

Physics Integration via Regression

Shayan Hoshyari, Chenxi Liu

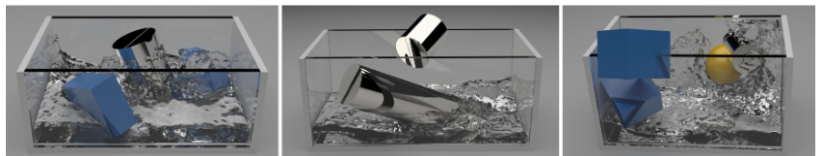
April, 2018

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Motivation

Physics simulations can sometimes be cast as regression problems.

- Speed.

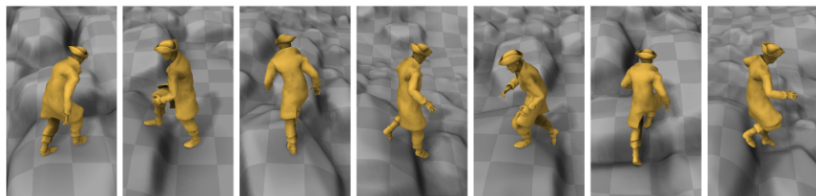


[Ladicky, et. al. SIGGRAPH Asia 2015]

Motivation

Physics simulations can sometimes be cast as regression problems.

- Speed.
- Only data is available.



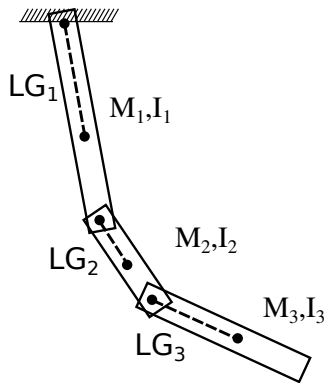
[Holden, et. al. SIGGRAPH 2017]

The problem

- Dynamical system, $\dot{\mathbf{s}} = \mathbf{f}(t, \mathbf{s}, \mathbf{u})$
 s: state variables
 u: control inputs

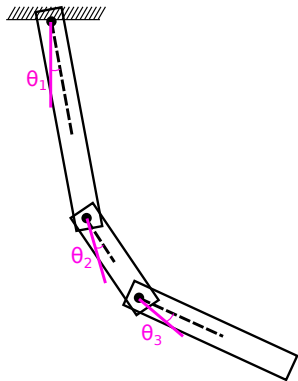
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- Dynamical system, $\dot{\mathbf{s}} = \mathbf{f}(t, \mathbf{s}, \mathbf{u})$
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 - \mathbf{u} : control inputs
- Example, three link pendulum:



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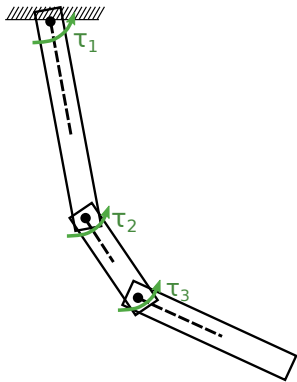
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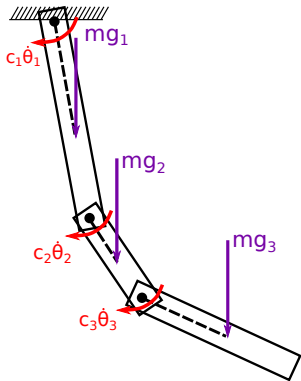


$$\mathbf{s} = [\theta_1, \theta_2, \theta_3, \dot{\theta}_1, \dot{\theta}_2, \dot{\theta}_3]$$

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Other forces included in \mathbf{f}

The problem – continued

Neuroanimator: Fast neural network emulation and control of physics-based models.
Grzeszczuk, Radek, Demetri Terzopoulos, and Geoffrey Hinton. SIGGRAPH 1998.

Given a pendulum with fixed properties (fixed \mathbf{f}),

The problem – continued

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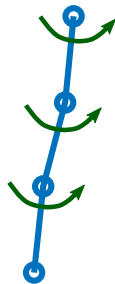
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- Implement a control algorithm,
i.e., solve for \mathbf{u} in the inverse problem:

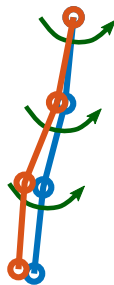
$$\dot{\mathbf{s}} = \tilde{\mathbf{f}}(t, \mathbf{s}, \mathbf{u}), \mathbf{s} = \mathbf{s}(t)$$

- Input: $\mathbf{y} = [s_0, \mathbf{u}_0]$



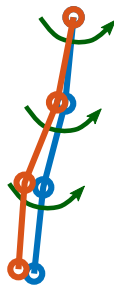
Learning problem

- Input: $\mathbf{y} = [s_0, \mathbf{u}_0]$
- Regression Variable: $\mathbf{c} = [s_{\Delta t} - s_0]$, when $\mathbf{u}(t) = \mathbf{u}_0$



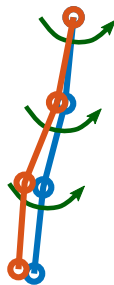
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- \mathbf{f} is found using the Lagrange equations.



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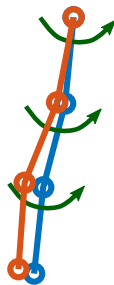
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- The ODE is solved for using RK45.



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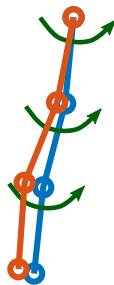
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- Sampling:

$$Y = [\text{rand}(n, 3)*r1 \quad \text{rand}(n, 3)*r2 \quad \text{rand}(n, 3)*r3]$$



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- Sampling:
$$\mathbf{Y} = [\text{rand}(n, 3)*r_1 \quad \text{rand}(n, 3)*r_2 \quad \text{rand}(n, 3)*r_3]$$
- Parameters: $\Delta t, r_1, r_2, r_3$.



- Single layer NN with hidden units: $[8 * \text{size}(y)]$

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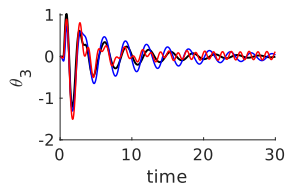
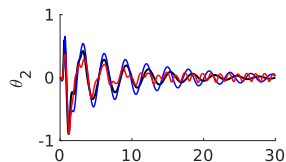
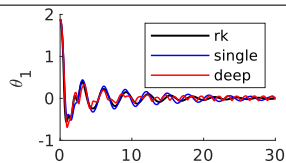
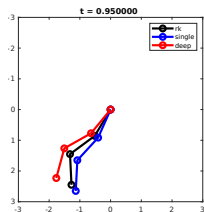
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`minimize.m` by Carl Edward Rasmussen.

Results – no u

$n_links=3$; $M=[1,1,1]$; $L=[1,1,1]$; $LG=L$; $g=10$; $I=[0,0,0]$; $c=[1,1,1]$;
 $n=5000$; $r1=2\pi$; $r2=2$;

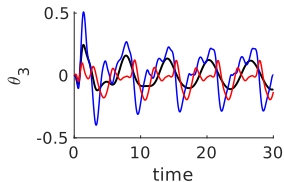
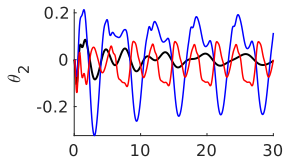
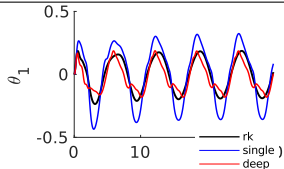
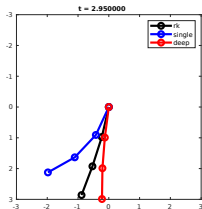
Arch.	Train error	Test error
deep	4.13%	4.75%
single layer	7.35%	7.72%



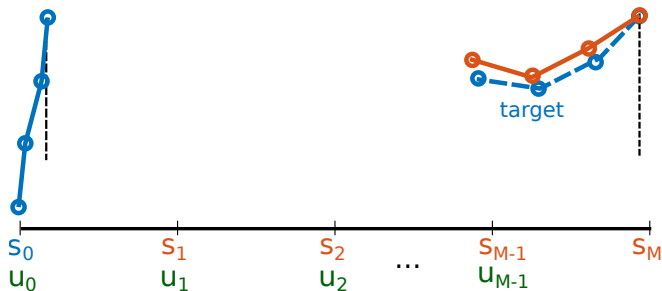
Results – with \mathbf{u}

$n_links=3$; $M=[1,1,1]$; $L=[1,1,1]$; $LG=L$; $g=10$; $I=[0,0,0]$; $c=[1,1,1]$;
 $n=5000$; $r1=2\pi$; $r2=2$; $u=[5*\cos(t),0,\sin(t)]$

Arch.	Train error	Test error
deep	7.23%	7.97%
single layer	10.57%	11.97%



Control problem



- s_0, target
- $\mathbf{U} = [\mathbf{u}_0, \mathbf{u}_1, \dots, \mathbf{u}_{M-1}]$
- $\mathbf{S} = [s_1, s_2, \dots, s_M]$
- Control Problem:

$$\arg \min_{\mathbf{U}} E(\mathbf{U}; \text{target}, s_0) = \mu \|\mathbf{U}\|_2^2 + (s_M - \text{target})^2$$

Gradient of control objective, $\nabla_U E$

Similar backpropagation problem as deep neural networks:

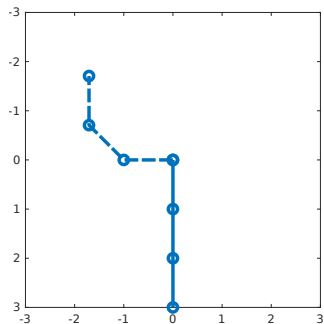
$$\begin{bmatrix} \mathbf{I} & \mathbf{I} + \partial_{\mathbf{s}_1} \mathbf{C}_2 & & & \\ & \ddots & & & \\ & & \mathbf{I} & \mathbf{I} + \partial_{\mathbf{s}_j} \mathbf{C}_{j+1} & \\ & & & \ddots & \\ & & & & \mathbf{I} \end{bmatrix} \begin{bmatrix} \partial_{\mathbf{s}_1} \mathbf{s}_M \\ \vdots \\ \partial_{\mathbf{s}_j} \mathbf{s}_M \\ \vdots \\ \partial_{\mathbf{s}_M} \mathbf{s}_M \end{bmatrix} = \begin{bmatrix} 0 \\ \vdots \\ 0 \\ \vdots \\ \mathbf{I} \end{bmatrix}$$

$$\partial_{\mathbf{u}_j} \mathbf{s}_M = \partial_{\mathbf{s}_{j+1}} \mathbf{s}_M (\partial_{\mathbf{u}_j} \mathbf{C}_{j+1} + \mathbf{I})$$

Control Results

Easier pendulum:

```
n_links = 3;  
M = [1 1 1];  
L = [1 1 1];  
LG = [1, 1, 1];  
g = 10;  
I = [0,0,0];  
c = [1, 1, 1];
```



More complicated physics:

```
n_links = 3;  
M = [1 1.5 2];  
L = [1 1.5 2];  
LG = L ./ 2.;  
g = 10;  
I = 1/12 .* M .* L .* L;  
c = [1, 1, 1];
```

