

Two-dimensional circulation-preserving fluid simulation with discrete exterior calculus

Bachelor-Thesis by Sascha Räscher, Department of Mathematics

November 13, 2015

Supervisor: Prof. Dr. André Stork, Advisor: Daniel Weber

Fraunhofer Institute for Computer Graphics Research



TECHNISCHE
UNIVERSITÄT
DARMSTADT

Sascha Räscher
Student ID: 1391828
Major of Studies:: Mathematics with Computer Science

Bachelor Thesis

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Fraunhofer Institute for Computer Graphics Research
Fraunhoferstr. 5 | 64283 Darmstadt | Germany

Department of Mathematics
Schlossgartenstraße 7 | 64289 Darmstadt | Germany

Darmstadt University of Technology
Hochschulstraße. 1 | 64289 Darmstadt | Germany

November 13, 2015

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Darmstadt, den 13. November 2015

Abstract

Collision handling has been an active research topic in the area of the physically-based simulation of rigid and deformable bodies for many years. A common approach in interactive environments are discrete penalty forces, computing a repulsion force based on the penetration at one moment in the time step. They provide low computational costs and good scalability, though they suffer from jitter and instability. Tang et al. [3] improved the approach of discrete penalty forces and introduced in 2012 the continuous penalty forces (continuous penalty forces), continuously accumulating penalty forces along the penetration trajectory over the whole time step. Thereby, the jitter and instability issues are reduced. Although, the continuous penalty forces show artifacts especially for enduring contacts, precluding the simulation of sliding contacts.

In this thesis, we present a unified system to handle collisions between rigid and deformable bodies with friction. We modify the integration scheme by Bridson et al. [1] to handle rigid and deformable bodies, apply a CCD [2] and handle the detected collisions with continuous penalty forces [3]. We discuss the artifacts arising from the continuous penalty forces algorithm, examine methods to tackle them and apply the new methods to the continuous penalty forces algorithm. Finally, we analyze the results of the continuous penalty forces algorithm in comparison to discrete penalty forces, evaluate our new algorithm to handle the continuous penalty forces artifacts and inspect further improvements.

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1 Motivation

2 Discontinuous Galerkin Method

3 Immersed Boundaries

3.0.1 Cell Agglomeration

4 BoSSS

5 Results

6 Discussion

Bibliography

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