

Exceptional service in the national interest



Monitoring Chemical Reactions using On-the-Fly Molecular Species Analysis: fix reax/c/species

Ray Shan
Sandia National Laboratories, New Mexico

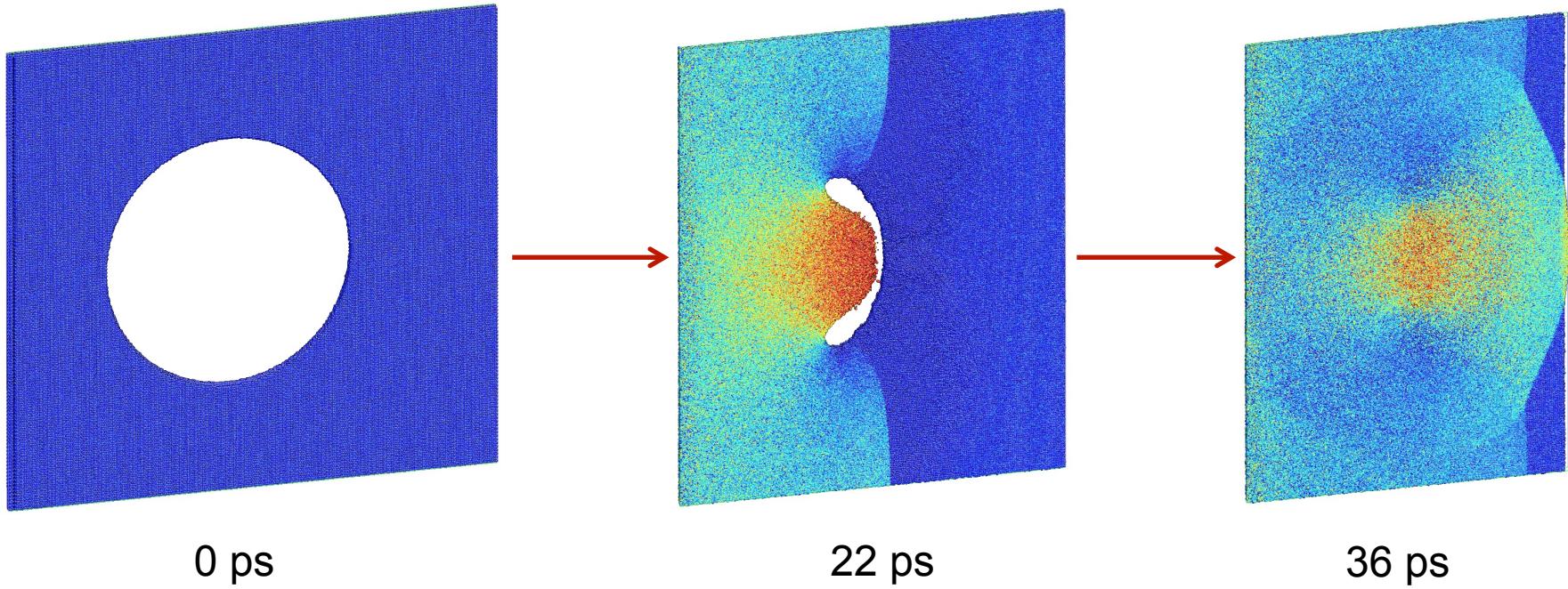
4th LAMMPS Users' Workshop and Symposium
Beginner's Tutorial Session
Albuquerque, NM August 5-7, 2015

Motivation

- Very difficult to identify molecules and species in large-scale reactive simulations
- For example: Large-scale NEMD shock simulations using ReaxFF
 - Single crystal HNS ($C_{14}H_6N_6O_{12}$)
 - $2.2 \times 200 \times 175 \text{ nm}^3$ with a 100 nm cylindrical void

142,324 HNS molecules

How many of what molecules?

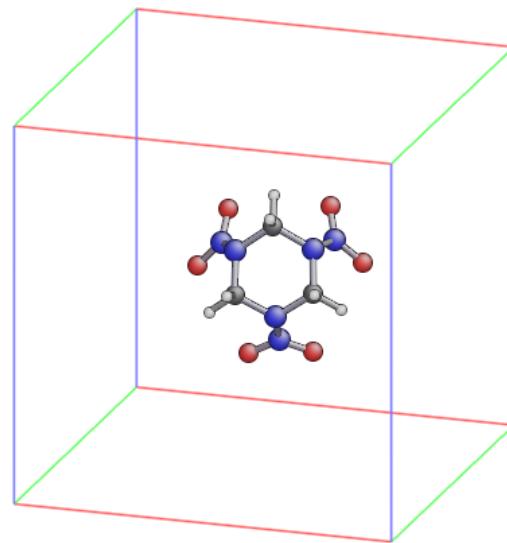


Motivation

- Previous method with ReaxFF (using reax/c):
 - Use “fix reax/c/bonds” to print a connection table
 - Post-process the table with a serial program
 - Drawbacks:
 - Massive storage required
 - Time consuming post-process
 - No information on spatial distribution of molecules & species
- A new method with ReaxFF (using reax/c):
 - Avoids storing huge output files
 - Avoids post-processing with serial programs
 - Monitors molecules and species on-the-fly
 - Knows where and when specific molecules/species are formed
 - Currently limited to pair_style reax/c

Example

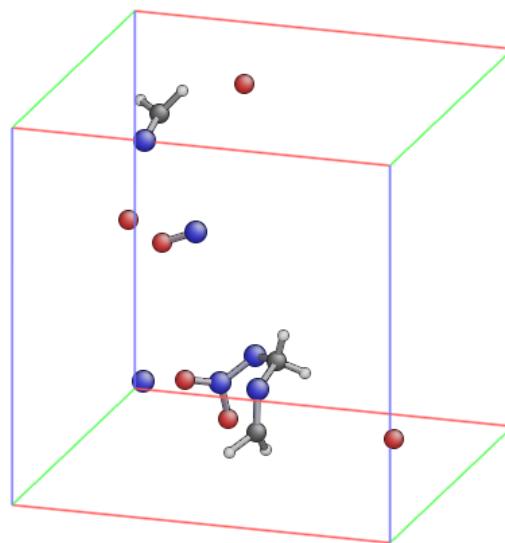
- Run `$LAMMPS/examples/reax/in.reaxc.rdx`
- A gas-phase RDX ($\text{C}_3\text{H}_6\text{O}_6\text{N}_6$) molecule looks like this:



- Visualization using AtomEye over CFG files written by dump cfg command
 - `dump 1 all cfg 100 *.cfg mass type xs ys zs`
 - `dump_modify 1 element C H O N`
- You can also use `dump image`, `dump xyz`, etc

Example

- Make the RDX molecule dissociate by adding thermal energy
 - velocity all create 2000.0 4712398
- Run for a 1000 steps
 - run 1000
- The RDX molecule becomes this:



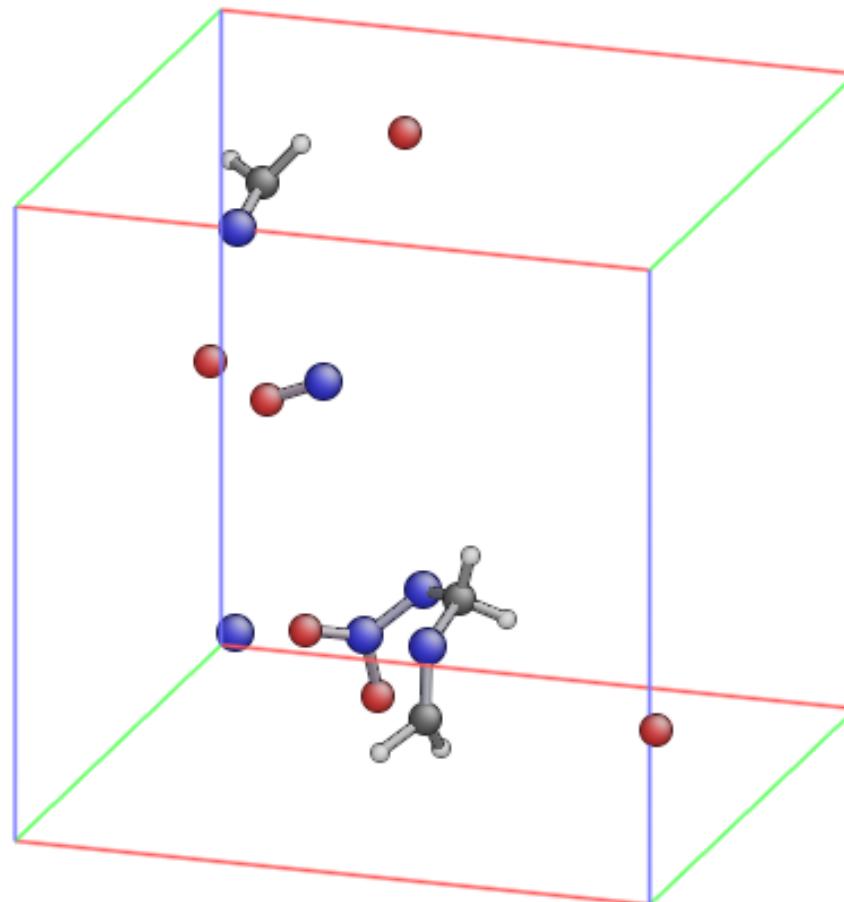
Example

- Identify number of molecules and species by adding the on-the-fly molecular species analysis command:
 - fix 3 all reax/c/species 1 10 100 species.out
 - The output file contains information on molecules and species

# Timestep	No_Moles	No_Specs	C3H6O6N6				
100	1	1					
# Timestep	No_Moles	No_Specs	C3H6O4N5	02N			
200	2	1	1				
# Timestep	No_Moles	No_Specs	C3H6O4N5	02N			
300	2	1	1				
# Timestep	No_Moles	No_Specs	C3H6O4N5	02N			
400	2	1	1				
# Timestep	No_Moles	No_Specs	C3H6O4N5	02N			
500	2	1	1				
# Timestep	No_Moles	No_Specs	C3H6O4N5	N	0		
600	4	3	1	1	2		
# Timestep	No_Moles	No_Specs	C3H6O4N5	N	0		
700	4	3	1	1	2		
# Timestep	No_Moles	No_Specs	C2H4O2N3	CH2O2N2	ON	0	
800	4	4	1	1	1		
# Timestep	No_Moles	No_Specs	C2H4O2N3	CH2O3N2	N	0	
900	4	4	1	1	1		
# Timestep	No_Moles	No_Specs	C2H4O2N3	CH2N	N	ON	0
1000	7	5	1	1	1	3	

Example

# Timestep	No_Moles	No_Specs	C2H4O2N3	CH2N	N	ON	0
1000	7	5	1	1	1	1	3



Input file: \$LAMMPS/examples/reax/in.reaxc.rdx

```

# ReaxFF potential for RDX system
# this run is equivalent to reax/in.reax.rdx

units      real
atom_style charge
read_data  data.rdx

pair_style  reax/c control.reax_c.rdx
pair_coeff  * * ffield.reax C H O N

compute reax all pair reax/c

variable eb    equal c_reax[1]
variable ea    equal c_reax[2]
variable elp   equal c_reax[3]
variable emol  equal c_reax[4]
variable ev    equal c_reax[5]
variable eopen  equal c_reax[6]
variable ecoa  equal c_reax[7]
variable ehb   equal c_reax[8]
variable et    equal c_reax[9]
variable eco   equal c_reax[10]
variable ew    equal c_reax[11]
variable ep    equal c_reax[12]
variable efi   equal c_reax[13]
variable eqeq  equal c_reax[14]

neighbor 2.5 bin
neigh_modify every 10 delay 0 check no

fix       1 all nve
fix       2 all qeq/reax 1 0.0 10.0 1.0e-6 reax/c

thermo    10
thermo_style custom step temp epair etotal press &
v_eb v_ea v_elp v_emol v_ev v_eopen v_ecoa &
v_ehb v_et v_eco v_ew v_ep v_efi v_eqeq

timestep 1.0

velocity all create 2000.0 4712398

dump      1 all cfg 100 *.cfg mass type xs ys zs
dump_modify 1 element C H O N

fix       3 all reax/c/species 1 10 100 species.out

#dump     1 all atom 10 dump.reaxc.rdx

#dump     2 all image 25 image.*.jpg type type &
#           axes yes 0.8 0.02 view 60 -30
#dump_modify 2 pad 3

#dump     3 all movie 25 movie.mpg type type &
#           axes yes 0.8 0.02 view 60 -30
#dump_modify 3 pad 3

run       1000

```