

On Autoregressive Neural Emulators for PDEs

13 May 2025 @ IRMA Strasbourg, PDE Team
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(PhD student with Prof. Thuerey at TUM)

Kuramoto-Sivashinsky 2D



Kolmogorov Flow 2D



Gray-Scott 2D



Kuramoto-Sivashinsky 3D



Swift-Hohenberg 3D



Gray-Scott 3D



Agenda

1

Simulating Time-Dependent PDEs

Using classical numerical approaches

2

Neural Approaches

And what to do

3

Autoregressive Neural Emulators

And how to train them

4

APEBench

And the design of PDE benchmark suites

5

Specific Examples/Results

The relation of emulators and simulators

Simulating Spatio-Temporal Phenomena

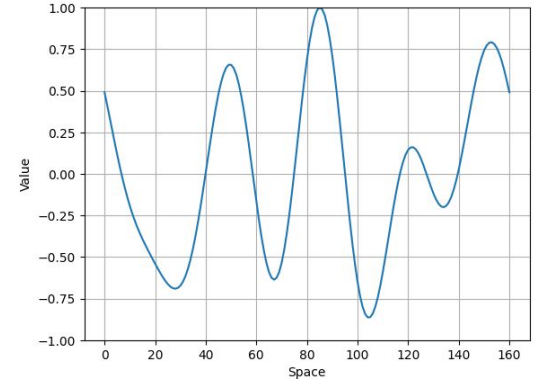
$$\frac{\partial u}{\partial t} = -c \frac{\partial u}{\partial x}$$

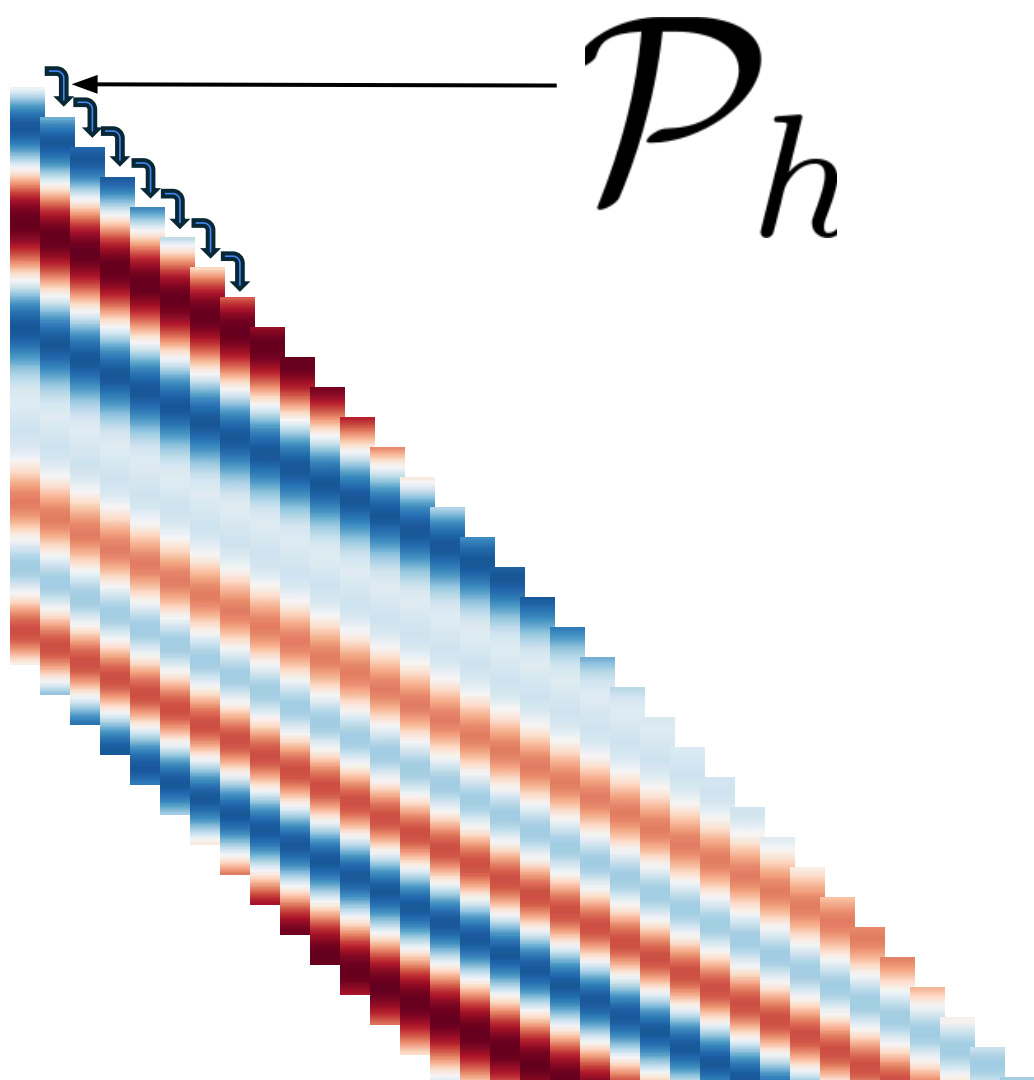
Symbolic Manipulation
+ Implementation

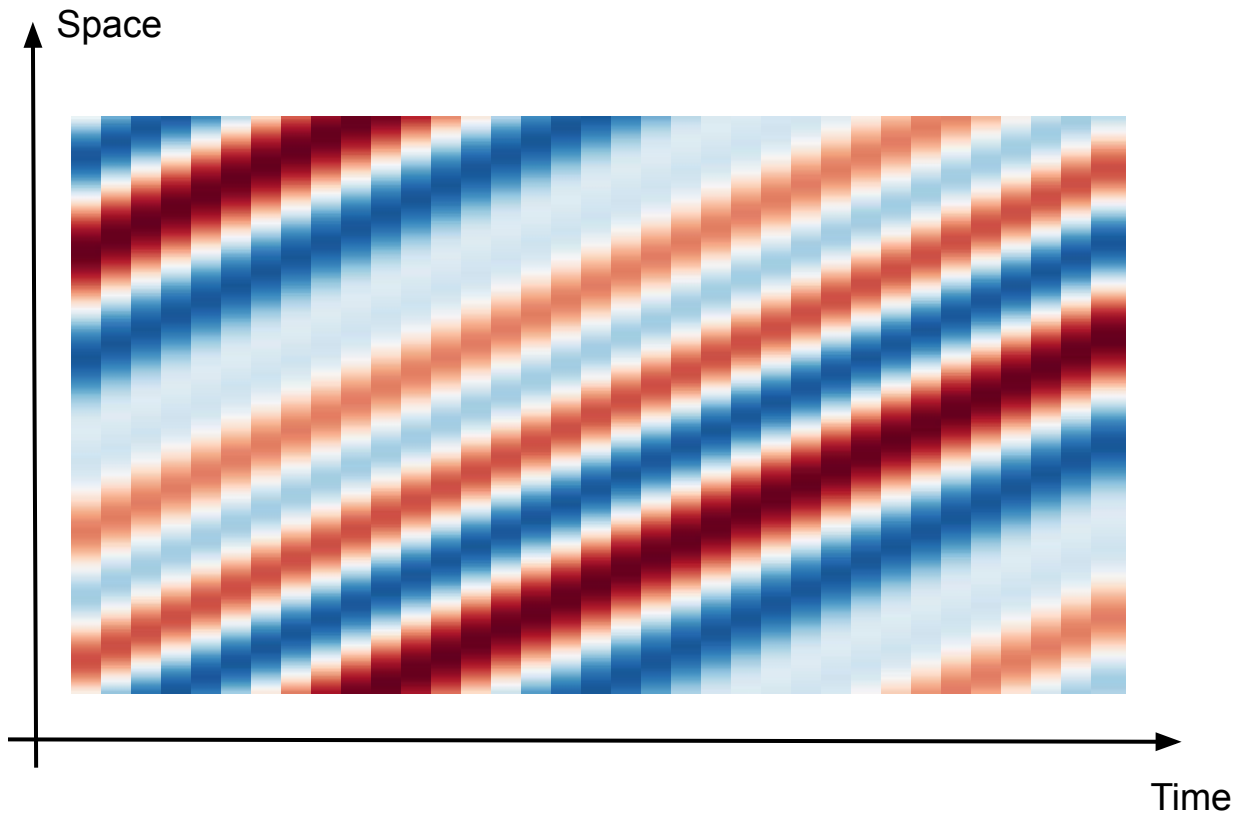
\mathcal{P}_h

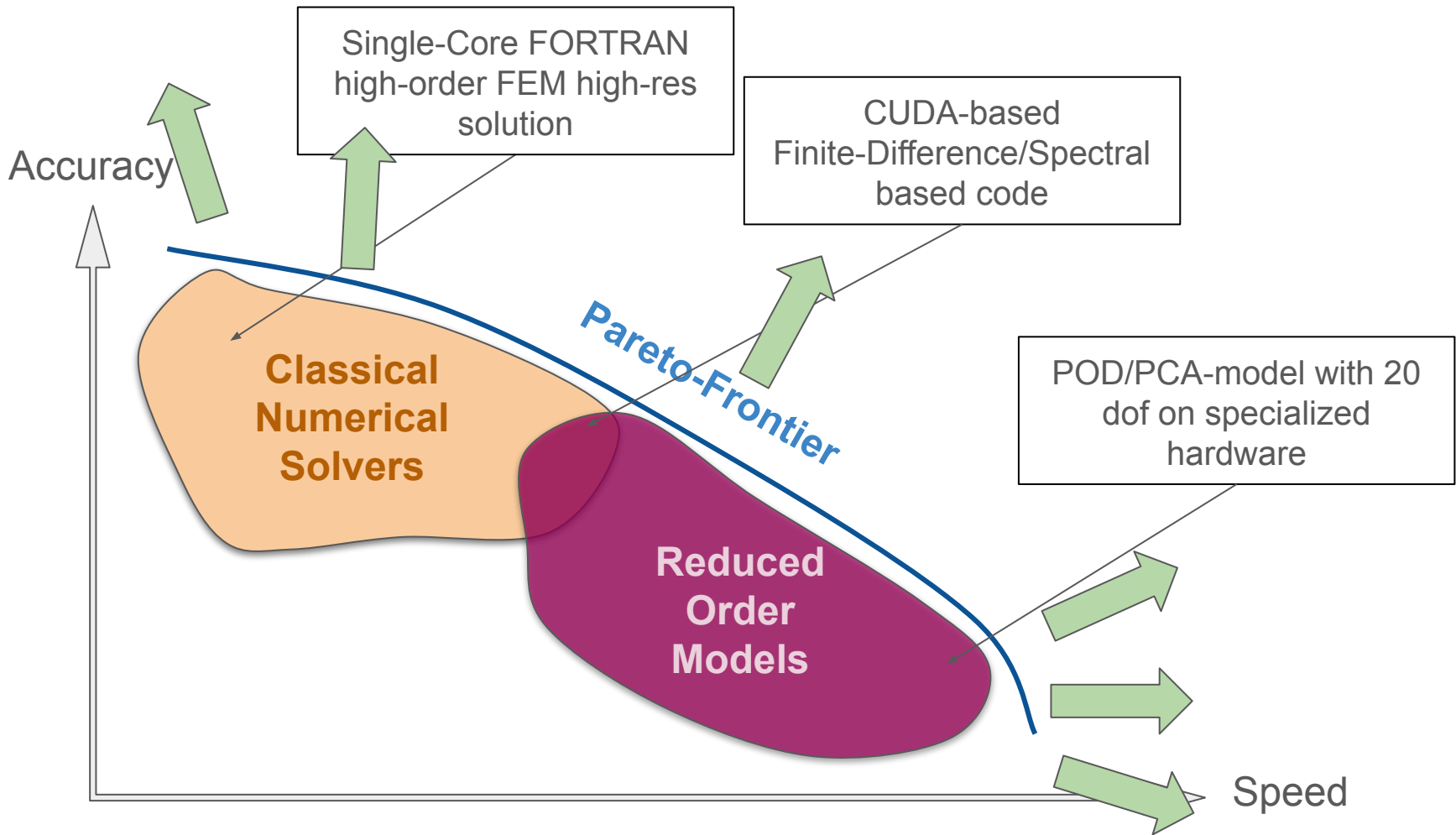
$$u^{[0]}(x) = \sum_i a_i \sin\left(i \frac{2\pi}{L} x - \phi_i\right)$$

Discretization









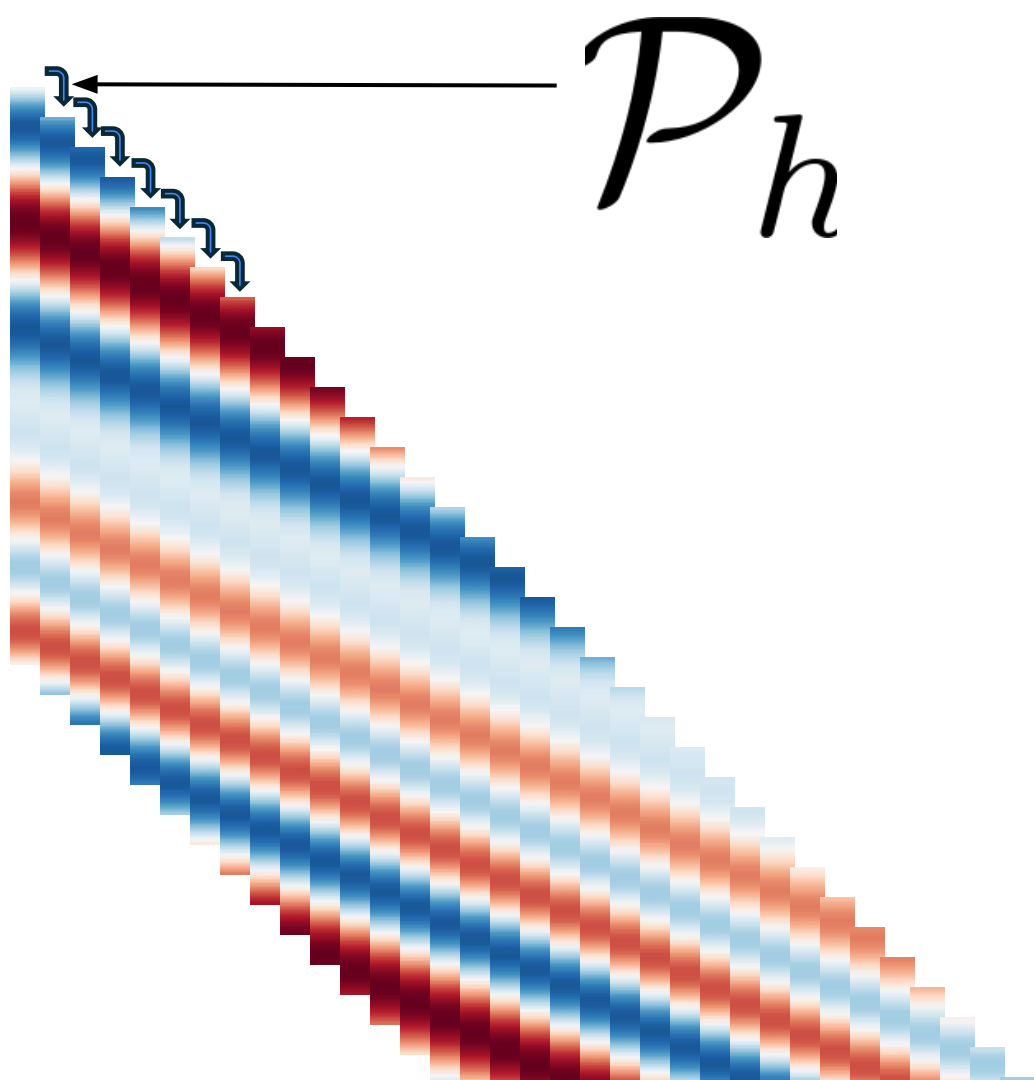
What do?

- **Physics-Informed Neural Networks** aka continuous solution functions
- **Smaller Components** for parts that are heuristic anyway:
 - In Modelling: Multi-scale models like turbulence models
 - In Numerics: Analyzers like flux limiters or step-size controllers
- **Augment** existing solvers on state-discrete representation (solver-in-the-loop)
- **Fully replace numerical solver with neural models**
- ...

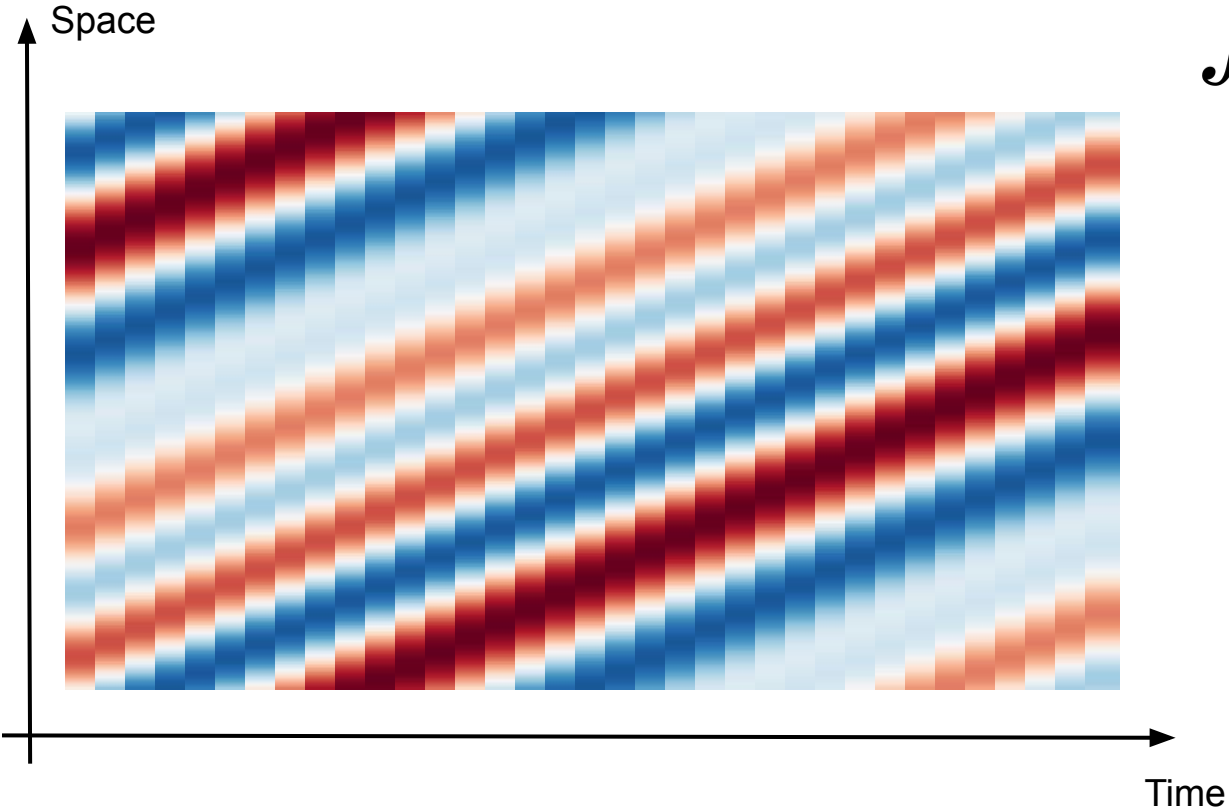
Why fully replace the numerical solver?

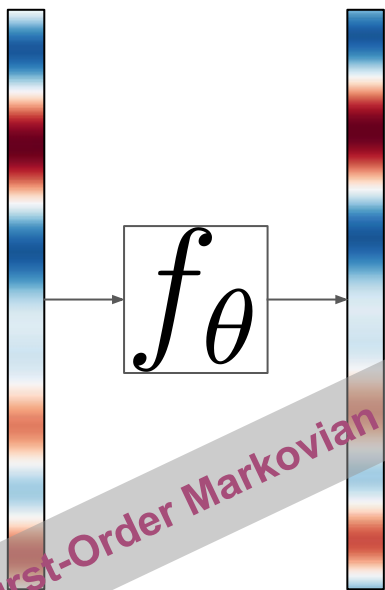
- Find sth more-efficient (pushes the Pareto frontier)
- “Imitation Learning”:
 - Bring existing numerical solvers:
 - to the GPU
 - into deep learning frameworks (for downstream tasks like control)
 - get features like differentiability or vectorized execution
- Understanding the learning process:
 - kind of “automating the numerical analysis of deriving a new scheme”
- Combine different sources of data (from experiments, existing numerical simulations, etc.)

Autoregressive Emulators

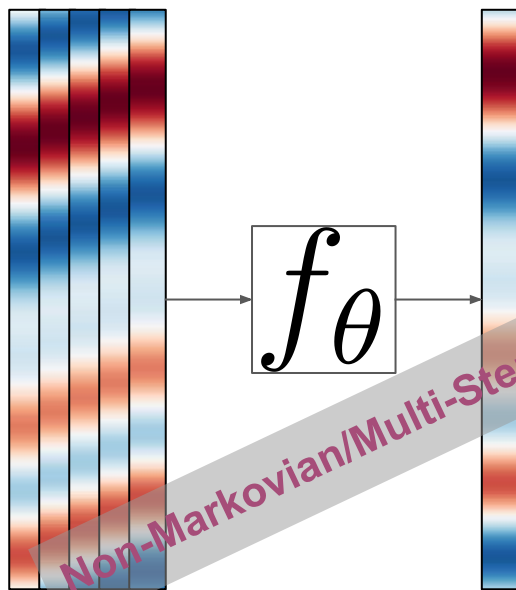


$$f_{\theta} \approx \mathcal{P}_h$$

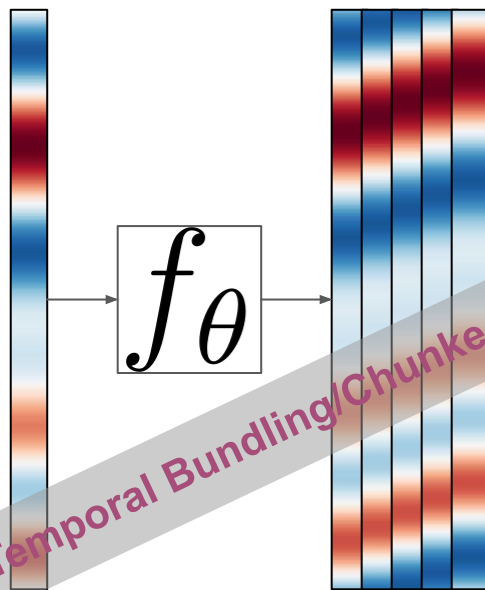




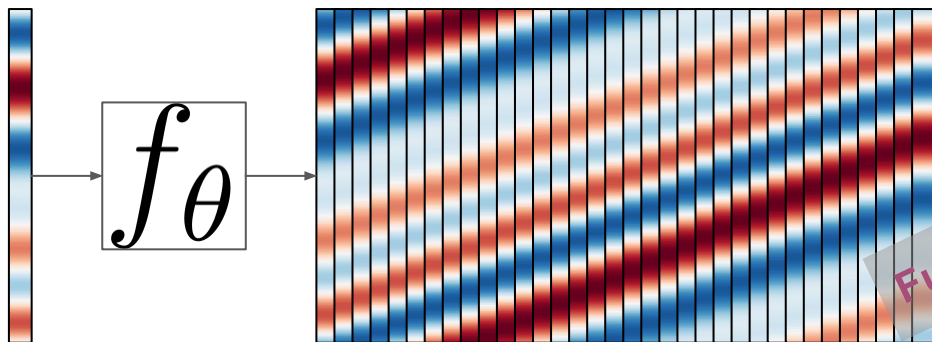
First-Order Markovian



Non-Markovian/Multi-Step



Temporal Bundling/Chunked



Full Trajectory Prediction

Which approach on time?

- Non-Markovian: Mori-Zwanzig formalism and Adams-Bashforth methods
- Chunked Prediction: Efficiency and inductive bias?
- Full Trajectory Prediction: Like video-diffusion models (shortcut integration)
- **First-Order Markovian: Simplicity and so is Physics?!**

Published as a conference paper at ICLR 2025

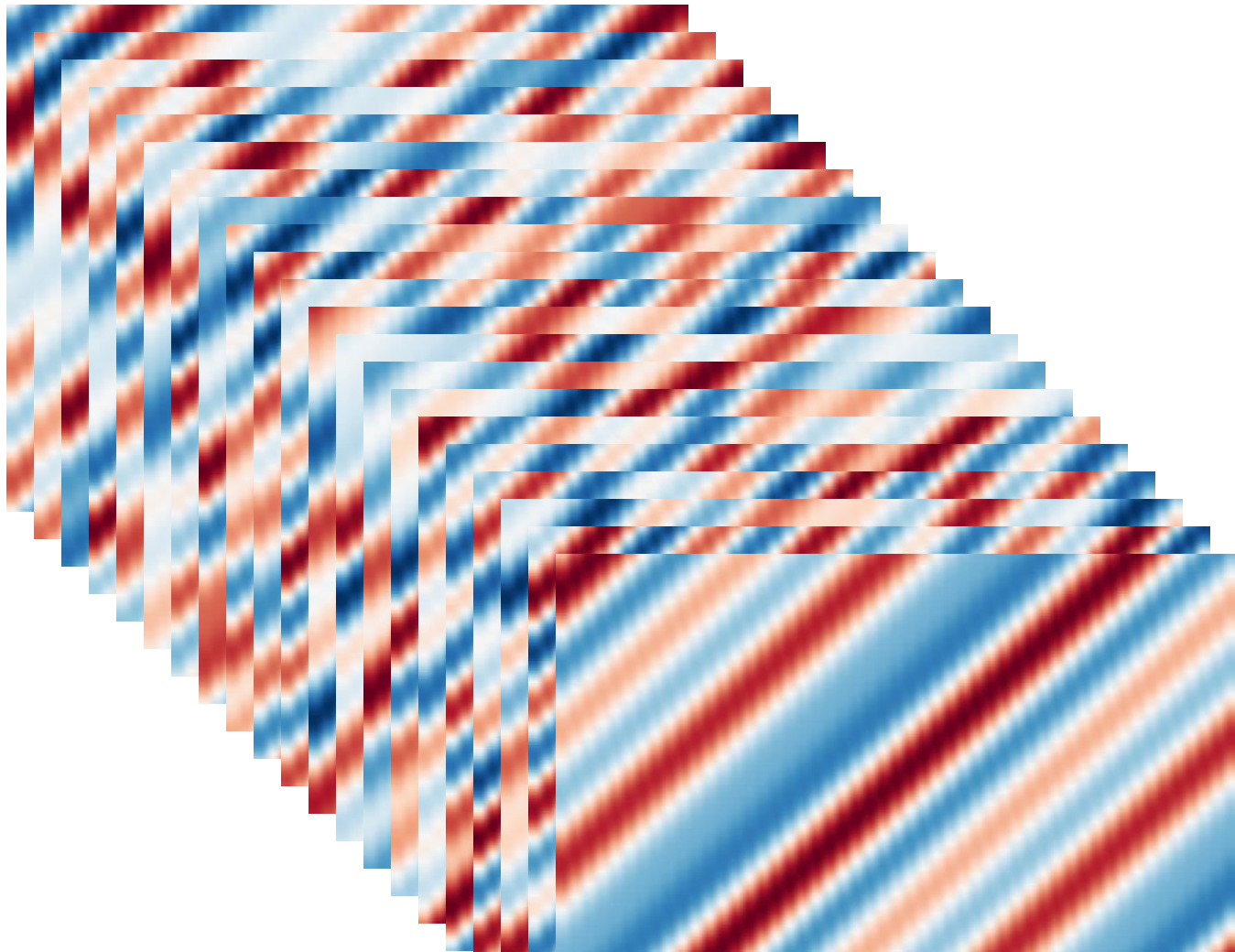
ON THE BENEFITS OF MEMORY FOR MODELING TIME-DEPENDENT PDES

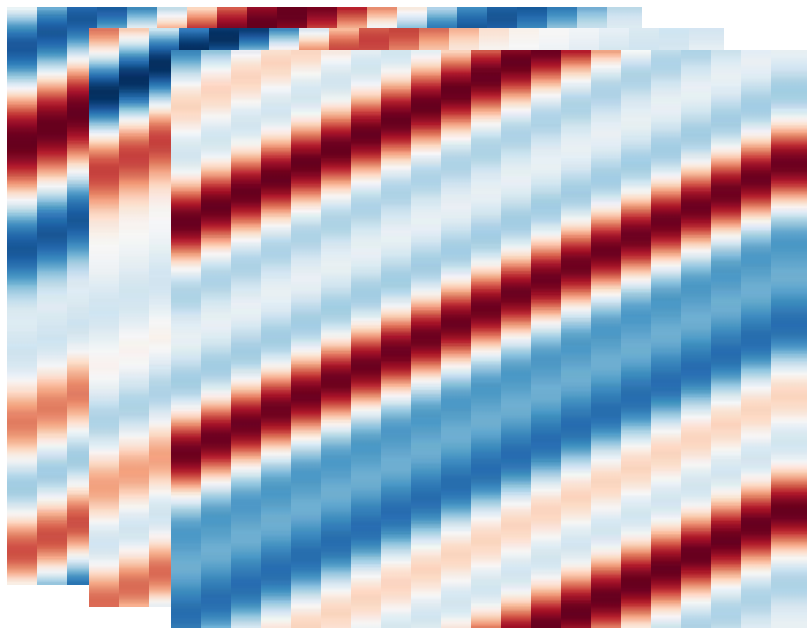
Ricardo Buitrago Ruiz^{1,2}, **Tanya Marwah**¹, **Albert Gu**^{1,2}, **Andrej Risteski**¹

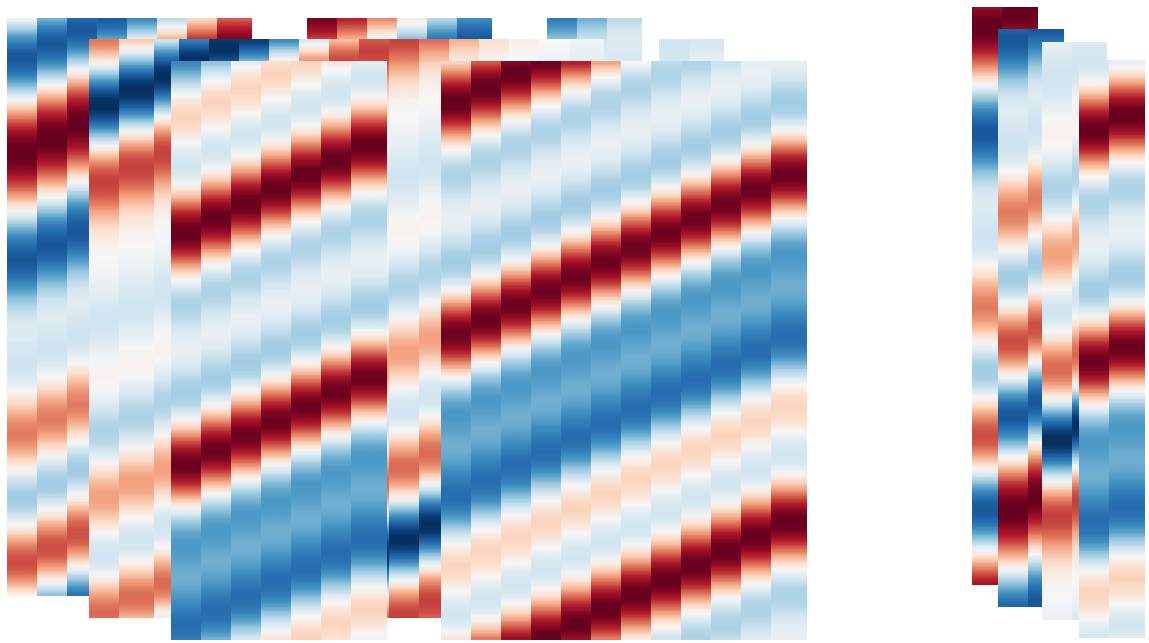
¹Carnegie Mellon University ²Cartesia AI

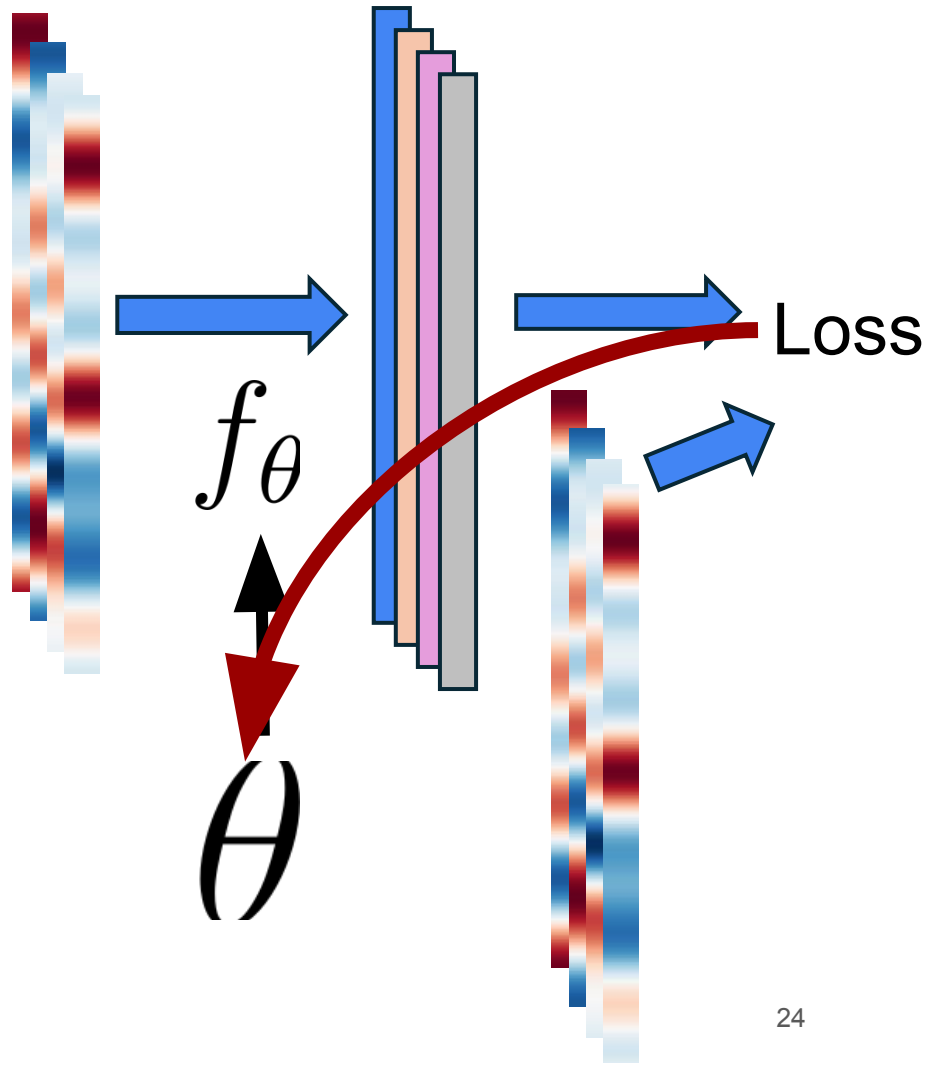
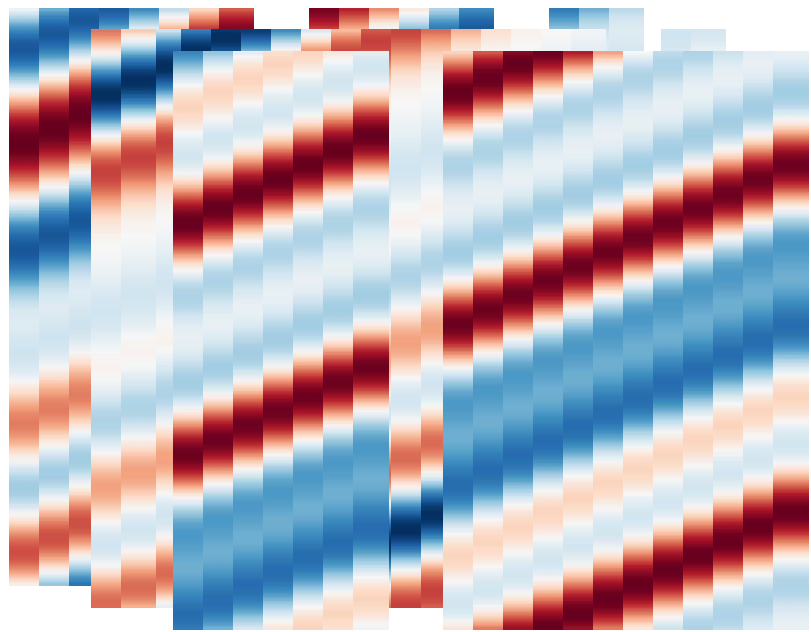
How to train (Markovian) Autoregressive Emulators











One-Step
Training

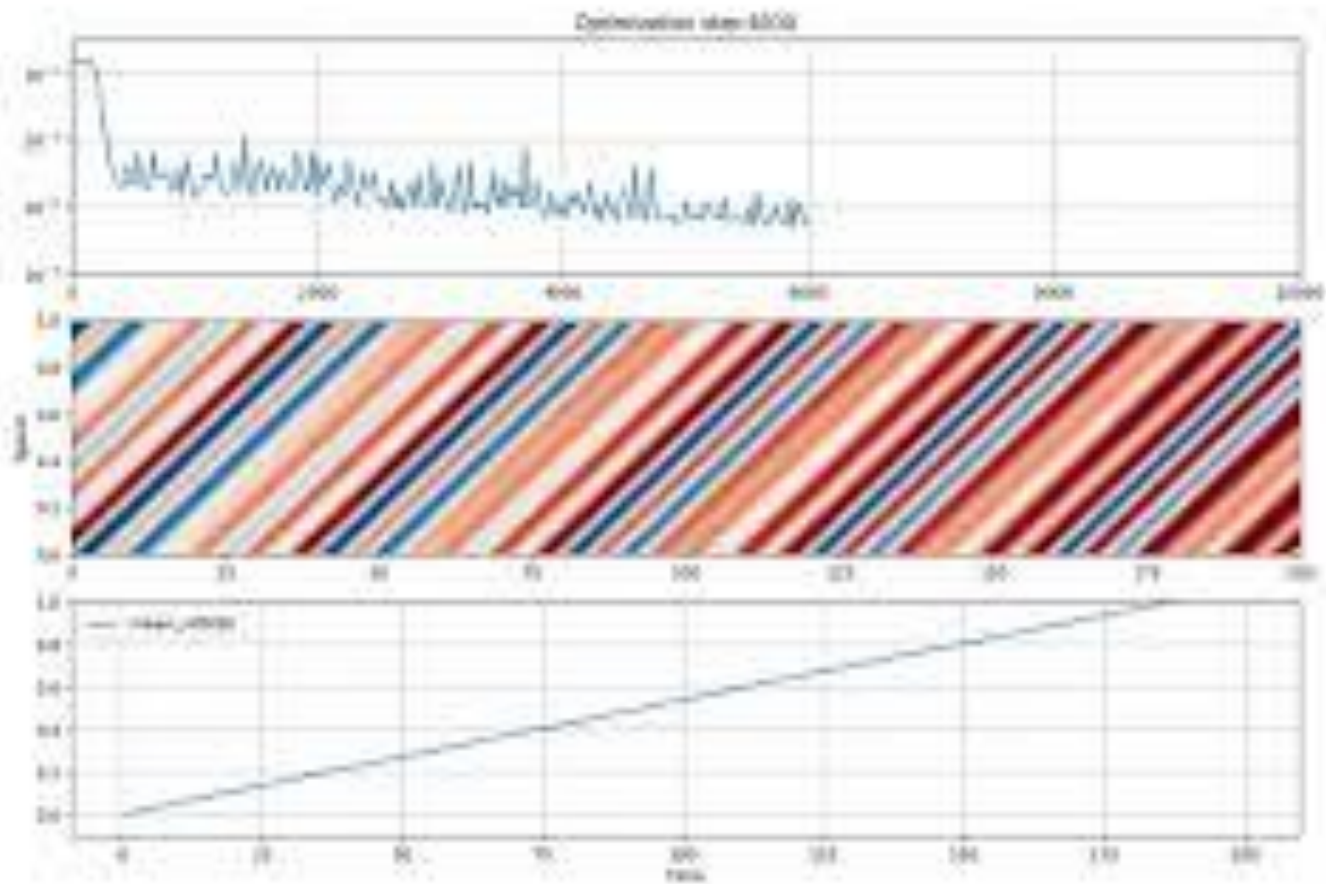


Autoregressive
Rollout

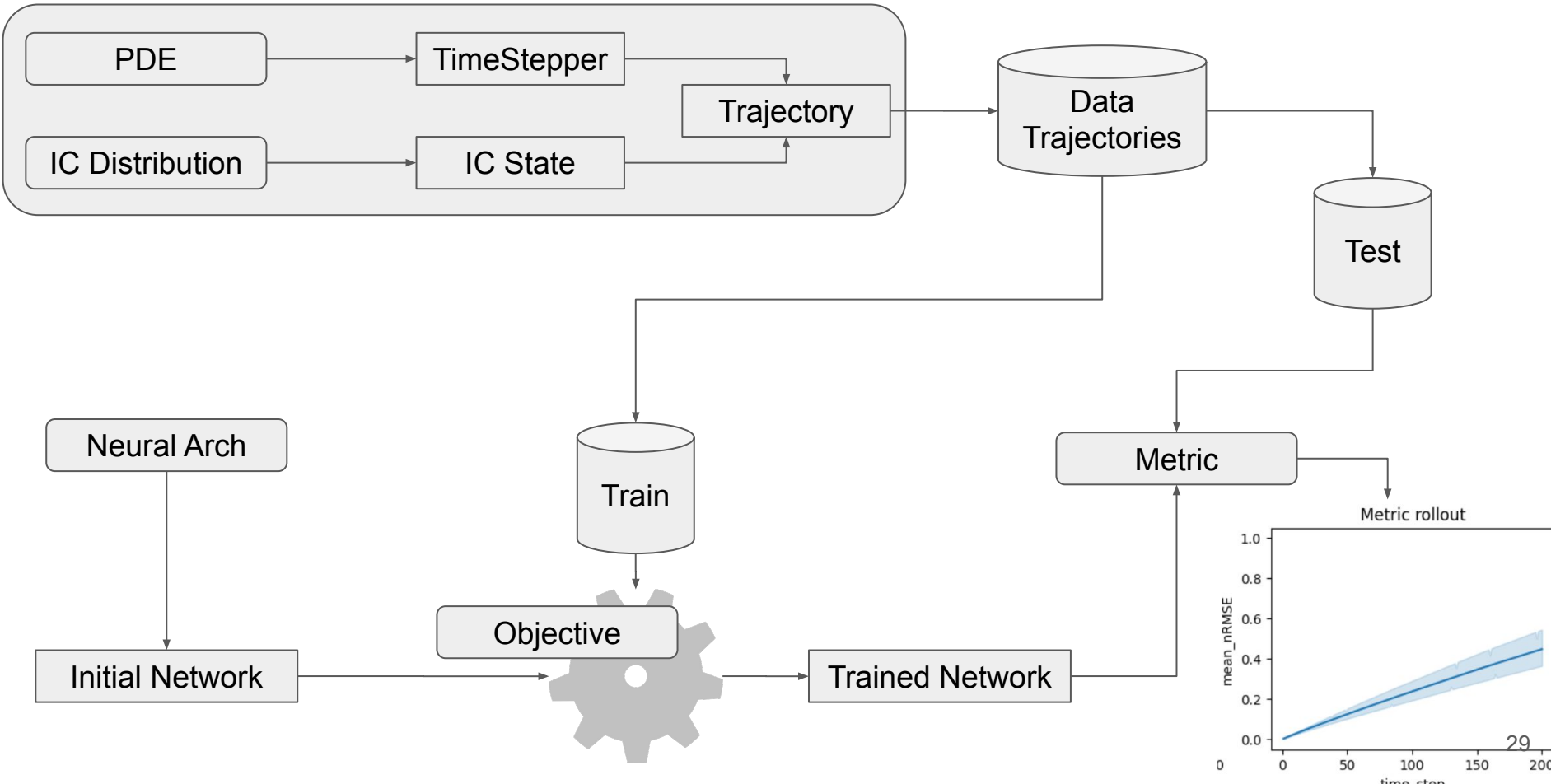
Long-Term
Accuracy

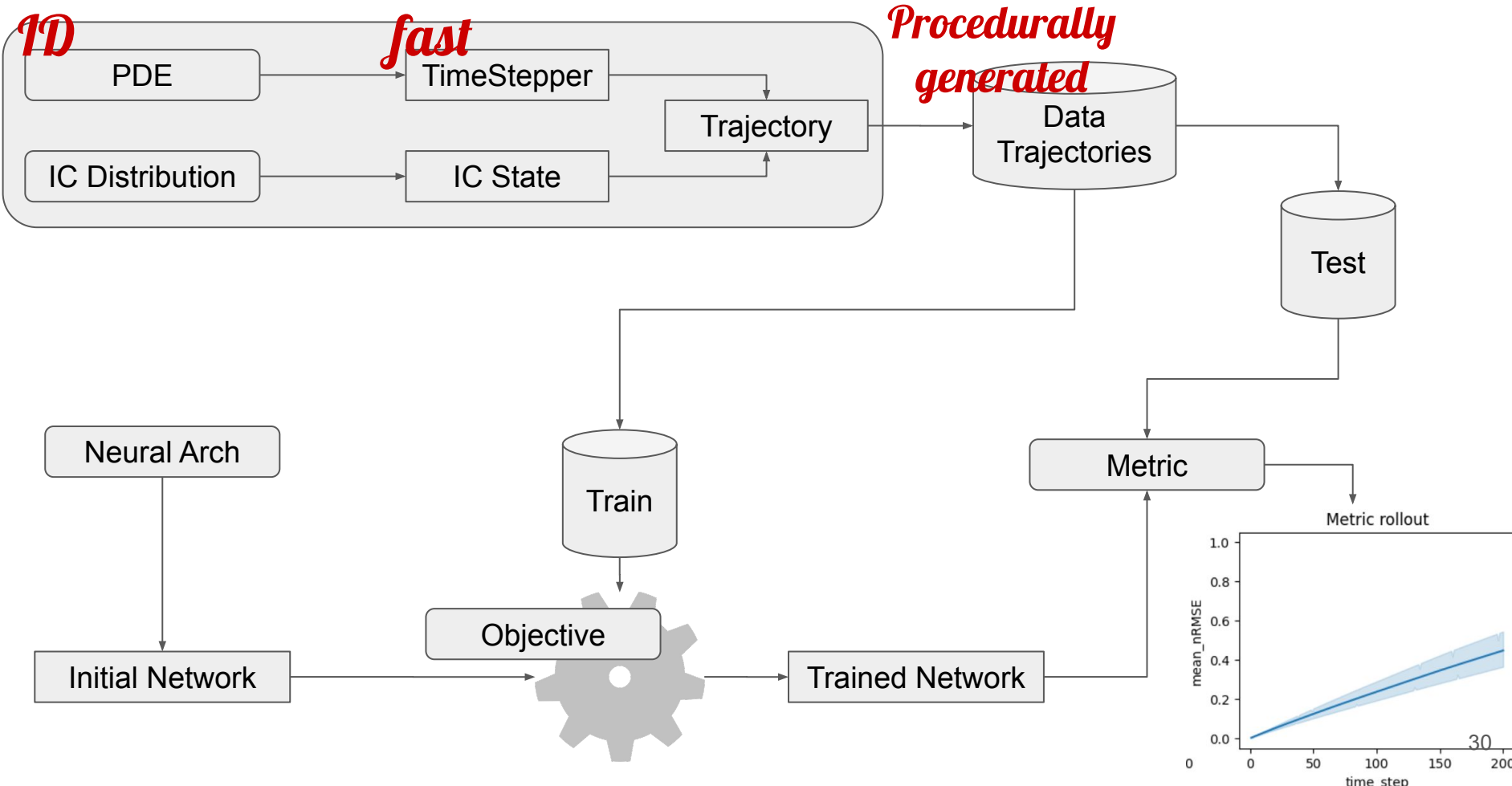
Long-Term
Stability

Temporal Generalization

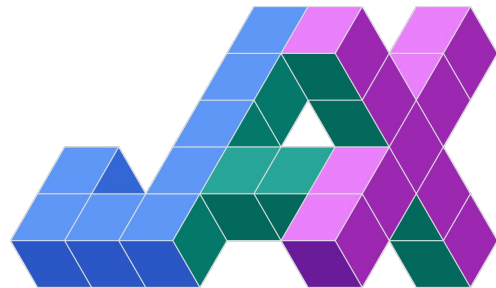


APEBench

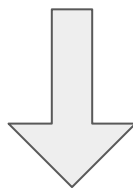




Key Contribution: Fourier-ETDRK in JAX



$$\partial_t u = \mathcal{L}u + \mathcal{N}(u)$$

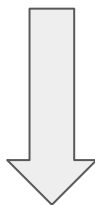


$$\hat{u}_h^{[t+1]} = \exp(\hat{\mathcal{L}}_h \Delta t) \odot \hat{u}_h^{[t]} + \frac{\exp(\hat{\mathcal{L}}_h \Delta t) - 1}{\hat{\mathcal{L}}_h} \odot \hat{\mathcal{N}}_h(\hat{u}_h^{[t]})$$

PDE Identifiers (Difficulty-based interface)

$$\frac{\partial u}{\partial t} = b_1 \frac{1}{2} \frac{\partial u^2}{\partial x} + a_0 u + a_1 \frac{\partial u}{\partial x} + a_2 \frac{\partial^2 u}{\partial x^2} + a_3 \frac{\partial^3 u}{\partial x^3} + a_4 \frac{\partial^4 u}{\partial x^4} + \dots$$

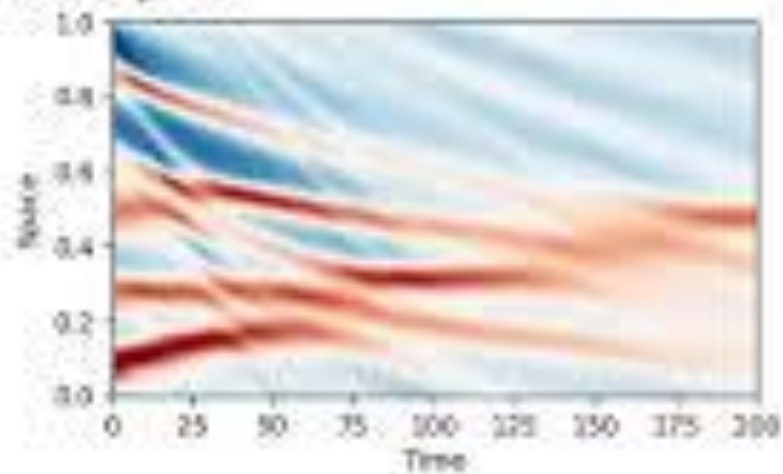
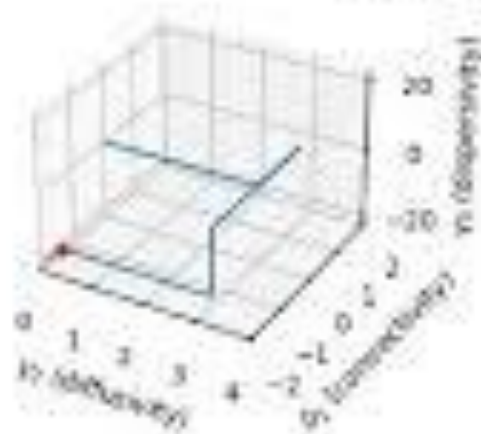
$$\{b_1, a_0, a_1, a_2, a_3, a_3, \dots\} \times \{D, L, N, \Delta t\} \times \text{numerics}$$



+ Stable 2nd order ETD RK

$$\{\delta_1, \gamma_0, \gamma_1, \gamma_2, \gamma_3, \gamma_4, \dots\} \times \{D, N\}$$

$$y_1 = 0.10, y_2 = -20.00, \delta_1 = -1.50$$

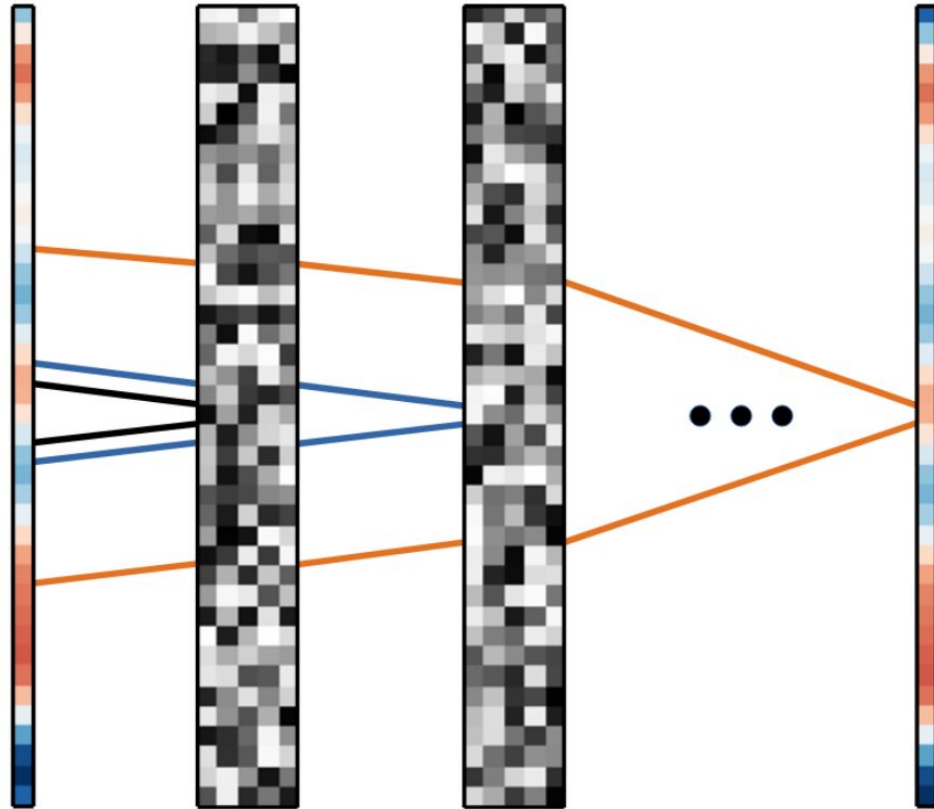


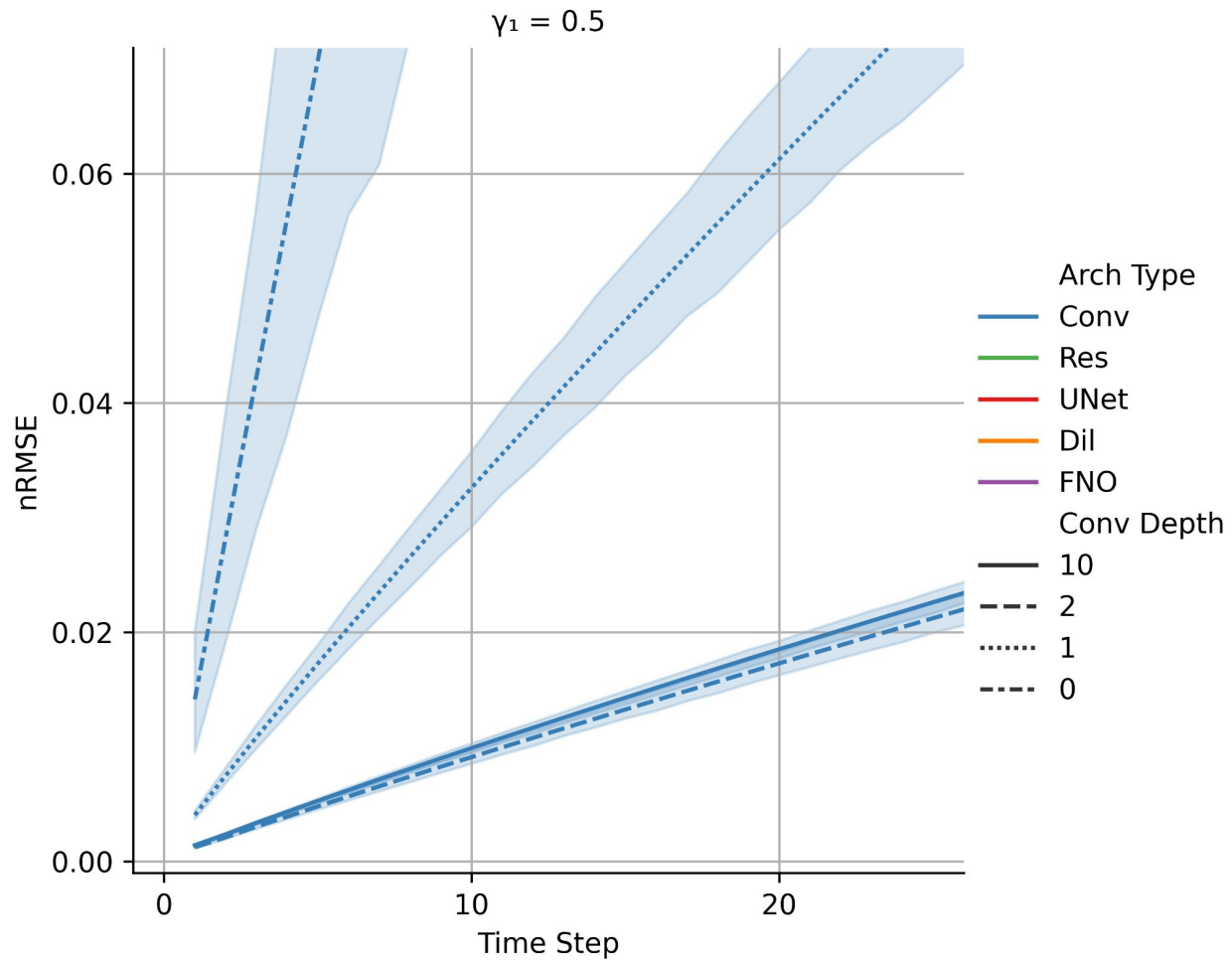
Axes of Investigation

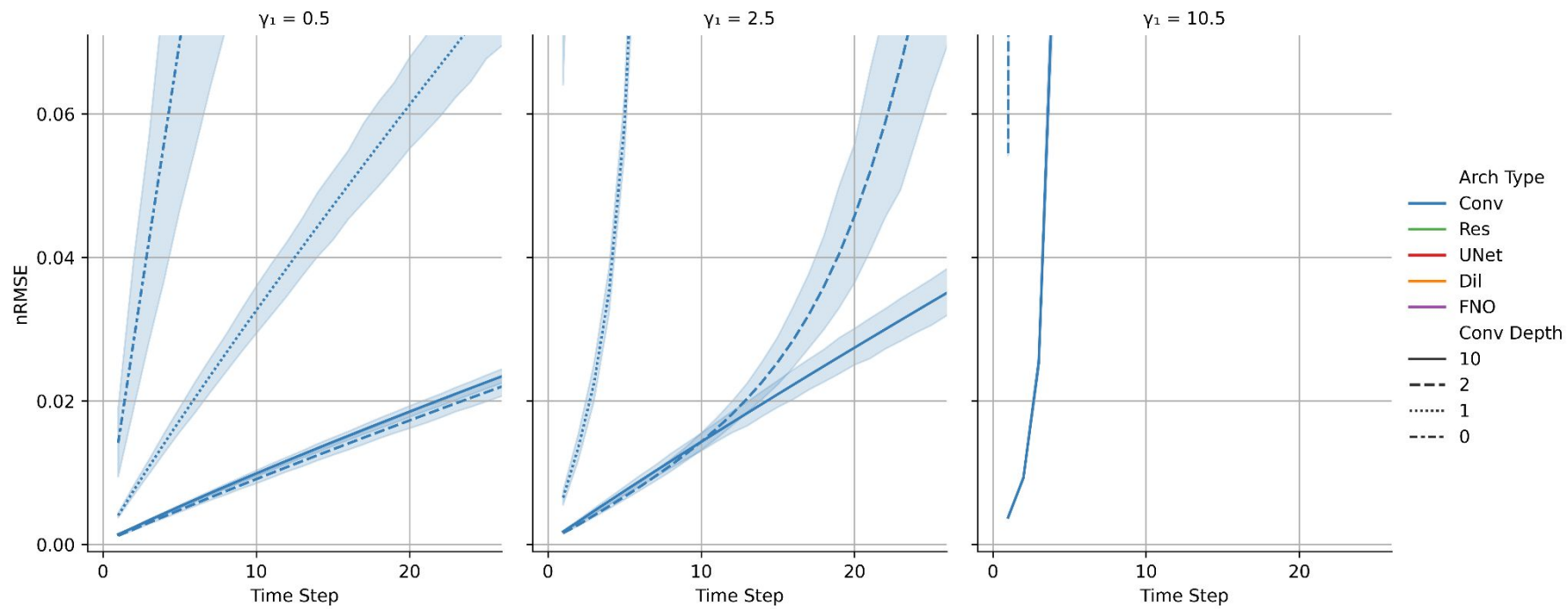
- **PDE (in terms of its difficulty, resolution and spatial dims)**
- **Neural Architecture**
- Learning Methodology (unrolled training, differentiable physics, ...)
- Learning Goal (prediction or neural-hybrid correction)

+ seed statistics for hypothesis testing

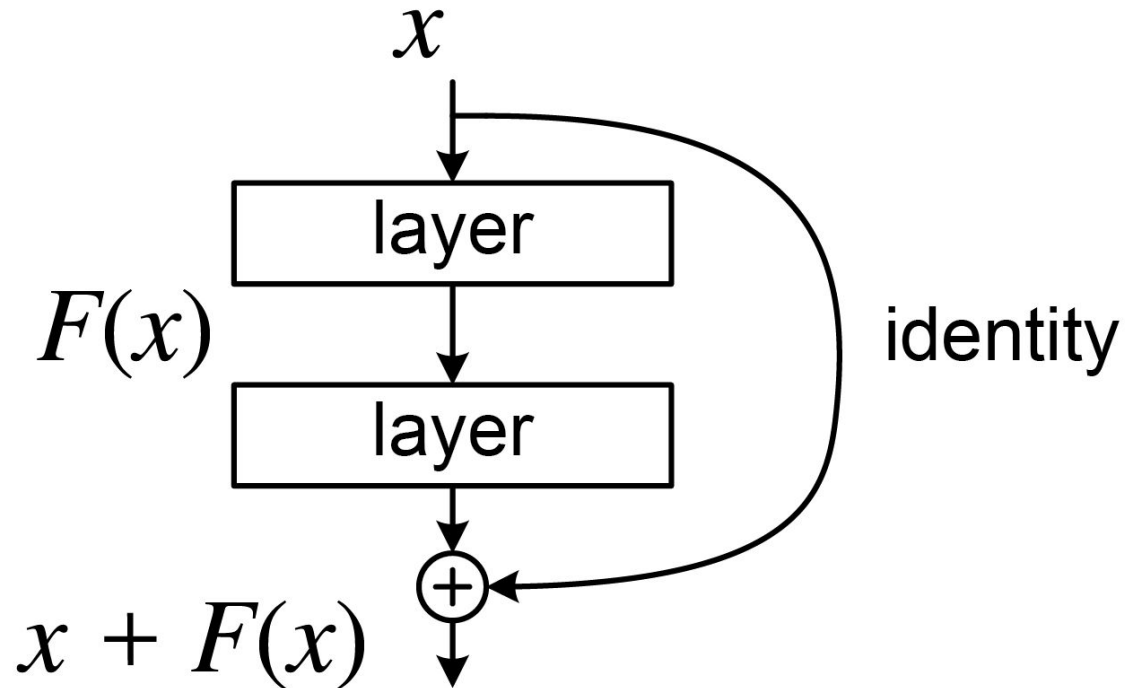
ConvNets as Autoregressive Emulators



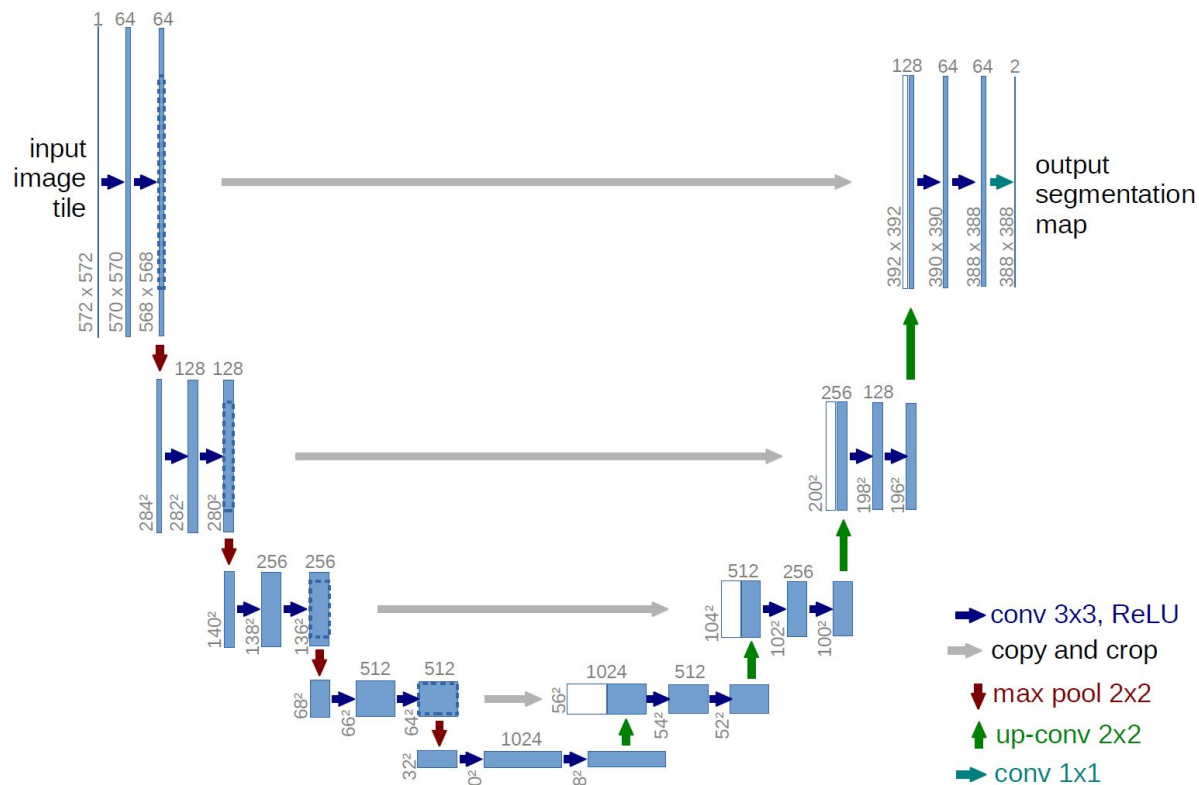




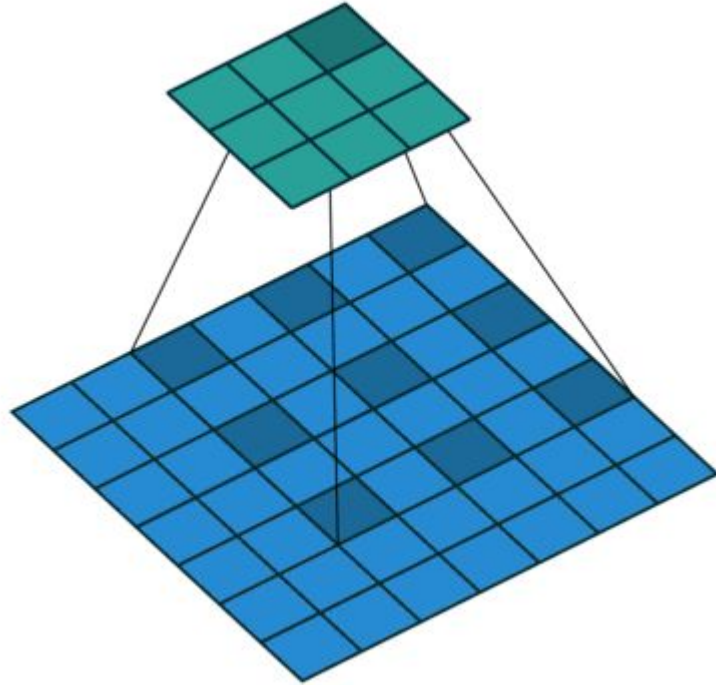
More Architectures - ResNets



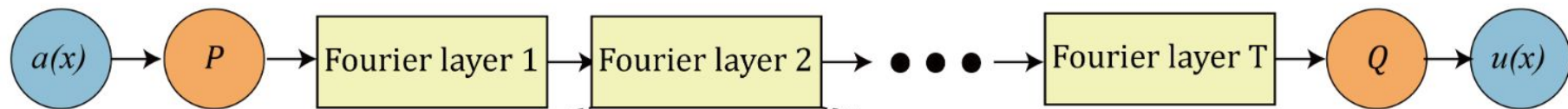
More Architectures - UNets



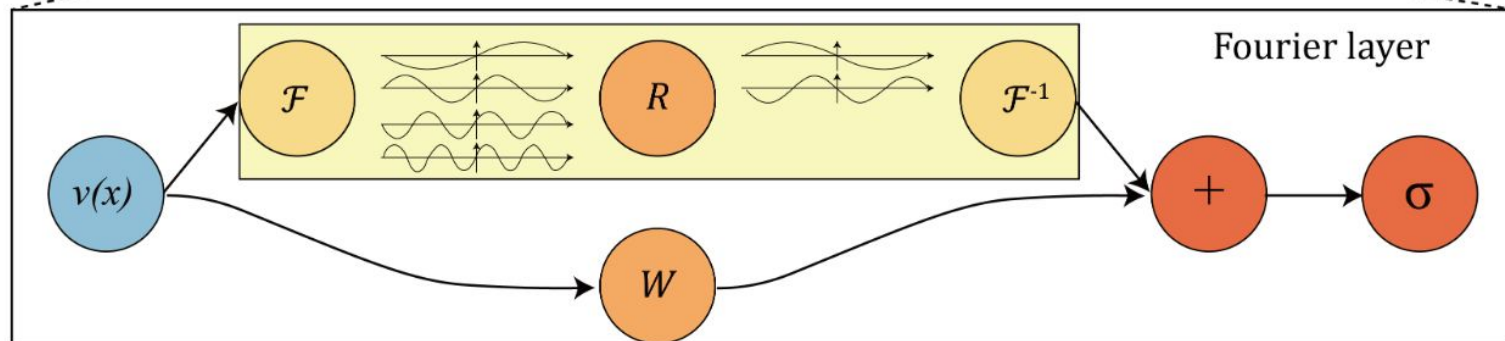
More Architectures - Dilated ConvNets

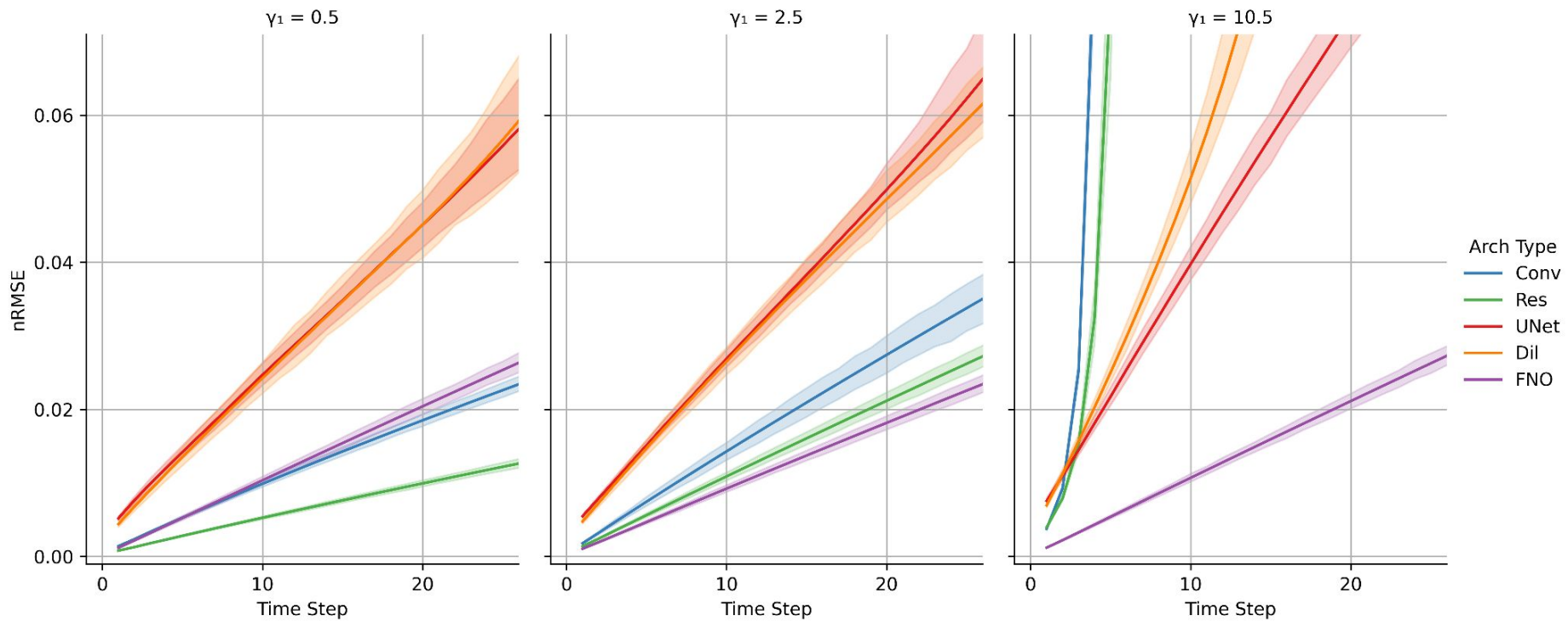


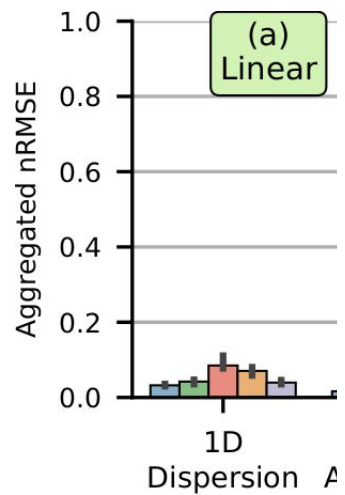
More Architectures - Fourier Neural Operators



(b)

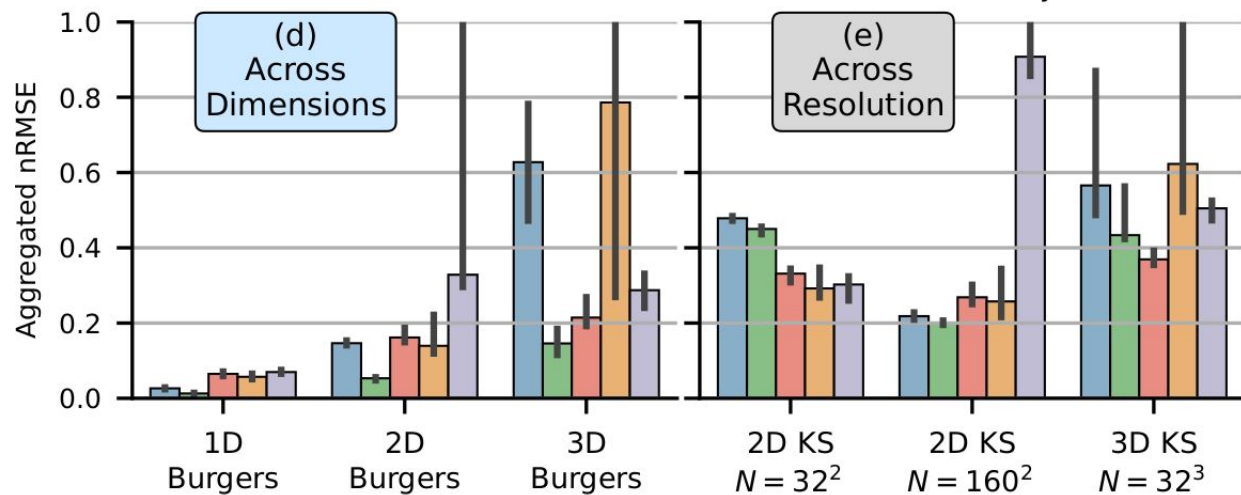
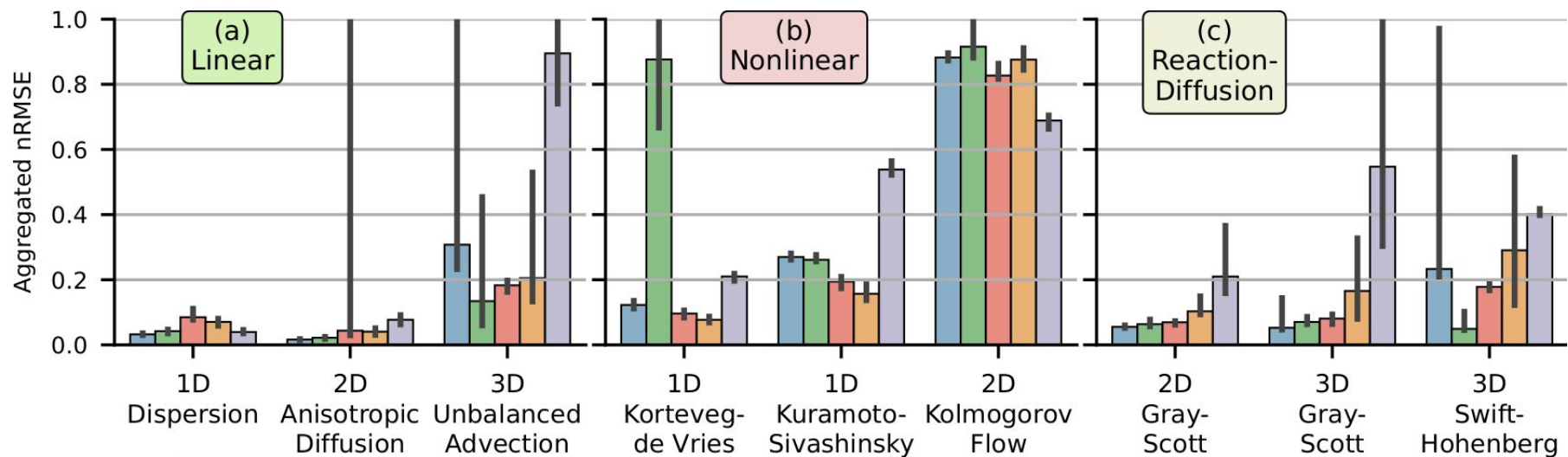






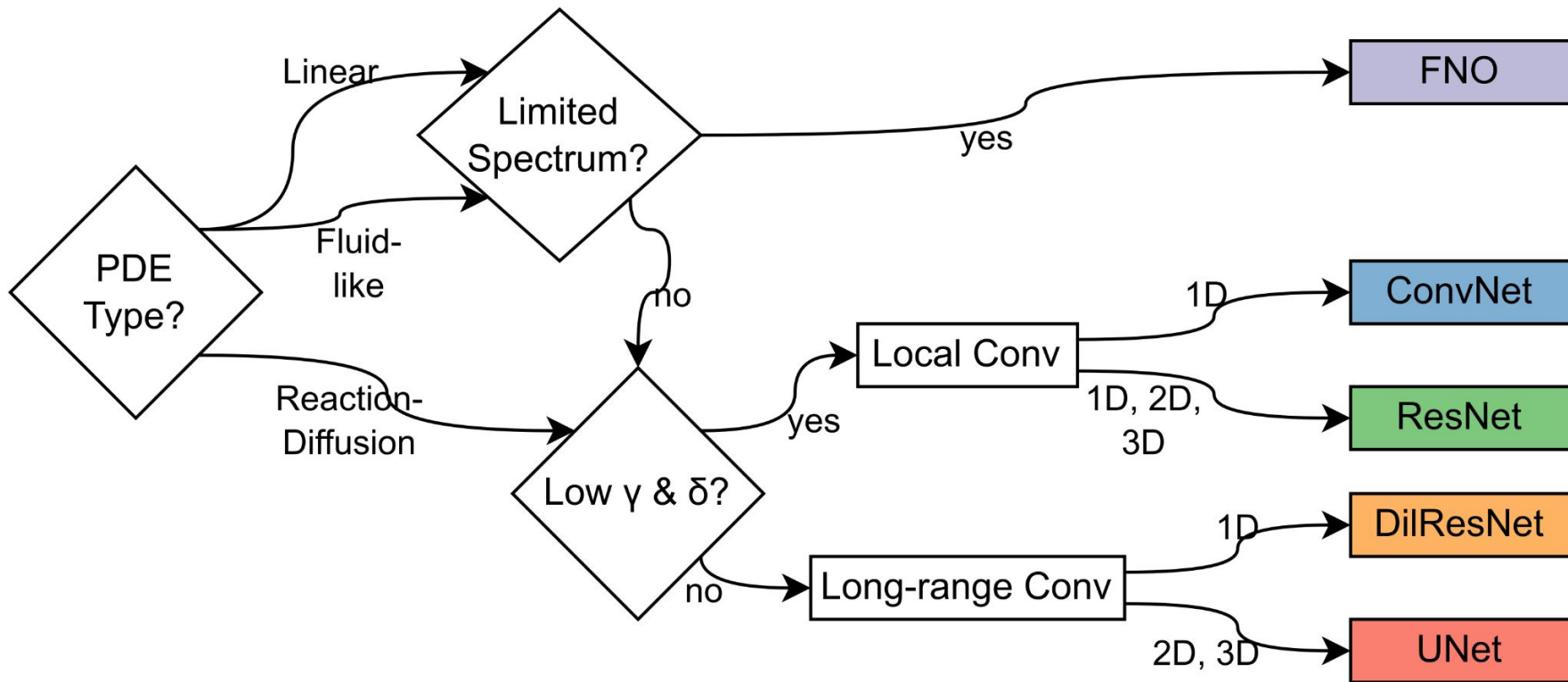
Network Type

- Conv
- Res
- UNet
- Dil
- FNO

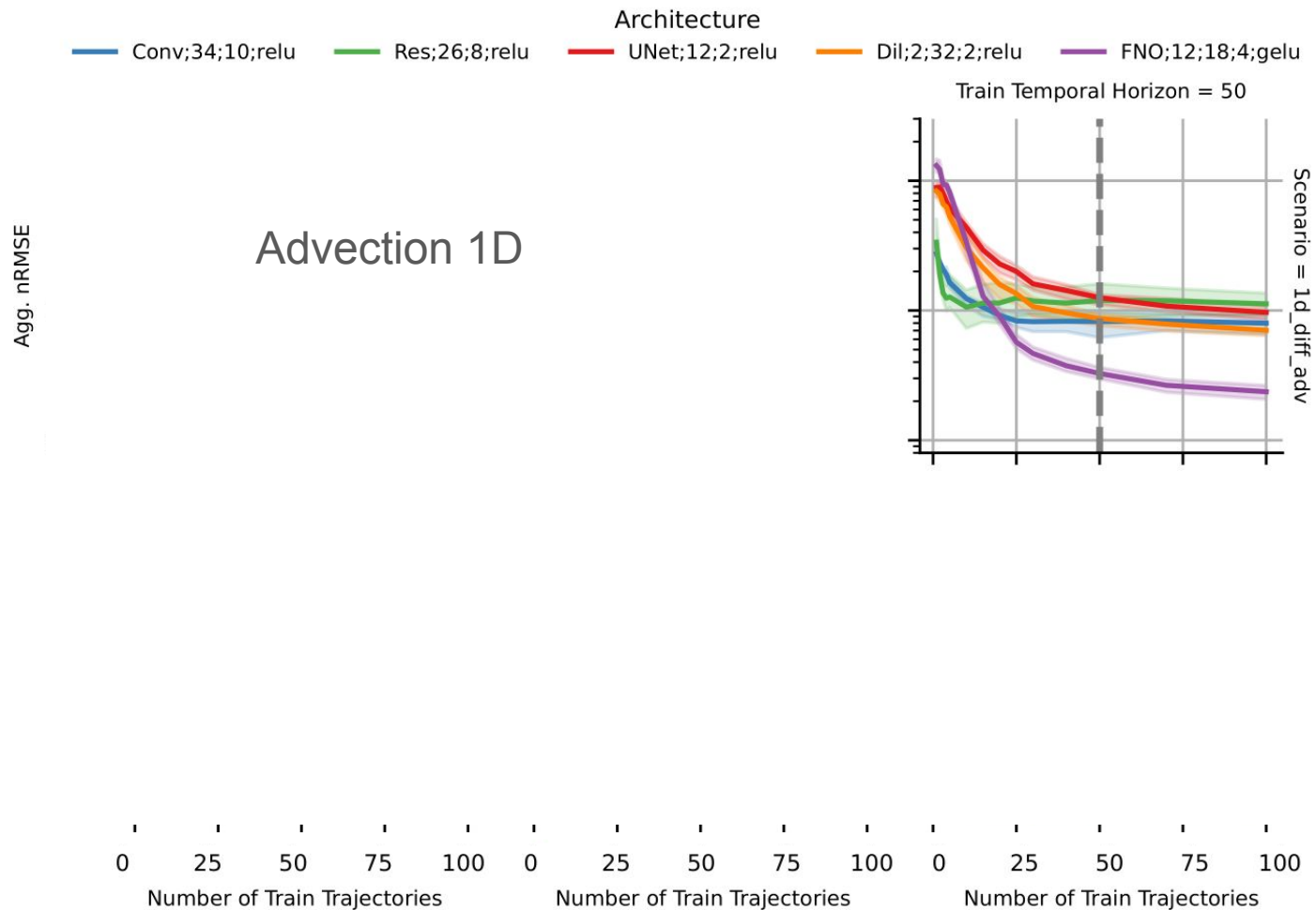


Network Type

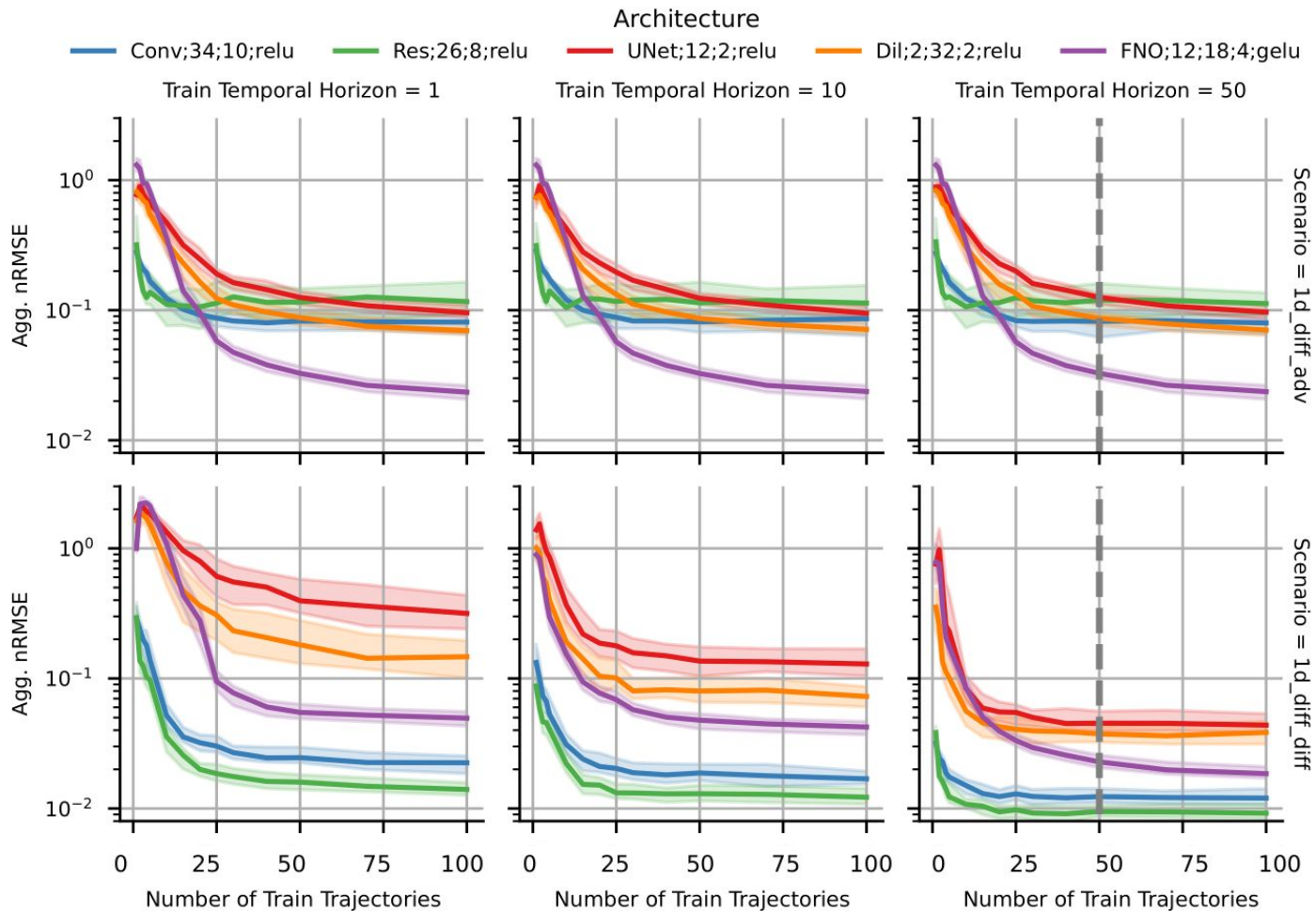
- Conv
- Res
- UNet
- Dil
- FNO

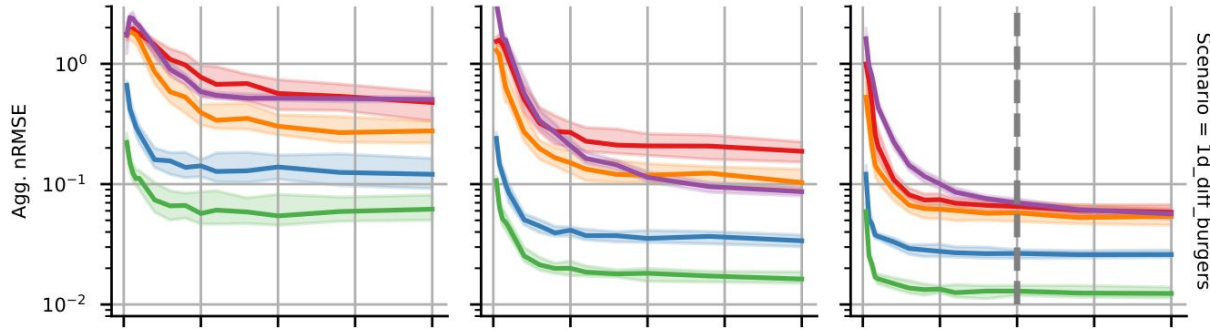


Dataset Ablation



Dataset Ablation

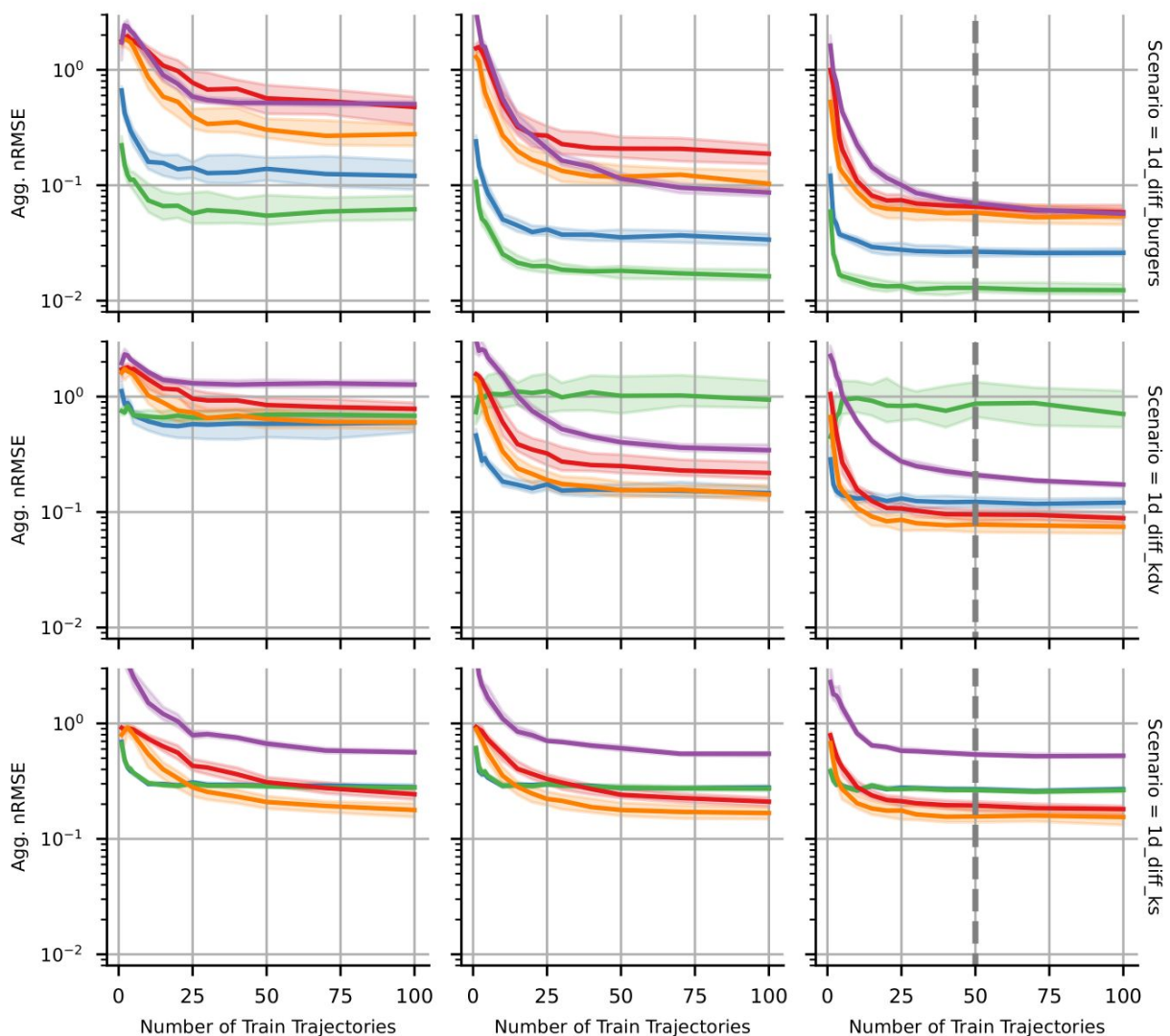




Burgers

0 25 50 75 100
 Number of Train Trajectories

Burgers



APEBENCH in a nutshell

- JAX-based
- Fast reference simulator based on spectral methods:
 - Procedural data generation in seconds!
 - Differentiable Physics
- 46 PDEs in 1D, 2D, and 3D with unique identifiers
- Big selection of modern Emulator Architectures in JAX
- Built-in unrolled training with differentiable physics
- Built-in neural hybrid emulation
- An integrated volume renderer for 2D & 3D
- Understand neural emulators and draw analogies with classical numerical methods



APEBench: A Benchmark for Autoregressive Neural Emulators of PDEs

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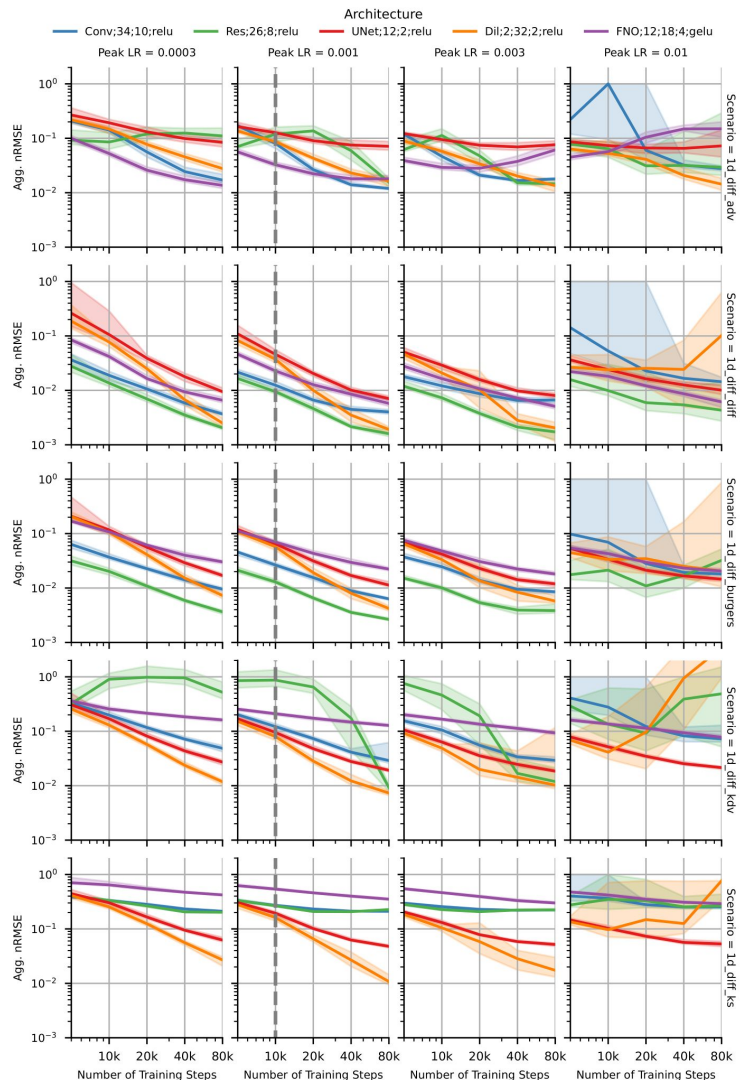
Technical University of Munich
nils.thuerey@tum.de

```
pip install apebench
```

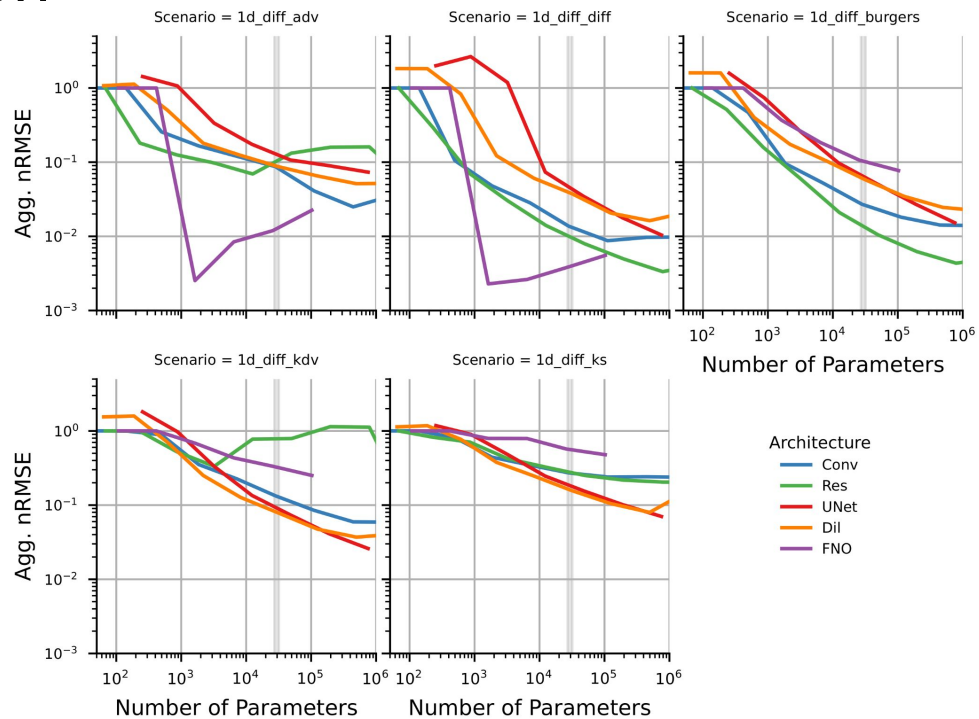
```
tum-pbs.github.io/apebench
```

Backup Slides

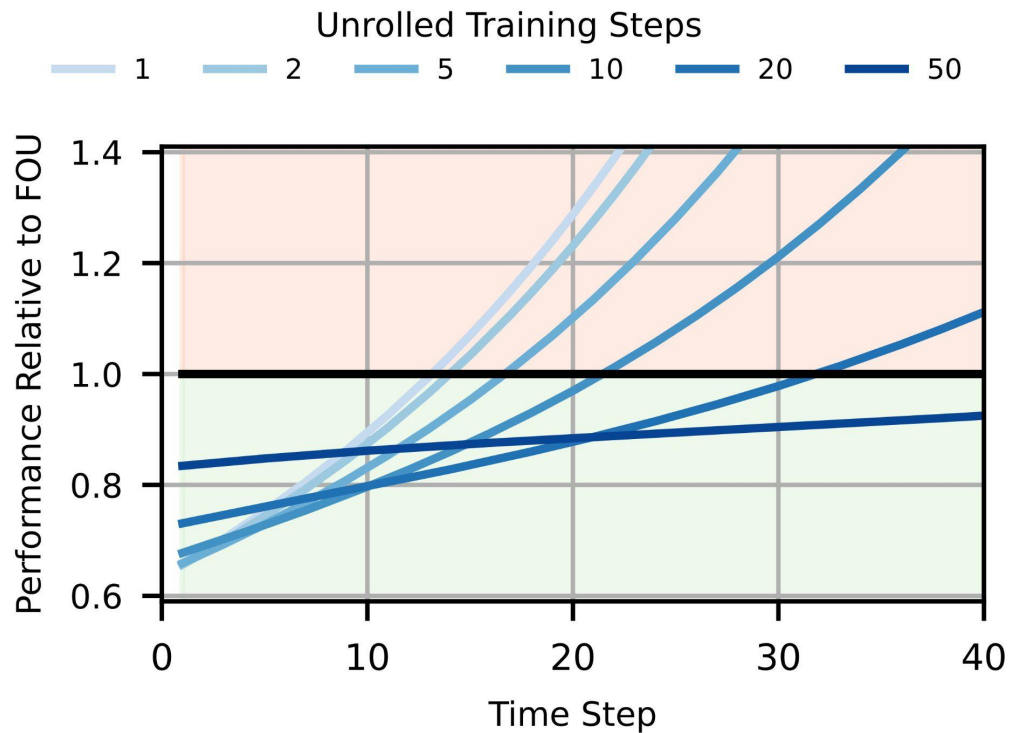
Optimization Ablation

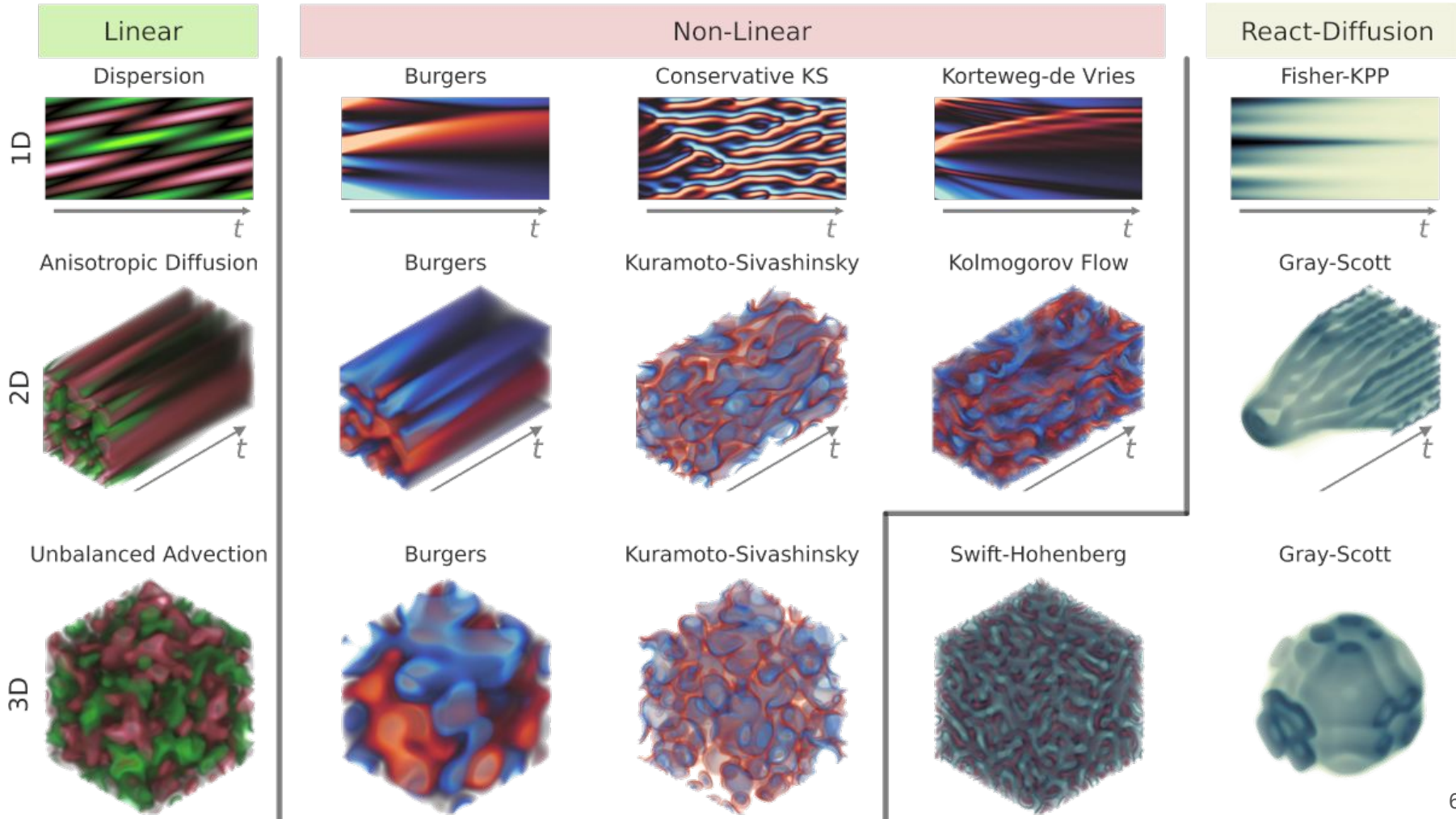


Network Size Ablation

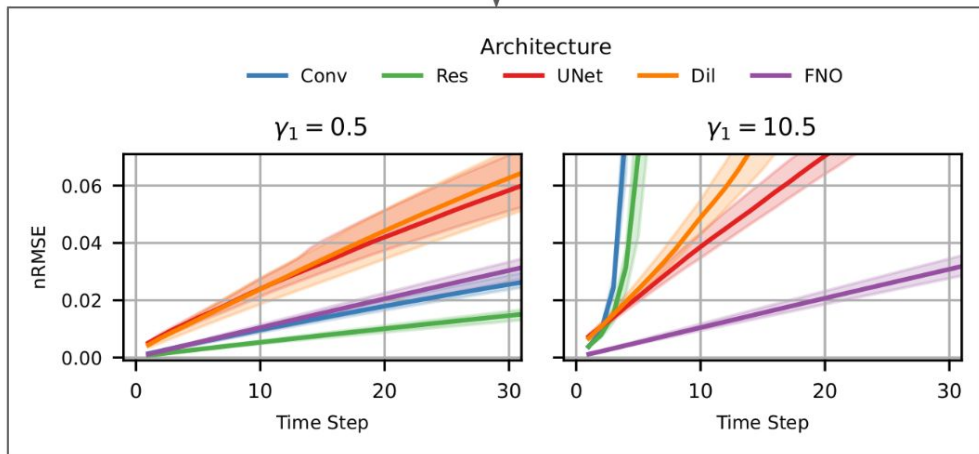


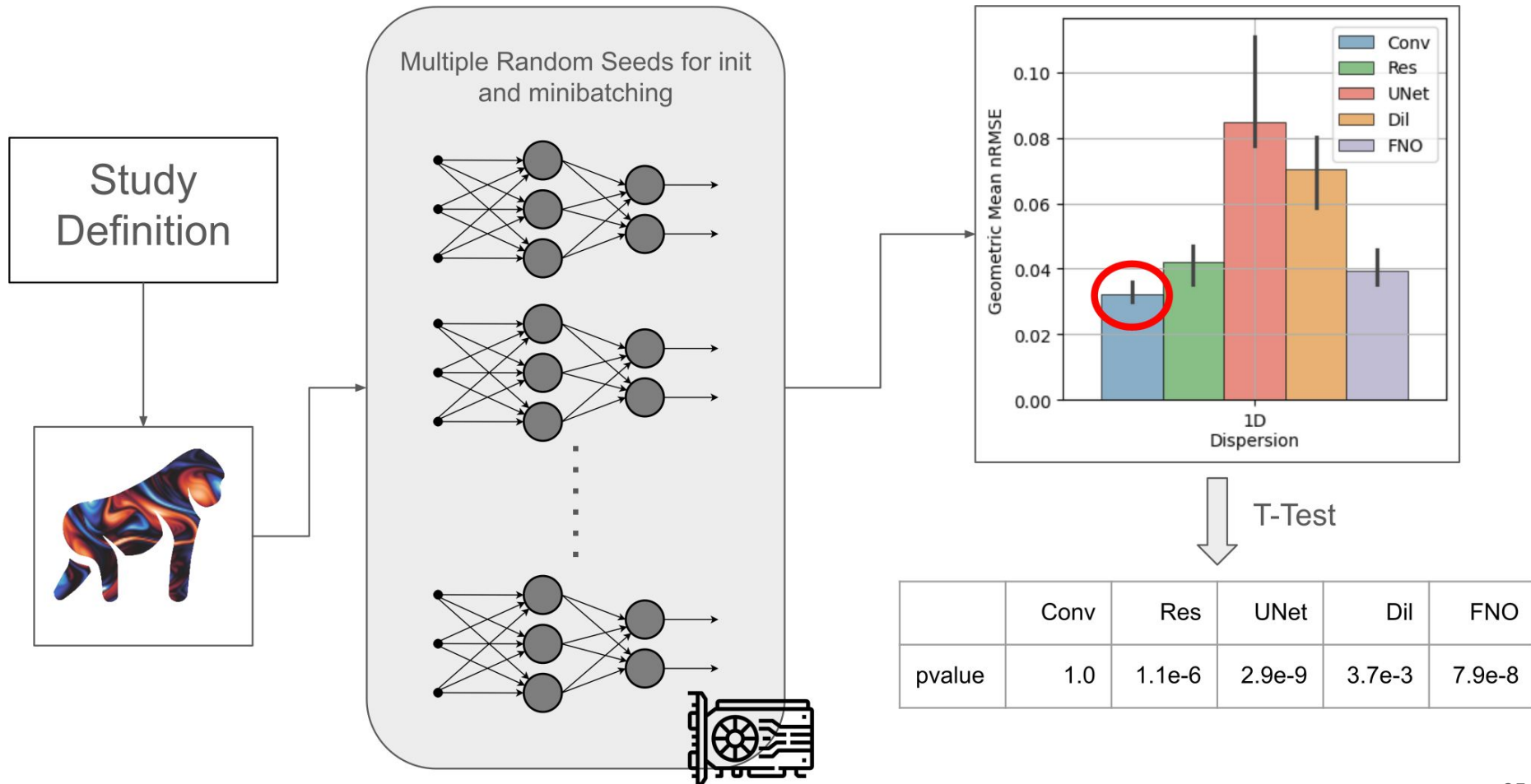
A simple linear convolution

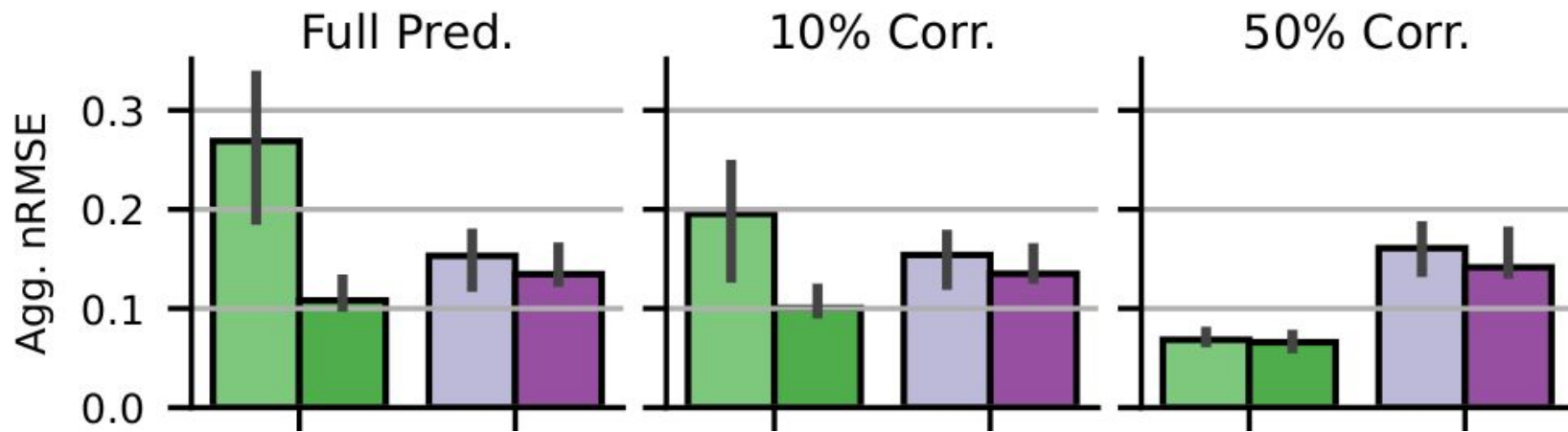
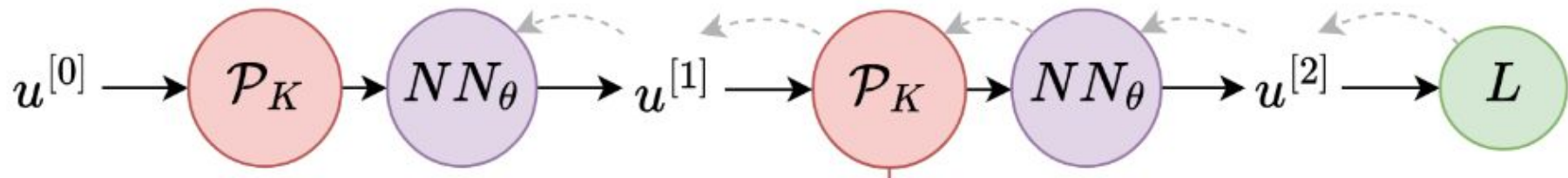




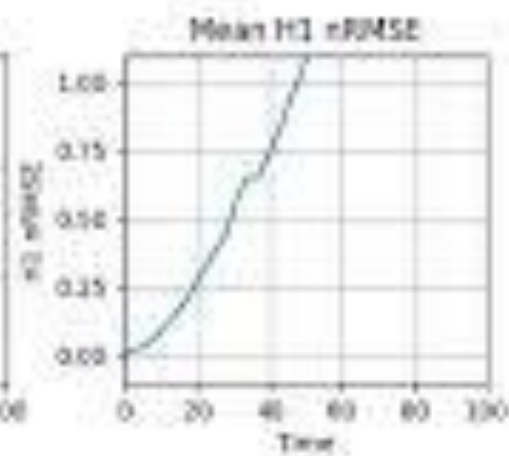
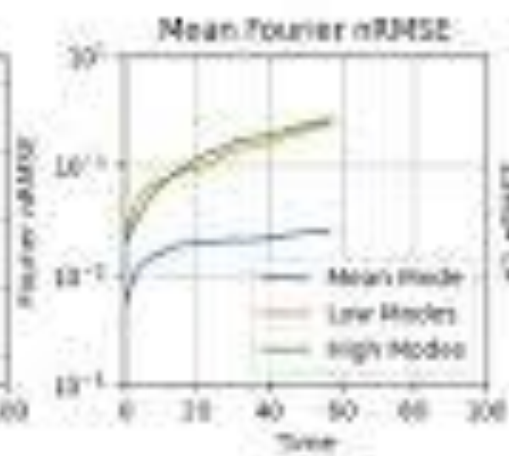
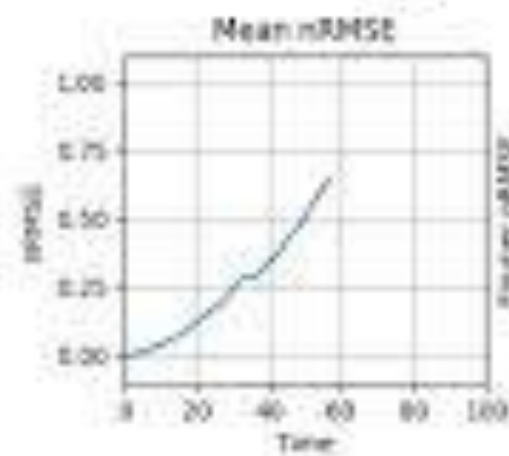
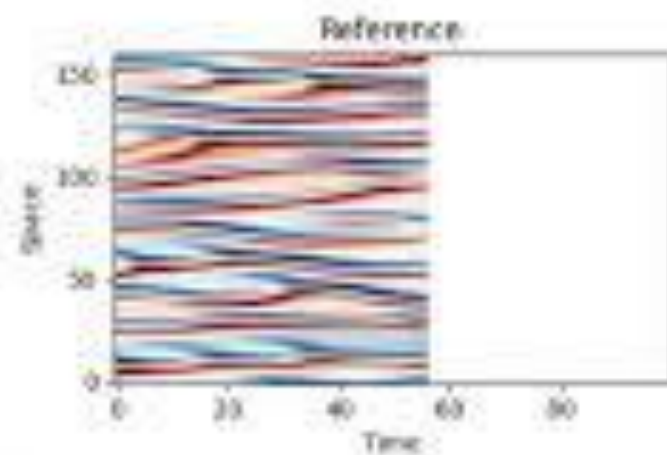
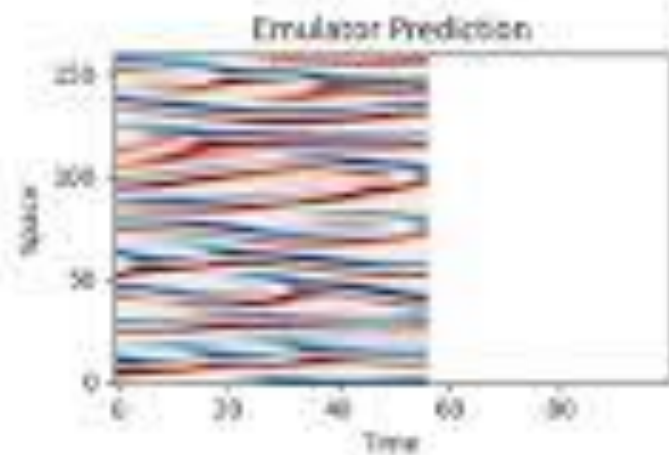
```
CONFIGS = [
{
  "scenario": "diff_adv",
  "task": "predict",
  "net": net,
  "train": "one",
  "advection_gamma": advection_gamma,
}
for net in [
  "Conv;34;10;relu", # 31'757 params, 11 receptive field per direction
  "UNet;12;2;relu", # 27'193 params, 29 receptive field per direction
  "Res;26;8;relu", # 32'943 params, 16 receptive field per direction
  "FNO;12;18;4;gelu", # 32'527 params, inf receptive field per direction
  "Dil;2;32;2;relu", # 31'777 params, 20 receptive field per direction
]
for advection_gamma in [0.5, 2.5]
]
```







[t]: 057



Update Step = 2200

