Metropolis MC in various ensembles

Generally one follows the basic Metropolis sampling algorithm

One needs sample via random particle displacements, volume changes, as well as removal and insertion of particles.

One must use appropriate weight function and acceptance rules.

In the NVT ensemble, the natural choice for Metropolis MC, the PDF and weight functions are:

$$p_{v}^{NVT} = \frac{\exp(-\beta E_{v})}{\sum \exp(-\beta E_{v})} \qquad \frac{\rho_{n}}{\rho_{m}} = \frac{p_{n}}{p_{m}} = \exp\left(-\frac{E_{n} - E_{m}}{k_{B}T}\right) = \exp\left(-\frac{E_{nm}}{k_{B}T}\right)$$

Isothermal – Isobaric (NPT) ensemble

One needs to allow for random particle displacements as well as volume changes. Scaled coordinates $s_i = L^{-1}r_i$ (r_i are atomic coordinates) used for volume changes.

The PDF in NPT is:
$$p_{v}^{NPT} = \frac{\exp[-\beta(E_{v} + PV_{v})]}{\sum_{v} \exp[-\beta(E_{v} + PV_{v})]}$$

Markov chains are generated with a limiting distribution proportional to:

$$\exp[-\beta(PV + V(s)) + N \ln V]$$

New states obtained by random particle displacements and/or volume changes:

$$s_i^n = s_i^m + \delta s_{max} (2\xi - 1)$$
 $V_n = V_m + \delta V_{max} (2\xi - 1)$

In the new state n, a quantity closely related to enthalpy is calculated:

$$\delta H_{nm} = \delta V_{nm} + P(V_n - V_m) - N\beta^{-1} \ln(V_n / V_m)$$

and move accepted with probability equal to min[1, $\exp(-\beta \delta H_{nm})$].

Algorithm 8: MC in constant (NPT) ensemble

```
basic Metropolis NPT simulation
program mc_npt
do icycl = 1, ncycl
                                            perform ncycl MC cycles
    ran = ranf()*(npart +1) + 1
    if (ran .le. npart) then
        call mcmove
                                            attempt particle displacement
    else
        call mcvol
                                            attempt volume change
    endif
    if (mod (icycl, nsamp) .eq. 0)
        call sample
                                            sample averages
enddo
end
```

Obs: Each cycle, one performs on *average* **npart** attempts to displace particles and **one** attempt to change the volume.

Algorithm 9: Attempt to change volume

```
subroutine mcvol
                                                                  attempt to change volume
call toterg(box, eno)
                                                                  total energy old configuration
 vo = box**3
                                                                  determine old volume
 lnvn = log(vo) + (ranf() - 0.5)*vmax
                                                                  perform random walk in lnV
 vn = exp(lnvn)
 boxn = vn**(1/3)
                                                                 new box length
do i = 1, npart
                                                                 rescale centre of mass
    x(i) = x(i)*boxn/box
enddo
call toterg(boxn, enn)
                                                                 total energy new configuration
arg = -beta*((enn - eno) + p*(vn - vo) - (npart + 1)*log(vn/vo)/beta)
                                                                  appropriate weight function!
if (ranf() .gt. exp(arg)) then
                                                                  check acceptance rule
                                                                  for REJECTED moves
 do i = 1, npart
    x(i) = x(i)*box/boxn
                                                                 restore old positions
 enddo
endif
return
end
```

Grand – canonical (µVT) ensemble

In this case one needs to allow for random addition/removal of particles from the system in addition to random particle displacements. Scaled coordinates, defined as for NPT can be used, and an activity term:

$$z = \exp(\beta \mu) / \Lambda^3$$
; $\Lambda = \left(h^2 / 2\pi m k_B T\right)^{1/2}$ – thermal de Broglie wavelength

Markov chains are generated with a limiting distribution proportional to:

$$\exp[-\beta(V(s) - N\mu) - \ln N! - 3N \ln \Lambda + N \ln V]$$

Random particle displacements yield states accepted with the same probability as in the NVT ensemble: min[1,exp($-\beta\delta E_{nm}$)].

The insertion, respectively removal of a particle, yields states according to:

$$N \to N+1 = \min \left[1, \frac{V}{\Lambda^3 (N+1)} \exp \{\beta \left[\mu - E(N+1) + E(N)\right] \} \right]$$

$$N \to N - 1 = \min \left[1, \frac{\Lambda^3 N}{V} \exp \left\{ -\beta \left[\mu + E(N - 1) - E(N) \right] \right\} \right]$$

Algorithm 10: MC in constant (µVT) ensemble

```
basic Metropolis µVT simulation
program mc gc
do icycl = 1, ncycl
                                                 perform ncycl MC cycles
 ran = int(ranf()*(npart + nexc)) + 1
  if (ran .le. npart) then
    call mcmove
                                                 perform particle displacement
  else
                                                 exchange a particle with reservoir
    call mcexc
 endif
 if (mod(icycl, nsamp) .eq. 0)
    call sample
                                                 sample averages
enddo
return
end
```

Obs: Each cycle, one performs on *average* **npart** attempts to displace particles and **nexc** attempts to exchange particles with the reservoir.

Algorithm 11: Attempt to exchange particle with reservoir

```
subroutine mcexc
                                                         attempt to exchange particles with reservoir
if (ranf() .lt. 0.5) then
                                                         decide to remove or add a particle
                                                         test whether there is a particle
 if (npart. eq. 0) return
    o = int(npart*ranf()) + 1
                                                                     select a particle to be removed
    call ener(x(o), eno)
                                                                     energy particle o
    arg = npart*exp(beta*eno) / (zz*vol)
                                                                     acceptance rule
    if (ranf() .lt. arg) then
                                                                     check acceptance rule
                                                                     if accepted, remove particle o
      x(o) = x(npart)
      npart = npart - 1
    endif
else
 xn = ranf()*box
                                                         new particle at a random position
 call ener(xn, enn)
                                                         energy new particle
  arg = zz*vol*exp(-beta*enn) / (npart+1)
                                                         acceptance rule
                                                         check acceptance rule
 if (ranf() .lt. arg) then
    x(npart+1) = xn
                                                         if accepted, add new particle
    npart = npart + 1
 endif
return
end
```

MC simulations in the Gibbs ensemble

Gibbs ensemble – originally introduced as a combination of NVT, NPT and μVT ensembles

Well suited for simulations of "coexistence without interfaces".

- eg. First order phase transitions, phase equilibria in general.
- standard technique for studies in vapour-liquid and liquid-liquid equilibria.

Can be implemented as either NVT or NPT ensembles

- NVT used in one-component simulations
- NPT used in simulations of systems with two or more components.

Focus here is on the NVT "Gibbs ensemble".

Definition: the ensemble in which two systems can exchange both volume and particles in such a way that the total volume V and total number of particles N are fixed.

MC simulations in the Gibbs ensemble

MC schemes for this ensemble must sample all possible configurations of two systems that can exchange particles and volume.

One needs to consider the following trial moves:

- Displacement of a randomly selected particle.
- Change of the volume such that total volume remains constant.
- Transfer of a randomly selected particle from one box to the other.

Particle displacement:
$$\rho_n / \rho_0 \approx \min \left\{ 1, \exp \left\{ -\beta \left({\binom{n_1}{n}} \right) - U(s_0^{n_1}) \right] \right\}$$

$$\text{Volume change:} \qquad \qquad \rho_{n} \Big/ \rho_{0} \approx \min \ \left\{ 1, \left(\frac{v_{l}^{n}}{v_{l}^{0}} \right)^{n_{1}+1} \left(\frac{v-v_{l}^{n}}{v-v_{l}^{0}} \right)^{N-n_{1}+1} \exp \left\{ -\beta [U(s_{n}^{N})-U(s_{0}^{N})] \right\} \right\}$$

Particle exchange:
$$\rho_n / \rho_0 \approx \min \left\{ 1, \frac{n_1 \left(V - V 1 \right)}{\left(N - n_1 + 1 \right) V_1} exp \left\{ -\beta \left[U(s_n^N) - U(s_0^N) \right] \right\} \right\}$$

Algorithm 12: MC in the Gibbs ensemble

```
Gibbs ensemble simulation
program mc Gibbs
do icycl = 1, ncycl
                                                 perform ncycl MC cycles
 ran = ranf()*(npart + nvol + nswap)
                                                 decide what to do
    if (ran .le. npart) then
          call mcmove
                                                 attempt to displace particle
    else if (ran .le. (npart + nvol))
          call mcvol
                                                 attempt to change the volume
    else
          call mcswap
                                                 attempt to swap a particle
    endif
 call sample
                                                 sample averages
enddo
return
end
```

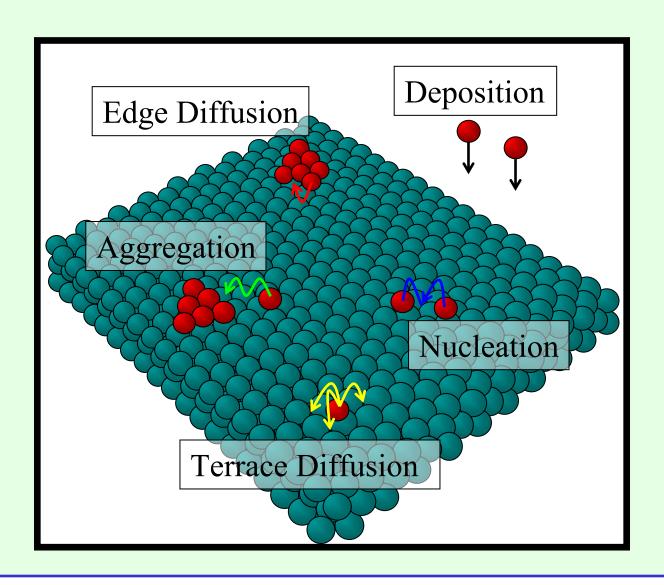
Algorithm 13: Attempt to change volume in Gibbs ensemble

```
subroutine mcvol
                                                                                                                                                                                    attempt to change volume
call toterg(box1, en1o)
                                                                                                                                                                                                                        energy old conf. box 1
call toterg(box2, en2o)
                                                                                                                                                                                                                        and 2 (box1: box length)
vo1 = box1**3
                                                                                                                                                                                                                        old volume box 1
v_0 = v - v_0 = 
                                                                                                                                                                                                                        and box 2
     lnvn = log(vo1/vo2) + (ranf() - 0.5)*vmax)
                                                                                                                                                                                                     random walk in ln(V_1/V_2)
     v1n = v*exp(lnvn)/(1 + exp(lnvn))
                                                                                                                                                                                                     new volume box 1
     v2n = v - v1n
                                                                                                                                                                                                     and box 2
     box1n = v1n**(1/3)
                                                                                                                                                                                                                        new box length box 1
     box2n = v2n**(1/3)
                                                                                                                                                                                                                       new box length box 2
            do i = 1, npart
                   if (ibox(i) .eq. 1) then
                                                                                                                                                                                    determine which box
                                   fact = box1n/box1o
                   else
                                   fact = bo2n/box2o
                   endif
                   x(i) = x(i)*fact
                                                                                                                                                                                    rescale positions
            enddo
call toterg(box1n, en1n)
                                                                                                                                                                                                                        total energy new box 1
call toterg(box2n, en2n)
                                                                                                                                                                                                                        total energy new box 2
arg1 = -beta*((en1n - en1o) + (npbox(1) + 1)*log(v1n/v1o) /beta)
                                                                                                                                                                                                                        appropriate weight function
arg2 = -beta*((en2n - en2o) + (npbox(2) + 1)*log(v2n/v2o) /beta)
                                                                                                                                                                                                                        appropriate weight function
if (ranf().gt. exp(arg1 + arg2)) then
                                                                                                                                                                                   check acceptance rule
                                                                                                                                                                                    for REJECTED moves
            do i = 1, npart
                   if (ibox(i) .eq. 1) then
                                                                                                                                                                                    determine which box
                                   fact = box10/box1n
                   else
                                   fact = box2o/box2n
                   endif
                   x(i) = x(i)*fact
                                                                                                                                                                                   restore positions
                   enddo
     endif
return
end
```

Algorithm 14: Attempt to swap a particle between two boxes

```
attempts to swap a particle between two boxes which box to add or remove
    subroutine mswap
if (ranf() .lt. 0.5) then
 in = 1
 out = 2
else
 in = 2
 out = 1
endif
xn = ranf()*box(in)
                                                                   new particle at random position
call ener(xn, enn, in)
                                                                   energy new particle in box in
w(in) = w(in) + vol(in)*exp(-beta*enn) / (npbox(in) + 1)
                                                                   update chemical potential ***
if (npbox(out) .eq. 0) return
                                                                   if box empty return
 ido = 0
                                                                   find a particle to be removed
  do while (ido. ne. out)
      o = int(npart*ranf()) + 1
      ido = ibox(o)
 enddo
 call ener(x(o), eno, out)
                                                                   energy particle o in box out
  arg = \exp(-beta*(enn - eno + \log(vol(out)*(npbox(in) + 1) / (vol(in)*npbox(out))) / beta))
                                                                   appropriate weight function
                                                                   check acceptance rule
 if (ranf() .lt. arg) then
      x(o) = xn
                                                                   add new particle to box in
      ibox(o) = in
      npbox(out) = npbox(out) - 1
      npbox(in) = npbox(in) + 1
 endif
return
end
```

Kinetic Monte Carlo



Consider Diffusion on a triangular lattice

$$D = \Theta \cdot D_J$$

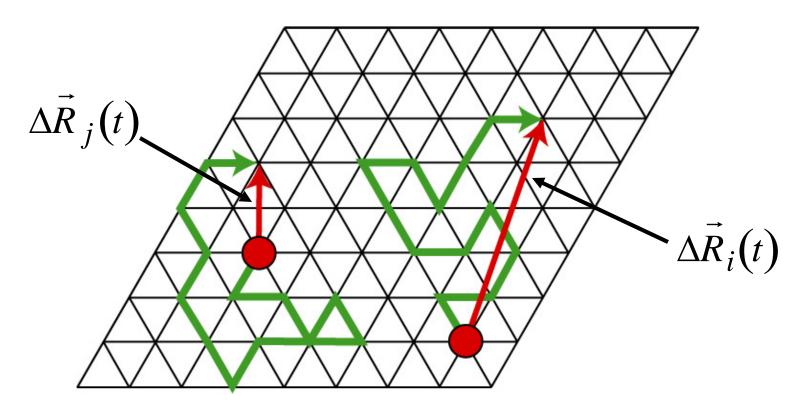
Thermodynamic factor

$$\Theta = \frac{\partial \left(\frac{\mu}{k_B T}\right)}{\partial \ln x} = \frac{\langle N \rangle}{\langle N^2 \rangle - \langle N \rangle^2}$$

Self Diffusion Coefficient

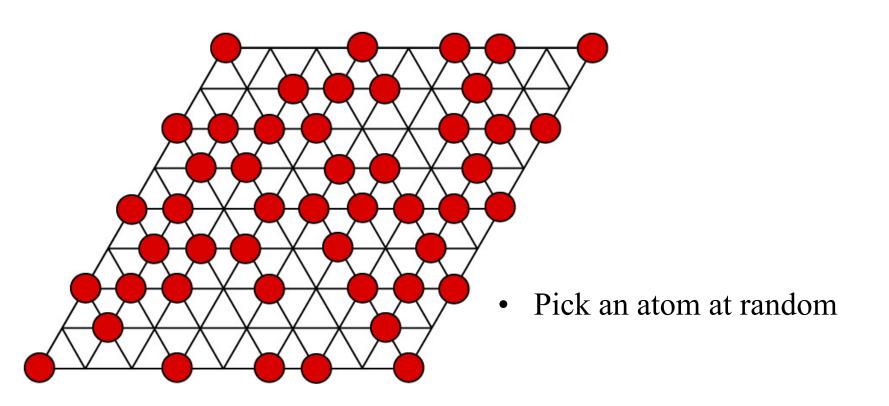
$$D_{J} = \frac{1}{(2d)t} \left\langle \frac{1}{N} \left(\sum_{i=1}^{N} \Delta \vec{R}_{i}(t) \right)^{2} \right\rangle$$

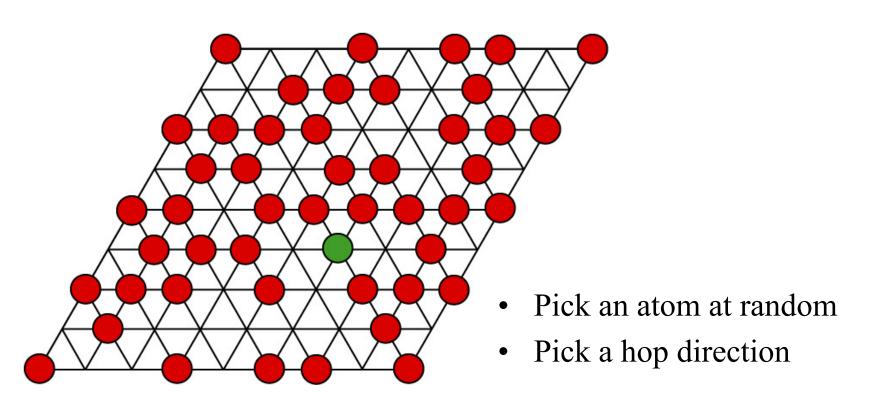
Diffusion

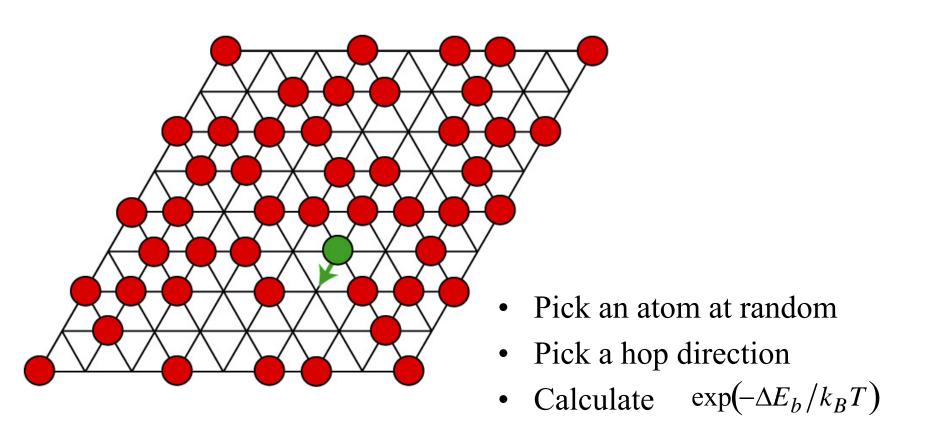


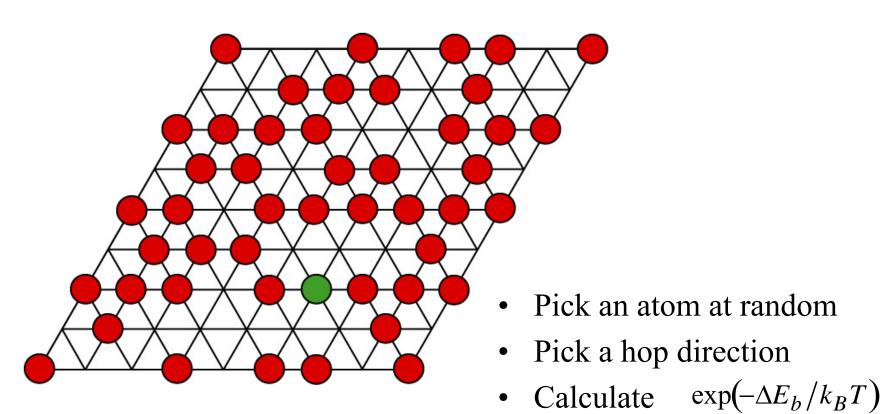
$$D_{J} = \frac{1}{(2d)t} \left\langle \frac{1}{N} \left(\sum_{i=1}^{N} \Delta \vec{R}_{i}(t) \right)^{2} \right\rangle$$

$$D^* = \frac{1}{(2d)t} \left\langle \frac{1}{N} \sum_{i=1}^{N} \Delta \vec{R}_i(t)^2 \right\rangle$$







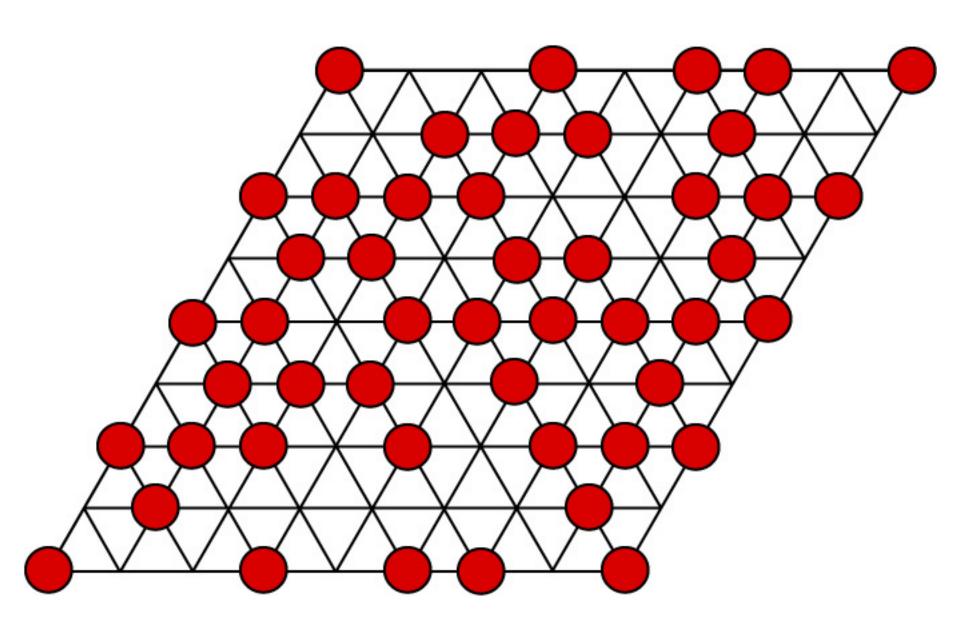


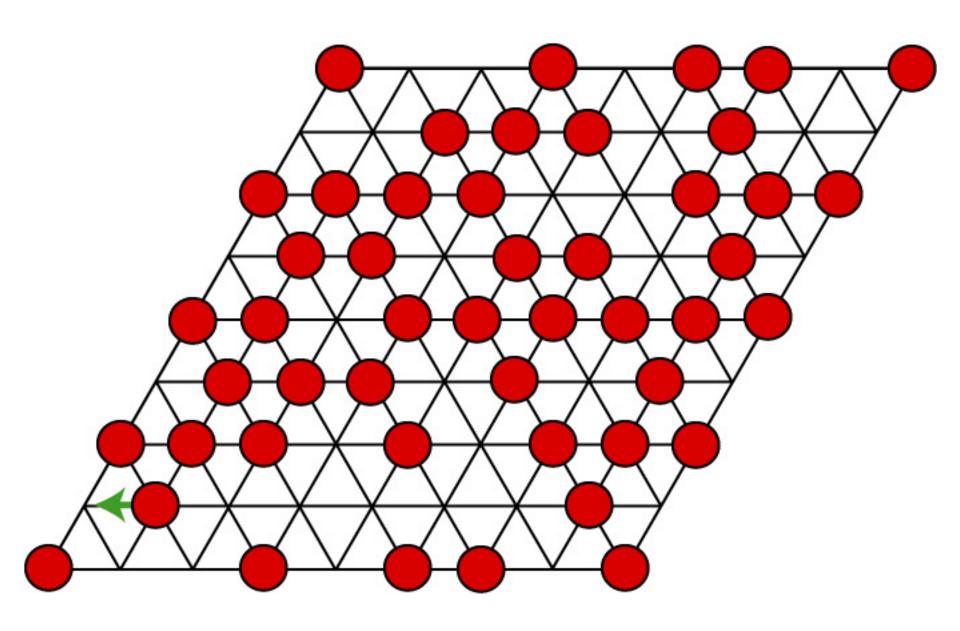
• If $(\exp(-\Delta E_b/k_BT) > \text{random})$

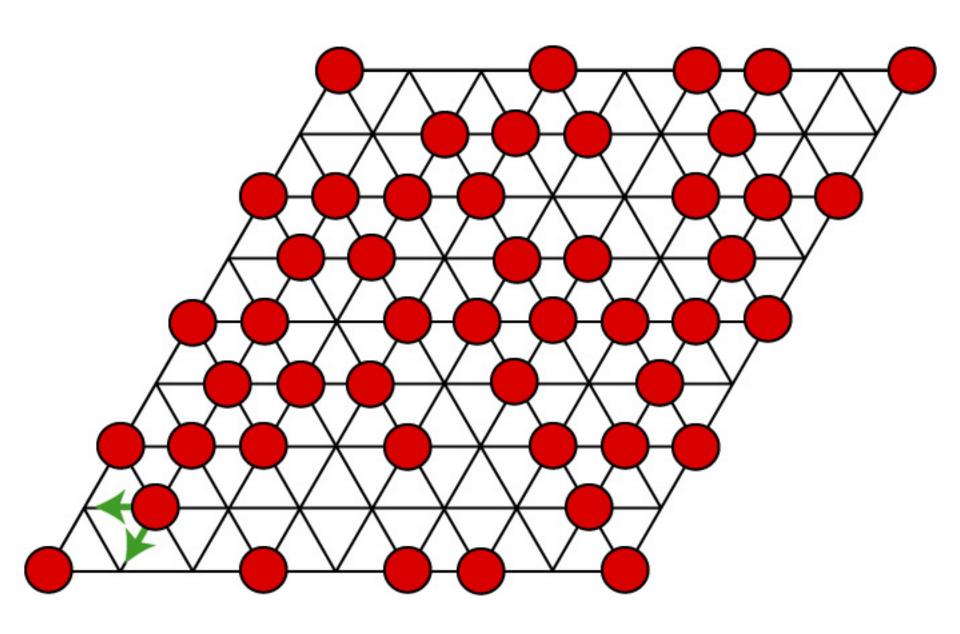
number) do the hop

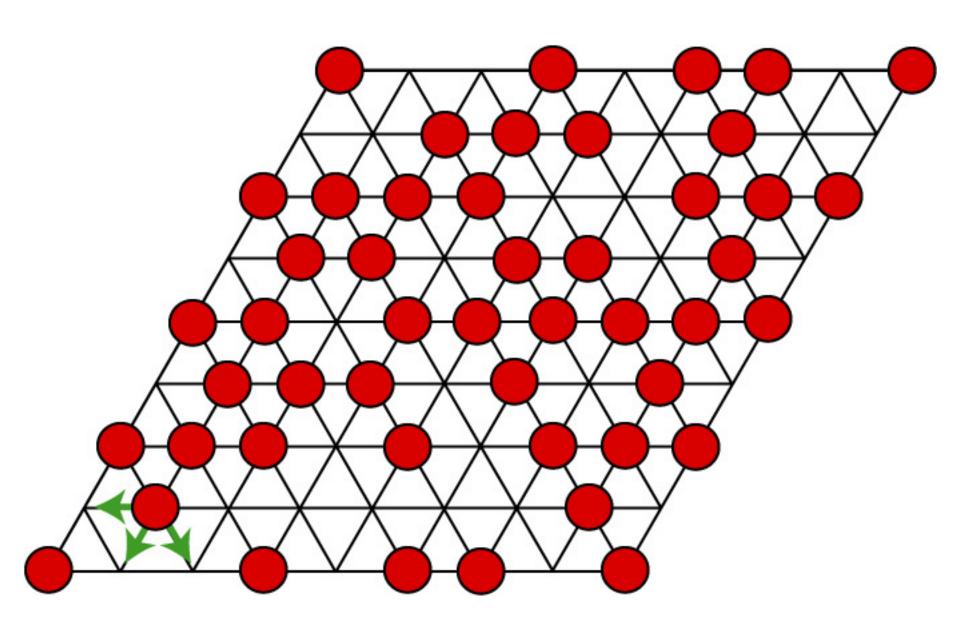
Kinetic Monte Carlo

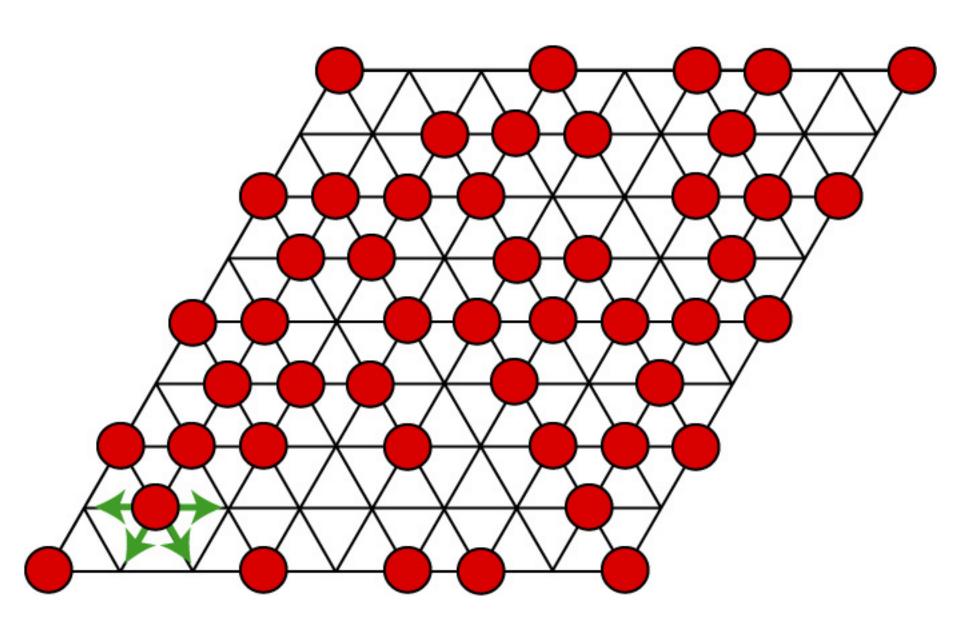
Consider all hops simultaneously

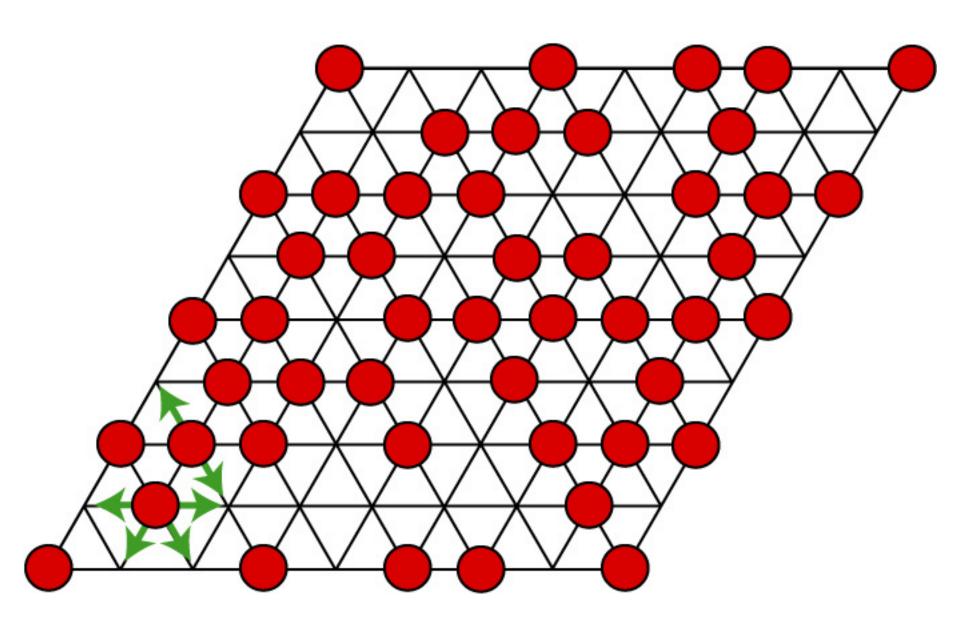


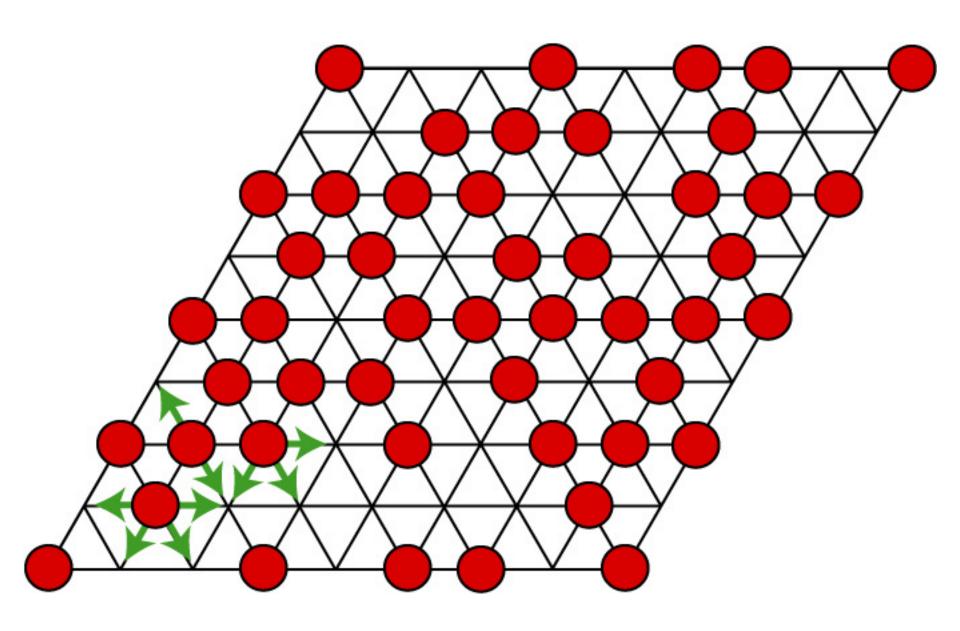


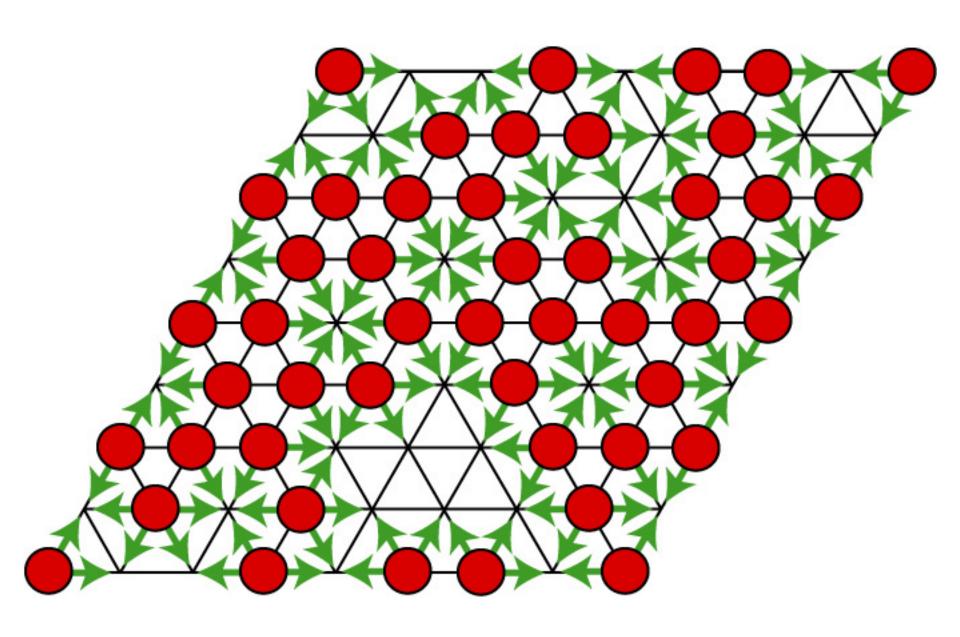


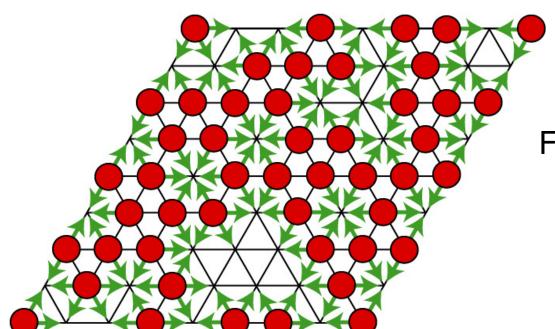






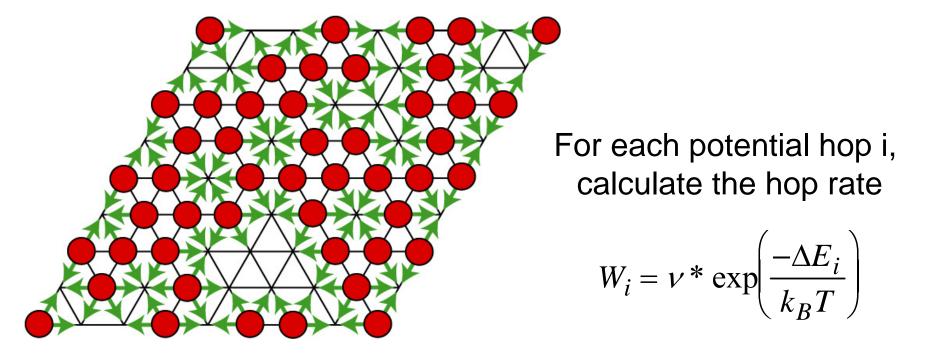




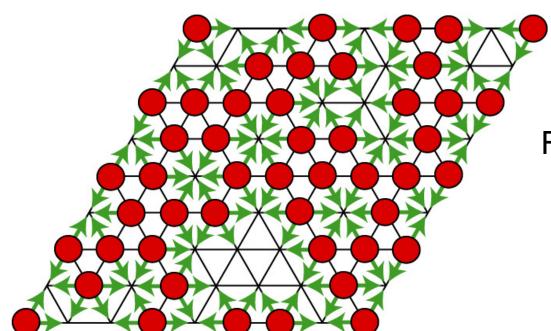


For each potential hop *i*, calculate the hop rate

$$W_i = v * \exp\left(\frac{-\Delta E_i}{k_B T}\right)$$



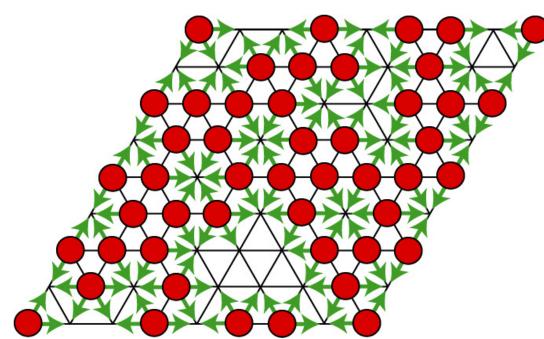
Then randomly choose a hop k, with probability W_k



For each potential hop i, calculate the hop rate

$$W_i = v * \exp\left(\frac{-\Delta E_i}{k_B T}\right)$$

Then randomly choose a hop k, with probability W_k ξ_1 = random number



For each potential hop i, calculate the hop rate

$$W_i = v * \exp\left(\frac{-\Delta E_i}{k_B T}\right)$$

Then randomly choose a hop \emph{k} , with probability $\emph{W}_\emph{k}$

 ξ_1 = random number

$$\sum_{i=1}^{k-1} W_i < \xi_1 \cdot W \le \sum_{i=0}^{k} W_i$$

$$W = \sum_{i=0}^{N_{hops}} W_i$$

Time

After hop k we need to update the time

 ξ_2 = random number

$$\Delta t = -\frac{1}{W} \log \xi_2$$

Two independent stochastic variables: the hop k and the waiting time Δt

$$\sum_{i=1}^{k-1} W_i < \xi_1 \cdot W \le \sum_{i=0}^k W_i$$

$$\Delta t = -\frac{1}{W} \log \xi_2$$

$$W_i = v * \exp\left(\frac{-\Delta E_i}{k_B T}\right)$$

$$W = \sum_{i=0}^{N_{hops}} W_i$$

Kinetic Monte Carlo

- Hop every time
- Consider all possible hops simultaneously
- Pick hop according its relative probability
- Update the time such that Δt on average equals the time that we would have waited in standard Monte Carlo