Modeling and simulation of soft-particle colloids under dynamic environmental gradients

Intro

> Directed assembly of soft-particle colloids is a bottom-up production method for nano-electronics, photonic devices, sensors/assays, bio-conjugate devices, and *functional coatings*. In this work we direct with drying and irradiation of coatings!

> Nanoparticles coated with bio-polymers are solvated and undergo hydrophilic / lithographic patterning, evaporation, irradiation processing to produce controlled nanoscale features. Colloids can also allow greater resolution in lithography.

 \blacktriangleright Our simulation method is versatile and easily modifiable. Bio-polymer and solvent interactions are course-grained to enable micron-scale simulation box sizes. We can correlate to experiment and parametrize order in several ways.

Colloid Simulation

Modelling soft-particles

> DLVO, polymer, lubrication forces are all enable multi-scale coarse-grained to simulations much larger than DFT or molecular methods can permit.

Flory-Huggins theory for polymer/solvent interactions applied to spherical polymercoated particles by Vincent³. Forces derived and integrated into LAMMPS code.

Specific potentials in the Vincent model: 1) bulk-polymer induced depletion 2) polymer-polymer steric repulsion 3) polymer-polymer elastic repulsion





Outcome of Nanoparticle Flow Project Consortium: **Production Computational Tools for**

-Rheology of Nanoparticle Suspensions¹ -Drying and microstructure of self-and-directed assembly.

➢ Particles: Large-scale atomic/molecular massively parallel simulator (LAMMPS) discrete element solver allows coarsegrained force-interactions and is fully scalable.

Solvent: Stokesian fast lubrication expedient (Higdon and Kumar 2009), and Flory-Huggins polymer-solvent dynamics.

Shearing, fast-drying, irradiation, (non-equilibrium) dynamics are enabled by new custom LAMMPS code.

> (image top right: bi-disperse nanoparticles in solution) (image bottom right: 3D soft-particle evap. simulation) 1. Peterson et al., J. Comp. Phys 132, 174106, p 17046-1

Colloid Experiment

1) Evaporation-Induced Self-Assembly (EISA) at a fluid interface²

Toluene, PMMA, AUNPs

2D interfacial NP assembly within





3. B. Vincent et al., Colloids and Surfaces 1986, 18, p. 261-281

Diagram of Alkanethiolated AUNPs

Results

> 2D / 3D runs with up to 13K particles performed on the "nano" linux cluster at the UNM Center for Advanced Research Computing. Average simulation time O(ms), run time O(hrs).

 \blacktriangleright Nanoscale lines nearly identical to experiment were produced in simulation, underlying key parameters were revealed and new experimental methods for better assembly proposed.





2D equilibration

2D evaporation



2D irradiation

> Order parametrization methods include clustering / spatial distribution analysis, GISAXS, coordinate visualizations.



Freestanding NP film

Transfer to arbitrary surface

2) Directed assembly via e-beam irradiation (deformation)



Irradiation performed in TEM chamber prior to imaging



E-Beam spot



NP film surface after evaporation



NP film surface after irradiation

Statistical methods from microbiology can be applied. We are also working on generating simulated GISAXS intensity plots from LAMMPS output files.



Conclusion

➢ We have extended LAMMPS to model soft-particle colloids and demonstrated matching between simulation and experiment.

DEM simulation can yield insight into physical processes and provide guidance for improving experimental methods.

New research directions include extending code for explicit surface interactions, new solvent / polymer materials for experiments, and new ideas



2. J. Pang, S. Xiong, F. Jaeckel, Z. Sun, D. Dunphy, C.J. Brinker ", J. Am. Chem. Soc 2008, 130, p 3284-3285

via

