



# Molecular Dynamics

Basics (4.1, 4.2, 4.3)

Liouville formulation (4.3.3)

Multiple timesteps (15.3)



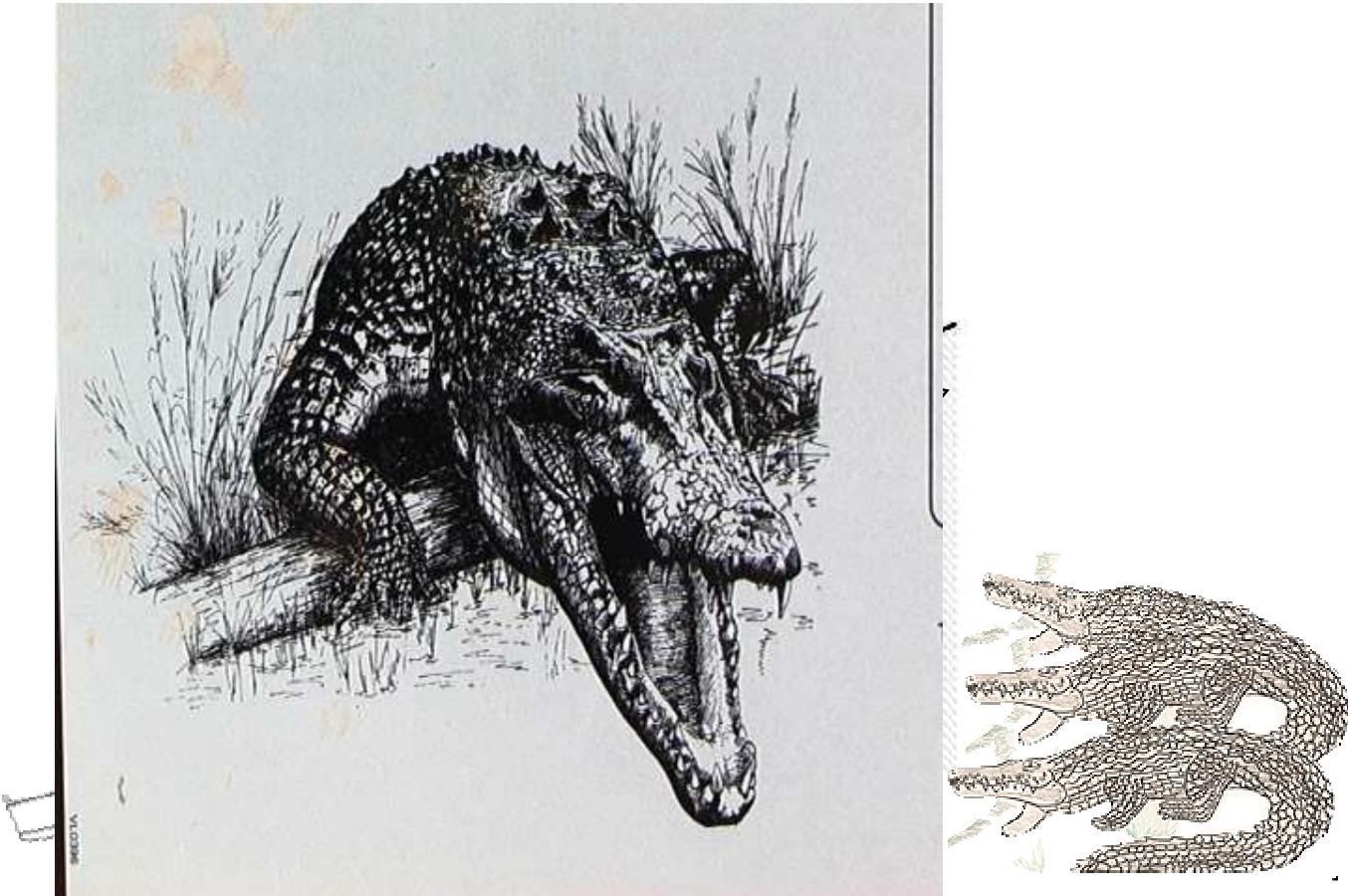
# Molecular Dynamics

- Theory:

$$\mathbf{F} = m \frac{d^2 \mathbf{r}}{dt^2}$$

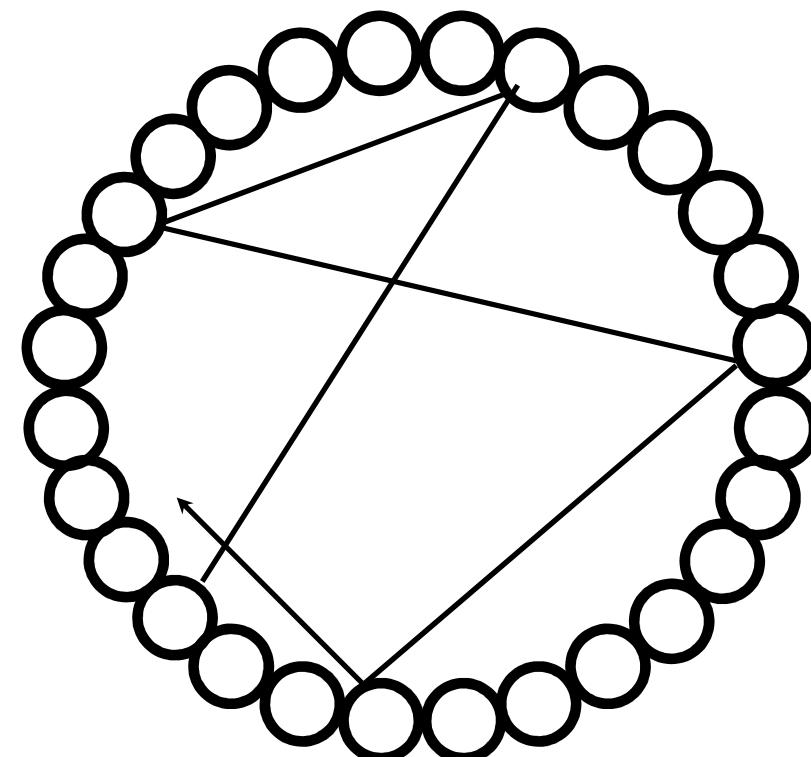
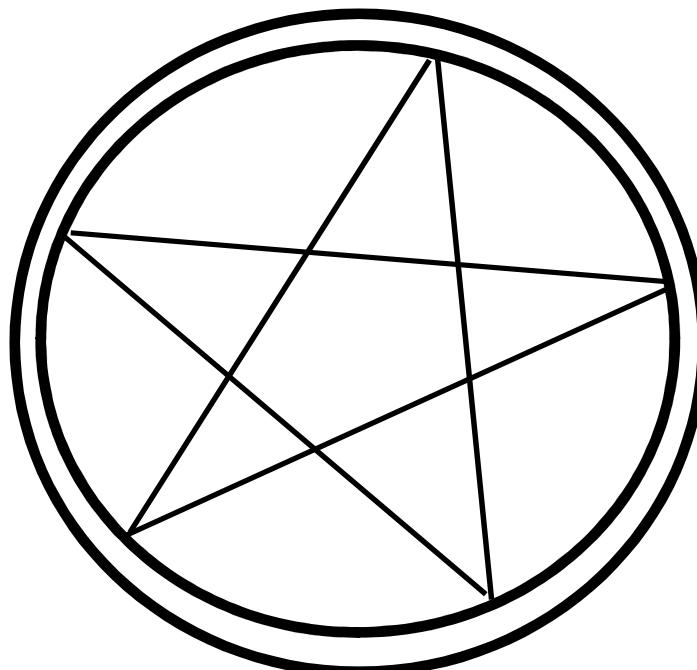
- Compute the forces on the particles
- Solve the equations of motion
- Sample after some time steps

# MD Sampling



# MD Sampling

- Ergodicity

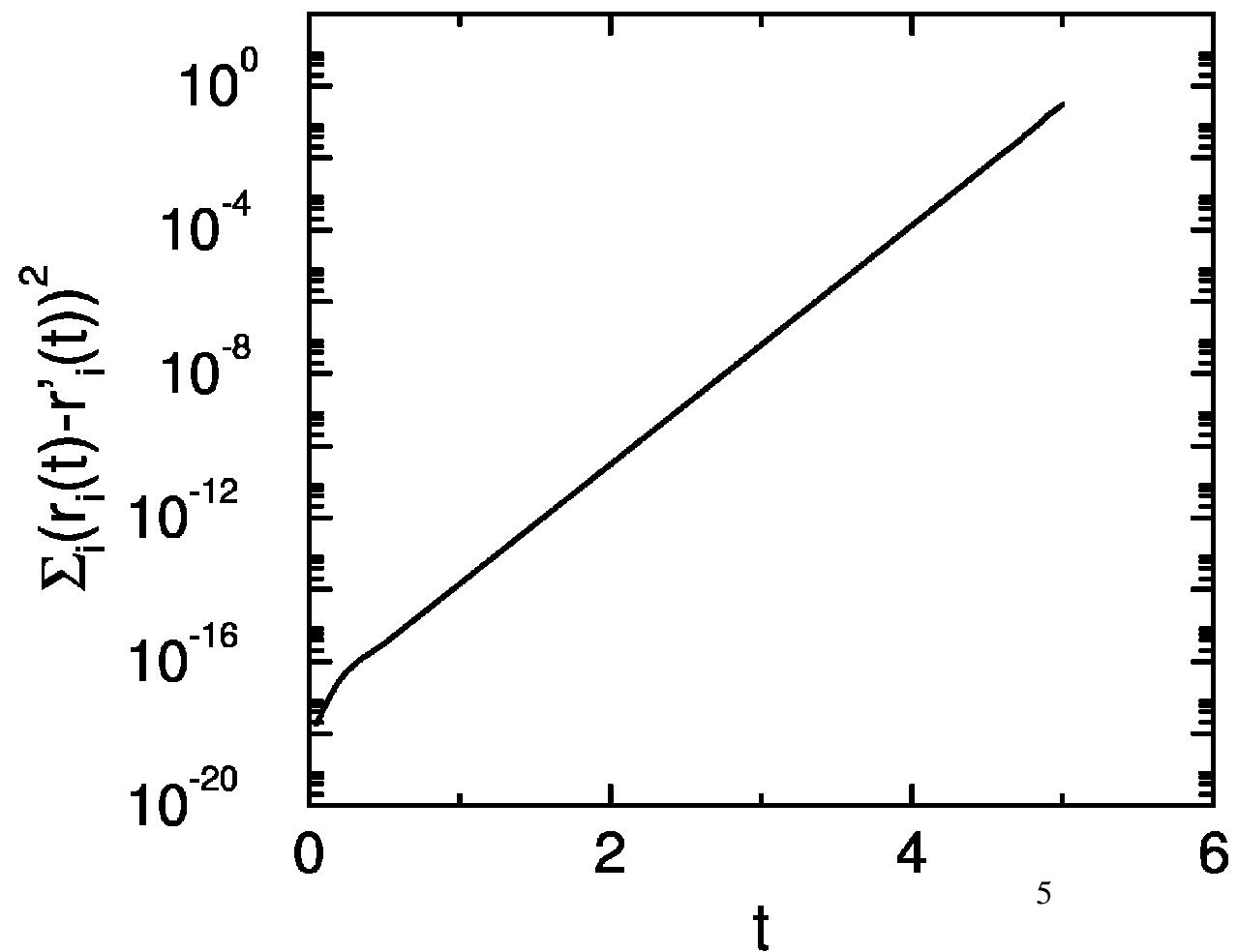


# Lyaponov instability

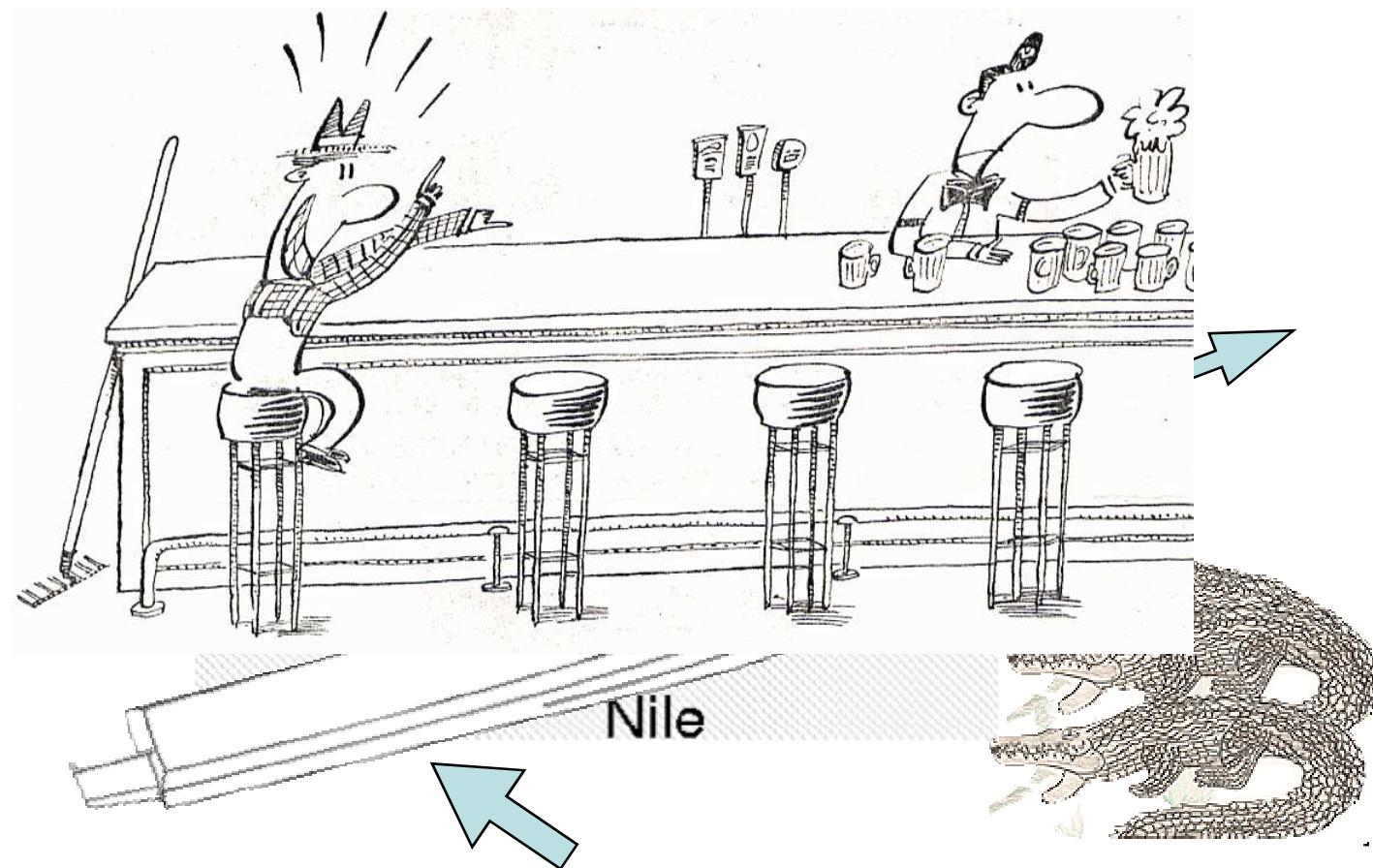
$$(\mathbf{r}^N(0), \mathbf{p}^N(0))$$

$$(\mathbf{r}^N(0), \mathbf{p}_1(0), \dots, \mathbf{p}_j(0) + \varepsilon, \mathbf{p}_i(0) - \varepsilon, \dots, \mathbf{p}_N(0))$$

$$\varepsilon = 10^{-10}$$

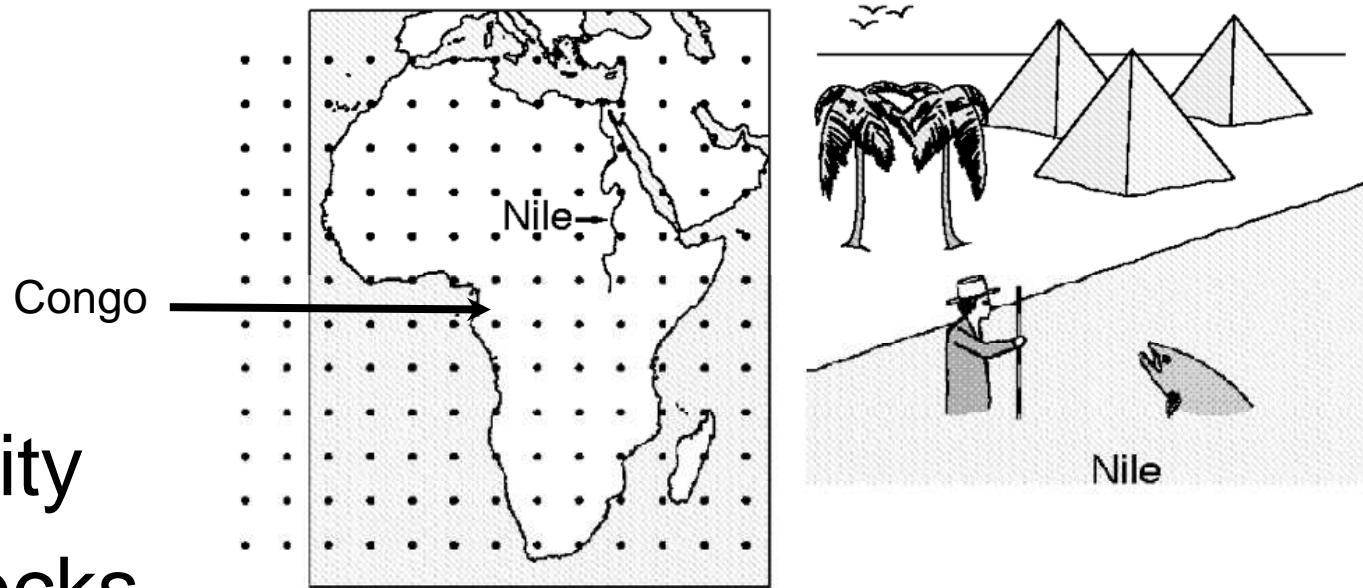


# MD Sampling



# MD Sampling

- Ergodicity
- bottlenecks
- time scale
- representability



# short MD movie

- Ergodicity
- bottlenecks
- time scale
- representability

## Algorithm 3 (A Simple Molecular Dynamics Program)

program md	simple MD program
call init	initialization
t=0	
do while (t.lt.tmax)	MD loop
call force(f,en)	determine the forces
call integrate(f,en)	integrate equations of motion
t=t+delt	
call sample	sample averages
enddo	
stop	
end	

*Comment to this algorithm:*

1. *Subroutines init, force, integrate, and sample will be described in Algorithms 4, 5, and 6, respectively. Subroutine sample is used to calculate averages like pressure or temperature.*

## Algorithm 4 (Initialization of a Molecular Dynamics Program)

```
subroutine init          initialization of MD program
sumv=0
sumv2=0
do i=1,npart
    x(i)=lattice_pos(i)   place the particles on a lattice
    v(i)=(ranf()-0.5)     give random velocities
    sumv=sumv+v(i)
    sumv2=sumv2+v(i)**2   velocity center of mass
                           kinetic energy
enddo
sumv=sumv/npart
sumv2=sumv2/npart
fs=sqrt(3*temp/sumv2)
do i=1,npart
    v(i)=(v(i)-sumv)*fs
    xm(i)=x(i)-v(i)*dt
enddo
return
end
```

velocity center of mass  
mean-squared velocity  
scale factor of the velocities  
set desired kinetic energy and set  
velocity center of mass to zero  
position previous time step

## Algorithm 5 (Calculation of the Forces)

```
subroutine force(f,en)
en=0
do i=1,npart
    f(i)=0
enddo
do i=1,npart-1
    do j=i+1,npart
        xr=x(i)-x(j)
        xr=xr-box*nint(xr/box)
        r2=xr**2
        if (r2.lt.rc2) then
            r2i=1/r2
            r6i=r2i**3
            ff=48*r2i*r6i*(r6i-0.5)
            f(i)=f(i)+ff*xr
            f(j)=f(j)-ff*xr
            en=en+4*r6i*(r6i-1)-ecut
        endif
    enddo
enddo
return
end
```

determine the force and energy

set forces to zero

loop over all pairs

periodic boundary conditions

test cutoff

Lennard-Jones potential

update force

update energy

## Algorithm 6 (Integrating the Equations of Motion)

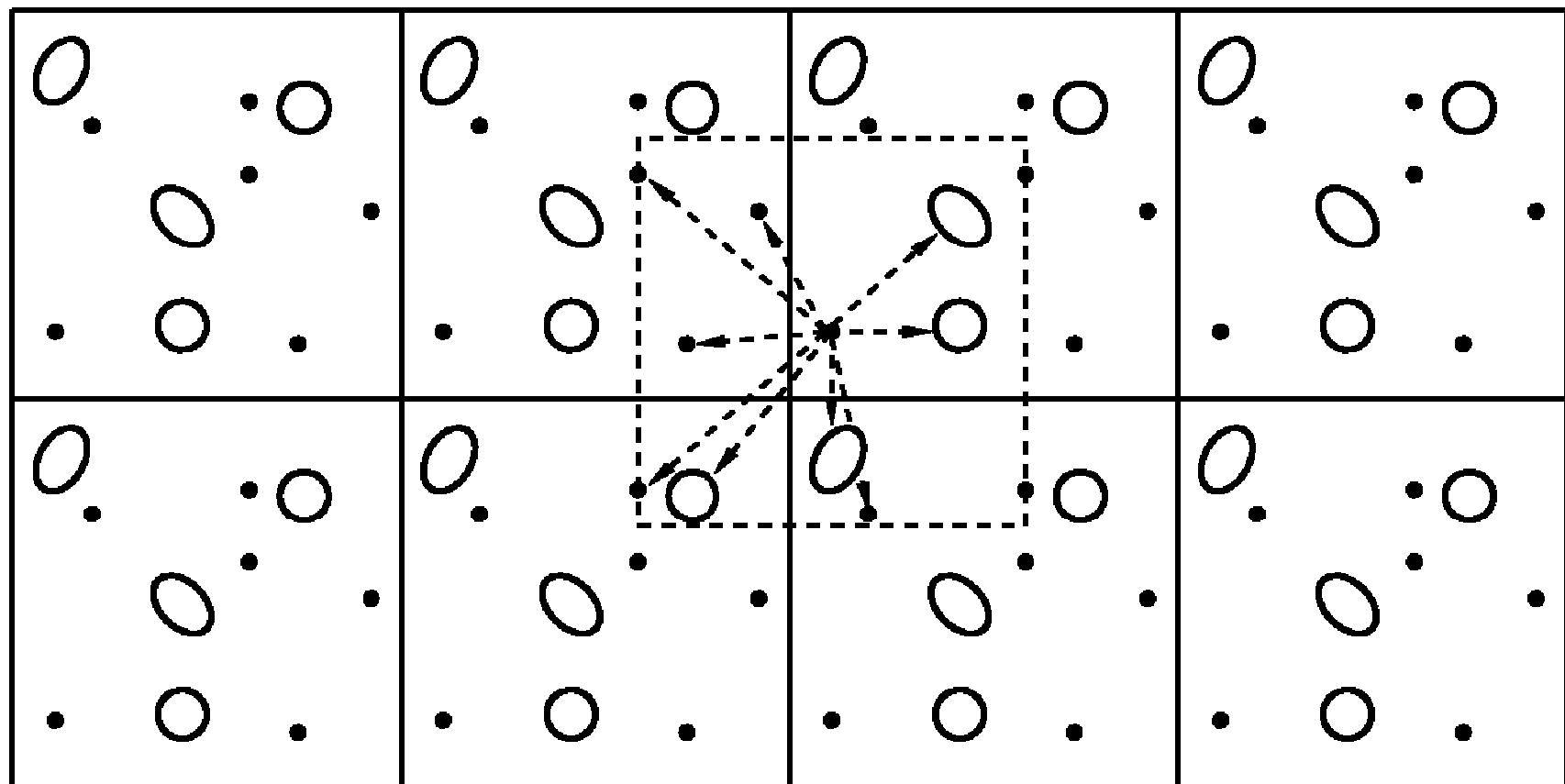
```
subroutine integrate(f,en)                                integrate equations of motion
sumv=0
sumv2=0
do i=1,npart
    xx=2*x(i)-xm(i)+delt**2*f(i)
    vi=(xx-xm(i))/(2*delt)
    sumv=sumv+vi
    sumv2=sumv2+vi**2
    xm(i)=x(i)
    x(i)=xx
enddo
temp=sumv2/(3*npart)                                     instantaneous temperature
etot=(en+0.5*sumv2)/npart                               total energy per particle
return
end
```

MD loop  
Verlet algorithm (4.2.3)  
velocity (4.2.4)  
velocity center of mass  
total kinetic energy  
update positions previous time  
update positions current time

# Molecular Dynamics

- Initialization
  - Total momentum should be zero (no external forces)
  - Temperature rescaling to desired temperature
  - Particles start on a lattice
- Force calculations
  - Periodic boundary conditions
  - Order NxN algorithm,
  - Order N: neighbor lists, linked cell
  - Truncation and shift of the potential
- Integrating the equations of motion
  - Velocity Verlet
  - Kinetic energy

# Periodic boundary conditions



# Lennard Jones potentials

- The Lennard-Jones potential

$$u^{LJ}(r) = 4\epsilon \left[ \left( \frac{\sigma}{r} \right)^{12} - \left( \frac{\sigma}{r} \right)^6 \right]$$

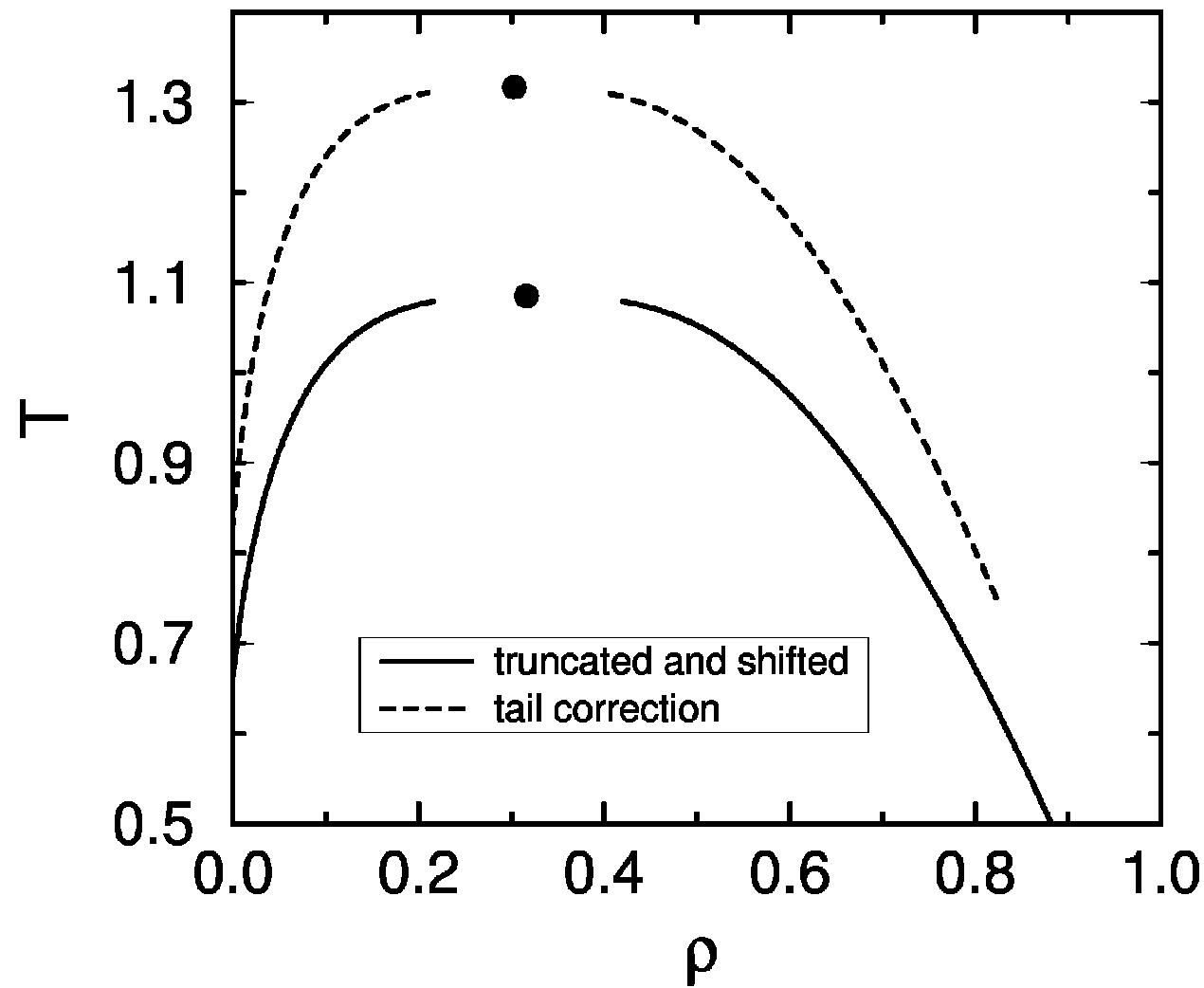
- The truncated Lennard-Jones potential

$$u(r) = \begin{cases} u^{LJ}(r) & r \leq r_c \\ 0 & r > r_c \end{cases}$$

- The truncated and shifted Lennard-Jones potential

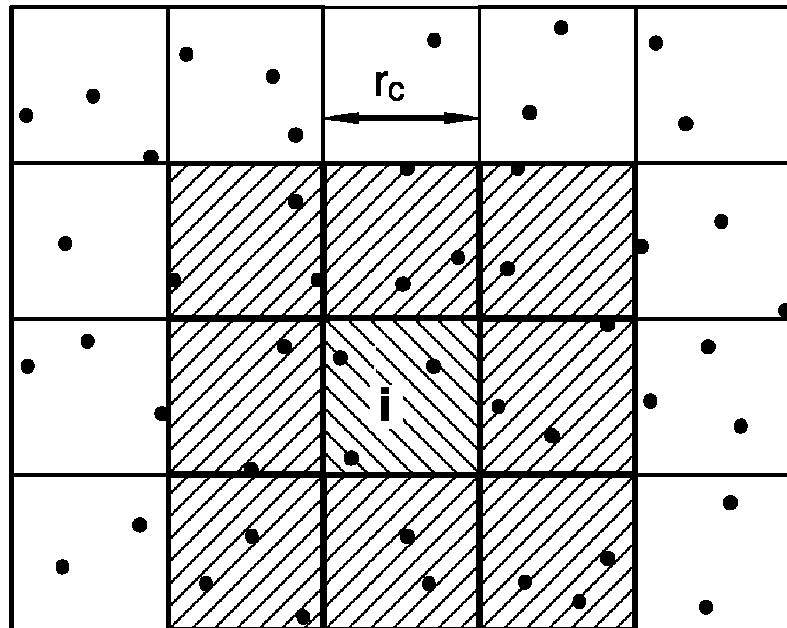
$$u(r) = \begin{cases} u^{LJ}(r) - u^{LJ}(r_c) & r \leq r_c \\ 0 & r > r_c \end{cases}$$

# Phase diagrams of Lennard Jones fluids

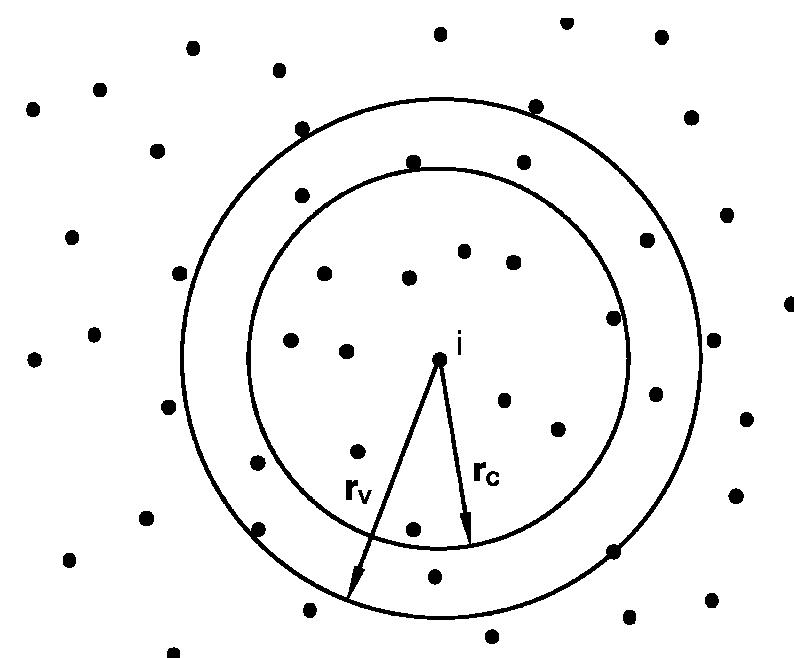


# Saving cpu time

Cell list



Verlet-list



# Equations of motion

$$\mathbf{r}(t + \Delta t) = \mathbf{r}(t) + \mathbf{v}(t)\Delta t + \frac{\Delta t^2}{2m}\mathbf{f}(t) + \frac{\Delta t^3}{3!m}\dot{\mathbf{f}}(t) + \mathcal{O}(\Delta t^4)$$

$$\mathbf{r}(t - \Delta t) = \mathbf{r}(t) - \mathbf{v}(t)\Delta t + \frac{\Delta t^2}{2m}\mathbf{f}(t) - \frac{\Delta t^3}{3!m}\dot{\mathbf{f}}(t) + \mathcal{O}(\Delta t^4)$$

$$\mathbf{r}(t + \Delta t) + \mathbf{r}(t - \Delta t) = 2\mathbf{r}(t) + \frac{\Delta t^2}{m}\mathbf{f}(t) + \mathcal{O}(\Delta t^4)$$

Verlet algorithm

$$\mathbf{r}(t + \Delta t) \approx 2\mathbf{r}(t) - \mathbf{r}(t - \Delta t) + \frac{\Delta t^2}{m}\mathbf{f}(t)$$

Velocity Verlet algorithm

$$\mathbf{r}(t + \Delta t) \approx \mathbf{r}(t) + \mathbf{v}(t)\Delta t + \frac{\Delta t^2}{2m}\mathbf{f}(t)$$

$$\mathbf{v}(t + \Delta t) \approx \mathbf{v}(t) + \frac{\Delta t}{2m} [\mathbf{f}(t + \Delta t) + \mathbf{f}(t)]$$

## Liouville formulation

$$f(\mathbf{p}^N, \mathbf{r}^N)$$

Depends implicitly on  $t$

$$\dot{f} = \dot{\mathbf{r}} \frac{\partial f}{\partial \mathbf{r}} + \dot{\mathbf{p}} \frac{\partial f}{\partial \mathbf{p}}$$

$$\mathrm{i}L \equiv \dot{\mathbf{r}} \frac{\partial}{\partial \mathbf{r}} + \dot{\mathbf{p}} \frac{\partial}{\partial \mathbf{p}}$$

$$\frac{df}{dt} = \mathrm{i}Lf$$

Solution

$$f(t) = \exp(\mathrm{i}Lt) f(0)$$

**Beware: this solution  
is equally useless as  
the differential  
equation!**

$$iL \equiv iL_r + iL_p = \dot{\mathbf{r}} \frac{\partial}{\partial \mathbf{r}} + \dot{\mathbf{p}} \frac{\partial}{\partial \mathbf{p}}$$

$$f(t) = \exp(iL_r t) f(0)$$

$$= \exp\left(\dot{\mathbf{r}}(0)t \frac{\partial}{\partial \mathbf{r}}\right) f(0)$$

$$= \sum_{n=0}^{\infty} \frac{(\dot{\mathbf{r}}(0)t)^n}{n!} \frac{\partial^n}{\partial \mathbf{r}^n} f(0)$$

$$= f\left(\mathbf{p}^N(0), (\mathbf{r}(0) + \dot{\mathbf{r}}(0)t)^N\right)$$

Shift of coordinates

$$\mathbf{r}(0) \rightarrow \mathbf{r}(0) + \dot{\mathbf{r}}(0)t$$

Let us look at them separately

$$= \exp\left(\dot{\mathbf{p}}(0)t \frac{\partial}{\partial \mathbf{p}}\right) f(0)$$

$$= \sum_{n=0}^{\infty} \frac{(\dot{\mathbf{p}}(0)t)^n}{n!} \frac{\partial^n}{\partial \mathbf{p}^n} f(0)$$

$$= f\left((\mathbf{p}(0) + \dot{\mathbf{p}}(0)t)^N, \mathbf{r}^N(0)\right)$$

Shift of momenta

$$\mathbf{p}(0) \rightarrow \mathbf{p}(0) + \dot{\mathbf{p}}(0)t$$

$$iL_r \rightarrow \mathbf{r}(0) \rightarrow \mathbf{r}(0) + \dot{\mathbf{r}}(0)t$$

$$iL_p \rightarrow \mathbf{p}(0) \rightarrow \mathbf{p}(0) + \dot{\mathbf{p}}(0)t$$

$f(\mathbf{I})$  We have *noncommuting* operators!

$$e^{A+B} \neq e^A e^B$$

*Trotter identity*

$$e^{A+B} = \lim_{P \rightarrow \infty} (e^{A/2P} e^{B/P} e^{A/2P})^P$$

$$e^{A+B} \approx (e^{A/2P} e^{B/P} e^{A/2P})^P$$

$$\frac{A}{P} = \frac{iL_p t}{P} \quad \frac{B}{P} = \frac{iL_r t}{P} \quad \Delta t = \frac{t}{P}$$

$$f(\mathbf{p}^N(t), \mathbf{r}^N(t)) = (e^{-\frac{iL_p t}{P}} e^{-\frac{iL_r t}{P}} e^{-\frac{iL_p t}{P}}) f(\mathbf{p}^N(0), \mathbf{r}^N(0))$$

$$iL_r \Delta t \Rightarrow \mathbf{r} \rightarrow \mathbf{r} + \dot{\mathbf{r}} \Delta t$$

$$\left( e^{(iL_p \Delta t / 2)} e^{(iL_r \Delta t)} e^{(iL_p \Delta t / 2)} \right)^P$$

$$iL_p \Delta t \Rightarrow \mathbf{p} \rightarrow \mathbf{p} + \dot{\mathbf{p}} \Delta t$$

$$e^{(iL_p \Delta t / 2)} f(\mathbf{p}^N(0), \mathbf{r}^N(0)) = f\left(\left[\mathbf{p}(0) + \frac{\Delta t}{2} \dot{\mathbf{p}}(0)\right]^N, \mathbf{r}^N(0)\right)$$

Velocity Verlet!

$$\mathbf{r}(t + \Delta t) = \mathbf{r}(t) + \mathbf{v}(t) \Delta t + \frac{1}{2m} \mathbf{F}(t) \Delta t^2$$

$$\mathbf{v}(t + \Delta t) = \mathbf{v}(t) + \frac{\Delta t}{2m} [\mathbf{F}(t) + \mathbf{F}(t + \Delta t)]$$

$$\mathbf{p}(0) \rightarrow \mathbf{p}(0) + \frac{\Delta t}{2} [\dot{\mathbf{p}}(0) + \dot{\mathbf{p}}(\Delta t)]$$

$$\mathbf{r}(0) \rightarrow \mathbf{r}(0) + \Delta t \dot{\mathbf{r}}(\Delta t / 2) = \mathbf{r}(0) + \Delta t \dot{\mathbf{r}}(0) + \frac{\Delta t^2}{2m} \mathbf{F}(0)$$

Velocity Verlet:

$$e^{(iL_p\Delta t/2)} e^{(iL_r\Delta t)} e^{(iL_p\Delta t/2)}$$

**Call force(fx)**

**Do while (t<tmax)**

$$e^{(iL_p\Delta t/2)} : \mathbf{v}\left(t + \frac{\Delta t}{2}\right) \rightarrow \mathbf{v}(t) + \frac{\Delta t}{2m} \mathbf{f}(t)$$

**vx=vx+delt\*fx/2**

$$e^{(iL_r\Delta t)} : \mathbf{r}(t + \Delta t) \rightarrow \mathbf{r}(t) + \Delta t \mathbf{v}(t + \Delta t/2)$$

**x=x+delt\*vx**

**Call force(fx)**

$$e^{(iL_p\Delta t/2)} : \mathbf{v}(t + \Delta t) \rightarrow \mathbf{v}(t + \Delta t/2) + \frac{\Delta t}{2m} \mathbf{f}(t + \Delta t)$$

**vx=vx+delt\*fx/2**

**enddo**

# Liouville Formulation

Velocity Verlet algorithm:

$$\mathbf{p}(t + \Delta t) = \mathbf{p}(t) + \frac{\Delta t}{2} [\dot{\mathbf{p}}(t) + \dot{\mathbf{p}}(t + \Delta t)]$$

$$\mathbf{r}(t + \Delta t) = \mathbf{r}(t) + \Delta t \dot{\mathbf{r}}(t) + \frac{\Delta t^2}{2m} \mathbf{F}(t)$$

Three subsequent coordinate transformations in either  $\mathbf{r}$  or  $\mathbf{p}$  of which the *Jacobian* is one: *Area preserving*

$$\mathbf{p}(t + \Delta t/2) = \mathbf{p}(t) + \frac{\Delta t}{2} \mathbf{F}(\mathbf{r})$$

$$\mathbf{r}(t) = \mathbf{r}(t)$$

$$J_1 = \det \begin{vmatrix} 1 & \frac{\Delta t}{2} \frac{\partial \mathbf{F}(\mathbf{r})}{\partial \mathbf{r}} \\ 0 & 1 \end{vmatrix} = 1$$

$$\mathbf{p}(t + \Delta t/2) = \mathbf{p}(t + \Delta t/2)$$

$$\mathbf{r}(t + \Delta t) = \mathbf{r}(t) + \frac{\Delta t}{m} \mathbf{p}(t + \Delta t/2)$$

$$J_2 = \det \begin{vmatrix} 1 & 0 \\ \Delta t/m & 1 \end{vmatrix} = 1$$

$$\mathbf{p}(t + \Delta t) = \mathbf{p}(t + \Delta t/2) + \frac{\Delta t}{2} \mathbf{F}(\mathbf{r}(t))$$

$$\mathbf{r}(t) = \mathbf{r}(t)$$

$$J_3 = \det \begin{vmatrix} 1 & \frac{\Delta t}{2} \frac{\partial \mathbf{F}(\mathbf{r})}{\partial \mathbf{r}} \\ 0 & 1 \end{vmatrix} = 1$$

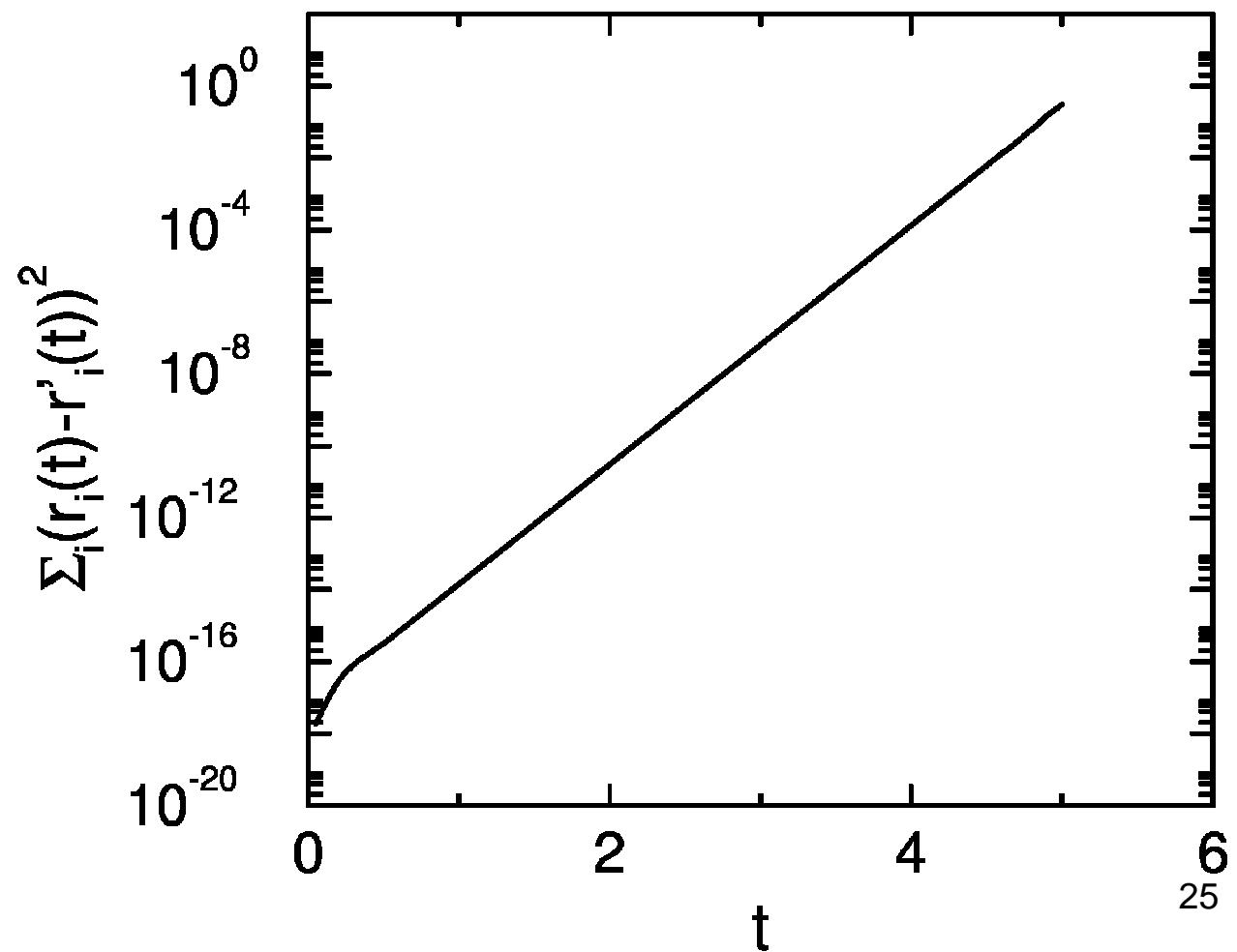
Other Trotter decompositions are possible!

# Lyaponov instability

$$(\mathbf{r}^N(0), \mathbf{p}^N(0))$$

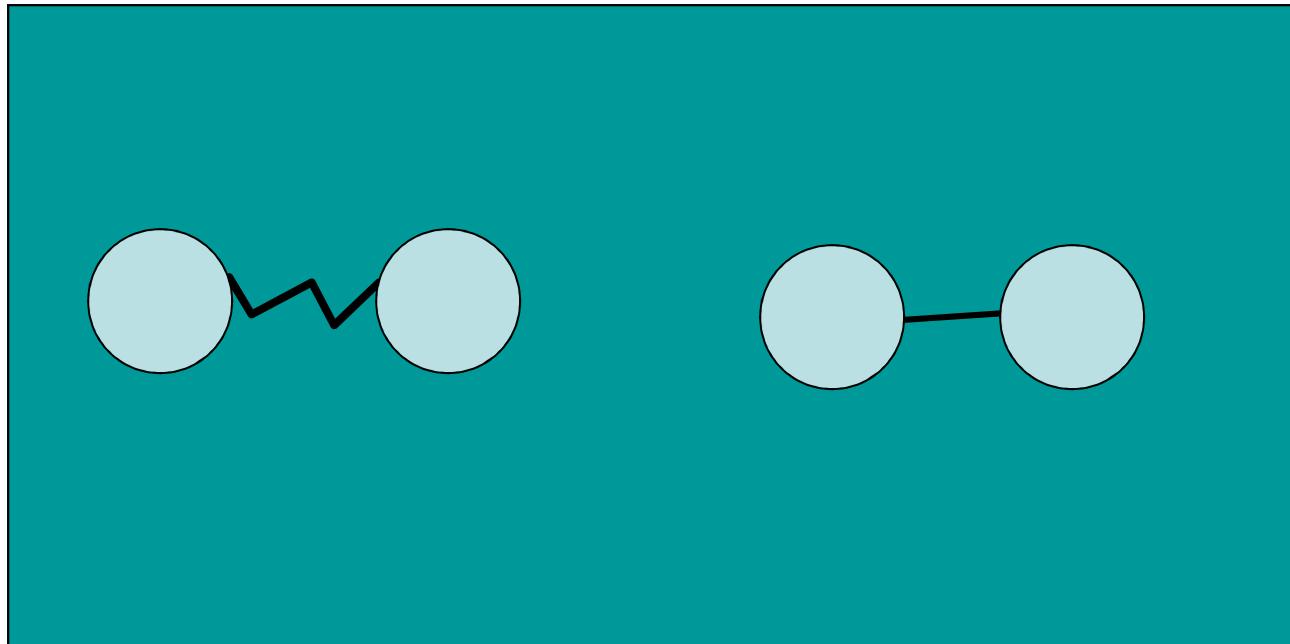
$$(\mathbf{r}^N(0), \mathbf{p}_1(0), \dots, \mathbf{p}_j(0) + \varepsilon, \mathbf{p}_i(0) - \varepsilon, \dots, \mathbf{p}_N(0))$$

$$\varepsilon = 10^{-10}$$



# Multiple time steps

- What to use for stiff potentials:



- Fixed bond-length: constraints (Shake)
- Very small time step

$$\mathbf{F} = \mathbf{F}_{\text{short}} + \mathbf{F}_{\text{long}}$$

Multiple  
Time steps

$$iL \equiv iL_r + iL_p = \mathbf{v} \frac{\partial}{\partial \mathbf{r}} + \frac{\mathbf{F}}{m} \frac{\partial}{\partial \mathbf{v}}$$

$$iL_p = iL_{\text{short}} + iL_{\text{long}}$$

$$iL_{\text{short}} = \frac{\mathbf{F}_{\text{short}}}{m} \frac{\partial}{\partial \mathbf{v}}$$

$$iL_{\text{long}} = \frac{\mathbf{F}_{\text{long}}}{m} \frac{\partial}{\partial \mathbf{v}}$$

Trotter expansion:

$$e^{i(L_{\text{long}} + L_{\text{short}} + L_r)\Delta t} \approx e^{iL_{\text{long}}\Delta t/2} e^{i(L_{\text{short}} + L_r)\Delta t} e^{iL_{\text{long}}\Delta t/2}$$

Introduce:  $\delta t = \Delta t/n$

$$e^{i(L_{\text{long}} + L_{\text{short}} + L_r)\Delta t} \approx e^{iL_{\text{long}}\Delta t/2} \left[ e^{iL_{\text{short}}\delta t/2} e^{iL_r\delta t} e^{iL_{\text{short}}\delta t/2} \right]^n e^{iL_{\text{long}}\Delta t/2}$$

$$e^{i(L_{\text{long}} + L_{\text{short}} + L_r) \Delta t} \approx e^{iL_{\text{long}} \Delta t/2} \left[ e^{iL_{\text{short}} \delta t/2} e^{iL_r \delta t} e^{iL_{\text{short}} \delta t/2} \right]^n e^{iL_{\text{long}} \Delta t/2}$$

$$iL_{\text{long}} \Delta t/2 \Rightarrow v \rightarrow v + F_{\text{long}} \Delta t/2m$$

$$iL_{\text{short}} \delta t/2 \Rightarrow v \rightarrow v + F_{\text{short}} \delta t/2m$$

$$iL_r \delta t \Rightarrow r \rightarrow r + v \delta t$$

First

$$e^{iL_{\text{long}} \Delta t/2} f[r(0), v(0)] = f[r(0), v(0) + F_{\text{long}}(0) \Delta t/2m]$$

Now  $n$  times:

$$\left[ e^{iL_{\text{short}} \delta t/2} e^{iL_r \delta t} e^{iL_{\text{short}} \delta t/2} \right]^n f[r(0), v(0) + F_{\text{long}}(0) \Delta t/2m]$$

$$e^{(iL_{p\text{Long}}\Delta t/2)} : \mathbf{v}\left(t + \frac{\Delta t}{2}\right) \rightarrow \mathbf{v}(t) + \frac{\Delta t}{2m} \mathbf{f}_{\text{long}}(t)$$

**Call force(fx\_l)**

$$e^{iL_{\text{long}}\Delta t/2} \left[ e^{iL_{\text{short}}\delta t/2} e^{iL_r\delta t} e^{iL_{\text{short}}\delta t/2} \right]^n e^{iL_{\text{long}}\Delta t/2}$$

**vx=vx+delt\*fx\_l**

$$iL_{\text{long}}\Delta t/2 \Rightarrow v \rightarrow v + F_{\text{long}}\Delta t/2m$$

**Do ddt=1,n**

$$e^{(iL_{p\text{Short}}\delta t/2)} : \mathbf{v}\left(t + \frac{\Delta t}{2}\right) \rightarrow \mathbf{v}(t) + \frac{\Delta t}{2m} \mathbf{f}_{\text{short}}(t)$$

$$iL_{\text{short}}\delta t/2 \Rightarrow v \rightarrow v + F_{\text{short}}\delta t/2m$$

$$iL_r\delta t \Rightarrow r \rightarrow r + v\delta t$$

**vx=vx+ddelt\*fx\_short/2**

$$e^{(iL_r\delta t)} : \mathbf{r}(t + \delta t) \rightarrow \mathbf{r}(t) + \delta t \mathbf{v}(t + \Delta t/2 + \delta t/2)$$

**x=x+ddelt\*...**

**Call force**

$$e^{iL_{\text{long}}\Delta t/2} \left[ e^{iL_{\text{short}}\delta t/2} e^{iL_r\delta t} e^{iL_{\text{short}}\delta t/2} \right]^n e^{iL_{\text{long}}\Delta t/2}$$

**vx=vx+ddel...**

$$iL_{\text{long}}\Delta t/2 \Rightarrow v \rightarrow v + F_{\text{long}}\Delta t/2m$$

**enddo**

$$iL_{\text{short}}\delta t/2 \Rightarrow v \rightarrow v + F_{\text{short}}\delta t/2m$$

$$iL_r\delta t \Rightarrow r \rightarrow r + v\delta t$$

## Algorithm 29 (Multiple Time Step)

```
subroutine
+    multi (f_long, f_short)

vx=vx+0.5*delt*f_long
do it=1,n
    vx=vx+0.5* (delt/n) *f_short
    x=x+ (delt/n) 2*vx
    call force_short (f_short)
    vx=vx+0.5* (delt/n) *f_short
enddo
call force_all(f_long, f_short)
vx=vx+0.5*delt*f_long
return
end
```

**Multiple time step**,  $f_{\text{long}}$  is the long-range part and  $f_{\text{short}}$  the short-range part of the force  
**velocity Verlet** with time step  $\Delta t$   
loop for the small time step  
**velocity Verlet** with timestep  $\Delta t/n$

**short-range forces**

**all forces**

# GPUs are outpacing CPUs...

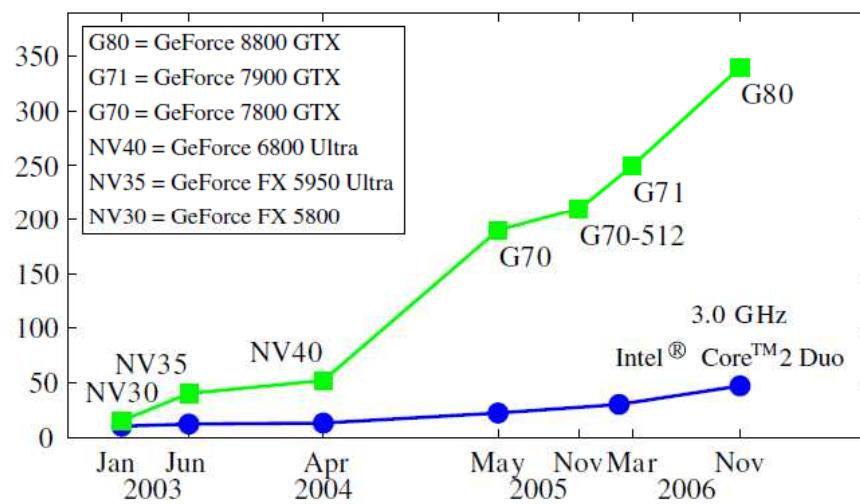
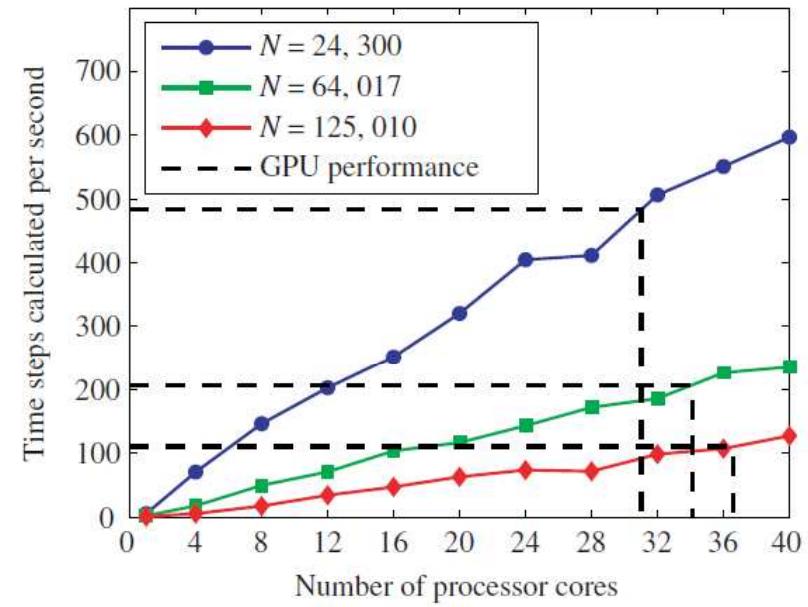
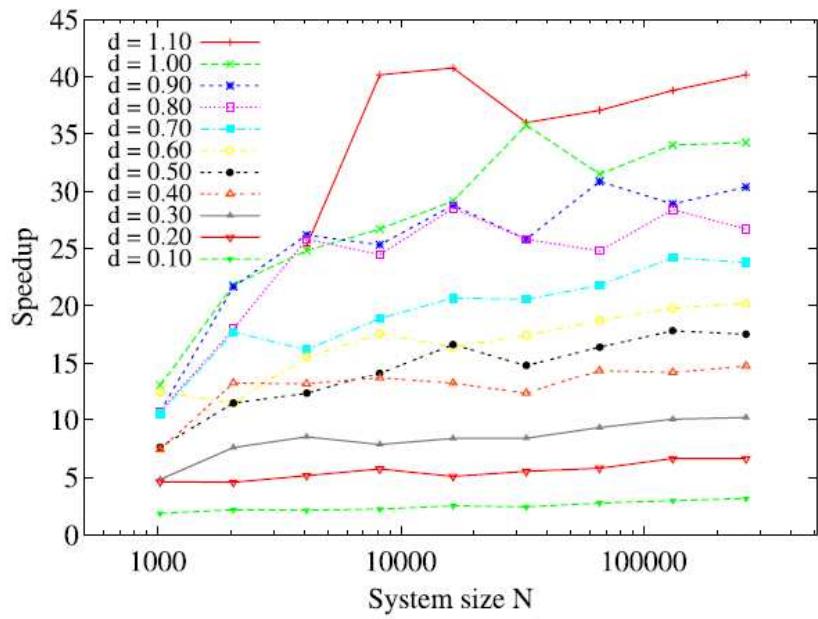


Fig. 1. Performance of CPUs (blue circles) and GPUs (green squares) over the last few years. Figure courtesy of NVIDIA, and adapted from Ref. [1]. (For interpretation of the references to colour in this figure legend, the reader is referred to the web version of this article.)

# Which is good for MD!



van Meel *et al.* Mol. Sim. 31, 259 (2008).

Anderson, Lorentz, and Travesset, J. Comput. Phys. 227, 5342 (2008).