

Learning Physics from Data

Francisco (Paco) CHINESTA



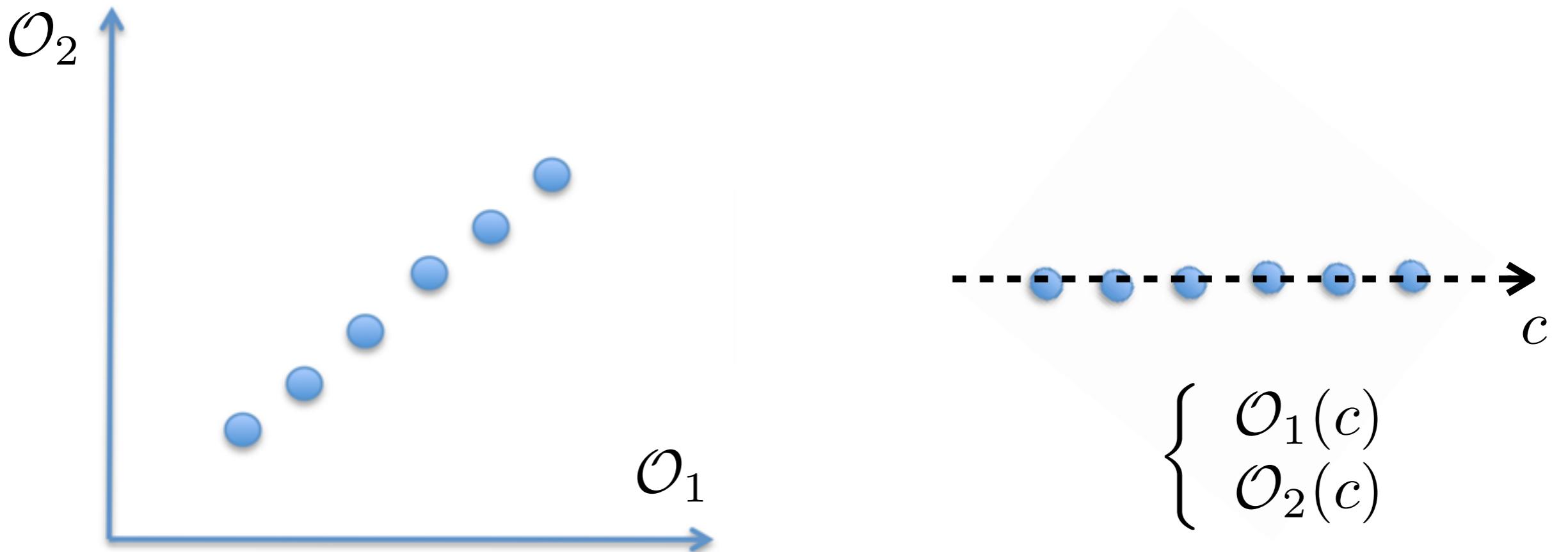
OUTLINE

- DATA REDUCTION
- MODELLING REDUCED DATA
- MODEL ORDER REDUCTION

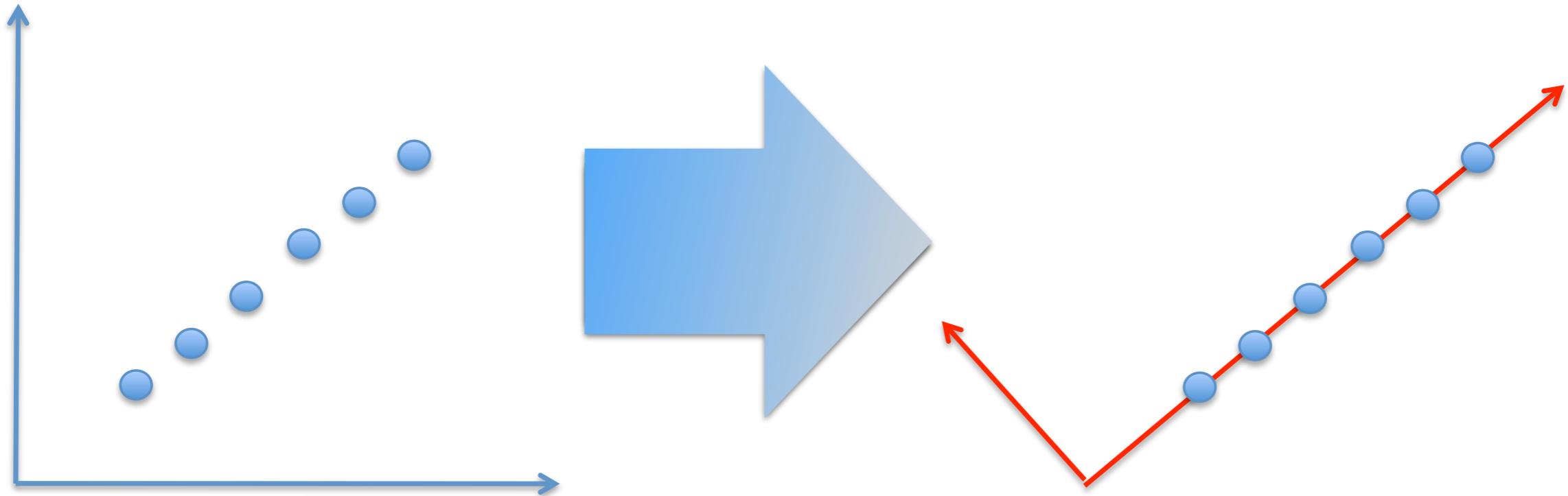
DATA REDUCTION

From linear to nonlinear dimensionality reduction

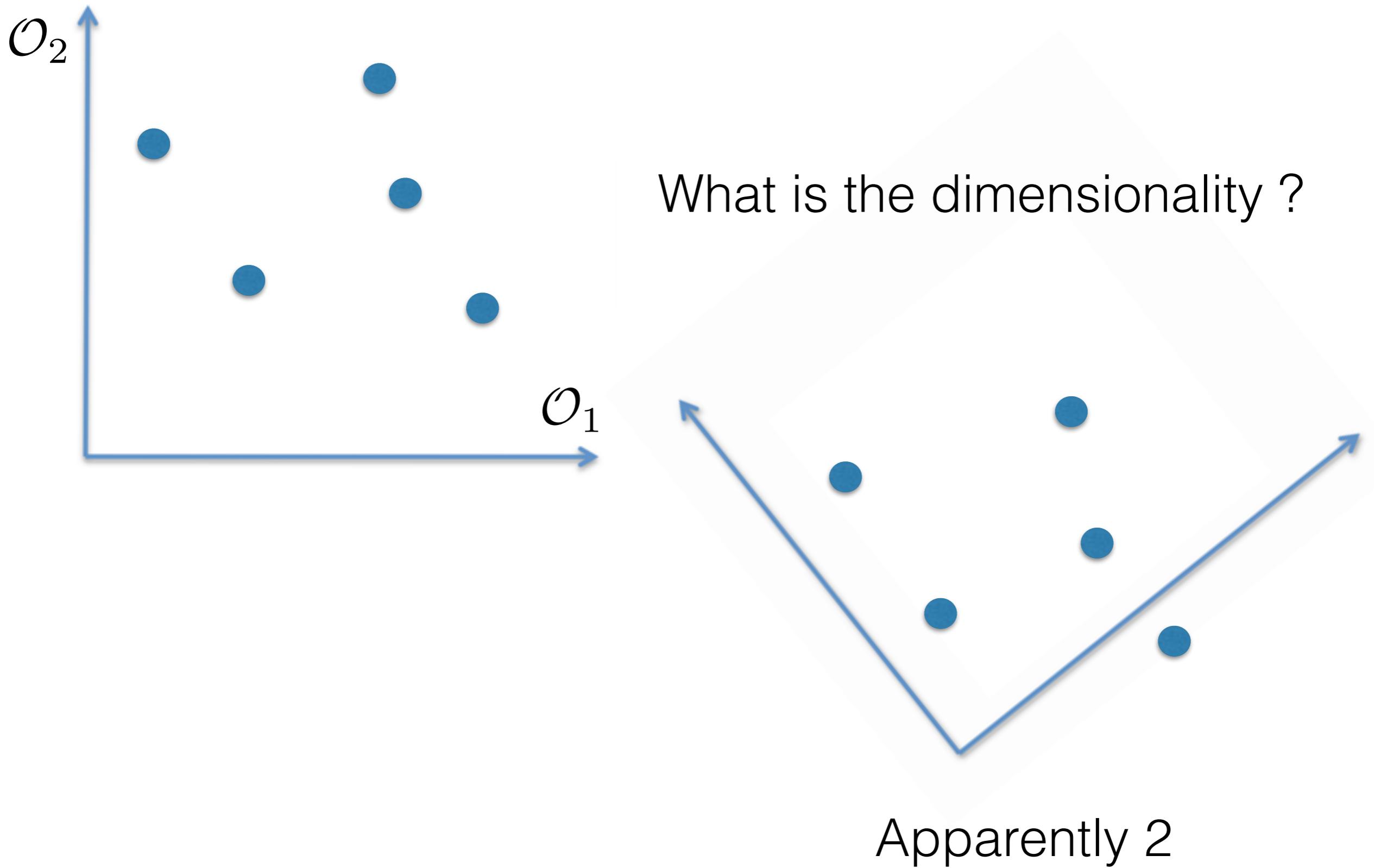
$$(\mu_1^i, \mu_2^i, \dots) \rightarrow (\mathcal{O}_1^i, \mathcal{O}_2^i), \quad i = 1, \dots, D$$



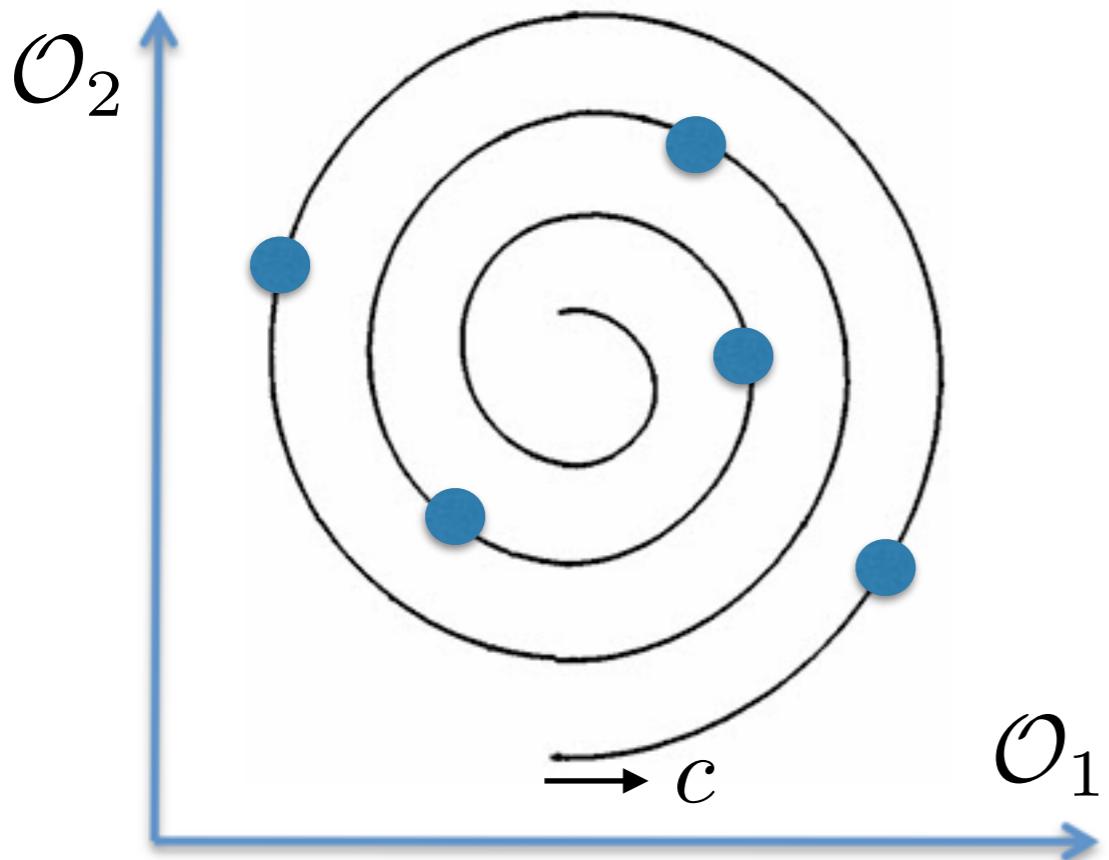
Geometrical view



$$(\mu_1^i, \mu_2^i, \dots) \rightarrow (\mathcal{O}_1^i, \mathcal{O}_2^i), \quad i = 1, \dots, D$$

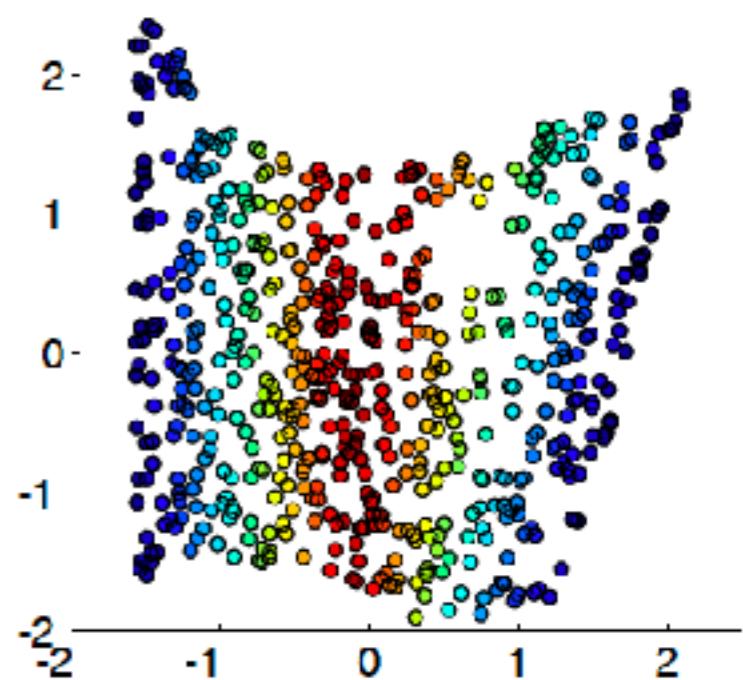
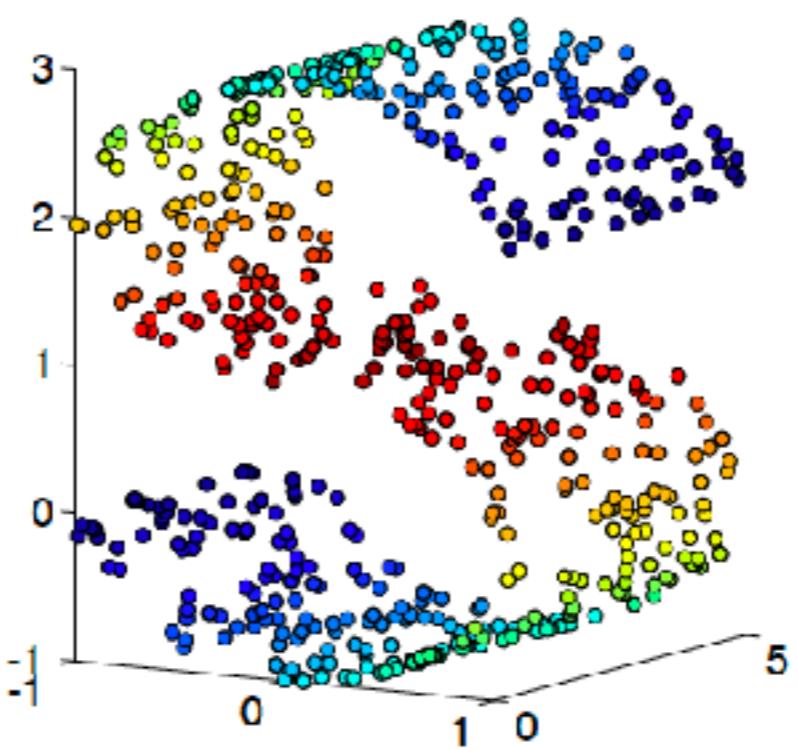
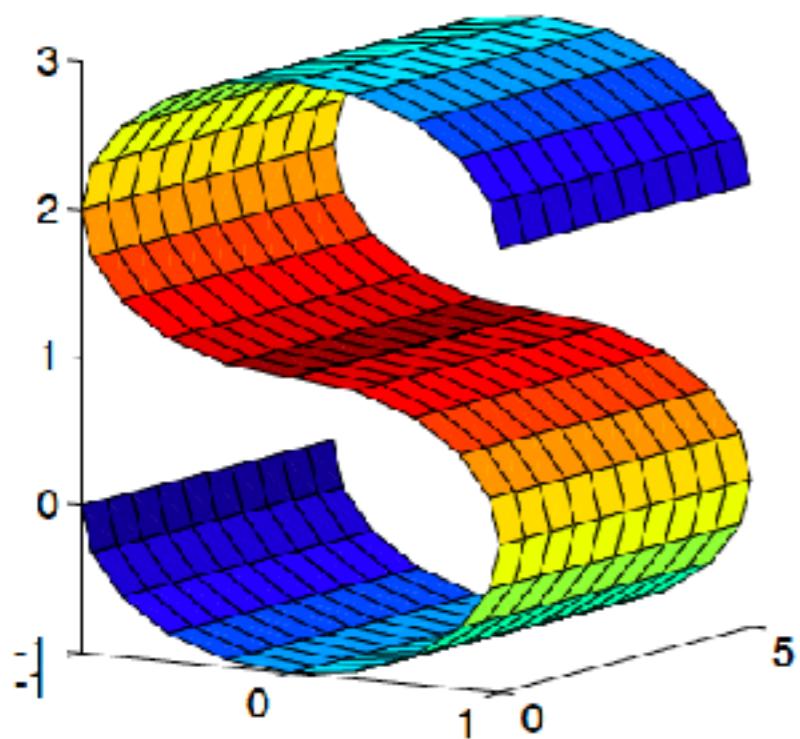


However it is still 1 !

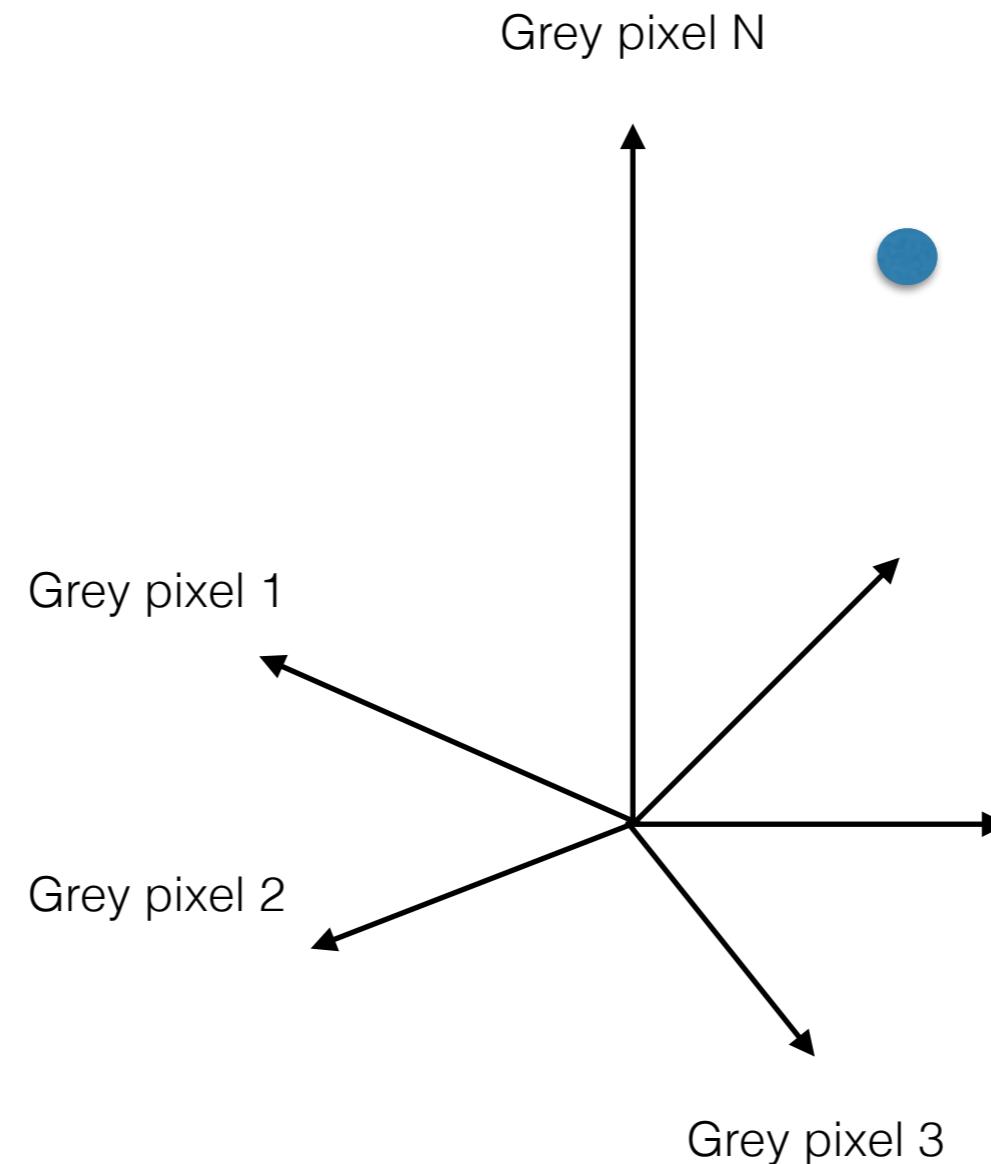
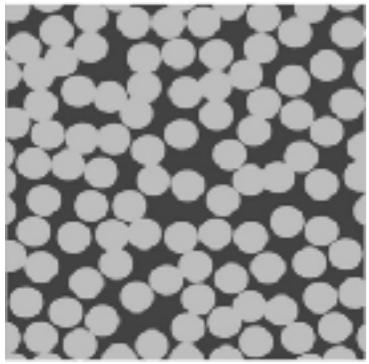


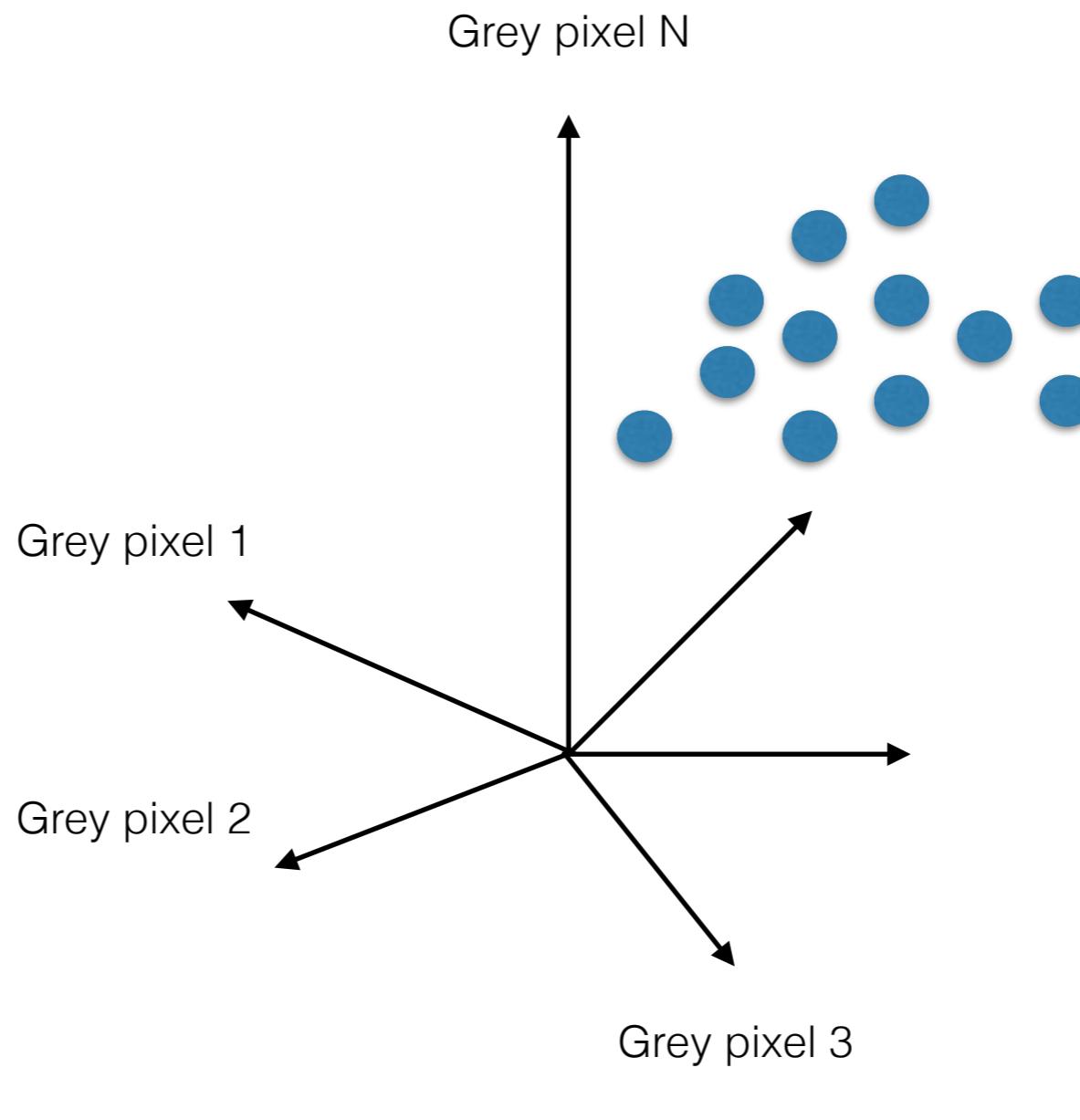
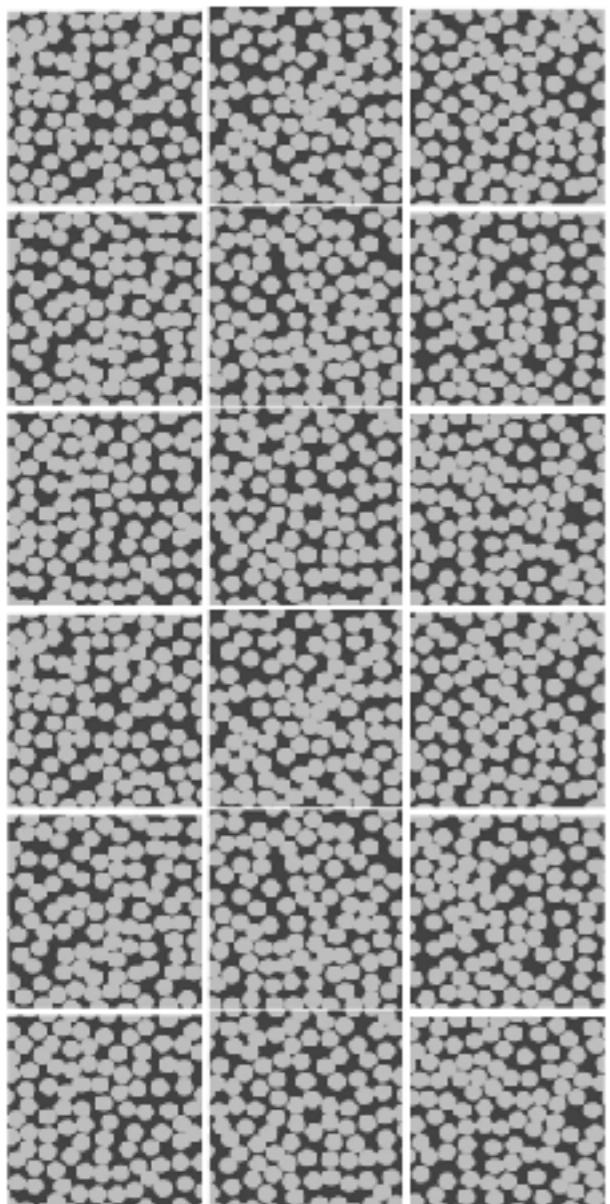
$$\left\{ \begin{array}{l} O_1(c) \\ O_2(c) \end{array} \right.$$

Linear model order reduction (e.g. PCA) fails whereas non-linear ones work (e.g. LLE, kPCA, IPCA,tSNE, ...)



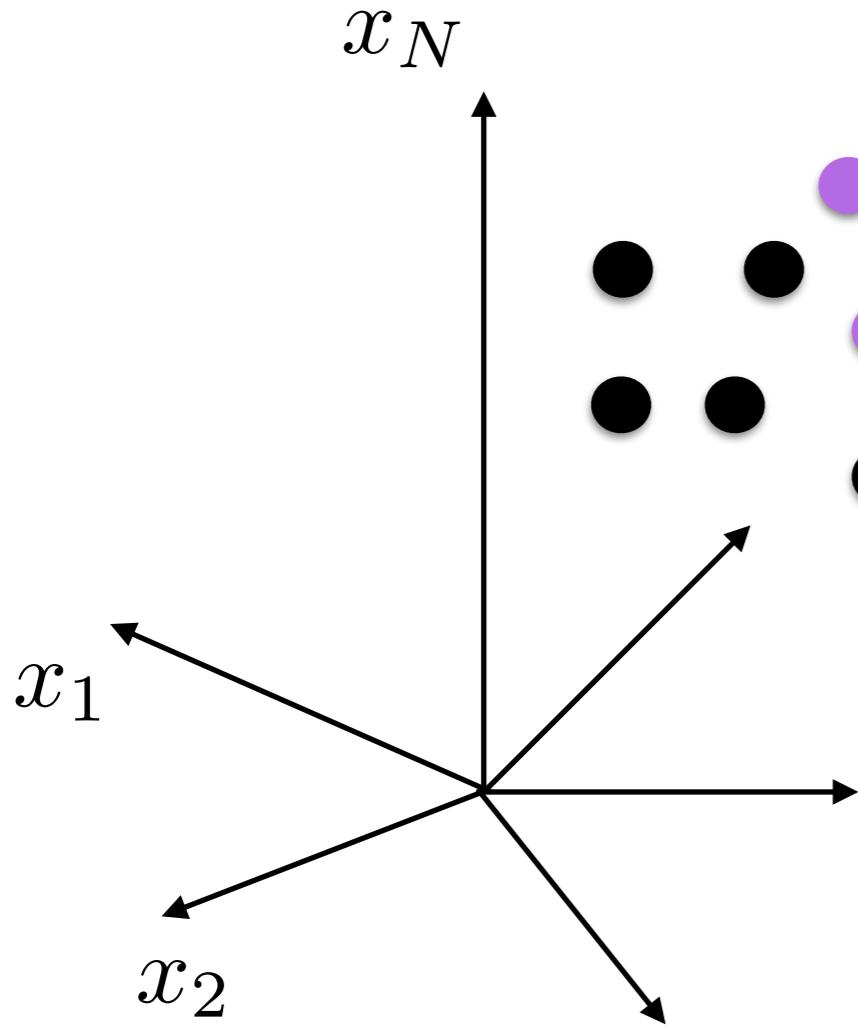
Parametrizing Microstructures





What is the dimensionality ? N ?

Locally Linear Embedding - LLE

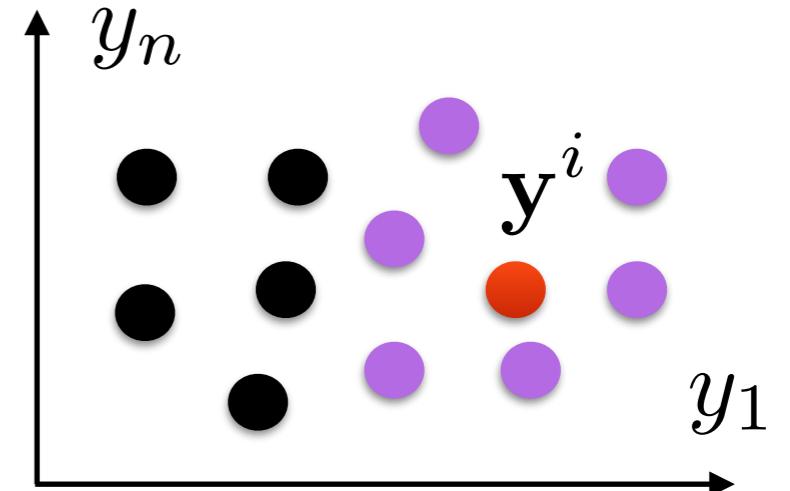


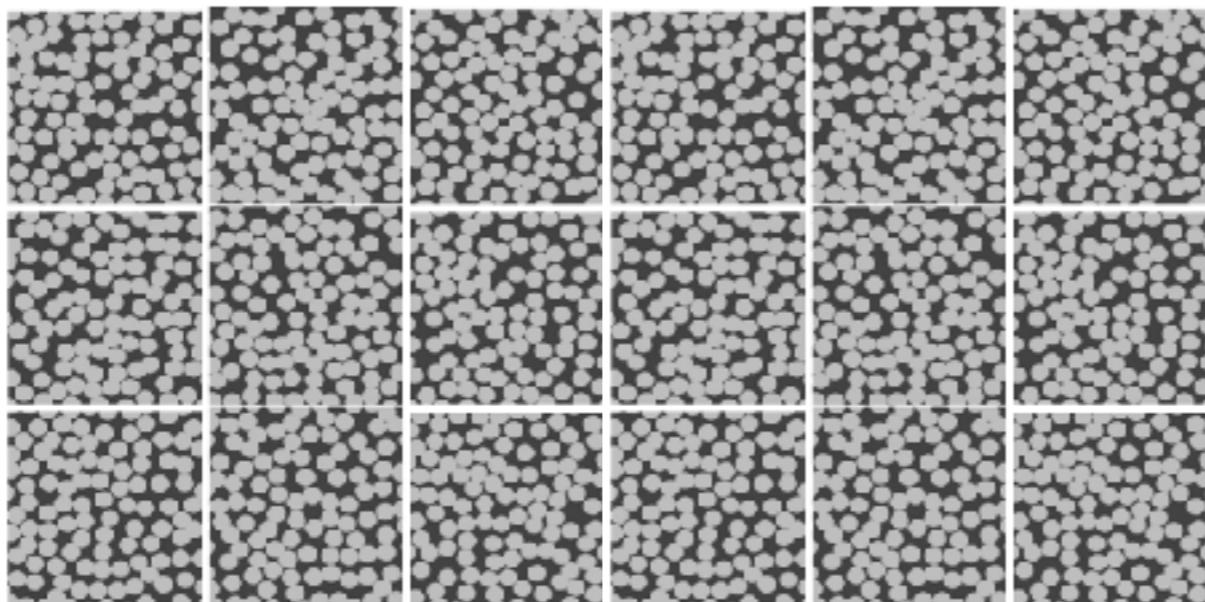
$$\mathbf{x}^i = \sum_{j \in \mathcal{V}_i} W_{ij} \mathbf{x}^j$$

$$\mathcal{F}(W_{ij}) = \sum_i \left\{ \mathbf{x}^i - \sum_{j \in \mathcal{V}_i} W_{ij} \mathbf{x}^j \right\}^2$$

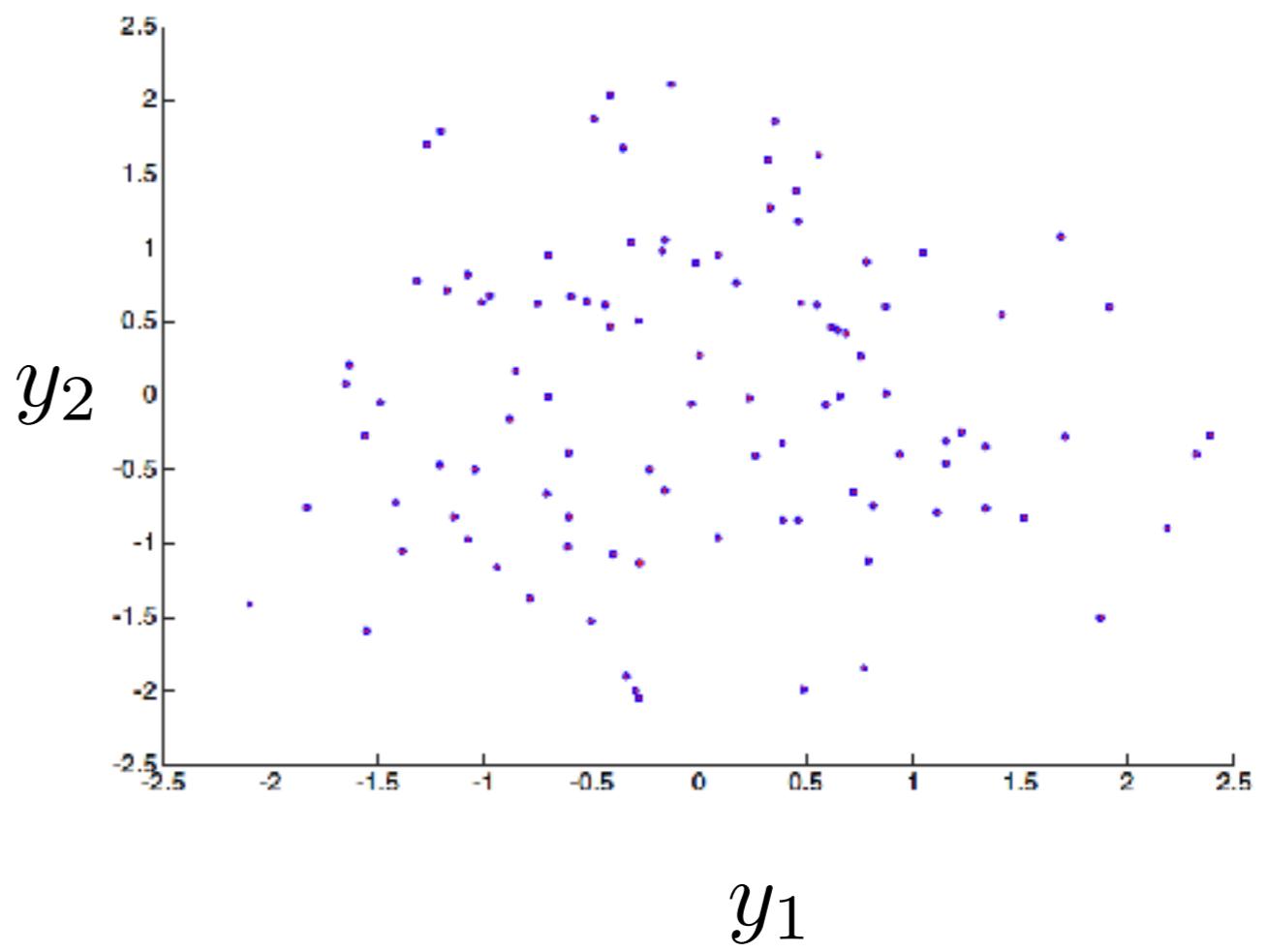
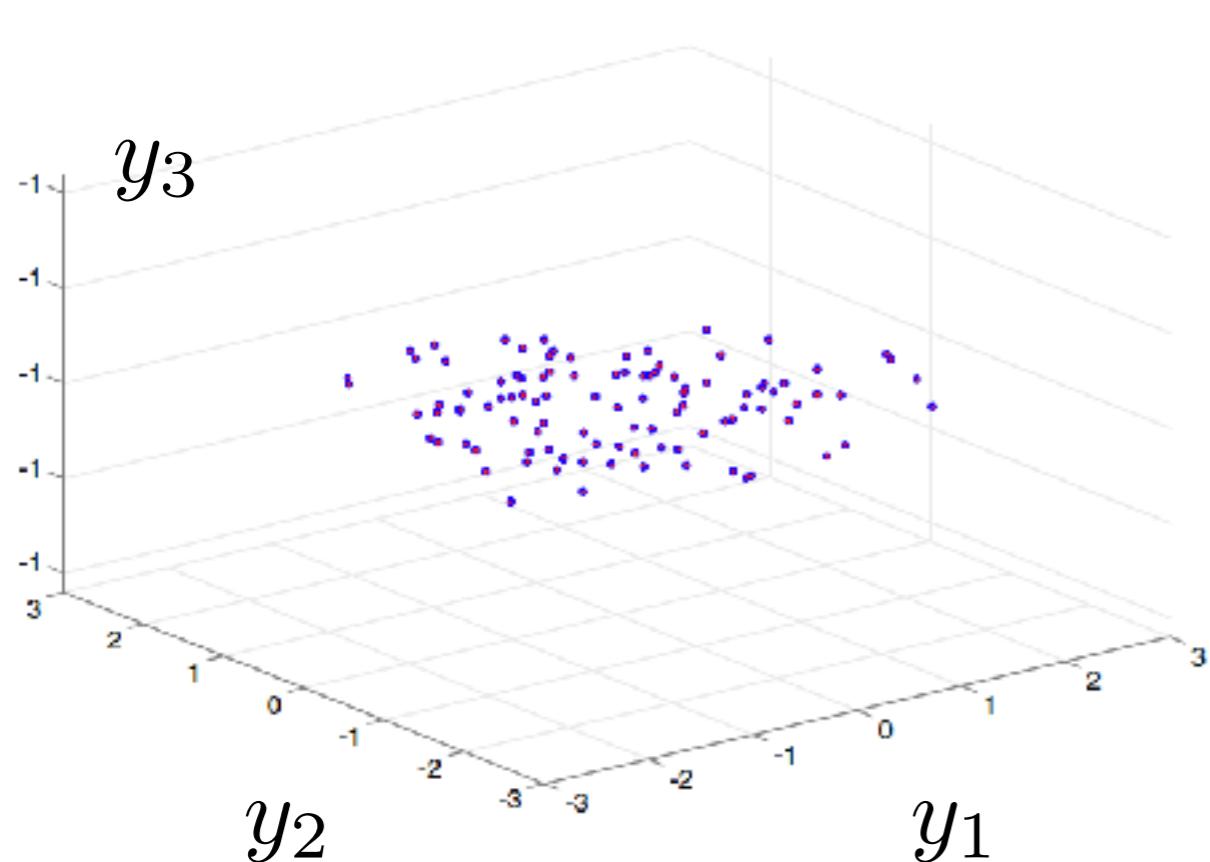
$$\mathbf{y}^i = \sum_{j \in \mathcal{V}_i} W_{ij} \mathbf{y}^j$$

$$\mathcal{G}(\mathbf{y}^i) = \sum_i \left\{ \mathbf{y}^i - \sum_{j \in \mathcal{V}_i} W_{ij} \mathbf{y}^j \right\}^2$$

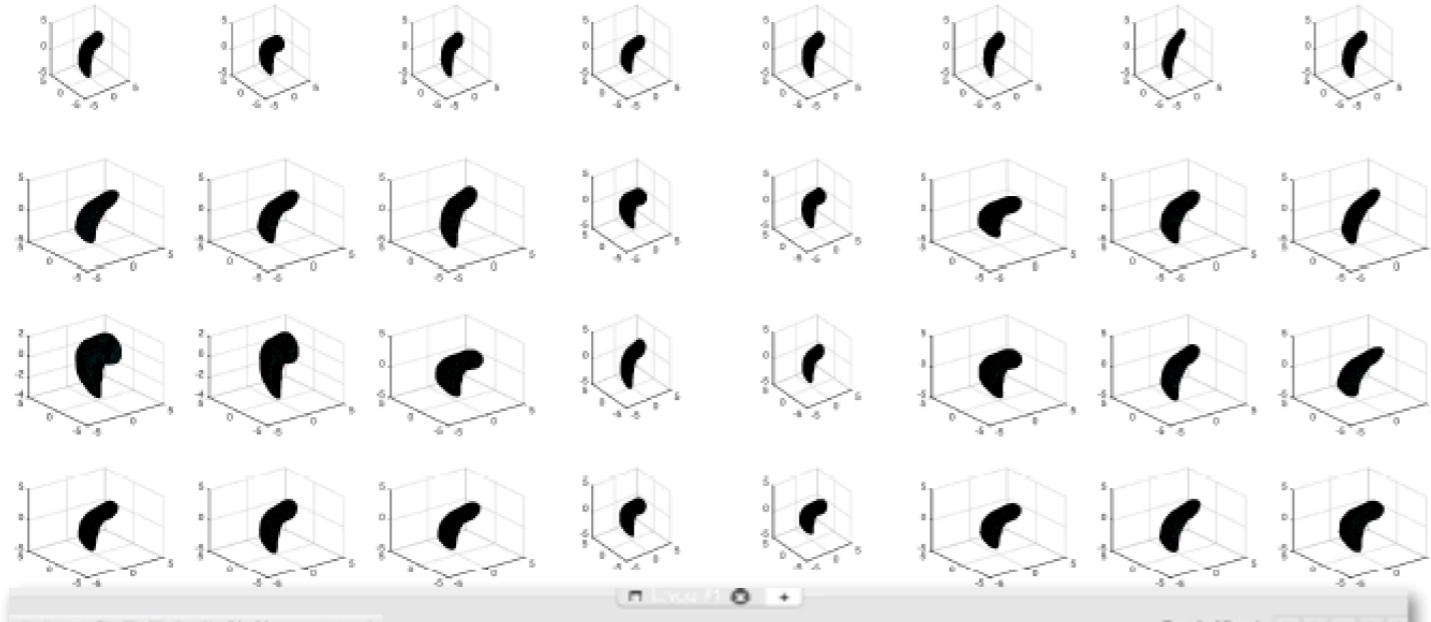




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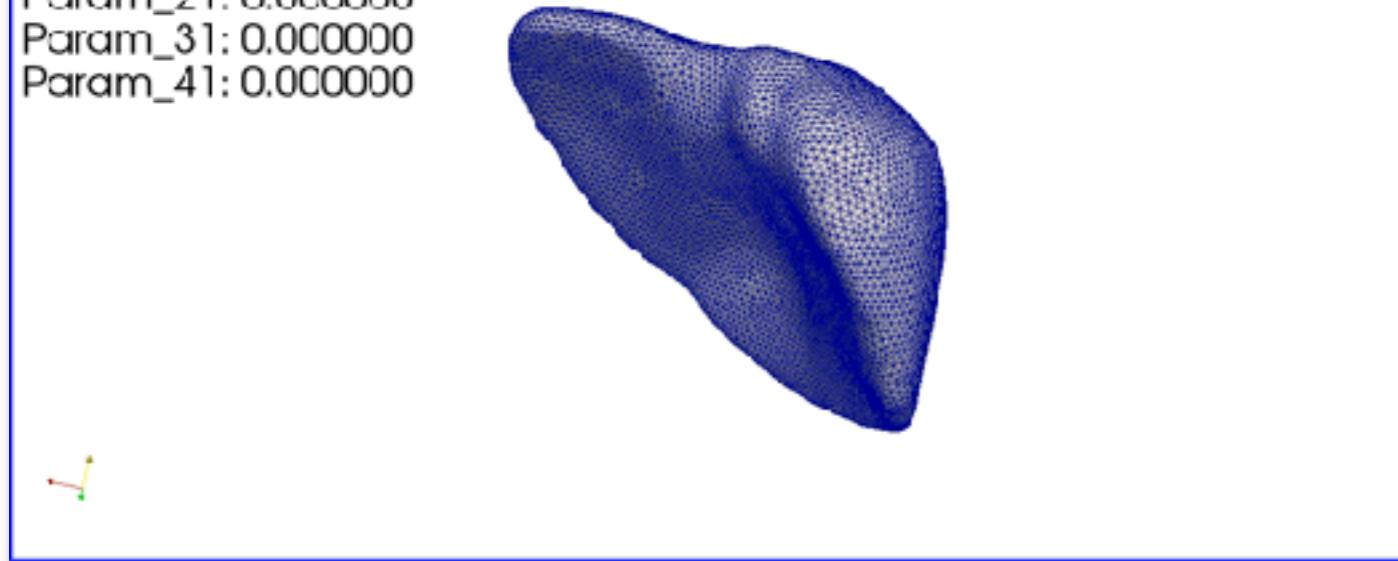


Parametrizing Shapes



RenderView1

Param_11: 0.000000
Param_21: 0.000000
Param_31: 0.000000
Param_41: 0.000000

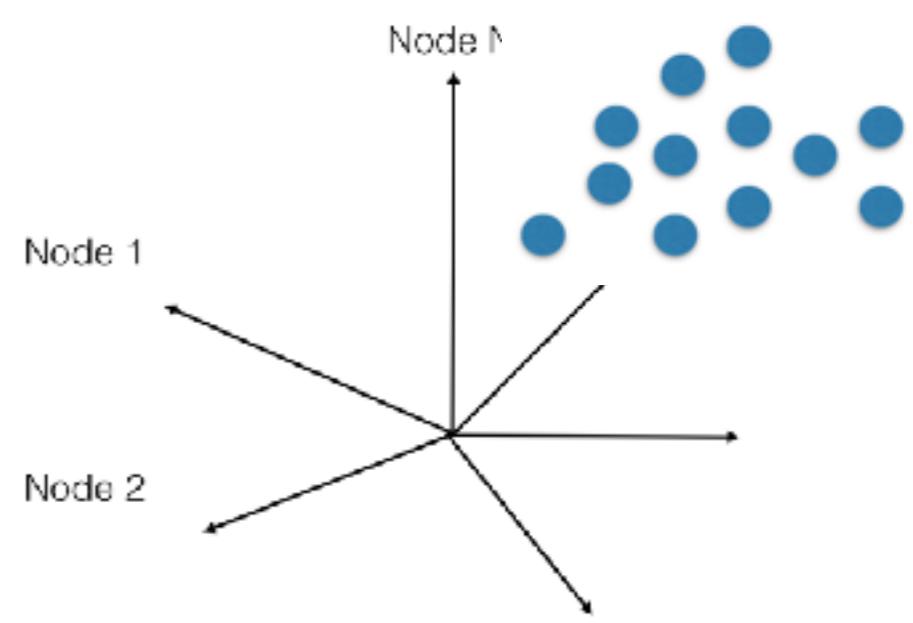
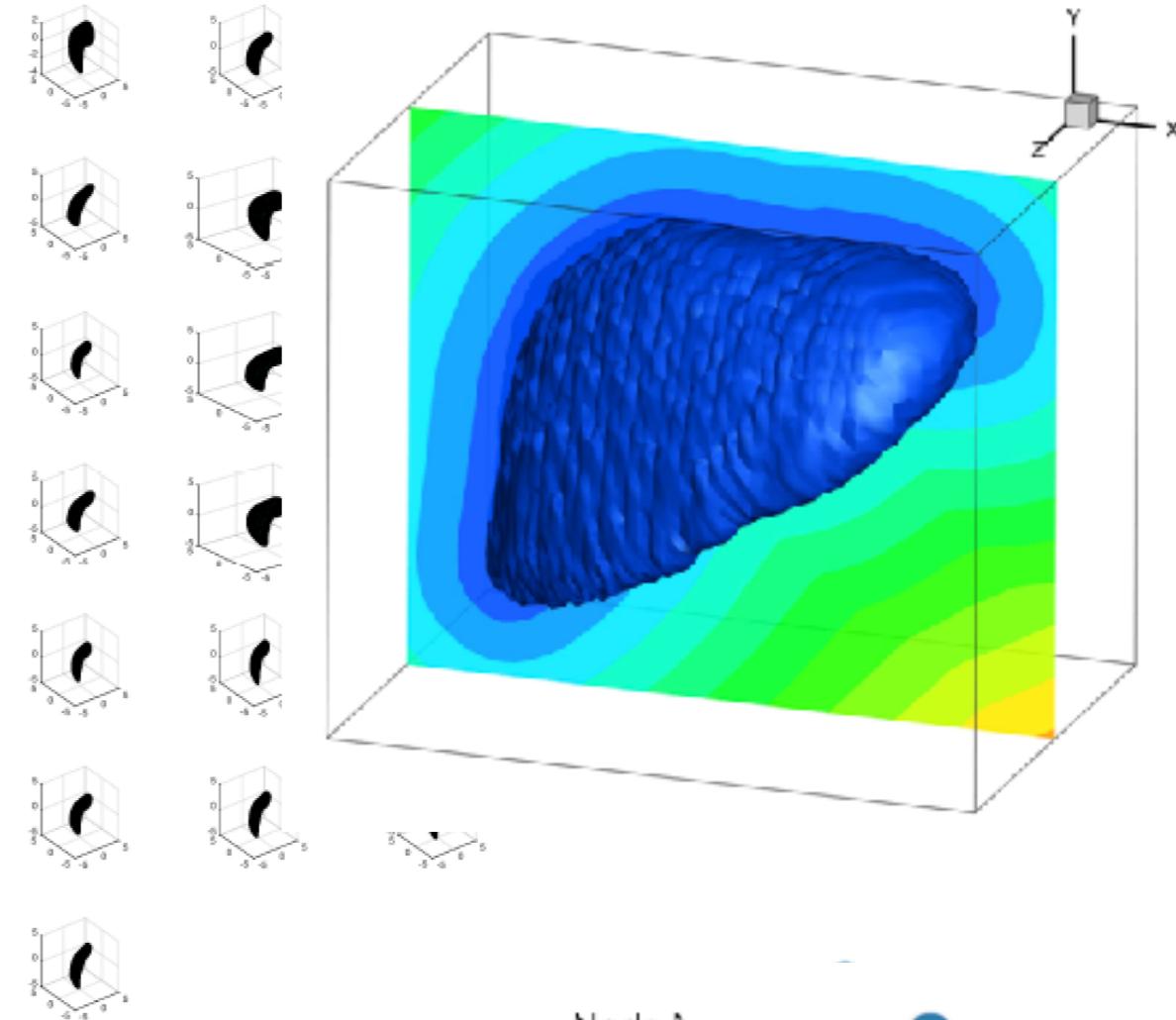


PXDMF Sync

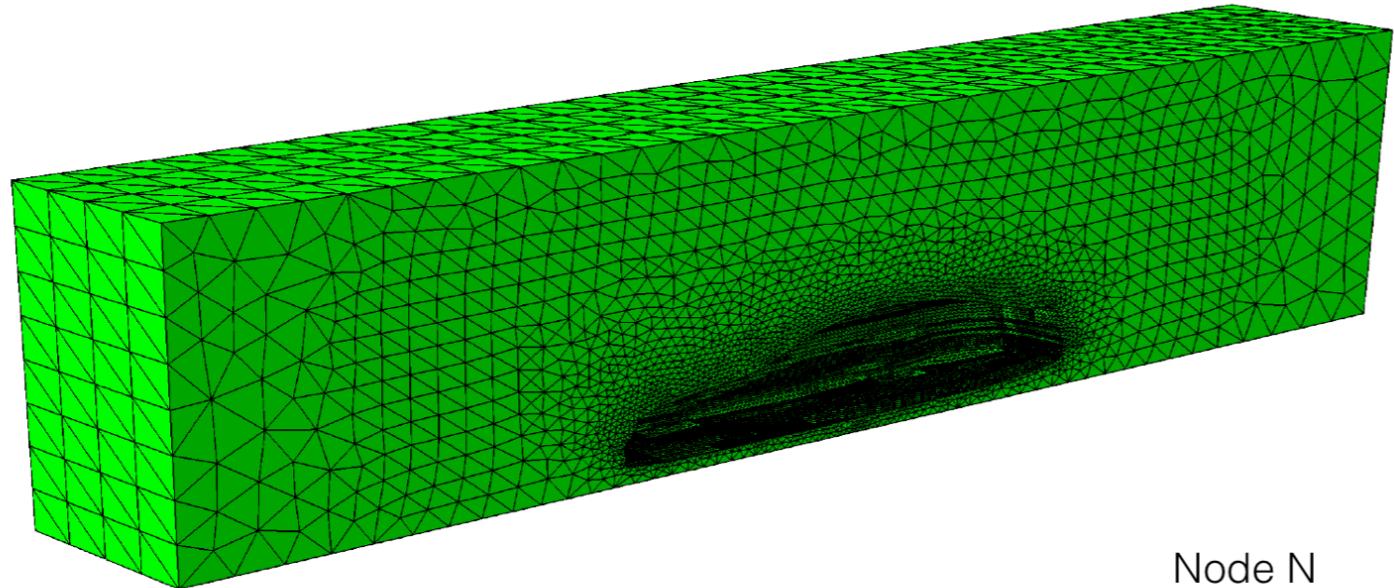
Param_11: 0
Param_21: 0
Param_31: 0
Param_41: 0

Sync Fixed Dimensions

Update Sliders

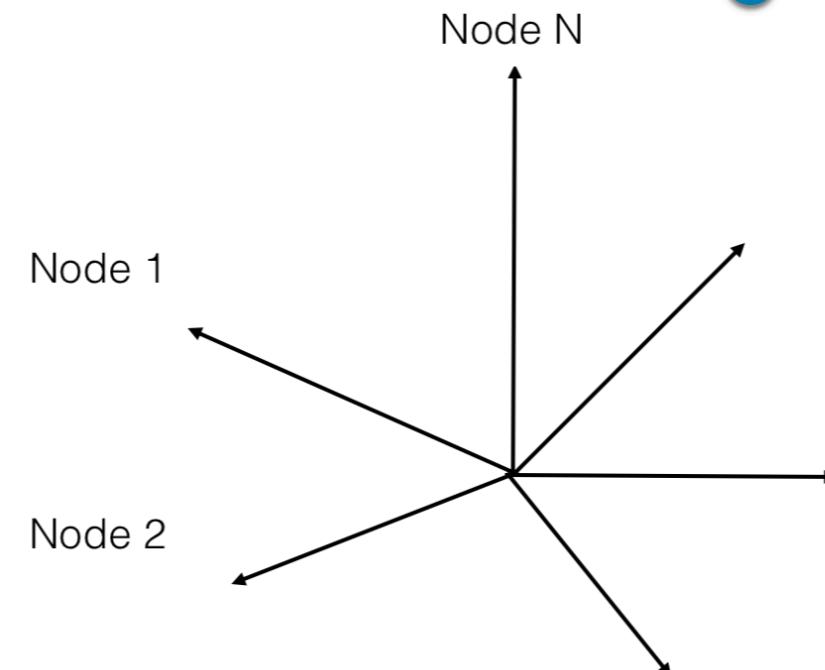


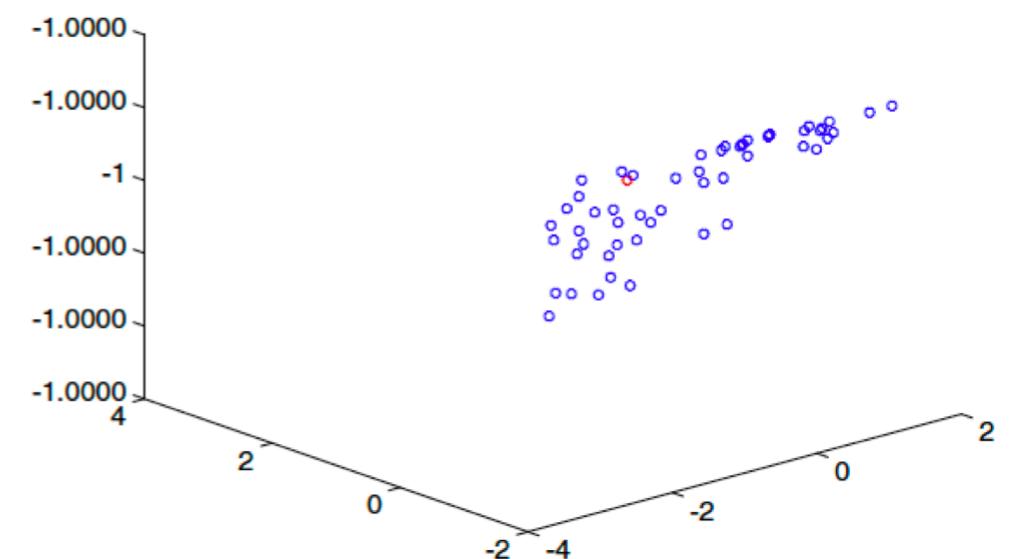
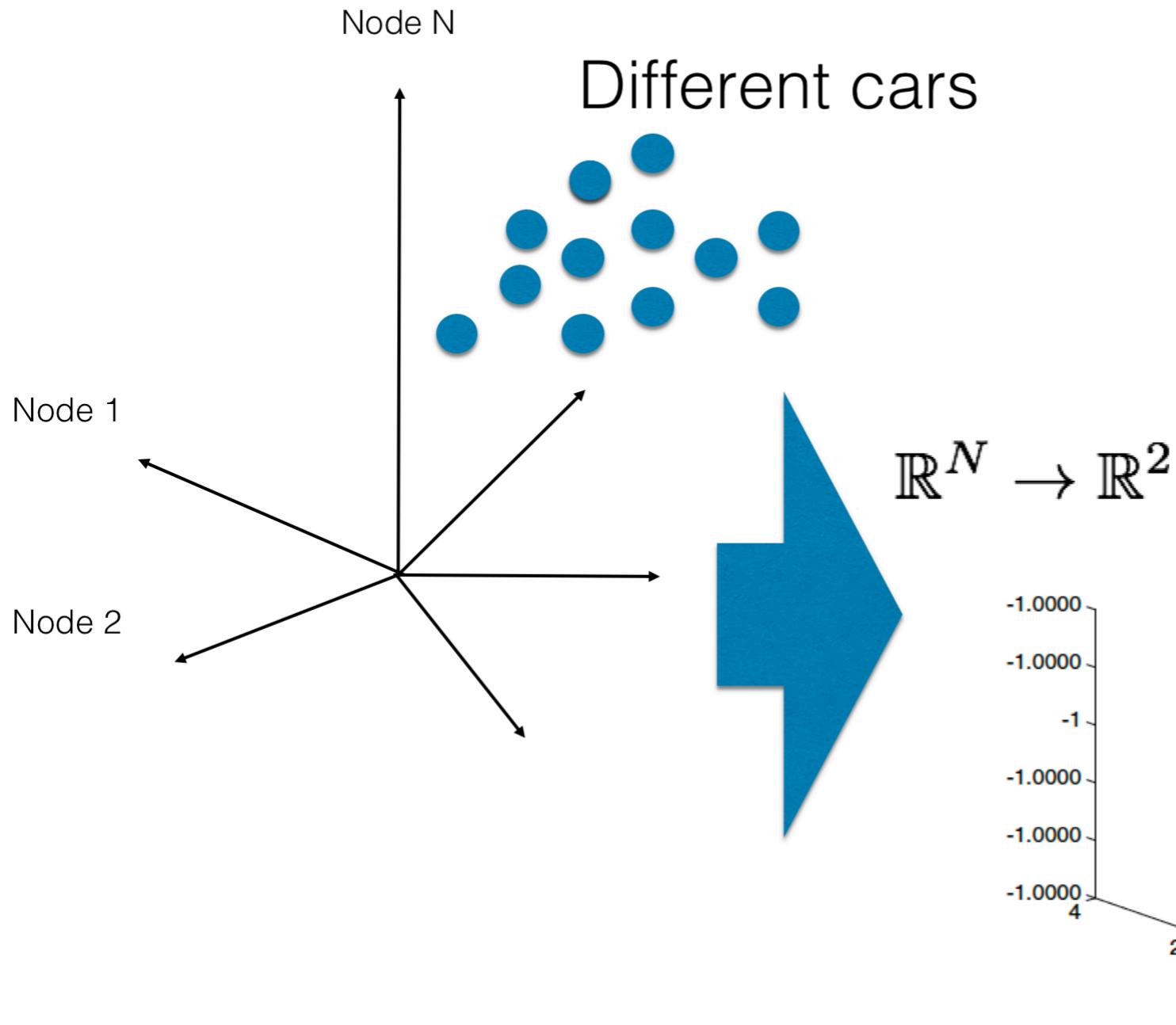
Parametrizing Shapes (Cont)



Level set: distance of each node to the car surface

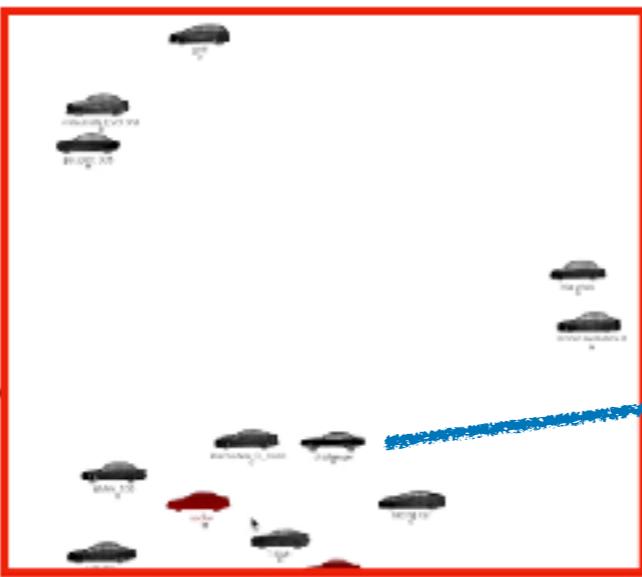
Car 1 represented by its level-set function





Locally Linear Embedding

Car shape
parametrization



New car NEVER
SIMULATED

CFD solution
interpolated on the
manifold from its
neighbors



Error in the prediction of lift and drag < 2%

Augmented Reality using High-Fidelity Models

Wind Tunnel

A. Badías, I. Alfaro, D. González, F. Chinesta and E. Cueto

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Instituto Universitario de Investigación
en Ingeniería de Aragón
Universidad Zaragoza



Universidad
Zaragoza

METRICS OR METRICS? THAT IS THE QUESTION

Apparently three trees, apparently !



In what sense they are close?

What kind of resemblance?

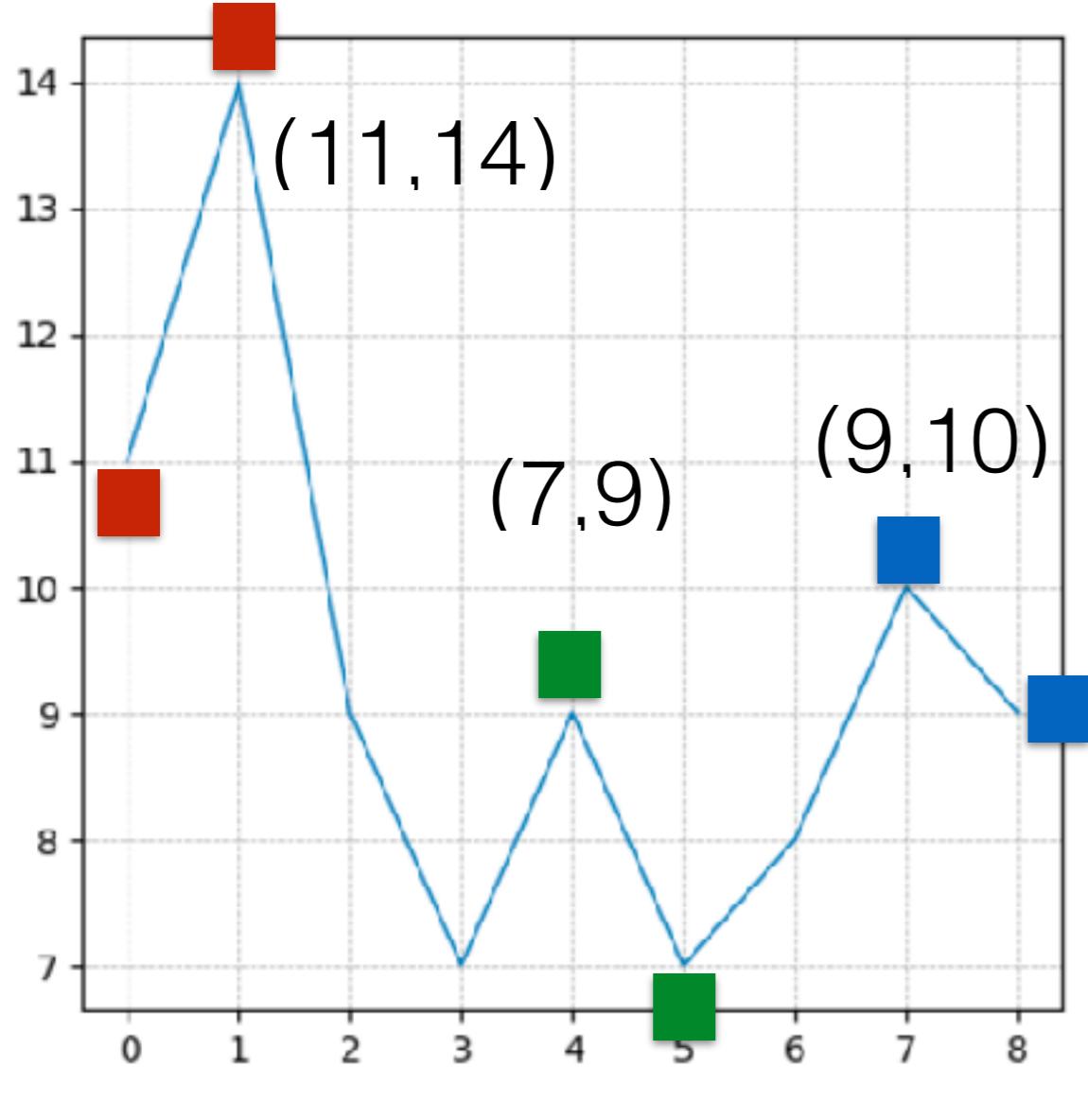
How many parameters define them?

What is the adequate metric for comparing them?

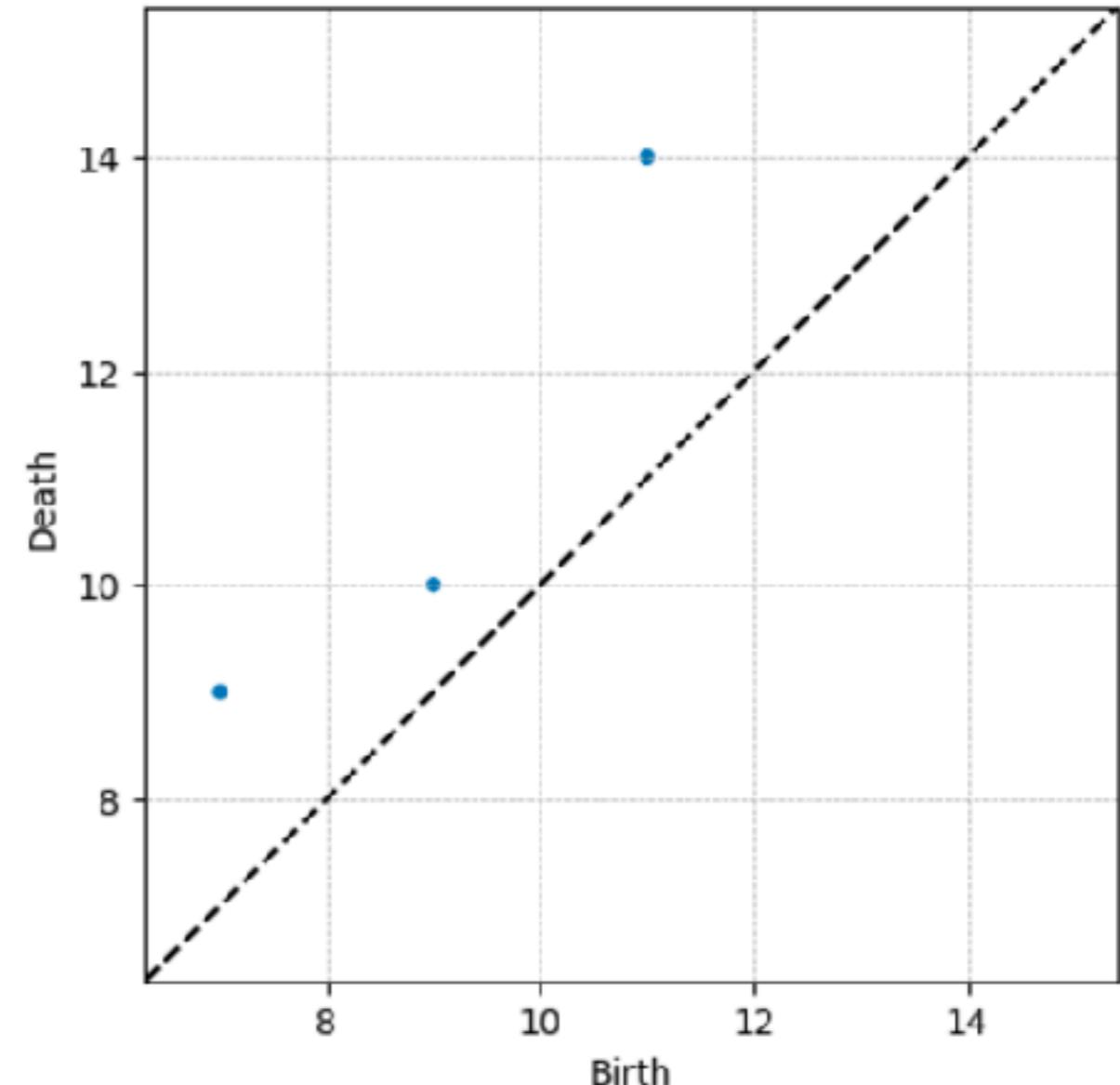
the Euclidean operating on the pixelated images certainly not ! $\|\mathbf{A}_i - \mathbf{A}_j\|_2 > \epsilon$
... and registration does not suffice

Topological Data Analysis: Time Series

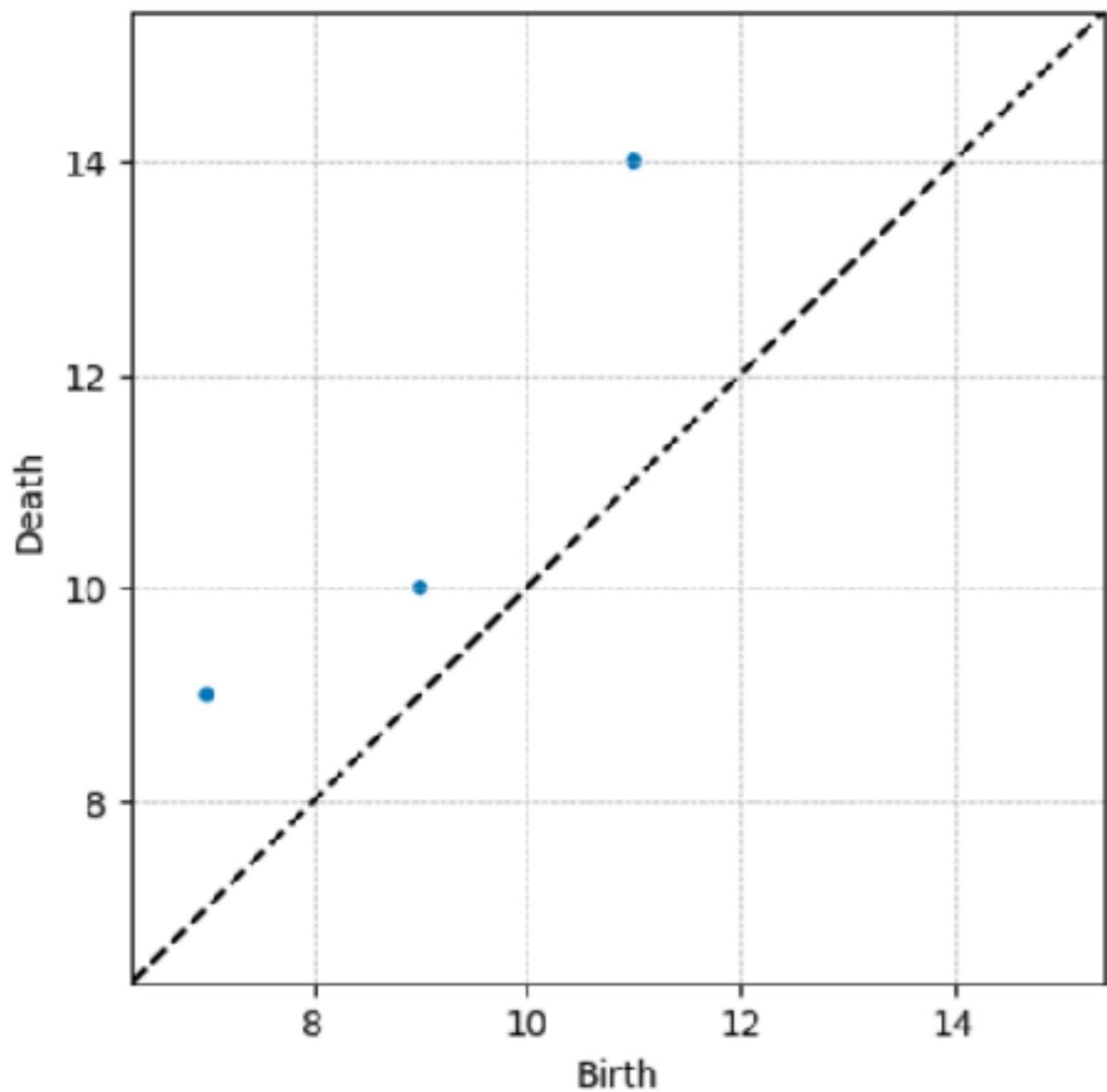
Pairing min-max



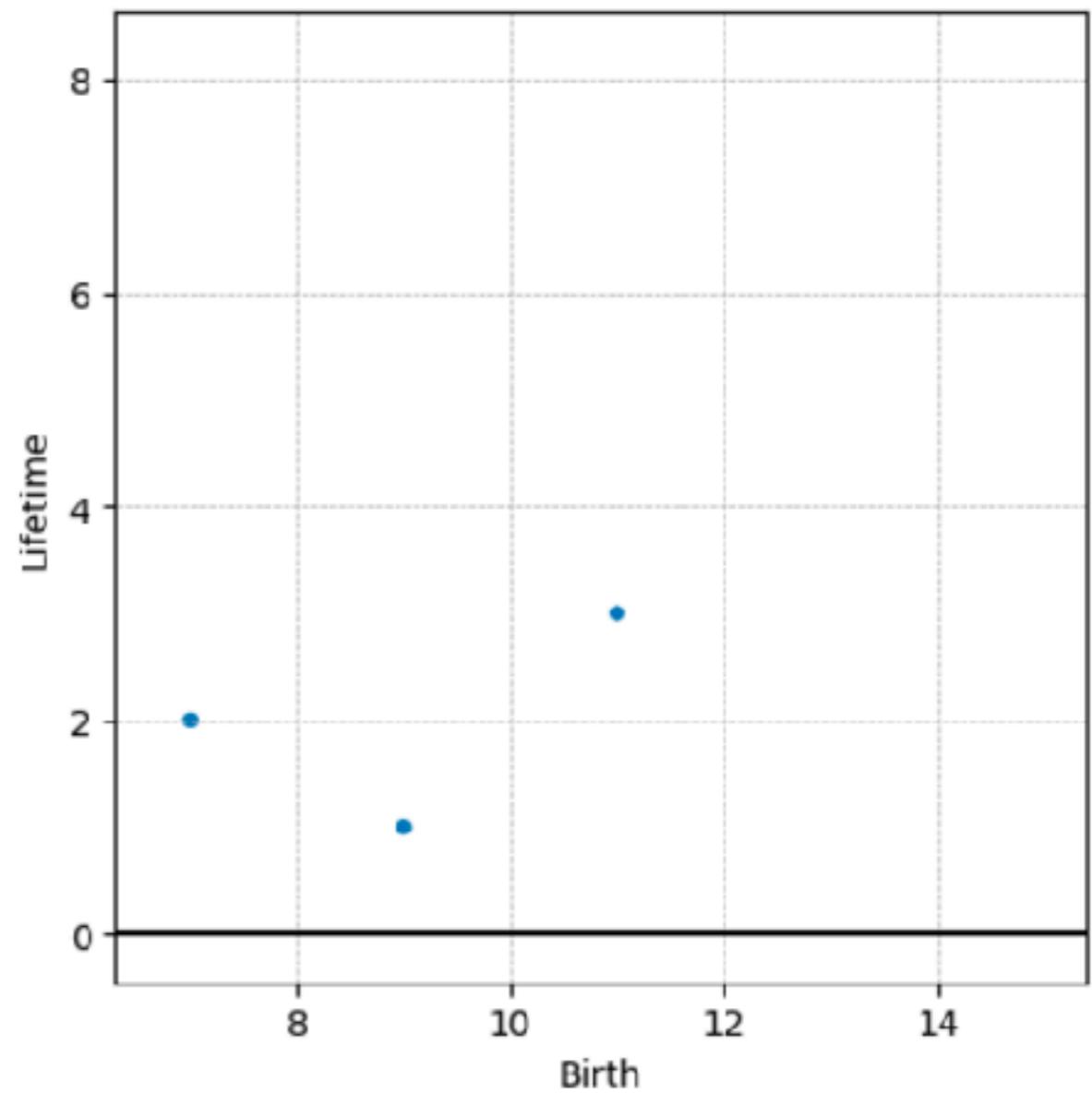
Persistence diagram



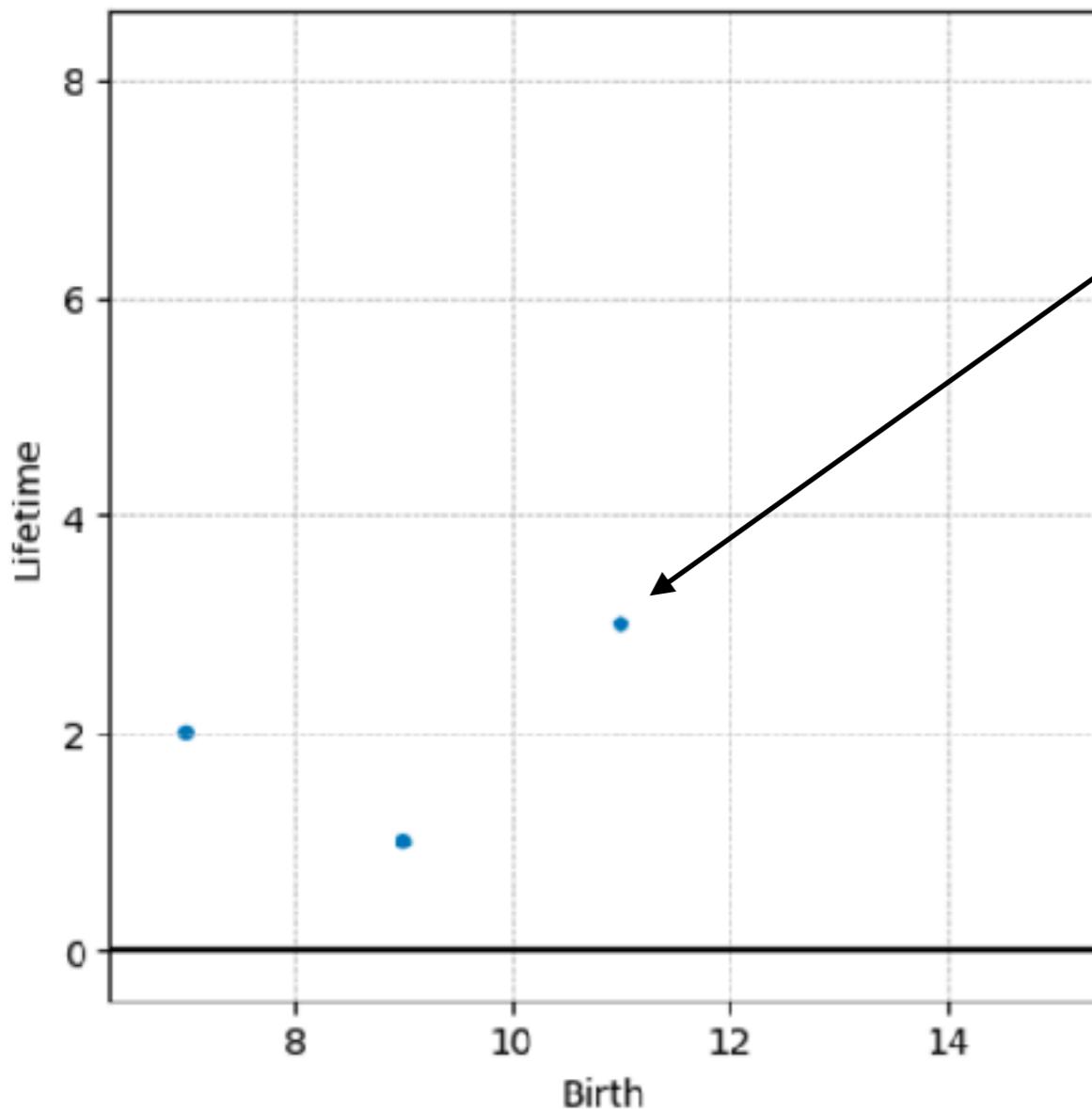
Persistence diagram



Lifetime diagram

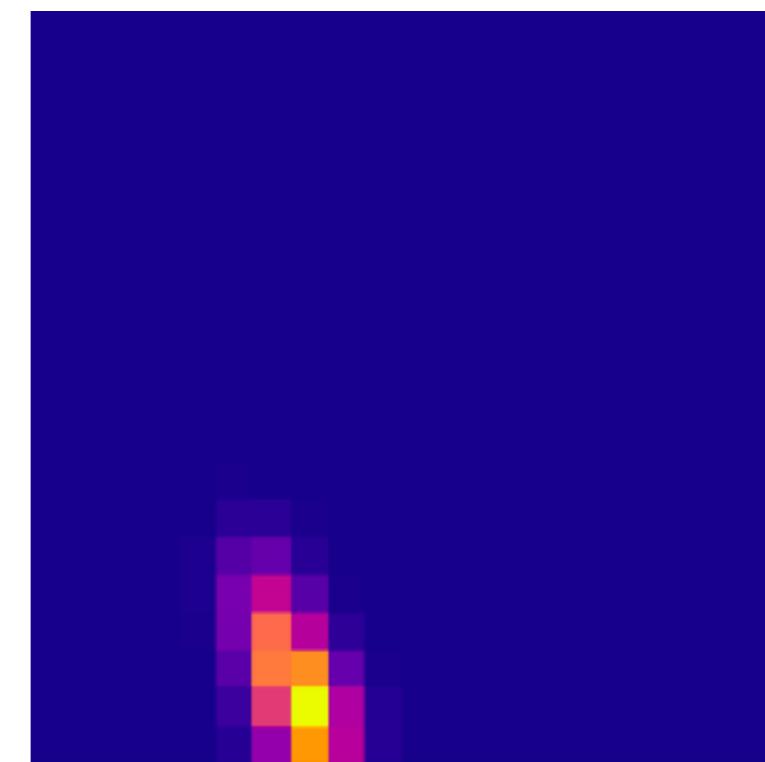


Lifetime diagram



$$\rho_S(u, v) = \sum_{(x,y) \in \mathcal{T}(S)} w(x, y) g_{(x,y)}(u, v),$$

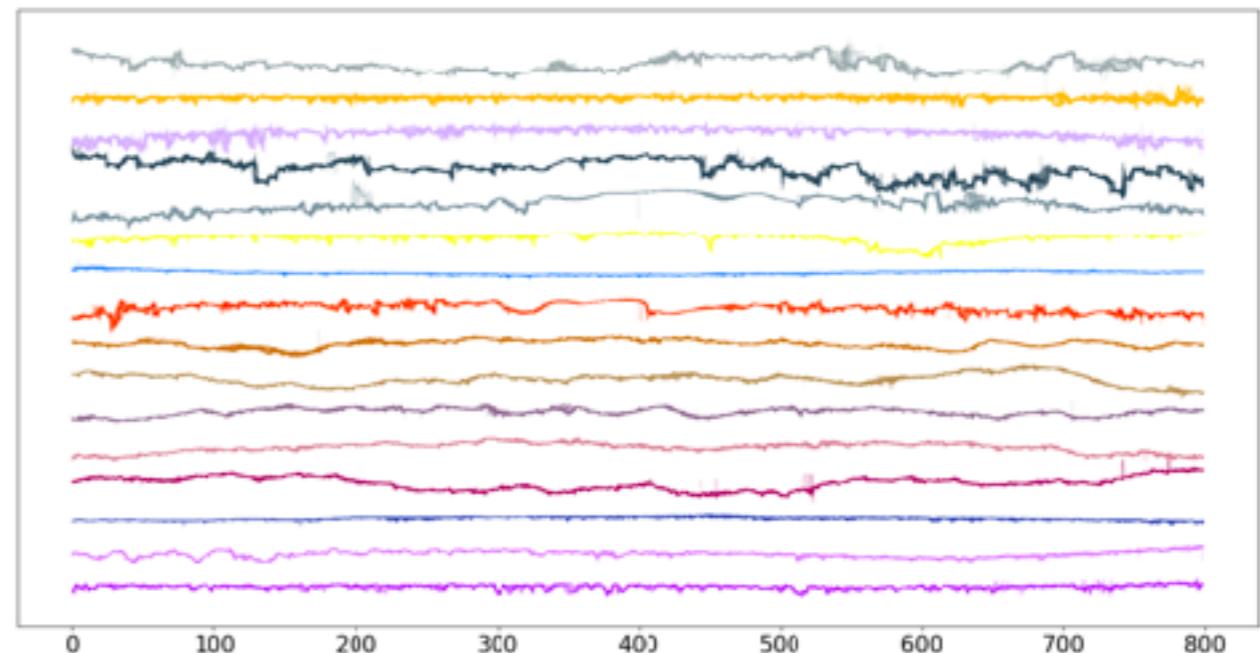
$$\mathcal{PI}_{P_i}(S) = \iint_{P_i} \rho_S(u, v) du dv.$$



Persistence image

Rough surfaces clustering

16 families of composites



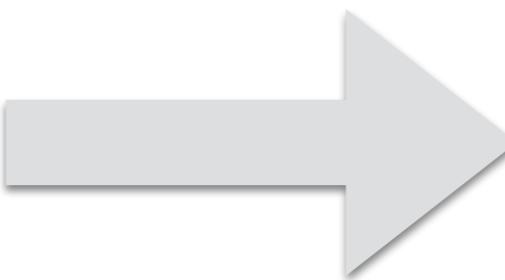
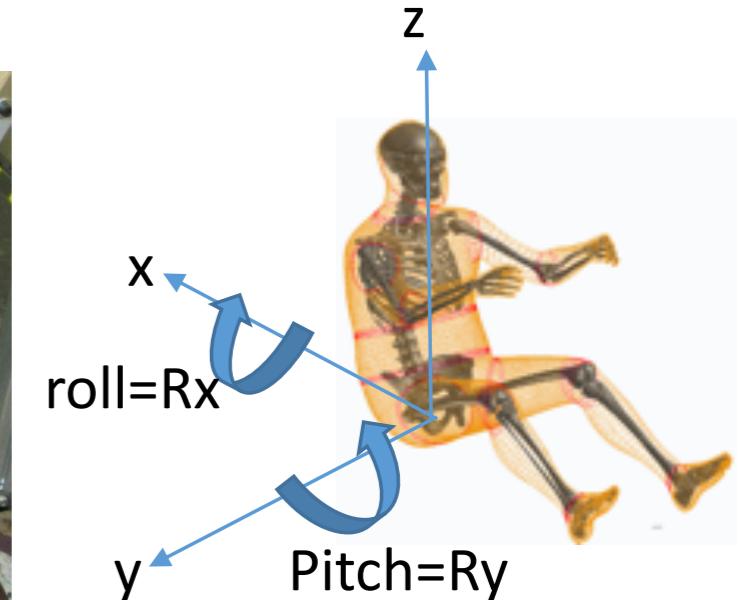
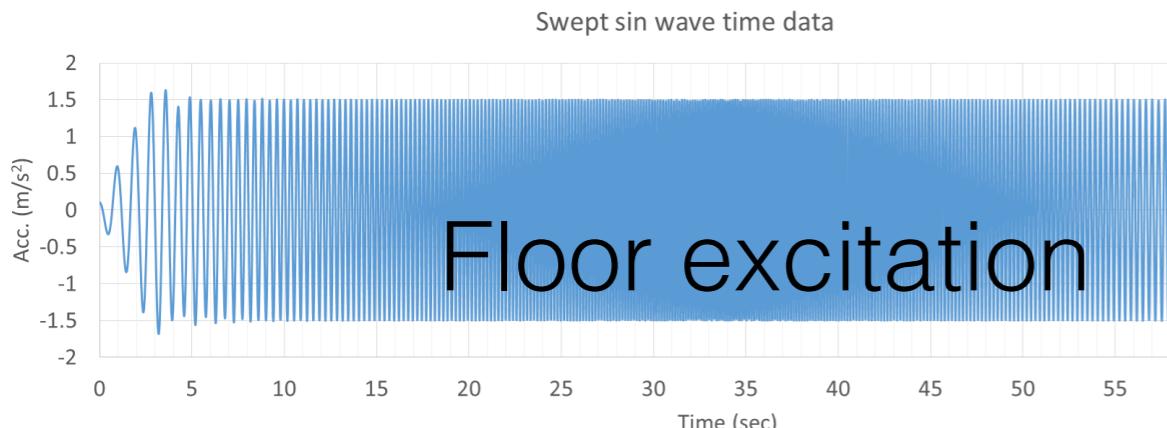
		Predicted label															
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Actual label	0	8	0	0	0	0	0	0	0	0	0	0	0	0	1	0	
	1	0	13	0	0	0	0	0	0	0	0	0	0	0	0	0	
	2	0	0	20	0	0	0	0	0	0	0	0	0	0	0	0	
	3	0	0	0	29	0	0	0	0	0	0	0	0	0	0	0	
	4	0	0	0	0	30	0	0	0	0	0	0	0	0	0	0	
	5	0	0	0	0	0	30	0	0	0	0	0	0	0	0	0	
	6	0	0	0	0	0	0	34	0	0	0	0	0	0	0	0	
	7	0	0	0	0	1	0	0	28	0	0	0	0	0	0	0	
	8	0	0	0	0	0	0	0	31	0	0	0	0	0	0	0	
	9	0	0	0	0	0	0	0	0	30	0	0	0	0	0	0	
	10	0	0	0	0	0	0	0	0	0	32	0	0	0	0	0	
	11	0	0	0	0	0	0	0	0	0	0	37	0	0	0	0	
	12	0	0	0	0	0	0	0	0	0	0	37	0	0	0	0	
	13	0	0	0	0	0	0	0	0	0	0	37	0	0	0	0	
	14	0	0	0	0	0	0	0	0	0	0	0	33	0	0	0	
	15	0	0	0	0	0	0	0	0	0	0	0	0	37	0	0	

(a) Original

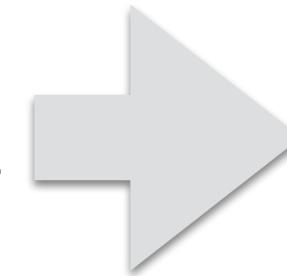
		Predicted label															
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Actual label	0	0.89	0	0	0	0	0	0	0	0	0	0	0	0	0.11	0	
	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	2	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	3	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
	4	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
	5	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0
	6	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
	7	0	0	0	0	0	0	0	0.03	0	0	0.97	0	0	0	0	0
	8	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
	9	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
	10	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
	11	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
	12	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
	13	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
	14	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
	15	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0

(b) Normalized

Human models

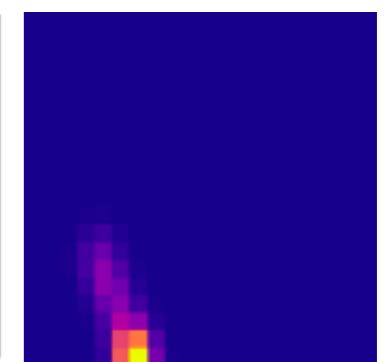
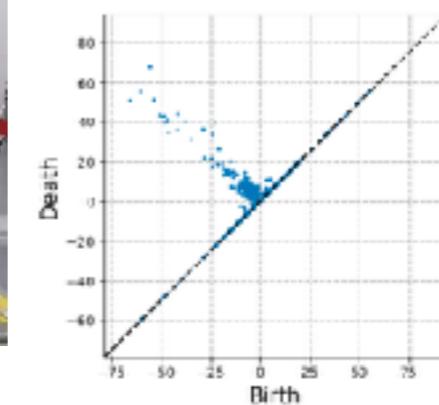


Data



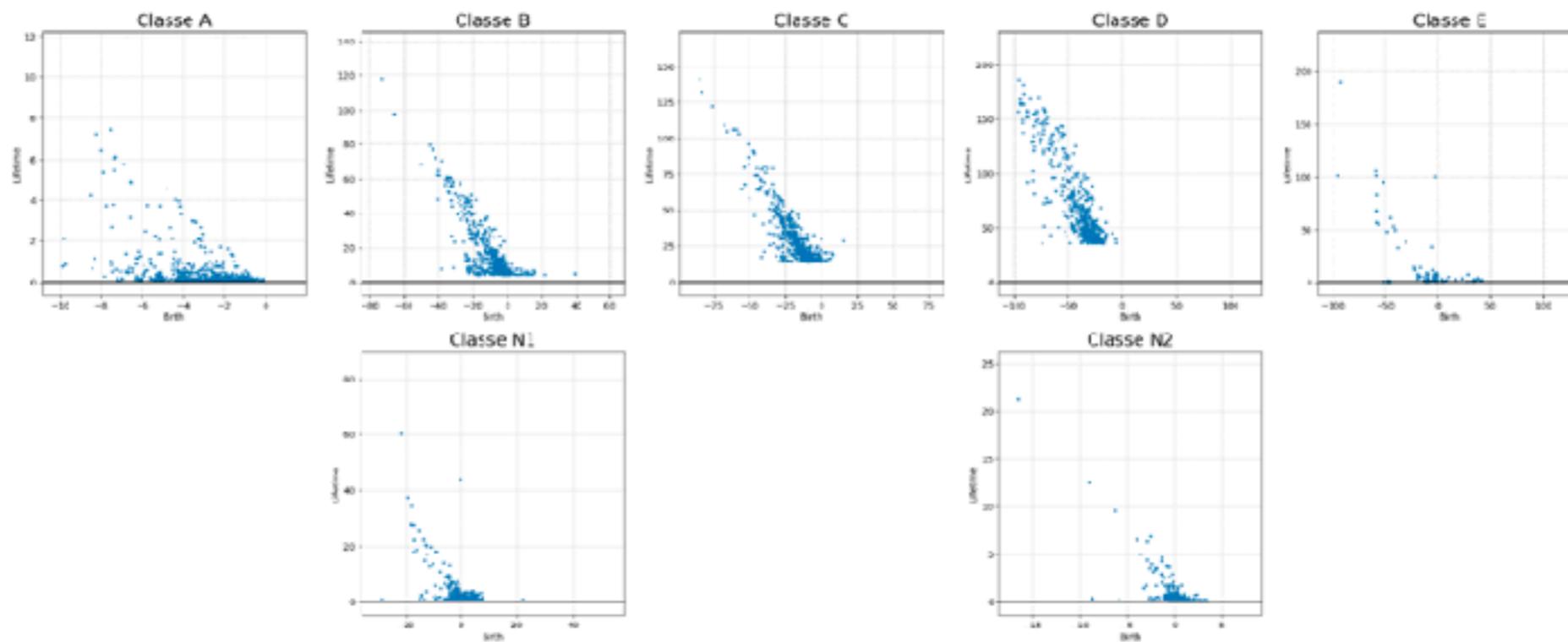
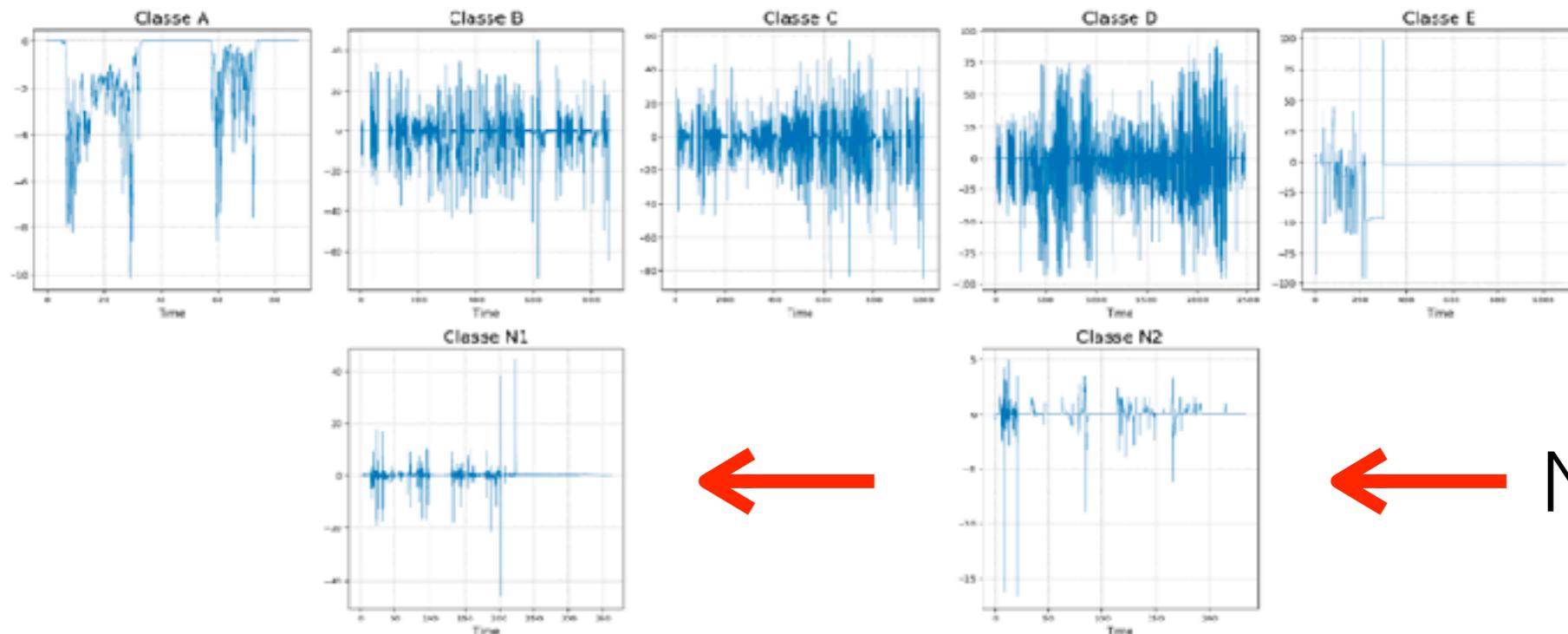
TDA

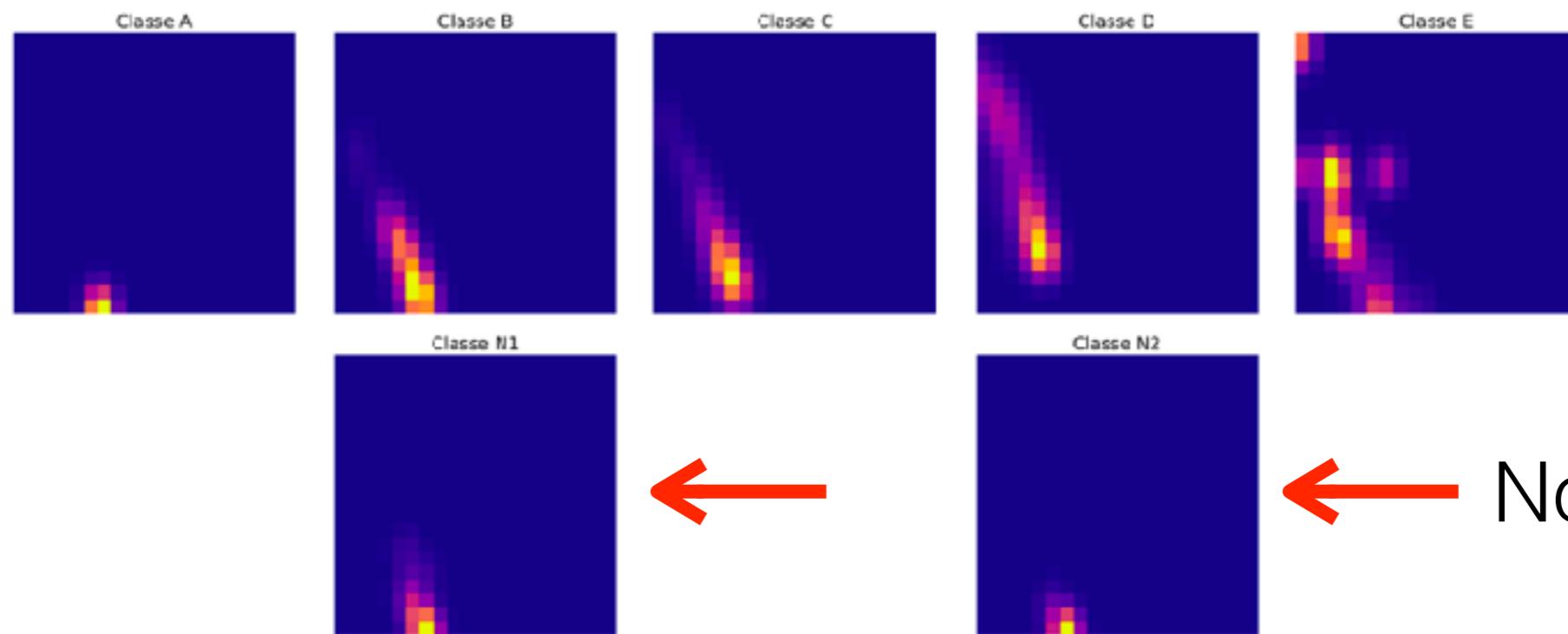
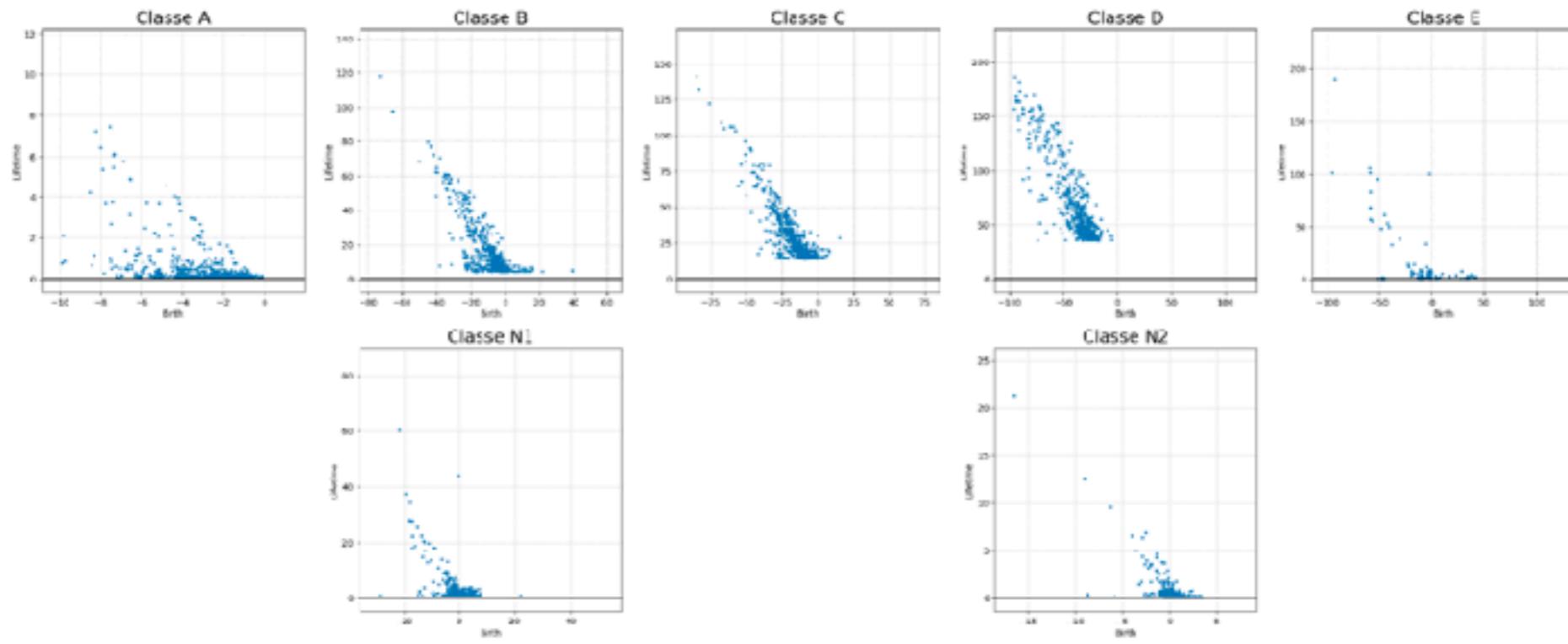
Barcode > Persistence
diagram > persistence image
> Behavioral classification



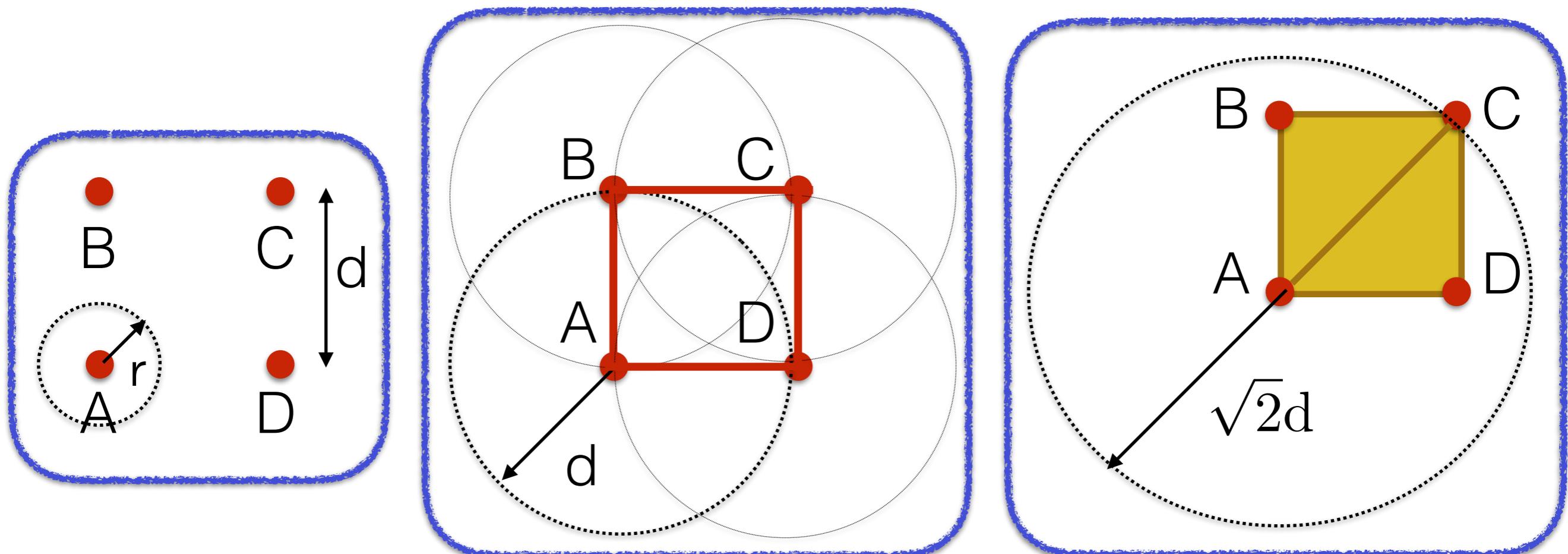
Obtained accuracy > 96%

Fault identification

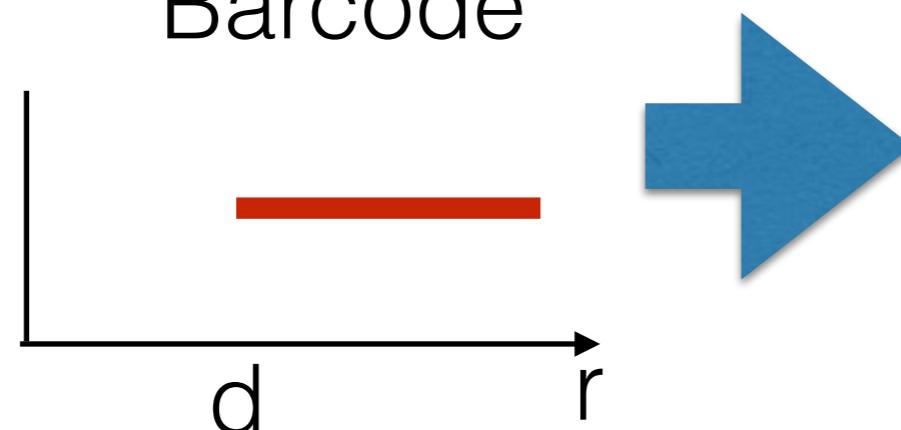




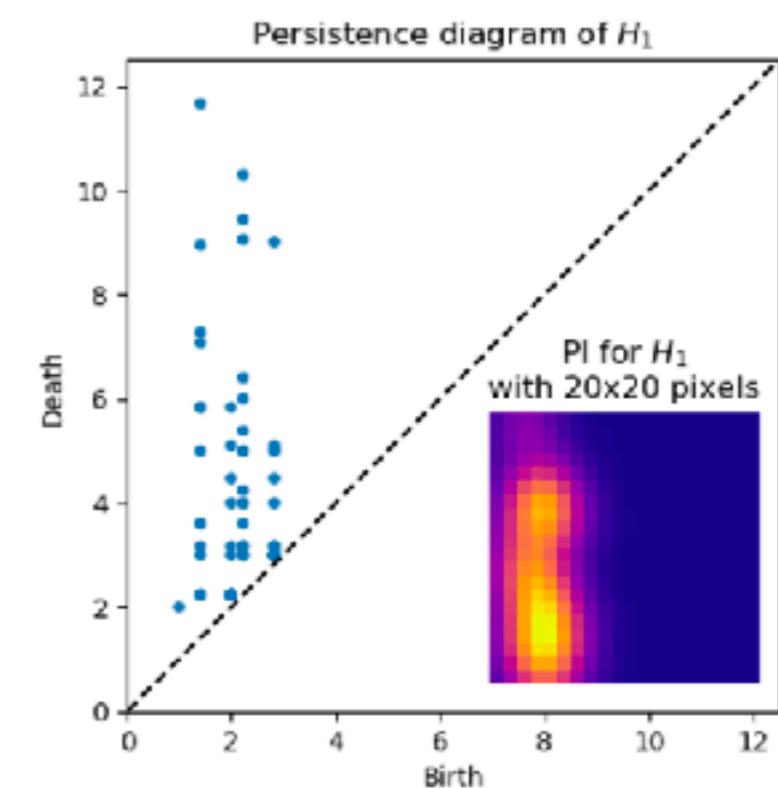
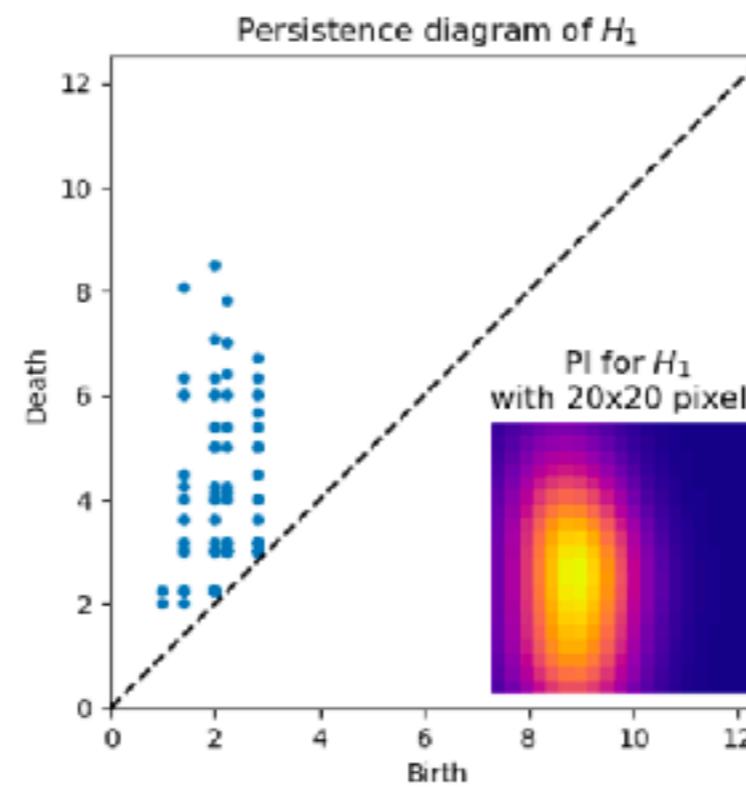
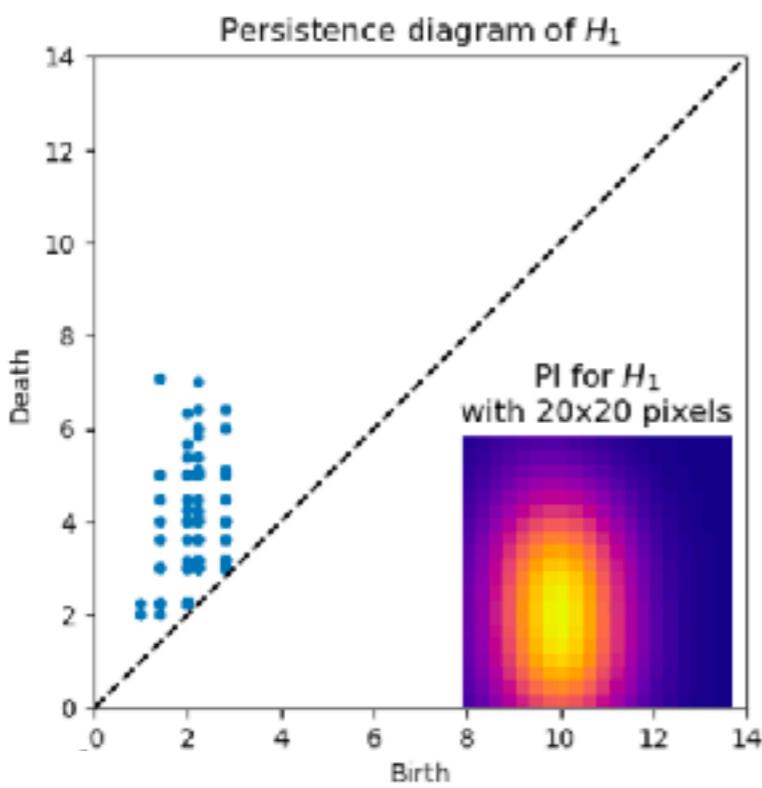
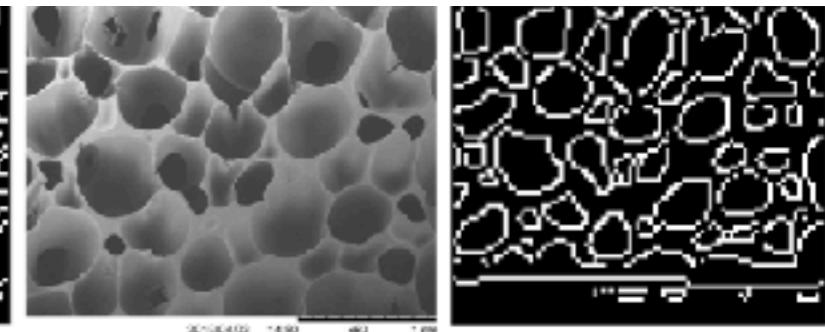
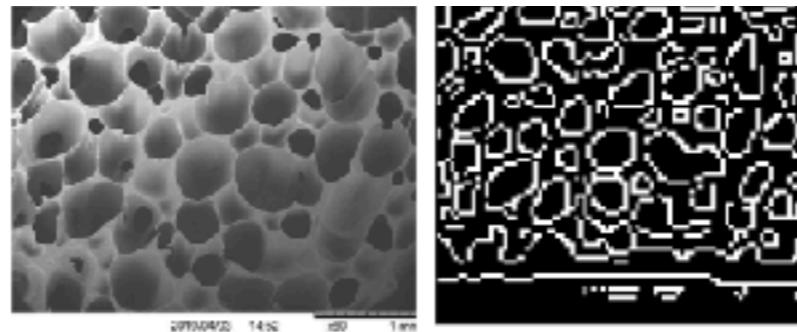
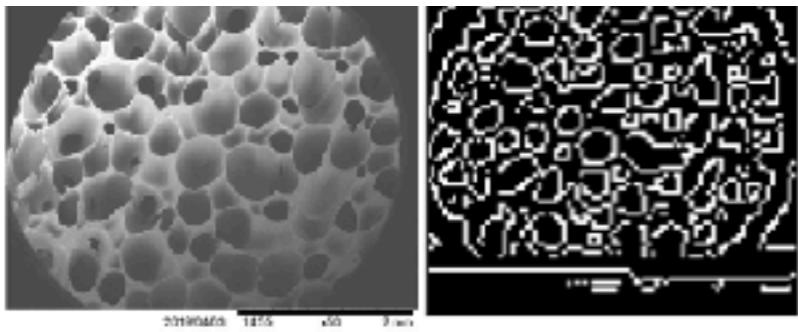
Topological Data Analysis: Images



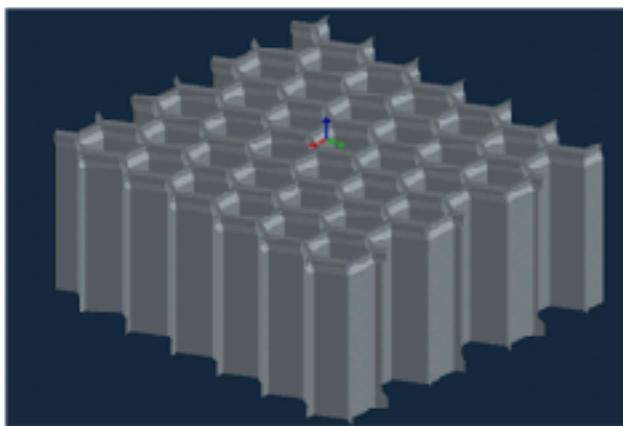
Barcode



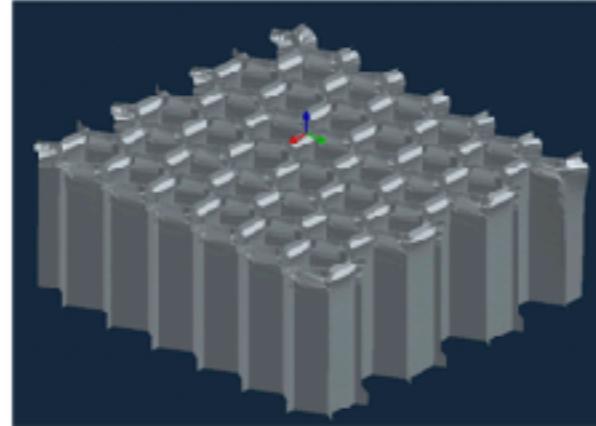
Persistence diagram,
Lifetime diagram
&
Persistence images



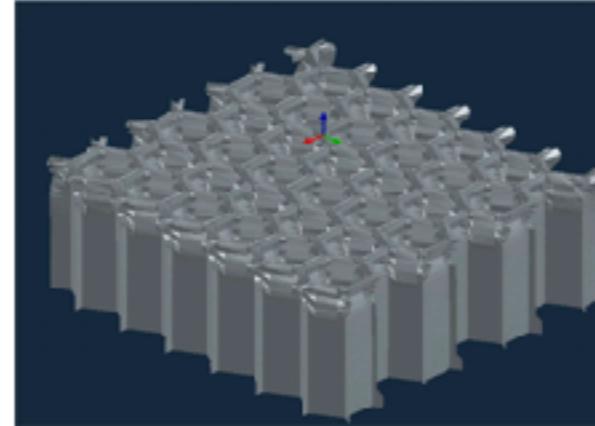
0s



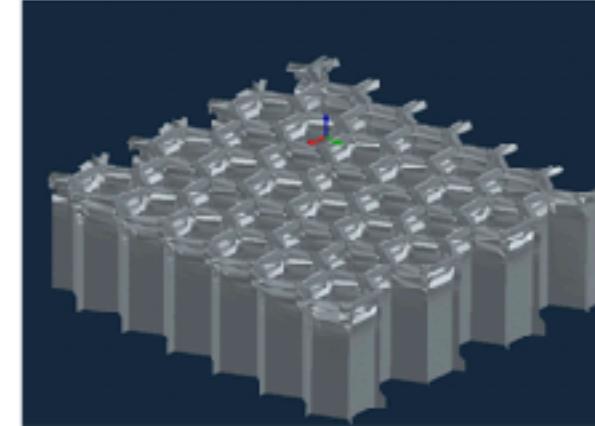
0.85s



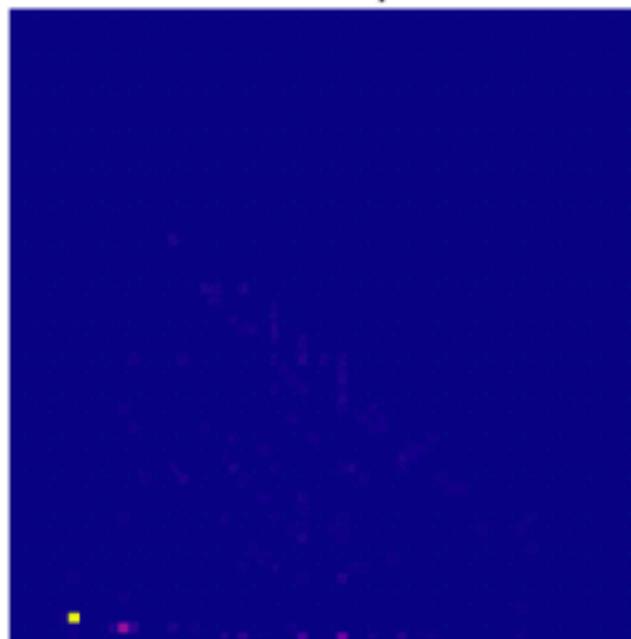
1.7s



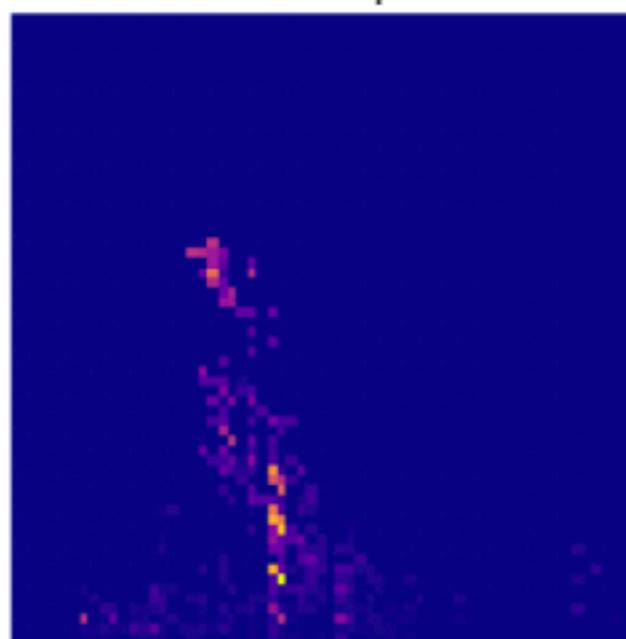
2.55s



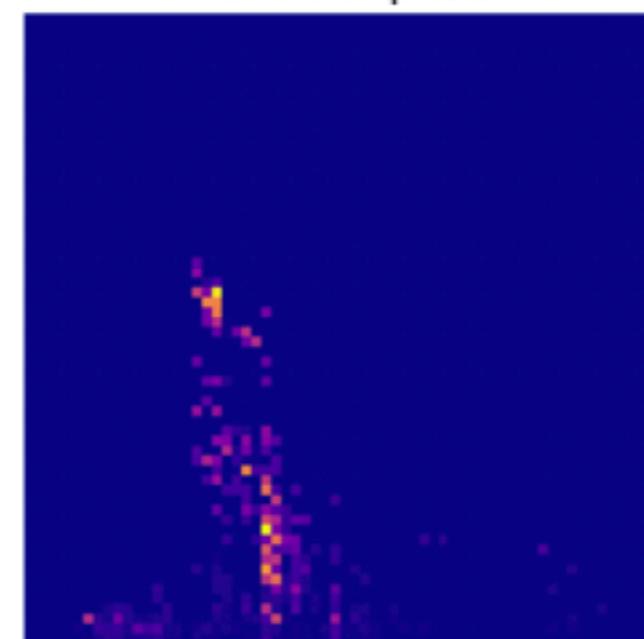
PI for H_1
with 64x64 pixels



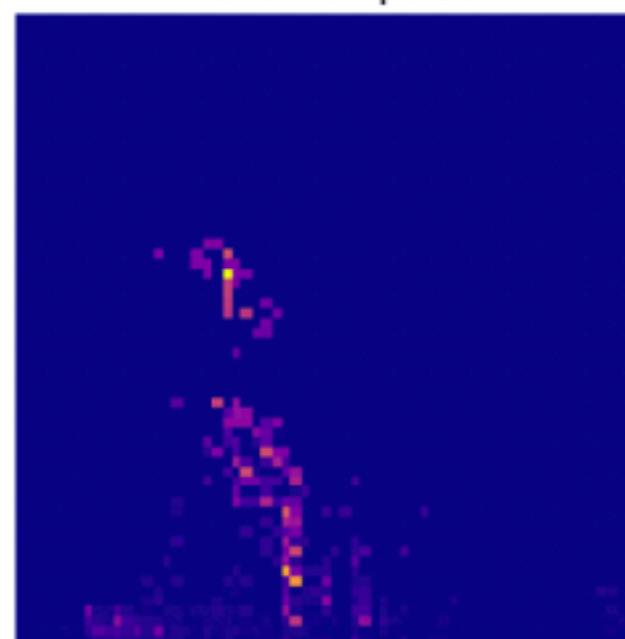
PI for H_1
with 64x64 pixels



PI for H_1
with 64x64 pixels

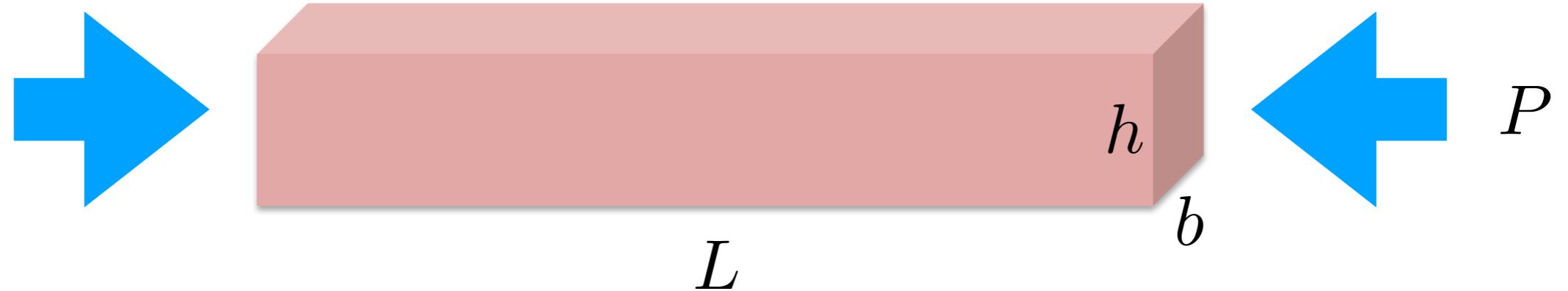


PI for H_1
with 64x64 pixels



Extracting Knowledge

Euler buckling

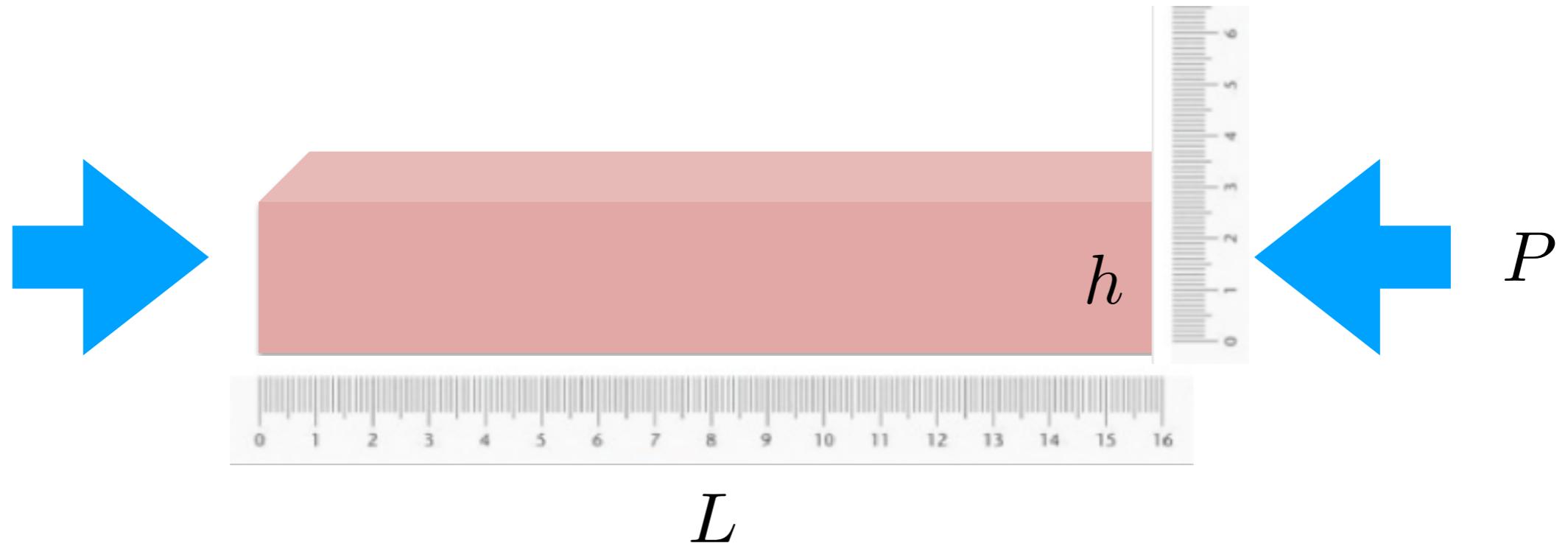


Euler critical load $P \propto \frac{bh^3}{L^2}$

Identifying hidden variables

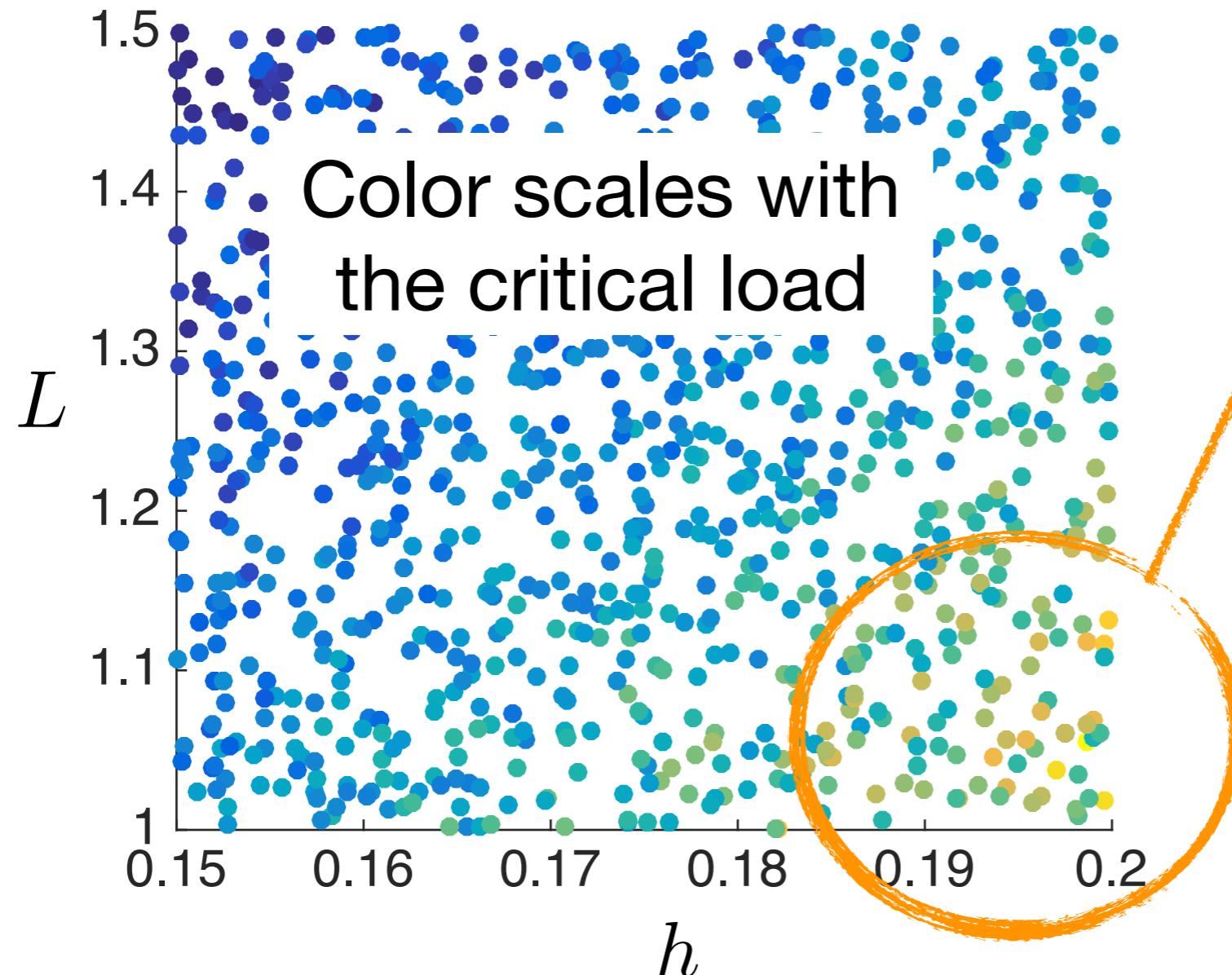
b, h & L are randomly changed for generating data
but imagine

we have only access to h and L (or only both are measurable)



There are many critical loads for the same h and L : all those corresponding to different values of the width « b »

Consequence: Apparent fluctuations

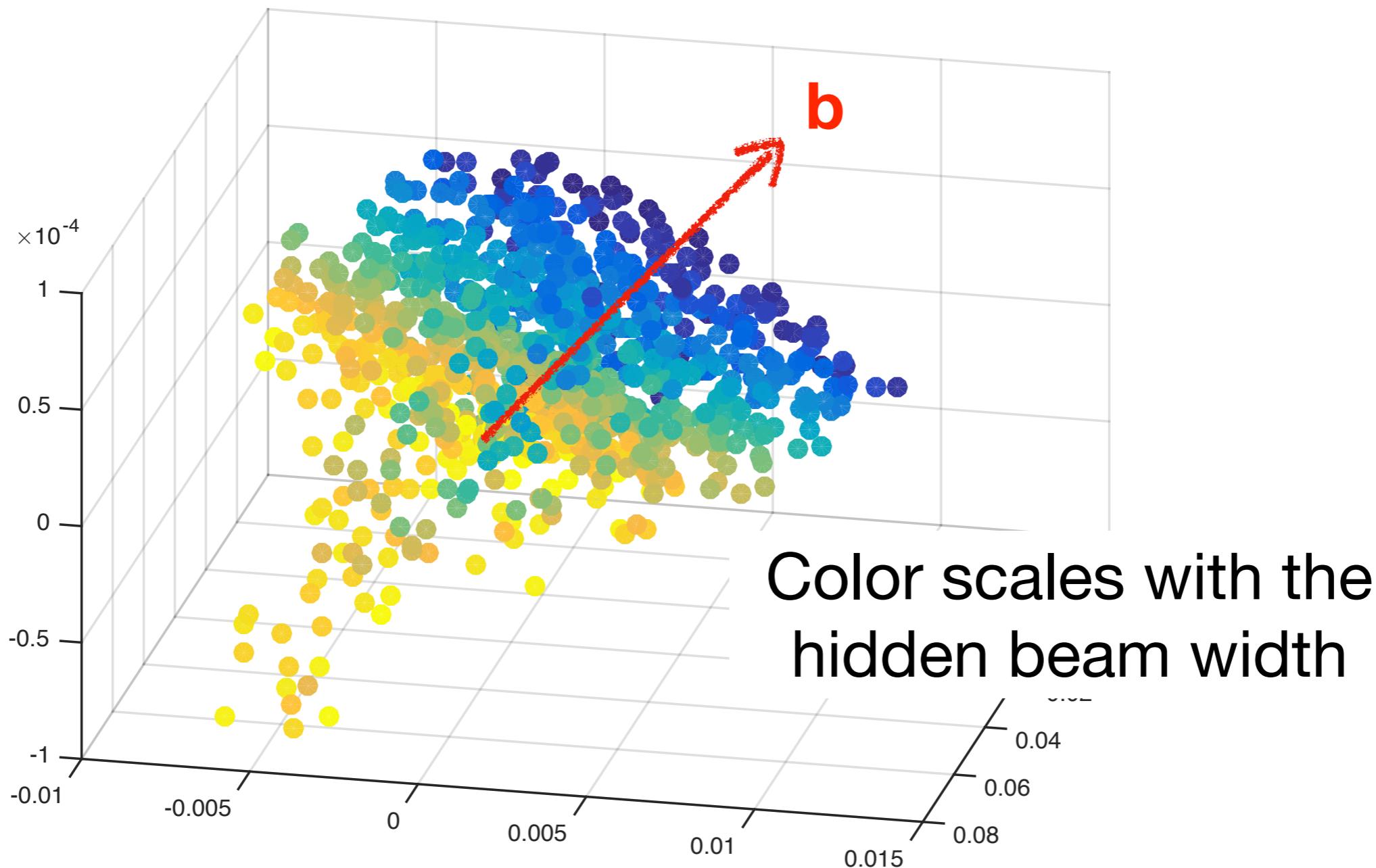


Fluctuations are usually interpreted as noise



Noise or it reveals hidden internal variables operating within a deterministic physics ?

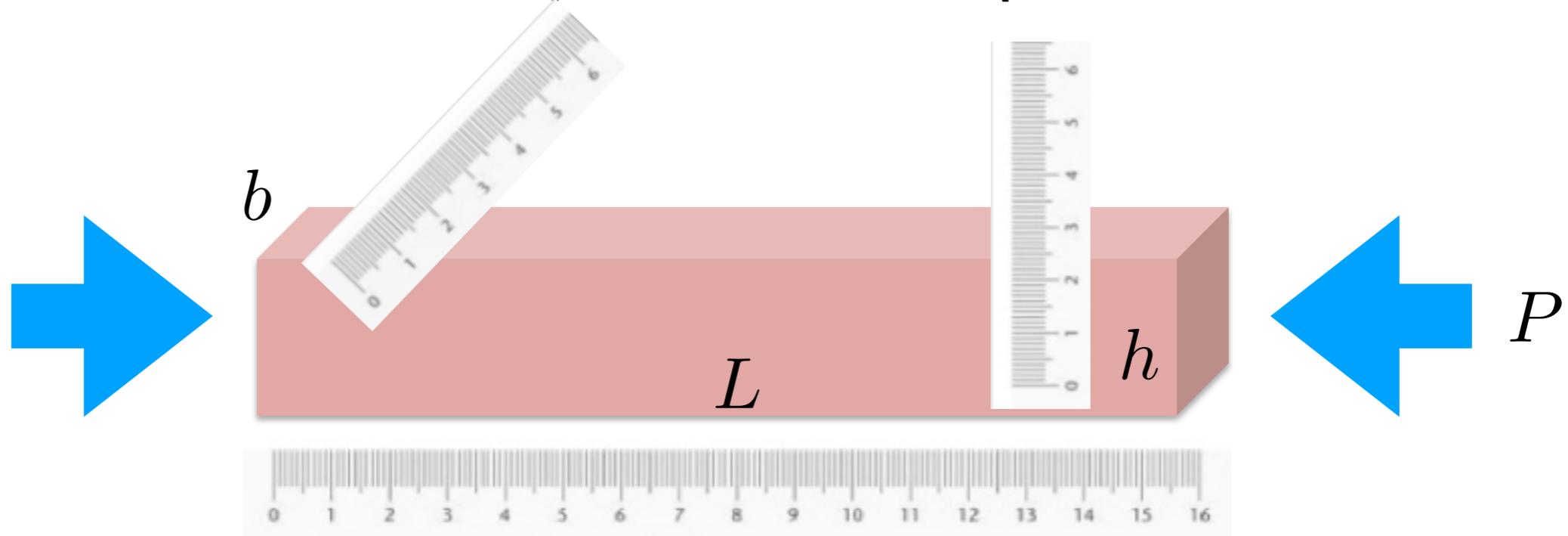
3D embedding by Manifold Learning - kPCA



the existence of the beam width « b » in the critical load expression is DISCOVERED

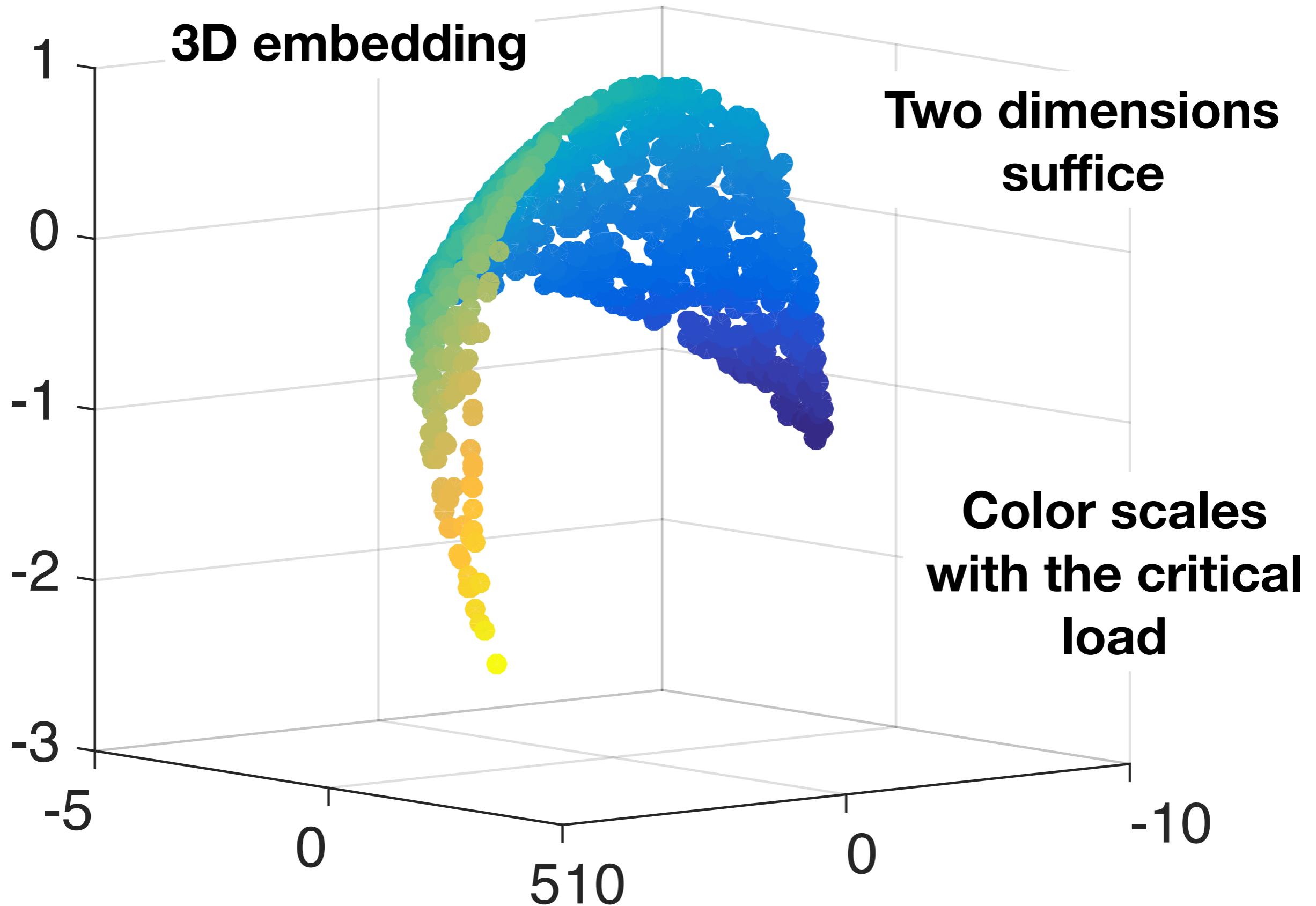
Discarding useless parameters

Imagine an ***hypothetical*** physics in which the critical load does not depend on the beam width, **BUT** we measure it and consider it when trying to look for the critical load parametric dependence

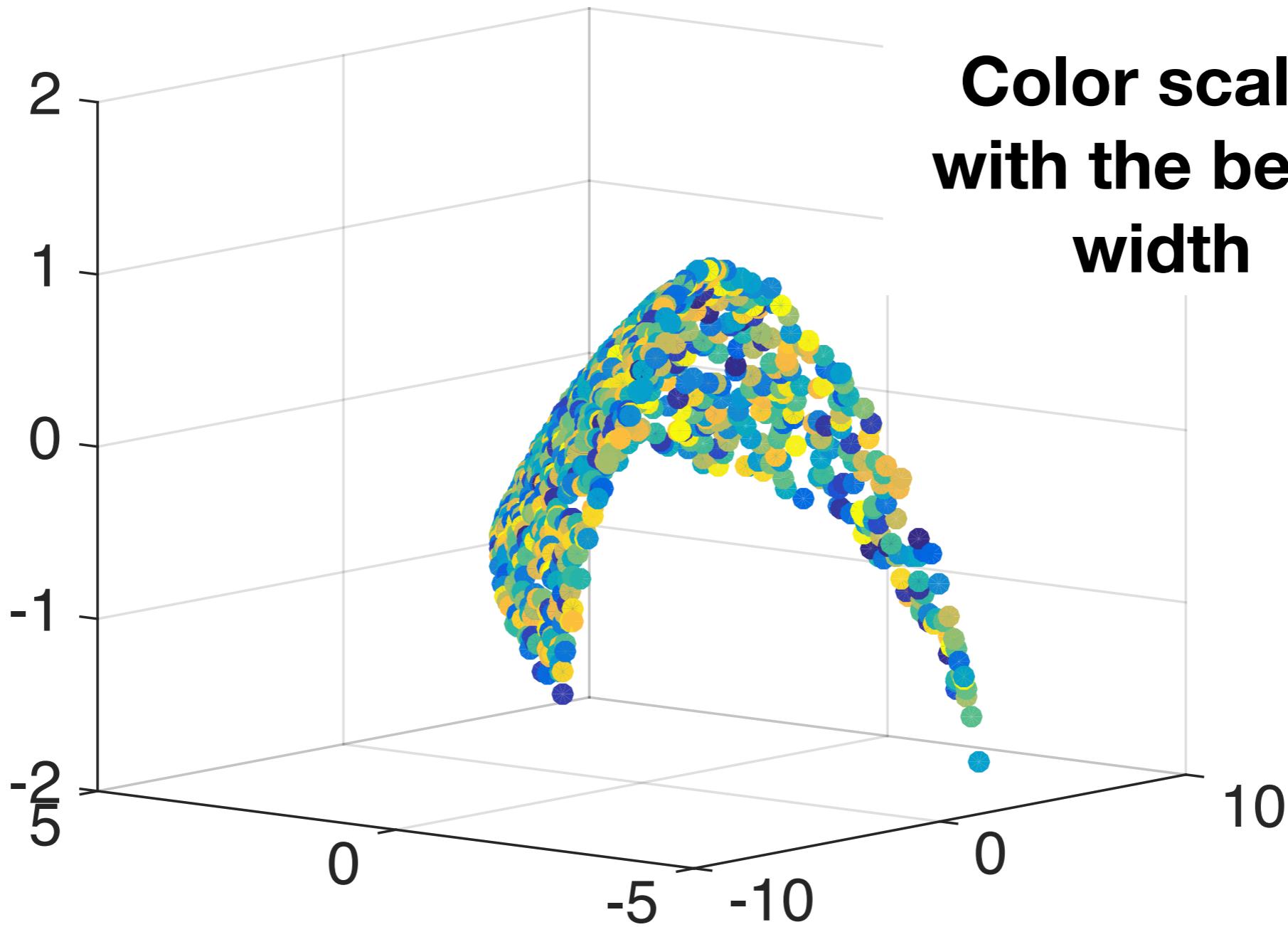


Hypothetical critical load $P \propto \frac{h^3}{L^2}$

however we look for $P(b, h, L)$

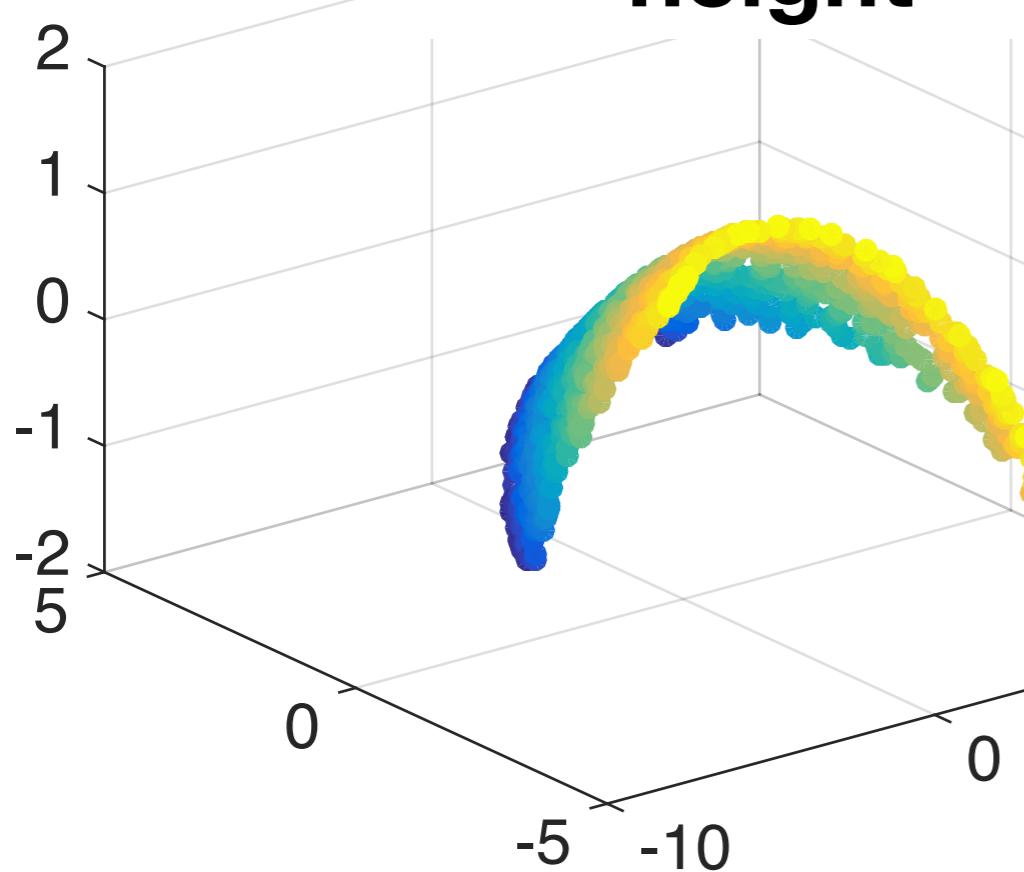


**Color scales
with the beam
width**

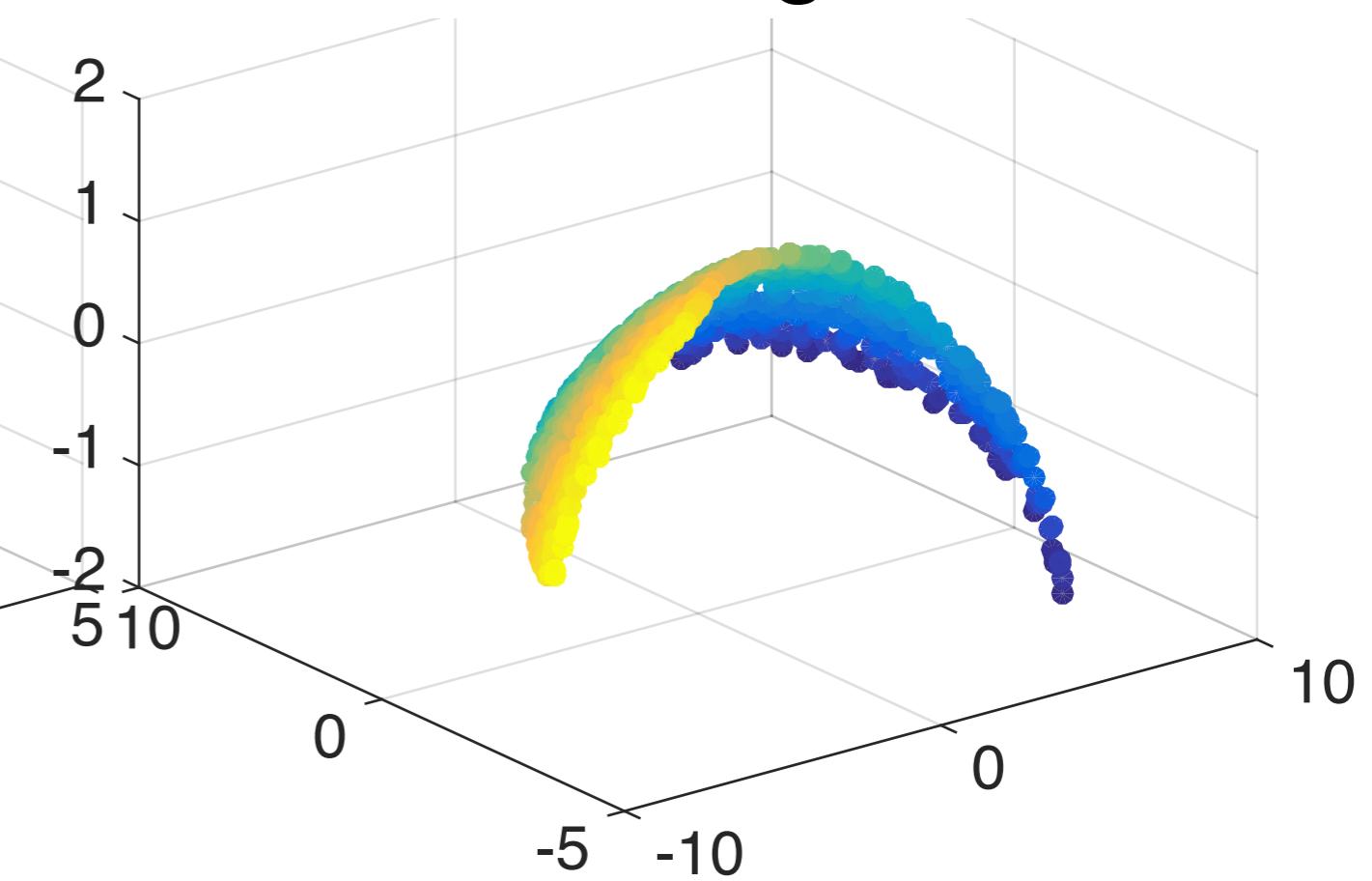


the beam width seems useless

Color scales with the beam height



Color scales with the beam length



both parameters seem useful

Discovering combined parameters

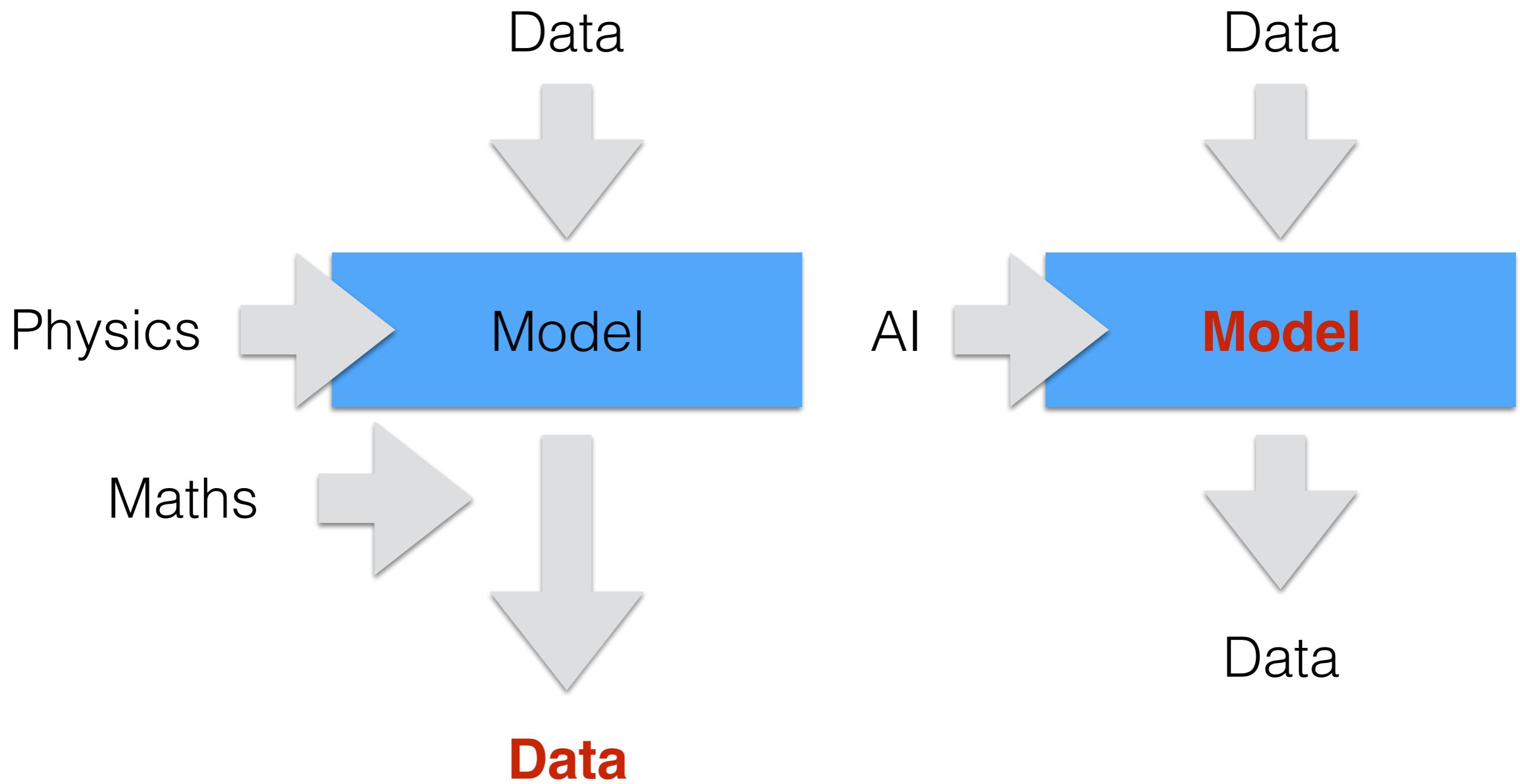
$$P_{trial} = \alpha b^\beta h^\eta L^\lambda$$

... using a Newton strategy

$$\left\{ \begin{array}{l} \alpha \approx 1 \\ \beta \approx 1 \\ \eta \approx 3 \\ \lambda \approx -2 \end{array} \right.$$

Euler's buckling is (data-driven) discovered

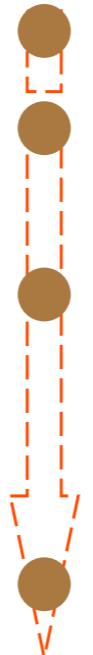
MODELLING REDUCED DATA



A bit of history



Quality (?)
Quantity (?)
Extrapolation (?)



$$\left\{ \begin{array}{l} t = 1, v = 10, \Delta x = 5 \\ t = 2, v = 20, \Delta x = 15 \\ t = 3, v = 30, \Delta x = 25 \\ t = 4, v = 40, \Delta x = 35 \\ \dots \end{array} \right.$$

$$5/15 = 1/3$$

$$15/25 = 3/5$$

$$25/35 = 5/7$$

$$5/15 = 1/3$$

$$15/25 = 3/5$$

$$25/35 = 5/7$$



$$F_g = m \frac{d^2 x}{dt^2}$$

K? U=F

Advanced Regressions

- **Multi-Local Sparse PGD-Based NL Regression**
- ***Code2Vect*** for heterogeneous / scarce data
- **Reduced Incremental Dynamic Mode Decomposition**
- **Thermodynamically Consistent ML**
- **Physically Informed Neural Networks:**
combining tensor-flow and tensor formats

Data-Driven modeling: Ensuring thermodynamic consistency in DMD

$$\dot{\mathbf{z}}_t = \mathbf{L}(\mathbf{z}_t) \nabla E(\mathbf{z}_t) + \mathbf{M} \nabla S(\mathbf{z}_t), \quad \mathbf{z}(0) = \mathbf{z}_0$$



Poisson matrix:
reversibility



Friction matrix:
irreversibility

with

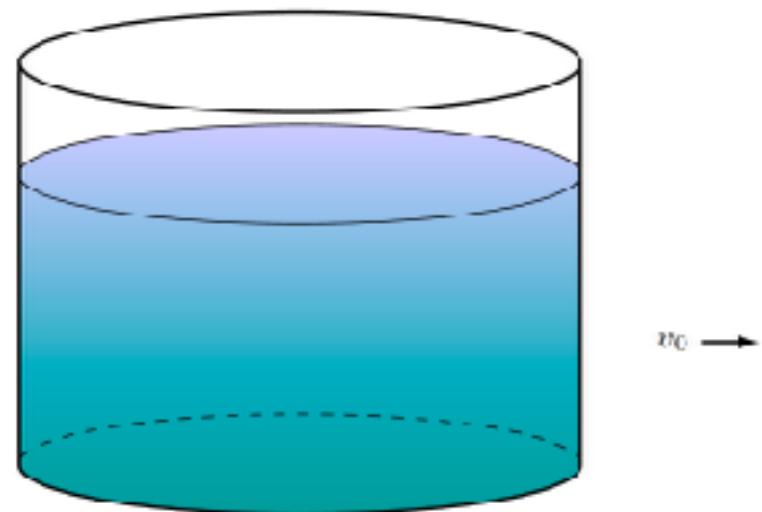
$$\mathbf{L}(\mathbf{z}) \cdot \nabla S(\mathbf{z}) = \mathbf{0}, \\ \mathbf{M}(\mathbf{z}) \cdot \nabla E(\mathbf{z}) = \mathbf{0}.$$

$$\frac{\mathbf{z}_{n+1} - \mathbf{z}_n}{\Delta t} = \mathbf{L}(\mathbf{z}_{n+1}, \mathbf{z}_n) \mathbf{DE}(\mathbf{z}_{n+1}, \mathbf{z}_n) + \mathbf{M}(\mathbf{z}_{n+1}, \mathbf{z}_n) \mathbf{DS}(\mathbf{z}_{n+1}, \mathbf{z}_n)$$

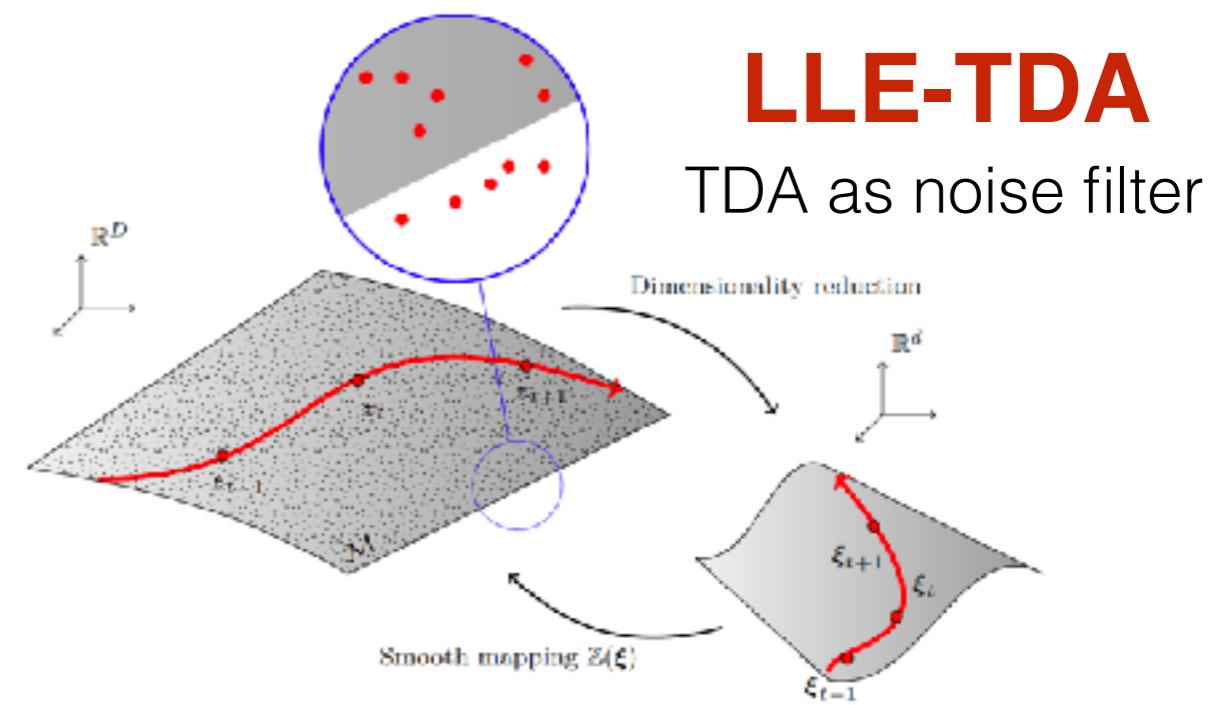
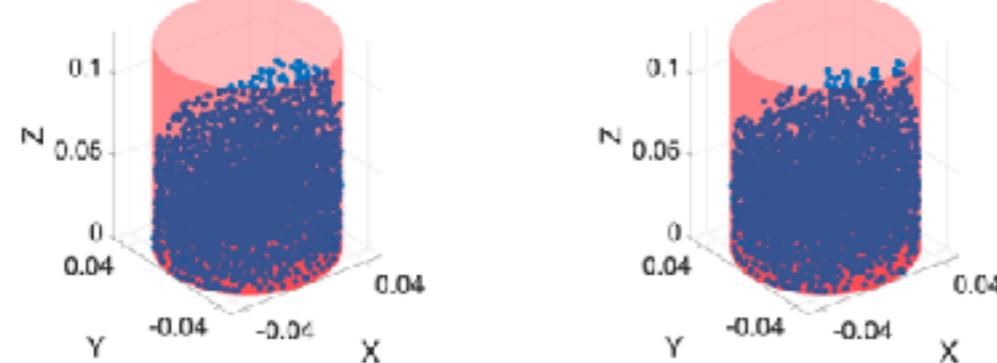
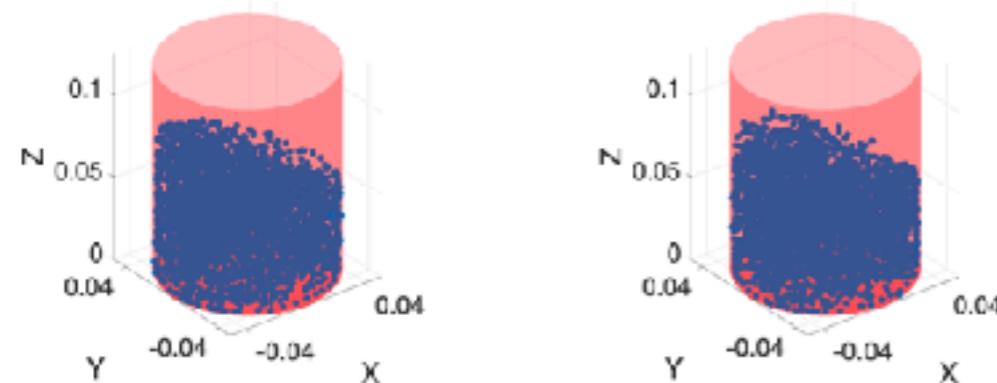
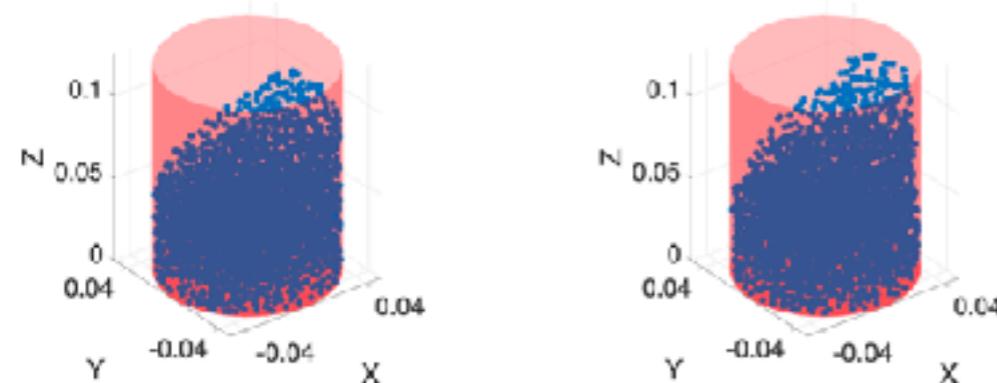
$$\boldsymbol{\mu} = \{\mathbf{L}, \mathbf{M}, \mathbf{DE}, \mathbf{DS}\} = \arg \min_{\boldsymbol{\mu}^*} \|\mathbf{z}(\boldsymbol{\mu}) - \mathbf{z}^{\text{meas}}\|$$

with

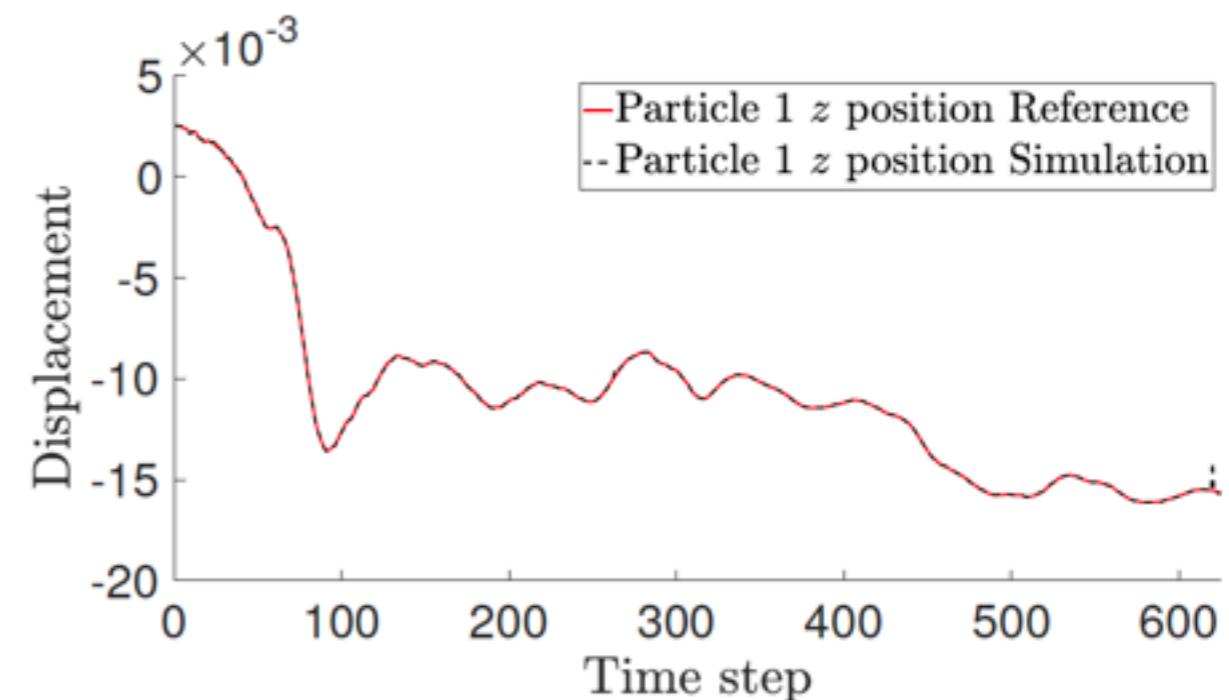
$$\mathbf{DE} = \mathbf{A} \mathbf{z} \\ \mathbf{DS} = \mathbf{B} \mathbf{z}$$



$$\dot{\mathbf{z}}_t = \mathbf{L}(\mathbf{z}_t) \nabla E(\mathbf{z}_t) + \mathbf{M} \nabla S(\mathbf{z}_t), \quad \mathbf{z}(0) = \mathbf{z}_0$$



$$\{\mathbf{M}(\boldsymbol{\xi}_t), \mathbf{A}(\boldsymbol{\xi}_t), \mathbf{B}(\boldsymbol{\xi}_t)\}$$





Velocidad: 0.000833
Ángulo: 0.000000

Physically sound, self-learning digital twins for sloshing fluids

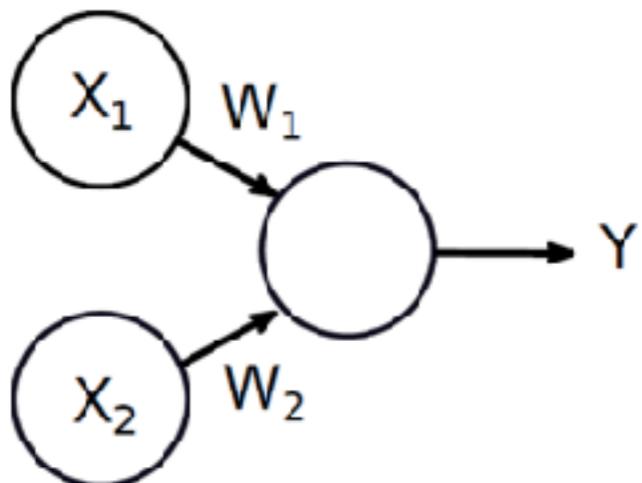
B. Moya, I. Alfaro, D. González, F. Chinesta, E. Cueto



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Deep Learning



$$Y = W_1X_1 + W_2X_2$$

with N inputs
$$Y = \sum_{i=1}^N W_i X_i$$

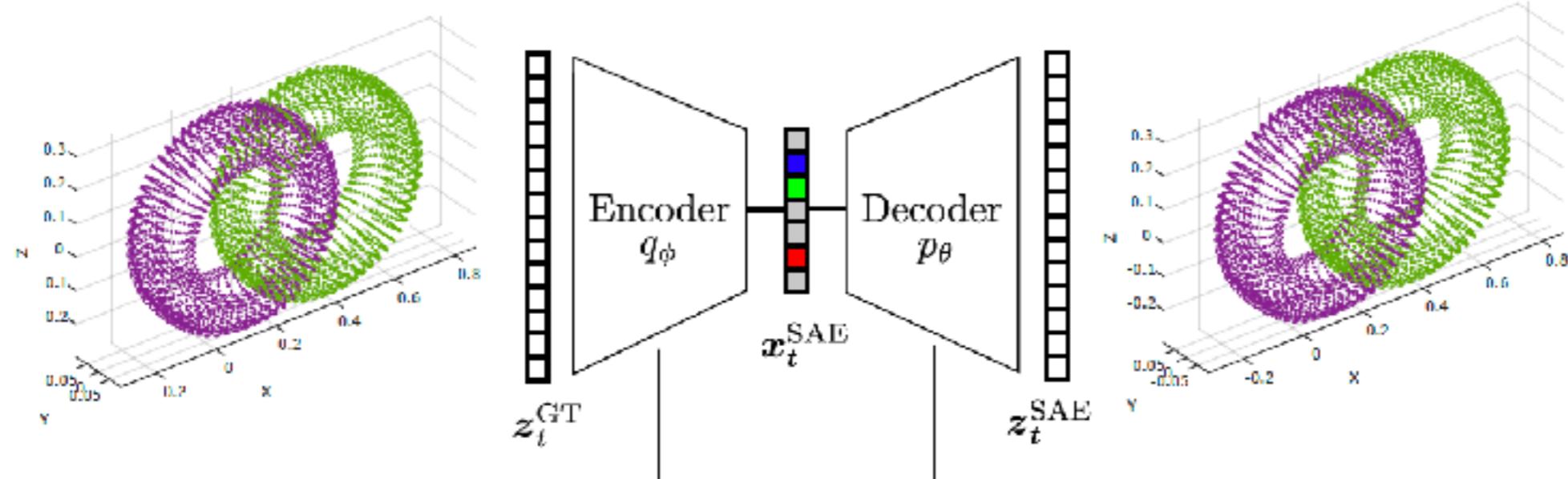
$$\varepsilon(\mathbf{W}) = \sum_{k=1}^P \left(Y^k - \mathbf{W}^T \mathbf{X}^k \right)^2$$

$$\begin{aligned} \mathbb{Y}^T &= (Y^1 \ Y^2 \ \dots \ Y^P) \\ \mathbb{X} &= (\mathbf{X}^1 \ \mathbf{X}^2 \ \dots \ \mathbf{X}^P) \end{aligned} \quad \left. \varepsilon(\mathbf{W}) = \frac{1}{2} (\mathbb{Y}^T - \mathbf{W}^T \mathbb{X})^2 \right\}$$

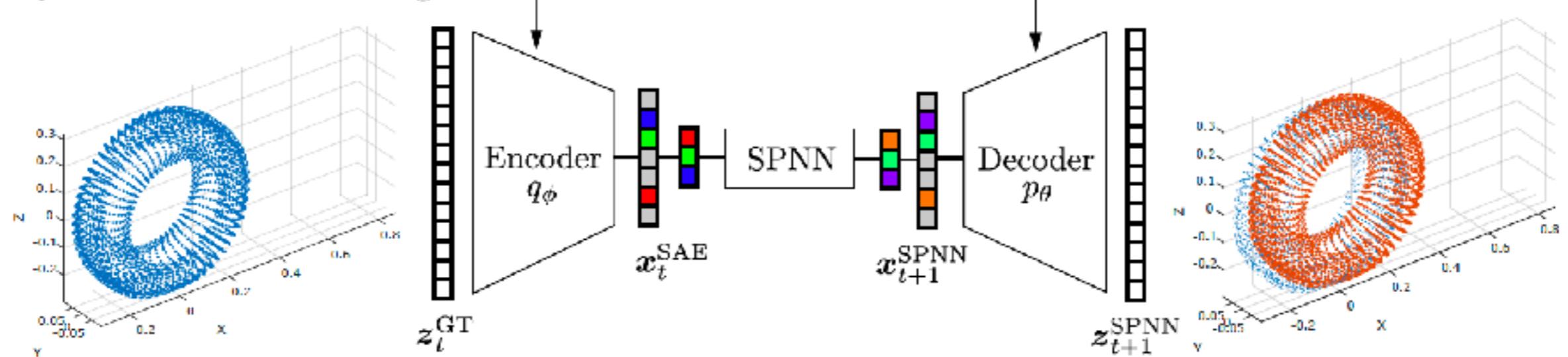
Nonlinear: $\varepsilon(\mathbf{W}) = \frac{1}{2} (\mathbb{Y}^T - \sigma(\mathbf{W}^T \mathbb{X}))^2$

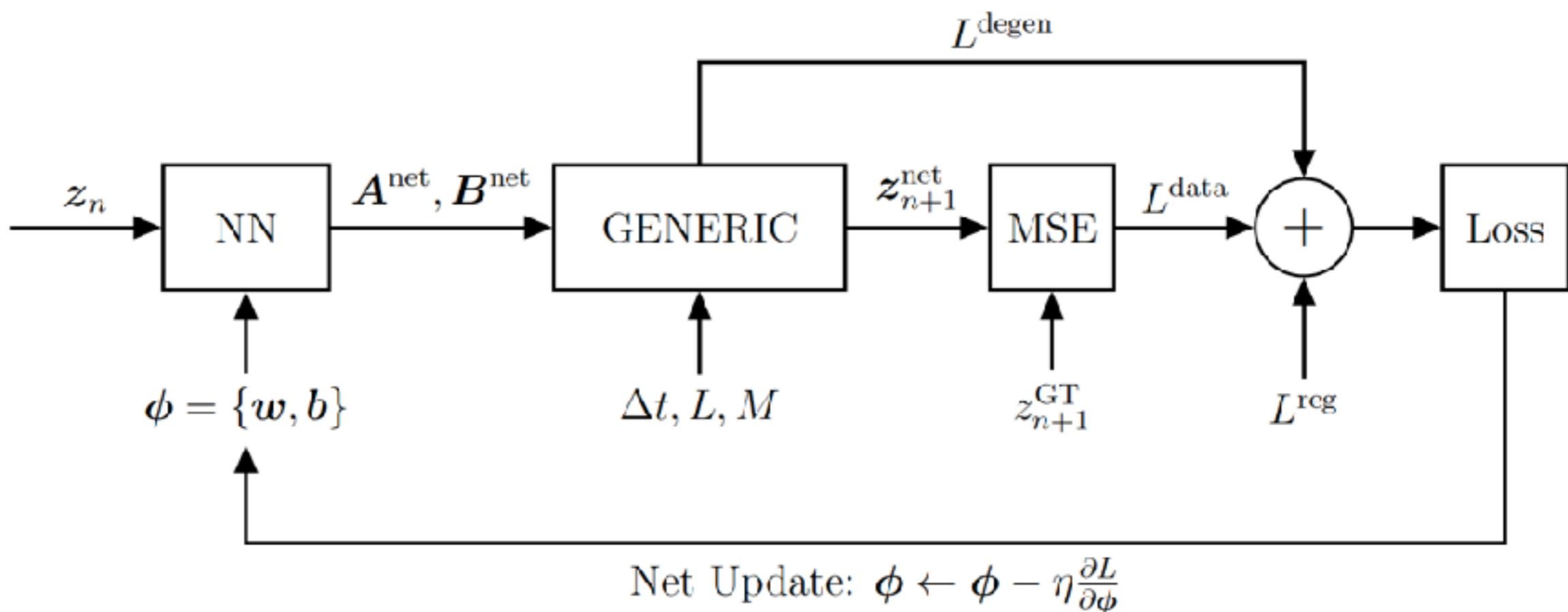
Structure-Preserving NN

Step 1: Train Sparse-Autoencoder



Step 2: Train GENERIC Integrator





Visco-Hyper-Elasticity as a Data-Driven correction

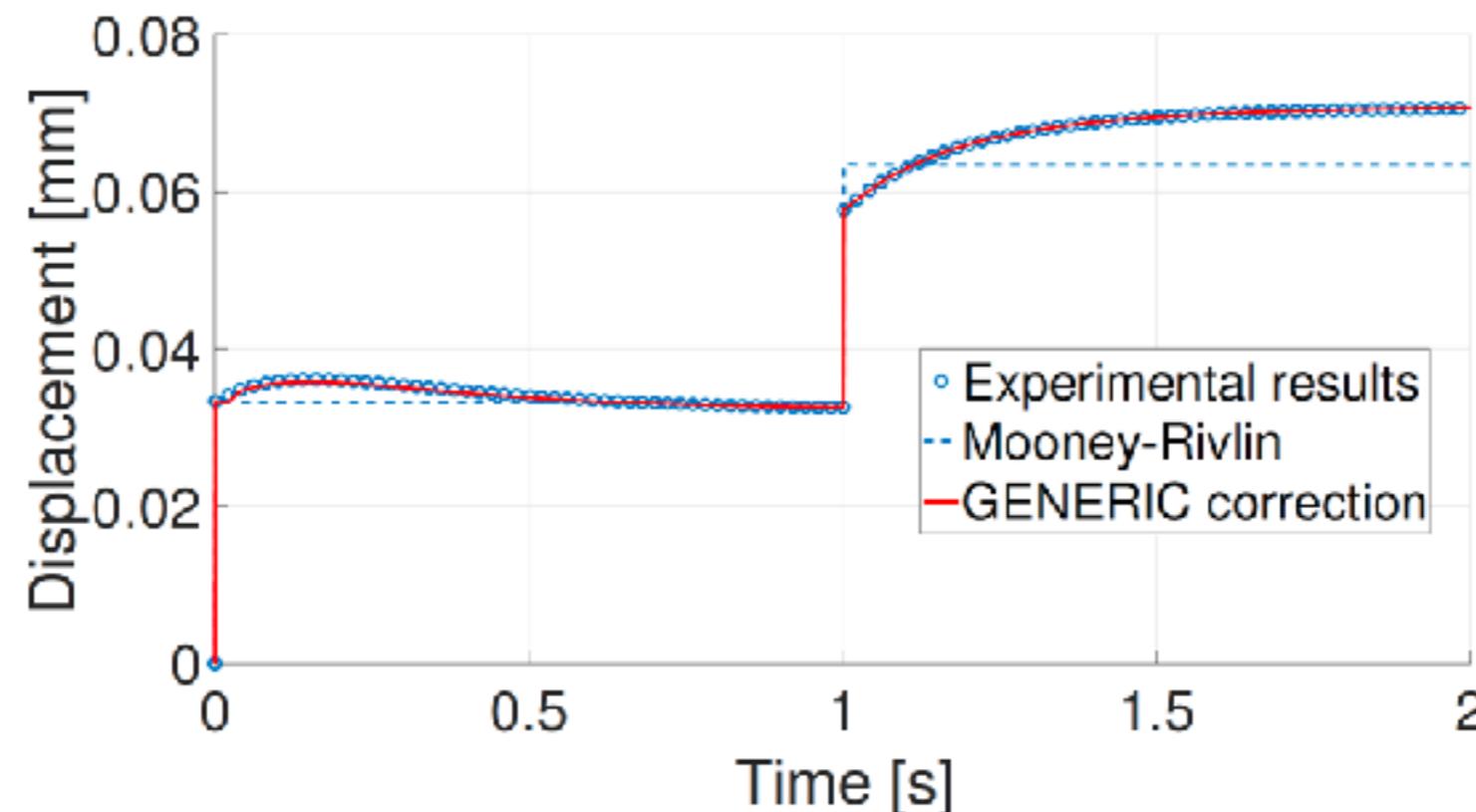
thermodynamically consistent of a purely-hyper-elasticity

$$\dot{z}^{\text{exp}} = \mathbf{L}^{\text{model}}(\nabla E^{\text{model}} + \nabla E^{\text{corr}}) + (\mathbf{M}^{\text{model}} + \mathbf{M}^{\text{corr}})(\nabla S^{\text{model}} + \nabla S^{\text{corr}})$$

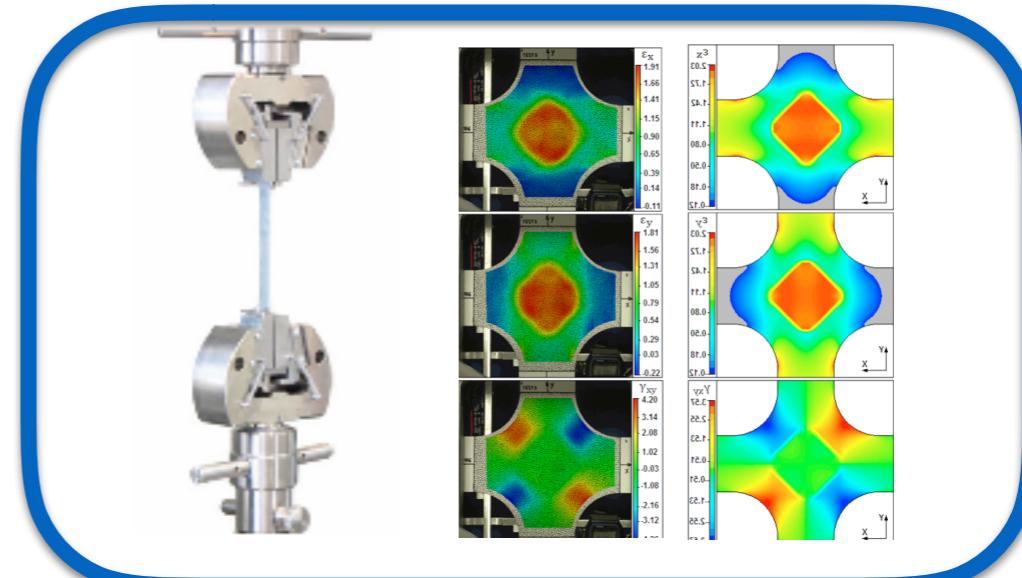
$$\dot{z}^{\text{exp}} = \mathbf{L}^{\text{model}}(\nabla E^{\text{model}} + \nabla E^{\text{corr}}) + \mathbf{M}^{\text{corr}} \nabla S^{\text{corr}}.$$

$$\frac{z_{n+1}^{\text{exp}} - z_n^{\text{exp}}}{\Delta t} = \mathbf{L}^{\text{DE}}(z_{n+1}^{\text{exp}}) + \mathbf{M}(z_{n+1}^{\text{exp}}) \mathbf{DS}(z_{n+1}^{\text{exp}})$$

$$\boldsymbol{\mu}^* = \{\mathbf{M}, \mathbf{DE}, \mathbf{DS}\} = \arg \min_{\boldsymbol{\mu}} \|z(\boldsymbol{\mu}) - z^{\text{meas}}\|$$



Plasticity correction



Reality
e.g.

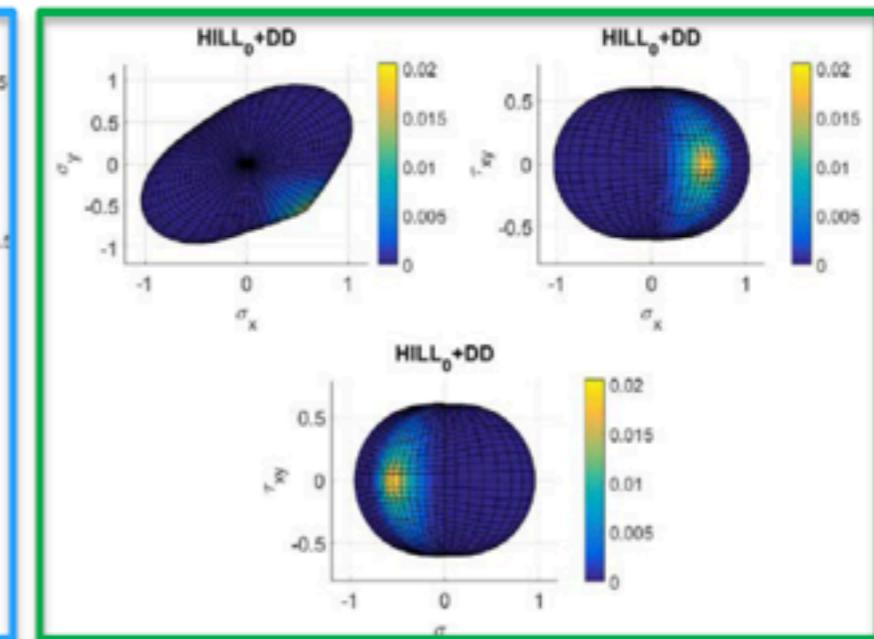
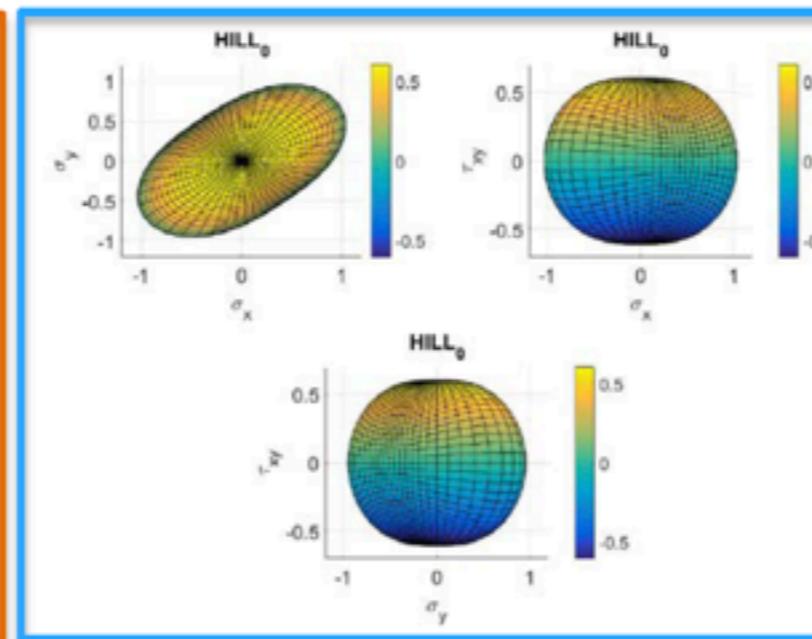
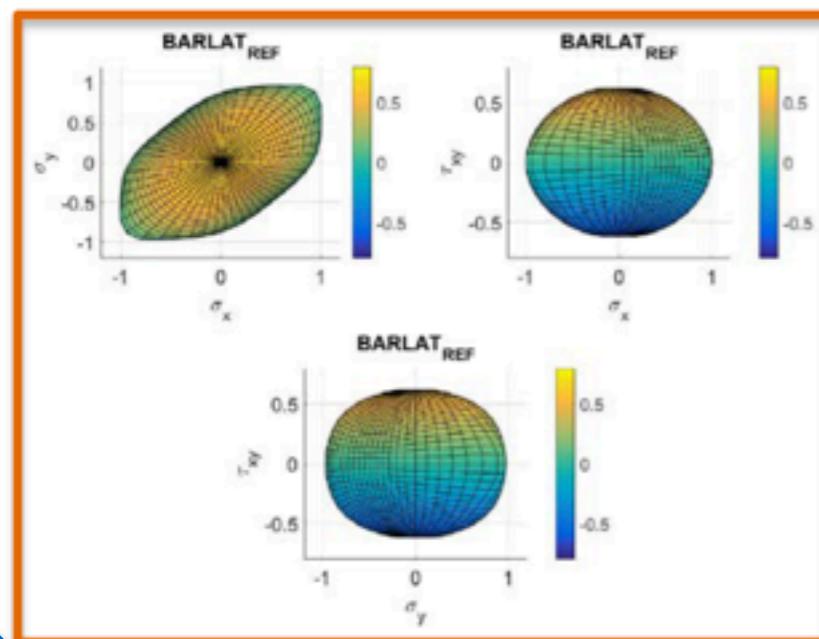
Barlat Yld2004-18p

First order model
e.g.

Quadratic Hill

+ Deviation model

Perturbation Model



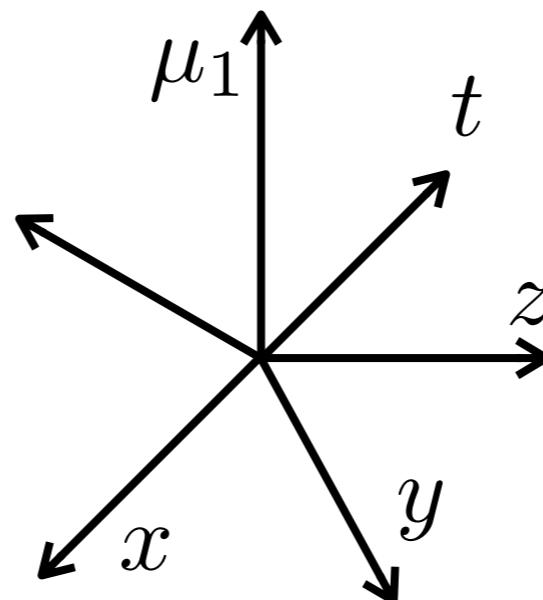
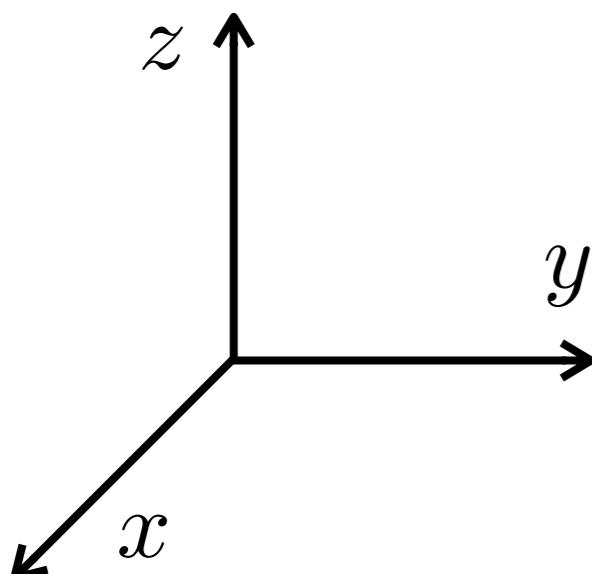
MODEL ORDER REDUCTION

Separation of Variables - PGD

$$(x, t) \rightarrow \sum X_i(x) T_i(t)$$

$$(x, y, z) \rightarrow \sum X_i(x) Y_i(y) Z_i(z)$$

$u(x, y, z, t; \mu_1, \mu_2, \dots)$ $u(x, y, z, t, \mu_1, \mu_2, \dots)$ Separation of variables



$$\sum \prod_i \prod_j$$

$$(\mathbf{x}, t, \mu_1, \mu_2, \dots) \rightarrow \sum_j X_i(\mathbf{x}) T_i(t) \prod_j M_i^j(\mu_j)$$

Real-Time Physics

Proper Generalized Decomposition

First key idea: Parameters become coordinates

$$u(x, t, p_1, \dots, p_N)$$

BUT D nodes in N dimensions $\rightarrow N^D$ dof

Curse of Dimensionality = Combinatorial Explosion

Second key idea: Separation of variables

$$u(x, t, p_1, \dots, p_N) \approx \sum_{i=1}^M X_i(x) T_i(t) \Pi_i^1(p_1) \cdots \Pi_i^N(p_N)$$

Multidimensional solution from a sequence of low-dimensional problems

BUT the solver becomes too intrusive

Non-intrusive constructor: sPGD

P parameters requires of order of P runs

Error estimation

Technical aspects:

separation of variables, hierarchical adaptivity, sparse sensing and kriging

PGD-Based Computational Vademecum
for Efficient Design, Optimization and
Control

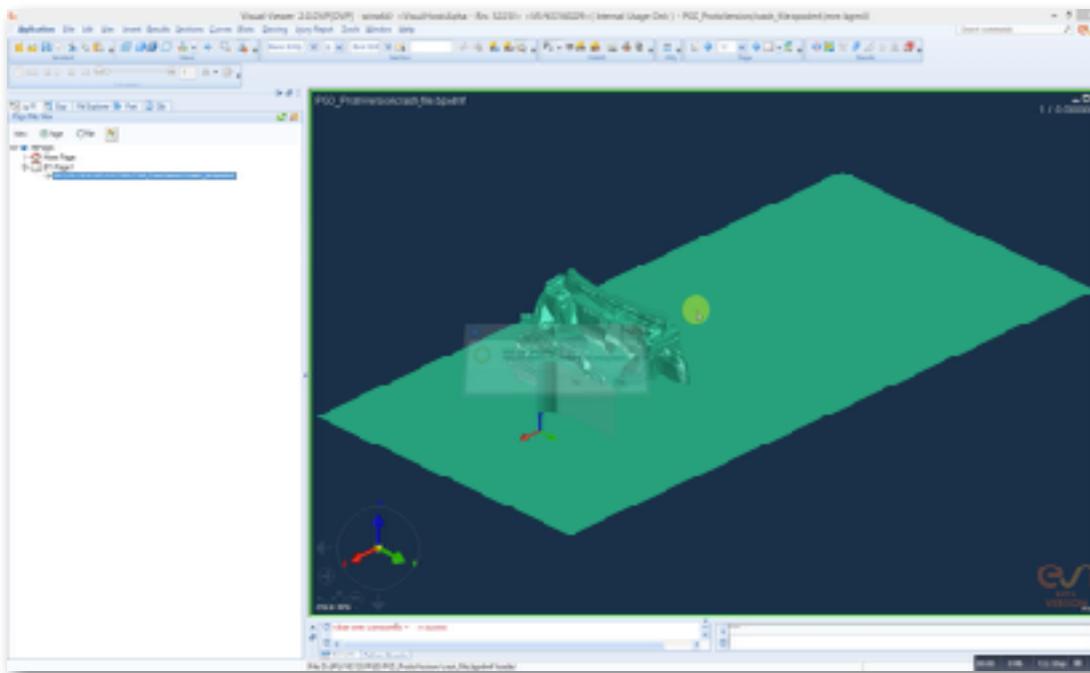
F. Chinesta, A. Leygue, F. Bordeu,
J. V. Aguado, E. Cueto, D. Gonzalez,
I. Alfaro, A. Ammar & A. Huerta

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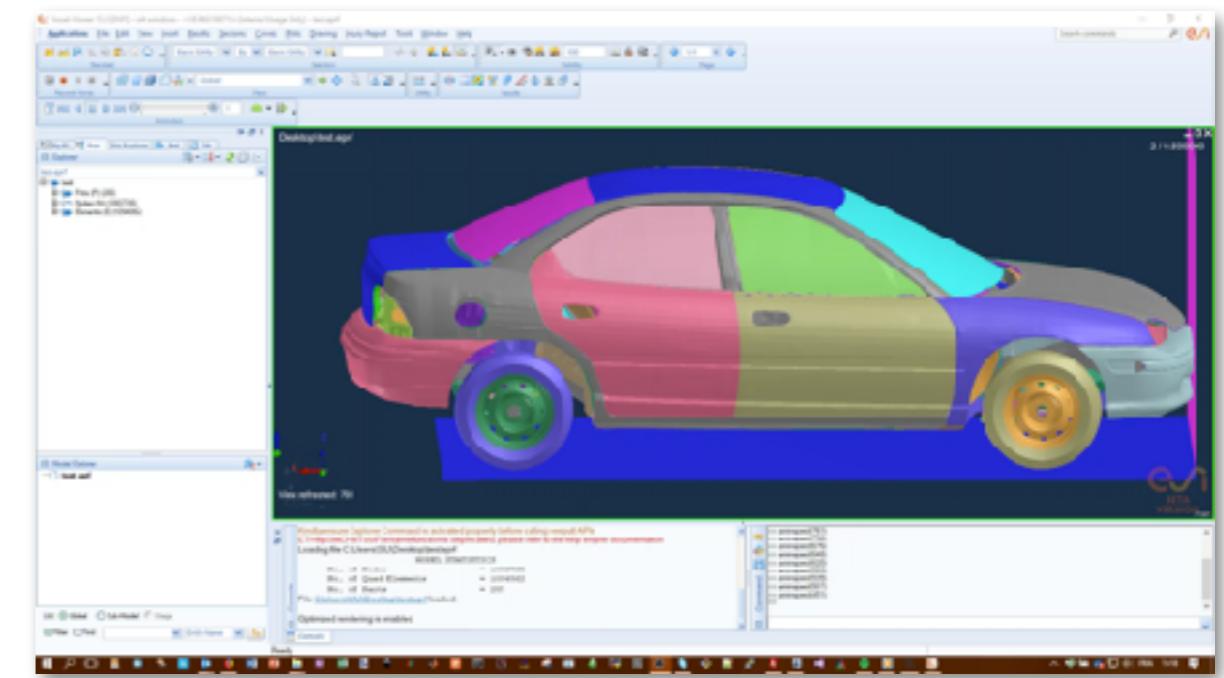


Examples

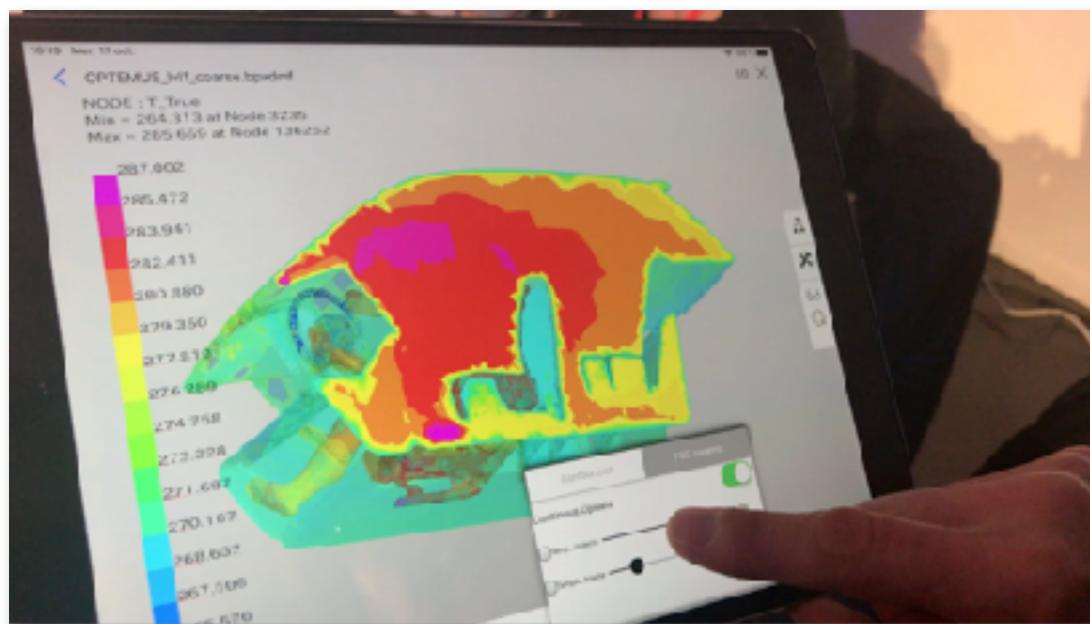
Crash



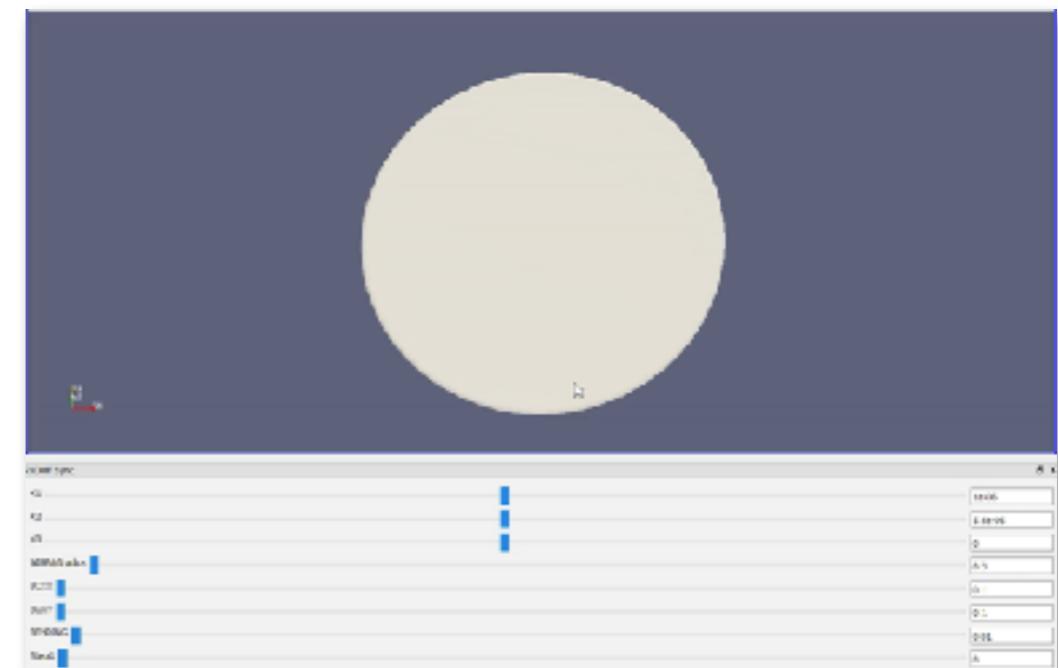
Crash



Thermal comfort



Airbag folding



Augmented reality

Physics-aware interaction between virtual and physical objects in Mixed Reality

A. Badías, D. González, I. Alfaro, F. Chinesta, E. Cueto



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