

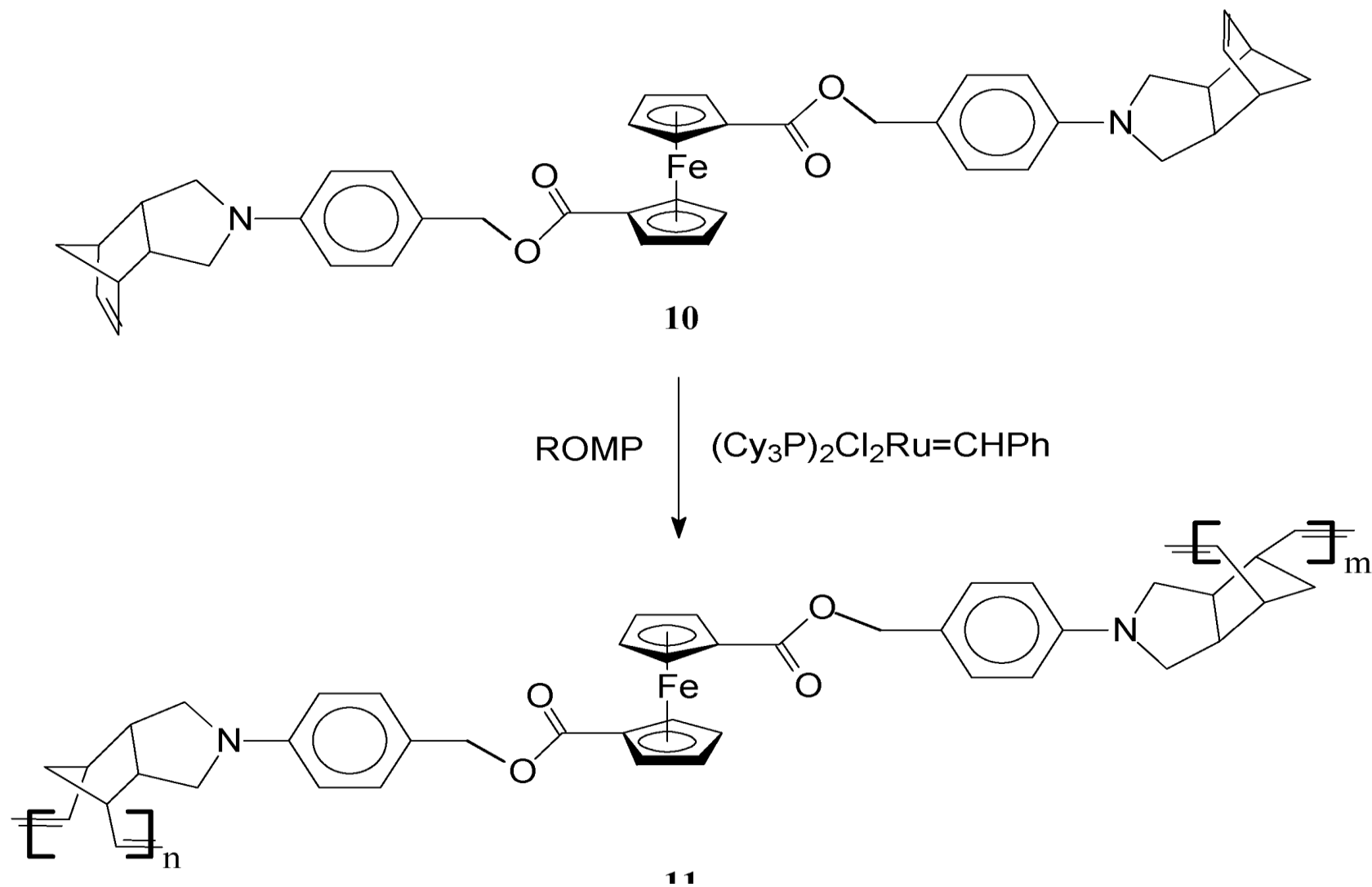
Can Computers Beat Humans at Design?

Wojciech Matusik
MIT

Design is Everywhere



Design is Everywhere



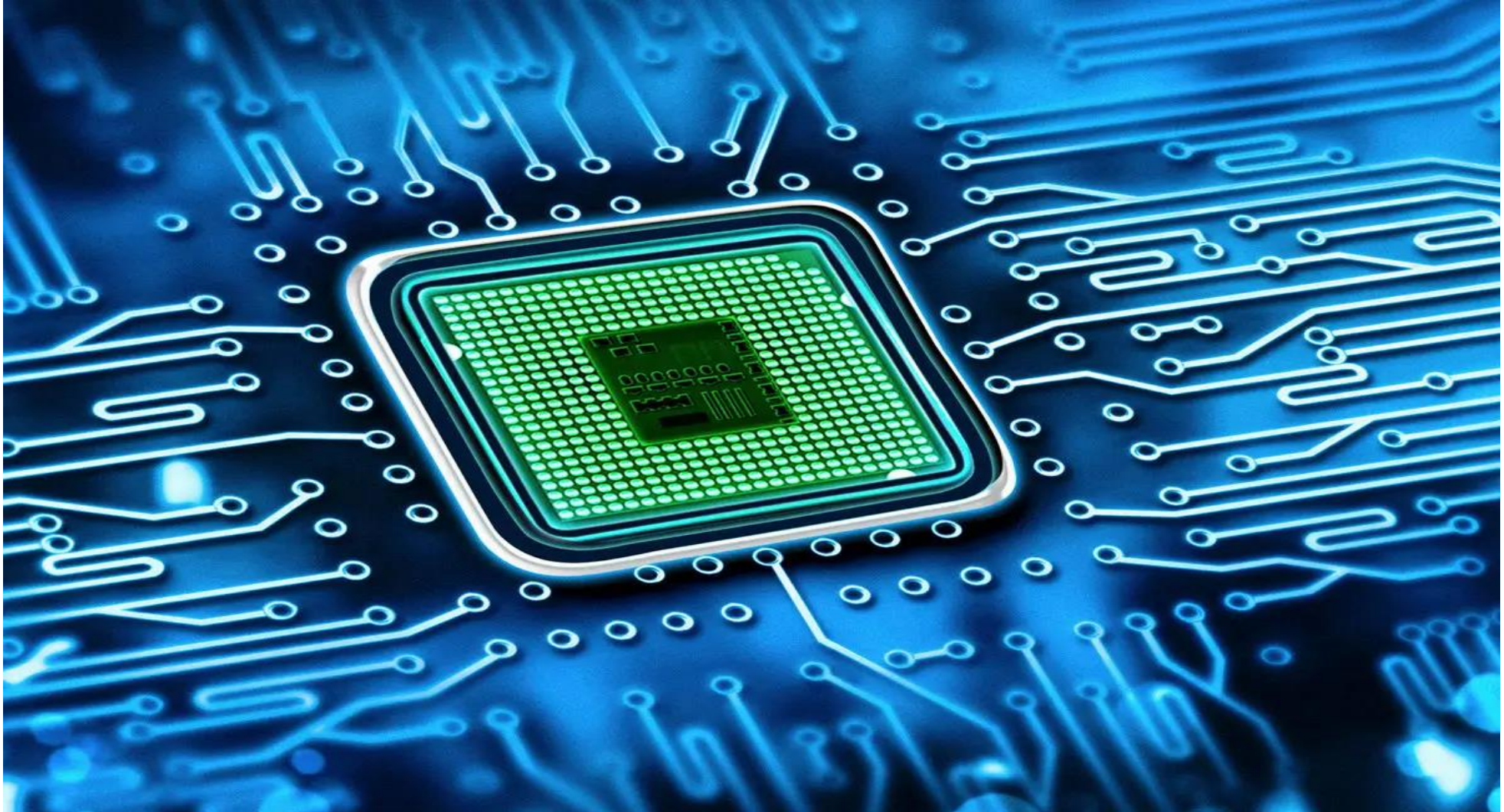
Design is Everywhere

Dijkstra's Algorithm Pseudocode in C++

```
function dijkstraalgorithm(G, S)
    for each node N in G
        dist[N] <- infinite
        prev[N] <- NULL
        If N != S, add N to Priority Queue Q
    dist[S] <- 0

    while Q IS NOT EMPTY
        U <- Extract MIN from Q
        for each unmarked neighbour N of U
            temporaryDist <- dist[U] + edgeWeight(U, N)
            if temporaryDist < dist[N]
                dist[N] <- temporaryDist
                prev[N] <- U
    return dist[], prev[]
```


Design is Everywhere

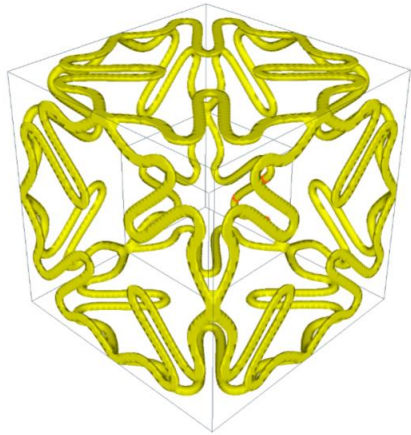


Printed, functional walker

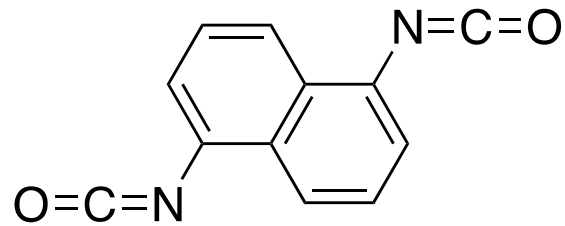
Approach

Study different design problems and generalize

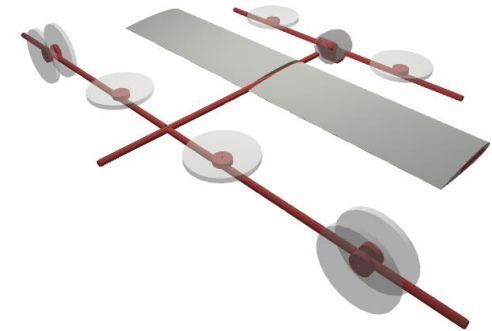
Metamaterials



Chemistry



Cyber-physical Systems



Key Questions for Computational Design

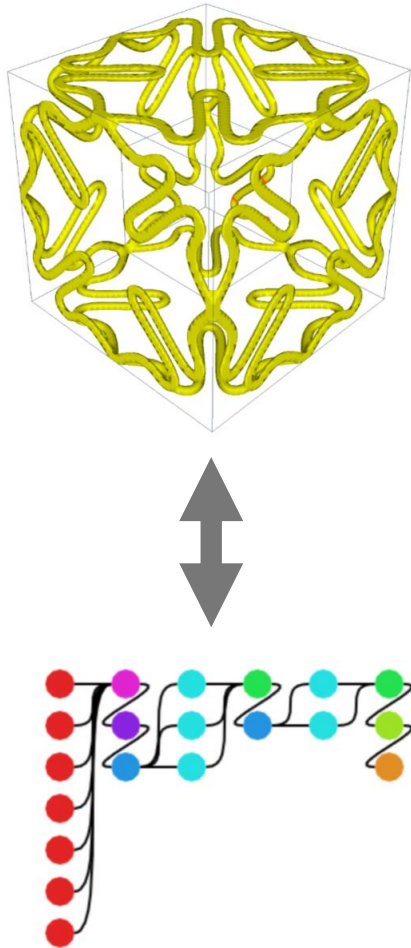
1. How to represent a design?
2. How to represent a design space?
3. How to learn a design space?
4. How to find designs with optimal performance?
5. How to bridge the gap between digital & real?

Key Questions for Computational Design

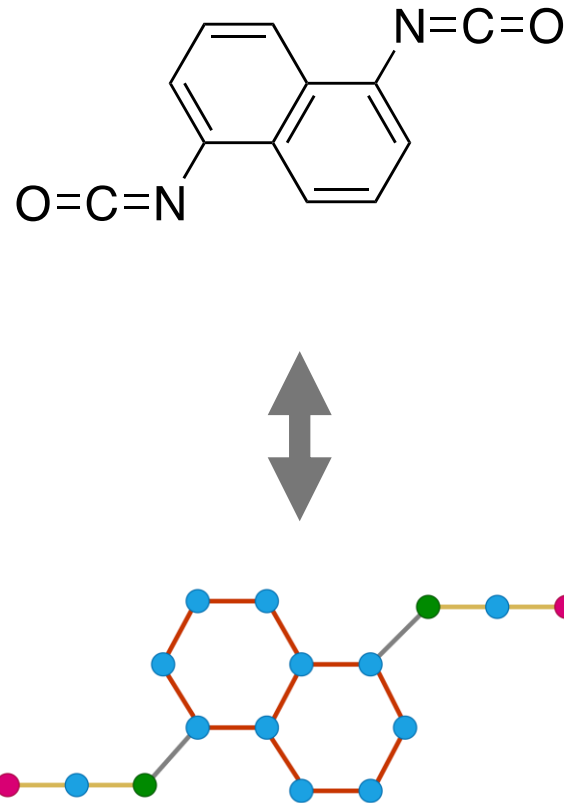
1. How to represent a design?
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Design Can Be Represented As a Graph

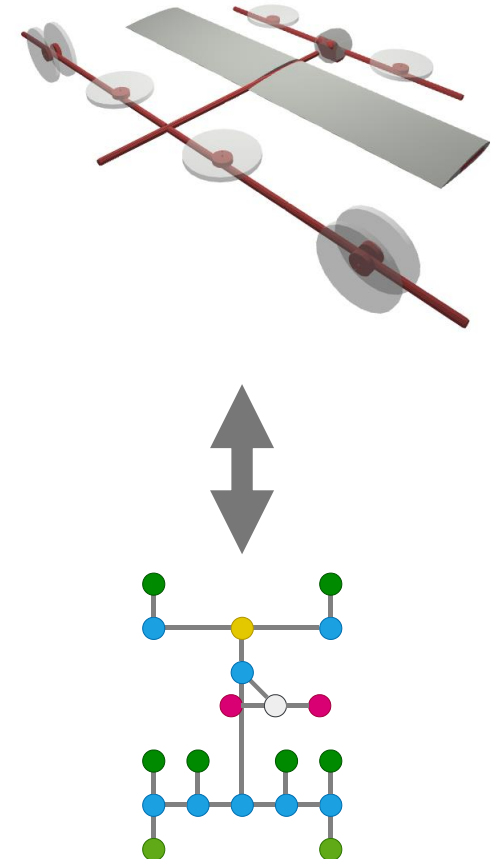
Metamaterials



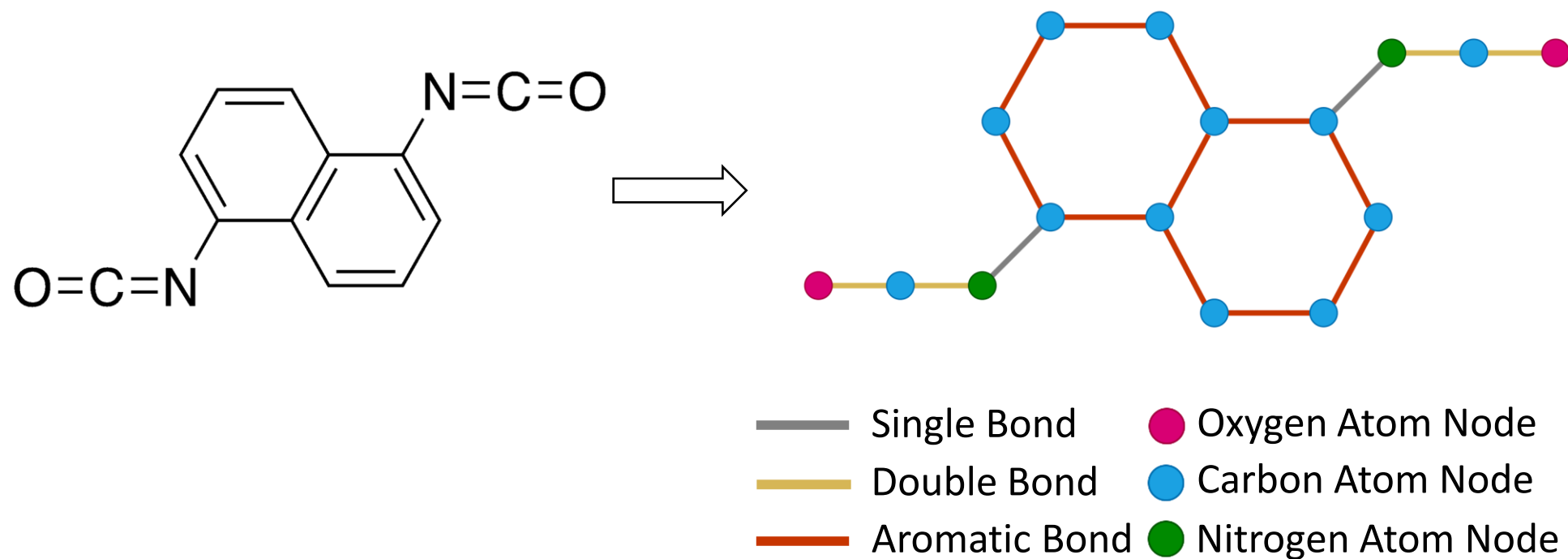
Chemistry



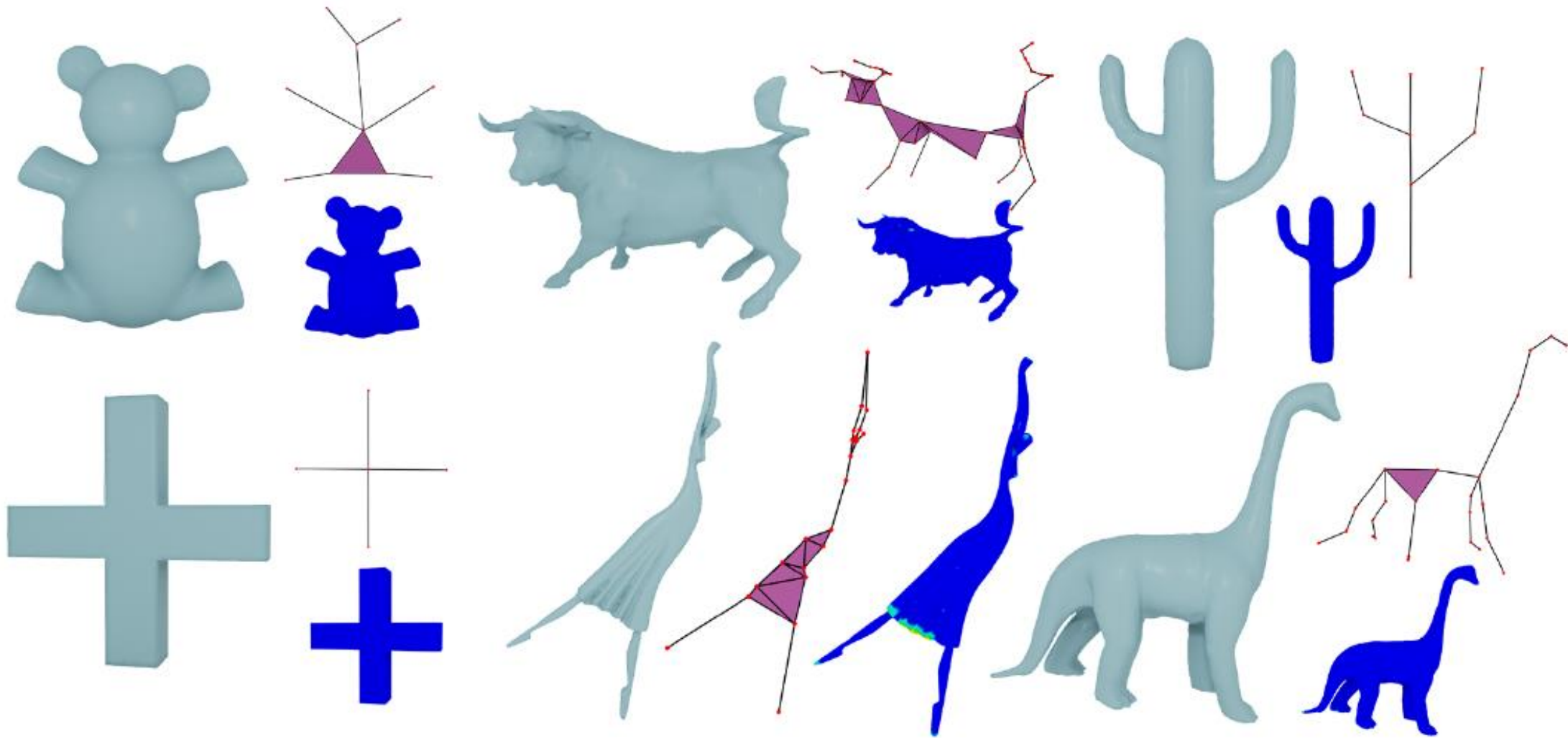
Cyber-physical Systems



Molecules As Graphs



Geometry As Graphs



Key Questions for Computational Design

1. How to represent a design?
2. How to represent a design space?
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Graph Grammars As Design Spaces

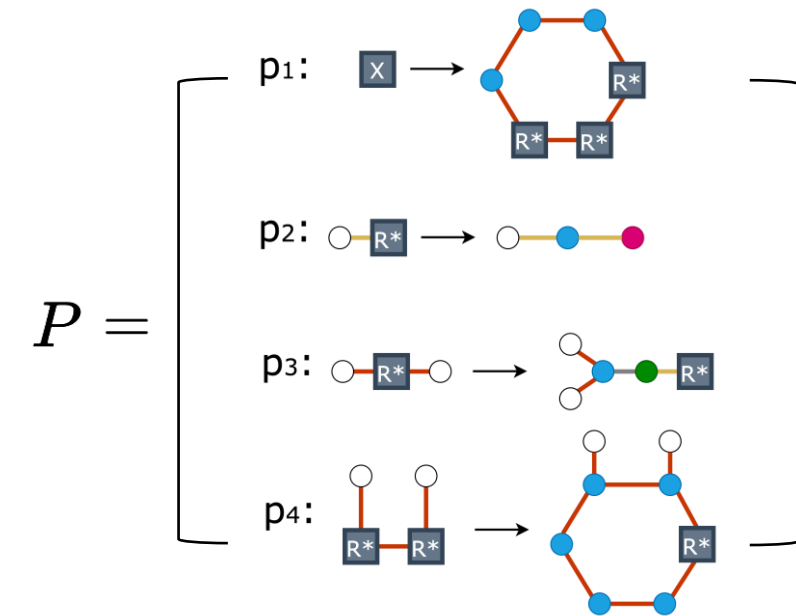
$$N = \{\boxed{x}, \boxed{R^*}\}$$

$$\Sigma = \{\text{pink dot}, \text{blue dot}, \text{green dot}\}$$

Graph Grammars As Design Spaces

$$N = \{\boxed{X}, \boxed{R^*}\}$$

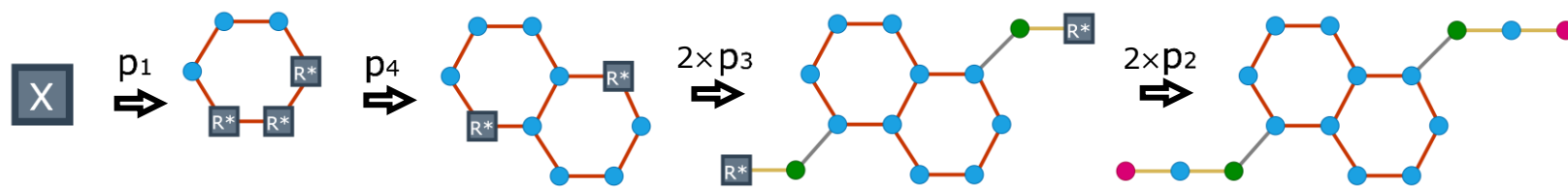
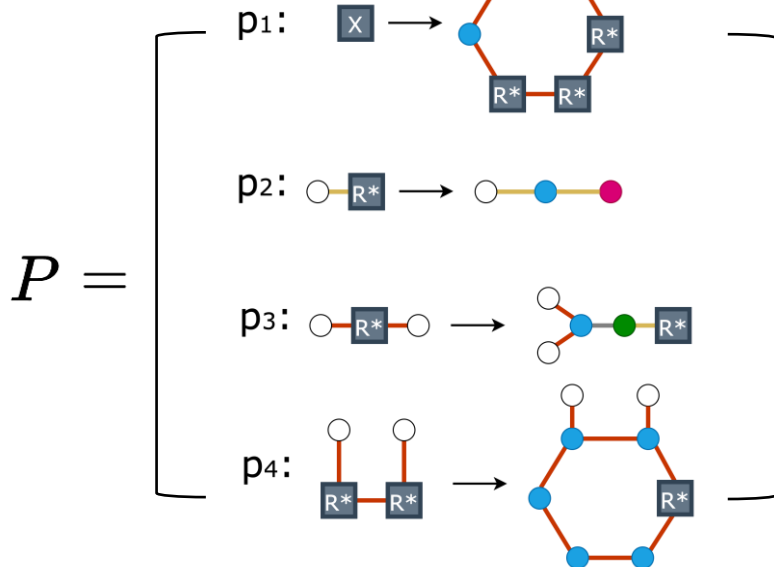
$$\Sigma = \{\text{pink dot}, \text{blue dot}, \text{green dot}\}$$



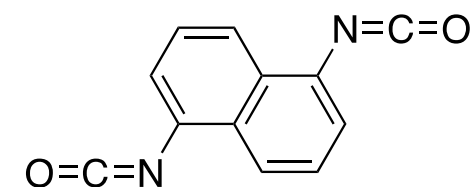
Graph Grammars As Design Spaces

$$N = \{\boxed{X}, \boxed{R^*}\}$$

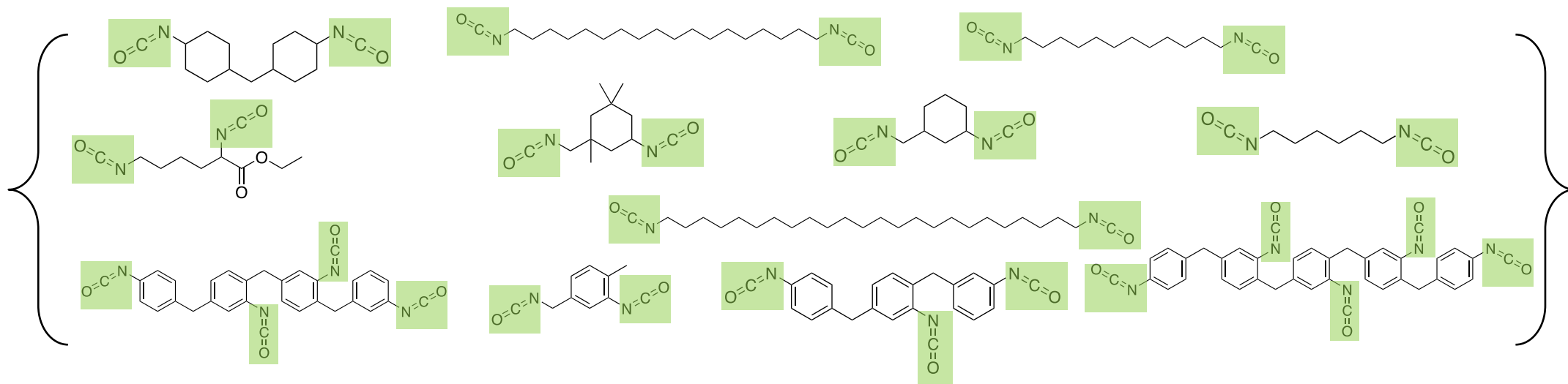
$$\Sigma = \{\text{pink}, \text{blue}, \text{green}\}$$



□□



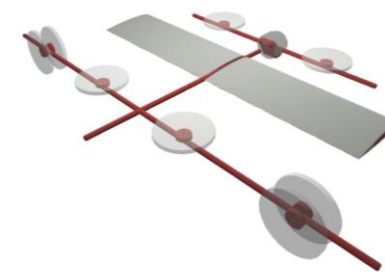
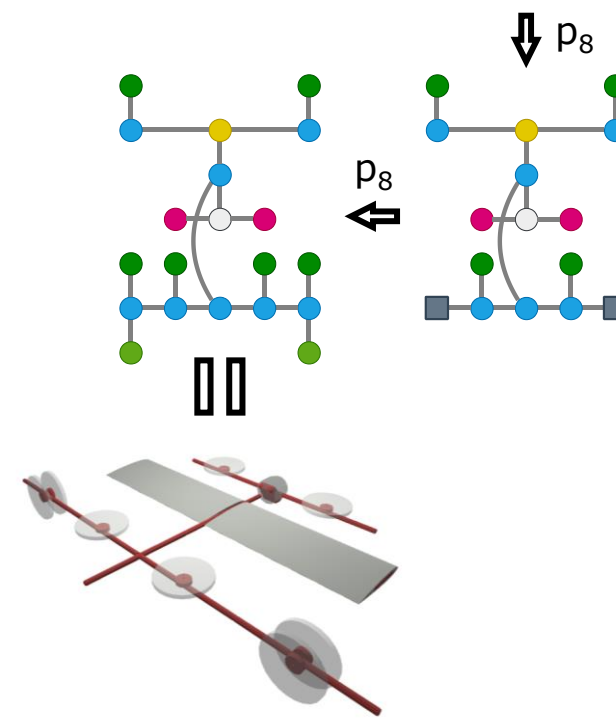
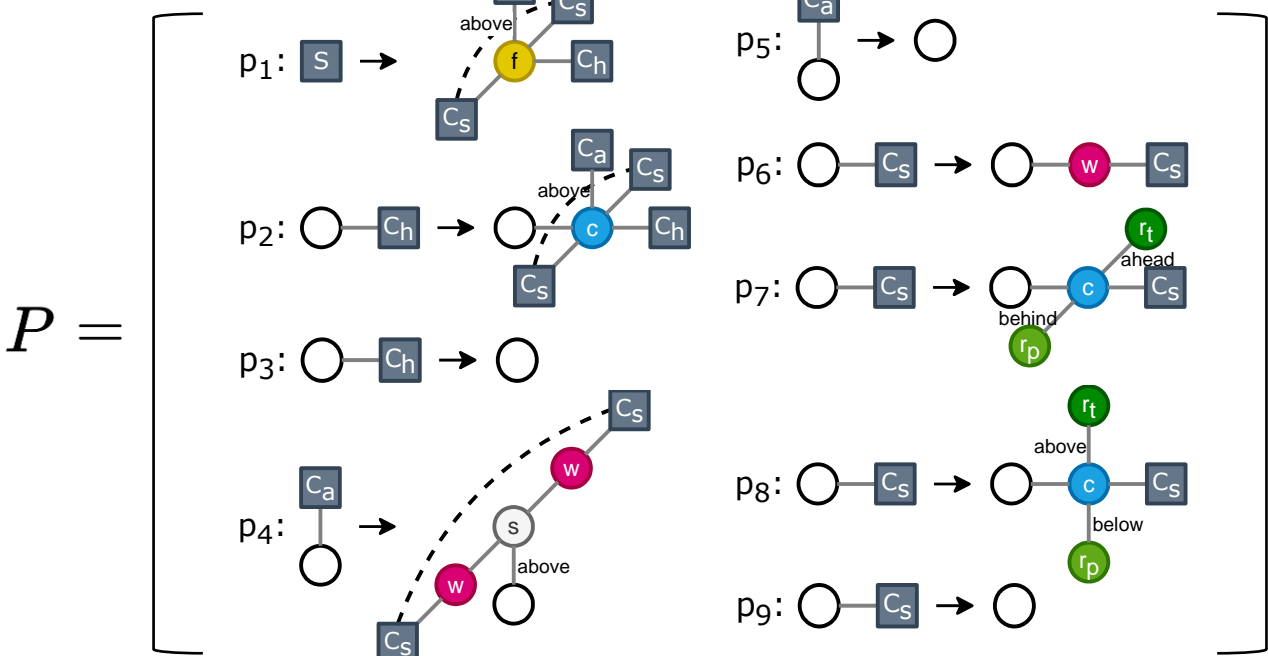
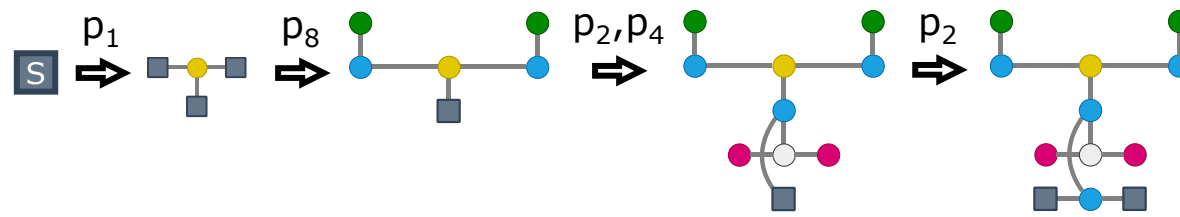
Molecules: Polygrammar



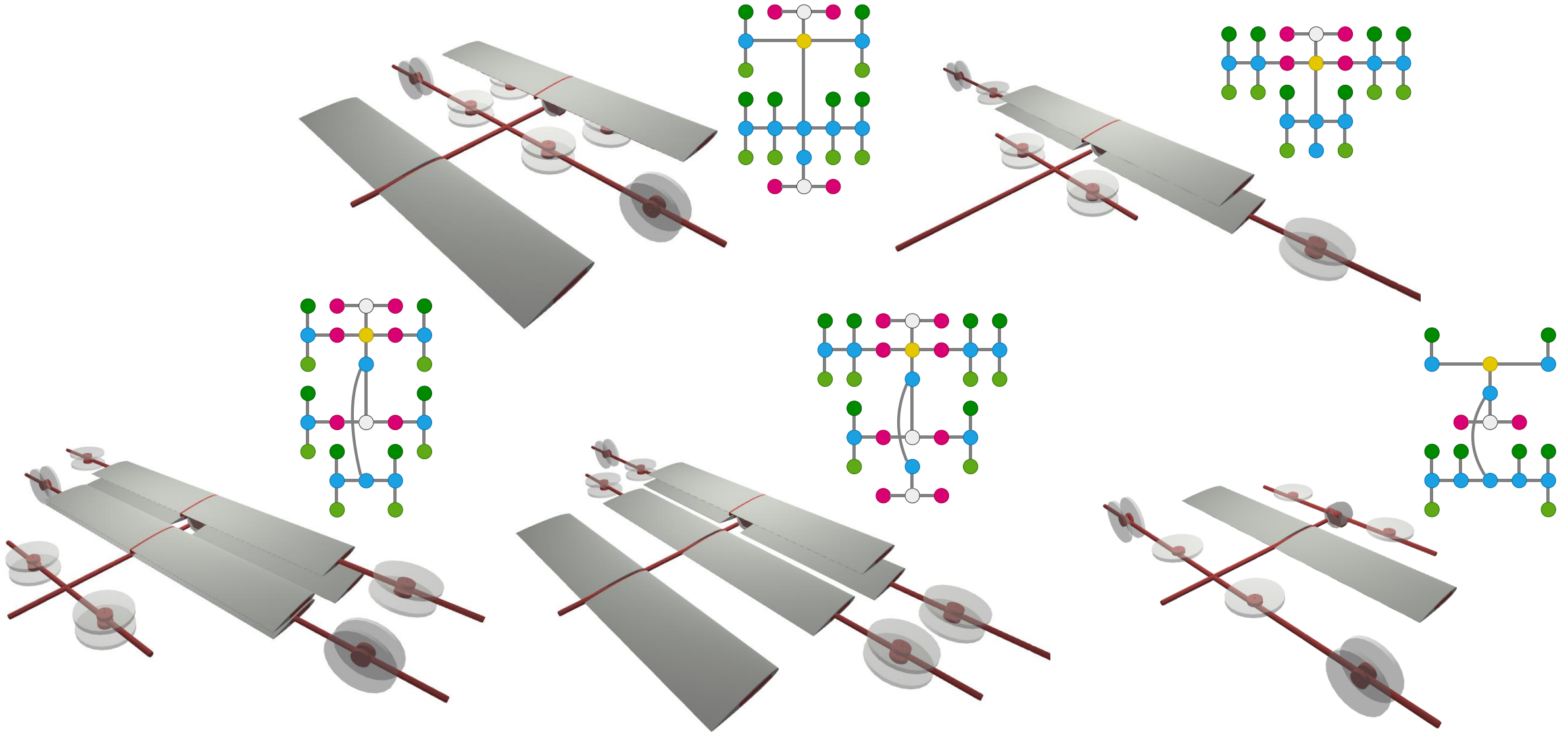
Cyber-physical Systems: Robots, Drones

$$N = \{ \overset{\text{Start}}{\boxed{S}}, \overset{\text{Chassis, Behind}}{\boxed{C_h}}, \overset{\text{Chassis, Above}}{\boxed{C_a}}, \overset{\text{Chassis, Side}}{\boxed{C_s}} \}$$

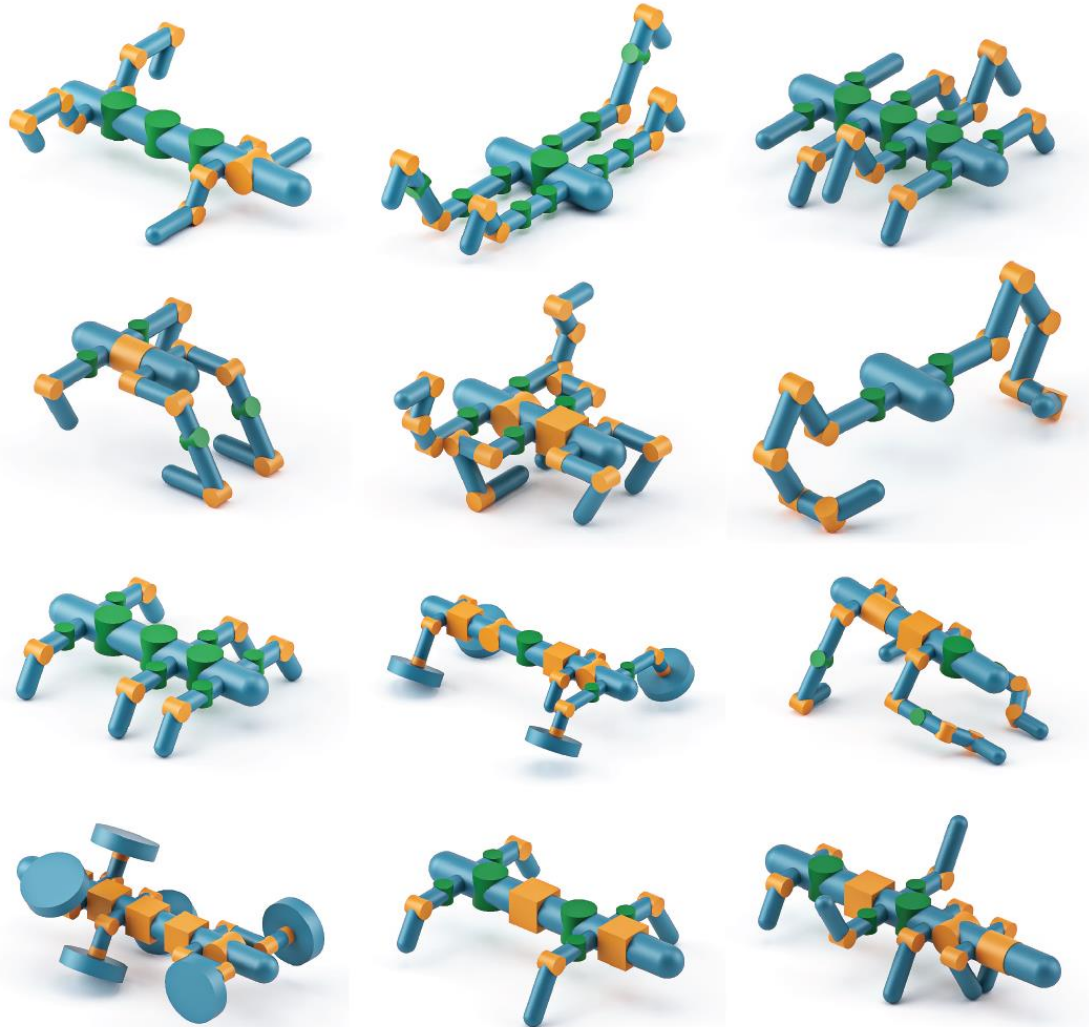
$$\Sigma = \{ \overset{\text{Fuselage}}{\textcircled{f}}, \overset{\text{Connector}}{\textcircled{c}}, \overset{\text{Wing}}{\textcircled{w}}, \overset{\text{Wing Spacer}}{\textcircled{s}}, \overset{\text{Rotor, Tractor}}{\textcircled{r_t}}, \overset{\text{Rotor, Pusher}}{\textcircled{r_p}} \}$$



Cyber-physical Systems: Robots, Drones

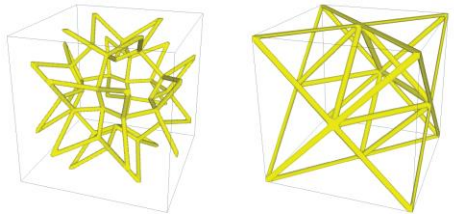


Cyber-physical Systems: Robots, Drones

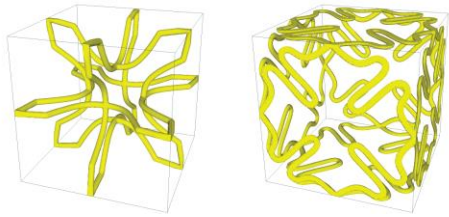


Architected Materials

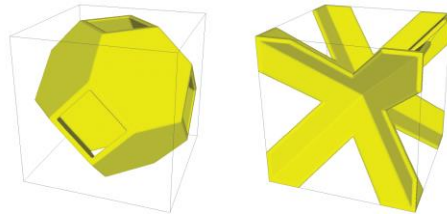
Straight Trusses



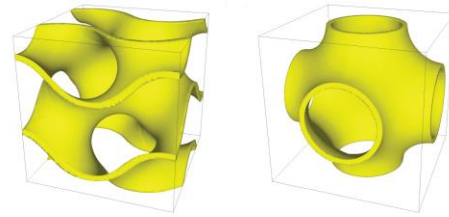
Curved Beams



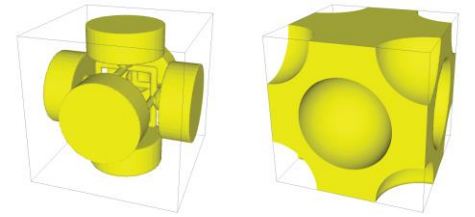
Shellular



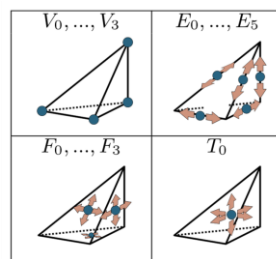
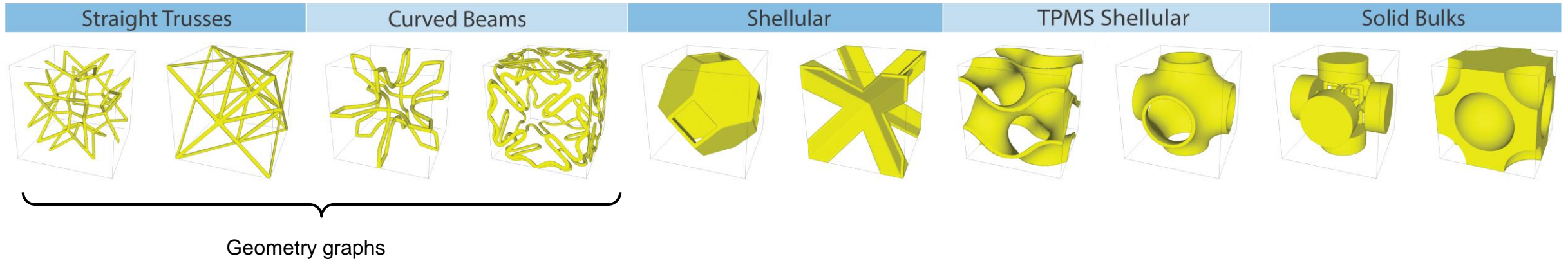
TPMS Shellular



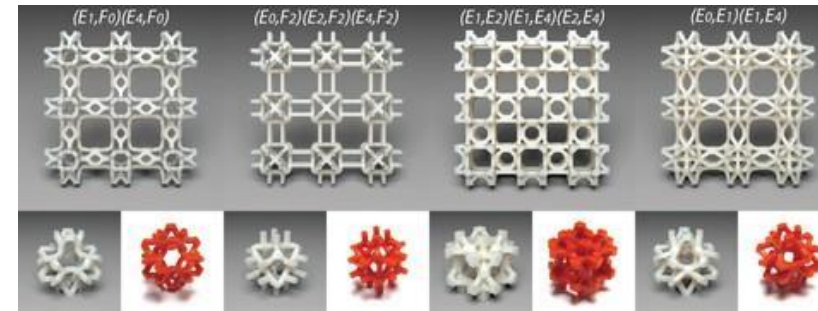
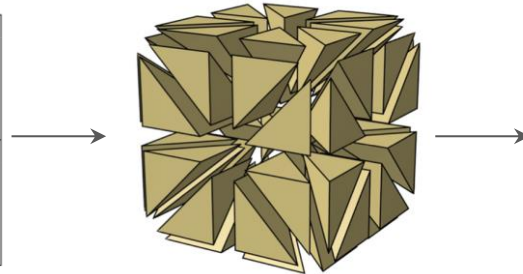
Solid Bulks



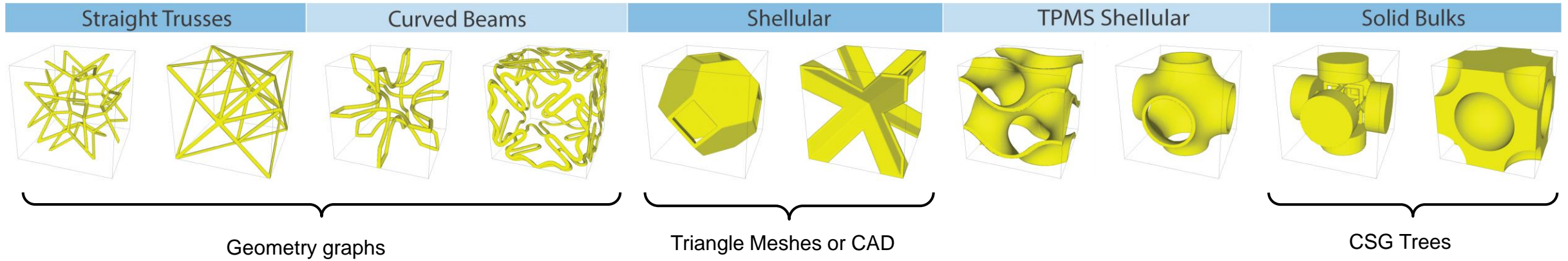
Architected Materials



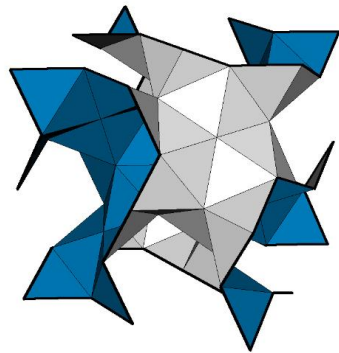
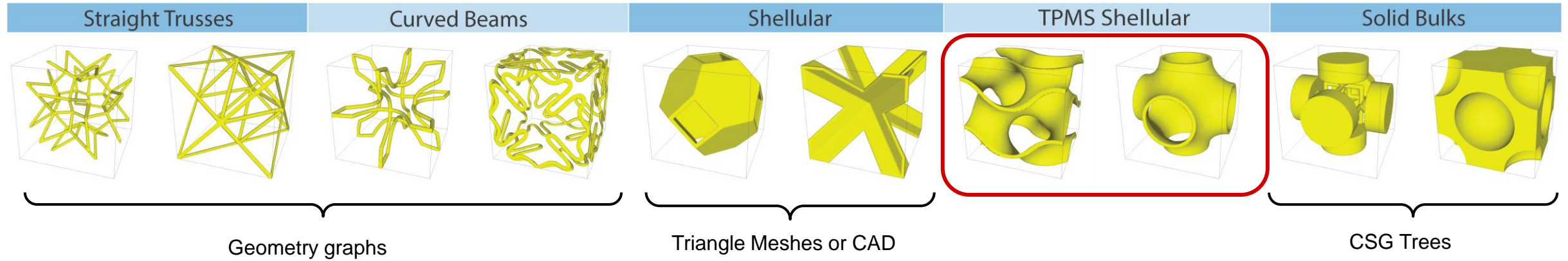
15 Nodes,
Choose 3 edges



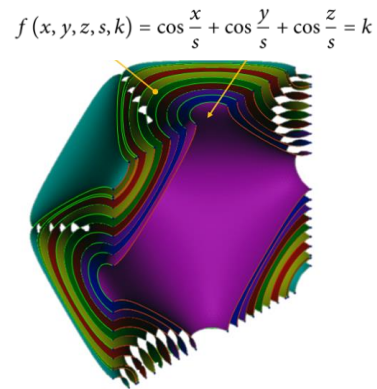
Architected Materials



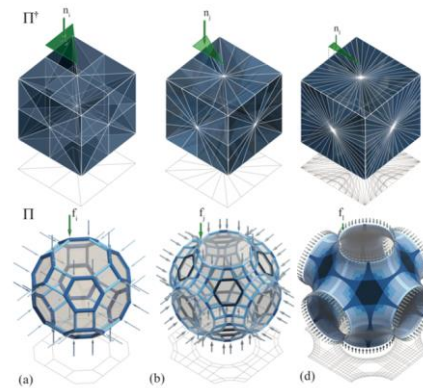
Architected Materials



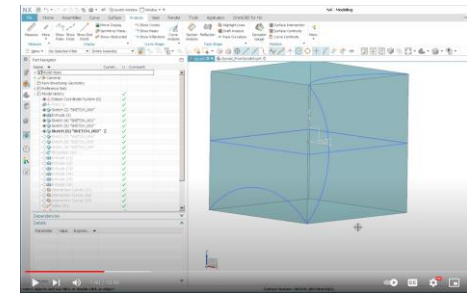
Discrete
Approximations



Trigonometric
Approximations

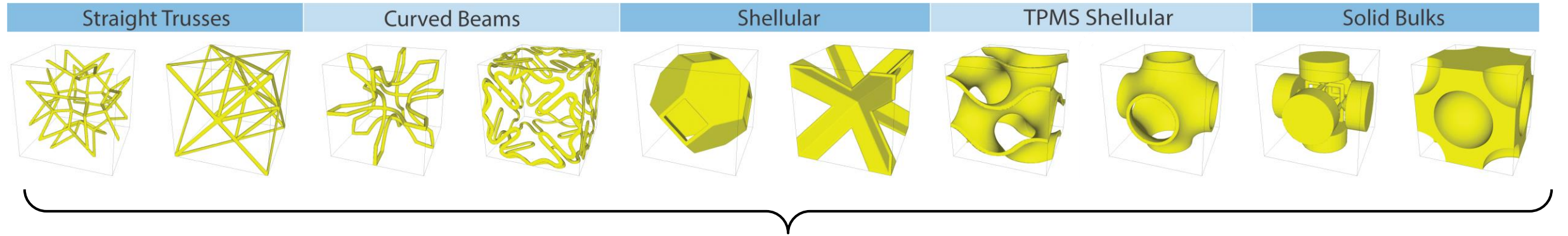


Static Graph
Subdivision



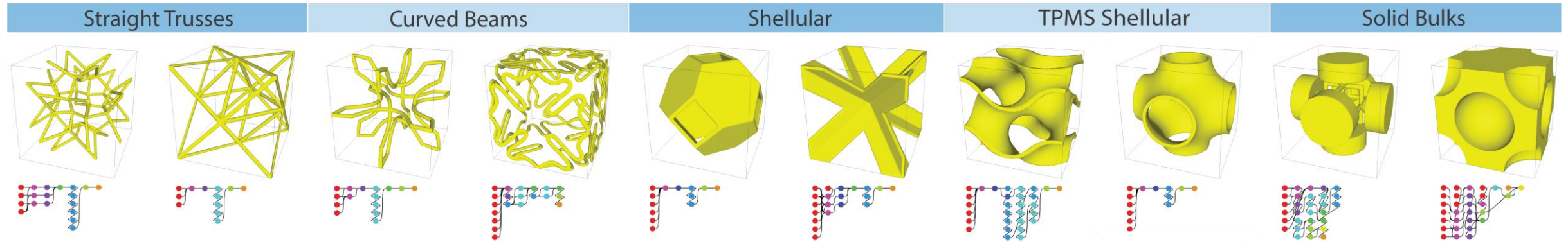
Manual CAD
Specification

Architected Materials

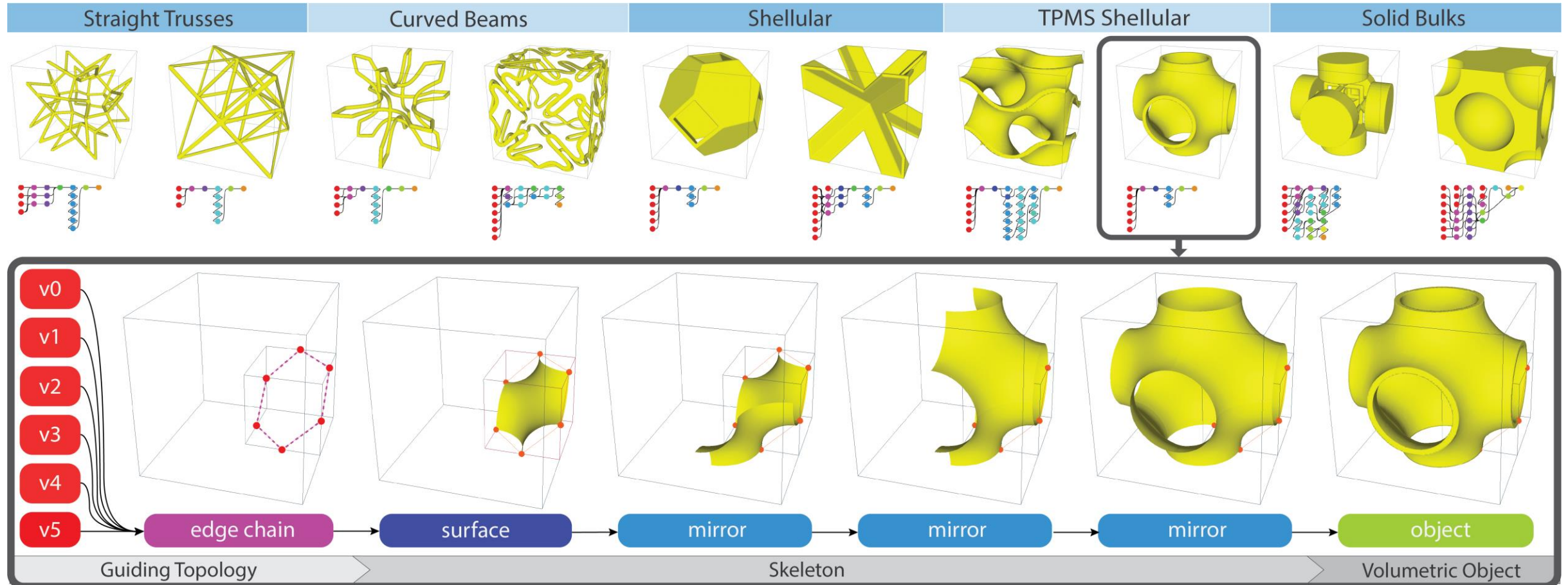


Unified Representation

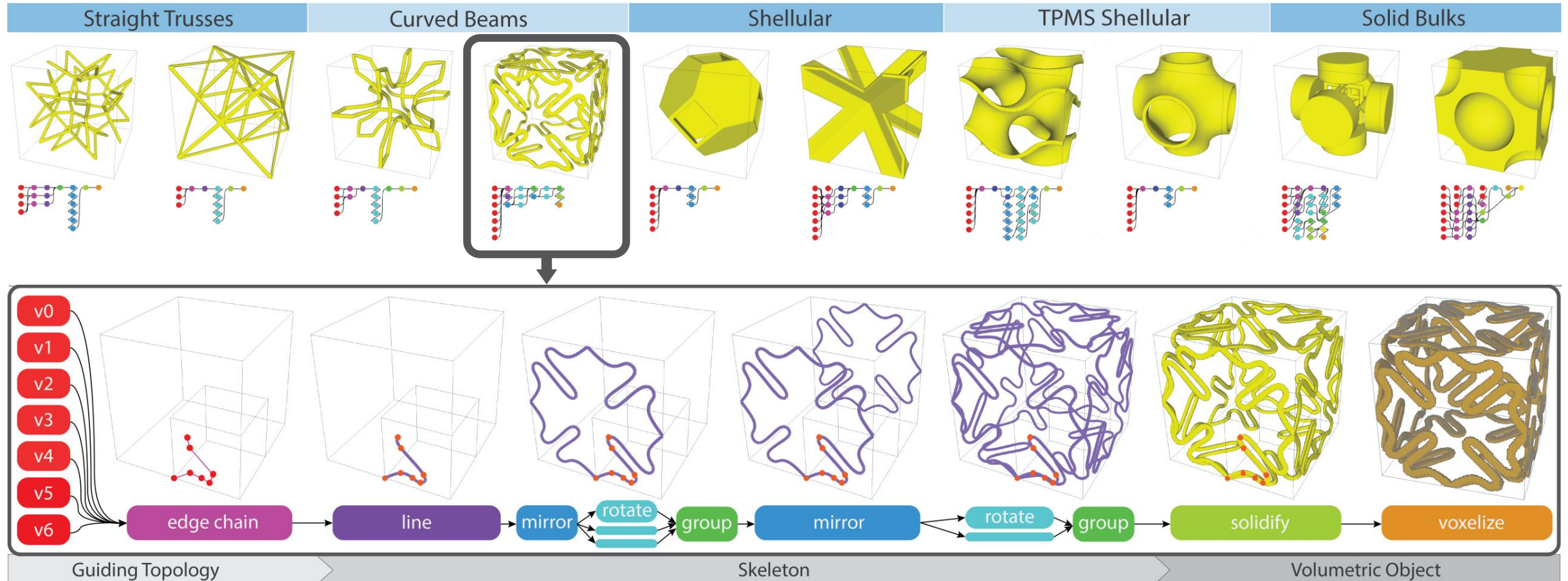
Architected Materials



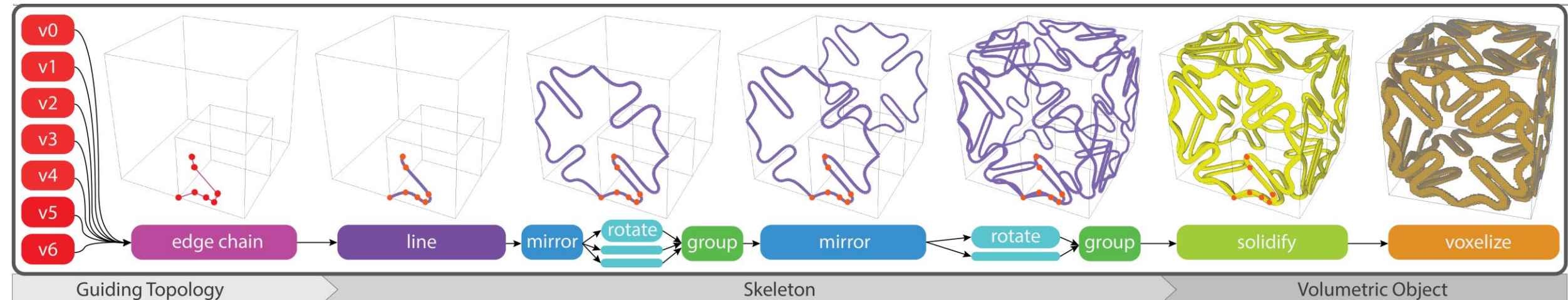
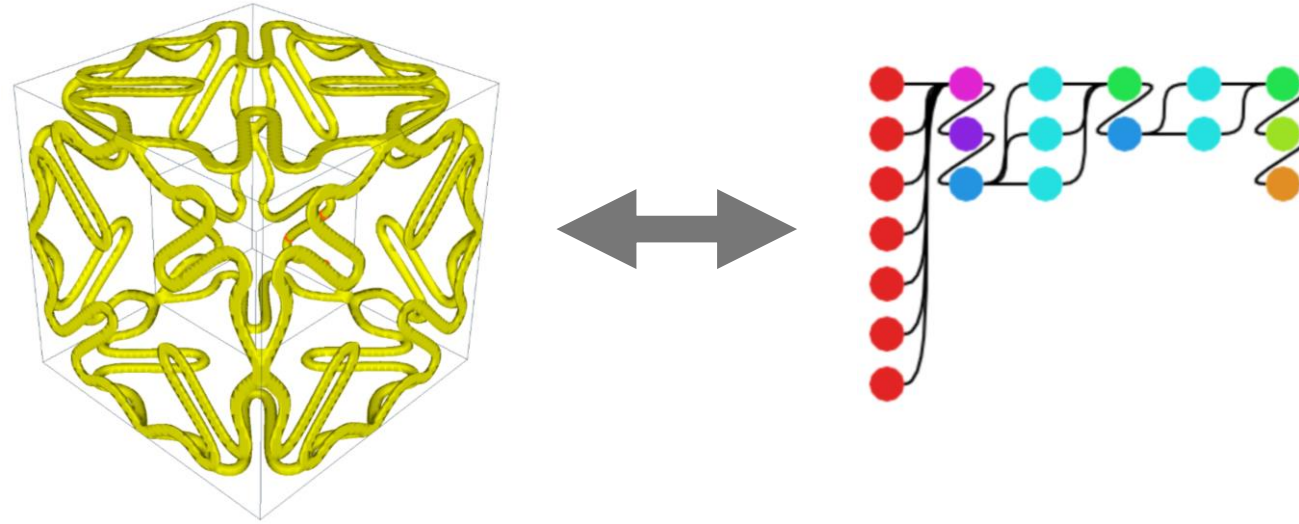
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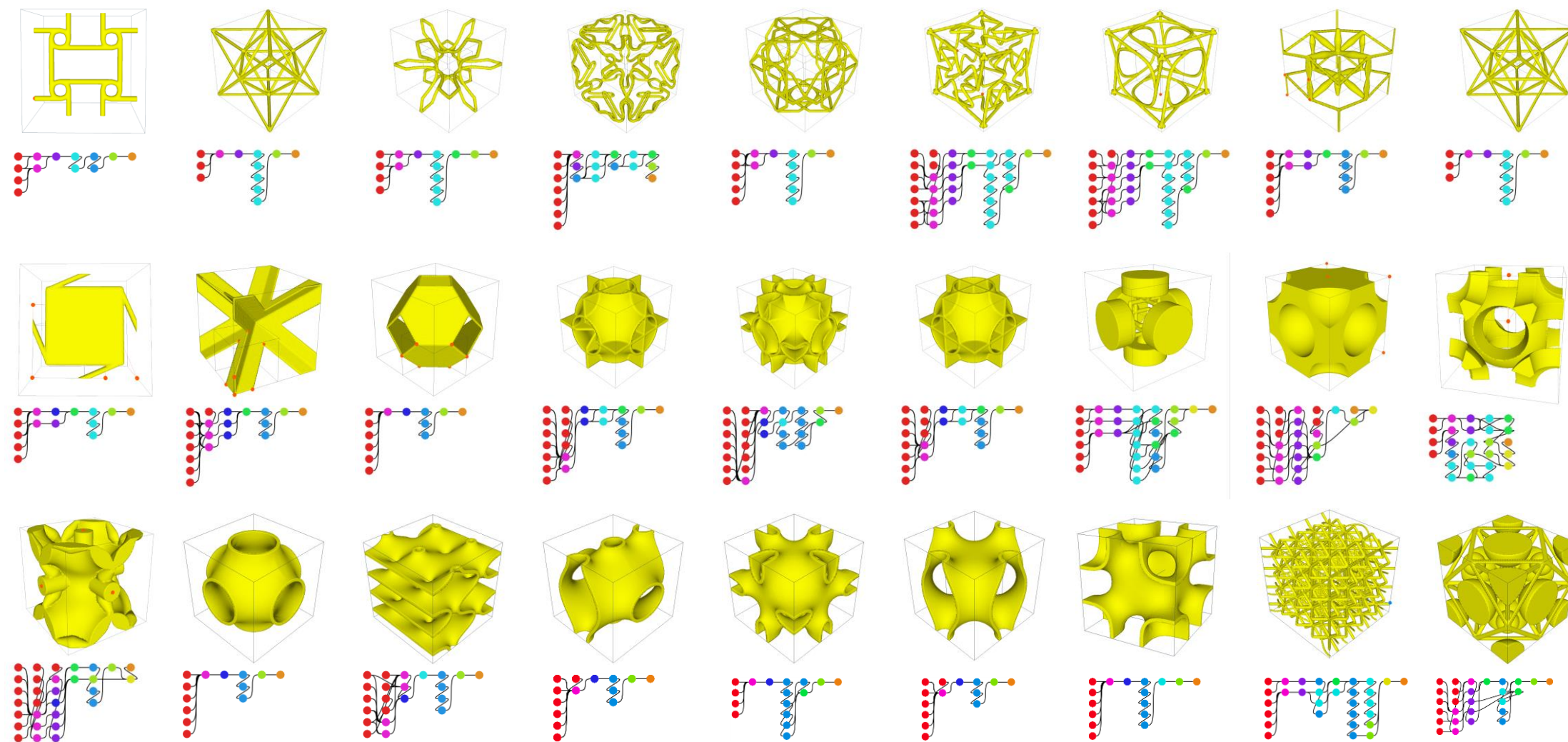
Architected Materials



Architected Materials



Representing Known Structures

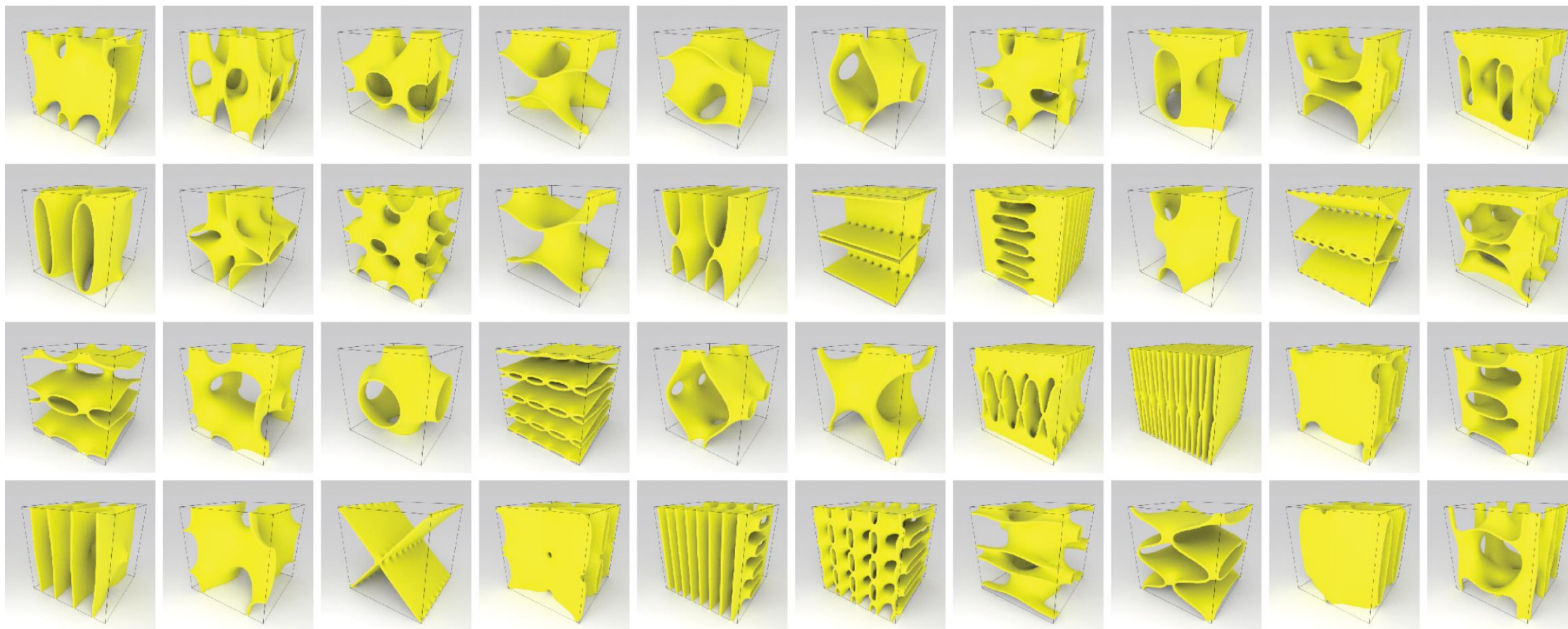


Established Structures

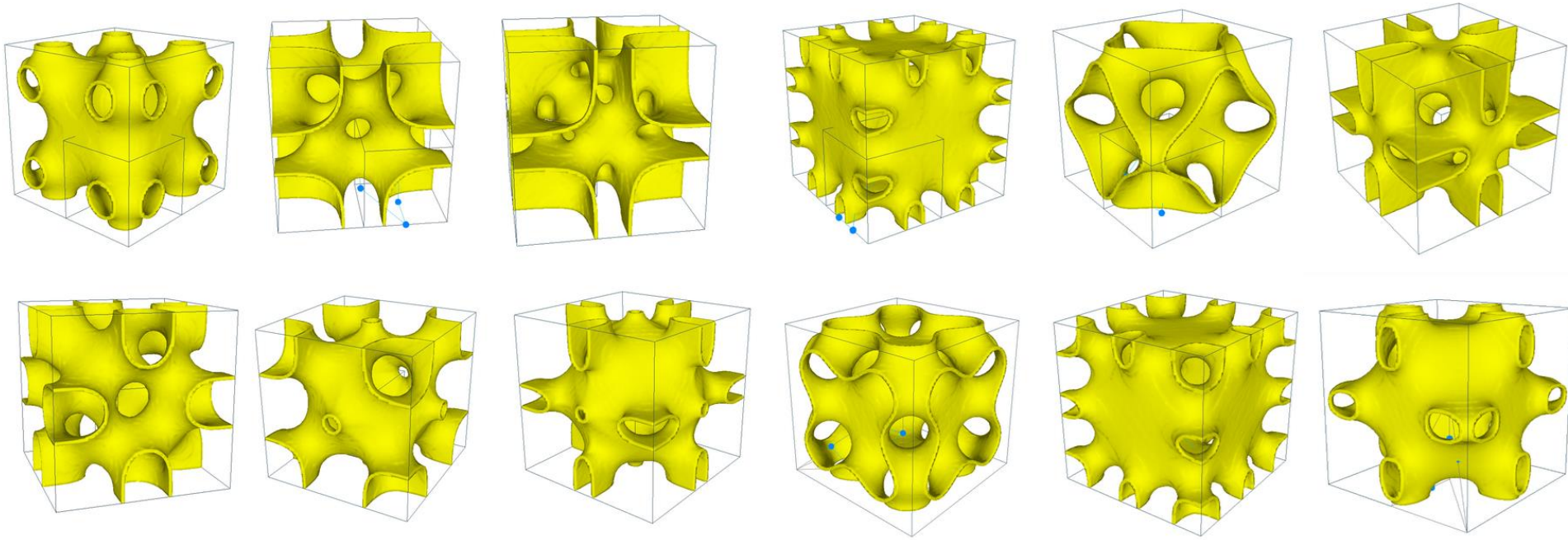
S	Schwarz P+Neovius	Schwarz P+Cubic Open	Schwarz P+Cubic Closed	assembled	assembled2	assembled3
object						
graph						
S	octet	auxetic3d	twist-tilable	twist-tilable-bezier	bandgap	FCC lattice
object						
graph						
S	anti chiral	star-shaped structure	non-manifold surface	polyhedral cellular structure	our composition	6-hole BCC
object						
graph						

S	vtx/edge	patch	obj	S	vtx/edge	patch	obj
Schwarz P				Wei's genus4			
Neovius				Schoen S'-S''			
Schoen I-WP				Deformed Schoen S'-S''			
Stefmann				Schwarz D			
Schwarz CLP				Schoen R2			
Hao Chen's $\phi\Delta/t\Delta$				Deformed H			
Gyroid							
	primary	conjugate			$\phi \approx 52^\circ$	object	

Randomly Generated Structures



Discovery of New TPMS



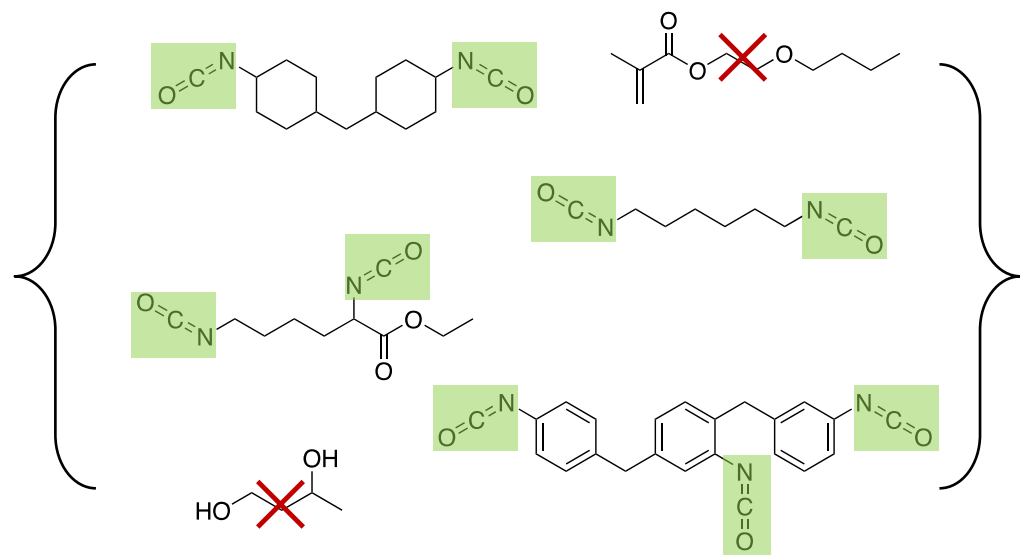
Hundreds of new TPMS structures

Key Questions for Computational Design

1. How to represent a design?
2. How to represent a design space?
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Small Experimental Datasets

- Existing dataset for polyurethanes: Only 20 samples [Menon et al. 2019]

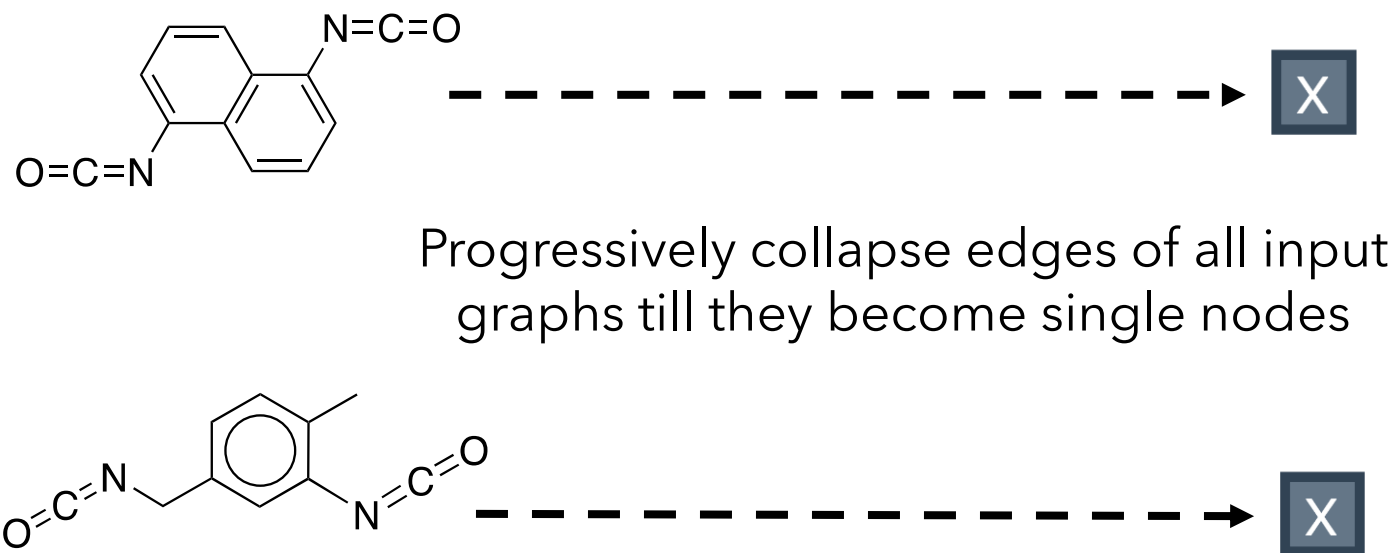


Isocyanates

✗ Train/Finetune DL networks

Learning graph grammars from examples

- We use bottom-up search to automatically generate the graph grammar

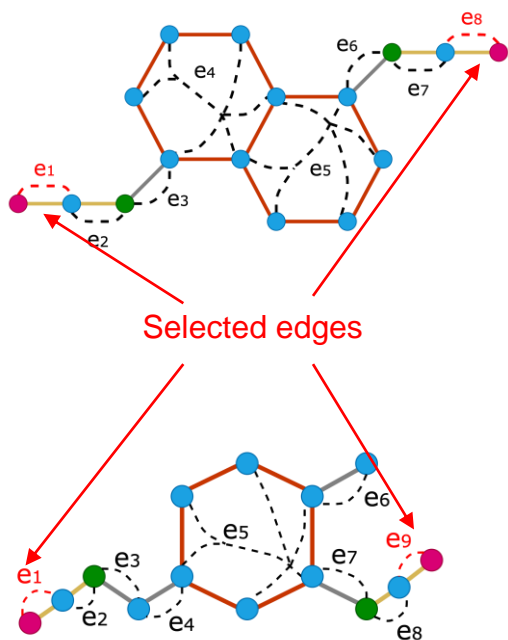


$$P = \left[\begin{array}{l} p_1: \textcircled{?} \rightarrow \textcircled{?} \\ p_2: \textcircled{?} \rightarrow \textcircled{?} \\ p_3: \textcircled{?} \rightarrow \textcircled{?} \\ p_4: \textcircled{?} \rightarrow \textcircled{?} \end{array} \right]$$

$$N = \{\text{X}, \text{R}^*\} \quad \Sigma = \{\text{pink}, \text{blue}, \text{green}\}$$

Learning graph grammars from examples

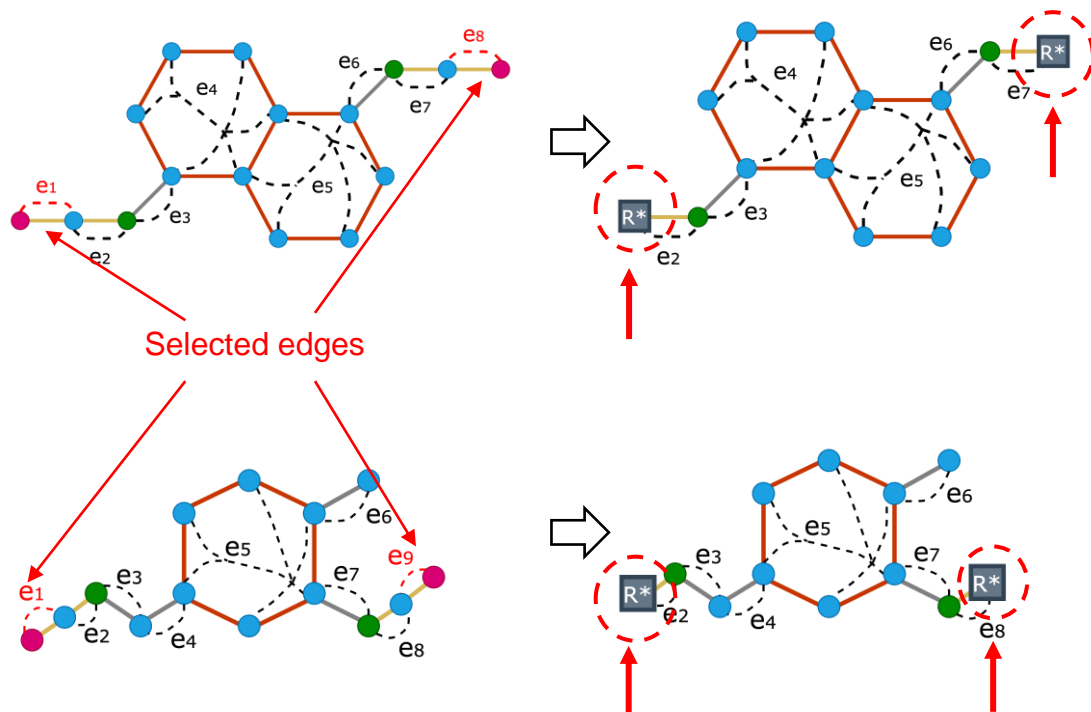
- We use bottom-up search to automatically generate the graph grammar



$$P = \left[\begin{array}{c} \\ \\ \\ \\ \\ \\ \\ \end{array} \right]$$

Learning graph grammars from examples

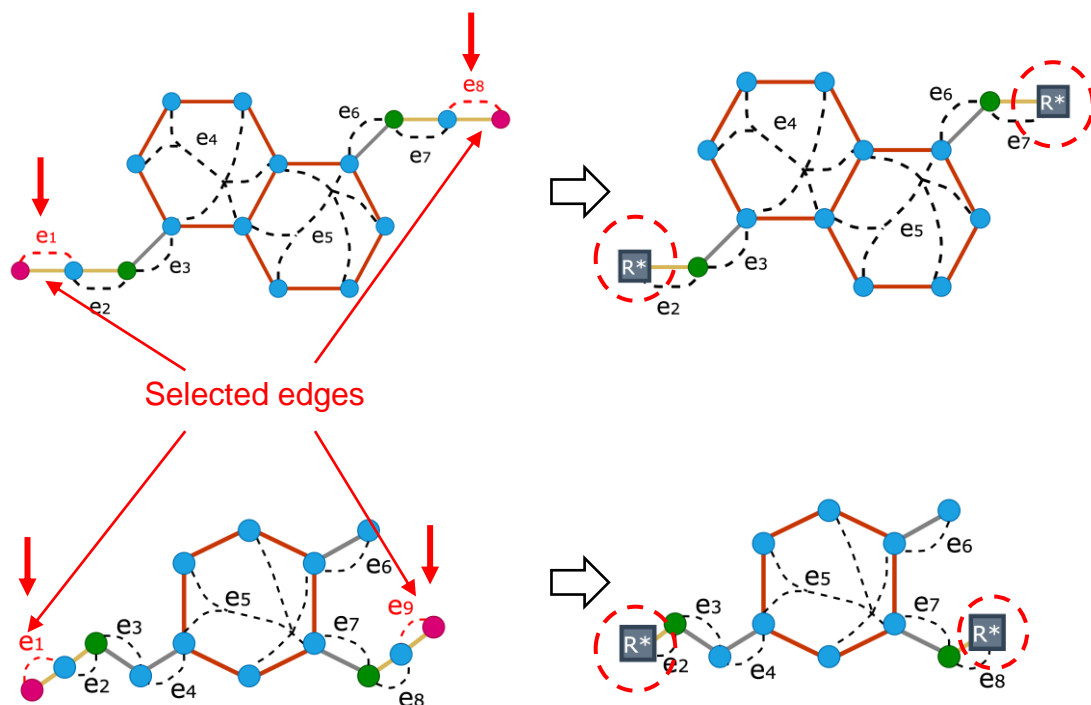
- We use bottom-up search to automatically generate the graph grammar



$$P = \left[\begin{array}{c} p1: \text{ } \circ \text{---} R^* \text{---} \rightarrow \text{ } \circ \text{---} \bullet \text{---} \bullet \end{array} \right]$$

Learning graph grammars from examples

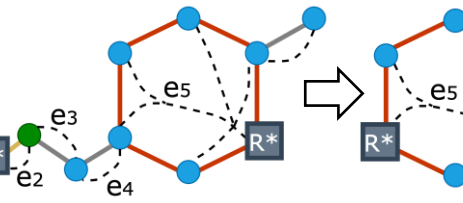
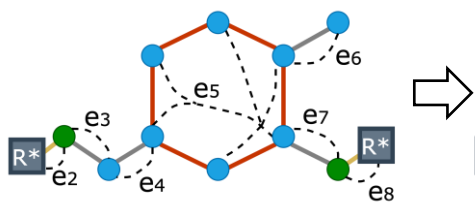
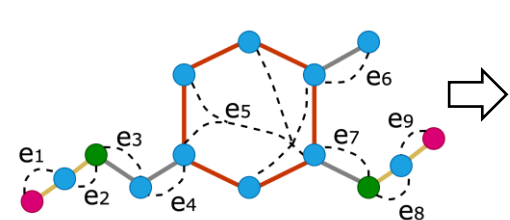
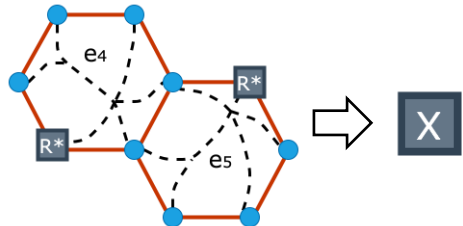
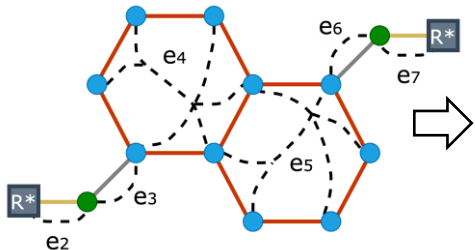
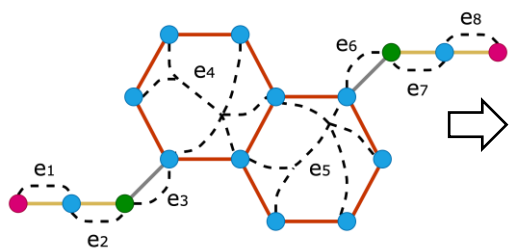
- We use bottom-up search to automatically generate the graph grammar



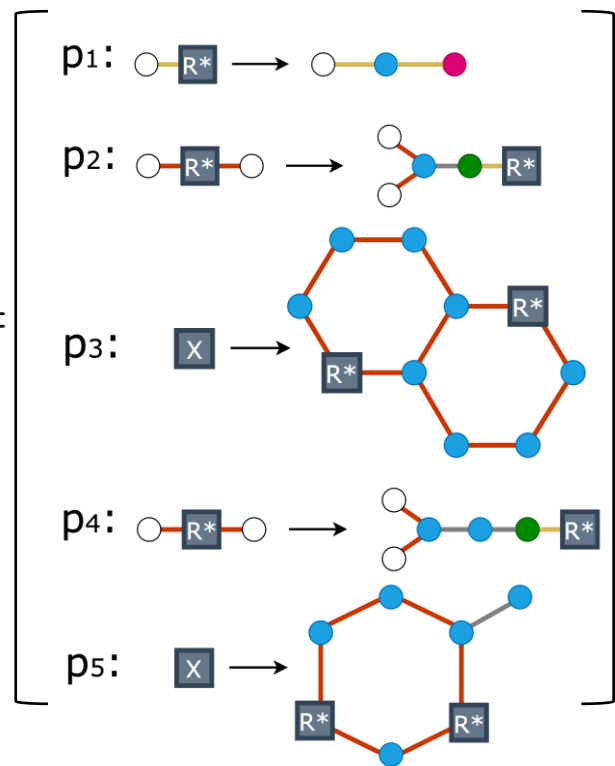
$$P = \left[\begin{array}{c} p_1: \text{graph} \xrightarrow{R^*} \text{graph} \end{array} \right]$$

Learning graph grammars from examples

- We use bottom-up search to automatically generate the graph grammar

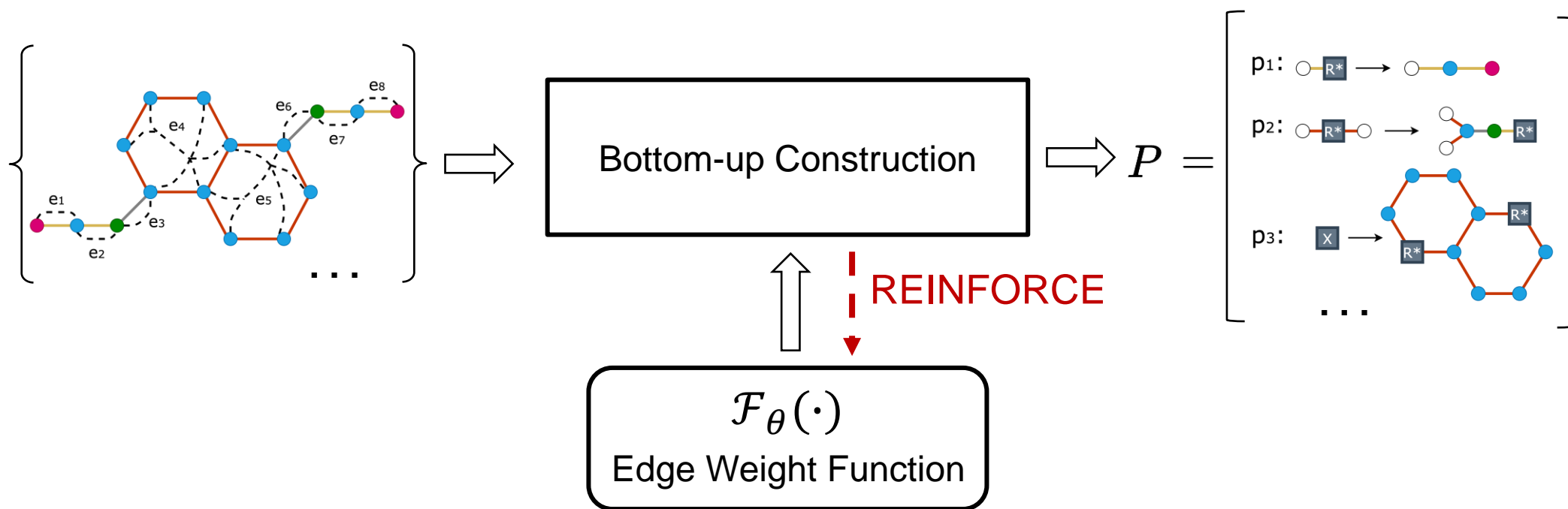


$P =$

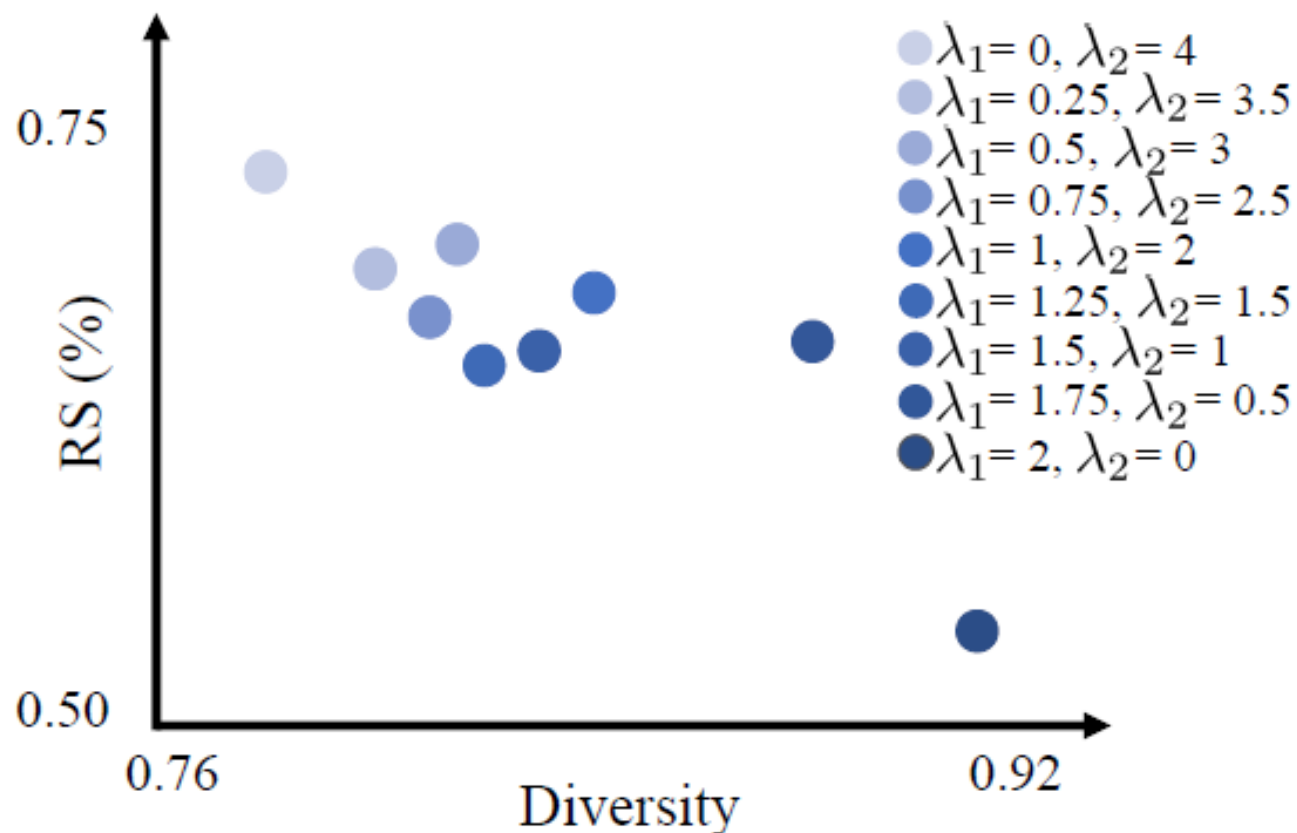


Learning graph grammar as inference

- $\max_{\theta} (\text{diversity}(G(\mathcal{F}_{\theta}(e))) + \lambda \text{validity}(G(\mathcal{F}_{\theta}(e))))$



Trade-off between diversity vs. validity



Results on Class-specific Polymer Data

		Method	Valid	Unique	Div.	Chamfer	RS	Memb.
Deep learning-based methods	{	Train data	100%	100%	0.61	0.00	100%	100%
		GraphNVP	<u>0.16%</u>	---	---	---	0.00%	0.00%
		JT-VAE	100%	5.8%	0.72	0.85	5.50%	66.5%
		HierVAE	100%	<u>99.6%</u>	0.83	0.76	1.85%	0.05%
Grammar-based methods	{	MHG	100%	75.9%	0.88	0.83	2.97%	12.1%
		STONED	100%	100%	0.85	<u>0.86</u>	<u>5.63%</u>	<u>79.8%</u>
		DEG	100%	100%	<u>0.86</u>	0.87	27.2%	96.3%

Results on Class-specific Polymer Data

Percentage of molecules
belonging to the concerned class

		Method	Valid	Unique	Div.	Chamfer	RS	Memb.
Deep learning-based methods	{	Train data	100%	100%	0.61	0.00	100%	100%
		GraphNVP	<u>0.16%</u>	---	---	---	0.00%	0.00%
		JT-VAE	100%	5.8%	0.72	0.85	5.50%	66.5%
		HierVAE	100%	<u>99.6%</u>	0.83	0.76	1.85%	0.05%
Grammar-based methods	{	MHG	100%	75.9%	0.88	0.83	2.97%	12.1%
		STONED	100%	100%	0.85	<u>0.86</u>	<u>5.63%</u>	<u>79.8%</u>
		DEG	100%	100%	<u>0.86</u>	0.87	27.2%	96.3%

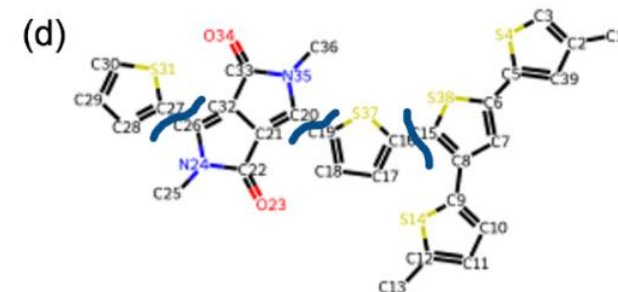
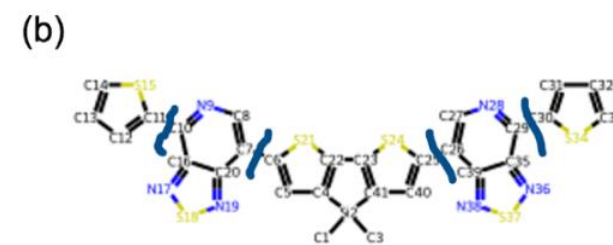
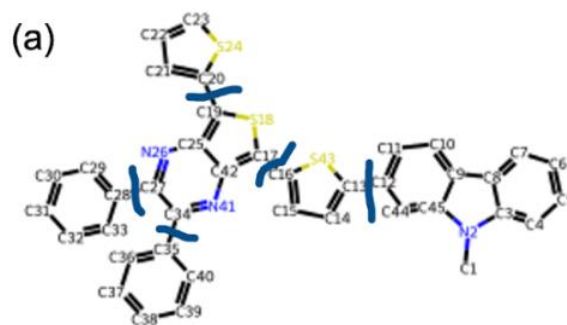
Percentage of **synthesizable**
molecules

Results on Large Polymer Dataset

		Method	Distribution Statistics (↓)				Sample Quality (↑)			
			logP	SA	QED	MW	Valid	Unique	Div.	Chamfer
Deep learning-based methods	{	Train data	0.12	0.02	0.002	2.98	100%	100%	0.83	0.00
		SMILESVAE	9.63	2.99	0.19	751.6	0.01%	---	---	---
		GraphNVP	2.94	0.65	0.03	435.6	0.23%	---	---	---
		JT-VAE	2.93	0.32	0.10	210.1	100%	83.9%	<u>0.88</u>	0.50
		HierVAE	0.50	0.08	0.02	42.45	100%	<u>99.9%</u>	0.82	0.32
Grammar-based methods	{	MHG	9.20	1.91	0.10	380.3	100%	100%	0.91	0.56
		STONED	2.43	0.81	0.07	179.9	99.9%	100%	0.83	0.45
Only trained on 117 samples of original 81k dataset	→	DEG (0.15%, fitting)	<u>1.80</u>	0.25	0.02	<u>69.0</u>	100%	100%	0.82	0.60
		DEG (0.15%)	5.52	0.51	0.20	334.2	100%	100%	0.86	<u>0.62</u>

Key Insights

- Symbolic representations
- Automatic checkers/oracles
 - For example, retrosynthesis
- Expert annotations

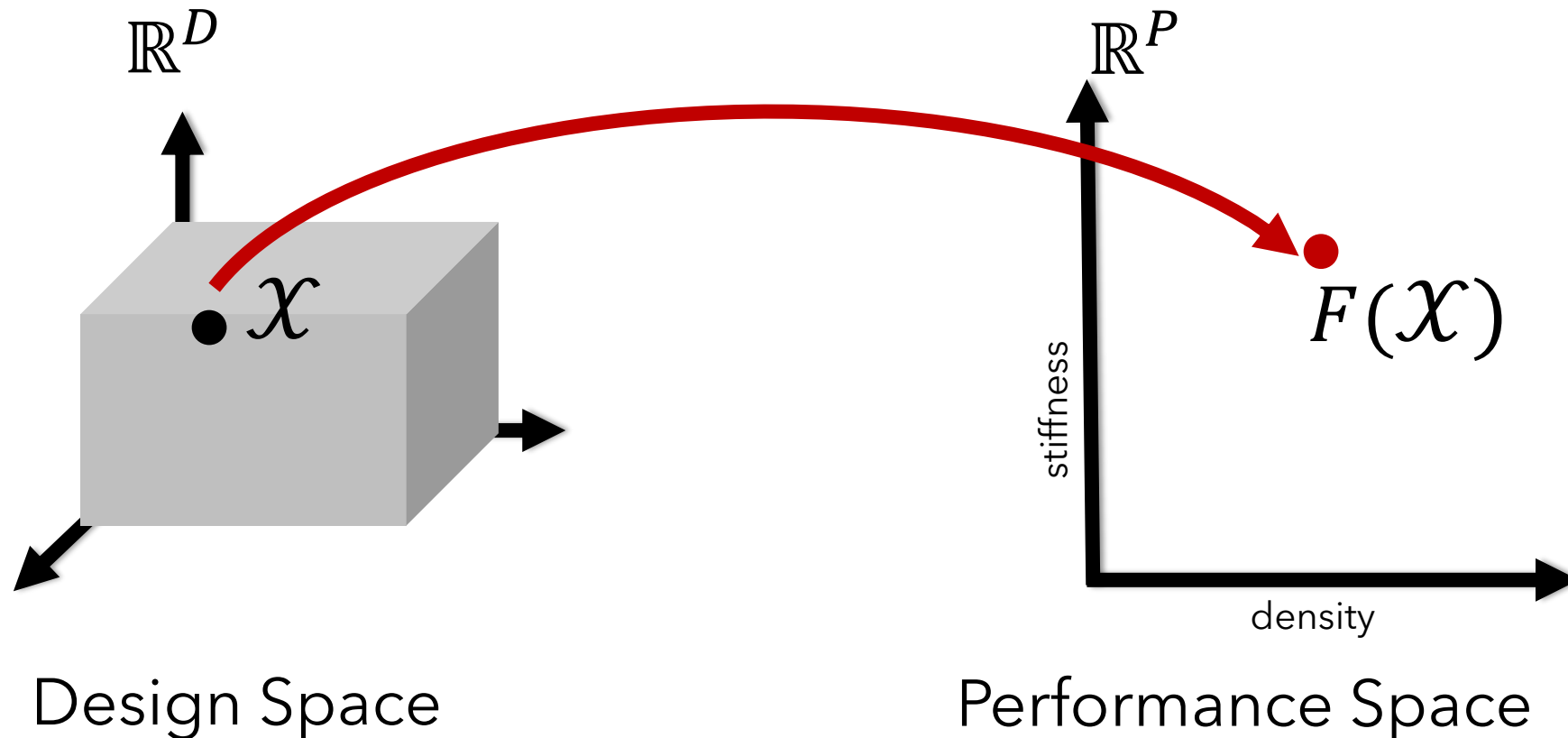


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4. How to find designs with optimal performance?
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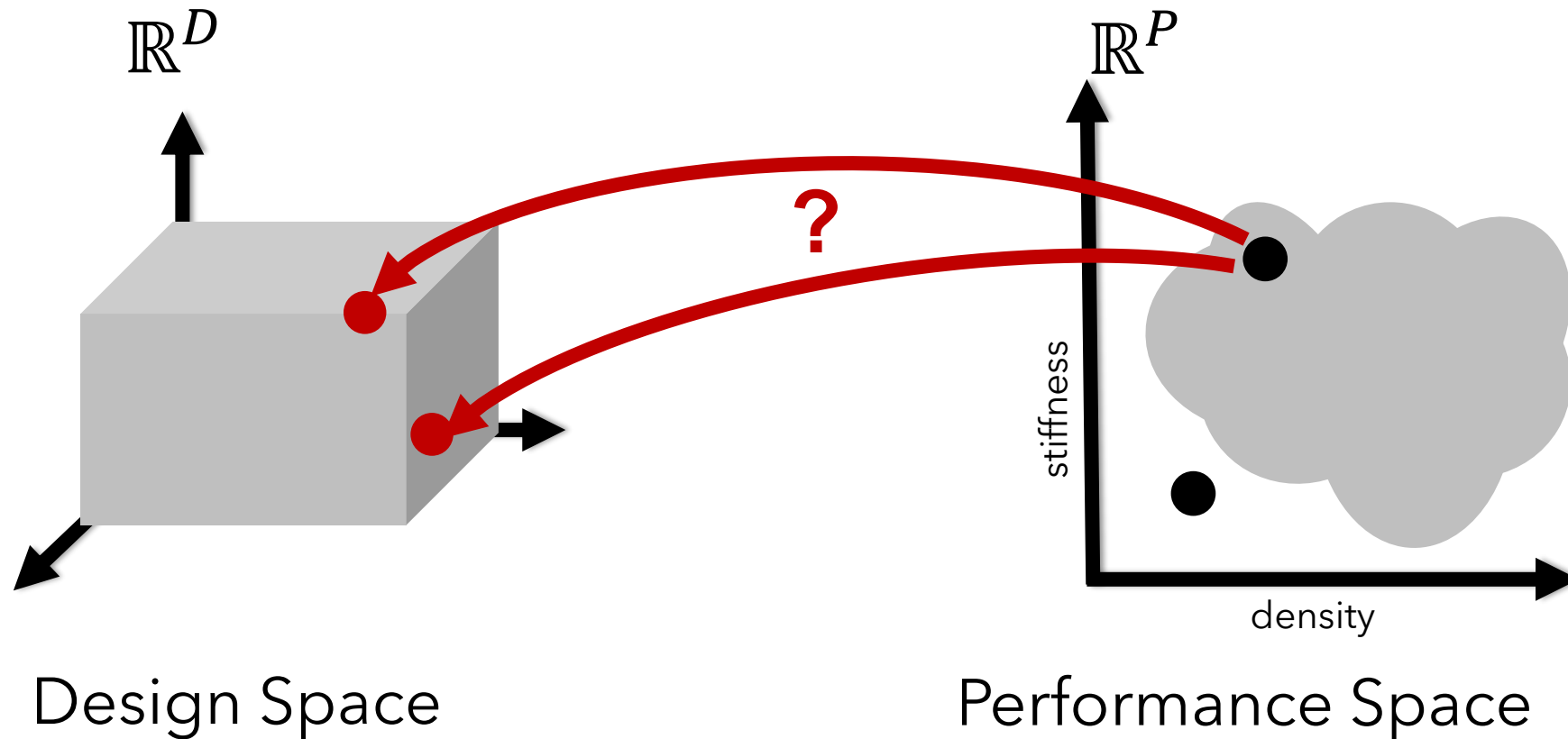
From Design To Performance

- Numerical simulations (or real experiments) map a point in design space to a point in performance space



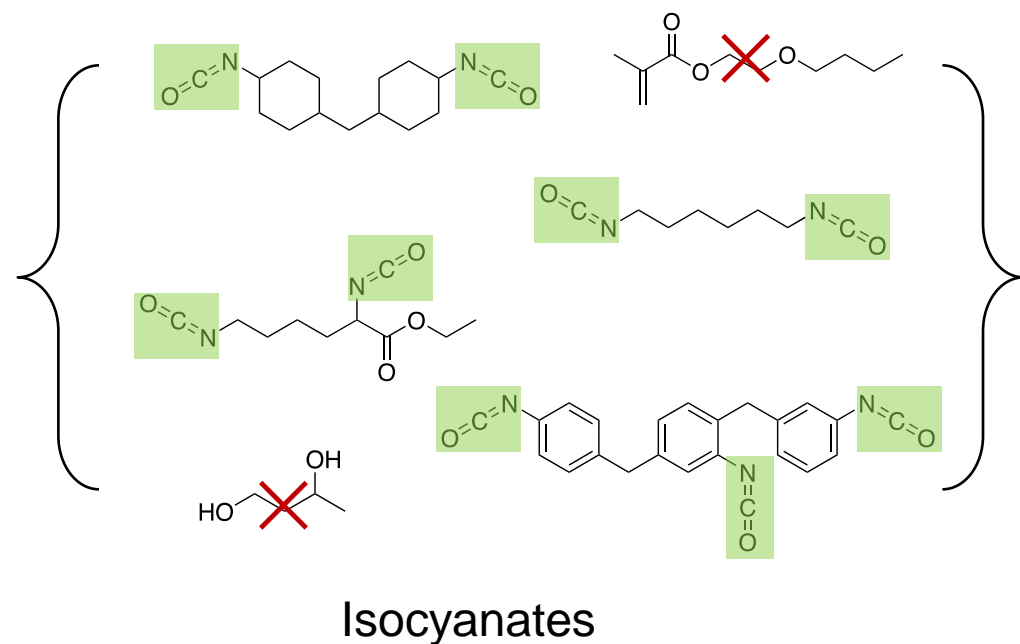
Inverse Design

- Inverse problem is much more difficult



Case 1: Small Experimental Datasets

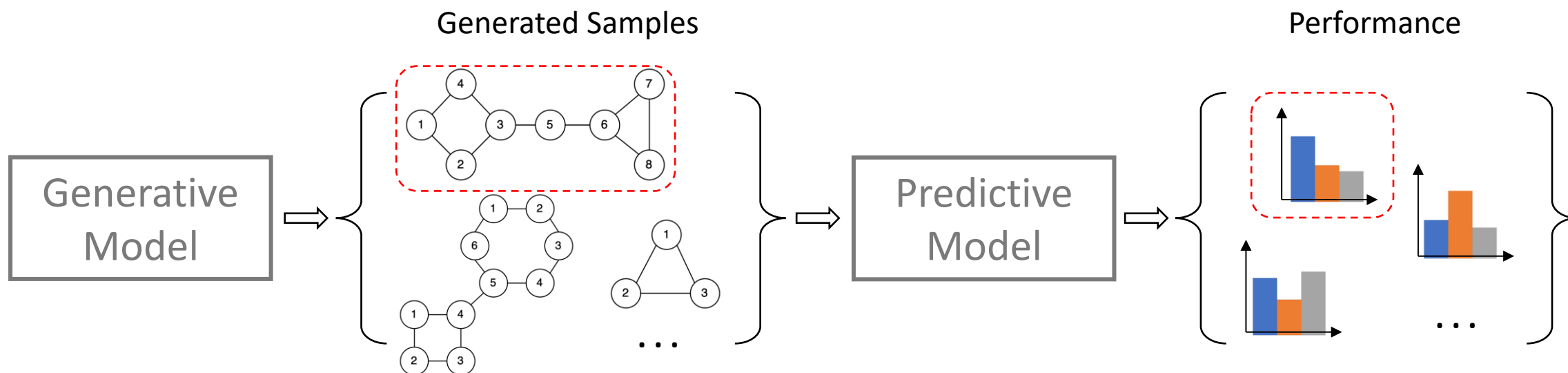
- We would like to find a molecule with desired material properties



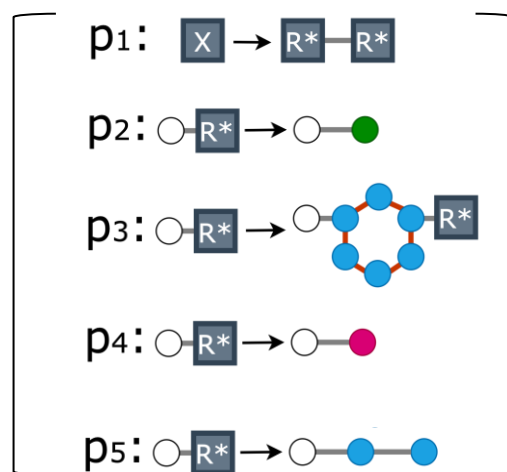
- Existing dataset for polyurethanes:
Only 20 samples [Menon et al. 2019]

✗ Train/Finetune DL networks

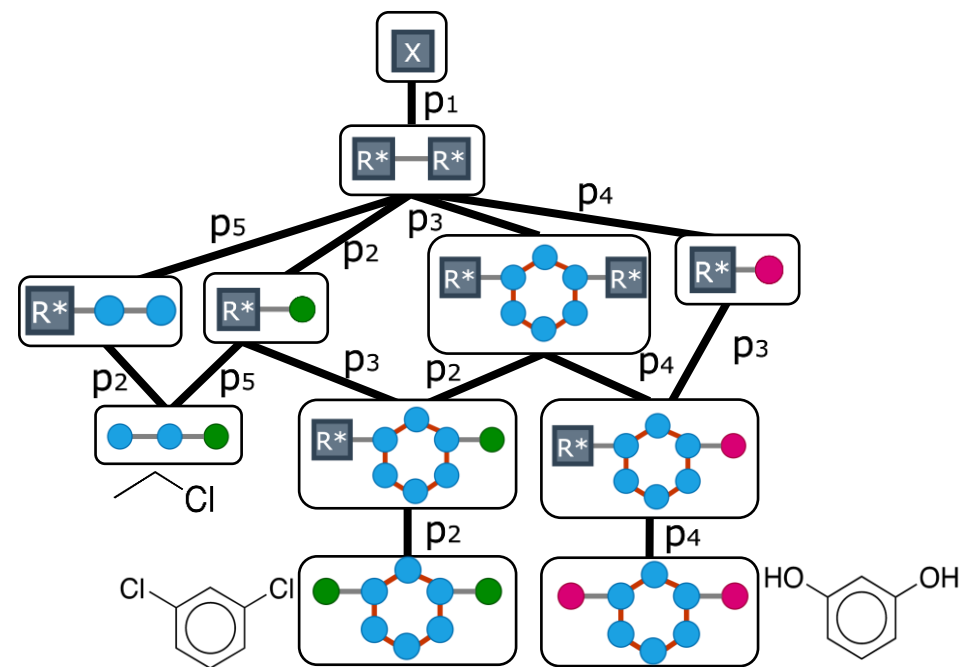
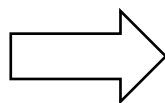
Finding new molecules & their properties



Grammar Induces Manifold Geometry

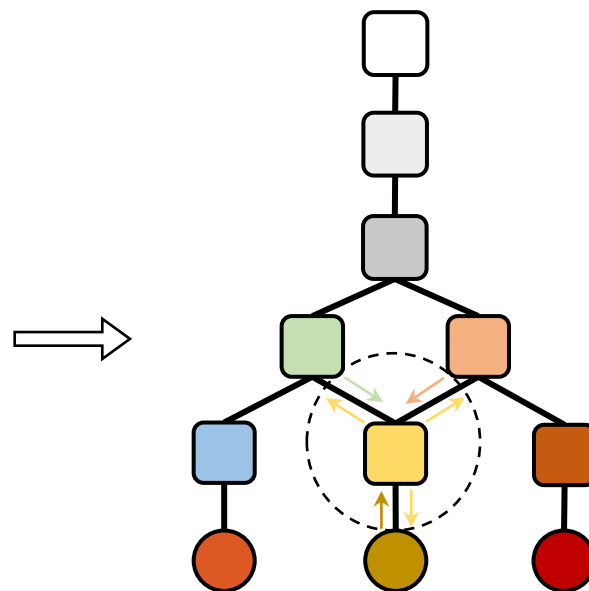
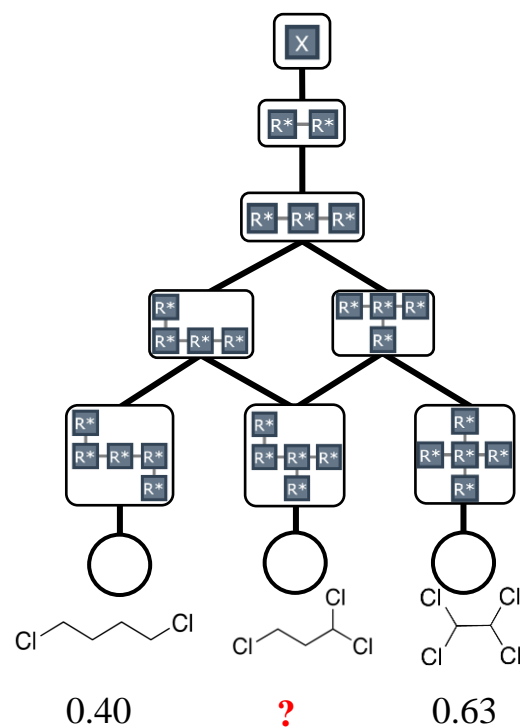


Graph Grammar

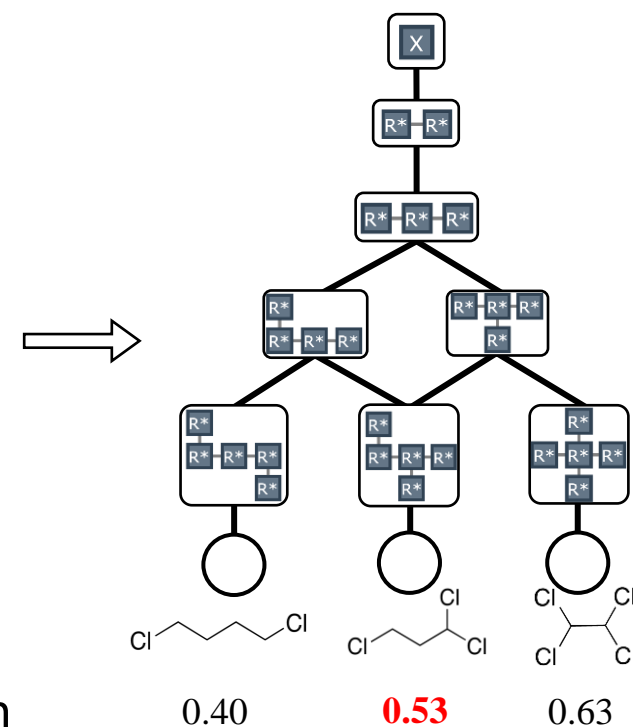


Grammar-induced Geometry

Property Predictor



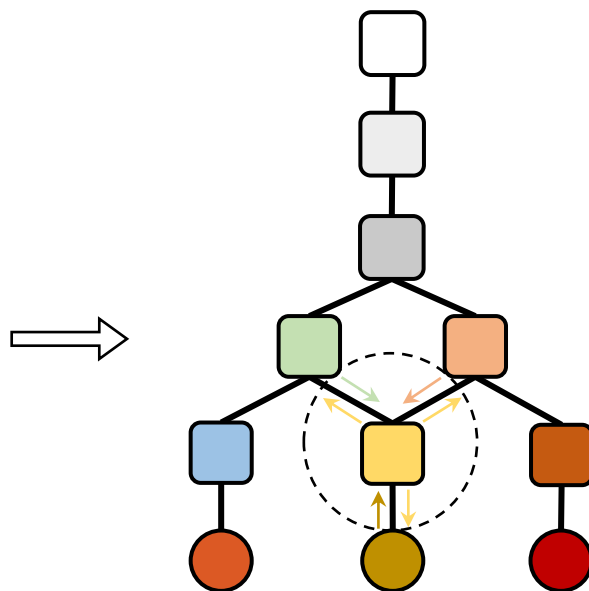
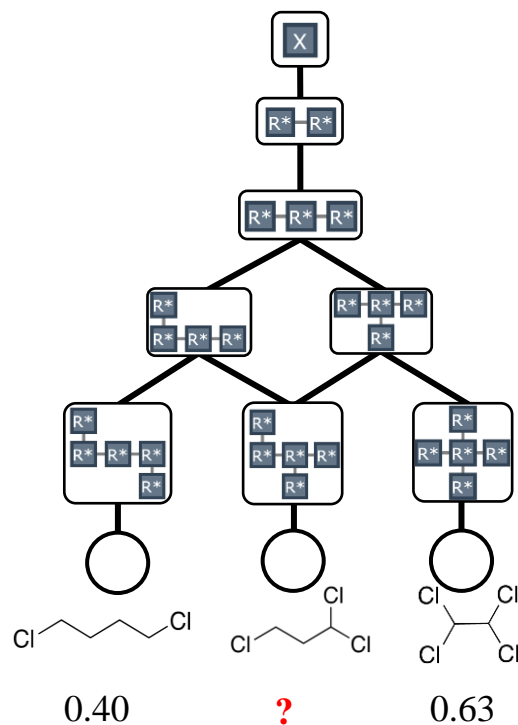
Graph Neural Diffusion
[Chamberlain et al. 2021]



Joint optimization of grammar & predictor

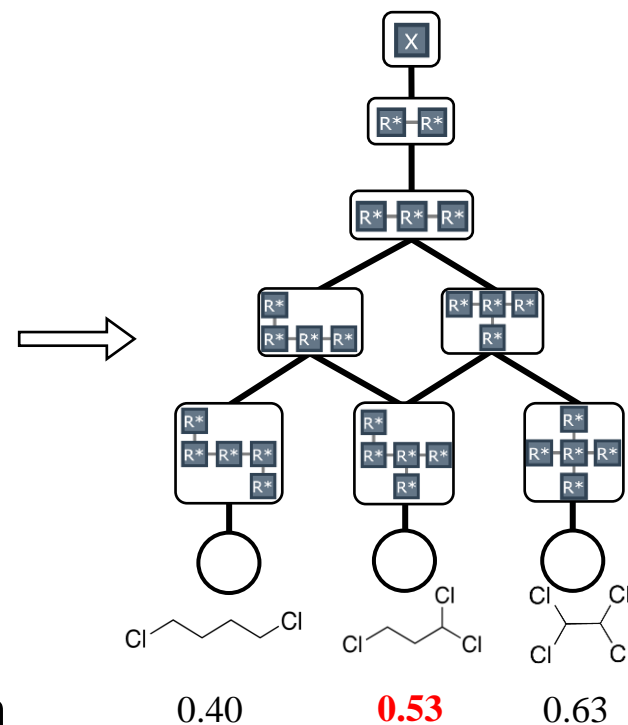
$$\min_{\theta, (\varphi, \psi, \alpha)} l(\mathbf{u}_T, \hat{\mathbf{u}}) = \min_{\theta} \min_{(\varphi, \psi, \alpha)} l(\mathbf{u}_T, \hat{\mathbf{u}})$$

Graph neural diffusion
↓
Molecular grammar learning

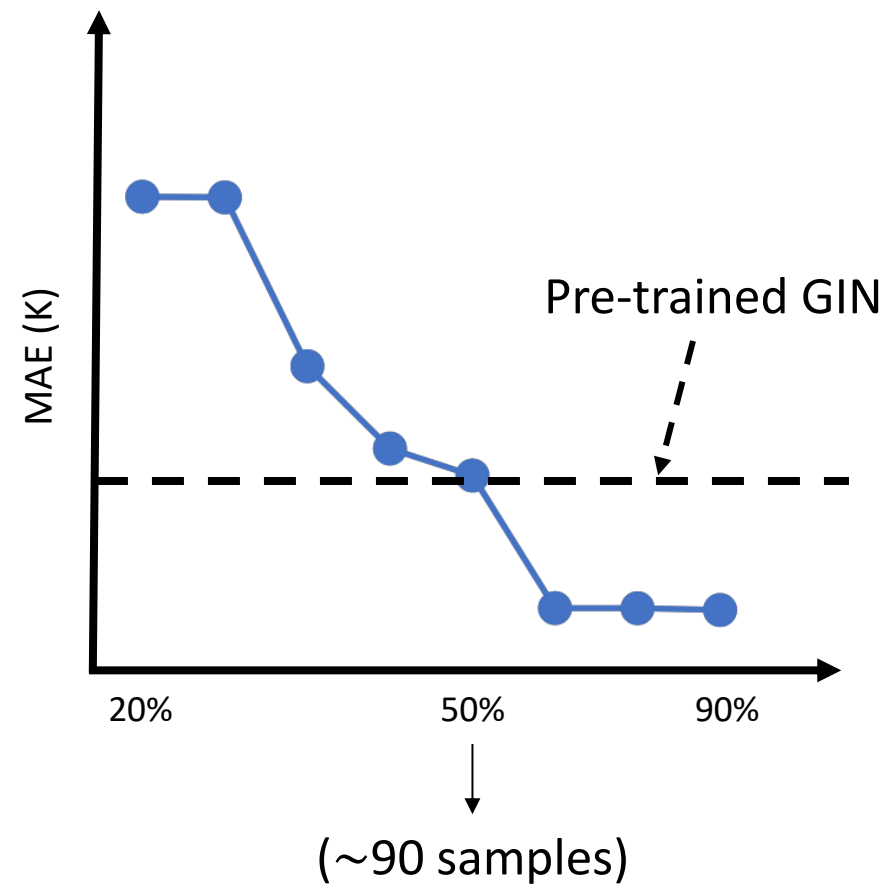
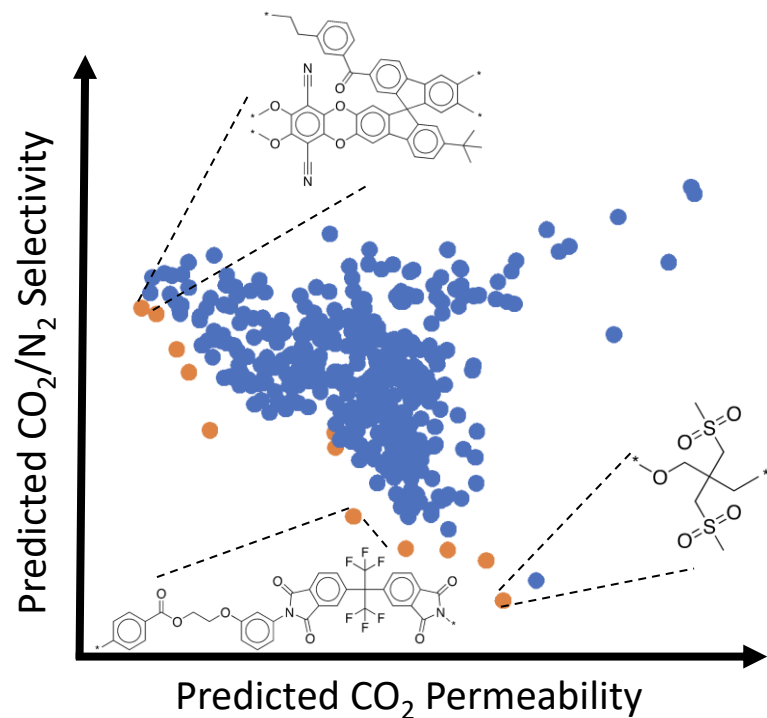


Graph Neural Diffusion

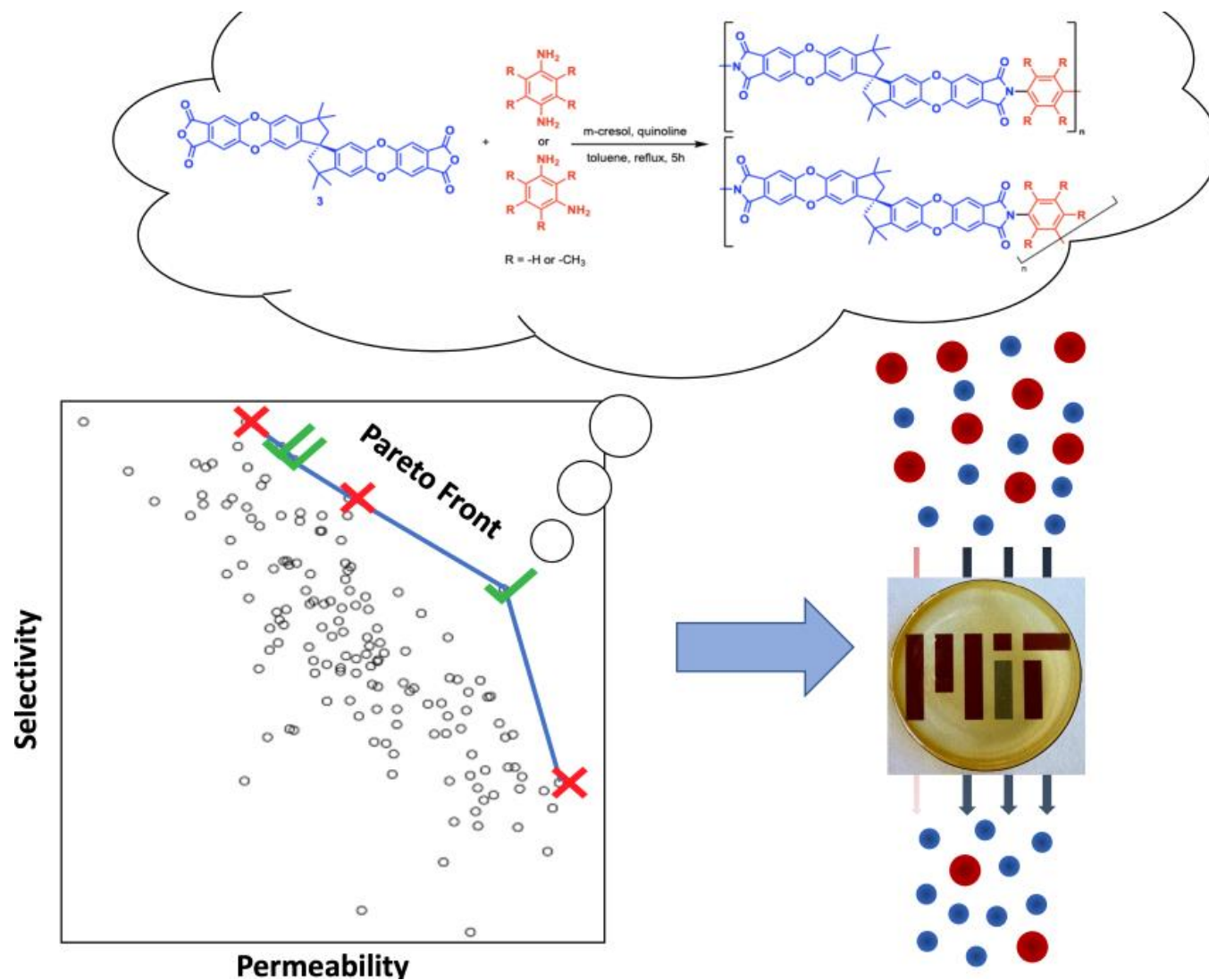
[Chamberlain et al. 2021]



Property Prediction Results



Design of Novel Molecules

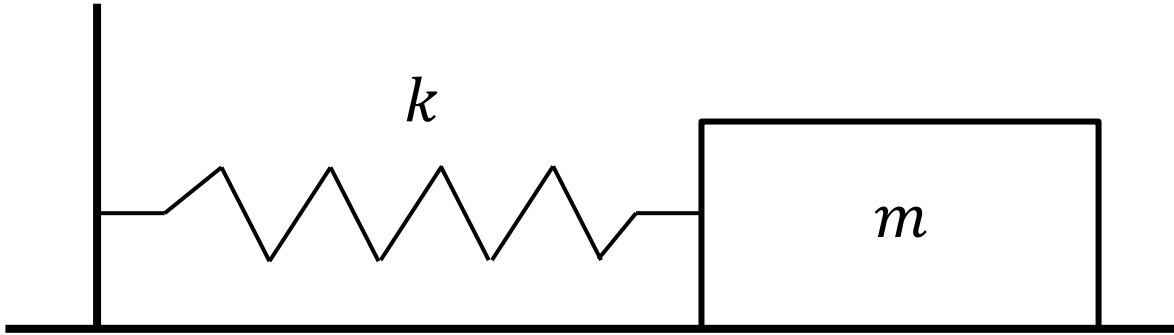


Case 2: Simulation is Possible

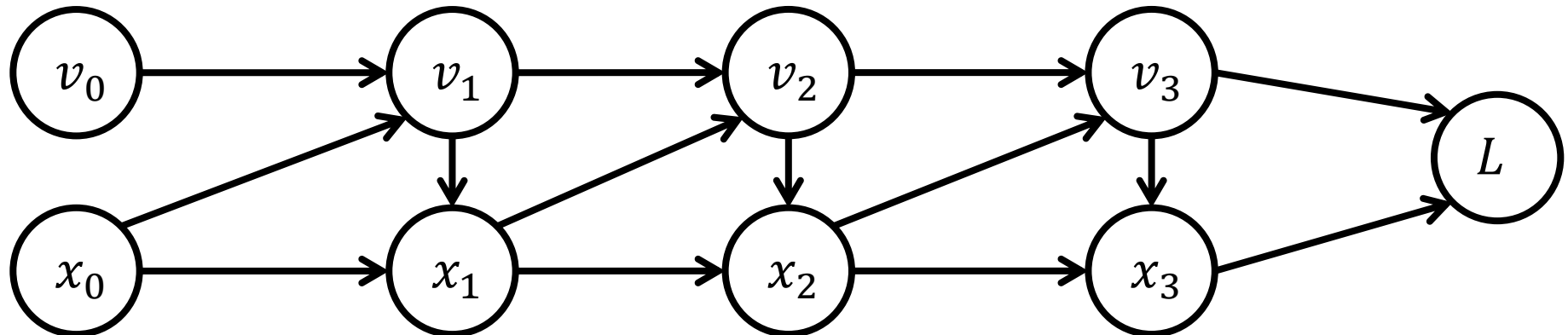
Differentiable Simulation Can Help

Forward pass

$$v_{i+1} = v_i - hk \frac{x_i}{m}$$
$$x_{i+1} = x_i + hv_{i+1}$$



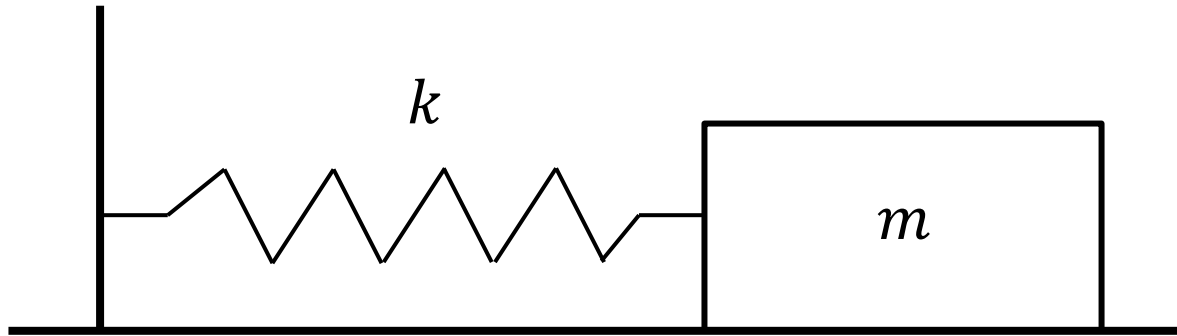
The computational graph



Differentiable Simulation Can Help

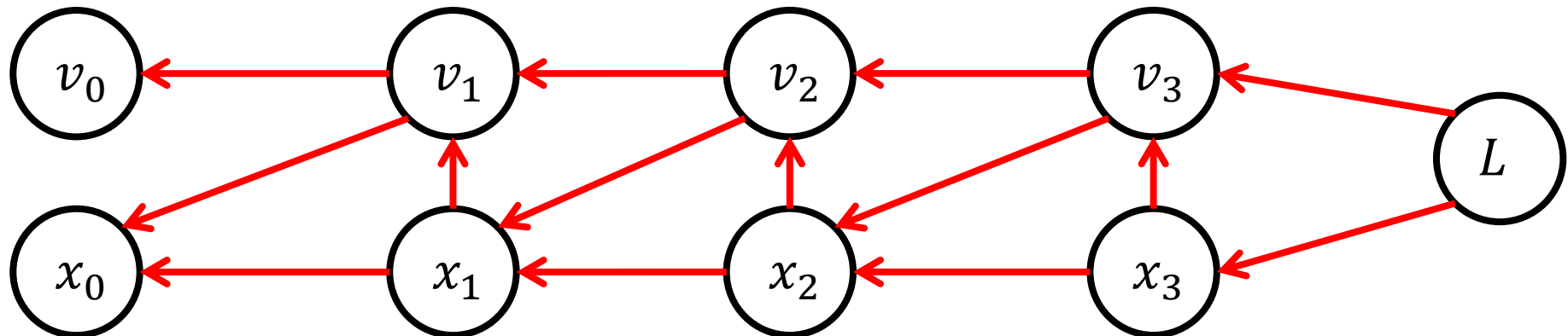
Backward pass

$$v_{i+1} = v_i - hk \frac{x_i}{m}$$
$$x_{i+1} = x_i + hv_{i+1}$$



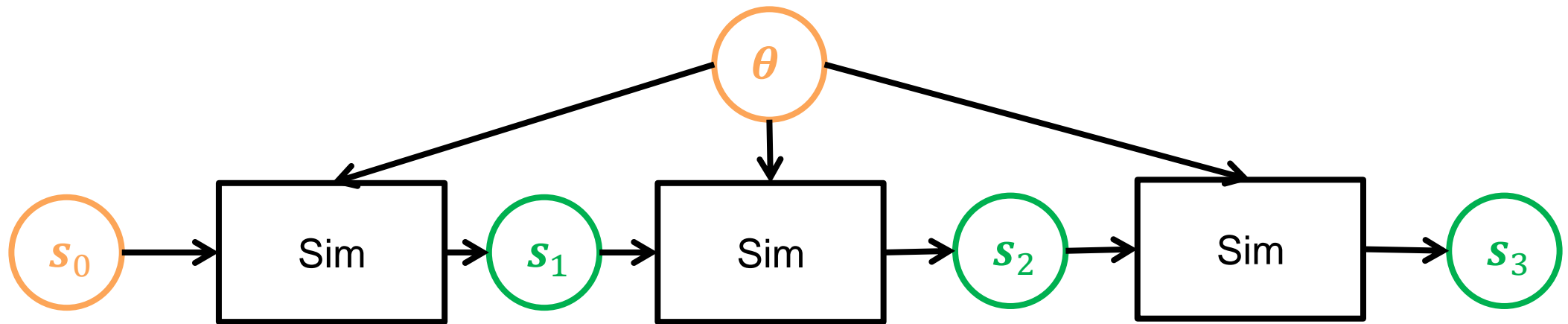
$$\frac{\partial L}{\partial v_i} = \frac{\partial L}{\partial v_{i+1}} \quad \frac{\partial L}{\partial x_i} = -hk \frac{\partial L}{\partial v_{i+1}}$$
$$\frac{\partial L}{\partial x_i} = \frac{\partial L}{\partial x_{i+1}} \quad \frac{\partial L}{\partial v_{i+1}} = h \frac{\partial L}{\partial x_{i+1}}$$

Backpropagation



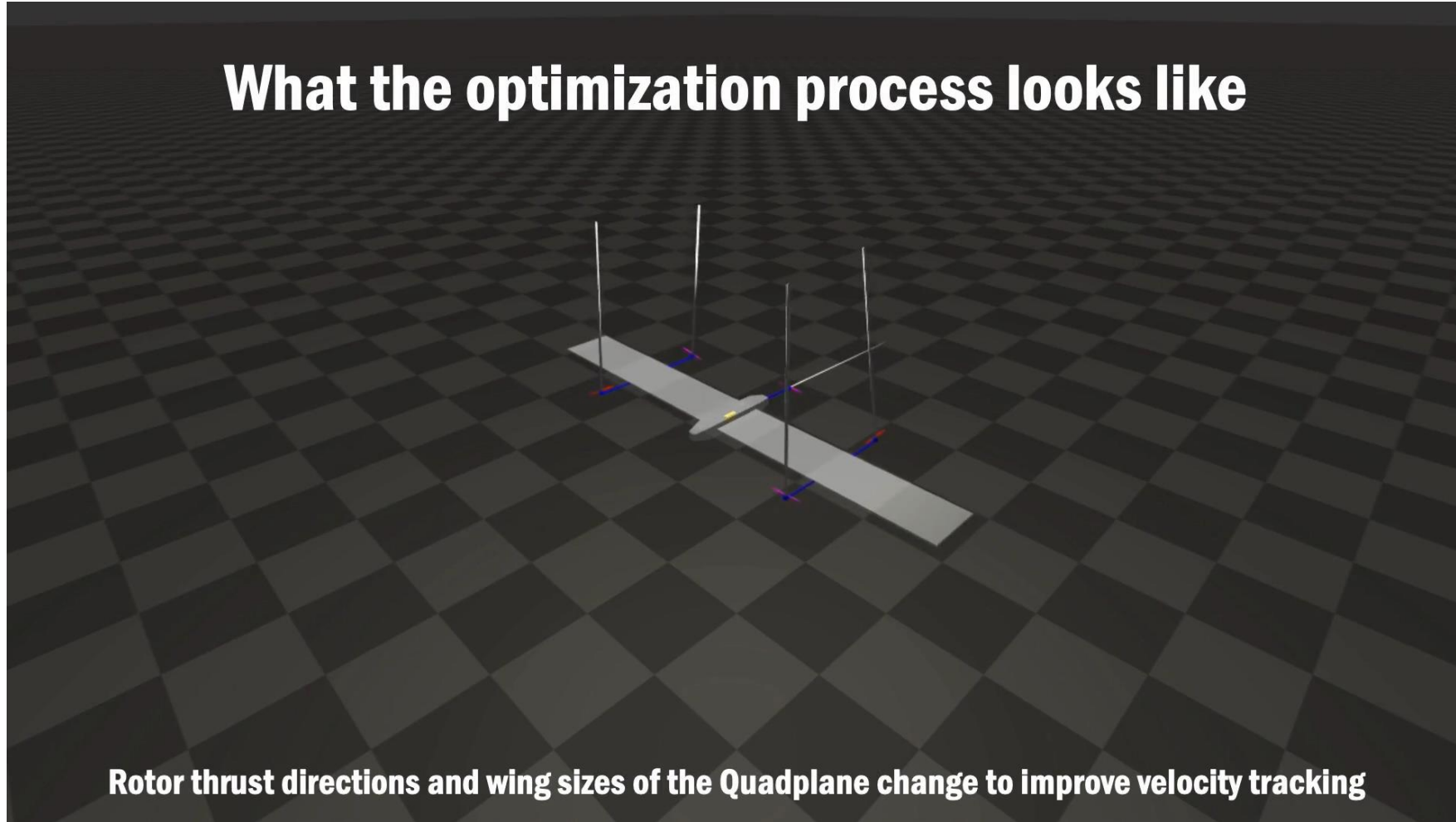
Differentiable Simulation Can Help

- System identification (optimizing θ)
- Initial condition optimization (optimizing s_0)



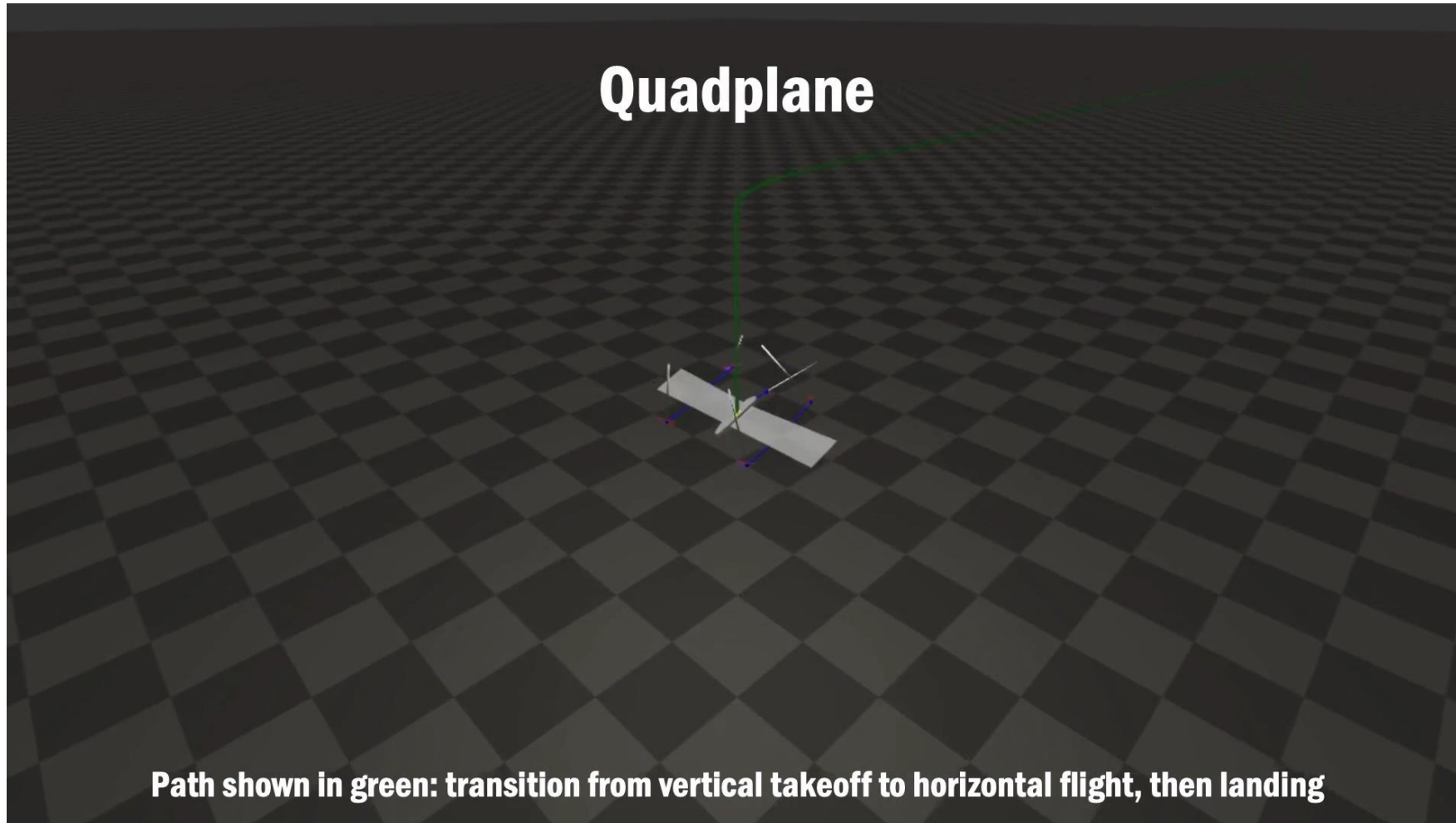
Optimization of Hybrid UAVs

What the optimization process looks like



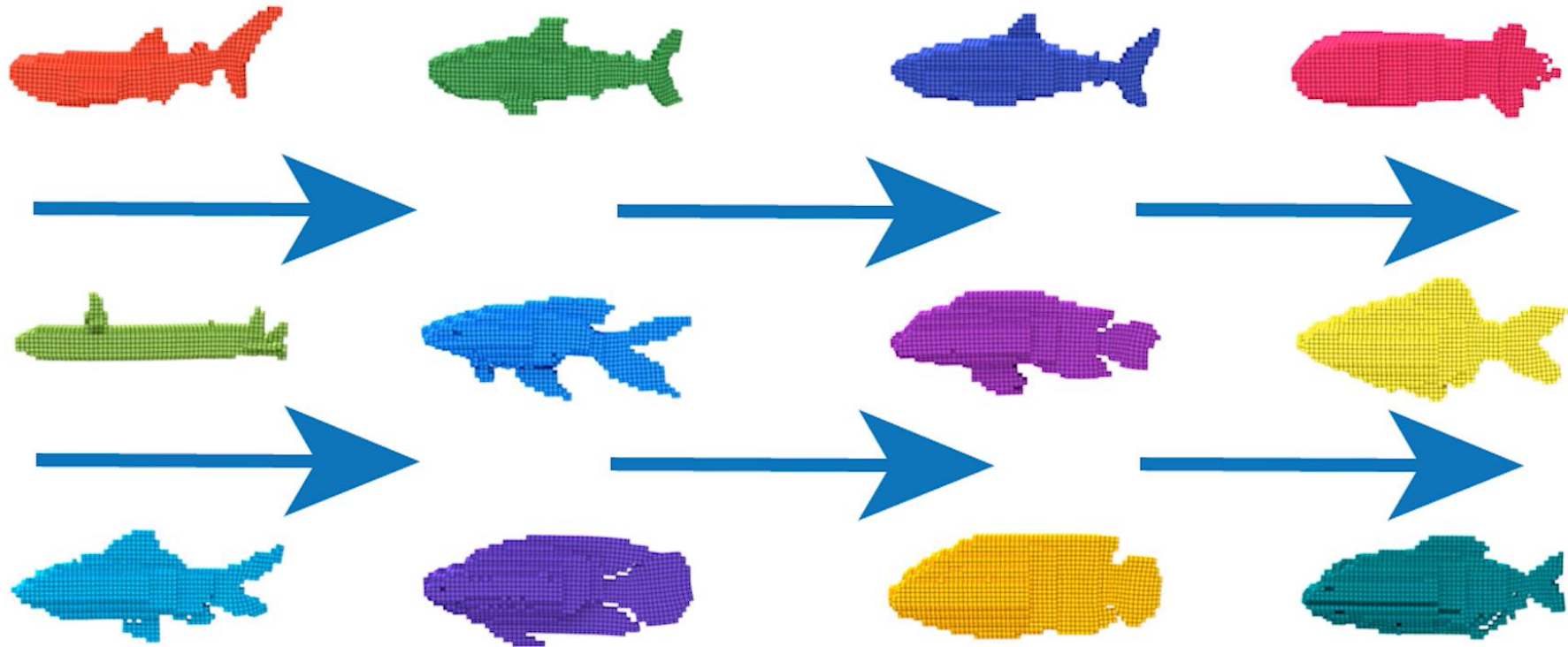
Rotor thrust directions and wing sizes of the Quadplane change to improve velocity tracking

Optimization of Hybrid UAVs



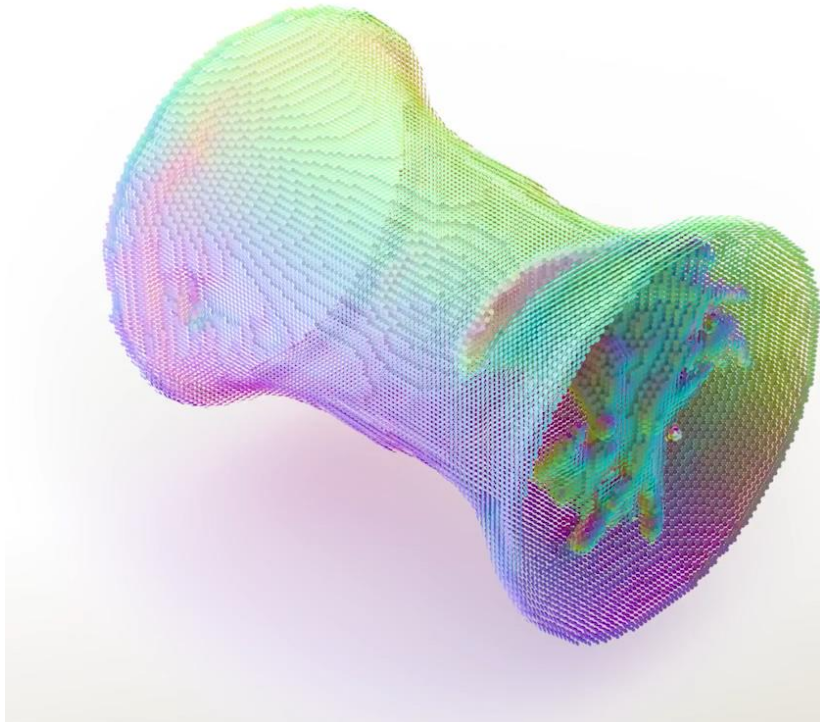
Optimization of Soft Fish

Baselines (control only)



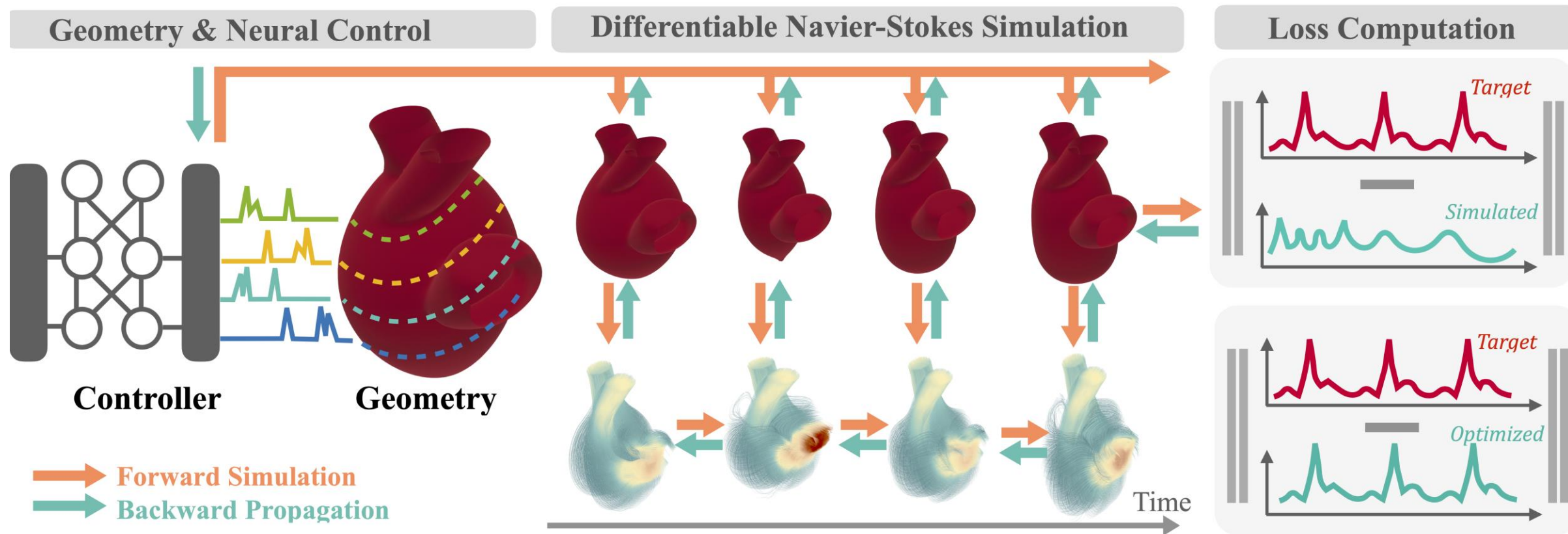
Optimization of Fluidic Systems

Fluid Twister



Goal: Generate a twisting flow in the yz -plane at the outlet of the domain from a circular-shaped constant inlet with inflow velocity $(v_{in}, 0, 0)$

Optimization of Fluidic Systems

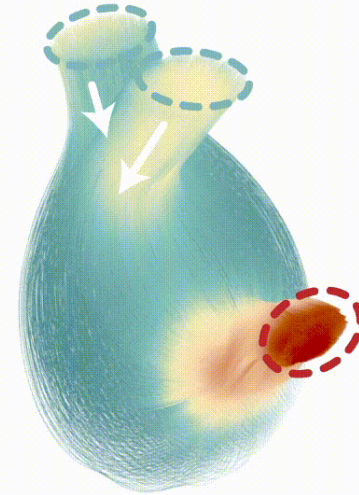


Optimization of Fluidic Systems

Neural Heart

Goal: Optimize a closed-loop controller parameterized by a two-layer MLP to control the muscle excitation signal at four cross-sections of an artificial heart to match a target outlet flow profile

Domain: 48x48x48

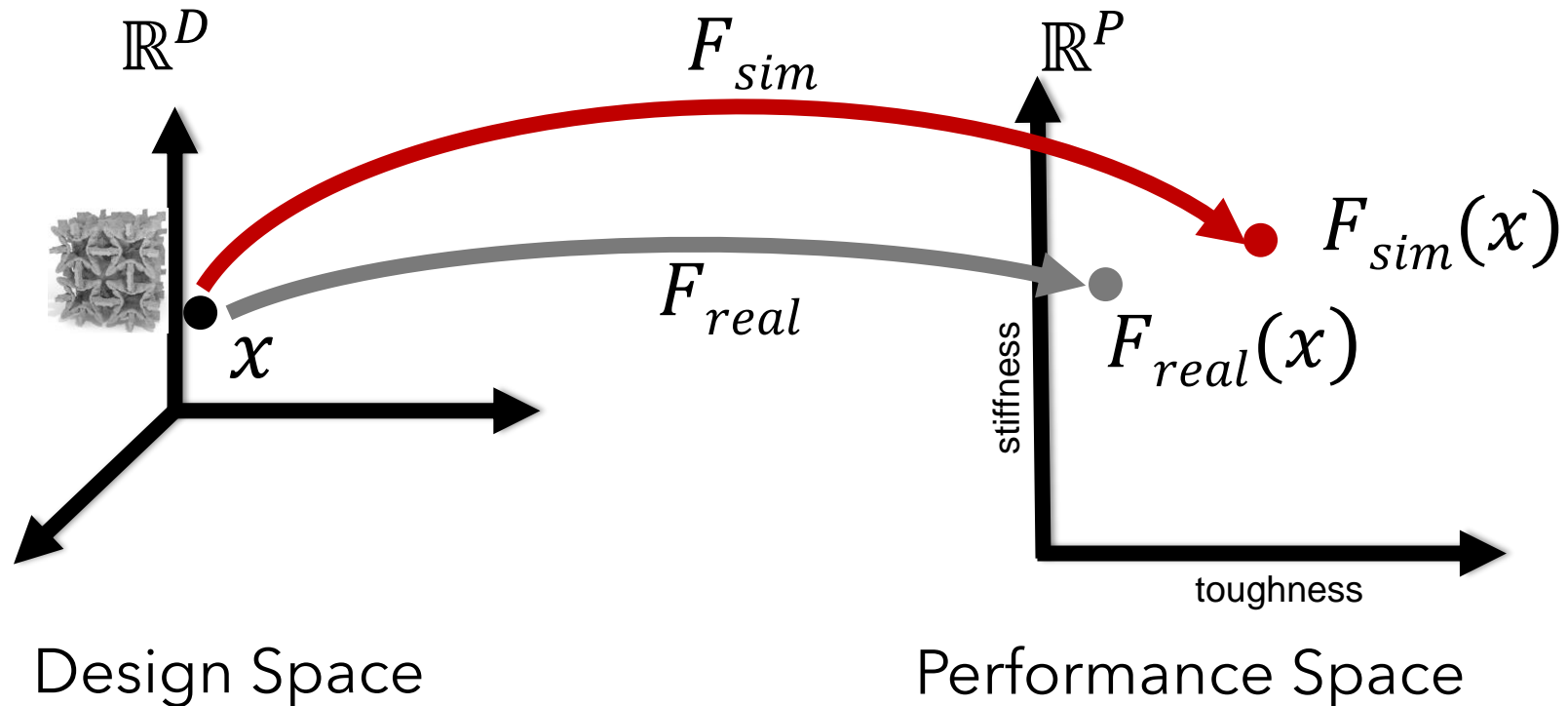


Key Questions for Computational Design

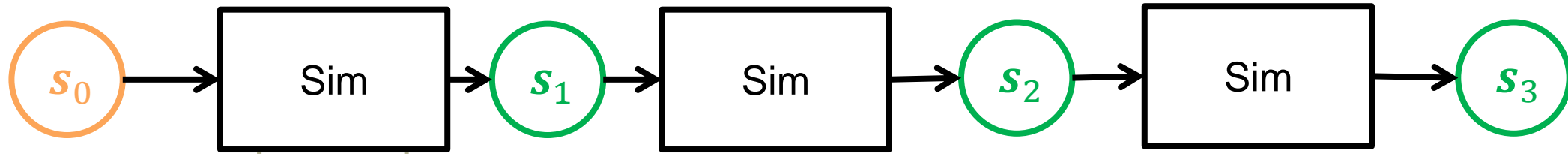
1. How to represent a design?
2. How to represent a design space?
3. How to learn a design space?
4. How to find designs with optimal performance?
5. How to bridge the gap between digital & real?

Simulation is Often Unreliable

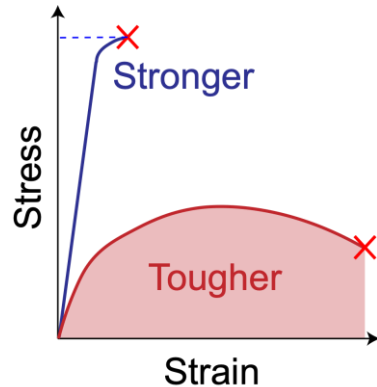
- Simulation does not match real experiments



Classical Physics-based Simulation



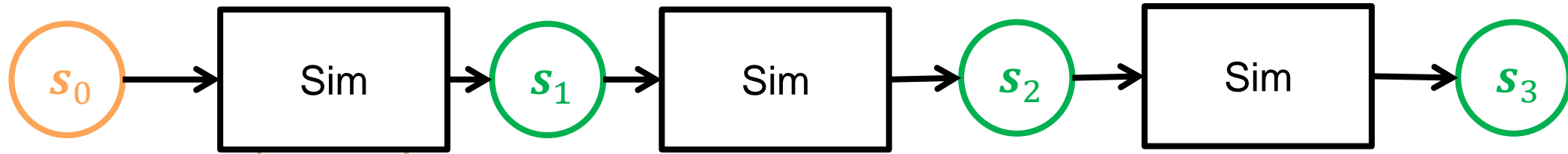
Simple Material



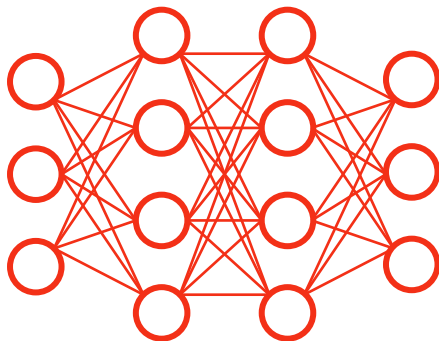
Partial Differential Equations (PDE)

$$R\ddot{x} - \nabla \cdot P - RG = 0$$

A Hybrid Neural-PDE Approach



Neural Networks

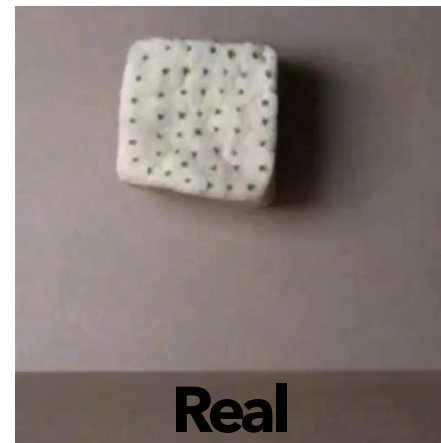


Partial Differential Equations (PDE)

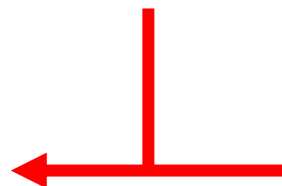
$$R\ddot{x} - \nabla \cdot P - RG = 0$$

Closing the Sim-to-real Gap

Fits the real-world data better than classic models

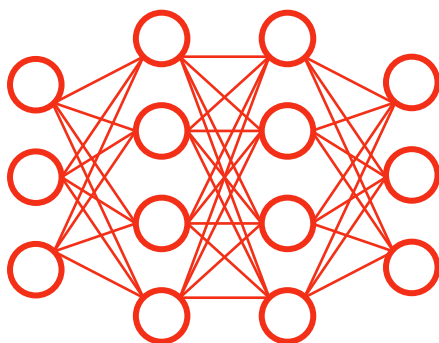


Loss



Backpropagation

Neural Networks



Partial Differential Equations (PDE)

$$R\ddot{x} - \nabla \cdot P - RG = 0$$

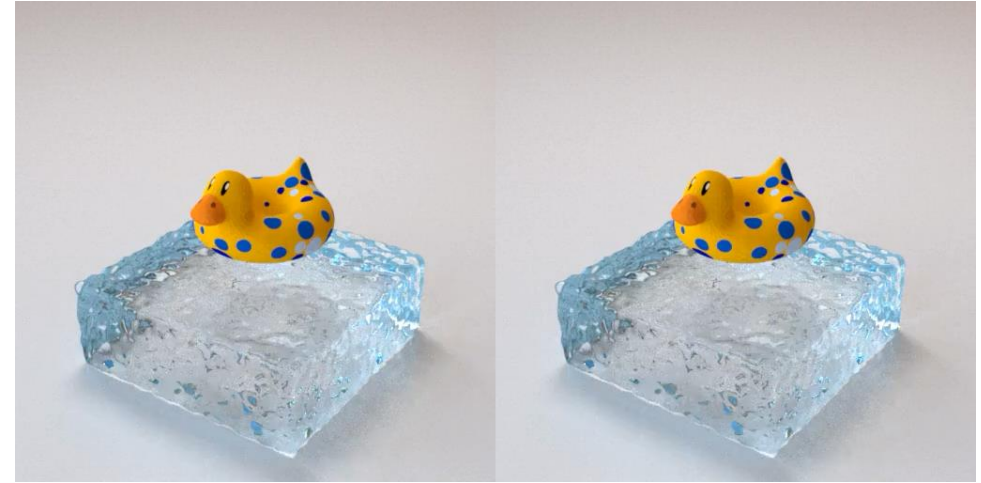


A Hybrid Neural-PDE Approach



Ground truth

Simulation



Ground truth

Simulation

Data efficiency: one-shot generalization over **geometries**, boundary conditions, temporal range, and **multi-physics**.

Comparison to Data Driven Methods



Training data

Ground truth

Ours

GNS

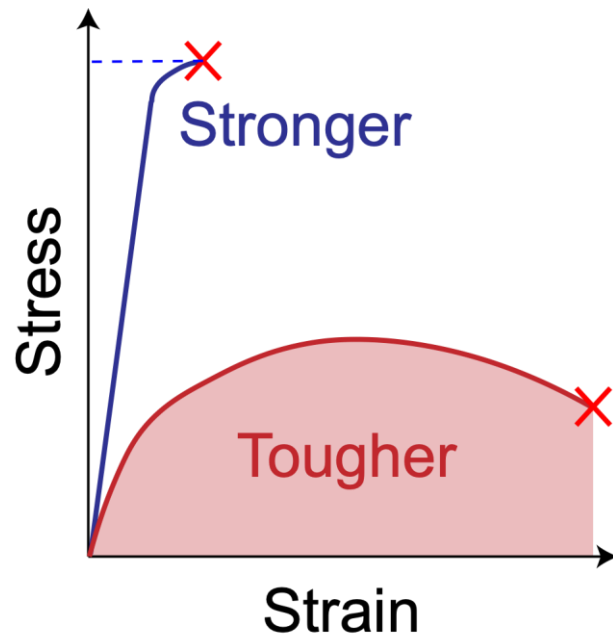
Generalization: **over 100X times more accurate** than end-to-end ML approaches that do not keep the PDEs, e.g., graph neural network (GNN) simulation

Example: tough & strong composites

Strength: the ability to recover from an applied load.

Toughness: the ability to resist cracks.

Engineering applications require materials to be simultaneously strong and **tough**.

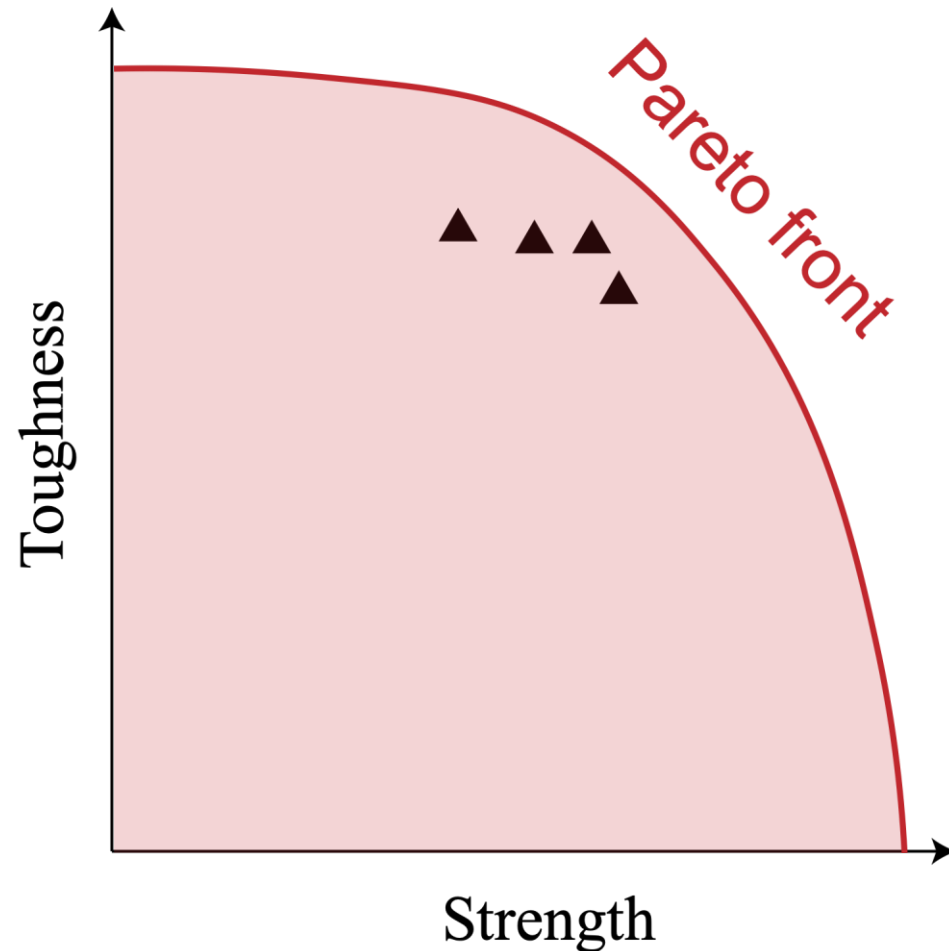


Strength and **Toughness** are often mutually exclusive.
Because to be tough, a material has to be ductile enough to tolerate long cracks and absorb more energy during fracture.

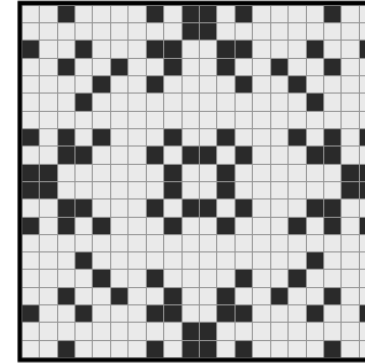
How to design materials that are simultaneously strong and **tough**?

Example: tough & strong composites

A full picture: Pareto Front

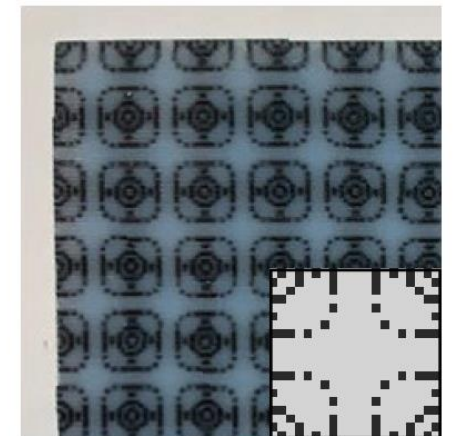
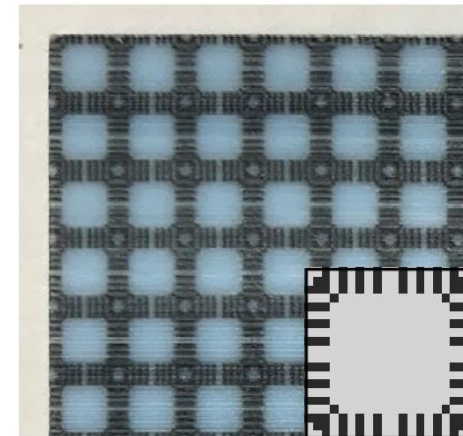
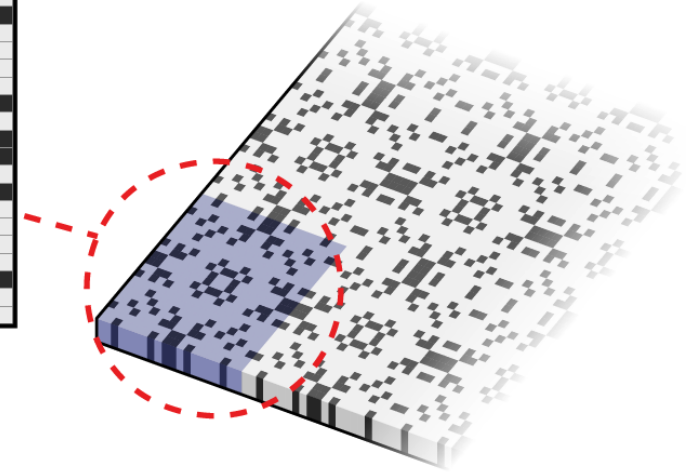


Microstructure pattern



- Soft, ductile
- Rigid, brittle

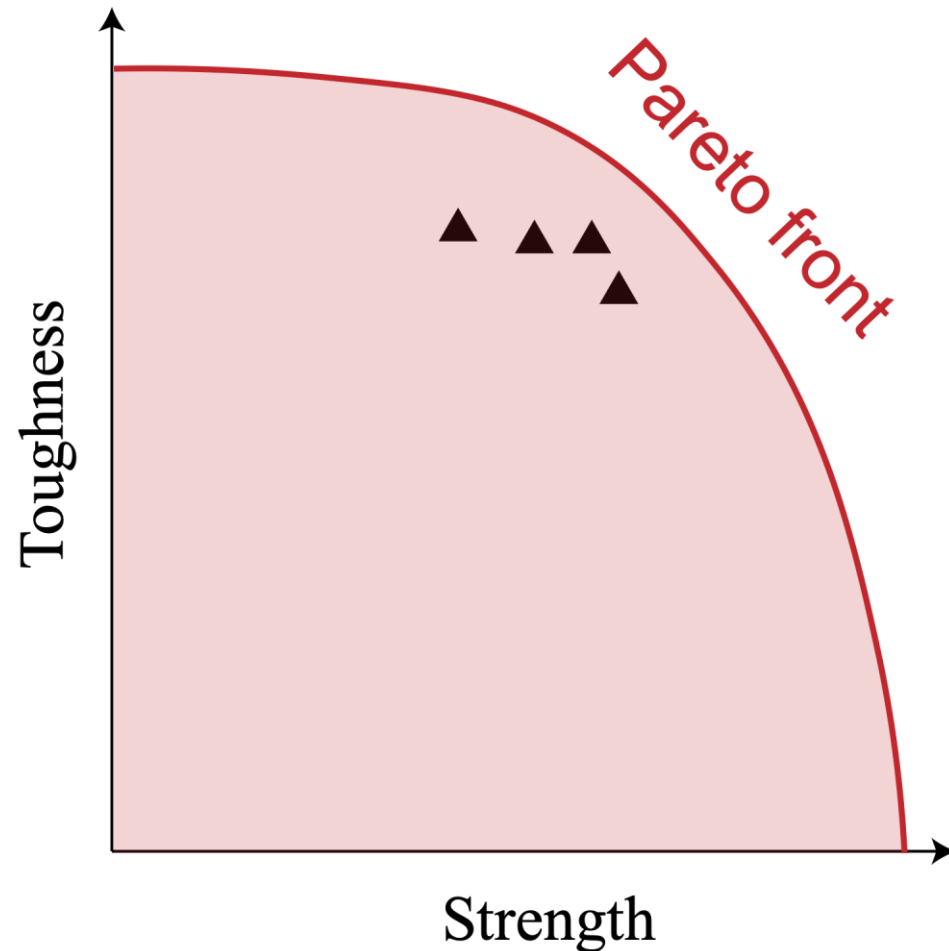
Microstructured composite



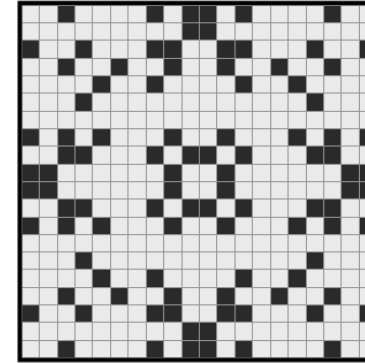
3D printed by OBJET

Example: tough & strong composites

A full picture: Pareto Front

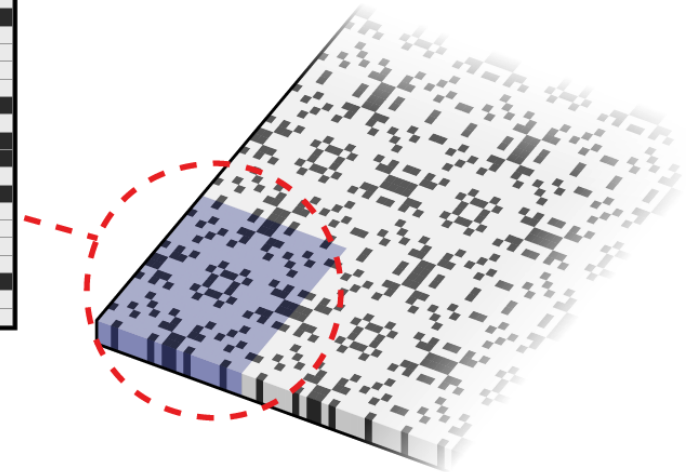


Microstructure pattern



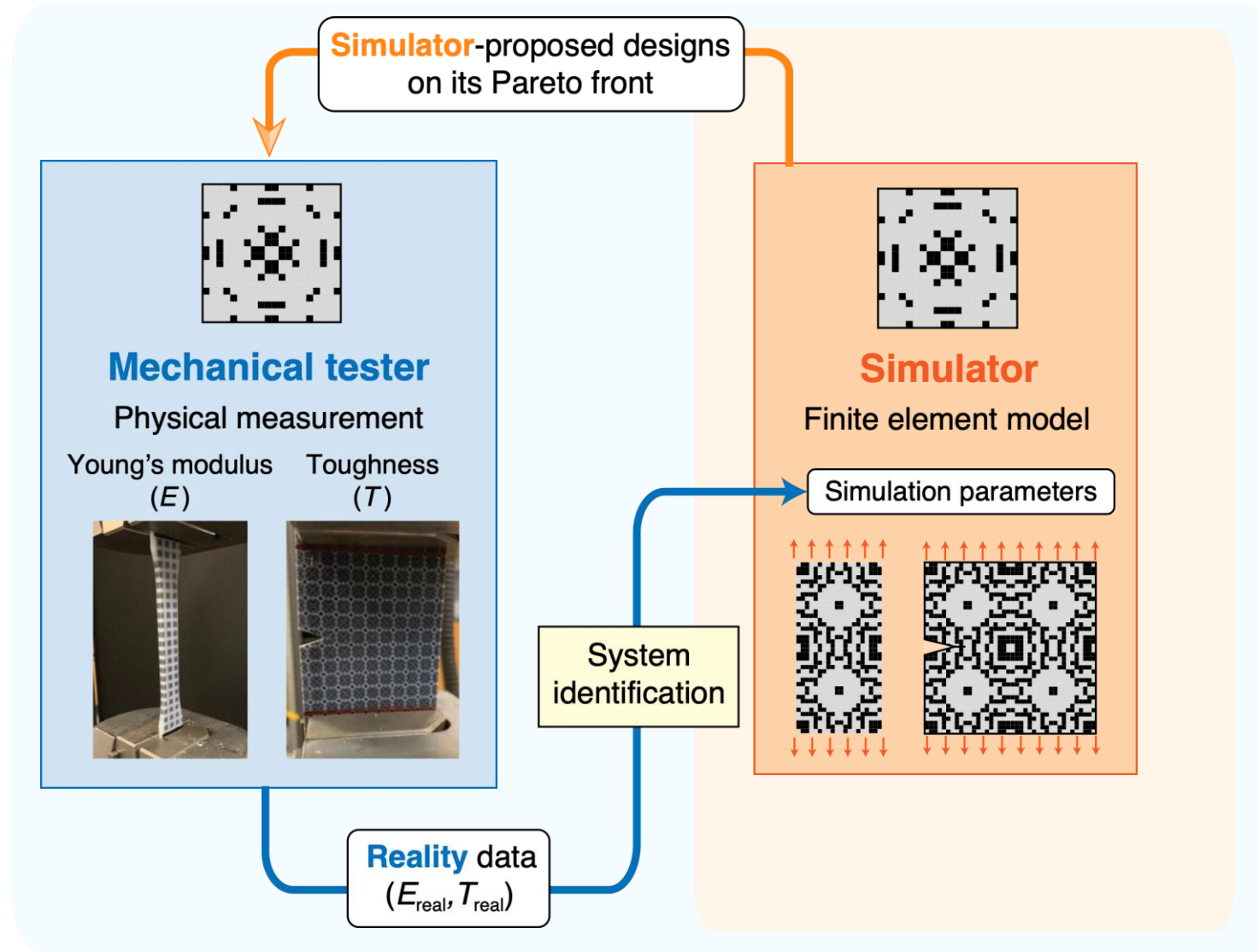
- Soft, ductile
- Rigid, brittle

Microstructured composite



Challenge: simulation-to-reality gap.
Reason: highly nonlinear fracture dynamics.

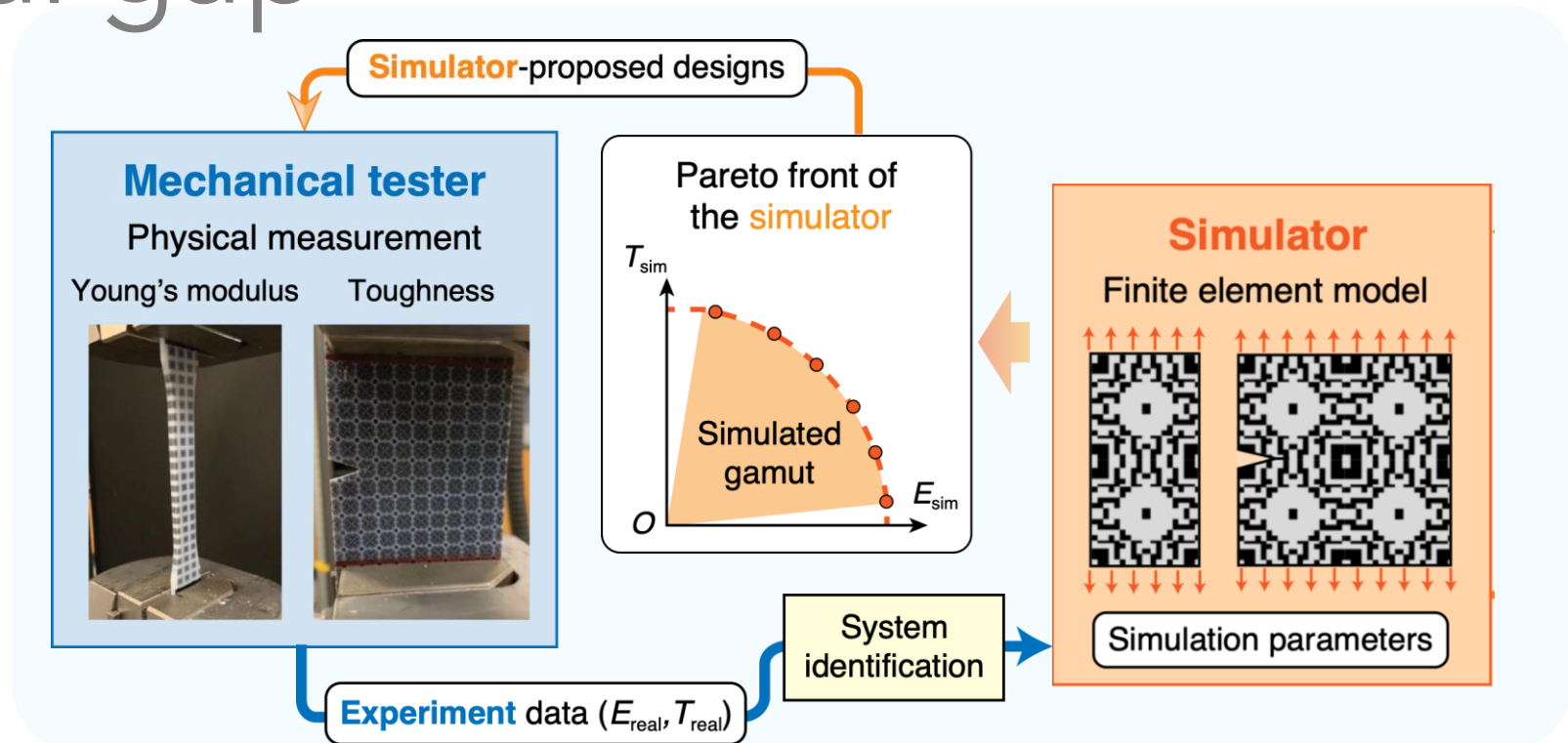
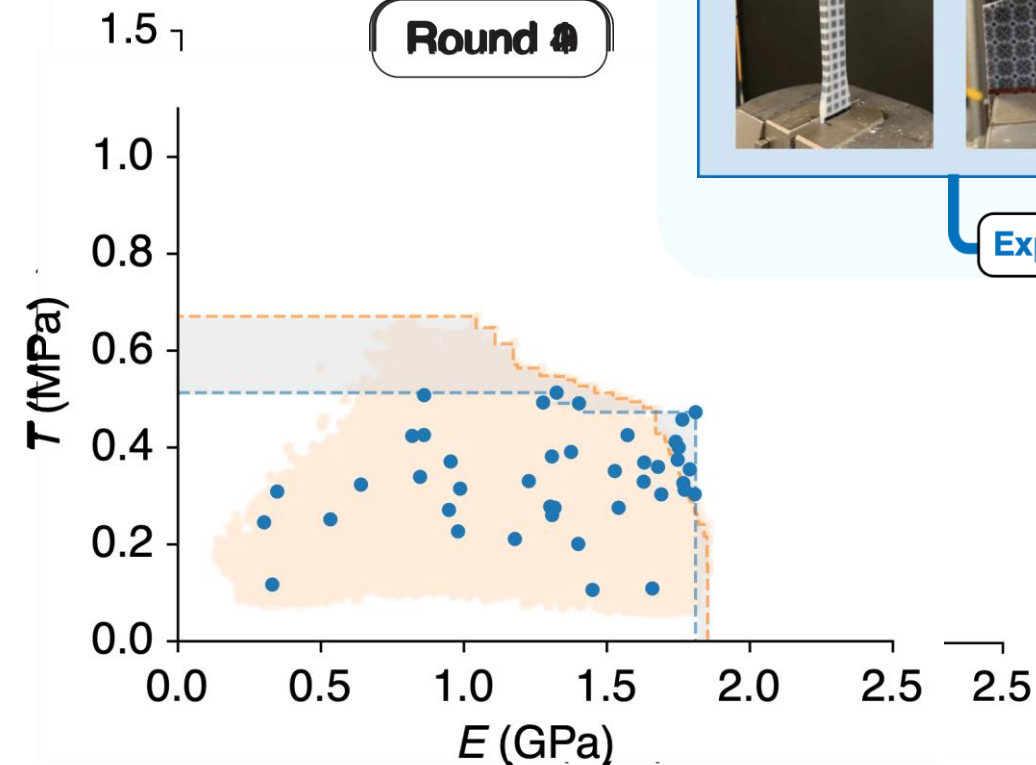
A competitive game



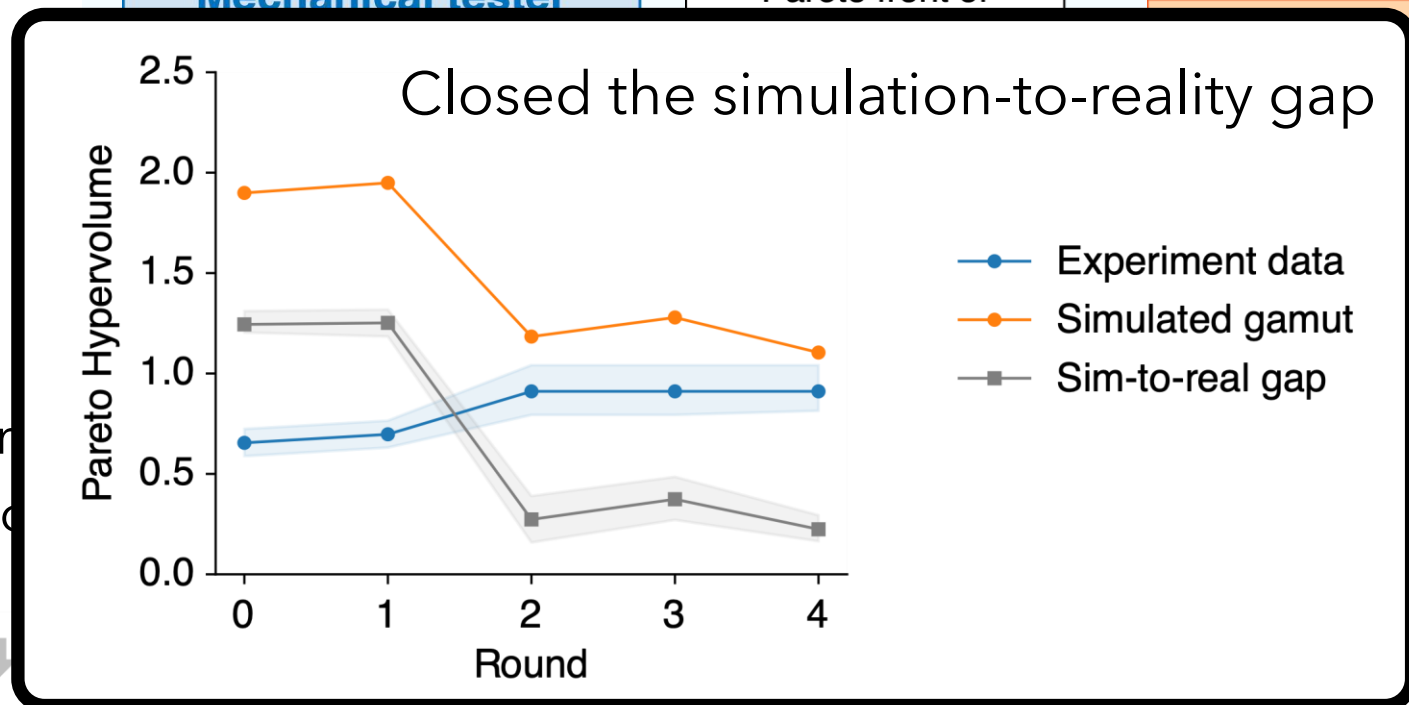
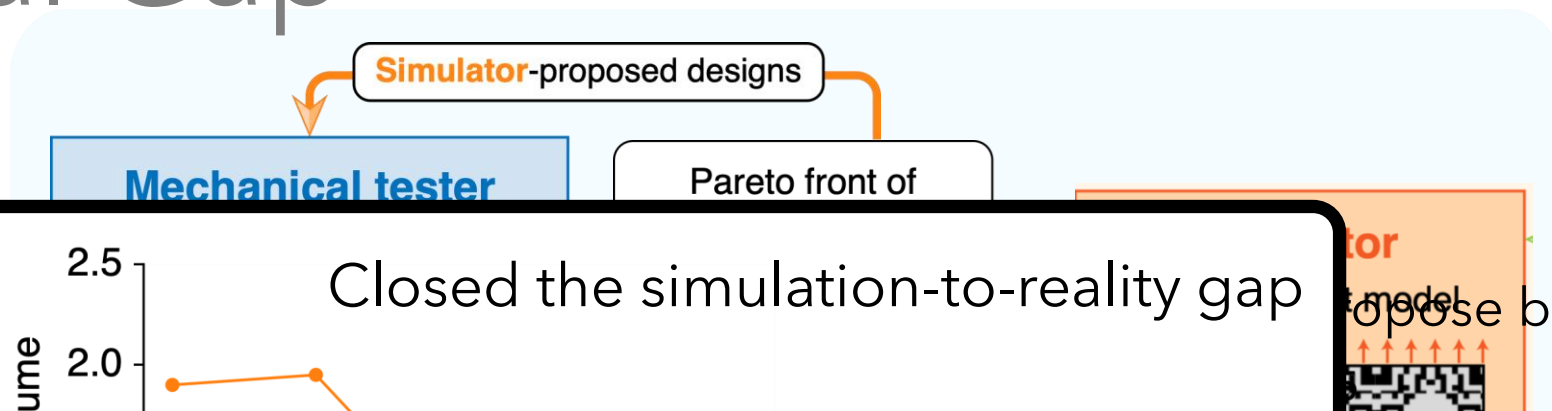
Sim-to-real gap

- Simulation results
- Experimental measurements

Round 4

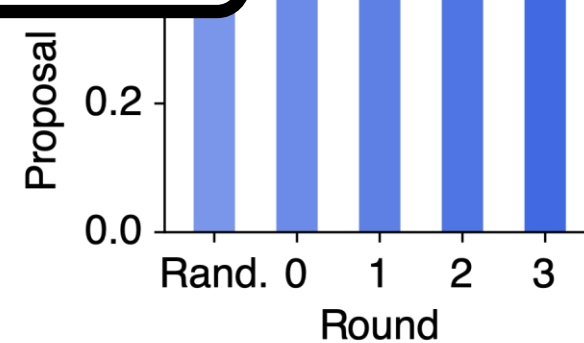
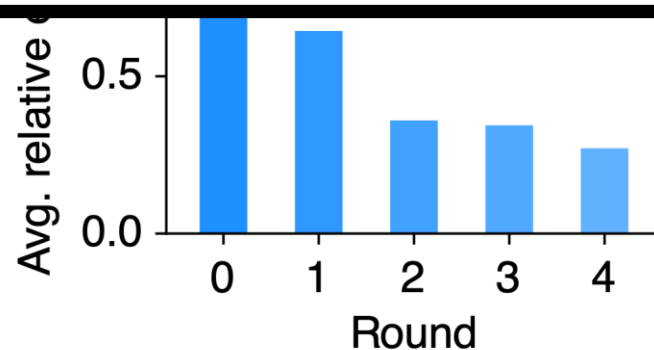
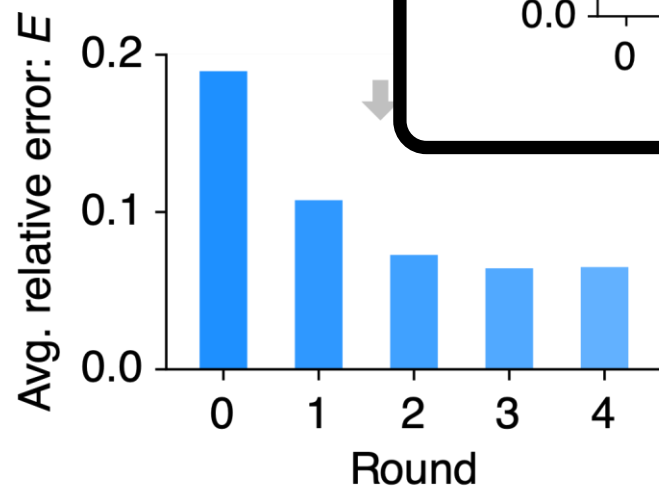


Sim-to-real Gap



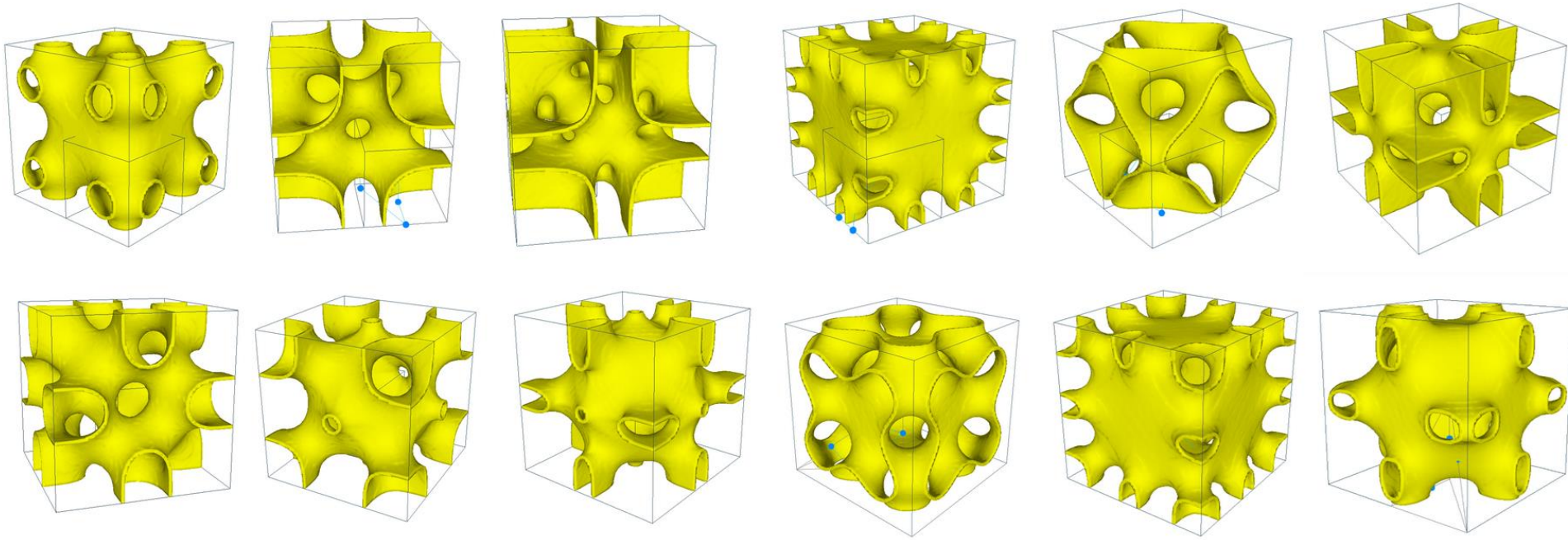
As the algorithm iterates

1. Simulator becomes



Can computers beat humans at design?

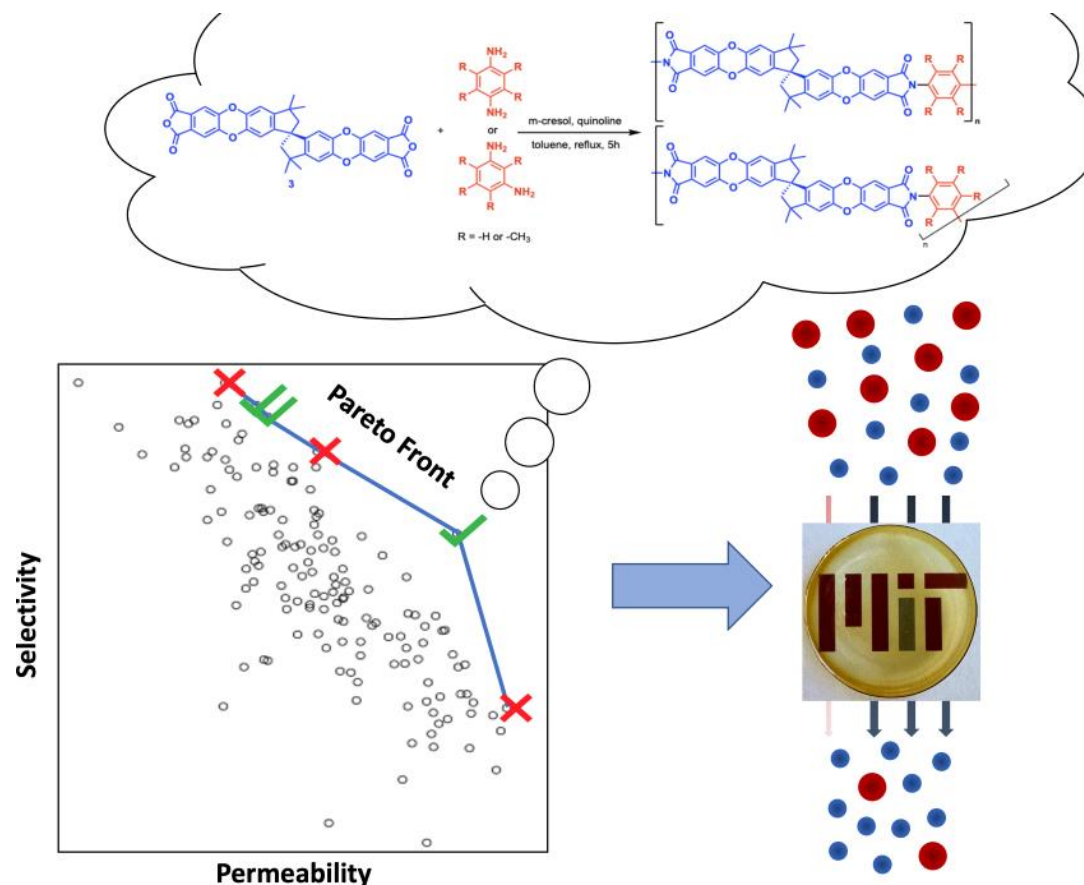
Representations are Key



Hundreds of new TPMS structures

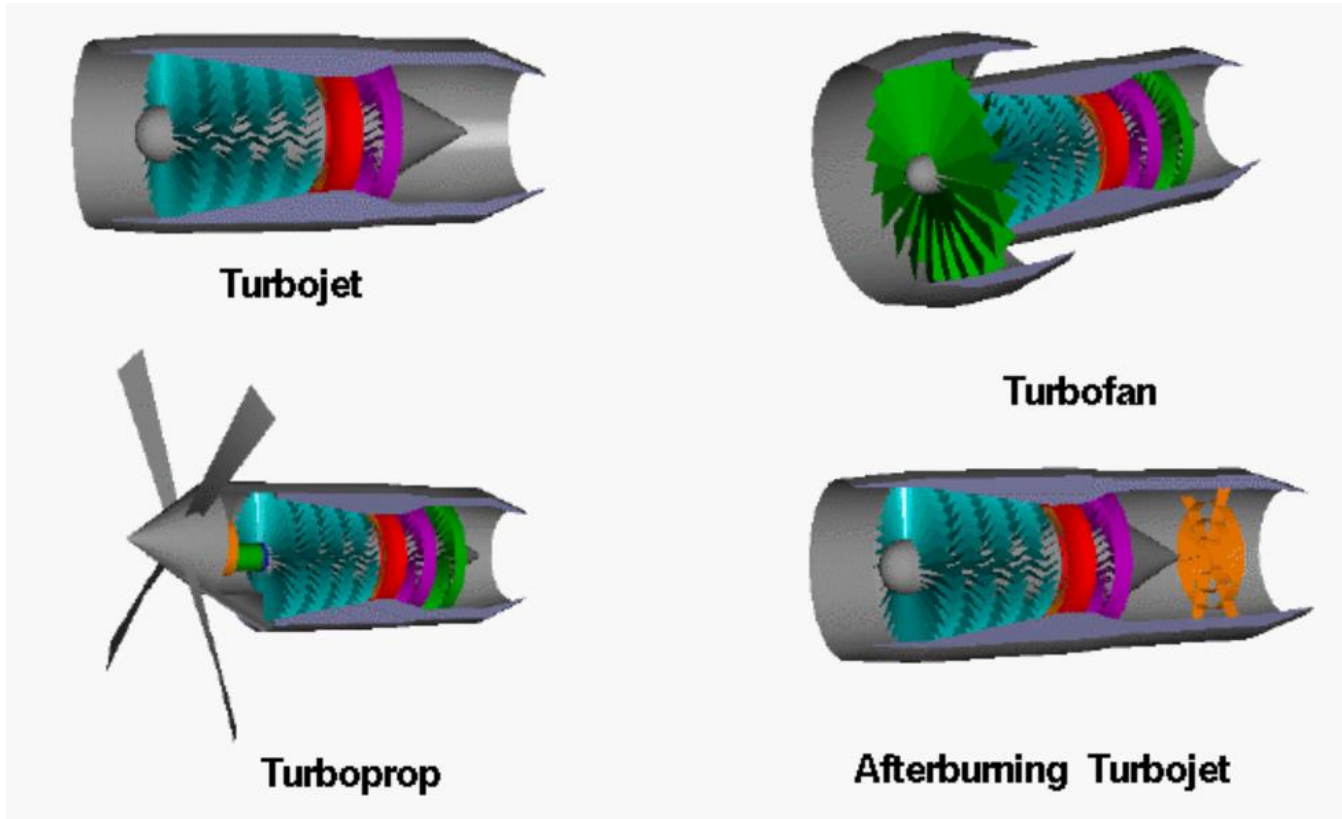
Design of Novel Molecules

- We can find new designs with optimal performance trade-offs



Design of Novel Molecules

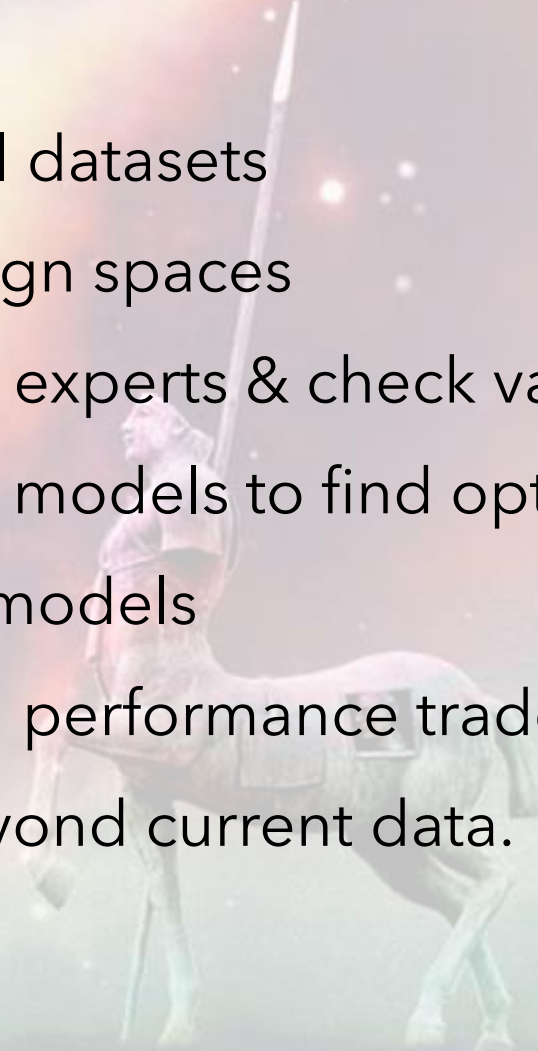
- We can find new designs with optimal performance trade-offs
- The grand challenge is extrapolation beyond current data.



Will computers and humans produce
better designs?

Lessons Learned



- Representations are key
 - Scientists need workflows for small experimental datasets
 - New workflows will learn/create specialized design spaces
 - Workflows need to incorporate knowledge from experts & check validity
 - Workflows will couple generative and predictive models to find optimal design
 - Predictive models will combine neural/classical models
 - We will be able to find new designs with optimal performance trade-offs
 - But the real grand challenge is extrapolation beyond current data.
- 

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