

Machine Learning-aided enhancement and acceleration techniques for Polyhedral Finite Element Methods

P. F. Antonietti

joint work with E. Manuzzi

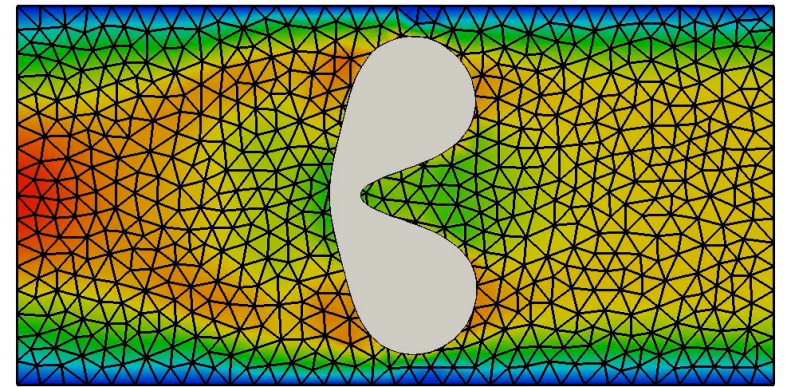


Motivations

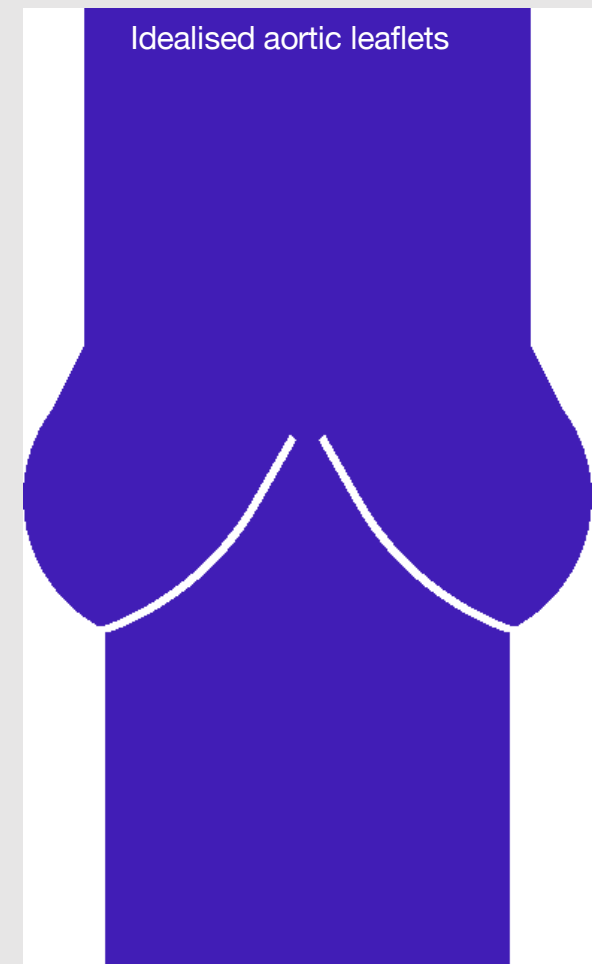
Many engineering and geophysical applications have **complex physical domains** (fluid-structure interaction, crack propagation, flow in fractured porous media).

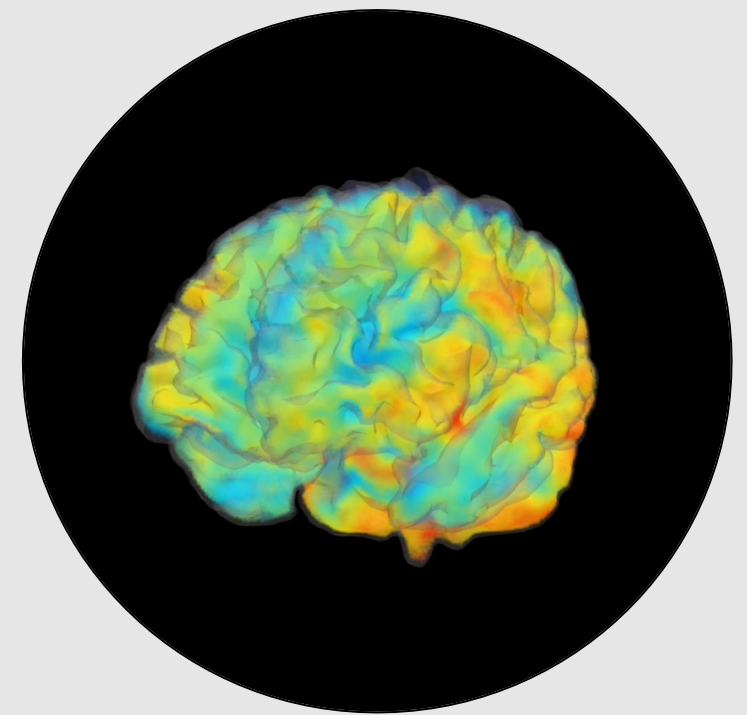
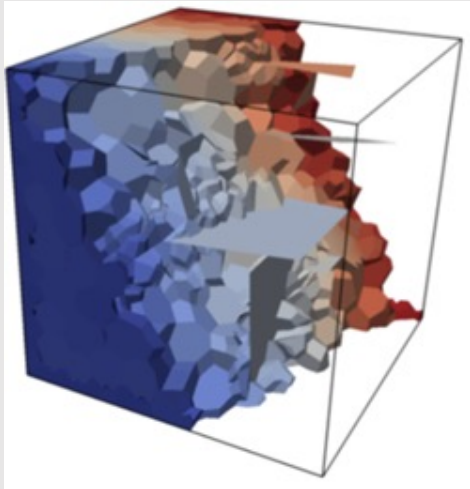


Development of numerical methods that use **general polygonal and polyhedral mesh elements** (es. **Virtual Element Method, Polygonal Discontinuous Galerkin**, HDG, Weak Galerkin, Mimetic Finite Differences, Hybrid High Order, etc...).



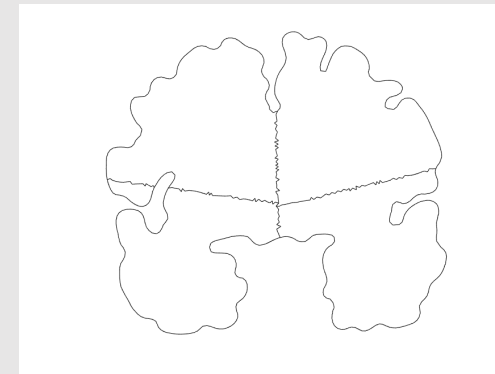
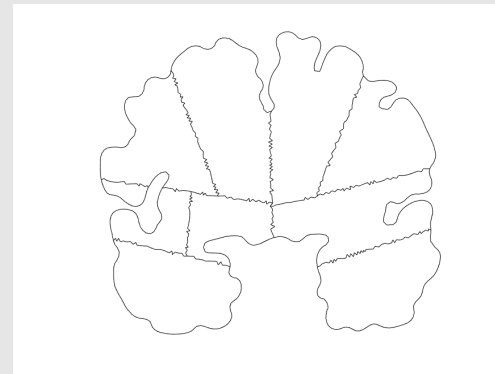
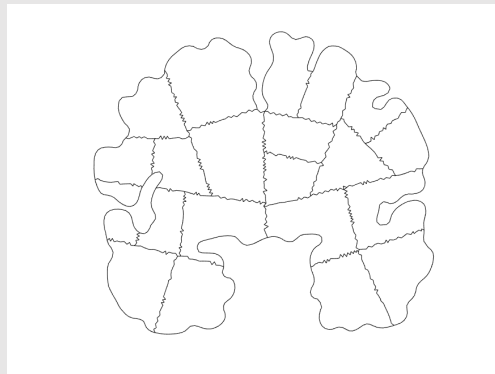
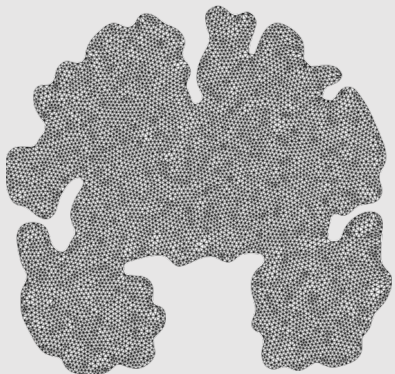
Evolution of an ideal red blood cell experiencing very large displacements



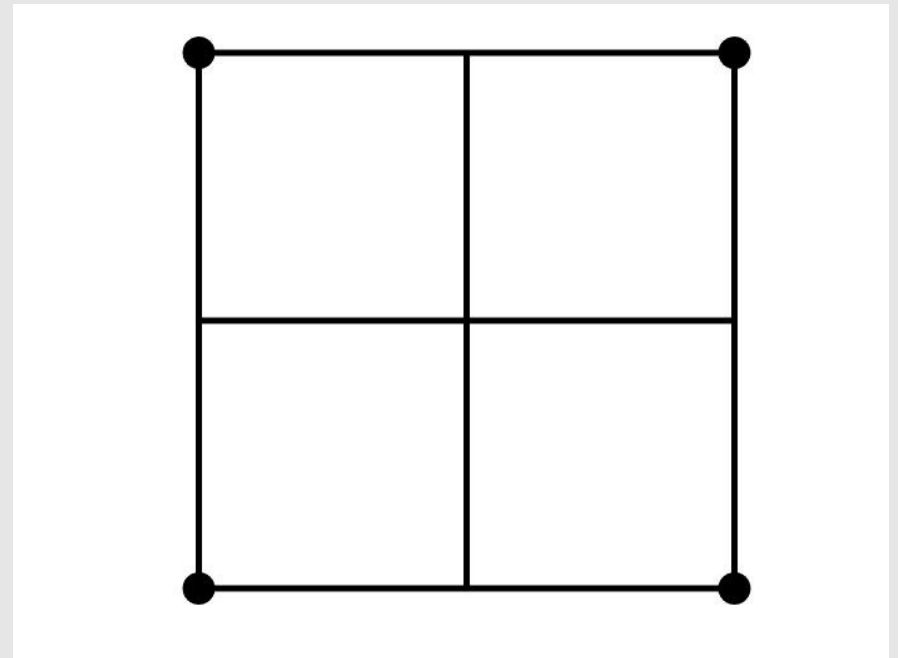
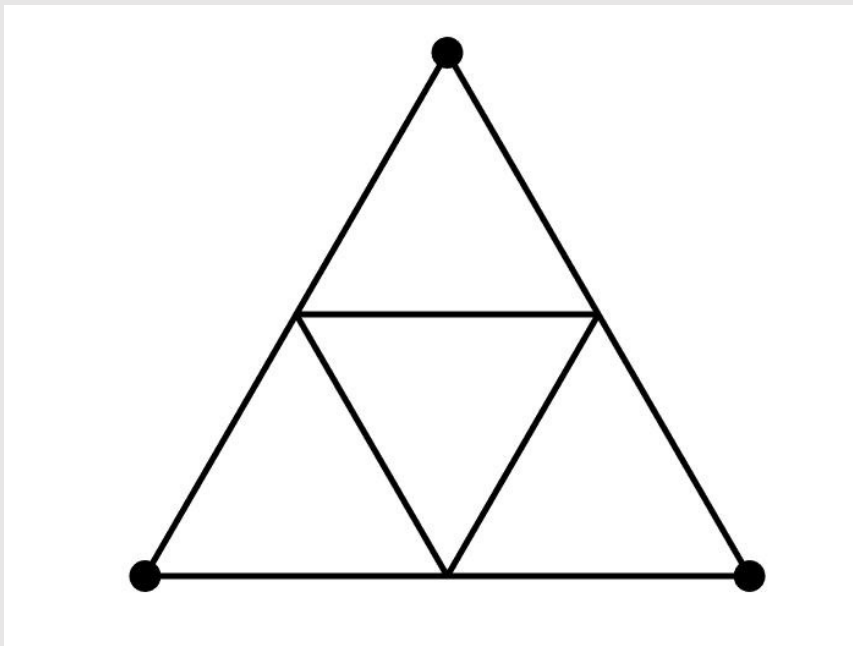


Objective

- Develop effective algorithms to handle polygonal and polyhedral grids, in particular mesh **refinement and agglomeration, based on employing Machine Learning techniques.**
- Enhance the performance and accuracy of Polyhedral Finite Element methods based on employing **ML-aided strategies**



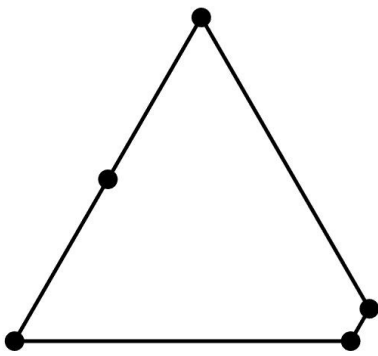
ML-enhanced mesh refinement (2D)



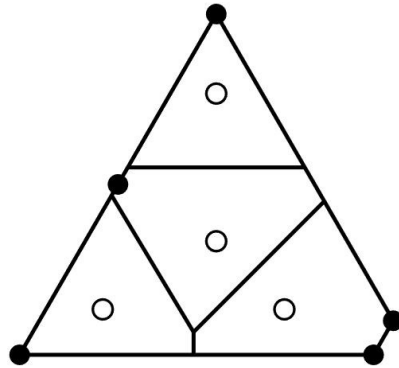
Refinement strategies for triangles and quadrilaterals.

Refinement strategies for general polygons

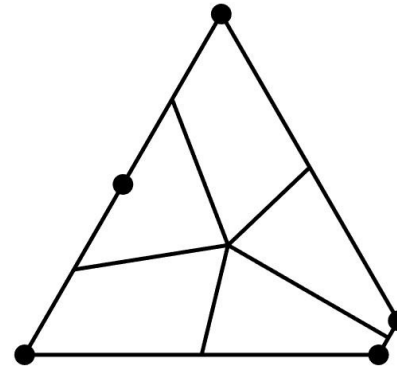
initial polygons



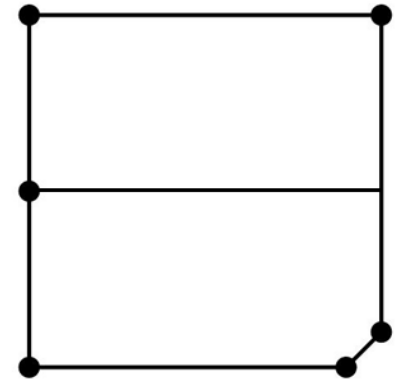
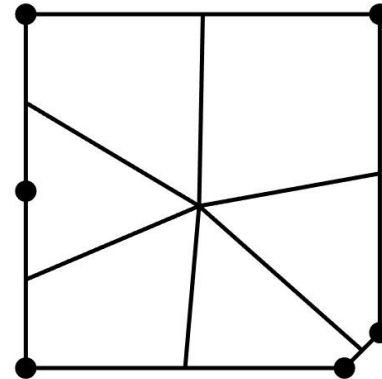
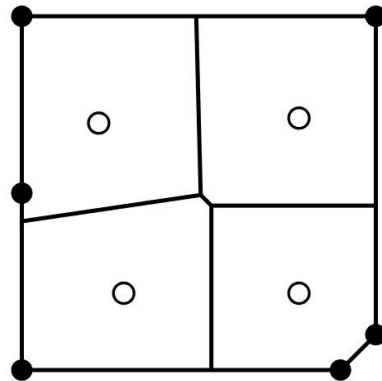
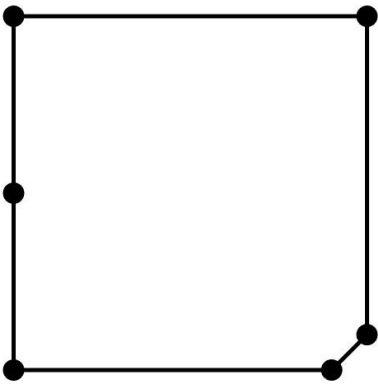
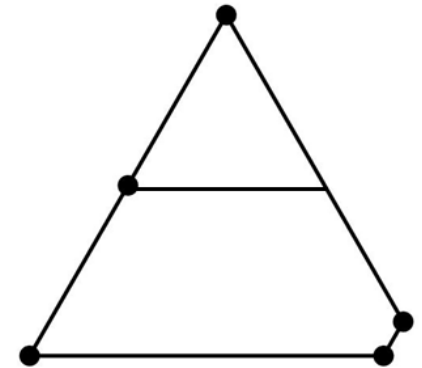
Voronoi



midpoint

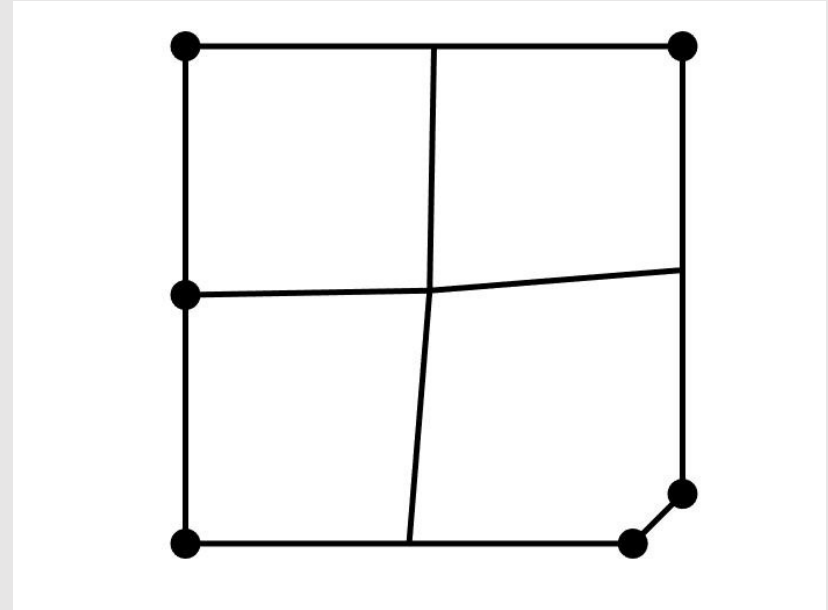
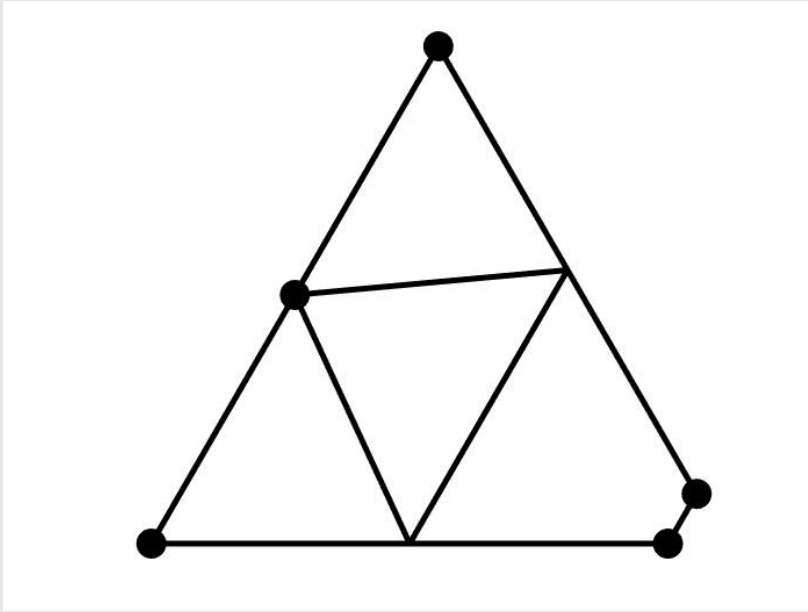


preferential direction*



*S. Berrone, A. Borio, and A. D'Auria 2021

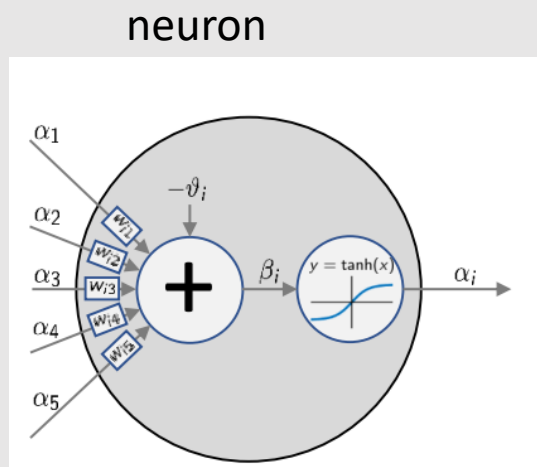
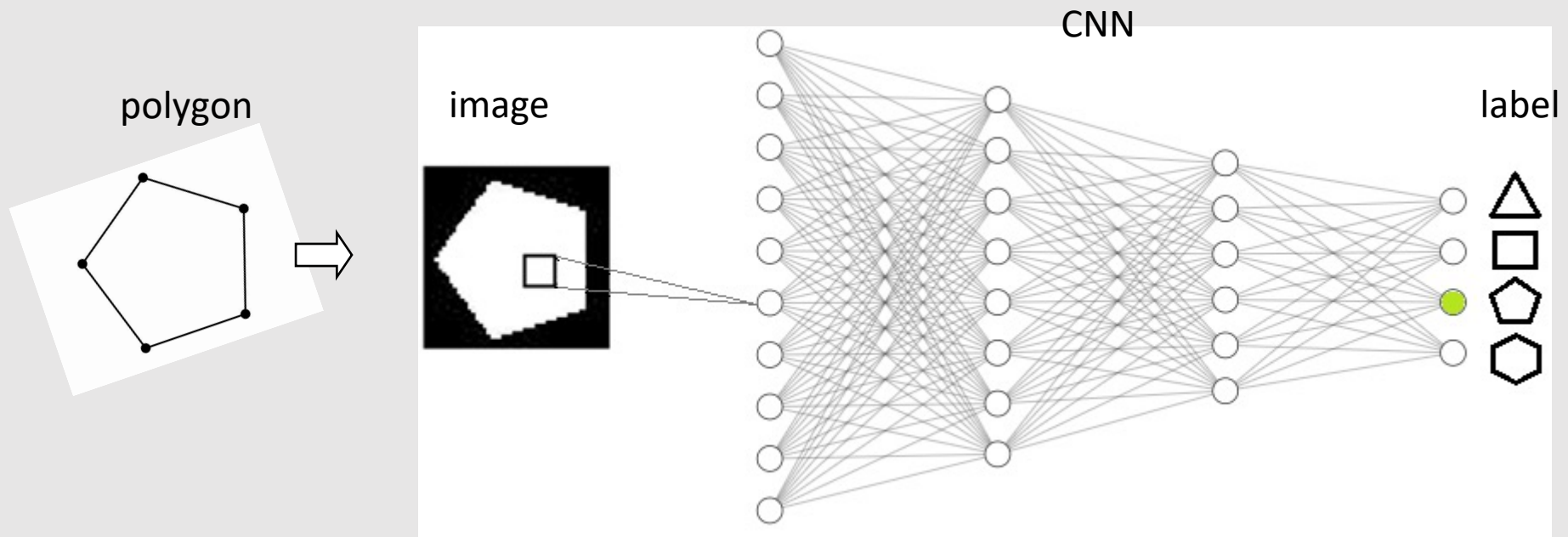
"Ideal" strategy



1. Classify the "**shape**" of a polygon.
2. Apply a suitable refinement for that specific shape.

Step 1 can be learned from a database of examples using Machine Learning (ML).

Image classification using Convolutional Neural Networks (CNNs)

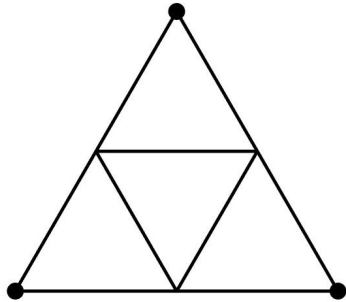


Network training is the process of tuning the neurons parameters, in order to correctly classify a given database of samples.

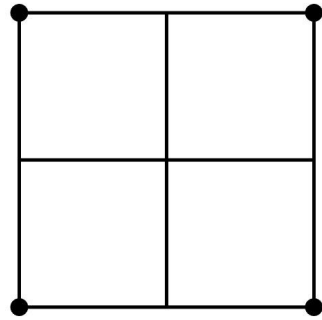
It is expensive but it can be done offline once and for all, while online classification is very fast.

Algorithm 1: CNN-enhanced Reference Polygon (CNN-RP) strategy

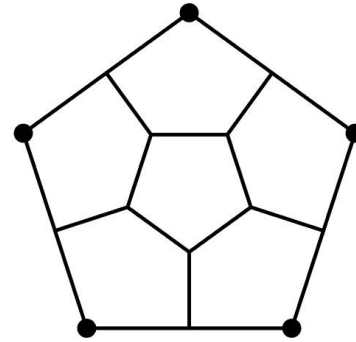
Triangle



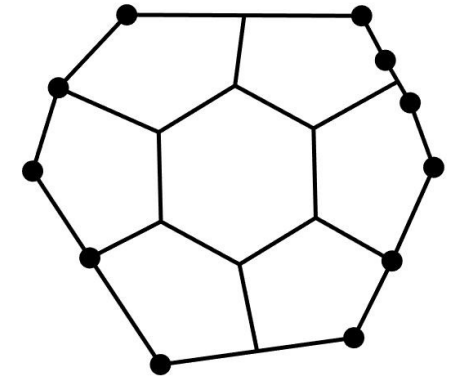
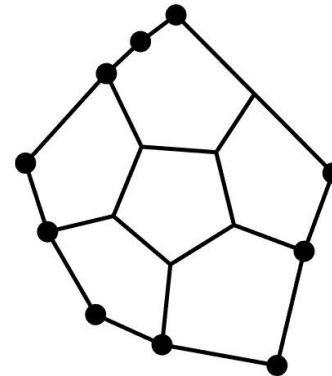
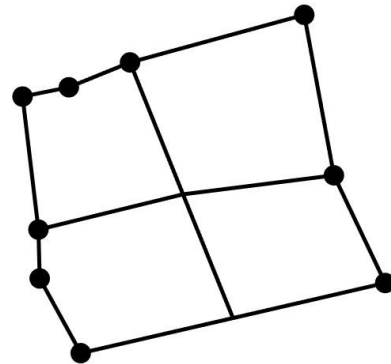
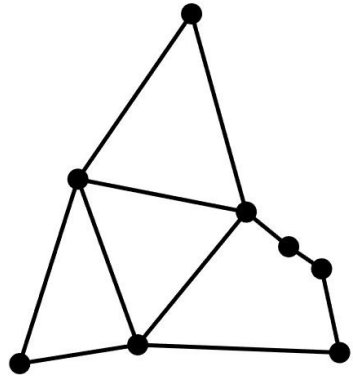
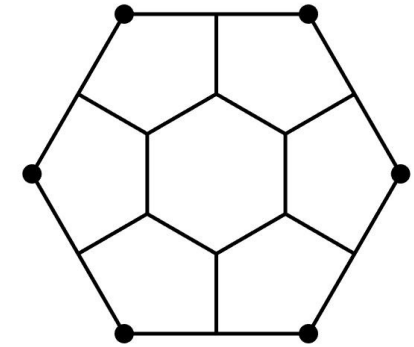
Square



Pentagon



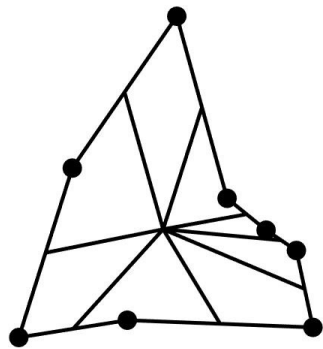
Hexagon



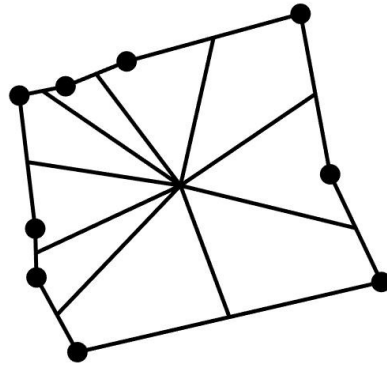
Strategies for regular polygons are extended to arbitrary polygons by exploiting the CNN information about the "shape".

Algorithm 2: CNN-enhanced Mid-Point (CNN-MP) strategy

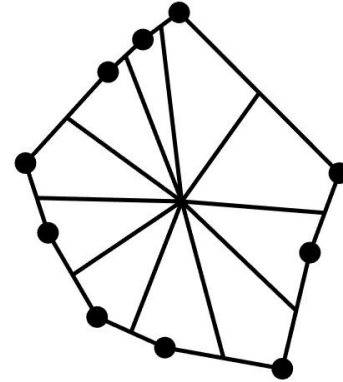
Triangle



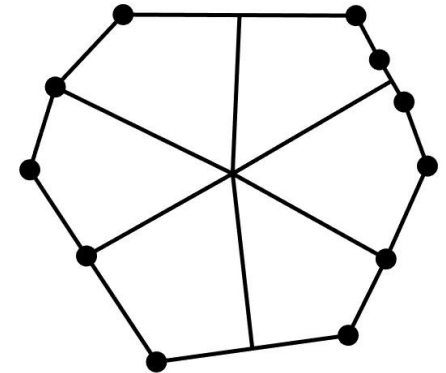
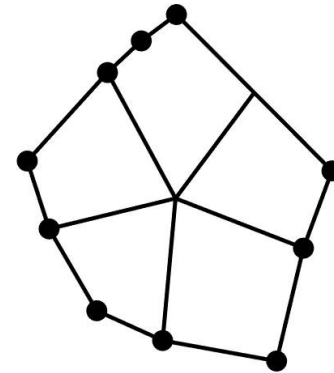
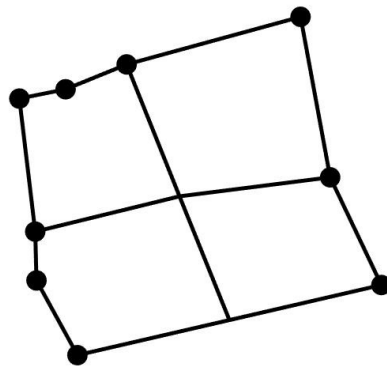
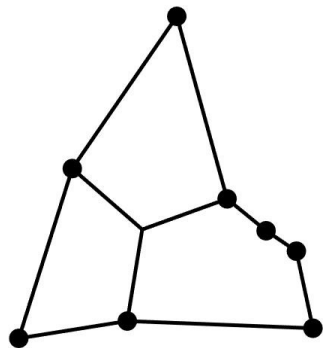
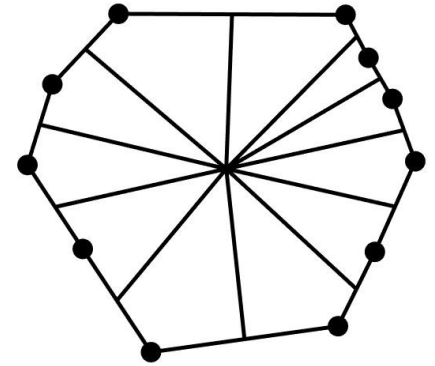
Square



Pentagon



Hexagon



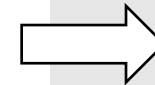
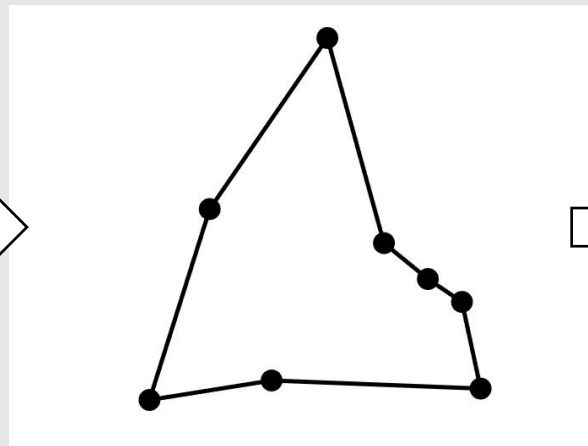
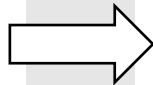
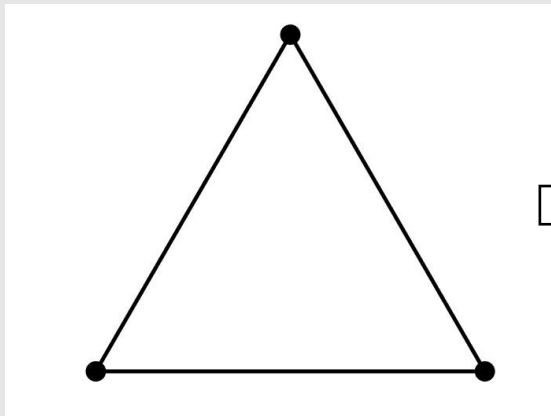
The MP strategy can be enhanced by classifying polygons using a CNN and choosing refinement connections according to the label.

Automatic dataset generation

Reference
polygon

Small distortions
applied

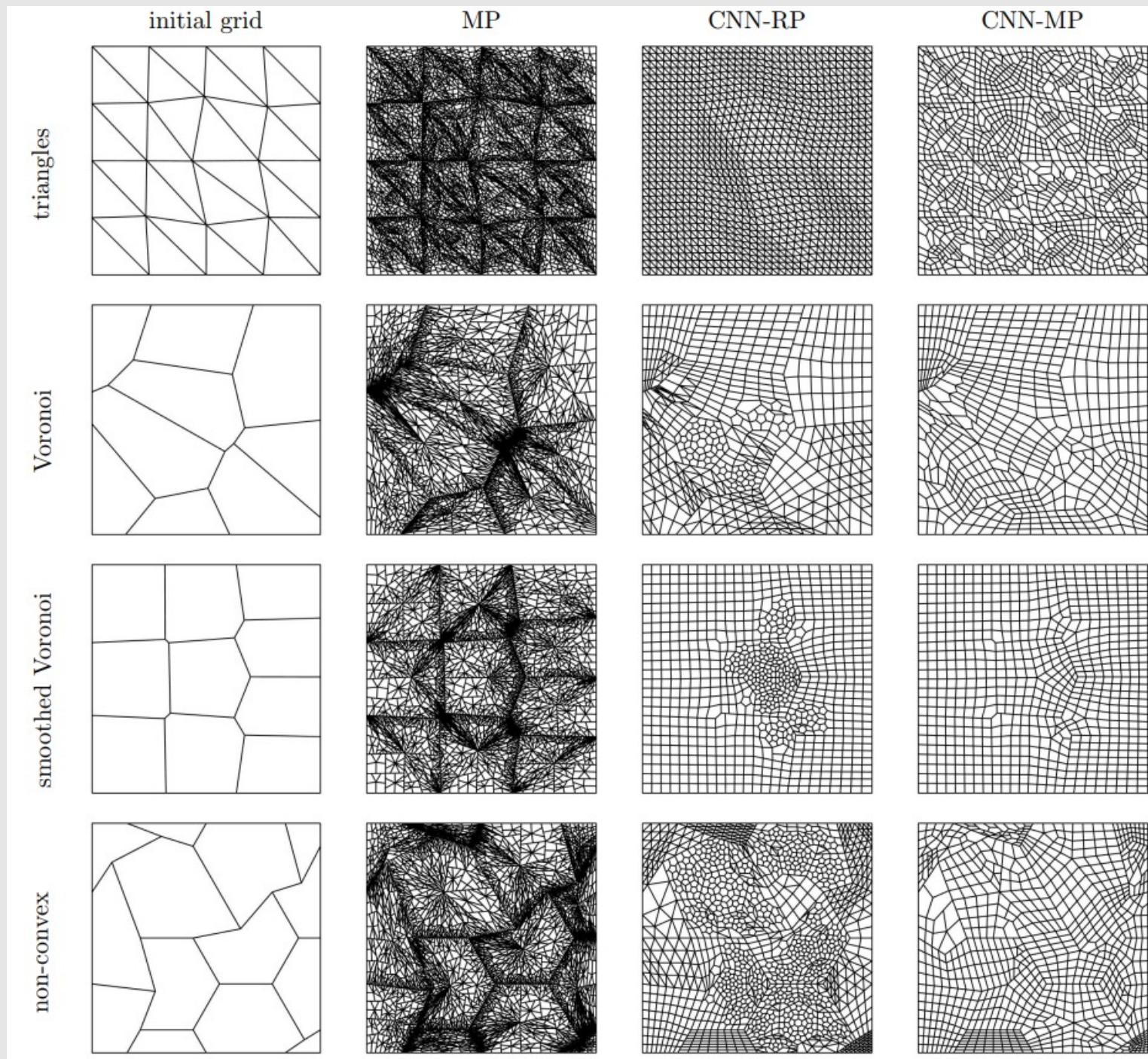
Binary image
64x64 pixels



Label: "Triangle"

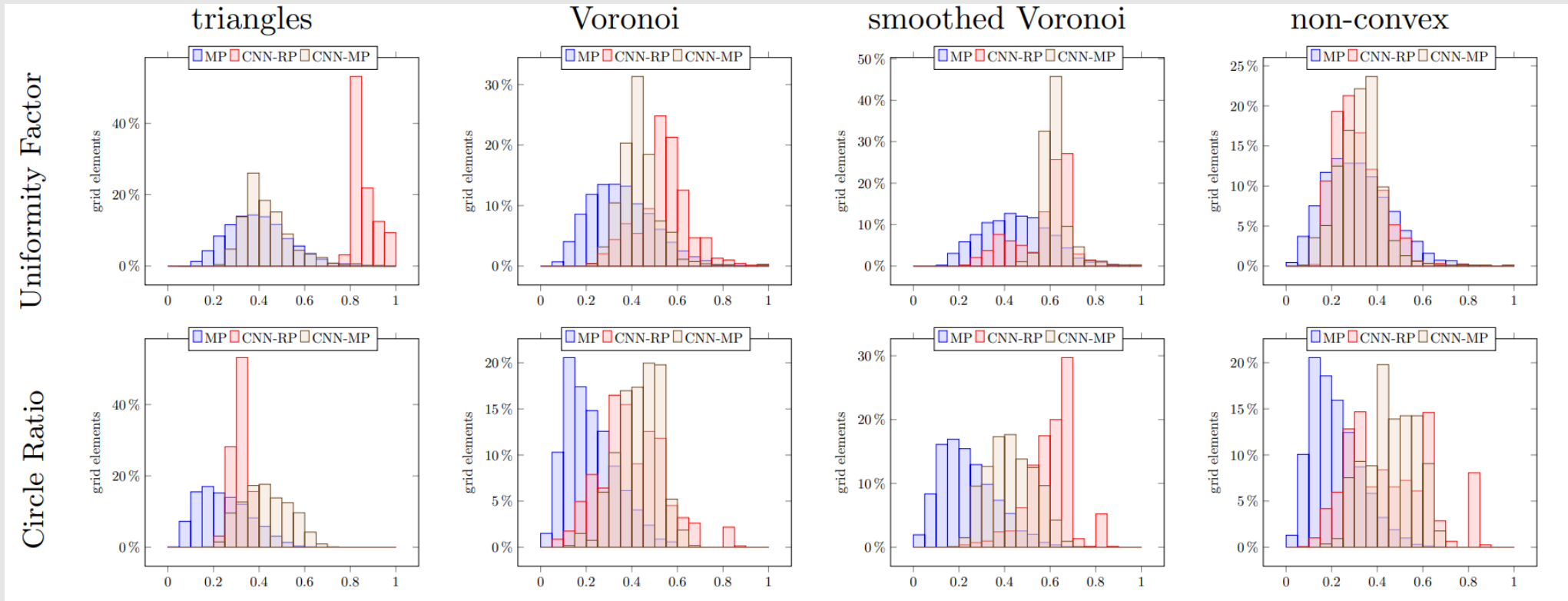
Label: "Triangle"

Label: "Triangle"



Refined grids obtained after three steps of uniform refinement based on employing the MP, the CNN-RP and the CNN-MP strategies.

Effects of CNN-enhanced refinement strategies on Quality Metrics



$$\text{Uniformity Factor} = \frac{\text{element size}}{\text{mesh size}}$$

$$\text{Circle Ratio} = \frac{\text{inscribed circle radius}}{\text{circumscribed circle radius}}$$

Effects of CNN-enhanced refinement strategies on accuracy of polyhedral Finite Element Methods

Given $\Omega \subset \mathbb{R}^d$, $d = 2, 3$, and $f \in L_2(\Omega)$: find u such that

$$-\nabla \cdot (\rho \nabla u) = f \quad \text{in } \Omega, \quad u = 0 \quad \text{on } \partial\Omega,$$

where $0 < \rho_0 \leq \rho$.

- **PolyDG methods** [A. Brezzi, Marini, 2009], [Bassi et al, 2012], [A., Giani, Houston, 2013], [Cangiani, Geourgoulis, Houston, 2014], [A., Cangiani, Collis, Dong, Georgoulis, Giani, Houston, 2016], [Cangiani, Dong, Geourgoulis, Houston, 2017],
- **Virtual Element Methods** [Beirão da Veiga , Brezzi, Cangiani, Manzini, Marini, Russo, 2013], [Beirão da Veiga, Brezzi, Marini 2013], [Brezzi, Marini, 2013], [Ahmad, Alsaedi, Brezzi, Marini, Russo 2013], [Brezzi, Falk, Marini , 2014], [Beirao da Veiga, Brezzi, Marini, Russo, 2014],.....

PolyDG formulation

We consider a tessellation of the domain into polygonal/polyhedral elements

We set

$$V_h = \{u \in L_2(\Omega) : u|_{\kappa} \in \mathcal{P}_{p_{\kappa}}(\kappa) \forall \kappa \in \mathcal{T}_h\},$$

where $\mathcal{P}_p(\kappa)$ denotes the set of polynomials of degree at most $p \geq 1$ over κ .

find $u_h \in V_h$ such that

$$\mathcal{A}_h(u_h, v_h) = \int_{\Omega} f v_h dx$$

for all $v_h \in V_h$.

PolyDG formulation

Find $u_h \in V_h$ such that

$$\mathcal{A}_h(u_h, v_h) = \int_{\Omega} f v_h \, dx$$

for all $v_h \in V_h$, where

$$\begin{aligned} \mathcal{A}_h(u, v) = & \sum_{\kappa \in \mathcal{T}_h} \int_{\kappa} \rho \nabla u \cdot \nabla v \, dx + \sum_{F \in \mathcal{F}_h} \int_F \sigma [u] \cdot [v] \, ds \\ & - \sum_{F \in \mathcal{F}_h} \int_F (\{\{\rho \nabla_h v\}\}_\omega \cdot [u] + \{\{\rho \nabla_h u\}\}_\omega \cdot [v]) \, ds \end{aligned}$$

$\{\{\cdot\}\}_\omega$: ρ -Weighted Average Operator $[\cdot]$: Jump Operator

Virtual Element formulation

We will build a **discrete problem** in following form

$$\begin{cases} \text{find } u_h \in V_h \text{ such that} \\ a_h(u_h, v_h) = \langle \mathbf{f}_h, \mathbf{v}_h \rangle \quad \forall v_h \in V_h, \end{cases}$$

where

- $V_h \subset V$ is a finite dimensional space;
- $a_h(\cdot, \cdot) : V_h \times V_h \rightarrow \mathbb{R}$ is a discrete bilinear form approximating the continuous form $a(\cdot, \cdot)$;
- $\langle \mathbf{f}_h, \mathbf{v}_h \rangle$ is a right hand side term approximating the load

The local spaces $V_{h|E}$

For all $E \in \Omega_h$:

$$V_{h|E} = \left\{ v \in H^1(E) : -\Delta v \in \mathbb{P}_{k-2}(E), \right. \\ \left. v|_e \in \mathbb{P}_k(e) \quad \forall e \in \partial E \right\}.$$

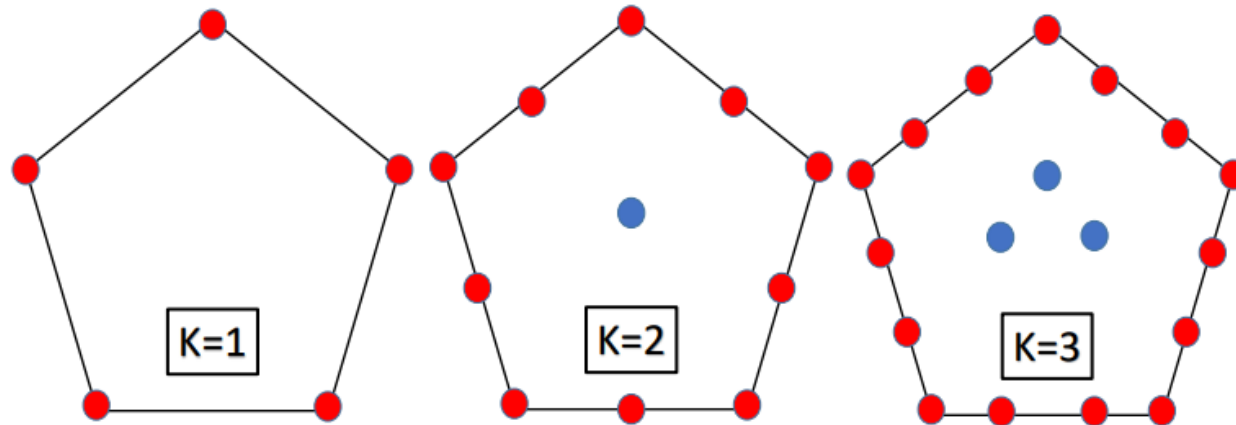
- the functions $v \in V_{h|E}$ are continuous (and known) on ∂E ;
- the functions $v \in V_{h|E}$ are **unknown** inside the element E !
- it holds $\mathbb{P}_k(E) \subseteq V_{h|E}$

The **global space** V_h is built by assembling the local spaces $V_{h|E}$ as usual:

$$V_h = \{ v \in H_0^1(\Omega) : v|_E \in V_{h|E} \quad \forall E \in \Omega_h \}$$

The choice of degrees of freedom guarantees the **global continuity** of the functions in V_h .

The degrees of freedom for $V_{h|E}$



- **Red dots** stand for pointwise evaluation, at vertexes and on edges ($k-2$ per edge)
- **Blue dots** represent internal (volume) moments

$$\int_E v_h \cdot p_{k-2} \quad \forall p_{k-2} \in \mathbb{P}_{k-2}(E).$$

The bilinear form $a_h(\cdot, \cdot)$

The bilinear form $a_h(\cdot, \cdot)$ is built element by element

$$a_h(v_h, w_h) = \sum_{E \in \Omega_h} a_h^E(v_h, w_h) \quad \forall v_h, w_h \in V_h,$$

where

$$a_h^E(\cdot, \cdot) : V_{h|E} \times V_{h|E} \longrightarrow \mathbf{R}$$

are **symmetric** bilinear forms that mimic

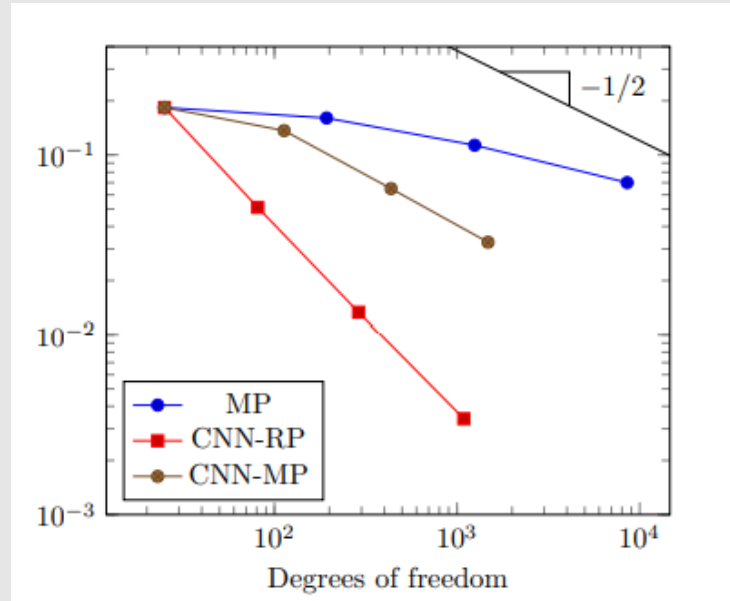
$$a_h^E(\cdot, \cdot) \simeq a(\cdot, \cdot)|_E$$

by satisfying **stability** and **consistency** conditions.

Solving the Poisson problem using the VEM (uniform refinement)

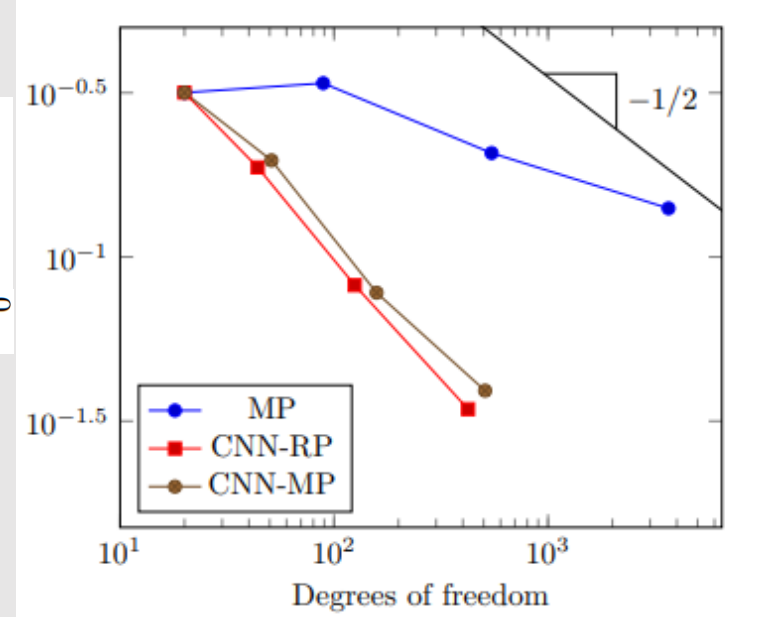
Triangular grid

H_0^1 -like error



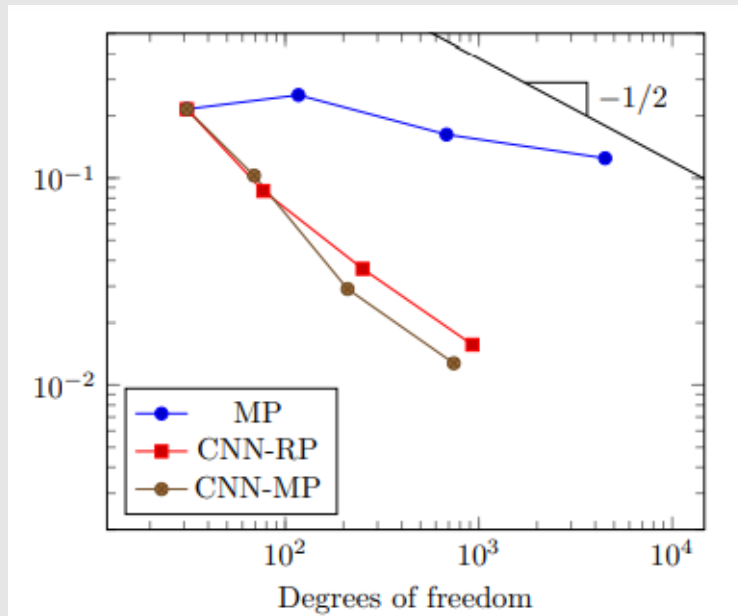
Voronoi grid

H_0^1 -like error



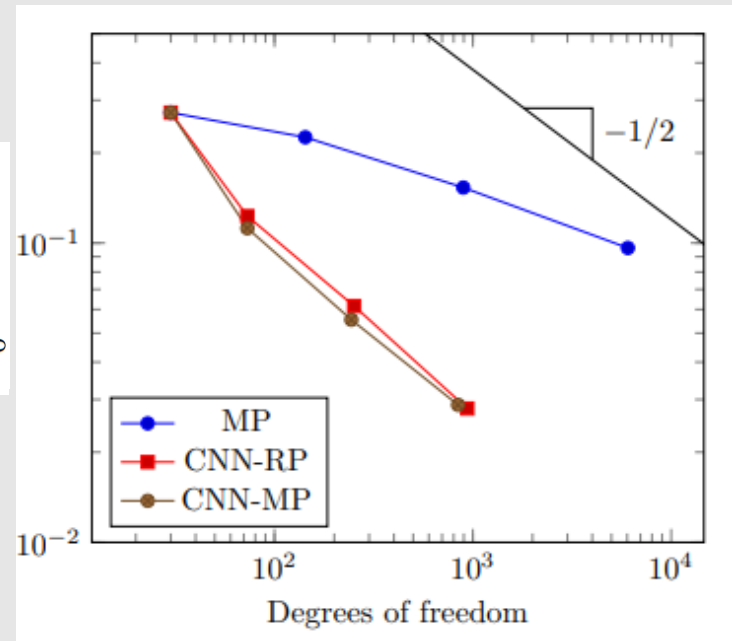
Smoothed-Voronoi grid

H_0^1 -like error

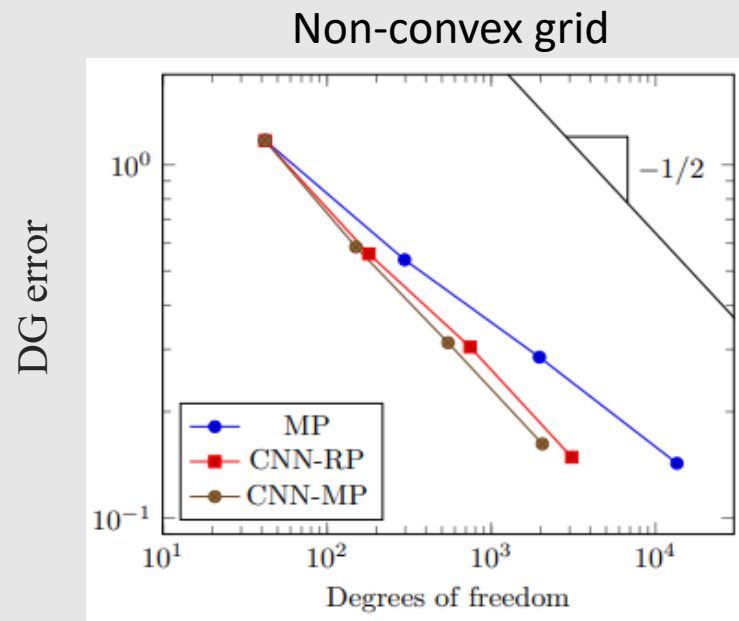
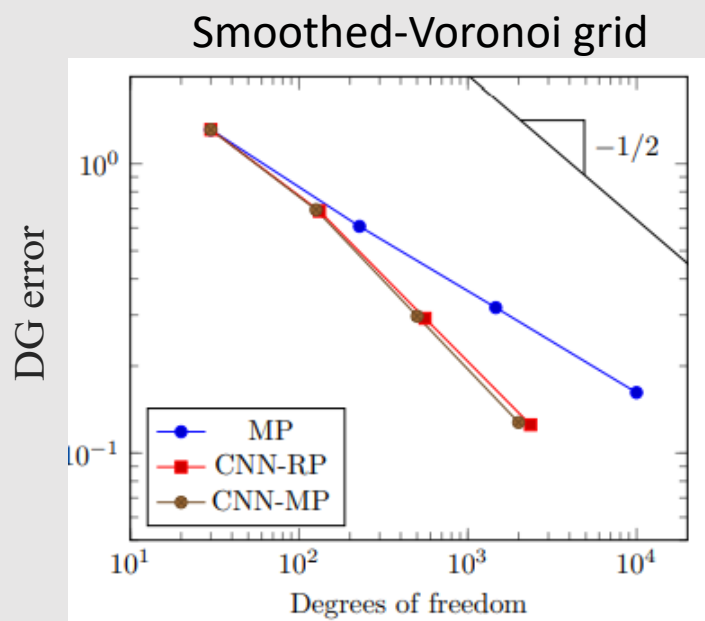
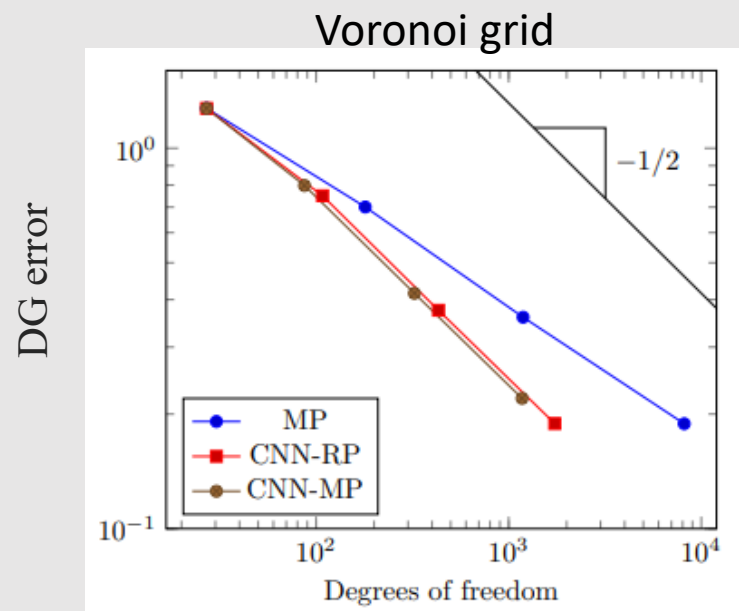
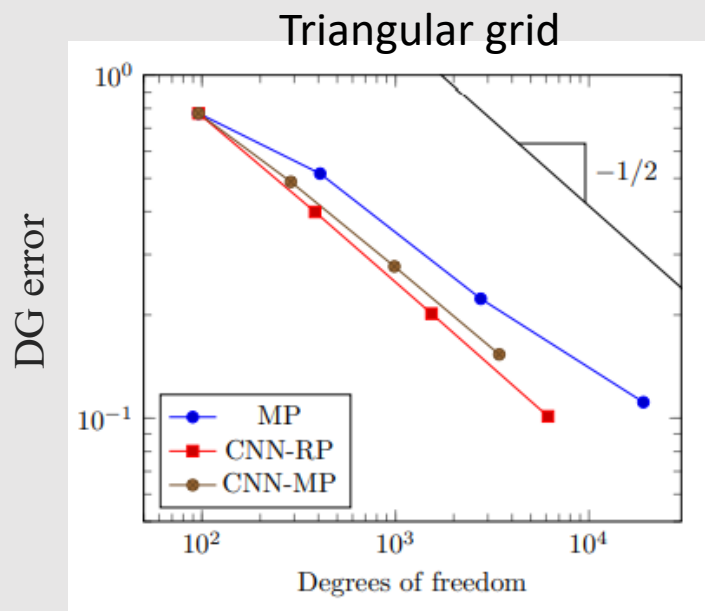


Non-convex grid

H_0^1 -like error



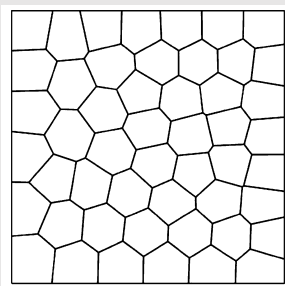
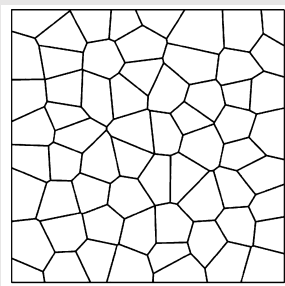
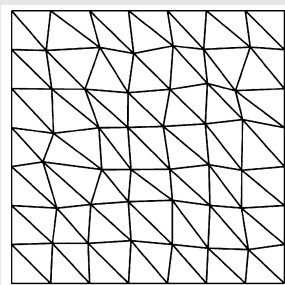
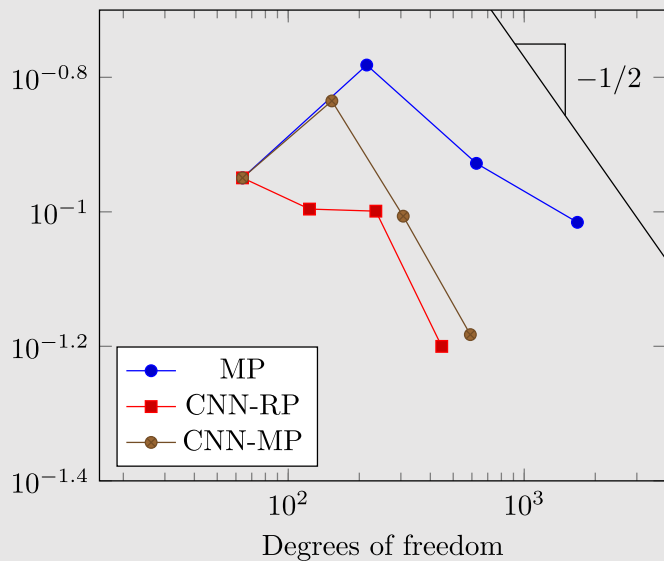
Solving the Poisson problem using the PolyDG method (uniform refinement)



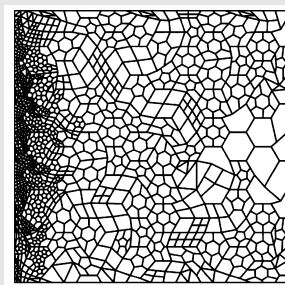
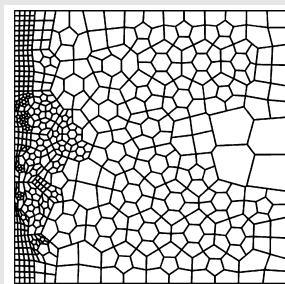
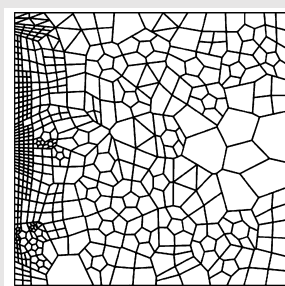
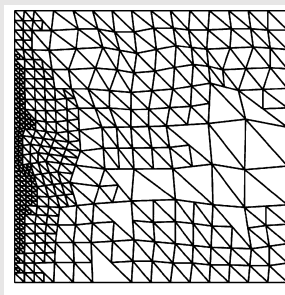
Analogous results for advection-diffusion and Stokes problems.

Solving the Poisson problem using the VEM (adaptive refinement)

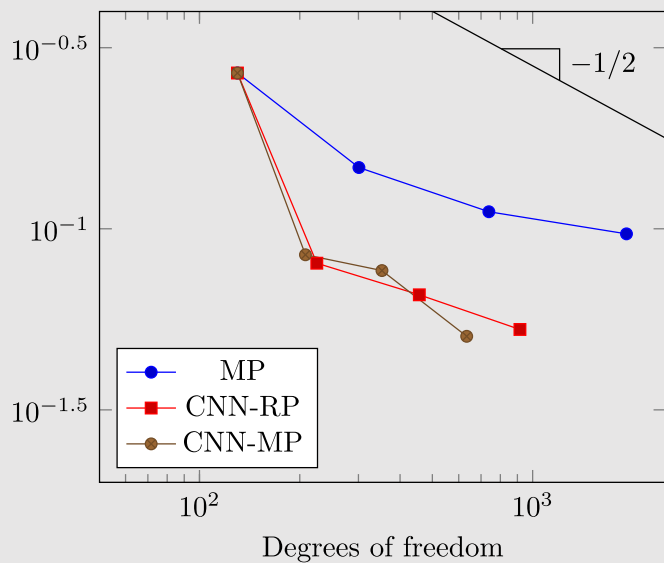
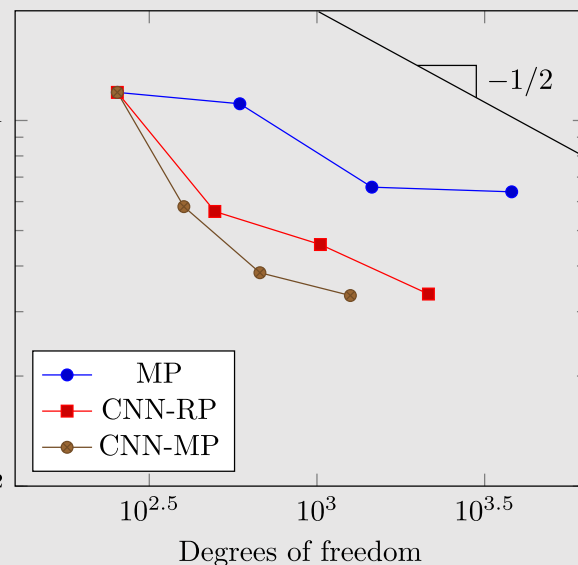
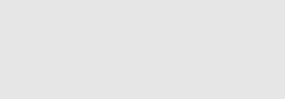
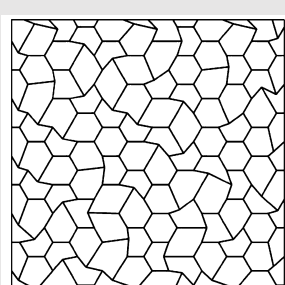
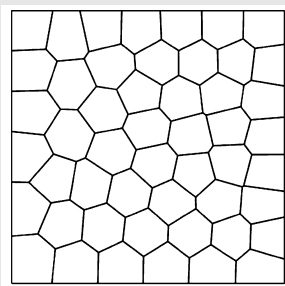
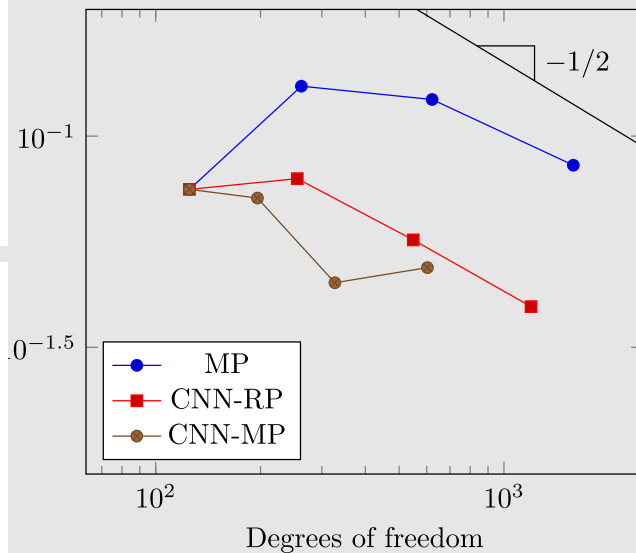
Triangular grid



CNN-RP



Smoothed-Voronoi grid



Voronoi grid

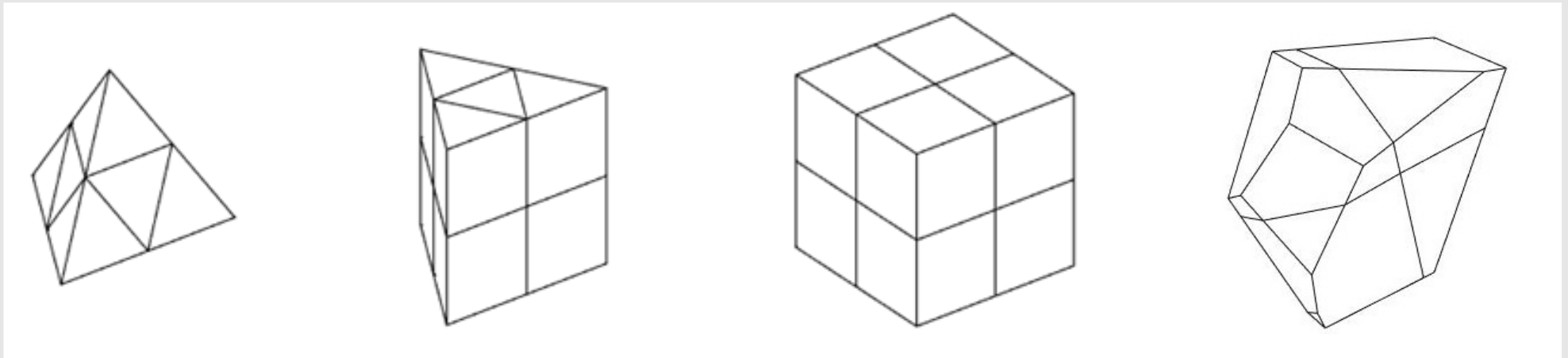
Non-convex grid

ML-enhanced mesh refinement (3D)

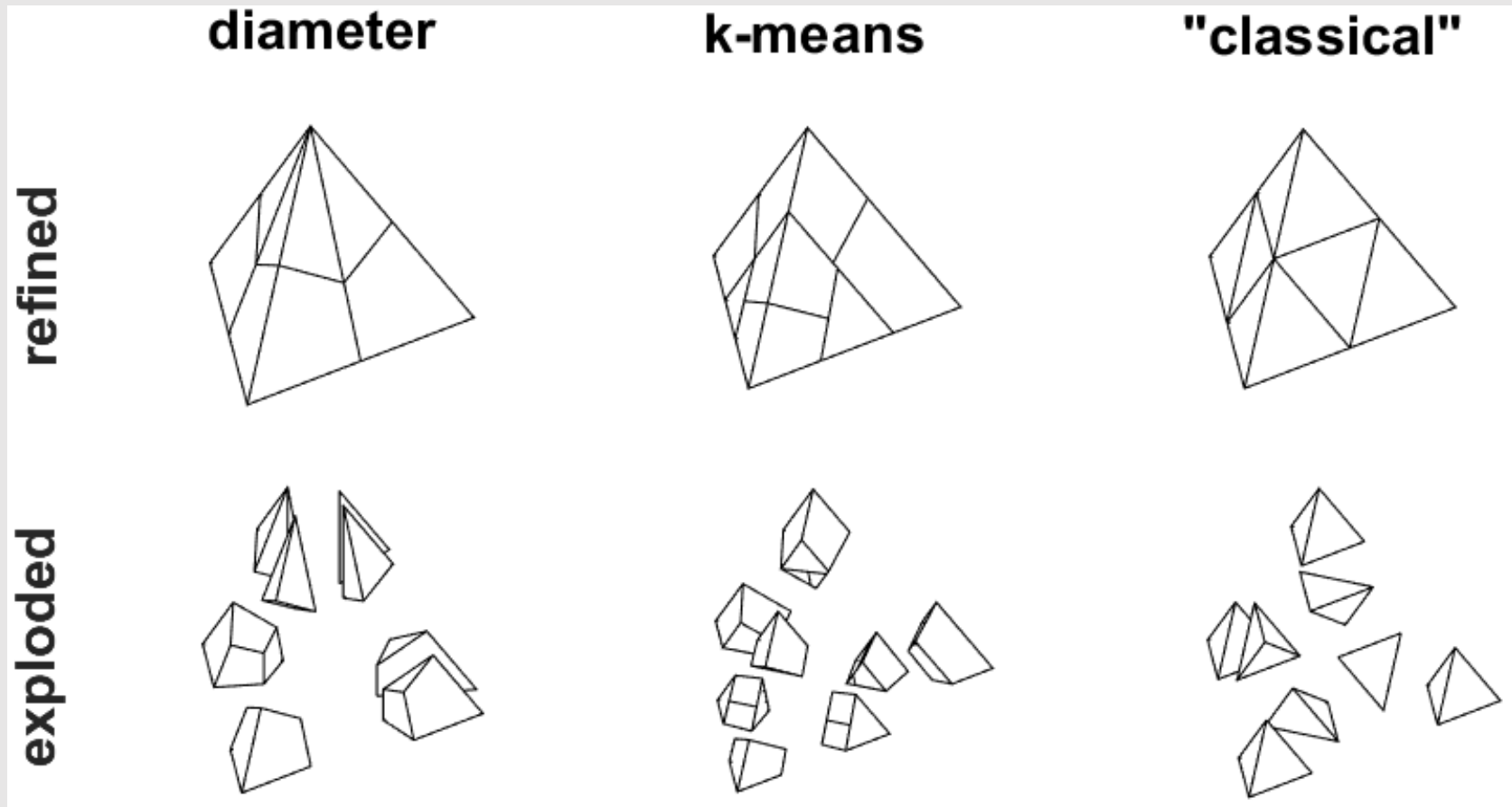
with E. Manuzzi and F. Dassi (U. Milano Bicocca)

Challenges in 3D:

- high geometrical complexity: need to design of simple and robust refinement strategies
- high computational costs: need for fast algorithms (e.g. CNNs)
- **high shape variability: need to tackle unknown shapes explicitly**

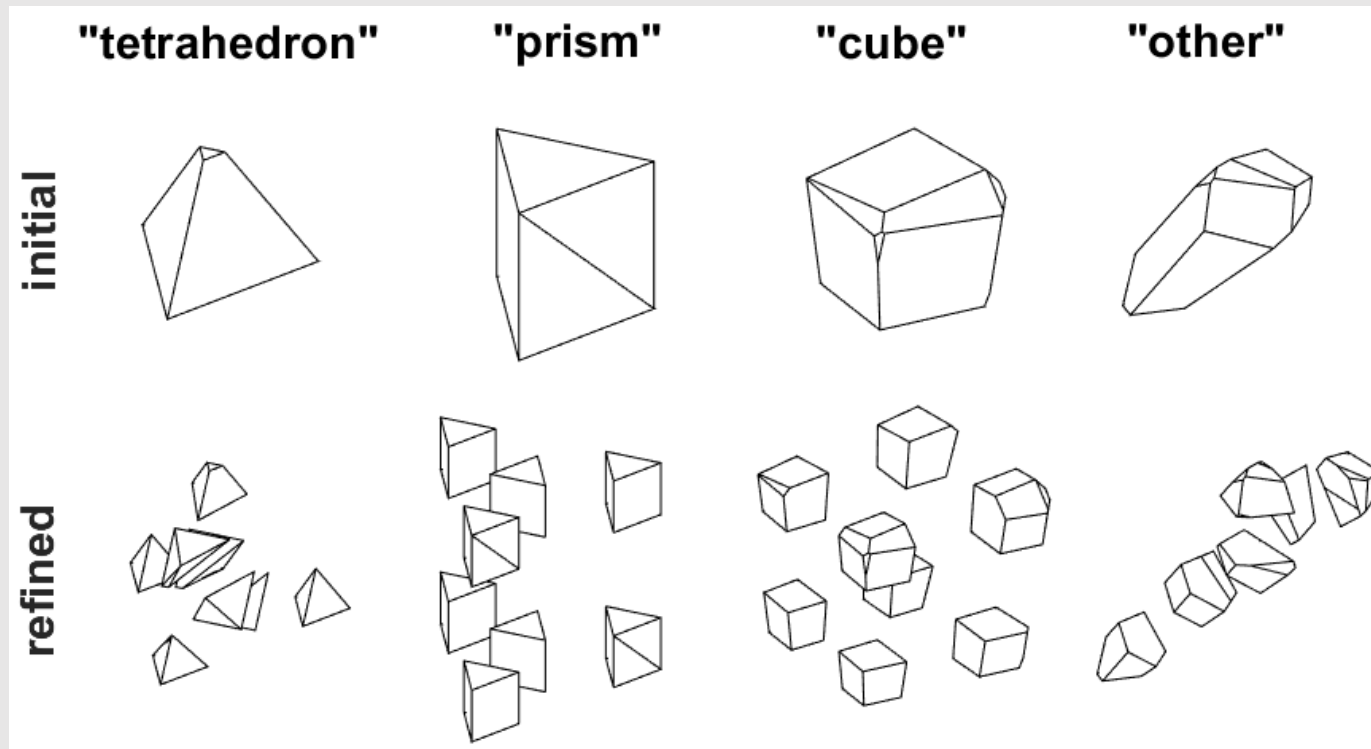
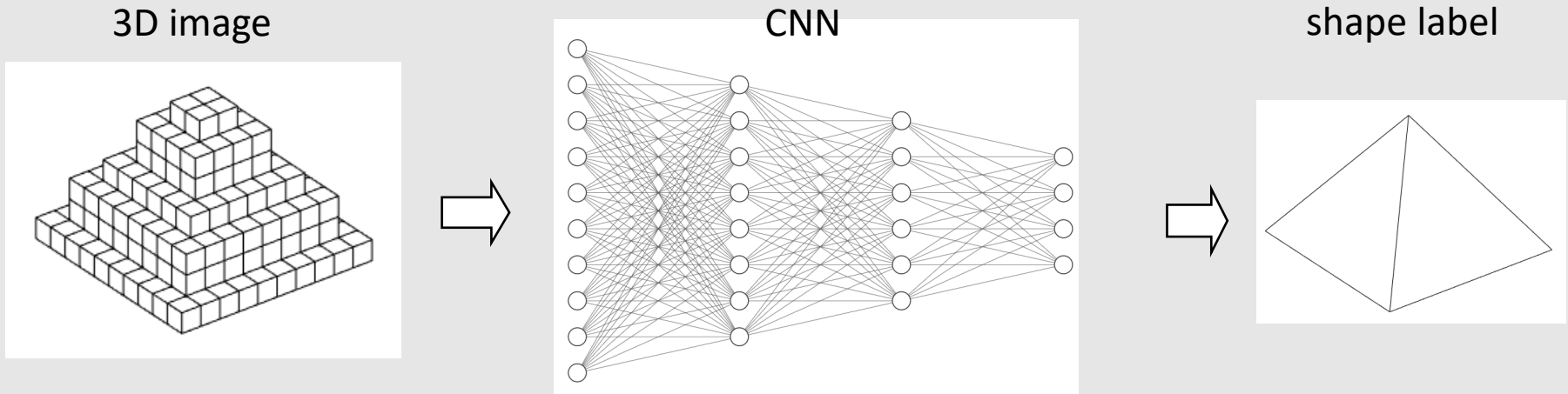


3D refinement strategies for general polyhedra

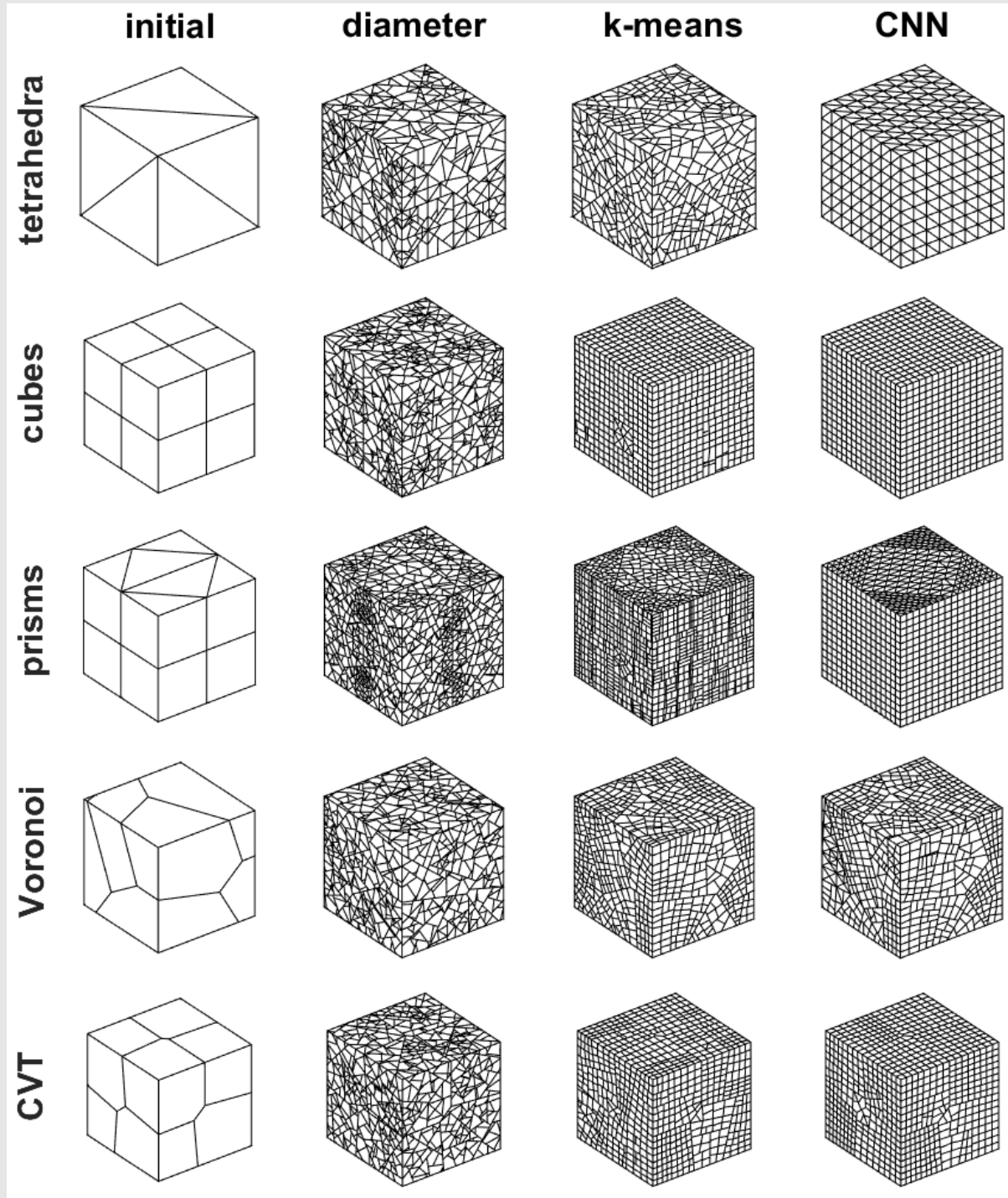


- **Diameter strategy:** cut the element perpendicular to its diameter.
- **K-means strategy:** cut the element balancing the volume distribution.
- **"Classical" strategies:** if the element has a specific shape refine it using a predefined strategy.

3D CNN-enhanced refinement strategies

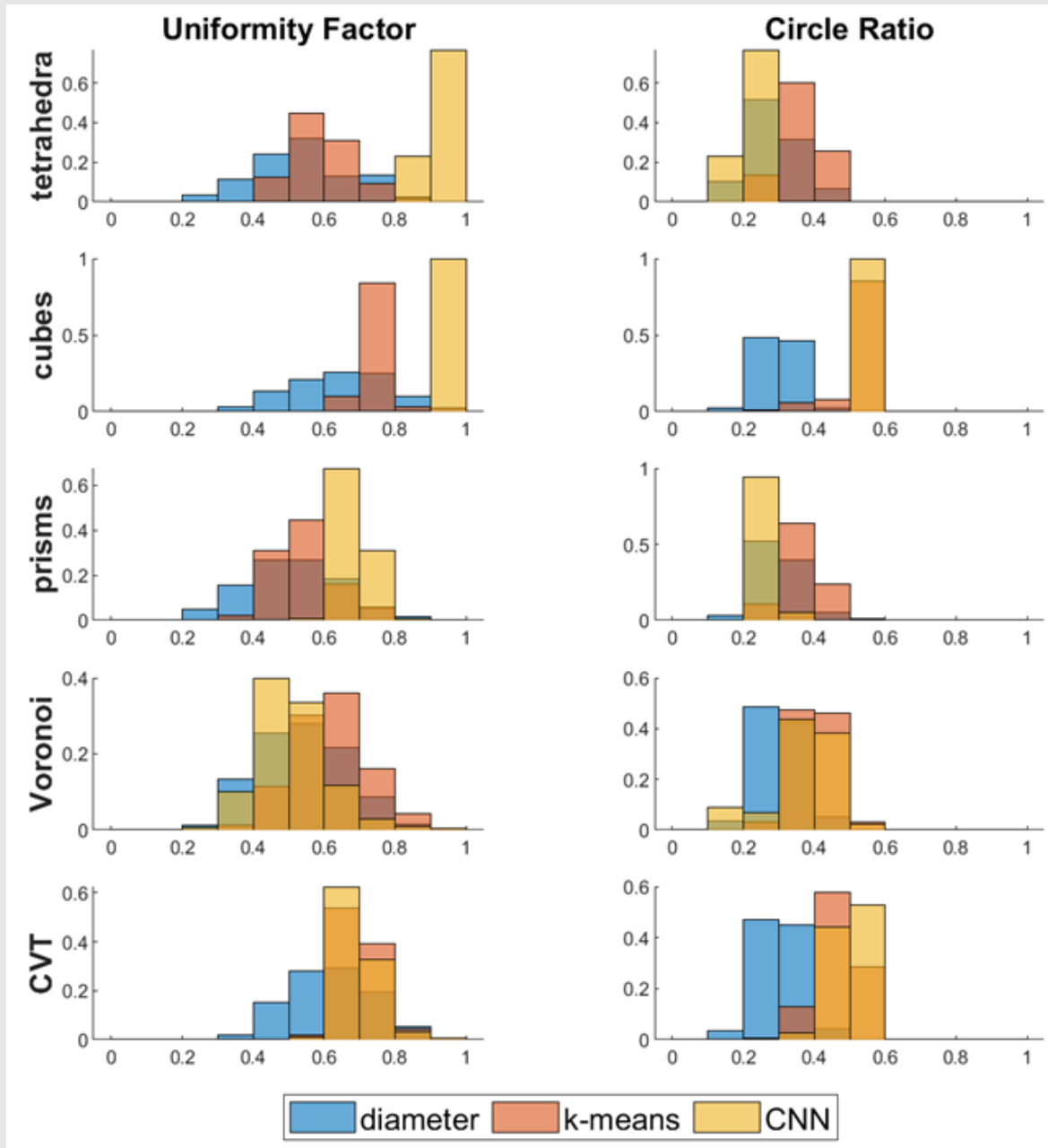


The CNN classifies the 3D image of the input polyhedron according to its shape, in order to apply suitable refinement strategies. Elements in class "other" are refined using the k-means strategy.



Refined grids obtained after three steps of uniform refinement based on employing the diameter, the k-means and the CNN strategies.

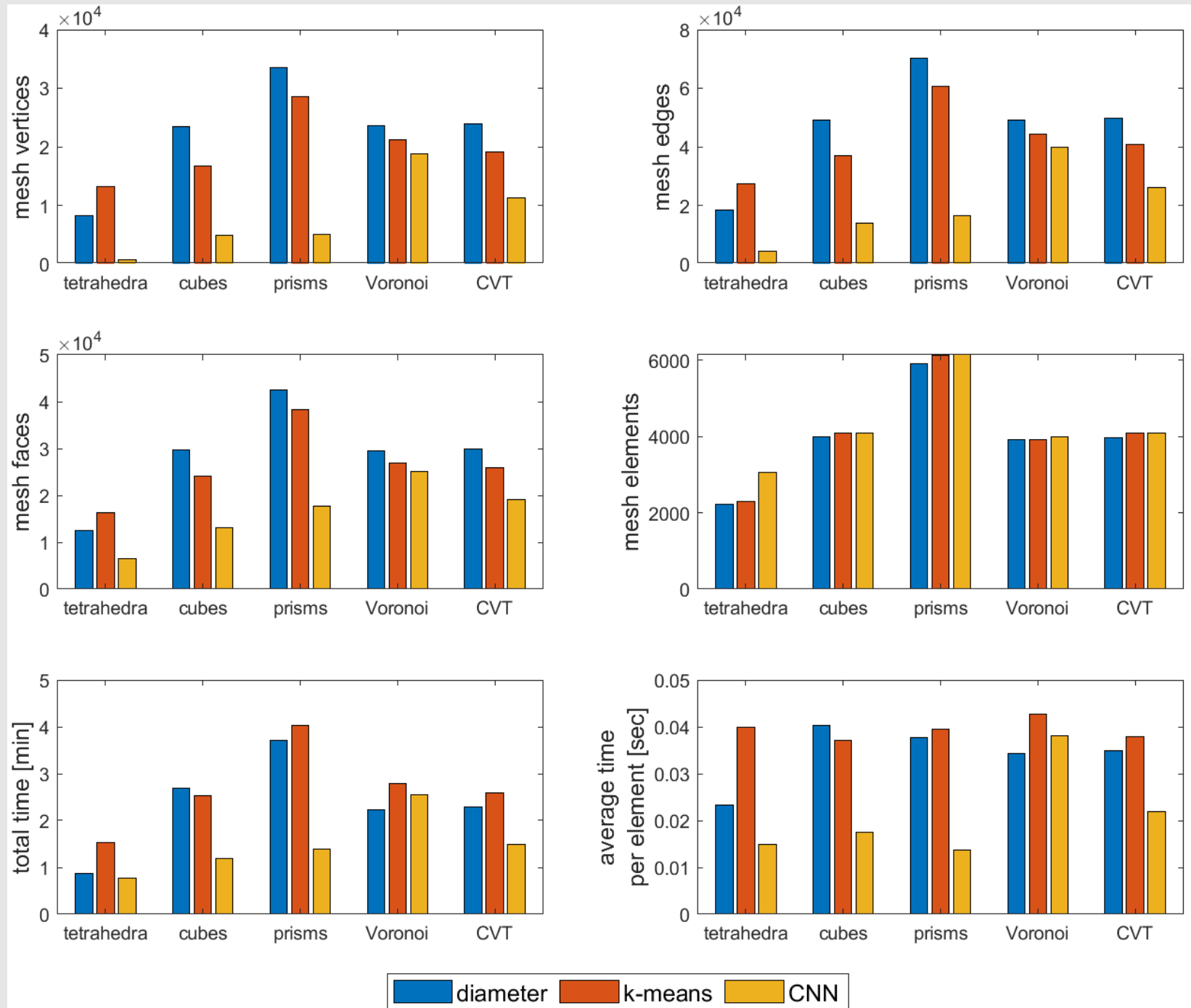
Quality Metrics



$$\text{Uniformity Factor} = \frac{\text{element size}}{\text{mesh size}}$$

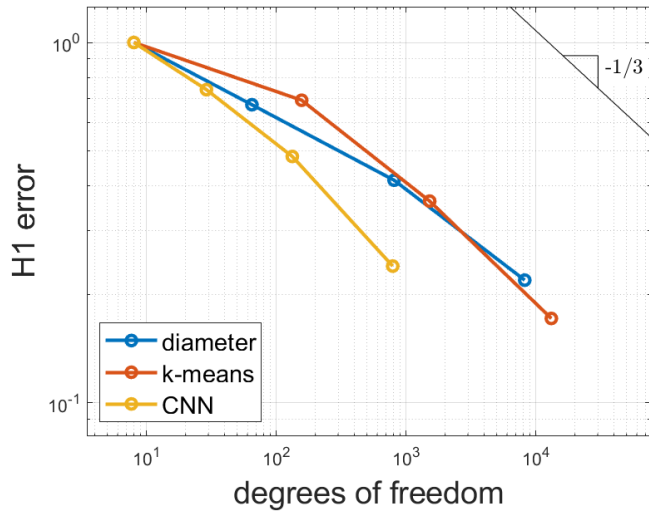
$$\text{Circle Ratio} = \frac{\text{inscribed circle radius}}{\text{circumscribed circle radius}}$$

Effects of ML-based refinement strategies on statistics of computational complexity

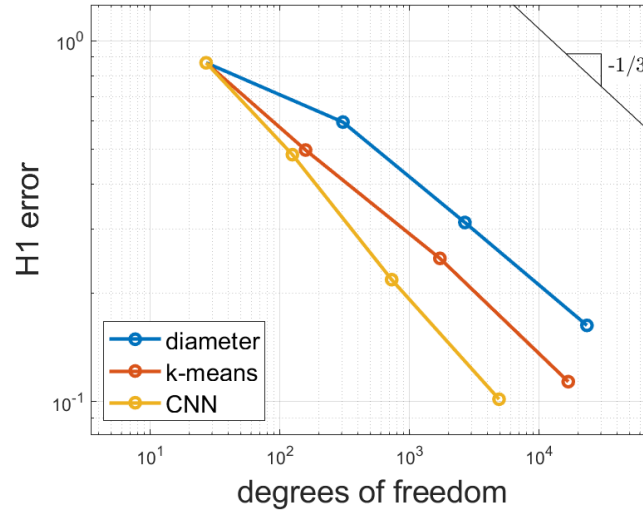


Solving the Poisson problem with the VEM (3D)

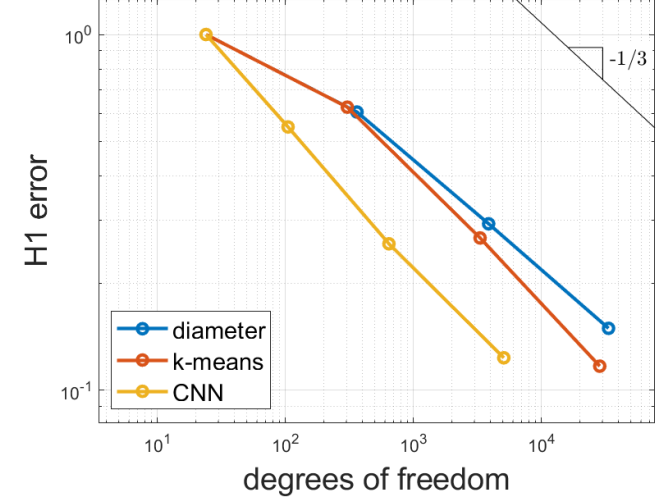
Tetrahedra grid



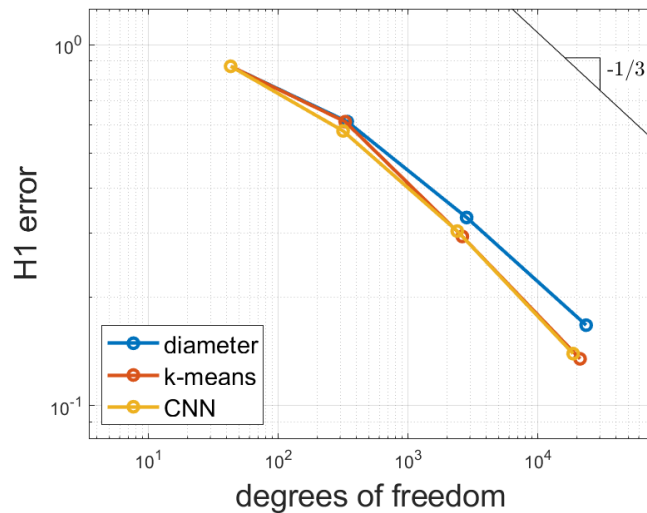
Cubes grid



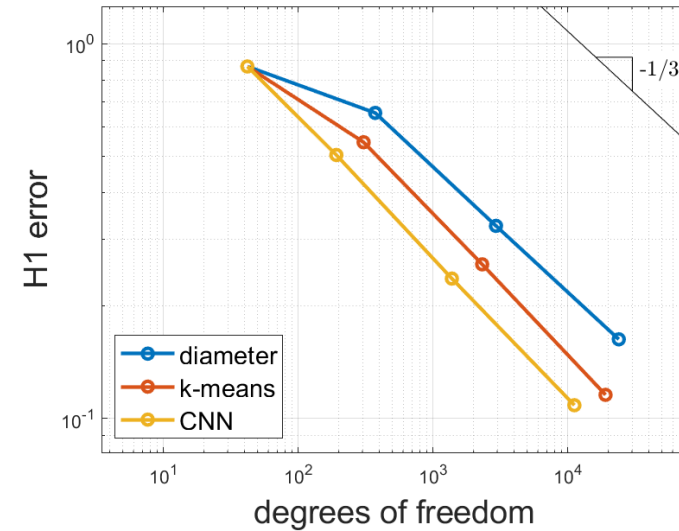
Prisms grid



Voronoi grid

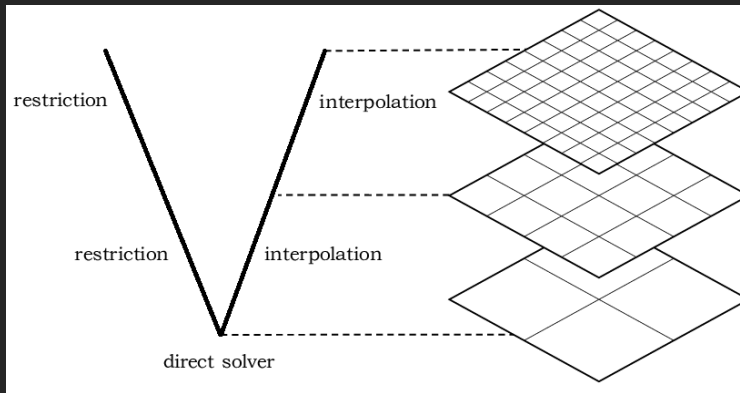


CVT grid



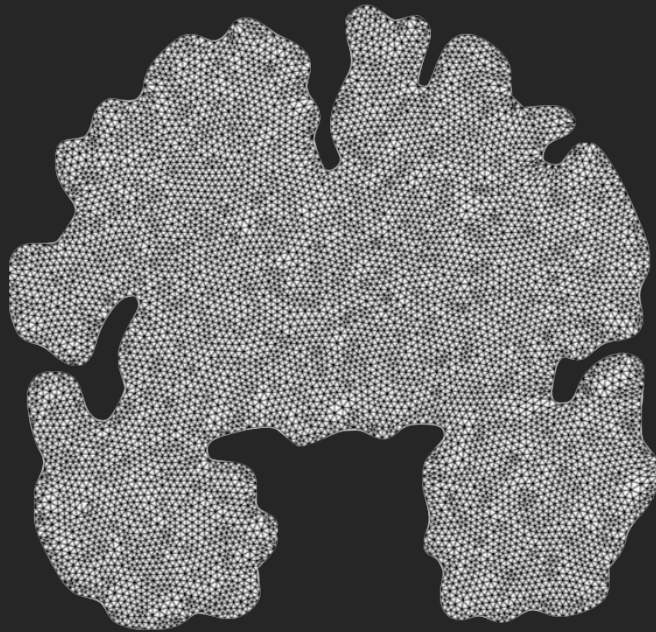
Analogous results for the VEM of order higher than 1.

ML-enhanced agglomeration strategies

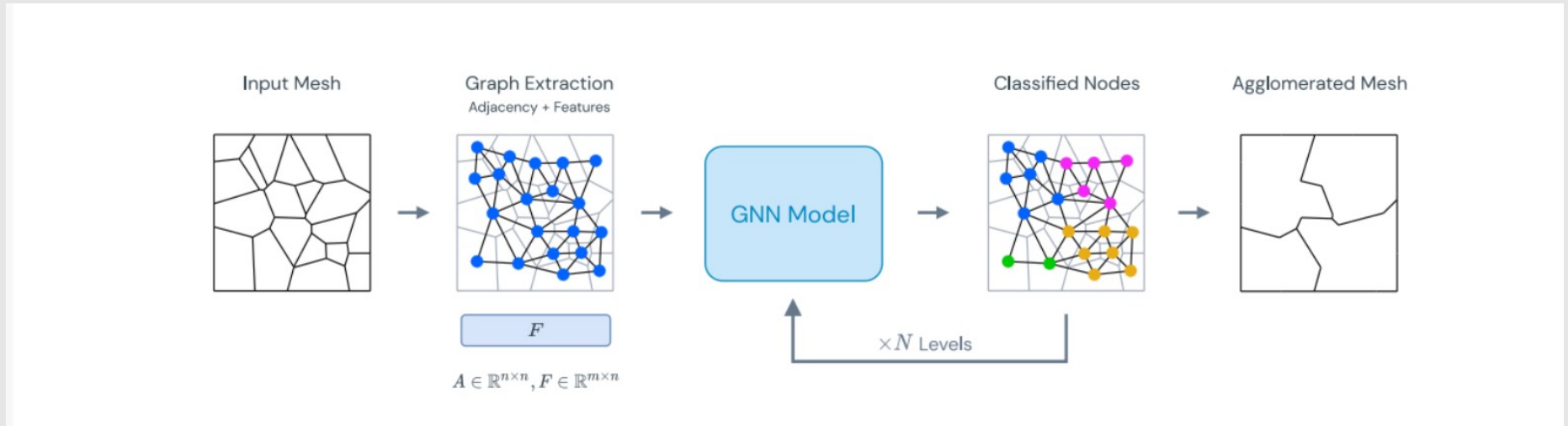


Merging neighboring mesh elements to obtain a coarser grid.

- Design of multilevel solvers
- Defeaturing of complex geometries



Agglomeration using Graph Neural Networks (so far)

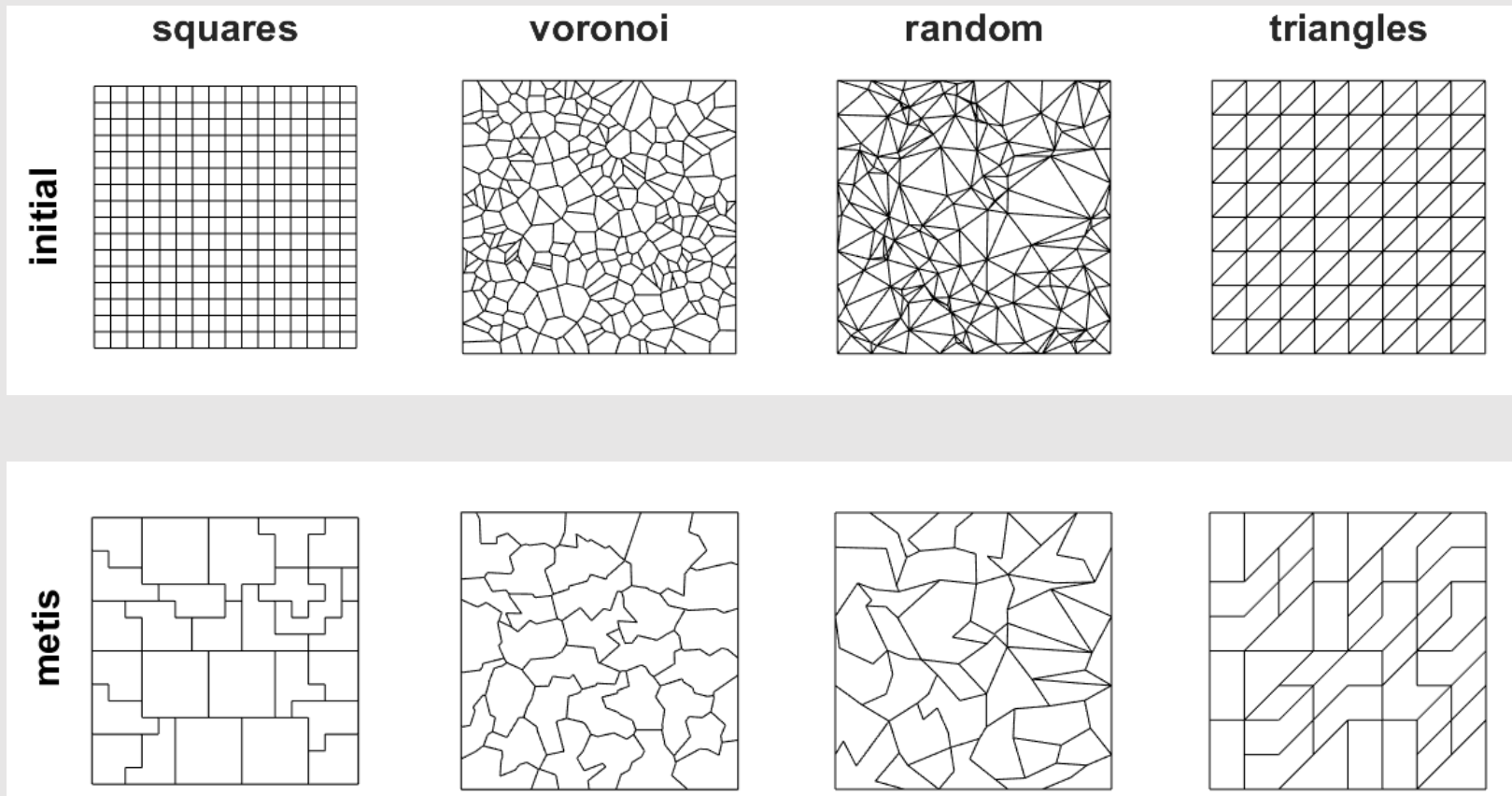


Objective:

Find a partition with minimal interconnections between sets, while keeping errors (volumes) balanced.

Advantages:

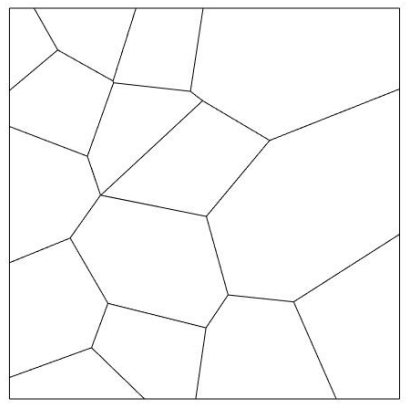
Fast inference and full exploitation of both graph and geometrical features.



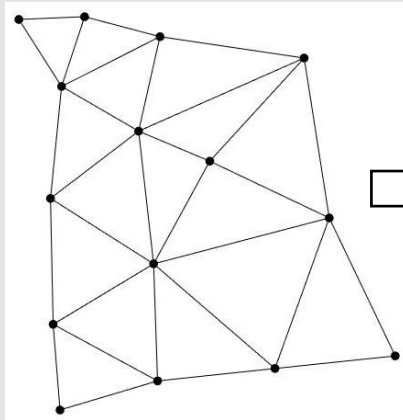
Agglomerated grids based on employing metis. Metis is «standard» for graph partitioning.

Agglomeration using Graph Neural Networks (so far)

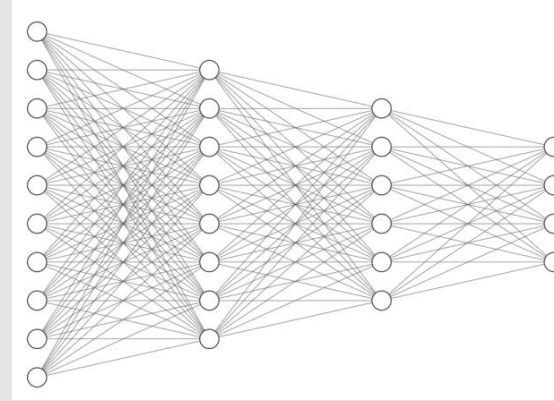
mesh



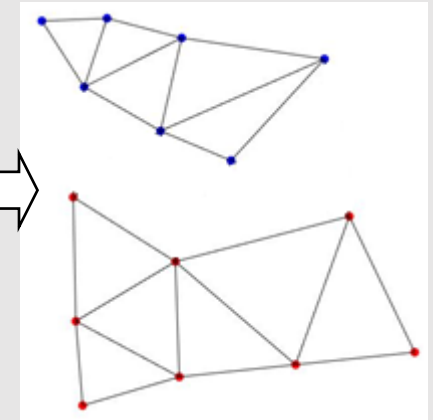
connectivity



GNN

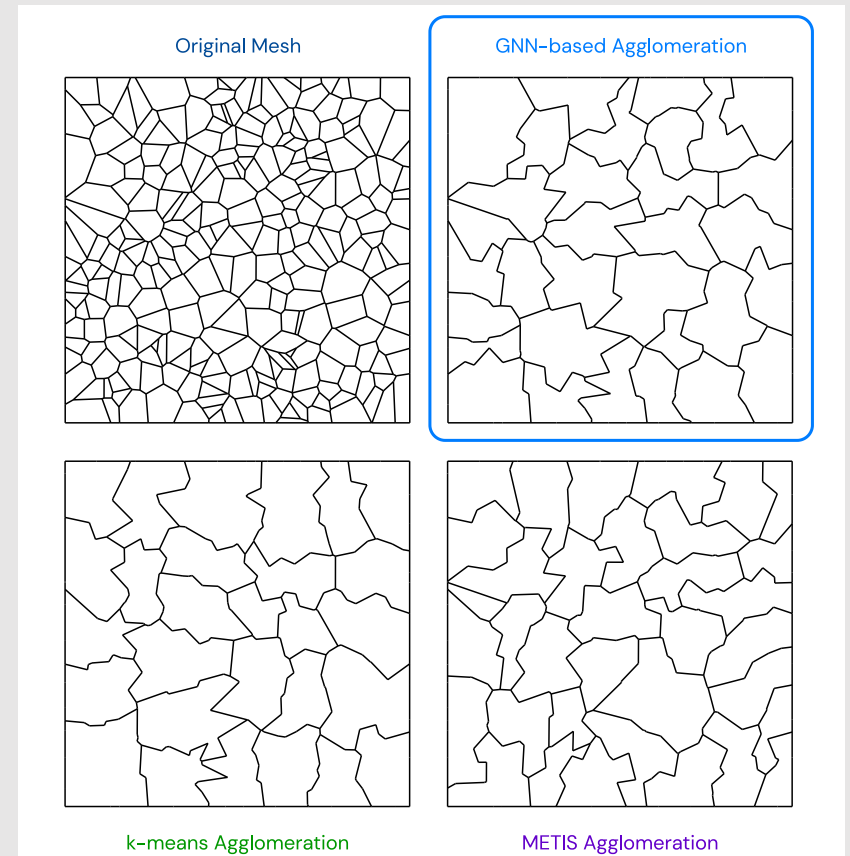


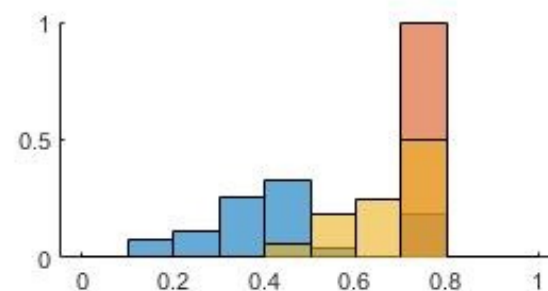
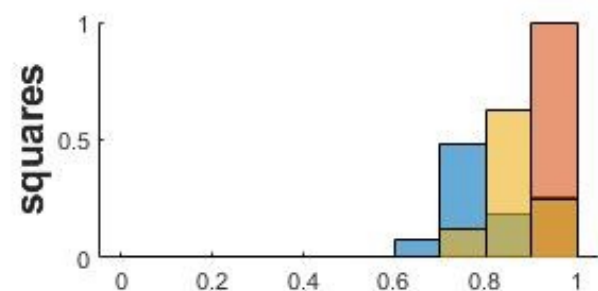
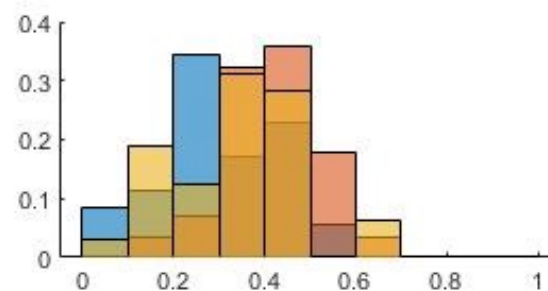
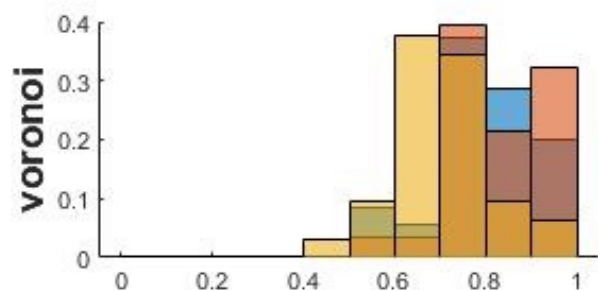
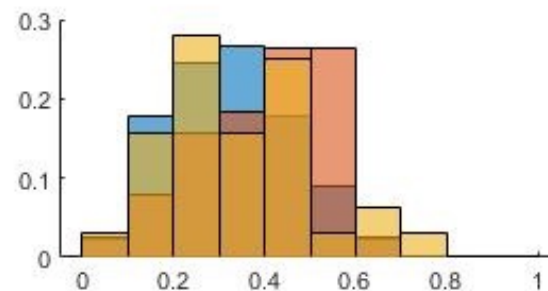
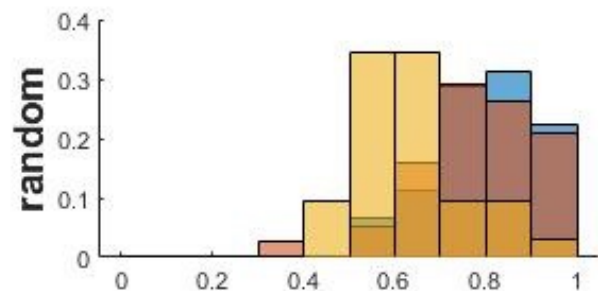
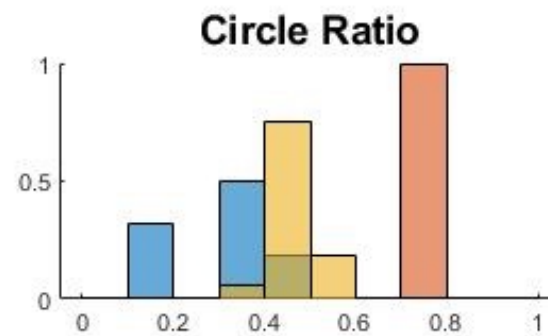
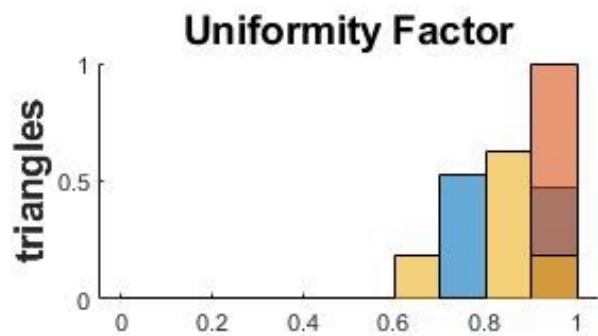
partition



GNN-based method can be competitive wrt SotA methods (Metis, Kmeans, ...)?

- Implement different model architectures
- Optimize model's runtime





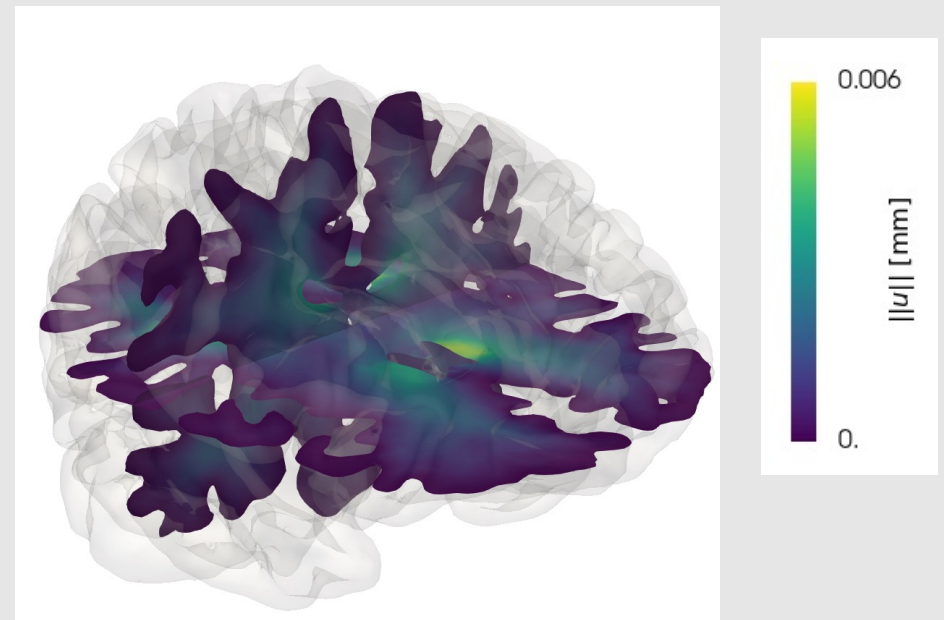
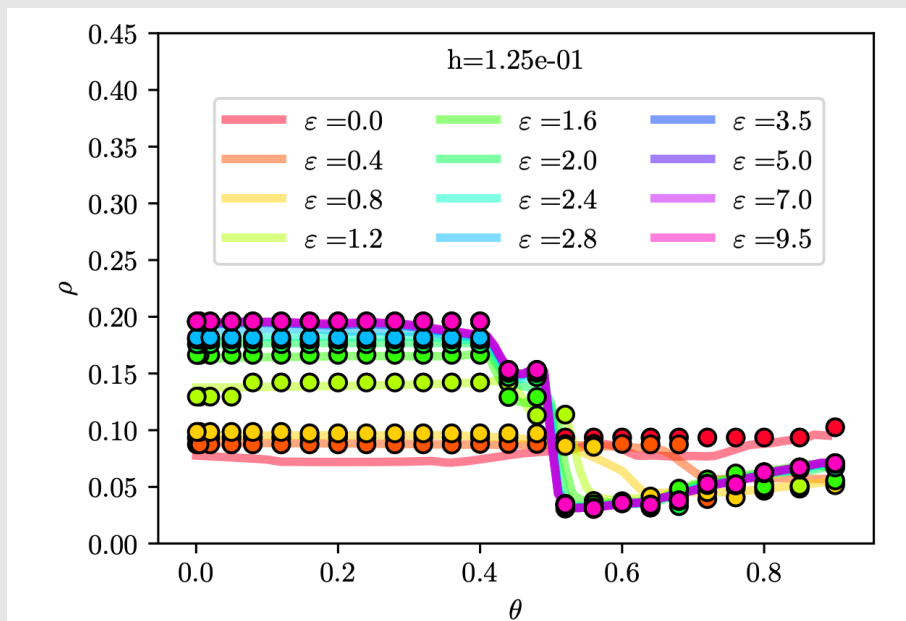
Quality factors

Conclusions

1. ML can be employed to learn the "shape" of mesh elements within (adaptive) refinement strategies
 - Allows to extend or boost existing refinement strategies.
 - Improves the performance in terms of accuracy and quality of the underlying mesh.
 - It is fully automatic, and it has a low computational cost for online classification.
 - It is independent of the underlying differential model and of the numerical method used.
2. GNN can be employed to drive agglomeration procedures
 - Design of multilevel solvers
 - Defeaturing of complex geometries

Ongoing

1. Optimal estimate of the PolyDG/VEM stabilization parameters using CNNs (with E. Manuzzi, S. Bonetti)
2. Development 3D ML-enhanced agglomeration strategies for multigrid solvers (with E. Manuzzi)
3. Improving efficiency of algebraic multigrid methods through artificial neural networks: choosing the strong threshold parameter θ as the one the ANN predicts to give the best performance.
4. Application of the described algorithms in the context of
 - Modelling neurodegenerative diseases
 - Geophysical applications, including fluid-structure interaction with complex and moving geometries.



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