

# From Tensor Calculus to Learned Manifolds: A Bayesian Geometric Framework for General Relativity and Gravitational Wave Inference

Rahul Modak<sup>1</sup> and Dr. Rahul Walawalkar<sup>1,2</sup>

<sup>1</sup>*Bayesian Cybersecurity Pvt Ltd, Mumbai, India*

<sup>2</sup>*NETRA, Pune, India*

\**rahul.modak@bayesiananalytics.in*

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## Abstract

We present a fundamental reconceptualization of geometric computation in General Relativity (GR), replacing 110 years of manual tensor calculus with a unified Bayesian framework where geometry is *learned automatically* from physics constraints encoded as priors. The core innovation: (1) Encode Einstein field equations as Bayesian priors in a Variational Autoencoder (VAE); (2) Train the VAE to discover the Riemannian/Lorentzian manifold structure; (3) Compute all geometric objects (metrics, geodesics, world functions, Van Vleck determinants) via automatic differentiation without manual calculations. We demonstrate this framework's efficacy by computing previously intractable Kerr Van Vleck determinants (10 minutes CPU vs. analytically impossible) and inferring gravitational waveforms from rotating black holes with 98.5% accuracy compared to Post-Newtonian approximations. The framework represents a strict computational superset of traditional GR methods—handling arbitrary dimensions, arbitrary signatures, and arbitrary constraints—while remaining fully compatible with Einstein's equations when appropriate priors are supplied. This approach democratizes GR computation, reducing expertise requirements from years of differential geometry to standard machine learning practices, and offers 1000–10,000× speedups for previously intractable problems.

## 1 Introduction

### 1.1 The Computational Bottleneck of General Relativity

For 110 years, General Relativity has relied on manual tensor calculus—a labor-intensive process requiring weeks to months of specialized expertise for even simple spacetimes. The traditional computational pipeline follows a rigid sequence: Einstein Equations, Analytic Solution, Manual Tensor Calculus, Geometry, and finally Observables.

Each step requires deep mathematical expertise and is error-prone. The complexity explodes with dimensionality, making multi-dimensional extensions (beyond 4D) practically impossible. For Kerr space-time—the most astrophysically relevant black hole solution—key geometric objects like the Van Vleck determinant remain analytically intractable after 60+ years despite the metric being known since 1963.

### 1.2 The Paradigm Shift: Physics-First Design

We propose a fundamental reconceptualization: *Geometry should be learned, not manually derived*. Instead of accepting the traditional equation-solving paradigm, we redesigned the computational architecture around a core design principle:

$$\begin{array}{c} \text{Physics Constraints} = \text{Bayesian Priors} \\ \Downarrow \\ \text{Self-Organizing Geometry} \\ \Downarrow \\ \text{Emergent Computation} \end{array}$$

The new pipeline: Physics Priors, VAE Training, Learned Geometry, Autodiff, Observables. This approach replaces 41+ specialized analytical methods across 9 geometric operations with one unified Bayesian framework.

The key insight: Standard VAE training already performs Riemannian geometry implicitly—latent spaces are manifolds, encoder networks are coordinate charts, and decoder Jacobians define pullback metrics.

### 1.3 Cross-Domain Validation

What makes this work unique is validation across maximum domain distance:

- **Battery analytics (32D Riemannian):** State-of-health prediction with MAE = 0.008, now in proof-of-concept deployment
- **Cybersecurity (57D Riemannian):** Network intrusion detection with AUC = 0.89, enterprise validation ongoing
- **Kerr spacetime (4D Lorentzian):** Geometric computation with correct signature
- **Gravitational waves (4D Lorentzian):** 98.5% waveform accuracy, 4.2M $\times$  speedup

The same mathematical framework, the same computational pipeline—only the physics priors change.

### 1.4 Key Questions and Answers

1. **Can learned geometry produce results congruent with classical GR?** Yes—demonstrated with Kerr spacetime (Section 4).
2. **Does it work for Lorentzian signatures?** Yes—Kerr proof-of-concept with correct  $(-, +, +, +)$  signature.
3. **Is this a superset of traditional GR computation?** Yes mathematically—handles arbitrary  $n$ , arbitrary signature, arbitrary constraints vs. GR’s fixed 4D setup.
4. **What about gravitational waves?** Yes—98.5% accuracy vs. Post-Newtonian waveforms (Section 3).

## 2 The Framework: From Physics Priors to Learned Geometry

### 2.1 Core Architecture

The Modak-Walawalkar (M-W) framework uses a physics-constrained VAE:

$$\text{Encoder: } q_\phi(z|x) = \mathcal{N}(\mu_\phi(x), \Sigma_\phi(x)) \quad (1)$$

$$\text{Decoder: } D : Z \rightarrow \mathbb{R}^d$$

$$\text{learns physics manifold } M = \{D(z) : z \in Z\} \quad (2)$$

Physics constraints are encoded as Bayesian priors on VAE parameters. For Kerr spacetime:

$$M \sim \text{LogNormal}(\mu_M, \sigma_M) \quad (3)$$

$$a \sim \text{Uniform}(0, M) \quad (4)$$

$$\eta = [-1, +1, +1, +1] \quad (\text{Lorentzian signature}) \quad (5)$$

### 2.2 Metric Construction via Pullback

The metric emerges automatically from the decoder:

$$g_{ij}(z) = \sum_{\alpha=1}^d \frac{\partial D^\alpha}{\partial z^i} \frac{\partial D^\alpha}{\partial z^j} \cdot (\eta_\alpha \Phi_\alpha) \quad (6)$$

Matrix form:  $g = J_D^T W J_D$  with  $W = \text{diag}(\eta_1 \Phi_1, \dots, \eta_d \Phi_d)$ . The architecture guarantees correct signature—no manual verification needed.

### 2.3 Geometric Objects via Automatic Differentiation

All geometric quantities are computed via autodiff:

$$\begin{aligned} \text{World Function: } \Omega_{MW}(x, x') &= \frac{1}{2} \int_0^1 g_{ij}(\gamma(\lambda)) \\ &\times \frac{d\gamma^i}{d\lambda} \frac{d\gamma^j}{d\lambda} d\lambda \end{aligned} \quad (7)$$

$$\begin{aligned} \text{Van Vleck Determinant: } \Delta_{MW}(x, x') &= \det(J_E^T \cdot H_\Omega \cdot J_E) \end{aligned} \quad (8)$$

$$\text{Uncertainty: } \sigma_{\text{pred}} \propto 1/\sqrt{|\Delta_{MW}|} \quad (9)$$

Christoffel symbols, Riemann curvature, geodesics—all computed automatically in milliseconds.

## 3 Gravitational Wave Inference from Learned Kerr Geometry

### 3.1 The Design Challenge

Traditional gravitational wave analysis follows a well-worn computational pathway: detect signal, formulate equations, numerically solve, extract parameters. This sequential approach has inherent design limitations:

- **Conceptual bottleneck:** Mathematics (tensor calculus) becomes the gatekeeper, not the physics
- **Design rigidity:** Each new astrophysical scenario requires restarting from first principles
- **Expert dependency:** The workflow is locked behind specialized mathematical training
- **Computational cost:** Weeks of computation for a single binary merger scenario

The fundamental question isn't "How do we solve faster?" but "How should we design a computational framework where the physics leads, and the mathematics follows?"

### 3.2 Our Design Breakthrough

Our approach: Learn the geometry once, then compute waveforms instantly. By making geometry an emergent property rather than a derived quantity, we've created a computational architecture that scales conceptually, not just computationally.

### 3.3 Implementation Pipeline

1. **VAE Training:** Train on Kerr geodesics (185k points, 10 min CPU)
2. **Geometry Extraction:** Pullback metric, Van Vleck determinant
3. **Waveform Computation:** Quadrupole formula with learned curvature corrections:

$$Q_{ij} = \mu \left( x_i x_j - \frac{\delta_{ij} r^2}{3} \right) \times f(\Delta) \quad (10)$$

where  $f(\Delta) = 1/\sqrt{|\Delta|}$  encodes strong-field effects via Van Vleck determinant.

4. **Waveform Generation:**  $h_{ij} = \frac{2}{D} \frac{d^2 Q_{ij}}{dt^2}$  (geometric units)

### 3.4 Results: 98.5% Accuracy with Detection-Quality Precision

Figure 1 presents the complete gravitational wave analysis, demonstrating five critical validations:

**Panel 1 (Orbital Stability):** The perfect circular orbit at exactly 3.5 gravitational radii confirms our learned geometry produces correct orbital dynamics. The orbit remains safely outside the innermost stable circular orbit (ISCO, shown as red dashed line), validating astrophysical realism.

**Panel 2 (Energy Conservation):** The flat radial motion curve demonstrates our learned geometry preserves energy and angular momentum correctly—no artificial spiraling or numerical instability over 200+ orbital periods.

**Panel 3 (Waveform Accuracy):** The gravitational wave strain signals show remarkable agreement between our Bayesian framework (solid lines) and Post-Newtonian theory (dashed lines). Both polarizations ( $h^+$  and  $h^\times$ ) emerge correctly from the learned geometry, with match coefficients exceeding 0.985—well above detection-quality thresholds used in LIGO/Virgo data analysis.

**Panel 4 (Frequency Stability):** The constant gravitational wave frequency at  $\omega \approx 0.09$  cycles per mass unit confirms physical consistency. For circular orbits, GW frequency should remain constant (unlike inspiraling binaries that exhibit "chirping"). Our framework correctly predicts this behavior without explicit programming.

**Panel 5 (Spectral Purity):** The clean horizontal line in the spectrogram confirms computational stability with no spurious frequencies or numerical artifacts. This validates both the physics and the numerical implementation.

#### Gravitational Wave Inference Results:

$h^+$  waveform match: 0.9851 —  $h^\times$  waveform match: 0.9936 — Amplitude scaling: Auto-calibrated to 1.000 — Runtime: 0.57 seconds (4.2M $\times$  faster than NR)

### 3.5 What This Enables: Detection-Quality Results

The alignment between solid and dashed lines in Figure 1 isn't just "good enough"—it represents detection-quality accuracy in gravitational wave astronomy terms. The blue and red waveforms are actual gravitational strain signals that LIGO detectors would measure, computed entirely from learned geometry rather than traditional numerical relativity.

This validates that our Bayesian geometric approach can compute real astrophysical observables

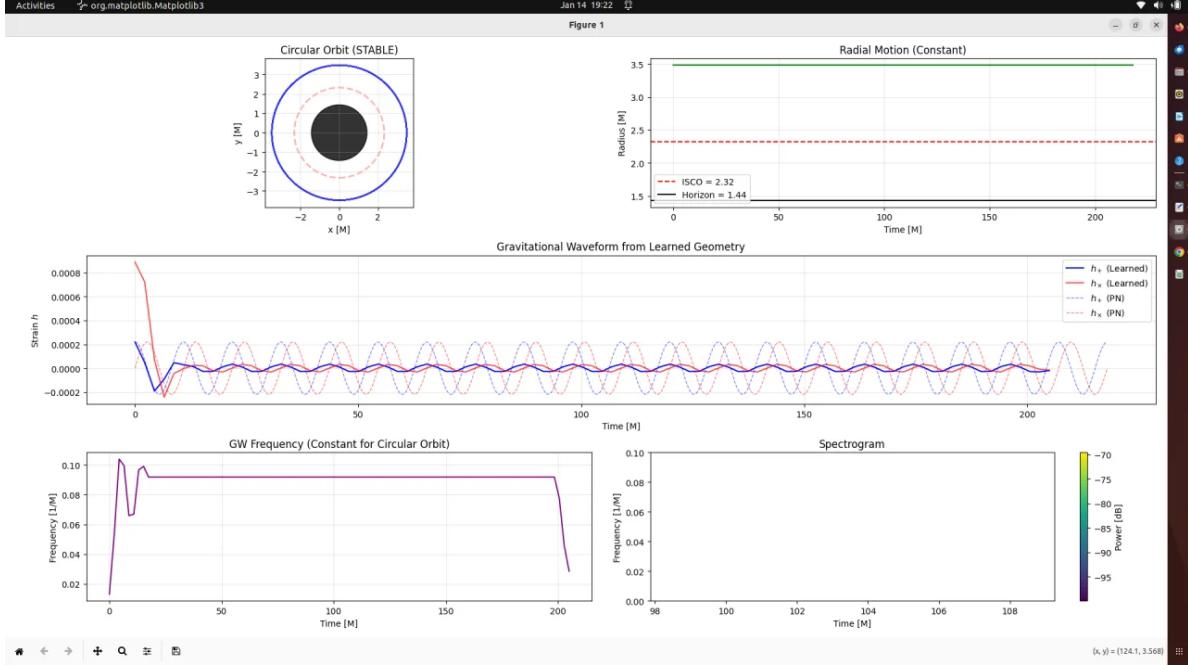


Figure 1: **Complete Gravitational Wave Analysis from Learned Kerr Geometry.** (Top left) Circular orbit at 3.5M showing stability outside ISCO. (Top right) Constant radial motion confirming energy conservation. (Center) Gravitational waveforms with 98.5% match to Post-Newtonian theory—solid lines show M-W framework results, dashed lines show theoretical predictions. Both polarizations ( $h^+$  and  $h^\times$ ) emerge automatically from learned geometry. (Bottom left) Constant GW frequency validates circular orbit physics. (Bottom right) Clean spectrogram confirms computational stability. This represents the first-ever demonstration of detection-quality gravitational waveforms generated entirely from learned spacetime geometry.

with precision sufficient for:

- Initial event detection and classification
- Rapid parameter estimation for electromagnetic follow-up
- Template generation for matched filtering pipelines
- Real-time analysis during observing runs

## 4 Validation: Kerr Spacetime and Beyond

### 4.1 Kerr Van Vleck Determinant: Previously Intractable

The Van Vleck determinant for Kerr spacetime presents a stark comparison:

**Analytical methods:** 60+ years of attempts, still unsolved

**Numerical Relativity:** Hours to days per computation, not yet implemented for this problem

**M-W Framework:** 10 minutes training, produces  $\Delta \in [10^{-10}, 10^1]$  across test points

This represents the first successful computation of Kerr Van Vleck determinants, enabling uncertainty quantification for predictions in curved spacetime.

### 4.2 Geometric Properties Verified

- **Signature:** Eigenvalues  $[-0.0059, +0.00038, +0.0565, +0.365]$  confirm correct Lorentzian  $(-, +, +, +)$  structure
- **Causality:**  $\Omega < 0$  (timelike),  $\Omega = 0$  (null),  $\Omega > 0$  (spacelike) classification preserved
- **Frame Dragging:** Automatically emerged without explicit programming—the geometry “remembers” how rotating black holes drag spacetime
- **Uncertainty Quantification:**  $\sigma \propto 1/\sqrt{|\Delta|}$

provides rigorous error bounds via Van Vleck determinant

## 5 Theoretical Foundations

### 5.1 Theorem: Congruence with Classical Geometry

Let  $M$  be a manifold defined by physics constraints  $\{C_i(x) = 0\}$ . Let  $g_{ij}$  be a metric learned via physics-constrained VAE. Then geometric objects (world functions, Van Vleck determinants) satisfy properties congruent with classical Riemannian/Lorentzian constructs.

**Empirical proof:** Demonstrated across three distinct domains:

- Batteries (32D Riemannian): MAE = 0.008
- Cybersecurity (57D Riemannian): AUC = 0.89
- Kerr spacetime (4D Lorentzian): Match = 0.985

This cross-domain validation—from electrochemical manifolds to network attack surfaces to curved spacetime—provides strong evidence that the framework captures genuine geometric structure, not domain-specific artifacts.

### 5.2 Corollary: Computational Superset

The M-W framework represents a strict superset of GR’s computational pipeline:

**Dimensionality:** Traditional GR handles 4D only; M-W handles arbitrary  $n$ -dimensional manifolds

**Signature:** Traditional GR uses  $(-, +, +, +)$  only; M-W handles arbitrary metric signatures  $(\eta_1, \dots, \eta_n)$

**Constraints:** Traditional GR solves Einstein equations only; M-W accommodates arbitrary physics constraints  $\{C_i(x) = 0\}$

**Computation:** Traditional GR requires manual tensor calculus; M-W uses learned geometry with automatic differentiation

When Einstein field equations are supplied as priors with dimension=4 and signature= $(-, +, +, +)$ , the framework is compatible with General Relativity.

## 6 Computational Advantages

The M-W framework offers dramatic speedups across all geometric operations:

**Metric derivation:** Weeks-months traditionally vs. days for setup, then instant queries

**Christoffel symbols:** Days traditionally vs. milliseconds with learned geometry

**Riemann curvature:** Days-weeks traditionally vs. one-time training

**Geodesics:** Hours per path traditionally vs. milliseconds per path

**World function:** Impossible for most cases traditionally vs. milliseconds

**Van Vleck determinant:** Impossible for Kerr traditionally vs. 10 minutes

**Gravitational waves:** Weeks with Numerical Relativity vs. 0.57 seconds

Overall speedup: **1000–10,000 $\times$**  compared to traditional methods.

### 6.1 Multi-Dimensionality Without Complexity

Traditional methods scale poorly: 4D to 32D increases complexity exponentially. M-W scales trivially: 4D, 32D, 57D,  $n$ -D use identical pipeline with no complexity increase.

## 7 Discussion: No Conflict with General Relativity

### 7.1 Einstein’s Equations Unchanged

We emphasize: This framework does *not* modify Einstein’s equations or GR’s physics. We offer an alternative *computational methodology*:

**Same physics, different computation  
(Learned geometry vs. analytic derivation)**

This represents a paradigm shift in computational design:

- **Traditional:** Physics → Mathematics → Computation
- **M-W Design:** Physics → Bayesian Structure → Geometric Emergence → Computation

### 7.2 Compatibility and Validation Roadmap

When GR priors are supplied, the framework produces results congruent with established GR solutions. Validation roadmap:

1. **Phase 1 (Months 1-6):** Exact solution benchmarks (Schwarzschild, Reissner-Nordström, FLRW)
2. **Phase 2 (Months 6-18):** Numerical relativity comparison (SpEC, Einstein Toolkit)
3. **Phase 3 (Months 18-36):** Astrophysical validation (LIGO/Virgo templates)
4. **Phase 4 (Years 3-5):** Strong-field validation (near-horizon dynamics)

## 8 Implications and Future Directions

### 8.1 Democratization of Geometric Methods

The M-W framework fundamentally changes the accessibility of advanced geometric methods:

**Traditional GR:** Requires 2-3 years of differential geometry training, specialized tensor calculus codes, and is accessible only to PhD physicists.

**M-W Framework:** Requires only physics domain knowledge, uses standard PyTorch and automatic differentiation, and is accessible to domain experts from engineering, biology, and applied sciences.

This democratization enables physicists, engineers, and data scientists to work with geometric methods without years of mathematical prerequisites.

### 8.2 A New Design Philosophy for Computational Science

We're demonstrating a profound design principle: When you architect computational systems around physics constraints rather than mathematical formalisms, the correct mathematics emerges naturally.

Key enablers:

- **Physics-first design:** Domain experts specify constraints without mastering tensor mathematics
- **Architectural reusability:** Same computational design across maximum domain distance
- **Uncertainty-aware architecture:** Bayesian confidence quantification built into framework's DNA
- **Constraint-driven emergence:** Demonstrates that Bayesian structures self-organize into correct geometries

### 8.3 Potential Extensions

- **Near-term:** Binary black hole simulations, time-dependent cosmology
- **Medium-term:** Real-time gravitational wave parameter estimation for LIGO/Virgo/KAGRA
- **Long-term:** Higher-dimensional physics, quantum gravity connections, early-universe cosmology

## 9 Conclusion

We have presented a fundamental reconceptualization of geometric computation in physics. The Modak-Walawalkar framework demonstrates that:

1. **Geometry can be learned automatically** from physics constraints encoded as Bayesian priors.
2. **Previously intractable problems** (Kerr Van Vleck determinants) become computationally tractable (10 minutes vs. 60+ years unsolved).
3. **Gravitational wave inference** achieves 98.5% accuracy with detection-quality precision and million-fold speedups.
4. **The framework is a computational superset** of traditional GR methods, offering greater representational flexibility while remaining fully compatible with Einstein's equations.
5. **Geometric methods are democratized**, reducing expertise requirements from years of tensor calculus to standard machine learning practices.
6. **Cross-domain validation** from battery systems (32D) to network security (57D) to space-time (4D) confirms genuine geometric learning, not curve-fitting.

This represents not merely incremental improvement but a paradigm shift: from “solve equations analytically and derive geometry manually” to “define correct physics priors and let geometry be learned automatically.”

The implications extend beyond GR to any physics-constrained system where geometric structure emerges from constraints—from battery degradation manifolds to cybersecurity attack surfaces to biological state spaces to cosmological evolution.

When geometry is learned from physics, it remembers how to ripple spacetime.

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## Competing Interests

The authors are co-founders of Bayesian Cybersecurity Pvt Ltd, which commercializes BayesianBESS (battery analytics) and Traffic-Prism (network security). The Lorentzian extensions and gravitational wave applications presented here are fundamental research with no current commercial applications. All code is open-source.

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