CS 247 – Scientific Visualization
Lecture 22: Vector / Flow Visualization, Pt. 4

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Reading Assignment #12 (until Apr 19)

Read (required):

- Data Visualization book
  - Chapter 6.1
- Diffeomorphisms (smooth deformations)

  https://en.wikipedia.org/wiki/Diffeomorphism
- Integral curves; stream/path/streak lines

  https://en.wikipedia.org/wiki/Integral_curve

  https://en.wikipedia.org/wiki/Streamlines,_streaklines,_and_pathlines
- Paper:
  Bruno Jobard and Wilfrid Lefer
  Creating Evenly-Spaced Streamlines of Arbitrary Density,

  http://citeseerx.ist.psu.edu/viewdoc/summary?doi=10.1.1.29.9498

Quiz #3: Apr 19

Organization

- First 30 min of lecture
- No material (book, notes, ...) allowed

Content of questions

- Lectures (both actual lectures and slides)
- Reading assignments (except optional ones)
- Programming assignments (algorithms, methods)
- Solve short practical examples

Vector fields as ODEs

For simplicity, the vector field is now interpreted as a velocity field.

Then the field $\mathbf{v}(\mathbf{x},t)$ describes the connection between location and velocity of a (massless) particle.

It can equivalently be expressed as an ordinary differential equation

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

This ODE, together with an initial condition

$$\mathbf{x}(t_0) = \mathbf{x}_0 \;,$$

is a so-called initial value problem (IVP).

Its solution is the integral curve (or trajectory)

$$\mathbf{x}(t) = \mathbf{x}_0 + \int_{t_0}^{t} \mathbf{v}(\mathbf{x}(\tau),\tau)\,d\tau$$

The integral curve is a pathline, describing the path of a massless particle which was released at time t_0 at position x_0.

Remark: $t < t_0$ is allowed.

For static fields, the ODE is autonomous:

$$\dot{\mathbf{x}}(t) = \mathbf{v}(\mathbf{x}(t))$$

and its integral curves

$$\mathbf{x}(t) = \mathbf{x}_0 + \int_{t_0}^{t} \mathbf{v}(\mathbf{x}(\tau))\,d\tau$$

are called field lines, or (in the case of velocity fields) streamlines.

Integration step: widely used integration methods:

- Euler (used only in special speed-optimized techniques, e.g. GPU-based texture advection)

$$\mathbf{x}_{new} = \mathbf{x} + \mathbf{v}(\mathbf{x}, t) \cdot \triangle t$$

- Runge-Kutta, 2nd or 4th order

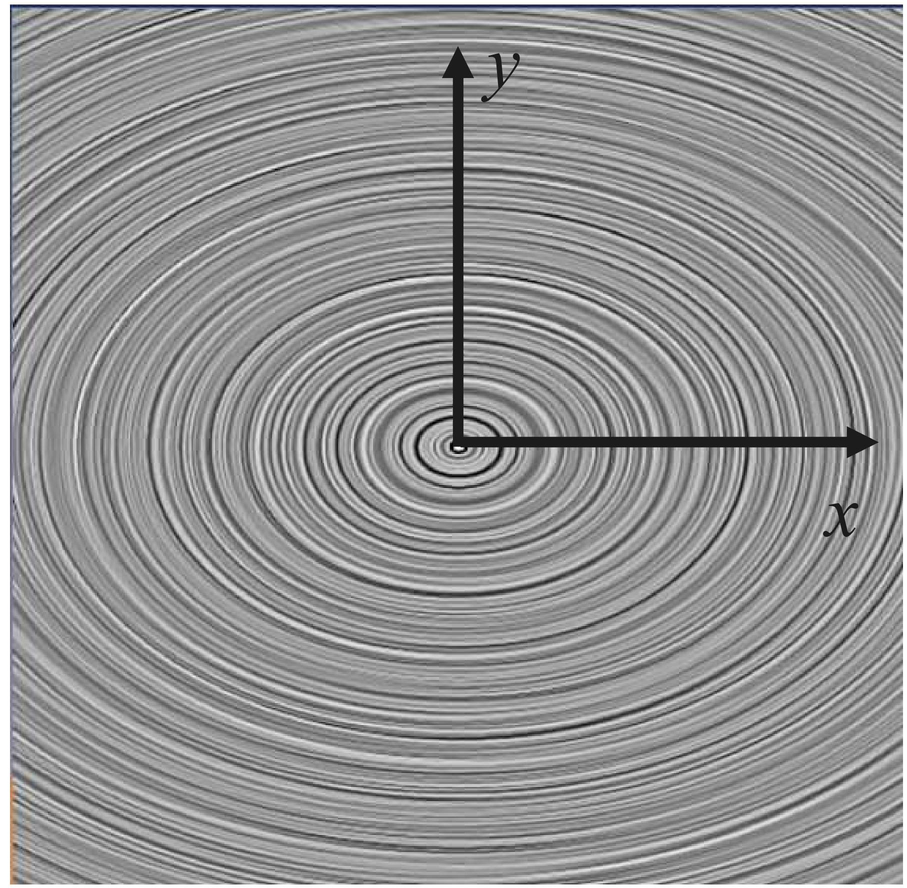
Higher order than 4th?

- often too slow for visualization
- study (Yeung/Pope 1987) shows that, when using standard trilinear interpolation, interpolation errors dominate integration errors.

- **Numerical integration of stream lines:**

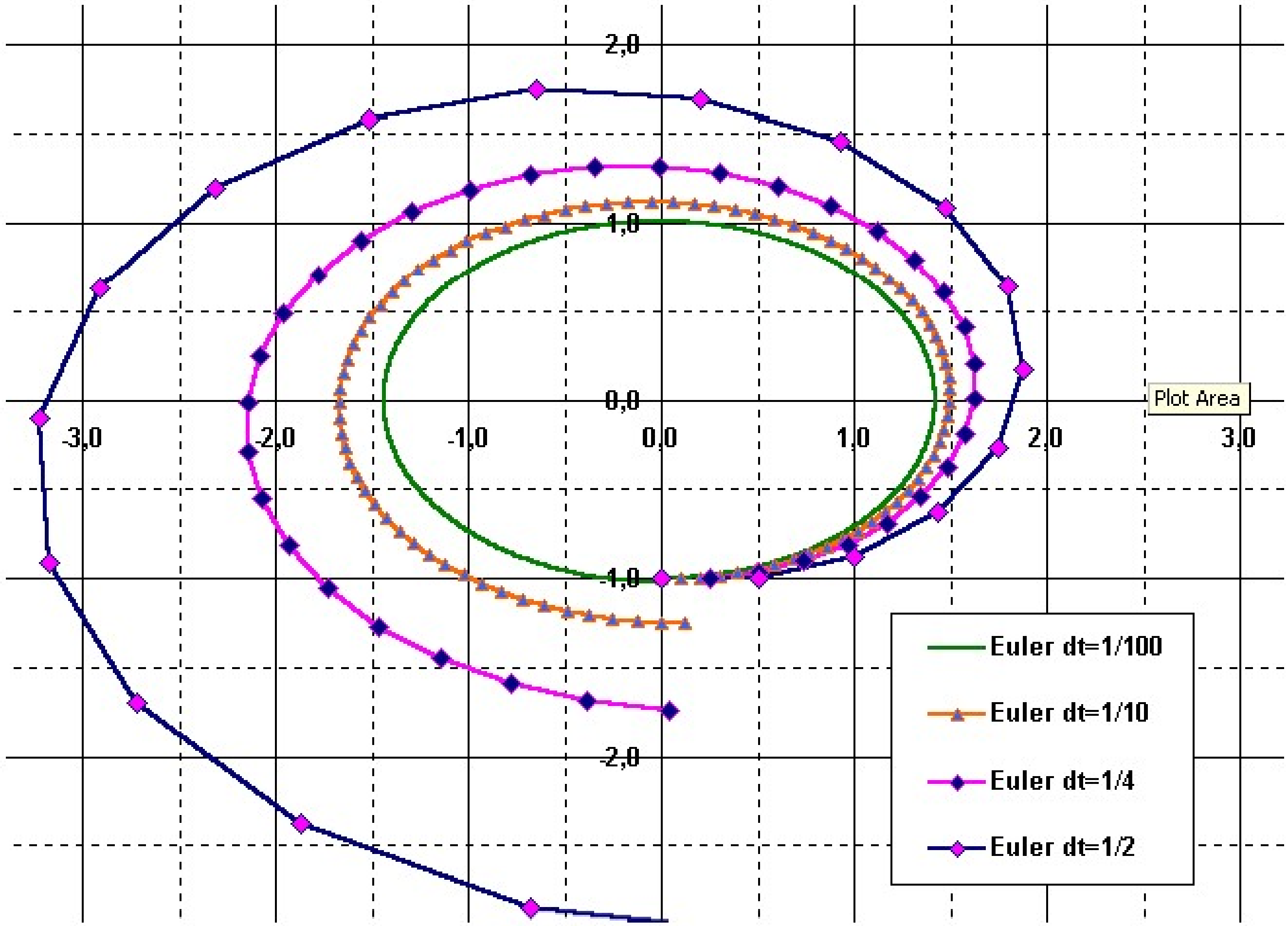
- approximate streamline by polygon $\mathbf{x}_i$

- **Testing example:**
  - $\mathbf{v}(x,y) = (-y, x/2)^T$
  - exact solution: ellipses
  - starting integration from (0,-1)



Comparison Euler, Step Sizes

Euler
is getting
better
propor-
tionally
to d*t*

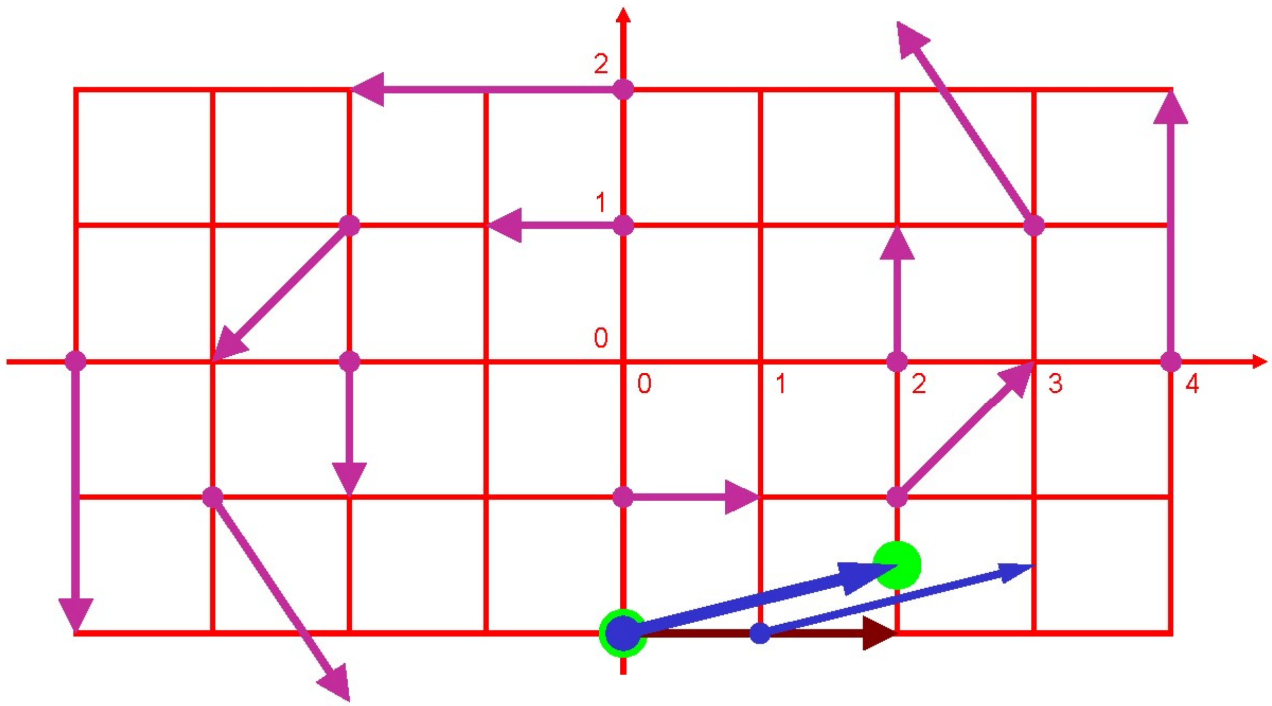


Better than Euler Integr.: RK

- Runge-Kutta Approach:
  - theory: $\mathbf{s}(t) = \mathbf{s}_0 + \int_{0\le u\le t} \mathbf{v}(\mathbf{s}(u))\,\mathrm{d}u$
  - Euler: $\mathbf{s}_i = \mathbf{s}_0 + \Sigma_{0\le u<i} \mathbf{v}(\mathbf{s}_u)\cdot \mathrm{d}t$
  - Runge-Kutta integration:
    - idea: cut short the curve arc
    - RK-2 (second order RK):
      1.: do half a Euler step
      2.: evaluate flow vector there
      3.: use it in the origin
    - RK-2 (two evaluations of **v** per step):
      $\mathbf{s}_{i+1} = \mathbf{s}_i + \mathbf{v}(\mathbf{s}_i + \mathbf{v}(\mathbf{s}_i)\cdot \mathrm{d}t/2)\cdot \mathrm{d}t$

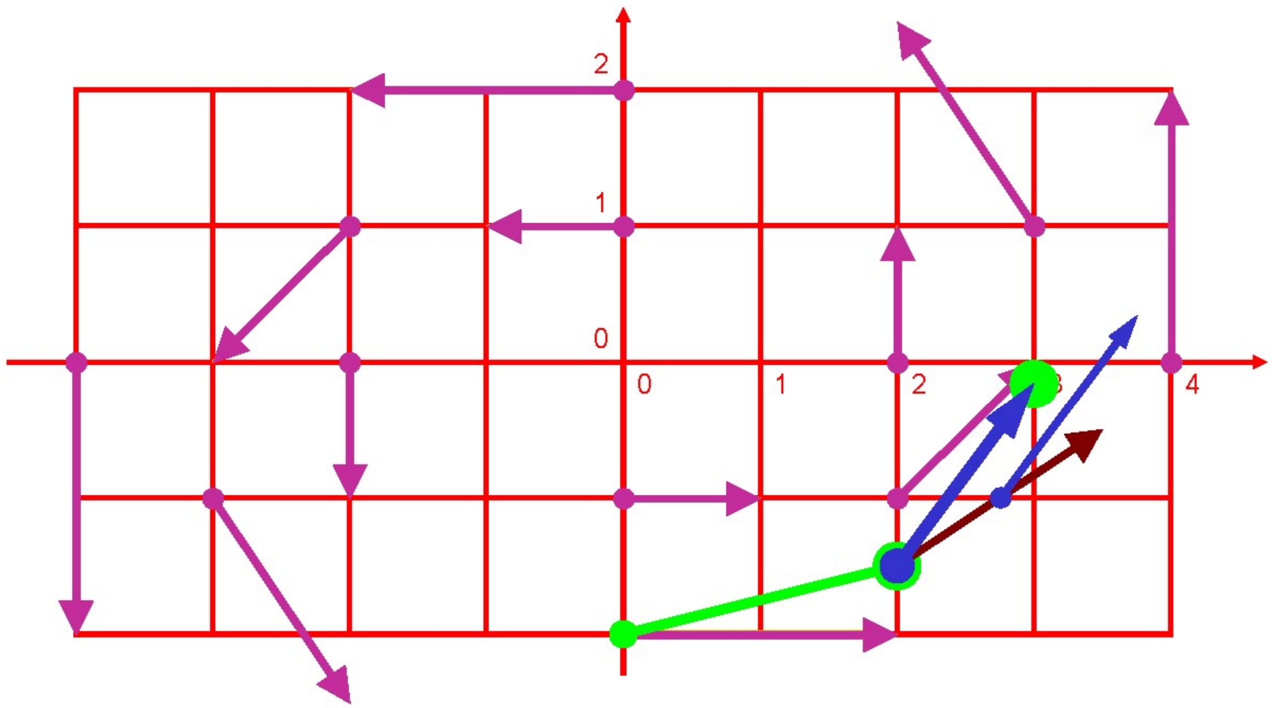
RK-2 Integration – One Step

- Seed point $\mathbf{s}_0 = (0|-2)^T$;
  current flow vector $\mathbf{v}(\mathbf{s}_0) = (2|0)^T$;
  preview vector $\mathbf{v}(\mathbf{s}_0+\mathbf{v}(\mathbf{s}_0)\cdot dt/2) = (2|0.5)^T$;
  $dt = 1$



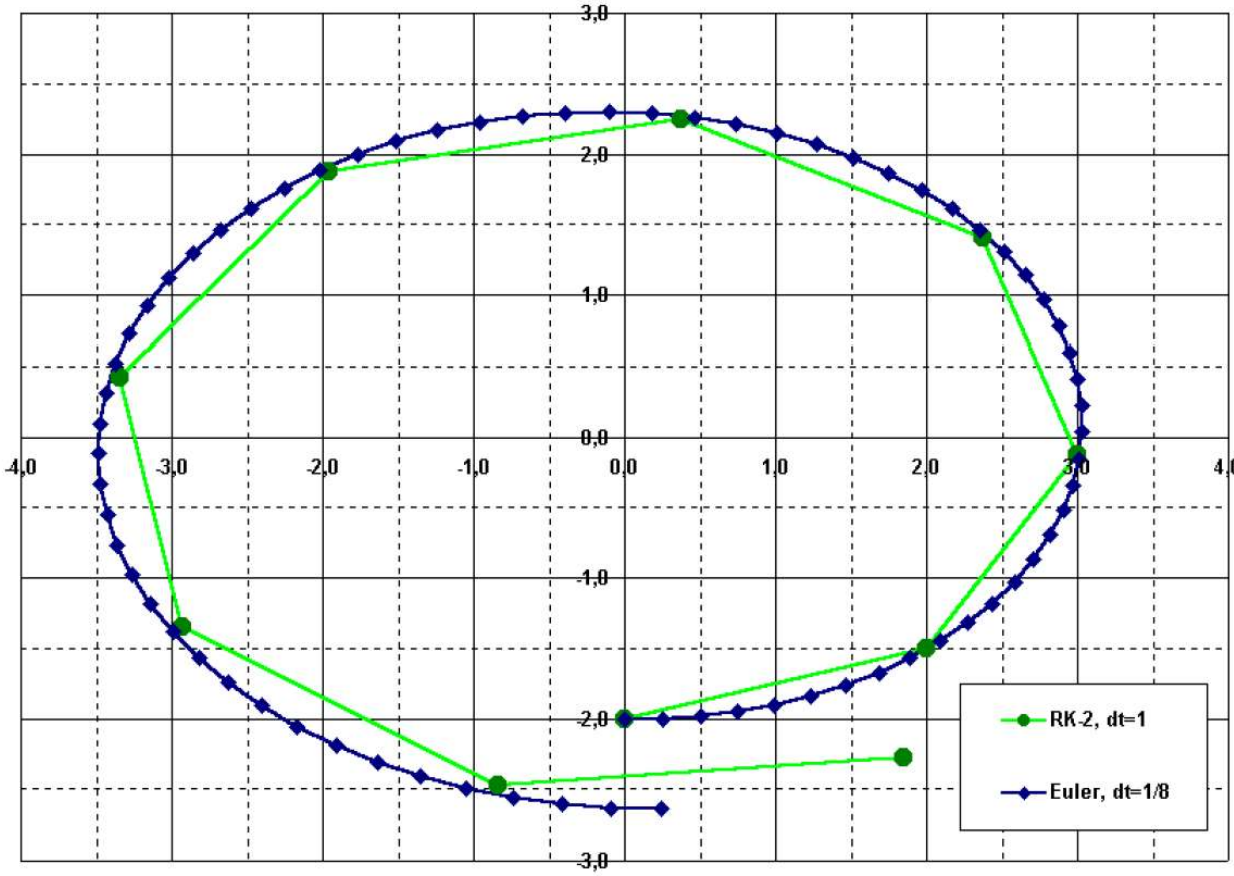
RK-2 – One more step

- Seed point $\mathbf{s}_1 = (2|-1.5)^T$;
  current flow vector $\mathbf{v}(\mathbf{s}_1) = (1.5|1)^T$;
  preview vector $\mathbf{v}(\mathbf{s}_1+\mathbf{v}(\mathbf{s}_1)\cdot dt/2) \approx (1|1.4)^T$;
  $dt = 1$



RK-2 – A Quick Round

- RK-2: even with d*t*=1 (9 steps) better than Euler with d*t*=1/8 (72 steps)

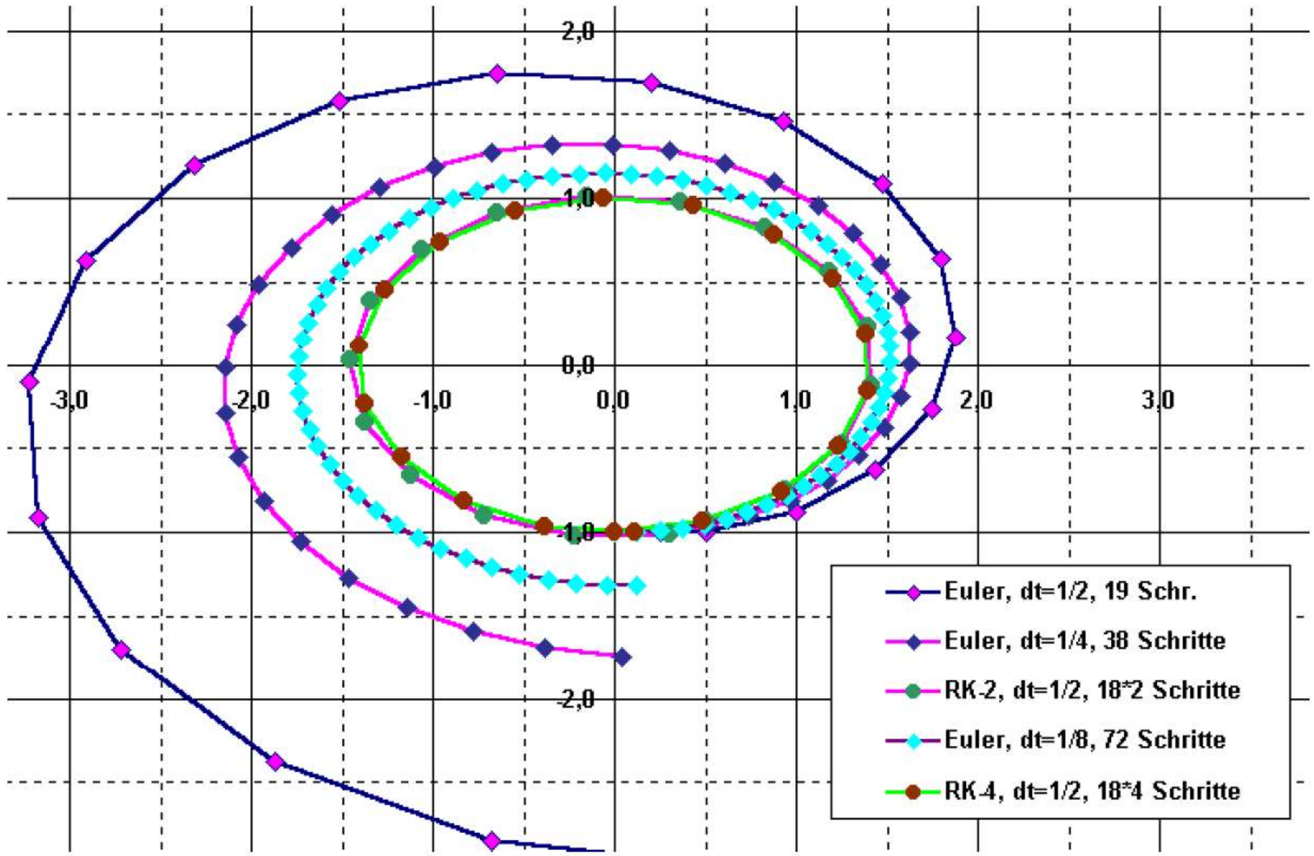


RK-4 vs. Euler, RK-2

- Even better: fourth order RK:
  - four vectors **a**, **b**, **c**, **d**
  - one step is a convex combination:
    $\mathbf{s}_{i+1} = \mathbf{s}_i + (\mathbf{a} + 2 \cdot \mathbf{b} + 2 \cdot \mathbf{c} + \mathbf{d})/6$
  - vectors:
    - $\mathbf{a} = \mathrm{d}t \cdot \mathbf{v}(\mathbf{s}_i)$ … original vector
    - $\mathbf{b} = \mathrm{d}t \cdot \mathbf{v}(\mathbf{s}_i + \mathbf{a}/2)$ … RK-2 vector
    - $\mathbf{c} = \mathrm{d}t \cdot \mathbf{v}(\mathbf{s}_i + \mathbf{b}/2)$ … use RK-2 …
    - $\mathbf{d} = \mathrm{d}t \cdot \mathbf{v}(\mathbf{s}_i + \mathbf{c})$ … and again!

Euler vs. Runge-Kutta

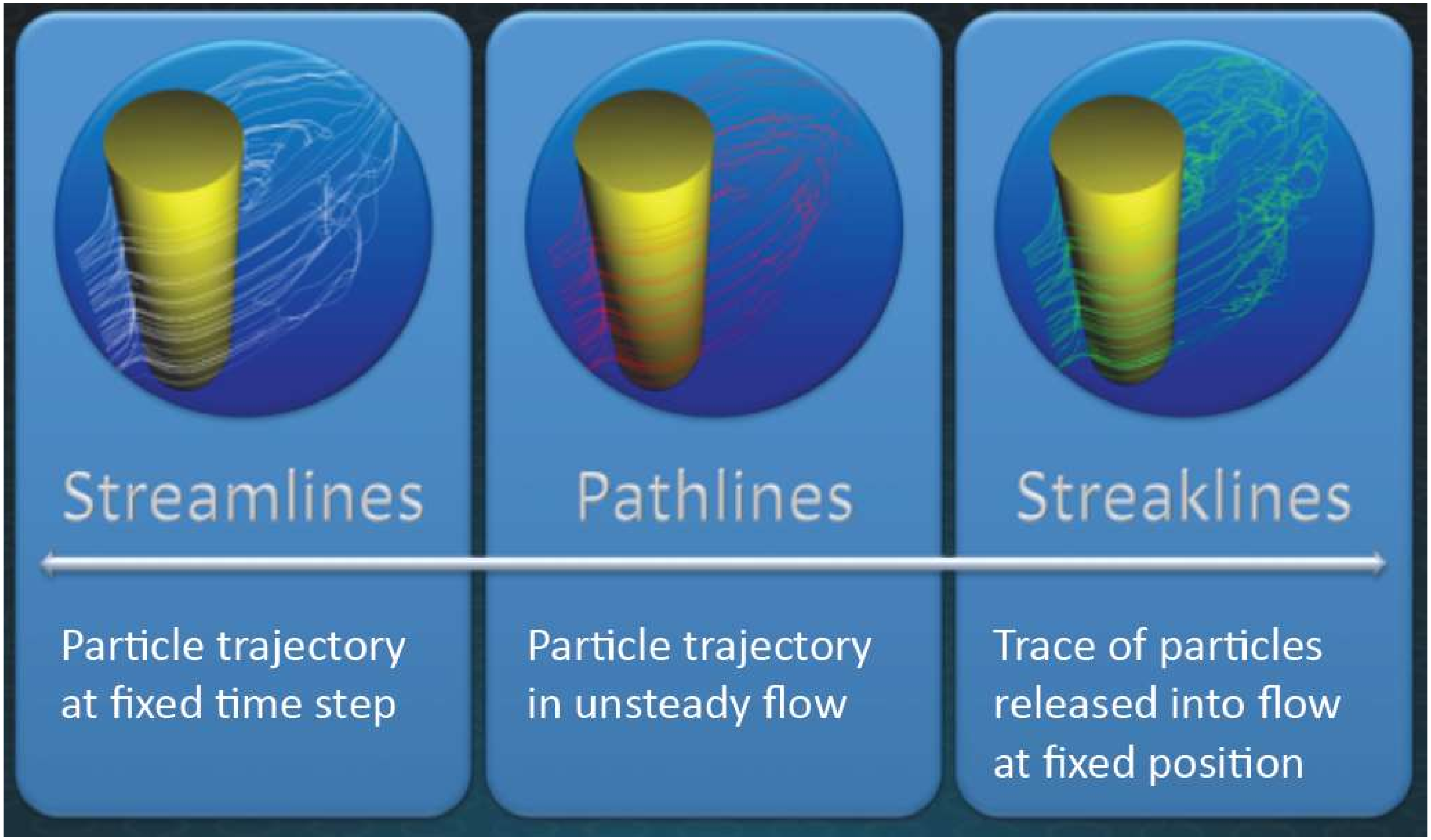
- RK-4: pays off only with complex flows
- Here approx. like RK-2



Integration, Conclusions

- Summary:
  - analytic determination of streamlines usually not possible
  - hence: numerical integration
  - several methods available (Euler, Runge-Kutta, etc.)
  - Euler: simple, imprecise, esp. with small dt
  - RK: more accurate in higher orders
  - furthermore: adaptive methods, implicit methods, etc.

Integral Curves



Streamline

- Curve parallel to the vector field in each point for a fixed time

Pathline

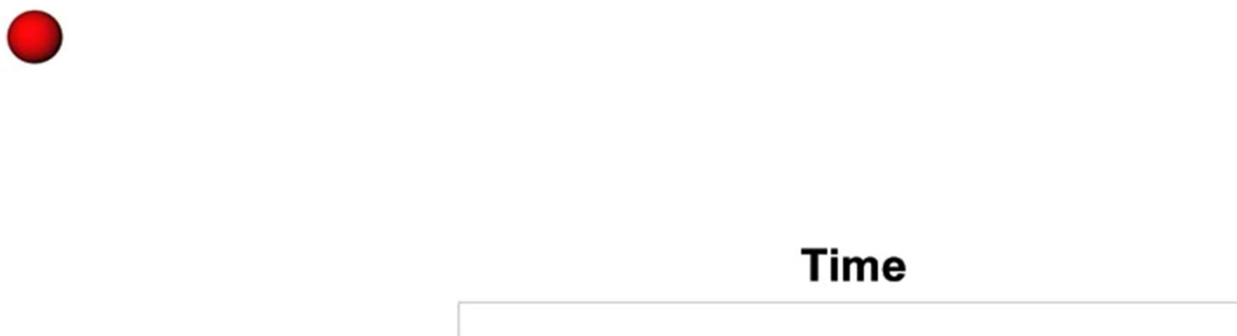
- Describes motion of a massless particle over time

Streakline

- Location of all particles released at a *fixed position* over time

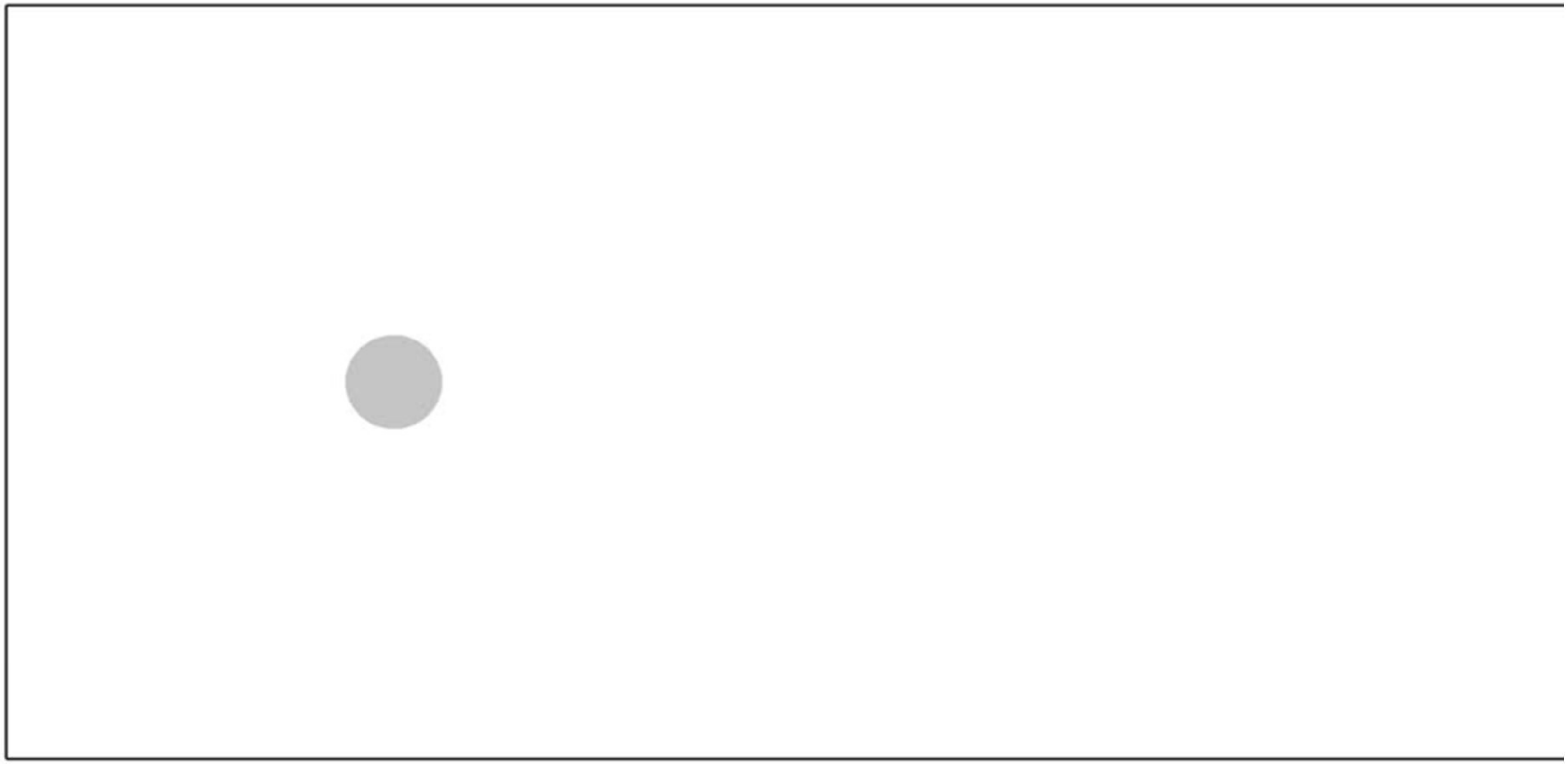
Timeline

- Location of all particles released along a line at a *fixed time*



streak line

location of all particles set out at a fixed point at different times



Particle visualization

2D time-dependent flow around a cylinder

time line

location of all particles set out on a certain line at a fixed time

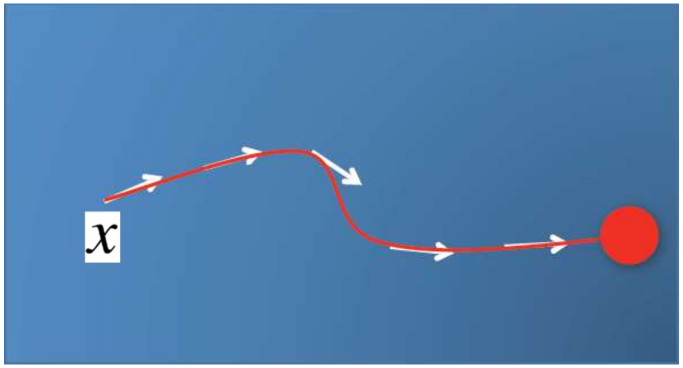
The Flow / Flow Map of a Vector Field (1)

Flow of a *steady (time-independent)* vector field

- Map source position *x* “forward” (*t*>*0*) or “backward” (*t*<*0*) by time *t*

$$\boxed{\phi(x,t)} \qquad \boxed{\phi_t(x)} \qquad \text{with} \qquad \begin{aligned} \phi_0(x) &= x \\ \phi_s(\phi_t(x)) &= \phi_{s+t}(x) \end{aligned}$$

$$\begin{aligned} \phi : \mathbb{R}^n \times \mathbb{R} &\to \mathbb{R}^n, \\ (x,t) &\mapsto \phi(x,t). \end{aligned} \qquad \begin{aligned} \phi_t : \mathbb{R}^n &\to \mathbb{R}^n, \\ x &\mapsto \phi_t(x). \end{aligned}$$



The Flow / Flow Map of a Vector Field (1)

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$$\boxed{\phi(x,t)}$$

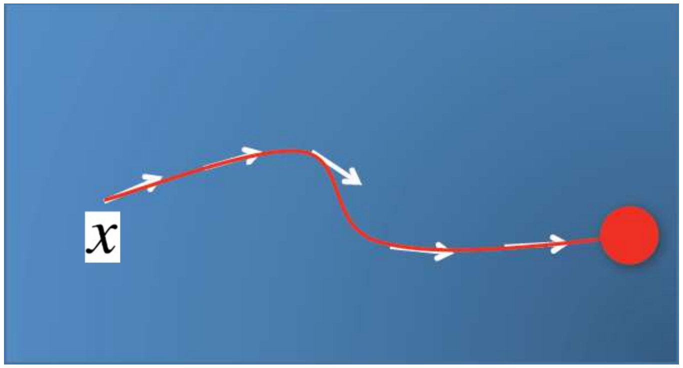
$$\phi : M \times \mathbb{R} \to M, \quad (x,t) \mapsto \phi(x,t).$$

$$\boxed{\phi_t(x)}$$

$$\phi_t : M \to M, \quad x \mapsto \phi_t(x).$$

with

$$\phi_0(x) = x$$
$$\phi_s(\phi_t(x)) = \phi_{s+t}(x)$$



The Flow / Flow Map of a Vector Field (1)

Flow of a *steady (time-independent)* vector field

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$$\boxed{\phi(x,t)} \qquad \boxed{\phi_t(x)}$$

with $\phi_0(x) = x$

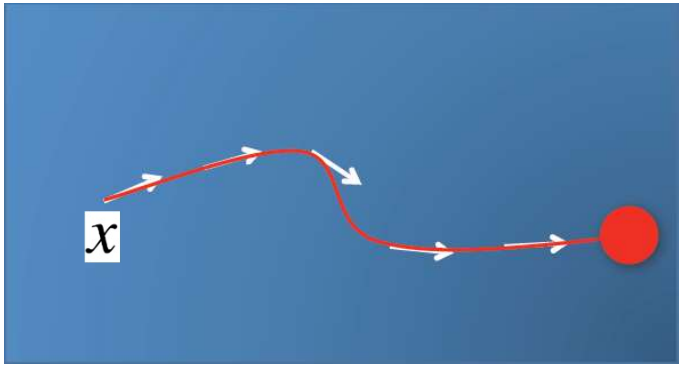
$$\phi_s(\phi_t(x)) = \phi_{s+t}(x)$$

$$\phi : M \times \mathbb{R} \to M, \quad (x,t) \mapsto \phi(x,t).$$

$$\phi_t : M \to M, \quad x \mapsto \phi_t(x).$$

$$\phi(x,t) = x + \int_0^t \mathbf{v}(\phi(x,\tau))\, \mathrm{d}\tau$$

(on a general manifold *M*, integration is performed in coordinate charts)



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$$\boxed{\phi(x,t)} \qquad \boxed{\phi_t(x)}$$

with

$$\phi_0(x) = x$$

$$\phi_s(\phi_t(x)) = \phi_{s+t}(x)$$

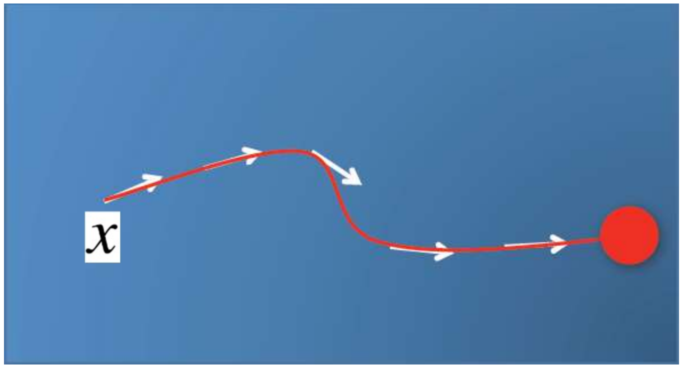
$$\phi : M \times \mathbb{R} \to M, \quad (x,t) \mapsto \phi(x,t).$$

$$\phi_t : M \to M, \quad x \mapsto \phi_t(x).$$

- Unsteady flow? Just fix arbitrary time T

$$\phi(x,t) = x + \int_0^t \mathbf{v}(\phi(x,\tau), \mathrm{T})\, \mathrm{d}\tau$$

(on a general manifold *M*, integration is performed in coordinate charts)



The Flow / Flow Map of a Vector Field (1)

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$\boxed{\phi(x,t)}$ $\boxed{\phi_t(x)}$ with $\phi_0(x) = x$

$$\phi_s(\phi_t(x)) = \phi_{s+t}(x)$$

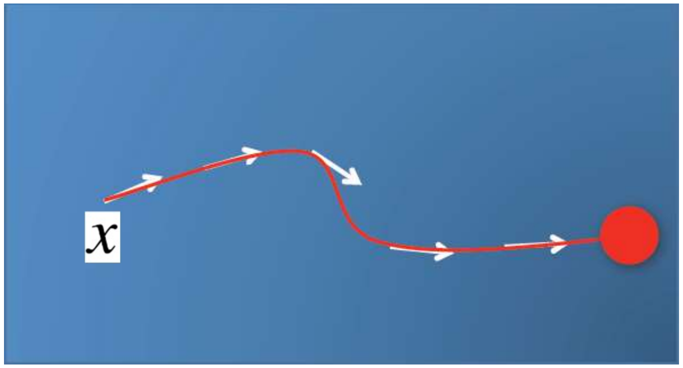
$$\phi : M \times \mathbb{R} \to M, \quad (x,t) \mapsto \phi(x,t).$$

$$\phi_t : M \to M, \quad x \mapsto \phi_t(x).$$

Can write explicitly as function of independent variable *t*, with *position x fixed*

$$t \mapsto \phi(x,t) \qquad t \mapsto \phi_t(x)$$

= stream line going through point *x*



The Flow / Flow Map of a Vector Field (2)

Flow of an *unsteady (time-dependent)* vector field

- Map source position x from time s to destination position at time t (t < s is allowed: map forward or backward in time)

$$\boxed{\psi_{t,s}(x)}$$

with

$$\psi_{t,s}(x) = x + \int_s^t \mathbf{v}\big(\psi_{\tau,s}(x), \tau\big)\, \mathrm{d}\tau$$

$$\psi_{s,s}(x) = x$$

$$\psi_{t,r}\big(\psi_{r,s}(x)\big) = \psi_{t,s}(x)$$

The Flow / Flow Map of a Vector Field (3)

Flow of an *unsteady (time-dependent)* vector field

- Map source position *x* from time *s* to destination position at time *t*
  (t < s is allowed: map forward or backward in time)

$\boxed{\psi_{t,s}(x)}$ $$\psi_{t,s}(x) = x + \int_s^t \mathbf{v}\big(\psi_{\tau,s}(x), \tau\big)\, \mathrm{d}\tau$$

Can write explicitly as function of t, *with s and x fixed*

$t \mapsto \psi_{t,s}(x)$ → path line

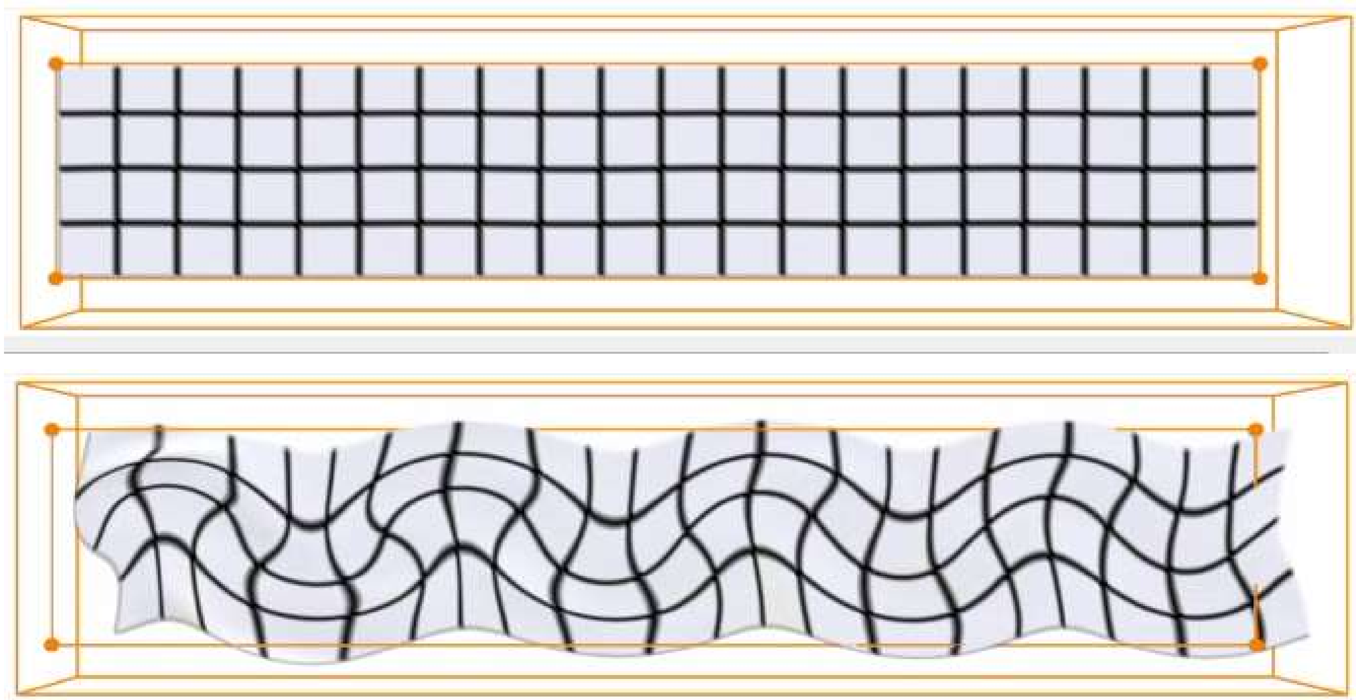
Can write explicitly as function of s, *with t and x fixed*

$s \mapsto \psi_{t,s}(x)$ → streak line

$\psi_{t,s}(x)$ is also often written as ***flow map*** $\phi_t^\tau(x)$ (with t:=s and either τ:=t or τ:=t-s)

The Flow / Flow Map of a Vector Field (4)

Can map a whole set of points (or the entire domain) through the flow map (this map is a *diffeomorphism*): $\boxed{t \mapsto \psi_{t,s}(U)}$



U

$= \psi_{s,s}(U)$

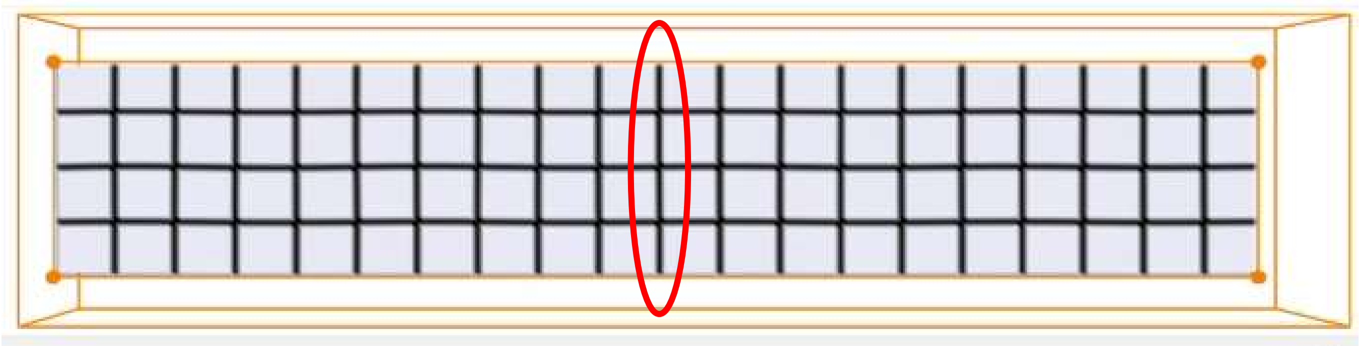
$\psi_{t,s}(U)$

(this is a *time surface!*)

The Flow / Flow Map of a Vector Field (5)

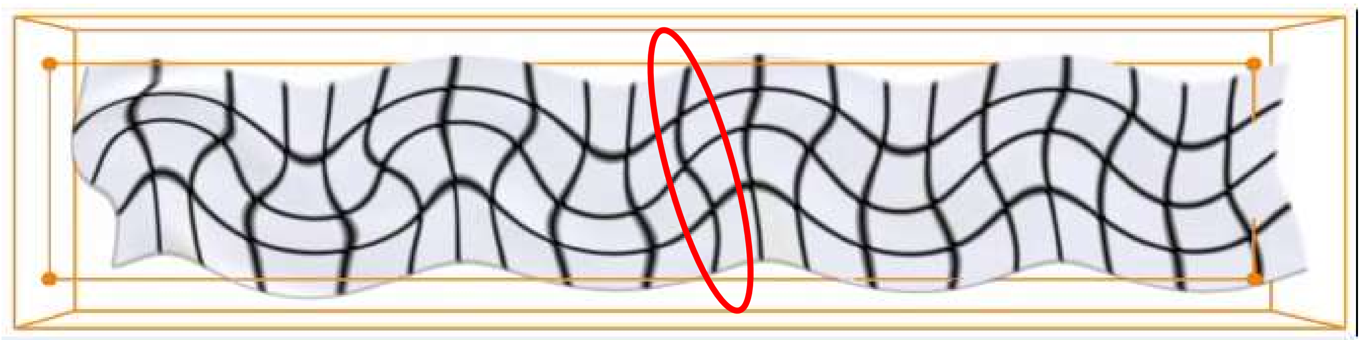
Time line: Map a whole curve from one fixed time (*s*) to another time (*t*)

$$\boxed{t \mapsto \psi_{t,s}(c(\lambda))}$$



$c(\lambda)$

$= \psi_{s,s}(c(\lambda))$



$\psi_{t,s}(c(\lambda))$

The Flow / Flow Map of a Vector Field (5)

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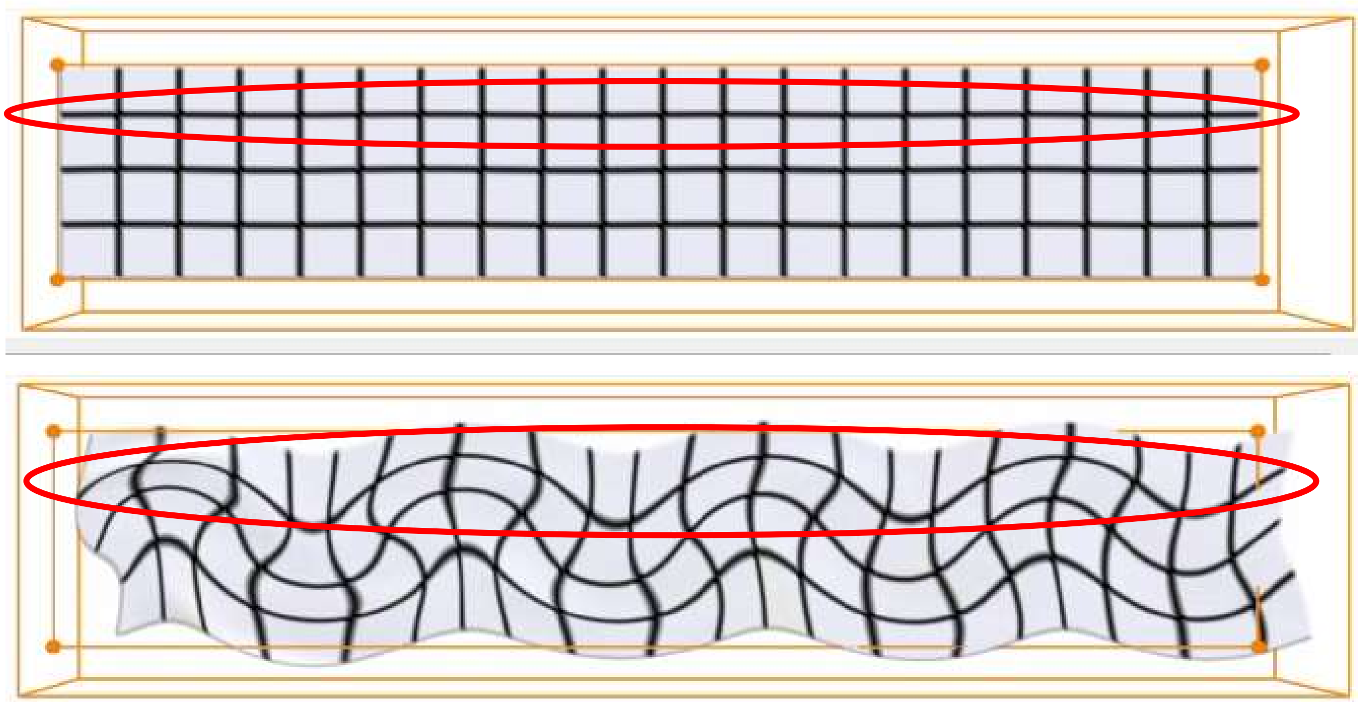


$$c(\lambda)$$

$$= \psi_{s,s}(c(\lambda))$$

$$\psi_{t,s}(c(\lambda))$$

Streamline

- Curve parallel to the vector field in each point for a fixed time

Pathline

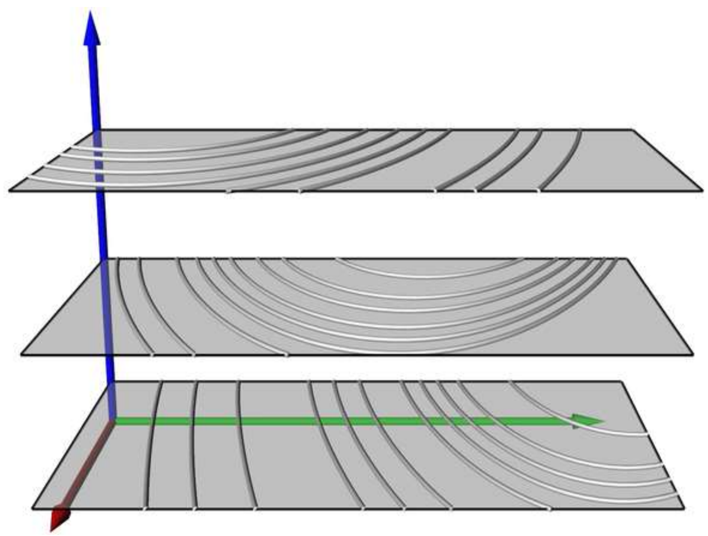
- Describes motion of a massless particle over time

Streakline

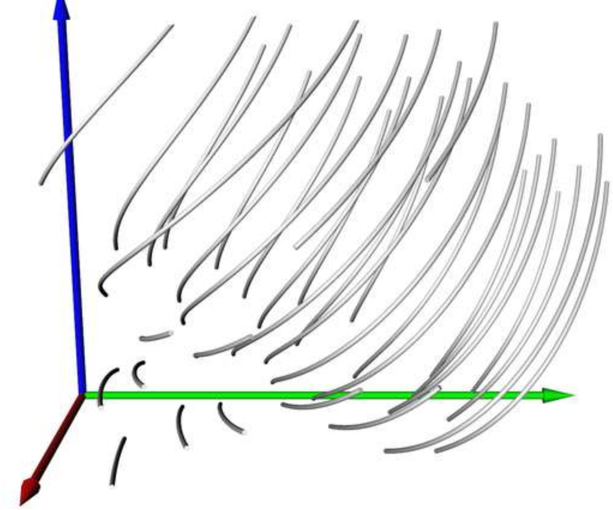
- Location of all particles released at a *fixed position* over time

Timeline

- Location of all particles released along a line at a *fixed time*

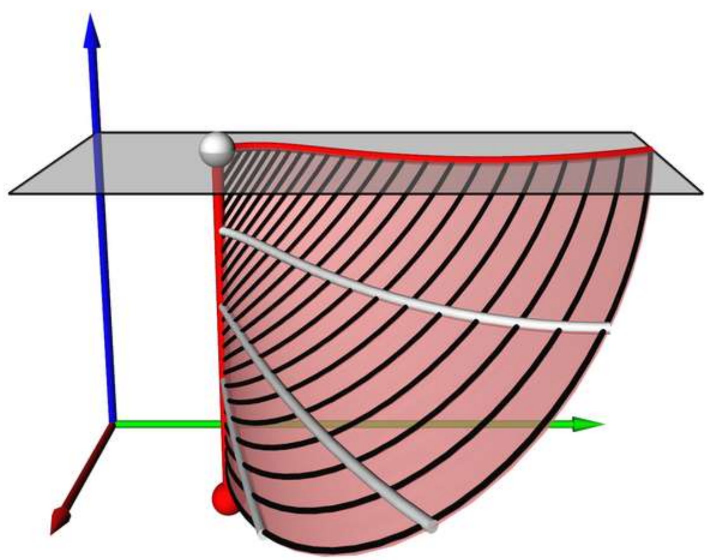


stream lines

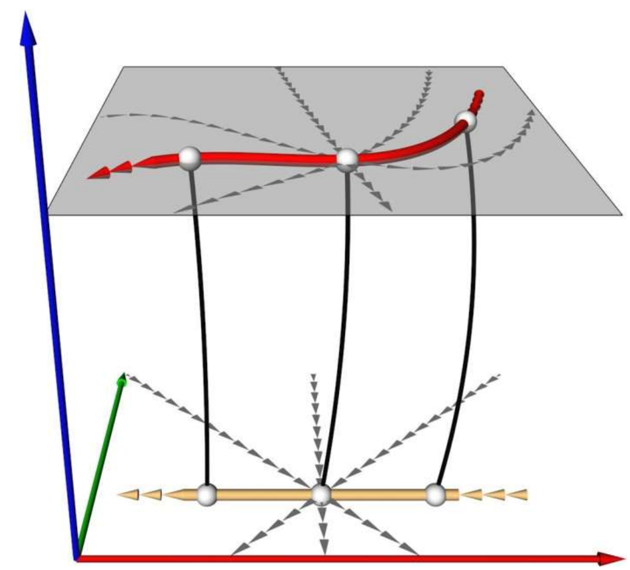


path lines

streak lines



time lines



Comparison of techniques:

(1) Pathlines:
- are physically meaningful
- allow comparison with experiment (observe marked particles)
- are well suited for dynamic visualization (of particles)

(2) Streamlines:
- are only geometrically, not physically meaningful
- are easiest to compute (no temporal interpolation, single IVP)
- are better suited for static visualization (prints)
- don't intersect (under reasonable assumptions)

(3) Streaklines:

- are physically meaningful
- allow comparison with experiment (dye injection)
- are well suited for static and dynamic visualization
- good choice for fast moving vortices
- can be approximated by set of disconnected particles

(4) Timelines:

- are physically meaningful
- are well suited for static and dynamic visualization
- can be approximated by set of disconnected particles

Thank you.

Thanks for material

- Helwig Hauser
- Eduard Gröller
- Daniel Weiskopf
- Torsten Möller
- Ronny Peikert
- Philipp Muigg
- Christof Rezk-Salama