# Molecular dynamics simulation

David Girón, Sergio Blanco y Alain Verduras

## Requirement list

- 1. Input/output
- 2. Initialization
- 3. Neighbour list
- 4. Potential, energies and forces
- 5. Integration of Newton's 2nd law

## Requirement list

#### 1 INPUT/OUTPUT:

- 1.1 Data from an input text file
- 1.2 No order in the input file
- 1.3 Different system of units
- 1.4 Default values for the parameters
- 1.5. A GUI

#### 2 **INITIALIZATION**:

- 2.1 Initial positions of FCC lattice
- 2.2 Maxwell-Boltzmann distribution for Vi
- 2.3 Initial positions in a file
- 2.4 Initial velocities in a histogram

## Requirement list

#### **3 NEIGHBOUR LIST:**

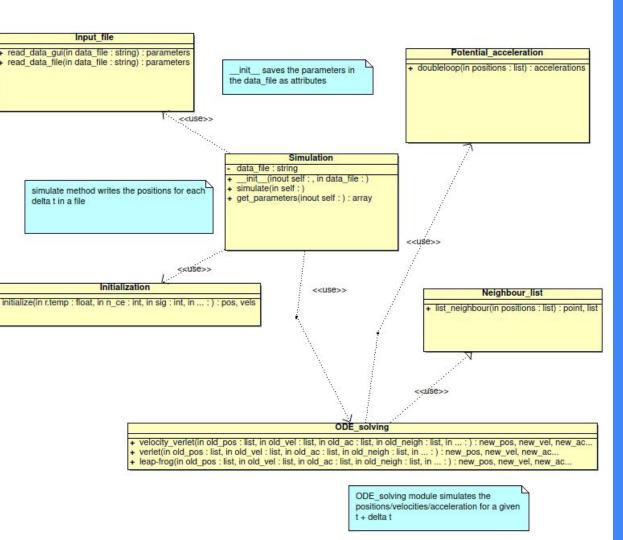
- 3.1 Verlet's neighbour list
- 3.2 Initial neighbour list in a file

#### 4 POTENTIAL, ENERGIES, AND FORCES:

- 4.1 Shifted Lennard-Jones potential
- 4.2 Energies and temperature in a file
- 4.3 Original Lennard-Jones potential
- 4.4 GUI with type of potentials

#### **5 INTEGRATION OF NEWTON'S 2nd LAW:**

- 5.1 Verlet's algorithm
- 5.2 Positions in a text file
- 5.3 GUI with integration algorithms
- 5.4 Custom the integration algorithm

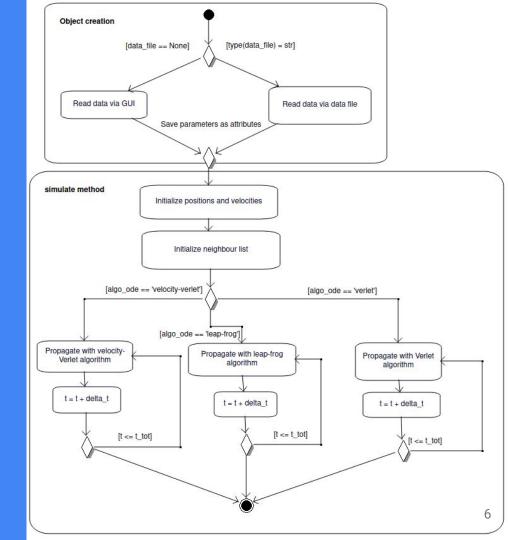


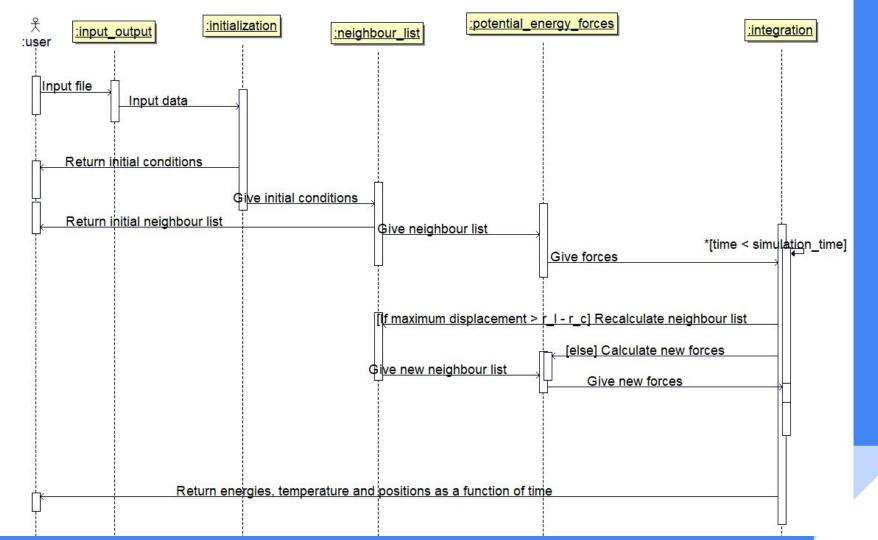
#### UML model

Schematic class diagram

#### UML model

Activity diagram of the object creation and the simulation method





## Input: GUI

\* Change to project folder:

cd Route\_To\_Project\_Folder

Command:

python run\_simulation.py

• Alternative:

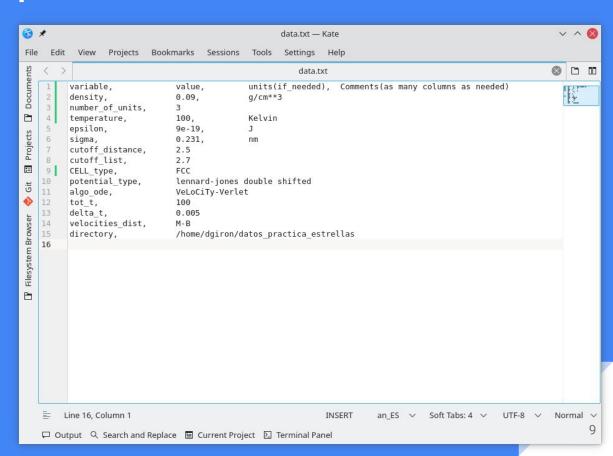
Double click in the executable file *run.sh* 

## Input: data file

Command:

python run\_simulation.py
--data\_file=FILE\_NAME

Command for help: python run\_simulation.py --help



## Data file: error testing

### Some of the error tests implemented include:

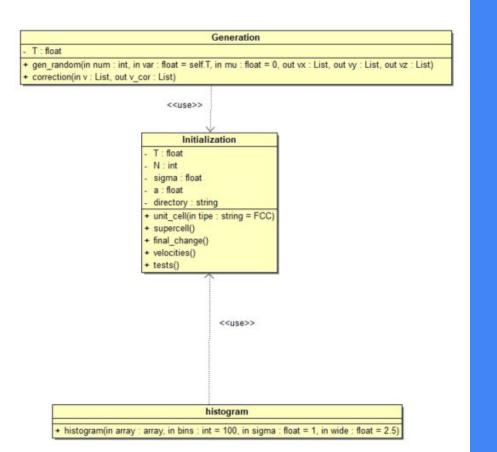
- Check if keyword correctly spelled
- Check if unit is admitted
- Check if there is any keyword missing
- Check if data file exists, if not it uses a default one

### Data file: flexibilities

### Some of the flexibilities implemented:

- Header row omission
- Capital letter use
- Order of keywords

### Initialization: class diagram



## Initialization: Output

T=100, N=10, sigma=2, a=0.1

positions

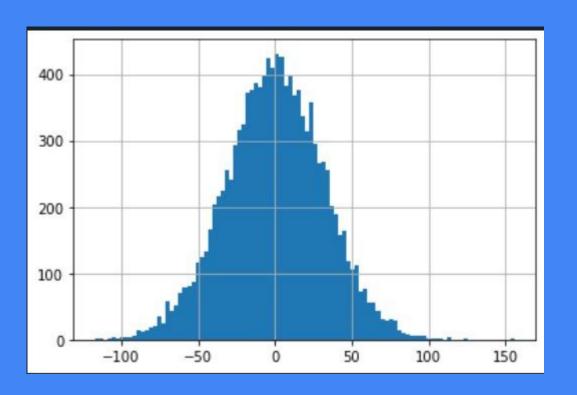
```
initial positions dat: Bloc de notas
Archivo Edición Formato Ver Ayuda
Initial position of the atoms in the supercell divided in unit cell
blocks in a system of units where sigma is 1 and the origin
is placed at the center of the supercell, in cartesian coordinates
1 [-0.25 -0.25 -0.25]
2 [-0.25 -0.225 -0.225]
3 [-0.225 -0.25 -0.225]
4 [-0.225 -0.225 -0.25 ]
5 [-0.2 -0.25 -0.25]
         -0.225 -0.225]
7 [-0.175 -0.25 -0.225]
8 [-0.175 -0.225 -0.25 ]
9 [-0.15 -0.25 -0.25]
10 [-0.15 -0.225 -0.225]
11 [-0.125 -0.25 -0.225]
12 [-0.125 -0.225 -0.25 ]
13 [-0.1 -0.25 -0.25]
14 [-0.1 -0.225 -0.225]
15 [-0.075 -0.25 -0.225]
16 [-0.075 -0.225 -0.25 ]
17 [-0.05 -0.25 -0.25]
18 [-0.05 -0.225 -0.225]
19 [-0.025 -0.25 -0.225]
20 [-0.025 -0.225 -0.25 ]
          -0.25 -0.251
           -0.225 -0.2251
23 [ 0.025 -0.25 -0.225]
24 [ 0.025 -0.225 -0.25 ]
```

#### velocity histogram

Archivo Edición Formato Ver Ayu	da
-90.0000000000	7
88.000000000	6
86.0000000000	6
84.0000000000	10
-82.0000000000	9
-80.0000000000	19
78.0000000000	21
76.000000000	25
-74.0000000000	17
72.0000000000	26
-70.0000000000	43
-68.0000000000	29
-66.0000000000	35
-64.0000000000	38
-62.0000000000	42
-60.0000000000	46
58.000000000	56
-56.0000000000	66
54.0000000000	61
-52.0000000000	79
50.000000000	103
48.0000000000	93
-46.00000000000	119
44.0000000000	109
-42.00000000000	135
-40.0000000000	147
-38.0000000000	162
-36.0000000000	172
-34.0000000000	186
-32.0000000000	210
-30.0000000000	188
-28.0000000000	182
-26.0000000000	232
-24.0000000000	237
-22.0000000000	219
20 000000000	255

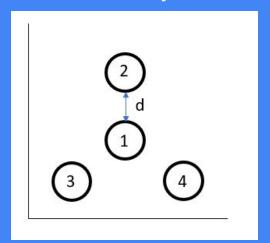
3

### Distribution of velocities

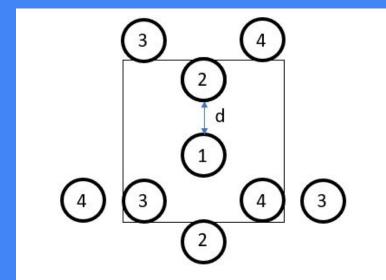


## Neighbour list

Without boundary conditions



With boundary conditions



LIST 2 3 4 1 1 1

LIST 2 3 4 1 3 4 1 2 4 1 2

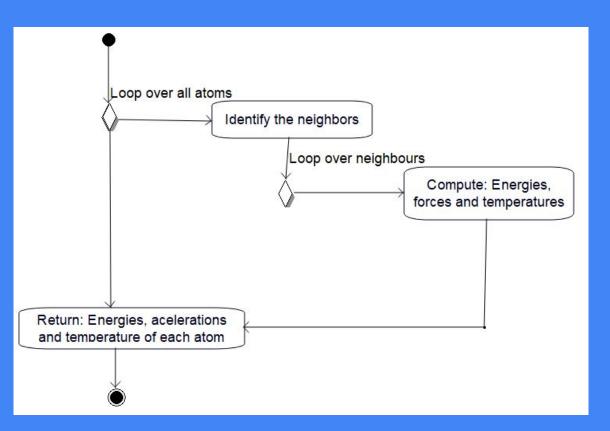
POINT 0 3 4 5

**POINT** 

0 3 6 9

3

## Potential energies and forces



## **ODE** algorithms

- Activity diagram of the algorithm
- Essentially the same for every algorithm, just some small changes

