



# AMCS / CS 247 – Scientific Visualization Lecture 23: Vector Field / Flow Visualization, Pt. 4

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# Reading Assignment #12 (until Nov 23)

Read (required):

 Streak Lines as Tangent Curves of a Derived Vector Field, Tino Weinkauf and Holger Theisel, IEEE Vis 2010 http://dx.doi.org/10.1109/TVCG.2010.198



# A very brief overview of vector calculus, dynamical systems, and fluid simulation ctd.

**Gradient** (scalar field  $\rightarrow$  vector field)

- Direction of fastest change; magnitude = rate
- Conservative vector field: gradient of some scalar function (potential)

#### **Divergence** (vector field $\rightarrow$ scalar field)

- Volume density of outward flux: "exit rate: source? sink?"
- Incompressible/solenoidal/divergence-free vector field: div = 0 can express as curl (next slide) of some vector function (potential)

**Laplacian** (scalar field  $\rightarrow$  scalar field)

- Divergence of gradient
- Measure for difference between point and its neighborhood

$$\nabla \cdot \mathbf{u} = \frac{\partial u}{\partial x} + \frac{\partial v}{\partial y}$$



 $\nabla^2 p = \frac{\partial^2 p}{\partial x^2} + \frac{\partial^2 p}{\partial y^2}$ 





 $\nabla \times \mathbf{v} = \begin{pmatrix} w_y - v_z \\ u_z - w_x \\ v_x - u_y \end{pmatrix}$ 

**Curl** (vector field  $\rightarrow$  vector field)

- For flow: circulation density at a point (vorticity)
- If curl vanishes everywhere: irrotational/curl-free field
- Every conservative field is irrotational (conv. true if simply connected)





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Interactive tutorial on curl: http://mathinsight.org/curl\_idea

 $\nabla$ 

*Fundamental theorem of vector calculus:* any vector field can be expressed as the sum of a solenoidal field and an irrotational field (Helmholtz decomposition)

# Fluid Simulation: Navier Stokes (1)



Incompressible (divergence-free) Navier Stokes

$$\frac{\partial \mathbf{u}}{\partial t} = -(\mathbf{u} \cdot \nabla)\mathbf{u} - \frac{1}{\rho}\nabla\rho + \nu\nabla^2\mathbf{u} + \mathbf{F},$$
$$\nabla \cdot \mathbf{u} = 0,$$

Components:

- Self-advection of velocity (i.e., advection of velocity according to velocity)
- Pressure gradient (force due to pressure differences)
- Diffusion of velocity due to viscosity (for viscous fluids, i.e., not inviscid)
- Application of (arbitrary) external forces, e.g., gravity, user input, etc.

#### Fluid Simulation: Navier Stokes (2)



Actually, the momentum equation is a system of equations (2 equations in 2D, 3 equations in 3D)



#### Advection



Advection operator, with velocity field u(t;x,y,z)

$$\mathbf{u} \cdot \nabla = u \frac{\partial}{\partial x} + v \frac{\partial}{\partial y} + w \frac{\partial}{\partial z}$$

• Advect a scalar quantity, here: **a(**t;*x*,*y*,*z***)** 

$$\frac{\partial \mathbf{a}}{\partial t} + (\mathbf{u} \cdot \nabla) \,\mathbf{a} = 0.$$

Self-advection of velocity

• Advect scalar components of velocity field individually (actually two equations in 2D, three equations in 3D)

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

# Vector Fields and Dynamical Systems (1)



#### **Jacobian** (matrix), (vector field $\rightarrow$ tensor field)

- Gradient of vector field: how fast do the vectors change?
- In our context: also called *velocity gradient tensor*

$$\mathbf{J} = \nabla \mathbf{v} \qquad \mathbf{J}(x, y, z) = \begin{pmatrix} u_x & u_y & u_z \\ v_x & v_y & v_z \\ w_x & w_y & w_z \end{pmatrix}$$

• Can be decomposed into symmetric part + antisymmetric part

 $\mathbf{J} = \mathbf{D} + \mathbf{S}$ 

velocity gradient tensor

- $\mathbf{D} = \frac{1}{2} \left( \mathbf{J} + \mathbf{J}^{\mathrm{T}} \right)$  strain: sym.: skew-sym.:  $S = \frac{1}{2} (J - J^T)$  rotation: *vorticity/spin tensor* 
  - rate-of-strain tensor

# Vector Fields and Dynamical Systems (2)



#### Vorticity/spin/angular velocity tensor

- Antisymmetric part of velocity gradient tensor
- Corresponds to vorticity/curl/angular velocity (beware of factor 1/2)

$$\mathbf{S} = \frac{1}{2} \begin{pmatrix} \mathbf{J} - \mathbf{J}^{\mathrm{T}} \end{pmatrix}$$
$$\mathbf{S} = \frac{1}{2} \begin{pmatrix} 0 & -\omega_{3} & \omega_{2} \\ \omega_{3} & 0 & -\omega_{1} \\ -\omega_{2} & \omega_{1} & 0 \end{pmatrix} \qquad \boldsymbol{\omega} = \begin{pmatrix} \omega_{1} \\ \omega_{2} \\ \omega_{3} \end{pmatrix} = \nabla \times \mathbf{v} = \begin{pmatrix} w_{y} - v_{z} \\ u_{z} - w_{x} \\ v_{x} - u_{y} \end{pmatrix}$$

S acts on vector like cross product with  $\omega$ : S • =  $\frac{1}{2}\omega \times$ 

#### **Recommended Books**



#### Fluid Simulation for Computer Graphics

Robert Bridson







# Thank you.

#### Thanks for material

- Tino Weinkauf
- Holger Theisel
- Ronny Peikert
- Jens Krüger