

# 4. Volumetric Lattice Boltzmann Models in General Curvature

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# 1 Gereral Interpolation LBM

This note wil promote the Interpolation-supplement Lattice Boltzmann Method for using in curvilinear coordinate. However, The first stratgy is transform Cartesian coordinate to gerneral curvilinear coordinate through comformal mapping. Different from the preview paper, this method is extend **ISLBM** ,and do not change the lattice system to curve motion. Notice, because exist the tranform based on transformation, so we stil compute the curve path for pasrticle in computational domain. like the picture below :