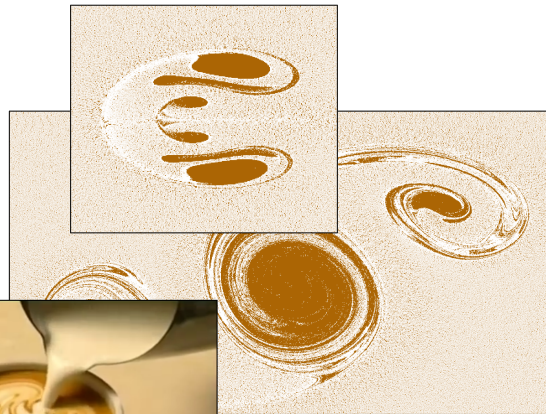


Coffee with science and milk

USI 10 Years Anniversary Activities

August 19, 2014

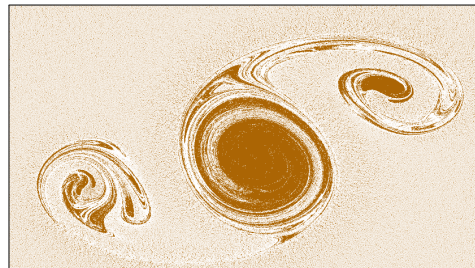


The demonstration

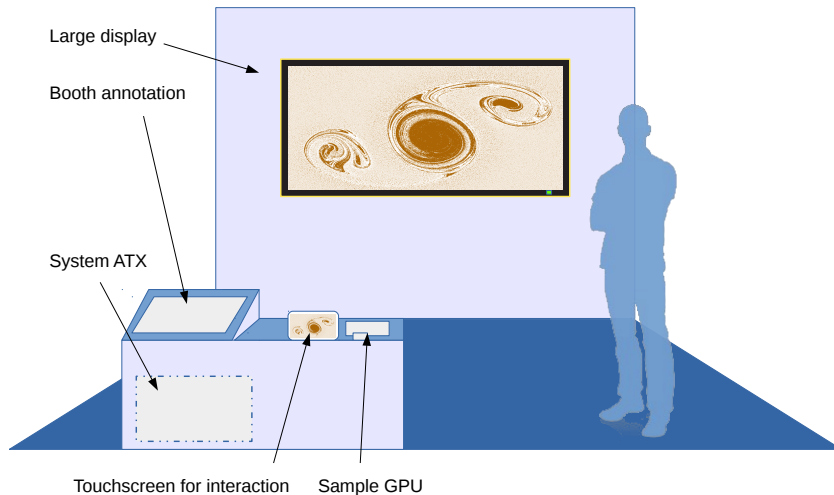
Purpose: introduce general audience into fluid dynamics by example of e.g. mixing coffee with spoon.

A non-reactive substance injected into the fluid:

- Coffee and milk
- Steam or smoke
- ...



The booth



Numerical background

■ Navier-Stokes for 2D incompressible fluid, with periodic BC:

- Advection: method of characteristics
- Diffusion & projection: FFT, implicit scheme for diffusion
- Passive particles transfer

For more details please refer to the paper:

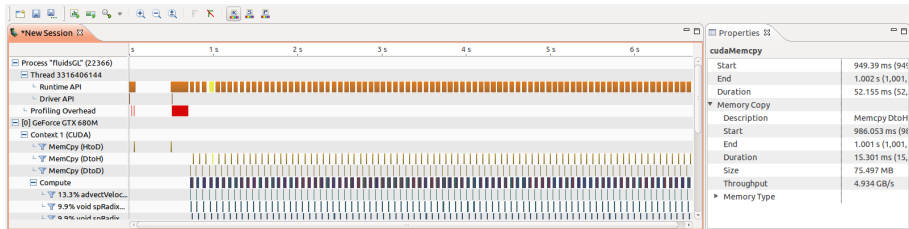
Stam, J. 1999. “Stable Fluids.” In Proceedings of SIGGRAPH 1999.

<http://www.dgp.toronto.edu/people/stam/reality/Research/pdf/ns.pdf>

Computational background

■ GPU implementation - Sample *fluidsGL* - a part of CUDA SDK since 2009

- CUDA simulation + OpenGL visualization
- CUDA & OpenGL on the same GPU or on different - for Optimus (large FPS loss due to host-gpu data transfers, see profile figure)
- Up to 35 FPS on GTX 680M with Optimus, 2048×2048



Testing & development

Current source code available here: <https://github.com/dmikushin/fluidsGL-optimus>