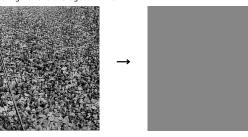


Google: Kolafa Molecular modeling and simulation Kolafa Molekulární modelování a simulace What is "motion"?

- "Real" motion of molecules in time
- All possible configurations averaged in time:



 $\textbf{Statistical thermodynamics} \ \ \text{calculates quantities (boiling point, ligand-receptor affinity, } \ldots)$ based on the idea of a (macro)state of a system as an "average" of all possible configurations

## **Elements of modeling**

- ? elementary particles + gravity, GUT, dark energy, ...
- known elementary particles: Standard model, atomic nuclei,...
- Nuclei + electrons + photons: QED, accurate spectroscopy
- Nuclei + electrons: Schrödinger equation small molecules, spectra, gas-phase equilibria, chemical kinetic, photochemistry . .
- Atoms\* classical (or quantum) atomistic modeling
- Coarsed-grained models: meso/nanoscopic scale element = polyatomic group  $(surfactant = head + tail, polymer = [bead]_n...)$
- Microscopic scale (dispersions, granular materials)
- Ontinuum: partial differential equations heat, weather models, neutrons in A-bomb, statics in civil engineering
- gravity: spacetime black holes, gravitational waves

multiscale modeling: QM/MM (enzymes etc.) ...

\*optionally: auxiliary interaction centers (sites), bigger groups (-CH<sub>3</sub>)

Molecular simulations

- molecular dynamics (MD)
  - time development of a system composed of many molecules instantaneous forces acting on atoms cause their motion
- Monte Carlo (MC); more precisely: Metropolis method and its variants
- a sequence of configurations of the system is generated using random numbers
- an attempt is made to move a molecule (randomly with a certain distribution)
- this trial move is accepted or rejected so that its probability is the same as in real system
- kinetic Monte Carlo
  - the simulated process is divided into elementary events (e.g., adsorption of an atom on a growing crystal, catalytical reaction)
  - the event to happen is chosen according to a known probability
- quantum simulations MD, MC
- Las Vegas algorithms deterministic result (random pivot, search for minimum)

# **Potential Energy Surface (PES)**

Nuclei are much heavier than electrons ⇒ electron motion is much faster (Born-Oppenheimer

Potential energy surface (PES):

· click [info] energy as a function of positions of all nuclei

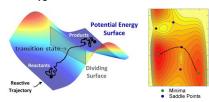
 $E_{\text{pot}}(\vec{r}_1, \vec{r}_2, \dots, \vec{r}_N)$ 

## Chemical example:

approximation)

reaction coordinate

A reaction proceeds over (near to) a sad dle point (transition state)



# What can be studied

- how structure affects properties (anomalies of water), solutions
- phase equilibria, solubility
- surfaces, interfaces, surfactants
- crystal structure, materials (defects)
- adsorption (zeolites)
- Biochemistry:
  - oproteins, nucleic acids, ion channels, lipid membranes
- Nanoobjects:
- micelles, polymers, self-assembly (coarse-grained models, lattices)
- Similar methods can be used for
- granular materials, optimization, spreading of epidemics, active matter, agent-based models, evo-devo (evolutionary developmental biology). . Structure optimization (example of molecular mechanics)

## How to obtain PES?

- from quantum calculations (Schrödinger equation; ab initio, DFT).
- approximated by a formula ("force field", "potential", "model",  $\ldots$  )  $\begin{array}{l} \textbf{force field:} \ E_{pot} = \text{sum of many terms} \\ \text{term} = \text{function form} + \text{parameters for atoms/groups} \\ \end{array}$
- combination: QM/MM methods (quantum mechanics/molecular mechanics)

## PES and modeling in chemistry

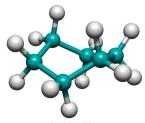
- using classical mechanics:
  - static calculations: minimum of energy, potential around a molecule time development of system (molecular dynamics, MD);
  - with ab initio PES = AIMD (demanding!)

thermodynamic variables by sampling (Monte Carlo, MC)

- using quantum mechanics to nuclei:
  - path integral methods (PI MC, PI MD); with AIMD extremely demanding
  - classical mechanics + quantum corrections

combination force field + classical mechanics = " $\mathbf{m}$ olecular  $\mathbf{m}$ echanics" (MM); strictly speaking does not include MC and MD

experiment: 28 kJ/mol model: 26 kJ/mol

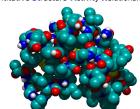


twist (skew) boat experiment: 45 kJ/mol model: 53 kJ/mol

# Molecular mechanics: static approach

We use PES, usually described by a force field

- Energy minimization (T = 0) "molecular mechanics", "structure optimization"
- Refinement more accurate structure (from diffraction data)
- Biochemistry: molecular shape (lock and key), hydrophillic/hydrophobic
- QSAR (Quantitative Structure–Activity Relationship) descriptors

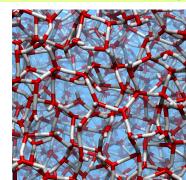


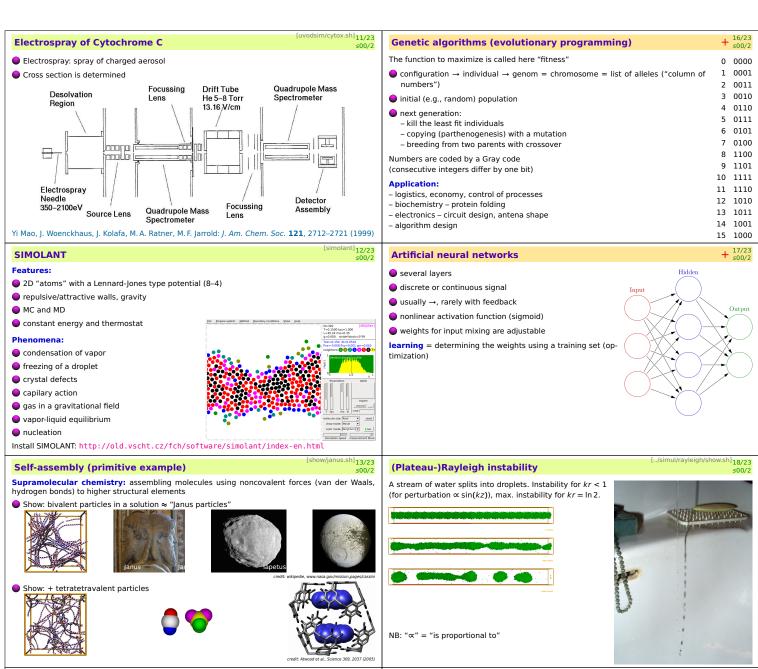
.. but what about motion?

# Liquid water (example of equilibrium molecular dynamics)

10000 molecules

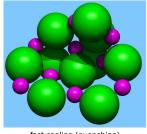
- 300 K
- $\bigcirc$  periodic in x, y
- adhesive pad
- nonadhesive lid

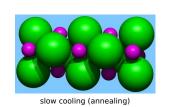




# How to get energy minimum (simulated annealing)

Minimum energy of (a model of) Na<sub>10</sub>Cl<sub>10</sub> cluster





fast cooling (quenching)

# Nucleation at supersonic expansion

Water vapor (about 150 °C and 5 bar) expands through a small (100  $\mu$ m) nozzle to a vacuum. It cools adiabatically below freezing point.

Motivation: stratospheric physical chemistry.

#### Free Jet Expansion Nozzl Ma<<1 P0. T0 Zone of T(x) u0=0u(x)h0 h(x) Mach disk shock Expansion far Compression waves complicated, viscous, heat conducting, nonisentropic

Question: what is the shape and structure of ice clusters?

J. Klíma, J. Kolafa: J. Chem. Theory Comput. 14, 2332-2340 (2018)

# Optimization by simulated annealing

We are looking for the **global minimum** of function  $U(A_i)$  (with many local minima)

- $\bigcirc$  Configuration changes  $A_i \rightarrow A_i$
- Metropolis MC simulation while decreasing "temperature" T

Example: Traveling salesman problem

- 100 cities randomly in square 1 × 1
- Configuration = sequence of cities
- for me (uvodsim/salesman.sh):
- random startnumerical results in the console

- U = path length
- Configuration change = interchange of 2 randomly chosen cities

"greedy" (Metropolis T = 0) l = 8.5778



simulated annealing I = 7.6663



genetic algorithm l = 8 1817



## Melting of nanoparticles

hail of 600 water molecules (ice Ih)

gradual heating

simulation time = 5 ns

this model of water melts at 250 K

## Gold

nanocrystal of 489 gold atoms

gradual heating

simulation time = 77 ps

the melting point of nanoparticles is lower than in the bulk

