

Scientific Computing & Flow-based Generative Models

专题 2: AI for PDE

主要内容

FNO 核心算子定义为 $(\mathcal{K}v)(x) = \mathcal{F}^{-1}(R \cdot \mathcal{F}(v))(x)$, 其中 R 为可学习的低频复数权重矩阵。迭代更新规则为:

$$v_{t+1}(x) = \sigma(Wv_t(x) + (\mathcal{K}v_t)(x))$$

注: 非线性激活函数 σ 可以产生高频信息。

Geo-FNO 通过非均匀傅里叶变换处理不规则网格:

$$(\mathcal{F}_a v)(k) \approx \frac{1}{|\mathcal{T}_a|} \sum_{x \in \mathcal{T}_a} m(x) v(x) e^{-2i\pi \langle \phi_a^{-1}(x), k \rangle}$$

逆变换为:

$$(\mathcal{F}_a^{-1} \hat{v})(x) = \sum_k \hat{v}(k) e^{2i\pi \langle \phi_a^{-1}(x), k \rangle}$$

GCN 图卷积层的特征更新公式:

$$H^{(l+1)} = \sigma \left(\tilde{D}^{-\frac{1}{2}} \tilde{A} \tilde{D}^{-\frac{1}{2}} H^{(l)} W^{(l)} \right)$$

GAT 引入注意力机制计算节点间权重:

$$e_{ij} = \text{LeakyReLU} \left(\vec{a}^T [\mathbf{W} \vec{h}_i \parallel \mathbf{W} \vec{h}_j] \right), \quad \alpha_{ij} = \frac{\exp(e_{ij})}{\sum_{k \in \mathcal{N}_i} \exp(e_{ik})}$$
$$\vec{h}'_i = \sigma \left(\sum_{j \in \mathcal{N}_i} \alpha_{ij} \mathbf{W} \vec{h}_j \right)$$

MeshGraphNets 基于消息传递机制的物理仿真:

$$\mathbf{e}'_{ij} = f^M(\mathbf{e}_{ij}, \mathbf{v}_i, \mathbf{v}_j) \quad (\text{边更新})$$
$$\mathbf{v}'_i = f^V \left(\mathbf{v}_i, \sum_{j \in \mathcal{N}_i} \mathbf{e}'_{ij} \right) \quad (\text{节点更新})$$

RL for h-refine 利用强化学习进行网格细化:

$$\text{目标函数: } Q_t(s, a) = \mathbb{E}_\pi \left[\sum_{k=0}^{\infty} \gamma^k R_{t+k+1} \mid S_t = s, A_t = a \right]$$
$$\text{奖励函数: } R(S_t, a_t) = \pm [\log(\Delta u_h + \epsilon) - \log \epsilon] - \gamma_c [B(p^{t+1}) - B(p^t)]$$
$$\Delta u_h = \sum \int_K |u_h^{t+1} - u_h^t| dK, \quad B(p) = \frac{\sqrt{p}}{1-p}$$

r-refine 基于最优传输理论的网格移动 (Moving Mesh):

等分布约束:

$$M(x) \det(\nabla_\xi x) = C$$

L^2 距离最小化:

$$I[x] = \int_{\Omega_c} \|x(\xi) - \xi\|^2 d\xi$$

Brenier 定理: 最优传输映射 $x(\xi)$ 必定是某凸函数 $P(\xi)$ 的梯度, 即 $x(\xi) = \nabla P(\xi)$

Monge-Ampère 方程:

$$\det(H(P)) \cdot M = C$$

求解 Monge-Ampère 方程的过程也可以使用 GAT 来进行, 注意损失函数:

$$L_{vol}(\theta) = \mathbb{E}_{(\xi, m_\xi; V_r, T_r) \in \mathcal{D}} \left[\frac{1}{|T_a|} \sum_{i=1}^{n_2} |Vol(t_i) - Vol(q_i)| \right]$$
$$L_{cd}(\theta) = \mathbb{E}_{(\xi, m_\xi; V_r, T_r) \in \mathcal{D}} \left[\frac{1}{|V_a|} \sum_{x_i \in V_a} \min_{y_j \in V_r} \|x_i - y_j\|_2 + \frac{1}{|V_r|} \sum_{y_j \in V_r} \min_{x_i \in V_a} \|x_i - y_j\|_2 \right]$$

参考文献

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- [3] Corbin Foucart, Aaron Charous, and Pierre F.J. Lermusiaux. “Deep reinforcement learning for adaptive mesh refinement”. In: *Journal of Computational Physics* 491 (2023), p. 112381. <https://www.sciencedirect.com/science/article/pii/S002199912300476X>.
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