Visual Computing - Notes Week 14

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8.4.8 Partial Differential Equations

In contrast to ODEs, where an unknown function is described through its derivatives with respect to a single variable, partial differential equations (PDEs) describe an unknown function through its partial derivatives with respect to *multiple* variables:

$$\frac{\partial u(t, x)}{\partial t^2} = c^2 \frac{\partial u(t, x)}{\partial x^2}$$

Fluid Simulation in Graphics Incompressible Navier Stokes Equations:

$$\nabla \cdot u = 0 \frac{\partial u}{\partial t} + (u \cdot \nabla)u - v\nabla^2 u = -\nabla w + g$$

Elasticity in Graphics Governing Equations of Continuum Mechanics:

$$\nabla \cdot \sigma + f = m \cdot a$$

Magnetism in Graphics Maxwell Equations (static case):

$$\nabla \cdot B = 0, \quad \nabla \times H = JH = \frac{1}{\mu_0}B - M$$

1D Advection Consider the following example, where we are given some initial temperature distribution $T_0(x) =$ T(x,0) and some wind speed c. We want to find the temperature distribution T(x,t) for any t:

$$T(x,t) \xrightarrow{C} T(x,t+\Delta t) = T(x-c\Delta t,t)$$

$$T(x-c\Delta t,t) = T(x,t+\Delta t) - T(x,t)$$

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1D advection equation
$$\frac{\Delta T}{\Delta t} \approx -c \frac{\partial T}{\partial x} \quad \Delta t \to 0 \qquad \frac{\partial T}{\partial t} = -c \frac{\partial T}{\partial x}$$

We can solve this problem analytically:

- Any T(x, t) of the form T(x, t) = f(x ct) solves $\frac{\partial T}{\partial t} = -c \frac{\partial T}{\partial x}$ The solution also needs to satisfy the initial condition $T(x, 0) = T_0(x)$
- The solution therefore is given by $T(x, t) = T_0(x ct)$

Note: Only simple PDEs can be solved analytically!

We might also solve the problem *numerically*:

• Sample temperature T(x,t) on 1D grids $T^{t}[i] = T(i \cdot h, t \cdot \Delta t)$ with $i \in (1,...,n), t \in (0,1,2...)$

$$T^{1}[0]$$
 $T^{0}[0]$ $T^{0}[n]$

• Discretize derivatives with finite differences (space & time)

$$\frac{\partial T}{\partial t} = -c \frac{\partial T}{\partial x} \qquad \Box \qquad \frac{T^{t+1}[i] - T^{t}[i]}{\Delta t} = -c \frac{T^{t}[i] - T^{t}[i-1]}{h}$$

Solving for T^{r+I}[i] yields update rule

$$T^{t+1}[i] = T^{t}[i] - \Delta t \cdot c \frac{T^{t}[i] - T^{t}[i-1]}{h}$$

- Provide initial values $T^0[i]$
- Set boundary conditions, e.g. *periodic* $T^{t}[0] = T^{t}[n]$

• Abbreviation
$$u_{tt} = \frac{\partial^2}{\partial t^2} u(t,..), \quad u_{xy} = \frac{\partial^2}{\partial x \partial y} u(x,y,..)$$

• Spatial variables $\mathbf{x} = (x_1, ..., x_d)^t$

• Nabla operator $\nabla = \left(\frac{\partial}{\partial x_1}, ..., \frac{\partial}{\partial x_d}\right)^t \quad \nabla s = \left(\frac{\partial s}{\partial x_1}, ..., \frac{\partial s}{\partial x_d}\right)^t$

• Laplace operator $\Delta = \nabla^t \cdot \nabla = \nabla_x^2 = \sum_{k=1}^d \frac{\partial^2}{\partial x_k^2}$

Some Notation

(in d dimensions)

PDE Classification The **order** of a PDE is the order of the highest partial derivative. A PDE is said to be **linear** if the unknown function u and its partial derivatives only occur linearly.

Second order linear PDEs are of high practical relevance. A second order linear PDE in 2 variables has the following form:

$$Au_{xx} + 2Bu_{xy} + Cu_{yy} = F(x, y, u, u_x, u_y)$$

A second order linear PDE in 2 variables can be classified into:

• Hyperbolic: $B^2 - AC > 0$ (wave equation)

• Parabolic: $B^2 - AC = 0$ (heat equation)

• Elliptic: $B^2 - AC < 0$ (Laplace equation)

Solving PDEs Like ODEs, many interesting PDEs are difficult or impossible to solve analytically. The basic strategy is as follows:

• Pick a spatial discretization

• Pick a time discretization (forward Euler, backward Euler, etc.)

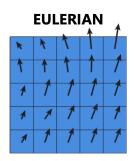
• As with ODEs, run a time-stepping algorithm

Spatial Discretization Two basic ways to discretize space are the Lagrangian and the Eulerian approach:

2







record temperature at fixed locations in space

We observe the following trade-offs:

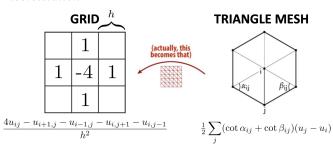
- Lagrangian:
 - Conceptually easy
 - Resolution/domain not limited by grid
 - Good particle distribution can be tough
 - Finding neighbors can be expensive
- Eulerian:
 - Fast, regular computation
 - Easy to represent
 - $-\,$ Simulation is "trapped" in a grid

Nabla operator
$$\nabla = \left(\frac{\partial}{\partial x_1}, ..., \frac{\partial}{\partial x_d}\right)^t \qquad \nabla u = \left(\frac{\partial u}{\partial x_1}, ..., \frac{\partial u}{\partial x_d}\right)^t$$
 Laplace operator
$$\Delta = \nabla \cdot \nabla = \sum_{k=1}^d \frac{\partial^2}{\partial x_k^2} \quad \Delta u = \nabla \cdot \nabla u$$

$$\Delta u = \frac{\partial u^2}{\partial x_1^2} + \dots + \frac{\partial u^2}{\partial x_n^2}$$

The Laplace Operator

Discretization:



Numerically solving the Laplace equation:

- Want to solve $\Delta u = 0$
- Plug in one of our discretizations, e.g.,

c	$\frac{4a - b - c - d - e}{4a - b - c - d - e} = 0$
$d \mid a \mid b$	h
e	$\iff a = \frac{1}{4}(b+c+d+e)$

- At solution that solves the Laplace Equation, each value is the average of neighboring values.
- How do we solve this?
- One idea: keep averaging with neighbors! ("Jacobi method")
- Correct, but *slow* convergence