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# **11th i-CoMSE Workshop: Mesoscale Particle-Based Modeling**

**Mississippi State University  
July 21–25, 2025**

**Session 8: Periodic boundary conditions II (dynamics)**



# Dynamic Quantities

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Time correlation functions:

$X(t)$  = fluctuating variable measured at time  $t$

$\langle X(0)X(t) \rangle$  = **autocorrelation function**, tells us how correlated  $X(t)$  is with  $X(0)$

Normalize:  $C(t) = \frac{\langle X(0)X(t) \rangle}{\langle X(0)^2 \rangle}$  - decays from 1

Decay time  $\sim \tau$  (“independent sample” can be taken after  $\sim \tau$ )

To improve averaging, multiple “time origins” or windows can be used:  
 $\langle X(t_0)X(t + t_0) \rangle$

How to compute:

1. FFT (convolution)
2. Manual/brute force

# Dynamic Quantities

## Fluctuation Dissipation theorem (from linear response theory):

What is the systems' response to a small perturbation?

One can show that:

$$\gamma = \int_0^\infty \langle \dot{A}(0) \dot{A}(t) \rangle$$

transport coefficient  $\nearrow$   $\nwarrow$  rate of change of dynamic variable A

Green-Kubo formula:  
Integral of time (auto-) correlation function

Also:

$$\langle [A(t) - A(0)]^2 \rangle = \langle \Delta A(t)^2 \rangle = 2\gamma t \quad \text{for } t \rightarrow \infty$$

Fluctuation-Dissipation theorem (Einstein relation)

So:

$$\frac{1}{2} \lim_{t \rightarrow \infty} \frac{d}{dt} \langle \Delta A(t)^2 \rangle = \gamma$$

For diffusion:  $A = x$     $\dot{A} = v_x$ .  $\gamma = D_x \rightarrow D_x = \frac{1}{2} \lim_{t \rightarrow \infty} \frac{d}{dt} \langle \Delta x(t)^2 \rangle$

$$D = \frac{1}{6} \lim_{t \rightarrow \infty} \frac{d}{dt} \langle \Delta \vec{r}(t)^2 \rangle$$

\*isotropic system

# Diffusion

How much is something moving over time?  
Measure mean-squared displacement!

$$D = \frac{1}{6} \lim_{t \rightarrow \infty} \frac{d}{dt} \langle \Delta \vec{r}(t)^2 \rangle$$

↑  
Mean-squared displacement!

$$MSD(t) = \frac{1}{N} \sum_{i=1}^N |\vec{r}_i(t) - \vec{r}_i(0)|^2$$

**Improve** measurement by using window approach  
Downside: all snapshots must be measured at regular time intervals, smaller times will have better statistics.

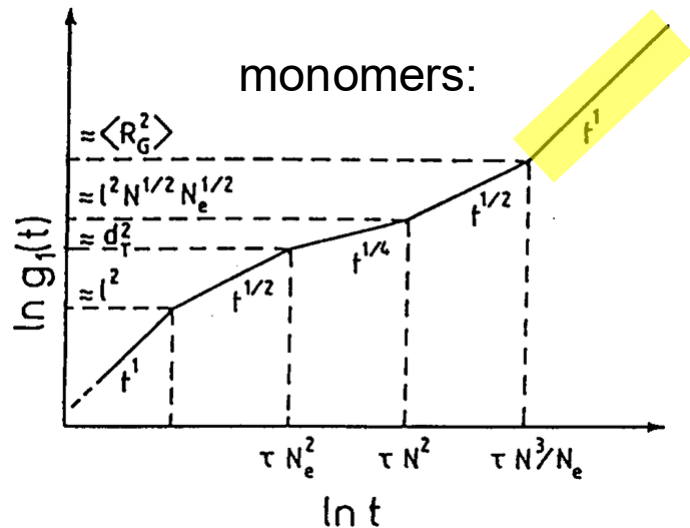
$$MSD(m) = \frac{1}{N_{particles}} \sum_{i=1}^{N_{particles}} \frac{1}{N-m} \sum_{k=0}^{N-m-1} (\vec{r}_i(k+m) - \vec{r}_i(k))^2$$

↑  
total number of frames

↑  
Position of particle  $i$  in frame  $k$

# Diffusion of Polymers

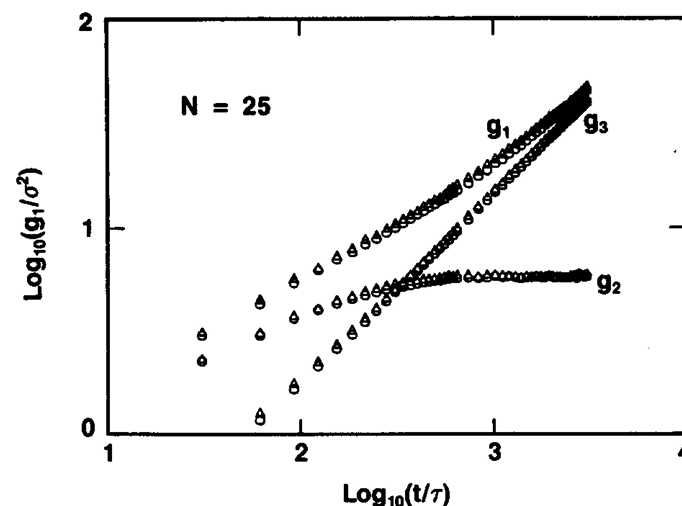
- We can look at the monomer  $g_1$ , center-of-mass  $g_3$ , center-of-mass – monomers  $g_2$ , etc. displacements:



$$g_1(t) \sim \begin{cases} t^1, & t < \tau_0 \\ t^{1/2}, & t < \tau_e \sim N_e^2 \\ t^{1/4}, & t < \tau_N \sim N^2 \\ t^{1/2}, & t < \tau_d \sim N^3/N_e \\ t^1, & t > \tau_d \end{cases}$$

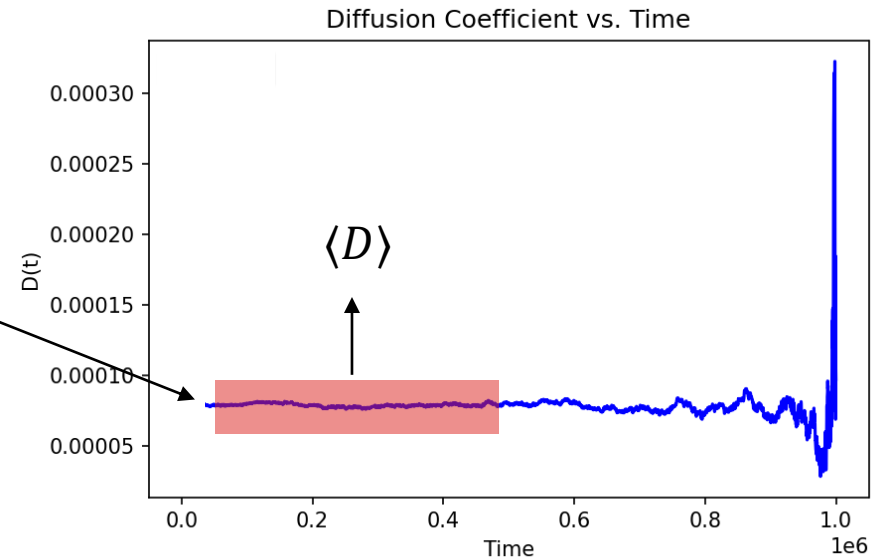
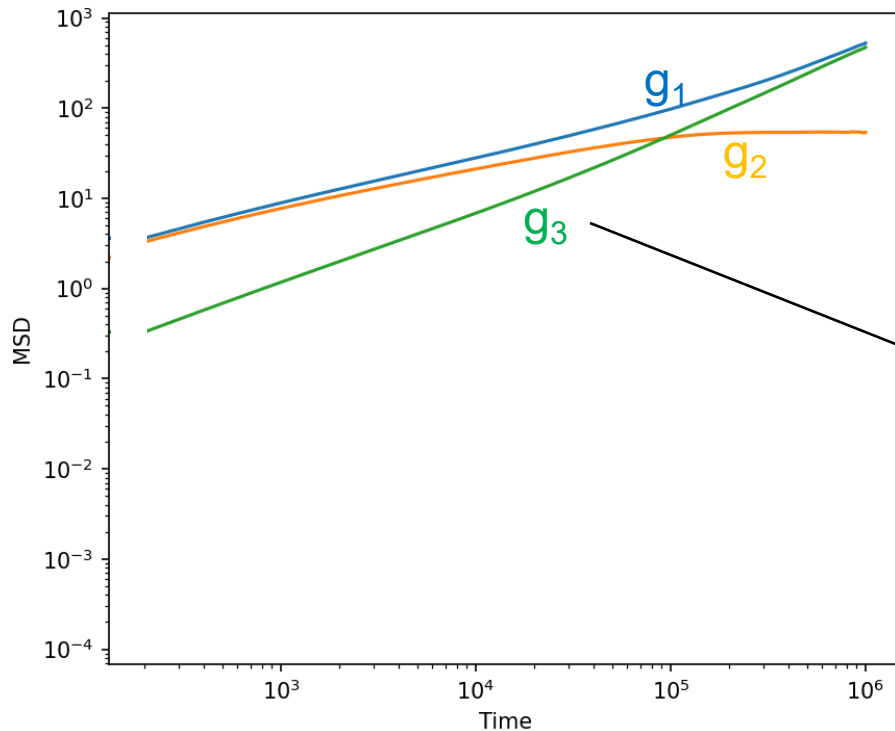
$$g_2(t) \sim \begin{cases} t^1, & t < \tau_0 \\ t^{1/2}, & t < \tau_e \\ t^{1/4}, & t < \tau_N \\ t^0, & t > \tau_N \end{cases}$$

$$g_3(t) \sim \begin{cases} t^1, & t < \tau_e \\ t^{1/2}, & t < \tau_N \\ t^1, & t > \tau_N \end{cases}$$



# Diffusion of Polymers

Example:



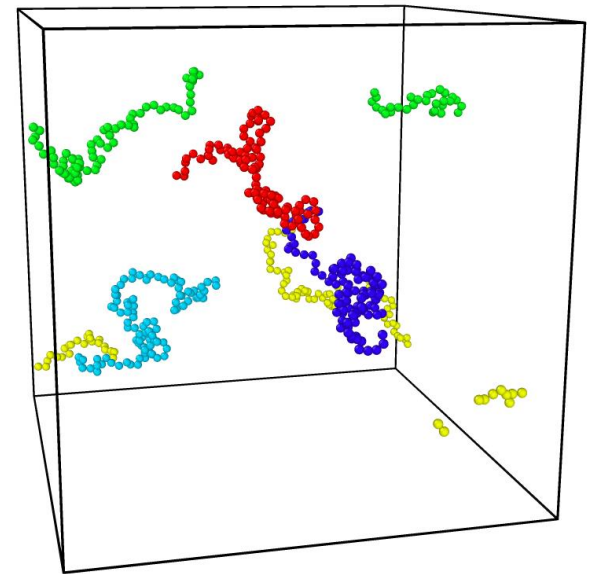
$$D = \frac{1}{6} \lim_{t \rightarrow \infty} \frac{d}{dt} MSD$$

# Relaxation of Polymers

- There are MANY relaxation times in polymers:
  - Monomer relaxation
  - Segmental relaxation
  - Whole chain relaxation:

$$\tau_R \propto R_g^2/D$$

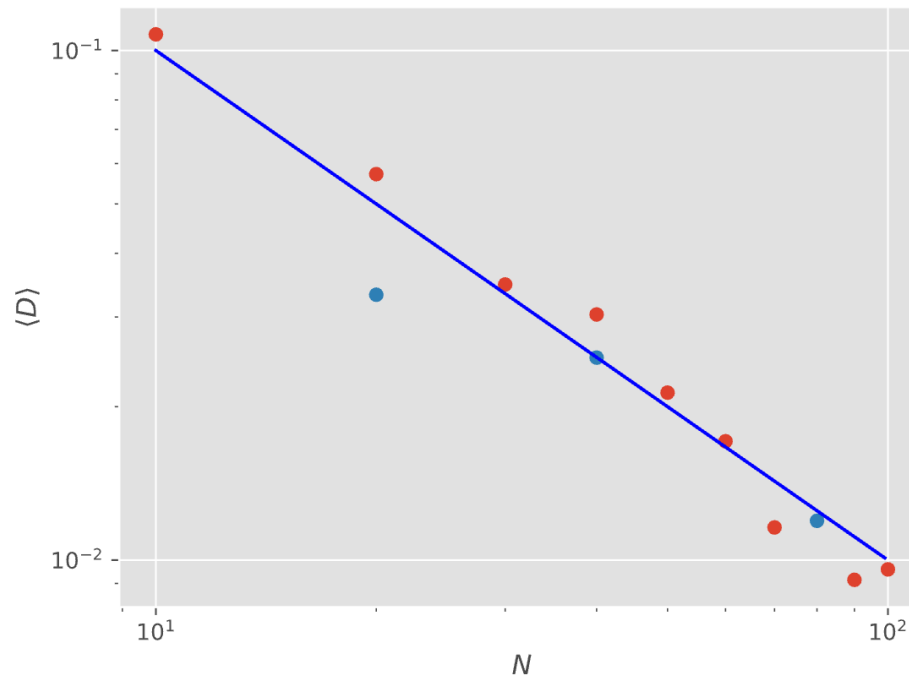
\*polymer has relaxed if it  
has moved its own size



# Exercise

## Objectives:

- Run simple polymer simulations with varying chain length  $N$
- Compute the MSD of the polymers
- Compute the diffusion coefficient as function of  $N$
- Confirm that the results match expected scaling behavior





# Common Pitfalls

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## Common pitfalls:

- Initializing the system with polymer crossing PBCs and not accounting for that in the initial images
- Not writing images for unwrapping
- Not excluding initialization/equilibration period
- Not unwrapping the positions (MSD will plateau where it shouldn't)
- Run simulations that are too short
- A lot of things can go wrong, and a log-log plot still might look "OK"