

# GPU Accelerated Molecular Dynamics Enabling Transformative Drug Development

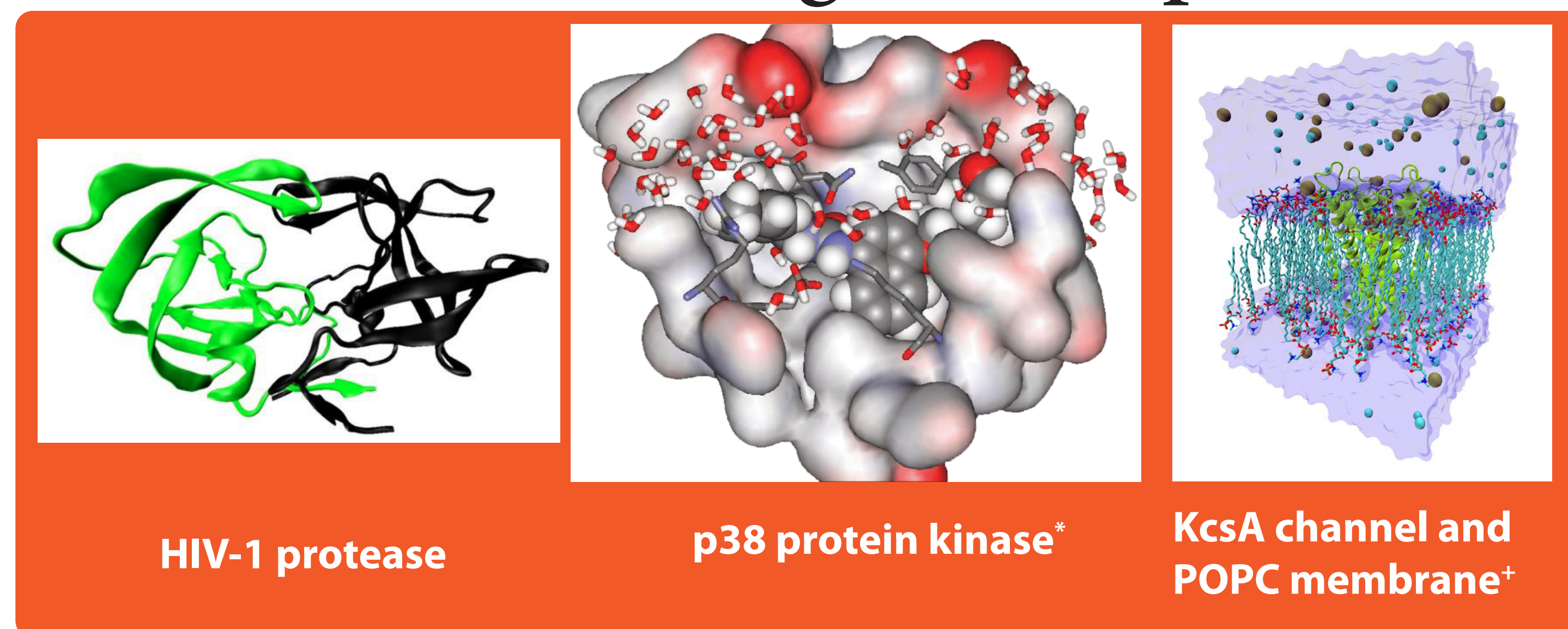
Ben Madej, Ross Walker  
University of California San Diego, San Diego Supercomputer Center



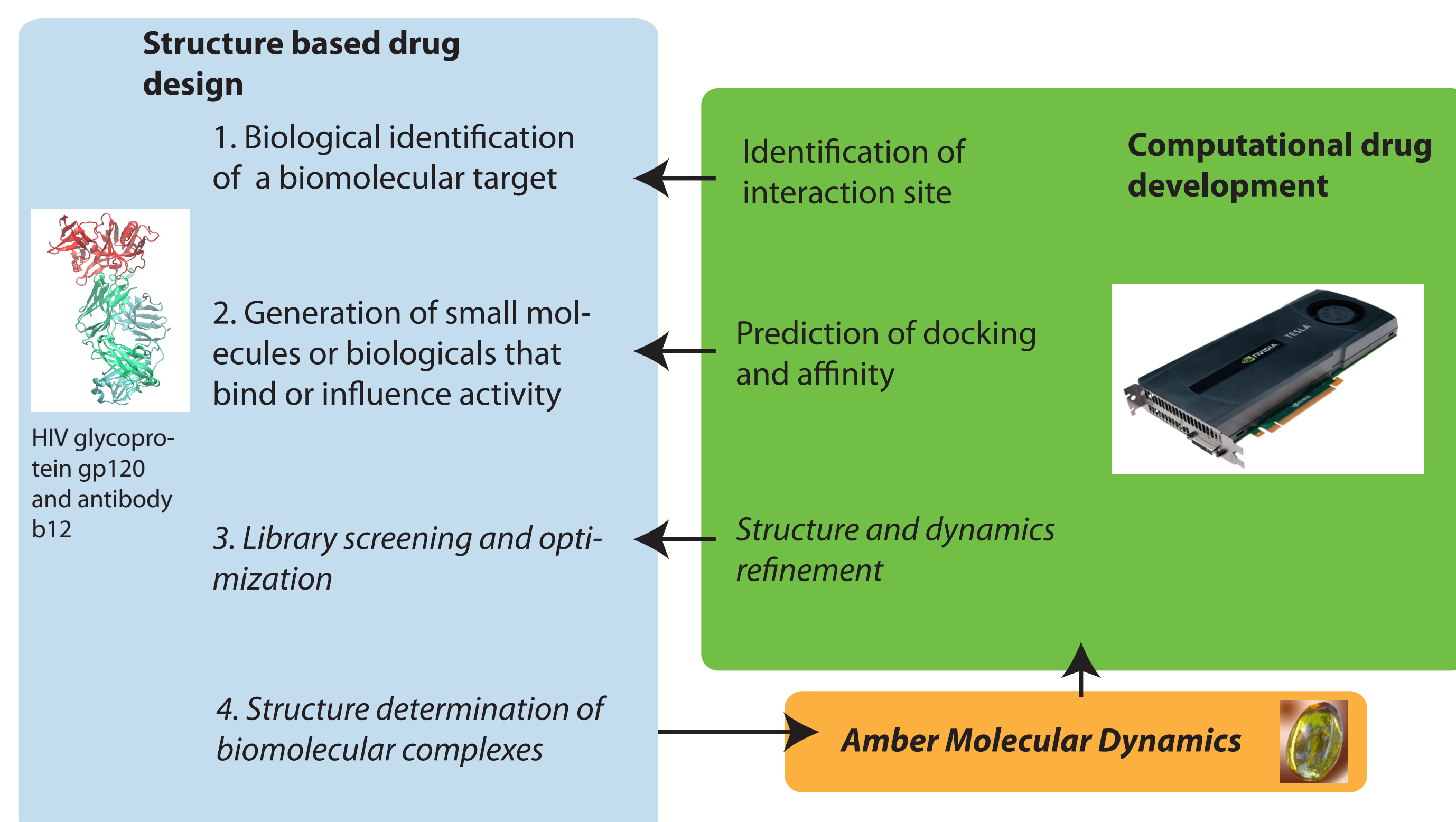
## GPU acceleration is crucial for all facets of molecular dynamics development and workflow for drug discovery

One powerful computational technique for the science of drug development has been the use of molecular dynamics (MD) simulations. MD simulations can simulate the interactions and dynamics between small-molecule drugs and membrane-bound proteins on an atomic level. With this method, it is possible to understand the biological function of drug targets through their structural motions. GPU computing is revolutionizing the field of MD, with GPU accelerated MD code competing with national supercomputers. Our research goal is to use GPU technology to not only improve MD performance, but to improve MD development and workflow for drug development.

## 1. The Science of Drug Development



## 2. Computational Drug Development



## 3. Molecular Dynamics

**Amber Molecular Dynamics (MD)**  
A suite of computational chemistry programs and force fields for molecular dynamics

*Force fields and molecular dynamics*  
Amber includes force fields designed for the simulation of nucleic acids, proteins, and lipids in solvent.

*Poisson-Boltzmann solvation calculations*

*Accelerated molecular dynamics*

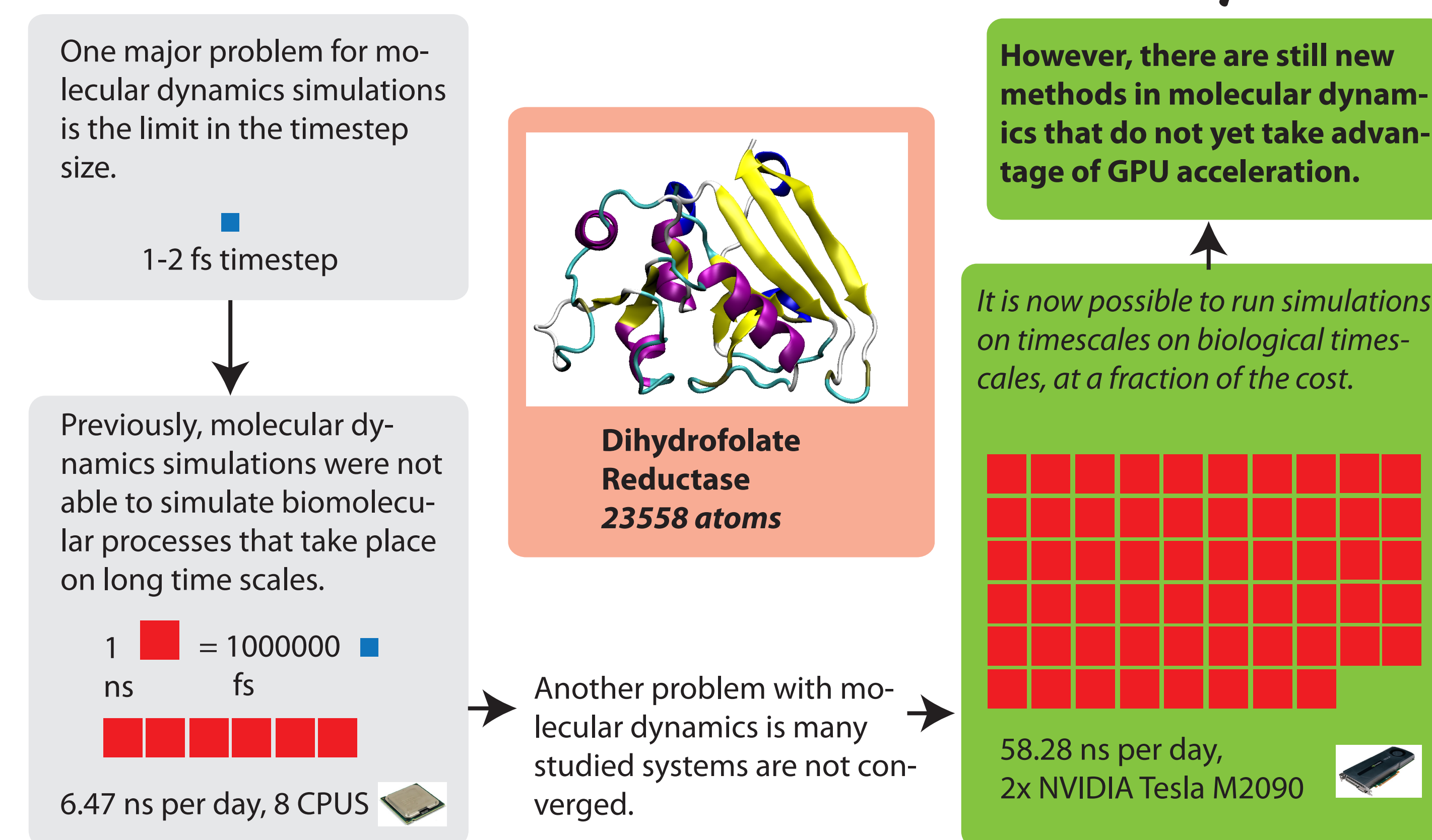
*QM/MM calculations coupled to a variety of external quantum chemistry programs*

**About Amber**  
Originally developed by Peter Kollman at UCSF

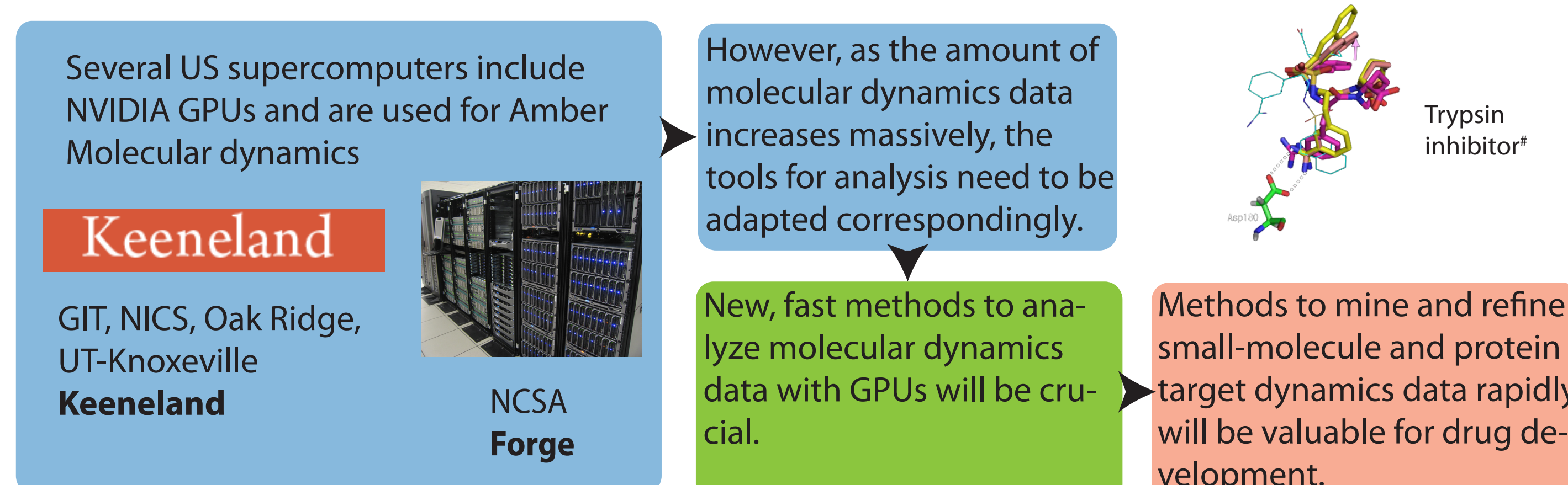
Currently developed by an international collaboration of computational chemistry groups

Used by thousands of researchers, cited widely in literature

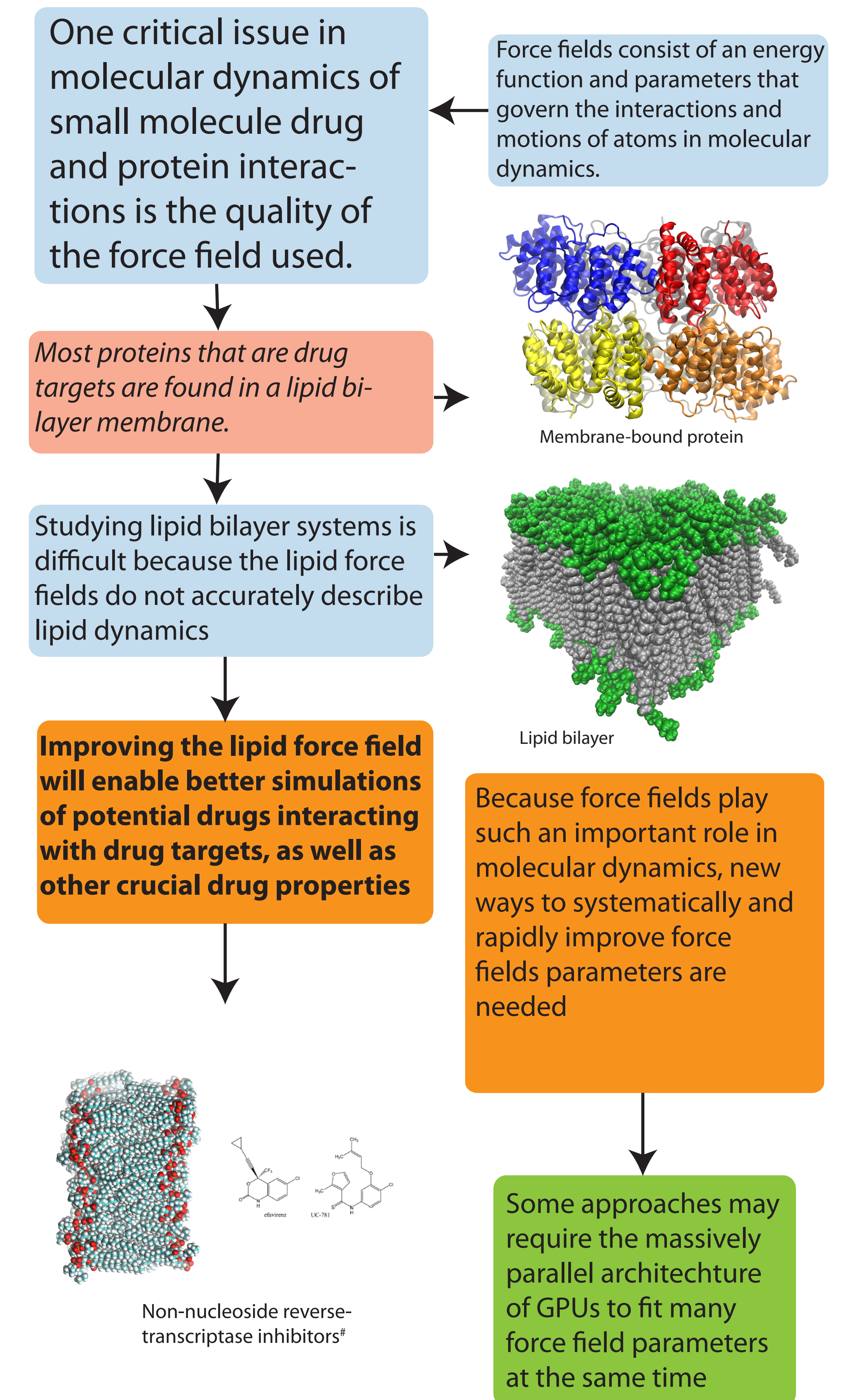
## 4. GPU Accelerated Molecular Dynamics



## 5. Supercomputing and GPUs



## 6. GPU Accelerated Force Field Development



## Future

Molecular dynamics has been at the forefront of scientific high performance computing. We will continue to develop applications that use the latest technologies and hardware, including GPU computing. As time-scales increase, more direct comparisons with experiments will be possible.

ACKNOWLEDGEMENTS:  
Walker Molecular Dynamics Lab  
Age Skjevik, Knut Teigen  
Sarah Rosen, Callum Dickson, Ian Gould

FIGURES:  
\* Jorgensen. Science, 2004  
+ Aksimentiev, et al. Membrane Proteins Tutorial, 2012  
# Okimoto, et al. PLoS Comp. Bio., 2009