

Introduction

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Molecular Simulation for Soft & Liquid Matter

eg) polymers & colloids biomembranes water, glasses

mechanical / structural responses

large-scale (>> nm) long-time (>> μs)

My previous + ongoing projects in HPC-assisted scientific targets

- Large-scale simulation for 2D glass former (Phys. Rev. Lett. 2016).
- "Mesoscale" modeling for biomembranes
- Coarse-grained MD for polymer melts

Further extention of molecular dynamics, both in space & time

My next traget = **electrolyte solutions** (water + ions)

Why? — small amount of ions drastically affect macroscopic properties + long-time processes basic physicochemical theories are for the dilute limit [O (mM)]

large-scale



billion-atom scale MD simulation for ion-solvated water interfaces

now under development (Tree FMM + Recur. Multi-Section)

long-time (~ms)

ion association + dissociation in water → enhanced sampling next slide)

Towards enhanced sampling of long-time phenomena by using ML

Ion association + dissociation

Extremely slow = rare event > milli seconds

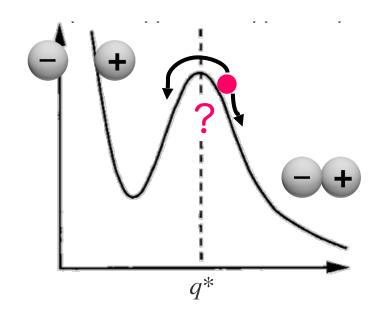
- Direct MD simulations are difficult
- End of Moore's law, communication wall problem

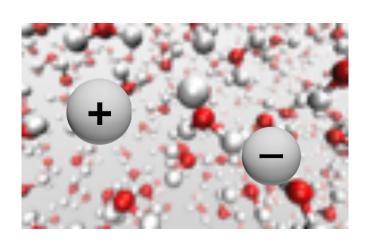
Unbiased sampling of transition paths is necessary for accelerated molecular dynamics

- Rare events are typically transition between minima of a complex energy landscape
- Choice of a proper "reaction coordinate" is necessary, otherwise sampling biases come in.

Now developing computational techniques to identify (non-intuitively) the reaction coordinate

with the aid of MACHINE LEARNING.





Thank you for watching

