

Computational Physics (PHYS6350)

Lecture 14: Classical molecular dynamics

$$m\ddot{\mathbf{r}}_{\mathbf{i}} = -\sum_{j} \nabla_{i} V_{\mathsf{LJ}}^{ij} (|\mathbf{r}_{\mathbf{i}} - \mathbf{r}_{\mathbf{j}}|)$$

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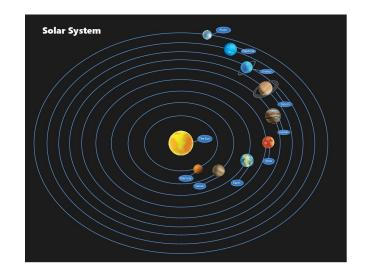
Course materials: https://github.com/vlvovch/PHYS6350-ComputationalPhysics/tree/spring2025

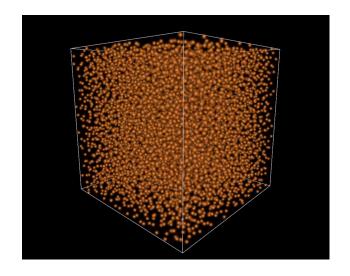
Molecular dynamics (MD)

- System of N particles with a pair potential
- Newton's equations of motion (classical N-body problem)

$$m\ddot{\mathbf{r}}_{\mathbf{i}} = -\sum_{i} \nabla_{i} V_{\mathsf{LJ}}^{ij} (|\mathbf{r}_{\mathbf{i}} - \mathbf{r}_{\mathbf{j}}|)$$

- Planetary motion
 - Solar system simulation
- Statistical mechanics properties and the equation of state
 - Finite simulation box with periodic boundary conditions





Molecular dynamics equations

Have to solve Newton's equations of motion

$$m_i \ddot{\mathbf{r}}_i = -\sum_{j \neq i} \nabla_i V(\mathbf{r}_i, \mathbf{r}_j)$$

- Desired properties
 - Stability (long simulations)
 - Energy conservation
 - Time-reversibility
- Rewrite as a system of first-order ODEs

$$\dot{\mathbf{r}}_i = \mathbf{v}_i, \ \dot{\mathbf{v}}_i = -(m_i)^{-1} \sum_{j \neq i} \nabla_i V(\mathbf{r}_i, \mathbf{r}_j),$$

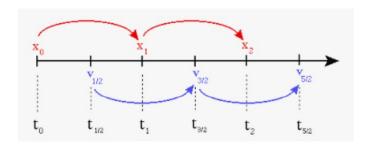
and use the leapfrog method

Velocity Verlet method

We have system of equations

$$\frac{dx}{dt} = v,$$

$$\frac{dv}{dt} = f(x, t).$$



The **leapfrog scheme** applied to this system of equations:

$$x(t+h) = x(t) + hv(t+h/2),$$

$$v(t+3h/2) = v(t+h/2) + hf[x(t+h), t+h)],$$

- Coordinates are evaluated at full steps
- Velocities are evaluated at half-steps

Leapfrog method applied to molecular dynamics proble is called *Velocity Verlet method*.

Velocity Verlet:

$$v(t + h/2) = v(t) + \frac{h}{2}f[x(t), t],$$

$$x(t + h) = x(t) + hv(t + h/2),$$

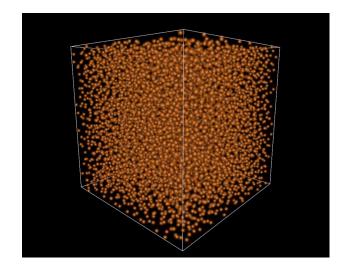
$$v(t + h) = v(t + h/2) + \frac{h}{2}f[x(t + h), t + h)].$$

Box simulation and statistical mechanics

- Statistical mechanics: system with large number of particles
- Microscopically: Newton's equations of motion

$$m\ddot{\mathbf{r}}_{\mathbf{i}} = -\sum_{j} \nabla_{i} V_{\mathsf{LJ}}^{ij} (|\mathbf{r}_{\mathbf{i}} - \mathbf{r}_{\mathbf{j}}|)$$

- Perform box simulation to emulate infinite system
 - Periodic boundary conditions (create images of the system)
 - Minimum-image convention (consider only closest image for all pairs)



- If N is large enough, system can be characterized by macroscopic parameters
 - Energy-Volume-Number (UVN): microcanonical ensemble describing closed system with fixed energy
 - Temperature-Volume-Number (TVN): canonical ensemble where the system is coupled to a thermostat to maintain constant temperature
- MD simulations give access to the equation of state

Velocity Verlet method for box simulation

$$\dot{\mathbf{r}}_i = \mathbf{v}_i, \ \dot{\mathbf{v}}_i = -(m_i)^{-1} \sum_{j \neq i} \nabla_i V(\mathbf{r}_i, \mathbf{r}_j),$$

```
# Apply the velocity verlet time step
# Returns the tuple of new positions, velocities, accelerations (forces), potential energy and pressure
def velocity verlet(positions, velocities, accelerations,
                    time step, potential, potential gradient):
    # Update positions
    positions += velocities*time step + 0.5*accelerations*time step**2
    positions = positions - box length*np.floor(positions/box length)
    # Update velocities
    velocities half = velocities + 0.5*accelerations*time step
    # Compute new forces and potential energy
    accelerations, potential energy, pressure = compute forces(accelerations, positions, potential, potential gradient)
    # Update velocities using new accelerations
    velocities = velocities half + 0.5*accelerations*time step
    # Add ideal gas contribution to the pressure
    kinetic temperature = compute kinetic temperature(velocities)
    pressure += density * kinetic temperature
    return positions, velocities, accelerations, potential energy, pressure
```

Forces

We will assume all masses are equal to unity, $m_{\rm i}=1$ (dimensionless) and that the pair potential depends on the distance only. Then

$$\ddot{\mathbf{r}}_i = -\sum_{j\neq i} \frac{dV(r_{ij})}{dr_{ij}} \frac{\mathbf{r}_i - \mathbf{r}_j}{r_{ij}}.$$

```
# Computes forces for a given vector of positions, interaction potential and its gradient
# Return a tuple: positions, total potential energy, and the virial part of the pressure
def compute forces(forces, positions, potential, potential gradient):
    # forces = np.zeros like(positions)
    forces.fill(0.)
    potential energy = 0.0
    virial = 0.0
    for i in range(n particles):
        for j in range(i+1, n_particles):
            # Vector of relative distance
            r ij = positions[i] - positions[j]
            # Periodic boundary conditions (minimum-image convention)
            r_ij = r_ij - box_length*np.round(r_ij/box_length)
            r sq = np.sum(r ij**2)
            f ij = -potential gradient(r sq) * r ij
            forces[i] += f ij
            forces[i] -= f ii
            potential energy += potential(r sq)
            virial += np.dot(f_ij, r_ij)
    virial = virial/(3.0*box length**3)
    return forces, potential energy, virial
```

Example: Lennard-Jones fluid

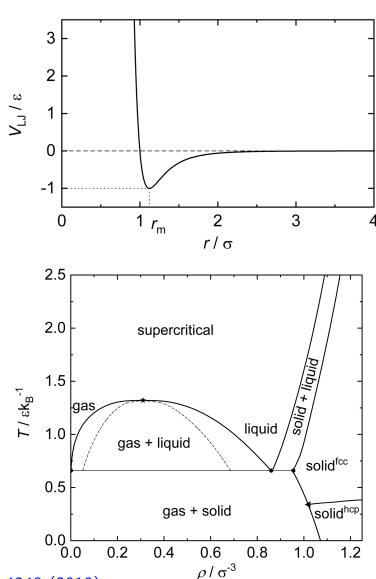
$$V_{
m LJ}(r) = 4arepsilon \left[\left(rac{\sigma}{r}
ight)^{12} - \left(rac{\sigma}{r}
ight)^{6}
ight]$$

Reduced variables:

$$\tilde{r} = r/\sigma$$
 $\tilde{T} = T/(k_B \varepsilon)$ $\tilde{n} = n\sigma^3$

Properties:

- Multiple phase transitions, including critical point
- Cannot be solved analytically
- Tractable with molecular dynamics simulations



Example: Lennard-Jones fluid

$$\ddot{\mathbf{r}}_i = -\sum_{j\neq i} \frac{dV(r_{ij})}{dr_{ij}} \frac{\mathbf{r}_i - \mathbf{r}_j}{r_{ij}}$$
.

```
# Lennard-Jones potential as a function of squared distance
def lj_potential(r_sq):
    r6 = r_sq**3
    r12 = r6**2
    return 4.0*(1./r12 - 1./r6)

# The grandient term dV/dr / r in the rhs of Newton's equations
# for the LJ potential
def lj_potential_gradient(r_sq):
    r6 = r_sq**3
    r12 = r6**2
    return -24.0*(2./r12 - 1./r6) / r_sq
```

Both the potential and the gradient term can be expressed in terms of $|\mathbf{r}_i-\mathbf{r}_j|^2$, saves the unnecessary computation of the square root

Simulation: Initial conditions

We have to initialize the system with initial positions and velocities

- Coordinates
 - Put particles in a grid
 - Avoids particle overlap (mind the r^{-12} term)

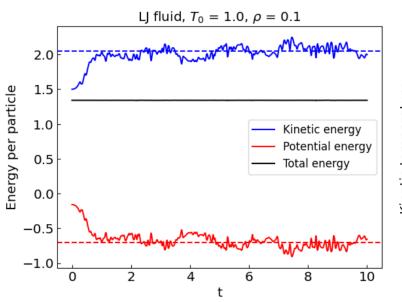
- Velocities
 - Sample each component from Gaussian (Maxwell-Boltzmann) distribution

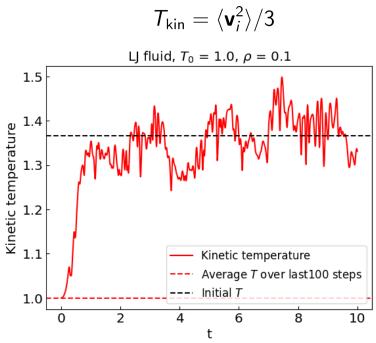
```
positions = initial_positions()
velocities = np.random.normal(loc=0.0, scale=np.sqrt(temperature0), size=(n particles, 3))
```

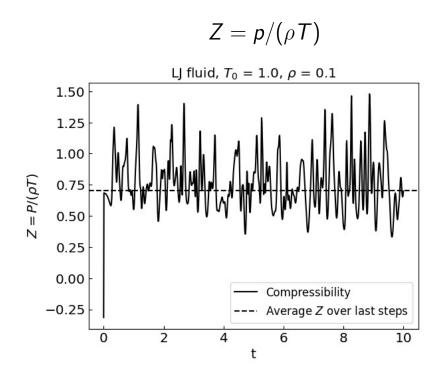
```
def initial_positions():
    ret = np.zeros((n_particles,3))
    Nsingle = np.ceil(n_particles**(1/3.))
    dL = box_length / Nsingle
    for i in range(n_particles):
        ix = i % Nsingle
        iy = (np.trunc(i / Nsingle)) % Nsingle
        iz = np.trunc(i / (Nsingle * Nsingle))
        ret[i][0] = (ix + 0.5) * dL;
        ret[i][1] = (iy + 0.5) * dL;
        ret[i][2] = (iz + 0.5) * dL;
    return ret
```

Simulation

$$T = 1$$
, $\rho = 0.1$, $N = 64$







Kinetic temperature drifts away from initial value!

Reason: system takes time to equilibrate, and temperature is not conserved in microcanonical ensemble

Simulation: Keep the temperature fixed

Keep the temperature fixed during the equilibration phase by periodically rescaling the velocities to have desired temperature

$$T = 1, \ \rho = 0.1, \ N = 64$$

$$T_{\text{kin}} = \langle \mathbf{v}_i^2 \rangle / 3$$

$$Z = \rho / (\rho T)$$

$$IJ \text{ fluid, } T_0 = 1.0, \ \rho = 0.1$$

$$1.50$$

$$IJ \text{ fluid, } T_0 = 1.0, \ \rho = 0.1$$

$$1.00$$

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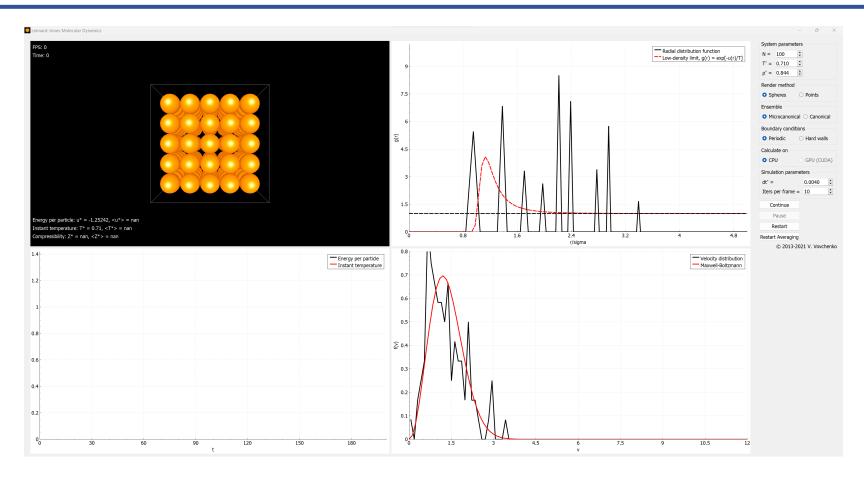
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More involved approaches: thermostat degrees of freedom (Berendsen, Nose-Hoover, ...) final project idea(?)

Lennard-Jones fluid: C++/GPU implementation



Implementation:

Velocity Verlet integration scheme implemented on CUDA-GPU (x100-200 speed-up*)

open source: https://github.com/vlvovch/lennard-jones-cuda

