

1 Appendix

1.1 Lotka-Volterra Solutions Code

```
1 T = 20;
2 N = 1000;
3 h = T/N;
4
5 % Initializing the arrays to store solutions over time.
6 Z_exp = zeros(2,N); Z_imp = zeros(2,N); Z_symp = zeros(2,N);
7
8 % Lotka-Volterra Equations
9 f = @(x) [x(1)-x(1)*x(2); x(1)*x(2)-2*x(2)];
10 df = @(x, y) [1-x(2); x(1) - 2];
11
12 % Newton-Raphson iteration for implicit methods
13 F_IE = @(x, y0, h) x - y0 - h*f(x);
14 DF_IE = @(x, h) eye(2) - h*df(x);
15 N_IE = @(y0, h) y0+h - (DF_IE(y0+h, h))^-1*F_IE(y0+h,y0,h);
16
17 % Initial value (2,4).
18 ysolv_EE = [2;4]; ysolv_IE = [2;4]; ysolv_symp = [2;4];
19 Z_exp(:,1) = ysolv_EE; Z_imp(:,1) = ysolv_IE; Z_symp(:,1) = ysolv_symp;
20
21
22 for i = 2: N
23     ysolv_EE = ysolv_EE + h*f(ysolv_EE);
24     ysolv_IE = N_IE(ysolv_IE, h);
25
26     % Symplectic Euler variant: explicit in u, implicit in v
27     Z_symp(1,i) = Z_symp(1,i-1)/(1-h*(1-Z_symp(2,i-1)));
28     Z_symp(2,i) = Z_symp(2,i-1)*(1+h*(Z_symp(1,i)-2));
29
30     Z_exp(:,i) = ysolv_EE;
31     Z_imp(:,i) = ysolv_IE;
32
33 end
34
35 % Phase planes of Lotka-Volterra equations
36 x = 0.2:0.2:max(Z_exp(1,:));
37 y = 0.2:0.2:max(Z_exp(2,:));
38 [X,Y] = meshgrid(x,y);
39 Z = X - 2*real(log(X)) + Y - real(log(Y));
40
41 % Plotting the numerical solutions beside each other
42 ax1 = subplot(1,3,1);
43 plot(ax1, Z_exp(1,:), Z_exp(2,:), 'b')
44 hold on;
45 plot(ax1, [2], [4], 'o');
46 hold on;
47 contour(ax1, X,Y,Z, 'k:');
48 title(ax1, 'Explicit Euler');
49 xlabel(ax1, 'u');
50 ylabel(ax1, 'v');
51
52 ax2 = subplot(1,3,2);
```

```

53 plot(ax2, Z_imp(1,:), Z_imp(2,:), 'b')
54 hold on;
55 plot(ax2, [2], [4], 'o');
56 hold on;
57 contour(ax2, X,Y,Z, 'k:');
58 title(ax2, 'Implicit Euler');
59 xlabel(ax2, 'u');
60 ylabel(ax2, 'v');
61
62 ax3 = subplot(1,3,3);
63 plot(ax3, Z_symp(1,:), Z_symp(2,:), 'b')
64 hold on;
65 plot(ax3, [2], [4], 'o');
66 hold on;
67 contour(ax3, X,Y,Z, 'k:');
68 title(ax3, 'Symplectic Euler');
69 xlabel(ax3, 'u');
70 ylabel(ax3, 'v');

```

1.2 Convergence Tests on Pendulum Problem Code

```
1 % Code adapted from A. Paganini, Numerical Solutions of DEs I.
2
3 % Pendulum problem initial configuration
4 l = 5; g = 10; T = 5;
5 theta = 0;
6 v_theta = 5;
7 y0 = [theta; v_theta];
8
9 f = @(y) [y(2); -g*(1/l)*sin(y(1))];
10
11 % Reference solution with MATLAB function ode45
12 opts = odeset('AbsTol', 1e-12, 'RelTol', 1e-12);
13 [~, yref] = ode45(@(t,y) f(y), [0, T], y0, opts);
14 yref_final = yref(end,:).';
15
16 N = 2.^(4:10); hsave = zeros(size(N));
17 err = zeros(size(N));
18 figure_num = 0;
19 beta = 1.00; % we vary this value as preferred
20
21 % For each value of gamma, repeat the pendulum problem for different step sizes h
22 for gamma = 0:0.25:1
23     for i = 1:length(N)
24         h = T/N(i); hsave(i) = h;
25         x = theta; v = v_theta;
26
27         for jj = 1:N(i)
28             [x, v] = newmark_beta(beta, gamma, x, v, h, ...
29                                     @update_acceleration, @d_acceleration);
30         end
31
32         err(i) = norm([x; v] - yref_final);
33     end
34
35     % Plot the graph of convergence
36     loglog(hsave, err, '*-', 'linewidth', 2)
37     ylim([10^-5 10^1]);
38     xlabel('log(h)');
39     ylabel('log(err)');
40     title('\beta = 1.00');
41     hold on;
42     % Find (asymptotic) slope of the graph plotted
43     fit = polyfit(log(hsave(end-3:end)), log(err(end-3:end)), 1);
44     fprintf('The convergence order of the Newmark-Beta method with \beta: %f ...
45             and \gamma: %f is %1.2f\n', beta, gamma, fit(1));
46 end
47 hold off;
48 legend('0.00','0.25','0.50','0.75','1.00');
49 title(legend, '\gamma values');
50 legend('Location','northwest');
51
52
53
54
```

```

55 % Define the acceleration function and its derivate (for Newton-Raphson iteration)
56 function new_acceleration = update_acceleration(x)
57     l = 5; g = 10;
58     new_acceleration = -g*(1/l)*sin(x);
59 end
60
61 function derivative_acceleration = d_acceleration(x)
62     l = 5; g = 10;
63     derivative_acceleration = -g*(1/l)*cos(x);
64 end

1 function [x_new, v_new] = newmark_beta(beta, gamma, x_i, v_i, h, ...
2                                     update_acceleration, d_acceleration)
3     a_i = update_acceleration(x_i);
4     y_i = [v_i; x_i];
5
6     % Newton-Raphson iteration
7     f = @(z, v_i, a_i, h) [(1-gamma)*a_i + gamma*update_acceleration(z); ...
8                             v_i + 0.5*h*((1-2*beta)*a_i + 2*beta*update_acceleration(z))];
9     Df = @(z, h) [zeros(size(z)) h*gamma*z; zeros(size(z)) 0.5*beta*h*h*z];
10    F = @(y_j, y_i, h) y_j - y_i - h*f(y_j(2), v_i, a_i, h);
11    DF = @(y_j, h) eye(size(y_j, 1)) - Df(d_acceleration(y_j(2)), h);
12    N = @(y_i, h) y_i+h - (DF(y_i+h, h))^-1*F(y_i+h,y_i,h);
13
14    % New solutions
15    y_j = N(y_i, h);
16    x_new = y_j(2);
17    v_new = y_j(1);
18
19 end

```

1.3 Lennard-Jones Potential Graph Code

```
1 % Plots the Lennard-Jones potential curve
2
3 r = 0:0.01:5;
4 inv_r6 = r.^-6;
5 inv_r12 = inv_r6.^2;
6 V = 4*(inv_r12-inv_r6);
7 plot(r(1,:),V(1,:), 'b');
8 xlim([0 3]);
9 ylim([-1.5 2]);
10 hold on;
11 plot(r,zeros(size(r,2)), 'k');
12 set(gca, 'xtick', [], 'ytick', [0]);
13 ylabel('V');
14 xlabel('r', 'fontweight', 'bold');
```

1.4 Molecular Dynamics: Implicit Methods Code

```
1 tic;
2 [num_particles, epsilon, sigma, r_cutoff, mass, density, kB, temperature, ...
3     h, N_e, N_f, N_s, N_n, beta, gamma] = initialize_params();
4
5 length_cube = find_cube_length(num_particles, density);
6 % Adding space to the top given how the lattice is created in initialize_cube.m
7 diff = length_cube/((2*num_particles)^(1/3));
8 coordinates = initialize_cube(num_particles, length_cube-diff);
9 velocities = initialize_velocities(num_particles, mass, kB, temperature);
10
11 % Calculate initial neighbours_list
12 [neighbours_list, num_neighbours_list] = find_neighbours(num_particles, ...
13     coordinates, length_cube, r_cutoff);
14 [forces, ~, jacobian_matrix] = find_forces(num_particles, epsilon, sigma, ...
15     coordinates, length_cube,
16     neighbours_list, num_neighbours_list);
17 energy = zeros(N_f/N_s, 3);
18 for i = 1:(N_e+N_f)
19     % Update coordinates and velocities
20     acceleration = forces/mass;
21     seed_coordinates = coordinates+h;
22     F = seed_coordinates - coordinates - h*velocities - ...
23         0.5*h^2*((1-2*beta)*acceleration);
24     [forces, ~, jacobian_matrix] = find_forces(num_particles, epsilon, sigma,...
25         seed_coordinates, length_cube,
26         neighbours_list, num_neighbours_list);
27     acceleration = forces/mass;
28     F = F - 0.5*h^2*(2*beta*acceleration);
29     DF = eye(3*num_particles) - beta*h^2*jacobian_matrix;
30     delta_coordinates = DF\(-F);
31     coordinates = coordinates + delta_coordinates;
32
33     velocities = velocities + h*(1-gamma)*acceleration;
34     [forces, potential_energy, jacobian_matrix] = ...
35         find_forces(num_particles, epsilon, sigma, ...
36         coordinates, length_cube, ...
37         neighbours_list, num_neighbours_list);
38     acceleration = forces/mass;
39     velocities = velocities + h*gamma*acceleration;
40
41     if (i <= N_e)
42         % Equilibration stage
43         scaling_factor = (3*kB*num_particles*temperature)/ ...
44             (mass*sum(sum(velocities.^2,2)));
45         velocities = velocities * sqrt(scaling_factor) ;
46     elseif (mod(i, N_s) == 0)
47         % Take sample
48         energy_index = (i-N_e)/N_s;
49         energy(energy_index, 1) = potential_energy/num_particles;
50         energy(energy_index, 2) = 0.5*(mass*sum(sum(velocities.^2,2)))...
51             /num_particles;
52     end
53
54     if (mod(i, N_n) == 0)
```

```

55     % Refresh neighbours list
56     [neighbours_list, num_neighbours_list] = ...
57         find_neighbours(num_particles, coordinates, length_cube, r_cutoff);
58     end
59 end
60
61 % Adjust potential energy
62 r_cutoff_6 = r_cutoff^6;
63 sigma_6 = sigma^6;
64 shifting_potential_term = 4*(sigma_6/r_cutoff_6)*((sigma_6/r_cutoff_6) - 1);
65 energy(:,1) = energy(:,1) - shifting_potential_term;
66 energy(:,3) = energy(:,1) + energy(:,2);
67
68 steps = linspace(1,N_f/N_s,N_f/N_s);
69 figure;
70 plot(steps, energy(:,1), '-^', steps, energy(:,2), '-v', steps, energy(:,3), '-o');
71 xlabel('Iterations'); ylabel('Energy (\epsilon)');
72 legend('Potential Energy', 'Kinetic Energy', 'Total Energy','Location','east');
73 toc;

1 function [num_particles, epsilon, sigma, r_cutoff, mass, density, kB, ...
2     temperature, h, N_e, N_f, N_s, N_n, beta, gamma] = initialize_params()
3
4     num_particles = 864;
5     epsilon = 1;
6     sigma = 1;
7     r_cutoff = 2.5;
8     mass = 48;
9     density = 38.74457642;
10    kB = 1;
11    temperature = 1;
12    h = 0.032;
13    N_e = 100;
14    N_f = 500;
15    N_s = 10;
16    N_n = 15;
17    beta = 0.00; % [0,0.5]
18    gamma = 0.50; % [0,1]
19 end

1 % Creates an FCC crystal
2 function coordinates = initialize_cube(num_particles, length_cube) % FCC crystal
3     one_side = (2*num_particles)^(1/3);
4     coordinates = zeros(3*num_particles,1);
5     i = 1;
6     particle_spacing = length_cube / (one_side - 1);
7     for x = 0:particle_spacing:length_cube
8         for y = 0:particle_spacing:length_cube
9             if (mod(x+y,2*particle_spacing) == 0)
10                 for z = 0:2*particle_spacing:length_cube
11                     coordinates(i:i+2) = [x,y,z]';
12                     i = i + 3;
13                 end
14             else
15                 for z = particle_spacing:2*particle_spacing:length_cube
16                     coordinates(i:i+2) = [x,y,z]';

```

```

17         i = i + 3;
18     end
19 end
20 end
21 end
22 end

1 function length_cube = find_cube_length(num_particles, density)
2     length_cube = (48 * num_particles / density)^(1/3);
3 end

1 function velocities = initialize_velocities(num_particles, mass, kB, temperature)
2     % Seeding to maintain reproducibility
3     seed = 7;
4     rng(seed);
5
6     % Generate velocities using Maxwell distribution, and remove linear momentum
7     velocities_3d = normrnd(0, (kB*temperature/mass)^0.5, num_particles, 3);
8     velocities_3d = velocities_3d - sum(velocities_3d)/num_particles;
9     %Arrange as a column vector
10    velocities = [velocities_3d(:,1)'; velocities_3d(:,2)'; velocities_3d(:,3)'];
11    velocities = velocities(:);
12 end

1 function [neighbours_list,num_neighbours_list] = ...
2     find_neighbours(num_particles, coordinates, length_cube, r_cutoff)
3     neighbours_list = zeros(num_particles, num_particles -1);
4     num_neighbours_list = zeros(num_particles, 1);
5     r_cutoff_2 = r_cutoff*r_cutoff;
6     for i = 1:3:3*num_particles
7         num_neighbours_i = 0;
8         i_index = (i+2)/3;
9         for j = i+3:3:3*num_particles
10            j_index = (j+2)/3;
11            diff_r = coordinates(i:i+2) - coordinates(j:j+2);
12            diff_r = diff_r - length_cube*round(diff_r/length_cube);
13            diff_r_2 = sum(diff_r.^2);
14            if diff_r_2 < r_cutoff_2
15                num_neighbours_i = num_neighbours_i + 1;
16                neighbours_list(i_index, num_neighbours_i) = j;
17                num_neighbours_j = num_neighbours_list(j_index);
18                num_neighbours_j = num_neighbours_j + 1;
19                neighbours_list(j_index, num_neighbours_j) = i;
20                num_neighbours_list(j_index) = num_neighbours_j;
21            end
22        end
23        num_neighbours_list(i_index) = num_neighbours_i;
24    end
25    % Re-adjust size of neighbours_list to save memory
26    neighbours_list = neighbours_list(:,1:max(num_neighbours_list));
27 end

```



```

1 function [forces, potential_energy, jacobian_matrix] = ...
2     find_forces(num_particles, epsilon, sigma, ...
3     coordinates, length_cube, neighbours_list, num_neighbours_list)
4     potential_energy = 0;
5     sigma_6 = sigma^6;
6     forces = zeros(3*num_particles, 1);
7     jacobian_matrix = zeros(3*num_particles);
8
9     for i = 1:3:3*num_particles
10         i_index = (i+2)/3;
11         for neighbour = 1:num_neighbours_list(i_index)
12             j = neighbours_list(i_index, neighbour);
13             if (j > i)
14                 diff_r = coordinates(i:i+2) - coordinates(j:j+2);
15                 diff_r = diff_r - length_cube*round(diff_r/length_cube);
16                 dist_r_2 = sum(diff_r.^2);
17                 dist_r_6 = dist_r_2^3; dist_r_8 = dist_r_6 * dist_r_2;
18                 dist_r_10 = dist_r_8 * dist_r_2;
19
20                 force_factor = (sigma_6/dist_r_8)*(sigma_6/dist_r_6 - 0.5);
21                 forces(i:i+2) = forces(i:i+2) + force_factor*diff_r;
22                 forces(j:j+2) = forces(j:j+2) - force_factor*diff_r;
23
24                 jacobian_factor = (sigma_6/dist_r_10)* ...
25                     ((-14*sigma_6/dist_r_6) + 4);
26                 a = diff_r * diff_r';
27                 jacobian_force_block = force_factor*eye(3) + ...
28                     jacobian_factor*(diff_r * diff_r');
29
30                 jacobian_matrix(i:i+2,i:i+2) = ...
31                     jacobian_matrix(i:i+2,i:i+2) + jacobian_force_block;
32                 jacobian_matrix(j:j+2,j:j+2) = ...
33                     jacobian_matrix(j:j+2,j:j+2) + jacobian_force_block;
34                 jacobian_matrix(i:i+2,j:j+2) = ...
35                     jacobian_matrix(i:i+2,j:j+2) - jacobian_force_block;
36                 jacobian_matrix(j:j+2,i:i+2) = ...
37                     jacobian_matrix(j:j+2,i:i+2) - jacobian_force_block;
38
39                 potential_energy = potential_energy + (sigma_6/dist_r_6)*...
40                     ((sigma_6/dist_r_6) - 1);
41             end
42         end
43     end
44     forces = 48*epsilon*forces;
45     jacobian_matrix = 48*epsilon*jacobian_matrix;
46     potential_energy = 4*epsilon*potential_energy;
47 end

```