

# Lab1: Building molecules, Z-matrices, internal coordinates

# Objective

- Z-matrices and Internal coordinates
- Building molecules using Avogadro
- Geometry optimization techniques
  - Broyden algorithm
  - Conjugate Gradient algorithm
  - Steepest Descent algorithm
  - Particle Swarm Optimization
  - BFGS

# Z-matrix

- Z-matrix is a way of representing the geometry of a molecule, also known as internal coordinate representation.
- Cartesian Coordinates: geometry in terms of x, y, z coordinates
- Z-matrix: molecular geometry using bond lengths, bond angles, and dihedral angles.
- General format:
  - Element-label atom1 bond-length atom2 bond-angle atom3  
dihedral-angle
  - Atom1, atom2, etc are line number of reference atom/atomic symbol
  - Element-label are either atomic number or symbol.

# Full Z-matrix

**Line1:** First atom.

**Line2:** Second atom, reference atom, distance.

**Line3:** Third atom, reference atom A, distance between A and the third atom, reference atom B, angle defined by atoms A, B and the third atom.

**Line4:** Fourth atom, reference atom A, distance, reference atom B, angle, reference atom C, dihedral angle (A, B, C and the fourth atom).

**Line5:** All subsequent atoms follow the same basic form as Line4.

# Avogadro tutorials

# Water dimer

- Create a water dimer using Avogadro
- Do geometry optimization using the available force fields
- Measure hydrogen bond length and angle

Force field	Hbond length	Hbond angle
UFF		
GAFF		
MMFF94		

-

## Build molecules and energy minimization using MMFF94

- Carbonic Acid ( $\text{H}_2\text{CO}_3$ )
- Ethanol ( $\text{CH}_3\text{CH}_2\text{OH}$ )
- Ethylene ( $\text{C}_2\text{H}_4$ )
- Glucose or Fructose ( $\text{C}_6\text{H}_{12}\text{O}_6$ )
- Linear form of Ribose ( $\text{C}_5\text{H}_{10}\text{O}_5$ )
- Cyclic form of Ribose ( $\text{C}_5\text{H}_{10}\text{O}_5$ )
- Alanine ( $\text{C}_3\text{H}_7\text{NO}_2$ )
- Palmitic Acid ( $\text{CH}_3(\text{CH}_2)_{14}\text{COOH}$ )

# Numerical optimization techniques

Efficiency of optimization depends on

- Initial geometry
- Choice of coordinate system
- Initial estimate for the Hessian
- Hessian update
- Controlling the step size and search direction



# Numerical optimization techniques

- Broyden algorithm

```
1: Choose  $x^{(0)}$ 
2:  $B^{(0)} = B(x^{(0)})$ 
3:  $d^{(0)} = -B_0^{-1} \nabla f(x^{(0)})$ 
4:  $x^{(1)} = x^{(0)} + d^{(0)}$ 
5:  $k = 0$ 
6: while not converged do
7:    $u^{(k)} = B_k^{-1} \nabla f(x^{(k+1)})$ 
8:    $c_k = d^{(k)} \cdot (d^{(k)} + u^{(k)})$ 
9:    $B_{k+1}^{-1} = B_k^{-1} - \frac{1}{c_k} [u^{(k)} \otimes d^{(k)}] B_k^{-1}$ 
10:   $k = k + 1$ 
11:   $d^{(k)} = -B_k^{-1} \nabla f(x^{(k)})$ 
12:   $x^{(k+1)} = x^{(k)} + d^{(k)}$ 
13: end while
```

# Numerical optimization techniques

- Broyden algorithm
- Conjugate Gradient algorithm (Archisman, Saranagata)
- Steepest Descent algorithm (Ronit, Ronit)
- Particle Swarm Optimization (Kriti, Rituparna)
- BFGS (Sayantan, Samyabrata)

Use Broyden-skr.tex as a template file

# References

1. <https://avogadro.cc/>
2. <https://zipse.cup.uni-muenchen.de/teaching/computational-chemistry-1/topics/>
3. Thomas A. Halgren, J. Comput. Chem., 17, 490-519 (1996).
4. Numerical optimization techniques,