Accelerating Many-Body Potentials with GPUs

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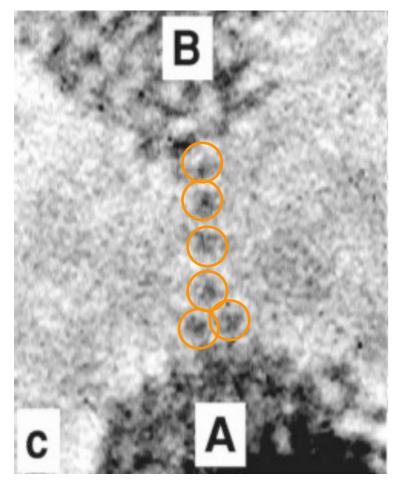
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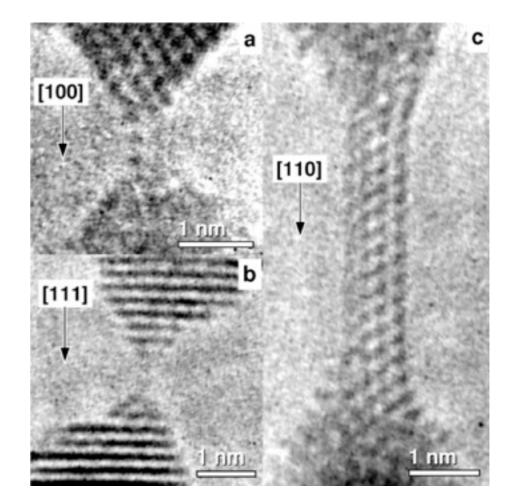
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Background

Gold Nanowire Elongation

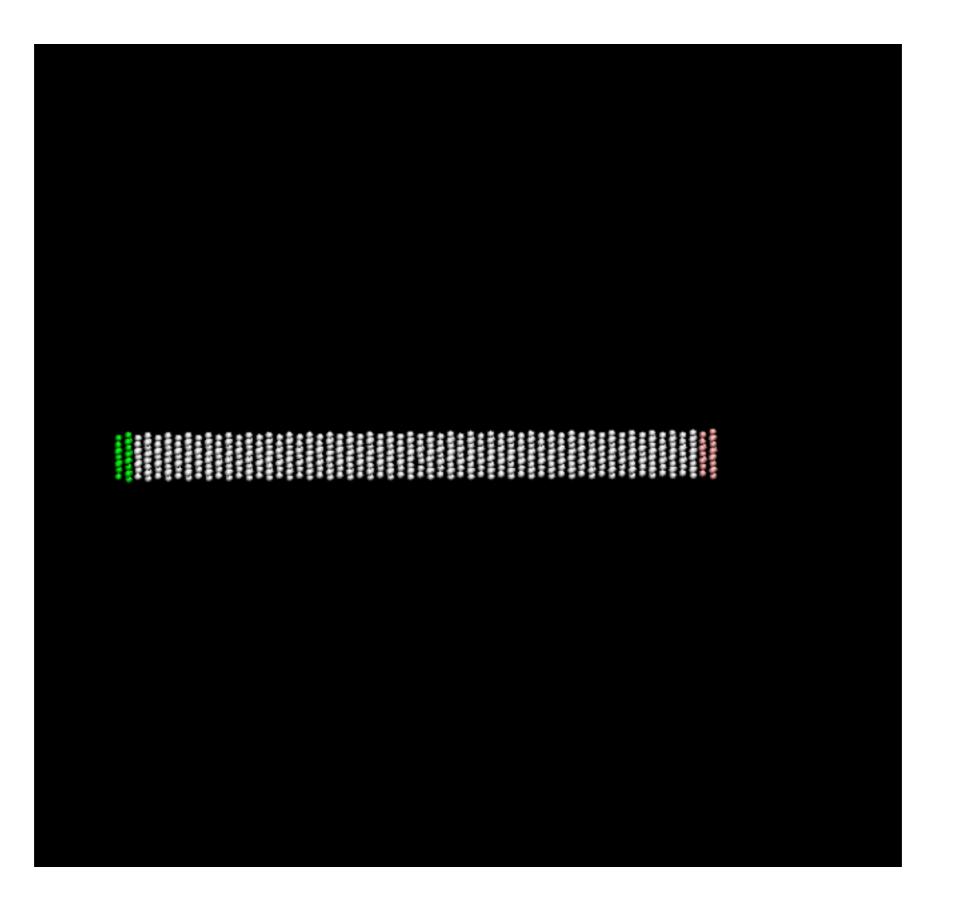


Rodrigues and Ugarte, Phys. Rev. B 63, 2001

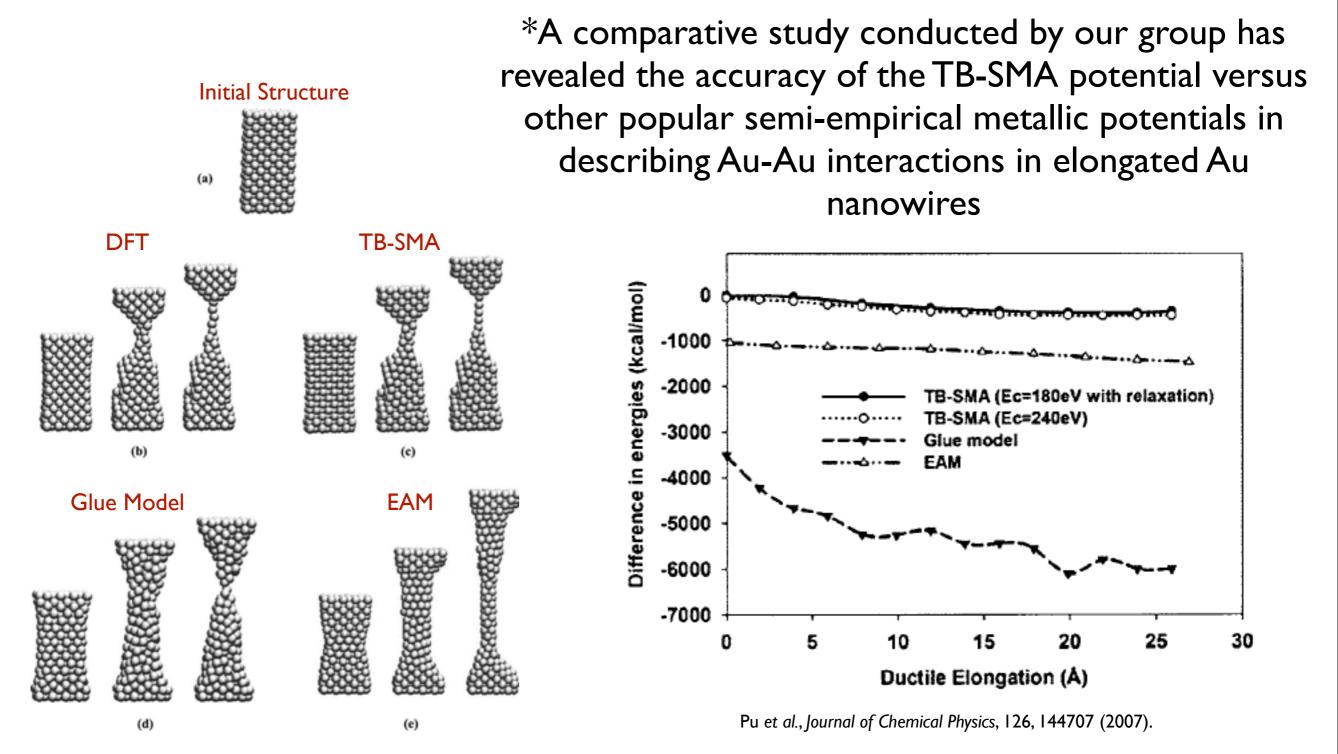


Coura, et al. Nano Letters, 4 (7), 2004

*Single-atom chains and helical ribbons observed



Gold Potential: TB-SMA



Second-Moment Approximation of the Tight-Binding Potential (TB-SMA)

$$E_{B}^{i} = -\left\{\sum_{j} \xi_{\alpha\beta}^{2} e^{-2q_{\alpha\beta}(r_{ij}/r_{0}^{\alpha\beta}-1)}\right\}^{1/2} * \text{Many-Body Term}$$

$$E_{R}^{i} = \sum_{j} A_{\alpha\beta} e^{-p_{\alpha\beta}(r_{ij}/r_{0}^{\alpha\beta}-1)} * \text{Pairwise Repulsive}$$

$$Term$$

$$E_{c} = \sum_{i} (E_{R}^{i} + E_{B}^{i}) * \text{Total Potential}$$

F. CLERI and V. ROSATO, "TIGHT-BINDING POTENTIALS FOR TRANSITION-METALS AND ALLOYS," *PHYSICAL REVIEW B*, vol. 48, pp. 22–33, JUL 1 1993.

TB-SMA Potential for GPUs

Goals for GPU Implementation

- Implement the TB-SMA potential for classical molecular dynamics simulations
 - Preferably within the framework of an open-source package (e.g. NAMD, LAMMPS, HOOMD)
- Achieve large speedups

Impact of Work

- Research contribution:
 - Make large problems more tractable
 - More closely simulate relevant length/ time scales of real systems
- Contribution to body of GPU software users:
 - Continue the extension of MD codes to GPU-based architectures

Key Algorithms in CPU Approach

Neighbor List Routine

Force Computation

```
for (i=0;i<natoms;i++) {
    for (j=i+1;j<natoms;j++) {
        ...
        ...
        if (rij < r_neigh_cut) {
            add neighbor to list
        }
    }
}</pre>
```

```
for (i=0;i<natoms;i++) {
    for (j=0;j<n_neigh;j++) {
        ...
        if (rij < rcut) {
            U = U(rij)
            F = F(rij)
        }
    }
}</pre>
```

Available Parallelism

- N-body problem; well-suited for parallelism
- Populate neighbor list and compute force on each atom
 - Sub-divide the loops amongst a large number of threads to do work on independent parts of the loop simultaneously

Challenges

- Lack of CUDA programming experience
- Minimizing host-device and device-host data transfer
- Data structuring to optimize performance

Questions? (Or Suggestions?)