

Divide and Conquer Quantum Mechanical Methods for Phononic Applications

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Phonons from First Principles

- **Vibrational frequencies calculated for individual atoms**
- **Complicated super cell and molecular geometries**
- **Model Hamiltonians for phonons once frequencies are calculated**

Frequencies ~ THz

Distances ~ nm

Sound speeds ~ km/sec

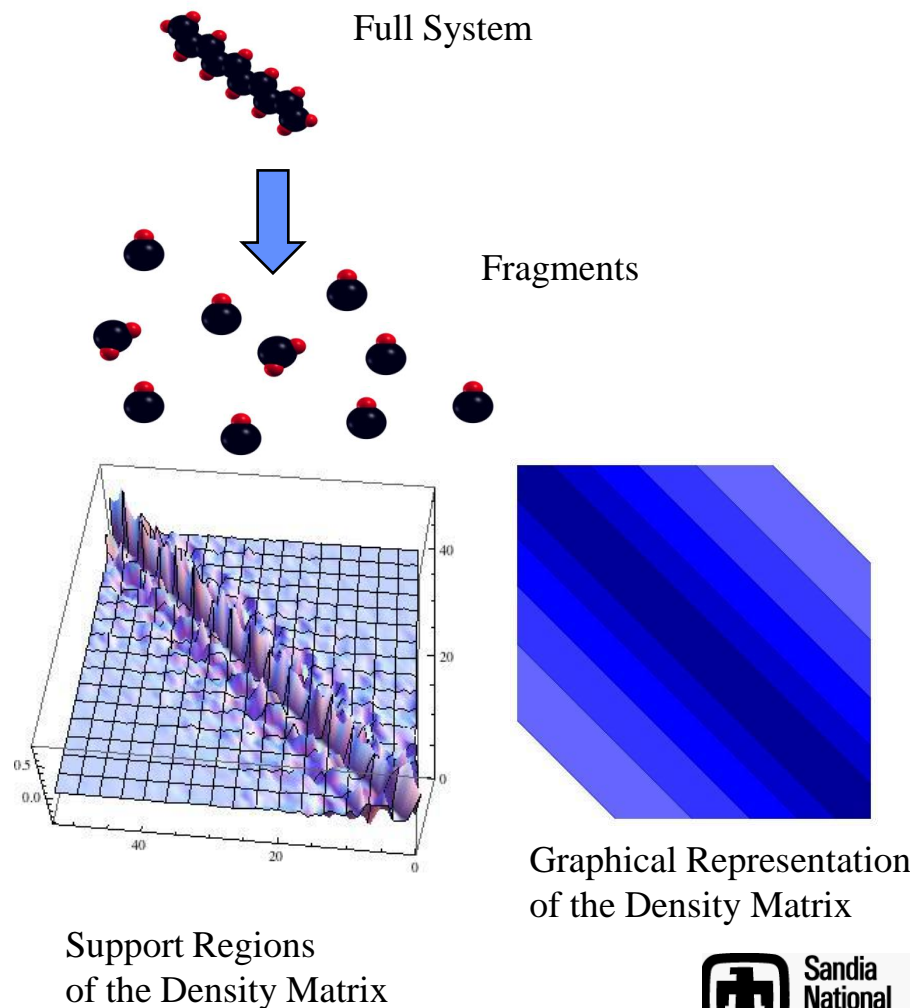


Why Quantum Mechanical Simulations?

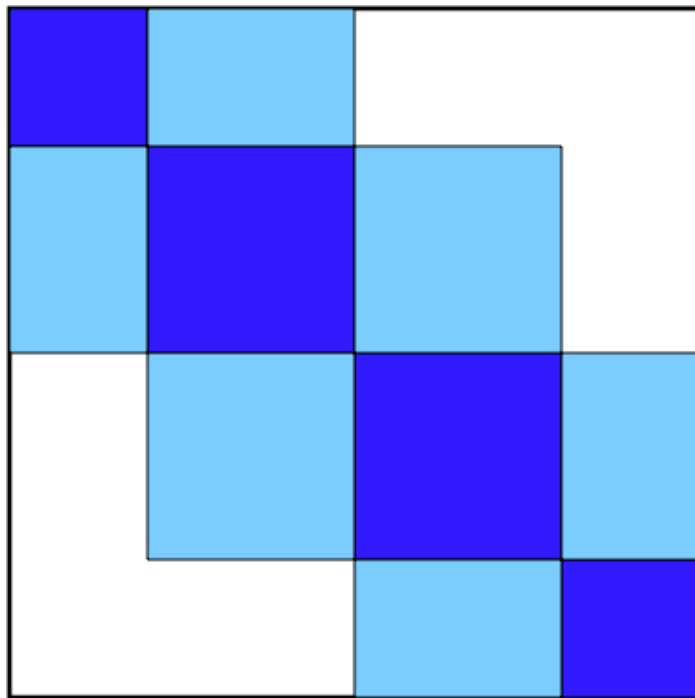
- **Quantum-inspired dynamic simulations of large systems
1000s-10000s of atoms**
- **Currently quantum simulations of such large sizes are
limited**
- **Benchmark ReaxFF force field and tight-binding
simulations**
- **Increasing the time and spatial scales of quantum informed
calculations**
- **Test systems: Benzene, polyacetylene, CL20 clusters**

Divide and Conquer

- Decompose many atomic system into fragments
- Assign buffer regions to each fragment
- Solve problem in each fragment
- Use the fragment results to obtain a global result for example for total energy
- **Scaling as $N_{\text{fragments}} \ll N_{\text{atoms}}$**



Partitioning the Density Matrix



Fragment

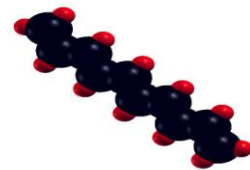


Buffer

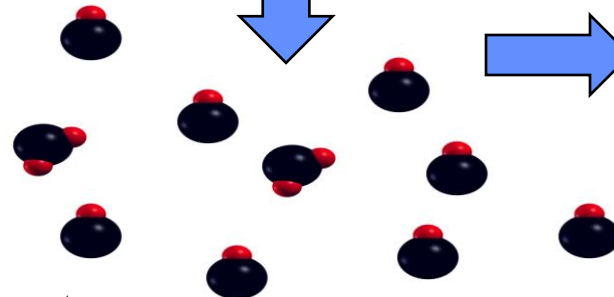
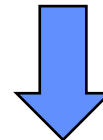
$$\text{DM}(\text{exact}) = (\text{diagonal matrix})$$

$$\text{DM}(\text{Frag.}) = (\text{diagonal matrix})$$

$$\text{DM}(\text{Frag.} + \text{Buff.}) = (\text{block matrix})$$



Full System



Fragments



Subsystem =
Fragment +
Buffer



Large Matrices come into Play

$$E = \text{Tr}(DF) \gg \sum_{i=\{\text{fragments}\}} \text{Tr}(D_i F_i)$$

$$F = \text{func}(D) \overset{?}{\gg} \sum_{i=\{\text{fragments}\}} \text{func}(D_i)$$

$$F(\text{full}) \sim F(\text{fragments}) \neq \text{Sum } F(\text{single})$$



Forces and Vibrations

$$F_{i,x} = \left(E(x_0 + D) - E(x_0) \right) / D$$

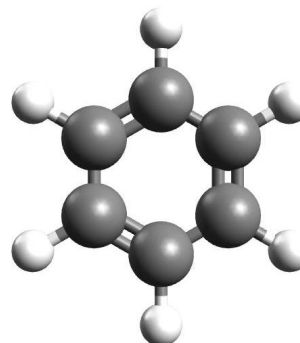
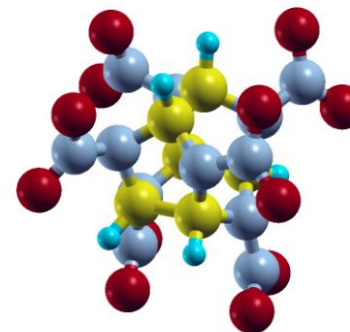
$$W_{ii,x}^2 = \left(E(x_0 + D) + E(x_0 - D) - 2E(x_0) \right) / 4D$$

- **Total energies can be calculated in various quantum mechanical formalisms using divide and conquer techniques: DFT, semi-empirical, Hartree-Fock**

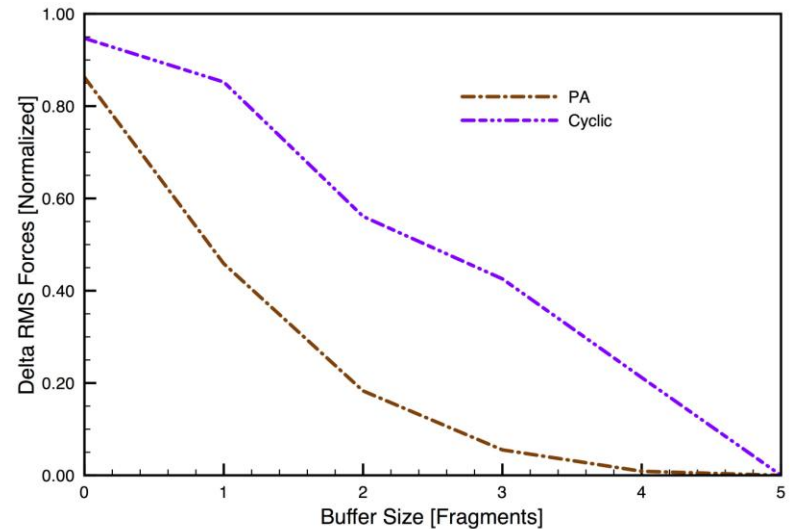
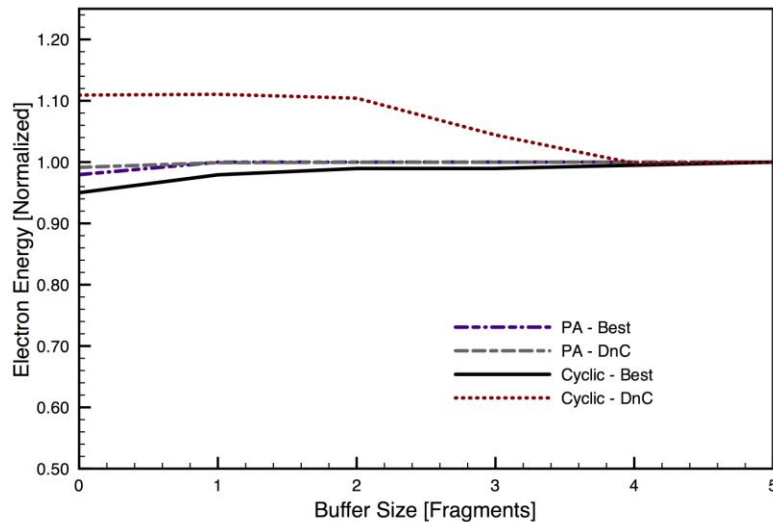


Testing on Small Systems

- **Small systems can be calculated exactly and in the divide and conquer formalism**
- **Validation of method**
- **MINDO3 – semi-empirical**



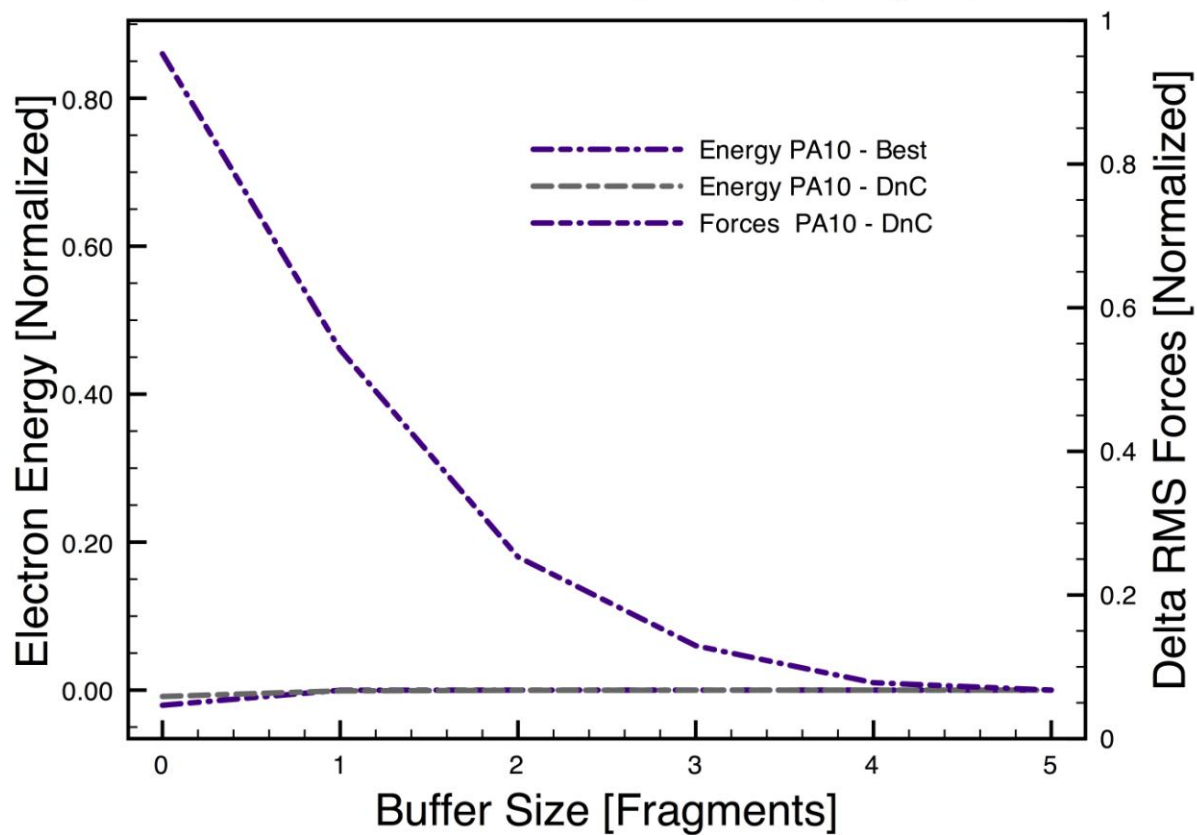
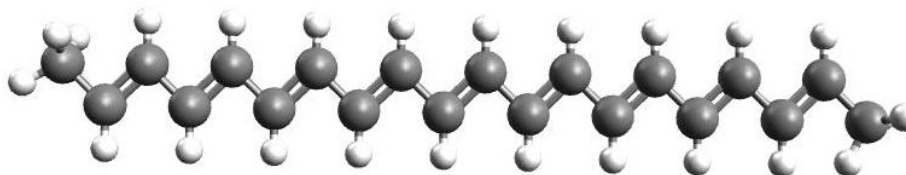
Energy Convergence



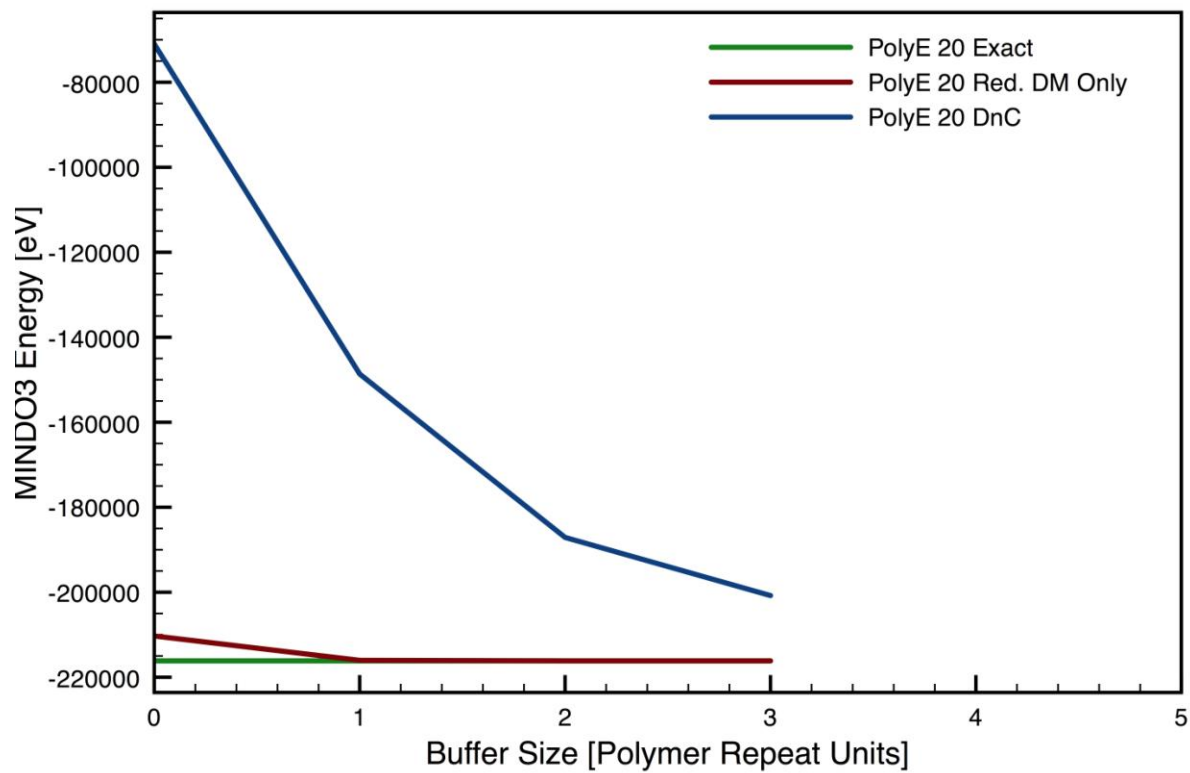
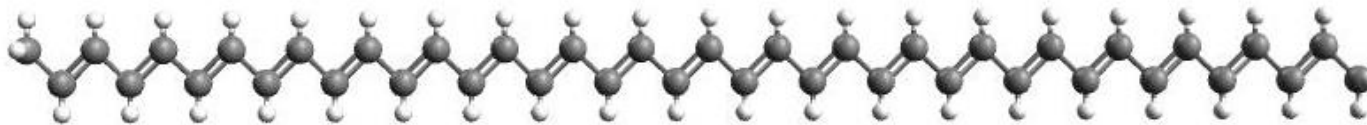
Faster for linear Poly-Acetylene than for the cyclic 10-Alkane due to Coulomb contributions from opposite sides of loop

Best indicates the result using matrix elements from the exact solution.

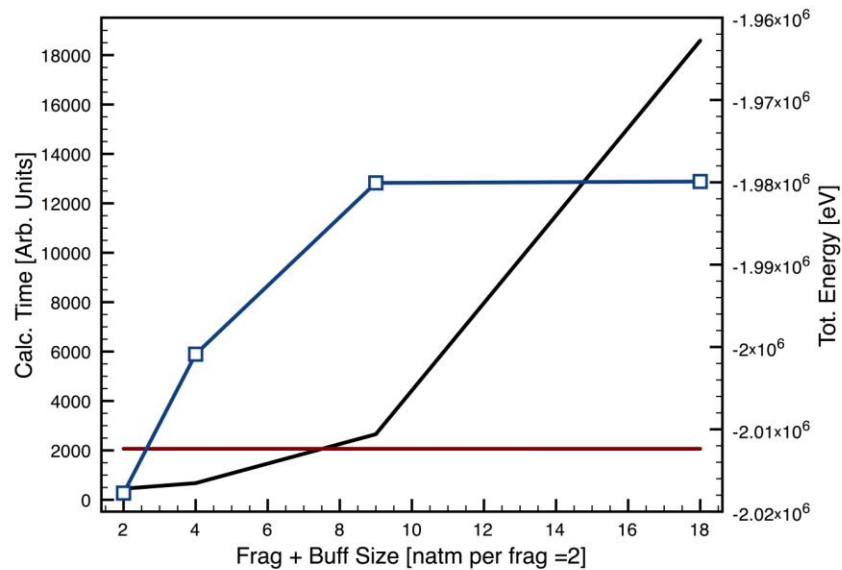
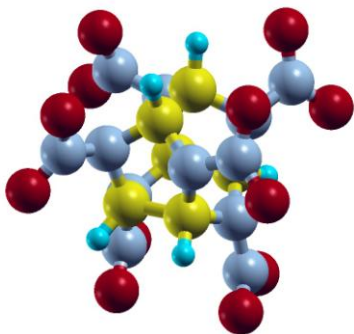
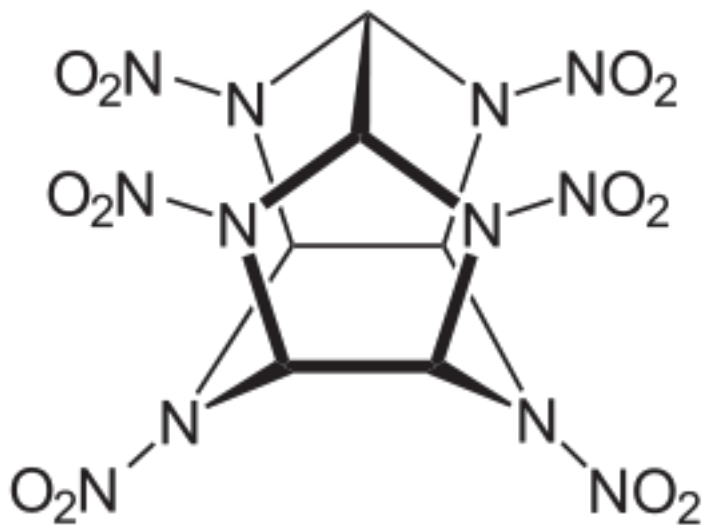
PA10



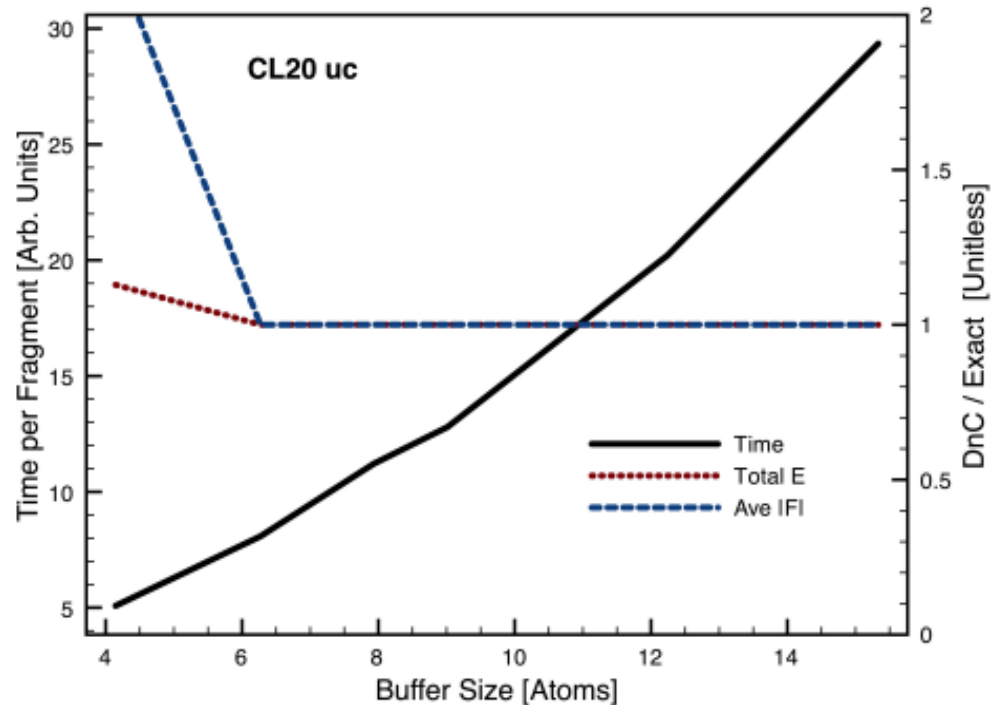
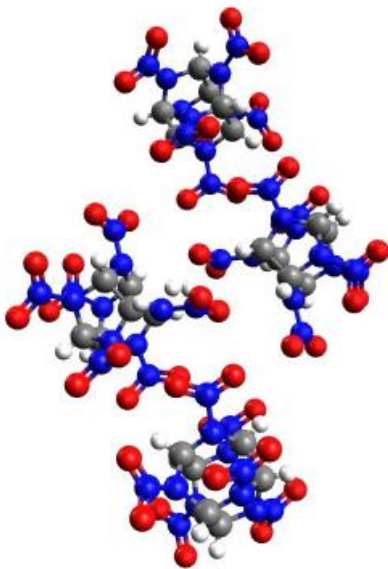
PA20



CL20 Molecule



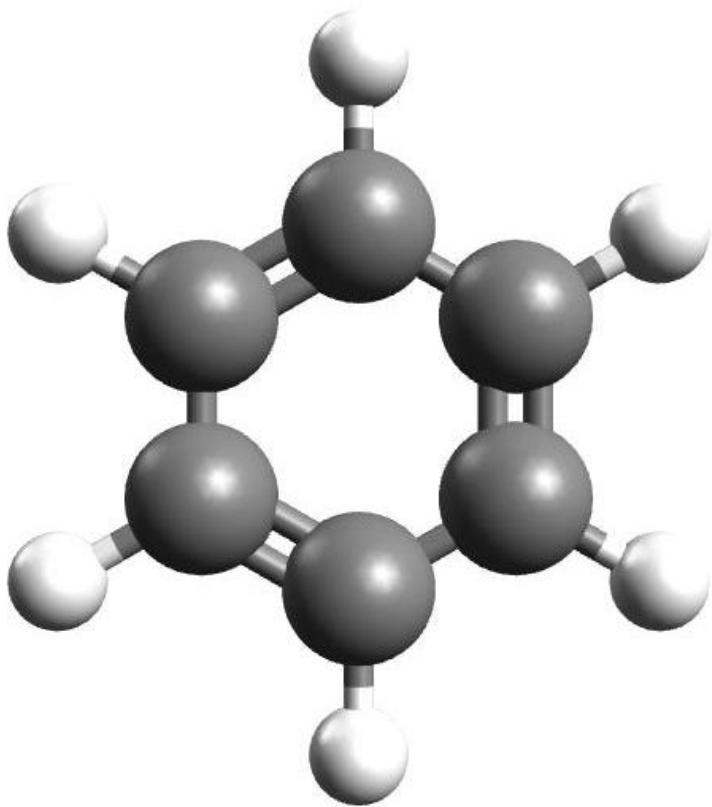
CL20 Cluster



Unit cell of crystalline CL20 with 144 atoms and 156 bonds and convergence tests with respect to the buffer size.



Benzene – Frequencies Expensive in Current Implementation





Ways to Get the Most Out of DnC

- **Typical 1% agreement between full calculation and DnC in total energy seems to require 3x buffer-sizes.**
- **Need to add classical long-range Coulomb effects into F based on information about the subsystems to reduce the need for large buffer sizes**
- **Possible additional improvements possible through modification of chemical potentials of the subsystems**



Work Underway

- **Improve convergence for total system and fragments**
- **Overcome size limits in Pyquante by calling other quantum solvers**
- **Implement unrestricted DFT formalism**
- **Parallelize quantum fragment calculations**
- **Add inter-fragment long range forces**



Conclusions

- **Divide and conquer offers a powerful new tool to calculate vibrational frequencies as input for phonon band-structure calculations**
- **Various nanostructures are accessible**
- **First principles method**