



Physics Inspired AI

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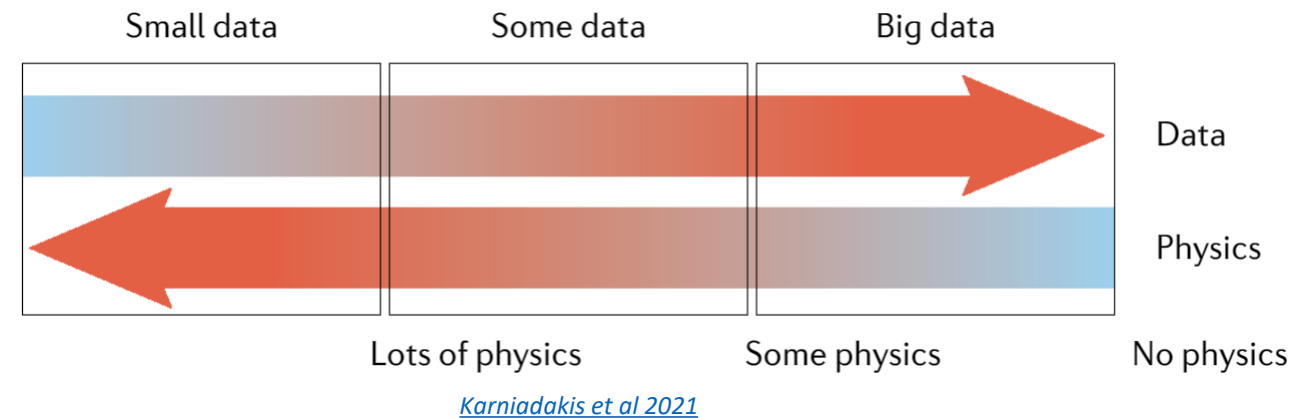
NCSA Gravity group

ALCF AI for Science Training Series



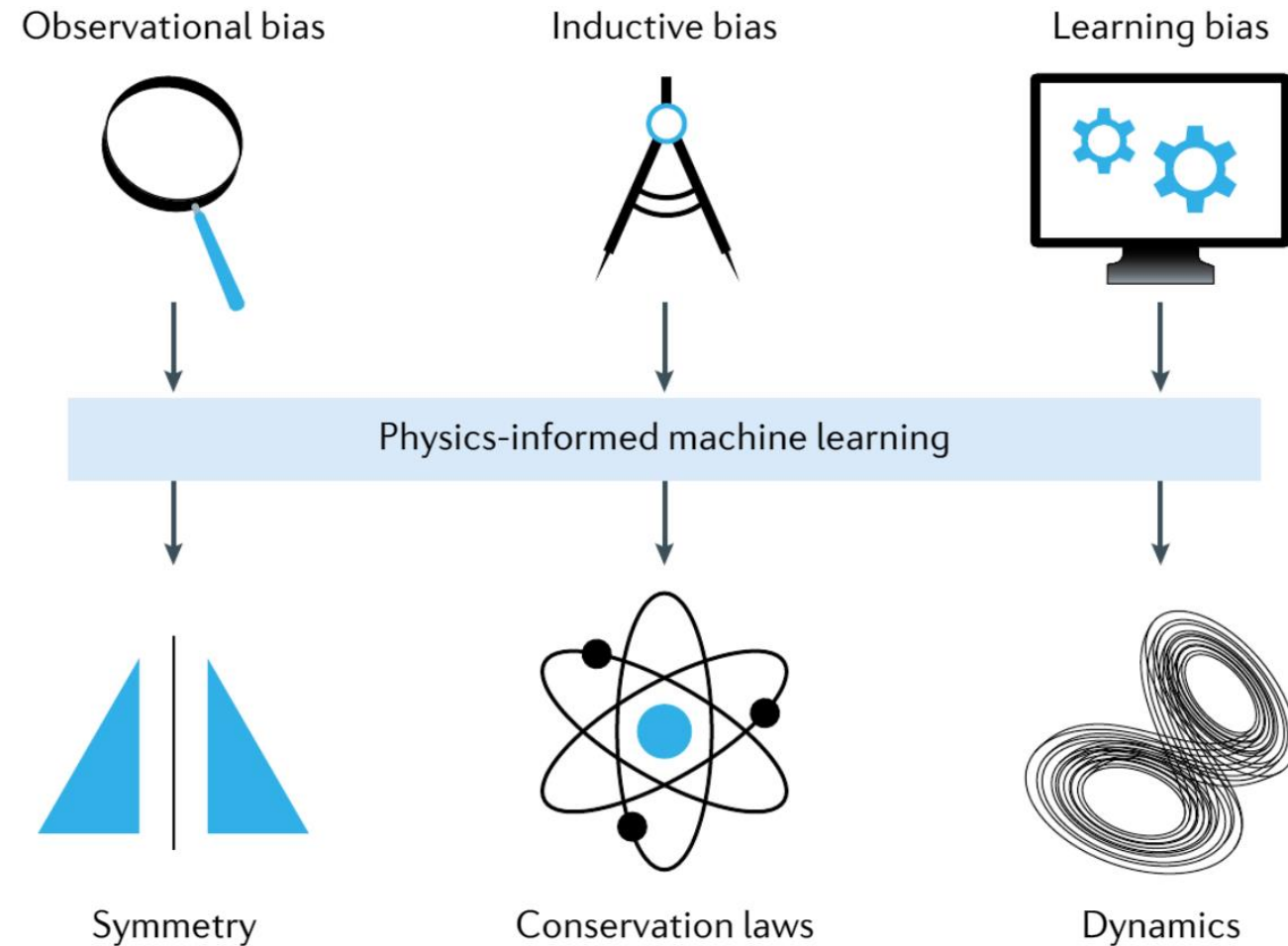
Introduction

- Deep learning has expanded in recent years
 - Availability of big data
 - Improvements in hardware (GPU/TPU)
 - Open source libraries
- Data is not always available in all cases
 - Expensive
 - Time consuming
- But may have good physical understanding of system
 - Scientific experiments
 - Hardware design
- **Solution: Include physics of problem into neural networks to train with much less data**



How Can Physics Help?

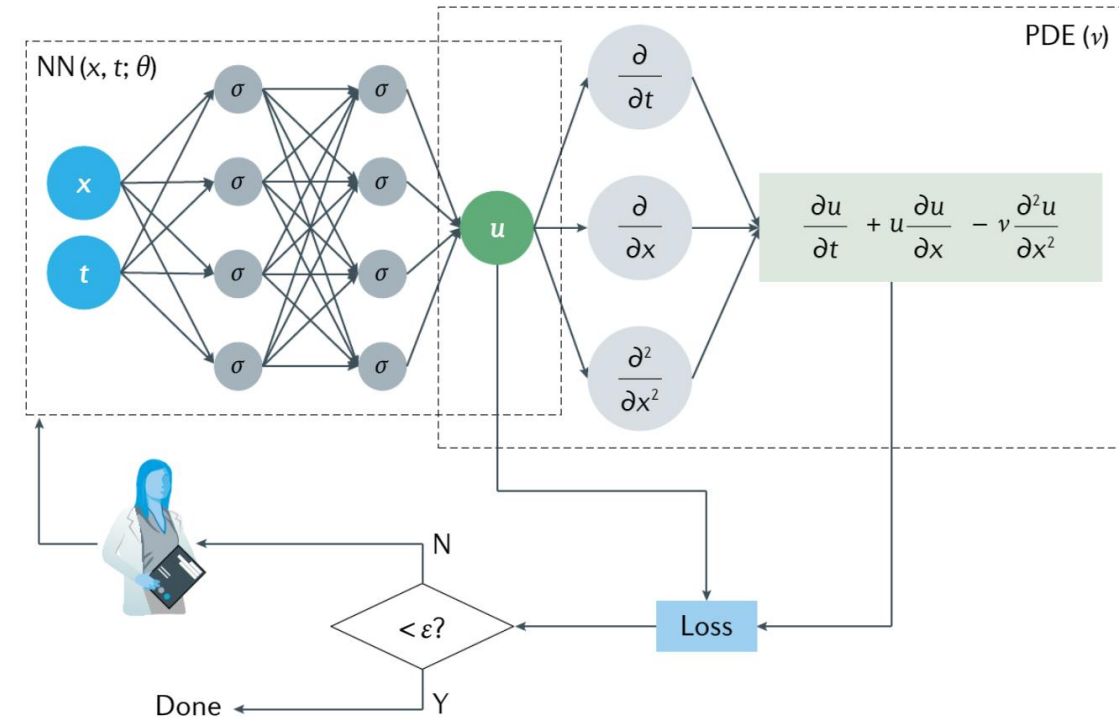
- Neural networks retain bias of its training data
 - Gender bias in NLP ([Sun et al 2019](#))
 - Racial and age bias in image recognition ([Nagpal et al 2019](#))
- Some bias can be removed
 - Data augmentation
 - Increase data quantity
- Physics knowledge can remove data biases system with well understood physics
 - Symmetries
 - Conservation laws
 - Partial differential equations (PDEs)



[Karniadakis et al 2021](#)

How to Encode Physics into Neural Networks

- Add known physical laws into loss function
 - Introduces soft constraints
 - Improves with more training
- Encode derivatives by employing automatic differentiation
 - Accurate
 - Fast
- Weight data and physical laws to improve training
- May need second derivatives \rightarrow No ReLU activation function
- Normalize equations



$$\mathcal{L} = w_{\text{data}} \mathcal{L}_{\text{data}} + w_{\text{PDE}} \mathcal{L}_{\text{PDE}},$$

where

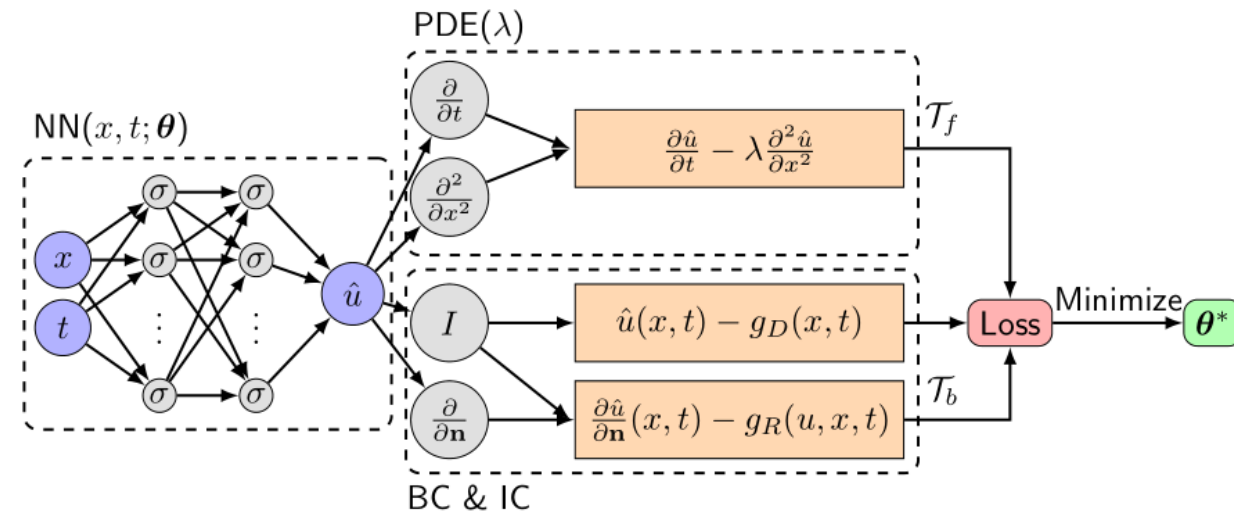
$$\mathcal{L}_{\text{data}} = \frac{1}{N_{\text{data}}} \sum_{i=1}^{N_{\text{data}}} (u(x_i, t_i) - u_i)^2 \quad \text{and}$$

$$\mathcal{L}_{\text{PDE}} = \frac{1}{N_{\text{PDE}}} \sum_{j=1}^{N_{\text{PDE}}} \left(\frac{\partial u}{\partial t} + u \frac{\partial u}{\partial x} - \nu \frac{\partial^2 u}{\partial x^2} \right)^2 \Big|_{(x_j, t_j)}$$

[Karniadakis et al 2021](#)

Traditional Physics Informed Neural Networks (PINNs)

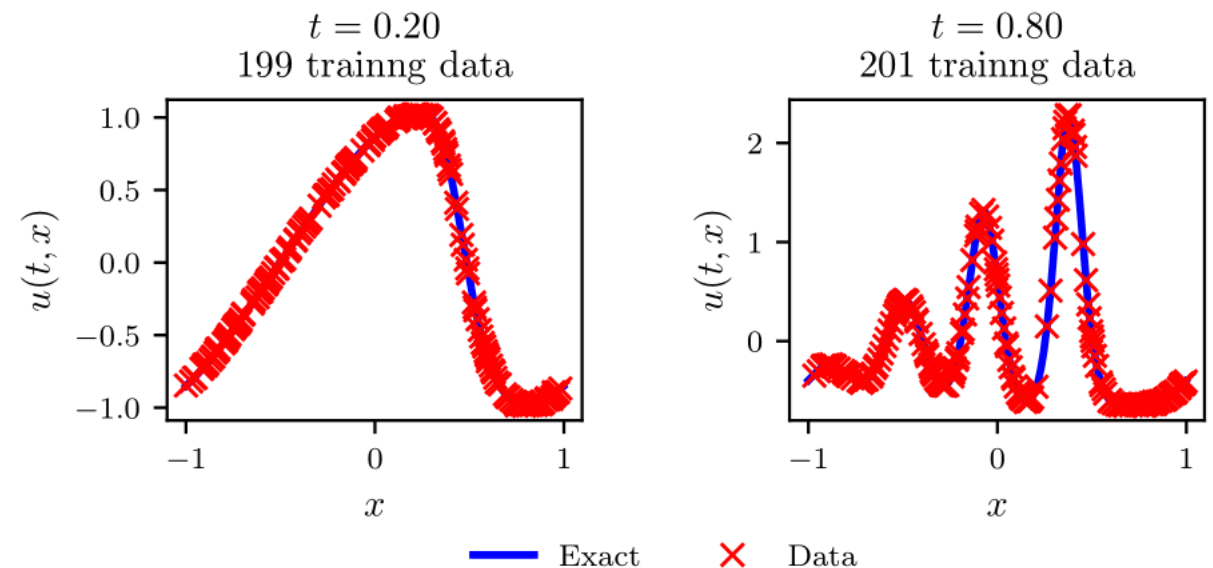
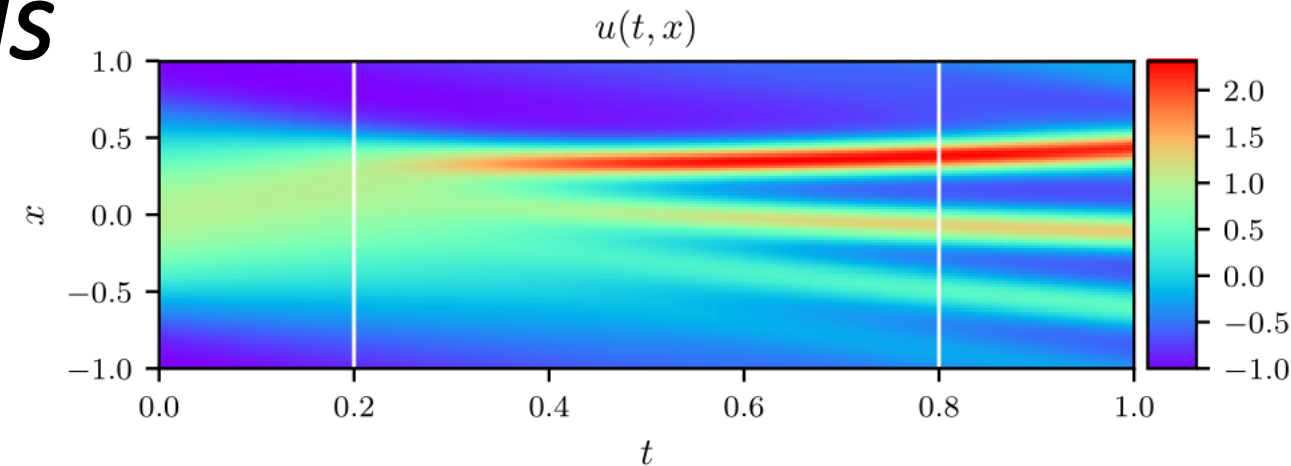
- PINNs are the most well known type of physics informed deep learning models
- Inputs
 - Coordinates (space and/or time)
 - May add auxiliary variables to input
- Outputs
 - PDE solution fields
 - May add other outputs (inverse problems)
- Train by constraining encoded physics
 - Randomly sample domain
 - May add known data
- **Trained for a single case**
 - 1 set of ICs/BCs
 - 1 set of PDEs → cannot modify source terms



[Lu et al 2019](#)

Types of Problems for PINNs

- Forward problems
 - Solve PDEs within specified domain
 - We will look at using PINNs to solve various forward problems
- Inverse problems
 - Given data that obeys a known (or partially known) PDE
 - Compute quantities of interest
 - Flow field from sensors at a few locations
 - Unknown PDE coefficients from data
 - We will look at finding unknown coefficients for a Lorenz system



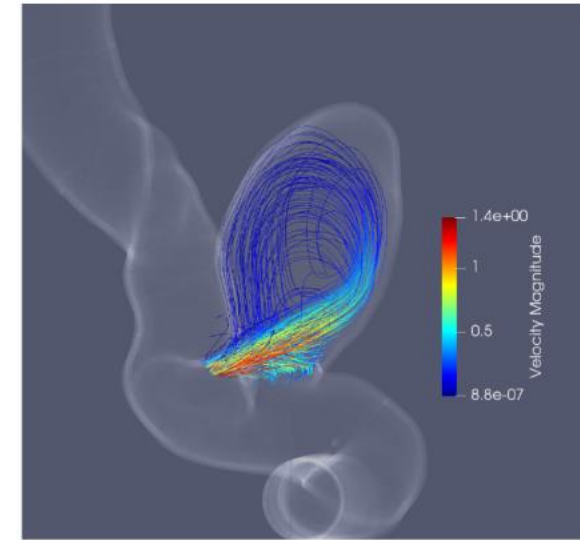
Correct PDE	$u_t + uu_x + 0.0025u_{xxx} = 0$
Identified PDE (clean data)	$u_t + 1.000uu_x + 0.0025002u_{xxx} = 0$
Identified PDE (1% noise)	$u_t + 0.999uu_x + 0.0024996u_{xxx} = 0$

Applications of PINNs Forward Problems

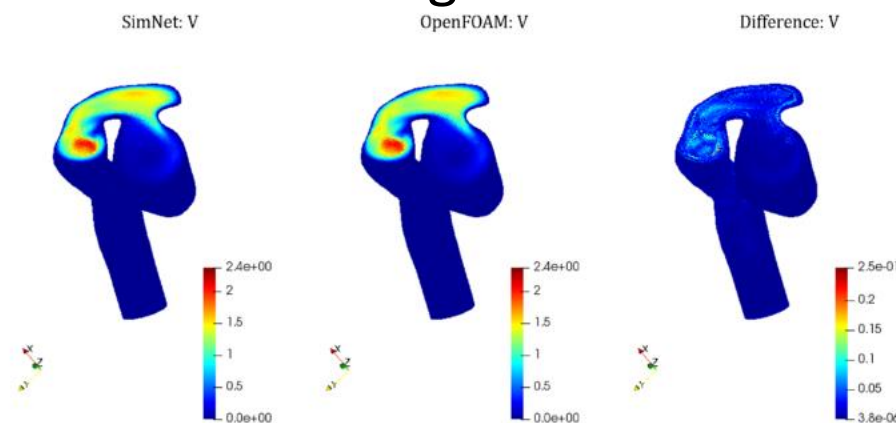
- Optimize PDE over auxiliary variables
 - FPGA design optimization of heatsink geometric configurations ([Hennigh et al 2021](#))
- Simulations over very complex geometries
 - Brain aneurysm blood flow ([Hennigh et al 2021](#))
 - Use transfer learning to reduce training time



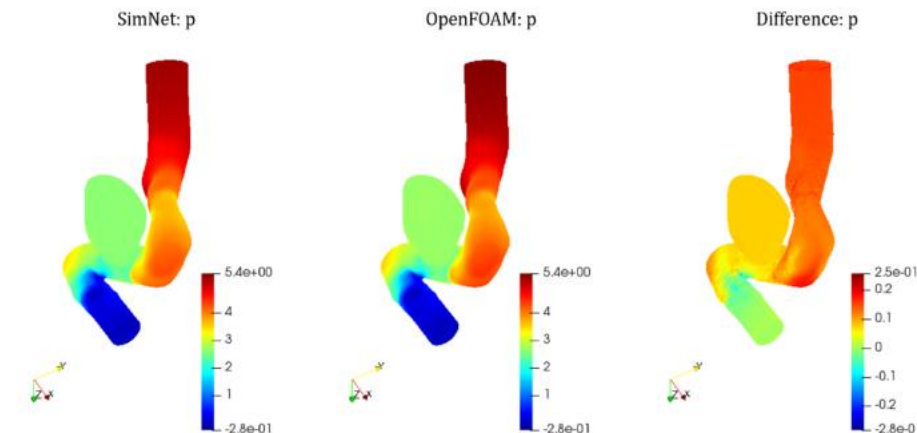
(a) Geometry



(b) Streamlines



(c) Velocity magnitude comparison

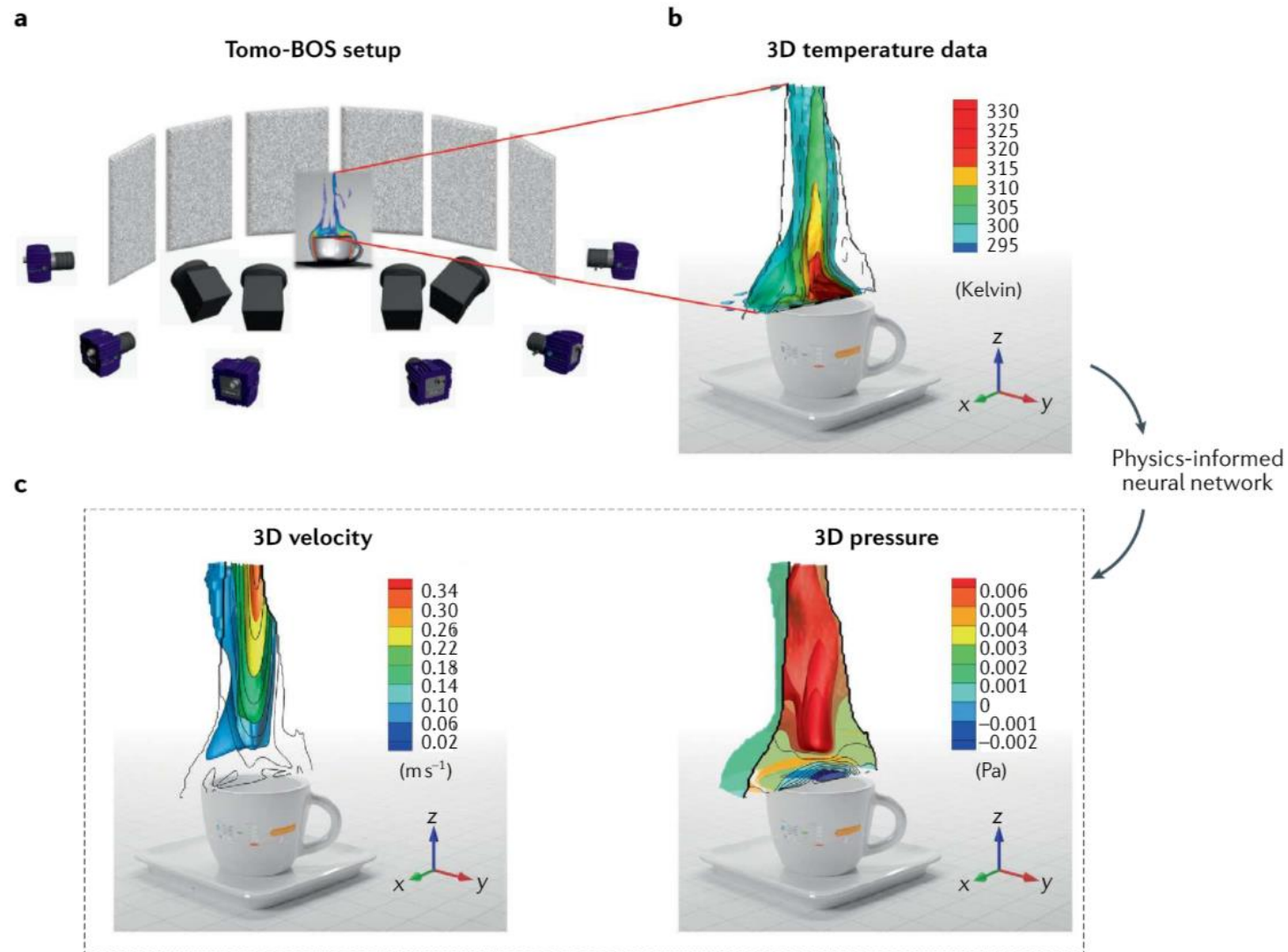


(d) Pressure comparison

[Hennigh et al 2021](#)

Applications of PINNs Inverse Problems

- Reconstruct fields from limited sensor data in ill-posed problems
 - Construct fluid flow from a coffee cup ([Cai et al. 2021](#))
 - Used temperature measurements to construct velocity and pressure data
- Analysis of scientific experiments
 - Well understood models
 - Controlled environments



PINN Software

- Deepxde (<https://github.com/lululxvi/deepxde>) → Will use deepxde for our tutorials
- NVIDIA Modulus/SimNet ([Modulus | NVIDIA Developer](#))
- SciANN (<https://github.com/sciann/sciann>)
- Elvet (<https://gitlab.com/elvet/elvet>)
- TensorDiffEq (<https://github.com/tensordiffeq/TensorDiffEq>)
- NeuroDiffEq (<https://github.com/analysiscenter/pydens>)
- NeuralPDE (<https://github.com/SciML/NeuralPDE.jl>)
- Universal Differential Equations for Scientific Machine Learning ([https://github.com/Chris Rackauckas/universal differential equations](https://github.com/Chris Rackauckas/universal_differential_equations))
- IDRLnet (<https://github.com/idrl-lab/idrlnet>)

Limitations of PINNs

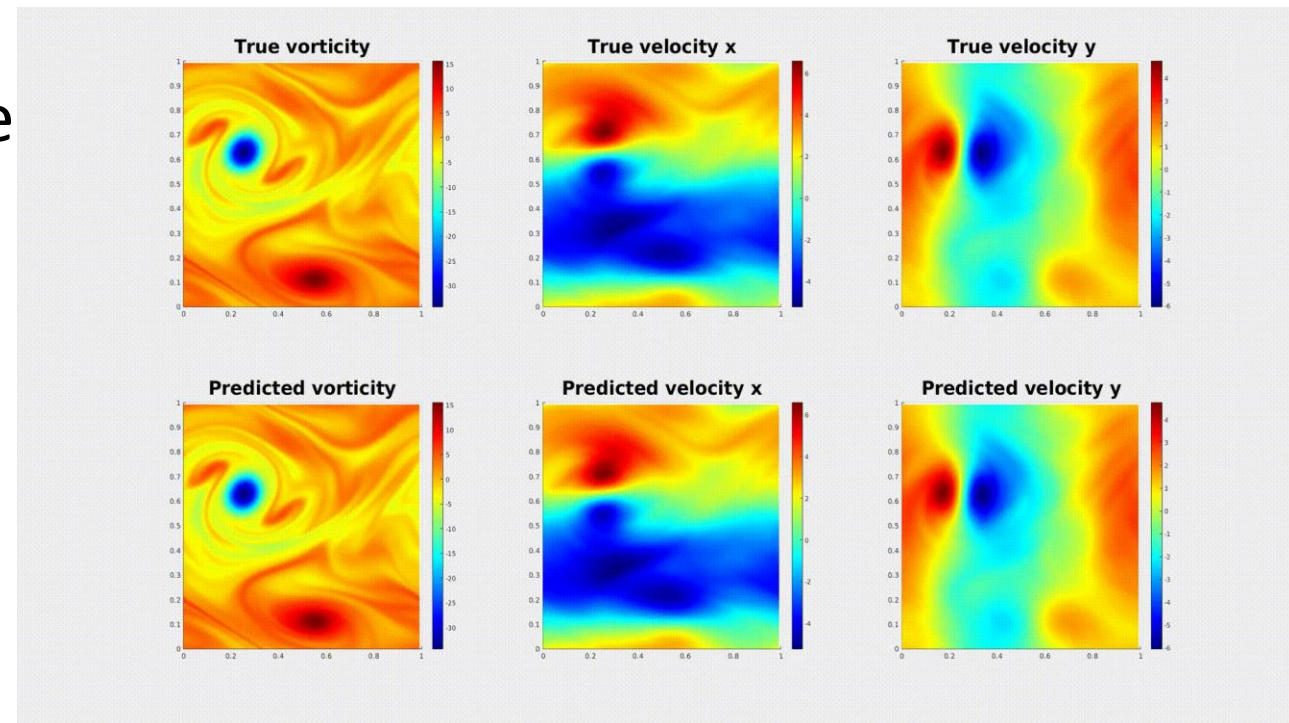
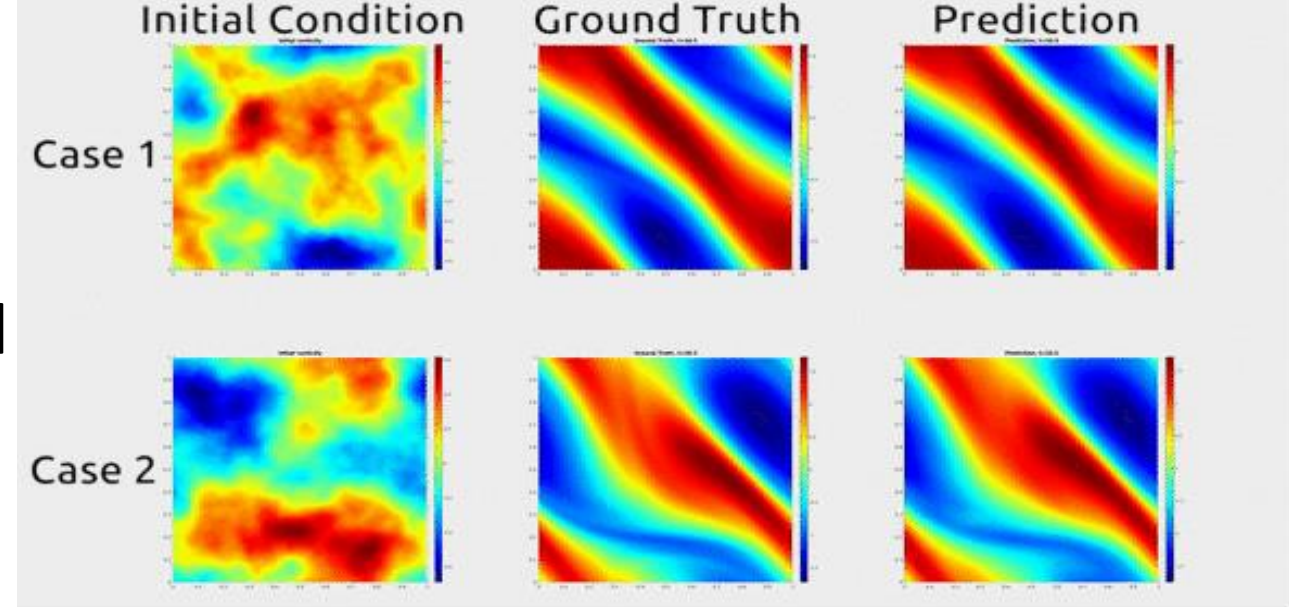
- Only trained for a single set of ICs/BCs/source terms → need to retrain for each new configuration
- Pure PINNs make poor surrogate models
- Will look at operator networks for solving PDEs with variable input fields

PINNs Exercises

- 07 physics inspired AI
 - Burgers Equation
 - Poisson Lshape
 - Complex Geometry
 - Lorenz Inverse System

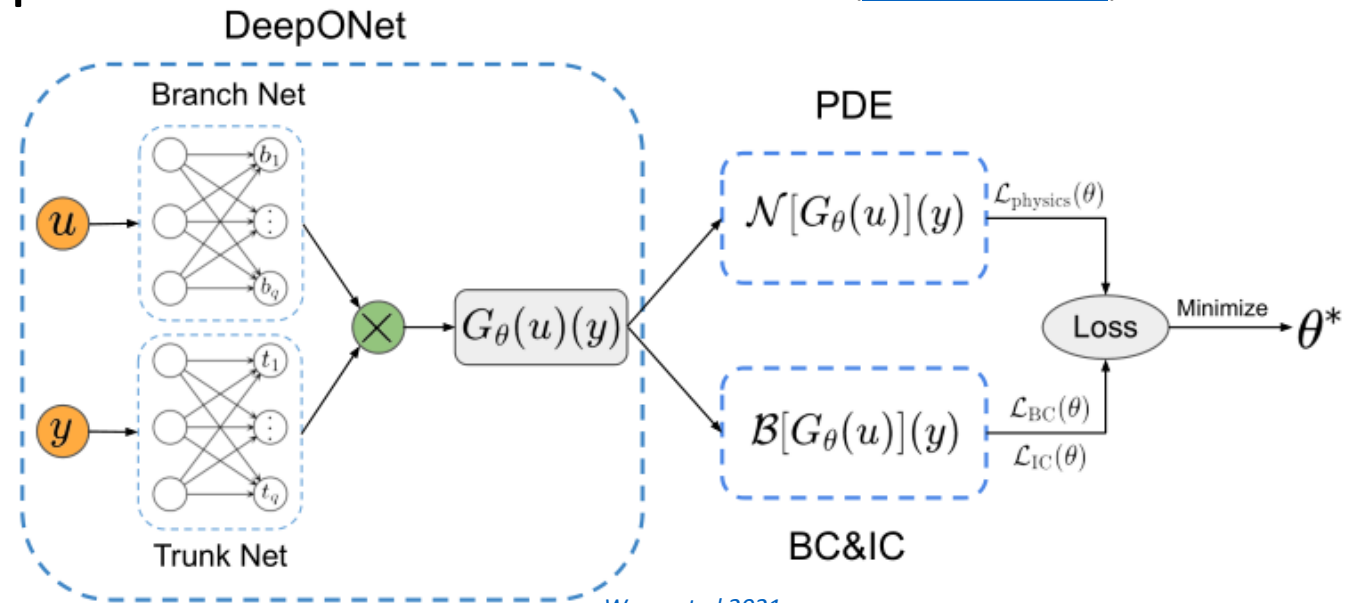
Operator Networks

- Learn output field for a given input field
- Can learn variable ICs, BCs, and/or source terms
- Need to generate data for many input fields
- May use physics information to improve performance
- Examples
 - DeepONets ([Lu et al 2021](#))
 - **Physics Informed DeepONets** ([Wang et al 2021](#))
 - Graph Operator Networks ([Li et al 2020](#))
 - Fourier Operator Networks ([Li et al 2020](#))
 - PINOs ([Li et al 2021](#))



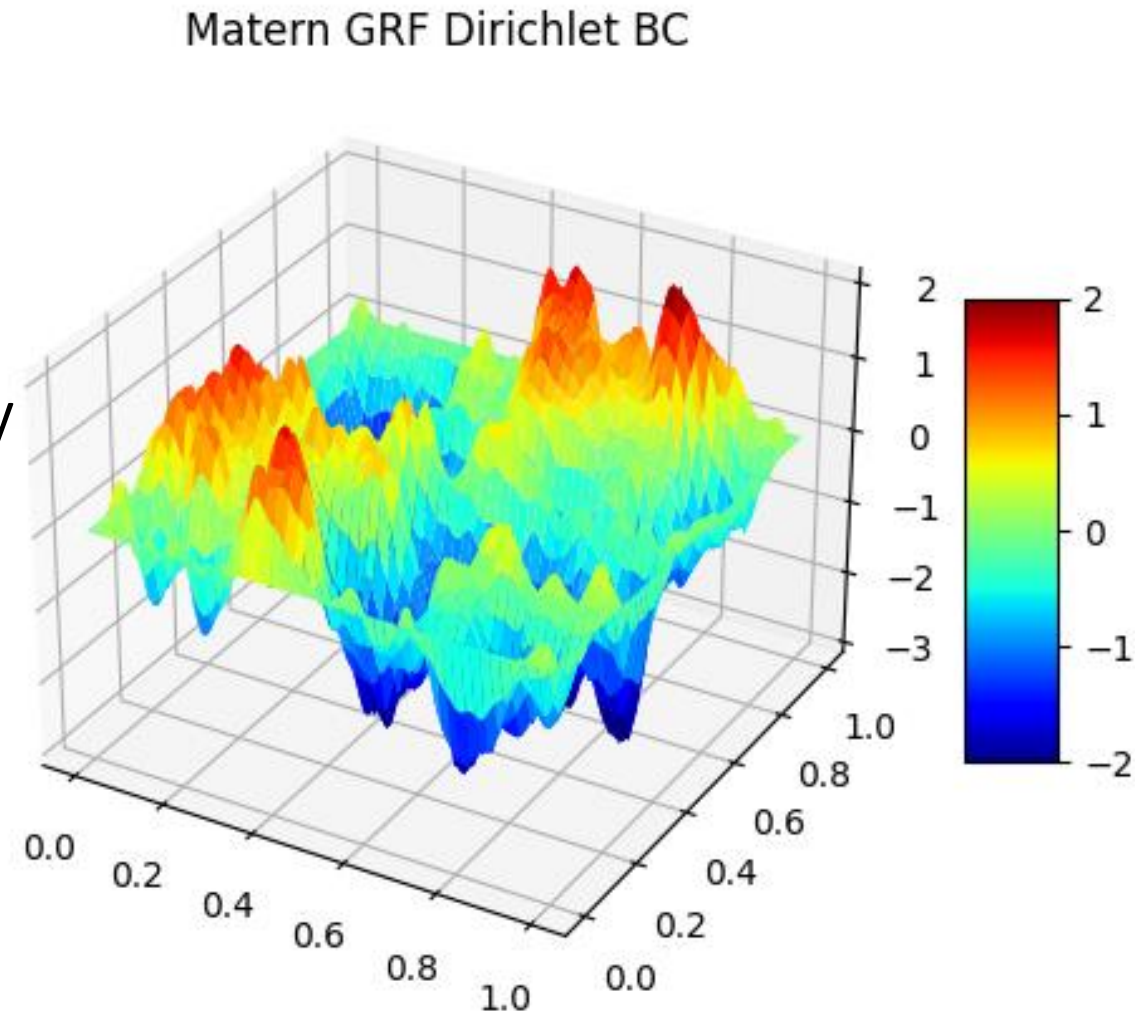
Physics Informed DeepONets

- DeepONets can generalize PDE solutions ([Lu et al 2021](#))
 - Input field $u \rightarrow$ Initial conditions, source terms, and/or boundary conditions
 - Input coordinate $y \rightarrow$ space and time
 - Output operator $G(u)(y) \rightarrow$ PDE solution
 - Difference between data s and operator $G(u)(y)$ is our loss \mathcal{L}_{data}
- Physics informed DeepONets improve performance with less data ([Wang et al 2021](#))
 - Incorporate PDE into loss $\mathcal{L}_{physics}$
 - Incorporate ICs into loss \mathcal{L}_{IC}
 - Incorporate BCs into loss \mathcal{L}_{BC}



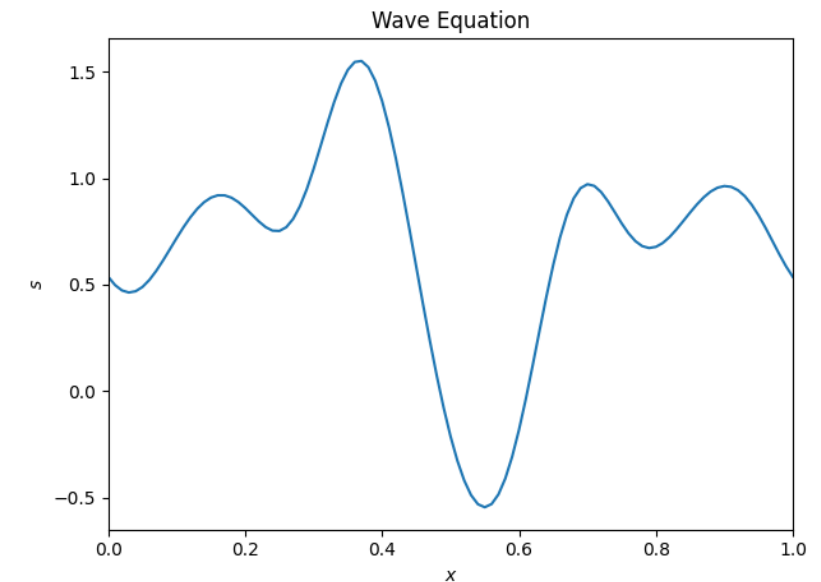
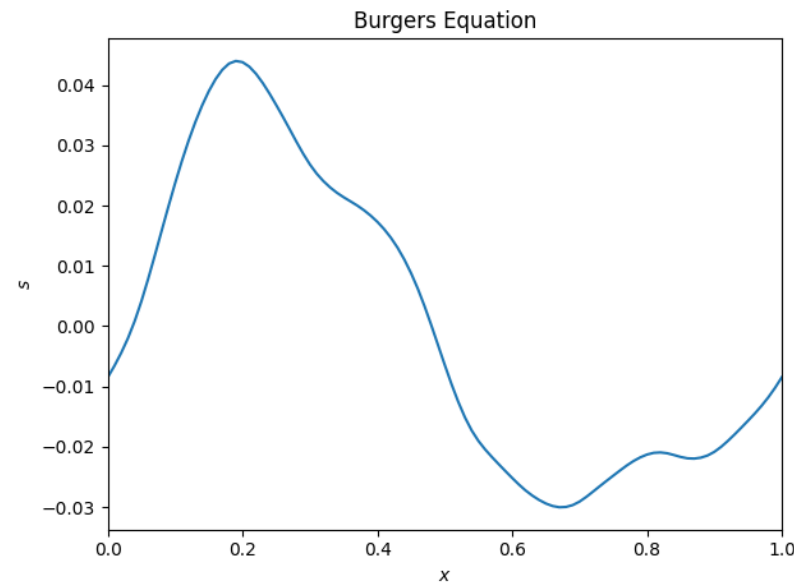
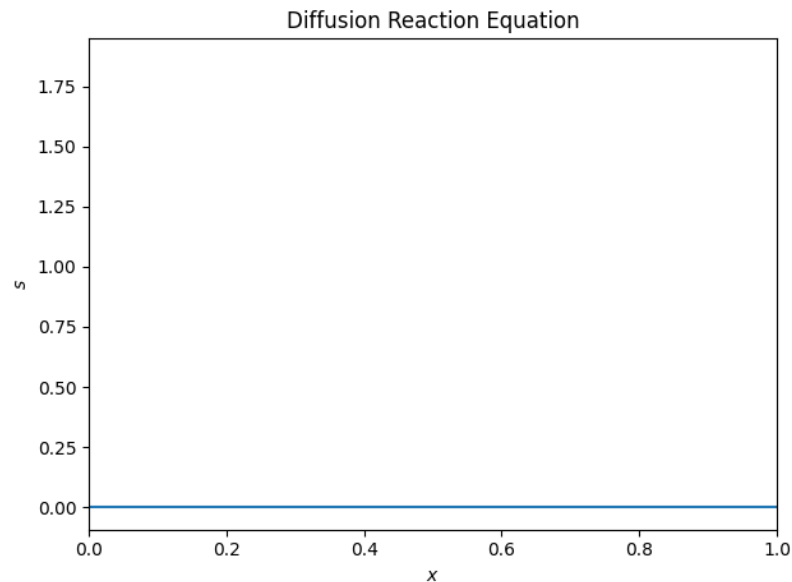
Training Physics Informed DeepONets

- Generate u using Gaussian random fields (GRF)
 - Use RBF or Matérn kernel to obtain spatially correlated random data
 - Apply length scale l associated with typical spatial deviations
 - Expand in Fourier components to obey boundary conditions
- Run simulations for each u to generate training data
- Sample the solution space during training



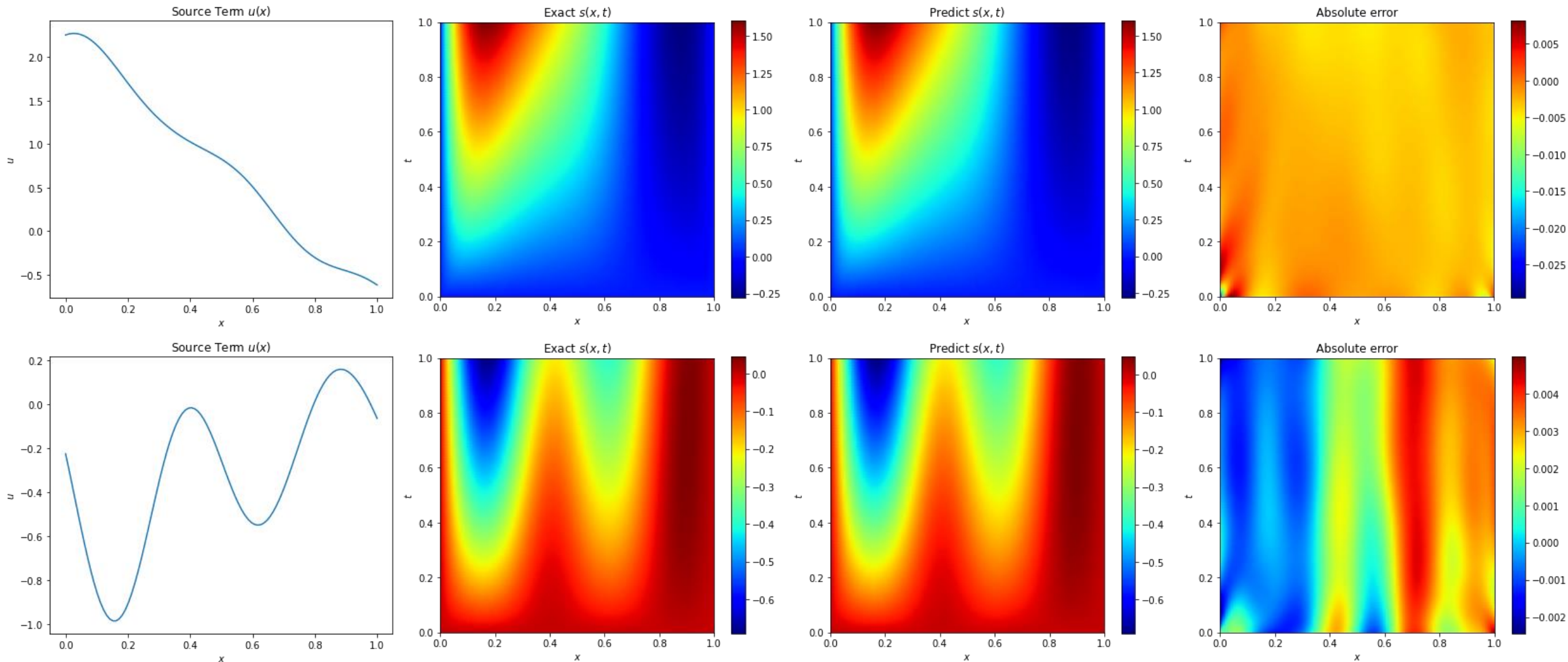
Physics Informed DeepONet Tests

- 1D Diffusion Reaction Equation
 - $\partial_t s = D \partial_{xx} s + k s^2 + u(x)$
 - u is a source term
 - Homogenous Dirichlet BC
 - Zero IC $\rightarrow s(x, 0) = 0$
 - $k = D = 0.01$
- 1D Viscous Burgers Equation
 - $\partial_t s + s \partial_x s - \nu \partial_{xx}^2 s = 0$
 - u is the IC
 - Periodic BC
 - $\nu = 0.01$
- 1D Wave Equation
 - $\partial_{tt} s - c^2 \partial_{xx}^2 s = 0$
 - u is the IC
 - Periodic BC
 - $c = 1$



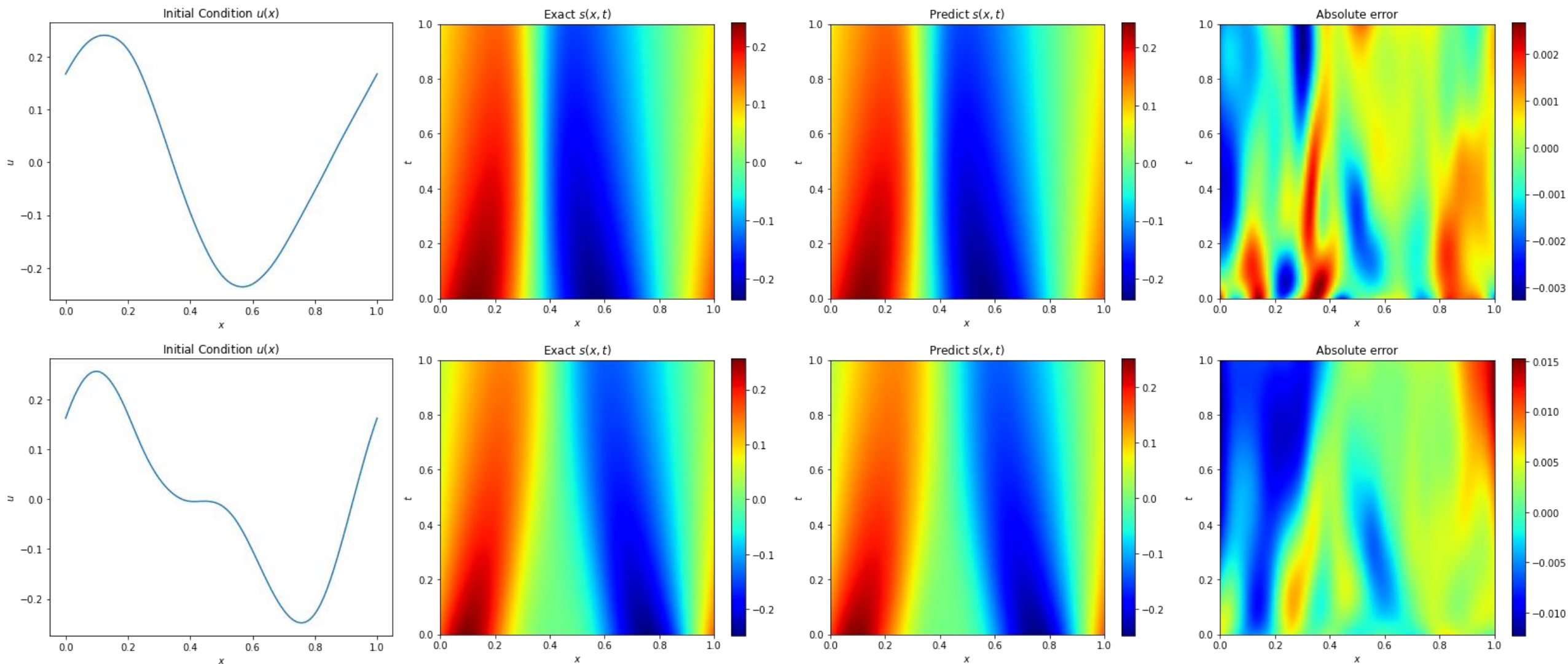
Diffusion Reaction Equation Results on Test Data:

$$\partial_t s = D \partial_{xx} s + k s^2 + u(x)$$



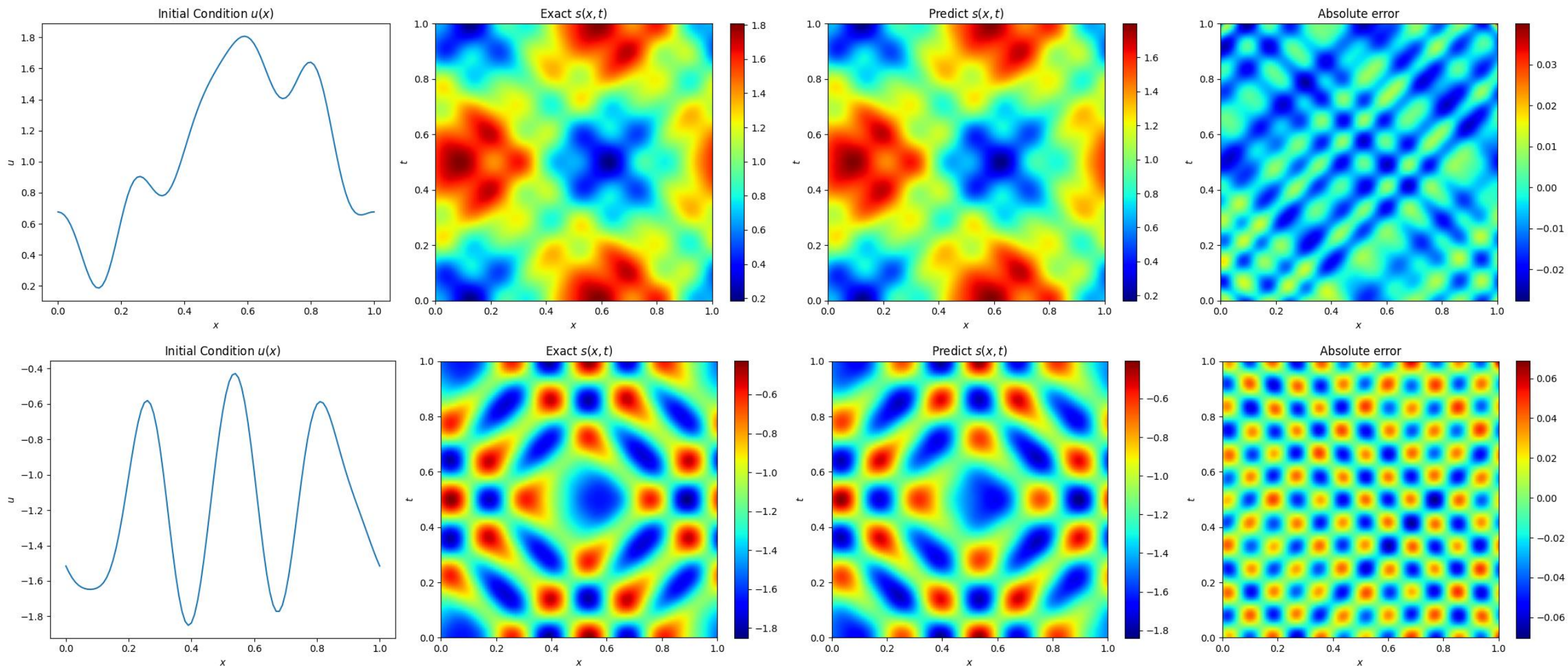
Viscous Burgers Equation Results on Test Data

$$\partial_t s + s \partial_x s - \nu \partial_{xx}^2 s = 0$$



Wave Equation Results on Test Data

$$\partial_{tt}s - c^2\partial_{xx}s = 0$$



Physics Informed DeepONet Exercise

- [Physics Informed DeepONet Diffusion Reaction](#)