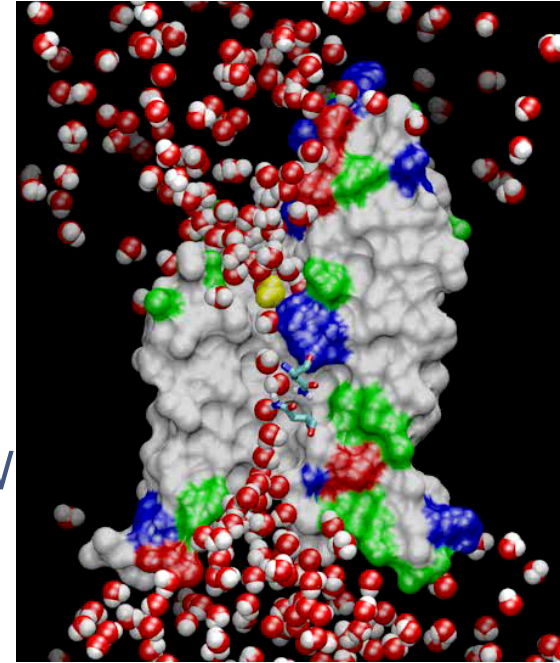


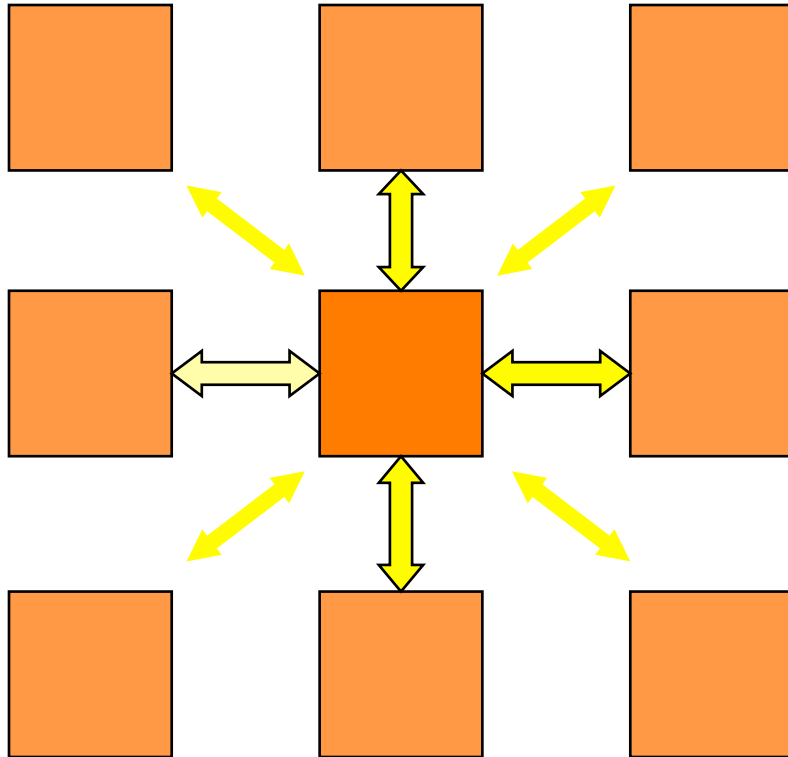
# Molecular Dynamics in NAMD

- Collection of [charged] atoms, with bonds
  - Newtonian mechanics
  - Relatively small #of atoms (100K – 10M)
- At each time-step
  - Calculate forces on each atom
    - Bonds:
    - Non-bonded: electrostatic and van der Waals
      - Short-distance: every timestep
      - Long-distance: using PME (3D FFT)
      - Multiple Time Stepping : PME every 4 timesteps
  - Calculate velocities and advance positions
- Challenge: femtosecond time-step, millions needed!



Collaboration with K. Schulten, R. Skeel, and coworkers

# Spatial Decomposition Via Charm



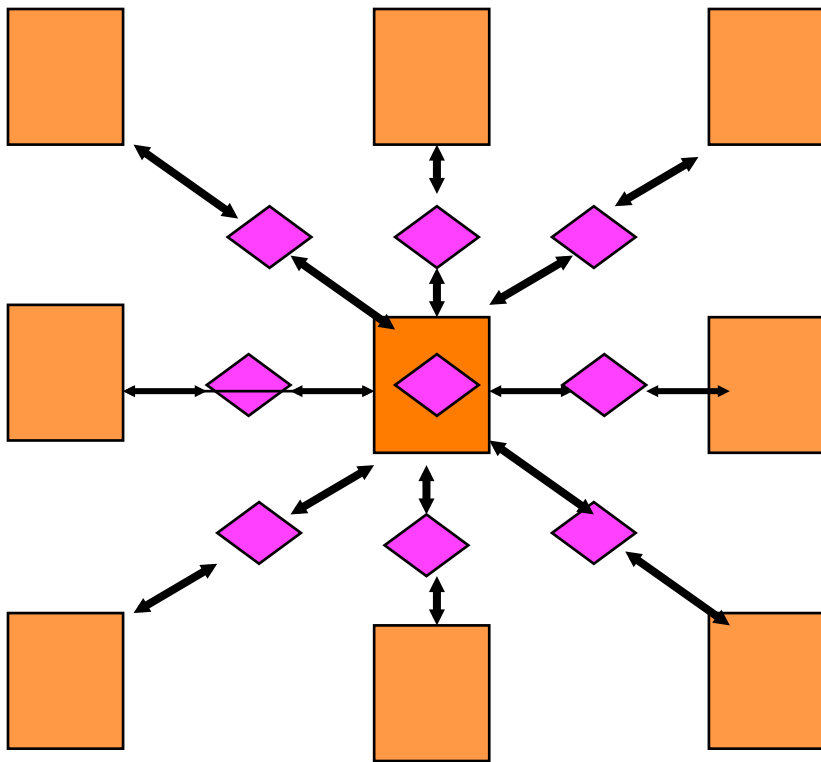
Cells, Cubes or “Patches”

- Atoms distributed to cubes based on their location
- Size of each cube :
  - Just a bit larger than cut-off radius
  - Communicate only with neighbors
  - Work: for each pair of nbr objects
- C/C ratio:  $O(1)$
- *However:*
  - *Load Imbalance*
  - *Limited Parallelism*

Charm++ is useful to handle this

# Object Based Parallelization for MD:

## Force Decomposition + Spatial Decomposition



- Now, we have many objects to load balance:

- Each diamond can be assigned to any proc.

- Number of diamonds (3D):

- 14 · Number of Patches

- 2-away variation:

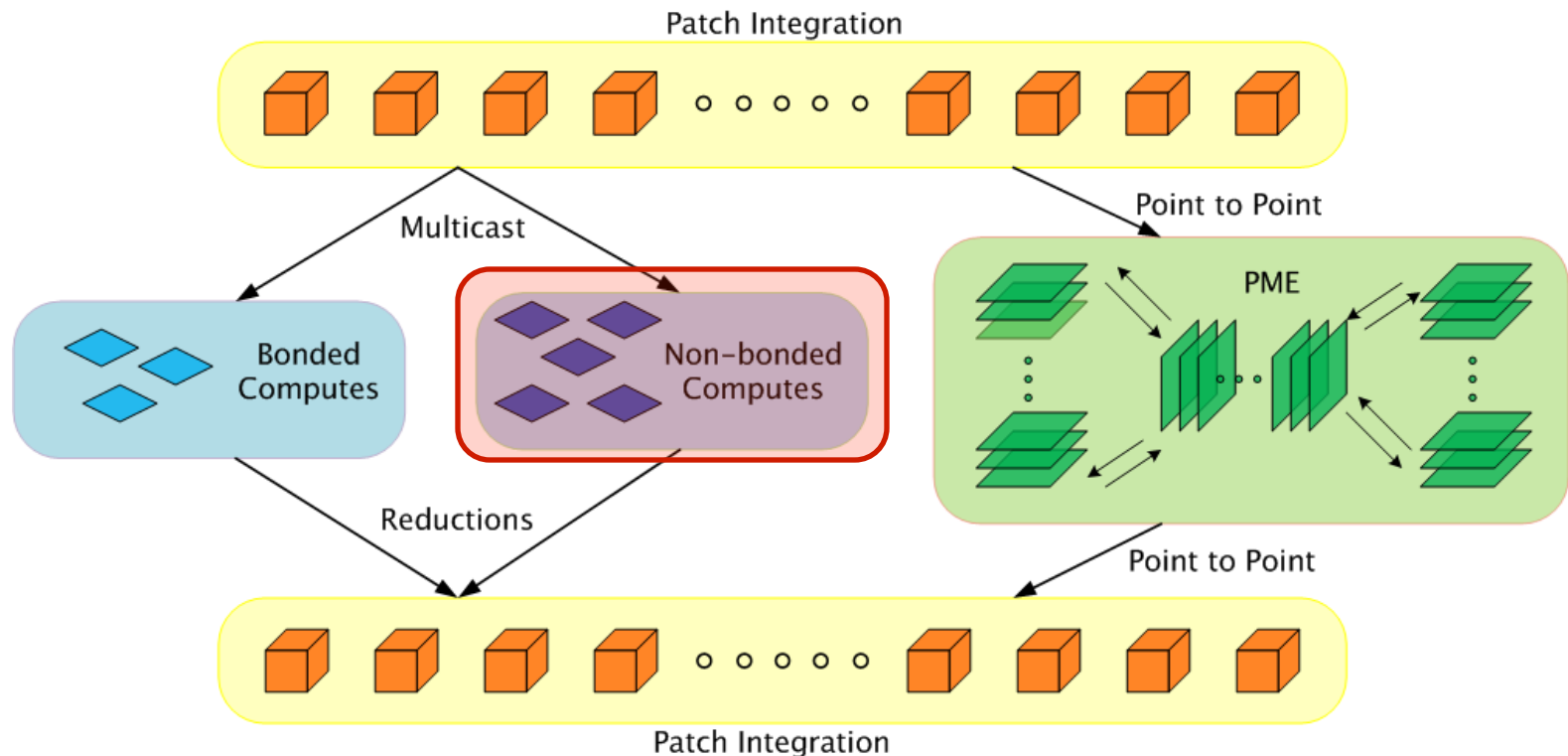
- Half-size cubes

- 5x5x5 interactions

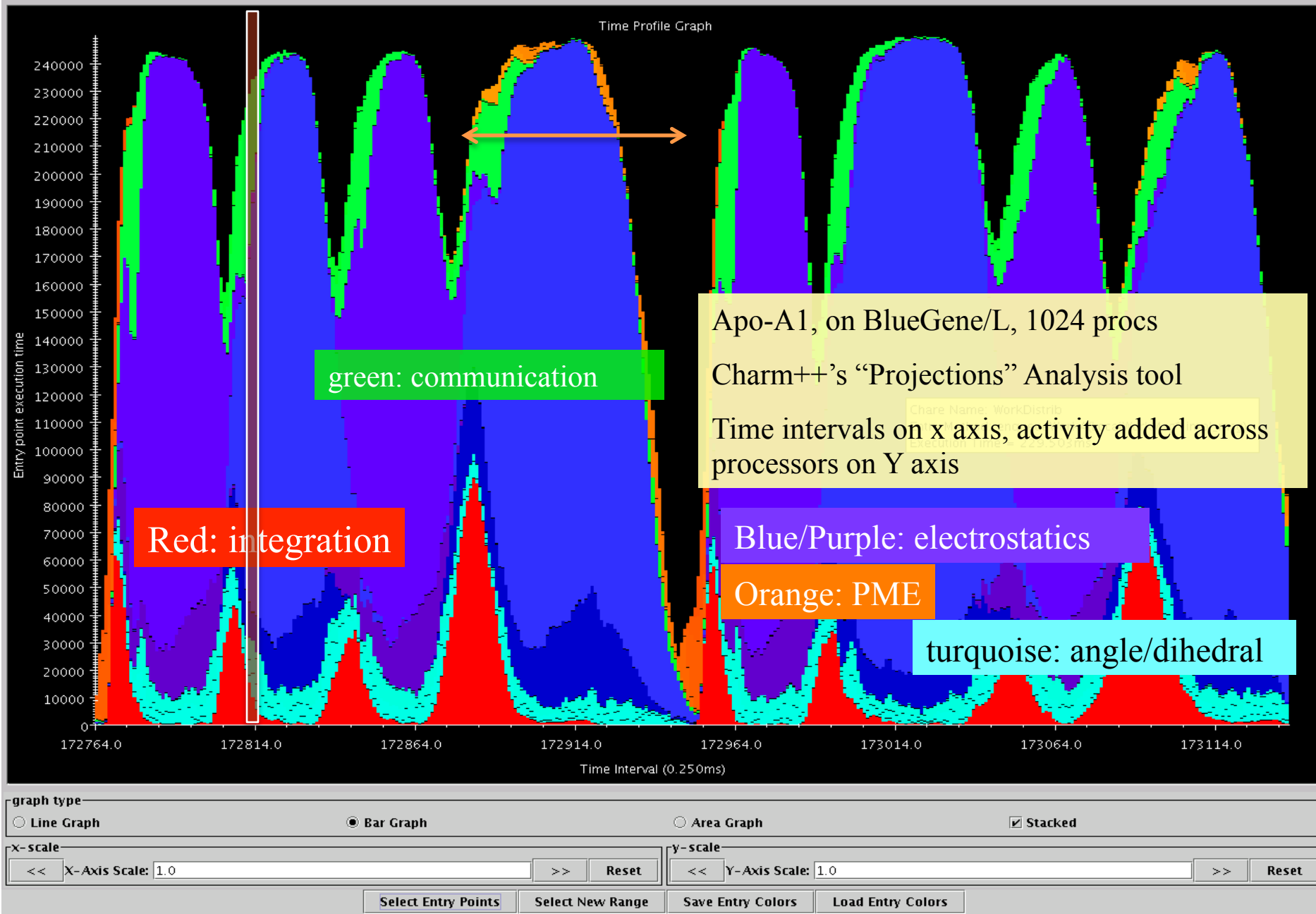
- 3-away interactions: 7x7x7

# Parallelization Using Charm++

The computation is decomposed into “natural” objects of the application, which are assigned to processors by Charm++ RTS

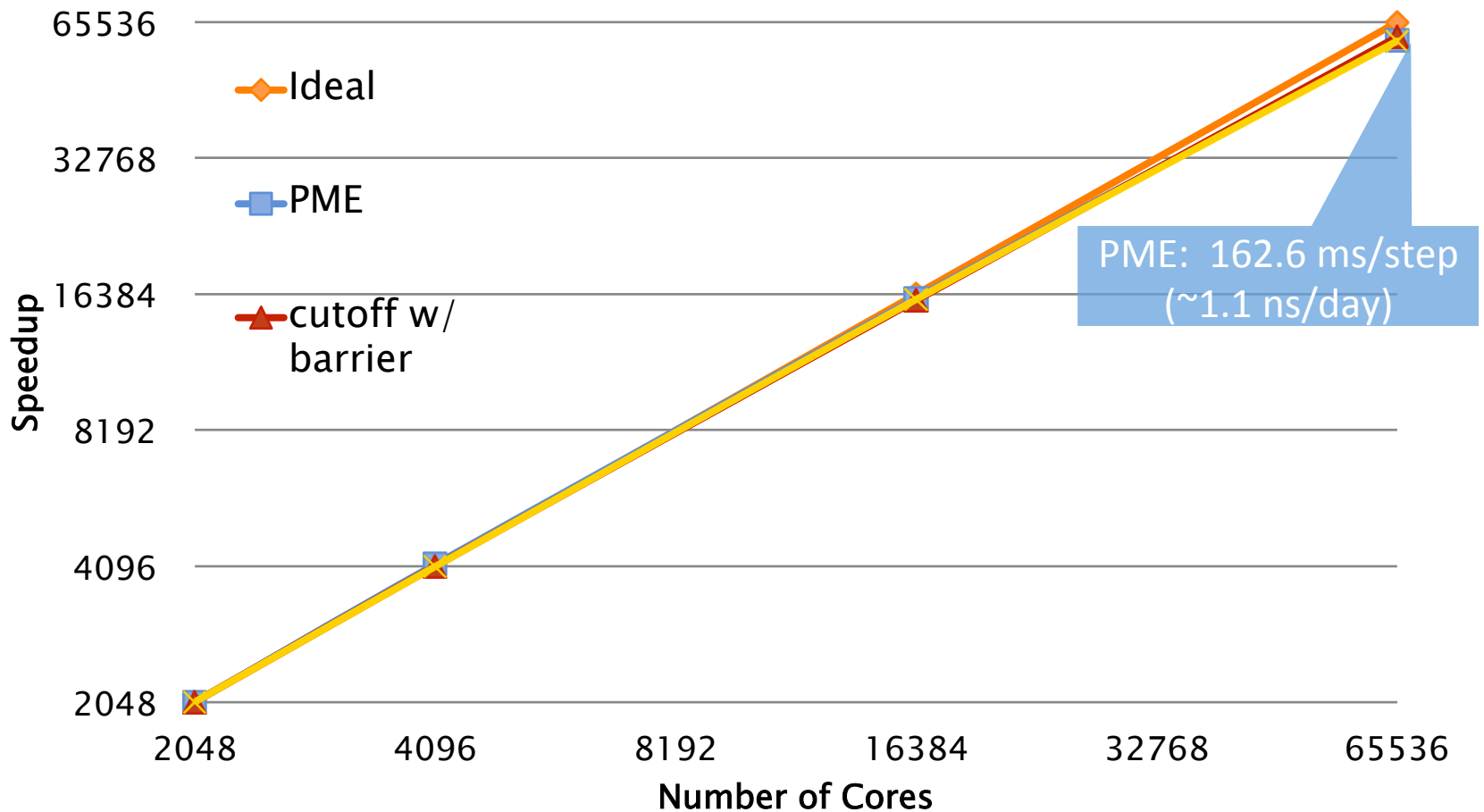


Bhatele, A., Kumar, S., Mei, C., Phillips, J. C., Zheng, G. & Kale, L. V. 2008 **Overcoming Scaling Challenges in Biomolecular Simulations across Multiple Platforms**. In *Proceedings of IEEE International Parallel and Distributed Processing Symposium*, Miami, FL, USA, April 2008.

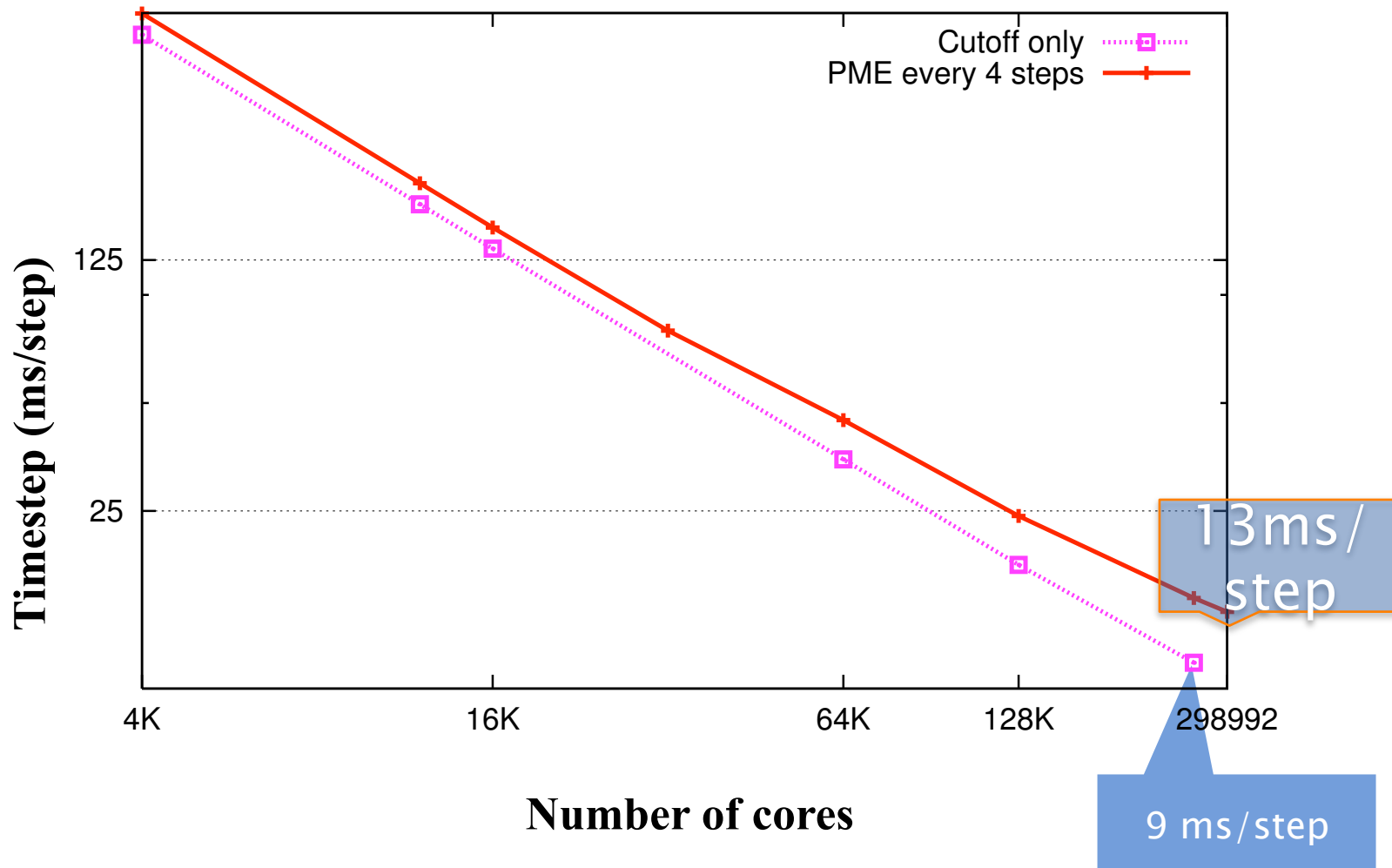


Time

# Performance on Intrepid (BG/P)



# SMP Performance on Titan(Dev)



# ChaNGa: Parallel Gravity

- Collaborative project (NSF)
  - with Tom Quinn, Univ. of Washington
- Gravity, gas dynamics
- Barnes–Hut tree codes
  - Oct tree is natural decomp
  - Geometry has better aspect ratios, so you “open” up fewer nodes
  - But is not used because it leads to bad load balance
  - Assumption: one-to-one map between sub-trees and PEs
  - Binary trees are considered better load balanced

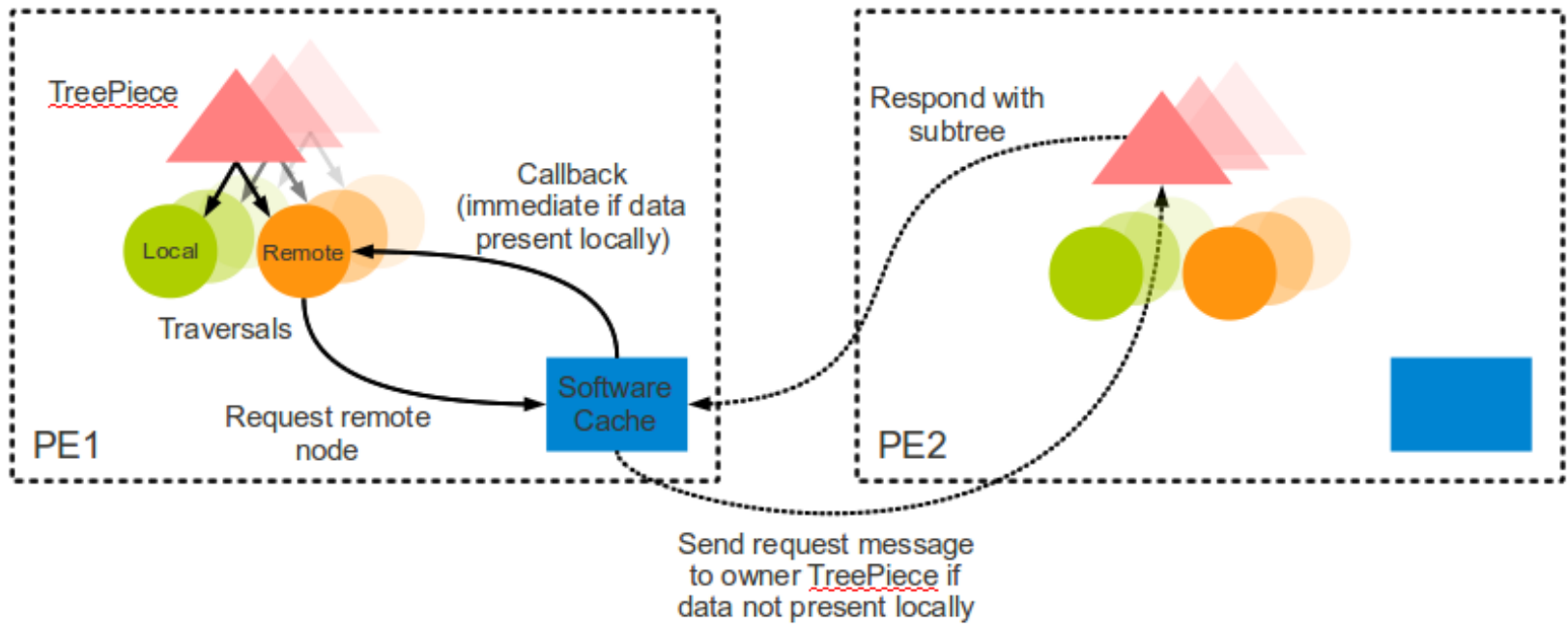
## Evolution of Universe and Galaxy Formation



With Charm++: Use Oct-Tree, and let Charm++ map subtrees to processors



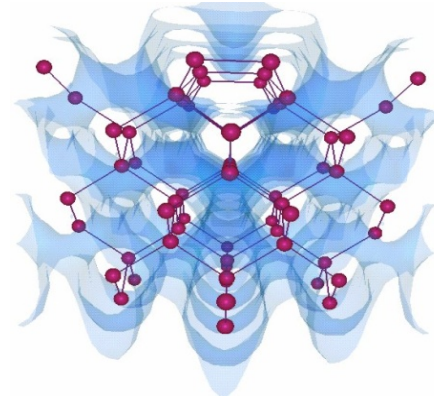
# Control flow



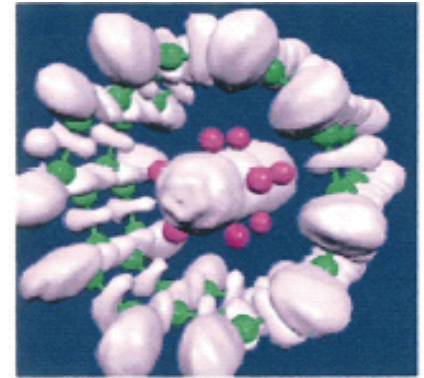
# OpenAtom: MD with quantum effects

- Much more fine-grained:
  - Each electronic state is modeled with a large array

Semiconductor Surfaces:



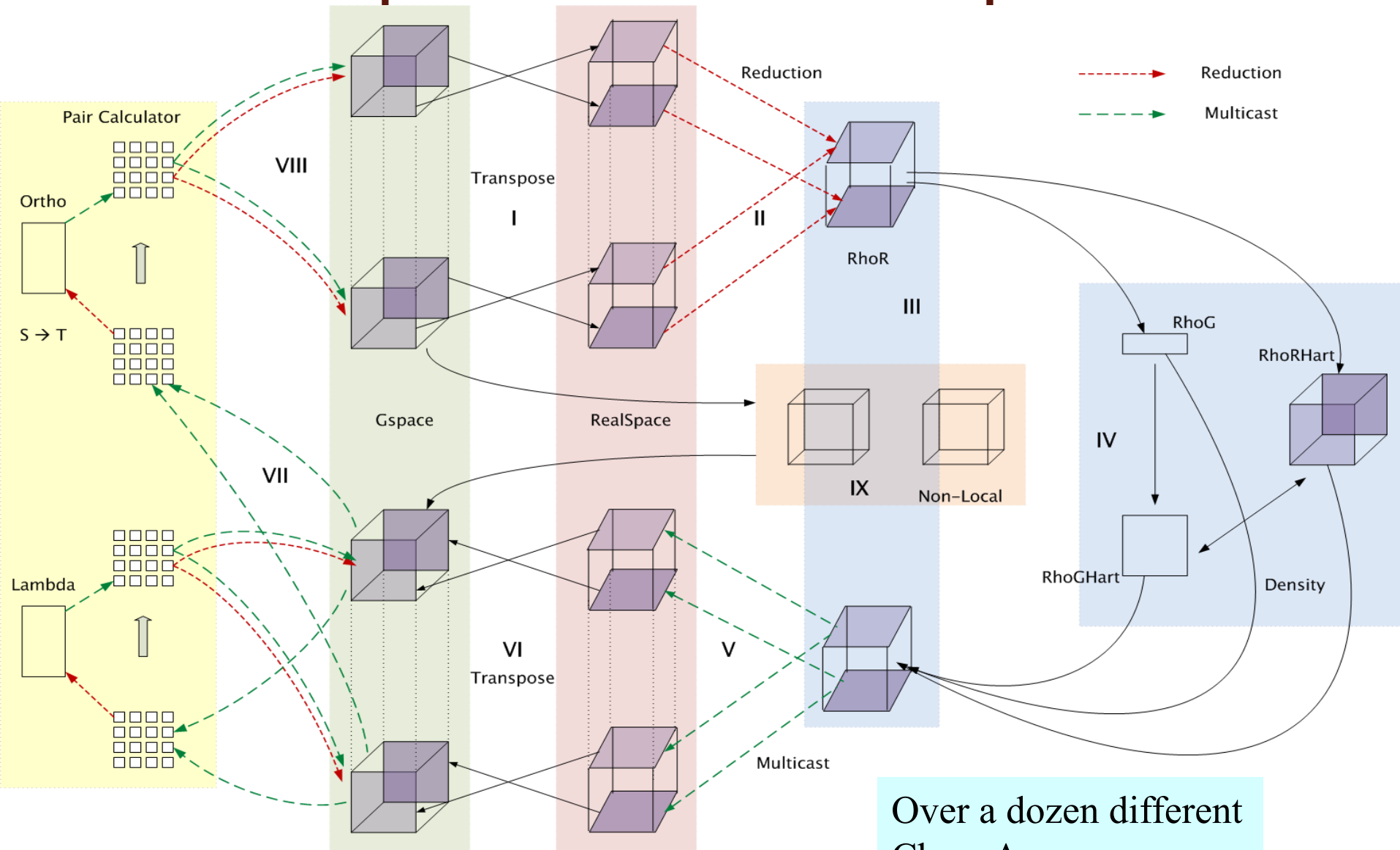
Nanowires:



Collaboration with:  
G. Martyna (IBM)  
M. Tuckerman (NYU)  
L. Kale (UIUC)

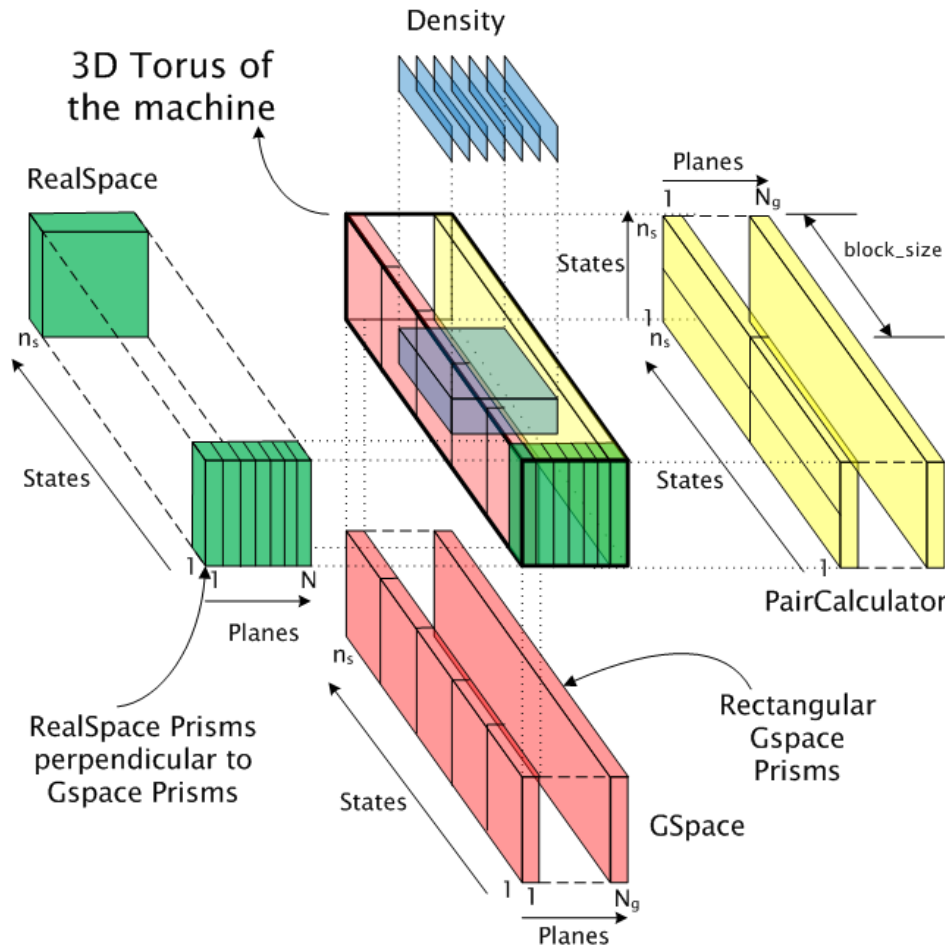
Using Charm++ virtualization, we can efficiently scale small (32 molecule) systems to thousands of processors

# Decomposition and Computation



Over a dozen different  
Chare Arrays

# Topology Aware Mapping of Objects



- Object based decomposition provides new degrees of freedom to easily try different mappings of objects to processors, to help minimize contention