## Statistical mechanics in computational geometry

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#### Introduction

Motivation Fluid particle dynamics Euler vs Lagrange

#### The problem

Reconstruction Desiderata

#### Methods

SPH FEM MLS

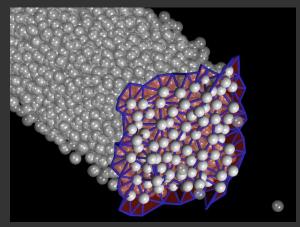
#### LME and SME

Intro Rajan LME SME

To do

## Motivation

- Notice: in the past, we have applied computational geometry (CG) to statistical mechanics (SM). I.e. the α-shapes.
- ▶ Today, I'll describe methods from SM applied to CG.



# The problem

- When discretizing the continuum equations of hydrodynamics using nodes ("particles") one may obtain equations of motion. Direct connection: *Molecular dynamics* No SM, really
- (Actually, interesting SM in the mesoscopic, Brownian regime, but that's not our topic today.)
- How to discretize the equations for some given particles? Some unexpected SM.

We would be happy to compute these two accurately: Continuity:

$$rac{\partial 
ho}{\partial t} = - 
abla \cdot 
ho \mathbf{v}$$

Momentum density  $\rho v_{\alpha}$ , for each coordinate  $\alpha = 1, 2, 3$ :

$$\frac{\partial \rho \mathbf{v}_{\alpha}}{\partial t} = -\nabla \cdot \rho \mathbf{v}_{\alpha} \mathbf{v} - \frac{\partial \mathbf{p}}{\partial x_{\alpha}} + \mu \nabla^2 \mathbf{v}_{\alpha}$$

#### Euler's view

Use a grid, and finite differences (or finite elements) for equations that are written in this "frame".

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Use a grid, and finite differences (or finite elements) for equations that are written in this "frame". Notice "particles" are fixed here, are just space nodes. There is usually lots of freedom in choosing them (and refining them).



SERG, U. Sheffield

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This calls for a *Lagrangian* approach, and computational methods that will be either *meshless* or have a *moving mesh*.

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No need to go into details today. In a nutshell, "particles" are defined that follow the flow (pathlines). In this frame, the equations simplify remarkably. Now, we would be happy just with these. Lagrangian particles:

Continuity:  $\frac{D\mathbf{r}}{Dt} = \mathbf{v}$ Continuity:  $\frac{DM}{Dt} = 0$ Momentum:  $\frac{M}{V}\frac{D\mathbf{v}}{Dt} = -\nabla p + \mu \nabla^2 \mathbf{v}.$ 

# Computing with fluid particles

Given a set of particles with

- ▶ positions  $\{\mathbf{r}_a\}$ ,
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$$\frac{M_{a}}{V_{a}}\frac{D\mathbf{v}_{a}}{Dt} = -(\nabla p)_{a} + \mu(\nabla^{2}\mathbf{v})_{a}$$

# Computing with fluid particles

So, we need to provide expressions for:

- particles' volumes {V<sub>a</sub>}
- pressure gradients  $\{(\nabla p)_a\}$
- velocity Laplacians  $\{(\nabla^2 \mathbf{v})_a\}$

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- also: we are unable to choose "nice" nodes. Even if we do, they will move around, to who knows where (This is a huge difference with the fixed grid community, such as FEMs).

The standard approach is to introduce a set of weight functions  $\{p_a(x)\}$ , from which:

$$u(x) = \sum_{a} u_{a} p_{a}(x)$$
  $\nabla u(x) = \sum_{a} u_{a} \nabla p_{a}(x)$  ...

(Actually, some quadrature may be needed on top of this.)

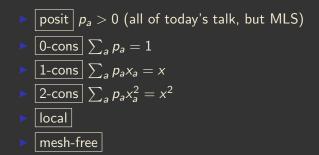
## **•** posit $p_a > 0$ (all of today's talk, but MLS)

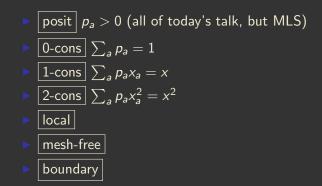
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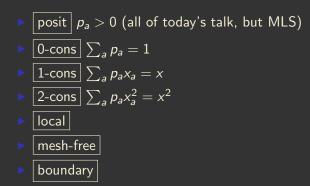
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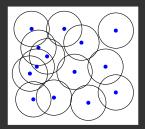


We would like these be satisfied, in some sense, at least. In order of niceness:

- Identically
- For lots of particles (O(N) effort)
- For finer resolution  $(O(N^2)$  effort, or worse)

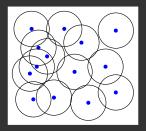
#### Popular choices: SPH

$$p_a = \frac{1}{C} \exp[-\beta (x - x_a)^2]$$
  
0-c 1-c 2-c loc m-free bound



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- Quite bad consistency (needs resolution increase to converge), but very easy to implement
- Uses: fluids with interfaces, both in science and in animation industry (films, commercials...). Next Limit's Real Flow: LotR, Avatar, Charlie and the Chocolate, Ice Age 1-3,

#### Popular choices: SPH-Shepard

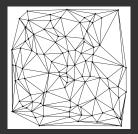
$$s_a = \exp[-eta(x - x_a)^2$$
  
 $p_a = rac{s_a}{Z}$   
 $Z = \sum_a s_a$ 

0-c	1-c	2-с	loc	m-free	bound

▶ 0-consistency by construction, the rest is as bad as SPH.

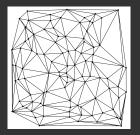
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#### $p_a={\rm finite~elements}$ on Delaunay mesh



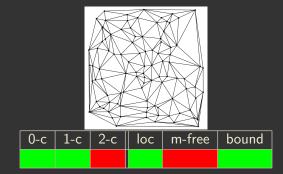
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#### $p_a={\rm finite~elements}$ on Delaunay mesh



- The very famous Finite Element Method of engineering
- Notice the elements are triangles in 1D, pyramids in 2D, but in the later there are many possible triangulations on which to build them
- The Delaunay lattice is the "best" in many ways: it is the one with more open angles. Plus, its dual is the Voronoi tesselation.





## Popular choices: MLS

$$p_a = f_a(x) \exp[-\beta(x - x_a)^2]$$

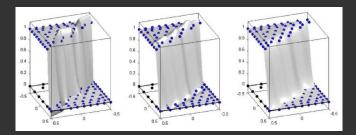
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$$p_a = f_a(x) \exp[-\beta(x - x_a)^2]$$

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- Exact consistencies by construction.
- But notice: serious stability issues due to fitting.
- In fact, it violates positivity,  $p_a < 0$  sometimes.



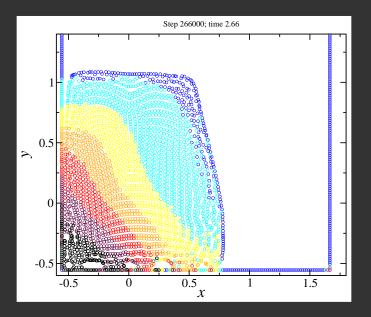
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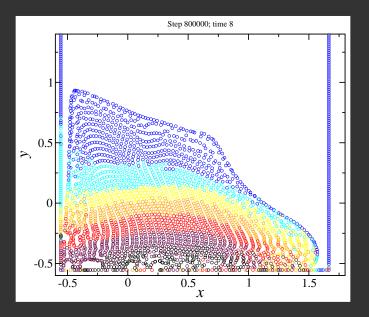
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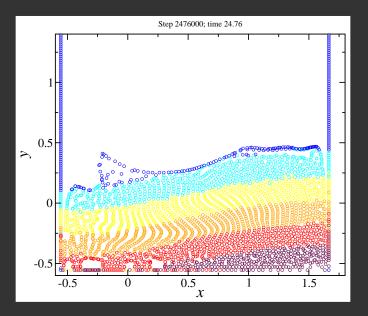
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- Notice: no functional form to the p<sub>a</sub>. This is both a source of freedom and a computational nuisance.

• Impose  $\sum p_a(x) = 1$ ,  $\sum p_a(x - x_a) = 0$ .

lmpose 
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Consider the squared weighted distance from x to all  $\{x_a\}$ :  $U = \sum p_a(x - x_a)^2$ . (Notice: all values  $\{x - x_a\}$  are fixed: it's the weights we can play with).

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Mathematically: extremize

$$\mathcal{L} = \beta \sum p_a (x - x_a)^2 + \alpha \left( \sum p_a - 1 \right) + \lambda \sum p_a (x - x_a)$$

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- Notice we don't even compute the triangulation! (which is non-trivial).
- Amazing or what? (It is to me.)



- So, this U looks like an energy, doesn't it: U = ∑ p<sub>a</sub>(x − x<sub>a</sub>)<sup>2</sup>.
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$$\mathcal{L} = \sum p_a (\log p_a - 1) + \alpha \left(\sum p_a - 1\right) + \lambda \sum p_a (x - x_a)$$

Notice:  $S = -\sum p_a (\log p_a - 1)$ , which is maximized.

# LME, continued

Well, in SM the solution to this is well-known:

$$p_a = \frac{1}{Z} \exp\left[-\lambda^*(x-x_a)\right],$$

where  $\lambda^*$  is the value:

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# LME, continued

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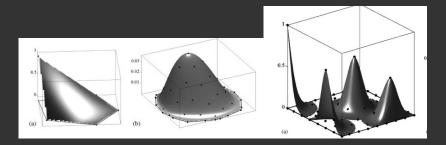
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Note: this is the physicist's approach to LME. Computing people have an easier time considering this from information theory: S is the information entropy (Shannon's), which reflects how much we know about a system with variables  $p_a$ . By maximizing it, we choose the least-biased set.

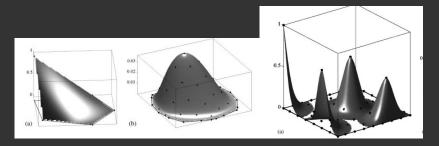
# LME, properties

- They look nice and elegant, a bit like splines, not quite as spiky as FEMs. They are quite wide.
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#### Extended LME

The functions are perhaps too wide, so recalling the result by Rajan, we may consider:

$$\mathcal{L} = \beta \sum p_a (x - x_a)^2 + \sum p_a (\log p_a - 1) + \\ + \alpha \left( \sum p_a - 1 \right) + \lambda \sum p_a (x - x_a)$$

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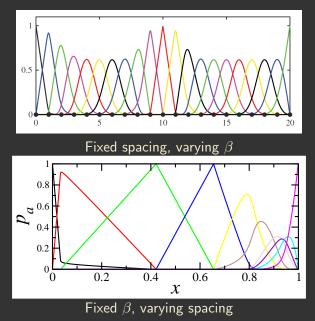
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Pure LEM:  $\beta \rightarrow 0$ . Very hot limit (just entropy)

- ▶ Pure Rajan:  $\beta \rightarrow \infty$ . Very cold limit (just energy)
- We can tune  $\beta$ , even have  $\beta = \beta(x)$ .

# Extended LME: pictures



# LME - SPH connection

Another interesting fact: if we drop 1-cons:

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I know, this is trivial, but few works bridge these fields: fluids, computational geometry, and statistical physics.

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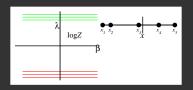
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Clearly, a minimum of  $\mathcal{L}$  w.r.t.  $\beta$  will likely not be found. In fact, the minimum will always be  $\beta \to \infty$ , as we will see next, and FEM will be recovered (which does not have 2-cons!)

## LME's lack of 2-cons

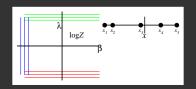
(Argument due to P. Español). The situation is clearer in 1D.



- ► Low  $\lambda < 0$ :  $Z \approx e^{-\lambda |x-x_1|}$ , hence log  $Z \approx -\lambda |x-x_1|$ .
- High  $\lambda > 0$ :  $Z \approx e^{\lambda |x x_5|}$ , hence  $\log Z \approx \lambda |x x_5|$ .

So, for a fixed  $\beta$  we can expect to find a minimum of log Z. This is nothing but the extended LEM.

## LME's lack of 2-cons



- ▶ Low  $\beta < 0$ :  $Z \approx e^{-\beta |x-x_3|^2}$ , hence  $\log Z \approx -\beta |x-x_3|^2$ . OK, thus far. But:
- ▶ High  $\beta > 0$ :  $Z \approx e^{-\beta |x-x_3|^2}$ , hence  $\log Z \approx -\beta |x-x_3|^3$ . Disaster.

Hence, the minimum squeezes away towards  $\beta \rightarrow \infty!$ 

## Introducing SME

OK, now imagine we had:

$$\log Z \approx \beta(g - |x - x_3|^2),$$

with  $g > |x - x_3|^2$ ? Now, the minimum would not be at  $\beta \to \infty$  any more.

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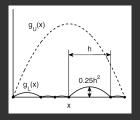
with  $g > |x - x_3|^2$ ? Now, the minimum would not be at  $\beta \to \infty$  any more. But then, of course, our original problem has changed to:

$$\mathcal{L} = \sum p_a \left( \log p_a - 1 \right) + \alpha \left( \sum p_a - 1 \right) + \\ + \lambda \sum p_a (x - x_a) + \beta \left( \sum p_a (x - x_a)^2 - g(x) \right).$$

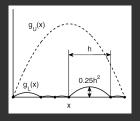
Whose solution is again known from SM:

$$p_a = rac{1}{Z} \exp\left[-\lambda^*(x-x_a) - eta^*\left((x-x_a)^2 - g(x)
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ight],$$
  
 $\lambda^*, eta^*: \min_{\lambda,eta} \log Z$ 

Some inspection of the particular requirement  $g > |x - x_3|^2$  shows that in general g(x), called "the gap" should be confined to this region:

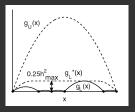


Some inspection of the particular requirement  $g > |x - x_3|^2$  shows that in general g(x), called "the gap" should be confined to this region:



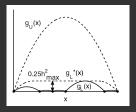
How bad is this? After all, 2-cons is lost ....

Well, not very bad. Consider the following choice



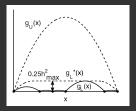
Here, g(x) is just a constant (except close to the boundaries).

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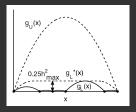
Here, g(x) is just a constant (except close to the boundaries). Since we have imposed  $\sum p_a(x - x_a)^2 - g(x) = 0$ , this means a quadratic function will be reconstructed, only shifted by g(x).

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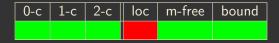


Here, g(x) is just a constant (except close to the boundaries). Since we have imposed  $\sum p_a(x - x_a)^2 - g(x) = 0$ , this means a quadratic function will be reconstructed, only shifted by g(x). But, if g(x) is constant, all the derivatives will be exact!! This is exactly what we wanted!!!

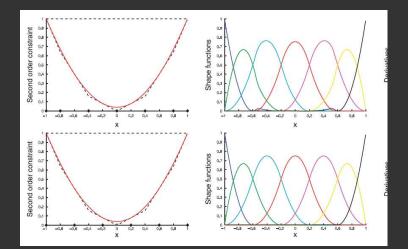
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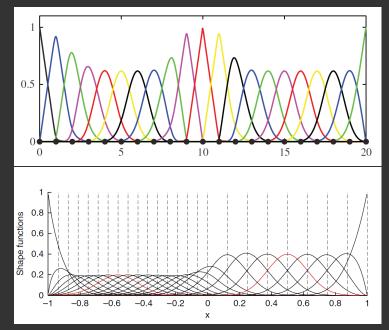
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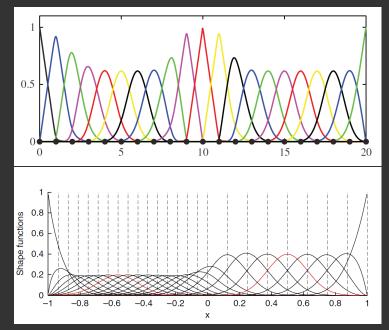
## SME: some pictures



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Basically: go ahead, and implement it on a simulation! Is it hard? Not really: a minimization should be performed only at each of the particles (not all x), which involves only  $\partial_{\lambda} \log Z$  and  $\partial_{\sigma} \log Z$  (these are quite easy).

## To do

Basically: go ahead, and implement it on a simulation! Is it hard? Not really: a minimization should be performed only at each of the particles (not all x), which involves only  $\partial_{\lambda} \log Z$  and  $\partial_{\sigma} \log Z$  (these are quite easy). For the derivatives,  $\partial_{\lambda\lambda}^2 \log Z$  etc are needed, but these are only needed when the minimum has been found. Moreover, some methods (quasi-Newton) are supposed to provide these second derivatives automatically.

#### References

- LME M. Arroyo and M. Ortiz, Local maximum-entropy approximation schemes: a seamless bridge between nite elements and meshfree methods. Int. J. Numer. Meth. Engng 2006; 65:21672202. DOI: 10.1002/nme.1534
- SME C.J. Cyron, M. Arroyo, and M. Ortiz, Smooth, second order, non-negative meshfree approximants selected by maximum entropy. Int. J. Numer. Meth. Engng 2009; 79:16051632. DOI: 10.1002/nme.2597