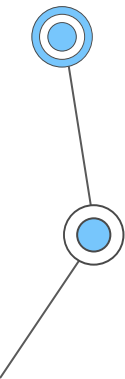
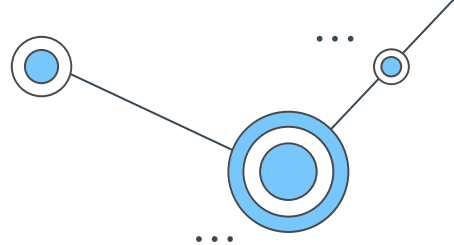


# Implicit Neural Network

Jongwon Choi

# Contents

- What is Implicit Neural Network?
- Partial Differential Equation (PDE)
- PDE and Implicit Neural Network
  - PINN (a.k.a FEM)
  - NeRF
  - LIIF
  - VideoINR
- Limitation & Conclusion





01

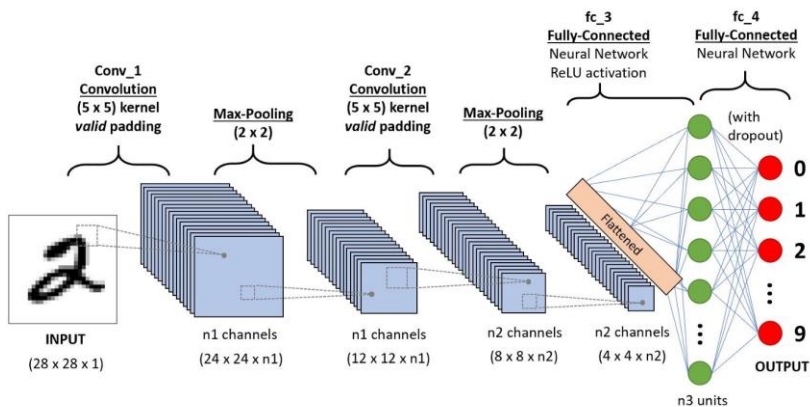
What is Implicit  
Neural Network?



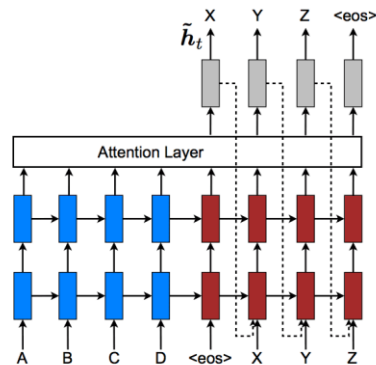
# Conventional Neural Network (NN)

- A function transforming the given input to the target output
- Ex. Convolutional Neural Network for Image, Recurrent Neural Network for Text

## Convolutional Neural Network



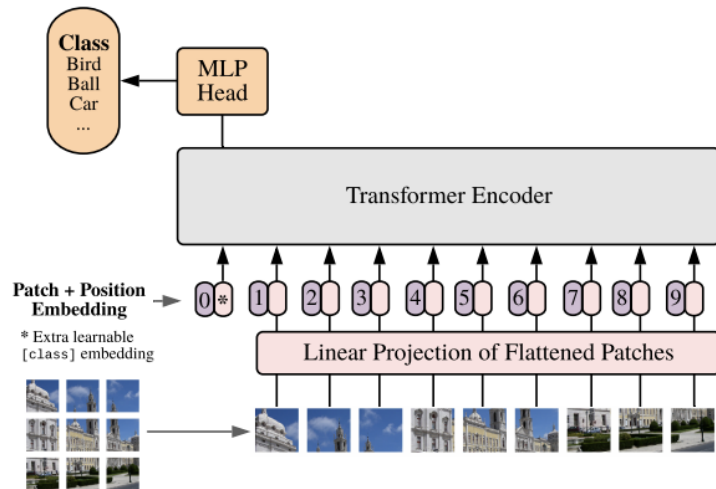
## Recurrent Neural Network



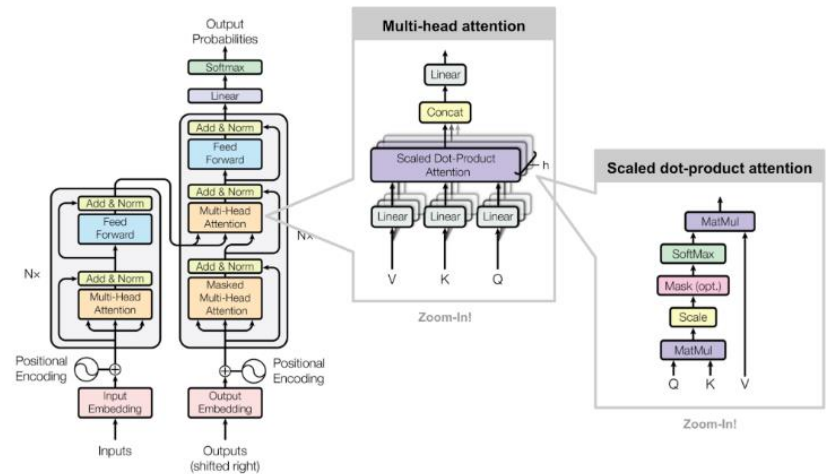
# Conventional Neural Network (NN)

- A function transforming the given input to the target output
- Recently, the transformer-based neural networks

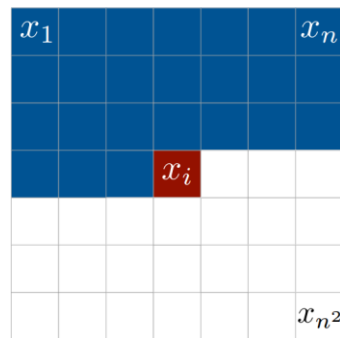
## ViT Model



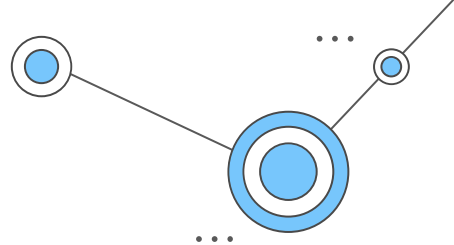
## BERT



- 
- The diagram illustrates three different architectures for processing a 5x5 input grid (represented by white circles):
- PixelCNN:** Shows a single red circle in the center of the input grid. It is connected by solid lines to a single red circle in the output grid, which is also in the center. Dashed lines connect the central red circle to its four immediate neighbors in the input grid.
  - Row LSTM:** Shows a red circle in the center of the input grid. It is connected by solid lines to a red circle in the output grid, which is also in the center. Dashed lines connect the central red circle to its four immediate neighbors in the input grid. Additionally, a dashed line connects the central red circle to a blue circle in the input grid, which is part of a larger sequence of blue circles (LSTM cells) in the output grid.
  - Diagonal BiLSTM:** Shows a red circle in the center of the input grid. It is connected by solid lines to a red circle in the output grid, which is also in the center. Dashed lines connect the central red circle to its four immediate neighbors in the input grid. Additionally, a dashed line connects the central red circle to a blue circle in the input grid, which is part of a larger sequence of blue circles (LSTM cells) in the output grid. The output grid shows a diagonal sequence of blue circles, indicating a BiLSTM structure.



# Extension of Conventional NN

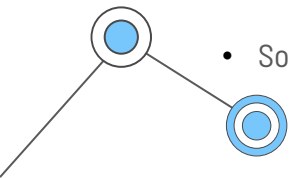


## Definition & Limitation

- The conventional neural network trains the relation between the input data and the output labels
- Thus, it needs numerous data to obtain the distinctive features for the output labels
- Also, it is inefficient to contain the generative information of the respective input

## Extension

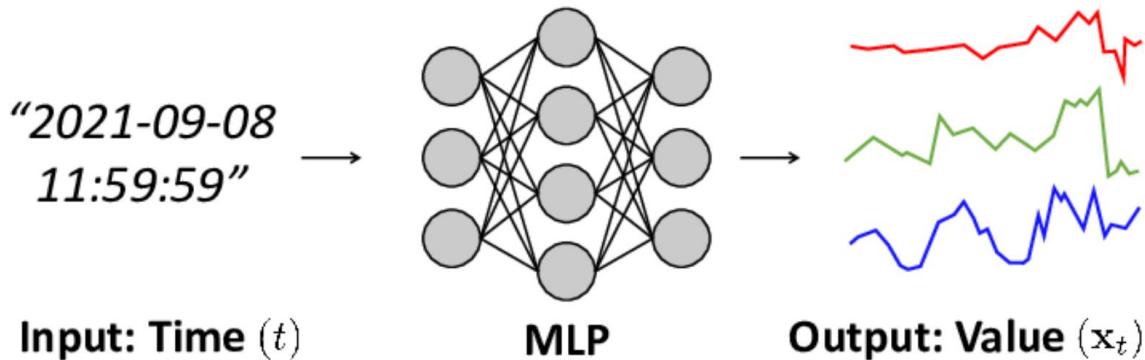
- Focus on the intra-relation of informations contained in the specific target input
- Reconstruct the original signal (Continuous domain) from the sampled signal (Discrete domain)
- Solve the partial derivative equations!



# Implicit Neural Network!

## Definition

- Train the target signal itself using the sampled signal values
- Assume that the non-linearity between the sampled values can be generalized by neural network
- Or, reduce the discontinuity through the additional regularization term or the boundary conditions
- Very simple to implement a network when we can design a partial difference equation for our tasks

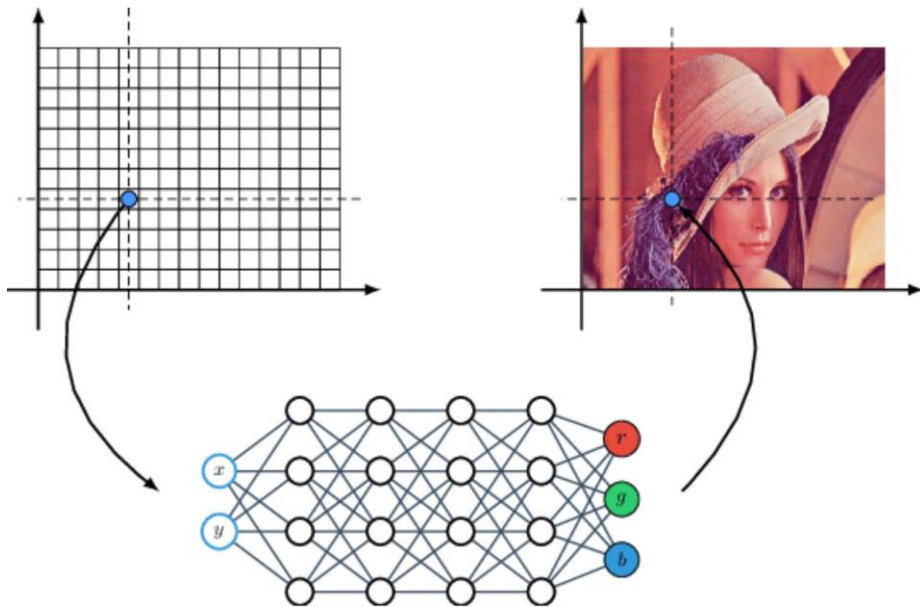




# Implicit Neural Network!

## Example

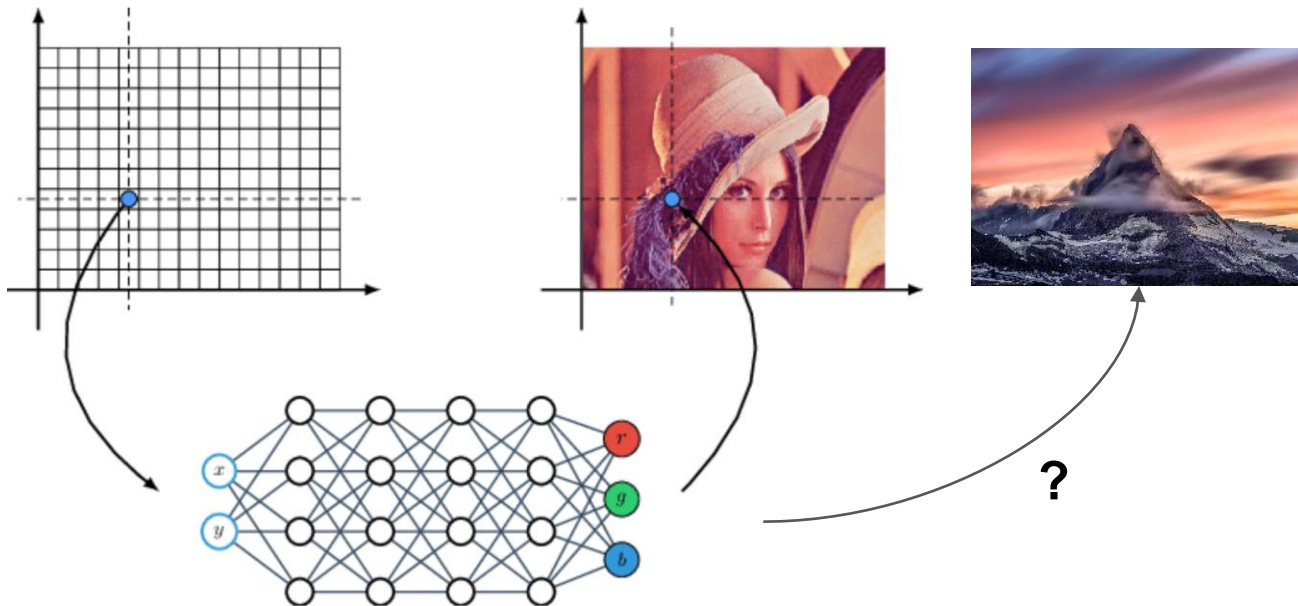
- For the image, we can train the intra-relation by learning a function given input coordinates



# Implicit Neural Network!

What??

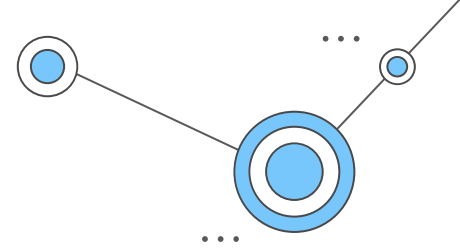
- Then, how can we handle the other image? – We cannot..



# 02

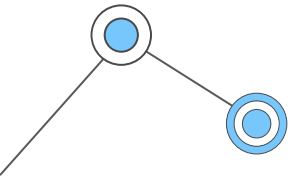
## Partial Differential Equation (PDE)

# Partial Differential Equation (PDE)



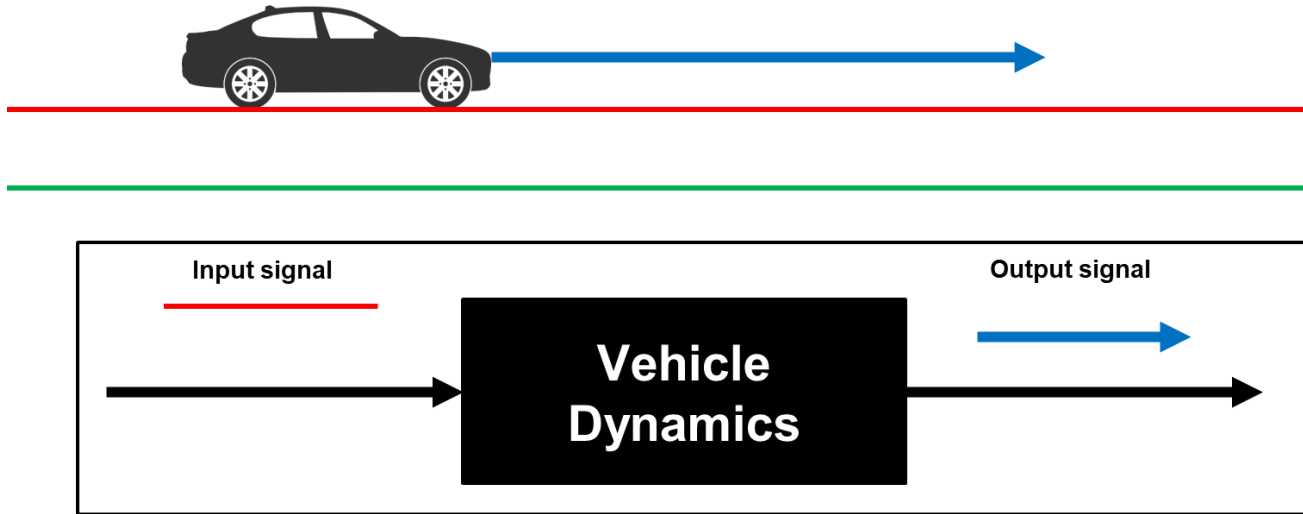
## Definition

- Generally, PDE is used in Physics and system design
- The equation represents the relations among the target function and its derivatives
- Solution of partial differential equation = Reconstructed target function



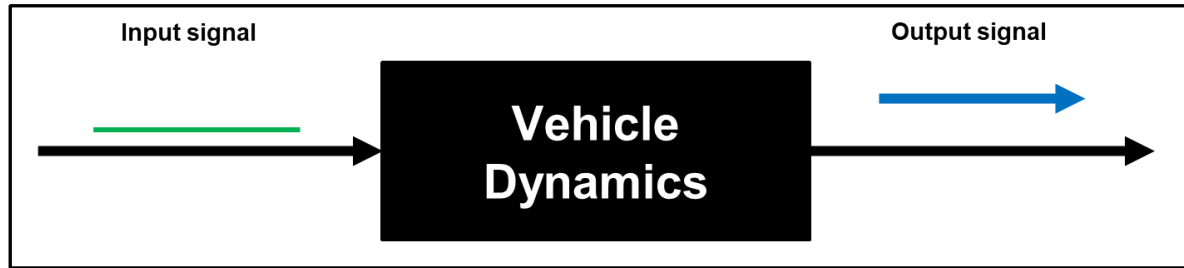
# Partial Differential Equation (PDE)

Example – Difference Equation & z- transform



# Partial Differential Equation (PDE)

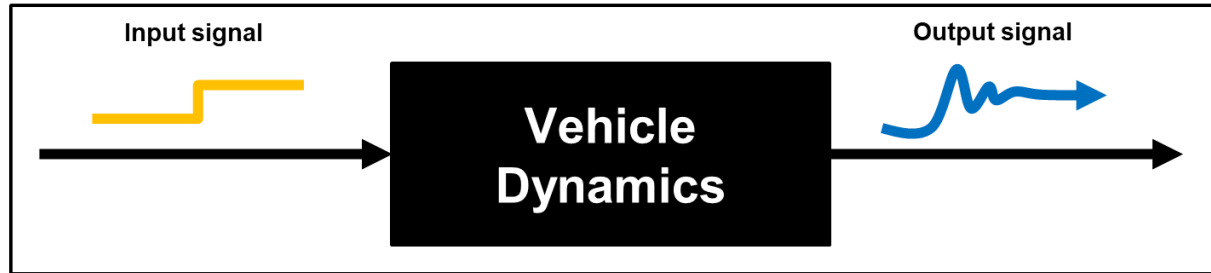
Example – Difference Equation & z- transform



**The amplitude of input signal doesn't affect the result!**

# Partial Differential Equation (PDE)

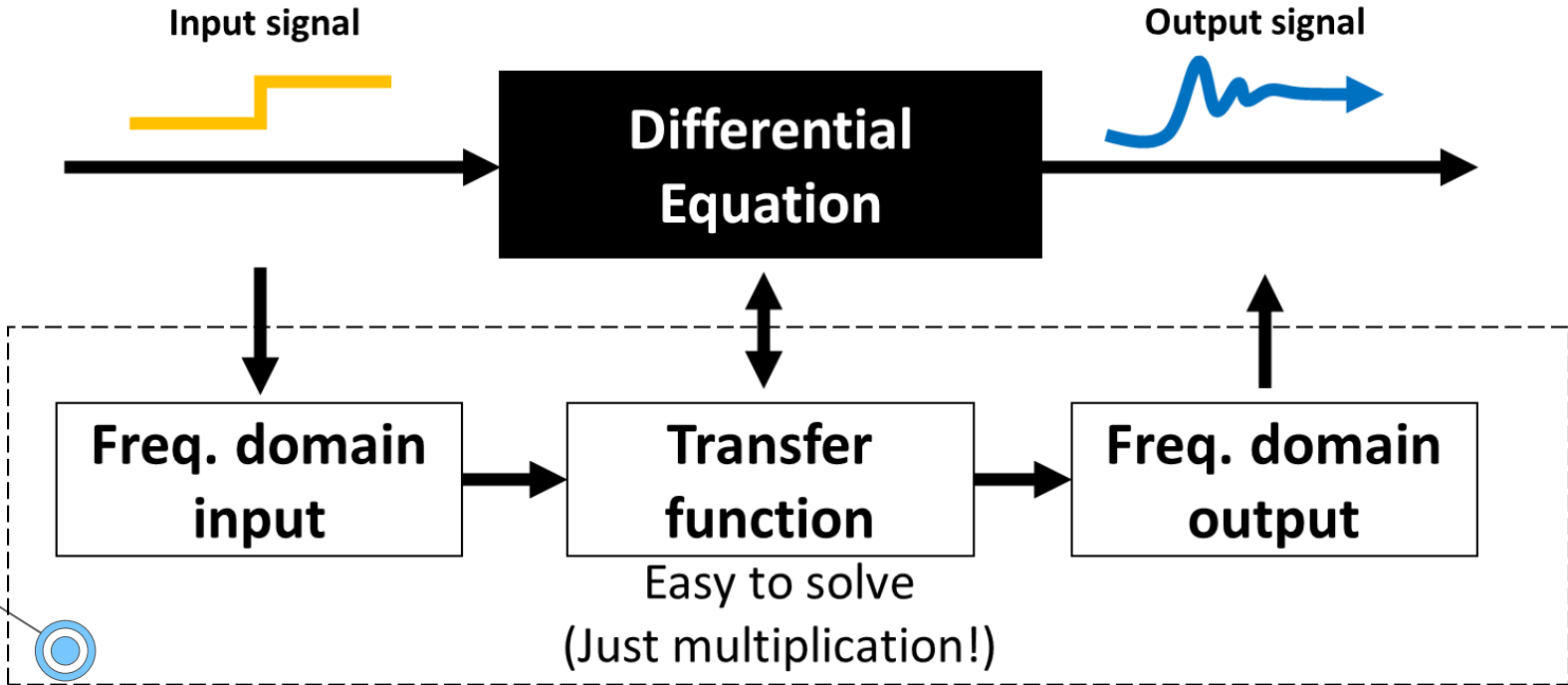
Example – Difference Equation & z- transform



**Vehicle Dynamics = Differential Equation!**

# Partial Differential Equation (PDE)

Example – Difference Equation & z- transform





# Partial Differential Equation (PDE)

## Example – Difference Equation & z- transform

$$\sum_{k=0}^N b_k y[n-k] = \sum_{k=0}^M a_k x[n-k] \quad , \text{where } M \leq N$$

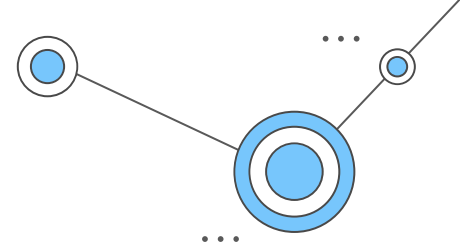


$$H(z) = \frac{Y(z)}{X(z)} = \frac{\sum_{k=0}^M a_k z^{-k}}{\sum_{k=0}^N b_k z^{-k}}$$

Property	Time Domain	Z Domain	ROC
Linearity	$a_1 x_1(n) + a_2 x_2(n)$	$a_1 X_1(z) + a_2 X_2(z)$	At least $R_1 \cap R_2$
Translation	$x(n - n_0)$	$z^{-n_0} X(z)$	$R$ except possible addition/deletion of 0
Modulation	$a^n x(n)$	$X(a^{-1} z)$	$ a  R$
Time Reversal	$x(-n)$	$X(1/z)$	$R^{-1}$
Upsampling	$(\uparrow M)x(n)$	$X(z^M)$	$R^{1/M}$
Downsampling	$(\downarrow M)x(n)$	$\frac{1}{M} \sum_{k=0}^{M-1} X(e^{-j2\pi k/M} z^{1/M})$	$R^M$
Conjugation	$x^*(n)$	$X^*(z^*)$	$R$
Convolution	$x_1 * x_2(n)$	$X_1(z) X_2(z)$	At least $R_1 \cap R_2$
Z-Domain Diff.	$nx(n)$	$-z \frac{d}{dz} X(z)$	$R$
Differencing	$x(n) - x(n-1)$	$(1 - z^{-1})X(z)$	At least $R \cap  z  > 0$
Accumulation	$\sum_{k=-\infty}^n x(k)$	$\frac{z}{z-1} X(z)$	At least $R \cap  z  > 1$

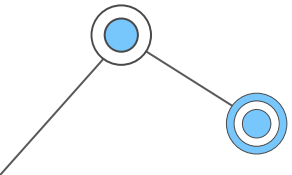
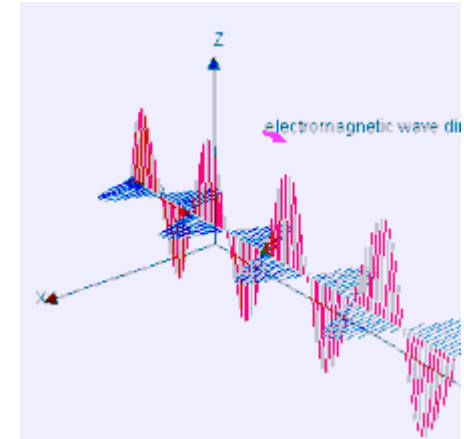
Property	
Initial Value Theorem	$x(0) = \lim_{z \rightarrow \infty} X(z)$
Final Value Theorem	$\lim_{n \rightarrow \infty} x(n) = \lim_{z \rightarrow 1} [(z-1)X(z)]$

# Partial Differential Equation (PDE)



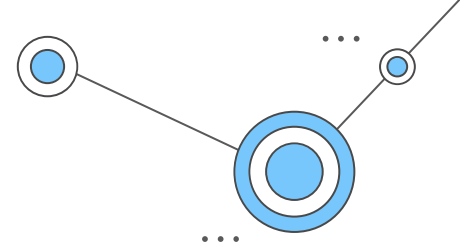
## Example – Maxwell Equation

Name	Integral equations	Differential equations
Gauss's law	$\oiint_{\partial\Omega} \mathbf{E} \cdot d\mathbf{S} = \frac{1}{\varepsilon_0} \iiint_{\Omega} \rho dV$	$\nabla \cdot \mathbf{E} = \frac{\rho}{\varepsilon_0}$
Gauss's law for magnetism	$\oiint_{\partial\Omega} \mathbf{B} \cdot d\mathbf{S} = 0$	$\nabla \cdot \mathbf{B} = 0$
Maxwell–Faraday equation (Faraday's law of induction)	$\oint_{\partial\Sigma} \mathbf{E} \cdot d\boldsymbol{\ell} = -\frac{d}{dt} \iint_{\Sigma} \mathbf{B} \cdot d\mathbf{S}$	$\nabla \times \mathbf{E} = -\frac{\partial \mathbf{B}}{\partial t}$
Ampère's circuital law (with Maxwell's addition)	$\oint_{\partial\Sigma} \mathbf{B} \cdot d\boldsymbol{\ell} = \mu_0 \left( \iint_{\Sigma} \mathbf{J} \cdot d\mathbf{S} + \varepsilon_0 \frac{d}{dt} \iint_{\Sigma} \mathbf{E} \cdot d\mathbf{S} \right)$	$\nabla \times \mathbf{B} = \mu_0 \left( \mathbf{J} + \varepsilon_0 \frac{\partial \mathbf{E}}{\partial t} \right)$



\*\*\* “Maxwell’s equations”, Berkeley Lab.

# Partial Differential Equation (PDE)



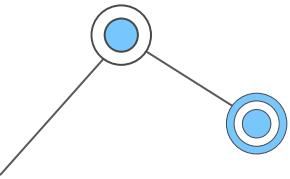
## Example – Material Derivative

- Conservation of mass

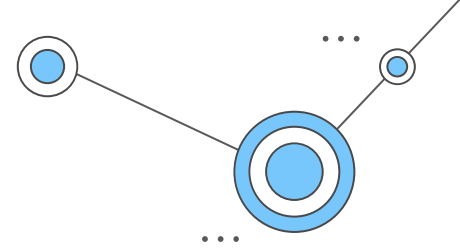
$$\frac{\partial}{\partial t} \iiint_V \rho dV = - \oiint_S \rho \mathbf{u} \cdot d\mathbf{S} \quad \Rightarrow \quad \frac{\partial \rho}{\partial t} + \nabla \cdot (\rho \mathbf{u}) = 0$$

- Conservation of energy

$$\rho \frac{Dh}{Dt} = \frac{Dp}{Dt} + \nabla \cdot (k \nabla T) + \Phi$$



# Solution of PDE



## Finite Difference Method (FDM)

- Discretize the target space & Approximate the differential values

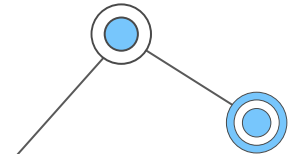
$$f(x + \delta) = f(x) + \delta f'(x) + \frac{\delta^2}{2} f''(x) + \frac{\delta^3}{6} f'''(x) + \dots$$

$$\frac{[f(x + h) - f(x)]}{h} = f'(x) + O(h)$$

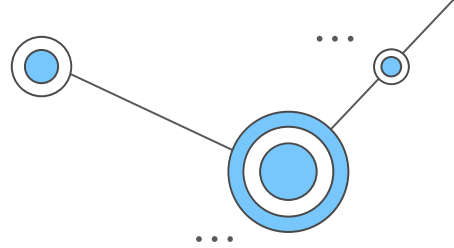
$$\frac{f(x + h) - f(x - h)}{2h} = f'(x) + O(h^2).$$

$$\frac{f(x + h) - 2f(x) + f(x - h))}{h^2}$$

1. We need to set the grid size (h)
2. We need the initial value



# Boundary Condition



## Dirichlet boundary condition

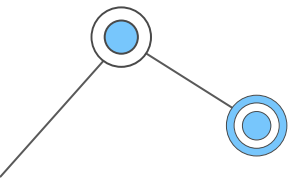
- Constraint for the function value upon a surface/volume boundary

$$u(x, y) = 0, \quad (x, y) \in \partial\Omega.$$

## Neumann boundary condition

- Constraint for the function derivative value upon a surface/volume boundary

$$-\Delta u(x, y) = 1, \quad (x, y) \in \Omega,$$



# 03

## PDE and Implicit Neural Network



# PDE and Implicit Neural Network



01

PINN

Solve PDE for Physics

02

NeRF

Learn PDE for 3D  
Rendering

03

LIIF

Learn PDE for image  
super-resolution

04

VideoINR

Learn PDE for video  
manipulation



# PDE and Implicit Neural Network



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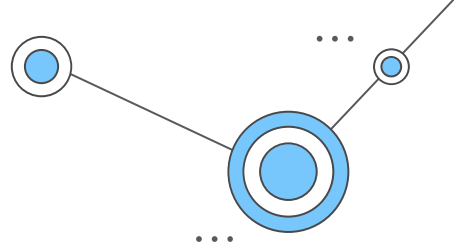
VideoINR

Learn PDE for video  
manipulation

\*\*\* “Physics-informed neural networks: A deep learning framework for solving forward and inverse problems involving nonlinear partial differential equations”, JCP, 2019



# PINN



## Target Problem

Diffusion equation

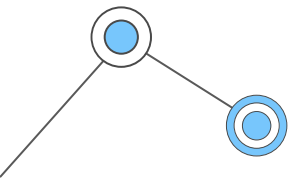
$$\frac{\partial u}{\partial t} = \lambda \frac{\partial^2 u}{\partial x^2}$$

Subject to

$$-\Delta u(x, y) = 1, \quad (x, y) \in \Omega,$$

$$u(x, y) = 0, \quad (x, y) \in \partial\Omega.$$

$$\Omega = [-1, 1]^2 \setminus [0, 1]^2$$

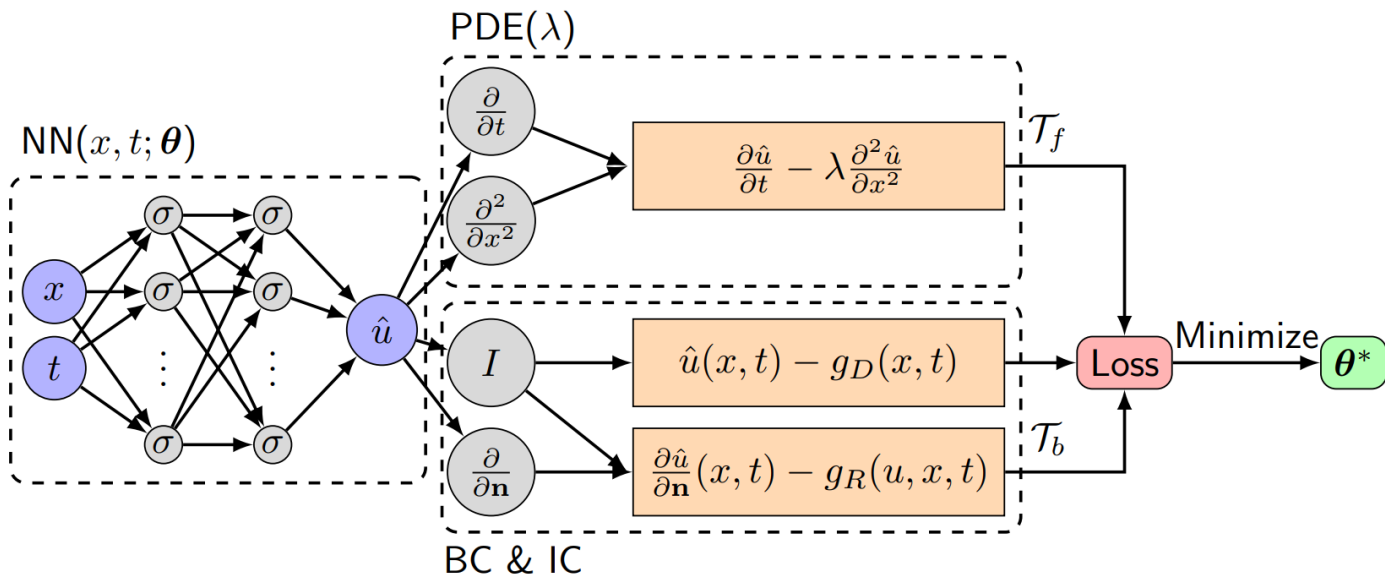


Name	Integral equations	Differential equations
Gauss's law	$\oint_{\partial\Omega} \mathbf{E} \cdot d\mathbf{S} = \frac{1}{\epsilon_0} \iiint_{\Omega} \rho dV$	$\nabla \cdot \mathbf{E} = \frac{\rho}{\epsilon_0}$
Gauss's law for magnetism	$\oint_{\partial\Omega} \mathbf{B} \cdot d\mathbf{S} = 0$	$\nabla \cdot \mathbf{B} = 0$
Maxwell-Faraday equation (Faraday's law of induction)	$\oint_{\partial\Sigma} \mathbf{E} \cdot d\boldsymbol{\ell} = -\frac{d}{dt} \iint_{\Sigma} \mathbf{B} \cdot d\mathbf{S}$	$\nabla \times \mathbf{E} = -\frac{\partial \mathbf{B}}{\partial t}$
Ampère's circuital law (with Maxwell's addition)	$\oint_{\partial\Sigma} \mathbf{B} \cdot d\boldsymbol{\ell} = \mu_0 \left( \iint_{\Sigma} \mathbf{J} \cdot d\mathbf{S} + \epsilon_0 \frac{d}{dt} \iint_{\Sigma} \mathbf{E} \cdot d\mathbf{S} \right)$	$\nabla \times \mathbf{B} = \mu_0 \left( \mathbf{J} + \epsilon_0 \frac{\partial \mathbf{E}}{\partial t} \right)$

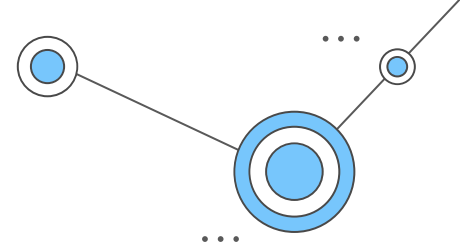
# PINN

## Framework

- Build the loss terms for the PDE and the constraints (Like penalty loss term)
- Remind the back-propagation algorithm for neural network!

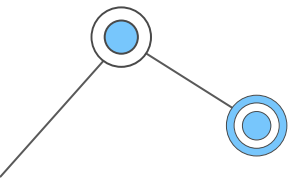
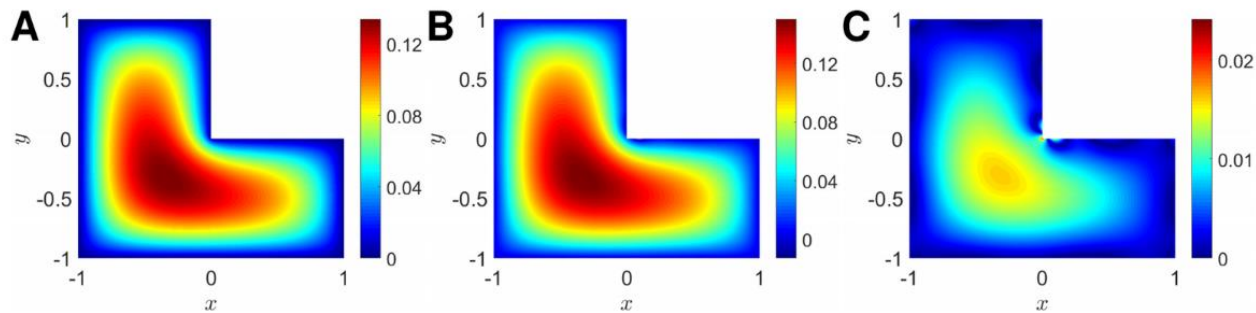


# PINN

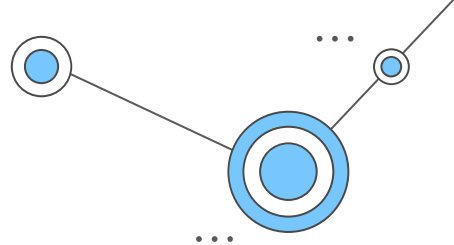


## Experimental Result

- Similar results to the conventional solution of Maxwell equation



# PINN



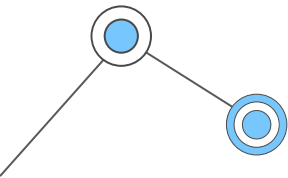
## PINN vs. FEM

- Constraint for the function value upon a surface/volume boundary

	PINN	FEM
Basis function	Neural network (nonlinear)	Piecewise polynomial (linear)
Parameters	Weights and biases	Point values
Training points	Scattered points (mesh-free)	Mesh points
PDE embedding	Loss function	Algebraic system
Parameter solver	Gradient-based optimizer	Linear solver
Errors	$\mathcal{E}_{\text{app}}$ , $\mathcal{E}_{\text{gen}}$ and $\mathcal{E}_{\text{opt}}$ (subsection 2.4)	Approximation/quadrature errors
Error bounds	Not available yet	Partially available [14, 26]

$$\frac{f(x+h) - f(x-h)}{2h} = f'(x) + O(h^2).$$

$$\frac{f(x+h) - 2f(x) + f(x-h)}{h^2} = f''(x) + O(h^2).$$





# PDE and Implicit Neural Network

01

PINN

Solve PDE for Physics

02

NeRF

Learn PDE for 3D  
Rendering

03

LIIF

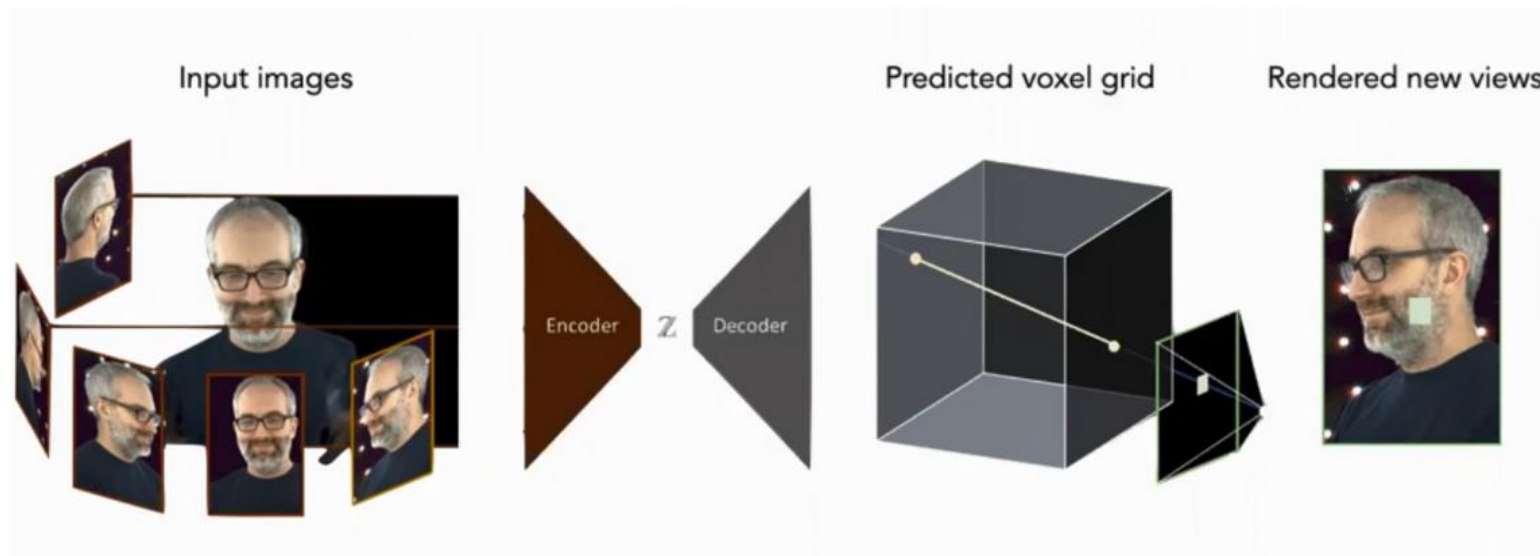
Learn PDE for image  
super-resolution

04

VideoINR

Learn PDE for video  
manipulation

# Previous Studies – Synthetic new view



# NeRF

## Teaser

Input Images



Optimize NeRF

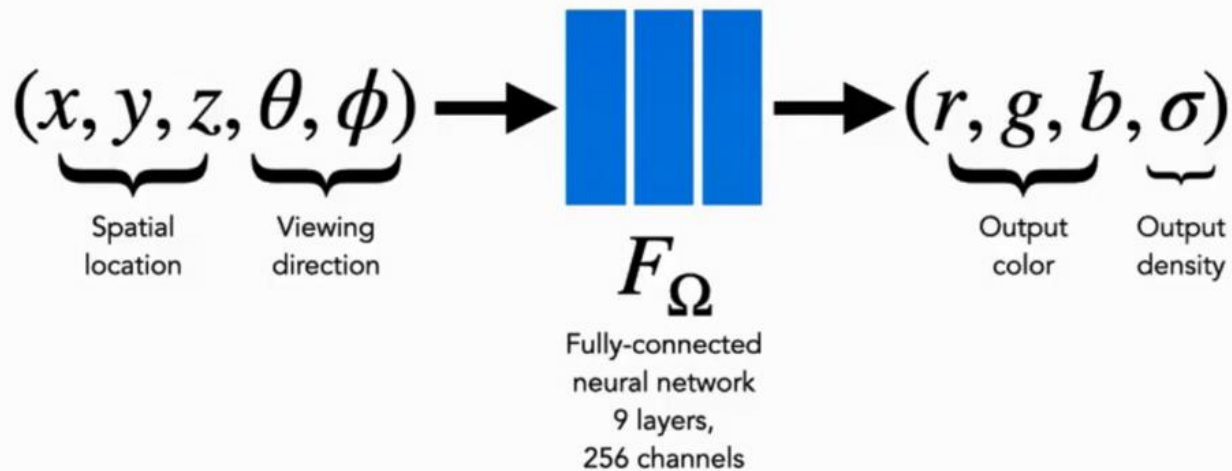


Render new views



# NeRF

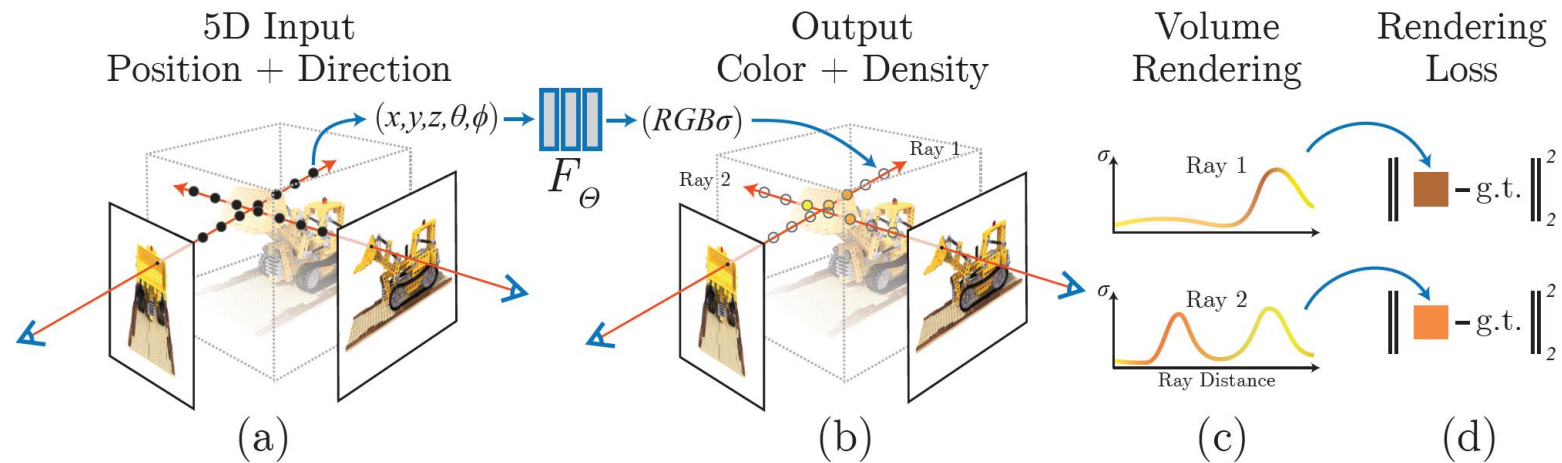
## Target Problem

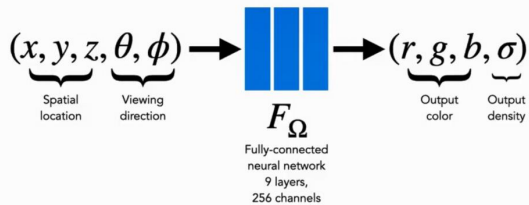




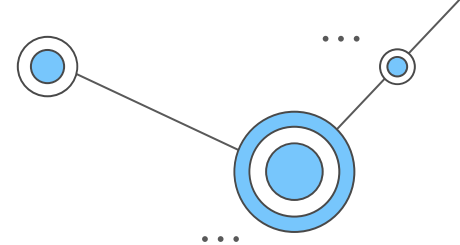
# NeRF

## Framework



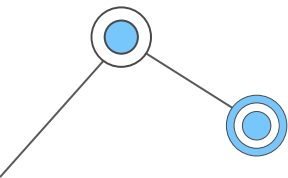
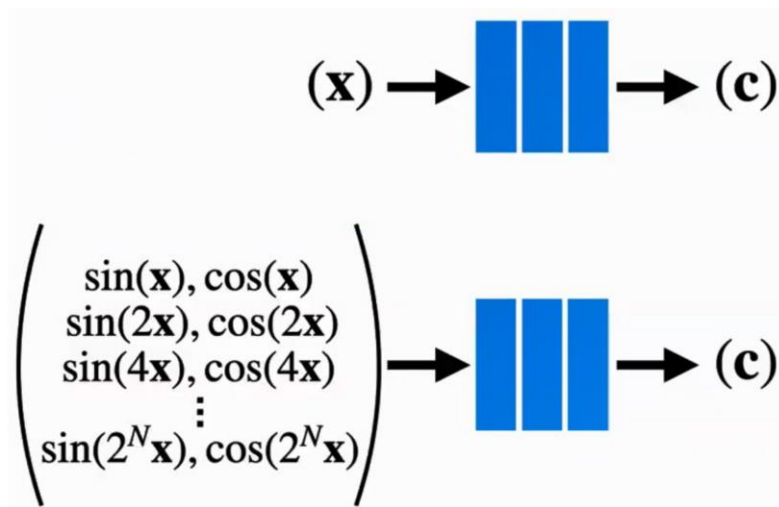


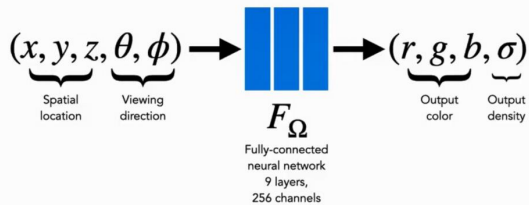
# NeRF



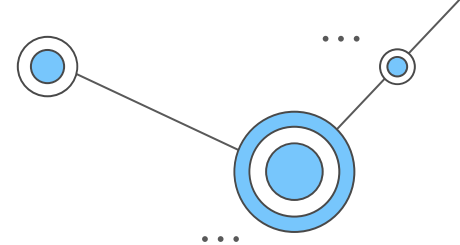
## Positional Encoding

- Enlarge the information for the position values
- Effectively represent the high-frequency information (Like Fourier transform)

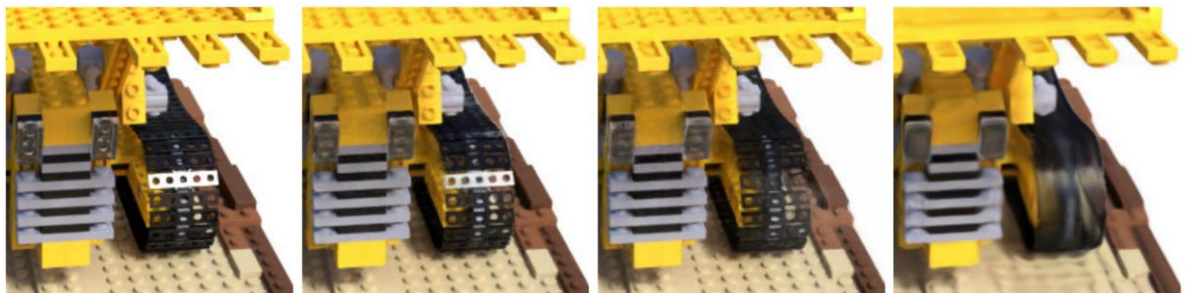
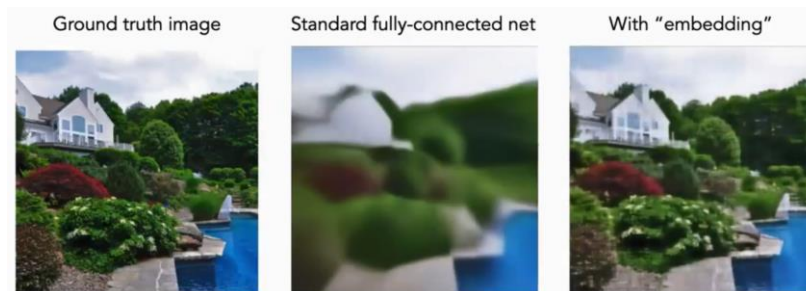




# NeRF



## Positional Encoding

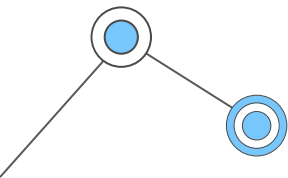


Ground Truth

Complete Model

No View Dependence

No Positional Encoding



# NeRF

## Experimental Result

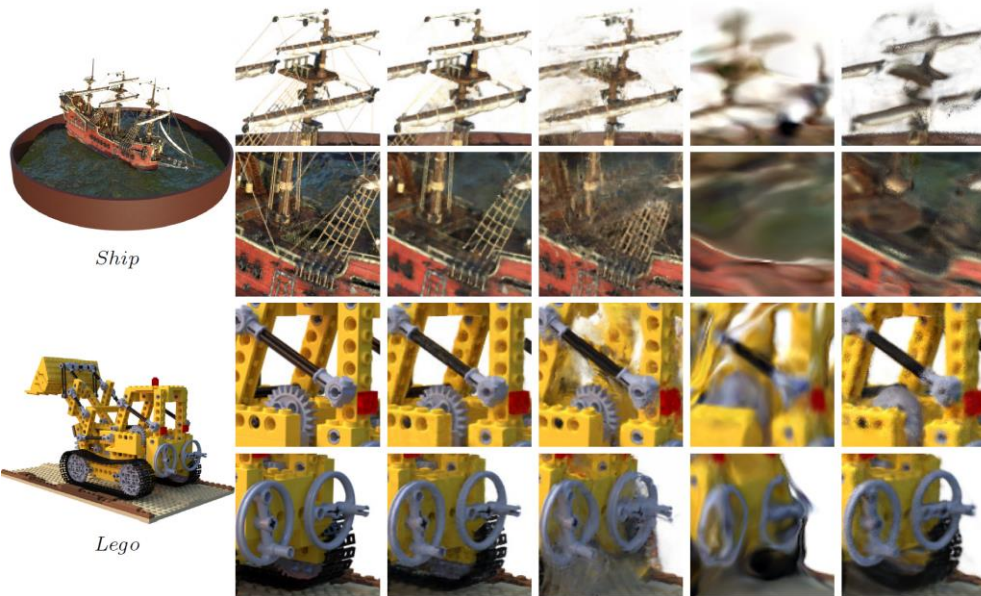
- Rendering quality – quantative comparison

Method	Diffuse Synthetic 360° [41]			Realistic Synthetic 360°			Real Forward-Facing [28]		
	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓	PSNR↑	SSIM↑	LPIPS↓
SRN [42]	33.20	0.963	0.073	22.26	0.846	0.170	22.84	0.668	0.378
NV [24]	29.62	0.929	0.099	26.05	0.893	0.160	-	-	-
LLFF [28]	34.38	0.985	0.048	24.88	0.911	0.114	24.13	0.798	<b>0.212</b>
Ours	<b>40.15</b>	<b>0.991</b>	<b>0.023</b>	<b>31.01</b>	<b>0.947</b>	<b>0.081</b>	<b>26.50</b>	<b>0.811</b>	0.250

# NeRF

## Experimental Result

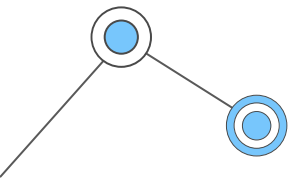
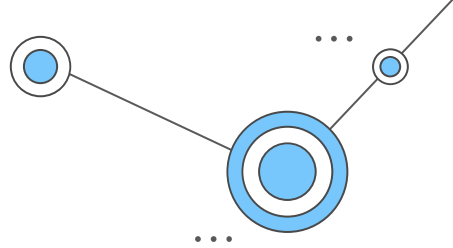
- Qualitative comparison



# NeRF

## Experimental Result

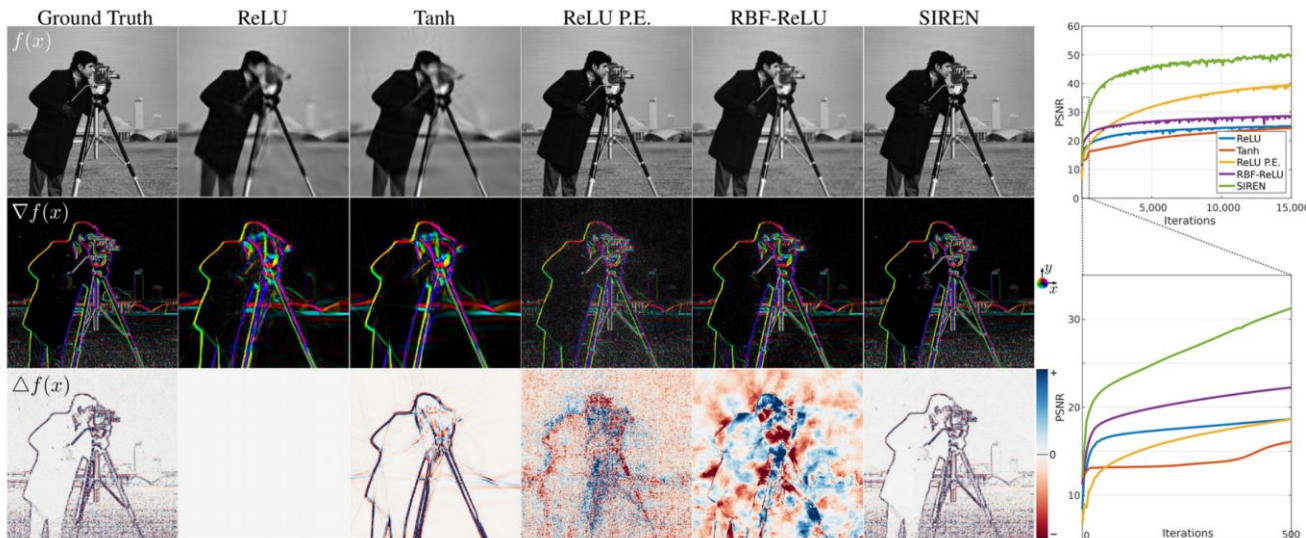
- <https://www.matthewtancik.com/nerf>



# NeRF – Improved

## Implicit Neural Representations with Periodic Activation Functions

- SIREN – sine-function-based activation function instead of tanh and ReLU
- Much better performance than P.E.





# PDE and Implicit Neural Network

01

PINN

Solve PDE for Physics

02

NeRF

Learn PDE for 3D  
Rendering

03

LIIF

Learn PDE for image  
super-resolution

04

VideoINR

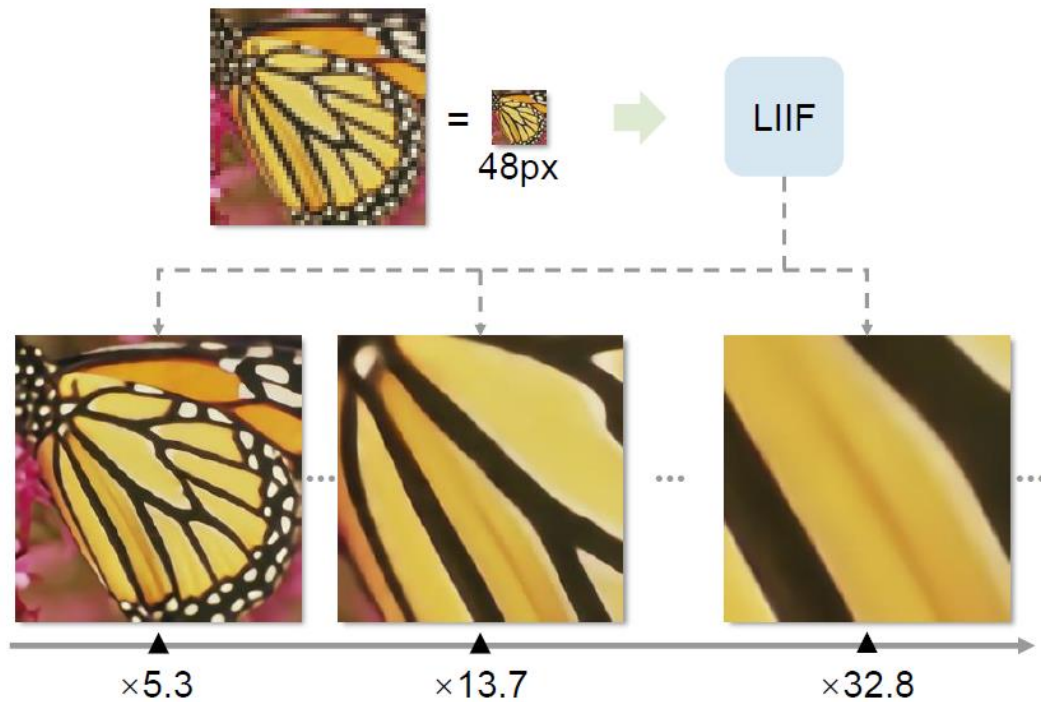
Learn PDE for video  
manipulation

\*\*\* “Learning Continuous Image Representation with Local Implicit Image Function”, CVPR, 2021



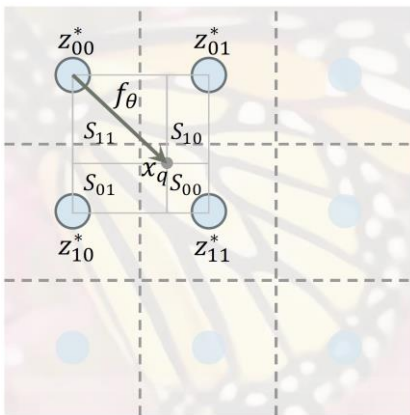
# LIIF

## Teaser

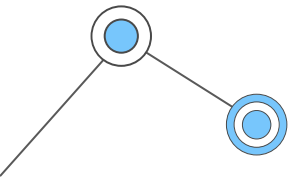
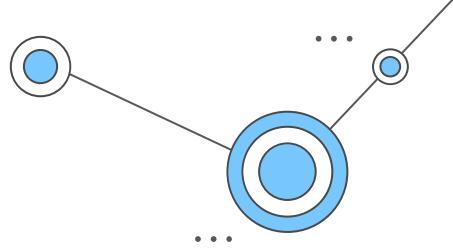


# LIIF

## Target Problem



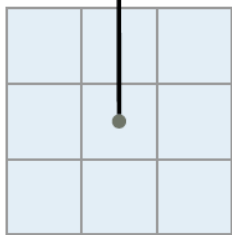
$$I^{(i)}(x_q) = f_{\theta}(z^*, x_q - v^*)$$



# LIIF

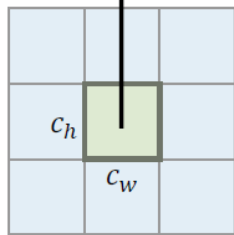
## Framework

$$f(z, x)$$



no cell decoding

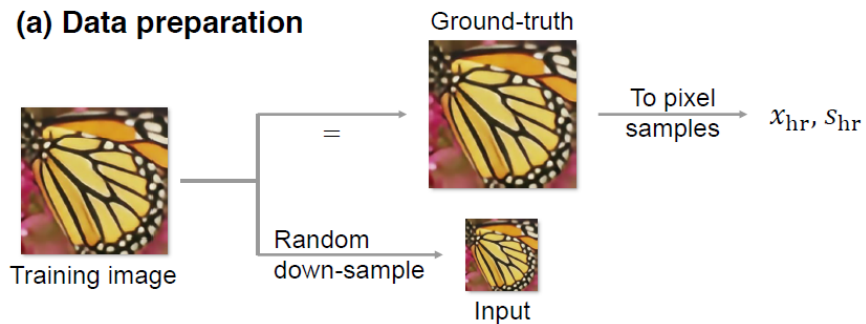
$$f_{cell}(z, [x, c])$$



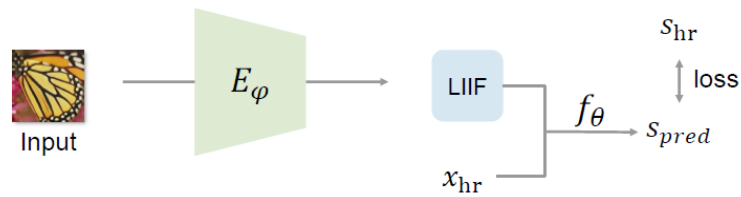
cell decoding

$$c = [c_h, c_w]$$

### (a) Data preparation



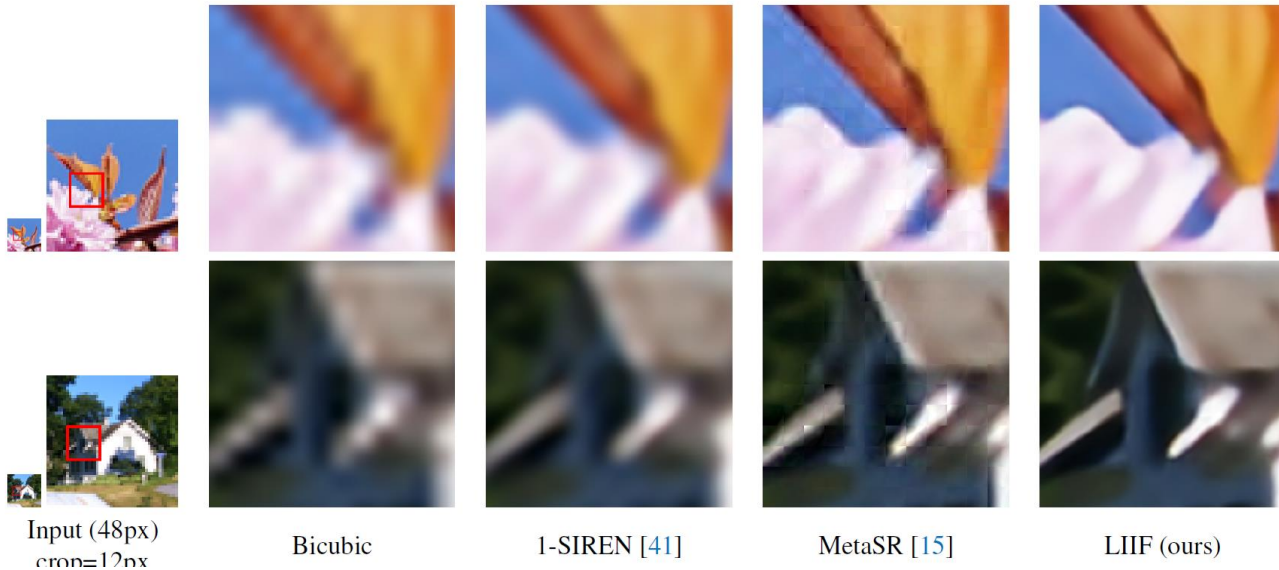
### (b) Training



# LIIF

## Experimental Result

- Constraint for the function value upon a surface/volume boundary



# LIIF

## Experimental Result

- Constraint for the function value upon a surface/volume boundary

Method	In-distribution			Out-of-distribution				
	$\times 2$	$\times 3$	$\times 4$	$\times 6$	$\times 12$	$\times 18$	$\times 24$	$\times 30$
Bicubic [24]	31.01	28.22	26.66	24.82	22.27	21.00	20.19	19.59
EDSR-baseline [24]	34.55	30.90	28.94	-	-	-	-	-
EDSR-baseline-MetaSR <sup>‡</sup> [15]	34.64	30.93	28.92	26.61	23.55	22.03	21.06	20.37
EDSR-baseline-LIIF (ours)	34.67	30.96	<b>29.00</b>	<b>26.75</b>	<b>23.71</b>	<b>22.17</b>	<b>21.18</b>	<b>20.48</b>
RDN-MetaSR <sup>‡</sup> [15]	35.00	31.27	29.25	26.88	23.73	22.18	21.17	20.47
RDN-LIIF (ours)	34.99	31.26	29.27	<b>26.99</b>	<b>23.89</b>	<b>22.34</b>	<b>21.31</b>	<b>20.59</b>

Table 1: **Quantitative comparison on DIV2K validation set (PSNR (dB)).** <sup>‡</sup> indicates ours implementation. The results that surpass others by 0.05 are bolded. EDSR-baseline trains different models for different scales. MetaSR and LIIF use one model for all scales, and are trained with continuous random scales uniformly sampled in  $\times 1-\times 4$ .



# PDE and Implicit Neural Network

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PINN

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03

LIIF

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super-resolution

04

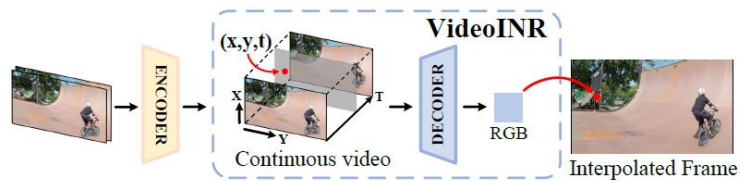
VideoINR

Learn PDE for video  
manipulation

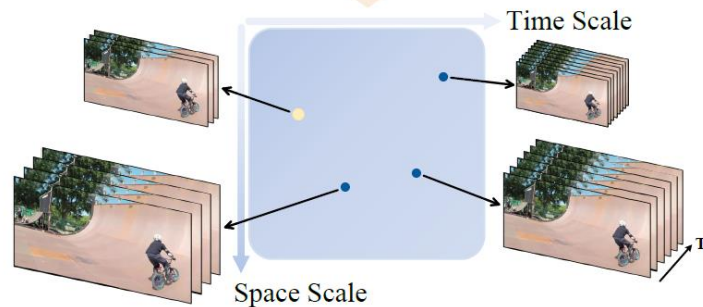
\*\*\* “VideoINR: Learning Video Implicit Neural Representation for Continuous Space-Time Super-Resolution”, CVPR, 2022

# VideoINR

## Teaser



Query all the coordinates in interpolated frames



● Basic Interpolation Space

■ Our Interpolation Space

# VideoINR

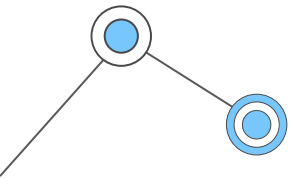
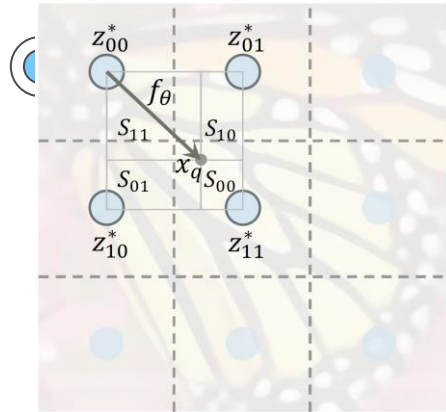
## Target Problem

$$\mathcal{M}(x_s, x_t) = f_t(x_s, x_t, I_0, I_1)$$

$$\mathcal{F}_{st}(x_s, x_t) = \mathcal{F}_s(x'_s) = \mathcal{F}_s(x_s + \mathcal{M}(x_s, x_t))$$

$$\mathcal{F}_s(x_s) = f_s(z^*, x_s - v^*)$$

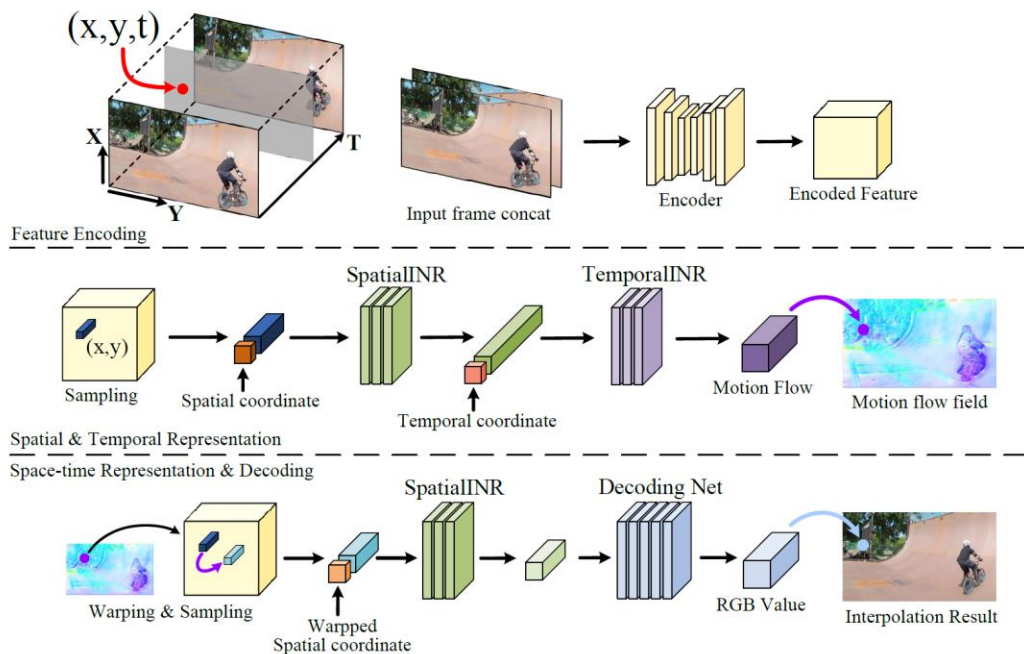
$$\mathcal{M}(x_s, x_t) = f_t(x_t, \mathcal{F}_s(x_s))$$





# VideoINR

## Framework



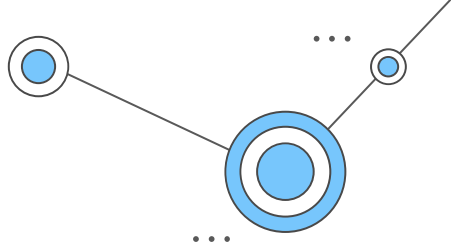
# VideoINR

## Experimental Result

Table 1. **Quantitative comparison on benchmark datasets** including Vid4 [23], GoPro [29] and Adobe240 [41]. The best three results are highlighted in **red**, **blue**, and **bold**. We omit the results of Zooming SlowMo and VideoINR-Fixed on GoPro-Average and Adobe240-Average as the two models are trained for synthesizing frames only at fixed times.

VFI Method	SR Method	Vid4		GoPro-Center		GoPro-Average		Adobe-Center		Adobe-Average		Parameters (Million)
		PSNR	SSIM	PSNR	SSIM	PSNR	SSIM	PSNR	SSIM	PSNR	SSIM	
SuperSloMo [18]	Bicubic	22.42	0.5645	27.04	0.7937	26.06	0.7720	26.09	0.7435	25.29	0.7279	19.8
SuperSloMo [18]	EDVR [45]	23.01	0.6136	28.24	0.8322	26.30	0.7960	27.25	0.7972	25.95	0.7682	19.8+20.7
SuperSloMo [18]	BasicVSR [6]	23.17	0.6159	28.23	0.8308	26.36	<b>0.7977</b>	27.28	0.7961	25.94	0.7679	19.8+6.3
QVI [18]	Bicubic	22.11	0.5498	26.50	0.7791	25.41	0.7554	25.57	0.7324	24.72	0.7114	29.2
QVI [18]	EDVR [45]	23.60	0.6471	27.43	0.8081	25.55	0.7739	26.40	0.7692	25.09	0.7406	29.2+20.7
QVI [18]	BasicVSR [6]	23.15	0.6428	27.44	0.8070	26.27	0.7955	26.43	0.7682	25.20	0.7421	29.2+6.3
DAIN [2]	Bicubic	22.57	0.5732	26.92	0.7911	26.11	0.7740	26.01	0.7461	25.40	0.7321	24.0
DAIN [2]	EDVR [45]	23.48	0.6547	28.01	0.8239	26.37	0.7964	27.06	0.7895	26.01	0.7703	24.0+20.7
DAIN [2]	BasicVSR [6]	23.43	0.6514	28.00	0.8227	<b>26.46</b>	0.7966	27.07	0.7890	<b>26.23</b>	<b>0.7725</b>	24.0+6.3
Zooming SlowMo [47]		<b>25.72</b>	<b>0.7717</b>	<b>30.69</b>	<b>0.8847</b>	-	-	<b>30.26</b>	<b>0.8821</b>	-	-	<b>11.10</b>
TMNet [48]		<b>25.96</b>	<b>0.7803</b>	30.14	0.8692	<b>28.83</b>	<b>0.8514</b>	29.41	0.8524	<b>28.30</b>	<b>0.8354</b>	<b>12.26</b>
VideoINR-fixed		<b>25.78</b>	<b>0.7730</b>	<b>30.73</b>	<b>0.8850</b>	-	-	<b>30.21</b>	<b>0.8805</b>	-	-	<b>11.31</b>
VideoINR		25.61	0.7709	<b>30.26</b>	<b>0.8792</b>	<b>29.41</b>	<b>0.8669</b>	<b>29.92</b>	<b>0.8746</b>	<b>29.27</b>	<b>0.8651</b>	<b>11.31</b>

# VideoINR



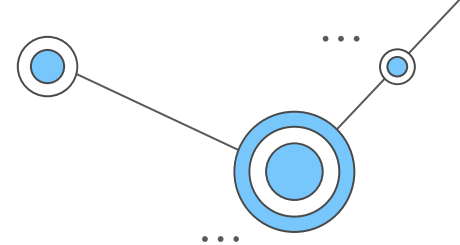
## Experimental Result

Table 2. **Quantitative comparison for out-of-distribution scales** on GoPro dataset. Model performances are evaluated by PSNR and SSIM. Some results of TMNet are bolded as it does not support generalizing to out-of-training-distribution space scales.

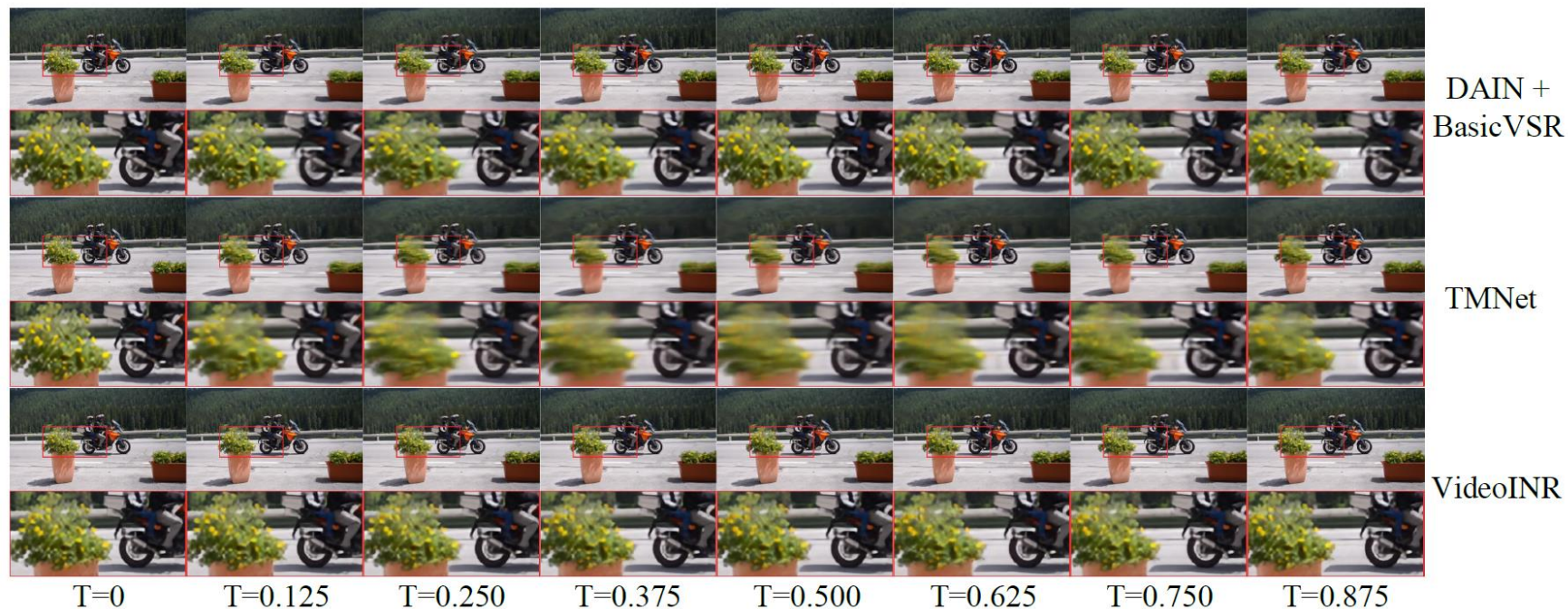
Time Scale	Space Scale	SuperSloMo [18] + LIIF [7]	DAIN [2] + LIIF [7]	TMNet [48]	VideoINR
×6	×4	26.70 / 0.7988	26.71 / 0.7998	30.49 / 0.8861	<b>30.78 / 0.8954</b>
×6	×6	23.47 / 0.6931	23.36 / 0.6902	-	<b>25.56 / 0.7671</b>
×6	×12	21.92 / 0.6495	22.01 / 0.6499	-	<b>24.02 / 0.6900</b>
×12	×4	25.07 / 0.7491	25.14 / 0.7497	26.38 / 0.7931	<b>27.32 / 0.8141</b>
×12	×6	22.91 / 0.6783	22.92 / 0.6785	-	<b>24.68 / 0.7358</b>
×12	×12	21.61 / 0.6457	21.78 / 0.6473	-	<b>23.70 / 0.6830</b>
×16	×4	24.42 / 0.7296	24.20 / 0.7244	24.72 / 0.7526	<b>25.81 / 0.7739</b>
×16	×6	23.28 / 0.6883	22.80 / 0.6722	-	<b>23.86 / 0.7123</b>
×16	×12	21.80 / 0.6481	22.22 / 0.6420	-	<b>22.88 / 0.6659</b>



# VideoINR



## Experimental Result





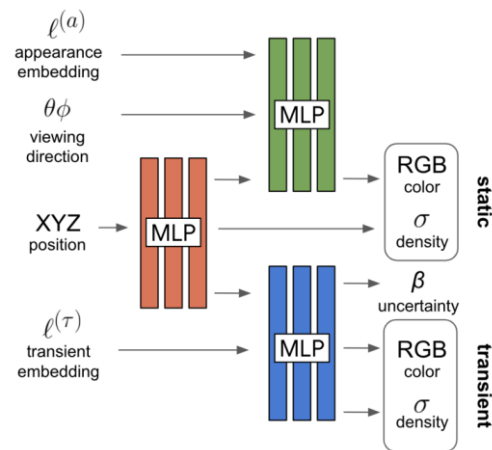
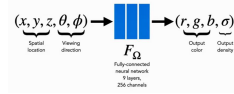
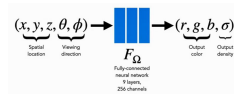
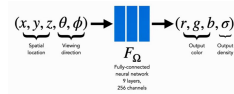
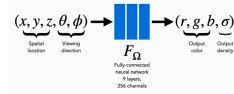
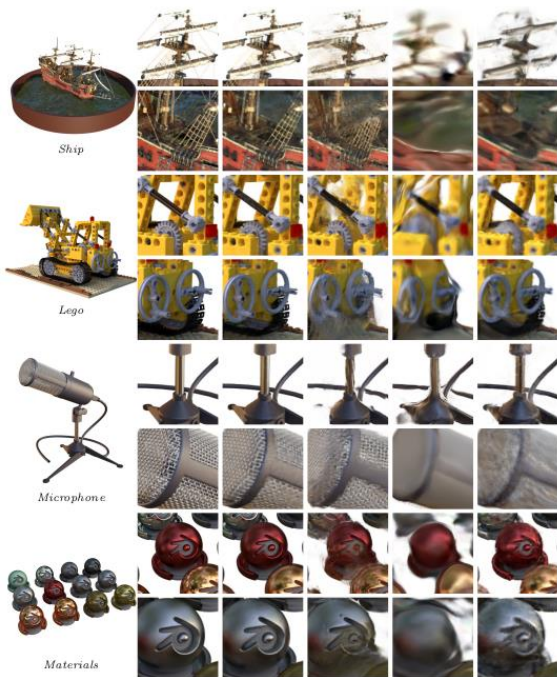
04

Limitation

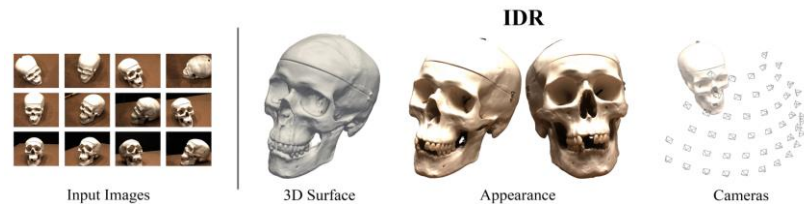


# Limitation

Repetitive training for each sample



“NeRF in the Wild”, CVPR2021



“Disentangling Geometry and Appearance”, NIPS2020



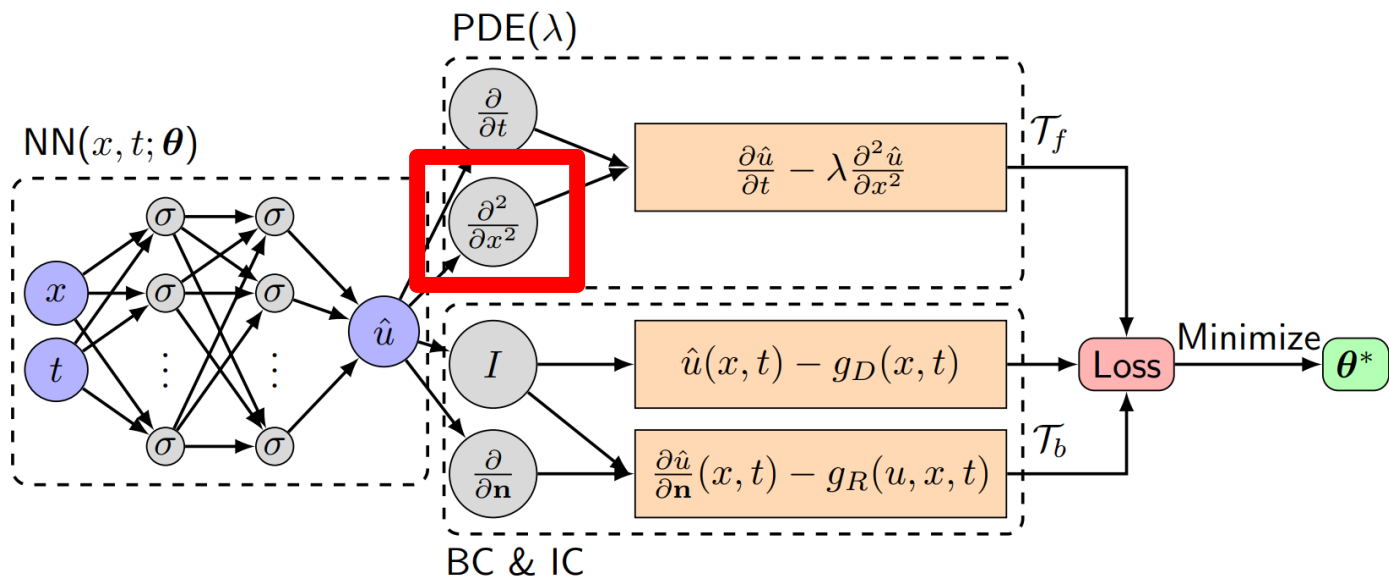
# Limitation

No bound for detected error

	PINN	FEM
Basis function	Neural network (nonlinear)	Piecewise polynomial (linear)
Parameters	Weights and biases	Point values
Training points	Scattered points (mesh-free)	Mesh points
PDE embedding	Loss function	Algebraic system
Parameter solver	Gradient-based optimizer	Linear solver
Errors	$\mathcal{E}_{\text{app}}$ , $\mathcal{E}_{\text{gen}}$ and $\mathcal{E}_{\text{opt}}$ (subsection 2.4)	Approximation/quadrature errors
Error bounds	Not available yet	Partially available [14, 26]

# Limitation

Sometimes, large computation

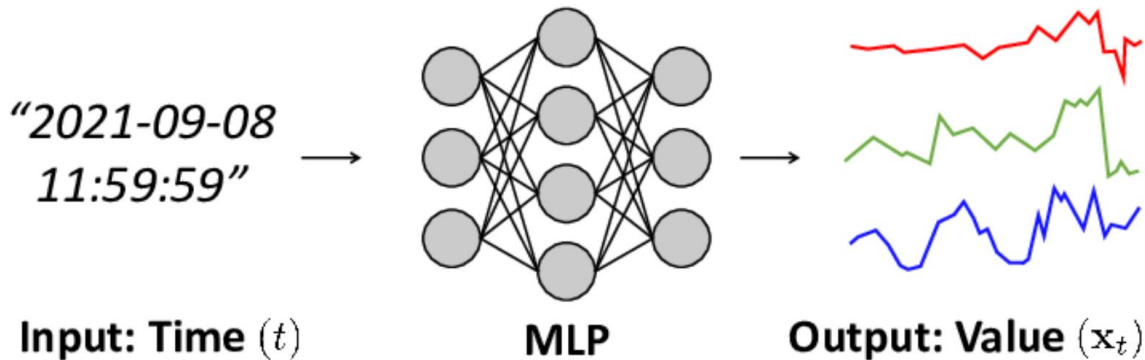




# Implicit Neural Network!

## Definition

- Train the target signal itself using the sampled signal values
- Assume that the non-linearity between the sampled values can be generalized by neural network
- Or, reduce the discontinuity through the additional regularization term or the boundary conditions
- Very simple to implement a network when we can design a partial difference equation for our tasks



# Thanks!

Do you have any questions?

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Jongwon Choi

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