

Solving Partial Differential Equation With Fourier Neural Operator

- Burgers' Equation & Darcy Flow -

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Professor: Yoo, Kee-youn

Jo Min-geon, Han Se-hee, Lee Jae-woo

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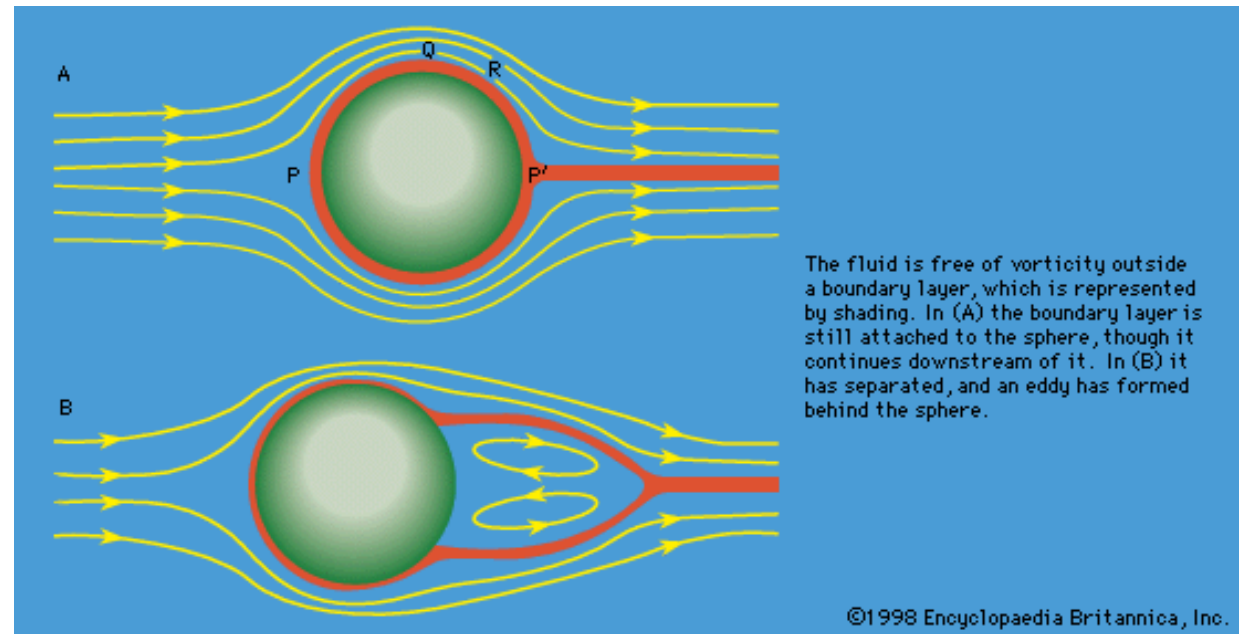
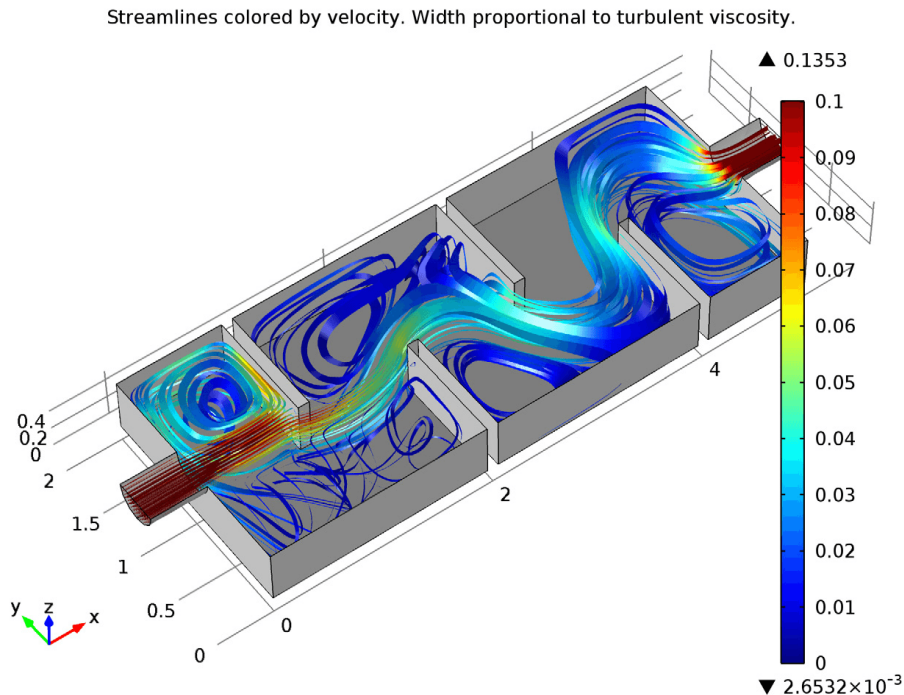
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Why solve PDE?



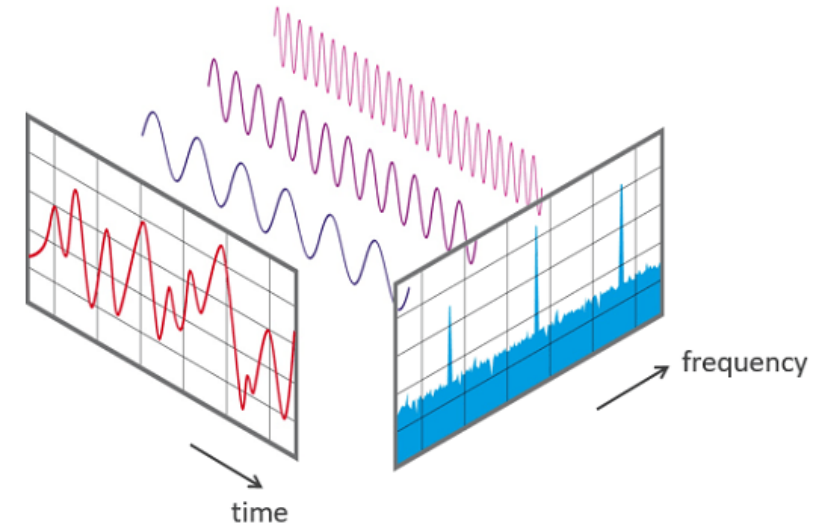
→ Partial Differential Equation solves various engineering problems in the real field.

Problem on Solving PDE

- **The traditional numerical method of solving PDEs**
 - Finite differential method (FDM), finite element method (FEM), finite volume method (FVM), etc
 - Too much calculation and taking a long time
- Study of methods using neural networks
- **Fourier Neural Operator** emerged

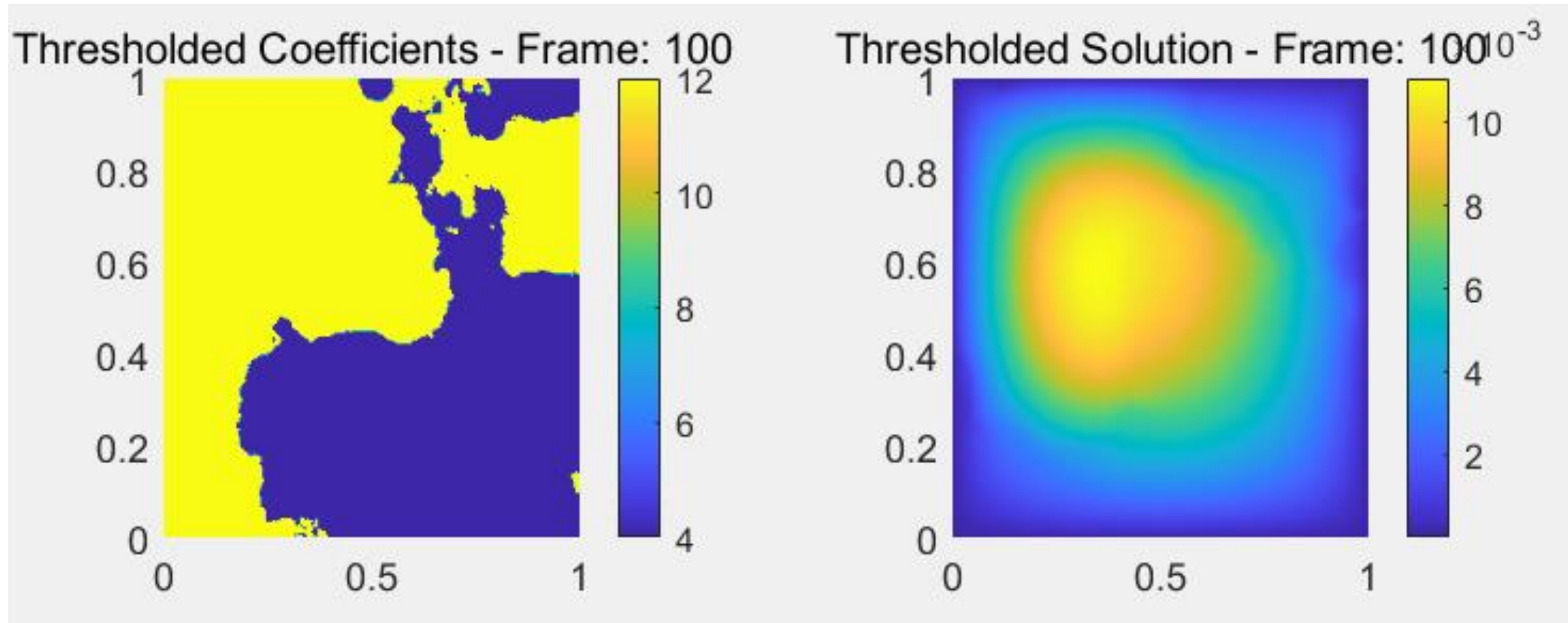
What is FNO?

- FNO; **F**ourier **N**eural **O**perator
= **Deep Learning + Fourier Transform**
- Approximate the differential equation of the general space domain to a deep learning model
-> Use the model to predict solutions
✳ In this process, **Fourier transform** is used to take advantage of the characteristics of the frequency domain



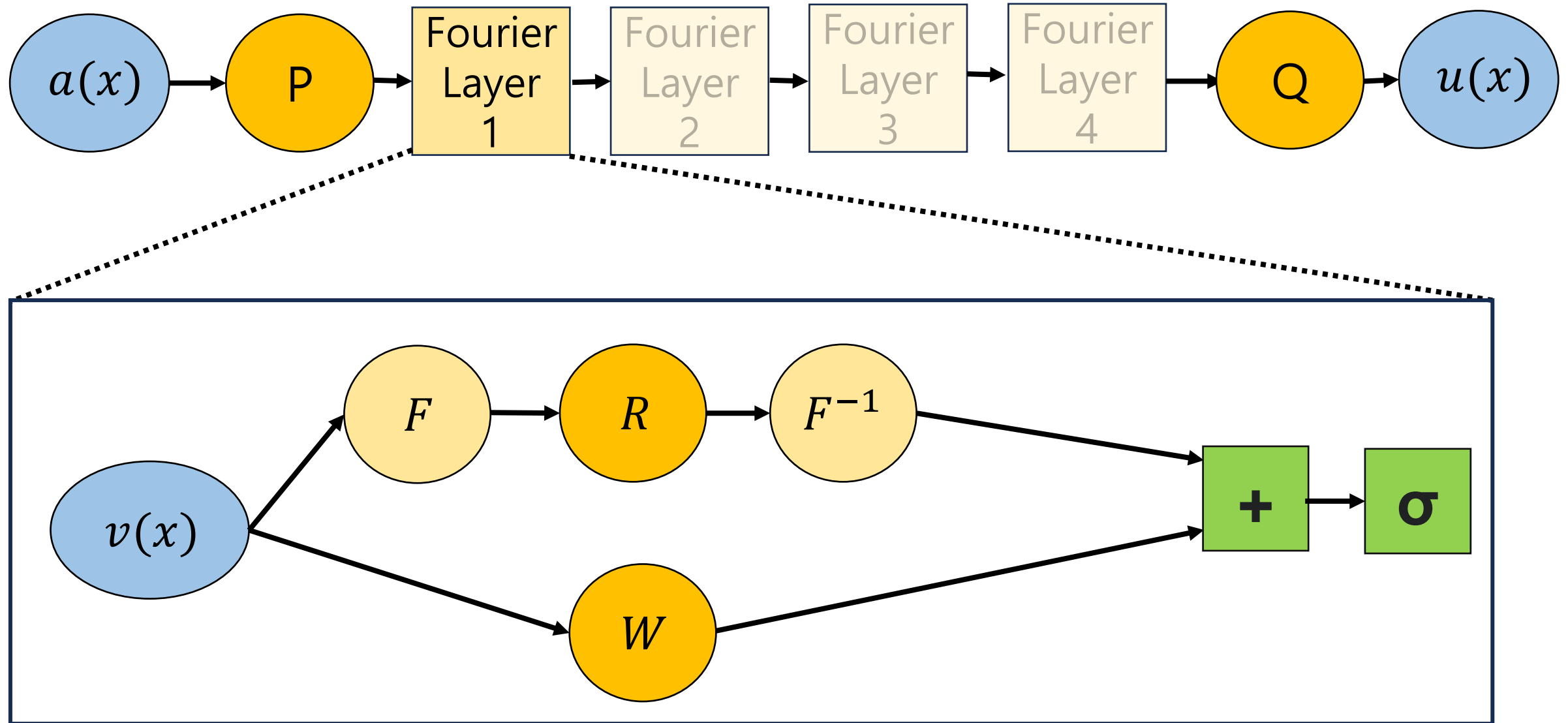
Darcy Flow

- initial condition: coefficient



Full structure of FNO

- Initial condition: $u(x,0)$ or coefficient



Full structure of FNO - code

#class SpectralConv2d(nn.Module)

- def `__init__`(self, in_channels, out_channels, modes1, modes2)
- def `compl_mul2d`(self, input, weights)
- def `forward`(self, x)

#class MLP(nn.Module)

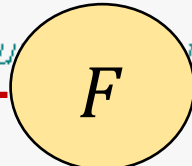
- def `__init__`(self, in_channels, out_channels, mid_channels)
- def `forward`(self, x)

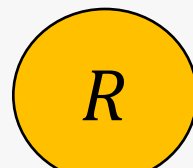
#class FNO2d(nn.Module)

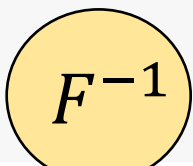
- def `__init__`(self, modes1, modes2, width)
- def `forward`(self, x)
- def `get_grid`(self, shape, device)

#class SpectralConv2d(nn.Module)

```
def forward(self, x): #모델에서 실행되어야하는 계산을 정의. (input을 넣어서 어떤 계산을 진행하여 output이 나올지를 정의)
    batchsize = x.shape[0]

    #Compute Fourier coefficients using a factor of  $e^{(- \text{something constant})}$ . 입력 데이터를 받아 Fourier 계수로 변환
    x_ft = torch.fft.rfft2(x) }  F

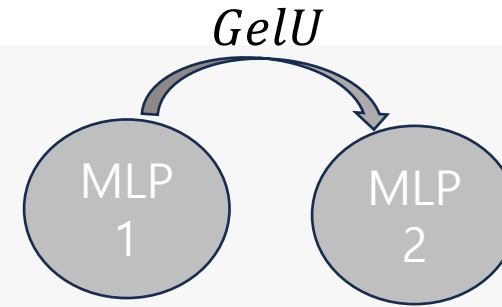
    # Multiply relevant Fourier modes. 논문에서의 R(Linear Transform)을 의미
    out_ft = torch.zeros(batchsize, self.out_channels, x.size(-2), x.size(-1)//2 + 1, dtype=torch.cfloat, device=x.device)
    # x.size(-2): (batchsize, x=s, y=s, c=3)중 뒤에서 두번째인 y,
    # x.size(-1)//2 + 1: 3//2+1=2
    out_ft[:, :, :self.modes1, :self.modes2] = #
        self.compl_mul2d(x_ft[:, :, :self.modes1, :self.modes2], self.weights1)
    out_ft[:, :, -self.modes1:, :self.modes2] = #
        self.compl_mul2d(x_ft[:, :, -self.modes1:, :self.modes2], self.weights2)
    # x_ft[:, :, -self.modes1:, :self.modes2]가 input, self.weights2가 weights }  R

    #Return to physical space
    x = torch.fft.irfft2(out_ft, s=(x.size(-2), x.size(-1))) }   $F^{-1}$ 
    return x
```

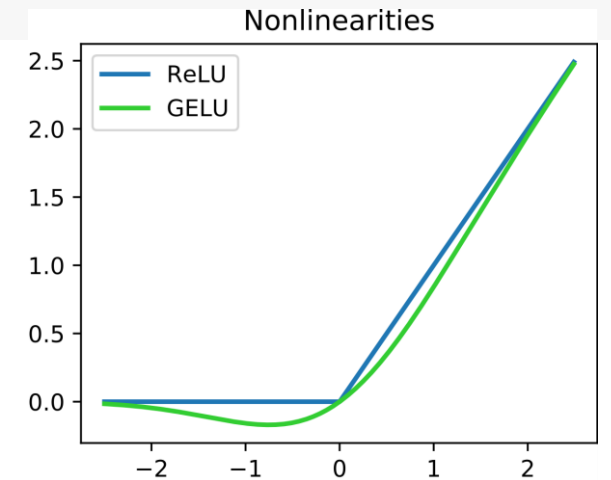
- def forward(self, x): conduct fourier transform inside the Fourier layer

#class **MLP**(nn.Module)

```
def forward(self, x):  
    x = self.mlp1(x) #첫번째 합성곱 레이어 통과  
    x = F.gelu(x) #Gelu 활성화함수 적용  
    x = self.mlp2(x) #두번째 합성곱 레이어 통과  
    return x
```



- def **forward**(self, x)
- Use GelU as the activation function.
- : GelU: Smoothing version of ReLU
- : After $F \rightarrow W \rightarrow F^{-1}$ process, will go through this MLP before adding with W
- : This MLP class is also used by Neural Network Q



```

def __init__(self, modes1, modes2, width):
    super(FNO2d, self).__init__()

    """
    The overall network. It contains 4 layers of the Fourier layer.
    1. Lift the input to the desire channel dimension by self.fc0 .
    2. 4 layers of the integral operators  $u' = (W + K)(u)$ .
       W defined by self.w; K defined by self.conv .
    3. Project from the channel space to the output space by self.fc1 and self.fc2 .

    input: the solution of the coefficient function and locations (a(x, y), x, y)
    #coeff: a(x, y) 위치: x, y
    input shape: (batchsize, x=s, y=s, c=3)
    output: the solution #u(x,y)
    output shape: (batchsize, x=s, y=s, c=1) ?
    """

    self.modes1 = modes1
    self.modes2 = modes2
    self.width = width #width는 뭘 가리킬까?
    self.padding = 9 # pad the domain if input is non-periodic

    self.p = nn.Linear(3, self.width) # input channel is 3: (a(x, y), x, y)
    #논문 그림에서 a(x)가 v(x)로 되도록 만드는 P
    #nn.Linear(): 선형화커모델. 입력차원:3 출력차원:width
    self.conv0 = SpectralConv2d(self.width, self.width, self.modes1, self.modes2)
    #in_channels: self.width, out_channels: self.width, modes1: self.modes1, modes2: self.modes2
    self.conv1 = SpectralConv2d(self.width, self.width, self.modes1, self.modes2)
    self.conv2 = SpectralConv2d(self.width, self.width, self.modes1, self.modes2)
    self.conv3 = SpectralConv2d(self.width, self.width, self.modes1, self.modes2)
    self.mlp0 = MLP(self.width, self.width, self.width)
    self.mlp1 = MLP(self.width, self.width, self.width)
    self.mlp2 = MLP(self.width, self.width, self.width)
    self.mlp3 = MLP(self.width, self.width, self.width)
    self.w0 = nn.Conv2d(self.width, self.width, 1)
    self.w1 = nn.Conv2d(self.width, self.width, 1)
    self.w2 = nn.Conv2d(self.width, self.width, 1)
    self.w3 = nn.Conv2d(self.width, self.width, 1)
    self.q = MLP(self.width, 1, self.width * 4) # output channel is 1: u(x, y)
    #입력채널: width, 출력채널: 1, 중간채널: 입력채널*4

```

#class FNO2d(nn.Module)

- `def __init__(self, modes1, modes2, width)`
- Use all the classes created so far
- 4 Fourier Layers
- Set variables for Conv2d, MLP, and General Linear Transformation(W) processes in each layer

```
def forward(self, x): #순전파
    grid = self.get_grid(x.shape, x.device) #shape: x.shape, device: x.device. 따라서 x만 설정
    #따라서 grid의 shape(차원): (batchsize, size_x, size_y, 2)
    x = torch.cat((x, grid), dim=-1)
    #cat속의 input인 x shape: (batchsize, x=s, y=s, o=3)라고 추측
    # cat한 이후 x의 shape: (batchsize, s, s, o+2) 러나?
    #Q.x의 shape는? input데이터에서 확인
    ##Q.몇인지는 데이터에서 확인가능한가?
```

```
x = self.p(x) # 이 결과 x.shape?
x = x.permute(0, 3, 1, 2) #(batchsize, o+2(아마 3+2=5), s(아마 높이), s(아마 너비))
x = F.pad(x, [0,self.padding, 0,self.padding]) #(batchsize, o+2(아마 3+2=5)+9, s(아마 높이
```

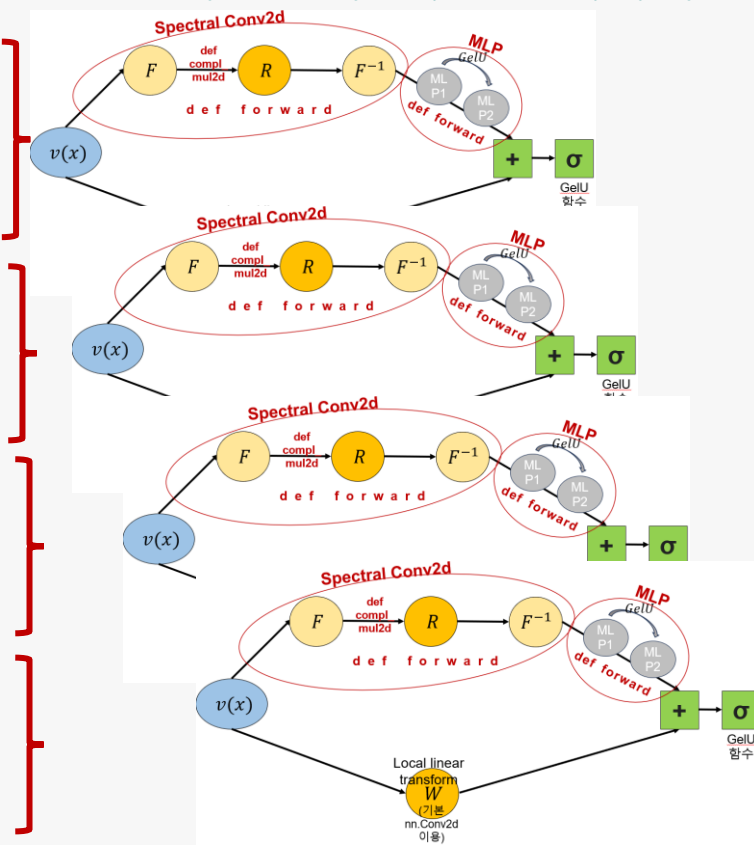
```
x1 = self.conv0(x) #SpectralConv2d
x1 = self.mlp0(x1)
x2 = self.w0(x)
x = x1 + x2
x = F.gelu(x)
```

```
x1 = self.conv1(x)
x1 = self.mlp1(x1)
x2 = self.w1(x)
x = x1 + x2
x = F.gelu(x)
```

```
x1 = self.conv2(x)
x1 = self.mlp2(x1)
x2 = self.w2(x)
x = x1 + x2
x = F.gelu(x)
```

```
x1 = self.conv3(x)
x1 = self.mlp3(x1)
x2 = self.w3(x)
x = x1 + x2
```

```
x = x[... , :-self.padding, :-self.padding]
x = self.q(x)
x = x.permute(0, 2, 3, 1)
return x
```

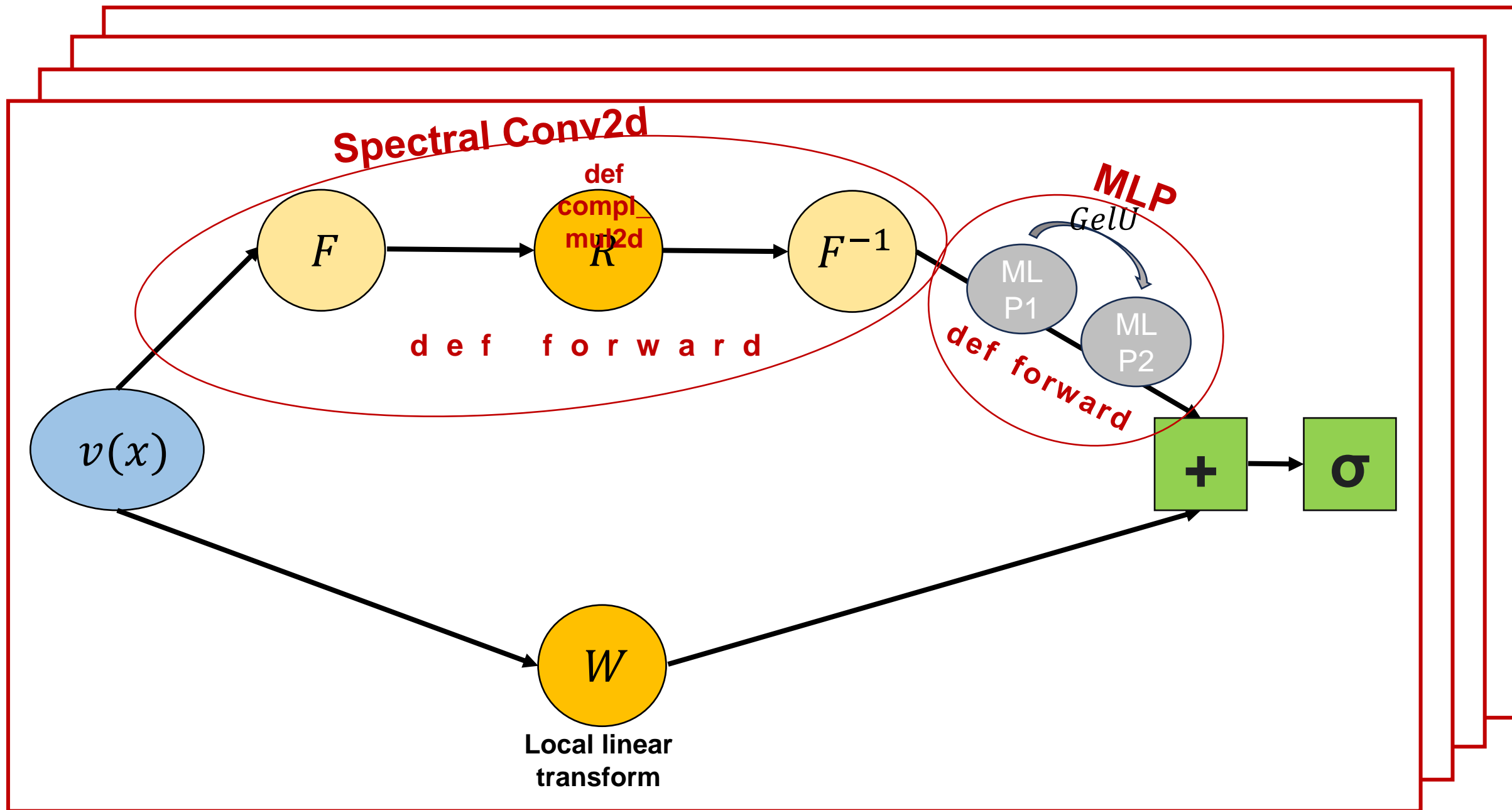


#class FNO2d(nn.Module)

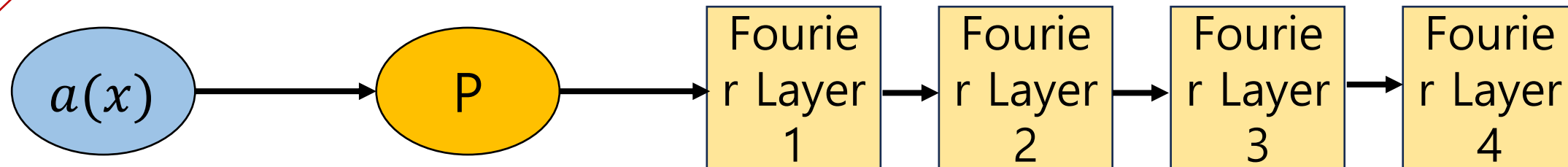
- def forward(self, x)
- design overall architecture

<Process for each layer>

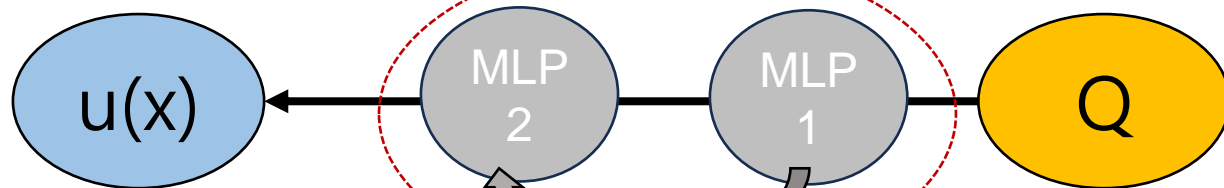
- Sum results of Conv2d, MLP process and results of general linear transformation (W), and goes through activation functions
- All four Fourier Layers are designed in the same structure
- Even in Neural Network Q, MLP is used to return the dimension



FNO2d



d e f f o r w a r d



MLP

Gelu

d e f f o r w a r d

Burgers Equation

- An Equation used in modeling the one-dimensional flow of viscous fluids

$$\begin{aligned}\partial_t u(x, t) + \partial_x(u^2(x, t)/2) &= \nu \partial_{xx} u(x, t), & x \in (0, 1), t \in (0, 1] \\ u(x, 0) &= u_0(x), & x \in (0, 1).\end{aligned}$$

- $T=(0,1]$
->How about putting the **prediction back into input?**

Animated Solution Predictions in Burgers' Equation

