Physics-based velocity field simplification for flow visualization

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CFD and Visualization



From an introduction to continuum mechanics...

Past and present

Traditional modeling	Computational modeling
model formulation governed by available analytical solution techniques	model formulation governed by numerical solution methods and available software
tendency towards over-simplified models because of limited solution techniques	more general models for phenomena of more industrial/scientific relevance
often sloppy treatment of initial and boundary conditions	numerics demands complete specification of initial-boundary value problems
result as symbolic expressions	result as visualizations

[H.P. Langtangen J. Sundnes 2012]

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result = symbolic expression	visualization = velocity field + X [H.P. Langtang J. Sundnes 20

Physics-based velocity field simplification for flow visualization

X = Visualization Techniques

THO BE REAL

Direct flow visualization



Dense, texture-base flow visualization



[v. Wijk et al. 1999]

[Kirby et al. 1999]

X = Visualization Techniques

Integration-based flow visualization



Feature-based flow visualization



[Helgeland et al. 2007]

Physics-based velocity field simplification for flow visualization

X = Feature extraction + Postprocessing



- Complex flow patterns (e.g., turbulence) lead to rich output of feature detectors → often simplification wanted
- Usual simplification works like this
 - extract all features according to a certain detector
 - remove according to geom. criteria (vicinity, size, length,...)
 - problem: immediate relation to underlying flow patterns is destroyed

X = Preprocessing + Feature extraction



- Conserves 1 to 1 relationship, but...
- Does the preprocessed velocity field describe the same physical process as the original?
 - e.g. still incompressible fluid?
 - boundary conditions?
 - ...
- Smoothing the field (low pass filtering) can be problematic [Velte et al. 2010]
 - changes the data
 - destroys the physical scales

Outline



- 1. "Physics based velocity field simplification..."
 - 1. turbulence energy cascade
 - 2. main idea of our approach
 - 3. computational aspects
- 2. "... for flow visualization"
 - 1. application for feature extraction
 - 2. examples for important classes of feature detectors
 - 3. discussion of results

Velocity field as Superposition of Scales



Turbulence energy cascade

- velocity field = superposition of energy-scales
- different energy-scales = different roles in the flow
 scales are ranked by turbulence kinetic energy
 transport to dissipation



Physics-based simplification



Main idea: removing some low TKE scales

- should capture physics of the flow "at large"...
- but remove details that are unimportant for the chosen level of observation

Advantages:

- energy-scales describe all the same physical process
- turbulence energy cascade depends on problem only (no user parameters to choose)

Open questions (for now):

- how to compute energy-scales?
- how to remove low TKE energy-scales?

Computing the Energy-scales



Proper orthogonal decomposition (POD)

- Lumley: Introduced of POD in 1967
 - continuous formulation as Fredholm integral equation
 - rather theoretical value
- Sirovich: discrete (snapshot) formulation in 1987
 applicable to measurements
 with today's computing power: also large DNS
- Technically (discrete formulation):
 - Find orthonormal basis of the function space spanned by the measured/simulated time steps

Practical POD computation [Sirovich 1987]



For data $\mathbf{u} = (\mathbf{u}(\mathbf{x}, t_n))_{n=0}^N$, the equations to solve are given by

$$\sigma^{i} = \operatorname*{arg\,max}_{\sigma \in L^{2} \setminus \langle \sigma^{1}, \dots, \sigma^{i-1} \rangle} \frac{1}{N} \sum_{n=1}^{N} \langle \sigma, \mathbf{u}_{n} \rangle^{2} \quad \text{with} \quad \mathbf{u}_{n}(\mathbf{x}) = \mathbf{u}(\mathbf{x}, t_{n})$$

Equivalent to eigenvalue problem

$$\sum_{m=1}^{N} C_{n,m} a_m^{(i)} = \lambda_{(i)} a_n^{(i)} \quad \text{with} \quad C_{n,m} = \frac{1}{N} \langle \mathbf{u}_n, \mathbf{u}_m \rangle$$

• Then $\sigma^i = \frac{\sum_{n=1}^N a_n^i \mathbf{u}_n}{||\sum_{n=1}^N a_n^i \mathbf{u}_n||}$



Every snapshot has the exact representation

$$\mathbf{u}_n(\mathbf{x}) = \sum_{i=1}^N \left\langle \mathbf{u}_n, \sigma^i \right\rangle \sigma^i(\mathbf{x})$$

Every mode σⁱ

- fulfills boundary conditions (periodic, heterogeneous,...)
- Same physical properties as orig. flow (e.g., divergence-freeness,...) [Sirovich 1987]

The relative TKE a mode accounts for is given by

$$\frac{\lambda_i}{\sum_{i=1}^N \lambda_i}$$

Usage for feature detection



- Truncated reconstructions = removal of the respective energy-scales
- Choose the relative amount of TKE to include, i.e. i_p such that $(\sum_{i=1}^{i_p} \lambda_i)/(\sum_{i=1}^{N} \lambda_i) \le p$ for a chosen p

Then $\mathbf{u}_{p}(\mathbf{x},t) = \sum_{i=1}^{i_{p}} \left\langle \mathbf{u}_{t}, \sigma^{i} \right\rangle \sigma^{i}(\mathbf{x})$

includes automatically the right amount of energyscales ("...as simple as possible, but no simpler." Einstein's razor)

• Apply feature detection on $\mathbf{u}_p(\mathbf{x},t)$



- Two important classes
 - Local feature detection (Eulerian)
 - Integration based feature detection (Lagrangian)
- Examples for Application
 - vorticity thresholding
 - finite-time Lyapunov exponents (FTLE)

Examples: vorticity

• Flow in a T-junction • vorticity: $\boldsymbol{\omega} = \nabla \times \mathbf{v}$







Examples: vorticity



• Turbulent channel flow (DNS), $Re_{\tau}=180$



Physics-based velocity field simplification for flow visualization



Measure for separation rate of particles

- Assumption: separation after advection = initial separation x exp(rate * integration time)
- Hence: maximal separation rate = log(maximal sep. after advection/initial sep.)
- For relatively long integration times, we expect rather large deformations
- Measure of large deformation: (right) Cauchy-Green tensor
- Maximal deformation rate of infinitesimal sphere = largest eigenvale of Cauchy-Green tensor (largest singular value of flow map gradient)

FTLE in velocity fields



Practical computation

- seed particles to estimate flow map/displacement gradient F
- Calculate Cauchy-Green tensor $C = F^T F$
- the FTLE value is then





FTLE ridges ~ Lagrangian coherent structures [Haller 2001]

[Shadden 2006]

Example: FTLE





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Integration error analysis



Relative error integration in reconstructed field



- For longer integration times, large energy-scales determinant (transport)
- Small energy-scales introduce noise in gradient computation

Conclusion



POD-based feature extraction

- simplification without changing physics
- simplification without user parameters
- visualization = velocity fields
- can uncover hidden feature
- denoises output if removed energy-scales do not related to observed phenomenon



At low Reynolds numbers, bad separation of scales

- One energy-scale "smeared out" over several POD modes
- No cascade, but "slide", where to truncate?
- If too few snapshots available, multiple energyscales in one POD mode
- Problems with not statistically converged flow (e.g., accelerating flow)
- At current no systematic testing of behaviour with larger diversity of feature detectors

Remark on LCS and POD



 Conclusions similar to the here presented for experimental data in [L. Kourentis, E. Konstantinidis: Uncovering largescale coherent structures in natural and forced turbulent wakes by combining PIV, POD, and FTLE, Experiments in Fluids (2011)]



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Thanks for your attention!

Questions?

Based on [A. Pobitzer, M. Tutkun, Ø. Andreasen, R. Fuchs, R. Peikert, and H. Hauser: **Energy-scale Aware Feature Extraction for Unsteady Flow Visualization, Computer Graphics Forum**(2011)]

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