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# First High-Resolution Galaxy Simulations Accelerated by a 3D Surrogate Model for Supernovae

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## Abstract

We introduce new high-resolution galaxy simulations enhanced by a surrogate model that reduces the computation cost. Some stars explode at the end of their lives, known as supernovae (SNe), which play a critical role in galaxy formation. The energy released by SNe is essential for regulating star formation and driving feedback processes in the interstellar medium (ISM). However, due to insufficient mass resolution, conventional simulations have employed simple *sub-grid models*, assuming a uniform environment, which fail to capture the inhomogeneity of the shell expansion of SNe within the turbulent ISM. Our new framework integrates numerical simulations and surrogate modeling, including machine learning and Gibbs sampling. The resulting distributions of the density and temperature of the ISM in the galaxy match those obtained from direct (resolved) numerical simulation. Our new approach achieves high-resolution fidelity while reducing computational costs by approximately 75 percent, effectively bridging the physical scale gap and enabling multi-scale simulations.

## 1 Introduction

Supernova (SN) explosions are highly energetic events that release an immense amount of energy that heats and expels the ambient interstellar medium (ISM). SNe significantly impact galactic evolution by driving galactic outflows and turbulence and influencing star formation rates and galaxy scale heights [1, 2]. Those dynamics are consequences of the interaction among non-linear physical processes such as gravity, hydrodynamics, radiation, star formation, and chemical evolution. To investigate the interplay of those complex physical processes, numerical simulations have been employed. In recent years, the development of compute architectures, combined with improvements in algorithms, has led to a surge of galaxy formation and evolution models that can resolve detailed relevant physical processes down to the resolution of single stars in low-mass dwarf galaxy systems. Still, the current resolution of more massive galactic ecosystems such as the Milky Way (MW) is limited to  $\sim 10^3 M_{\odot}^2$  per resolution element due to the computational cost requirements and the lack of scalability of many approaches for feedback physics in the multiphase ISM [3, 4]. One of the bottlenecks is caused by frequent communication between nodes due to small timesteps required for resolving hot and dense events such as SNe. To skip the bottleneck, SNe have been implemented with so-called *sub-grid models* [e.g., 5], which are assuming homogeneous environments and spherical symmetries. To directly incorporate the effect of SNe, we attempt to accelerate high-resolution galaxy simulations using machine learning. This paper presents the first framework integrating our surrogate model into numerical galaxy simulations with real-time predictions, as well as the accuracy and speed-up.

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<sup>2</sup> $1 M_{\odot}$  (solar mass) is a unit of mass equal to that of the Sun.

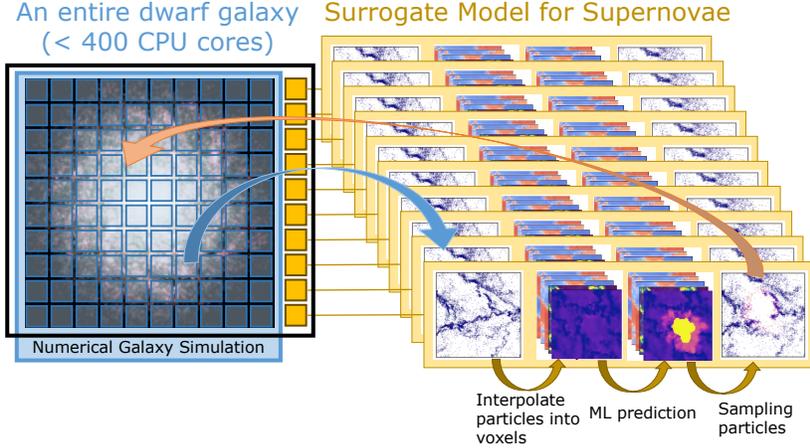


Figure 1: Schematic diagram for our new framework to skip bottlenecks of supernova feedback in galaxy simulations. Our surrogate model is 100 times faster at reconstructing the shell and distribution of thermal energy and momentum of a SN explosion in 3D.

## 2 Background

**Related Works** Machine learning (ML) has the potential to overcome the current limitations in resolution, allowing us to extend the range of physical scales in computationally intensive simulations [e.g., 6]. In the application for astrophysical simulations, ML-based surrogate models have been used to predict the gravitational dynamics to avoid direct calculations for billions of particles, representing dark matter and stars, over billions of years [7, 8] using convolutional neural networks (CNNs). Applying CNNs to particle-based simulations is not straightforward. Nevertheless, to gain efficient computation, we have developed machine learning approaches to learn time evolution with CNNs in particle-based hydrodynamics simulations by interpolating the particles on voxels [9, 10].

**Bottlenecks in Galaxy Simulations** The galaxy evolution simulations in this paper were carried out using our code ASURA-FDPS [11, 12, 9] implemented with Lagrangian (particle-based) methods of  $N$ -body for dark matter and stars and smoothed particle hydrodynamics (SPH) for gas.  $N$ -body discretizes Poisson equations while the SPH method discretizes Euler equations with self-gravity and radiative cooling and heating. SPH offers advantages over Eulerian methods, such as Galilean invariance for non-symmetric systems like the ISM, the avoidance of numerical diffusion, and accurate mass conservation. SPH has been widely used in computational astrophysics and fluid dynamics to solve compressible fluid problems involving multi-scale physics. There may be challenges in resolving contact discontinuity by blastwaves, such as SN shells with low mass resolution. Nevertheless, it has been verified when the mass resolution is finer than  $1 M_{\odot}$  [13, 14, 9].

However, simulating MW-like galaxies with  $1 M_{\odot}$  resolution poses computational challenges, requiring over  $10^{10}$  gas and star particles, far beyond current capabilities. This is because achieving such high-resolution simulations necessitates small timesteps, which is critical for accurately resolving SN explosions. The timesteps are constrained due to the Courant-like hydrodynamical timestep [15] based on the signal velocity [16, 17]. The timestep of a particle  $i$  is determined as

$$\Delta t_i = C_{\text{CFL}} \frac{2h_i}{\max_j [c_i + c_j - 3w_{ij}]} \quad (1)$$

where  $C_{\text{CFL}} = 0.3$ ,  $h_i$  and  $c_i$  are the SPH kernel length and sound speed of a particle  $i$ , and

$$w_{ij} = \mathbf{v}_{ij} \cdot \mathbf{r}_{ij} / r_{ij}, \quad (2)$$

where  $\mathbf{r}_{ij}$  and  $\mathbf{v}_{ij}$  are the relative position and velocity between particles  $i$  and  $j$ , respectively. Despite gas particles typically requiring a timestep of  $\sim 10^4$  years, the hot and dense regions such as SNE require  $\sim 10^2$  years given  $h_i \propto \rho_i^{-1/3}$  and  $c_i \propto T_i^{1/2}$ . This can be a bottleneck in the simulation.

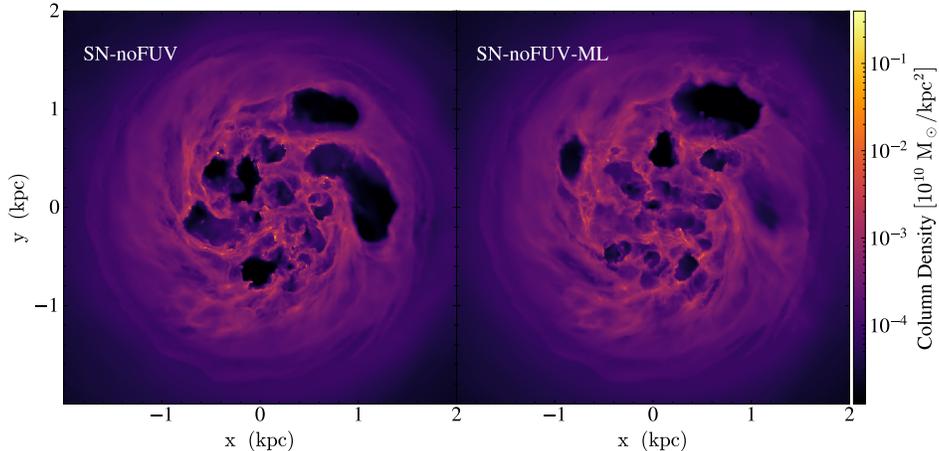


Figure 2: Face-on surface gas density at  $t = 10^8$  years. The color bar represents the column density ( $10^{10} M_{\odot} \text{ kpc}^{-2}$ ). *Left*: Full numerical simulation implemented with the thermal feedback for SNe. *Right*: Our new framework with our surrogate model for SN explosions in denser environments.

**Problem Definition - Divide and Conquer** We designed a new framework for running simulations at high speed compared to conventional numerical simulations, even when increasing the resolution. To avoid the direct computation requiring small timesteps caused by SNe, we locally replace numerical simulation for SNe with our surrogate model presented in [10]. Fig 1 shows a schematic diagram of our presenting framework. In simulations of an entire galaxy (left), our surrogate model reconstructs SNe (right), reducing the need for direct simulations. The model reconstructs a particle distribution  $10^5$  years after the SN explosions, while the entire galaxy is calculated with a global timestep of 2,000 years. After the galaxy simulation progresses by  $10^5$  years, the surrogate model’s prediction is merged into the entire galaxy simulation, indicated by the orange arrow from right to left.

### 3 Methods

**Surrogate Model for Supernova Explosions** To address computational bottlenecks in galaxy simulations with multi-scale physics, we developed a ML-based surrogate model utilizing a U-Net architecture [18] based on CNNs, presented in [10]. The loss function, mean squared error, was minimized using the ADAM optimizer [19] with a learning rate of  $10^{-5}$ . The model is applied for SN explosions in an environment denser than a hydrogen number density of  $1 \text{ cm}^{-3}$  where small timesteps are especially required. The training dataset includes 300 independent SN simulations in turbulent gas clouds with a mass resolution of  $1 M_{\odot}$  and minimum timestep of  $\sim 100$  years calculated by equation (1). The model predicts the physical distribution at  $t = 10^5$  years after a SN explosion, given the initial gas distribution. The data represents 3D scalar fields with a size of  $64^3$  voxels and eight channels. The first two channels receive log-transformed density and temperature to effectively learn a wide range of physical quantities due to compressible hydrodynamics. Because velocities have a bimodal distribution, the 3D velocities were allocated into the rest of the six channels as positive  $v_x, v_y, v_z$ , and negative  $v_x, v_y, v_z$ . One side of the voxels is 60 parsec.

The model can reconstruct the results of high-resolution simulations with thermal energy and momentum conservation, which are crucial for galactic evolution [e.g., 5], better than low-resolution simulations. Additionally, this inference is 100 times faster than that of direct computation. With the prediction by our ML model, we reconstruct new particle distribution by the Gibbs sampling. The total mass is always conserved by sampling the same number of particles as the input from the predicted density distribution.

**Simulation set-up** For direct comparison between numerical simulations and our new ML-integrated method, we use an initial condition of a dwarf galaxy originally described in [13, 20], with the initial mass of  $4 \times 10^7 M_{\odot}$  for gas. The initial disk consists of  $\sim 20$  million particles, setting a gas particle mass resolution of  $m_{\text{gas}} = 4 M_{\odot}$ . We run two simulations, *SN-noFUV-ML* and *SN-noFUV*,

which are implemented with and without the surrogate model, respectively. In *SN-noFUV*, when SNe explode, the thermal energy of  $10^{51}$  erg is injected into 100 neighbor particles (thermal feedback). In *SN-noFUV-ML*, our surrogate model reconstructs shells and the distribution of energy and velocities of a SN. We note that our surrogate model projects high-resolution ( $1 M_{\odot}$ ) predictions from the learned model onto the galaxy simulations with a mass resolution of ( $4 M_{\odot}$ ). The inference is accelerated by ONNX [21] and SoftNeuro [22] for x86 and ARM architecture, respectively.

## 4 Results

**Fidelity** Fig. 2 shows the surface density for isolated galaxy simulations. SNe are implemented with the thermal feedback described in Sec. 3 in *SN-noFUV* (left) and reconstructed with our surrogate model in *SN-noFUV-ML* (right). The morphological structures of the resolved gas resemble each other. Both have distinct cavities called superbubbles, formed by some stars that formed in dense, cold regions and underwent SN explosions almost simultaneously. In general, fine mass and time resolutions are required for accurately resolving such superbubbles; otherwise, the hot gas within the bubble cools too quickly. In our new scheme (*SN-noFUV-ML*), however, despite the longer timesteps, several distinct superbubbles emerged. We note that even with the same initial condition and same implementation, the gas distributions in two different simulations do not perfectly match due to randomness in some of the physical models, such as star formation.

Fig. 3 shows the density and temperature distribution in the galaxy. The histograms are averaged between  $10^8$  years with an interval of  $10^7$  years. *SN-noFUV-ML* replicates the bimodal distribution in density and temperature for *SN-noFUV*.

**Speed-up** Fig. 4 compares calculation steps between full numerical simulations (*SN-noFUV*) and simulations accelerated by the surrogate model for SN feedback (*SN-noFUV-ML*). This type of galaxy simulation usually requires a few months to years. Thus, our surrogate model’s reduction of the calculation steps may help run these simulations within a practical time and resources. As a practical example for a total simulation period of  $10^9$  years using  $\sim 500$  Cascade Lake CPUs, our framework can be completed within two months, reducing the runtime by approximately six months.

## 5 Conclusions

We have implemented a surrogate model, incorporating a CNN-based machine learning model, into our galaxy simulation code. Our surrogate model projects high-resolution predictions of SN explosions from the learned model onto galaxy simulations. Our results show that this new framework can accurately replicate superbubbles, which typically require fine mass and time resolution, even with a fourfold speedup. Additionally, our simulation code with the surrogate model for SNe can reconstruct gas density and temperature structures. We plan to run high-resolution simulations for LMC-like and WM-like galaxies, which are ten and one hundred times larger than the galaxy studied in this paper and have been challenging to simulate fully numerically. Our new framework may enable these high-resolution and more massive galaxy simulations, allowing us to study the evolution of structures in galaxies such as the MW in much more detail than ever.

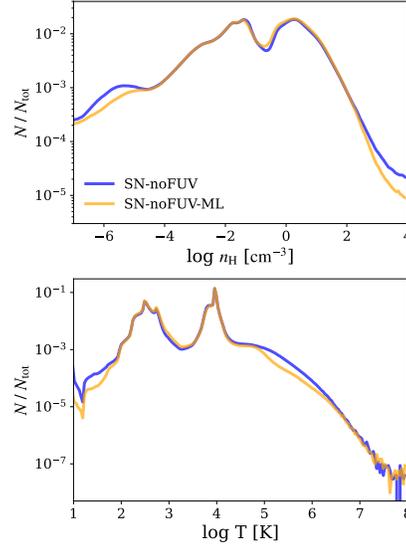


Figure 3: Density and temperature of gas in the galaxy. The particles are averaged using snapshots for  $10^8$  years.

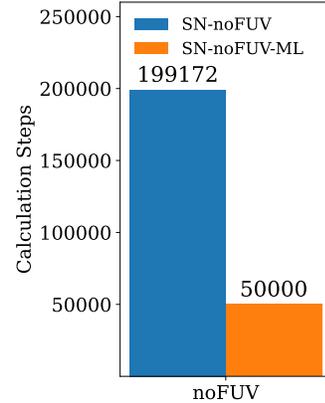


Figure 4: The comparison of calculation steps between direct simulations and our new framework accelerated by the surrogate model for  $10^8$  years.

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