

Visual Data Analytics Flow Visualization I

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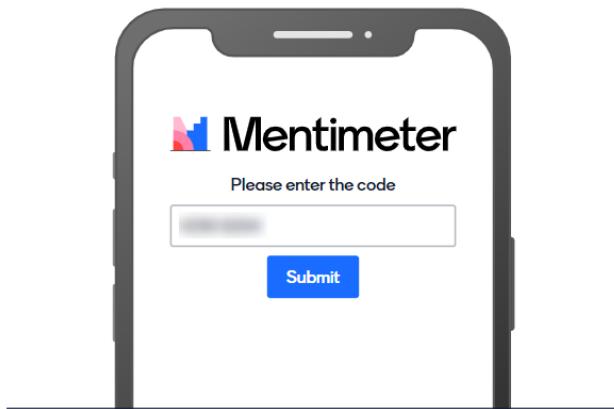
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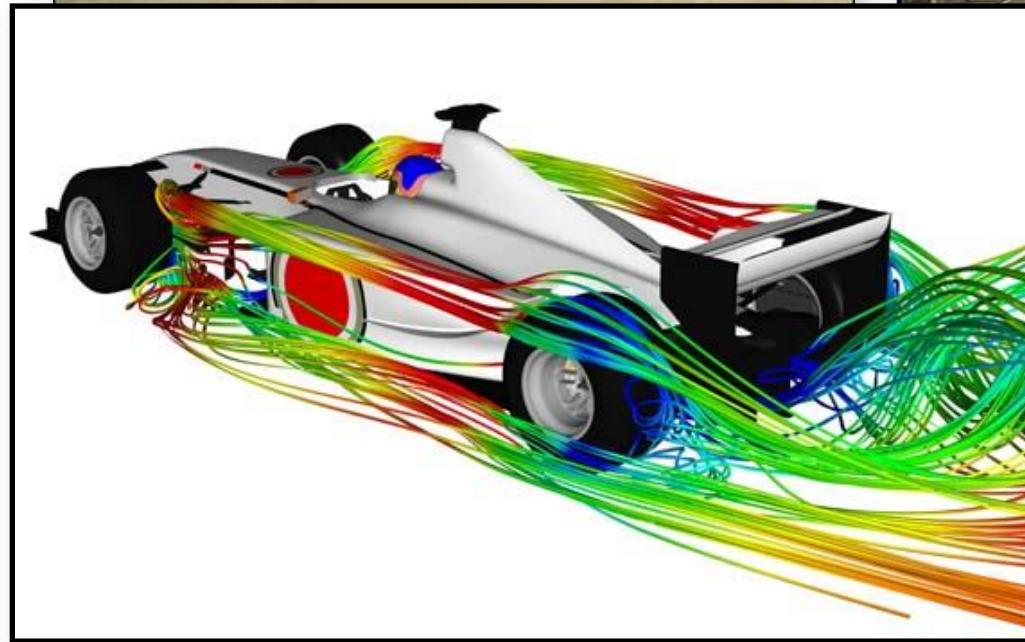
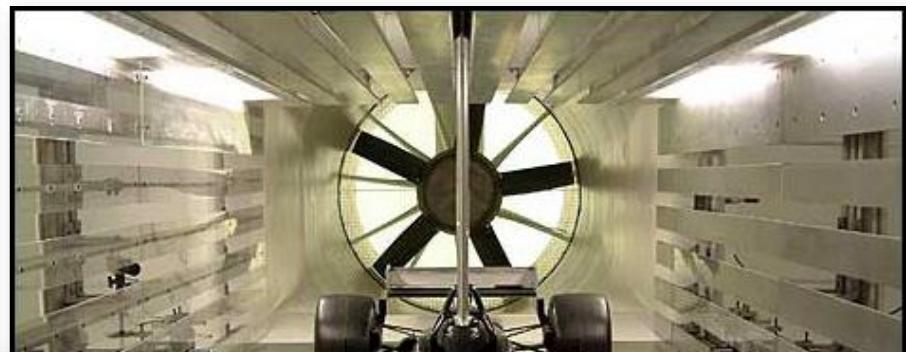
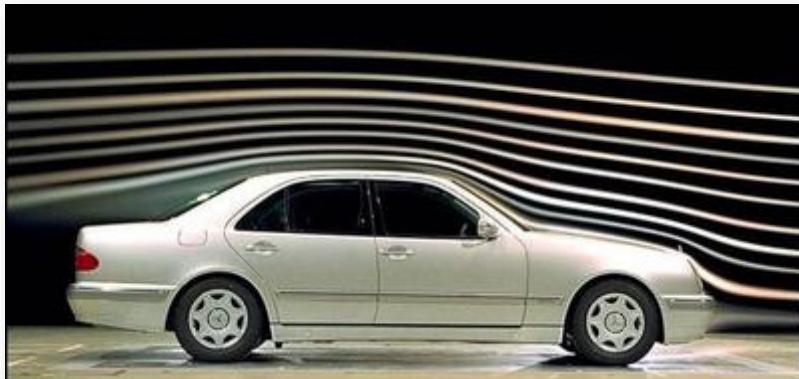
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Or use QR code

Flow visualization

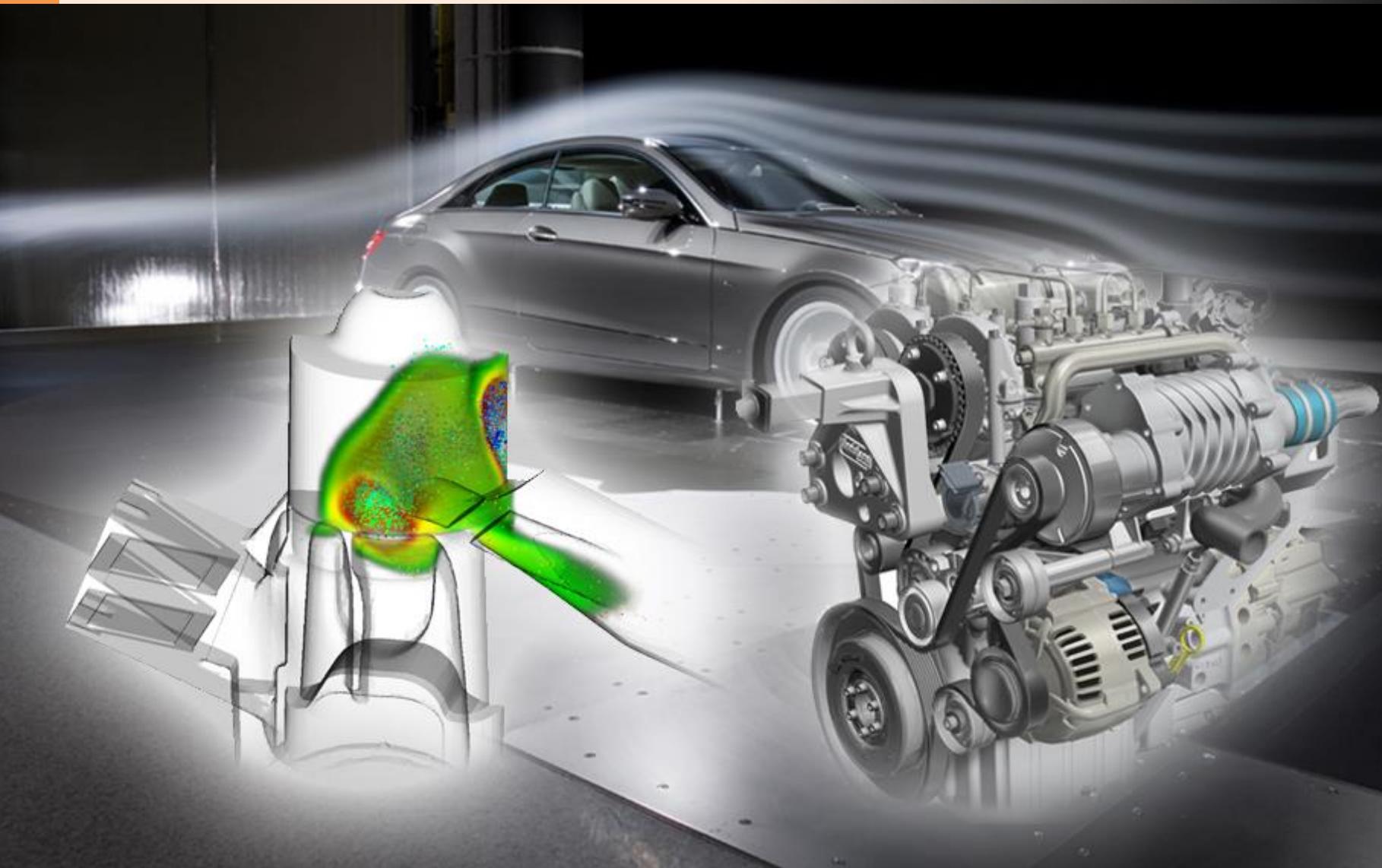
Visualize vector-valued quantities like wind fields



Car design: virtual wind tunnel

Real wind tunnel

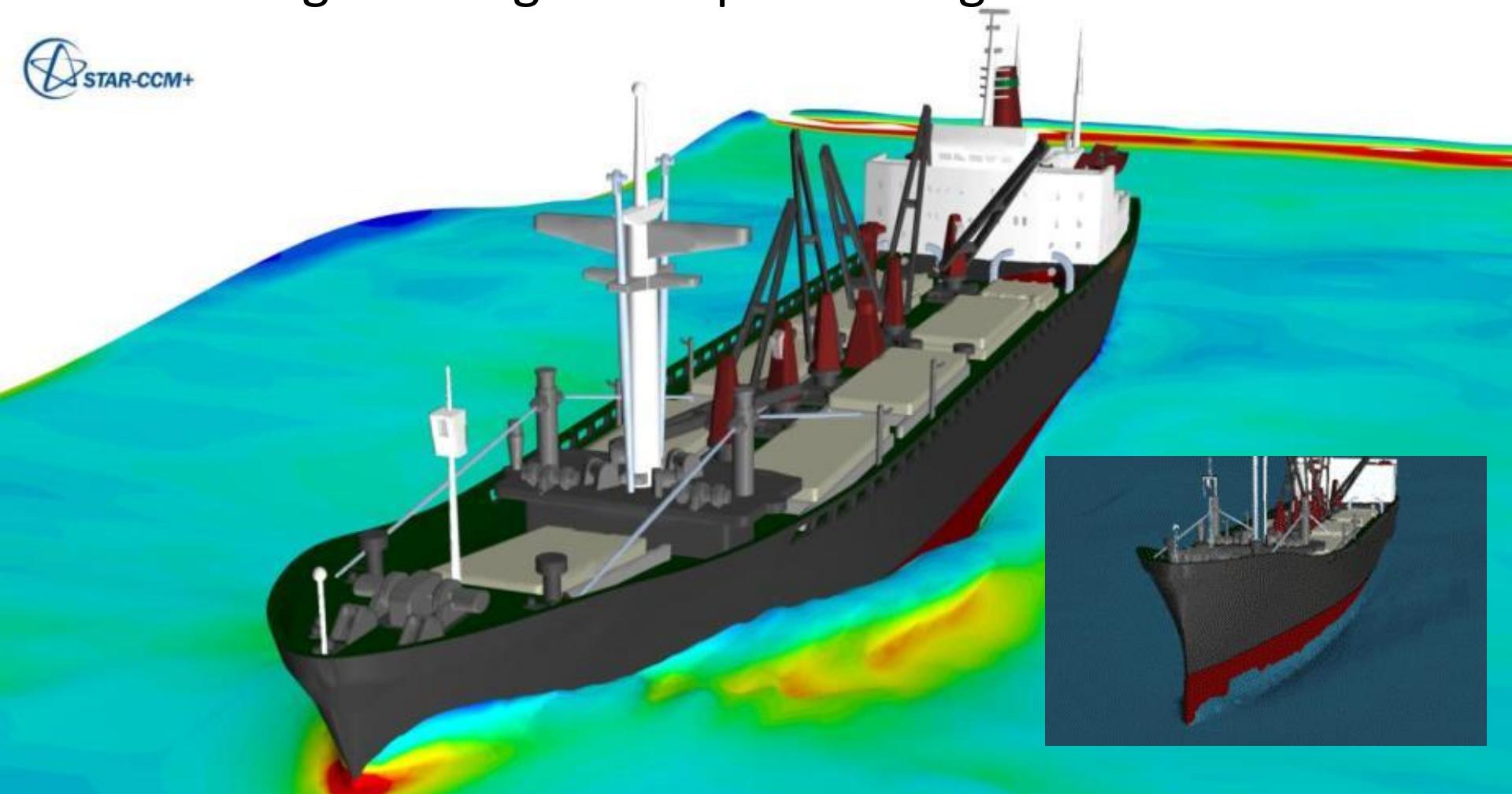
Automotive Engineering



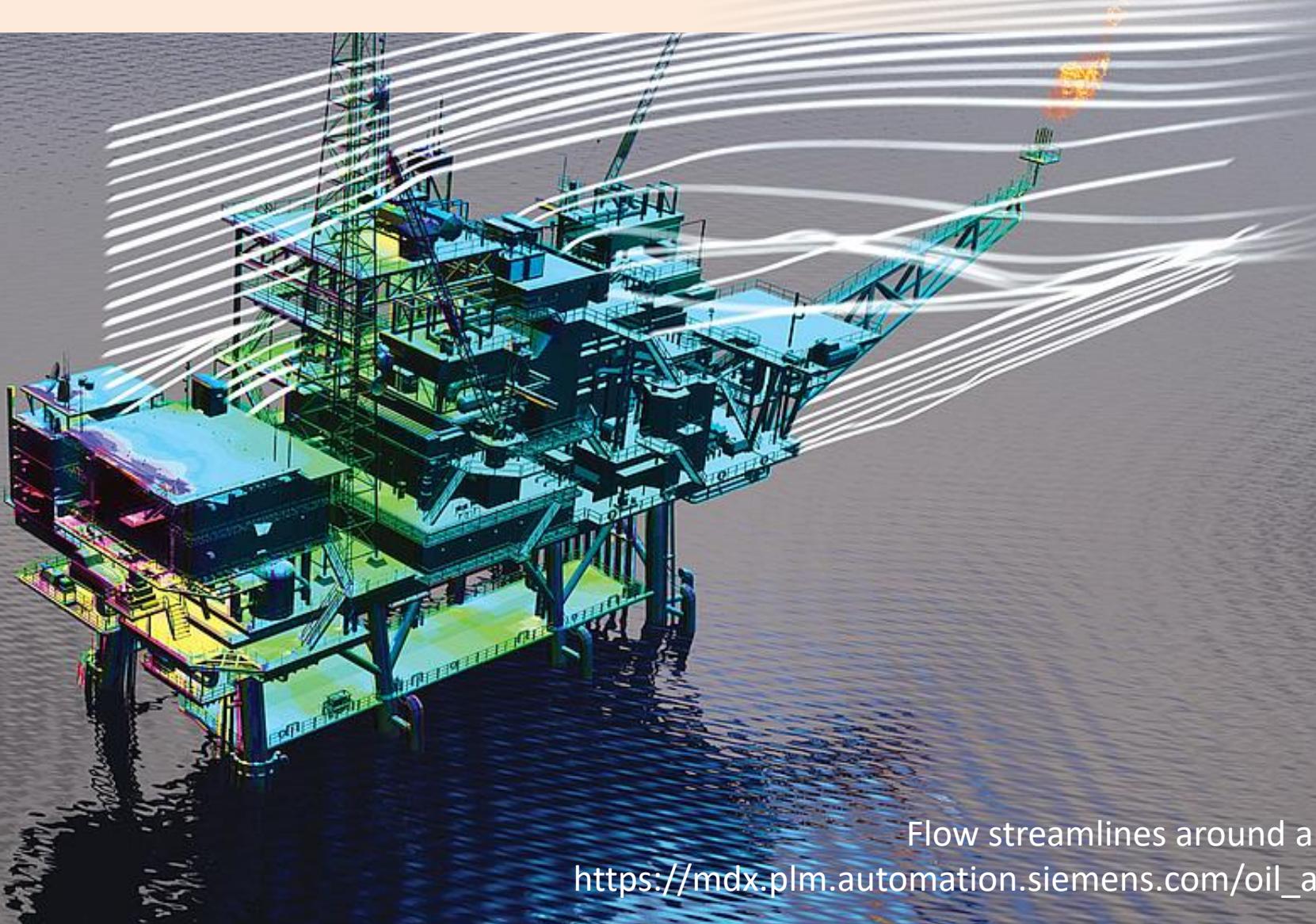
Ship design

- Simulates forces acting on everything from engine design to ship hull design

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Ingenuity for life



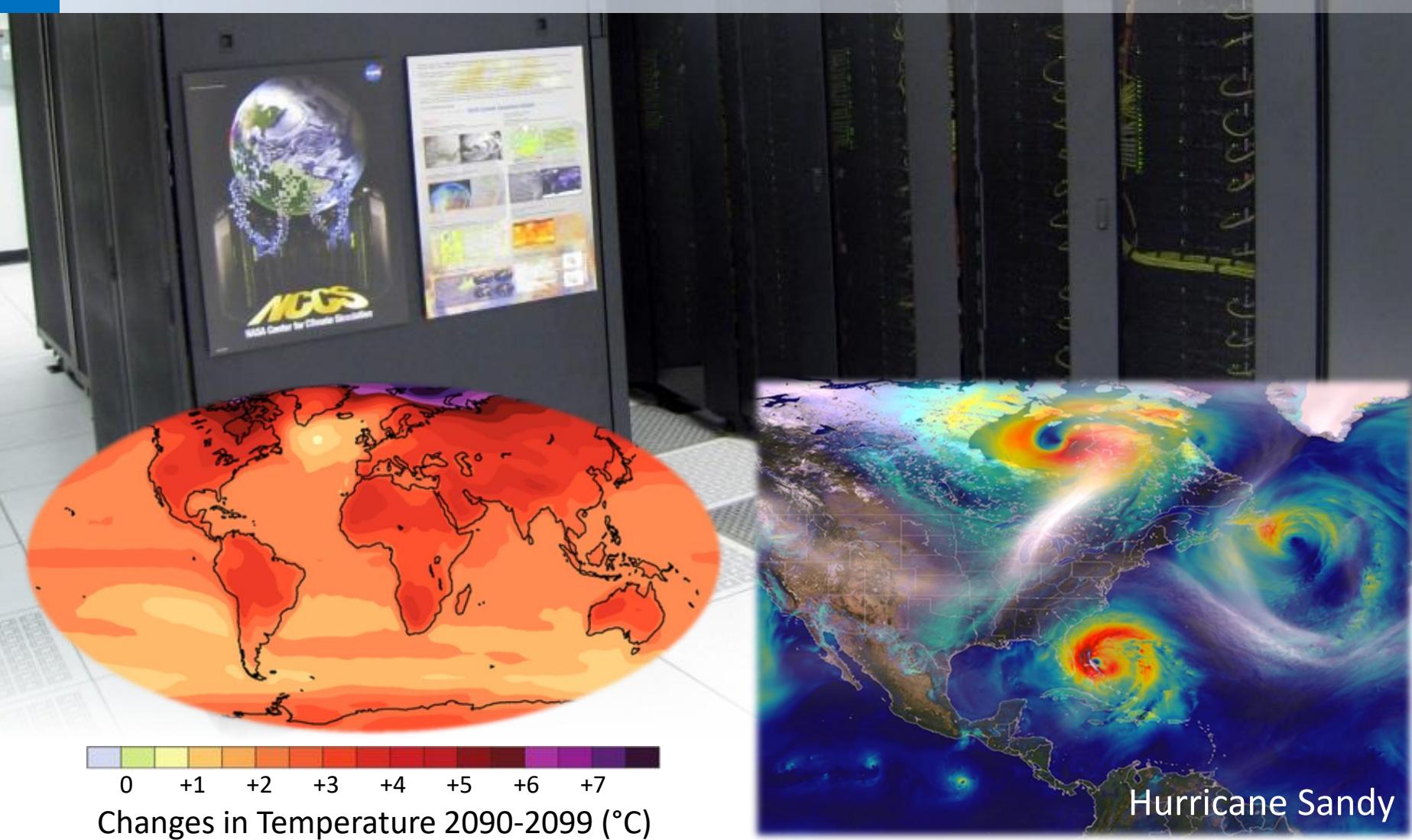
Oil & Gas



Flow streamlines around an oil rig

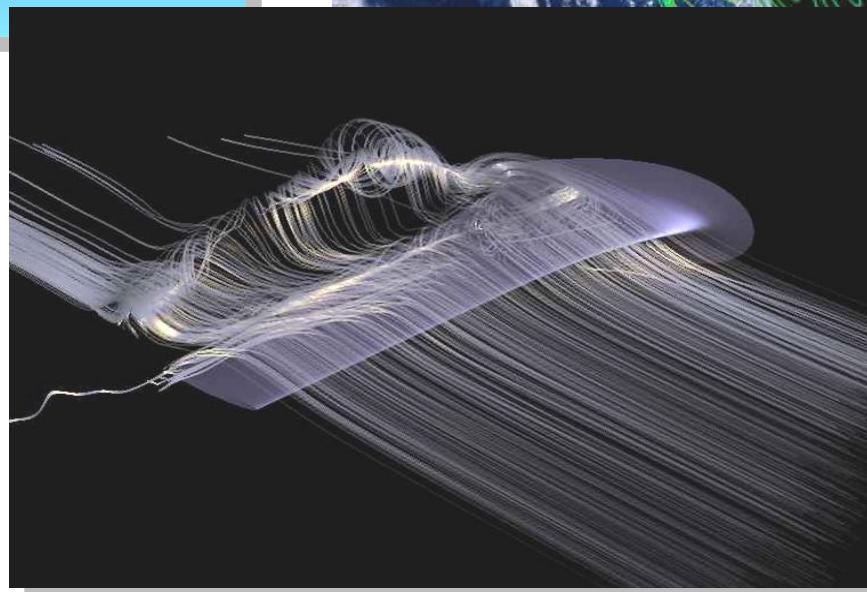
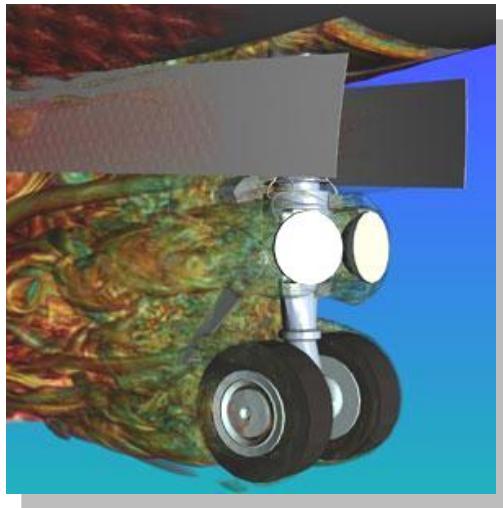
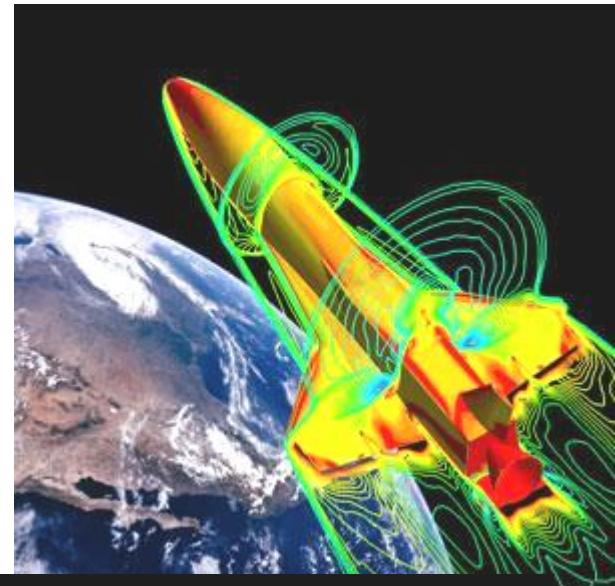
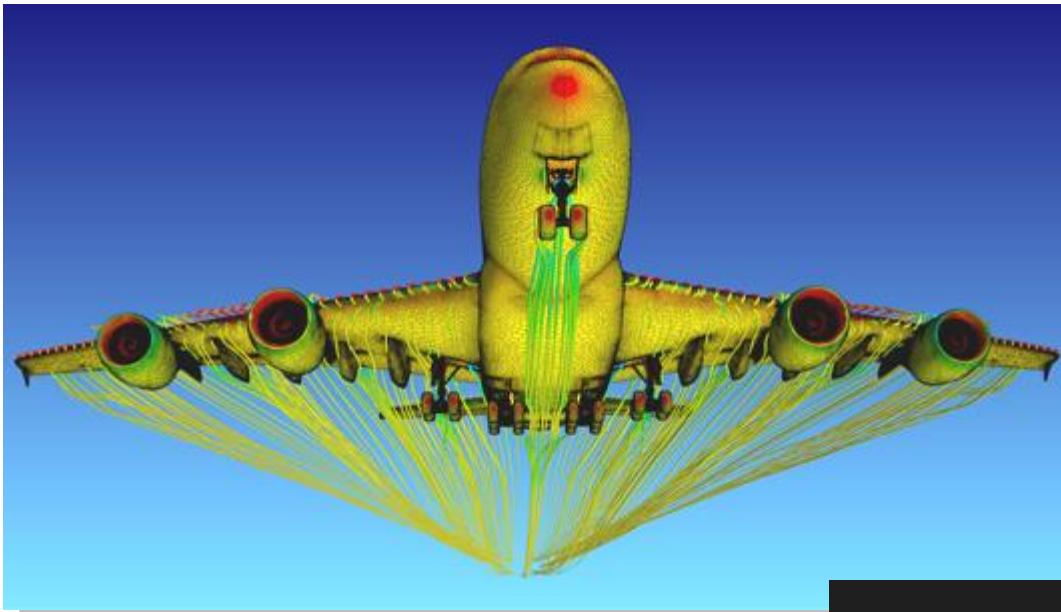
https://mdx.plm.automation.siemens.com/oil_and_gas

Weather & Climate Simulations



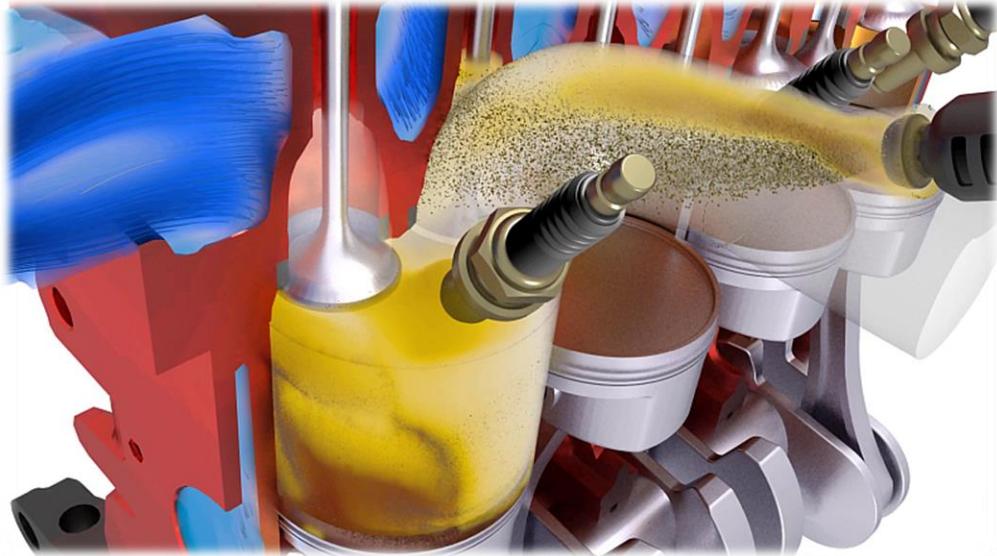
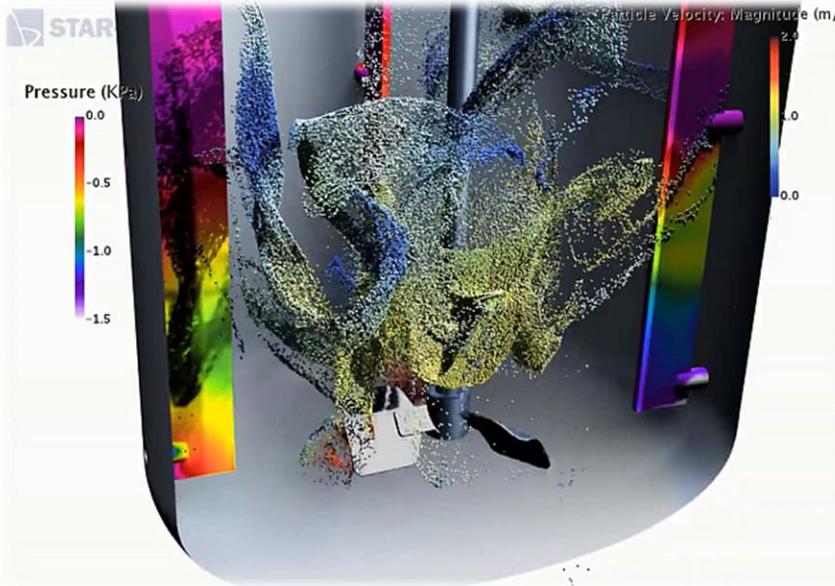
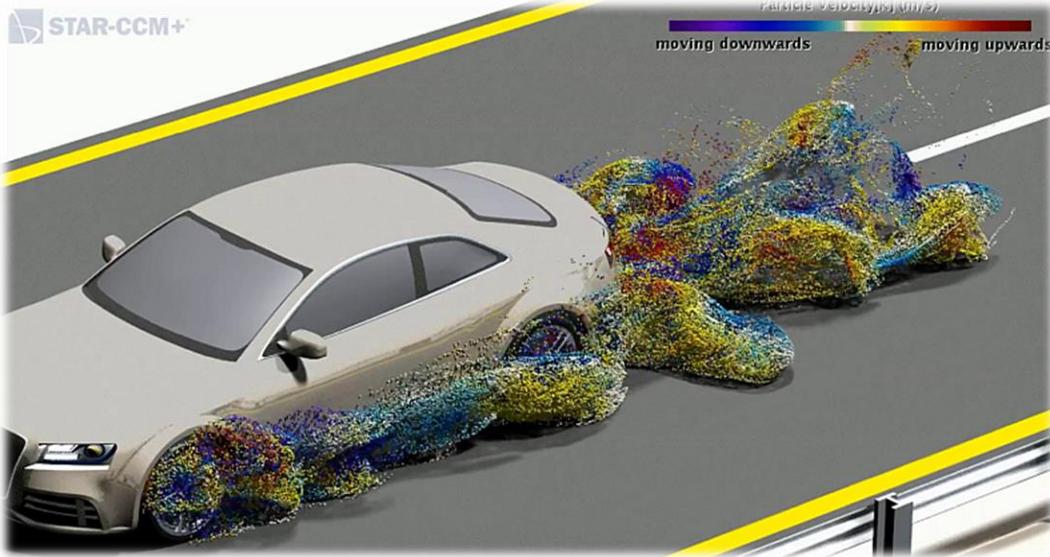
Aerospace design

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Flow Visualization – Examples

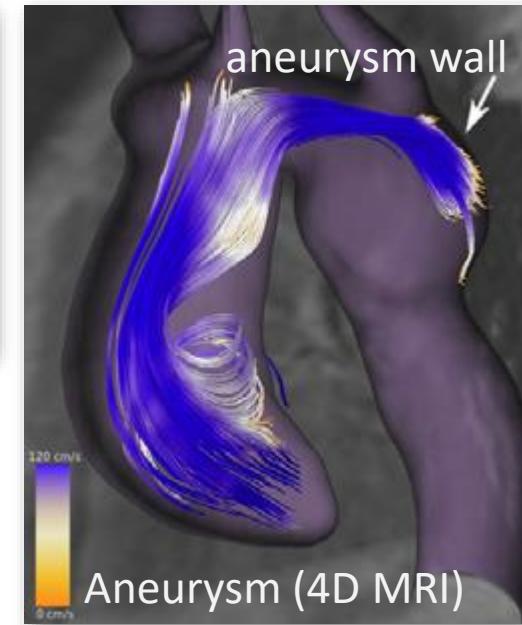
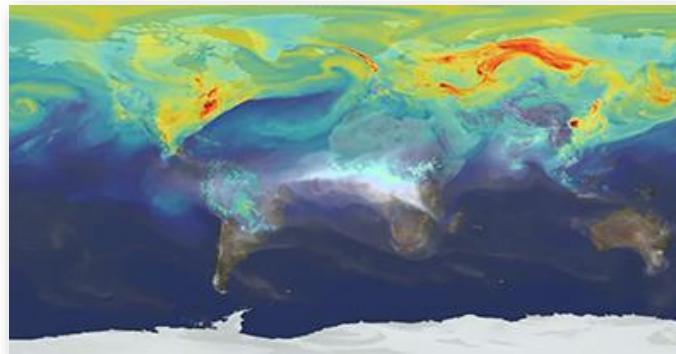
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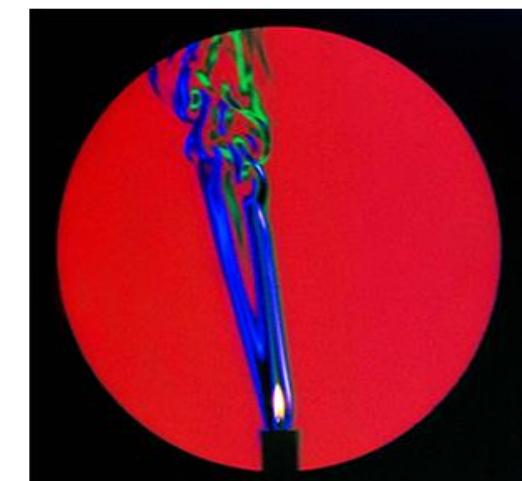
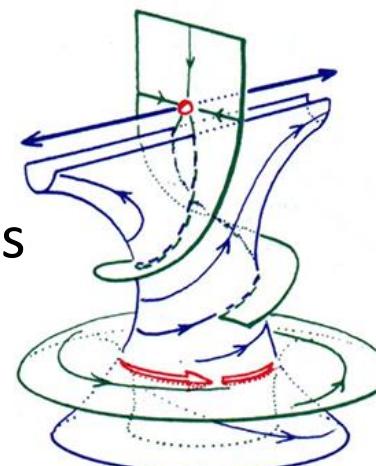
Simcenter STAR-CCM+
<https://youtu.be/443kbDFPjUo>

Flow visualization – data sources

- Flow simulation
 - Design of ships, cars, airplanes, ...
 - Weather simulations (e.g., [atmospheric flow](#))
 - Medical blood flows
- Measurements
 - Wind tunnel
 - Schlieren imaging
- Modeling
 - Differential equations systems (dynamical systems)



[Born et al. 2012]



Color schlieren of burning candle

Vector field visualization

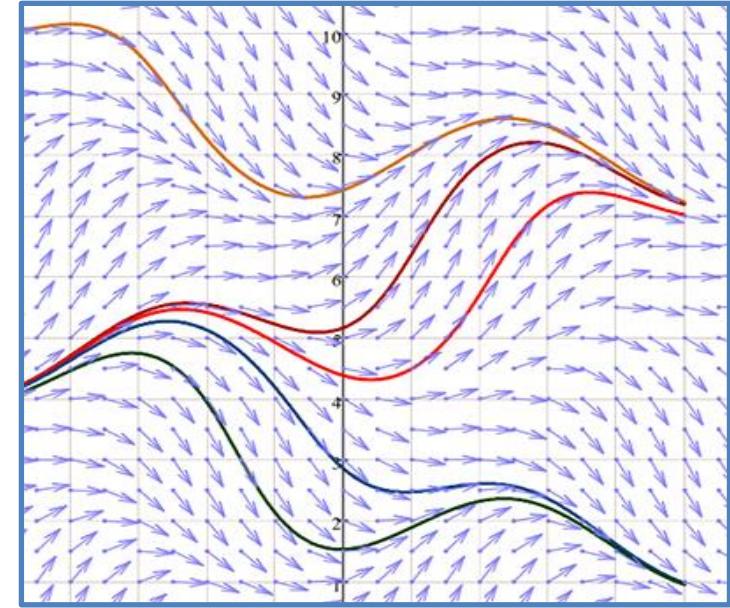
- Main application of flow visualization
 - Motion of fluids (gases, liquids)
 - Geometric boundary conditions
 - Velocity/flow field $v(x, t)$
 - Conservation of mass, energy, and momentum
 - Navier-Stokes equations
 - Computational fluid dynamics (CFD)

Vector field visualization

- Flow visualization – classification
 - Dimension (2D or 3D)
 - Time-dependency: steady vs. time-varying flows
 - Direct vs. indirect flow visualization
- In most cases, numerical methods required for flow visualization

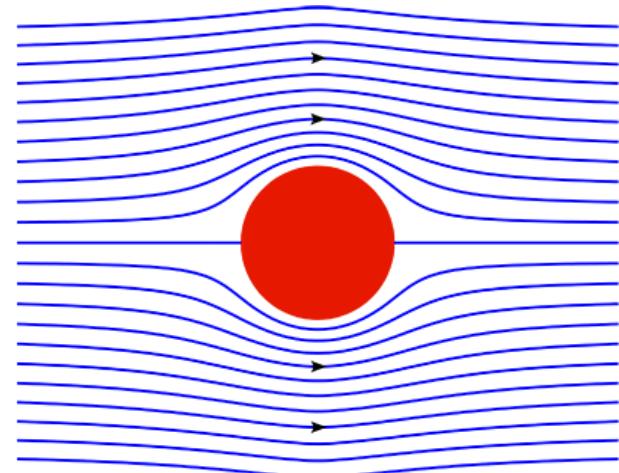
Vector field visualization

- Vector data representing **direction & magnitude**
 - Given by an n -tupel (f_1, \dots, f_n) with
$$f_k = f_k(x_1, \dots, x_n),$$
$$n \geq 2 \text{ and } 1 \leq k \leq n$$
 - Typically 2D ($n = k = 2$) or 3D ($n = k = 3$)
- Example
 - 2D vector field where every sample represents a 2D vector (u, v) with $u = f(x, y)$ and $v = g(x, y)$



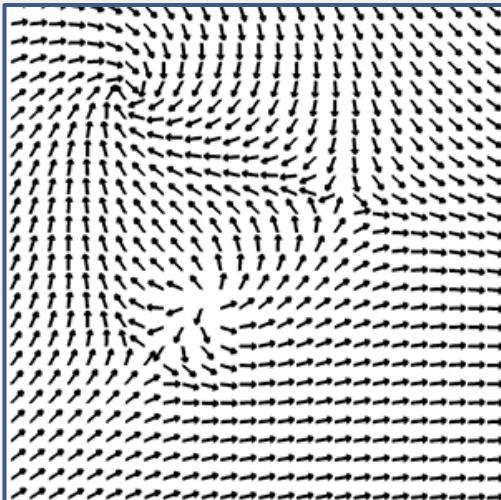
Steady vs. time-dependent flows

- Steady (time-independent) flow
 - Flow static over time
 - $v(x) : \mathbb{R}^n \rightarrow \mathbb{R}^n$, e.g., laminar flows
 - Simpler interrelationships
- Time-varying (unsteady) flow
 - Flow changes over time
 - $v(x, t) : \mathbb{R}^n \times \mathbb{R}^1 \rightarrow \mathbb{R}^n$,
e.g., turbulent flows
 - More complex interrelationships

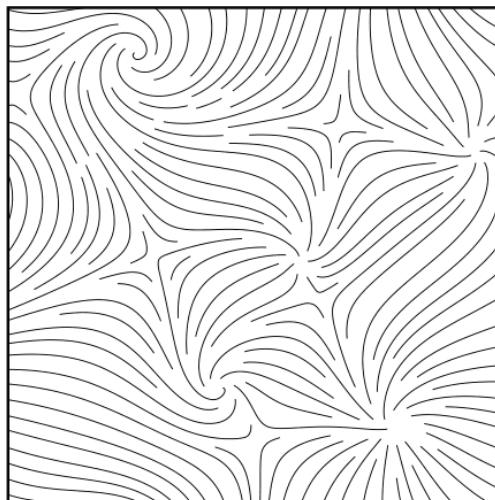


Turbulence from an airplane wing

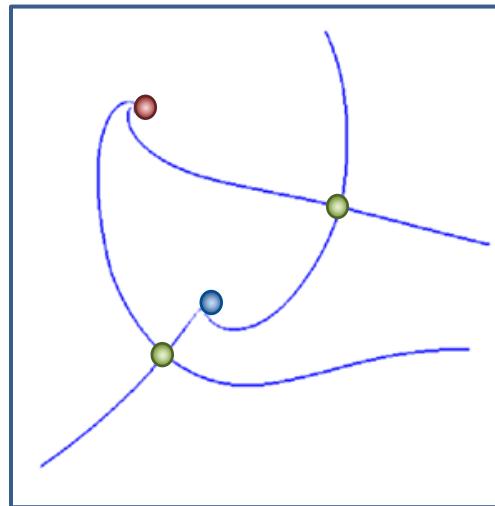
Flow visualization – Approaches



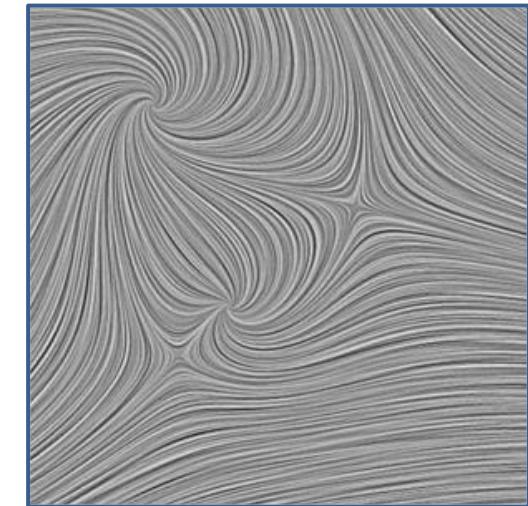
Direct flow visualization
(arrows, color coding, ...)



Geometric flow visualization
(stream lines/surfaces, ...)



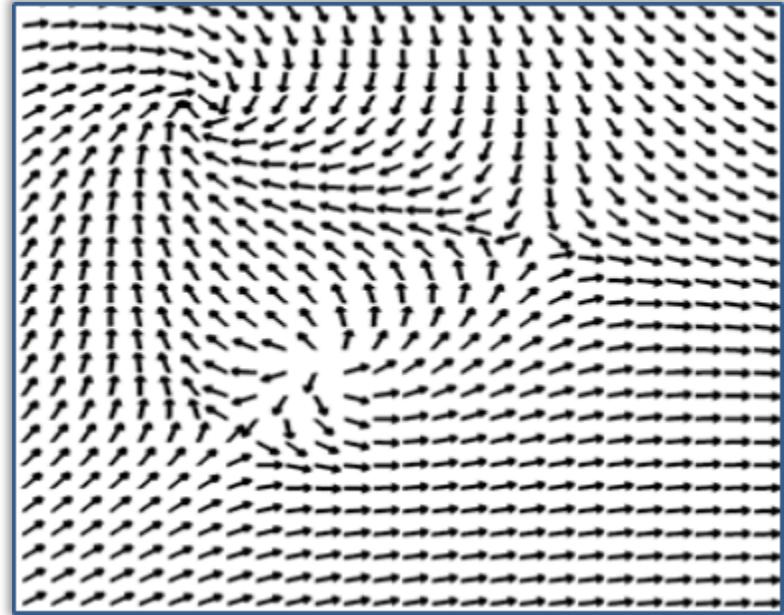
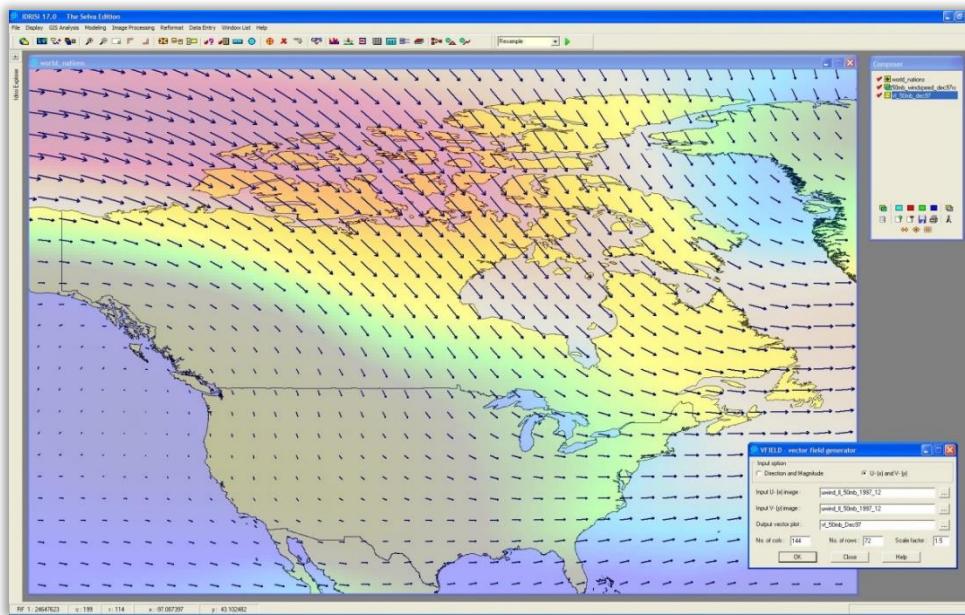
Sparse (feature-based) vis.



Dense (texture-based) vis.

Flow visualization – Approaches

- Direct flow visualization
 - Color coding, arrow plots, glyphs
 - Gives overview on current flow state
 - Visualization of vectors



Vector and scalar functions

- Scalar function $\rho(x, t)$

- Gradient

$$\nabla \rho(x, t) = \left(\begin{array}{c} \frac{\partial}{\partial x} \rho(x, t) \\ \frac{\partial}{\partial y} \rho(x, t) \\ \frac{\partial}{\partial z} \rho(x, t) \end{array} \right)$$

x ... position

t ... time

∇ ... vector operator

Vector of
partial
derivatives

- Gradient takes a scalar field and gives us a vector field
- Gradient points into direction of max. change of $\rho(x, t)$
- Gradient magnitude gives the slope along this direction

Vector and scalar functions

- Vector function $\boldsymbol{v}(x, t)$
 - Jacobian matrix (“Gradient tensor”)

$$\mathbf{J} = \nabla \boldsymbol{v}(x, t) = \begin{pmatrix} \frac{\partial}{\partial x} \boldsymbol{v}_x & \frac{\partial}{\partial y} \boldsymbol{v}_x & \frac{\partial}{\partial z} \boldsymbol{v}_x \\ \frac{\partial}{\partial x} \boldsymbol{v}_y & \frac{\partial}{\partial y} \boldsymbol{v}_y & \frac{\partial}{\partial z} \boldsymbol{v}_y \\ \frac{\partial}{\partial x} \boldsymbol{v}_z & \frac{\partial}{\partial y} \boldsymbol{v}_z & \frac{\partial}{\partial z} \boldsymbol{v}_z \end{pmatrix}$$

Matrix of first-order
partial derivatives of
vector field $\boldsymbol{v}(x, t)$

Vector and scalar functions

- Vector function $\mathbf{v}(x, t)$
 - Jacobian matrix (“Gradient tensor”)

$$\mathbf{J} = \nabla \mathbf{v}(x, t) = \begin{pmatrix} \frac{\partial}{\partial x} \mathbf{v}_x & \frac{\partial}{\partial y} \mathbf{v}_x & \frac{\partial}{\partial z} \mathbf{v}_x \\ \frac{\partial}{\partial x} \mathbf{v}_y & \frac{\partial}{\partial y} \mathbf{v}_y & \frac{\partial}{\partial z} \mathbf{v}_y \\ \frac{\partial}{\partial x} \mathbf{v}_z & \frac{\partial}{\partial y} \mathbf{v}_z & \frac{\partial}{\partial z} \mathbf{v}_z \end{pmatrix}$$

Matrix of first-order partial derivatives of vector field $\mathbf{v}(x, t)$

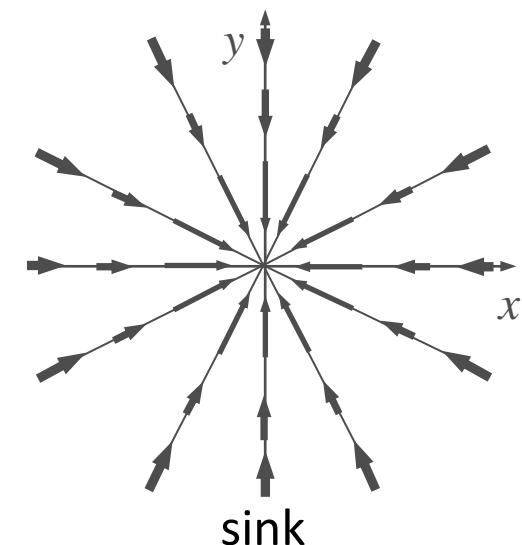
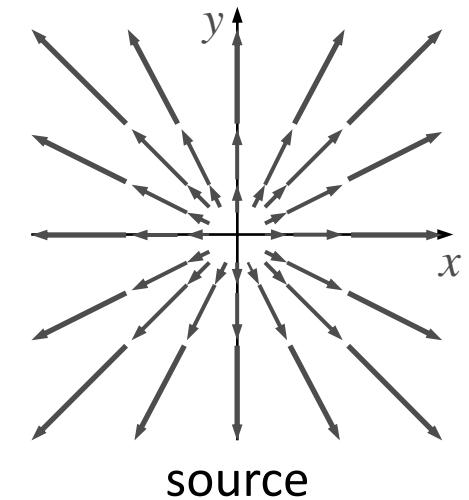
- Divergence (dot product of vector operator)

$$div \mathbf{v}(x, t) = \nabla \cdot \mathbf{v}(x, t) = \frac{\partial}{\partial x} \mathbf{v}_x(x, t) + \frac{\partial}{\partial y} \mathbf{v}_y(x, t) + \frac{\partial}{\partial z} \mathbf{v}_z(x, t)$$

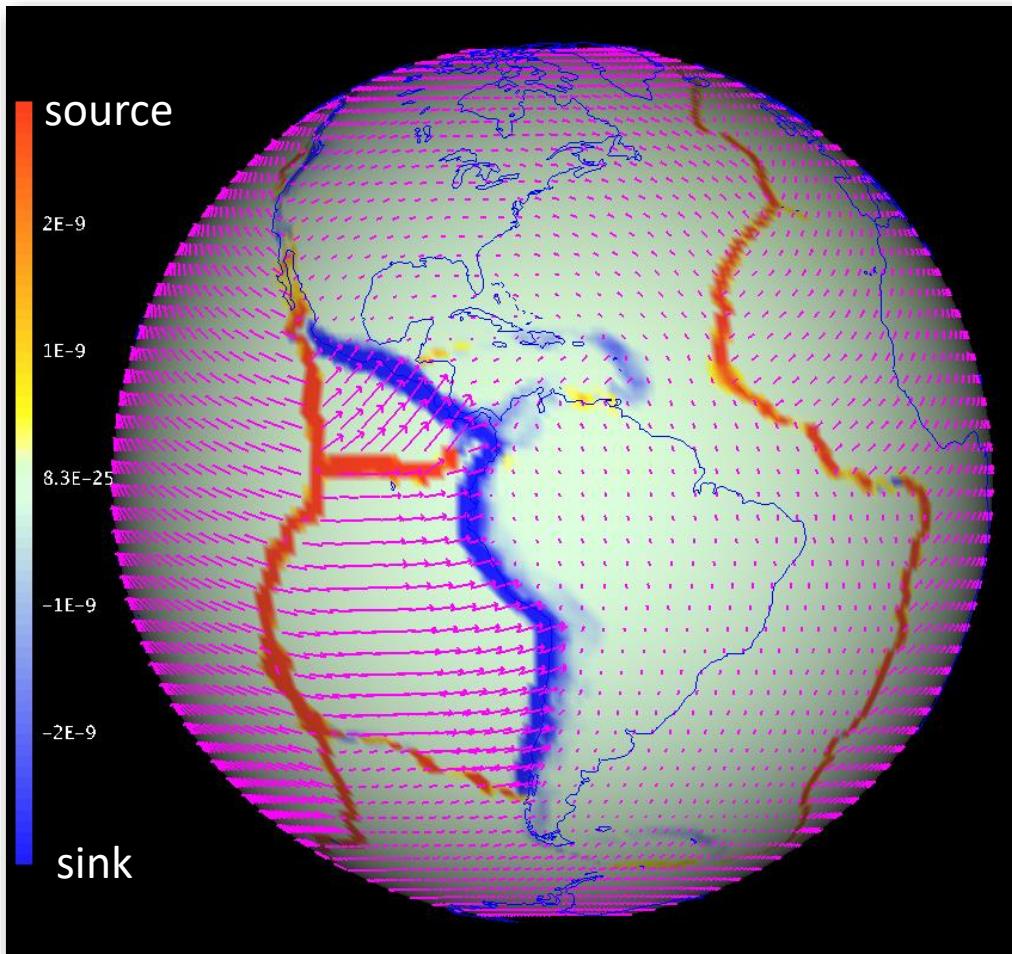
Outflow per unit volume (rate at which density exits a region)

Vector and scalar functions

- Properties of divergence
 - Describes flow into/out of a region
 - $\operatorname{div} \boldsymbol{v}$ is a scalar field
 - $\operatorname{div} \boldsymbol{v}(x_0) > 0$: \boldsymbol{v} has a **source** in x_0
 - $\operatorname{div} \boldsymbol{v}(x_0) < 0$: \boldsymbol{v} has a **sink** in x_0
 - $\operatorname{div} \boldsymbol{v}(x_0) = 0$: \boldsymbol{v} is source-free in x_0

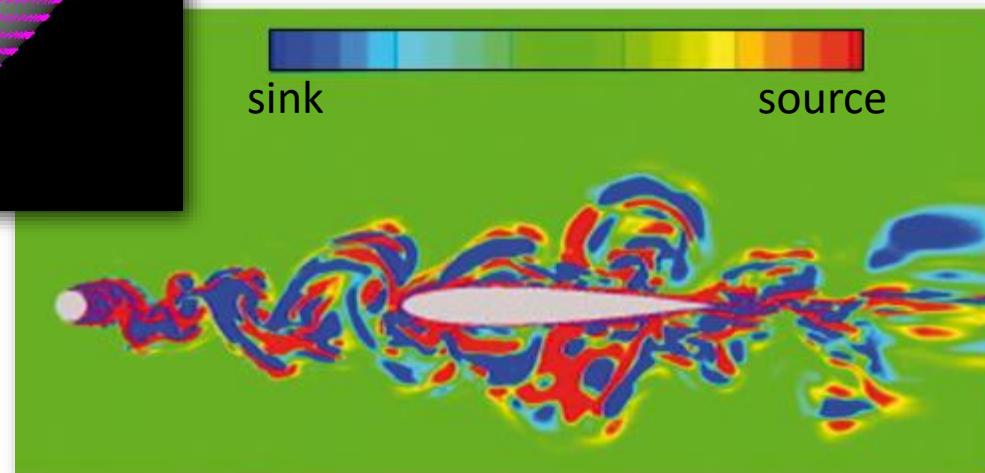


Vector and scalar functions



Tectonic plate motion

Color coding of divergence

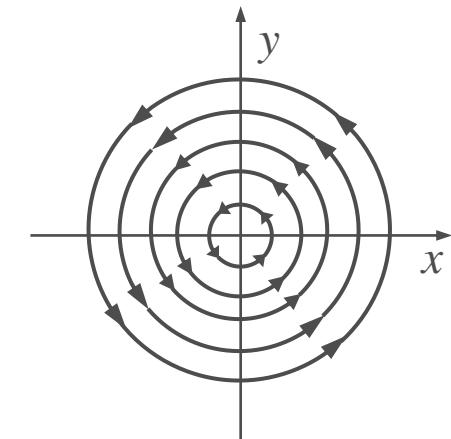


Vector and scalar functions

- **Curl / vorticity**

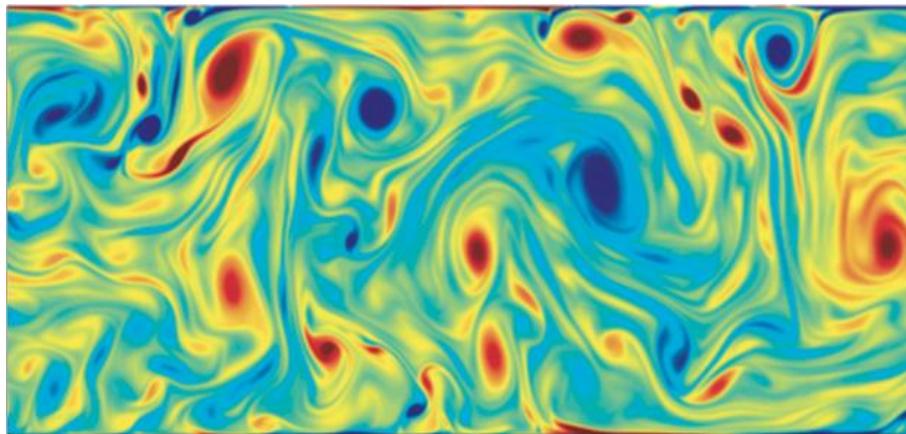
$$\text{curl } \mathbf{v}(x, t) = \nabla \times \mathbf{v}(x, t) = \begin{pmatrix} \frac{\partial}{\partial x} \\ \frac{\partial}{\partial y} \\ \frac{\partial}{\partial z} \end{pmatrix} \times \begin{pmatrix} v_x \\ v_y \\ v_z \end{pmatrix} = \begin{pmatrix} \frac{\partial}{\partial y} v_z - \frac{\partial}{\partial z} v_y \\ \frac{\partial}{\partial z} v_x - \frac{\partial}{\partial x} v_z \\ \frac{\partial}{\partial x} v_y - \frac{\partial}{\partial y} v_x \end{pmatrix}$$

- Curl is a vector-valued quantity
- Describes vortex characteristics in flow
- A measure of **how fast** the flow rotates (magnitude of the curl), and
- ... around **which axis** it rotates (direction of the curl)

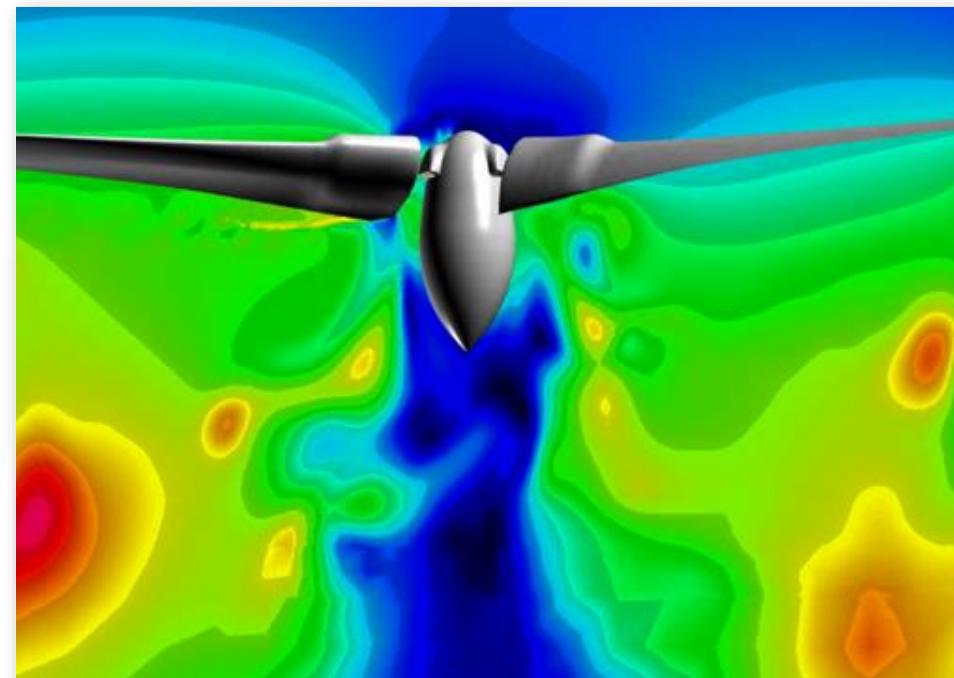
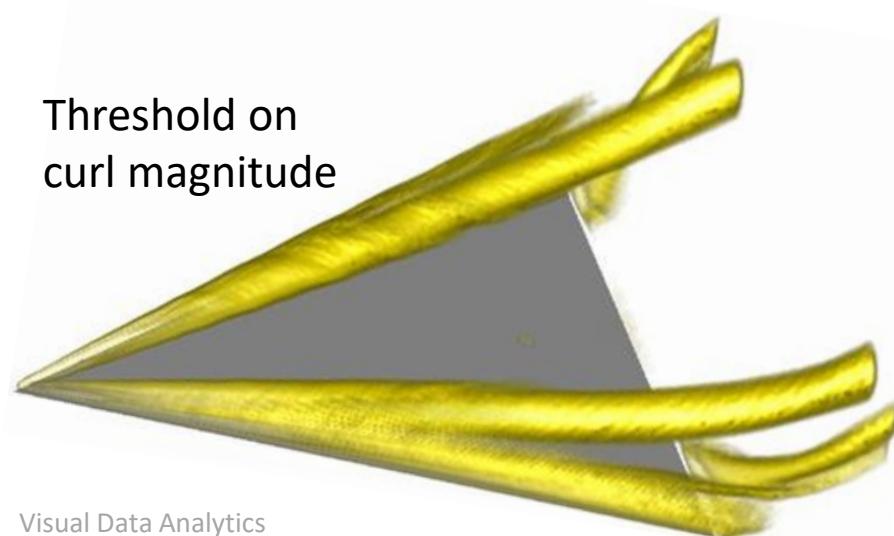


Vector and scalar functions

- Color coding of curl direction/magnitude

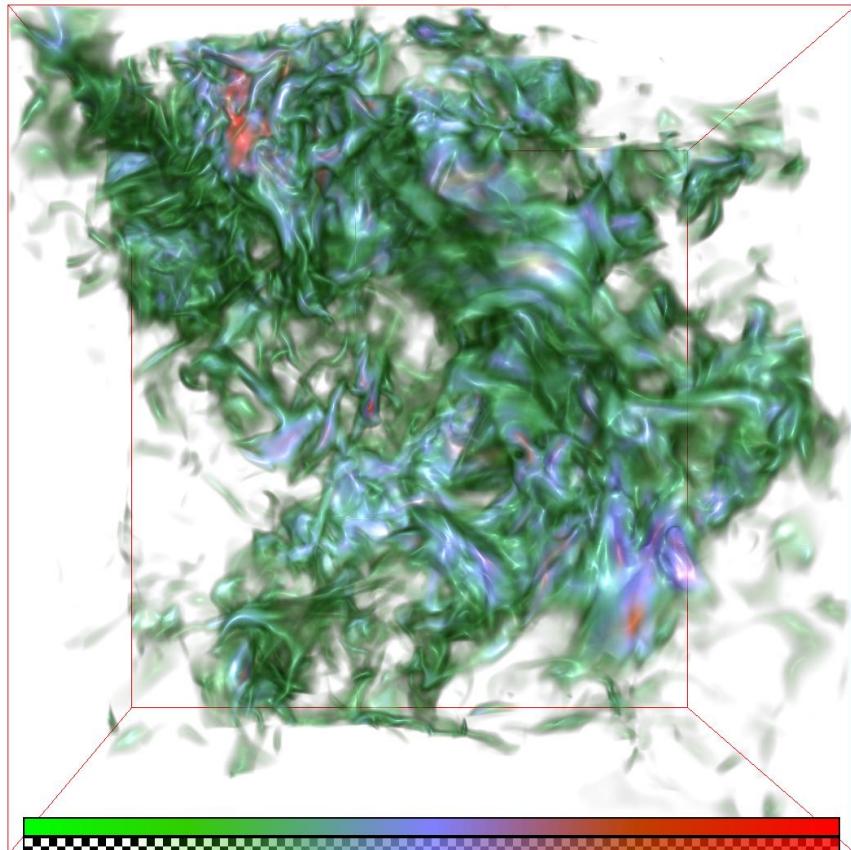


counterclockwise laminar clockwise

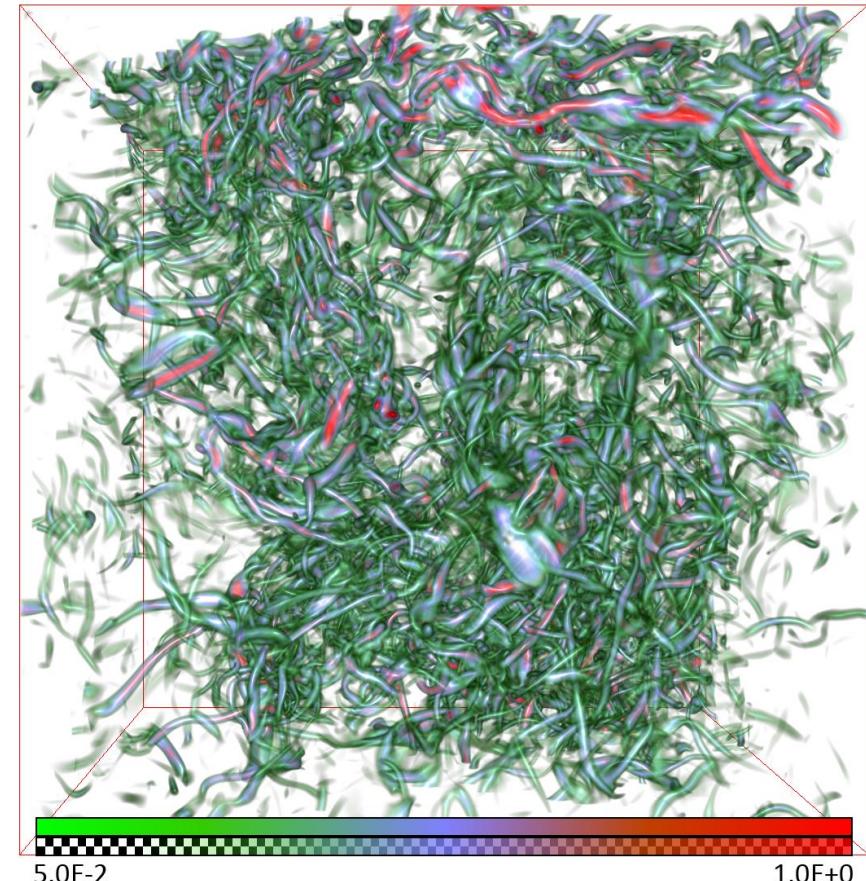


Vector and scalar functions

- Direct volume rendering (DVR) of turbulent flow



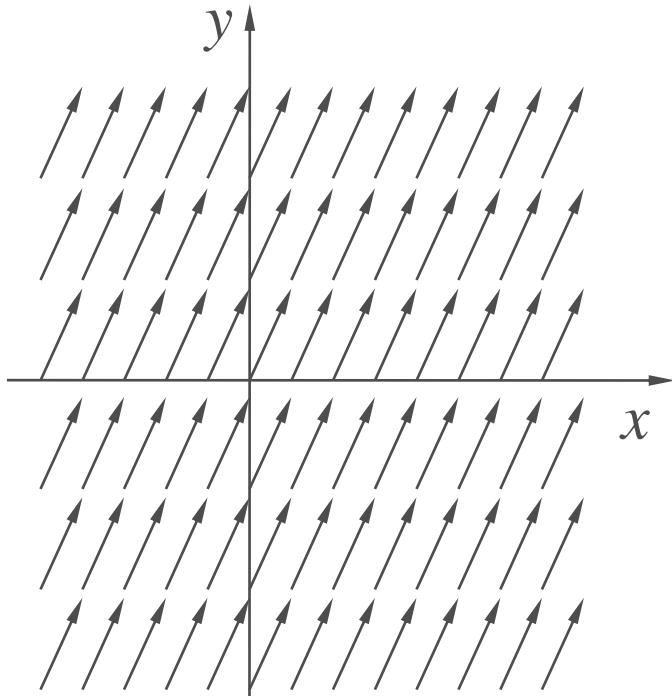
DVR of velocity magnitude



DVR of curl magnitude

Vector and scalar functions

- Example



A constant 2D vector function

$$H_1(x, y, z) = \begin{pmatrix} 1 \\ 2 \\ 0 \end{pmatrix}$$

$$J_{H_1}(x, y, z) = \begin{pmatrix} 0 & 0 & 0 \\ 0 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}$$

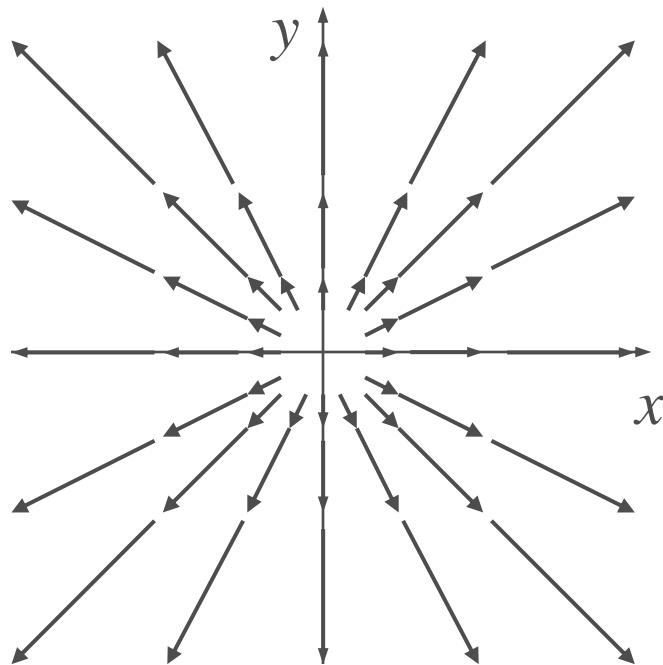
$$\operatorname{div}(H_1)(x, y, z) = 0$$

$$\operatorname{curl}(H_1)(x, y, z) = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$$

No velocity change in any direction

Vector and scalar functions

- Example



The 2D identity vector function

Identity : $H_2(x, y, z) = \begin{pmatrix} x \\ y \\ z \end{pmatrix}$

$$J_{H_2}(x, y, z) = \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

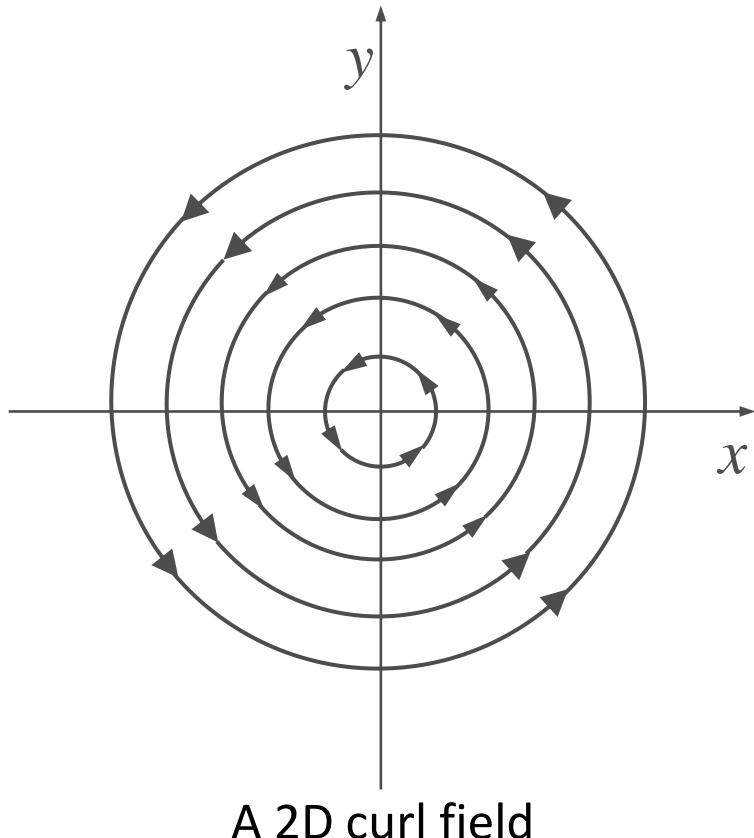
$$\operatorname{div}(H_2)(x, y, z) = 3$$

$$\operatorname{curl}(H_2)(x, y, z) = \begin{pmatrix} 0 \\ 0 \\ 0 \end{pmatrix}$$

Velocity
increases
with
distance

Vector and scalar functions

- Example



$$\text{Curl field : } H_3(x, y, z) = \begin{pmatrix} -y \\ x \\ 0 \end{pmatrix}$$

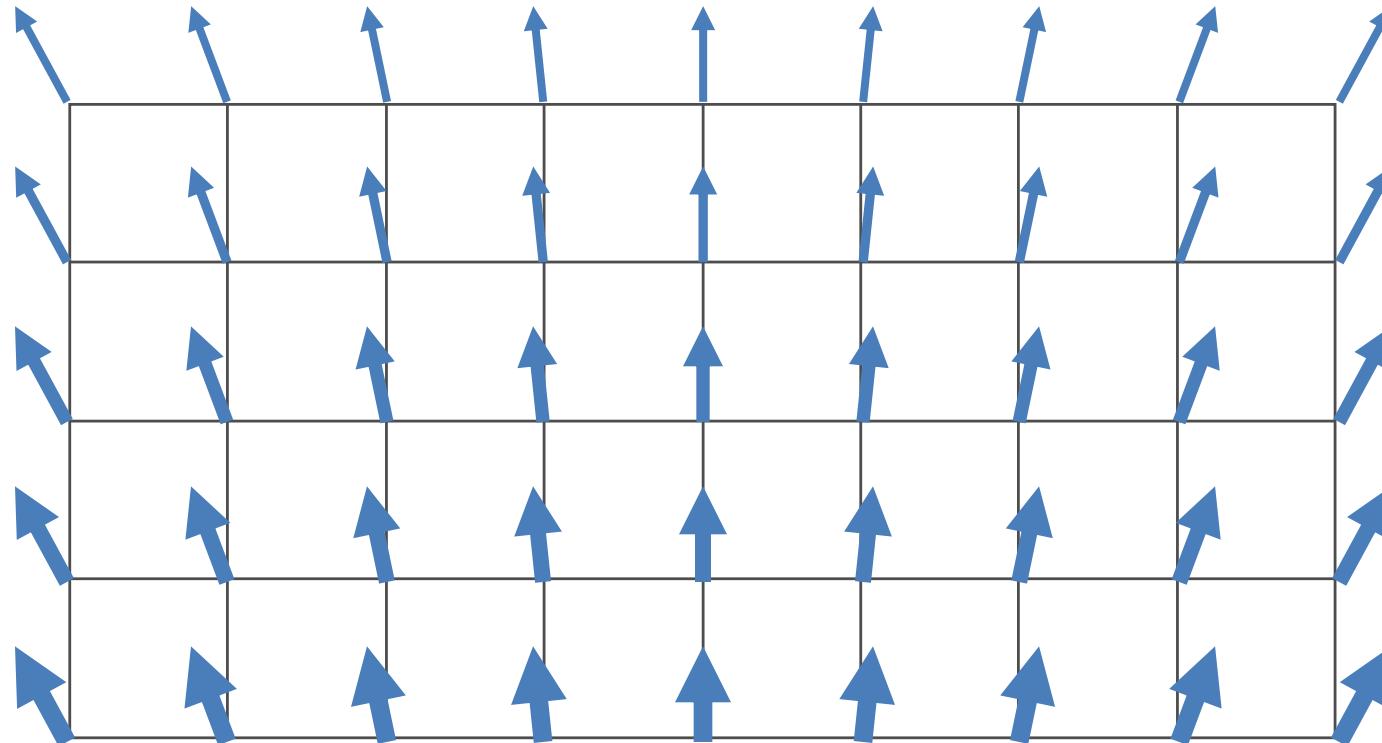
$$J_{H_3}(x, y, z) = \begin{pmatrix} 0 & -1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 0 \end{pmatrix}$$

$$div(H_3)(x, y, z) = 0$$

$$curl(H_3)(x, y, z) = \begin{pmatrix} 0 \\ 0 \\ 2 \end{pmatrix}$$

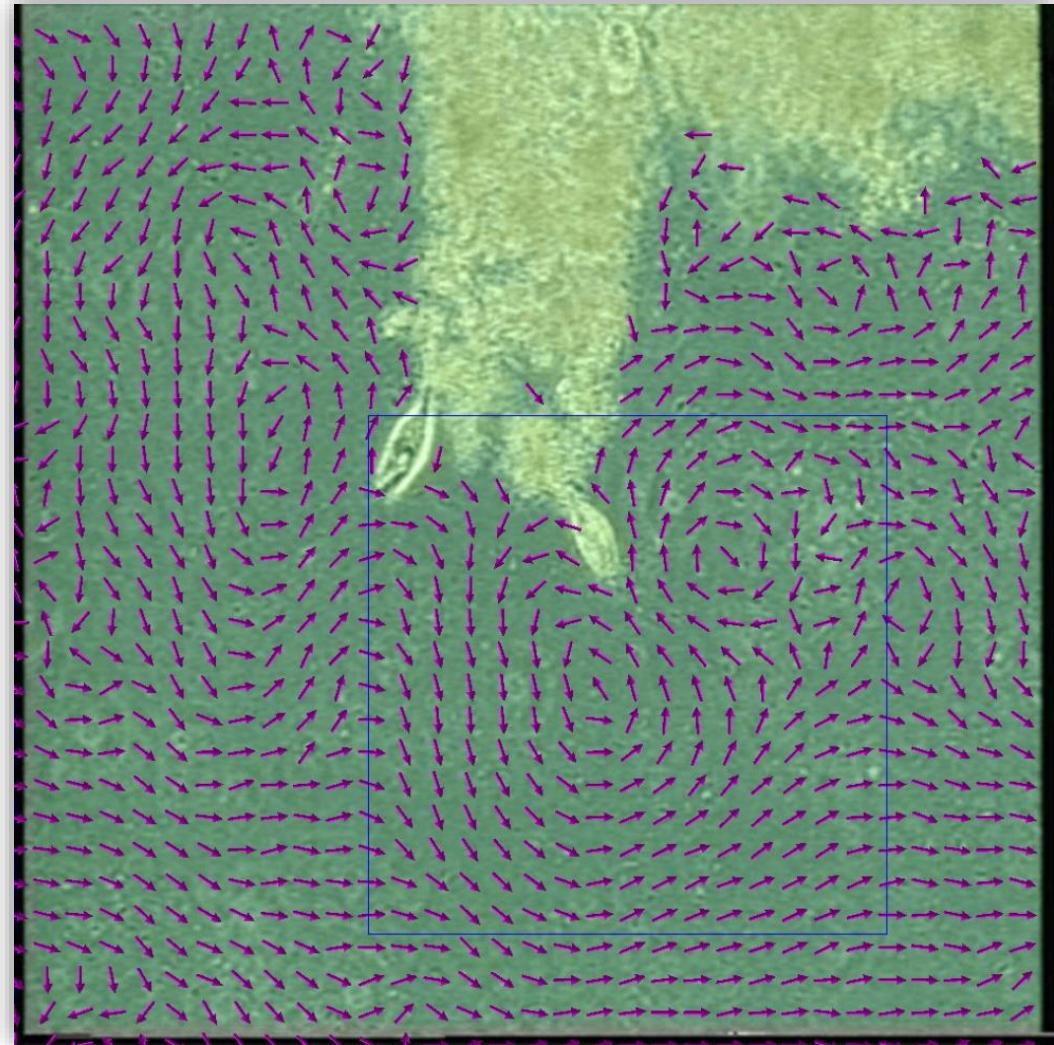
Flow visualization

- **Glyphs**
 - Visualize **local** features of the vector field
 - Map vector or curl to arrow glyphs



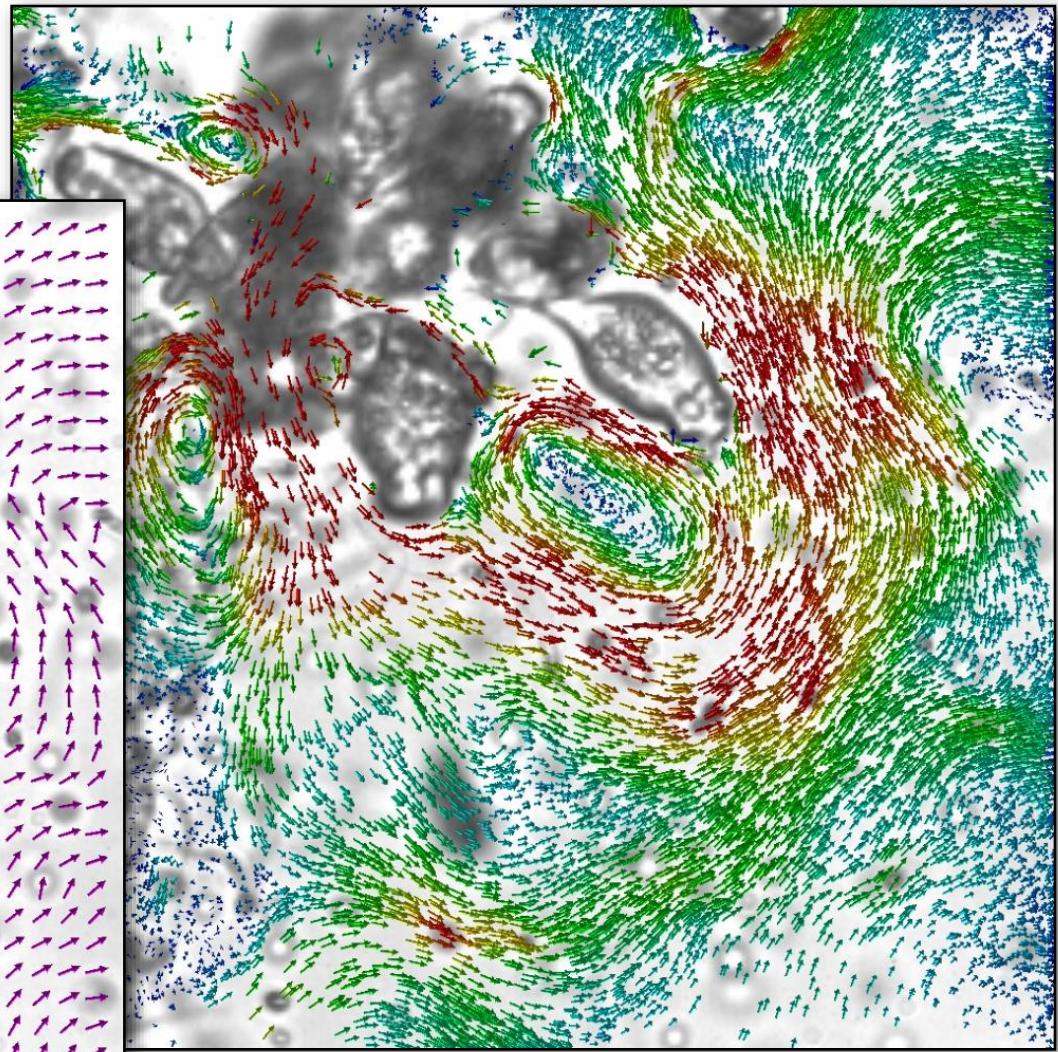
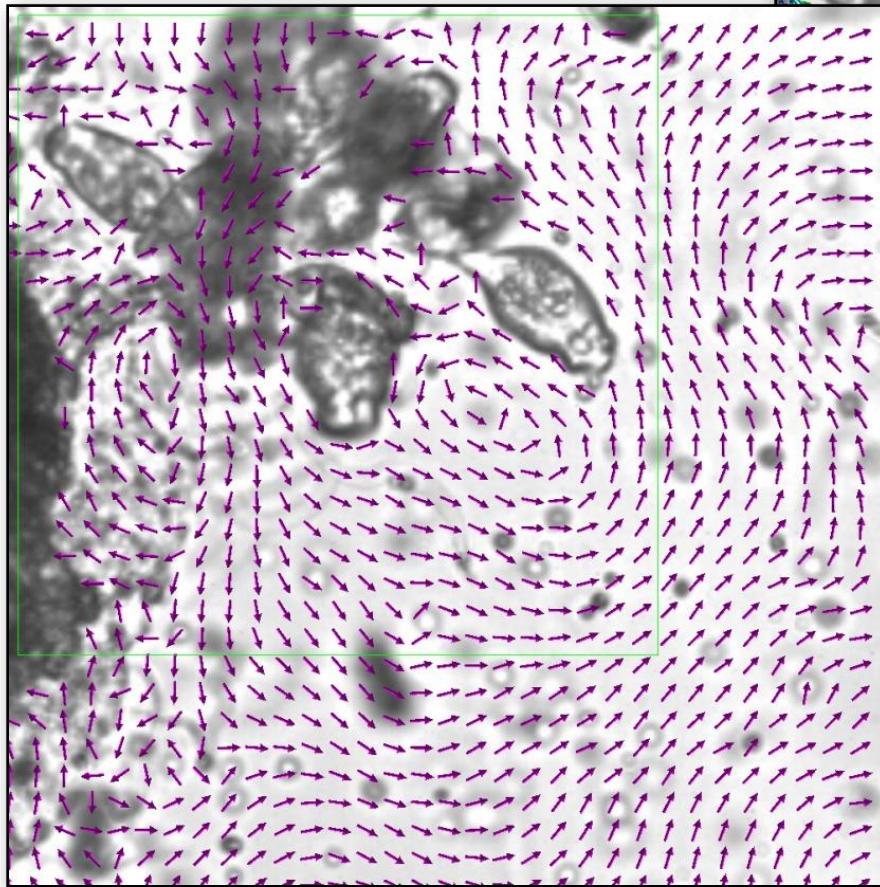
Flow visualization with arrows

- Vector per grid point pointing into the flow direction



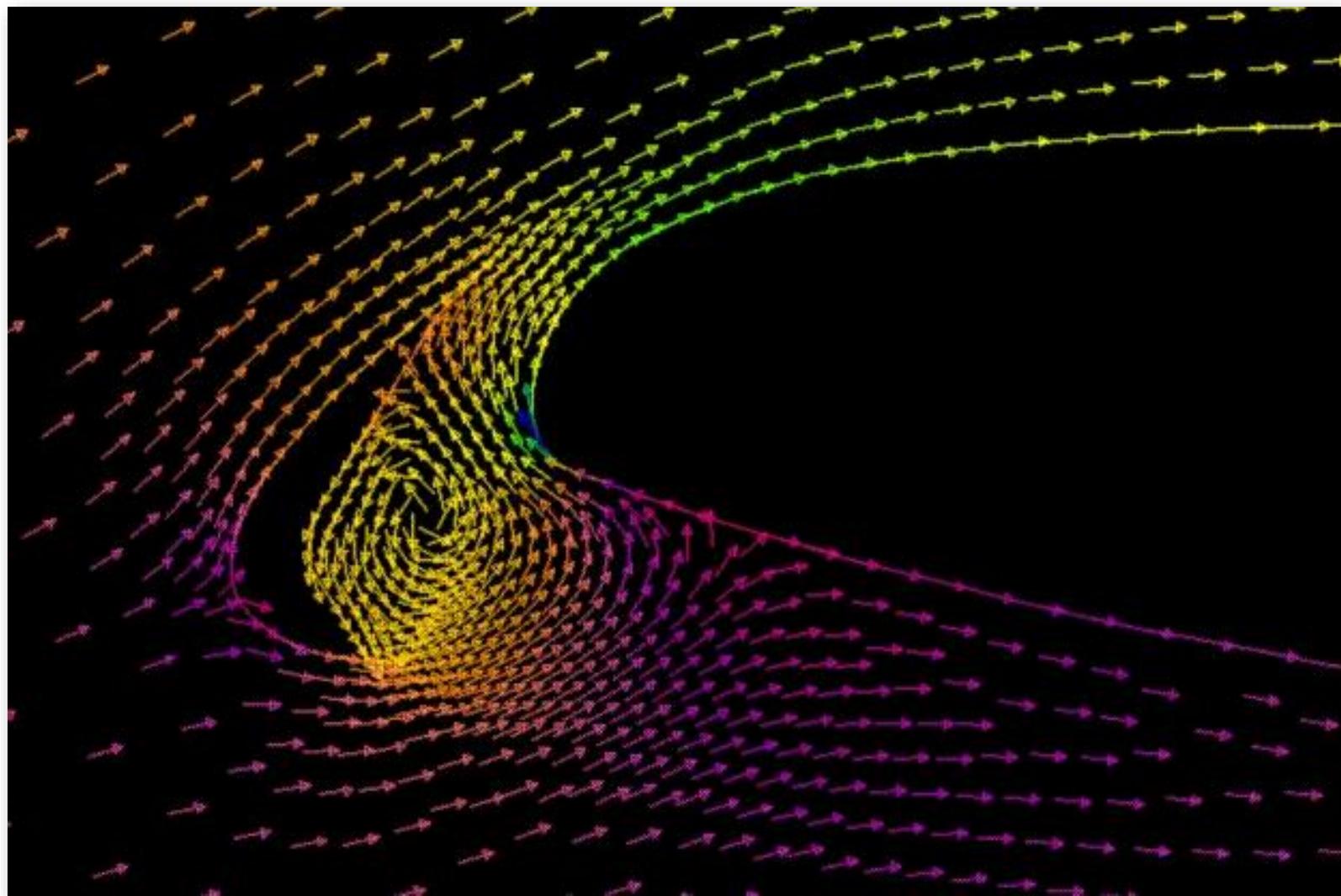
Flow visualization with arrows

- Use arrow length and/or color to highlight special regions



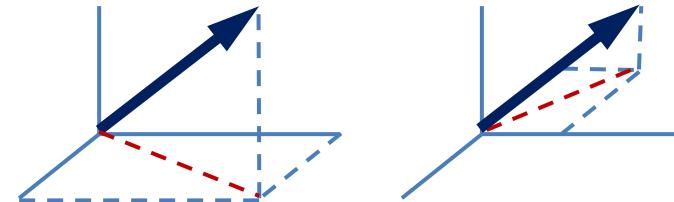
Flow visualization with arrows

SIEMENS
Ingenuity for life



Arrows in 3D

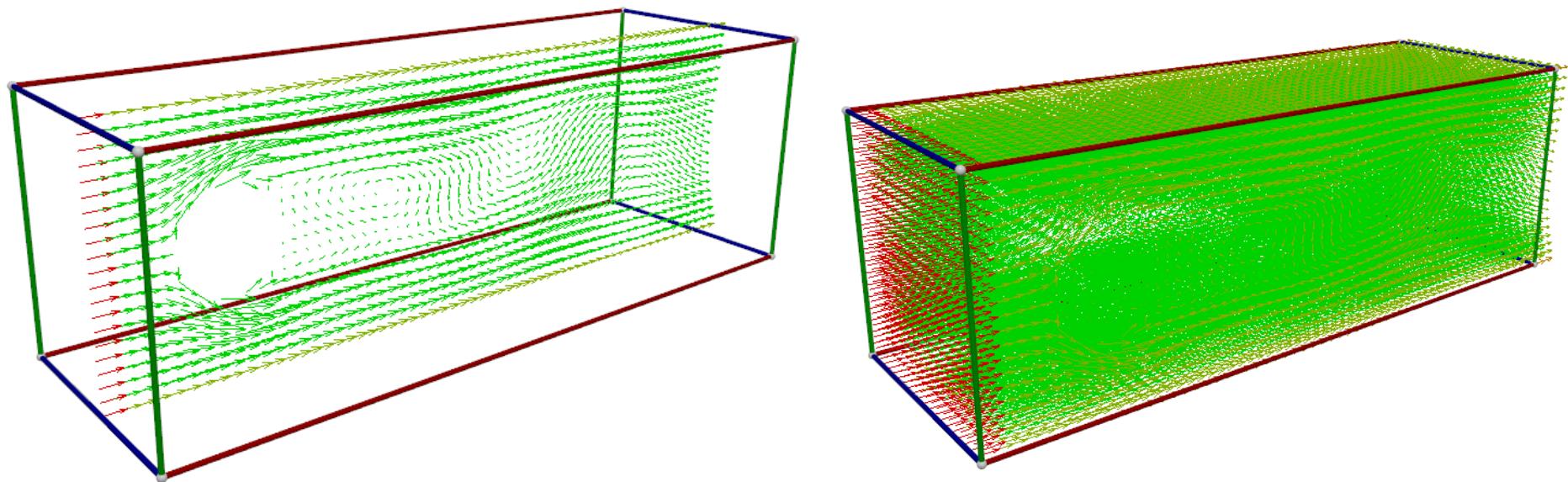
- Advantages
 - Simple
 - 3D effects
- Disadvantages
 - Ambiguity
 - Difficult spatial perception
(1D-objects in 3D)
 - Inherent occlusion effects
 - Poor results if magnitude of velocity varies significantly and changes rapidly



Use 3D arrows of constant length and color code magnitude

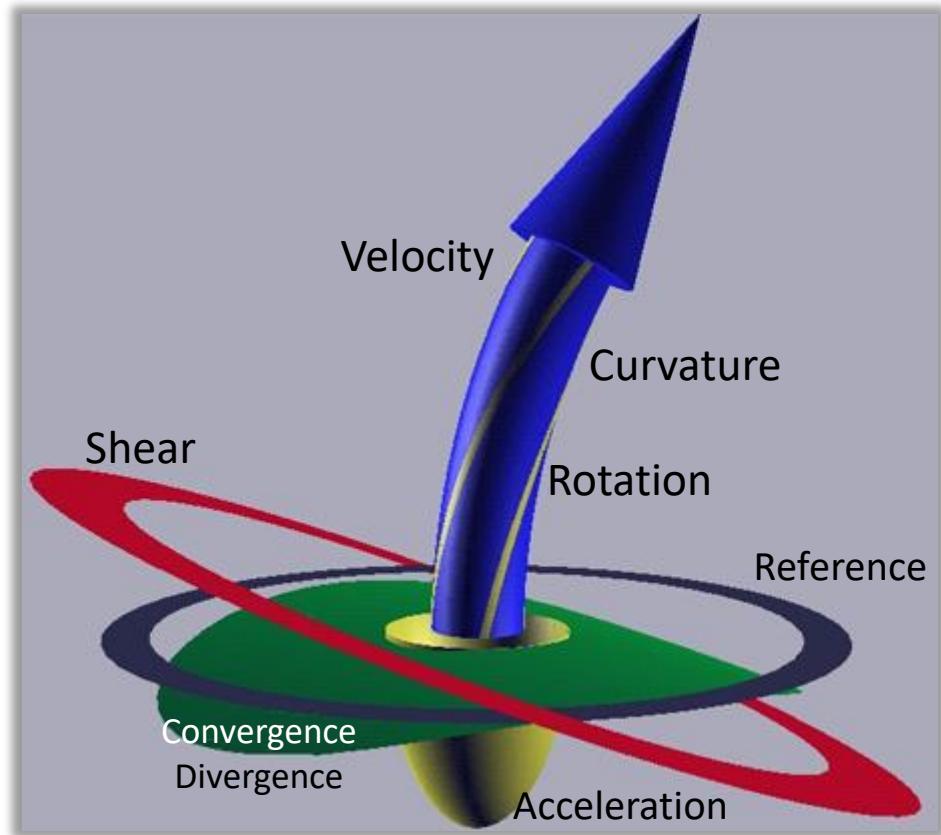
Arrows in 3D

- Compromise
 - Arrows only in slices



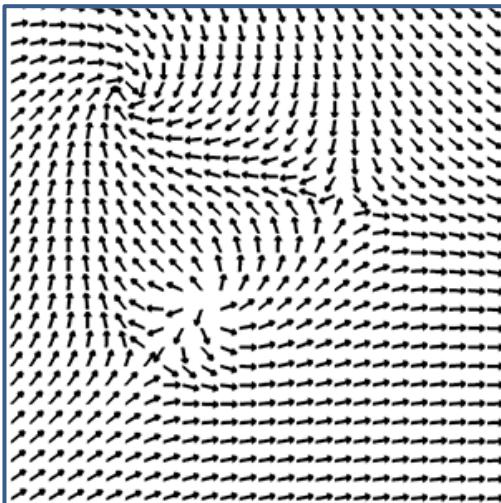
Flow visualization with glyphs

- Glyphs
 - Can visualize more features of vector field

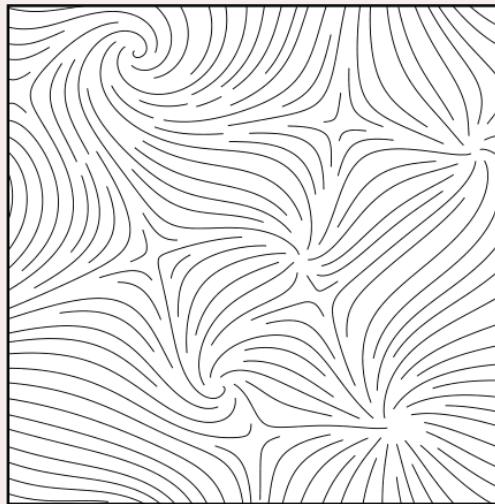


[de Leeuw and van Wijk 93]

Flow visualization – Approaches

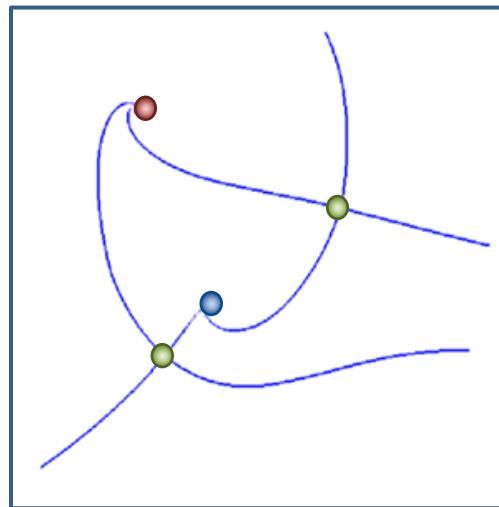


Direct flow visualization
(arrows, color coding, ...)

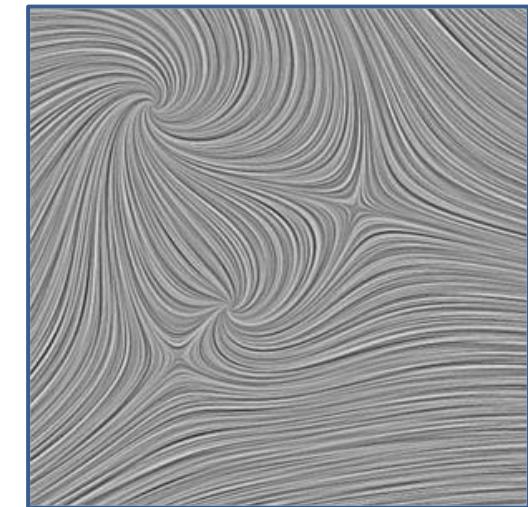


Geometric flow visualization

- Use intermediate representation (vector-field integration over time)
- Visualization of temporal evolution
- Stream lines, path lines, streak lines



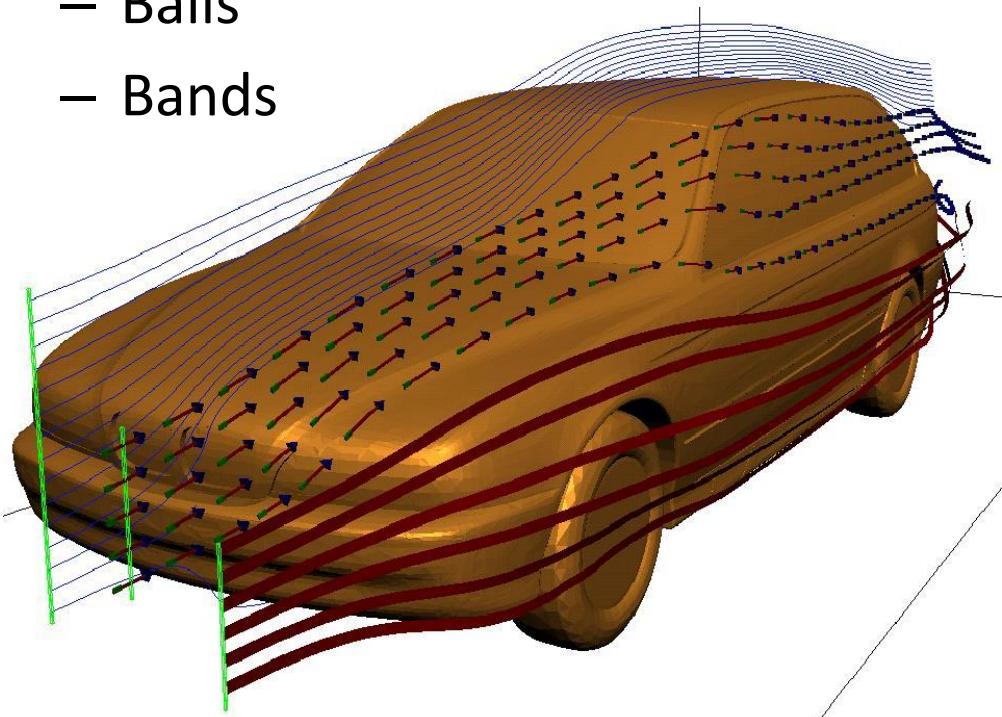
Sparse (feature-based) vis.



Dense (texture-based) vis.

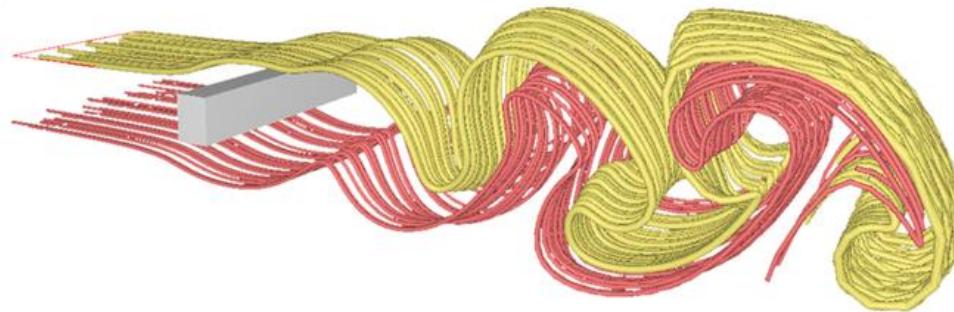
Characteristic Lines

- Basic idea: trace particles along characteristic trajectories
- Map trajectories to
 - Particles
 - Lines
 - Balls
 - Bands



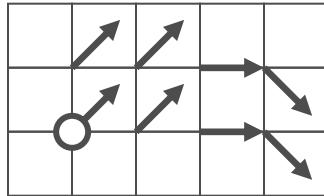
Characteristic Lines

- Types of characteristic lines
 - Stream lines: trajectories of massless particles in a “frozen” (steady) vector field
 - Path lines: trajectories of massless particles in (unsteady/time-varying) flow
 - Streak lines: trace of dye that is continuously released into (unsteady/time-varying) flow at a fixed position

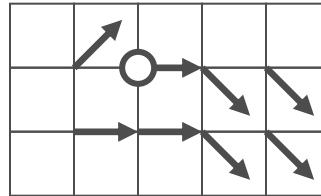


Characteristic Lines

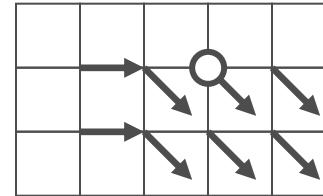
- Path lines
 - Follow one particle through time and space



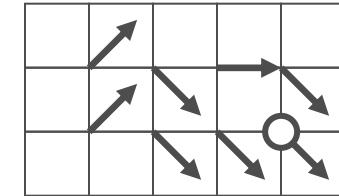
t_0



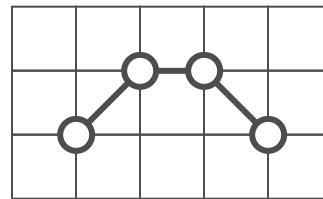
t_1



t_2



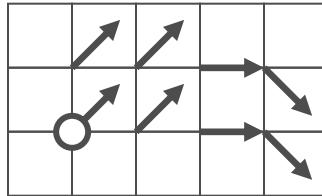
t_3



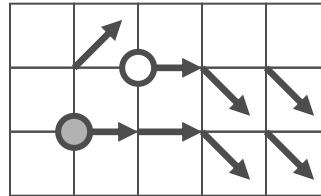
path line

Characteristic Lines

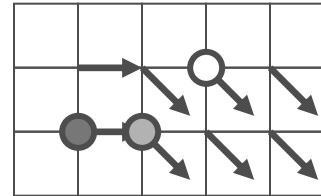
- **Streak lines**
 - Connect all particles that started at the same seed point
 - A new particle is continuously injected at the same seed point
 - All existing particles are advected & connected (from youngest to oldest)



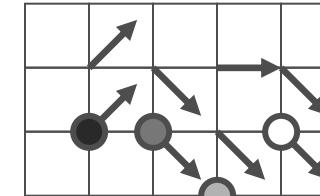
t_0



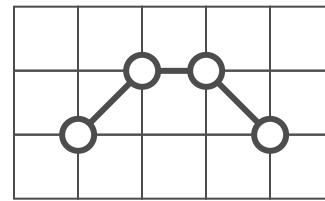
t_1



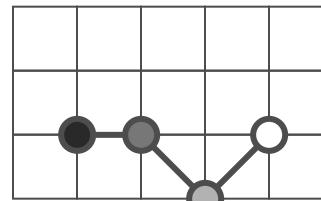
t_2



t_3



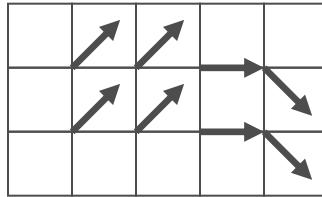
path line



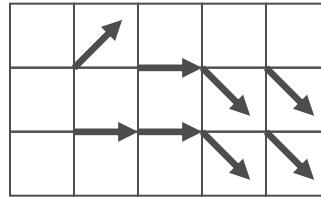
streak line

Characteristic Lines

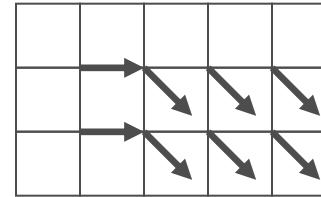
- Stream lines
 - Trajectories of massless particles at one time step



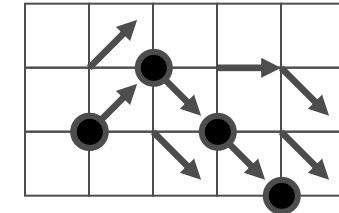
t_0



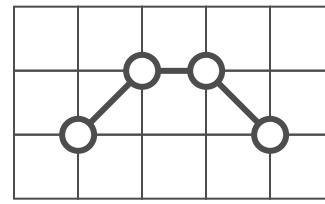
t_1



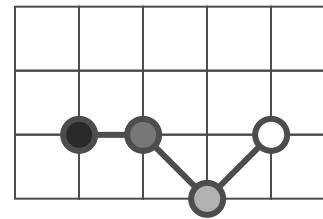
t_2



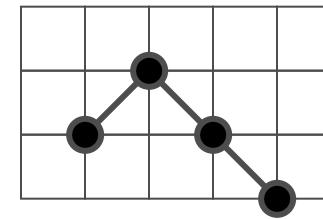
t_3



path line



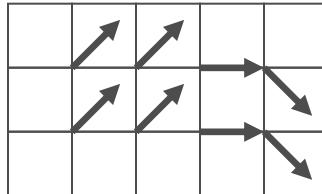
streak line



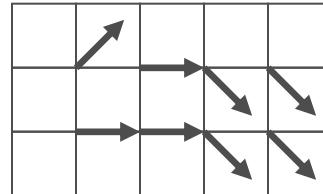
stream line for t_3

Characteristic Lines

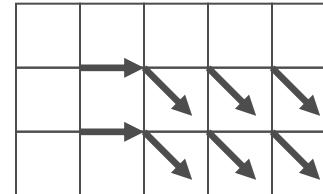
- Comparison of path lines, streak lines, and stream lines
 - Identical for steady flows



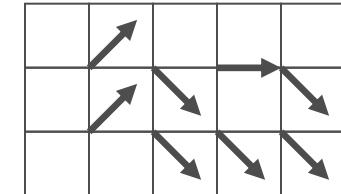
t_0



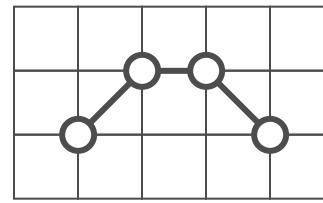
t_1



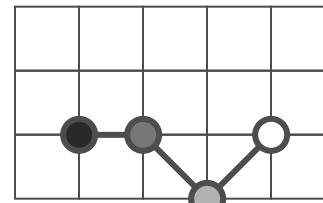
t_2



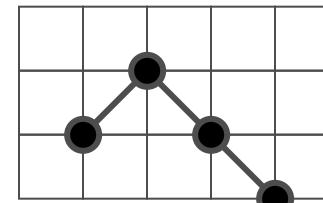
t_3



path line



streak line

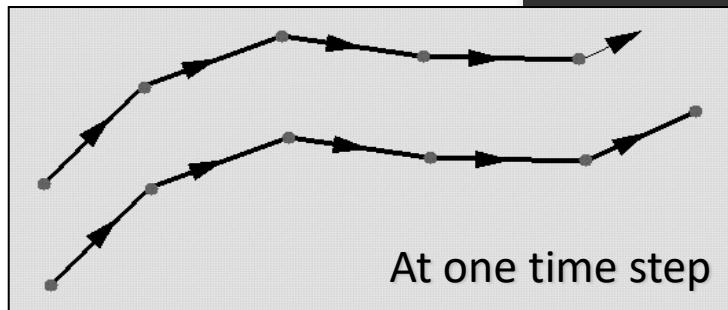


stream line for t_3

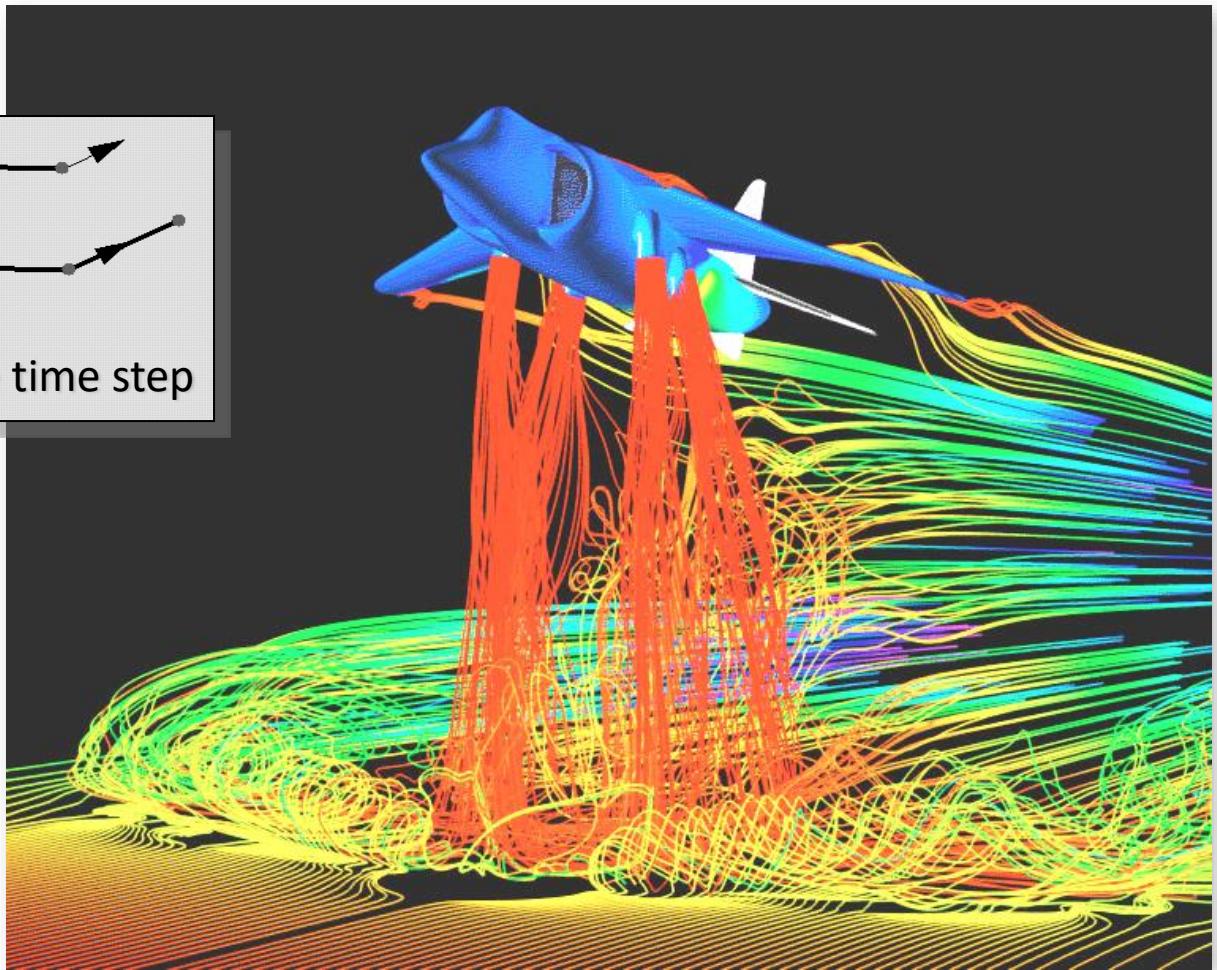
Mapping Based on Particle Tracing

SIEMENS
Ingenuity for life

- Stream lines



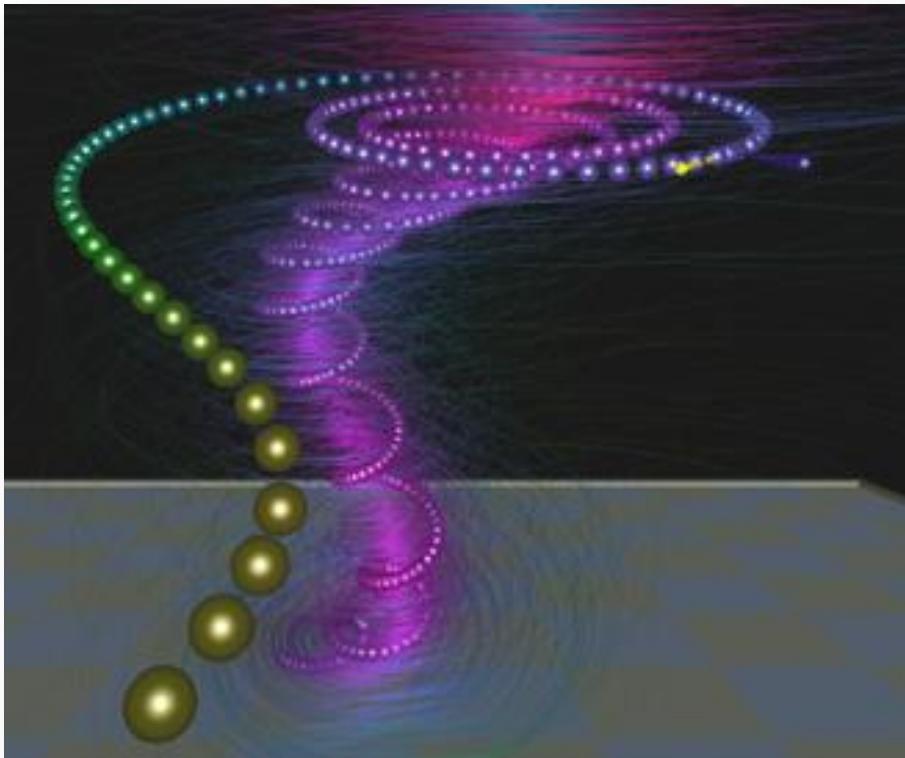
Simple colored
stream lines



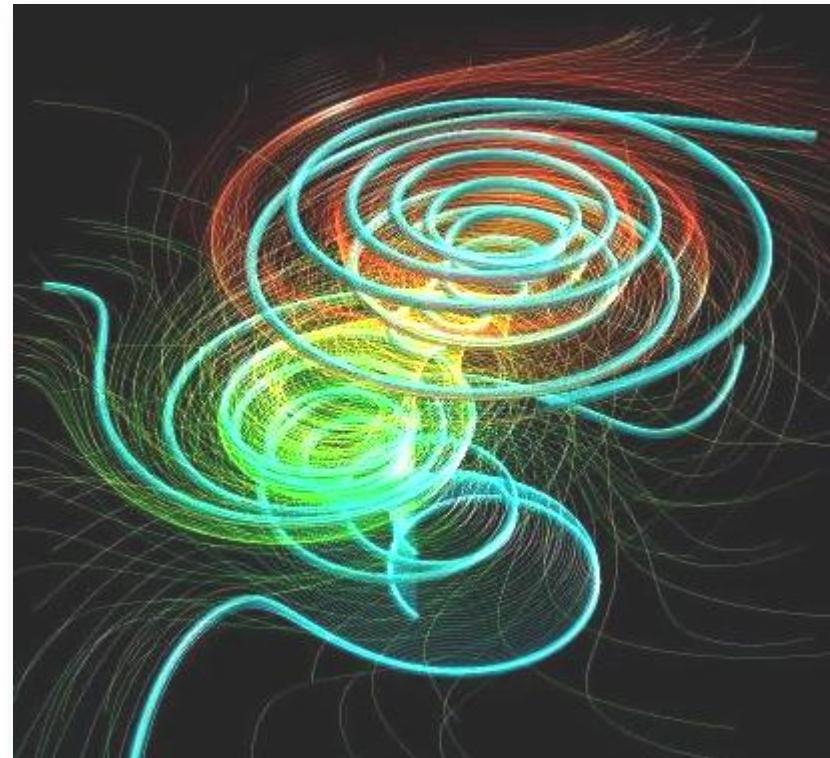
Mapping Based on Particle Tracing

SIEMENS
Ingenuity for life

- Stream lines



Stream balls & illuminated
stream lines



Stream tubes

Particle tracing, bir madde parçacığının bir akışkan içinde nasıl hareket ettiğini takip etmek için kullanılan bir yöntemdir. Bu yöntem, bir parçacığın başlangıç koordinatlarını belirleyerek, parçacığın türevlerini hesaplayarak ve bu türevleri zamana göre çözerek parçacığın yolunu tahmin etmeye çalışır. Bu yöntem, hareket eden parçacıkların gelecekteki hareketlerini tahmin etmek için kullanılabilir.

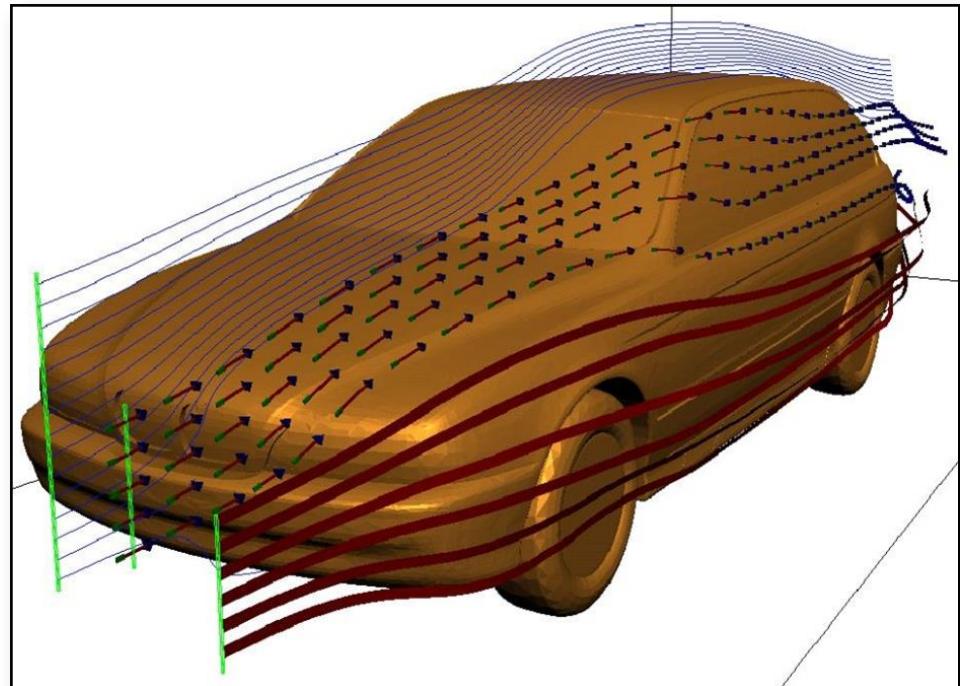
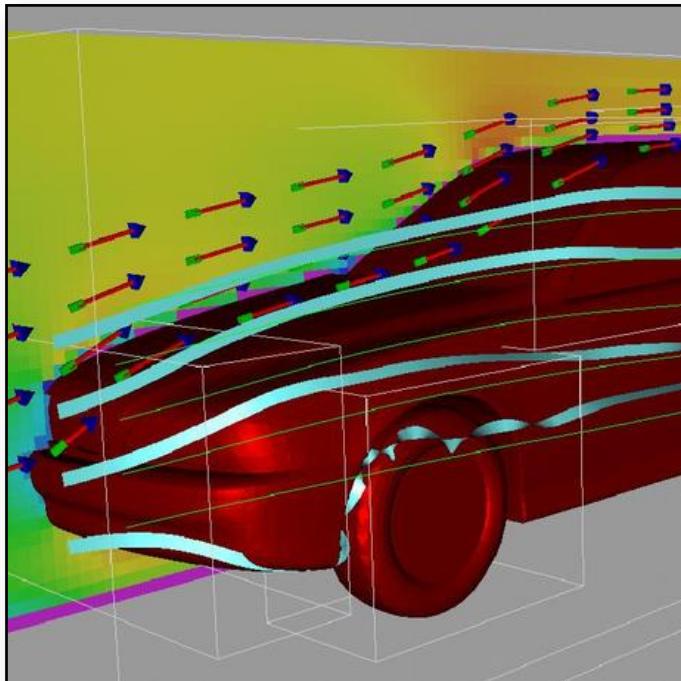
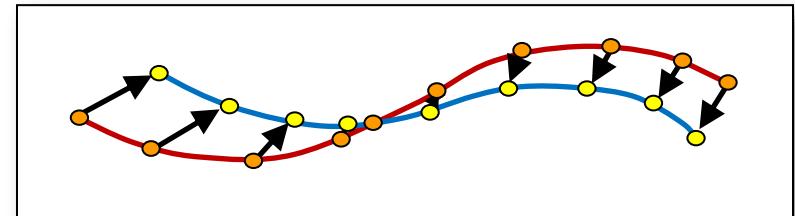
Streamlines, bir akışkan içinde hava veya su gibi maddelerin hareketini göstermek için kullanılan bir yöntemdir. Streamlines, bir akışkanın hızının yönünü gösterir ve bir akışkanın hareketini anlamaya yardımcı olur. Streamlines, bir akışkanın hareketi hakkında bilgi verirken, particle tracing ise bir madde parçacığının hareketi hakkında bilgi verir.

Farklı olarak, streamlines akışkanın hareketini gösterirken, particle tracing ise bir parçacığın hareketini takip eder. Ayrıca, particle tracing yalnızca bir parçacığın hareketini takip ederken, streamlines tüm akışkanın hareketini gösterir.

Mapping Based on Particle Tracing

SIEMENS
Ingenuity for life

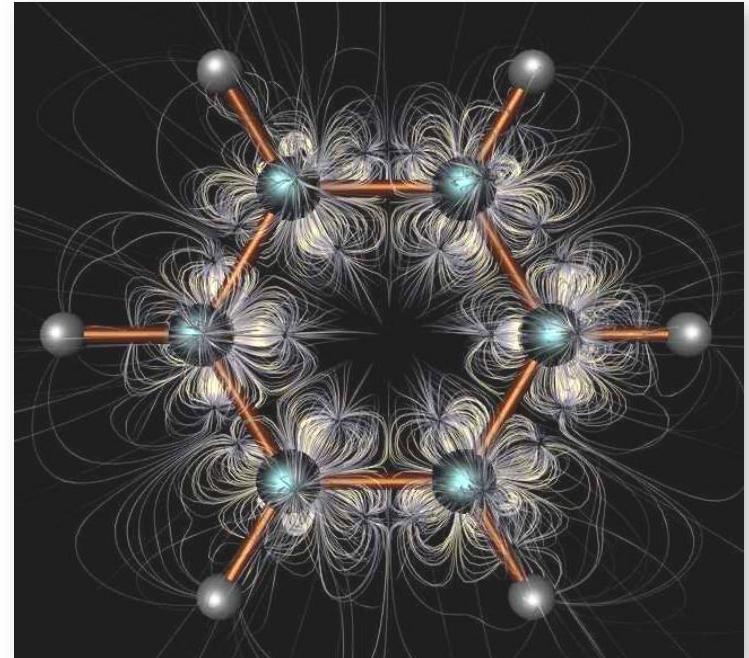
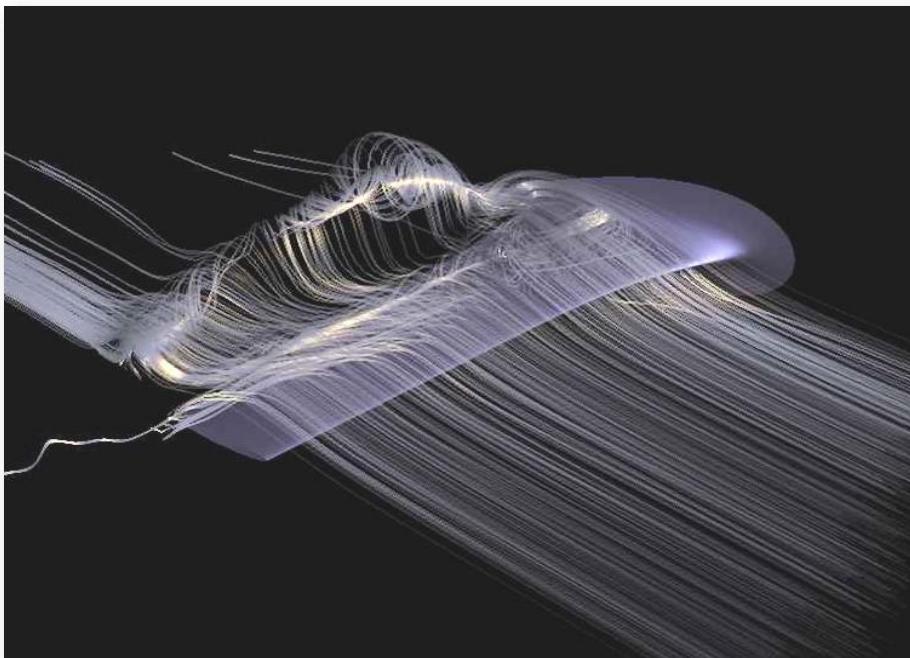
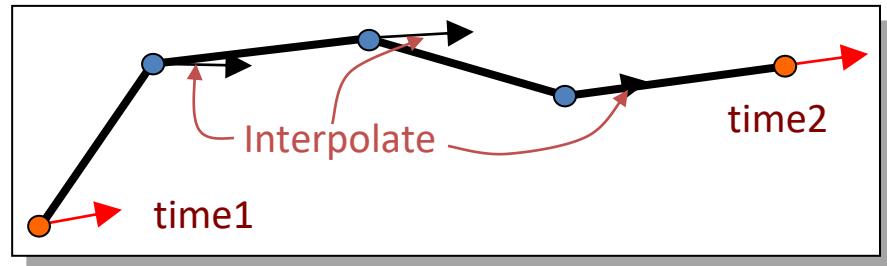
- **Stream ribbons** (flow oriented)
 - We liked to see places where the flow twists (vortices)
 - Trace two close-by particles (keep distance constant)
 - Or rotate band according to curl



Mapping Based on Particle Tracing

SIEMENS
Ingenuity for life

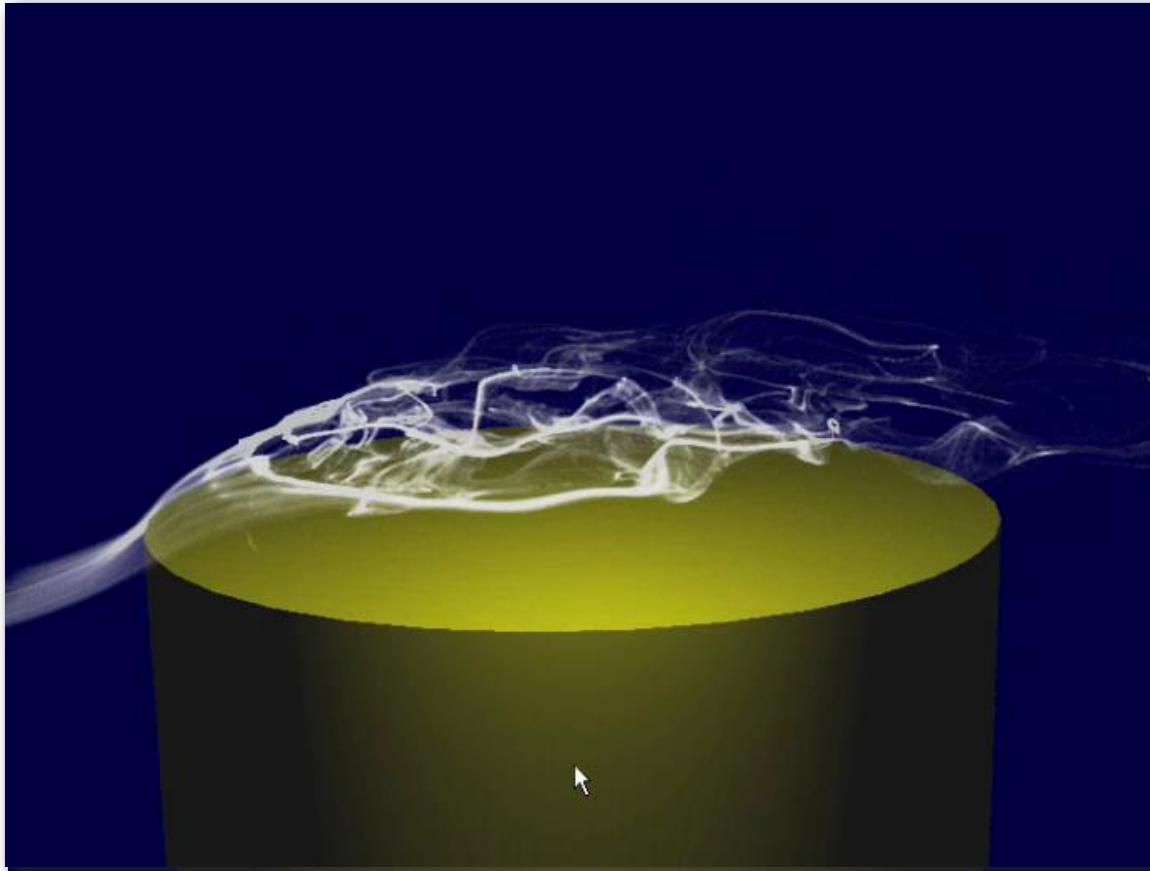
- Path lines
 - Follow one particle through time and space
 - Illuminated 3D curves improves 3D perception



Mapping Based on Particle Tracing

SIEMENS
Ingenuity for life

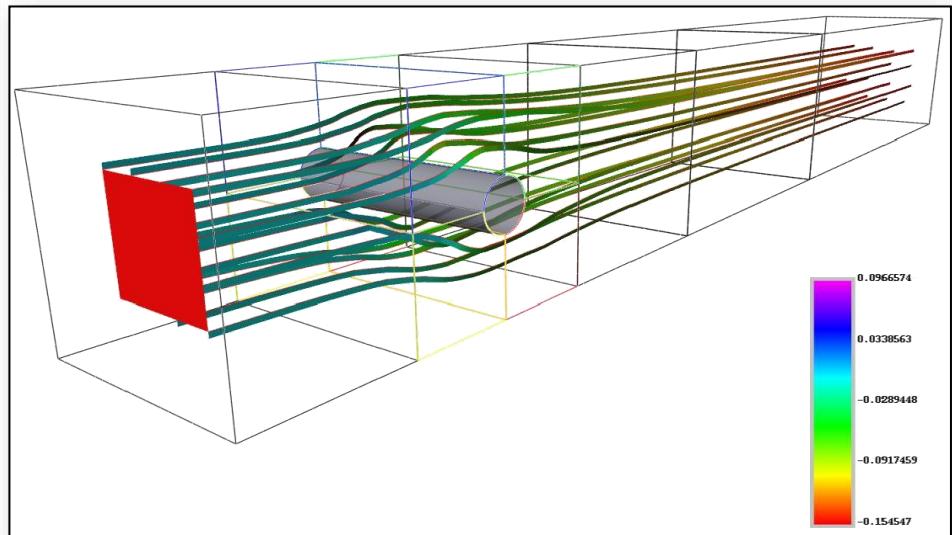
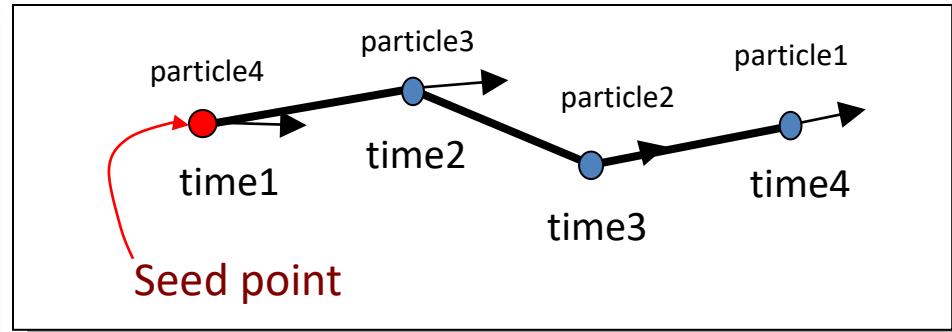
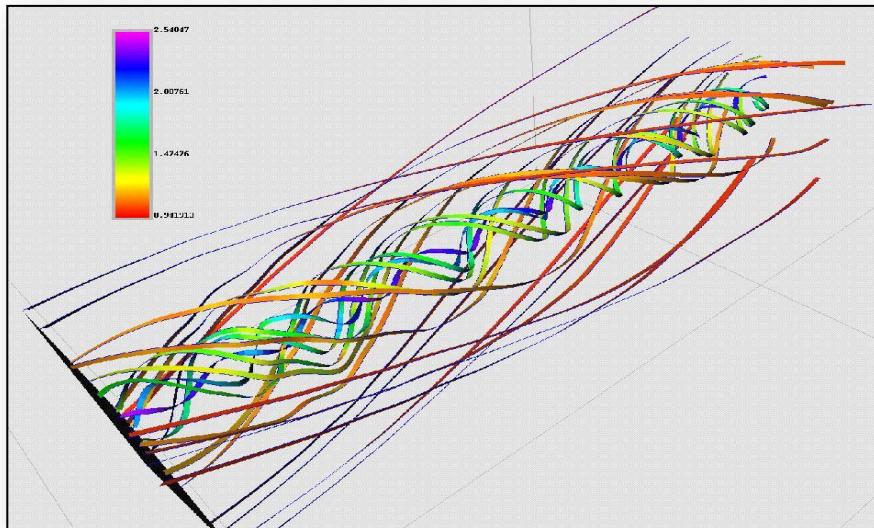
- Particle visualization in unsteady flow



Mapping Based on Particle Tracing

SIEMENS
Ingenuity for life

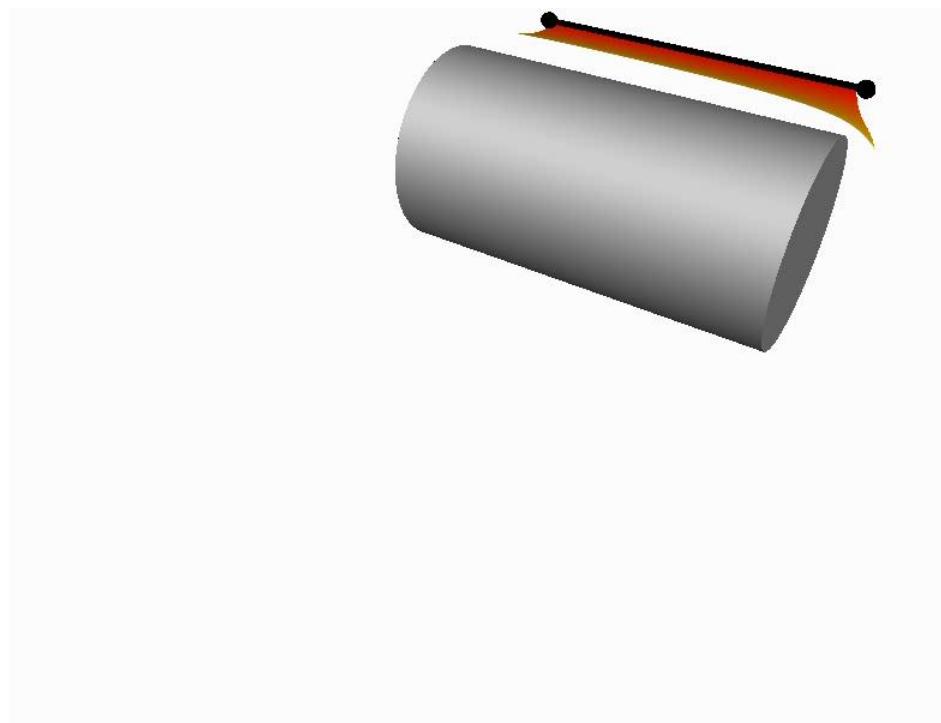
- Streak lines
 - A new particle is continuously injected at the same seed point
 - Existing particles are advected & connected (from youngest to oldest)



Mapping Based on Particle Tracing

SIEMENS
Ingenuity for life

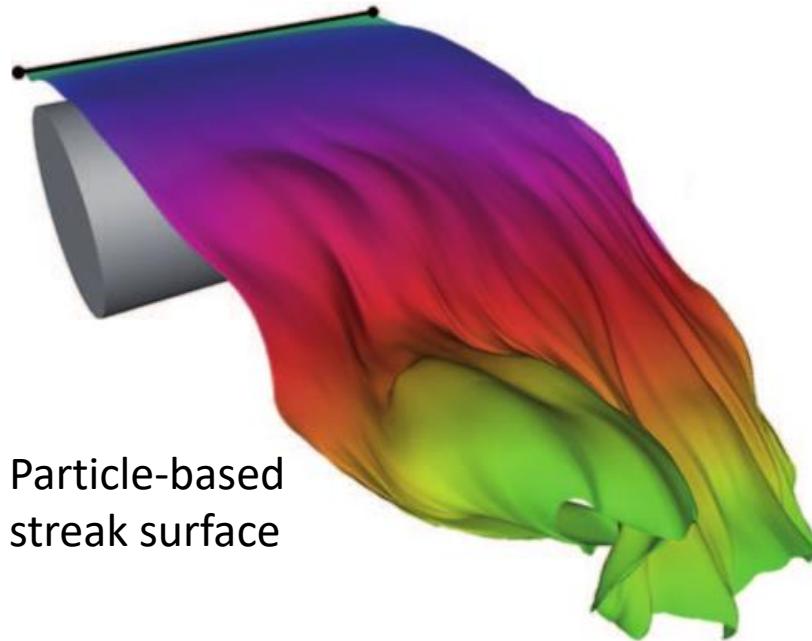
- **Streak surface**
 - Simultaneously release particles along a seeding structure (line) and connect all them to form a surface



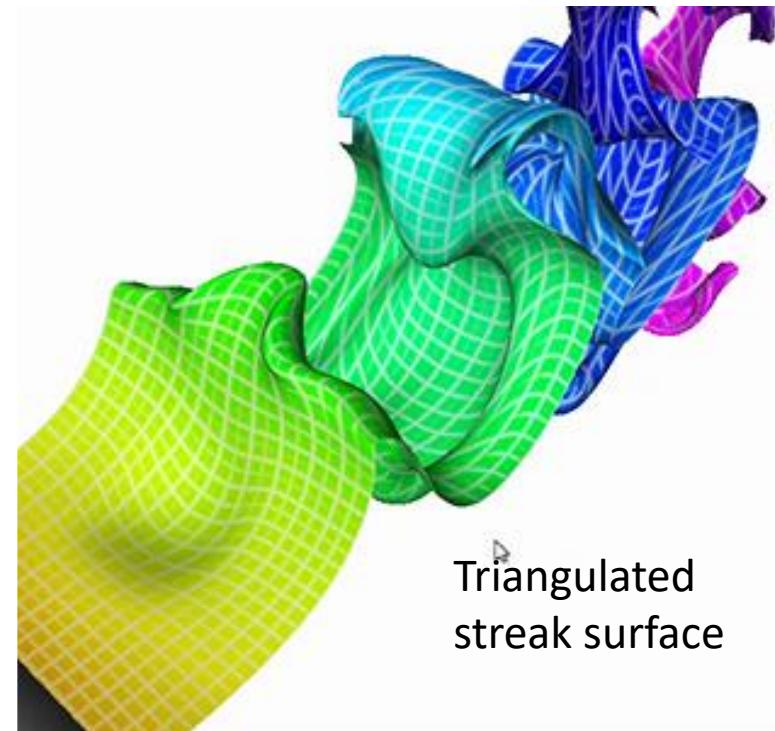
Mapping Based on Particle Tracing

SIEMENS
Ingenuity for life

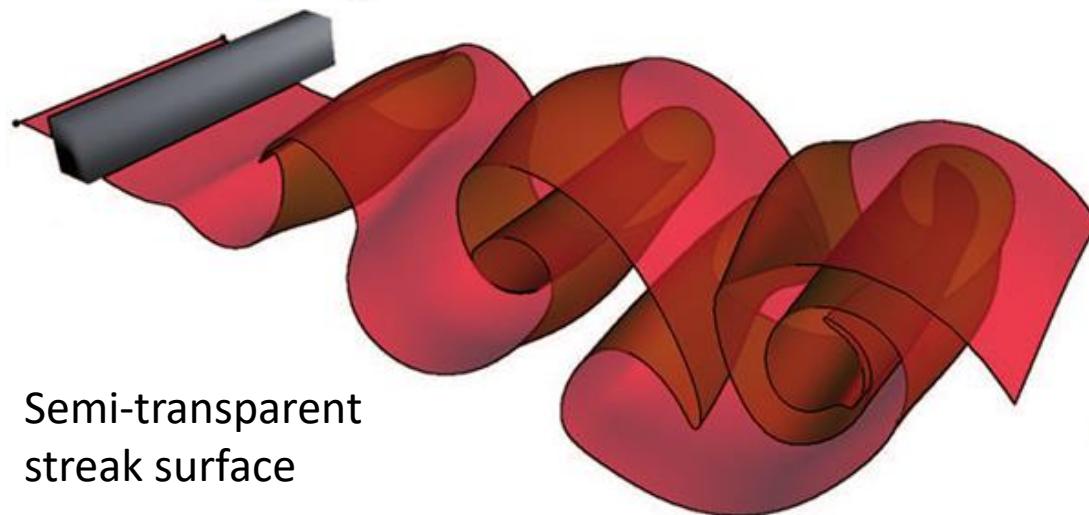
- Streak surface



Particle-based
streak surface



Triangulated
streak surface



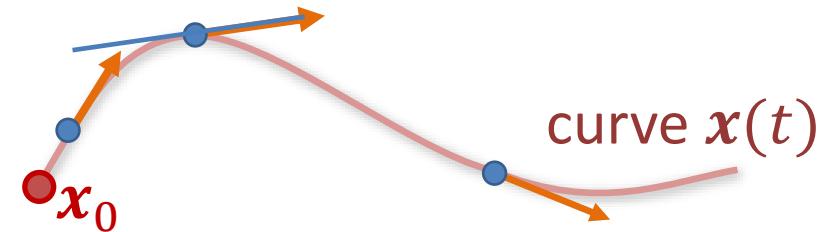
Semi-transparent
streak surface

[Bürger et al. 09]

Characteristic Lines

- Characteristic lines are **tangential** to the flow
 - Means that **line tangent** (1^{st} derivative) = **vector field direction**

$$\frac{\partial \mathbf{x}(t)}{\partial t} = \mathbf{v}(\mathbf{x}(t), t)$$



- Characteristic lines do not intersect!
- They are solutions to the initial value problem of an ordinary differential equation (ODE)

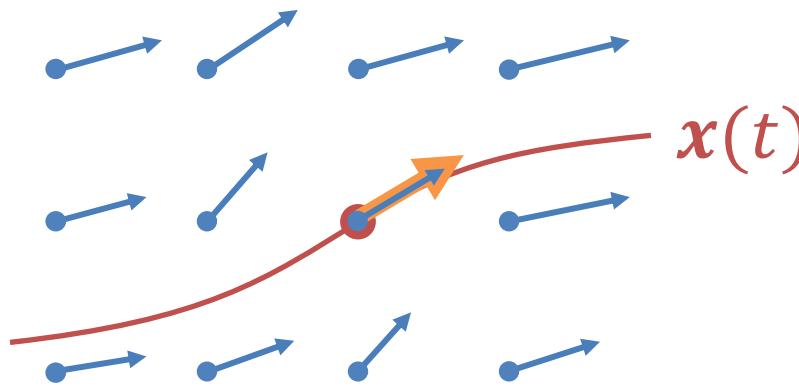
$$x(0) = x_0 , \quad \frac{\partial \mathbf{x}(t)}{\partial t} = \mathbf{v}(\mathbf{x}(t), t)$$

Initial value
(seed point x_0) Ordinary differential equation (ODE)

Numerical Integration of ODEs

- Particle tracing problem – how to solve the differential equation:

$$x(0) = x_0, \quad \dot{x}(t) = \frac{\partial x(t)}{\partial t} = v(x(t), t)$$



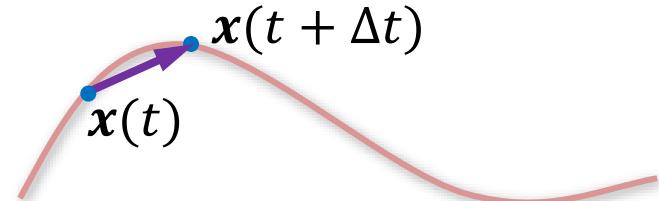
- What kind of numerical solver?

Numerical Integration of ODEs

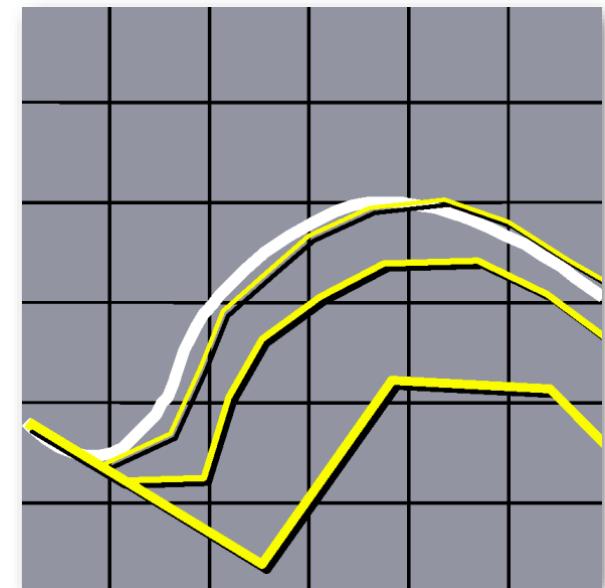
- Rewrite ODE in generic form
- Initial value problem for: $\dot{x}(t) = v(x(t), t)$
- Simple approach: Euler method

$$\frac{x(t + \Delta t) - x(t)}{\Delta t} \approx v(x(t), t)$$

$$\Rightarrow x(t + \Delta t) \approx x(t) + \Delta t \cdot v(x(t), t)$$

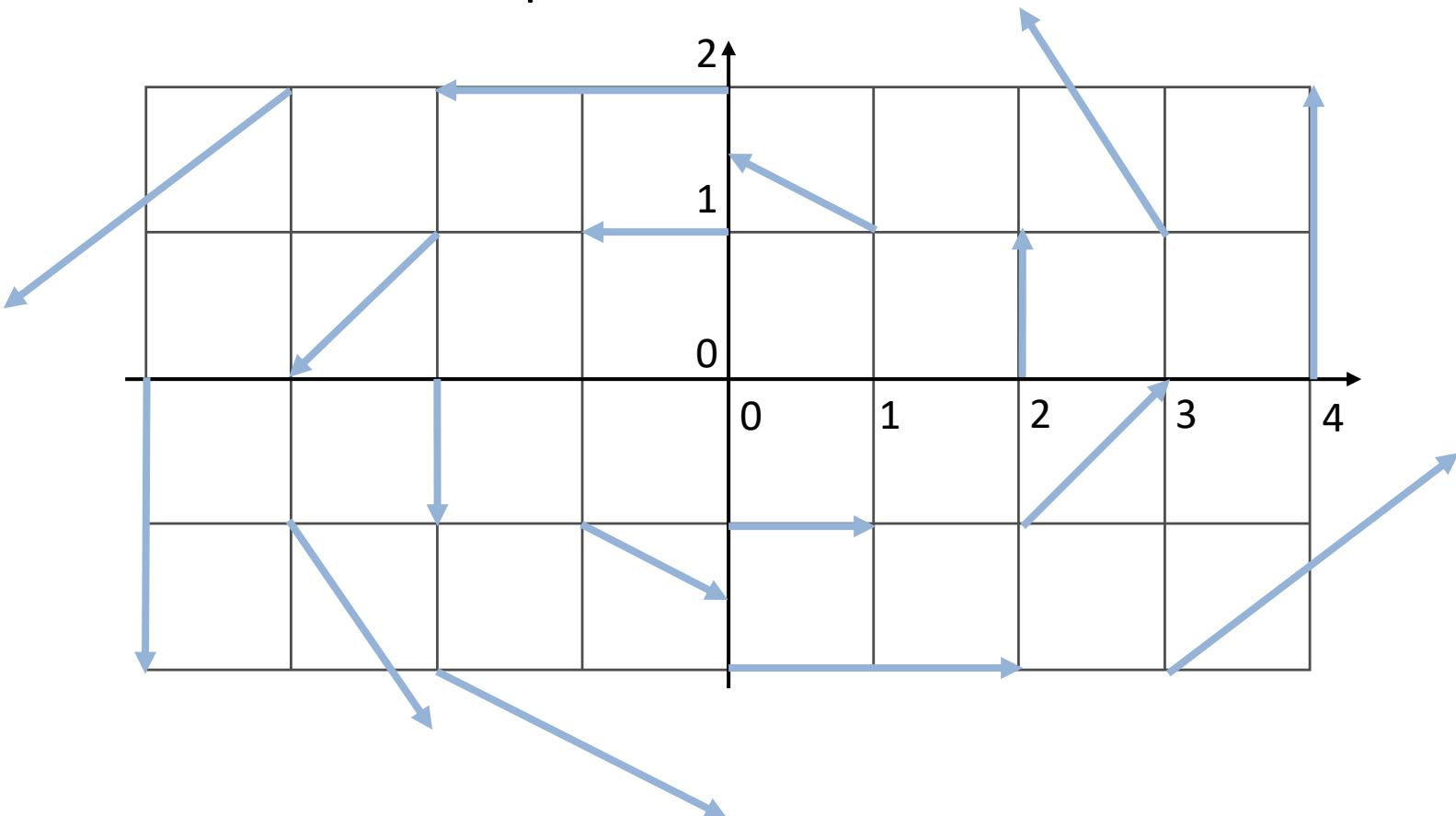


- First order method
- Higher accuracy with smaller step size



Numerical Integration of ODEs

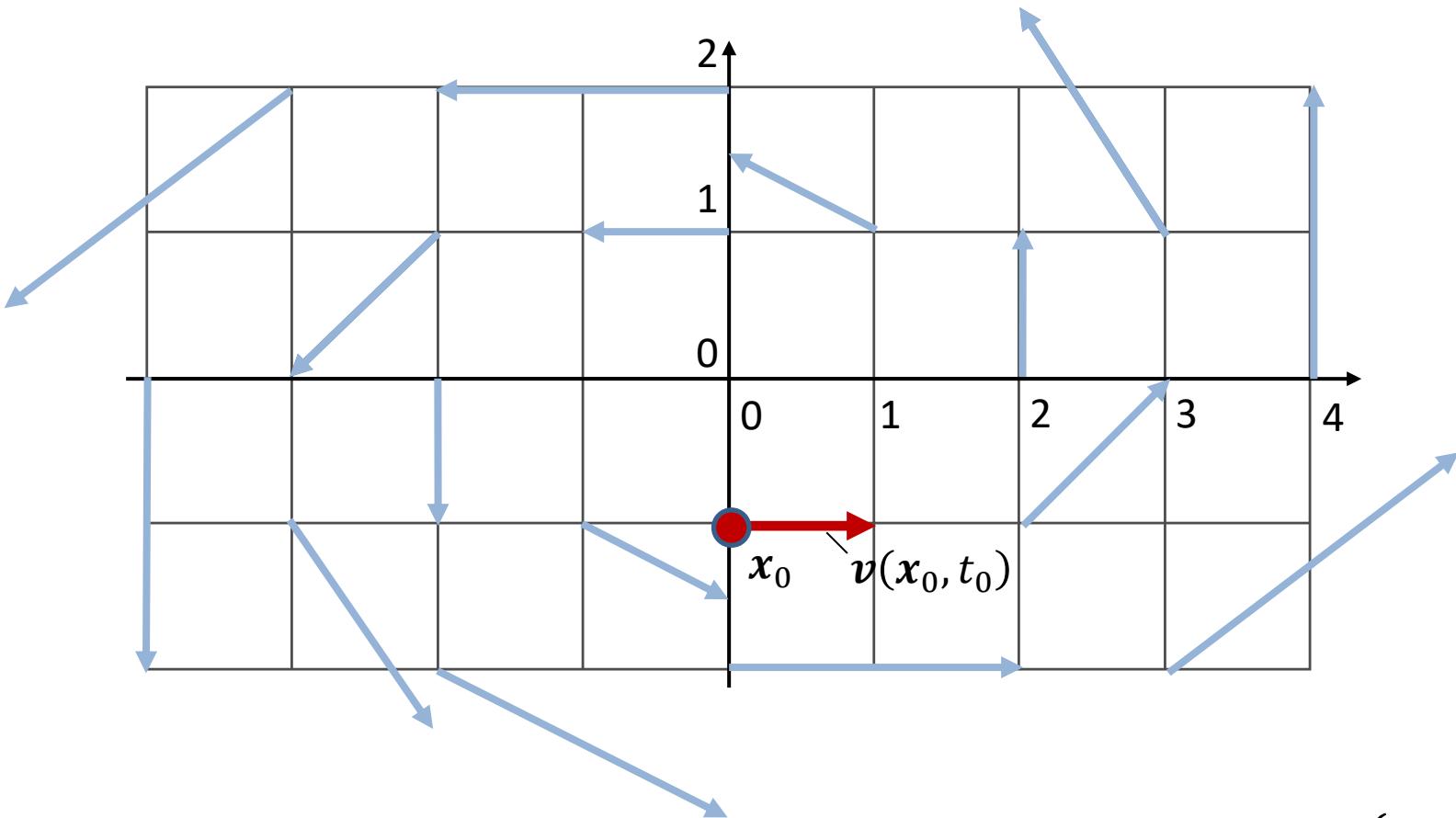
- Example: 2D vector field $\mathbf{v}(x, y, t) = (-y, x^2/2)$ ✓
 - Sample arrows shown
 - True solution are ellipses



Numerical Integration of ODEs

- Example: Euler Integration ($\Delta t = 0.5$)

– Seed point: $x_0 = \begin{pmatrix} 0 \\ -1 \end{pmatrix}$, current vector $v(x_0, t_0) = \begin{pmatrix} 1 \\ 0 \end{pmatrix}$

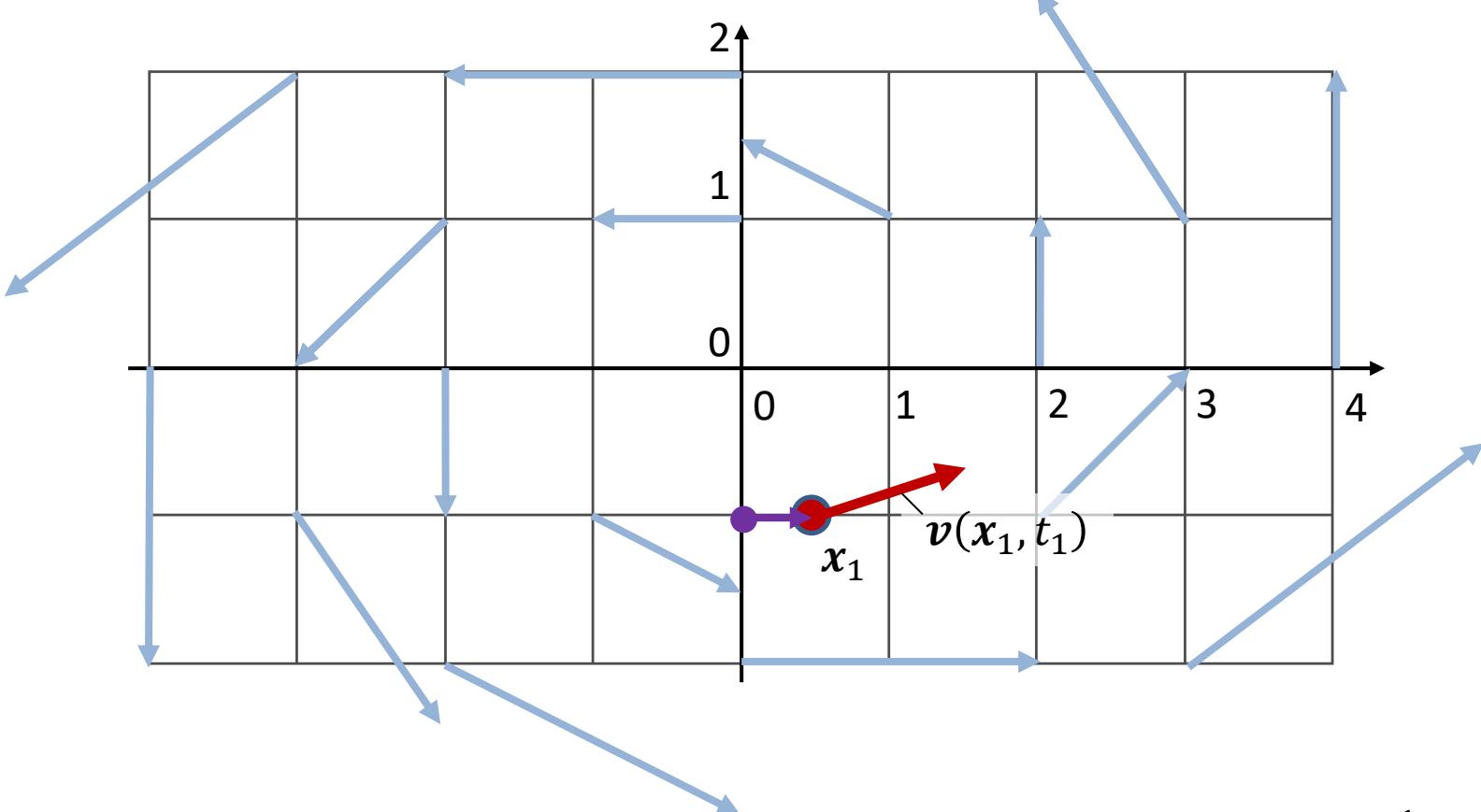


$$v(x, y, t) = (-y, x/2)$$

Numerical Integration of ODEs

- Example: Euler Integration ($\Delta t = 0.5$)

– New point: $x_1 = x_0 + \Delta t \cdot v(x_0, t_0) = \begin{pmatrix} 0.5 \\ -1 \end{pmatrix}, \quad v(x_1, t_1) = \begin{pmatrix} 1 \\ 0.25 \end{pmatrix}$

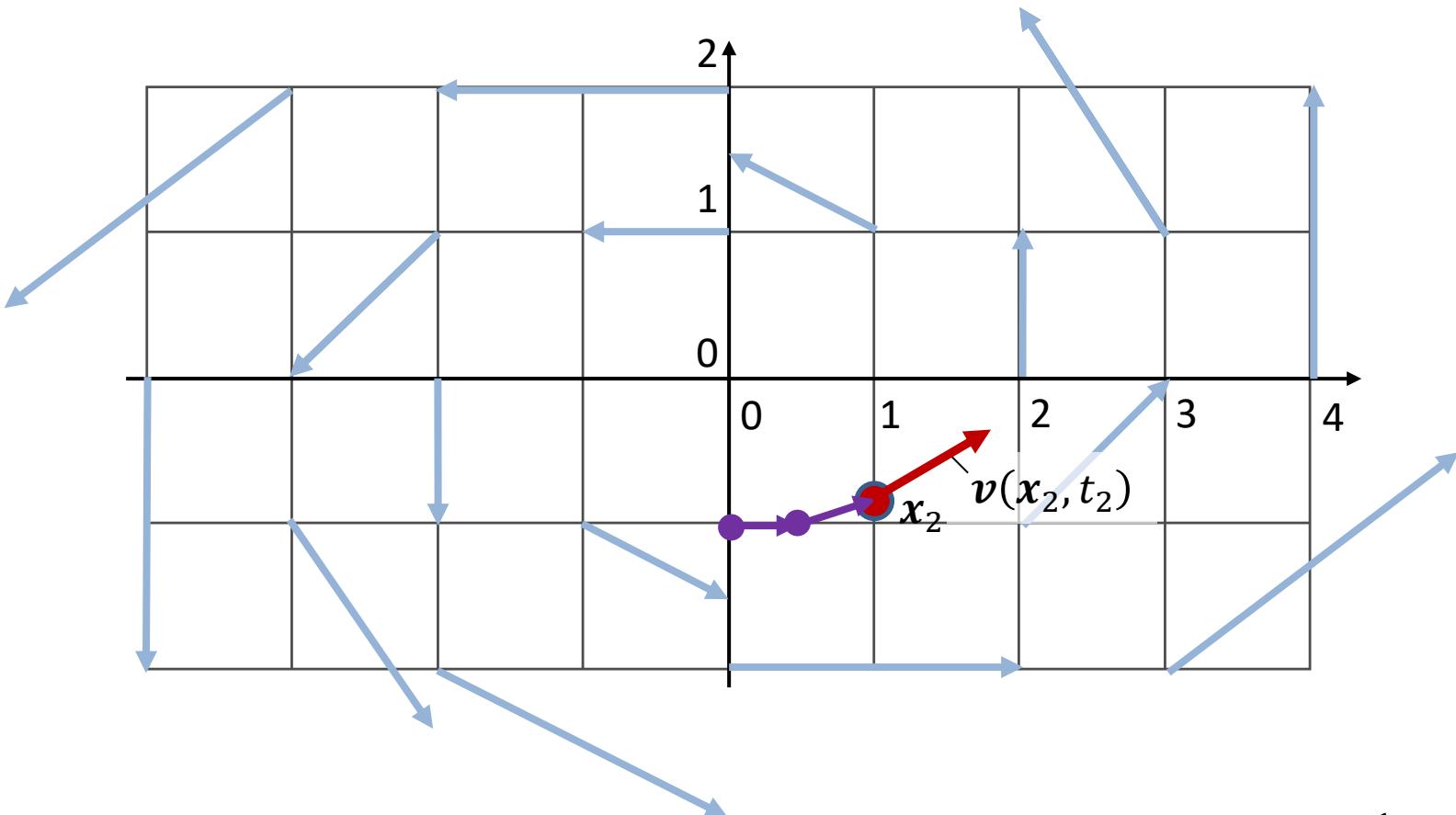


$$v(x, y, t) = (-y, x/2)$$

Numerical Integration of ODEs

- Example: Euler Integration ($\Delta t = 0.5$)

– New point: $x_2 = x_1 + \Delta t \cdot v(x_1, t_1) \approx \begin{pmatrix} 1 \\ -0.88 \end{pmatrix}$, $v(x_2, t_2) \approx \begin{pmatrix} 0.88 \\ 0.5 \end{pmatrix}$

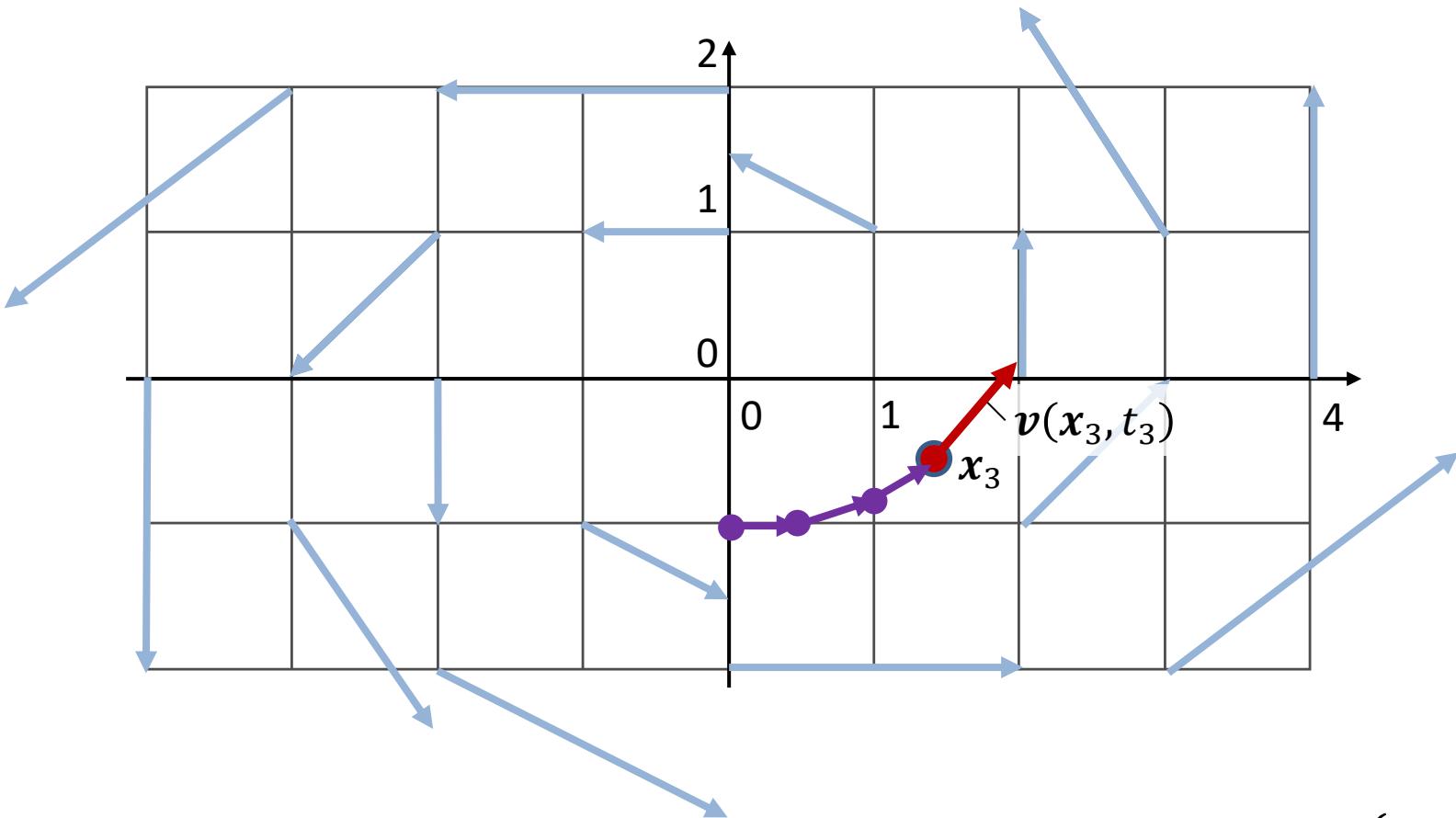


$$v(x, y, t) = (-y, x/2)$$

Numerical Integration of ODEs

- Example: Euler Integration ($\Delta t = 0.5$)

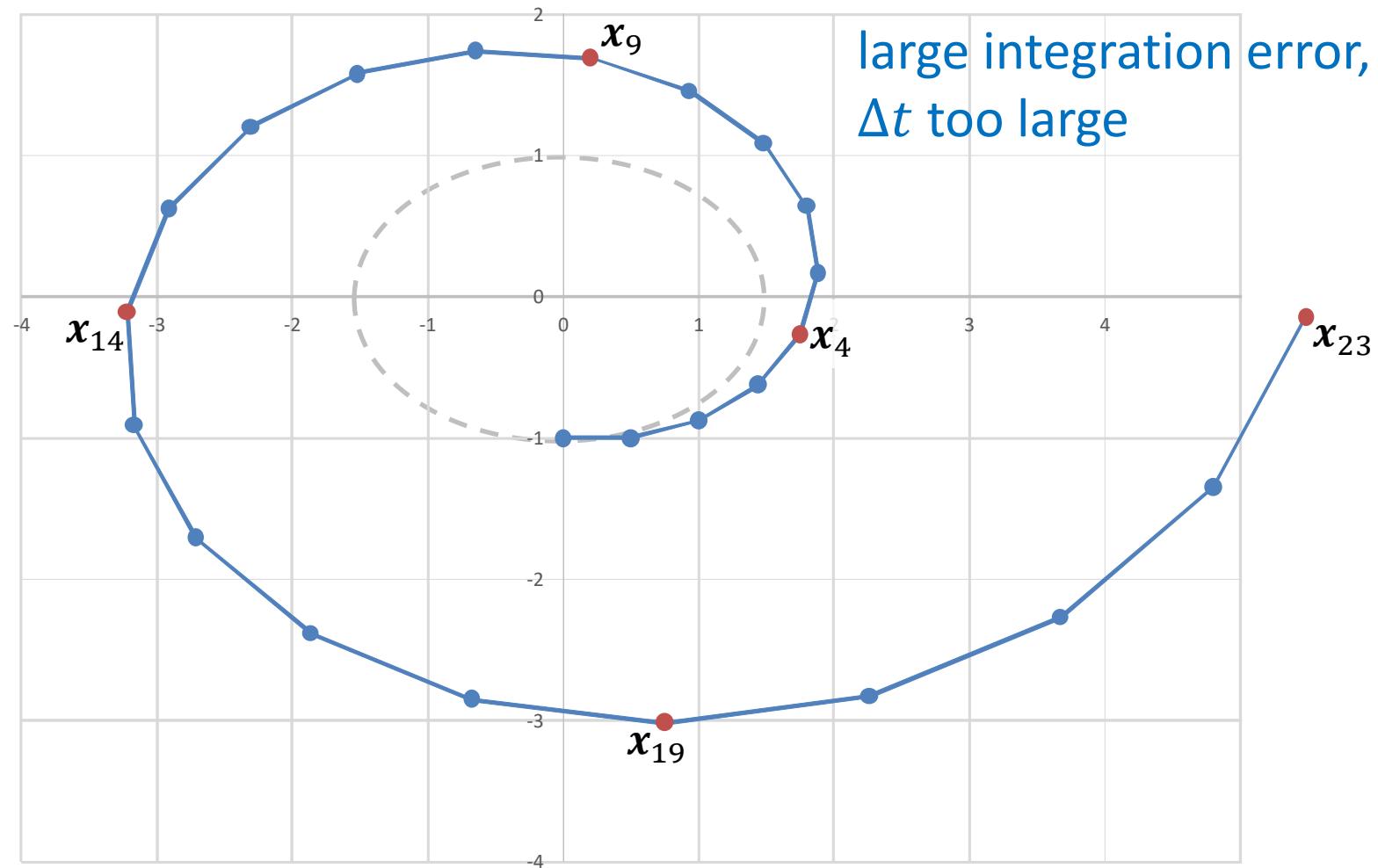
– New point: $x_3 = x_2 + \Delta t \cdot v(x_2, t_2) \approx \begin{pmatrix} 1.44 \\ -0.63 \end{pmatrix}$, $v(x_3, t_3) \approx \begin{pmatrix} 0.63 \\ 0.72 \end{pmatrix}$



$$v(x, y, t) = (-y, x/2)$$

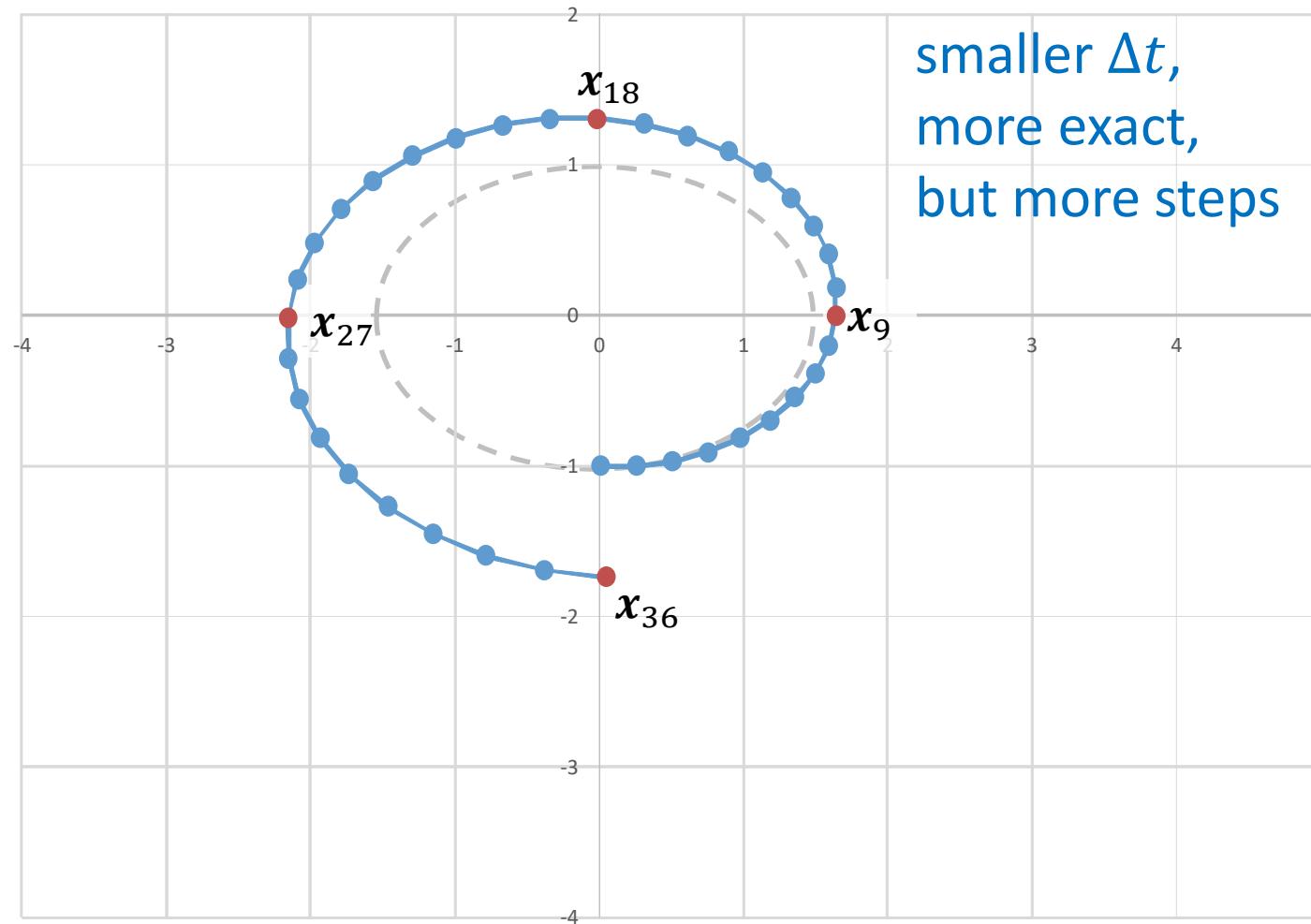
Numerical Integration of ODEs

- Euler Integration after 23 steps ($\Delta t = 0.5$)



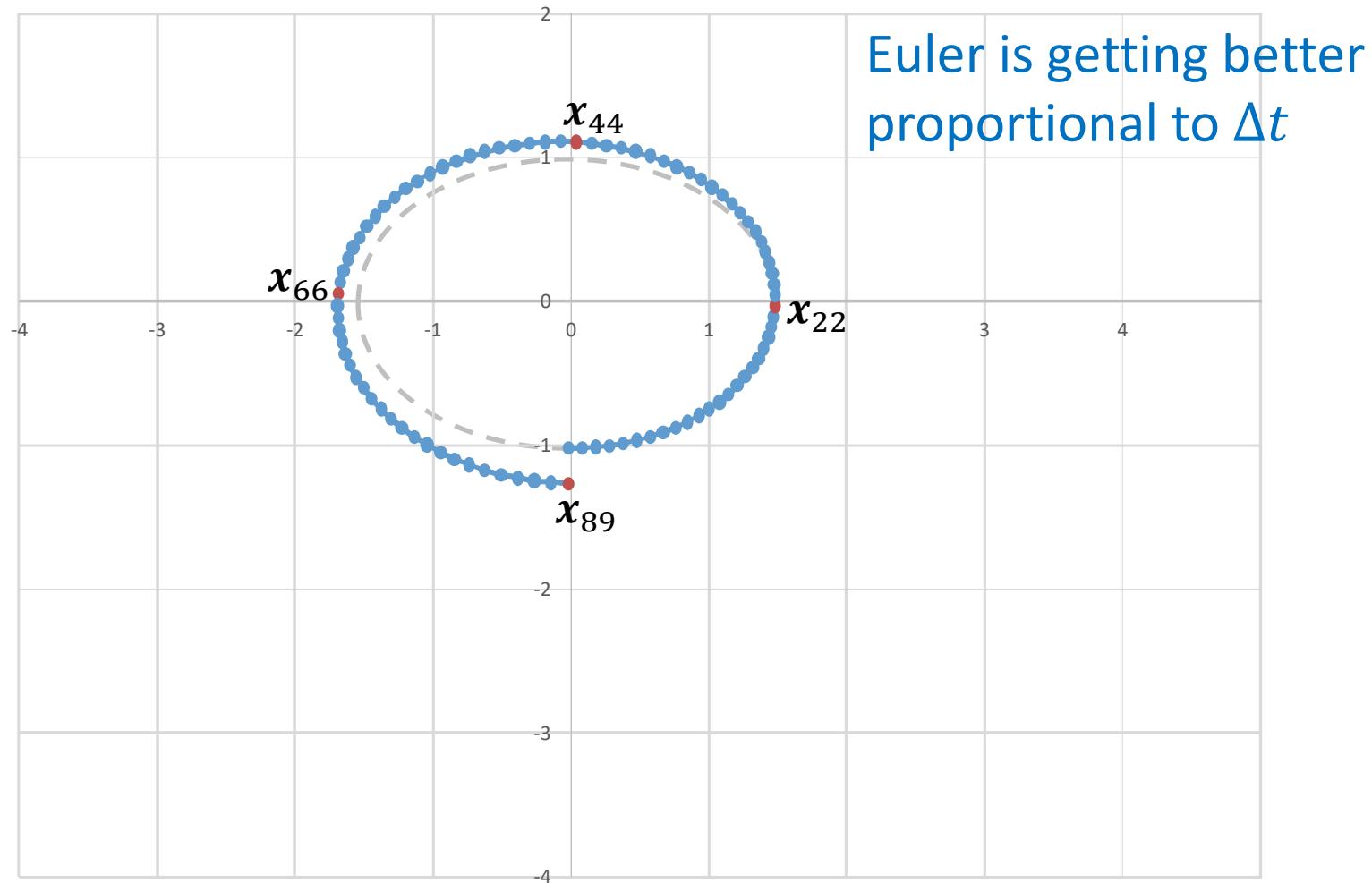
Numerical Integration of ODEs

- Euler Integration after 36 steps ($\Delta t = 0.25$)



Numerical Integration of ODEs

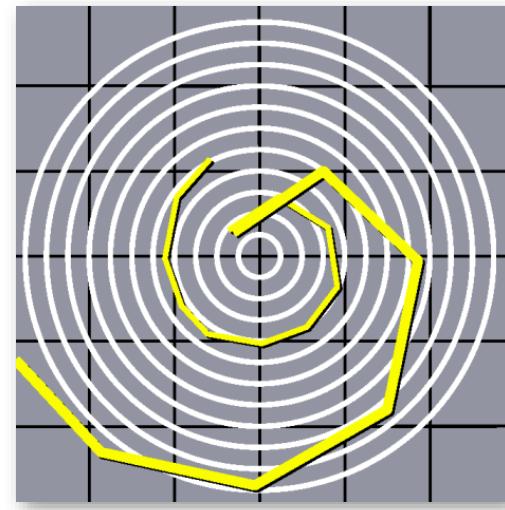
- Euler Integration after 89 steps ($\Delta t = 0.1$)



Numerical Integration of ODEs

- Problem of Euler method

- Inaccurate

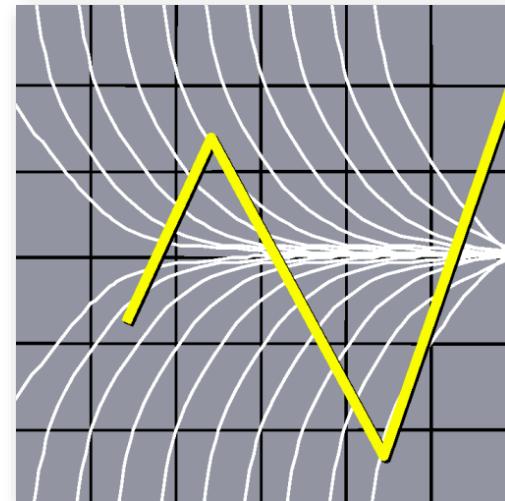


- Unstable

- Example:

$$\dot{x}(t) = -kx(t)$$
$$x(t) = e^{-kt}$$

divergence for $\Delta t > 2/k$



Numerical Integration of ODEs

- Midpoint method (Runge-Kutta 2nd order)
 - a. Euler step

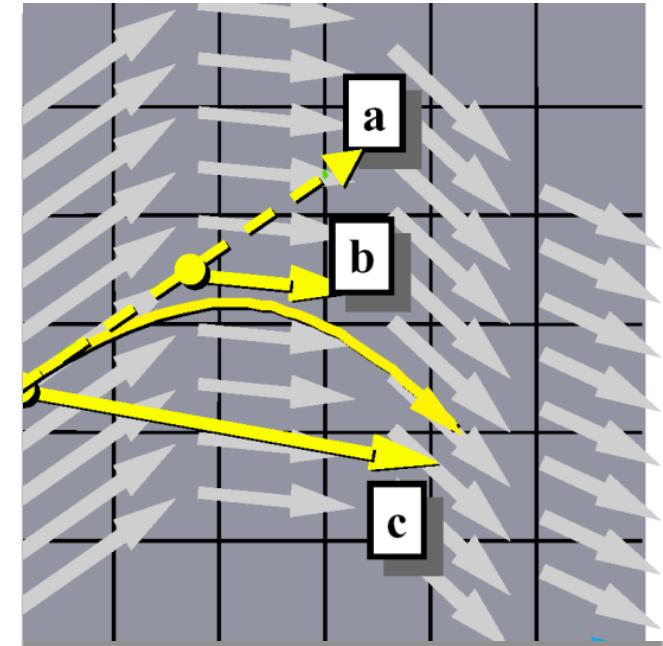
$$\Delta x = \Delta t \cdot v(x, t)$$

- b. Evaluation of v at midpoint

$$v_{\text{mid}} = v\left(x + \frac{\Delta x}{2}, t + \frac{\Delta t}{2}\right)$$

- c. Complete step with vector at midpoint

$$x(t + \Delta t) = x(t) + \Delta t \cdot v_{\text{mid}}$$

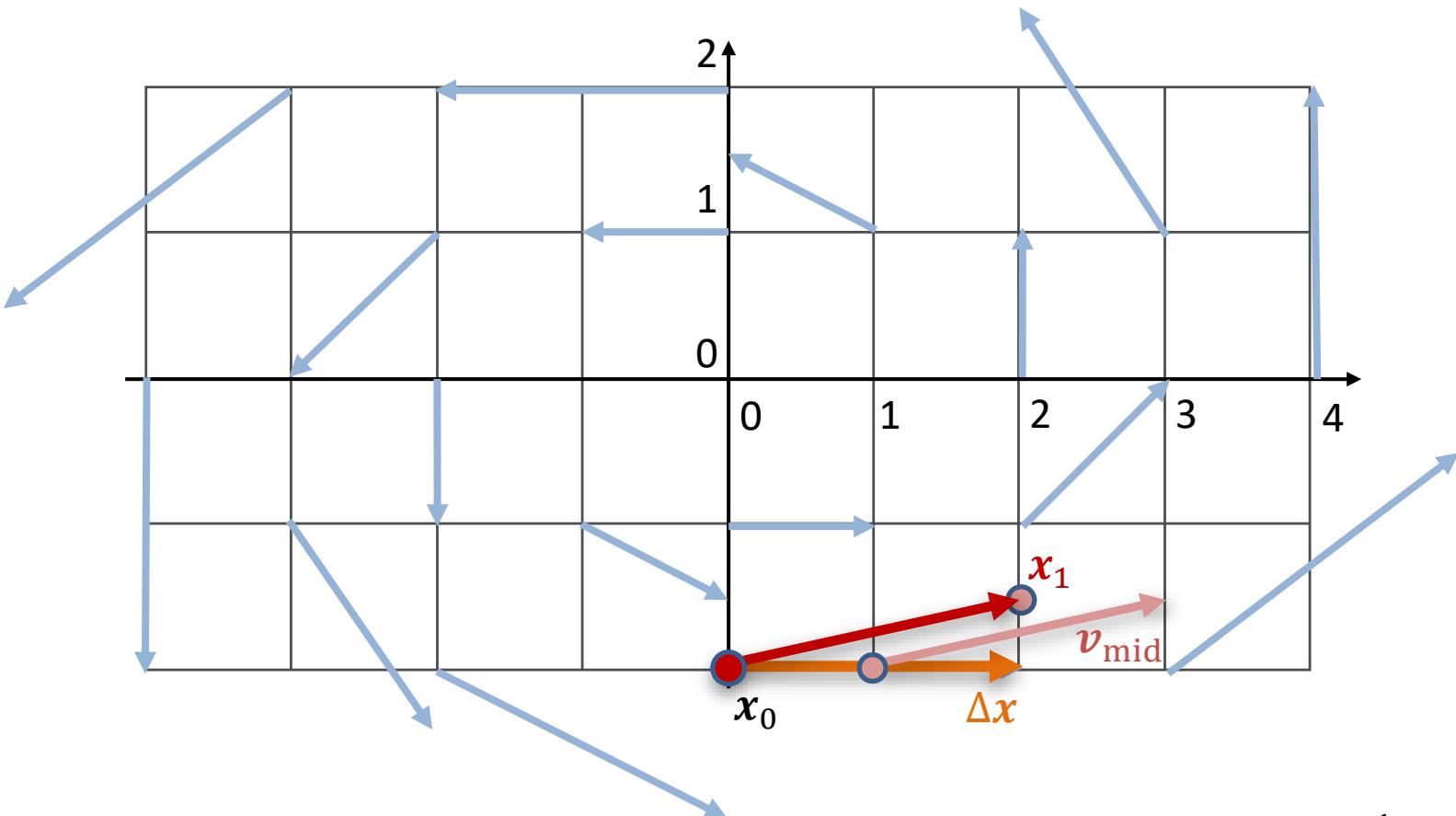


More accurate results
with midpoint method

Numerical Integration of ODEs

- Example: Midpoint method ($\Delta t = 1$)

- Seed point: $x_0 = \begin{pmatrix} 0 \\ -2 \end{pmatrix}$, $\Delta x = \begin{pmatrix} 2 \\ 0 \end{pmatrix}$, $v_{\text{mid}} = v\left(x_0 + \frac{\Delta x}{2}, t_0 + \frac{\Delta t}{2}\right) = \begin{pmatrix} 2 \\ 0.5 \end{pmatrix}$

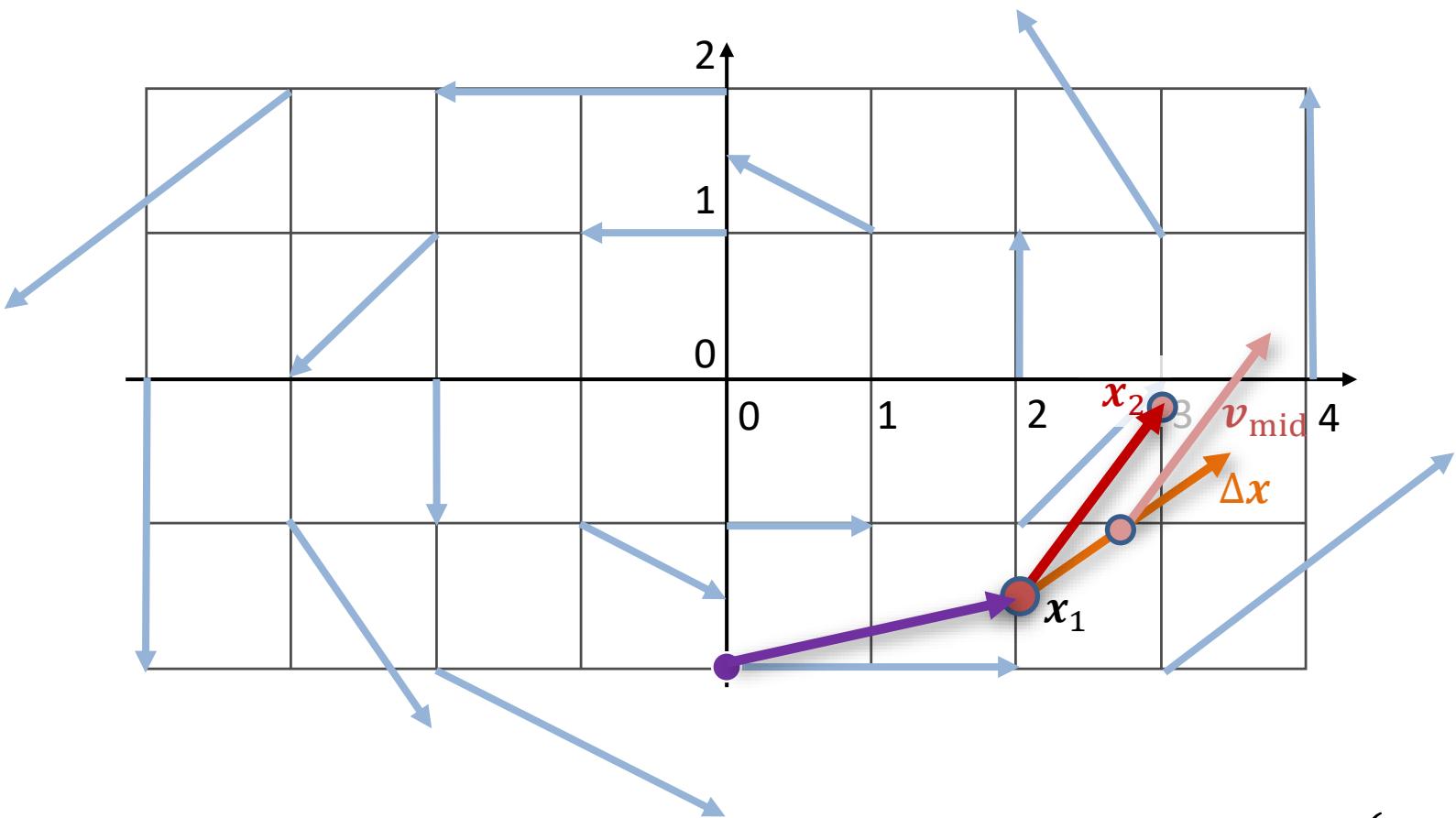


$$v(x, y, t) = \begin{pmatrix} -y \\ x/2 \end{pmatrix}$$

Numerical Integration of ODEs

- Example: Midpoint method ($\Delta t = 1$)

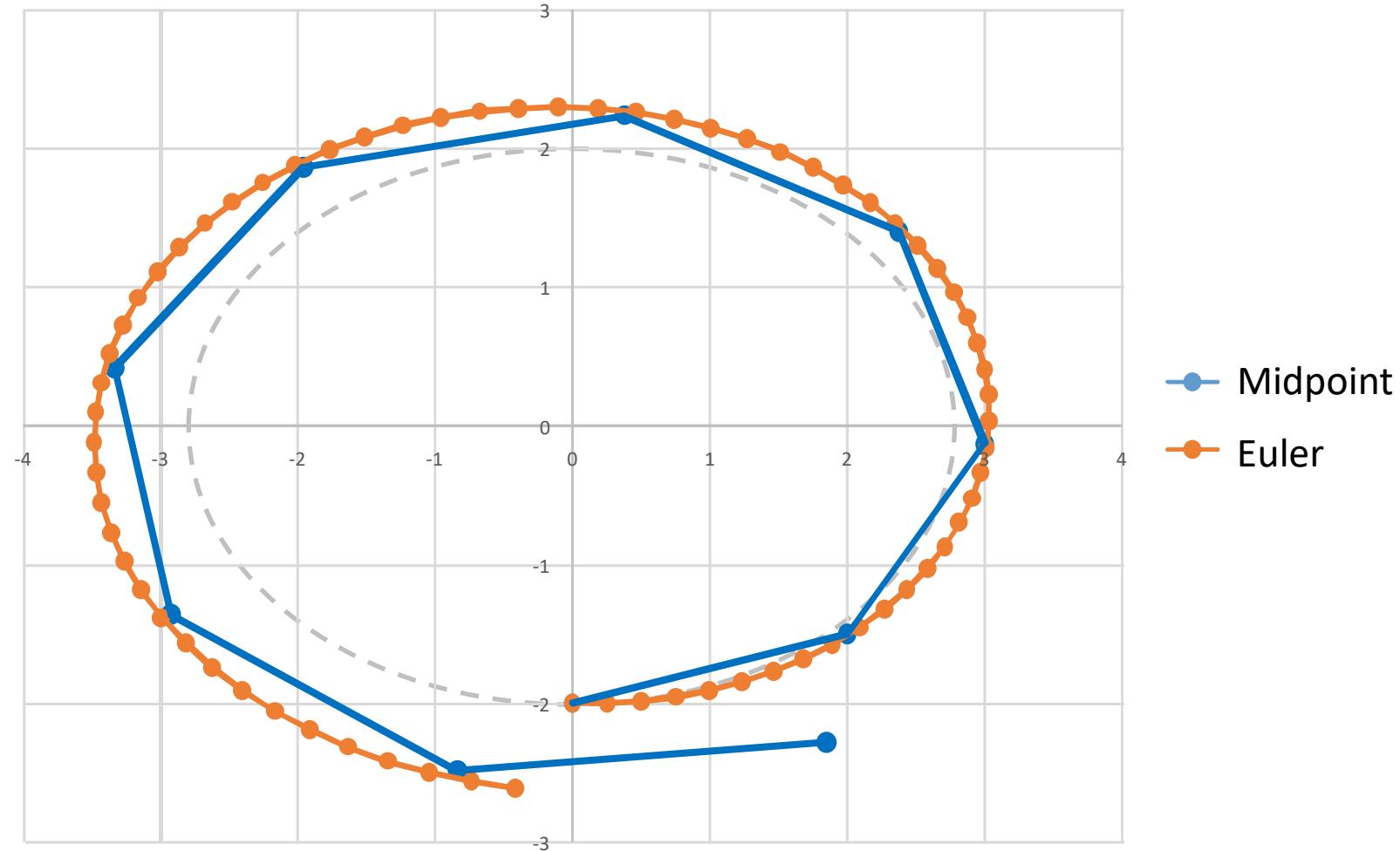
- New point: $x_1 = \begin{pmatrix} 2 \\ -1.5 \end{pmatrix}$, $\Delta x = \begin{pmatrix} 1.5 \\ 1 \end{pmatrix}$, $v_{\text{mid}} = v\left(x_1 + \frac{\Delta x}{2}, t_1 + \frac{\Delta t}{2}\right) \approx \begin{pmatrix} 1 \\ 1.4 \end{pmatrix}$



$$v(x, y, t) = \begin{pmatrix} -y \\ x/2 \end{pmatrix}$$

Numerical Integration of ODEs

- Comparison: Midpoint method even with $\Delta t = 1$ (9 steps)
better than Euler with $\Delta t = 1/8$ (71 steps)



Numerical Integration of ODEs

- Runge-Kutta of 4th order ($\Delta t = 1$)

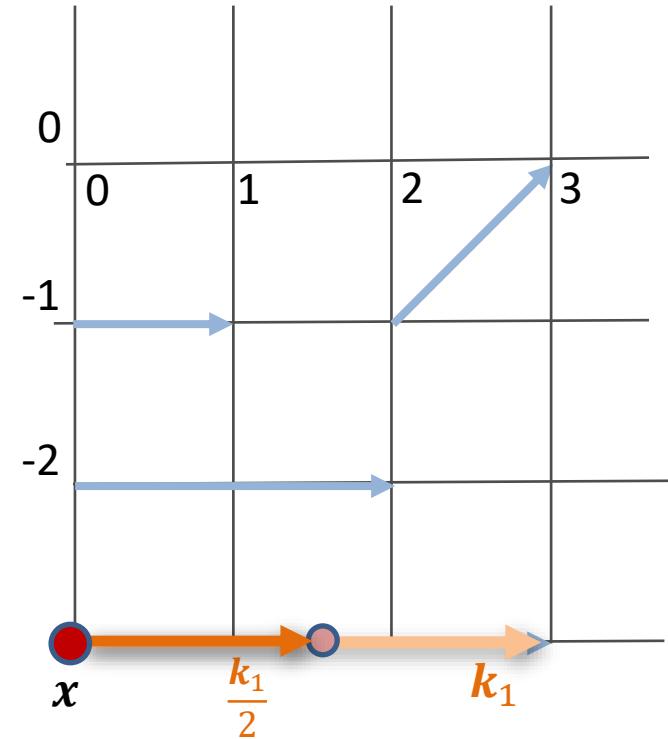
$$k_1 = \Delta t \cdot v(x, t)$$

$$k_2 = \Delta t \cdot v\left(x + \frac{k_1}{2}, t + \frac{\Delta t}{2}\right)$$

$$k_3 = \Delta t \cdot v\left(x + \frac{k_2}{2}, t + \frac{\Delta t}{2}\right)$$

$$k_4 = \Delta t \cdot v(x + k_3, t + \Delta t)$$

$$x(t + \Delta t) = x + \frac{k_1}{6} + \frac{k_2}{3} + \frac{k_3}{3} + \frac{k_4}{6}$$



Numerical Integration of ODEs

- Runge-Kutta of 4th order ($\Delta t = 1$)

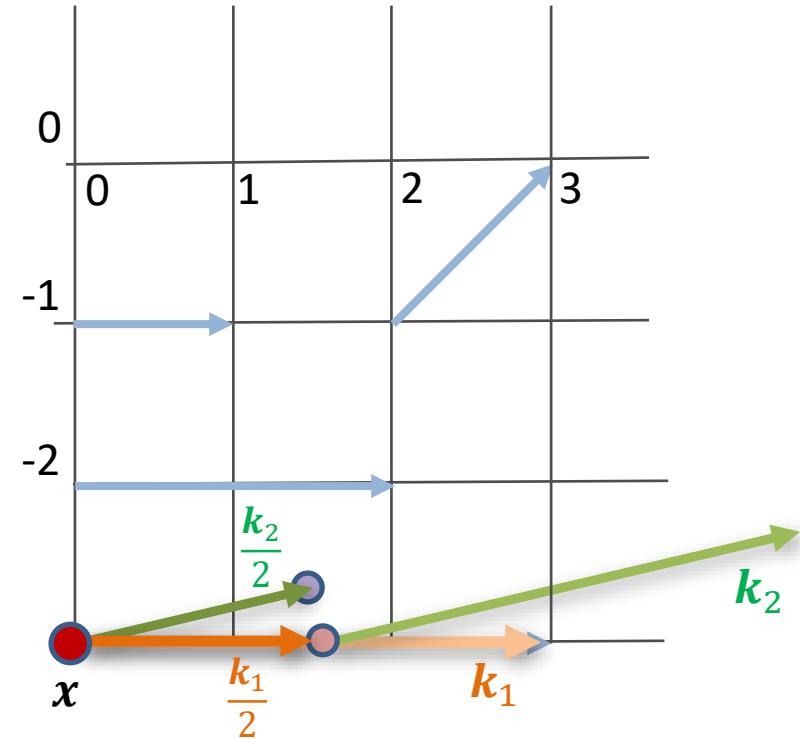
$$\mathbf{k}_1 = \Delta t \cdot \mathbf{v}(x, t)$$

$$\mathbf{k}_2 = \Delta t \cdot \mathbf{v}\left(x + \frac{\mathbf{k}_1}{2}, t + \frac{\Delta t}{2}\right)$$

$$\mathbf{k}_3 = \Delta t \cdot \mathbf{v}\left(x + \frac{\mathbf{k}_2}{2}, t + \frac{\Delta t}{2}\right)$$

$$\mathbf{k}_4 = \Delta t \cdot \mathbf{v}(x + \mathbf{k}_3, t + \Delta t)$$

$$x(t + \Delta t) = x + \frac{\mathbf{k}_1}{6} + \frac{\mathbf{k}_2}{3} + \frac{\mathbf{k}_3}{3} + \frac{\mathbf{k}_4}{6}$$



Numerical Integration of ODEs

- Runge-Kutta of 4th order ($\Delta t = 1$)

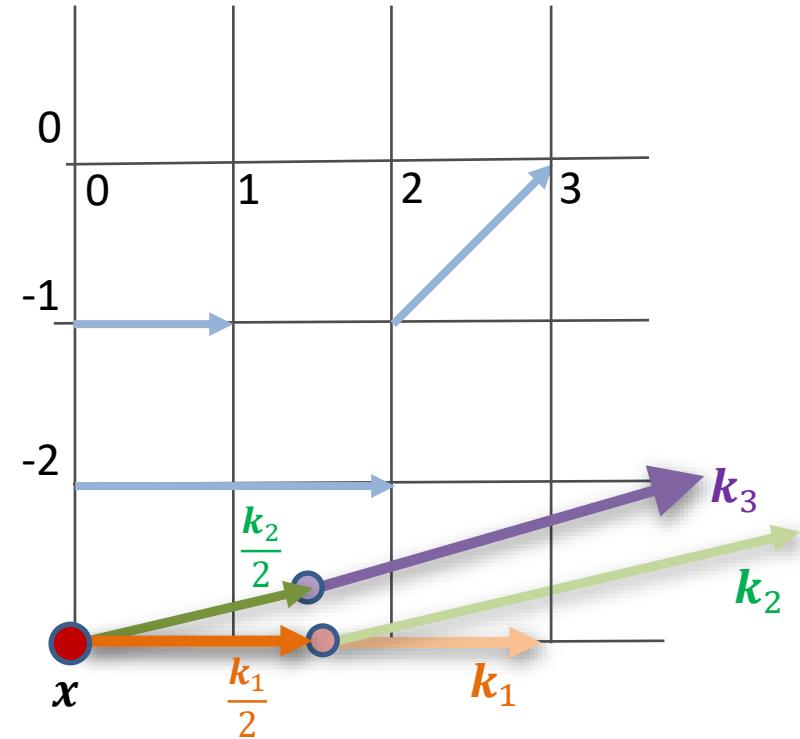
$$\mathbf{k}_1 = \Delta t \cdot \mathbf{v}(x, t)$$

$$\mathbf{k}_2 = \Delta t \cdot \mathbf{v}\left(x + \frac{\mathbf{k}_1}{2}, t + \frac{\Delta t}{2}\right)$$

$$\mathbf{k}_3 = \Delta t \cdot \mathbf{v}\left(x + \frac{\mathbf{k}_2}{2}, t + \frac{\Delta t}{2}\right)$$

$$\mathbf{k}_4 = \Delta t \cdot \mathbf{v}(x + \mathbf{k}_3, t + \Delta t)$$

$$x(t + \Delta t) = x + \frac{\mathbf{k}_1}{6} + \frac{\mathbf{k}_2}{3} + \frac{\mathbf{k}_3}{3} + \frac{\mathbf{k}_4}{6}$$



Numerical Integration of ODEs

- Runge-Kutta of 4th order ($\Delta t = 1$)

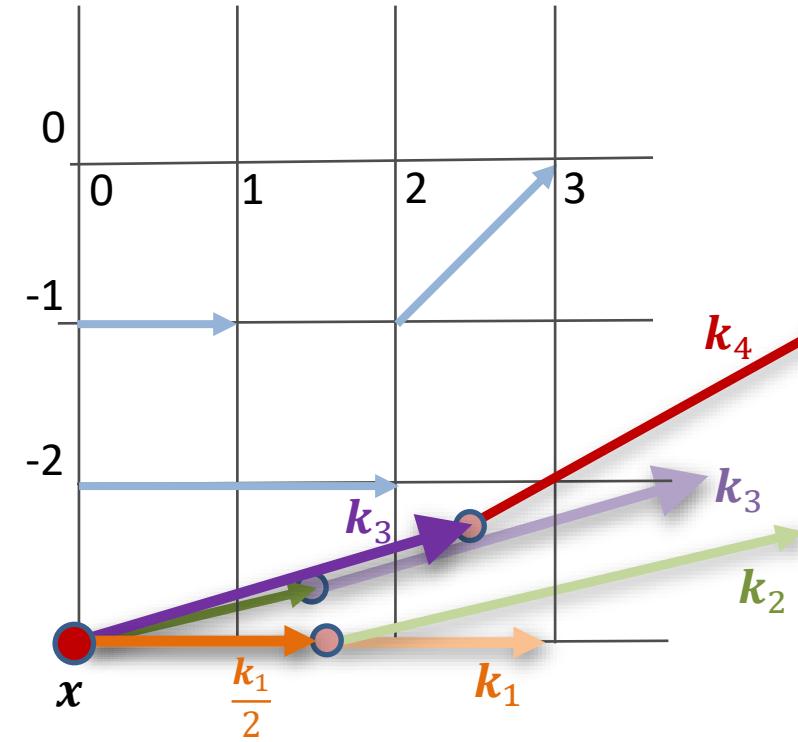
$$k_1 = \Delta t \cdot v(x, t)$$

$$k_2 = \Delta t \cdot v\left(x + \frac{k_1}{2}, t + \frac{\Delta t}{2}\right)$$

$$k_3 = \Delta t \cdot v\left(x + \frac{k_2}{2}, t + \frac{\Delta t}{2}\right)$$

$$k_4 = \Delta t \cdot v(x + k_3, t + \Delta t)$$

$$x(t + \Delta t) = x + \frac{k_1}{6} + \frac{k_2}{3} + \frac{k_3}{3} + \frac{k_4}{6}$$



Numerical Integration of ODEs

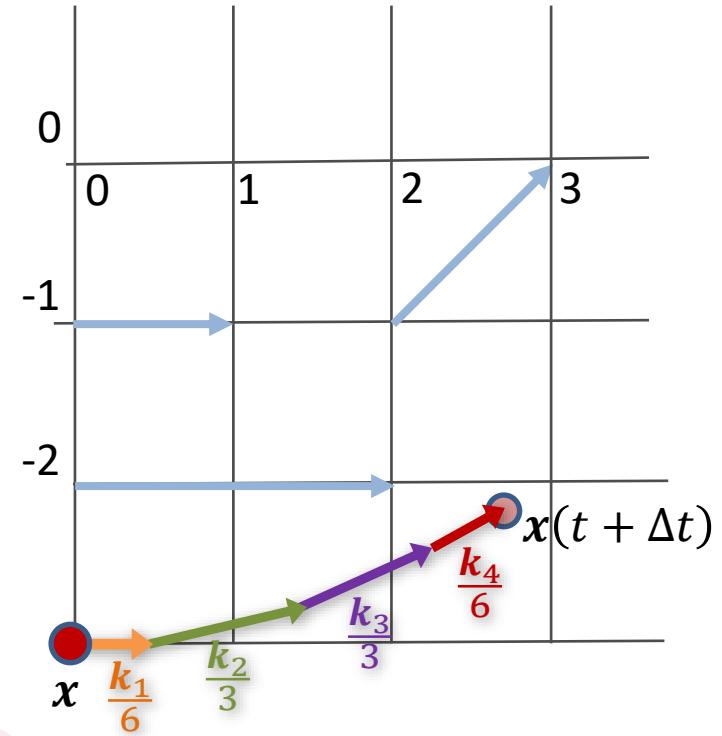
- Runge-Kutta of 4th order ($\Delta t = 1$)

$$\mathbf{k}_1 = \Delta t \cdot \mathbf{v}(x, t)$$

$$\mathbf{k}_2 = \Delta t \cdot \mathbf{v}\left(x + \frac{\mathbf{k}_1}{2}, t + \frac{\Delta t}{2}\right)$$

$$\mathbf{k}_3 = \Delta t \cdot \mathbf{v}\left(x + \frac{\mathbf{k}_2}{2}, t + \frac{\Delta t}{2}\right)$$

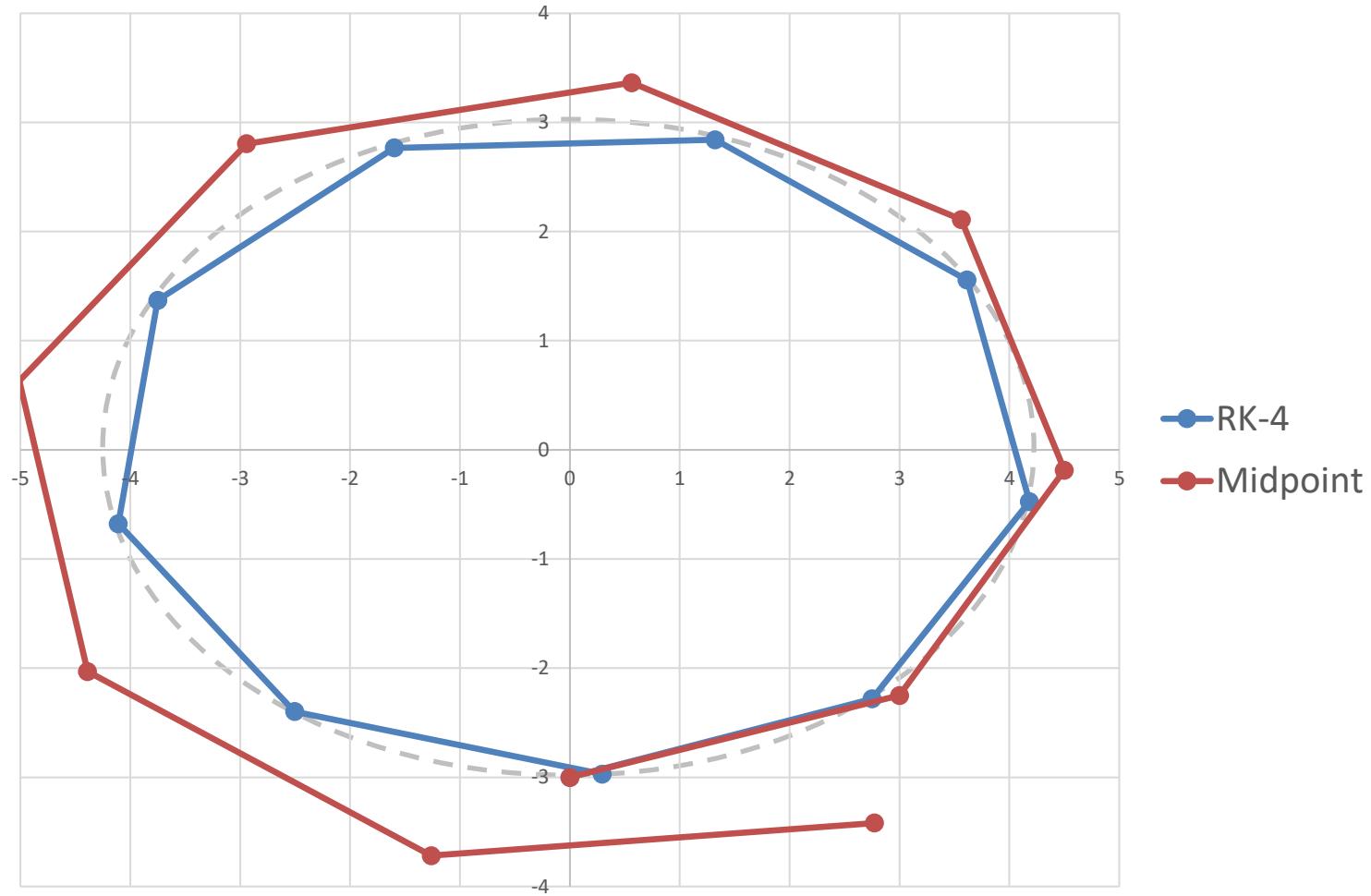
$$\mathbf{k}_4 = \Delta t \cdot \mathbf{v}(x + \mathbf{k}_3, t + \Delta t)$$



$$x(t + \Delta t) = x + \frac{\mathbf{k}_1}{6} + \frac{\mathbf{k}_2}{3} + \frac{\mathbf{k}_3}{3} + \frac{\mathbf{k}_4}{6}$$

Numerical Integration of ODEs

- Comparison: Runge-Kutta 4th order vs. midpoint method after 9 steps ($\Delta t = 1$)

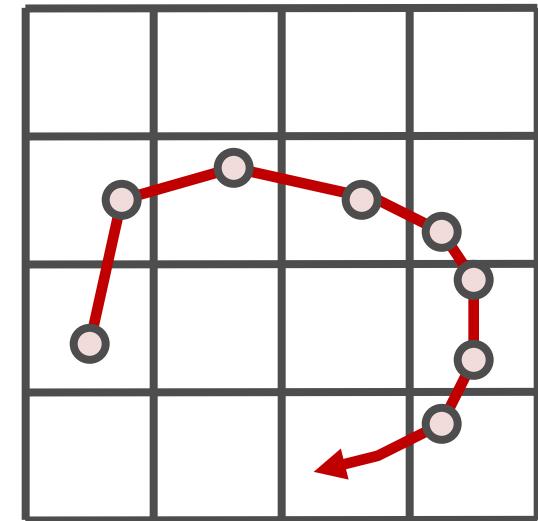


Numerical Integration of ODEs

- Summary
 - Analytic determination of streamlines usually not possible
 - Hence, numerical integration
 - Several methods available
 - Euler: simple, imprecise, especially with larger Δt
 - Runge-Kutta: more accurate in higher orders,
pays off with complex flows

Particle Tracing on Grids

- Vector field given on a grid
 - Solve $\mathbf{L}(0) = \mathbf{x}_0, \frac{d\mathbf{L}(u)}{du} = \mathbf{v}(\mathbf{L}(u), t)$ for the path line
 - Incremental integration
 - Discretized path of the particle



Particle Tracing on Grids

- Most simple case: Cartesian grid
- Basic algorithm:

Select start point (seed point)

Find cell that contains start point // *point location*

While (particle in domain) do

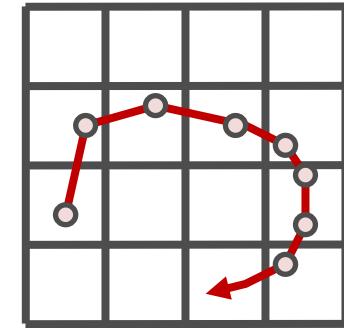
 Interpolate vector field at // *interpolation*
 current position

 Integrate to new position // *integration*

 Find new cell // *point location*

 Draw line segment between latest
 particle positions

Endwhile

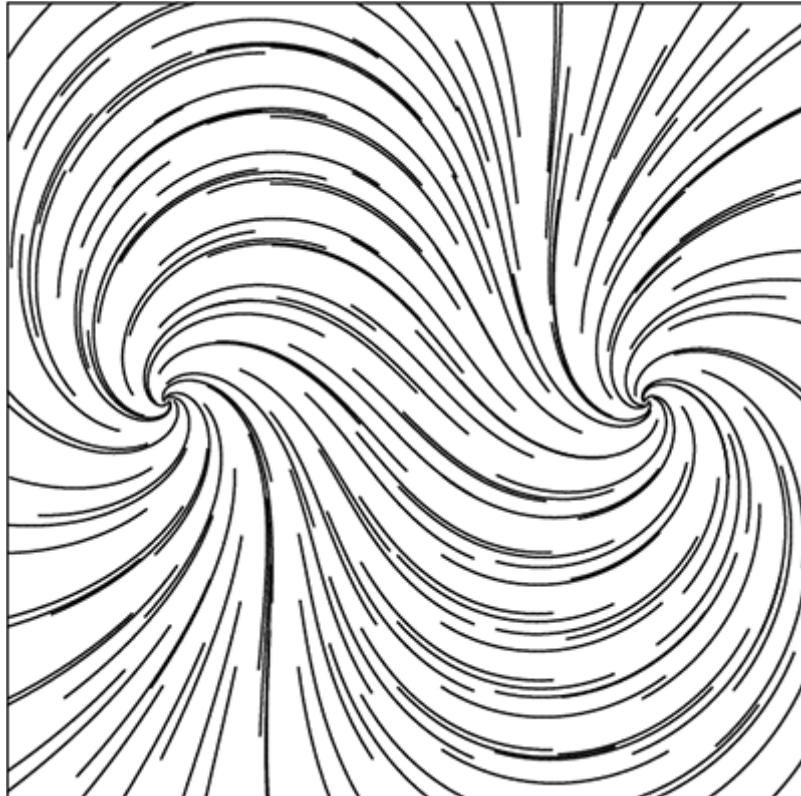


Particle Tracing on Grids

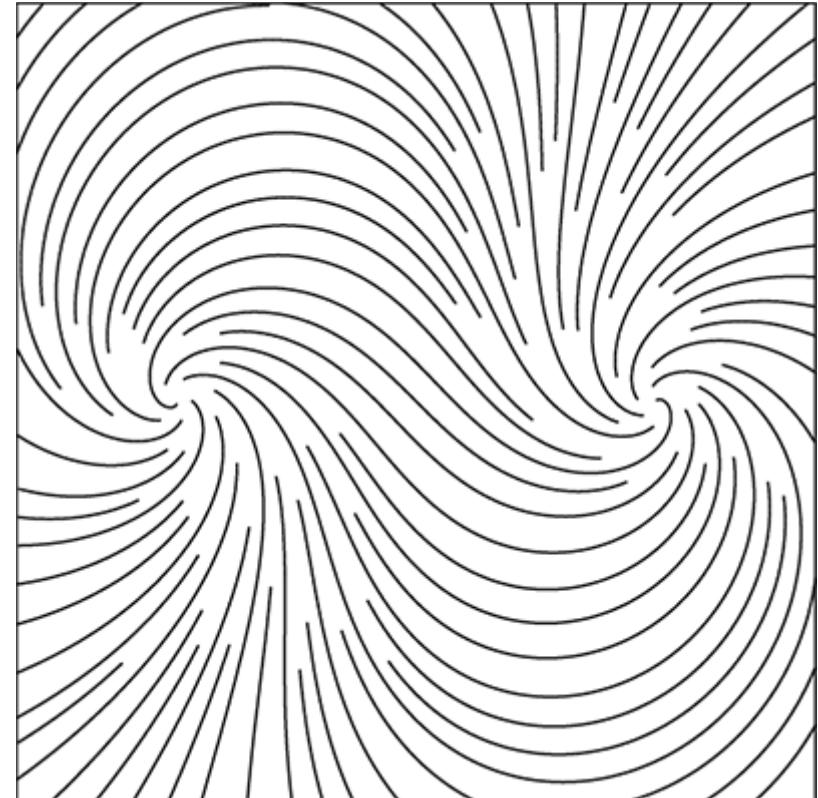
- Point location (cell search) on Cartesian grids
 - Indices of cell directly from position (x, y, z)
 - For example: $i_x = \lfloor (x - x_0) / \Delta x \rfloor$
 - Simple and fast
- Interpolation on Cartesian grids
 - Bilinear (in 2D) or trilinear (in 3D) interpolation
 - Required to compute the vector field (= velocity) inside a cell
 - Component-wise interpolation

Stream line placement in 2D

- Stream line placement
 - Irregular results when using regular grid



Stream line placement from regular grid

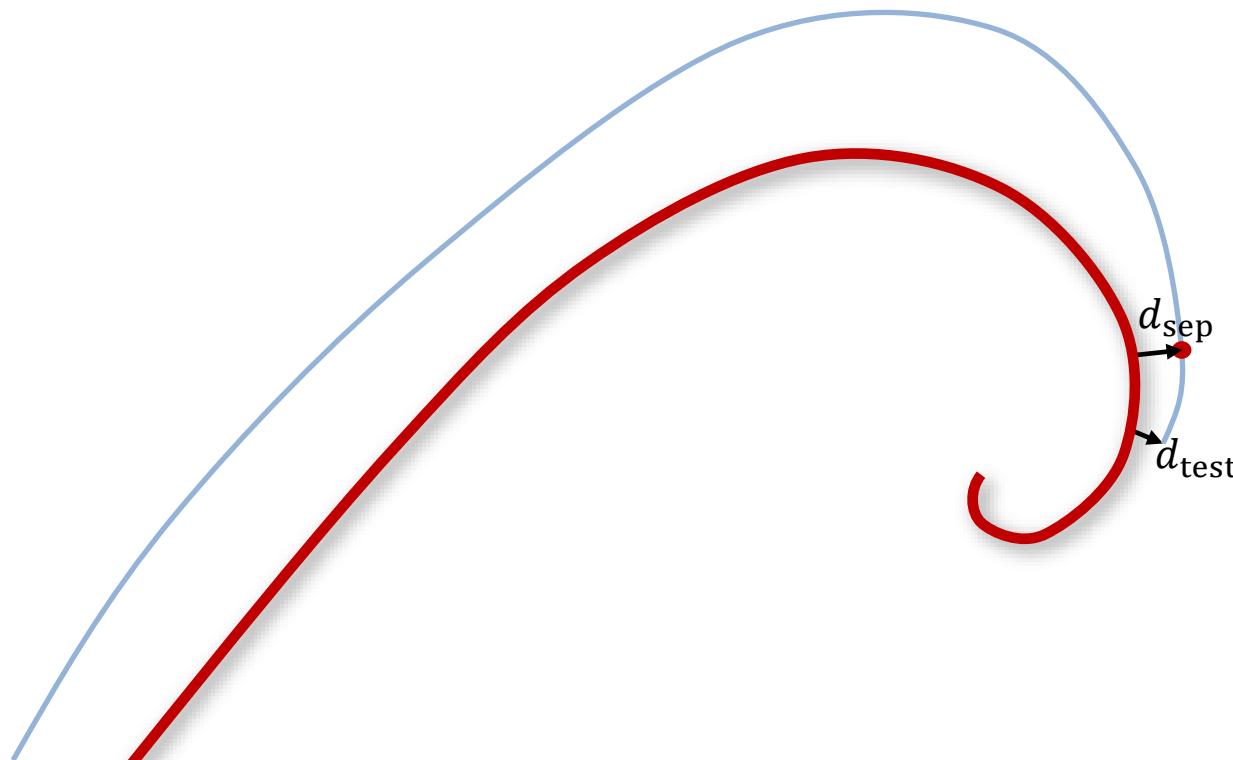


Evenly-spaced stream lines

[Jobard & Lefer 97]

Stream line placement in 2D

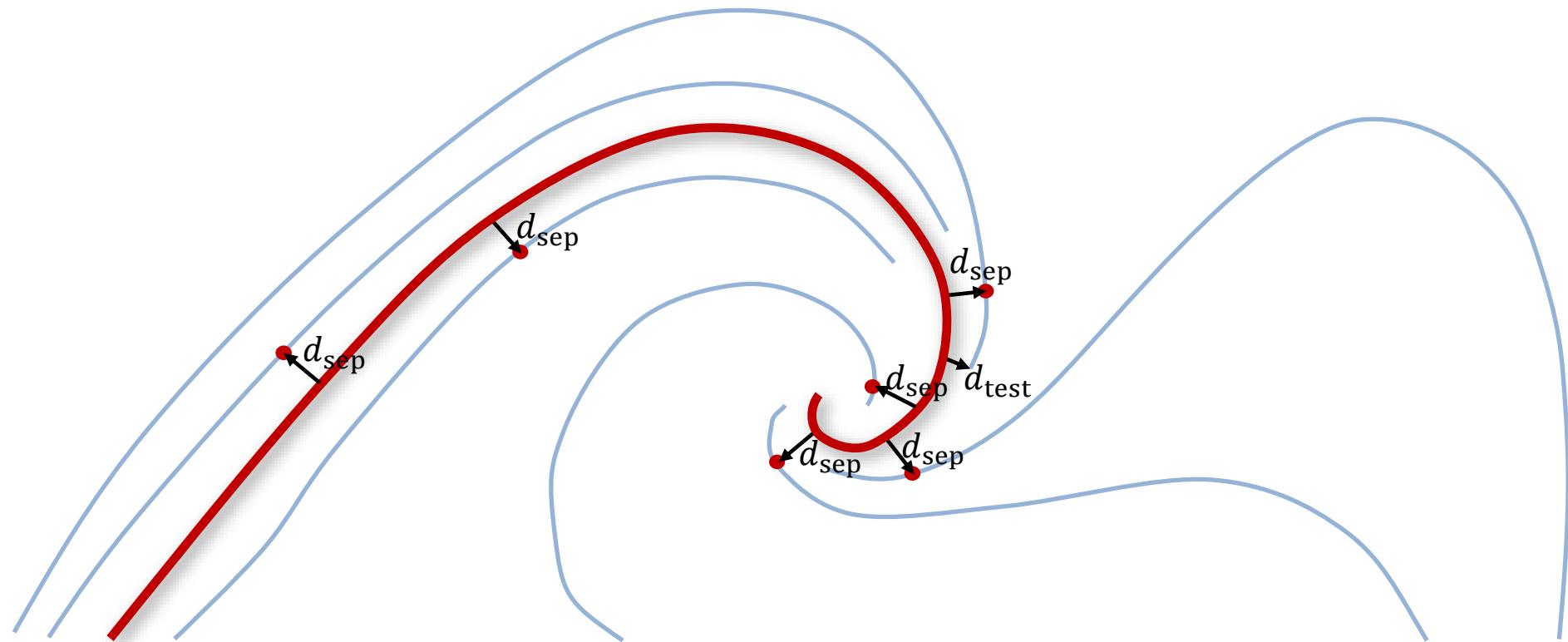
- Evenly-spaced streamlines
- Idea: stream lines should not get too close to each other
 - Choose seed point with distance d_{sep} from existing stream line
 - Forward- and backward-integration until distance d_{test}



[Jobard & Lefer 97]

Stream line placement in 2D

- Evenly-spaced streamlines
- Idea: stream lines should not get too close to each other
 - Choose seed point with distance d_{sep} from existing stream line
 - Forward- and backward-integration until distance d_{test}



[Jobard & Lefer 97]

Stream line placement in 2D

Algorithm:

Compute initial stream line and put into the queue

Initial stream line becomes current stream line

While not finished **do**:

- **Try**: get new seed point with distance d_{sep} from current stream line
- **If** successful **then** compute new stream line and put into queue
- **Else If** no more stream lines in queue **then** exit loop
- **Else** next stream line in queue becomes current streamline

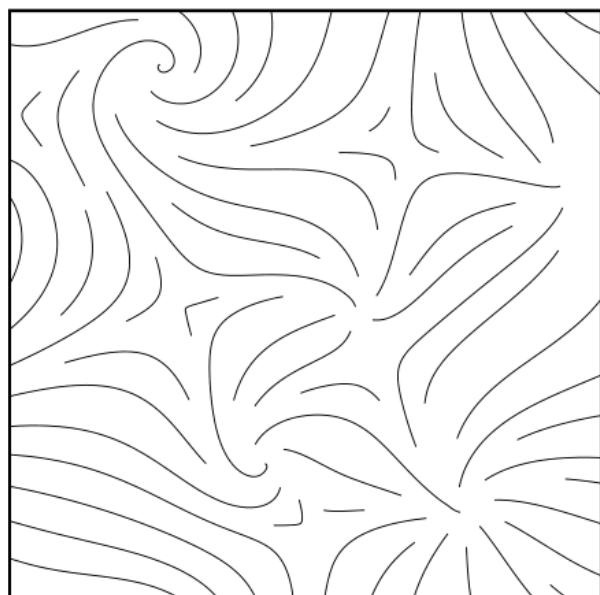
EndWhile

Stream line placement in 2D

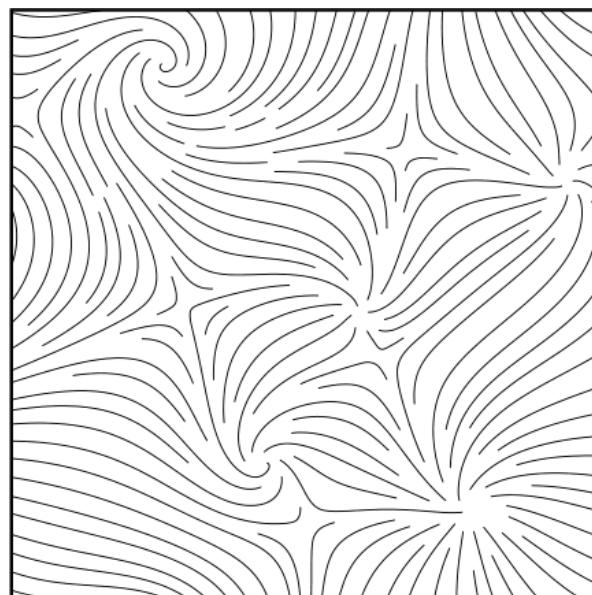
- When to stop stream line integration
 - When distance to neighboring stream line $\leq d_{\text{test}}$
 - When stream line leaves flow domain
 - When stream line runs into fixed point ($v(x^*) = 0$)
 - When stream line gets too close to itself
 - After a certain number of maximal steps

Stream line placement in 2D

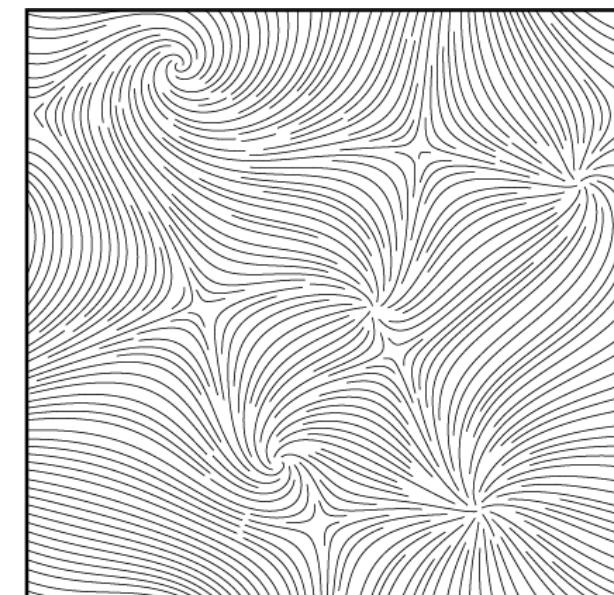
- Variations of d_{sep} in relation to image width



6%



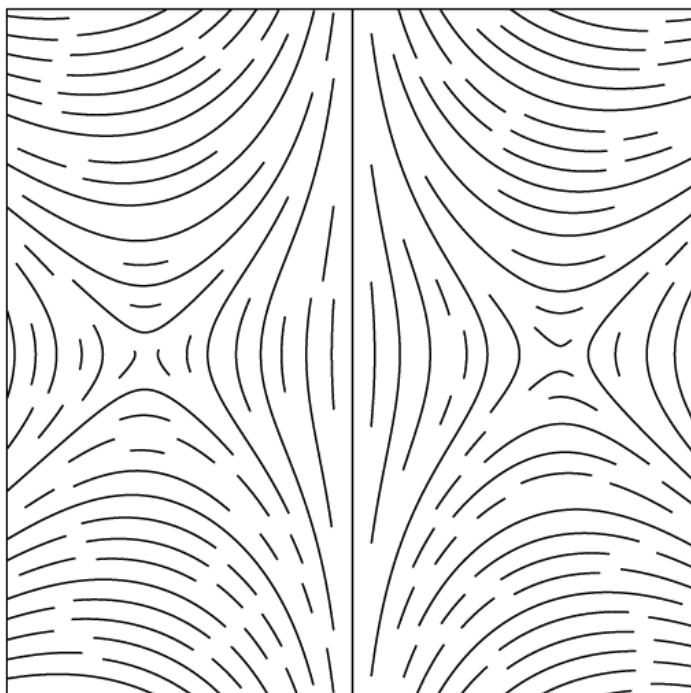
3%



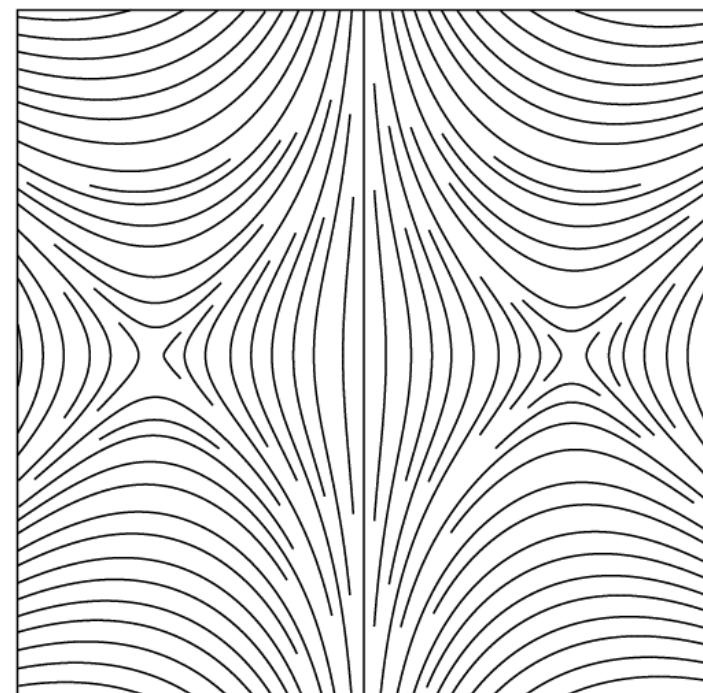
1.5%

Stream line placement in 2D

- Variations of d_{test}



$$d_{\text{test}} = 0.9 d_{\text{sep}}$$

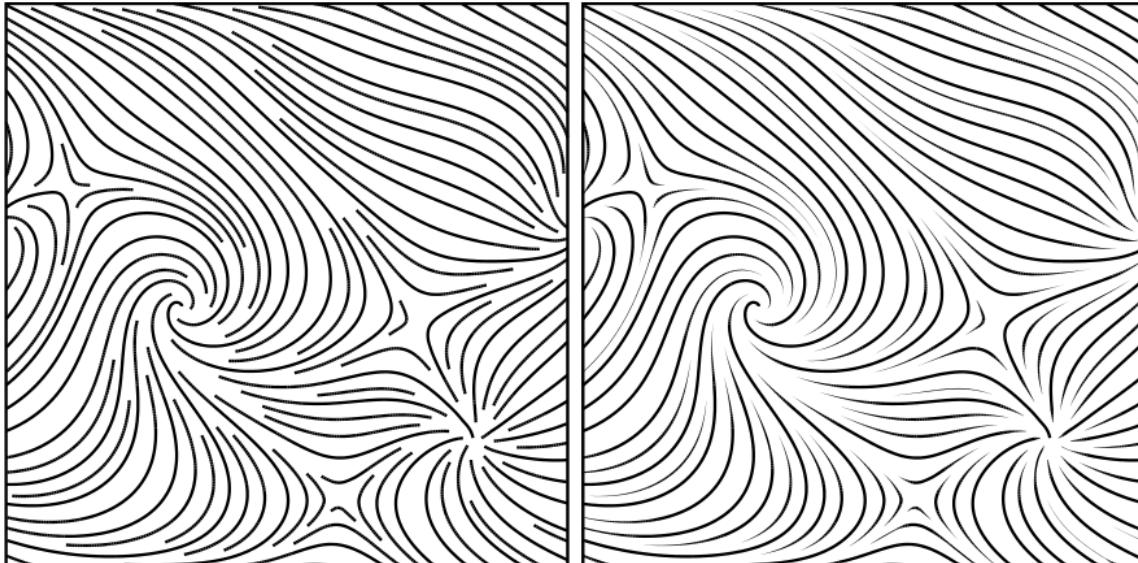


$$d_{\text{test}} = 0.5 d_{\text{sep}}$$

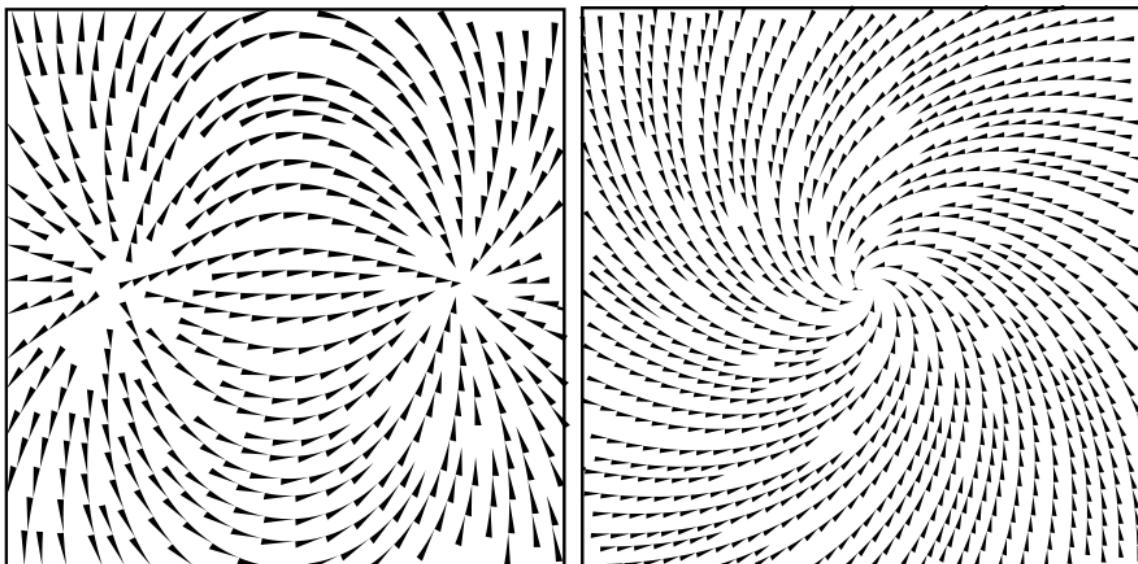
[Jobard & Lefer 97]

Stream line placement in 2D

- Change thickness in relation to distance d
 - If $d \geq d_{\text{sep}}$: 1.0
 - If $d < d_{\text{sep}}$: $\frac{d-d_{\text{test}}}{d_{\text{sep}}-d_{\text{test}}}$



- Directional glyphs

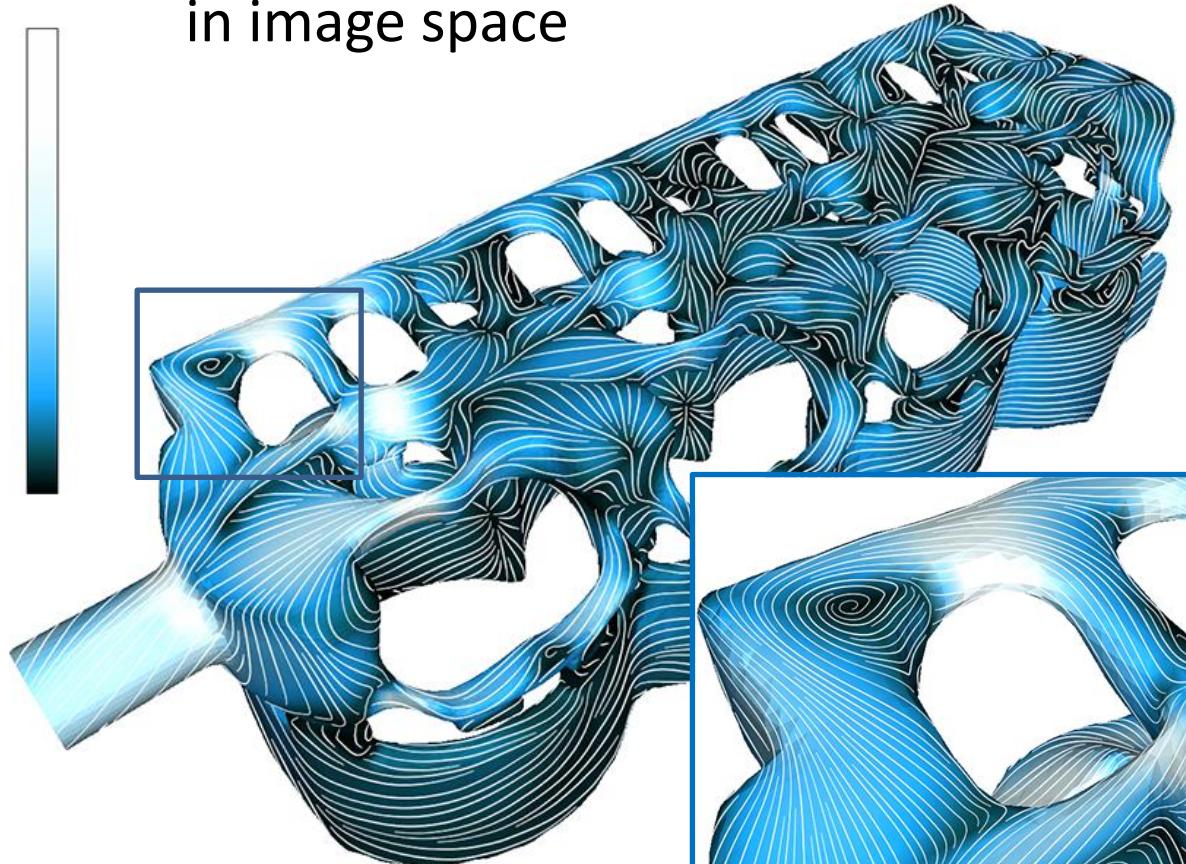


[Jobard & Lefer 97]

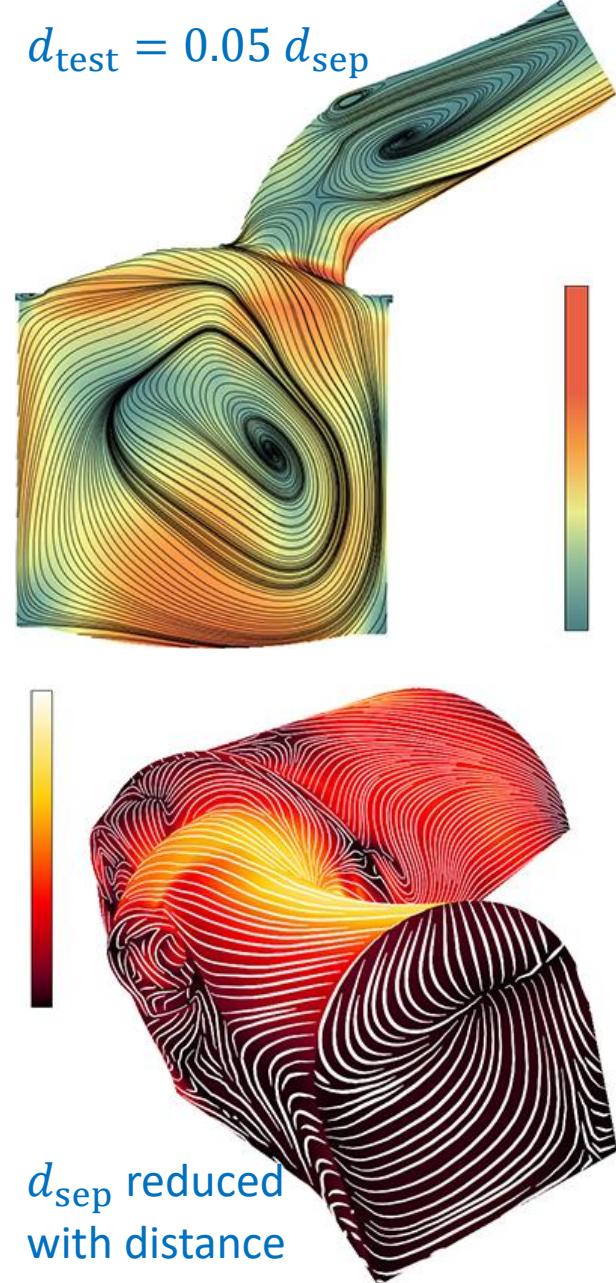
Stream line placement on surfaces

SIEMENS
Ingenuity for life

- Image-space technique
 - Vector field is first projected to 2D image
 - Seeding and integration happen in image space



[Spencer et al. 09]



Stream line placement on surfaces

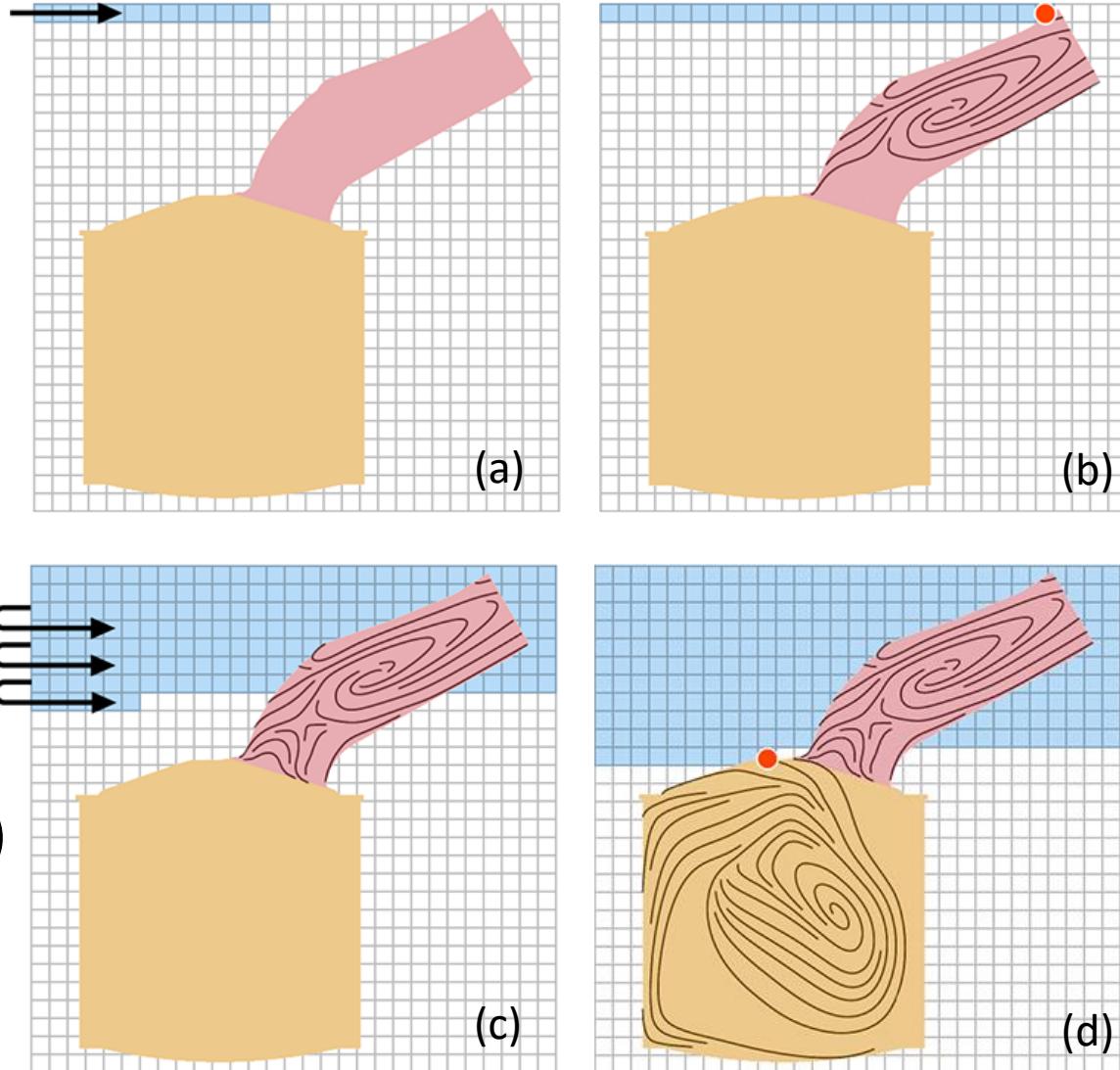
SIEMENS
Ingenuity for life

- Vector field is first projected to 2D image

a) 2D image is scanned at intervals d_{sep}

b) Seedpoint is found & stream lines are traced in that region

c) Scanning continues until seedpoint in new region is found (d)

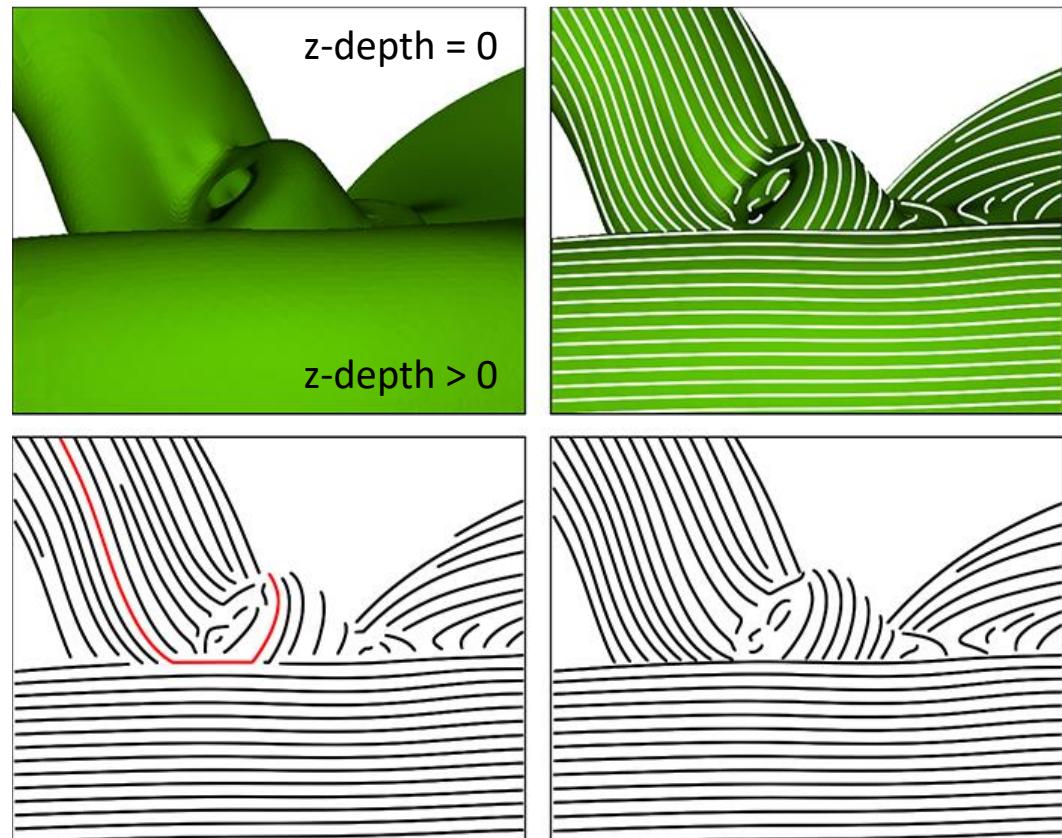


Stream line placement on surfaces

SIEMENS
Ingenuity for life

- Discontinuity detection
 - Stop stream line integration when z-depth drops to zero (edge of model)

... or when z-depth changes too abruptly (edge of overlapping regions)



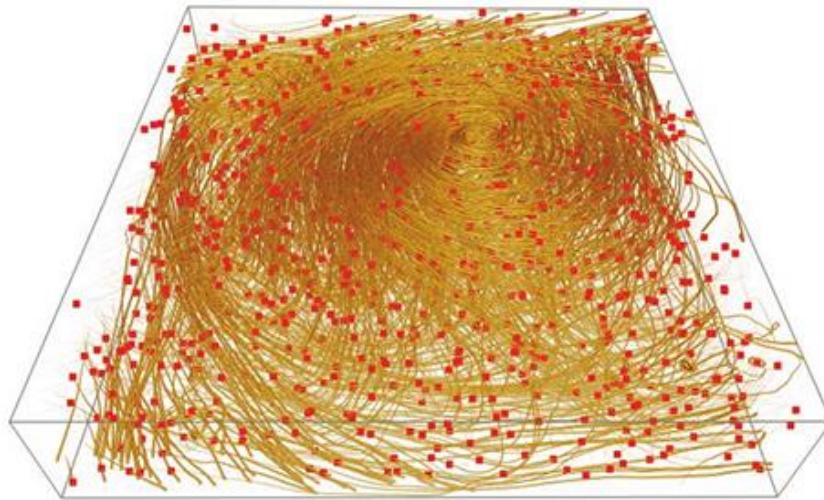
Without detection:
stream lines run off
edge of surface (red)

With detection: underlying
surface is better reflected

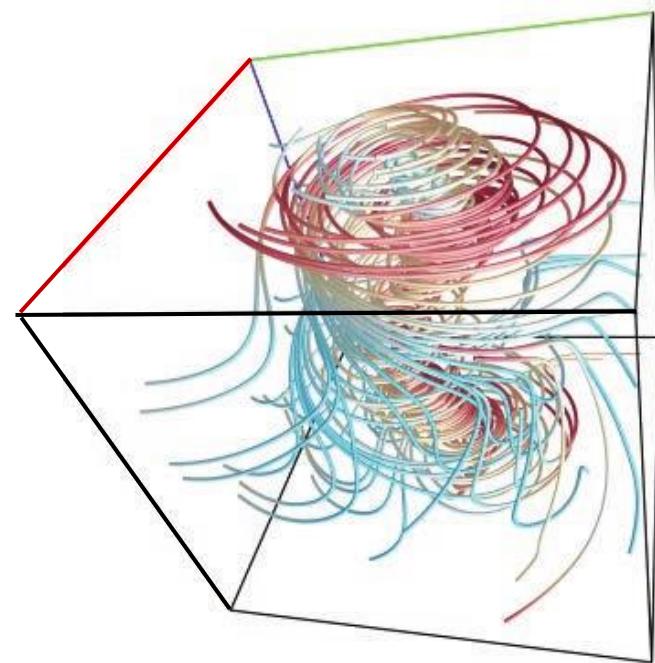
[Spencer et al. 09]

Stream line placement in 3D

- Placement of seeds directly affects the visual quality
 - Too many: scene cluttering (occlusion)
 - Too little: no patterns forming
- Seeding has to be at the right place and in the right amount!



A bad seeding example



Finding best stream lines and best view point from many candidates

[Tao et al. 13]

Stream line placement

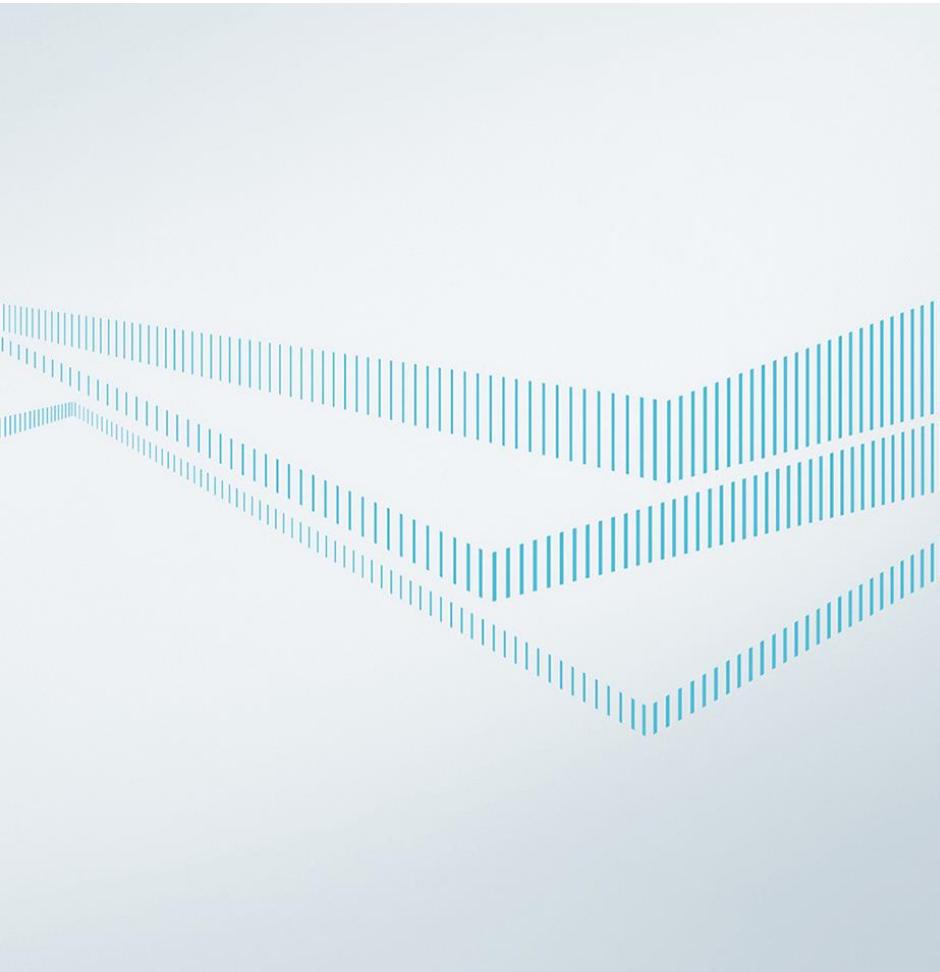
- Summary
 - Irregular results when using regular grid or random seeding
 - Stream lines should not get too close to each other
 - Seeding/placement techniques typically limited to 2D or surfaces and stationary vector fields
 - Not many methods for 3D and/or time-varying flows yet

Acknowledgements



- Helwig Hauser
- Andrea Brambilla
- Daniel Weiskopf
- Ronald Peikert
- Christoph Garth
- Alexandru C. Telea
- Many more

Contact information



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