

Simulations in Statistical Physics

Course for MSc physics students

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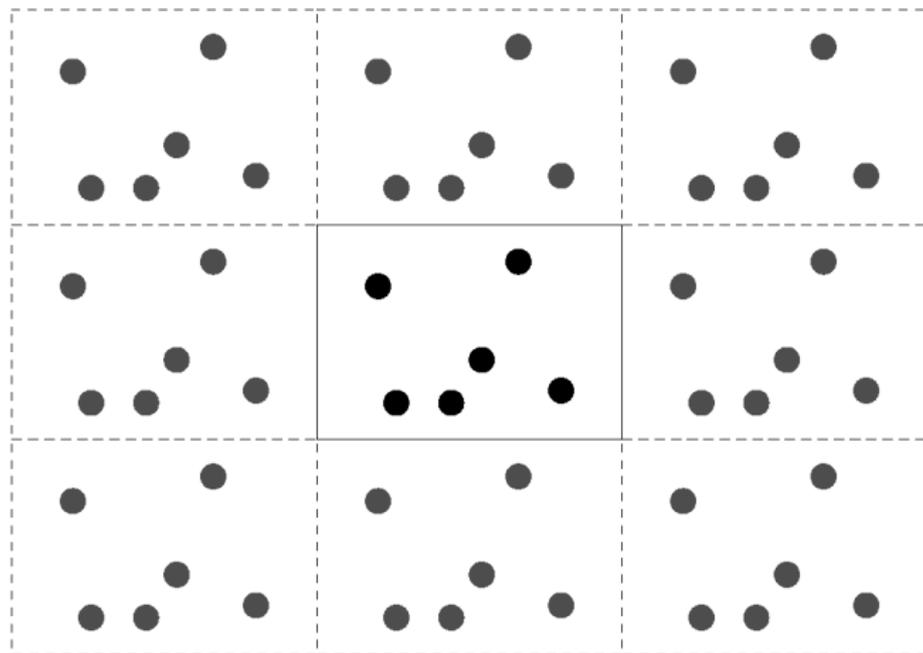
Department of Theoretical Physics

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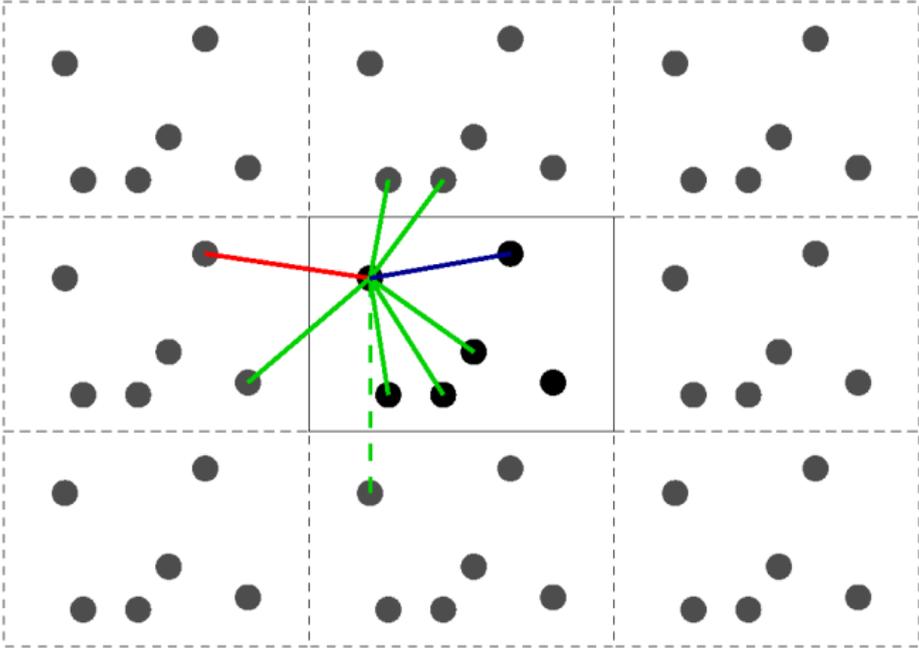
Boundary conditions

- ▶ Real boundary conditions
 - ▶ Closed (nothing)
 - ▶ Walls (with temperature)
 - ▶ Substrate (often too expensive)
- ▶ Computer based boundary conditions
 - ▶ **Periodic boundary conditions**
 - ▶ Absorbing
 - ▶ Reflecting

Periodic boundary conditions



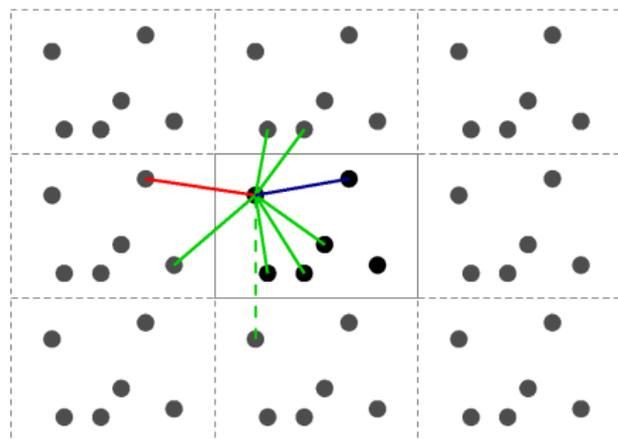
Periodic boundary conditions → contacts



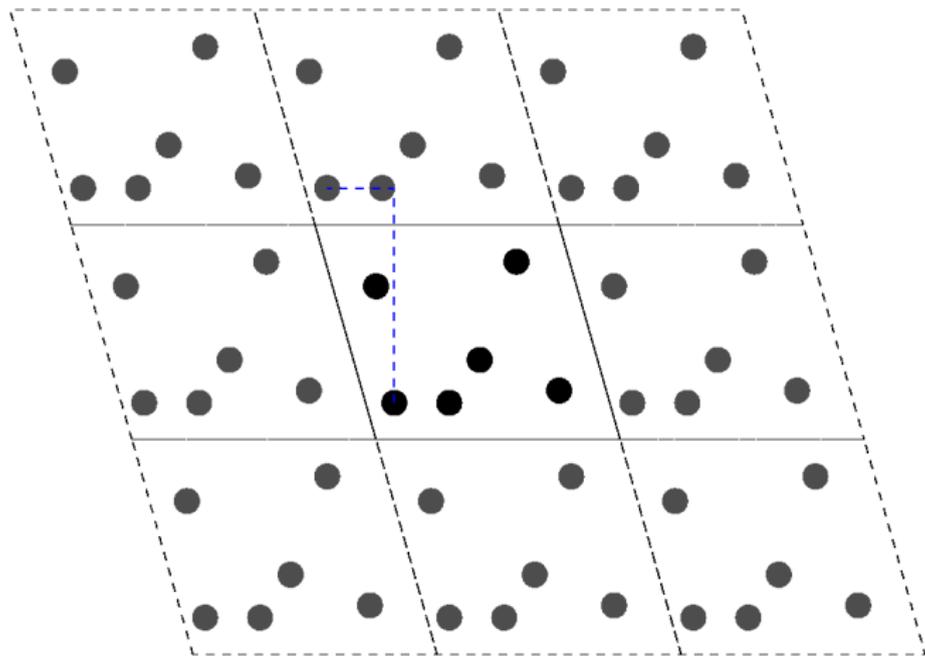
Periodic boundary conditions

Distance

```
dx = x[i] - x[j]
if (dx < -Lx/2) dx+=Lx;
if (dx > Lx/2) dx-=Lx;
j1 = (a + 1)%L;
j2 = (a + N - 1)%L;
k1 = (a + 1) & (L-1);
```



Periodic boundary conditions deformed box

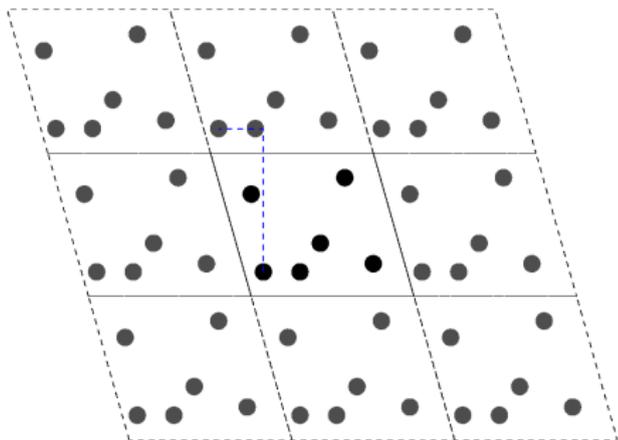


Periodic boundary conditions deformed box

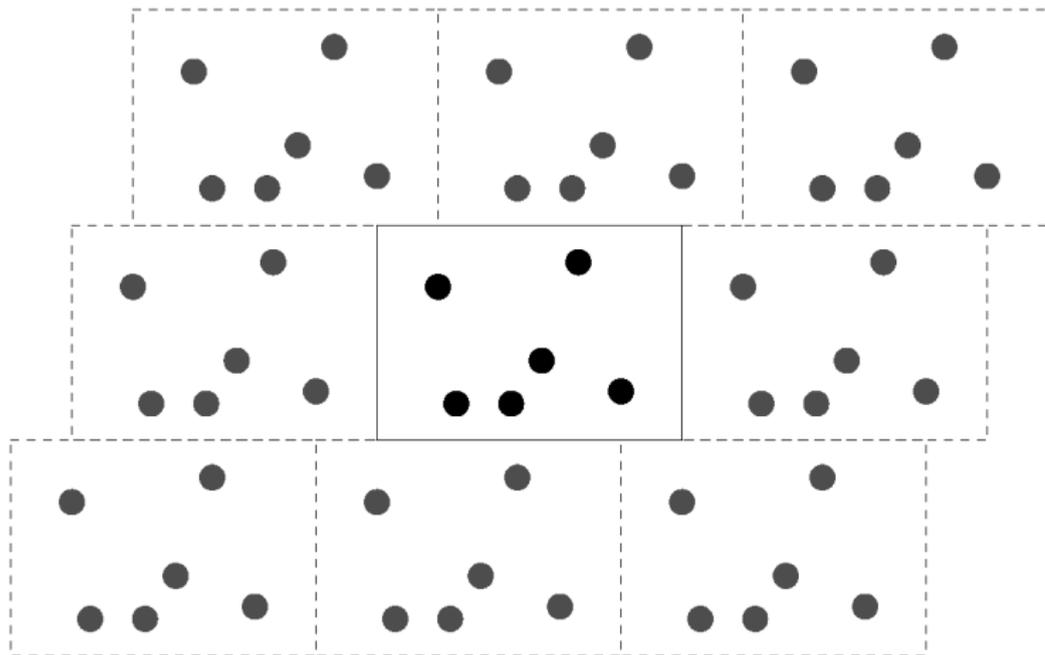
Distance

- ▶ deformation in xy , xz , yz directions

```
dx = x[i] - x[j]
dy = y[i] - y[j]
dz = z[i] - z[j]
if (dz < -Lz/2) { dz+=Lz; dx+=Dxz; dy+=Dyz; }
if (dz > Lz/2) { dz-=Lz; dx-=Dxz; dy-=Dyz; }
if (dy < -Ly/2) { dy+=Ly; dx+=Dxy; }
if (dy > Ly/2) { dy-=Ly; dx-=Dxy; }
if (dx < -Lx/2) dx+=Lx;
if (dx > Lx/2) dx-=Lx;
```



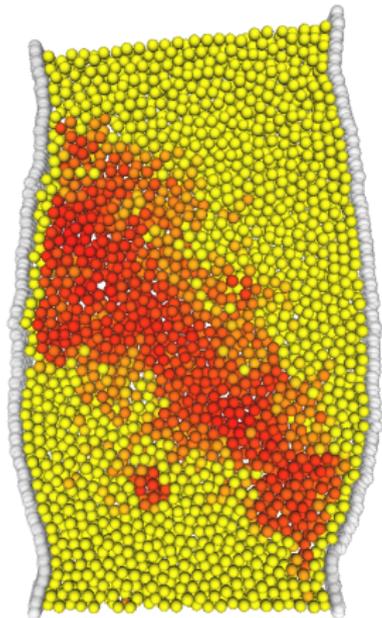
Periodic boundary conditions Lees-Edwards boundary conditions \rightarrow shear



Molecular dynamics

MD: Molecular dynamics

DEM: Discrete element method

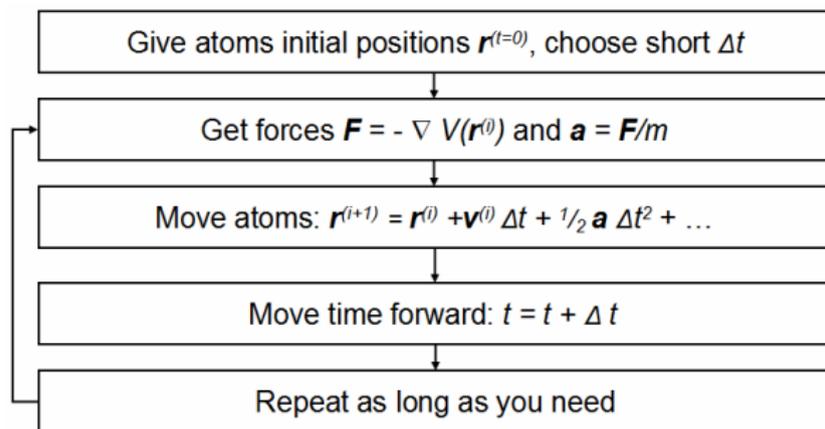


Molecular dynamics

Simulate nature

- ▶ Solve Newton's equation of motion

$$m_i \ddot{\mathbf{r}}_i = \mathbf{f}_i = \mathbf{f}_i^{\text{ext}} + \sum_j \mathbf{f}_{ij}^{\text{int}}, \quad i, j = 1, 2 \dots N$$



Application of molecular dynamics

- ▶ Molecular systems (classic potentials, temperature)
 - ▶ Biophysics
 - ▶ Structural biology
 - ▶ Glasses
 - ▶ Amorphous materials
 - ▶ Liquids
- ▶ Granular materials (hard core, dissipative)
 - ▶ Stones, seeds, pills
 - ▶ Railbed
- ▶ Pedestrians
- ▶ Astrological systems (conservative, large scale)

Program

- ▶ Have an algorithm to calculate forces
- ▶ Get list of interacting particles
- ▶ Determine accelerations and velocities; step particles
- ▶ (Set temperature)

Forces

Internal forces

- ▶ Pair potential:

$$\mathbf{f}_{ij}^{\text{int}} = -\mathbf{f}_{ji}^{\text{int}} = -\nabla V(r_{ij})$$

- ▶ Many body potentials (molecular bonds)

$$\mathbf{f}_{ijk}^{\text{int}} = \mathbf{F}(\mathbf{r}_i, \mathbf{r}_j, \mathbf{r}_k)$$

- ▶ e.g. 3-body Stillinger-Weber potential:

$$E = \sum_i \sum_{j>i} \phi_2(r_{ij}) + \sum_i \sum_{j \neq i} \sum_{k>j} \phi_3(r_{ij}, r_{ik}, \theta_{ijk})$$

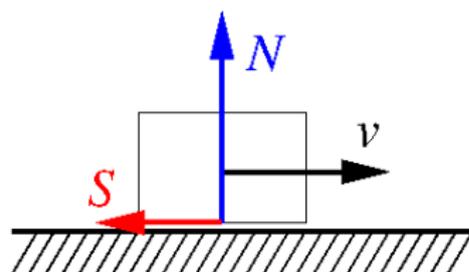
$$\phi_2(r_{ij}) = A_{ij} \epsilon_{ij} \left[B_{ij} \left(\frac{\sigma_{ij}}{r_{ij}} \right)^{p_{ij}} - \left(\frac{\sigma_{ij}}{r_{ij}} \right)^{q_{ij}} \right] \exp \left(\frac{\sigma_{ij}}{r_{ij} - a_{ij} \sigma_{ij}} \right)$$

$$\phi_3(r_{ij}, r_{ik}, \theta_{ijk}) = \lambda_{ijk} \epsilon_{ijk} [\cos \theta_{ijk} - \cos \theta_{0ijk}]^2 \exp \left(\frac{\gamma_{ij} \sigma_{ij}}{r_{ij} - a_{ij} \sigma_{ij}} \right) \exp \left(\frac{\gamma_{ik} \sigma_{ik}}{r_{ik} - a_{ik} \sigma_{ik}} \right)$$

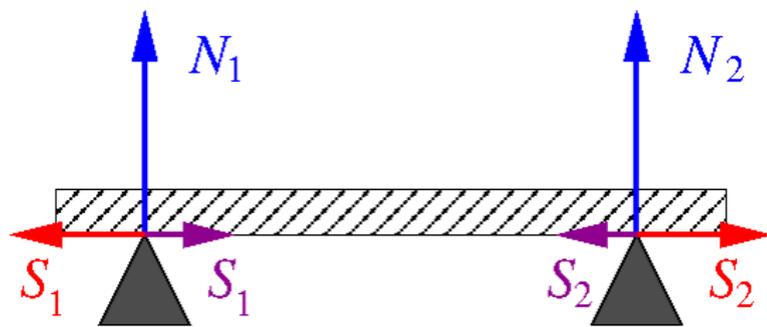
- ▶ Friction forces (next slide...)

Friction forces

- ▶ Moving:



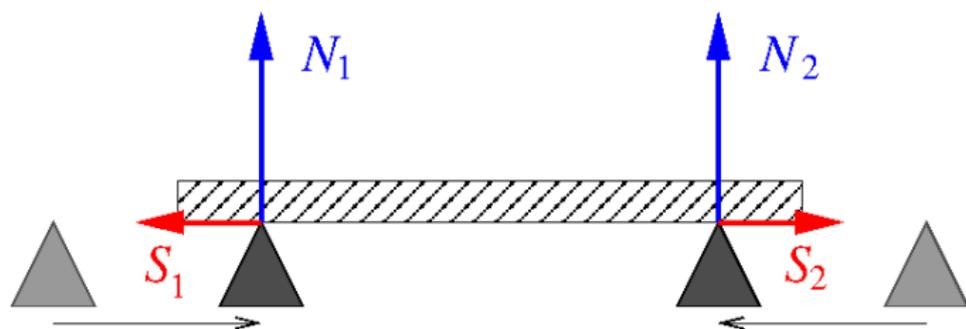
- ▶ Stationary:



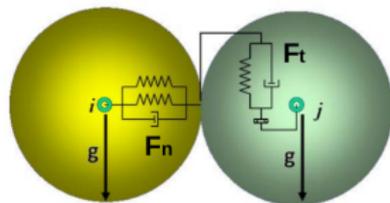
Friction forces

- ▶ Position is not enough to set friction forces
- ▶ No movement \rightarrow no friction forces
- ▶ Solution:

We need history:



Contact history



- ▶ Position is not enough to set friction forces
- ▶ Normal force:

$$\mathbf{F}_n = k_n \delta \mathbf{n}_{ij} - m_{\text{eff}} \gamma_n \Delta \mathbf{v}_n$$

- ▶ Tangential force:

$$\mathbf{F}_t = k_t \Delta \mathbf{s}_t + m_{\text{eff}} \gamma_t \Delta \mathbf{v}_t$$

$$\Delta \mathbf{s}_t = \mathbf{n}_t \int_{t_c}^t \{ \Delta \mathbf{v}_t(t') + [\boldsymbol{\omega}_i(t') r_i - \boldsymbol{\omega}_j(t') r_j] \} dt'$$

- ▶ Limit $\Delta \mathbf{s}_t$ to satisfy $|\mathbf{F}_t| \leq \mu \mathbf{F}_n$
- ▶ k stiffness, γ damping (critical)

Program

- ▶ Have an algorithm to calculate forces
- ▶ **Get list of interacting particles**
- ▶ Determine accelerations and velocities; step particles
- ▶ (Set temperature)

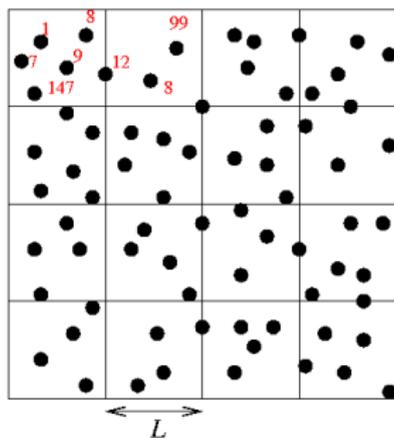
Find pairs

Now we know how to calculate forces. How to get pairs?

- ▶ All pairs: $\sim N^2$ calculations. *Only* if there is no other way!
- ▶ Short range interactions: box method
- ▶ Long range interactions: k-space

Bucketing algorithm

Finite interaction length L



`b[0,0]={1,7,9,147,8};`

`b[0,1]={12,8,99};`

- ▶ Grid with size L
- ▶ Grid of array with particle indexes in box
- ▶ Maximum number of neighbors or dynamic array
- ▶ If there is v_{\max} then $L' = L + v_{\max} \Delta t$, then reset array every Δt timesteps

k-space solution

- ▶ Long range interactions (e.g. Coulomb) cannot be cut off
- ▶ Often more periodic images are needed
- ▶ k-space (Fourier-transformation in 3d!)
 - ▶ Solution of linear problems by Green's-function
 - ▶ Coulomb problem: in Fourier space \rightarrow multiplication!
- ▶ Ewald summation:
 - ▶ Handle short range in real and long range in k-space

Program

- ▶ Have an algorithm to calculate forces
- ▶ Get list of interacting particles
- ▶ Determine accelerations and velocities; step particles
- ▶ (Set temperature)

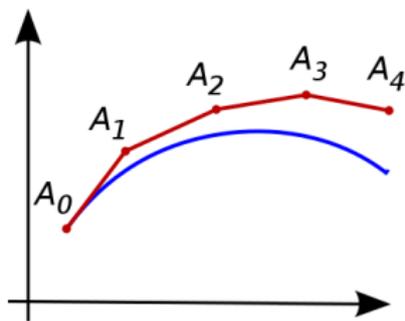
Euler method

- ▶ Velocity:

$$\frac{\Delta v}{\Delta t} = F/m$$
$$\Delta v = F/m\Delta t$$

- ▶ Displacement

$$\Delta x = v\Delta t$$



Too bad!

Runge-Kutta method

$$\dot{y} = f(t, y), \quad y(t_0) = y_0.$$

$$y_{n+1} = y_n + \frac{1}{6}h (k_1 + 2k_2 + 2k_3 + k_4)$$

$$t_{n+1} = t_n + h$$

$$k_1 = f(t_n, y_n),$$

$$k_2 = f(t_n + \frac{1}{2}h, y_n + \frac{h}{2}k_1),$$

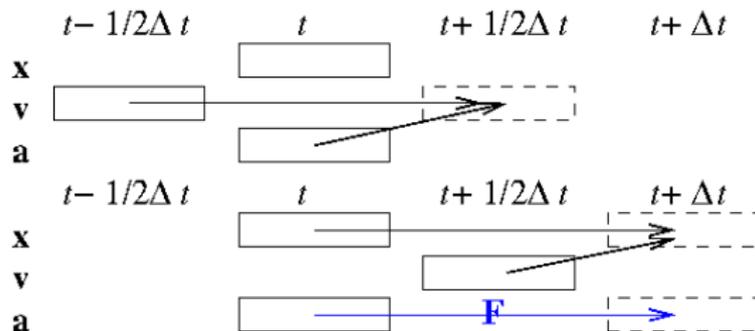
$$k_3 = f(t_n + \frac{1}{2}h, y_n + \frac{h}{2}k_2),$$

$$k_4 = f(t_n + h, y_n + hk_3).$$

- ▶ Fourth order method
- ▶ Very precise but
 - ▶ Four times force calculation
 - ▶ No energy conservation (non-symplectic)

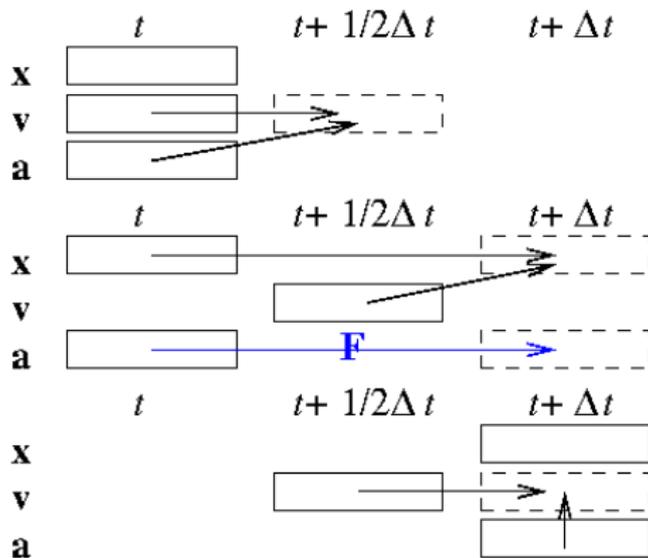
Leapfrog method

- ▶ Calculate $\mathbf{v}(t + \frac{1}{2}\Delta t) = \mathbf{v}(t - \frac{1}{2}\Delta t) + \mathbf{a}(t)\Delta t$
- ▶ Calculate $\mathbf{x}(t + \Delta t) = \mathbf{x}(t) + \mathbf{v}(t + \frac{1}{2}\Delta t)\Delta t$



Verlet method

- ▶ Calculate $\mathbf{v}(t + \frac{1}{2}\Delta t) = \mathbf{v}(t) + \frac{1}{2}\mathbf{a}(t)\Delta t$
- ▶ Calculate $\mathbf{x}(t + \Delta t) = \mathbf{x}(t) + \mathbf{v}(t + \frac{1}{2}\Delta t)\Delta t$
- ▶ Derive $\mathbf{a}(t + \Delta t)$ from the forces
- ▶ Calculate $\mathbf{v}(t + \Delta t) = \mathbf{v}(t + \frac{1}{2}\Delta t) + \frac{1}{2}\mathbf{a}(t + \Delta t)\Delta t$



Symplectic integrator

- ▶ Energy (slightly modified) is conserved
- ▶ Time reversibility
 - ▶ Verlet
 - ▶ Leapfrog
- ▶ Most molecular dynamics methods use Verlet!
 - ▶ Forces are calculated once per turn
 - ▶ Microcanonical (NVE) modelling can be only done with these

Multiple time scale integration

- ▶ Different force range
 - ▶ Short range change fast
 - ▶ Long range change slowly
- ▶ Recalculate long range forces only in every n th times-step
 - ▶ Forces are calculated once per turn
- ▶ Typical examples:
 - ▶ Intramolecular forces: strong, high frequency
 - ▶ Intermolecular forces (e.g. Lennard-Jones, Coulomb) slow

Error

Method	Error	Cumulative error
Euler:	Δt^3	Δt
Runge-Kutta:	Δt^5	Δt^4
Verlet:	Δt^4	Δt^2
Leapfrog:	Δt^4	Δt^2

