

# Contents

	<i>Preface to the first edition</i>	page ix
	<i>Preface to the second edition</i>	xii
	<i>About the software</i>	xiii
<b>1</b>	<b>Introduction</b>	1
	1.1 Historical background	1
	1.2 Computer simulation	2
	1.3 Molecular dynamics	4
	1.4 Organization	8
	1.5 Further reading	10
<b>2</b>	<b>Basic molecular dynamics</b>	11
	2.1 Introduction	11
	2.2 Soft-disk fluid	11
	2.3 Methodology	18
	2.4 Programming	20
	2.5 Results	34
	2.6 Further study	43
<b>3</b>	<b>Simulating simple systems</b>	44
	3.1 Introduction	44
	3.2 Equations of motion	44
	3.3 Potential functions	46
	3.4 Interaction computations	49
	3.5 Integration methods	60
	3.6 Initial state	67
	3.7 Performance measurements	74
	3.8 Trajectory sensitivity	77
	3.9 Further study	82

<b>4</b>	<b>Equilibrium properties of simple fluids</b>	83
4.1	Introduction	83
4.2	Thermodynamic measurements	84
4.3	Structure	90
4.4	Packing studies	96
4.5	Cluster analysis	112
4.6	Further study	118
<b>5</b>	<b>Dynamical properties of simple fluids</b>	120
5.1	Introduction	120
5.2	Transport coefficients	120
5.3	Measuring transport coefficients	124
5.4	Space–time correlation functions	134
5.5	Measurements	145
5.6	Further study	152
<b>6</b>	<b>Alternative ensembles</b>	153
6.1	Introduction	153
6.2	Feedback methods	154
6.3	Constraint methods	165
6.4	Further study	174
<b>7</b>	<b>Nonequilibrium dynamics</b>	176
7.1	Introduction	176
7.2	Homogeneous and inhomogeneous systems	176
7.3	Direct measurement	177
7.4	Modified dynamics	188
7.5	Further study	198
<b>8</b>	<b>Rigid molecules</b>	199
8.1	Introduction	199
8.2	Dynamics	200
8.3	Molecular construction	216
8.4	Measurements	222
8.5	Rotation matrix representation	232
8.6	Further study	243
<b>9</b>	<b>Flexible molecules</b>	245
9.1	Introduction	245
9.2	Description of molecule	245
9.3	Implementation details	247
9.4	Properties	251
9.5	Modeling structure formation	256

9.6	Surfactant models	257
9.7	Surfactant behavior	262
9.8	Further study	266
<b>10</b>	<b>Geometrically constrained molecules</b>	267
10.1	Introduction	267
10.2	Geometric constraints	267
10.3	Solving the constraint problem	270
10.4	Internal forces	278
10.5	Implementation details	286
10.6	Measurements	291
10.7	Further study	294
<b>11</b>	<b>Internal coordinates</b>	296
11.1	Introduction	296
11.2	Chain coordinates	296
11.3	Kinematic and dynamic relations	298
11.4	Recursive description of dynamics	299
11.5	Solving the recursion equations	308
11.6	Implementation details	317
11.7	Measurements	322
11.8	Further study	325
<b>12</b>	<b>Many-body interactions</b>	326
12.1	Introduction	326
12.2	Three-body forces	326
12.3	Embedded-atom approach	332
12.4	Further study	343
<b>13</b>	<b>Long-range interactions</b>	344
13.1	Introduction	344
13.2	Ewald method	345
13.3	Tree-code approach	359
13.4	Fast-multipole method	365
13.5	Implementing the fast-multipole method	373
13.6	Results	386
13.7	Further study	389
<b>14</b>	<b>Step potentials</b>	391
14.1	Introduction	391
14.2	Computational approach	392
14.3	Event management	403
14.4	Properties	411
14.5	Generalizations	414

	14.6 Further study	417
<b>15</b>	<b>Time-dependent phenomena</b>	418
	15.1 Introduction	418
	15.2 Open systems	418
	15.3 Thermal convection	420
	15.4 Obstructed flow	429
	15.5 Further study	435
<b>16</b>	<b>Granular dynamics</b>	436
	16.1 Introduction	436
	16.2 Granular models	436
	16.3 Vibrating granular layer	439
	16.4 Wave patterns	443
	16.5 Further study	445
<b>17</b>	<b>Algorithms for supercomputers</b>	446
	17.1 Introduction	446
	17.2 The quest for performance	446
	17.3 Techniques for parallel processing	447
	17.4 Distributed computation	450
	17.5 Shared-memory parallelism	467
	17.6 Techniques for vector processing	473
	17.7 Further study	480
<b>18</b>	<b>More about software</b>	481
	18.1 Introduction	481
	18.2 Structures and macro definitions	481
	18.3 Allocating arrays	487
	18.4 Utility functions	488
	18.5 Organizing input data	495
	18.6 Configuration snapshot files	498
	18.7 Managing extensive computations	500
	18.8 Header files	504
<b>19</b>	<b>The future</b>	505
	19.1 Role of simulation	505
	19.2 Limits of growth	506
	19.3 Visualization and interactivity	507
	19.4 Coda	508
	<i>Appendix</i>	509
	<i>References</i>	519
	<i>Function index</i>	532
	<i>Index</i>	535
	<i>Colophon</i>	549