



A Practical Guide for XMVB Calculations

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Outline

- General introduction
- How to write input files?
- How to get information from output files?

General introduction



An Ab Initio Non-orthogonal Valence Bond Program

Version 2.0

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Distributions of XMVB 2.0

Module distribution

→ A module embedded in GAMESS-US

Stand-alone distribution

→ A stand-alone program

Current capabilities of XMVB 2.0

VBSCF

Post-VBSCF: VBCI, BOVB, VBPT2 etc

Solvation VB methods: VBPCM, VBEFP etc.



Energy (Total, individual), Weights of structure

Resonance energy

Properties: bond order, atomic charges, dipole etc

How to Run An XMVB Job?

Step 1. Prepare
input file for
GAMESS. “*.inp”

Step 2. Prepare
input file for XMVB.
“*.xmi”

Step 3. Run
GAMESS

For a “XXX.xmi” file, you must prepare corresponding “XXX.inp” file
The job name “XXX” for the two input files should be the same.

GAMESS

XMVB module

job.inp **job.xmi**



rungms job [VERNO] [1] ← Number of processors

Script for running GAMESS

Job name

Version number of GAMESS



job.out (or job.log), job.dat

job.xmo, job.xdat, job.orb, job.den

Useful documents

GAMESS manual

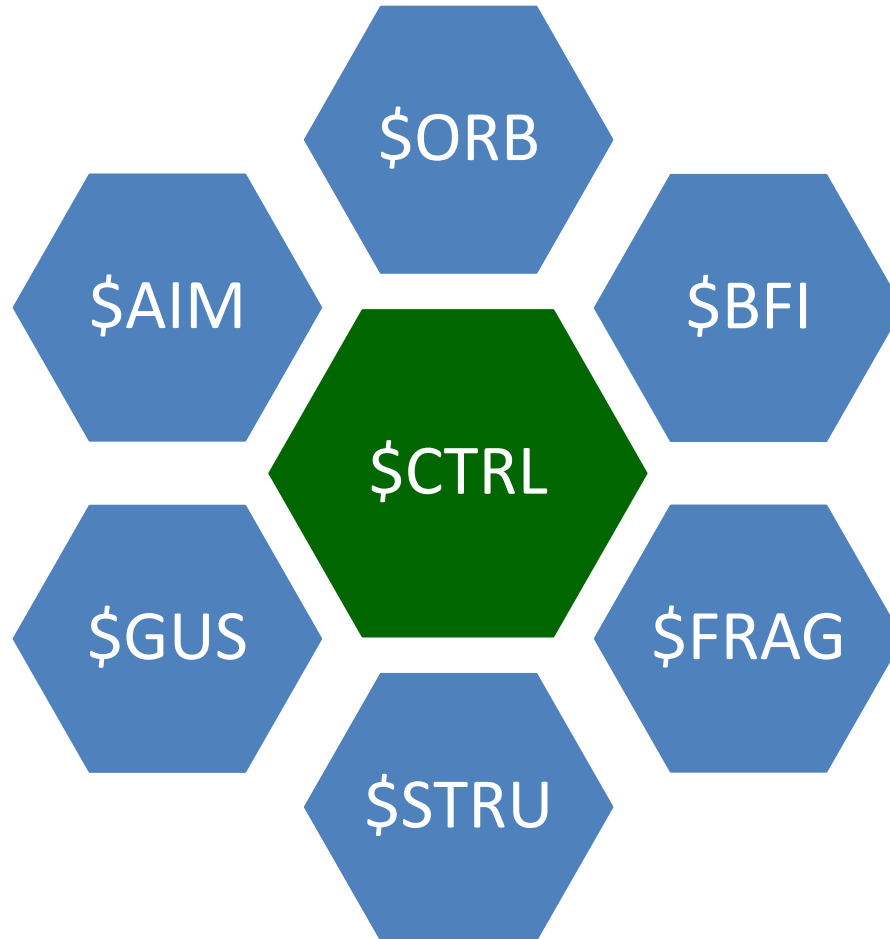
<http://www.msg.ameslab.gov/gamess/documentation.html>

XMVB manual

<http://ftcc.xmu.edu.cn/xmvp/downloads.html>

How to write input files?

Structure of Typical XMVB Input File



Optional

Necessary

Example 1. H₂ molecule

h2.inp

```
$contrl runtyp=energy scftyp=rhf $end
```



rhf for mult=1
rohlf or uhf for mult >1

```
$contrl vbtyp=xmvm $end
```

```
$basis gbasis=n31 ngauss=6 NPFUNC=1 $end
```



Basis set: 6-31G(d,p)

```
$data
```

```
H2 molecule
```

```
C1
```

```
H 1.0 0.000000 0.000000 0.000000
```

```
H 1.0 0.000000 0.000000 0.742000
```

```
$end
```

The detailed information of GAMESS input file is available in GAMESS manual.

```
$ctrl
nstr=3 iscf=5 nao=2 nae=2 boys
orbtyp=hao frgtyp=sao
```

← iscf : orbital optimization algorithm
nao: number of active orbitals
nae: number of active electrons

```
$end
$stru
1 2
1 1
2 2
$end
$frag
1 1
spz 1
spz 2
$end
$orb
1 1
1
2
$end
```

iscf	Gradient	Performance	Required keywords
1	Numerical	Stable, slow	
2	Analytical	Fast	
3	Numerical	Stable, slow	
4	Numerical	Stable, very slow	
5	Analytical	Very Fast	nao, nae

```
$ctrl  
nstr=3 iscf=5 nao=2 nae=2 boys  
orbtyp=hao frgtyp=sao
```



Boys: performing boys localization, which is required for VBCI calculations.

```
$end  
$stru  
1 2  
1 1  
2 2  
$end  
$frag  
1 1  
spz 1  
spz 2  
$end  
$orb  
1 1  
1  
2  
$end
```

```

$ctrl
nstr=3 iscf=5 nao=2 nae=2 boys
orbtyp=hao frgtyp=sao
$end
$stru
1 2
1 1
2 2
$end
$frag
1 1
spz 1
spz 2
$end
$orb
1 1
1
2
$end

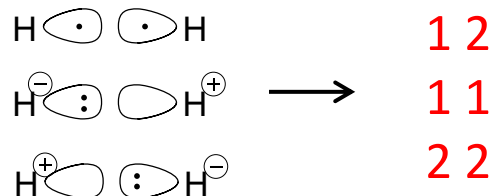
```

nstr =3, the number of structures
 \$str : describing VB structure or
 determinant.

In \$str, a typical structure is written as:

a a b b c c ... m n

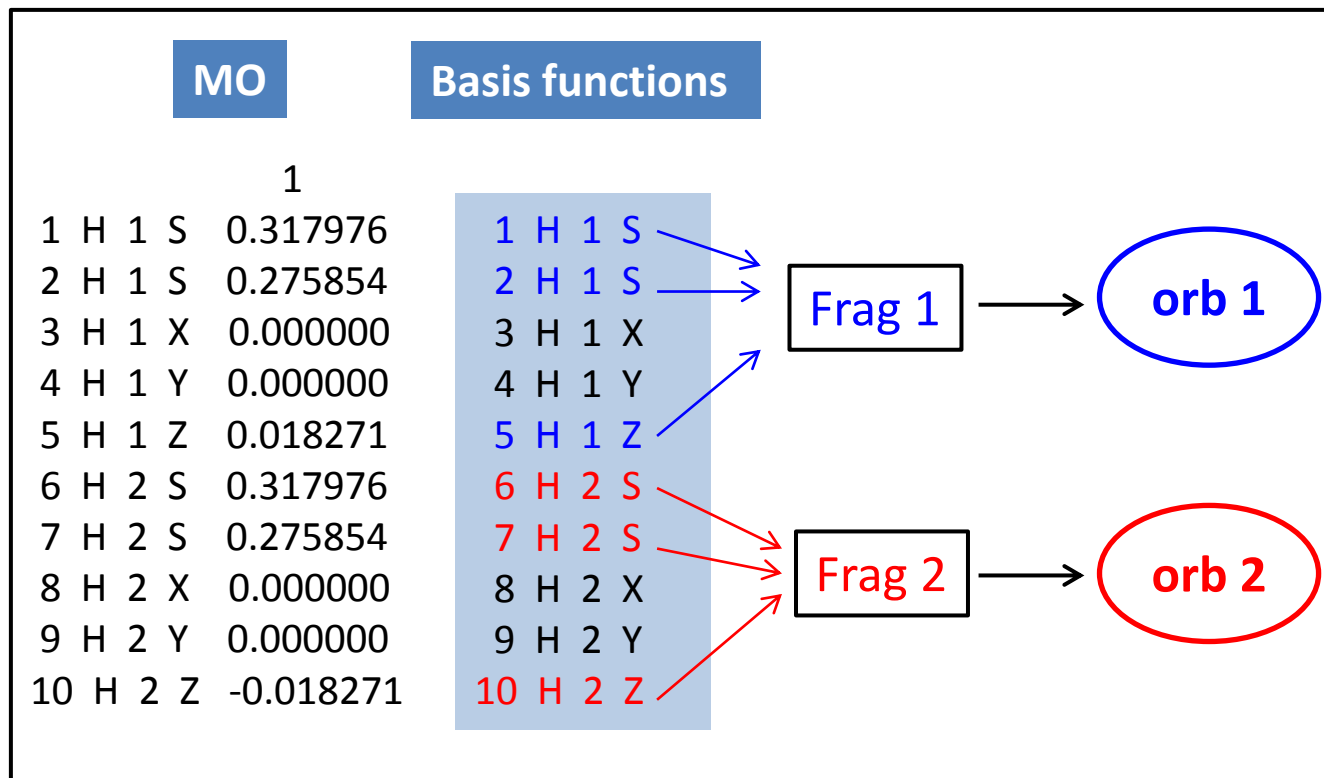
a b c : double occupied orbitals (inactive)
 m n : single occupied orbitals (active)



```
$ctrl
nstr=3 iscf=5 nao=2 nae=2 boys
orbtyp=hao frgtyp=sao
```

← **frgtyp=sao**, fragments are defined with symmetrized **a**tomic **o**rbitals.

```
$end
$stru
1 2
1 1
2 2
$end
$frag
1 1
spz 1
spz 2
$end
$orb
1 1
1
2
$end
```




```
$ctrl
nstr=3 iscf=5 nao=2 nae=2 boys
orbtyp=hao frgtyp=sao
```

```
$end
```

```
$stru
```

```
1 2
```

```
1 1
```

```
2 2
```

```
$end
```

```
$frag
```

```
1 1
```

```
spz 1
```

```
spz 2
```

```
$end
```

```
$orb
```

```
1 1
```

```
1
```

```
2
```

```
$end
```

\$frag: description for fragments

Line 1: the number of atoms in each fragment.

Line 2 : the basis functions of s and pz in atom 1

Line 3 : the basis functions of s and pz in atom 2.

\$orb: description for VB orbitals

Line 1: the number of fragments in each orbital.

Line 2: orbital 1 is described by fragment 1

Line 3: orbital 2 is described by fragment 2.

Example 2. HF molecule

hf.inp

```
$contrl runtyp=energy scftyp=rhf $end  
$contrl vbtyp=xmvp $end  
$basis gbasis=n31 ngauss=6 $end  
$data  
HF molecule 6-31G basis set  
C1  
H 1.0 0.000000 0.000000 0.000000  
F 9.0 0.000000 0.000000 0.917000  
$end
```

HF molecule, 3 structures

hf.xmi

\$ctrl

```
str=full nae=2 nao=2 iprint=3 orbtyp=hao  
frgtyp=atom iscf=5 guess=mo boys
```

\$end

\$orb

1 1 1 1 1 1

2

2

2

2

2

1

\$end

\$gus

1 1

2 2

3 4

4 5

5 3

6 3

\$end

Automatically generate structures based on the active orbitals and electrons.

str = full => generate all VB structures

cov => only covalence

lon => only ionic structures

nao = m, the final m orbitals are selected as active orbitals.

nae = n, the number of active VB electrons

lprint=3, full print-out message.

Fragtyp=atom and without \$frag means that the orbitals will be determined by the atom directly.

Using str, \$str can be absent.

HF molecule, 3 structures

hf.xmi

\$ctrl

```
str=full nae=2 nao=2 iprint=3 orbtyp=hao  
frgtyp=atom iscf=5 guess=mo boys
```

frgtyp=atom
The fragments of system are defined with atoms

\$end

\$orb

1 1 1 1 1 1

2

2

2

2

2

1

\$end

\$gus

1 1

2 2

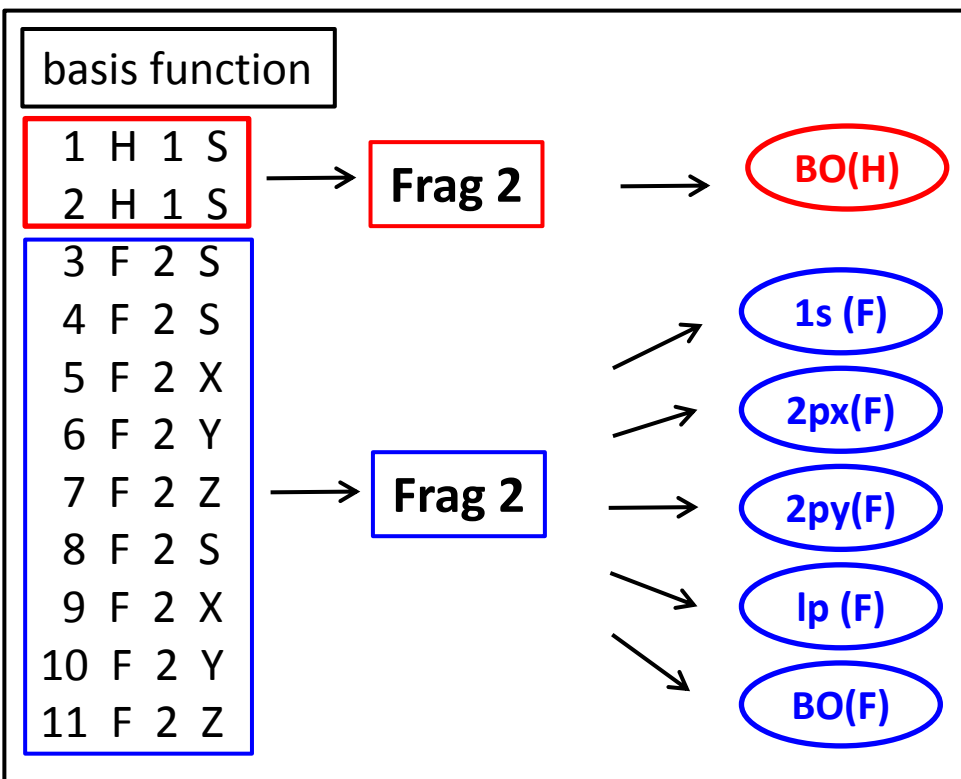
3 4

4 5

5 3

6 3

\$end



HF molecule, 3 structures

hf.xmi

```
$ctrl  
str=full nae=2 nao=2 iprint=3 orbtyp=hao  
frgtyp=atom iscf=5 guess=mo boys  
$end
```

```
$orb  
1 1 1 1 1 1  
2  
2  
2  
2  
2  
1  
$end
```

```
$gus  
1 1  
2 2  
3 4  
4 5  
5 3  
6 3  
$end
```

←

\$orb is required when **orbtyp=hao**
The first line shows that there are six orbitals.
While the first 5 orbitals are expanded by the basis functions of F atom. (frag 2)
The last orbitals are expanded by the basis functions of H atom. (frag 1)

HF molecule, 3 structures

hf.xml

\$ctrl
str=full nae=2 nao=2 iprint=3 orbtyp=hao
frgtyp=atom iscf=5 guess=mo boys

\$end
\$orb
1 1 1 1 1 1
2
2
2
2
2
2
1
\$end

\$gus

1 1
2 2
3 4
4 5
5 3
6 3

\$end



guess=mo : Initial guess of VB orbitals will be obtained directly from molecular orbitals

VB orb		MO
1	1s orbital of F atom	1
2	Lone pair of F atom	2
3	px pair of F atom	4
4	py pair of F atom	5
5	H-F bonding orbital on F atom	3
6	H-F bonding orbital on H atom	3

				1	2	3	4	5
				-26.2757	-1.5897	-0.7391	-0.631	-0.631
				A	A	A	A	A
1	H	1	S	0.000301	0.132423	-0.293056	0.000000	0.000000
2	H	1	S	0.001771	-0.013969	-0.107756	0.000000	0.000000
3	F	2	S	0.995513	-0.230516	-0.061755	0.000000	0.000000
4	F	2	S	0.021368	0.497220	0.137028	0.000000	0.000000
5	F	2	X	0.000000	0.000000	0.000000	0.654168	0.091145
6	F	2	Y	0.000000	0.000000	0.000000	-0.091145	0.654168
7	F	2	Z	-0.001488	-0.084307	0.548328	0.000000	0.000000
8	F	2	S	-0.005826	0.529428	0.244193	0.000000	0.000000
9	F	2	X	0.000000	0.000000	0.000000	0.485512	0.067646
10	F	2	Y	0.000000	0.000000	0.000000	-0.067646	0.485512
11	F	2	Z	0.001400	-0.047087	0.349640	0.000000	0.000000

Example 3. L-BOVB calculation for HF

Using VBSCF orbitals as guess orbitals

```
cp hf.orb hf-bovb.gus
```

Preparing GAMESS and XMVB input files for BOVB

```
hf-bovb.inp
```

```
hf-bovb.xmi
```

Running XMVB

hf-bovb.xmi

HF molecule, 3 structures

\$ctrl

str=full nae=2 nao=2 bovb

iprint=3 orbtyp=hao frgtyp=atom iscf=1

guess=read

\$end

\$orb

1 1 1 1 1 1

2

2

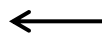
2

2

2

1

\$end



iscf = 4, 5 can not be used for BOVB calculations.

Example 4. VBCI calculation for HF

a VBSCF calculation with boyslocalization
using the orbitals as guess orbitals

```
cp hf.orb  
hf-vbci.gus
```

Preparing GAMESS and XMVB input
files for VBCI

```
hf-vbci.xmi  
hf-vbci.inp
```

Running XMVB.

hf-vbci.xmi

hf.xmi

F2 molecule

\$ctrl

nstr=3 boys

\$end

...

...

...



HF molecule

\$ctrl

str=full nae=2 nao=2 vbcisd

iprint=3 orbtyp=hao frgtyp=atom guess=read

\$end

\$orb

1 1 1 1 1 1

2

2

2

2

2

1

\$end

Example 5. VBPCM calculation for HF

Using VBSCF orbitals as guess orbitals

```
cp hf.orb  
hf-pcm.gus
```

Preparing GAMESS and XMVB input files for VBCI

```
hf-pcm.inp
```

```
hf-pcm.xmi
```

Running XMVB

hf-pcm.inp

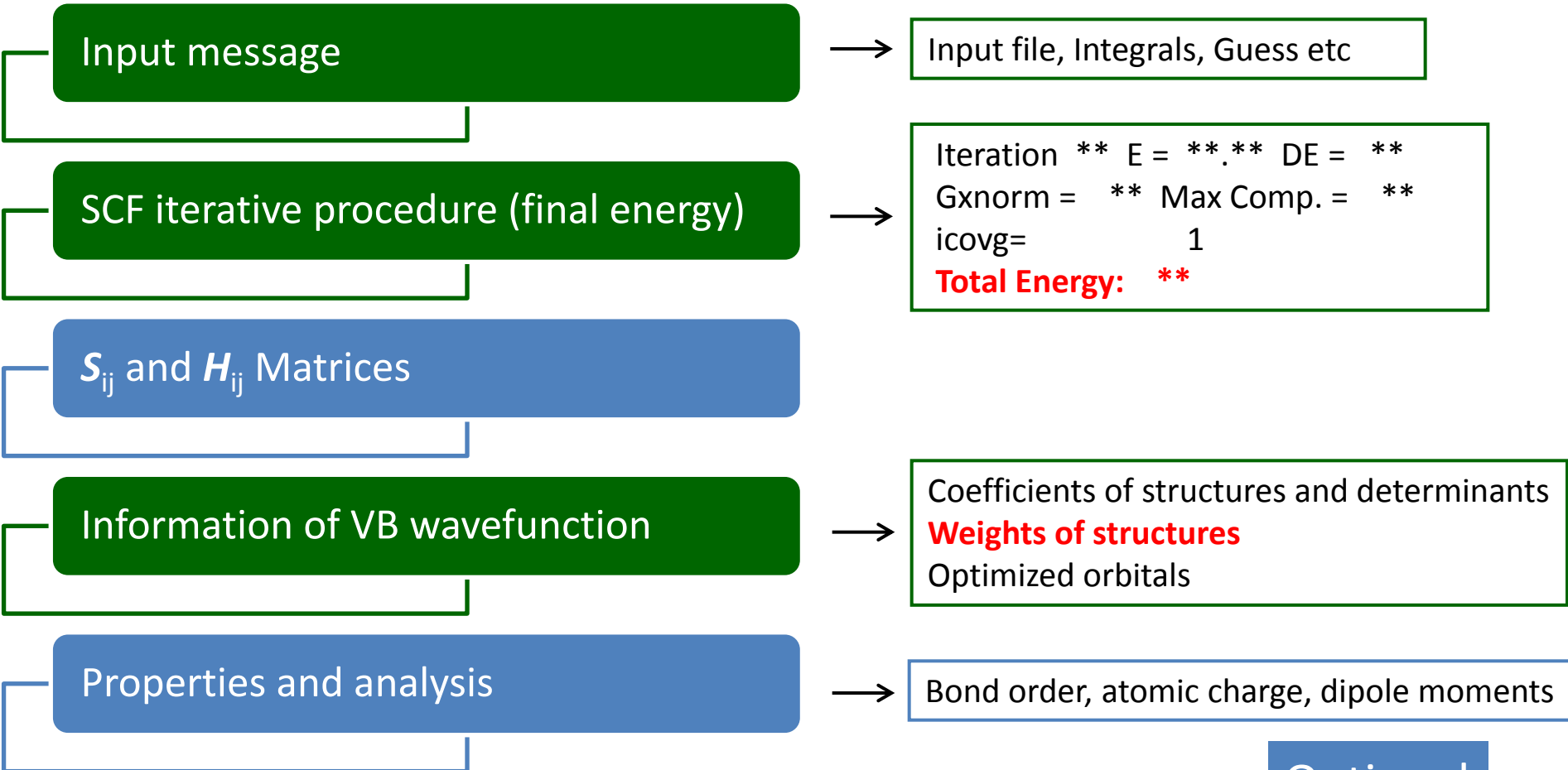
```
$contrl runtyp=energy scftyp=rhf $end
$contrl vbtyp=xmvp $end
$pcm solvnt=water $end
$basis gbasis=n31 ngauss=6 $end
$data
HF molecule 6-31G basis set
C1
H 1.0 0.000000 0.000000 0.000000
F 9.0 0.000000 0.000000 0.916800
$end
```

hf-pcm.xmi

```
HF molecule, 3 structures
$ctrl
str=full nae=2 nao=2 vbpcm
iprint=3 orbtyp=hao frgtyp=atom
iscf=5 guess=read
$end
$orb
1 1 1 1 1 1
2
2
2
2
2
2
1
$end
```

**How to get information
from output files?**

Information of XMO file



Optional

Default

The VB calculation message in gamess output file is not correct

```
ITER 20 E = -100.002122
ICOVG =      1
Boys localizing
...
Total Energy: -100.00212152
```

SCF procedures (final energy)

```
***** MATRIX OF OVERLAP *****
```

	1	2	3
1	1.000000	0.630143	0.630143
2	0.630143	1.000000	0.247723
3	0.630143	0.247723	1.000000

S_{ij} and H_{ij} matrices

```
***** MATRIX OF HAMILTONIAN *****
```

	1	2	3
1	-2.370630	-1.835188	-1.509357
2	-1.835188	-2.248158	-0.822557
3	-1.509357	-0.822557	-1.314986

```
***** WEIGHTS OF STRUCTURES *****
```

1	0.56496	*****	1:4	5	6
2	0.42059	*****	1:4	5	5
3	0.01445	*****	1:4	6	6

Weights of VB structures

	1	2	3	4	5	6
1	0.000000	0.000000	0.000000	0.000000	0.000000	-0.835424
2	0.000000	0.000000	0.000000	0.000000	0.000000	-0.227552
3	1.012748	-0.084340	0.084340	-0.084340	0.049531	0.000000
4	-0.025976	0.300588	-0.300588	0.300588	-0.165593	0.000000
5	0.000000	-0.020440	-0.477373	-0.456933	0.000000	0.000000
6	0.000000	0.539422	0.252010	-0.287413	0.000000	0.000000
7	-0.010873	0.069765	-0.069765	0.069765	0.701583	0.000000
8	-0.054032	0.316476	-0.316475	0.316476	-0.042957	0.000000
9	0.000000	-0.015134	-0.353442	-0.338309	0.000000	0.000000
10	0.000000	0.399383	0.186585	-0.212797	0.000000	0.000000
11	-0.006949	0.056493	-0.056493	0.056493	0.419452	0.000000

Optimized orbitals

***** POPULATION AND CHARGE *****

ATOM	MULL.POP.	CHARGE	LOW.POP.	CHARGE
1 H	0.593861	0.406139	0.675425	0.324575
2 F	9.406139	-0.406139	9.324575	-0.324575

XMVB atomic
population analysis

***** BOND ORDER *****

ATOM 1	ATOM 2	DIST	BOND ORDER
1 H	2 F	0.917	0.794

The adaptability of orbital optimization algorithms

	ISCF				
	1	2	3	4	5
VBSCF	√	√	√	√	√
BOVB	√	√	√		
VBSCF/PCM	√	√	√		√
VBSCF/EFP	√	√	√		√
BOVB/PCM	√	√	√		