#### Molecular Dynamics

#### Molecular Dynamics (MD) probes the relationship between molecular structure, motion, and function

See video of dasatinib binding to Src kinase

JACS Shan et al., 133(24):9181-9183 (2011)

http://pubs.acs.org/doi/suppl/10.1021/ja202726y

Specifically **this linked video** (AVI)

### A classical force field approximates QM, allows treatment of larger systems and timescales

- Ignores motions of electrons, assumes behavior of system can be described by motions of nuclei
- Uses "force field", potential energy function describing energy as function of nuclear position
- Works well when:
  - Born-Oppenheimer approximation is valid
  - Electronic structure is not of interest
  - Temperature is moderate, not too low
  - No bond breaking/forming
  - Electrons are highly localized (no metals, pi-bonded systems, ...)

### A classical system is fully described by the positions and momenta of the atoms (nuclei)

- We technically deal with nuclei, but we will talk about atoms instead
- Each atom has a specific position (r) and momentum (p); the set of these fully specifies the state of the system

$$\mathbf{r}^{N} = (x_{1}, y_{1}, z_{1}, x_{2}, ..., y_{N}, z_{N})$$

$$\mathbf{p}^{N} = (p_{x,1}, p_{y,1}, p_{z,1}, p_{x,2}, ..., p_{y,N}, p_{z,N})$$

A microstate specifies these 6N pieces of information

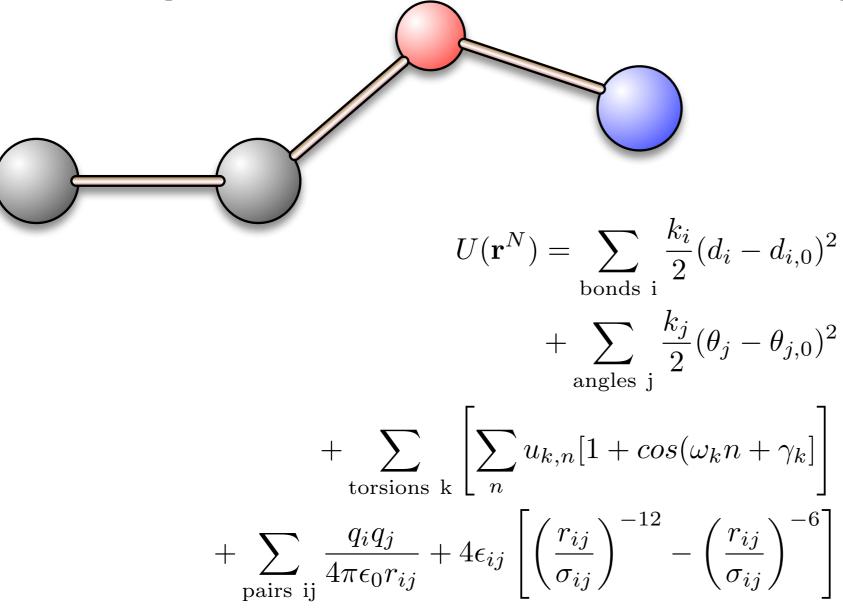
# The kinetic energy is a simple function of the momentum; the potential energy depends only on the positions

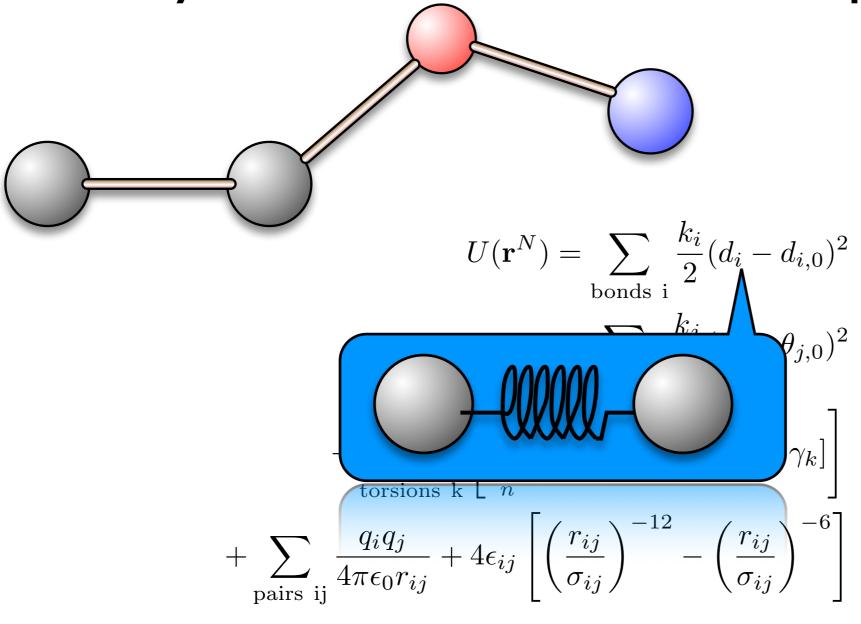
$$K(\mathbf{p}^N) = \sum_{i} \frac{|\mathbf{p_i}|^2}{2m_i} \qquad U(\mathbf{r}^N) = U(\mathbf{r_1}, \mathbf{r_2}, ...)$$

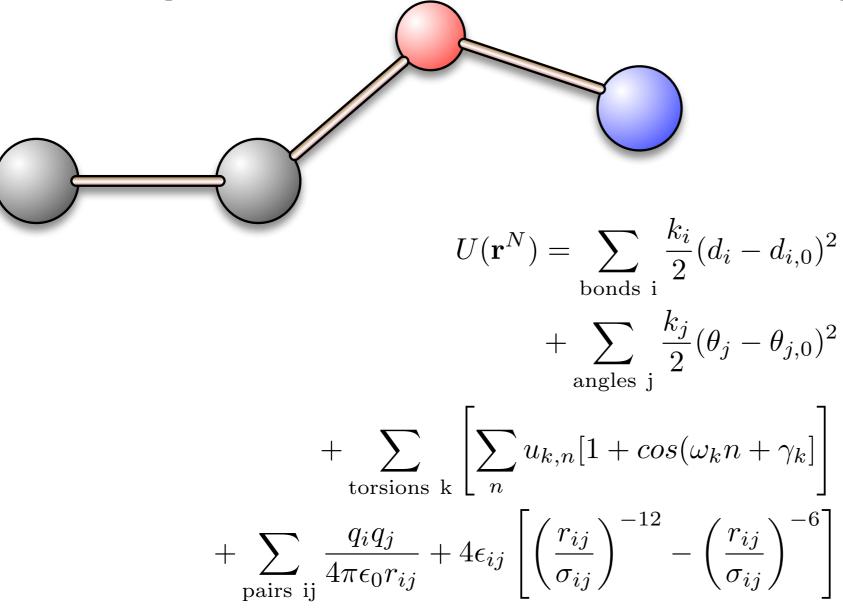
The potential energy is an approximation to the energy that would be obtained for the ground state from QM

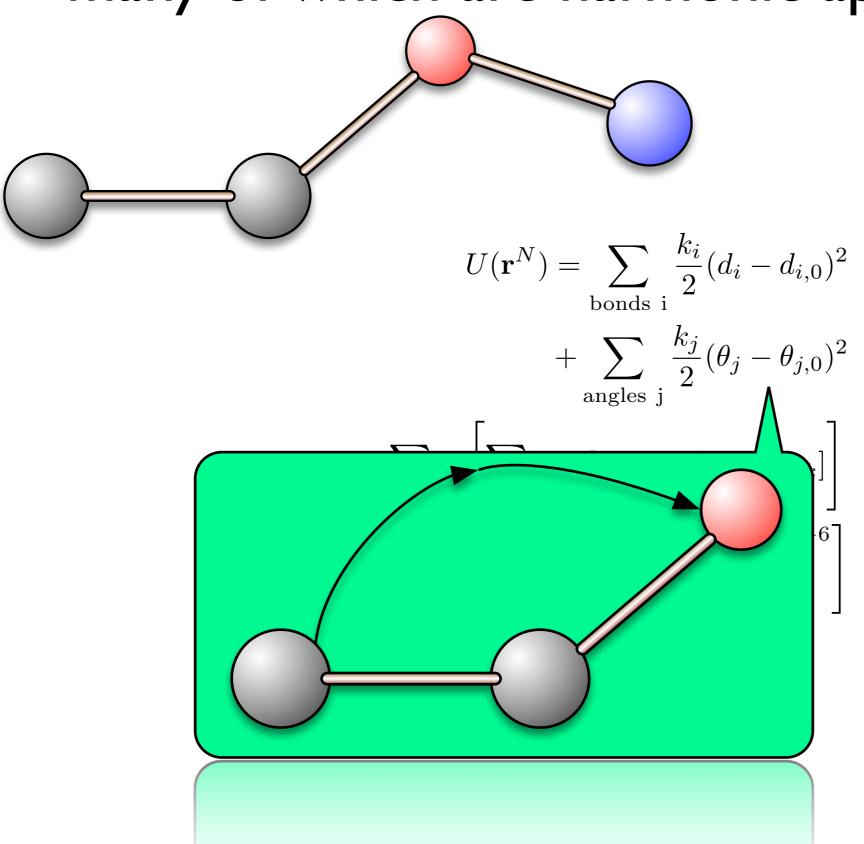
The time evolution of the system is described by Newton's equations:

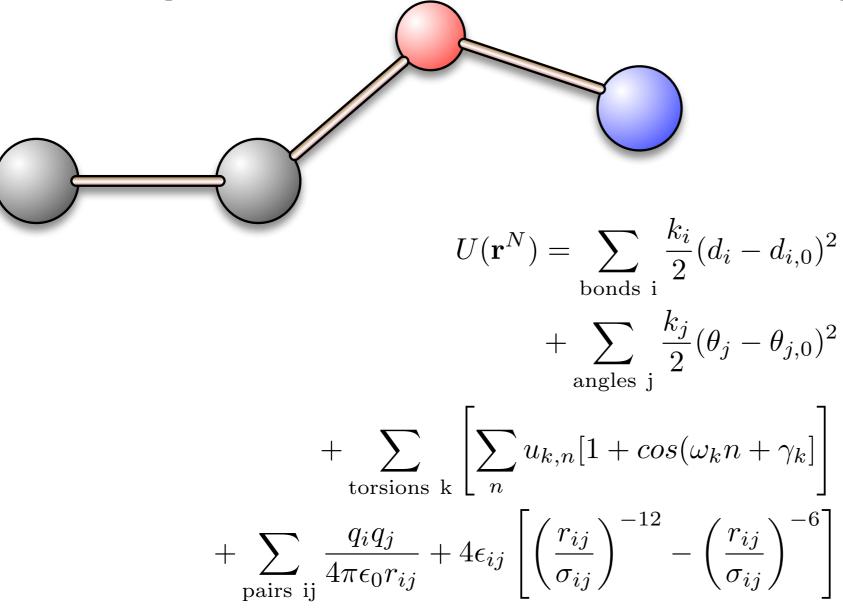
$$m_i rac{d^2 \mathbf{r}_i}{dt^2} = \mathbf{F}_i$$
 or  $rac{d\mathbf{p}_i}{dt} = -rac{dU}{d\mathbf{r}_i}(\mathbf{r_1}, \mathbf{r_2}, ...)$ 

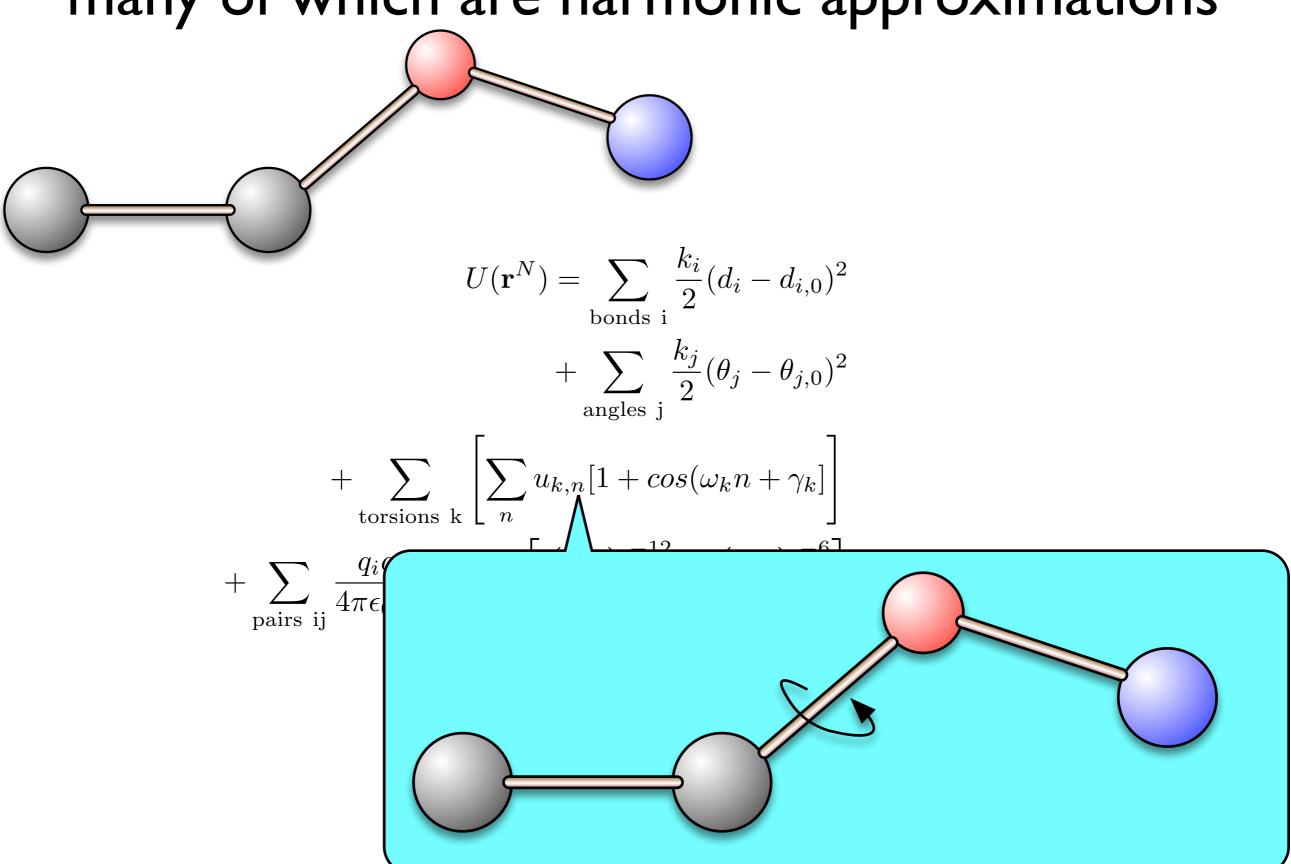


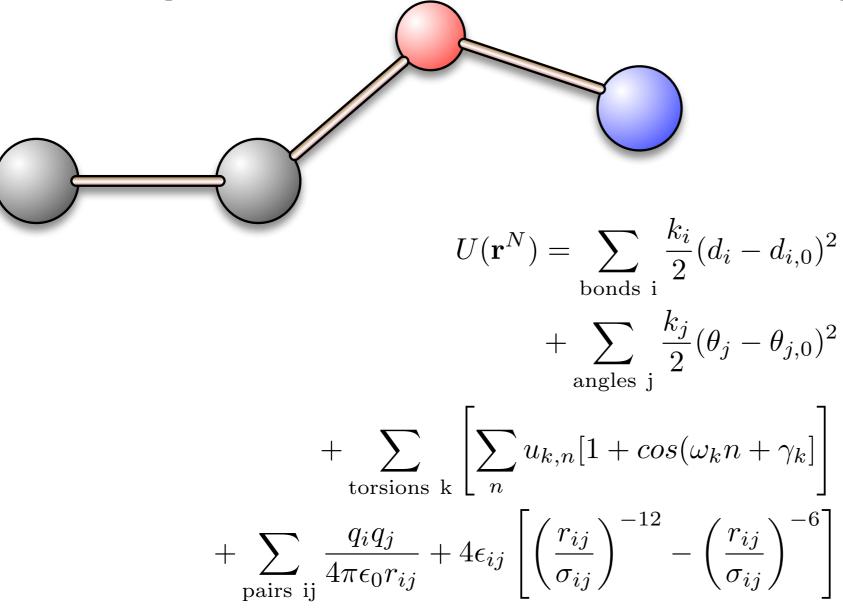




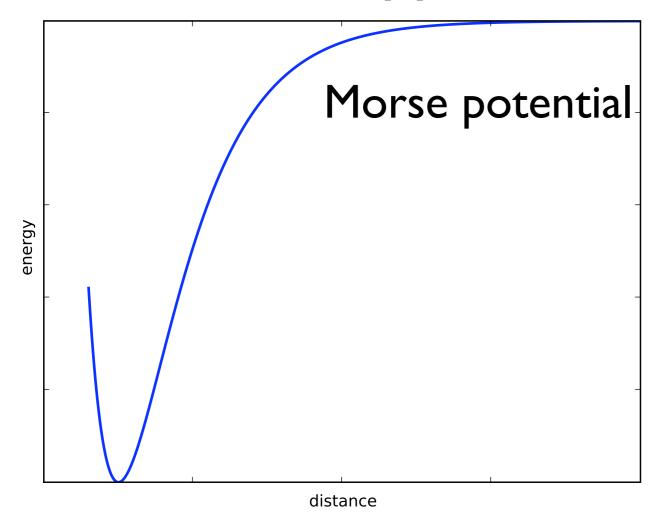








#### The Morse potential describes bond stretching and dissociation reasonably well; the harmonic approximation is decent



distance

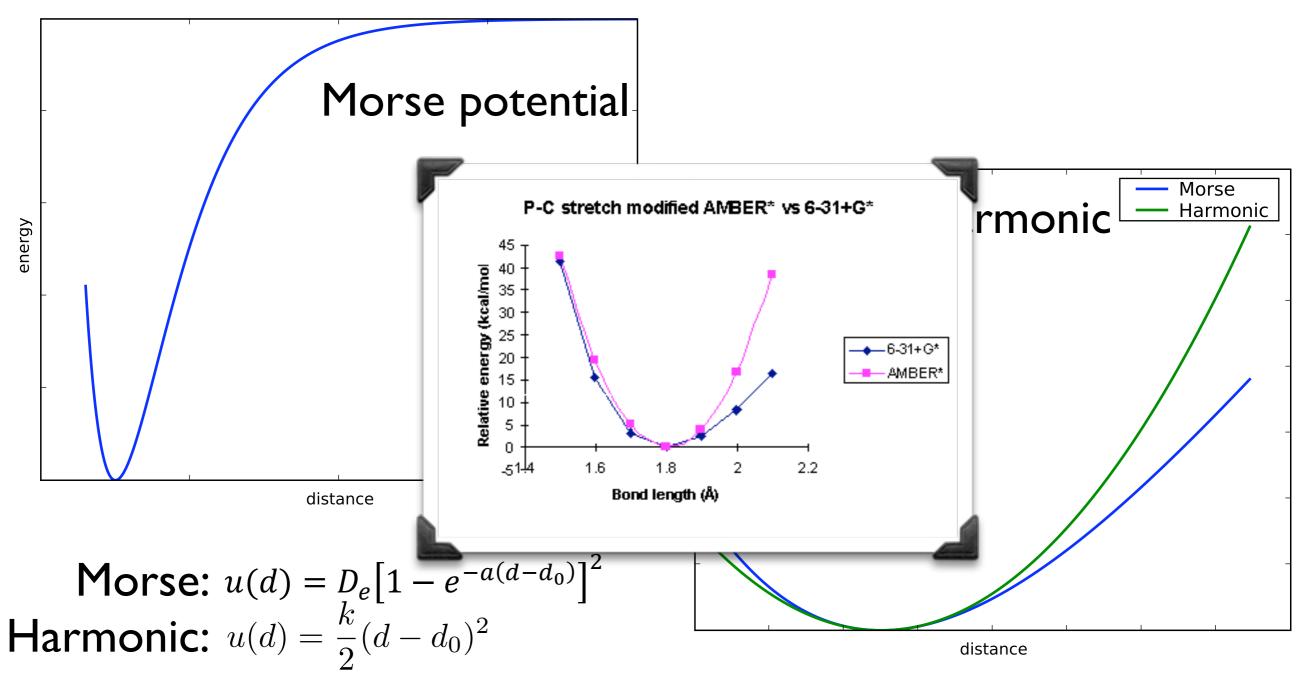
Harmonic

Morse and harmonic

Morse:  $u(d) = D_e [1 - e^{-a(d-d_0)}]^2$ Harmonic:  $u(d) = \frac{k}{2}(d-d_0)^2$ 

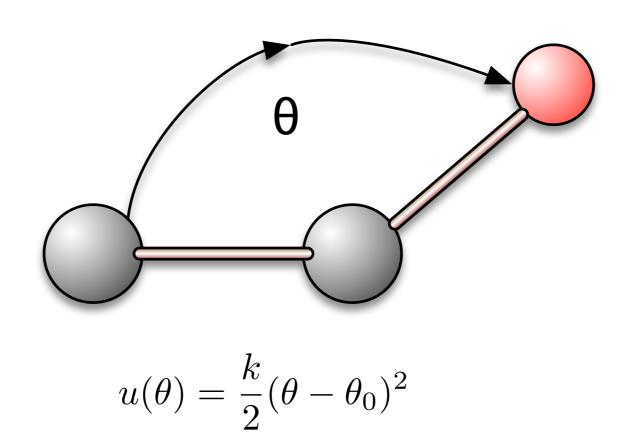
Harmonic terms come up often because of Taylor expansions

# The Morse potential describes bond stretching and dissociation reasonably well; the harmonic approximation is decent



Harmonic terms come up often because of Taylor expansions

#### Angle bending is a simple harmonic term

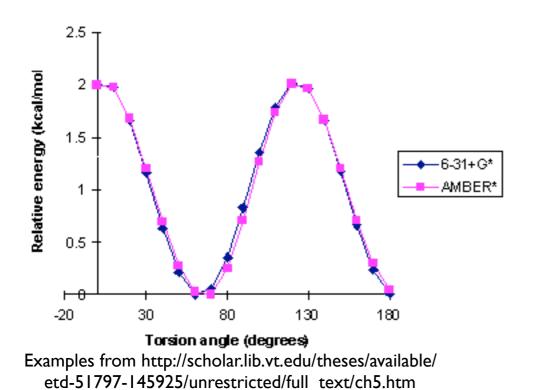


Angle bending is less stiff than bond stretching, but still relatively stiff

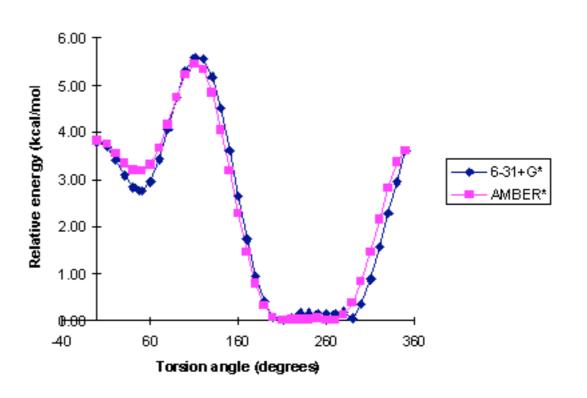
Torsional potentials go beyond simple

harmonic approximations

#### HCPO torsion modified AMBER\*vs 6-31+G\*



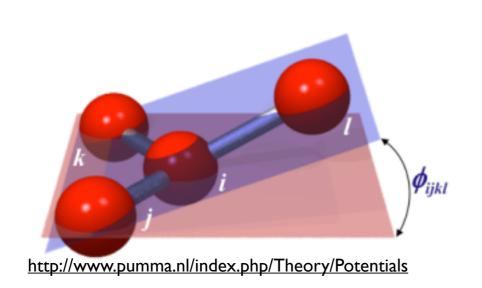
COPO torsion, modified AMBER\* vs 6-31+G\*



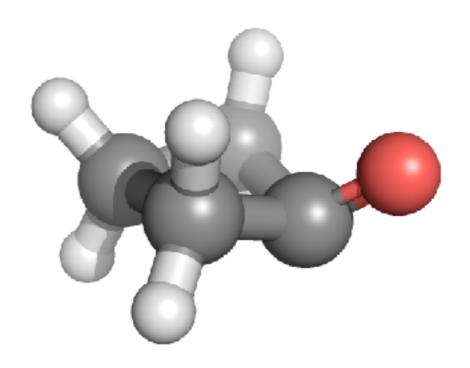
These are represented with a cosine expansion which can approximate them well (see above):  $u(\omega) = \sum u_n [1 + \cos(\omega n + \gamma)]$ 

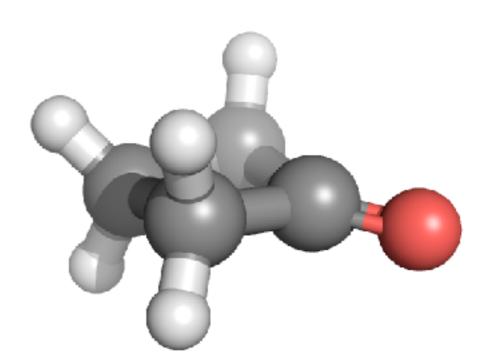
With enough terms, could fit perfectly, but n is kept relatively small for computational convenience, but large enough for good fit

### Improper torsions are used to handle planarity and out-of-plane bending



$$u(\omega) = k(1 - \cos 2(\omega - \omega_0))$$

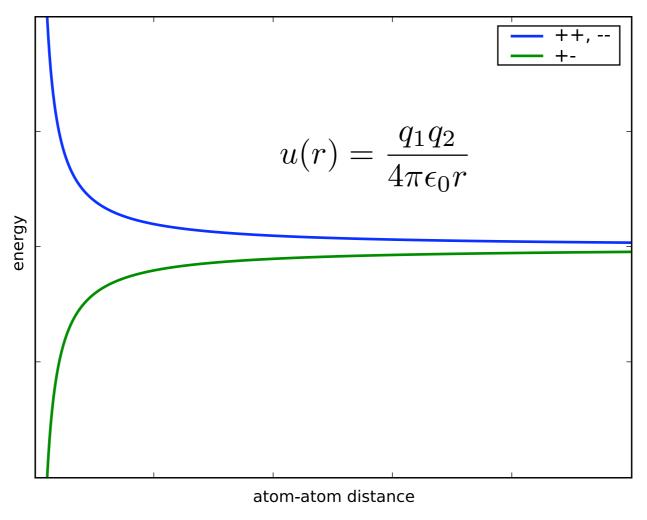




#### Nonbonded interactions: Between any atoms that are not bonded

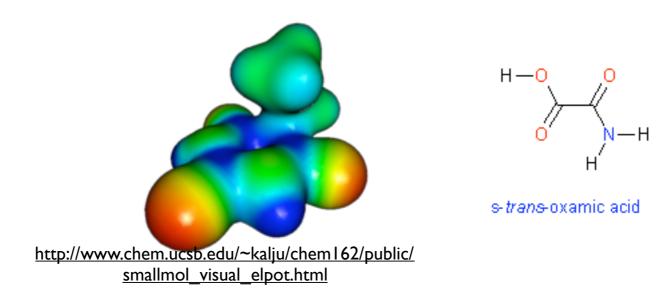
- Distant internal atoms
- Atoms in other molecules (intermolecular)
- Three major types:
  - Electrostatic
  - van der Waals attraction (London dispersion)
  - Excluded volume repulsion

### Electrostatic interactions are treated as interactions between fixed point charges at atomic centers



Each atom is usually assigned a partial charge, expressed in units of e, which is typically a fraction of e (magnitude 0 up to  $\sim$ 0.8 are typical in neutral molecules)

### Partial charges are typically derived from electrostatic potentials from QM



- An electrostatic potential (ESP) is derived from QM
- Charges are fit to reproduce the ESP
  - Sometimes charges are restrained to be 'physical' (RESP)
- Note: partial charges are not a physical observable; a good fit should reproduce:
  - Dipole and quadrupole moments
  - Electrostatic potential at key distances

#### Dispersion interactions are attractive, due to electronic polarization



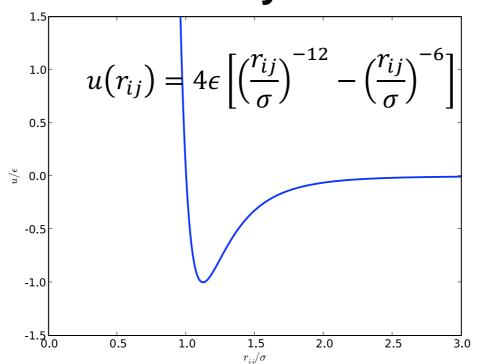
- Random displacements of electrons leads to polarization of the electron cloud, resulting in attractive atomic interactions
- We call these van der Waals interactions
- A toy model for which we can solve the Schrödinger equation suggests they decay as I/r<sup>6</sup> (Leach 4.10.1)

### The Lennard-Jones functional form combines dispersion with a crude estimate of repulsion

• Atoms repel when electron clouds begin to overlap due to Coulomb, Pauli:  $u(r) \propto exp(-cr)$  approx.

But any rapid increase is reasonably good:  $u(r) \propto r^{-m}$  (m >= 6). Often, m = 12 for computational ease

Hence, overall Lennard-Jones functional form:



Also written:

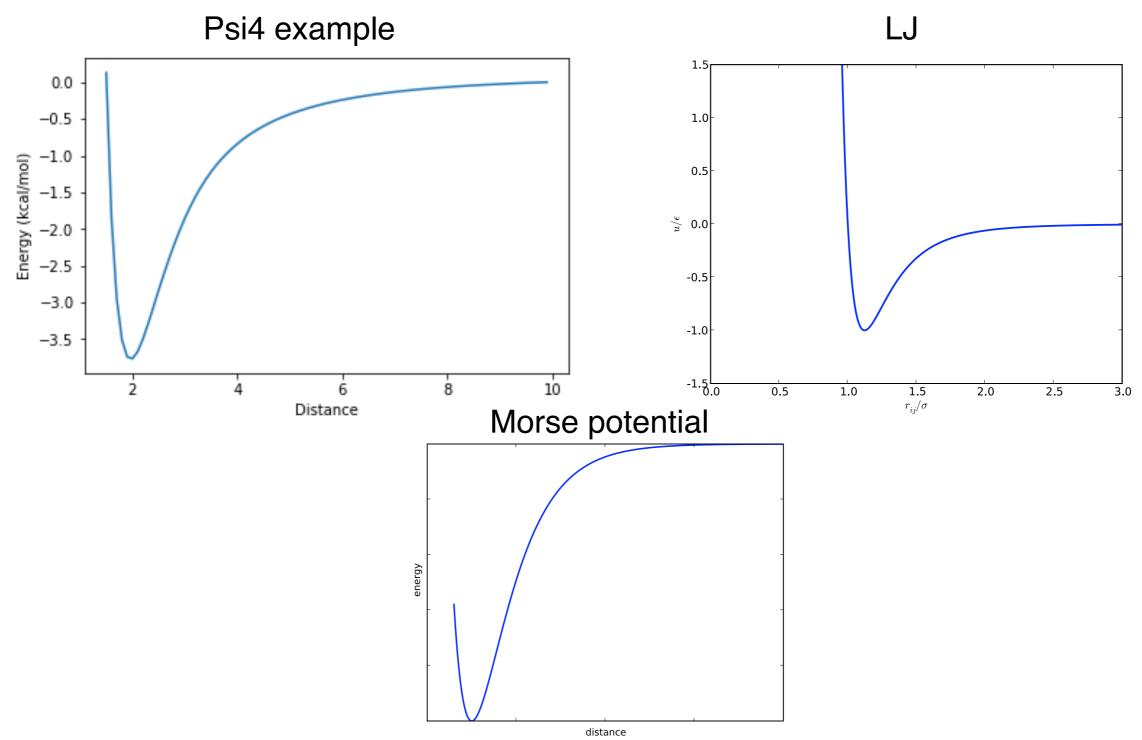
$$=Ar_{ij}^{-12}-Cr_{ij}^{-6}$$

where:

$$A = 4\epsilon\sigma^{12} = \epsilon r_m^{12}$$

$$C = 4\epsilon\sigma^6 = 2\epsilon r_m^6$$

### Note overall similarity of shape of QM potential for HF dimer we saw in psi4 example



### Where do the parameters in a force field come from? QM, experimental data

- Bond stretching, angle bending done first
  - Experimental vibrational and structural data
- LJ parameters from crystal packing, critical point data
  - Sometimes use simulations to ensure match experimental data on bulk properties (density, enthalpy of vaporization, etc.)
- Partial charges computed
  - Ab initio calculations, fit of elec. potential
- Torsions last
  - Affected by all the other energies
  - Match to QM torsional potential

$$U(\mathbf{r}^{N}) = \sum_{\text{bonds i}} \frac{k_i}{2} (d_i - d_{i,0})^2 + \sum_{\text{angles j}} \frac{k_j}{2} (\theta_j - \theta_{j,0})^2$$

$$+\sum_{\text{torsions k}} \left[ \sum_{n} u_{k,n} [1 + \cos(\omega_k n + \gamma_k)] \right]$$

$$+ \sum_{\text{pairs ij}} \frac{q_i q_j}{4\pi\epsilon_0 r_{ij}} + 4\epsilon_{ij} \left[ \left( \frac{r_{ij}}{\sigma_{ij}} \right)^{-12} - \left( \frac{r_{ij}}{\sigma_{ij}} \right)^{-6} \right]$$

### Force fields are (and should be) designed to be transferable as much as possible

- Goal: You shouldn't have to make a new force field for every new protein
  - Not even for every new small molecule
  - Otherwise, predictions would be extremely difficult and methods would be of limited practical value
- Often informed by chemistry
  - i.e. one set of LJ parameters for SP2-hydbridized carbons, another for SP3, etc. C(sp2) H bonds have one set of stretching parameters, etc.
  - Torsional potentials and charges are particularly challenging
- Adequate model with few parameters preferred over great model with many
  - Fewer adjustable parameters often (but not always) means greater transferability

### There are a variety of common pairwise-additive force fields

- AMBER (Kollman, UCSF)
  - Proteins, nucleic acids, carbohydrates
  - GAFF for general small molecules
- CHARMM (Karplus, Harvard)
  - Proteins, nucleic acids, lipids, organics
  - Small molecule force field coming
- OPLS (Jorgensen, Purdue/Yale)
  - Liquids, proteins, ... general molecules
- GROMOS (Groningen)

### There are many popular water models which are not necessarily linked to force fields

#### Three point:

- TIP3P, SPC
- SPC/E (optimized for Ewald, which we will discuss later)

#### Four point:

- TIP4P, BF (?)
- TIP4P-Ew (Ewald)

#### Five point

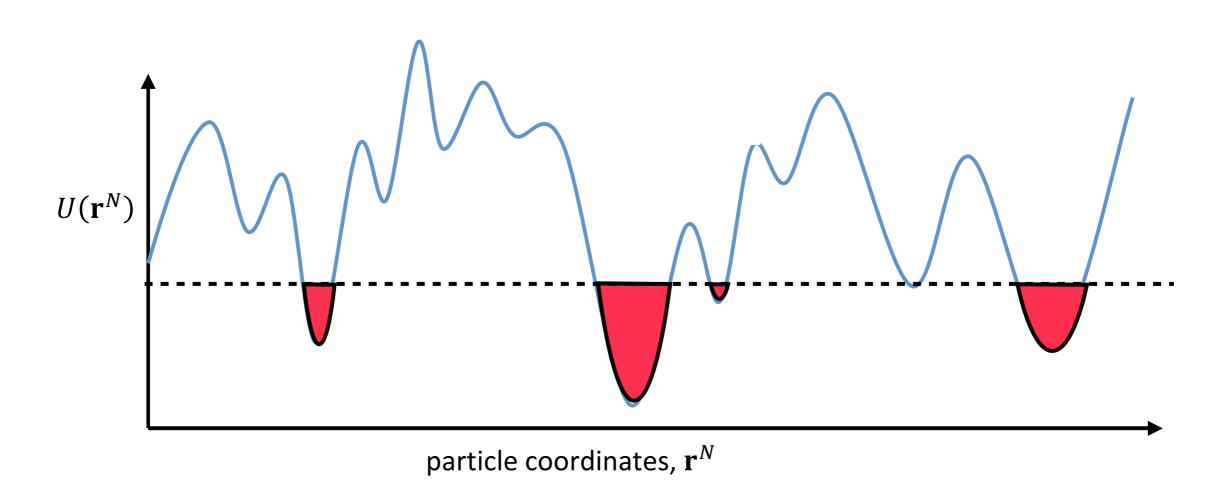
- TIP5P,
- TIP5P-E (Ewald, by Rick)

• ...

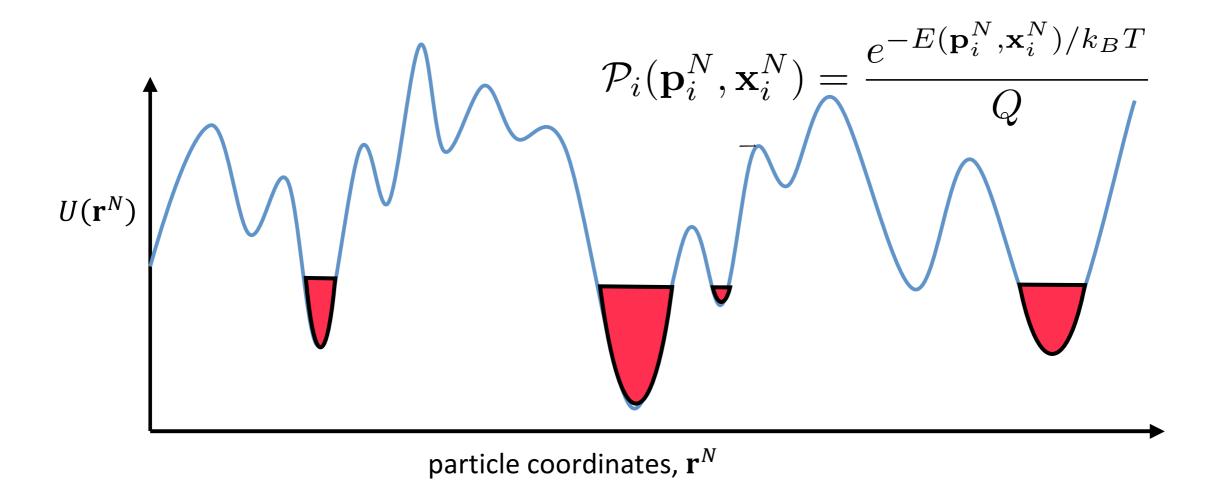
### Problem: In a typical simulation of a molecule in water, most time is spent simulating water

- Solvents can be expensive to simulate because they occupy so much of the system
- We could simulate bigger systems if we didn't have to explicitly track all of the solvent atoms and forces
- Is there a way we can avoid this?

# Systems exist not just in a single conformation or state, but in a mix of states given by their relative energies



#### Equilibrium properties are related to energy landscapes



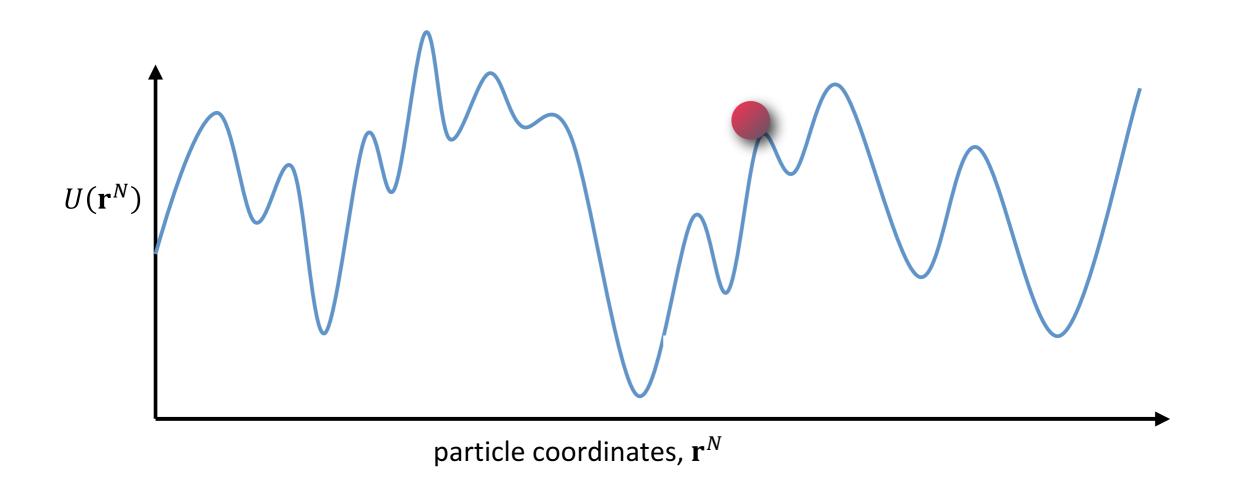
If we are interested in computing some observable W, we have to  $\langle W \rangle = \int W(x) \mathcal{P}(x) dx$ average over populated states:

$$\langle W \rangle = \int W(x) \mathcal{P}(x) dx$$

(structure, spectroscopic properties, distance, stability, entropy, enthalpy, ...)

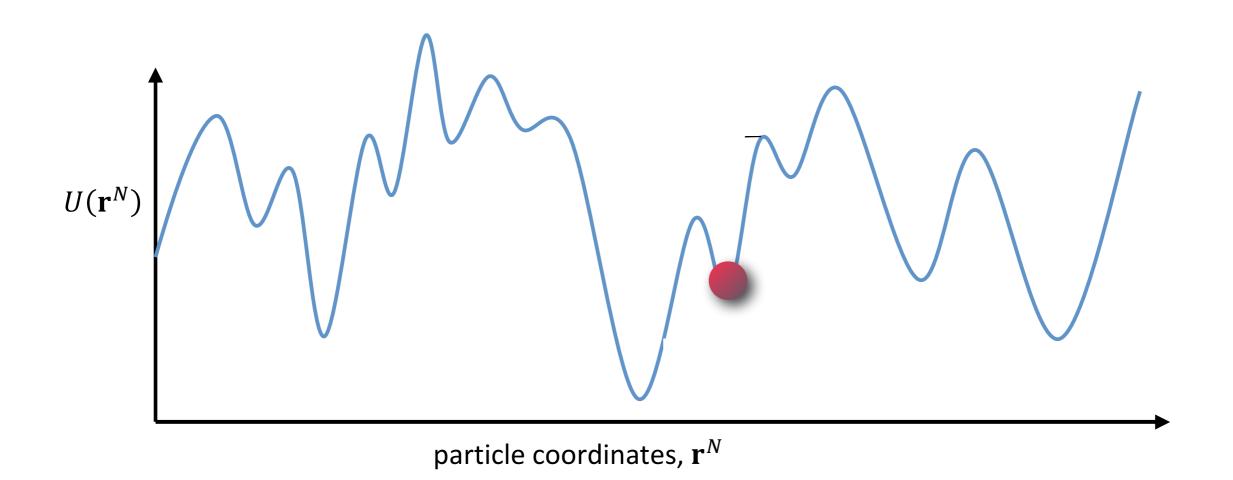
## Minimization is not an effective tool for exploring energy landscapes

Minimization only takes us downhill



## We need a better way to get equilibrium properties and dynamics

Minimization only takes us downhill



# What about tracking the motion (dynamics) of the system? If it's a classical system, use Newton's laws

#### Newton's Laws

 A body continues to move in straight line at constant velocity unless a force acts upon it

$$\sum \mathbf{F} = 0 \Rightarrow \frac{d\mathbf{v}}{dt} = 0.$$

Force equals rate of change of momentum

$$\mathbf{F} = \frac{\mathrm{d}\mathbf{p}}{\mathrm{d}t} = \frac{\mathrm{d}(m\mathbf{v})}{\mathrm{d}t}, \qquad \mathbf{F} = m\,\frac{\mathrm{d}\mathbf{v}}{\mathrm{d}t} = m\mathbf{a},$$

To every action there is an equal and opposite reaction

# In MD successful configurations of the system are generated by integrating Newton's laws of motion

Trajectory is obtained by solving the differential equation

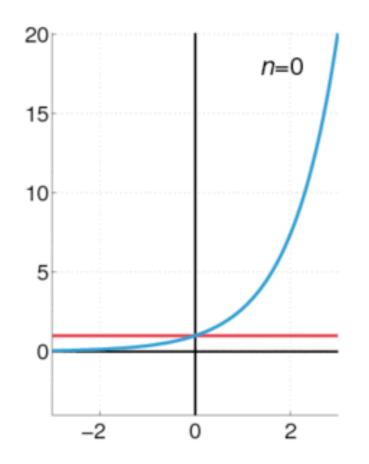
$$\frac{\mathrm{d}^2 x_i}{\mathrm{d} t^2} = \frac{F_x i}{m_i}$$

- In real life models
  - Force on each particle will change whenever the particle change in position, or whenever any of the other particles with which it interacts changes position
- We need a 'integrator' to solve the equations
  - Integrators work based on the idea of taking small steps in time and predicting future coordinates and velocities from those at the present step

# A Taylor expansion is a way of writing the approximate value of something in terms of its initial value and derivatives of its change

#### **Taylor Expansion**

$$f(a) + \frac{f'(a)}{1!}(x-a) + \frac{f''(a)}{2!}(x-a)^2 + \frac{f^{(3)}(a)}{3!}(x-a)^3 + \cdots$$

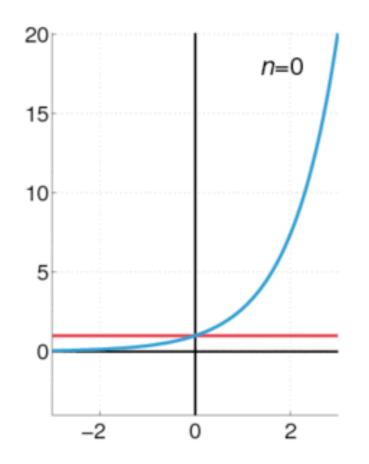


$$\mathbf{e}^{\mathsf{X}} = 1 + \frac{x^1}{1!} + \frac{x^2}{2!} + \frac{x^3}{3!} + \frac{x^4}{4!} + \frac{x^5}{5!} + \dots = 1 + x + \frac{x^2}{2} + \frac{x^3}{6} + \frac{x^4}{24} + \frac{x^5}{120} + \dots = \sum_{n=0}^{\infty} \frac{x^n}{n!}.$$

# A Taylor expansion is a way of writing the approximate value of something in terms of its initial value and derivatives of its change

#### **Taylor Expansion**

$$f(a) + \frac{f'(a)}{1!}(x-a) + \frac{f''(a)}{2!}(x-a)^2 + \frac{f^{(3)}(a)}{3!}(x-a)^3 + \cdots$$



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### The position Verlet algorithm is a well-known MD integrator

Begin with a Taylor expansion of r:

$$r(t + \Delta t) = r(t) + \frac{dr(t)}{dt} \Delta t + \frac{d^2 r(t)}{dt^2} \frac{\Delta t^2}{2} + \frac{d^3 r(t)}{dt^3} \frac{\Delta t^3}{6} + \vartheta(\Delta t^4)$$

$$= r(t) + v(t) \Delta t + \frac{f(t)}{m} \frac{\Delta t^2}{2} + \frac{d^3 r(t)}{dt^3} \frac{\Delta t^3}{6} + \vartheta(\Delta t^4)$$

Also note

$$r(t - \Delta t) = r(t) - v(t)\Delta t + \frac{f(t)}{m} \frac{\Delta t^2}{2} - \frac{d^3 r(t)}{dt^3} \frac{\Delta t^3}{6} + \vartheta(\Delta t^4)$$

Add the equations and rearrange:

$$r(t + \Delta t) = 2r(t) - r(t - \Delta t) + \frac{f(t)}{m} \Delta t^2 + \vartheta(\Delta t^4)$$

And of course 
$$f(t) = -\frac{dU(r(t))}{dr}$$

## The position Verlet algorithm does not use the velocity or track it

 The position Verlet algorithm uses only positions and forces; if we want the velocities we have to calculate them

• Can be approximated with 
$$v(t) = \frac{r(t + \Delta t) - r(t - \Delta t)}{2\Delta t} + \vartheta(\Delta t^3)$$

 One disadvantage: requires storing two sets of positions -- r(t), r(t-Δt)

### Velocity Verlet tracks velocities and doesn't need to track positions

Expressions can be reformulated to give:

$$r(t + \Delta t) = r(t) + v(t)\Delta t + \frac{f(t)}{2m}\Delta t^{2}$$
$$v(t + \Delta t) = v(t) + \frac{f(t + \Delta t) + f(t)}{2m}\Delta t$$

- This provides both positions and velocities, without having to use positions from two different steps
- The position at the next time is given in terms of the current position, velocity, and force; after this is calculated, the velocity at the next time is given in terms of the current velocity, the new force, and the old force

### Velocity Verlet tracks velocities and doesn't need to track positions

$$r(t + \Delta t) = r(t) + v(t)\Delta t + \frac{f(t)}{2m}\Delta t^{2}$$

$$v(t + \Delta t) = v(t) + \frac{f(t + \Delta t) + f(t)}{2m} \Delta t$$

- How it works in practice:
  - 1. Take current set of positions and compute force

Now we have current velocity, position and force

- 2. Insert these into above equation for position and find new position
- 3. Compute new force
- 4. Insert the new force with the old force into the velocity equation, find new velocity

(Repeat)

## There are other integrators, such as leapfrog and higher order methods

 Leapfrog uses velocities found only on halfstep integrals

$$v(t + \Delta t/2) = v(t - \Delta t/2) + \frac{f(t)}{m} \Delta t$$
$$r(t + \Delta t) = r(t) + v(t + \Delta t/2) \Delta t$$

- Higher order integrators go out further in the Taylor expansion
  - Can take bigger timesteps with same level of accuracy (to Newton's eqns)
  - But going to higher order makes them slower
  - Often better/easier to stay with lower order method and take smaller steps

## There are several considerations in setting timesteps and choosing an integrator

- Accuracy to Newton's equations
- Energy conservation
  - Short-term: Fluctuations in energy from step to step; not so good in Verlet type algorithms, but average out over time
  - Long-term: Drift -- does the total energy go up or down over time? Verlet algorithms fairly good. Again, affected by timestep -- larger timesteps mean more drift.
- Stability: Do large forces easily result in motions that are too large and crashes?
- Velocity Verlet: Pretty stable, reasonable long-term energy drift, fast -- overall good (and common) choice

#### Timesteps typically must be chosen to be smaller than fastest timescales in system

- Bond vibrations often require timesteps 0.5-2.0 fs
  - $(1 \text{ fs} = 10^{-15} \text{ s})$
  - Bonds to hydrogen can be even faster
  - Constraining bond lengths to hydrogen often allows 1-2 fs timesteps
- Bond bending, 2.0 fs
- Translational motion, 5-10 fs
- Too long a time step often causes "exploding"

## Initial positions and velocities must be specified before starting a simulation

#### Initial positions

- Can be taken from a structure if available
- Place consistent with constraints such as bond angles, idealized geometry
- Can be placed on lattice
- Or placed randomly based on sterics (utilities such as packmol do this)
- THEN energy minimize
  - Failure to energy minimize often results in instability, "exploding"
- Initial velocities -- assign randomly from Maxwell Boltzmann distribution

$$\wp(v_{x,i}) = \left(\frac{m_i}{2\pi k_B T}\right)^{\frac{1}{2}} \exp\left(-\frac{m_i v_{x,i}^2}{2k_B T}\right)$$
 (Gaussian, width related to temperature)

## Integrators don't follow exact motions, but this is generally OK

- Two trajectories starting from exactly the same set of configurations but very slightly different momenta will quickly become very different
  - Difference grows exponentially in time!
  - Good in that it means it's easy to generate different sets of results from one starting structure
  - It can thus be hard to exactly reproduce previous results
  - We can't claim to be tracking true Newtonian solution exactly

#### • That's OK:

- We are interested in statistical properties, not single trajectories
- Average properties of long simulations, or of many separate simulations

# If we are interested in correct statistical properties, we need populations to be right, not necessarily dynamics

- If we want the correct populations, we need integrators to be:
  - Time reversible (Verlet is)
  - Area preserving (Verlet is):
    - The amount of energy landscape at a particular energy has a certain area which should be constant
    - If our algorithm allows the area to change, it means that the energy will not be conserved

#### Recap

- MD integrators work based on taking small timesteps and solving for positions, velocities at each step, based on the forces
- Velocity Verlet and related integrators are good, stable choices that yield correct distributions