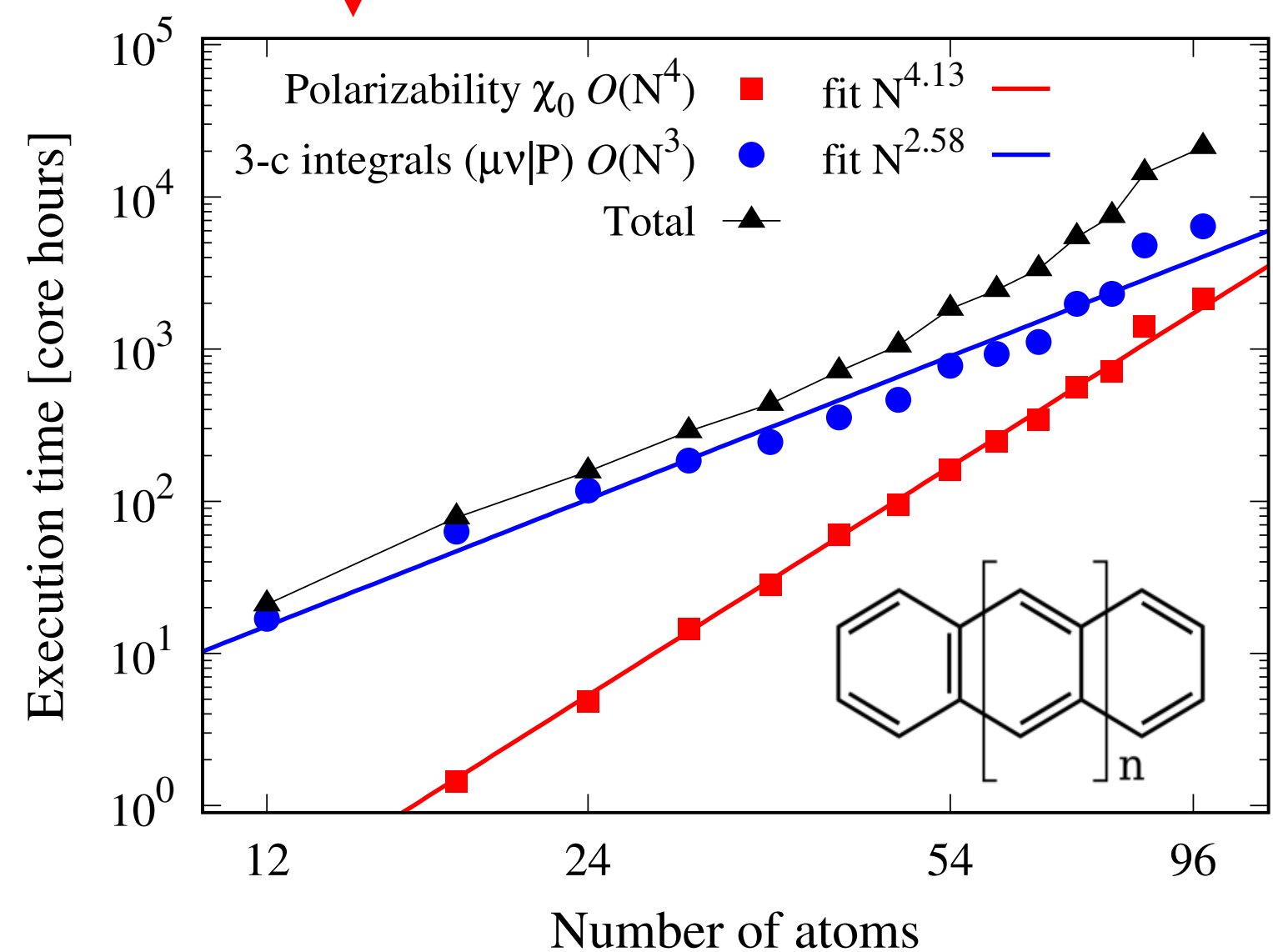
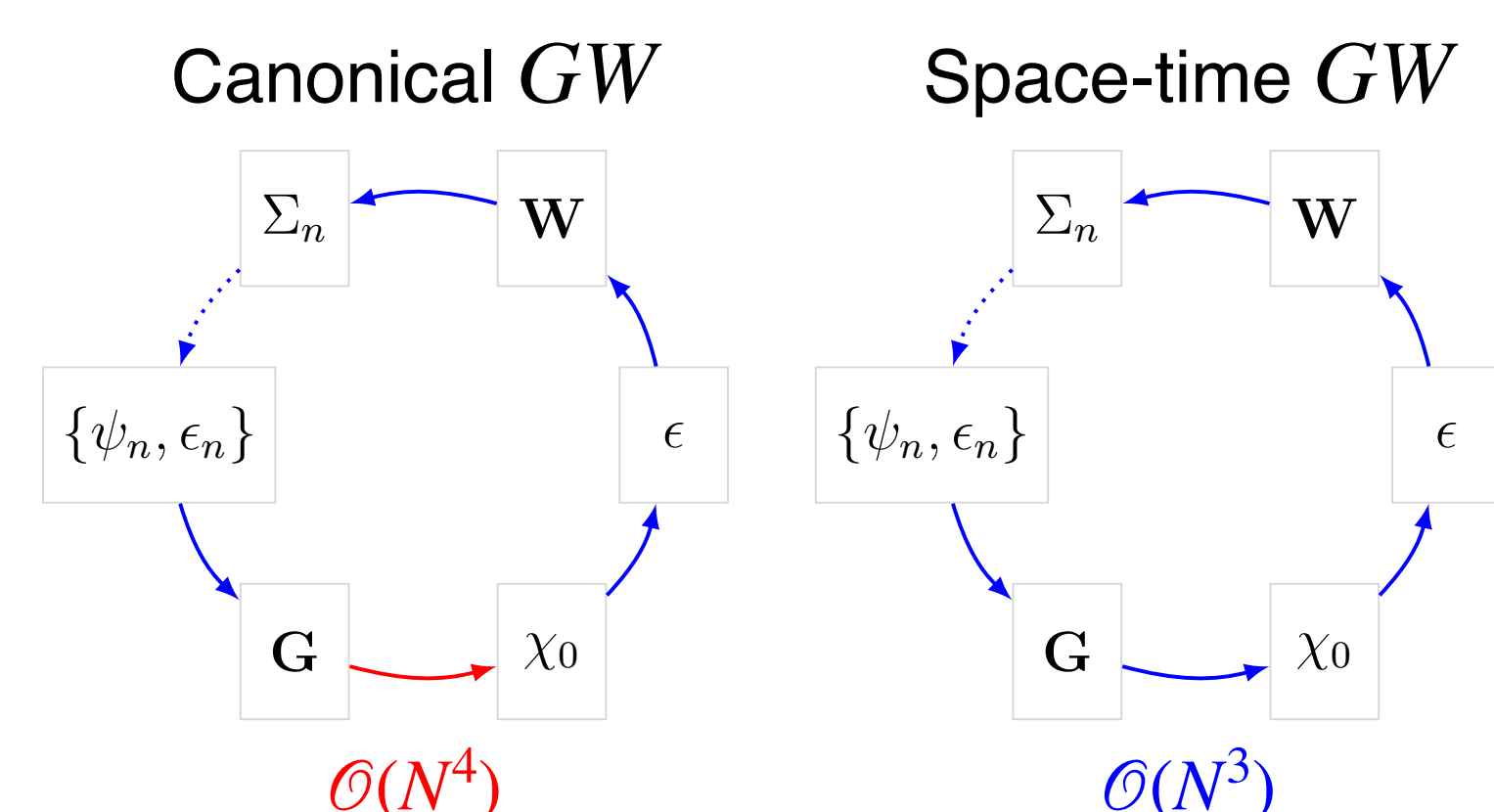




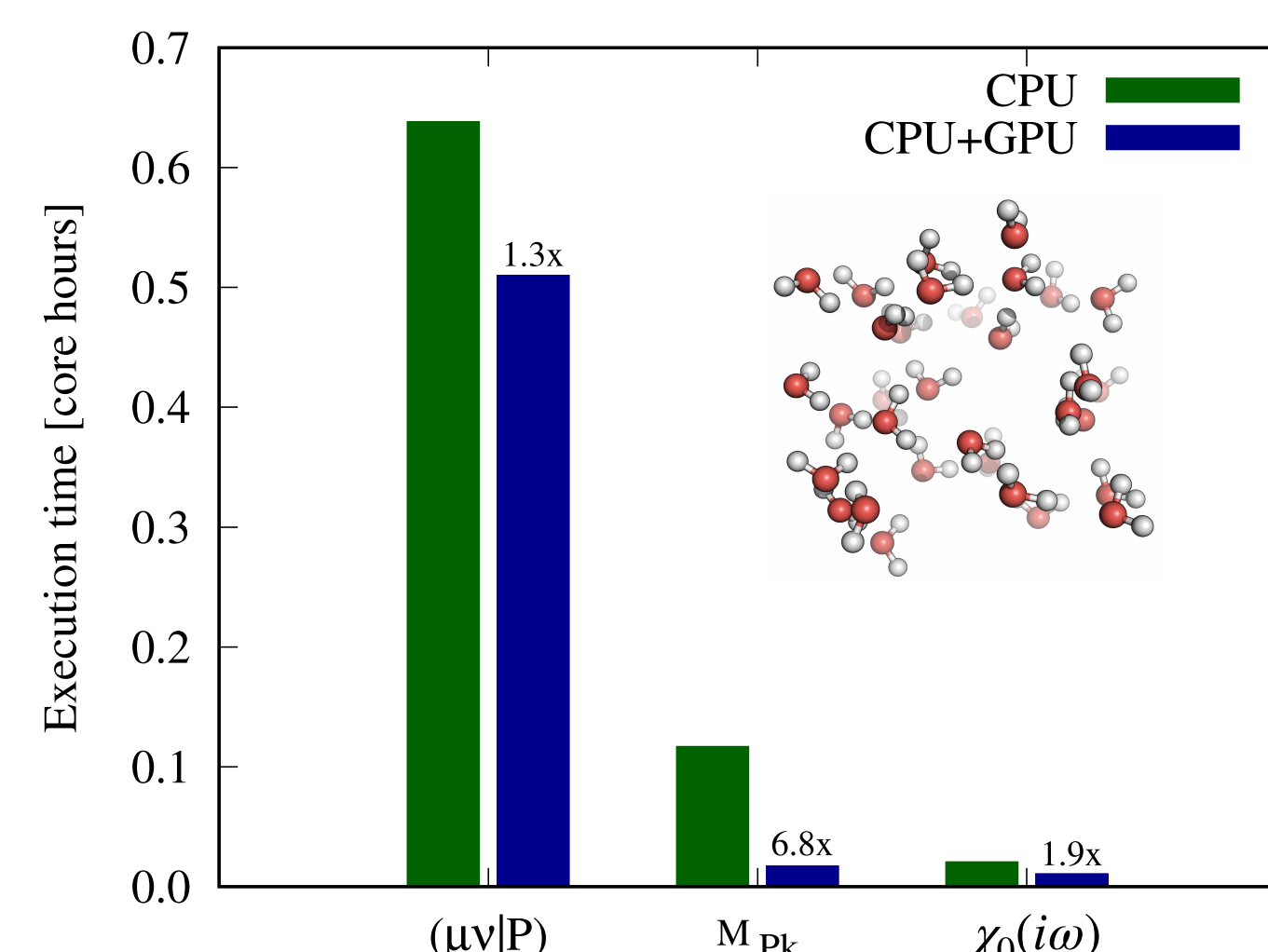
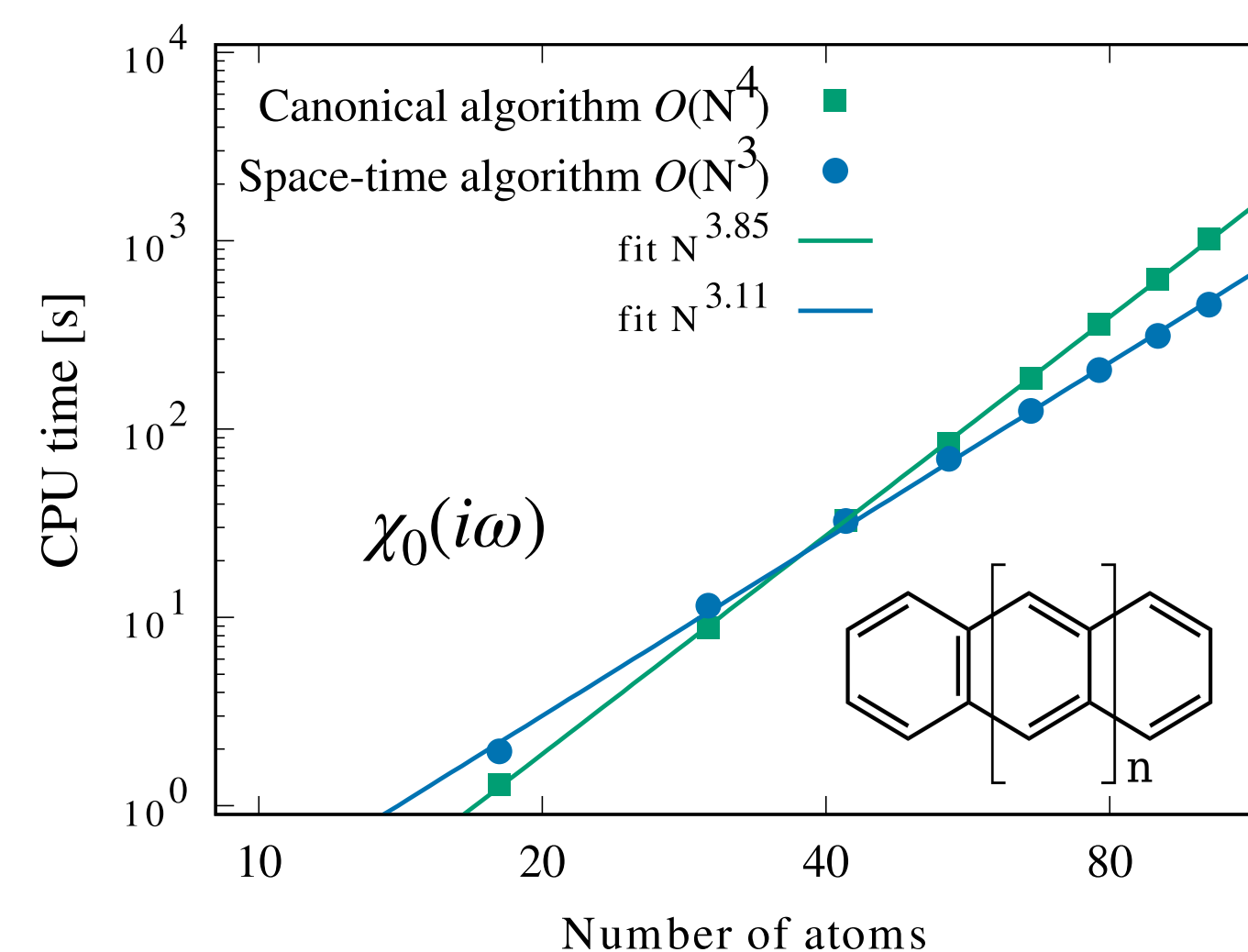
# Exascale-ready GW algorithms for materials interfaces

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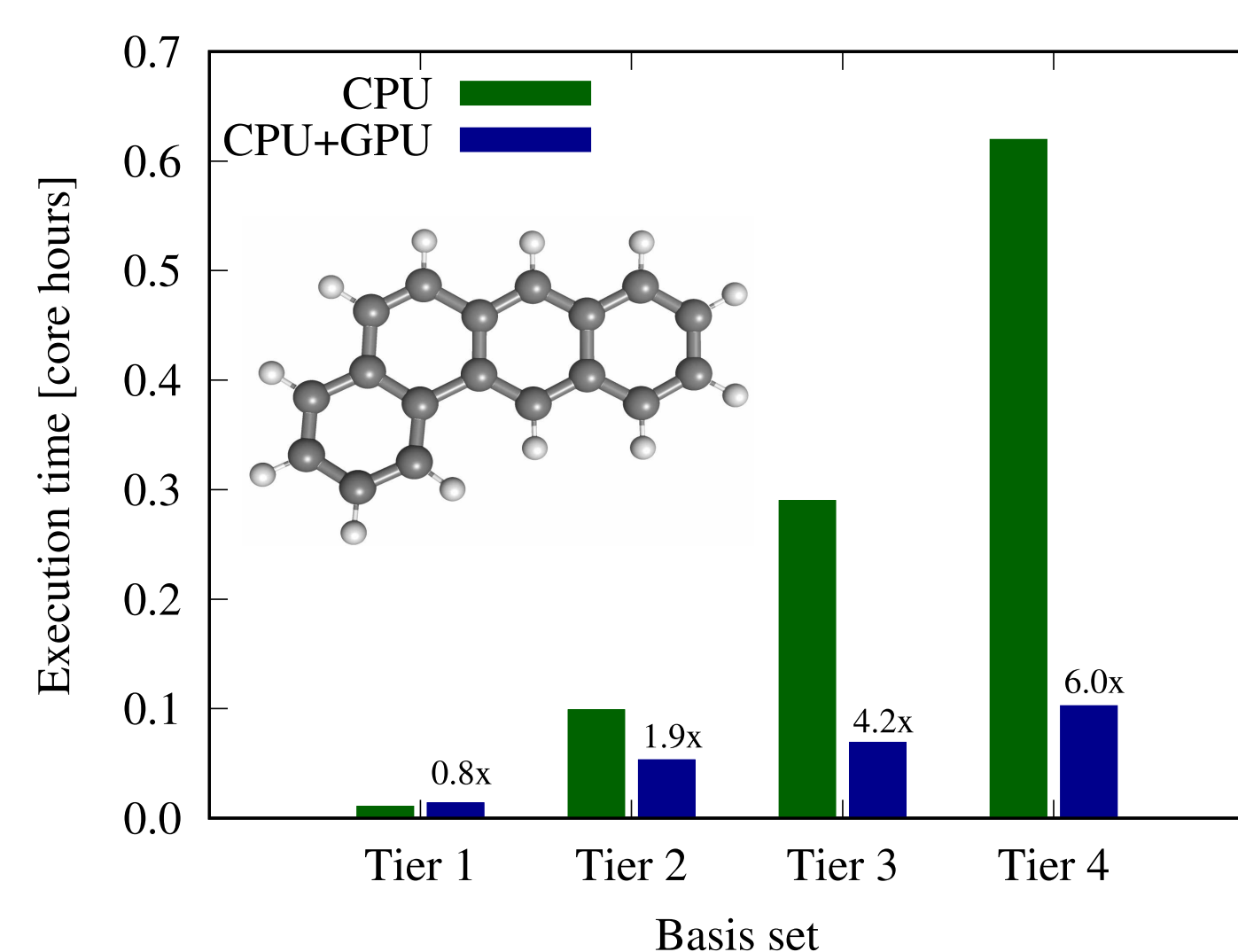
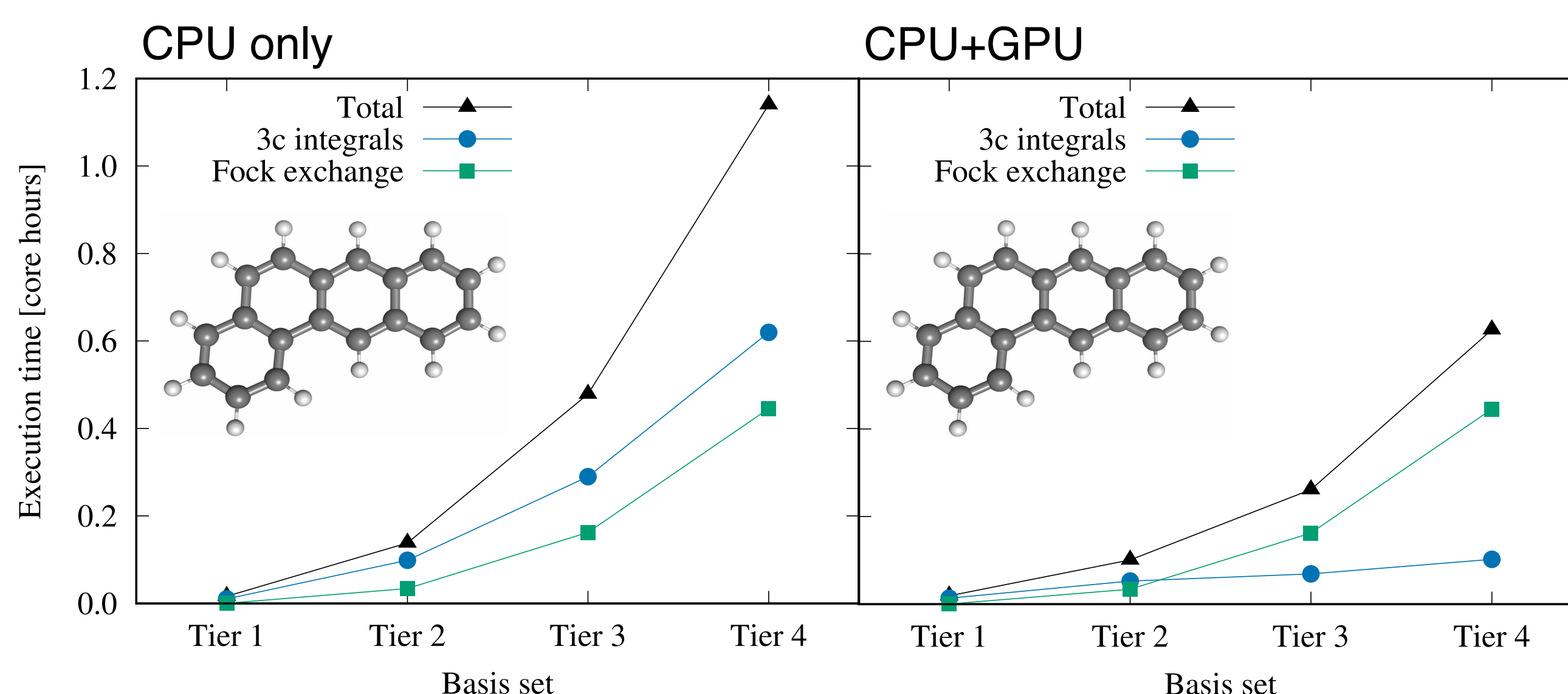
## Introduction



## Low-scaling Implementation



## GPU Acceleration of 3-center Integrals



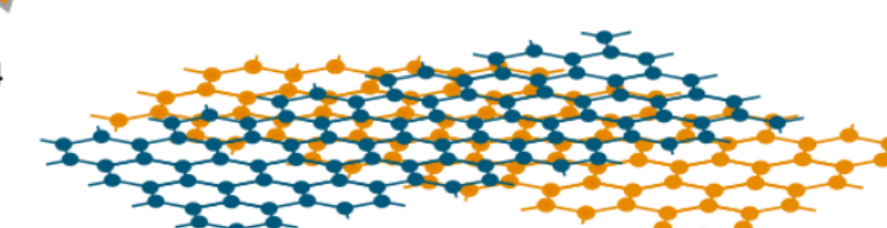
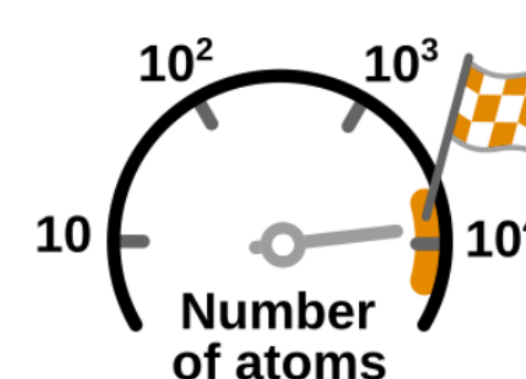
## Summary

- Scaling reduction to cubic scaling GW based on space-time method [1]
- GPU accelerated 3-center integrals [2] and polarizability [3]
- Tested for up to 426 atoms on 6144 cores
- Prefactor optimization ongoing
- GPU acceleration for screened coulomb interaction  $W$  ongoing

FHI-aims  
The ab initio materials  
simulation package

CP2K

GREENX



## References

- (1) M.M. Rieger et al., *Comp. Phys. Comm.* **1999**, 117(3), 211-228.
- (2) F.A. Delesma, M. Leucke, R.L. Panadés-Barrueta, D. Golze, *NIC Symposium Proceedings* **2025**.
- (3) F.A. Delesma, M. Leucke, P. Rinke, D. Golze, *in preparation*.