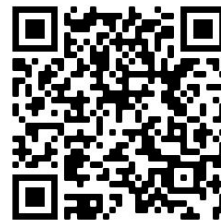


Supervised learning in function spaces

Part III: Fourier Neural Operators

https://github.com/PredictiveIntelligenceLab/TRIPODS_Winter_School_2022



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A Neural Network Inspired Approach

- The basic MLP architecture is an alternating composition of linear (affine) and non-linear transformations.

$$W_L \circ \sigma \circ W_{L-1} \circ \cdots \circ \sigma \circ W_1$$

- For appropriate choices of σ and enough width/depth, this can approximate any continuous map between finite dimensional spaces

Applying the classic architecture to function spaces

- We could use an MLP directly as an architecture, but this would only act pointwise on the target space of the input function

$$\mathcal{X} \xrightarrow{u} \mathbb{R}^{d_u} \xrightarrow{\text{MLP}} \mathbb{R}^{d_s}$$

- This won't be able to express general function to function mappings
 - Two curves that intersect at a point would always map to curves that intersect at the same point. Does not use global curve information.

Generalizing Linear/Nonlinear Compositions

- On function spaces we have many more linear transformations available besides pointwise operators.
- **Example:** On $C(\mathcal{X}, \mathbb{R})$, any continuous $k : \mathcal{X} \times \mathcal{X} \rightarrow \mathbb{R}$ defines a linear map

$$T_k : C(\mathcal{X}, \mathbb{R}) \rightarrow C(\mathcal{X}, \mathbb{R})$$

$$T_k(u) := \int_{\mathcal{X}} k(\cdot, y) u(y) dy$$

These should be included in a layered architecture!

Additional motivation for integral kernel transformations

- A classic operator to learn is the solution operator for an inhomogeneous partial linear differential equation

$$Lu = f$$

where L is a linear differential operator.

- The goal is to learn L^{-1} such that given f we can solve for u
- A Green's function $k(x, s)$ allows us to solve the PDE with

$$u = L^{-1} f = \int k(\cdot, y) f(y) dy$$

Neural Operators

- A **Neural Operator** is a composition of layers of the form

$$v^{(\ell+1)}(y) = \sigma \left(W v^{(\ell)}(y) + \int_D k(y, z) v^{(\ell)}(z) dz \right)$$

where W is a pointwise linear transformation and σ is a pointwise nonlinearity

- No longer restricted to fixed number of input function measurements or even their locations

How to compute integral part?

- **Option 1:** Graph Neural Operator
- Use a monte-carlo approximation

$$\int k(x, z)u(z) dz \approx \frac{1}{N} \sum_{i=1}^N k(x, z_i)u(z_i)$$

- If the kernel rapidly decays off its diagonal, (i.e. $\|k(x, y)\|$ quickly becomes small as $\|x - y\|$ grows), we can form a graph where each evaluation point x has an edge to the other measurement points z_i with non-negligible values of the kernel.
- This can be implemented with a message passing algorithm and the graph can be updated to include varying measurement points and locations
 - Additional tricks available (Nystrom/low rank approximations, multi-pole versions, etc.)

How to compute integral part?

- **Option 2:** Fourier Neural Operator (FNO)
- When the kernel is stationary, $k(y, z) = k(y - z)$, the Fourier convolution theorem gives

$$\int_D k(y - z)v(z)dz = F^{-1}(\hat{k}(\xi)\hat{v}(\xi))(y)$$

- We can learn \hat{k} directly and approximate the integral with an FFT, IFFT, and a multiplication

Li, Zongyi, et al. "Fourier neural operator for parametric partial differential equations." *arXiv preprint arXiv:2010.08895* (2020).

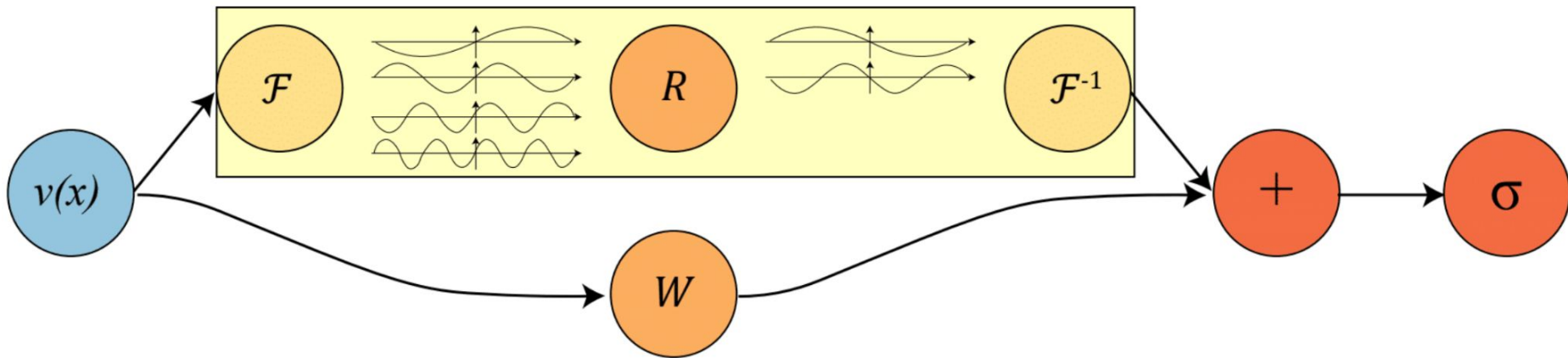
¹http://tensorlab.cms.caltech.edu/users/anima/pubs/GraphPDE_Journal.pdf

²Kovachki, Nikola, Samuel Lanthaler, and Siddhartha Mishra. "On universal approximation and error bounds for Fourier Neural Operators." *arXiv preprint arXiv:2107.07562* (2021).

Benefits of Fourier Version

- FFTs are *fast*
 - The basic Graph Neural Operator implementation has a quadratic cost in the number of measurement points
- Trained models can be immediately deployed on higher resolution inputs without rebuilding neighborhood graph
- Naturally handles **non-local** transformations of functions
 - Efficient without strict assumptions decay of kernel away from its diagonal

Fourier Neural Operator Layer



Note the similarity to residual-like architectures (ResNets, etc.)

$$v^+(y) = \sigma \left(W v(y) + \mathcal{F}^{-1} \left(\hat{k}(\xi) \hat{v}(\xi) \right) (y) \right)$$

Universality of FNO

Theorem 5 (Universal approximation) *Let $s, s' \geq 0$. Let $\mathcal{G} : H^s(\mathbb{T}^d; \mathbb{R}^{d_a}) \rightarrow H^{s'}(\mathbb{T}^d; \mathbb{R}^{d_u})$ be a continuous operator. Let $K \subset H^s(\mathbb{T}^d; \mathbb{R}^{d_a})$ be a compact subset. Then for any $\epsilon > 0$, there exists a FNO $\mathcal{N} : H^s(\mathbb{T}^d; \mathbb{R}^{d_a}) \rightarrow H^{s'}(\mathbb{T}^d; \mathbb{R}^{d_u})$, of the form (6), continuous as an operator $H^s \rightarrow H^{s'}$, such that*

$$\sup_{a \in K} \|\mathcal{G}(a) - \mathcal{N}(a)\|_{H^{s'}} \leq \epsilon.$$

Kovachki, Nikola, Samuel Lanthaler, and Siddhartha Mishra. "On universal approximation and error bounds for Fourier Neural Operators." *Journal of Machine Learning Research* 22 (2021)

- See below for universality statement with general Neural Operators

Kovachki, Nikola, et al. "Neural operator: Learning maps between function spaces." *arXiv preprint arXiv:2108.08481* (2021).

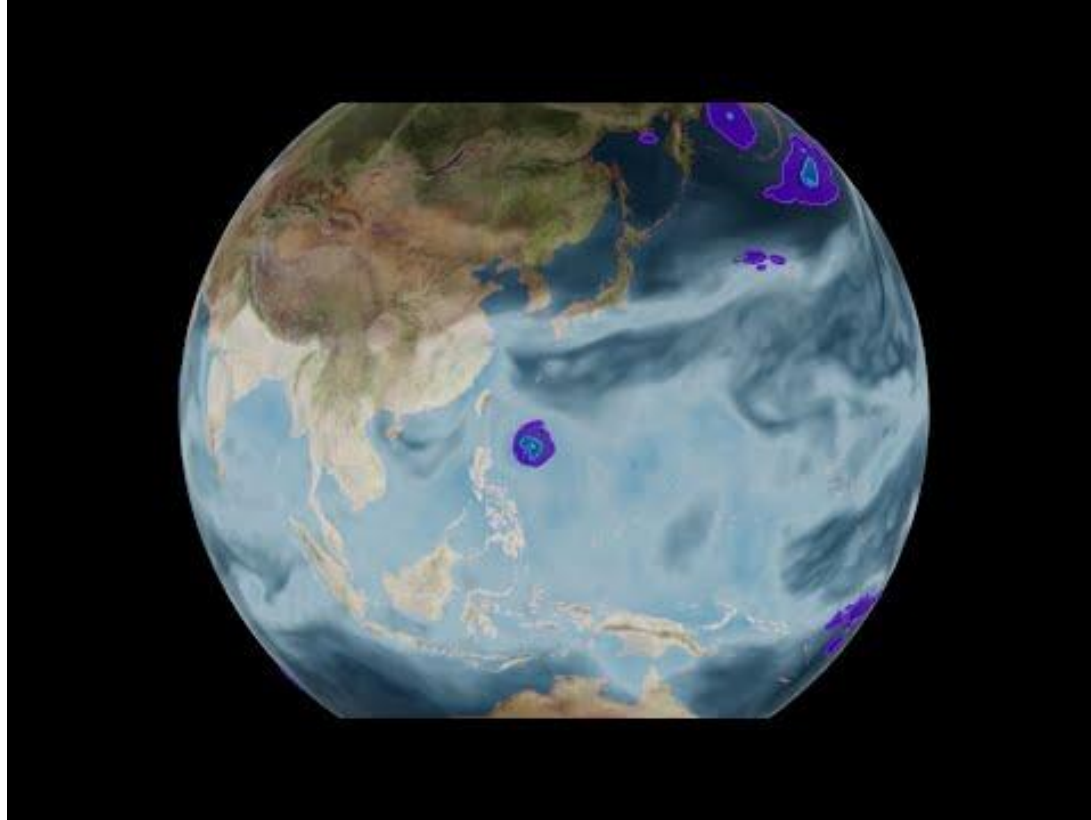
Training FNOs

- Input and output function locations $\{x_i\}$, $\{y_i\}$ typically on regular grids so FFT can be used.
- Single training example is

$$\left\{ \{x_{i_1, \dots, i_{d_x}}\}, \{u(x_{i_1, \dots, i_{d_x}})\}, \{y_{j_1, \dots, j_{d_y}}\}, \{s(y_{j_1, \dots, j_{d_y}})\} \right\}$$

where (i_1, \dots, i_{d_x}) and (j_1, \dots, j_{d_y}) range over the grids for x and y , respectively

Applications highlights



100,000x speed-up over traditional numerical weather models in emulating global climate variables (temperature, pressure, wind velocity)

NEXT UP



- FNO in JAX

- An even more in-depth introduction to JAX and an example implementation of the FNO method.

THEN

- Introduction to LOCA, PIDONS, and applications.

