Harnessing GPUs to Probe Biomolecular Machines at Atomic Detail

John E. Stone

Theoretical and Computational Biophysics Group Beckman Institute for Advanced Science and Technology University of Illinois at Urbana-Champaign http://www.ks.uiuc.edu/Research/gpu/ NVIDIA GPU Technology Theater 4:30pm, Salt Palace Convention Center, Salt Lake City, UT, Wednesday Nov 16th, 2016

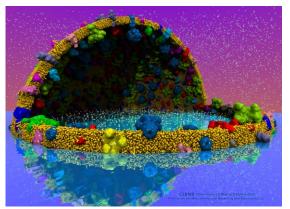


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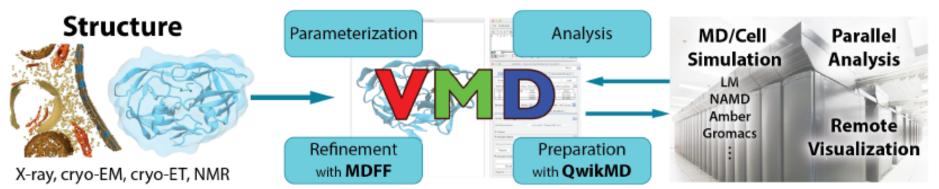
VMD – "Visual Molecular Dynamics"

- Visualization and analysis of:
 - Molecular dynamics simulations
 - Lattice cell simulations
 - Quantum chemistry calculations
 - Sequence information
- User extensible scripting and plugins
- http://www.ks.uiuc.edu/Research/vmd/



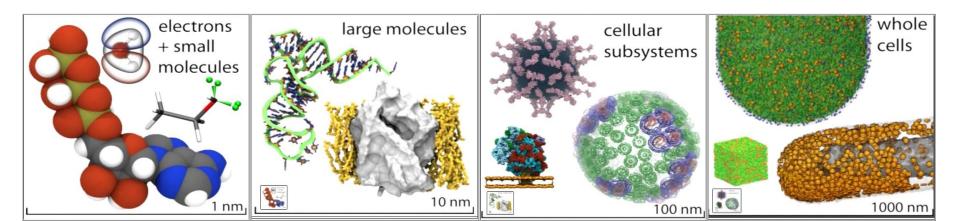
Cell-Scale Modeling





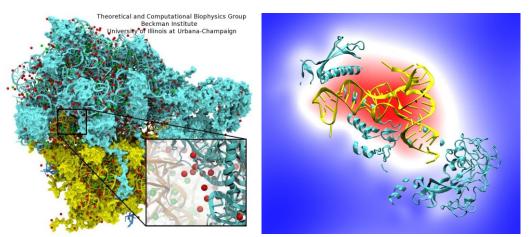
VMD Interoperability Serves Many Communities

- Uniquely interoperable with a broad range of tools:
 - AMBER, CHARMM, CPMD, DL_POLY, GAMESS, GROMACS, HOOMD, LAMMPS, NAMD, and many more ...
- Supports key data types, file formats, and databases
- Incorporates tools for simulation preparation, visualization, and analysis



9.5 Years of GPU Computing in VMD

- Has stood the test of time
- Modeling, Visualization, Rendering, and Analysis



Accelerating molecular modeling applications with graphics processors. J. Stone, J. Phillips, P. Freddolino, D. Hardy, L. Trabuco, K. Schulten. *J. Comp. Chem.*, 28:2618-2640, 2007.

Blast from the past:

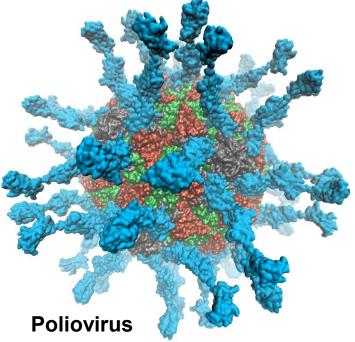
CUDA starting with version 0.7 !!!

Quad core Intel QX6700, three NVIDIA GeForce 8800GTX GPUs, RHEL4 Linux



Adaptation of VMD to EGL for in-situ and parallel rendering on clouds, clusters, and supercomputers

- Eliminate dependency on windowing systems
- Easy deployment of parallel VMD builds w/ off-screen rendering
- Maintains 100% of VMD OpenGL shaders and rendering features
- High-quality commercial OpenGL implementations in HPC systems
- Easier management of multi-GPU nodes and NUMA affinity issues

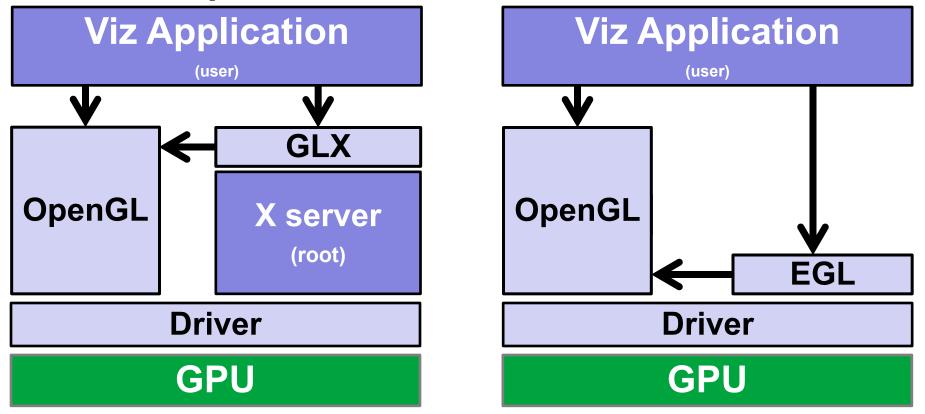




High Performance Molecular Visualization: In-Situ and Parallel Rendering with EGL J. E. Stone, P. Messmer, R. Sisneros, and K. Schulten. HPDAV, IEEE IPDPS, pp. 1014-1023, 2016.

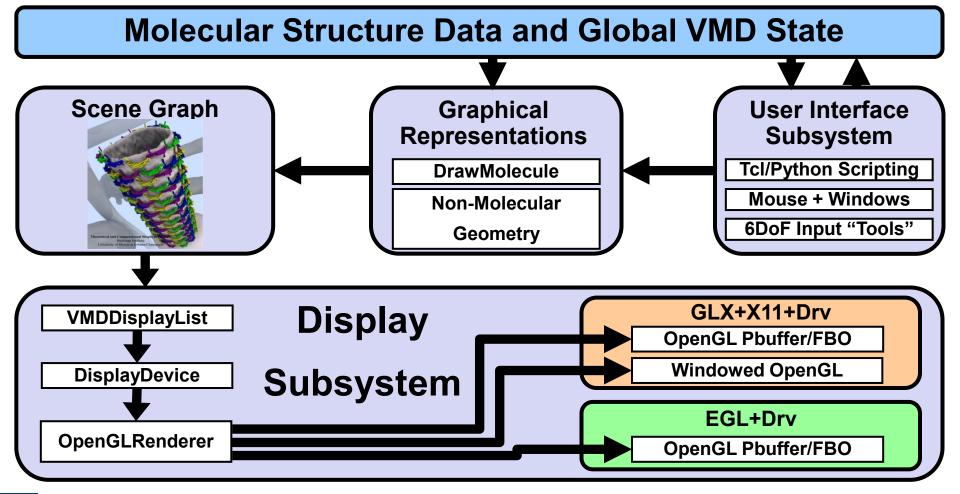


OpenGL: GLX vs. EGL





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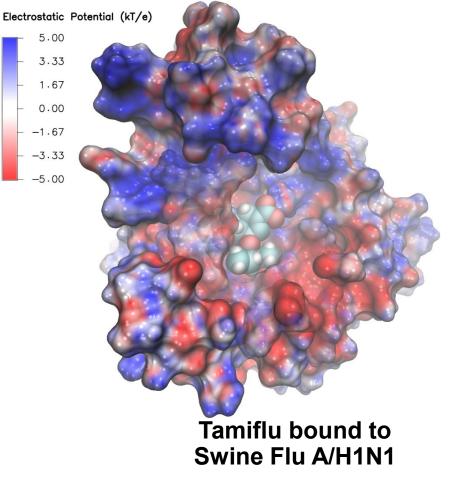


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VMD EGL rendering:

- Supports all VMD shaders and associated OpenGL features:
 - Pixel-rate lighting
 - Ray-cast spheres w/ GLSL
 - 3-D texture mapping
 - Text rendering
 - Multisample antialiasing
 - And much more...



1867

High Performance Molecular Visualization: In-Situ and Parallel Rendering with EGL.

5.00 3.33 1.67 0.00

-1.67-3.33

-5.00

J. E. Stone, P. Messmer, R. Sisneros, and K. Schulten. High Performance Data Analysis and Visualization Workshop, IEEE IPDPSW, pp. 1014-1023, 2016.

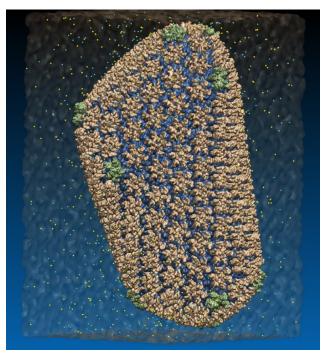
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VMD EGL Performance on Amazon EC2 Cloud

MPI Ranks	EC2 "G2.8xlarge" GPU Instances	HIV-1 movie rendering time (sec), (I/O %) 3840x2160 resolution
1	1	626s (10% I/O)
2	1	347s (19% I/O)
4	1	221s (31% I/O)
8	2	141s (46% I/O)
16	4	107s (64% I/O)
32	8	90s (76% I/O)

Performance at 32 nodes reaches ~48 frames per second

High Performance Molecular Visualization: In-Situ and Parallel Rendering with EGL. J. E. Stone, P. Messmer, R. Sisneros, and K. Schulten. High Performance Data Analysis and Visualization Workshop, IEEE IPDPSW, pp. 1014-1023, 2016.



64M atom HIV-1 capsid simulation rendered via EGL

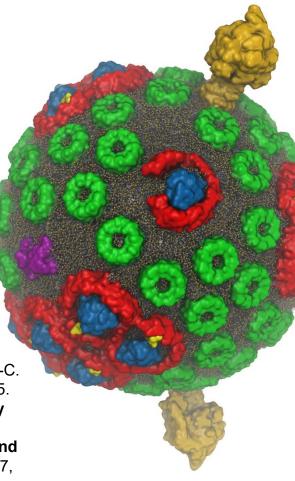


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VMD 1.9.3+OptiX 4.0

- Interactive RT on laptops, desktops, and cloud
- Large-scale parallel rendering: in situ or post hoc visualization tasks
- Remote RT on NVIDIA VCA clusters
- Stereoscopic panoramic and full-dome projections
- Omnidirectional VR for YouTube, VR HMDs

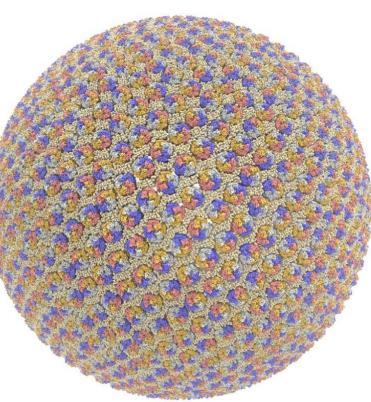
GPU-Accelerated Molecular Visualization on Petascale Supercomputing Platforms. J. E. Stone, K. L. Vandivort, and K. Schulten. UltraVis'13, 2013. Visualization of Energy Conversion Processes in a Light Harvesting Organelle at Atomic Detail. M. Sener, et al. SC'14 Visualization and Data Analytics Showcase, 2014. Chemical Visualization of Human Pathogens: the Retroviral Capsids. J. R. Perilla, B.-C. Goh, J. E. Stone, and K. Schulten. SC'15 Visualization and Data Analytics Showcase, 2015. Atomic Detail Visualization of Photosynthetic Membranes with GPU-Accelerated Ray Tracing. J. E. Stone et al., J. Parallel Computing, 55:17-27, 2016. Immersive Molecular Visualization with Omnidirectional Stereoscopic Ray Tracing and Remote Rendering J. E. Stone, W. R. Sherman, and K. HPDAV, IPDPSW, pp. 1048-1057, 2016.



VMD/OptiX GPU Ray Tracing of all-atom Chromatophore w/ lipids.

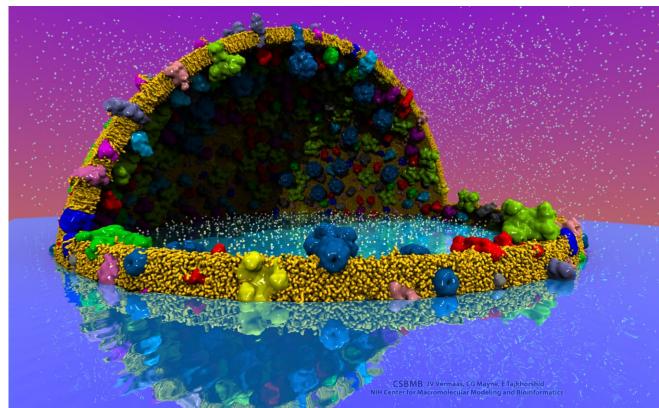
Interactive RT of All-Atom Minimal Cell Envelope

- 200 nm spherical envelope
- Membrane with ~50% occupancy by proteins (2000x Aquaporin channels)
- 42M atoms in membrane
- Interactive RT w/ 2 dir. lights and AO on Kepler GeForce Titan X @ ~12 FPS
- Complete model with correct proteins, solvent, etc, will contain billions of atoms



Proto-Cell Rendered with VMD+OptiX

- 113M particles
- 1,397 copies of 14 different membrane proteins
- Preparing for simulations on pre-exascale computers

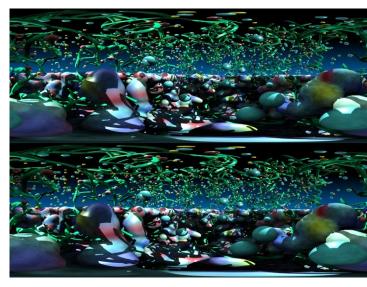


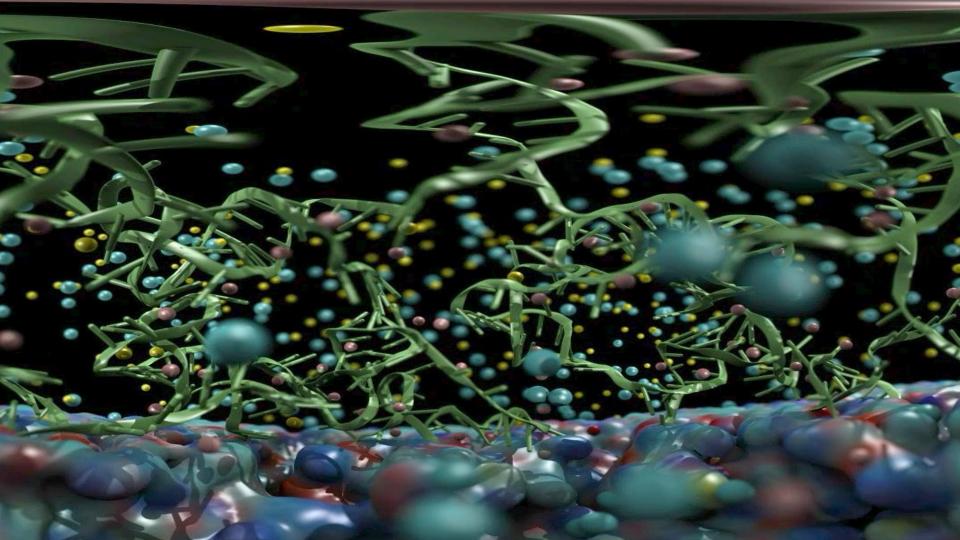


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Stereoscopic Panorama Ray Tracing w/ OptiX

- Render 360° images and movies for VR headsets such as Oculus, Vive, GearVR, Google Cardboard, and YouTube VR
- Ray trace panoramic stereo spheremaps or cubemaps for very high-frame-rate display via OpenGL texturing onto simple geometry
- Stereo requires spherical camera projections poorly suited to rasterization
- Benefits from OptiX multi-GPU rendering and load balancing, remote visualization

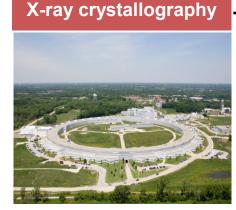






Immersive Molecular Visualization with Omnidirectional Stereoscopic Ray Tracing and Remote Rendering. J. E. Stone, W. R. Sherman, and K. Schulten. High Performance Data Analysis and Visualization Workshop, IEEE IPDPSW, pp. 1048-1057, 2016.

Molecular Dynamics Flexible Fitting (MDFF)



APS at Argonne





Electron microscopy

FEI microscope

ORNL Titan



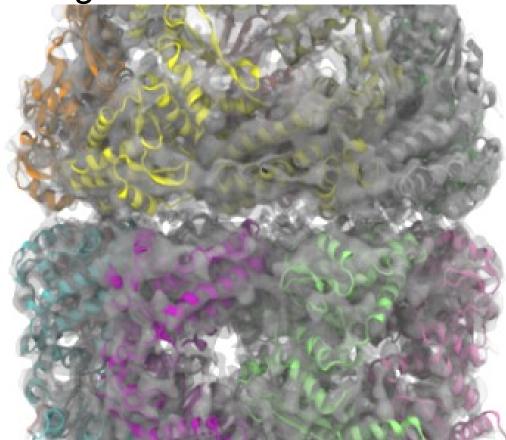


Molecular dynamics-based refinement and validation for sub-5Å cryoelectron microscopy maps. A. Singharoy, I. Teo, R. McGreevy, J. E. Stone, J. Zhao, and K. Schulten. eLife 2016;10.7554/eLife.16105

Evaluating Quality-of-Fit for Structures Solved by Hybrid Fitting Methods

Compute Pearson correlation to evaluate quality-of-fit between a reference cryo-EM density map and a simulated density map produced from an

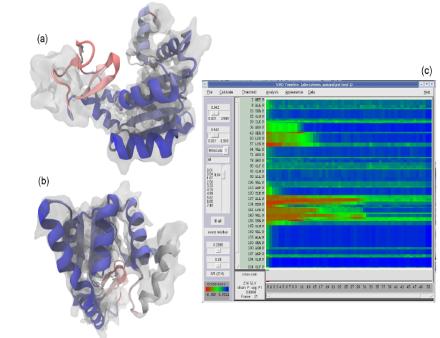
all-atom structure.



GPUs Can Reduce MDFF Trajectory Analysis Runtimes from Hours to Minutes

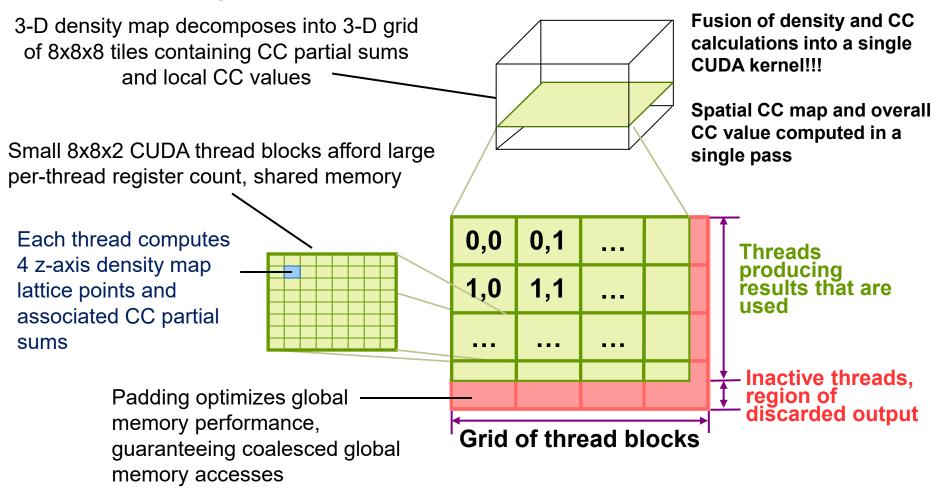
GPUs enable laptops and desktop workstations to handle tasks that would have previously required a cluster, or a *very long wait*...

GPU-accelerated petascale supercomputers enable analyses that were previously impractical, allowing detailed study of very large structures such as viruses



GPU-accelerated MDFF Cross Correlation Timeline Regions with poor fit Regions with good fit

Single-Pass MDFF GPU Cross-Correlation



VMD Tesla P100 Cross Correlation Performance Rabbit Hemorrhagic Disease Virus: 702K atoms, 6.5Å resolution

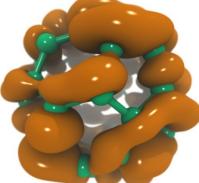
P100 Die-Stacked Mem Accelerates Bandwidth Intensive Calculation

Hardware platform	Runtime, Speed	dup vs. Chimera,	VMD+GPU
Chimera Xeon E5-2687W (2 socket) [1]	15.860s,	1x	
VMD-CPU IBM Power8 (2 socket) [2]	1.334s,	12x	
VMD-CPU Intel Xeon E5-2660v3 (2 socket) [2]	0.905s,	17x	
VMD-CUDA IBM Power8 + 1x Tesla K40 [2]	0.488s,	32x	0.9x
VMD-CUDA Intel Xeon E5-2687W + 1x Quadro K6000 [1,2]	0.458s,	35x	1.0x
VMD-CUDA Intel Xeon E5-2698v3 + 1x Tesla P100	0.090s,	176x	5.1x
VMD-CUDA IBM Power8 "Minsky" + 1x Tesla P100	0.080s,	198x	5.7x

 GPU-Accelerated Analysis and Visualization of Large Structures Solved by Molecular Dynamics Flexible Fitting. J. E. Stone, R. McGreevy, B. Isralewitz, and K. Schulten. Faraday Discussions 169:265-283, 2014.
 Early Experiences Porting the NAMD and VMD Molecular Simulation and Analysis Software to GPU-Accelerated OpenPOWER Platforms. J. E. Stone, A.-P. Hynninen, J. C. Phillips, K. Schulten. International Workshop on OpenPOWER for HPC (IWOPH'16), LNCS 9945, pp. 188-206, 2016.



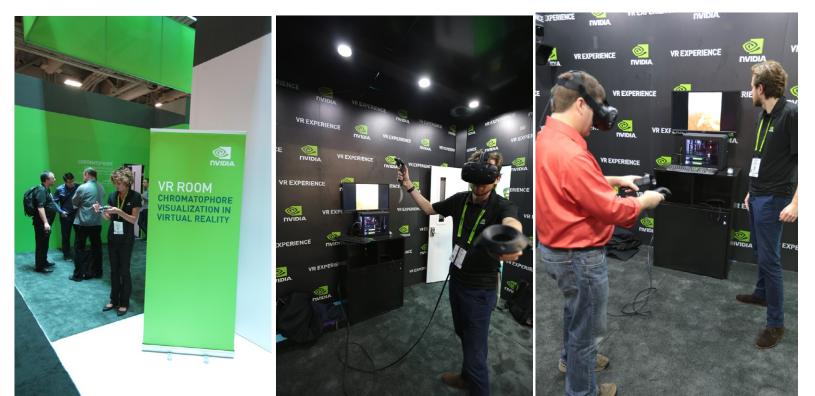
VMD Tesla P100 Performance for C_{60} Molecular Orbitals, 516x519x507 grid



Hardware platform	Runtime,	Speedup	
IBM Power8 (2 socket) (ORNL 'crest') [1]	8.03s,	0.4x	
Intel Xeon E5-2660v3 (2 socket) [1]	7.14s,	0.5x	
IBM Power8 (ORNL 'crest') + 1x Tesla K40 [1]	3.49s,	1.0x	
Intel Xeon E5-2698v3 + 1x Tesla P100	1.35s,	2.5x	
IBM Power8 "Minsky" + 1x Tesla P100	1.09s,	3.3x	
IBM Power8 (ORNL 'crest') + 4x Tesla K40 [1]	0.91s,	3.8x	NVLink perf
Intel Xeon E5-2698v3 + 4x Tesla P100	0.37s,	9.4x	code tuning
IBM Power8 "Minsky" + 4x Tesla P100	0.30s,	11.6x	

[1] Early Experiences Porting the NAMD and VMD Molecular Simulation and Analysis Software to GPU-Accelerated OpenPOWER Platforms. J. E. Stone, A.-P. Hynninen, J. C. Phillips, K. Schulten. International Workshop on OpenPOWER for HPC (IWOPH'16), LNCS 9945, pp. 188-206, 2016.

Come See the VMD+Unreal Chromatophore VR Demo in the NVIDIA VR Room!

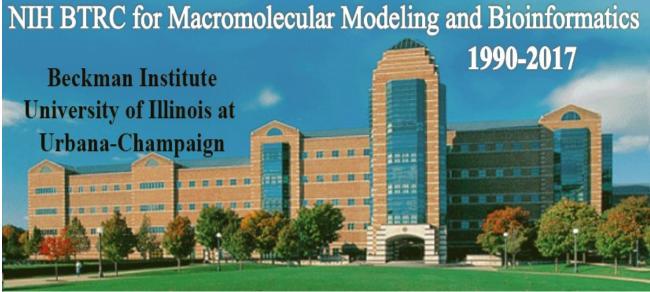


Acknowledgements

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 - NSF Blue Waters: NSF OCI 07-25070, PRAC "The Computational Microscope", ACI-1238993, ACI-1440026
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