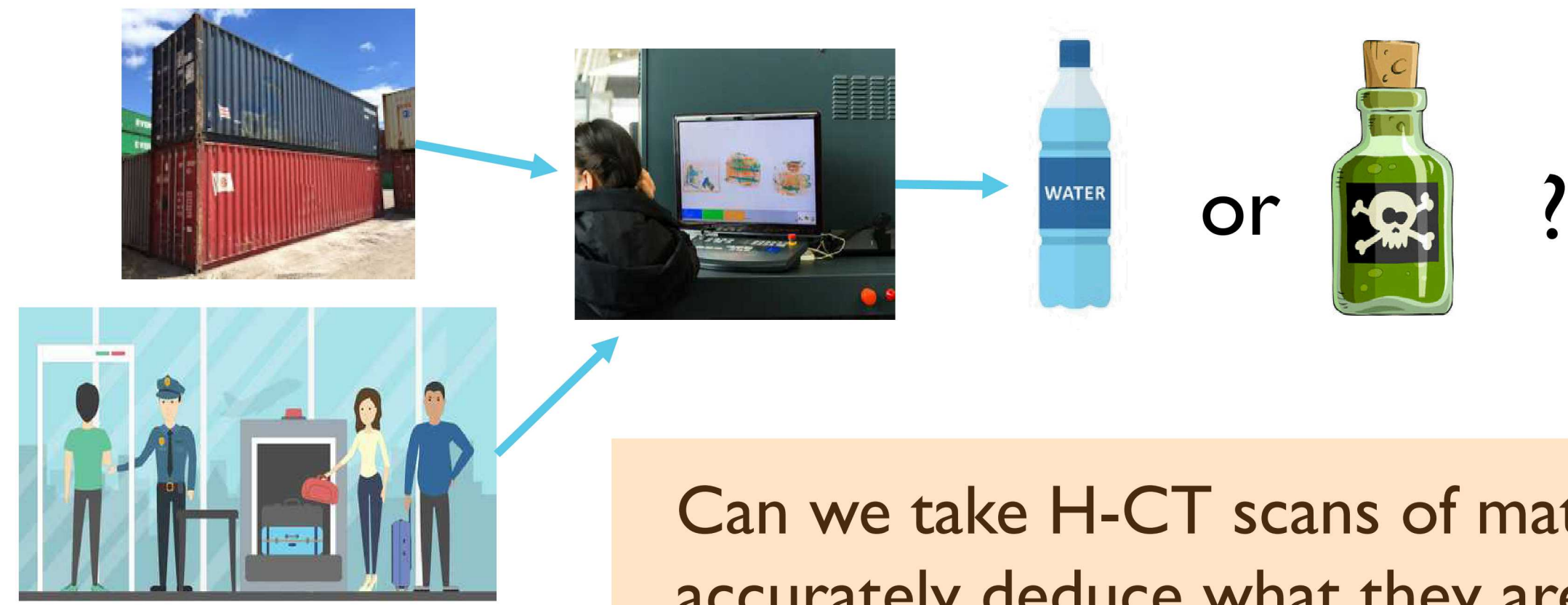


Integrating Physics through Constrained Machine Learning Loss

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Problem:

Material Classification using hyperspectral-computed tomography (H-CT)



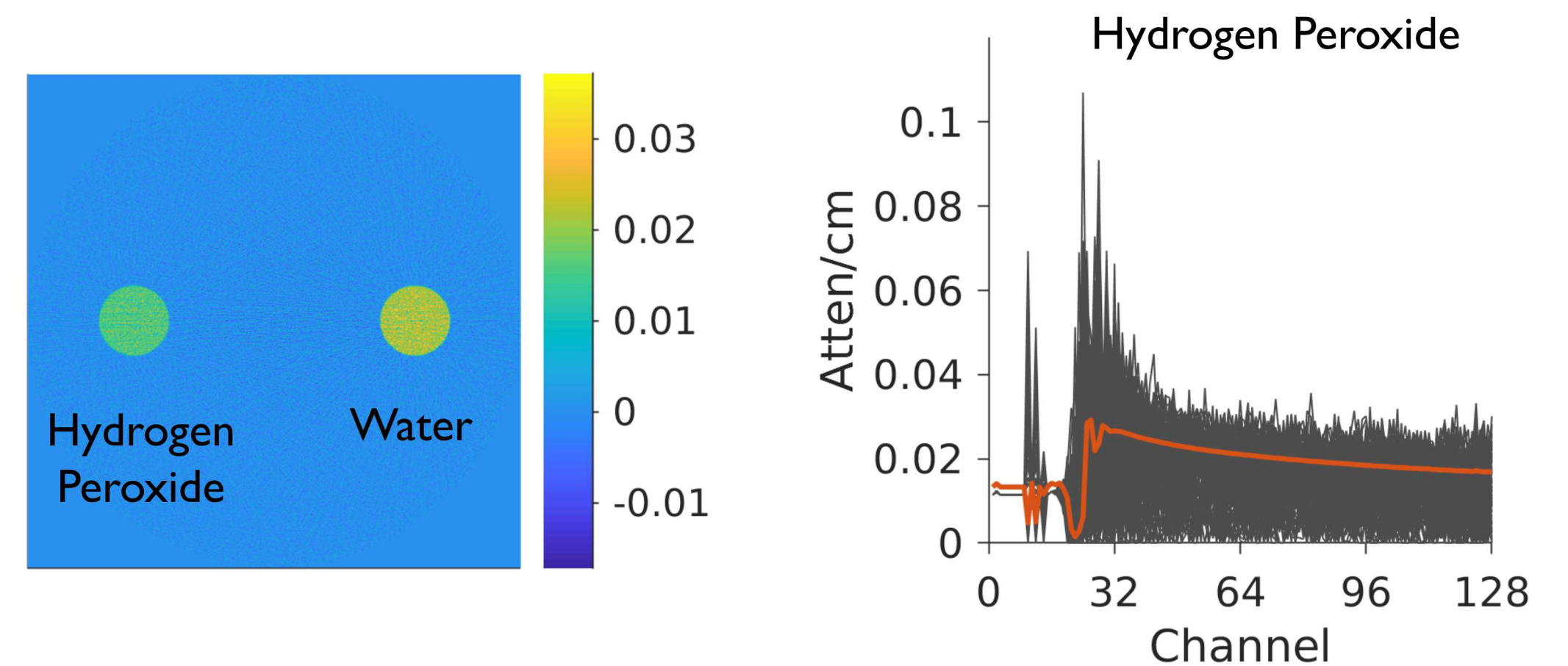
Can we take H-CT scans of materials and accurately deduce what they are?

Simulated H-CT Scans

Simulation of data set of difficult to identify materials.

- Water
- Hydrogen peroxide
- Diluted hydrogen peroxide
- Explosive
- Shielded -vs- non-Shielded conditions

Data simulated using Particle and Heavy Ion Transport code System (PHITS).

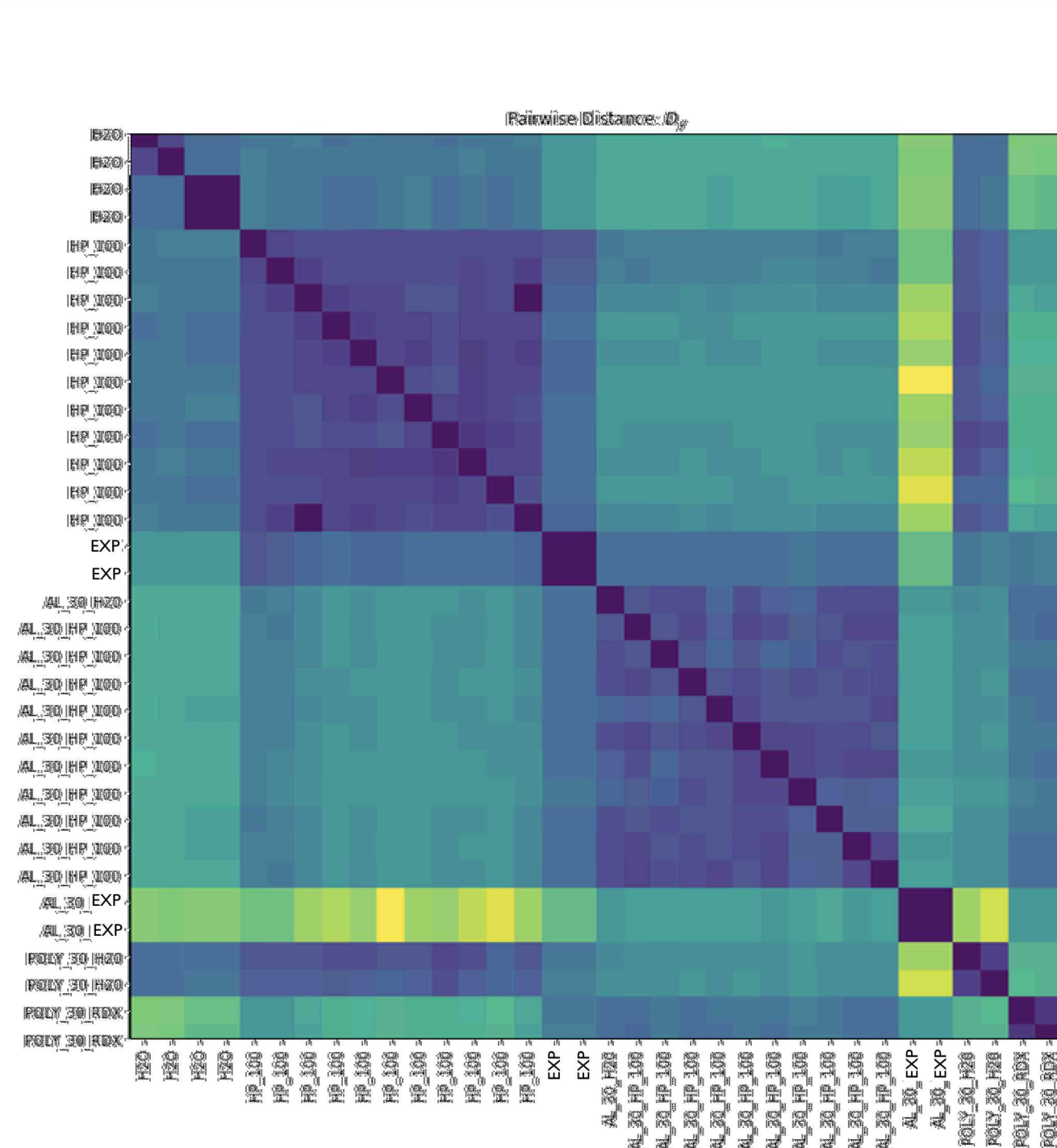


Current Work:

Neural Networks and Functional Data Analysis (FDA) perform material classification on simulated data.

fda: Using a metric that has physical interpretation enables us to measure similarity between curves of different material types.

(Fisher-Rao on squared-velocity space)



Question:

Can we improve models by penalizing predictions that don't agree with theory: utilizing the energy dimension available in HC-T?

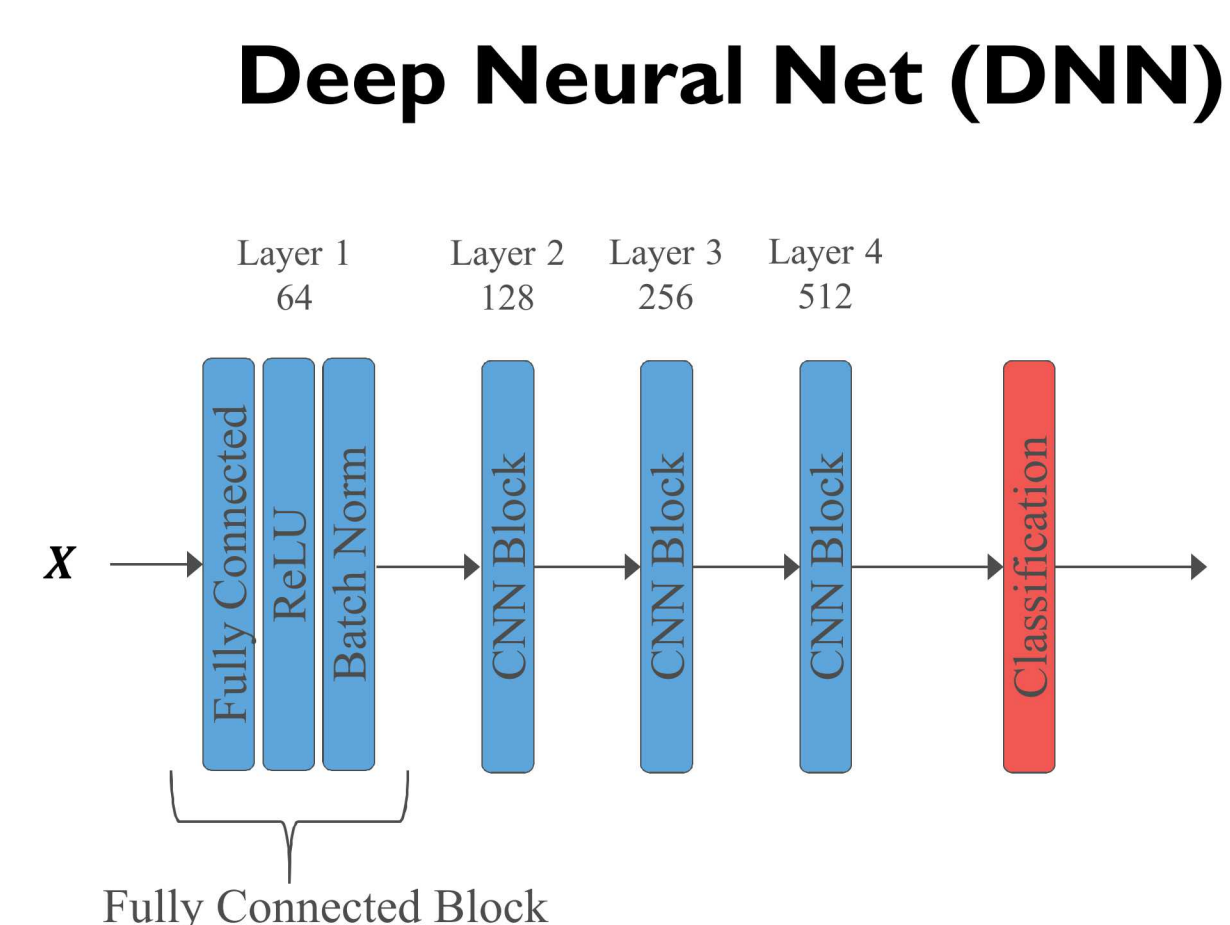
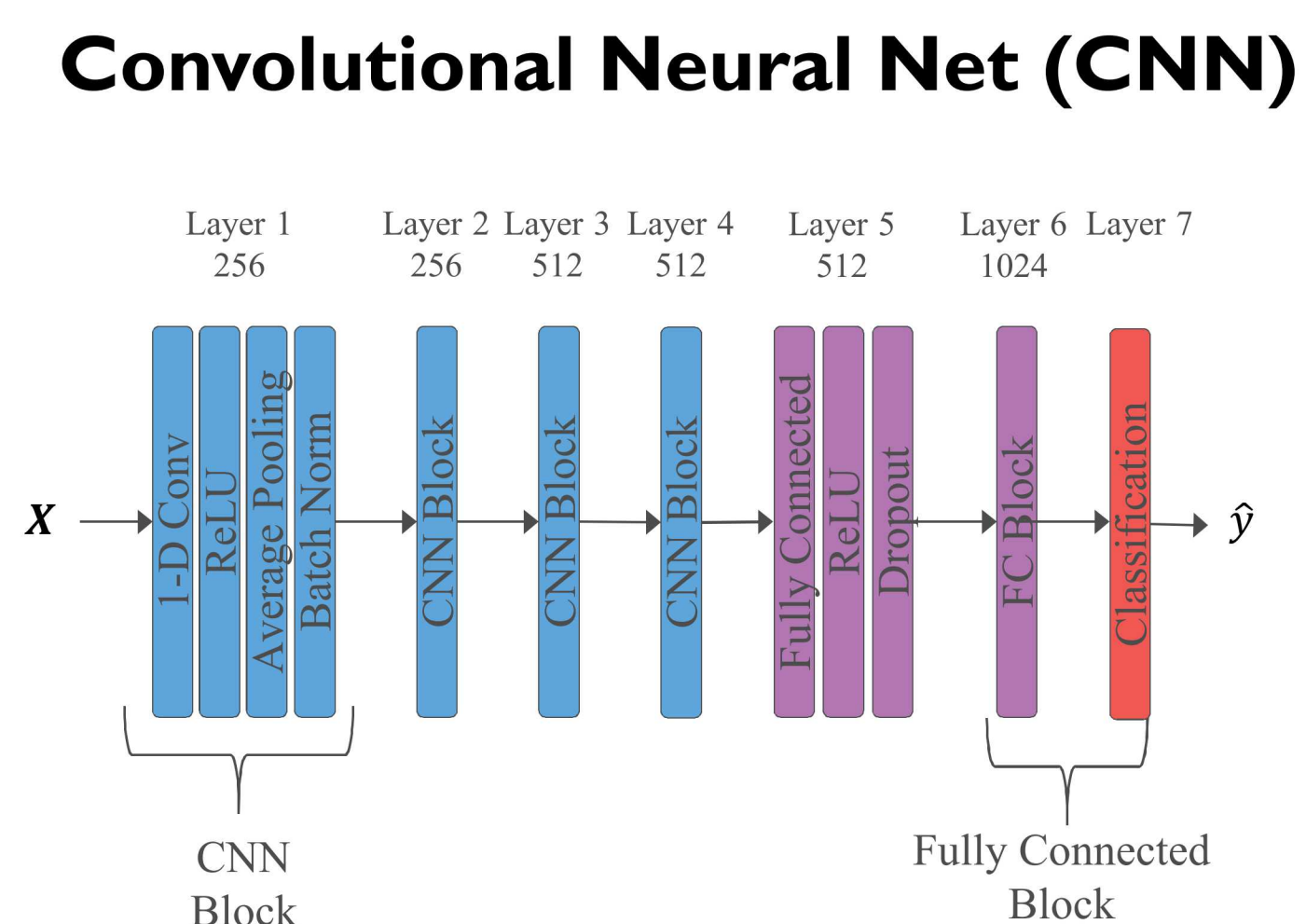
Ongoing Work:

Take measurements on real materials and integrate simulated attenuation curves using distance-based loss function that encourages classification models to penalize deviance from scientific theory.

$$L_d(y, \hat{y}) + \lambda L_s(f(x), f(x|\hat{y}))$$

‘data-driven loss’ ‘science-driven loss’

- $y, \hat{y}$ - true/predicted label
- $f(x), f(x|\hat{y})$ - true/predicted attenuation curve
- λ - penalty for prediction deviating from theory

[illegible]

		Predicted Class																
		empty	H2O	HP 100	HP 90	HP 80	HP 70	HP 60	HP 50	HP 40	HP 30	HP 20	Explosive	AL 30	Poly 30	Poly 1 Mixed	Mixed	
Actual Class	empty	1100	0	0	0	0	0	0	0	0	0	0	0	0	0	25	17	6
	H2O	598	21	212	0	0	0	0	49	0	0	0	0	268	0	0	0	
	HP 100	75	222	5	0	1	86	0	1	10	11	0	33	2	2	0	2	
	HP 90	15	0	113	0	14	0	0	0	0	0	0	6	0	0	0	0	
	HP 80	0	0	0	118	0	2	28	0	0	0	0	0	0	0	0	0	
	HP 70	0	0	0	0	993	0	65	90	0	0	0	0	0	0	0	0	
	HP 60	9	9	77	0	1065	0	0	0	0	0	0	0	0	0	0	0	
	HP 50	0	2	0	58	1	1087	0	0	0	0	0	0	0	0	0	0	
	HP 40	0	0	0	88	0	1016	2	48	0	0	0	0	0	0	0	0	
	HP 30	1	0	0	65	0	1072	0	0	0	0	10	0	0	0	0	0	
	HP 20	0	5	0	3	0	108	0	1032	0	0	0	0	0	0	0	0	
	HP 10	0	0	0	0	0	0	0	0	1157	0	0	0	1	0	0	0	
	Explosive	0	0	0	0	0	0	0	0	0	0	148	0	0	0	0	0	
	AL 30	0	0	0	0	0	0	0	0	0	0	1105	0	0	0	45	0	
	Poly 30	0	304	35	85	0	1	0	38	0	0	0	682	3	0	0	0	
	Poly 1 Mixed	448	19	0	39	18	35	25	1	8	47	9	27	0	63	191	0	218
Mixed	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	148	0	
Edge	70	30	63	15	12	10	18	9	9	13	13	11	98	47	114	126	0	490
	empty	H2O	HP 100	HP 90	HP 80	HP 70	HP 60	HP 50	HP 40	HP 30	HP 20	Explosive	AL 30	Poly 30	Poly 1 Mixed	Edge	Mixed	