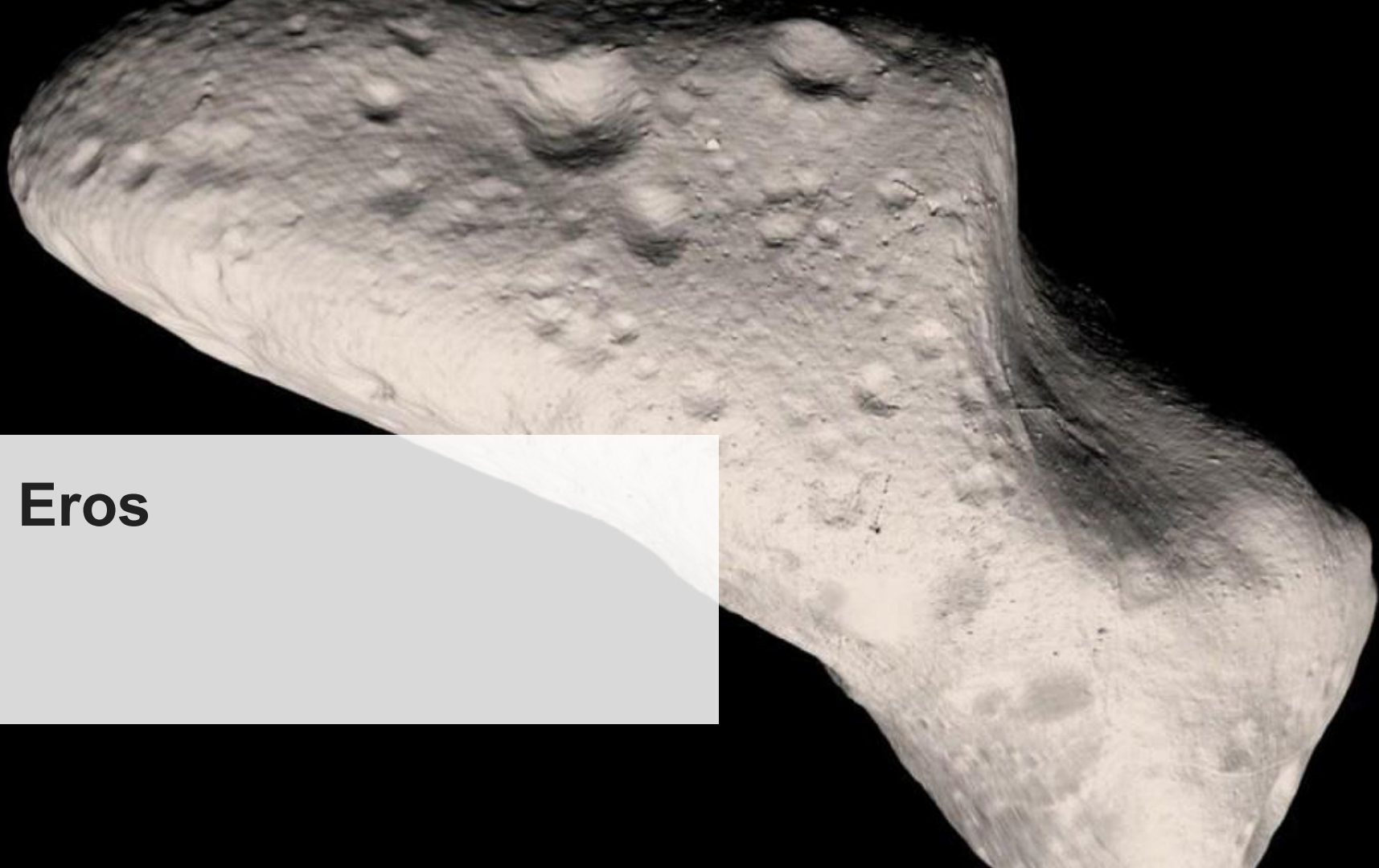


Neural Density Fields

by Dario Izzo
ESA's Advanced Concepts Team

*2022 seminar in Mathematics, Physics & Machine Learning,
<https://mpml.tecnico.ulisboa.pt/seminars?action=show&id=6712>*

Irregular bodies in the solar system



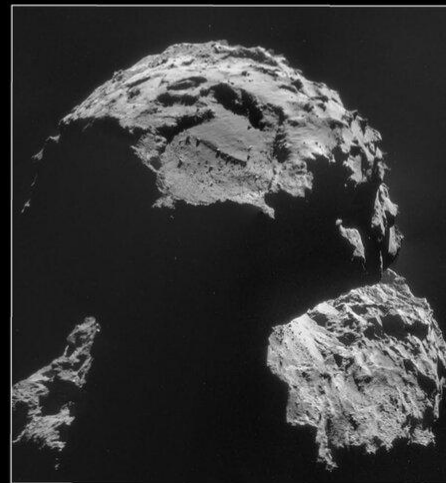
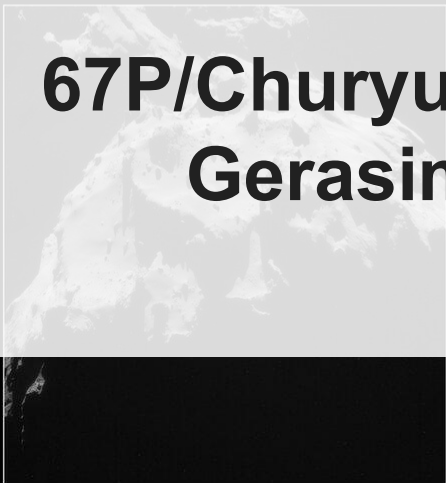
Eros

Itokawa

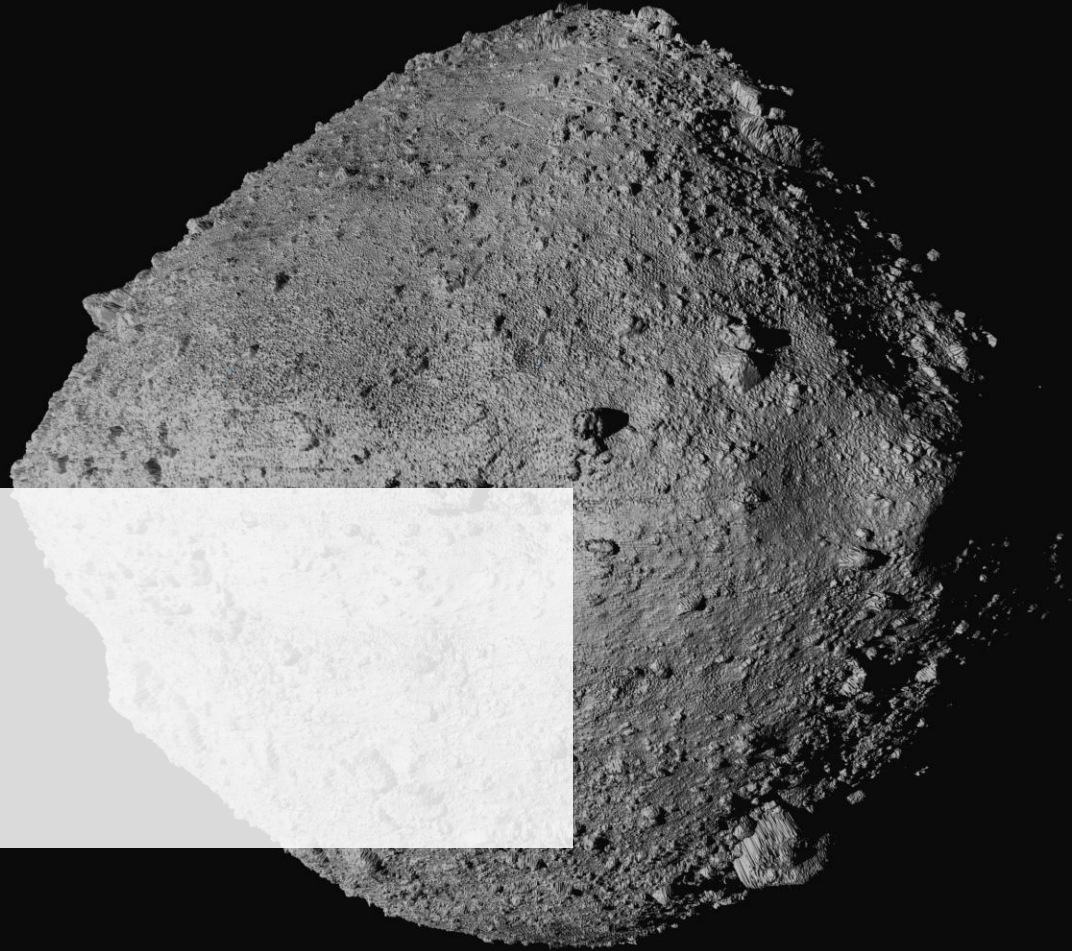




**67P/Churyumov
Gerasimenko**

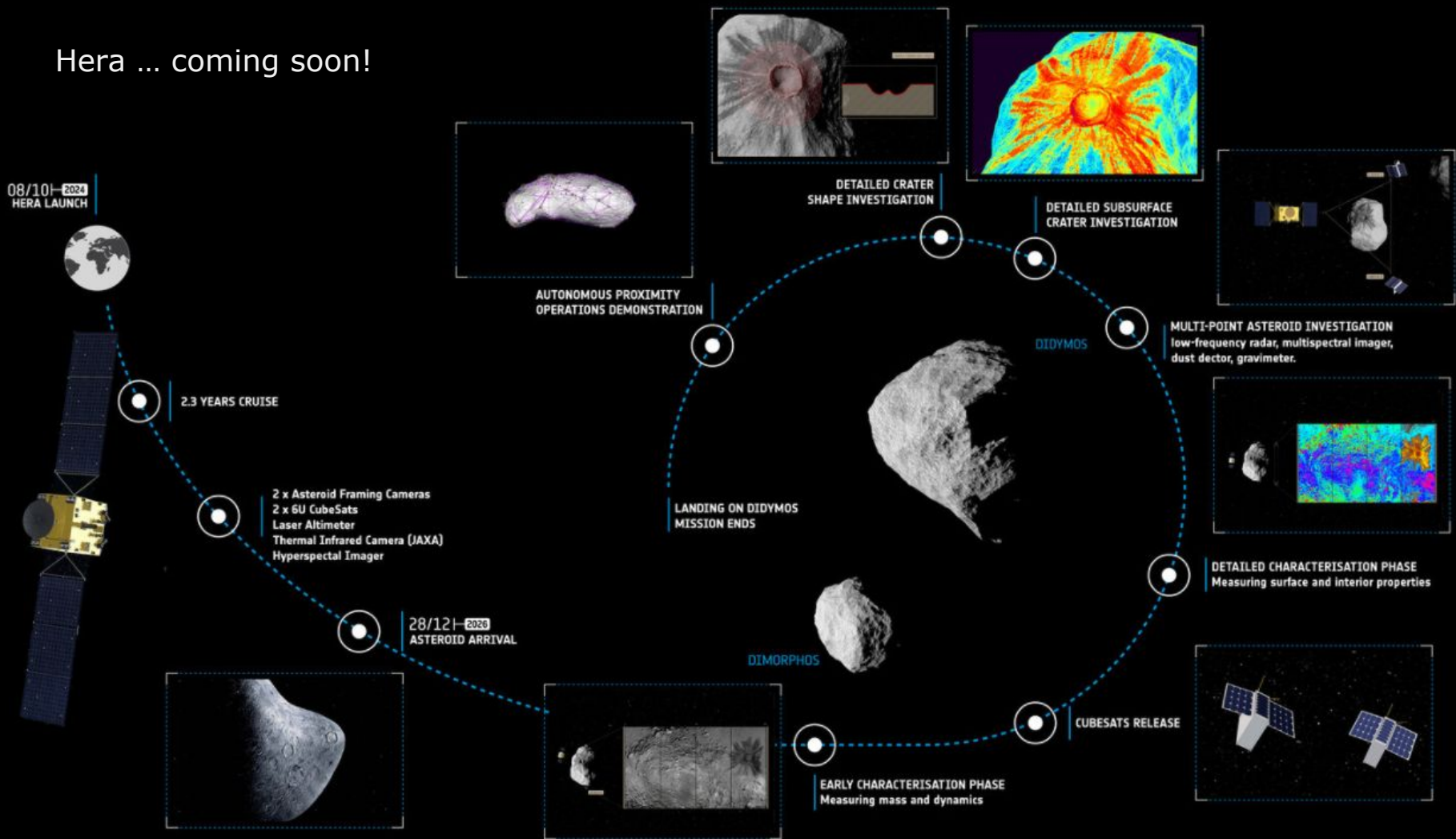


Bennu



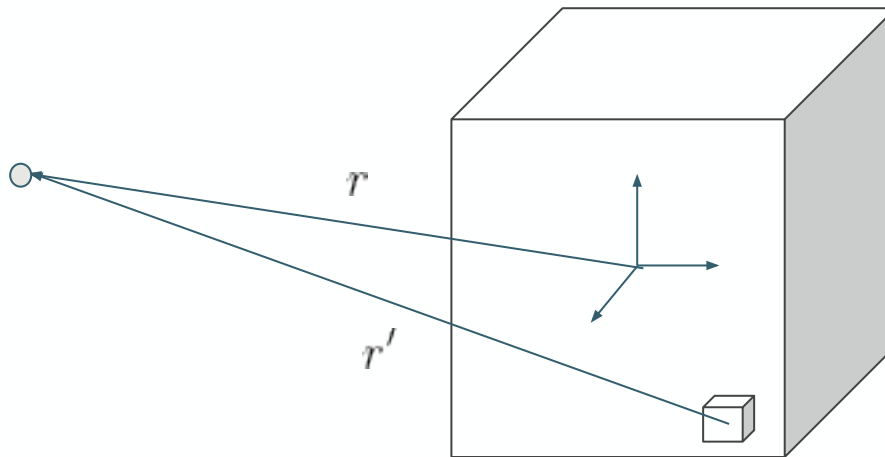


Hera ... coming soon!





Representing the gravity field (state-of-the-art)



$$U(r) = \int_{V'} \frac{\rho}{r'} dV' = U(x, y, z) = \int_{V'} \frac{\rho(x', y', z')}{\sqrt{(x - x')^2 + (y - y')^2 + (z - z')^2}} dV'$$

1. Spherical harmonics - (1/3)

Associated Legendre polynomials

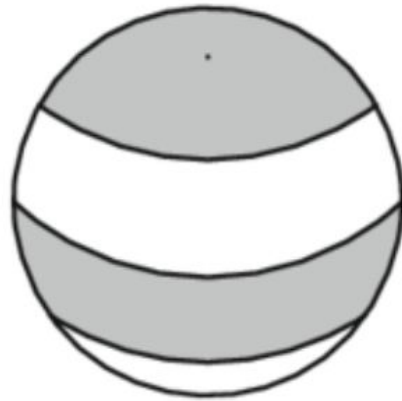
$$U(r, \theta, \phi) = \frac{\mu}{r} \sum_{l=0}^{\infty} \sum_{m=0}^l \left(\frac{r_0}{r}\right)^l P_{lm}(\cos \theta) \cdot (C_{lm} \cos m\phi + S_{lm} \sin m\phi)$$

$$C_{lm} = \frac{(2 - \delta_{m,0}) (l - m)!}{M (l + m)!} \int_V \rho \left(\frac{r}{r_0}\right)^l \cdot P_{lm}(\cos \theta) \cos m\phi dV$$

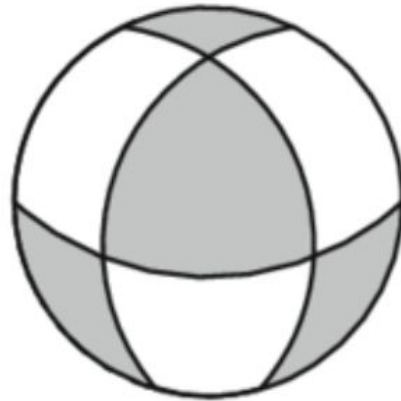
$$S_{lm} = \frac{(2 - \delta_{m,0}) (l - m)!}{M (l + m)!} \int_V \rho \left(\frac{r}{r_0}\right)^l \cdot P_{lm}(\cos \theta) \sin m\phi dV$$

Stokes Coefficients

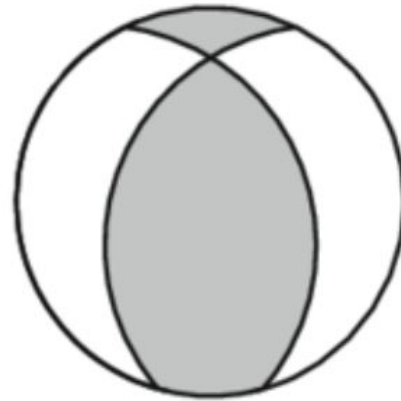
Spherical harmonics - (2/3)



(a) $n=3$

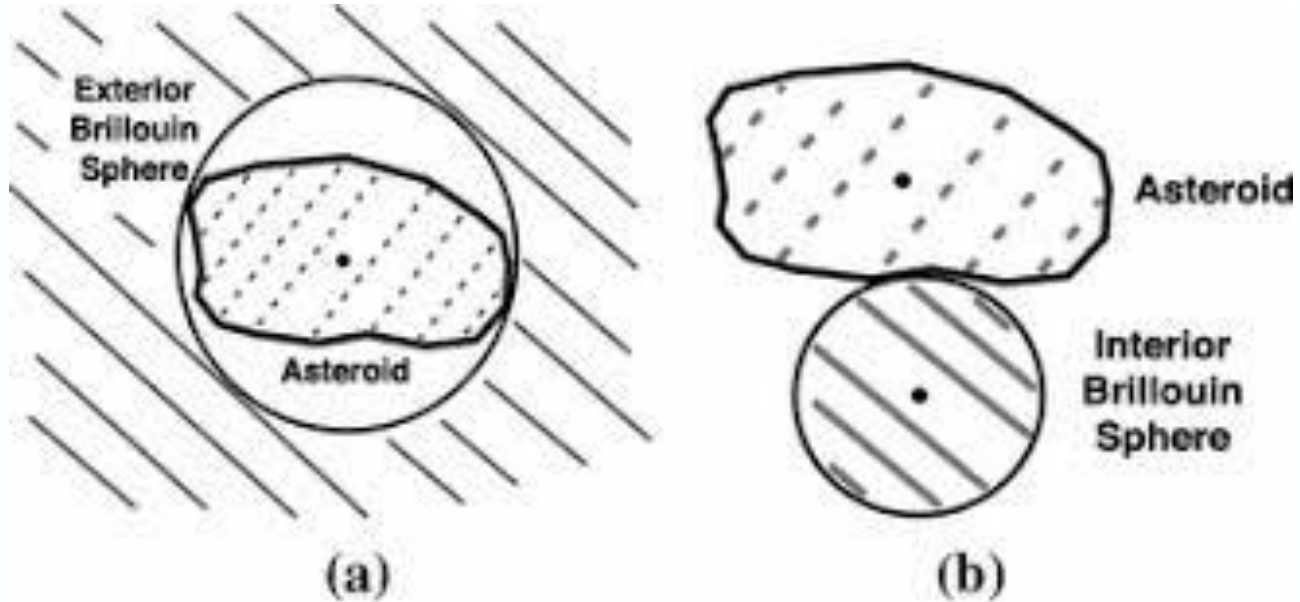


(b) $n=3, m=2$



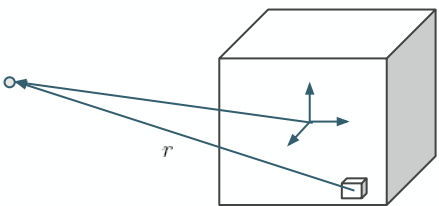
(c) $n=m=2$

Spherical harmonics - (3/3)



Poor convergence properties next to irregular surfaces.

2. Polyhedral gravity (1/2)

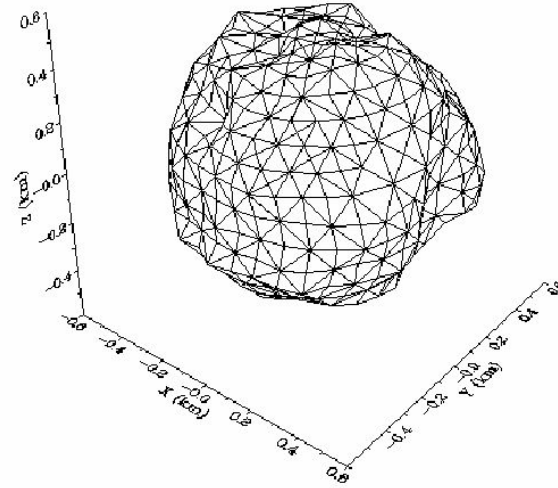
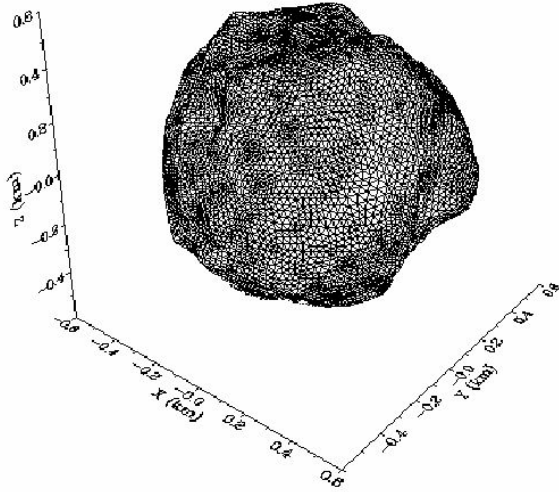


divergence theorem

$$\iiint_V \frac{\rho}{r} dV = \rho \iiint_V \frac{1}{r} dV = \rho \iiint_V \operatorname{div} \left(\frac{\mathbf{r}}{r} \right) dV = \rho \oiint_{\partial V} \frac{\mathbf{r} \cdot \mathbf{n}}{r} dV$$

constant

Polyhedral gravity (2/2)

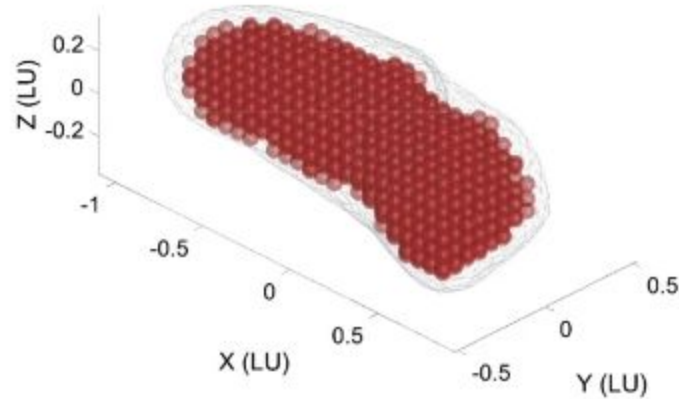
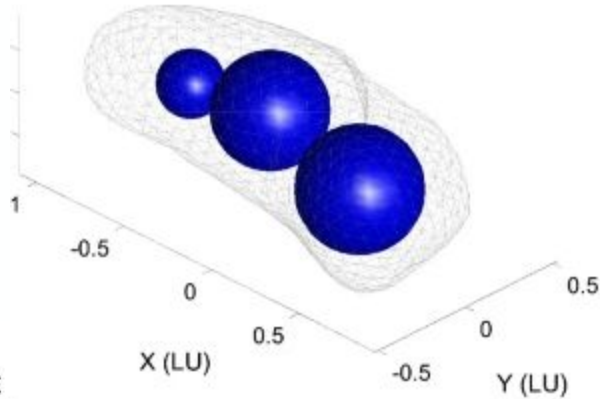


code: <https://github.com/esa/polyhedral-gravity-model>

Relies and needs on the asteroid shape, unable to see inside.

3.Mascon models

$$U(r) = \sum_{i=0}^N \frac{m_i}{r_i}$$

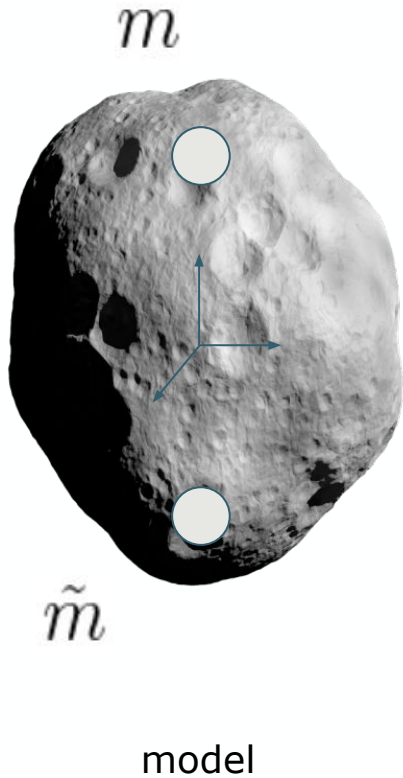


Great flexibility but poor precision next to the surface and needs shape information.



An ill-posed problem!

(gravity inversion)

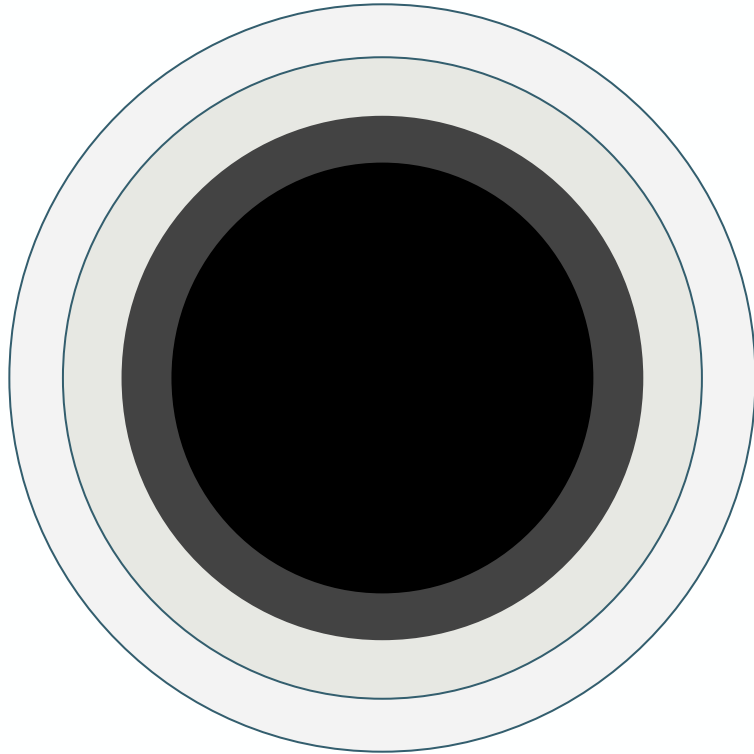


observations

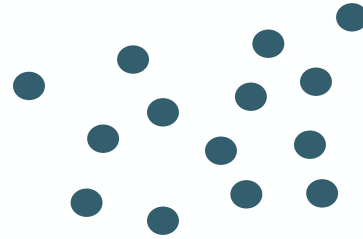


$$\begin{cases} \frac{m}{r_1} + \frac{\tilde{m}}{r_1} = U_1 \\ \frac{m}{r_2} + \frac{\tilde{m}}{r_2} = U_2 \end{cases}$$

model



observations



Newton's Shell theorem :(

a fourth way ... Neural Density Fields

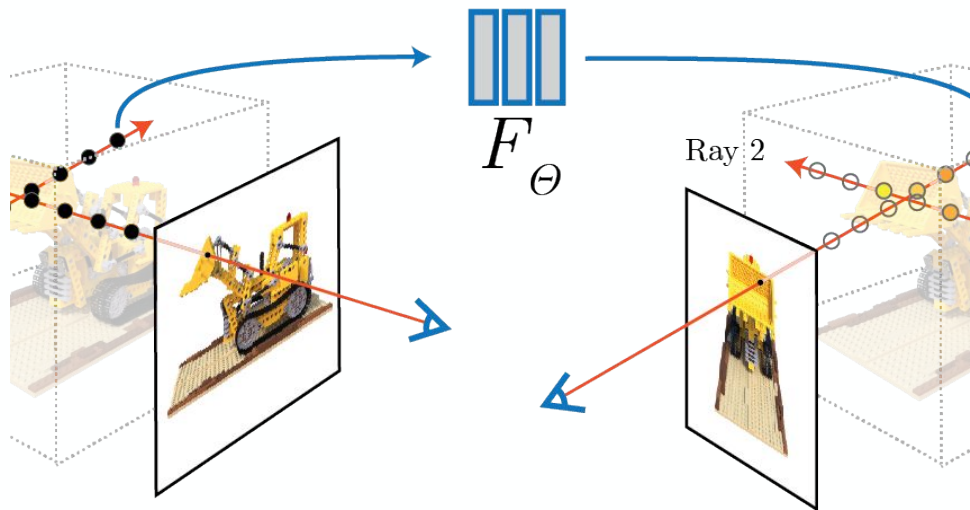
Izzo, Dario, and Pablo Gómez. "Geodesy of irregular small bodies via neural density fields: geodesyNets." *arXiv preprint arXiv:2105.13031* (2021).

von Looz, Moritz, Pablo Gomez, and Dario Izzo. "Study of the asteroid Bennu using geodesyANNs and Osiris-Rex data." *arXiv preprint arXiv:2109.14427* (2021).

Inspired from NeRF:
(neural radiance fields)

The weights of a neural network are able to store highly detailed information on complex 3D scene

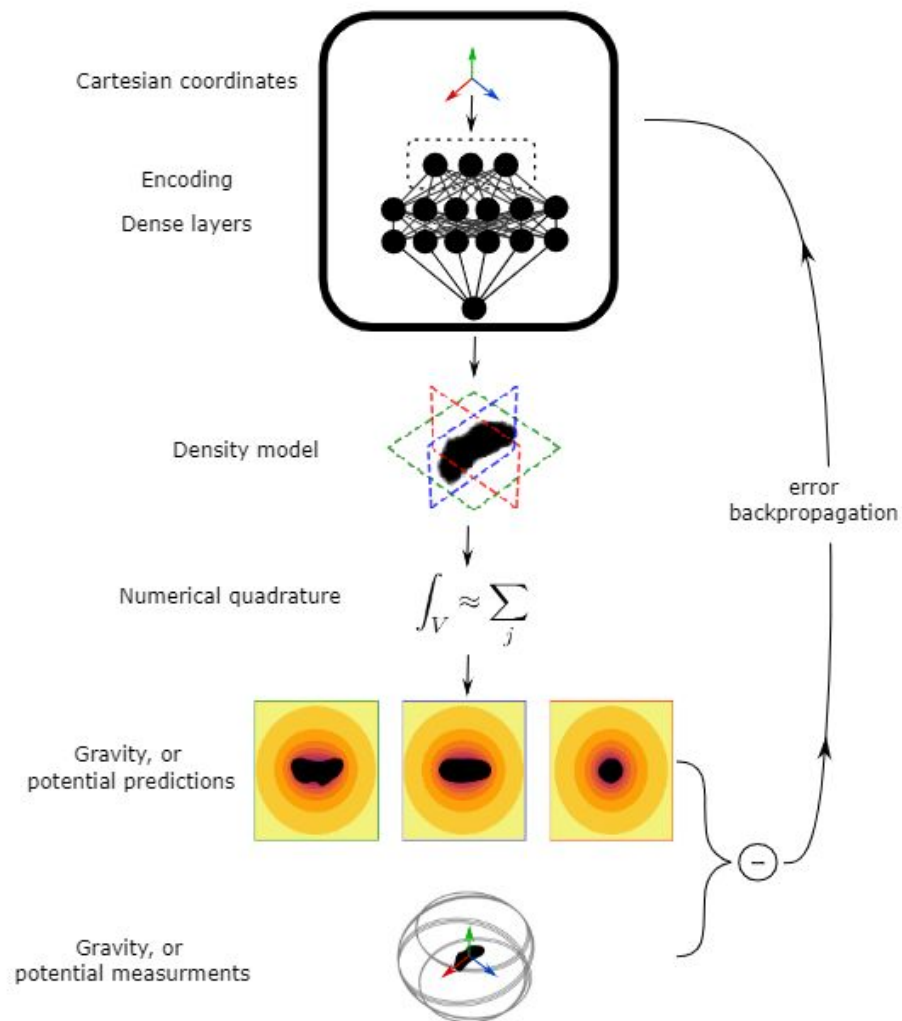
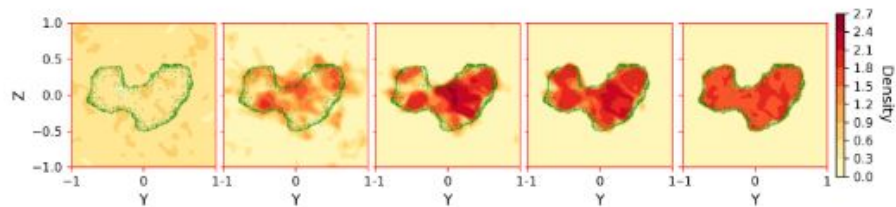
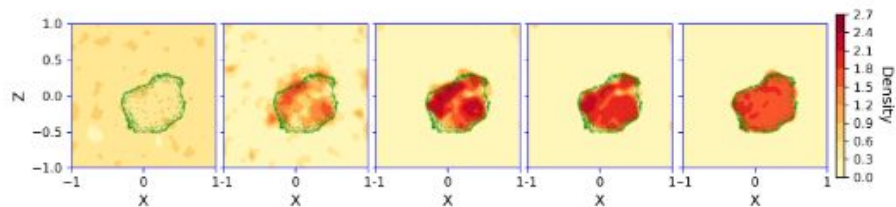
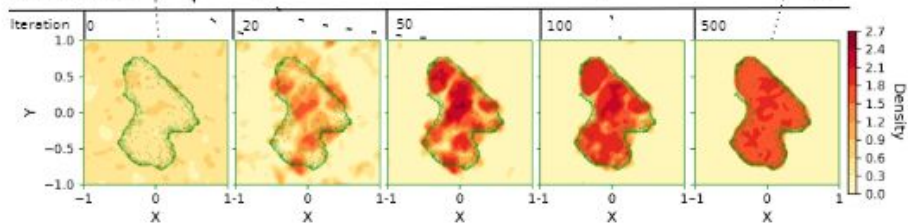
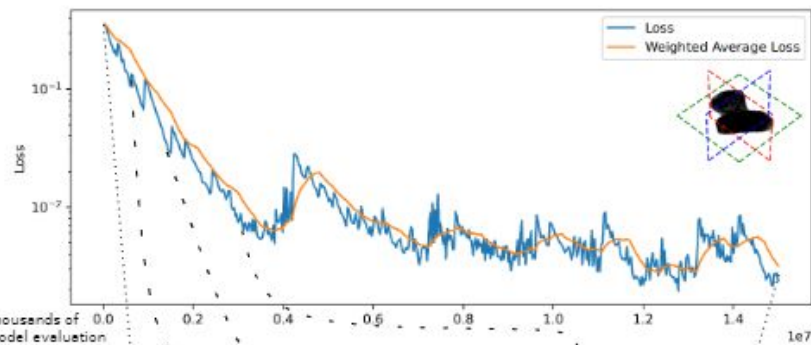
Mildenhall, Ben, et al. "Nerf: Representing scenes as neural radiance fields for view synthesis." *European conference on computer vision*. Springer, Cham, 2020.



“With four parameters I can fit an elephant, with five I can make him wiggle his trunk”

John von Neumann





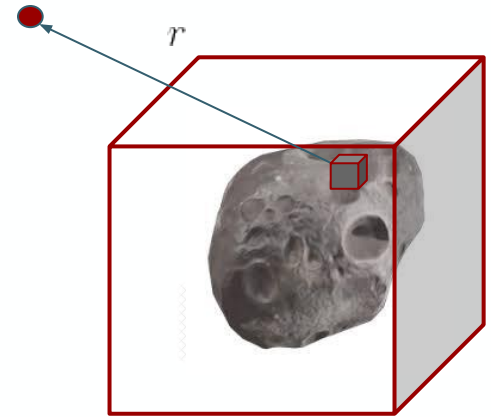
	Approach			
	Masc.	Harm.	Poly.	geodesyNets
Differentiable	✗	✓	✓	✓
Inside Brillouin sphere	✓	✗	✓	✓
Heterogeneous densities	✓	✓	✗	✓
Shape model not needed	✓	✓	✗	✓
Can utilize shape model	✓	✗	✓	✓
Accurate in the near field	✗	✓	✓	✓



A volume integral: $\longrightarrow \int_V \frac{\rho}{r} dV \longrightarrow ?$

$$\iiint_V \frac{\mathcal{N}(x, y, z)}{r} dV \approx \sum_i w_i \frac{\mathcal{N}(x_i, y_i, z_i)}{r_i}$$

Numerical quadrature



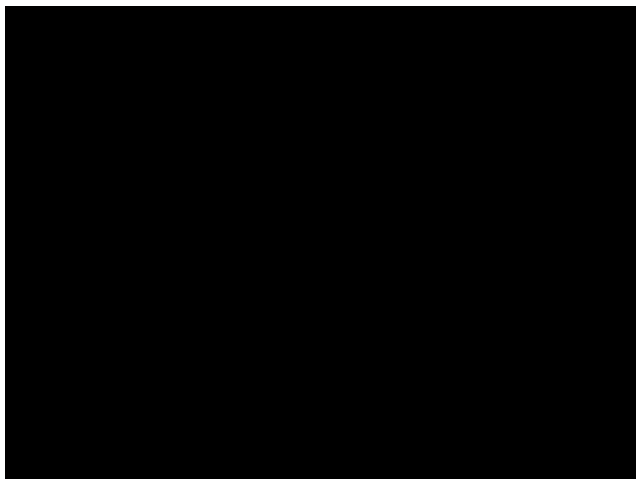
$$\iiint_V \frac{\mathcal{N}(x, y, z)}{r} dV = E \left[\frac{1}{n} \sum_i \frac{\mathcal{N}(x_i, y_i, z_i)}{r_i p(x_i, y_i, z_i)} \right]$$

Monte Carlo methods

Importance sampling

Stratified sampling

$$\Phi(\mathbf{x}) = \mathbf{W}_n (\phi_{n-1} \circ \phi_{n-2} \circ \dots \circ \phi_0)(\mathbf{x}) + \mathbf{b}_n, \quad \mathbf{x}_i \mapsto \phi_i(\mathbf{x}_i) = \sin(\mathbf{W}_i \mathbf{x}_i + \mathbf{b}_i).$$



Statue - Siren



Statue - ReLU Pos. Enc.



Statue - ReLU



Sitzmann, Vincent, et al. "Implicit neural representations with periodic activation functions."
Advances in Neural Information Processing Systems 33 (2020): 7462-7473.

constraint:
$$\iiint_V \rho(x, y, z) dV = M$$

solution:
$$\rho(x, y, z) = c\mathcal{N}(x, y, z)$$

Its as if we added one more parameter (weight) after the output neurons!

$$\sum_i (y_i - c\hat{y}_i)^2 = c^2 \sum_i \hat{y}_i^2 - 2c \sum_i y_i \hat{y}_i + \sum_i y_i^2$$

↓

$$c = \frac{\sum y_i \hat{y}_i}{\sum \hat{y}_i^2}$$

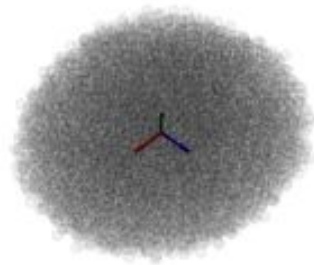
... can also be used in generic ML tasks

Experiments

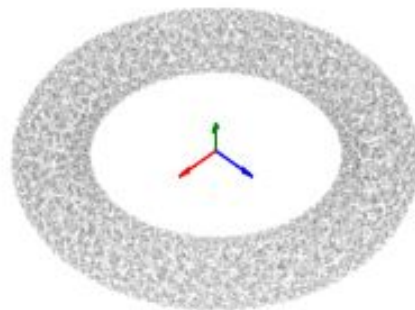
The background features a gradient from dark blue on the left to a lighter blue on the right. Overlaid on this are three overlapping circles of varying shades of blue, creating a layered, abstract effect.

Test cases

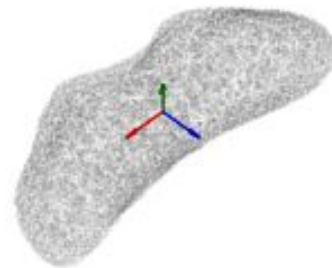
Planetesimal



Torus

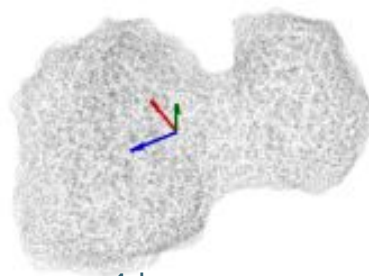


Eros



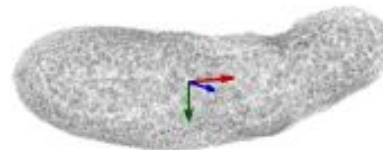
33 km

Churyumov-Gerasimenko



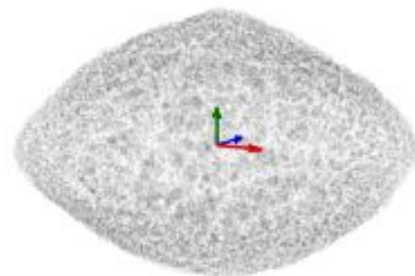
4 km

Itokawa



540 m

Bennu

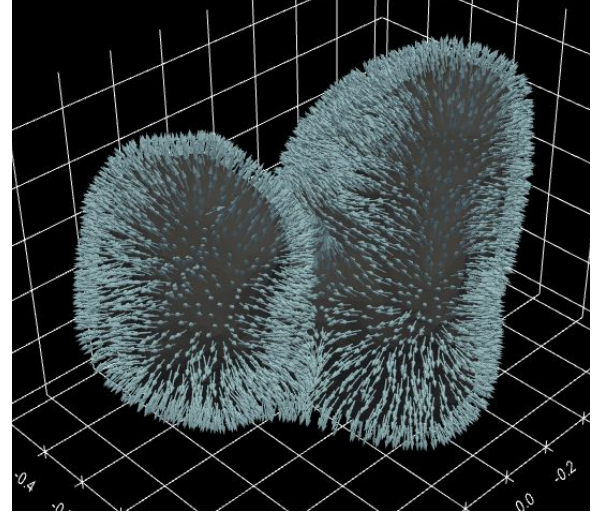
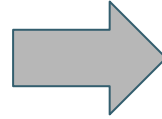


565 m

Sampling points



Model



Surface normals

Samples taken at three altitudes low, mid and high

Nominal Learning

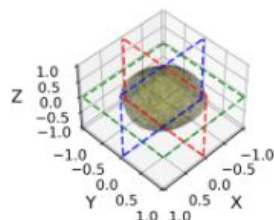
only gravity

Results

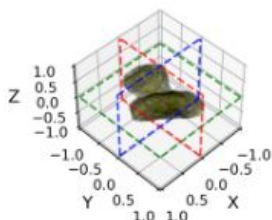
Nominal learning

		Sampling Altitudes			Absolute Errors			Relative Errors		
	Body	$h_{low}[m]$	$h_{med}[m]$	$h_{hi}[m]$	$\epsilon_{low}[m/s^2]$	$\epsilon_{med}[m/s^2]$	$\epsilon_{hi}[m/s^2]$	$\epsilon_{low}[\%]$	$\epsilon_{med}[\%]$	$\epsilon_{hi}[\%]$
HMG	Bennu	14.1	28.2	70.4	2.63e-08	4.75e-09	6.89e-10	0.11	0.02	0.005
	Churyumov-Gerasimenko	125	250	625	1.13e-07	2.02e-08	2.20e-09	0.19	0.04	0.006
	Eros	817	1630	4080	2.24e-06	4.45e-07	5.52e-08	0.16	0.04	0.01
	Itokawa	14	28	70.1	3.15e-08	6.35e-09	1.06e-09	0.15	0.04	0.01
	Planetesimal	125	250	625	5.69e-08	1.31e-08	3.43e-09	0.11	0.03	0.011
	Torus	125	250	625	1.41e-07	3.74e-08	8.49e-09	0.28	0.09	0.034
HTG	Bennu	14.1	28.2	70.4	4.70e-08	9.57e-09	1.57e-09	0.20	0.05	0.011
	Itokawa	14	28	70.1	4.27e-08	9.36e-09	9.33e-10	0.20	0.05	0.009
	Planetesimal	125	250	625	9.90e-08	2.53e-08	4.22e-09	0.20	0.06	0.014

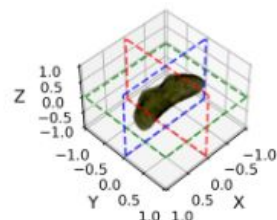
Bennu



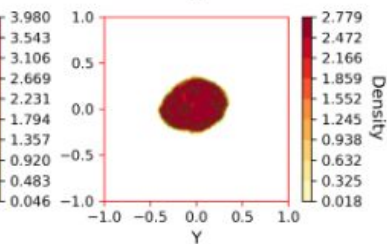
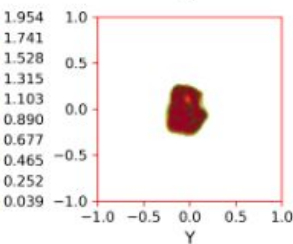
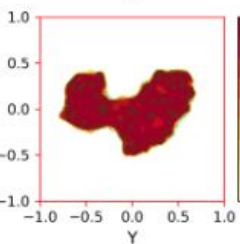
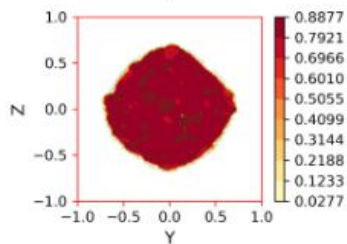
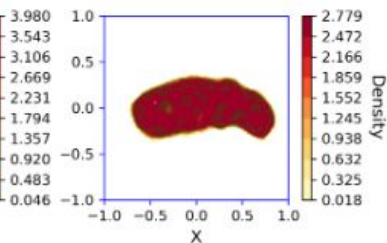
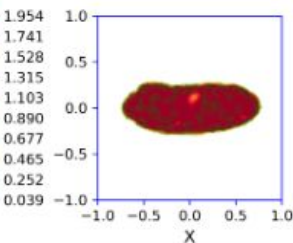
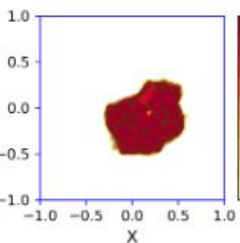
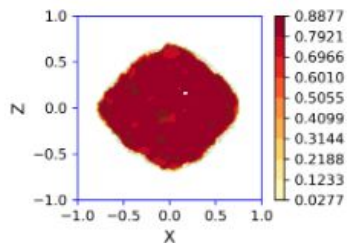
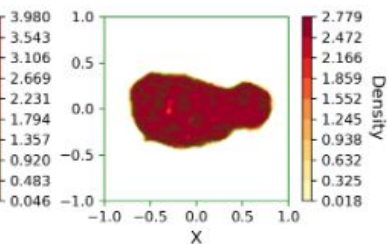
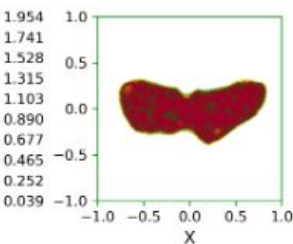
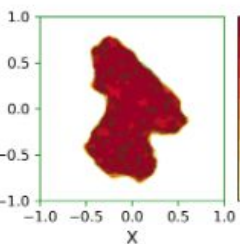
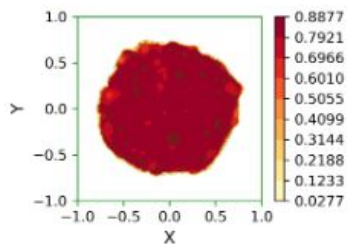
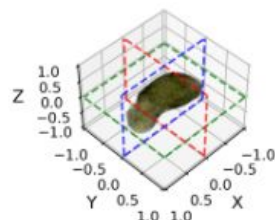
Churyumov-Gerasimenko



Eros



Itokawa



Visualizing the Neural Density field

Torus

Visualizing the Neural Density field

67P

Differential Learning

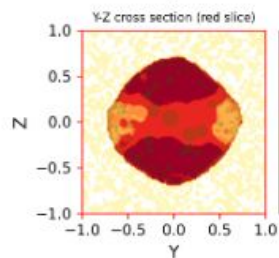
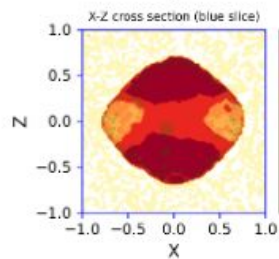
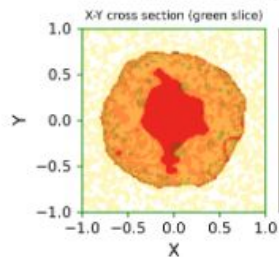
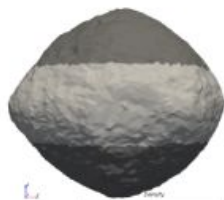
fusing in camera information

Results

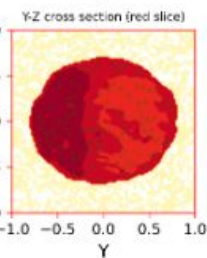
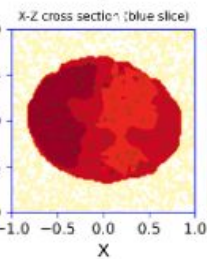
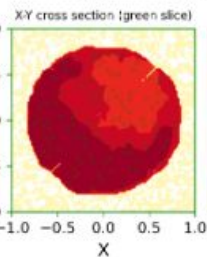
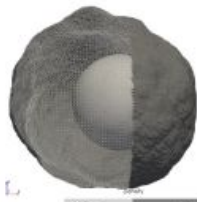
differential
learning

	Sampling Altitudes			Absolute Errors			Relative Errors		
Heterogeneous body	$h_{low}[m]$	$h_{med}[m]$	$h_{hi}[m]$	$\epsilon_{low}[m/s^2]$	$\epsilon_{med}[m/s^2]$	$\epsilon_{hi}[m/s^2]$	$\epsilon_{low}[\%]$	$\epsilon_{med}[\%]$	$\epsilon_{hi}[\%]$
Bennu	14.1	28.2	70.4	4.07e-08	1.19e-08	7.67e-09	0.10	0.03	0.031
Itokawa	14	28	70.1	2.49e-08	1.45e-08	1.01e-08	0.12	0.08	0.091
Planetesimal	125	250	625	3.55e-08	2.29e-08	1.84e-08	0.08	0.06	0.071

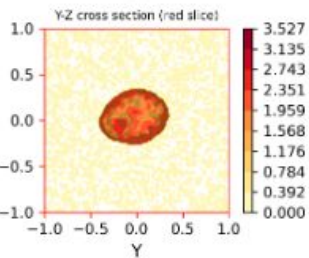
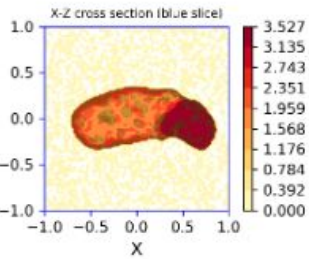
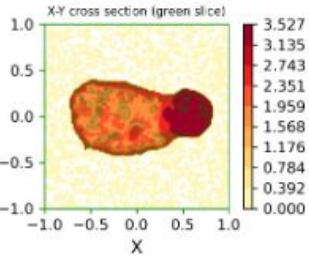
Bennu



Planetesimal



Itokawa



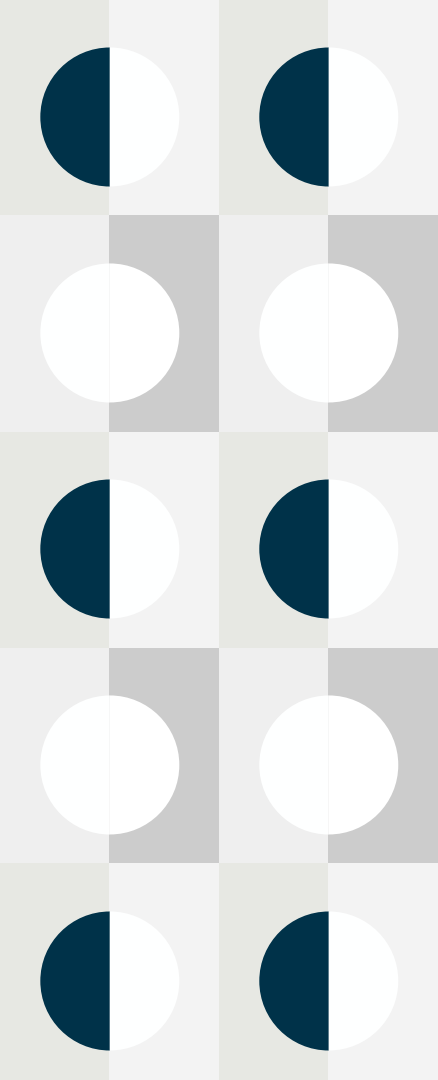
Density

Density

Density

Do we need a neural model for the density field?

		Bennu	Churyumov-Gerasimenko	Eros	Itokawa
GeodesyNet	low	0.72	2.30	1.82	2.13
	hi	0.02	1.75	0.17	0.38
masconCUBE	low	1.00	2.87	2.39	2.47
	hi	0.01	2.03	0.13	0.70



Open questions:

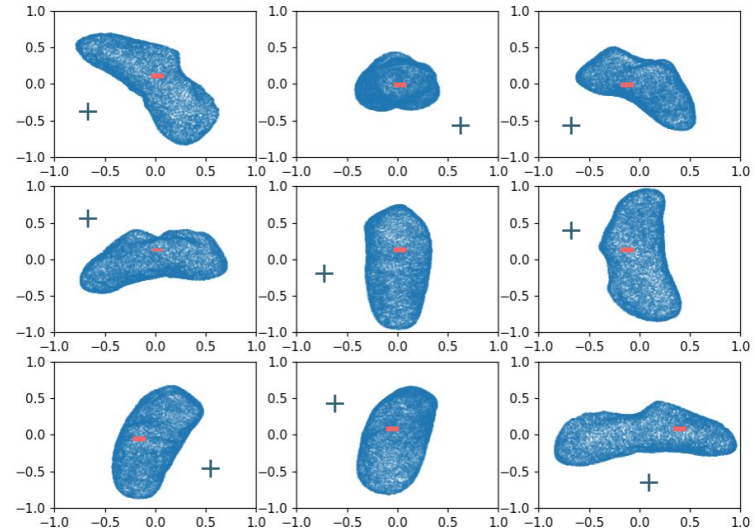
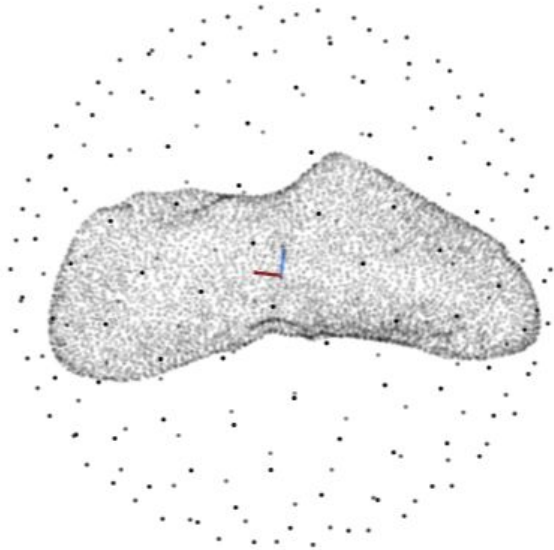
- Pumping up the card memory (points used limited by NVIDIA 2080 RTX capability).
- Numerical quadrature vs Monte Carlo methods.
- Sensitivity to data noise (random and non gravitational).
- Sensitivity to data availability (spacecraft orbit design).
- On-board training effectiveness.
- Thorough comparison with masconCUBE and spherical harmonics using the same training.

Eclipse Nets

... also an implicit neural representation

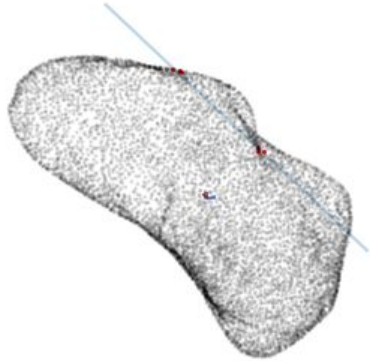
Biscani, Francesco, and [Dario Izzo](#). "Reliable event detection for Taylor methods in astrodynamics." *Monthly Notices of the Royal Astronomical Society* 513.4 (2022): 4833-4844.

The eclipse function: $F(\mathbf{r}, \hat{\mathbf{i}}_S)$

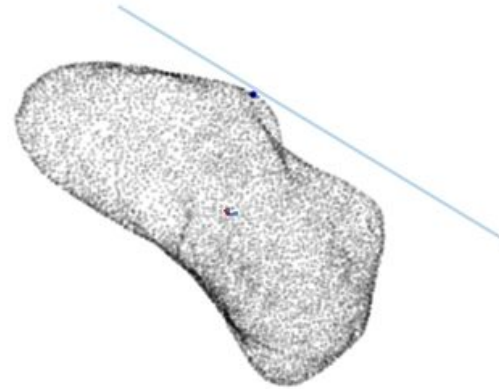


The eclipse function can be used to determine the presence or absence of solar radiation pressure.

The eclipse function: $F(\mathbf{r}, \hat{\mathbf{i}}_S)$

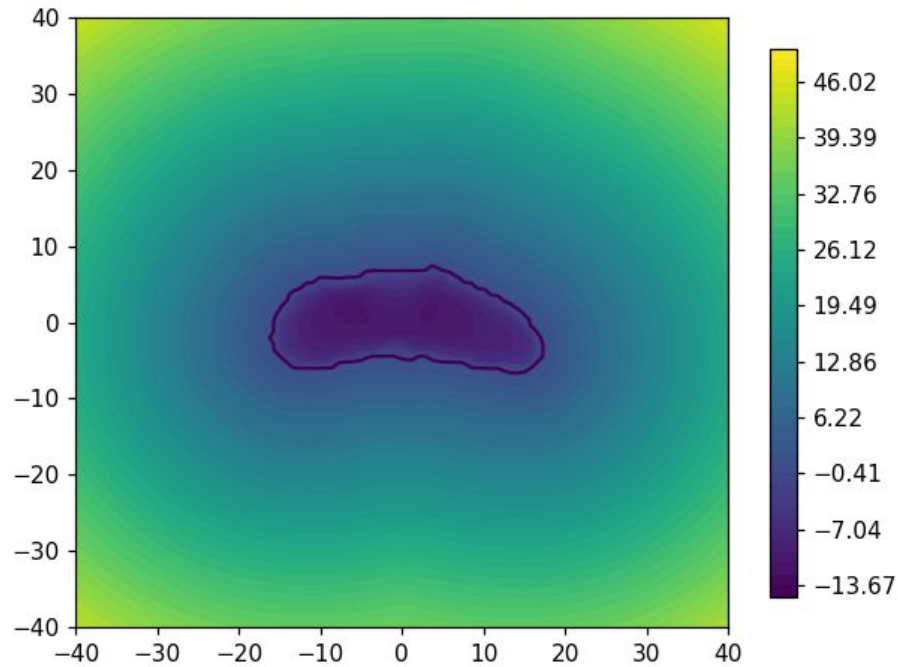


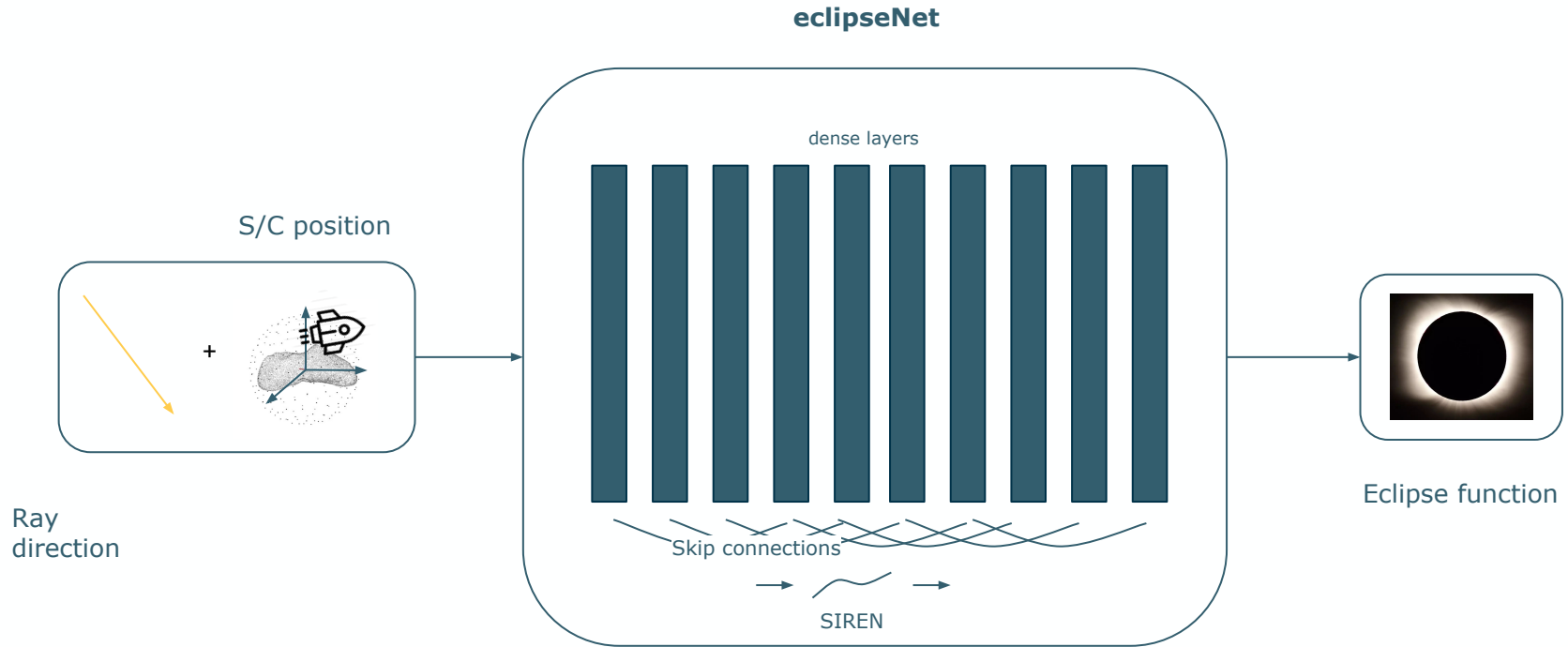
Even intersections -> EF is the length of the ray inside the asteroid

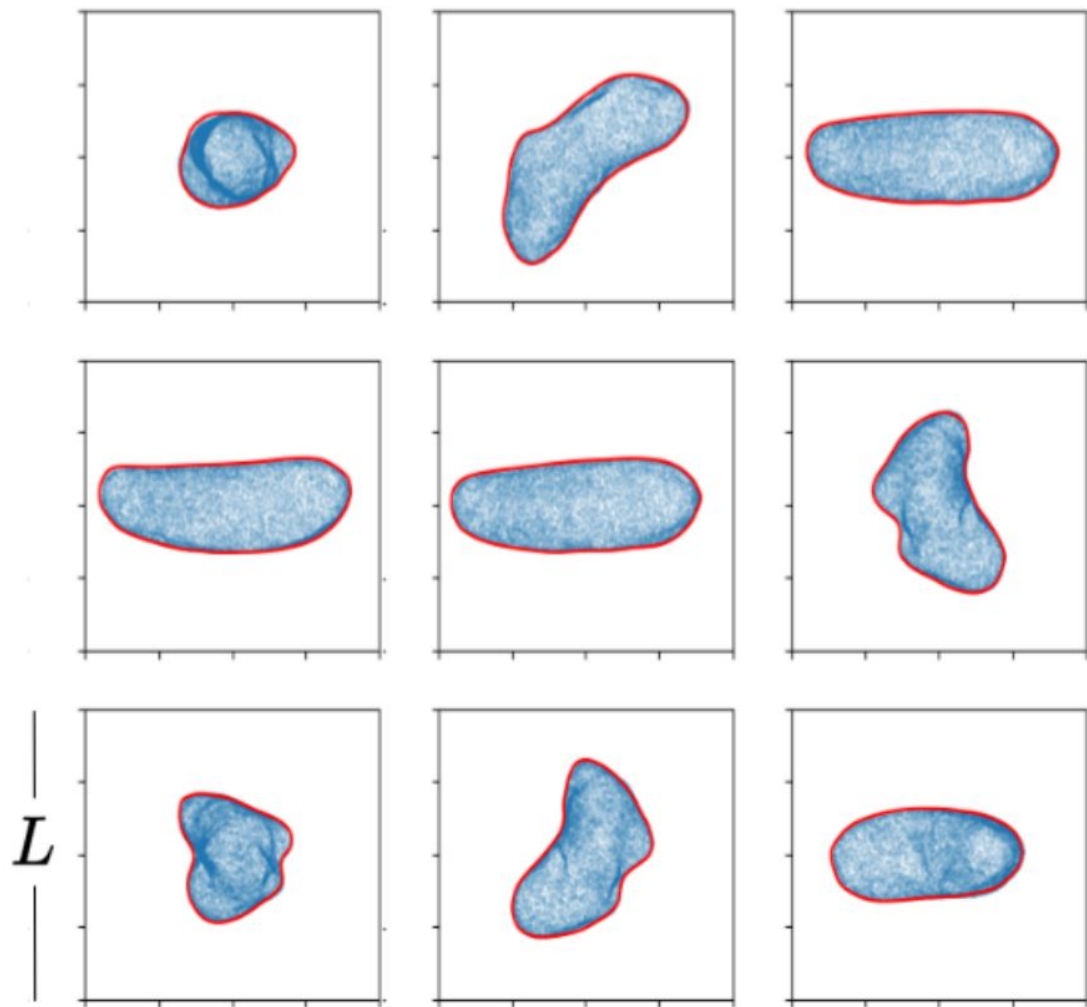


No intersections -> EF is the distance of the point to the shadow cone.

The eclipse function: $F(\mathbf{r}, \hat{\mathbf{i}}_S)$





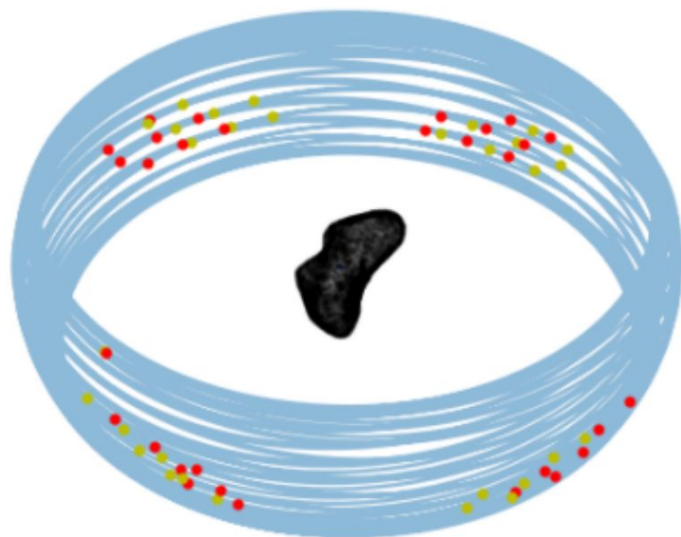


$$\ddot{\mathbf{r}} = -G \sum_{j=0}^N \frac{m_j}{|\mathbf{r} - \mathbf{r}_j|^3} (\mathbf{r} - \mathbf{r}_j) - 2\boldsymbol{\omega} \times \mathbf{v} - \boldsymbol{\omega} \times \boldsymbol{\omega} \times \mathbf{r} - \eta \nu(\mathbf{r}) \hat{\mathbf{i}}_S(t),$$

$\nu(\mathbf{r}) = 1$
no penumbra

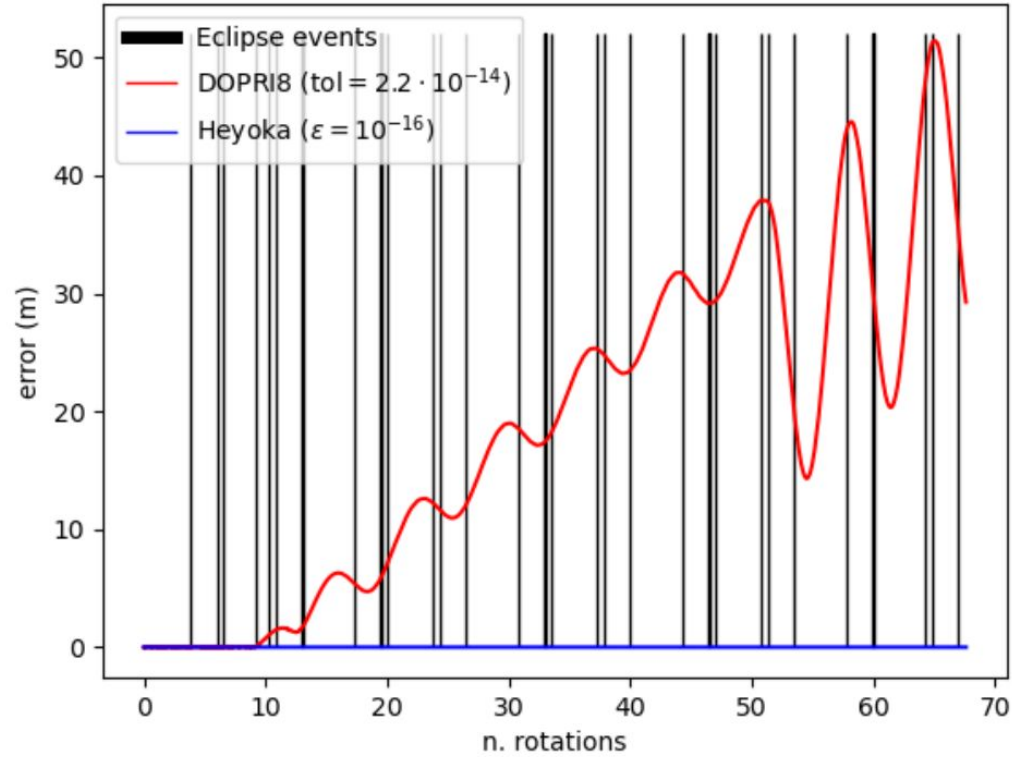
$$\eta(\mathbf{r}, \mathbf{i}_S) = H(F(\mathbf{r}, \mathbf{i}_S))$$

Heaviside function



We obtain a "neural" ODE on top of which to perform event detection -> heyoka!

Biscani, Francesco, and Dario Izzo. "Reliable event detection for Taylor methods in astrodynamics." *Monthly Notices of the Royal Astronomical Society* 513.4 (2022): 4833-4844.



**Thank you for
listening!**

