

Home work 4: Fluid Simulation - Semi-Lagrangian with projection.

Navier-Stokes equation: $\begin{cases} \frac{D\vec{v}}{Dt} = \vec{g} - \frac{1}{\rho} \nabla p + \mu \nabla^2 \vec{v} \\ \nabla \cdot \vec{v} = 0 \end{cases}$

1. Advection: $\frac{Dg}{Dt} = \frac{\partial g}{\partial t} + \vec{v} \cdot \nabla g = 0 \Rightarrow \frac{g_i^{n+1} - g_i^n}{\Delta t} + v^n \cdot \frac{g_{i+1}^n - g_{i-1}^n}{2\Delta x} = 0$
 $\Rightarrow g_i^{n+1} = g_i^n - \Delta t v^n \cdot \frac{g_{i+1}^n - g_{i-1}^n}{2\Delta x}$

Use `backtrace()` to find g^n and `bilerp` to interpolate the value
 where $g =$ ① the color "dye"
 ② the velocity "vf"

2. Applying forces: $\Delta \vec{v} = (\vec{g} + \nu \nabla^2 \vec{v} + \vec{f}_{ext}) \Delta t$
 where " ν " viscosity is adjustable by pressing
 "↑" or "↓" key.
 \vec{f}_{ext} is applied by clicking and dragging mouse.

3. Projection: ~~$\frac{\Delta t}{\rho} \nabla^2 p = -\nabla \cdot \vec{v}^n$~~
 $\begin{cases} \frac{\partial \vec{v}}{\partial t} = -\frac{1}{\rho} \nabla p \\ \nabla \cdot \vec{v} = 0 \end{cases} \xrightarrow[\uparrow \Delta t]{\text{discretize in time}} \begin{cases} \vec{v}^{n+1} - \vec{v}^n = -\frac{\Delta t}{\rho} \nabla p \\ \nabla \cdot \vec{v}^{n+1} = 0 \end{cases} \Rightarrow -\nabla \cdot \vec{v}^n = -\frac{\Delta t}{\rho} \nabla \cdot \nabla p$

$\nabla \cdot \vec{v}^n = \sum \left[\left(\frac{v_r}{\Delta x} - \frac{v_l}{\Delta x} \right) \right] = \frac{1}{2} [(v_r - v_l) \cdot x + (v_t - v_b) \cdot y]$

& $-\nabla^2 p = \frac{1}{\Delta x^2} (4p_{i,j} - p_{i+1,j} - p_{i-1,j} - p_{i,j+1} - p_{i,j-1})$

Iterate over $p[i][j]$ for 500 times by $p_{i,j} = \frac{1}{4} (p_{i+1,j} + p_{i-1,j} + p_{i,j+1} + p_{i,j-1} - \nabla \cdot \vec{v}_{i,j})$
 to get the solution of p

$\frac{1}{2} [p_r - p_l, p_t - p_b] \cdot \begin{bmatrix} p_r & p_t \\ p_l & p_b \end{bmatrix}$

4. Update: $\vec{v}^{n+1} = \vec{v}^n - \frac{1}{\rho} \nabla p$

[Ref] Used Taichi example code: `stable-fluid.py` as starter code.