

4.Volumetric Lattice Boltzmann Models in General Curvature

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1 General Interpolation LBM

This note will promote the Interpolation-supplement Lattice Boltzmann Method for using in curvilinear coordinate. However, The first strategy is transform Cartesian coordinate to general curvilinear coordinate through conformal mapping. Different from the previous paper, this method is extended **ISLBM**, and do not change the lattice system to curve motion. Notice, because exist the transform based on transformation, so we still compute the curve path for particle in computational domain. like the picture below :