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## The PLUMED consortium: A community effort to promote openness, transparency and reproducibility in molecular simulations

The PLUMED consortium\*

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Molecular dynamics (MD) simulations have become an important tool for characterizing mechanisms underlying complex processes, interpreting experimental measurements, and ~~making predictions about~~ predicting the behavior of molecular systems. Success in this broad field has been achieved through more than 60 years of continuous innovation. During this time a wide community of researchers has developed accurate integrators of the equations of motion, effective thermostats, efficient methods for calculating electrostatic interactions, accurate physico-chemical descriptions of the system at quantum, classical and coarse-grained levels, a multitude of techniques to accelerate conformational sampling, sophisticated analysis tools, more powerful, personal and dedicated computers and new efficient, user-friendly software. Together, these advances have ensured that MD now provides a powerful and versatile computational microscope, which can be applied in fields ranging from physics and chemistry to biology and material science. Furthermore, the basic techniques of MD can be employed at diverse spatial and temporal scales, ranging from chemical reactions, which require a quantum description of the system, to the dynamics of an entire cell, for which a ~~hyper-~~coarse-grained representation is presently needed.

The fact that MD is now a well-established technique in many fields of computational science was recognized by the award of the 2013 Nobel Prize in Chemistry. Innovations in this field, however, are still emerging, and at an increasing pace. Areas in which there are still open challenges and hence active development by both the authors of this paper and others include extending the timescales accessible in standard simulations<sup>1</sup>, new methods for dimensionality reduction, often based on machine-learning techniques, to make sense of the high-dimensional data generated by MD<sup>2</sup>, and new integrative methods to improve the accuracy of molecular mechanics force fields by incorporating either quantum-chemical or experimental data<sup>3</sup>. Furthermore, despite great efforts have been made to define good practices for preparing, executing, and analyzing MD simulations<sup>4</sup>, to make them reproducible, shareable and comparable across different MD codes and computational platforms, and ultimately to validate the results in a standardized way, there is still much work to ~~be done~~ do to ensure that the community is able to reap the maximal benefit from recent and ongoing developments.

The initiative that we present here stems from the realization that many of the challenges discussed above cannot be effectively overcome by individual researchers alone. Instead, a concerted effort by the entire simulation community is more likely to be successful. In recent years, numerous important initiatives have thus been launched to improve the way in which simulation data and know-how is communicated. These initiatives include: SimTK<sup>a</sup>, a platform for sharing software, data, and models for the biomedical computation community; the Open Force Field Initiative<sup>b</sup>, which has been developed in coordination with the Molecular Software Sciences Institute<sup>c</sup> (MolSSI) to improve the computer models used in MD simulations; the Centre of Excellence for Computational Biomolecular Research<sup>d</sup> (BioExcel), whose mission is to improve biomolecular software and to spread best practices and expertise; the Living Journal of Computational Molecular Science<sup>e</sup>, which publishes “living” educational reviews and best practice papers that are updated on a regular basis; Materials Cloud<sup>f</sup>, a platform for seamlessly sharing resources in materials science, AiiDA<sup>g</sup>, a flexible and scalable infrastructure to manage, preserve, and disseminate the simulations, data, and workflows of modern-day computational science, the E-CAM Centre of Excellence<sup>h</sup>, which supports high-performance simulations in industry and academia, RosettaCommons<sup>i</sup>, the central hub to contribute and share the ROSETTA<sup>5</sup> source code for computational modelling and analysis of protein structures, the NOMAD laboratory<sup>j</sup>, which maintains the largest repository of input and output files for total energy calculations in materials science, and nanoHUB<sup>k</sup>, a platform to share simulation software and educational tools for nanoscience.

While these initiatives have laid crucial groundwork to increase the accessibility and reproducibility of MD, their effectiveness is hampered by the fact that it is difficult to use multiple MD codes together, as each one is designed with distinct goals and optimized for specific applications. While several methods have the potential to be useful across varying fields and platforms, their applicability is hindered by this lack of interoperability between MD codes. A strategy to resolve this problem was pioneered a decade ago with the creation of PLUMED<sup>6</sup>, an open-source library that can be used in combination with many different MD codes (see **Box 1**). This library contains a range of different methods including enhanced-sampling algorithms, free-energy methods, and tools to analyze the vast amounts of data produced by MD simulations. Similar interoperable libraries, such as the collective variables

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<sup>a</sup> <https://simtk.org>

<sup>b</sup> <https://openforcefield.org>

<sup>c</sup> <https://molssi.org>

<sup>d</sup> <https://bioexcel.eu>

<sup>e</sup> <https://www.livecomsjournal.org>

<sup>f</sup> <https://www.materialscloud.org>

<sup>g</sup> <http://www.aiida.net>

<sup>h</sup> <https://www.e-cam2020.eu/>

<sup>i</sup> <https://www.rosettacommons.org>

<sup>j</sup> <https://nomad-coe.eu>

<sup>k</sup> <https://nanohub.org>

module for molecular simulation programs (Colvars)<sup>7</sup> and the software suite for advanced generalized ensemble simulations (SSAGES)<sup>8</sup>, have since been developed.

Recently, PLUMED has incorporated additional functionalities that surpass those that were originally conceived by its core developers. As a result of a series of technical innovations and the development of an infrastructure which allows external contributions to be easily incorporated into the code (see **Box 2**), PLUMED has evolved into a flexible open-source library<sup>9</sup>. As of today, PLUMED can be used with both state-of-the-art classical and *ab initio* MD codes, such as ACEMD<sup>10</sup>, Amber<sup>11</sup>, DL\_POLY<sup>12</sup>, GROMACS<sup>13</sup>, LAMMPS<sup>14</sup>, NAMD<sup>15</sup>, OpenMM<sup>16</sup>, ABIN<sup>1</sup>, CP2K<sup>17</sup>, i-PI<sup>18</sup>, PINY-MD<sup>19</sup> and Quantum Espresso<sup>20</sup>. Furthermore, PLUMED has also been used to enhance the capabilities of analysis tools such as VMD<sup>21</sup>, HTMD<sup>22</sup>, and OpenPathSampling<sup>23</sup>. When new techniques are implemented in PLUMED, they can thus be rapidly disseminated to a large and diverse user base. As a matter of fact, PLUMED has made all these techniques accessible and easy to use for everyone. The impact across multiple communities is further accelerated by the fact that PLUMED uses a simple and unified syntax for all the MD codes and analysis tools with which it can be used. The interoperability that PLUMED provides ultimately allows for cross-validation between different MD software and cross-fertilization of ideas between different fields of computational chemistry, biophysics and materials science.

The success of the open-source PLUMED library is due not only to the contributions of the core developers but also to the efforts of an entire community of users and developers. To acknowledge and celebrate this working model, here we announce the foundation of the PLUMED consortium, whose mission is to transform how scientists communicate MD protocols towards increasing transparency and maximizing impact of new research. The primary way in which the consortium achieves this goal is through the continued, community-driven development of the PLUMED open-source library, which welcomes the addition of new code from all members of the consortium as well as other researchers. Additionally, the consortium will also collectively strive to promote good practices in enhanced-sampling MD simulations to encourage the highest possible standards of scientific reproducibility. Finally, the consortium will be actively engaged in introducing and training the newest members in the community in the methods that are disseminated via the PLUMED library.

To increase clarity and transparency of MD simulations, we have created a public GitHub repository, called PLUMED-NEST, which all members of the consortium, as well as other researchers, are encouraged to use to share their PLUMED input files along with all the data required to replicate the calculations presented in their peer-reviewed papers and deposited manuscripts (see **Box 3**). This repository will not only promote scientific reproducibility, but it will also serve as an instrument for

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<sup>1</sup> <https://github.com/PHOTOX/ABIN>

novice users to learn the basic and advanced techniques that are implemented in PLUMED through a series of real-life applications in the fields of computational chemistry, physics, and biology. In this regard, the repository will also help us to develop resources for the education and training of the new generations of scientists in the community - an objective that is currently met and that will continue to be met by organizing in-person and online tutorials and user meetings.

The PLUMED consortium will be an open community composed of current and past developers, contributors, and all those researchers whose work builds in part on PLUMED and at the same time drives the development and dissemination of PLUMED. The list of the members of the consortium will regularly be updated on the PLUMED website<sup>m</sup> and the current PLUMED developers will act as coordinators for this community. We strongly believe that this novel organization, which unifies core developers and contributors to the code, is the most representative way of reflecting the community-driven effort that is the heart and soul of open-source software development, which is a crucial part of any methodological advancement<sup>24</sup>. Therefore, we welcome all future members who share our vision.

### **Box 1: Overview of the PLUMED library**

PLUMED is an open-source library written in C++ that can be interfaced with many state-of-the-art MD codes. Its basic functionalities are: *i*) to retrieve the current atom positions from the main MD code; *ii*) to calculate additional quantities, such as coarse-grained representations of the system (or collective variables) and external biasing potentials; *iii*) to communicate external forces back to the MD code and to hence modify the dynamics. PLUMED provides all the functionalities that are needed to perform MD simulations using well-established enhanced-sampling methods, such as umbrella sampling<sup>25</sup>, metadynamics<sup>26</sup>, and steered MD<sup>27</sup> as well as more recent approaches. These techniques can be used in combination with a large toolbox of collective variables that describe complex processes in physics, chemistry, material science, and biology. PLUMED can also calculate these descriptors *a posteriori* on a pre-calculated trajectory via the *driver* utility and can perform various other analyses such as dimensionality reduction or reweighting.

PLUMED can be interfaced with the host code by using a single well-documented API that enables the PLUMED functionalities to be imported. The API is accessible from multiple languages (C, C++, FORTRAN, and Python), and is thus compatible with the majority of the codes used in the community. The PLUMED license (L-GPL) also allows it to be interfaced with proprietary software. Several MD codes, including AMBER, LAMMPS, DL\_POLY, i-PI, and OpenMM now have the interface to PLUMED in their code base.

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<sup>m</sup> [www.plumed.org](http://www.plumed.org)

The current structure of PLUMED is modular, *i.e.* new functionalities can be added without changing the core of the code. New collective variables and new biasing or analysis methods can thus either be distributed with the main core or loaded as separate dynamic libraries. The ease with which PLUMED can be extended is evidenced by the number of forks of the official repository<sup>n</sup> that have been created on GitHub by independent groups and by the growing number of additional modules contributed to PLUMED (see **Box 2**).

### **Box 2: Overview of the current additional PLUMED modules**

Currently, five modules have been contributed to the official PLUMED distribution by groups external to the core developers of the code. All these modules are independent from the PLUMED core and need to be activated when configuring PLUMED. The largest contributed module (VES) implements the Variationally Enhanced Sampling<sup>28</sup> approach and includes a number of basis functions, target distributions, and optimization algorithms. The DRR module implements the Extended-System Adaptive Biasing Force method for enhanced-sampling and free-energy calculations<sup>29</sup>. The EDS module implements the Experiment Directed Simulation<sup>30</sup> approach to adaptively construct linear restraints that ensure that the biased collective variables sample a new target mean value. More recently, two additional modules have been contributed to PLUMED and implement logarithmic mean-force dynamics<sup>31</sup>, another enhanced-sampling method, and the permutation invariant vector<sup>32</sup>, a collective variable to study systems with multiple equivalent particles. Lastly, the PLUMED-ISDB<sup>33</sup> module has been contributed by a subset of PLUMED developers and enables different types of experimental data, such as measurements from nuclear magnetic resonance spectroscopy, small-angle X-ray scattering, and cryo-electron microscopy, to be integrated into MD simulations. All the contributed collective variables and enhanced-sampling approaches in these modules can be seamlessly combined with other variables and biasing methods that are implemented in PLUMED. Each module is accompanied by documentation and tutorials that are integrated in the online PLUMED documentation. We expect the number of contributed modules to grow in the future.

### **Box 3: PLUMED-NEST, the public repository of the PLUMED consortium**

A public GitHub repository has been created to collect contributions from members of the PLUMED consortium and from other PLUMED users. Dubbed PLUMED-NEST<sup>o</sup>, it hosts the PLUMED input files and the other data required to reproduce the results of enhanced-sampling simulations or analysis that have been carried out using

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<sup>n</sup> <https://github.com/plumed/plumed2>

<sup>o</sup> [www.plumed-nest.org](http://www.plumed-nest.org)

PLUMED. Currently, PLUMED-NEST already contains **XXX** examples of applications and method developments in the areas of computational biology, chemistry, and material science.

All PLUMED input files deposited in PLUMED-NEST are automatically tested to verify whether they are still functional with the current and development versions of the code. Furthermore, the keywords in input files appear as links to the documentation in the manual so that the users can easily access more information about what is being computed. It is also possible to add contextual, tutorial-like information to the input files and to thus provide additional details about what is being computed by a particular input file. Finally, we envision incorporating commenting functionality on the input files included in the database thus providing direct feedback to the authors of the original papers.

PLUMED-NEST will serve multiple functions. It will *i)* promote scientific reproducibility by offering users a place to share all the information that is required to repeat a simulation or analysis reported in a published paper with the community; *ii)* serve as a repository of real-life examples for educational purposes, and thus complement the tutorials that are already available on the PLUMED website which are usually limited to toy models; *iii)* enable the PLUMED developers to identify which functionalities are most used and thus guide them as they seek to improve the PLUMED core code and documentation.

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