Context

Solve physics problems like:

- → Extrapolation of set of data points
- → Interpolation without overfitting
- → Encoding solutions of a problem

Methodology: Add physics prior knowledge to the training as a loss function to optimize.

Regular setting: The loss is only a term of fit to the data PINN setting: We add a regularization term (often the PDE that models our problem:

PINN total loss
$$\mathcal{L}_{total} = \mathcal{L}_{fit} + \mathcal{L}_{reg}$$
 Regular loss (MSE) $\mathcal{L}_{fit} = \|\phi(\mathbf{x}) - \mathbf{y}\|_2^2$

Dampen Spring

Model:

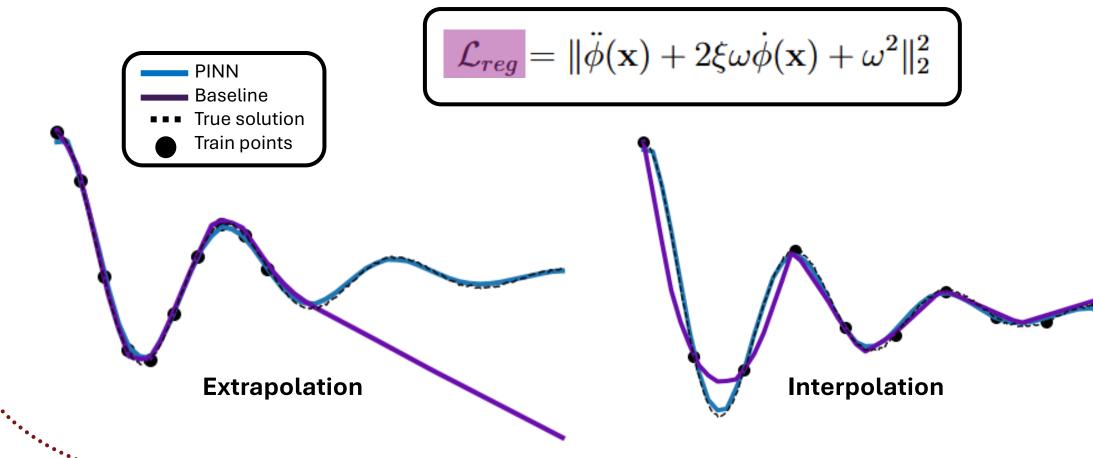
 $\mathcal{L}_{reg} = \sum_{i=1}^{N} \|\ddot{\phi}(\mathbf{x}_i) - \sum_{j \neq i} \frac{Gm_j}{\|\mathbf{x}_j - \mathbf{x}_i\|^3} (\mathbf{x}_j - \mathbf{x}_i)\|_2^2$

- A mass m
- A spring k
- Friction μ
- No gravity

$$\omega = \sqrt{\frac{k}{m}}$$

The position of the spring is solution of:

$$\ddot{x}(\mathbf{t}) + 2\xi\omega\dot{x}(\mathbf{t}) + \omega^2 = 0$$



SInusoïdal REpresentation Networks (SIRENs)

Dense Neural Network with:

$$\Phi(\mathbf{x}) = \mathbf{W}_n \left(\phi_{n-1} \circ \phi_{n-2} \circ \dots \circ \phi_0 \right) (\mathbf{x}) + \mathbf{b}_n$$

- ightharpoonup Periodic activation function $\mathbf{x}_i \mapsto \phi_i(\mathbf{x}_i) = \sin(\mathbf{W}_i \mathbf{x}_i + \mathbf{b}_i)$
- → Specific Initialization for stability $w_i \sim \mathcal{U}(-\sqrt{6/n}, \sqrt{6/n})$

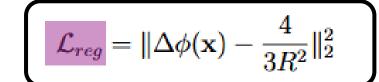
Advantages:

- → Derivatives of the activation have the same characteristics
- → Well suited for fitting the **derivatives** of the network

Gravitational Field

Model:

- Multiple bodies **m** of radius **R**
- Additive gravitational field
- → Poisson's equation



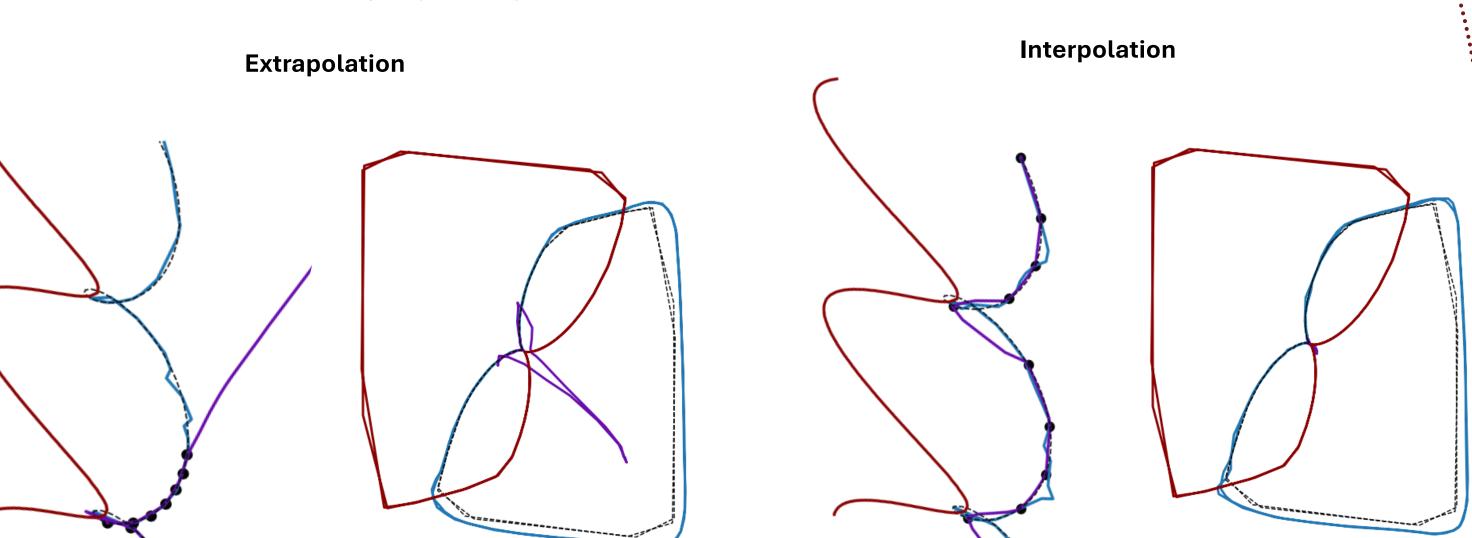


Model:

- Multiple bodies m
- Pairwise attraction force

Acceleration

→ Newton 2nd law



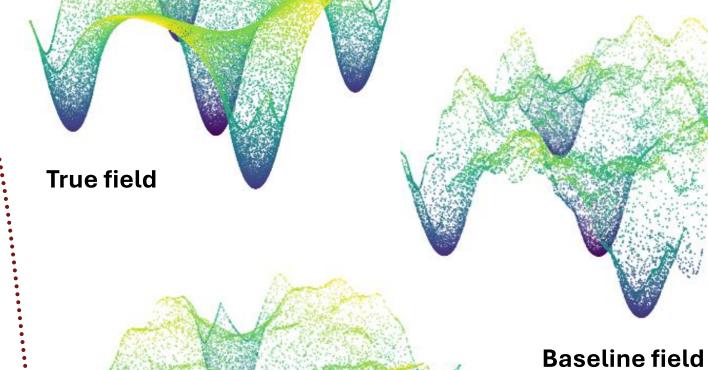
PINN

Baseline

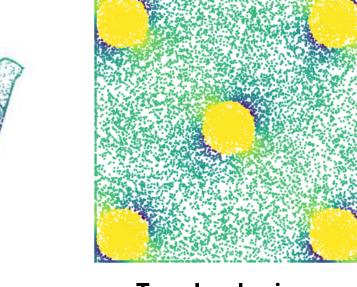
■■■ True solution

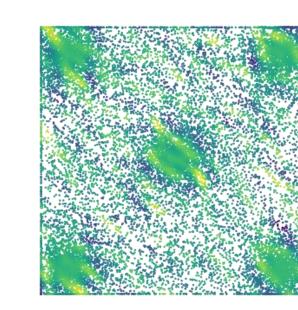
Train points

Position



PINN field





True Laplacian

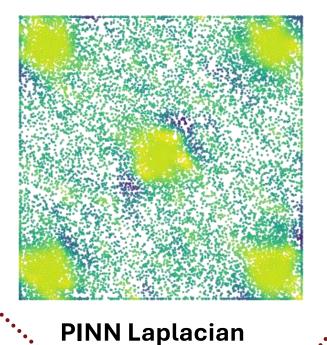
cian Baseline Laplacian

	PINN	Baseline
Val. MSE	5e-3	4e-2

Conclusion

- → Significant improvements with physics prior
- → Can handle a variety of tasks, types of equations

Next step: 3 bodies problem (chaotic)



GitHub code

References

Position

1. Breen, P., Foley, C., Boekholt, T., & Zwart, S. (2020). Newton versus the machine: solving the chaotic three-body problem using deep neural networks. Monthly Notices of the Royal Astronomical Society, 494(2), 2465–2470.

Acceleration

2. Vincent Sitzmann, Julien N. P. Martel, Alexander W. Bergman, David B. Lindell, & Gordon Wetzstein (2020). Implicit Neural Representations with Periodic Activation Functions. CoRR, abs/2006.09661

