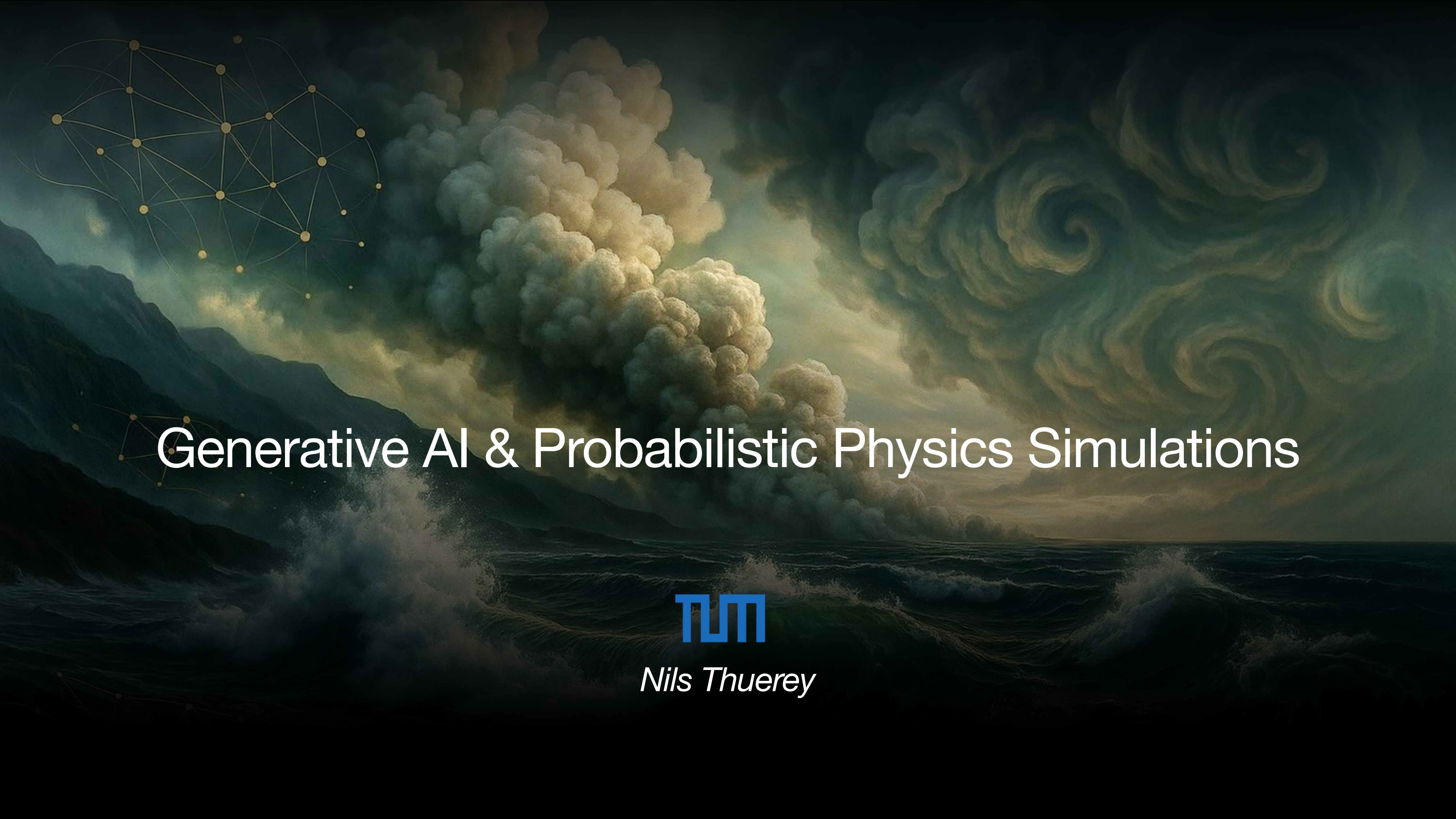




Generative AI & Probabilistic Physics Simulations



Nils Thuerey

Introduction



- Leverage AI to address challenges

Open Challenges

Current simulations are *deterministic*

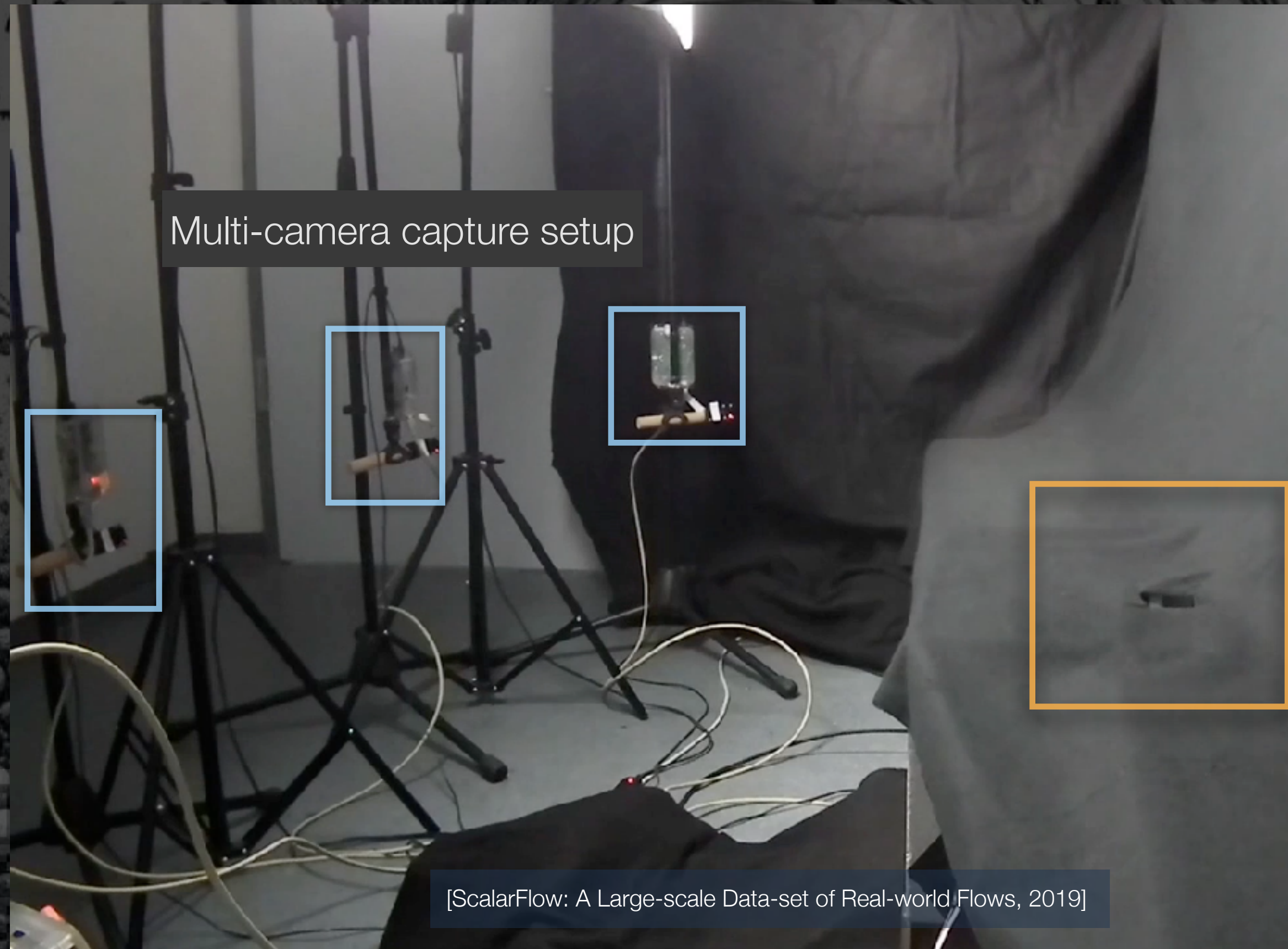
The world around us is *ambiguous,*
uncertain and complex

“GenAI beyo

-> Improve simulations on all fronts:
accuracy, functionality, speed, ...

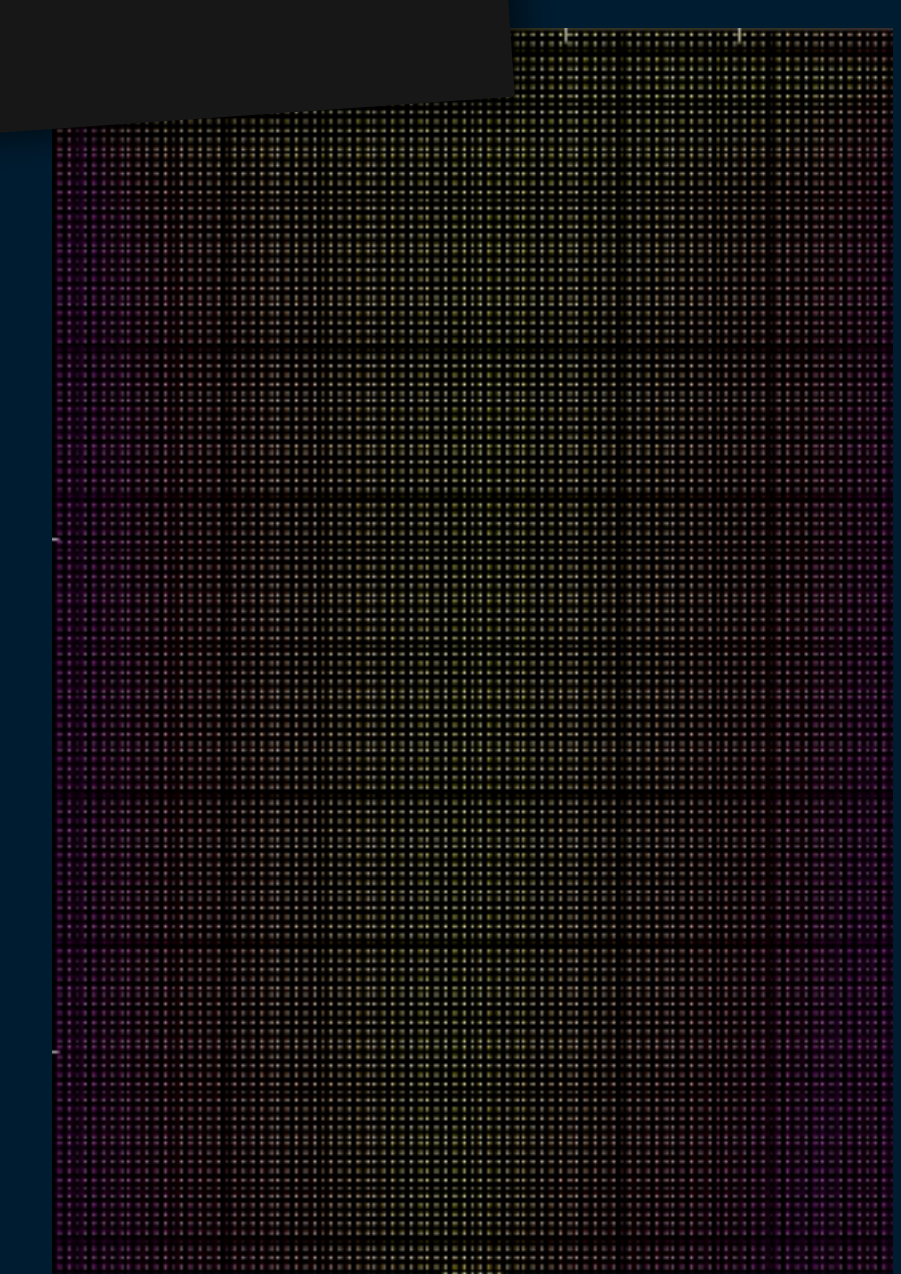


Capturing Air Motions



Multi-camera capture setup

Reconstruct nature from
sparse measurements

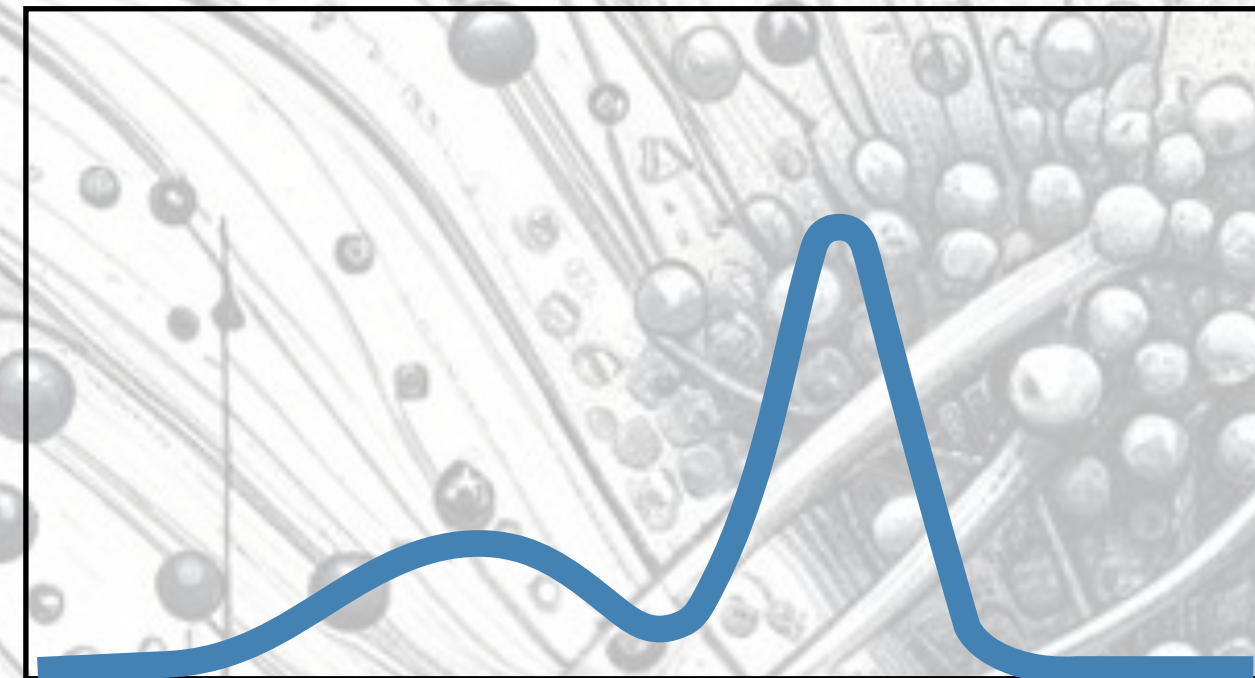


Reconstructed volumetric motion

[ScalarFlow: A Large-scale Data-set of Real-world Flows, 2019]

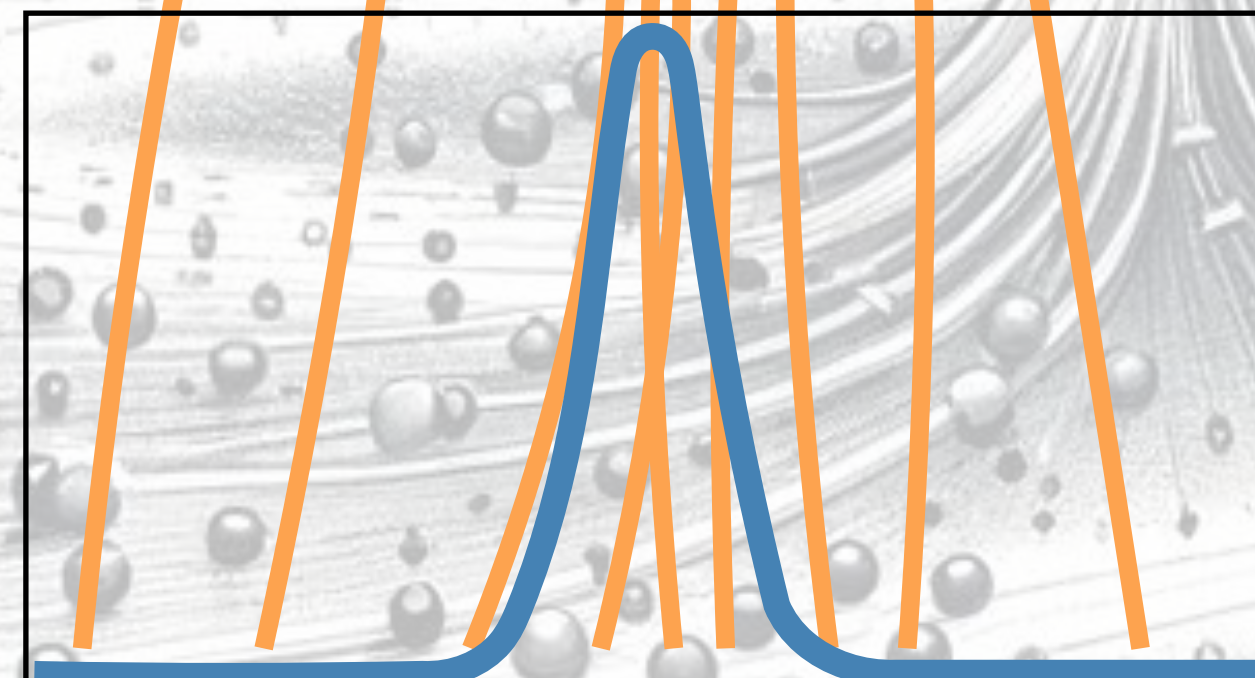
Generative Models

Target distribution

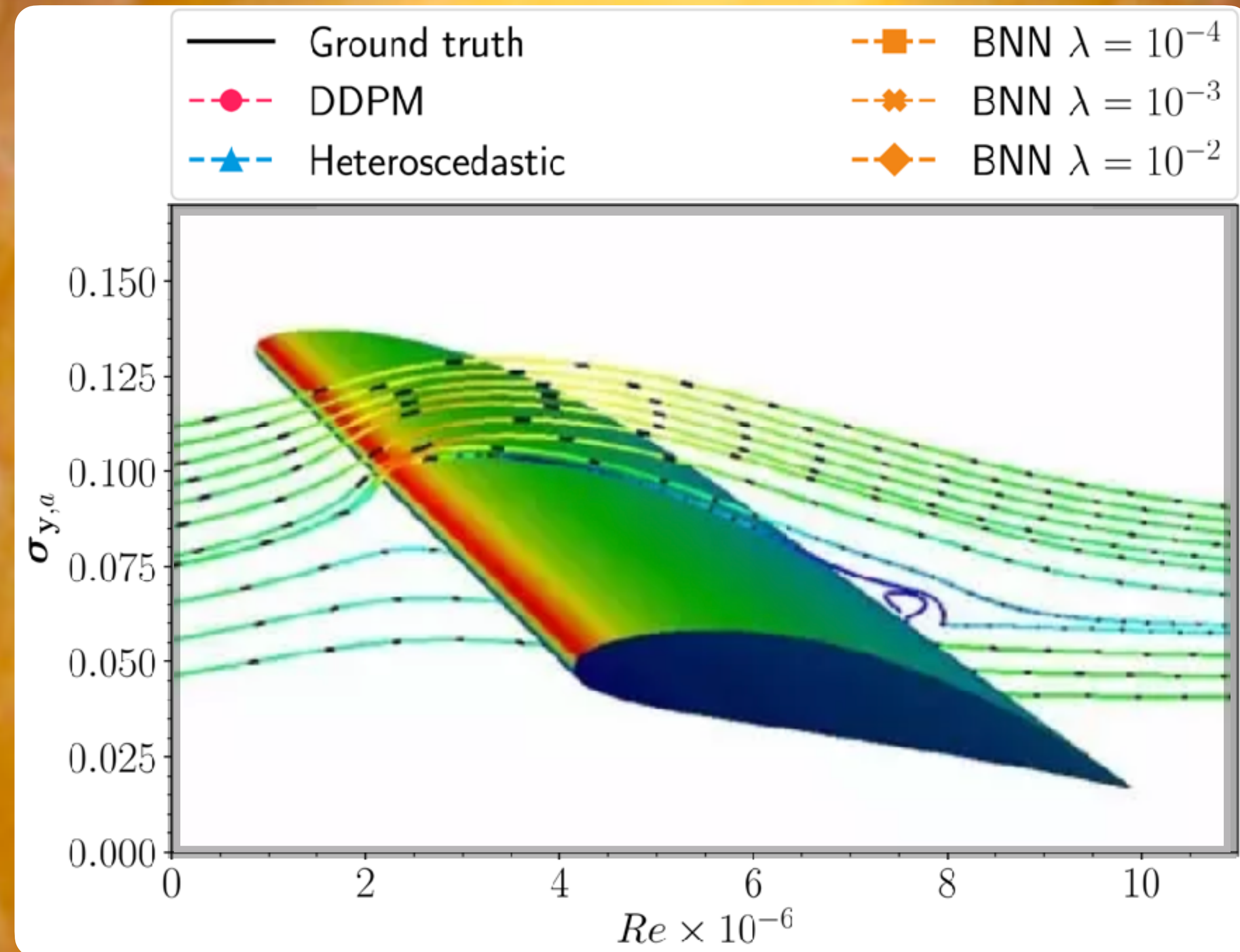


Fundamental question
in ML!

Source distribution



Standard deviation across samples



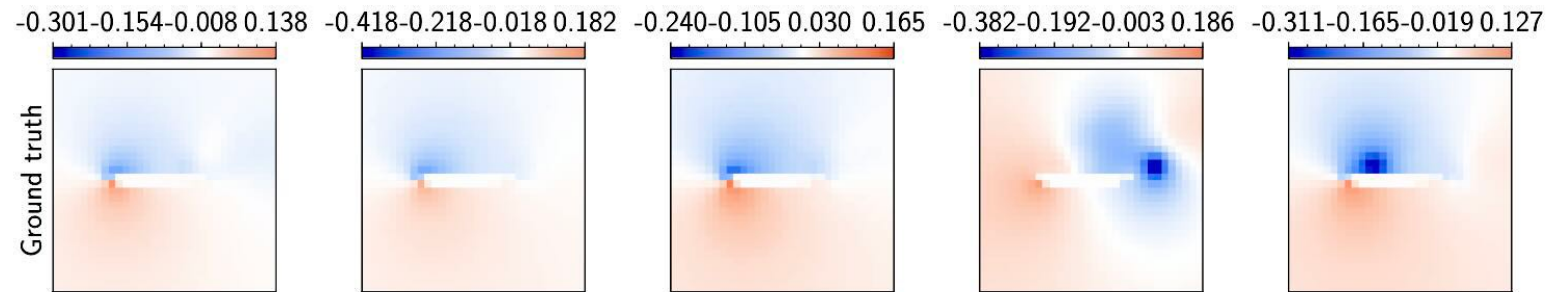
Parameter varied in dataset

Bayesian NN
Ground Truth
Diffusion Model
Heteroscedastic

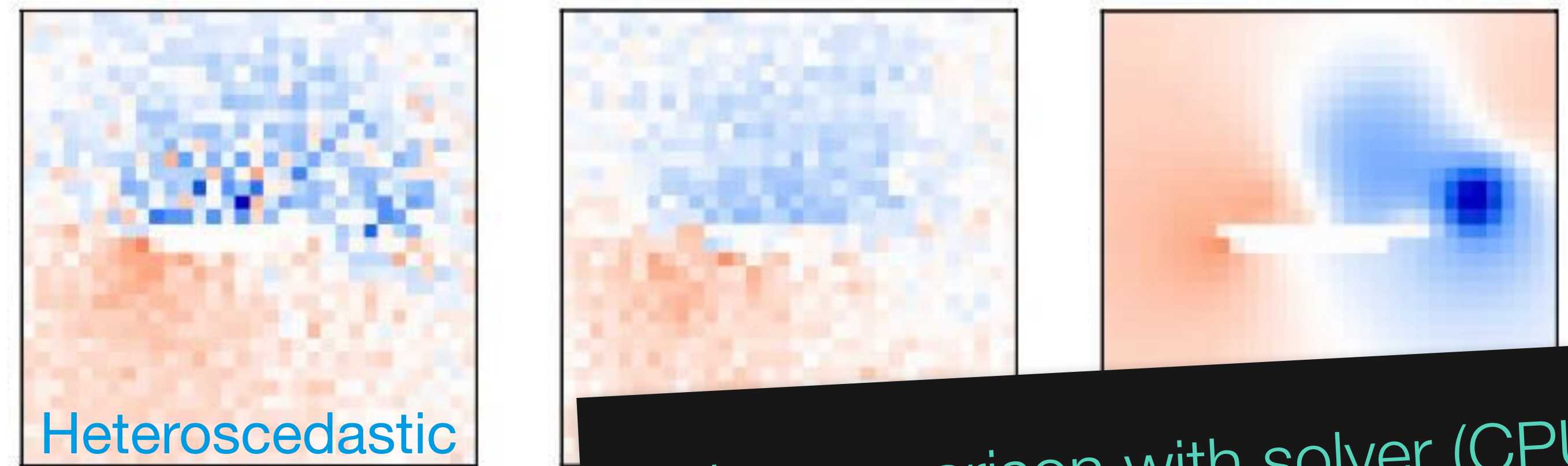
Known Ground Truth Distribution

Turbulent NS case with varying Reynolds number:

- *Heteroscedastic*
- *Bayesian NNs*
- *DDPM*



Ground truth



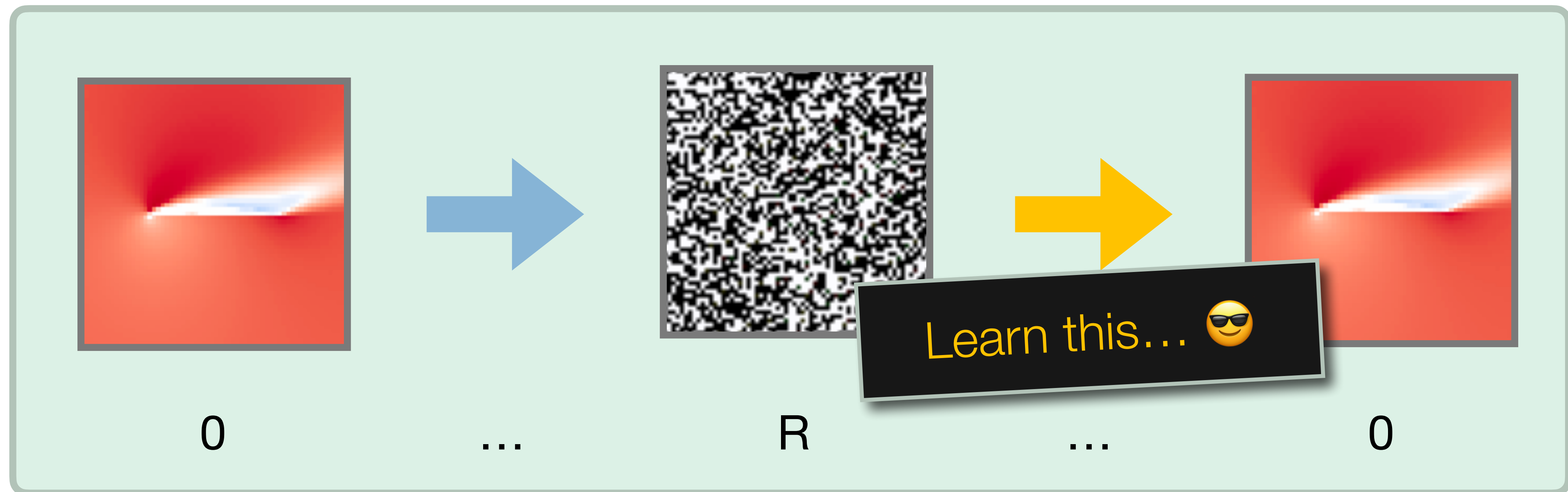
Heteroscedastic

Fair comparison with solver (CPU):
DDPM ca. **9.5x** faster

Diffusion Models (“DDPM”)

Stochastic process

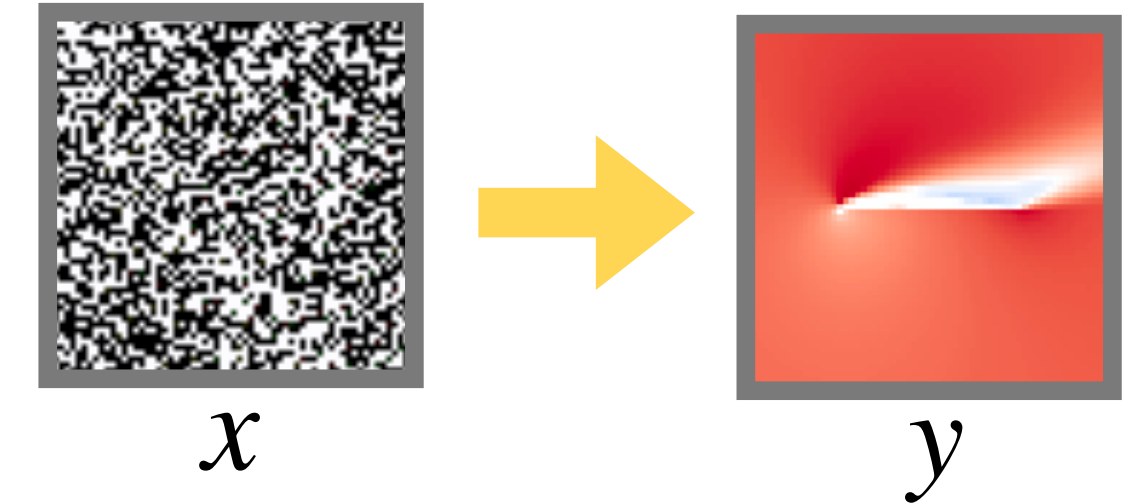
Reverse stochastic process



- Everything is a conditional probability $p(y | x)$
- Examples:
 - Steady state flow: $p(\text{steady state flow} | \text{inflow, Re})$
 - Flight conditions: $p(\text{stalling} | \text{flow conditions})$

Diffusion Models

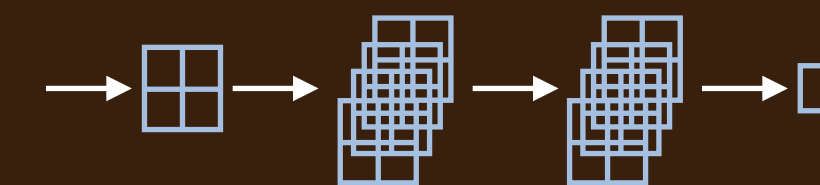
- **Output** y from **input** (or parameters) x
- We'd like to know the **posterior** distribution: $p(y | x)$
- According to Bayes: $p(y | x) = \frac{p(x | y) p(y)}{\int p(x | y') p(y') dy'}$
 - Likelihood
 - Evidence
- Train $p(y | x) = f_{\theta}(x)$ with $x \sim p(x | y)$ being easy to sample
- Denoising diffusion provides **stable, supervised learning objective**



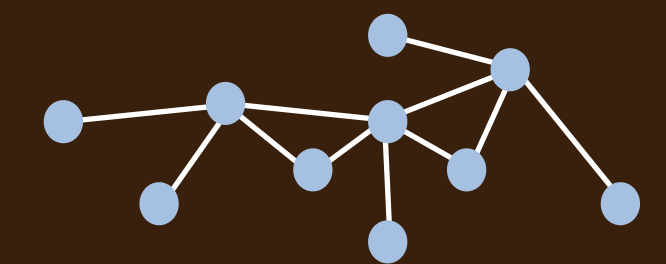
Diffusion Models

- Deterministic / supervised learning: quantity of interest $\bar{y} = f(x)$, approximated by **NN** with weights θ : $y = f_{\theta}(x) \approx \bar{y}$, optimize θ via $\arg \min_{\theta} \|\bar{y} - f_{\theta}(x)\|_2$
- *Denoising diffusion probabilistic models (DDPM)* $t \in 0, \dots, T$ with increasing Gaussian noise:
 - ➔ Forward: $y_{r+1} = \sqrt{\alpha_r} y_r + \sqrt{1 - \alpha_r} \epsilon$ with $\epsilon \sim \mathcal{N}(0, I)$
- Learn reverse process $y_{r-1} = \beta_y y_r + \beta_f f_{\theta}(y_r) + \sqrt{1 - \beta_y - \beta_f} \epsilon$ with $\epsilon \sim \mathcal{N}(0, I)$
 β_y, β_f factors determined by noising schedule

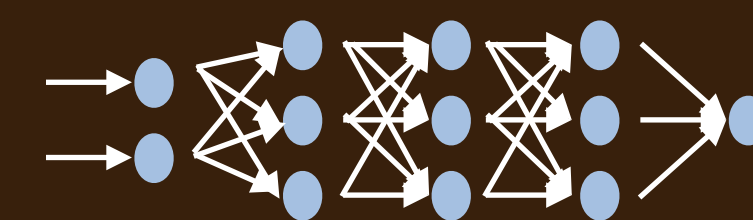
Agnostic to architectures...



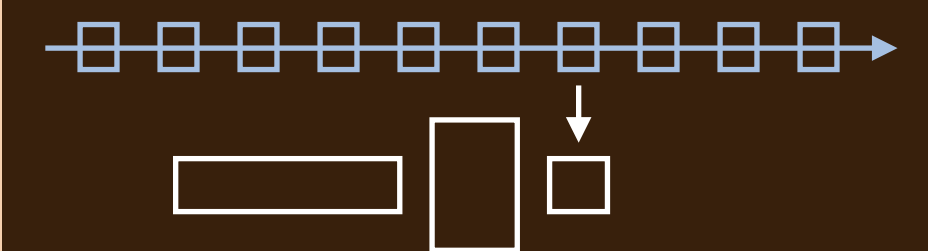
Convolutional NN



Graph-based NN



Fully-connected NN

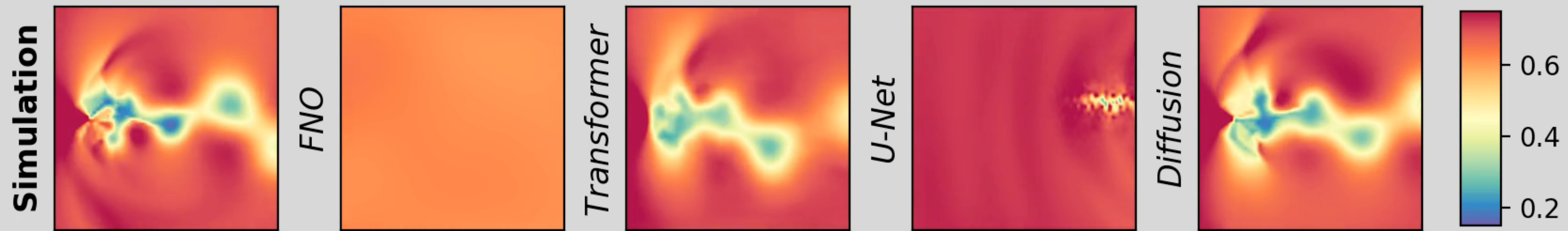


Transformers

Temporal Prediction

$$p(\text{next state} \mid \text{previous state})$$

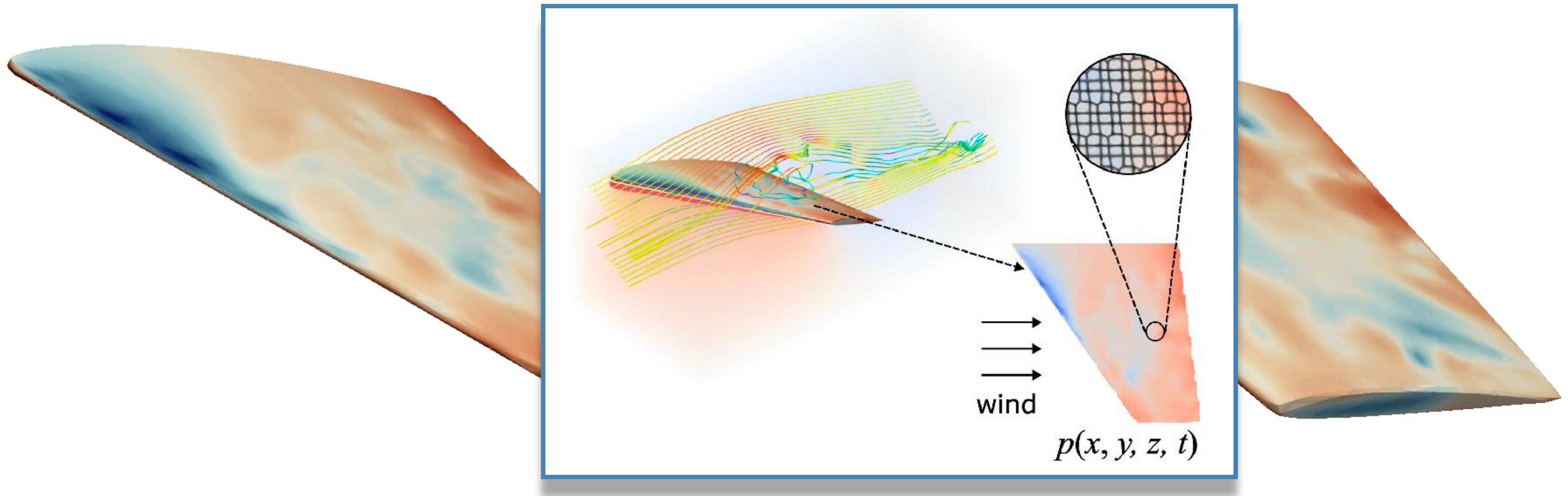
- Learned time step $x^{i+1} = f_{\theta}(x^i)$



"Unconditionally stable"
(200.000+ steps)

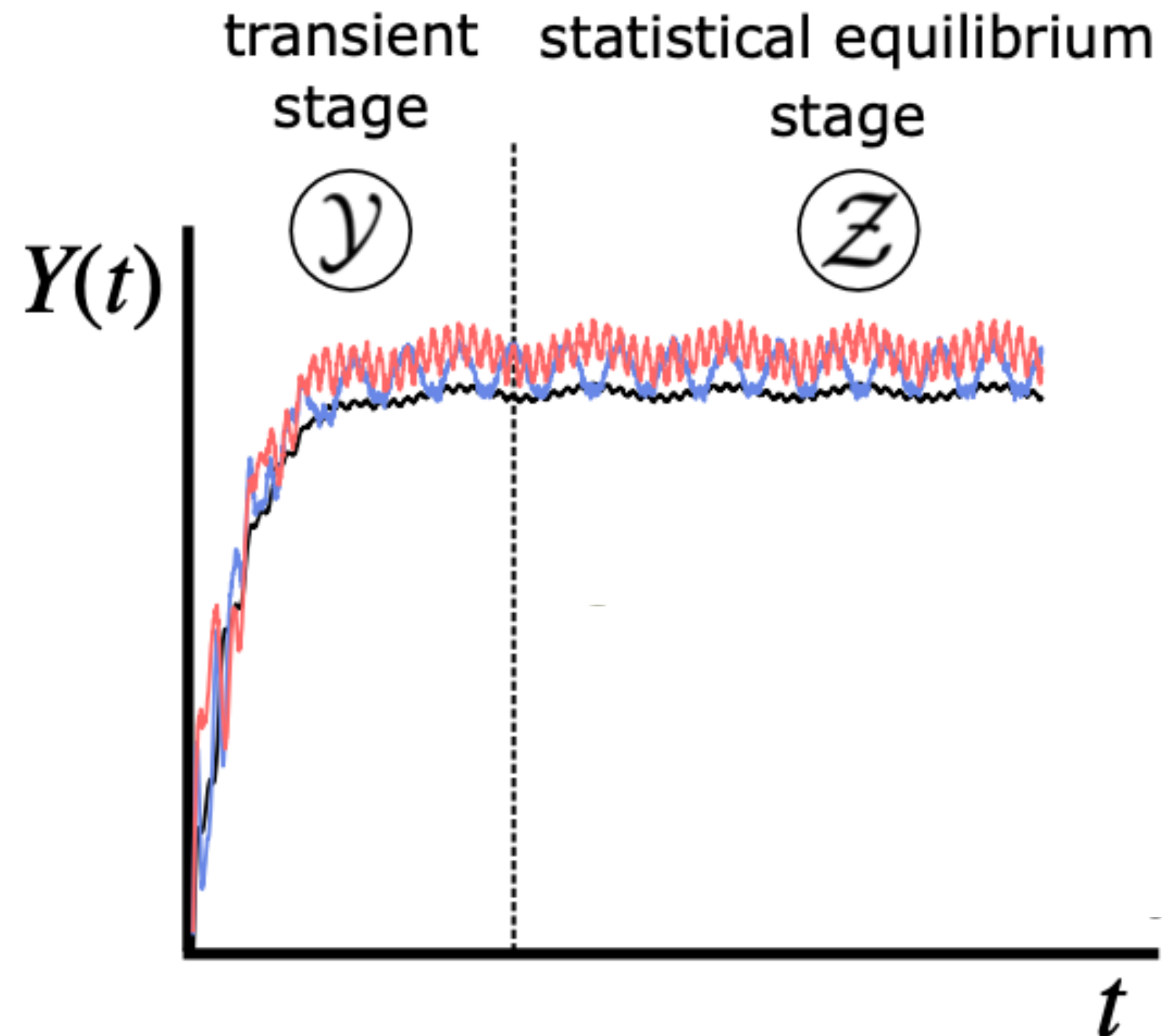
Flow Prediction for Unstructured Meshes

Targeting complex unsteady dynamics (no single mean solution)



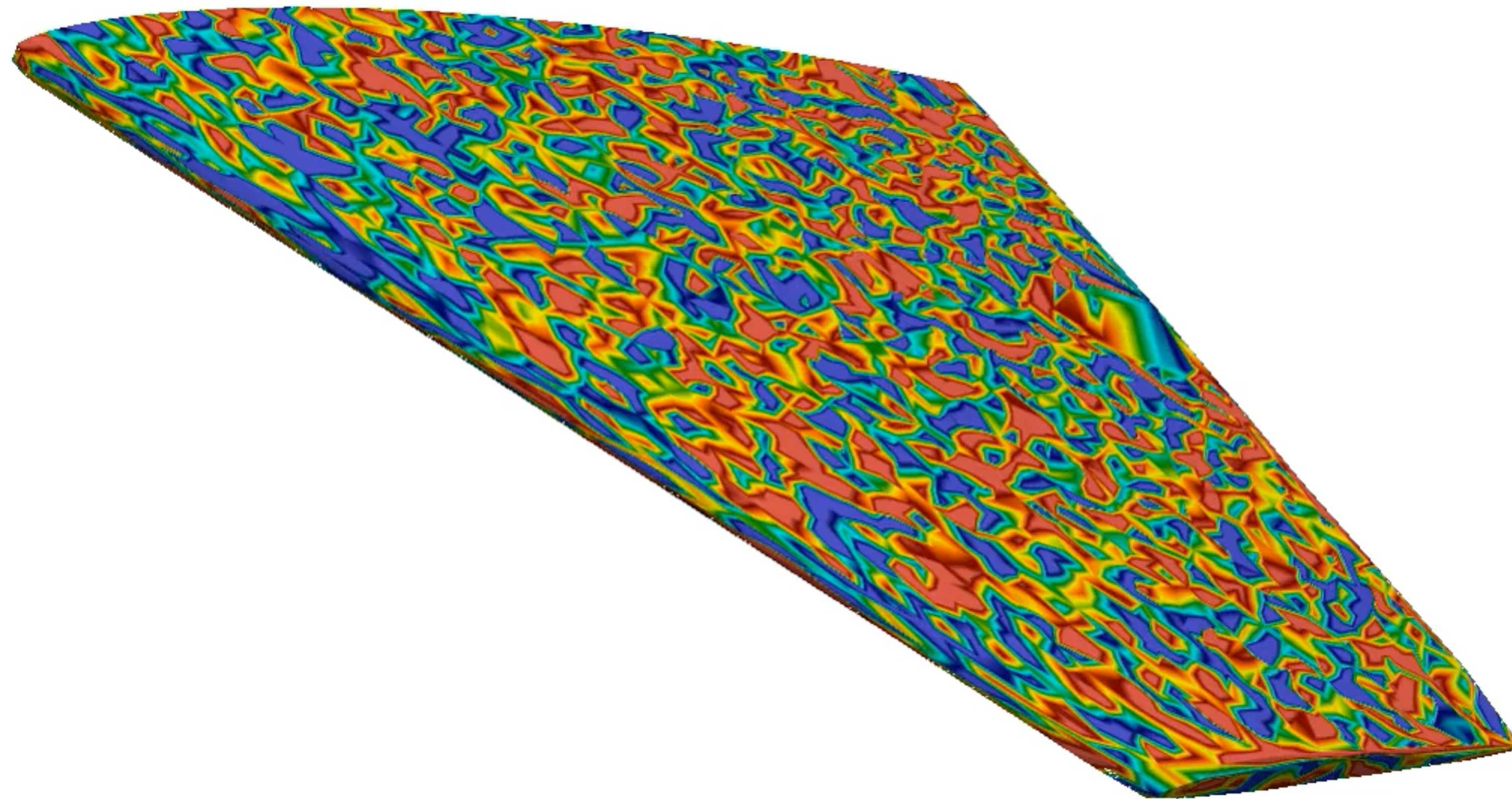
Flow Prediction for Unstructured Meshes

$p(\text{surface pressure} \mid \text{angle of attack, Re})$



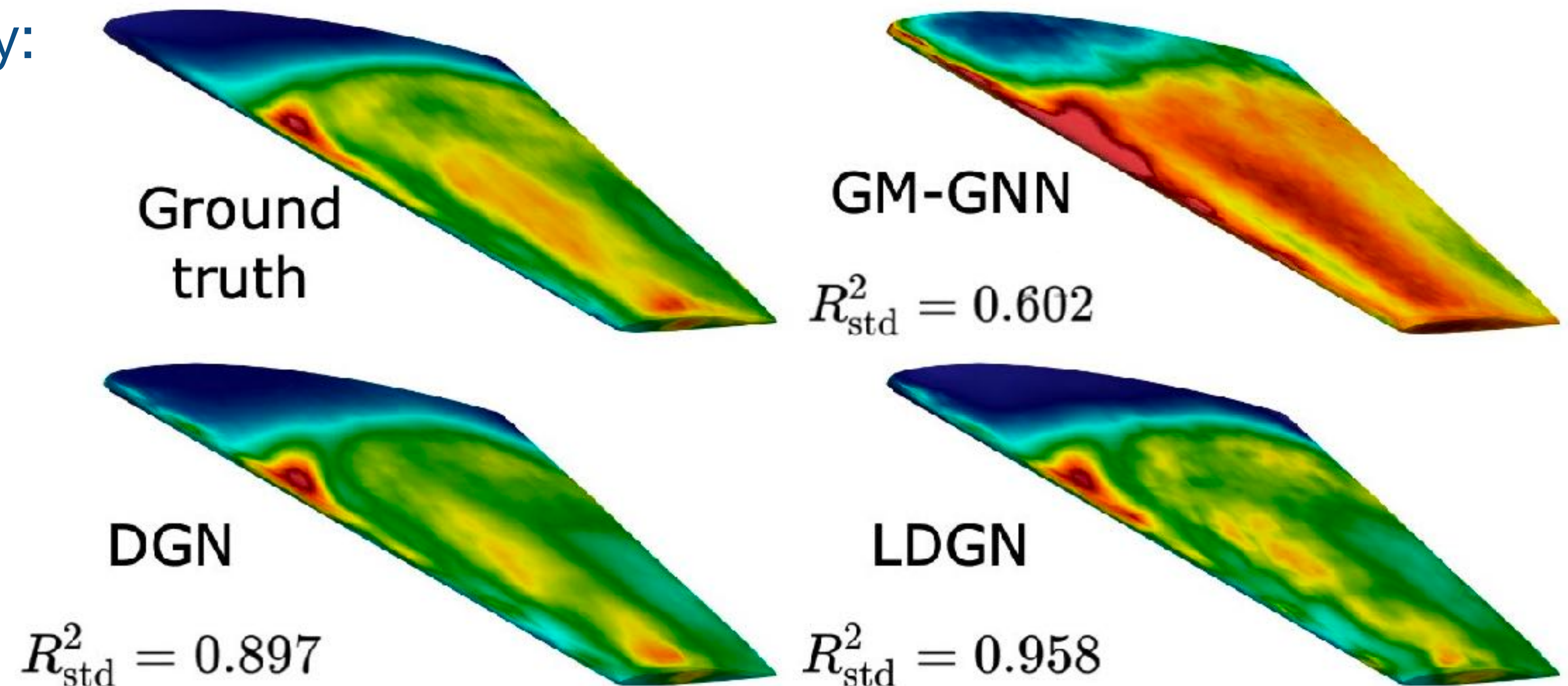
Denoising in Action

$p(\text{surface pressure} \mid \text{angle of attack, Re})$



Flow Prediction for Unstructured Meshes

Excellent Distributional Accuracy:
(Inferred std.-dev. on test case)

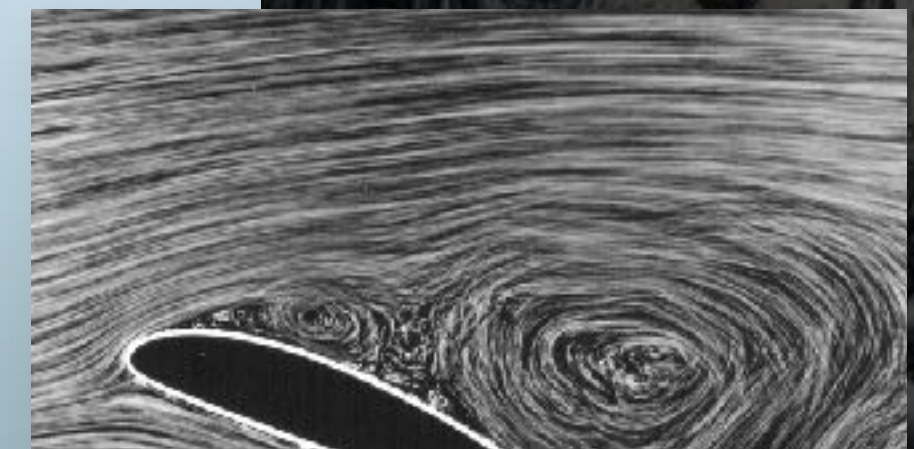
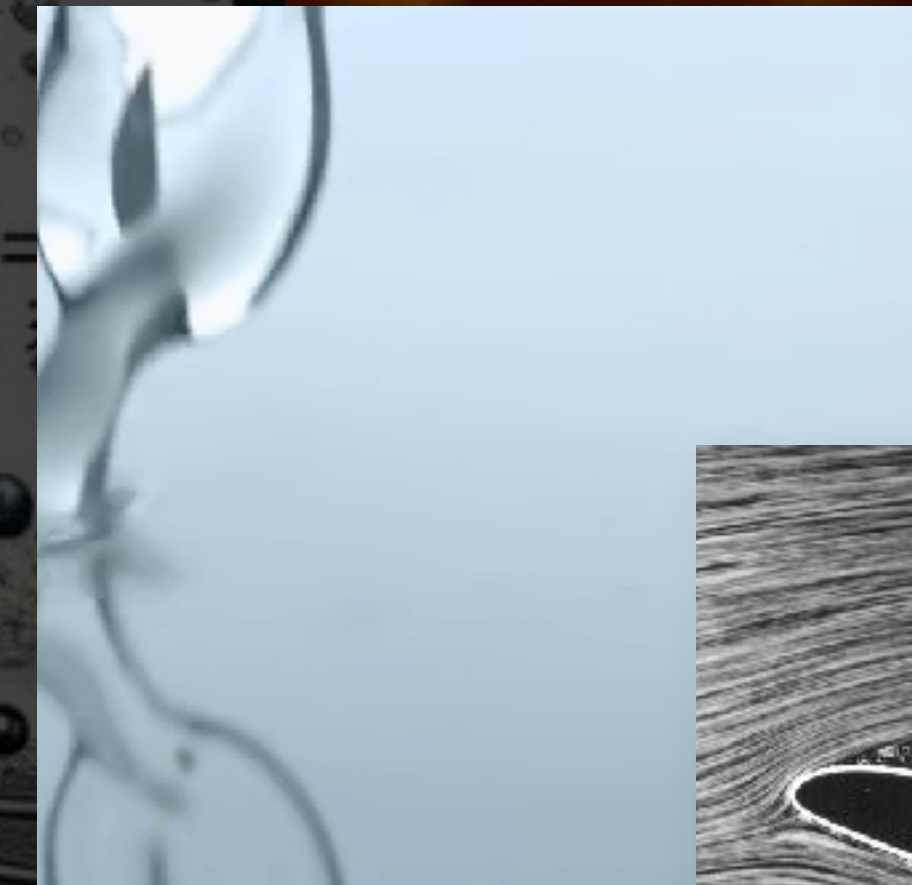


Model	CPU s/sample	CPU min/distribution (speedup)	GPU s/sample	GPU min/distribution (speedup)
DGN	6.81	340 ($\times 8.8$)	0.59	19 ($\times 152$)
LDGN	0.98	49 ($\times 61$)	0.20	2.43 ($\times 1235$)

Including Physics Knowledge

Inverse Problems

- Leverage **differentiability**
- Trivial for neural networks...
- Numerical methods: for solver $\mathcal{P}(\mathbf{x})$ make sure that it can **compute $\partial\mathcal{P}/\partial\mathbf{x}$**
- D. Kahnemann: *Thinking fast & slow*



System 1 /
NN Component

System 2 /
Simulation

System 1 /
NN Component

System 2 /
Simulation

System 1 /
NN Component

System 2 /
Simulation

System 1 /
NN Component

System 2 /
Simulation

System 1 /
NN Component

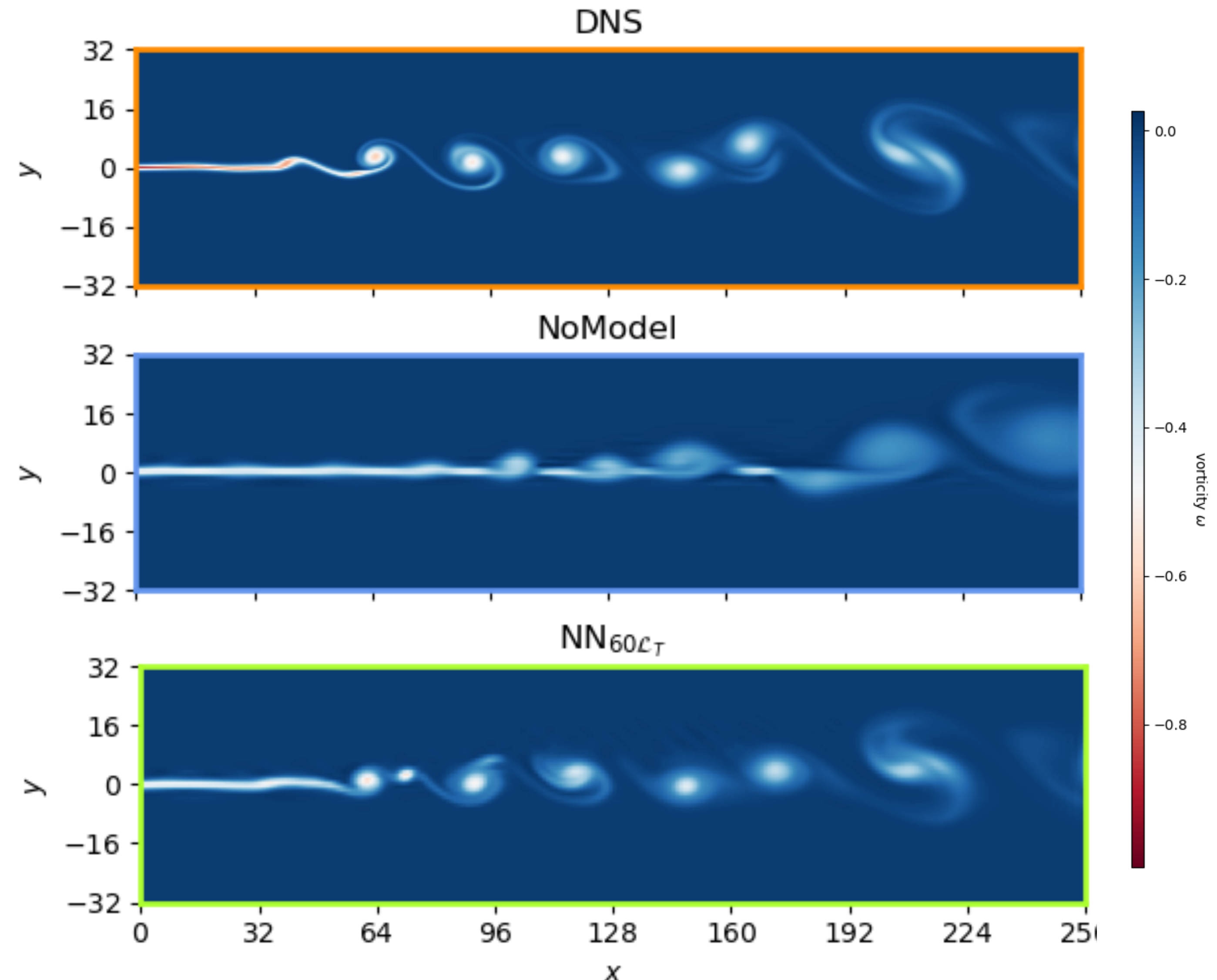
System 2 /
Simulation

System 1 /
NN Component

System 2 /
Simulation

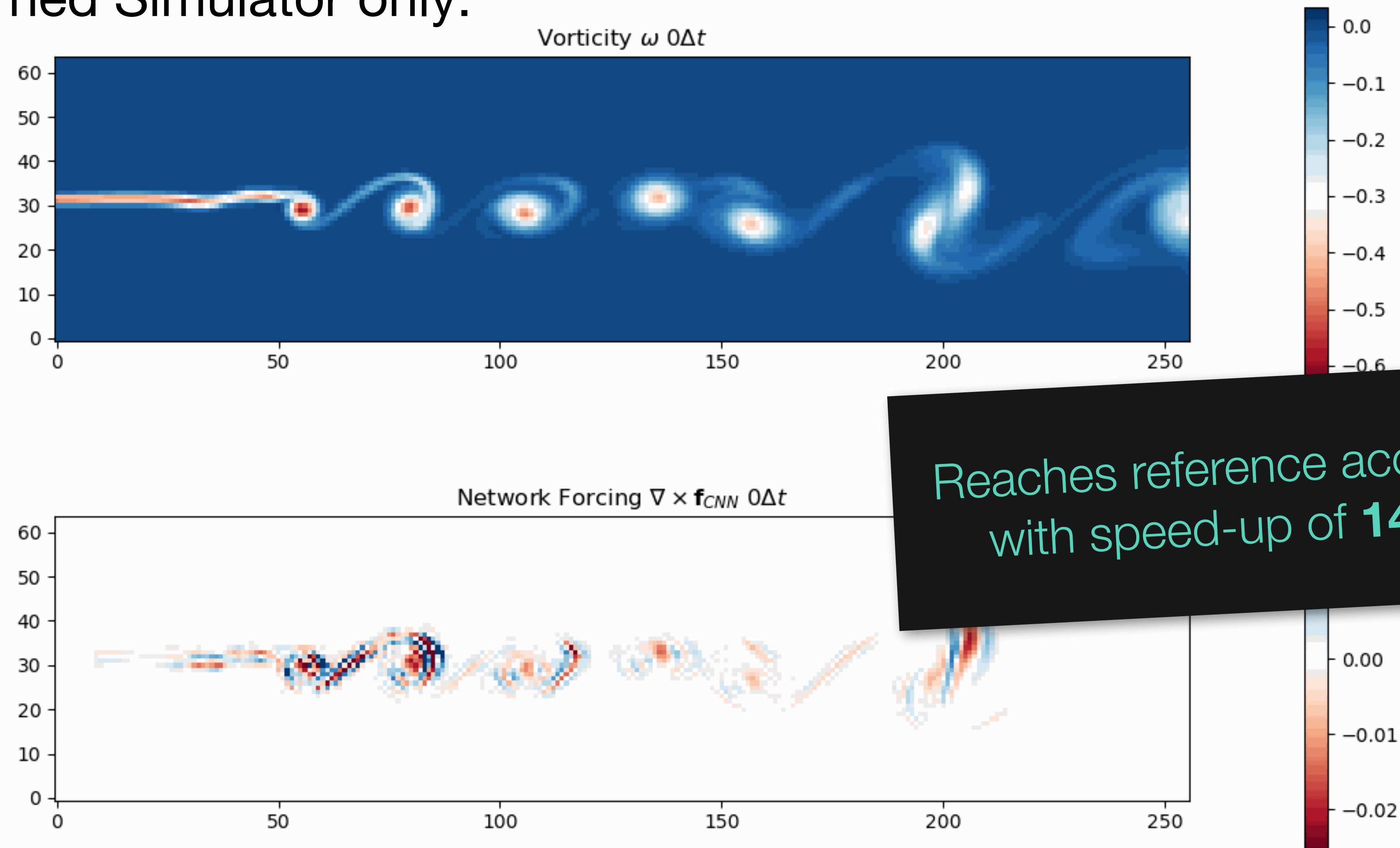
Turbulence: Spatial Mixing Layer

- Expensive reference (DNS) shown at top
- Start with fast, approximate simulator
- Improve solution via NN



Turbulence: Spatial Mixing Layer

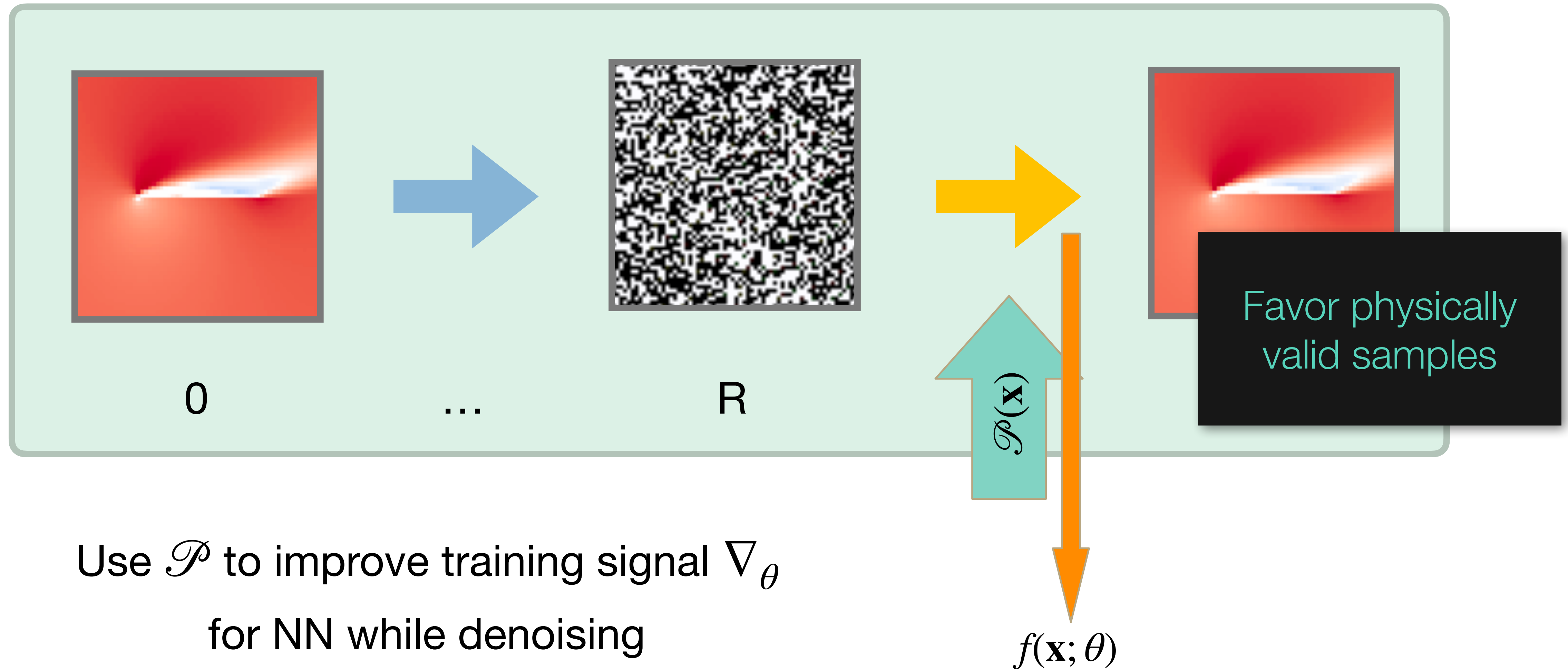
Learned Simulator only:



Physics Constraints for Diffusion Models

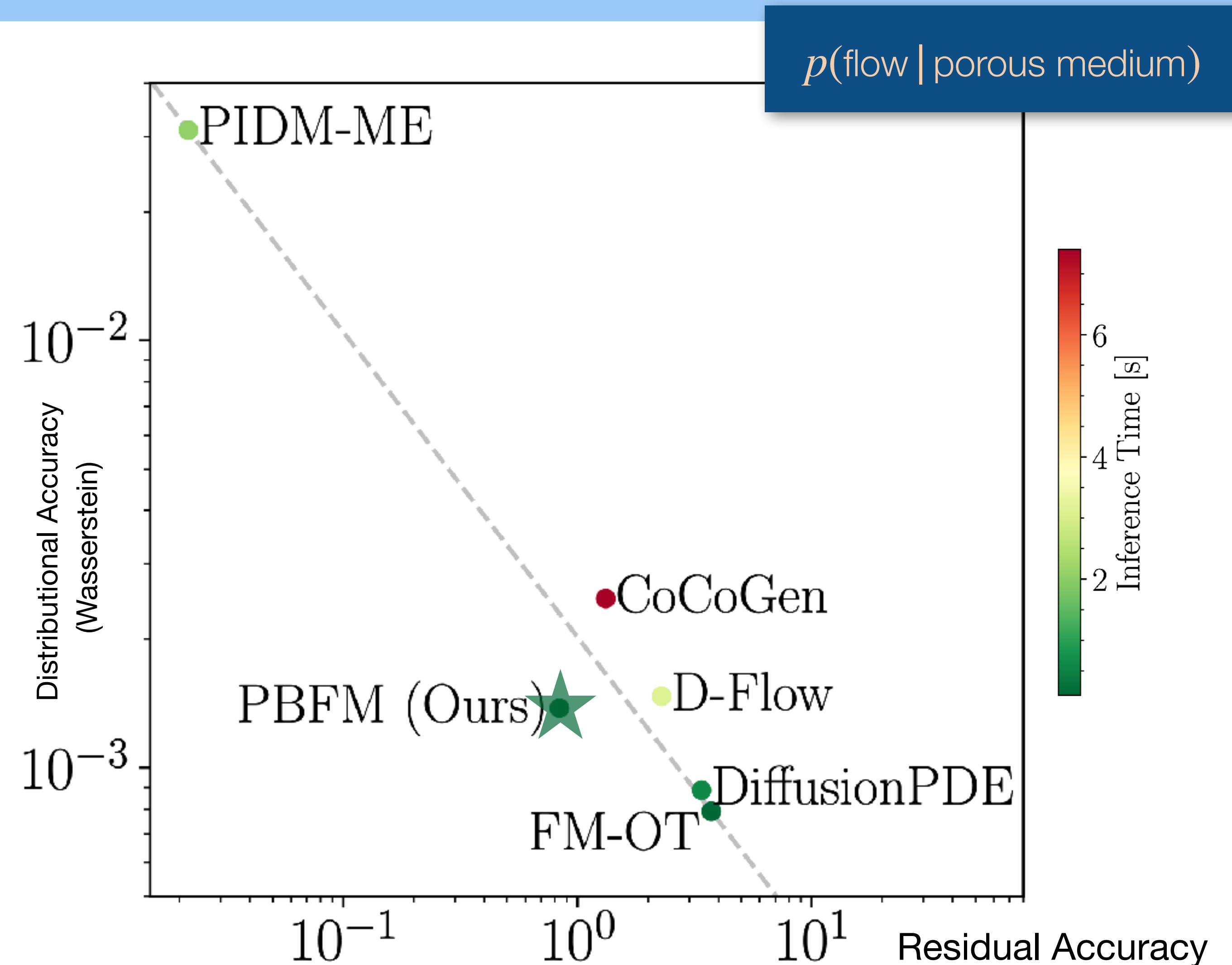
Stochastic process

Reverse stochastic process



Physics-Constraints in Action - Training Vs Inference

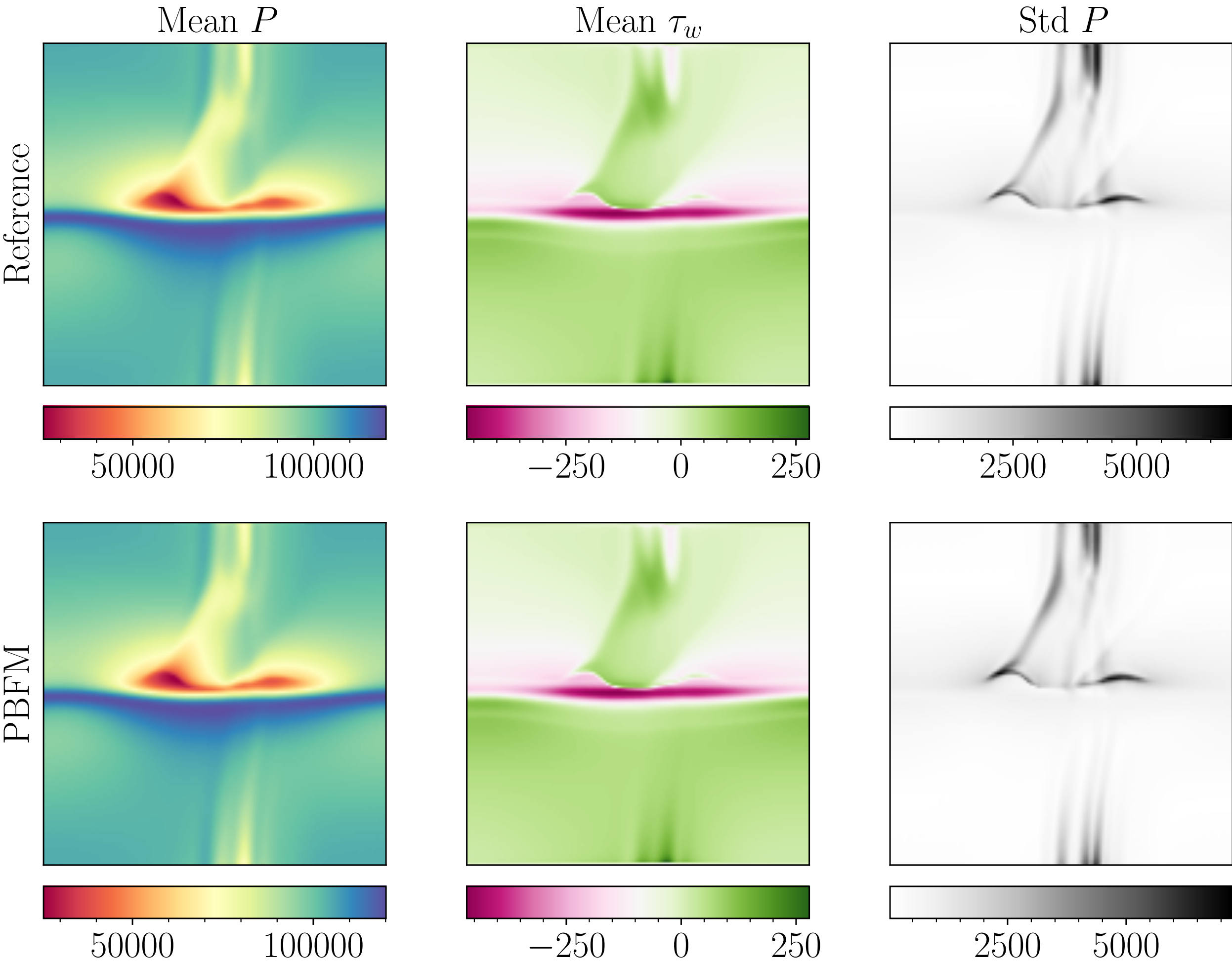
- Standard test case: Darcy flow (porous medium)
- Inference time: **CoCoGen** (red) slower, larger distributional errors
- Training time: **PBMF** (green) successfully improves residual
- Main conclusion: differentiable solvers also improve probabilistic learning!



Physics-Constraints in Action - Dynamic Stall

- Case with industrial relevance: dynamic stall of rotor blades

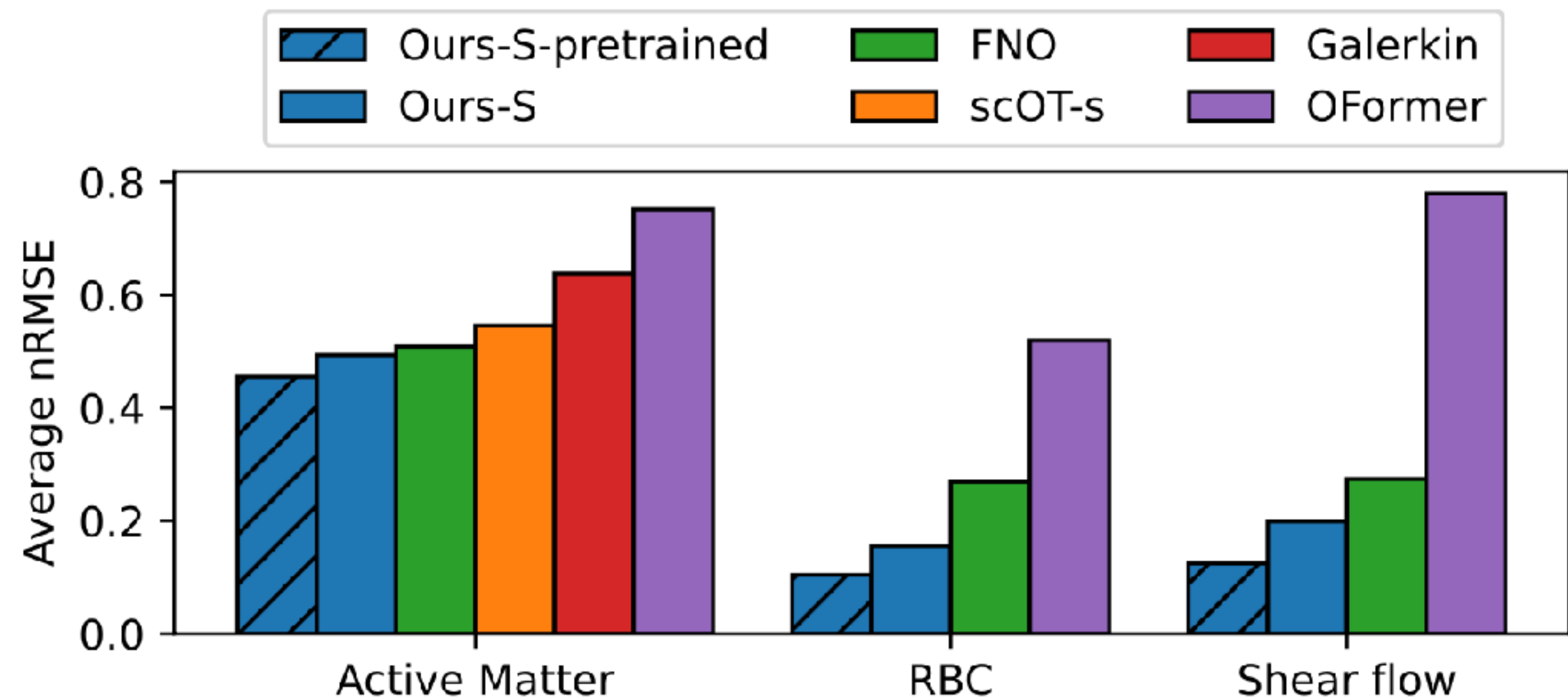
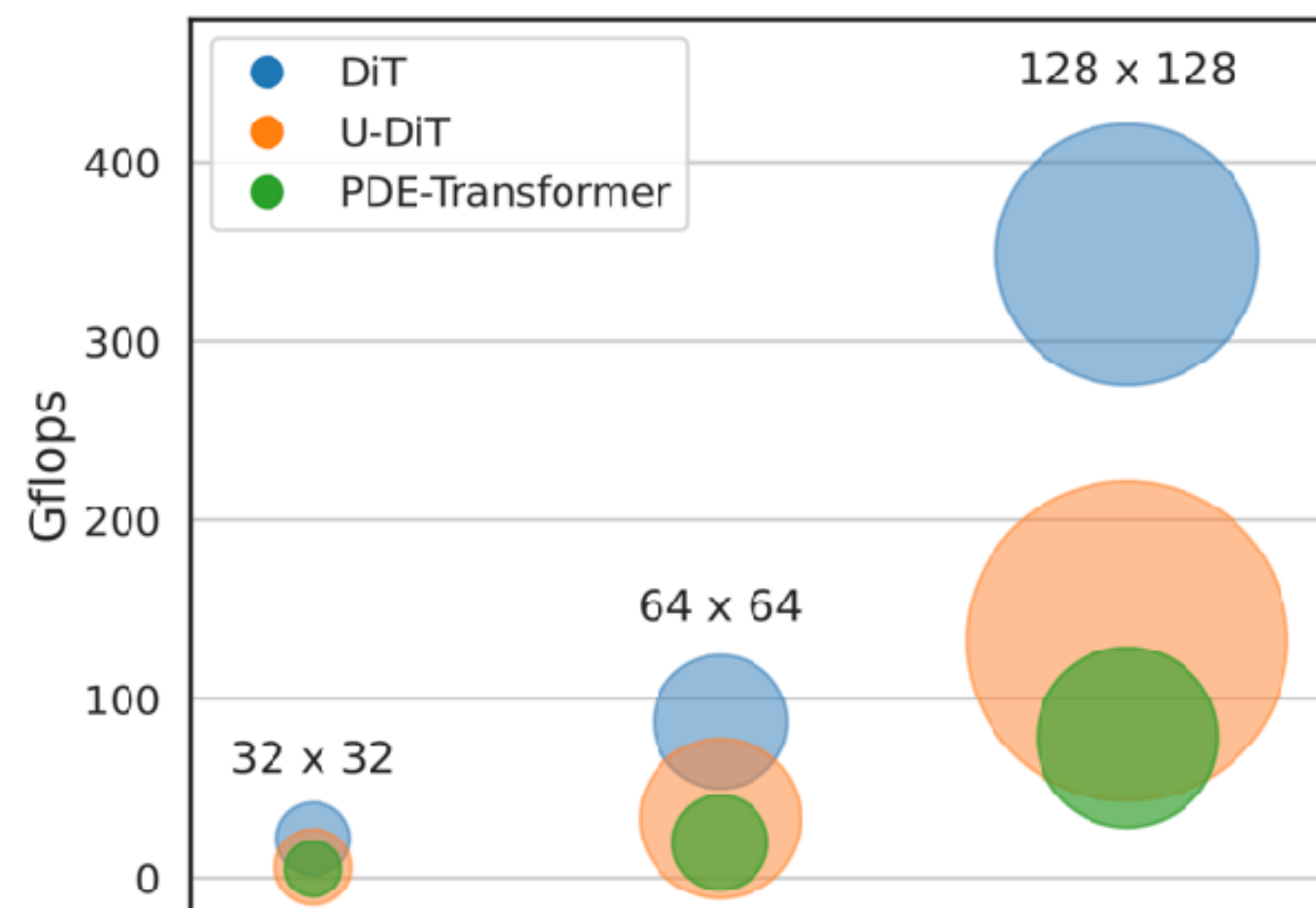
$p(\text{surface } p \mid \text{flow condition})$



Metric	PBFM	OT-FM	DiffusionPDE
RE $\cdot 10^6$	0.339	<u>11.02</u>	12.20
WD $\cdot 10^4$	1.814	<u>2.707</u>	<u>2.509</u>
JS $\cdot 10^2$	0.680	<u>0.983</u>	1.029
MMSE $\cdot 10^5$	1.490	<u>2.791</u>	<u>2.626</u>
SMSE $\cdot 10^5$	0.874	1.458	<u>1.236</u>
IT [ms]	<u>60.47</u>	59.75	171.7

Scalability via PDE-Transformer

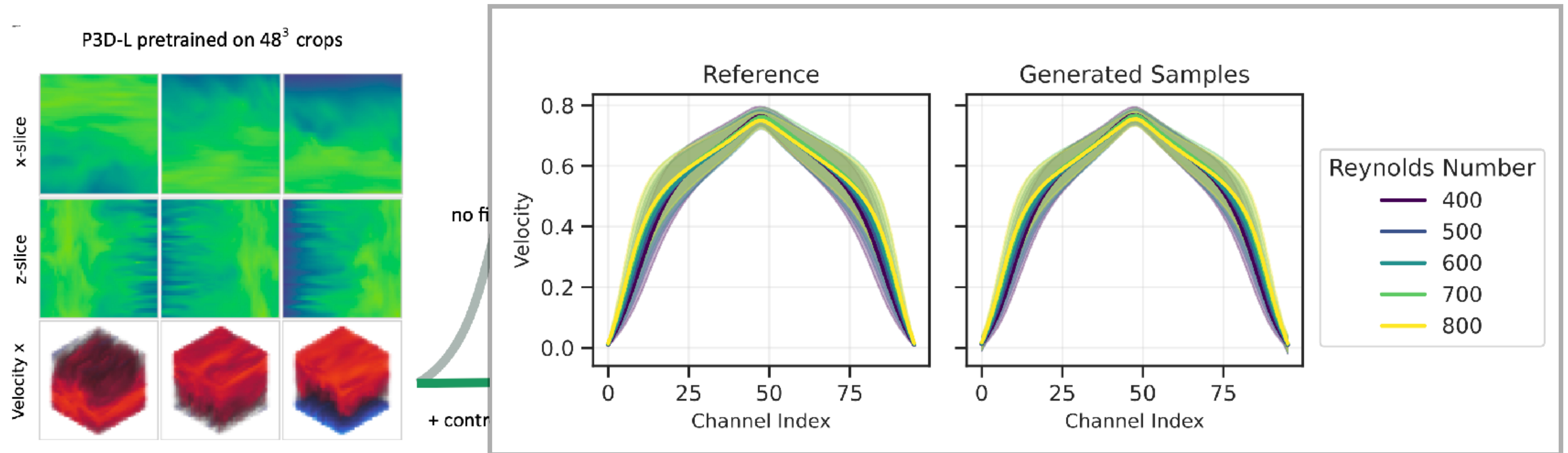
- Improved scaling, especially important for 3D (up to 512^3)
- Very good **generalization** to new tasks



Scalability via PDE-Transformer

$$p(\text{vel}, p \mid \text{Re})$$

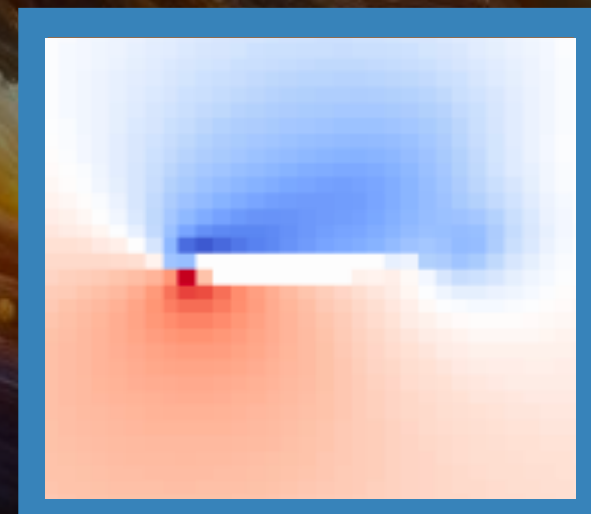
- Pre-train 3D regions with 48^3 , synchronize latent codes via controller
- Produces **samples from equilibrium regime** very efficiently



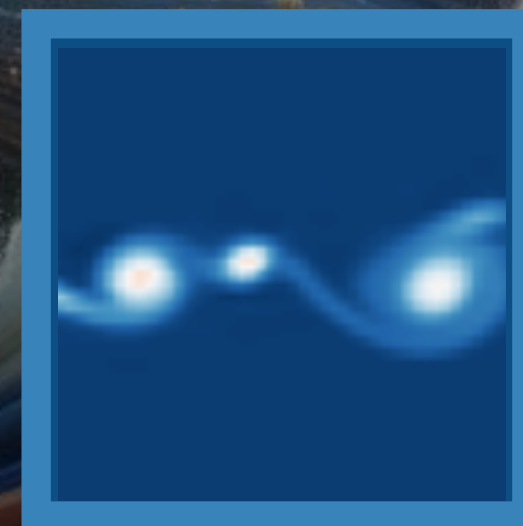
Conclusions

Conclusions & Outlook

- ▶ *Diffusion models* can learn complex distributions
- ▶ ... provide wide ranging & new applications
- ▶ ... profit from human understanding.



Posterior Distributions



Temporal Predictions

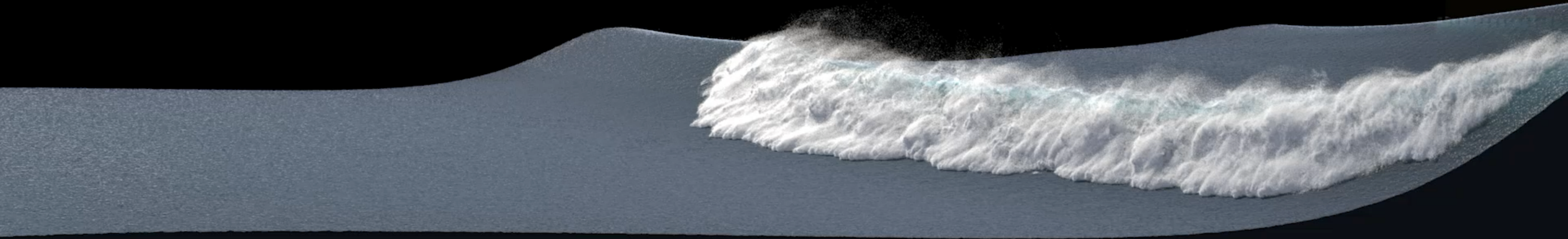


Incorporate Physics



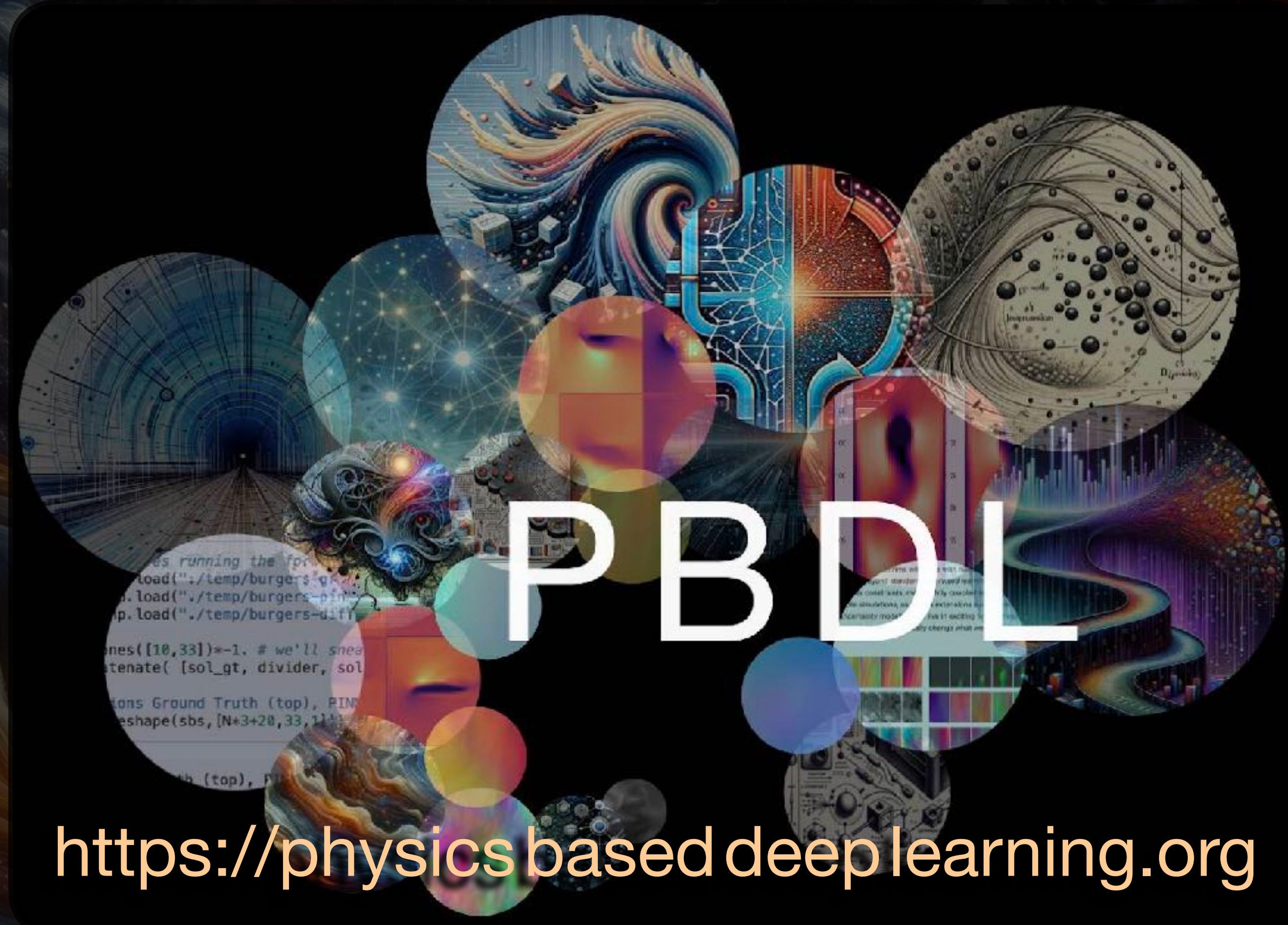
Conclusions & Outlook

Classic simulator - no AI (yet)



Braun et. al: Adaptive Phase-Field-FLIP for Very Large
Scale Two-Phase Fluid Simulation

Thanks for Listening!



<https://physicsbaseddeeplearning.org>



Work done by: Q. Liu, G. Kohl, B. List, L. Chen, B. Holzschuh, B. Braun