



# Kelvin Transformations

## for Simulations on Infinite Domain

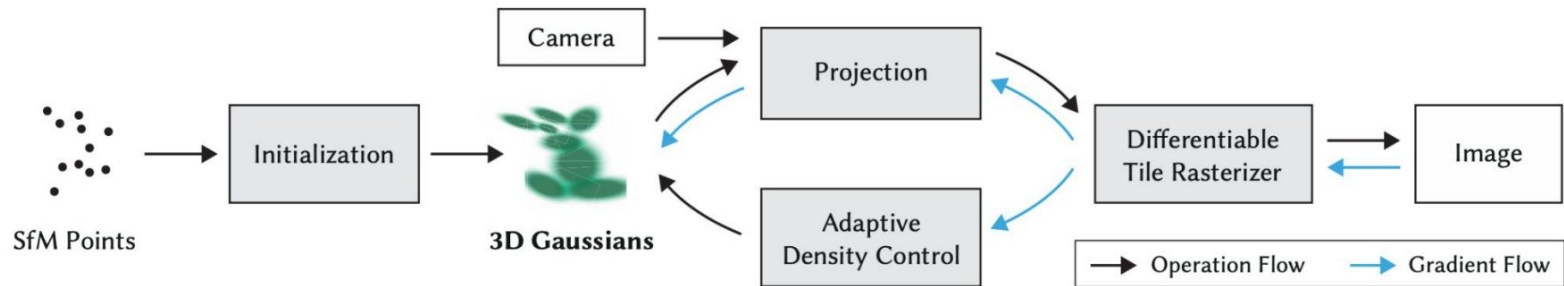
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University of California, San Diego, SIGGRAPH 2022

**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

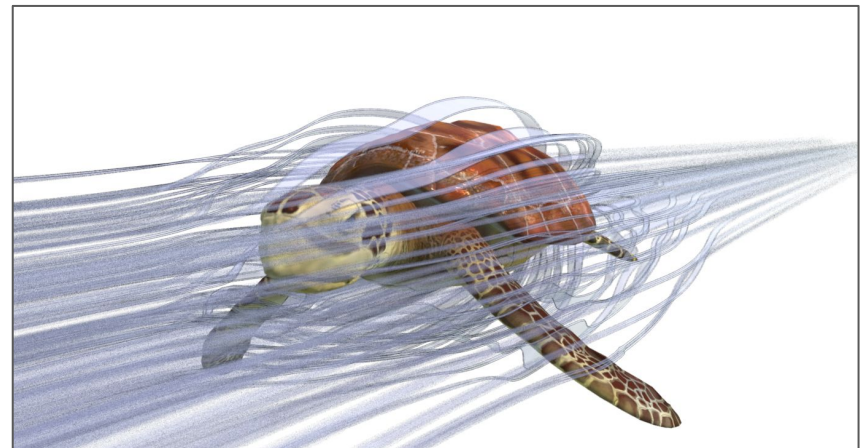
1. Motivation
2. Method
3. Experiments
4. Takeaways

# 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.



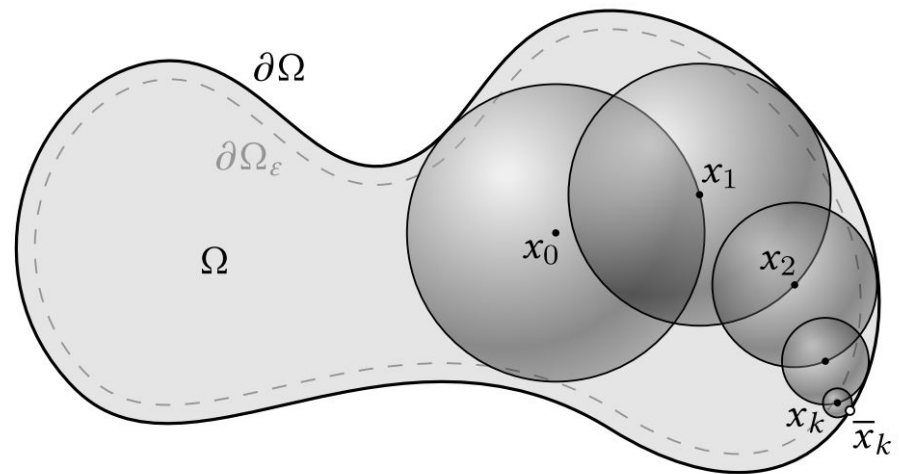
# Why solving PDE in Infinite Domain?



# Walk-on-Sphere

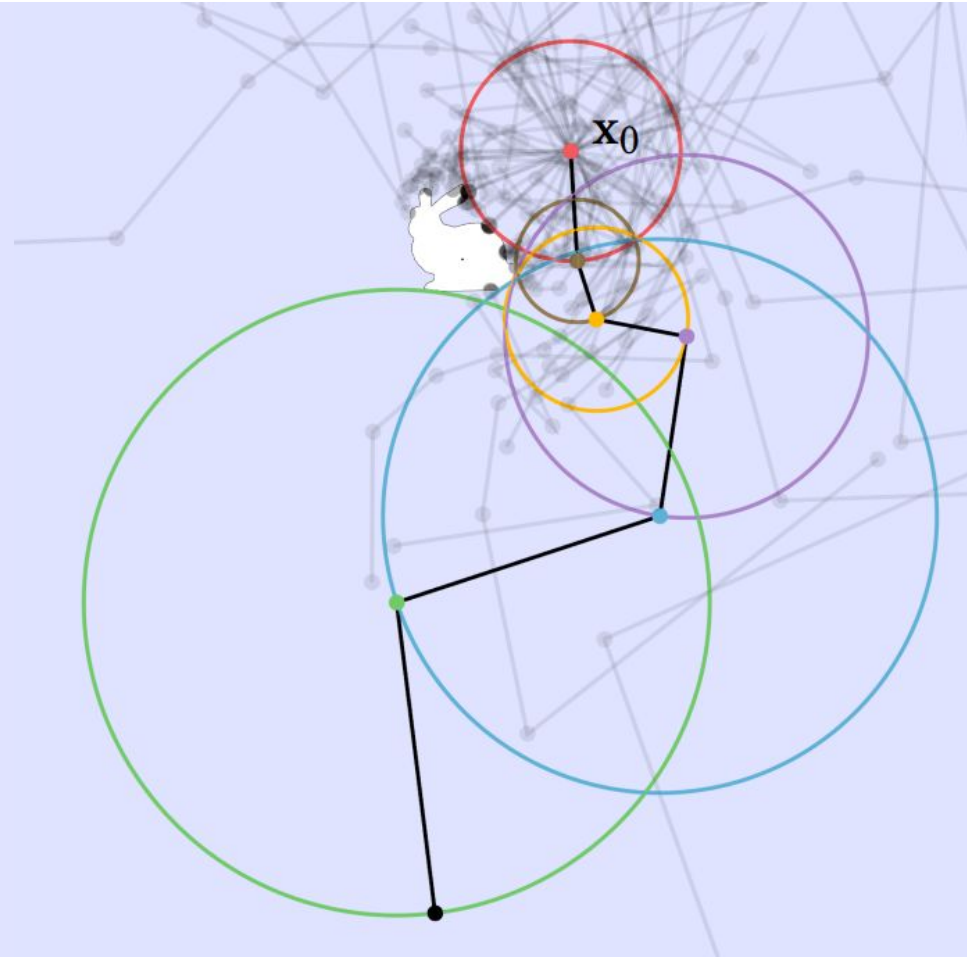
Walk on sphere sampling by choosing a random point on the biggest sphere that can fit in boundary.

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  $\gamma_n$  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**

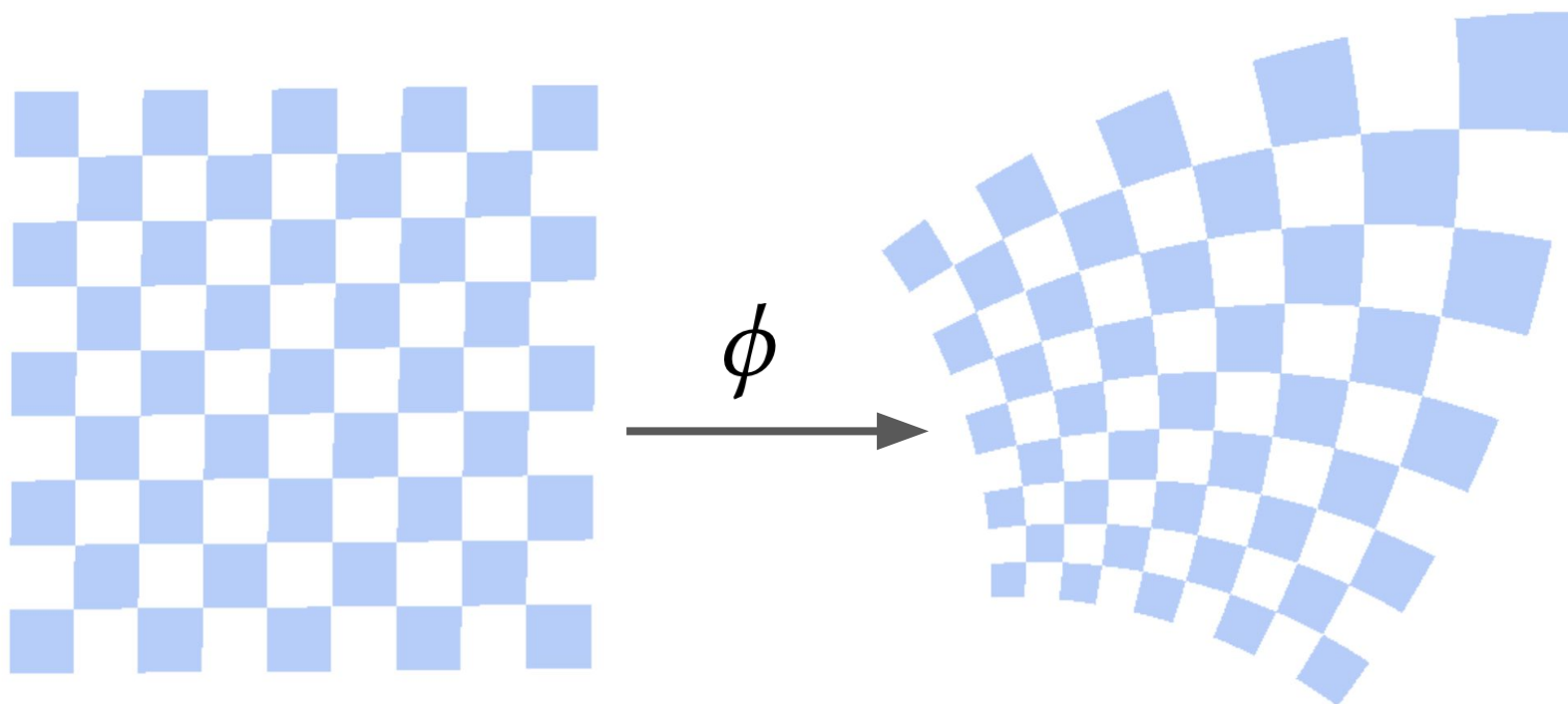
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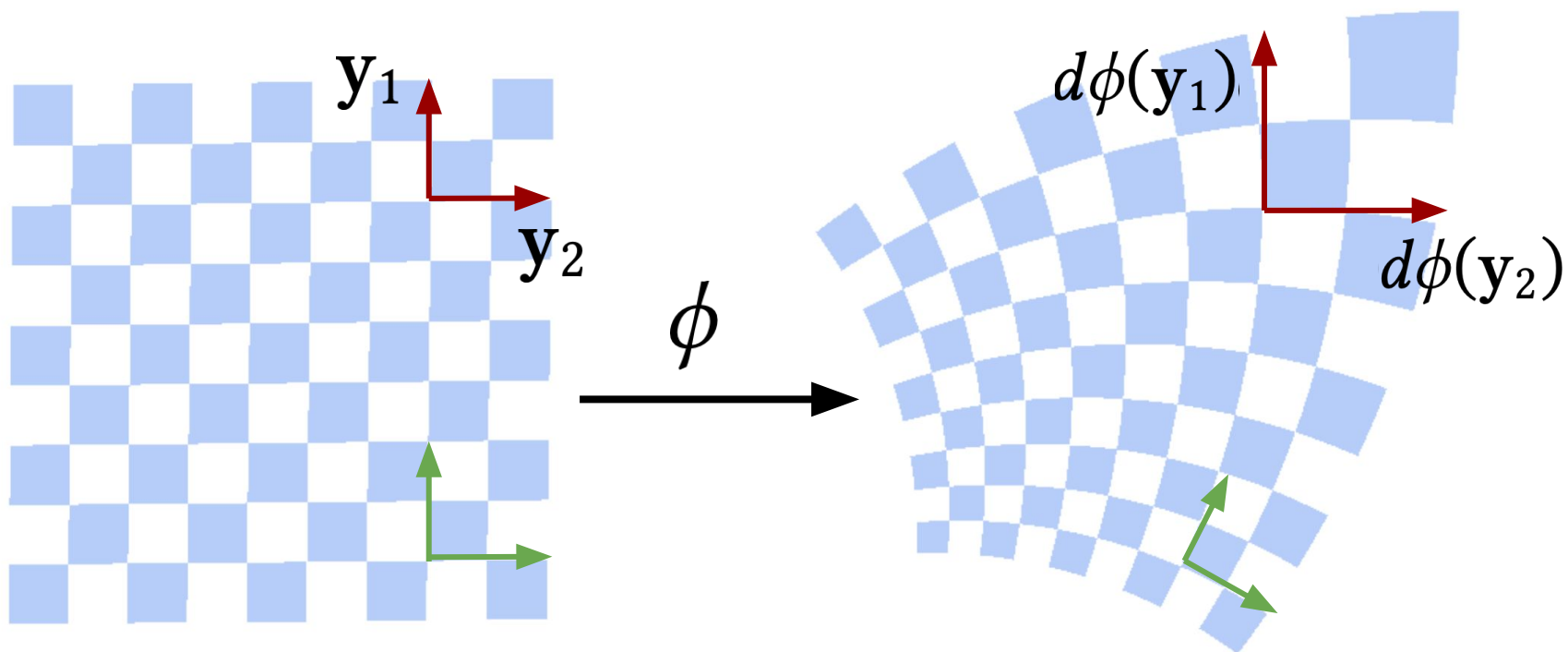
what is the transformed  $\Delta$  ?

# Background - Conformal Mapping



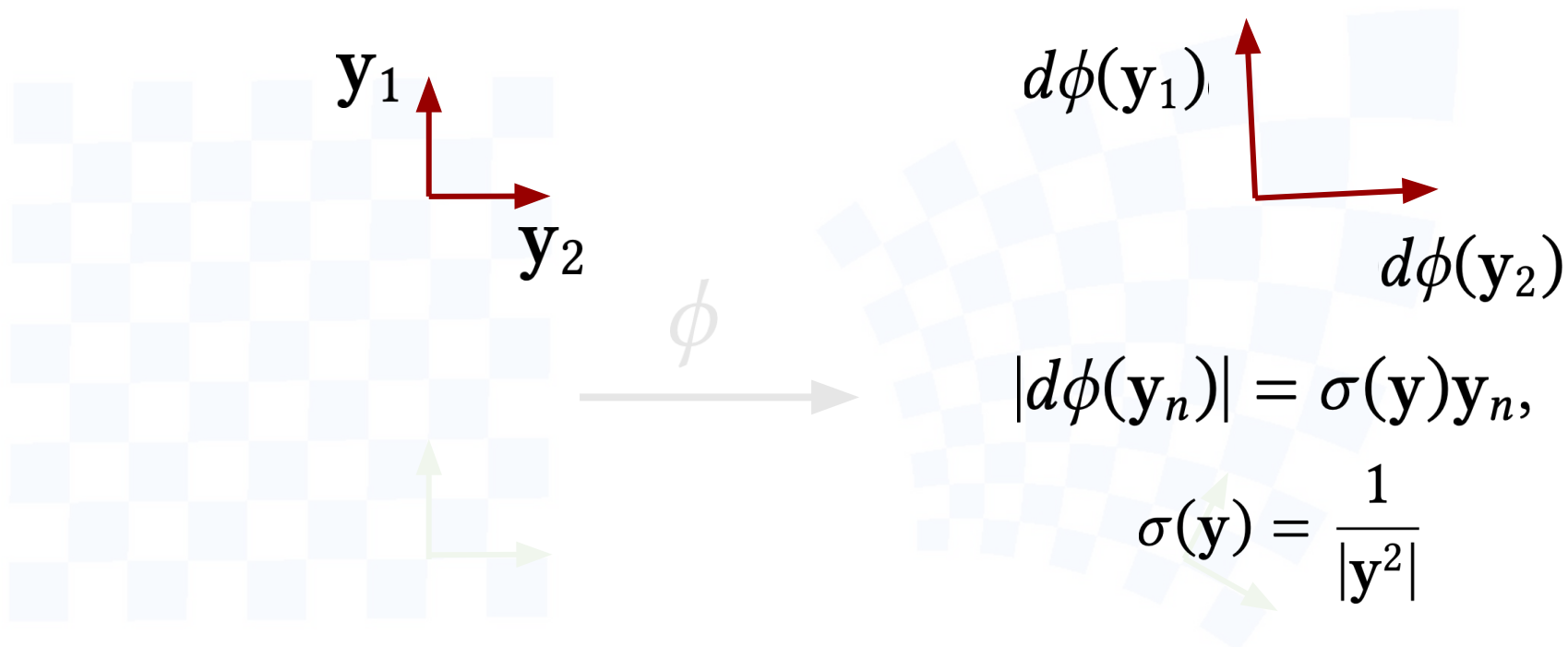
# Background - Conformal Mapping

Angle Preserving



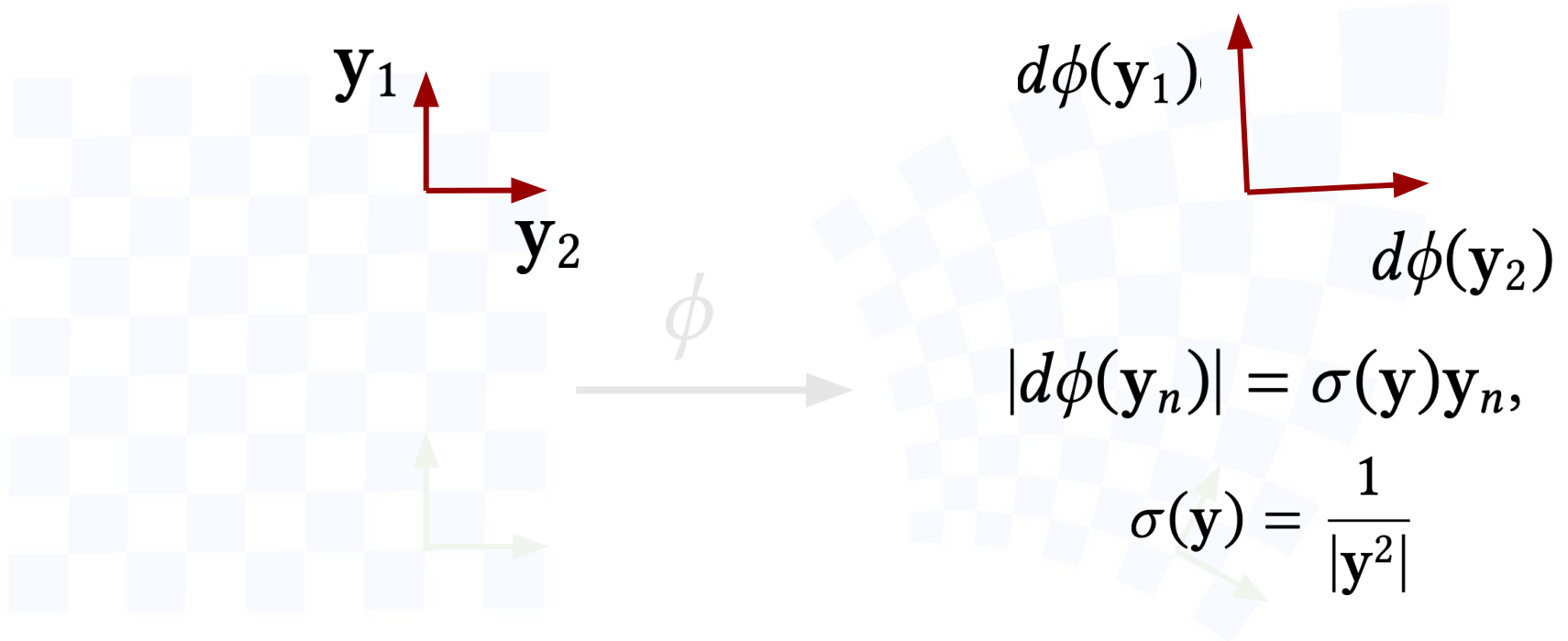
# Background - Conformal Mapping

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

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

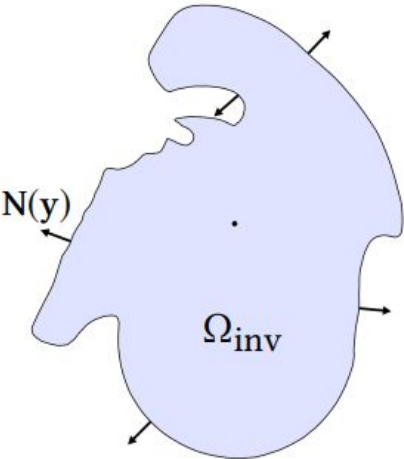
$$\Delta^\sigma U(\mathbf{y}) = |\mathbf{y}|^6 \nabla \cdot \left( \frac{1}{|\mathbf{y}|^2} \nabla U(\mathbf{y}) \right)$$

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

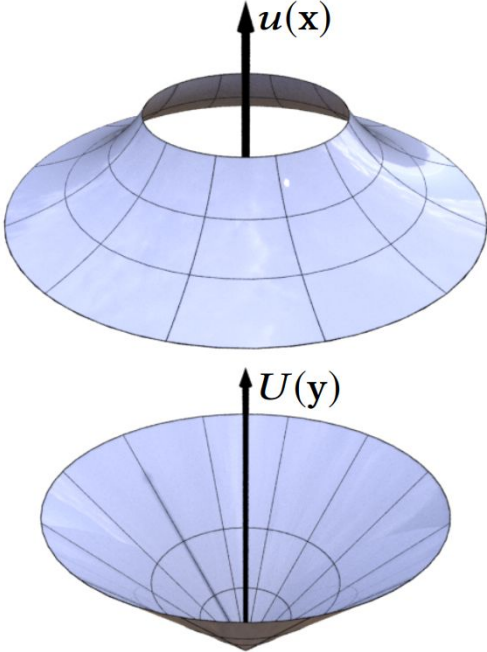
$$|\mathbf{y}|^6 \nabla \cdot \left( \frac{1}{|\mathbf{y}|^2} \nabla U(\mathbf{y}) \right) = F(\mathbf{y})$$

# Domain Inversion - Problems

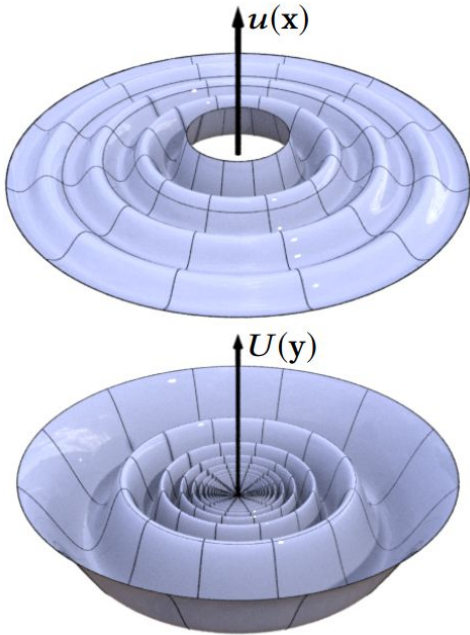
Domain is not compact.  
Singularity at origin



Unsmoothed at origin



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



# Kelvin Transformation

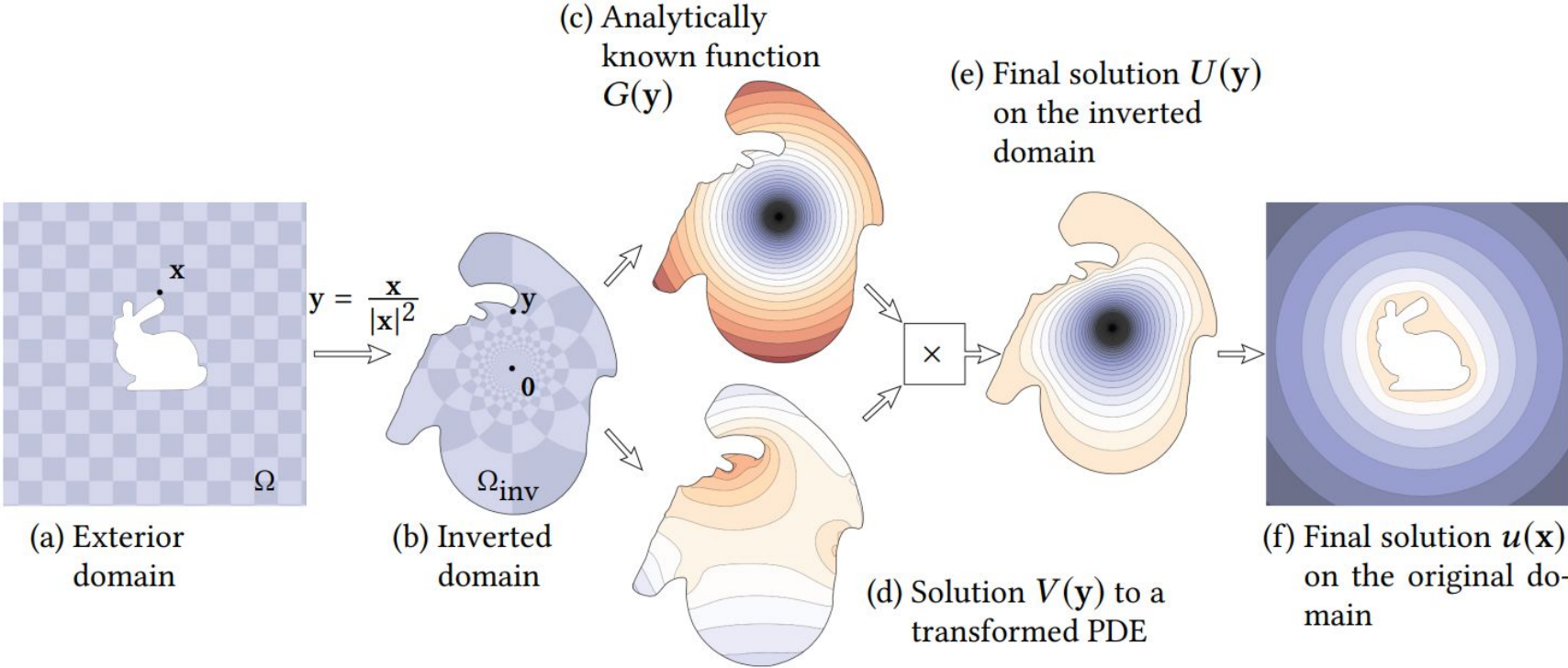
We have the following decomposition

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

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

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

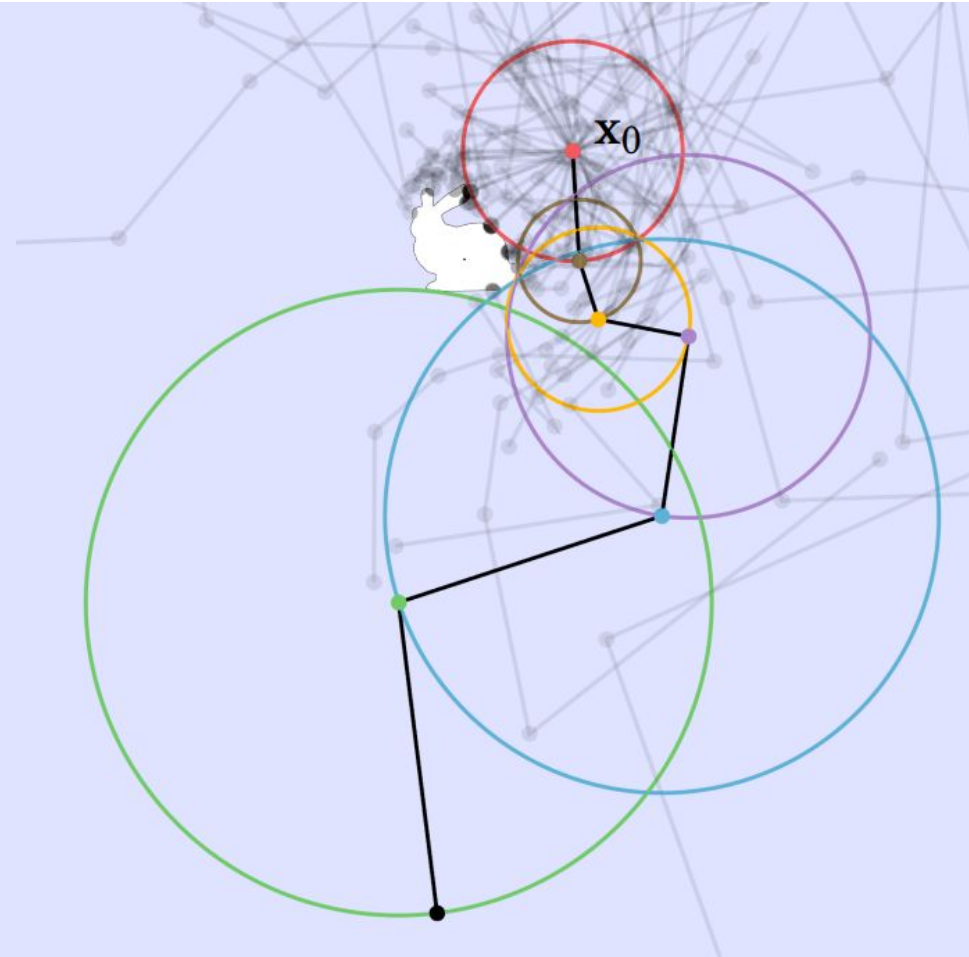
# Pipeline



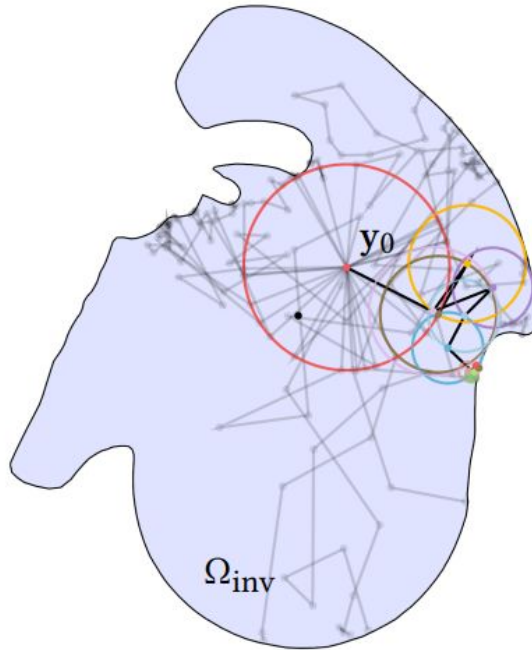
# Experiment

# Walk-on-Sphere with Russian Roulette

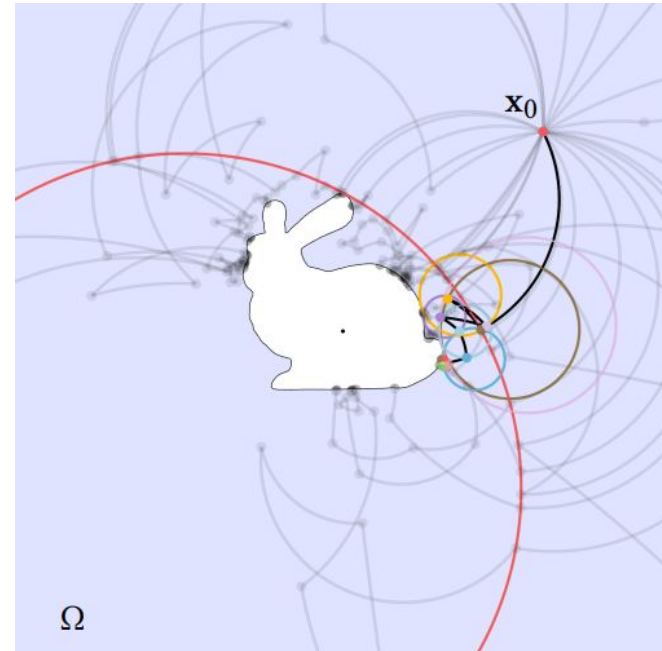
If we run Walk-on-Sphere on an infinite domain, the sphere will simply grow large, likely to **diverge into infinity**.



# Walk-on-Sphere with Kelvin Transformation

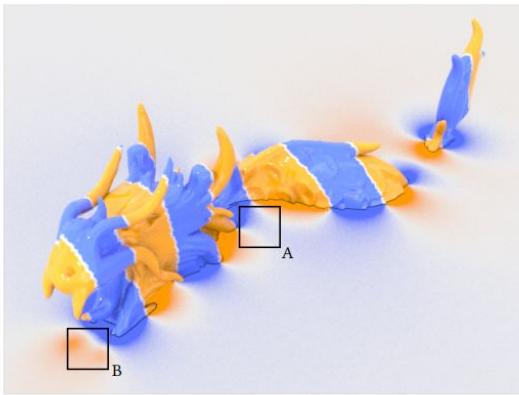


Inverted domain

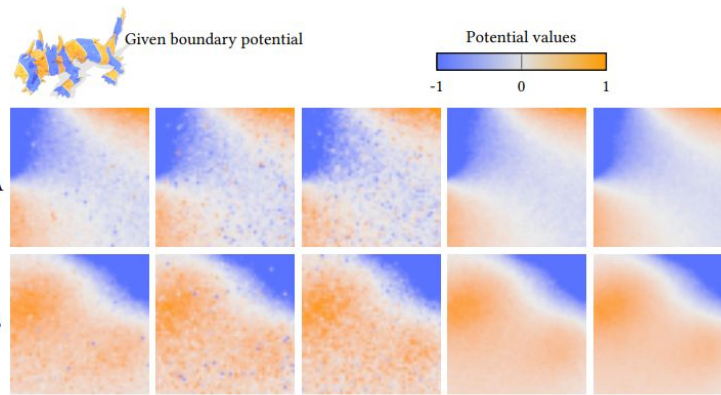


Invert of inverted domain  
(original)

# 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)

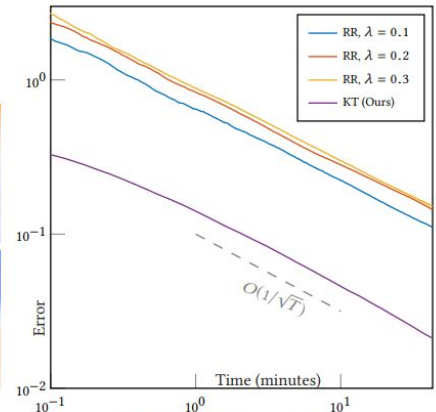
(d) RR,  $\lambda = 0.3$   
Error = 15.12%  
(Equal time)

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

(f) Ground truth

Russian Roulette

Kelvin transformation



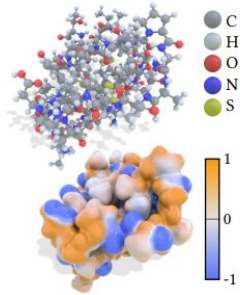
(g) Laplace problem error plot.

Error plot  
(Error - Time Graph)

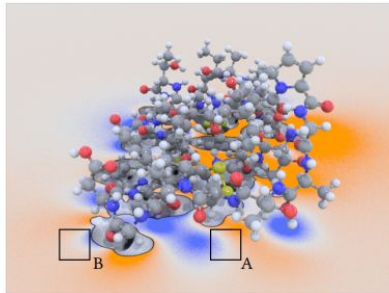
To achieve equal quality result from RR, they needs **20 ~ 40 hours**.



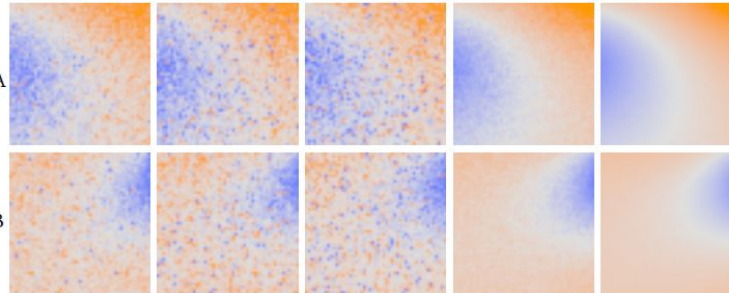
# Error comparison - Electrostatic potential map



(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)

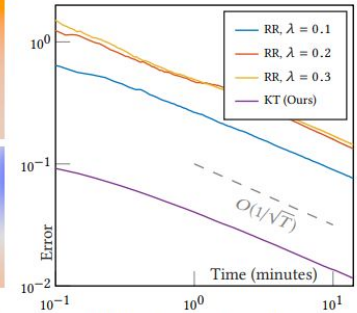
(e) RR,  $\lambda = 0.3$   
Error = 14.40%  
(Equal time)

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

(g) Ground truth

Russian Roulette

Kelvin transformation

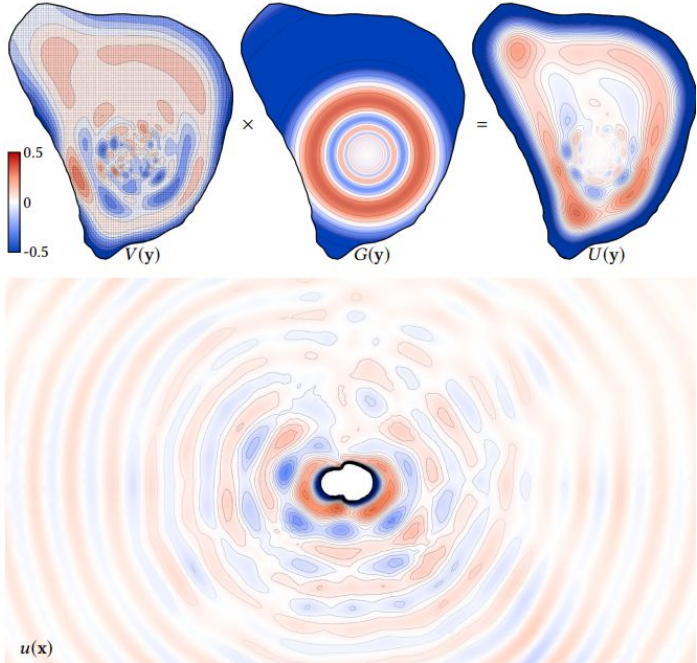


(h) Laplace problem error plot.

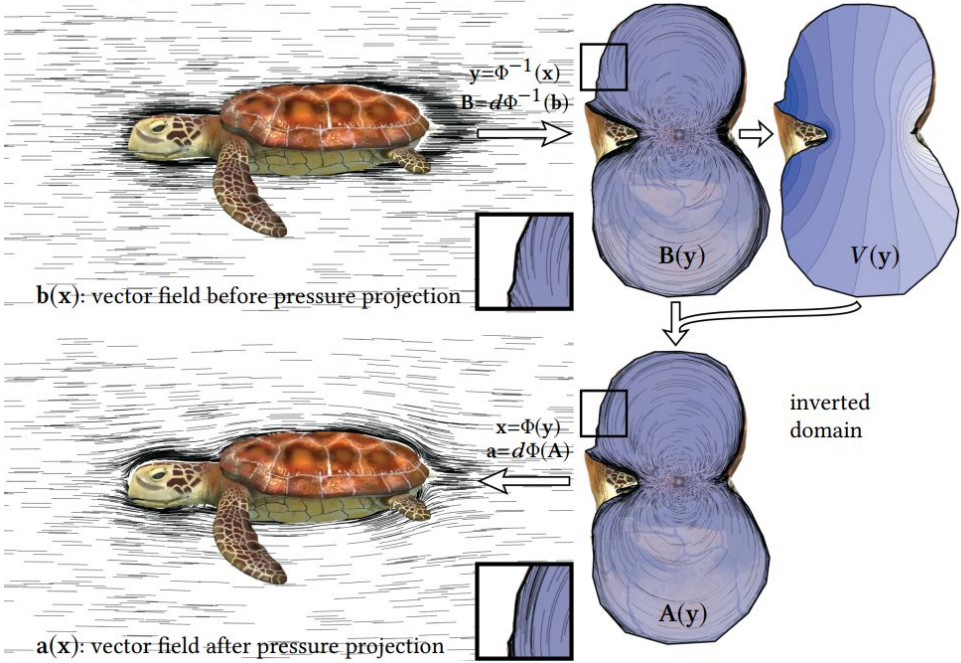
Error plot  
(Error - Time Graph)

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

# Pipeline to Result examples

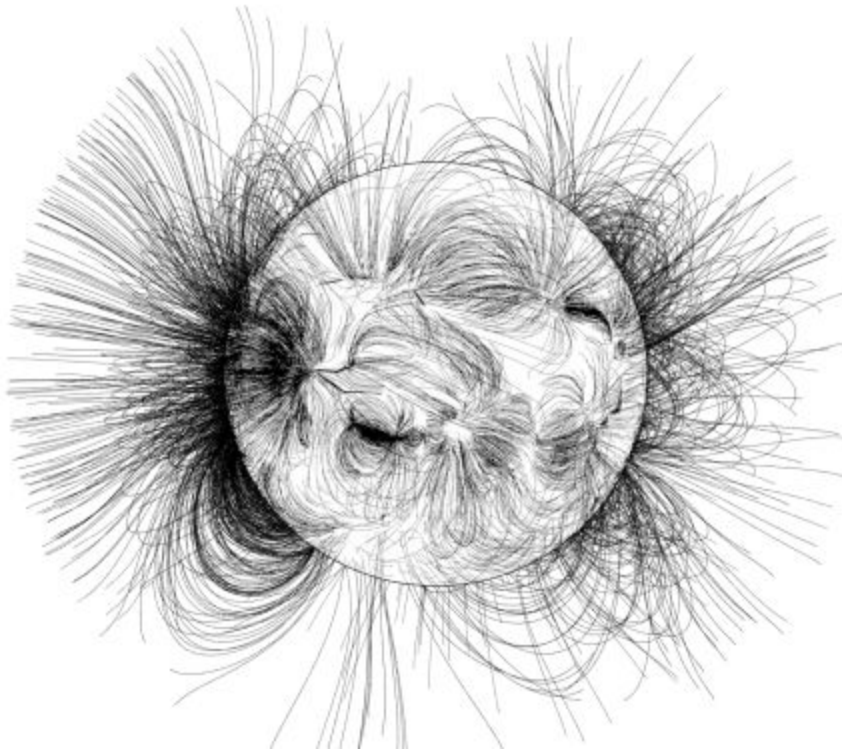


The Helmholtz equation on an infinite domain

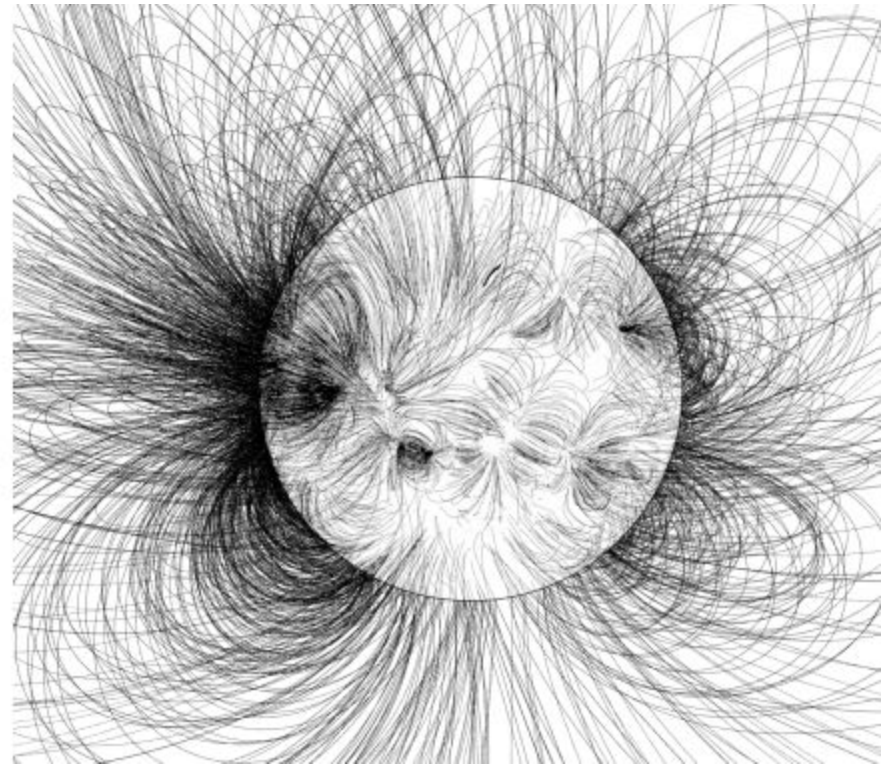


Pressure projection on an infinite domain

# Comparison with truncated domain



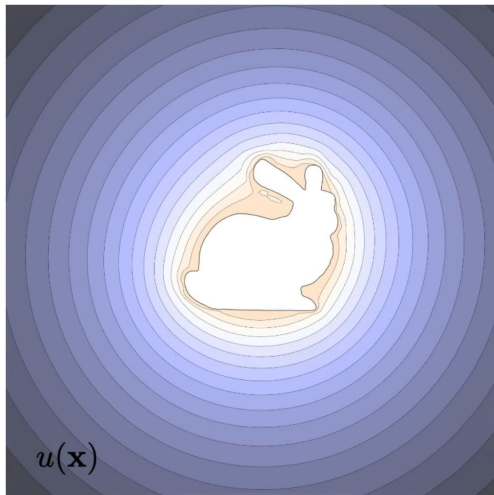
By domain truncation



By Kelvin transformation

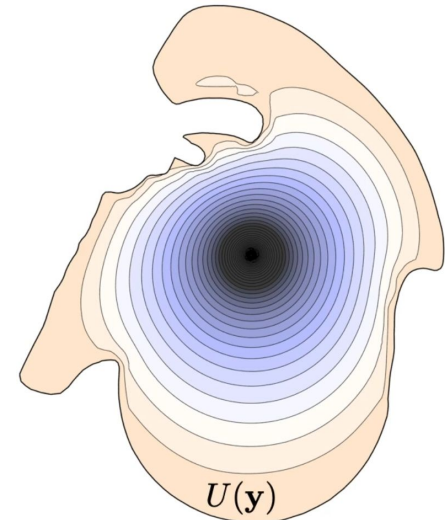
# **Main Takeaway**

# 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