# Parallel Molecular Dynamics

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**Objective:** Operationally understand spatial decomposition (who does what) & message passing using a real-world application (pmd.c)



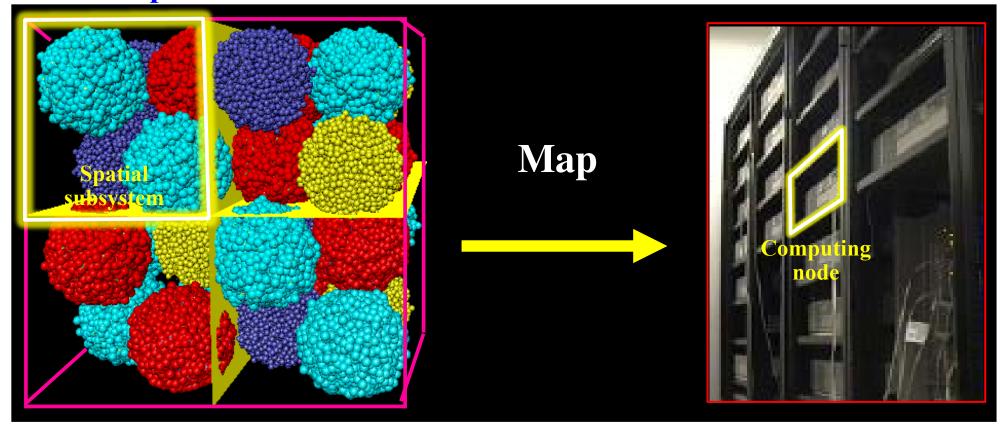


# Parallel Molecular Dynamics

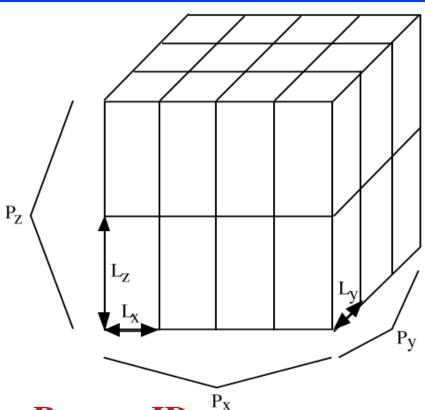
#### **Spatial decomposition (short-ranged):**

Will learn other decomposition schemes later: http://cacs.usc.edu/education/cs596/NT.pdf

- 1. Divide the physical space into subspaces of equal volume
- 2. Assign each subspace to a computing node (more generally, to a process) in a parallel computer or MPI rank
- 3. Each node computes forces on the atoms in its subspace & updates their positions & velocities 
  Who does what



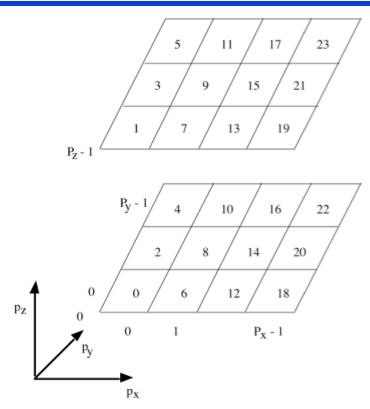
## **Spatial Decomposition**



• Process ID

**Vector** 

$$p_x = p/(P_yP_z)$$
  
 $p_y = (p/P_z) \mod P_y$  Which 3D  
 $p_z = p \mod P_z$   
Scalar  
 $p = p_x \times P_yP_z + p_y \times P_z + p_z$  Rank



#### $nproc = vproc[0] \times vproc[1] \times vproc[2]$

```
In pmd.h
int vproc[3] = {1,1,2}, nproc = 2;

In pmd.c

MPI_Comm_rank(MPI_COMM_WORLD, &sid);
vid[0] = sid/(vproc[1]*vproc[2]);
vid[1] = (sid/vproc[2])*vproc[1];
vid[2] = sid*vproc[2];
```

### **Neighbor Process ID**

$$p'_{\alpha}(\kappa) = [p_{\alpha} + \delta_{\alpha}(\kappa) + P_{\alpha}] \mod P_{\alpha} (\kappa = 0,...,5; \alpha = x, y, z)$$

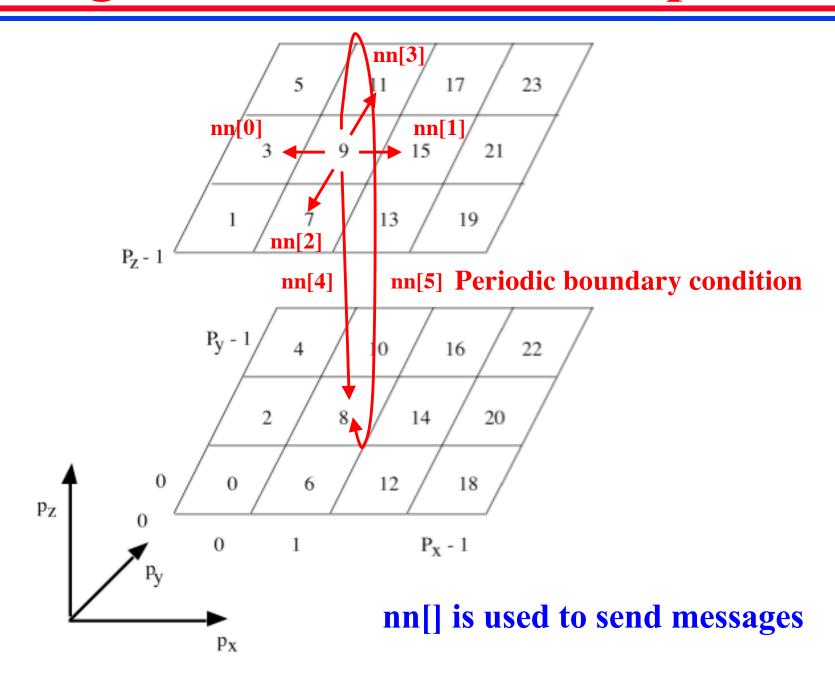
$$p'(\kappa) = p'_{x}(\kappa) \times P_{y}P_{z} + p'_{y}(\kappa) \times P_{z} + p'_{z}(\kappa)$$

Neighbor ID, κ	$\vec{\delta} = (\delta_{x}, \delta_{y}, \delta_{z})$	$\vec{\Delta} = (\Delta_{x}, \Delta_{v}, \Delta_{z})$
0 (east)	(-1,0,0)	$(-L_x,0,0)$
1 (west)	(1, 0, 0)	$(L_{x},0,0)$
2 (north)	(0, -1, 0)	$(0, -L_{v}, 0)$
3 (south)	(0, 1, 0)	$(0,L_{v},0)$
4 (up)	(0, 0, -1)	$(0, 0, -L_z)$
5 (down)	(0, 0, 1)	$(0,0,L_z)$

- $L_x, L_y \& L_z$  are the box lengths per process in the x, y & z directions
- Atom coordinates are in the range  $[0, L_{\alpha}]$  ( $\alpha = x, y, z$ ) in each process

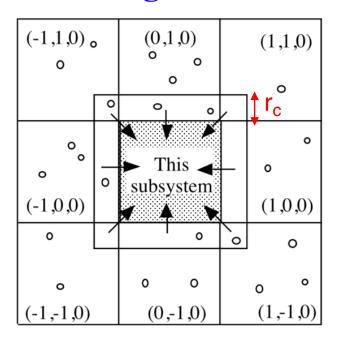
```
In pmd.c
int iv[6][3]={{-1,0,0}, {1,0,0}, {0,-1,0}, {0,1,0}, {0,0,-1}, {0,0,1}};
...
for (ku=0; ku<6; ku++) {
  for (a=0; a<3; a++)
     k1[a] = (vid[a]+iv[ku][a]+vproc[a])*vproc[a]; Wrap around
  nn[ku] = k1[0]*vproc[1]*vproc[2]+k1[1]*vproc[2]+k1[2]; destination rank
  for (a=0; a<3; a++) sv[ku][a] = al[a]*iv[ku][a]; coordinate shift for
     self-centric parallelization</pre>
```

# Neighbor Process ID Example

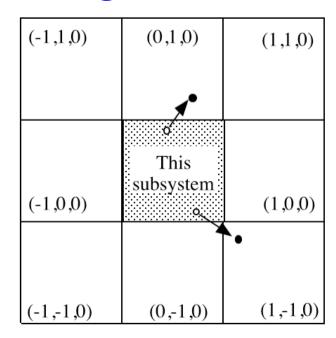


## **Parallel MD Concepts**

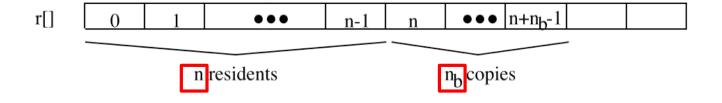
#### **Atom caching**



#### **Atom migration**



- 1. First half kick to obtain  $v_i(t+Dt/2)$
- 2. Update atomic coordinates to obtain  $r_i(t+Dt)$
- 3. atom\_move(): Migrate the moved-out atoms to the neighbor processes
- 4. atom copy(): Copy the surface atoms within distance r<sub>c</sub> from the neighbors
- 5. compute\_accel(): Compute new accelerations,  $a_i(t+Dt)$ , including the contributions from the cached atoms
- 6. Second half kick to obtain v; (t+Dt)

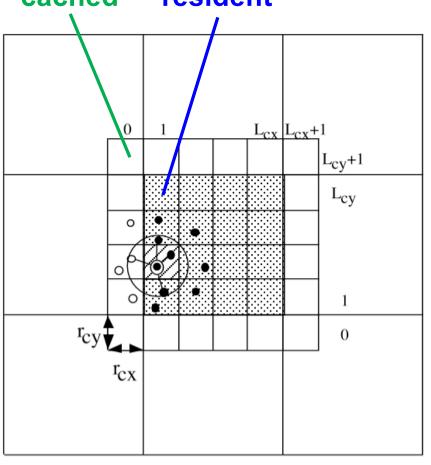


#### **Linked-List Cell Method**

Search for pairs only within the nearest neighbor cells:







Cell size

$$L_{c\alpha} = [L_{\alpha}/r_{c}]$$

$$r_{c\alpha} = L_{\alpha}/L_{c\alpha} (\alpha = x, y, z)$$

Cell index

$$c = c_x(L_{cy}+2)(L_{cz}+2) + c_y(L_{cz}+2) + c_z$$
  
 $c_x = c/[(L_{cy}+2)(L_{cz}+2)]$   
 $c_y = [c/(L_{cz}+2)] \mod (L_{cy}+2)$   
 $c_z = c \mod (L_{cz}+2)$ 

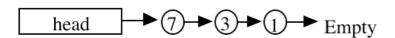
• Atom  $\rightarrow$  cell mapping  $c_{\alpha} = \lfloor (r_{\alpha} + r_{c\alpha}) / r_{c\alpha} \rfloor (\alpha = x, y, z)$ 

Only change from serial lmd.c in green: Augmented cells to include cached atoms

## **List Construction Algorithm**

```
/* Reset the headers, head */
for (c=0; c<lcxyz2; c++) head[c] = EMPTY;
/* Scan atoms to construct headers, head, & linked lists, lscl */
for (i=0; i< n+nb; i++) { Consider n_b cached atoms
  /* Vector cell index to which this atom belongs */
  for (a=0; a<3; a++) mc[a] = (r[i][a]+rc[a])/rc[a];
  /* Translate the vector cell index, mc, to a scalar cell index */
  c = mc[0]*lcyz2+mc[1]*lc2[2]+mc[2];
  /* Link to the previous occupant (or EMPTY if you're the 1st) */
  lscl[i] = head[c];
                                               cell 1
                                                        cell 3
  /* The last one goes to the header */
  head[c] = i;
                                                        cell 2
                                               cell 0
In the above:
                                                          (5)
lcyz2 = lc2[1]*lc2[2]
where
lc2[a] = lc[a]+2 (a = 0,1,2)
lcxyz2 = lcyz2*lc2[0]
                                          head
```

Change from serial lmd.c in green



## **Interaction Computation**

```
/* Scan inner cells (resident) */
                                              Who does what: Each rank computes forces
for (mc[0]=1; mc[0]<=lc[0]; (mc[0])++)
                                              on the resident atoms in its subspace &
for (mc[1]=1; mc[1] <= lc[1]; (mc[1])++)
                                              updates their positions & velocities
for (mc[2]=1; mc[2] <= lc[2]; (mc[2])++) {
  /* Calculate a scalar cell index */
  c = mc[0]*lcyz2+mc[1]*lc2[2]+mc[2];
  /* Scan the neighbor cells (including itself) of cell c (resident + cached) */
  for (mc1[0]=mc[0]-1; mc1[0] \le mc[0]+1; (mc1[0])++)
                                                            Resident atoms may interact
  for (mc1[1]=mc[1]-1; mc1[1]<=mc[1]+1; (mc1[1])++)
                                                            with cached atoms
  for (mc1[2]=mc[2]-1; mc1[2] <= mc[2]+1; (mc1[2])++) {
    /* Calculate the scalar cell index of the neighbor cell */
    c1 = mc1[0]*lcyz2+mc1[1]*lc2[2]+mc1[2];
                                                       cell 1
                                                               cell 3
    /* Scan atom i in cell c */
    i = head[c];
    while (i != EMPTY) {
      /* Scan atom j in cell c1 */
                                                               cell 2
                                                       cell 0
      j = head[c1];
                                                                (5)
      while (j != EMPTY) {
        . . .
        if (i<j && r_{ij} < r_c^2) Process pair (i, j)
        j = lscl[j];
      i = lscl[i];
           Change from serial lmd.c in green
```

## **Parallel Interaction Computation**

C<sub>x</sub> L<sub>cx</sub>-1 L<sub>cx</sub>

-1

**SPMD:** Who does what?

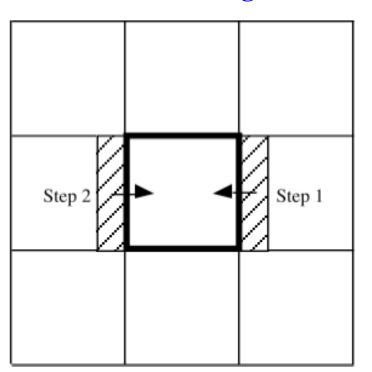
**Each process computes:** 

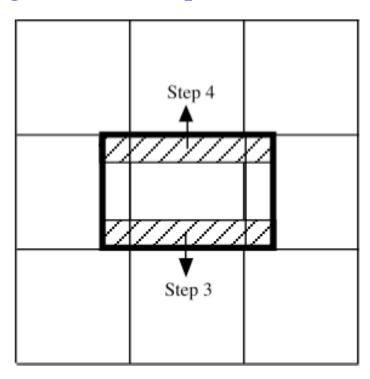
- 1. The forces on its resident atoms
- 2. The potential energy between resident pairs & 1/2 of that between resident-cached pairs

```
for resident cells, c {
  for neighbor (resident or cached) cells, c1 {
    scan atom i in cell c using c's linked list {
       scan atom j in cell c1 using c1's linked list {
         if (i<j && r_{ij}<r_c^2) {
            compute pair force a_{ij} & potential u(r_{ij})
            bintra = j < n; /* j is resident? */</pre>
            a_i += a_{ij}; if (bintra) a_i -= a_{ij};
            if (bintra) lpe += u(r_{ij}); else lpe += u(r_{ij})/2;
                                                 ••• n+n<sub>b</sub>-1
                         n residents
                                               n<sub>b</sub> copies
MPI Allreduce(&lpe, &potEnergy,..., MPI SUM,...);
```

# Atom Caching: atom\_copy()

#### Caching from 26 neighbors in 6 steps



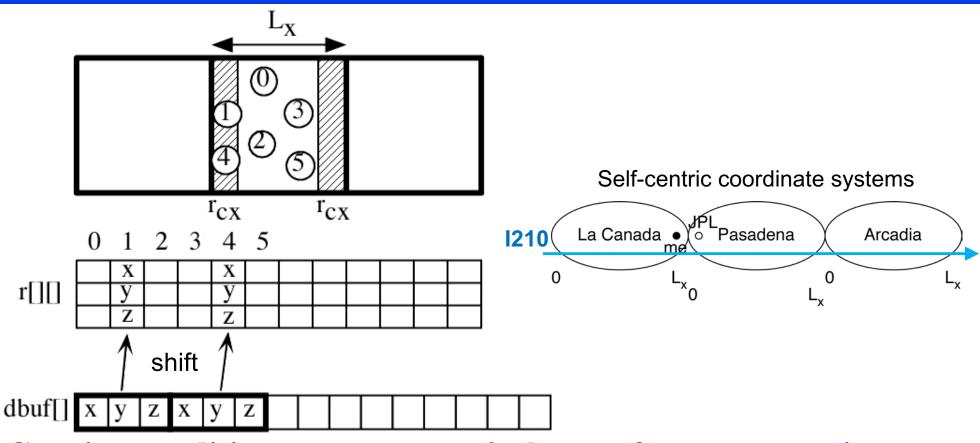


```
Reset the number of received cache atoms, nbnew = 0 for x, y, and z directions

Make boundary-atom lists, lsb, for lower and higher directions including both resident, n, and cache, nbnew, atoms (within r_c from boundary) for lower and higher directions

Send/receive boundary-atom coordinates to/from the neighbor Increment nbnew; endfor nb = nbnew
```

# **Implementing Atom Caching**



#### **Copying condition**

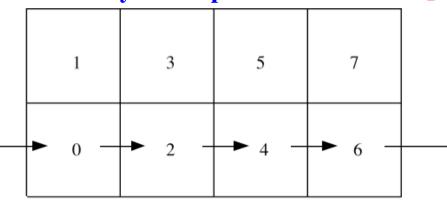
```
bbd(ri[],ku) {
  kd = ku / 2 (= 0|1|2) X|y|Z
  kdd = ku % 2 (= 0|1) lowerlhigher
  if (kdd == 0)
    return ri[kd] < RCUT
  else
    return al[kd] - RCUT < ri[kd]
}</pre>
```

#### 3 phases of message passing

- 1. Message buffering:  $\frac{dbuf}{dbuf} \leftarrow r sv$  (shift), gather
- Message passing: dbufr ← dbuf
   Send dbuf
   Receive dbufr
- 3. Message storing:  $r \leftarrow$  dbufr, append after the residents

#### **Deadlock Avoidance**

#### Cyclic dependence



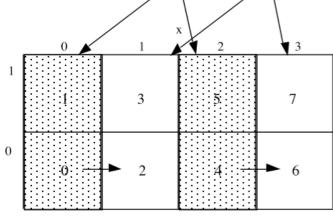
#### vproc[0|1|2] must be 1

or even

Phase 1

У

Phase 2

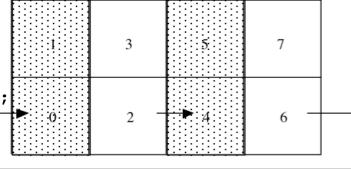


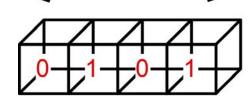
Even

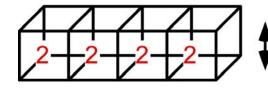
Odd

#### 3-phase (deadlock-free) message passing

```
1. Message buffering: dbuf \leftarrow r, gather
2. Message passing: dbufr ← dbuf
   /* Even node: send & recv, if not empty */
   if (myparity[kd] == 0) {
     MPI Send(dbuf, 3*nsd, MPI DOUBLE, inode, 120, MPI COMM WORLD);
     MPI Recv(dbufr, 3*nrc, MPI DOUBLE, MPI ANY SOURCE, 120,
              MPI COMM WORLD, & status);
   /* Odd node: recv & send, if not empty */
   else if (myparity[kd] == 1) {
     MPI Recv(dbufr, 3*nrc, MPI DOUBLE, MPI ANY SOURCE, 120,
              MPI COMM WORLD, & status);
     MPI Send(dbuf, 3*nsd, MPI DOUBLE, inode, 120, MPI COMM WORLD);
   /* Single layer: Exchange information with myself */
   else
     for (i=0; i<3*nrc; i++) dbufr[i] = dbuf[i];
3. Message storing: r \leftarrow dbufr, append
```







## ANL IBM SP1 User's Guide ('94)

 Q: My parallel program runs on other parallel machines but seems to deadlock on the SP-1 when using EUI, EUI-H, or Chameleon.

A: The following parallel program can deadlock on any system when the size of the message being sent is large enough:

```
send( to=partner, data, len, tag )
recv( from=partner, data, maxlen, tag )
```

where these are blocking send's and receives (mp\_bsend in EUI/EUI-H and PIbsend in Chameleon). For many systems, deadlock does not occur until the message is very long (often 128 KBytes or more). For EUI, the size is (roughly) 128 bytes (not KBytes) and for EUI-H, the size if (again roughly) 4 KBytes. The limit for Chameleon is the same as the underlying transport layer (i.e., the EUI or EUI-H limits).

To fix this you have several choices:

 Pmd.c • Reorder your send and receive calls so that they are pair up. For example, if there are always an even number of processors, you could use

```
if (myid is even) {
    send( to=partner, data, len, tag )
    recv( from=partner, data, maxlen, tag )
    }
else {
    recv( from=partner, data, maxlen, tag )
    send( to=partner, data, len, tag )
    }
```

```
MPI_Irecv();
MPI_Send();
MPI_Wait();
```

assignment • Use non-blocking sends and receives instead



#### Digress: Polyacetylene & Peierls Distortion

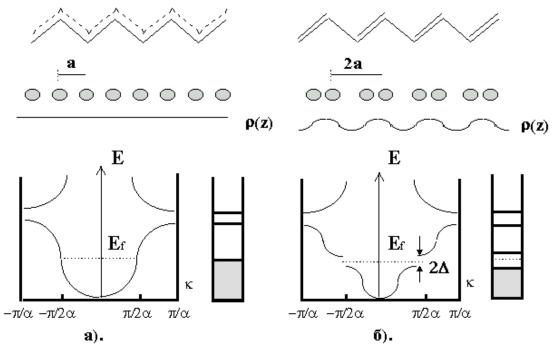


Fig. 1. Electron dispersion and a band pattern of one-dimensional molecular system:
a). metallic and b). insulator state, (**p(z)**—a electronic density, **a**—a lattice period).





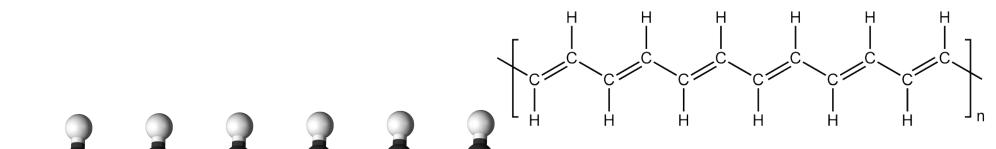


Alan G. MacDiarmid Prize share: 1/3



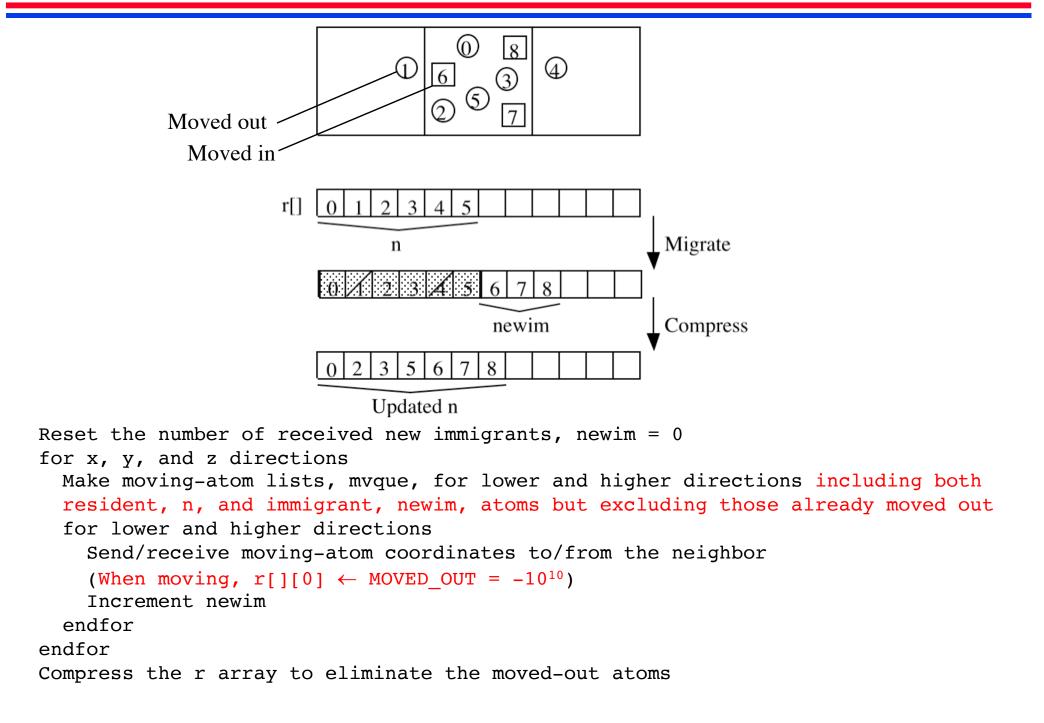
Hideki Shirakawa Prize share: 1/3

The Nobel Prize in Chemistry 2000 was awarded jointly to Alan J. Heeger, Alan G. MacDiarmid and Hideki Shirakawa "for the discovery and development of conductive polymers".



Nature's spontaneous even-odd symmetry breaking

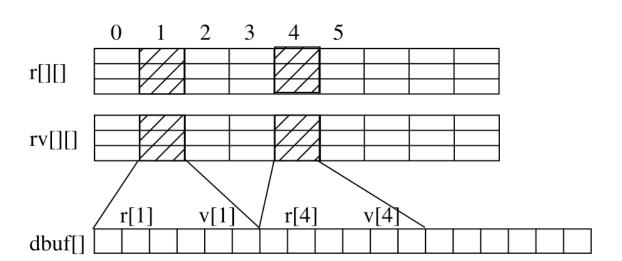
## Atom Migration: atom\_move()



## Implementing Atom Migration

#### **Moving condition**

```
bmv(ri[],ku) {
  kd = ku / 2 (= 0|1|2)
  kdd = ku % 2 (= 0|1)
  if (kdd == 0)
    return ri[kd] < 0.0
  else
    return al[kd] < ri[kd]
}</pre>
```



#### 3 phases of message passing

- 1. Message buffering: dbuf ← r-sv (shift) & rv, gather Mark MOVED OUT in r
- 2. Message passing: dbufr ← dbuf Send dbuf Receive dbufr
- 3. Message storing:  $r \& rv \leftarrow dbufr$ , append after the residents

#### **Bottom Line: Parallel MD**

#### **Parallel computing:**

Specifies who does what — decomposition

#### Parallel molecular dynamics (spatial decomposition):

Who does what = each processor computes forces on only resident atoms in the subspace assigned to it & update their positions & velocities

# Scalability Metrics for Parallel Molecular Dynamics

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Objective: Consolidate your understanding of scalability analysis (e.g., fixed-problem vs. isogranular scaling) using a real-world example of pmd.c

## Recap: Parallel Efficiency

Parallel computing = solving a big problem (W) in a short time (T) using many processors (P)

• Execution time: T(W,P)

W: Workload

**P:** Number of processors

• Speed: 
$$S(W,P) = \frac{W}{T(W,P)}$$

• Speedup: 
$$S_P = \frac{S(W_P, P)}{S(W_1, 1)} = \frac{W_P T(W_1, 1)}{W_1 T(W_P, P)}$$

• Efficiency: 
$$E_P = \frac{S_P}{P} = \frac{W_P T(W_1, 1)}{PW_1 T(W_P, P)}$$

How to scale  $W_P$  with P?

## Fixed Problem-Size (Strong) Scaling

#### Solve the same problem faster

 $W_P = W$ —constant (strong scaling)

• Speedup: 
$$S_P = \frac{W_P T(W_1, 1)}{W_1 T(W_P, P)} = \frac{T(W, 1)}{T(W, P)}$$

• Efficiency: 
$$E_P = \frac{T(W,1)}{PT(W,P)}$$

• Amdahl's law: f (= sequential fraction of the workload) limits the asymptotic speedup

T(W,P) = 
$$fT(W,1) + \frac{(1-f)T(W,1)}{P}$$
  

$$\therefore S_P = \frac{T(W,1)}{T(W,P)} = \frac{1}{f+(1-f)/P}$$

$$\therefore S_P \to \frac{1}{f} \quad (P \to \infty)$$

# Isogranular (Weak) Scaling

Solve a larger problem within the same time duration

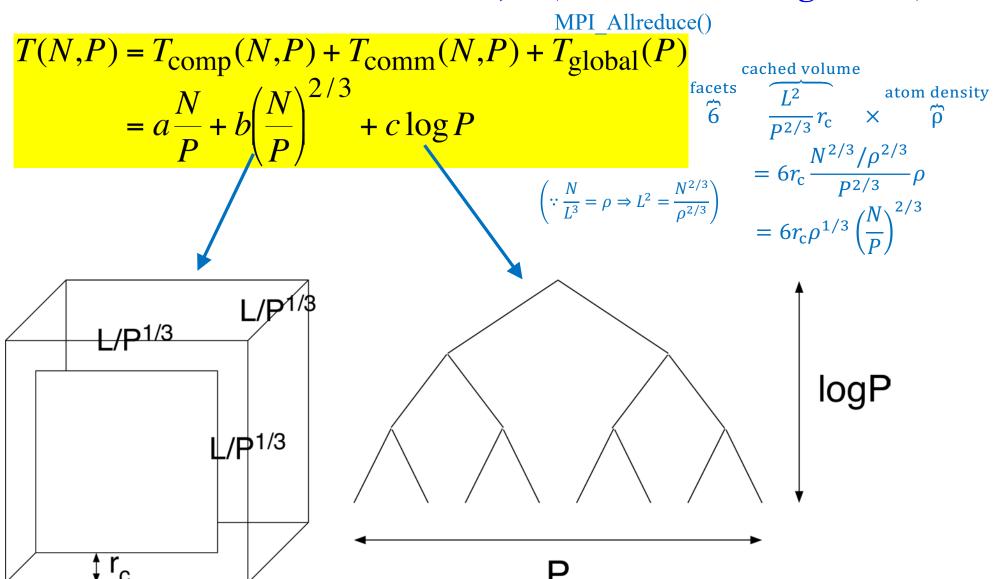
 $W_P = Pw$  (weak scaling) w = constant workload per processor (granularity)

• Speedup: 
$$S_P = \frac{S(P \bullet w, P)}{S(w, 1)} = \frac{P \bullet w / T(P \bullet w, P)}{w / T(w, 1)} = \frac{P \bullet T(w, 1)}{T(P \bullet w, P)}$$

• Efficiency: 
$$E_P = \frac{S_P}{P} = \frac{T(w,1)}{T(P \bullet w,P)}$$

## **Analysis of Parallel MD**

• Parallel execution time: Workload  $\infty$  Number of atoms, N (linked-list cell algorithm)



## **Fixed Problem-Size Scaling**

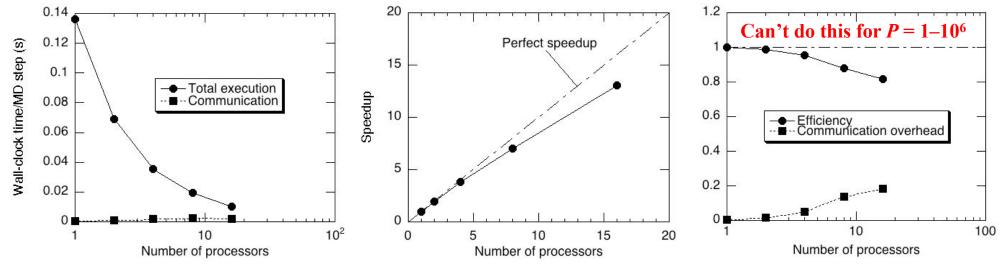
• Speedup:

$$S_{P} = \frac{T(N,1)}{T(N,P)} = \frac{aN}{aN/P + b(N/P)^{2/3} + c\log P}$$

$$= \frac{P}{1 + \frac{b}{a} \left(\frac{P}{N}\right)^{1/3} + \frac{c}{a} \frac{P\log P}{N}}$$

• Efficiency:

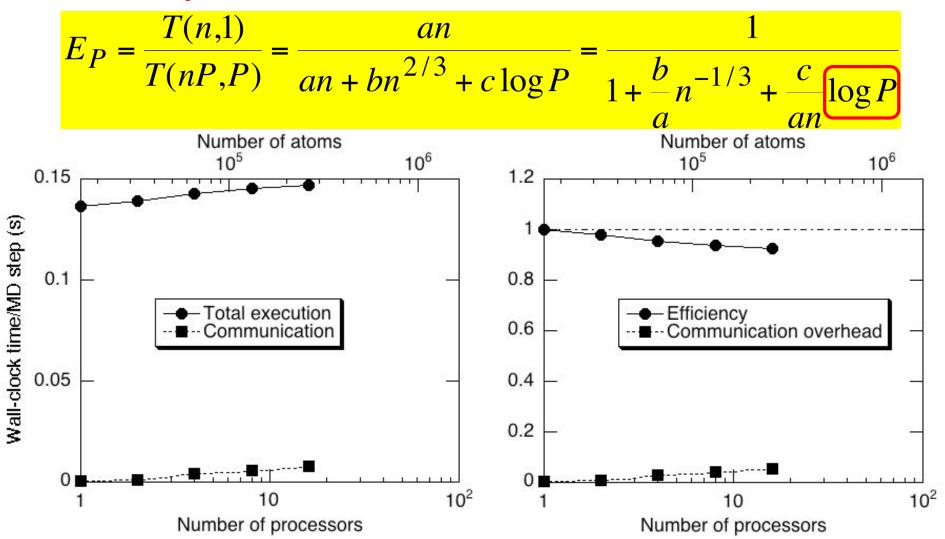
$$E_P = \frac{S_P}{P} = \frac{1}{1 + \frac{b}{a} \left(\frac{P}{N}\right)^{1/3} + \frac{c}{a} \frac{P \log P}{N}}$$



pmd.c: N = 16,384, on HPC (predecessor of CARC)

## Isogranular Scaling of Parallel MD

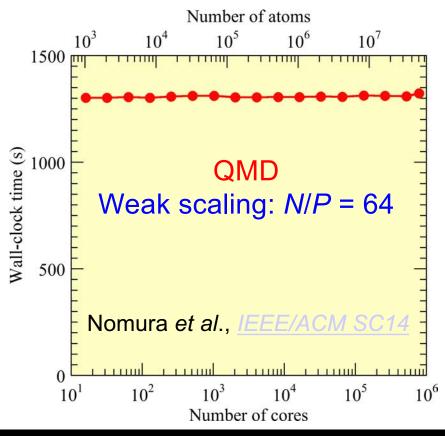
- n = N/P = constant: doable for arbitrarily large P
- Efficiency:



pmd.c: N/P = 16,384, on HPC (predecessor of CARC)

### **High-End Parallel MD**





- 4.9 trillion-atom space-time multiresolution MD (MRMD) of SiO<sub>2</sub>
- 8.5 billion-atom fast reactive force-field (F-ReaxFF) RMD of RDX
- 39.8 trillion grid points (50.3 million-atom) DC-DFT QMD of SiC

parallel efficiency 0.984 on 786,432 Blue Gene/Q cores

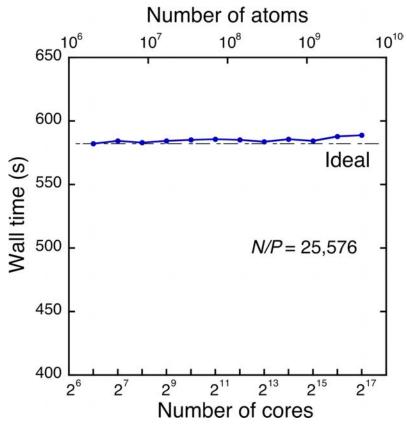
MD (molecular dynamics): MRMD

RMD (reactive molecular dynamics): F-ReaxFF QMD (quantum molecular dynamics): DC-DFT

## Portable Parallel Efficiency

• Weak-scaling parallel efficiency of 0.989 for a new generation of reactive molecular dynamics (RMD) on 131,072 Intel Knights Landing cores on Theta supercomputer at Argonne National Laboratory





K. Liu et al., Shift-collapse acceleration of generalized polarizable reactive molecular dynamics for machine learning-assisted computational synthesis of layered materials,

Proc. ScalA18 (IEEE, '18)

## Quantum MD@Scale

# Quantum dynamics at scale: ultrafast control of emergent functional materials

S. C. Tiwari, P. Sakdhnagool, R. K. Kalia, A. Krishnamoorthy, M. Kunaseth, A. Nakano, K. Nomura, P. Rajak, F. Shimojo, Y. Luo & P. Vashishta

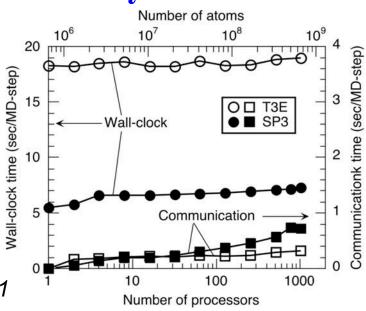
#### Best Paper in ACM HPC Asia 2020



Scalable atomistic simulation algorithms for materials research, A. Nakano et al.,

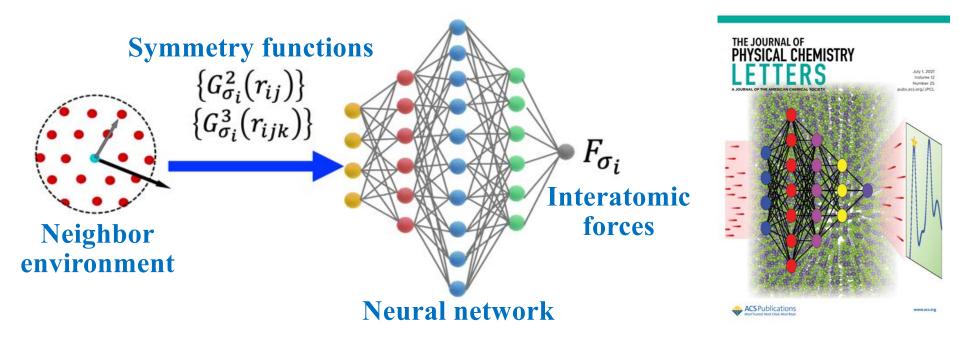
Best Paper, IEEE/ACM Supercomputing 2001, SC01

#### 19 years since



### Neural MD@Scale

• Neural-network quantum molecular dynamics (NNQMD) could revolutionize atomistic modeling of materials, providing quantum-mechanical accuracy at a fraction of computational cost [Phys. Rev. Lett. 126, 216403 ('21); J. Phys. Chem. Lett. 12, 6020 ('21)]



Neural network molecular dynamics at scale & Ex-NNQMD: extreme-scale neural network quantum molecular dynamics,

P. Rajak et al., IEEE IPDPS ScaDL 20 & 21

See also Pushing the limit of molecular dynamics with ab initio accuracy to 100 million atoms with machine learning

W. Jia et al., ACM/IEEE Supercomputing, SC20