
Molecular Dynamics Notes

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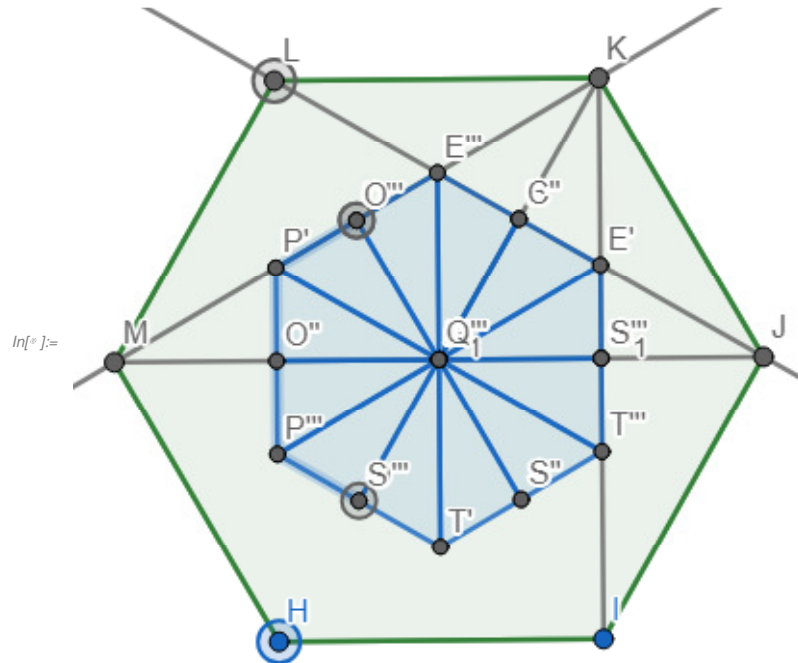
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General Parameters

Layout of the Initial Positions

Area of Veroni Cell

The initial position is based on a hexagonal grid oriented to the box sides. Let b_x and b_y be half the sides of the box; the box has corners $\{-b_x, -b_y\}, \{b_x, -b_y\}, \{b_x, b_y\}, \{-b_x, b_y\}$. The box area is then the product of these, and the density is $\rho = N / (4 b_x b_y)$, where N is the number of particles in the system. Let the hexagonal lattice have particle spacing a ($Q_1 - J$ below). The Veroni cell (the region nearest) around each particle consists of 12 30-60-90 right triangles with sides $a/2$ ($Q_1 - S_1$ in the figure below), $a/(2\sqrt{3})$ ($S_1 - E$), and hypotenuse $a/\sqrt{3}$ ($Q_1 - E$; the ' marks are from the GeoGebra drawing program indicating how many times the point was used in the drawing).



See Fukshansky 2011

The hypotenuse ($Q_1 - E$) is given by the following:

$In[] :=$

Solve [$a / 2 == r \text{ Cos } [30 \text{ Degree}] , r]$

$Out[] :=$

$$\left\{ \left\{ r \rightarrow \frac{a}{\sqrt{3}} \right\} \right\}$$

The short side is therefore

$In[] :=$

$$\left(\frac{a}{\sqrt{3}} \right) \text{Sin} [30 \text{ Degree}]$$

$Out[] :=$

$$\frac{a}{2 \sqrt{3}}$$

The area occupied by one particle is therefore:

$In[] :=$

$$\text{area} = 12 \left(\frac{a}{2} \right) \left(\frac{a}{2 \sqrt{3}} \right) \left(\frac{1}{2} \right)$$

$Out[] :=$

$$\frac{\sqrt{3} a^2}{2}$$

To achieve a specified density, solve the following:

```
In[ ]:= Solve[ $\frac{\sqrt{3} a^2}{2} == 1 / \rho, a]$ 
```

```
Out[ ]:=  $\left\{ \left\{ a \rightarrow -\frac{\sqrt{2}}{3^{1/4} \sqrt{\rho}} \right\}, \left\{ a \rightarrow \frac{\sqrt{2}}{3^{1/4} \sqrt{\rho}} \right\} \right\}$ 
```

The paper from 1980 claimed a density of $\rho = 1/\pi$ and an a of about 1.9σ

```
In[ ]:= a79 = N[ $\frac{\sqrt{2}}{3^{1/4} \sqrt{1 / \pi}}$ ]
```

```
Out[ ]:= 1.90463
```

The box dimensions can be decided for a desired density. $\rho = N/(4 b_x b_y) = N/(2\sqrt{3} b_x^2)$ (where $b_y = \sqrt{3} b_x/2$)

```
In[ ]:= Bx[K_, ρ_] =  $\sqrt{\frac{K}{2\sqrt{3} \rho}}$ 
```

```
Out[ ]:=  $\frac{\sqrt{\frac{K}{\rho}}}{\sqrt{2} 3^{1/4}}$ 
```

```
In[ ]:= Bx[256, 1 / π]
```

```
Out[ ]:=  $\frac{8 \sqrt{2} \pi}{3^{1/4}}$ 
```

The positions then will be N_r rows each having N_c particles (this assumes N is composite).

```
In[ ]:= ClearAll[ placeR];
placeR[n_, a_, x_, y_] := Table[{x + i a, y}, {i, 0, n-1}]
```

```
In[ ]:= placeR[4, .3, .3 / 4, 0]
```

```
Out[ ]:= {{0.075, 0}, {0.375, 0}, {0.675, 0}, {0.975, 0}}
```

In[⁸]:=

```

ClearAll[ fill];
fill::usage="fill[ Bx, By, K] will place K particles in a hexagonal grid in a rectangle of
size 2Bx x 2By. N should be perfect square such that all the rows have the same number of
particles. Returns a two element list {parms, pnts}; parms is a list {ρ, a, Nc, Nr,Bx,By}
repectivley the density, the particle spacing, the number of rows and columns, and the
input box parmaeters. pnts is a list of {x, y} coordinates of the K particle positions.";
fill[Bx_, By_, K_]:= Module[{ρ=K/(4 Bx By),a,Nc, Nr,r,c},
a= $\sqrt{2/(\rho\sqrt{3})}$ ; c= $\sqrt{3}/2$ ; Nc=Round[2 Bx/a]; Nr=Round[K/Nc];
{{ρ, a, Nr, Nc,Bx,By},
Table[placeR[Nc, a, (a/4) (1+2Mod[i,2]) -Bx,a c(i+1/2) -By],{i,0,Nr-1}]}];
fill[Bx_, K_]:= fill[Bx, ( $\sqrt{3}/2$ )Bx,K]

```

In[⁹]:=

```
pnts = fill[10, 10  $\sqrt{3}/2$ , 25]
```

Out[⁹]=

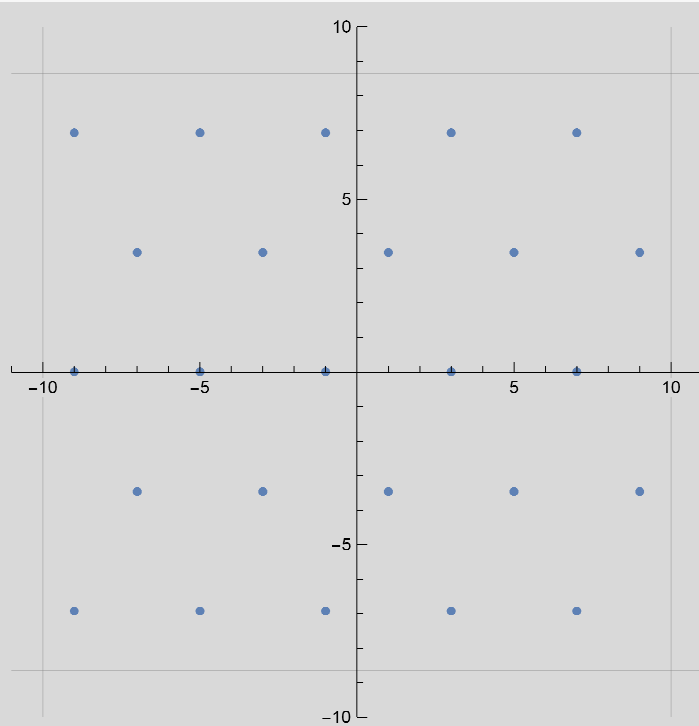
```

{ {  $\frac{1}{8\sqrt{3}}$ , 4, 5, 5, 10, 5  $\sqrt{3}$  },
{ { { -9, -4  $\sqrt{3}$  }, { -5, -4  $\sqrt{3}$  }, { -1, -4  $\sqrt{3}$  }, { 3, -4  $\sqrt{3}$  }, { 7, -4  $\sqrt{3}$  } },
{ { -7, -2  $\sqrt{3}$  }, { -3, -2  $\sqrt{3}$  }, { 1, -2  $\sqrt{3}$  }, { 5, -2  $\sqrt{3}$  }, { 9, -2  $\sqrt{3}$  } },
{ { -9, 0 }, { -5, 0 }, { -1, 0 }, { 3, 0 }, { 7, 0 } },
{ { -7, 2  $\sqrt{3}$  }, { -3, 2  $\sqrt{3}$  }, { 1, 2  $\sqrt{3}$  }, { 5, 2  $\sqrt{3}$  }, { 9, 2  $\sqrt{3}$  } },
{ { -9, 4  $\sqrt{3}$  }, { -5, 4  $\sqrt{3}$  }, { -1, 4  $\sqrt{3}$  }, { 3, 4  $\sqrt{3}$  }, { 7, 4  $\sqrt{3}$  } } } }

```

In[^a]:=

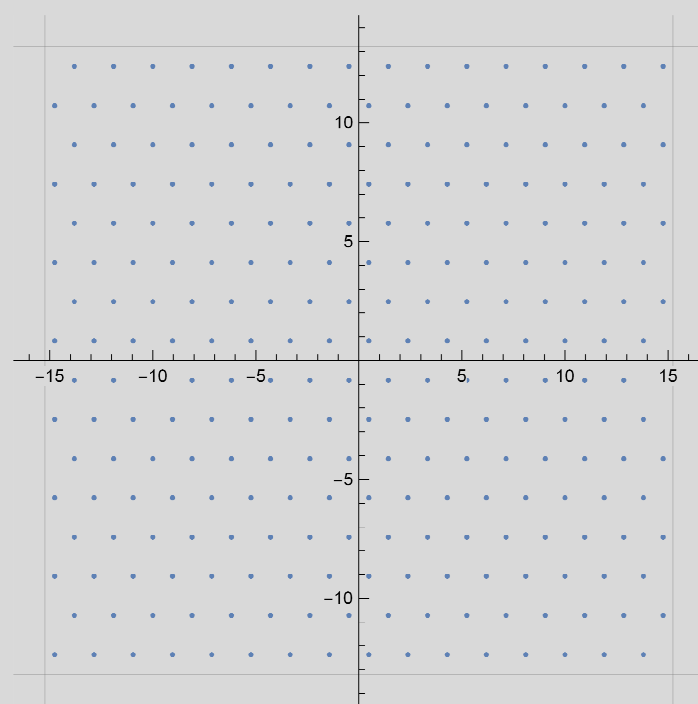
```
ListPlot[Flatten[pnts[[2]], 1], AspectRatio → 1,
PlotRange → {{-11, 11}, {-10, 10}}, GridLines → {{-10, 10}, {-10  $\sqrt{3}$  / 2, 10  $\sqrt{3}$  / 2}}]
```

Out[^a]=In[^a]:=

```
ClearAll[plotPnts];
plotPnts[pnts_] := Module[{Bx = pnts[[1, 5]], By = pnts[[1, 6]], box}, box = {{-Bx, Bx}, {-By, By}};
ListPlot[Flatten[pnts[[2]], 1], AspectRatio → 1, PlotRange → 1.1 box, GridLines → box]
```

$In[6] :=$

```
pnts256 = fill[Bx[256, 1 /  $\pi$ ], 256];  
p256 = plotPnts[pnts256]
```

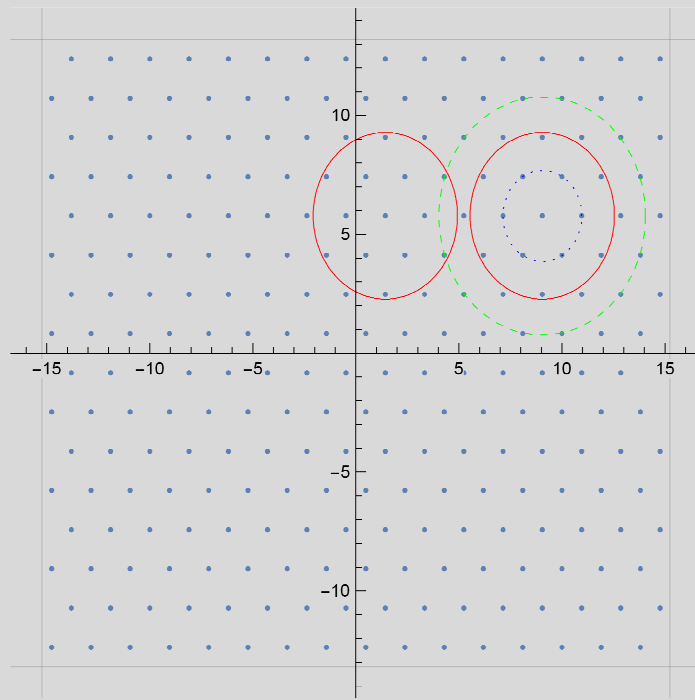
 $Out[6] :=$ 

In[^a]:=

```

p2 = Flatten[pnts256[[2], 1] [[189]];
p3 = Flatten[pnts256[[2], 1] [[189 - 4]];
Show[p256, Graphics[ {Red, Circle[p2, 3.5]}], Graphics[ {Red, Circle[p3, 3.5]}],
Graphics[{Green, Dashed, Circle[p2, 5]}], Graphics[{Blue, Dotted, Circle[p2, a79]}]]

```

Out[^a]:=

The red circles above show that they do not overlap. They could be set to $2a$ so that they would touch. There would be a few more interacting particles then, and at initialization, six particles would be sitting on the skin.

In[^a]:=

```
{3.5^2, (2 a79)^2, 5^2}
```

Out[^a]:=

```
{12.25, 14.5104, 25}
```

Test Data

In[^a]:=

```
N[fill[9, 9]]
```

Out[^a]:=

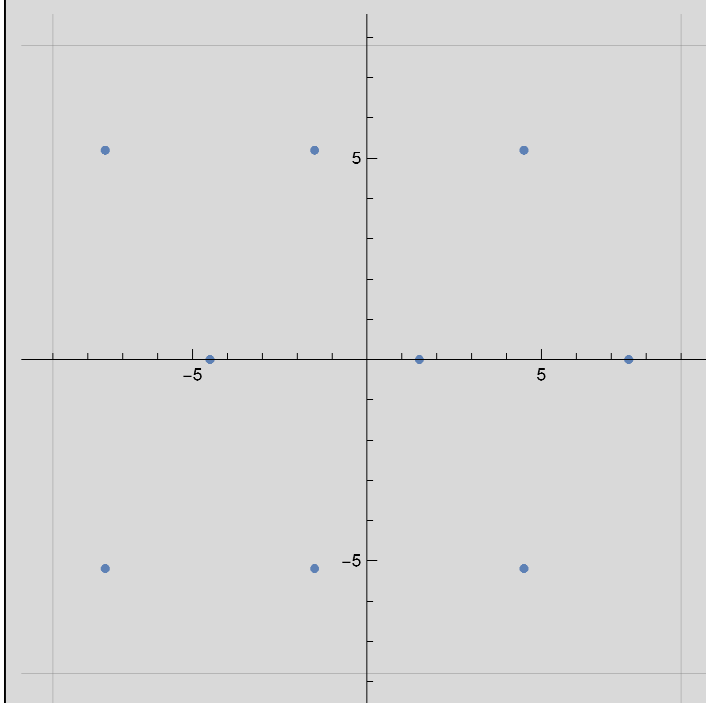
```

{{0.032075, 6., 3., 3., 9., 7.79423},
 {{-7.5, -5.19615}, {-1.5, -5.19615}, {4.5, -5.19615}}, {-4.5, 0.},
 {1.5, 0.}, {7.5, 0.}}, {{-7.5, 5.19615}, {-1.5, 5.19615}, {4.5, 5.19615}}}

```

In[⁶]:=

plotPnts [%]

Out[⁶]=

Potentials

$$1/r^n$$

The standard repulsive potential is given by:

In[⁷]:=

```
ClearAll[rn];
rn[r_, n_] := 1/r^n
```

Here is the form for a particular n:

In[⁸]:=

rn[r, 5]

Out[⁸]=

$$\frac{1}{r^5}$$

And here are some interesting values of that:

In[⁹]:=

```
test = {1/2, 1, 2, a79, 3, 3.4999, 7/2, 4};
Map[rn[#, 5] &, test]
```

Out[⁹]=

$$\left\{ 32, 1, \frac{1}{32}, 0.0398981, \frac{1}{243}, 0.00190424, \frac{32}{16807}, \frac{1}{1024} \right\}$$

The force is the derivative with respect to r:

In[⁶]:=**f[r_] = D[rn[r, 5], r]**Out[⁶]=

$$-\frac{5}{r^6}$$

Here are the resulting forces at those same interesting values.

In[⁶]:=**Map[f, test]**Out[⁶]=

$$\left\{-320, -5, -\frac{5}{64}, -0.10474, -\frac{5}{729}, -0.00272042, -\frac{320}{117649}, -\frac{5}{4096}\right\}$$

The skin at 3.5σ yields the following ratios to the mean separation in a hexagonal grid:

In[⁶]:=**{rn[3.5, 5] / rn[a79, 5], f[3.5] / f[a79]}**Out[⁶]=**{0.0477208, 0.0259687}**

The number of particles expected in a circular region is $\rho \pi r^2$, but with the density $\rho = 1/\pi$, the expected number of particles is simply r^2

In[⁶]:=**Block[{ $\rho = 1/\pi$ }, $\rho \pi \{3.5^2, 5^2\}$]**Out[⁶]=**{12.25, 25}**

The potential energy (PE) of a particle due to its six nearest neighbors is one half of the PE between each pair (as the PE between particles is shared by the two particles).

In[⁶]:=**pe6 = 6 rn[a79, 5] / 2**Out[⁶]=**0.119694**

We can find the nearest points in the following way. Note that when the points are left in symbolic form, the distance returned is the square for some unknown reason. Applying **N[]** to the list and the point yields the desired results.

In[⁶]:=

```
Nearest[Flatten[N[pts256[[2]]], 1] → All, N[p2], {All, 3.5}]
```

Out[⁶]=

```
{<|Element → {9.04697, 5.77309}, Index → 189, Distance → 0. |>,
 <|Element → {8.09466, 7.42254}, Index → 205, Distance → 1.90463 |>,
 <|Element → {9.99928, 7.42254}, Index → 206, Distance → 1.90463 |>,
 <|Element → {7.14235, 5.77309}, Index → 188, Distance → 1.90463 |>,
 <|Element → {8.09466, 4.12364}, Index → 173, Distance → 1.90463 |>,
 <|Element → {10.9516, 5.77309}, Index → 190, Distance → 1.90463 |>,
 <|Element → {9.99928, 4.12364}, Index → 174, Distance → 1.90463 |>,
 <|Element → {6.19003, 7.42254}, Index → 204, Distance → 3.29891 |>,
 <|Element → {9.04697, 9.072}, Index → 221, Distance → 3.29891 |>,
 <|Element → {6.19003, 4.12364}, Index → 172, Distance → 3.29891 |>,
 <|Element → {11.9039, 7.42254}, Index → 207, Distance → 3.29891 |>,
 <|Element → {11.9039, 4.12364}, Index → 175, Distance → 3.29891 |>,
 <|Element → {9.04697, 2.47418}, Index → 157, Distance → 3.29891 |>}
```

Rather than work with a list of associations, we can simply ask for the distances:

In[⁷]:=

```
skin1st = Nearest[Flatten[N[pts256[[2]]], 1] → "Distance", N[p2], {All, 3.5}]
```

Out[⁷]=

```
{0., 1.90463, 1.90463, 1.90463, 1.90463, 1.90463,
 1.90463, 3.29891, 3.29891, 3.29891, 3.29891, 3.29891}
```

These can be handed to **rn** to compute the PEs as a list:

In[⁸]:=

```
rn[skin1st[[2 ;;]], 5] / 2
```

Out[⁸]=

```
{0.019949, 0.019949, 0.019949, 0.019949, 0.019949, 0.019949,
 0.00127973, 0.00127973, 0.00127973, 0.00127973, 0.00127973, 0.00127973}
```

Summing them is easy:

In[⁹]:=

```
pe12 = Apply[Plus, %]
```

Out[⁹]=

```
0.127373
```

The additional PE of the outer ring of six particles is only a 6% addition.

In[¹⁰]:=

```
dpe = pe12 - pe6
```

Out[¹⁰]=

```
0.00767839
```

In[¹¹]:=

```
dpe / pe6
```

Out[¹¹]=

```
0.06415
```

■ Angular Momentum

When applying random velocities to the particles, the velocities in the x and y directions will each be drawn from a zero-mean Gaussian distribution. The sum of velocities in the x and y direction will therefore also be zero-mean, but will have a substantial variance: for N particles, the variance will be $N\sigma^2$. Therefore, after initialization, we need to measure the momentums in the x and y directions and subtract that average per-particle momentum from each particle.

The same is true for angular momentum. It just won't do for the whole system to be rotating, even a little. It is easy to measure the angular momentum. For a particle with a vector position \mathbf{x} and vector velocity \mathbf{v} , and particle mass m , the angular momentum about the origin is $\mathbf{L} = \mathbf{x} \times m \mathbf{v}$. In two dimensions,

In[]:= $\mathbf{A} = \{\mathbf{ax}, \mathbf{ay}, \mathbf{az}\}; \mathbf{V} = \{\mathbf{vx}, \mathbf{vy}, \mathbf{vz}\}; \mathbf{L} = \text{Cross}[\mathbf{A}, \mathbf{V}]$

Out[]:= $\{-\mathbf{az} \mathbf{vy} + \mathbf{ay} \mathbf{vz}, \mathbf{az} \mathbf{vx} - \mathbf{ax} \mathbf{vz}, -\mathbf{ay} \mathbf{vx} + \mathbf{ax} \mathbf{vy}\}$

This is very simple when the z components are zero.

In[]:= $\mathbf{L} /. \{\mathbf{az} \rightarrow 0, \mathbf{vz} \rightarrow 0\}$

Out[]:= $\{0, 0, -\mathbf{ay} \mathbf{vx} + \mathbf{ax} \mathbf{vy}\}$

The total angular momentum is then $L = \sum_{i=1}^N \mathbf{x}_i \times \mathbf{v}_i$, where we assume $m = 1$. This can also be considered as an average rotation rate ω , and the angular momentum can then also be expressed as

$L = \sum_{i=1}^N r_i \omega = \omega \sum_{i=1}^N r_i$, where r_i is the radial component of the particle i in cylindrical coordinates (that is, its distance from the origin). If $S = \sum_{i=1}^N r_i$, then the average rotation rate is given by $\omega = L/S$, and therefore the i th particle's share of the rotation is $l_i = \omega r_i$.

We can calculate ω , and then say that $l = \mathbf{ax} \mathbf{vy} - \mathbf{ay} \mathbf{vx}$. This is insufficient to calculate a velocity vector, but the velocity vector is orthogonal to the particle vector, so their dot product will be zero.

In[]:= $\text{Solve}[L == \mathbf{ax} \mathbf{vy} - \mathbf{ay} \mathbf{vx} \ \&\& \ \mathbf{ax} \mathbf{vx} + \mathbf{ay} \mathbf{vy} == 0, \{\mathbf{vx}, \mathbf{vy}\}]$

Out[]:= $\left\{ \left\{ \mathbf{vx} \rightarrow -\frac{\mathbf{ay} \mathbf{l}}{\mathbf{ax}^2 + \mathbf{ay}^2}, \mathbf{vy} \rightarrow \frac{\mathbf{ax} \mathbf{l}}{\mathbf{ax}^2 + \mathbf{ay}^2} \right\} \right\}$

Numerical Assessments

The value of S is large:

```
In[6] := S = Apply[Plus, Map[Norm, N[Flatten[pnts256[[2]], 1]]]]
Out[6] := 2786.81
```

One measurement of L was around 58. ω is then

```
In[7] := 58 / S
Out[7] := 0.0208123
```

```
In[8] := % / (2  $\pi$ )
Out[8] := 0.00331239
```

```
In[9] := 1 / %
Out[9] := 301.897
```

So, with that high value of L , it would take a time of almost 302, or 30,000 time steps to make a full rotation. However, only a small rotation would be a problem with the crystal interfaces at the boundaries.

The maximum range is a bit over 19:

```
In[10] := Max[Map[Norm, N[Flatten[pnts256[[2]], 1]]]]
Out[10] := 19.2593
```

This means that even the farthest particles will only get less than 1% of the total angular momentum, but this is still more than twice what they would get if the momentum was evenly divided among the 256 particles.

```
In[11] := S / %
Out[11] := 144.699
```

Initialization

For the following, see Reif, pg. 249, eq. 7.5.7. The mean kinetic energy of a particle in any dimension is $\frac{1}{2} k T$, where k is in units of temperature per unit of energy, and T is the temperature in units defined by k . The energy of a particle of mass $m = 1$ is $\frac{1}{2} v^2$ which can be broken into x and y components ($\langle \epsilon \rangle = \frac{1}{2} v_x^2 + \frac{1}{2} v_y^2 = k T$), so that defining $k = 1$, each component has an expected velocity squared of T .

In[12]:=

```
ClearAll[ngt];
ngt[n_, T_] := GammaDistribution[n, 2 T];
{Mean[ngt[n, T]], Variance[ngt[n, T]]}
```

Out[14]=

 $\{2 n T, 4 n T^2\}$

The distribution function with the melting parameters has extreme numbers.

In[6]:=

```
ngt1 = ngt[256, 0.015];
ngtpdf1 = PDF[ngt1, x]
```

Out[7]=

$$\begin{cases} 2.14686 \times 10^{-115} e^{-33.3333 x} x^{255} & x > 0 \\ 0 & \text{True} \end{cases}$$

In[9]:=

```
{Mean[ngt1], Variance[ngt1]}
```

Out[9]=

 $\{7.68, 0.2304\}$

In[11]:=

```
7.68 / 256 / 2
```

Out[43]=

```
Apply[Plus, Map[#^2 &, RandomVariate[NormalDistribution[0, Sqrt[0.015]], 2 * 10]]]

{0.0146742, 0.0000108843, 0.0211145, 0.00155766, 0.0265103, 0.00352063, 0.0000402889,
0.000943047, 0.00531377, 0.0169177, 0.00349026, 0.000459012, 0.0563798,
0.0266816, 0.000243944, 0.0634471, 0.00680413, 0.00303738, 0.00221842, 0.0163386}
```

In[44]:=

```
ClearAll[ns];
ns[n_, T_] := Apply[Plus, Map[#^2 &, RandomVariate[NormalDistribution[0, Sqrt[T]], 2 n]]]
```

In[62]:=

```
n0 = 256; T0 = 0.015; ns[n0, T0]
```

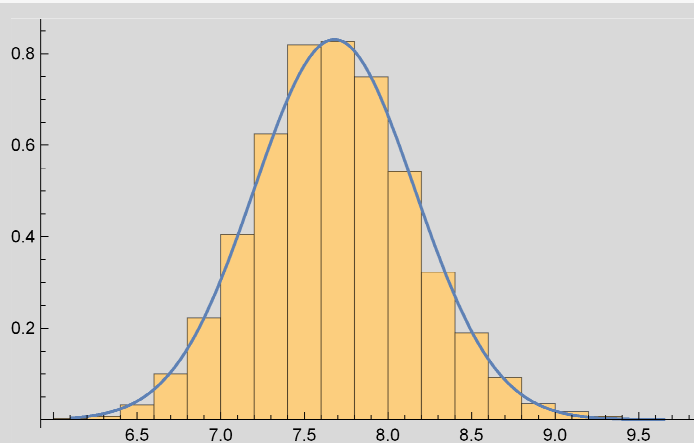
Out[62]=

 7.68677

In[63]:=

```
data = Table[ns[n0, T0], 10000];
Show[
  Histogram[data, 20, "PDF"],
  Plot[PDF[NormalDistribution[2 n0 T0, 2 Sqrt[n0] T0], x], {x, Min[data], Max[data]}]]
```

Out[64]=



In[68]:=

```
Through[{Mean, Variance}[data / (2 * 256)]]
```

Out[68]=

```
{0.0150005, 8.62376 × 10-7}
```

In[69]:=

```
Sqrt[%[[2]]] / %[[1]]
```

Out[69]=

```
0.0619074
```

So around the melting temperature, there is a 6% standard deviation when generating data.

In[72]:=

```
ClearAll[data]; Share[]
```

Out[72]=

```
7 120 176
```

■ Application of Virial Theorem

The Virial Theorem for r^{-n} potentials states that the total kinetic energy is related to the total potential energy as $2\langle K_T \rangle = -n\langle U_T \rangle$, where the angle brackets denote averages. Combine this with the pressure equation $P = \rho \langle K_T \rangle \left(1 + \frac{n\langle U_T \rangle}{2\langle K_T \rangle}\right)$, where ρ is the density, the pressure becomes simply $2\rho \langle K_T \rangle$

Enter subsubsection title here

Enter text here. Enter TraditionalForm input for evaluation in a separate cell below:

$In[{}]$:=

$$\int x \, dx + \sqrt{z}$$

 $Out[{}]$:=

$$\frac{x^2}{2} + \sqrt{z}$$

- Enter bulleted item text here.

Enter item paragraph text here.

- Enter subitem text here.

Enter item paragraph text here.

- Enter subitem text here.

Enter item paragraph text here.

Enter text here. Enter formula for display in a separate cell below:

$$\int x \, dx + \sqrt{z}$$

Enter text here. Enter an inline formula like this: 2 + 2.

1. Enter numbered item text here.

Enter item paragraph text here.

- 1.1. Enter numbered subitem text here.

Enter item paragraph text here.

- 1.1.1. Enter subitem text here.

Enter item paragraph text here.

Enter text here. Enter formula for numbered display in a separate cell below:

$$\int x \, dx + \sqrt{z}$$

(1)

Enter text here. Enter Wolfram Language program code below.

 $In[{}]$:=

```
fun[x_]:=1
```

Enter text here. Enter non-Wolfram Language program code below.

```
DLLEXPORT int fun(WolframLibraryData libData, mreal A1, mreal *Res)
{
    mreal R0_0;
    mreal R0_1;
    R0_0 = A1;
    R0_1 = R0_0 * R0_0;
    *Res = R0_1;
    funStructCompile->WolframLibraryData_cleanUp(libData, 1);
    return 0;
}
```
