a tutorial on inq



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we tricked you into thinking you were going to learn to use an electronic structure program today...

you are going to write your own

Project started one year ago

Use modern C++ coding techniques

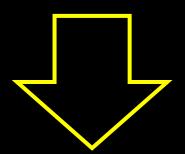


Objective: real-time TDDFT on GPUs

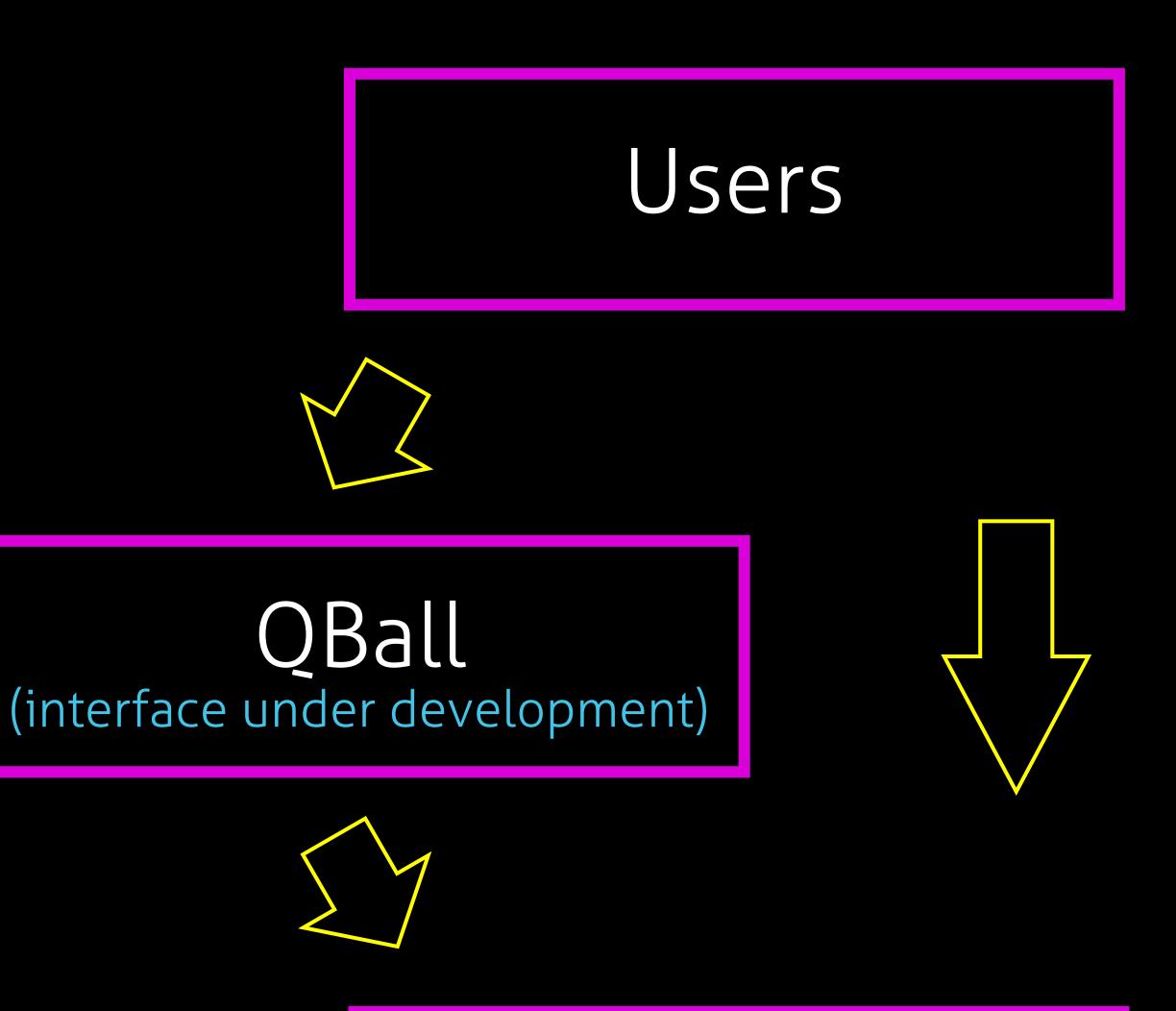
inq is a library

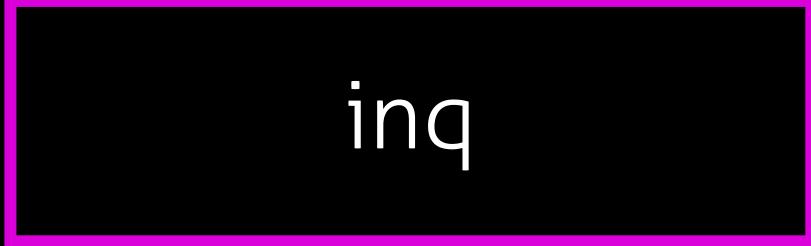






QBall





Clean design from scratch: 13k lines of code

Plane-wave and pseudopotentials

Features

Designed to run on GPU supercomputers

Modular and extensible implementation

Distribution

Free software LGPL3 license

Under heavy development

Available now from http://gitlab.com/npneq/inq



traditional paradigm

developers

electronic structure code

fortran / c / c++

arbitrary format

ing paradigm

developers

inq library

users

input file

user scripts

bash / python

users

inq-based programs



Example of an ing "input file"

double distance = 2.0;

vector<atom> geo; geo.push back("N" | vec3d(0.0, 0.0, -distance/2.0)); geo.push back("N" | vec3d(0.0, 0.0, distance/2.0));

cell super = cell::cubic(3.0, 3.0, 6.0) | cell::periodic();

systems::ions ions(super, geo);

systems::electrons electrons(ions, basis::cutoff energy(30.0));

auto result = ground_state::calculate(ions, electrons, interaction::dft(), scf::conjugate gradient() | scf::mixing(0.1));

Compiling an inq code

To make compilation easy we provide inc++, a compiler wrapper that pases all the options and libraries required

inc++ nitrogen.cpp -o nitrogen

Conclusions

Not your standard electronic structure code

Work in progress, many features missing

Use one language, not three

Suggestions and contributions are welcome



Today's exercises

Exercise O: load inq in your terminal

Exercise 1: calculate a potential energy surface and optimize a geometry

Excercise 2: calculate a new observable

Tutorial location:

https://gitlab.com/npneq/inq/-/wikis/Tutorial