

# **JAX-SPH**

## **A Differentiable Smoothed Particle Hydrodynamics Framework**

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## **TL;DR**

JAX-SPH is a Smoothed Particle Hydrodynamics (SPH) framework implemented in JAX. JAX-SPH extends the code for dataset generation from the LagrangeBench project [\[Toshev et al., 2024\]](#page-0-0) by: (a) integrating further key SPH algorithms, (b) restructuring the code toward a Python package, (c) validating solver gradients numerically, and (d) showcasing machine learning applications of the differentiable solver.

## **SPH Solver**

- Riemann SPH low-dissipation SPH solver solving 1D Riemann problems between the particles, see [\[Zhang et al., 2017\]](#page-0-3)
- Wall boundary condition (BC) *free-slip* and *no-slip* boundary conditions, see [\[Adami et al., 2012\]](#page-0-1)
- Thermal diffusion diffusive temperature field with Dirichlet BC

We introduce the first JAX-based weakly compressible SPH solver for simulating incompressible fluids. The governing equations of such systems are the mass and momentum conservation equations

2D Taylor Green vortex velocity magnitudes at the start of the simulation (left) and at  $t = 5$  (right), calculated using transport velocity formulation SPH.

$$
\frac{d}{dt}(\rho) = -\rho(\nabla \cdot \mathbf{u}),
$$
\n
$$
\frac{d}{dt}(\mathbf{u}) = -\frac{1}{\rho}\nabla p + \frac{1}{Re}\nabla^2 \mathbf{u} + f_{ext},
$$

Lid-driven cavity with  $dx = 0.01$  showing absolute particle velocities of the Riemann solver (left) and velocity profiles of each SPH method at the midsection for U and V (right)

where *ρ* denotes the density, **u** the velocity, *p* the pressure, *Re* the Reynolds number, and **f** the external force. Our SPH framework includes the following components:

- Standard SPH weakly compressible SPH solver, see [\[Adami et al., 2012\]](#page-0-1)
- Transport velocity formulation SPH improved shifting scheme, see [\[Adami et al., 2013\]](#page-0-2)
- A 2D water cube inside a box undergoes acceleration due to gravity.
- The task is to find the initial position of the cube given its final state.
- MSE between the target final state and the simulated final state with random initial particles is used as loss to optimize the positions.



#### **2D Taylor Green Vortex**



<span id="page-0-1"></span>[Adami et al., 2012] Adami, S., Hu, X., and Adams, N. A. (2012). A generalized wall boundary condition for smoothed particle hydrodynamics. *Journal of Computational Physics*, 231(21):7057–7075.

#### **2D Lid-Driven Cavity**





#### **Thermal Diffusion Example**



Simulation of channel flow with hot bottom wall using standard SPH and thermal diffusion. The plots show the non-dimensional temperature at different time steps.

<span id="page-0-3"></span>[Zhang et al., 2017] Zhang, C., Hu, X., and Adams, N. A. (2017). A weakly compressible sph method based on a low-dissipation riemann solver. *Journal of Computational Physics*, 335:605–620.



## **Gradient Validation**

Solver gradients of kinetic energy over position changes  $\frac{dE_{kin}}{dr}$ *dr* , comparing JAX Autograd to finite differences on Taylor-Green vortex and lid-driven cavity.



## **Machine Learning Applications**

#### **Inverse Problem**

#### **Solver-in-the-Loop**

- We adapt the popular *"Solver-in-the-Loop"* (SitL) [\[Um et al., 2021\]](#page-0-4) training scheme to particles.
- SitL interleaves a traditional solver a coarse spatial and/or temporal discretization with a learnable correction function.



15 steps

SPH solver 100 steps

The solver needs to be differentiable, as gradients are computed through it for multiple rollout steps in training.



Learned only (single step) SitL (3 steps)

### **References**

<span id="page-0-2"></span>[Adami et al., 2013] Adami, S., Hu, X., and Adams, N. A. (2013). A transport-velocity formulation for smoothed particle hydrodynamics. *Journal of Computational Physics*, 241:292–307.

<span id="page-0-0"></span>[Toshev et al., 2024] Toshev, A., Galletti, G., Fritz, F., Adami, S., and Adams, N. (2024). Lagrangebench: A lagrangian fluid



mechanics benchmarking suite. *Advances in Neural Information Processing Systems*, 36.

<span id="page-0-4"></span>[Um et al., 2021] Um, K., Brand, R., Yun, Fei, Holl, P., and Thuerey, N. (2021). Solver-in-the-loop: Learning from differentiable physics to interact with iterative pde-solvers.



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