# This is a testfile for vscode

## Ali-loner

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### 摘要

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# 1 This is a section

Hello world! Hello Ali! As shown in figure 1



图 1: this is Sihan Cao

# 2 Molecular Dynamics

Classical mechanics can not be the whole story. Statistical Mechanics, (some system that not seem to go to the lowest energy) Today I watch 46:43

# 3 Probability Theory:

# 3.1 Probability Distribution

All Probability Distribution must be normalized: sum over all possible outcomes must be "1"! flip coin is a discrete variable (The outcome only has finite value), but in molecular dynamics we mainly think of continous variable.

## 3.1.1 Normalization for continous variable

$$: \int_{-\infty}^{+\infty} p(x)dx = 1$$

# 3.1.2 Expected Value (aka Mean value, first moment of the distribution)

$$\langle X \rangle = \int_{-\infty}^{+\infty} x p(x) dx$$
 (1)

The  $n_{th}$  order moment can be calculated through:

$$\langle X^n \rangle = \int_{-\infty}^{+\infty} x^n p(x) dx \tag{2}$$

## 3.1.3 Statistical Property

Variance: "cumulant"

$$Var(X) = \langle X^2 \rangle - \langle X \rangle^2 \tag{3}$$

Standard Deviation: Not cumulant, but has same unit as X

$$std(x) = \sqrt{Var(X)} \tag{4}$$

## 3.2 Lattice Model

Space is discretizied, and each discrete cell can hold 0 or 1 particle. Microstate <—> Combinations

For the probablistic mechanics, the multi-cimponents system go to the (macro) state with the highest multiplicity (combos) 这句话是测试能否进行引用及支持中文<sup>[1]</sup>。

# 4 Machine Learning and artifical intelligence for engineers

### 4.1 Lecture

#### 4.1.1 Lecture 3

# 5 Computer Version

### 5.1 Rotation Matrix

$$\begin{bmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{bmatrix}$$

For the linear transformation we only need to care about

 $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$ 

which is the x-axis unit vector of the original coordinate and

 $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ 

which is the y-axis unit vector of the original coordinate. Just draw a circle, and calculate the coordinate of the unit vector after rotation. The coordinate for the x-axis unit vector is the first column of the rotation matrix, and the y-axis is the second column. To use the rotation Matrix it's

just like:

$$\begin{bmatrix} x^1 \\ y^1 \end{bmatrix} = A \begin{bmatrix} x \\ y \end{bmatrix}$$

#### 5.2 Lecture

#### **5.2.1** Lecture1

Think image as a function, a color image is just like:

$$f(x,y) = \begin{bmatrix} r(x,y) \\ g(x,y) \\ b(x,y) \end{bmatrix}$$

For the image Processing, there are point operation and neighborhood operation.

# 6 Homework Part

Stirling's approximation

$$N! = \left(\frac{N}{e}\right)^N \ln N! \approx N \ln N - N \tag{5}$$

# 6.1 Problem 5

Lennard Jones law:  $4\epsilon \left[ \left( \frac{\sigma}{r} \right)^{12} - \left( \frac{\sigma}{r} \right)^6 \right]$  For a FCC material  $U(d) = \frac{1}{2} 4\epsilon$ 

The  $r^{12}$  term is the short term repulsive term (describe Pauli Repulsion), and the  $r^6$  is the long term attractive term (describe van der Waals force or dispersion force).

# 6.1.1 (a)

The sum of the energy of the material could be written as:

$$U = 4\epsilon \left[ \left( \frac{\sigma}{r} \right)^{12} - \left( \frac{\sigma}{r} \right)^{6} \right] = \frac{1}{2} N 4\epsilon \left( \frac{(\sigma)^{12}}{(d)^{12}} A - \frac{(\sigma)^{6}}{(d)^{6}} B \right)$$
 (6)

To calculate A and B:

$$A = 2*(\frac{\sigma^{12}}{d^{12}}) + 2*(\frac{\sigma^{12}}{(2d)^{12}}) + 2*(\frac{\sigma^{12}}{(3d)^{12}}) + \dots = 2.0005(\frac{\sigma^{12}}{d^{12}}) \tag{7}$$

$$B = 2 * (\frac{\sigma^6}{d^6}) + 2 * (\frac{\sigma^6}{(2d)^6}) + 2 * (\frac{\sigma^6}{(3d)^6}) + 2 * (\frac{\sigma^6}{(4d)^6}) + \dots = 1.0173(\frac{\sigma^6}{d^6})$$
(8)

Then.

$$U = \frac{1}{2}N4\epsilon \left[2.0005 \frac{\sigma^{1} 2}{d^{1} 2} - 1.0173 \frac{\sigma^{6}}{d^{6}}\right]$$
 (9)

To calculate the equilibrium space d,

$$\frac{\mathrm{d}U}{\mathrm{d}r} = 0\tag{10}$$

So the d is  $\sqrt[6]{\frac{2\times 2.0005}{1.0173}}\sigma=1.2564\sigma$ 

The d just depend on length scale  $\sigma$ , but has no relationship with energy scale  $\epsilon$ 

### 6.1.2 b

If there is no energy dissipation, the total system will vibrate like a wave.

# 6.1.3 c

The total energy of the system is  $U = 2N\epsilon[A\frac{\sigma^{12}}{r^{12}} - B\frac{\sigma^6}{r^6}]$ , so  $\frac{\mathrm{d}^2 u}{\mathrm{d}r^2} = 2N\epsilon[A\sigma^{12}(12\times 13r^{-14}) - B\sigma^6(42r^{-8})] = 2N\epsilon[2.0005\sigma^{12}\times 156\times (1.2564\sigma)^{-14} - 1.0173\sigma^6\times 42\times (1.2564\sigma)^{-8}]$  So the effective spring constant equals:11.7938 $N\epsilon\sigma^{-2}$ 

### 6.2 Problem 8

# 6.2.1 a

For one lattice, the combination is  $C_N^n$ . Because the system has two lattices, so the total number of combinations is  $C_N^n \cdot C_N^n = (C_N^n)^2$ 

# 6.2.2 b

The total number of combinations is  $C_{2N}^{2n}$ 

# 参考文献

[1] G. J. Pottie and W. J. Kaiser. Embedding the internet: Wireless integrated network sensors. Communications of the Acm, 43, 2000.