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Molecular Dynamics — Computation
At each time step:

Compute forces (vibrational and rotational) on atoms caused by chemical bonds between them. Short-range interaction, so not too much computation here.

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Compute forces on atoms caused by their electrical charges. Potentially must consider all pairs of atoms, so lots of computation here.
Use forces to update atoms' positions and velocities.
Compute other physical properties of the system (e.g., energies).

To reduce computational load, can limit computation of electrical-charge-induced forces to atoms that are "close". To do this, calculate for each atom a list of "neighbors". If time steps are short, atoms don't move much in each, so don't have to do this every step.

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	Molecular Dynamics Pseudocode
	<pre>Int const N // number of atoms Array of Real :: atoms (3,N) //3D coordinates Array of Real :: velocities (3,N) //velocity vector Array of Real :: forces (3,N) //force in each dimension Array of List :: neighbors(N) //atoms in cutoff volume</pre>
Slide 5	<pre>loop over time steps vibrational_forces (N, atoms, forces) rotational_forces (N, atoms, forces) neighbor_list (N, atoms, neighbors) non_bonded_forces (N, atoms, neighbors, forces) update_atom_positions_and_velocities (N, atoms, velocities, forces) physical_properties (Lots of stuff) end loop</pre>

<text>

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Heat Diffusion Code double *uk = malloc(sizeof(double) * NX); double *ukpl = malloc(sizeof(double) * NX); double *temp; double dx = 1.0/NX; double dt = $0.5 \times dx \times dx$; double maxdiff, diff; initialize(uk, ukpl); for (int k = 0; (k < NSTEPS) && (maxdiff >= threshold); ++k) { Slide 8 /* compute new values */ for (int i = 1; i < NX-1; ++i) { ukpl[i]=uk[i]+ (dt/(dx*dx))*(uk[i+1]-2*uk[i]+uk[i-1]); /* check for convergence */ /* check for convergence */
maxdiff = 0.0;
for (int i = 1; i < NX-1; ++1) {
 diff = fabs(uk[i] - ukpl[i]);
 if (diff > maxdiff) maxdiff = diff; /* "copy" ukpl to uk by swapping pointers */ temp = ukp1; ukp1 = uk; uk = temp; printValues(uk, k);

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