

Learned Models for Physical Simulation and Design

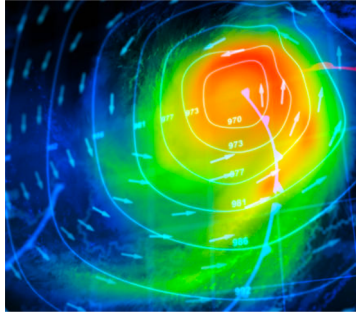
Kimberly Stachenfeld
DeepMind

AMLD EPFL 2022

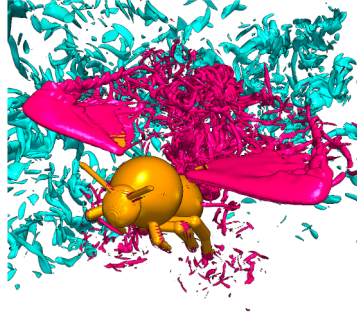


Simulation

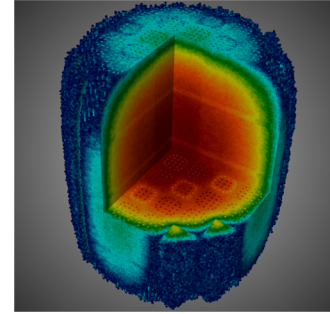
Forecasting



Basic Science



Engineering & Design



How can Machine Learning be useful for simulation?

- Simulators that...

Part I 
Part II 

- Are more **efficient**
- Are **differentiable**; support efficient **engineering & design** optimization problems
- learn from **real-world data**



Learned Coarse Models for Efficient Turbulence Simulation

Learned Coarse Models for Efficient Turbulence Simulation



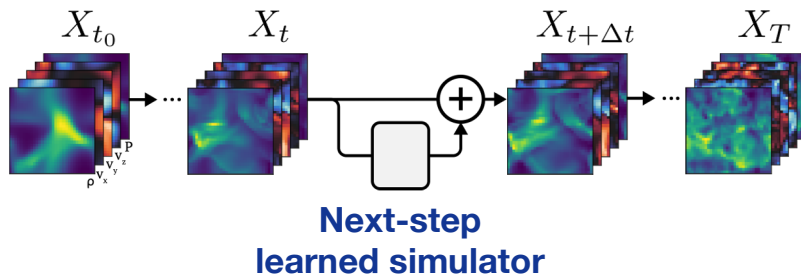
Classical numerical solvers used for turbulence simulations are powerful but computationally expensive

Can fully-learned simulators capture complex, chaotic turbulence accurately at low-resolutions?



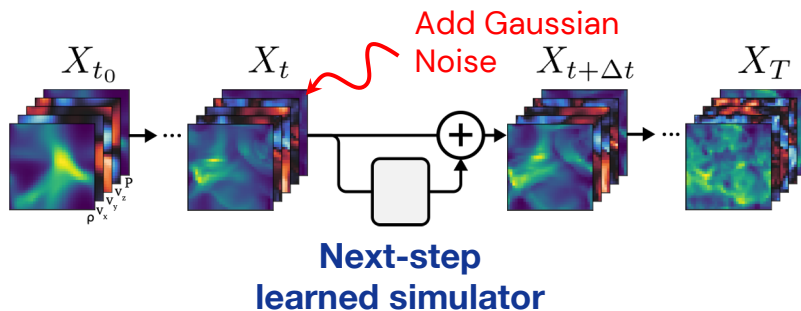
Our Approach

1. Use classical physics solvers to produce **high-resolution trajectories**
2. Downsample these trajectories in **space** and **time** to produce training data
3. Train a neural network to do **next-step prediction** on **low-resolution** frames

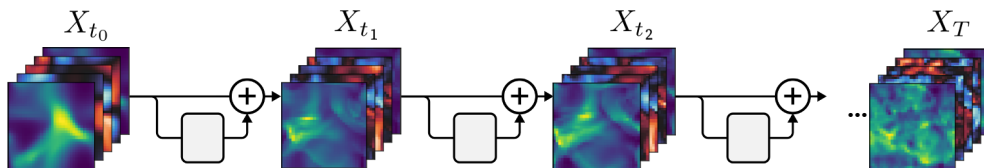


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4. **Evaluate** on “**rolled out**” trajectories

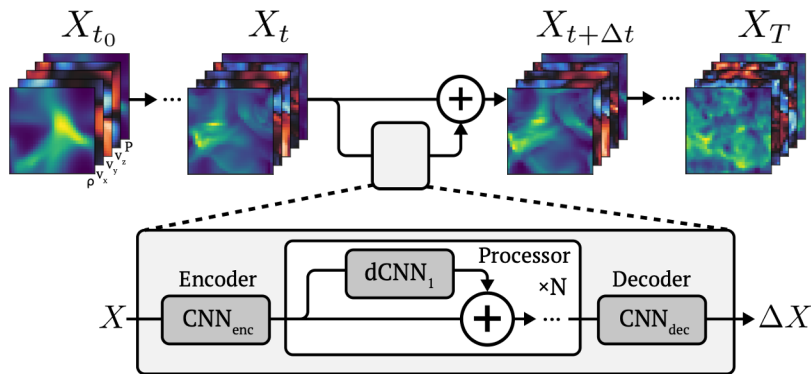


Evaluation:



Our Approach

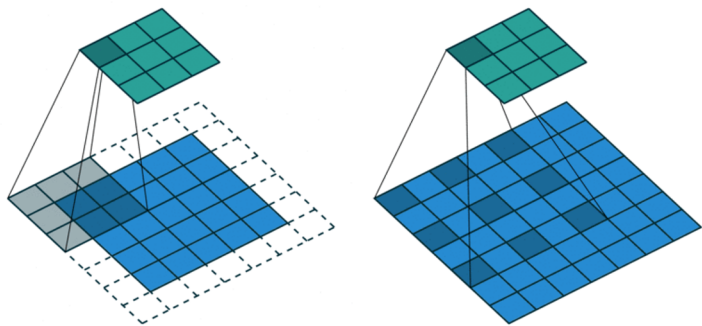
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U-shaped Stack of Dilated Convolutions

Dilated Convolution

Yu & Koltun (2015)



Keep local structure

Larger perceptual range

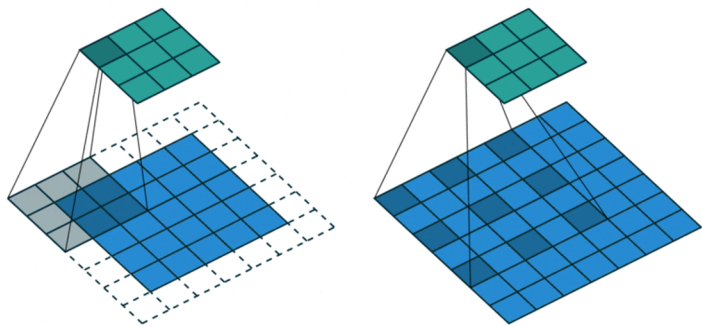
Same # parameters



U-shaped Stack of Dilated Convolutions

Dilated Convolution

Yu & Koltun (2015)



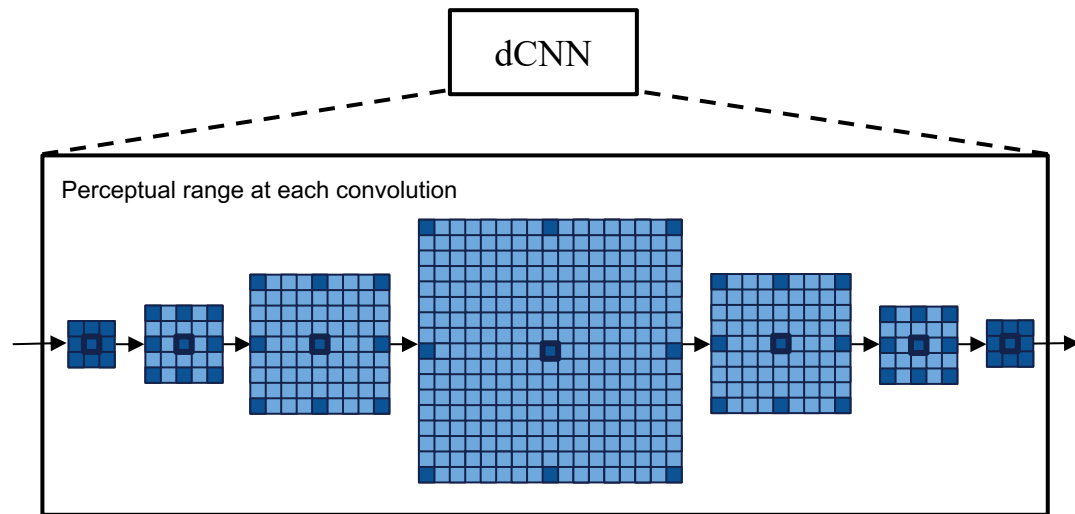
Keep local structure

Larger perceptual range

Same # parameters

dCNN: U-shaped stack

See also: Ronneberger et al. (2015)



7 dilated convolutions in sequence

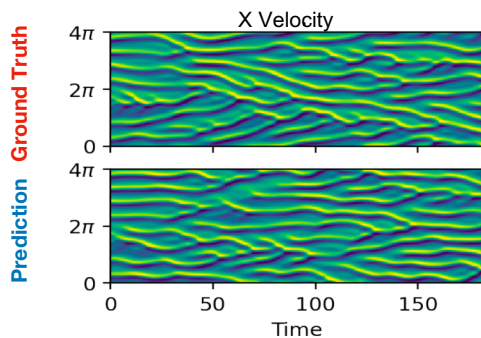
Gradually increase and decrease range
of communication



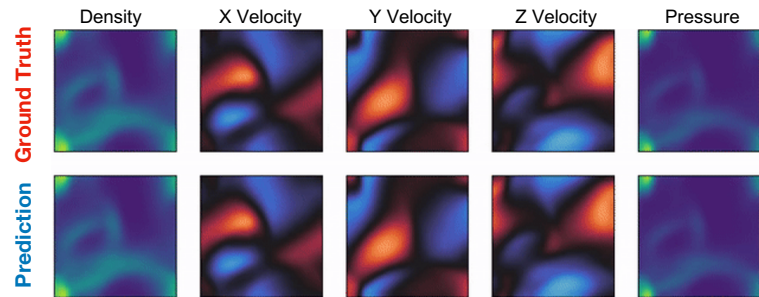
Domain Generality

One model \rightarrow 4 different domains

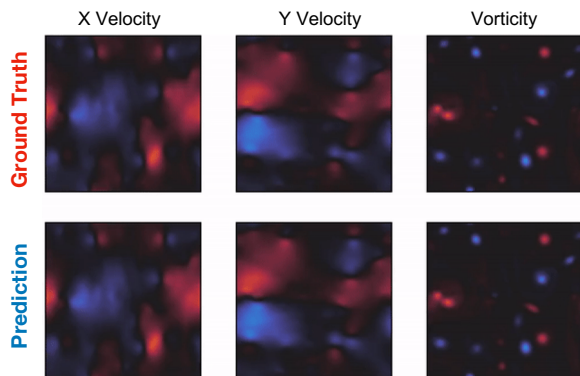
1D Kuramoto–Sivashinsky (KS) Equation



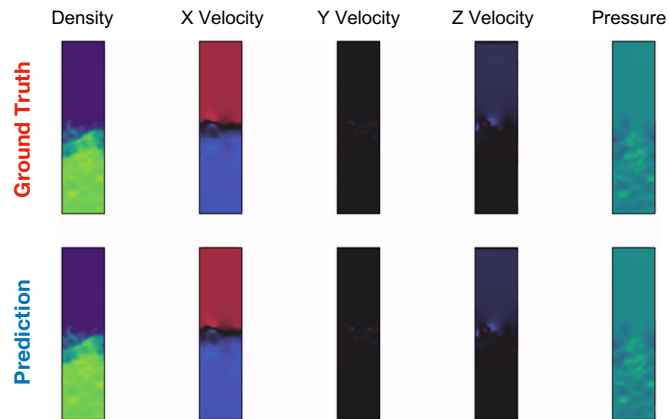
3D Uniform Compressible Decaying Turbulence



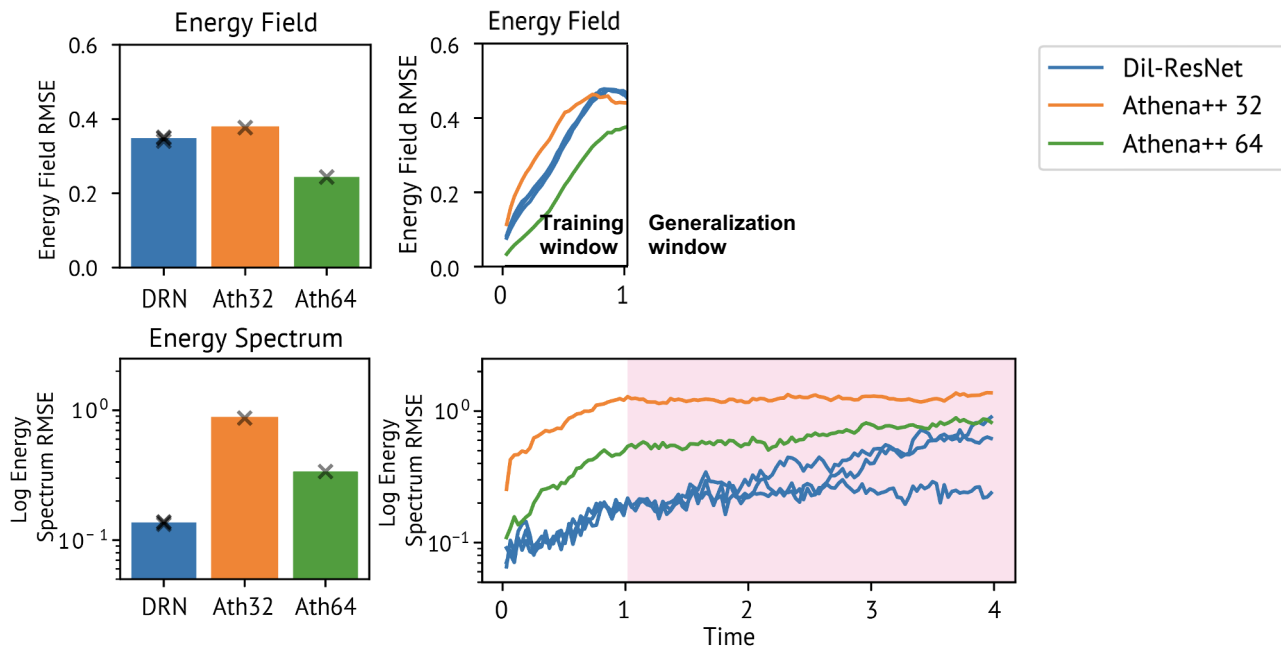
2D Incompressible Turbulence



3D Mixing Layer Turbulence with Radiative Cooling



Comparison to Coarsened Physics Based Simulator (Athena++)

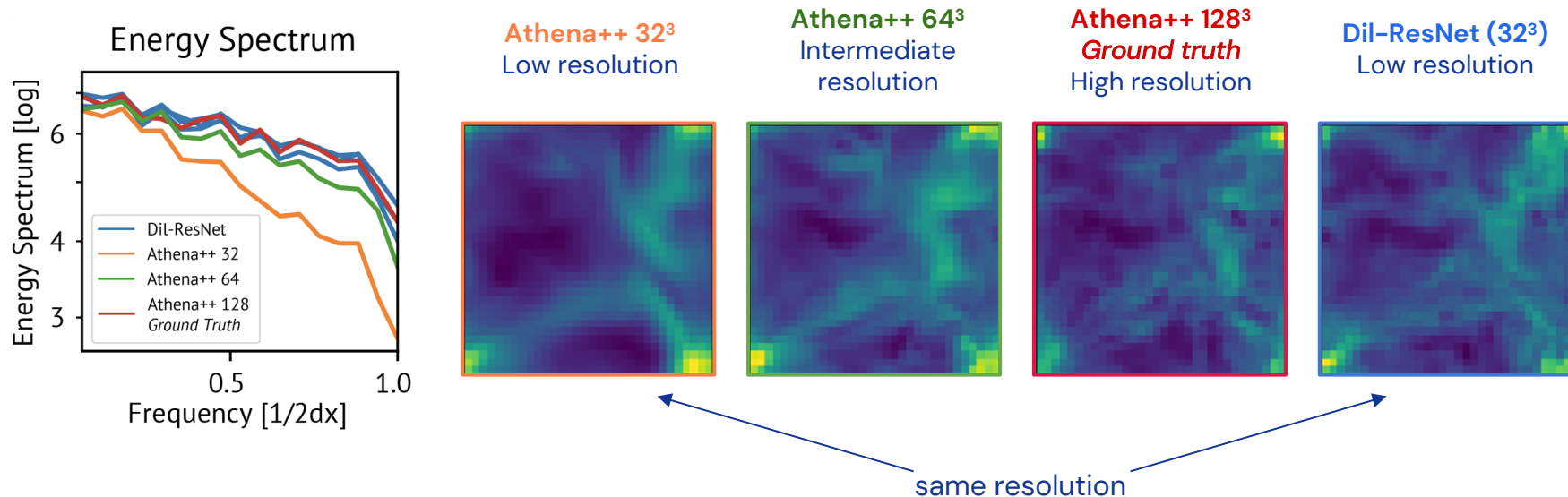


Slightly lower pixel-wise error than classical simulator at same (32^3) resolution during training window

Much better spectral error Athena++ at same (32^3) and higher (64^3) resolution (ground truth: 128^3)



Comparison to Coarsened Physics Based Simulator (Athena++)



Learned model preserves **high frequency** structure that the classical Athena++ simulator loses at low resolution



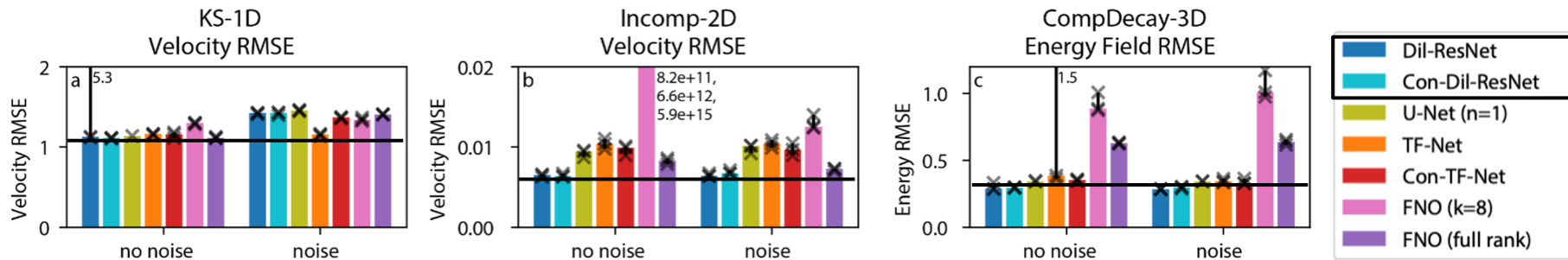
Running time

- Athena++
 - Scales $O(\text{resolution}^4)$
 - CPU only
- Learned model:
 - **Up to 1000x faster** than Athena at 128^3

Simulator	Time (s)
Athena++ 32^3	~4
Athena++ 64^3	~60
Athena++ 128^3	~1000
Model $128^3 \rightarrow 32^3$	~20-30
Model $128^3 \rightarrow 32^3$ (GPU)	~1



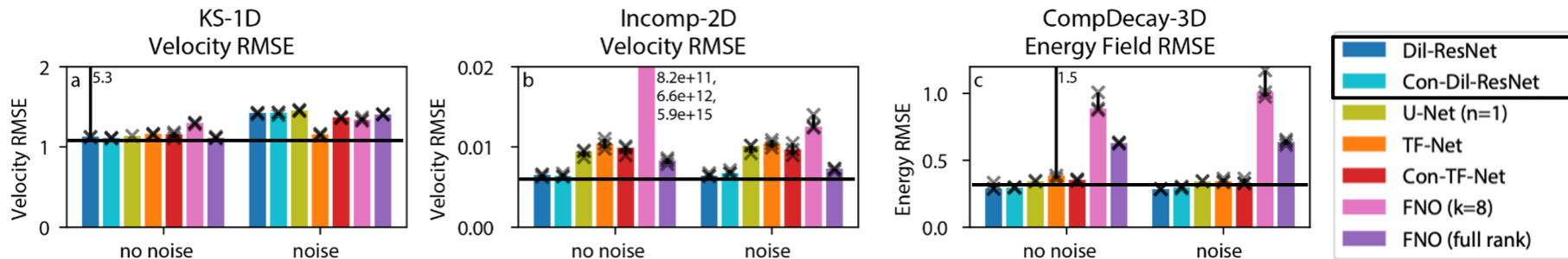
Learned Model Comparison



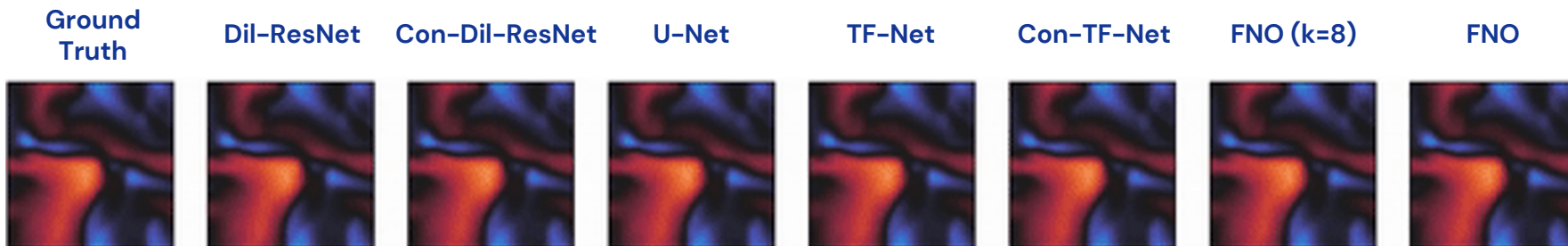
Our models quantitatively outperform other, more specialized, parameterized models



Learned Model Comparison



Our models quantitatively outperform other, more specialized, parameterized models

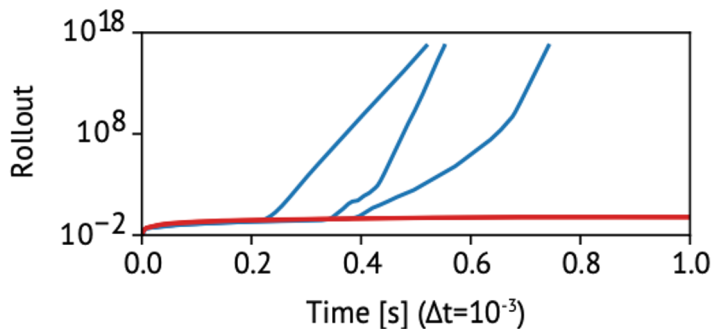


However, most learned models do qualitatively pretty well



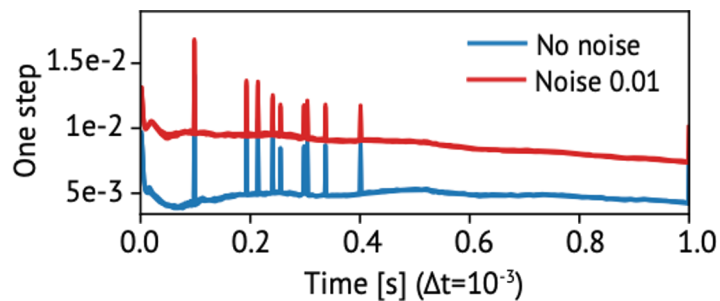
Stability

Energy RMS Error



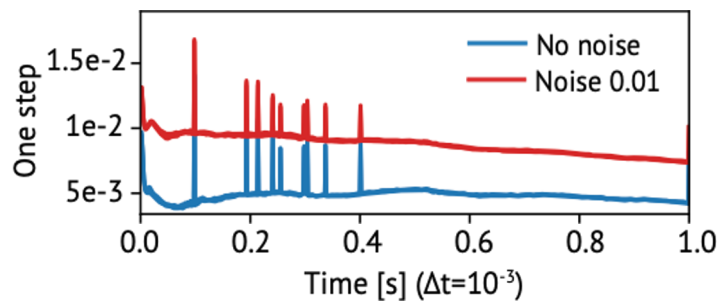
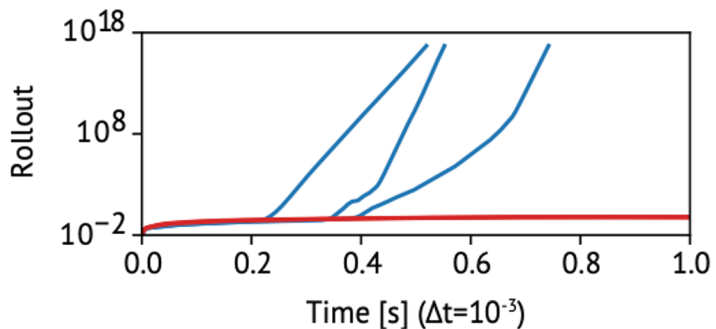
Models trained without noise can be unstable

Using training noise improves stability but has higher one-step error



Stability

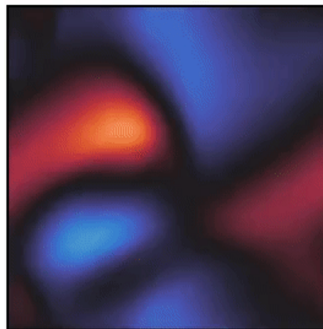
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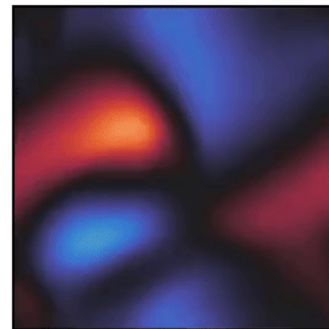
No noise



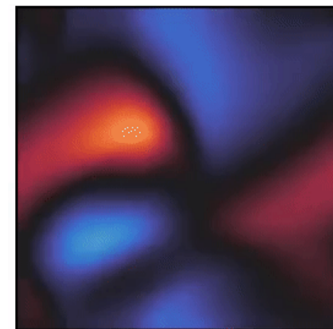
Using training noise improves stability but has higher one-step error



Noise 0.01



Ground Truth

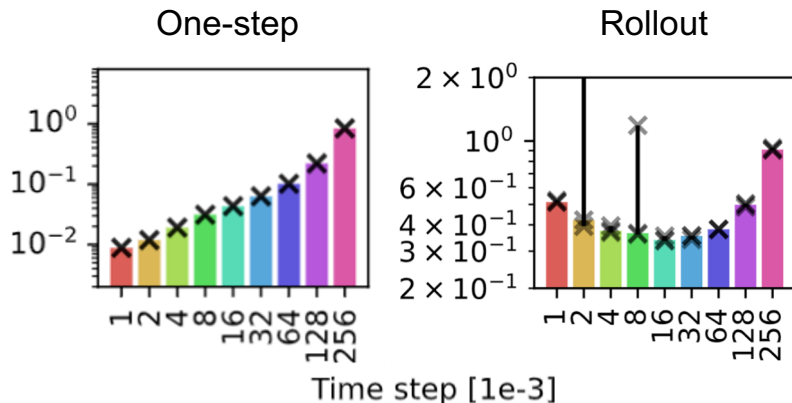


Temporal Coarsening

Learned simulators can be trained on larger timesteps.

Larger timesteps cause larger one-step loss but can lead to greater stability

Energy RMS error
(trained with noise)



Ground Truth

1x

2x

4x

Learned model timestep

8x

16x

32x

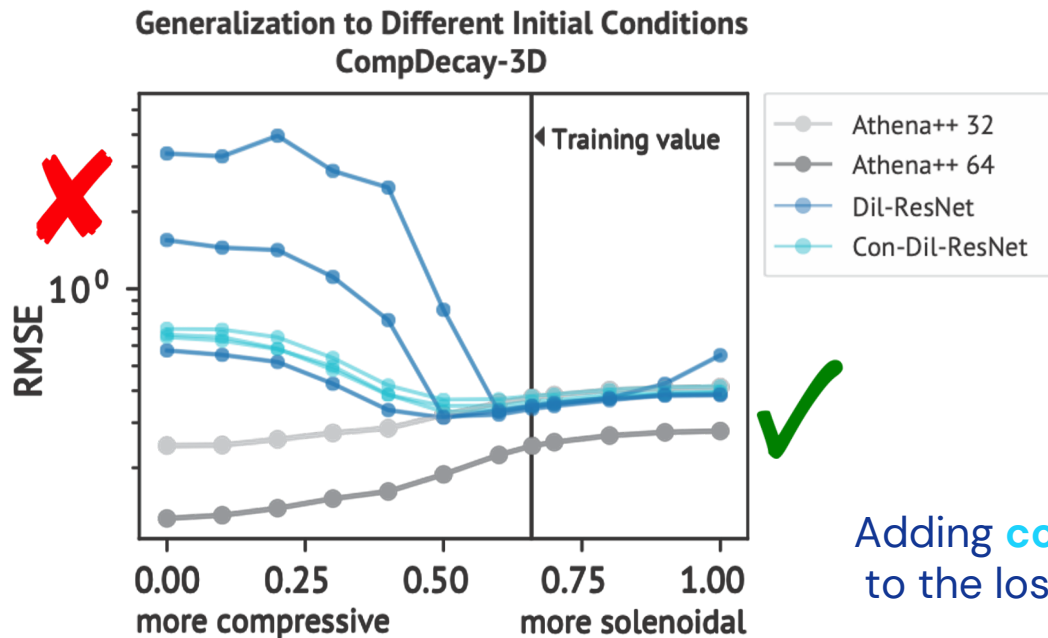
64x

128x

256x



Generalization to different initial conditions



Generalization to **more solenoidal** but not **more compressive** components in the initial conditions.

Adding **constraints** (conserving Total Energy) to the loss can help limit generalization error.



Part I: Conclusions

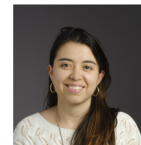
- Domain-general coarse-grained learned simulators
 - Can capture a **variety** of types of challenging turbulence
 - Outperform classical models in terms of **accuracy and speed**
 - Especially for preserving **high frequency information**
- Stability
 - **Training noise** helps
 - **Temporal downsampling** helps
- Generalization
 - **Constraints** help with generalization to different initial conditions
 - **Dataset augmentation** helps with generalization to different box sizes
 - Generalization remains a challenge



Learned Models for Inverse Design



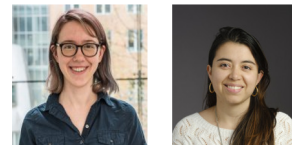
Kelsey
Allen



Tatiana
Guevara-Lopez



Learned Models for Inverse Design



Kelsey Allen Tatiana Guevara-Lopez

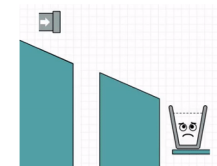
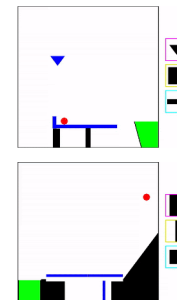
Infrastructure



Engineering



Human Reasoning



“HappyGlass”

Allen*, Smith*, Tenenbaum, PNAS 2020



Learned Models for Inverse Design



Kelsey Allen Guevara-Lopez
Tatiana

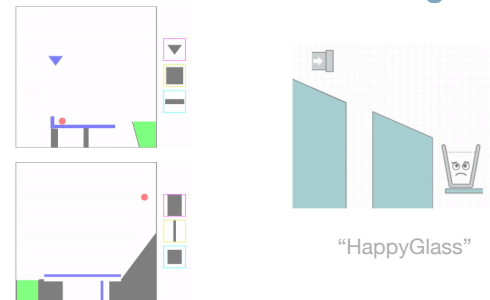
Infrastructure



Engineering

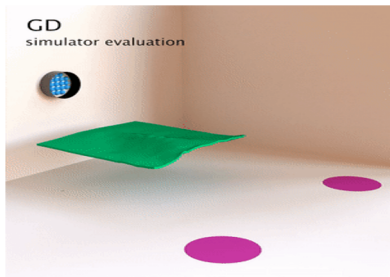


Human Reasoning

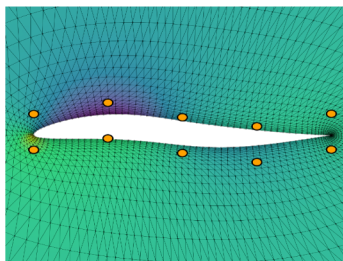


Allen*, Smith*, Tenenbaum, PNAS 2020

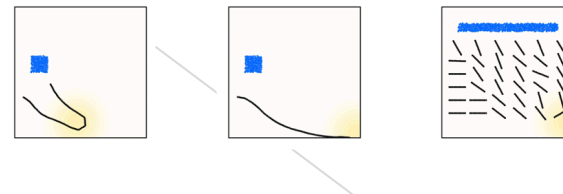
3D WaterCourse



Airfoil Shape Optimization



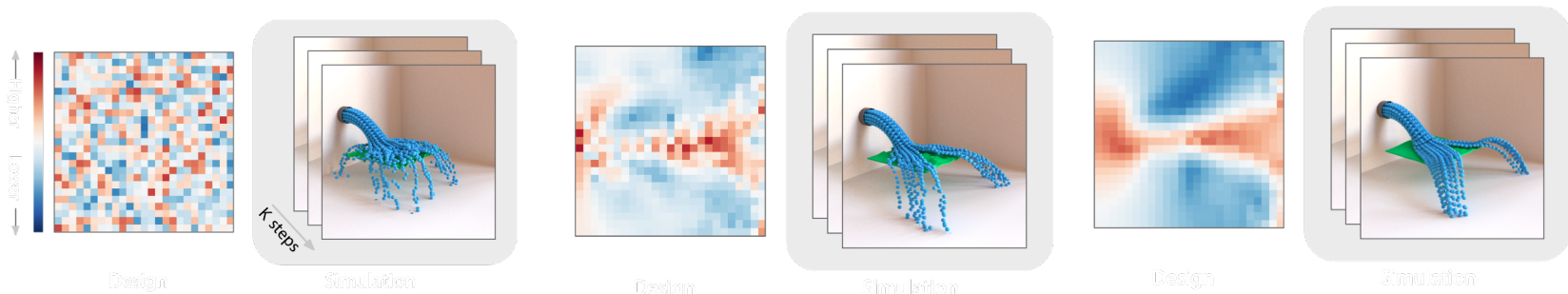
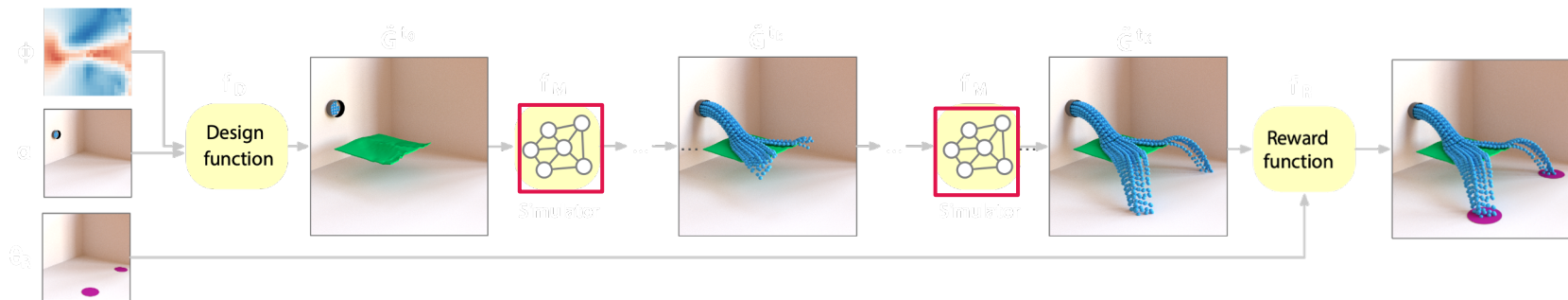
2D Fluid Tools



Can **learned simulators** be used to solve challenging physical design problems?



Design Evaluation & Optimization



Across design iterations, **design parameters are optimized** to maximize reward.

Task Agnostic Model Training with GNNs

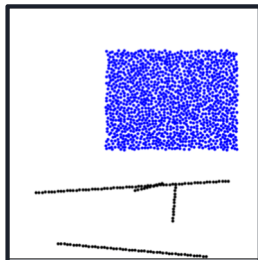
GNN -based learned simulators

- work for many types of physics
- efficient, accurate, stable
- differentiable, permitting gradient-based design optimization
- **generalize**

Simulator is **pre-trained** on **next-step prediction** with data **qualitatively different** from scenes encountered during design.

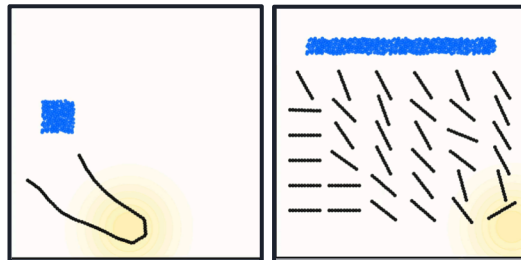
2D Fluid Tools

Training data

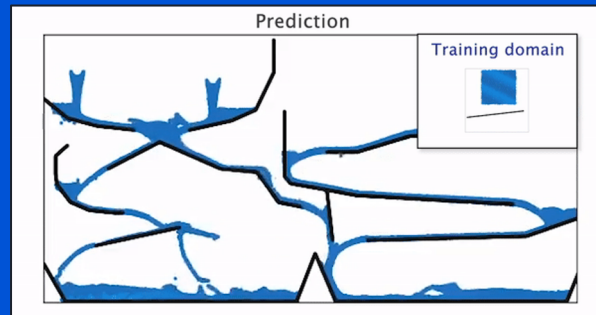


2D Fluid Tools

Example design tasks



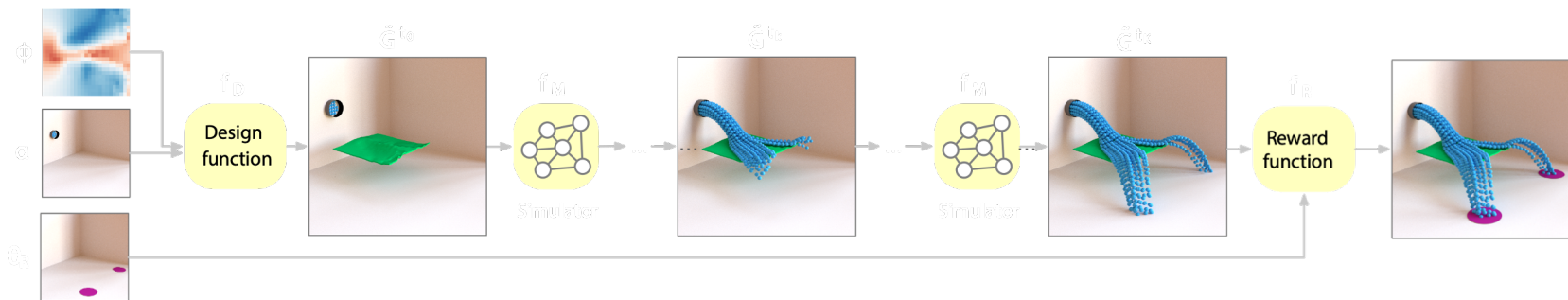
Generalization with GNN simulators



Pfaff*, Fortunato*, *et al*, ICLR 2021;
Sanchez-Gonzalez*, Godwin*, Pfaff*, Ying*, *et al*, ICML 2020



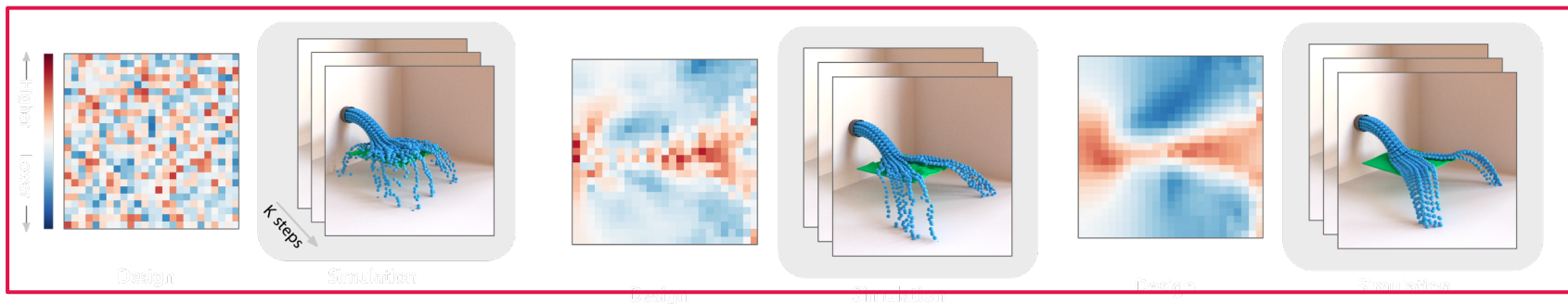
Design Evaluation & Optimization



Parameterize a design space

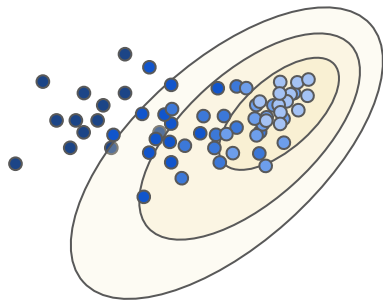
Learned simulator produces a rollout

Evaluate reward



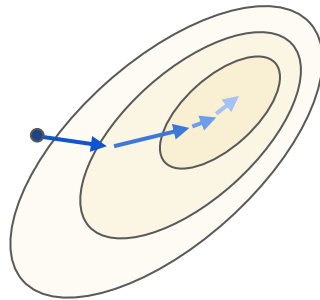
Across design iterations, **design parameters are optimized** to maximize reward.

Approaches to Design Optimization



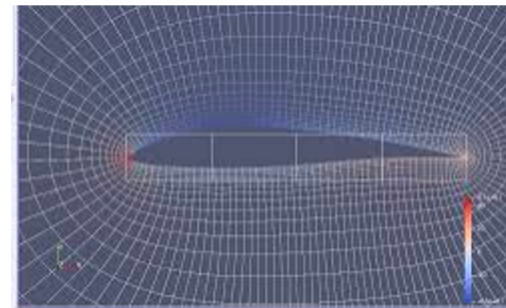
Sampling-based with black-box forward models

Cross-entropy method
(De Boer et al, 2005)



Gradient-based with learned models

Gradient descent with ADAM
(Kingma & Ba, 2014)



Gradient-based with hand-crafted models

DAFoam, specialised for aerodynamics
(He et al, 2020)



2D Fluid Tools

100 – 1000 particles, 16–36 design dimensions

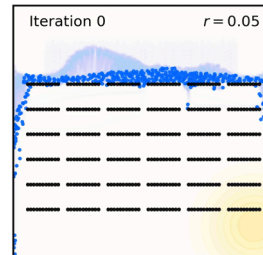
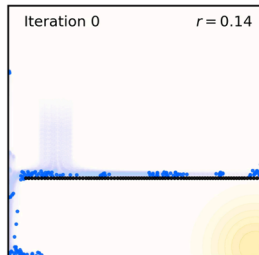
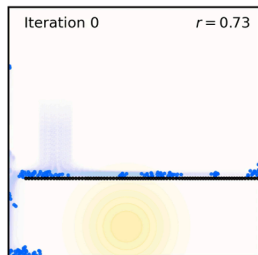


2D Fluid Tools

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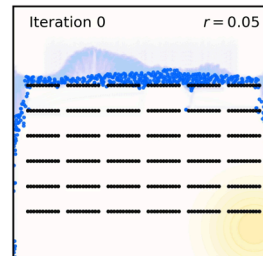
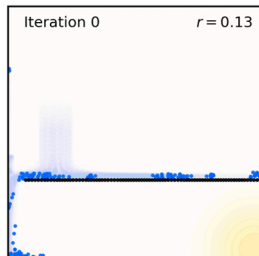
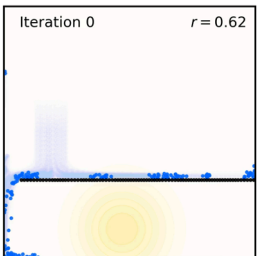
Gradient-based
optimization

GD

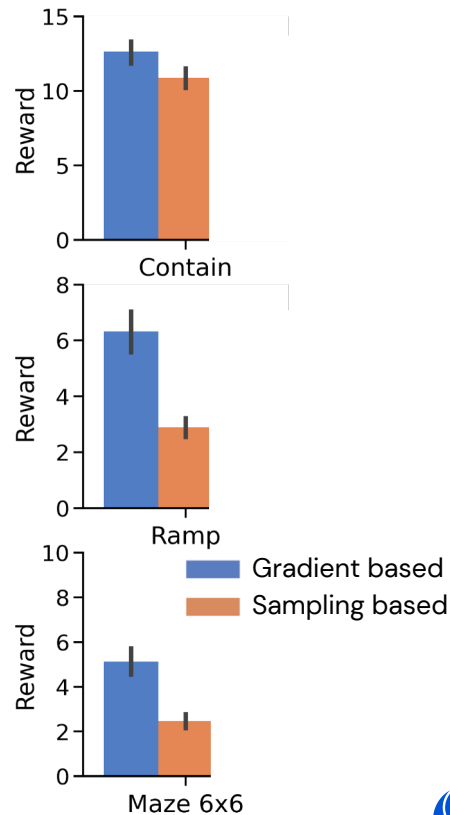


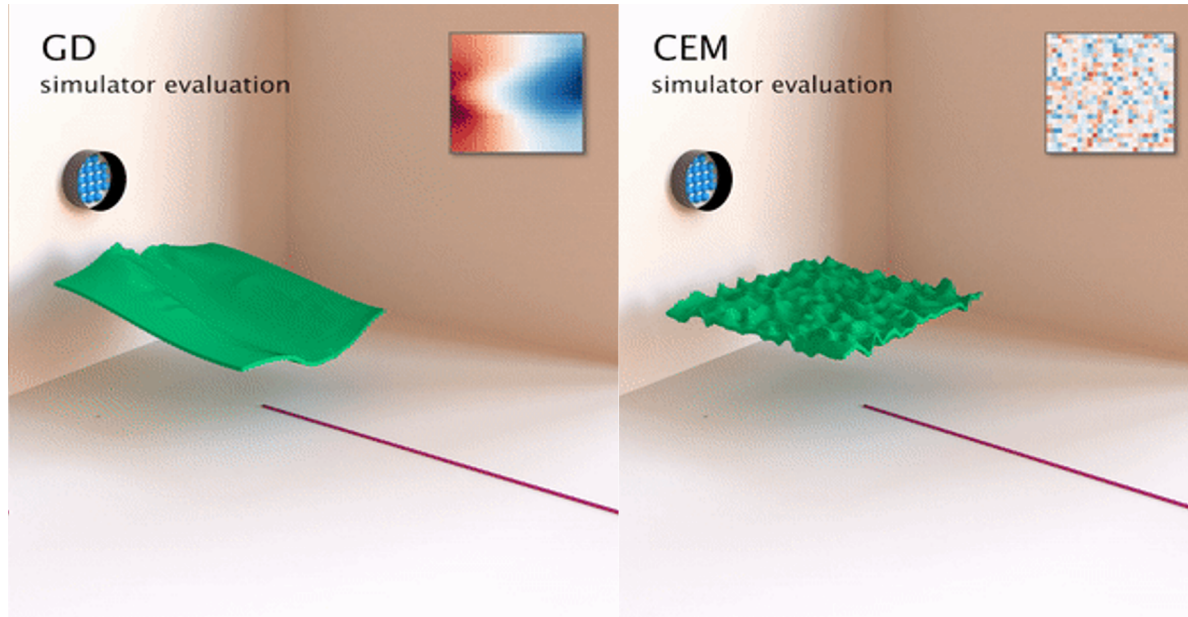
Sampling-based
optimization

CEM



Gradient-based optimization finds **smoother, more accurate** designs than the sampling-based approach (CEM).





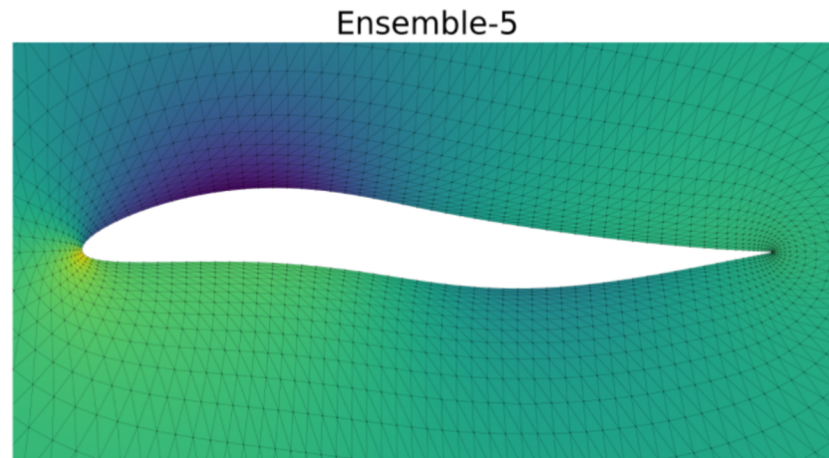
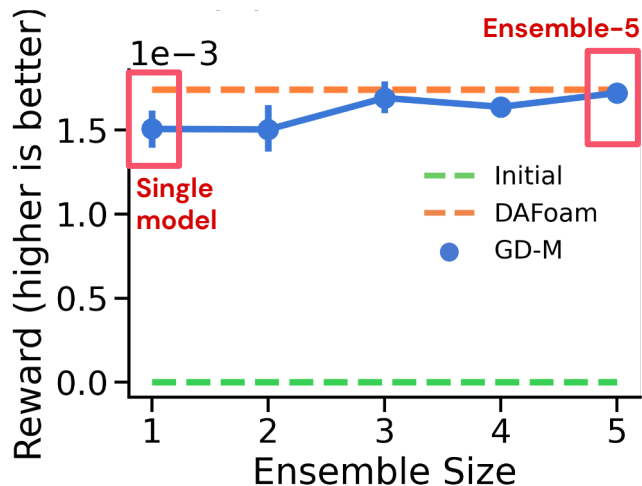
Gradient-based optimization (GD) with the learned simulator can solve **high-dimensional design tasks** where a sampling-based approach (CEM) is intractable.



Airfoil Shape Optimization

~4k particles, 12 design dimensions

Comparable designs to specialized DA Foam* Solver
(16-48x faster on a single A100 GPU than DA Foam on an 8-core workstation)



Simple tricks like **model ensembles** can yield an extra level of accuracy.

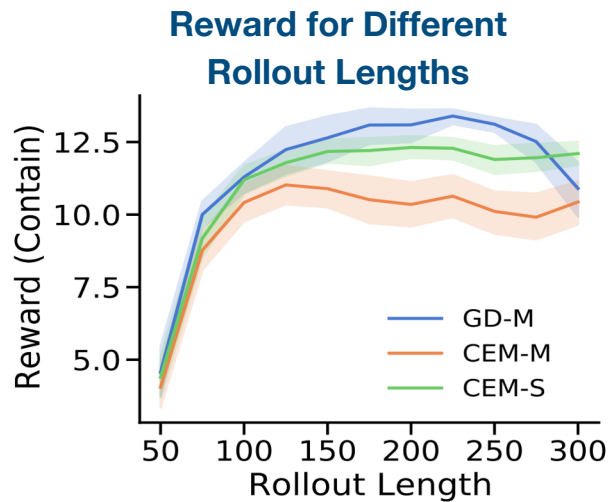
Note the sharper wing tip, stronger S-shape



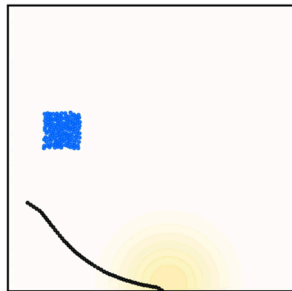
*DA Foam (He et al, AIAA 2020)

Allen*, Guevara-Lopez*, Stachenfeld*, Sanchez-Gonzalez, Battaglia, Hamrick, Pfaff (2022)

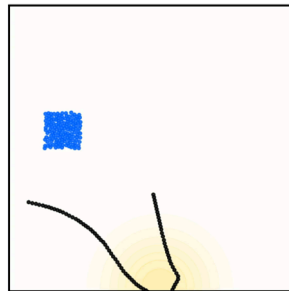
Stable Gradients over long rollouts



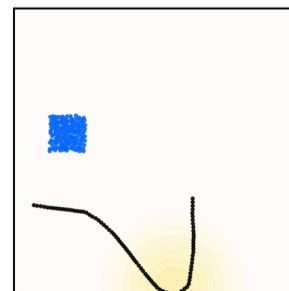
75 timesteps



225 timesteps



300 timesteps



Solutions from gradient-based optimization (GD) continue to improve up to 225 timesteps, and outperform sampling-based CEM up to 275 timesteps.



Part II: Conclusions

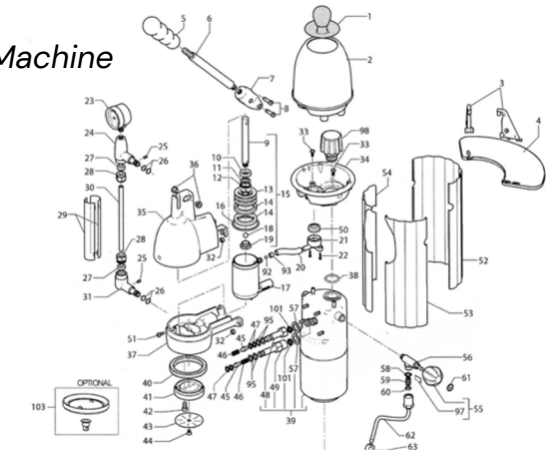
- GNN-based learned simulators can support **general-purpose design** over a **variety of challenging physical domains**
 - Problems feature **high dimensional, complex** state spaces and design spaces
 - Useful gradients over **100s of timesteps**
- Task-agnostic training on data still permits **out-of-distribution** design
- Match the **accuracy of specialized solvers** on airfoil shape optimization
 - Solutions obtained **efficiently**
 - Model **ensembles** can achieve an extra level of high accuracy



Next directions

- New domains with new, challenging types of physics
- Exploring more robust optimization procedures
 - Gradient descent suffers from zero or noisy gradients, local optima
- New models of dynamics and design spaces
 - Learned forward models that are better optimized for design tasks
 - Rich models of the design space that support hierarchical, compositional design

Espresso Machine



Acknowledgements

Contact:
stachenfeld@deepmind.com
@neuro_kim



Kelsey
Allen



Tatiana
Guevara-
Lopez



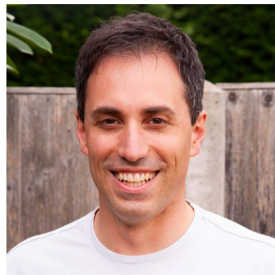
Tobias
Pfaff



Alvaro
Sanchez-
Gonzalez



Jessica
Hamrick



Peter
Battaglia



Check out the papers:

Learned Coarse Models for Efficient Turbulence Simulation. Stachenfeld, Fielding, Kochkov, Cranmer, Pfaff, Godwin, Cui, Ho, Battaglia, Sanchez-Gonzalez (ICLR 2022).
arxiv.org/abs/2112.15275

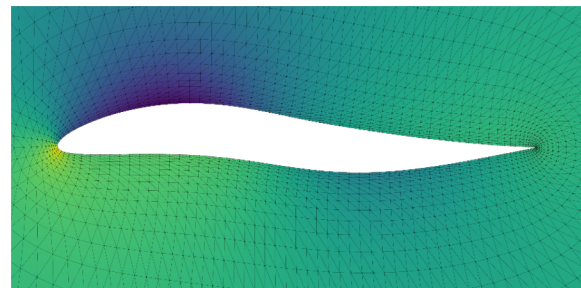
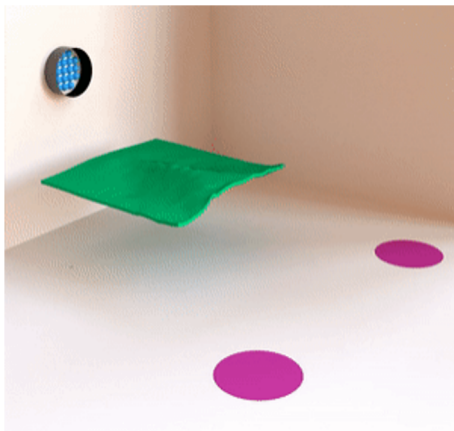
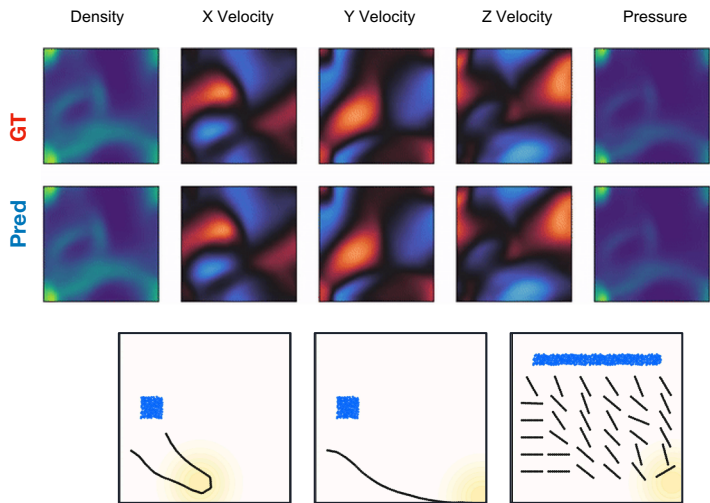
Physical Design using Differentiable Learned Simulators. Allen*, Guevara-Lopez*, Stachenfeld*, Sanchez-Gonzalez, Battaglia, Hamrick, Pfaff (2022).
arxiv.org/abs/2202.00728



Questions

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Learned Coarse Models for Efficient Turbulence Simulation. Stachenfeld, Fielding, Kochkov, Cranmer, Pfaff, Godwin, Cui, Ho, Battaglia, Sanchez-Gonzalez (ICLR 2022).
arxiv.org/abs/2112.15275

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