

# Computational Science

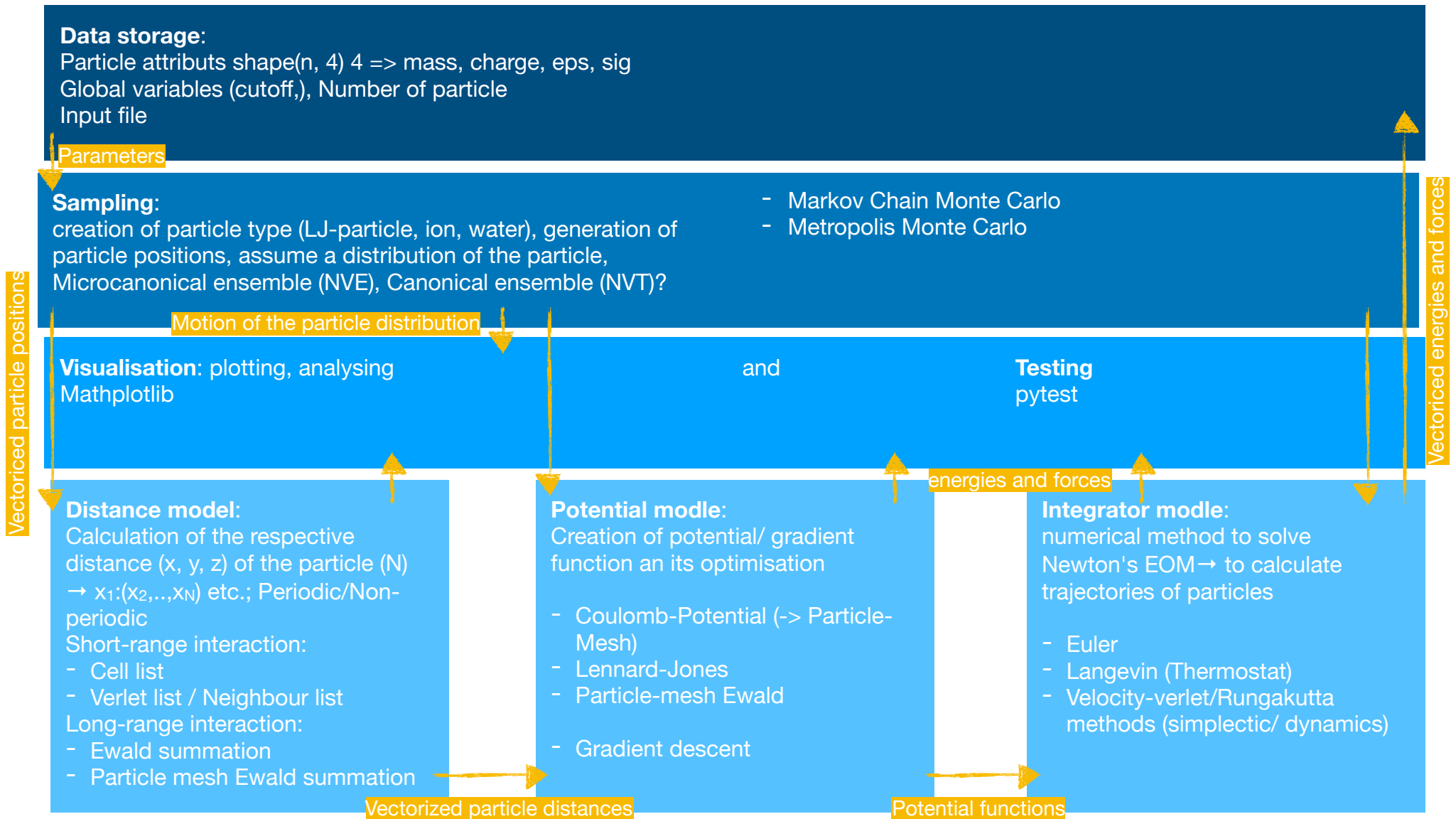
## Molecule Dynamic simulation

### Task:

Implementation of an MD-simulation for Lennard-Jones particles/ ions/ water in 2D and 3D. →interaction between the particles an thereby causes spatial motion by iterativ calculations

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## Concept:

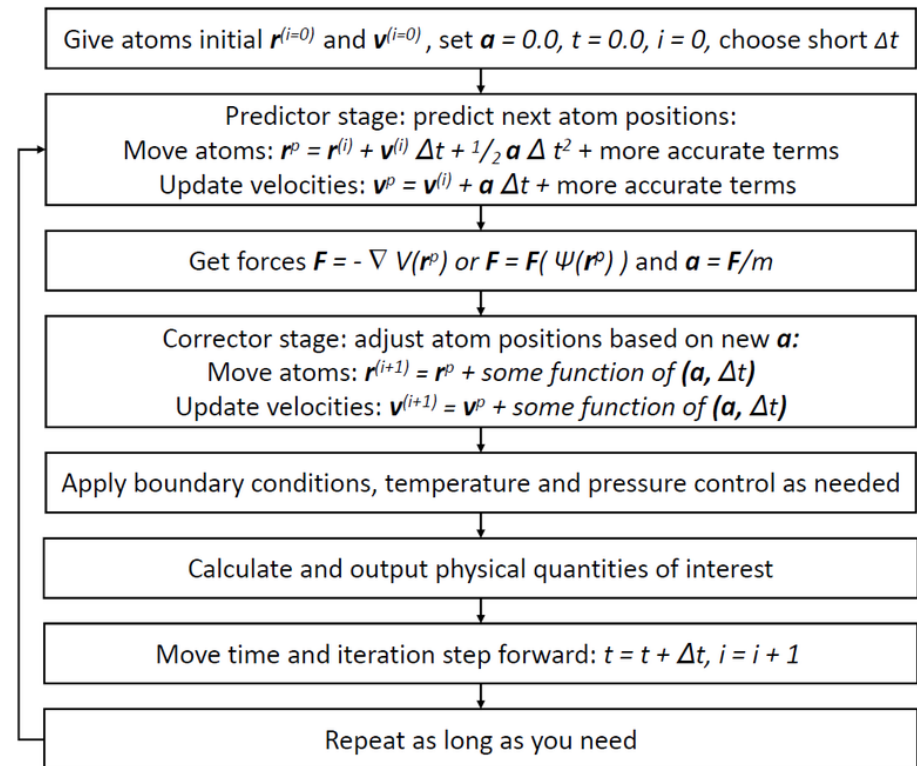


# Workflow

So, 13.01.19

- ✓ finale aufgaben Verteilung
- ✓ modules diskutieren
- Labeling festlegen (formate, Bezeichnungen, Abkürzungen, Parameter)
- ✓ Input und Output formate und Benennungen definieren
- ✓ Ziele festlegen für Fortschritt bis zum nächsten Treffen
- Parallelization strategies ? Domain decomposition method
- (Distribution of system data for parallel computing)
- 

## Simplified schematic of the molecular dynamics algorithm



## Selbstständige Arbeitsphase

- Module fertig implementieren

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Sa, 20.01.19?

- Fortschritte präsentieren
- Fehler Probleme diskutieren
- testing diskutieren
- Input Beispiele
- Labeling festlegen (formate, Bezeichnungen, Abkürzungen, Parameter)
- Wie schreiben wir alles zusammen
- Parallelization strategies ? Domain decomposition method
- 
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## Overview:

Aufgabe für (Person): Phillip (P), Felix (F), Malte (M), Joana (J)

MODUL	INPUT	TASK	OUTPUT	TESTING	VISUALISATION
DATA STORAGE		Configuration ?			
POTENTIAL (F)	<p>C:</p> <ul style="list-style-type: none"> <li>- Distance shape(nxn),</li> <li>- charge array(n),</li> <li>- <math>\epsilon, \sigma</math>(nx1), forces</li> </ul> <p>LJ:</p> <ul style="list-style-type: none"> <li>- dis(nxn),</li> <li>- <math>\epsilon, \sigma</math>(nx1)</li> </ul> <p>H:</p> <ul style="list-style-type: none"> <li>- Box dim (x,y,z min and x,y,z max),</li> <li>- Positionen: r (einteilchen or Mehrteilchen potential), r_0= xmax/ 2, k ???</li> </ul>	<p><u>Particle-particle:</u></p> <ul style="list-style-type: none"> <li>- Coulomb</li> </ul> <p>- LJ</p> <p><u>Global potential:</u></p> <ul style="list-style-type: none"> <li>- Harmonic</li> </ul>	<p>C:</p> <ul style="list-style-type: none"> <li>- potential(nx1) or (Gesamtpotential for each particle)</li> <li>- gradient shape(nx3)</li> </ul> <p>LJ:</p> <ul style="list-style-type: none"> <li>- potential(nx1)</li> </ul> <p>H: Potential</p>	<ul style="list-style-type: none"> <li>- energy consistency</li> <li>- Use simple potential with work and compare</li> </ul>	
SAMPLING (P)	<ul style="list-style-type: none"> <li>- N = number of particle</li> <li>- for each particle charge, mass, <math>\epsilon, \sigma</math> (nx1), k (federkonstnat) <ul style="list-style-type: none"> <li>▸ Creating a particle</li> <li>▸ box, pbc, non pbc</li> </ul> </li> </ul> <p>GLOBAL attributs: ???</p>	<p>configuration: Random then:</p> <ul style="list-style-type: none"> <li>- Markov Chain Monte Carlo</li> <li>- Metropolis Monte Carlo</li> </ul>	<ul style="list-style-type: none"> <li>- Position shape(nxdim)</li> <li>- Velocity shape(nxdim)</li> </ul>	-	<ul style="list-style-type: none"> <li>- distribution of particle plotten</li> <li>-</li> </ul>

MODUL	INPUT	TASK	OUTPUT	TESTING	VISUALISATION
DISTANCE (P)	<ul style="list-style-type: none"> <li>- Position shape(nxdim)</li> </ul>	➡ box, pbc, non pbc	<ul style="list-style-type: none"> <li>- dist(nxn)</li> </ul>		
INTEGRATOR (J)	<ul style="list-style-type: none"> <li>- position shape(nxdim),</li> <li>- velocity shape(nxdim),</li> <li>- attribute shape(n, #numb of attributes)</li> <li>- gradient shape(n,dim),</li> <li>- Time step (int)</li> <li>- Total time (int)</li> <li>- Open or close system <ul style="list-style-type: none"> <li>▸ box, pbc, non pbc</li> </ul> </li> <li>- global attributes ?</li> </ul>	Euler Velocity Verlet Langevin	<ul style="list-style-type: none"> <li>- position(size, n, dim)</li> <li>- velocity(size, n, dim)</li> <li>- Accerelation(size, n, dim)</li> </ul>		
Optimization (M)	??				

# Information about modules

## DATA STORAGE MODULE

???

## SAMPLING MODULE

Initial configuration (markow chain, Particles equispaced in a box; 2D/ 3D)

## MONTE CARLO

INPUT	OUTPUT
initial configuration $\mathbf{r}(0)$ , potential, size, beta, step	Position $\mathbf{r}$ , potential( $\mathbf{r}$ )

(1) Start with initial configuration  $\mathbf{r}^{(0)}$  and set  $k = 0$ .

(2) Fork=1,...,K:

- (a) Sample random vector  $\eta \in \mathbb{R}^N$  with  $\eta_i \sim N(0, \sigma^2)$ , i.e. an isotropic multivariate Gaussian distribution/ or function with variances  $\sigma^2$ .
- (b) Propose new configuration  $\mathbf{r}' = \mathbf{r}^{(k)} + \eta$ .

(c) Accept new configuration with probability  $p_{\text{acc}} = \min \left\{ 1, \exp \left( \frac{\phi(\mathbf{r}') - \phi(\mathbf{r}^{(k)})}{k_B T} \right) \right\}$

If accepted, set  $\mathbf{r}^{(k+1)} = \mathbf{r}'$ , otherwise  $\mathbf{r}^{(k+1)} = \mathbf{r}^{(k)}$ .

## Markov Chain Monte Carlo

- create samples from a possibly multi-dimensional continuous random variable, with probability density proportional to a known function.
- these samples can be used to evaluate an integral over that variable, as its expected value or variance.
- in Markov chain Monte Carlo methods are autocorrelated.
- a equilibrium distribution which is proportional to the function given.

## Metropolis Monte Carlo

- Konfigurationen gemäß ihrer Boltzmann-Wahrscheinlichkeit + einfachen arithmetischen Durchschnitt
- zuerst eine zufällige Bewegung ausgeführt
- dann die Boltzmann-Wahrscheinlichkeit einer solchen Bewegung ausgewertet wird und die Wahrscheinlichkeit mit einer Zufallszahl verglichen wird.
- Ist die Boltzmann-Wahrscheinlichkeit der Bewegung größer als die Zufallszahl, wird die Bewegung akzeptiert. Andernfalls wird das System auf seine ursprüngliche Konfiguration zurückgesetzt.

Vor- und Nachteile: ?

- not interested in the statistics of momenta anymore, so we integrate them out
- sampling the probability density.
- simple version of Monte Carlo is Metropolis Monte Carlo

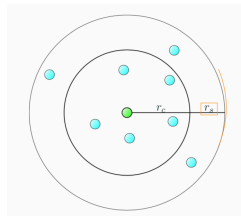
## DISTANCE MODULE

INPUT	OUTPUT
Position $r$ , potential( $r$ )	Matrix distances $x_1 \ x_2 \ \dots \ x_N$

- calculation of distances between particles in MD Energy and force Calculation
- Introduce a cutoff and considering only the nearest neighbours within the radius; for LJ.Potential  $r_c = 2.5 \sigma$ 
  - Reduce effort: loop over all pairs of particle  $(i,j) = (j,i)$

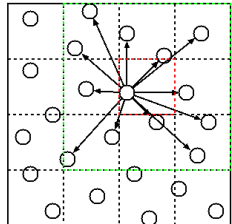
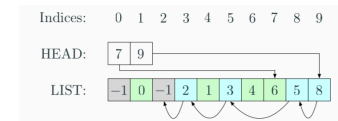
### Verlet list

- For each particle  $i$ , a Verlet list has lists all other particles  $j$  within a smaller distance than  $r_c + r_s$
- Update the neighbour list every  $N_s$  timesteps
- $r_s > N_s v_{typ} \delta t$  type speed of particles
- Choice between hash table and array



### Cell-linked list : get complexity down

- domain into cells with an edge length greater than or equal to the cut-off radius of the interaction to be computed
- particles sorted into cells and the interactions are computed between particles in the same or neighbouring cells
- Needed array HEAD and array LIST
- Think about parallelisation



### Cell decomposition approach

- partition the domain into cells and build a cell-linked list
- Verlet list by searching only in the neighbouring cells instead of considering all particles
- Dirty flag ?



## POTENTIAL MODULE

description how the particles will interact in the simulation; two main approximations: Born–Oppenheimer approximation (dynamics of electrons), point particles that follow classical Newtonian dynamics (nuclei, which are much heavier than electrons)

Coulomb-Potential (-> Particle-Mesh)

$$\phi_i(\mathbf{r}) = \frac{1}{4\pi\epsilon_0} \frac{q_i}{|\mathbf{r} - \mathbf{r}_i|}$$
$$\frac{1}{4\pi\epsilon_0} = c_0^2 \mu_0 = c_0^2 \times 10^{-7} \text{ H}\cdot\text{m}^{-1} = 8.987 \times 10^9 \text{ Nm}^2\text{C}^{-2}$$

Lennard-Jones

Particle-mesh Ewald

## INTEGRATOR MODULE

Euler

Langevin (Thermostat)

Velocity-verlet/Rungakutta methods (symplectic/ dynamics)

## Präsentation

line\_profiler

Piecewise

@njit

Recent body: not can change its structure , shake or radle

Hard spheres

Ewald analytical fouler (strait forward)

Particle mesh a numerical fouler (corektli sparred particle)

Gommecs

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