

# Langevin dynamics modified Velocity Verlet algorithm

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Notation: Time step  $\Delta$ , position  $r$ , velocity  $v$ , force  $f = f(r)$ , half time step  $\Delta' = \Delta/2$  and mass is set to unity. The equations hold for any dimension separately. Create an initial  $r$ , initial  $v$ , and calculate  $f = f(r)$ . Each subsequent time step does the following.

## Classical Velocity Verlet algorithm

$$\begin{aligned} v &= v + \Delta' f, \\ r &= r + \Delta v, \\ &\text{calculate } f = f(r) \\ v &= v + \Delta' f \end{aligned} \quad (1)$$

typically supplemented by a temperature  $T$  control ensuring  $\langle v^2 \rangle = k_B T$ .

## Langevin Modified Velocity Verlet algorithm

with particle friction coefficient  $\zeta$  and at temperature  $T$ .

$$\begin{aligned} &\text{choose } \eta \text{ from } \langle \eta \rangle = 0, \langle \eta^2 \rangle = 1 \\ v &= v + \Delta' f + b\eta, \\ r &= r + cv, \\ &\text{calculate } f = f(r) \\ v &= av + b\eta + \Delta' f, \end{aligned} \quad (2)$$

where we abbreviated the constants

$$a = (2 - \zeta\Delta)/(2 + \zeta\Delta), \quad (3)$$

$$b = \sqrt{k_B T \zeta \Delta'}, \quad (4)$$

$$c = 2\Delta/(2 + \zeta\Delta) \quad (5)$$

## Comments

The modified algorithm 2 does not require a temperature control and reduces to the classical algorithm 1 for the frictionless case of  $\zeta = 0$  implying  $a = 1$ ,  $b = 0$ ,  $c = \Delta$ . The modified algorithm requires a single independent normal distributed random number  $\eta$  for each coordinate and each time step. In the absence of forces,  $f = 0$ , the modified algorithm simplifies to  $r = r + c(v + b\eta)$  and

$$v = av + \frac{bc}{\Delta'} \eta \quad (6)$$

If we begin with  $v_0 = 0$ , and then repeat calculating new velocities  $v_{1,2,\dots,M}$  using eq 6 iteratively, we ultimately generate a Gaussian distributed set of  $v$  values with the feature

$$\langle v \rangle = 0, \quad \langle v^2 \rangle = k_B T \quad (7)$$

irrespective the precise value for  $\zeta$  as long as  $\zeta > 0$  and thus  $a < 1$ . Proof:

$$\begin{aligned} \langle v^2 \rangle &= \frac{1}{M} \sum_{j=0}^{M-1} v_j^2 \\ &= \frac{4b^2 c^2}{M\Delta^2} \sum_{j=0}^{M-1} a^{2j} (M-1-j) \\ &= \frac{4b^2 c^2}{M\Delta^2} \frac{a^{2M} + M(1-a^2) - 1}{(1-a^2)^2} \end{aligned} \quad (8)$$

and thus

$$\lim_{M \rightarrow \infty} \langle v^2 \rangle = \frac{4b^2 c^2}{(1-a^2)\Delta^2} = k_B T \quad (9)$$

For larger  $\zeta$ , the more quickly is the Gaussian approached. For this calculation we assumed  $v_0 = 0$ . In any case the initial value  $v_0$  becomes irrelevant in the limit  $M \rightarrow \infty$ .

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[1] M. Kröger, Models for polymeric and anisotropic liquids (Springer, Berlin, 2005)