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# Visualizing Molecular Dynamics

# Two Components

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- **MD Simulation Algorithm:**

Simulate a real material system at molecular or atomic level

- How to perform atomistic simulation
- What are the output data

Atomic coordinates, other properties such as temperature, energy, stress distribution

- **MD Visualization Algorithm:**

Visualize a real material system at molecular or atomic level

- How to visualize the simulated data
- Particle sampling and rendering technique

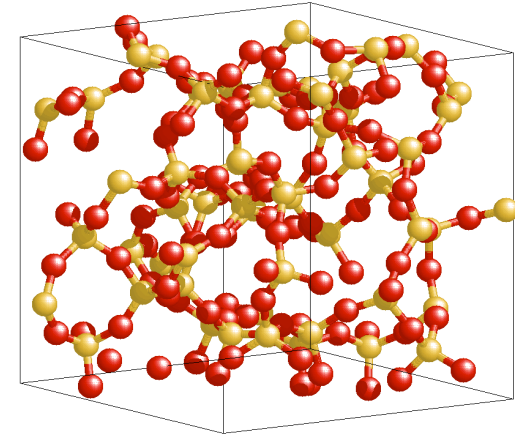
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# MD Simulation Algorithm

# $N$ -Body Problem

- MD simulation:
  - solving a problem of  $N$  interacting atoms
- Calculate interatomic interactions (energy and forces) for a given configuration
- Optimize the configuration until the total energy of the system becomes minimum



GaAs System

# Interatomic Interaction

- For a pair of atoms  $i$  and  $j$ , the Lennard-Jones (LJ) potential energy is

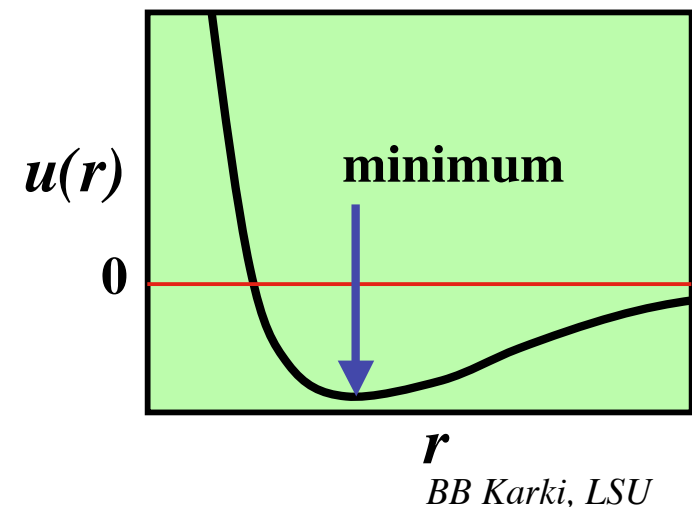
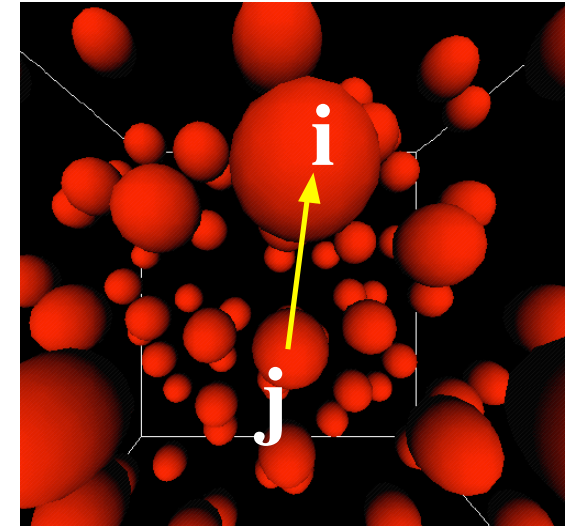
$$u(r_{ij}) = 4\epsilon \left[ \left( \frac{\sigma}{r_{ij}} \right)^{12} - \left( \frac{\sigma}{r_{ij}} \right)^6 \right]$$

Truncated potential at cutoff  $r_c$

$$u(r_{ij}) = 0 \text{ for } r_{ij} \geq r_c$$

- Force that atom  $j$  exerts on atom  $i$  is

$$f_{ij} = -\nabla u = \left( \frac{48\epsilon}{\sigma^2} \right) \left[ \left( \frac{\sigma}{r_{ij}} \right)^{14} - \frac{1}{2} \left( \frac{\sigma}{r_{ij}} \right)^8 \right] r_{ij}$$



# Equations of Motion

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- Newton's second law of motion gives

$$ma_i = F_i = \sum_{\substack{j=1 \\ (j \neq i)}}^N f_{ij}$$

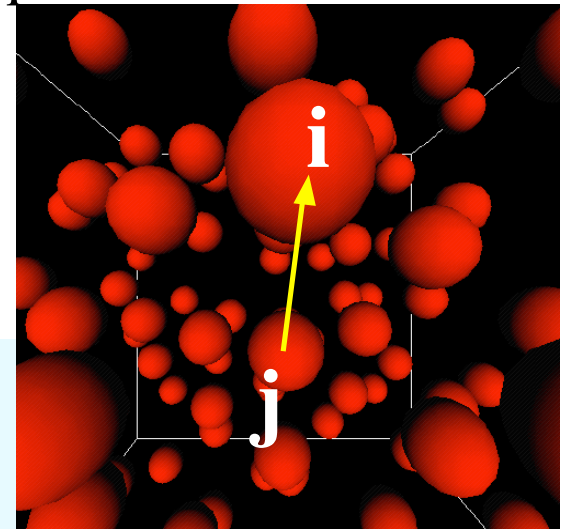
Mass x Acceleration = Force

$$m \frac{\partial^2 r_i}{\partial t^2} = \frac{48\varepsilon}{\sigma^2} \sum_{\substack{j=1 \\ j \neq i}} \left[ \left( \frac{\sigma}{r_{ij}} \right)^{14} - \frac{1}{2} \left( \frac{\sigma}{r_{ij}} \right)^8 \right] \mathbf{r}_{ij}$$

# $O(N^2)$ Complexity

- Computation involves  $O(N^2)$  pairs or operations

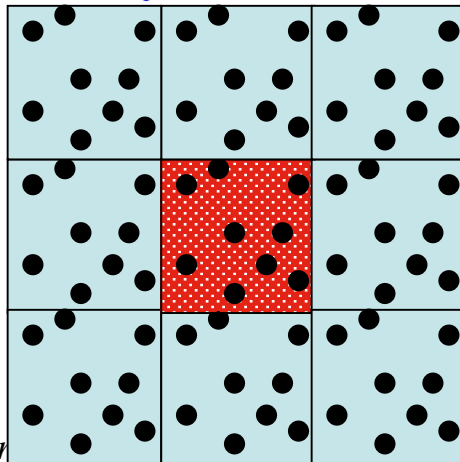
```
for  $i \leftarrow 1$  to  $N$   
   $F_i \leftarrow 0$   
  for  $j \leftarrow 1$  to  $N$   
    if ( $i \neq j$ )  $F_i \leftarrow F_i + f_{ij}$ 
```



# Periodic Boundary Condition

- A real material system is infinite
  - Typical atomic size is a few Angstroms ( $\sim 10^{-8}$  cm)
  - $1 \text{ cm}^3$  sample  $\sim 1 / (10^{-8} \times 10^{-8} \times 10^{-8}) = 10^{24}$  atoms
- Simulation region is of finite size (**few hundred Angstroms**)
- Introduction of periodic boundaries
  - **Infinite space filling array of identical copies of the simulation region**

Wraparound effect: Particle leaving the simulation region through a particular boundary reenters the region through the opposite side



**Periodic boundary conditions  
in 2D case**



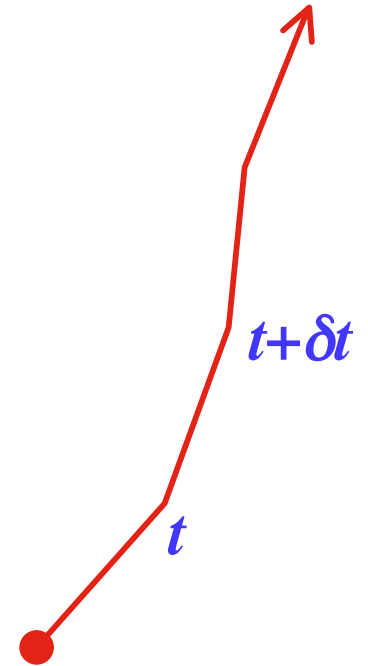
# Integration

- Velocity Verlet algorithm
  - Numerical technique for integrating the equation of motion
  - Size of the time step used for the numerical integration is  $\delta t$

Position and velocity of  $i$ th atom at  $(t+\delta t)$  are

$$r_i(t + \delta t) = r_i(t) + \delta t v_i(t) + \frac{1}{2} \delta t^2 a_i(t)$$

$$v_i(t + \delta t) = v_i(t) + \frac{1}{2} \delta t [a_i(t) + a_i(t + \delta t)]$$



# Program Organization

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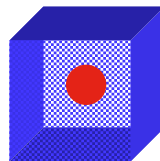
```
int main(int argc, char **argv) {
    InitParams();           /* Initialize MD parameters */
    InitConf();            /* Initial atomic configuration */
    ComputeAccel();        /* Compute initial accelerations */
    moreCycles = 1;        /* activates MD step */
    while (moreCycles) {   /* MD loop continues */
        SingleStep();      /* until stepLimit */
        fprintf();         /* print output */
        if (stepCount >= StepLimit) moreCycles = 0;
    }
    return 0;
}
```

# Input Control Parameters

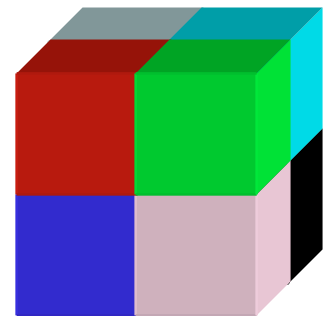
- `InitParam( )` reads all the data needed to specify the simulation
  - Unit cell dimensions: `InitUcell[3]`
  - Density: `Density`
  - Temperature: `InitTemp`
  - Time step: `DeltaT`
  - Number of MD steps: `StepLimit`

- Input file 'md.in' contains

**2 2 2**  
**0.5**  
**10.0**  
**0.005**  
**100**



**cubic unit cell  
(one atom)**



**2 x 2 x 2 cubic  
lattice (8 atoms)**

# Output: Atomic Configuration

---

Step: 1

8

0.000000 4.000000

0.000000 4.000000

0.000000 4.000000

0.971958 1.000586 0.994289

3.015601 1.001716 1.022176

0.996467 2.990148 0.975188

2.996066 2.999772 1.028197

1.005322 0.978026 2.985069

3.018493 0.991320 2.983990

1.010259 3.016432 3.018755

2.985834 3.021999 2.992337

**no. of atoms**

**simulation box**

**atomic x, y, z-coordinates**

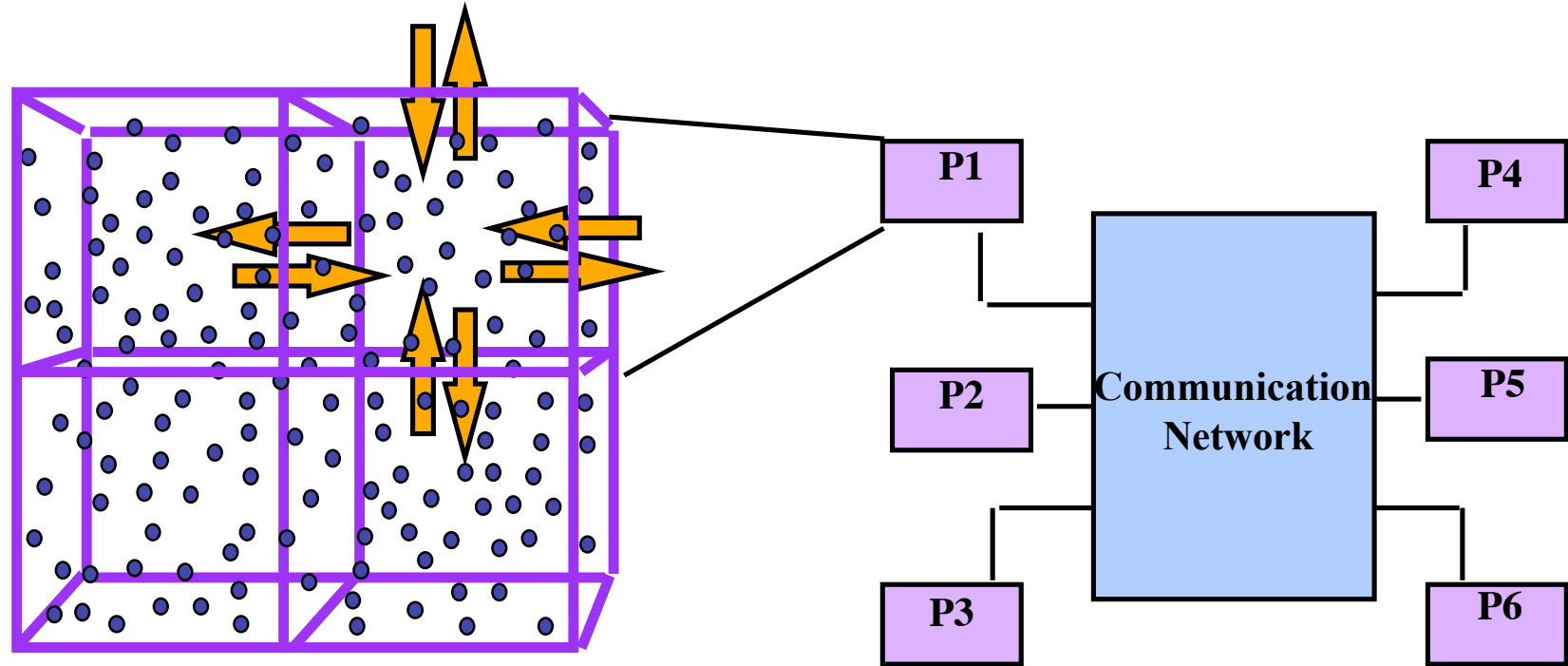
# Bigger Picture of MD

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- A wide variety of materials properties
  - Structure, transport, fracture, melting, chemical reactions
  - Physics, biology, chemistry
- Under a variety of conditions
  - Temperature, pressure, electric and magnetic fields
- Large-scale simulations
  - Billion-atom simulations
- Massively parallel machines
  - Thousands of processors

# Implementation on Parallel Machines

## Divide-and-Conquer Scheme (spatial decomposition)



Physical system divided into domains of equal volumes

Each domain assigned to individual processors, P1, P2, ...

Interprocessor communication using MPI  
Structured 6-step message passing

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# MD Visualization Algorithm

# Particle Rendering

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- Display individual data that define particles (atoms) by spheres -- so called ball representation
- Static visualization and animation



# Basic Steps

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- Read atomic data from the input file or during the MD run
- Specify color and lighting environment
- Set viewpoint and perspective projection
- Draw a solid sphere at each atom position
- Draw a box to define the simulation region
- Enable depth test for hidden-surface removal
- Use single or double buffered window mode

# Data Structures

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- **Number of atoms**

```
Int natoms;
```

- **Atom data type. `crd[0|1|2]` is the xlylz coordinate of atoms**

```
Typedef struct {  
    float crd[3]}  
} AtomType;
```

- **Array of atoms (dynamically allocated)**

```
AtomType *atoms;
```

- **Range of xlylz coordinate of atoms (system's size)**

```
float min_ext[3], max_ext[3];
```

# readConf();

---

The atomic configurations are input from file 'md.conf'

```
fscanf(fp, "%d", &natoms);
```

```
atoms = (AtomType *) malloc(sizeof(AtomType)*natoms);
```

```
for (l=0; l<3; l++)
```

```
    fscanf(fp, "%f%f", &min_ext[l], &max_ext[l]);
```

```
for (j=0; j<natoms; j++)
```

```
    fscanf(fp, "%f %f %f", &(atoms[j].crd[0]),  
          &(atoms[j].crd[1]), &(atoms[j].crd[2]));
```

# Lighting Environment

---

```
GLfloat light_diffuse[] = {1.0, 1.0, 1.0, 1.0};
GLfloat light_position1[] = {0.5, 0.5, 1.0, 0.0};

GLfloat mat_specular = {1.0, 1.0, 1.0, 1.0};
GLfloat shininess[] = {100.0};

glLightfv(GL_LIGHT0, GL_DIFFUSE, light_diffuse);
glLightfv(GL_LIGHT0, GL_POSITION, light_position1);

glEnable(GL_LIGHTING);
glEnable(GL_LIGHT0);
```

# Viewpoint Selection

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```
gluLookAt(eye[0], eye[1], eye[2], center[0],  
center[1], center[2], up[0], up[1], up[2]);
```

- **position:**

```
eye[0] = center[0]
```

```
eye[1] = center[1]
```

```
eye[2] = center[2] + body diagonal length
```

(center[0], center[1], center[2]) is the center of the simulation region or box

- **Direction:** Towards the center of the simulation region
- **Up vector:** Default setting (0.0,1.0,0.0)

# Perspective Projection

---

```
gluPerspective(fovy, aspect, near_clip, far_  
clip);
```

```
fovy = 1.0 atan[180a/((d-0.5c)M_PI)]
```

```
aspect = w/h
```

```
near_clip = (d - 0.5c)
```

```
far_clip = 2(d + 0.5c)
```

Where, **a**, **b** and **c** are the three sides of the simulation box, and **d** is the body diagonal length



# Drawing Atoms

---

Display list `atomsid` to draw a sphere at each atom position

```
glNewList(atomsid, GL_COMPILE);
  for (i=0; i < natoms; i++) {
    glPushMatrix();
      glTranslatef(atoms[i].crd[0], atoms[i].crd[1],
                  atoms[i].crd[2]);
      glColor3f(r, g, b);
      glutSolidSphere(radius, 20, 16);
    glPopMatrix();
  }
glEndList();
```

# Mark Simulation Region

---

```
void display()
{
    glClear(GL_COLOR_BUFFER_BIT|GL_DEPTH_BUFFER_BIT);

    glCallList(atomsid);

    glTranslatef(eye[0],eye[1],0.0);
    glLineWidth(4.0);
    glColor3f(1.0,1.0,1.0);
    glutWireCube(2.0*center[2]);

    glFlush();
}
```



# Register Callback Functions

---

```
int main(int argc, char **argv)
{
    readConf();
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGBA | GLUT_DEPTH);
    glutInitWindowSize(winx, winy);
    glutCreateWindow("Visualizing Molecular Dynamics");
    initView(min_ext, max_ext);
    glutDisplayFunc(display);
    glutReshapeFunc(reshape);
    makeAtoms(atom_radius);
    glutMainLoop();
    return 0;
}
```

# Header: atom\_vis.h

---

```
#define Ratom 1.0
#define Gatom 0.0
#define Batom 0.0

typedef struct {
    float crd[3];
} AtomType;

float atom_radius = 0.2;
int winx=640, winy=640;
float min_ext[3], max_ext[3];
int natoms;
AtomType *atoms;
float eye[3];
float center[3];
float up[3];
```

# MD Animation

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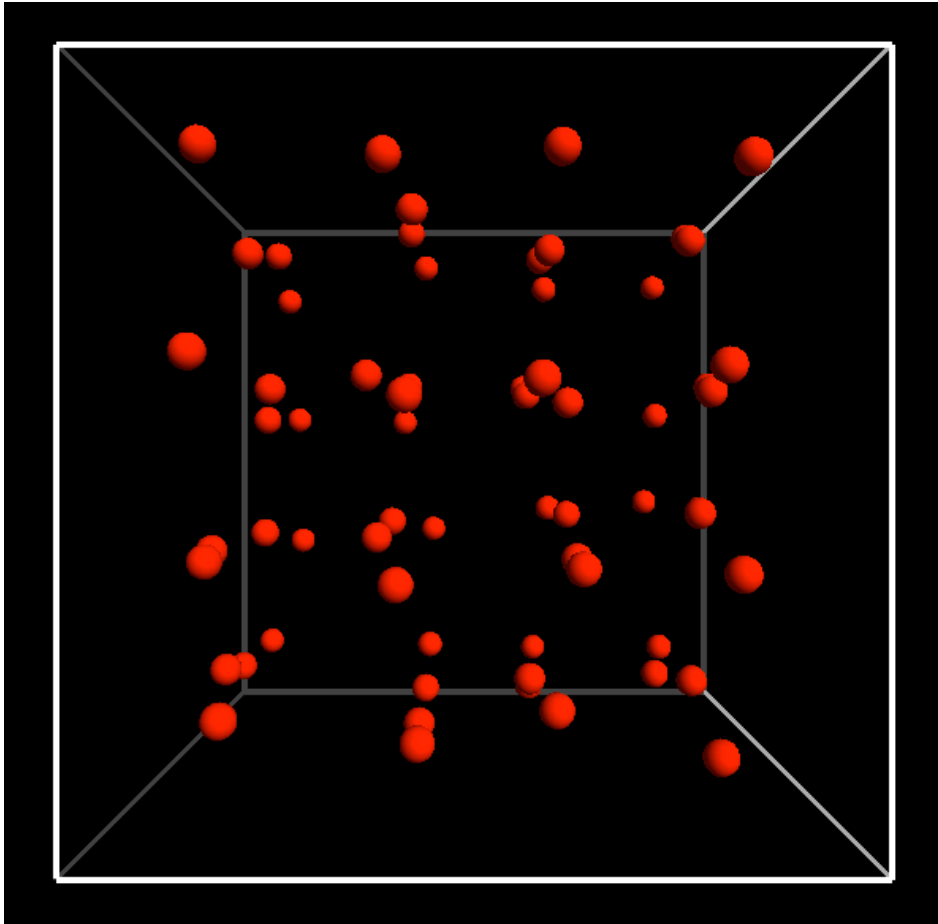
- Combine `md.c` and `atom_vis.c`
- Merge header files `md.h` and `atom_vis.h`
- Check consistency in data structures  

<code>AtomType *atoms;</code>	<code>double r[NMAX][3];</code>
<code>atom_vis.c</code>	<code>md.c</code>
- Define a function to do animation and pass it `glutIdleFunc()`

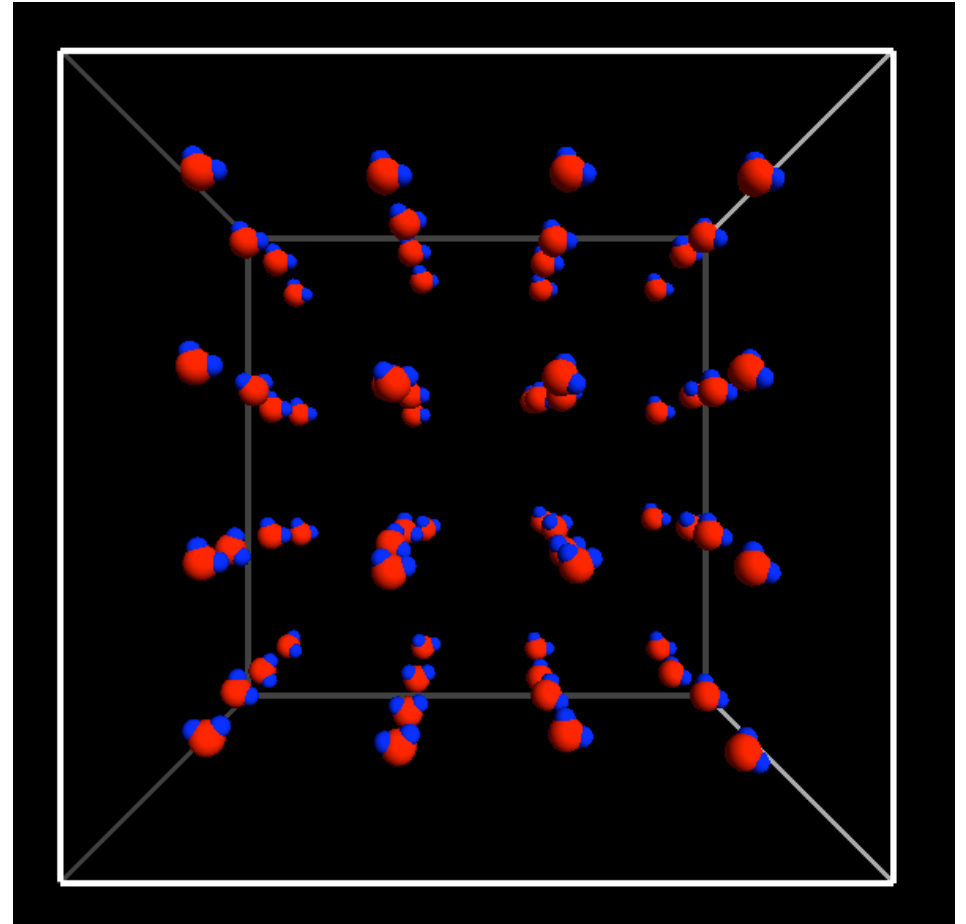
# A Typical MD Snapshot

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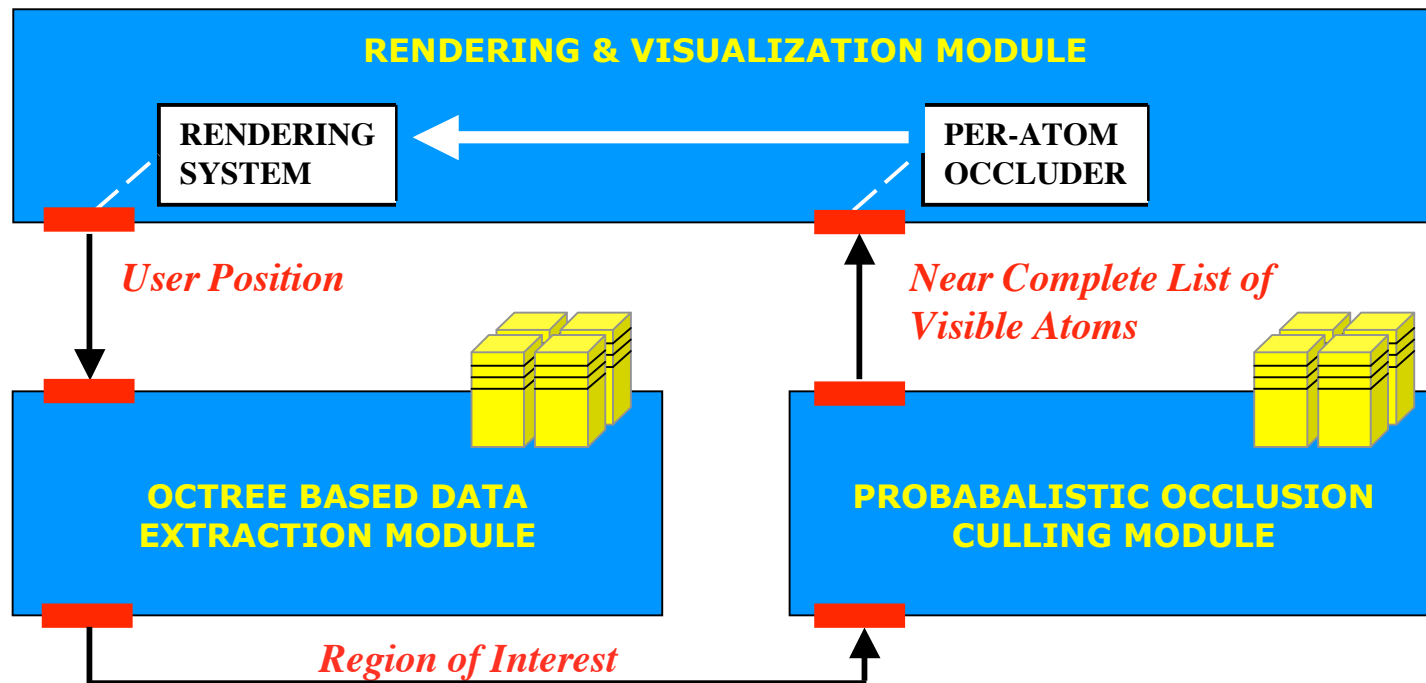
**Argon**



**H<sub>2</sub>O**

# Processing of Large MD Datasets

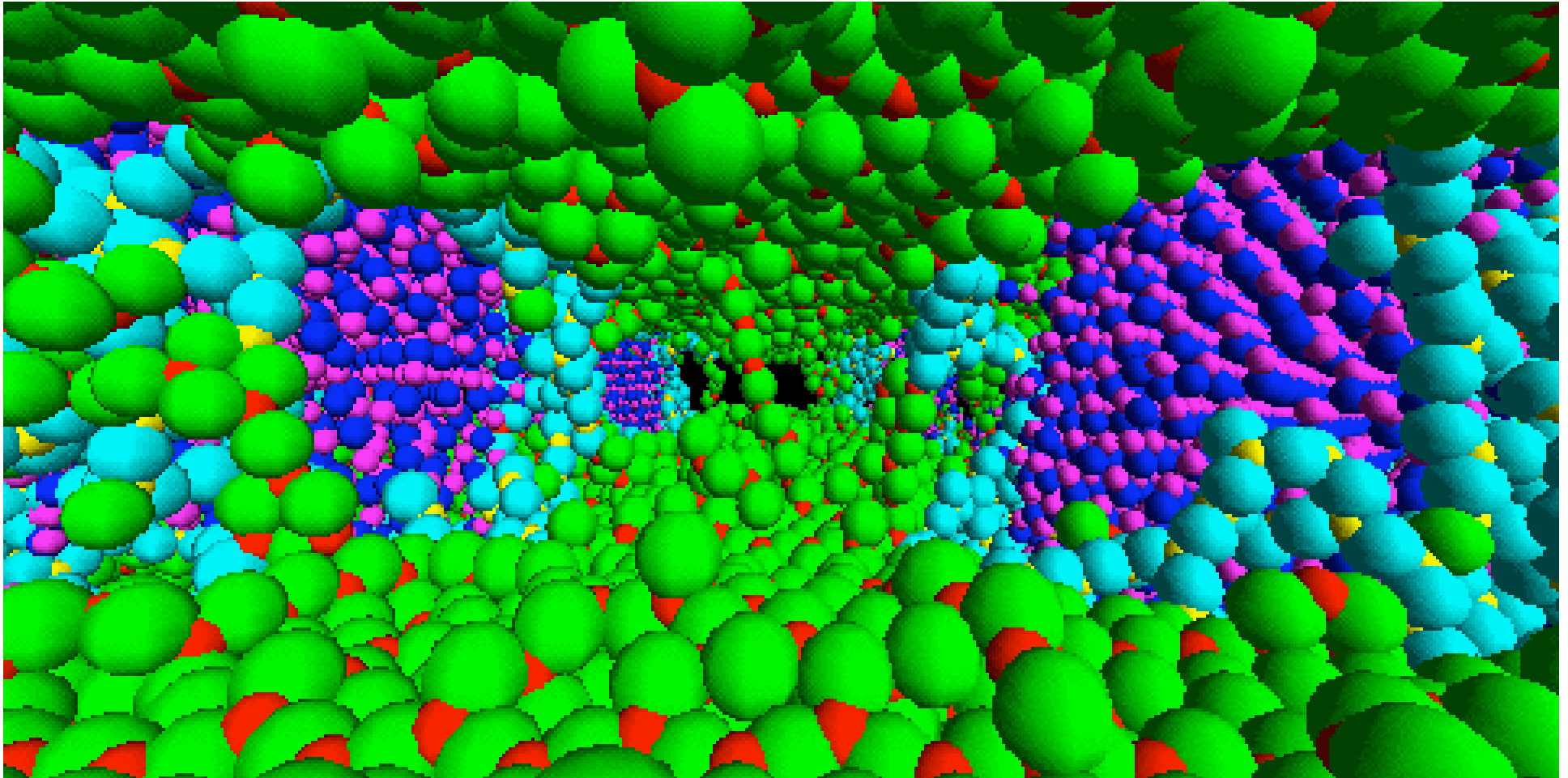
- Enormous challenge to achieve an interactive frame rate
- Parallel processing of data in a PC cluster before rendering on graphics server



Sharma et al., IEEE Virtual Reality 2002

# A Billion-Atom Visualization

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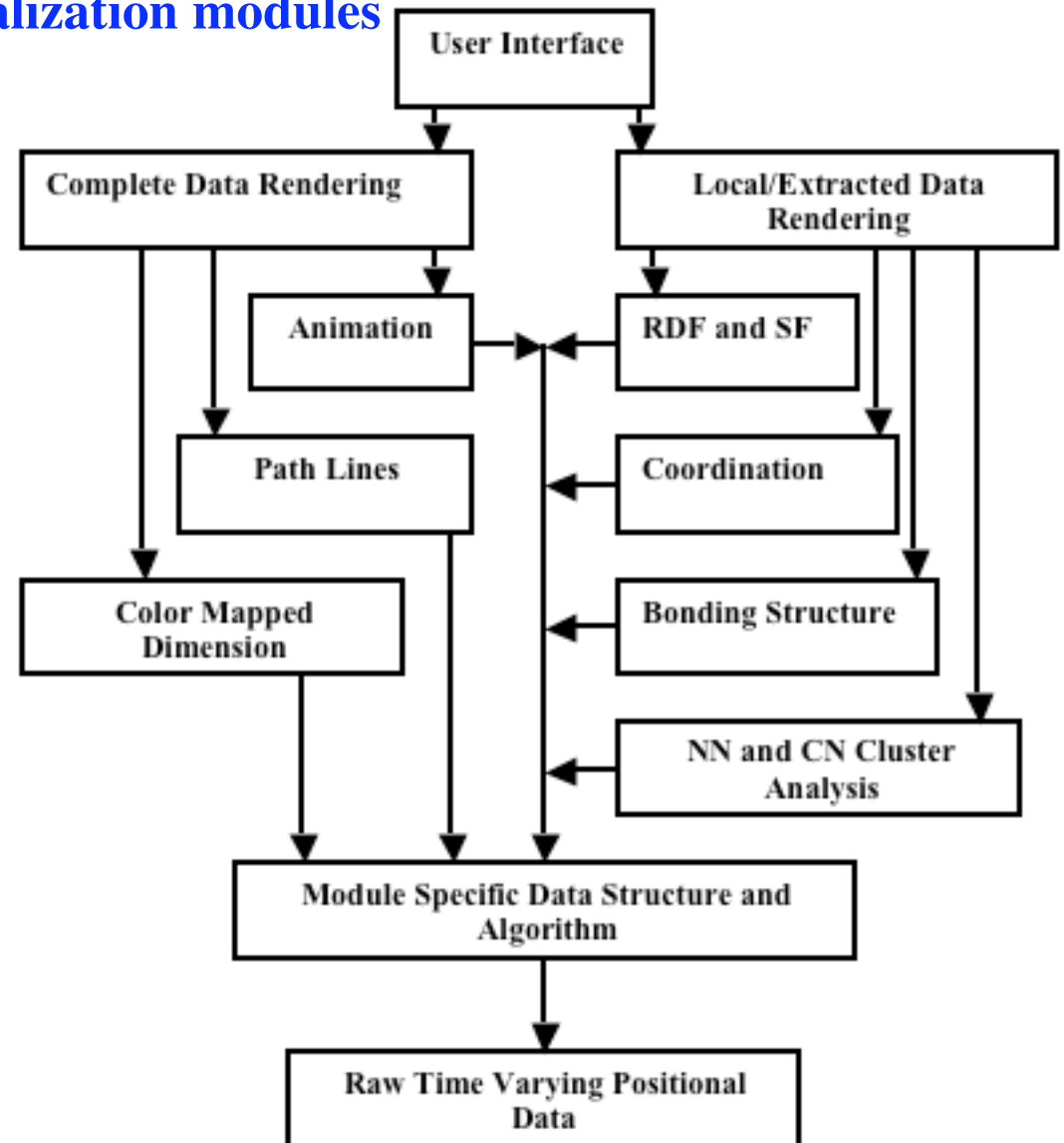


**A billion-atom MD simulation of fracture in  
SiN-matrix SiC-fiber composite**

# Space-Time Multiresolution Atomistic Visualization

## Visualization modules

- **Simulation data**
  - Discrete sets of degrees of freedom
    - atomic positions in 3D space
  - Time-varying
  - Correlated data
- **Approach**
  - Spatial proximity
  - Temporal proximity
  - Spatio-temporal analysis
- **Model**
  - Complete data rendering
  - Local/extracted data rendering



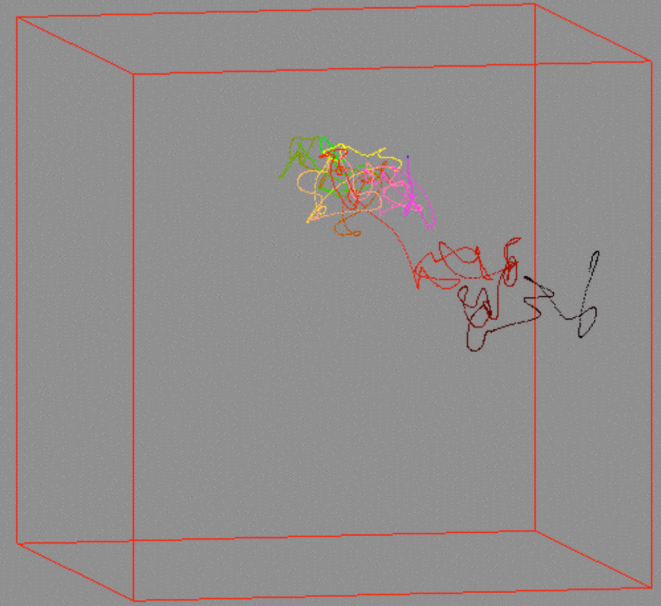
# Pathlines



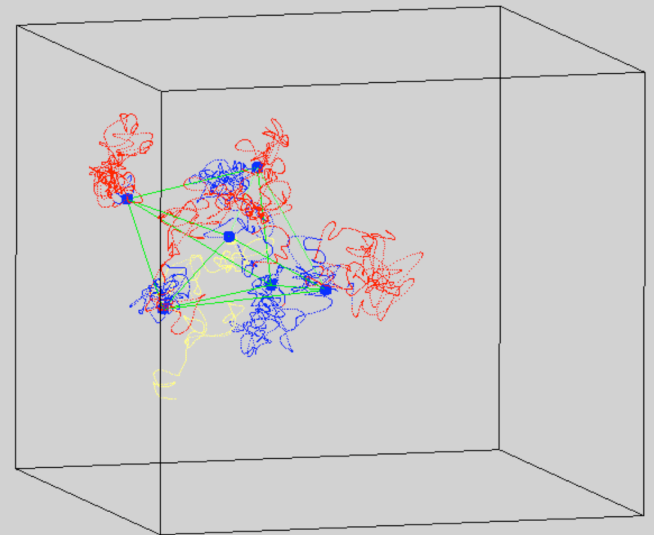
**Pathlines of 64 atoms in liquid MgO**

**Color: time elapsed or distance from some reference point**

**Single atom**



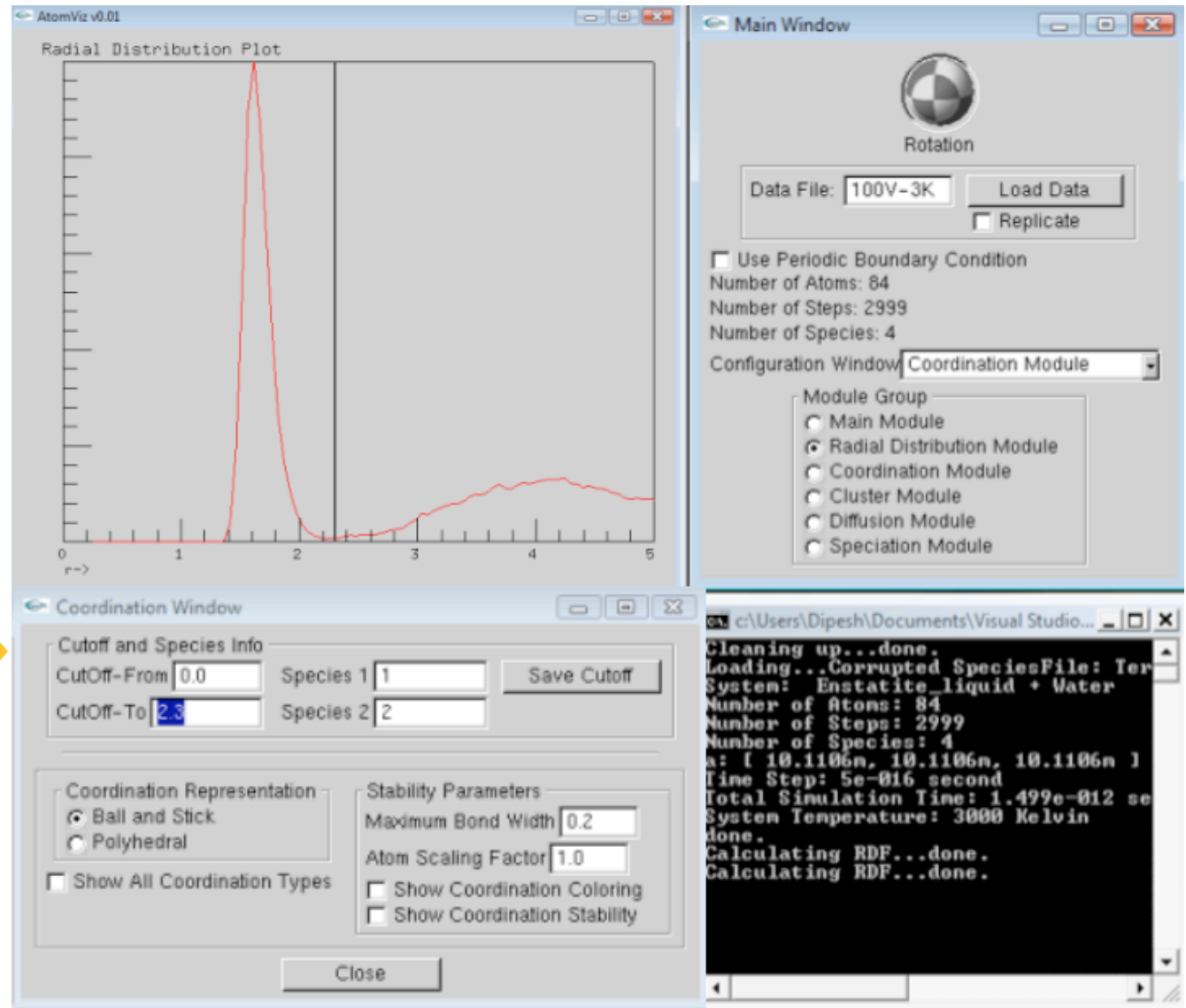
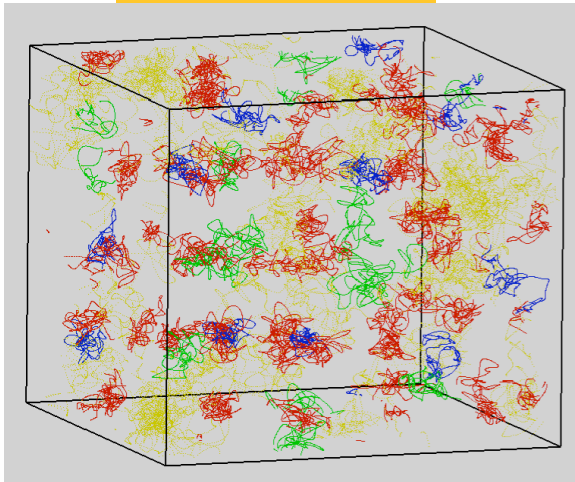
**SiO<sub>6</sub> unit**





# Radial Distribution Function

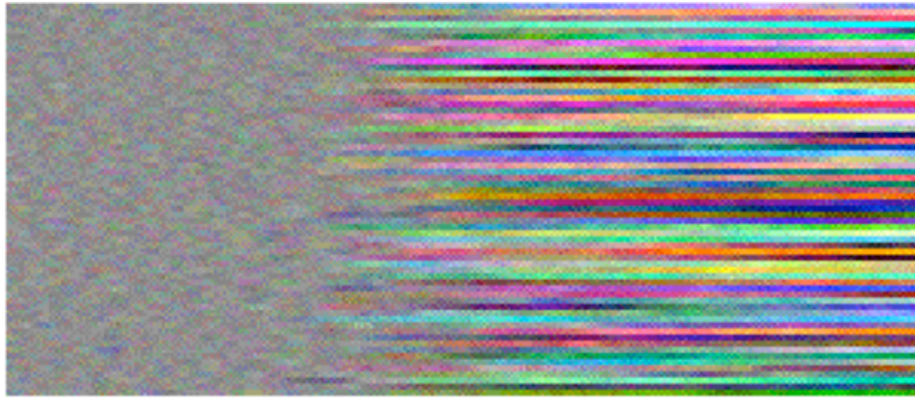
$$D = \{P(t)\}$$



Pick up a cutoff window interactively

# Color-Mapped Dimension

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**Solid phase**

**Liquid phase**

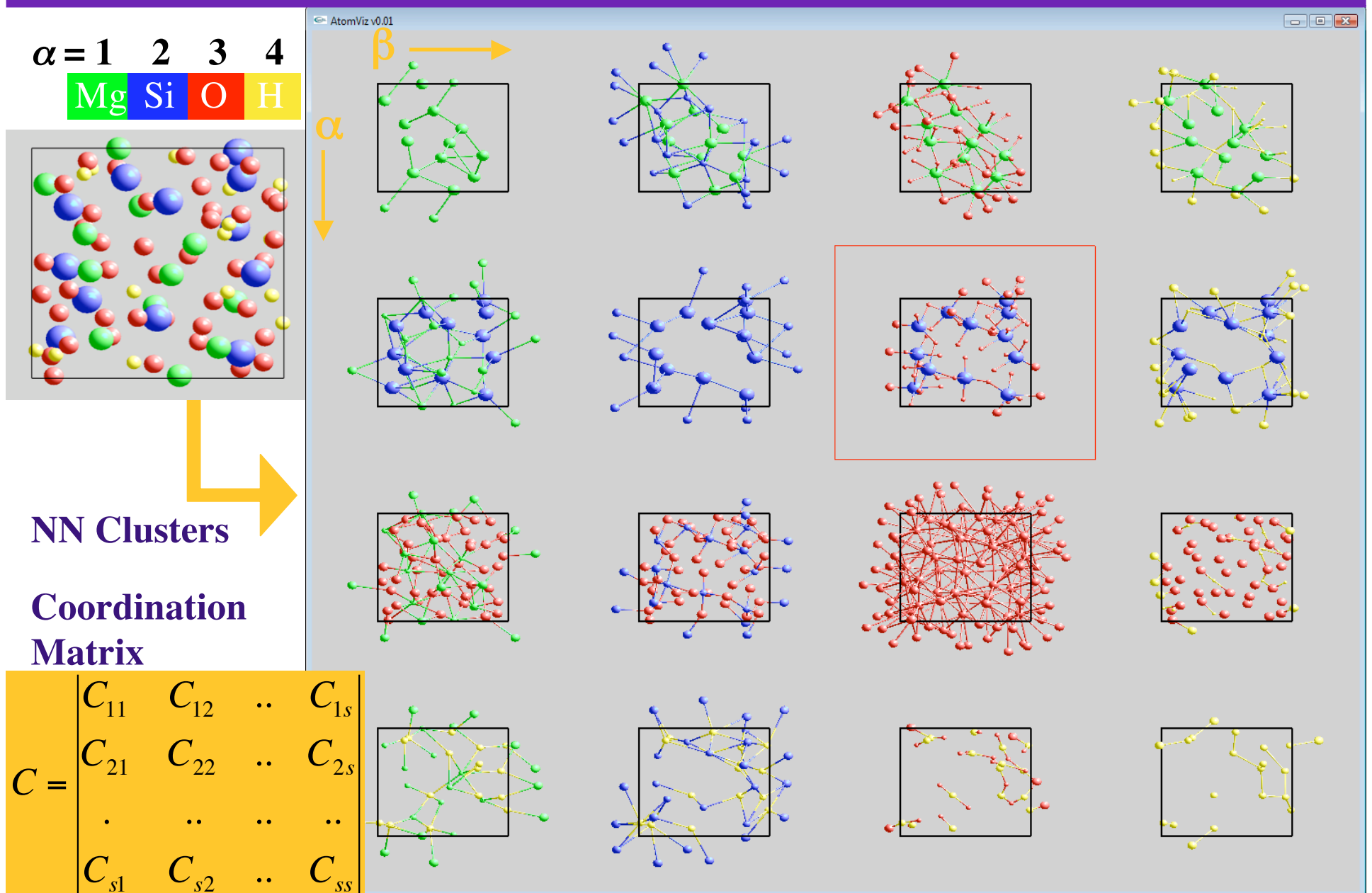
Atomic displacement relative to perfect crystal over 3000 time steps

Pixel color at screen position  $S_{ij}$ :

$$C_{ij} = [R_{ij}, G_{ij}, B_{ij}]$$

$$R_{ij} = \left(0.5 + f[x_{ij} - x_i^0]\right) \quad G_{ij} = \left(0.5 + f[x_{ij} - x_i^0]\right) \quad B_{ij} = \left(0.5 + f[x_{ij} - x_i^0]\right)$$

# Nearest Neighbor Pairs Matrix

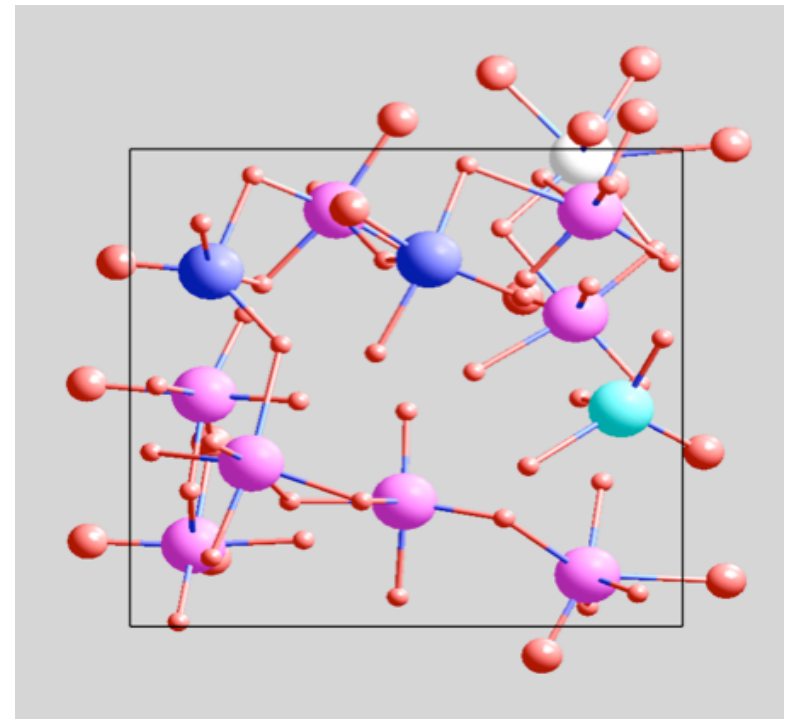
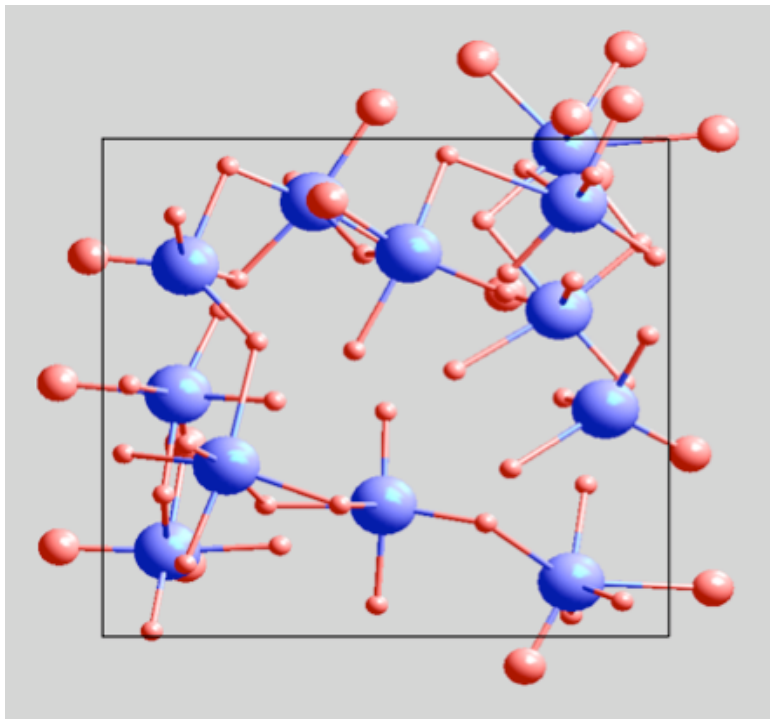


# Coordination-Encoding

Partial coordination environment (per atom basis) is defined by

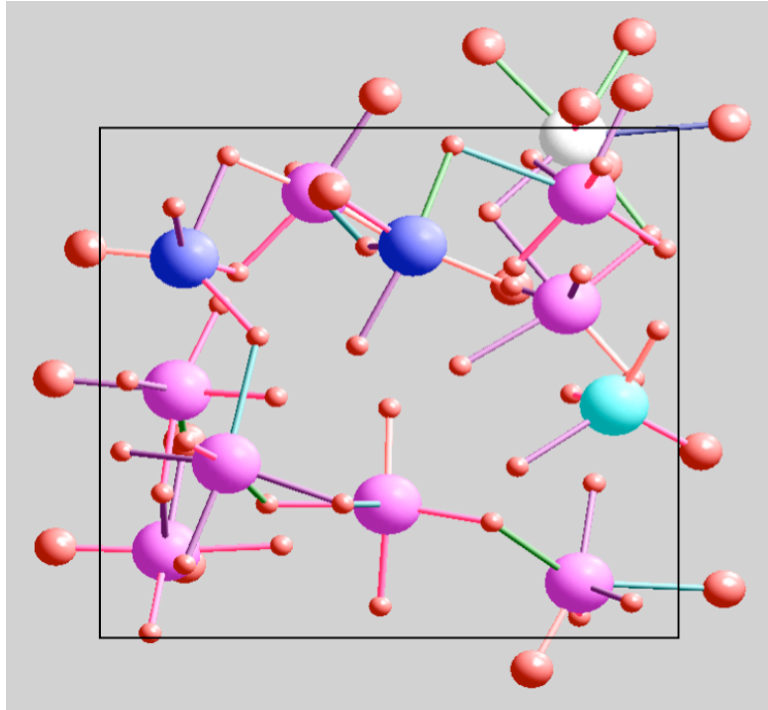
$$nn_i^{\alpha\beta}(t) = \left\{ 1 \leq j \leq n : d(i, j) \leq r_{\min}^{\alpha\beta} \wedge \text{type}(j) = \beta \right\} \text{ for } i = 1 \dots n^\alpha$$

Coordination number  $C_i^{\alpha\beta}(t) = |nn_i^{\alpha\beta}(t)|$



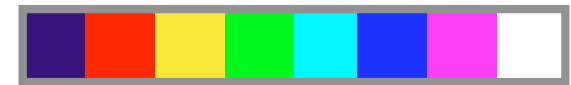
Four-, five-, six- and seven-fold coordination states

# Coordination Distortion



Bond-length distribution:

$$\lambda_B = \frac{r - r_{MIN}}{r_{MAX} - r_{MIN}}$$



Min

Max

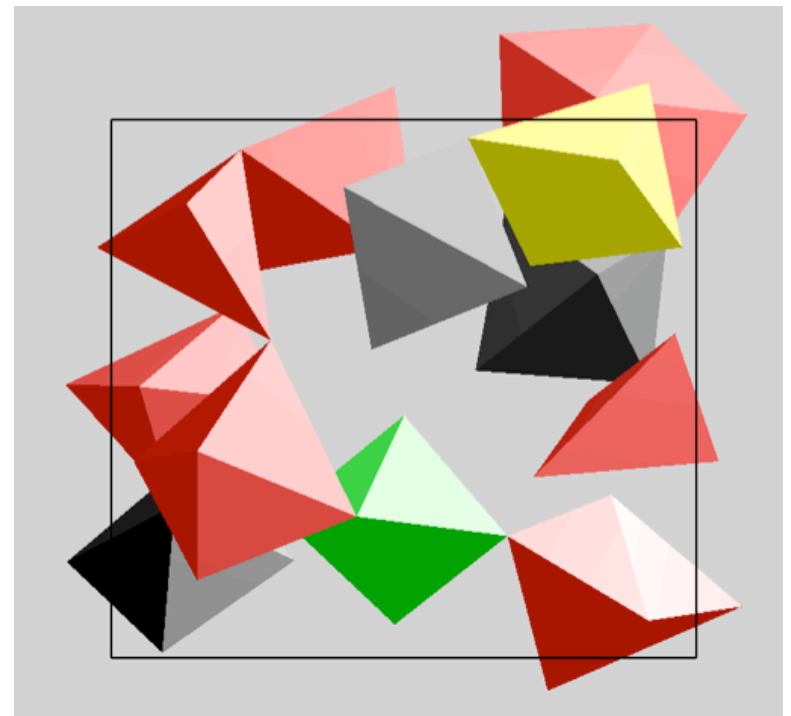
Polyhedral distortion:

Quadratic elongation

$$\lambda_P = \sum_{i=1}^n (l_i / l_0)^2 / n$$

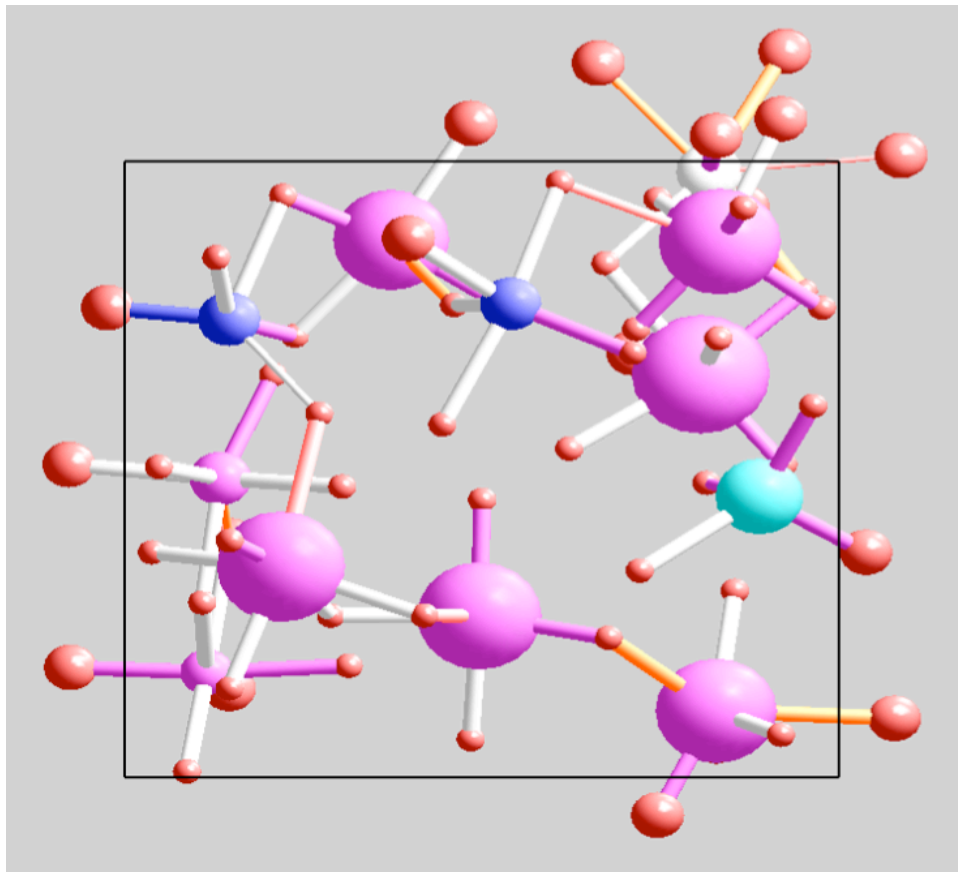
Angle-variance

$$\sigma = \sum_{i=1}^n (\theta_i - \theta_0)^2 / (n - 1)$$



# Coordination Stability

$$C_i^{\alpha\beta}(t), i = 1 \dots n^\alpha$$



Center atoms: Size encodes the coordination stability

Lines: Thickness encodes the bond stability

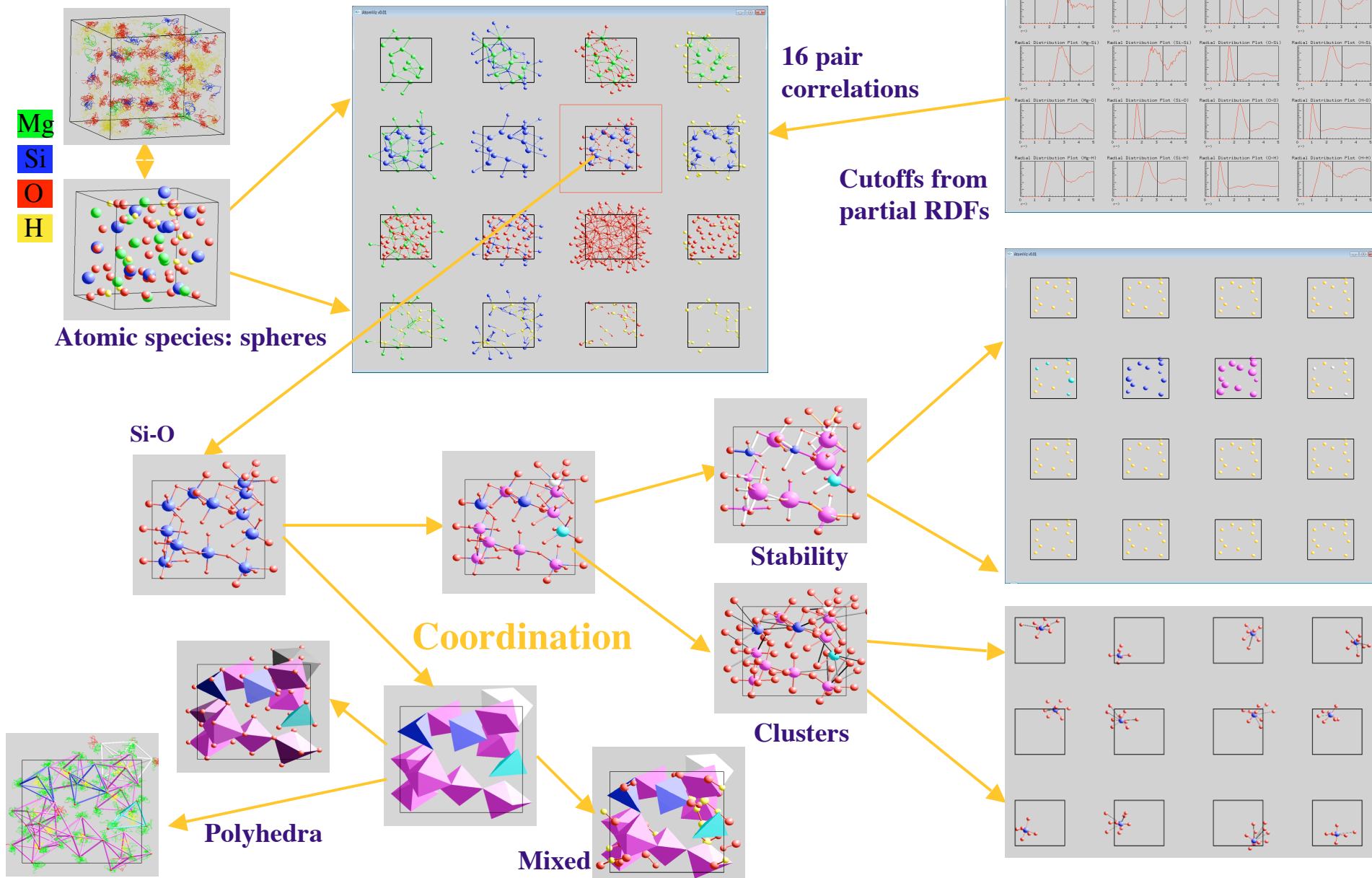
The stability represents the fraction of the total simulation time over which a given coordination state or bond exists:

$$f'[C_i^{\alpha\beta}(t)], i = 1 \dots n^\alpha$$

$$f_i(k), k \in NN_i^{\alpha\beta}, i = 1 \dots n^\alpha$$

# Visualizing Coordination Environment

Given atomic system: Hydrated  $\text{MgSiO}_3$  liquid



# Atomic Movement

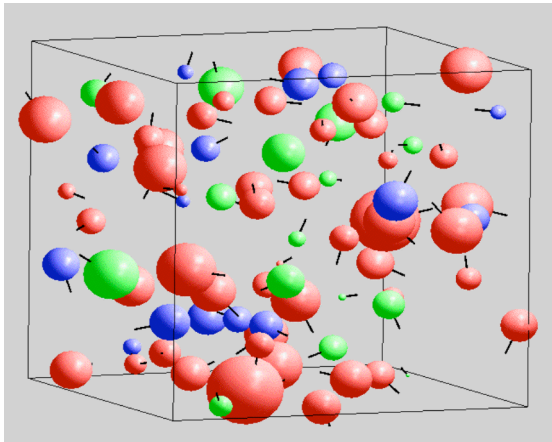
- A variety of displacement data:  $\Delta r_i = r_i^t - r_i^0$ 
  - Reference configuration: Initial, Previous, Next or Mean configuration
  - Centroid spheres
  - Crystalline

Sphere-and-line representation

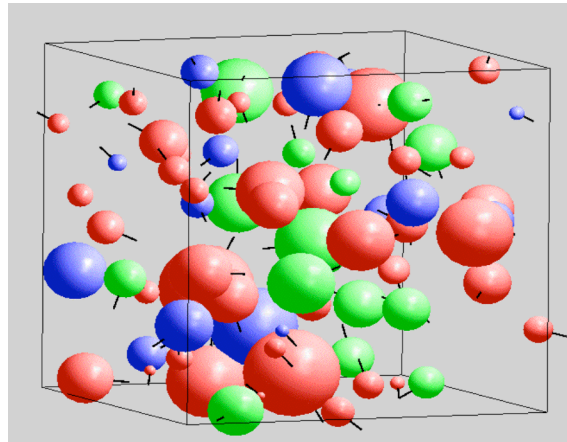
$$r_i^s = f |\Delta r_i| + a$$

$$\text{line} \left( |\Delta r_i| p_i, |\Delta r_i| p_i + l \frac{\Delta r_i}{|\Delta r_i|} \right)$$

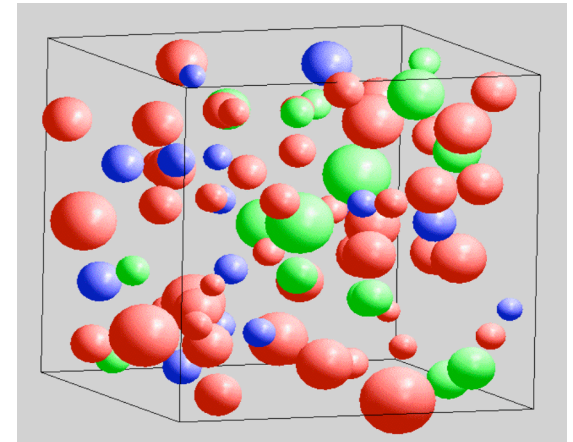
Mg Si O



Instantaneous displacement  
( $f = 20$ )



Displacement over 500  
steps ( $f = 0.4$ )

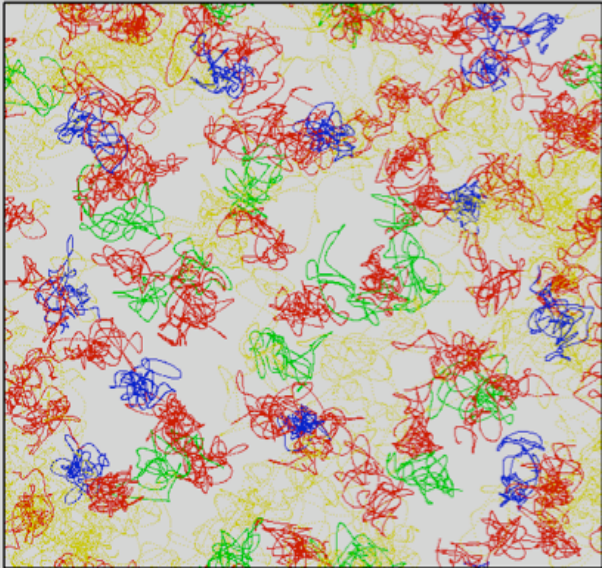


Centroid spheres over  
2000 steps ( $f = 0.2$ )



# Ellipsoids

## Trajectories



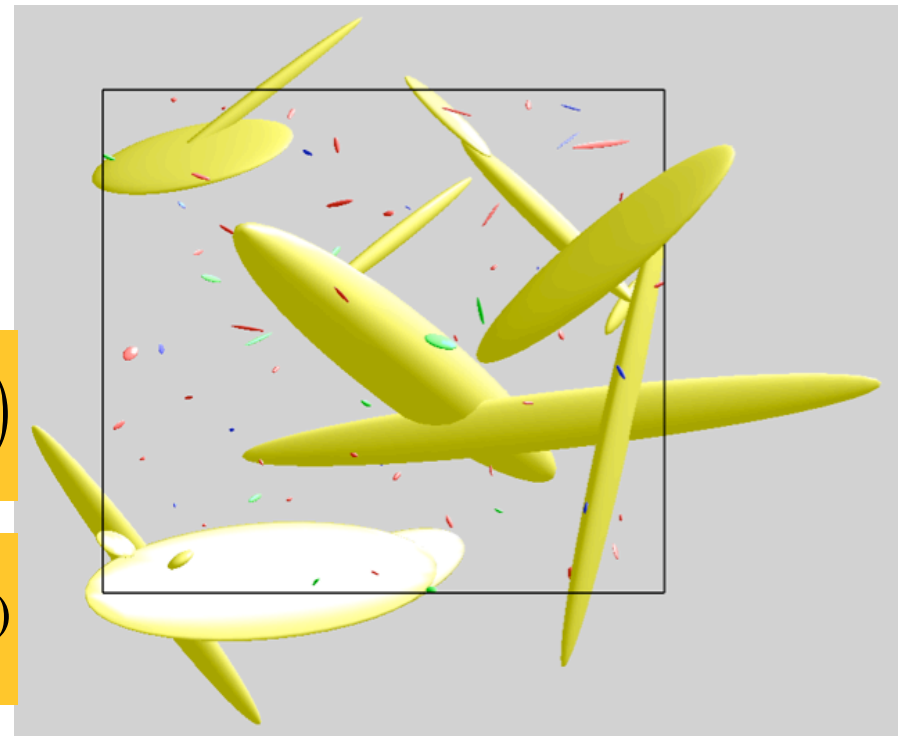
Mg Si O H

- Principal component analysis
  - Tensor point data

$$\text{COV}_i = \begin{pmatrix} \sigma_i^{xx} & \sigma_i^{xy} & \sigma_i^{xz} \\ \sigma_i^{yx} & \sigma_i^{yy} & \sigma_i^{yz} \\ \sigma_i^{zx} & \sigma_i^{zy} & \sigma_i^{zz} \end{pmatrix}$$

$$\sigma_i^{kl} = \frac{1}{N_{STEP}} \sum_{j=0}^{j=N_{STEP}} (p_i^k(j\Delta t) - \mu_i^k)(p_i^l(j\Delta t) - \mu_i^l)$$

$$\mu_i^k = \frac{1}{N_{STEP}} \sum_{j=0}^{j=N_{STEP}} p_i^k(j\Delta t)$$



# Visualizing Hydrous Silicate Liquid

**First-principles MD data:**

**Si-O coordination polyhedra  
(4-fold, cyan; 5-fold, blue)**

**Hydroxyls (red-red pairs)  
Water molecules (red-yellow-  
red triplets) bound to Mg  
(green)**

**H trajectories (time-encoded)  
in the background with two  
trajectories (thick)  
highlighted.**

*Bhattarai and Karki, JMGM 2009*

