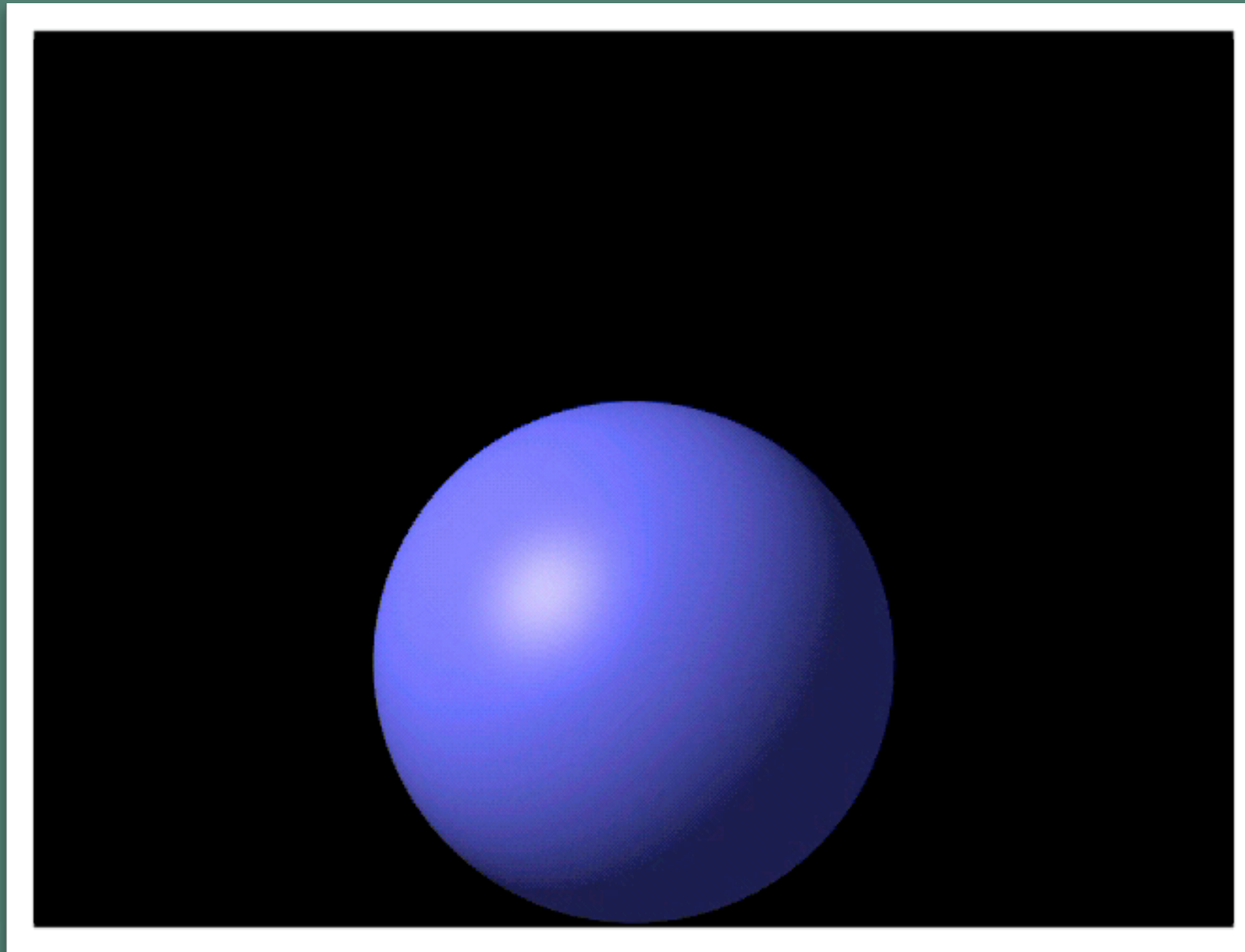


Stable PDE Fluids



Adrien Treuille

Overview

- Last Week's Question: **Advection**
- Fluid Particles (recap)
- From Particles to PDEs
- The Navier Stokes Equations
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- Questions

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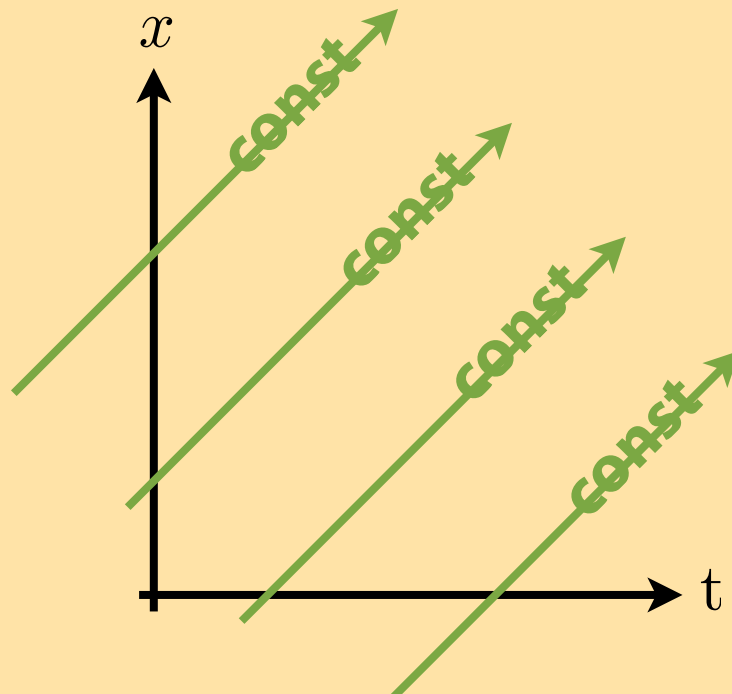
Answer to Previous Question

Recall

$$f(x, t) = g(x - t)$$

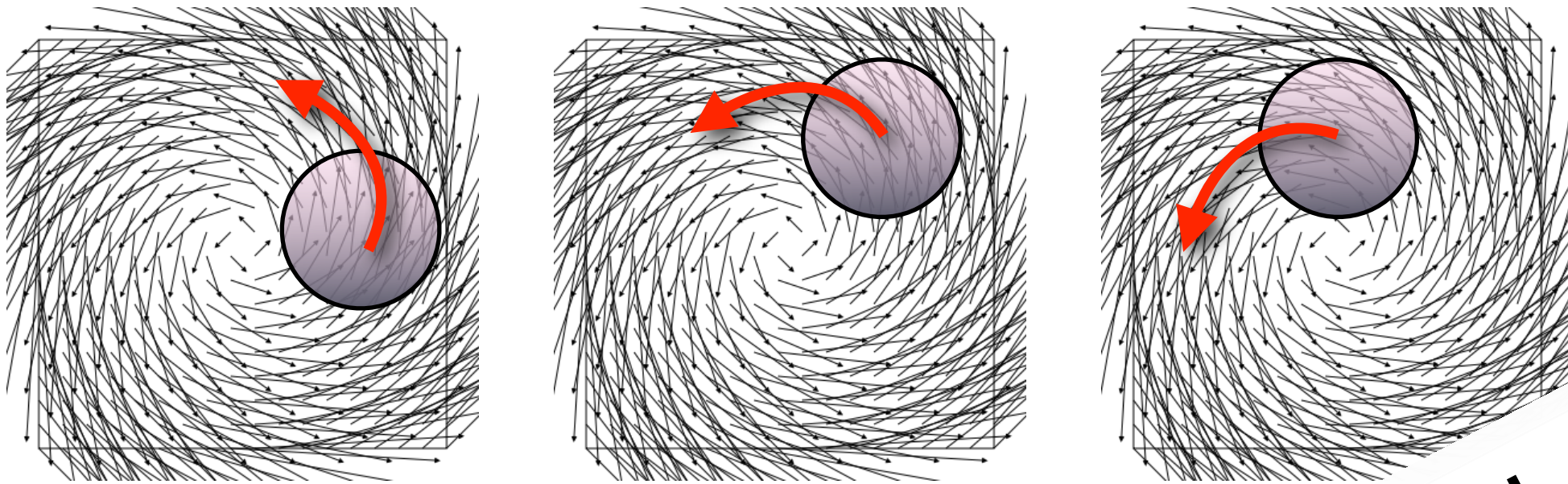
- Information propagates “to the right”

$$f(x, t + \Delta t) = f(x - \Delta t, t)$$



Answer to Previous Question

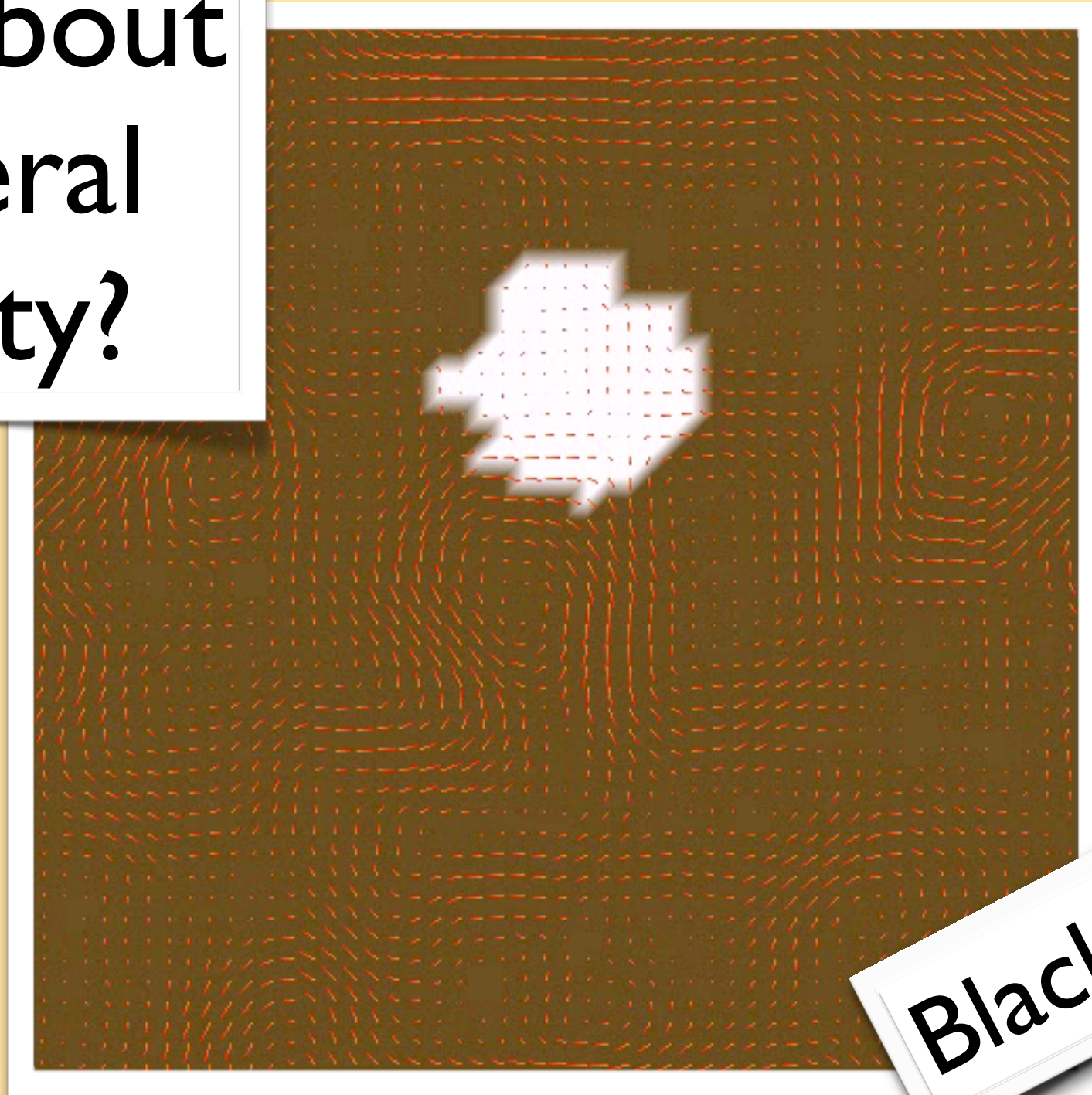
What about a rotational field?



Blackboard

Answer to Previous Question

What about
a general
velocity?



Blackboard

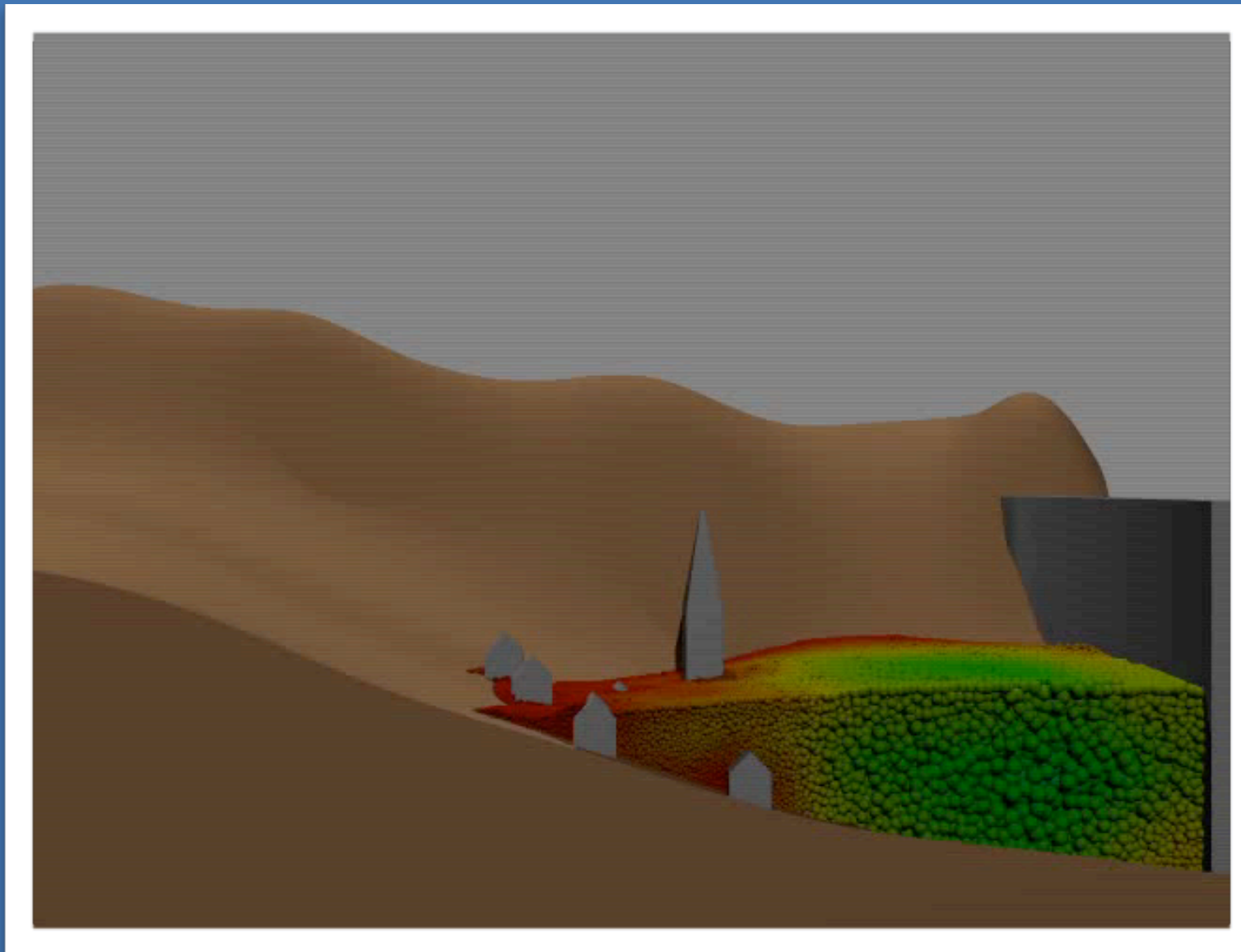
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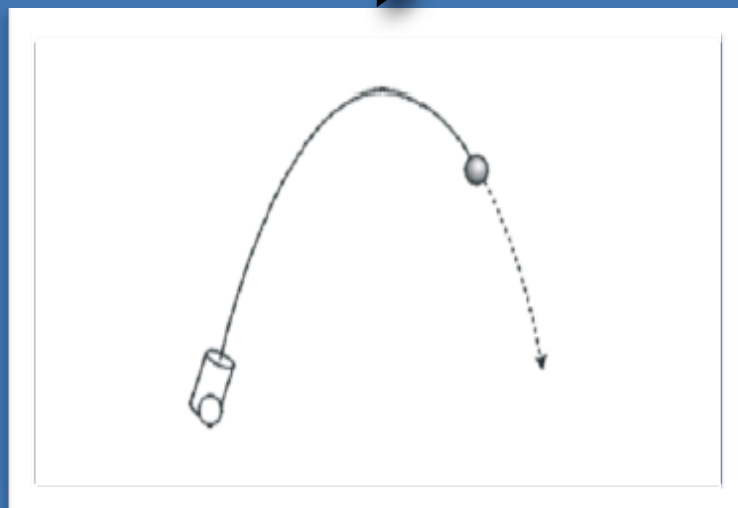
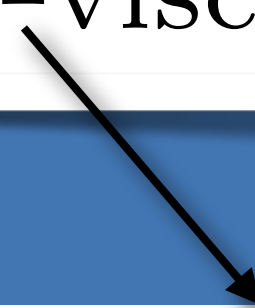
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Particle-based Fluids



Fluid Forces

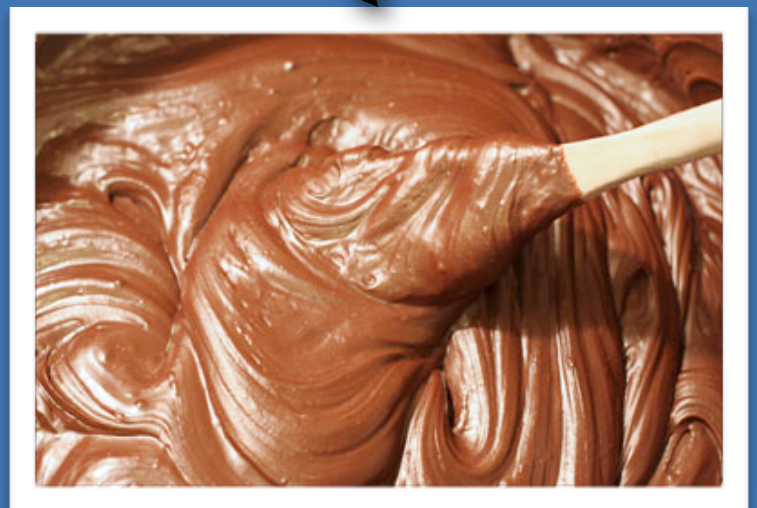
$$\rho \dot{\mathbf{v}} = \mathbf{f}_{\text{gravity}} + \mathbf{f}_{\text{pressure}} + \mathbf{f}_{\text{viscosity}}$$



Gravity



Resistance to
Compression



Viscosity

Fluid Forces

\mathbf{f}

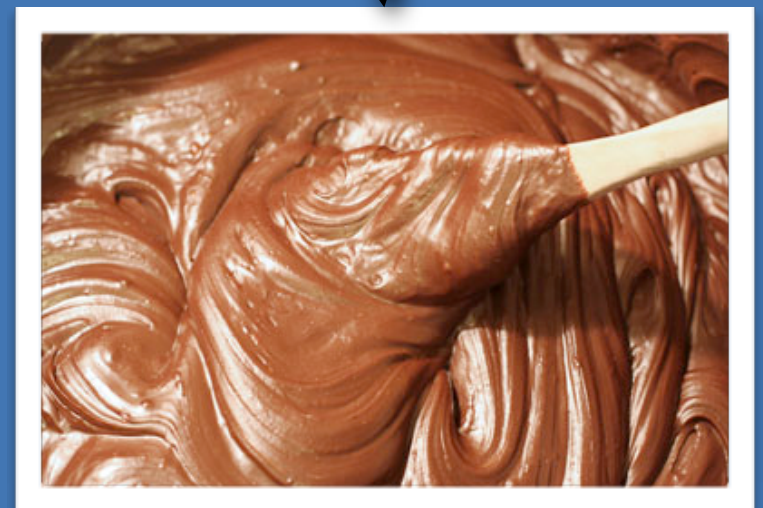
$$\rho \dot{\mathbf{v}} = \rho \mathbf{g} - \nabla p + \mu \nabla^2 \mathbf{v}$$



Gravity



Resistance to
Compression



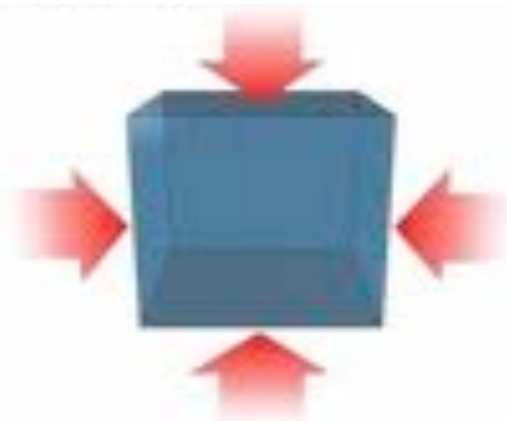
Viscosity

Fluid Forces

$$\rho \dot{\mathbf{v}} = \mathbf{f} - \nabla p + \mu \nabla^2 \mathbf{v}$$



External
Forces



Resistance to
Compression



Viscosity

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From Particles to PDES

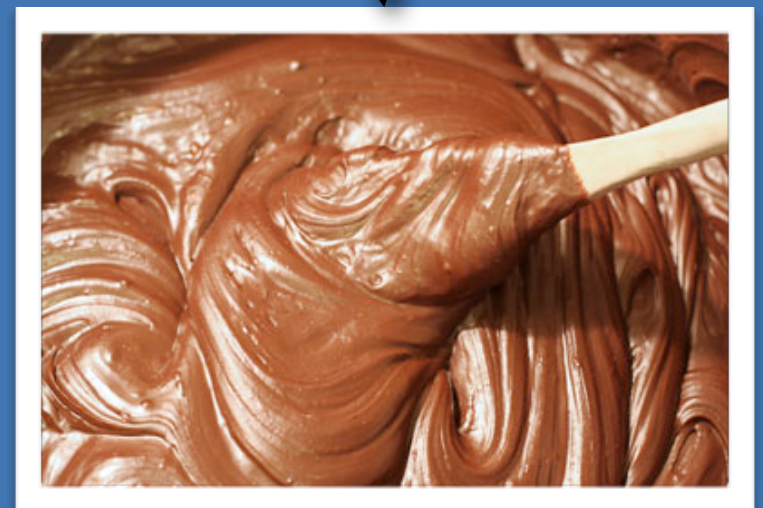
$$\rho \dot{\mathbf{v}} = \mathbf{f} - \nabla p + \mu \nabla^2 \mathbf{v}$$



External
Forces



Resistance to
Compression



Viscosity

From Particles to PDES

$$\rho \dot{\mathbf{v}}$$

$$\rho \dot{\mathbf{u}}$$

$$\begin{aligned} \rho \frac{d\mathbf{u}}{dt} &= \rho \left(\frac{\partial \mathbf{u}}{\partial \mathbf{x}} \frac{d\mathbf{x}}{dt} + \frac{\partial \mathbf{u}}{\partial t} \right) = \rho \left(\frac{\partial \mathbf{u}}{\partial \mathbf{x}} \mathbf{u} + \frac{\partial \mathbf{u}}{\partial t} \right) \\ &= \rho \left(\mathbf{u} \cdot \nabla \mathbf{u} + \frac{\partial \mathbf{u}}{\partial t} \right) \end{aligned}$$

From Particles to PDES

$$\rho \left(\mathbf{u} \cdot \nabla \mathbf{u} + \frac{\partial \mathbf{u}}{\partial t} \right) = -\nabla p + \mu \nabla^2 \mathbf{u} + f$$

$$\frac{\partial \mathbf{u}}{\partial t} = \mathbf{u} \cdot \nabla \mathbf{u} + \nabla p + \mu \nabla^2 \mathbf{u} + f$$

s.t. $\nabla \cdot \mathbf{u} = 0$

$$\rho \left(\mathbf{u} \cdot \nabla \mathbf{u} + \frac{\partial \mathbf{u}}{\partial t} \right)$$

**Incompressible
Navier-Stokes
Equations!**

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Navier Stokes Equations

- Density

$$\frac{\partial \rho}{\partial t} = -(\mathbf{u} \cdot \nabla) \rho$$

- Velocity

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla) \mathbf{u} - \frac{1}{r} \nabla p + s \nabla^2 \mathbf{u} + \mathbf{f}$$

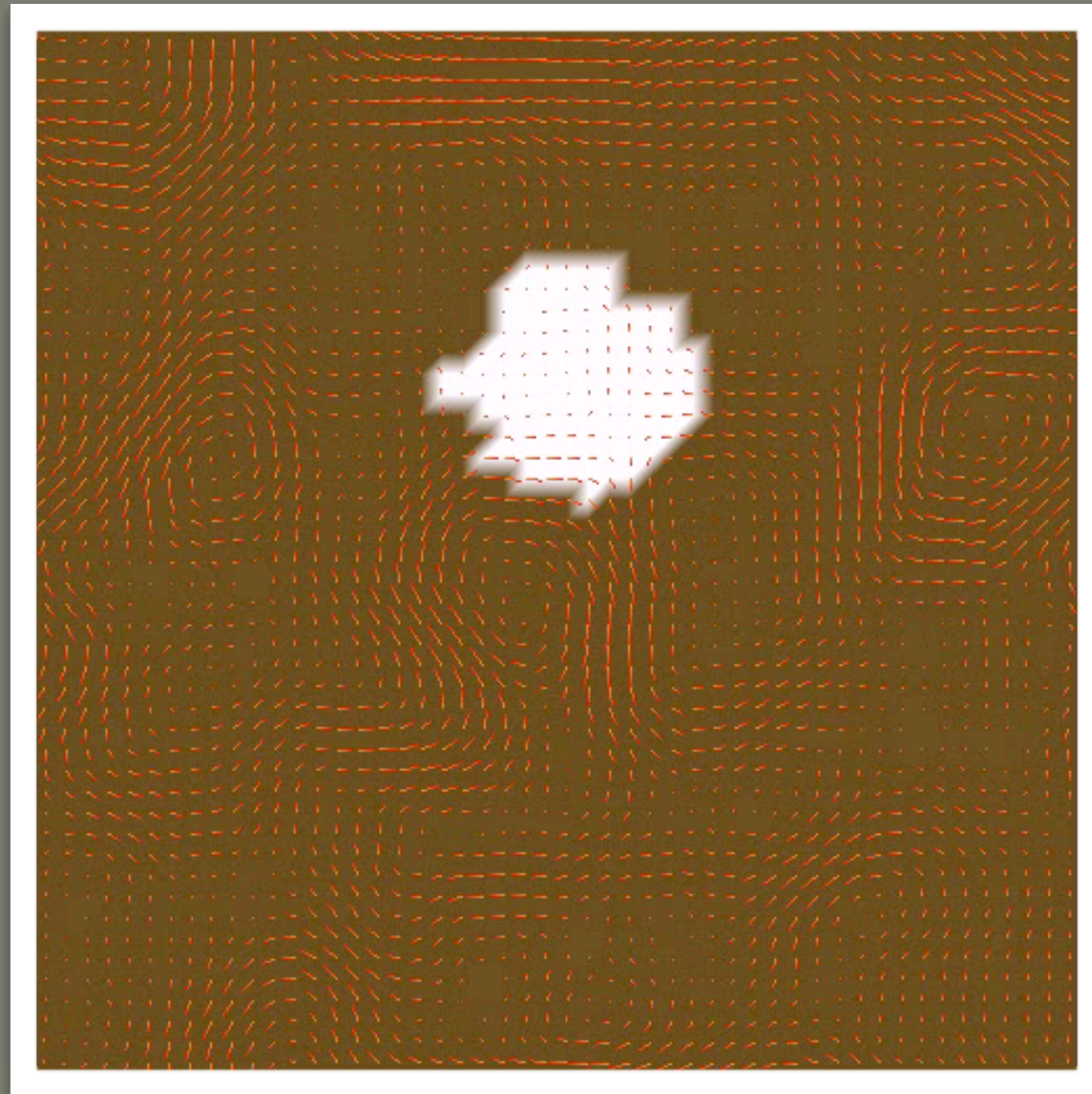
$$\text{s.t. } \nabla \cdot \mathbf{u} = 0$$

Density Advection

$$\frac{\partial \rho}{\partial t} = -(\mathbf{u} \cdot \nabla) \rho$$

Video: Density Advection

Density Advection



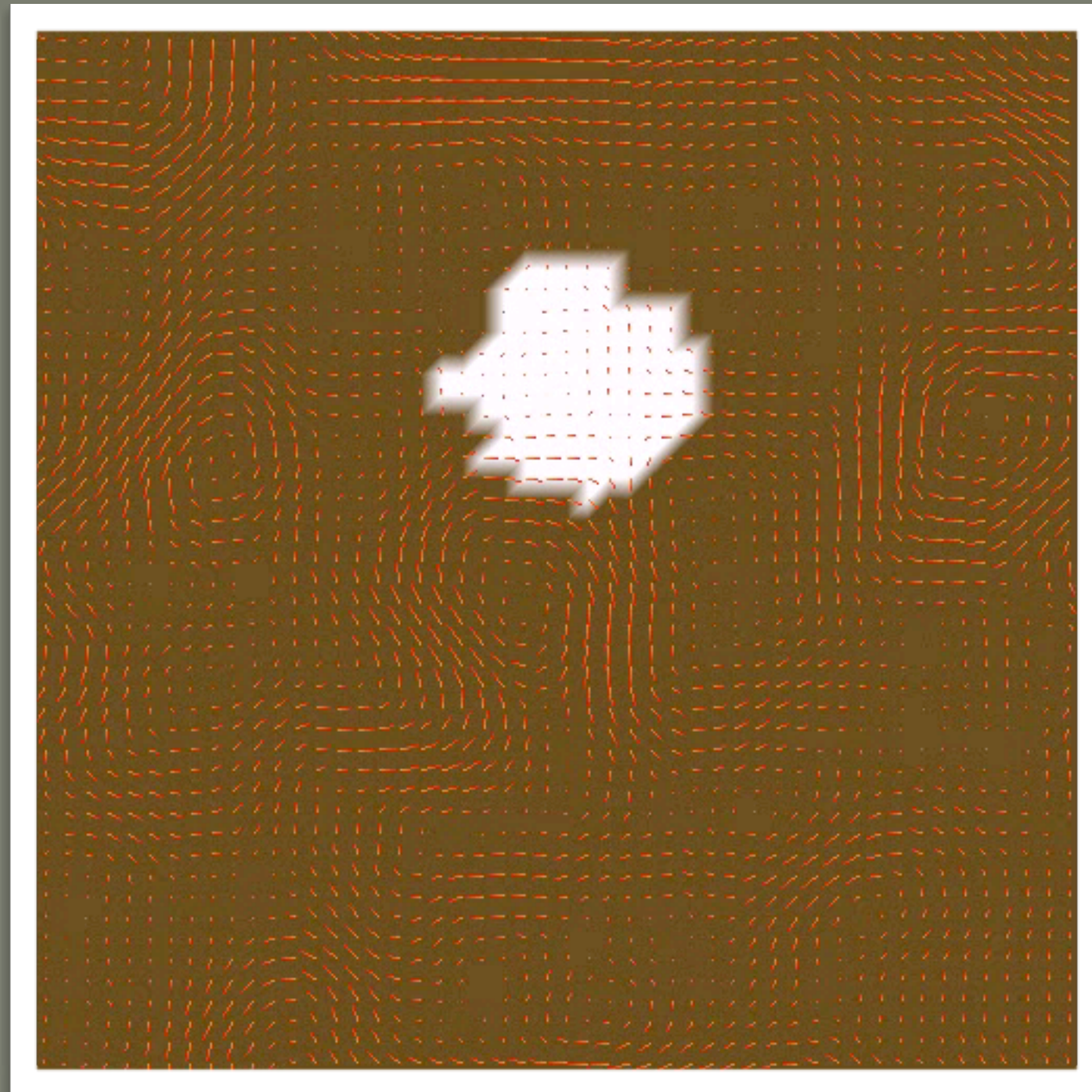
Velocity Advection

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla) \mathbf{u} - \frac{1}{r} \nabla p + s \nabla^2 \mathbf{u} + \mathbf{f}$$

$$\text{s.t. } \nabla \cdot \mathbf{u} = 0$$

Video: Velocity Advection

Density and Velocity Advection



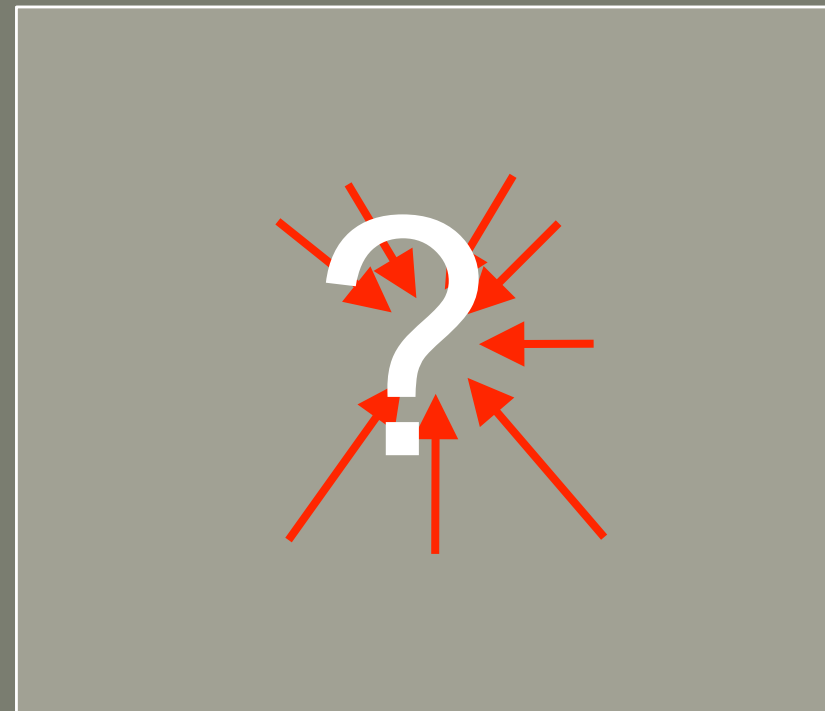
Projection

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla) \mathbf{u} - \frac{1}{r} \nabla p + s \nabla^2 \mathbf{u} + \mathbf{f}$$

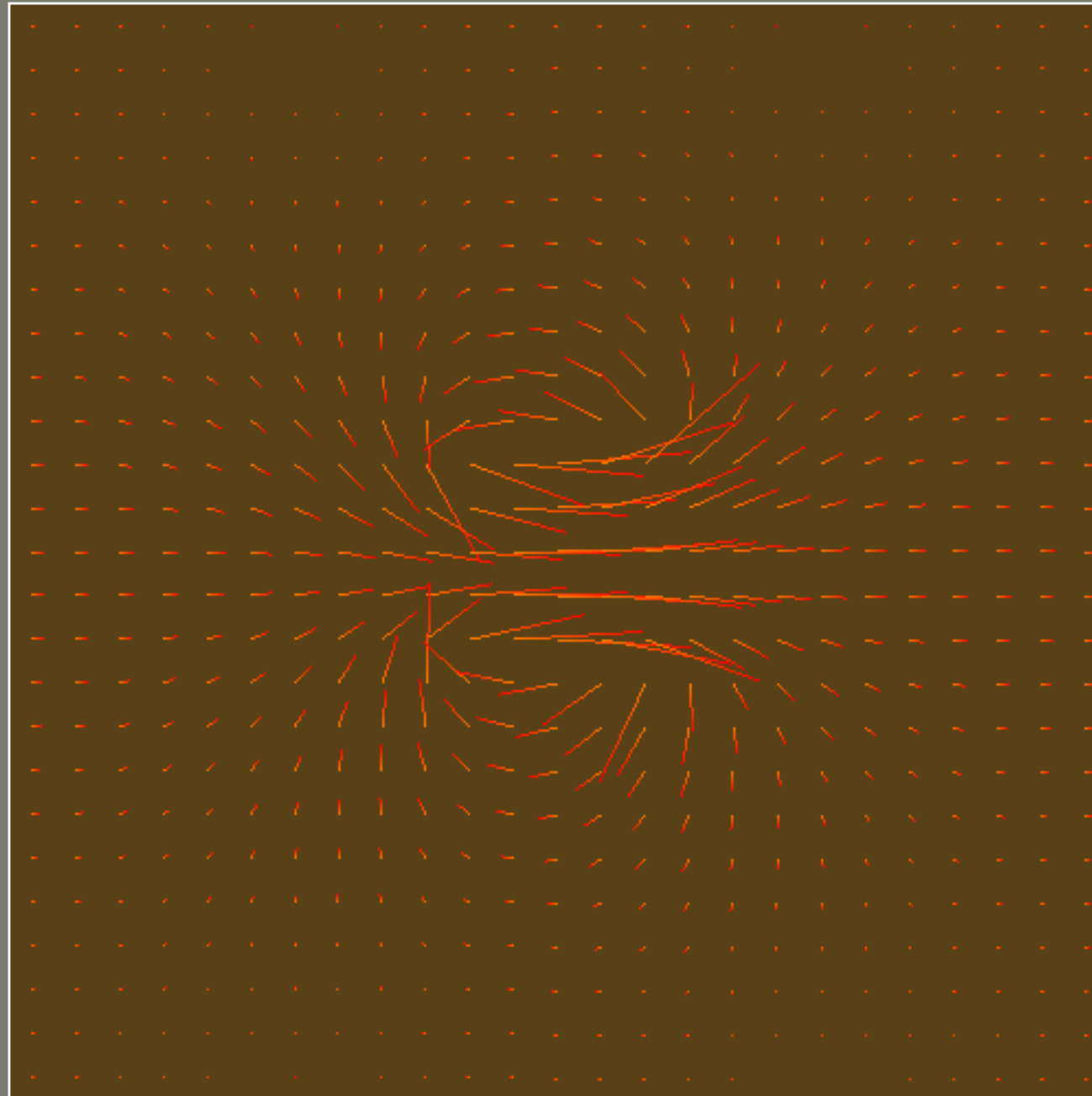
$$\text{s.t. } \nabla \cdot \mathbf{u} = 0$$

(divergence)

Div $\nabla \cdot \mathbf{u} = 0$



Projection



$$\text{Div} \neq 0$$

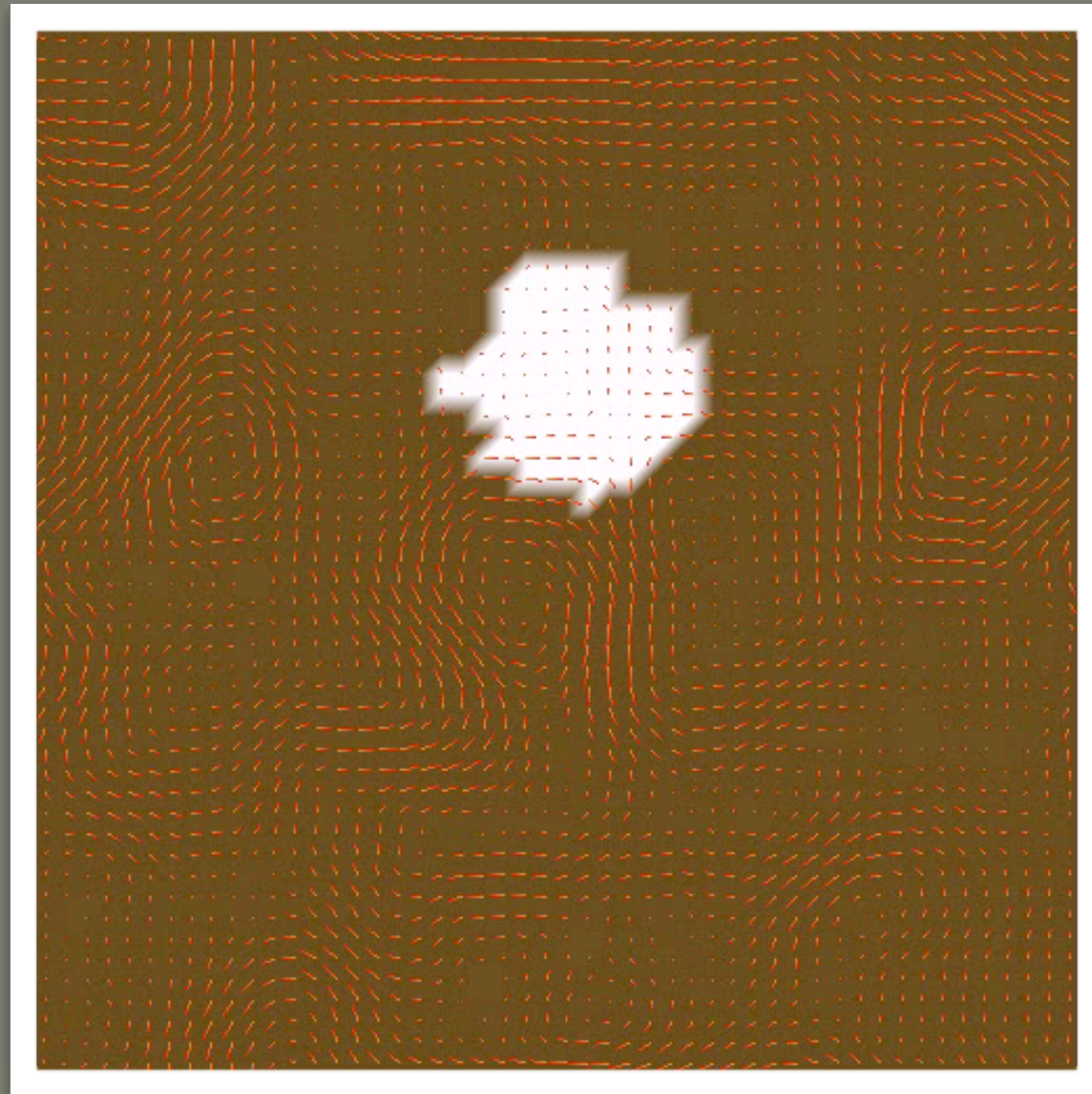
Projection

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla) \mathbf{u} - \frac{1}{r} \nabla p + s \nabla^2 \mathbf{u} + \mathbf{f}$$

$$\text{s.t. } \nabla \cdot \mathbf{u} = 0$$

Video: Velocity Advection and Projection

Advection + Projection



Diffusion

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla) \mathbf{u} - \frac{1}{r} \nabla p + s \nabla^2 \mathbf{u} + \mathbf{f}$$

$$\text{s.t. } \nabla \cdot \mathbf{u} = 0$$

External Forces

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla) \mathbf{u} - \frac{1}{r} \nabla p + s \nabla^2 \mathbf{u} + \mathbf{f}$$

$$\text{s.t. } \nabla \cdot \mathbf{u} = 0$$

- Gravity
- Heat
- Surface Tension
- User-Created Forces (stirring coffee)

Physics Recap

- Physical quantities represented as fields.
- PDE describes the dynamics.
 - explains what we see in here...



- Much \$\$\$ for analytic solution!

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Simulation Representation

- Recall we're dealing with *fields*:

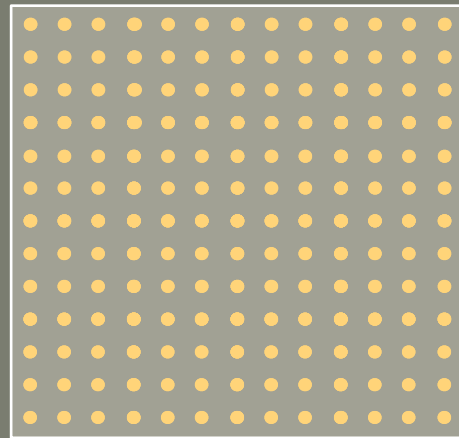
$$\rho : \Omega \rightarrow [0, 1]$$

(density)

$$\mathbf{u} : \Omega \rightarrow \mathbb{R}^3$$

(velocity)

- Grid Representation



- Each grid cell represents integral over underlying quantities
- Derivatives Easy to Implement

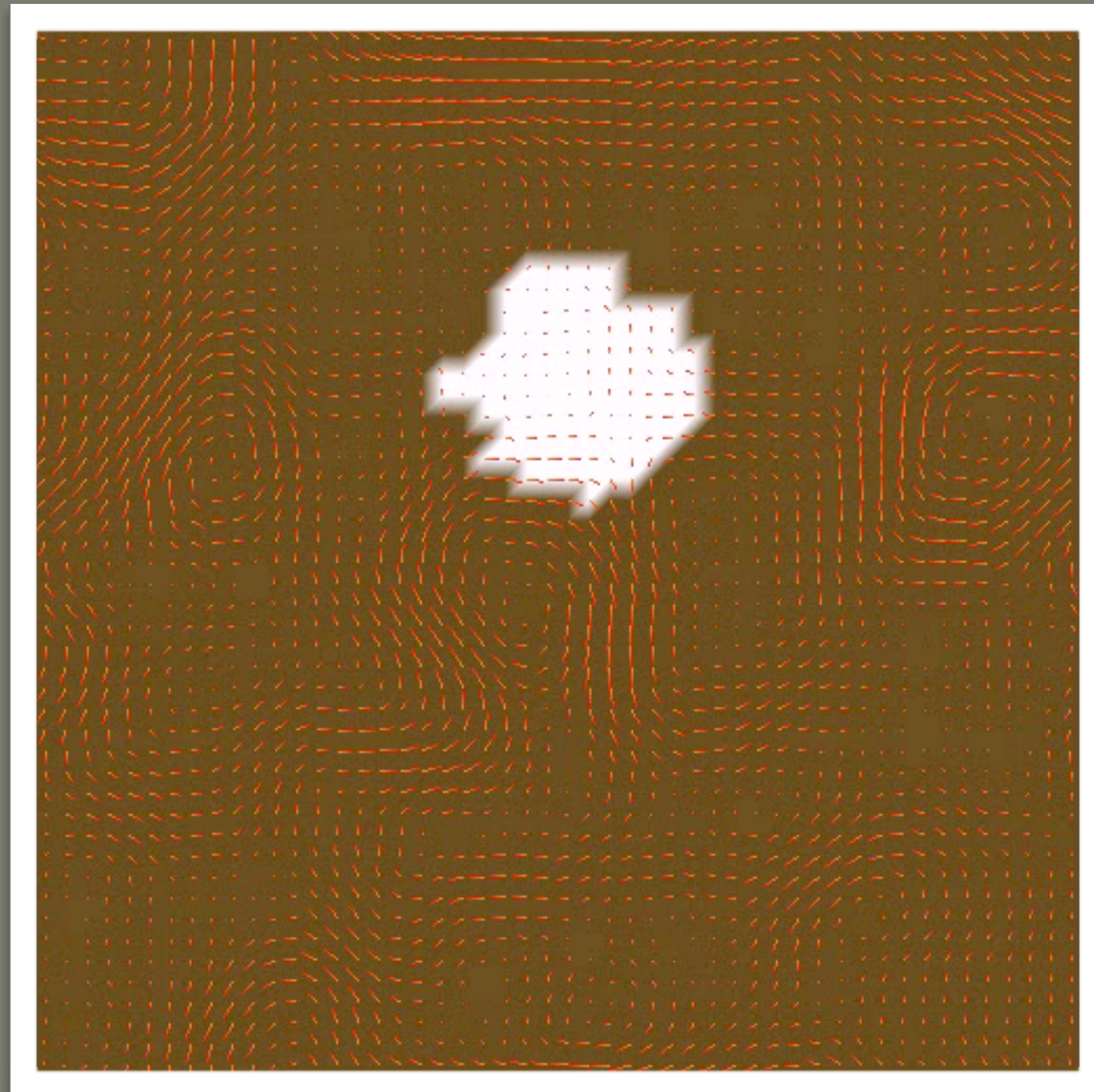
Explicit Integration

- Very simple method to “implement” physics

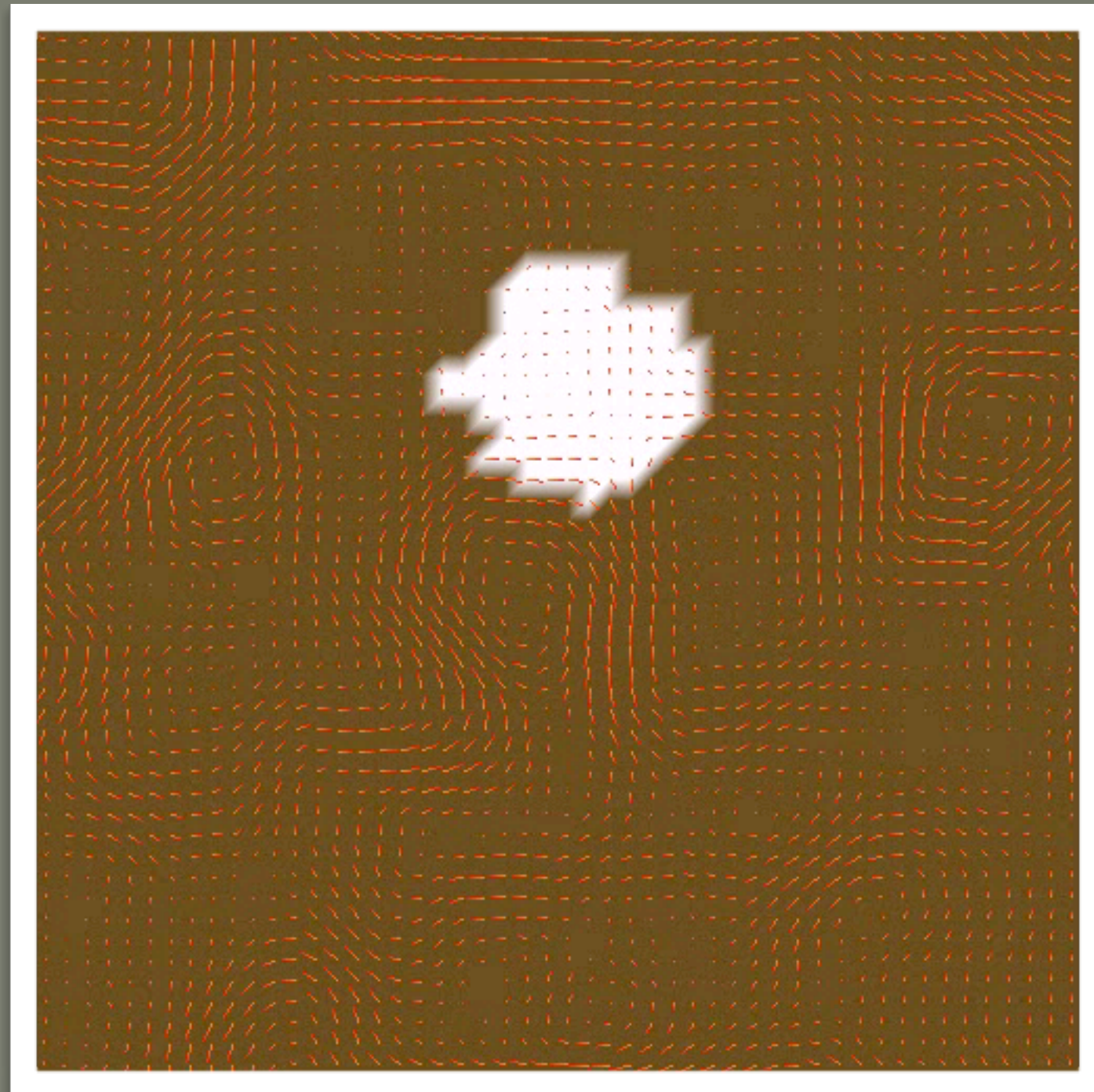
$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla) \mathbf{u} - \frac{1}{r} \nabla p + s \nabla^2 \mathbf{u} + \mathbf{f}$$

$$x(t + \Delta t) \approx x(t) + (\Delta t) f(x(t))$$

Explicit Integration



Stable Fluids



Splitting Methods

- Suppose we had a system:

$$\frac{\partial x}{\partial t} = f(x) = g(t) + h(t)$$

- ...and we define a *simulation* S_f .

$$S_f(x, \Delta t) : x(t) \mapsto x(t + \Delta t)$$

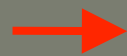
- Then we *could* define:

$$S_f(x, \Delta t) = S_g(x, \Delta t) \circ S_h(x, \Delta t)$$

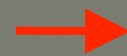
Splitting Methods

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla) \mathbf{u} - \frac{1}{r} \nabla p + s \nabla^2 \mathbf{u} + \mathbf{f}$$

Advect



Project



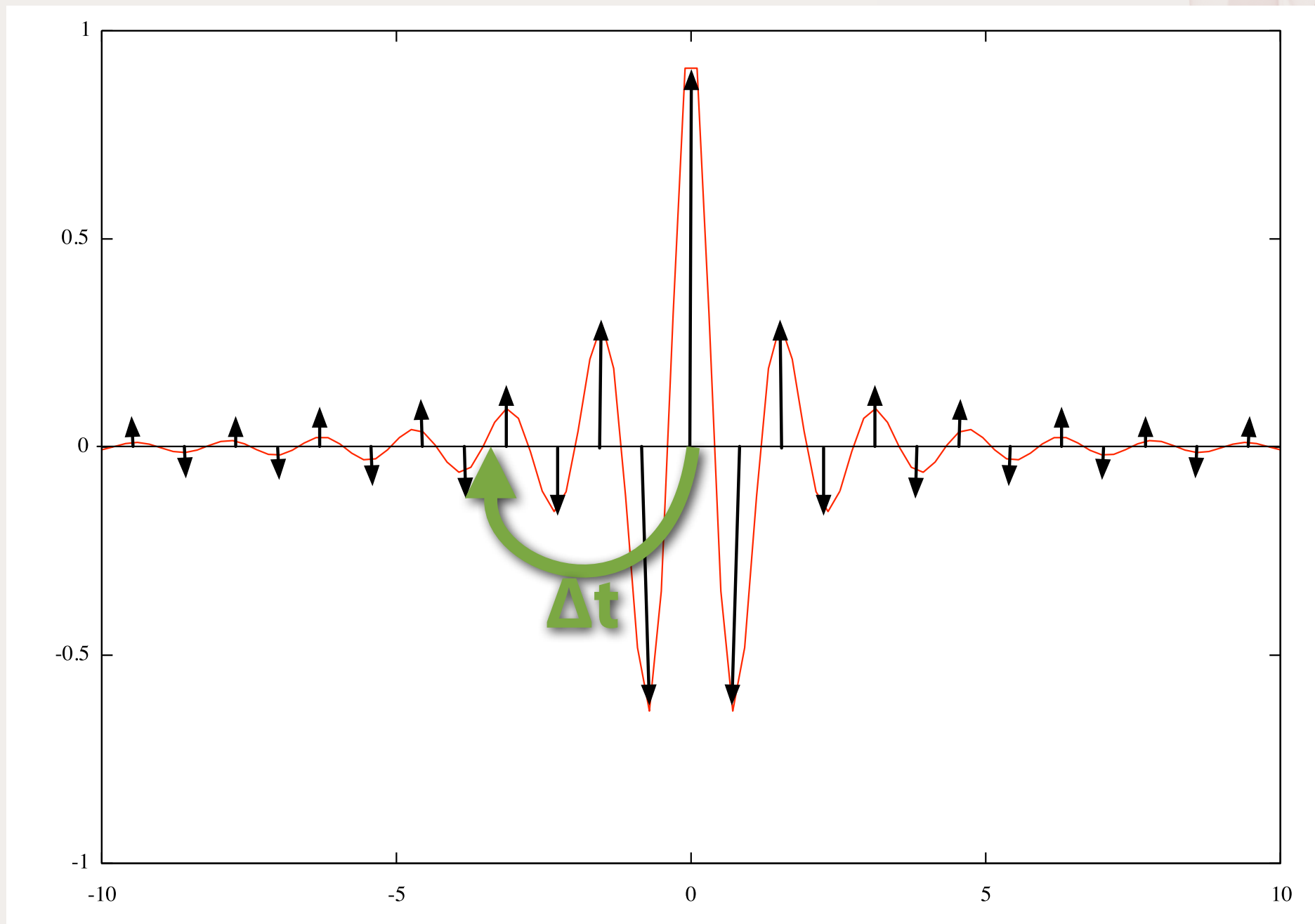
Diffuse



Add Forces

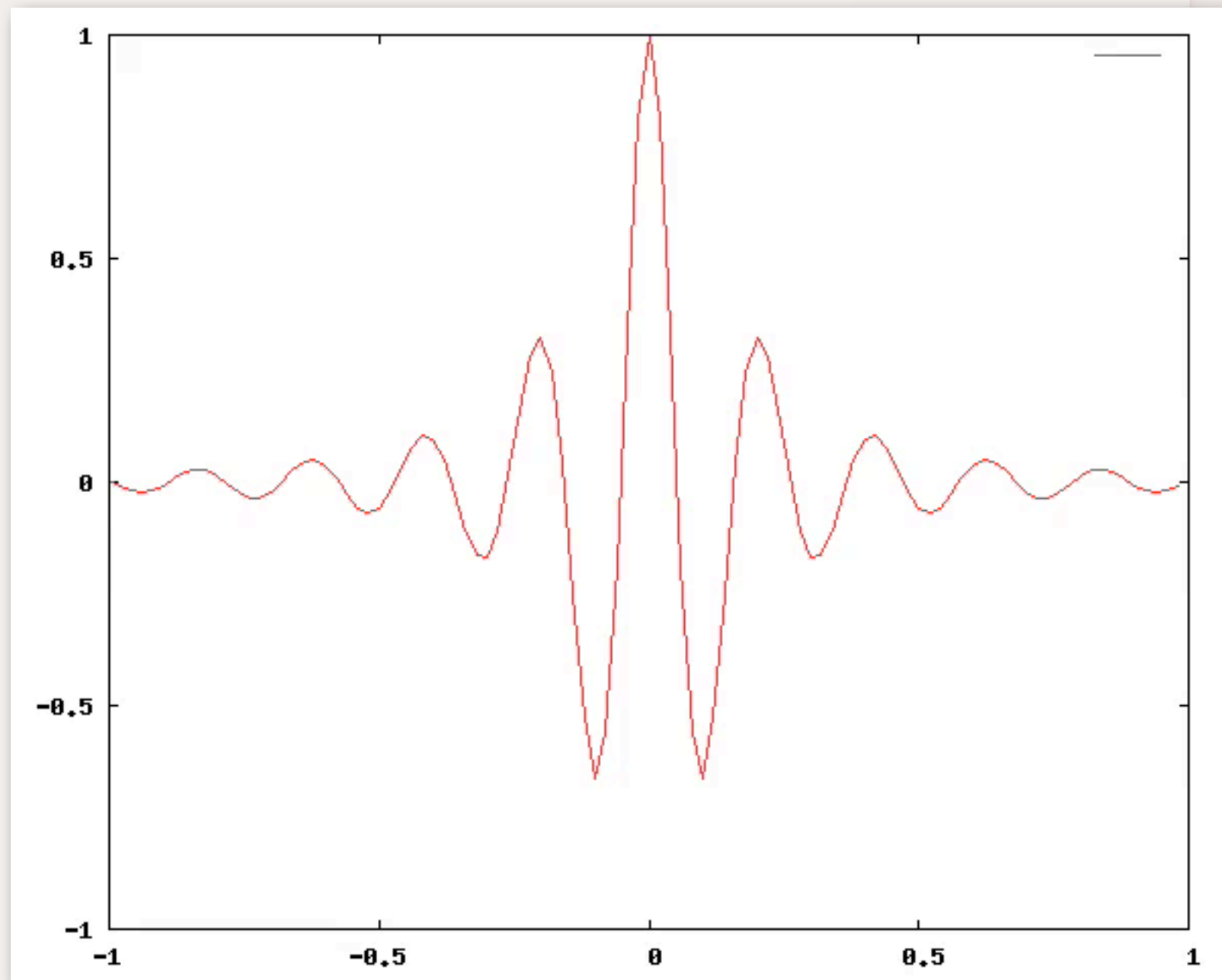
Semi-Lagrangian

$$f(x, t + \Delta t) = f(x - \Delta t, t)$$

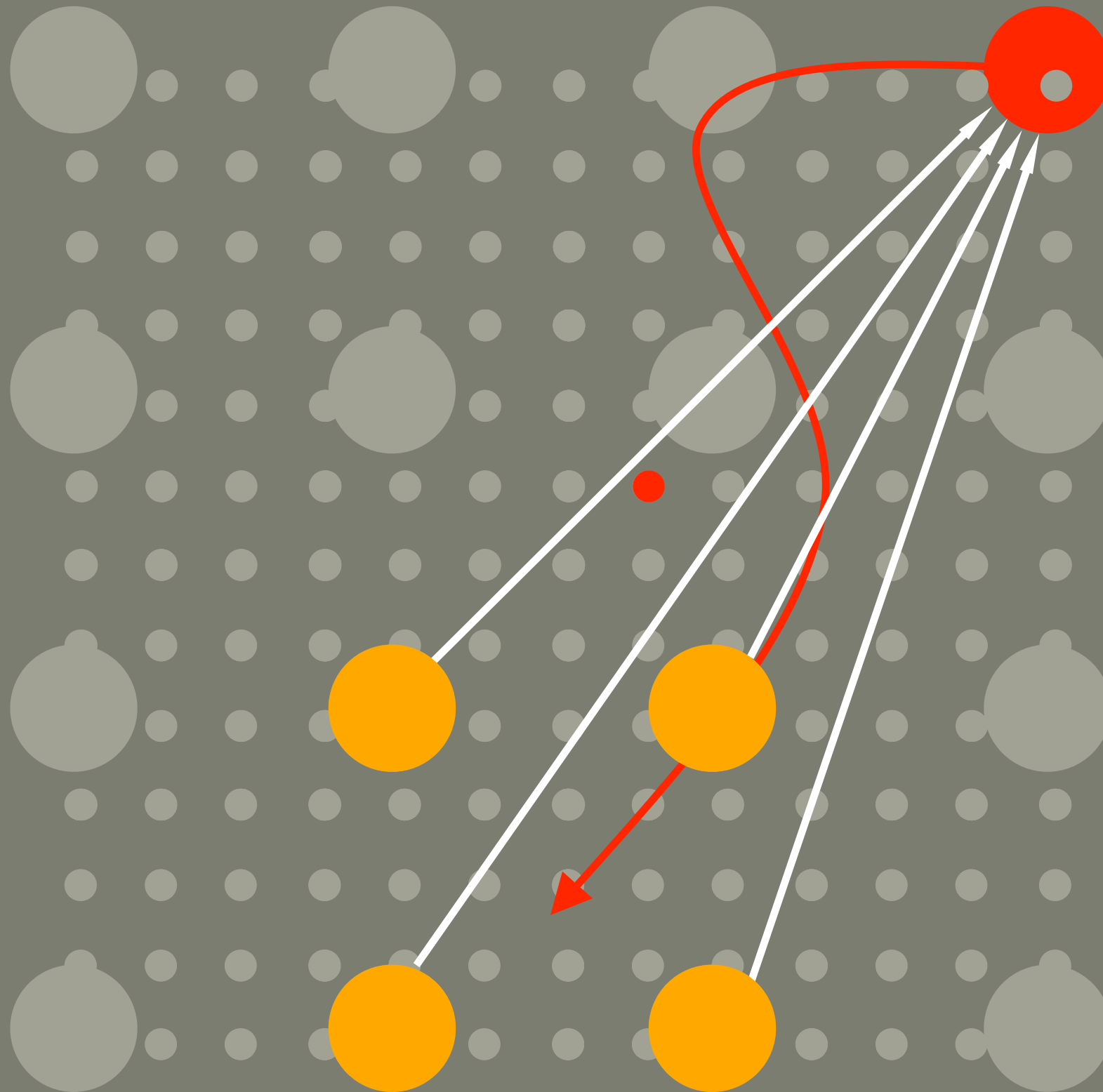


SL Advection

$$f(x, t + \Delta t) = f(x - \Delta t, t)$$

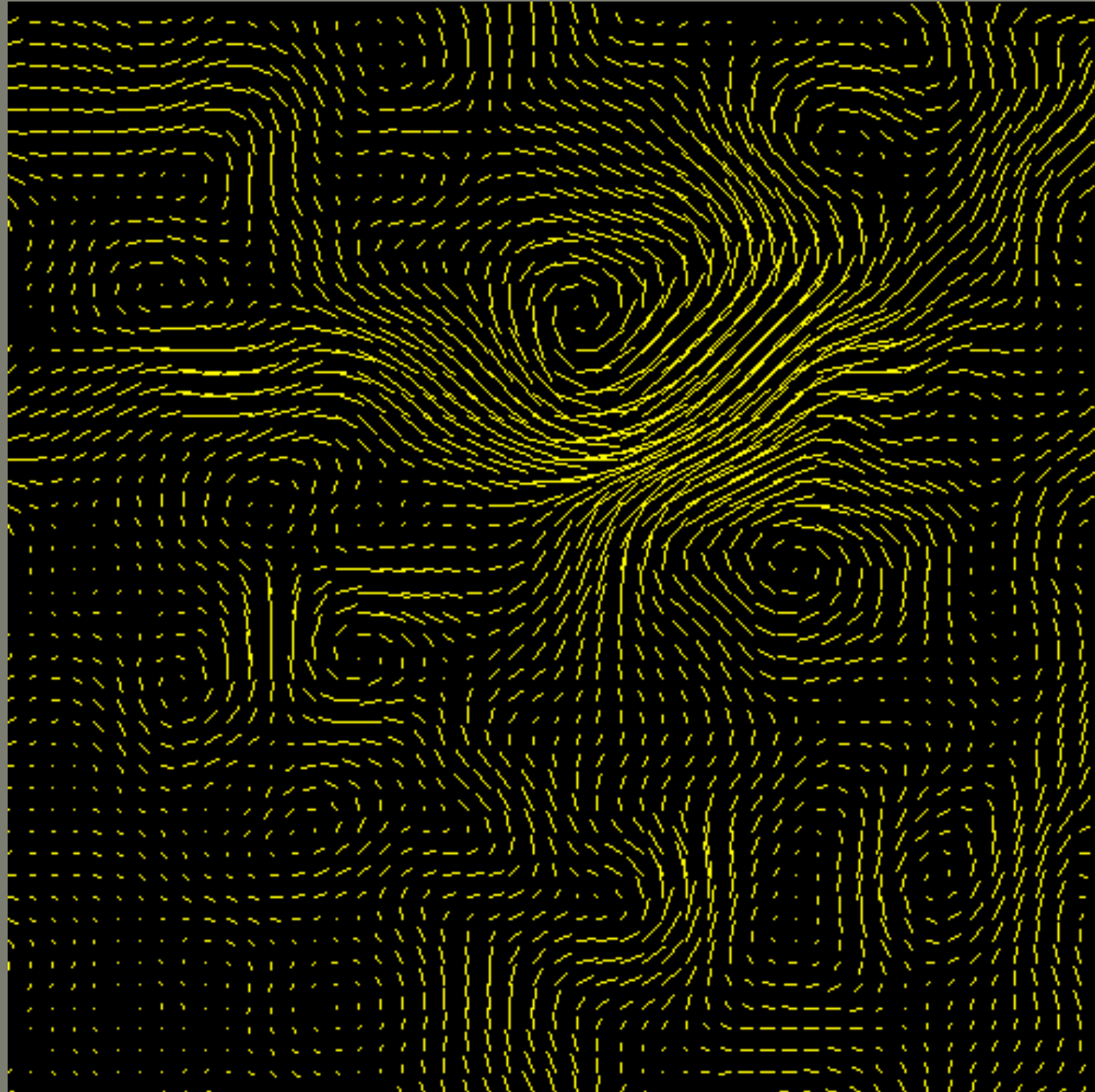


Advection



Projection

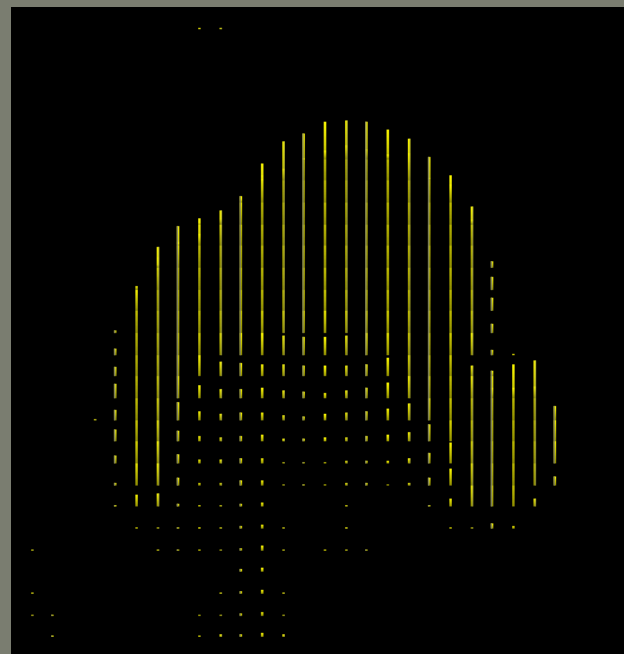
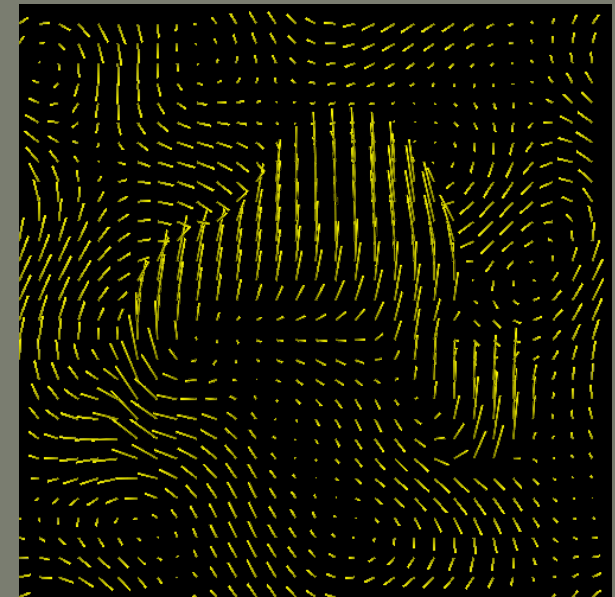
P



Diffusion

- Solved implicitly (like projection)
- I don't have a picture of this.

Add Forces (e.g. heat)



Simulation Recap

- Decided Upon *grid-based* representation.
- Explicit Methods will not work.
- Stable Fluids solves all our problems...
 - ...maybe.

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Questions

- Which phenomena does PDE method capture better? Why?
- Which phenomena does SPH capture better? Why?
- In the PDE implementation, how could we handle boundaries?
- How could we handle free surfaces?