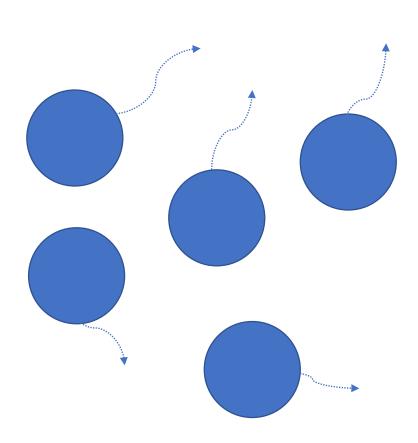
Basics of Molecular Dynamics Simulation

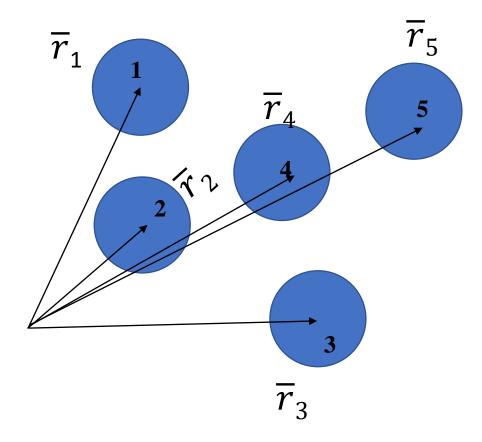
P. SATPATI



Given a collection of "N" particles

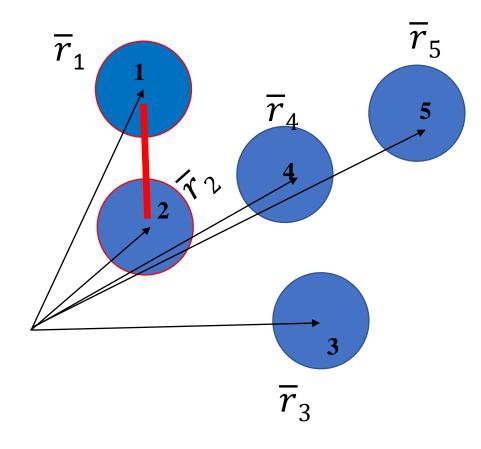
How the particle will move with Time

Trajectory



What I need?

1. Where the "N" particles are (initial position) Velocities of "N" particles (initial velocities)



What I need?

- 1. Where the "N" particles are (initial position) Velocities of "N" particles (initial velocities)
- 2. What is the interatomic energy (U)?

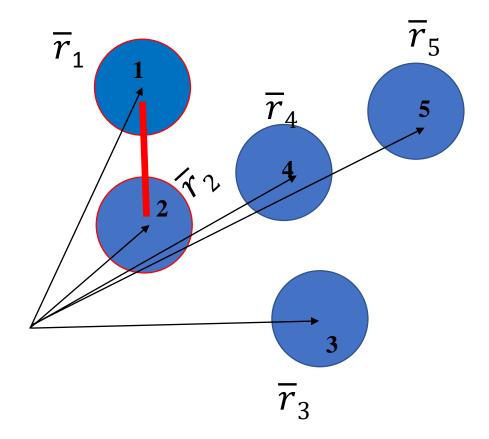
Given 'N' position corresponds to a Energy (U)

Every pair of particles apply forces to each other (e.g, 1 & 2)

$$\overline{F}_{2 \to 1} = - \overline{F}_{1 \to 2}$$

$$\overline{F}_{3 \to 1} = - \overline{F}_{1 \to 3}$$

$$\overline{F}_{4 \to 1} = - \overline{F}_{1 \to 4}$$



What I need?

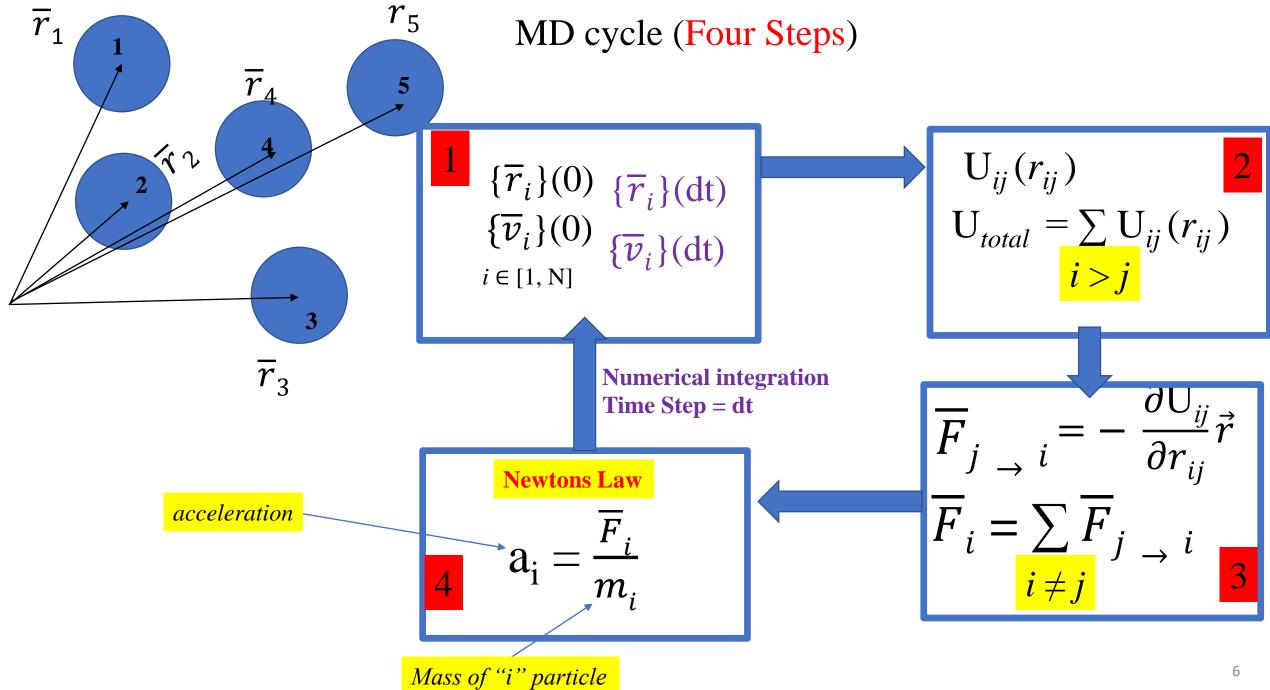
- 1. Where the "N" particles are (initial position) Velocities of "N" particles (initial velocities)
- 2. What is the interatomic energy (U)?

Given 'N' position corresponds to a Energy (U)

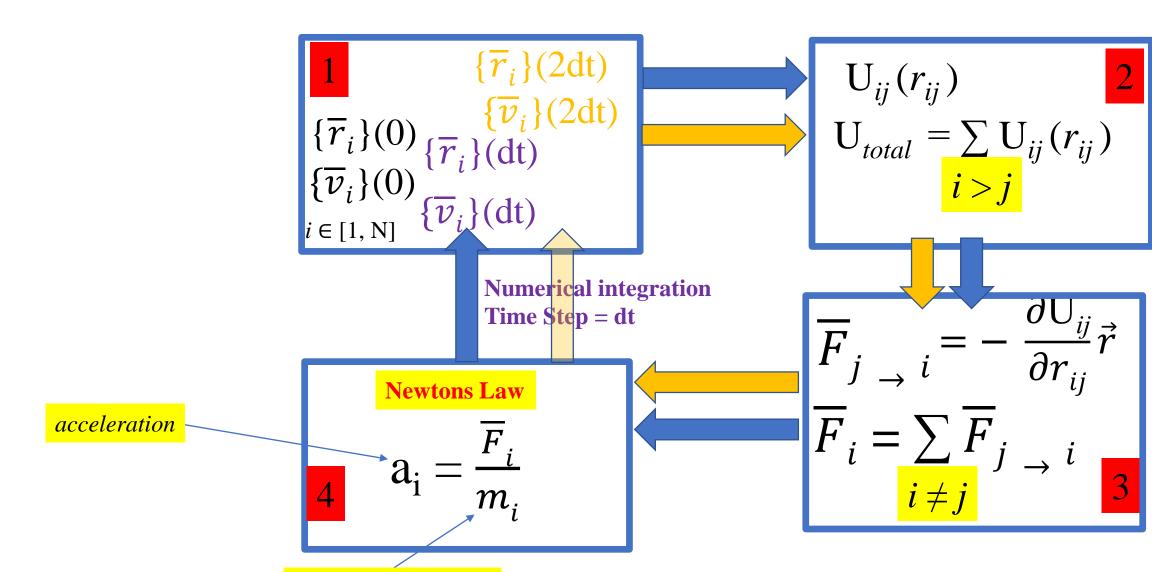
Every pair of particles apply forces to each other (e.g, 1 & 2)

$$\overline{F}_{2 \rightarrow 1}$$
 "

If you want to know the forces you need to know Energy U_{12} (Depends on distance, \overline{r}_{12})

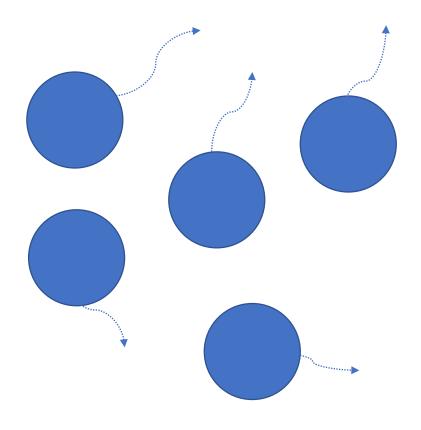


MD cycle (Four Steps)



MD cycle (Four Steps)

 $0 \rightarrow dt \rightarrow 2 dt \rightarrow 3 dt \dots$



Outcome = Trajectory

Needs to Know?

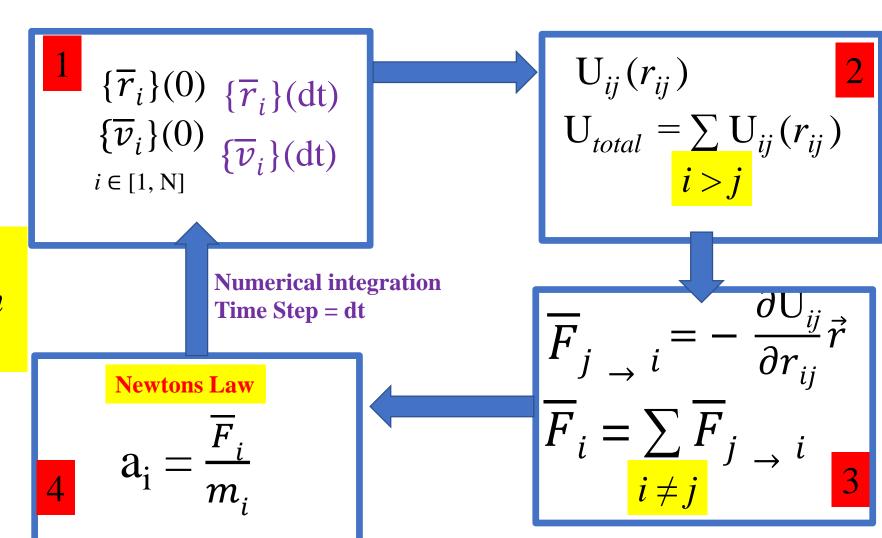
MD cycle (Four Steps)

r(0), v(0), U(r)

Key for accuracy?

- **Force filed U**
- Numerical integration (Choice of "dt")

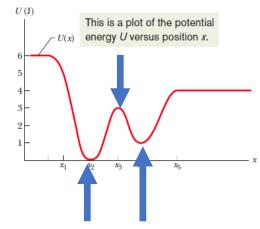
Usually t = 1-2 fs



Why it is called Classical Molecular Dynamics?

Use of Classical equation of motion (F = m a, Time evolution)

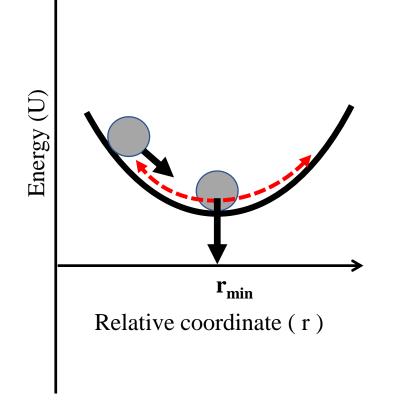
Energy Minimization do not have Time (NOT DYNAMICS)



Molecular Dynamics ≠ Energy Minimization

 \rightarrow F = m a

(Classical Mechanics)

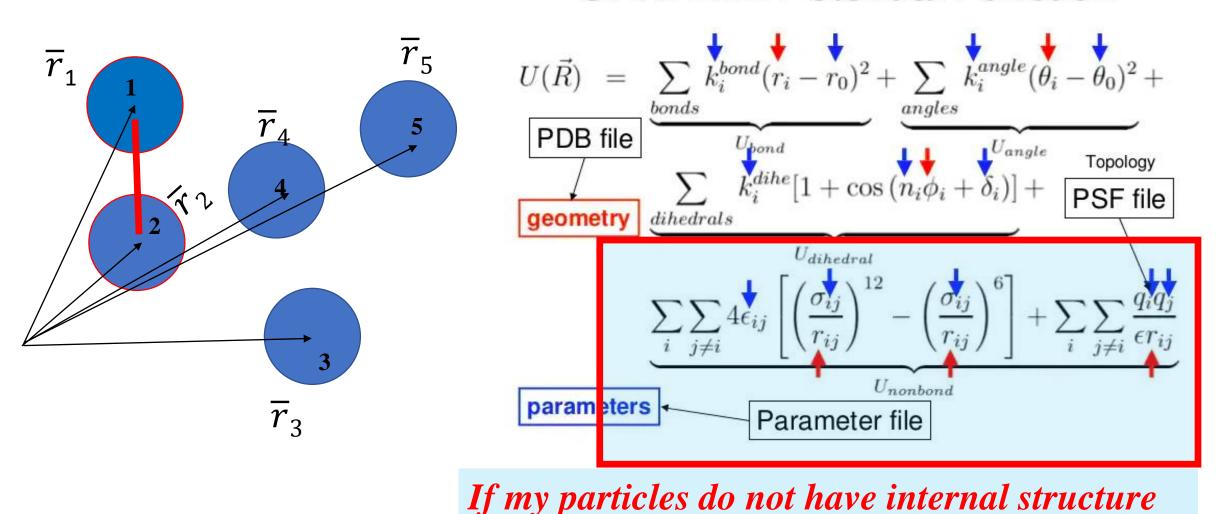


Thank GOD:
Nothing is at zero kelvin

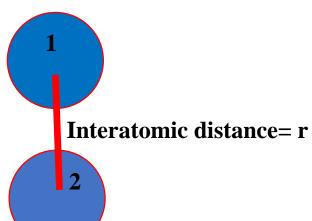
KEEP MOVING AROUND THE MINIMA

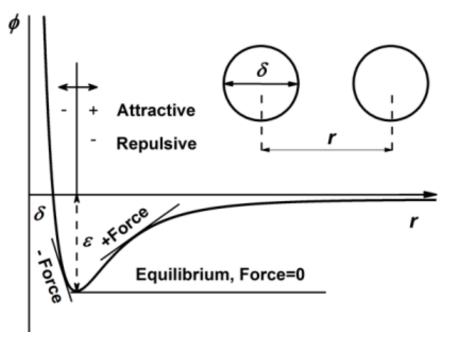
We already know U_{12} (Force-Field)

CHARMM Potential Function



$$U_{12}$$
 (Force-Field) $\rightarrow \overline{F}_{2 \rightarrow 1}$?





$$\overline{F}_{2} = -\frac{\partial U}{\partial r} \vec{r}$$



Next: Numerical Integration and Position/Velocity update