

# Molecular Dynamics - Assignment 2

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**TUM CIT** 

Lehrstuhl für wissenschaftliches Rechnen

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# Example of new input file

```
#Random comments
                                                     dimensions
# xyz-coord
                velocity
                                          shape
                                                                     distance
                               mass
0.0 0.0 0.0
            0.0 0.0 0.0
                               1.0
7.0 7.0 7.0
            1.0 1.0 1.0
                               2.0e-8
                                          CuboiD
                                                              5
                                                                       6
                                                                                3.0
# epsilon
           sigma
0.1
           0.2
```

- Comments
- Number of bodies



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                                         shape
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           0.0 0.0 0.0
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           1.0 1.0 1.0
                               2.0e-8
                                                             5
                                                                      6
                                         CuboiD
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- Number of bodies
- Bodies (with Shape, Dimensions and distance as optional)



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0.1
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```

- Comments
- Number of bodies
- Bodies (with Shape, Dimensions and distance as optional)
- Comments
- Definition of epsilon and sigma (optional)





• Protection of master branch





- Protection of master branch
- Deployment of CI/CD pipeline for all branches



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### The pipeline consist of:

library installment



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### The pipeline consist of:

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- build process



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### The pipeline consist of:

- library installment
- build process
- sanitizers



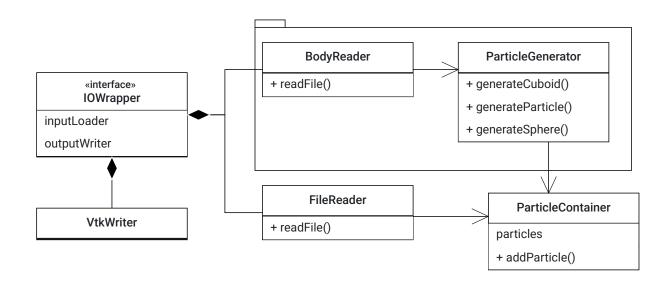
- Protection of master branch
- Deployment of CI/CD pipeline for all branches

### The pipeline consist of:

- library installment
- build process
- sanitizers
- custom tests



## IO



input Loader gets chosen at compile time





# Input parsing - Definition of Body

```
enum Shape {cuboid, sphere};

struct Body {
        Shape shape;
        Eigen::Vector3d fixpoint;
        Eigen::Vector3d dimensions;
        double distance;
        double mass;
        Eigen::Vector3d start_velocity;
} ;
```



# Performance optimization

Force calculation is the only part relevant to performance

```
void calculateFLennardJones() {
    //set all current forces on all particles to 0
    particleContainer.forAllParticles([](Particle &p) {
            p.setOldF(p.getF());
            p.setF({0., 0., 0.});
    });
    particleContainer.forAllPairs([](Particle &p1, Particle &p2){
            calculate force
            p1.add to F(force);
            p2.add to F(-force);
    });
```



Spontaneously imploding Laptops and the lessons they teach us

• Get yourself familiar with alternative options available to not completely disrupt your workflow



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#### Other Roadblocker

Missing overview over the already existing functionality and helper functions