Scalable Graph Neural Networks for Mesh-Based Fluid Flow Nodeling

Shivam Barwey

Data-Intensive Computing and AI/ML Applications at Scale 8/17/23







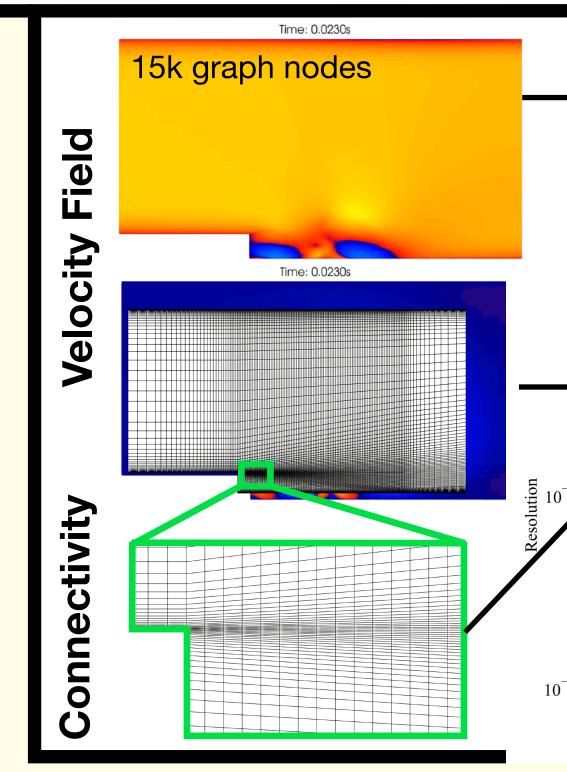
Interpretable Scientific Machine Learning for Mesh-Based Simulations with Graph Neural Networks

<u>With:</u> Romit Maulik (Argonne/Penn State) Varun Shankar (CMU), Venkat Viswanathan (CMU)

Approach

Multiscale GNN layers: Employ message passing schemes at various grid resolutions to enable efficient propagation of information

Graph reduction: Top-K graph pooling strategy achieves reduction in input graph dimensionality using adaptive and learnable node subsampling



Domain decomposition: Leverage domain decomposition routines used in vetted exascale computational fluid dynamics codes (NekRS) to scale-up and train models on very large graphs

Research Objectives

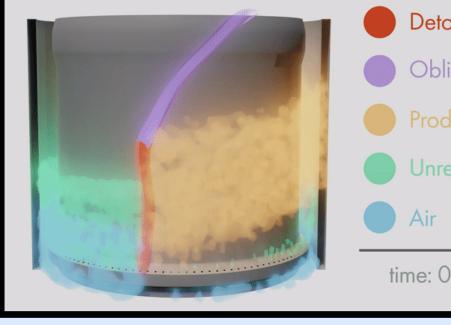
Goal: surrogate models for **fullscale** unsteady fluid simulations (e.g., propulsion applications)

Objective 1: Enable complex geometry compatibility.

Adaptive Graph

Encoder

Latent Graph



Solver: UMReactingFlow (APCL, UM) Visualization: Michelle Lehmann (ORNL)

Objective 2: Ensure interpretable latent spaces, fine-tuned to modeling task (reconstruction, forecasting).

Objective 3: Develop scalable training and inference strategies.

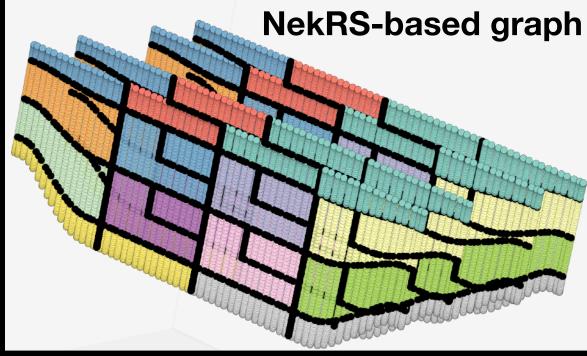
Impact & Ongoing Work

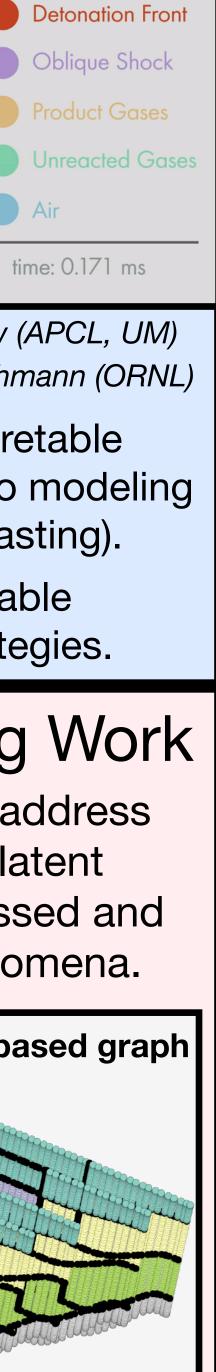
Interpretable GNN layers address key limitation in SOTA — latent spaces can now be accessed and mapped to physical phenomena.

es for /ays for ation for

surrogate models.

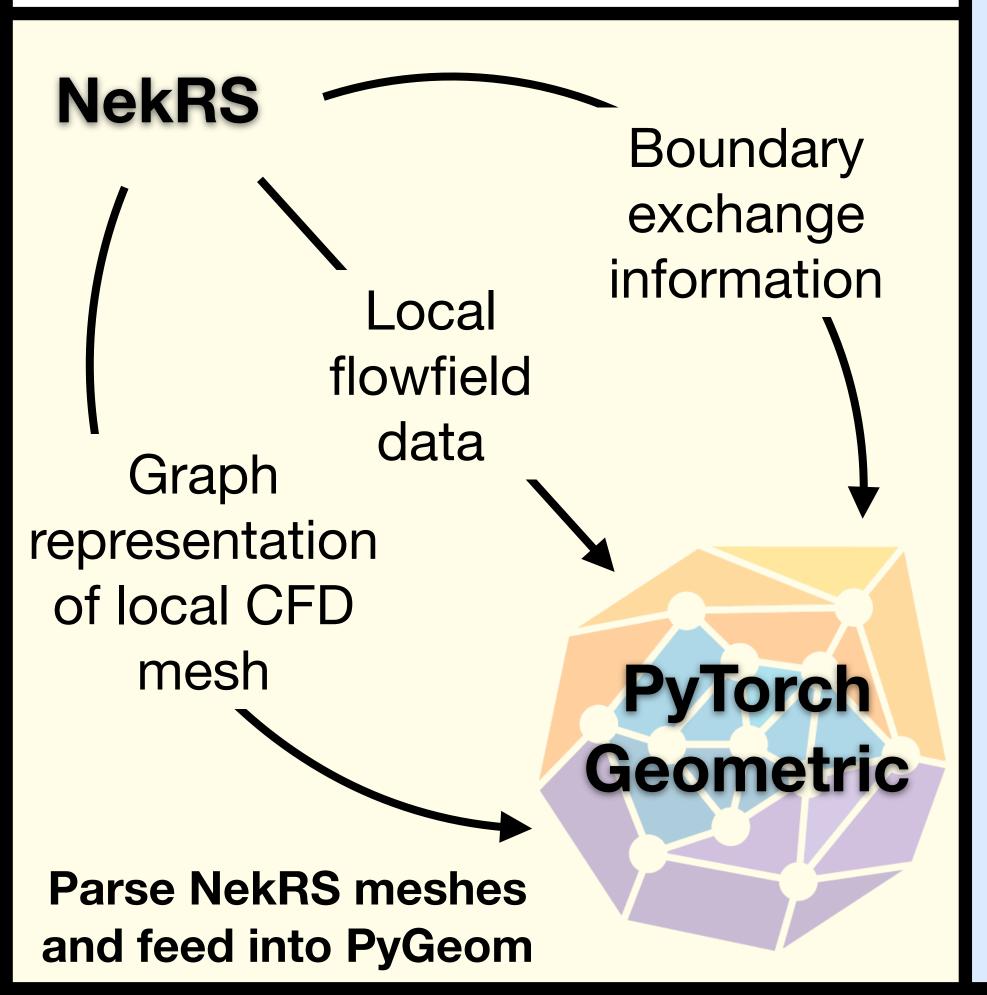
Ongoing work: distributed GNN operations using NekRS, and forecasting stability.





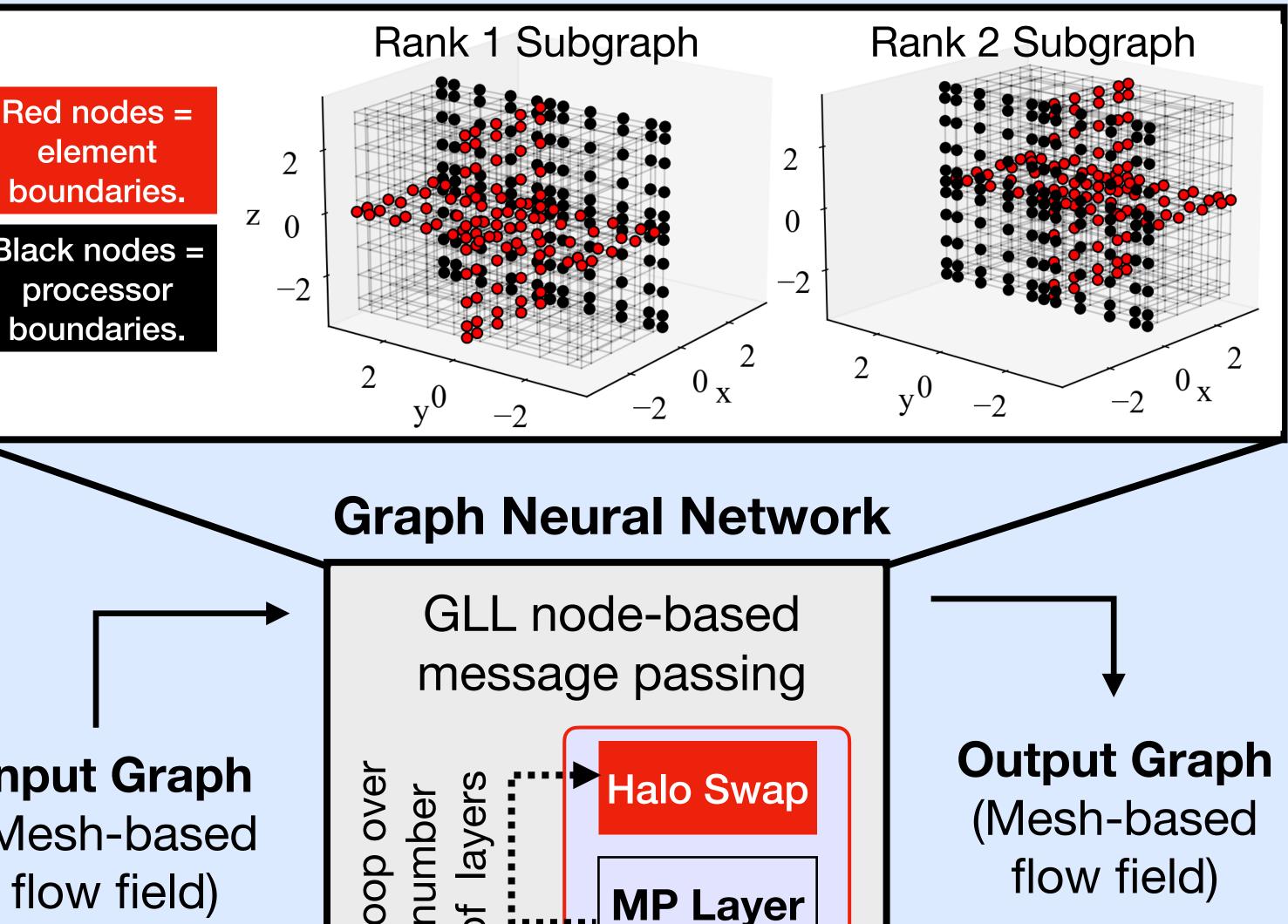
Scaling Up GNN Operations: Interfacing with NekRS

<u>With:</u> Romit Maulik, Riccardo Balin, Saumil Patel, Ramesh Balakrishnan, Venkat Vishwanath



element boundaries. Black nodes = processor boundaries. **Input Graph** (Mesh-based flow field)

Partitioned NekRS-based graph



GNN scope: node-level regression tasks (e.g., forecasting). **Offline training demonstration in progress.**

