

Center for Industrial Mathematics (ZeTeM)

Mathematics / Computer science

Faculty 03

Introduction to TorchPhysics

Boundary conditions and geometry operations

<u>Nick Heilenkötter</u>, Janek Gödeke, Tom Freudenberg Heidelberg, 07.11.2023

Boundary Conditions

Common types of boundary conditions

Dirichlet condition:

$$u = f_D$$
 on $\partial \Omega$

Neumann condition:

$$\nabla u \cdot \vec{n} = f_N$$
 on $\partial \Omega$

Robin condition:

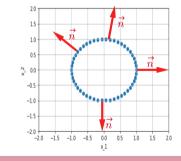
$$\nabla u \cdot \vec{n} = \alpha (u - f_R)$$
 on $\partial \Omega$

Boundary Conditions

Implementation in TorchPhysics

Universität Bremen

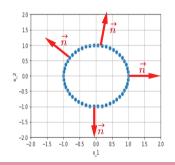
- Need normal vector \vec{n} for Neumann and Robin conditions
 - → Domains in TorchPhysics can compute their normal vectors



Boundary Conditions

Implementation in TorchPhysics

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 - → Domains in TorchPhysics can compute their normal vectors

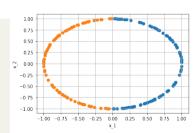


- Usually distinct conditions on different boundary parts
 - \rightarrow Filters in TorchPhysics allow sampling on specific parts
- Checks if point on correct part
 - $\rightarrow \textbf{Returning True or False}$

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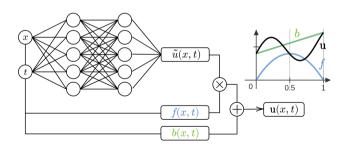
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PINN Extension: Hard Constraints

- Solution of PDE can be highly dependent on BC
- PINN: BC are enforced softly



Idea:a

- Include boundary conditions in network architecture
- Dirichlet conditions: f is zero at boundary, b defines values on boundary

^aLu et al: *Physics-Informed Neural Networks with Hard Constraints for Inverse Design*, SIAM Journal on Scientific Computing, 2021

Domain creation

PointSampler samples points from a Domain, which can be created by:

- Loading an .stl-file
- Combining simple pre-implemented domains by:

	A =, B =	$A \left(\begin{bmatrix} B \end{bmatrix} \right)$
union	C = A + B	A+B
difference	C = A - B	A-B
intersection	C = A & B	A&B
cartesian product	C = A * B	$A \qquad B \qquad A \cdot B$

Time-dependent domains

- A domain may depend on parameters from another domain
- Resolved when cartesian product is created

First option:

```
def corner1(t):
    return rotation_matrix(t) * start_position_1

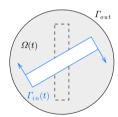
bar = tp.domains.Parallelogram(X, corner1, corner2, corner3)

circle = tp.domains.Circle(X, center, radius)

omega = circle - bar

t_int = tp.domains.Interval(T, 0, 1)

omega_t = omega * t_int
sampler = tp.samplers.RandomUniformSampler(omega t, n points=1000)
```



Time-dependent domains

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- Resolved when cartesian product is created

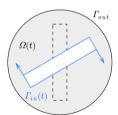
Second option:

```
def corner1(t):
    return rotation_matrix(t) * start_position_1

bar = tp.domains.Parallelogram(X, corner1, corner2, corner3)
circle = tp.domains.Circle(X, center, radius)

omega = circle - bar
t_int = tp.domains.Interval(T, 0, 1)

sampler_omega = tp.samplers.GridSampler(omega, n_points=100)
sampler_t = tp.samplers.RandomUniformSampler(t_int, n_points=10)
sampler = sampler_omega * sampler_t
```



Exercises

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- Example 4: Change geometry
- Example 5: Time dependent geometry: drilling

