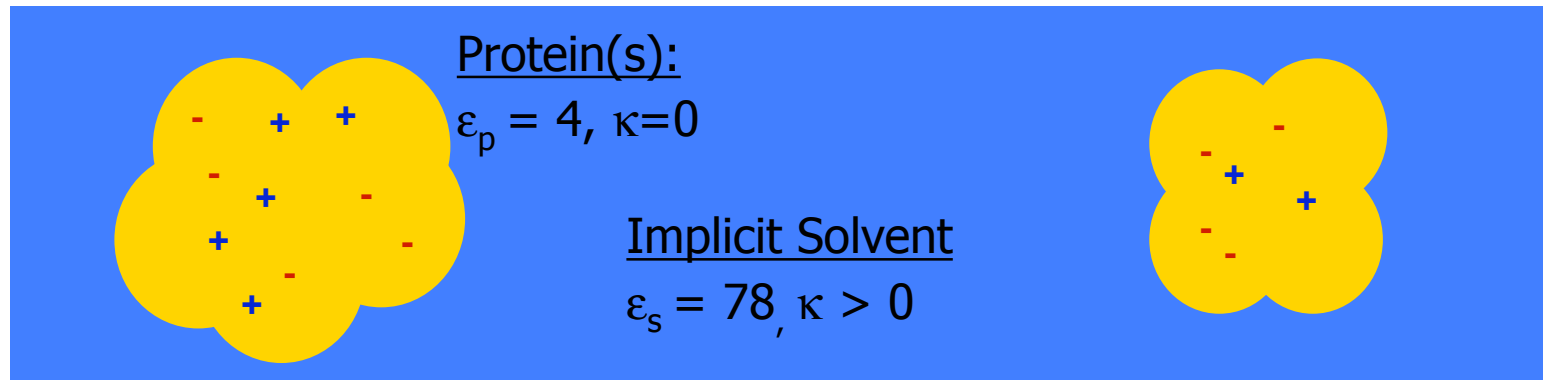


Parallel Implementation of multipole-based Poisson-Boltzmann solver

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Simulation Overview



Protein(s):
 $\epsilon_p = 4, \kappa = 0$

Implicit Solvent
 $\epsilon_s = 78, \kappa > 0$

1. Initialize system

2. Calculate forces

- Solve linearized Poisson Boltzmann Equation (LPBE)

$$-\nabla[\epsilon(\mathbf{r})\nabla\Phi(\mathbf{r})] + \kappa^2\Phi(\mathbf{r}) = \rho_{fixed}(\mathbf{r})$$

3. Propagate Molecules

- Brownian Dynamics using forces from (2)

4. Repeat 2-3 until criteria is met

Solving LPBE with Multipole Method



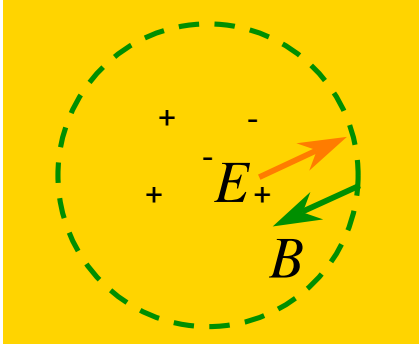
Each molecule is represented as a collection of spheres.

For each sphere ki :

1. Calculate surface charge multipole S_{nm}
 - (i) Express Φ_{in} and Φ_{out} in terms of multipoles
 - (ii) Setting up boundary equations.
 - (iii) Solve for S_{nm}
2. Update contribution from S_{nm} to other spheres
3. Repeat for all spheres until convergence criteria is reached

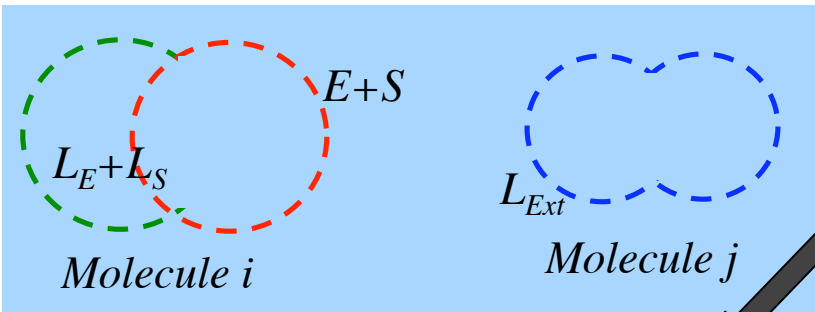
(i) Potential Equations (in terms of multipoles)

Inside sphere k_i :



$$\Phi_{in}^{(ki)}(\mathbf{r}) = \sum_{n=0}^{\infty} \sum_{m=-n}^n \left(\frac{E_{Fixed\ nm}^{(ki)}}{r^{n+1}} + r^n B_{nm}^{(ki)} \right) Y_{nm}(\theta, \phi)$$

Outside sphere k_i :



Goal: Solve for unknown S

$$\Phi_{out}^{(ki)}(\mathbf{r}) = \sum_{n=0}^{\infty} \sum_{m=-n}^n \left(\frac{(E_{Fixed} + S)_{nm}^{(ki)}}{r^{n+1}} + (L_S + L_E + L_{Ext})_{nm}^{(ki)} r^n \right) Y_{nm}(\theta, \phi)$$

(ii) Boundary conditions

On sphere ki 's surface (a, θ, ϕ) :

$$\Phi_{in}(\mathbf{r})|_{Surface_{ki}} = \Phi_{out}(\mathbf{r})|_{Surface_{ki}}$$

$$\epsilon_{in} \frac{d\Phi_{in}(\mathbf{r})}{dn} \Big|_{Surface,ki} = \epsilon_{out}(\theta, \phi) \frac{d\Phi_{out}(\mathbf{r})}{dn} \Big|_{Surface,ki}$$

$$\sum_{n=0}^{\infty} \sum_{m=-n}^n [n\epsilon_p + (n+1)\epsilon_{out}(\theta, \phi)] S_{nm}^{(ki)} Y_{nm}(\theta, \phi)$$

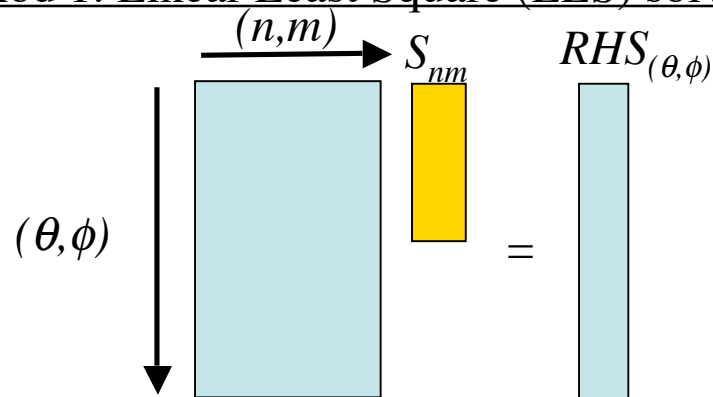
$$= (\epsilon_{out}(\theta, \phi) - \epsilon_p) \sum_{n=0}^{\infty} \sum_{m=-n}^n \left\{ -(n+1)E_{nm}^{(ki)} + an(L_s + L_E + L_{Ext})_{nm}^{(ki)} \right\} Y_{nm}(\theta, \phi) \quad (*)$$

$$X_{nm}$$

(iii) Solving Boundary Equation (*) for S_{nm}

Represent (*) as linear system of equations, solve S_{nm} up to p poles:

Method 1: Linear Least Square (LLS) solvers

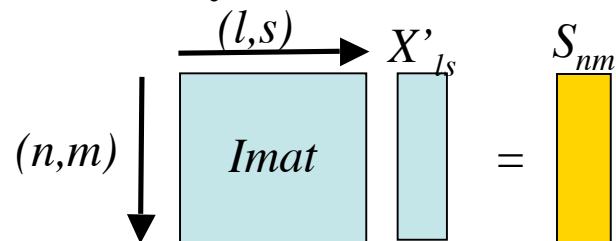


Requires LLS solver

-> **Inefficient!**

For $p=60$: ~ 10min per solution

Method 2: Analytical, iterative method using orthonormality property of SH



Matrix-Vector Multiply

-> **Fast**

For $p=60$:

Initial matrix prep ~ 14min per sphere

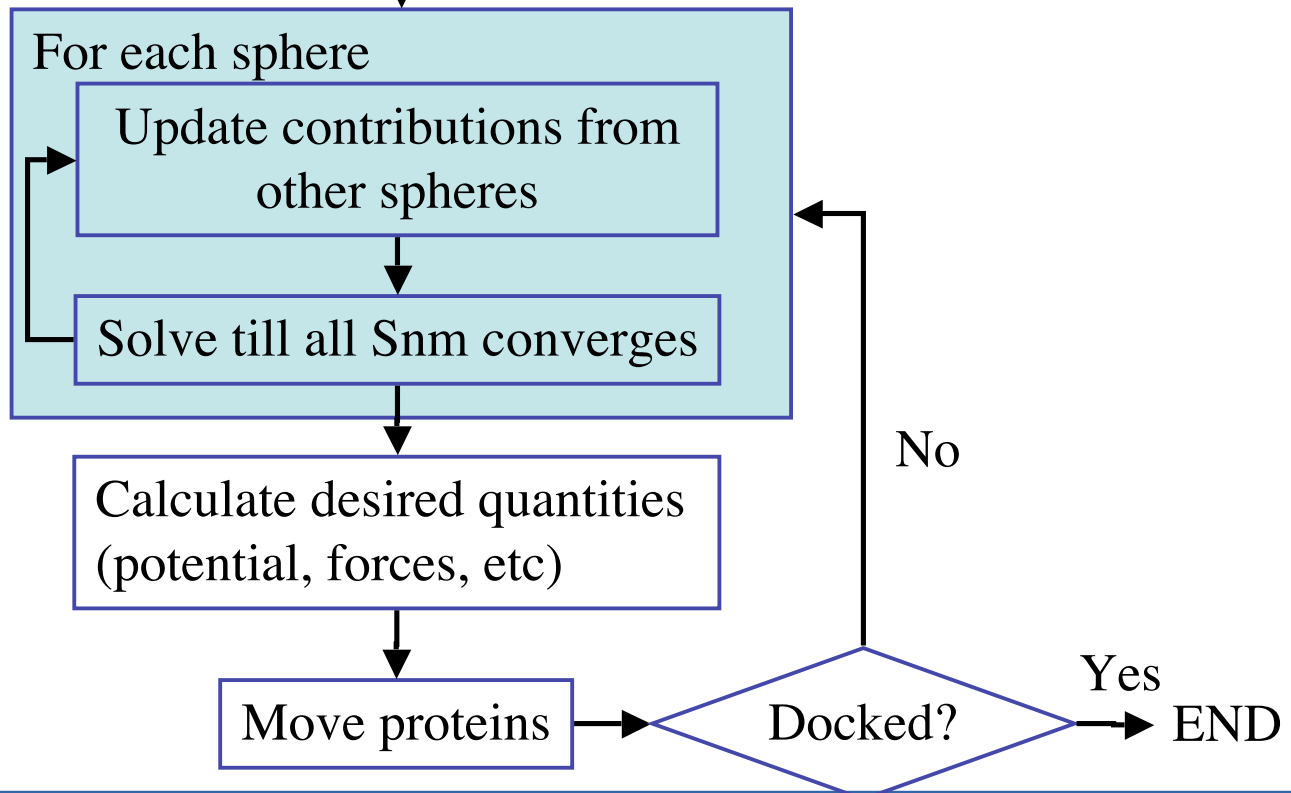
Subsequent solution ~ 0.4s

Simulation Algorithm (Serial)

Initialization

For each sphere:
- Calculate Surface Integrals
- Compute polarization matrix (I_{mat})

Production
Run



Parallization Strategy

Parallelization at sphere level

- solve S_{nm} for each sphere separately and share updated values with other spheres
- Jacobi iteration vs. Gauss-Seidel iterations

1) Shared Memory Only Model

- adequate for small systems (< 10 spheres)
 - Using OpenMP
 - Easy implementation within c++ object-oriented code

2) Hybrid Model

- required for larger scale systems (> 10 spheres)
 - Intra-node: shared memory using OpenMP
 - Inter-node: distributed memory using MPI
 - C++ objects need to be packed/unpacked for MPI communications

Simulation Algorithm (Shared Memory)

Initialization

For each sphere (OMP):

- Calculate Surface Integrals
- Compute polarization matrix (I_{mat})

Production
Run

For each sphere (OMP)

Update contributions from
other spheres

Solve till all S_{nm} converges

Calculate desired quantities
(potential, forces, etc)

Move proteins

Docked?

Yes

END

No

Simulation Algorithm (Hybrid)

Initialization

For each node (MPI):
For each assigned sphere (OMP):
- Calculate Surface Integrals
- Compute polarization matrix (*Imat*)

Production
Run

For each node (MPI):
Update contributions from other spheres
For each sphere (OMP):
Solve till all S_{nm} converges

Calculate desired quantities
(potential, forces, etc)

Move proteins

Docked?

Yes

END

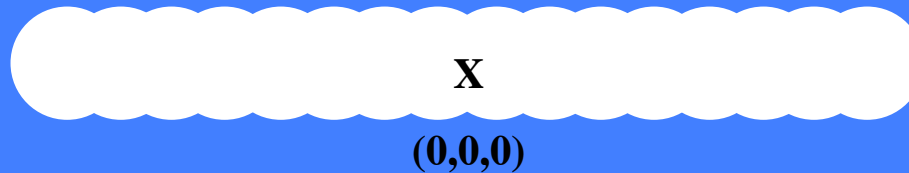
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Test cases for Timing

A) 8 overlapping spheres



B) 16 overlapping spheres



C) 32 overlapping spheres



- Different no. of poles used ($p = 5, 10, 30, 60$)
- Different no. of threads used ($t = 1, 2, 4, 8$)

Preliminary Timing Results (Shared Memory)

