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4 – Hands-on: Simple LAMMPS Examples

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Working with the LAMMPS examples

[examples/README](#) has one-line descriptions of 30 examples

Quick runs (2d) and visually appealing:

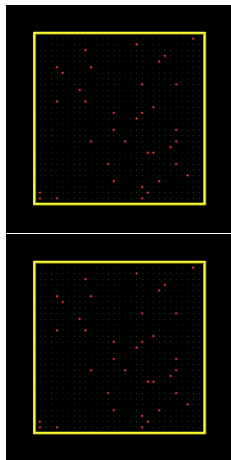
- [colloid](#): colloidal particles in solution
- [crack](#): crack propagation
- [flow](#): Couette and Poiseuille flow in a channel
- [friction](#): frictional contact of spherical asperities
- [indent](#): spherical indenter into solid
- [micelle](#): self-assembly of small lipid-like molecules
- [nemd](#): continuous non-equilibrium shear of LJ liquid
- [obstacle](#): flow around two voids in a channel
- [pour](#): pouring of granular particles into a box
- [shear](#): sideways shear of solid, with and without a void

Running and visualizing the examples

- Run in **serial**
 - `% Imp_linux < in.friction`
- Run in **parallel**
 - `% mpirun -np 4 Imp_linux < in.friction`
- Uncomment **dump image** and `dump_modify` lines
 - produce series of JPG (or PPM) files
 - `convert image*.jpg tmp.gif`
 - open tmp.gif in your browser to animate
- Uncomment **dump atom** line
 - produce snapshot file, can viz with VMD

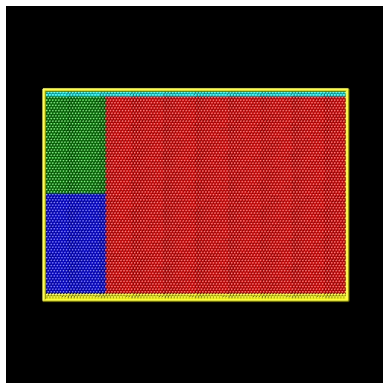
Colloid problem

- **Colloids** in background LJ fluid
- Set type/fraction 0.96
4% colloid, 96% solvent
- Fix npt to avoid initial overlaps and shrink box
- Neighbor multi for efficient neighbor list building
- **Options** to play with:
fix deform \Rightarrow target density
change colloid fraction
CPU test of
neighbor multi vs bin



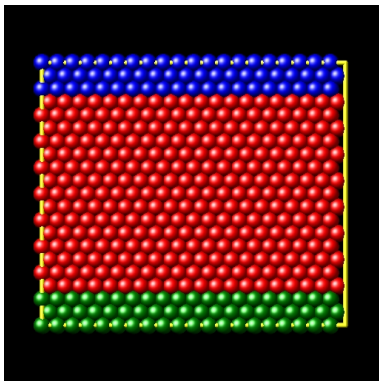
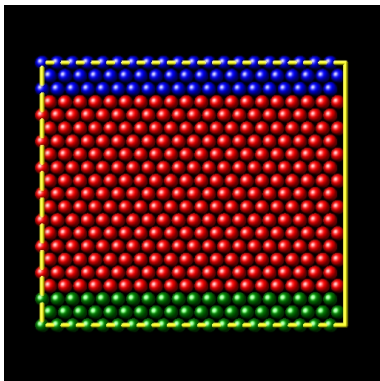
Crack problem

- **Tensile pull** on 2d LJ solid
- Slit crack between red/green
neigh_modify exclude 2 3
- Uniform gradient pull
velocity ramp command
else shock waves or worse
- Need large system & slow pull
else defects besides crack
- **Options** to play with:
 - pull rate
 - pair-wise cutoff
 - turn off velocity ramp
 - change NULL \Rightarrow 0.0 in fix 2



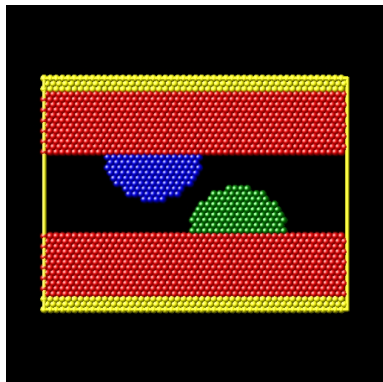
Flow problems

- Couette flow and Poiseuille flow
- Options to play with: wall velocity, force kick, temperature
- Monitor velocity profile via `fix ave/spatial`



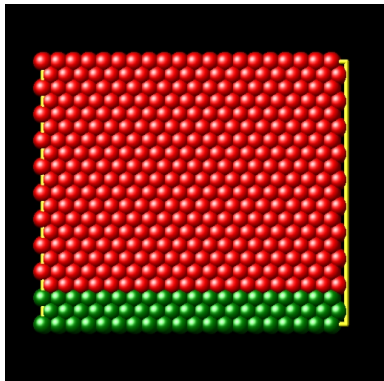
Friction problem

- Two **non-planar** surfaces
- Region commands to build geometry
- **Options** to play with:
 - asperity size, shape
 - asperity separation
 - x-velocity
 - multiple passes



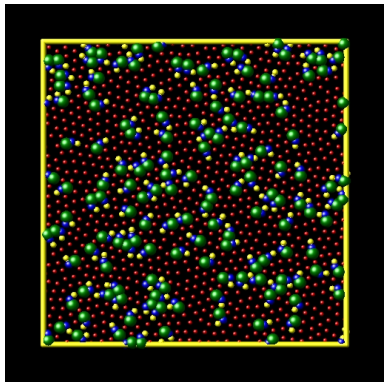
Indent problem

- 2d LJ solid
 - periodic in x
 - free upper y surface
- **Spherical indenter**
 - push downward, remove
- Defect creation & healing
- **Options** to play with:
 - speed & depth of indent
 - size of indenter
 - size of system



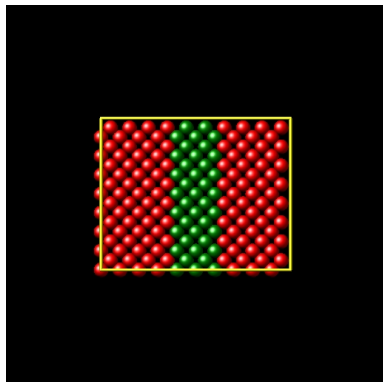
Micelle problem

- Simple lipid model
 - hydrophilic head
 - hydrophobic tail
 - monomer solvent
- 2d **self-assembly**
 - vesicles, bilayers
- **Options** to play with:
 - timestep size
 - # of timesteps
 - pair-wise coeffs



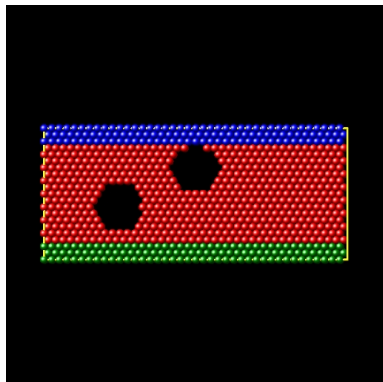
NEMD problem - non-equilibrium MD

- Continuous **shear** of LJ fluid via fix deform xy
- Fix nvt/sllod for thermostatting
- Red/green to illustrate mixing via region and set type
- **Options** to play with:
 - system size
 - shear rate
 - velocity ramp for better flow initialization



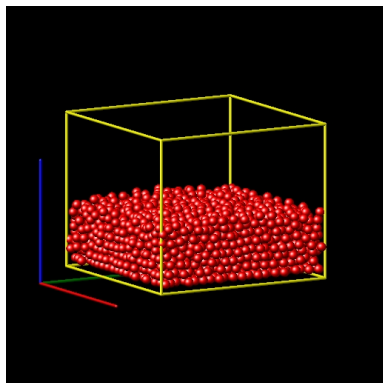
Obstacle problem

- LJ flow around **obstacles**
- Poiseuille kick added to atoms
pressure-gradient flow
- Top surface applies pressure
- Obstacle creation
delete_atoms command
fix indent command
- **Options** to play with:
 - size of force kick
 - size of system
 - size & position of obstacles
 - shape of obstacles
 - add a new obstacle



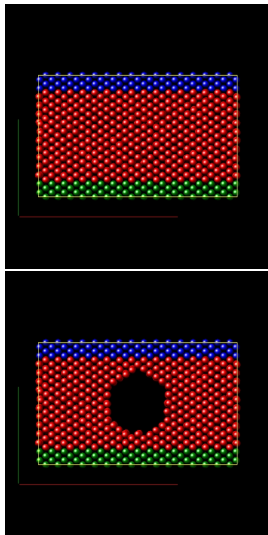
Pour problem

- Granular spheriods in box
- Normal & tangential friction
- Gravity for macroscopic system
angle induces chute flow
- 2d version also exists
- Upper/lower boundaries
fix pour command
fix wall/gran command
- Options to play with:
size of system
timescale of pour
direction of gravity
2d input also exists



Shear problems

- Fixed-end shear in fcc Ni
- EAM potential
- Quasi-3d
non-periodic XY slab
thin in Z, periodic
- Defect formation without and
with void
- Options to play with:
 - size of system
 - shear rate
 - turn off velocity ramp
 - change void shape, size
 - add another void



What does a hands-on session mean?

- Break into **small teams**
- Choose one or two example problems to work on
- Run simulations, play with the options
- Split up tasks among team members
- Ask questions as needed
- **Last half hour:**
 - present a **couple of slides** to group
 - 3 to 5 minutes max
 - include plots, images, movies
 - what did you learn?
 - what could be next steps?
- Let's see how this works!