Lecture 21:

Physical Simulation

Computer Graphics and Imaging
UC Berkeley CS184/284A

courtesy of C.K. Wolfe, Curtis Hu, James O'Brien and Keenan Crane.

Newton's Law

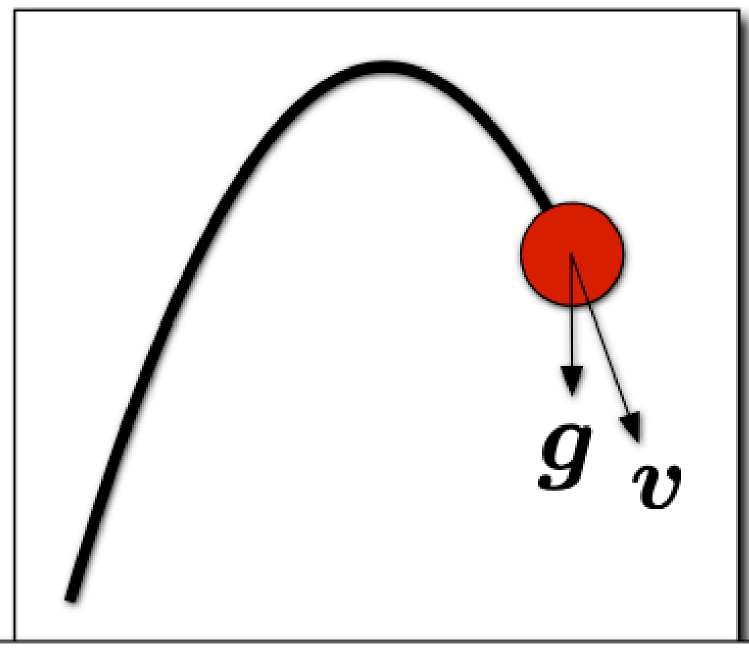
$$F = ma$$

Force

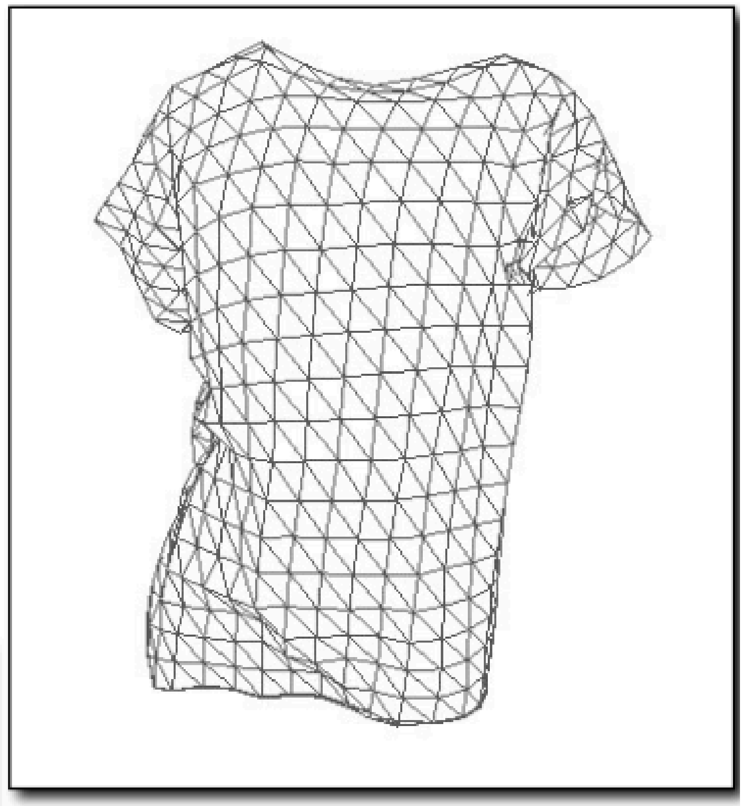
Mass Acceleration

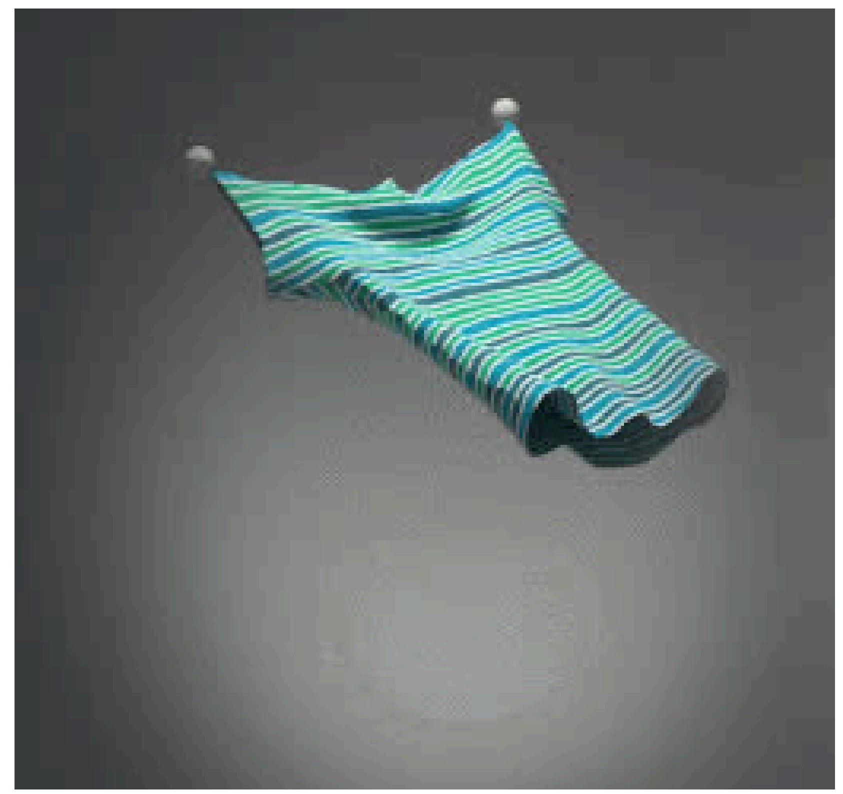
Physically Based Animation

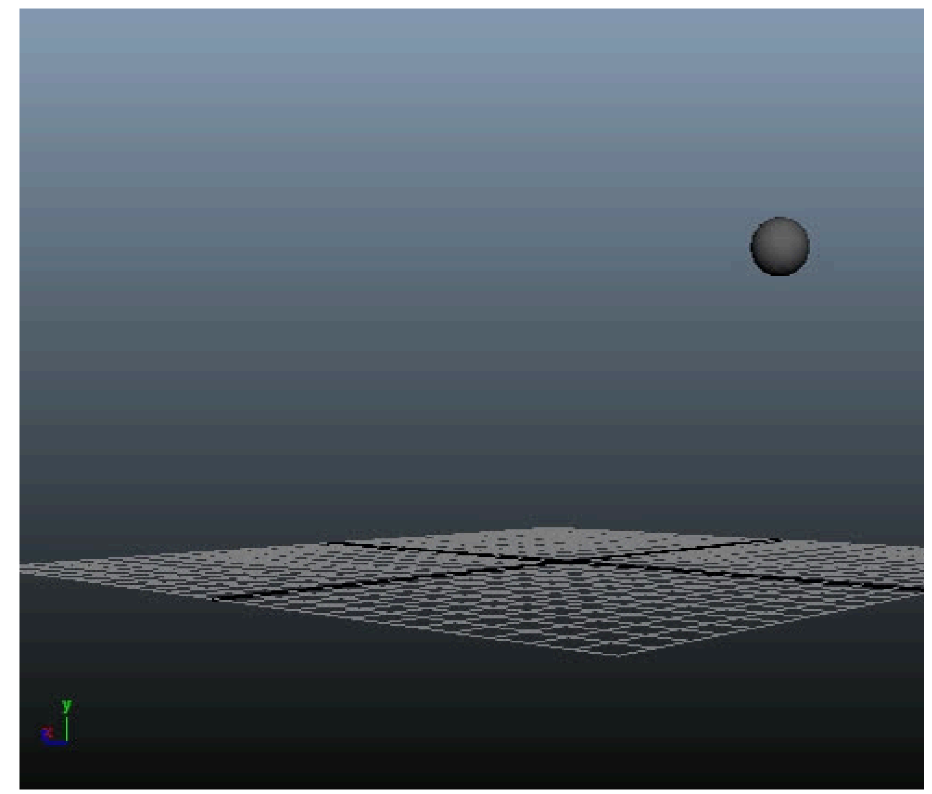
Generate motion of objects using numerical simulation



$$\boldsymbol{x}^{t+\Delta t} = \boldsymbol{x}^t + \Delta t \boldsymbol{v}^t + \frac{1}{2}(\Delta t)^2 \boldsymbol{a}^t$$





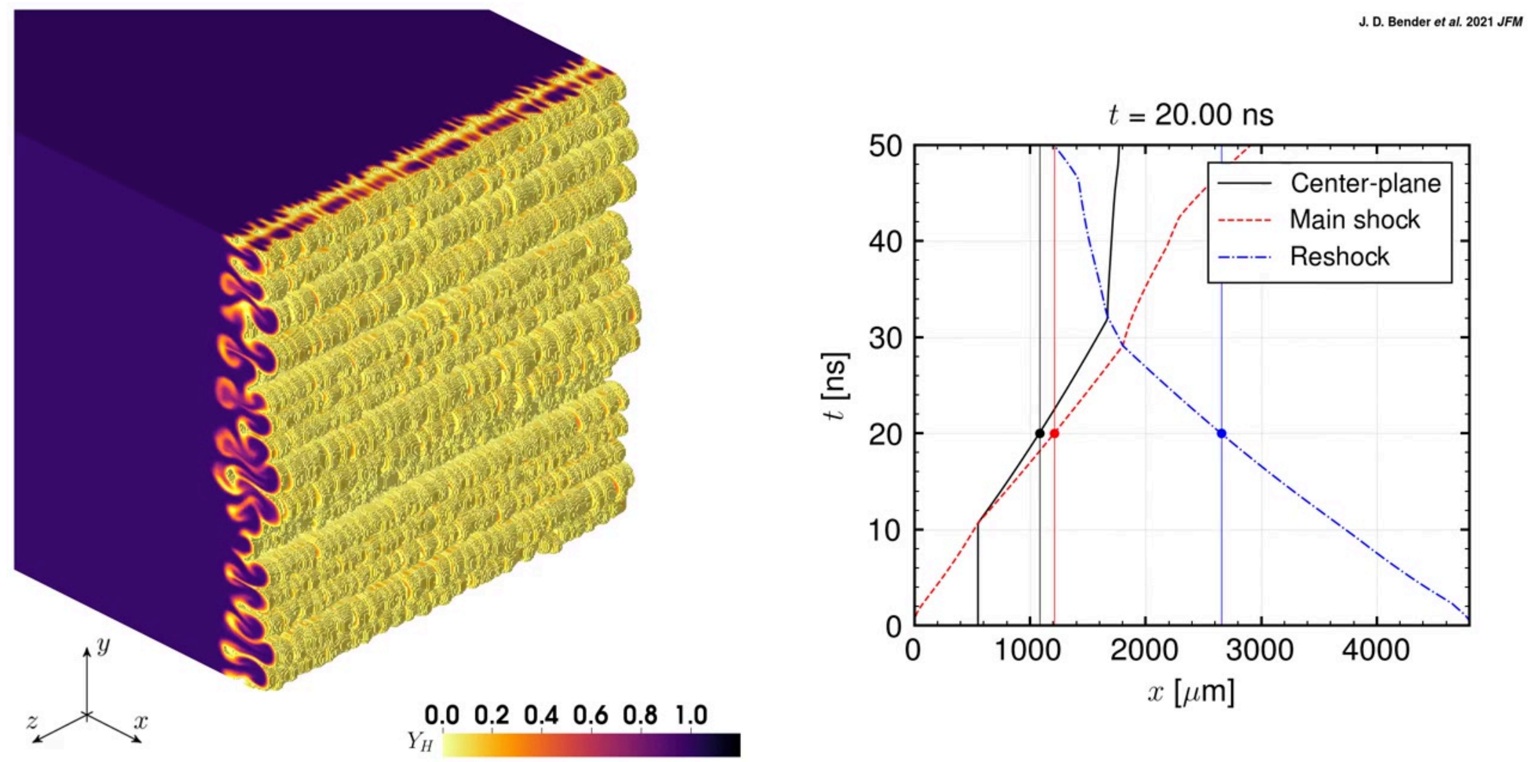


Example: Cloth Simulation

Example: Fluids

Example: Fluids

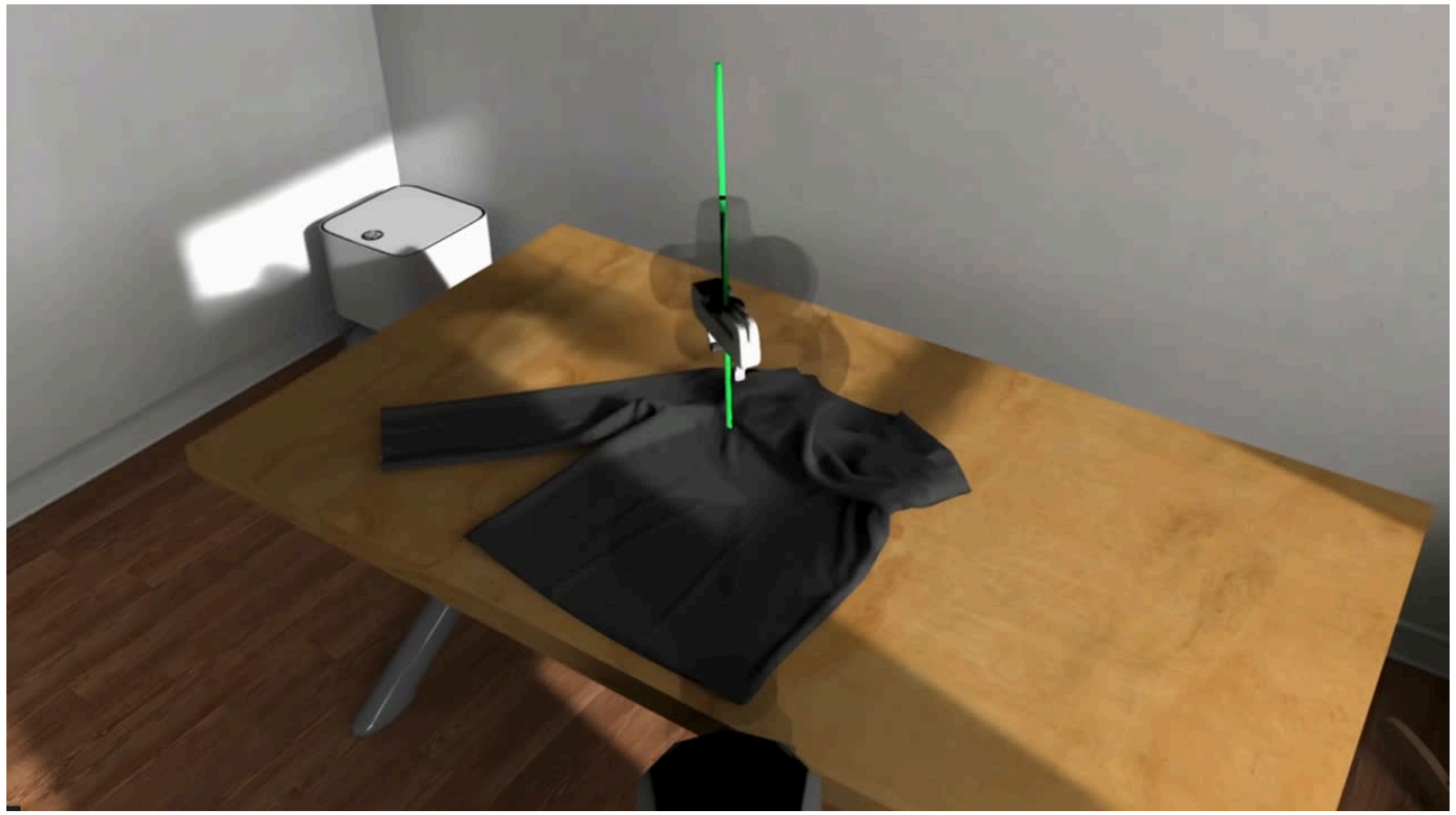
SPlisHSPlasH Smoothed Particle Hydrodynamics (SPH)



National Ignition Facility (NIF) Visualized experiments. Flow physics of a shocked and reshocked high-energy-density mixing layer

Example: Cloth Simulation in Robotics

Simulation Training



Isaac Sim Demo https://lightwheel.ai/

Reality

https://www.physicalintelligence.company/

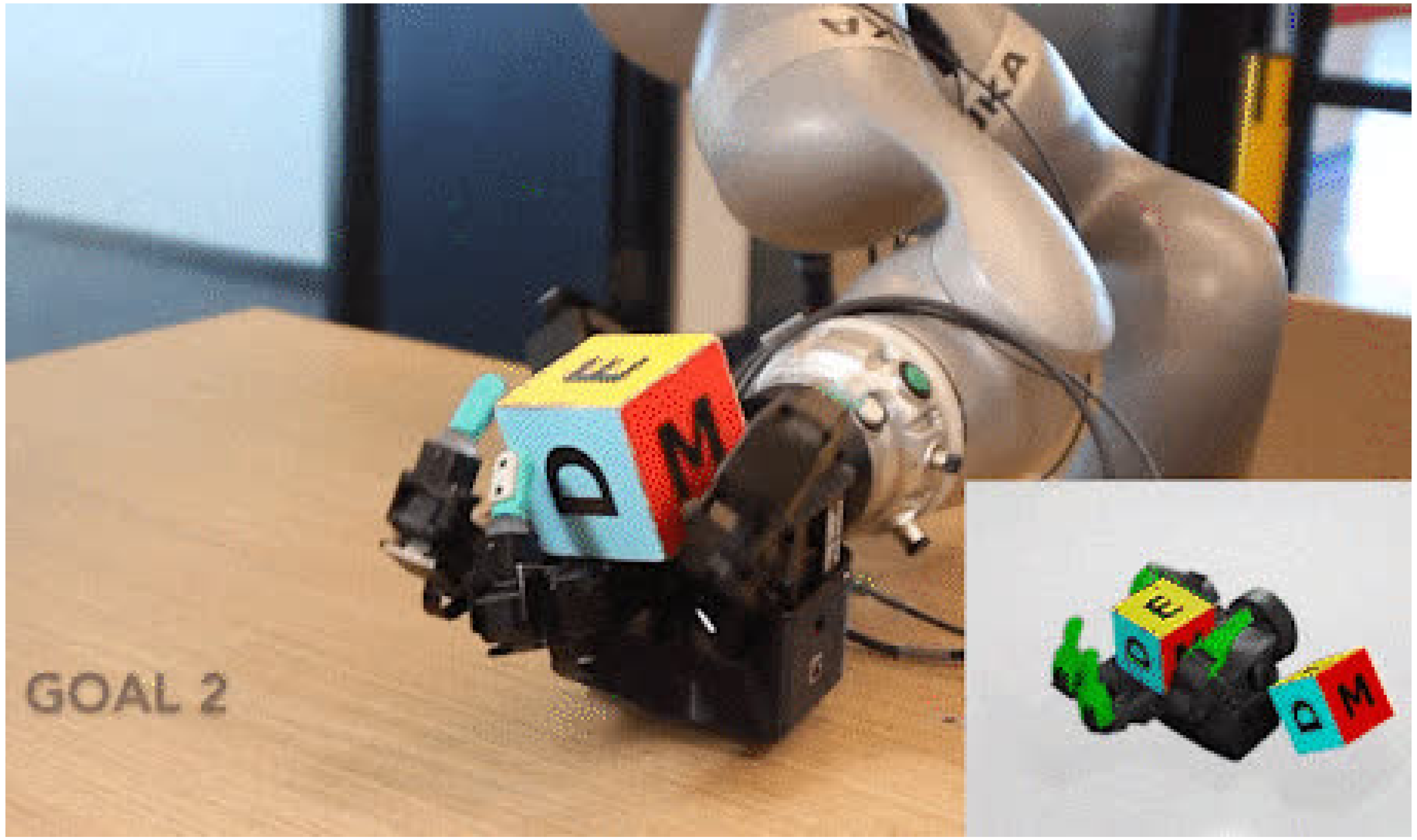
Example: Particle Systems

Single particles are very simple Large groups can produce interesting effects Supplement basic ballistic rules

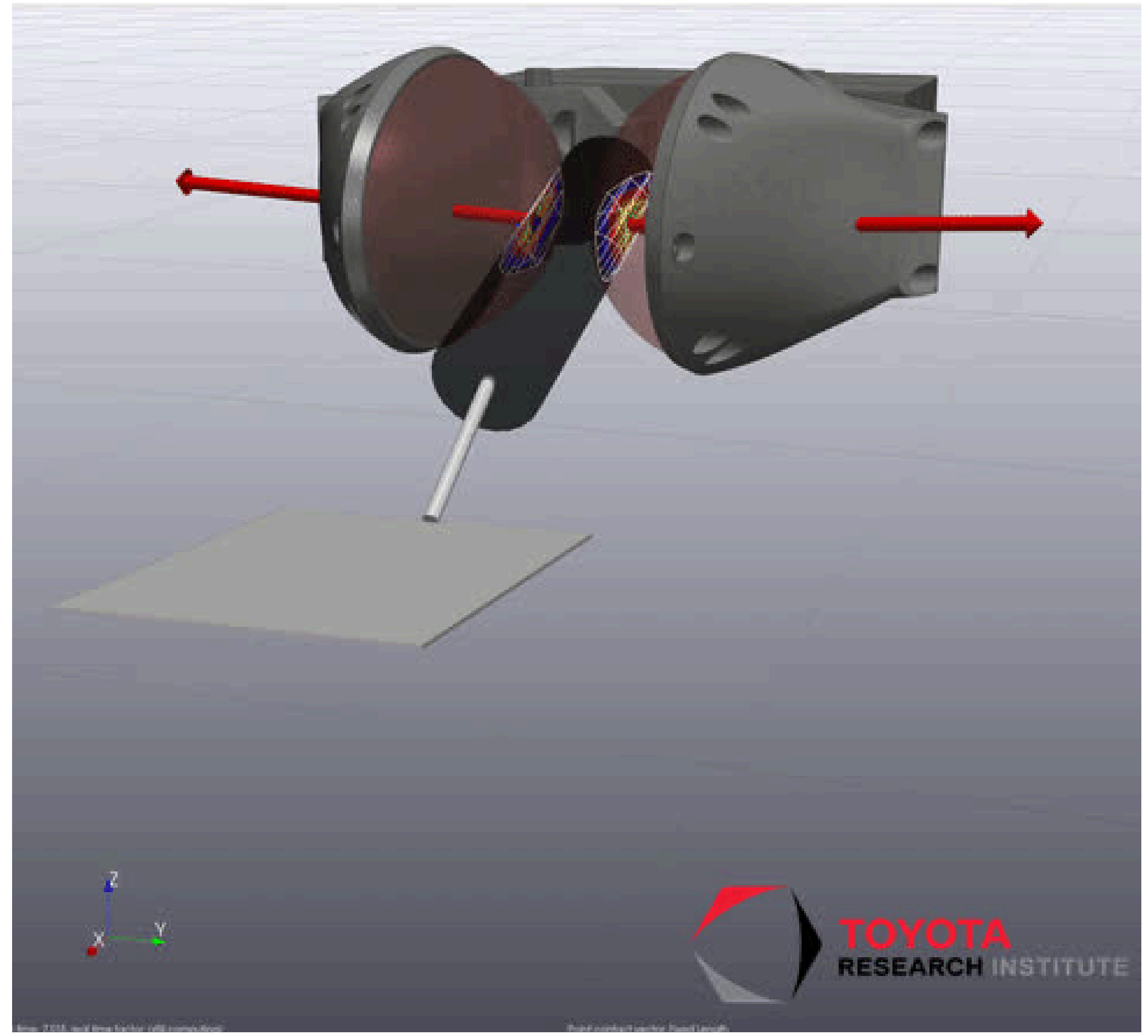
- Gravity
- Friction, drag
- Collisions
- Force fields
- Springs
- Interactions
- Others...

PhysGaussian: Physics-Integrated 3D Gaussians for Generative Dynamics (CVPR 2024) customized Material Point Method (MPM)

Example: Simulation Contact Points



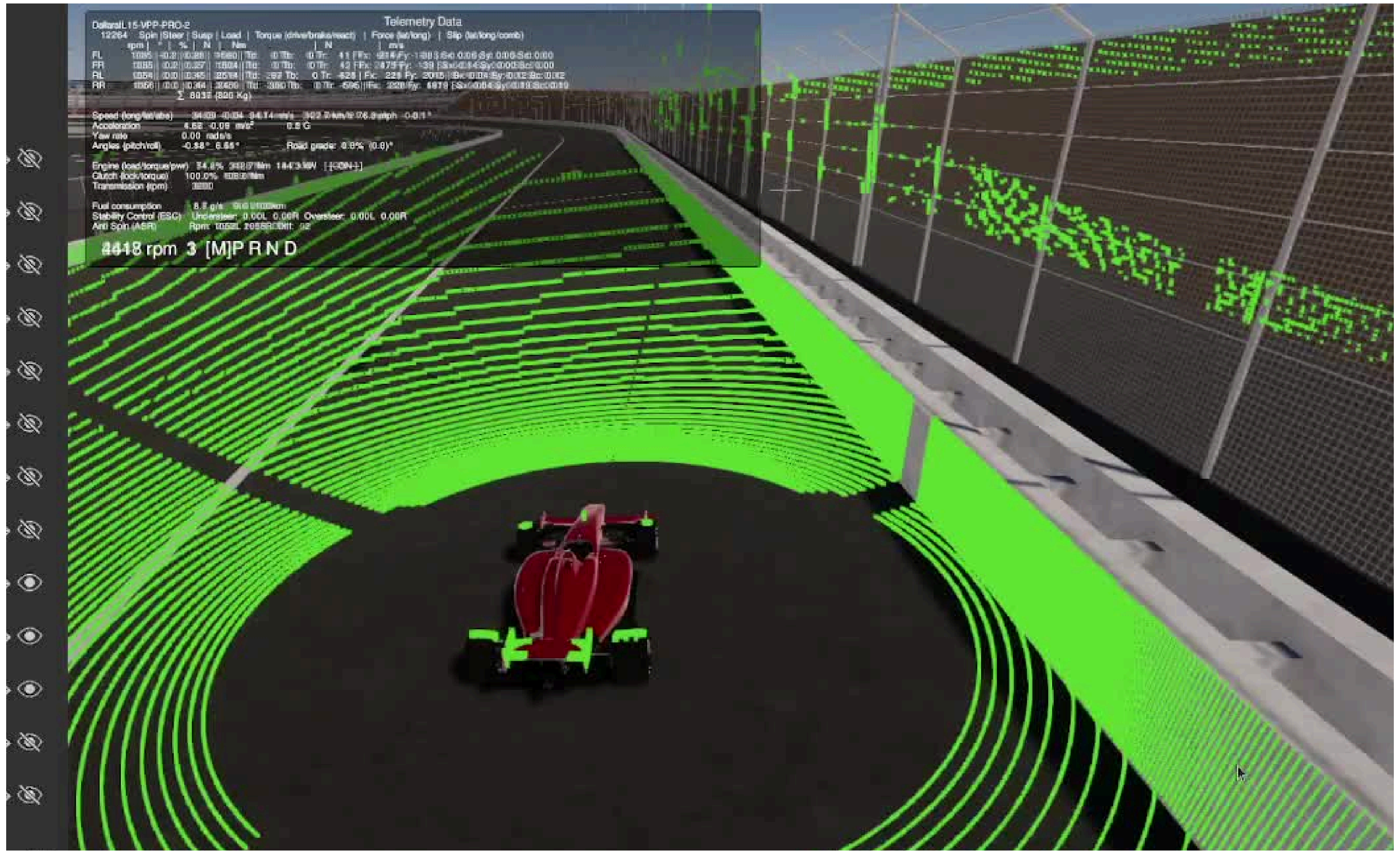
https://developer.nvidia.com/blog/reinforcing-the-value-of-simulation-by-teaching-dexterity-to-a-real-robot-hand/

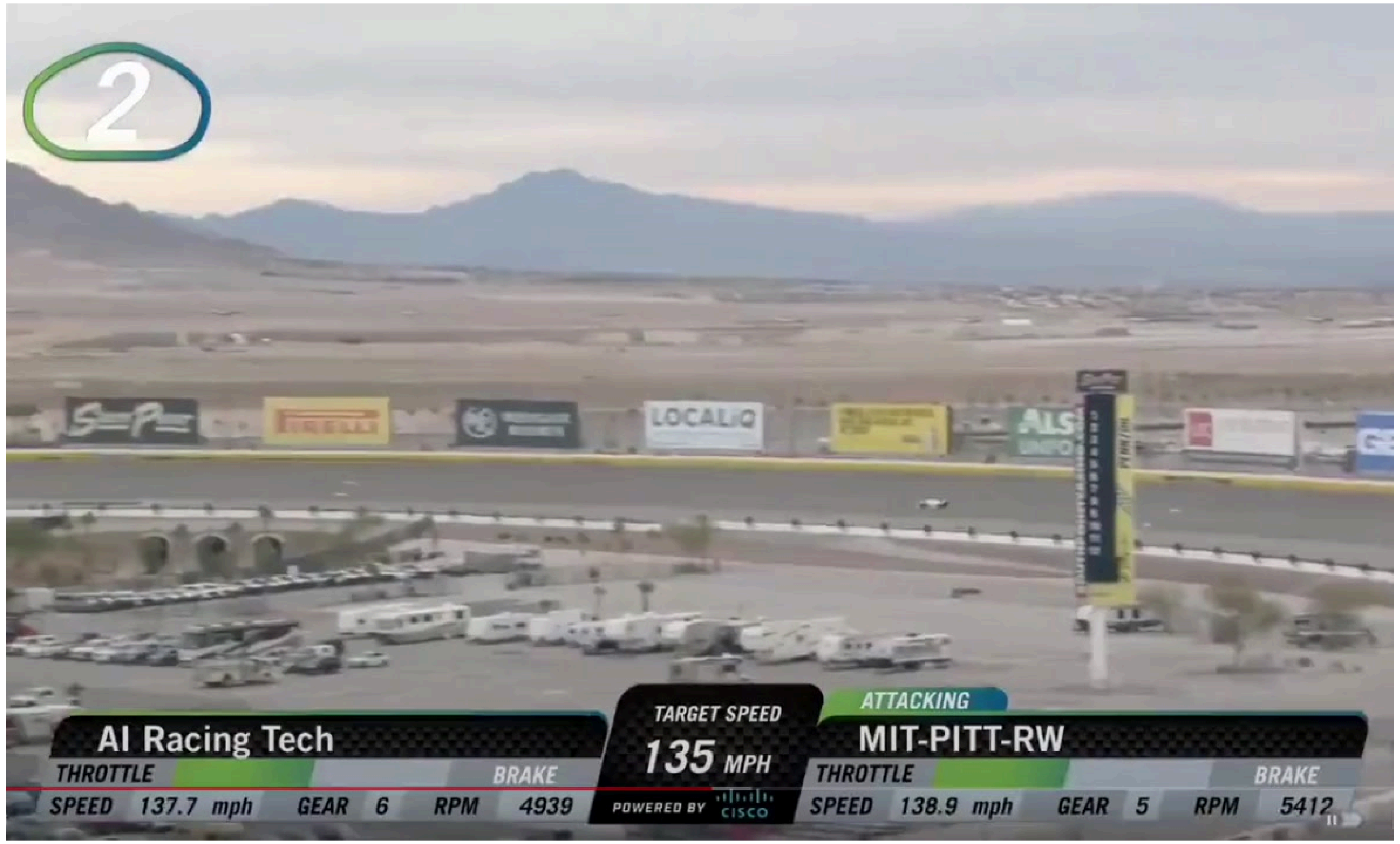


Example: Robotic Simulation

Simulation Training

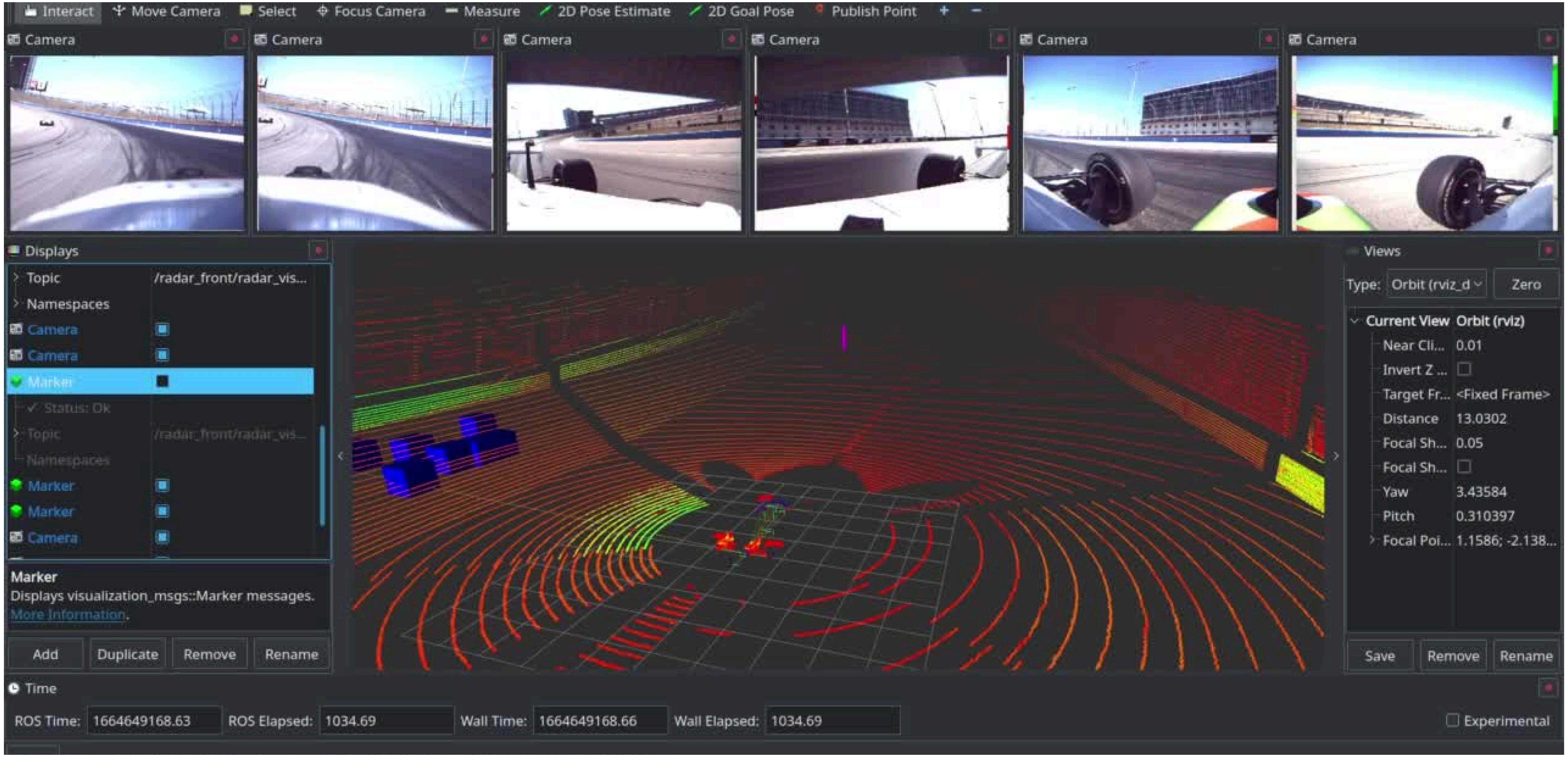
Reality





Left Head to Head Race Las Vegas 2023, Right SVL Simulated LiDAR (***Ray Tracing***) with Telemetry, *UC Berkeley AIRacingTech*

Example: Robotic Sensors



REAL LiDAR Telemetry Data Capture and Playback Visualization (Rviz), *UC Berkeley AIRacingTech*

Example: Generative Methods

Prompt: "A miniature Wukong holding a stick in his hand sprints across a table surface for 3 seconds, then jumps into the air, and swings his right arm downward during landing. The camera begins with a close-up of his face, then steadily follows the character while gradually zooming out. When the monkey leaps into the air, at the highest point of the jump, the motion pauses for a few seconds. The camera circles around the character for 360 degrees, and slowly ascends, before the action resumes."

Genesis: A Generative and Universal Physics Engine for Robotics and Beyond Xian et. al 2024

Mass + Spring Systems:

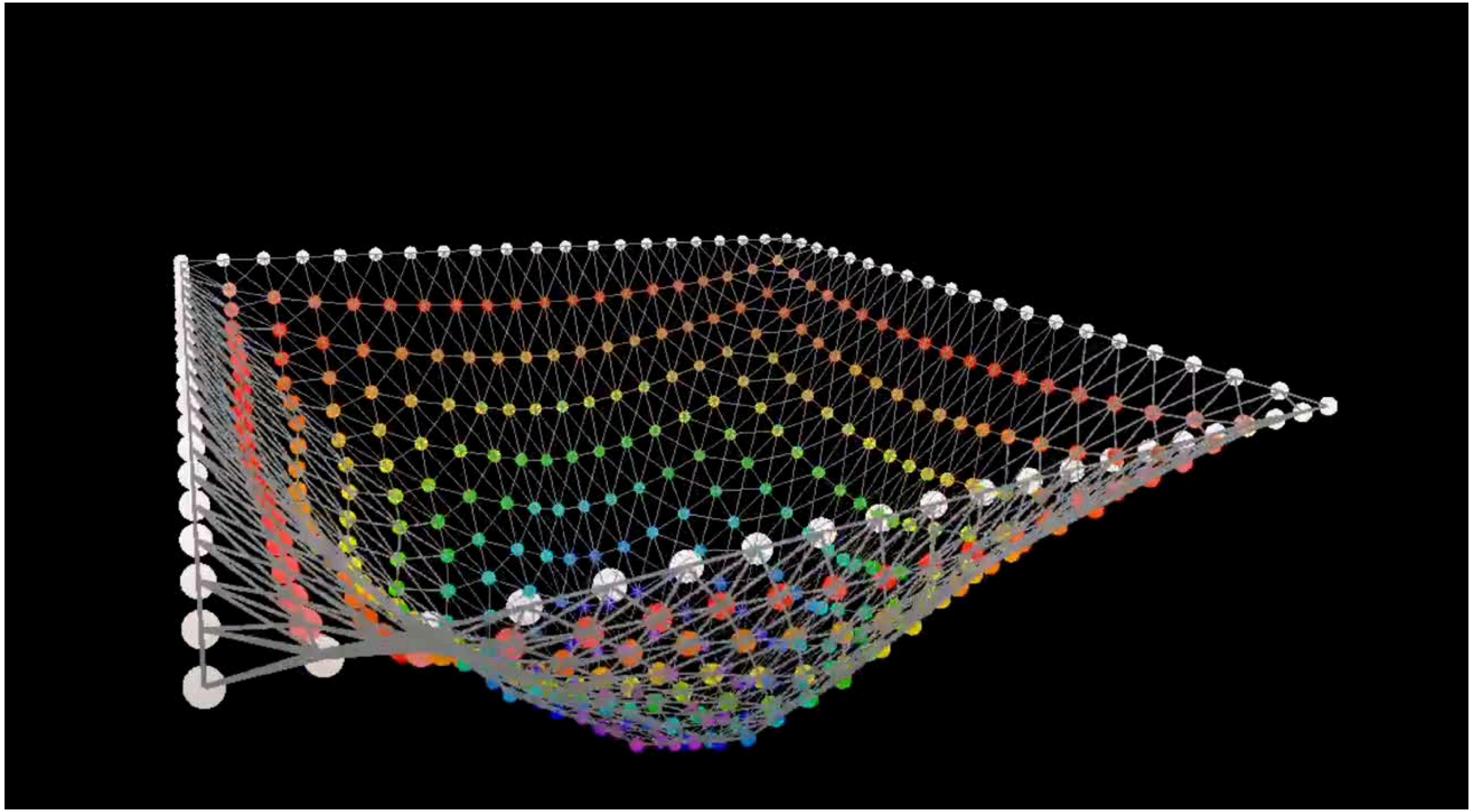
Example of Modeling a Dynamical System

CS184/284A

Example: Mass Spring Rope

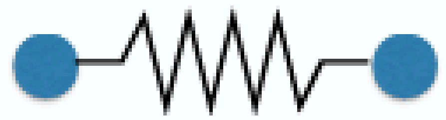
Credit: Elizabeth Labelle, https://youtu.be/Co8enp8CH34

Example: Mass Spring Mesh



A Simple Spring

Idealized spring



$$\boldsymbol{f}_{a\to b} = k_S(\boldsymbol{b} - \boldsymbol{a})$$

$$\boldsymbol{f}_{b\to a} = -\boldsymbol{f}_{a\to b}$$

Force pulls points together

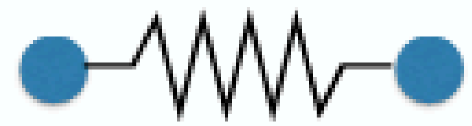
Strength proportional to displacement (Hooke's Law)

k_s is a spring coefficient: stiffness

Problem: this spring wants to have zero length

Non-Zero Length Spring

Spring with non-zero rest length



$$\boldsymbol{f}_{a \to b} = k_S \frac{\boldsymbol{b} - \boldsymbol{a}}{||\boldsymbol{b} - \boldsymbol{a}||} (||\boldsymbol{b} - \boldsymbol{a}|| - l)$$

Rest length

Problem: oscillates forever

Dot Notation for Derivatives

If x is a vector for the position of a point of interest, we will use dot notation for velocity and acceleration:

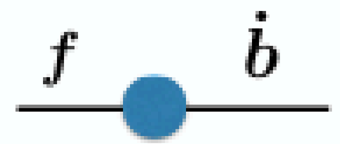
$$x$$

$$\dot{x} = v$$

$$\ddot{x} = a$$

Simple Motion Damping

Simple motion damping



$$\boldsymbol{f} = -k_d \dot{\boldsymbol{b}}$$

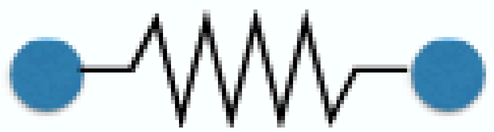
- Behaves like viscous drag on motion
- Slows down motion in the direction of motion
- k_d is a damping coefficient

Problem: slows down *all* motion

- Want a rusty spring's oscillations to slow down, but should it also fall to the ground more slowly?

Internal Damping for Spring

Damp only the internal, spring-driven motion

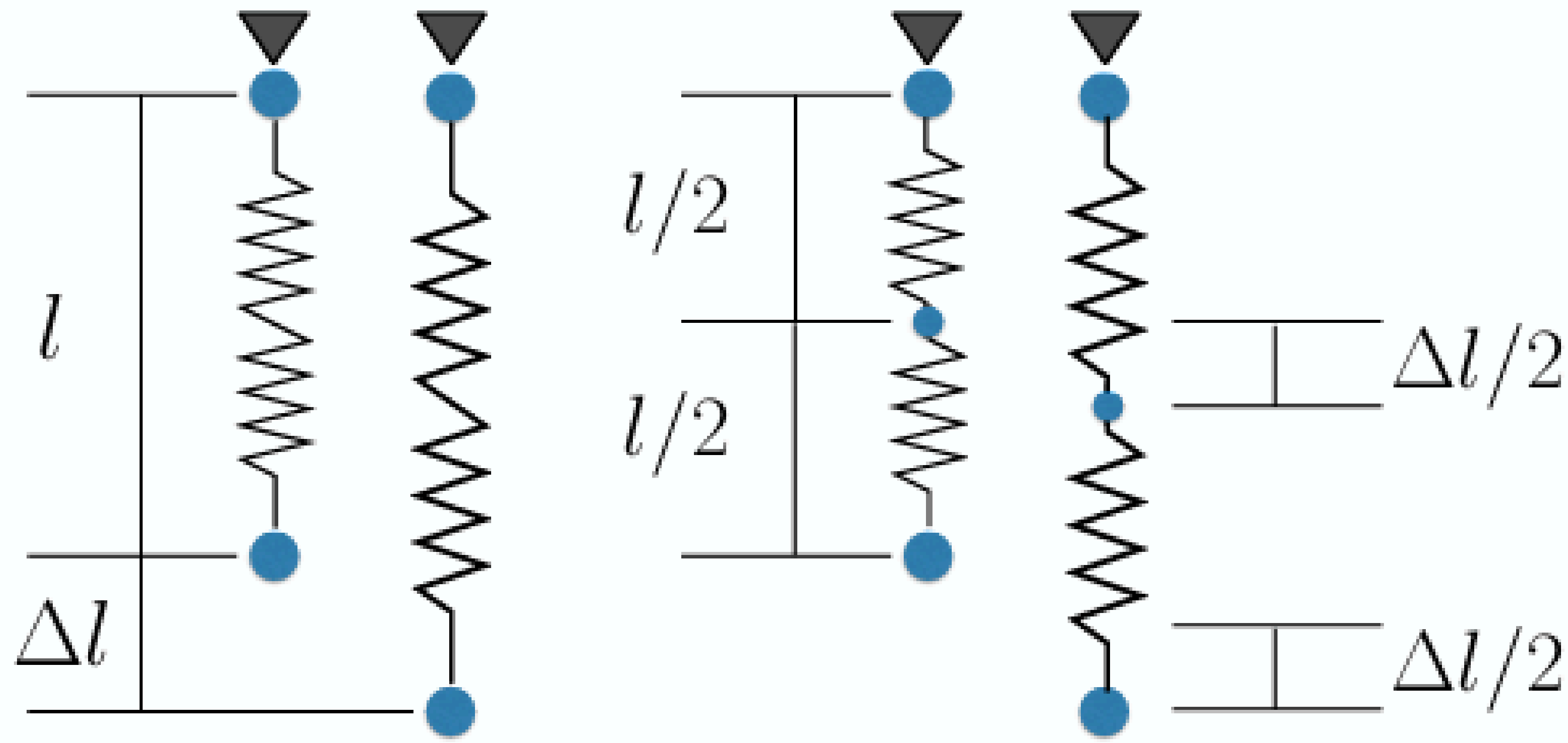


$$\boldsymbol{f}_a = -k_d \frac{\boldsymbol{b}-\boldsymbol{a}}{||\boldsymbol{b}-\boldsymbol{a}||}(\dot{\boldsymbol{b}}-\dot{\boldsymbol{a}}) \cdot \frac{\boldsymbol{b}-\boldsymbol{a}}{||\boldsymbol{b}-\boldsymbol{a}||}$$

- Viscous drag only on change in spring length
  - Won't slow group motion for the spring system (e.g. global translation or rotation of the group)

Spring Constants

Consider two "resolutions" to model a single spring



Problem: constant k_s produces different force on bottom spring for these two different discretizations

Spring Constants

Problem: constant k_s gives inconsistent results with different discretizations of our spring/mass structures

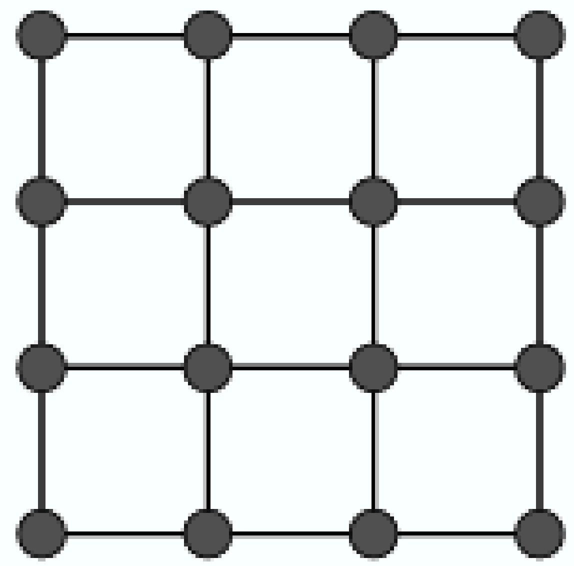
- E.g. 10x10 vs 20x20 mesh for cloth simulation would give different results, and we want them to be the same, just higher level of detail

Solution:

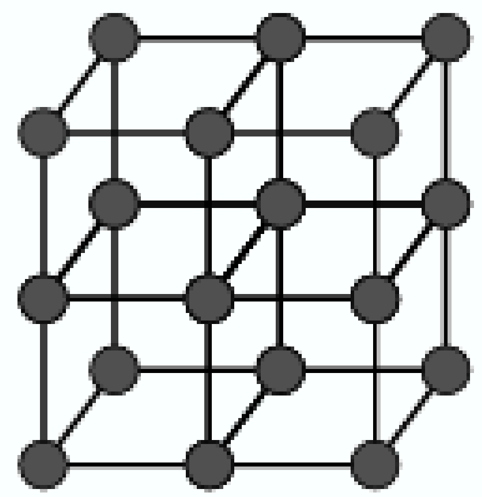
- Change in length is not what we want to measure
- We want to consider the strain = change in length as fraction of original length $$\epsilon = \frac{\Delta l}{l_0}$$
- Implementation 1: divide spring force by spring length
- Implementation 2: normalize k_s by spring length

Structures from Springs

Sheets



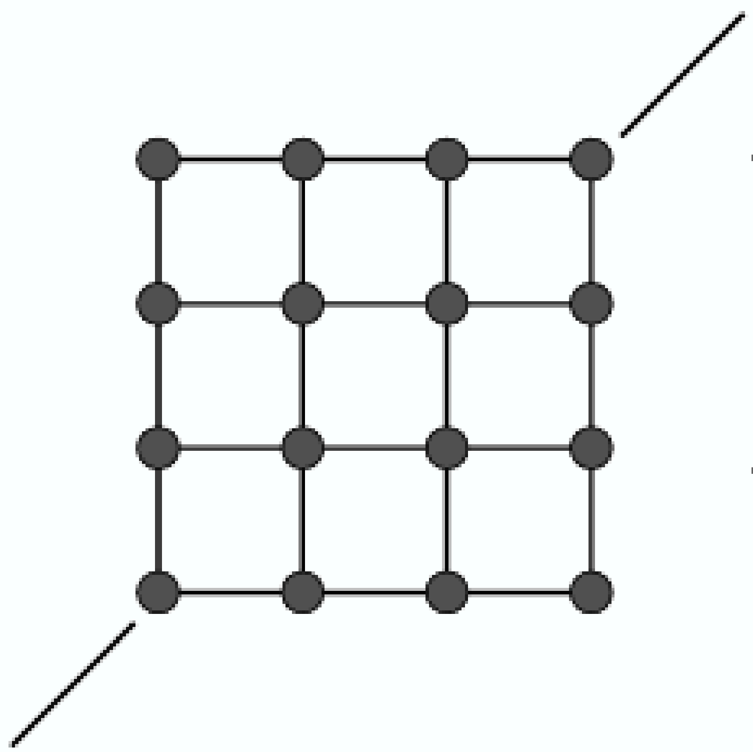
Blocks



Others

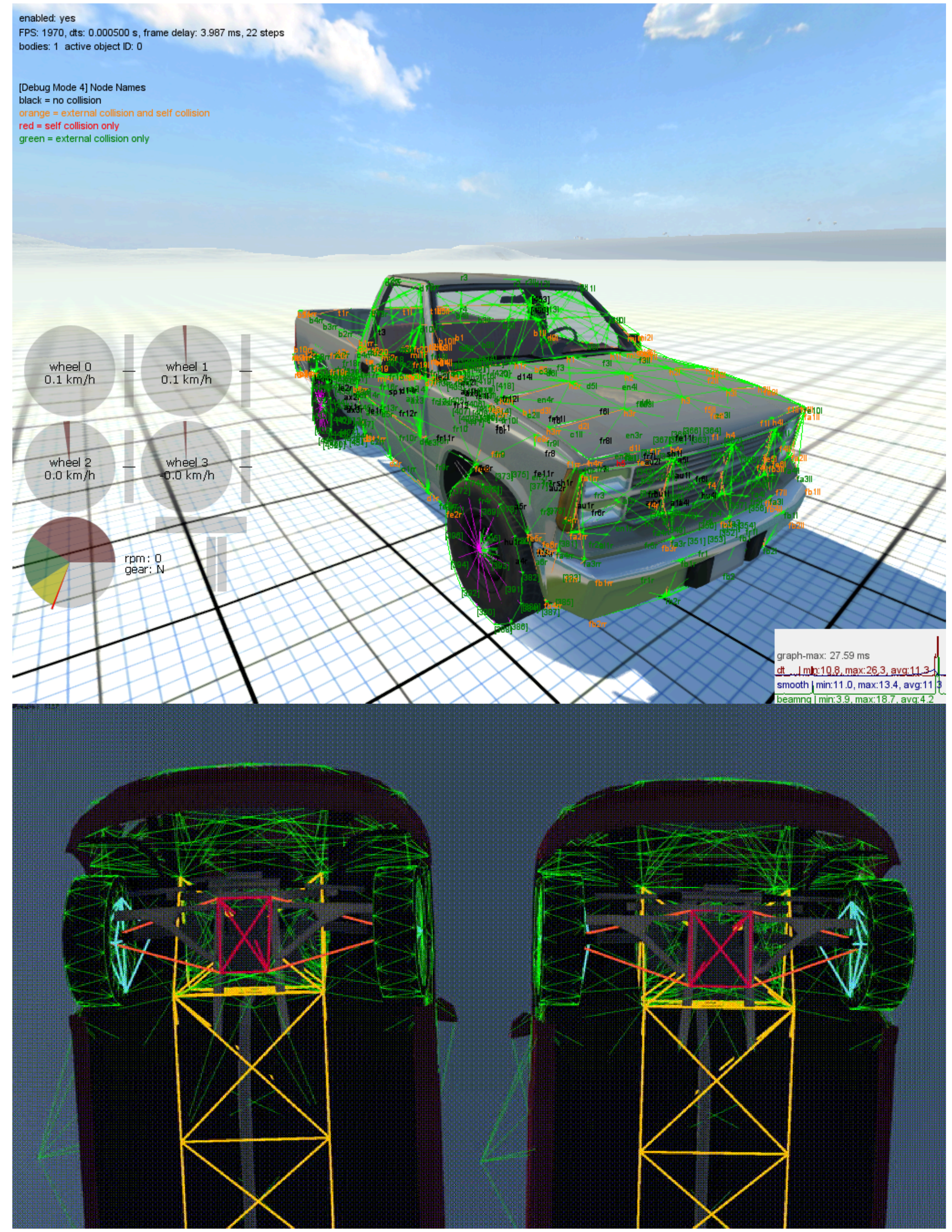
Structures from Springs

Behavior is determined by structure linkages



This structure will not resist shearing

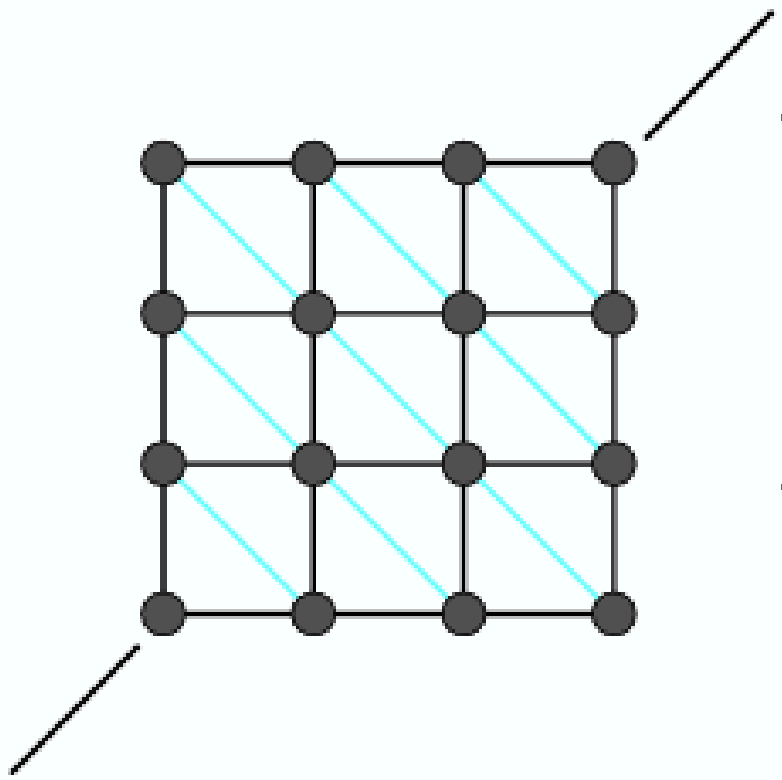
This structure will not resist out-of-plane bending...



BeamNG.drive

Structures from Springs

Behavior is determined by structure linkages



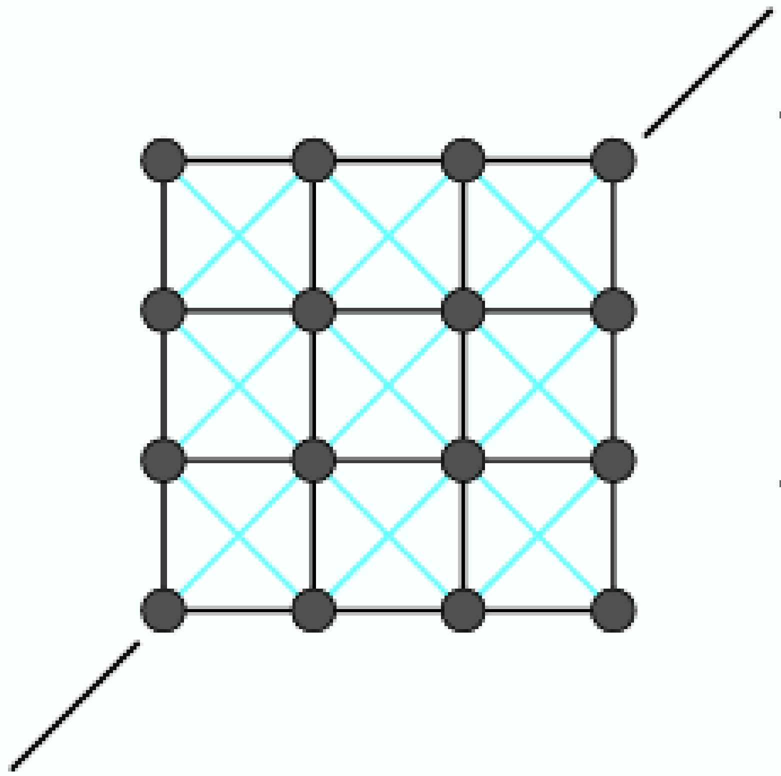
This structure will resist shearing
but has anisotropic bias

This structure will not resist out-of-plane
bending either...

BeamNG.drive

Structures from Springs

Behavior is determined by structure linkages



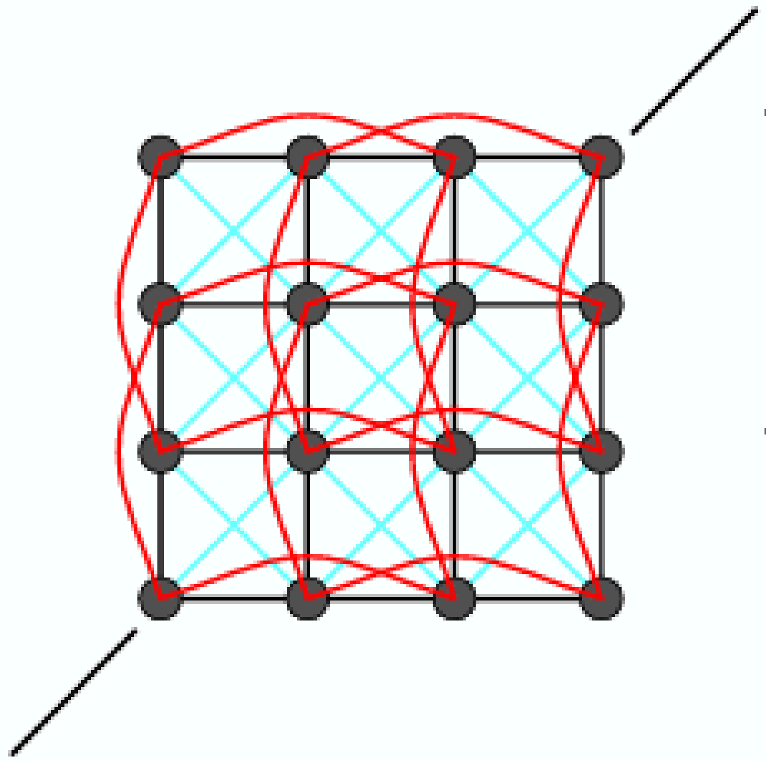
This structure will resist shearing.
Less directional bias.

This structure will not resist out-of-plane bending either...

BeamNG.drive

Structures from Springs

They behave like what they are (obviously!)

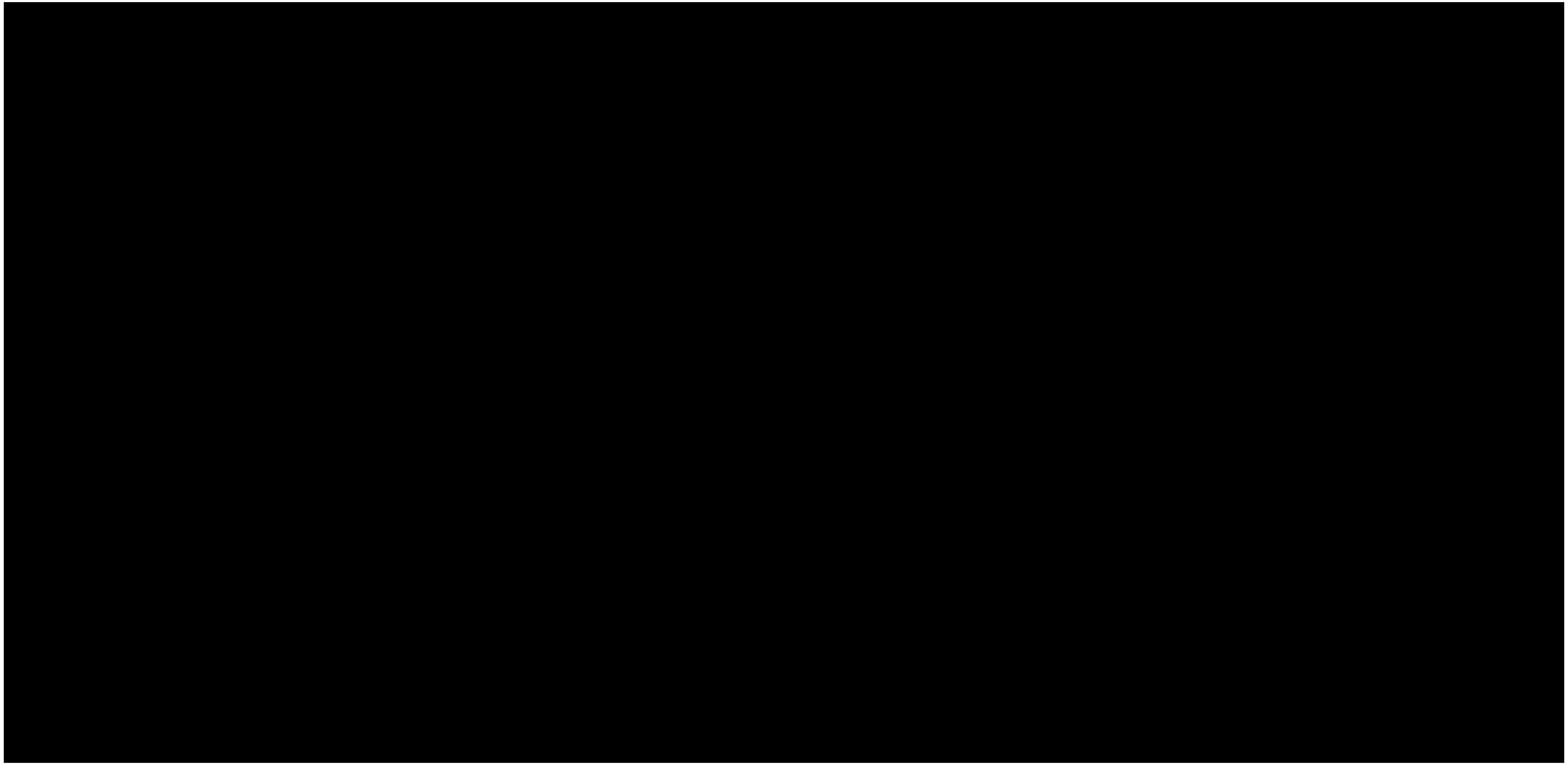


This structure will resist shearing.
Less directional bias.

This structure will resist out-of-plane bending
Red springs should be much weaker

BeamNG.drive

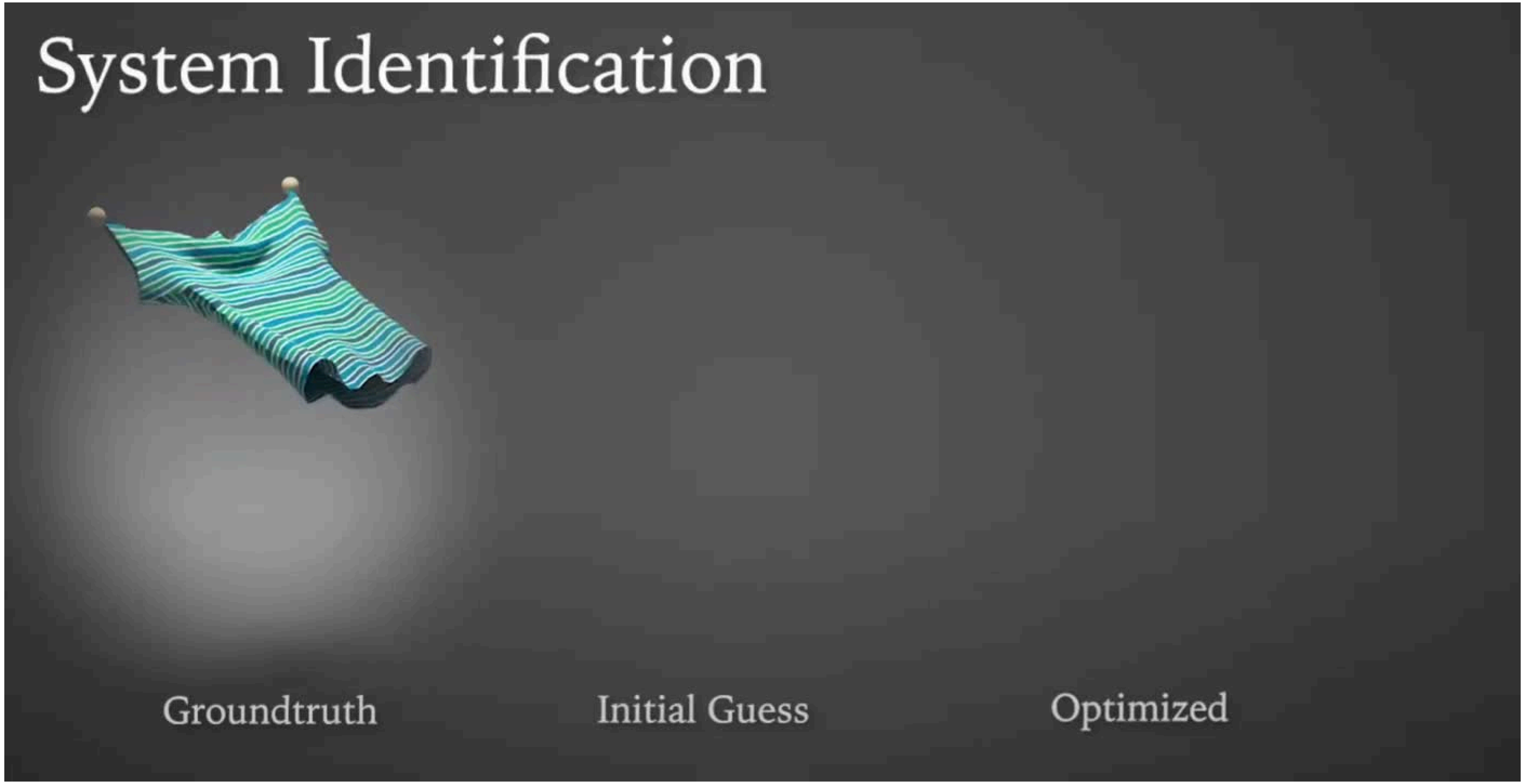
Example: Node Beam Spring Deformation



Real vs. Simulated Crash Physics (BeamNG) Side By Side

BeamNG.drive

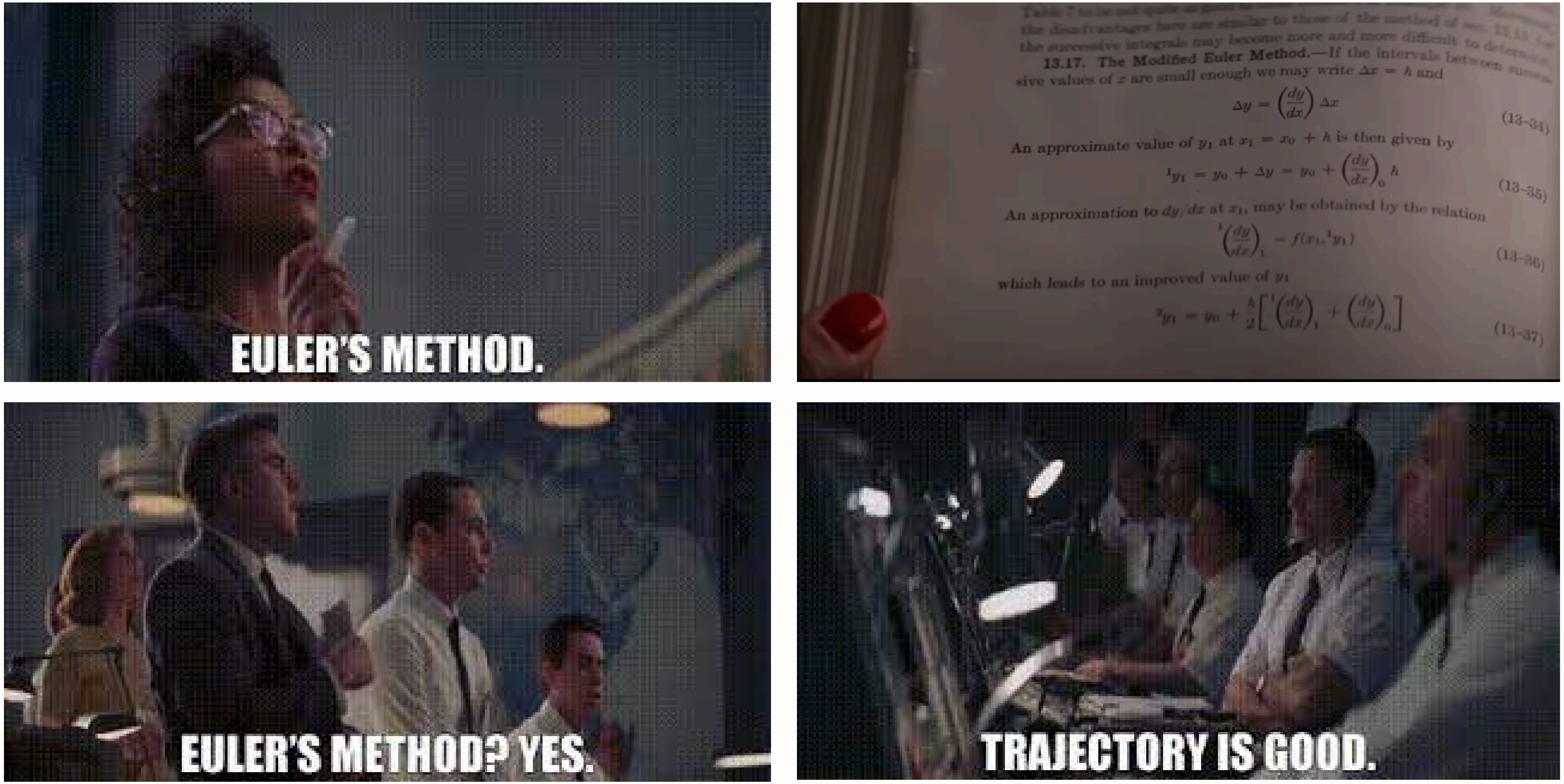
Example: Cloth Simulation



<u>DiffCloth:</u> Differentiable Cloth Simulation with Dry Frictional Contact (Siggraph 2022)

Particle Simulation

Euler’s Method



Hidden Figures, *Kathrine Johnson Saves the Day with Euler’s Method* 2017

Euler's Method

Euler's Method (a.k.a. Forward Euler, Explicit)

- Simple iterative method
- Commonly used
- Very inaccurate
- Most often goes unstable

$$\boldsymbol{x}^{t+\Delta t} = \boldsymbol{x}^t + \Delta t\, \dot{\boldsymbol{x}}^t$$
$$\dot{\boldsymbol{x}}^{t+\Delta t} = \dot{\boldsymbol{x}}^t + \Delta t\, \ddot{\boldsymbol{x}}^t$$

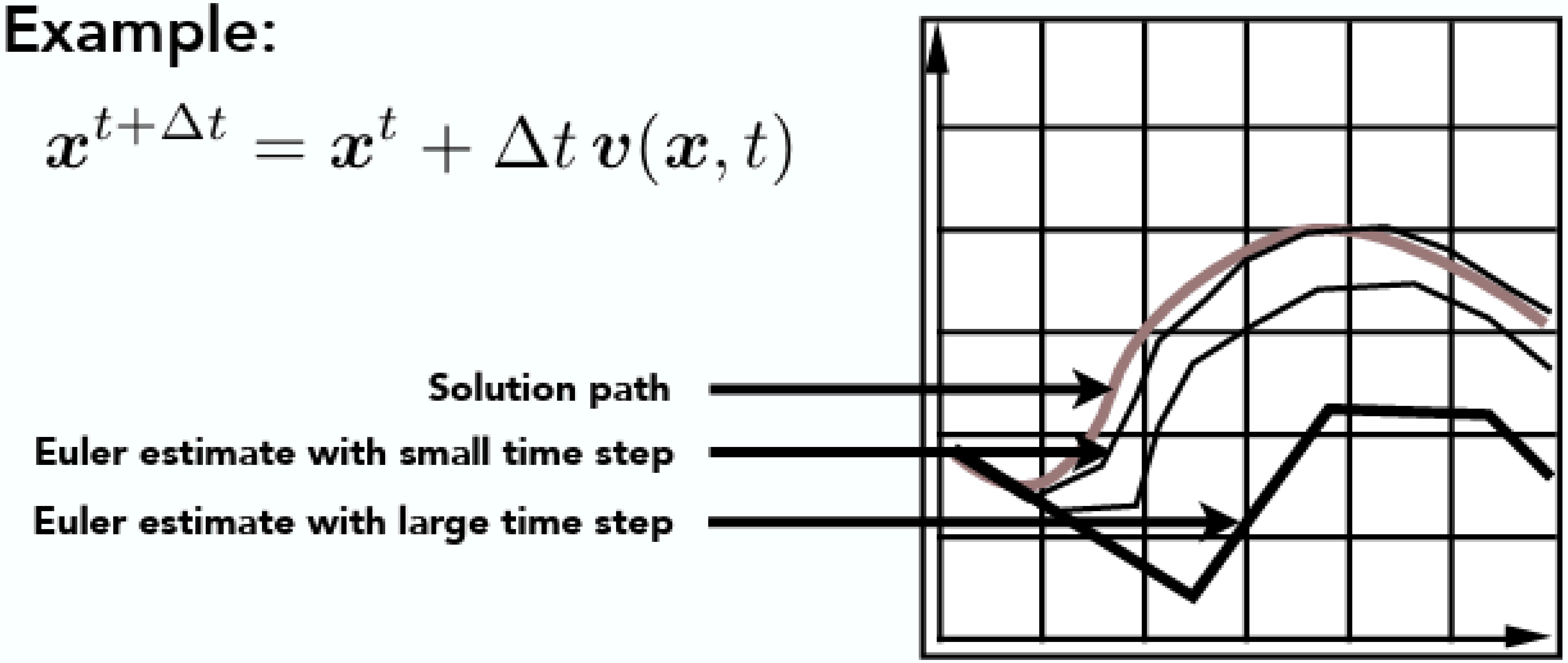
Euler's Method - Errors

With numerical integration, errors accumulate

Euler integration is particularly bad

Example:

$$\boldsymbol{x}^{t+\Delta t} = \boldsymbol{x}^t + \Delta t\, \boldsymbol{v}(\boldsymbol{x}, t)$$



Witkin and Baraff

Errors and Instability

Solving by numerical integration with finite differences leads to two problems

Errors

- Errors at each time step accumulate. Accuracy decreases as simulation proceeds
- Accuracy may not be critical in graphics applications

Instability

- Errors can compound, causing the simulation to diverge even when the underlying system does not
- Lack of stability is a fundamental problem in simulation, and cannot be ignored

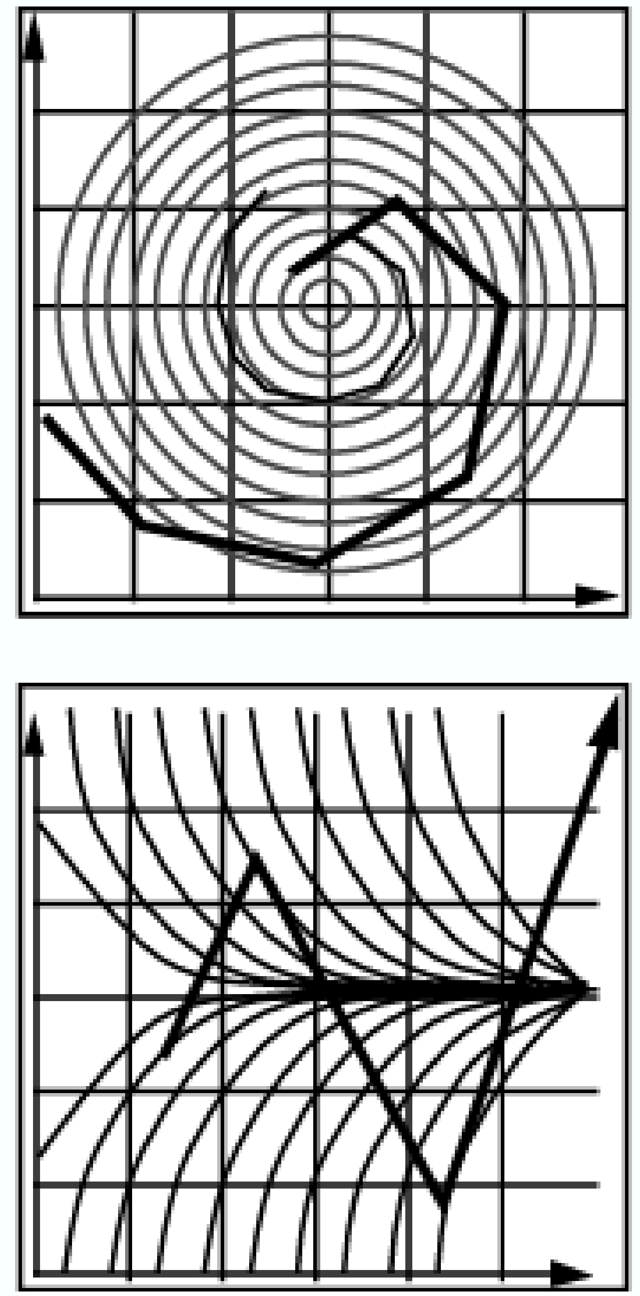
Instability of Forward Euler Method

Forward Euler (explicit)

$$\boldsymbol{x}^{t+\Delta t} = \boldsymbol{x}^t + \Delta t\, \boldsymbol{v}(\boldsymbol{x}, t)$$

Two key problems:

- Inaccuracies increase as time step Δt increases
- Instability is a common, serious problem that can cause simulation to diverge



Witkin and Baraff

Combating Instability

Some Methods to Combat Instability

Modified Euler

- Average velocities at start and endpoint

Adaptive step size

- Compare one step and two half-steps, recursively, until error is acceptable

Implicit methods

- Use the velocity at the next time step (hard)

Position-based / Verlet integration

- Constrain positions and velocities of particles after time step

Modified Euler

Modified Euler

- Average velocity at start and end of step
- OK if system is not very stiff (k_s small enough)
- But, still unstable

$$\boldsymbol{x}^{t+\Delta t} = \boldsymbol{x}^t + \frac{\Delta t}{2}\left(\dot{\boldsymbol{x}}^t + \dot{\boldsymbol{x}}^{t+\Delta t}\right)$$
$$\dot{\boldsymbol{x}}^{t+\Delta t} = \dot{\boldsymbol{x}}^t + \Delta t \, \ddot{\boldsymbol{x}}^t$$

$$\boldsymbol{x}^{t+\Delta t} = \boldsymbol{x}^t + \Delta t \, \dot{\boldsymbol{x}}^t + \frac{(\Delta t)^2}{2} \, \ddot{\boldsymbol{x}}^t$$

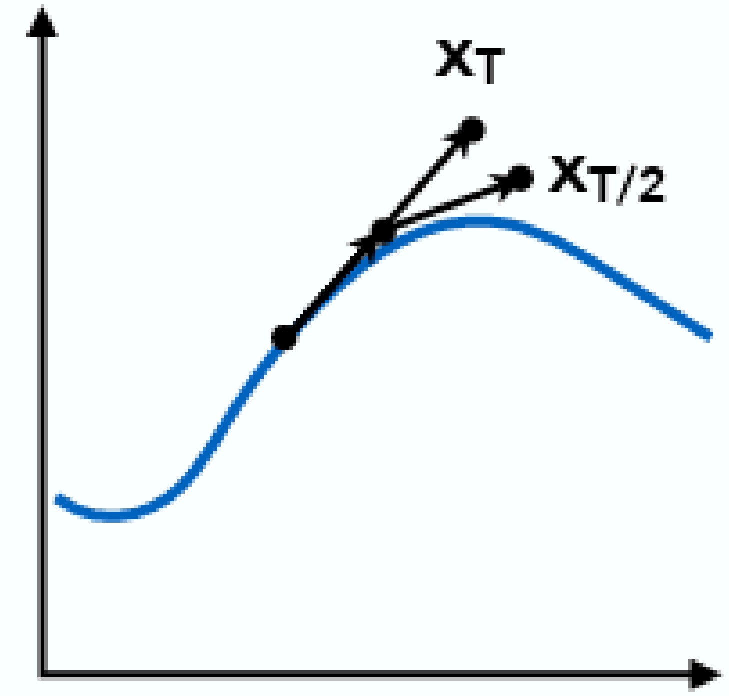
Adaptive Step Size

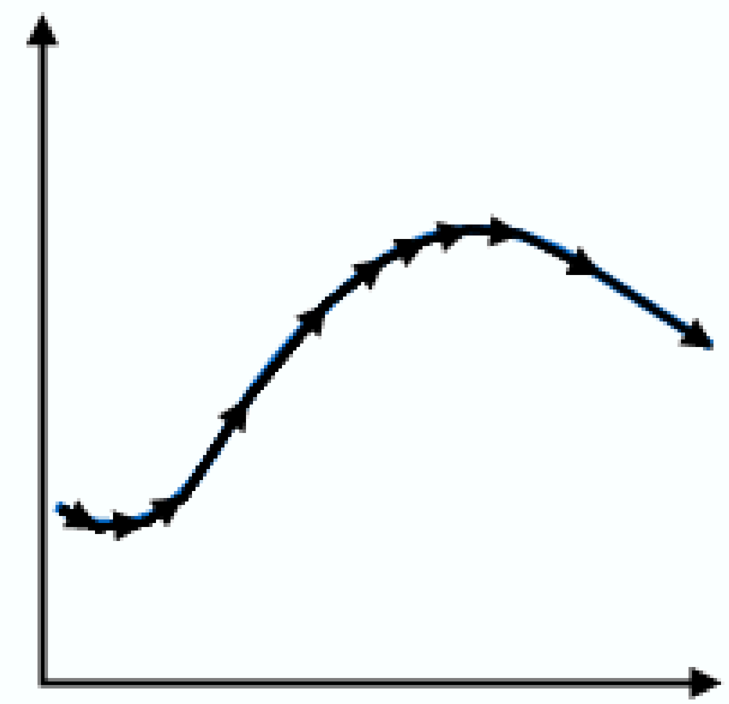
Adaptive step size

- Technique for choosing step size based on error estimate
- Highly recommended technique
- But may need very small steps!

Repeat until error is below threshold:

- Compute x_T an Euler step, size T
- Compute $x_{T/2}$ two Euler steps, size T/2
- Compute error $\| x_T - x_{T/2} \|$
- If (error > threshold) reduce step size and try again





Implicit Euler Method

Implicit methods

- Informally called backward methods
- Use derivatives in the future, for the current step

$$\boldsymbol{x}^{t+\Delta t} = \boldsymbol{x}^t + \Delta t\, \dot{\boldsymbol{x}}^{t+\Delta t}$$
$$\dot{\boldsymbol{x}}^{t+\Delta t} = \dot{\boldsymbol{x}}^t + \Delta t\, \ddot{\boldsymbol{x}}^{t+\Delta t}$$

$$\dot{\boldsymbol{x}}^{t+\Delta t} = \mathsf{V}(\boldsymbol{x}^{t+\Delta t}, \dot{\boldsymbol{x}}^{t+\Delta t}, t+\Delta t)$$
$$\ddot{\boldsymbol{x}}^{t+\Delta t} = \mathsf{A}(\boldsymbol{x}^{t+\Delta t}, \dot{\boldsymbol{x}}^{t+\Delta t}, t+\Delta t)$$

Implicit Euler Method

Implicit methods

- Informally called backward methods
- Use derivatives in the future, for the current step

$$\boldsymbol{x}^{t+\Delta t} = \boldsymbol{x}^t + \Delta t \, \mathsf{V}(\boldsymbol{x}^{t+\Delta t}, \dot{\boldsymbol{x}}^{t+\Delta t}, t + \Delta t)$$
$$\dot{\boldsymbol{x}}^{t+\Delta t} = \dot{\boldsymbol{x}}^t + \Delta t \, \mathsf{A}(\boldsymbol{x}^{t+\Delta t}, \dot{\boldsymbol{x}}^{t+\Delta t}, t + \Delta t)$$

- Solve nonlinear problem for $x^{t+\Delta t}$ and $\dot{x}^{t+\Delta t}$
- Use root-finding algorithm, e.g. Newton's method
- Can be made unconditionally stable

Position-Based / Verlet Integration

Idea:

- After modified Euler forward-step, constrain positions of particles to prevent divergent, unstable behavior
- Use constrained positions to calculate velocity
- Both of these ideas will dissipate energy, stabilize

Pros / cons

- Fast and simple
- Not physically based, dissipates energy (error)
- Highly recommended (assignment)

Position-Based / Verlet Integration

Algorithm 1 Position-based dynamics

for all vertices i **do**
    initialize $\mathbf{x}_i = \mathbf{x}_i^0$, $\mathbf{v}_i = \mathbf{v}_i^0$, $w_i = 1/m_i$
end for
loop
    for all vertices i **do** $\mathbf{v}_i \leftarrow \mathbf{v}_i + \Delta t w_i \mathbf{f}_{\text{ext}}(\mathbf{x}_i)$
    for all vertices i **do** $\mathbf{p}_i \leftarrow \mathbf{x}_i + \Delta t \mathbf{v}_i$
    for all vertices i **do** genCollConstraints($\mathbf{x}_i \rightarrow \mathbf{p}_i$)
    loop solverIteration **times**
        projectConstraints($C_1, \ldots, C_{M+M_{\text{Coll}}}, \mathbf{p}_1, \ldots, \mathbf{p}_N$)
    end loop
    for all vertices i **do**
        $\mathbf{v}_i \leftarrow (\mathbf{p}_i - \mathbf{x}_i)/\Delta t$
        $\mathbf{x}_i \leftarrow \mathbf{p}_i$
    end for
    velocityUpdate($\mathbf{v}_1, \ldots, \mathbf{v}_N$)
end loop

Position-Based Simulation Methods in Computer Graphics
Bender, Müller, Macklin, Eurographics 2015

Particle Systems

Particle Systems

Model dynamical systems as collections of large numbers of particles

Each particle's motion is defined by a set of physical (or non-physical) forces

Popular technique in graphics and games

- Easy to understand, implement
- Scalable: fewer particles for speed, more for higher complexity

Challenges

- May need many particles (e.g. fluids)
- May need acceleration structures (e.g. to find nearest particles for interactions)

https://xpandora.github.io/PhysGaussian/

Particle System Animations

For each frame in animation

- [If needed] Create new particles
- Calculate forces on each particle
- Update each particle's position and velocity
- [If needed] Remove dead particles
- Render particles

Credit: Man Vs Machine Studio

https://youtu.be/tNZcI_3iFUI

Particle System Forces

Attraction and repulsion forces

- Gravity, electromagnetism, …
- Springs, propulsion, …

Damping forces

- Friction, air drag, viscosity, …

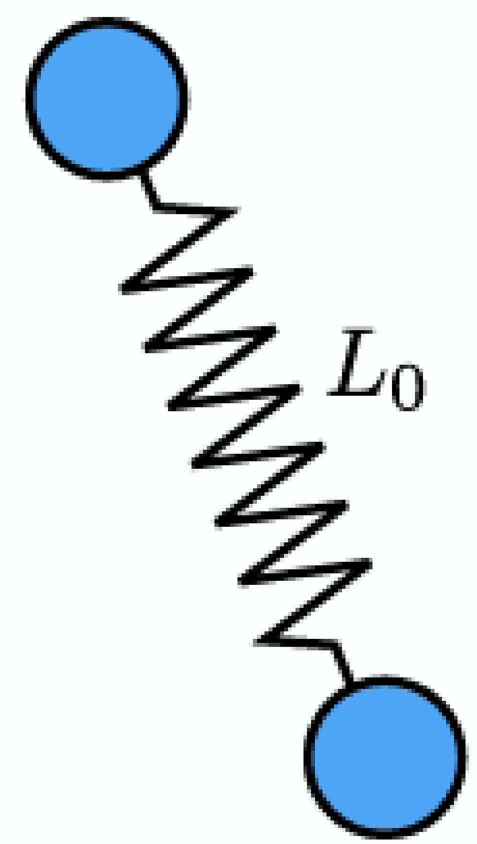
Collisions

- Walls, containers, fixed objects, …
- Dynamic objects, character body parts, …

Already Discussed Springs

Internally-damped non-zero length spring

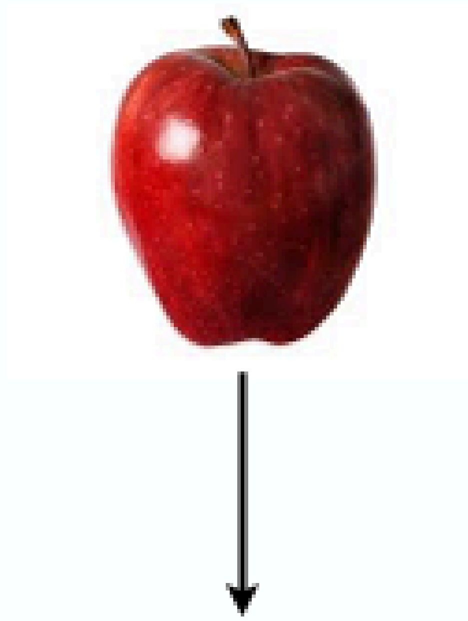
$$\boldsymbol{f}_{a\rightarrow b} = k_S \frac{\boldsymbol{b}-\boldsymbol{a}}{||\boldsymbol{b}-\boldsymbol{a}||}(||\boldsymbol{b}-\boldsymbol{a}|| - l)$$
$$-k_d \frac{\boldsymbol{b}-\boldsymbol{a}}{||\boldsymbol{b}-\boldsymbol{a}||}(\dot{\boldsymbol{b}}-\dot{\boldsymbol{a}}) \cdot \frac{\boldsymbol{b}-\boldsymbol{a}}{||\boldsymbol{b}-\boldsymbol{a}||}$$



Simple Gravity

Gravity at earth's surface due to earth

- F = –mg
- m is mass of object
- g is gravitational acceleration, g = -9.8m/s^2



$$F_g = -mg$$

$$g = (0, 0, -9.8)\,\mathrm{m/s}^2$$

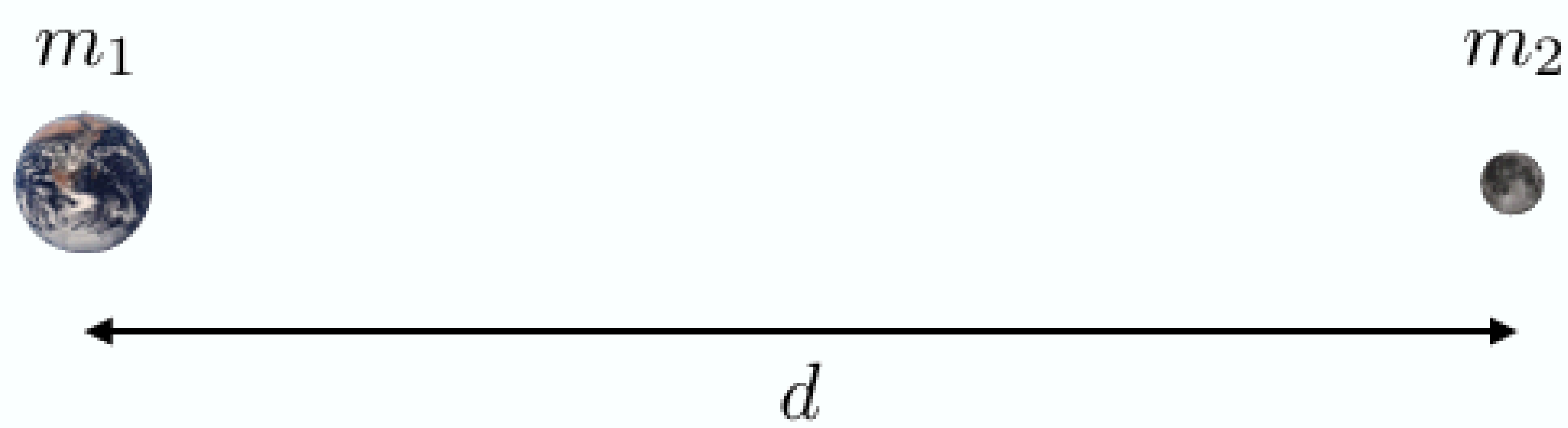
Gravitational Attraction

Newton's universal law of gravitation

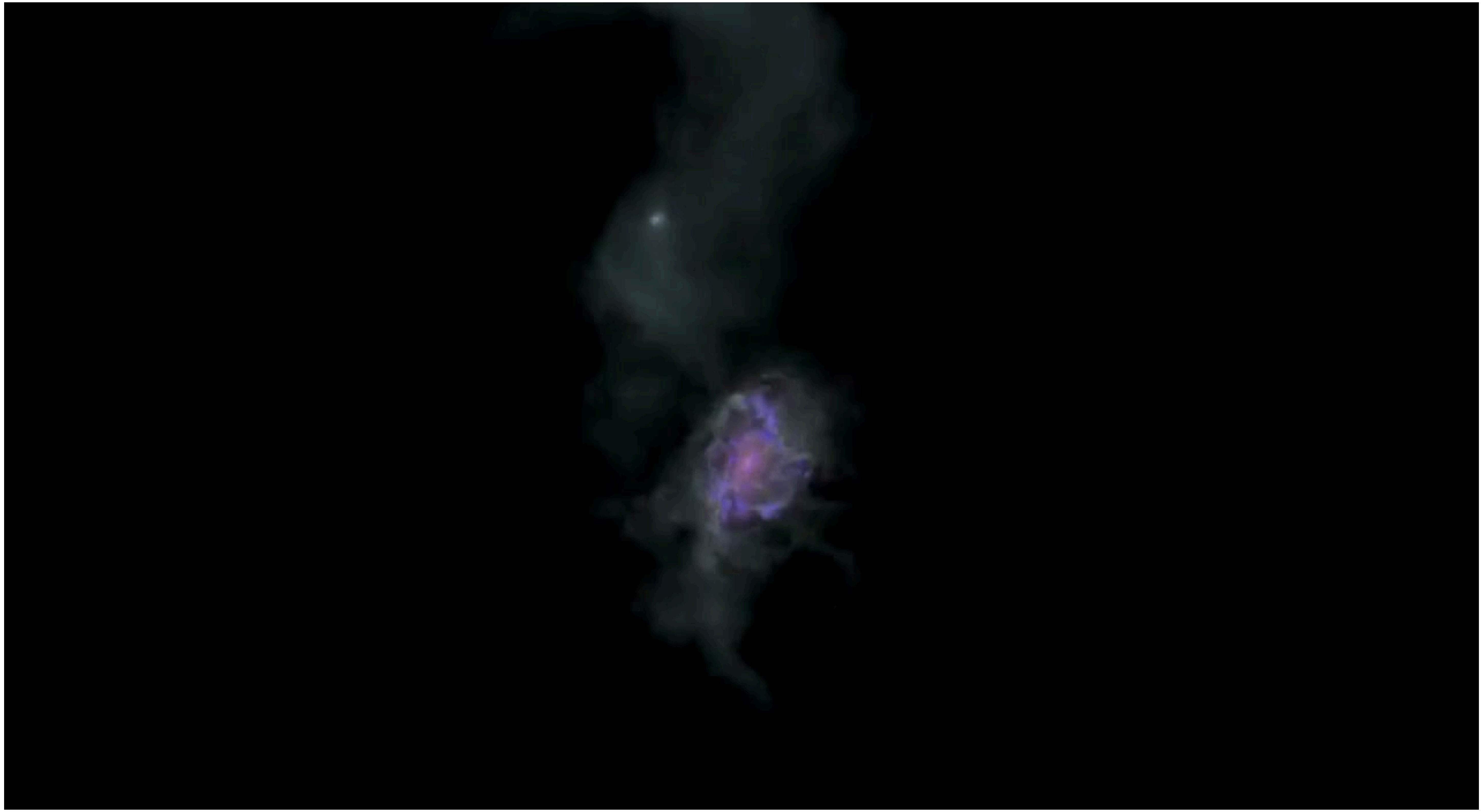
- Gravitational pull between particles

$$F_g = G\frac{m_1 m_2}{d^2}$$

$$G = 6.67428 \times 10^{-11}\,\mathrm{Nm^2kg^{-2}}$$



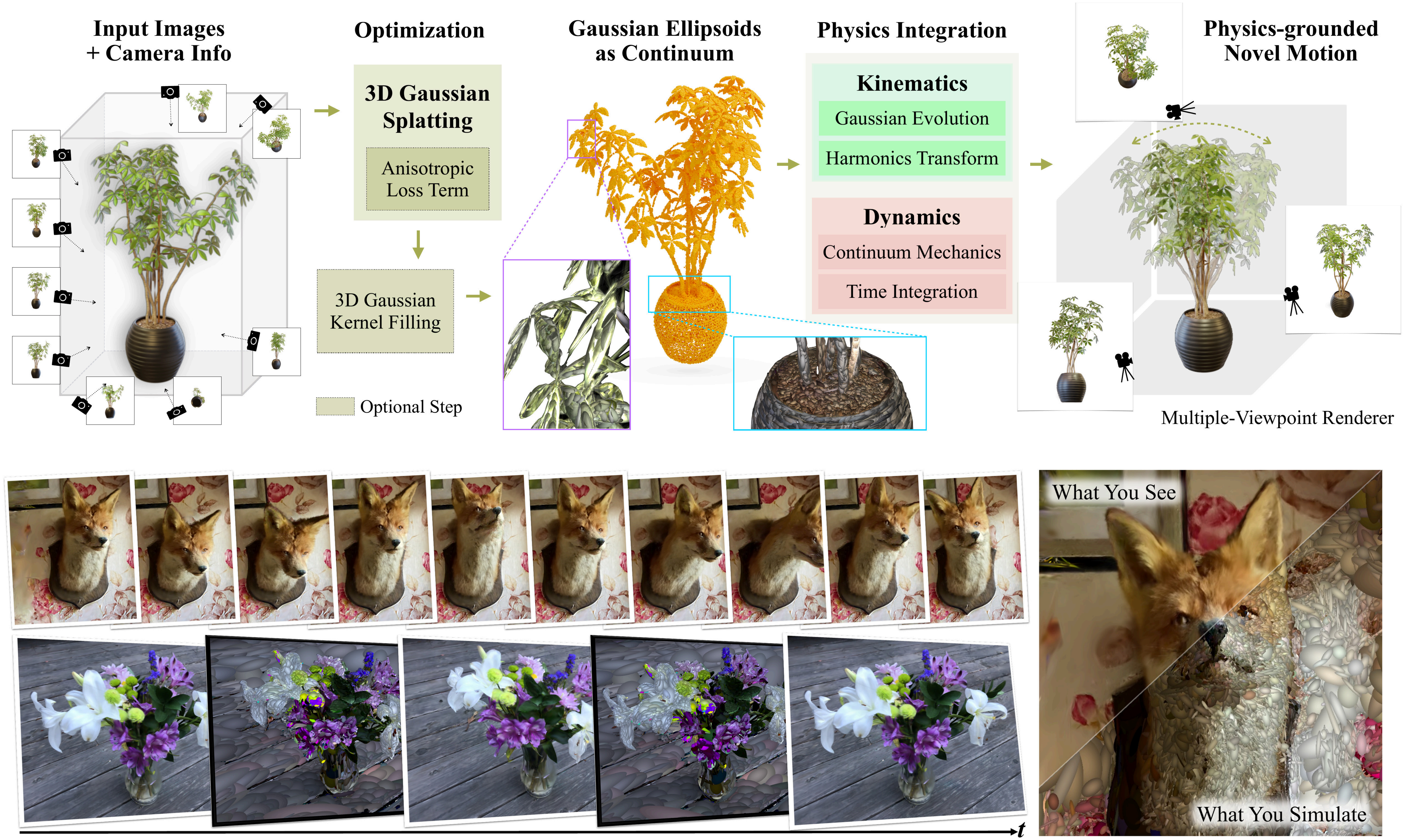
Example: Galaxy Simulation



Disk galaxy simulation, NASA Goddard

Generative Methods

Example: PhysGaussian



PhysGaussian: Physics-Integrated 3D Gaussians for Generative Dynamics (CVPR 2024)

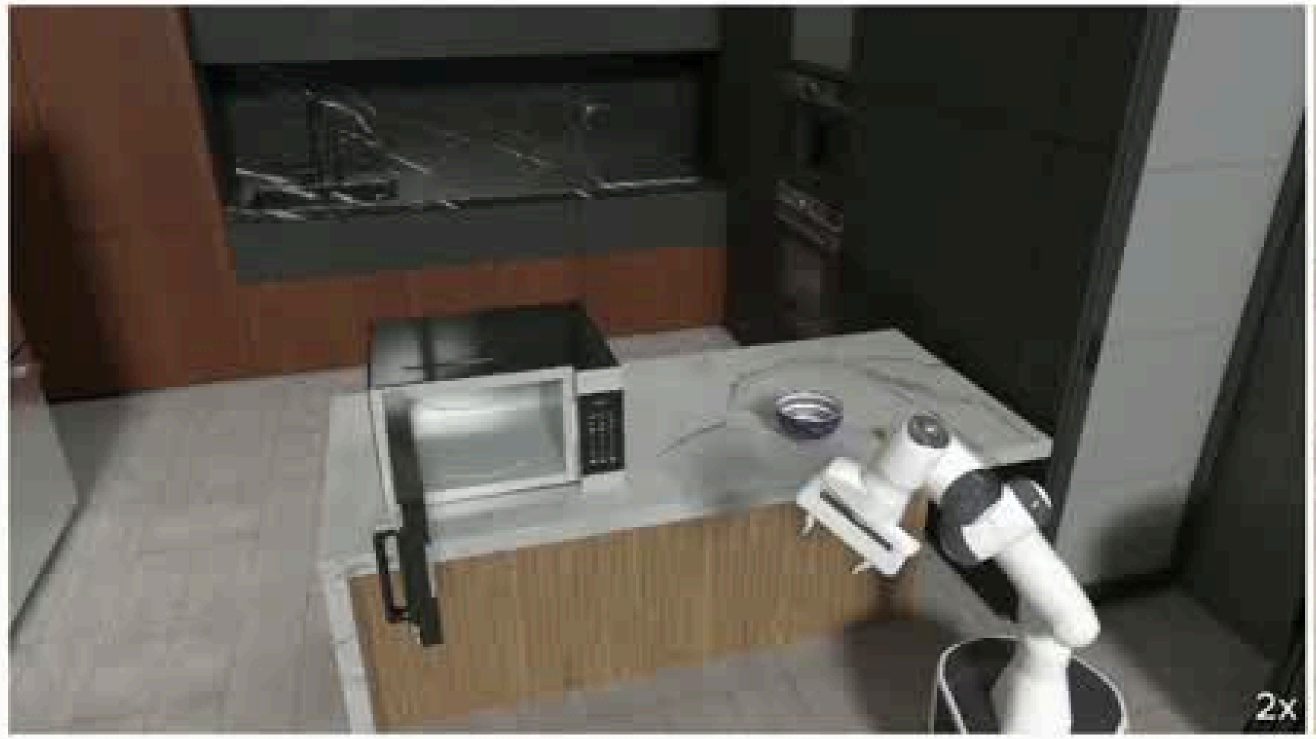
Genesis: A Generative and Universal Physics Engine for Robotics and Beyond

Generating 4D dynamical & physical world

Genesis's physics engine is empowered by a VLM-based generated agent that **uses the APIs provided by the simulation infrastructure as tools to create 4D dynamic worlds,** which can then be used as a foundational data source for extracting various modalities of data. Together with modules for generating camera and object motion, we are able to generate physically-accurate and view-consistent videos and other modalities of data.

https://genesis-embodied-ai.github.io/

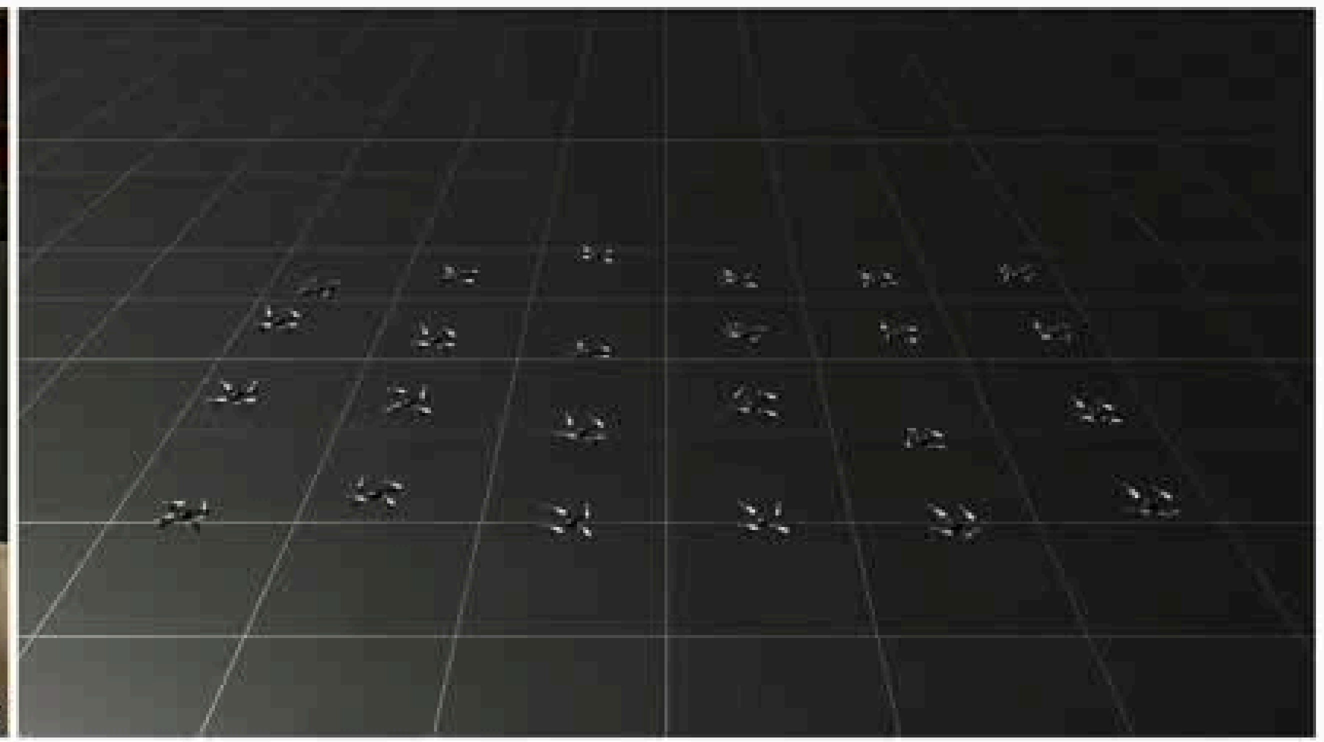
Genesis aims to use generative robotic agent and physics engine to automatically generate robotic policies and demonstration data for various skills under different scenarios. For the high-level motivation and more details behind the module, see RoboGen and our upcoming paper.



"A mobile franka arm heats the corn with the bowl and the microwave."

"A mobile franka arm throws all the objects on the floor into the basket."

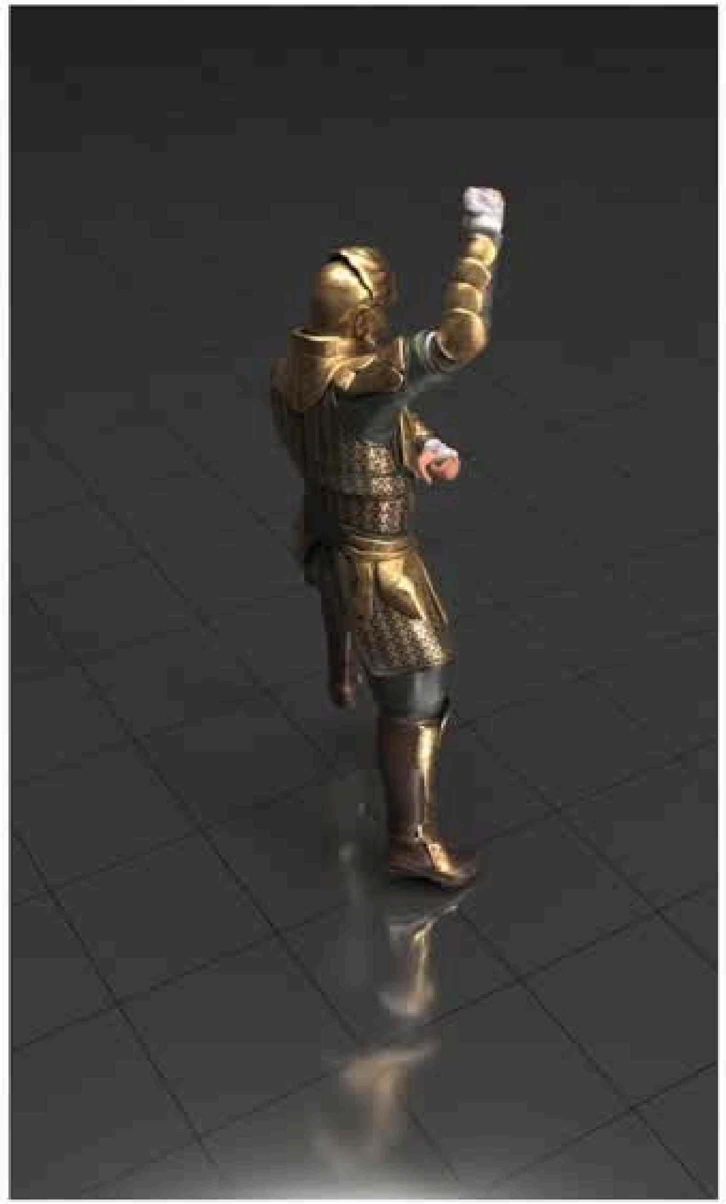
"A mobile franka arm re-organizes the books on the table by pushing the brown and the white books to align with the red one."



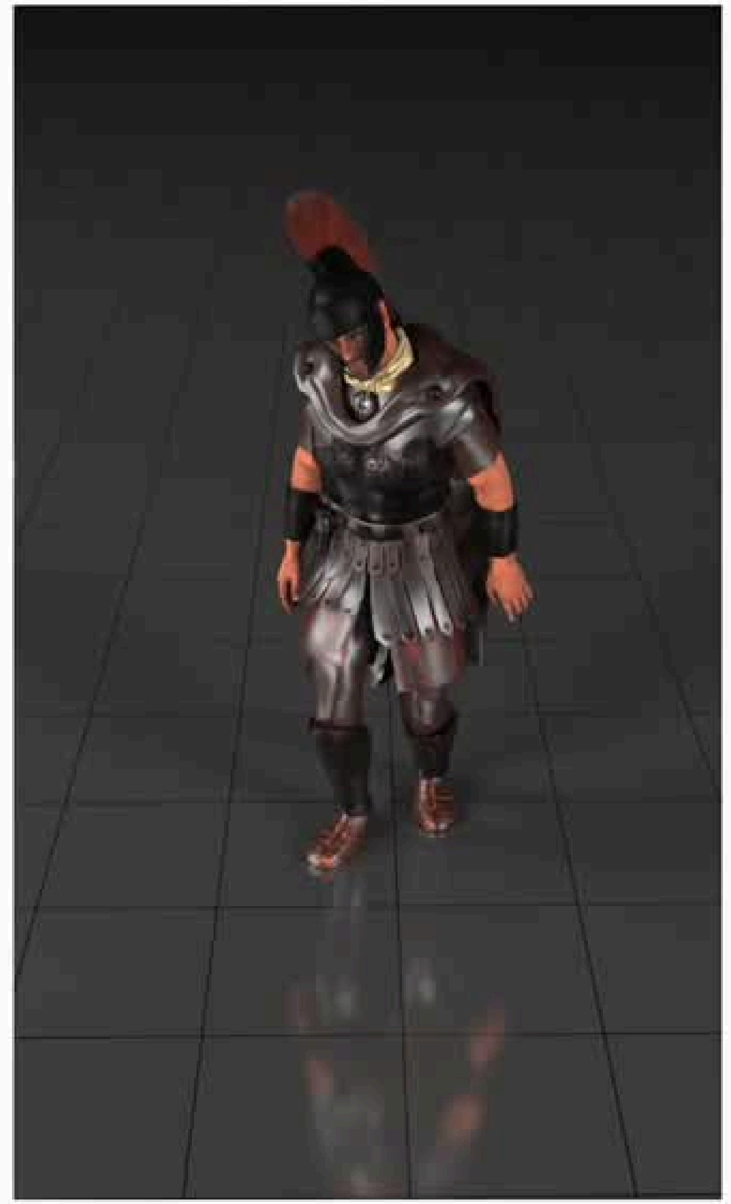
"A fleet of 24 drones (arranged in 4x6) take off together from the ground and perform a flip together."

Genesis: A Generative and Universal Physics Engine for Robotics and Beyond

"A Japanese samurai performs boxing."

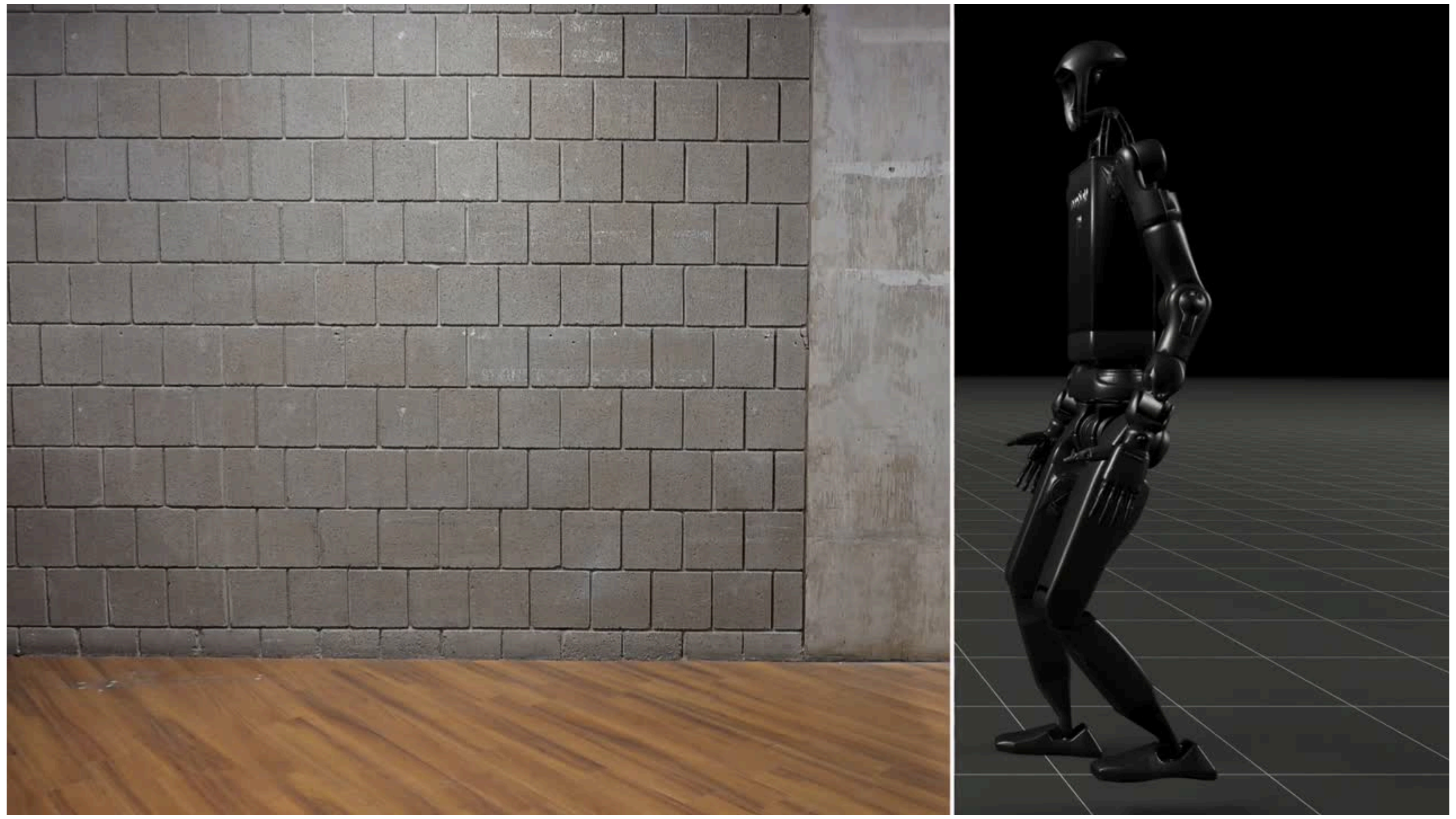


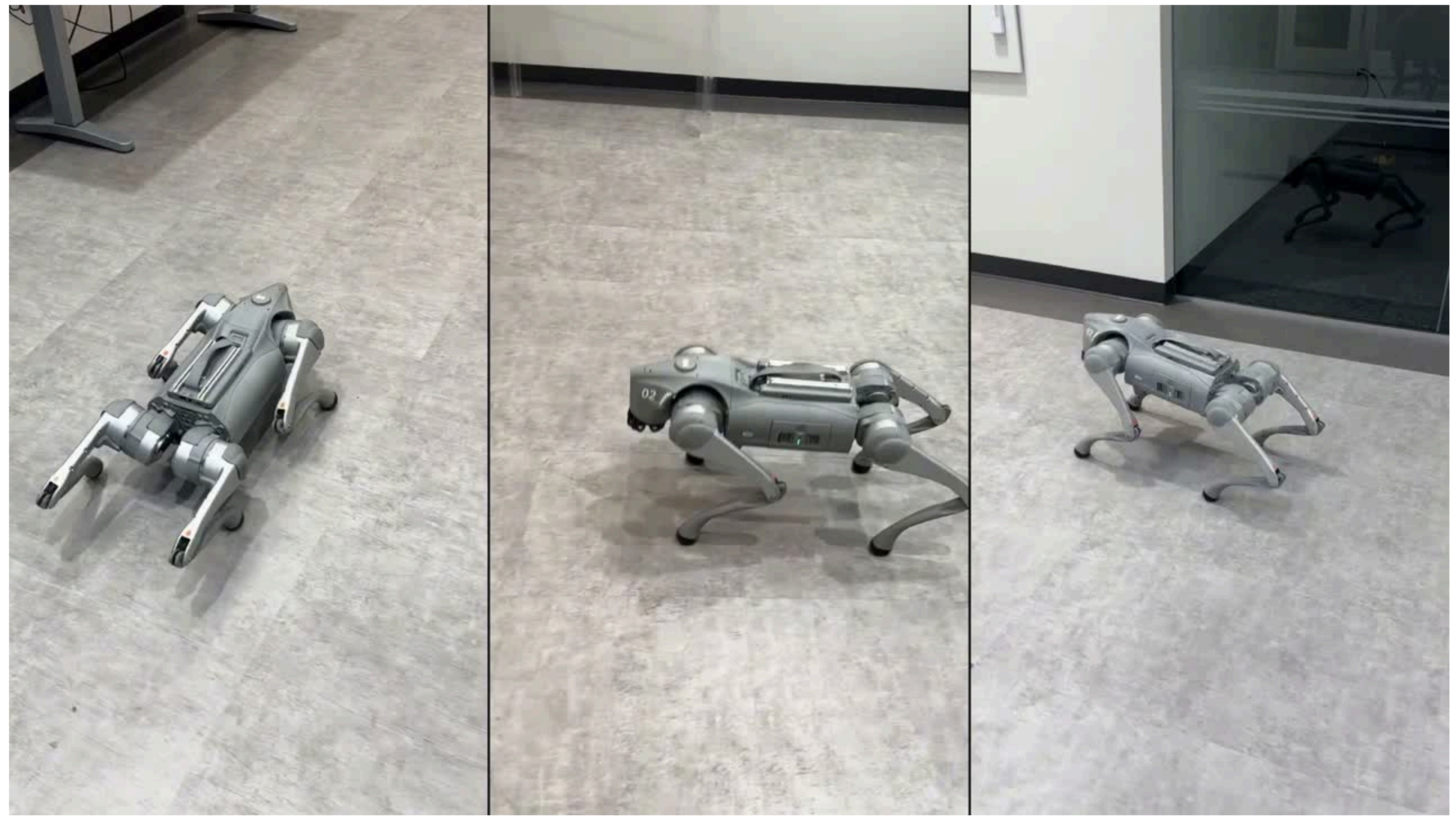
"A Chinese soldier performs the Gangnam Style dance."



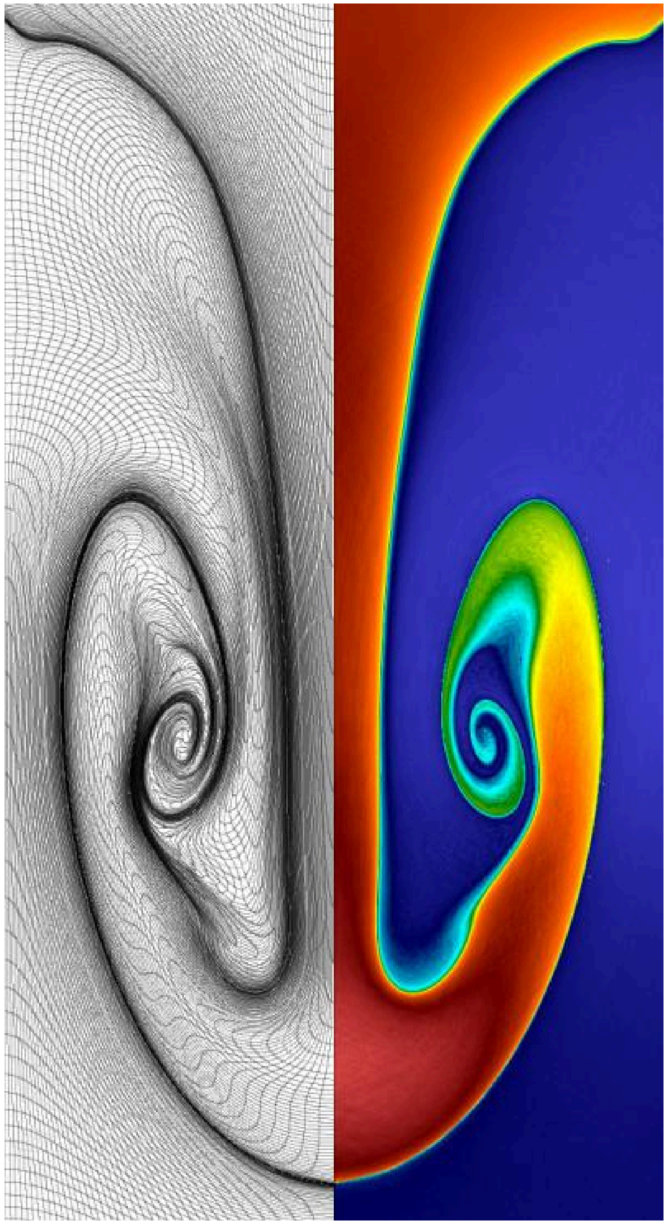
"A Roman soldier walks forward like a zombie."

https://genesis-embodied-ai.github.io/

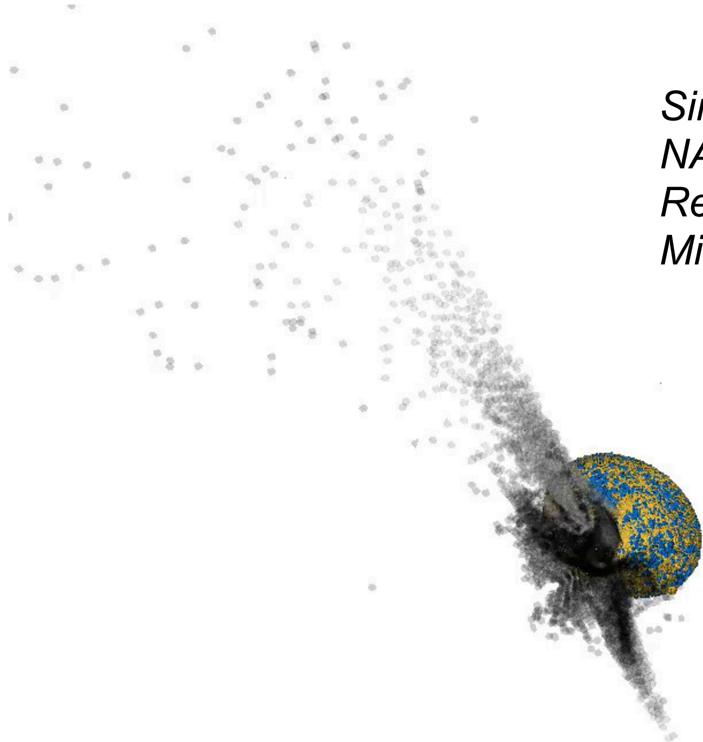


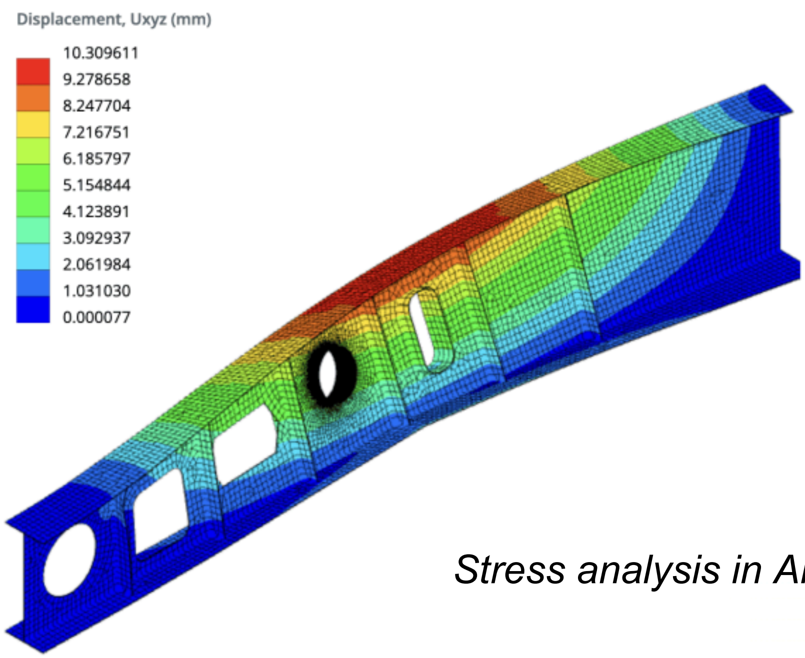
Finite Element Methods:
Computational Fluid Dynamics
Multi-physics Codes



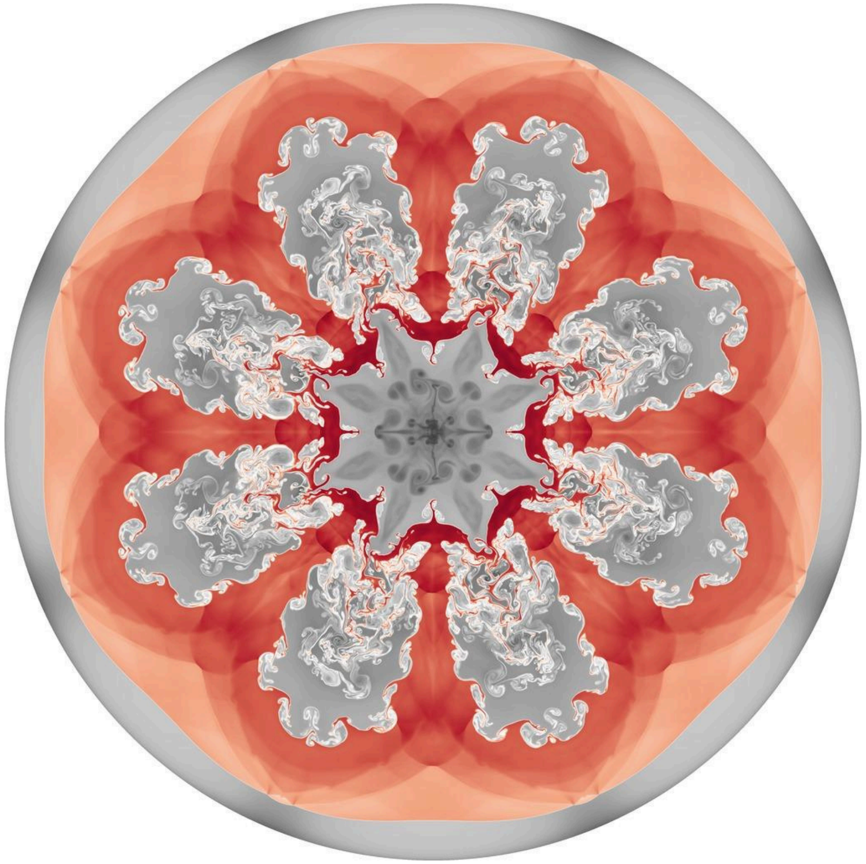
Purely Lagrangian Rayleigh-Taylor instability simulation using 8th order mixed elements in the MFEM-based BLAST shock hydrodynamics code.



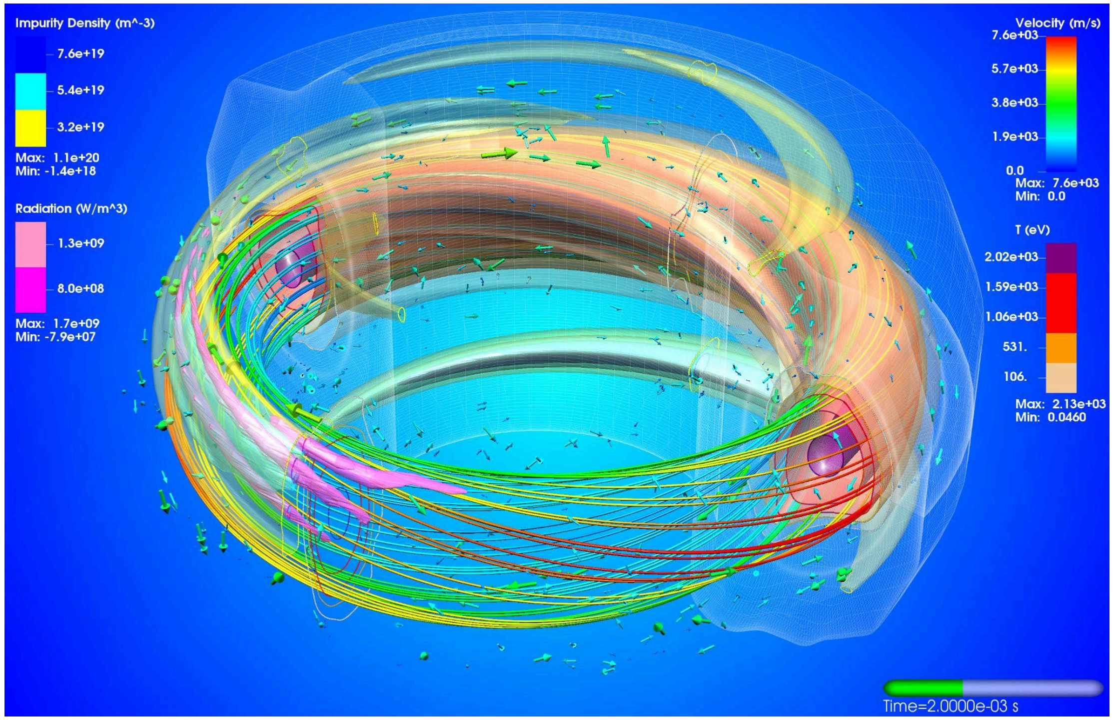
Sims for planetary defense. NASA's Double Asteroid Redirection Test. (Dart Mission)



Stress analysis in Ansys

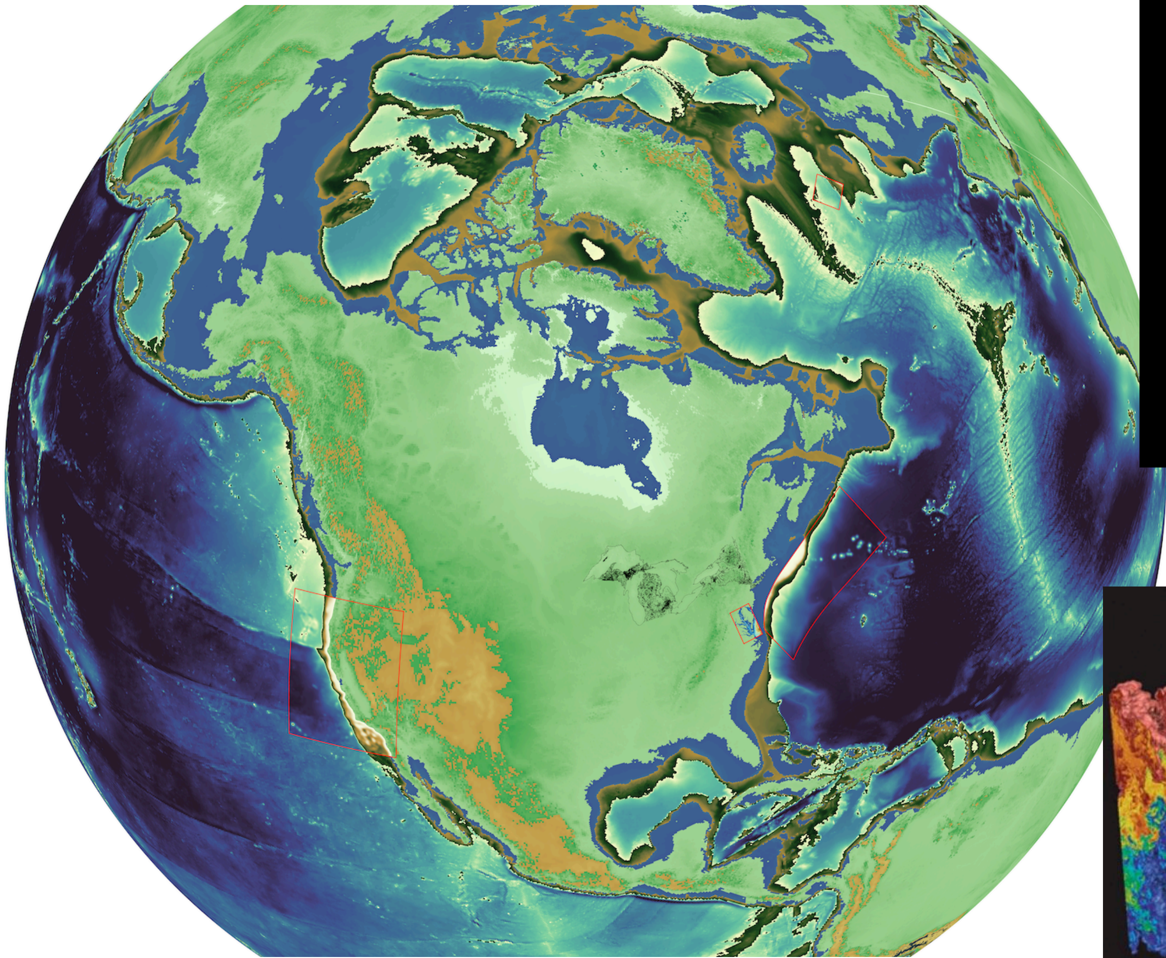


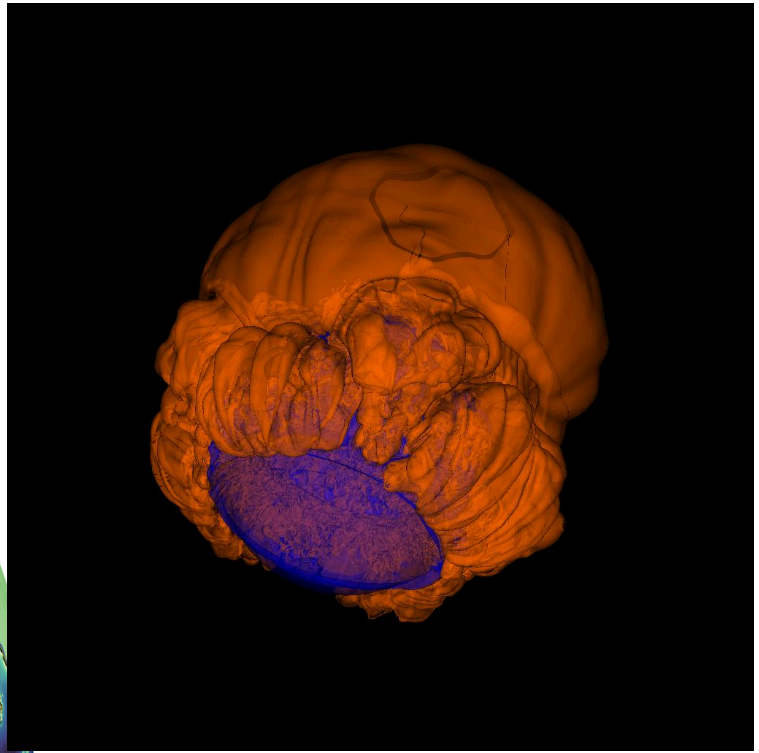
Magnetic Fusion simulation



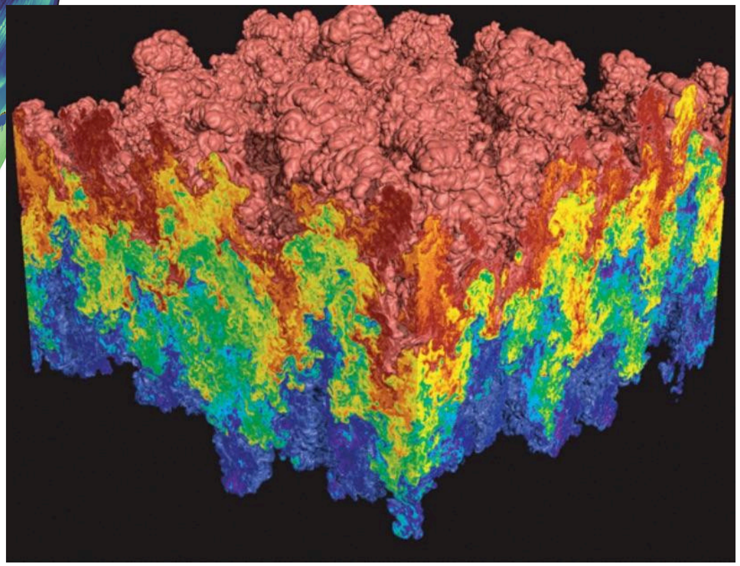
High-order multi-material inertial confinement fusion (ICF)-like implosion in the MFEM-based BLAST shock hydrodynamics code. Visualization with VisIt.

*Ocean Modeling with **e3sm** coupled with **ROMS***





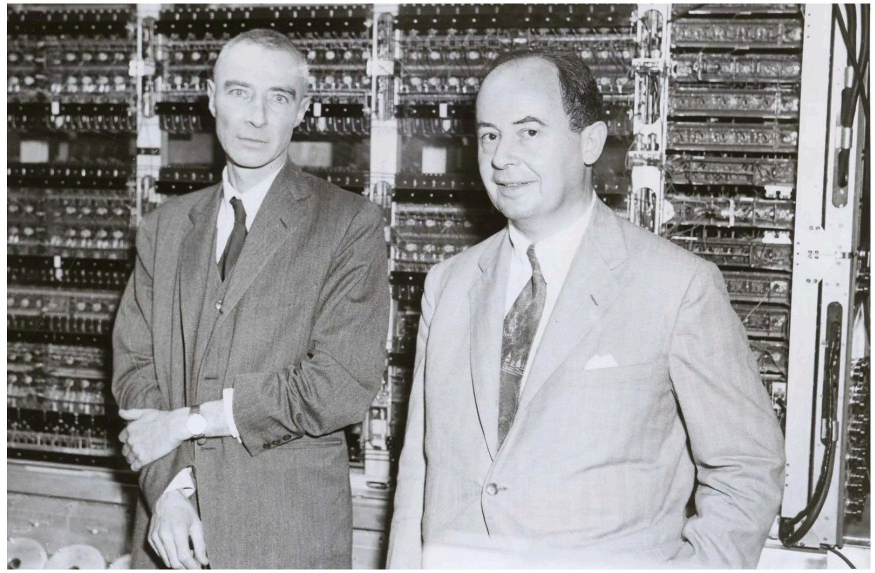
Type ia Supernova



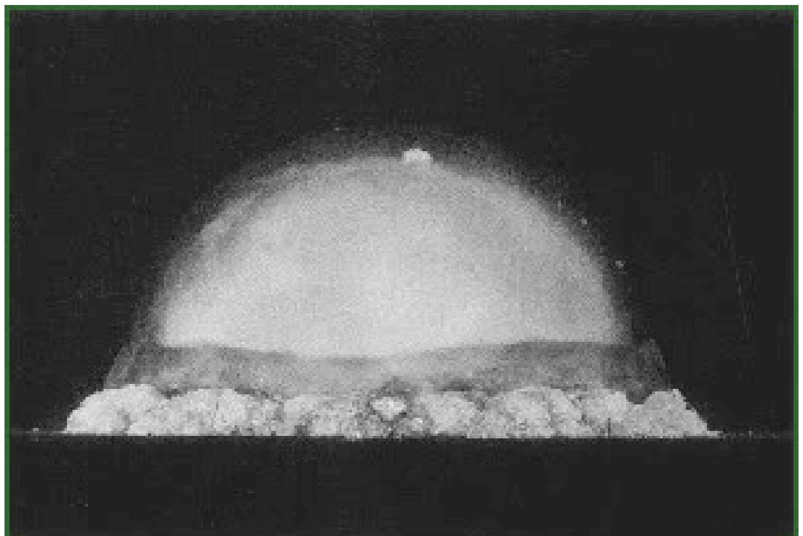
Raleigh Taylor in rendering in Visit

Quick History

Human computers → IBM Punch Card Machines → ENIAC



Oppenheimer, von Neumann

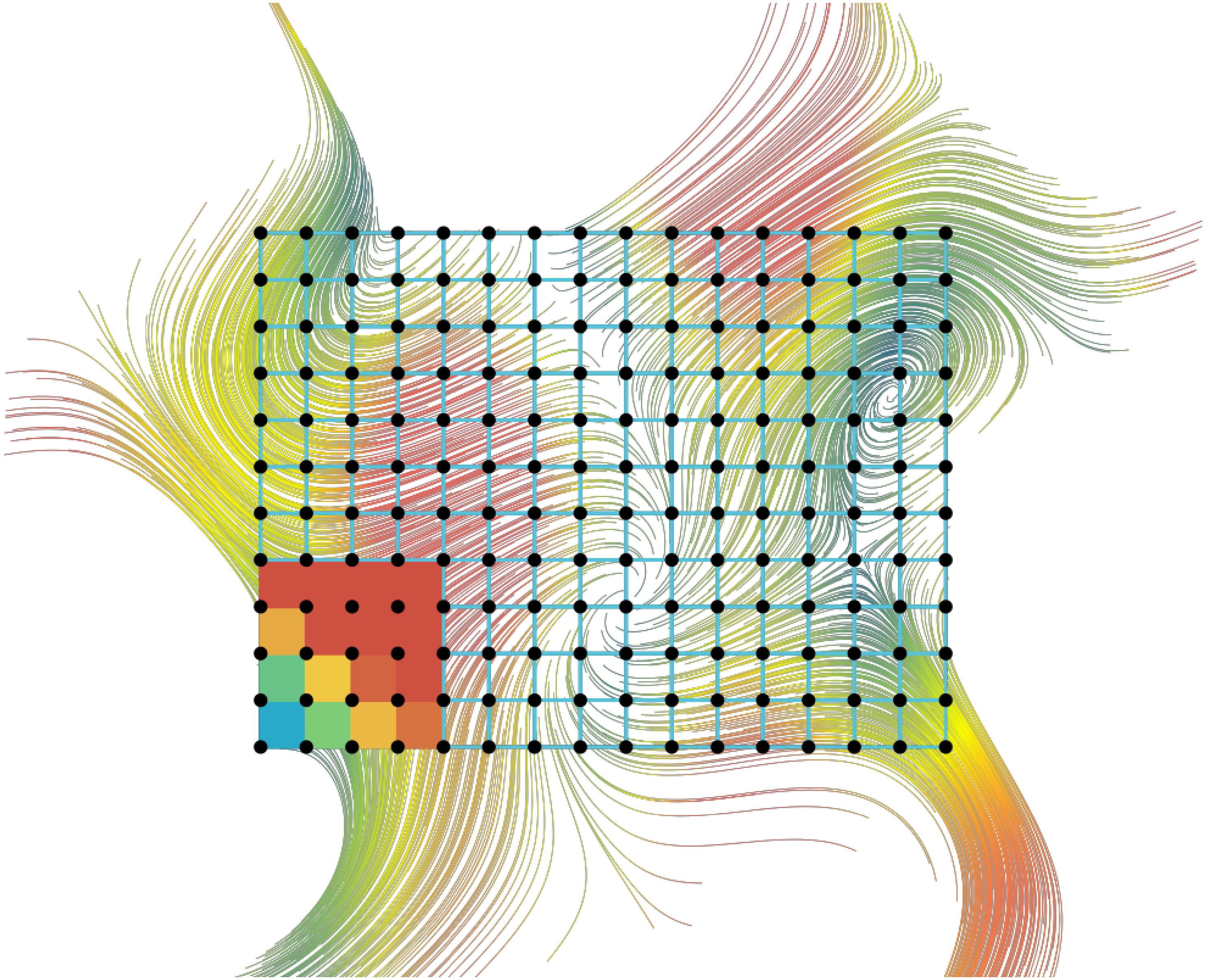


The first 0.11 seconds of the nuclear age, Trinity, July 16, 1945.

Trinity test

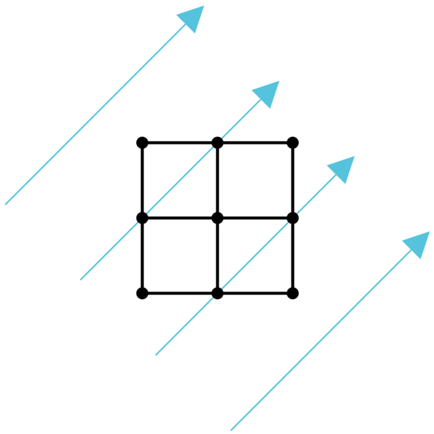
Underground
Nuclear testing.
Stockpile
Stewardship

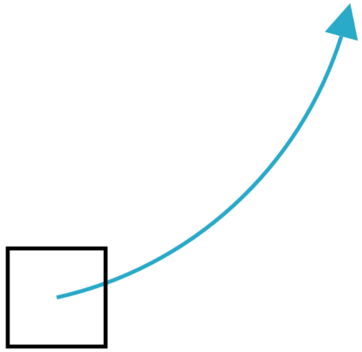
How to simulate the analog world?



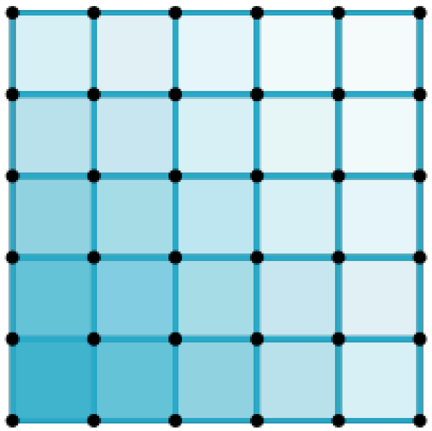
Problem Setup

Derivative

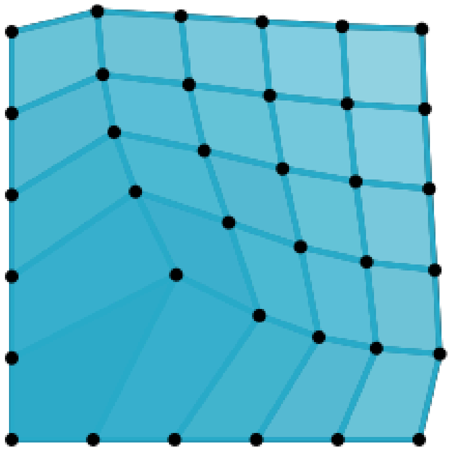




Mesh
Scheme



Eulerian



Lagrangian

Finite Difference Methods

$$\frac{f(x+\Delta x) - f(x)}{\Delta x} = f'(x) + R_1(x)$$

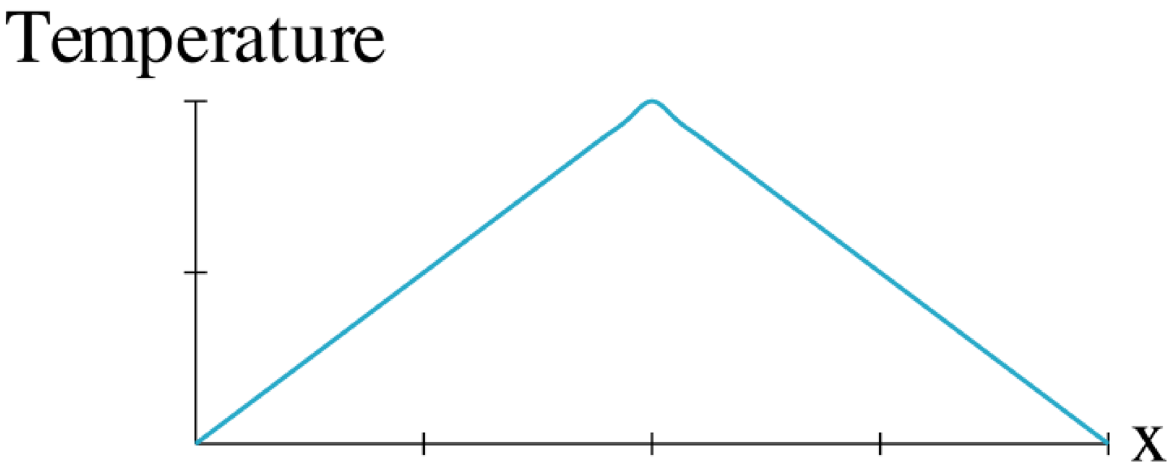
$$\frac{f(x+\Delta x) - 2f(x) + f(x-\Delta x)}{(\Delta x)^2} = f''(x) + R_2(x)$$

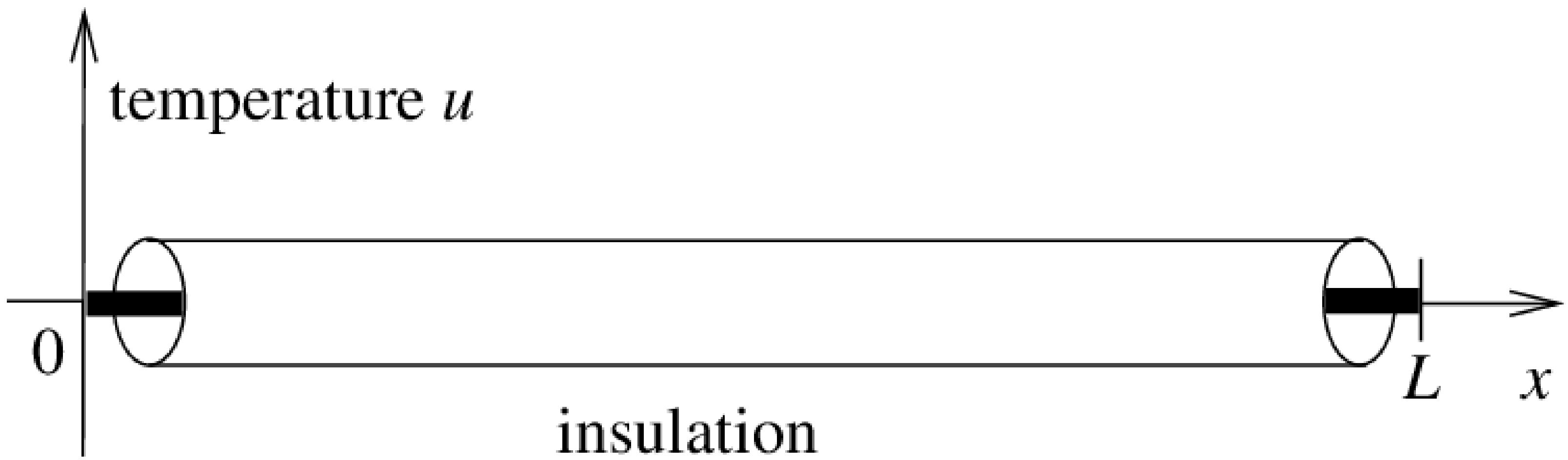
Gives us the power to represent PDEs as system of linear equations

$$\mathbf{A} f(\vec{x})_t = f(\vec{x})_{t+1}$$

Richtmyer and Morton 1957

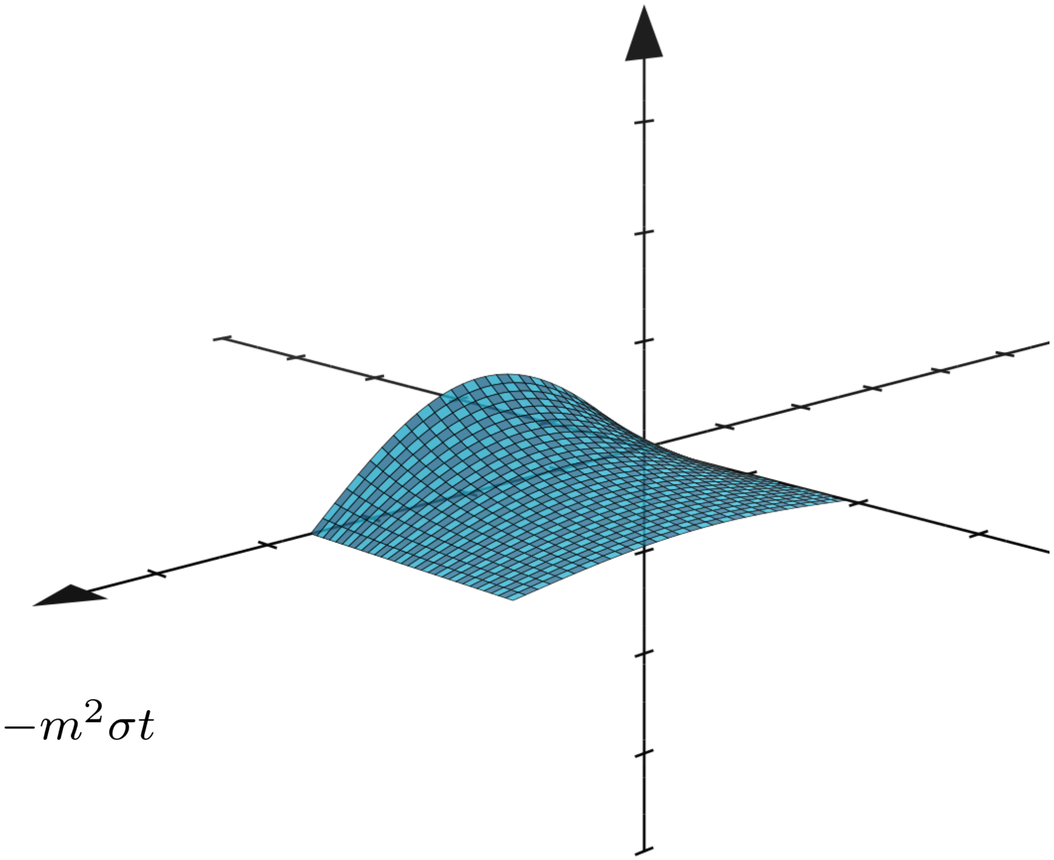
1D Heat Equation Analytic Example





1D Heat Equation Analytic Example

$$\frac{\partial T}{\partial t} = \sigma \frac{\partial^2 T}{\partial x^2}$$



Concise analytic solution!

$$T(x,t) = \sum_{m=-\infty}^{\infty} A_m e^{imx - m^2 \sigma t}$$

$$A_m = \frac{2iC}{\pi m^2}(-1)^{(m+1)/2} \text{ where } m \text{ is odd}$$

1D Heat Equation Finite Differences Example

Continuous

$$\frac{\partial u}{\partial t} = \sigma \frac{\partial^2 u}{\partial x^2}$$

Discrete

$$\frac{u_j^{n+1} - u_j^n}{\Delta t} = \sigma \frac{u_{j+1}^n - 2u_j^n + u_{j-1}^n}{(\Delta x)^2}$$

Discrete Evolution Equations

The Partial Differential Equation that takes the state variable to the next timestep n+1

In this case the heat equation.

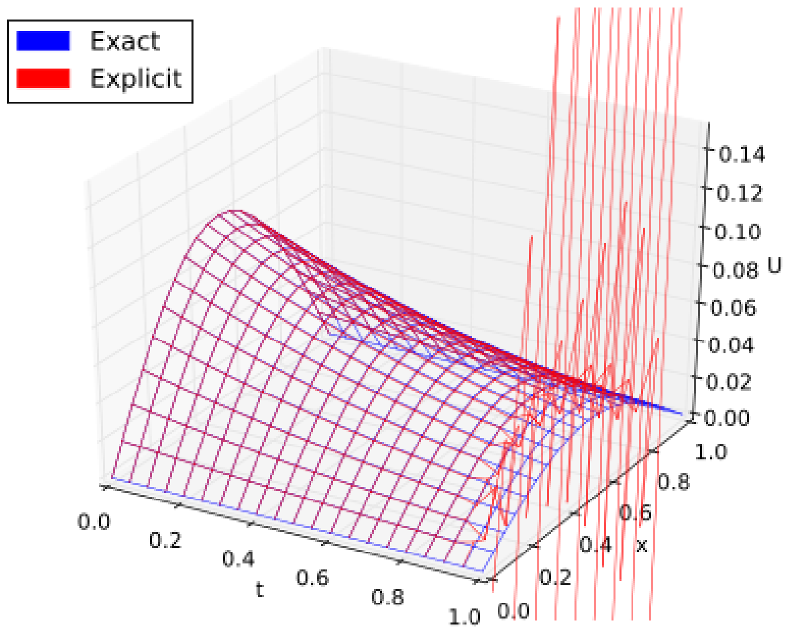
$$u_j^{n+1} = \frac{\sigma \Delta t}{(\Delta x)^2}(u_{j+1}^n - 2u_j^n + u_{j-1}^n) + u_j^n$$

Another example: $\boldsymbol{x}^{t+\Delta t} = \boldsymbol{x}^t + \Delta t\, \boldsymbol{v}(\boldsymbol{x}, t)$

Equations of state examples $P = (\gamma - 1)\rho\epsilon \quad PV = nRT$

Instability

Don't want values to "explode"



Courant-Friedrichs-Lewy condition

$$\frac{v\Delta t}{\Delta x} < C_{max}$$

Instability arises when with timestep and grid distance

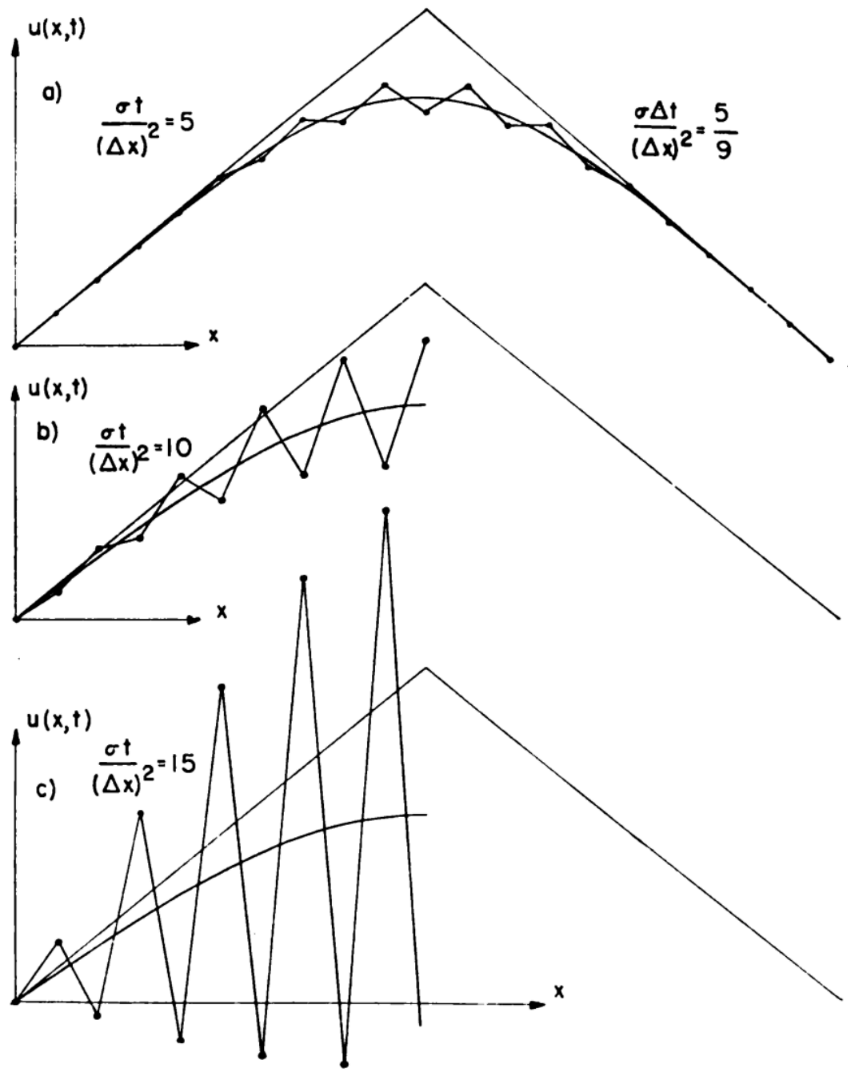
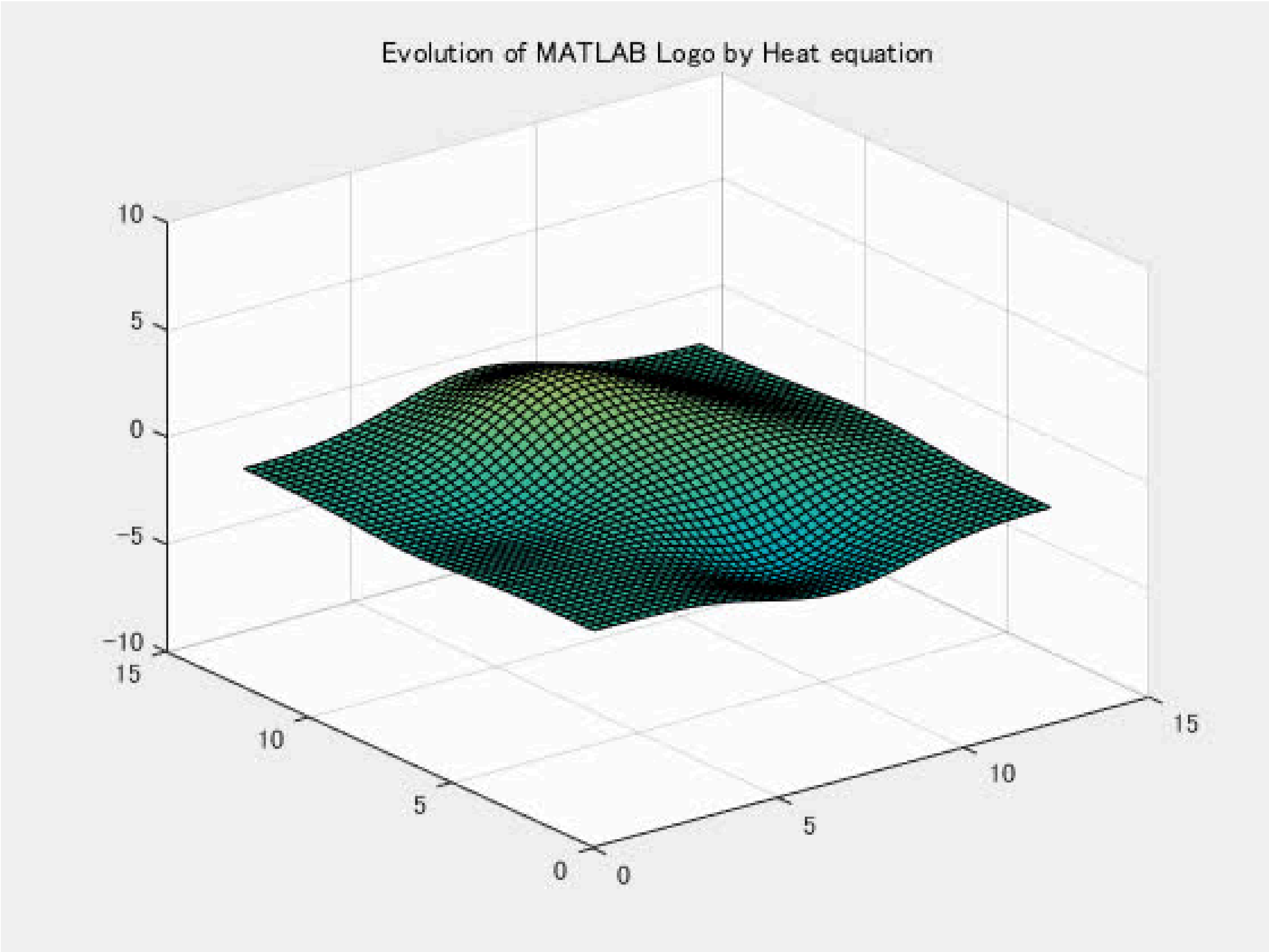


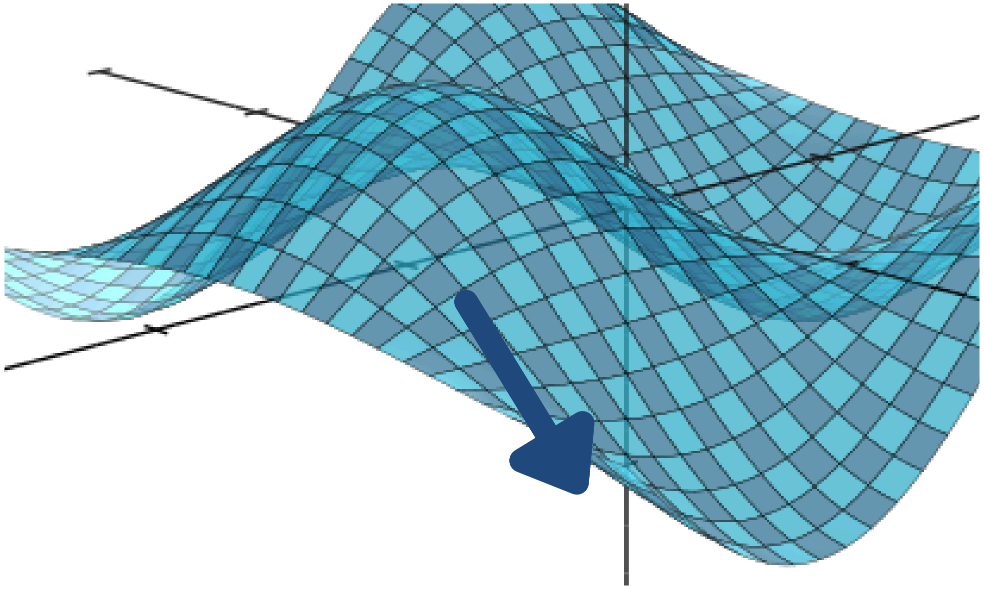
Fig. 2a, b. c. Solution of the same problem as for Figure 1, but calculated with a slightly larger value of Δt. Figures 2a, 2b, 2c correspond to the second, third and fourth curves from the top in Figure 1.

2D Heat Equation Example



How to approximate gradients in higher dimensions?

Least Squares Gradient



Intuitively, use all directional derivatives relations to estimate gradient.

(for each mesh cell and neighbor)

$$T_{neighbor} = T_{current} + \vec{d}_{neighbor} \cdot \nabla T_{current}$$

solve this system of linear equations using least squares

Green-Gauss Gradient Method (just Gauss's Law)

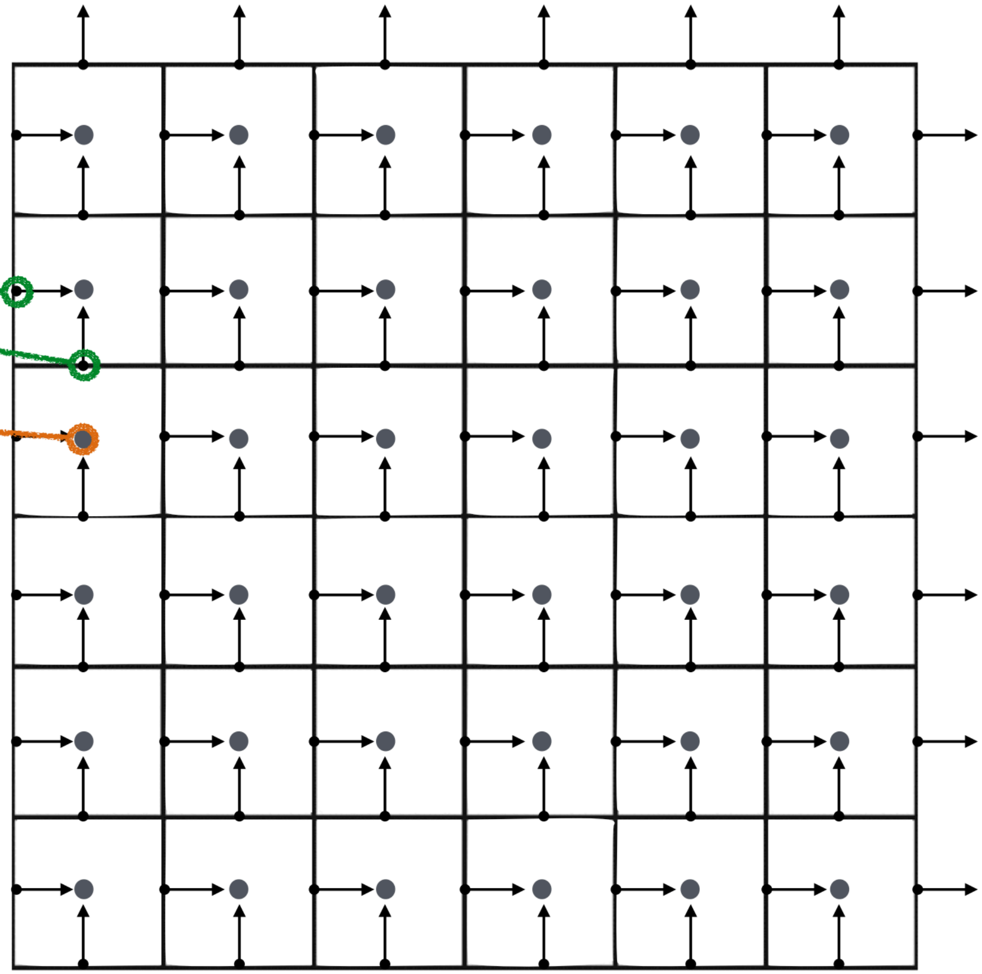
Fluid Eulerian Mesh Example

Store Fluid State On Grid

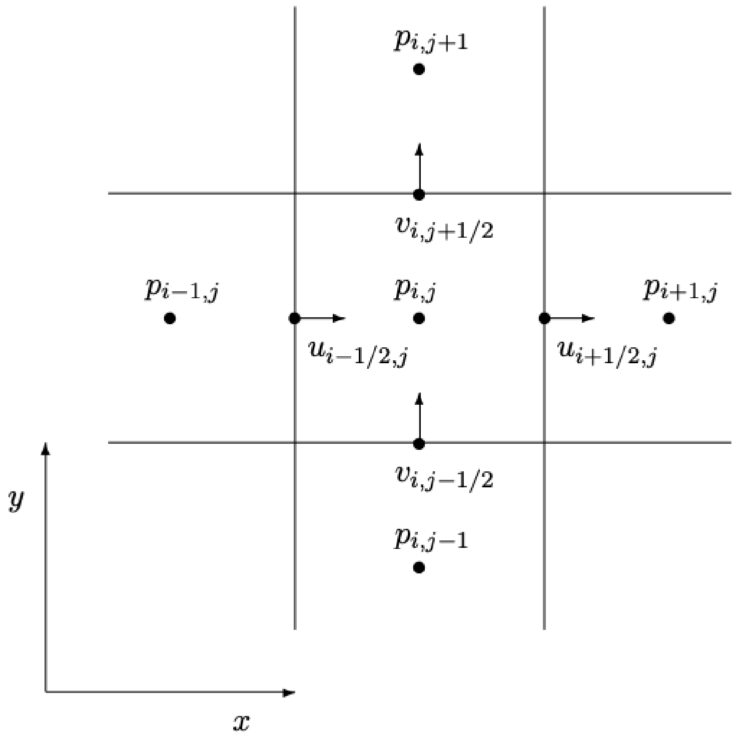
- Velocity
- Pressure
- Density

Staggered Grid

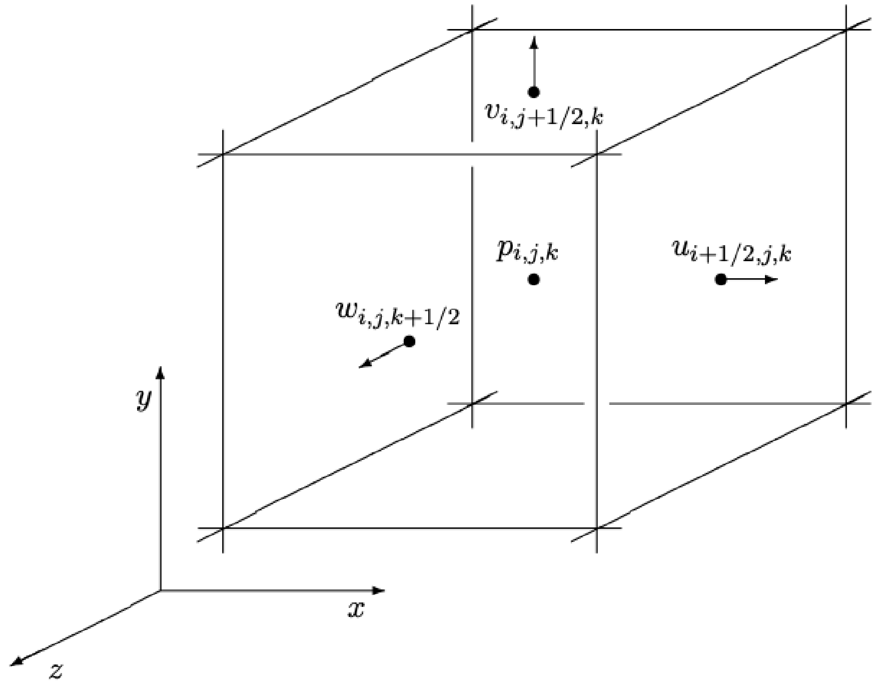
- Bilinear interpolation
- Seems odd at first
- Very useful
- Non-staggered produces unstable checkerboard



Fluid Eulerian Mesh



2D Staggered Grid

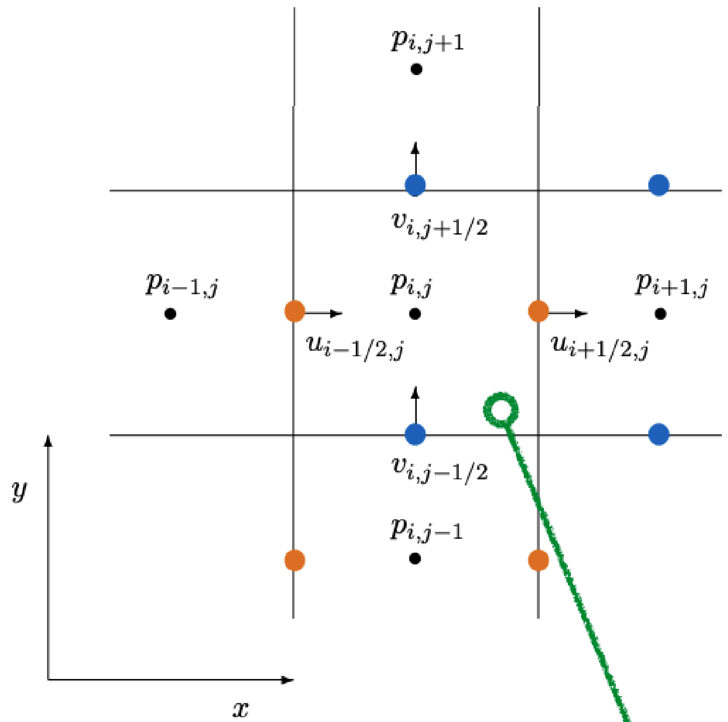


3D Staggered Grid

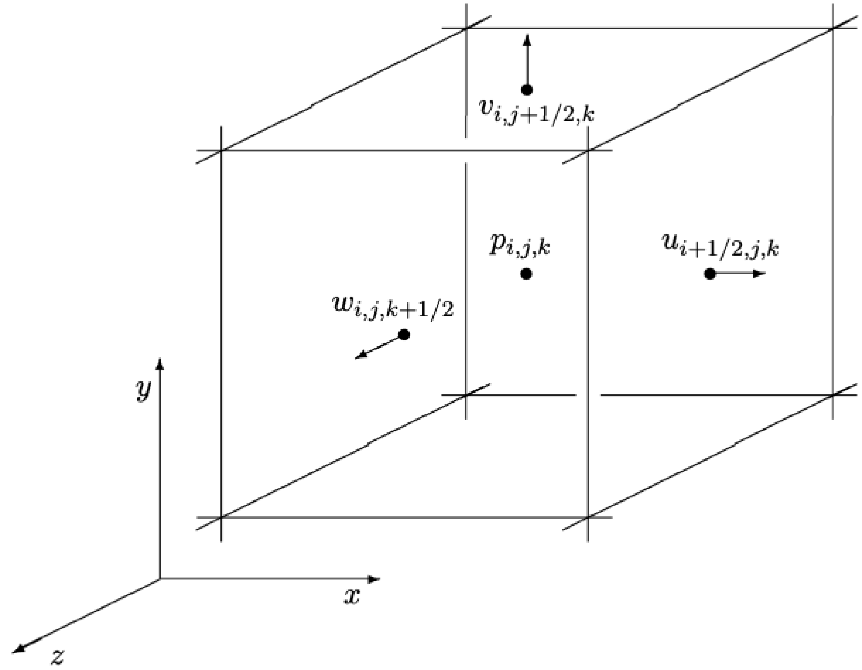
$$\mathbf{u} = \mathbf{u}(x, y)$$
$$p = p(x, y)$$

$$\mathbf{u} = \mathbf{u}(x, y, z)$$
$$p = p(x, y, z)$$

Fluid Eulerian Mesh



2D Staggered Grid



3D Staggered Grid

$$\mathbf{u} = \begin{bmatrix} u \\ v \end{bmatrix}$$

$\mathbf{u}_x = u =$ **BiLinear**(• , • , • , •)

$\mathbf{u}_y = v =$ **BiLinear**(• , • , • , •)

Navier–Stokes Equations (N-SE)

$$\rho \frac{D\mathbf{u}}{Dt} = -\nabla \mathbf{p} + \mathbf{f}_{\text{field}} + \mu \nabla^2 \mathbf{u}$$

Lagrangian Derivative of a parcel

Pressure Gradient

Field Vectors (Gravity, electromagnetic, etc..)

Diffusion Term

Will use this for our discrete evolution equation

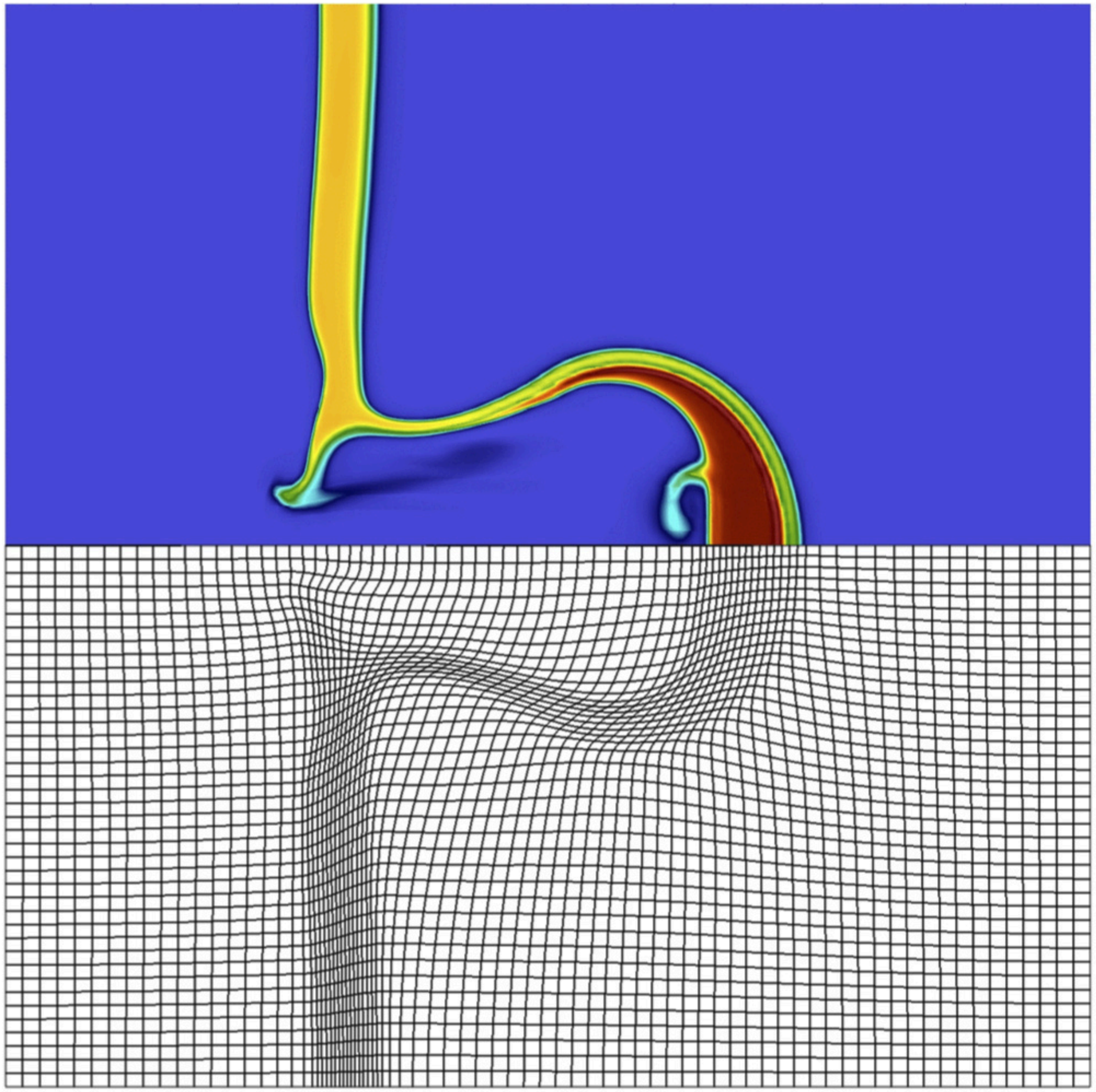
(per unit volume)

Numerical Stability

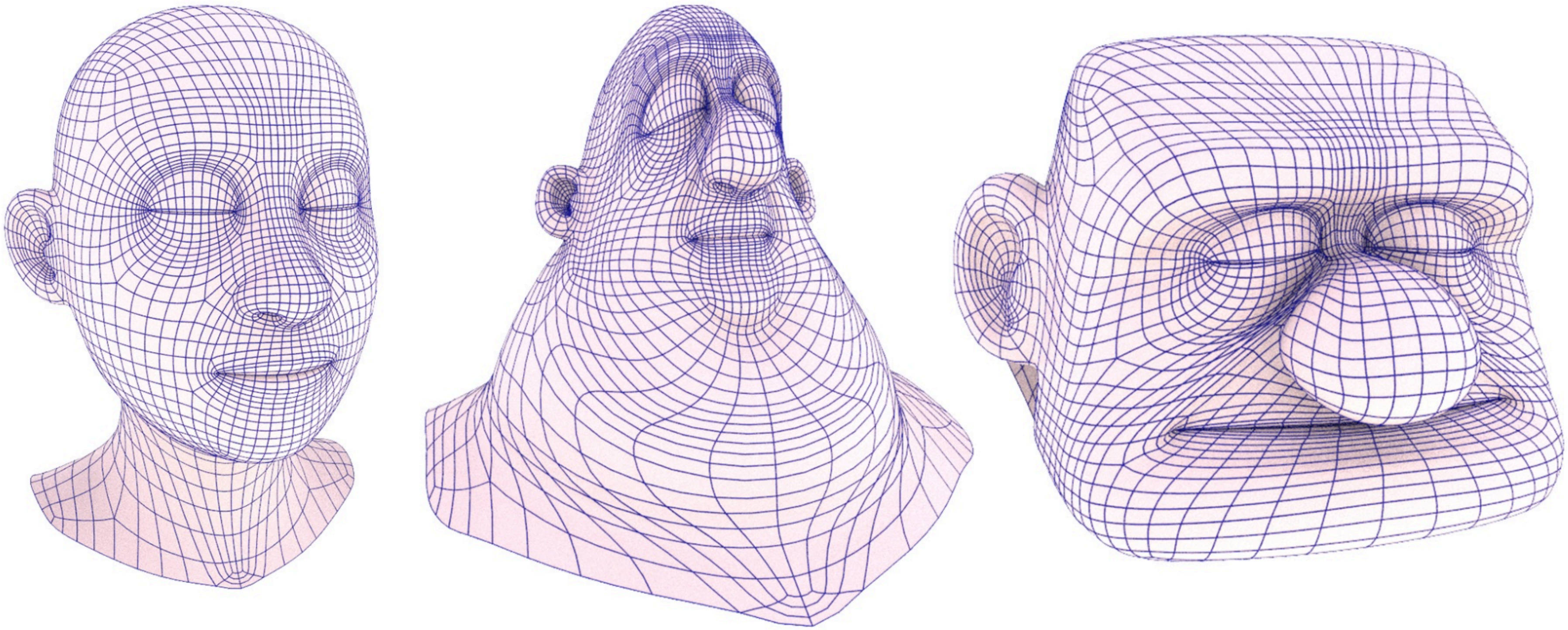
- Store velocity ($\mathbf{u}$) and density (ρ) on staggered grid
- Compute pressure (p) as function of density
- Use N-SE to update velocities
- Update densities $\dot{\rho} \propto -(\mathbf{u} \cdot \nabla)\rho + \nabla \cdot (\mathbf{u}\,\rho)$
- Repeat until end of simulation

Problem: Pressure waves move fast so this explicit method must use very small timesteps or go unstable.

Problem: Advection term also limits time step based on speed of fluid. (Bulk speed of fluid is generally less than wave speed.)



Animation Meshes



Fernando de Goes, Alonso Martinez.
SIGGRAPH2019. Pixar Research

Just Scratching the Surface…

Physical simulation is a huge field in graphics, engineering, science

Today: intro to particle systems, solving ODEs

Partial differential equations

- Diffusion equation, heat equation, …
- Used in graphics for liquids, smoke, fire, etc.

Rigid body

Simulation of sound

…

Things to Remember

Physical simulation = mathematical modeling of dynamical systems & solution by numerical integration

Particle systems

- Flexible force modeling, e.g. spring-mass sytems, gravitational attraction, fluids, flocking behavior
- Newtonian equations of motion = ODEs
- Solution by numerical integration of ODEs: Explicit Euler, Implicit Euler, Adaptive, Position-Based / Verlet
- Error and instability, methods to combat instability

Suggested Reading

Physically Based Modeling: Principles and Practice

- Andy Witkin and David Baraff

http://www-2.cs.cmu.edu/~baraff/sigcourse/index.html

Numerical Recipes in C++

- Chapter 16

Any good text on integrating ODE's

CS184 - attendance word

“ai-overlords”

Appendix: Extras

Example: Fluids

SPlisHSPlasH Smoothed Particle Hydrodynamics (SPH)

Problem Setup

Lagrangian Formulation

- Where in space did this material move to?
- Commonly used for solid materials

Eulerian Formulation

- What material is at this location in space?
- Commonly used for fluids
  - Why: Because fluids don't remember their shape

Problem Discretization

Grids

- Store quantities on a grid
- Fluid move “through” grid
- Scales reasonably well to large systems
- Surface tracking is challenging

Particles

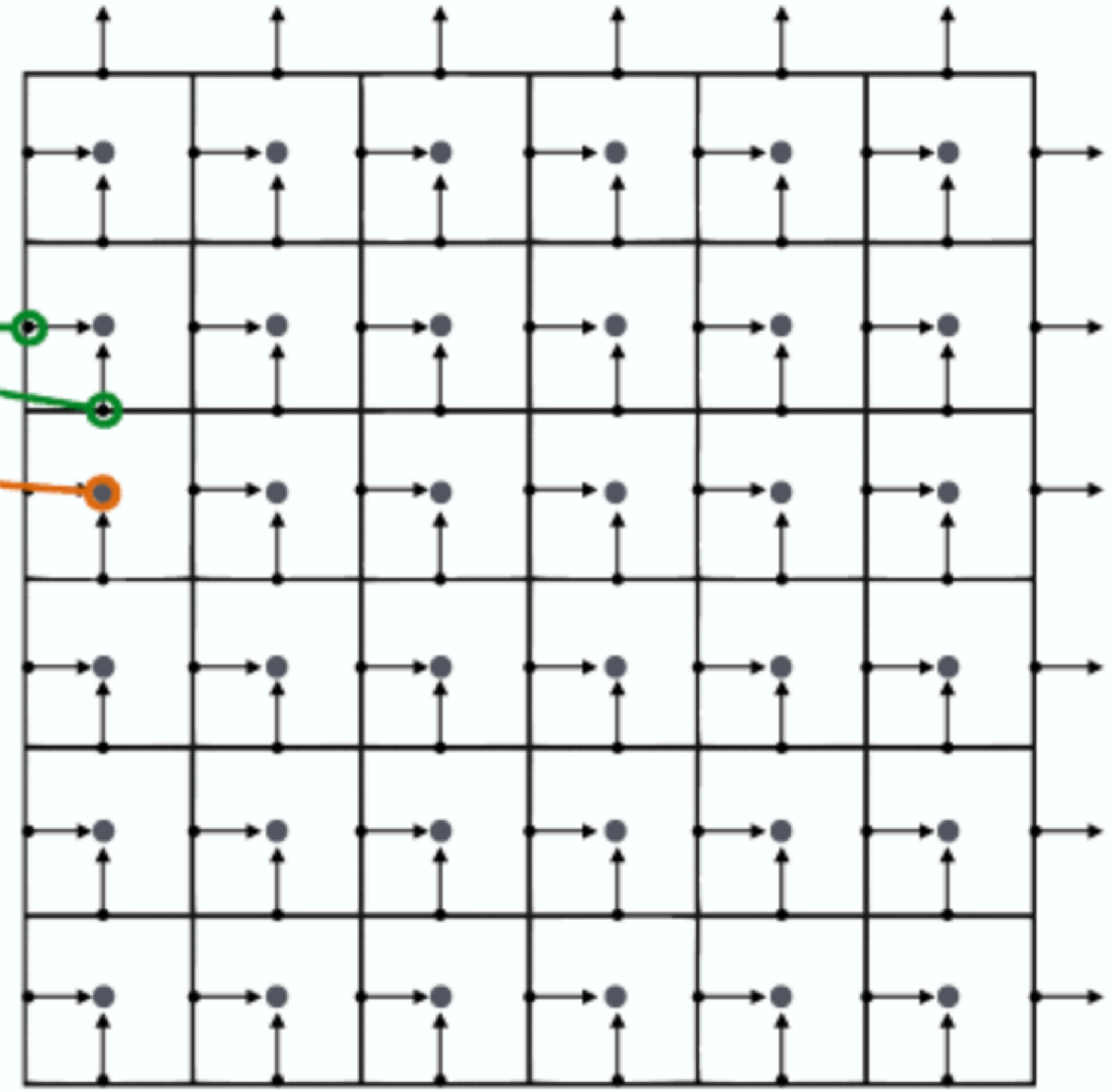
- Fluid defined by locations of particles
- Inter-particle forces create fluid behavior
- Scaling to large systems not simple
- Surface tracking less difficult

Many popular methods combine grids and particles

Fluid Grid

Store Fluid State On Grid

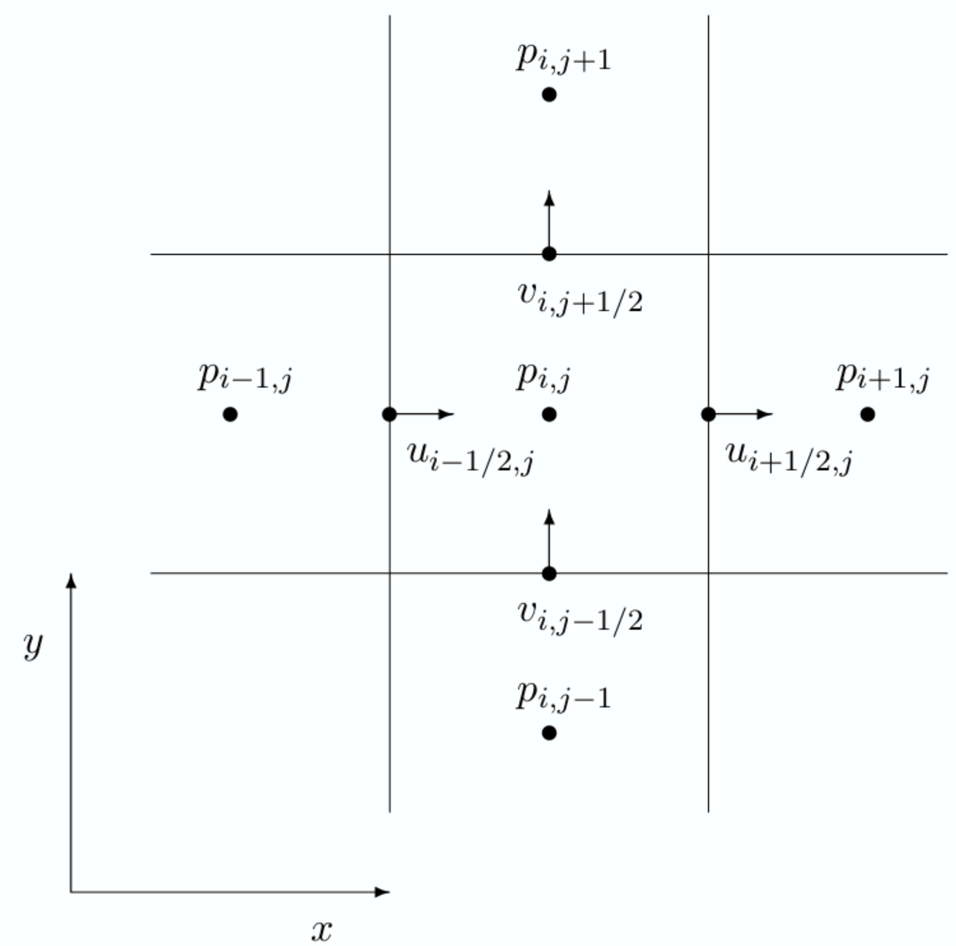
- Velocity
- Pressure
- Density



Staggered Grid

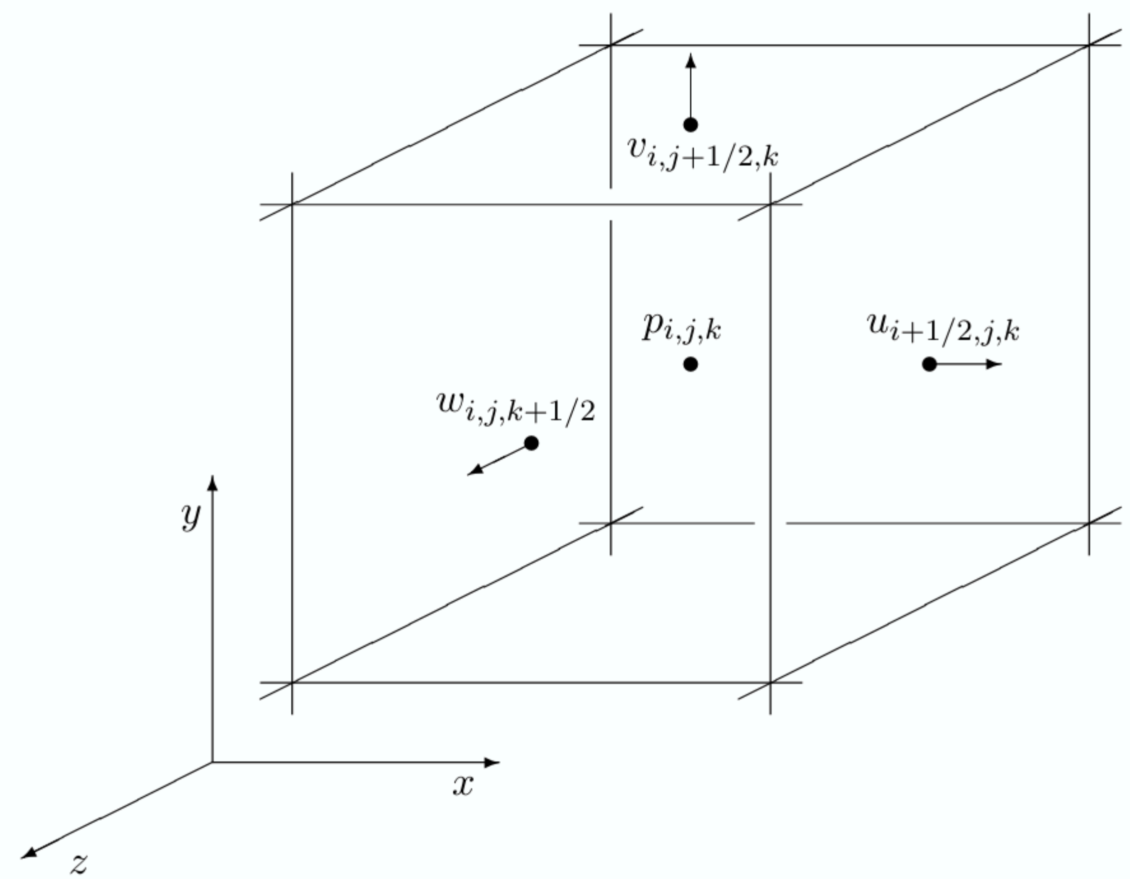
- Bilinear interpolation
- Seems odd at first
- Very useful
- Non-staggered produces unstable checkerboard

Fluid Grid



2D Staggered Grid

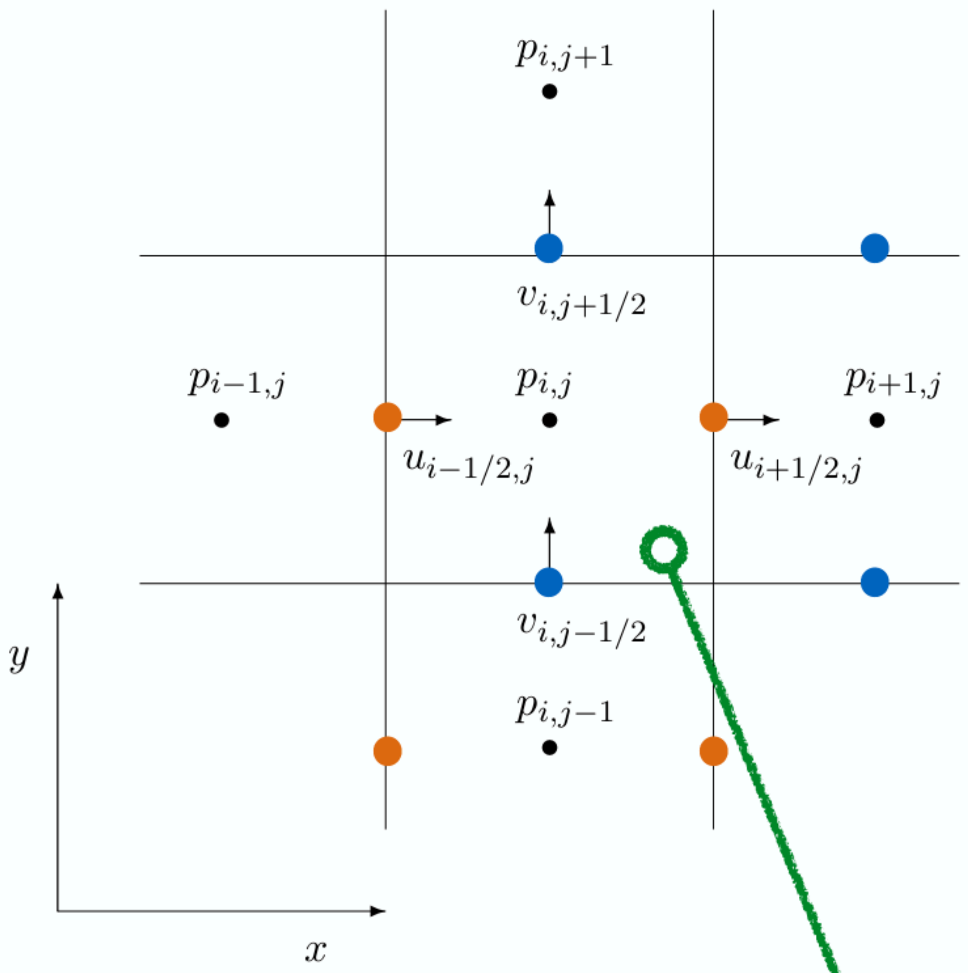
$$\mathbf{u} = \mathbf{u}(x, y)$$
$$p = p(x, y)$$



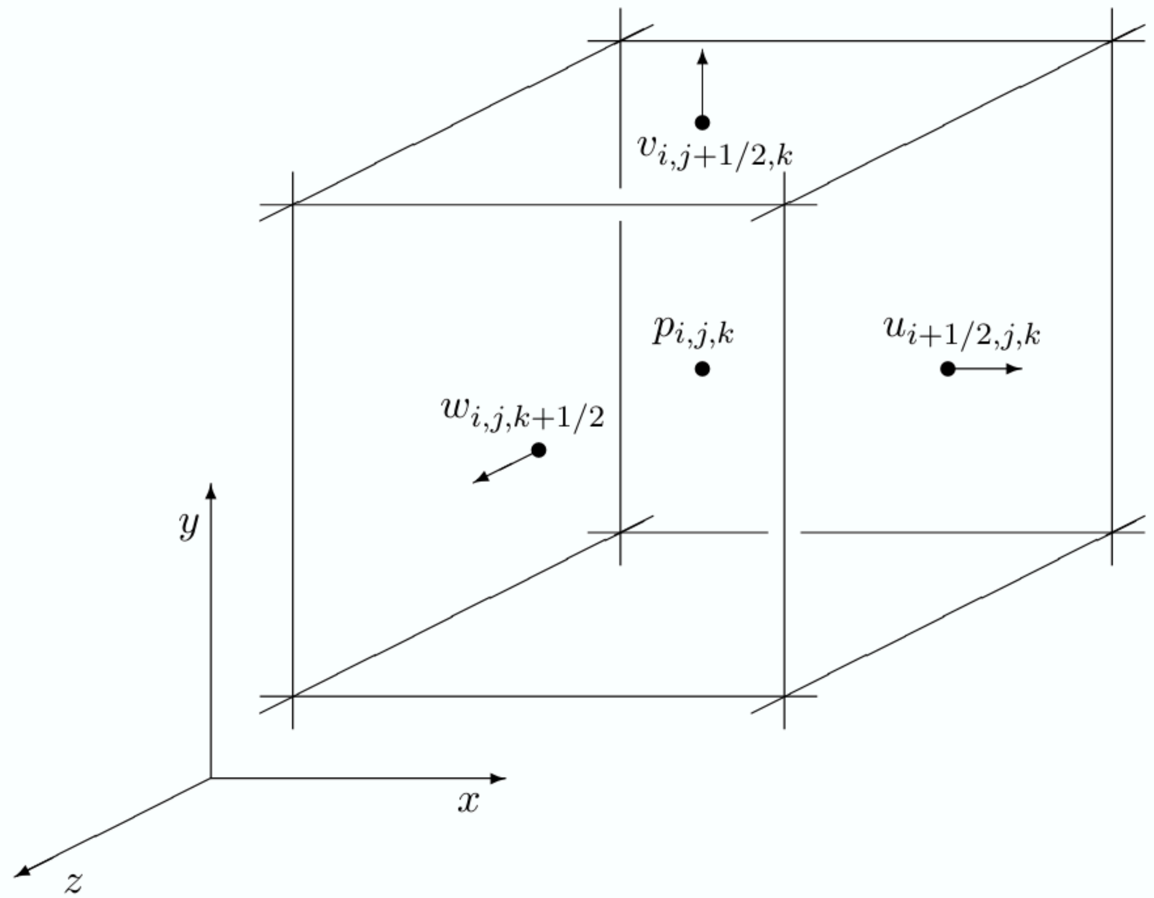
3D Staggered Grid

$$\mathbf{u} = \mathbf{u}(x, y, z)$$
$$p = p(x, y, z)$$

Fluid Grid



2D Staggered Grid



3D Staggered Grid

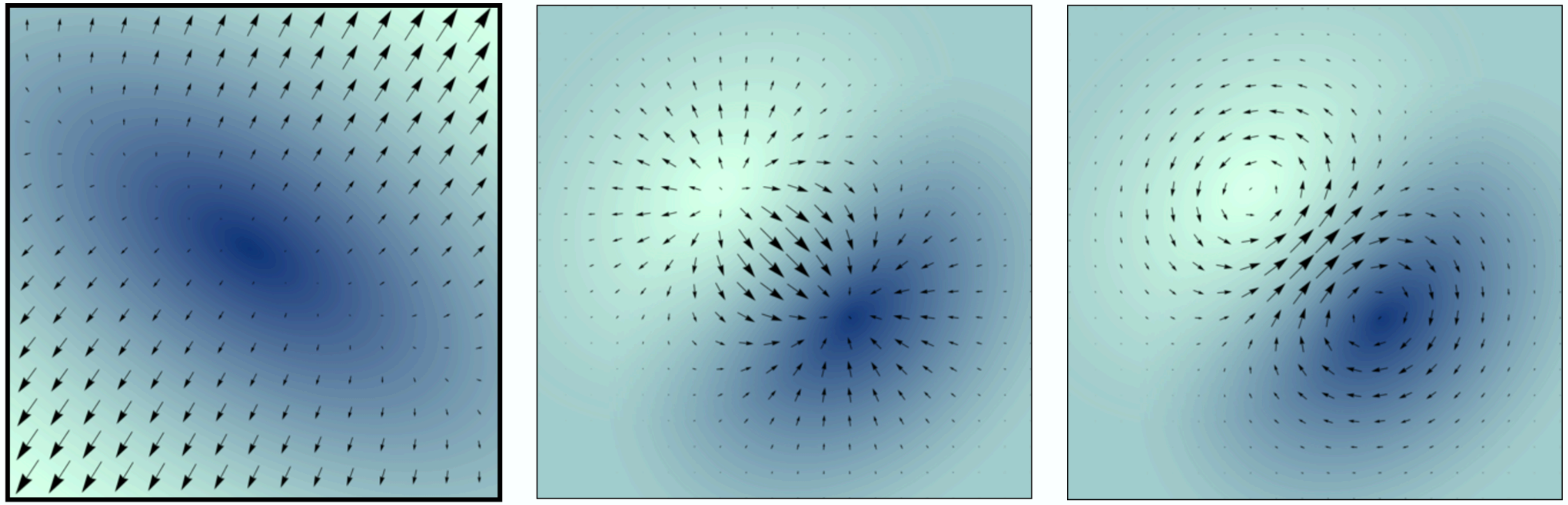
$$\mathbf{u} = \begin{bmatrix} u \\ v \end{bmatrix}$$

$$\mathbf{u}_x = u = \textbf{BiLinear}(\cdot, \cdot, \cdot, \cdot)$$

$$\mathbf{u}_y = v = \textbf{BiLinear}(\cdot, \cdot, \cdot, \cdot)$$

Vector Fields

$$\mathbf{v} = \mathbf{v}(x, y)$$
$$p = p(x, y)$$



Gradient:

Direction of greatest change

$$\textbf{grad}(p(x,y)) = \nabla p\,|_{x,y} = \begin{bmatrix} \frac{\partial p}{\partial x} \\ \frac{\partial p}{\partial y} \end{bmatrix}$$

$$\textbf{grad}(p) = \nabla p$$

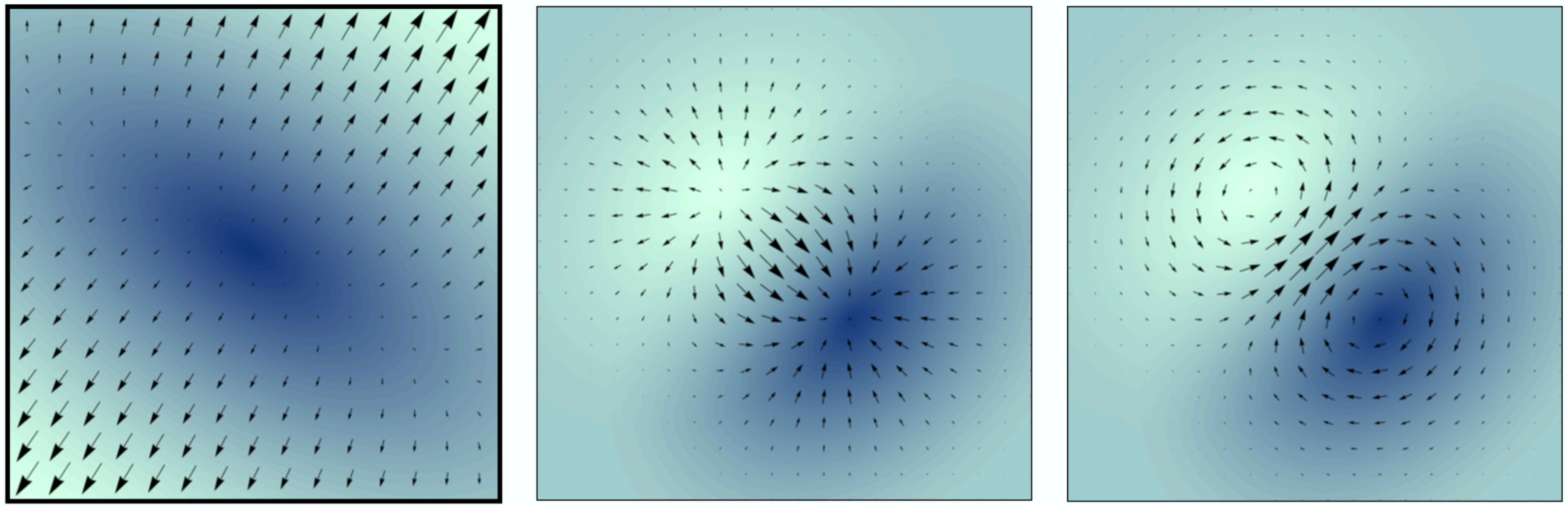
The ∇ is a differential operator, like $\frac{\partial}{\partial x}$, but a vector

$$\nabla = \begin{bmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \end{bmatrix}$$

Vector Fields

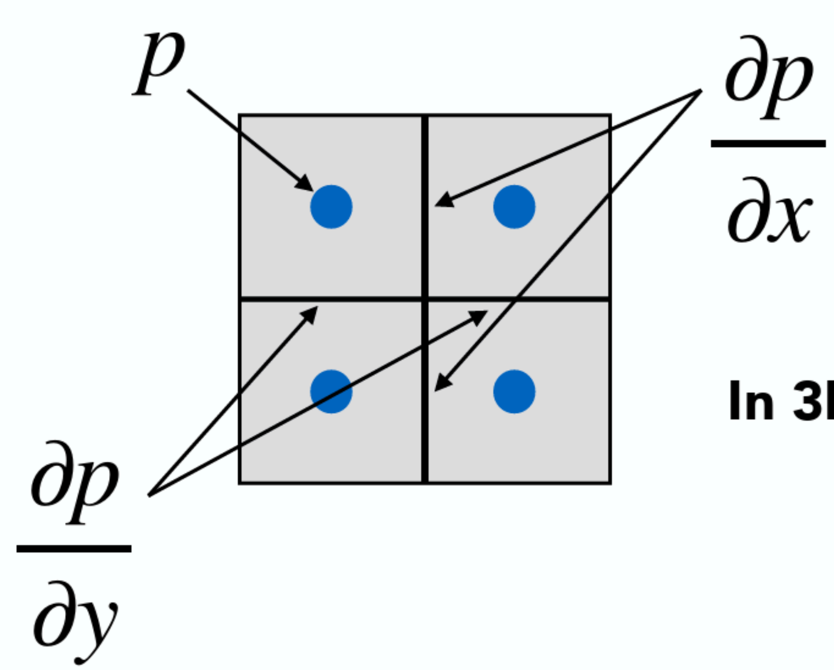
$$\nabla = \begin{bmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \end{bmatrix}$$

$$\mathbf{v} = \mathbf{v}(x, y)$$
$$p = p(x, y)$$



Gradient:
Direction of greatest change

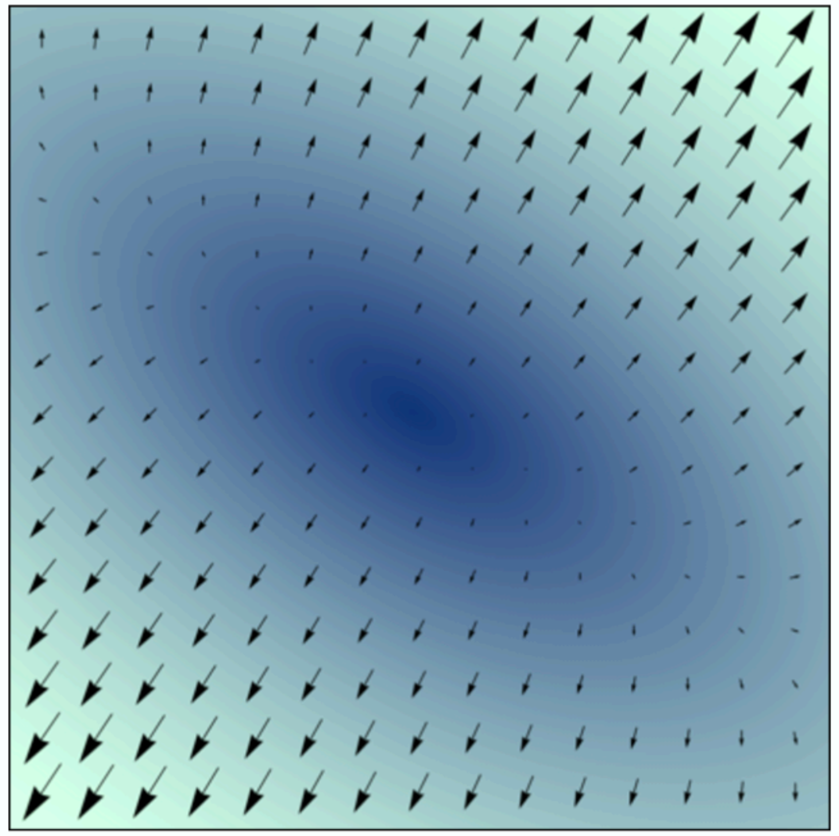
$$\textbf{grad}(p) = \nabla p = \begin{bmatrix} \frac{\partial p}{\partial x} \\ \frac{\partial p}{\partial y} \end{bmatrix}$$

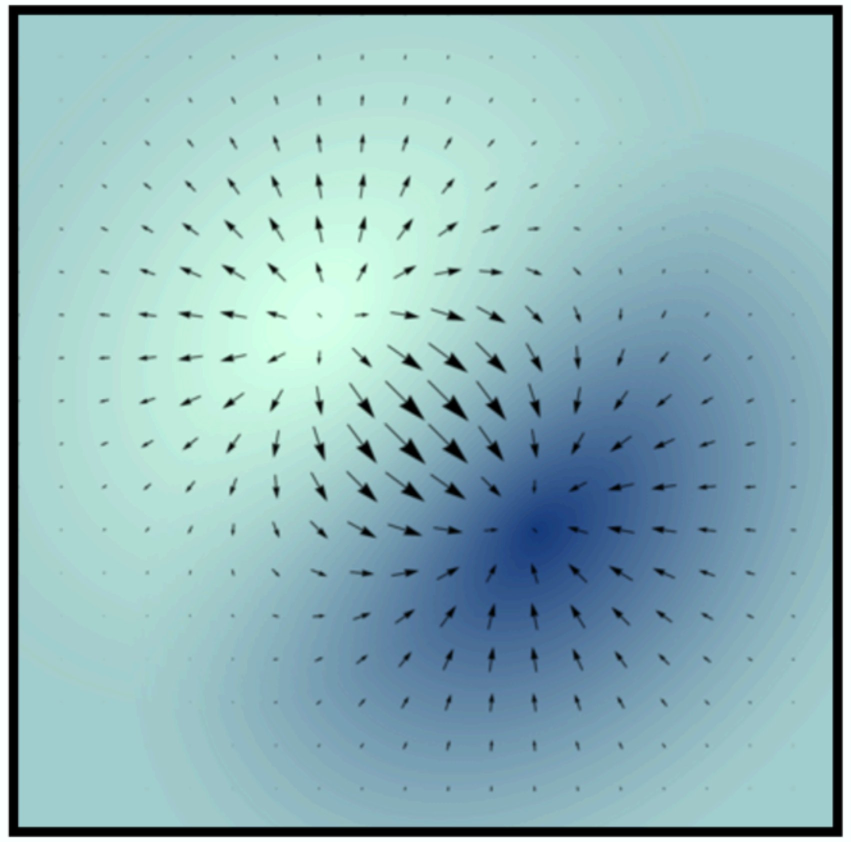


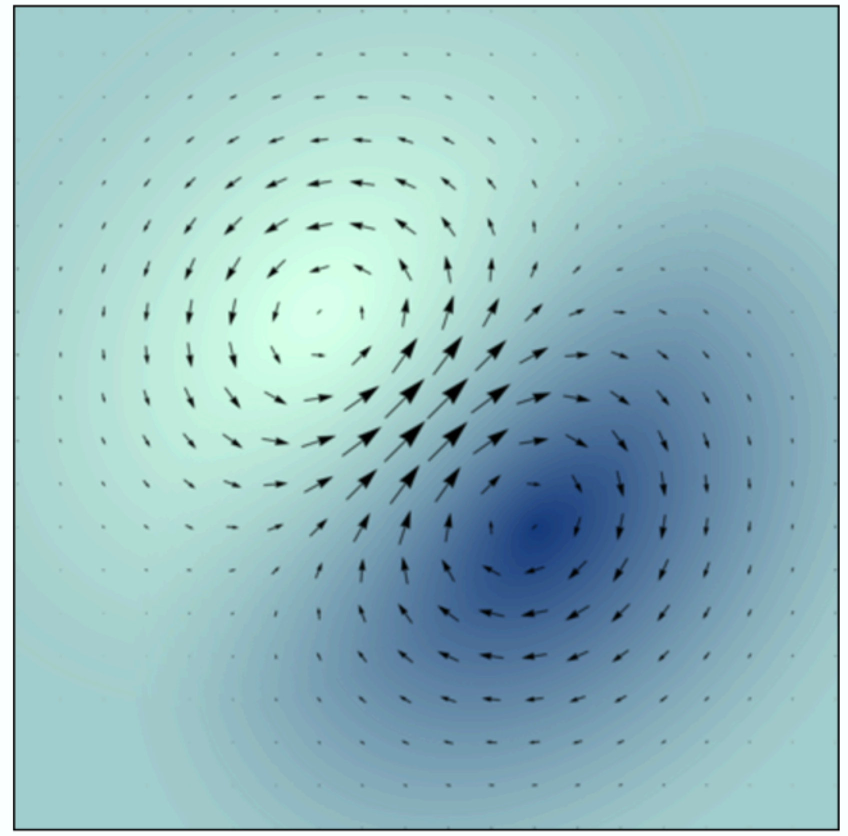
In 3D, cell centers and faces

Vector Fields

$$\nabla = \begin{bmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \end{bmatrix} \qquad \mathbf{v} = \mathbf{v}(x, y) \qquad p = p(x, y)$$







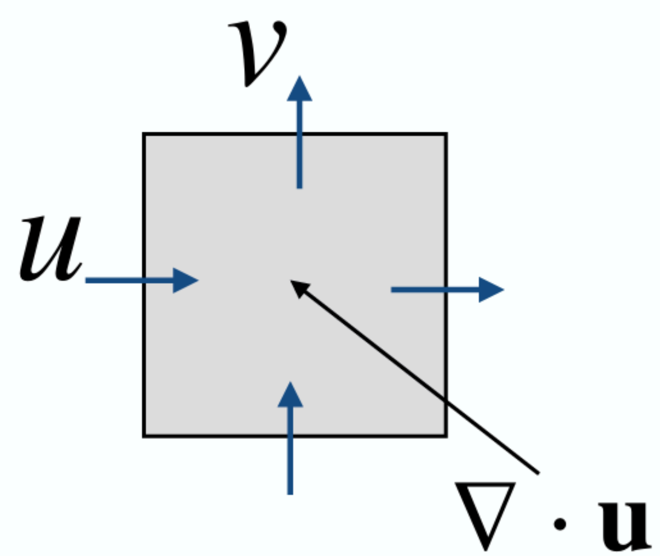
Gradient:
Direction of greatest change

$$\textbf{grad}(p) = \nabla p = \begin{bmatrix} \frac{\partial p}{\partial x} \\ \frac{\partial p}{\partial y} \end{bmatrix}$$

Divergence:
Net flow in or out of region

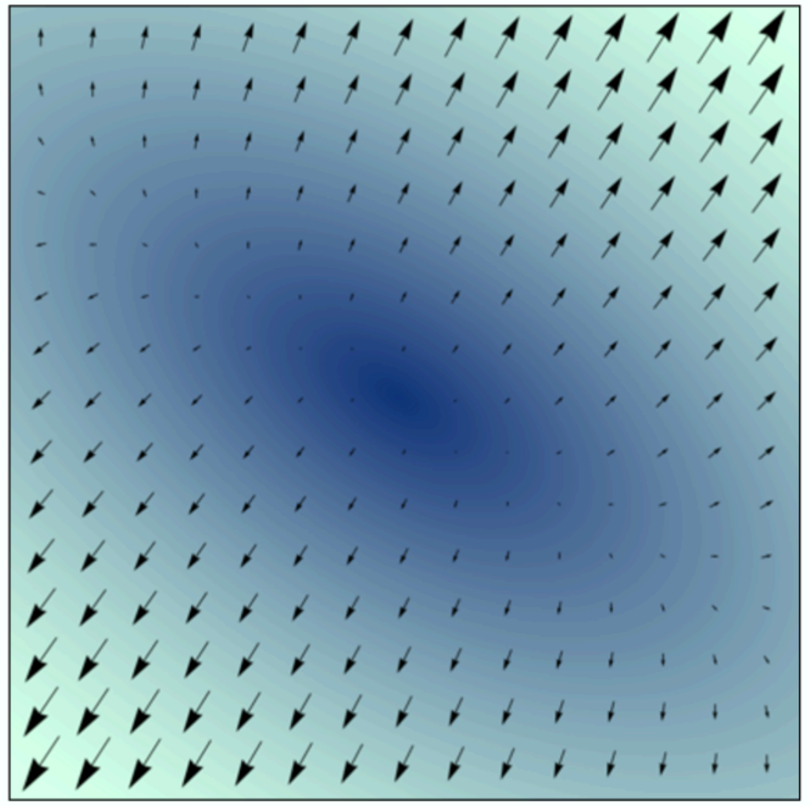
$$\textbf{div}(\mathbf{u}) = \nabla \cdot \mathbf{u} = \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y}$$

In 3D, cell centers and faces

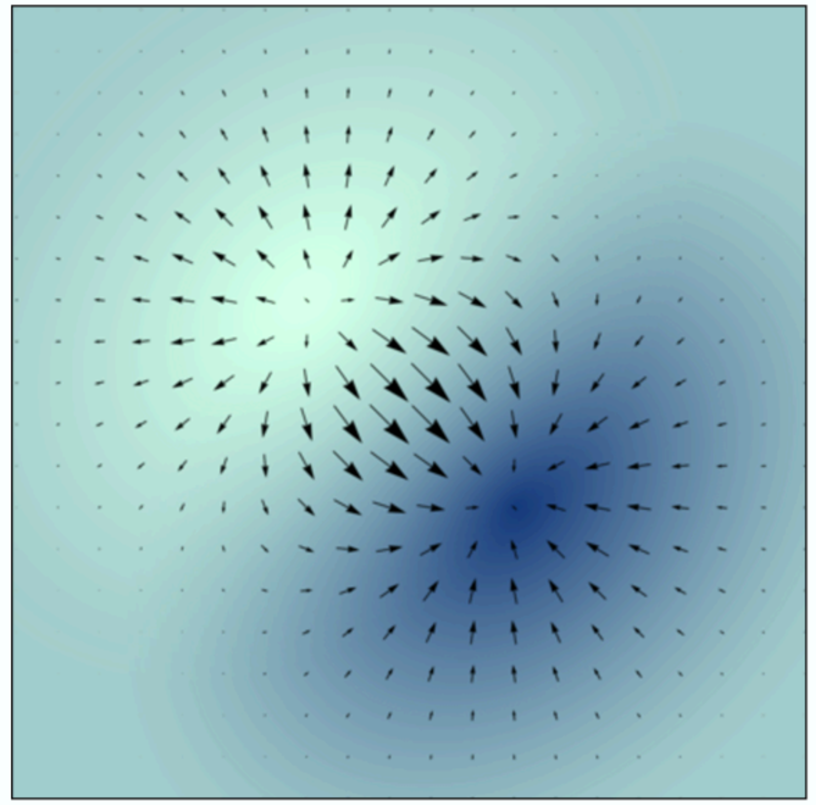


Vector Fields

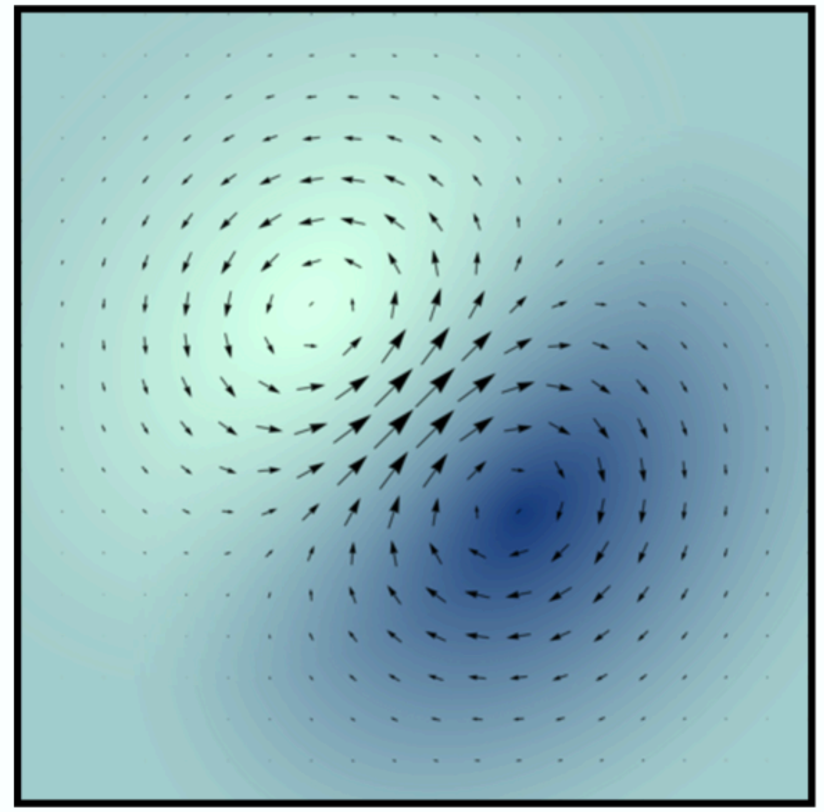
$$\nabla = \begin{bmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \end{bmatrix} \qquad \begin{aligned} \mathbf{v} &= \mathbf{v}(x, y) \\ p &= p(x, y) \end{aligned}$$



Gradient:
Direction of greatest change



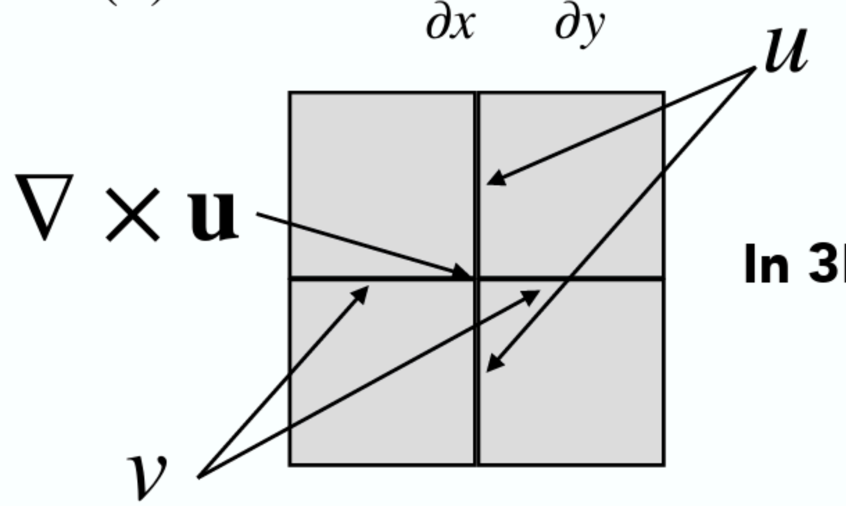
Divergence:
Net flow in or out of region



Curl:
Circulation around point

$$\textbf{grad}(p) = \nabla p = \begin{bmatrix} \frac{\partial p}{\partial x} \\ \frac{\partial p}{\partial y} \end{bmatrix}$$

$$\textbf{div}(\mathbf{u}) = \nabla \cdot \mathbf{u} = \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y}$$

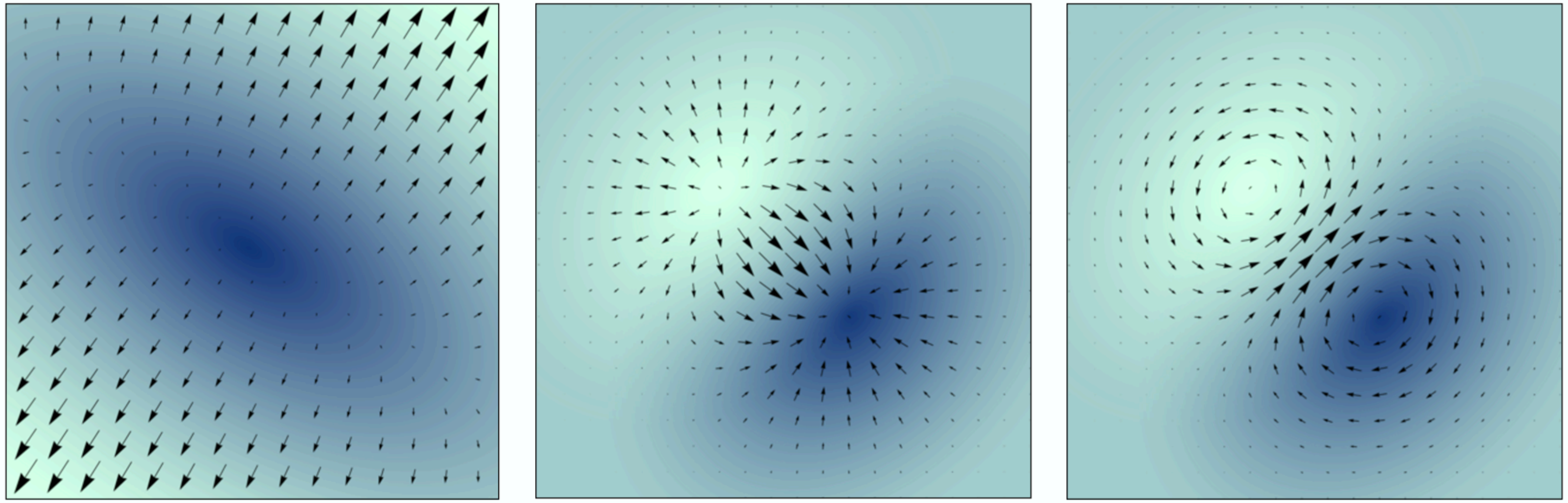


$$\textbf{curl}(\mathbf{u}) = \nabla \times \mathbf{u} = \frac{\partial v}{\partial x} - \frac{\partial u}{\partial y}$$

In 3D, cell faces and edges

Vector Fields

$$\nabla = \begin{bmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \end{bmatrix} \qquad \mathbf{v} = \mathbf{v}(x, y) \qquad p = p(x, y)$$



Gradient:
Direction of greatest change

Divergence:
Net flow in or out of region

Curl:
Circulation around point

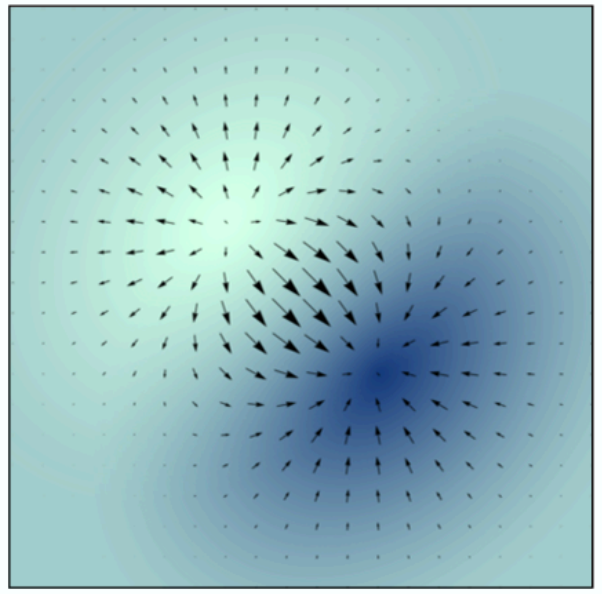
$$\textbf{grad}(p) = \nabla p = \begin{bmatrix} \frac{\partial p}{\partial x} \\ \frac{\partial p}{\partial y} \end{bmatrix}$$

$$\textbf{div}(\mathbf{u}) = \nabla \cdot \mathbf{u} = \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y}$$

$$\textbf{curl}(\mathbf{u}) = \nabla \times \mathbf{u} = \frac{\partial v}{\partial x} - \frac{\partial u}{\partial y}$$

In 3D, curl is vector stored at edges

Vector Fields



Divergence:
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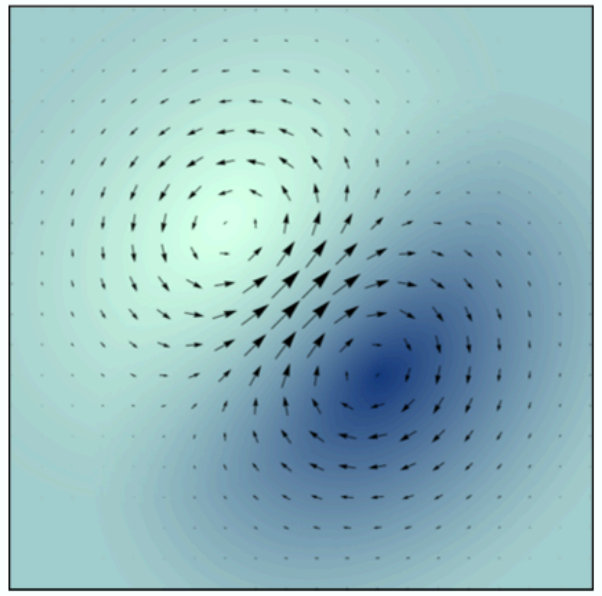
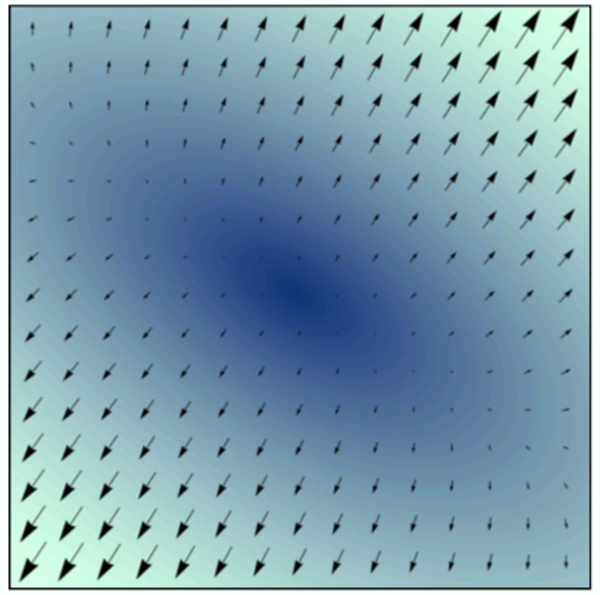


Curl:
Circulation around point

$$\mathbf{curl}(\mathbf{u}) = \nabla \times \mathbf{u} = \frac{\partial v}{\partial x} - \frac{\partial u}{\partial y}$$

Laplacian:
Difference from the neighborhood average

$$\nabla^2 = \nabla \cdot \nabla = \begin{bmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \end{bmatrix} \cdot \begin{bmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \end{bmatrix} = \left(\frac{\partial^2}{\partial x^2} + \frac{\partial^2}{\partial y^2} \right)$$



Gradient:
Direction of greatest change

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Vector Fields

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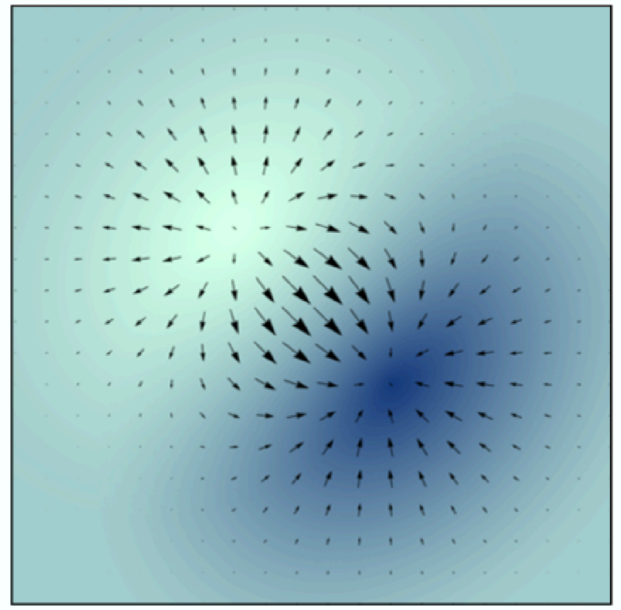

Divergence:
Net flow in or out of region

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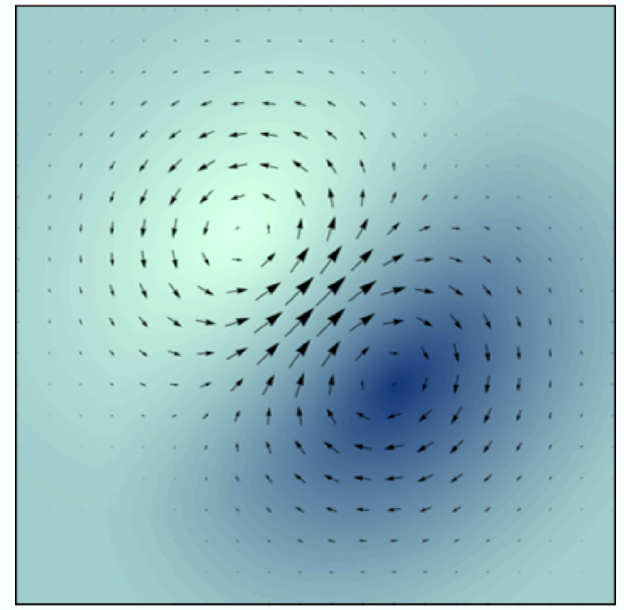


Curl:
Circulation around point

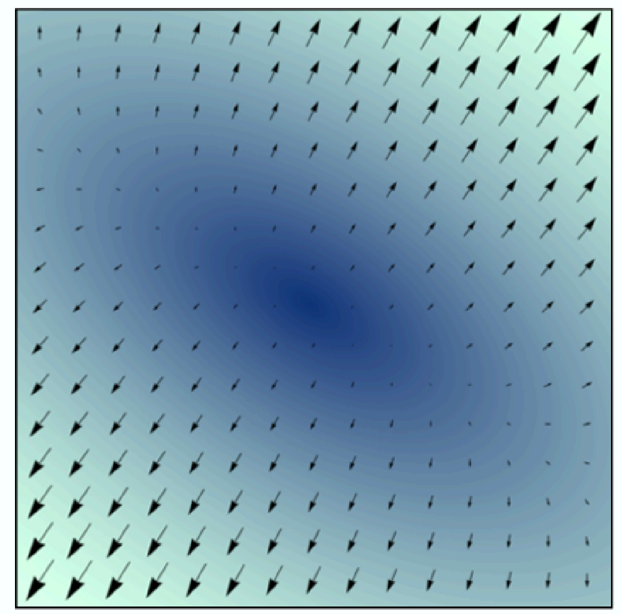
$$\mathbf{curl}(\mathbf{u}) = \nabla \times \mathbf{u} = \frac{\partial v}{\partial x} - \frac{\partial u}{\partial y}$$

Directional Derivative:
How a quantity changes as point of observation moves

$$(\mathbf{u} \cdot \nabla) = \left(u_x \frac{\partial}{\partial x} + u_y \frac{\partial}{\partial y} \right)$$

How fast are we moving in x direction?

How does something change as we move in the x direction?



Gradient:
Direction of greatest change

$$\mathbf{grad}(p) = \nabla p = \begin{bmatrix} \frac{\partial p}{\partial x} \\ \frac{\partial p}{\partial y} \end{bmatrix}$$

"Vector Analysis" - lots of fun math

Navier–Stokes Equations (N-SE)

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

Change in fluid velocity
Advection
Pressure
Viscosity
Field forces (*e.g.:* gravity)

ρ **is density**
ν **is viscosity**

Bad Solver

- Store velocity ($\mathbf{u}$) and density (ρ) on staggered grid
- Compute pressure (p) as function of density
- Use N-SE to update velocities
- Update densities $\dot{\rho} \propto -(\mathbf{u} \cdot \nabla)\rho + \nabla \cdot (\mathbf{u}\,\rho)$
- Repeat until end of simulation

Problem: Pressure waves move fast so this explicit method must use very small timesteps or go unstable.

Problem: Advection term also limits time step based on speed of fluid. (Bulk speed of fluid is generally less than wave speed.)

Incompressible Fluids

Replace pressure forces with constraints

- No more pressure waves
- This is another projection method!

Divergence is net in-/out-flow

- Constrain divergence to be zero by projection
  - $\nabla \cdot \mathbf{u} = 0$

Split advection term off from the rest of N-SE and use semi-Lagrangian advection.

“Stable Fluids” by Jos Stam, SIGGRAPH 99

Incompressible Fluids

Separate problems terms from the rest:

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

$$\Delta \mathbf{u} = \Delta t \left(\Delta \mathbf{u}_a + \Delta \mathbf{u}_p + \frac{\nu}{\rho} \nabla^2 \mathbf{u} + \frac{\mathbf{f}_f}{\rho} \right)$$

$$\mathbf{u}^* = \mathbf{u}^t + \Delta t \left(\frac{\nu}{\rho} \nabla^2 \mathbf{u} + \frac{\mathbf{f}_f}{\rho} \right)$$

Unprojected and unadvected new velocities

Incompressible Fluids

Separate problems terms from the rest:

$$\mathbf{u}^* = \mathbf{u}^t + \Delta t \left(\frac{\nu}{\rho} \nabla^2 \mathbf{u} + \frac{\mathbf{f}_f}{\rho} \right)$$

In general we will have $\nabla \cdot \mathbf{u}^* \neq 0$

Use pressure to correct this:

$$\nabla \cdot \left(\mathbf{u}^* + \Delta \mathbf{u}_p \right) = \nabla \cdot \mathbf{u}^* + \nabla \cdot \Delta \mathbf{u}_p = 0$$

$$\Delta \mathbf{u}_p = -\Delta t \frac{\nabla p}{\rho}$$

$$\nabla \cdot \mathbf{u}^* = \Delta t \nabla \cdot \frac{\nabla p}{\rho}$$

Incompressible Fluids

Separate problems terms from the rest:

$$\mathbf{u}^* = \mathbf{u}^t + \Delta t \left(\frac{\nu}{\rho} \nabla^2 \mathbf{u} + \frac{\mathbf{f}_f}{\rho} \right)$$

$$\nabla \cdot \mathbf{u}^* = \Delta t \nabla \cdot \frac{\nabla p}{\rho}$$

$$\frac{\Delta t \nabla^2}{\rho} p = \nabla \cdot \mathbf{u}^*$$

$$\mathbf{A}\,\mathbf{x} = \mathbf{b}$$ Solve for pressure.

Density is now constant, so it can move past the divergence operator.

Incompressible Fluids

Add pressure correction to get projected, but not advected, velocities:

$$\mathbf{u}^{+} = \mathbf{u}^{*} - \frac{\Delta t \nabla^2}{\rho} p$$

Solving for pressure

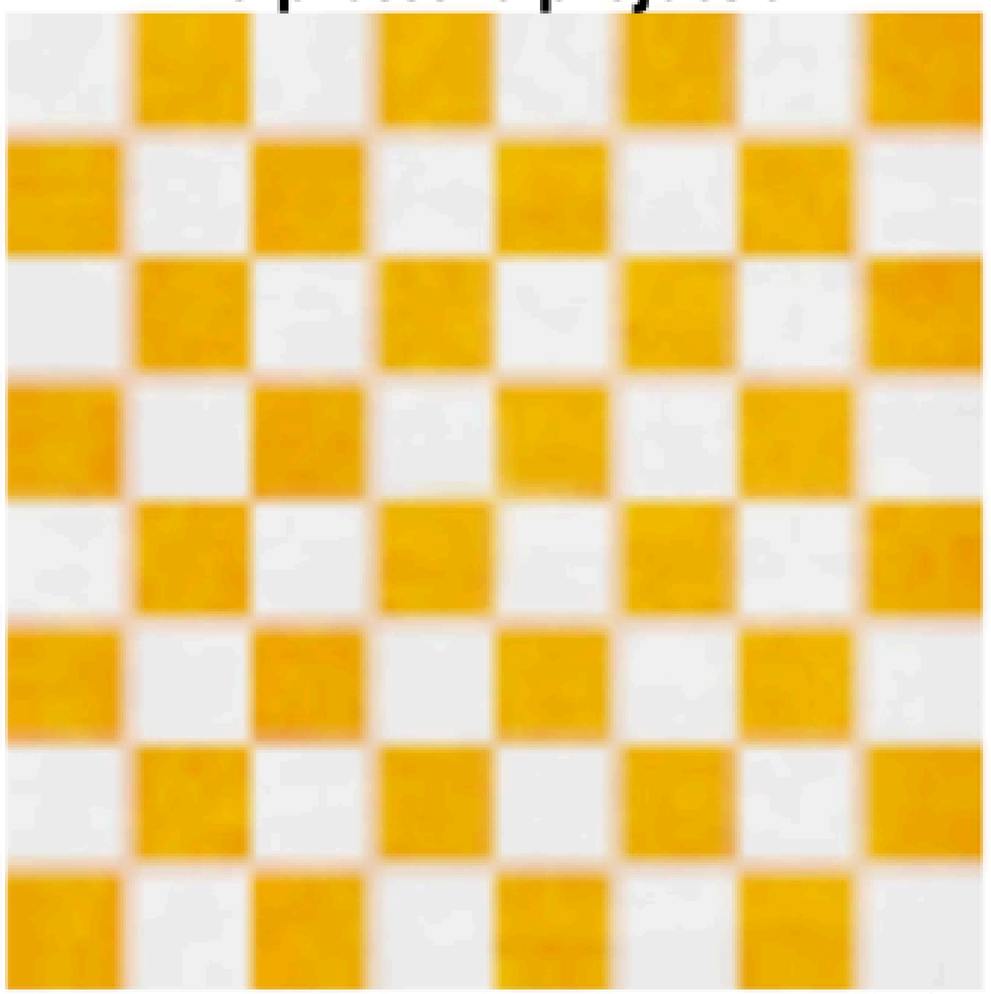
- Successive over-relaxation
  - Easy to understand and implement, but slow
- Pre-conditions conjugate gradient
  - Widely used, reasonably fast
  - [Modified] Incomplete Cholesky for preconditioned
- Other problem-specific methods

Incompressible Fluids

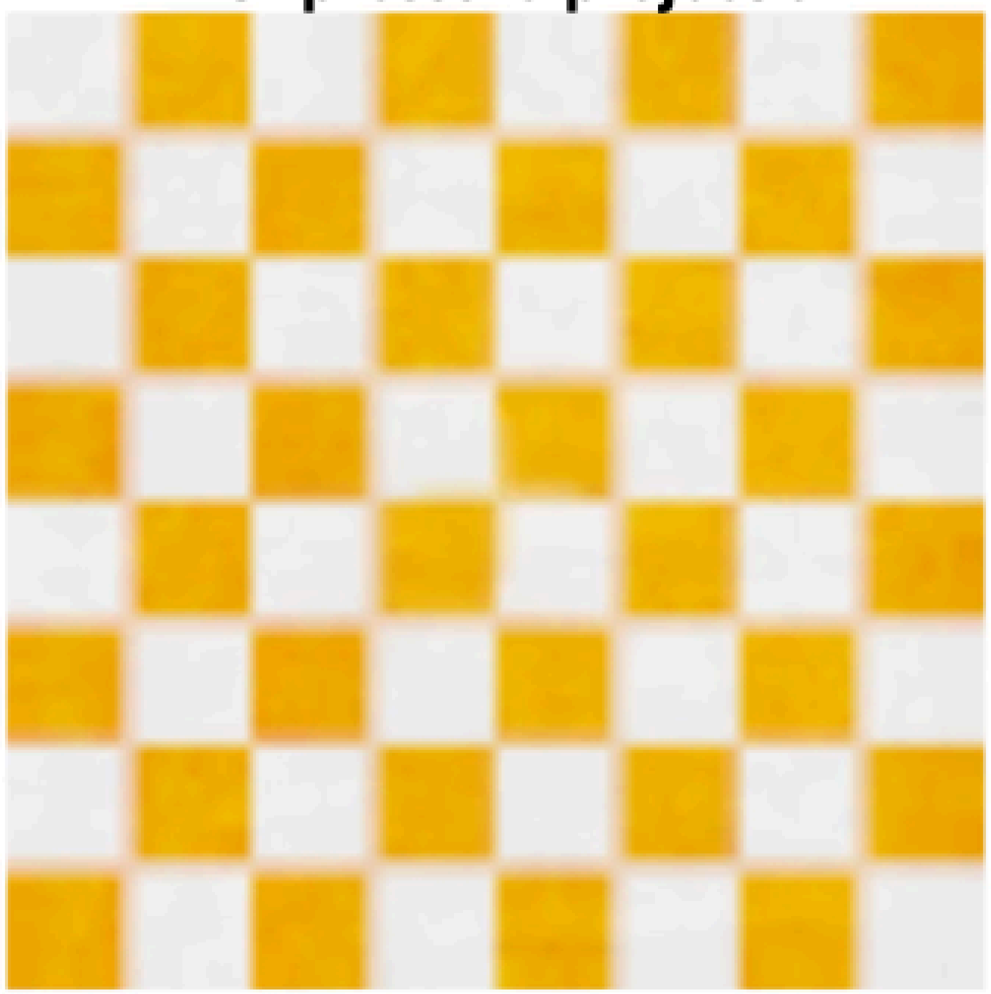
Add pressure correction to get projected, but not advected, velocities:

$$\mathbf{u}^+ = \mathbf{u}^* - \frac{\Delta t \nabla^2}{\rho} p$$

No pressure projection



With pressure projection

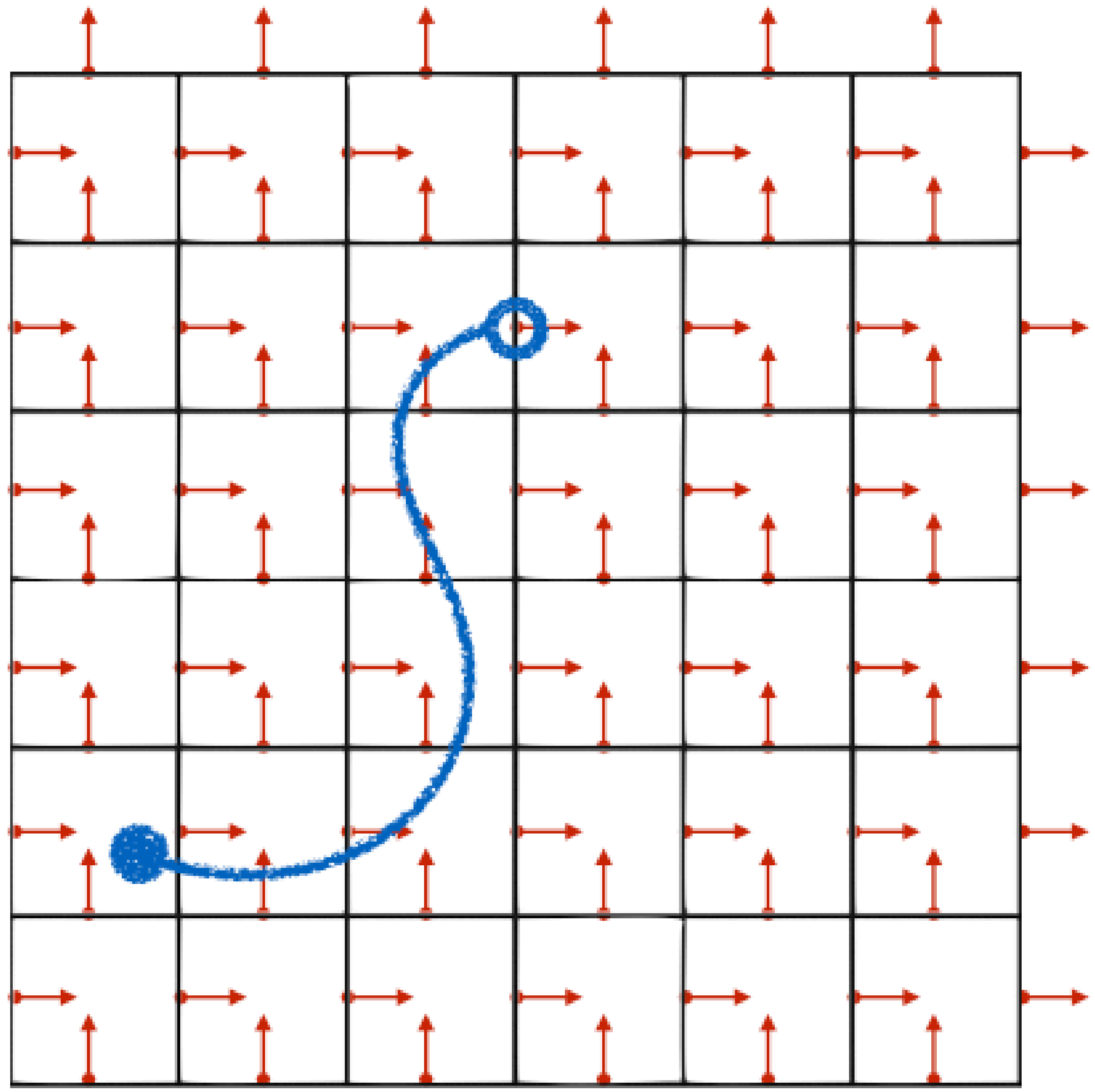


Semi-Lagrangian Advection

(A method of characteristics)

Instead of using 2nd order advection term, pick up the values and move them!

- For each location
  - Track backward through grid for Δt
  - Interpolate value
  - Copy to new location



Note: This works for other quantities besides velocity.

Note: Vector values should be rotated based on flow, but most people don't do this.

Note: Backtrace is done in one or more substeps.

Semi-Lagrangian Advection

Final velocity is:

$$\mathbf{u}^{t+\Delta t} = \text{advect}\left(\mathbf{u}^* - \frac{\Delta t \nabla^2}{\rho} \boldsymbol{p} \right)$$

Unconditionally stable

Large steps introduce extra damping

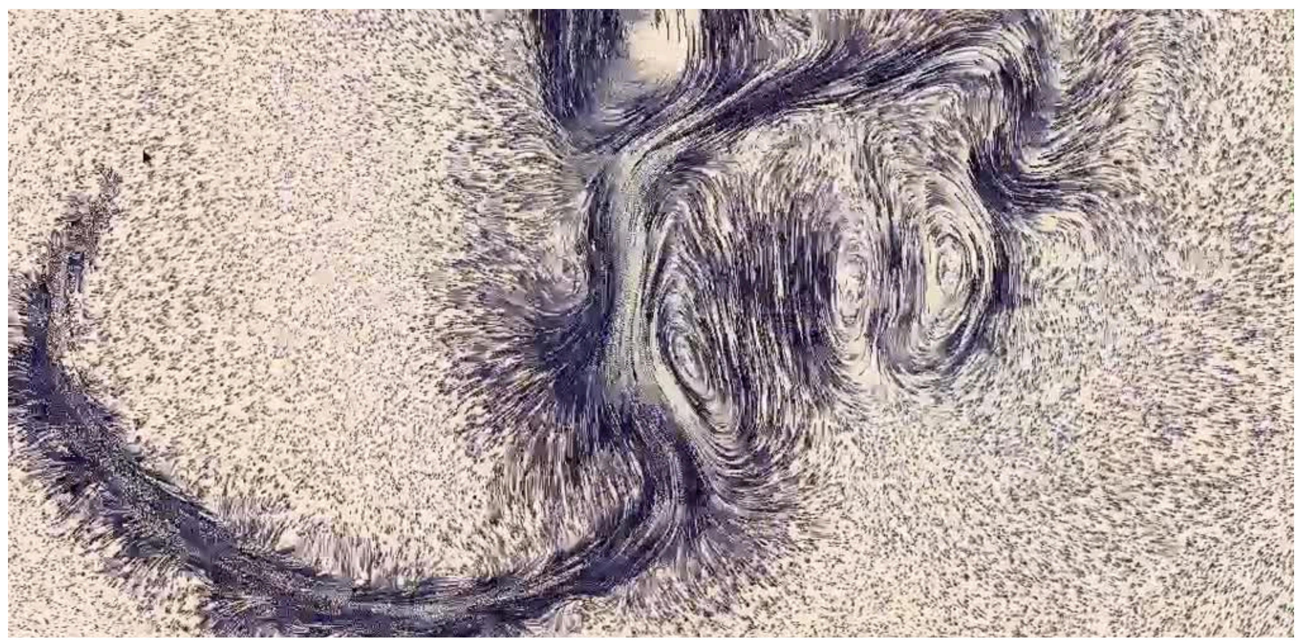
- Viscosity term often omitted as unwanted

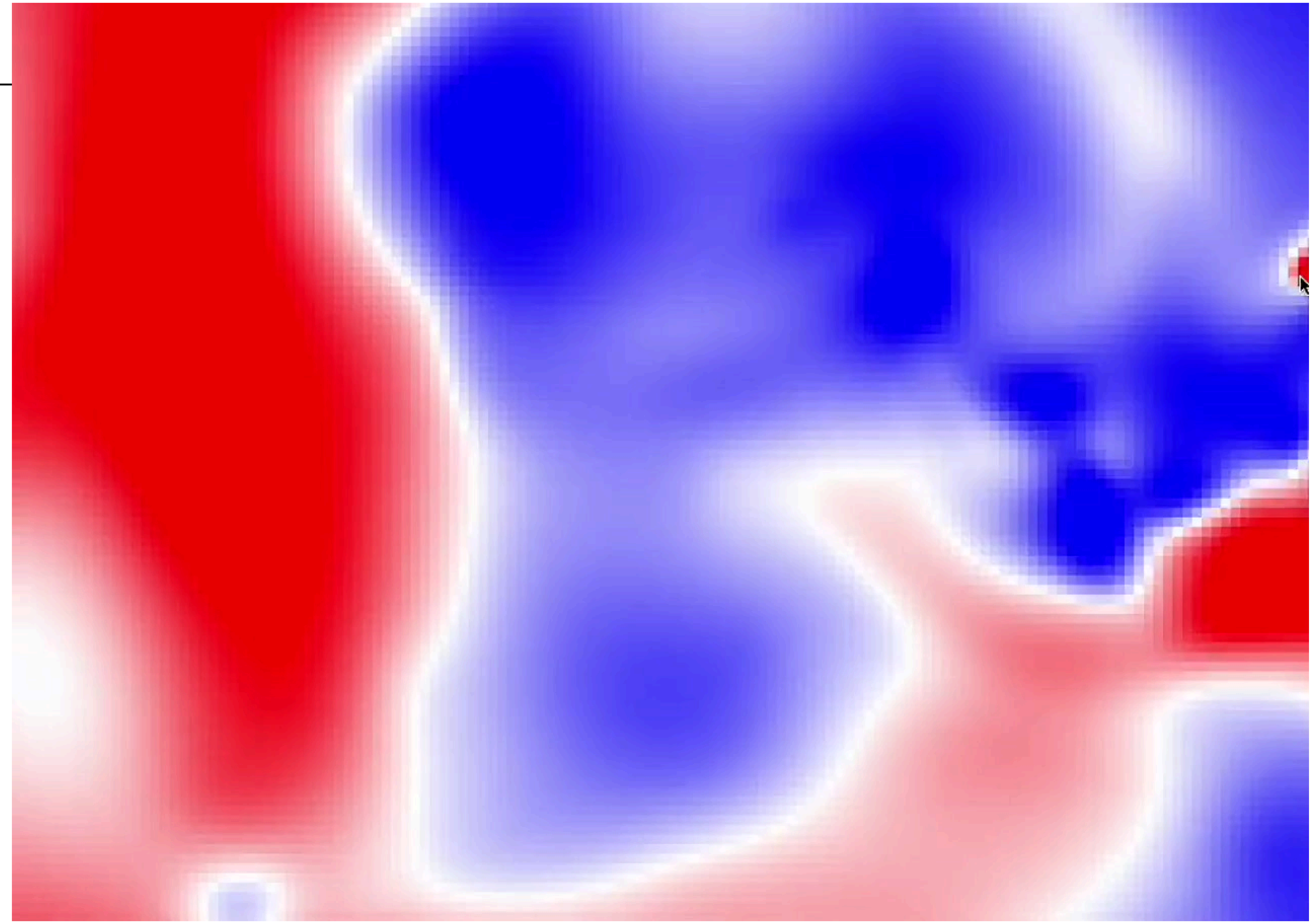
Stable Fluids

Demo by Amanda Ghassaei

Things to notice:

- In pressure view you can see grid cells
- You don't see them when simulation is rendered!
- Note how much damping there is
- Note how pressure changes as cursor is moved





https://apps.amandaghassaei.com/gpu-io/examples/fluid/