

# Divide and Conquer Quantum Mechanical Methods for Phononic Applications

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# Phonons from First Principles

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- 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**



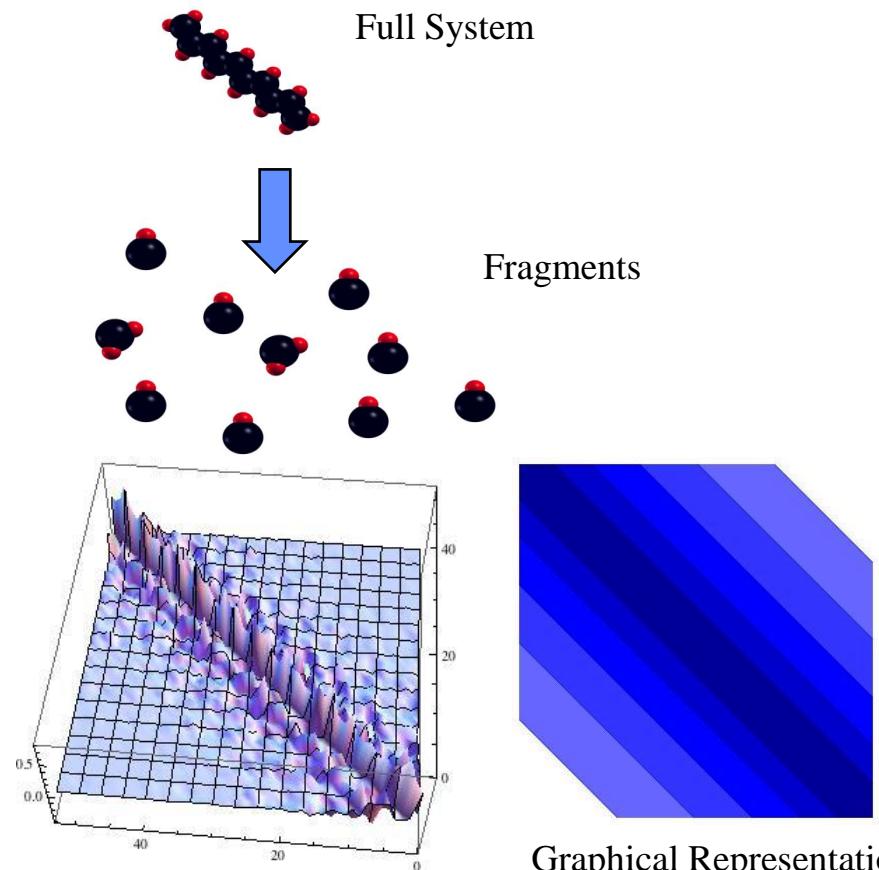
# Why Quantum Mechanical Simulations?

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- 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  $N_{\text{fragments}} \ll N_{\text{atoms}}$**

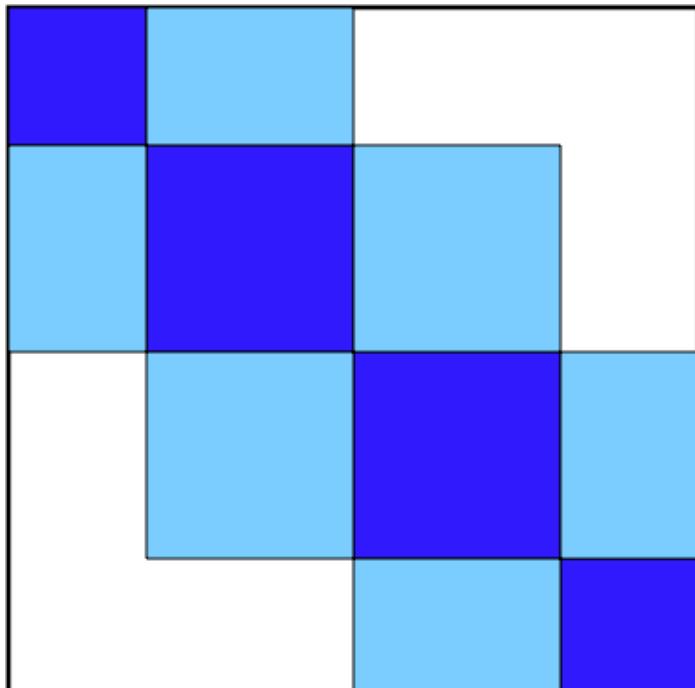


Support Regions  
of the Density Matrix

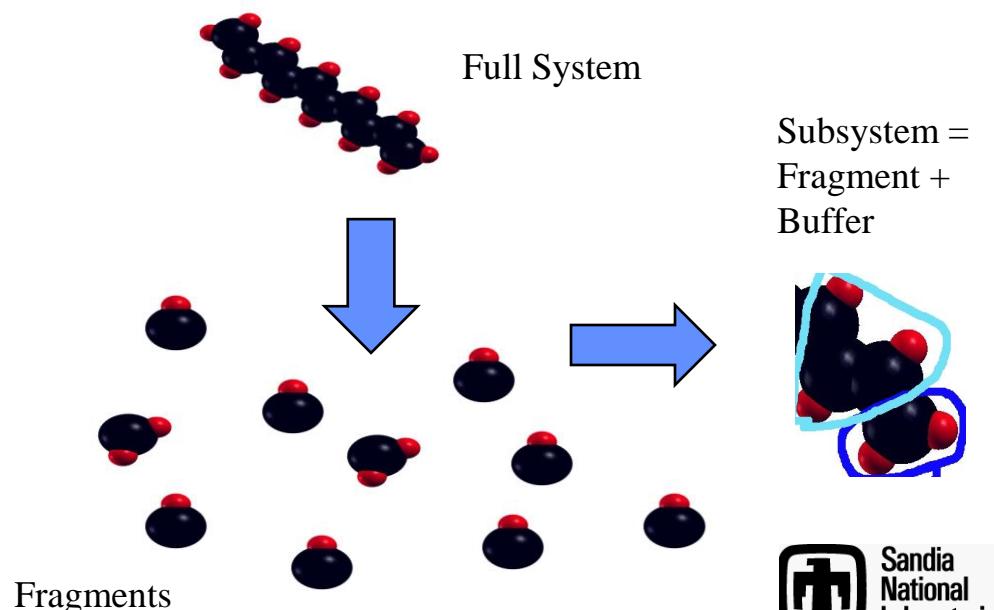
Graphical Representation  
of the Density Matrix



# Partitioning the Density Matrix



$$\text{DM(exact)} = ( \text{[blue block]} )$$
$$\text{DM(Frag.)} = ( \text{[light blue and blue blocks]} )$$
$$\text{DM(Frag.+Buff.)} = ( \text{[light blue, blue, and light blue blocks]} )$$





## Large Matrices come into Play

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$$E = \text{Tr}(DF) \gg \sum_i \text{Tr}(D_i F_i)$$

*i = {fragments}*

$$F = \text{func}(D) \stackrel{?}{\gg} \sum_i \text{func}(D_i)$$

*i = {fragments}*

$$F(\text{Large Matrix}) \sim F(\text{Small Matrix}) \neq \text{Sum } F(\text{Small Matrix})$$



# Forces and Vibrations

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

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

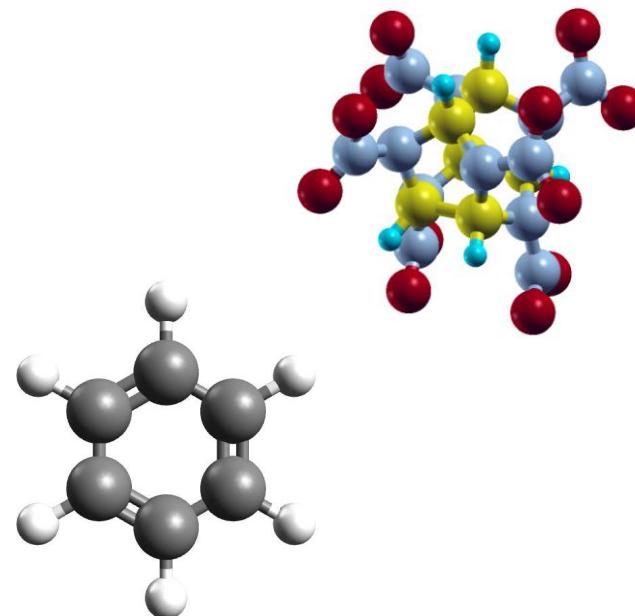
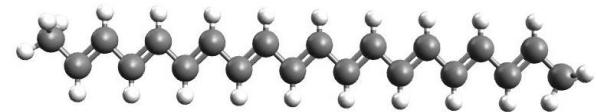
- **Total energies can be calculated in various quantum mechanical formalisms using divide and conquer techniques: DFT, semi-empirical, Hartree-Fock**



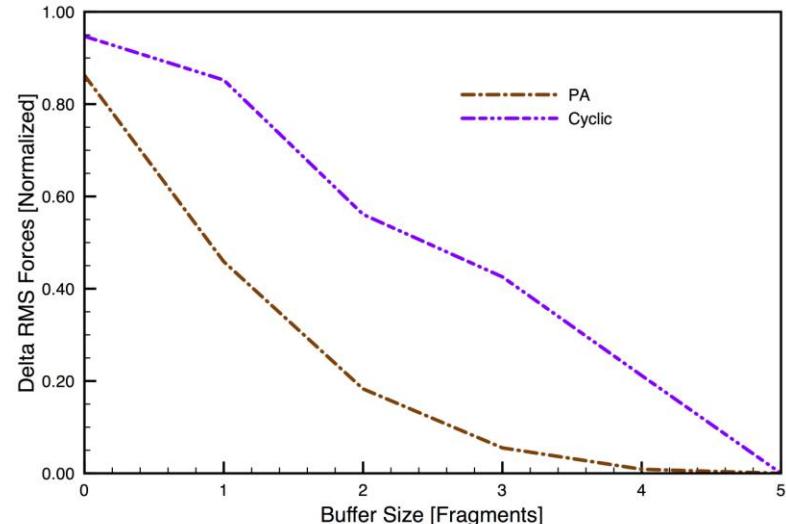
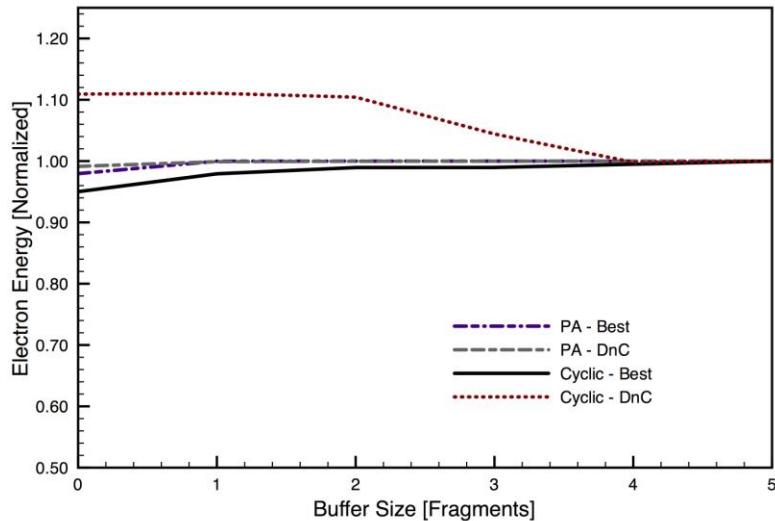
# Testing on Small Systems

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



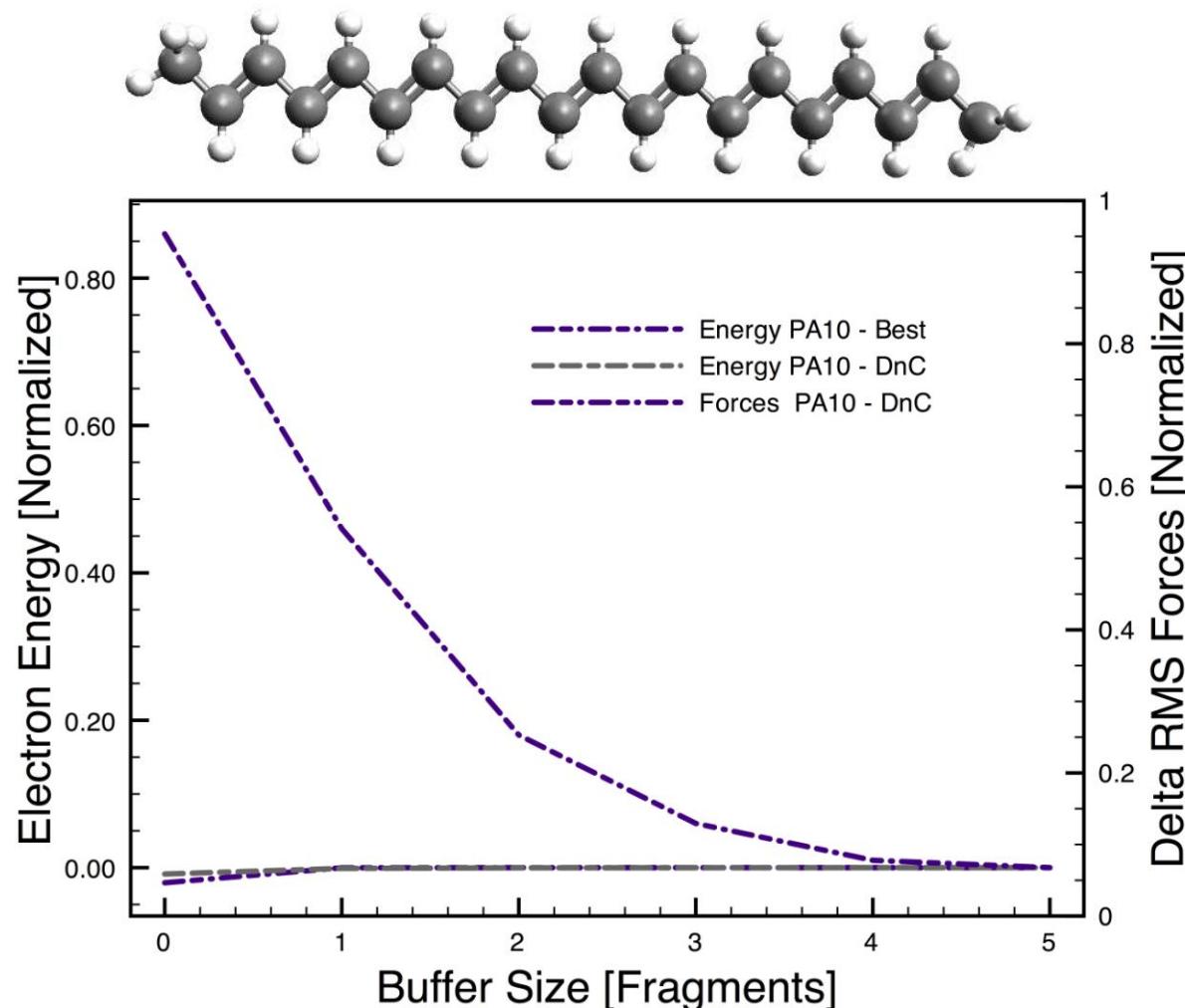
# Energy Convergence



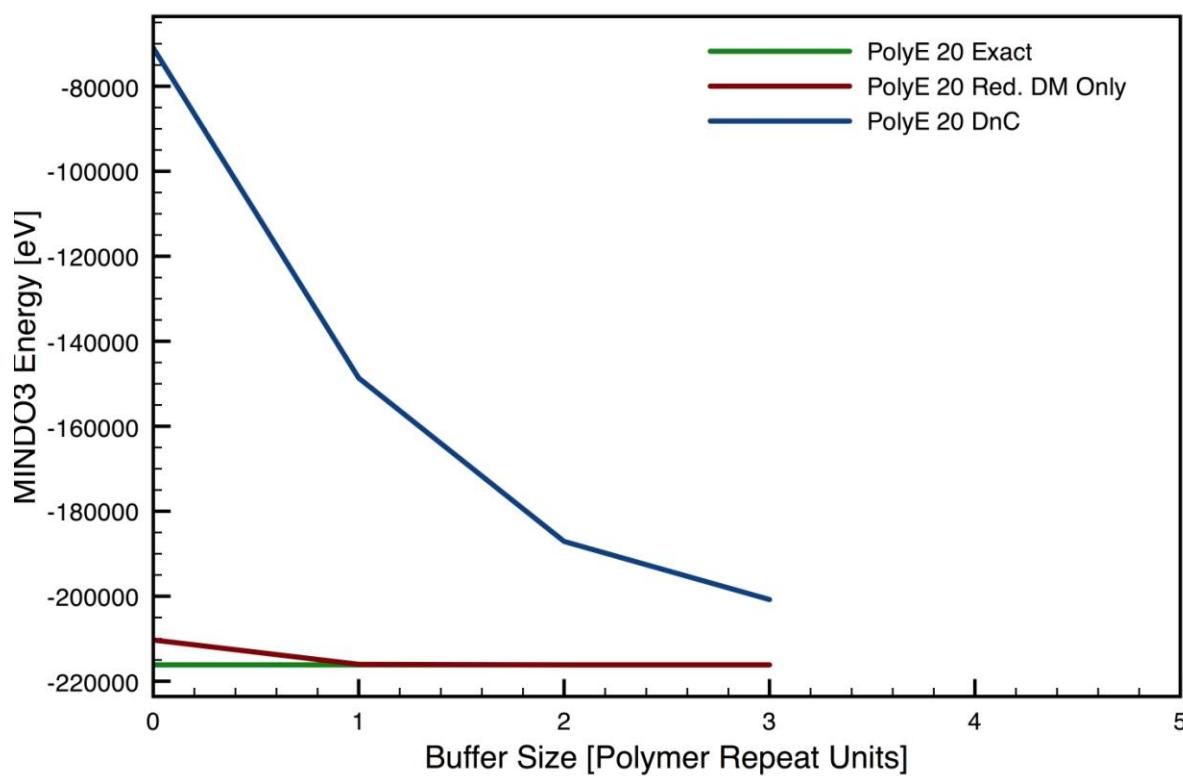
Faster for linear Poly-Acetylene than for the cyclic 10-Alkane due to Coulomb contributions from opposite sides of loop

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

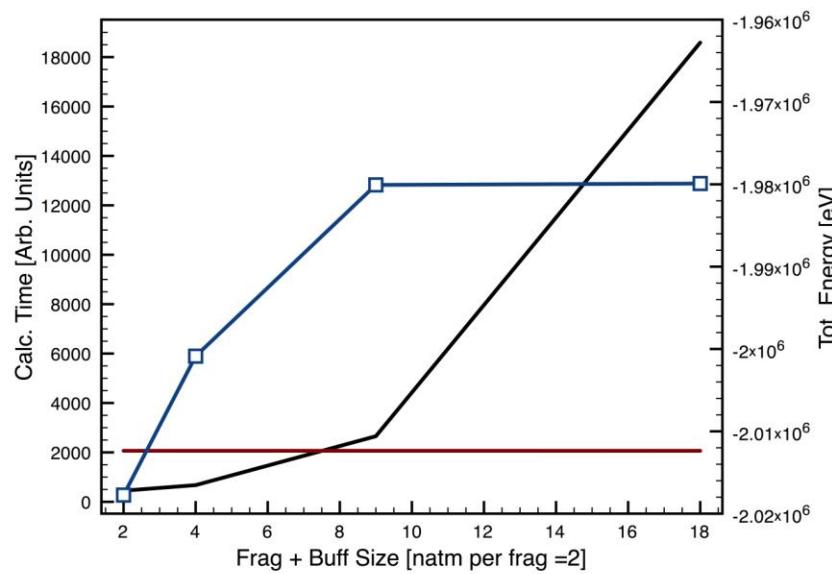
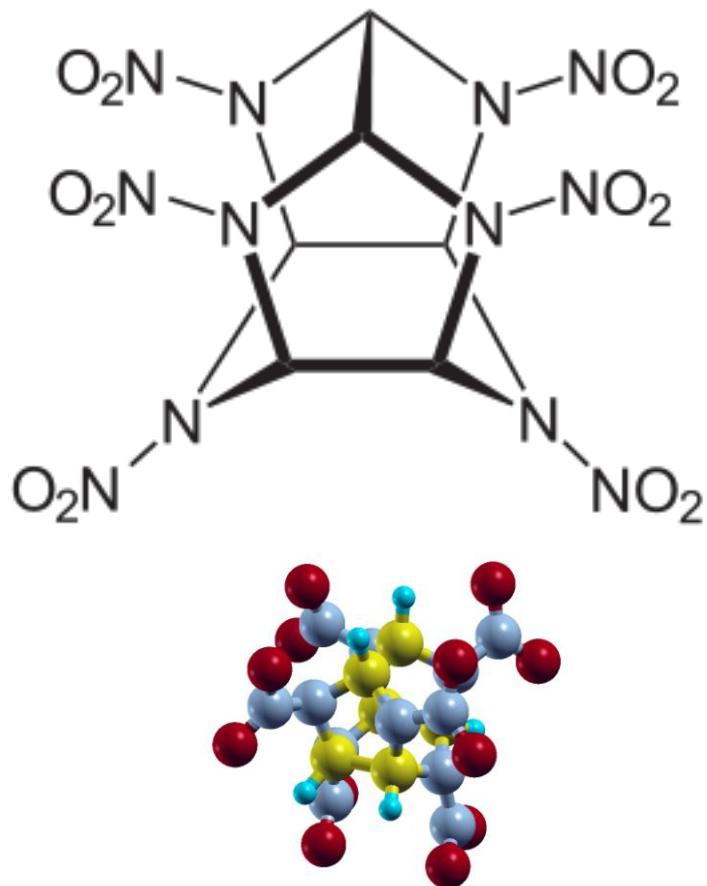
# PA10



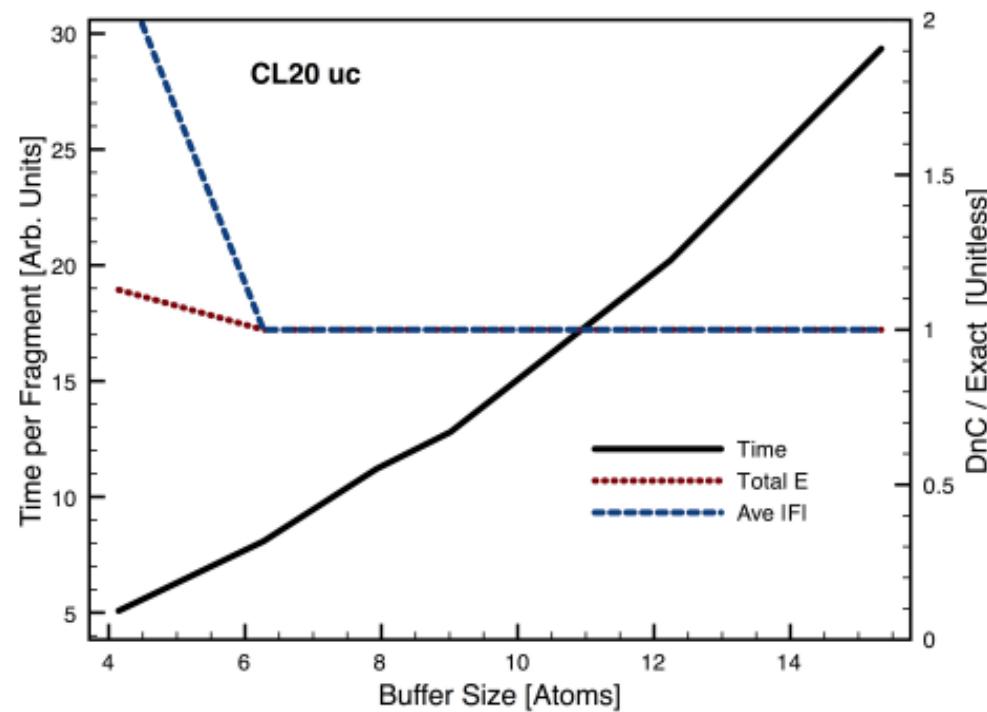
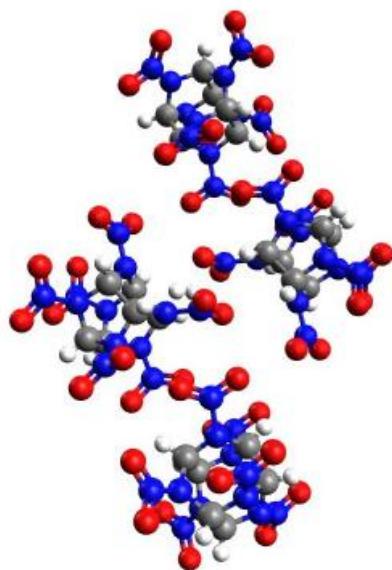
# PA20



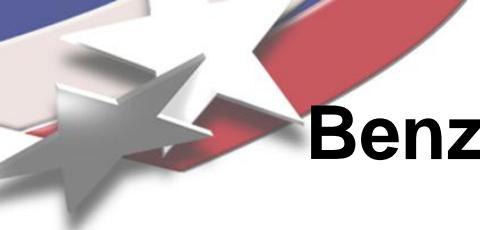
# CL20 Molecule



# CL20 Cluster

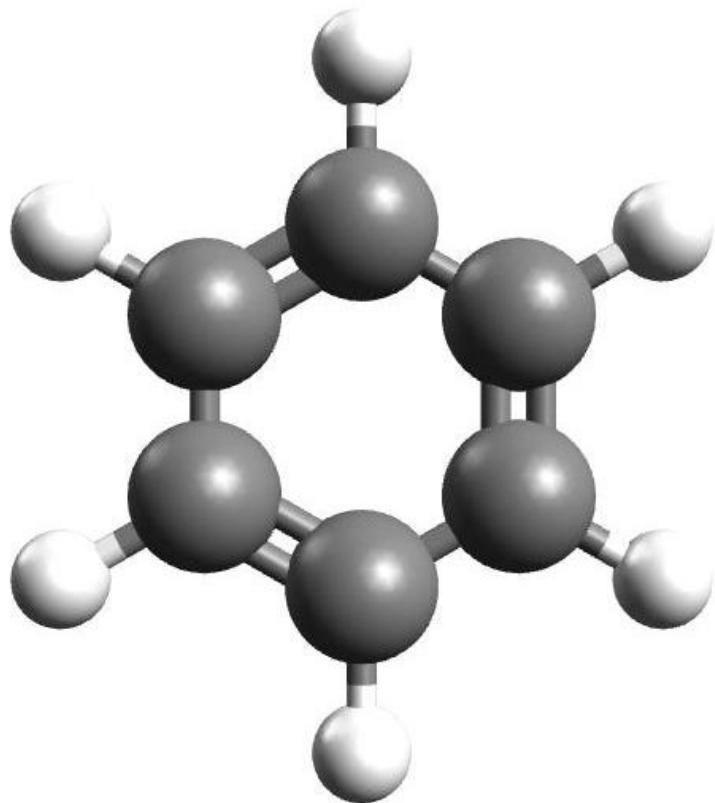


Unit cell of crystalline CL20 with 144 atoms and 156 bonds and convergence tests with respect to the buffer size.



# Benzene – Frequencies Expensive in Current Implementation

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## Ways to Get the Most Out of DnC

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- **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

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- 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

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- 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