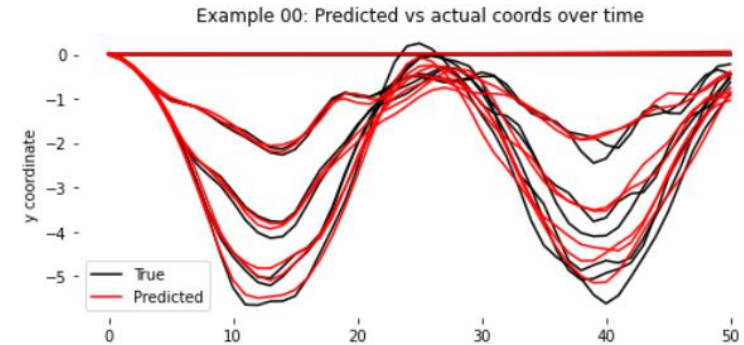
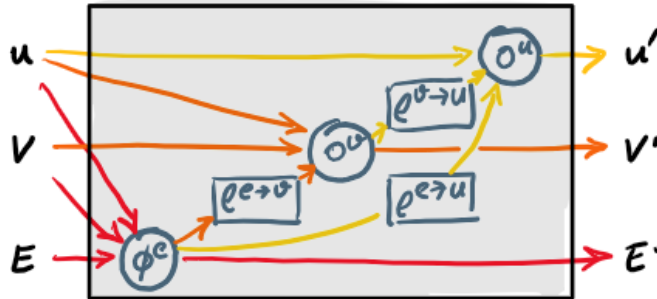
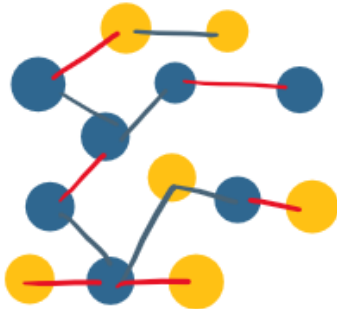


Data Driven Engineering II: Advanced Topics

Graph Neural Networks II

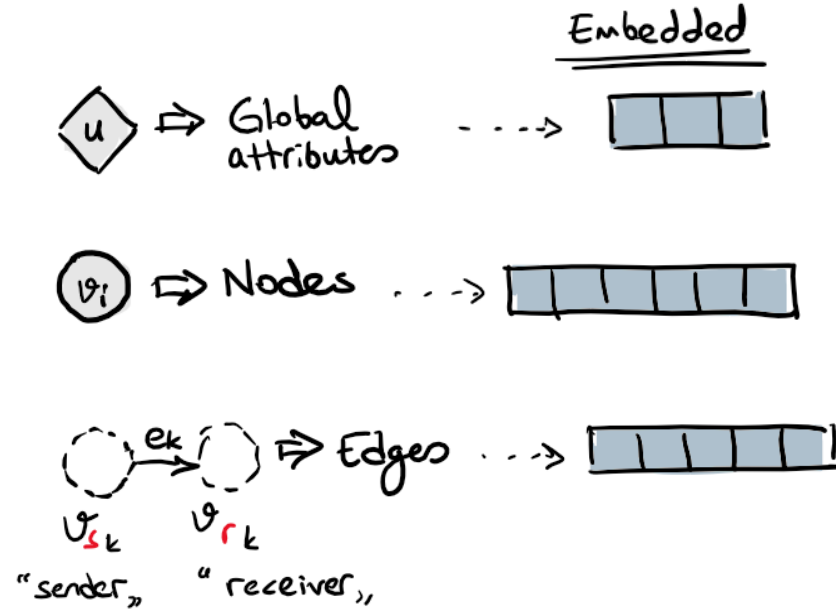
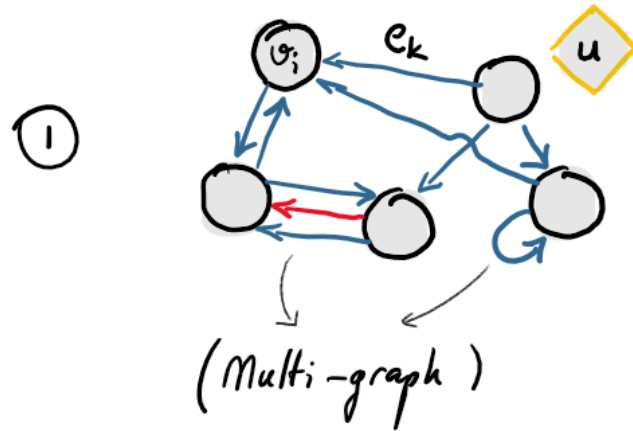
Institute of Thermal Turbomachinery
Prof. Dr.-Ing. Hans-Jörg Bauer



Graph Neural Networks :

- 1) GNN Basics
- 2) How GNN works
- 3) Basic architectures
- 4) Coding: Graph Nets library

Understanding the Graph :



Understanding the Graph :

② Graph := 3-tuple ; $G = (u, V, E)$

- u is for the whole graph \Rightarrow label, parameter (\vec{g}) ...

- $V = \{v_i\}_{i=1, N^v}$

$v_i \Rightarrow$ "particle i " \Rightarrow $\begin{bmatrix} x, y, z \\ u, v, w \\ m \end{bmatrix}$

- $E = \{e_k, r_k, s_k\}_{k=1, N^e}$

$e_k \Rightarrow$ Edge attribute

$r_k \Rightarrow$ receiver index

$s_k \Rightarrow$ sender index



$e_k = [1, k]$

There is a spring

spring constant

Understanding Graph Network :

idea \Rightarrow hidden states of nodes v_i updated ⁽ⁱ⁾ according to the info. passed from ⁽ⁱⁱ⁾ neighbours ⁽ⁱⁱⁱ⁾

*
$$h_i^{(k+1)} = \phi_{\text{update}} \left(h_i^{(k)}, \phi_{\text{aggregate}}^{(k)} \left(\{h_k^{(k)}, \forall k \in \mathcal{N}(i)\} \right) \right)$$

ϕ_{update} \rightarrow arbitrary differentiable functions

$\phi_{\text{aggregate}}^{(k)}$ \rightarrow message from neighbour

Understanding Graph Network :

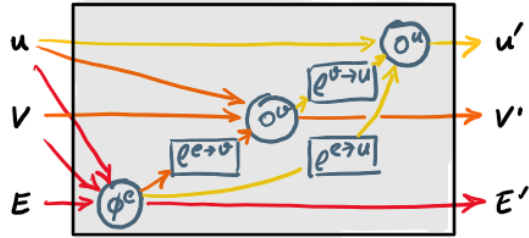
* Algorithm of a graph network



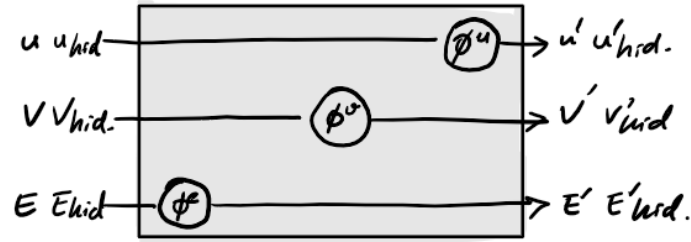
1) Update edge attributes $e'_k = \phi^e(e_k, v_{r_k}, v_{s_k}, u)$

2) Aggregate edge att. per node $\bar{e}'_i = \text{pool} \{(e'_k, r_k, s_k)\}_{r_k=i, k=1:N^e}$

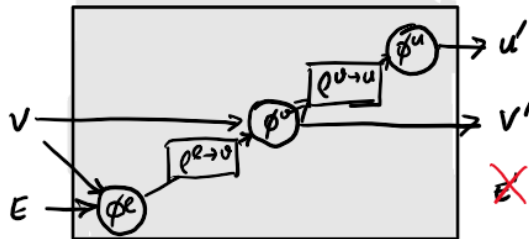
Graph Neural Networks



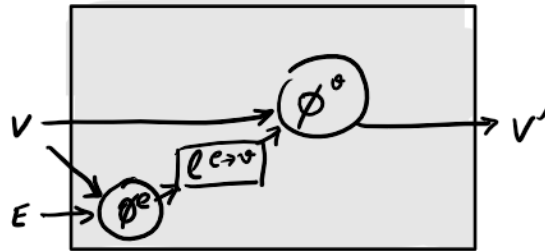
Full GN block



Independent recurrent blocks



Message-passing NN.

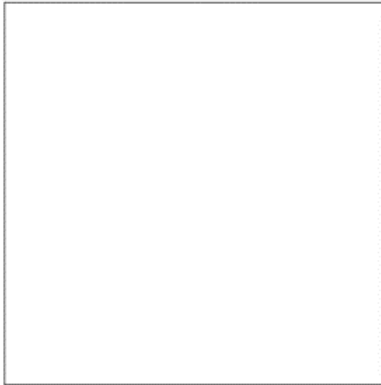


Non-local N.N.

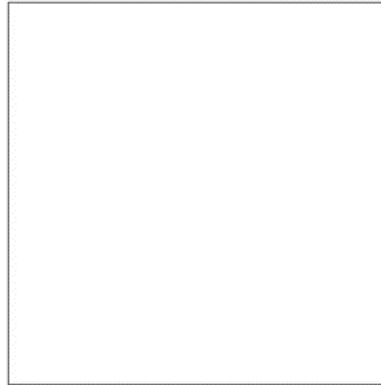
Learning to Simulate Complex Physics with Graph Networks

Alvaro Sanchez-Gonzalez^{*1} Jonathan Godwin^{*1} Tobias Pfaff^{*1} Rex Ying^{*12} Jure Leskovec²
Peter W. Battaglia¹

Ground truth



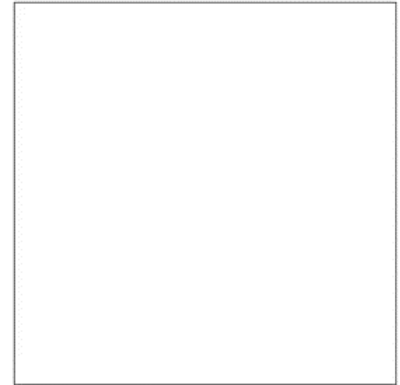
Prediction



Ground truth

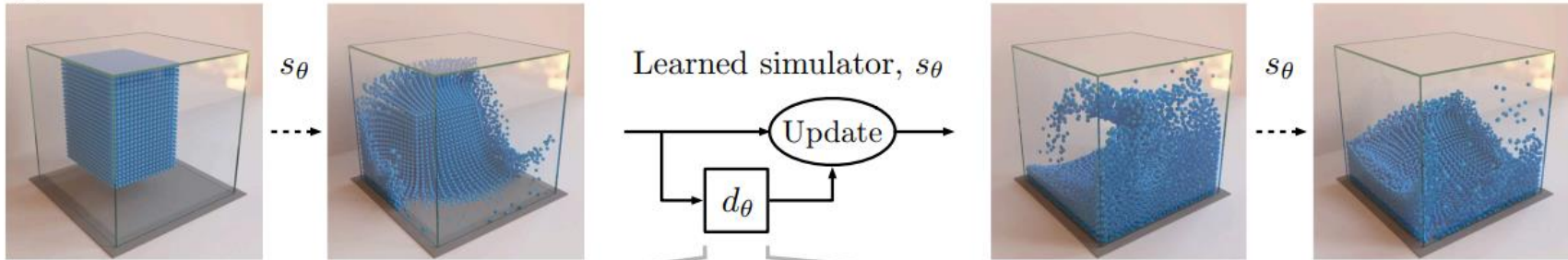


Prediction



Graph Neural Networks

(a) X^{t_0}

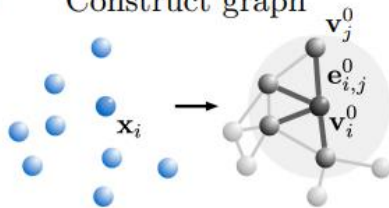


(b)



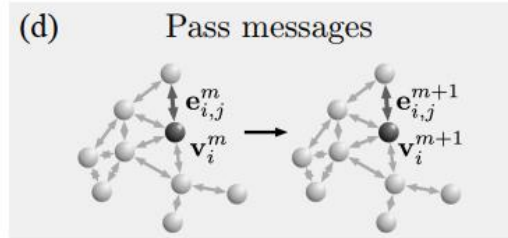
(c)

Construct graph



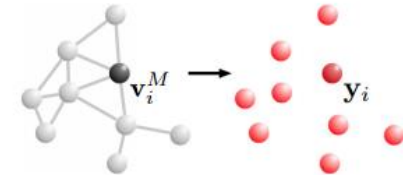
(d)

Pass messages



(e)

Extract dynamics info



Data for training

WaterDrop
Water
Sand
Goop
MultiMaterial
RandomFloor
WaterRamps
SandRamps
FluidShake
FluidShakeBox
Continuous
WaterDrop-XL
Water-3D
Sand-3D
Goop-3D

Check

• "download_dataset.sh"

* "WaterDrop"



colab