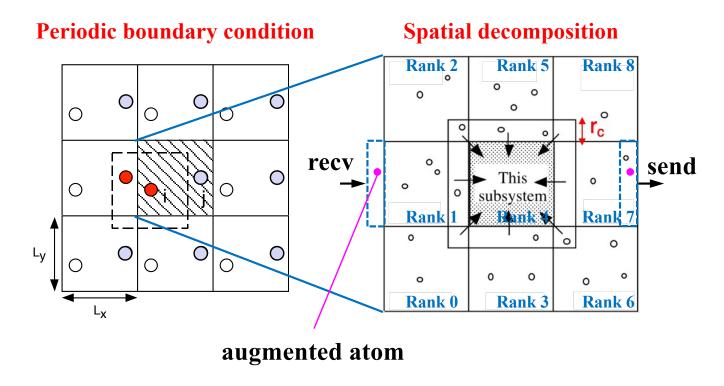
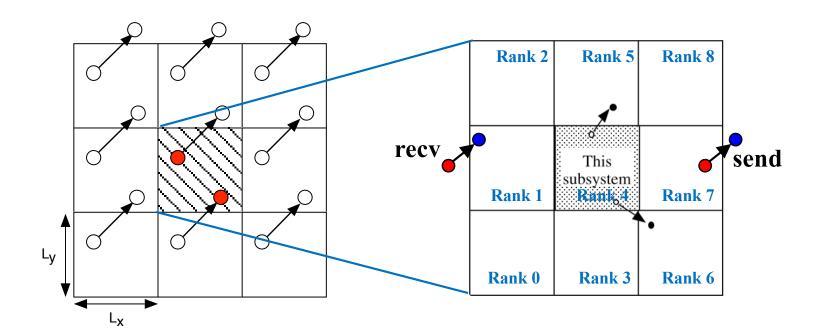
- Q. Where is periodic boundary condition in pmd.c?
- A. It's implicitly implemented in atom_copy() & atom_move()
 - 1. Minimum-image convention for interaction computation achieved by atoms augmented in atom_copy()



https://aiichironakano.github.io/cs596/01MD.pdf

https://aiichironakano.github.io/cs596/03ParallelMD.pdf

- Q. Where is periodic boundary condition in pmd.c?
- A. It's implicitly implemented in atom_copy() & atom_move()
 - 2. Fold back to central image in atom_move()



https://aiichironakano.github.io/cs596/01MD.pdf

https://aiichironakano.github.io/cs596/03ParallelMD.pdf

- Q. Why define vector process ID?
- A. Vector process ID (vid[3]) is used only to find the ranks (nn[6]) of the six neighbor processes during the initialization of the run, in function set topology()

```
/* Integer vectors to specify the six neighbor ranks */
int iv[6][3] = \{ \{-1,0,0\}, \{1,0,0\}, \{0,-1,0\}, \{0,1,0\}, \{0,0,-1\}, \{0,0,1\} \};
int ku,a,k1[3];
/* Set up neighbor tables, nn & sv */
for (ku=0; ku<6; ku++) {
  /* Vector index of neighbor ku (with wrap-around condition) */
  for (a=0; a<3; a++)
    k1[a] = (vid[a]+iv[ku][a]+vproc[a])%vproc[a];
  /* Scalar neighbor ID, nn */
  nn[ku] = k1[0]*vproc[1]*vproc[2]+k1[1]*vproc[2]+k1[2];
  /* Shift vector, sv */
  for (a=0; a<3; a++) sv[ku][a] = al[a]*iv[ku][a];
                                                                Serial process ID
/* Set up the node parity table, myparity */
for (a=0; a<3; a++) {
   if (vproc[a] == 1)
                                   In main():
    myparity[a] = 2;
                                   MPI Comm rank(MPI COMM WORLD, &sid);
  else if (vid[a]%2 == 0)
                                   vid[0] = sid/(vproc[1]*vproc[2]);
    myparity[a] = 0;
                                   vid[1] = (sid/vproc[2])%vproc[1];
  else
                                   vid[2] = sid%vproc[2];
    myparity[a] = 1;
```

- Q. Why accelerate the velocity for half time-step in the velocity Verlet algorithm, instead of full time-step as in Euler algorithm?
- A. By doing so, a conservation law called Liouville's theorem (or phase-space volume conservation) is satisfied exactly by velocity Verlet (but not Euler) algorithm; this in turn leads to superior long-term stability of the trajectory in the former, reflected, e.g., in better energy conservation

See slides 27-30 in https://aiichironakano.github.io/phys516/02MD-slide.pdf

Mapping:
$$(x,p) \rightarrow (x',p')$$

Liouville's theorem: $\frac{\partial(x',p')}{\partial(x,p)} = 1$

In Euler algorithm:

$$\vec{v}_i(t+\Delta) \leftarrow \vec{v}_i(t) + \vec{a}_i(t)\Delta$$

