

#### Molecular dynamics simulations and drug discovery

Jacob D. Durrant, J. Andrew McCammon

BMC Biology 2011 9:71 | DOI: 10.1186/1741-7007-9-71

*"With constant improvements in both computer power and algorithm design, the future of computer-aided drug design is promising; molecular dynamics simulations are likely to play an increasingly important role."* 

#### First principles computational materials design for energy storage materials in lithium ion batteries

Ying Shirley Meng, M. Elena Arroyo-de Dompablo *Energy Environ. Sci.* 2009, 2, 589–609 | DOI: 10.1039/b901825e

"Specifically, we show how each relevant property can be related to the structural component in the material and can be computed from first principles."

# **Map for Atomistic Simulations**



# **Map for Atomistic Simulations**



#### Nobel Prize 2013 in Chemistry: Development of Multiscale Models

#### QM/MM





Martin Karplus Harvard University

Michael Levitt Stanford Universiry



Arieh Warshel Southern California University





#### Further details:

Electron dynamics in complex environments with real-time time dependent density functional theory in a QM-MM framework

U.N. Morzan et al.

The Journal of Chemical Physics 140, 164105 (2014).

DOI: 10.1063/1.4871688

# THE LIO PROJECT

*"Implementing novel methods of atomistic quantum simulation that efficiently use the current state-of-the-art hardware tools"* 



## github.com/nanolebrero/lio

# THE LIO PROJECT

## Quantum Calculations (QM/MM with Amber)

### DFT + Gaussian Basis

Single Point Calculation

**Electronic Propagation** 

**Born-Oppenheimer** 

**Dynamics** 

TD-DFT Electron Dynamics

Ehrenfest Dynamics

## github.com/nanolebrero/lio

# **DFT: The way of the density**

Hohenberg - Khon Theorem  

$$\rho(x, y, z) \longrightarrow \Psi(\vec{r}_{1,}...,\vec{r}_{n})$$



"Motions are governed not by deterministic laws, but **by probability functions**; chemical bonds are formed not mechanically, but by **shifting clouds of electrons** that are simultaneously waves and particles."

Molecular dynamics simulations and drug discovery

# **DFT: The way of the density**

Hohenberg - Khon Theorem  

$$\rho(x, y, z) \leftrightarrow \Psi(\vec{r}_{1}, ..., \vec{r}_{n})$$

 $\rho(x, y, z) = \sum_{i=1}^{M} \sum_{j=1}^{M} P_{ij} \cdot \chi_i(x, y, z) \cdot \chi_j(x, y, z)$ 

# $E[\rho] = T[\rho] + V_{ne}[\rho] + V_{ee}[\rho] + E_{XC}[\rho]$



# $E[\rho] = T[\rho] + V_{ne}[\rho] + V_{ee}[\rho] + E_{XC}[\rho]$

Analytical Resolution:

$$\rho(r) = \sum_{i=1}^{M} \sum_{j=1}^{M} P_{ij} \cdot \chi_i(r) \cdot \chi_j(r)$$
gets distributed

 $= T[P] + V_{ne}[P] + V_{ee}[P]$ 

# $E[\rho] = T[\rho] + V_{ne}[\rho] + V_{ee}[\rho] + E_{XC}[\rho]$



 $E_{XC}[\rho] \simeq \iiint \epsilon_{XC}[\rho(x, y, z), \nabla \rho(x, y, z)] dV$  $E_{XC}[\rho] \simeq \sum_{k} \epsilon_{XC}[\rho(r_k), \nabla \rho(r_k)] \cdot V_k$  $\rho(r_k) = \sum_{k=1}^{M} \sum_{j=1}^{M} P_{ij} \chi_i(r_k) \chi_j(r_k)$ i = 1 i = 1 $\frac{\partial \rho}{\partial x} = \sum_{i=1}^{M} \frac{\partial \chi_i}{\partial x} \sum_{j=1}^{M} P_{ij} \chi_j + \sum_{i=1}^{M} \chi_i \sum_{j=1}^{M} P_{ij} \frac{\partial \chi_j}{\partial x}$ 



## $E_{XC}[\rho]$

(1) Compute Basis Values.

(2) Compute Density Values.

(3) Numeric Integral



 $\chi_1(r_1) \quad \dots \quad \chi_1(r_K)$ 

 $\chi_M(r_1)$  ...  $\chi_M(r_K)$ 

 $E_{XC}[\rho]$ 

#### (1) Compute Basis Values.

(2) Compute Density Values.

(3) Numeric Integral





 $\sum_{k} \epsilon_{XC} [\rho(r_{k}), \nabla \rho(r_{k})] \cdot V_{k}$ 

 $E_{XC}[\rho]$ 

(1) Compute Basis Values.

(2) Compute Density Values.

(3) Numeric Integral



 $\rho(r_k) = \sum_{i=1}^{M} \sum_{j=1}^{M} P_{ij} \chi_i(r_k) \chi_j(r_k)$  $\overline{i=1}$   $\overline{j=1}$ 

## 1 Thread = 1 Point + Double Sum

$$\rho(r_k) = \sum_{i=1}^M \sum_{j=1}^M P_{ij} \chi_i(r_k) \chi_j(r_k)$$

$$\rho(r_k) = \sum_{i=1}^M \chi_i(r_k) \left( \sum_{j=1}^M P_{ij} \chi_j(r_k) \right)$$

1 Thread = 1 Point + Only j-Sum

(+ other subroutine to i-accumulate)









## BLOCKS OF SIZE B

Point k fixed





$$\longrightarrow \sum_{j=1}^{B} P_{1j} \chi_j(r_k) + \sum_{j=B+1}^{2B} P_{1j} \chi_j(r_k) + \dots + \sum_{j=M-B+1}^{M} P_{1j} \chi_j(r_k)$$

$$\longrightarrow \sum_{j=1}^{B} P_{2j} \chi_j(r_k) + \sum_{j=B+1}^{2B} P_{2j} \chi_j(r_k) + \dots + \sum_{j=M-B+1}^{M} P_{2j} \chi_j(r_k)$$

$$\dots$$

$$\longrightarrow \sum_{j=1}^{B} P_{Bj} \chi_j(r_k) + \sum_{j=B+1}^{2B} P_{Bj} \chi_j(r_k) + \dots + \sum_{j=M-B+1}^{M} P_{Bj} \chi_j(r_k)$$

(1) Load functions "j" = 1 to B (one each thread) to **shared mem**.

- (2) \_\_\_\_syncthreads()------
- (3) Each thread performs sums from 1 to B.

Repeat (1) to (3) for "j" = B+1 to 2B, 2B+1 to 3B, etc.

$$\begin{pmatrix} \longrightarrow & \sum_{j=1}^{B} P_{1j} \chi_{j}(r_{k}) + \sum_{j=B+1}^{2B} P_{1j} \chi_{j}(r_{k}) + \dots + \sum_{j=M-B+1}^{M} P_{1j} \chi_{j}(r_{k}) \\ \longrightarrow & \sum_{j=1}^{B} P_{2j} \chi_{j}(r_{k}) + \sum_{j=B+1}^{2B} P_{2j} \chi_{j}(r_{k}) + \dots + \sum_{j=M-B+1}^{M} P_{2j} \chi_{j}(r_{k}) \\ \dots \\ \longrightarrow & \sum_{j=1}^{B} P_{Bj} \chi_{j}(r_{k}) + \sum_{j=B+1}^{2B} P_{Bj} \chi_{j}(r_{k}) + \dots + \sum_{j=M-B+1}^{M} P_{Bj} \chi_{j}(r_{k}) \\ \begin{pmatrix} P_{11} & P_{12} & \dots & P_{1B} \\ \dots & \dots & \dots \\ P_{B1} & P_{B2} & \dots & P_{BB} \end{pmatrix}$$

$$\begin{pmatrix} \rightarrow & \sum_{j=1}^{B} P_{1j} \chi_{j}(r_{k}) + \sum_{j=B+1}^{2B} P_{1j} \chi_{j}(r_{k}) + \dots + \sum_{j=M-B+1}^{M} P_{1j} \chi_{j}(r_{k}) \\ \rightarrow & \sum_{j=1}^{B} P_{2j} \chi_{j}(r_{k}) + \sum_{j=B+1}^{2B} P_{2j} \chi_{j}(r_{k}) + \dots + \sum_{j=M-B+1}^{M} P_{2j} \chi_{j}(r_{k}) \\ \dots \\ \rightarrow & \sum_{j=1}^{B} P_{Bj} \chi_{j}(r_{k}) + \sum_{j=B+1}^{2B} P_{Bj} \chi_{j}(r_{k}) + \dots + \sum_{j=M-B+1}^{M} P_{Bj} \chi_{j}(r_{k}) \\ \begin{pmatrix} P_{11} & P_{12} & \dots & P_{1B} \\ \dots & \dots & \dots \\ P_{B1} & P_{B2} & \dots & P_{BB} \end{pmatrix} \longrightarrow \begin{array}{c} \text{TEXTURE MEMORY} \\ \cdot \text{ 2D access} \\ \cdot \text{ Local cache} \end{array}$$

$$\begin{array}{c|c} \textbf{GET} \\ \textbf{GLOBAL} \\ \textbf{VARS} \end{array} \sum = + P_{11} \chi_1(r_k) \quad \begin{array}{c} \textbf{GET} \\ \textbf{GLOBAL} \\ \textbf{VARS} \end{array} \sum = + P_{12} \chi_2(r_k) \quad \dots \\ \end{array}$$

From a memory intensive kernel...



(Estimated time for the 4 core CPU)



**Details:** M. A. Nitsche, M. Ferreria, E. E. Mocskos, M. C. Gonzalez Lebrero, J. Chem Theory and Comput. 2014, 10, 959–967 **DOI: 10.1021/ct400308n** 



Function value is **relevant** for this point Function value is **not relevant** for this point



## **GROUPS OF POINTS**

- Groups solved separately: reduced version of problem.
- Inhomogeneous workload: few groups with a lot of points/functions VS a lot of groups with very few.
- "Small" Group: bad for GPU.

Hybrid Partitioning: Small spheres (lots of points) and big cubes (fewer points)





## **RESULTS FOR THE HYBRID**



(a) CPU version, total time 87.52s

Exch-corr

Exch-corr

Coulomb

(b) GPU version, total time 26.56s

## **CURRENT STATE**



#### **Current Limitations**

- Exc (again!)
- Matrix Diag/Dcmp?

## **CURRENT STATE**



## PROBLEM

- Math expression specific to the physical model.
- Very inhomogeneous workload.
- Memory intensive calculations.

Direct manipulation of registers and memory influences algorithmic structure.

Multiple blocks of threads can run in the same execution unit

Distribution of work that takes into account the different capabilities of CPUs / GPUs

Customized solution with performance comparable to those of problems more naturally suited for GPU.

## Thank you for your attention!

### And thanks to...

Everyone at the group of computer simulation of the DQIAyQF, FCEN, UBA.

#### **Collaborators:**

- Jorge Kohanoff
- Cristián G. Sánchez
- Ivan Girotto

#### **Institutional Support:**

- CONICET
- UBA
- ICTP

#### THE LIO GROUP

- Mariano González Lebrero
- Dario Estrin
- Damian Scherlis
- Esteban Mosckos
- Uriel Morzan
- William Agudelo
- Nicolás <mark>F</mark>oglia
- Fernando Boubetta
- Federico Pedron
- Manuel Ferreria
- Matías Nitsche
- Juan Pablo Darago
- Chad Hopkins

## visit our code! github.com/nanolebrero/lio