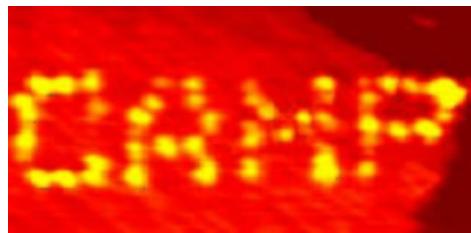


# Development of a real space grid based PAW-DFT Python code



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# Outline of talk

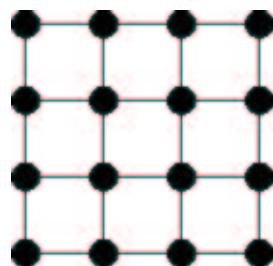
- Motivation
- Algorithm
- Projector Augmented Wave method
- Double grid technique
- Results
- Python
- Conclusions

# Motivation for using real space grids:

- Simple: Only one parameter (grid spacing)
- Flexible boundary conditions
  - 1) Cluster
  - 2) Wire
  - 3) Surface
  - 4) Bulk
- First step towards order- $N$
- No Fourier transforms

# Grids

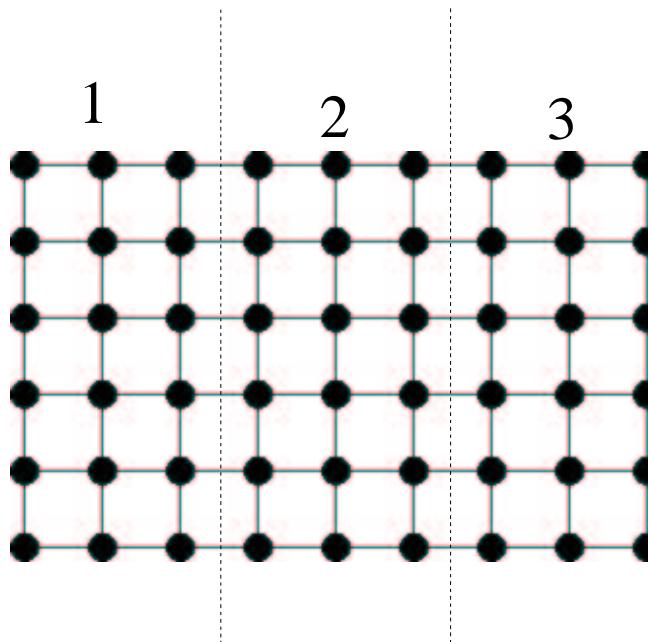
$$h \leftrightarrow$$



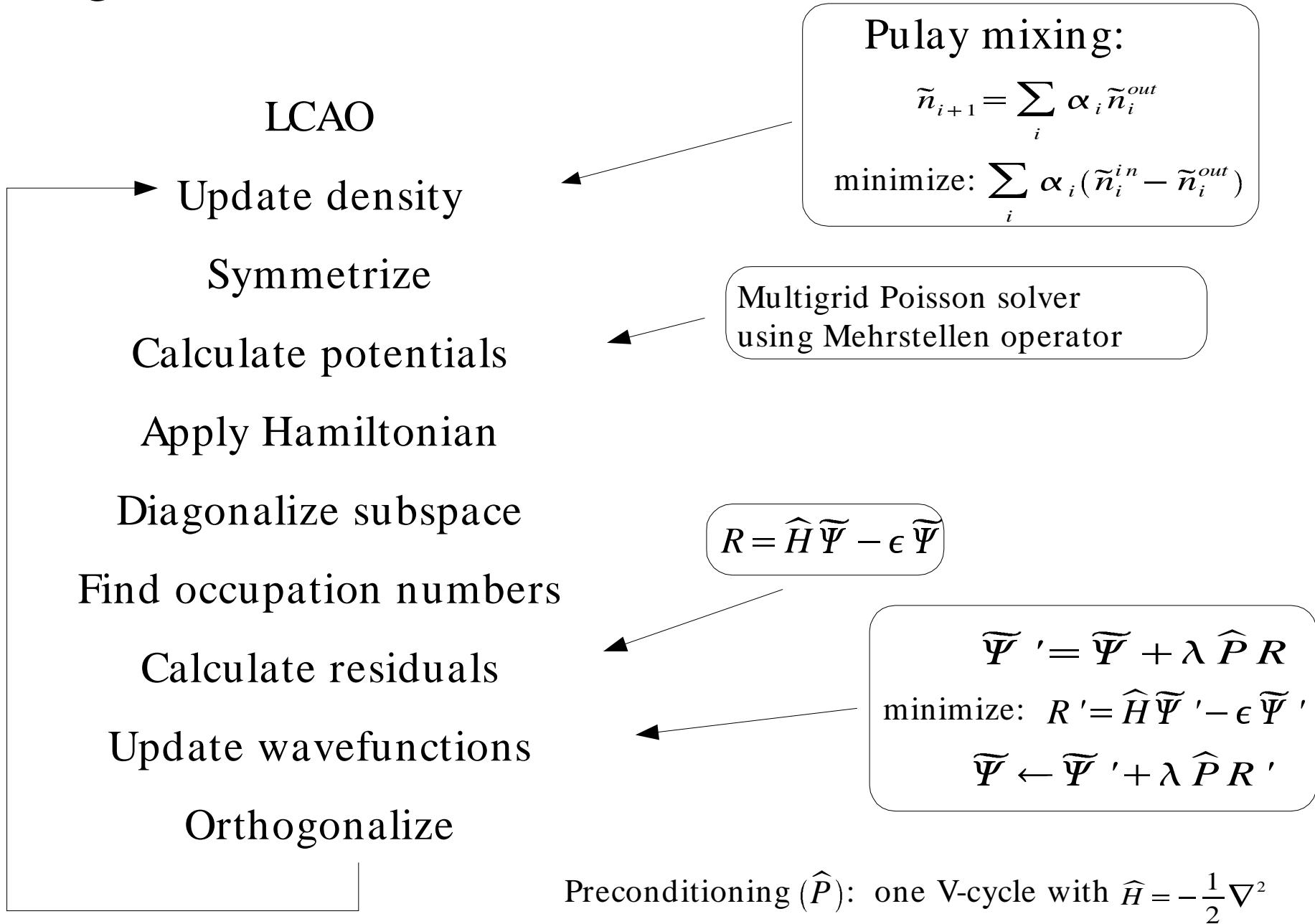
Finite Difference operators:

$$h^2 \nabla^2 = \begin{matrix} & 1 \\ & 1 & -4 & 1 \\ & 1 \end{matrix}$$

Parallelization:



# Algorithm:



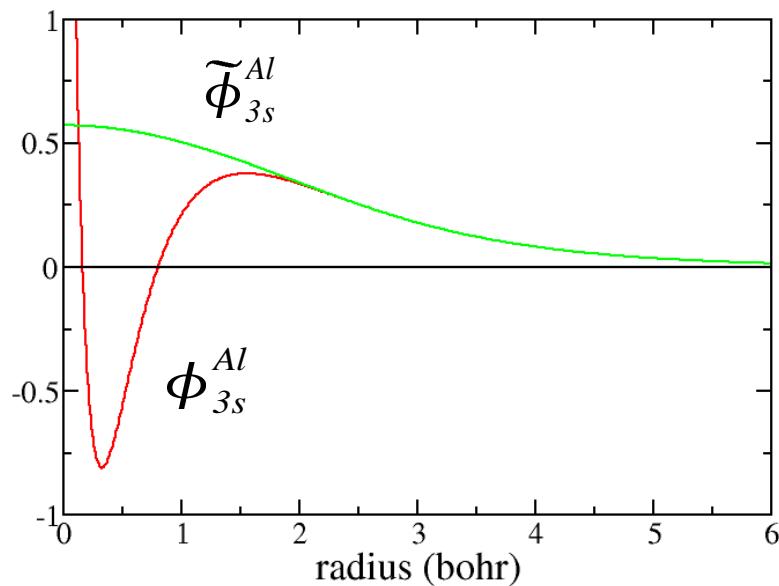
# Projector Augmented-Wave method

P. E. Blöchl, Phys. Rev. B 50, 17953 (1994)

P. E. Blöchl, C. J. Först and J. Schimpl, Bull. Mater. Sci., 26, 33 (2003).

## Why PAW?

- 1) Exact all-electron formalism
- 2) Soft wavefunctions (like USPP)



## Approximations:

- 1) Finite number of projectors
- 2) Truncated angular momentum expansions
- 3) Frozen core

## Projectors

$$\langle \tilde{p}_i^a | \tilde{\phi}_i^a \rangle = \delta_{ij}$$

$$\Psi = \sum_a \sum_{nlm} (\phi_{nlm}^a - \tilde{\phi}_{nlm}^a) \langle \tilde{p}_{nlm}^a | \widetilde{\Psi} \rangle + \widetilde{\Psi}$$

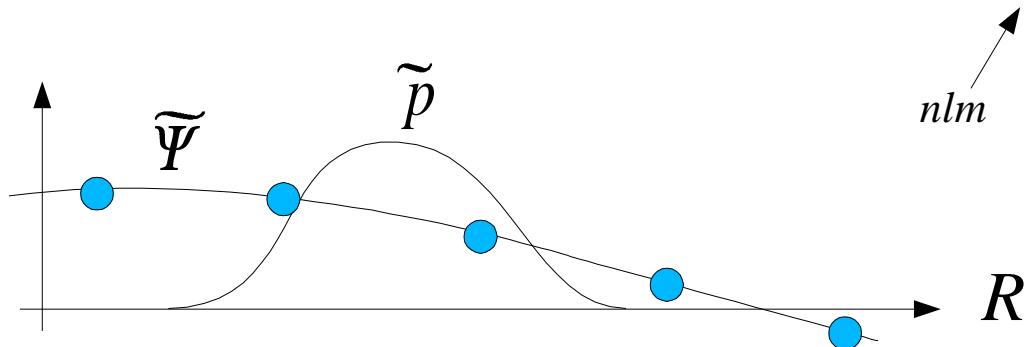
All-electron

Soft

$$\tilde{\rho} = \sum_a \widetilde{\Psi}^2 + \sum_a \sum_{lm} Q_{lm}^a \tilde{g}_{lm}^a(\mathbf{r} - \mathbf{R}^a)$$

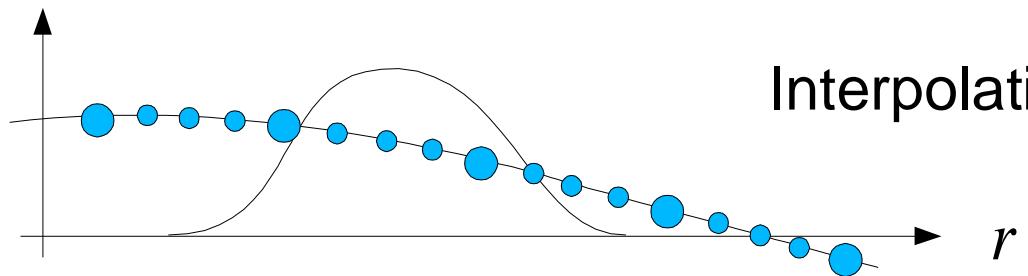
# Double grid technique:

Projection: Projections:  $\langle \tilde{\Psi}_n | \tilde{p}_i^a \rangle$



$$\langle \tilde{\Psi} | \tilde{p} \rangle \simeq \sum_R \tilde{\Psi}(R) \tilde{p}(R) \Delta V$$

Interpolation:  $\tilde{\Psi}(r) = \sum_R I_{rR} \tilde{\Psi}(R)$



$$\langle \tilde{\Psi} | \tilde{p} \rangle = \sum_r \tilde{\Psi}(r) \tilde{p}(r) \Delta v = \sum_r \sum_R I_{rR} \tilde{\Psi}(R) \tilde{p}(r) \Delta v = \sum_R \tilde{\Psi}(R) \underbrace{\sum_r I_{rR} \tilde{p}(r)}_{\tilde{p}(R)} \frac{\Delta v}{\Delta V} \Delta V$$

T. Ono & K. Hirose, *Phys. Rev. Lett.*, 82, 5016 (1999)

# Test of accuracy

Nitrogen molecule:

XC	d (bohr)			E (eV)		
	PAW	all-electron	Dacapo	PAW	all-electron	Dacapo
LDA	2.072	2.071		11.59	11.58	10.54
PBE	2.086	2.084	2.116	10.55	10.50	9.68
revPBE	2.091	2.089		10.06	10.05	9.50

Bulk aluminium:

structure	a (Å)		B (GPa)	
	PAW	all-electron	PAW	all-electron
FCC	3.993	3.983	86.7	84.0
BCC	3.201	3.193	77.0	75.0
formation energy	$\Delta E$ (eV)			
	PAW	all-electron		
BCC – FCC	0.10	0.08		

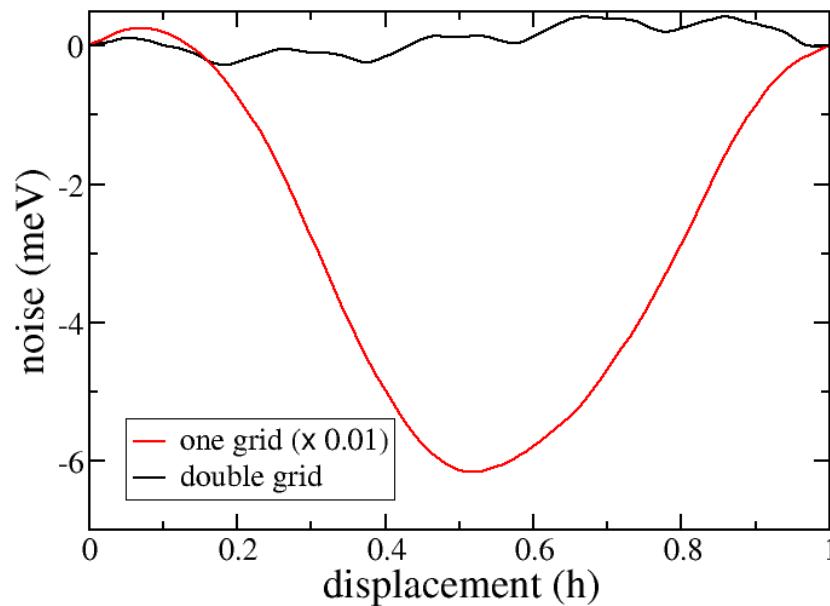
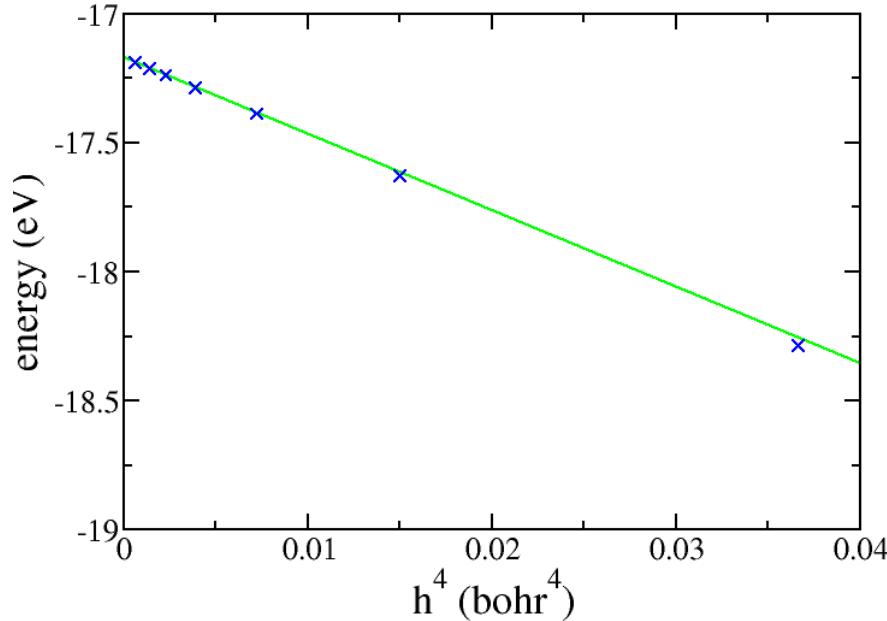
# $\text{N}_2$ molecule

Convergence:

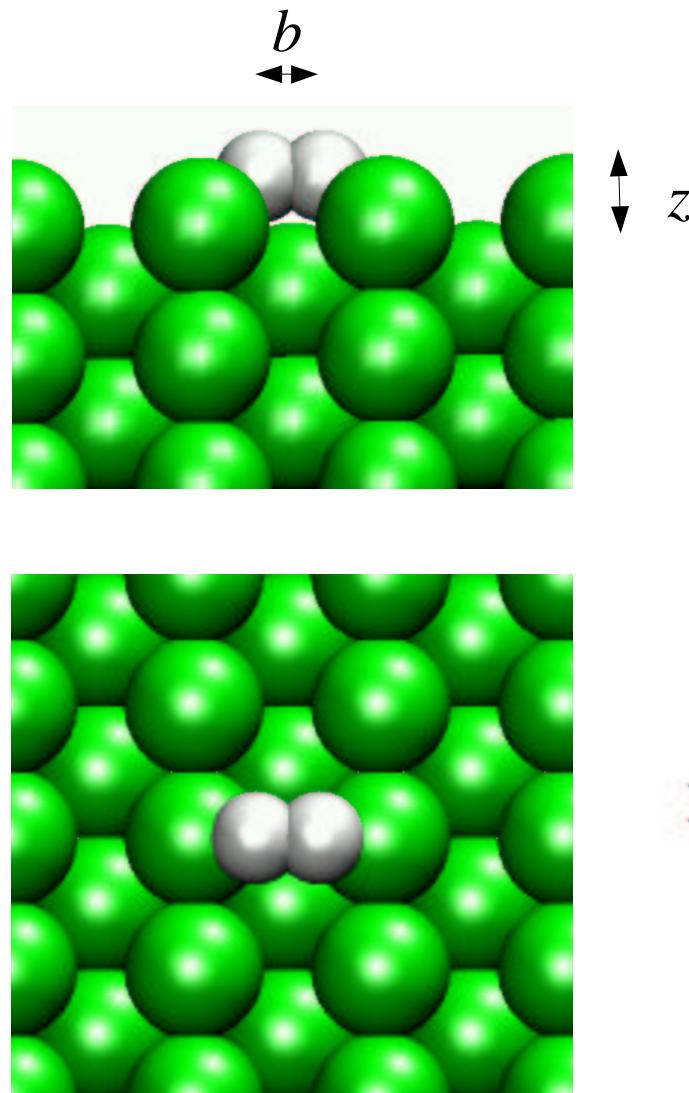
$$\Delta E \sim h^4$$

Grid noise:

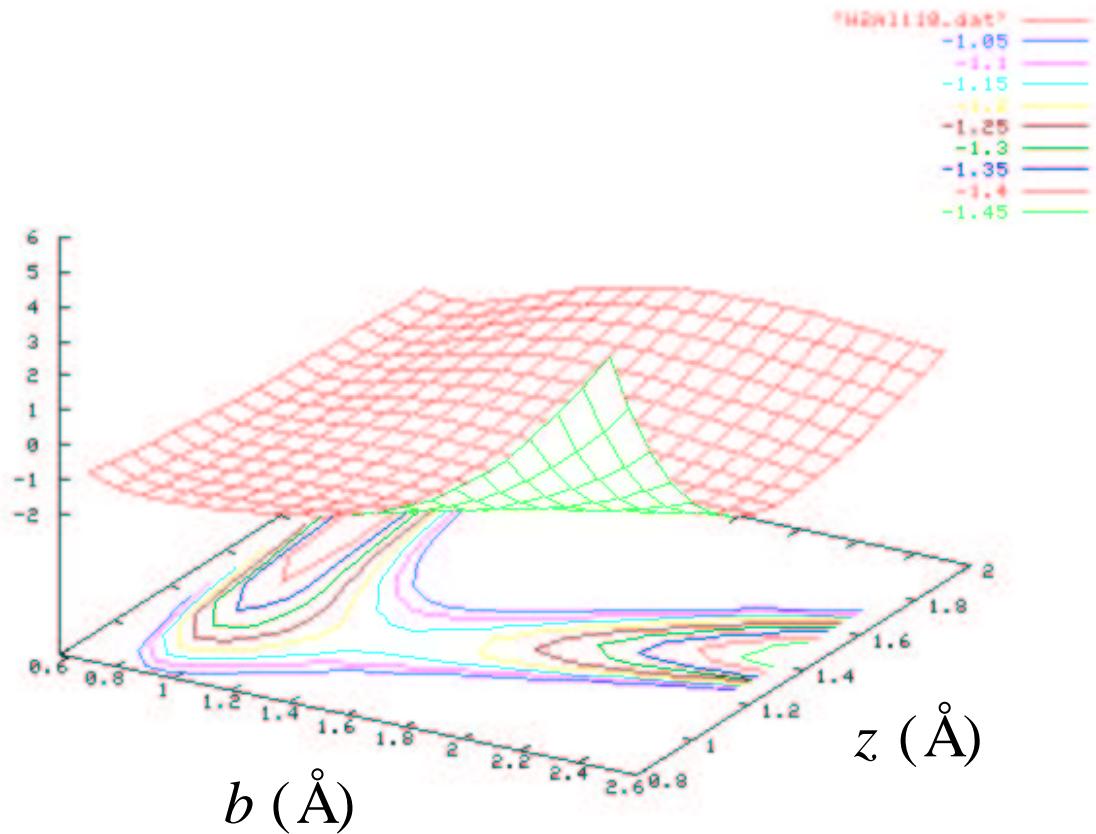
$$h = 0.2 \text{ \AA}$$



## Test: H<sub>2</sub> dissociation on Al(110)



unitcell: 5 layers, (2x1) cell  
k-points: (6x2) IBZ: 3  
 $h = 0.23 \text{ \AA}$



# Why use Python?

Premature optimization is the root of all evil.

Tony Hoare

By choosing a lower level language, like C++, at the start of your project, rather than a higher level one, like Python, you ARE optimizing WAY prematurely.

Alex Martelli

# The ultimate goal:

Lines of code:



Execution time:



Python: 5600 lines  
C++ : 1800 lines

- restrictions
- interpolations
- symmetrization
- finite difference Laplacian
- finite difference gradients
- exchange-correlation functionals

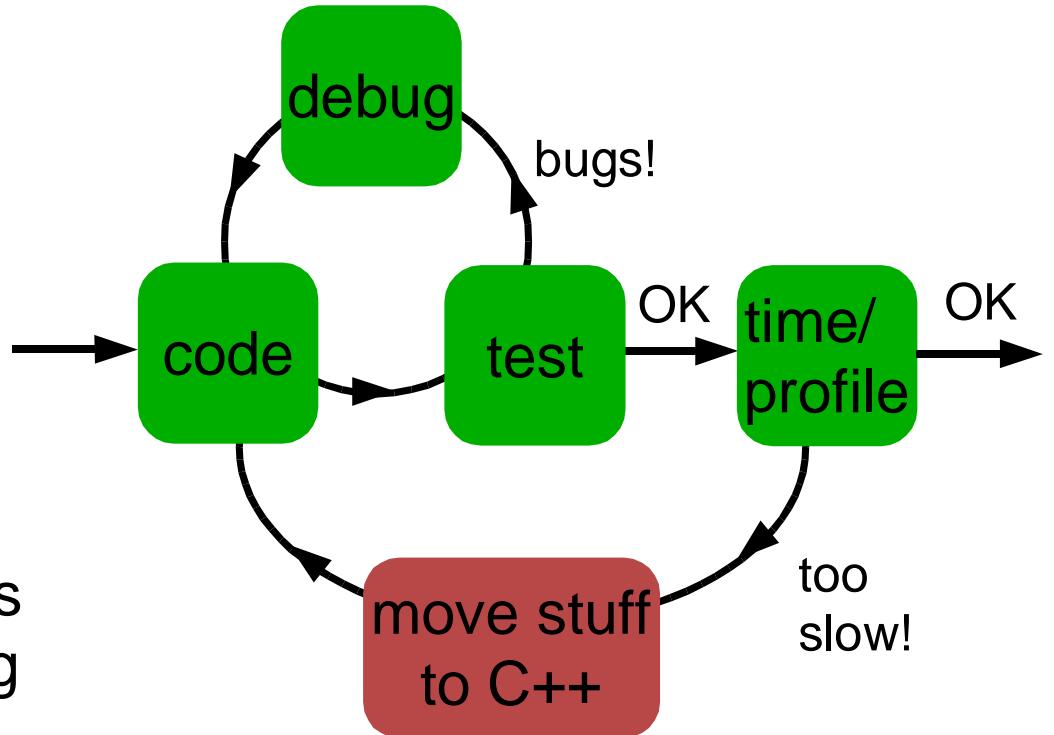


BLAS, LAPACK, Numeric

# Python is Fast!

*-development*

- 1) No compilation and linking
- 2) No declarations and .h files
- 3) Easy interactive debugging
- 4) No memory management
- 5) Many bugs don't exist in Python
- 6) Object Oriented



# Future

- d-projectors
- Non-spherical
  - compensation charges
  - exchange-correlation energy
- Scalar-relativistic data sets
- Parallelization
- ...
- Order-N

# Conclusions

- It is possible to do PAW calculations efficiently in real space.
- The Python/ C+ + combination works well for this type of work.

# How fast is Python?

The number e:

$$e = \sum_{n=0}^{\infty} \frac{1}{n!}$$

```
e = 0.0
f = 1.0
for n in range(100):
    e += f
    f /= n + 1
print "e =", e
```

300 µs

```
print "e =", 1 + sum(divide.accumulate(arange(1, 100, typecode=Float)))
```

```
#include <iostream>
int main()
{
    double e = 0.0;
    double f = 1.0;
    for (int n = 0; n < 100; n++)
    {
        e += f;
        f /= n + 1;
    }
    cout << "e =" << e << endl;
}
```

6 µs