

# Explaining Neural Network Predictions of Material Strength

(Machine Learning for Industry Forum 2021)

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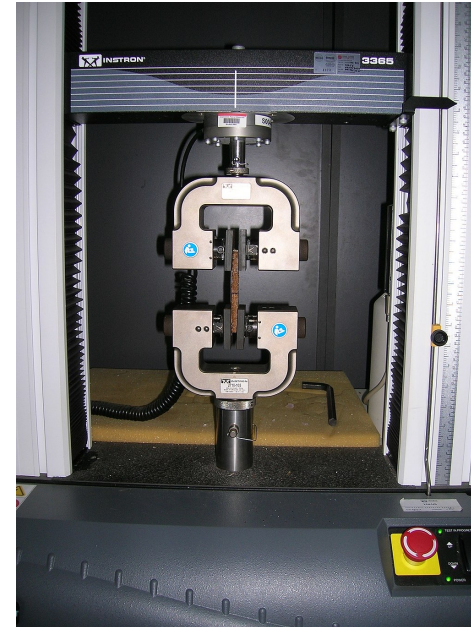
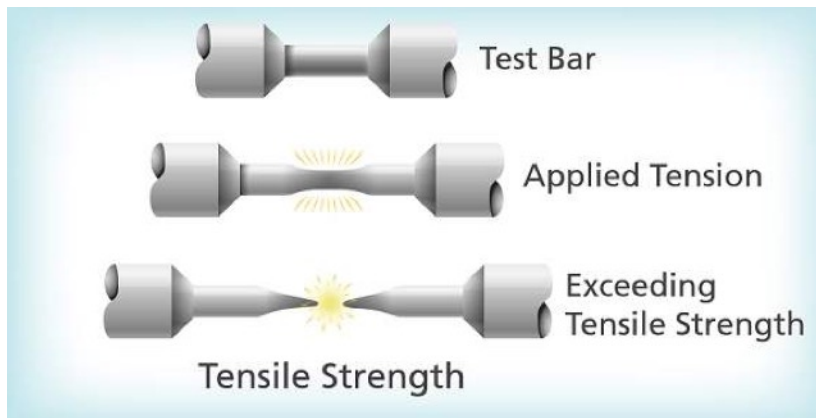
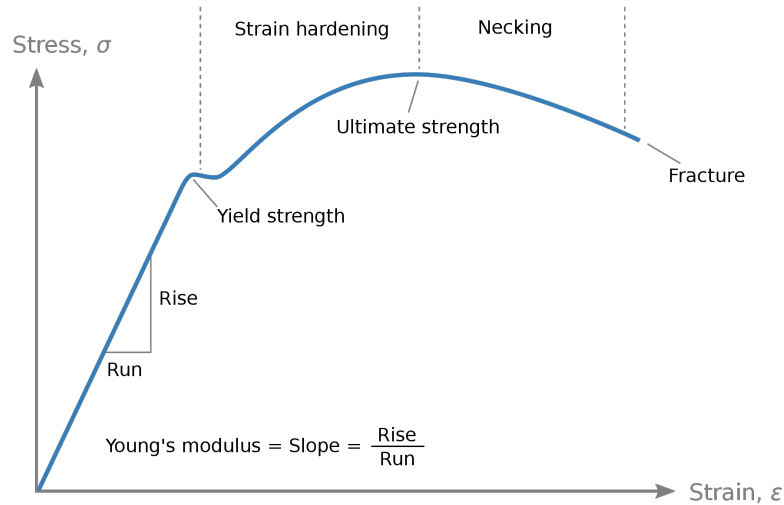
\* Equal Contribution

# Goal: Increase Strength of TATB

- The material we are interested in is a powder called TATB.
- It must be combined with a **binder** into a solid pellet.
- Both the binder and TATB participate in forming the strength of the pellet.
- There are many ways to manufacture TATB as well as many choices of binder.
- What combination exhibits the most strength?



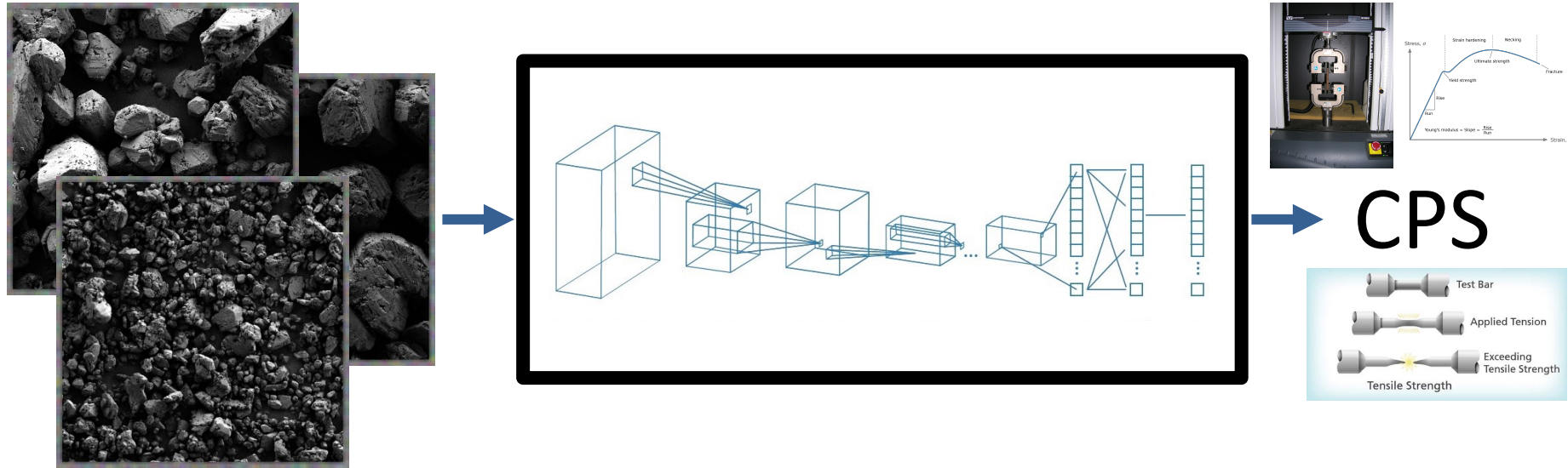
# Tensile Strength Testing



- Critical Peak Stress (aka Ultimate Strength): The point at which a material will not resume its original shape when stretched.
- This is an expensive test for this material.



# Initial Problem: Predict critical peak stress (CPS) of TATB by looking at SEM images



- By looking at a scanning electron microscope image of TATB crystals, can we predict what the stress-strain tested CPS (aka Ultimate Strength) will be when we have pressed it into a solid cylinder?
- From our paper: *Predicting compressive strength of consolidated molecular solids using computer vision and deep learning*, Materials and Design 2020
  - <https://www.sciencedirect.com/science/article/pii/S0264127520300745>

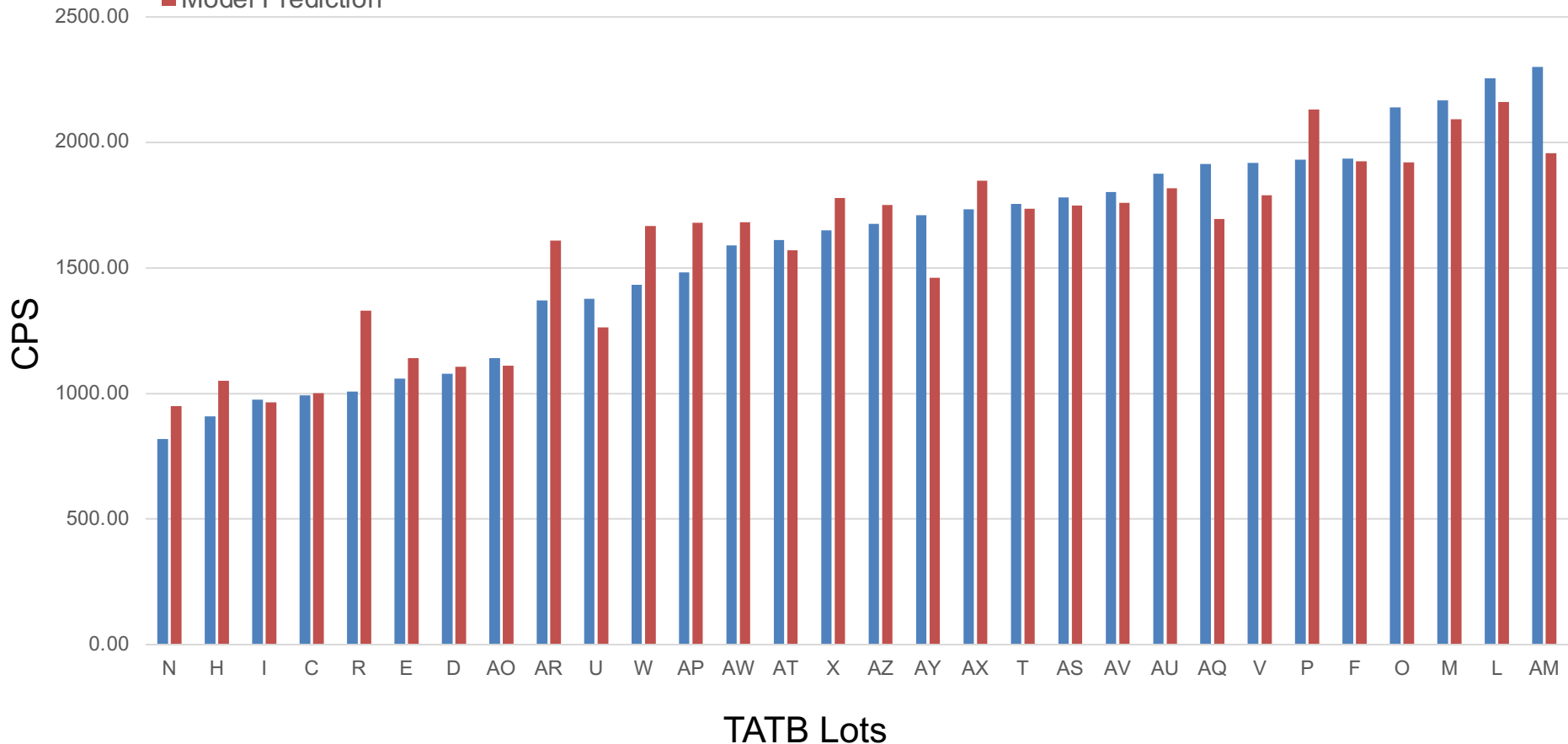


# Results with our deep learning approach

■ Ground Truth

**Deep Learned Predictions of CPS from Model by TATB Lot**  
(RMSE 154.21 MAPE 8.20%)

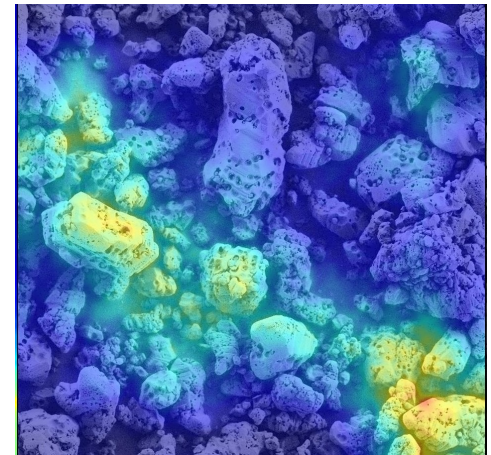
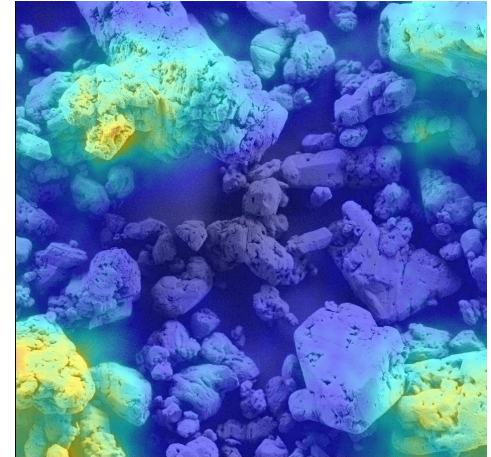
■ Model Prediction



# What is the network keying off of to make its predictions?

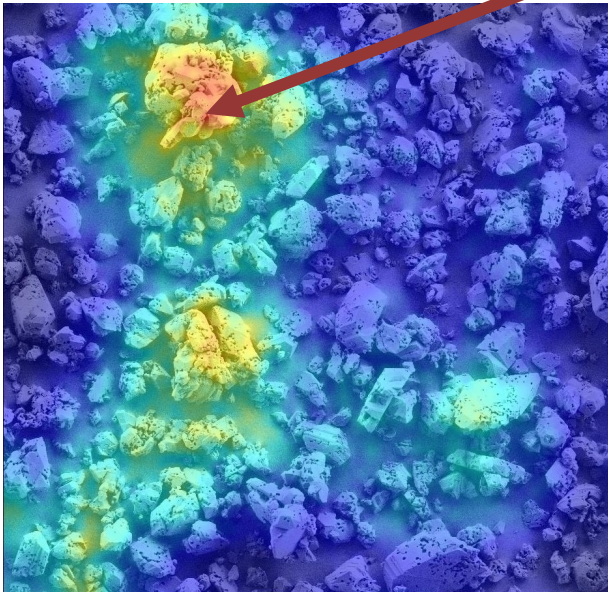
- Is the network making some sort of rational judgement about the material or is it possibly just lucky?
  - Can we expect it to continue to generalize and to what extent can we expect this method to work on other materials?
  - Do important visual features for the network correspond to useful physical properties?
  - Is the network using some feature we might not have thought of and can that give us new insight into material strength?
- Need an interpretable explainable AI (XAI) solution.
  - Most XAI methods are just saliency maps. Can we extract something *easier to interpret* than *where* did the network look?

XAI Saliency Maps



# Idea: Correlate describable textures to network decisions.

TATB SEM Image with Saliency Map Overlapped

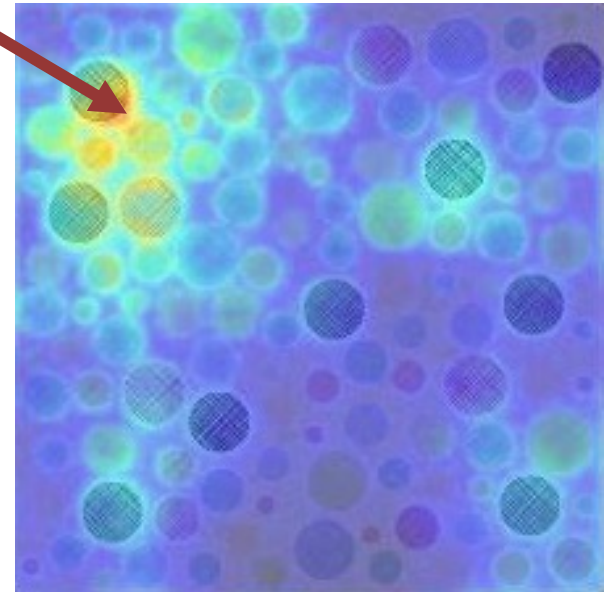


Extract Features at most salient locations from **same** model trained on SEM data.

Which texture features are the most like different SEM features?

Example: What kind of texture might correlate with a low CPS?

A Texture Image with Saliency Map Overlapped

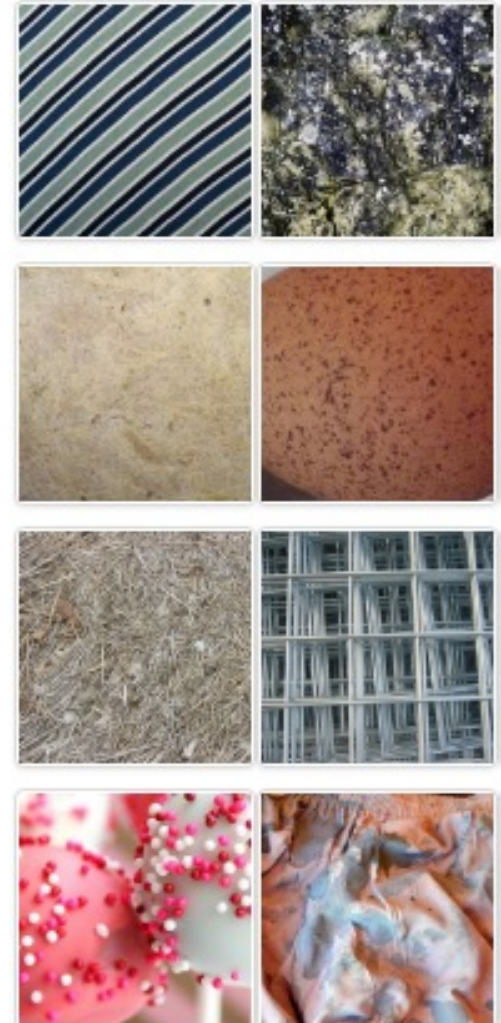


- We know *where* the network looks, but not *what* it finds interesting.
  - Features on SEM crystals are rather abstract to human observers.
- Can we correlate salient feature vectors from a SEM trained network between **texture images** and **SEM images** to tell us *what* the network is looking at?
  - This requires we use the same SEM trained network on both SEM and texture images to extract features.

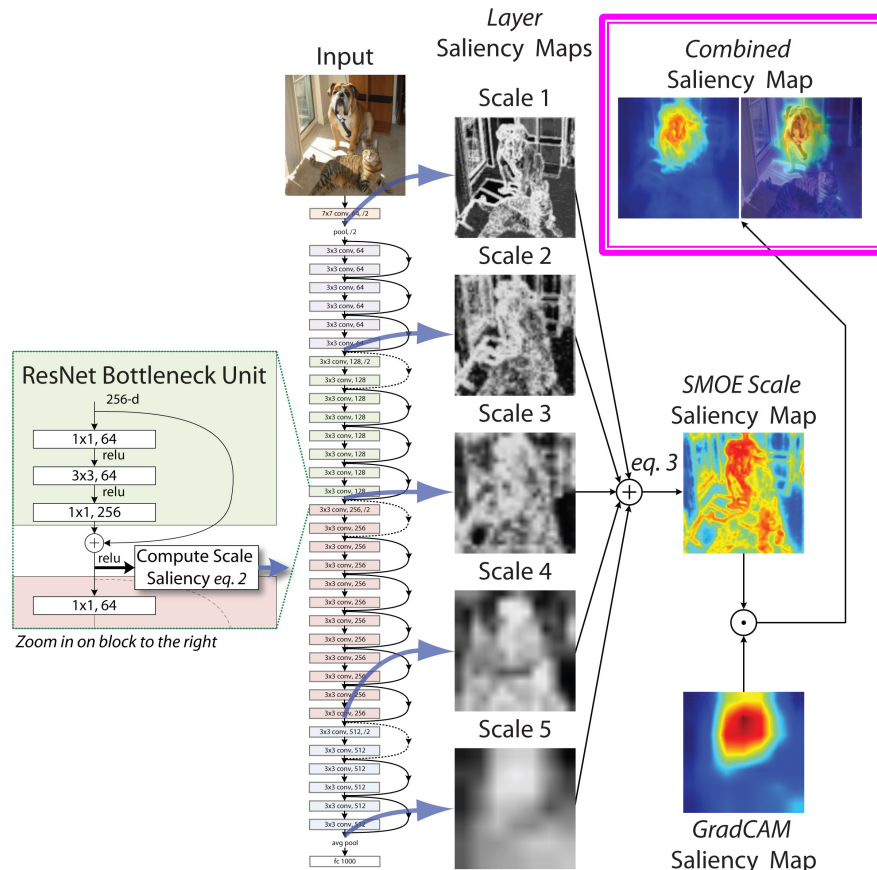


# Describable textures dataset

- Developed by VGG at Oxford, released in 2014
- 5640 images in 47 texture categories
- Example textures:
  - Bubbly
  - Honeycombed
  - Porous
  - Striped
- <https://www.robots.ox.ac.uk/~vgg/data/dtd/>



# What is the image like to the network where it is most salient?

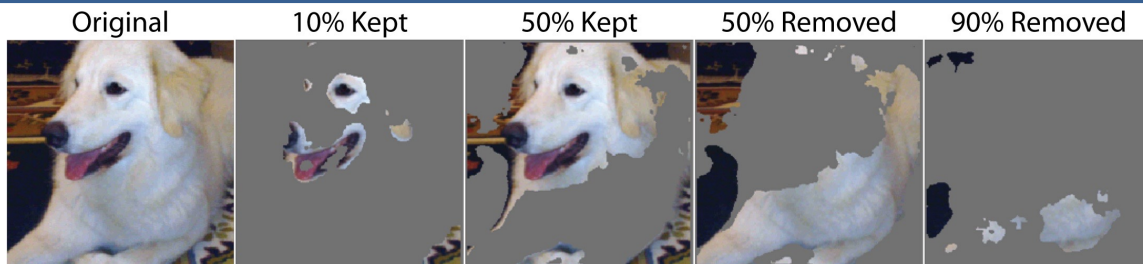


Formation of *SMOE Scale* map which will be element-wise multiplied by a *GradCAM* map.

- Use **FastCAM** to get most salient location.
  - <https://github.com/LLNL/fastcam/>
  - Efficient Saliency Maps for Explainable AI:  
<https://arxiv.org/abs/1911.11293>
  - Produces a saliency map of the parts of the image most important to the network's decision.
  - Combines **SMOE Scale** a measures of layer activation variance activation with **GradCAM**.
  - Much faster than most other methods and more accurate.

# Quantitative Results on FastCAM using ROAR/KAR

- If you mask out the most salient regions, performance should drop more for a better method when you train on the masked images.
- Conversely, if you mask out the least salient regions, performance should drop less when you retrain.



How faithful are the  
least salient locations?

How faithful are the  
most salient locations?

Combined Score  
Higher is Better

Method	KAR	ROAR	COMBINED	Speed	Resolution
Integrated Grad <i>Sundararajan 2017</i>	3.62	-3.58	0.03	Slow	Fine
Gradient <i>Simonyan 2014</i>	3.57	-3.54	0.04	Medium	Fine
Guided Backprop <i>Springenberg 2015</i>	3.60	-3.57	0.04	Medium	Fine
Full Grad <i>Srinivas 2019</i>	3.66	-2.32	1.34	Medium	Fine
Grad-CAM++ <i>Chattopadhyay 2018</i>	3.64	-2.27	1.37	Fast	Coarse
XGrad-CAM <i>Fu 2020</i>	3.66	-2.27	1.38	Fast	Coarse
Grad-CAM <i>Selvaraju 2017</i>	3.67	-2.27	1.40	Fast	Coarse
SMOE Scale + Layer Weights [1,1,1,1,1]	3.62	-2.46	1.15	Fast	Fine
SMOE Scale + Layer Weights [1,2,3,4,5]	3.62	-2.34	1.28	Fast	Fine
SMOE Scale + Prior Layer Weights	3.61	-2.31	1.30	Fast	Fine
Integrated Grad -w- SmoothGrad Sq. <i>Smilkov 2017</i>	3.56	-2.68	0.88	Slowest	Fine
Guided Backprop -w- SmoothGrad Sq. <i>Smilkov 2017</i>	3.49	-2.33	1.16	Slow	Fine
Gradient -w- SmoothGrad Sq. <i>Smilkov 2017</i>	3.52	-2.12	1.41	Slow	Fine
SMOE Scale + Prior Wts. -w- Full Grad	3.68	-2.28	1.40	Medium	Fine
SMOE Scale + Prior Wts. -w- Grad-CAM++	3.66	-2.22	1.44	Fast	Fine
SMOE Scale + Prior Wts. -w- XGrad-CAM	3.68	-2.23	1.45	Fast	Fine
SMOE Scale + Prior Wts. -w- Grad-CAM	3.67	-2.23	1.44	Fast	Fine
Same as above Gamma CDF Normalizer	3.68	-2.23	1.45	Fast	Fine
Same as above Layer Weights [1,1,1,1,1]	3.69	-2.24	1.45	Fast	Fine
Same as above All Bottleneck Layers	3.68	-2.23	1.45	Fast	Fine

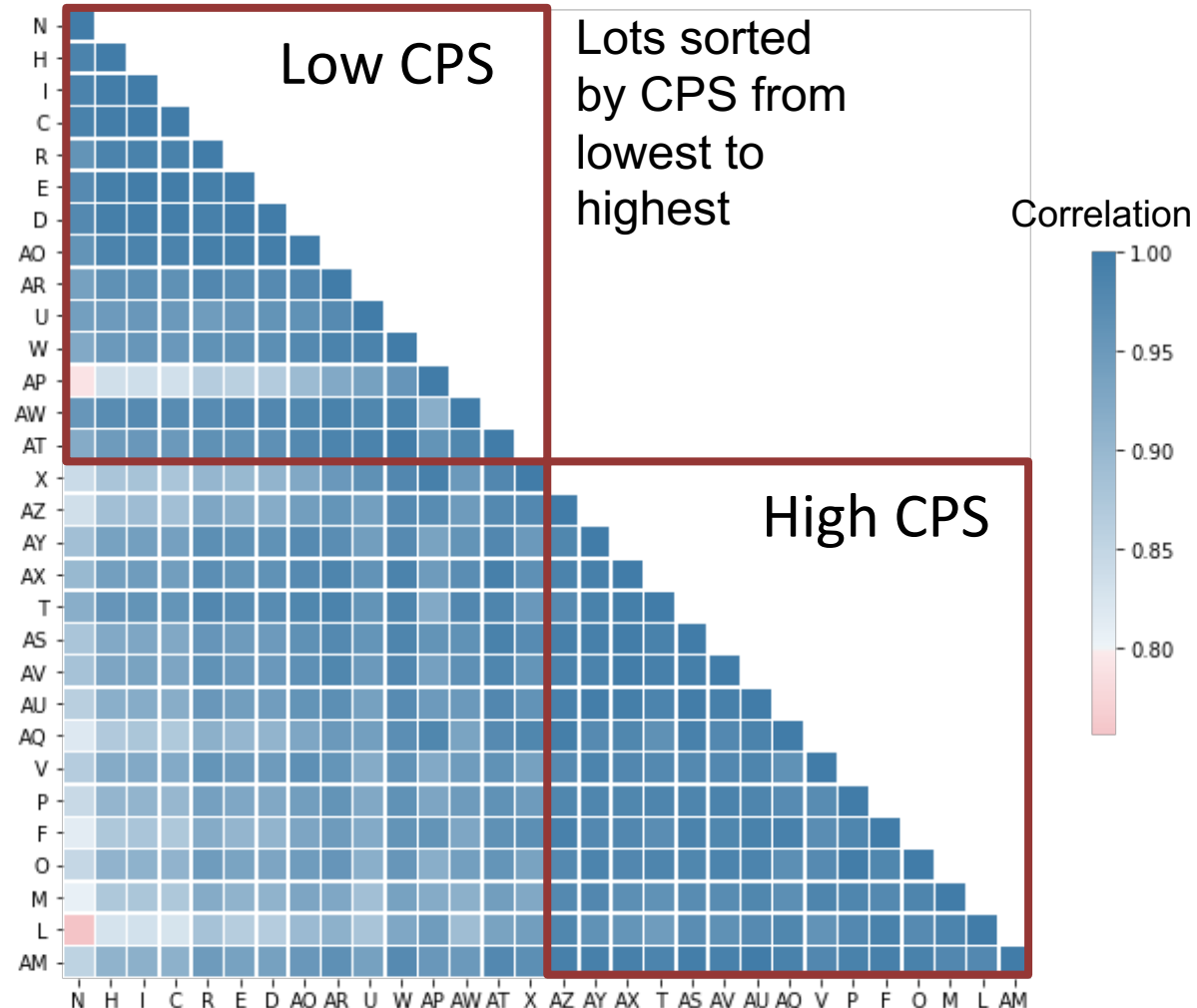
Method used in our Illustrations.

Our solution is approx. 1500 times faster!

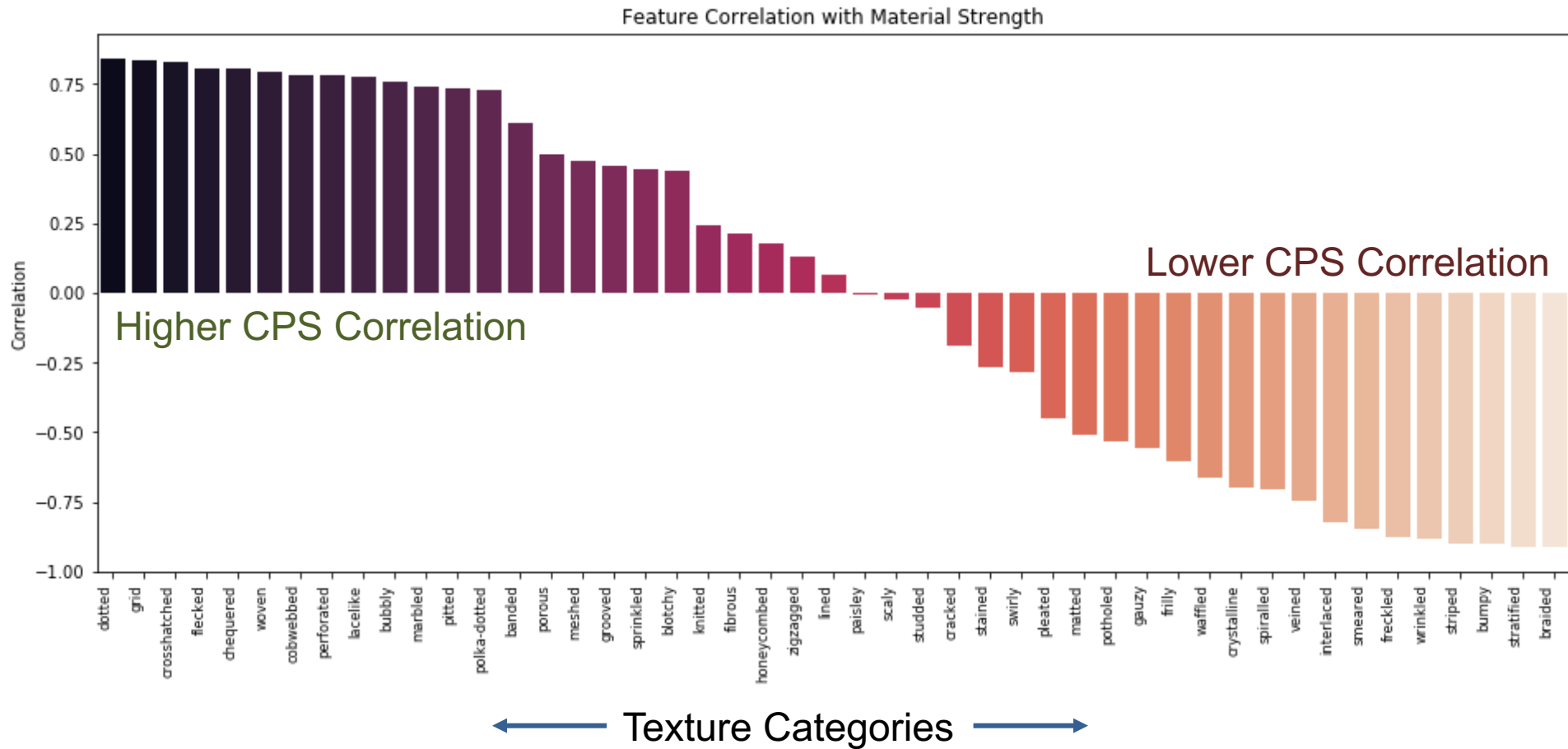


# Batches look more like other batches with similar CPS.

*Without looking at texture yet:*  
we can see that salient  
feature vectors from different  
lots look more like lots with  
similar CPS.

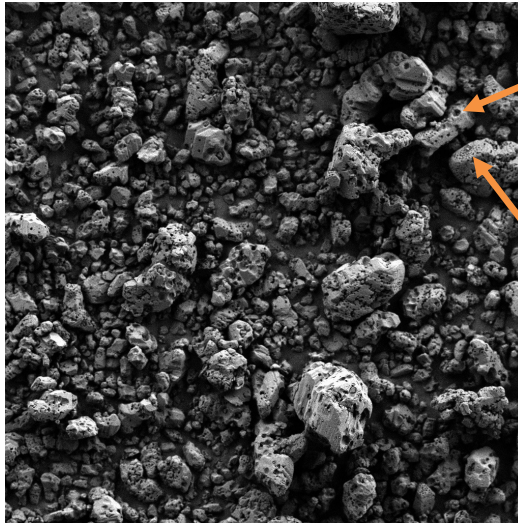


# Correlation between textures and CPS

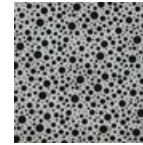


# What textures tell us the network is looking for

High CPS  
Sample



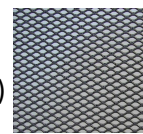
Dotted  
(Larger round spots)



Flecked  
(Fine pores or spots)



Grid  
(Smaller uniform size)

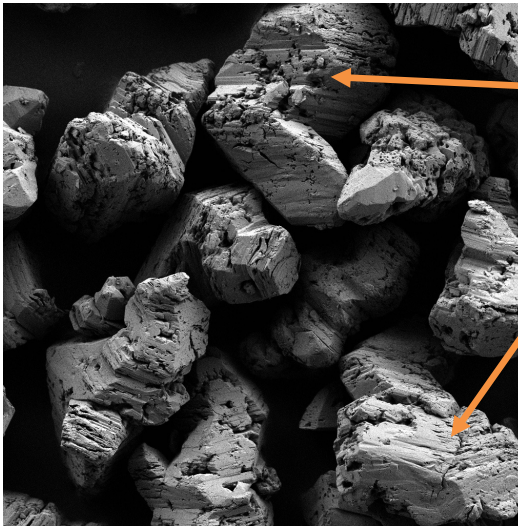


Texture

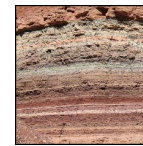
Seemed  
straight  
forward.

Size and Distribution

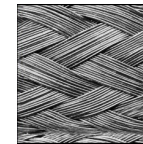
Low CPS  
Sample



Stratification  
(Rock layering)



Braided  
(Intersecting  
stratification)



Bumpy  
(Larger textured  
objects)



Texture

Took more  
work to  
figure these  
two out.

Size and Distribution



# Conclusion

- *A priori* particle size (grid/bumpy) and porosity (dotted/Flecked) we suspected of playing a roll in CPS. However, stratification/braiding was something new we uncovered.
  - Note that we cannot eliminate confirmation bias as a factor.
- Did not see signs of some a priori suspected features playing a roll. These include facet, dispersity and surface area.
  - It's harder to exclude suspected visual features by this method.



Thank you

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Lawrence Livermore  
National Laboratory