

# Multiresolution coarse-graining of polymer models

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# Motivations

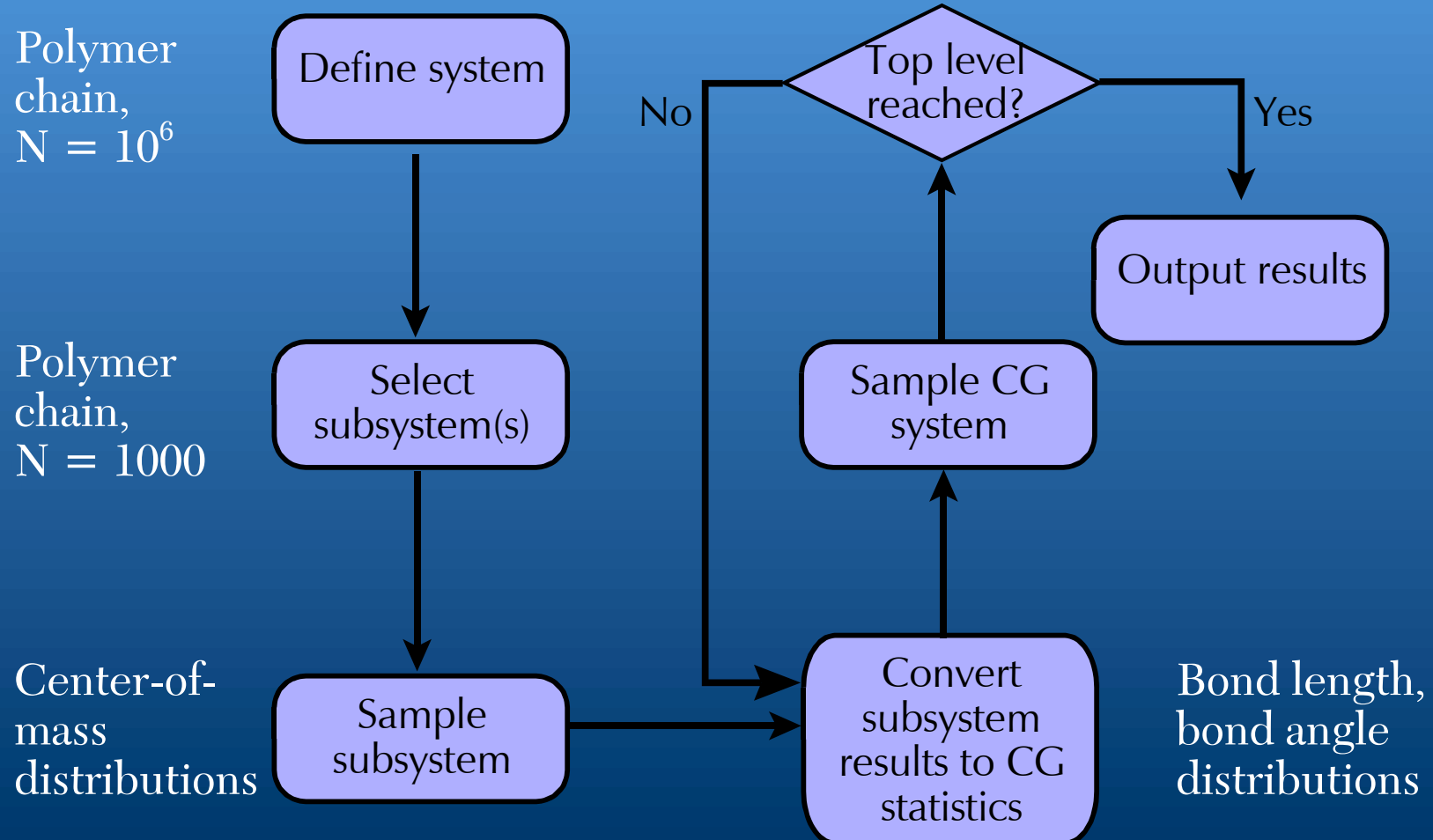
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Why?

- Better materials design requires a detailed understanding of polymer properties
  - ▶ Examples: size distributions, rigidity, density, morphology
- Atomistic simulations with current computational capabilities are still not feasible
  - ▶ Current limits: approximately 200,000 “atoms”
  - ▶ Moore’s law won’t help much: algorithms still  $O(N^3)$

# Coarse-graining paradigm

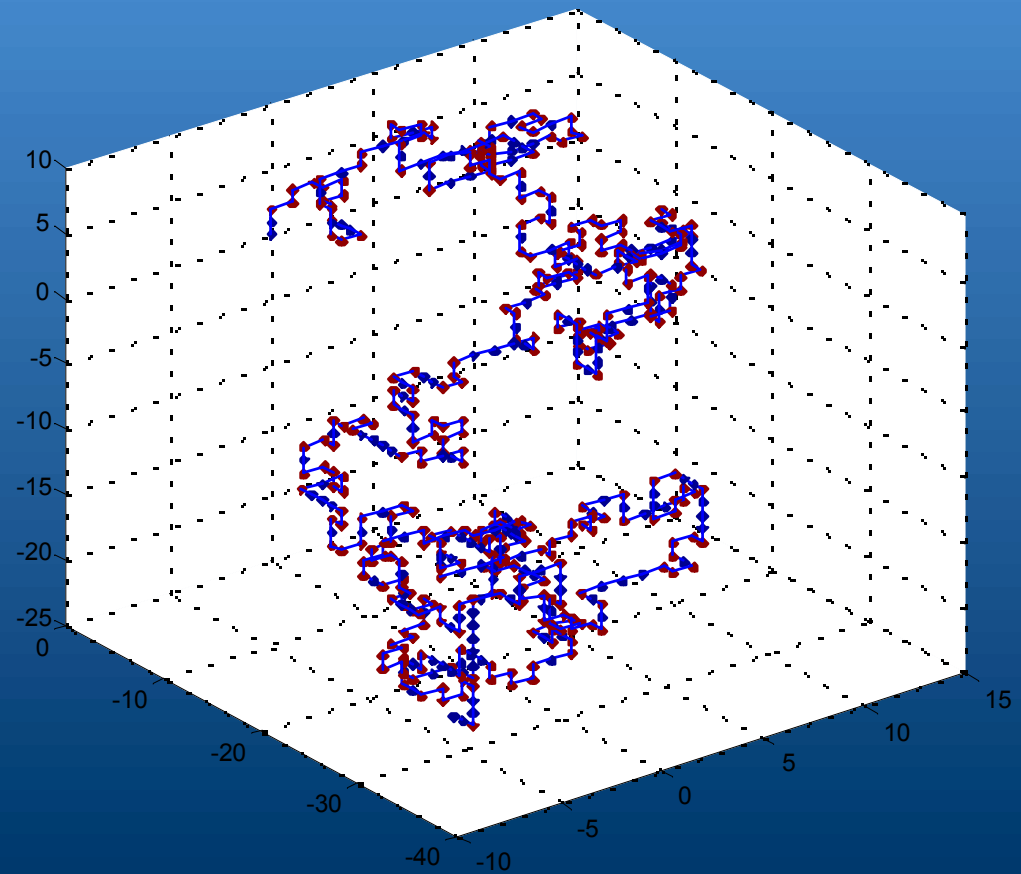
A “divide and conquer” hierarchical modeling scheme



# Polymer models

## Lattice (random walk) models

- Beads are restricted to the sites of a simple cubic lattice.
- Stiffness “penalty” associated with changes in direction.
- Non-bonded interactions also possible.

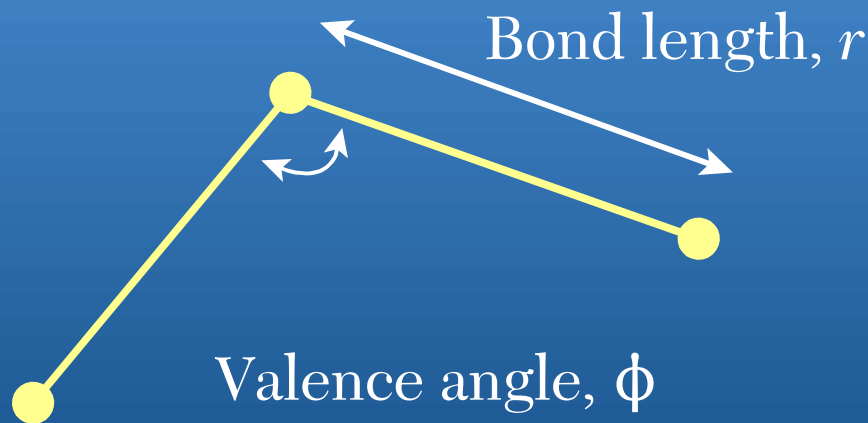




# Properties to pass between scales

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Distributions of bond lengths and dihedral angles

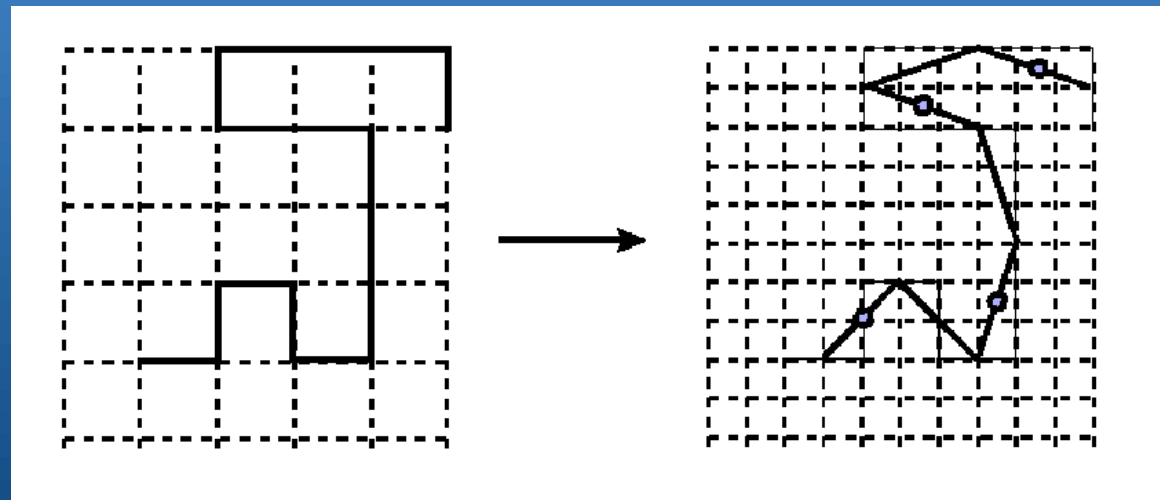
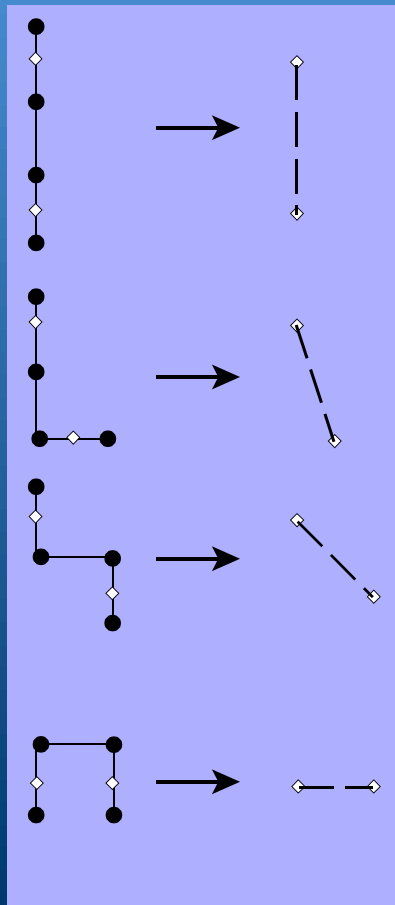


*Bond length:* distance between adjacent centers-of-mass of  $N_p$  consecutive particles along original chain

*Valence angle:* Spherical angle formed by two adjacent center-of-mass bonds

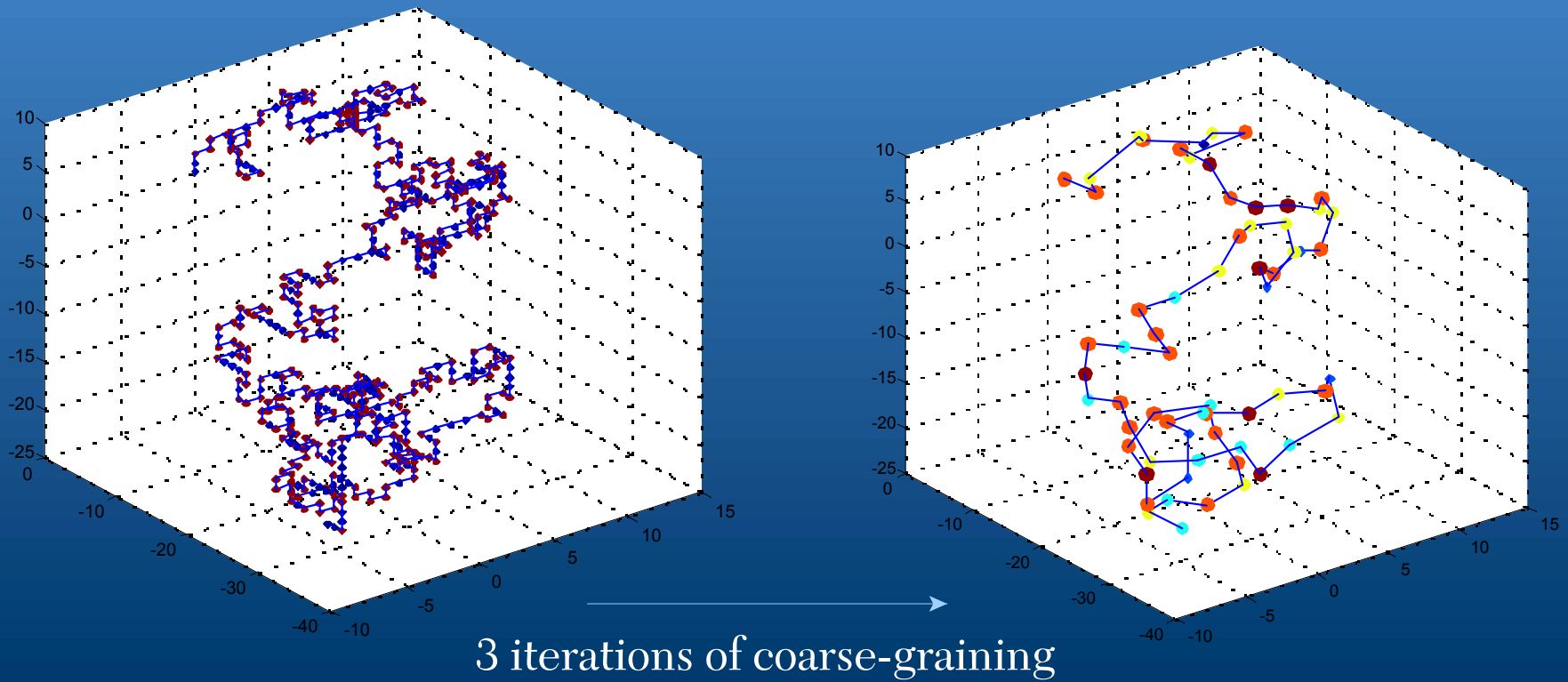
# Coarse-graining of bonds

Beads are replaced by centers-of-mass; differences stored



# Recursive coarse-graining

Repeated application yields increasingly coarse description

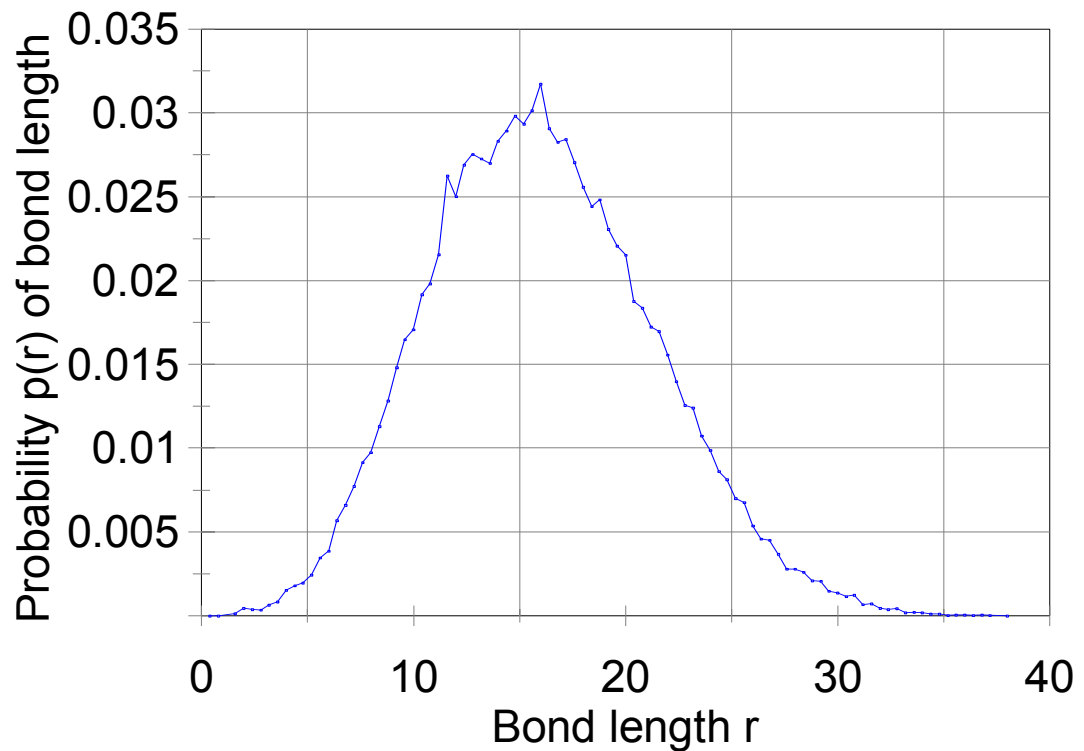




# Moving between scales

Distributions, not complete data, required

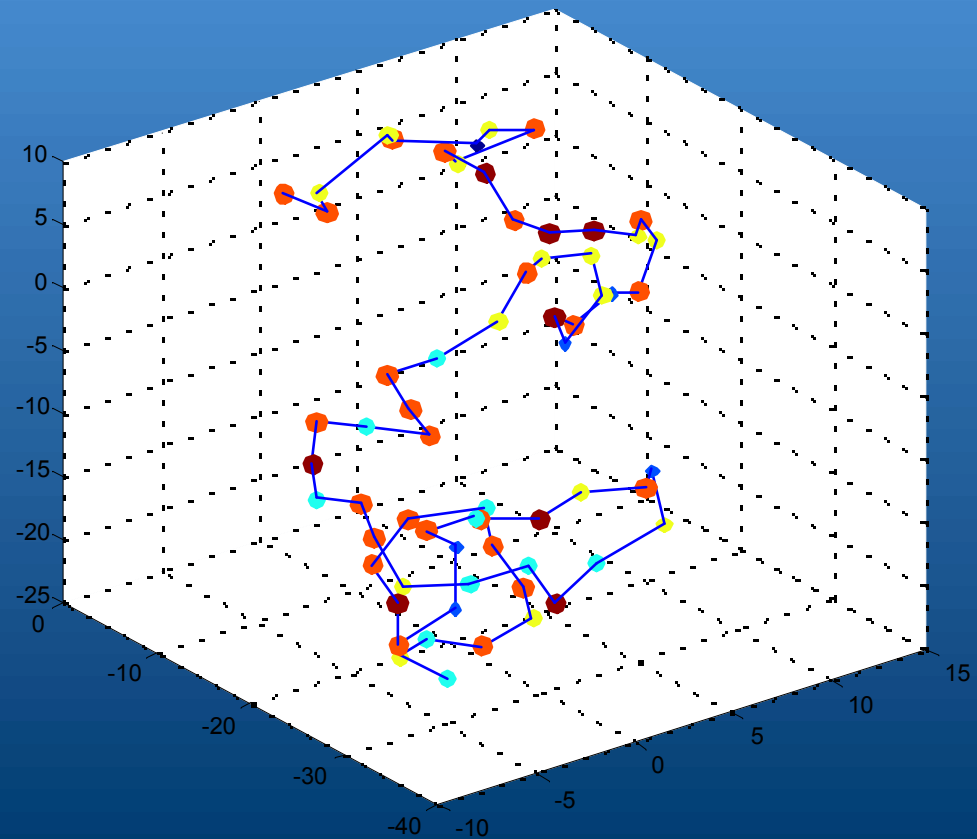
- It is not necessary to keep track of all of the details of the bond lengths of the system; just the overall probability distribution.



# Polymer models

## Bead-and-chain model

- Beads are connected to one another via flexible or rigid chains
- Energies function of distance between beads
- Particles have “excluded volume”

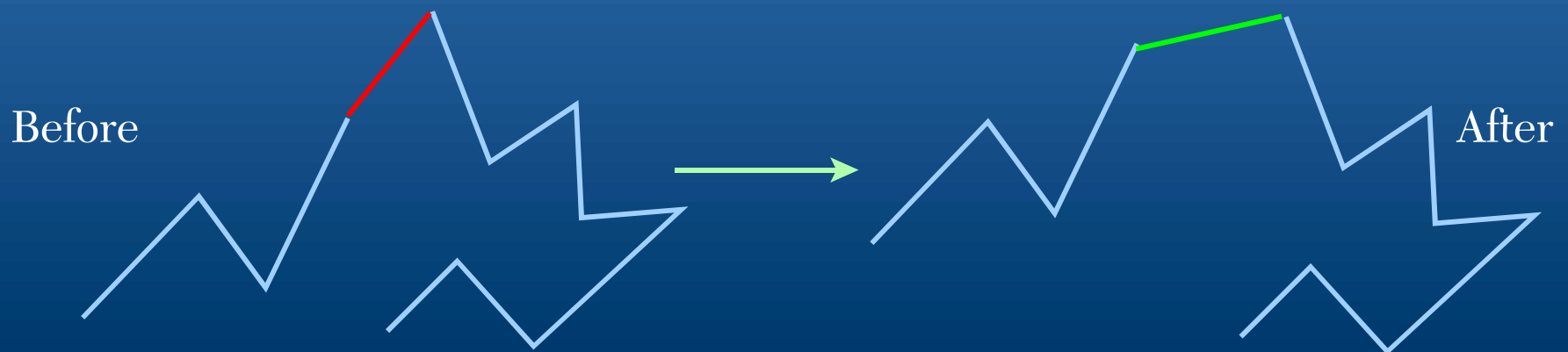


# Coarse-grained algorithm

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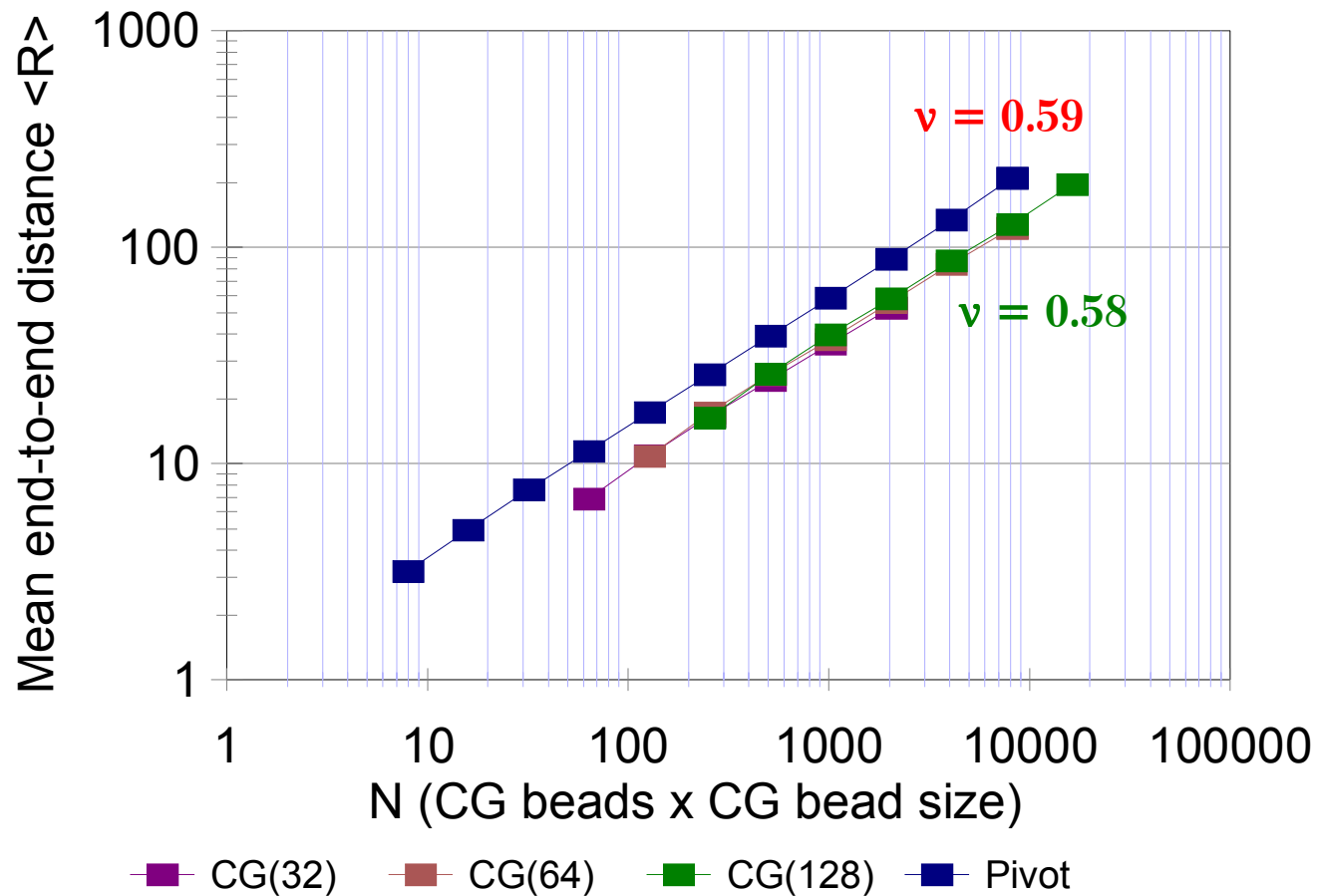
## Generalized reptation-like moves

- Select a bond and generate new bond length and angle
- Drag one side of chain correspondingly
- Check for self-avoidance of new configuration
- Accept or reject state according to Boltzmann weights
- $O(N)$  between independent configurations (DDDA)



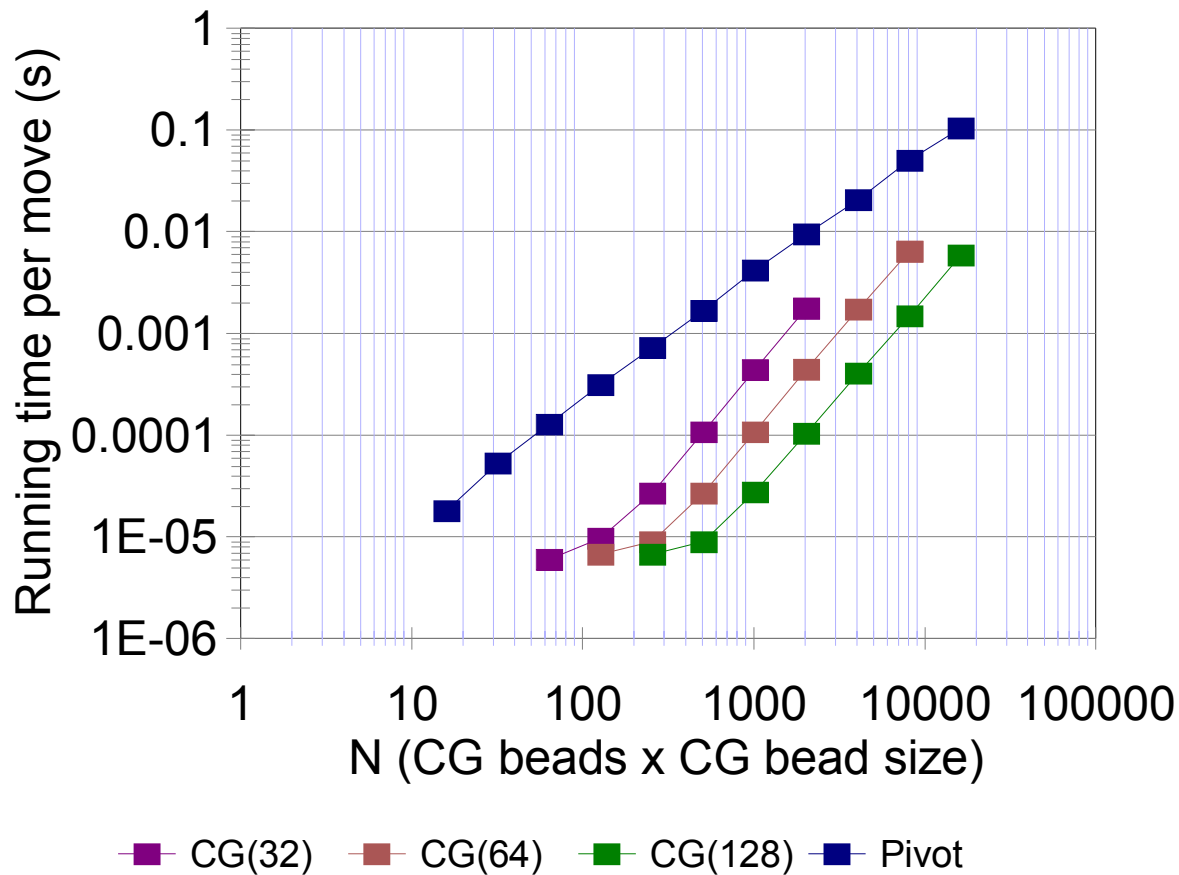
# Coarse-graining v. atomistic model

Scaling preserved across CG scales



# Coarse-graining v. atomistic model

Performance of CG model orders of magnitude faster



Pivot algorithm:  $O(N)$ .  
CG algorithm:  $O(N^2)$ ,  
unoptimized.

But  $N_{cg} \ll N_p$ , so CG  
algorithm is still  
much faster.

Also, CG running  
time is independent  
of resolution scale.

# Extending the model

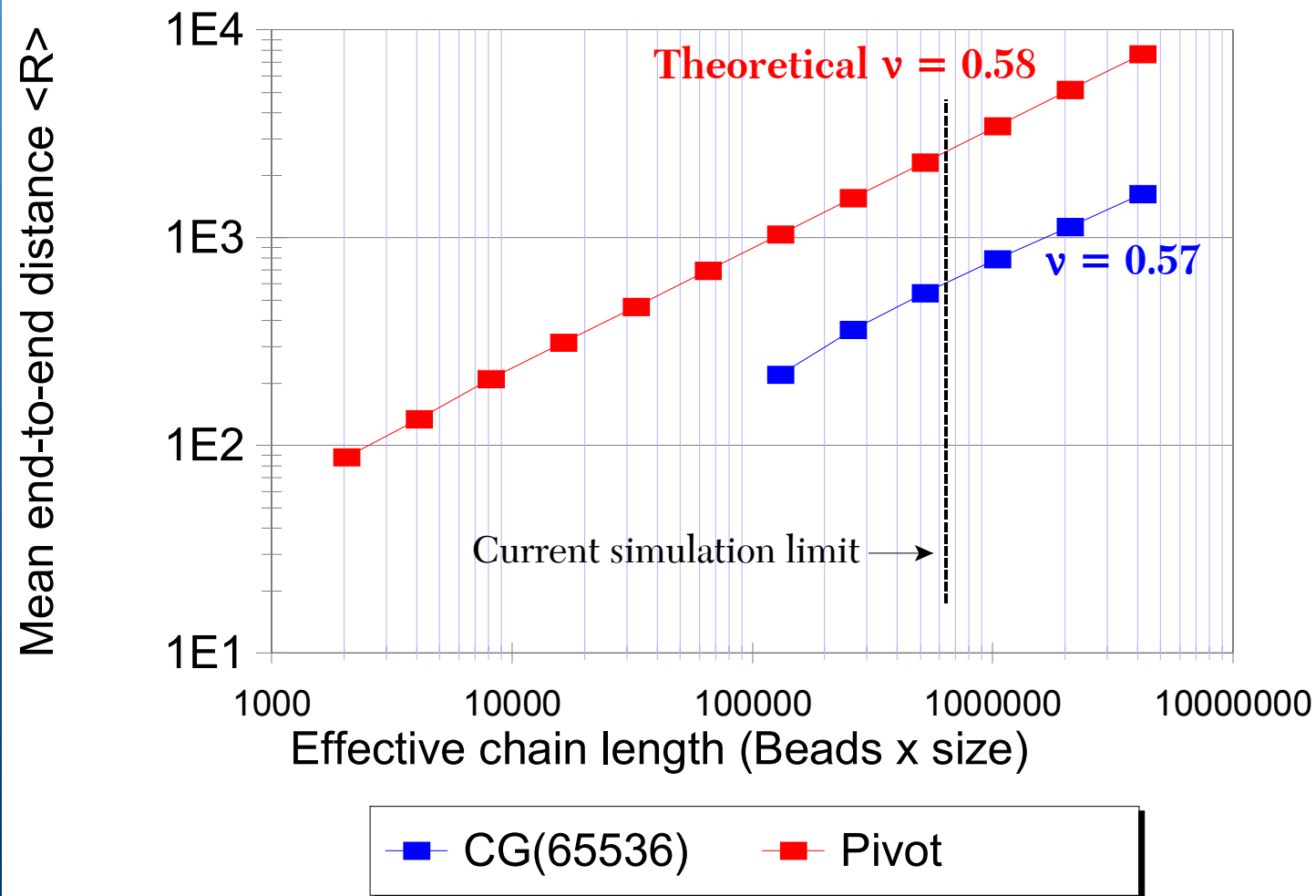
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Making the model truly “multiresolution”

- Our coarse-grained algorithm *doesn't care where its inputs come from*:
  - ▶ Experimental data
  - ▶ Detailed atomistic simulation
  - ▶ Another coarse-grained simulation at a finer scale.
- We can perform simulations at one scale, and feed the resulting data into the simulation at a coarser scale.

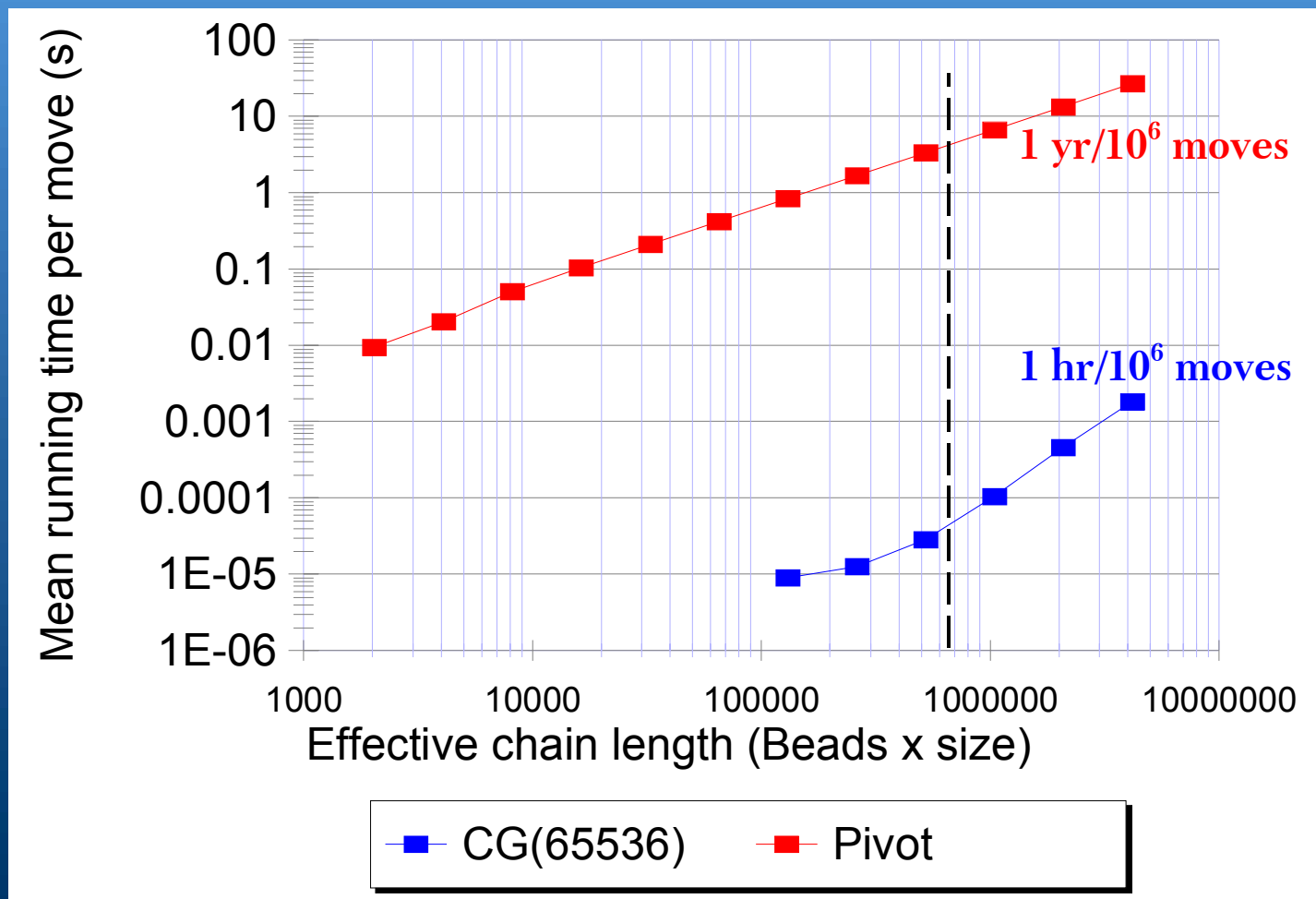
# Hierarchical model results

Four-stage simulation (1, 128, 2048, 65536)



# Hierarchical model results

## Four-stage model performance comparison





# Conclusions

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A highly-efficient coarse-graining method

- Without correcting potentials or other “fixes,” correct scaling results are obtained, even across multiple levels of simulation.
- *Unoptimized performance* is orders of magnitude faster than efficient atomistic simulations.
- Easily able to simulate system lengths currently unobtainable via direct atomistic simulations.

# Applications

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## Extensions of the model

- Multiple chains and polymer melts
- Fitting of coarse-grained potential models
- Extensions to sample problems
  - ▶ Polymer-colloid interactions
  - ▶ Charged polymers
  - ▶ Phase diagrams
  - ▶ Polydisperse models

# Acknowledgments

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# Questions?

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