



#### DEL: Discrete Element Learner for Learning 3D Particle Dynamics with Neural Rendering

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### Motivation

- Learning-based particle dynamics simulator requires **3D** particle correspondence to train the model.
- Directly training simulators with 2D images via differentiable rendering is inefficient due to **2D-to-3D uncertainty**.
- Existing GNN-based simulators are black box and **physically uninterpretable**, are not followed and integrated with <u>physics prior knowledge</u>.



### Contribution

- a novel physics-integrated neural simulation system which learns 3D dynamics from 2D images and alleviate 2D-3D uncertainty by physics-priors.
- A physics-integrated GNN architecture, called DEL, which is designed under the guidance of particle level Newtonian mechanics and Discrete Element Method framework, make the classic and neural parts benefits mutually.
- The presented approach can be used to simulate various materials including elasticity, plasticity, rigidity, granular, liquid, with complex initial shapes



## Methodology



(a) Particles Initialization Process. The scene is initialized as particles.

(b) Recurrent Dynamic Inference Process.

The generated particle set is fed into a dynamic predictor to infer the next state iteratively.





Table 1: Quantitative Comparisons between ours and benchmarks on five scenarios in render views.

|            | Plasticine    |       |        |               | SandFall |        | Multi-Objs    |       |        | FLuidR        |       |        | Bear          |       |        |
|------------|---------------|-------|--------|---------------|----------|--------|---------------|-------|--------|---------------|-------|--------|---------------|-------|--------|
| Method     | <b>PSNR</b> ↑ | SSIM↑ | LPIPS↓ | <b>PSNR</b> ↑ | SSIM↑    | LPIPS↓ | <b>PSNR</b> ↑ | SSIM↑ | LPIPS↓ | <b>PSNR</b> ↑ | SSIM↑ | LPIPS↓ | <b>PSNR</b> ↑ | SSIM↑ | LPIPS↓ |
| SGNN* [9]  | 25.27         | 0.925 | 0.143  | 23.61         | 0.886    | 0.216  | 24.76         | 0.909 | 0.166  | 28.88         | 0.935 | 0.168  | 27.61         | 0.949 | 0.132  |
| NeRF-dy 5  | 21.09         | 0.893 | 0.225  | 22.58         | 0.879    | 0.216  | 19.61         | 0.826 | 0.318  | 25.79         | 0.925 | 0.270  | 22.83         | 0.873 | 0.232  |
| EGNN* [17] | 26.27         | 0.944 | 0.119  | 25.17         | 0.918    | 0.178  | 26.38         | 0.928 | 0.144  | 30.28         | 0.951 | 0.123  | 29.13         | 0.953 | 0.117  |
| VPD [39]   | 27.06         | 0.941 | 0.101  | 24.61         | 0.926    | 0.127  | 25.62         | 0.921 | 0.136  | 30.06         | 0.947 | 0.126  | 30.52         | 0.964 | 0.102  |
| Ours       | 28.09         | 0.959 | 0.091  | 26.65         | 0.945    | 0.113  | 27.06         | 0.939 | 0.128  | 30.53         | 0.944 | 0.122  | 30.08         | 0.964 | 0.105  |

Table 2: Quantitative comparisons between ours and baselines on five scenarios in particle views.

|                | Plasticine |       | SandFall |      | Mult  | i-Objs | FluidR |      | Bear |      |
|----------------|------------|-------|----------|------|-------|--------|--------|------|------|------|
| Method         | CD↓        | EMD↓  | CD↓      | EMD↓ | CD↓   | EMD↓   | CD↓    | EMD↓ | CD↓  | EMD↓ |
| SGNN* [9]      | 35.91      | 26.4  | 2.47     | 2.69 | 20.3  | 26.9   | 3.98   | 5.02 | 4.69 | 5.01 |
| 3DIntphys [11] | 26.99      | 22.61 | 3.17     | 3.35 | 16.55 | 17.61  | 6.92   | 8.01 | 6.69 | 6.01 |
| EGNN* [17]     | 16.20      | 14.61 | 2.13     | 2.56 | 13.21 | 13.77  | 2.58   | 3.01 | 3.95 | 4.16 |
| VPD [39]       | 16.96      | 12.77 | 1.99     | 2.35 | 14.26 | 14.57  | 3.22   | 2.94 | 3.41 | 3.71 |
| Ours           | 7.54       | 7.10  | 1.73     | 1.90 | 8.48  | 9.13   | 1.72   | 1.88 | 3.54 | 3.33 |





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#### **Results** Ablation studies and long term dynamics



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# **Results** Examples about material swapping on SandFall



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#### Visualization of the learned constitutive mapping.

