



993SM - Laboratory of Computational Physics Unit XIV December 18, 2023

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Modelling other random processes

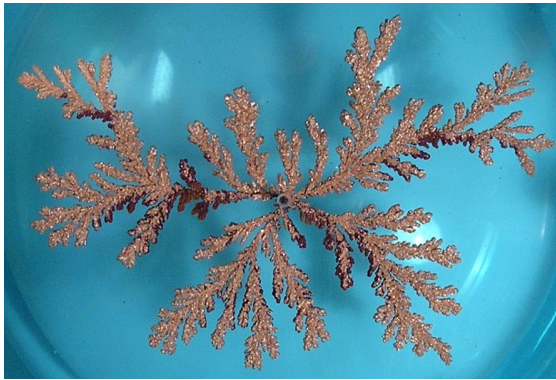
- Fractals & Diffusion Limited Aggregates
- Percolation
- Monte Carlo approach for classical fluids

Modelling other random processes

- **Fractals & Diffusion Limited Aggregates**
- Percolation
- Monte Carlo approach for classical fluids

Diffusion Limited Aggregation

Several examples of formation of natural patterns showing common features:



Electrodeposition:

cluster grown from a copper sulfate solution in an electrodeposition cell



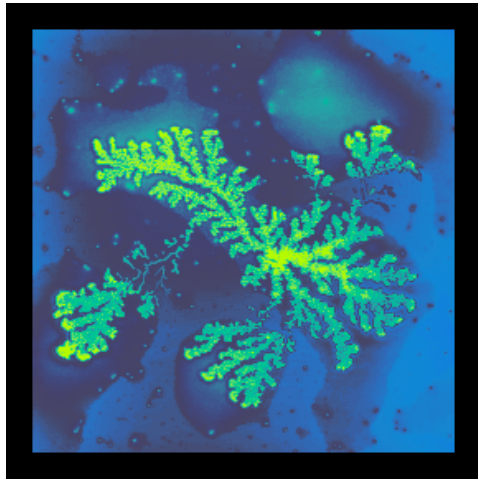
Dielectric breakdown:

High voltage dielectric breakdown within a block of plexiglas

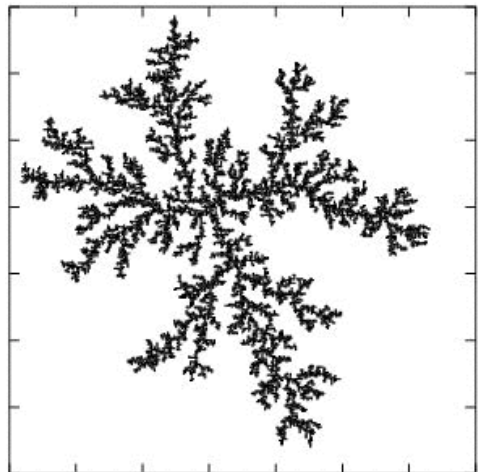
These common features that can be captured by very simple models:

Diffusion Limited Aggregation

- simple model of FRACTALS GROWTH, initially proposed for irreversible colloidal aggregation, although it was quickly realized that the model is very widely applicable.
- by T.A. Witten and L.M. Sander, Phys. Rev. Lett. 47, 1400 (1981)



REAL IMAGE (Atomic Field Microscopy) of a gold colloid of about 15 nm over a gel substrate



SIMULATION

DLA: algorithm

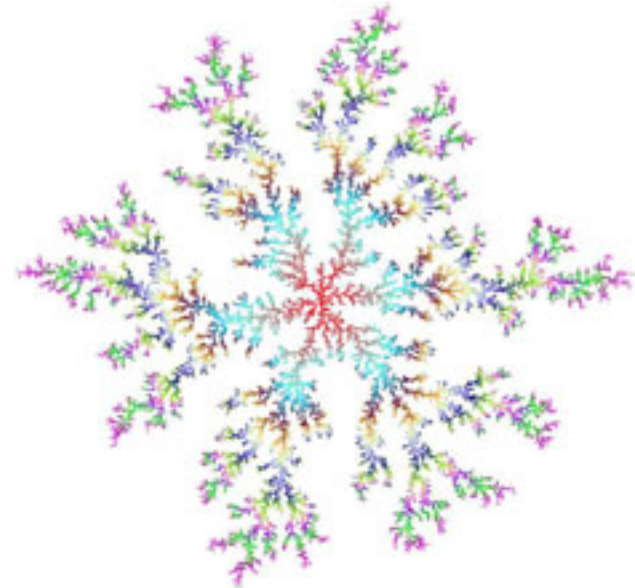
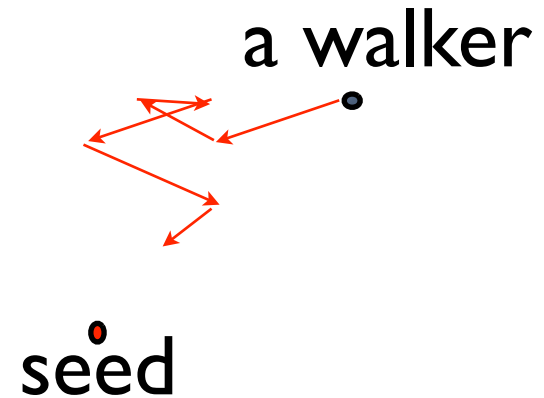
- * Start with an immobile seed on the plane

- * A walker is then launched from a random position far away and is allowed to diffuse

- * If it touches the seed, it is immobilized instantly and becomes part of the aggregate

- * We then launch similar walkers one-by-one and each of them stops upon hitting the cluster

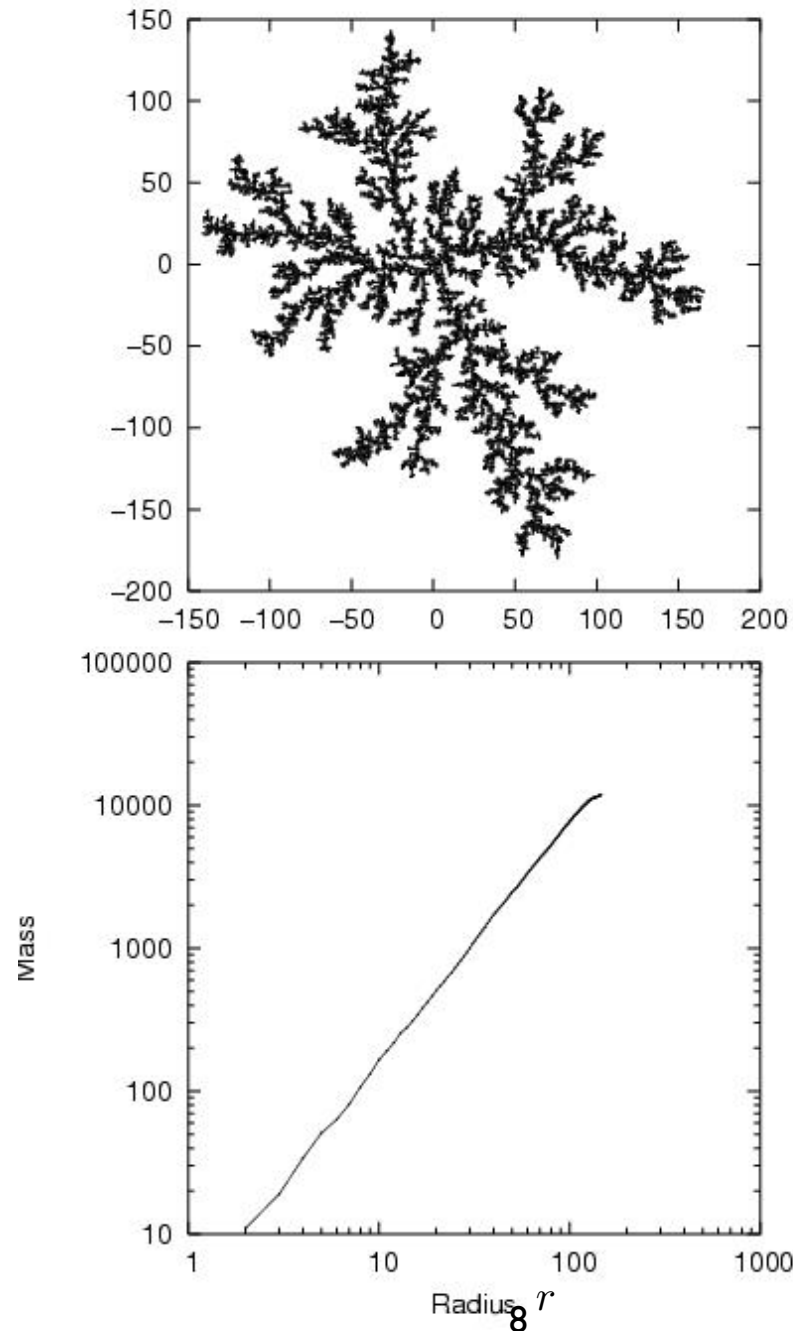
- * After launching a few hundred particles, a cluster with intricate branch structures results



DLA: algorithm - details

- We launch walkers from a “launching circle” which inscribes the cluster
- They are discarded if they wander too far and go beyond a “killing circle”
- The diffusion is simulated by successive displacements in independent random directions
- At every step, the walker which would aggregate is checked to detect any overlapping with the particles on the cluster

DLA: results



(mass M of the cluster \equiv
number of particles N)

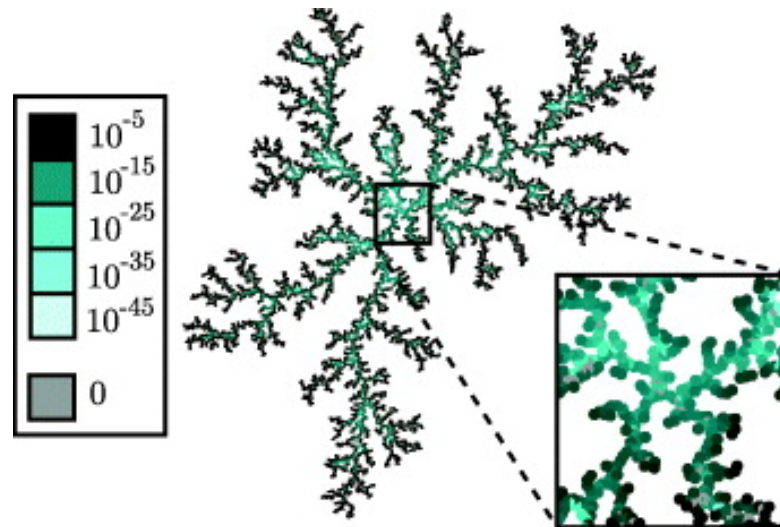
$$\ln N \propto \ln r$$

\Downarrow

$$N \propto r^k$$

DLA: interesting quantities

- in a “normal” 2D object: $N \propto r^2$
- FRACTAL DIMENSION: the number of particles N with respect to the maximum distance r of a particle of the cluster from its center of mass is $N \propto r^{D_f}$, with $1 < D_f < 2$



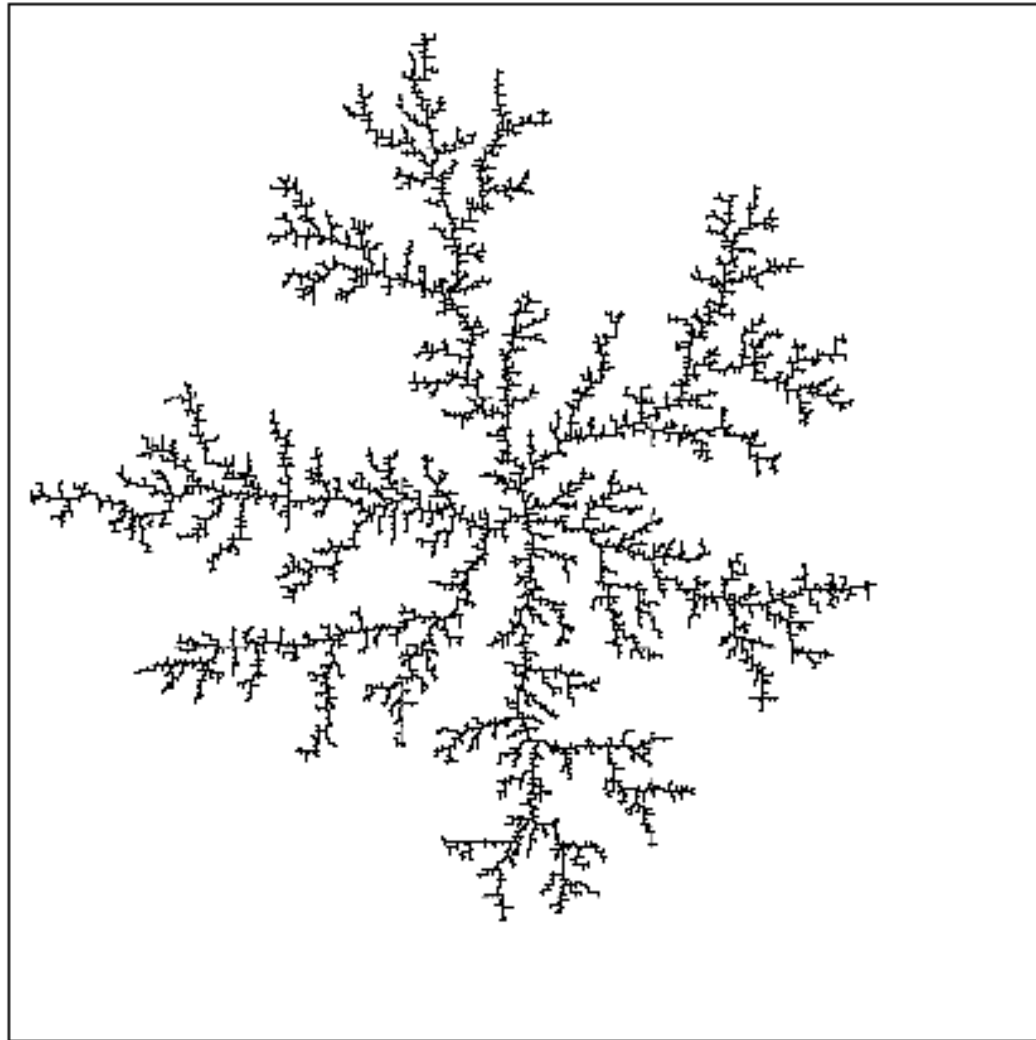
DLA: algorithm - details II

- the simplest DLA models: diffusion on a lattice. On a **square lattice**, 4 adjacent sites are available for the diffusing particle to stick
- modification: the particle will stick with certain probability (the “**sticking coefficient**”) - to simulate somehow the surface tension
- another modification: with a sort of Brownian diffusion in the continuum

DLA: results

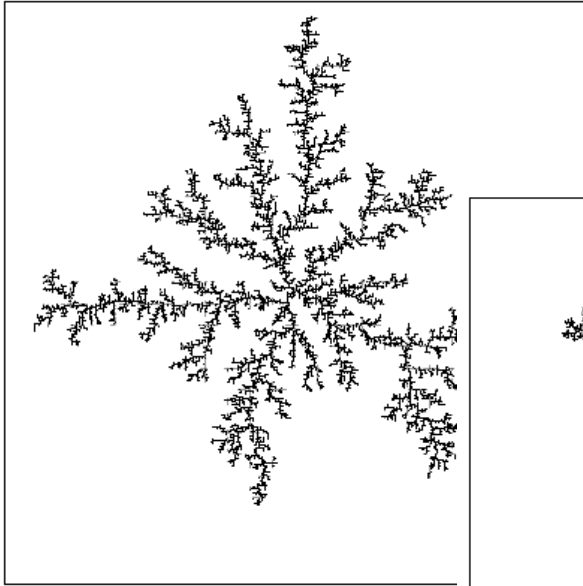
$$1 < D_f = 1.6 < 2$$

Sticking Coefficient $\xi = 1$.

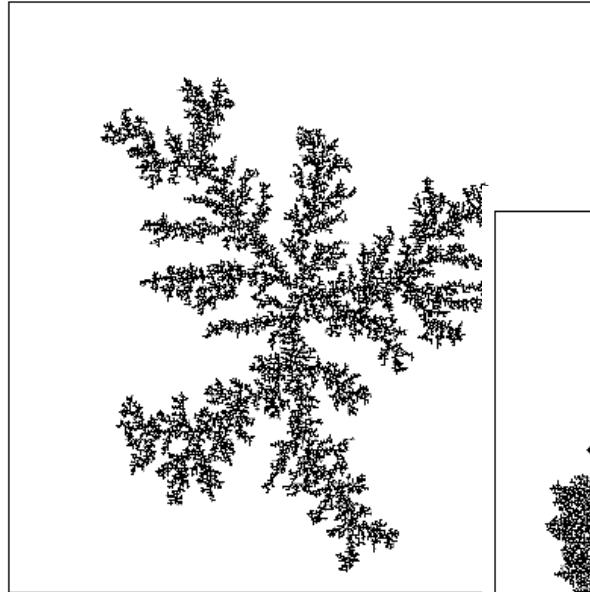


DLA: results

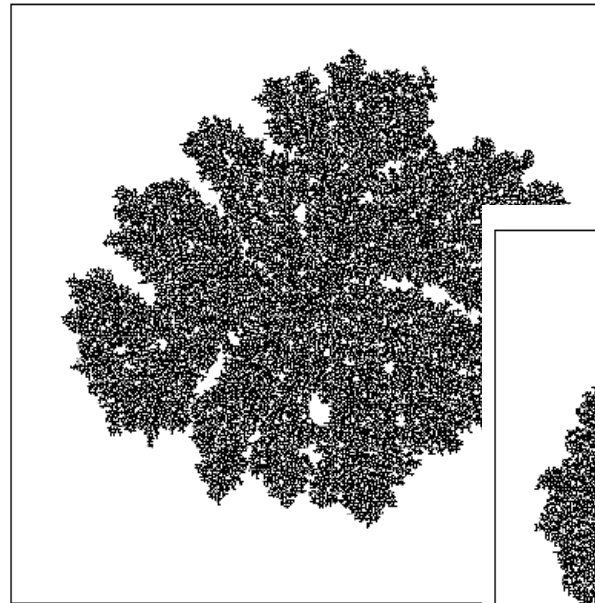
Sticking Coefficient $\xi = 0.5$



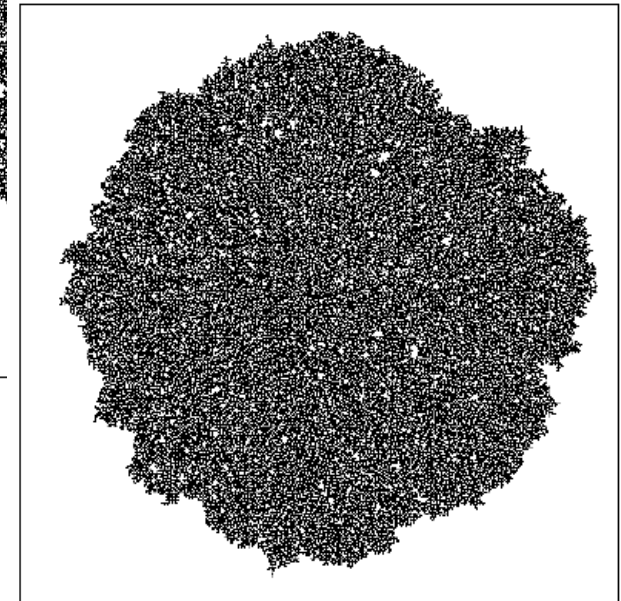
Sticking Coefficient $\xi = 0.1$



Sticking Coefficient $\xi = 0.01$

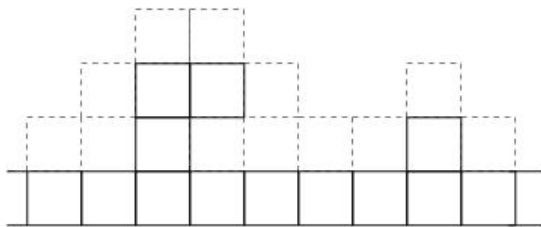
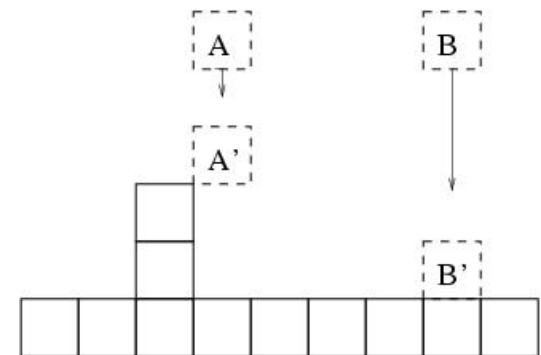
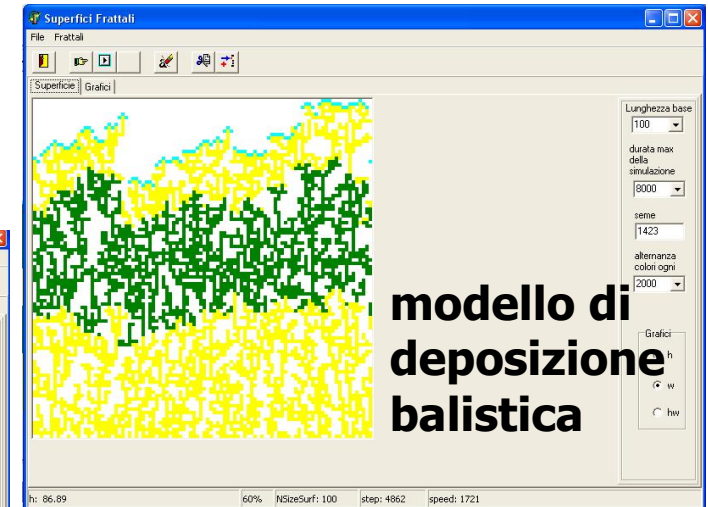
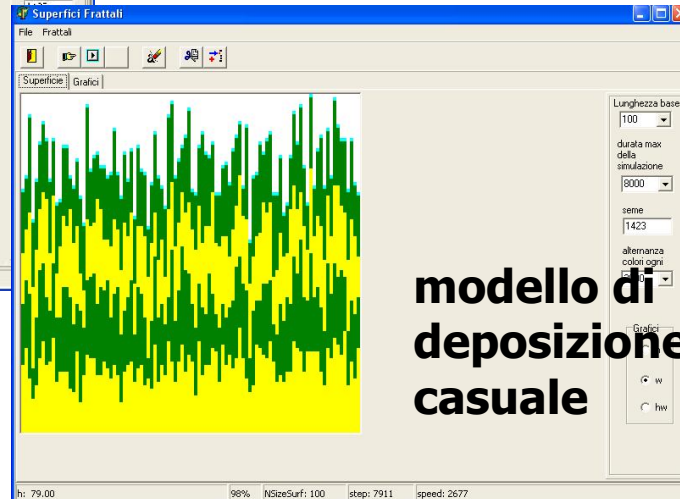
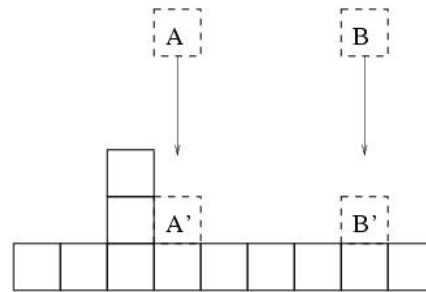
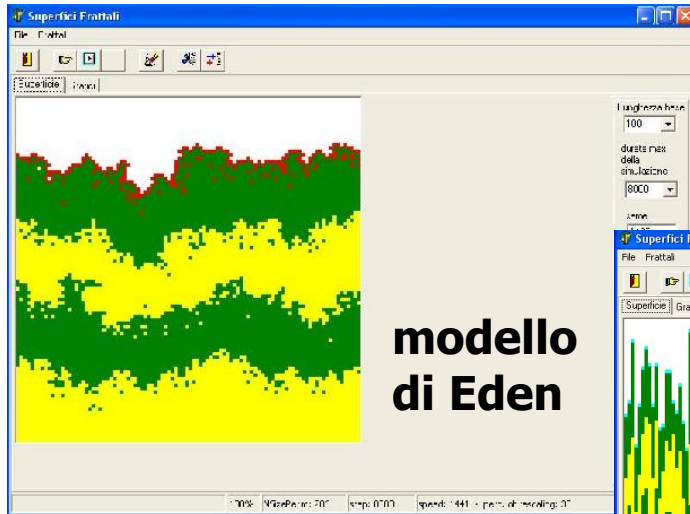


Sticking Coefficient $\xi = 0.001$



$D_f \rightarrow 2$
as the sticking coeff. $\rightarrow 0$

Models of surface growth



see e.g. Barabasi & Stanley, *Fractal concepts in surface growth*, Cambridge University Press

Models of surface growth

The Eden model - algorithm:

- (a) choose randomly a lattice site and occupy it. The *nearest neighbor sites* of the occupied site (i.e. 4 sites in case of a square lattice) are the *perimetral sites*.
- (b) choose randomly a *perimetral site* and occupy it. When occupied, it is no longer a *perimetral site*: update the list of *perimetral sites* with the new ones. Repeat from (1).

Interesting quantities:

Average height:
$$\bar{h} = \frac{1}{N_s} \sum_{i=1}^{N_s} h_i$$

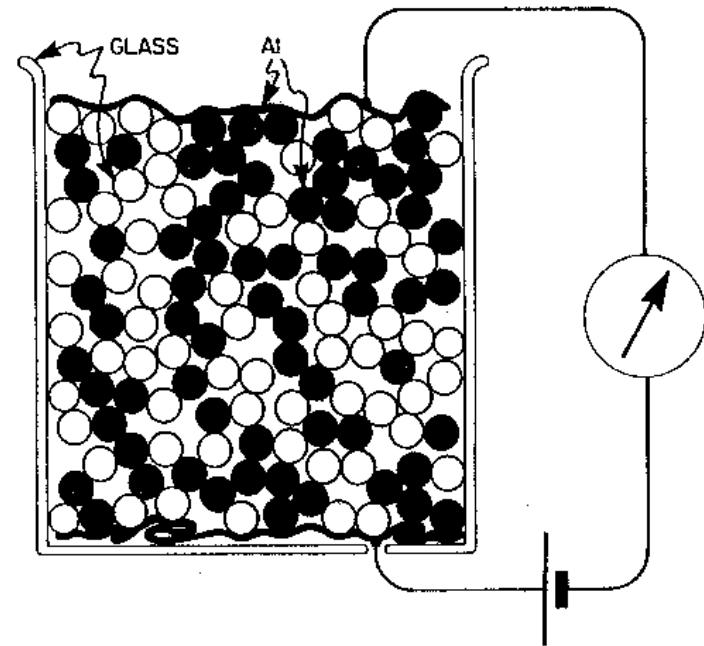
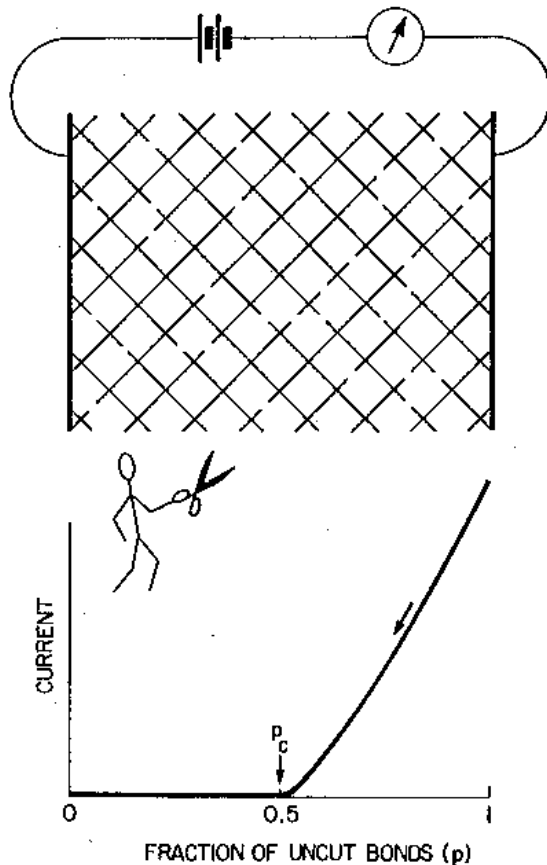
Roughness:
$$w^2 = \frac{1}{N_s} \sum_{i=1}^{N_s} (h_i - \bar{h})^2,$$

Modelling other random processes

- Fractals & Diffusion Limited Aggregates
- **Percolation**
- Monte Carlo approach for classical fluids

Percolation

geometric connectivity in a stochastic system;
modeling threshold and transition phenomena



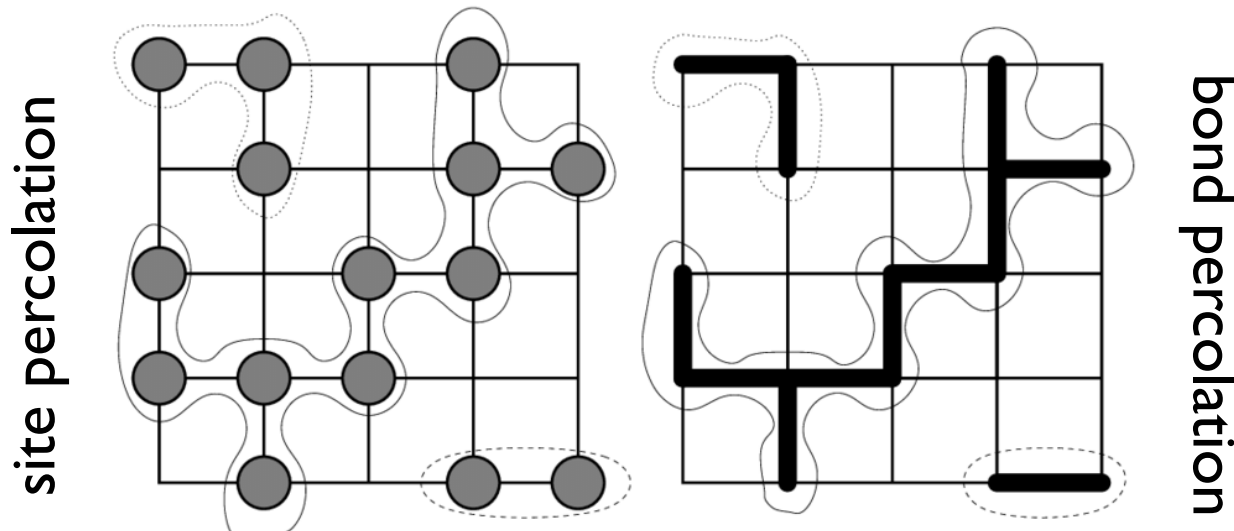
existence of a critical occupation fraction P_c above which spanning clusters occur (in nature: mixtures of conducting/insulating spheres...; resistor networks..)

Percolation

- metal/insulator threshold behavior in resistor networks (discrete percolation) and in alloys (continuous percolation)

Other examples:

- fluid adsorption in a porous medium
- spreading of a disease in a population
- spreading of a forest fire...
- liquid/glass transition...
- ...



By Rudolf A. Römer

Percolation

Definitions:

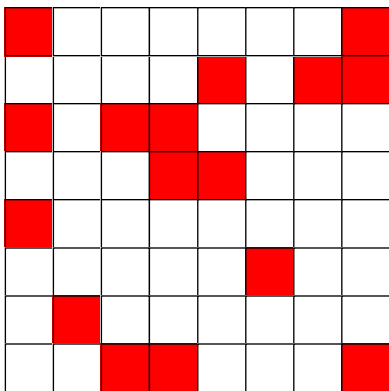
p: occupation probability of each identity (site, bond)

Cluster: group of identities (sites, bonds,...) connected by nearest neighboring bonds

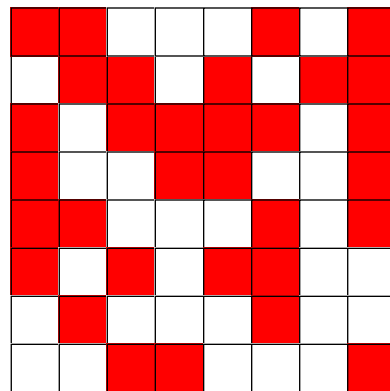
Percolating clusters: connecting two boundaries

which is the critical percolation threshold p_c ?

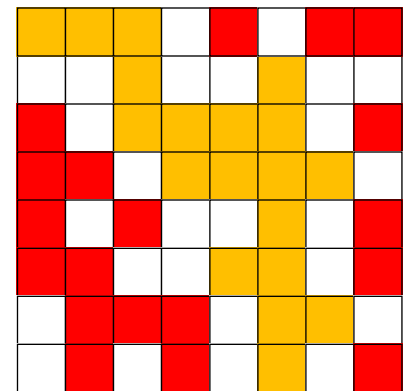
Example of site percolation on a lattice:



$L = 8$ $p = 0.25$



$L = 8$ $p = 0.50$



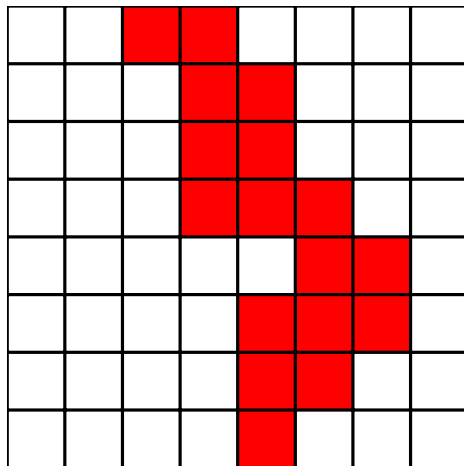
$L = 8$ $p = 0.60$

Percolation threshold



p_c depends on the criteria (different possibilities):

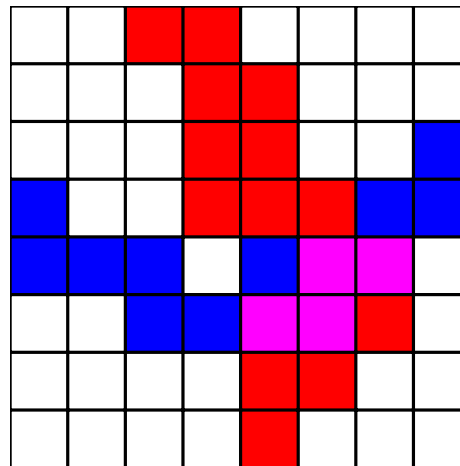
Connection along one fixed direction

 Percolazione verticale




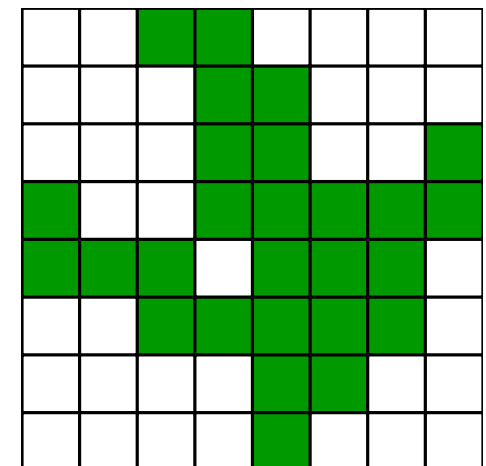
Connection along one (any, horizontal or vertical) direction

 Percolazione verticale  Percolazione orizzontale



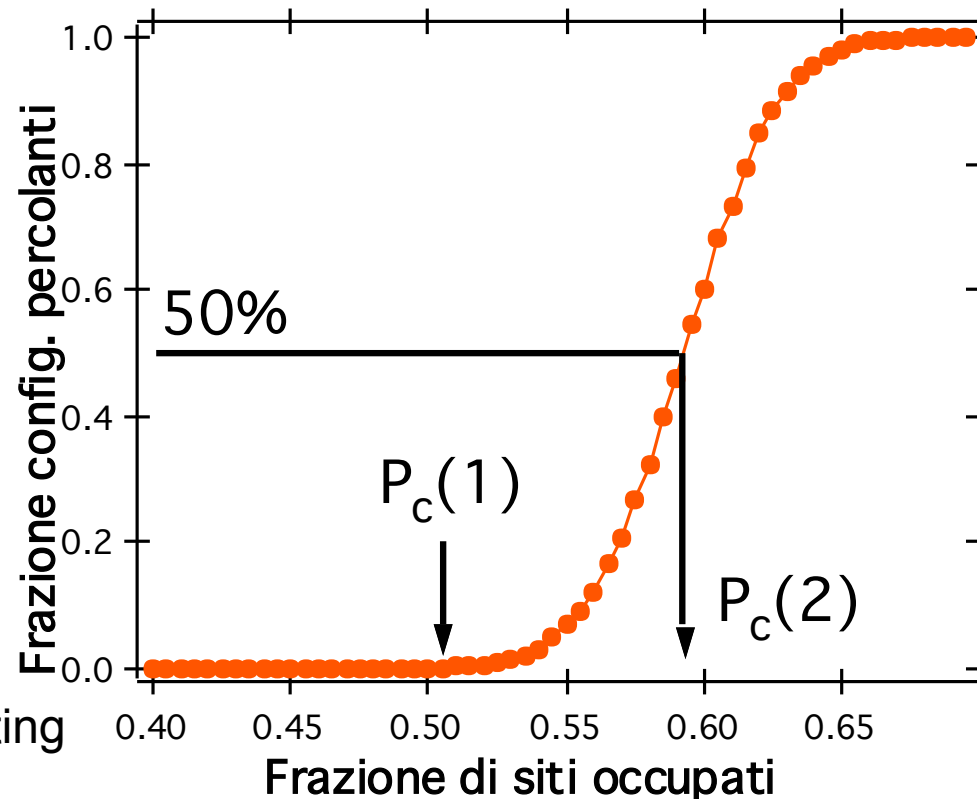
Connection in all directions

 Percolazione in entrambe le direzioni



Percolation threshold

p_c depends on the criteria (different possible):



$P_c(1)$:
fraction of
occupied sites
when the first percolating
cluster is established

$P_c(2)$:
fraction of
occupied sites
when 50% of the clusters
are percolating

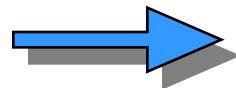
$$P_c(1) \equiv P_c(2) \quad \text{for} \quad L \rightarrow \infty$$

Monte Carlo approach

fix $L \Rightarrow$ Lattice
description

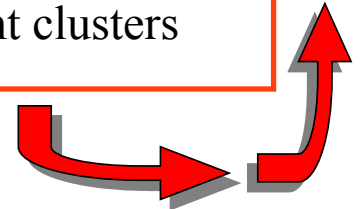
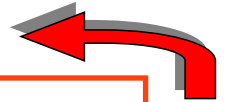
fix $p \Rightarrow$ Site (or bond)
filling accordingly

Identification and
characterization of the
clusters



```
do i,j=1,L
  r(i,j)=random(seed)
  if r(i,j) < p then index (i,j) = -1
  if r(i,j) > p then index (i,j) = 0
end do
```

use some algorithm
of cluster labelling to identify
the different clusters



generation of many
configurations for each p

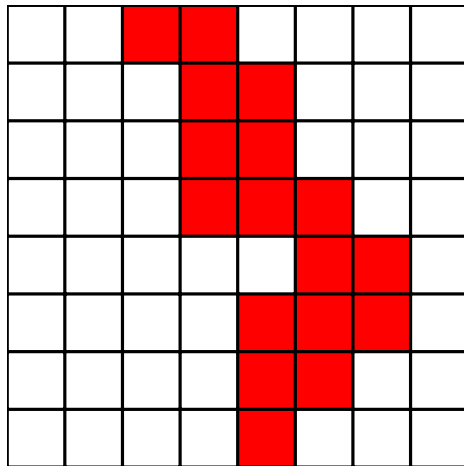
data analysis;
account for size effect (vary L)!

Results

for different percolation criteria and different size

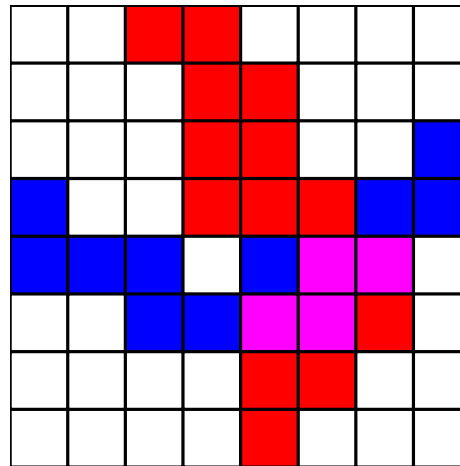
Connection along one fixed direction

Percolazione verticale



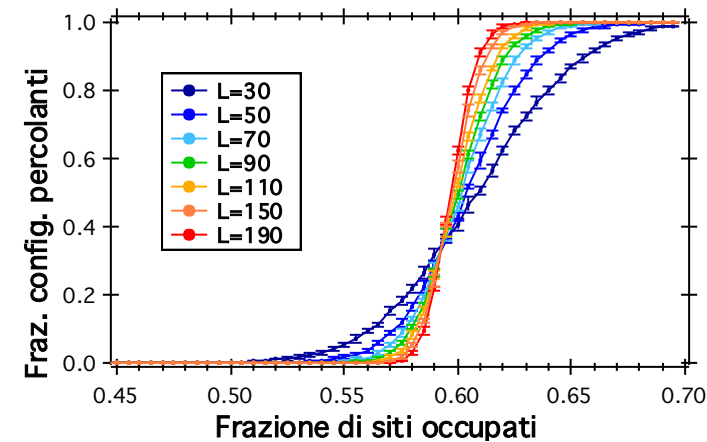
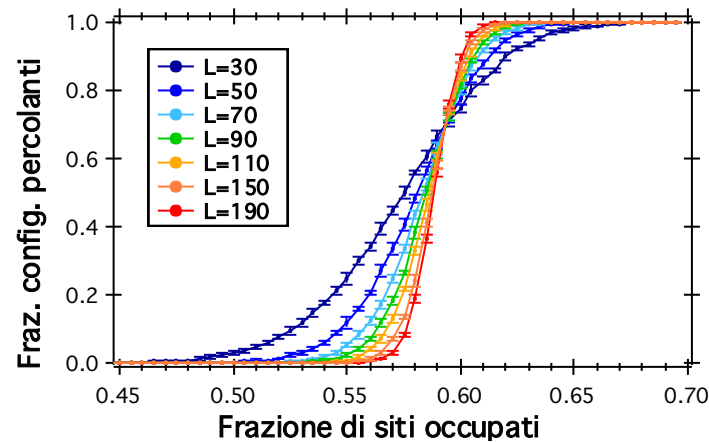
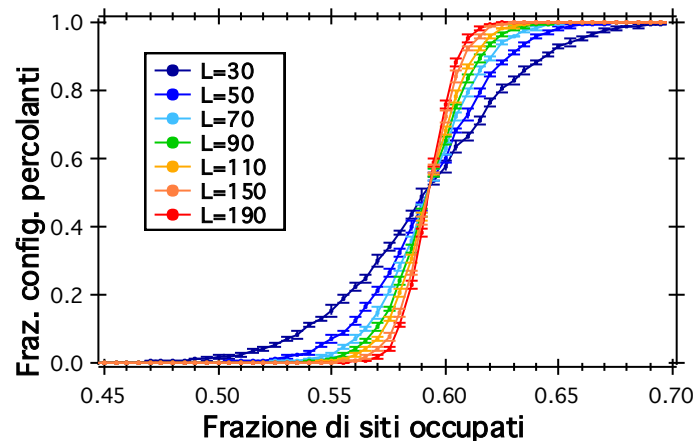
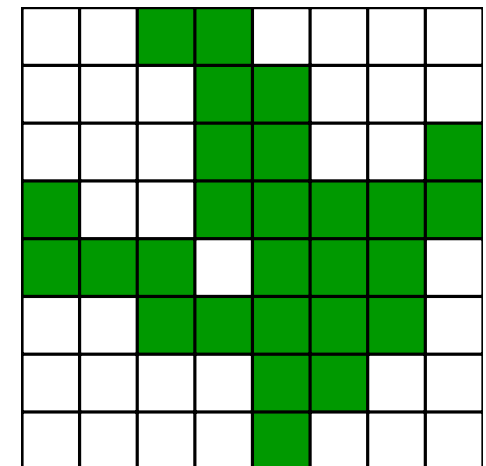
Connection along one (any, horizontal or vertical) direction

Percolazione verticale Percolazione orizzontale



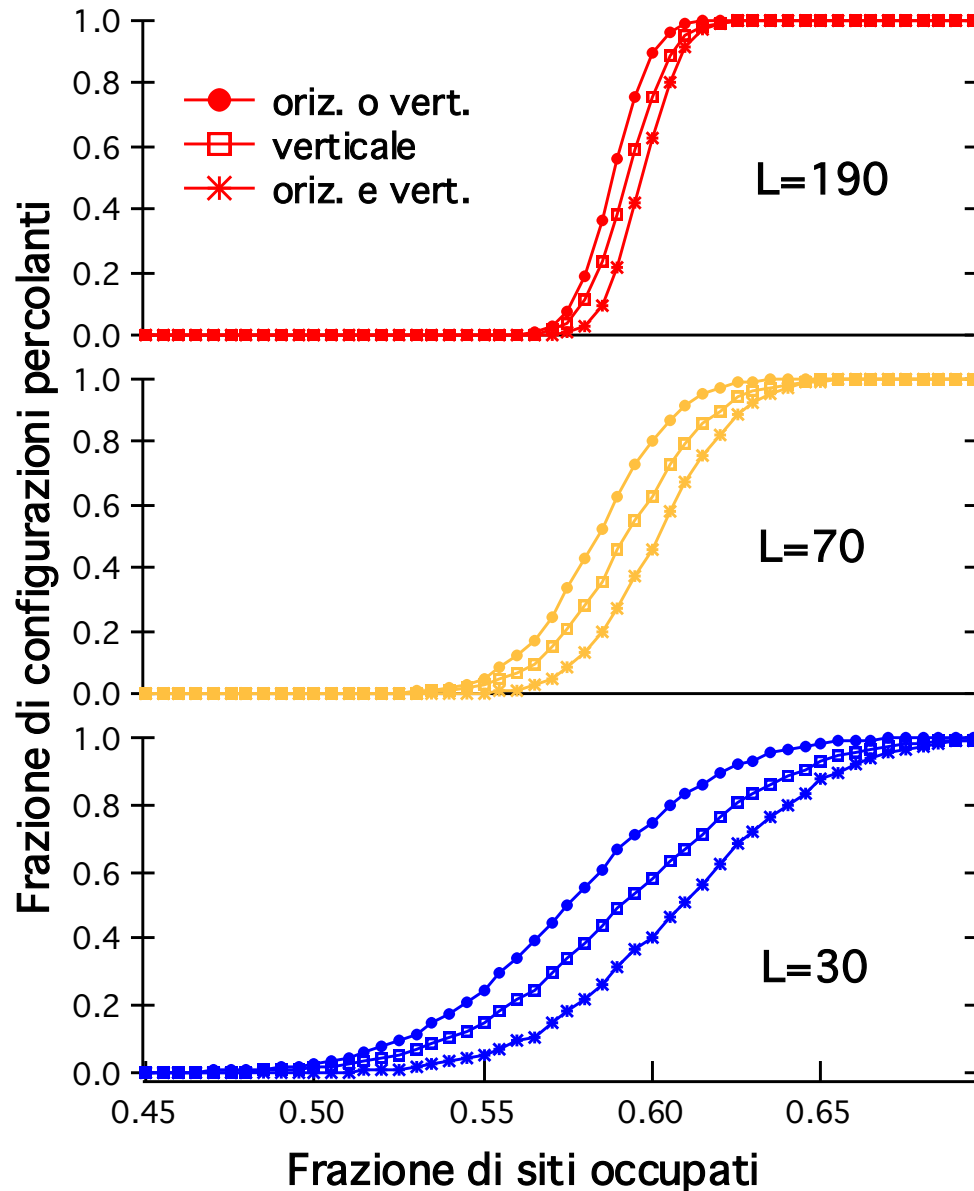
Connection in all directions

Percolazione in entrambe le direzioni



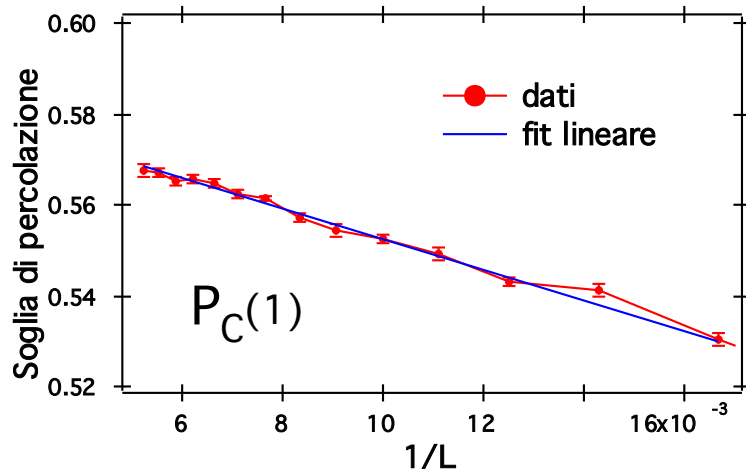
Results

for different percolation criteria and different size



Results

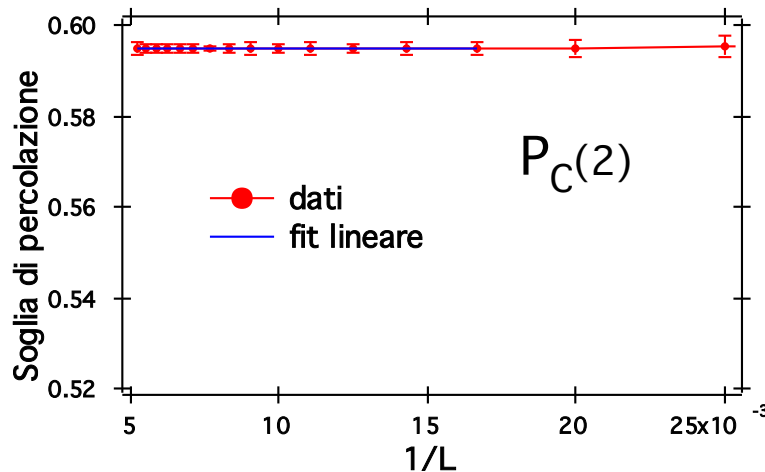
for different percolation criteria and different size



extrapolate the behavior for

$$L \rightarrow \infty$$

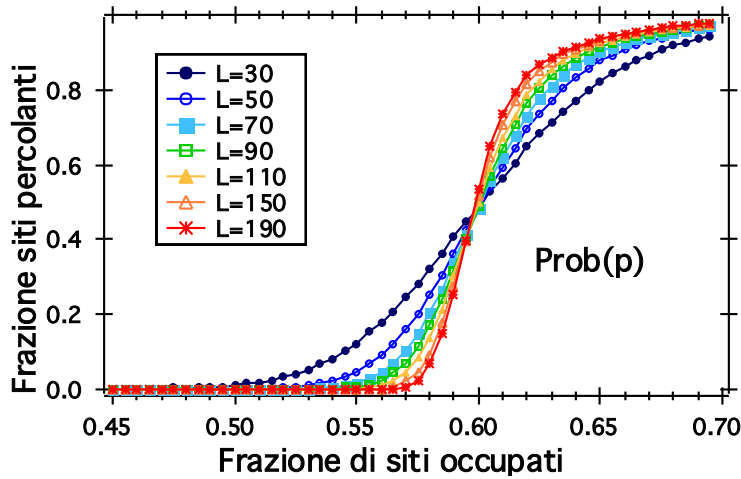
$$1/L \rightarrow 0$$



$$P_C^\infty(1) = P_C^\infty(2) = 0.59 \pm 0.05$$

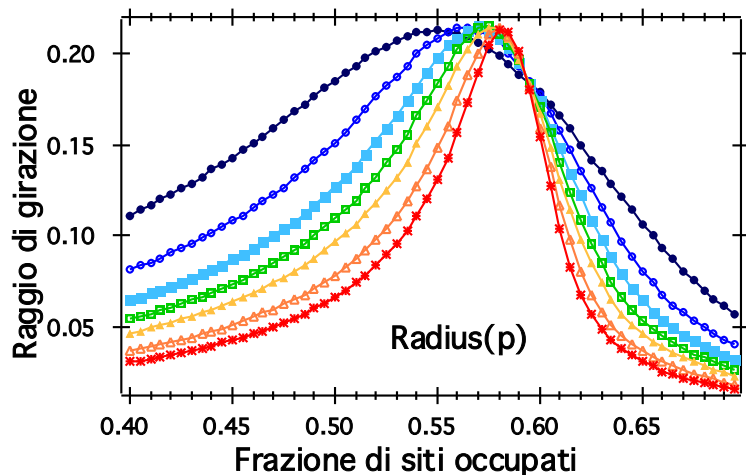
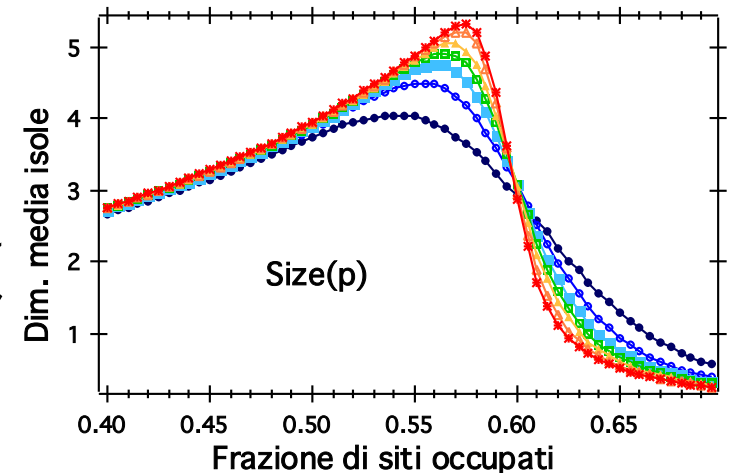
Results

other interesting quantities



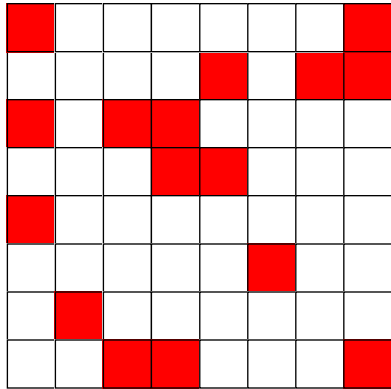
probability $\text{Prob}(p)$ for a site to be included in a percolating cluster

average size $\text{Size}(p)$ of a non-percolating cluster

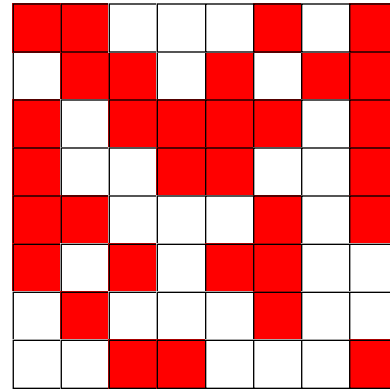


radius of gyration $\text{Radius}(p) = \sqrt{\frac{\sum_i^N (\vec{r}_i - \vec{r}_{cm})^2}{N}}$

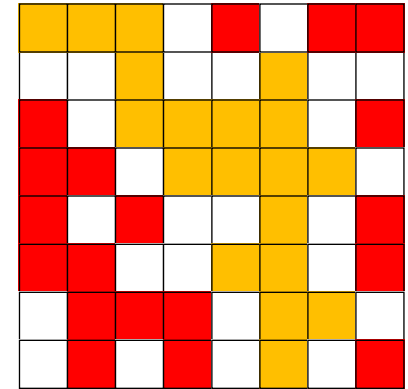
Cluster labelling



$L = 8$ $p = 0.25$



$L = 8$ $p = 0.50$



$L = 8$ $p = 0.60$

The (non trivial) part of the model:
choose a smart algorithm to identify and label the clusters
made of adjacent occupied sites

Cluster labelling

	↖		
1			2
1			2

(1): span all the cells
(here: left => right
and bottom => up)
and start labeling

		3	?
1			2
1			2

(2): attribute the minimum cluster label
to cells neighboring to different clusters

		3	2
1			2
1			2

↖ 5			6
	4		
		2	2
1			2
1			2

(3): refine labeling

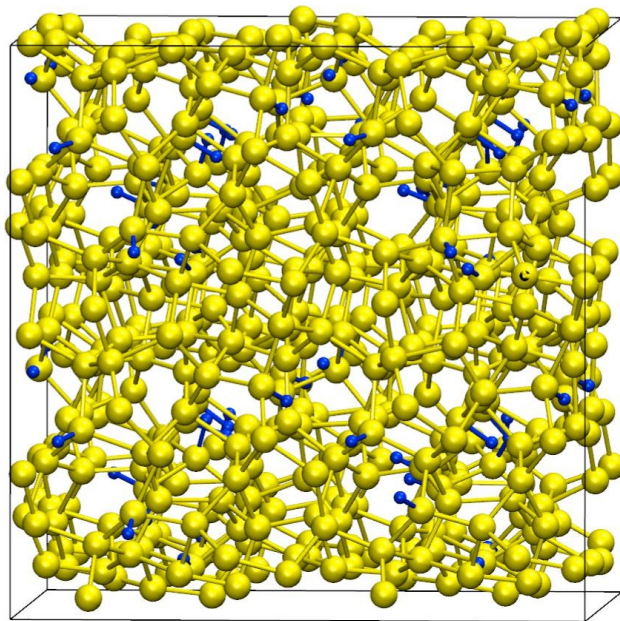
Hoshen- Kopelman algorithm for clusters labelling

Example of application in solid state physics

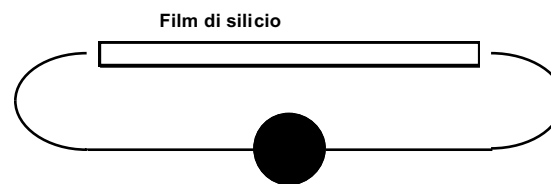
Dynamical Percolation Model of Conductance Fluctuations in Hydrogenated Amorphous Silicon

L.M. Lust e J. Kakalios, Phys. Rev. Lett. 75, 11 (1995)

Fluttuazioni di conduttività nel silicio amorfo idrogenato ($a\text{-Si:H}$) sono simulate utilizzando un modello dinamico di diffusione di resistenze in un reticolo in condizioni di soglia di percolazione. Una frazione di siti di reticolo è designata come una trappola tale per cui quando un resistore diffonde in una di esse, rimane localizzato per un periodo finito di tempo.



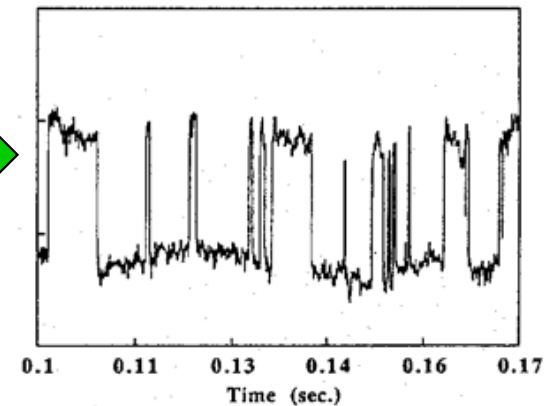
A model of $a\text{-Si:H}$ from
<https://doi.org/10.1016/j.commatsci.2018.08.027>

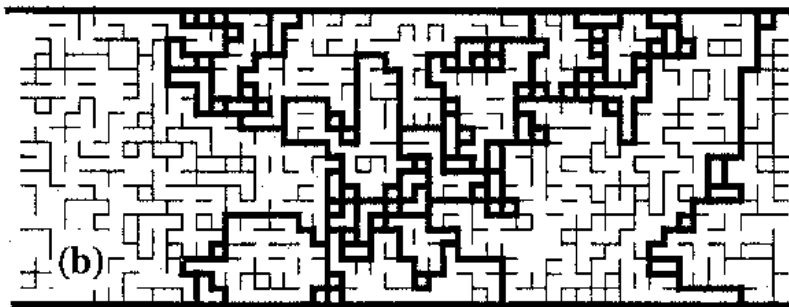
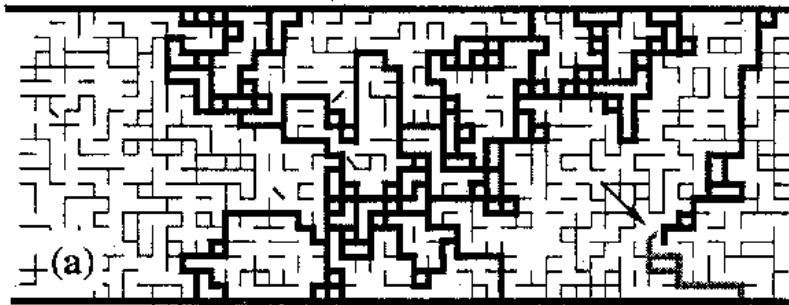


Fluttuazioni di tipo “telegrafico”



Fluttuazioni di conduttività
misurate sperimentalmente

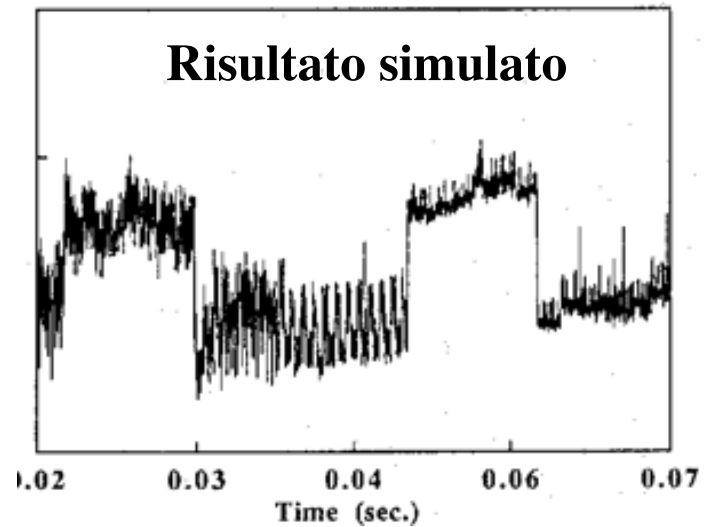
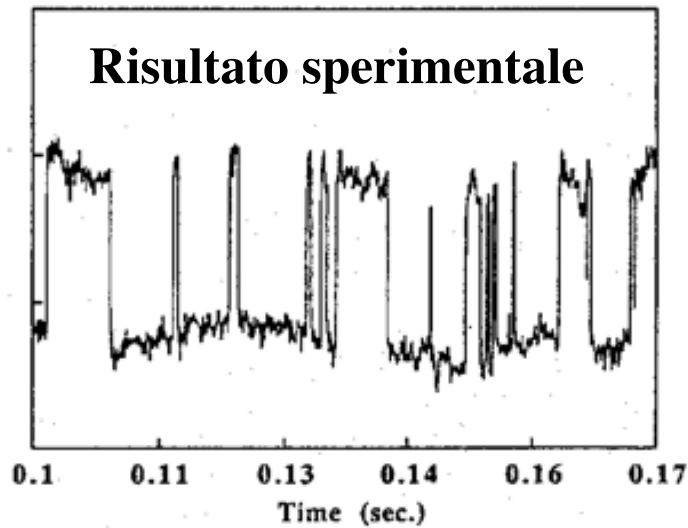




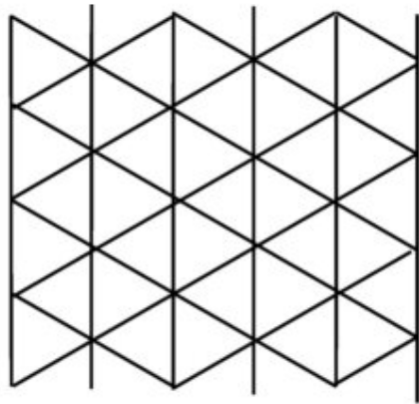
Rete casuale di resistenze
con $P \sim P_C$ (fisso)

Configurazione dopo
un riarrangiamento
casuale dei legami

Diffusione H: Creazione/distruzione canali di conduttività



Percolation on different lattices

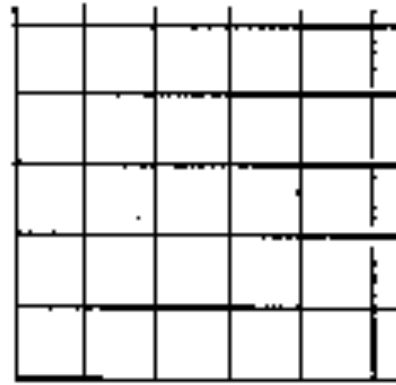


TRIANGULAR

$$z = 6$$

$$p_c^{\text{BOND}} = 0.3473$$

$$p_c^{\text{SITE}} = 0.5000$$

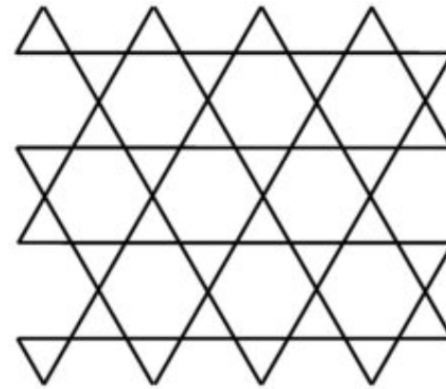


SQUARE

$$z = 4$$

$$p_c^{\text{BOND}} = 0.5000$$

$$p_c^{\text{SITE}} = 0.593$$

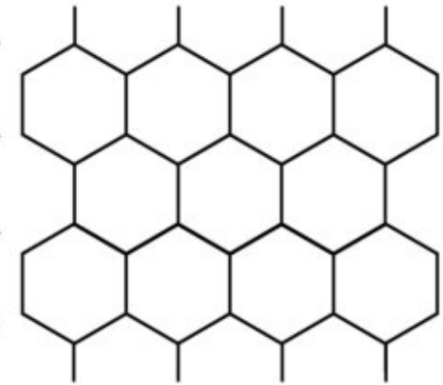


KAGOME'

$$z = 4$$

$$p_c^{\text{BOND}} = 0.45$$

$$p_c^{\text{SITE}} = 0.6527$$



HONEYCOMB

$$z = 3$$

$$p_c^{\text{BOND}} = 0.6527$$

$$p_c^{\text{SITE}} = 0.70$$

Modelling other random processes

- Fractals & Diffusion Limited Aggregates
- Percolation
- **Monte Carlo approach for classical fluids**

Classical fluids

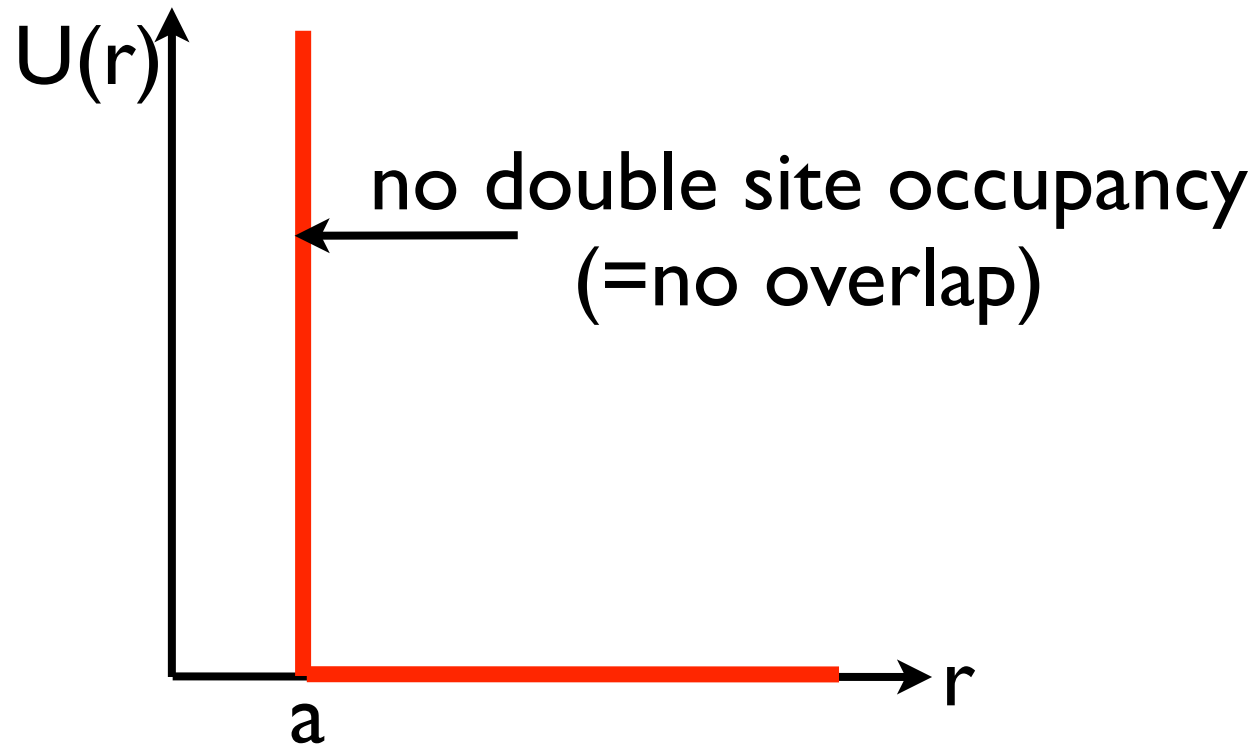
- Interactions
- Measurable and interesting physical quantities
- Metropolis Monte Carlo approach (mainly)
- Molecular dynamics

(here: several slides; but today only few basic concepts will be discussed)

Interactions

A very simple interaction

The lattice gas model :



but in general: ...

Interactions

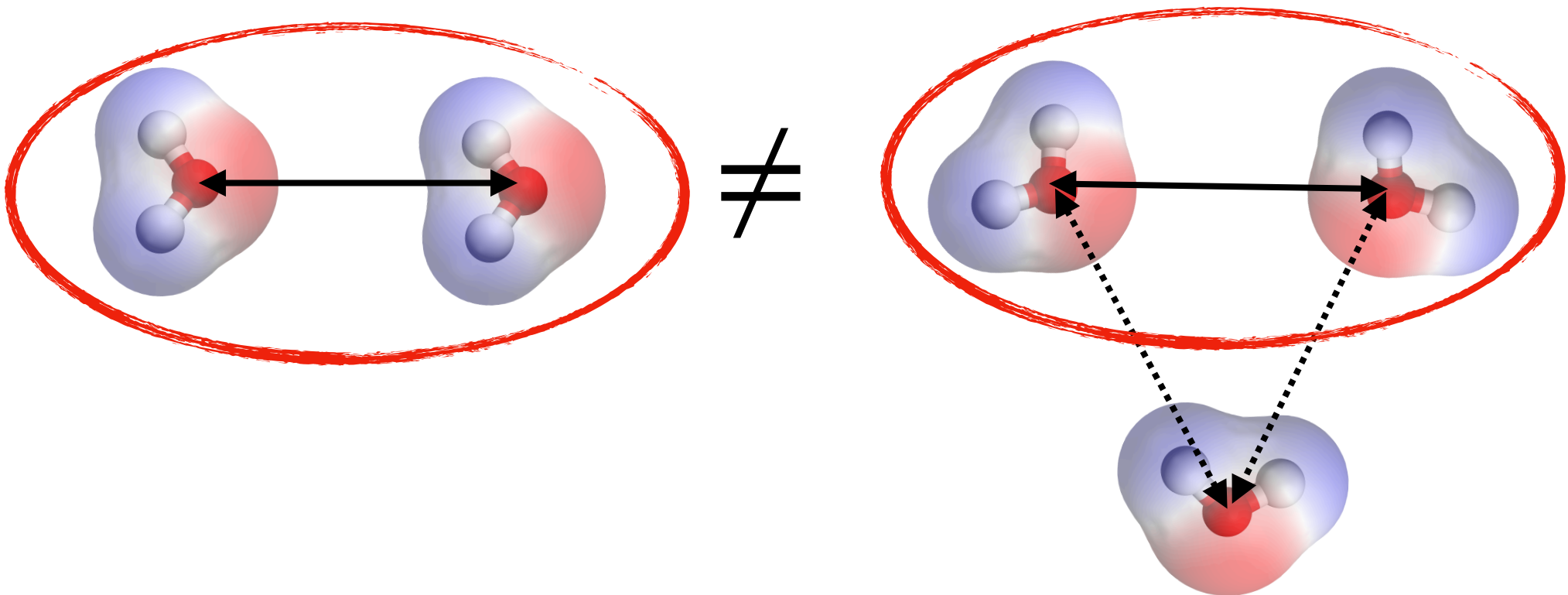
assume that the force between any pair of molecules depends only on the distance
(or atoms)
($u(r_{ij})$ depends only on the magnitude of the distance r_{ij} between particles i and j)

the total potential energy U is a sum of two-particle interactions:

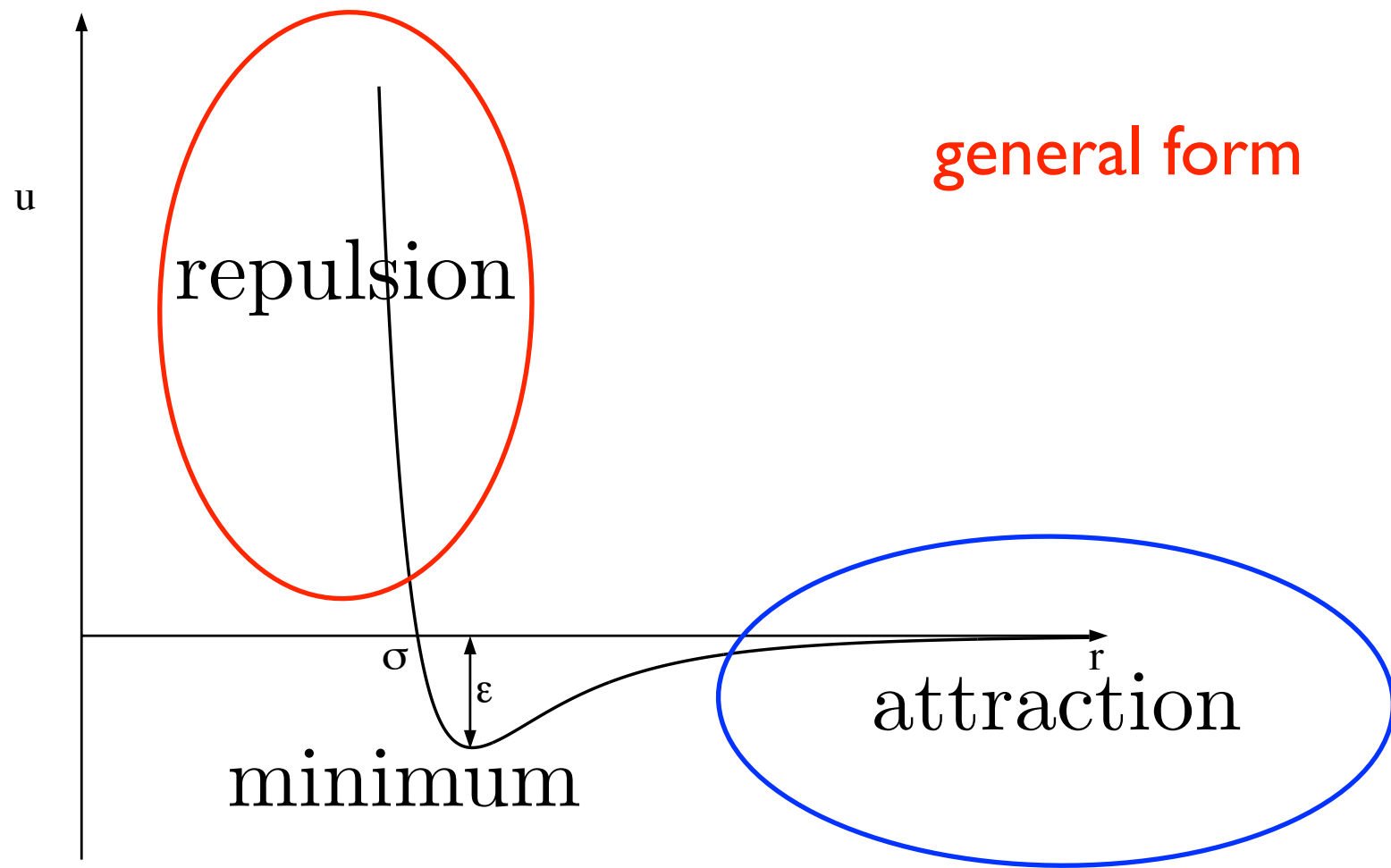
$$U = u(r_{12}) + u(r_{13}) + \cdots + u(r_{23}) + \cdots = \sum_{i=1}^{N-1} \sum_{j=i+1}^N u(r_{ij})$$

REMARK:

this is an effective interaction, a simple phenomenological form for $u(r)$
(it is an approximation, since in general, 3-, 4- ... many-body terms are present)



A typical 2-body effective potential

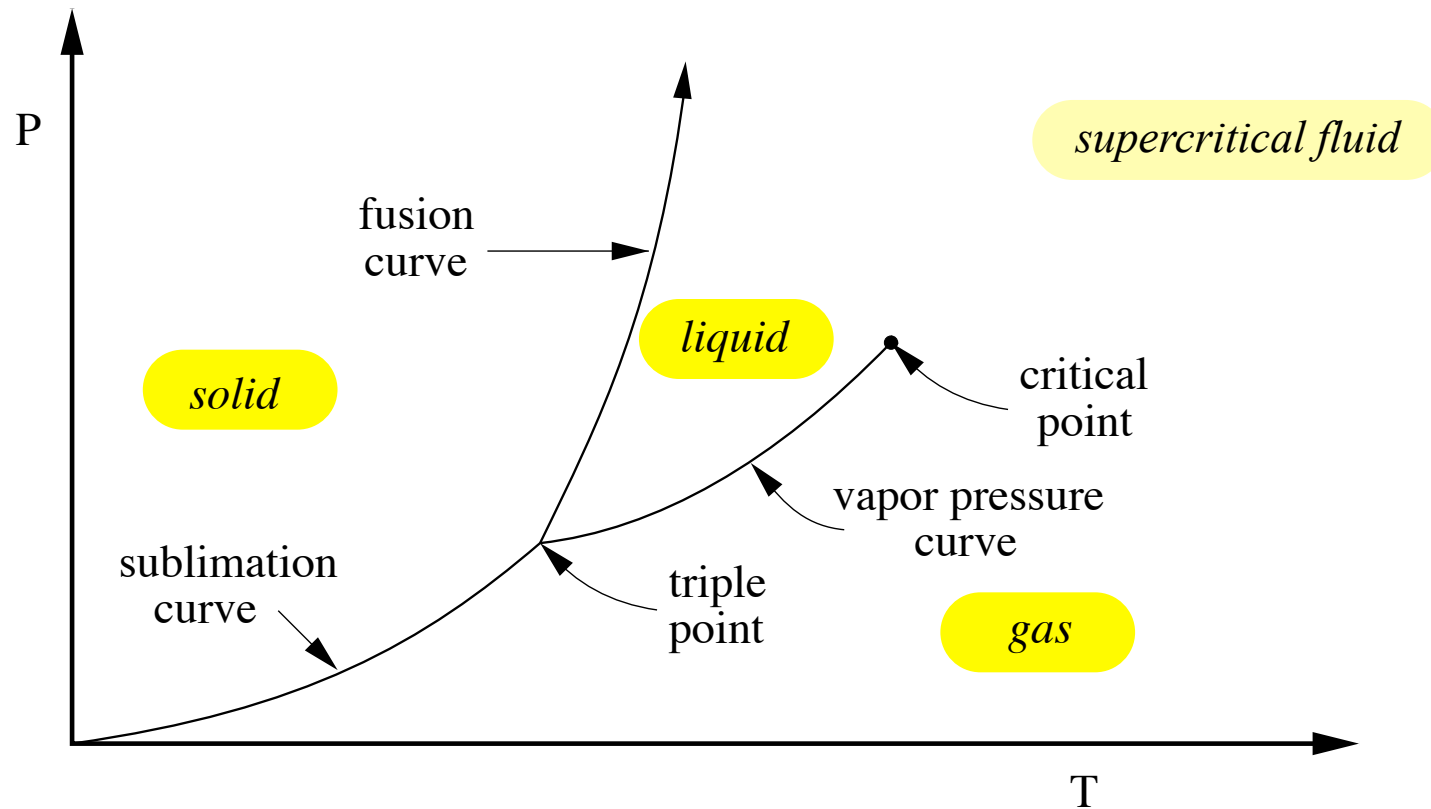


a strong repulsion for small r and a weak attraction at large r .

consequence of the Pauli exclusion principle.
core repulsion

mutual polarization of each molecule;
van der Waals

Phase diagram



A sketch of the phase diagram for a simple material.

A first goal in the study of fluids:
**to gain insight into qualitative differences
between different phases**

Measurable and interesting physical quantities

Measurable and interesting quantities

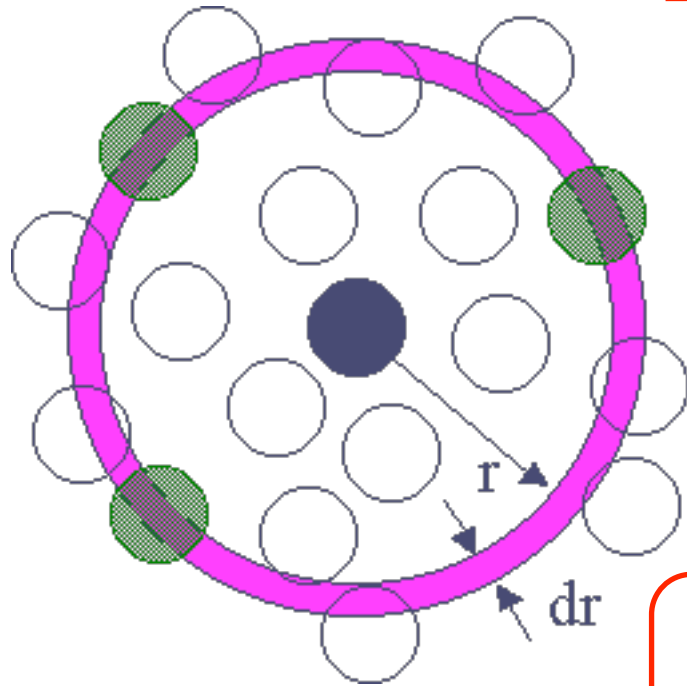
- pair correlation function $g(\mathbf{r})$
- energy E
- pressure p
- ...

Measurable and interesting quantities

- pair correlation function $g(\mathbf{r})$

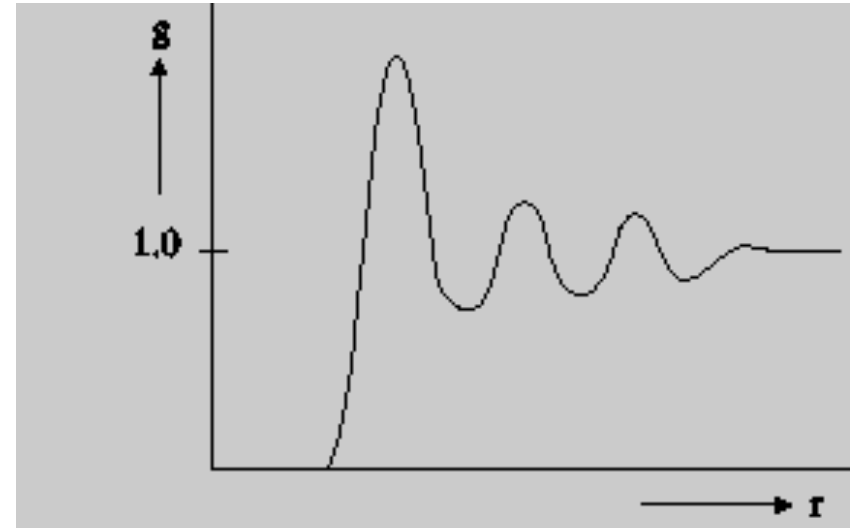
{	concepts and qualitative features
	mathematical formulation and expressions useful for computation
- energy E
- pressure p
- ...

Radial distribution function



Definition

$$g(r)$$



$$g(r)dr \quad (dr = \text{infinitesimal volume of the shell})$$

is a conditional probability (dimensionless) of finding a particle in the shell $\mathbf{r} \div \mathbf{r} + d\mathbf{r}$ given one at the origin

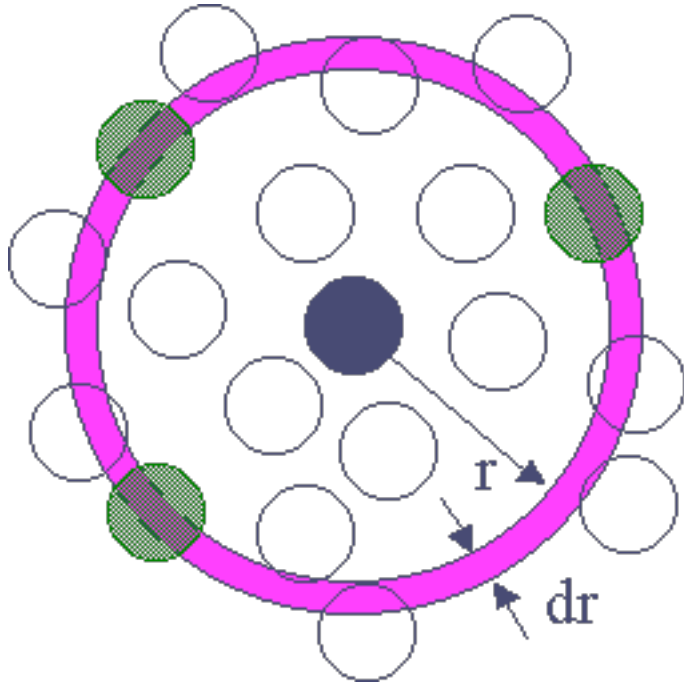
Consider one reference particle at the origin and count the others; then, average over the reference particles

(Here: spherically symmetric interactions assumed; g depends only on $r=|\mathbf{r}|$)

Radial distribution function

Normalization

N particles, volume V : density $\rho = N/V$



The mean number of particles in the shell with radius between r and $r+dr$ is:

$$\rho g(r) dr$$

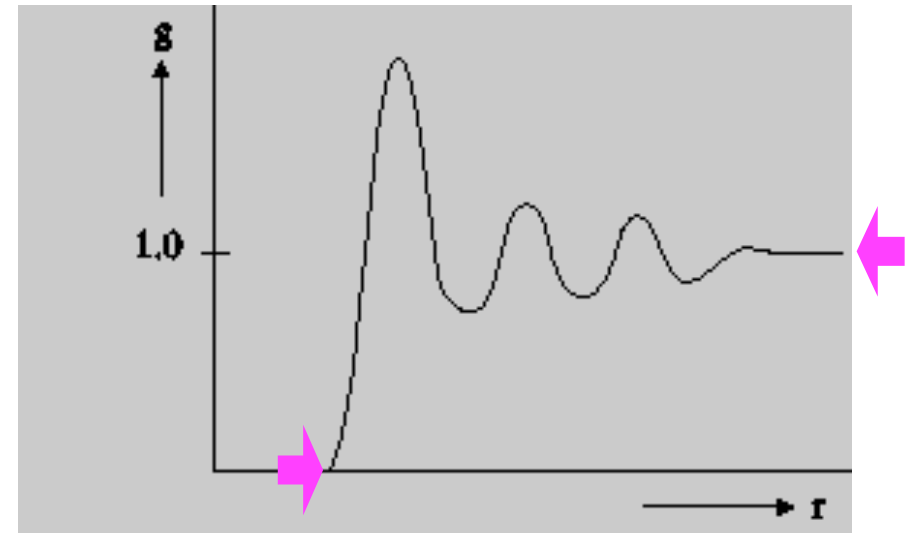
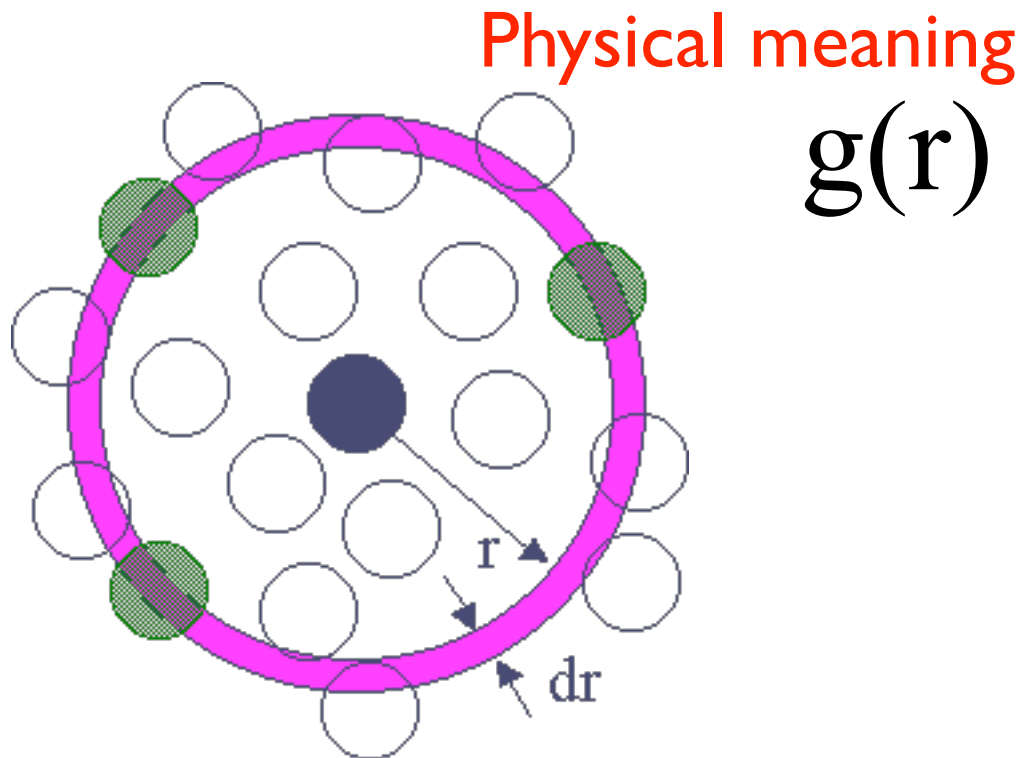
(Reminder: spherically symmetric interactions assumed; g depends only on $r=|\mathbf{r}|$)

volume element $d\mathbf{r} = 4\pi r^2 dr$ ($d = 3$), $2\pi r dr$ ($d = 2$), or $2 dr$ ($d = 1$)

normalization condition

$$\rho \int_0^{\infty} g(r) d\mathbf{r} = N - 1 \approx N$$

Radial distribution function



Gives insight into the structure of a many-body system.

General behavior at short and long distances:

repulsive interactions on short-range scale: $g(r \rightarrow 0) \rightarrow 0$

in general: $g(r) \rightarrow 1$ for $r \rightarrow \infty$

Radial distribution function

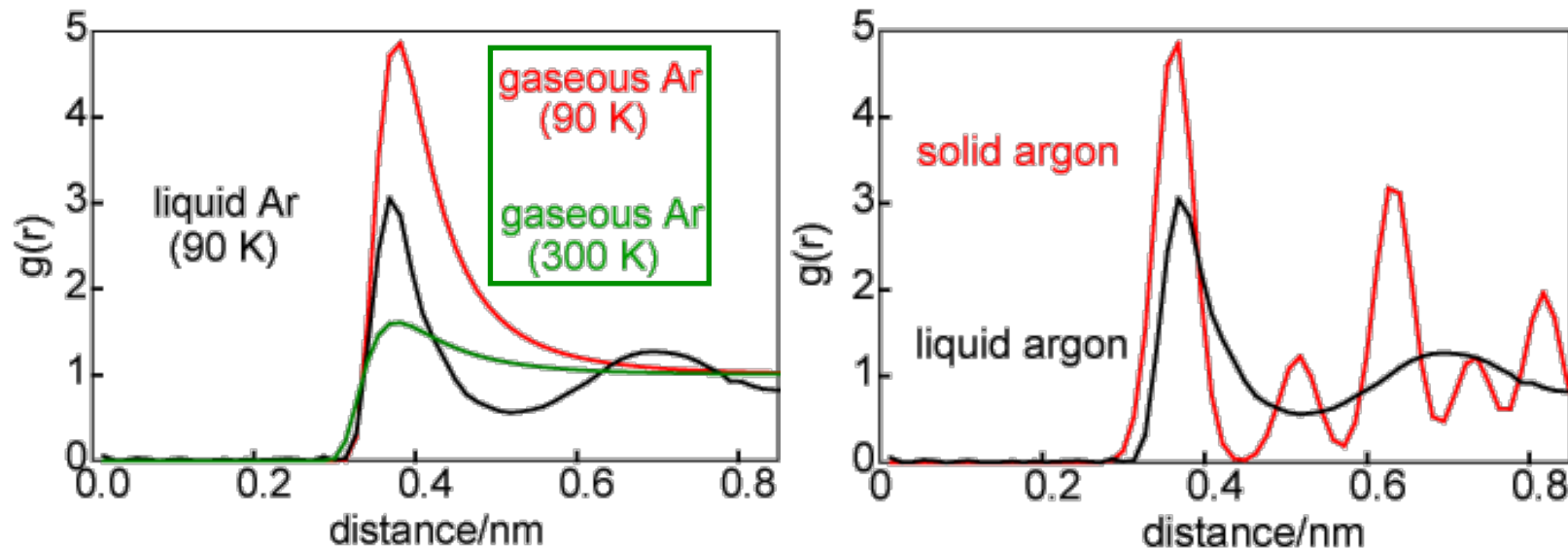
Typical features:

gas: almost structureless

(ideal gas: no interactions or correlations, $g(r) = 1$ for r large enough)

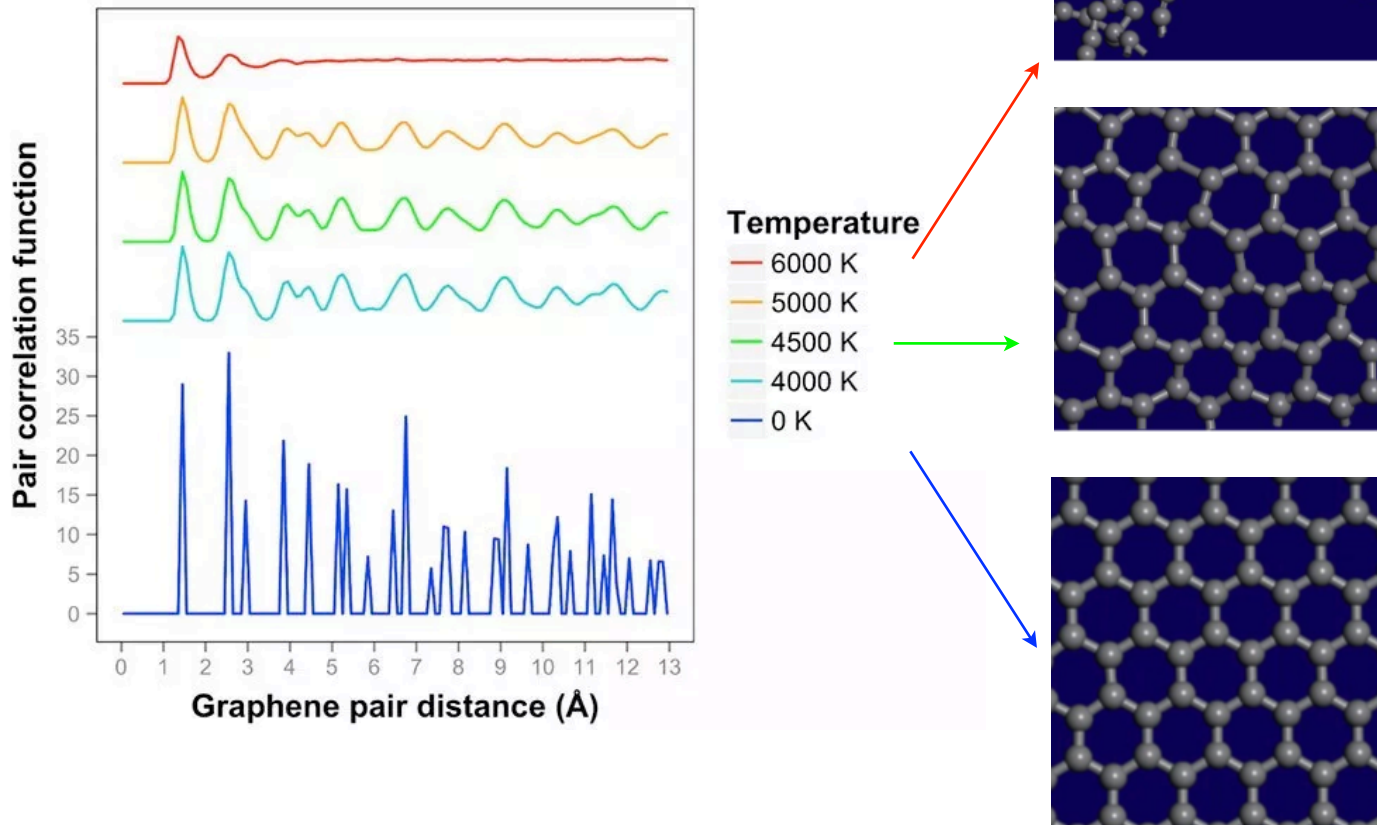
liquid: some structure with broad peaks

solid: evidence of well separated coordination shells, zero in between; broadening of the peaks depending on T



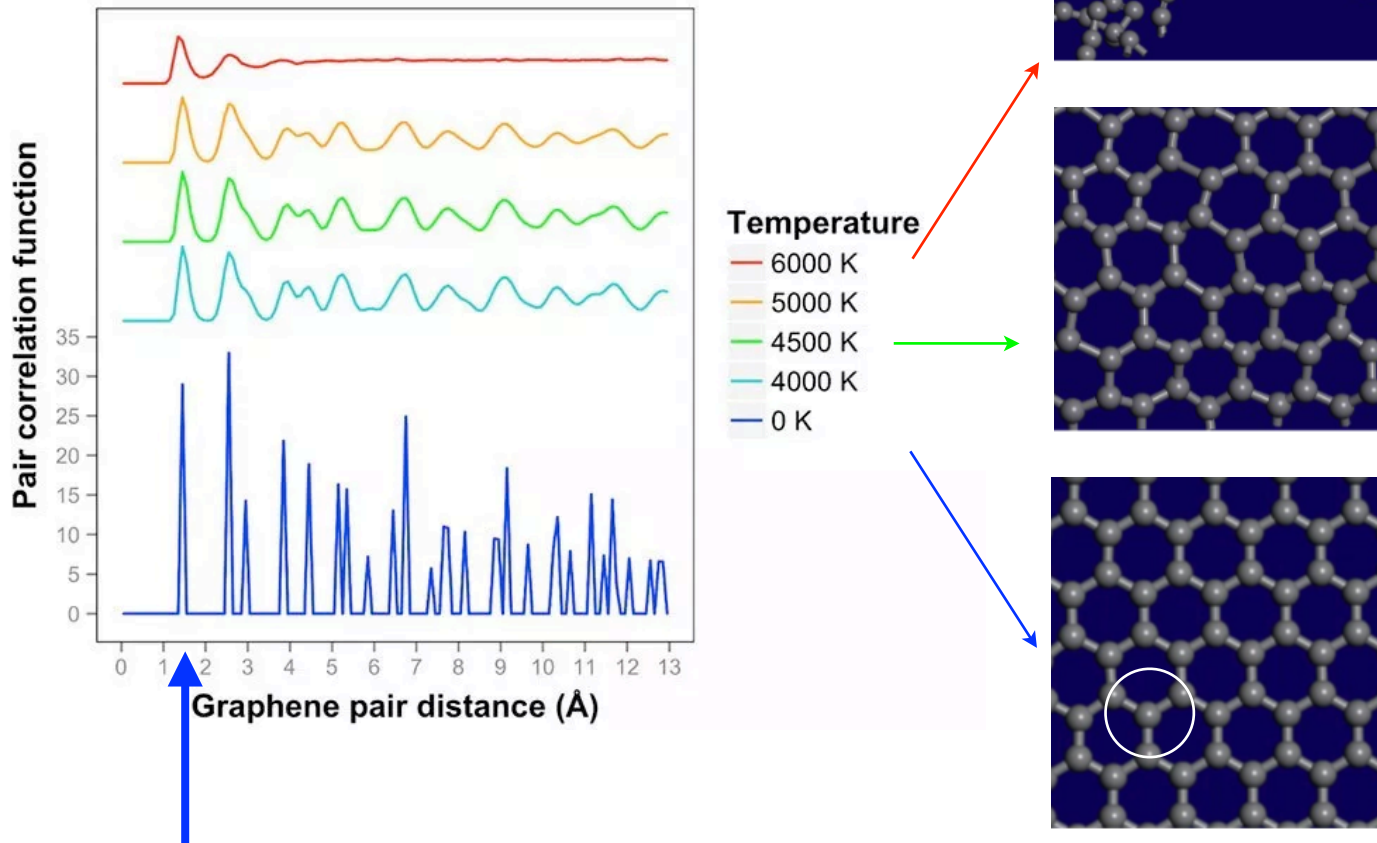
(credit to: Thomas/Penfold Group, <http://rkt.chem.ox.ac.uk/>)

another example (2D):



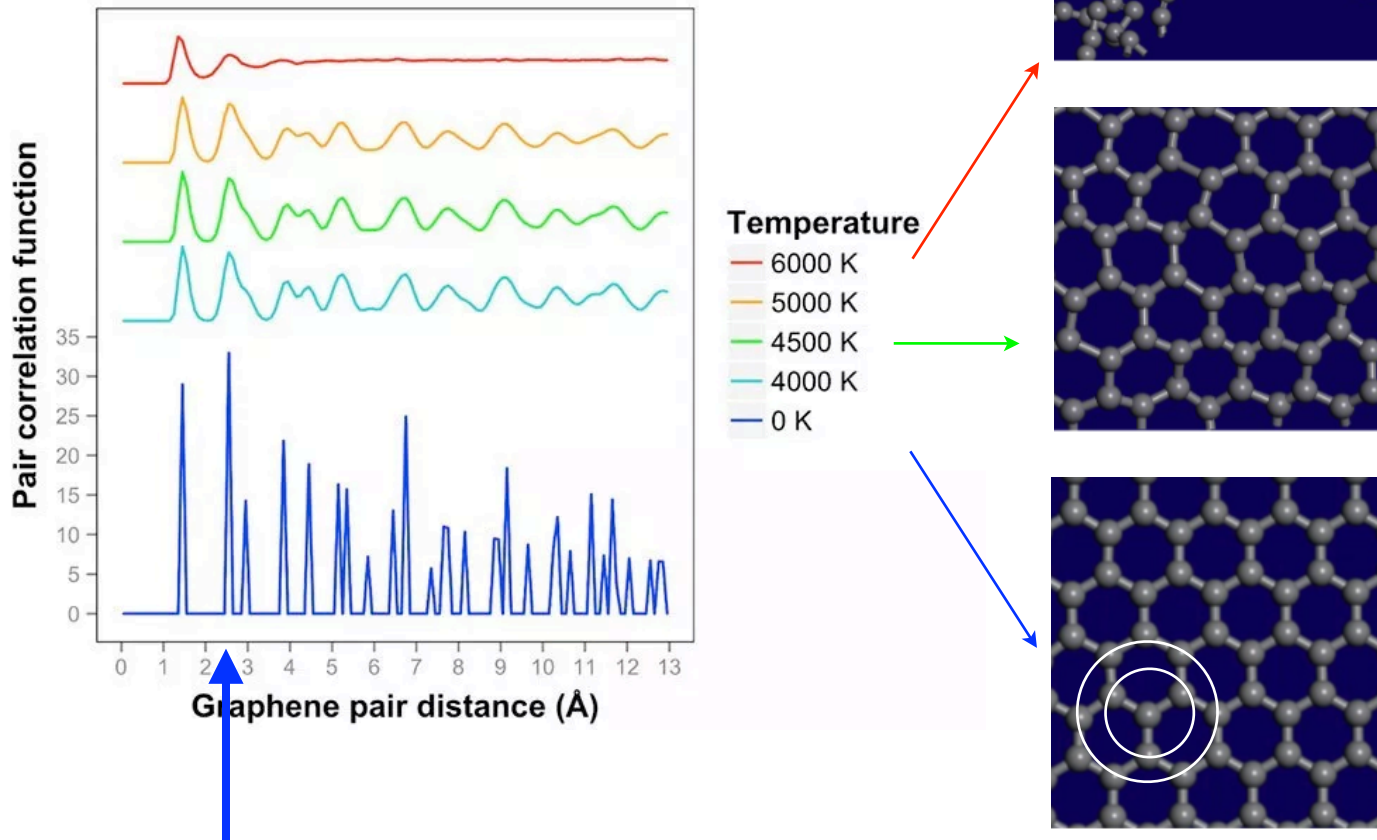
The initial stages of melting of graphene between 4000 K and 6000 K, E. Ganz et al., *Phys. Chem. Chem. Phys.*, 2017, **19**, 3756

another example (2D):



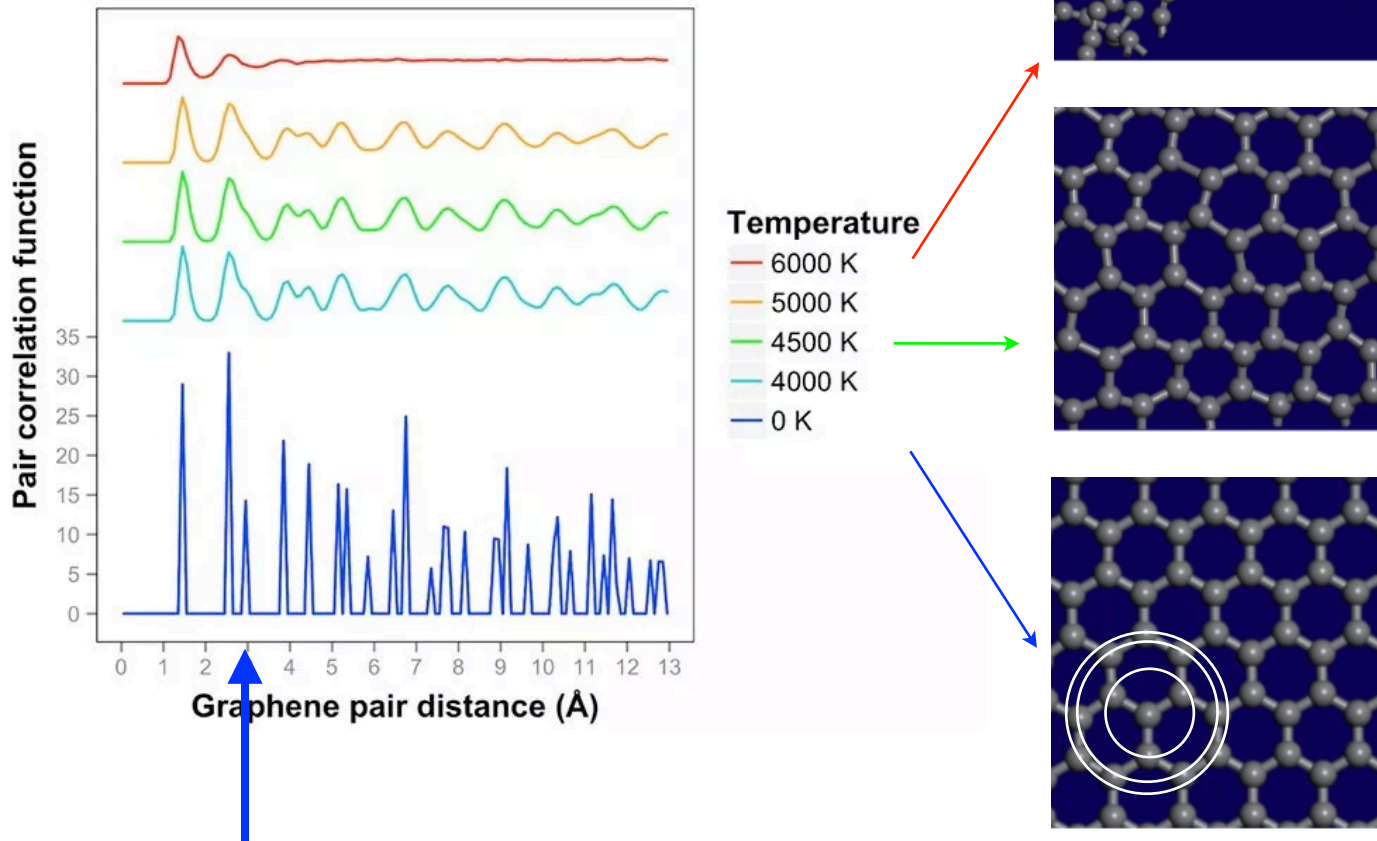
The initial stages of melting of graphene between 4000 K and 6000 K, E. Ganz et al., *Phys. Chem. Chem. Phys.*, 2017, **19**, 3756

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The initial stages of melting of graphene between 4000 K and 6000 K, E. Ganz et al., *Phys. Chem. Chem. Phys.*, 2017, **19**, 3756

another example (2D):



The initial stages of melting of graphene between 4000 K and 6000 K, E. Ganz et al., *Phys. Chem. Chem. Phys.*, 2017, **19**, 3756

Radial distribution function

Relevance of $g(r)$ for other physical quantities

$\rho g(r)$: local density about a given particle

$g(r)$ gives structural information, but it is relevant to calculate also other ensemble averages of quantities depending on pair interactions, e.g., energy:

potential energy between this particle and others in a volume $d\mathbf{r}$ around r : $u(r)\rho g(r)d\mathbf{r}$

average potential energy per particle: $\frac{U}{N} = \frac{\rho}{2} \int g(r)u(r) d\mathbf{r}$

Pressure

From the virial^(see next slide) and equipartition theorems:

$$\frac{PV}{NkT} - 1 = \frac{1}{dNkT} \sum_{i < j} \overline{\mathbf{r}_{ij} \cdot \mathbf{F}_{ij}}$$

(average over particles pairs and time)

Note the additional term due to **interactions** with respect to the eq. of state of the ideal gas

If only two-body forces are present, the virial eq. of state can be rewritten using the radial distribution function:

$$\frac{\beta P}{\rho} = 1 - \frac{\beta \rho}{2d} \int g(r) r \frac{dV(r)}{dr} dr$$

↑
dimensionality

Virial theorem

If $\langle E_{kin} \rangle$ is the time average of the total kinetic energy and \mathbf{F}_k is the force acting on the particle k at the position \mathbf{r}_k , the virial theorem states:

$$2\langle E_{kin} \rangle = - \sum_{k=1}^N \langle \mathbf{F}_k \cdot \mathbf{r}_k \rangle$$

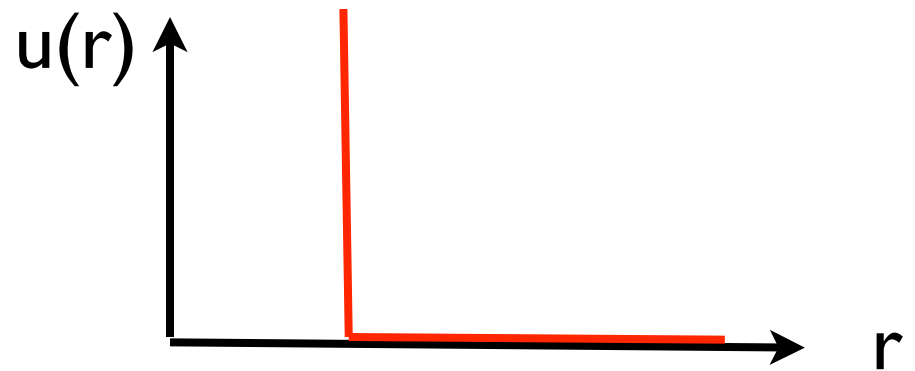
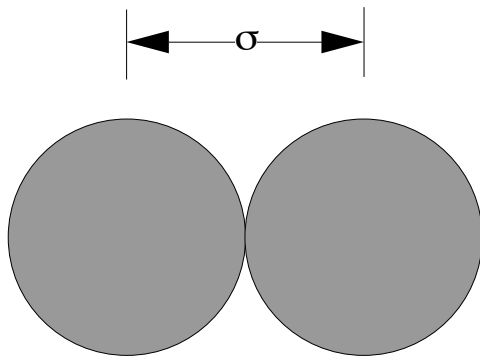
If the force between any two particles of the system results from a potential energy $V(r) = ar^n$ where r is the inter-particle distance, the virial theorem is simply:

$$2\langle E_{kin} \rangle = n\langle V_{tot} \rangle$$

*(average
also over time)*

Hard disks

A particular form of interacting potential
(similar to the simplest lattice gas model with no double site occupancy,
but here in a continuum)



$$u(r) = \begin{cases} +\infty, & r < \sigma \\ 0, & r \geq \sigma \end{cases}$$

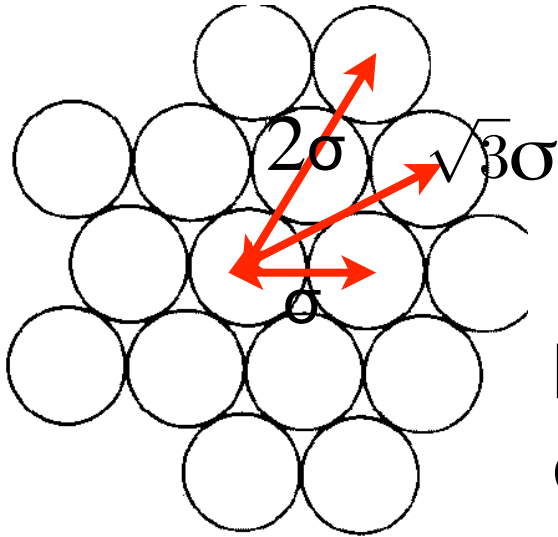
No minimum; check overlap!

No attractive part \Rightarrow no transition from gas to liquid

Hard disks

σ : diameter of the disks

Solid phase: close-packed structure (hex lattice);
position of the peaks:



NN shell:
 σ

2NN shell:
 $\sqrt{3}\sigma$

3NN shell:
 2σ

particle (or number) density : $\rho = \frac{\text{number of particles}}{\text{area}} = \frac{N}{A}$

max particle (or number) density : $\rho_{max} = \frac{2}{\sqrt{3}\sigma^2}$

reduced density : $\rho^* = \rho\sigma^2$ (non-dimensional quantity)

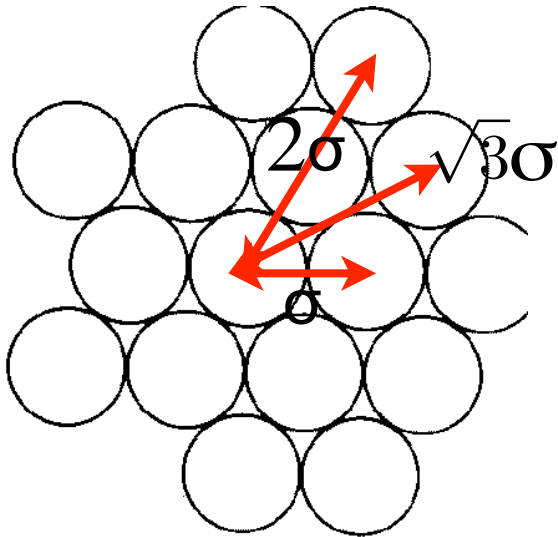
max reduced density : $\rho_{max}^* = \frac{2}{\sqrt{3}} = 1.1547$

max packing fraction: $f = \frac{\text{area}_{occupied}}{\text{area}_{available}} = \frac{\pi}{2\sqrt{3}} = 0.907$

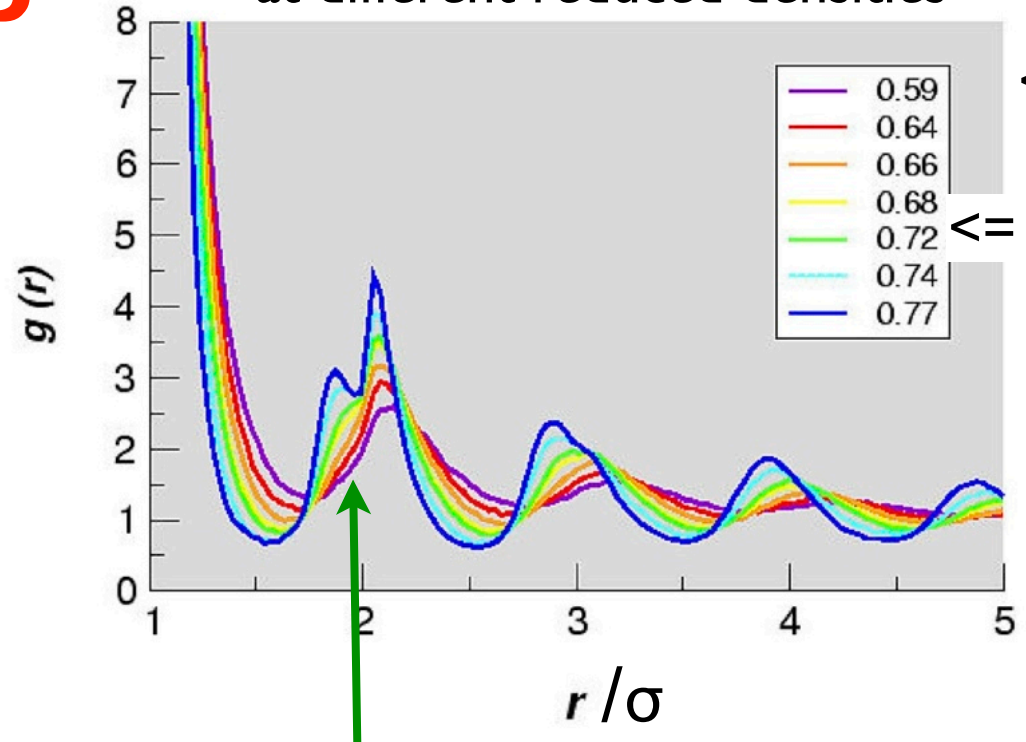
$$f = \frac{\pi}{4}\rho^*$$

Radial distribution function

of **hard disks in 2D**



Radial Distribution Function
at different reduced densities



\leq liquid

\leq transition ?

\leq solid

$$f = \frac{\pi}{4} \rho^*$$

the appearance of a double structure in the peak around 2σ is a fingerprint of the liquid-solid transition (high density solid: peaks at $\sim 1.7\sigma$ and 2σ)

max reduced density: $\rho_{max}^* = \frac{2}{\sqrt{3}} = 1.1547$

Structural precursor to freezing in the hard-disk and hard-sphere systems

Thomas M. Truskett,¹ Salvatore Torquato,^{2,3,*} Srikanth Sastry,¹ Pablo G. Debenedetti,¹ and Frank H. Stillinger^{4,2}

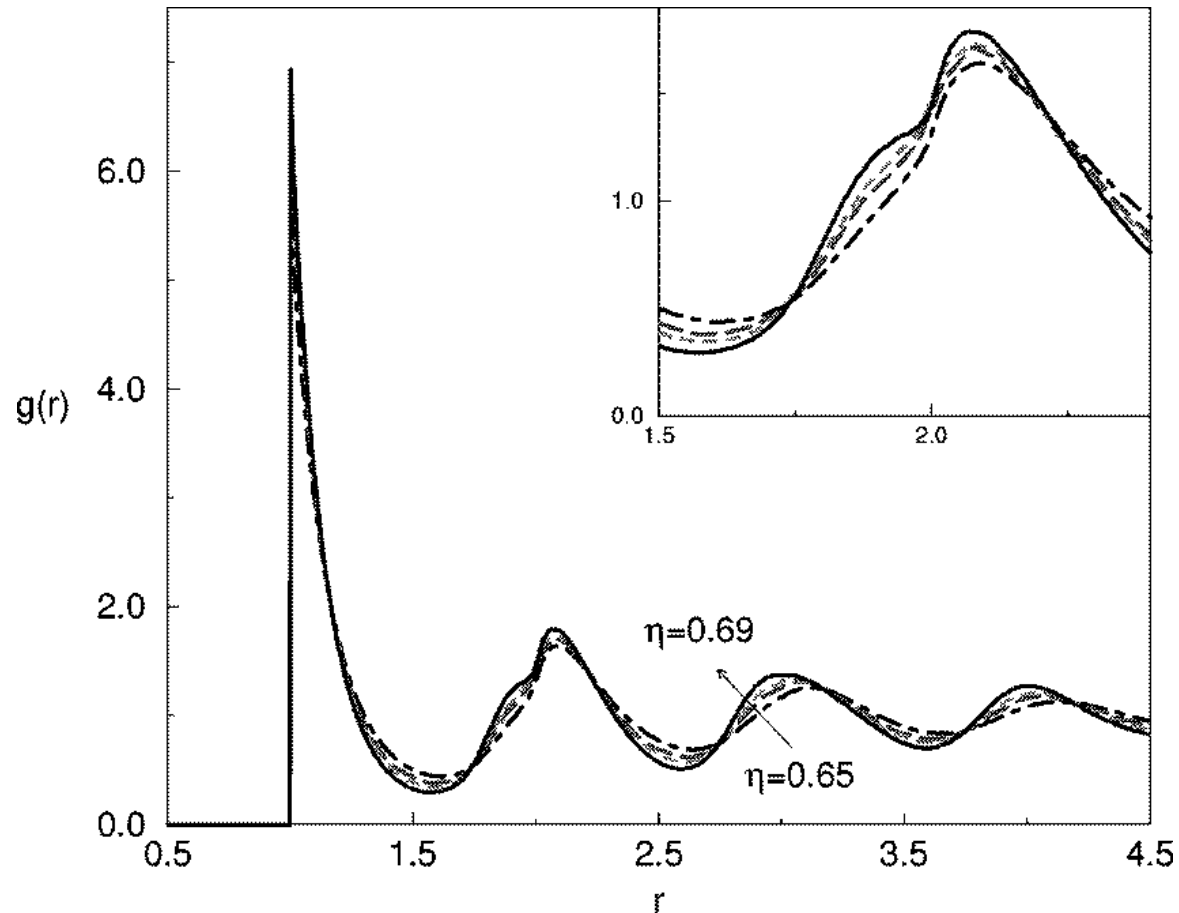


FIG. 1. Radial distribution function $g(r)$ for hard disks plotted versus distance r (in units of diameters). Curves represent the fluid phase with $\eta=0.65, 0.67, 0.68$, and 0.69 (freezing point).

(here : $\eta \equiv \rho^*$)

Pressure

case of Hard Disks (Spheres):

Virial eq. of state

$$\frac{\beta P}{\rho} = 1 - \frac{\beta \rho}{2d} \int g(r) r \frac{dV(r)}{dr} dr$$

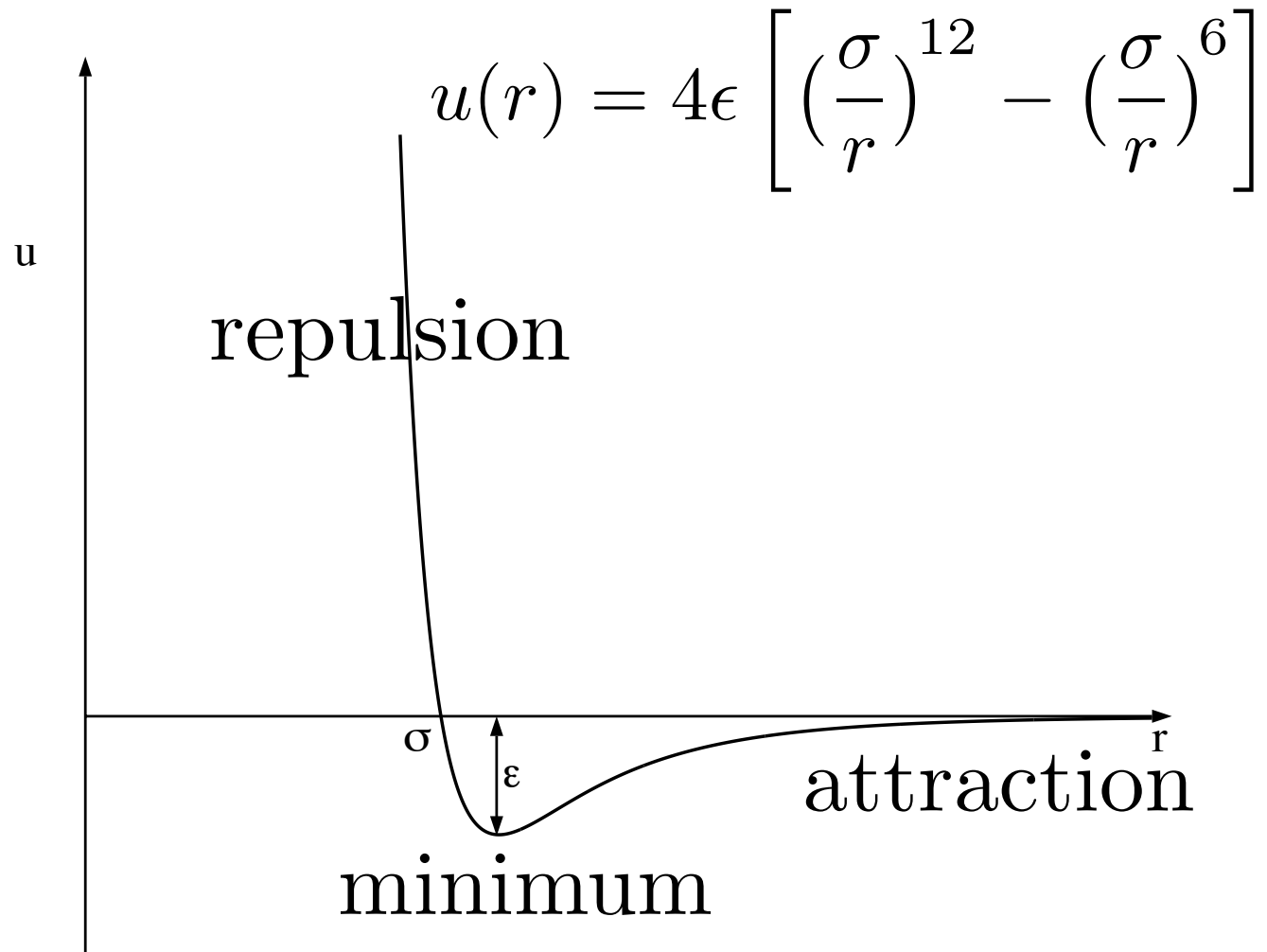
becomes:

$$d\mathbf{r} = 4\pi r^2 dr \quad \frac{\beta P}{\rho} = 1 + \frac{2}{3} \pi \rho \sigma^3 g(\sigma) \quad (d = 3)$$

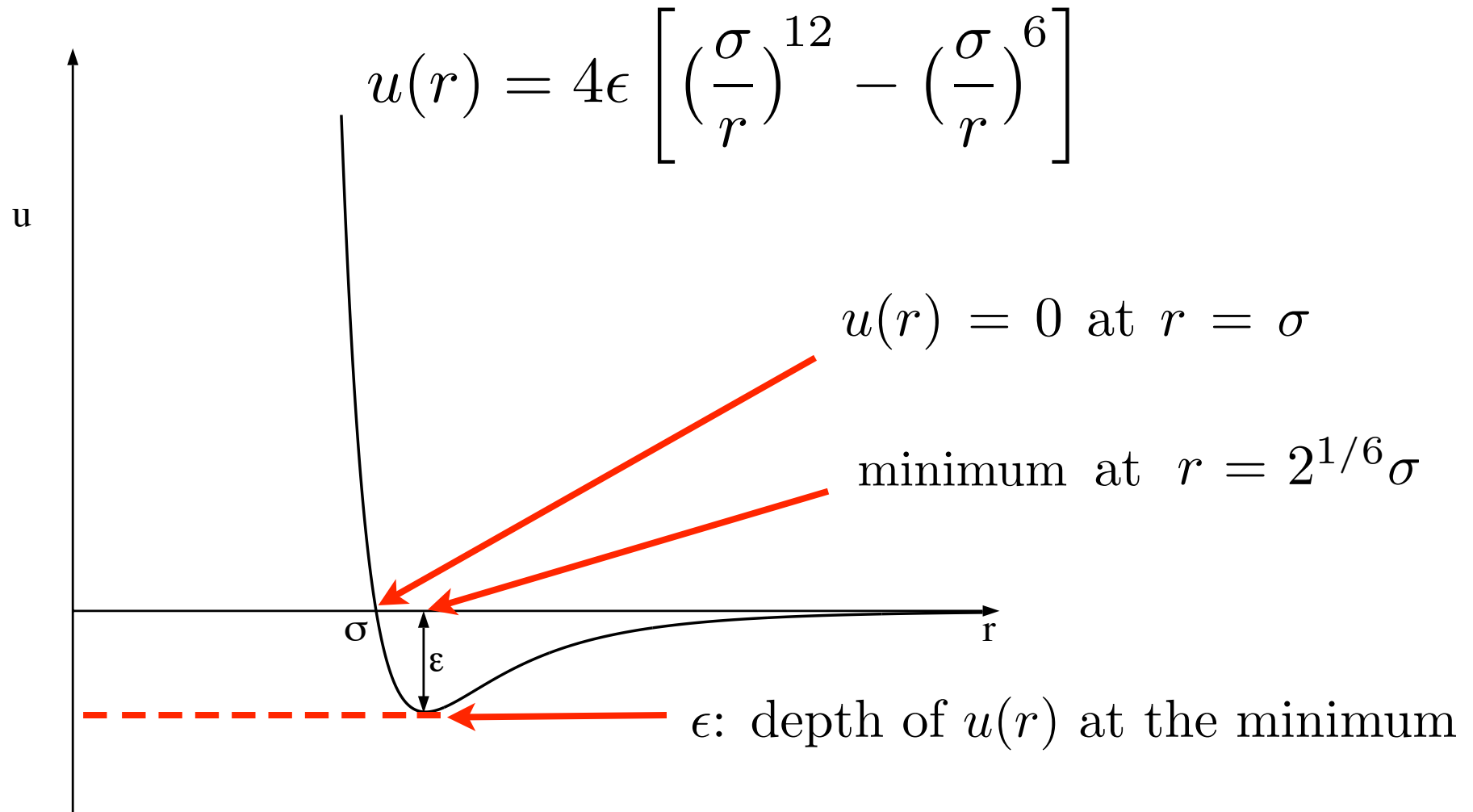
$$d\mathbf{r} = 2\pi r dr \quad \frac{\beta P}{\rho} = 1 + \frac{1}{2} \pi \rho \sigma^2 g(\sigma) \quad (d = 2)$$

$$d\mathbf{r} = 2 dr \quad \frac{\beta P}{\rho} = 1 + \rho \sigma g(\sigma) \quad (d = 1)$$

Lennard-Jones potential



Lennard-Jones potential

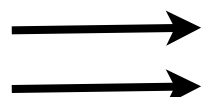


liquid argon: $\epsilon = 1.65 \times 10^{-21}$ J $\sigma = 3.4 \text{ \AA}$

Units

(d=2)

To reduce the possibility of roundoff error, it is useful to choose units so that the computed quantities are neither too small nor too large.



quantity	unit	value for argon
length	σ	3.4×10^{-10} m
energy	ϵ	1.65×10^{-21} J
mass	m	6.69×10^{-26} kg
time	$\sigma(m/\epsilon)^{1/2}$	2.17×10^{-12} s
velocity	$(\epsilon/m)^{1/2}$	1.57×10^2 m/s
force	ϵ/σ	4.85×10^{-12} N
pressure	ϵ/σ^2	1.43×10^{-2} N · m ⁻¹
temperature	ϵ/k	120 K

Table 8.1: The system of units used in the molecular dynamics simulations of particles interacting via the Lennard-Jones potential. The numerical values of σ , ϵ , and m are for argon. The quantity k is Boltzmann's constant and has the value $k = 1.38 \times 10^{-23}$ J/K. The unit of pressure is for a two-dimensional system.

Unit of time is derived: e.g., for Ar: $\Delta t = 0.01 \implies 2.17 \times 10^{-14}$ s

Generalities in many-body simulations

- periodic boundary conditions
- minimum image

Periodic Boundary Conditions

for the positions

(here: in the continuum;

before: only in discretized conditions - Ising and lattice models)

```
function pbc(pos,L) result (f_pbc)
```

```
.....
```

```
if (pos < 0.0) then
```

```
    f_pbc = pos + L
```

```
else if (pos > L) then
```

```
    f_pbc = pos - L
```

```
else
```

```
    f_pbc = pos
```

```
end if
```

```
end function pbc
```

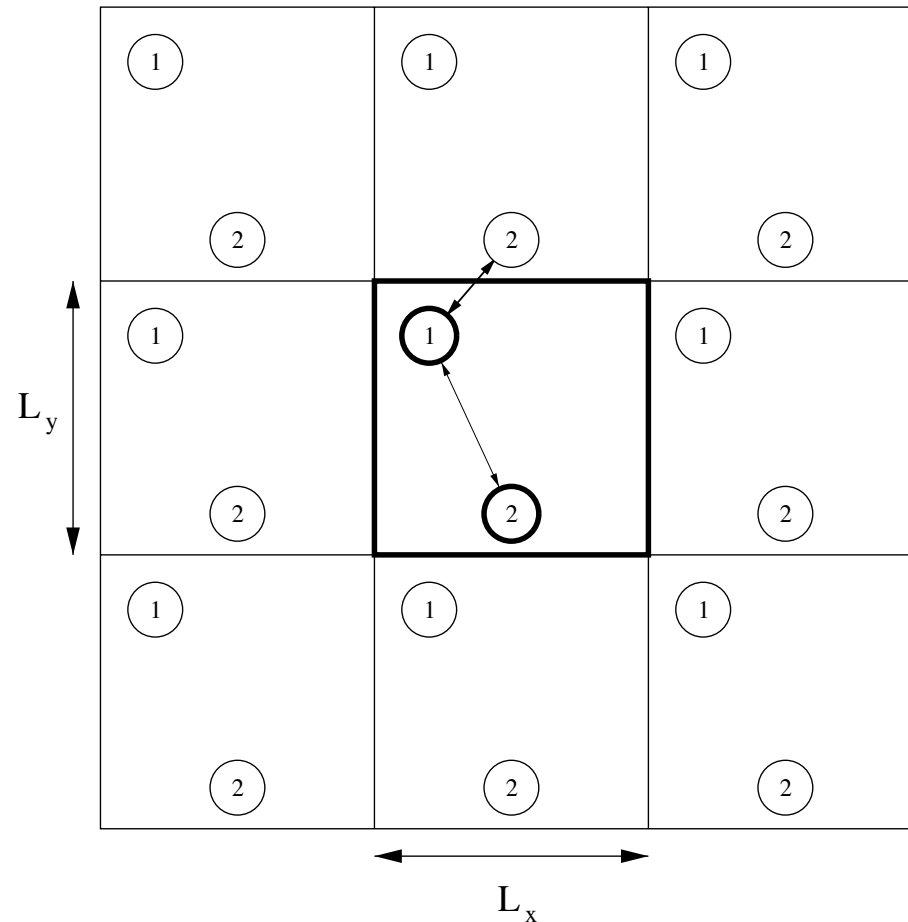
(OK
in the hypothesis that
 $-L < \text{pos} < 2L$)

Minimum Image convention

new!

for the interactions

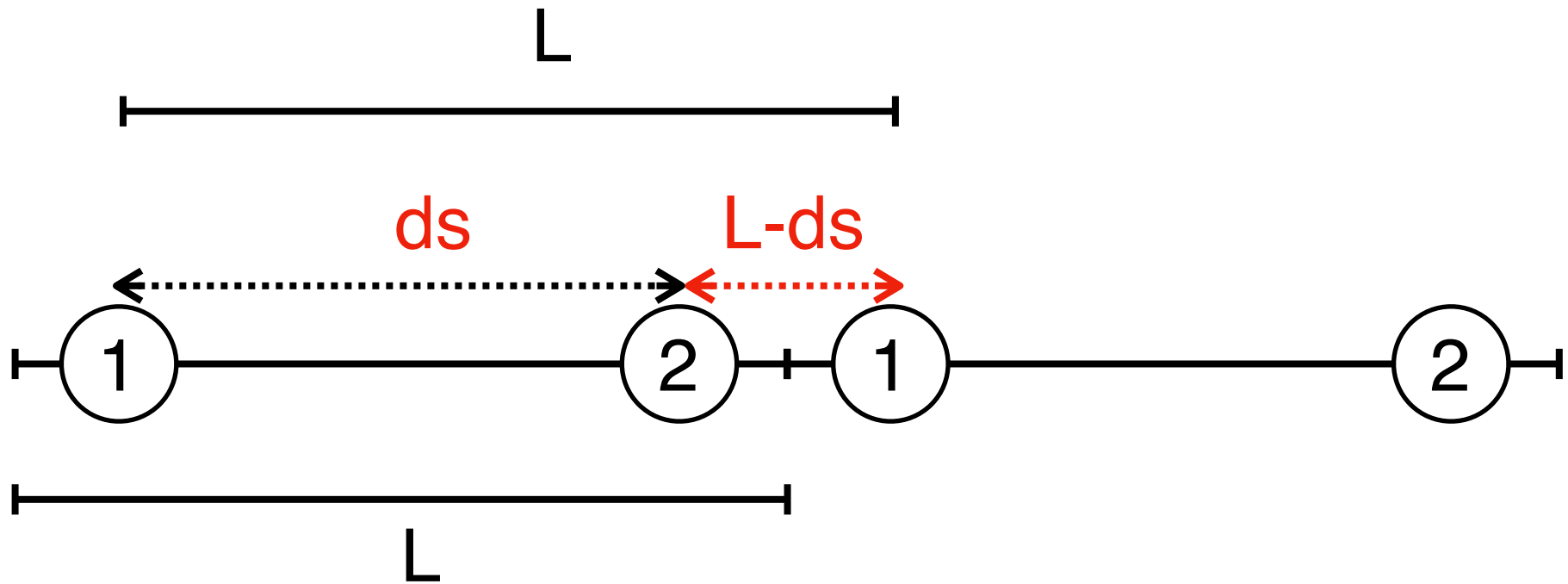
To compute the minimum distance dx between particles 1 and 2 at $\mathbf{x}(1)$ and $\mathbf{x}(2)$



Only the interactions with the nearest images are considered

Minimum Image convention

for the interactions



Minimum Image convention

for the interactions

To compute the minimum distance dx between particles 1 and 2 at $x(1)$ and $x(2)$

```
function separation(ds,L) result (separation_result)
```

```
.....
```

```
if (ds > 0.5*L) then
```

```
    separation_result = ds - L
```

```
else if (ds < -0.5*L) then
```

```
    separation_result = ds + L
```

```
else
```

```
    separation_result = ds
```

```
end if
```

```
end function separation
```

(OK if distances do not exceed L)

(then, consider the absolute value)

Radial distribution function

```
subroutine correl()
```

```
...
```

```
do i=1,N-1
```

```
  do j=i+1,N
```

```
    dx = x(i) - x(j)
```

```
    dy = y(i) - y(j)
```

```
    call separation(dx,dy)
```

```
    r2 = dx*dx + dy*dy
```

```
    ibin = int(sqrt(r2)/dr)+1
```

```
    if (ibin<=nbin) then
```

```
      gcum(ibin) = gcum(ibin) + 1
```

```
    end if
```

```
  end do
```

```
end do
```

implementation of
the counting algorithm

$$g(r) = \frac{2}{2\pi r \Delta r \cdot nN} \left\langle \sum_{i=1}^{N-1} \sum_{j>i} \delta(r - |\mathbf{r}_{ij}|) \right\rangle$$

```
xnorm = 2./(rho*nmcs*N)
```

```
! rho : average density = N/V
```

```
...
```

```
  r = ir*dr + 0.5*dr
```

```
! r in the middle of the circular shell
```

```
  area = 2.0*pi*r*dr
```

```
! area of the shell
```

```
  g = gcum(ir)*xnorm/area
```

```
...
```

Two approaches to simulate the evolution of the system

(to sample the configuration space)

- stochastic (Metropolis Monte Carlo)
- deterministic (integration of the eq. of motion)

Programs:

on moodle2

hd-MC.f90

hd-MD.f90

LJ-MD.f90

Classical fluids: Metropolis Monte Carlo method canonical ensemble (NVT)

- calculate E_{tot}

→ - displace an individual particle by a small amount: calculate ΔE
(variation of the interaction of that particle with all the others)

- accept/reject the new position with the usual Metropolis factor:
 $w = \min [1, \exp (-\Delta E/kT)]$

← - iterate

- accumulate distances to calculate $g(r)$

Metropolis Monte Carlo method for Hard Disks (Spheres)

displace an individual particle by a small amount:

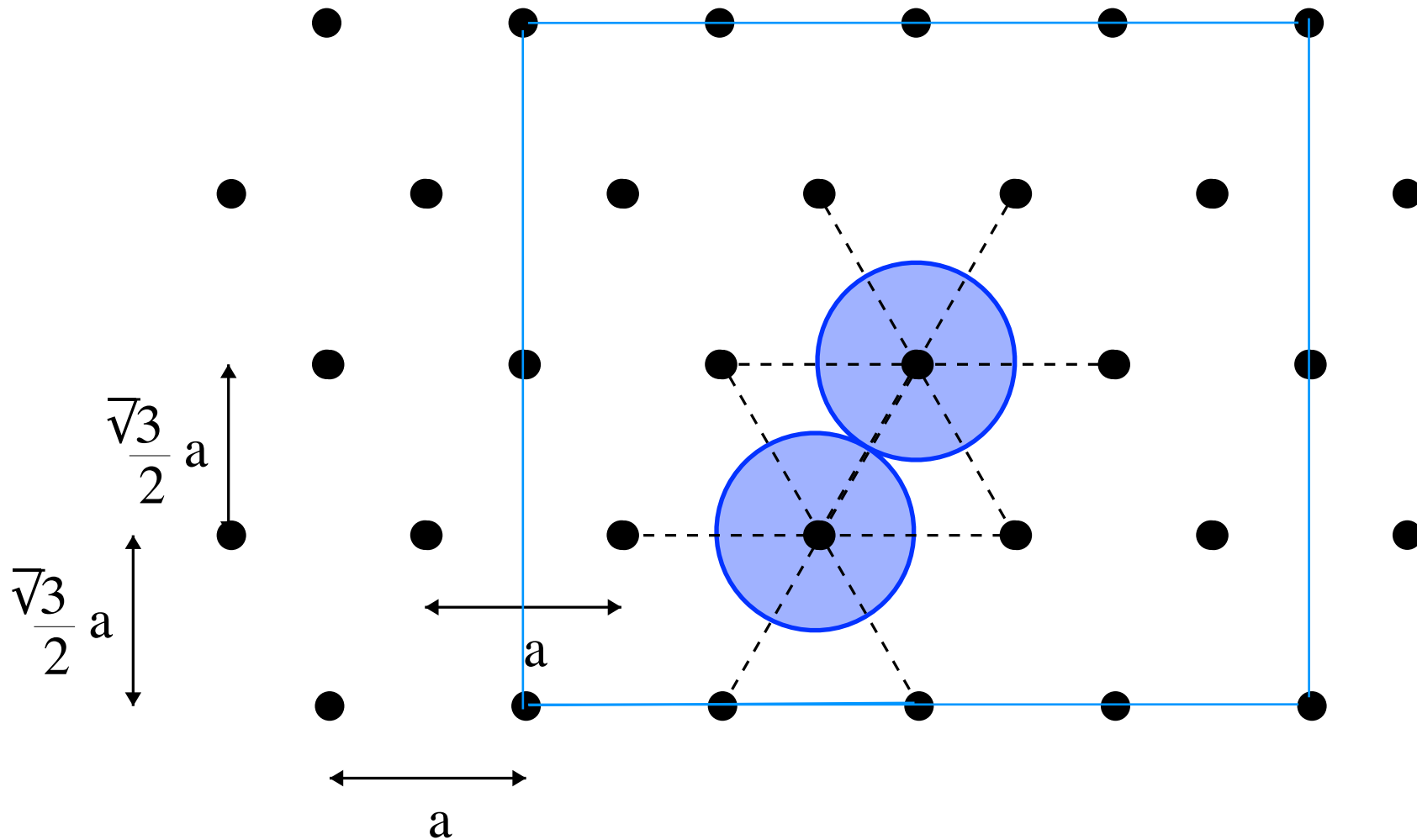
if overlap with another particle: REJECTED

if no overlap with any other particle: ACCEPTED

-Metropolis algorithm with $\Delta E = 0$ or ∞

-ergodicity: obvious at low densities;
complicated at high densities

Maximum package



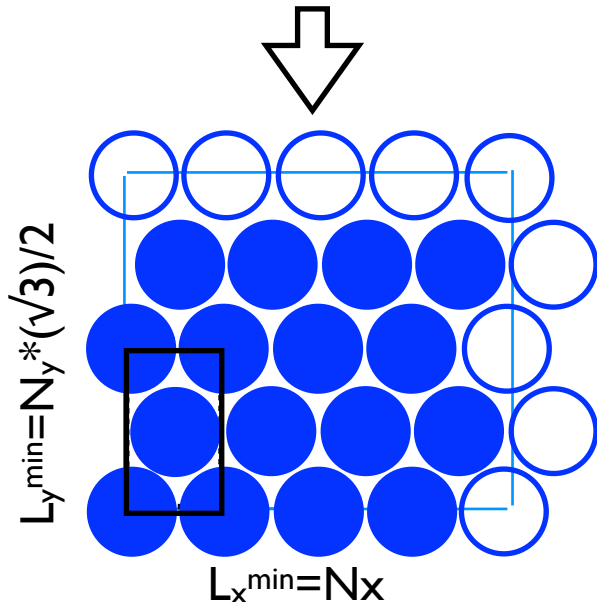
hexagonal lattice

take the linear dimensions of the cell to be L_x and $L_y = \frac{\sqrt{3}}{2}L_x/2$ (here: $N=16$)

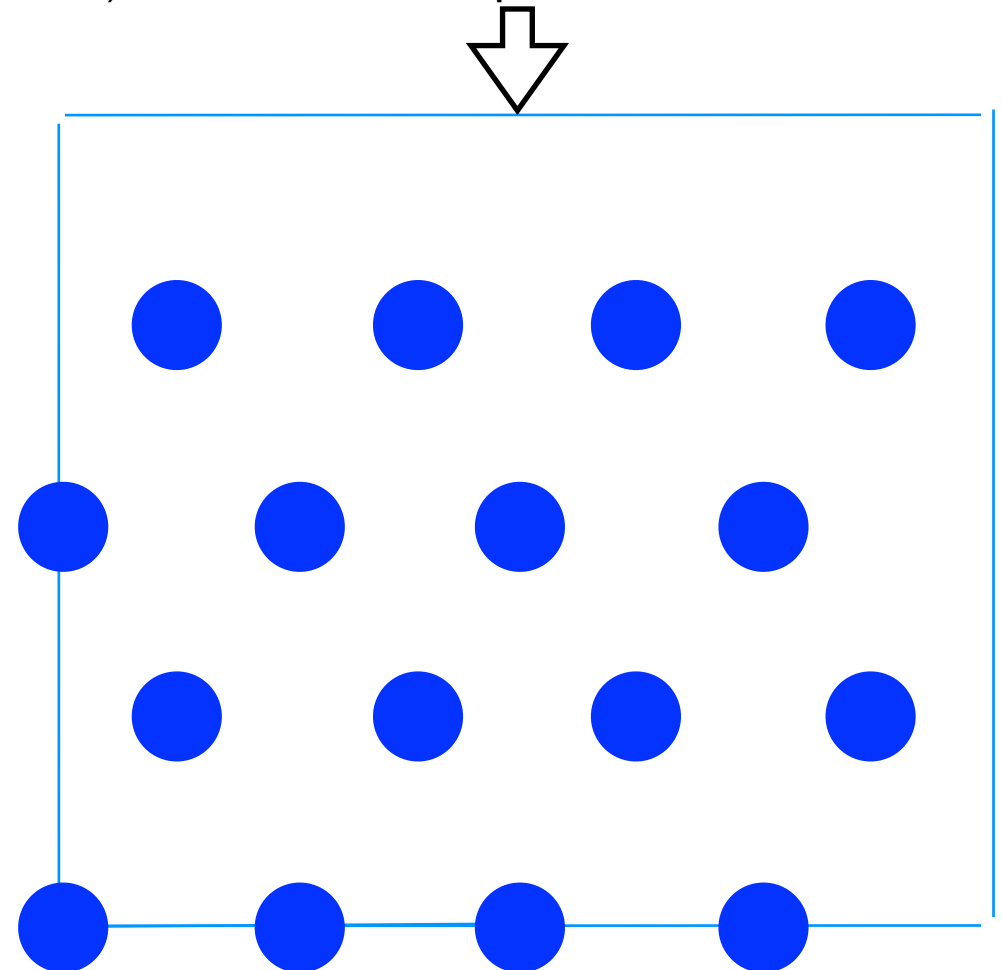
Initializing the positions

Convenient to start from maximum packing and then reduce the density:

- 1) choose N_x (even or odd); $L_x^{\min} = N_x$
- 2) choose N_y even (and not too different from N_x in order to have a cell not too elongated) (here = 4); $L_y^{\min} = N_y * (\sqrt{3})/2$
- 3) This gives the maximum packing and the maximum density ρ^{\max}
- 4) Calculate the individual positions:
 $x(i) = \text{integer/semi-integer}$ for even/odd rows;
 $y(i) = \text{multiple of } (\sqrt{3})/2$



- 1) choose ρ
- 2) Determine the new L_x and L_y by scaling:
 $L_x = kL_x^{\min}$ and $L_y = kL_y^{\min}$, where $k^2 = \rho^{\max}/\rho$
- 3) Rescale individual positions



some useful gnuplot commands:

set size ratio {Ly/Lx}

unset key (to avoid the label)

p [0:Lx][0:Ly] 'file_of_positions' u 1:2:(0.5) w circles

(the radius could be given in the 3rd column; here it is set to 0.5)

Molecular dynamics

a deterministic approach to the dynamics of a system

MD generates the dynamical trajectories of a system of N particles by integrating Newton's equations of motion

- with suitable initial and boundary conditions
- proper interatomic potentials
- while satisfying thermodynamical (macroscopic) constraints
- and with a 'smart' algorithm for numerical integration

Molecular dynamics

and Newton's equations of motion

$$F = ma$$

But not always easy to solve... In general:

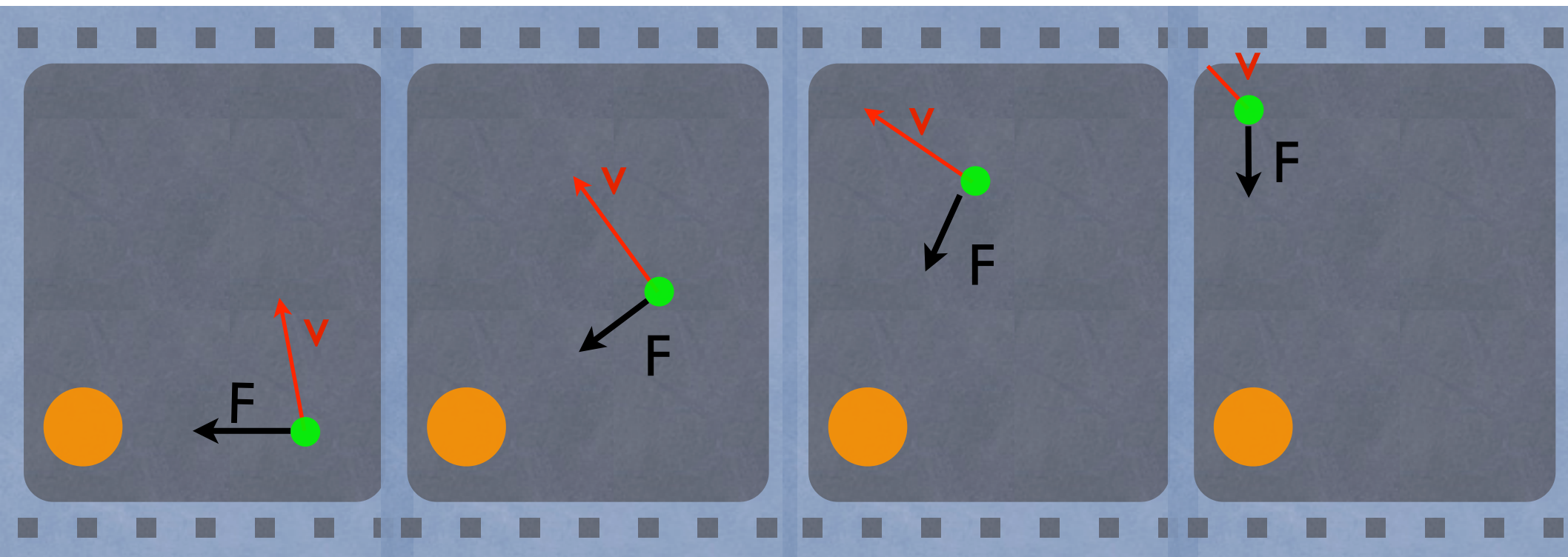
$$\frac{d^2x}{dt^2} = a(x, t, \dots) = \frac{F(x, t, \dots)}{m}$$

Analytical solution for constant forces;
but in general not always possible

**=> different possible algorithms for
numerical integration
of the eqs. of motion**

Basic idea: discretization - e.g. consider uniformly acc. motion

$$x(t + \Delta t) = x(t) + v(t) \cdot \Delta t + \frac{1}{2}a(t) \cdot \Delta t^2$$



$x(0)$ $v(0)$ $F(0)$

$x(1)$ $v(1)$ $F(1)$

$x(2)$ $v(2)$ $F(2)$

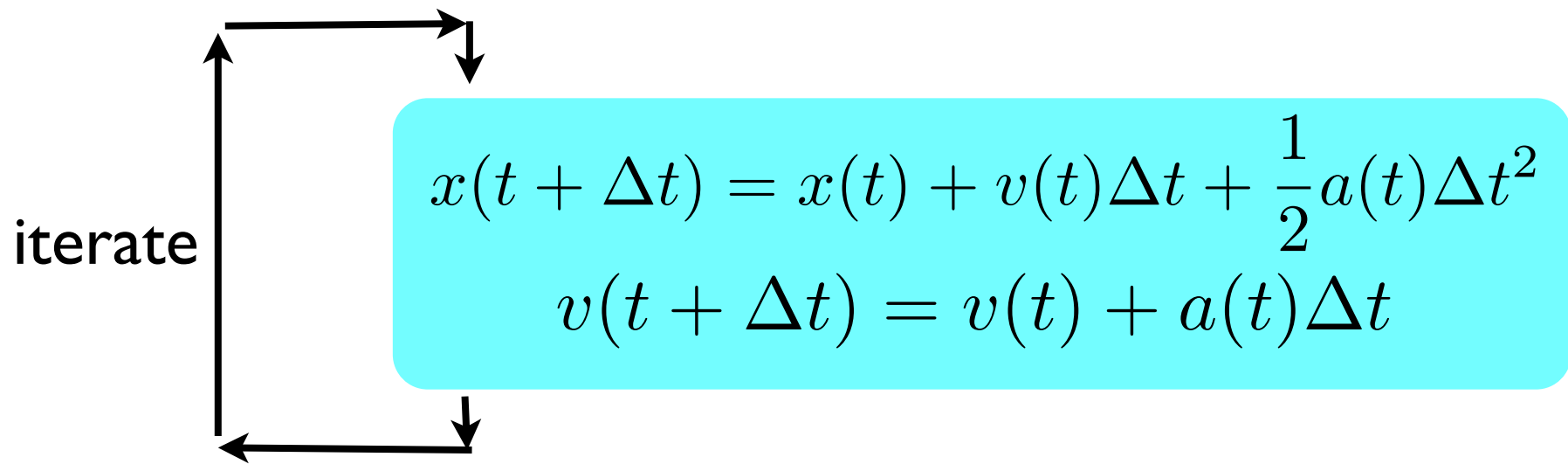
... ..

Uniformly accelerated motion in each time interval

$$t \div t + \Delta t$$

then iterate!

EULER algorithm

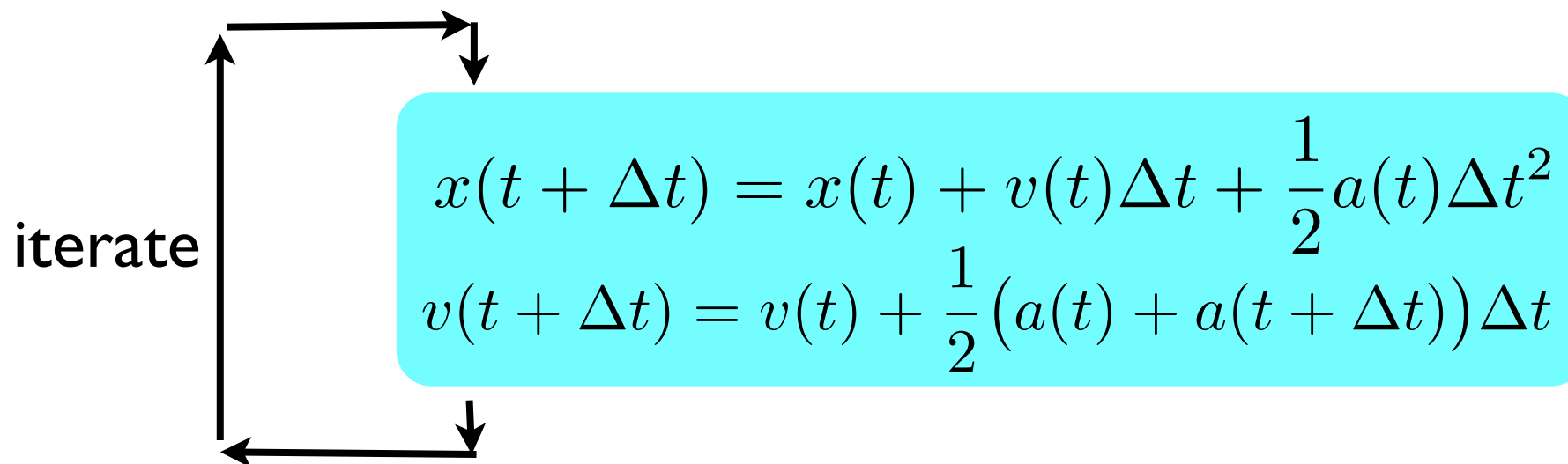


$$x(t) \implies x(t + \Delta t) \implies x(t + 2\Delta t) \implies x(t + 3\Delta t) \implies \dots$$

$$v(t) \implies v(t + \Delta t) \implies v(t + 2\Delta t) \implies v(t + 3\Delta t) \implies \dots$$

DO BETTER: instead of choosing the value of the **acceleration** at the beginning of each time interval, take its **average value in the interval** $t \div t + \Delta t$ for the update of the velocity

Velocity-VERLET algorithm



Remark: the new acceleration can be calculated as soon as the new position is calculated, so that the algorithm is explicit!

Choice of an integration algorithm

- **Accuracy** - does it give an accurate description of the motion?
- **Stability** - does it conserve the system energy and temperature (in case of conservative forces)? (*)
- **Simplicity** - is it easy to implement it in a computer code?
- **Speed** - does it require only few or a lot of operations?
- **Economy** - how much memory does it require?



Velocity-Verlet algorithm

a second-order algorithm allows a **good energy conservation** if forces are **NOT** dependent on velocities (*)

Thermodynamical ensemble

IF POTENTIAL ENERGY does not depend on velocities (conservative potentials), the **TOTAL ENERGY** of the system should be conserved!

Therefore, since Verlet's integration of the Newton's equations will:

Conserve total energy ($E=\text{const.}$)

Keep number of particles constant ($N=\text{const.}$)

Keep volume constant ($V=\text{const.}$)

Thus: Yields an **NVE ensemble** (“microcanonical ensemble”)

Energy in MD - NVE simulations

the **TOTAL ENERGY** of the system should be conserved!

TO BE CHECKED during simulations
(it may not be conserved because
of a bad integration algorithm)

It is common practice to compute it at each time step in order to check that it is indeed constant with time.

During the run energy flows back and forth between kinetic and potential: they fluctuate while their sum remains fixed.

In practice there could be small fluctuations in the total energy, tolerance $\sim 1\%$

Temperature in MD - NVE simulations

T is related to (and therefore can be estimated from)
the kinetic energy:

$$E_{kin} = \frac{1}{2} m \sum_i^N v_i^2 \quad \Rightarrow \quad T = \frac{2}{3} \frac{E_{kin}}{N k_B}$$

It is not a constant !

Pressure

It can also be calculated at each time step from kinetic energy,
forces and positions (Virial theorem)

Choices of:

- Initial conditions
- time step

A good integration algorithm is not enough:

INITIAL CONDITIONS: Important in case of deterministic evolutions

TIME STEP:

too short => phase space is sampled inefficiently,

too long => **energy** will fluctuate wildly and simulation may become catastrophically unstable (“blow up”).

Instabilities are caused e.g. by the motion of particles (atoms, planets...) being extrapolated into regions where the potential energy is prohibitively high (e.g. overlapping or too much close particles).

E.g. in atomic fluids simulations: choose time step comparable to the mean time between ionic collisions (about 5 fs for Ar at 298K) (a good rule of thumb)

MD vs MC simulations

MD has a kinetic energy contribution to the total energy, whereas **in MC the total energy is determined solely by the potential energy function.**

MD samples naturally from the microcanonical (NVE) ensemble, whereas Metropolis MC samples from the canonical (NVT) ensemble.

However, both MC and MD can be modified to sample from different ensembles.