

MoStream: Enabling ML-Guided Adaptive Molecular Simulations on Real-Time Stateful Stream Processing Systems

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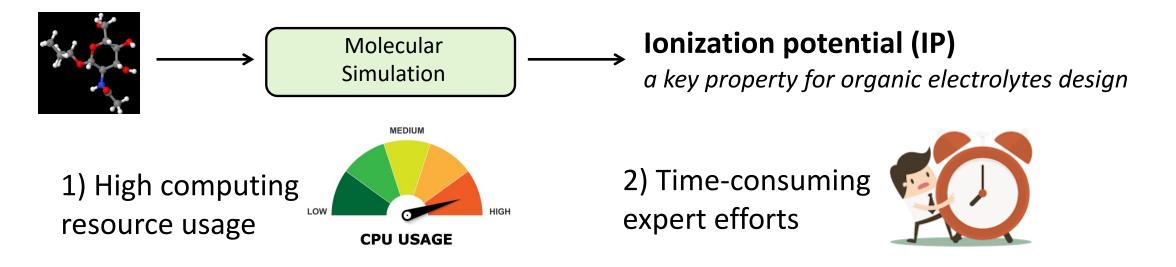






ML-guided Molecular Simulation

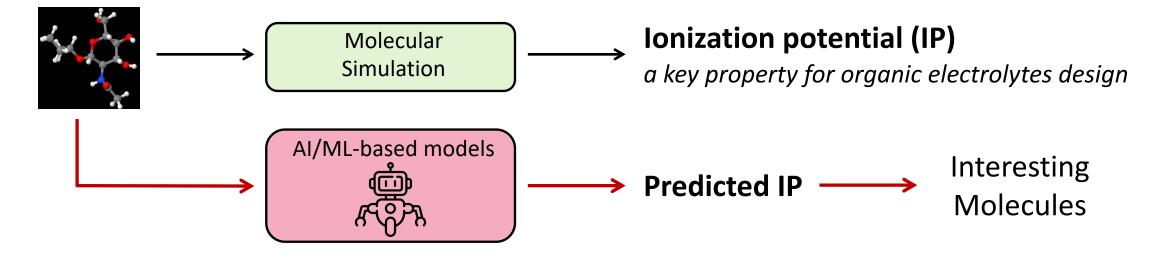
• Conventional molecular simulations are expensive





ML-guided Molecular Simulation

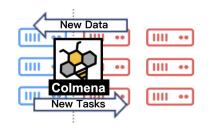
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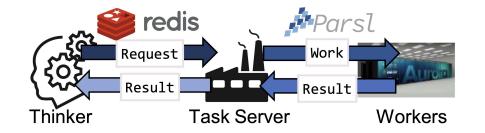


How can we organize ML-guided ensemble computations to maximize resource efficiency and timeliness of ML guidance?



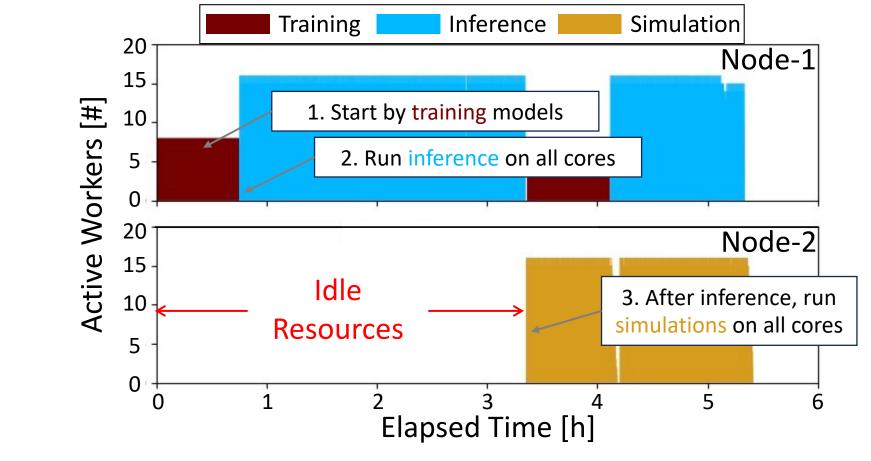
Colmena: Steering Ensemble Simulations in a Sequential Manner

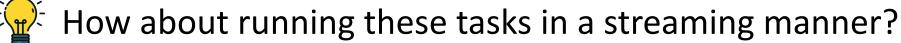






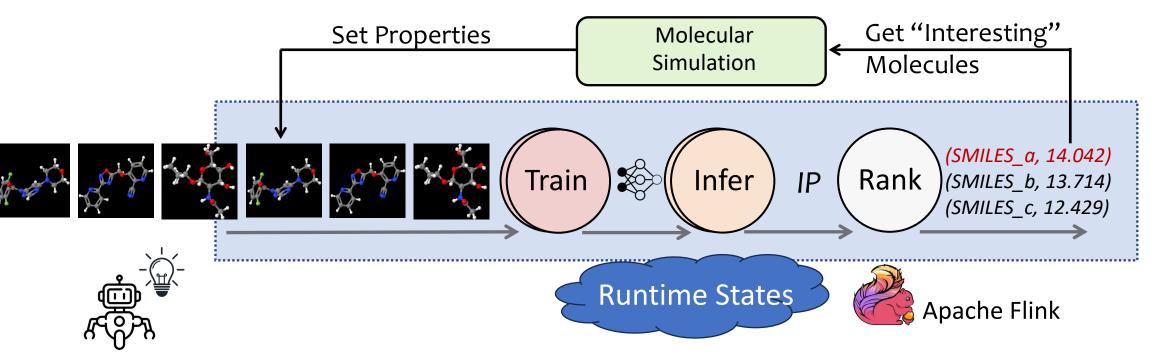
Colmena: Steering Ensemble Simulations in a Sequential Manner







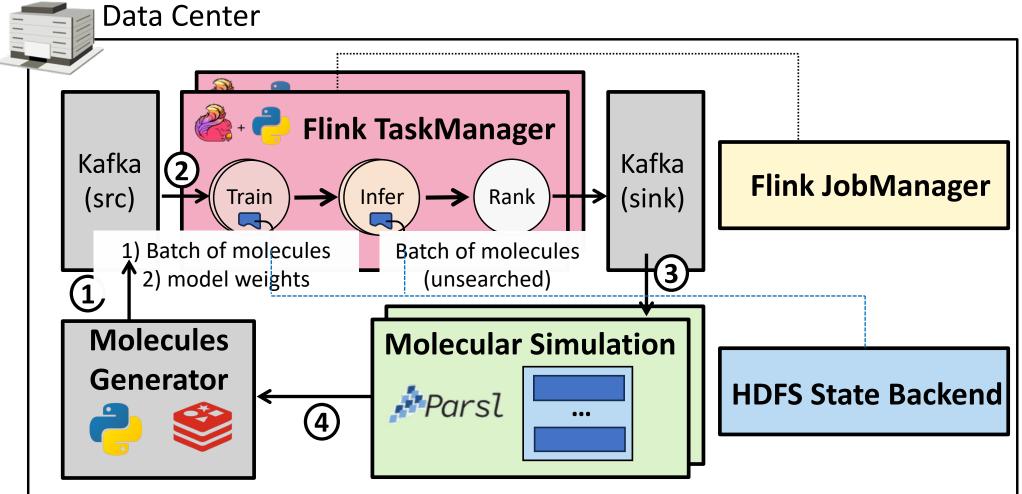
Applying Stream Learning using Apache Flink



- Iterative online ML training based on continuous data stream (not static dataset)
- Dynamic ML inferences saves exploration time within the whole dataset
- Timely recommendations can guide molecular simulations



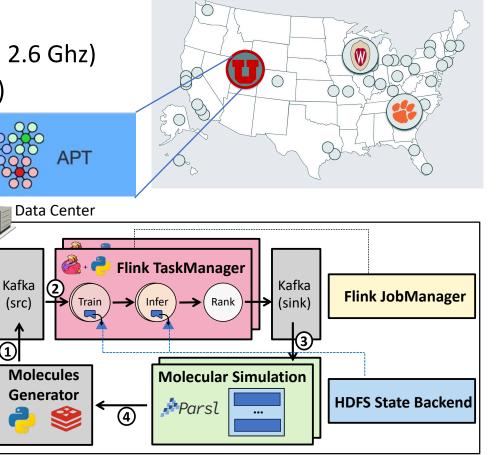
MoStream Framework





Deployment of MoStream on CloudLab

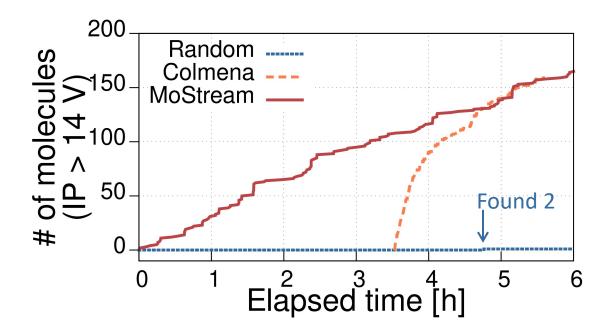
- Hardware Specification: (6 x c6220 nodes)
 - 16 vCPU, 2 x Xeon E5-2650v2 processors (8 cores each, 2.6 Ghz)
 - RAM 64GB Memory (8 x 8GB DDR-3 RDIMMs, 1.86Ghz)
- Software Stack
 - Message Queue: Kafka_2.11-1.1.1
 - Streaming Engine: PyFlink-1.17.1
 - Molecular Simulation: Parsl-2023.3.27





Effectiveness Evaluation

• Measure how many molecules with IP > 14 V were found over 6 hours



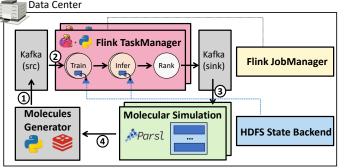
- "Random" identifies only 2 target molecules after 4.8 hours, success rate of 0.05%
- "Colmena" finds 159 molecules with resource wastage over the initial 3.5 hours
- "MoStream" finds 165 molecules with improved resource utilization



Conclusion and On-going works

What did we cover today?

• MoStream enables ML-guided molecular simulation on **stateful stream processing** system



• Applying stream learning on Flink to support large(r) AI/ML models training

What do we plan to do?

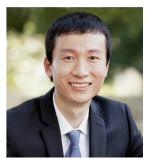
- Studying the novelty and practice of MoStream in scientific research
- Optimizing performance and resource management of MoStream
- Research on impact of runtime states on online ML training



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