



Simulating Soft Matter with ESPResSo, ESPResSo++ and VOTCA





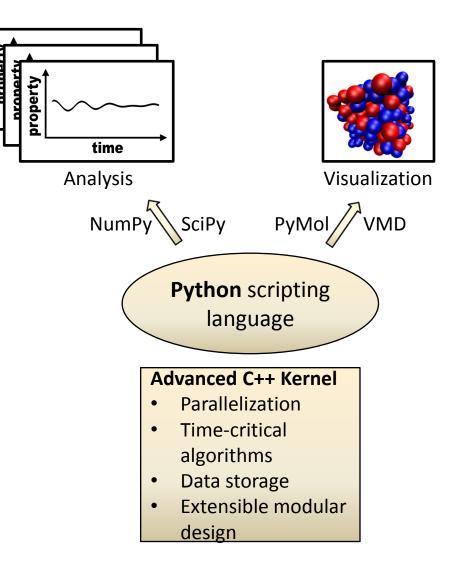
http://www.espresso-pp.de



ESPResSo++

Key Features

- ESPResSo++ is an open-source simulation package designed to perform *molecular dynamics* and *monte carlo* simulations of condensed matter systems using traditional and state-of-the-art techniques.
- Flexibility due to Python/C++ integration
- Extensibility due to object oriented design
- Easy script-guided creation of complex topologies
- Quick incorporation of new interactions and analysis methods
- Use of standard short- and long range interactions: e.G. Lennard-Jones, Stillinger-Weber, FENE, OPLS, Dihedrals, Ewald Coulomb, etc.
- Efficient implementation of advanced algorithms: e.G. (H-)AdResS, Parallel Tempering, dynamic bonds, etc.
- On-the-fly analysis and visualization
- Applicable to large systems and large numbers of CPUs due to efficient parallelisation



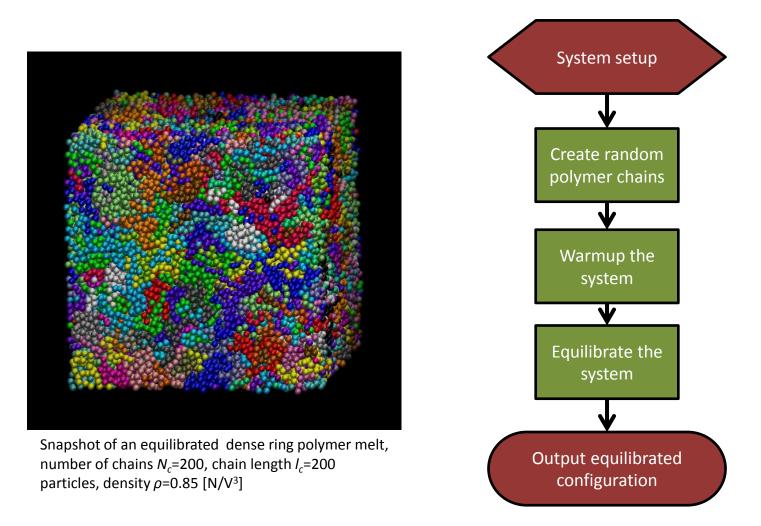
Outline of the talk

- Simulating a dense polymer melt (general workflow)
- Some things to know about python
- Typical ESPResSo++ python script and ESPResSo++ modules hierarchy
- System setup and basic classes
 - Some information about PMI in between
- Inside ESPReSo++ an overview of the C++ class structure
- Integrator, Interactions, Storage

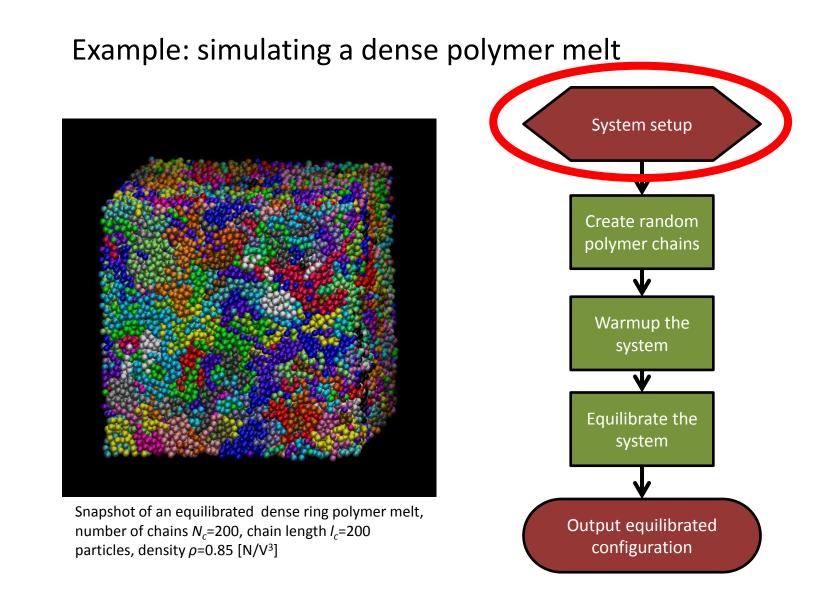
Outline of the afternoon tutorial session

- Installation of ESPResSo++
- Basic System Setup
- Simple Lennard Jones System
- Advanced Lennard Jones System with graphical output
- Polymer Melt

Example: simulating a dense polymer melt



You will have time in the afternoon tutorial session to work with this example in more detail.



The following slides will show how basic modules of ESPResSo++ can be used to setup a system for the simulation of a polymer melt.

Some (very few) things to know about Python:

- Python is an interpreted language and does not have to be compiled
- Python has advanced object oriented structures
- Python can be used interactively

There is one syntactic specialty in python (and I don't know any other language that has this) : **begin and end of a block is not marked by any keyword or brackets but only by indentation**.

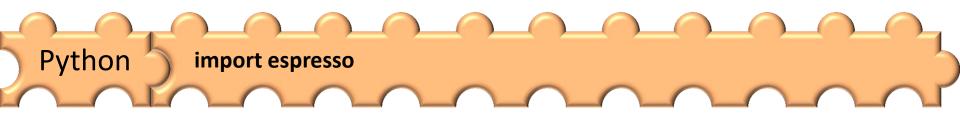
(Therefore it is very important to be disciplined when indenting the lines !) examples:

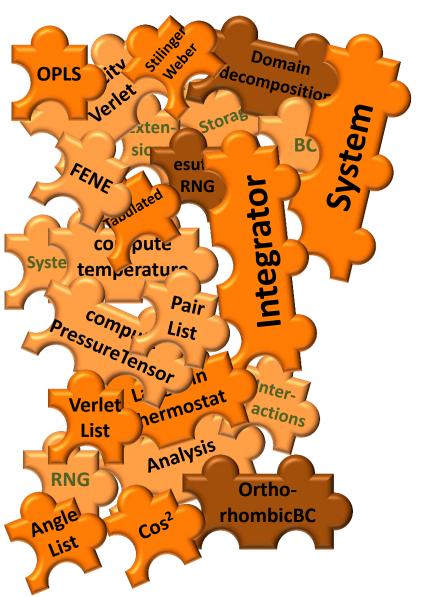
```
for i in range(100):
   s += i
   print s, i
or
if (sum > 100):
   print 'sum = ', sum
   sum = 0
```

A typical ESPResSo++ python script consists of the following elements:

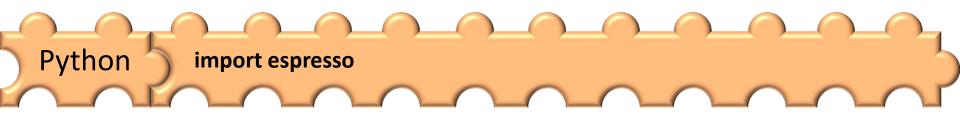
- System setup (define box, interactions, parameters, ...)
- Read in particle and topology information from a file (e.g. pdb, xyz, GROMACS or LAMMPS) or setup a new random configuration
- Integrate Newtons equations of motion
- Analysis, trajectory files, visualization and many other things can be done during integration
- Print final results

There is only one python script needed to reflect the workflow of a complete project !





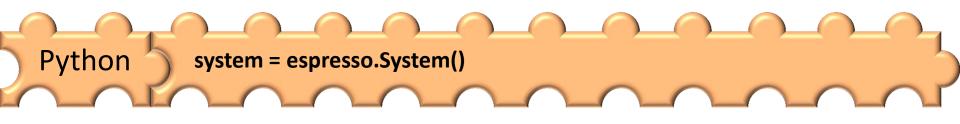
- Typically ESPResSo++ python scripts start with the line: import espresso
- All ESPResSo++ modules and classes will then be available and are prefixed with espresso.



The main ESPResSo++ modules are

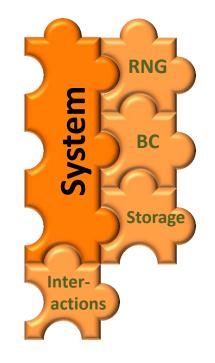
- **espresso** (basic classes, e.g. Particle, data types like Real3D or Tensor and the System class, ...)
- **espresso.analysis** (e.g. Temperature, PressureTensor, g(r), ...)
- **espresso.bc** (boundary condition classes, e.g. OrthorhombicBC)
- espresso.esutil (e.g. random number generators, ...)
- **espresso.integrator** (e.g. VelocityVerlet, extensions like thermostats and barostats, ...)
- espresso.interaction (e.g. LennardJones, FENE, OPLS, Tabulated, ...)
- **espresso.io** (new file I/O classes, e.g. DumpXYZ, ...)
- **espresso.storage** (e.g. domain decomposition)
- **espresso.tools** (old file I/O classes, e.g. writepdb, interface to other programs like VMD, GROMACS, LAMMPS, ...)
- This hierarchy is also reflected by the directory structure of the src (espresso) directory-tree

System setup and basic classes



The System class holds links to other classes that are necessary for most simulations:

- Random number generators
- Boundary conditions
- Storage
- Interactions



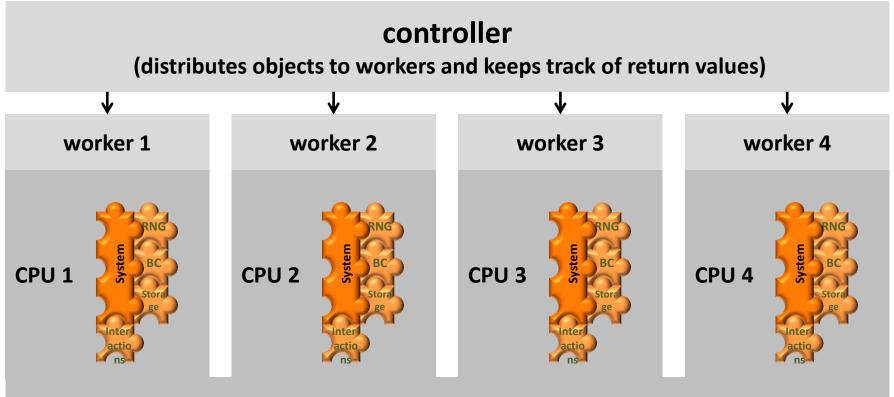
- PMI takes care of the parallelisation on the python level
- This will be explained in more detail on the next slide

Some words about parallelisation and PMI:



distributes objects (transparently for the user) to parallel threads and invokes them

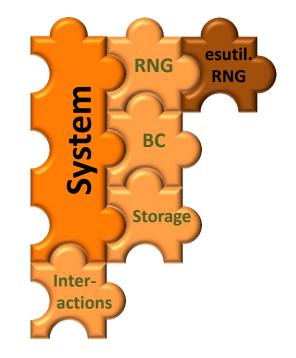
(Parallel Method Invokation)



Workers communicate to each other via MPI on C++ or Python level



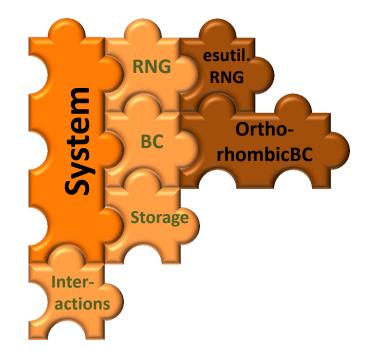
- We create a random number generator object and connect it to the system.
- (Remember: PMI will take care of doing this on all the workers.)
- Other objects, e.g. the Langevin thermostat extension can use the RNG of the system



- Always remember: PMI takes care of distributing the objects to the works
- Usually this is totally transparent for the user

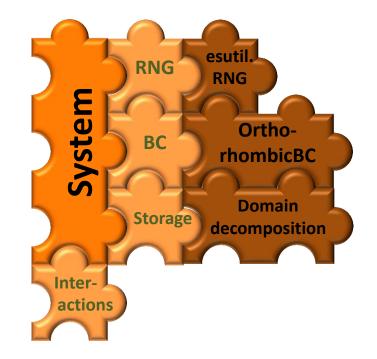


- Next comes the boundary condition object.
- This class takes care of measuring distances
- It has information about the size of the simulation box
- And it can create random coordinates within the simulation box
- Therefore it also needs a RNG





- The next important object that we need to create is the domain decomposition object
- It takes care of storing all the particles in a multi CPU environment
- It also handles sending around particles between CPUs via mpi_recv and mpi_send (we use boost::mpi for that)
- It informs other objects (like particle lists or bond lists) when this happens so that they can also update their data

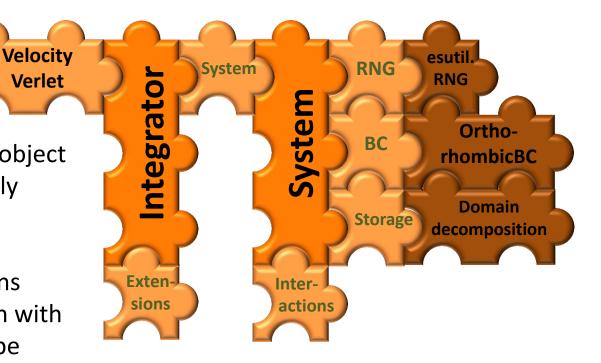


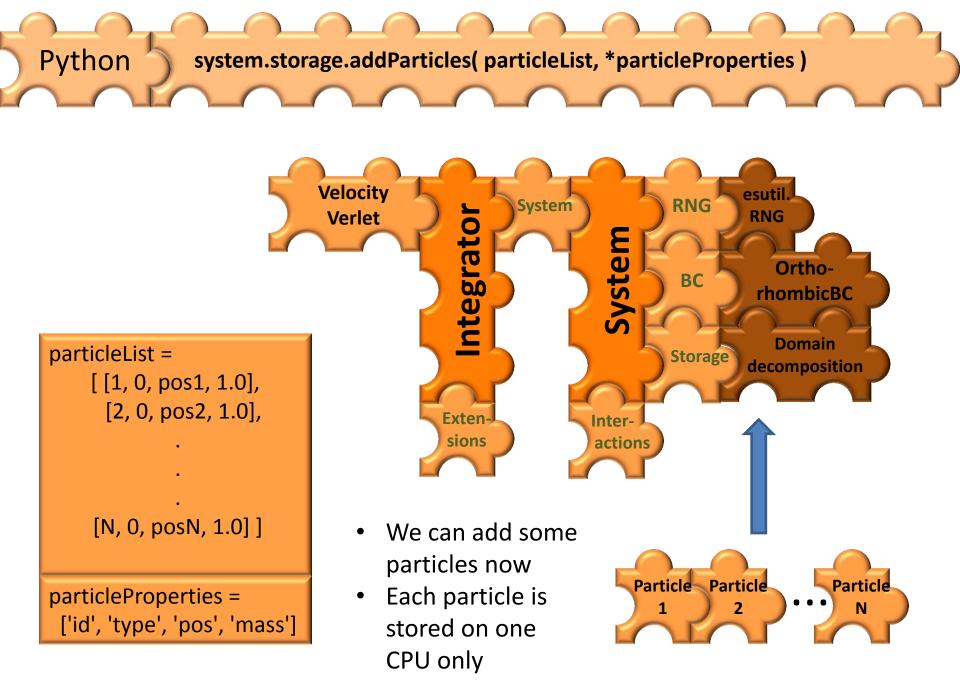


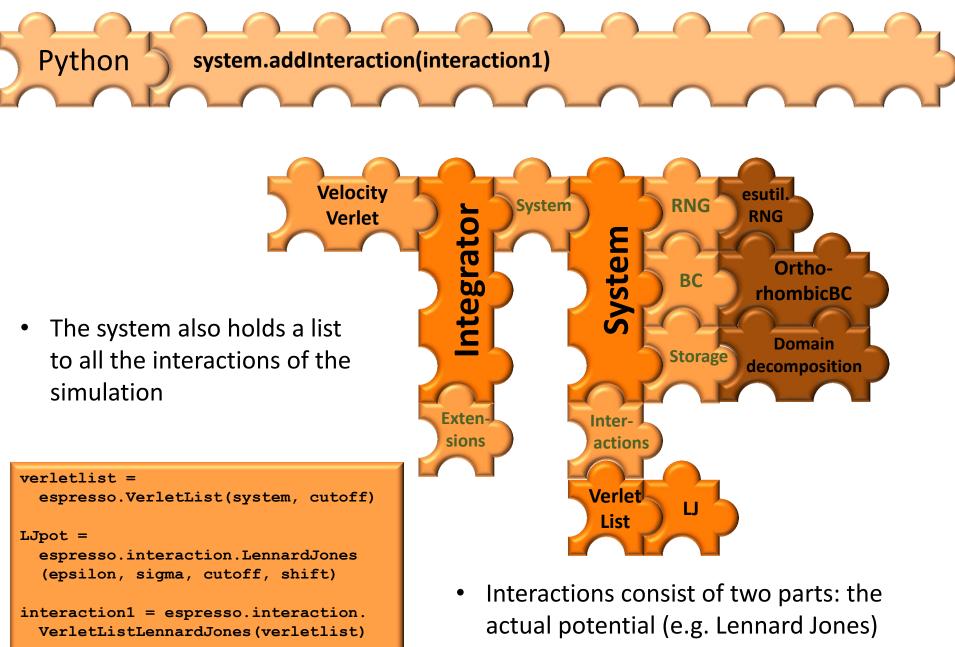
Another important object we need for our daily simulations is the integrator

Verlet

- It integrates Newtons equations of motion with a Velocity-Verlet type scheme
- It also send signals to the integrator extensions and allows them interfere in the scheme







interaction1.setPotential
 (type1=0, type2=0, LJpot)

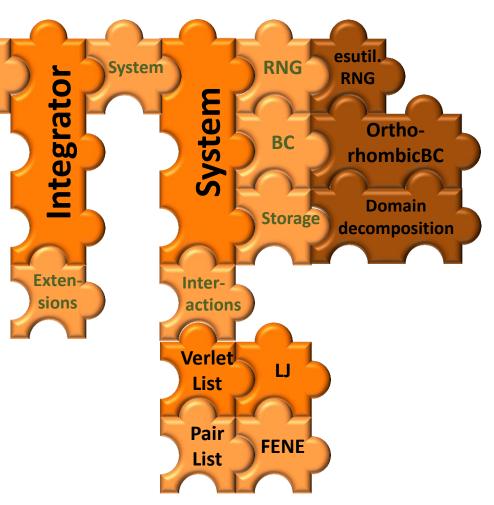
and the type (nonbonded=Verlet*, bonded=Fixed*Lists)



Velocity

Verlet

 ESPResSo++ supports many different kinds of interactions: 2-body bonded and non bonded, 3-body bonded and non bonded (angular), 4-body bonded (dihedrals)





- Velocity esutil **RNG** System ntegrator Verlet **RNG** System Ortho-BC **rhombicBC** Domain Storage decomposition Exten-Intersions actions Verlet IJ List Pair **FENE** List Angle Cos² List
- The cosine_squared is an example of 3-body bonded potential
- Stillinger Weber or Tersoff are examples for 3-body non bonded potentials that work with 3-body Verlet lists



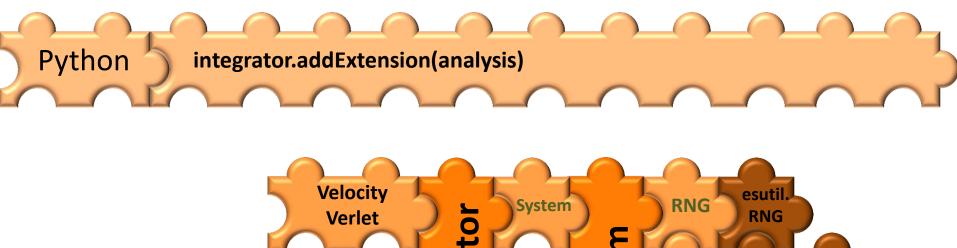
Velocity esutil **RNG System** Verlet ntegrator **RNG** System Ortho-BC **rhombicBC** Things like thermostats, barostats, Domain Storage external forces and decomposition many others are Exten Interimplemented as sions actions integrator extensions There will be a Langevin Verlet LJ Thermostat detailed explanation of List this later in the talk Pair FENE List thermostat = espresso.integrator .LangevinThermostat Angle Cos²

List

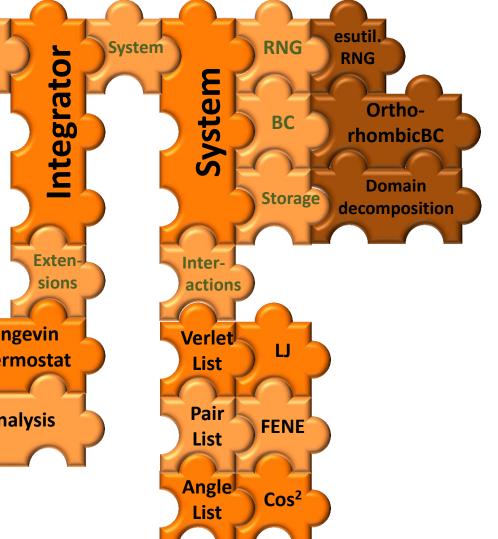
= 1.0

thermostat.gamma

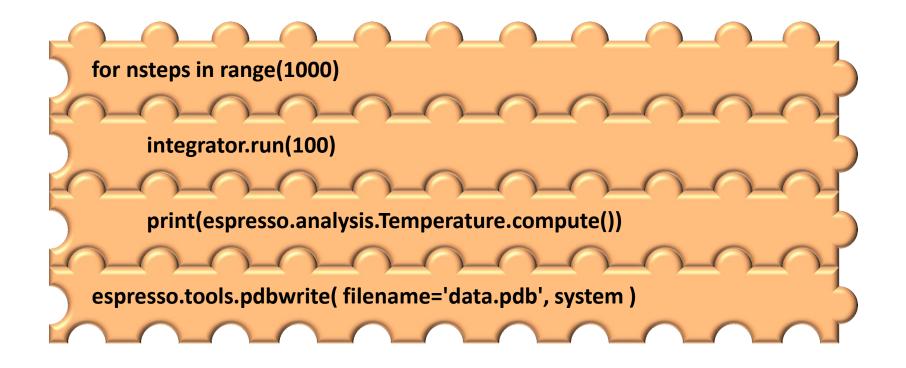
thermostat.temperature = 1.0



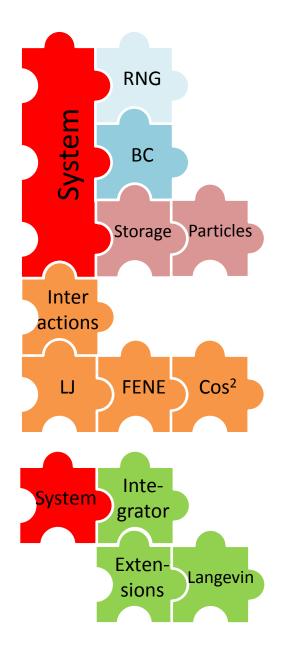
- Even analysis routines can be added as extensions.
- This allows for efficient calculation of running averages and error bars without leaving the C++ level
 - compute compute PressureTensor temperature Analysis

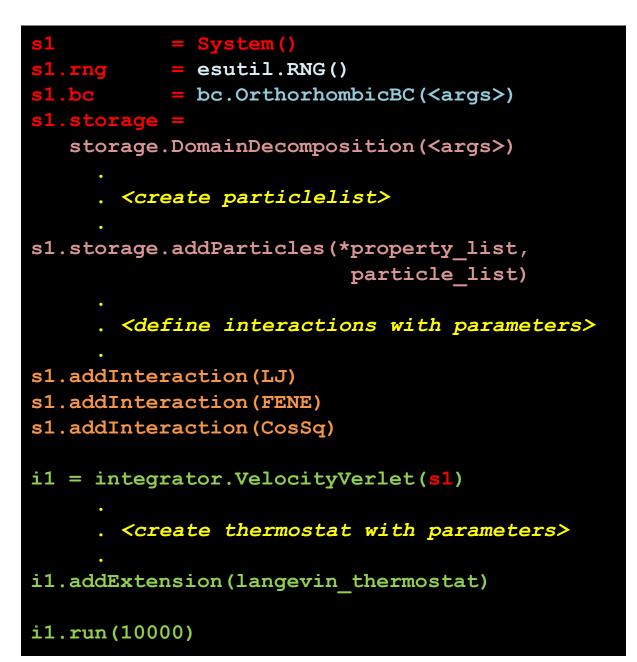


- Finally integrate Newtons equation of motion
 - print some analysis information during integration
- Write final configuration to PDB file



Simplyfied summary

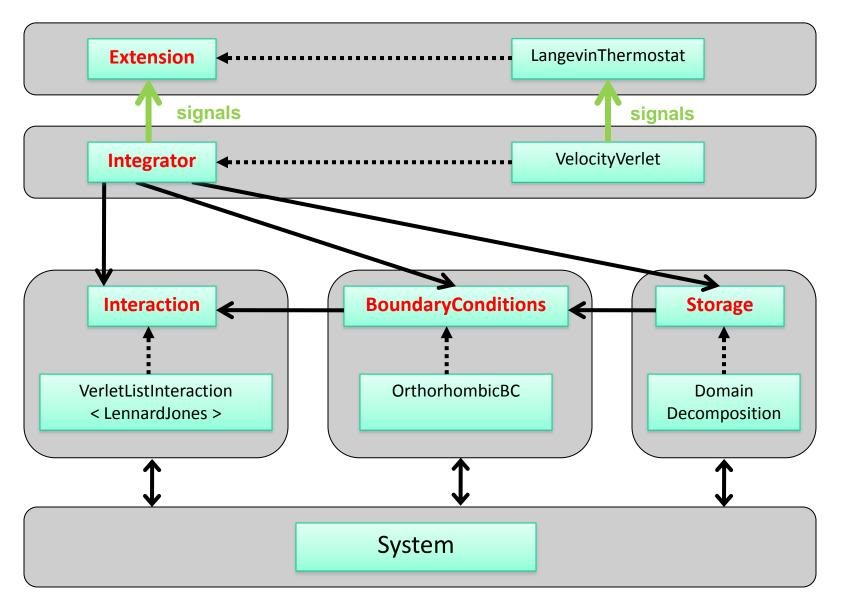




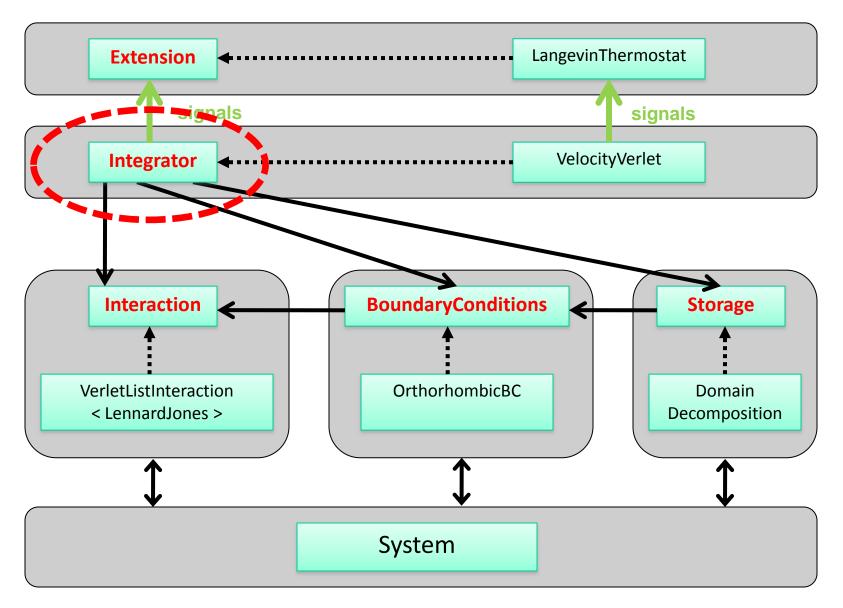
Inside ESPResSo++

- Abstract classes
- The integrator
- How integrator extensions work
- Interaction types
- Potentials
- Storage

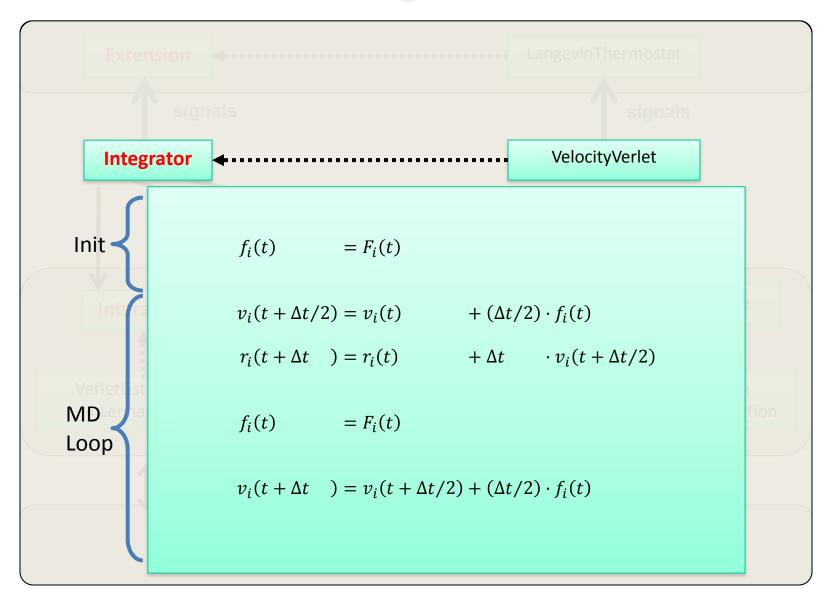
Abstract classes of ESPResSo++



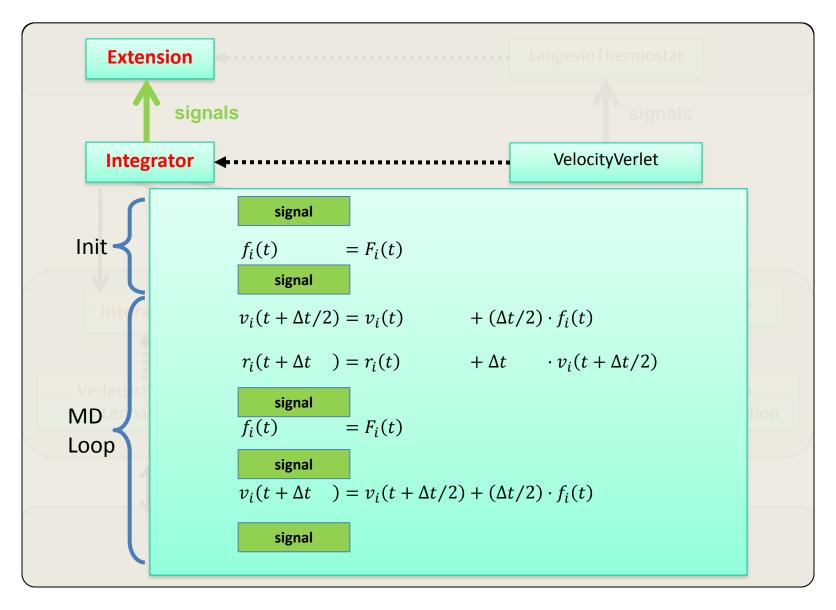
Abstract classes of ESPResSo++

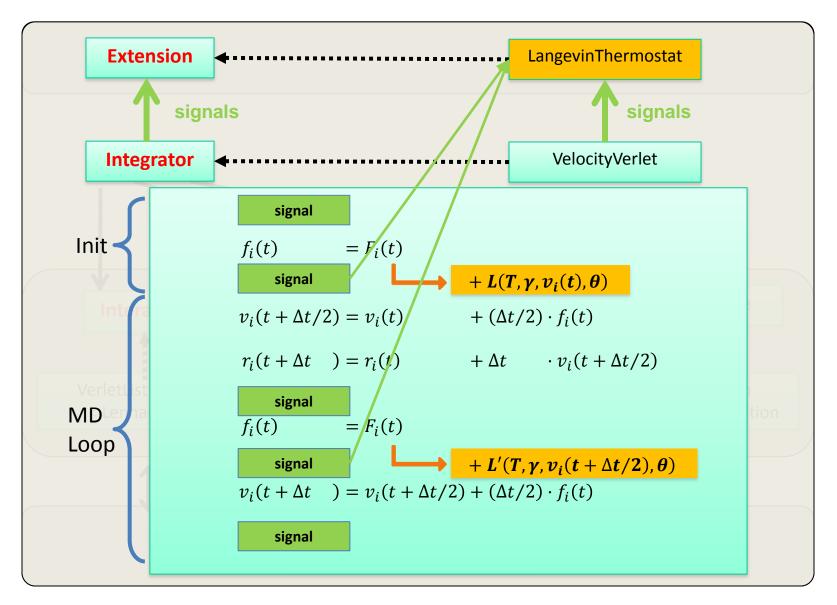


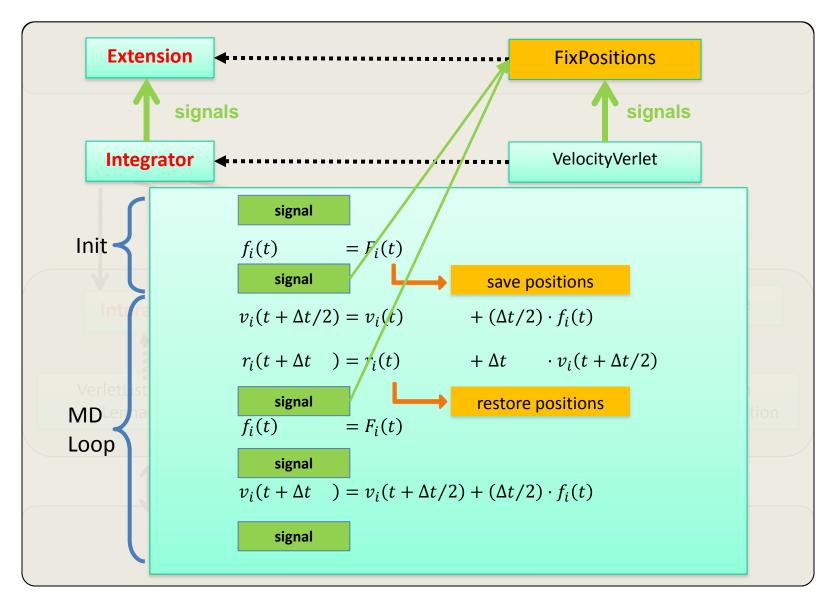
Integrator

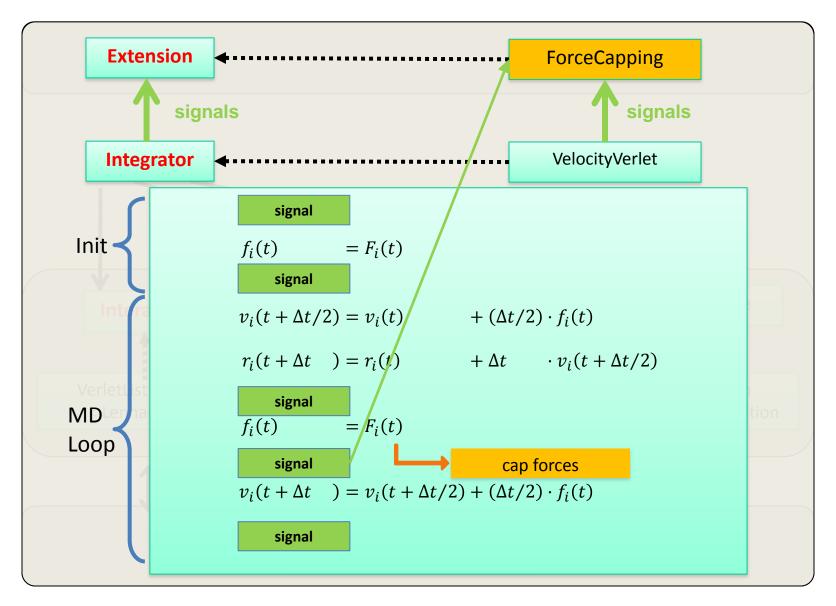


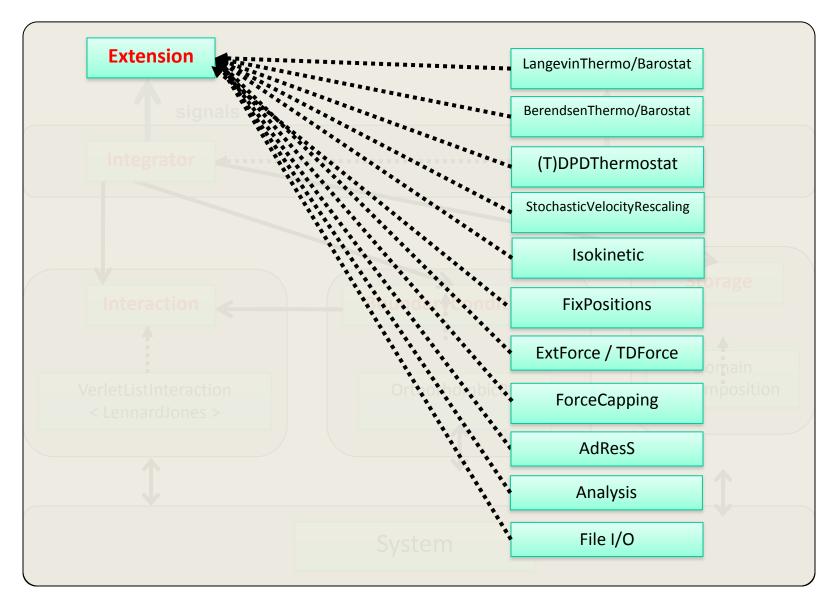
How integrator extensions work



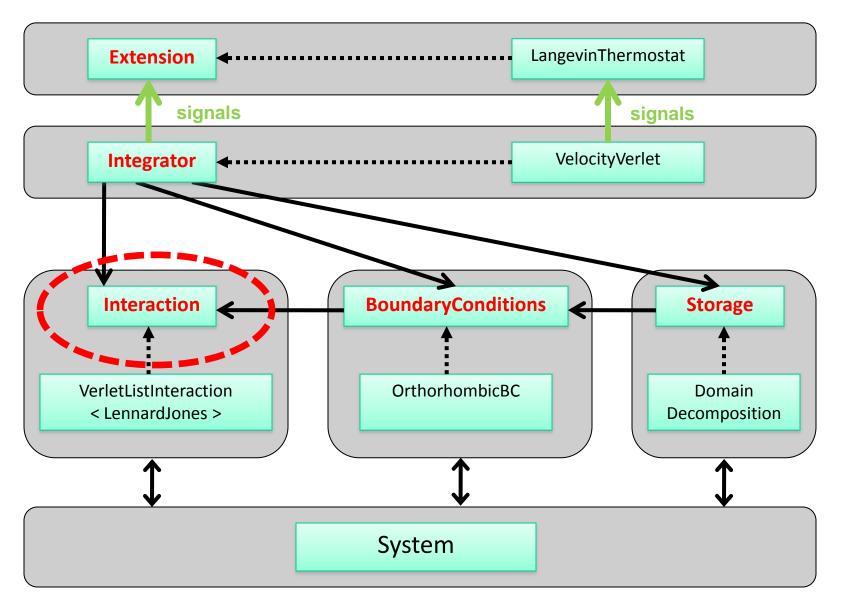




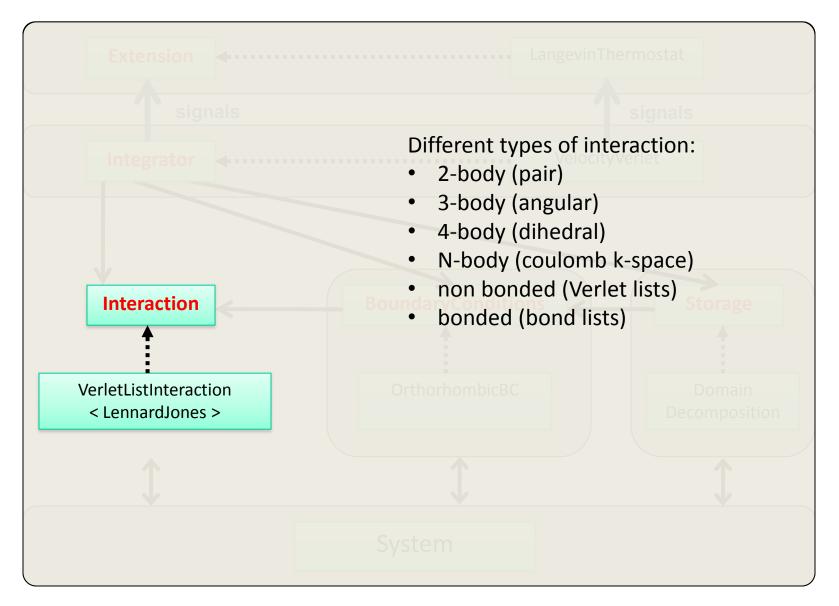




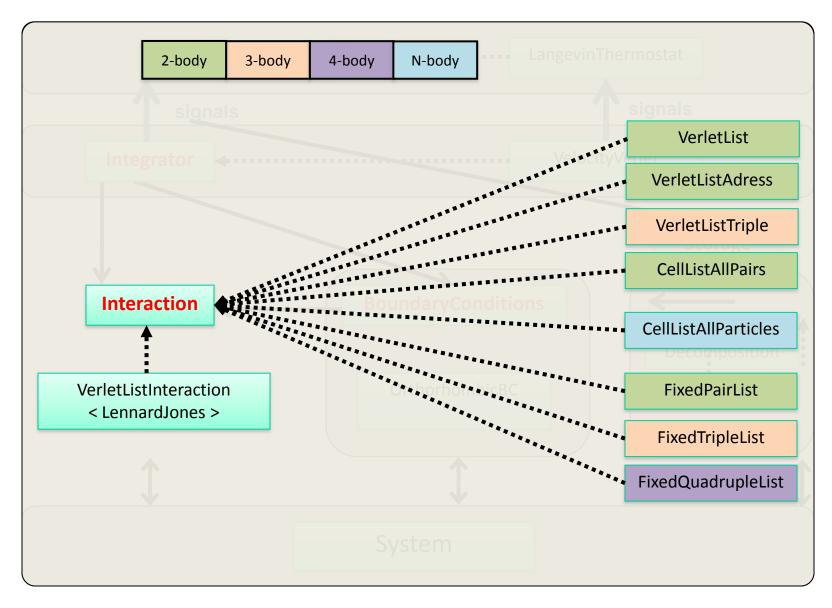
Abstract classes



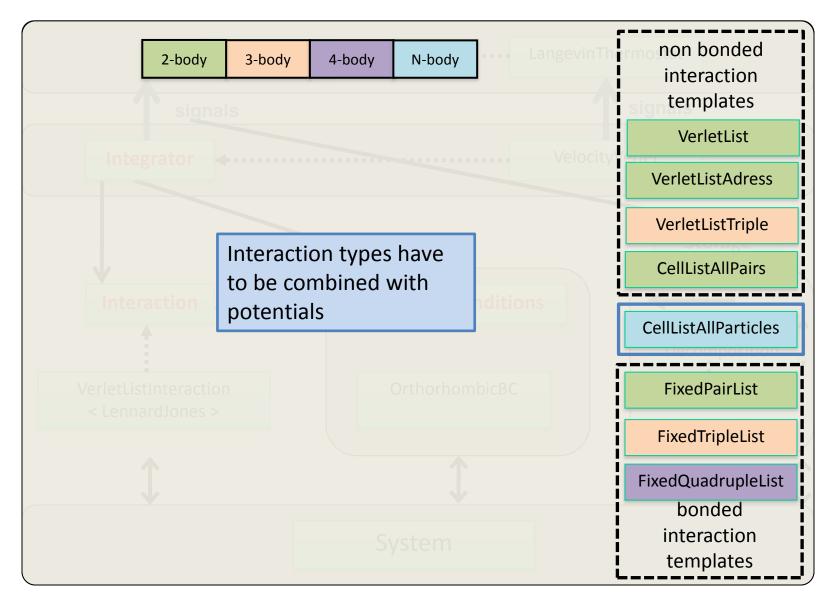
Interaction types

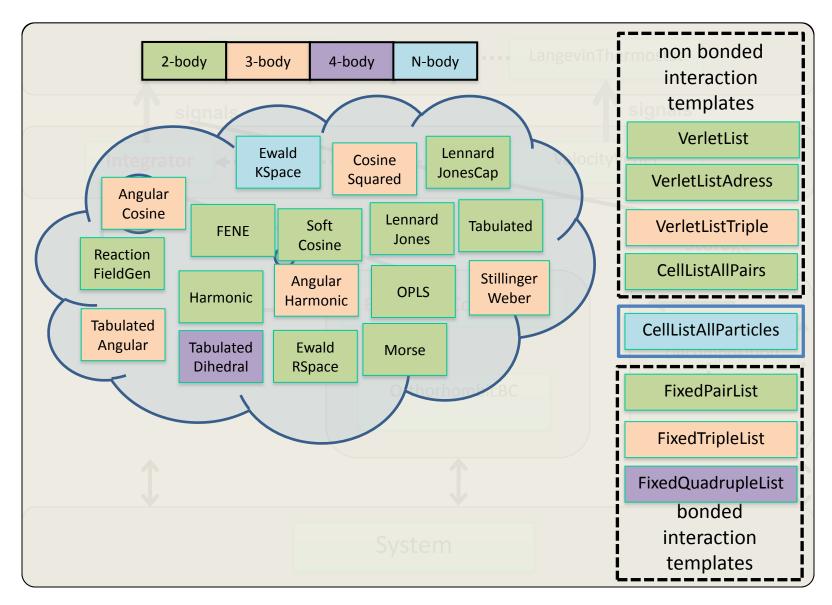


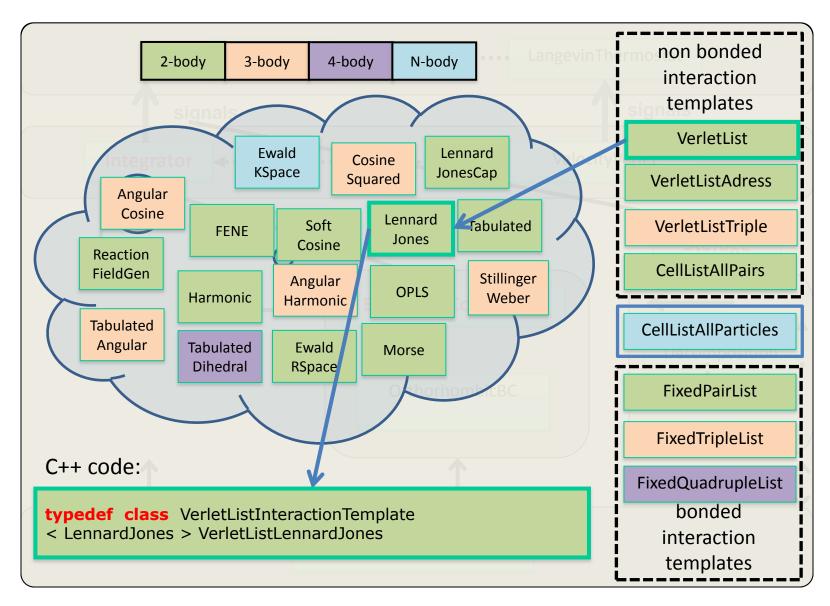
Interaction types

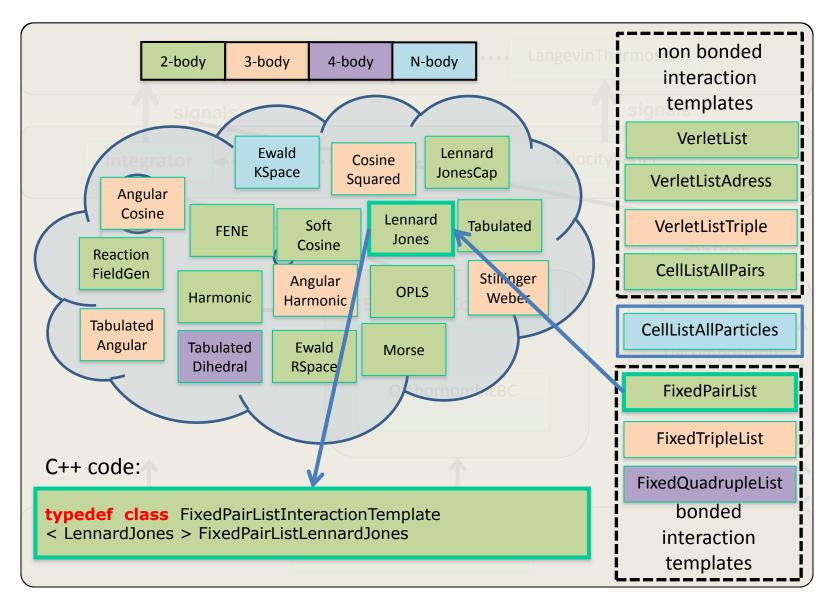


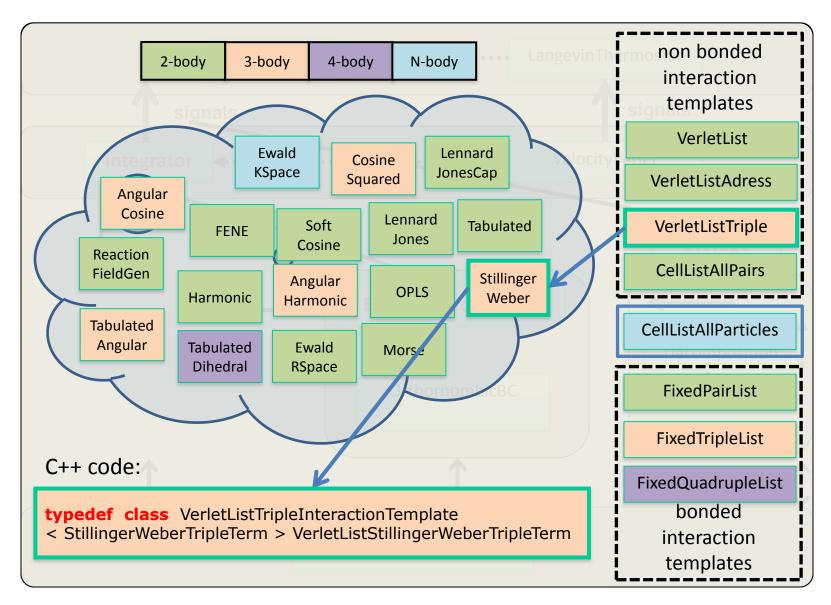
Interaction types



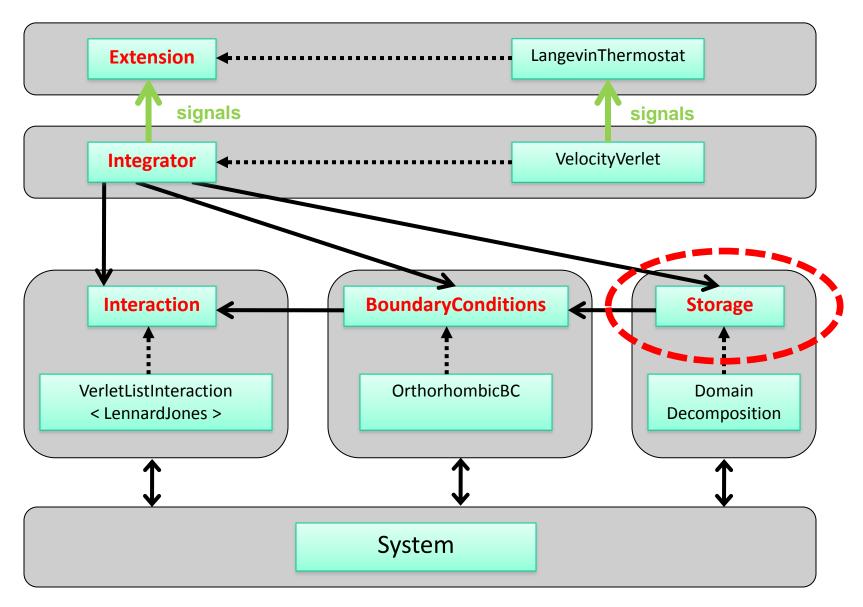




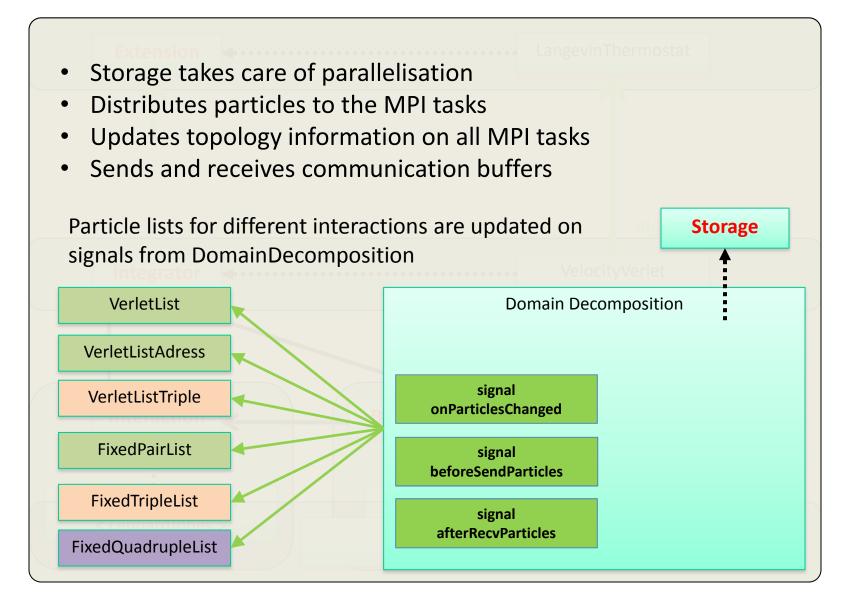




Abstract classes



Storage



ESPResSo++ Team:

Current developers:

- Torsten Stuehn (MPIP)
- Vitalii Starchenko (MPIP)
- Sebastian Fritsch (MPIP)
- Konstantin Koschke (MPIP)
- Livia Moreira (MPIP)
- Raffaello Potestio (MPIP)
- Karsten Kreis (MPIP)
- Stas Bevc (NIC, Slovenia)

Former developers:

- Thomas Brandes (SCAI)
- Dirk Reith (SCAI)
- Axel Arnold (ICP)
- Olaf Lenz (ICP)
- Jonathan Halverson (BNL, USA)
- Victor Ruehle (Cambridge, UK)
- Christoph Junghans (LANL, USA)

Thank you for your attention !

