

## Predicting High-Resolution Turbulence Details in Space and Time

KAI BAI<sup>1</sup>, CHUNHAO WANG<sup>1</sup>, MATHIEU DESBRUN<sup>2</sup>, XIAOPEI LIU<sup>1</sup>

**1.SHANGHAITECH UNIVERSITY** 

2. INRIA / ÉCOLE POLYTECHNIQUE / CALTECH





• Predicting high-resolution turbulence details in space and time







#### **RELATED WORK**





Voticity confinement [Fedkiw et al. SIG '01]



Modified turbulence model [Pfaff et al. SIG '10]



Frequency guiding [Forootaninia et al. SIG Asia '20]



Stream guiding [Sato et al. SIG '21]



[Chu et al. SIG '17]



[Xie et al. SIG '18]



[Um et al. SCA '18]



[Bai et al. TOG '20]





#### **RELATED WORK**



#### Previous methods cannot handle high-res turbulence details well

Voticity confinementModified turbulence modelFrequency guidingStream guiding[Fedkiw et al. SIG '01][Pfaff et al. SIG '10][Forootaninia et al. SIG Asia '20][Sato et al. SIG '21]

#### [Bai et al. 2020] scales well, but has limited generalizability

#### We significantly improve on their generalizability

[Chu et al. SIG '17]

Xie et al. SIG '18

[Um et al. SCA '18]

[Bai et al. TOG '20





## Recap of the approach by Bai et al. [2020]



#### Dictionary-based learning for flow synthesis [Bai et al. 2020]







Bai et al. [2020] construct a patch dictionary for upsampling









Neural network structure of Bai et al. [2020]



Multi-scale dictionary-based neural network







## Different variants proposed in [Bai et al. 2020]

> Input using up to three consecutive velocity field at times [t, t-1, t-2]

> Even include vorticity patches in the input

> Two types of patch encoding (space-time/phase-space)





# Observation & Motivation





#### **Characteristics of turbulent flows**



# Complex global structure can be synthesized as a *combination of local structures*.









#### **Characteristics of turbulent flows**

## A localized learning-based approach is key!

## Complex global structure can be synthesized as a *combination of local structures*.





## **OBSERVATION**







Note that the minimal error is reached for a specific filtering (red box).





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#### What we realized:

- 1. Aliasing artifacts in the input render the learning of detailed predictions *more difficult than it should*
- 2. Training patches without spurious structures makes the training much easier/faster and more generalizable
- 3. Incorporating a more customized filtering in the neural network is needed





New learning framework to flow upsampling



#### Simple low-pass filtering



#### Gaussian filter + downsampling







#### **Adaptive filtering**



Filter the coarse input, which is then taken as the new base flow







#### **Adaptive filtering**



Make the coarse input more "identifiable"







#### Result of adaptive filtering (purely spatial upsampling)









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#### Input structure design









#### Result of input design (purely temporal upsampling)







#### Comparison of [Bai et al. '20] vs. our neural network



- Low-pass filtering
- Adaptive filtering
- Input structure design

our neural network structure









$$y_{L} = [\hat{u}_{L}^{t}, \hat{u}_{L}^{t-1}, \gamma]$$
  
(input vector  $\gamma \in [0, 1]$ )  
$$y_{L} = [\hat{u}_{L}^{t}, \hat{u}_{L}^{t-1}, \gamma]$$
  
(input vector  $\gamma \in [0, 1]$ )

Our learning-based framework can handle *both* spatial and temporal upsampling of high-res turbulent flows.



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# Training and applications

## **VELOCITY FIELD UPSAMPLING**



#### **Training for spatial upsampling**





## **VELOCITY FIELD UPSAMPLING**



#### **Training for temporal upsampling**





## **VELOCITY FIELD UPSAMPLING**







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## **FLUID DATA COMPRESSION**



#### Patch-based compressor (in space only for now)







## **FLUID DATA COMPRESSION**



#### **Time-varying flow field compression**







## **FLUID DATA COMPRESSION**



#### **Time-varying flow field compression**



![](_page_30_Picture_4.jpeg)

![](_page_30_Picture_6.jpeg)

![](_page_31_Picture_0.jpeg)

## **RESULTS: Unique Training Set**

![](_page_32_Picture_1.jpeg)

![](_page_32_Picture_2.jpeg)

![](_page_32_Picture_3.jpeg)

## **RESULTS: Spatial Super-Resolution**

![](_page_33_Picture_1.jpeg)

our synthesized high-resolution smoke (resolution: 720x240x240)

![](_page_33_Picture_3.jpeg)

![](_page_33_Picture_5.jpeg)

## **RESULTS: Spatial Upsampling**

![](_page_34_Picture_1.jpeg)

![](_page_34_Picture_2.jpeg)

![](_page_34_Picture_3.jpeg)

![](_page_34_Picture_5.jpeg)

## **RESULTS: Temporal Upsampling**

![](_page_35_Picture_1.jpeg)

![](_page_35_Picture_2.jpeg)

![](_page_35_Picture_3.jpeg)

## **RESULTS: Space-Time Upsampling**

![](_page_36_Picture_1.jpeg)

![](_page_36_Picture_2.jpeg)

![](_page_36_Picture_3.jpeg)

![](_page_36_Picture_5.jpeg)

## **RESULTS: Compression**

![](_page_37_Picture_1.jpeg)

![](_page_37_Figure_2.jpeg)

Compared with wavelet compression, our approach could achieve a 10x improvement in compression ratio.

![](_page_37_Picture_4.jpeg)

![](_page_37_Picture_6.jpeg)

## **Discussions**

![](_page_39_Picture_0.jpeg)

![](_page_39_Picture_1.jpeg)

#### Generalizability

- Additional filtering to reduce aliasing artifacts
- Training from a very limited training set is enough
- > Temporal upsampling is more challenging than spatial upsampling

![](_page_39_Picture_6.jpeg)

![](_page_39_Picture_8.jpeg)

![](_page_40_Picture_1.jpeg)

![](_page_40_Figure_2.jpeg)

![](_page_40_Picture_3.jpeg)

![](_page_40_Figure_5.jpeg)

![](_page_41_Picture_1.jpeg)

#### Performance

Figs	input type	σ	k	input resolution	output resolution	Re	low-res preparation time	high-res simulation time	prediction time	speed-up
Fig. 1	low frame rate downsampled input	1.4	10	200×80×80	800×320×320	50,000	n/a	256.9 sec.	44.3 sec.	5.8
Fig. 6	downsampled input	1.4	n/a	150×80×80	600×320×320	20,000	n/a	170.4 sec.	33.9 sec.	5.0
Fig. 7	low frame rate input	0.0	10	320×480×320	320×480×320	20,000	n/a	140.6 sec.	28.5 sec.	4.9
Fig. 9 (left)	Gaussian filtered input	2.0	n/a	600×320×320	600×320×320	4,000	n/a	170.4 sec.	33.9 sec.	5.0
Fig. 9 (middle)	Gaussian filtered input	2.0	n/a	600×320×320	600×320×320	20,000	n/a	170.4 sec.	33.9 sec.	5.0
Fig. 9 (right)	Gaussian filtered input	2.0	n/a	600×320×320	600×320×320	100,000	n/a	170.4 sec.	33.9 sec.	5.0
Fig. 8	downsampled input	1.4	n/a	180×60×60	720×240×240	20,000	n/a	154.1 sec.	20.4 sec.	7.6
Fig. 10	low-res simulation input	4.0	n/a	250×100×100	1000×400×400	50,000	6.1 sec.	678.3 sec.	93.2 sec.	6.8
Fig. 11	low frame rate input	0.0	15	320×160×320	320×160×320	30,000	n/a	59.7 sec.	6.8 sec.	8.8
Fig. 13	low frame rate Gaussian filtered input	2.0	10	600×200×250	600×200×250	100,000	n/a	93.5 sec.	13.7 sec.	6.8

#### Our approach can achieve 5x-10x faster than the corresponding high-res simulation.

![](_page_41_Picture_5.jpeg)

![](_page_41_Picture_7.jpeg)

other fluid solvers

![](_page_42_Picture_1.jpeg)

our synthesized high-resolution smoke (resolution: 400x400x400)

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#### Reflection-advection MacCormack solver

Applicability to

![](_page_42_Picture_4.jpeg)

![](_page_42_Picture_5.jpeg)

![](_page_42_Picture_7.jpeg)

![](_page_43_Picture_1.jpeg)

#### Comparison with tempoGAN [Xie et al. SIGGRAPH 2018]

![](_page_43_Picture_3.jpeg)

![](_page_43_Picture_4.jpeg)

![](_page_44_Picture_0.jpeg)

![](_page_44_Picture_1.jpeg)

- Temporal synthesis still exhibits only relatively limited generalizability when trained on limited examples
- We cannot ensure physical accuracy
- Not enough dictionary patches may lead to bad "extrapolation"

![](_page_44_Picture_5.jpeg)

![](_page_44_Picture_7.jpeg)

![](_page_45_Picture_0.jpeg)

![](_page_45_Picture_1.jpeg)

#### • A simple and effective learning-based approach

predicting turbulent flow details in space and time

#### An adaptive filtering strategy with new input design

> that is more generalizable for both space and time upscaling

#### A unified framework for spatio-temporal upsampling

offering a wide range of applications

![](_page_45_Picture_8.jpeg)

![](_page_45_Picture_10.jpeg)

![](_page_46_Picture_0.jpeg)

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![](_page_46_Picture_4.jpeg)

### THANK YOU!

#### Presented by: Kai BAI

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