

Molecular dynamics

Given N particles with initial positions $\underline{r}_i(0)$ + velocities $\underline{v}_i(0)$, and the potential energy $U = U(\underline{r}_1, \dots, \underline{r}_N)$

solve

$$m_i \ddot{\underline{r}}_i = - \nabla_{\underline{r}_i} U(\{\underline{r}_i\})$$

$$\rightarrow \sum_{i < j} U_2(\underline{r}_i - \underline{r}_j)$$

Unlike MC, this is the actual physical evolution of that system.

Initial data \rightarrow equilibrated state \rightarrow no force
eq. properties
same as MC

force \downarrow non-equilibrium behavior

New issues:

integrate system of ODEs efficiently

control temperature

generate a flow / apply forcing

NB: double precision calculation required

In MC energies are compared so 7 significant figures OK

ODE solutions more sensitive to round off errors

since configuration changes "continuously".

Bulk of calculation is force evaluation

$$\underline{F} = -\nabla U, \quad U = \sum_{i < j} U_2(r_{ij}) \quad : \quad \frac{N(N-1)}{2} = O(N^2) \text{ terms}$$

must be computed at every step because all atoms move
(in MC, one atom moves/step, force on it has $O(N)$ terms.)

Want to avoid $O(N^2)$:

long range forces (e.g. Coulomb for ions)

recall $E(R) = \text{energy of a charge in sphere of radius } R$
 $\sim R^{3-n}$ if $V \sim r^{-n}$: bad thing

for neutral system, this cancels but only conditional

convergence - need fancy summation methods (Ewald)

→ later.

short-range forces:

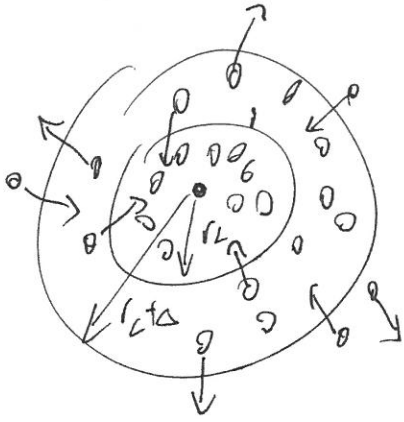
(1) cut off \underline{F} at r_c , use uniform ($g(r) \approx 1$) or
other approx. for tail

(2) each atom only interacts with "neighbors"
at $r < r_c$, and since the integration is
in small time-steps, any atom has the
same set of neighbors for a while (OK for
liquid or solid, may be iffy in a gas)

Verlet list

$$U = \sum_{i=1}^{N+1} \sum_{j=i+1}^N U_{ij}$$

time step 1: search atoms $\underline{r}_2 \rightarrow \underline{r}_N$ for $|\underline{r}_i - \underline{r}_1| < r_c + \Delta$
 $r_c = \text{cutoff}$, $\Delta = \text{"skin thickness"}$, + put them
in a list (2, 17, 111, ..., 250, 0, ..., 0).



Idea: if $\Delta r > r_c + \Delta$, the atom can't get to
 $r_c \leq \Delta$ until some time (#steps) has elapsed
atoms with $\Delta r < r_c$ do interact, atoms with
 $r_c < \Delta r < r_c + \Delta$ might or might not interact
over some time interval.

then: search $\underline{r}_3 \rightarrow \underline{r}_N$ for atoms with $|\underline{r}_2 - \underline{r}_i| < r_c + \Delta$
add these to the list

search $\underline{r}_4 \rightarrow \underline{r}_N$ for atoms with $|\underline{r}_3 - \underline{r}_i| < \Delta + r_c$
etc.

→ long list of "candidates" for interaction

steps 1 → k-1: test atoms on the list for $\Delta r < r_c$, for
these compute \underline{F}_{ij} , store in \underline{F}_i

step k: recompute the list

⋮

Balance - small $\Delta \Leftrightarrow$ small k: fast search but frequent list comp.
large $\Delta \Leftrightarrow$ large k: long search but infrequent "

Common choice: for a hybrid $\left\{ \begin{array}{l} \text{time step} = 0.005 \text{ (later)} \\ r_c = 2.5 \\ \Delta = 1.0 \\ k = 10 \text{ or } 20 \end{array} \right.$

Result: $t_{inc} = \frac{1}{k} O(N^2) + \frac{k-1}{k} O(N)$
list use list

Coding: 2 arrays: $\left\{ \begin{array}{l} \text{list} = (\text{nbrs of } 1, \text{nbrs of } 2, \dots) \\ \text{neighbors} = \text{pointer array for list} \end{array} \right.$
 $\text{neighbors}(i) = \text{where on list does nbrs of } i \text{ start}$
 $r_{list} = r_c + \Delta$

make the list: $l = 0$
do $i = 1, n-1$
 $\text{neighbors}(i) = l + 1$
 do $j = i + 1, n$
 compute r_{ij} (minimum image rule)
 if $(r_{ij} < r_{list})$ then
 $l = l + 1$
 $\text{list}(l) = j$
 endif
 enddo
enddo
enddo

```

use it:
do i = 1, n-1
    ↘ no nbrs. of i
    if (neighbors(i) = neighbors(i+1)) cycle
    do k = neighbors(i), neighbors(i+1) - 1
        j = list(k)
        compute rij (min. image)
        if (rij < rc) then
            compute Fij
            Fi = Fi + Fij
            Fj = Fj - Fij
            ↘ Newton's 3rd law
        endif
    enddo
enddo

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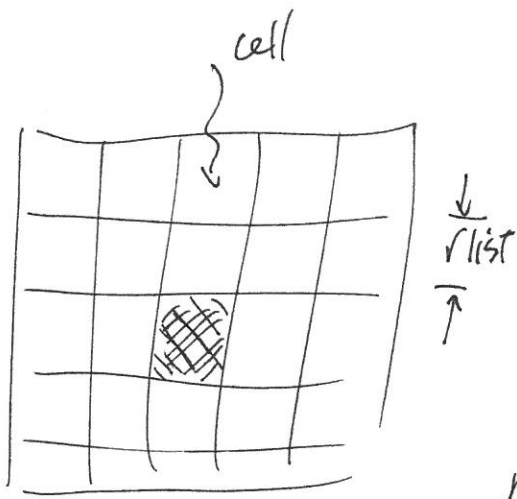
The code used here actually combines the 2 steps, also embeds $g(r)$ computation into it.

— x —

Better method for large systems!

well-separated particles have no chance of getting to $r < r_c$, so no point to putting them on the list.

→ Divide simulation volume into cells



list for each cell only needs
input from adjoining cells (i3d)
box size \sim rlist

More overhead in assigning atoms
to cells but shorter searches.

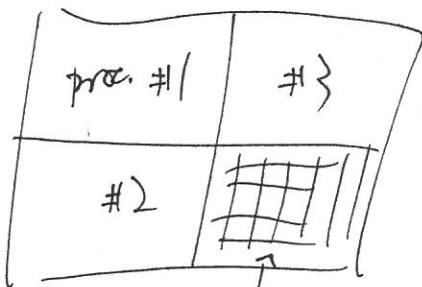
Strictly $O(N)$

In practice, LLC beats Verlet for $n >$ few 10^3
not in code here

See A+T Chapter 5, F+S Appendix F

Very large systems ($n \sim 10^6$ or more):

domain decomposition on a parallel computer



cell list on
each domain

one processor \Leftrightarrow one ~~sp~~ domain
integrates for atoms in its domain

complications:

atoms move btw. processors

"interact with atoms on

"next" processor

\rightarrow messy MPI code.

Numerical integration: 3N ODEs, " $\ddot{x} = f(x)$ "

want a method that's accurate + stable,
↳ $O(\Delta t^3)$ or better

and efficient in the MD context:

1 force evaluation per time step

Euler-Verlet: $x(t+\Delta t) = x(t) + v(t)\Delta t + \frac{1}{2}f(t)\Delta t^2 + \left\{ \frac{1}{3!} \frac{d^2 f(x,t)}{dt^2} \Delta t^3 + \dots \right\}$

↳ inaccurate (under the $\frac{1}{2}f(t)\Delta t^2$ term)
↳ messy (pointing to the Taylor expansion terms)

: awkward, ? stability

Runge-Kutta: $x(t+\Delta t) = x(t) + \Delta t \left\{ \frac{1}{6}k_1 + \frac{4}{6}k_2 + \frac{1}{6}k_3 + \frac{1}{6}k_4 \right\} + O(\Delta t^5)$

$$k_1 = \Delta t f(x, t)$$

$$k_2 = \Delta t f\left(x(t) + \frac{k_1}{2}, t + \frac{\Delta t}{2}\right)$$

etc.

: too many force evaluations

implicit: e.g. Adams-Moulton

$$x(t+\Delta t) = x(t) + \frac{\Delta t}{12} \left(5f(x(t+\Delta t)) + 8f(x(t)) \right.$$

↳ needs $\left. - f(x(t-\Delta t)) \right) + O(\Delta t^4)$

iteration to solve

→ repeated eval. of f .

Predictor/corrector ("Gear") methods:

start for Taylor series $x(t+\Delta t) = x(t) + \Delta t \dot{x}(t) + \frac{\Delta t^2}{2} \ddot{x}(t) + \dots$
 $\dot{x}(t+\Delta t) = \dot{x}(t) + \Delta t \ddot{x}(t) + \dots$

let $x_0 = x(t)$, $x_1 = \Delta t \dot{x}$, $x_2 = \frac{1}{2} \Delta t^2 \ddot{x}$ etc

$\rightarrow x_0(t+\Delta t) = x_0(t) + x_1(t) + x_2(t) + x_3(t) + \dots$

$x_1(t+\Delta t) = x_1 + 2x_2 + 3x_3 + \dots$

$x_2(t+\Delta t) = x_2 + 3x_3 + \dots$

$x_3(t+\Delta t) = x_3 + \dots$

This is the predictor step, depends on old values only

Then use pred position to evaluate the force, which should be $m \cdot \ddot{x}(t+\Delta t) \rightarrow x_2^{corr}$ which $\neq x_2^{pred}$

$\rightarrow \Delta x_2 = x_2^{corr} - x_2^{pred}$

Use this to correct the other derivatives

$x_n^{corr} = x_n^{pred} + f_{n2} \Delta x_2$ $f_{32} = 1$

where the f_{n2} are found by eliminating the errors up to some order in Δt + retaining stability

If terms up to x_3 are kept: $f_{02} = \frac{1}{120}$, $f_{12} = \frac{3}{4}$, $f_{32} = \frac{1}{12}$

Code uses $x_0 \dots x_5$, coeff in program

Simpler algorithms:

$$\text{start } x(t+\Delta t) = x(t) + \Delta t \dot{x}(t) + \frac{\Delta t^2}{2} \ddot{x}(t) + \frac{\Delta t^3}{3!} \dddot{x}(t) + O(\Delta t^4)$$

not advisable to use this directly

$$\text{also } x(t-\Delta t) = x(t) - \Delta t \dot{x}(t) + \frac{\Delta t^2}{2} \ddot{x}(t) - \frac{\Delta t^3}{3!} \dddot{x}(t) + \dots$$

$$\rightarrow \text{add: } x(t+\Delta t) = 2x(t) - x(t-\Delta t) + \Delta t^2 a(t) + O(\Delta t^4)$$

$$a(t) = \ddot{x}(t) = F(x(t))/m$$

$$\text{subtract: } x(t+\Delta t) - x(t-\Delta t) = 2\Delta t \dot{x}(t) + \frac{\Delta t^3}{3} \dddot{x}(t) + \dots$$

$$\text{so } v(t) = \dot{x}(t) = \frac{x(t+\Delta t) - x(t-\Delta t)}{2\Delta t} + O(\Delta t^2)$$

verlet alg: $\left\{ \begin{array}{l} \text{store } x(t) \text{ \& } x(t-\Delta t) \\ \text{compute } a(t) = F(x(t))/m \\ \text{" } x(t+\Delta t) \end{array} \right.$

actually, can replace $x(t-\Delta t)$ by $x(t+\Delta t)$

so 2 * 3, N storage reqd.

velocity not directly needed, but can be found if reqd for x 's:

to compute v w/o string both $x(t \pm \Delta t)$

note $v(t + \frac{\Delta t}{2}) = \frac{x(t) - x(t - \Delta t)}{\Delta t} + O(\Delta t^2)$

If more accurate velocity is needed, write

$$O(\Delta t^4) \leftrightarrow \frac{\Delta t^2}{6} \ddot{a}(t) = \frac{\Delta t}{12} [a(t + \Delta t) - a(t - \Delta t)] + O(\Delta t^3)$$

but again more storage is reqd.

One advantage of Verlet is time-reversibility,

since Δt & $-\Delta t$ enter symmetrically

A (big) disadvantage is that in $x(t + \Delta t)$, $x(t)$ & $x(t - \Delta t)$ are $O(1)$, & $O(\Delta t^2)$ may be lost in round-off error.

To avoid latter - "leap-frog" form of Verlet:

$$\text{write } x(t + \Delta t) = x(t) + \Delta t \left[\underbrace{\frac{x(t) + x(t - \Delta t)}{\Delta t}}_{v(t - \Delta t/2)} + \Delta t a(t) \right]$$

↑

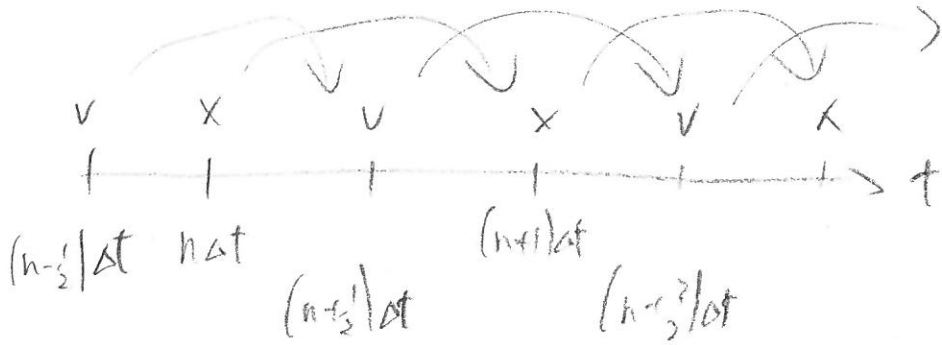
write the "old" eqn above

$$\underbrace{v(t - \Delta t/2)}_{v(t + \Delta t/2)}$$

So
$$v(t + \Delta t/2) = v(t - \Delta t/2) + \Delta t a(t)$$

$$x(t + \Delta t) = x(t) + \Delta t v(t + \Delta t/2)$$
↳ f(x(t)) / cm

one comes from



This is algebraically the same as Verlet so x is still accurate to $O(\Delta t^4)$, but the arithmetic is better: $O(1) + O(\Delta t)$.

Storage is the same: $x(t) + v(t - \Delta t/2)$

→ $x(t + \Delta t) + v(t + \Delta t/2)$

i.e. $2 + 3N$

Velocity $O(\Delta t^2)$ in order of accuracy, which means

$$E = \sum \frac{1}{2} m v^2 + U \quad \text{only } O(\Delta t^2)$$

to do better:

"velocity Verlet"
$$\begin{cases} x(t + \Delta t) = x(t) + v(t)\Delta t + \frac{1}{2}a(t)\Delta t^2 \\ v(t + \Delta t) = v(t) + \frac{1}{2}(a(t) + a(t + \Delta t))\Delta t \end{cases}$$

Can show this is equivalent to usual Verlet for x ,
 (a) hold constant v :

$$(a) \quad v(t+\Delta t) = v(t) + \Delta t a(t) + \frac{\Delta t^2}{2} \ddot{x}(t) + O(\Delta t^3)$$

$$v(t) = v(t+\Delta t) - \Delta t a(t+\Delta t) + \frac{\Delta t^2}{2} \ddot{x}(t+\Delta t) + O(\Delta t^3)$$

subtract: $\uparrow = v(t+\Delta t - \Delta t) =$

$$v(t+\Delta t) - v(t) = -(\Delta t a(t+\Delta t) - \Delta t a(t)) + \frac{\Delta t^2}{2} (\ddot{x}(t+\Delta t) - \ddot{x}(t)) + O(\Delta t^3)$$

$$\text{or } v(t+\Delta t) = v(t) + \Delta t (a(t) + a(t+\Delta t)) + O(\Delta t^3)$$

(b) v also jumps

$$x(t+2\Delta t) = x(t+\Delta t) + v(t+\Delta t)\Delta t + \frac{1}{2} a(t+\Delta t) \Delta t^2$$

$$x(t) = x(t+\Delta t) - v(t)\Delta t - \frac{1}{2} a(t) \Delta t^2$$

add:

$$x(t+2\Delta t) + x(t) = 2x(t+\Delta t) + (v(t+\Delta t) - v(t))\Delta t + \frac{1}{2} (a(t+\Delta t) - a(t)) \Delta t^2$$

then subst. v - by (a)

$$x(t+2\Delta t) = 2x(t+\Delta t) - x(t) + a(t+\Delta t) \Delta t^2$$

which is usual Verlet at $t+\Delta t$

Predictor-corrector

vs

Velocity Verlet

"older" work
more accurate

→ high T or ρ cases

"recent" work

less storage

reversible → better E conservation

— x —

Equilibration

initial configuration generally not in equilibrium

(1) E conservation fixed KE + PE not each

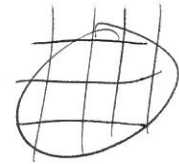
→ no control over how much E goes into PE/KE

$$\sum_i \frac{1}{2} m_i v_i^2 = KE \text{ not fixed}$$

(2) High KE at start → disordered system

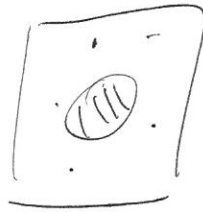
e.g. drop in vapor

start from



spherical section of lattice

want to get



may get



instead start at low T = solid

gradually raise T - the solid drop melts

(or apply external confining force - more programming)

→ Need a "thermostat".

(3) E drifts during simulation due to algorithm or round-off errors
 smaller $\Delta T \leftrightarrow$ better cons of $E \leftrightarrow$ longer simulation

(4) Fluid flow or external forces do work \rightarrow heat system.
 Could be negligible macroscopically but important in a "small" system like an MD simulation
 Ideally ~~has~~ T controlled by external environment -



walls at desired T

fix T_{wall} - suck out heat

but this only works for small velocity / forcing
 — x

Simple fix - constant kinetic energy thermostat

```

sum = 0
do i = 1, n
  sum = sum + vx(i)2
  "      vy
  "      vz
enddo
scale = sqrt(3NkT/m / sum)
do i = 1, n
  vx(i) = vx(i) * scale
  "      "
  "      "
enddo
  
```

$$\text{fixed } \sum \frac{1}{2} m v^2 = \frac{3}{2} N k T$$

In NVT ensemble, constant

KE has a Poisson dist

\rightarrow wrong ensemble,
 differences $O(1/N)$

Time unit:

basic units are $\epsilon = \text{energy}$, $\sigma = \text{length}$, $m = \text{mass}$

dimensional analysis $\rightarrow T = \sigma \sqrt{m/\epsilon}$ as the

unique combination with dimensions of the

Argon parameters for $\epsilon, \sigma, m \rightarrow T = 2.2 \text{ ps}$

Time step $\Delta = 0.005 \tau$

In the code, everything is non-dimensionalized

using $\epsilon, \sigma, m (=1)$ and τ .

Physically, if $V_{LJ} = 4\epsilon \left[\left(\frac{\sigma}{r} \right)^{12} - \left(\frac{\sigma}{r} \right)^6 \right]$

the potential minimum is at $r_0 = 2^{1/6} \sigma$

and if V_{LJ} is expanded about it,

$$V_{LJ} \approx -\epsilon + \frac{1}{2} V''(r_0) (r-r_0)^2 + \dots$$

harmonic oscillator potential

the frequency of small oscillations about r_0 is

$$T = \frac{2\pi}{\omega} = 2\pi \sqrt{\frac{m}{V''(r_0)}} = \dots = 1.01 \tau$$

Schematic code $lj-vvof$ (p-c similar)

declare arrays

state params: # particles

ρ, T, m

steps, output intervals

$\Delta t, r_c, r_{list}$

initial positions: see lattice

initial velocities

$$p_{total} = 0$$

$$KE = \frac{3}{2} NkT$$

initial force

do $k_b = 1, \text{ max } k_b$

first VV step

new forces

second VV step

correct for periodic

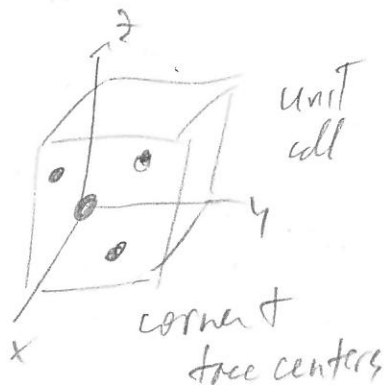
compute p, T, E

rescale velocity

enddo

[save pos + vel]

positions: $x, y, z, \pm \phi$
velocities: x, y, z, τ



one file