



Kelvin Transformations

for Simulations on Infinite Domain

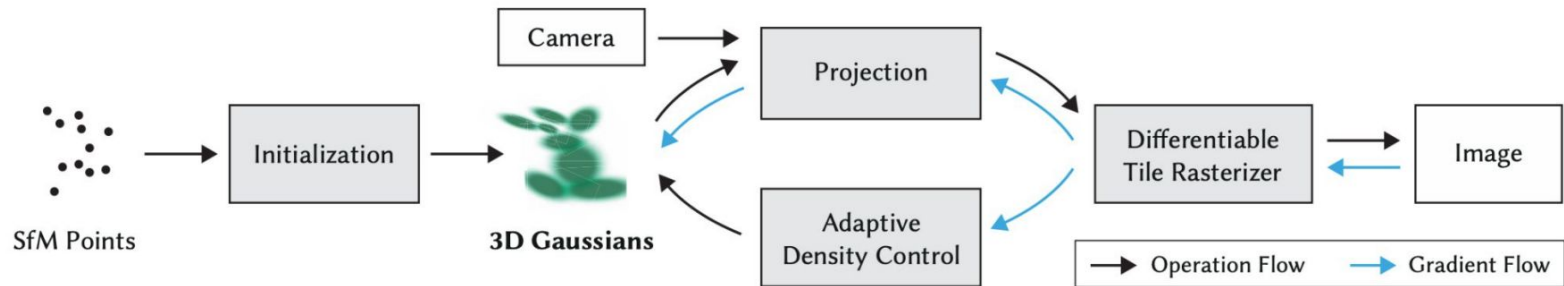
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University of California, San Diego, SIGGRAPH 2022

Team 1 Paper Presentation

Nguyen Minh Hieu, Siripon Sutthiwanna, Ko Wonhyeok

Summary of Last Presentation

3D Gaussian Splatting for Real-Time Radiance Field Rendering (SIGGRAPH 2023)



- Parametrize scene via 3D gaussians.
- Exploit existing rasterization process for fast training and testing time

Overview

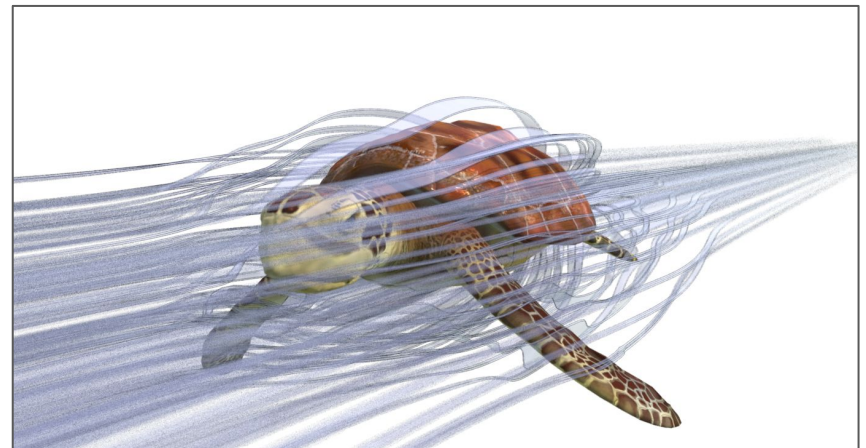
1. Motivation
2. Method
3. Experiments
4. Takeaways

Motivation

Why solving PDE in Infinite Domain?

Current Finite Element solver requires finite domain for discretization.

This means, unbounded simulation need additional **radiation condition** (boundary value at infinity) or an **biased estimate** of boundary values.



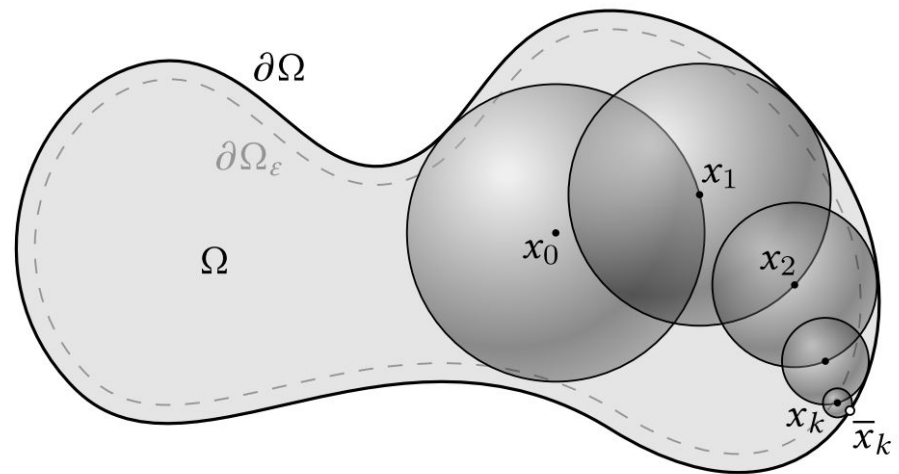
Why solving PDE in Infinite Domain?



Walk-on-Sphere

Walk on sphere sampling by choosing a random point on the biggest sphere that can fit in boundary.

1. Initialize: $\mathbf{x}^{(0)} = \mathbf{x}$
2. While $\text{distance}(\mathbf{x}^{(n)} > \Gamma) > \varepsilon$
 - a. Set $r_n = \text{distance}(\mathbf{x}^{(n)}, \Gamma)$
 - b. Sample γ_n uniformly at the sphere centered in $\mathbf{x}^{(n)}$ radius of r_n
 - c. Set $\mathbf{x}^{(n+1)} = \mathbf{x}^{(n)} + r_n \gamma_n$
3. Else, when $\text{distance}(\mathbf{x}^{(n)} > \Gamma) \leq \varepsilon$
 - a. \mathbf{x}_f = touching point at the boundary
 - b. Return \mathbf{x}_f as the estimator for \mathbf{x}



Walk-on-Sphere on Infinite Domain

If we run Walk-on-Sphere on an infinite domain, the sphere will simply grow large, likely to **diverge into infinity**.



Method

Background

Given the **Poisson Equation**, and a **Coordinate Transform**

$$\Delta u(\mathbf{x}) = f(\mathbf{x}), \mathbf{x} \in \Omega$$

$$\phi : \Omega_{\text{inv}} \rightarrow \Omega, \phi(\cdot) = \phi^{-1}(\cdot) = \frac{\cdot}{|\cdot|^2}$$

Let $\mathbf{x} = \phi(\mathbf{y})$ what is the **Transformed Poisson Equation**?

Background

Given the **Poisson Equation**, and a **Coordinate Transform**

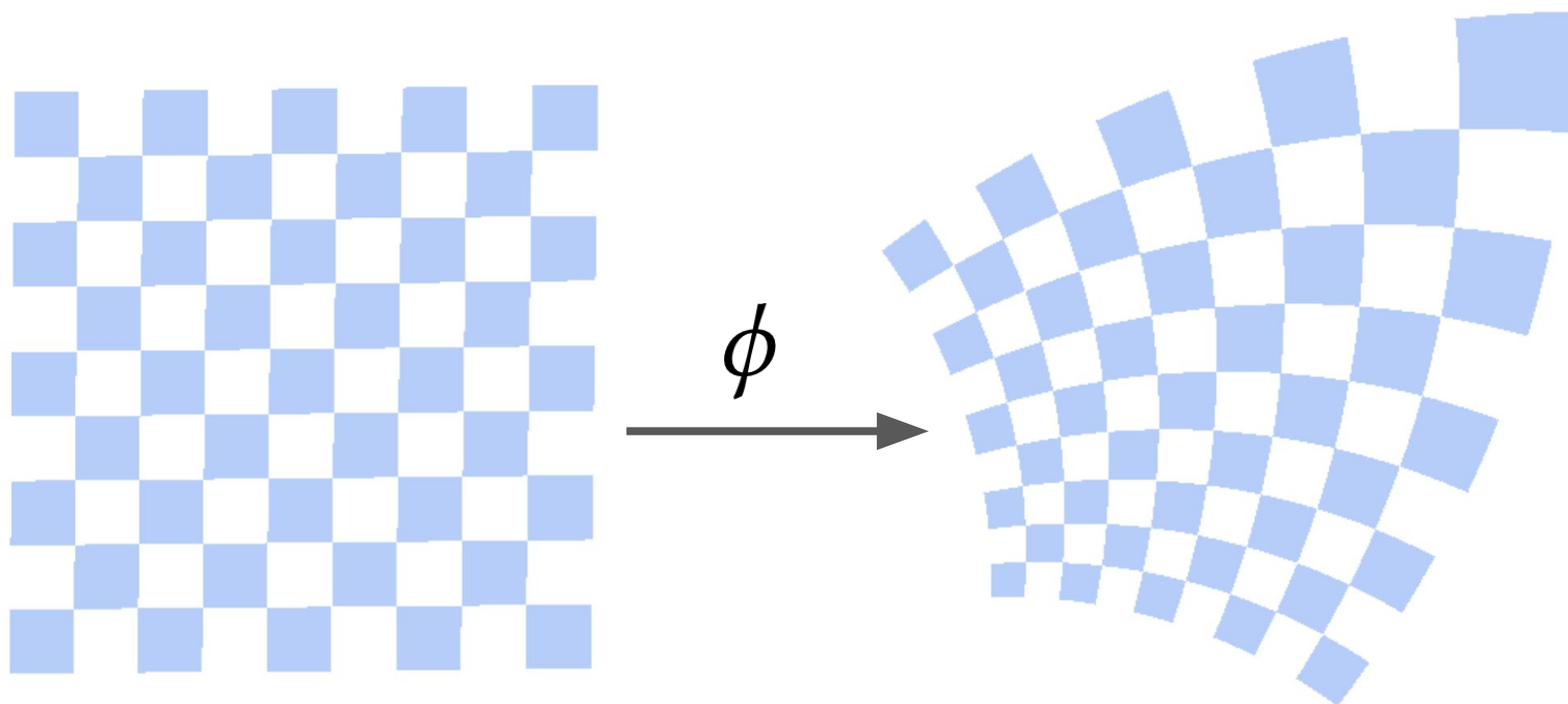
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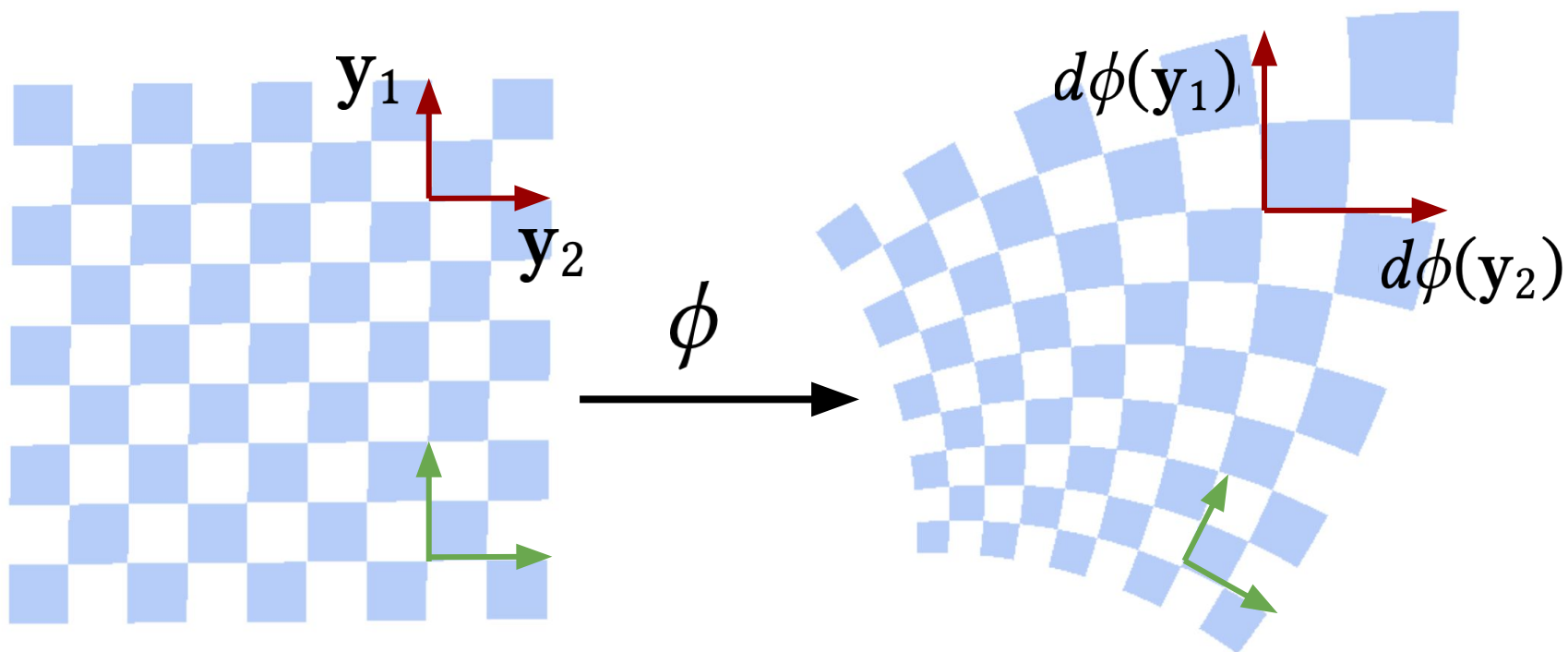
what is the transformed Δ ?

Background - Conformal Mapping



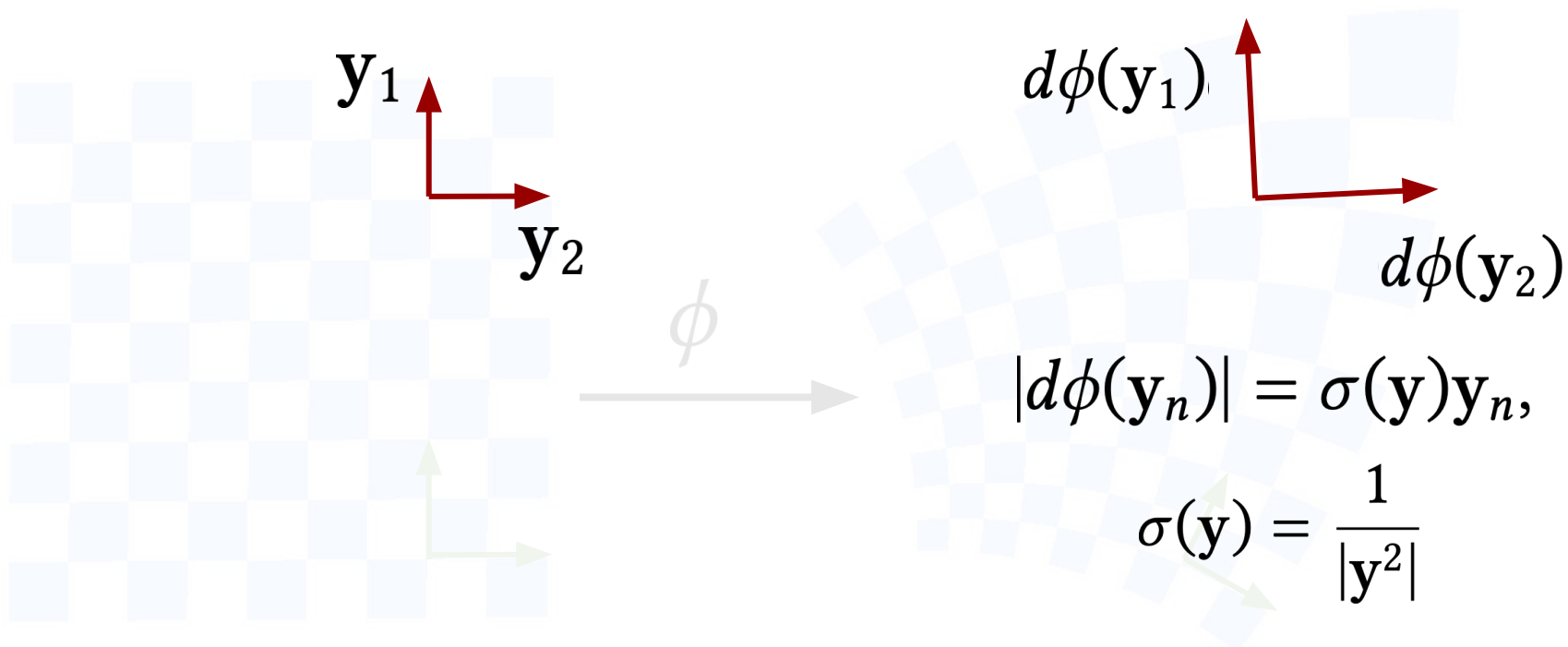
Background - Conformal Mapping

Angle Preserving



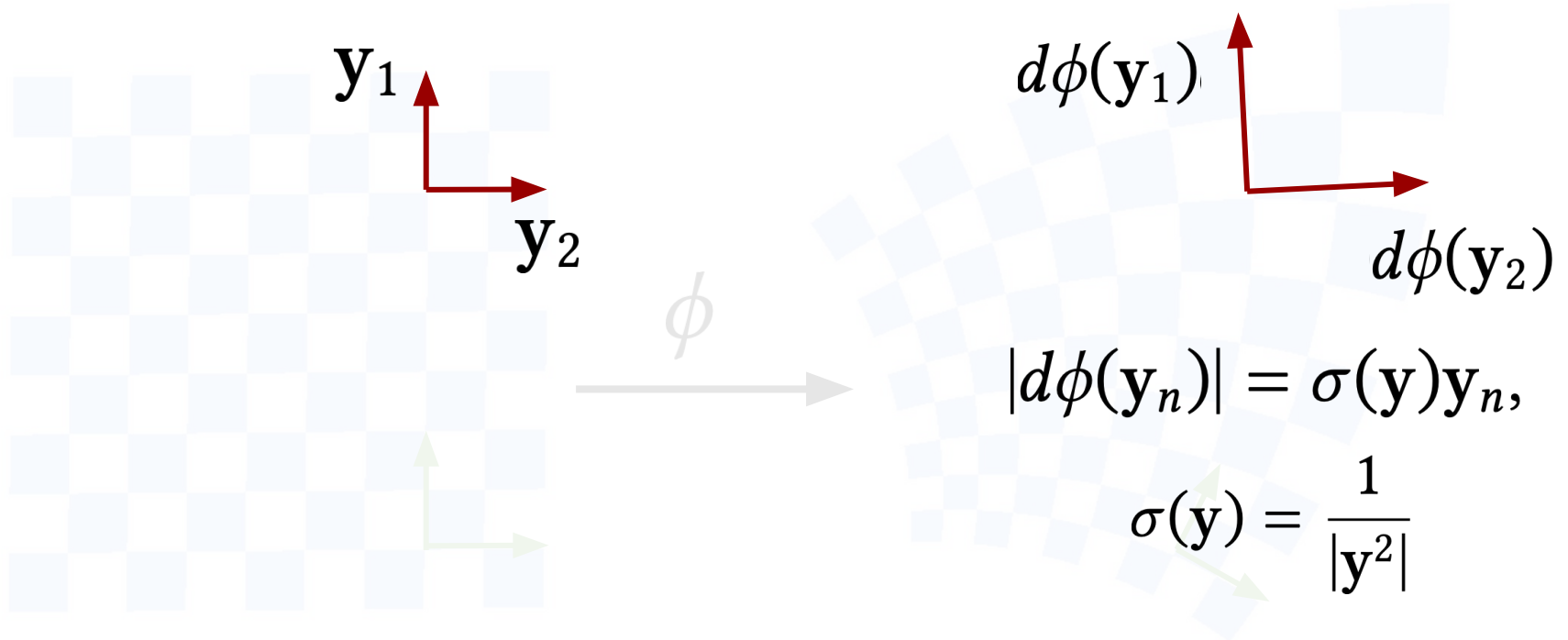
Background - Conformal Mapping

Angle Preserving



Background - Conformal Mapping

Angle Preserving



$$|d\phi(\mathbf{y}_n)| = \sigma(\mathbf{y})y_n,$$

$$\sigma(\mathbf{y}) = \frac{1}{|\mathbf{y}^2|}$$

$$\langle d\phi(\mathbf{y}_1), d\phi(\mathbf{y}_2) \rangle = \sigma(\mathbf{y})^2 \langle \mathbf{y}_1, \mathbf{y}_2 \rangle$$

Background

Given the **Poisson Equation**, and a **Coordinate Transform**

$$\Delta u(\mathbf{x}) = f(\mathbf{x}), \mathbf{x} \in \Omega$$

$$\phi : \Omega_{\text{inv}} \rightarrow \Omega, \phi(\cdot) = \phi^{-1}(\cdot) = \frac{\cdot}{|\cdot|^2}$$

Let $\mathbf{x} = \phi(\mathbf{y})$ what is the **Transformed Poisson Equation**?

$$(\Delta^\sigma u)(\phi(\mathbf{y})) = f(\phi(\mathbf{y}))$$

Background

$$U = u \circ \phi, F = f \circ \phi$$

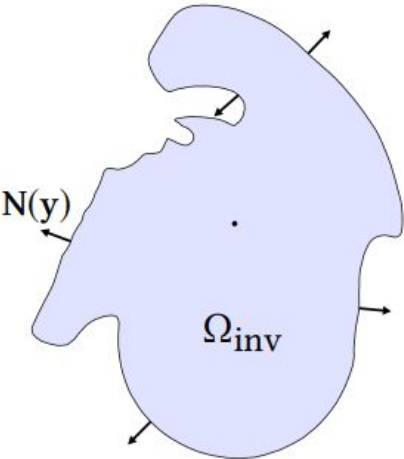
$$\Delta^\sigma U(\mathbf{y}) = |\mathbf{y}|^6 \nabla \cdot \left(\frac{1}{|\mathbf{y}|^2} \nabla U(\mathbf{y}) \right)$$

Let $\mathbf{x} = \phi(\mathbf{y})$ what is the **Transformed Poisson Equation**?

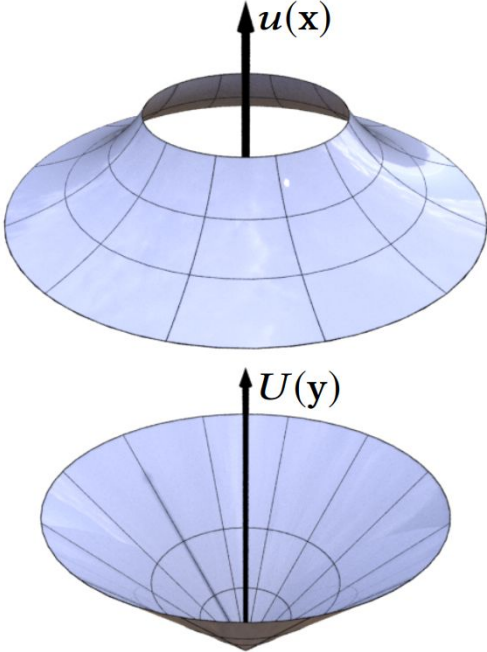
$$|\mathbf{y}|^6 \nabla \cdot \left(\frac{1}{|\mathbf{y}|^2} \nabla U(\mathbf{y}) \right) = F(\mathbf{y})$$

Domain Inversion - Problems

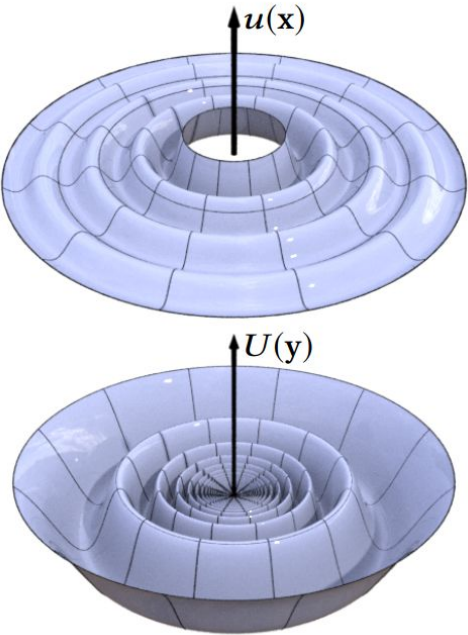
Domain is not compact.
Singularity at origin



Unsmoothed at origin



Does not work well when
 $U(y)$ is not sufficiently
well-behaved at origin



Kelvin Transformation

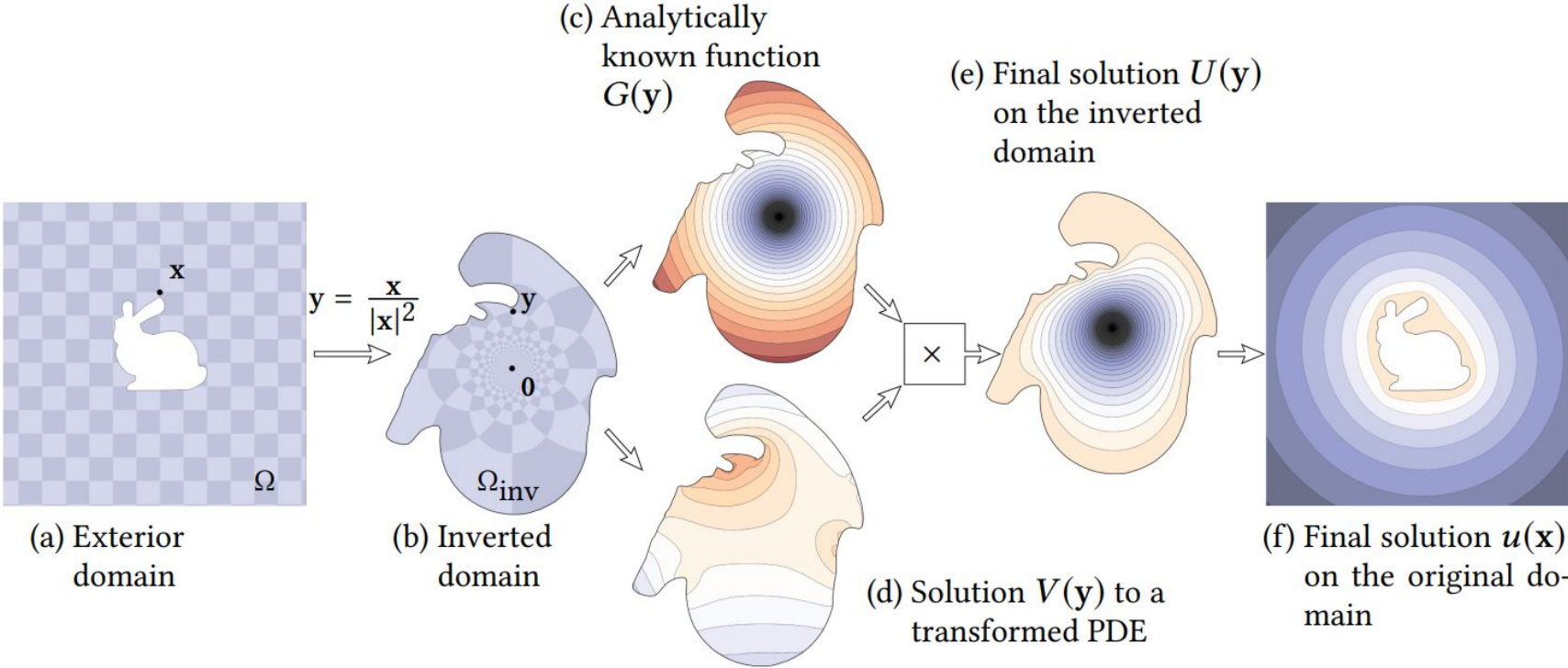
We have the following decomposition

$$U(\mathbf{y}) = G(\mathbf{y})V(\mathbf{y})$$

If we let $G(\mathbf{y}) = |\mathbf{y}|$, then the solution is found by solving

$$\Delta V(\mathbf{y}) = \frac{1}{|\mathbf{y}|^5} F(\mathbf{y}), \mathbf{y} \in \Omega_{\text{inv}}$$

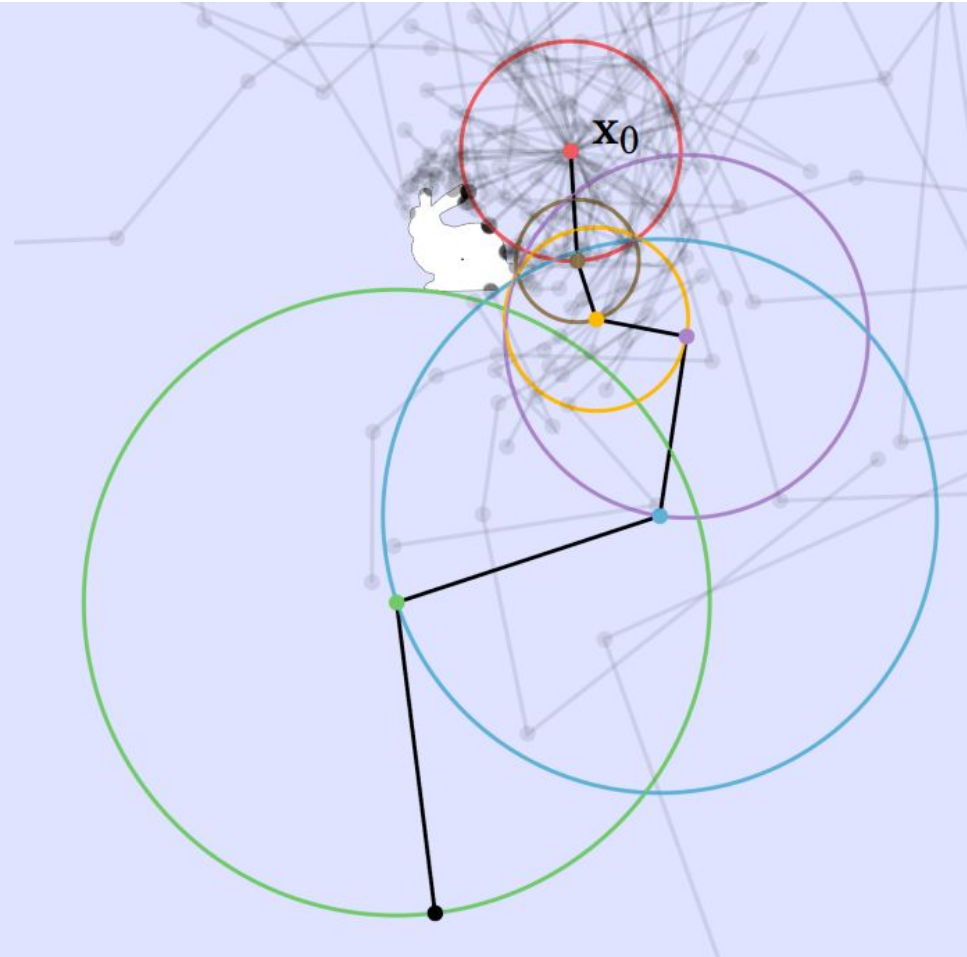
Pipeline



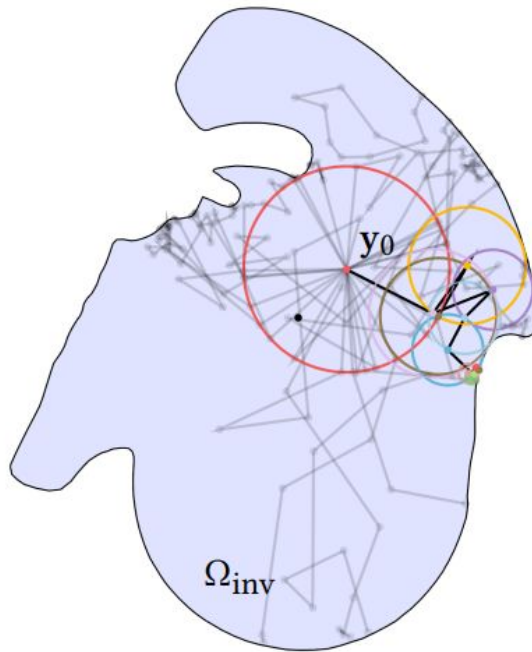
Experiment

Walk-on-Sphere with Russian Roulette

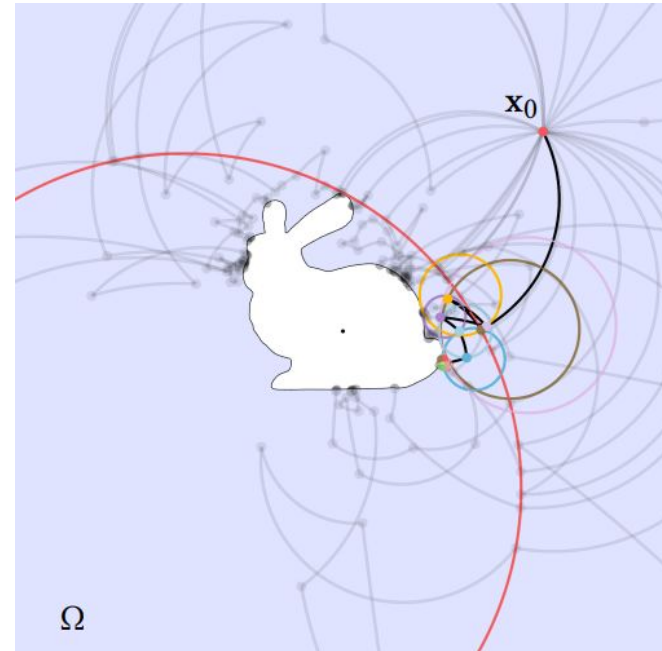
If we run Walk-on-Sphere on an infinite domain, the sphere will simply grow large, likely to **diverge into infinity**.



Walk-on-Sphere with Kelvin Transformation

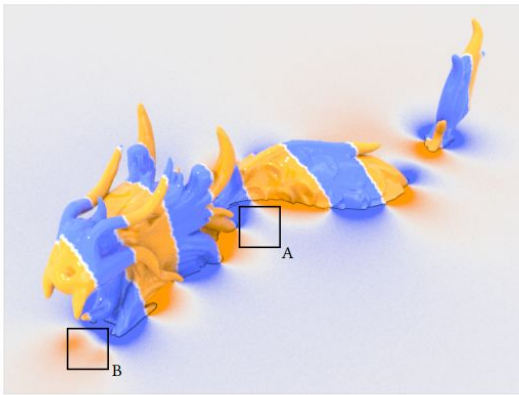


Inverted domain

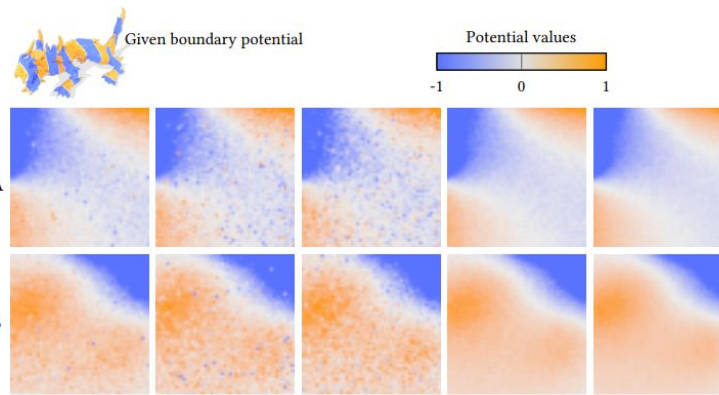


Invert of inverted domain
(original)

Error comparison - Laplace equation



(a) Laplace equation solved by Kelvin transform (KT).



(b) RR, $\lambda = 0.1$
Error = 11.04%
(Equal time)

(c) RR, $\lambda = 0.2$
Error = 14.42%
(Equal time)

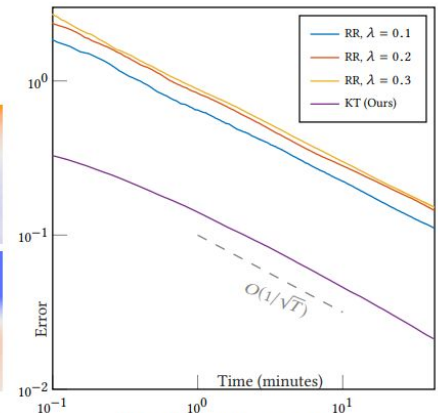
(d) RR, $\lambda = 0.3$
Error = 15.12%
(Equal time)

(e) **KT (Ours)**
Error = 2.13%
(40 minutes)

(f) Ground truth

Russian Roulette

Kelvin transformation

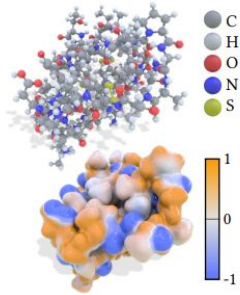


(g) Laplace problem error plot.

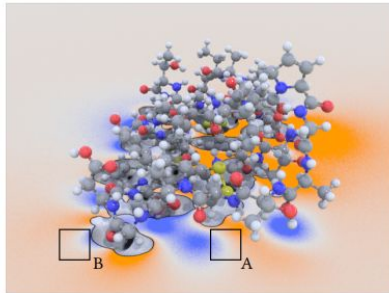
Error plot
(Error - Time Graph)

To achieve equal quality result from RR, they needs **20 ~ 40 hours**.

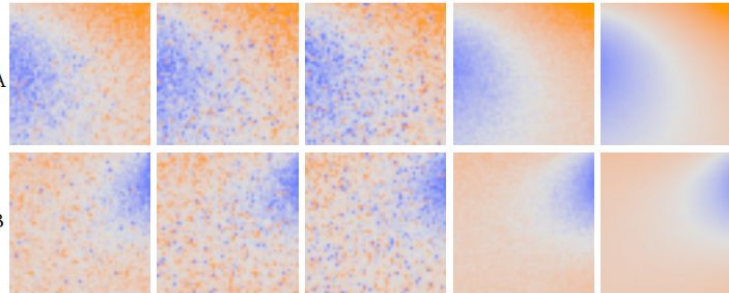
Error comparison - Electrostatic potential map



(a) 1CRN protein and its electrostatic potential map.



(b) Laplace equation solved by Kelvin transform (KT).



(c) RR, $\lambda = 0.1$
Error = 7.61%
(Equal time)

(d) RR, $\lambda = 0.2$
Error = 13.32%
(Equal time)

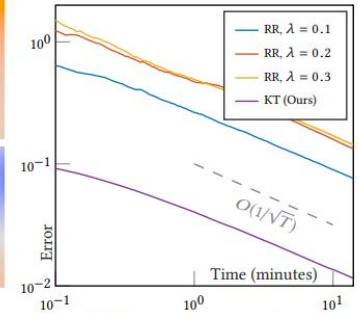
(e) RR, $\lambda = 0.3$
Error = 14.40%
(Equal time)

(f) **KT (Ours)**
Error = 1.16%
(15 minutes)

(g) Ground truth

Russian Roulette

Kelvin transformation

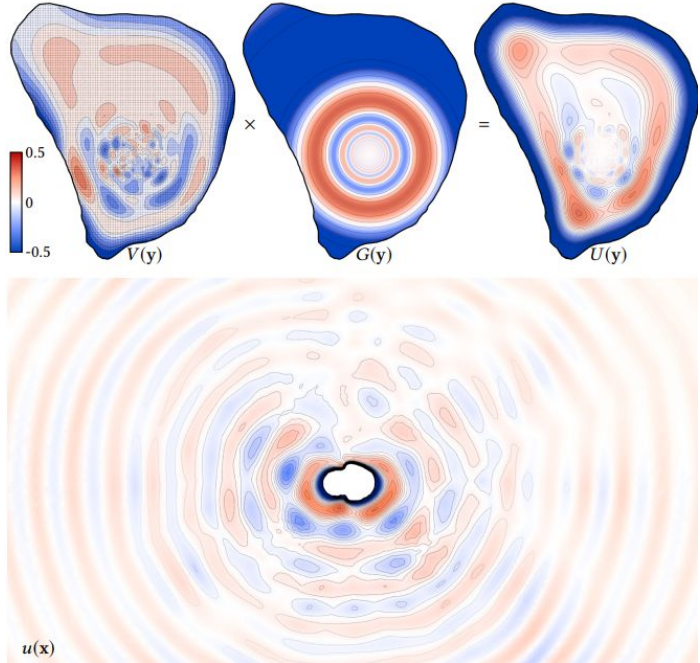


(h) Laplace problem error plot.

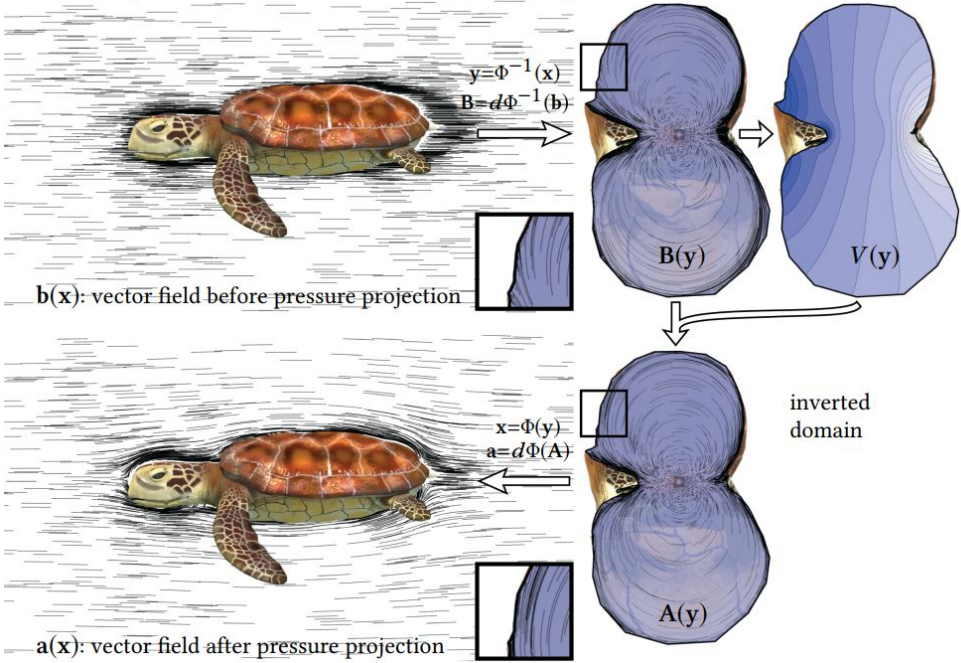
Error plot
(Error - Time Graph)

To achieve equal quality result from RR, they needs **2 ~ 10 hours**.

Pipeline to Result examples

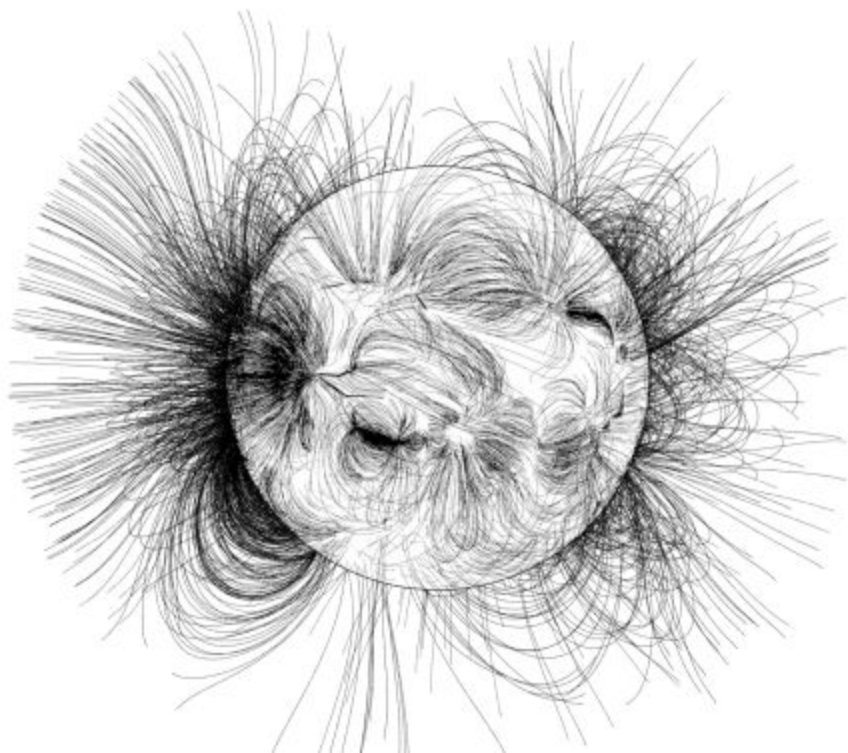


The Helmholtz equation on an infinite domain

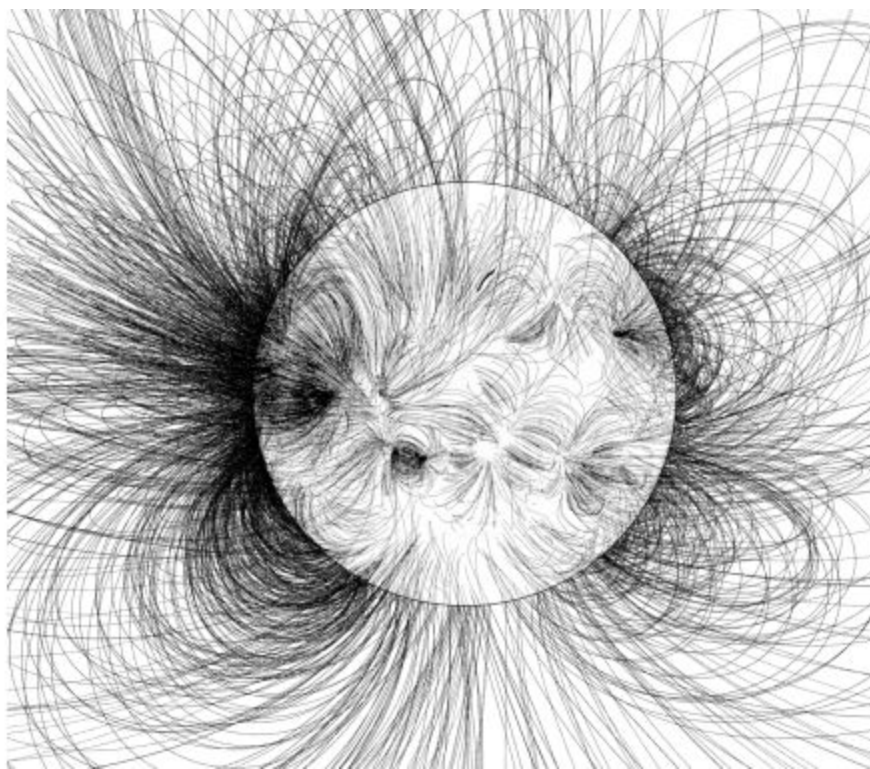


Pressure projection on an infinite domain

Comparison with truncated domain



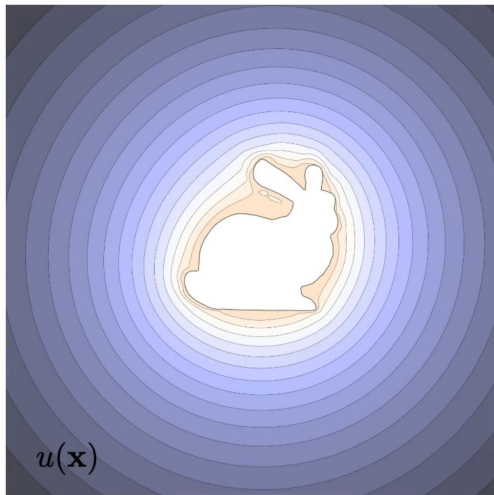
By domain truncation



By Kelvin transformation

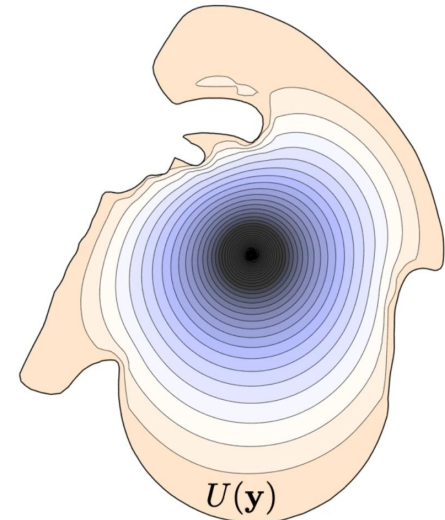
Main Takeaway

Summary



PDE problem
on an **infinite domain**

Kelvin
transformation
→



PDE problem
on an **bounded domain**

Takeaway

Wide range of applications

ex) WoS, Poisson problem, Helmholtz equation, ...

Future work

- Not obvious how to generalize the Kelvin transform to PDEs of **vector-valued functions** or **tensor valued-functions** such as in continuum mechanics

Quiz

Does WoS with Kelvin Transform converges faster?

- (a) True
- (b) False

When we solve the PDE, do we solve the inverse problem, then invert the inverse solution to get the right solution?

- (a) True
- (b) False