# HOOMD-blueScalable Molecular Dynamics and Monte Carlo

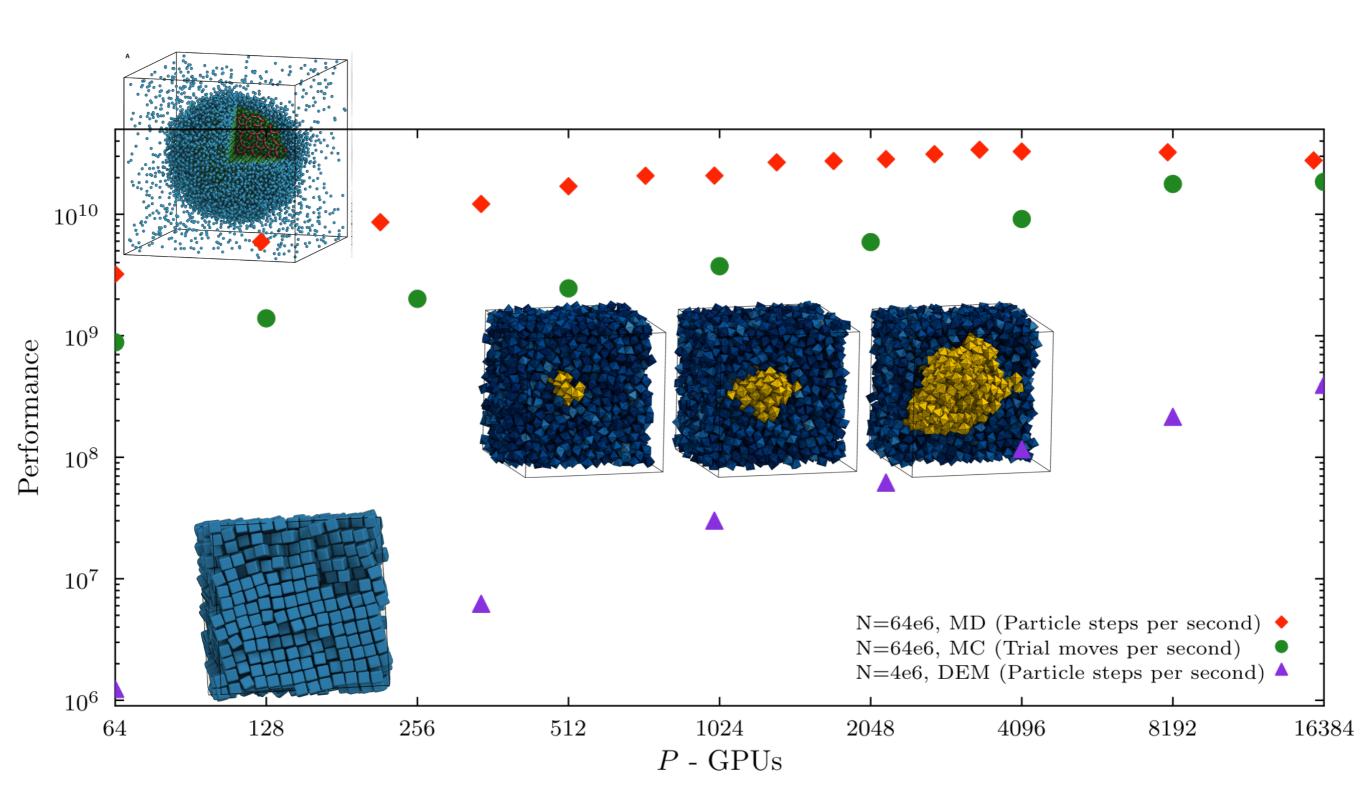
Joshua Anderson and Jens Glaser

Glotzer Group, Chemical Engineering, University of Michigan

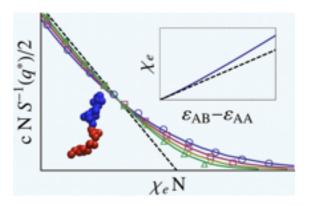


Blue Waters Symposium, Sun River, OR 05/12/2015

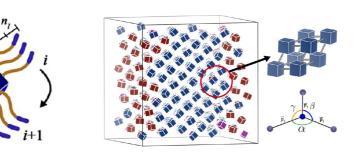
# Scaling on OLCF Cray XK7



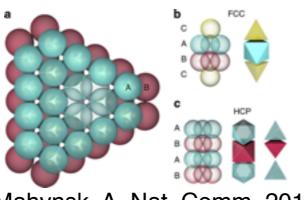
### **Applications of HOOMD-blue**



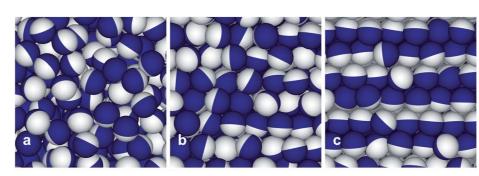
Glaser et al. Macromolecules 2014



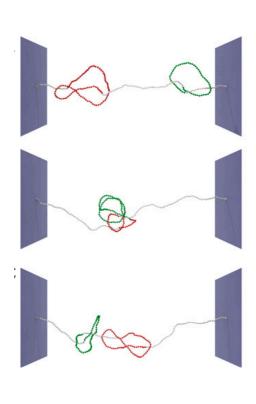
Knorowski, C. and Travesset, A. JACS 2014



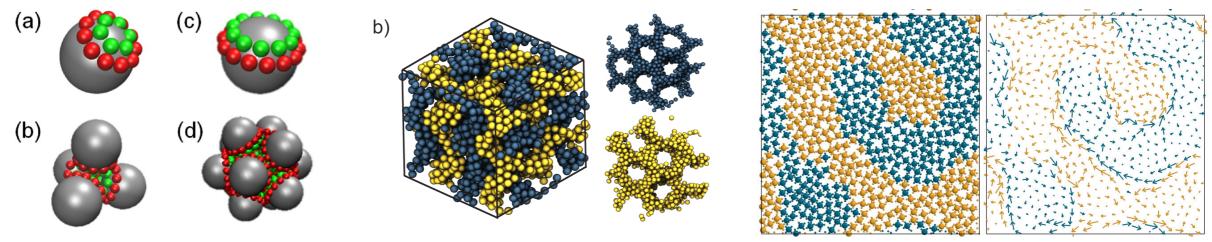
Mahynsk, A. Nat. Comm. 2014



Beltran-Villegas et al. Soft Matter 2014



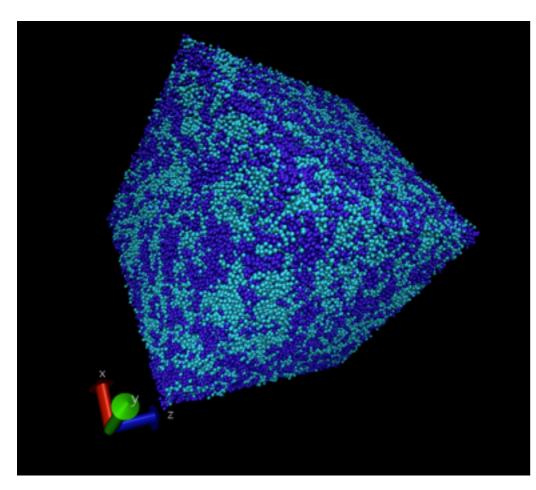
Trefz, B. et al. PNAS 2014



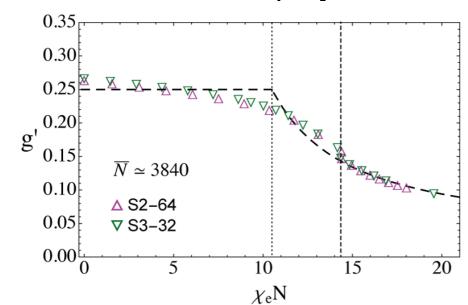
Long, A.W. and Ferguson, A.L. Marson, R. L. et al. Nano Lett. 2014 Nguyen et al. Phys Rev. Lett. 2014 J. Phys. Chem. B 2014

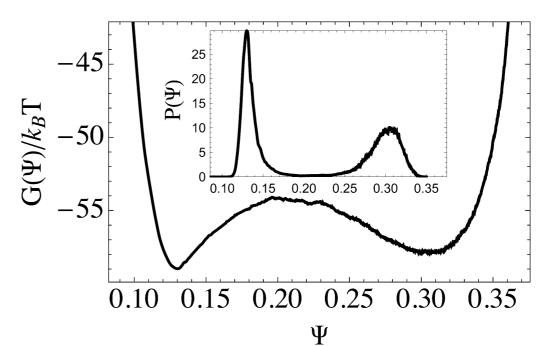
>100 peer-reviewed publications using HOOMD-blue as of May 2015 <a href="http://codeblue.umich.edu/hoomd-blue/publications.html">http://codeblue.umich.edu/hoomd-blue/publications.html</a>

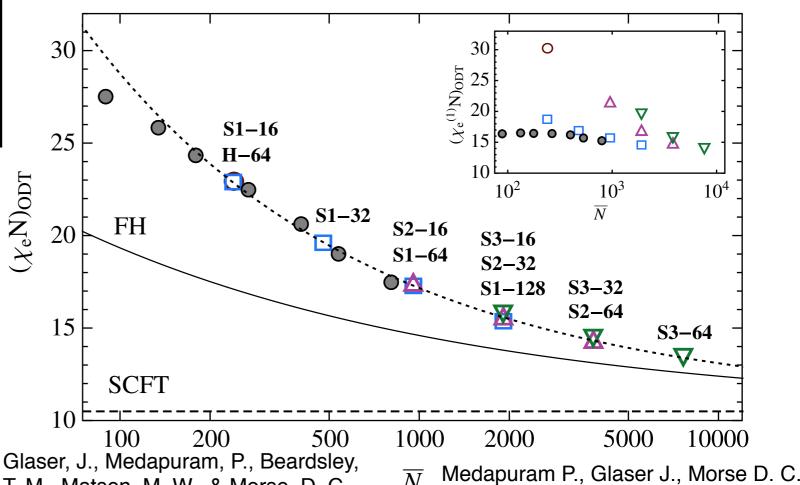
#### **Universality of Block Copolymer Melts**



AB Diblock copolymer melt





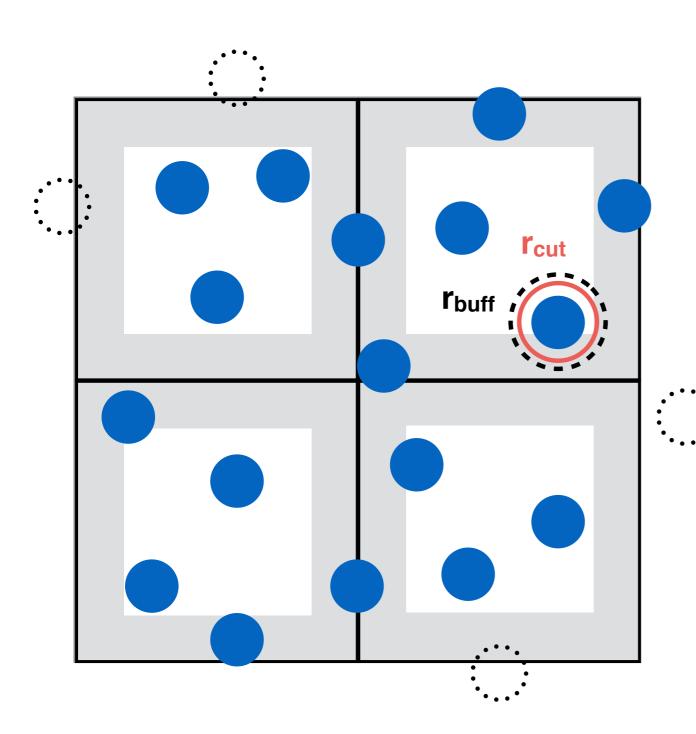


T. M., Matsen, M. W., & Morse, D. C.

PRL, 113, 068302 (2014)

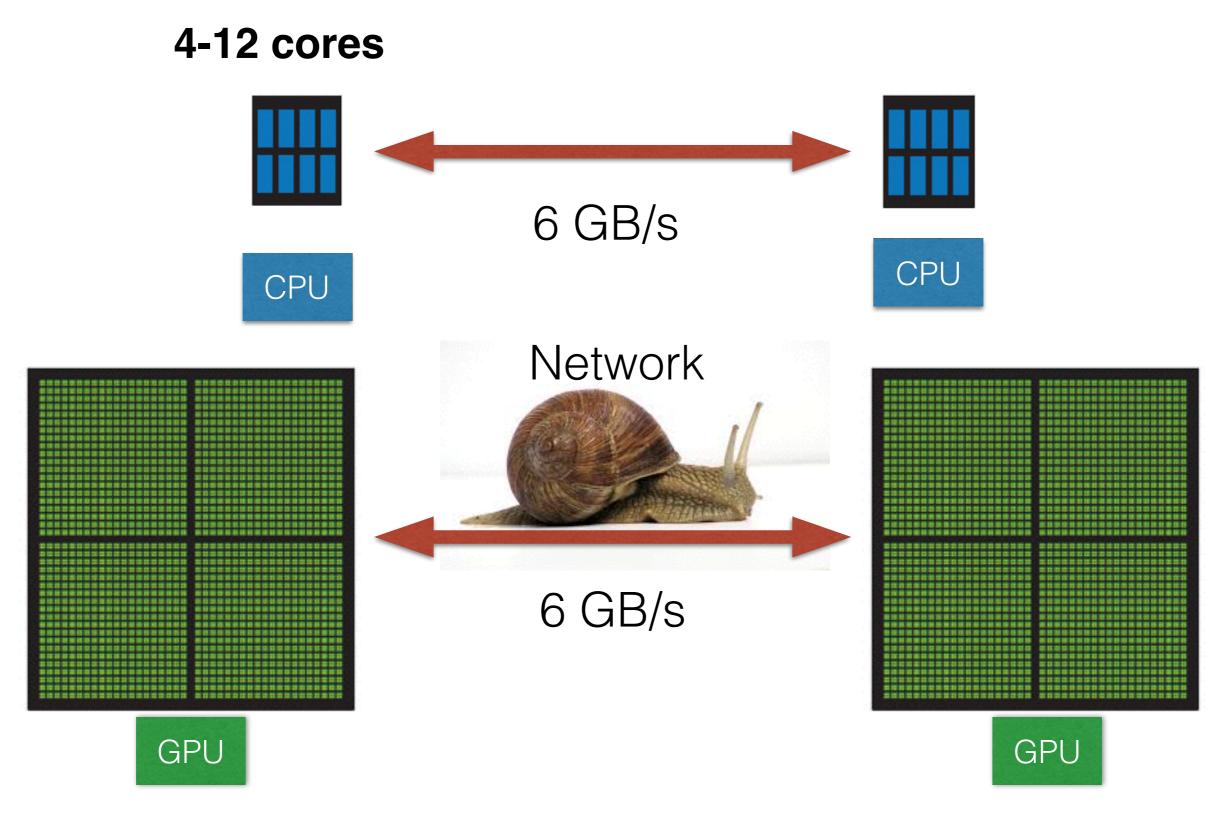
Macromolecules 2015, 48, 819-839.

### **Spatial domain decomposition**



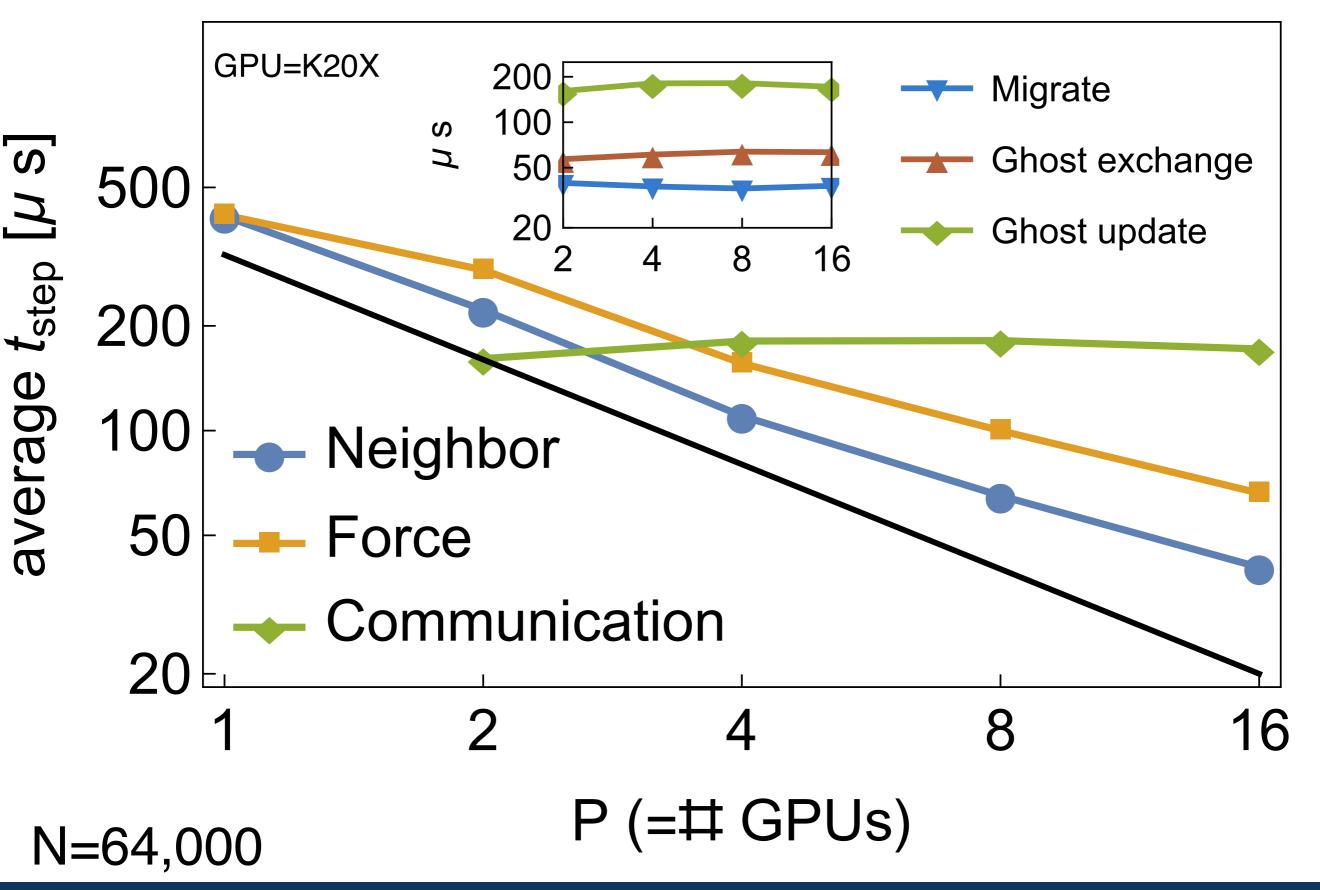
- Particles can leave and enter domains under periodic boundary conditions
- Ghost particles required for force computation
- Update positions of ghost particles every time step

#### Scaling bottlenecks in spatial domain decomposition

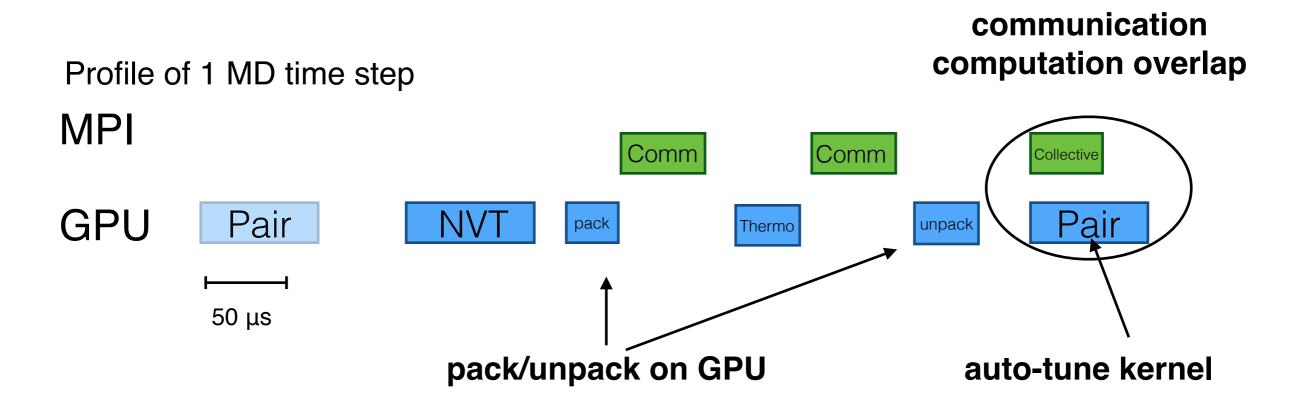


1000's of cores

#### Compute vs. Communication

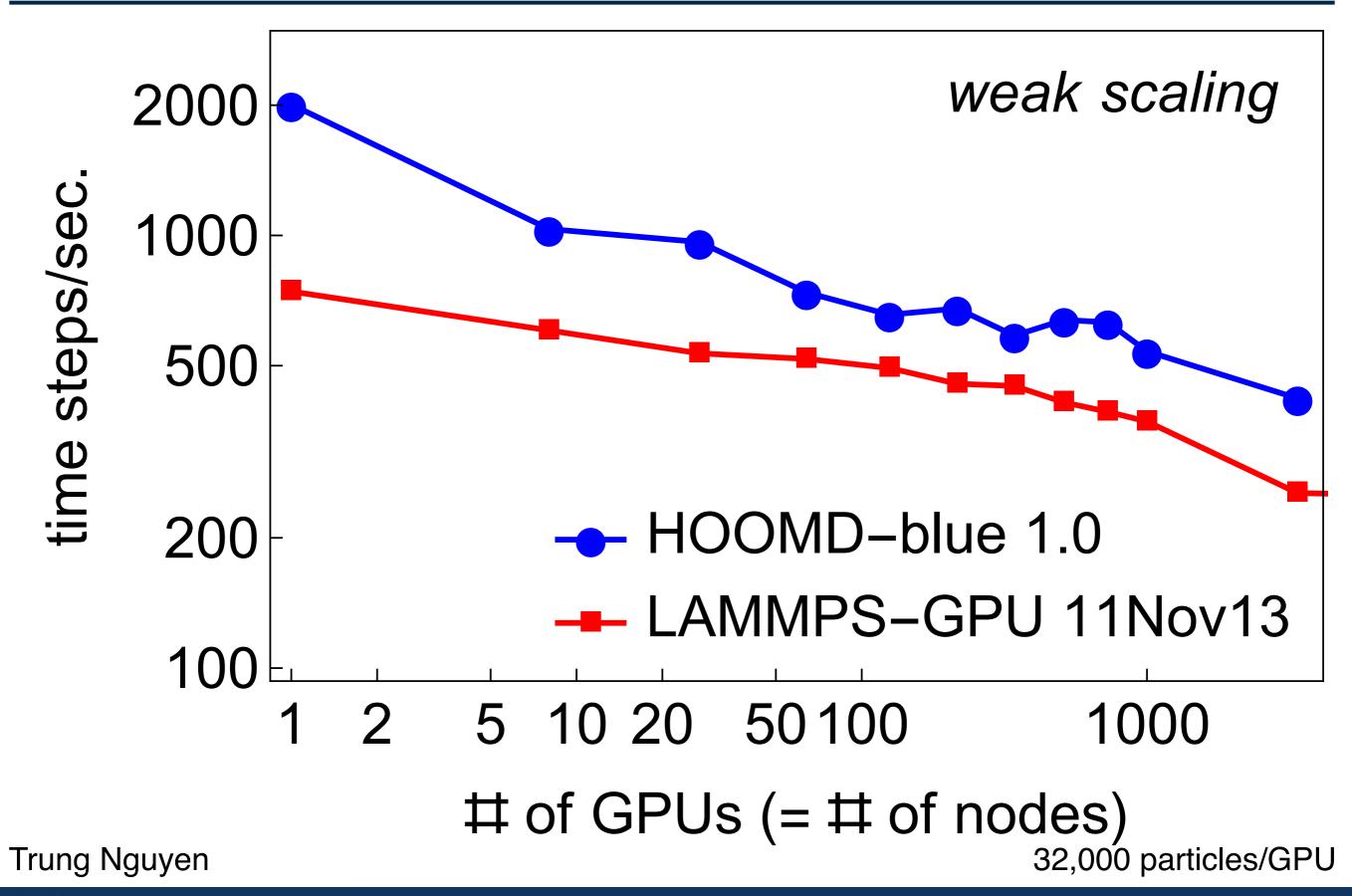


#### Optimization of the communication algorithm

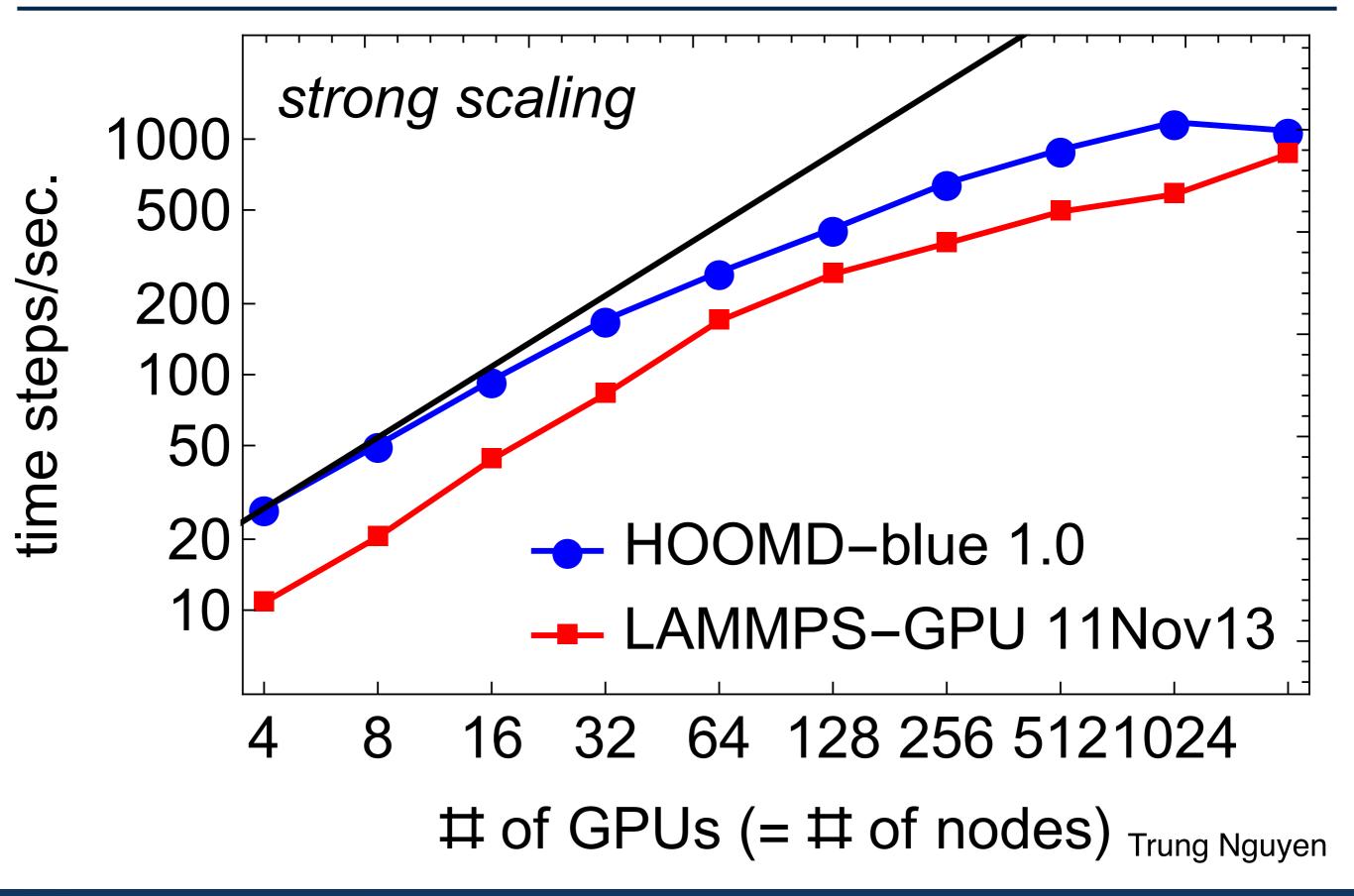


- Device-resident data
- Autotune kernels
- Overlap synchronization with computation

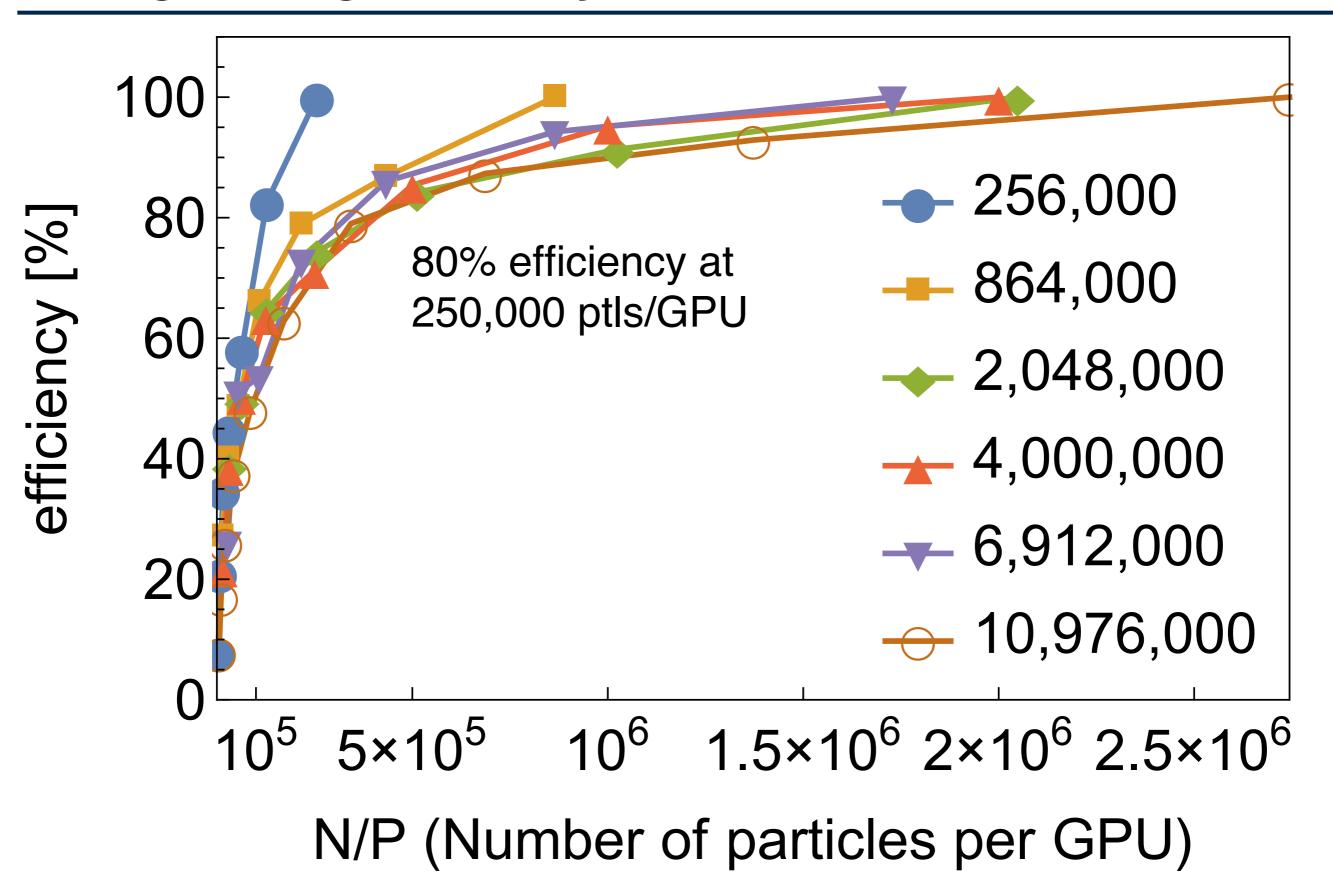
#### Weak scaling up to 108,000,000 particles



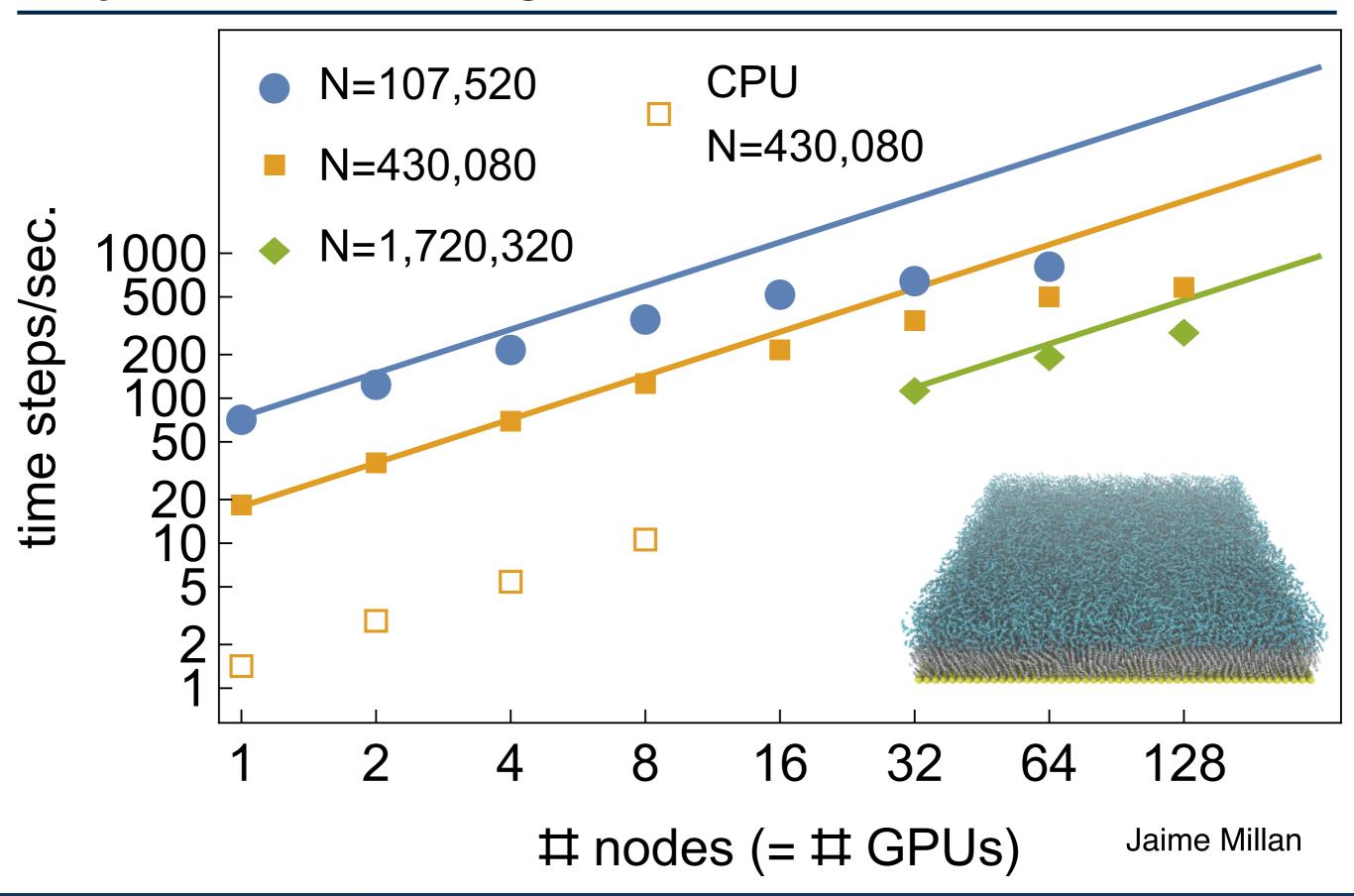
#### Strong Scaling of a LJ Liquid (N=10,976,000)



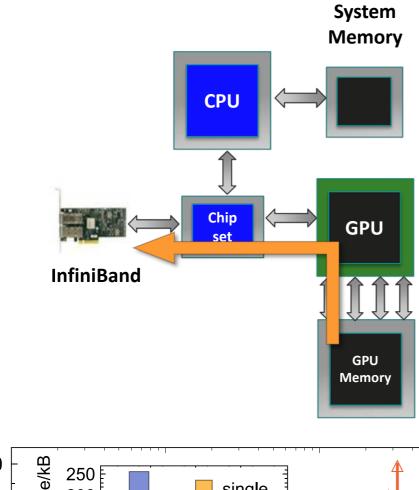
# **Strong Scaling Efficiency**

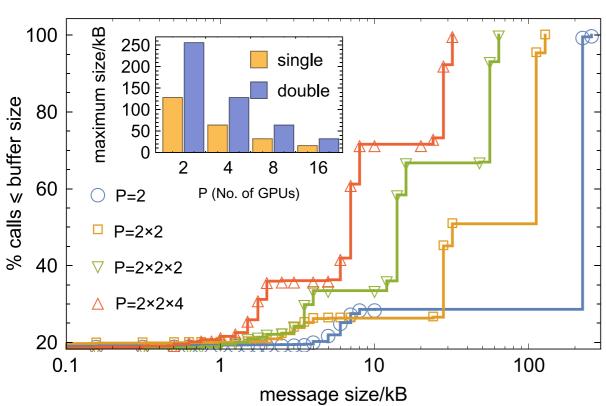


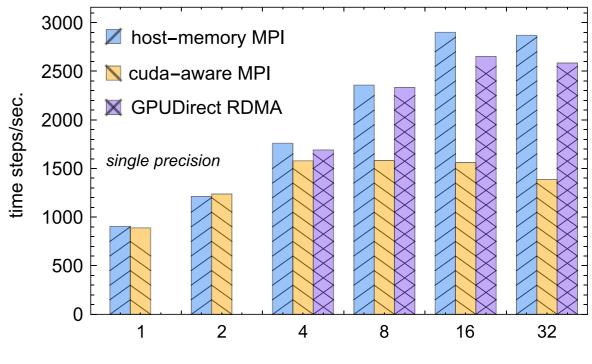
#### **Polymer Brush Scaling**

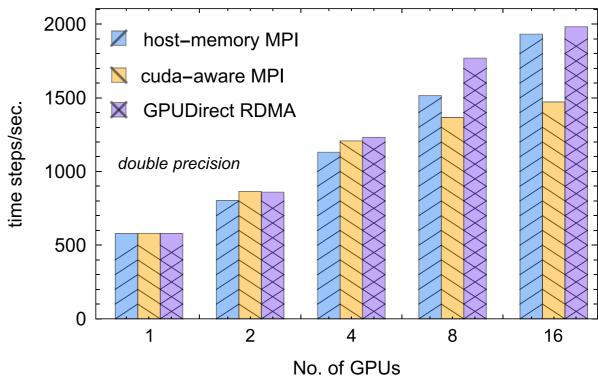


#### **GPUDirect RDMA on Wilkes**



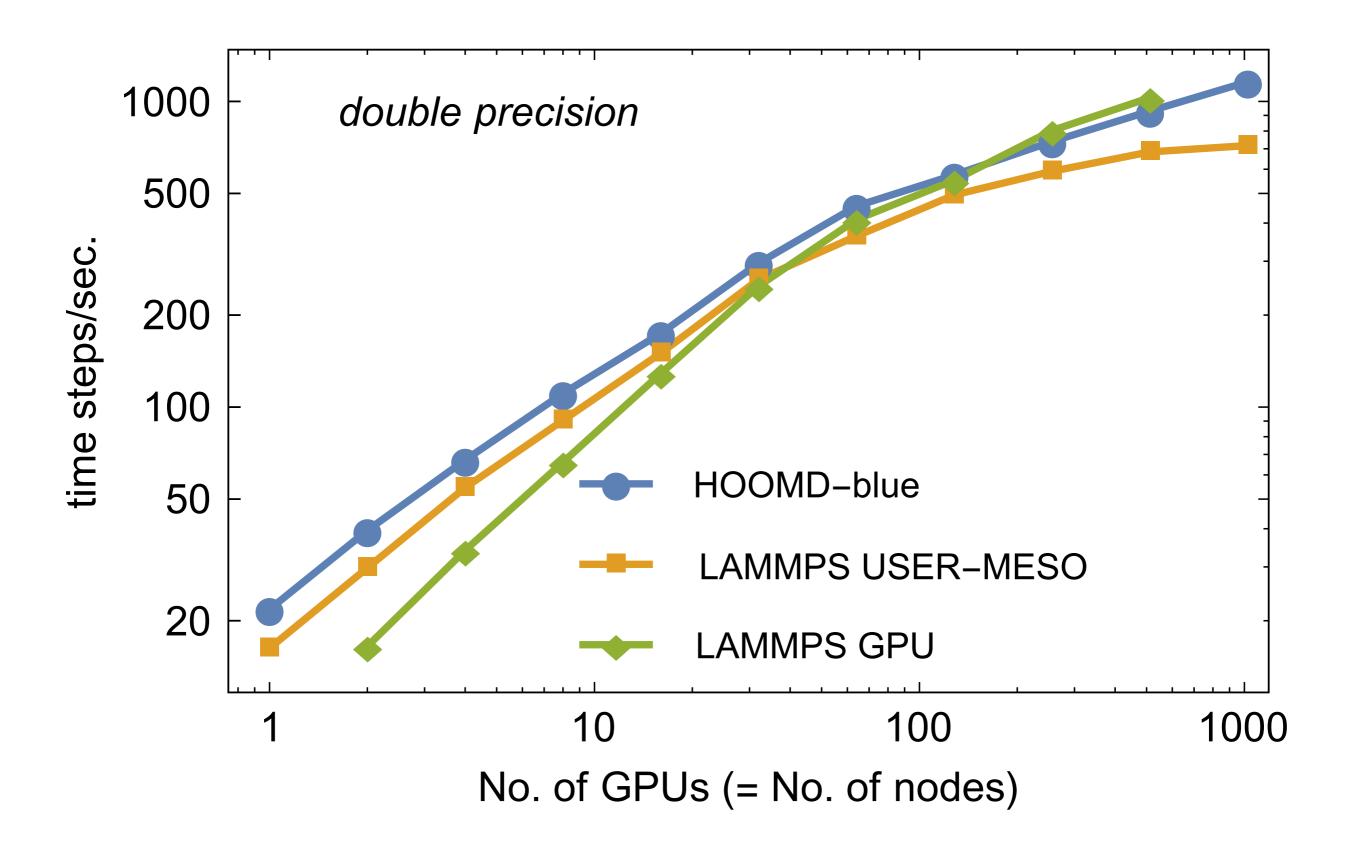






Pak Lui, Filippo Spiga, Rong Shi

#### Dissipative Particle Dynamics on Blue Waters and Titan



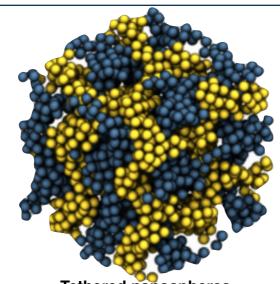
#### **Summary - Molecular Dynamics**

- Multi-GPU support in HOOMD 1.0 enables largescale MD using spatial domain decomposition
- Strong Scaling extends to 1000's of GPUs, and to more complex systems
- GPUDirect RDMA is a promising technology, although strong scaling is ultimately limited by PCIe and kernel launch latency

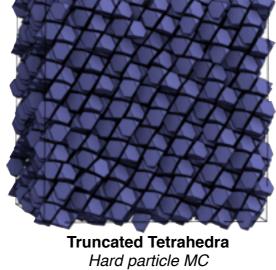
Glaser J., Nguyen T.D., Anderson J.A. et al.
Strong scaling of general-purpose molecular dynamics simulations on GPUs.
Comput. Phys. Commun. 192, pp. 97-107 (2015)
doi:10.1016/j.cpc.2015.02.028.

#### **Molecular dynamics**

**Quasicrystal growth** Molecular Dynamics Engel M. et al., *Nature Materials* (in press)

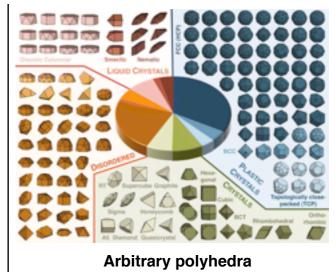


Tethered nanospheres Langevin dynamics Marson, R, Nano Letters 14, 4, 2014

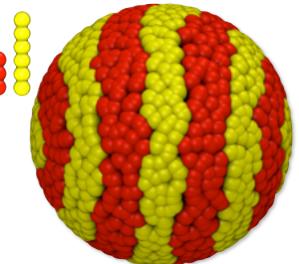


**Monte Carlo** 

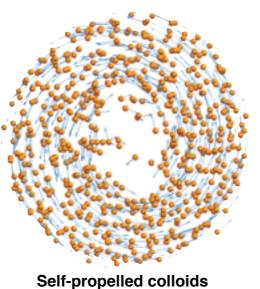
Damasceno, P. F. et al., ACS Nano 6, 609 (2012)



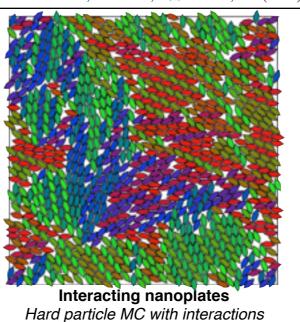
Hard particle MC Damasceno, P. F. et al., Science 337, 453 (2012)



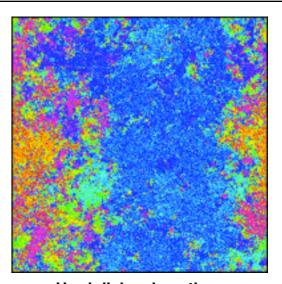
**Surfactant coated surfaces** Dissipative particle dynamics Pons-Siepermann, I. C., Soft matter 6 3919 (2012)



Non-equilibrium MD Nguyen N., Phys Rev E 86 1, 2012

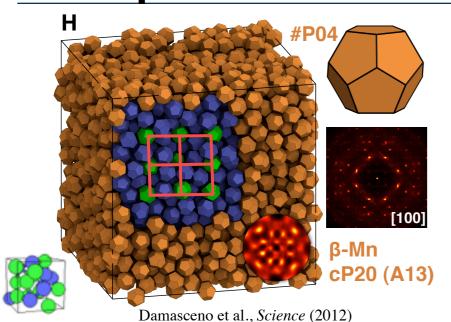


Ye X. et al., *Nature Chemistry* cover article (2013)



Hard disks - hexatic Hard particle MC Engel M. et al., PRE **87**, 042134 (2013)

#### **Hard particle Monte Carlo**



Damasceno et al., Science (2012)

Damasceno, P. F. et al., ACS Nano 6, 609 (2012)

Engel M. et al., PRE 87, 042134 (2013)

- Hard Particle Monte Carlo plugin for **HOOMD-blue**
- 2D Shapes
  - Disk
  - Convex (Sphero)polygon
  - Concave polygon
  - Ellipse
- 3D Shapes
  - Sphere
  - Ellipsoid
  - Convex (Sphero)polyhedon
- NVT and NPT ensembles
- Frenkel-Ladd free energy
- Parallel execution on a single GPU
- Domain decomposition across multiple nodes (CPUs or GPUs)

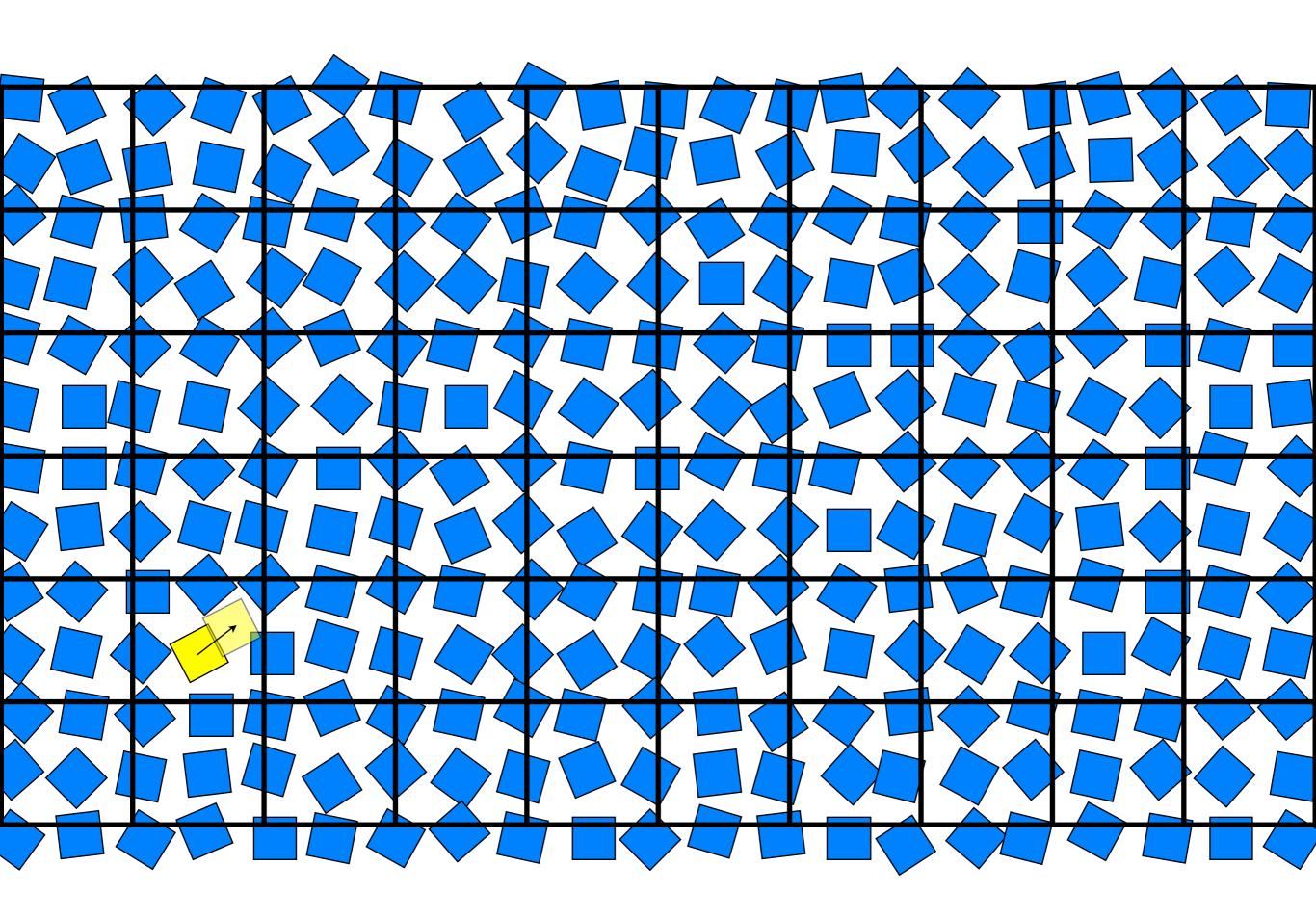
#### Easy and flexible to use

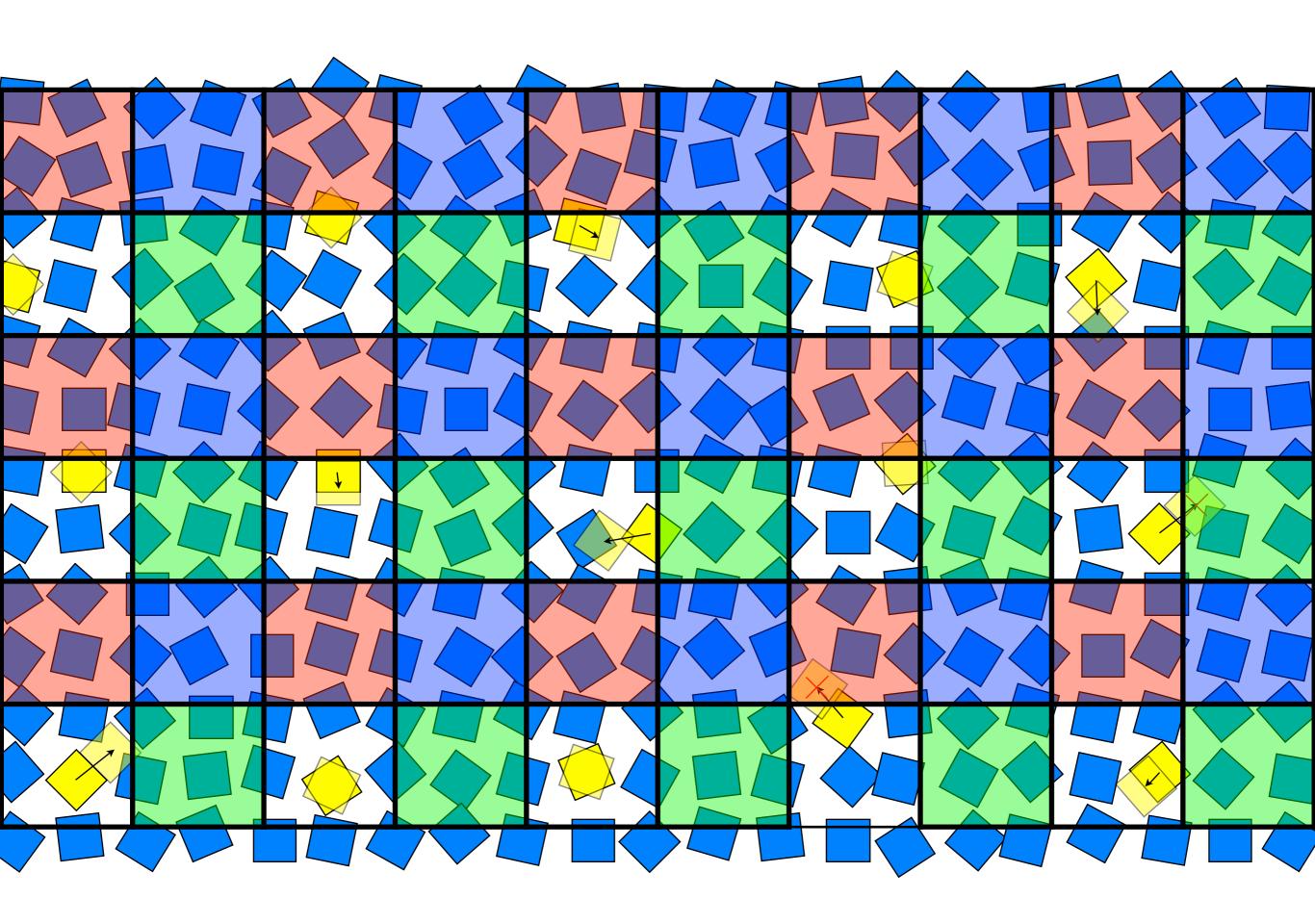
```
from hoomd_script import *
from hoomd_plugins import hpmc

init.read_xml(filename='init.xml')

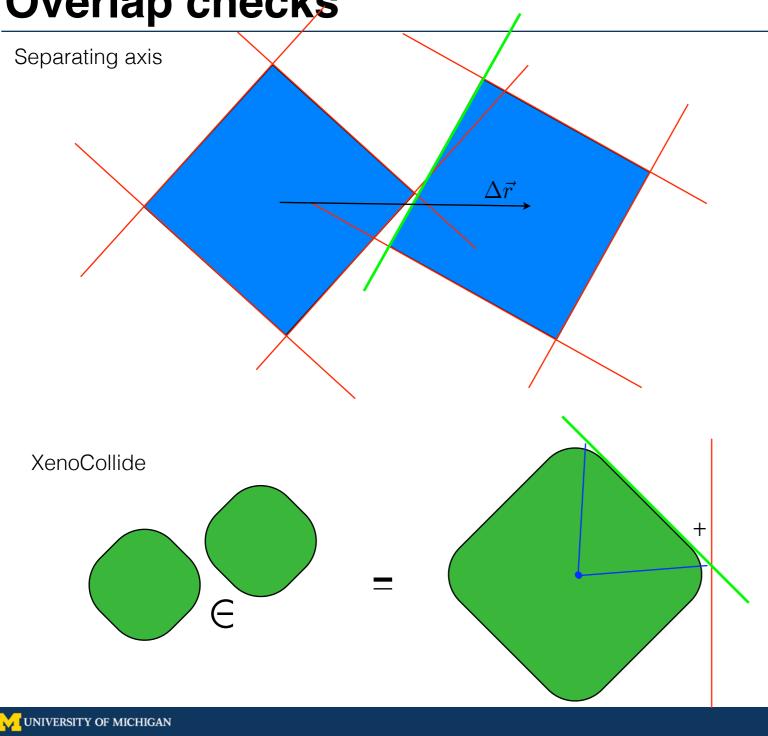
mc = hpmc.integrate.convex_polygon(seed=10, d=0.25, a=0.3);
mc.shape_param.set('A', vertices=[(-0.5, -0.5), (0.5, -0.5), (0.5, 0.5)]);

run(10e3)
```





Overlap checks

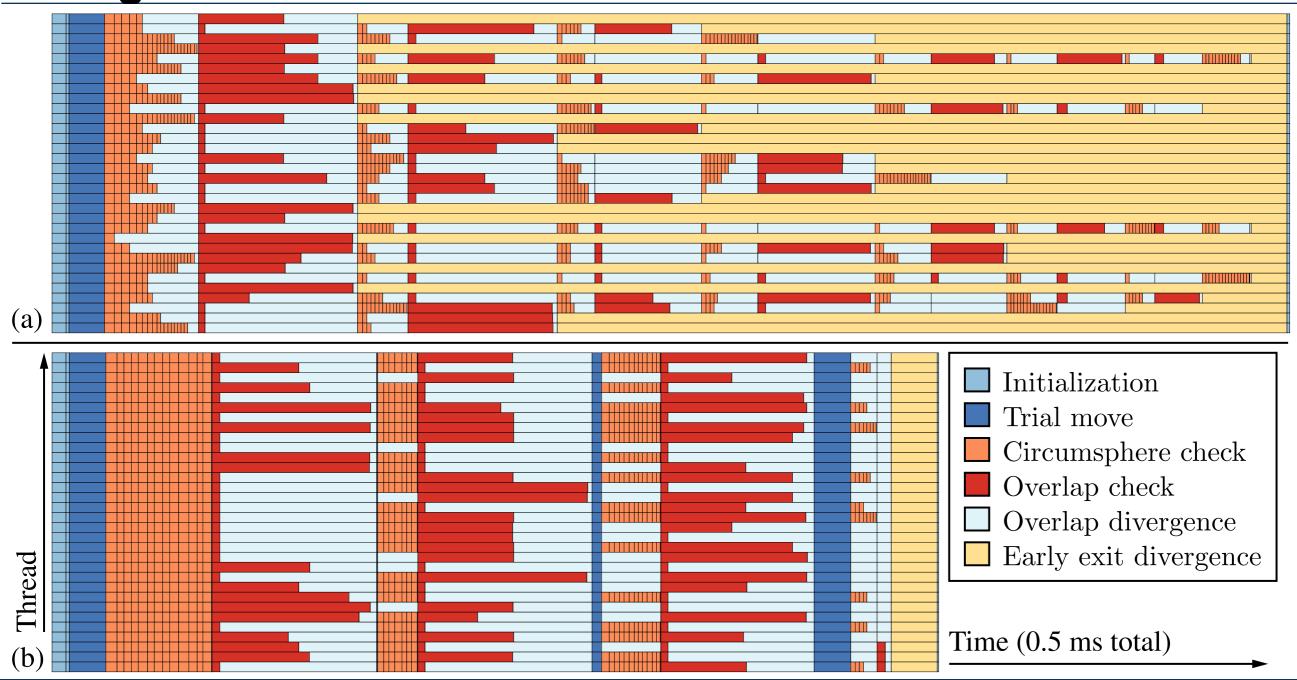


- Disk/sphere trivial
- Convex polygons separating axis
- Concave polygons brute force
- Spheropolygons XenoCollide/GJK
- Convex polyhedra XenoCollide/GJK
- Ellipsoid / Ellipse: Matrix method
- Compute delta in double, convert to single for expensive overlap check



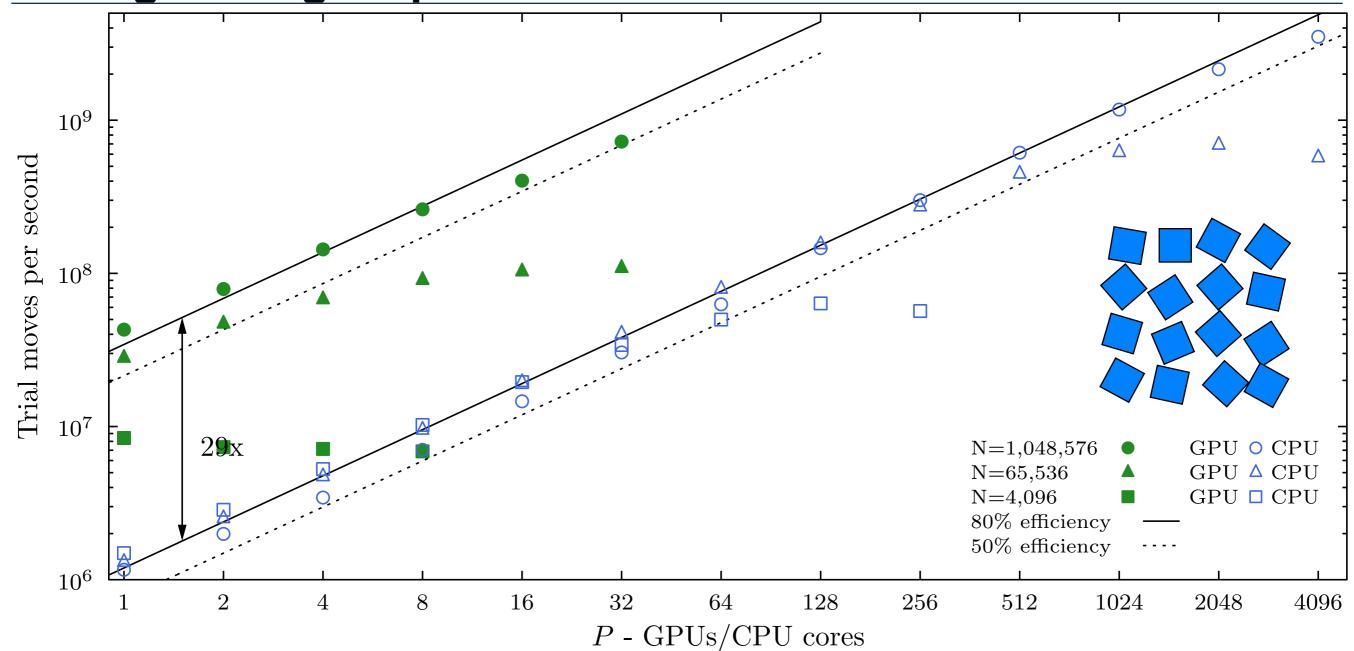
1001.842 - 1000.967 = 0.875

# Divergence

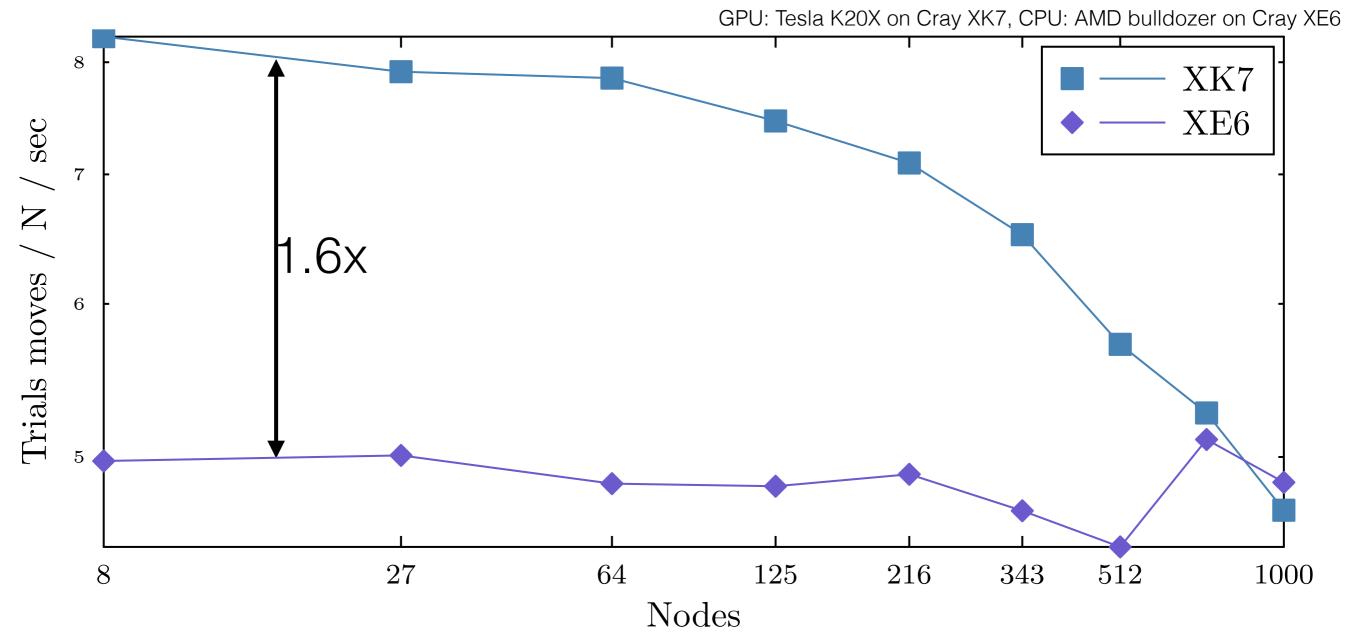


#### **Strong scaling - squares**

GPU: Tesla K20X, CPU: Xeon E5-2680 (XSEDE Stampede)



#### Weak scaling - truncated octahedra (3D)



#### **Questions?**

HOOMD-blue: http://codeblue.umich.edu/hoomd-blue

Monte Carlo code not yet publicly available.

- It will eventually be released open-source as part of HOOMD-blue
- Paper on hard disks: Anderson, J. A. et al., JCP 254, 27-38 (2013)
- Paper on 3D, anisotropic shapes, multi-GPU: coming soon

#### Funding / Resources

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