

# Generating Various Flow Fields using Principal Component Analysis

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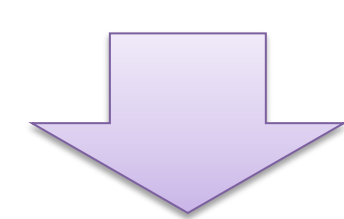


## Introduction

Similar fluid animations are required to create large scale fluid scenes.

Problems in creating multiple animations:

- **repeating fluid simulations** many times with different parameters
- **time-consuming task** for adjusting parameters
- **huge computational costs** for fluid simulations



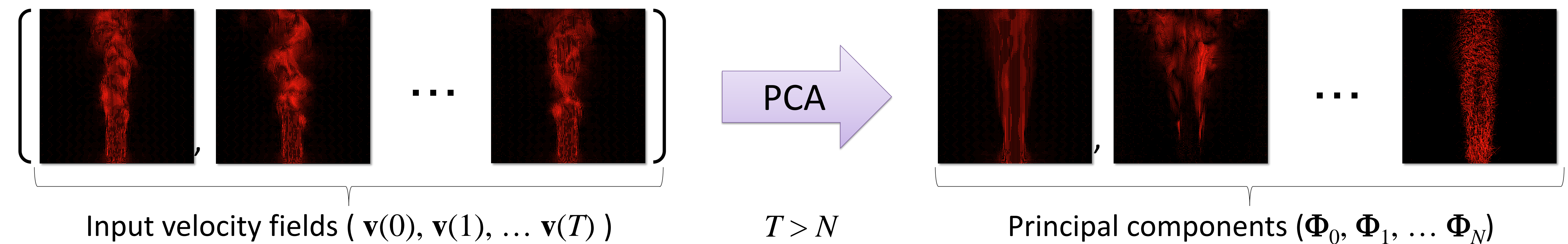
A method for efficiently creating various fluid animations

Our method can create various flow fields;

- from a **single simulated dataset**
- **without executing fluid simulations**
- by **modulating PCA coefficients**

## Our method

- Computing **principal components** of input velocity fields



- **Modulating coefficients** of each principal component

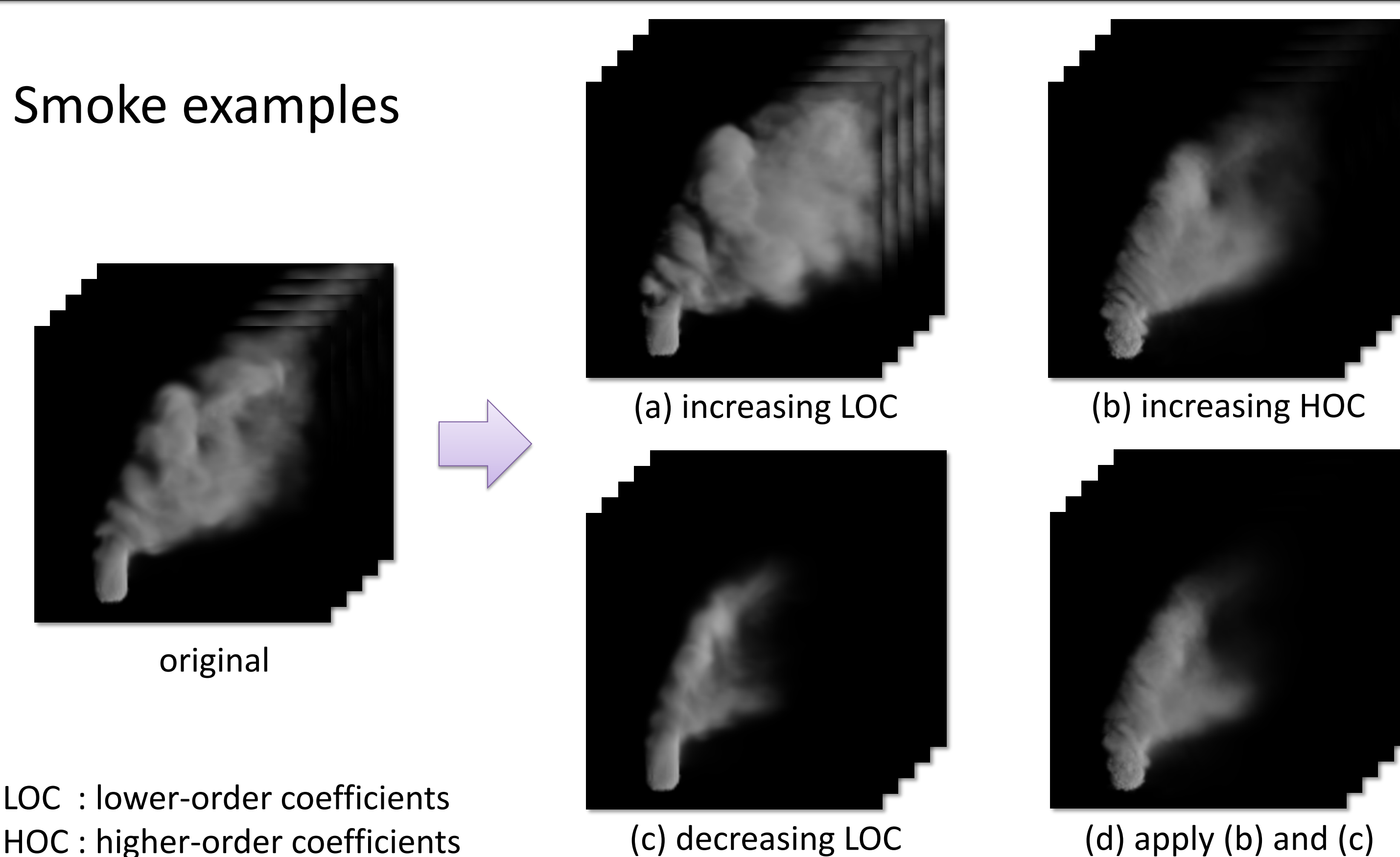
Flow fields are represented by a linear combination of principal components

$$\begin{aligned} \text{original}(t) &= w_0(t) \Phi_0 + w_1(t) \Phi_1 + \dots + w_N(t) \Phi_N \\ \text{variation}(t) &= 0.5w_0(t) \Phi_0 + 0.7w_1(t) \Phi_1 + \dots + 2.0w_N(t) \Phi_N \end{aligned}$$

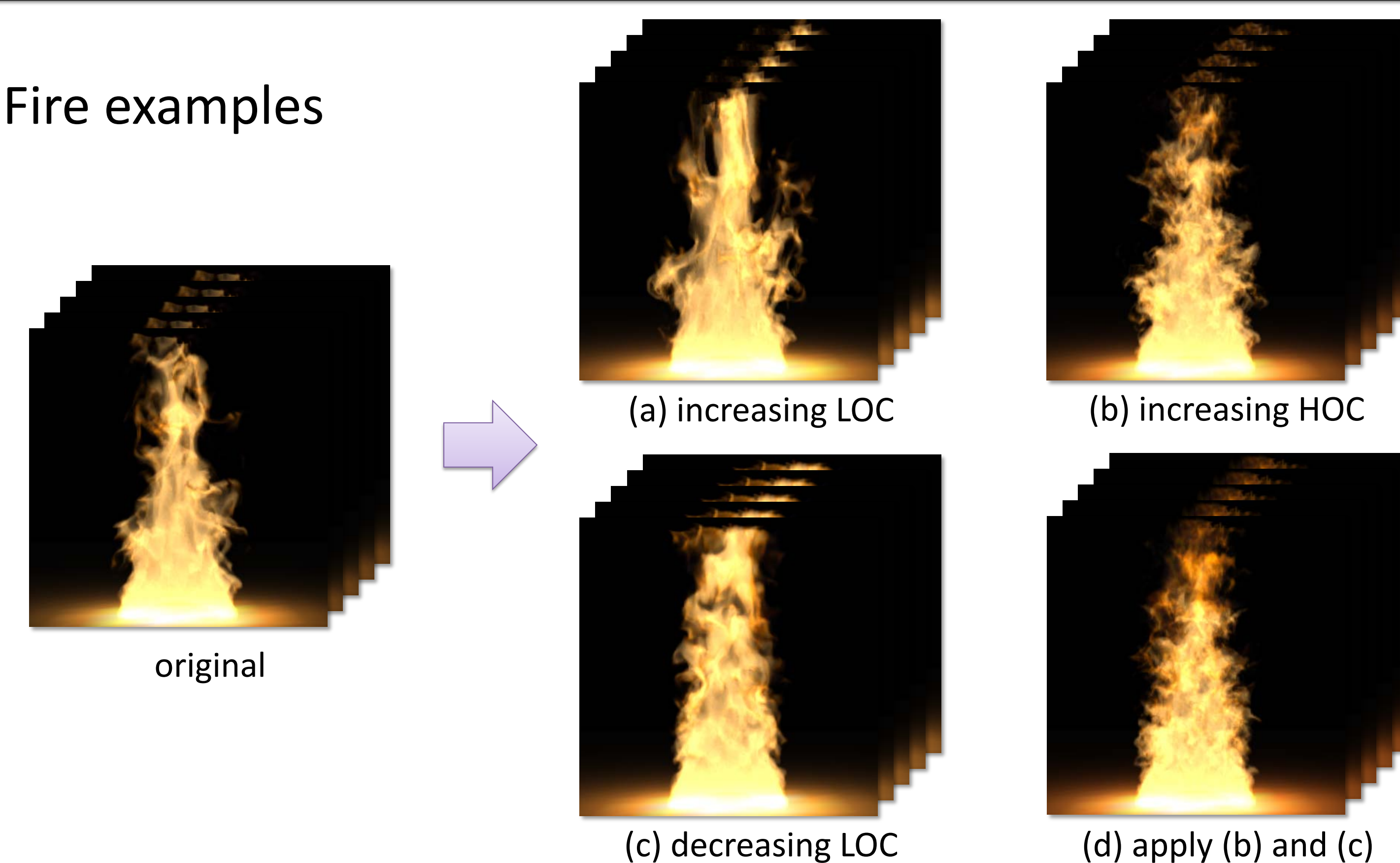
Principal components ( $\Phi_0, \Phi_1, \dots, \Phi_N$ )

## Results

Smoke examples



Fire examples



## Limitations

- The results might violate momentum conservation more, if the degree of modulation is large.
- Our method cannot apply to fluids with drastically temporary-varying dominant flow direction.

## Future work

Methods for:

- evaluating flow fields
- determining coefficients automatically
- extending to fluids with unsteady motions