

The Multi-Level Lennard-Jones Problem

Jithin George, Dr. Wendy Di

ESAM, Northwestern

November 4, 2020



$$V_{LJ} = \sum_{i,j} \frac{A}{||v_i - v_j||^{12}} - \frac{B}{||v_i - v_j||^6}$$



$$V_{LJ} = \sum_{i,j} \frac{A}{||v_i - v_j||^{12}} - \frac{B}{||v_i - v_j||^6}$$

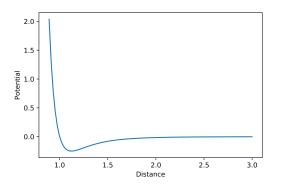


Figure: The 1-d Lennard Jones Potential





Figure: Global minima for 3 atoms



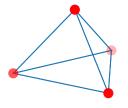


Figure: Global minima for 4 atoms



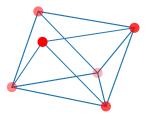


Figure: Global minima for 6 atoms



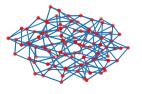
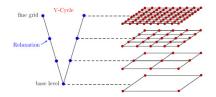


Figure: Global minima for 100 atoms



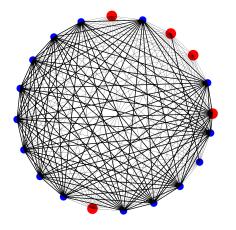
Multigrid







Algebraic Multigrid





Does a local minima for fewer atoms help?

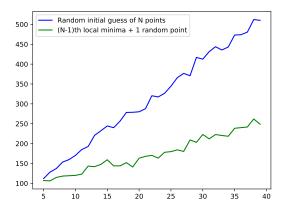


Figure: Iterations needed for a random guess versus a guess that uses the (N-1)th local minima

Delaunay triangulation

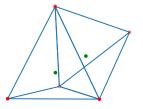


Figure: Delaunay simplices for 5 atoms



Delaunay surfaces

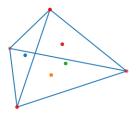


Figure: Delaunay simplices for 5 atoms



How many points should we add?

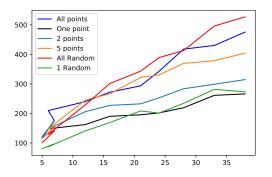


Figure: Number of iterations needed to reach a local minima for number of atoms



Heuristics fail

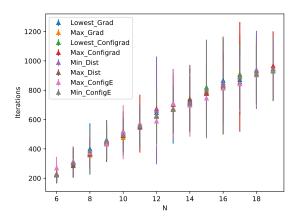
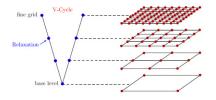


Figure: No clear heuristic for choosing a good point



MG-OPT

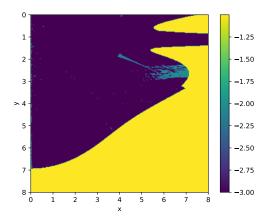
minimize $f(x_h)$



minimize
$$f(x_H) - V^T(x_H)$$

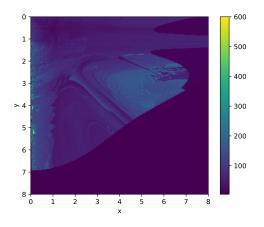


The energy landscape for 3 atoms



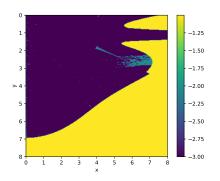


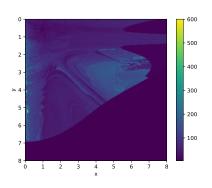
The iterations landscape for 3 atoms





Landscapes







$$V_{LJ} = \sum_{i,j} \frac{A}{||v_i - v_j||^{12}} - \frac{B}{||v_i - v_j||^6}$$

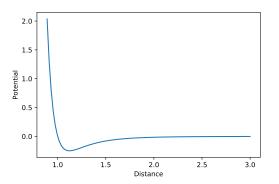
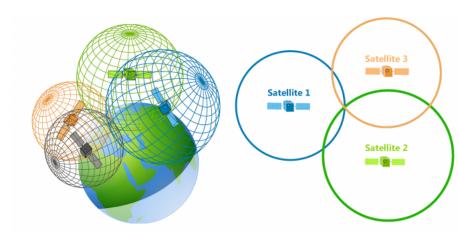
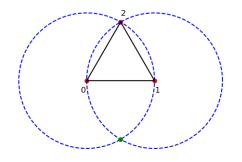


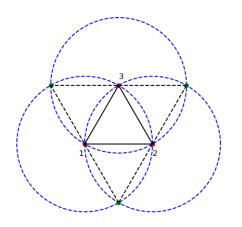
Figure: The 1-d Lennard Jones Potential





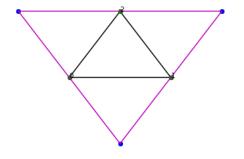








A really good initial guess





Starting at 5, the trilateration goes to

11, 23, 41, 47, 59, 65



Starting at 5, the trilateration goes to

Iterations needed at each step

$$37, 123, 118, 142, 222, 151\\$$

Sums to 828.



Starting at 5, the trilateration goes to

Iterations needed at each step

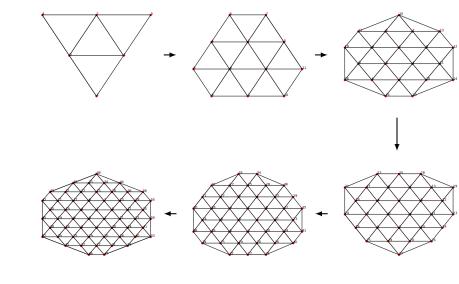
Sums to 828.

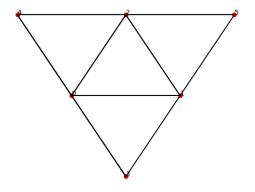
Iterations for each size if you took a random initial guess

246, 498, 839, 916, 1104, 1130

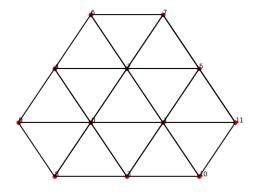


The 2d problems

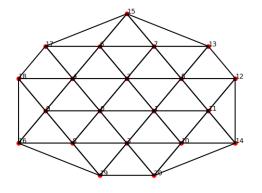




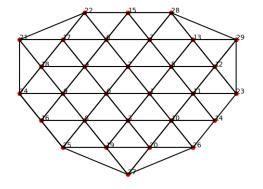




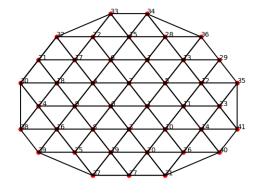




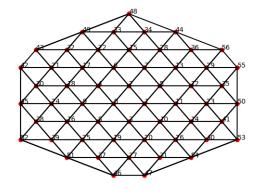




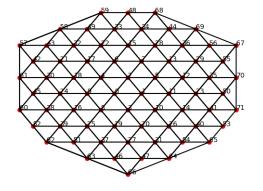




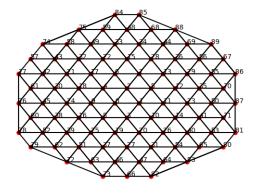






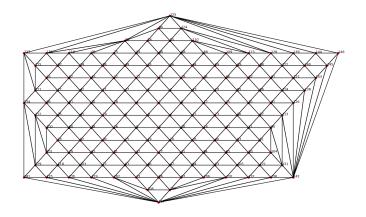






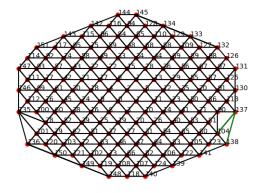


Problems arise



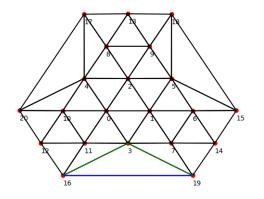


Bugs



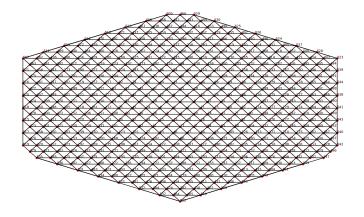


Dealing with bugs



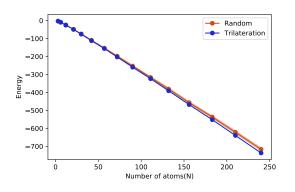


Light at the end of the tunnel

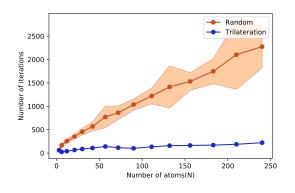




Trilateration in 2d

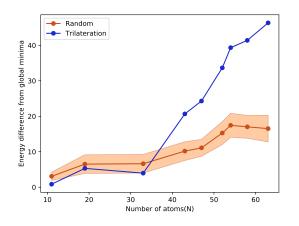


Trilateration in 2d



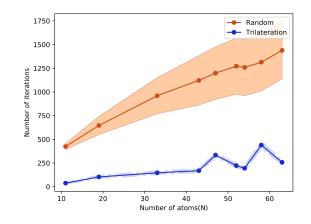


Trilateration in 3d





Trilateration in 3d





Thank you

