

“Crystals are living beings at the beginning of creation.”

*Nikola Tesla*

**Problem 4.1: 1D Harmonic Crystal**

Consider a one-dimensional chain of  $N$  particles of mass  $m$  interacting via springs (spring constant  $k$ ) with each of its nearest neighbours. In this system, periodic boundary conditions are present, i.e. the first particle interacts with the last and vice versa (see Figure 1).

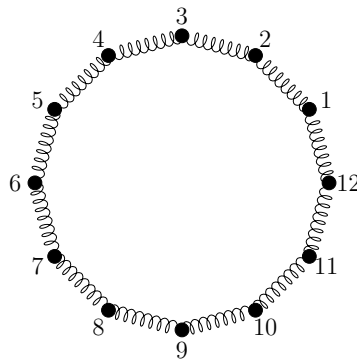


Figure 1: The first particle (1) interacts with the last particle (12). Note that the coordinates are actually one-dimensional.

- a) Implement the harmonic chain to solve Newton’s equations of motion. To this end, use the velocity-Verlet algorithm with a discrete time step  $\delta t = 0.1$  and  $N = 100$  particles. The particles have a mass  $m = 1$  and the spring constant  $k = 1$ . Make sure you take advantage of Newton’s third law, i.e. calculate each interaction only once each time step.
- b) Particles are placed initially at positions  $x_i^0 = i - 1$ , ( $i = 1, \dots, N$ ) (therefore, the total system length is  $L = N$ ). Give each particle a random initial velocity. Do not forget to subtract the velocity of center of mass from it.
- c) Measure, plot and discuss
  - i) Kinetic and potential energy as well as the total momentum of the system as a function of time. What do you observe for the total momentum?
  - ii) Total energy as a function of time for different  $\delta t = \{0.05, 0.1, 0.2\}$ . The total energy of the system is supposed to be constant. Is the obtained total energy constant? Explain the behaviour of total the energy as a function of  $\delta t$ .

Hint: You may use the following steps to implement your code.

- 1) Use arrays of size  $N$  (number of particles) to store the current velocity, position and force of each particle.
- 2) It is better to use separate, independent functions for each task:

i) **initialize()**: Sets up the arrays and initialize the phase space of the system.

- To generate a random velocity for each particle you can use

```
v[i] = ((double)(rand()%RAND_MAX)) / RAND_MAX - 0.5
```

It gives a random value between -0.5 and 0.5 to the particle  $i$ . Do not forget to use `#include <stdlib.h>`.

ii) **md\_step()**: Propagate the system by one single time step (md = molecular dynamics) and update the force.

iii) **calculate\_force()**: Updates the force arrays depending on the current positions of the particles (take care of boundary conditions!).

iv) **potential()**: Calculates the potential and the force of two particles, only using their distance from each other.

v) **write\_phase\_space()**: Depending on the current time step, write a file that contains position and velocity of the particles. You can create a file including the step as a file name as follows in C++ (this requires the `-std=c++11` or later versions switch for g++):

```
#include <string>
// this would generate "phase_space_1" or "phase_space_2", ...
string fname = "phase_space_" + to_string(step);
ofstream output(fname.c_str());
```

vi) **update\_thermodynamics()**: To calculate thermodynamic variables like kinetic energy, centre of mass, etc.

vii) Then the **main()** can do very simple tasks (pseudo-code):

```
int main()
{
    // first read in dt, N
    initialize(..);
    // update the force at the beginning
    calculate_force(..);

    for(i = 0; i < steps; ++i) {
        md_step(..)
        if(..) {
            update_thermodynamics(...);
            write_phase_space(..)
        }
    }
}
```

- 3) Please try to test the functions independently to be sure that all of them work perfectly.
- 4) Make sure that the expected physical properties of the system are maintained (e.g. energy conservation, momentum conservation, and force balance).
- 5) To avoid the common mistakes, be sure to check the sign of the force, implement the periodic boundary condition and be careful about initial position and velocity of particles.