$$V(t) = 0, \left\{ \left(\frac{L}{\Delta} \right)_{12} - \left(\frac{L}{\Delta} \right)_{6} \right\}$$

$$F = -\frac{\delta V}{\delta r} = 9' \left(12 \frac{\sigma^{12}}{r^{13}} - 6 \frac{\sigma^6}{r^7} \right)$$

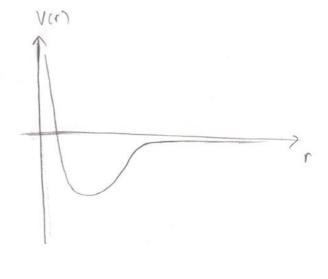
$$r^{12} = \frac{r^{12}}{r^{13}} = 6 = \frac{\sigma^6}{r^7} = 0 \rightarrow r^{2} = 2^{\frac{1}{6}} = 0$$

$$V(r) = q' \left\{ \left(\frac{2^{\frac{1}{6}}}{r} \right)^{12} - \left(\frac{2^{\frac{1}{6}}}{r} \right)^{6} \right\} \rightarrow V(r) = q \left\{ \frac{1}{r^{12}} - \frac{2}{r^{6}} \right\}$$

$$|\vec{F}| = 120 \left(\frac{1}{r^{13}} - \frac{1}{r^{2}} \right)$$

$$\hat{F}(r) = 129\left(\frac{1}{r''} - \frac{1}{r''}\right)\vec{r}$$

$$\vec{F}(r) = 12q \left(\frac{1}{(r_{12}^2)^4} - \frac{1}{(r_{12}^2)^4} \right) \vec{r}$$



$$A(L) = \frac{1}{2} \left\{ \frac{L_{15}}{L_{15}} - \frac{L_{0}}{L_{0}} \right\}$$

Ensemble Canônico

$$\frac{dT}{dt} = \frac{T_0 - T}{G}$$

$$\frac{dT}{dt} = \frac{T_0 - T_1}{G} dt$$

$$\frac{dT}{dt} = \frac{T_1}{G} + \frac{T_0 - T_1}{G} dt$$

$$\sqrt{\frac{T_{i+1}}{T_i}} = \sqrt{1 + \left(\frac{\tau_0 - \tau_i}{\tau_i \mathcal{S}}\right) dt}$$

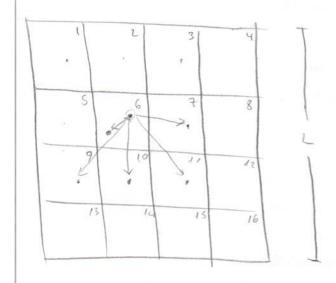
Calcular Calor específico

$$V_{i+1} = \int_{M} V_{i}$$

$$V_{i+1} = T_{f} (V_{f} + V_{f}^{2})^{\frac{1}{2}}$$

$$V_{i+1} = (T_{i}^{2}V_{x}^{2} + T_{f}^{2}V_{y}^{2})^{\frac{1}{2}}$$

Método das caixas (para interoções de curto alcomee)



calcula a força entre somete metade das saixas ao redor e a caixa do centro.

1) Classe partícula ():

poro que as portículas nunea ultroposser os bordos do array (L).

Atributos: r. v. idet, Force, Ec, Mybox

Métodos: mybox (), my-Ec(), evolo (dt), evol 1(dt), reflex (L)

force (dr), forces_between_particles(), zero-force()

change-box()

2) classe caixas:

Atributos: index, mylist, neighboxlist
Métodos: neighbox list()

Programa principal.

- O) In: (>> L, lbox, N
- 1) Define objetos pl portículas e caixas
- 2) construir box mylist
- 3) construir box, neighbox list ()

Logo temporal

- 4) Calcular as forças entre as partículas;
- 5) Evolução primeiro passo Velocity-Verlet (evol p)
- 6) Zero-forces (1
- 7) Evolução segundo posso Velocity-Verlet (evol1),
- 3) Reflete nos poredes:
- 9) traca as particular de caixa se necessário,
- 10) Repaz lista de vizinhos
- 11) Fera as forsas.

forces mighbor-134