





## Results





## Hierarchical Relation Network **Graph convolutions** compute physical effects on each particle node. **Hierarchical graph convolutions** propagate physical effects within a hierachy Effects are computed pairwise and summed up to obtain the overall effect. Effects are first passed up from leaves to ancestors (L2A) then within siblings (WS) and finally down the hierarchy from ancestors to descendants (A2D)

Hierarchical Relation Network (HRN) takes the past particle graphs  $G_{\mu}$  as input and outputs the next particle states  $P^{t+1}$ .  $\Phi_{c}$  processes collision effects,  $\Phi_{\rm F}$  external force effects, and  $\Phi_{\rm H}$  past history effects, which are then propagated within each object with **n**. The MLP  $\Psi$  computes the next states Pt+1

## Future Work



- Derive graph representation from images
- Stabilize long time range predictions
- Support more materials
- Mobel-based reinforcement learning in robotics

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