

# Advanced Simulation and Visualization of Fluids in Computer Graphics

## Divergence-Free Smoothed Particle Hydrodynamics

Ronja Grosz, rongr946  
 Isabell Jansson, isaja187  
 Jonathan Bosson, jonbo665

### Abstract—

**Index Terms**—Divergence-free, SPH, divergence correction, density correction.

## 1 INTRODUCTION

Smoothed particle hydrodynamics, *SPH*, is a method that was first implemented in 1977 for astrophysical simulations by Gingold et al. [1]. Since then SPH has become a popular method for complex water simulations. SPH is a mesh-free Lagrangian method where the particles move in space and change physical properties as time progresses.

In this paper we are going to introduce the results from reproducing the divergence-free smoothed particle hydrodynamics method introduced by Bender et al. [2]. It is a method which corrects the divergence error, aiming for a divergence-free velocity field which is needed for an incompressible fluid. For the solution to be divergence-free the density has to be constant over time.

## 2 BACKGROUND AND RELATED WORK

[3].

## 3 METHOD

### 3.1 Neighbourhood search

Since SPH only considers a finite amount of neighbouring particles, it is important to keep track of every particles neighbours. Searching through all particles for neighbours within the cutoff distance  $H$  for every particle is inefficient and takes  $\mathcal{O}(N^2)$  time. The cutoff distance  $H$  is the kernel smoothing radius. To fasten this up a cell list was implemented. A cell list is a data structure that is divided into cells that have a length larger or equals to the cutoff distance  $H$ . When finding the neighbour of particle  $i$ , only the neighbouring cells have to be searched for particles within the cutoff distance, see figure 1.

The cell list is implemented by using a four dimensional vector where the first three dimensions are for the x, y and z coordinates for the cells and the fourth dimension is for storing the particles belonging to the cell. The amount of cells are decided by dividing the scene into cells of length  $H$ . The particles are then assigned to a cell according to equation `assignCell`. If the particle moves out of its cell it is then assigned to the new cell.

### 3.2 Divergence solver

### 3.3 Density solver

### 3.4 Kernel

### 3.5 Navier-stokes

### 3.6 Adapted time step

### 3.7 Density and alpha factors

### 3.8 Screen space fluid rendering

## 4 IMPLEMENTATION

## 5 RESULTS

## 6 CONCLUSIONS AND FUTURE WORK

## REFERENCES

- [1] R. A. Gingold and J. J. Monaghan, "Smoothed particle hydrodynamics: theory and application to non-spherical stars," *Monthly notices of the royal astronomical society*, vol. 181, no. 3, pp. 375–389, 1977.
- [2] J. Bender and D. Koschier, "Divergence-free smoothed particle hydrodynamics," in *Proceedings of the 14th ACM SIGGRAPH/Eurographics Symposium on Computer Animation*, pp. 147–155, ACM, 2015.
- [3] R. Bridson, *Fluid Simulation for Computer Graphics*. Ak Peters Series, Taylor & Francis, 2008.

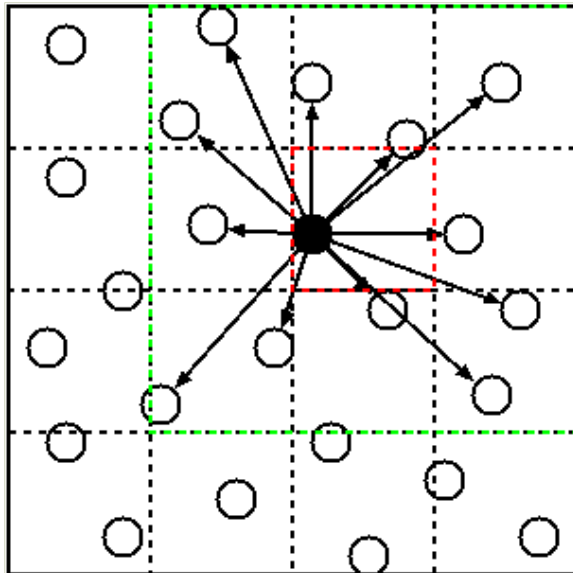


Fig. 1. Finding the neighbours for the filled in particle  $i$  by looking through all neighbouring cells, including its own cell, for particles within the cutoff distance  $H$