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College of Engineering

Mission/SOW

LANL requested NMSU to design and prototype a mechanism that integrates an event-based imaging and sensor-in-the-loop simulation methods to train a physically-informed neural network (PINN) that can identify, predict, and control non-linear systems.

- Develop approach for identifying and controlling engineering systems via PINN.
- Use spike-based sensing to improve system.
- Test system using high-framerate monitor with event imaging hardware and optical anechoic chamber.
- Use PINN architecture to learn system dynamics and implement control actions.
- Test architecture on simulated pendulum systems.

Mechanical Infrastructure

Data Handling

High-Speed Simulation

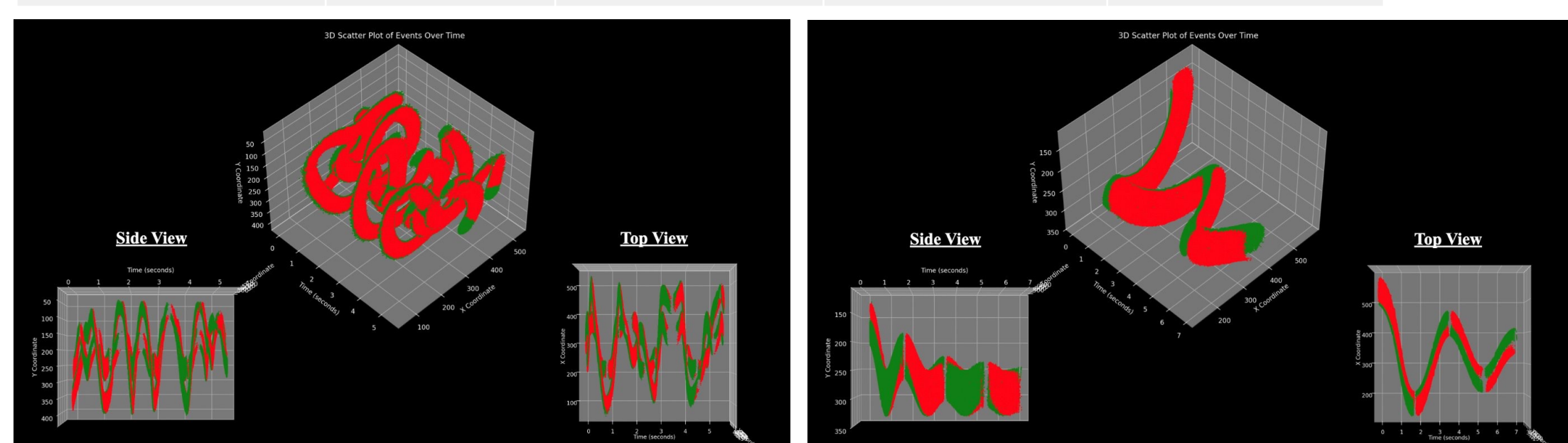
Neural Network Training

Systems Integration/Testing

Research

- Event imaging hardware capable of recording data based on "events" rather than recorded frames.
- Pre-process data for use in PINN using singular value decomposition (SVD) and principal component analysis (PCA).
- Neural network based primarily on human biology in how sight can inform learning.
- Develop computer-based analog to rod cells in eye.
- Develop an approach to construct an anechoic chamber that allows the event camera to observe data in a clean environment.
- Create high-speed simulation environments capable of generating data at high temporal resolution to match the responsiveness of event-based sensors.
- Find low-latency programming languages/libraries.

Event Camera Model	Resolution	Pixel Pitch	Latency	Weight
DVXplorer	640 x 480	9 μ m	<1 ms	100 g
DVXplorer Micro	640 x 480	9 μ m	<1 ms	16 g
DVXplorer Lite	320 x 240	18 μ m	<1 ms	75 g
GENX320	320 x 320	6.3 μ m	<150 μ s	N/A
Triton2 EVS	640 x 512	4.86 μ m	N/A	90 g
IMX636-AAMR-C	1280 x 720	4.86 μ m	<100 μ s	N/A

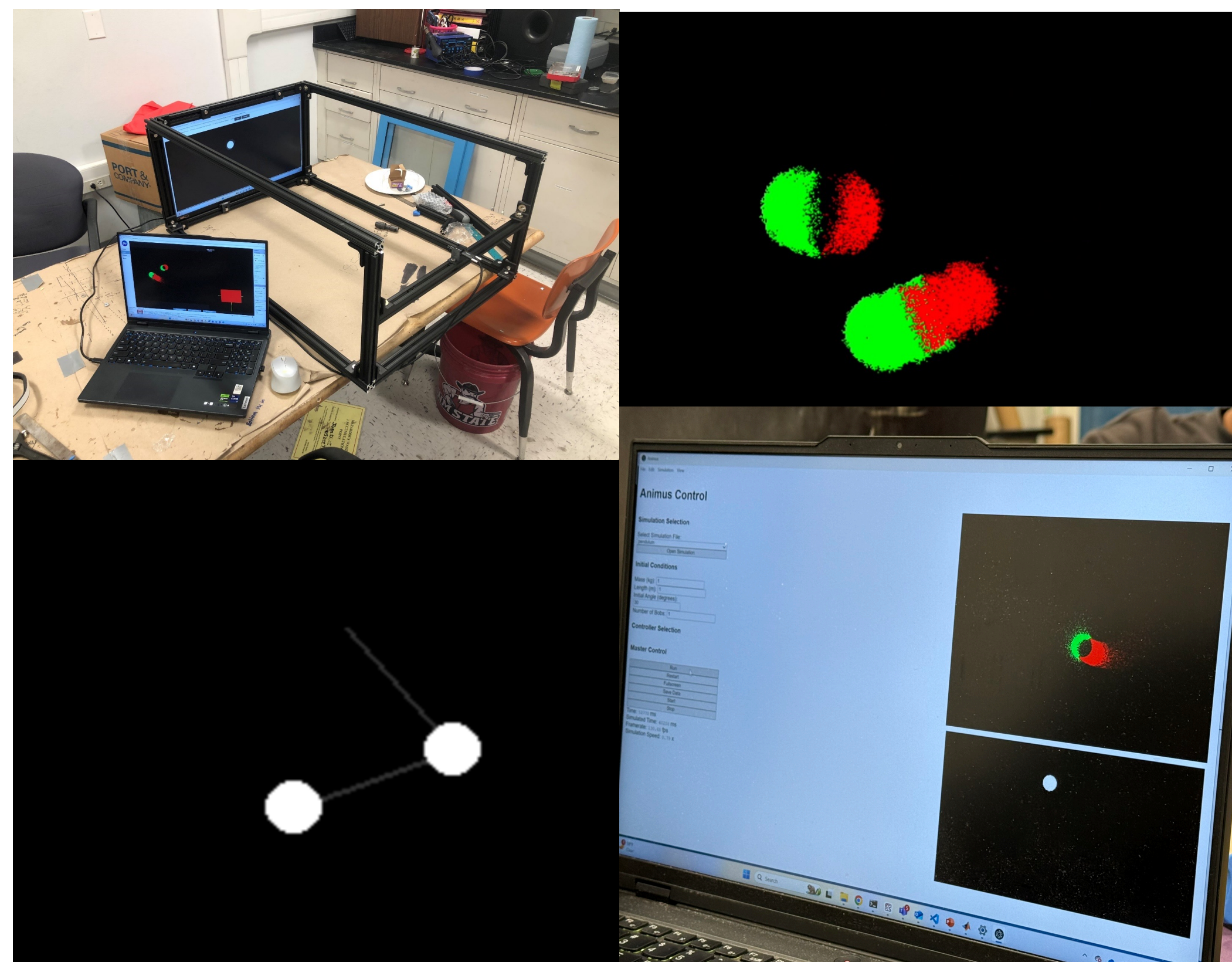


Neuromorphic Physically-Informed Neural Network for Prediction and Control of Engineered Systems

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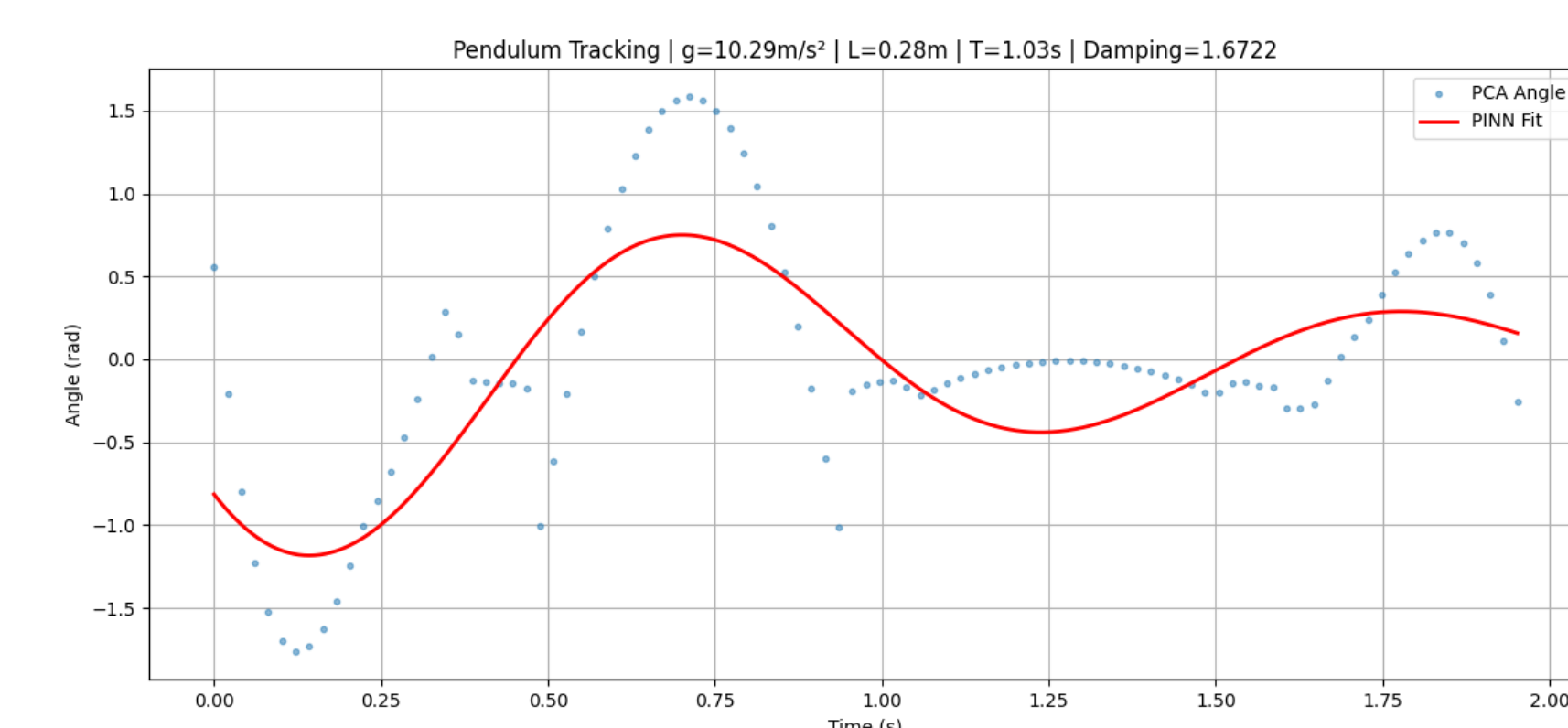
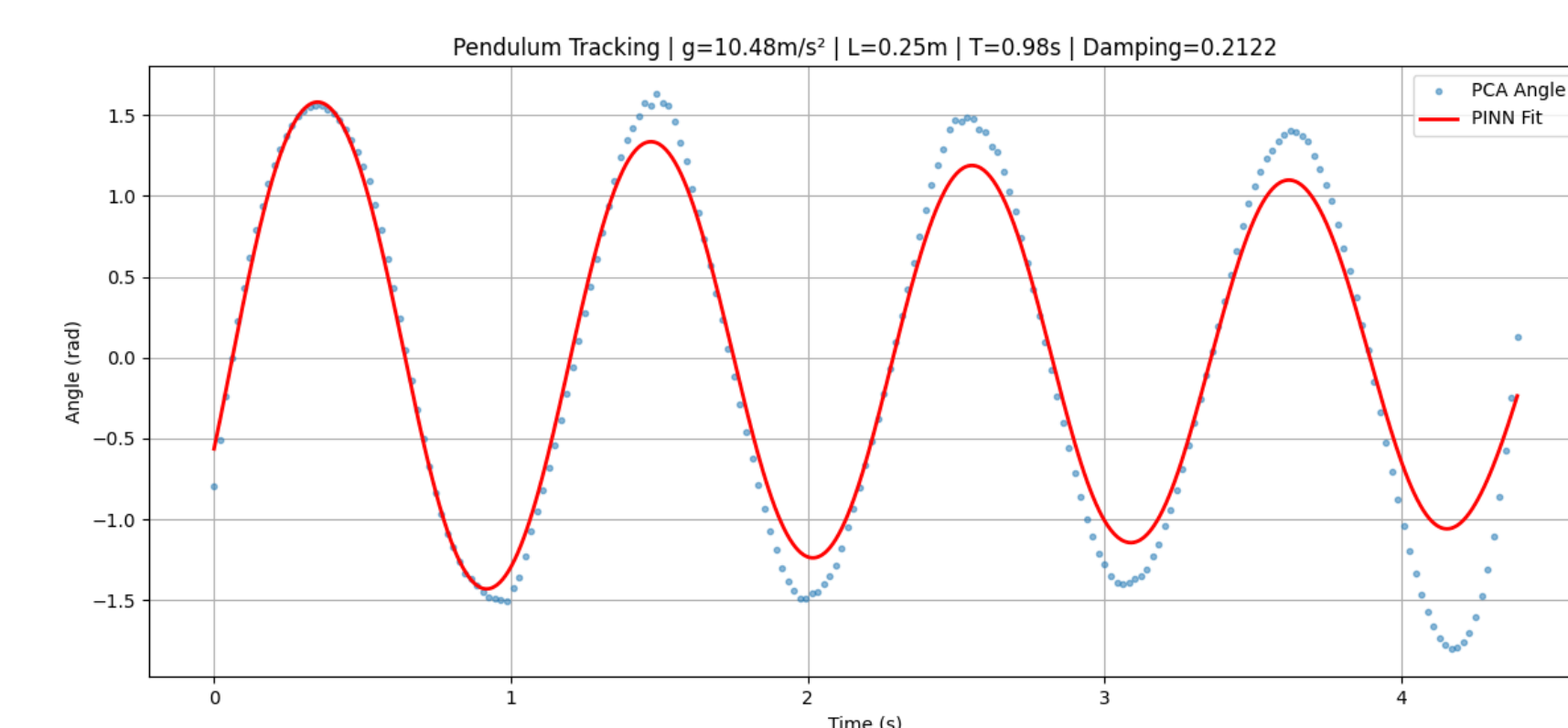
Final Design



- Alienware 500-Hz Monitor was chosen for fast display of high-speed simulations.
- Monitor frame constructed from 80/20 aluminum, shrouded with light-resistant blackout fabric.
- DVXplorer Micro Event Camera was chosen for capture of simulation events for PINN training. Approach aligns with how human vision processes motion; rather than collecting continuous stream of images, only meaningful variations are recorded.
- Large amounts of collected data compressed using PCA to highlight dominant system behaviors.
- Simulation, data capture, and observation run synchronously utilizing JavaScript control panel.
- Collected data fed into PINN for training, identification of non-linear system dynamics.

Results

With decent accuracy, the PINN can currently predict the motion of a single pendulum system. Further tuning is required for the modeling of systems with less ideality and higher degrees of freedom.



Animus

File Edit Simulation View

Animus Control

Simulation Selection

Select Simulation File:

pendulum

Open Simulation

Initial Conditions

Mass (kg): 1

Length (m): 1

Initial Angle (degrees): 30

Number of Bobs: 1

Controller Selection

Master Control

Run

Reset

Fullscreen

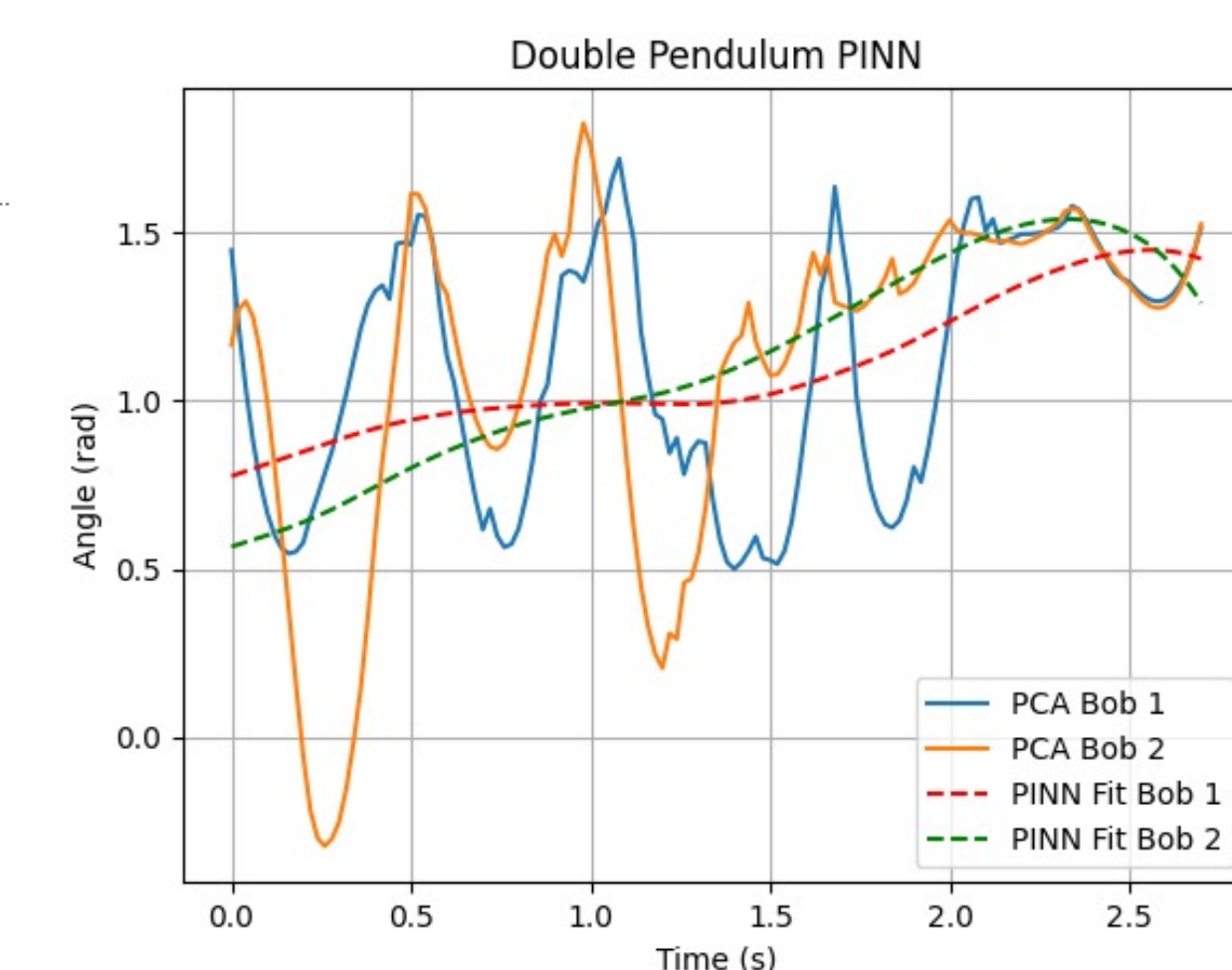
Save Data

Time: 0.00 ms

Simulated Time: 0.00 ms

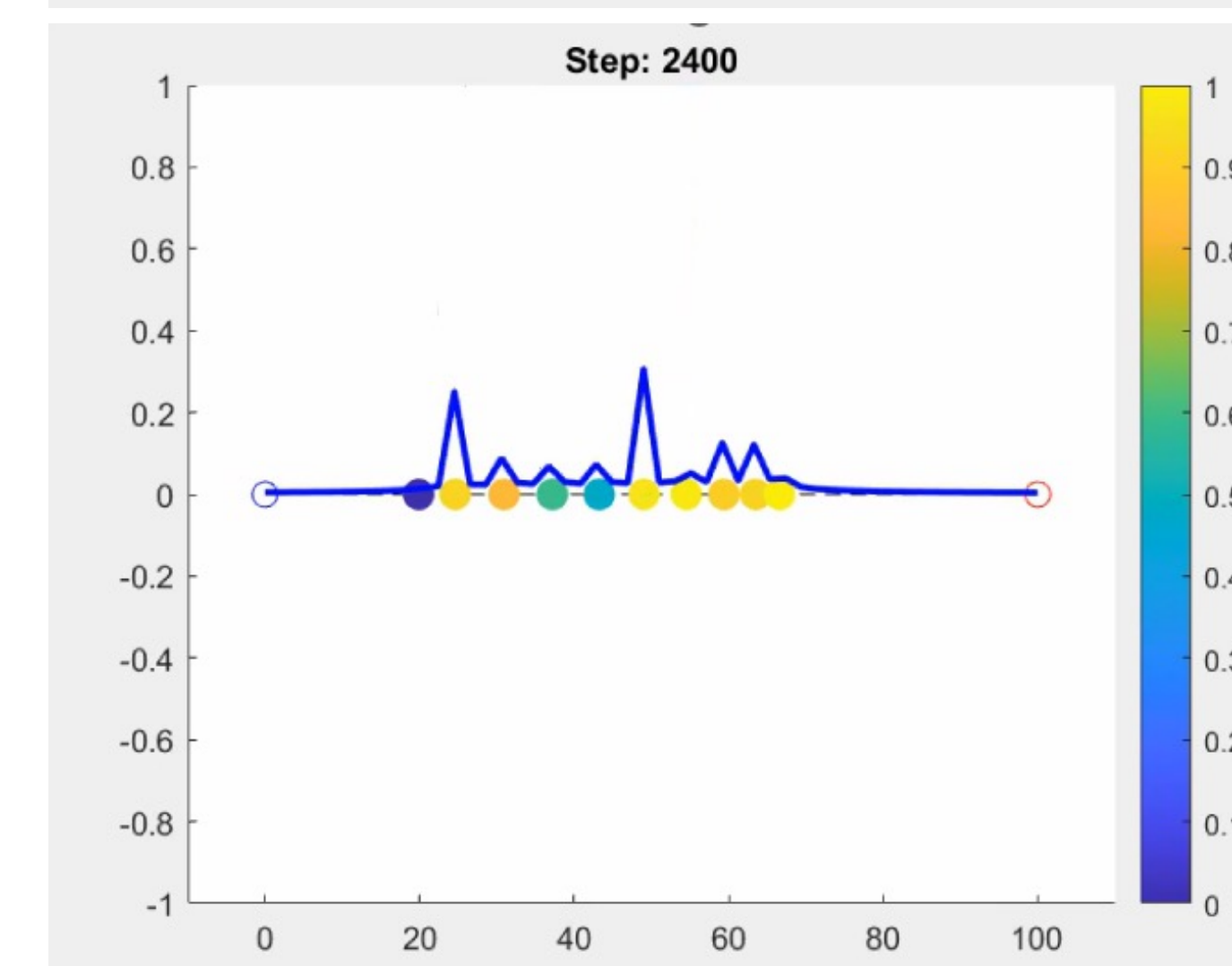
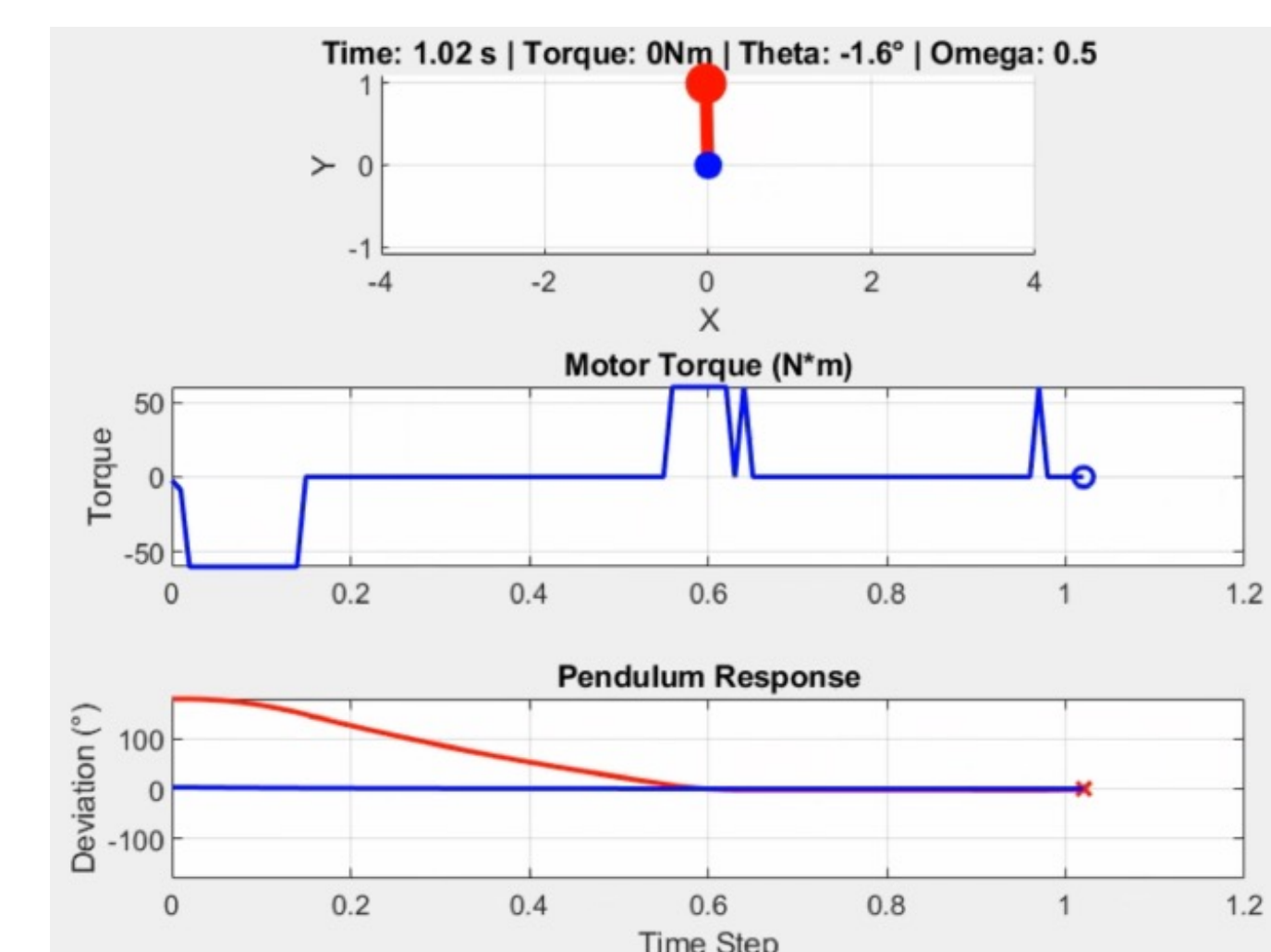
Framerate: 5000 fps

Simulation Speed: 5.00 x



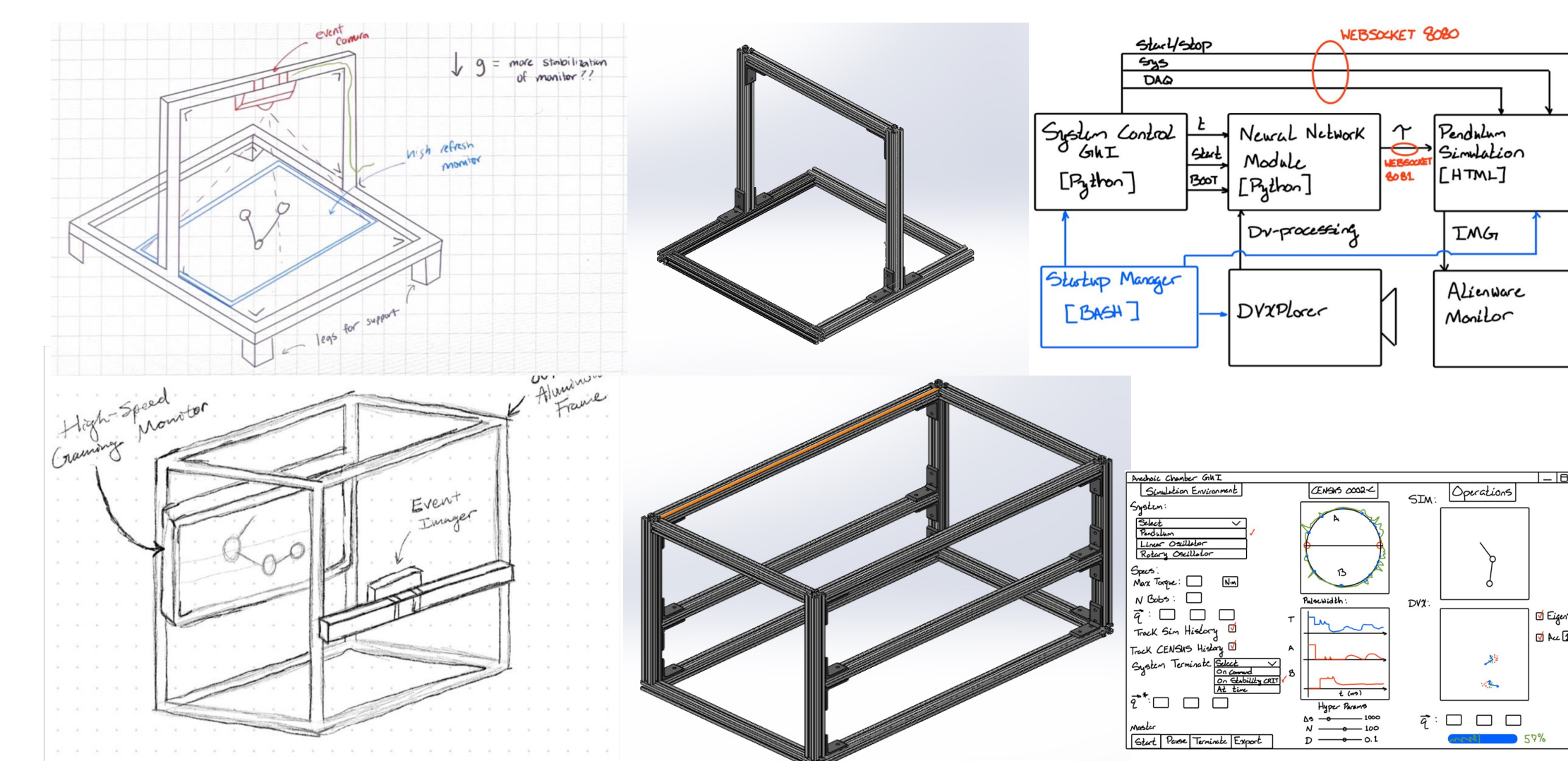
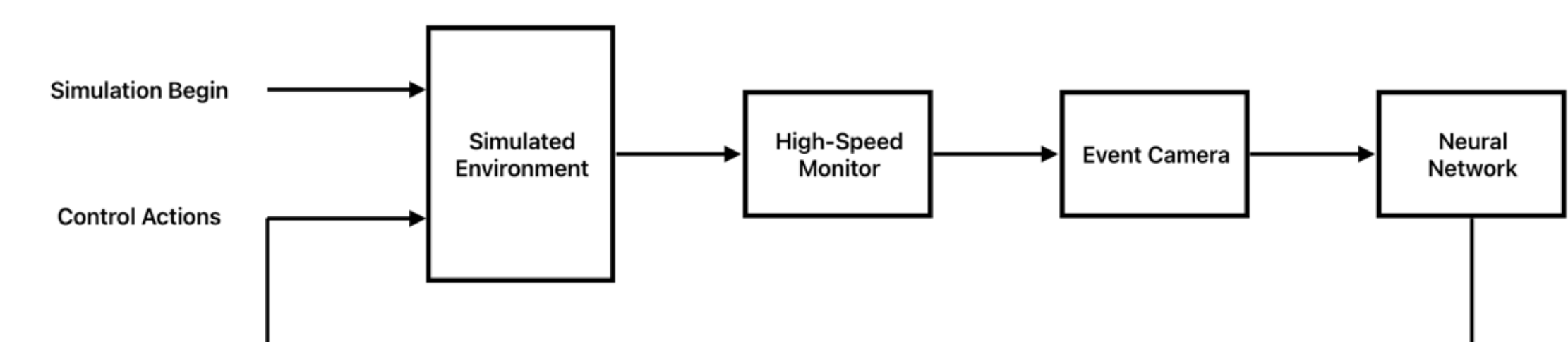
Improvements From Spike-Based Sensing

- Spike-based computing mimics biological neuron behavior by generating signals in response to environmental changes.
- System design draws inspiration from neuromorphic principles, creating a feedback loop similar to how biological systems perceive, process, and react to dynamic environments.
- Spike-based sensing methods provide high efficiency ideal for closed-loop control systems that rely on rapid feedback.



Concept Development

- Integrate simulation, event imaging, and neural network control for pendulum dynamics.
- Three key areas: pendulum system, observation system, and neural network.
- Stable environment crucial for event-based imaging.
- High-speed display critical for lifelike simulation.
- Enhance imaging contrast and reduce light exposure using dark backgrounds; "optical anechoic chamber."
- Designed and evaluated frame concepts to securely position event camera and monitor.
- Compared frame materials, including 80/20 aluminum and 3D-printed mounts.
- Conducted preliminary software tests to integrate event camera data into simulations.
- Explored Principal Component Analysis to optimize neural network data processing.
- Evaluated multiple pendulum setups for simulations.
- Identified key hardware constraints and computational demands for real-time control.
- Plan to iteratively refine both the physical frame and software integration to enhance system accuracy.



References

- Physics Informed Neural Networks – Steve Brunton, University of Washington
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