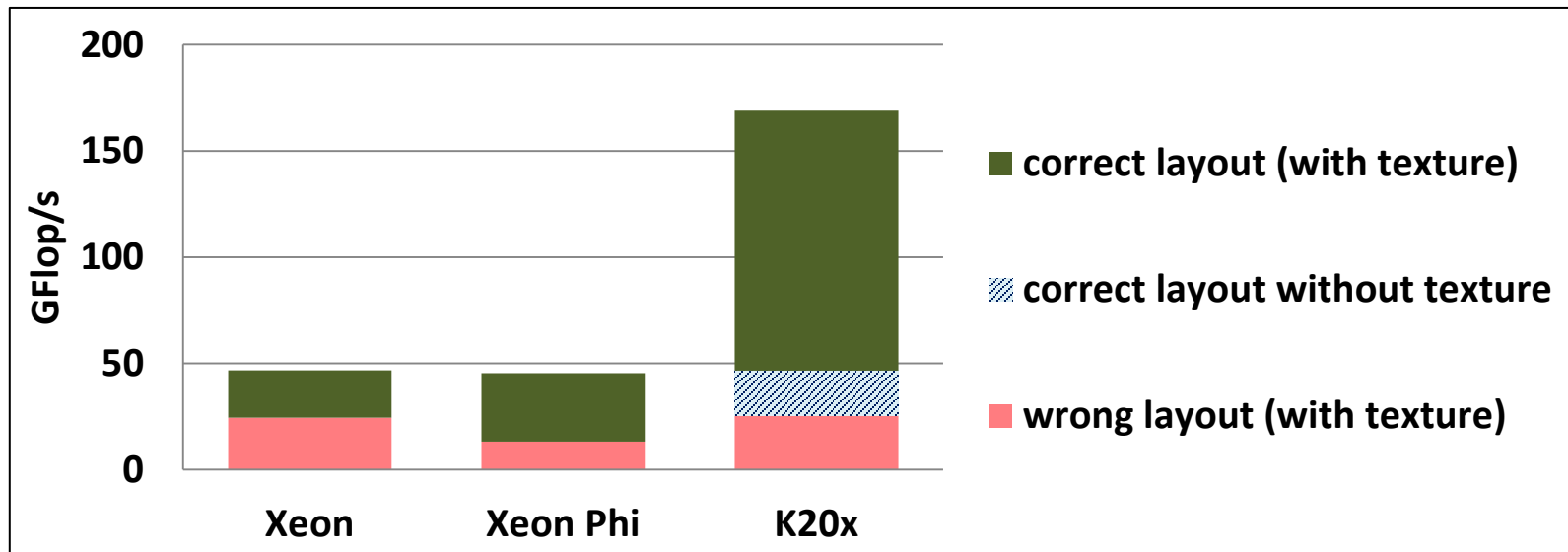# MiniMD Performance
Lennard Jones (LJ) force model using atom neighbor list

- **Test Problem (#Atoms = 864k, ~77 neighbors/atom)**
  - **Neighbor list array with correct vs. wrong layout**
    - **Different layout between CPU and GPU**
  - **Random read of neighbor coordinate via GPU texture fetch**

- **Large loss in performance with wrong layout**
  - **Even when using GPU texture fetch**
  - **Kokkos, by default, selects the correct layout**