GPU Accelerated Molecular Dynamics Enabling Transformative Drug Development

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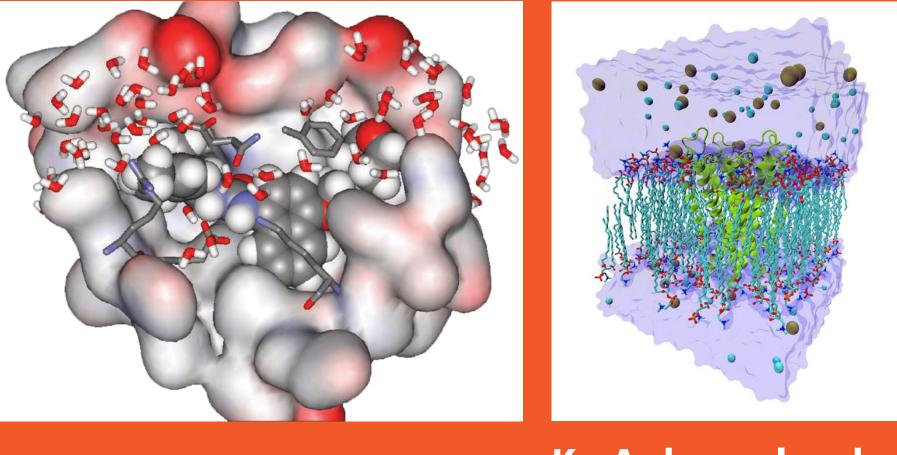
GPU acceleration is crucial for all facets of molecular dynamics development and workflow for drug discovery

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 smallmolecule 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



HIV-1 protease



p38 protein kinase*

2. Computational Drug Development

Structure based drug design 1. Biological identification **Identification of** of a biomolecular target interaction site 2. Generation of small mol-Prediction of docking ecules or biologicals that and affinity bind or influence activity HIV glycoprotein gp120 and antibody Structure and dynamics b12 --3. Library screening and optirefinement mization 4. Structure determination of Amber Molecular Dynamics biomolecular complexes

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

KcsA channel and **POPC membrane**⁺

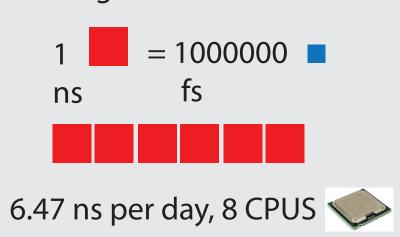


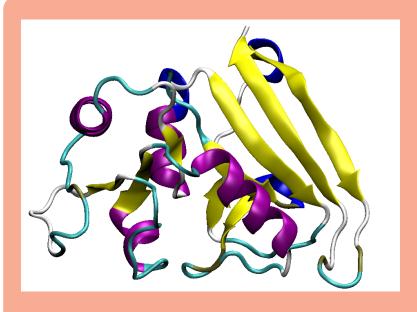
4. GPU Accelerated Molecular Dynamics

One major problem for molecular dynamics simulations is the limit in the timestep size.

1-2 fs timestep

Previously, molecular dynamics simulations were not able to simulate biomolecular processes that take place on long time scales.





Another problem with mo-·→/ lecular dynamics is many studied systems are not converged.

5. Supercomputing and GPUs

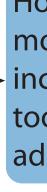
Several US supercomputers include NVIDIA GPUs and are used for Amber Molecular dynamics

Keeneland GIT, NICS, Oak Ridge,

UT-Knoxeville Keeneland



NCSA Forge



About Amber

Originally developed by Peter Kollman at UCSF

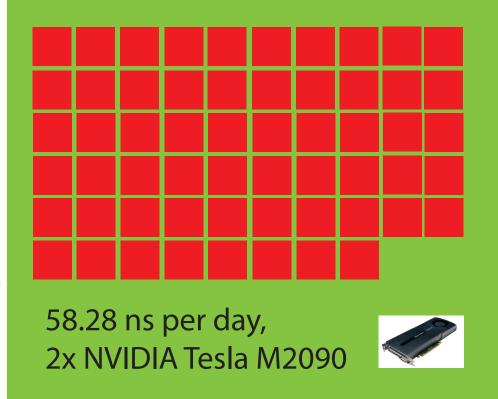
Currently developed by an international collaboration of computational chemistry groups

Used by thousands of researchers, cited widely in literature

Dihydrofolate Reductase 23558 atoms

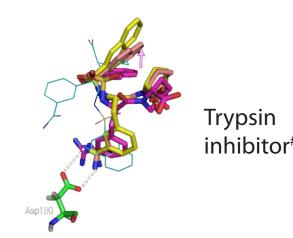
However, there are still new methods in molecular dynamics that do not yet take advantage of GPU acceleration.

It is now possible to run simulations on timescales on biological timescales, at a fraction of the cost.



However, as the amount of molecular dynamics data increases massively, the tools for analysis need to be adapted correspondingly.

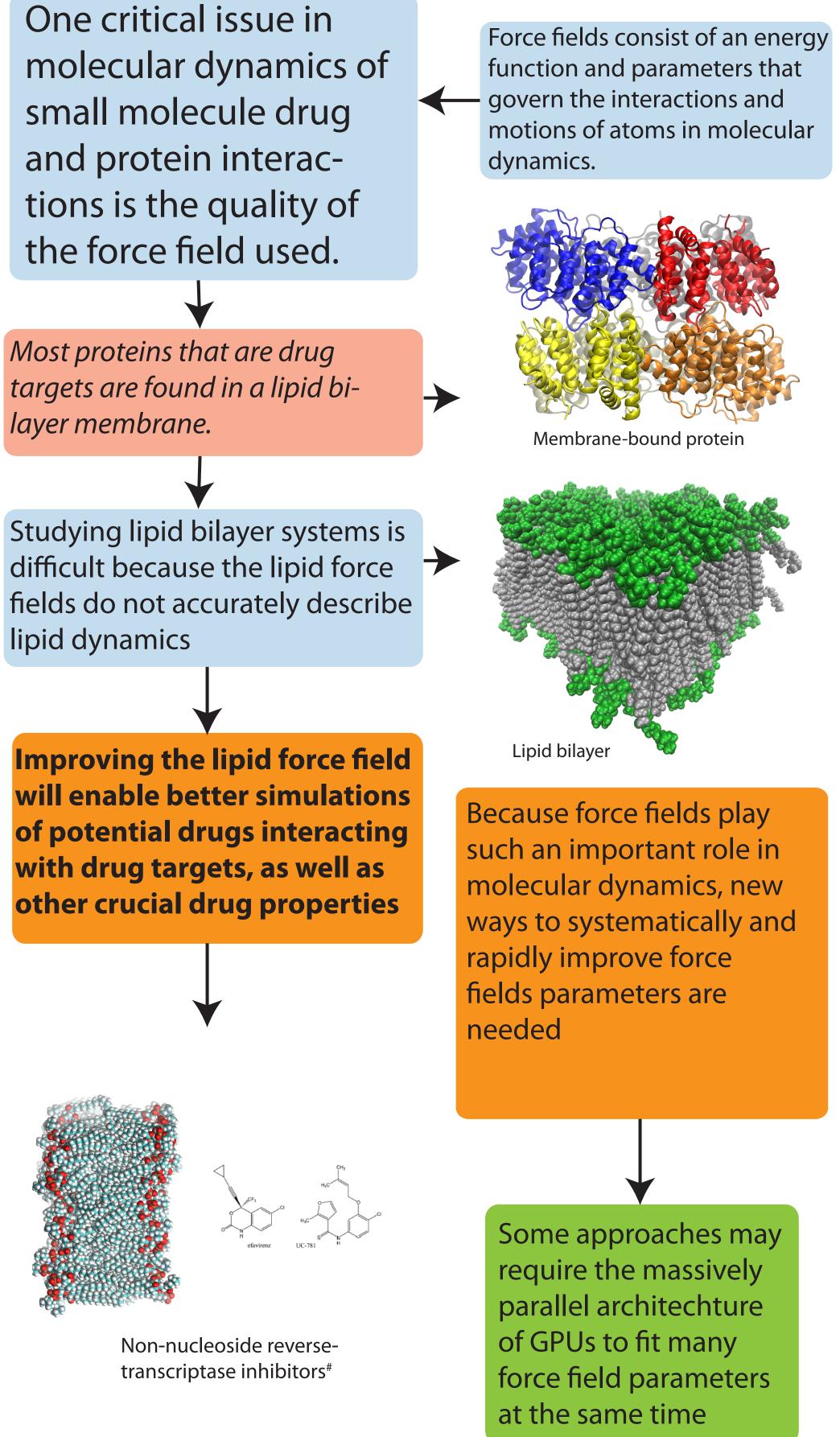
lew, fast methods to anayze molecular dynamics data with GPUs will be cru-



Methods to mine and refine small-molecule and protein target dynamics data rapidly will be valuable for drug development.



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.

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