

Computación con GPUs: Aplicación a la simulación de membranas biológicas

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Molecular Dynamics (MD) simulations

One of the most widely used techniques for studying condensed systems (fluids, solids,...)

Access to equilibrium and dynamical properties

Some old and recent applications:

- **Liquids** (first applications '40, '60, ...)

- **Complex fluids** (SOFT MATTER):

liquid crystals, colloids, amphiphilic systems,...

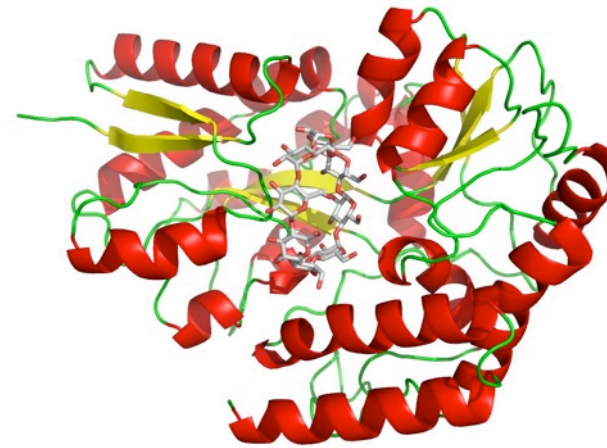
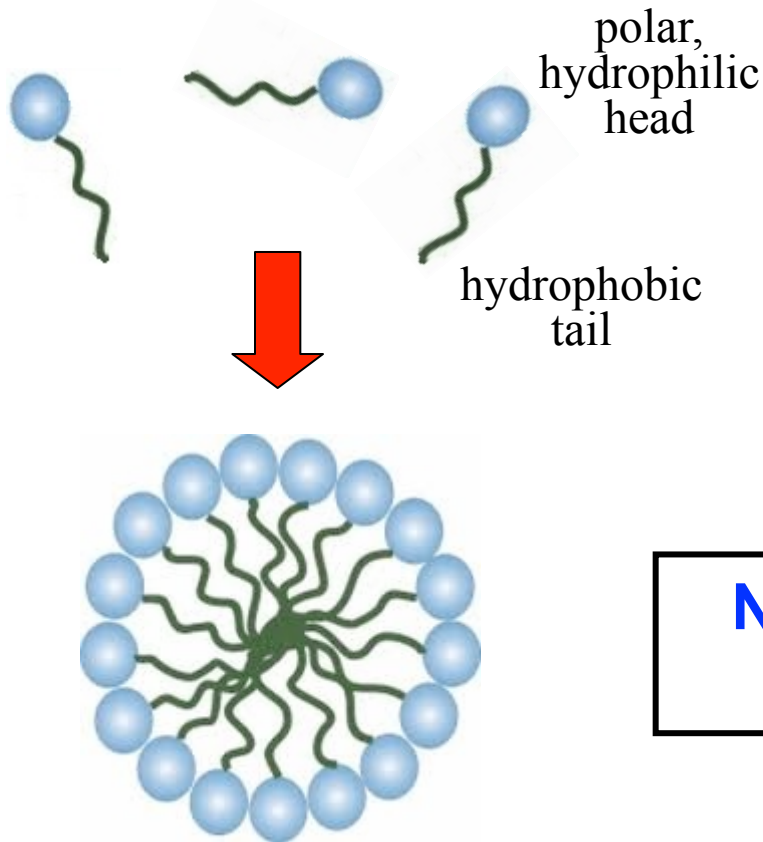
- **Biological systems** (macromolecules, proteins,...)



Limiting factors in complex fluid applications: mesoscales

- *Length* scales (not nm but 100 nm – 1 μm)
- *Time* scales (not ps but ns – μs)

**PROTEIN
DYNAMICS**



**NEED FOR COARSE
GRAINING**

MICELLE FORMATION

MESOSCOPIC MODELS

**EXPERIMENT
(real life)**

THEORY

MODEL

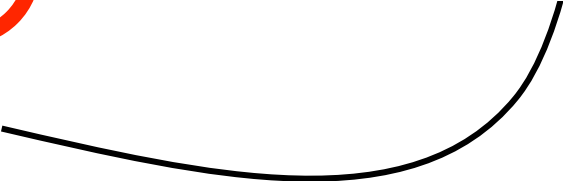
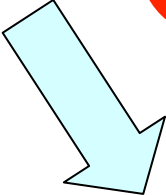
SIMULATION

↑
is the
model
good
enough?
↓

not always
exact
↙

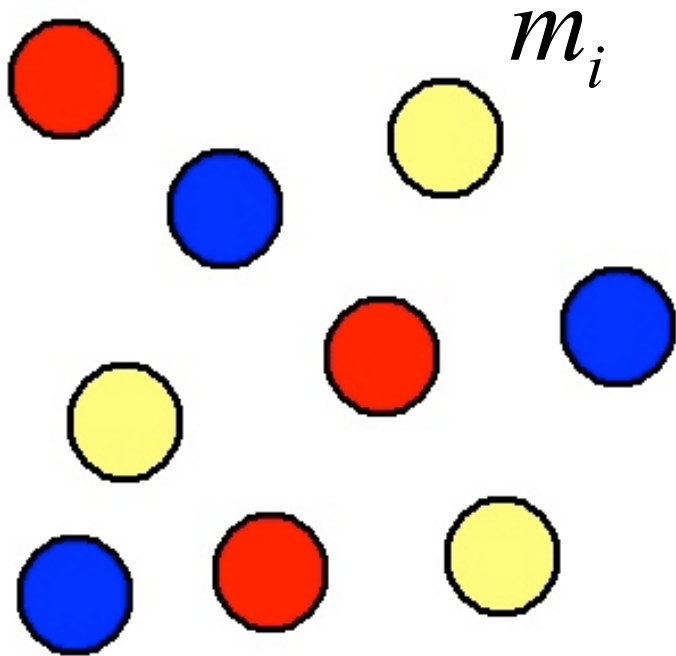
↗
approximations

↑
are theory and
approximations
good enough?



MD (classical) simulations: basic facts

We solve classical Newton's equations of motion and obtain dynamical trajectories from the forces:



$$\left\{ \begin{array}{l} \frac{d\mathbf{r}_i}{dt} = \mathbf{v}_i, \\ m_i \frac{d\mathbf{v}_i}{dt} = \mathbf{F}_i, \end{array} \right. \quad \mathbf{F}_i = -\nabla_i \Phi$$

Hamiltonian system (energy conserved)

$$i = 1, 2, \dots, N$$

potential energy function

- The potential energy Φ has to be specified
- A finite-difference scheme is used

$$\Phi = \Phi(\mathbf{r}_1, \mathbf{r}_2, \dots, \mathbf{r}_N)$$

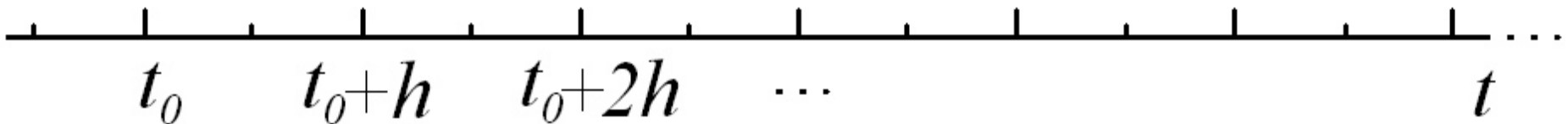
Finite-difference scheme: **Verlet (leap-frog) algorithm**

$$t \text{ (R)} t_0, t_1, t_2, \dots \quad t_n = nh, \quad n = 0, 1, 2, \dots$$

h : MD simulation step

$$\left\{ \begin{array}{l} \mathbf{v}_i \left(t_n + \frac{h}{2} \right) = \mathbf{v}_i \left(t_n - \frac{h}{2} \right) + \frac{h}{m_i} \mathbf{F}_i(t_n) \\ \mathbf{r}_i(t_n + h) = \mathbf{r}_i(t_n) + h \mathbf{v}_i \left(t_n + \frac{h}{2} \right) \end{array} \right. \quad i = 1, 2, \dots, N$$

\mathbf{r}_i



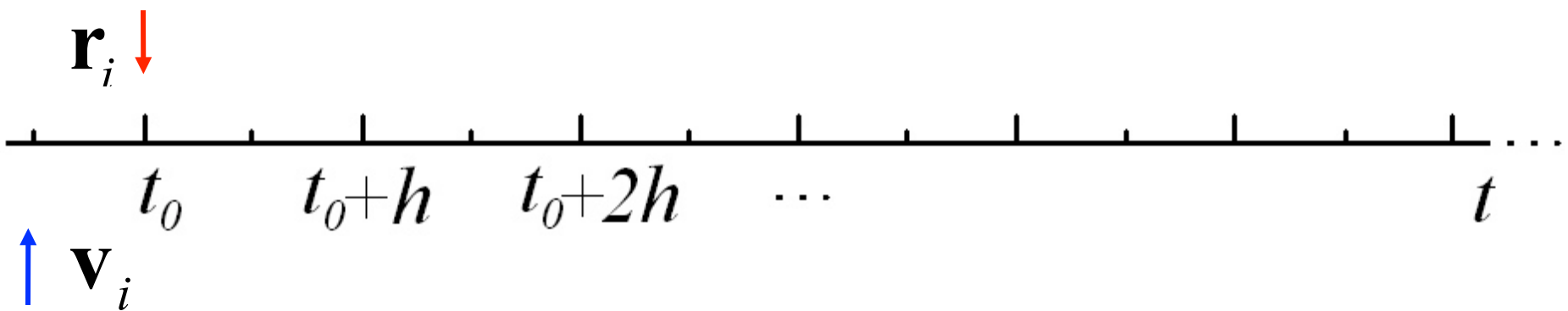
\mathbf{v}_i

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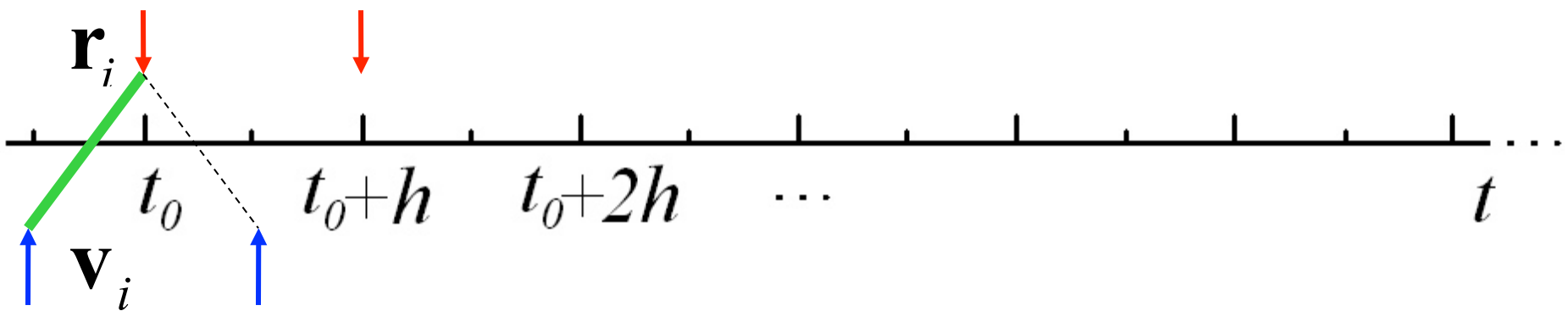


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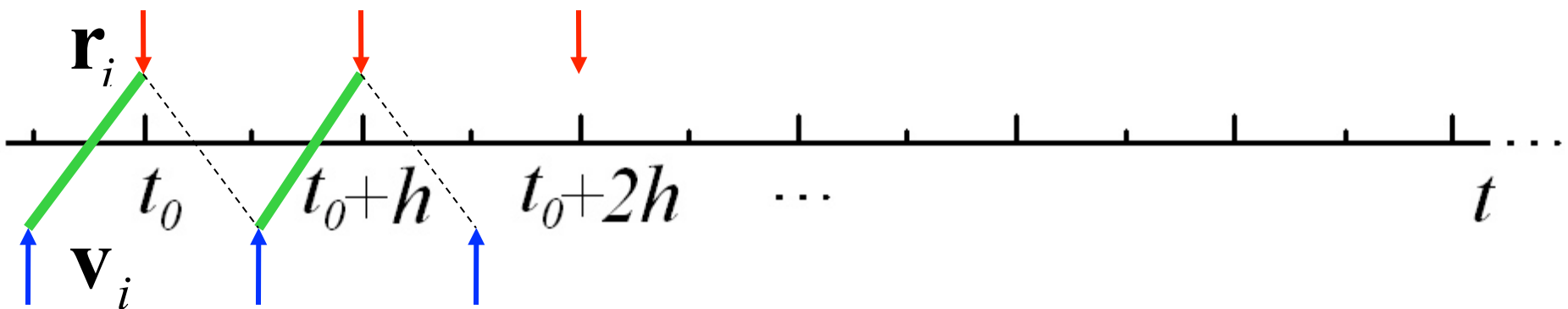


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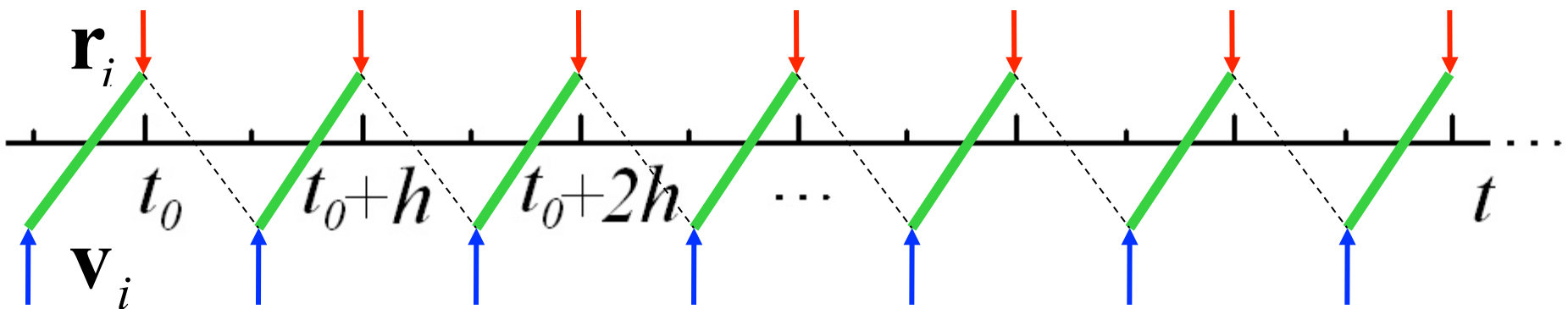


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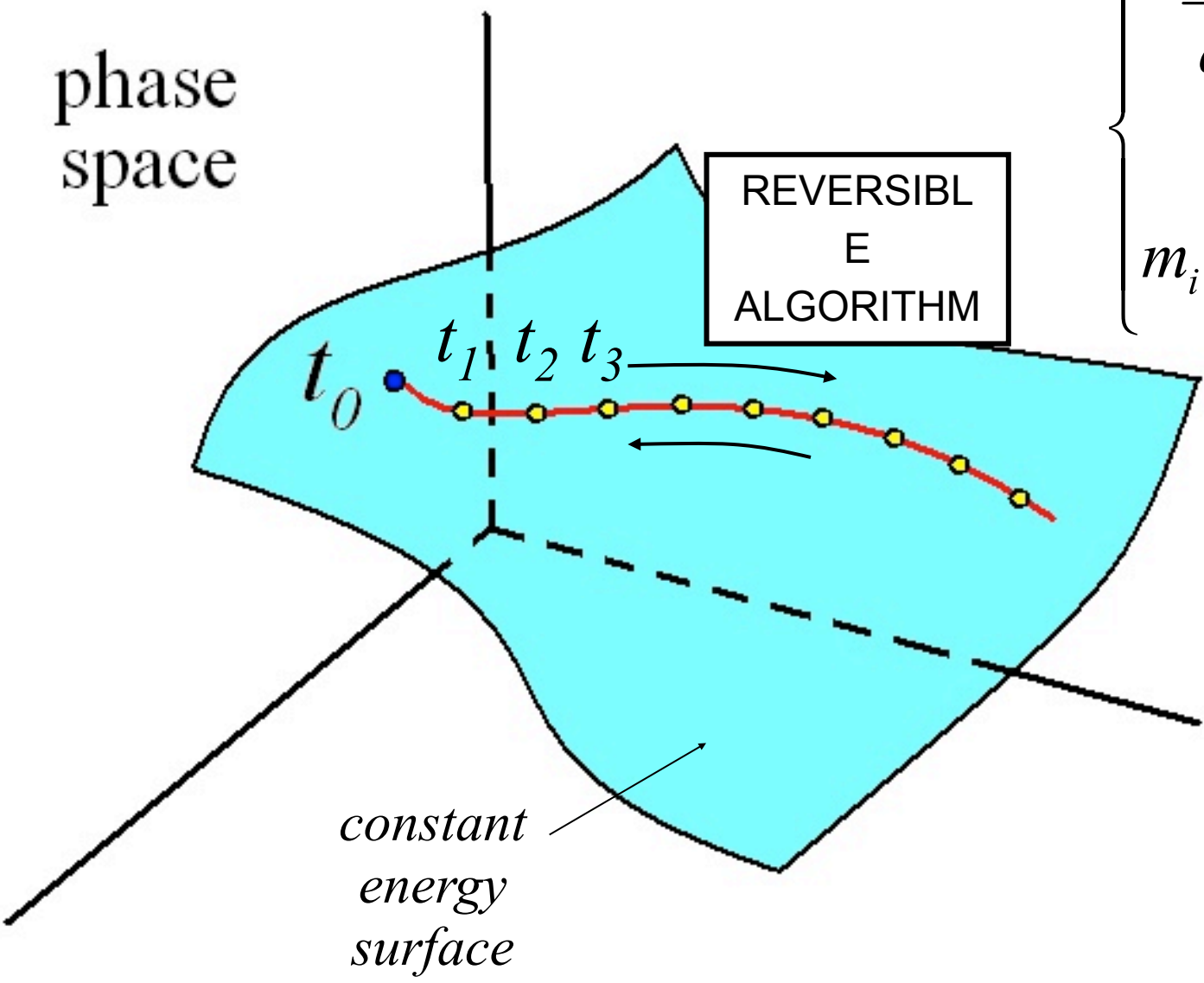
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phase space



REVERSIBLE
E
ALGORITHM

$$\left\{ \begin{array}{l} \frac{d\mathbf{r}_i}{dt} = \mathbf{v}_i, \\ m_i \frac{d\mathbf{v}_i}{dt} = \mathbf{F}_i, \end{array} \right.$$

*constant
energy
surface*

$$\begin{pmatrix} \mathbf{v}_i \left(t_n + \frac{h}{2} \right) \\ \mathbf{r}_i(t_n + h) \end{pmatrix} = J \begin{pmatrix} \mathbf{v}_i \left(t_n - \frac{h}{2} \right) \\ \mathbf{r}_i(t_n) \end{pmatrix}$$

$$\det J = 1$$

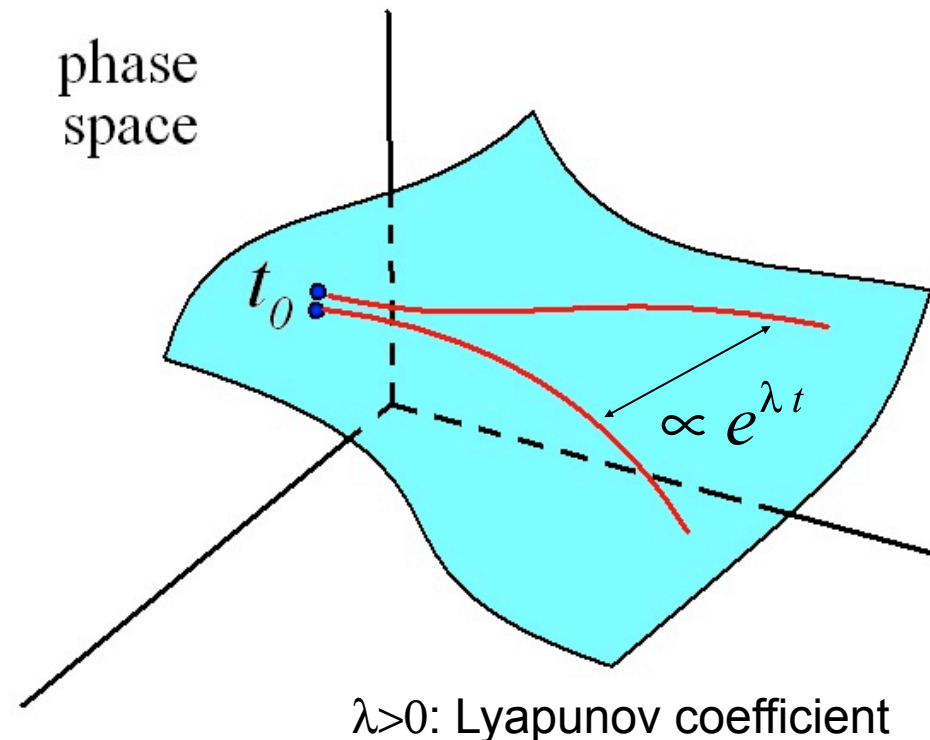
SYMPLECTIC
ALGORITHM

Space volume is conserved (as required by Liouville's theorem of Statistical Mechanics)

Classical many-body systems are intrinsically CHAOTIC

Therefore the algorithm cannot reproduce trajectories exactly

Only requirements are *reversibility* and *symplecticity*



Thermodynamic, dynamic, microscopic properties result as TIME AVERAGES over phase space trajectories. For example, the energy:

$$E = \langle H \rangle = \frac{1}{\tau} \sum_n H_n$$

Extensions of constant-energy MD:

- **Isothermal MD:**

the system is coupled to an external heat-bath (thermostat at specific temperature T), with which energy is exchanged to maintain a constant temperature

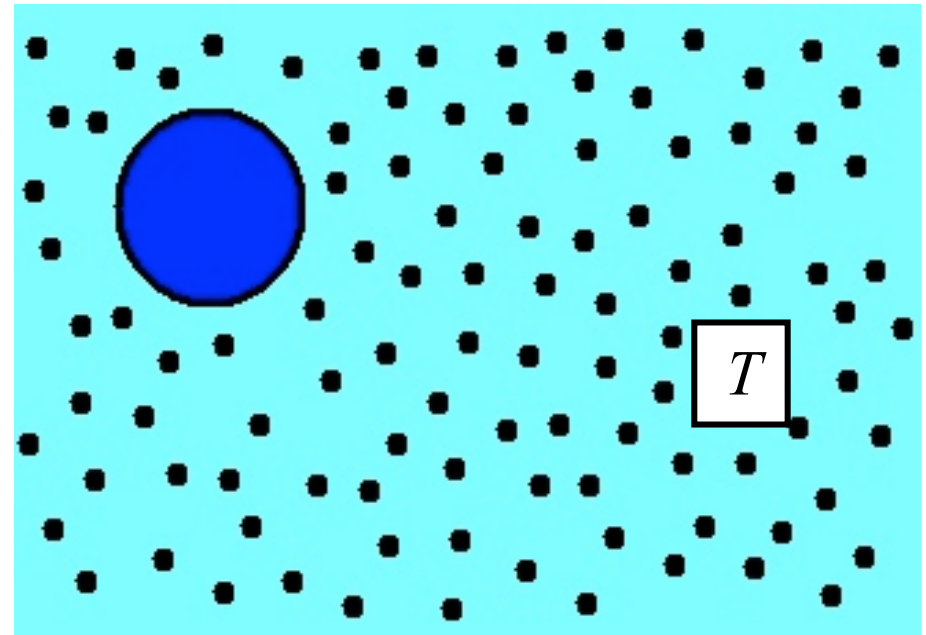
Example: Langevin thermostat

$$m_i \frac{d\mathbf{v}_i}{dt} = -\xi \mathbf{v}_i + \mathbf{g}_i + \mathbf{F}_i$$

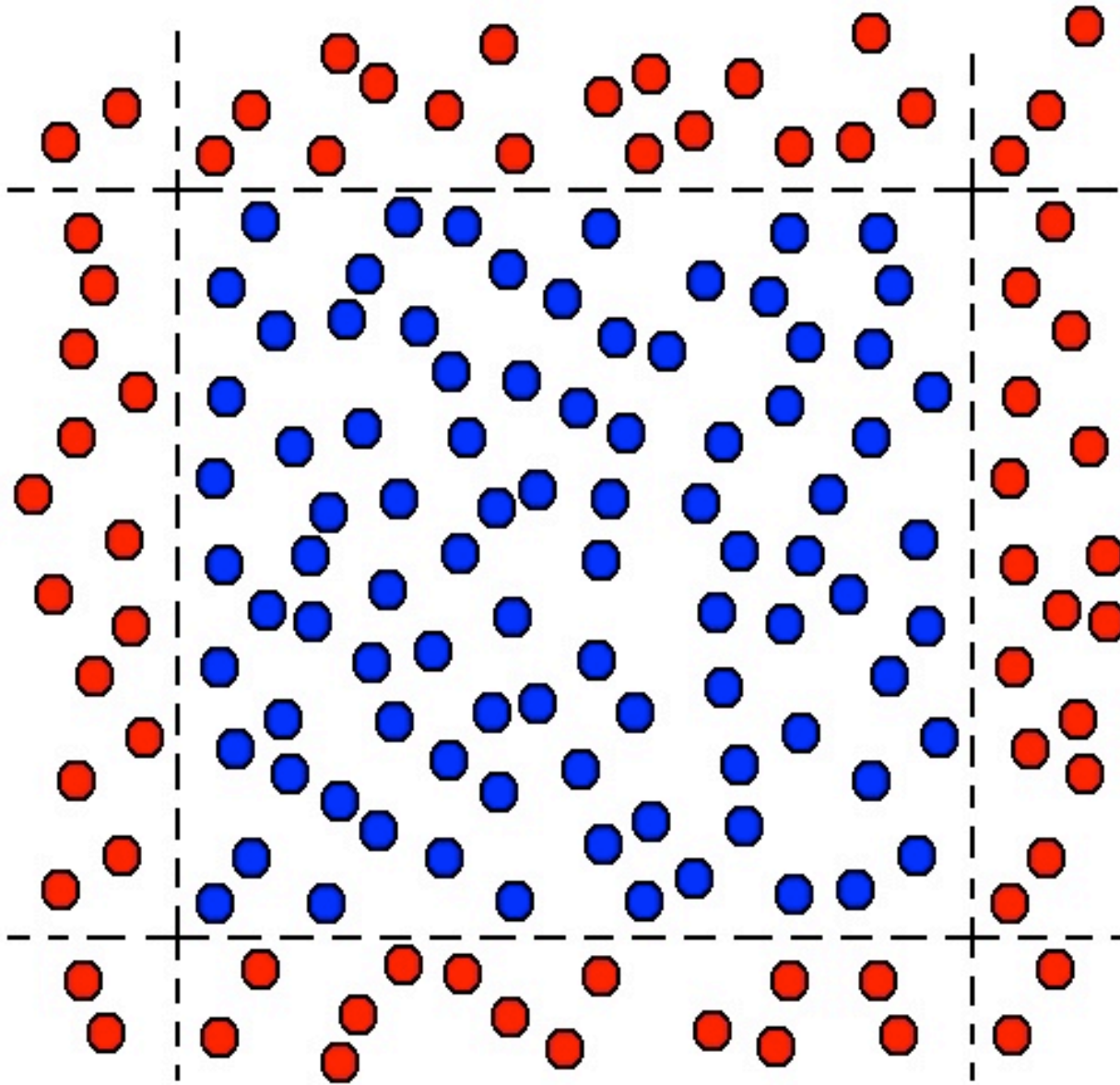
random force

friction term

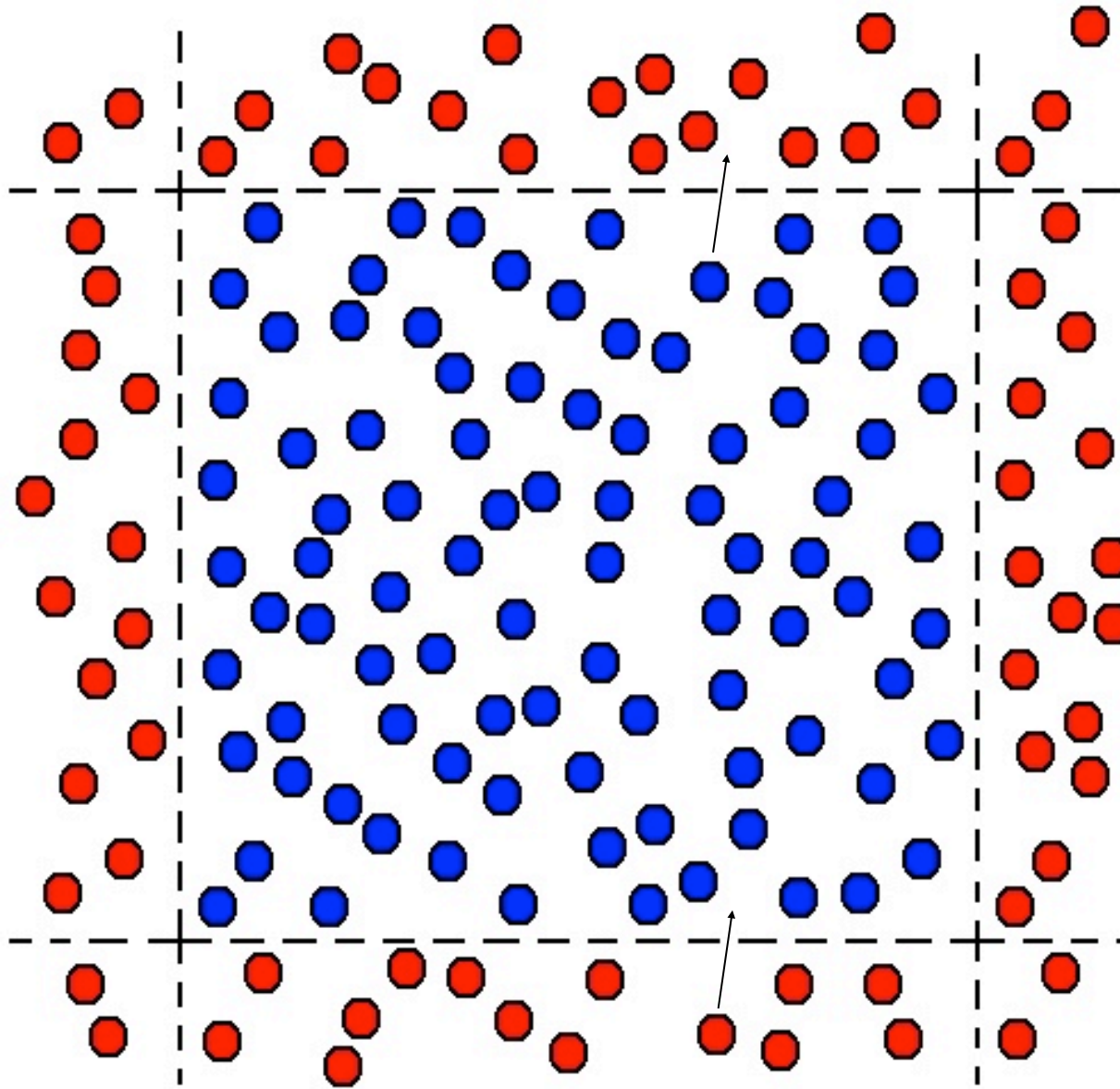
deterministic force



periodic boundary conditions (2D)

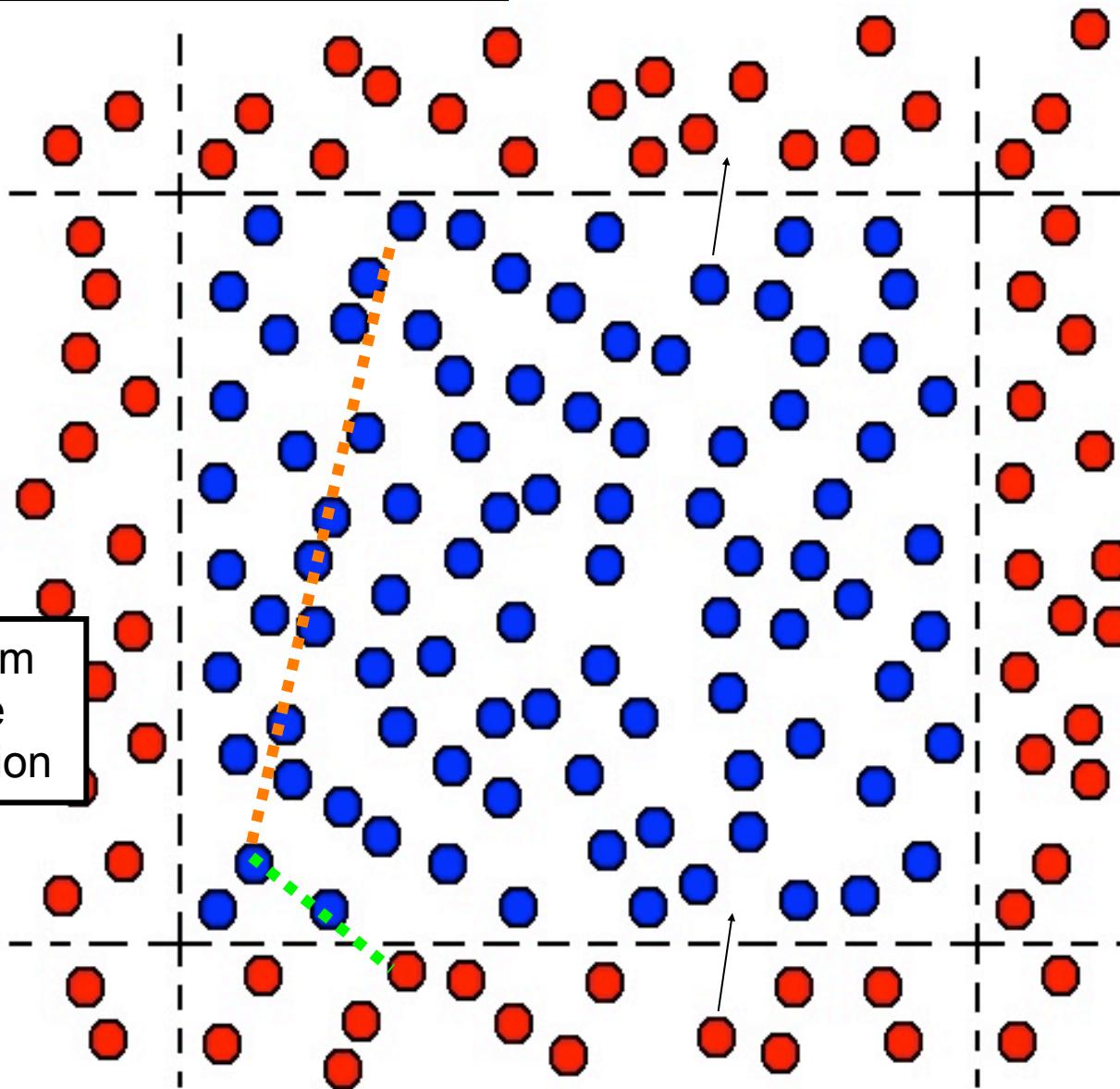


periodic boundary conditions (2D)



periodic boundary conditions (2D)

minimum
image
convention



The time-consuming part of the calculation is the force:

$$m_i \frac{d\mathbf{v}_i}{dt} = \mathbf{F}_i$$

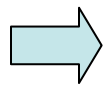
assuming two-body forces



$$\mathbf{F}_i = \sum_{j \neq i} \mathbf{F}_{ij}$$

$\mathbf{F}_{ij} = \mathbf{F}_{ji}$

Force calculation amounts to up to 90% of CPU time required in whole calculation

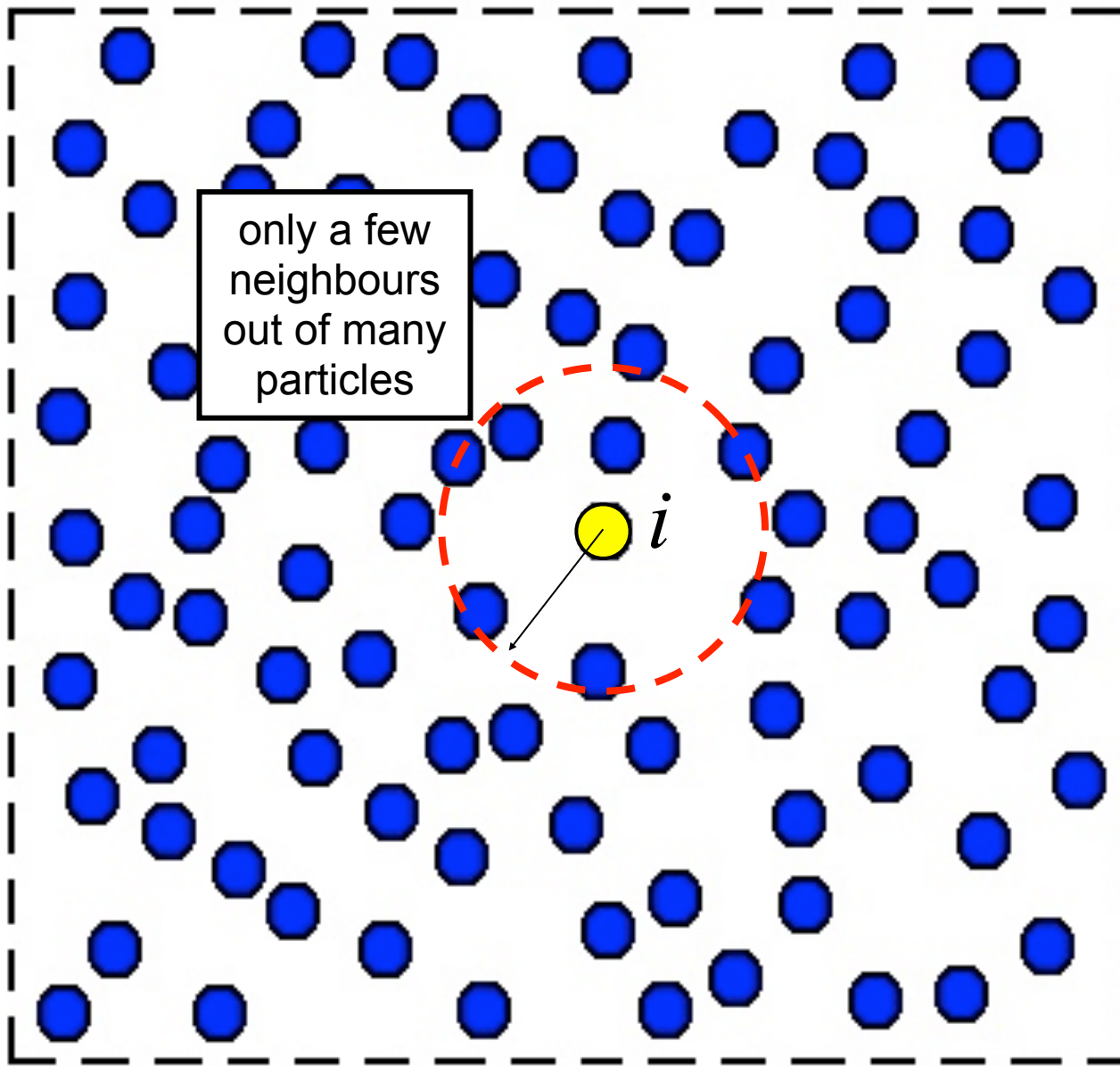


major barrier to large-scale simulations
need for new algorithms and techniques

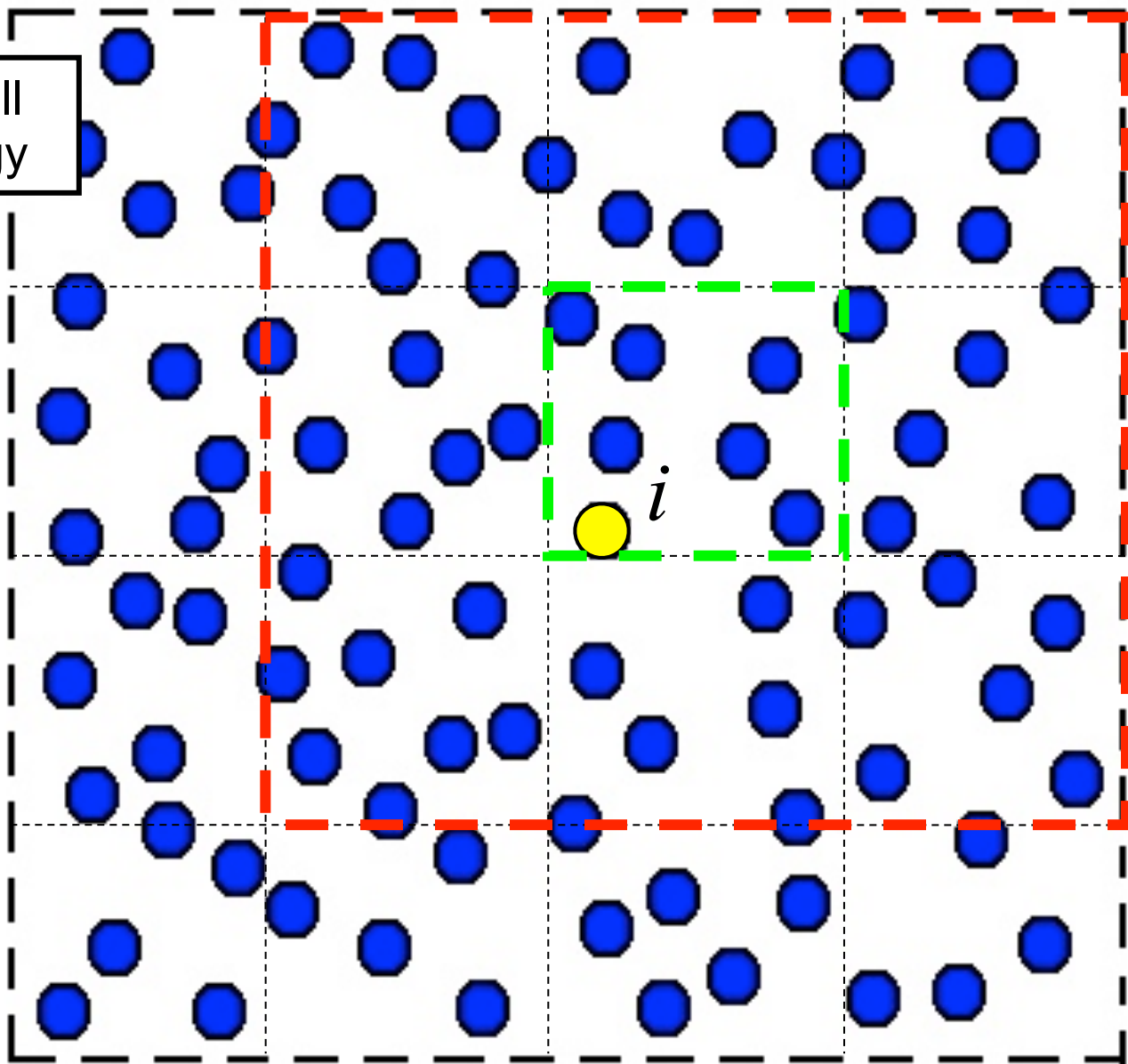
The sum is over all neighbours within the interaction distance. But, which are they?



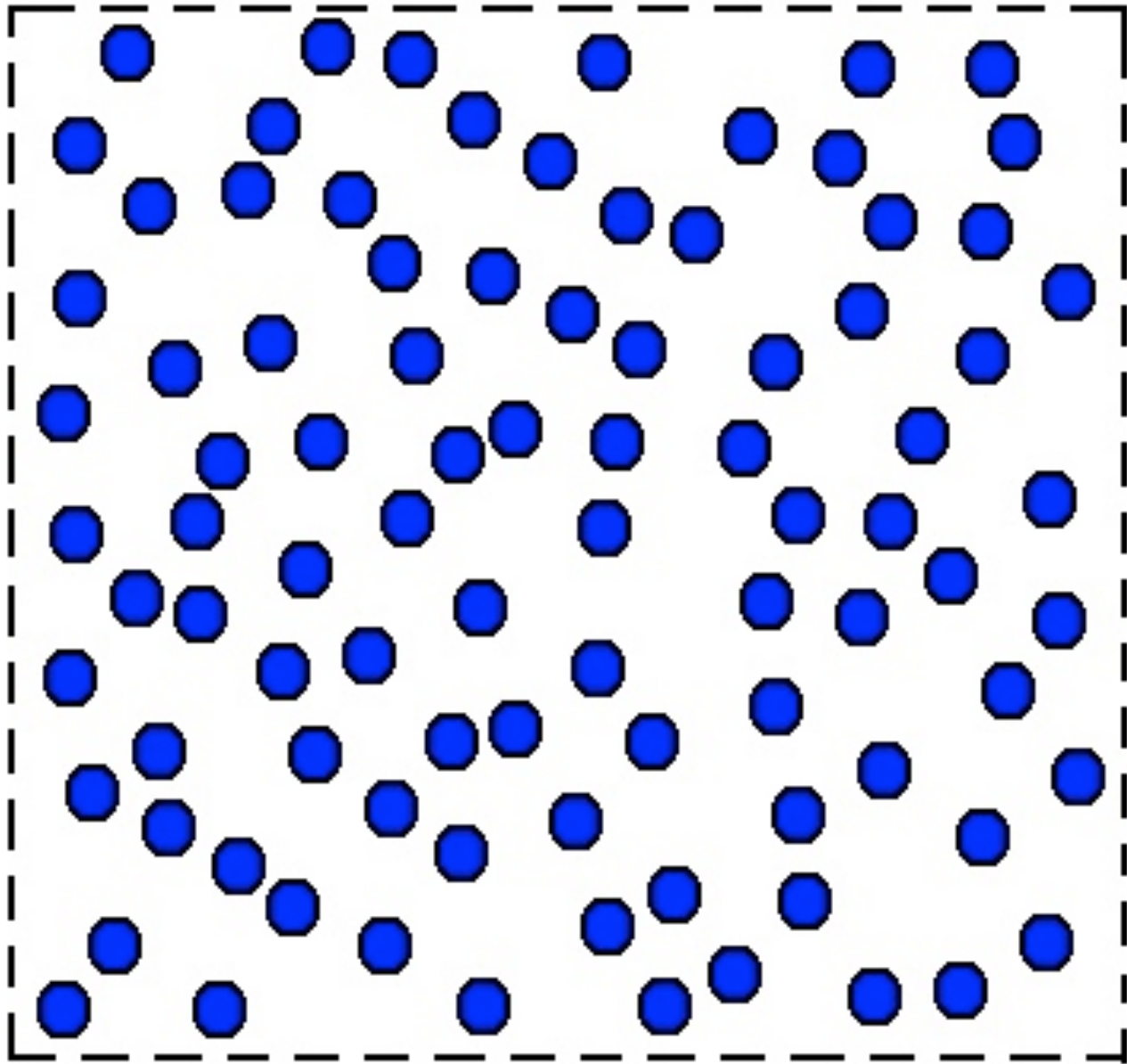
Identify all distinct pairs



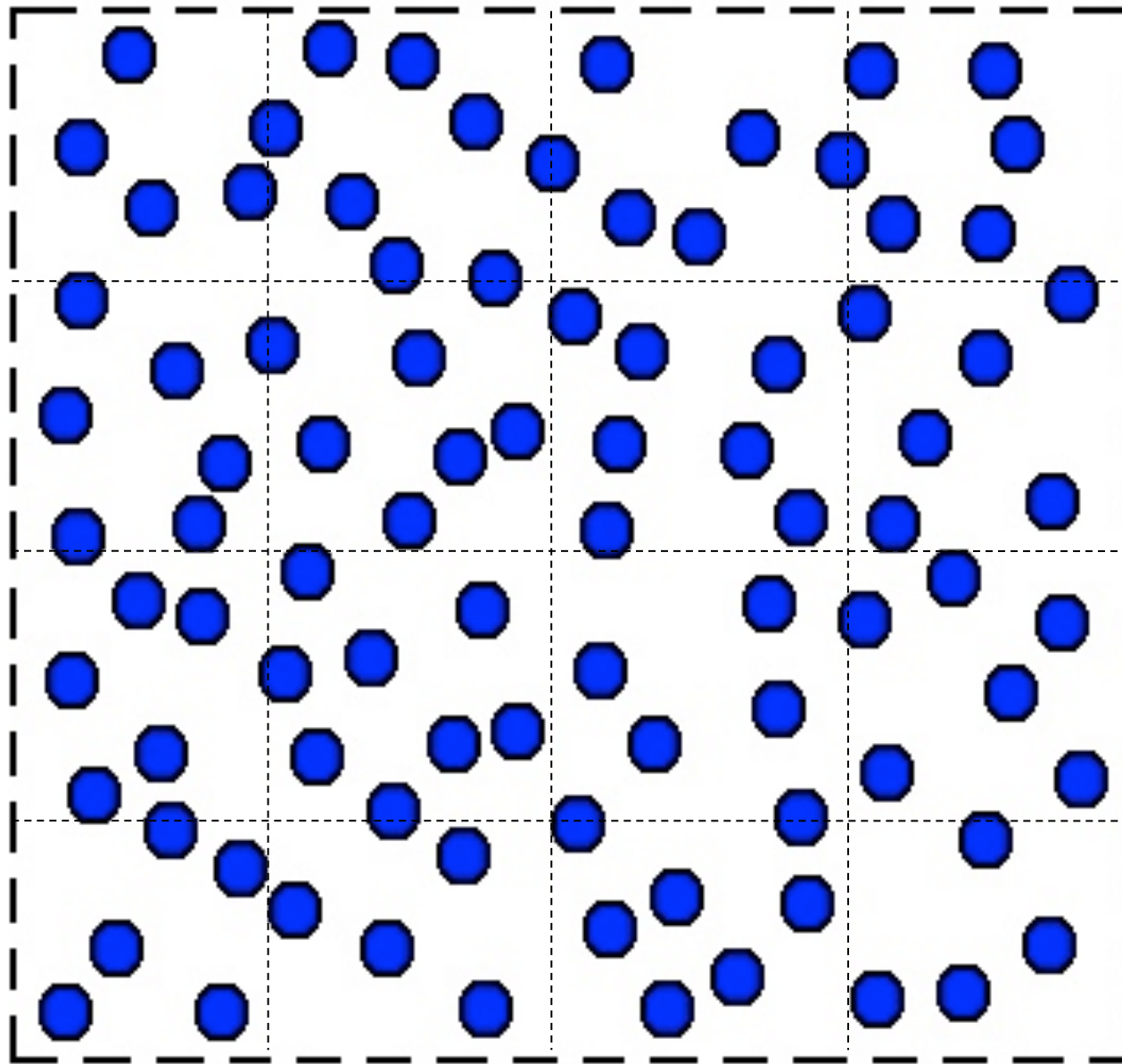
link-cell
strategy



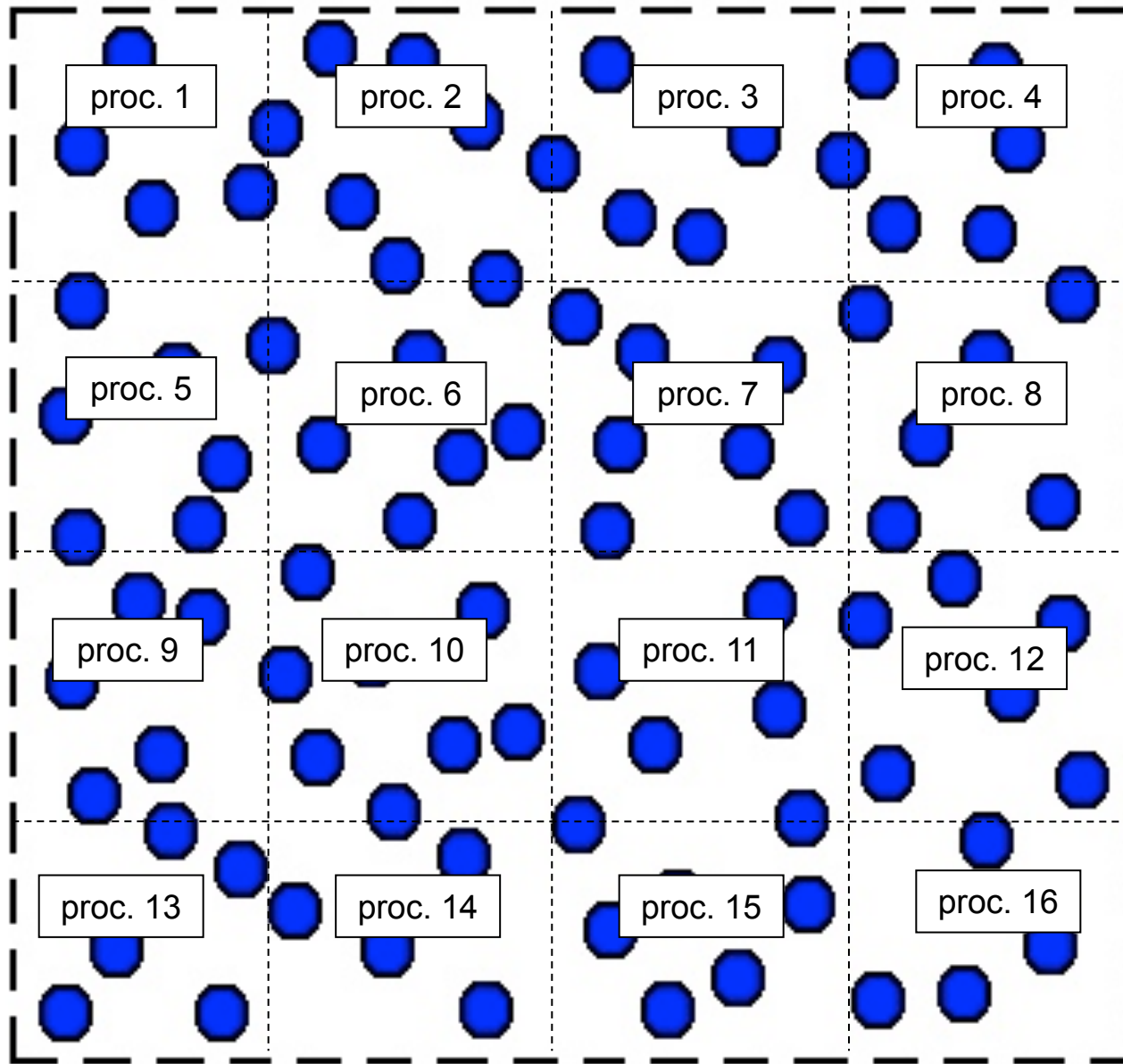
parallelisation: domain decomposition



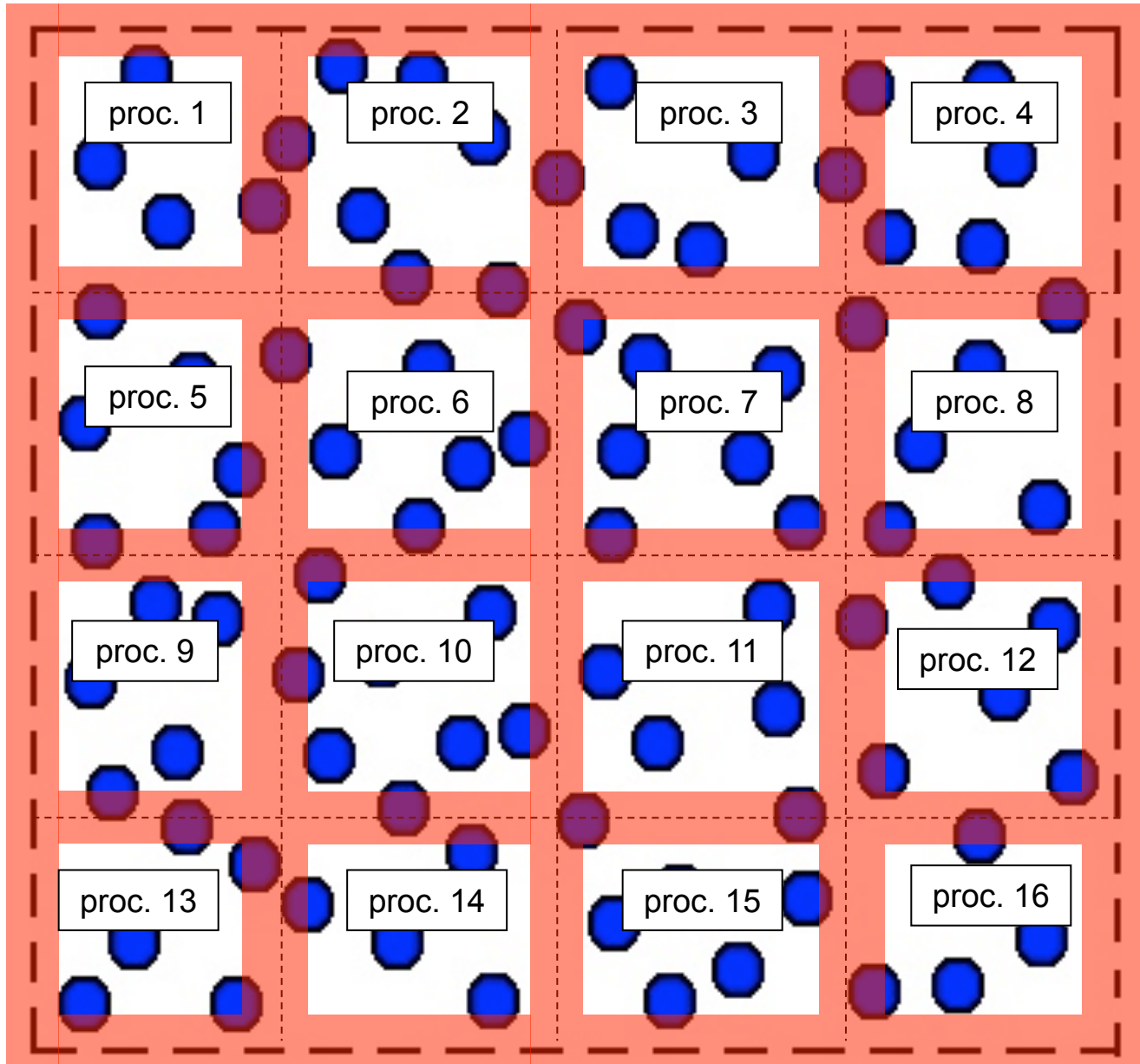
parallelisation: domain decomposition



parallelisation: domain decomposition



parallelisation: domain decomposition



- **GPU (Graphics Processing Unit)**

Specialised processor for graphics rendering
(multithreaded, data parallel co-processor)

GPGPU: General purpose computing on GPU



GeForce 8800 GTX (128 cores)



Tesla C1060 (240 cores)

- **CUDA (Compute Unified Device Architecture)**

Arquitectura para la programación en paralelo de la empresa NVIDIA

Permite acceder a la GPU para calcular como si fuera una CPU

Programables inicialmente en OpenGL (orientado a gráficos)

CUDA C: lenguaje C extendido

Actualmente también admite códigos en C++, FORTRAN, Java...

Página web de CUDA en NVIDIA:

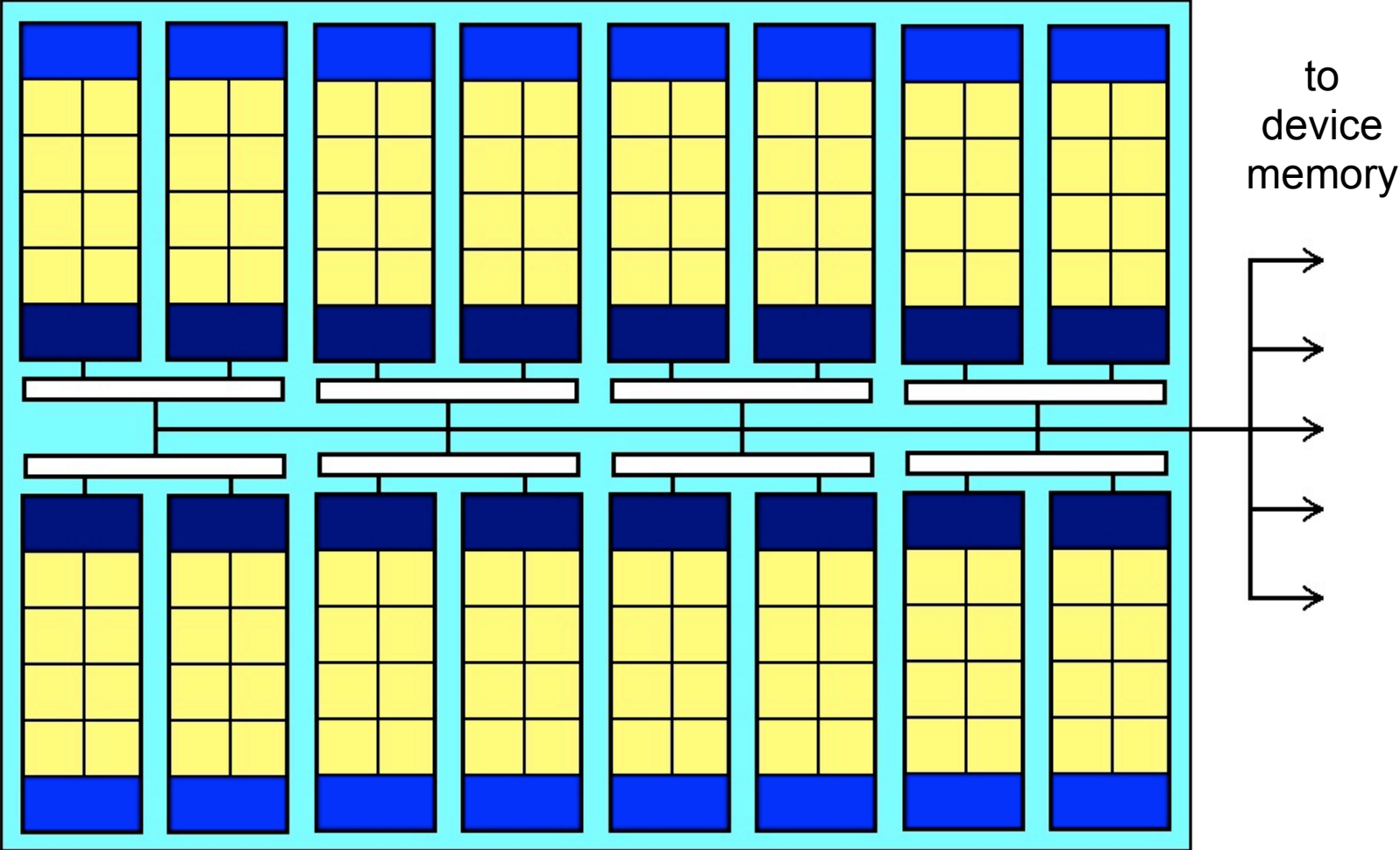
`http://www.nvidia.com/object/cuda_home.html`

Curso de programación en CUDA en UIUC:

`http://courses.ece.illinois.edu/ece498/a1`

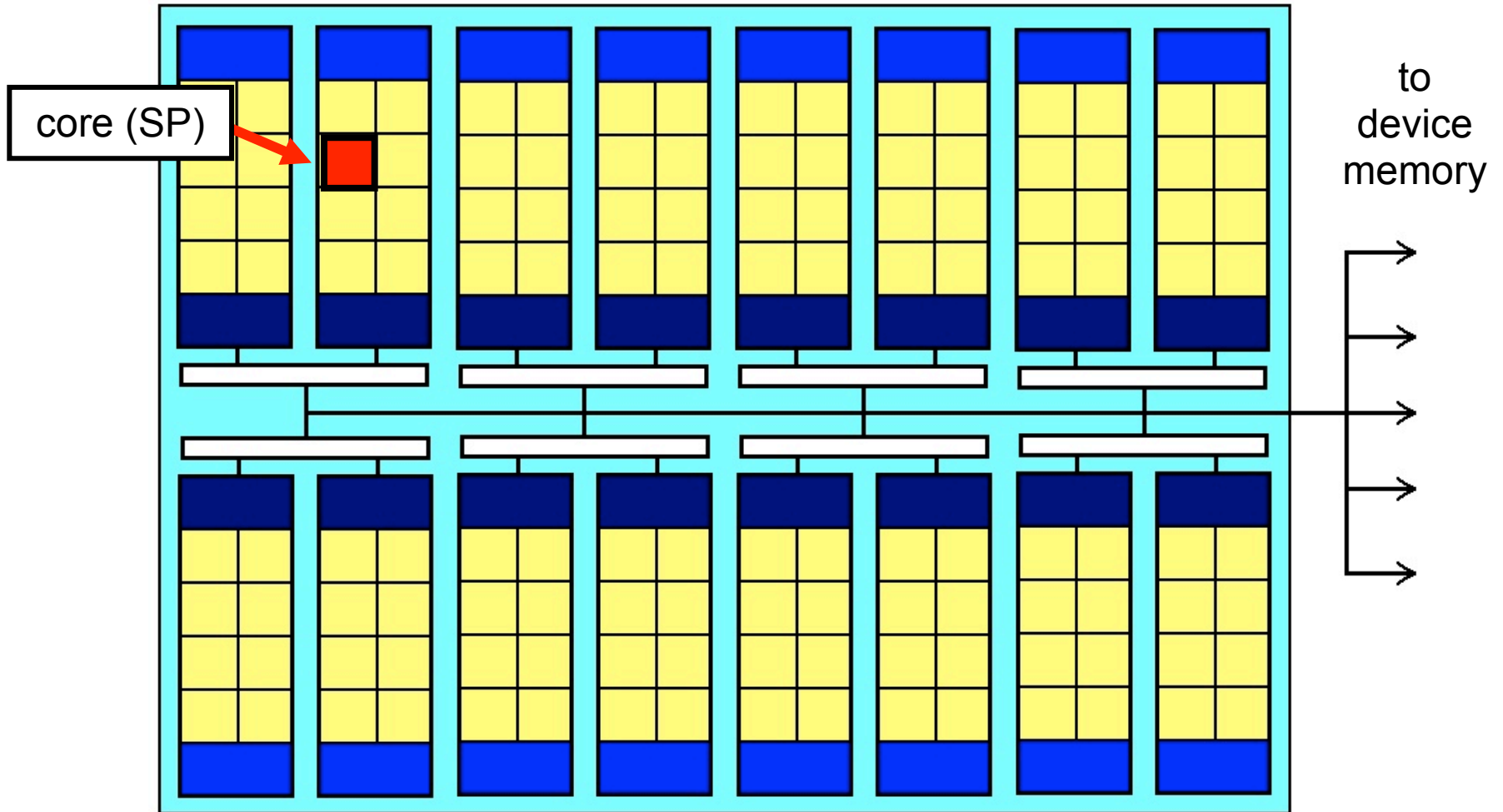
Nvidia GPU design

Tesla
G80

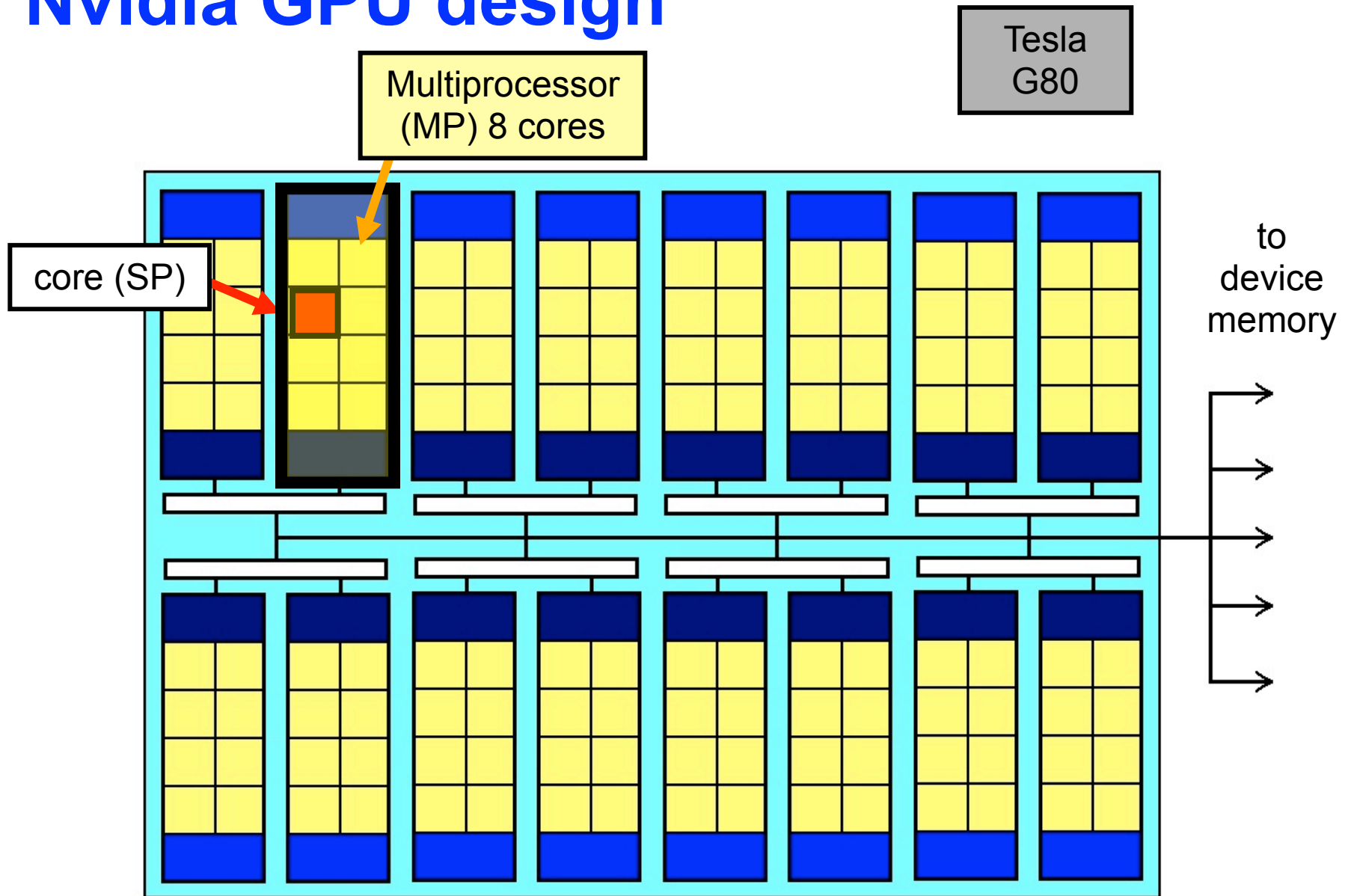


Nvidia GPU design

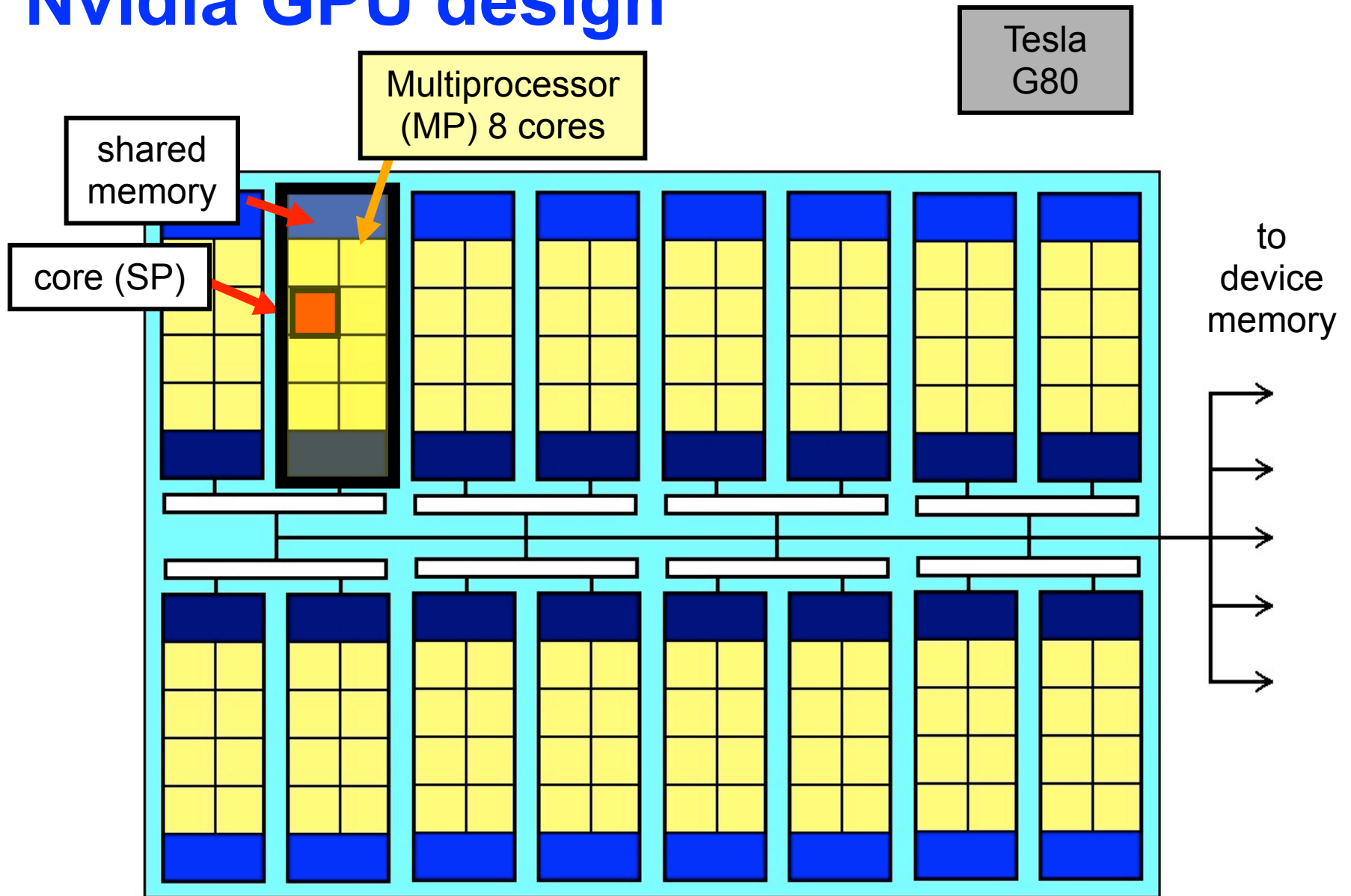
Tesla
G80



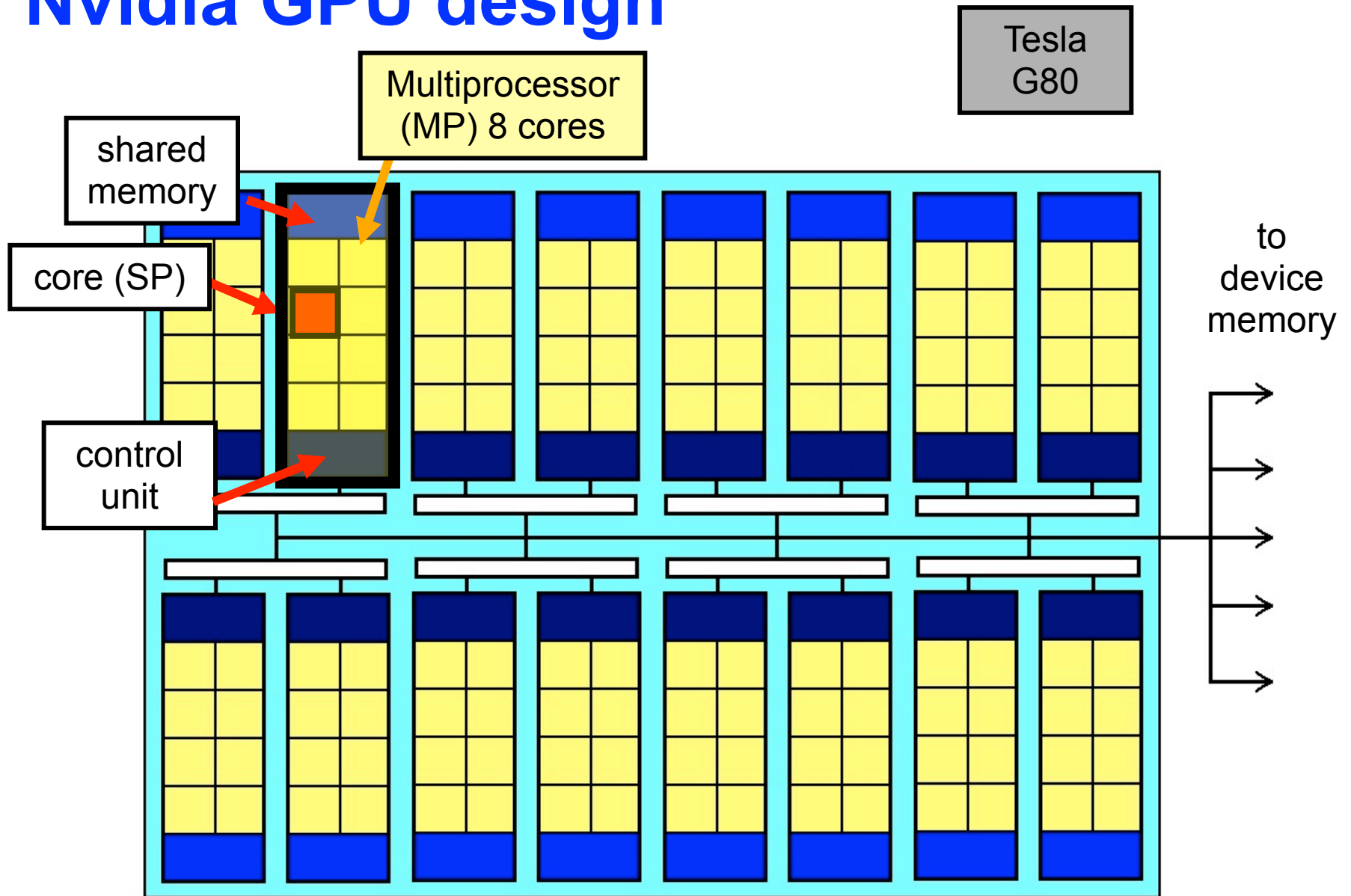
Nvidia GPU design



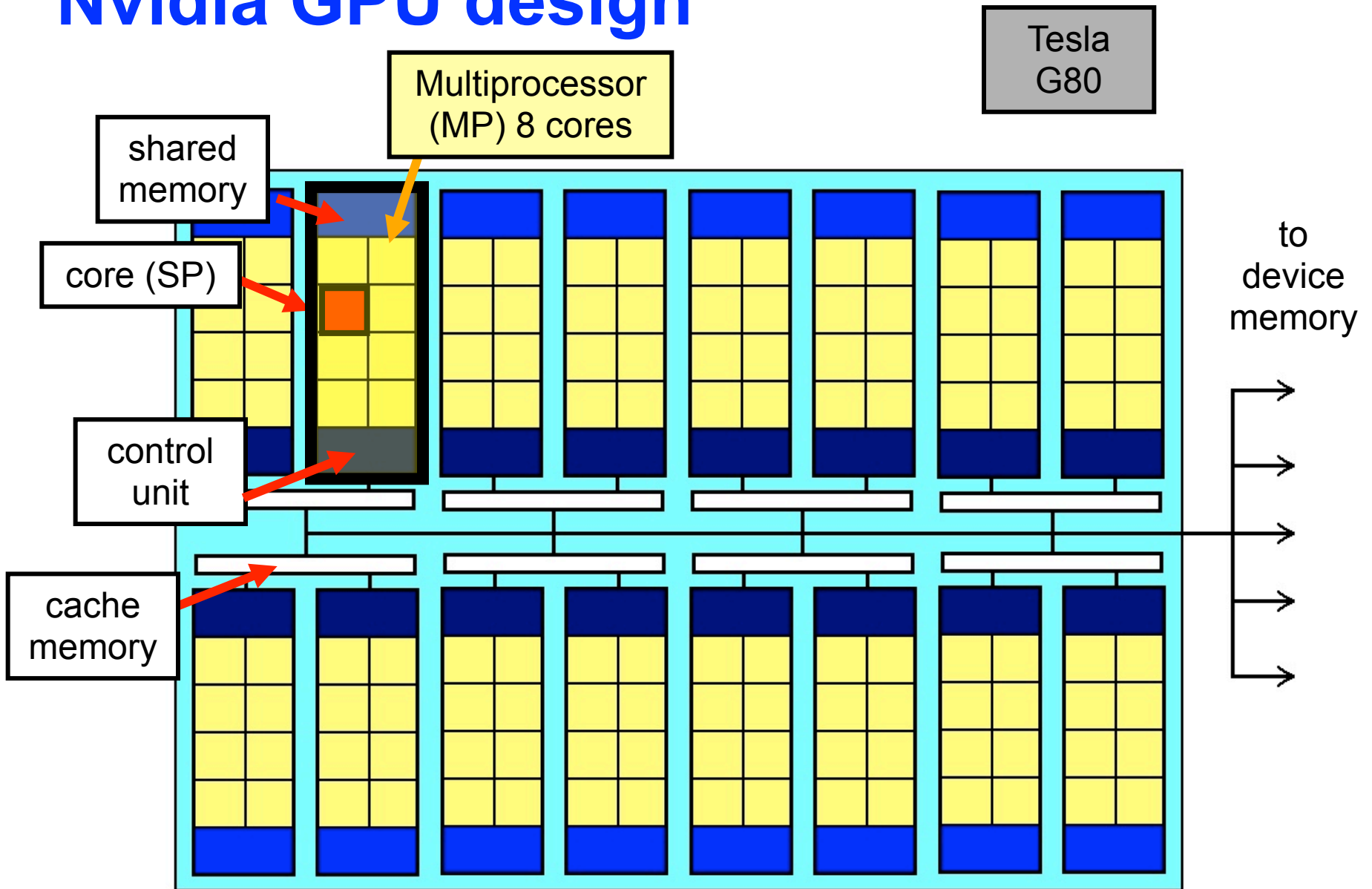
Nvidia GPU design



Nvidia GPU design

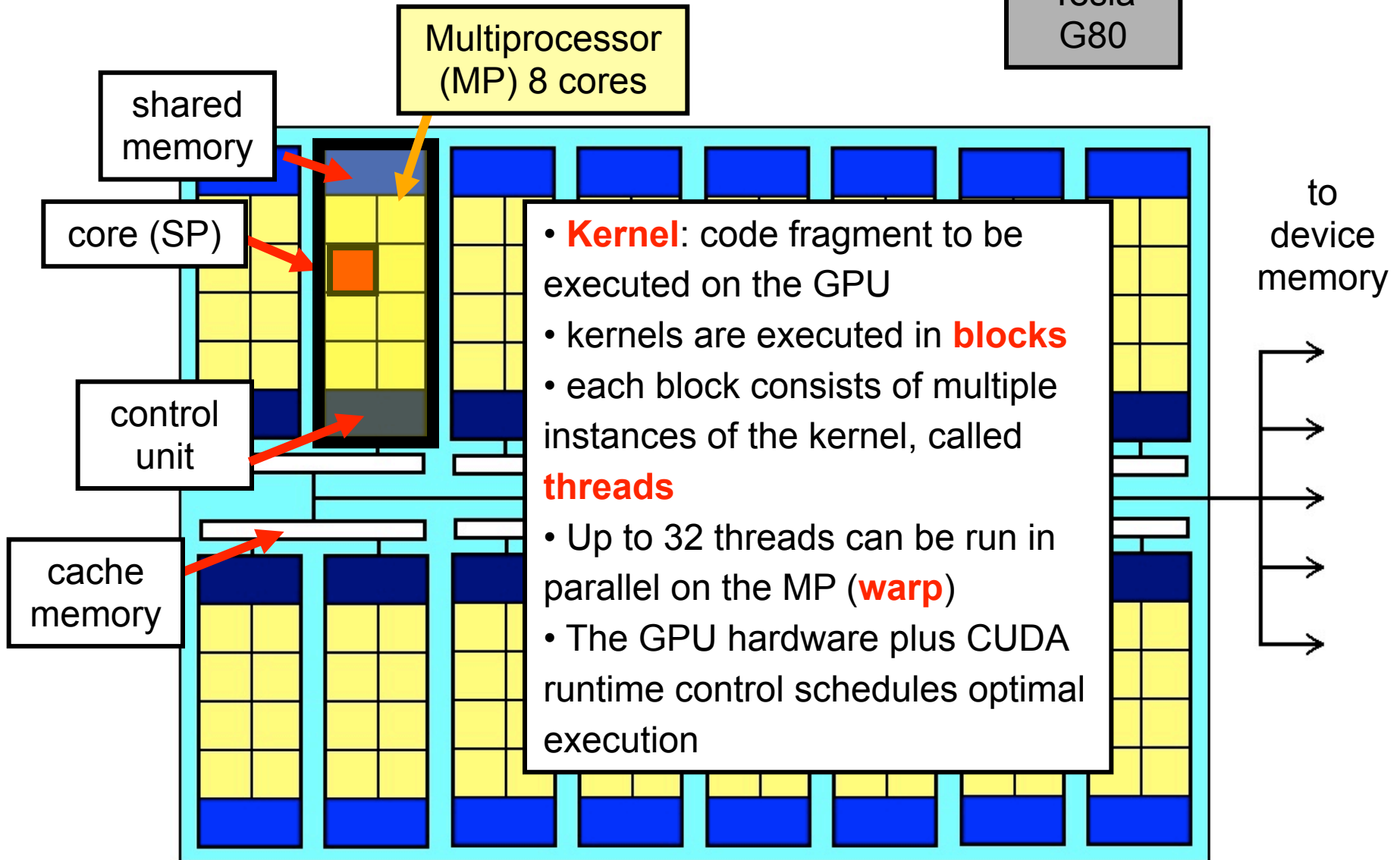


Nvidia GPU design



Nvidia GPU design

Tesla
G80



GeForce GTX580

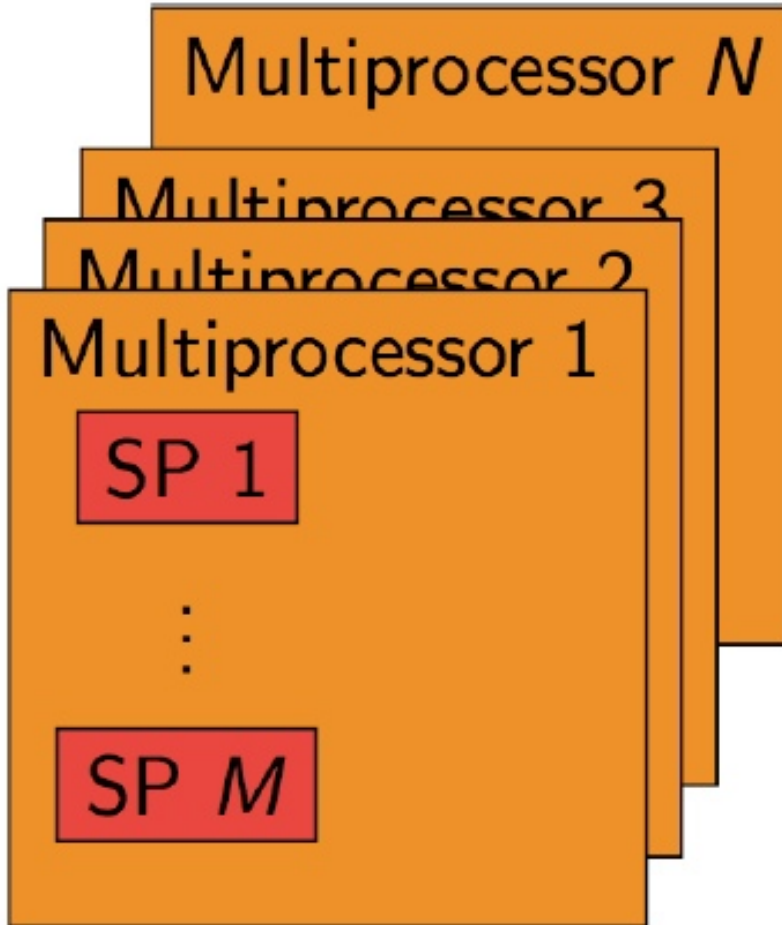
$N = 64$

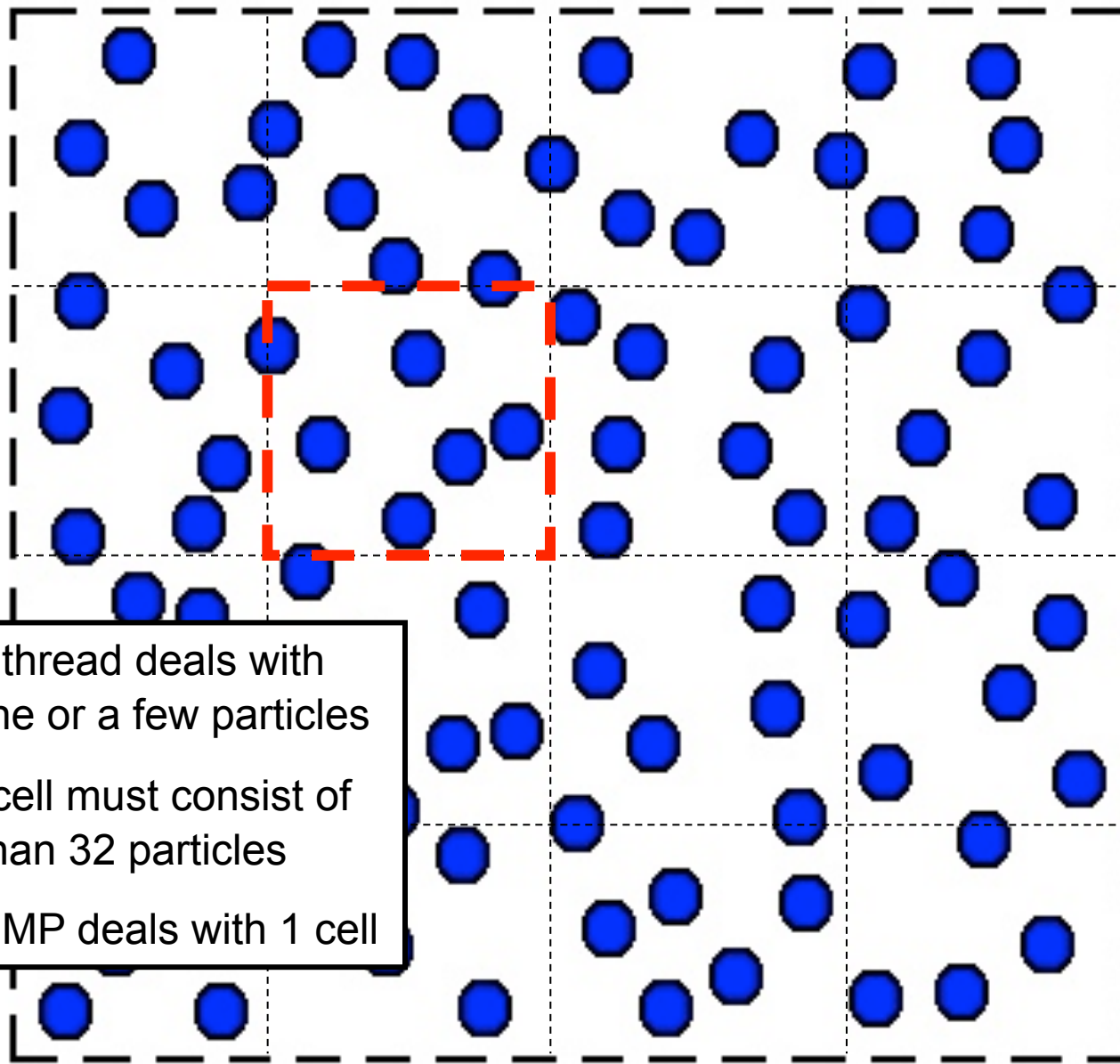
$M = 8$

512 CUDA SP cores

64k shared memory

Teraflop performance
(10^{12} floating point
operations per second)





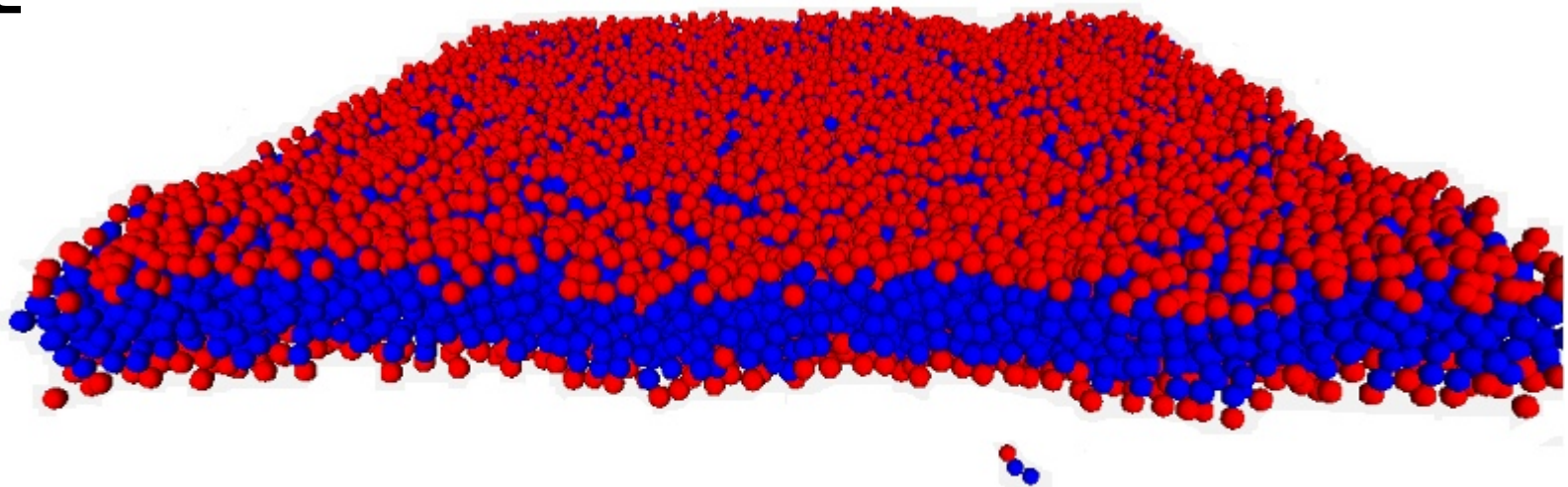
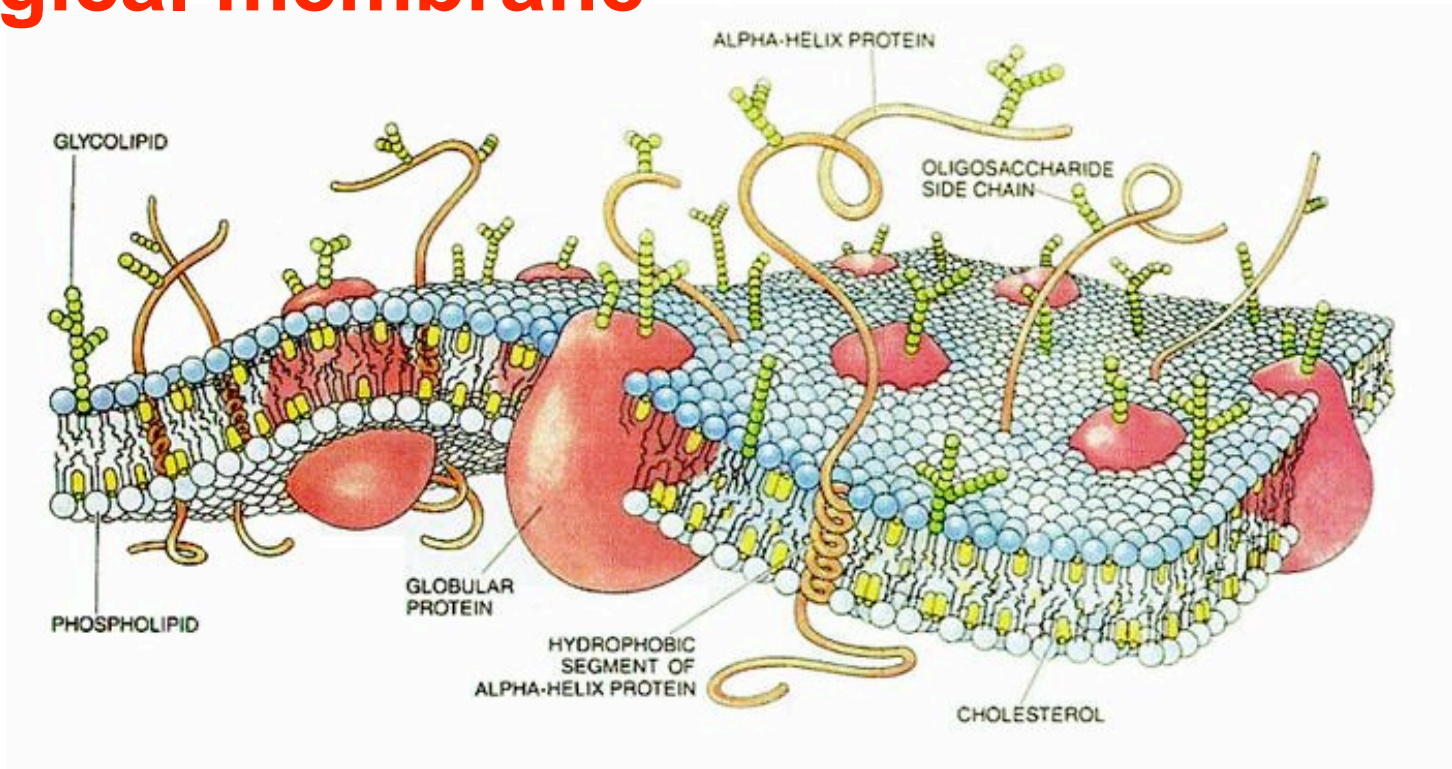
every thread deals with
just one or a few particles

each cell must consist of
less than 32 particles

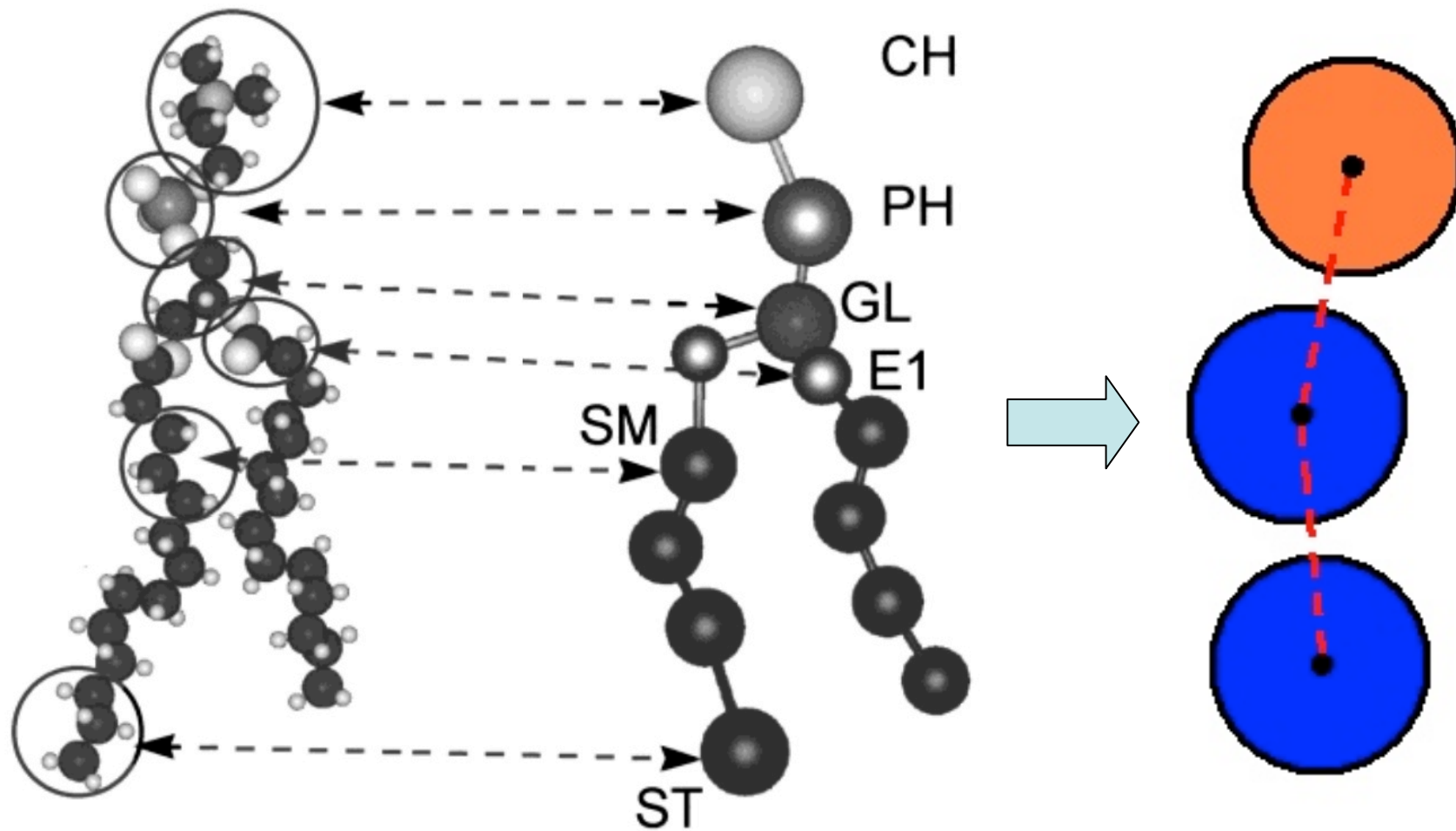
every MP deals with 1 cell

Biological membrane

mesoscopic model

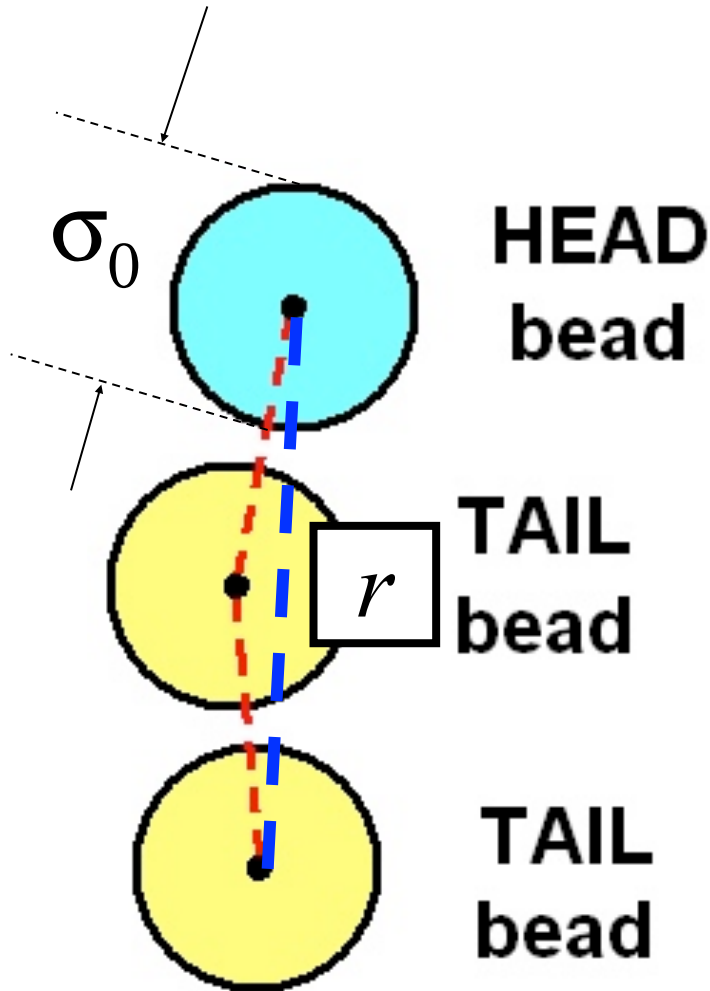


Coarse-grained molecular model



Molecular model

Three beads: one head, two tail, no solvent (water)



INTRAMOLECULAR:

- **bend**

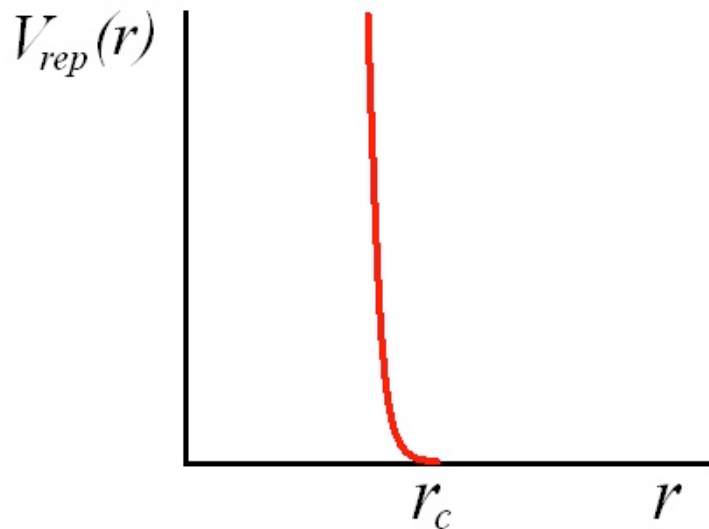
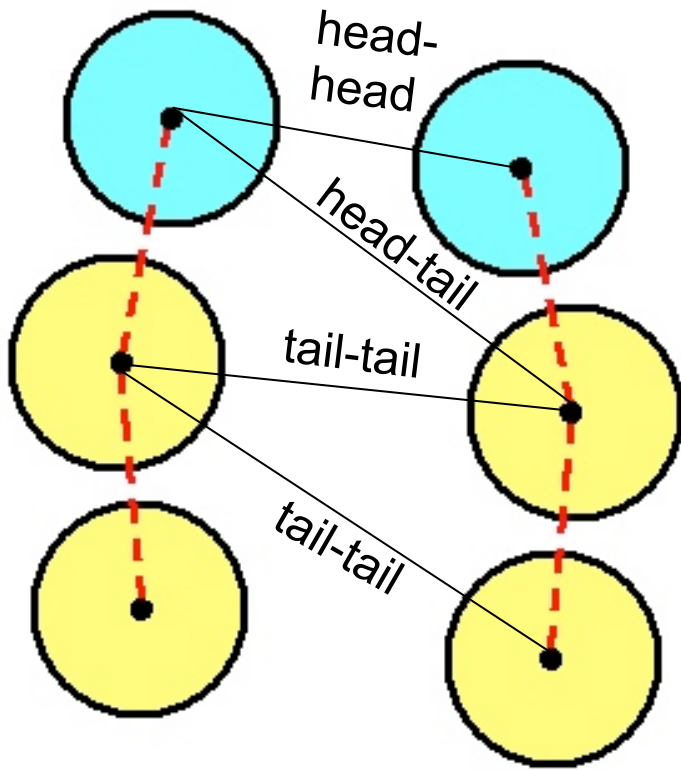
$$V_{bend}(r) = \frac{1}{2} k_{bend} (r - 3\sigma_0)^2$$

$$k_{bend} \sigma_0^2 = 10\epsilon_0$$

- **bond**

$$V_{bond}(r) = -\frac{1}{2} k_{bond} r_\infty^2 \log \left[1 - (r / r_\infty)^2 \right]$$

$$k_{bond} \sigma_0^2 = 30\epsilon_0, \quad r_\infty = 1.5\sigma_0$$



INTERMOLECULAR:

all beads of different molecules interact via the Weeks-Chandler-Andersen potential:

$$V_{rep}(r) = \begin{cases} 4\varepsilon_0 \left[\left(\frac{b}{r} \right)^{12} - \left(\frac{b}{r} \right)^6 \right] + \varepsilon_0, & r \leq r_c, \\ 0, & r > r_c. \end{cases}$$

ε_0 is the unit of energy

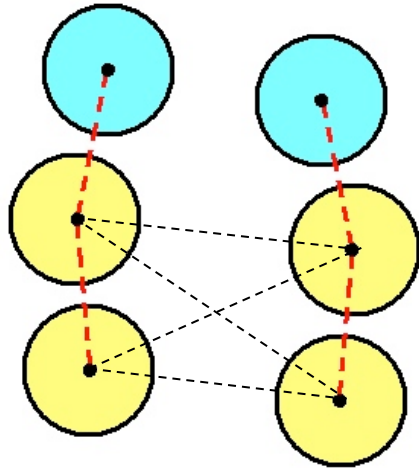
$$b_{head-head} = 0.95 \sigma_0$$

$$b_{head-tail} = 0.95 \sigma_0$$

$$b_{tail-tail} = \sigma_0$$

$$r_c = 2^{1/6} \sigma_0$$

PLUS tail attraction (to mimic hydrophobic effect):

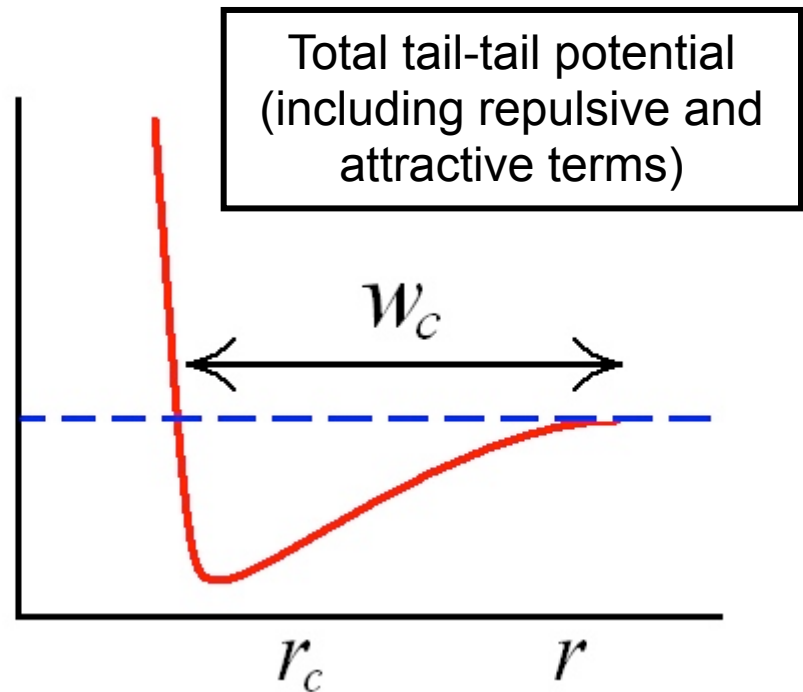


$$V_{attr}(r) = \begin{cases} -\varepsilon, & r < r_c, \\ -\varepsilon_0 \cos^2 \left[\frac{\pi (r - r_c)}{2w_c} \right], & r_c \leq r \leq r_c + w_c, \\ 0, & r > r_c + w_c. \end{cases}$$

Advantages of model:

- Broad range of membrane fluidity
- Easily tunable via few parameters
- Good agreement with measurements: rigidity, diffusion, density

$V_{rep}(r)$



Features of our simulations

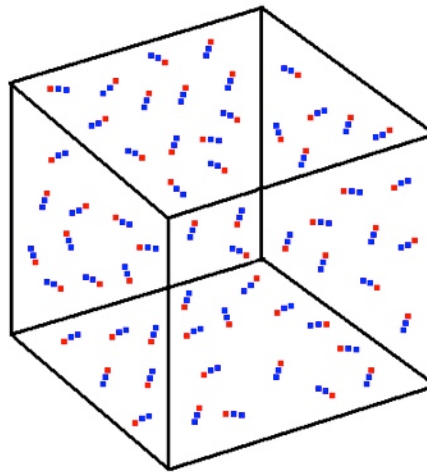
- $N = 7164 - 28800$ molecules (x 3 beads)
- $\tau = 2 - 3$ ns
- NPT ensemble (constant pressure = constant $\gamma = 0$) (fluctuating system volume)
- Langevin thermostat
- To model typical phospholipid:

$$d = 10 \text{ nm (membrane thickness)} \longrightarrow \sigma_0 = 1.7 \text{ nm}$$

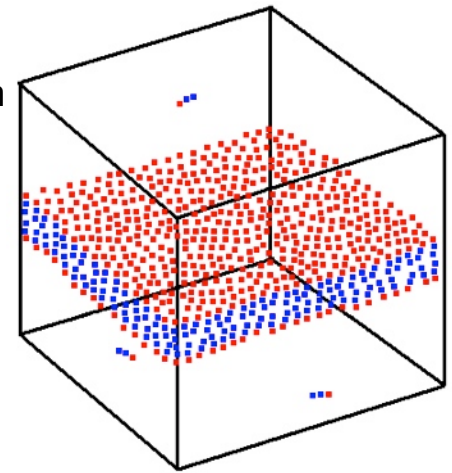
$$\begin{array}{l} \epsilon_0 = 3.72 \times 10^{-21} \text{ J} \\ m_0 = 220 \text{ g/mol} \end{array} \begin{array}{l} \longrightarrow \\ \longrightarrow \end{array} \tau_0 = \sigma_0 \sqrt{\frac{m_0}{\epsilon_0}} = 9.85 \text{ ps} \quad \begin{array}{l} \text{(time scale of MD} \\ \text{simulation)} \end{array}$$

molecules self-assemble
spontaneously into planar
membranes

special MD techniques
(ensuring $\gamma=0$) are needed
(fluctuating box)

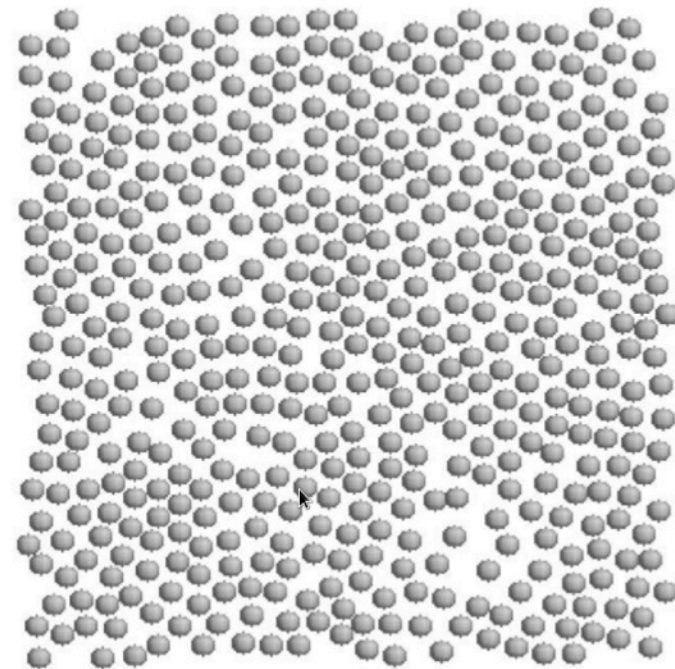
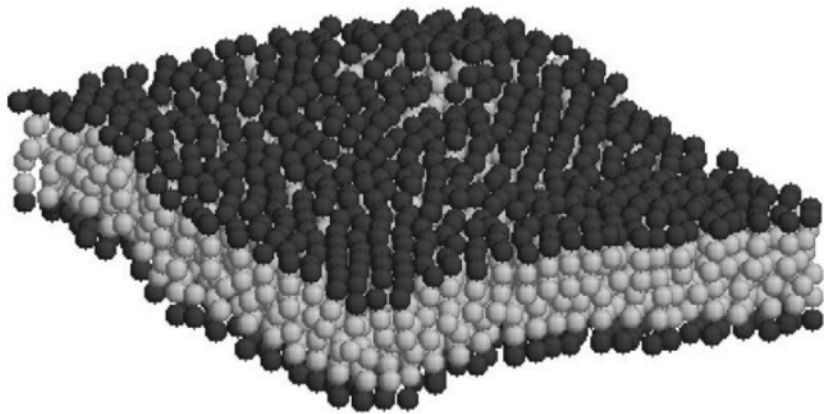


a few million
MD steps



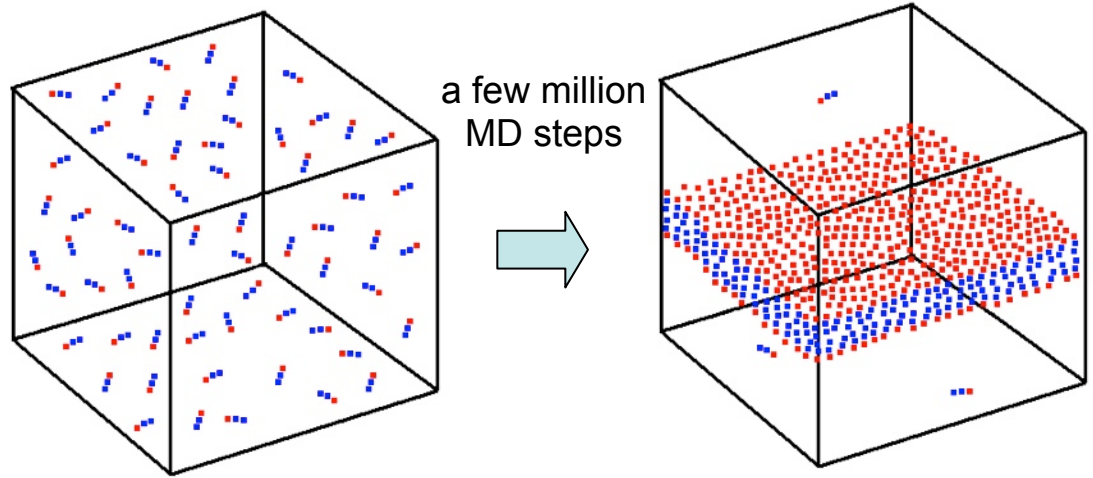
top view

side view



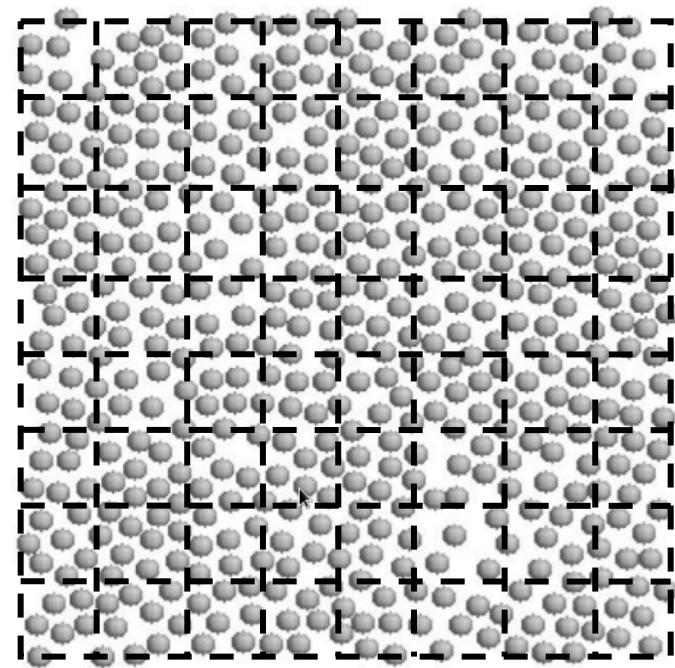
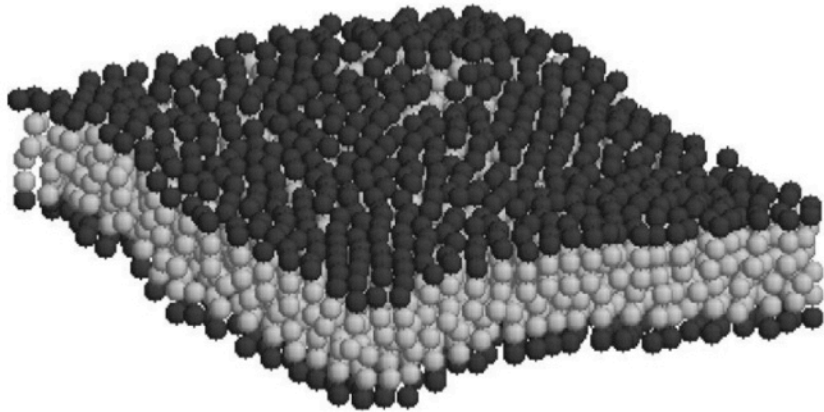
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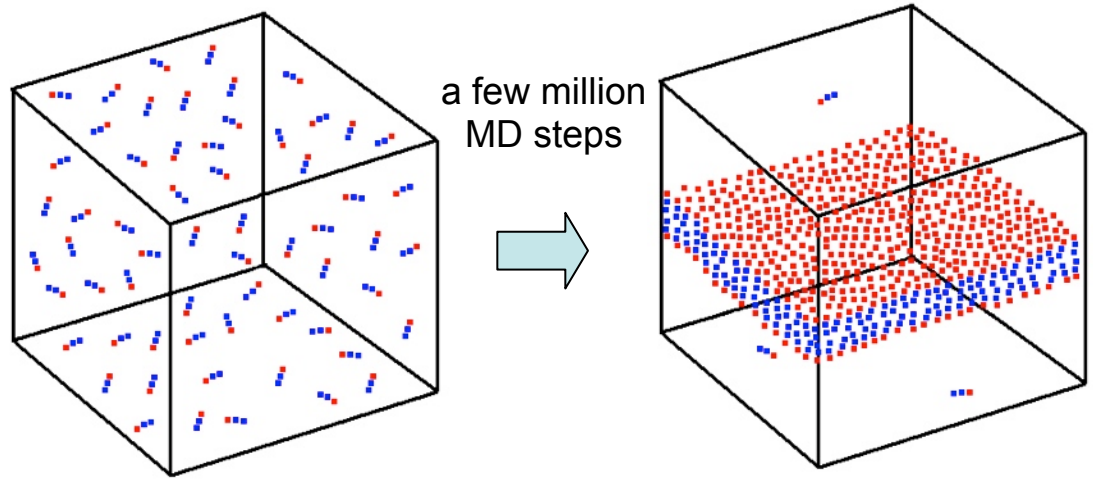
top view

side view



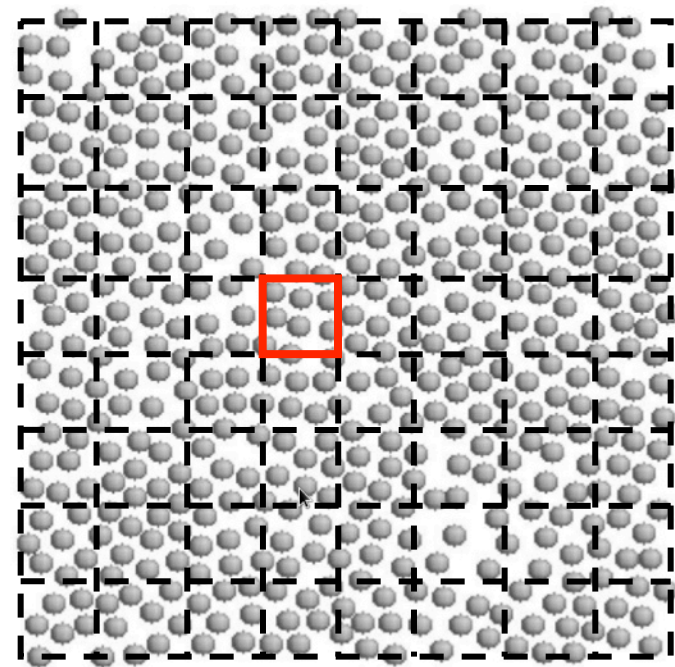
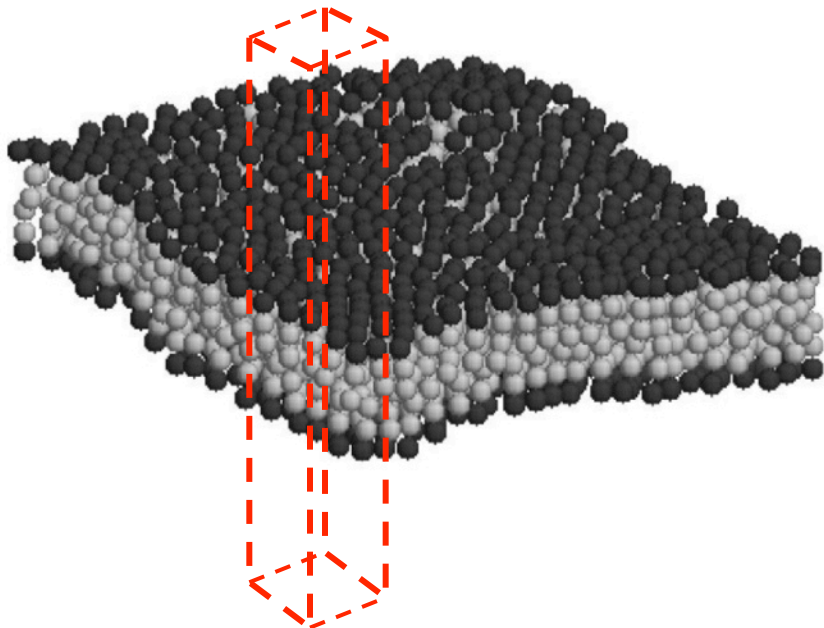
molecules self-assemble
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(ensuring $\gamma=0$) are needed
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top view

side view



Properties of a mathematical membrane

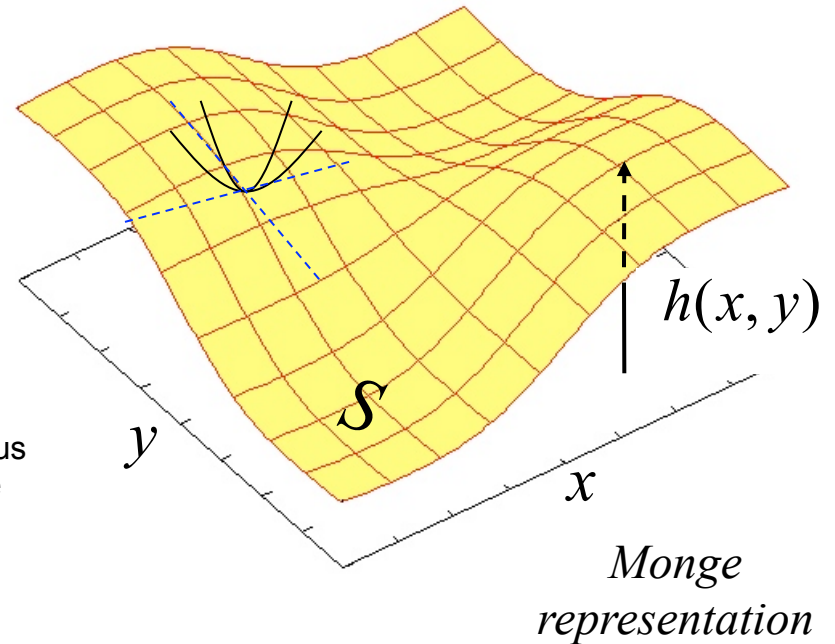
Fluctuating sheet of zero thickness

Described by Helfrich free energy:

$$F = \int_S dA \left[\gamma + \frac{\kappa}{2} (c_1 + c_2 - 2c_0)^2 \right]$$

mean curvature $H = \frac{c_1 + c_2}{2}$

spontaneous curvature



For our membranes $c_0=0$ and

$$F = \int_S dA (\gamma + 2\kappa H^2) \longrightarrow \frac{1}{2} \iint dx dy \left[\gamma |\nabla_{\perp} h|^2 + \kappa (\nabla^2 h)^2 \right]$$

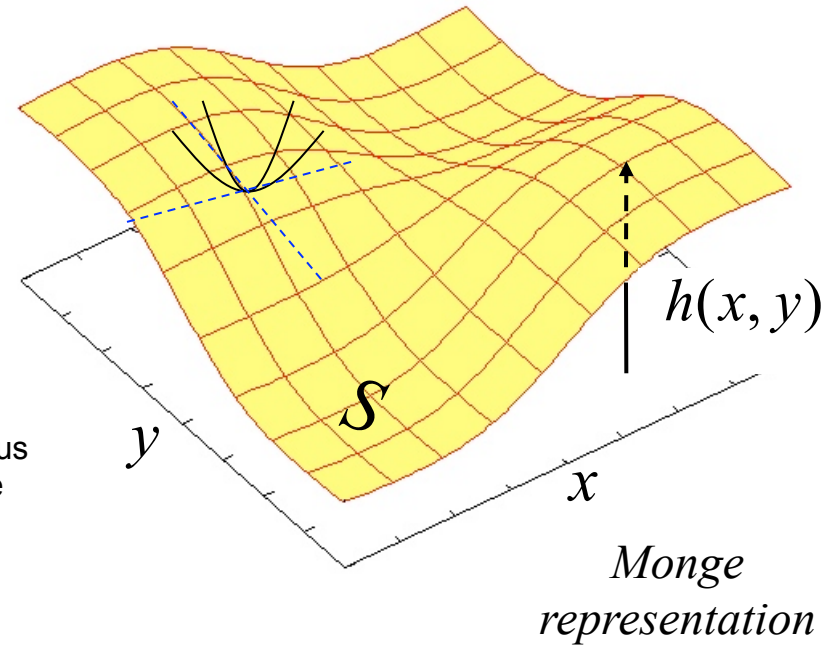
Properties of a mathematical membrane

Fluctuating sheet of zero thickness

Described by Helfrich free energy:

$$F = \int_S dA \left[\gamma + \frac{\kappa}{2} (c_1 + c_2 - 2c_0)^2 \right]$$

surface tension mean curvature $H = \frac{c_1 + c_2}{2}$ spontaneous curvature



For our membranes $c_0=0$ and

$$F = \int_S dA (\gamma + 2\kappa H^2) \longrightarrow \frac{1}{2} \iint dx dy \left[\gamma |\nabla_{\perp} h|^2 + \kappa (\nabla^2 h)^2 \right]$$

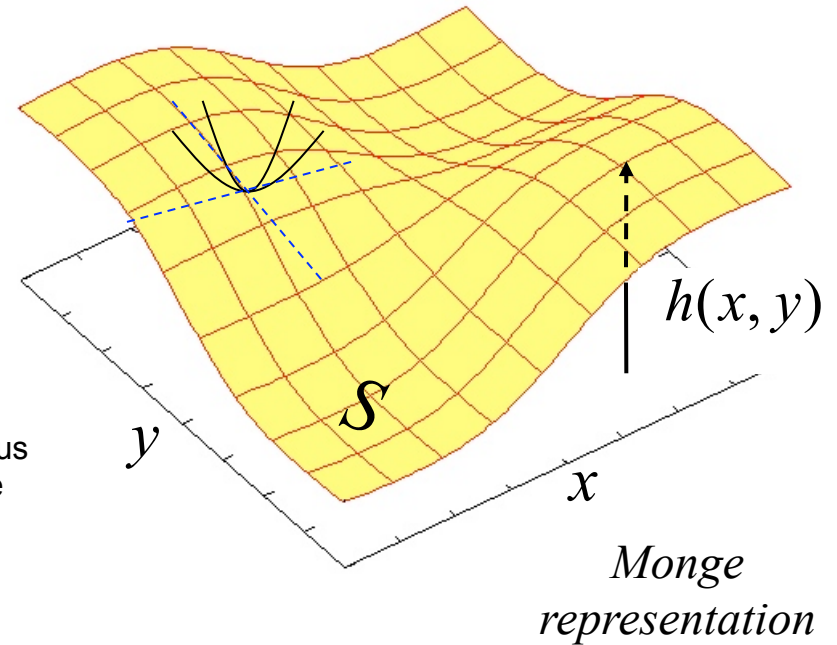
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surface tension γ bending constant κ $H = \frac{c_1 + c_2}{2}$ (mean curvature) c_0 (spontaneous curvature)



For our membranes $c_0=0$ and

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How can γ and κ be computed from a MD simulation?

Taking Fourier transform:

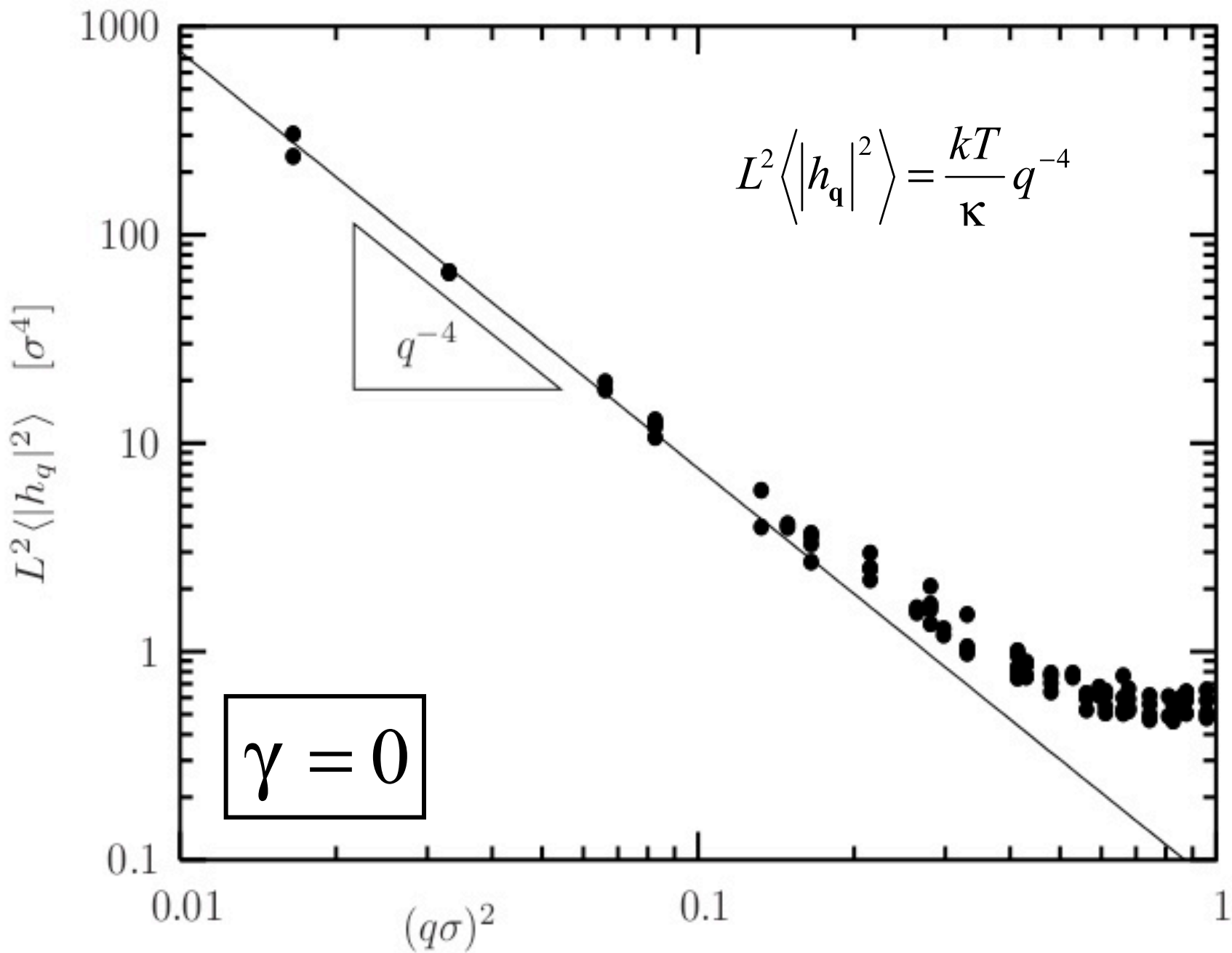
$$F = \frac{L^2}{2} \sum_{\mathbf{q}} \left(\gamma |\mathbf{q}|^2 + \kappa |\mathbf{q}|^4 \right) |h_{\mathbf{q}}|^2$$

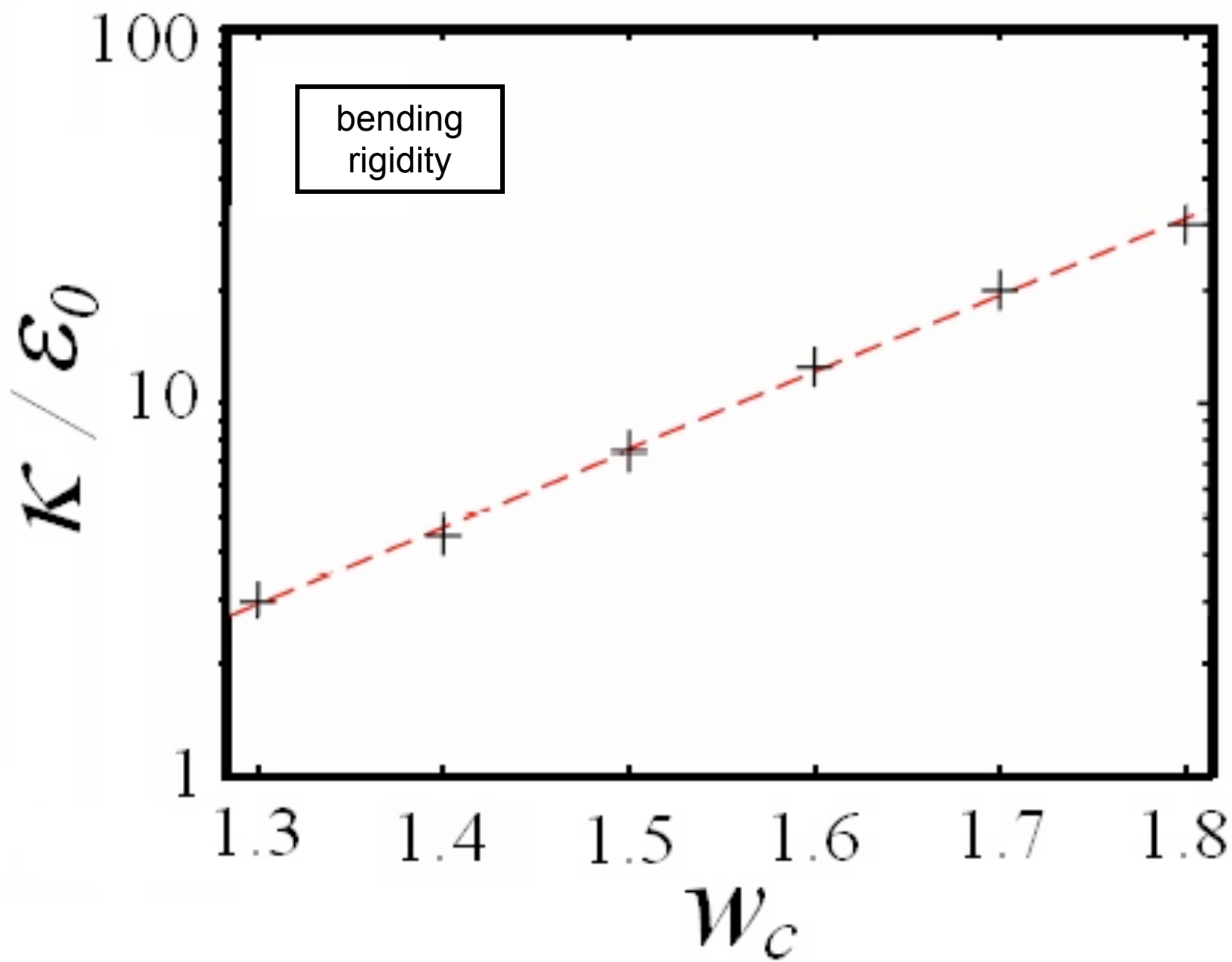
Equipartition theorem:

$$\frac{L^2}{2} \left(\gamma |\mathbf{q}|^2 + \kappa |\mathbf{q}|^4 \right) \langle |h_{\mathbf{q}}|^2 \rangle = \frac{kT}{2}$$



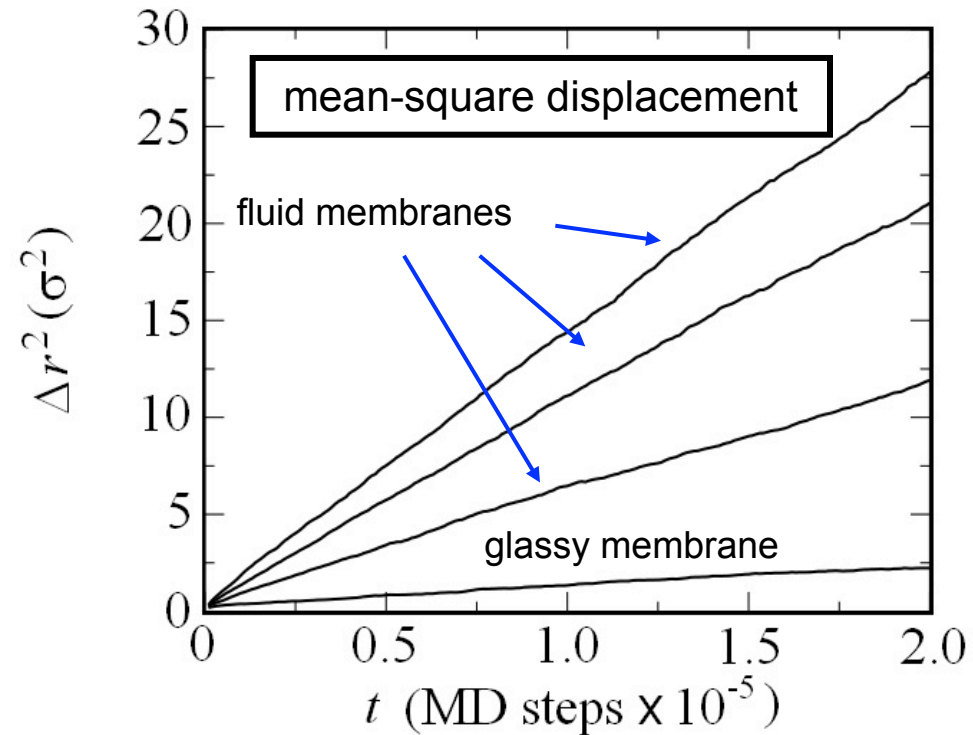
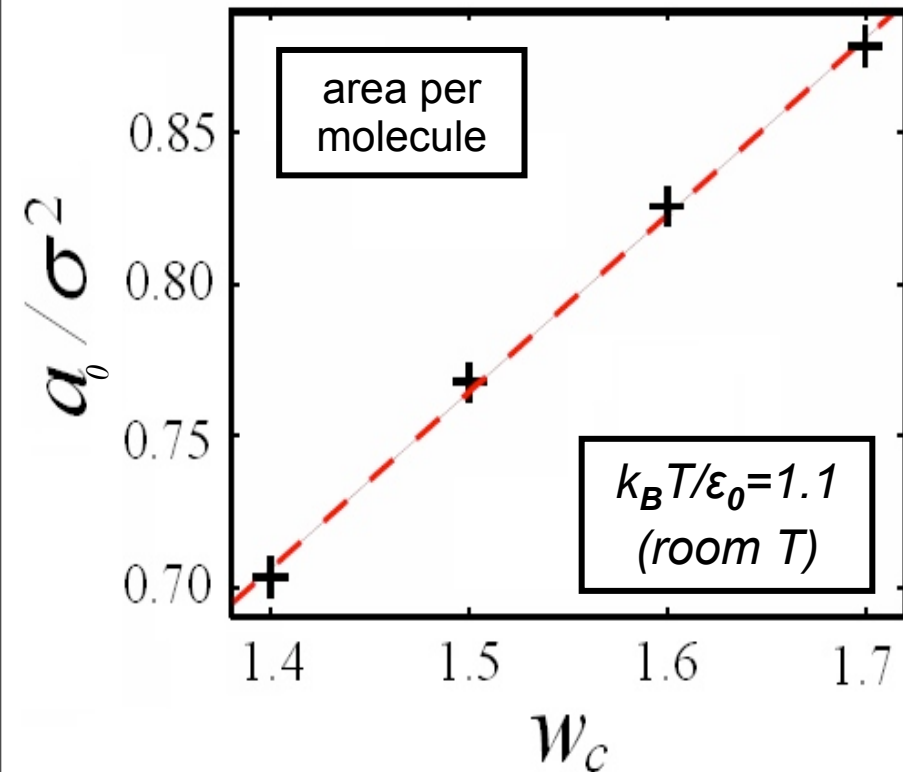
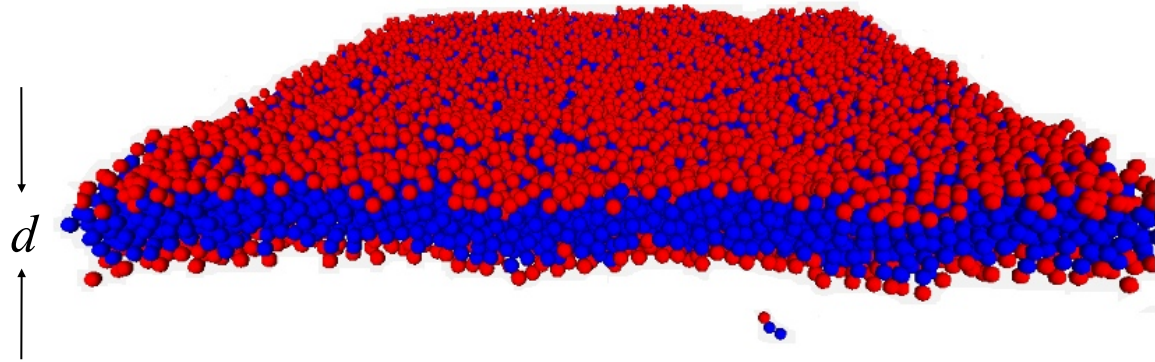
$$L^2 \langle |h_{\mathbf{q}}|^2 \rangle = \frac{kT}{\gamma |\mathbf{q}|^2 + \kappa |\mathbf{q}|^4}$$





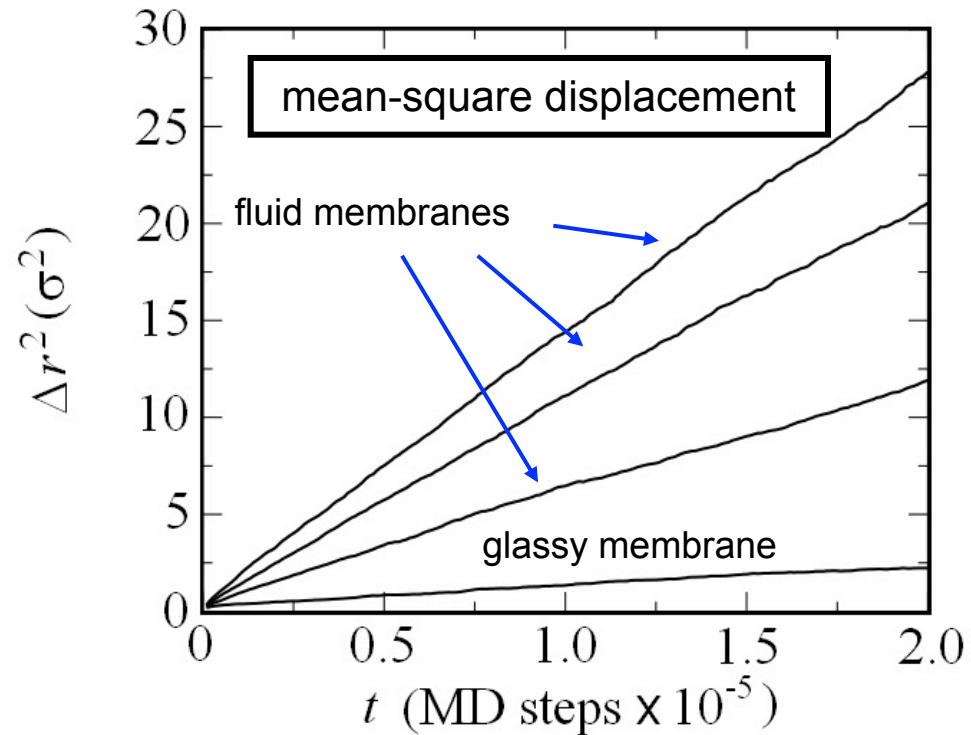
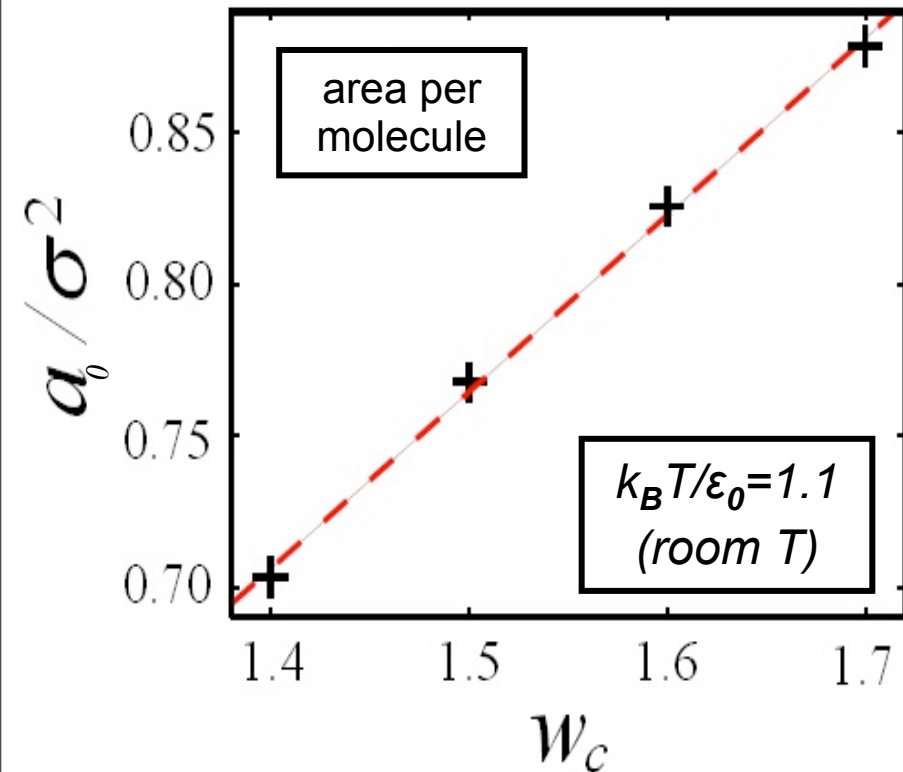
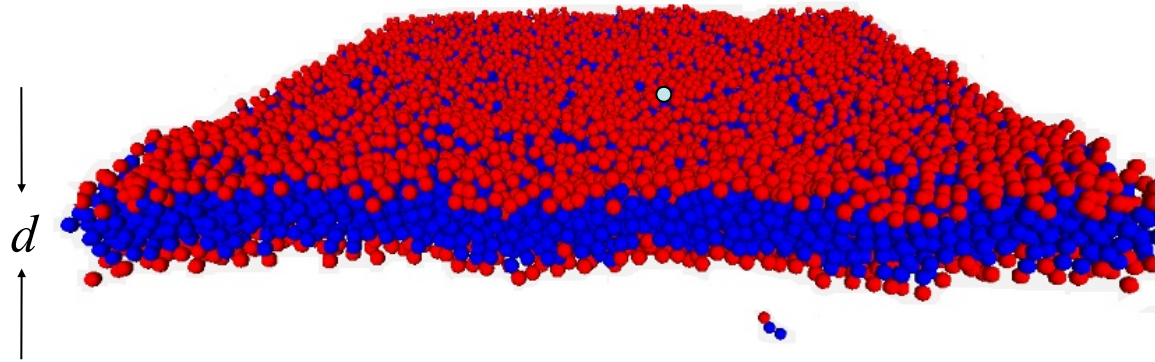
Properties of a physical membrane

- membrane thickness
- two-dimensional density
- molecular diffusion
- lateral compressibility



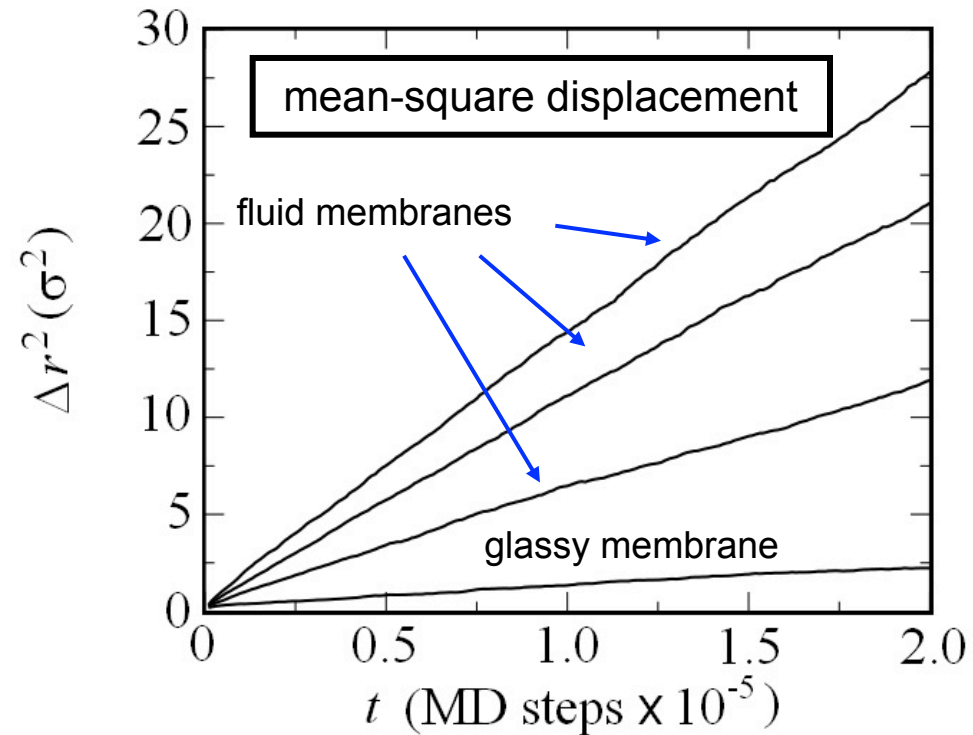
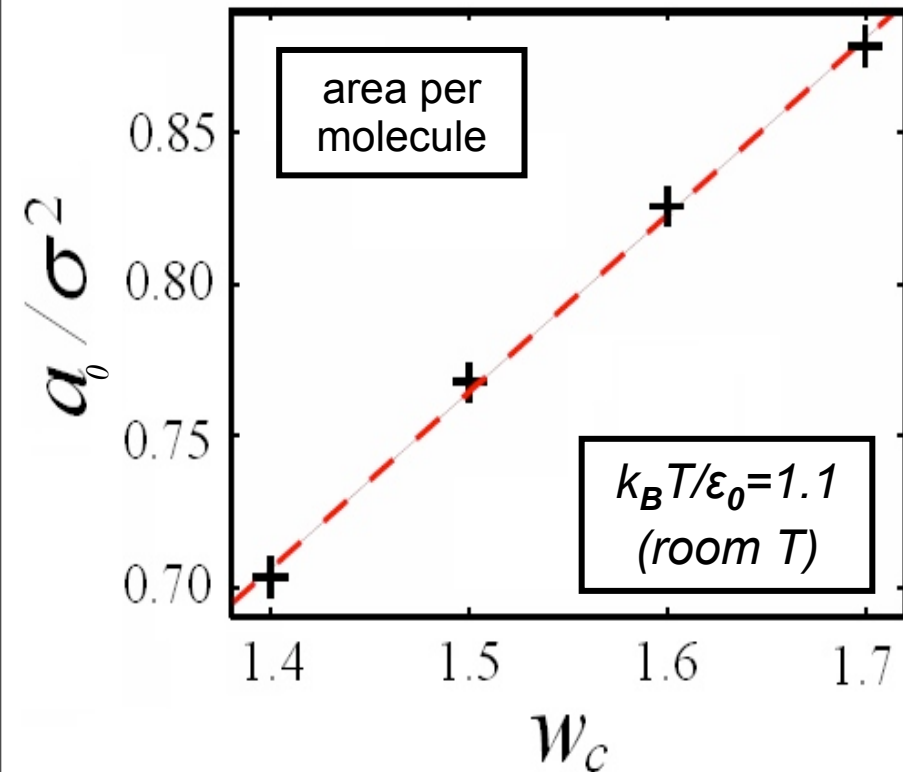
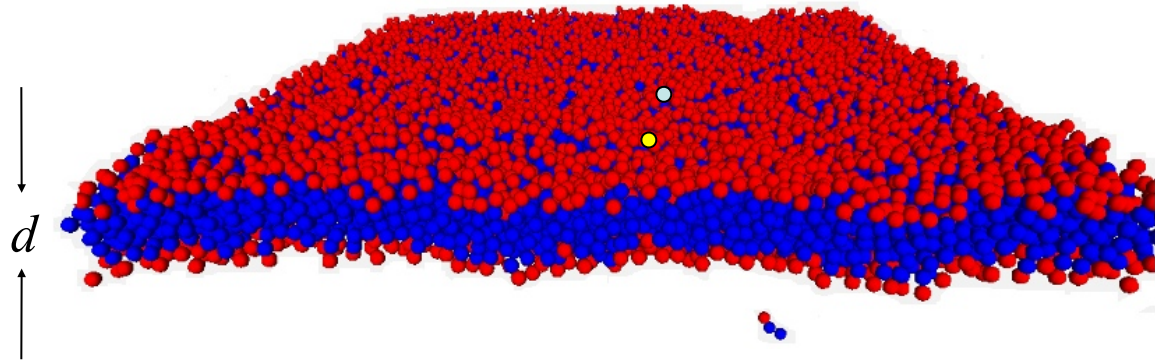
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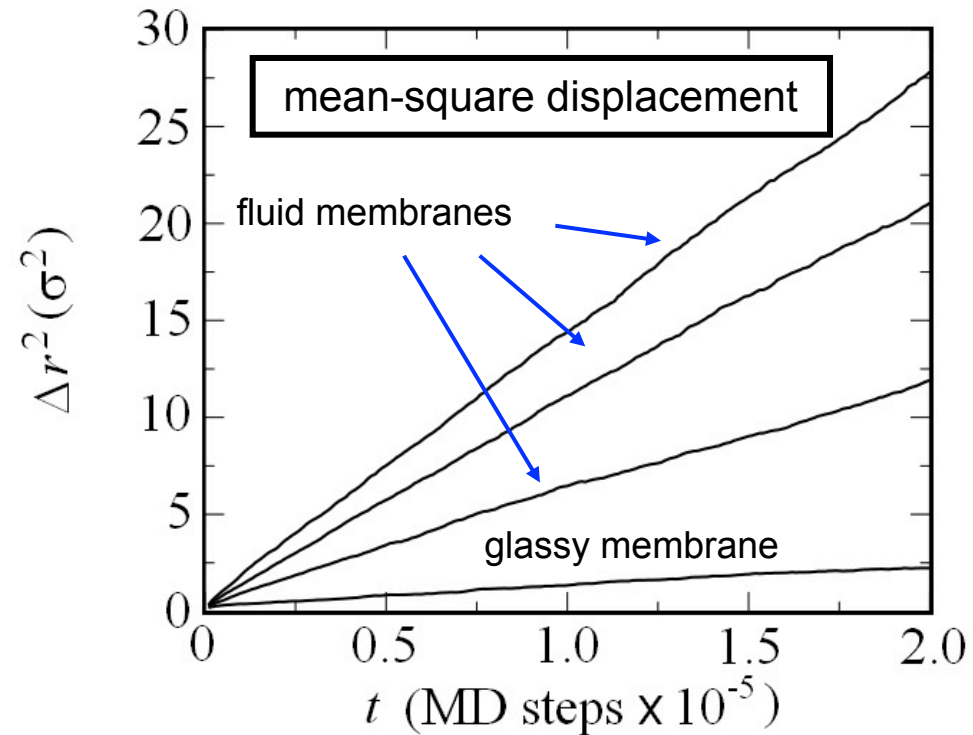
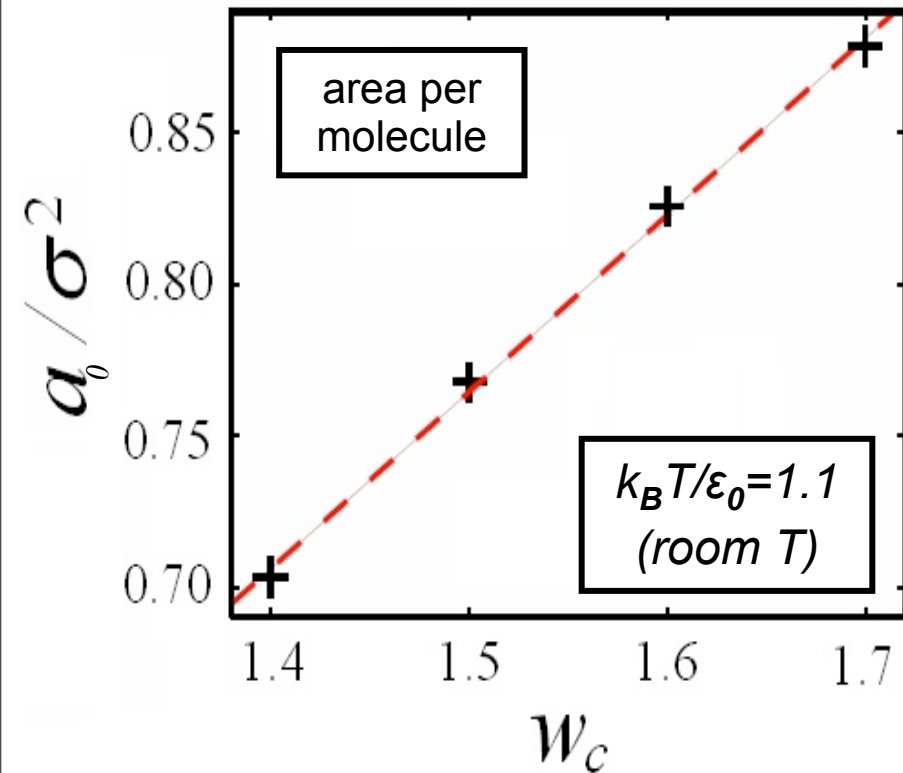
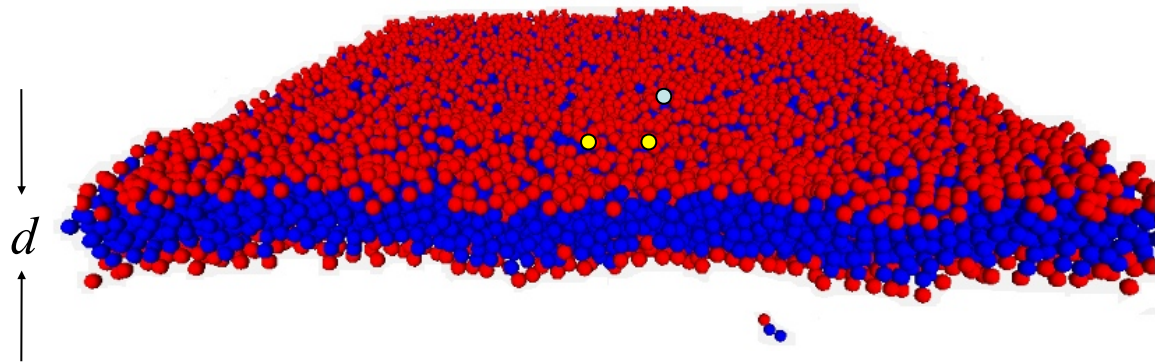
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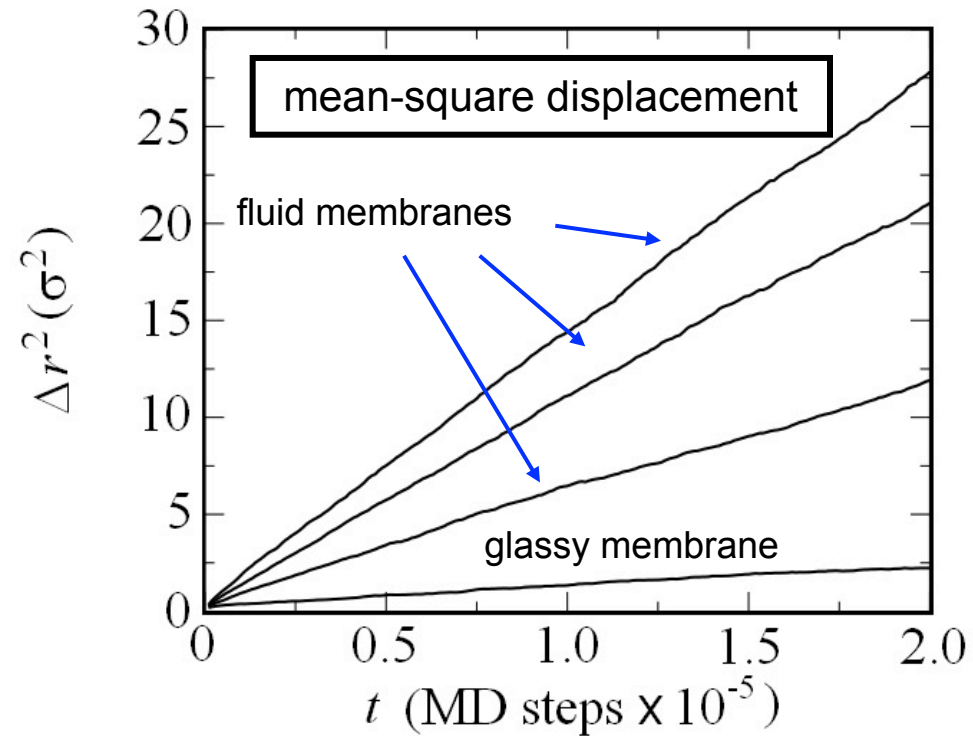
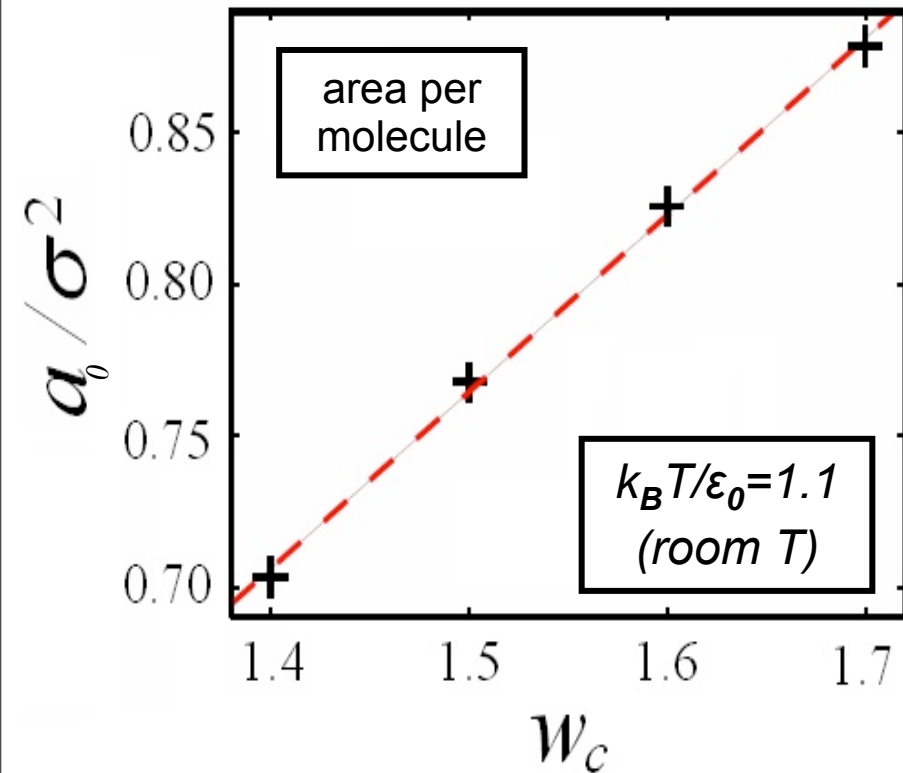
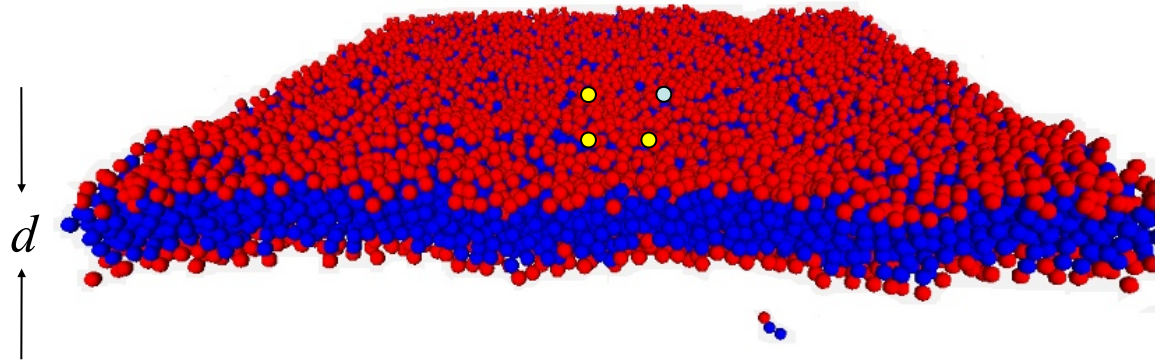
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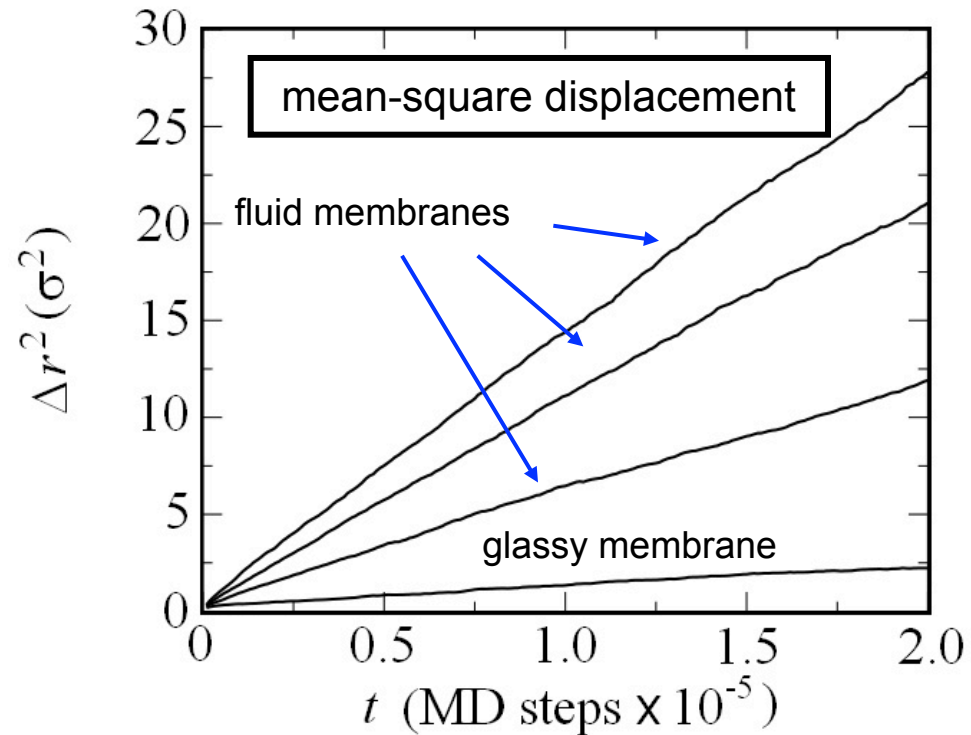
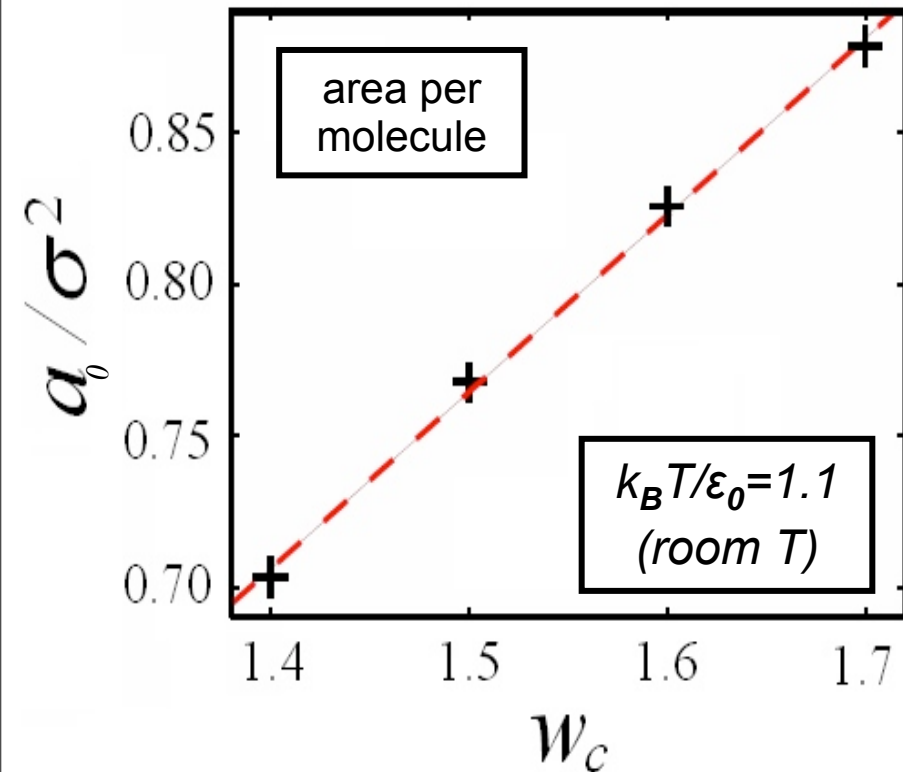
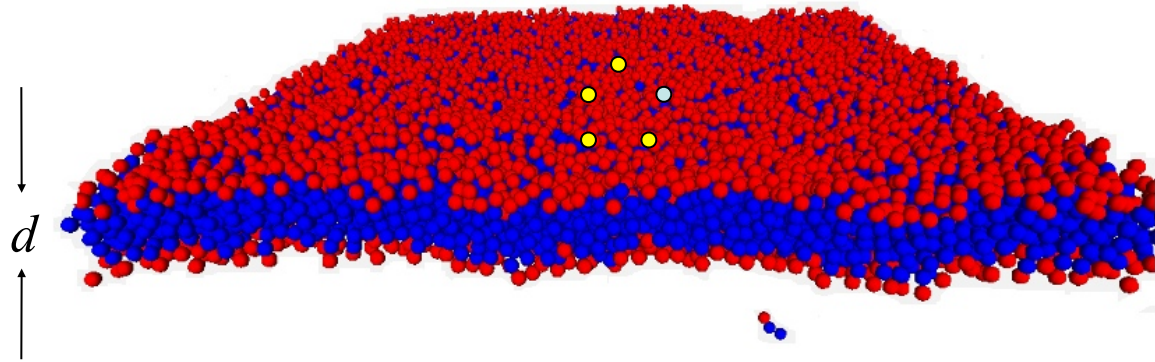
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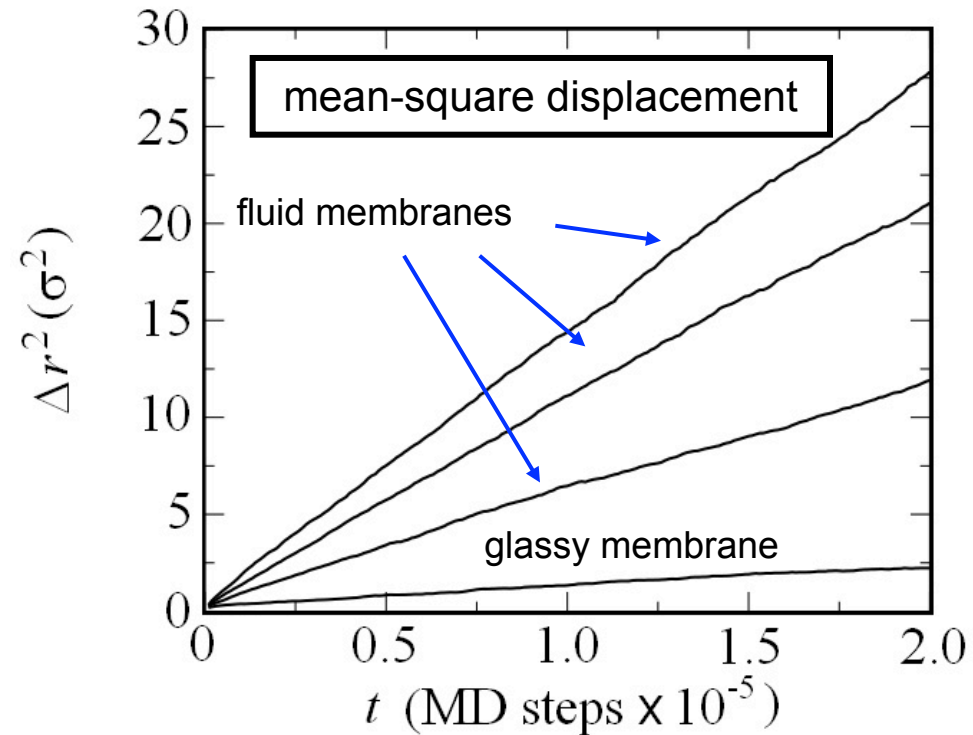
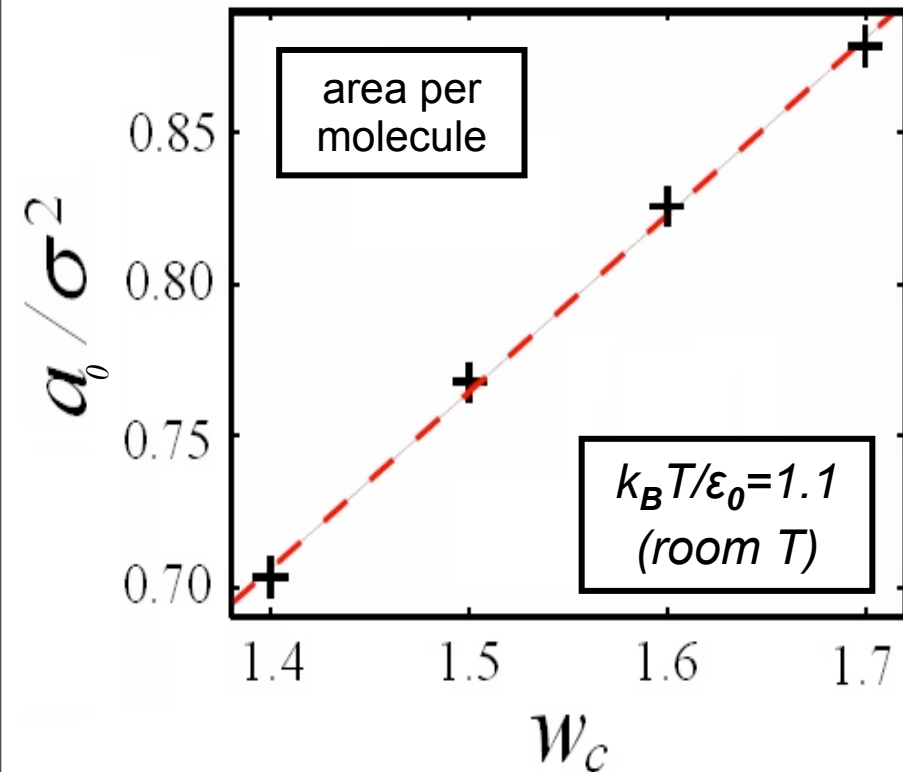
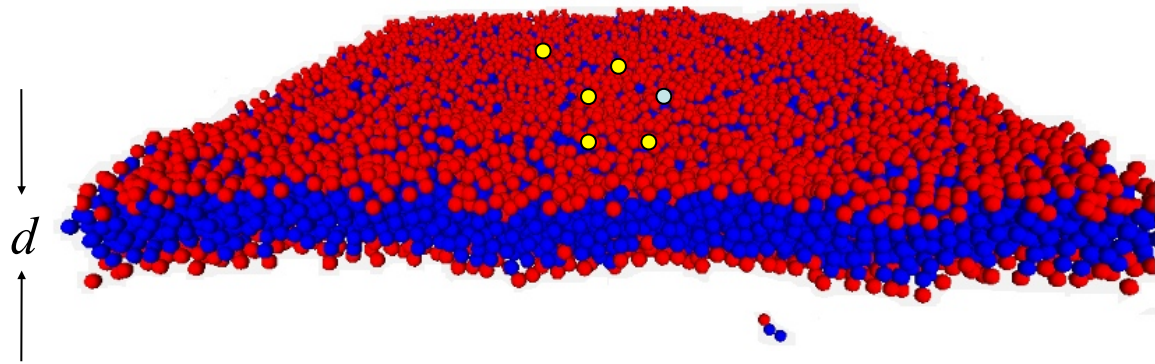
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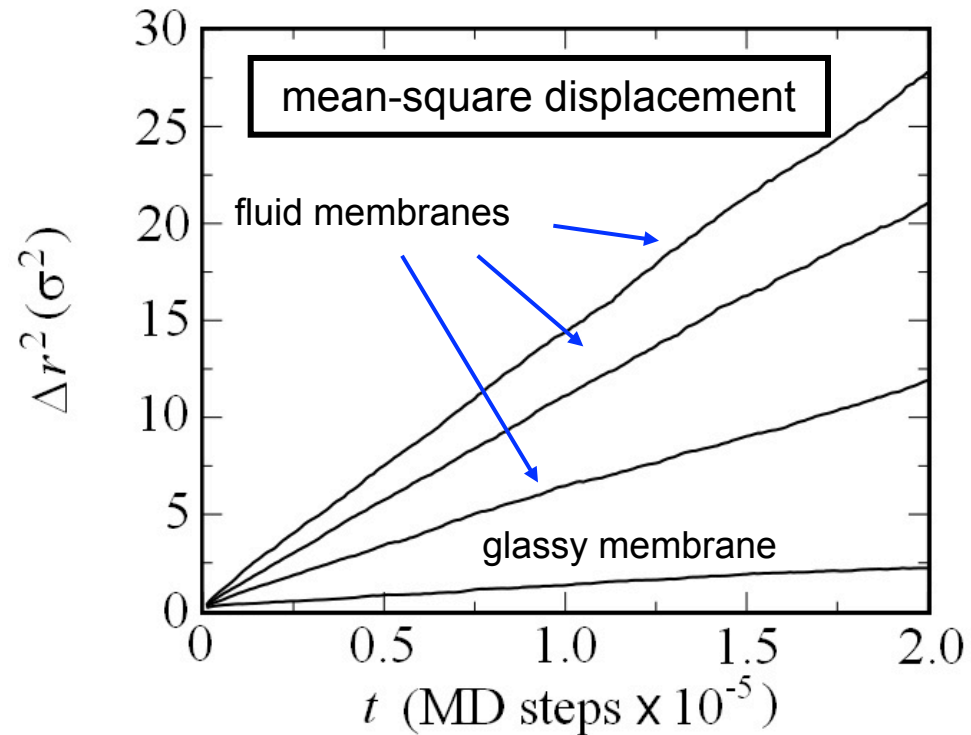
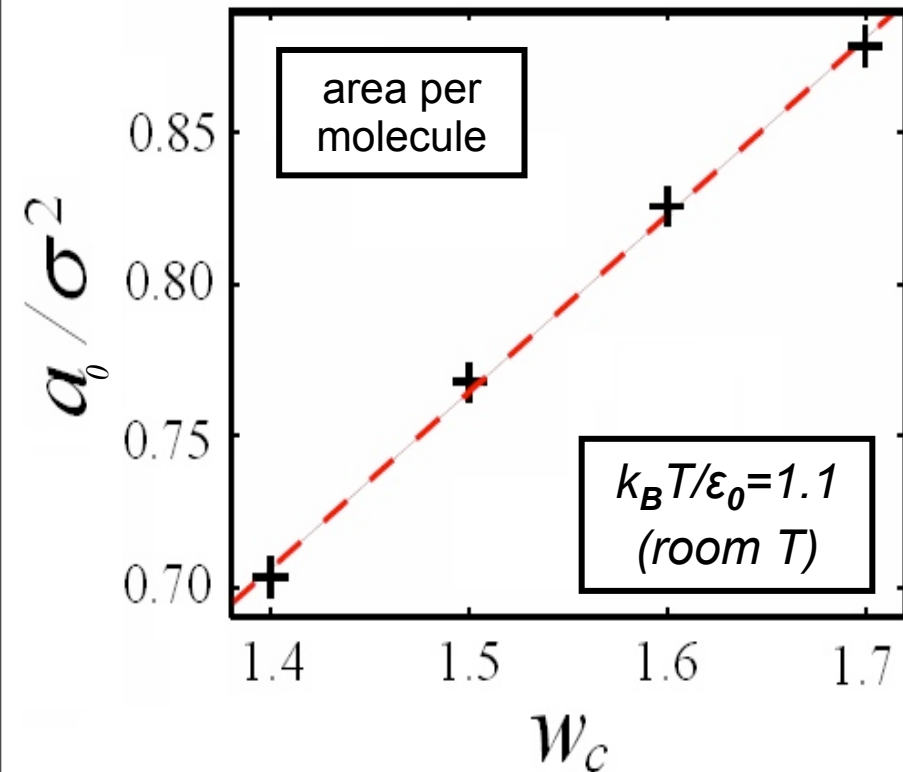
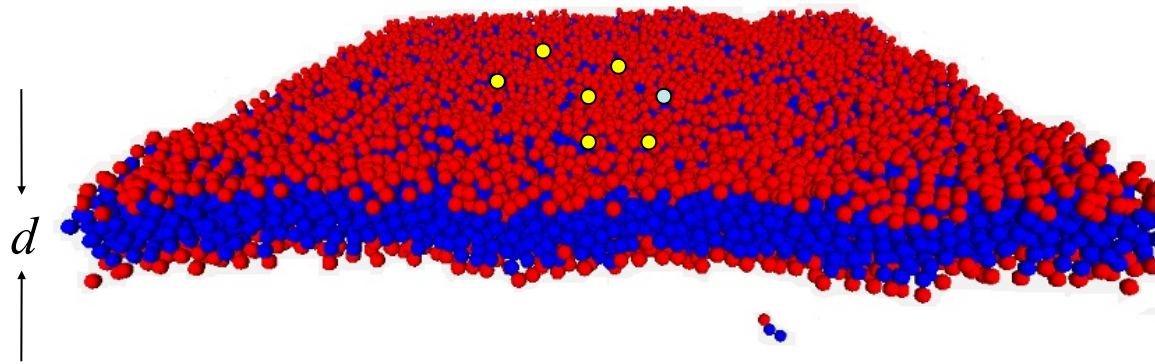
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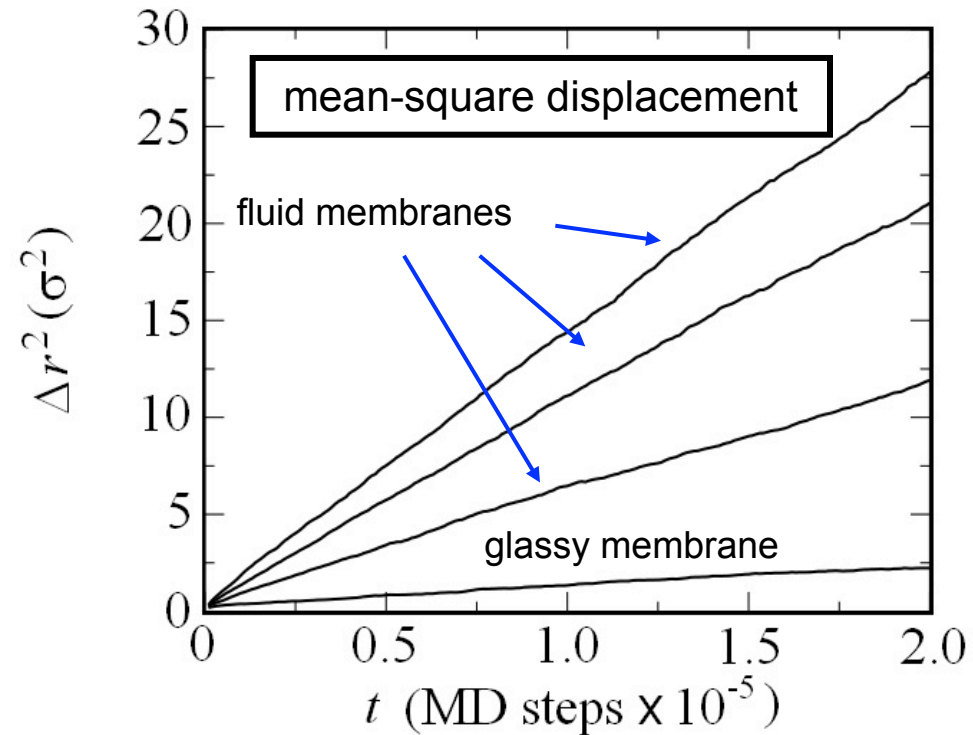
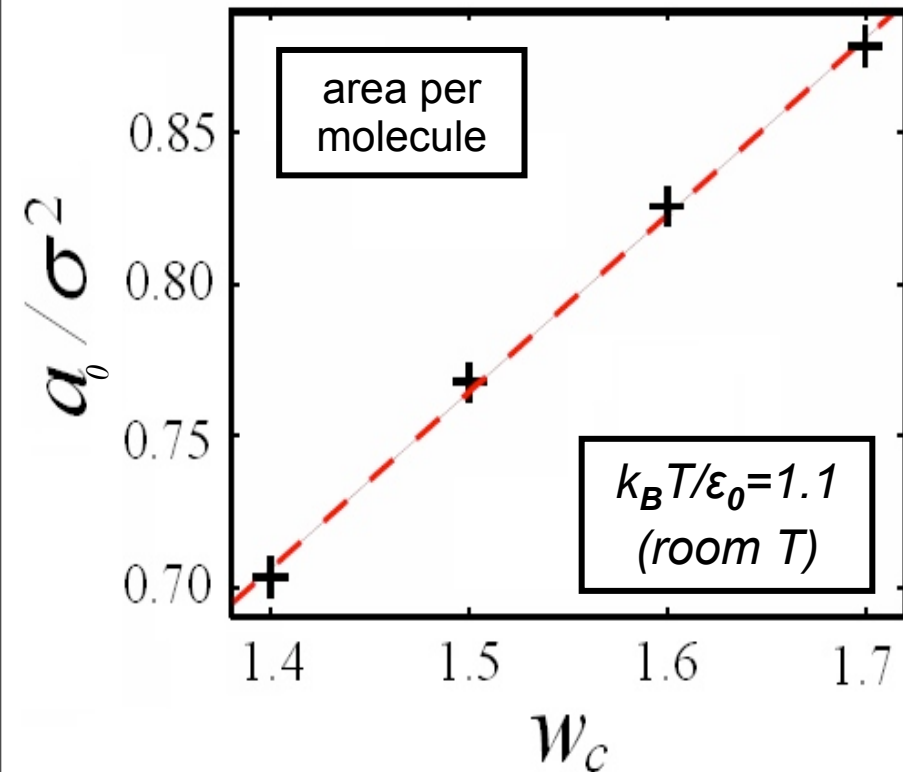
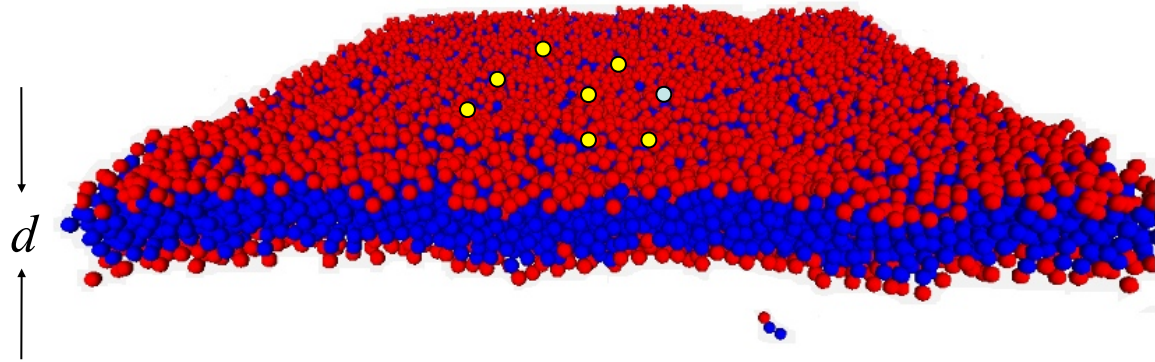
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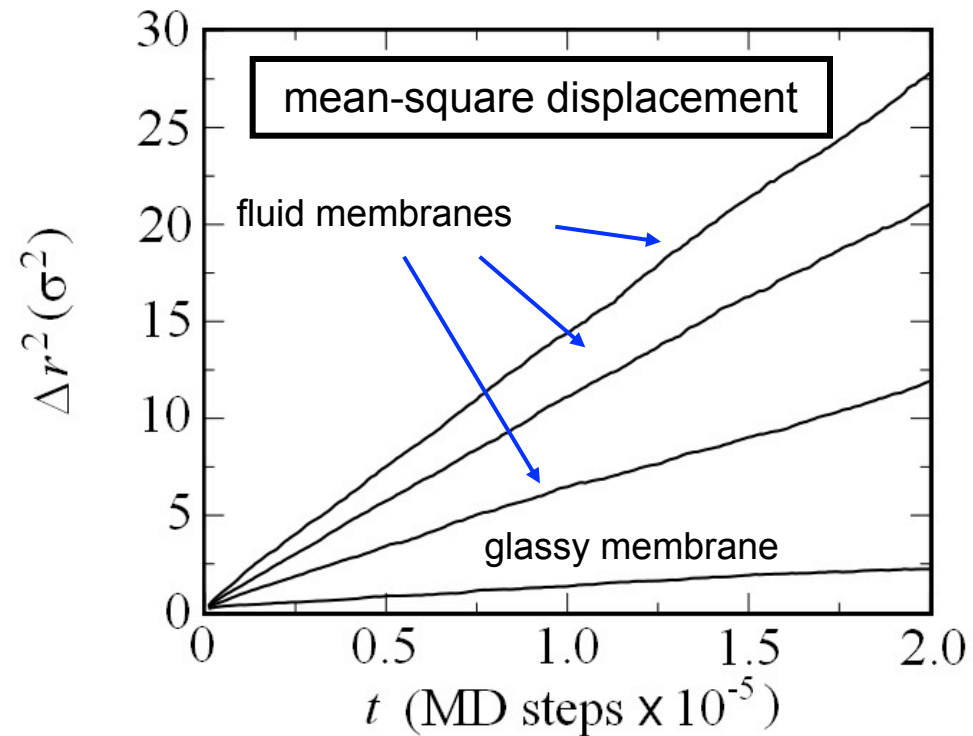
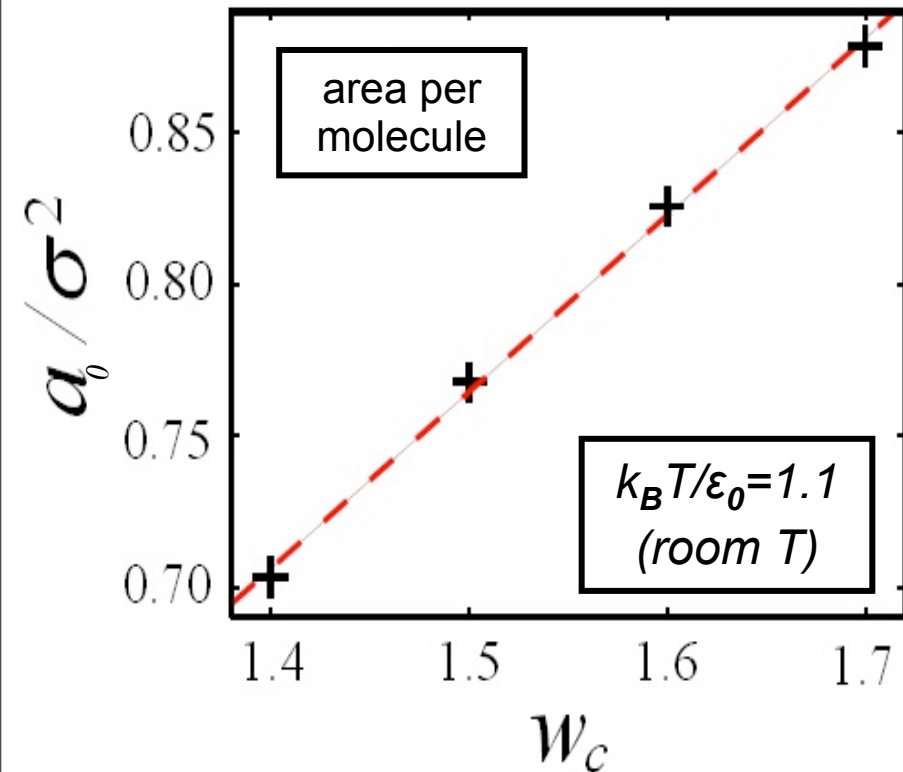
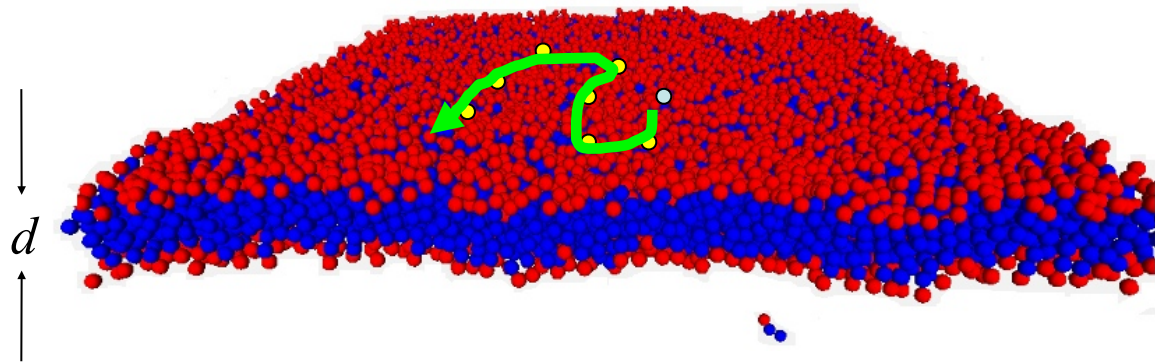
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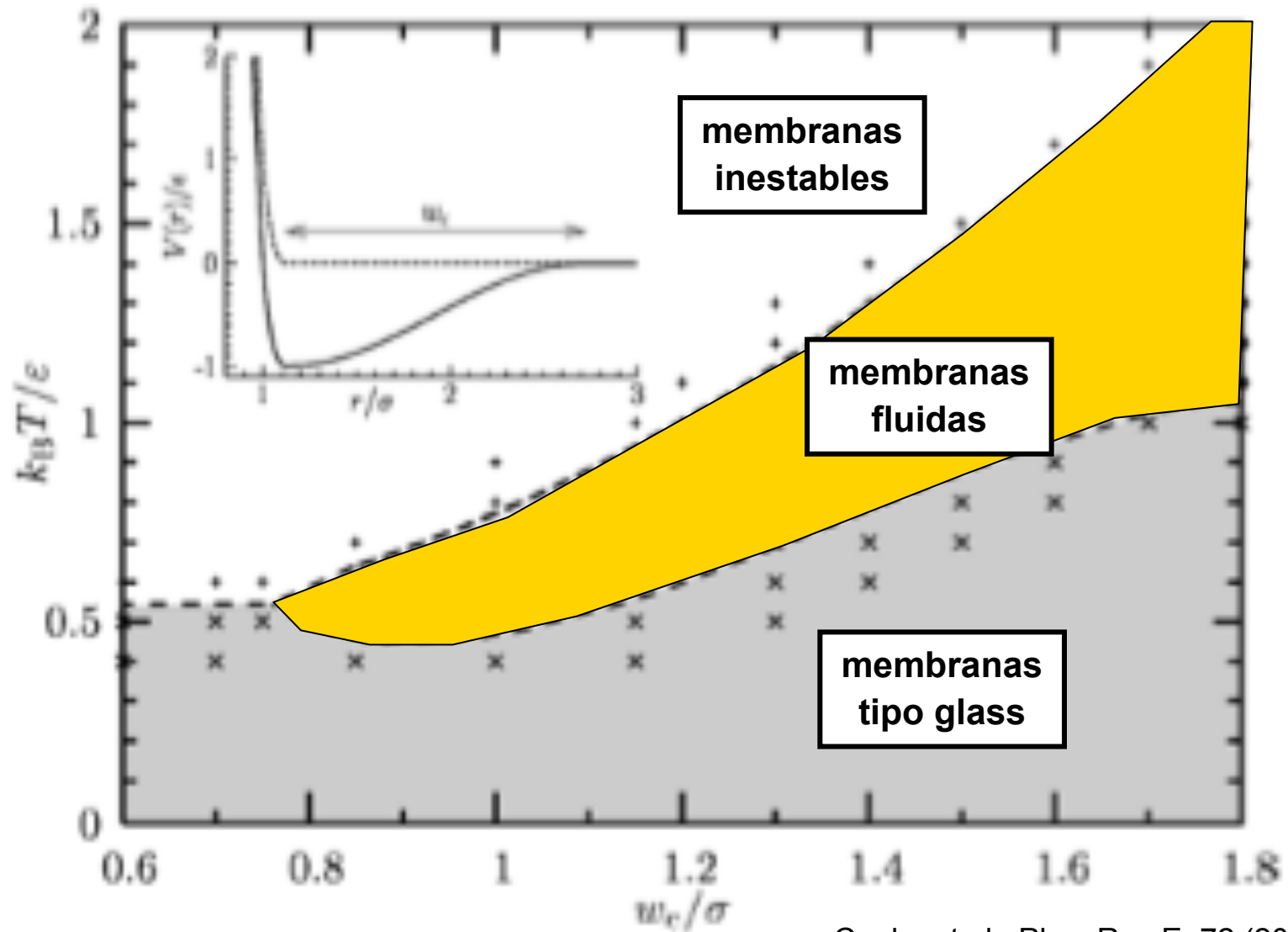


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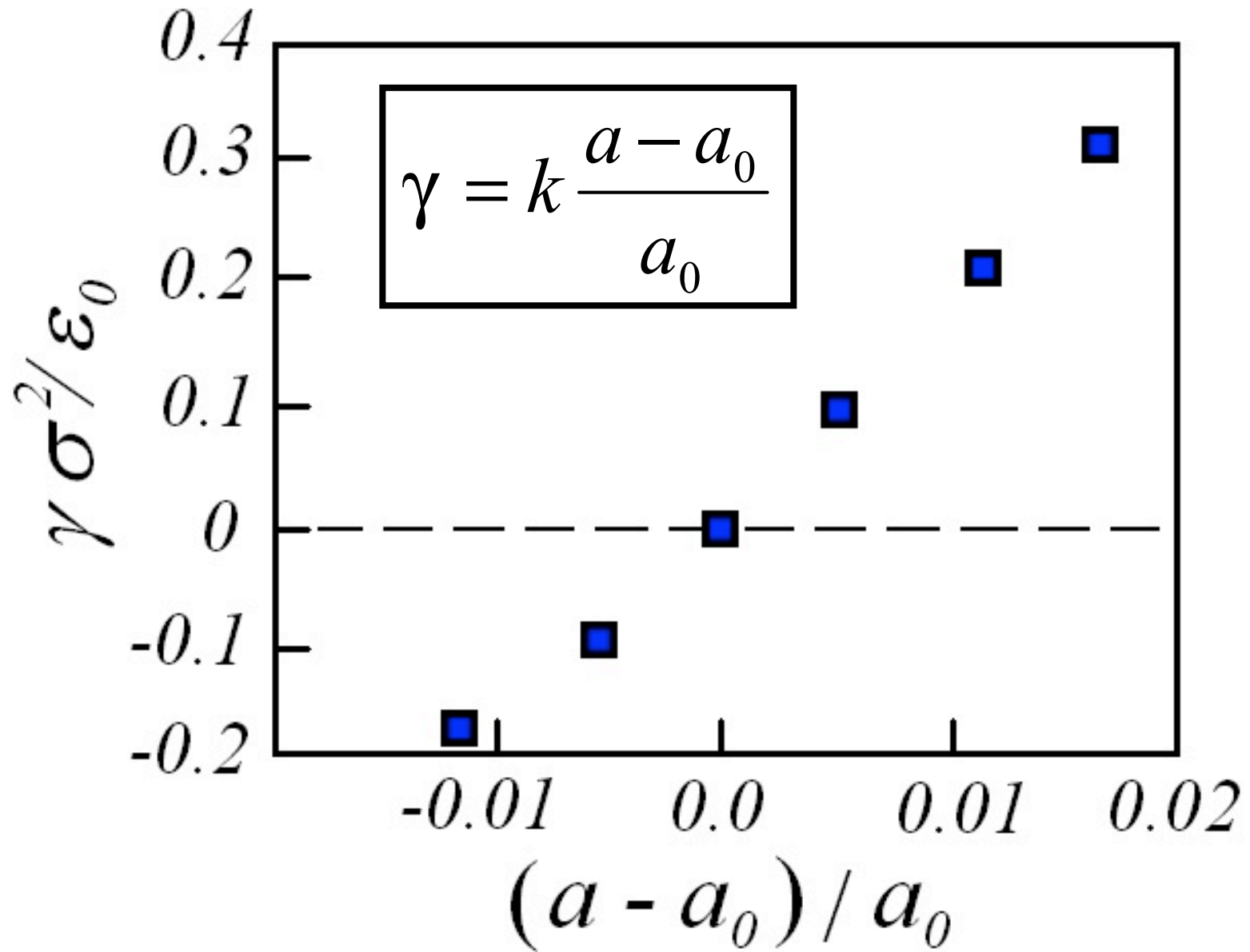


Influencia del parámetro de alcance w_c



Cooke et al., Phys Rev E, 72 (2005)

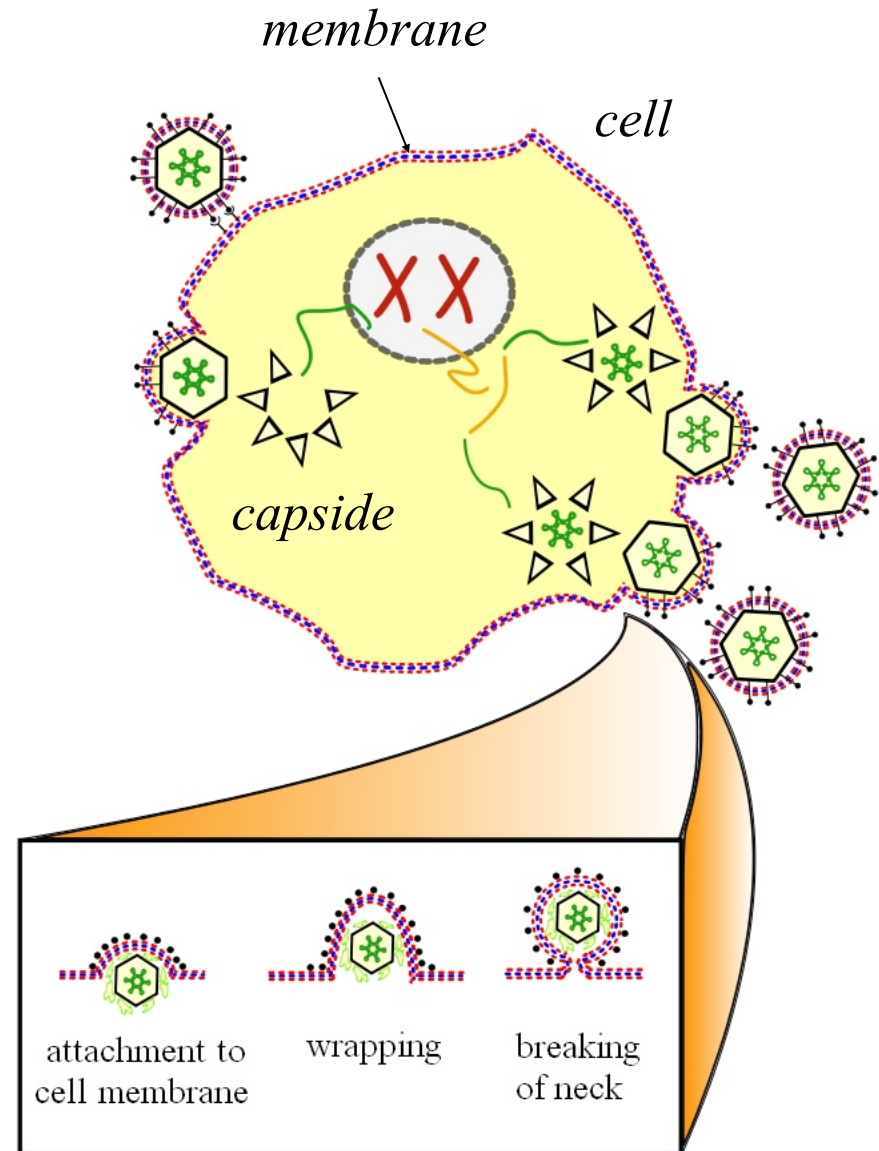
lateral compressibility, k



Application: wrapping and budding of viruses

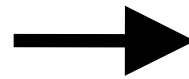
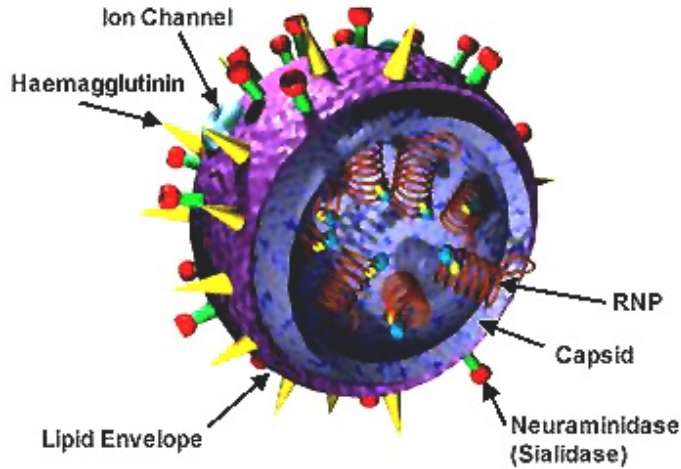
After using the cell machinery to replicate, some viruses leave the cell by acquiring a membrane coating

We aim at understanding the physics of the problem using a very simplified model



enveloped
virus

$d = 10 \text{ nm}$



$2R$

$\longleftrightarrow 40 - 600 \text{ nm} \longleftarrow$

$$\frac{2R}{d} = 4 - 60.$$

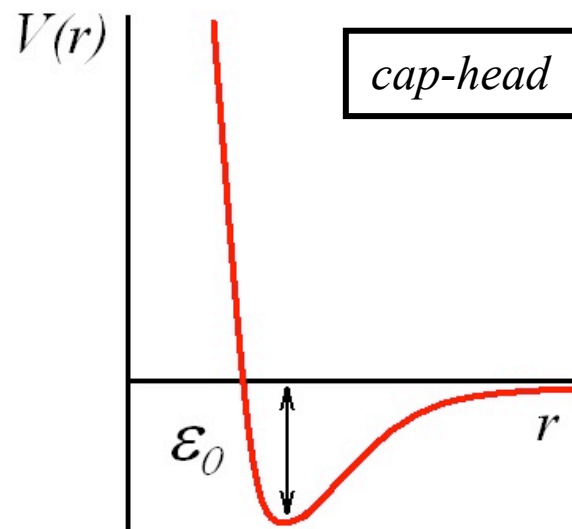
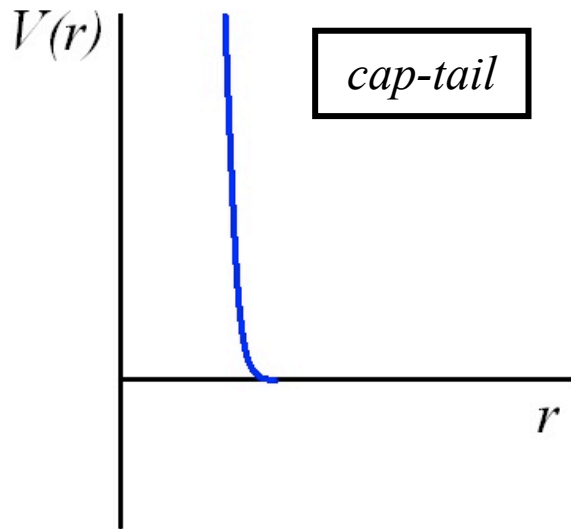
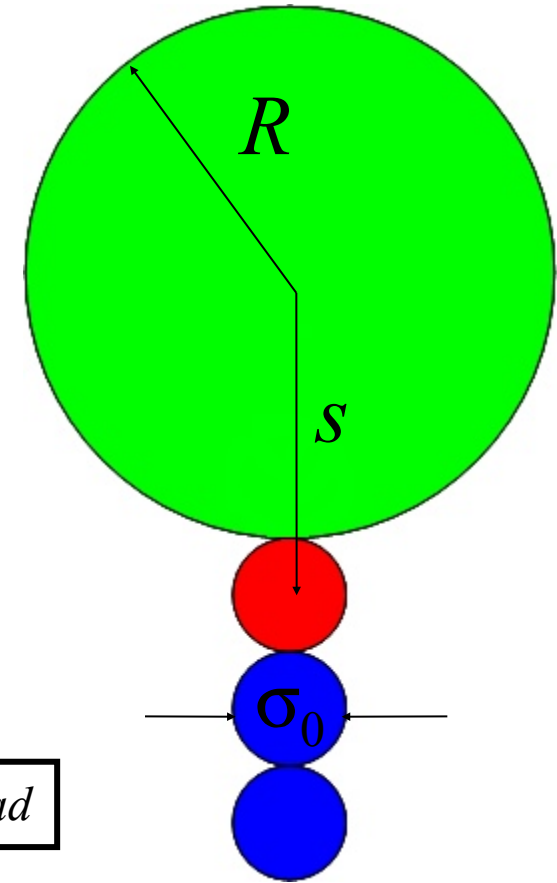
Since $d = 6\sigma_0$, we have:

$$R = 12 - 180\sigma_0$$

Membrane-particle interaction:

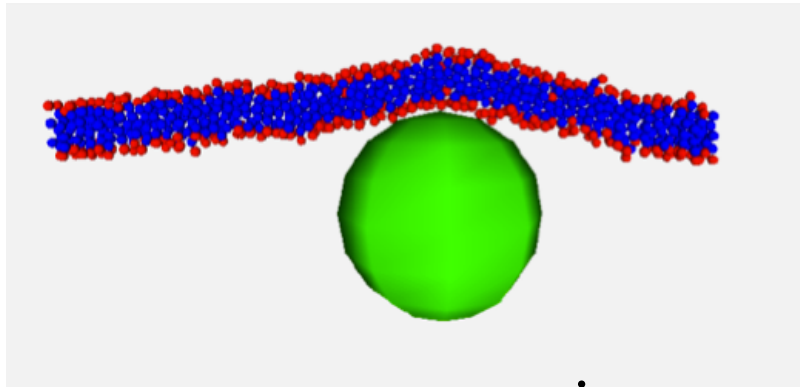
$$V_{cap-tail}(r) = 4\epsilon_0 \begin{cases} \left[\left(\frac{\sigma_0}{r-s} \right)^{12} - \left(\frac{\sigma_0}{r-s} \right)^6 + \frac{1}{4} \right], & r < r_c, \\ 0, & r > r_c. \end{cases}$$

$$V_{cap-head}(r) = 4\epsilon_s \left[\left(\frac{\sigma_0}{r-s} \right)^{12} - \left(\frac{\sigma_0}{r-s} \right)^6 \right]$$

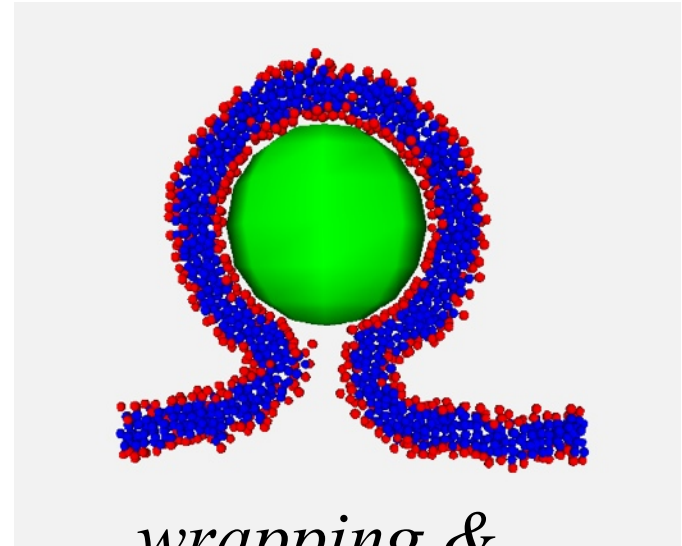


$$s = R + \frac{\sigma_0}{2}$$

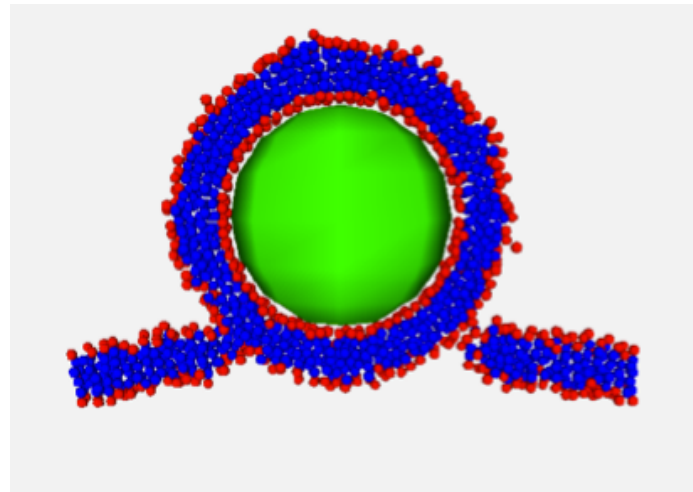
Typical behaviours



non-wrapping



*wrapping &
budding*

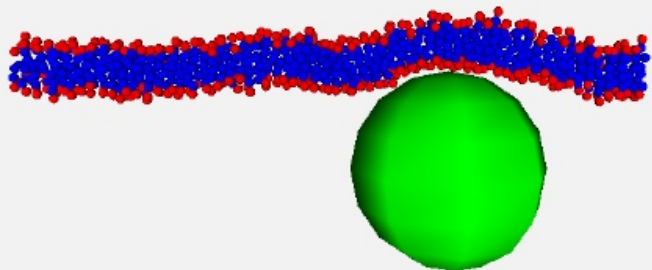


*membrane
breaking*

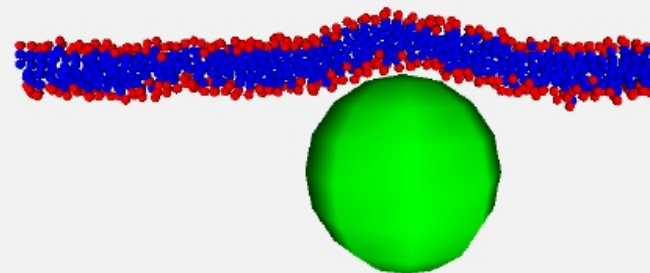
NON - WRAPPING

$$\tau_0 = 9.85 \text{ ps}$$

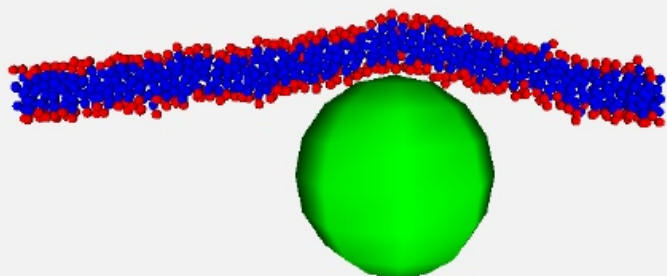
$$R = 10 \sigma_0$$



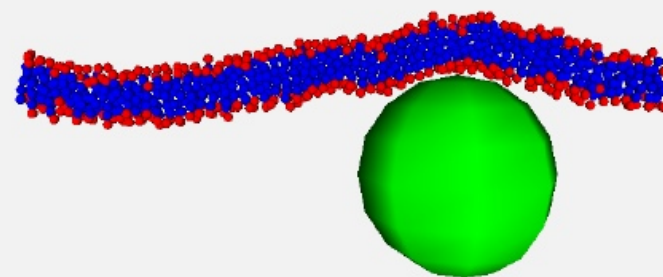
$$\tau/\tau_0 = 10^3$$



$$\tau/\tau_0 = 5 \times 10^3$$

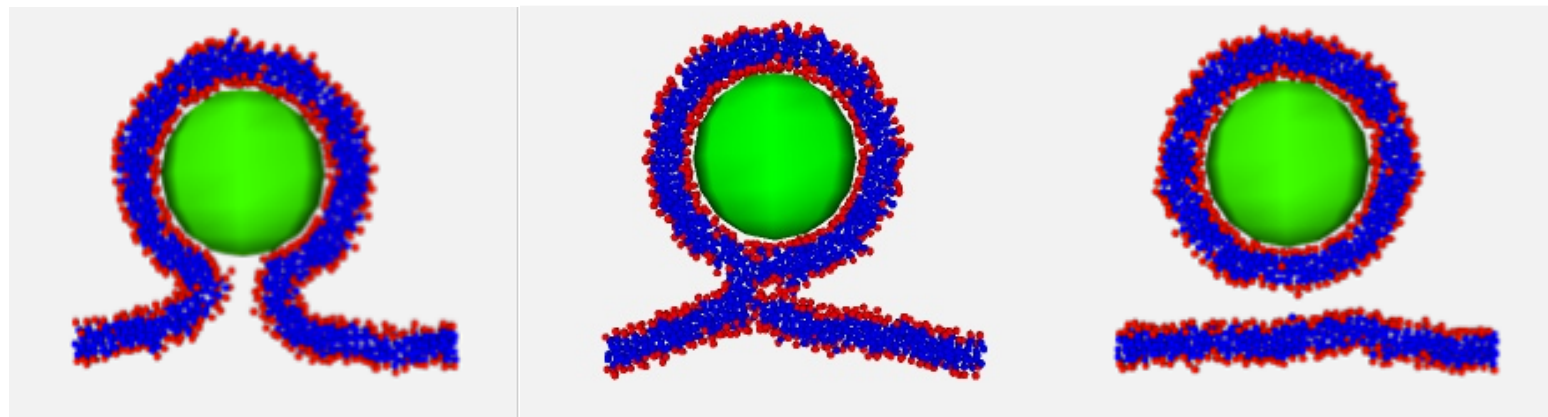
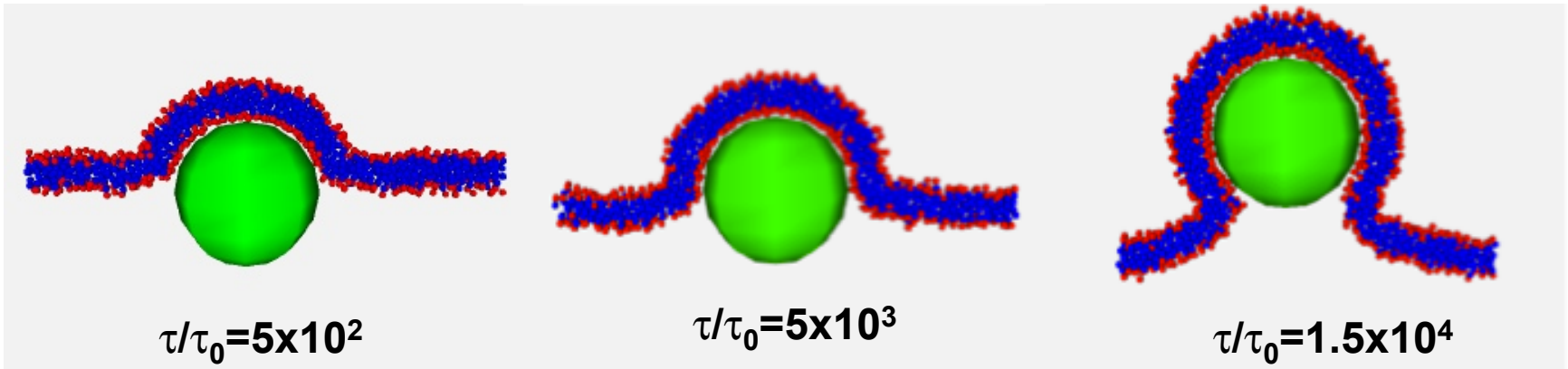


$$\tau/\tau_0 = 10^4$$

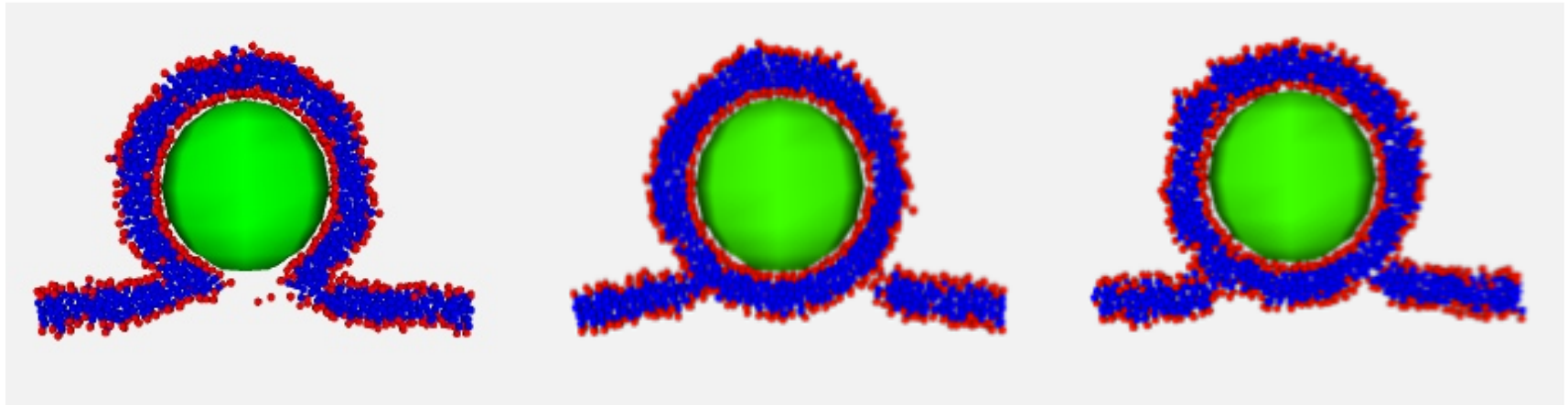


$$\tau/\tau_0 = 3 \times 10^4$$

WRAPPING



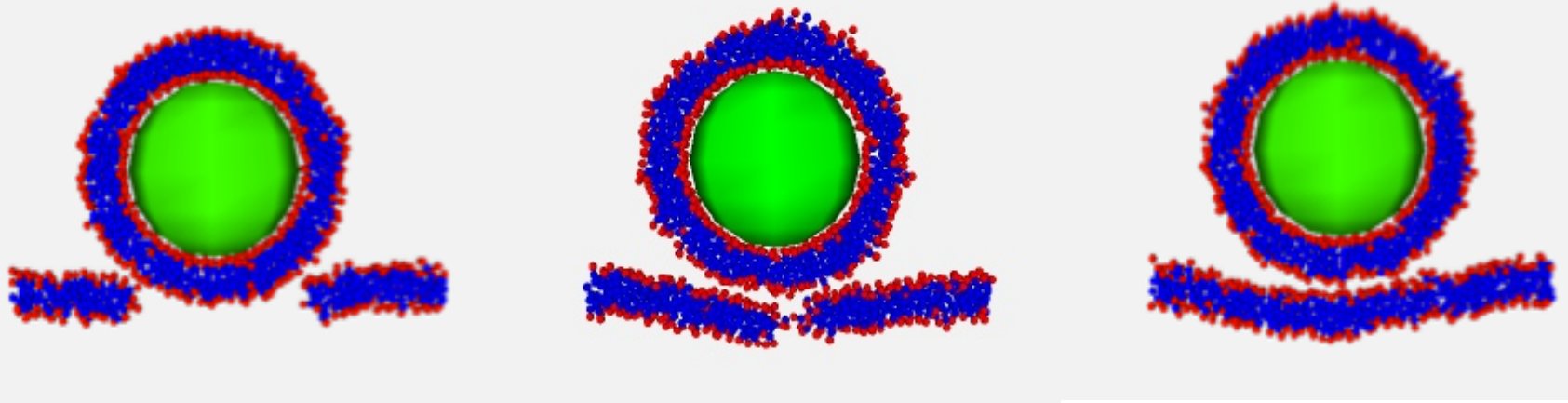
MEMBRANE BREAKING



$$\tau/\tau_0 = 5.5 \times 10^3$$

$$\tau/\tau_0 = 6 \times 10^3$$

$$\tau/\tau_0 = 7 \times 10^3$$



$$\tau/\tau_0 = 7.5 \times 10^3$$

$$\tau/\tau_0 = 9.5 \times 10^3$$

$$\tau/\tau_0 = 10^4$$

