



# ***Molecular dynamics simulations of collision cascades: method developments and results from 1993 on***

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Ion beam processing



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Machine learning



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Arcing experiments



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Particle Physics Mat'ls



# Contents

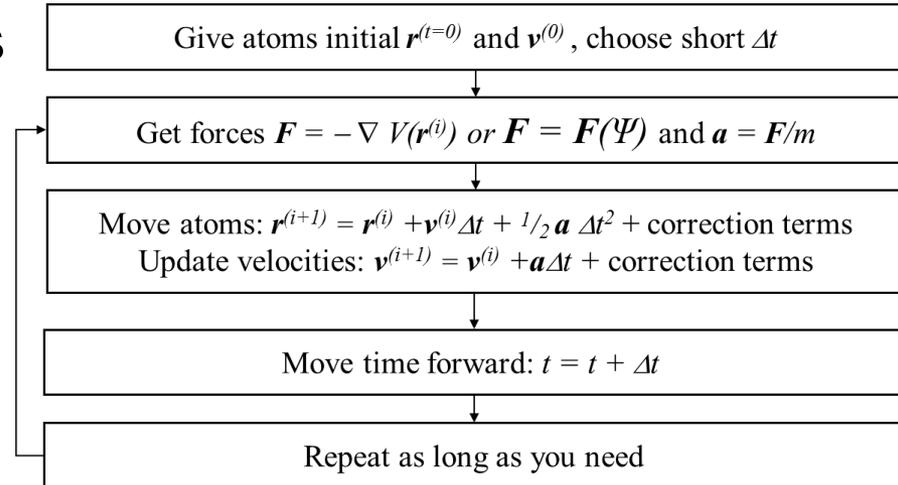
- Part 1: Crucial methods for handling irradiation effects
- Part 2: Results on overlapping damage cascades in metals
- Part 3: Comments on data formats and storage sizes



# What is needed to model collision cascades beyond standard MD?



- We all know the basics of standard MD
- However, to model cascades one needs some special solutions
- Now with increasing amounts of LAMMPS black-box users, important to keep this in mind!
- We and others (Webb, Smith, Garrison, Averback, Diaz de la Rubia, Urbassek, Bacon, Caturla, Gao....) have developed the special solutions since about 1990





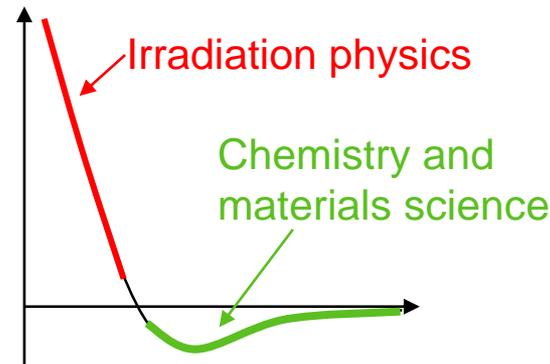
# What is the special physics of irradiation effects?

- One needs to be able to handle:
  - 1) keV-energy collisions between nuclei
  - 2) Energy loss to electronic excitations
  - 3) Transition to high-pressure and high-T thermodynamics ( $E_{\text{kin}} \sim 1 \text{ eV}$ )
  - 4) Realistic equilibrium interaction models
  - 5) Phase changes, segregation, sputtering, defect production...
  - 6) Long-term relaxation of defects
- Sounds daunting, but:
  - Steps 1 – 2 can be handled in a binary collision approximation simulation
  - Steps 1 – 5 can all be handled in the same molecular dynamics simulation
  - Step 6 requires kinetic Monte Carlo or rate theory



## 1) keV and MeV-energy collisions between nuclei

- To handle the high-E collisions, one needs to know the high-energy repulsive part of the interatomic potential
  - We have developed DFT methods to obtain it to within ~1% accuracy for all energies above 10 eV
  - New effort to get all potentials just started
- So called “Universal ZBL” potential accurate to ~5% and very easy to implement





## 1) keV and MeV-energy collisions between nuclei

- The equilibrium MD time step of 1 fs makes MD explode if used for keV or MeV ions
- Adaptive time step developed by us:

$$\Delta t_{n+1} = \min \left( \frac{\Delta x_{\max}}{v_{\max}}, \frac{\Delta E_{\max}}{F_{\max} v_{\max}}, c_{\Delta t} \Delta t_n, \Delta t_{\max} \right)$$

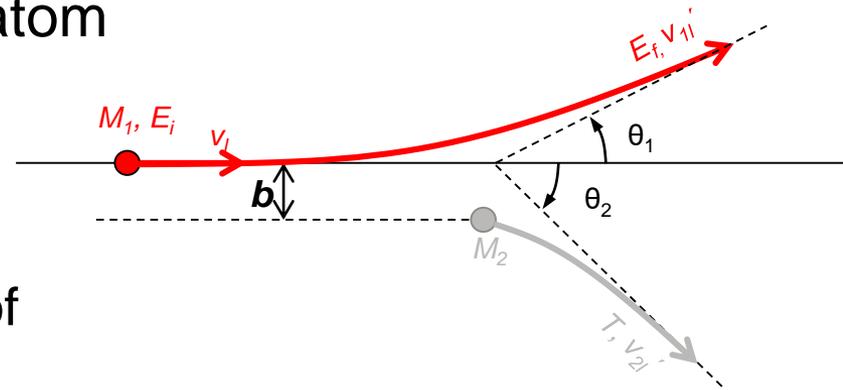
- Here  $\Delta x_{\max}$  is the maximum allowed distance moved during any  $t$  (e.g. 0.1 Å),  $\Delta E_{\max}$  is the maximum allowed change in energy (e.g. 300 eV),  $v_{\max}$  and  $F_{\max}$  are the highest speed and maximum force acting on any particle at  $t$ , respectively.  $c_{\Delta t}$  prevents sudden large changes (e.g. 1.1), and  $t_{\max}$  is the time step for the equilibrated system.
- This relatively simple algorithm has been demonstrated to be able to handle collisions with energies up to 1 GeV accurately (by comparison with binary collision integral)

[K. Nordlund, Comput. Mater. Sci. 3, 448 (1995)].



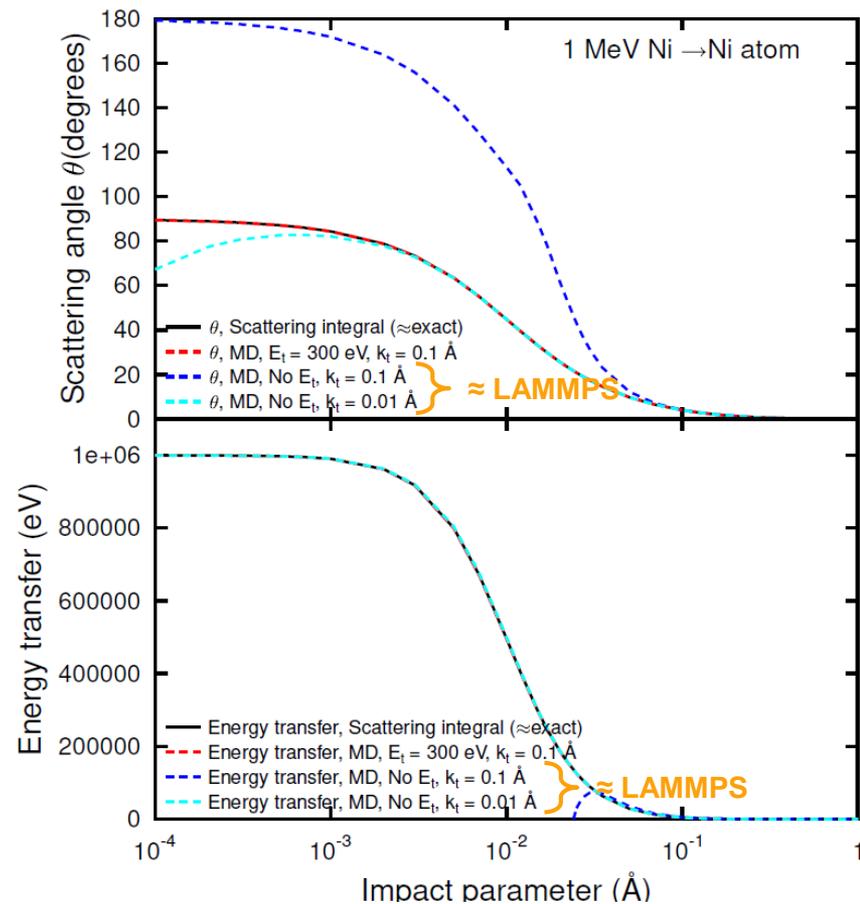
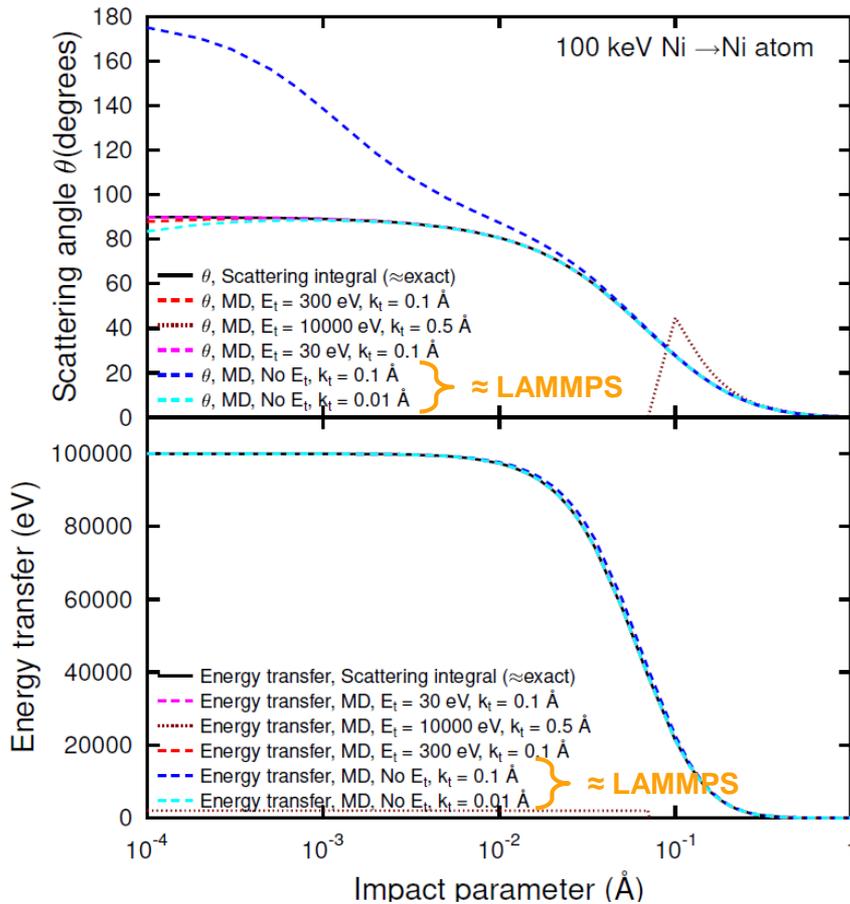
# Press-stop: how important is the $\Delta E_{max}$ term actually?

- We always use the  $\Delta E_{max}$  term, but e.g. LAMMPS does not have it – how important is it?  
$$\Delta t_{n+1} = \min \left( \frac{\Delta x_{max}}{v_{max}}, \frac{\Delta E_{max}}{F_{max} v_{max}} \right)$$
- I ran today simulations of 100 keV and 1 MeV Ni collisions with a single Ni atom as function of impact parameter  $b$ 
  - One can compare with the essentially exact solution of the binary collision integral
  - Monitor variation of dependence of scattering angle and energy transfer with  $\Delta x_{max}$  and  $\Delta E_{max}$





# Results on scattering dependence on $\Delta x_{max}$ and $\Delta E_{max}$



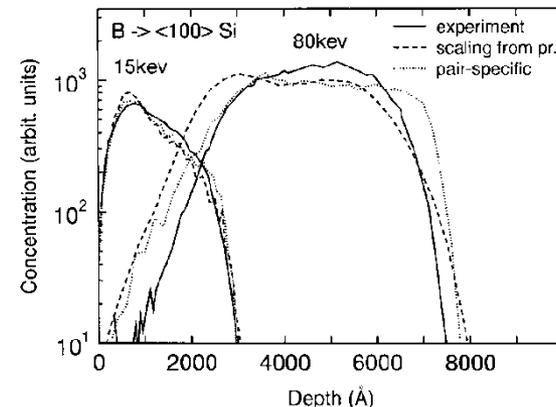
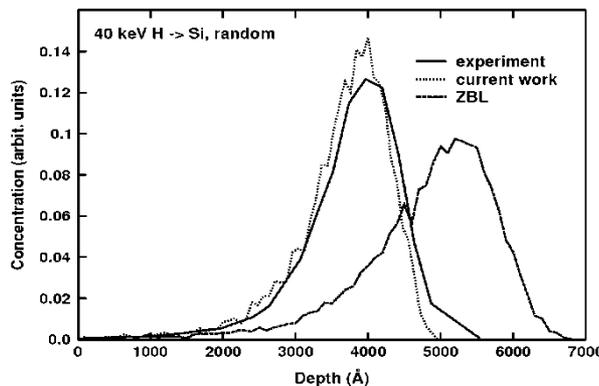
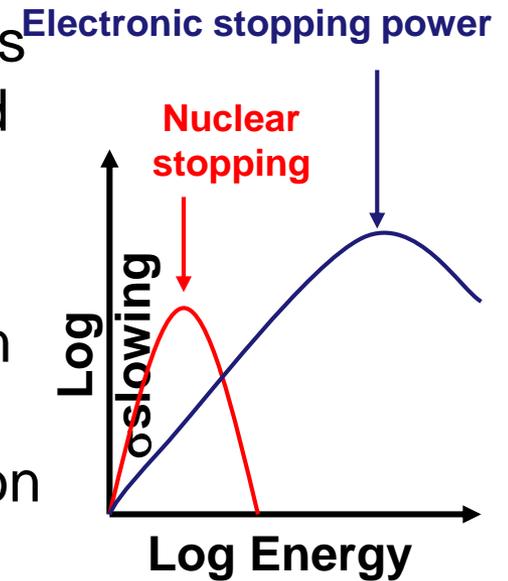
➤ Conclusion:  $\Delta E_{max}$  is important for energies  $> \sim 100$  keV

## 2) Energy loss to electronic excitations

The energy loss to electronic excitations = electronic stopping  $S$  can be included as a frictional force in MD simply as:

$$v^{(i+1)} = v^{(i)} - S(v)/m\Delta t$$

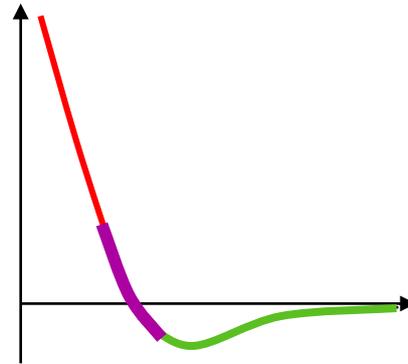
- The nice thing about this is that this can be compared directly to experiments via BCA or MD range or ion transmission calculations. Examples of agreement:



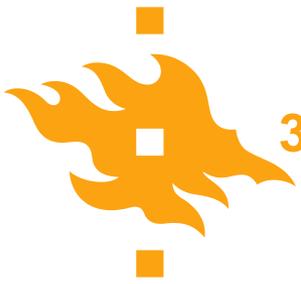


### 3) Transition to high-pressure and high-T thermodynamics

- Requires realistic **intermediate part** in potential



- Can be adjusted to experimental high-pressure data and threshold displacement energies
  - Somewhat tedious 'manual' fitting but doable
- Could also be fit to DFT database in this length range, done recently e.g. by Tamm, Stoller et al.



### 3) Transition to high-pressure and high-T thermodynamics

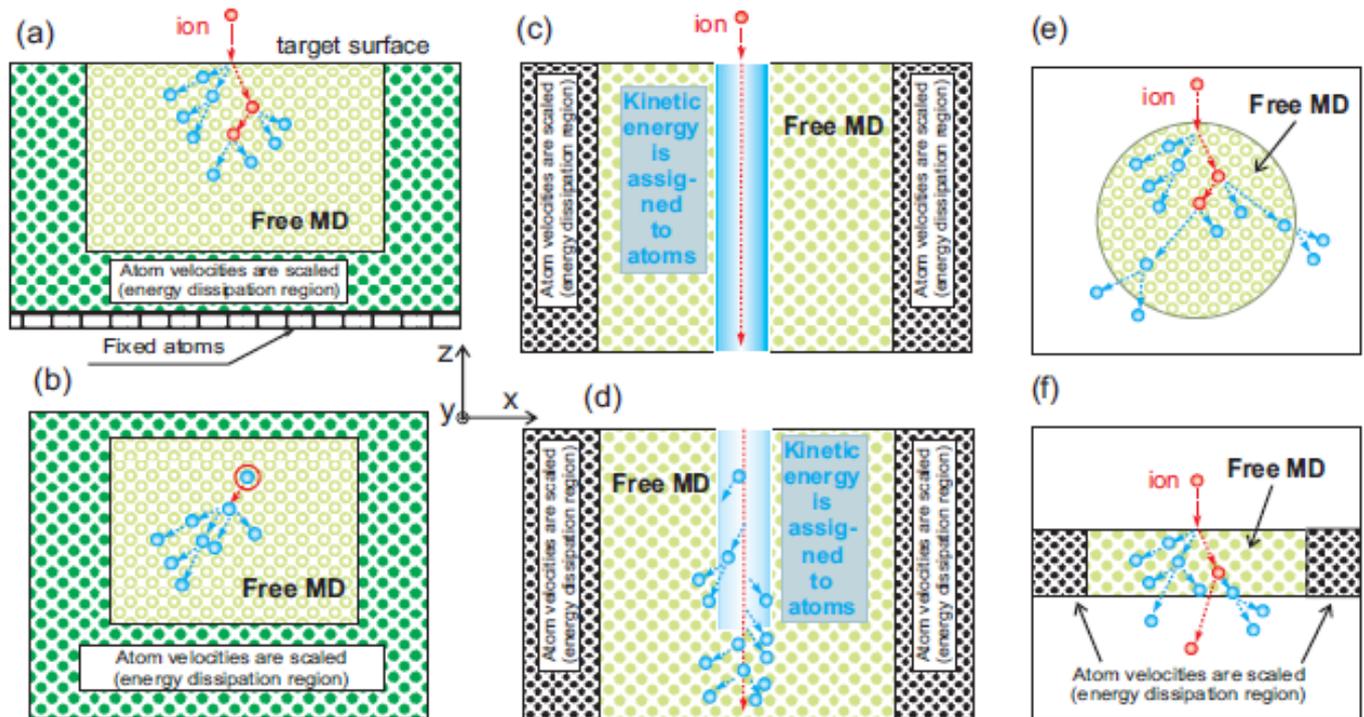
- The transition to thermodynamics occurs naturally in MD
- But boundary conditions a challenge due to heat and pressure wave emanating from a cascade





### 3) Transition to high-pressure and high-T thermodynamics: MD irradiation temperature control

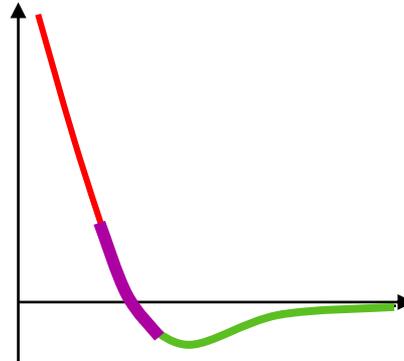
- Central part has to be in NVE ensemble, but on the other hand extra energy/pressure wave introduced by the ion or recoil needs to be dissipated somehow
- Exact approach to take depends on physical question:
  - a) surface, b) bulk recoil, c-d) swift heavy ion, e) nanocluster, f) nanowire





#### 4) Realistic equilibrium interaction models

- Finally one also needs the **normal equilibrium part** of the interaction model



- Since we start out with the extremely non-equilibrium collisional part, all chemical bonds in system can break and reform and atoms switch places
  - **Conventional Molecular Mechanics force fields are no good at all!**



# Results: overlapping cascades

- Our collision cascade simulations have produced results published in about 400 scientific publications since 1994.
- Materials covered: metals, semiconductors, ionic materials, organic materials, nanotubes, nanowires, nanoclusters, amorphous materials, quasicrystals
- Focus of rest of this presentation: damage overlap effects



# Molecular dynamics of primary damage event

- The primary damage (ns timescale) produced by neutron irradiation can be readily simulated by molecular dynamics (=simulation of atom motion)
- Simple example: 10 keV recoil cascade in FeCr, cross-sectional view



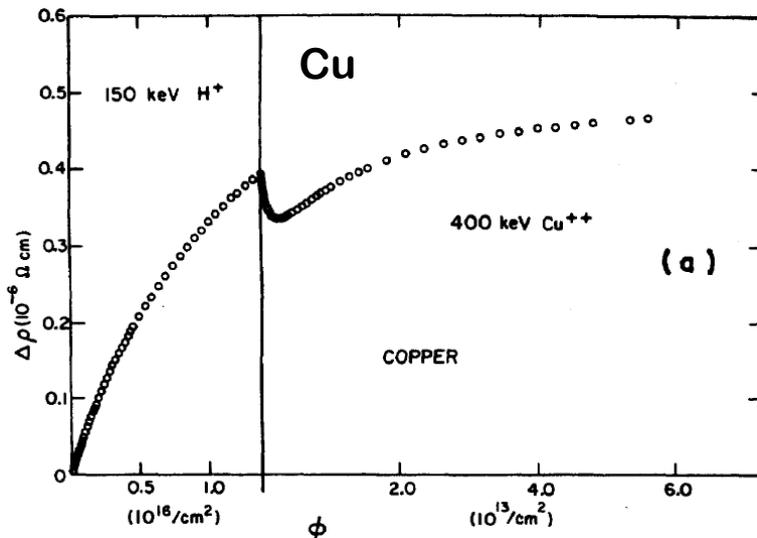


# Overlapping damage effects?

- It is well established that overall damage levels in metals saturate on long-term irradiation
- Basic explanation: new cascades recombine some of old damage
- Saturation at ~ 1% defect concentration

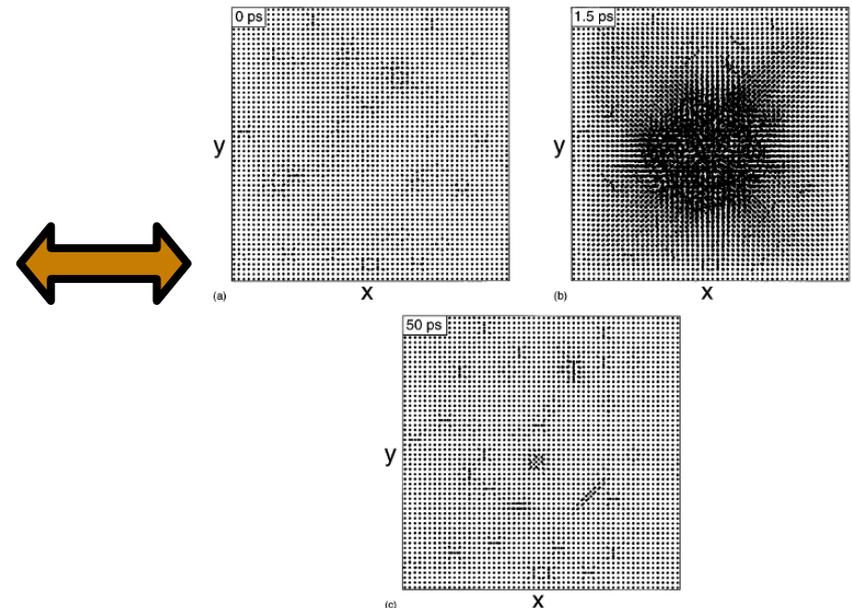
[Gao, Bacon et al, J. Nucl. Mater. 230 (1996) 47; Nordlund and Averback, Phys. Rev. B 56, 2421 (1997)]

## Experiment



[Averback et al., Phys. Rev. B 16 (1977) 3860]

## Simulation



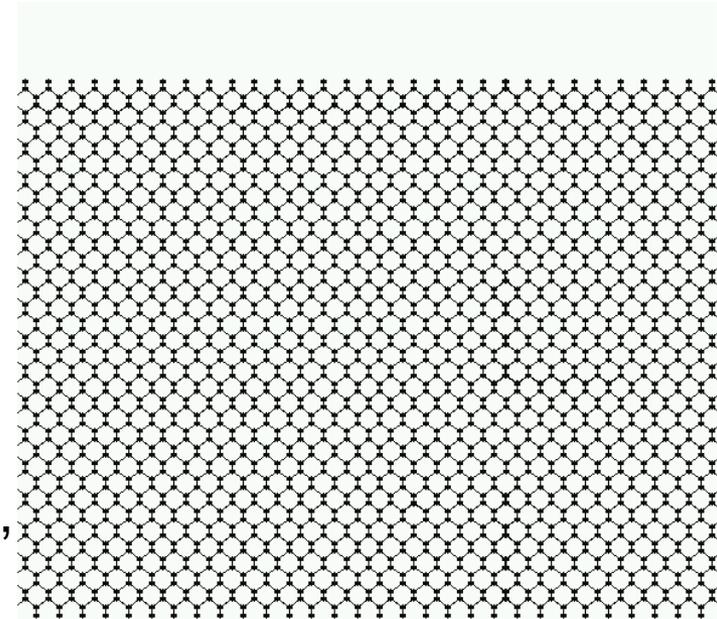
[Nordlund and Averback, Phys. Rev. B 56, 2421 (1997)]



# Simulations of high-dose damage in semiconductors



- High-dose damage can be simulated by molecular dynamics by running repetitive cascades in same cell
  - If there is no thermally assisted defect migration, this corresponds directly to high-dose radiation experiments
- For semiconductors such simulations have been done already long ago, and gave good agreement with experiments
- E.g. amorphization of silicon
  - Dose about 14 eV/atom in MD, about 12 eV/atom in expt.



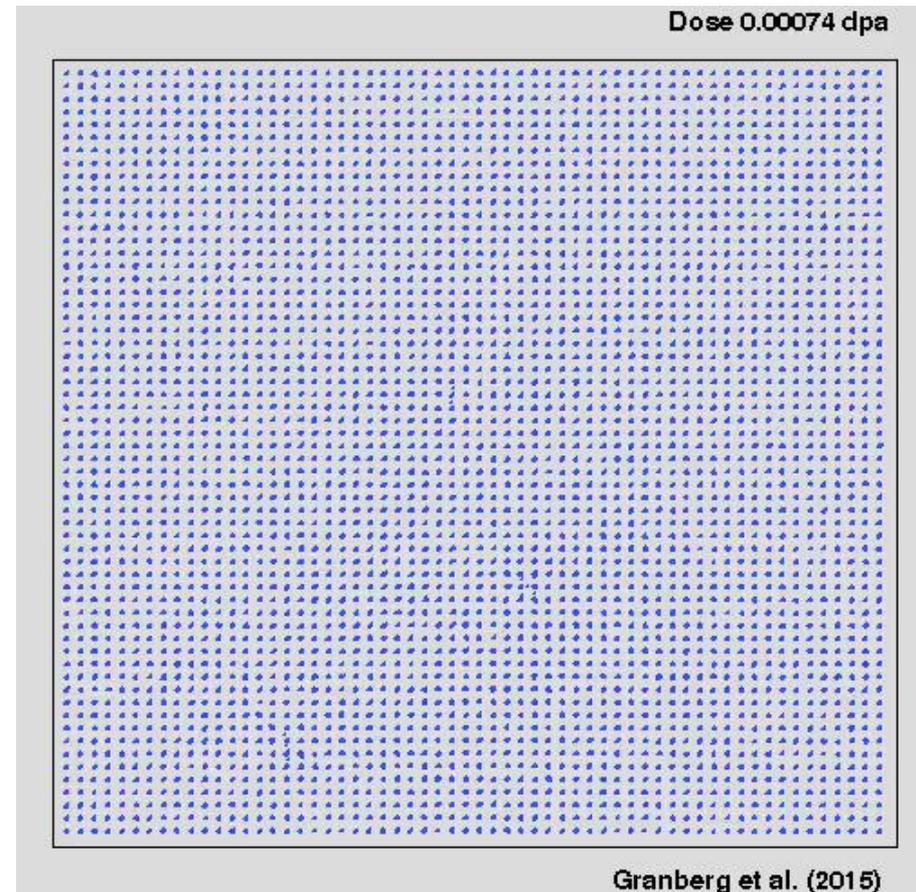
[Nord et al, Phys. Rev. B **65**, 165329 (2002)]



# Simulations of high-dose damage in metals



- Until recently, there were no corresponding simulations in metals
- We have now carried out numerous such series in Fe, FeCr, Ni and Ni-related high entropy alloys
- Example: 1500 overlapping 5 keV cascades in Ni
  - 108000 atom cell, all atoms plotted in projection

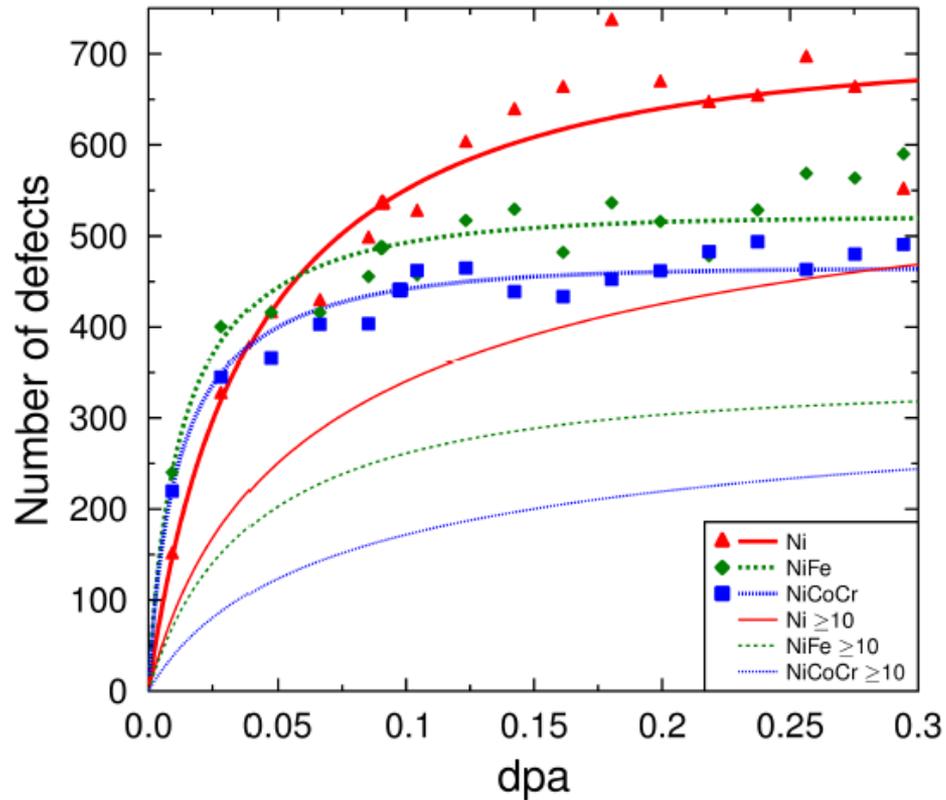




# Damage saturation



- Damage saturates around defect concentration  $\sim 0.7\%$
- Very nice agreement with experimental value around roughly 1%...



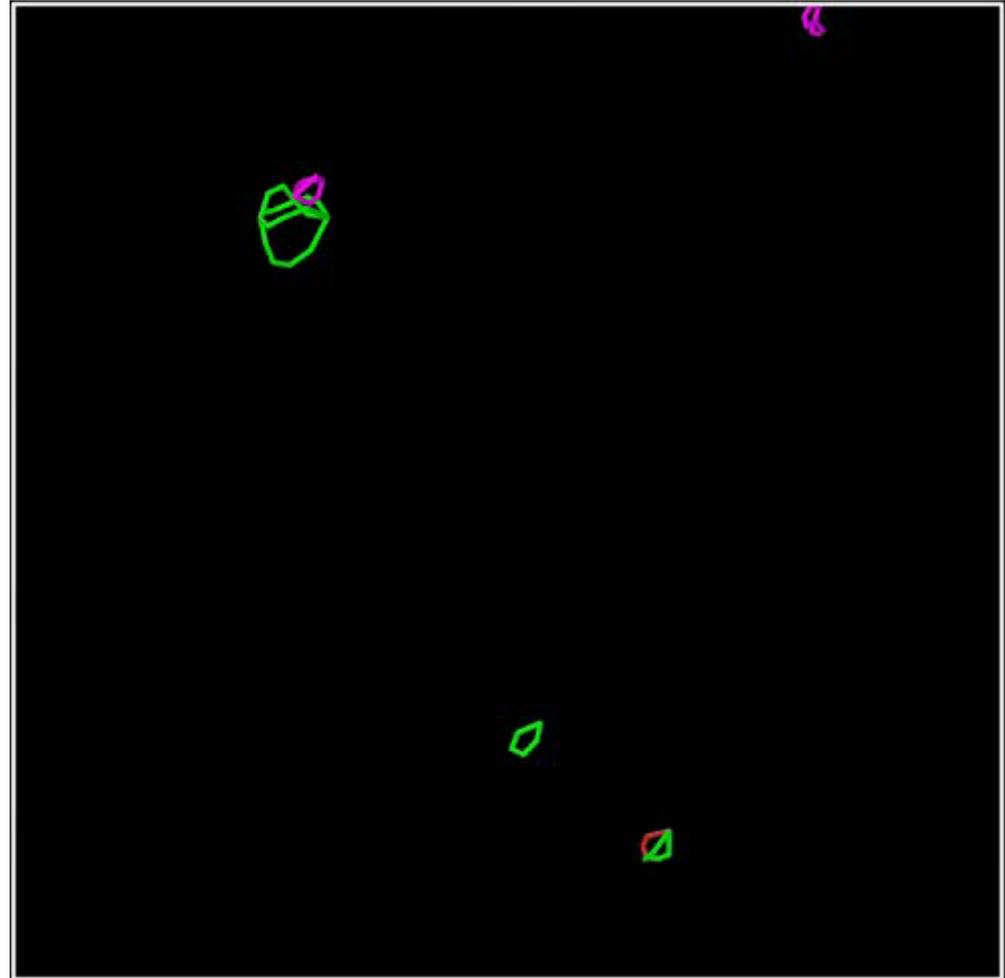


# Damage buildup by dislocation view

Stair-rod dislocation  
Shockley partial  
Frank loop



- DXA analysis in ovito software enables automated analysis of the dislocation structure
- Example: damage buildup by 3500 recoils in Ni
- Note: disordered vacancy clusters not shown

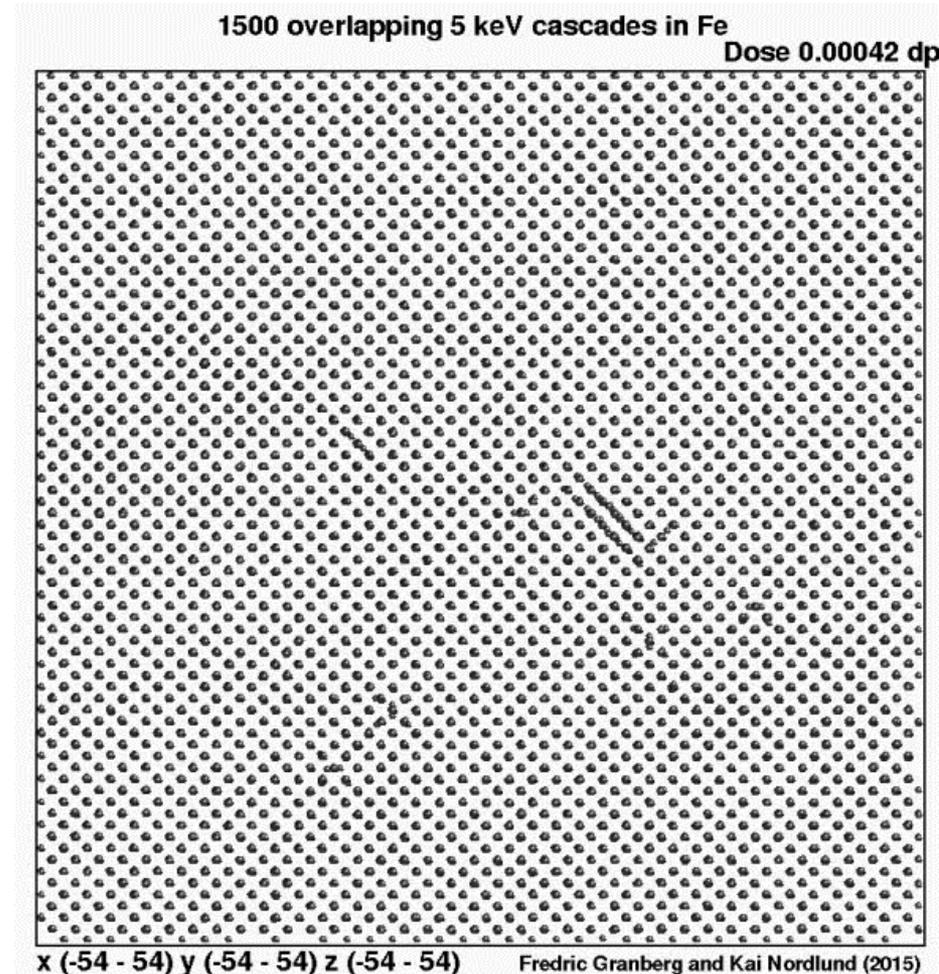




# High-dose radiation damage in Fe and FeCr

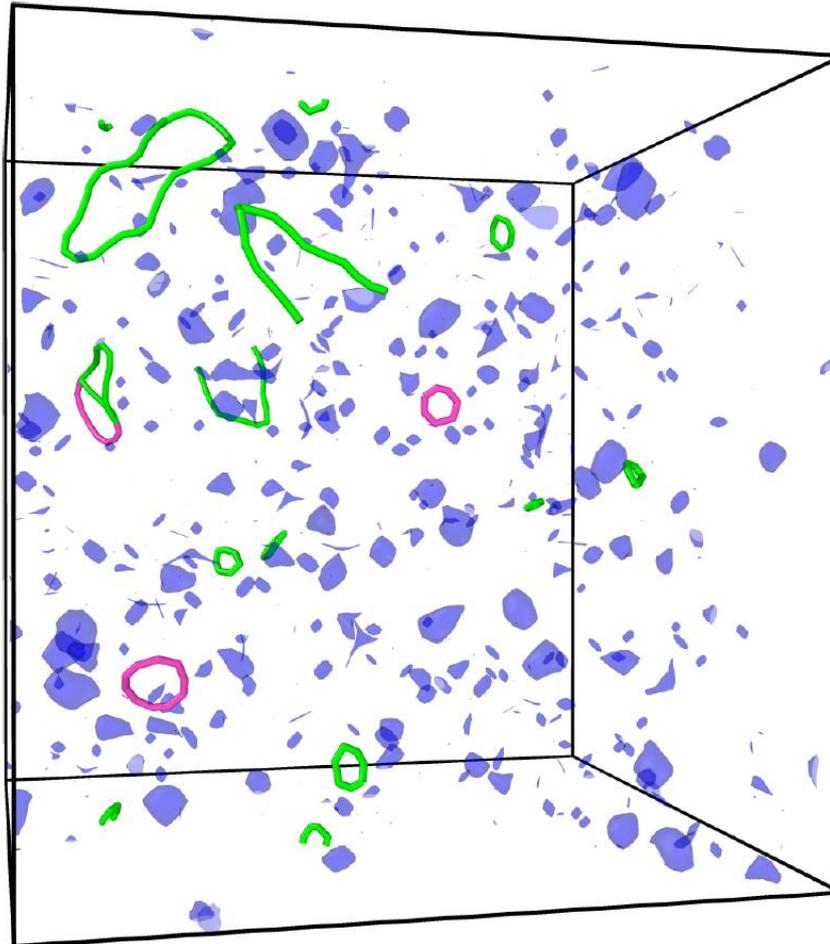


- We have also carried out corresponding series in Fe
- Key question addressed in these simulations: what is the mechanism of 100 loop formation?





# Dislocation structure after 1000 5 keV cascades



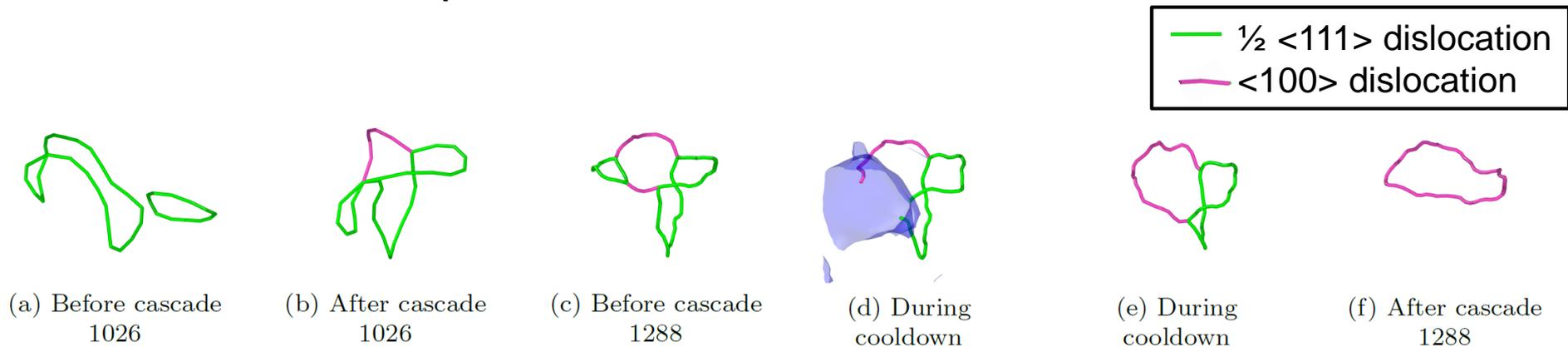
- $\frac{1}{2}$   $\langle 111 \rangle$  dislocation
- $\langle 100 \rangle$  dislocation
- Unidentified; mainly vacancy clusters



# 100 loop formation mechanism



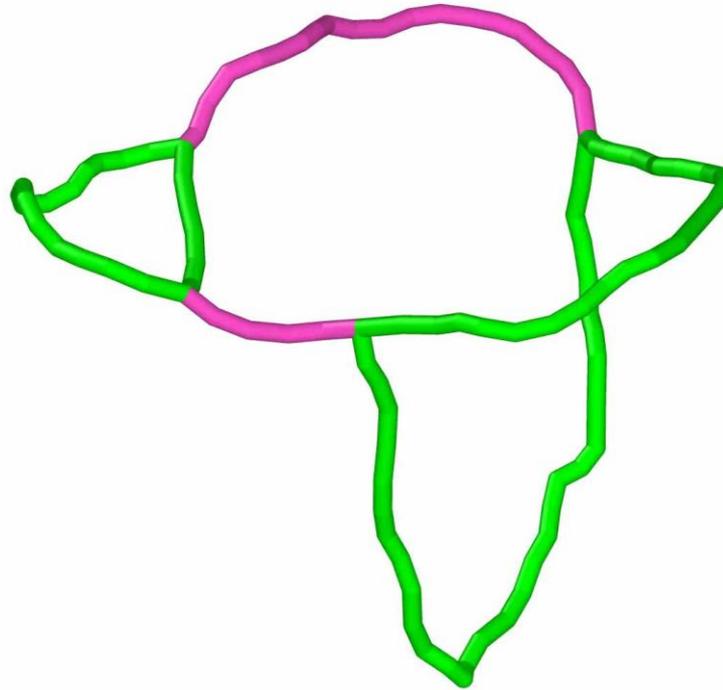
- From the simulations, we analyzed the dislocation structure [with Ovito DXA analysis] and sought 100 loops
- We found that they can form spontaneously by transformation from 111 loops by cascade overlap
- Example:



[Granberg et al, EPL (2017) accepted for publication]



# Video of final transformation

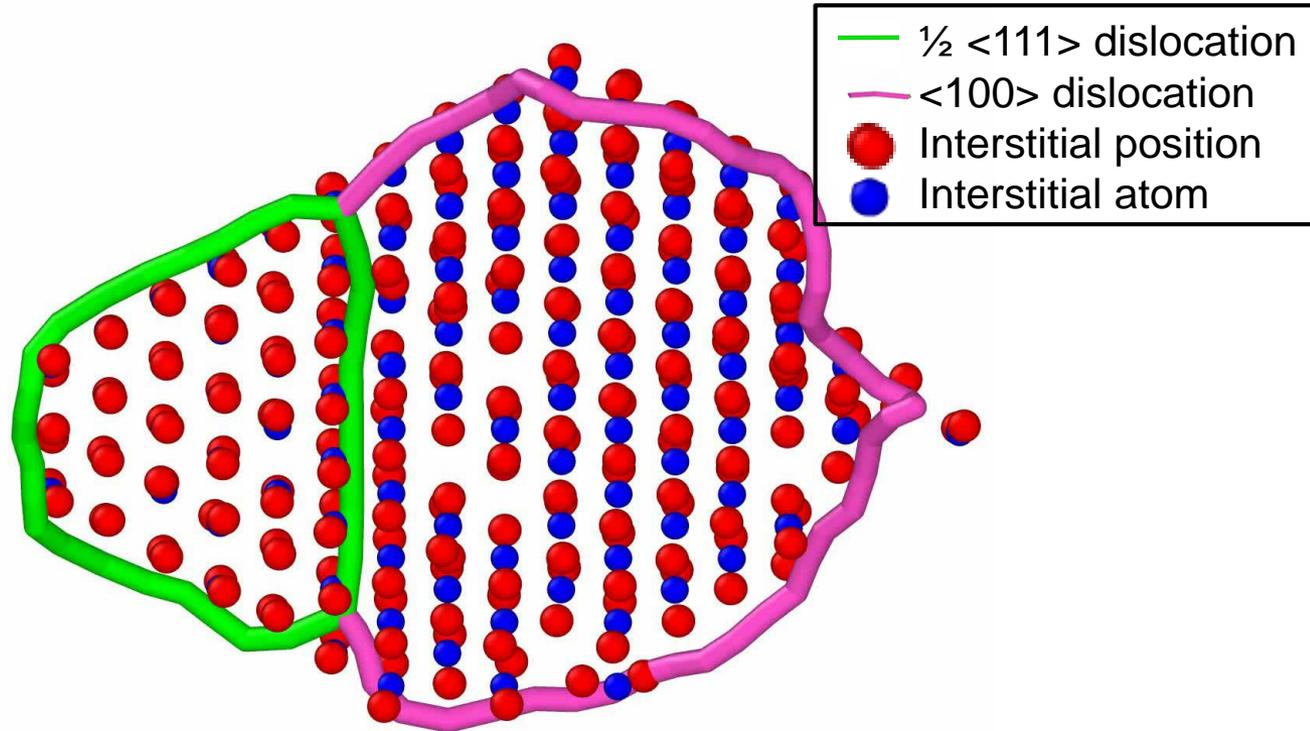


- Note time scale: final loop transformation occurs after heat spike: spike 'activates' a locked-in dislocation configuration



# Another case...

- Transformation of final  $\langle 111 \rangle$  segment to  $\langle 100 \rangle$



- Note time scale: final loop transformation occurs after heat spike: spike 'activates' a locked-in dislocation configuration



# Data format for atom coordinates

- Simple ascii, chemistry standard XYZ file format, PARCAS's own comment line



1048577

```
Frame number 12167 60000. fs boxsize 261.12000 261.12000 261.12000
Au -129.50471 98.95047 -129.48866 1 14337
Au -129.49184 100.96440 -127.60044 1 14338
Au -127.40943 98.98577 -127.59976 1 14339
Au -127.39278 100.97281 -129.52580 1 14340
Au -129.50714 98.96373 -125.52203 1 14341
Au -129.51006 101.00097 -123.48265 1 14342
Au -127.46703 98.96598 -123.47671 1 14343
Au -127.44661 100.98751 -125.51329 1 14344
Au -129.52190 98.96834 -121.45099 1 14345
Au -129.52920 101.01742 -119.41268 1 14346
Au -127.49000 98.96988 -119.41059 1 14347
Au -127.47555 101.01135 -121.44197 1 14348
Au -129.53004 98.97553 -117.37141 1 14349
Au -129.54058 101.01434 -115.32237 1 14350
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Au -127.49655 101.01412 -117.36185 1 14352
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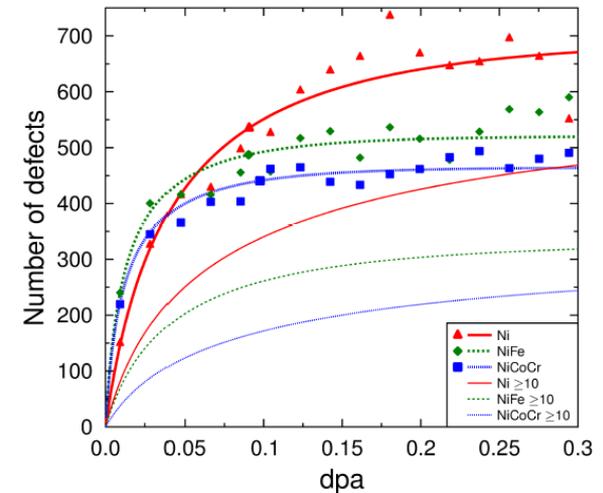
...



# Data needs



- **All** atom coordinates for 108 000 atom cell for all time steps for a single cascade would be: ~ 40 Gb
- **Final** atom coordinates of 108 000 atom cell: ~ 4 Mb
  - Not much at all
- But a cascade series of 3500 cascades:
  - All stored: 14 Gb
  - Every 10'th frame stored: 1.4 Gb
  - Every 100'th frame stored: 140 Mb
- Gzipping: about factor 2 down..





# Conclusions

- MD simulations of radiation effects need special solutions
  - Some of which are not found by default in LAMMPS!
- Damage overlap simulations can reproduce the experimental observation of damage saturation in metals
- In Fe,  $\langle 100 \rangle$  loops can form stepwise by cascade-induced activation of  $\langle 111 \rangle$  dislocation segments



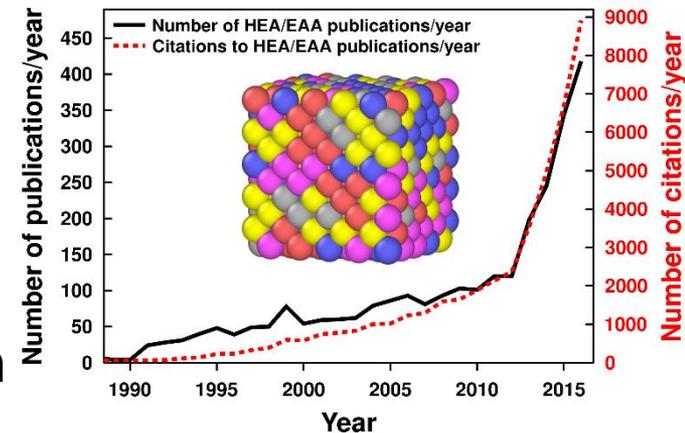
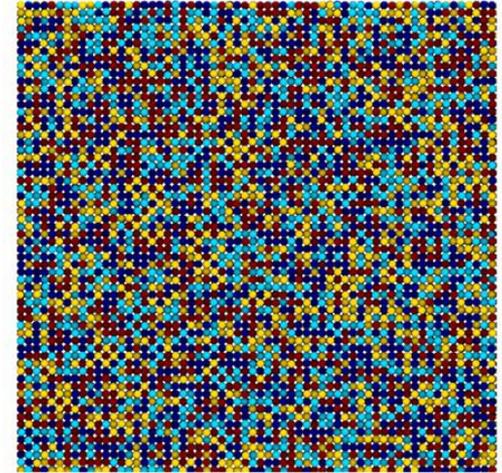
*Thank you for you attention!*





## 2. High-Entropy and Equiatomic multicomponent Alloys

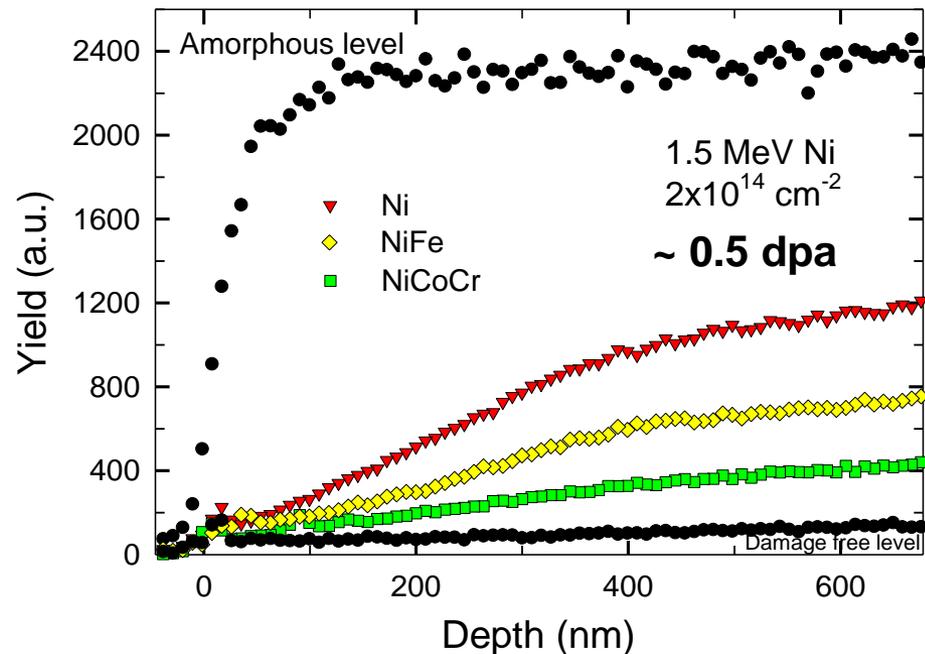
- High-entropy (HEA) and Equiatomic MultiComponent (EAMC) alloys are metal mixtures with multiple elements at equal or roughly equal concentrations, homogeneously distributed, in a single simple crystal
- Definitions:
  - HEA: 5 or more elements
  - EAMC: 2 or more elements
- Rapidly rising interest to them due to promising mechanical, corrosion-resistant and radiation hardness properties





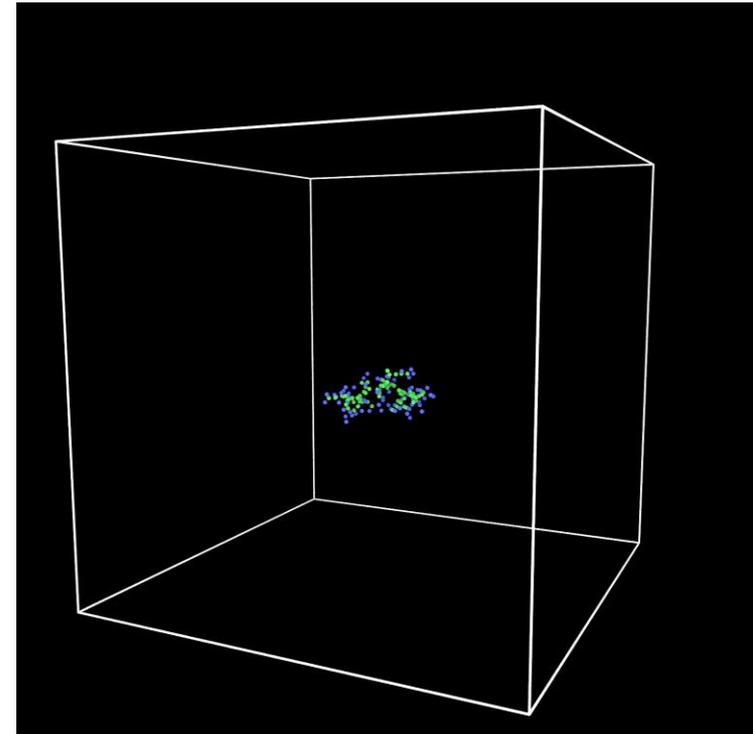
# Damage in high-entropy alloys?

- Experiments by Yanwen Zhang *et al* (ORNL) show that damage in some FCC high-entropy alloys can be clearly lower than in the corresponding pure elements
- Standard point of comparison: Ni, which is already quite radiation-hard



# Single cascades in HEA's

- It is not *a priori* clear why damage should be lower in high-entropy alloys
- Some alloys, such as NiAl, amorphize on irradiation!
- Single cascades in HEA's do not really show a difference to pure elements
- Example: 5 keV cascade in model CoNiFeCr HEA:
  - Recombination as usual, very similar to pure Ni
  - Damage slightly **higher** than in Ni
- Cannot explain experiments – something else is needed

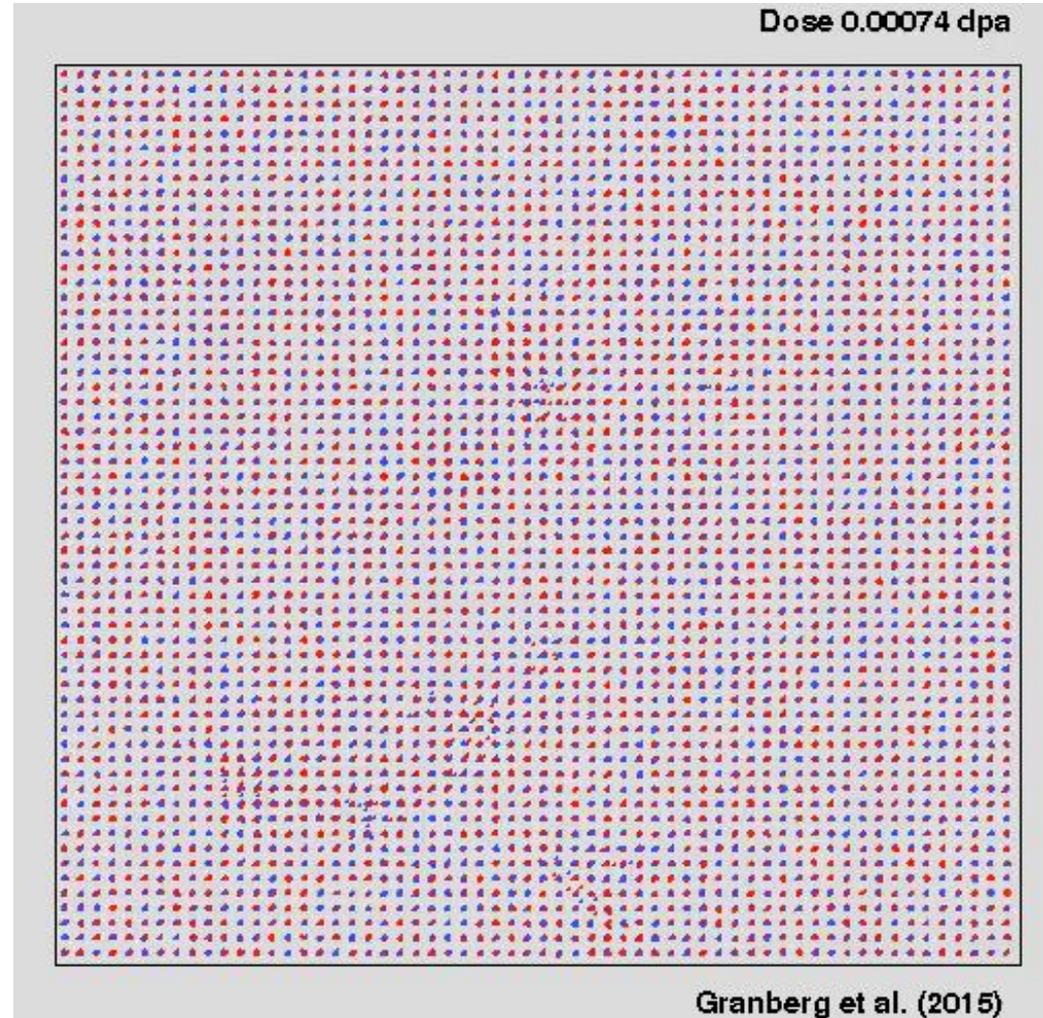




# Damage overlap effects in HEA's



- To try to understand the damage saturation effects in HEA's, we ran > 1500 overlapping cascades in them
- Key observation: after about 0.05 dpa, almost all damage is in clusters – and this evolves!
- Example: FeNi





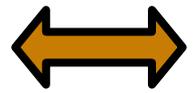
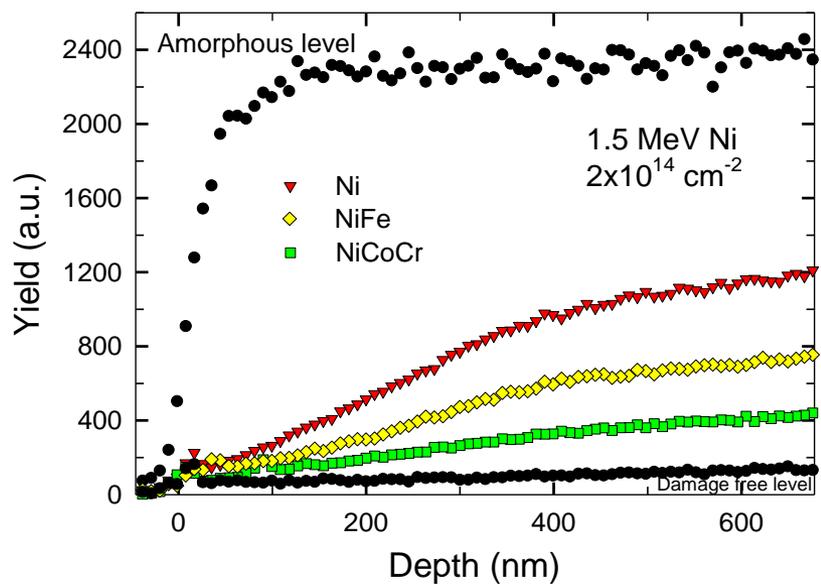
# Damage in clusters in HEA's



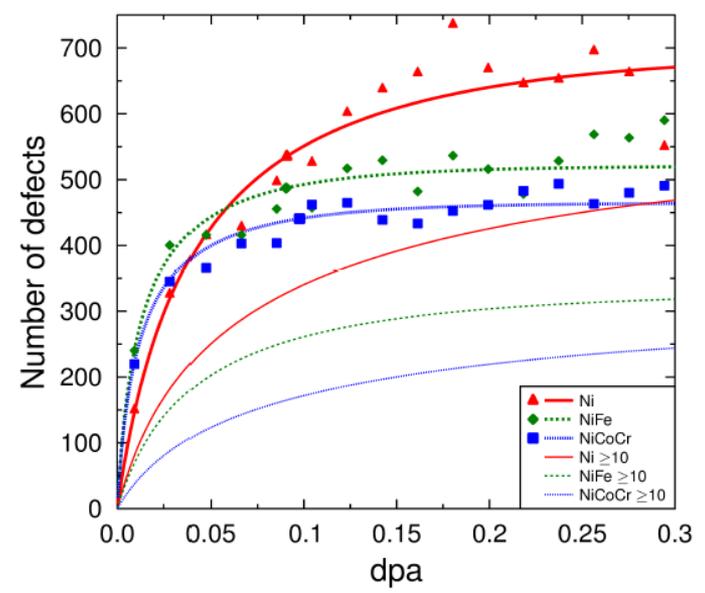
➤ The clustered damage shows a similar damage reduction effect as the experiments!



## Experiment (RBS)



## Simulation (MD)



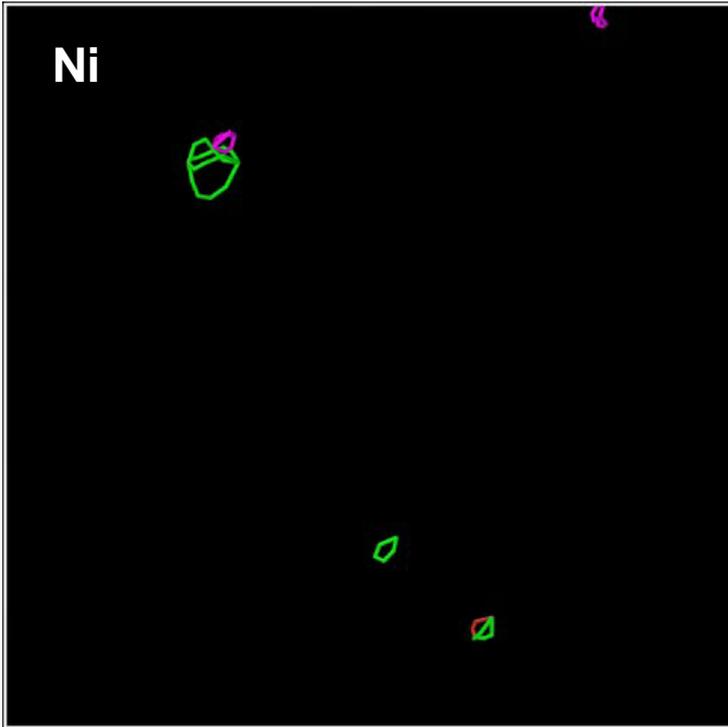


# Analyses of dislocation structures

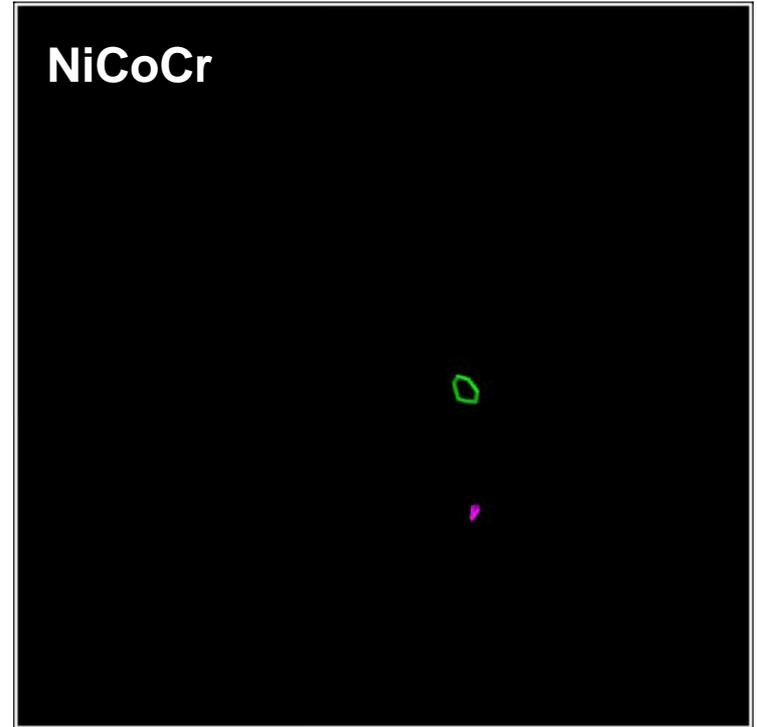


- We have analyzed all the frames for dislocations with the ovito DXA analysis (constructing Burgers vectors to detect dislocations)

Ni



NiCoCr



Stair-rod  
dislocation =>  
Stacking fault  
tetrahedron

Shockley partial

Frank loop



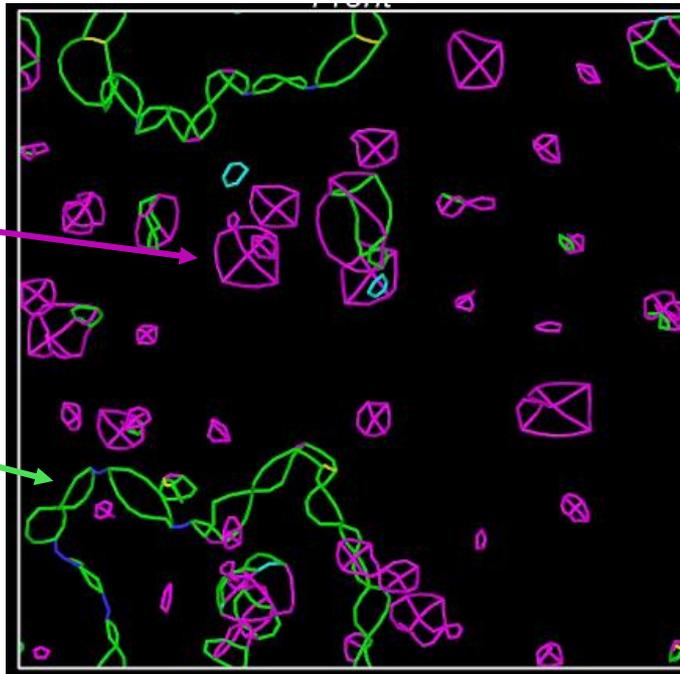
# Final dislocation state Ni vs. NiCoCr



- Ni has larger dislocation loops and much more SFT's than NiCoCr



Ni ~ 0.3 dpa

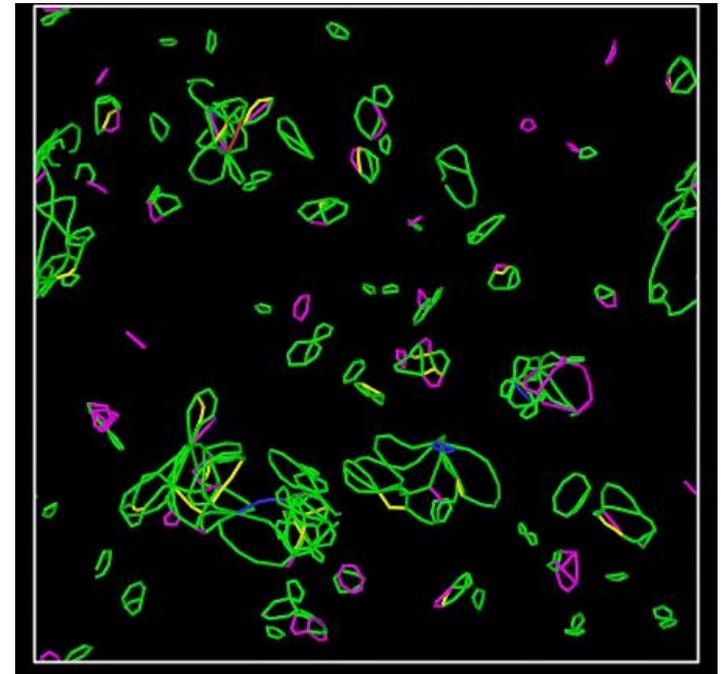


Stacking fault tetrahedron

Shockley partial

Frank loop

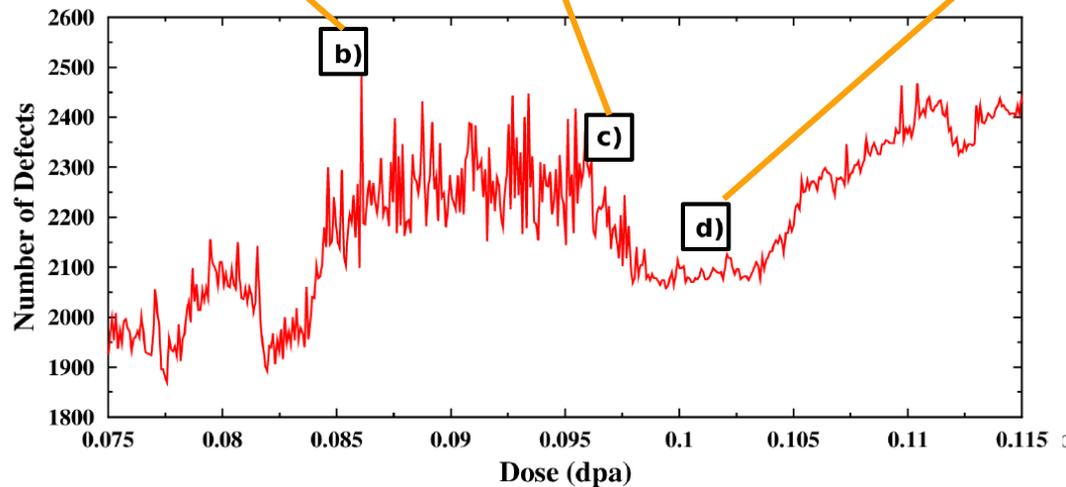
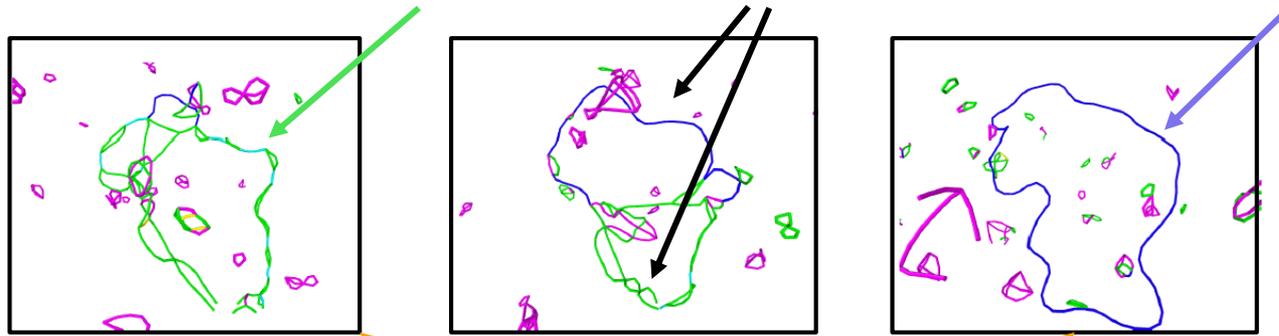
NiCoCr ~ 0.3 dpa





# Dislocation reactions affecting overall damage level

- The dislocations dominate the overall damage level
- Numerous dislocation reactions occur driven by the irradiation
- Example: Shockley partial stepwise becoming a Frank loop



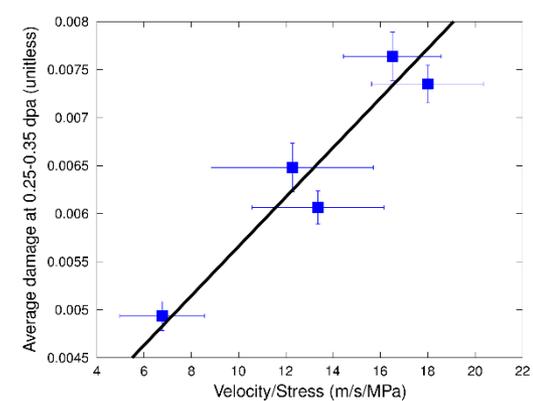
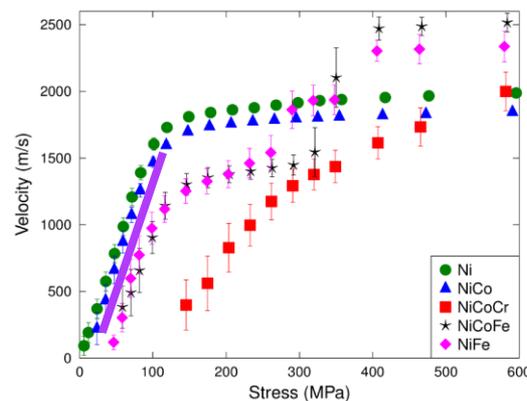
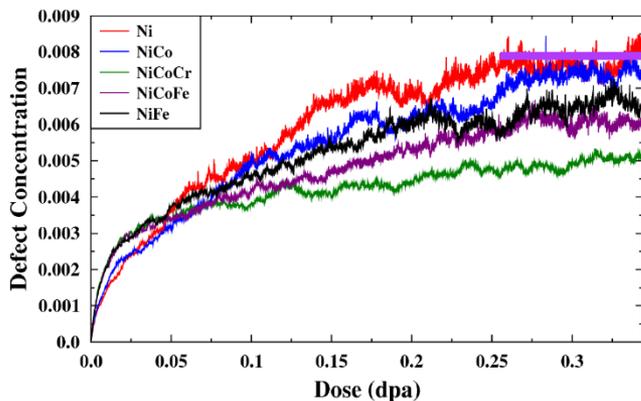


# Reason to damage reduction: reduced dislocation mobility



- The reduction in damage level correlates clearly with dislocation mobility
- In the alloys, each atom has a local strain field, and this reduce dislocation mobility
- Lower dislocation mobility keeps dislocations from growing, and the smaller dislocations can recombine easier during cascade overlap

Final damage level vs. Slope of dislocation mobility => Clear correlation

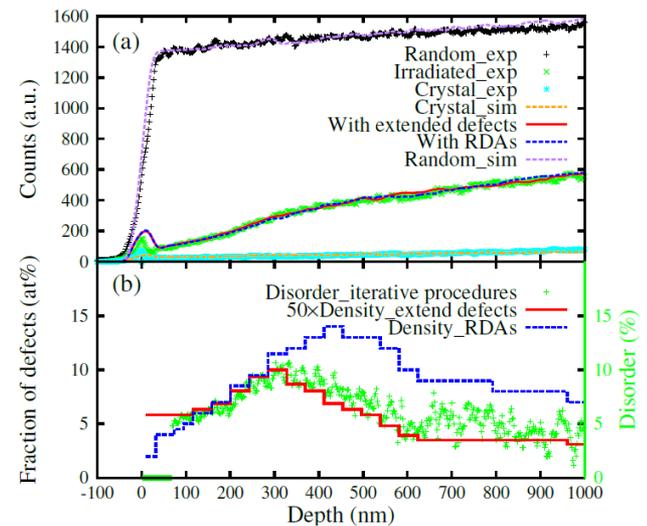
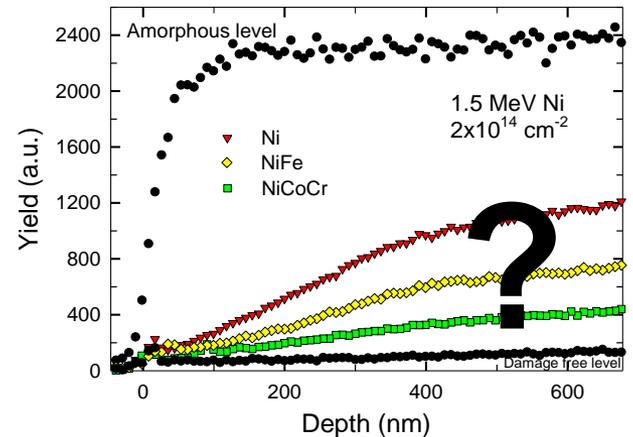




# Why is RBS signal so high?

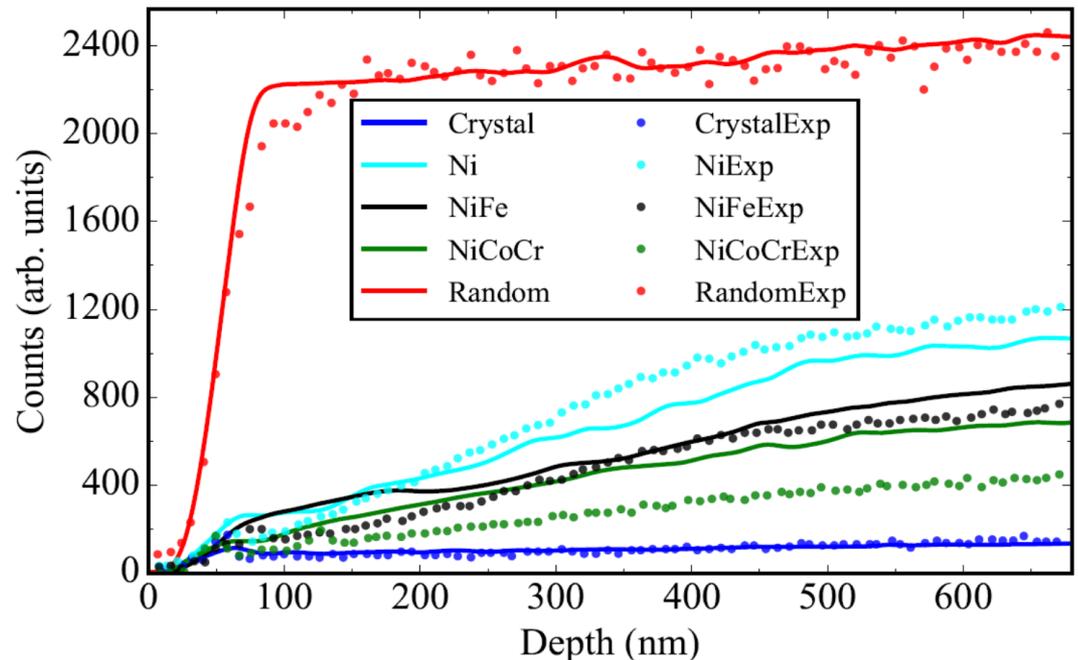
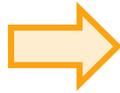
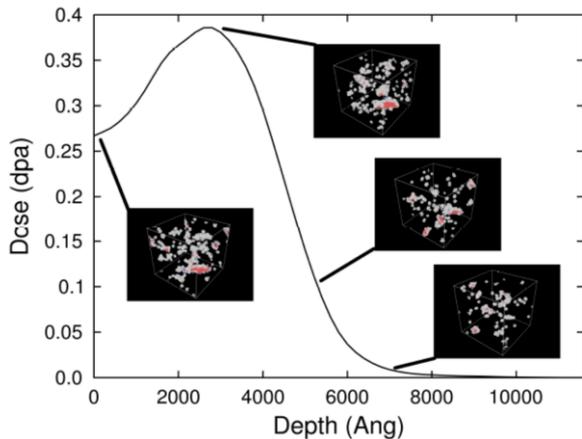


- In the experiments, the RBS/channeling signal appears very high, about "1/2 randomly displaced atoms"
- 50% damage does not at all correspond to TEM, resistivity or MD results, which show <1% defective atom fraction
- Explanation just determined by us: dislocations give a very high RBS signal due to strain effects
- New code RBSADEC to simulate RBS/channeling from arbitrary atom coordinates shows that signal from loop ~50x higher than for same number of randomly displaced interstitial atoms!



# Direct comparison of damage structure with experiments

- Using the RBSADEC code we can compare our structures directly with experiments (with no fitting!)
- Agreement is very good considering defect migration is not included in MD simulations and we use a single ion energy





# Potentials developed: one-slide overview of thousands of publications...

- In general, potentials suitable for irradiation effects exist:
  - For almost all pure elements
  - For the stoichiometric state of a wide range of ionic materials
    - But these do not always treat the constituent elements sensibly, e.g. in many oxide potentials O-O interactions purely repulsive => predicts O<sub>2</sub> cannot exist => segregation cannot be modelled
  - For a big range of metal alloys
- Not so many potentials for mixed metal – covalent compounds, e.g. carbides, nitrides, oxides in non-ionic state
- Extremely few charge transfer potentials
- For organics only ReaxFF for CNOH, extended Brenner for COH systems
- NIST maintains a potential database, but pretty narrow coverage – one often really needs to dig deep in literature to find them



# Origin of molecular dynamics for radiation effects



- MD is solving the Newton's (or Lagrange or Hamilton) equations of motion to find the motion of a group of atoms
- Originally developed by Alder and Wainwright in 1957 to simulate atom vibrations in molecules
  - Hence the name “molecular”
  - Name unfortunate, as much of MD done nowadays does not include molecules at all
- Already in 1960 used by Gibson to simulate radiation effects in solids [Phys. Rev. 120 (1960) 1229]
  - A few hundred atoms, very primitive pair potentials
    - But discovered replacement collision sequences!

