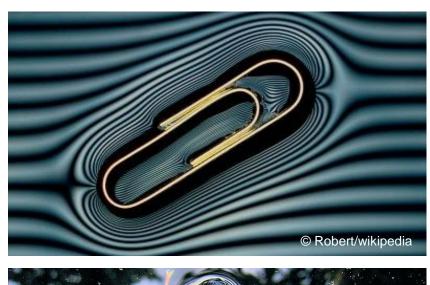




SOLID-FLUID INTERACTION WITH SURFACE-TENSION-DOMINANT CONTACT

Liangwang Ruan*, Jinyuan Liu*, Bo Zhu, Shinjiro Sueda, Bin Wang, Baoquan Chen (* joint first authors)

Motivation

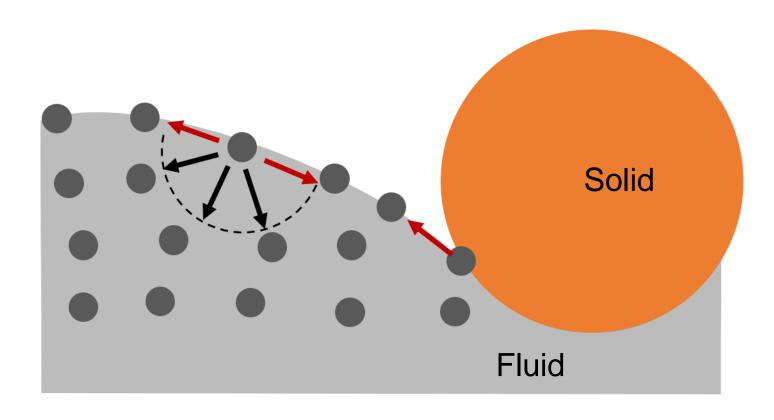








Motivation



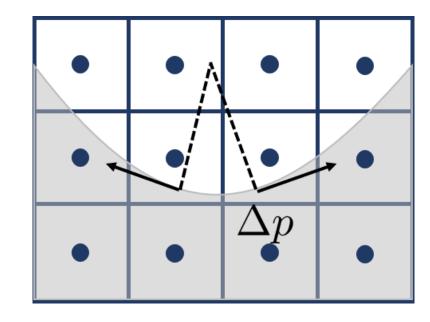
Surface tension

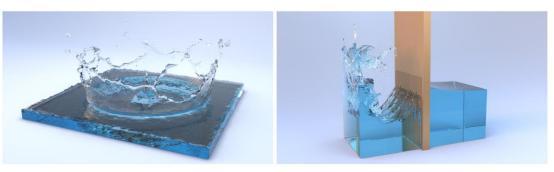
Fluid Simulation

- Eulerian method
 - Solve NS equation on MAC grid
- Implicit surface
 - Level set method
- Surface tension
 - Young-Laplace equation
 - Mean curvature



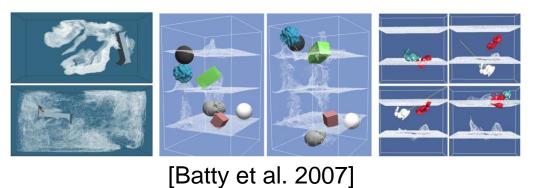
[Zheng et al. 2006]





[Chen et al. 2020]

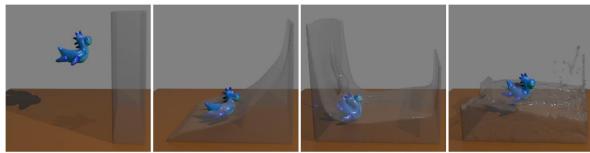
Fluid-Solid Coupling



[Robinson-Mosher et al. 2008]







[Takahashi et al. 2020]

[Zarifi et al. 2017]

Eulerian fluid & Lagrangian solid

No surface tension

Problems

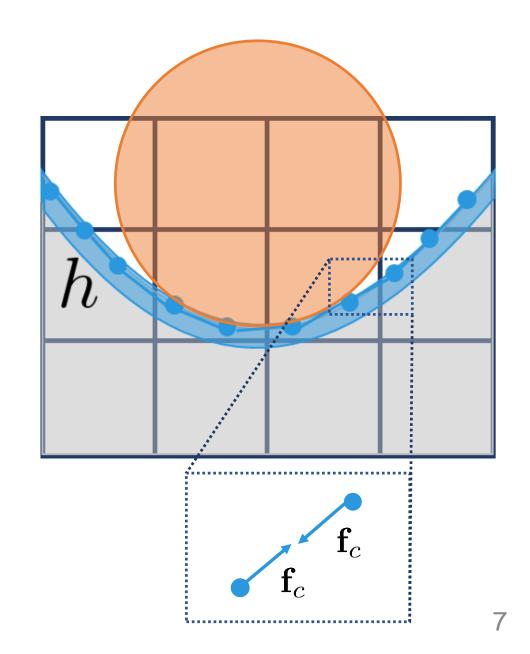
- Curvature's precision
- Strong surface tension
- Apply surface tension to the solid

Solid

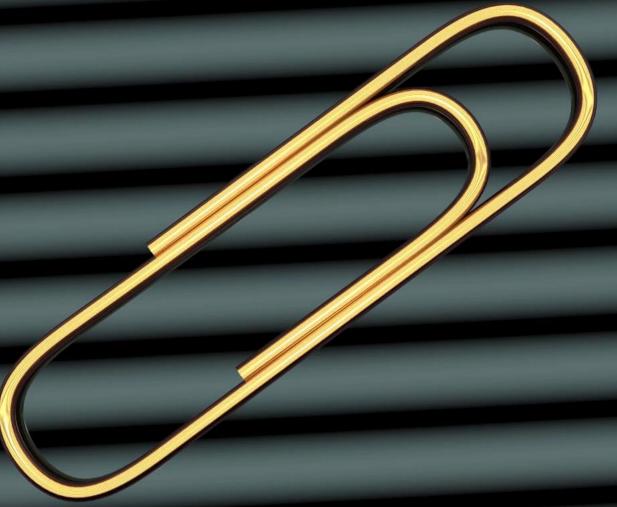
Use Lagrangian surface

Membrane

- Explicit mesh
 - Finer than the grid
- Mass
 - Finite thickness h
- Surface Tension
 - Nodal attraction
- Coupling
 - Momentum transfer







Simulation result $\sigma = 72.8 \text{ dyn/cm}$ $\rho_r = 7.9 \text{ g/cm}^3$

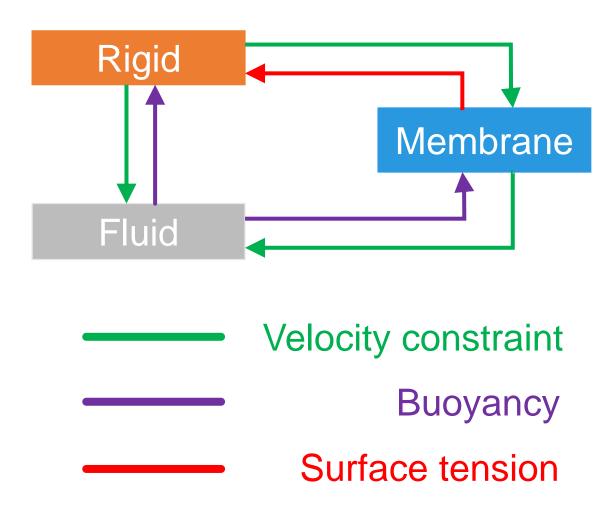
Our Contributions

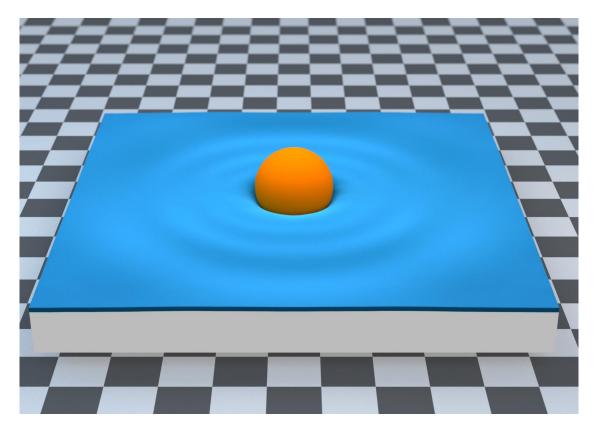
- A novel Lagrangian thin membrane representation
- A monolithic coupling framework
- A prediction-correction contact handling scheme



Coupling System

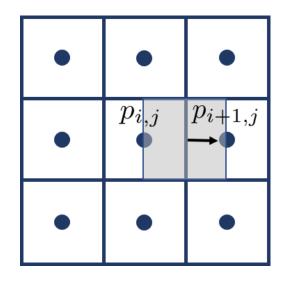
Three-way Coupling





Substance Modeling

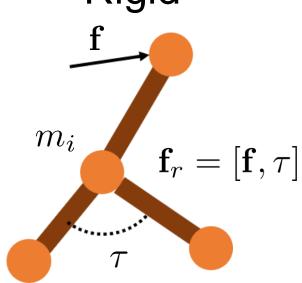
Fluid



Grid, Projection

$$rac{1}{
ho}\mathbf{G}^{T}\mathbf{G}\mathbf{p}\Delta t = \mathbf{G}^{T}\mathbf{u}^{*}$$





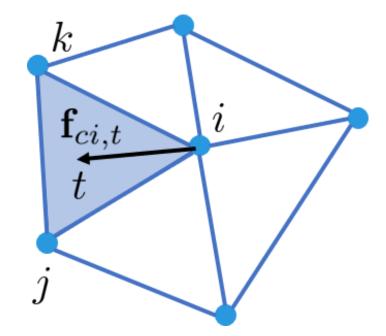
Lagrangian, Newton

$$\mathbf{M}_r \frac{\mathbf{v}_r^{n+1} - \mathbf{v}_r^n}{\Delta t} = \hat{\mathbf{f}}_r(\mathbf{q}_r^{n+1}, \mathbf{v}_r^n) \Delta t$$

Substance Modeling

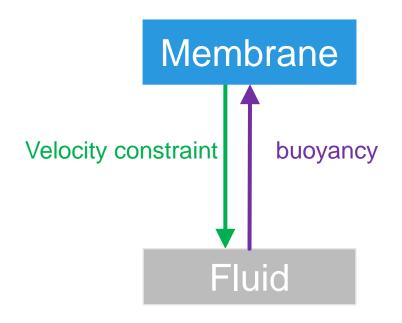
- Surface energy: $E = \sigma A$
 - σ : surface tension coefficient
 - A: surface area
- Nodal force: $\mathbf{f}_{ci,t} = -\sigma \frac{\partial A_t}{\partial \mathbf{x}_i}$
- Mass: $m_s = \rho h A$
 - ρ : density of the fluid
 - h: membrane thickness
- Newton equation: $\mathbf{M}_s \frac{\mathbf{v}_s^{n+1} \mathbf{v}_s^n}{\Delta t} = \mathbf{f}_c$

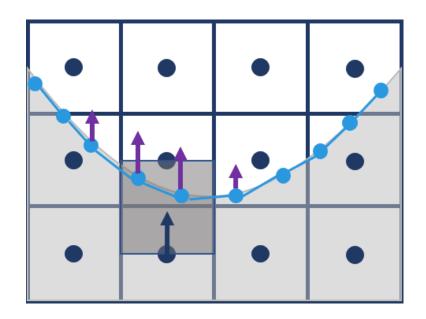
Membrane



Fluid-Membrane

$$\begin{bmatrix} \frac{V}{\rho} \mathbf{G}^T \mathbf{G} & -V \mathbf{G}^T \mathbf{W} \\ -\mathbf{W}^T \mathbf{G} V & -\hat{\mathbf{M}}_s \end{bmatrix} \begin{bmatrix} \hat{\mathbf{p}} \\ \mathbf{v}_s^{n+1} \end{bmatrix} = \begin{bmatrix} V \mathbf{G}^T \mathbf{u}^* \\ -\mathbf{M}_s \mathbf{v}_s^n - \mathbf{W}^T \mathbf{M} \mathbf{u}^* - \hat{\mathbf{f}}_c \Delta t \end{bmatrix}$$







$$h = 0.5\Delta x$$



 $h = \Delta x$

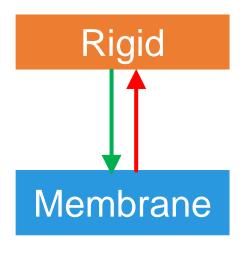


 $h = 10\Delta x$

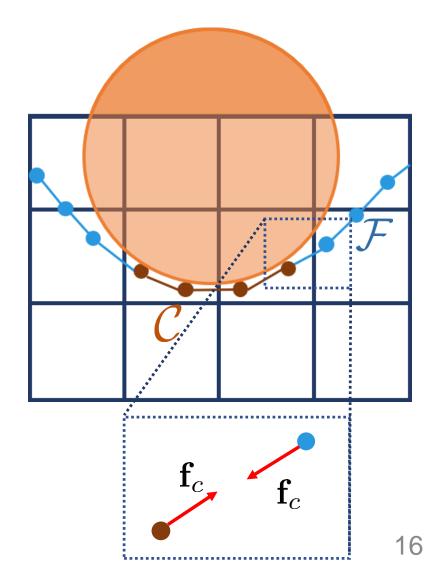


level set

Membrane-Rigid

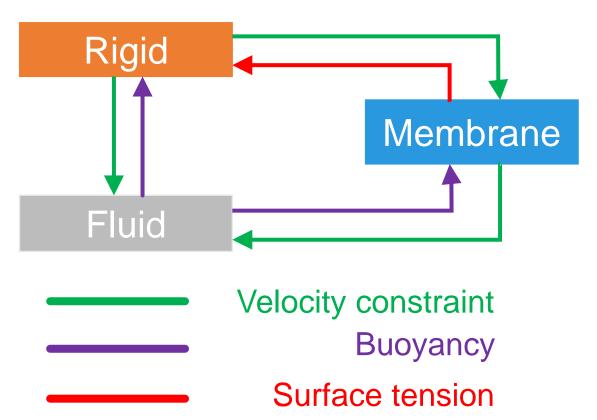


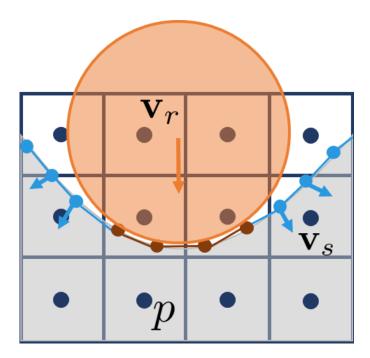
- Divide membrane into C and F
- Velocity constraint: for C
- Surface tension: between C and F



Three-way Coupling System

$$\begin{bmatrix} \frac{V}{\rho} \mathbf{G}^T \mathbf{G} & -V \mathbf{G}^T \mathbf{W} & -V \mathbf{G}^T \mathbf{J}_r \\ -\mathbf{W}^T \mathbf{G} V & -\tilde{\mathbf{M}}_s & -\mathbf{K}_{c,r} \Delta t^2 \\ -\mathbf{J}_r^T \mathbf{G} V & -\mathbf{K}_{a,s} \Delta t^2 & -\tilde{\mathbf{M}}_r \end{bmatrix} \begin{bmatrix} \hat{\mathbf{p}} \\ \mathbf{v}_s^{n+1} \\ \mathbf{v}_r^{n+1} \end{bmatrix} = \begin{bmatrix} V \mathbf{G}^T \mathbf{u}^* \\ -\mathbf{M}_s \mathbf{v}_s^n - \tilde{\mathbf{f}}_c \Delta t - \mathbf{W}^T \mathbf{M} \mathbf{u}^* \\ -\mathbf{M}_r \mathbf{v}_r^n - \tilde{\mathbf{f}}_a \Delta t - \tilde{\mathbf{f}}_r \Delta t - \mathbf{J}_r^T \mathbf{M} \mathbf{u}^* \end{bmatrix}$$

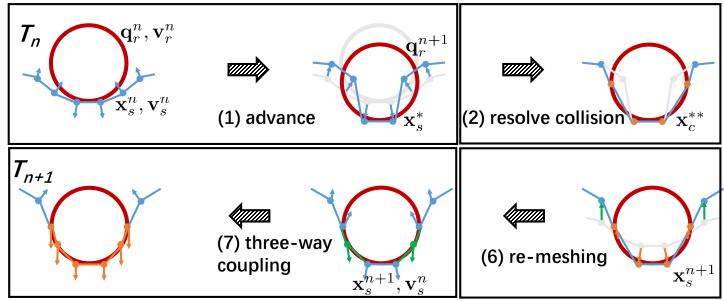


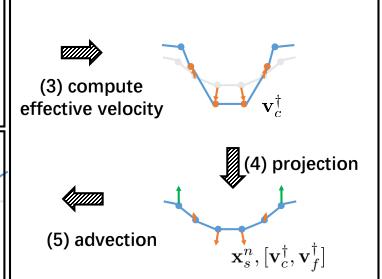


Time Scheme

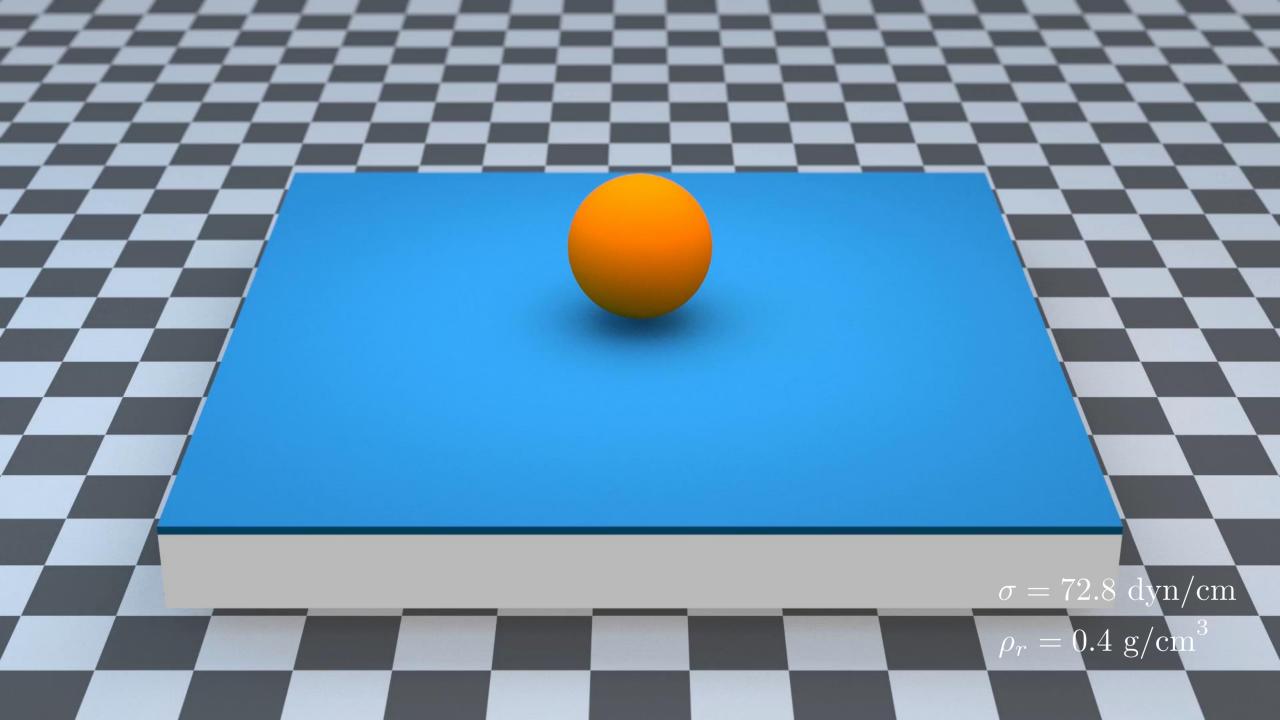
- Advance position
- Resolve collision
- Correct fluid volume: first solve
- Re-meshing
- Three-way coupling: second solve

Prediction Correction

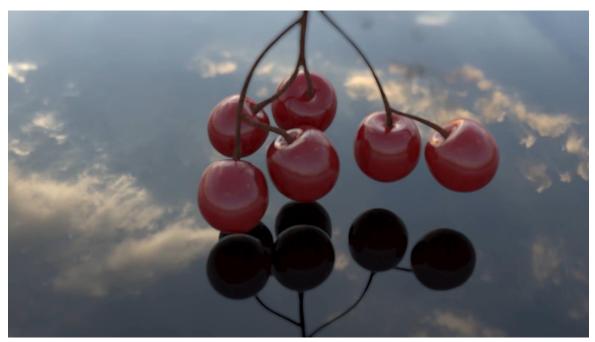




Simulation Results



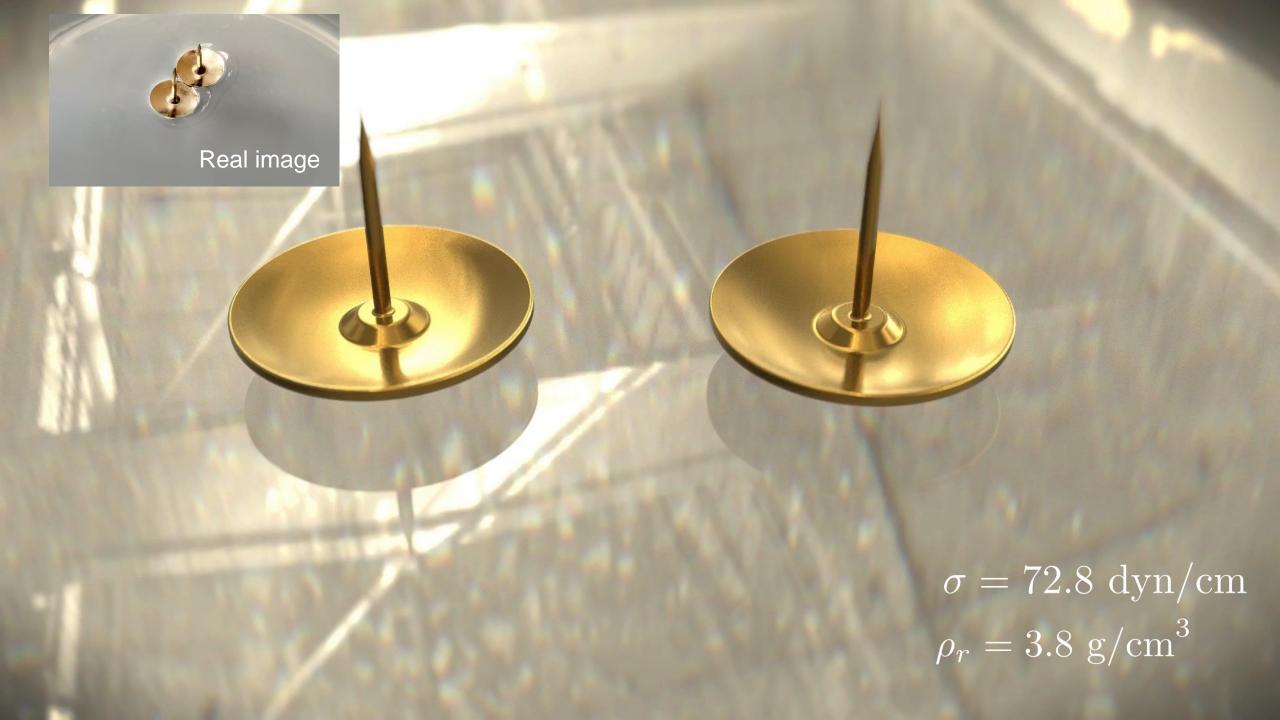


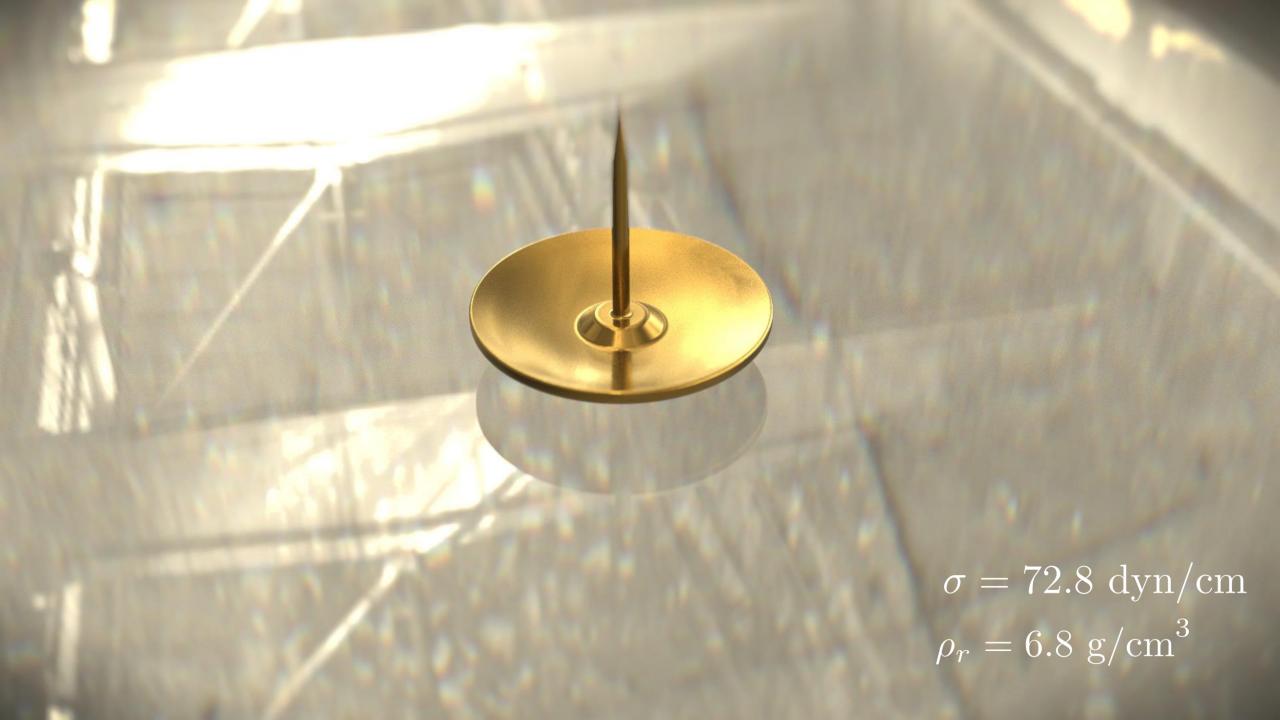




 $\sigma = 72.8 \text{ dyn/cm}$

 $\sigma = 46 \text{ dyn/cm}$





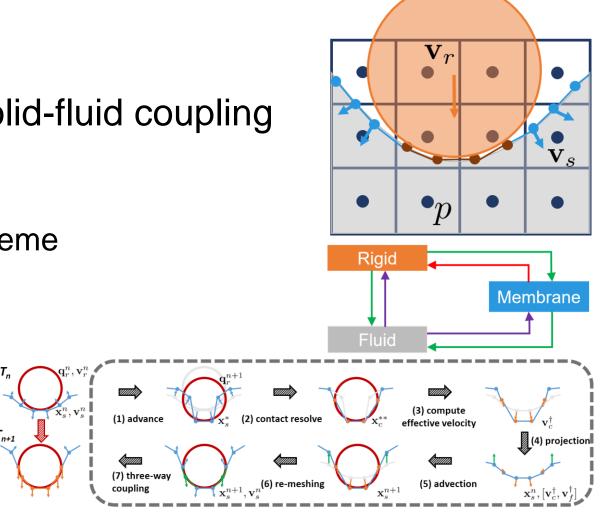




Summary

- Surface-tension-dominant solid-fluid coupling
 - Membrane representation
 - Three-way coupling
 - Prediction-correction time scheme

- Limitations
 - Large topology change
 - Contact angle
 - Efficiency



Thanks!