

- local variable, 23
 localization, 338–339
 logistic map, 142, *see also* chaos
 Lotka-Volterra equations, 780
- magnetic field, 386, 398–407
 magnetization, 599
 Magnus effect, 70–71
 master equation, 250
 Maxwell's equations, 398–407
 Maxwell-Boltzmann
 distribution, *see*
 probability distribution
 mean free path, 292–293
 melting, 278–279
 memory recall, 554
 metastable state, 278
 Metropolis algorithm, *see* Monte Carlo
 microcanonical ensemble, 274, 590–591, 597, 603
 microwave cavity, 406–407
 Mimas, *see* Saturn
 minority game, 581–582
 molecular dynamics, *see* Chapter 8
 momentum conservation, 272
 Monte Carlo, 202, *see also*
 quantum systems
 canonical ensemble, *see*
 canonical ensemble and
 Chapter 15
 constant pressure ensemble,
 638–639
 error analysis, *see* error
 analysis
 grand canonical ensemble,
 625, 639–640
 importance sampling, 429,
 433–435, 604, 699, 711
 Metropolis algorithm,
 435–438, 603–614, 650
 microcanonical ensemble, *see*
 microcanonical ensemble
 time, 593, 608
 trial, 204
 variational, 240–245
 Morse potential, 344, 714
 multivariate optimization, 643
- n*-fold way, 652–654
- networks, 555–561
 Erdős-Rényi model, 555–556
 preferential attachment model,
 557–560
 Watts-Strogatz model, 557,
 560–561
- neural membrane, 105–107
 neural networks, 551–555
 neutron transport, 438–441
 Newton's law of cooling, 68–69
 Newton's law of gravitation, 59,
 108–110
 Newton's method, *see* root
 finding
 Newton's second law of motion,
 3, 12, 47, 174
 Newton's third law, 263
 normal modes, *see* Chapter 9,
 313–319
 NP-complete, 555, 643
 nuclear decay, 66–68, 217–219
 numerical derivative
 acceleration, 62
 backward difference, 62
 central difference, 62
 definition, 48
 numerical integration, 412–420
 error estimates, 441–442
 midpoint approximation, 416
 Monte Carlo methods
 hit or miss method, 422
 sample mean method, 422
 multidimensional integrals,
 424
 rectangular approximation,
 412, 416
 Simpson's rule, 414, 418, 420,
 424, 441
 trapezoidal approximation,
 417, 441
- object-oriented programming, 4
 Open Source Physics, 29–41
 AbstractCalculation, 35
 AbstractSimulation, 35
 CalculationControl, 31, 32, 35
 Drawable, 48–51
 Function, 47
 ODE, 54–55
 ODESolver, 55–57
 SimulationControl, 35

- three-dimensional drawing,
 732–735
 world coordinates, 39
 opinion formation models, 580
 order parameter, 472, 620
 order-disorder transition, 623,
 625
- partial differential equations
 boundary value problem, 379
 Laplace's equation, 378–390,
 407–408
 Maxwell's equations, 398–407
 wave equation, 340–345
 partition function, 597, 605, 668
 pendulum
 double, 178–180
 forced damped, 169–173
 simple, 89–93, 169
 percolation, *see* Chapter 12
 clusters
 cluster labeling, 463–471
 Ising model, 646–649
 mean cluster size, 462
 mean cluster size
 distribution, 462
 connectedness length, 454,
 463, 472, 480, 646
 continuum, 460–461, 485
 critical exponents, 471–488
 finite size scaling, 473–474
 random resistor network,
 486–488
 scaling law, 474
 site, 452
 swiss cheese model, 461, 485
 universality class, 474
 periodic boundary conditions,
 215, 258–261, 272, 277,
 281, 320
 phase separation, 625
 phase space, 88, 169, 174
 phase transition, 454, 473, 474,
 598, 624, 636, *see also*
 Lee-Kosterlitz method
 continuous, 472
 first-order, 623
 geometrical, 471
 Ising, 618–623
 percolation, 452
 thermodynamic, 471

- phenotype, 562, 563
 planar model, 654–656
 Poincaré, 133, 169
 Poisson's equation, 384–387
 polymers, 225–233
 polymorphism, 6
 porous media, 461
 fluid flow, 579
 Potts model, 637–638, 658, 659
 precession, 118, 748
 uniform, 755–756
 pressure, 273–274
 mean, 289
 principle of least action, 244, 711
 probability density, 212,
 250–251, 274, 430–433,
 690
 probability distribution
 Boltzmann, 596–598, 604–607
 cumulative, 430
 Gaussian, 214, 431, 544
 Maxwell-Boltzmann, 275
 nonuniform, 429–433
 acceptance-rejection
 method, 444
 inverse transform method,
 430–431
 Poisson, 217–219
 programming
 languages, 4–5
 object oriented, 5–6
 programs
 Affine2DApp, 724–725
 Affine3DMatrix, 757–759
 AnalyzeApp, 327–328
 Ball3DApp, 69–70
 Barbell3D, 735
 BifurcateApp, 144–146
 BoltzmannApp, 606–607
 BouncingBallApp, 38–39
 Box3DApp, 732–733
 BoxApp, 199–200
 BoxSuperpositionApp,
 686–687
 CalculationApp, 30
 Complex2DFrameApp, 718
 ComplexApp, 41–42
 ComplexPlotFrameApp,
 716–717
 DrawingApp, 49–50
 EigenstateApp, 683
 ElectricFieldApp, 367–369
 FallingBallApp, 22
 FallingParticleApp, 27–28
 FallingParticleCalcApp,
 32–33
 FallingParticleODEApp, 56
 FallingParticlePlotApp, 33–34
 FermatApp, 242
 FeynmanPlateModel, 744–745
 FFT2DCalculationApp,
 334–335
 FFTApp, 330
 FFTCalculationApp, 332
 FieldLineApp, 373–374
 FirstFallingBallApp, 14–15
 FraunhoferApp, 352–354
 FreeRotationSpaceView,
 752–753
 FreewayApp, 539
 FresnelApp, 355–357
 GeneticApp, 563–564
 GraphicalSolutionApp,
 149–151
 HopfieldApp, 552–554
 HuygensApp, 347–349
 IdealDemonApp, 594–595
 IntegralCalcApp, 418–419
 Interaction3DApp, 733–734
 IsingAutoCorrelatorApp,
 615–617
 IterateMapApp, 142–144
 KochApp, 499–501
 LagrangeInterpolatorApp,
 447–448
 LaplaceApp, 380–382
 LifeApp, 541–542
 LJParticlesApp, 268–269
 MaxwellApp, 404–405
 Methane, 730
 MethaneApp, 731–732
 MonteCarloEstimatorApp,
 423–424
 MouseApp, 120
 NumericalIntegrationApp,
 415–416
 OneDimensionalAutomaton-
 App, 531–532
 PendulumApp, 92
 PercolationApp, 455–457
 PlanetApp, 115–116
 PlotFrameApp, 29–30
 PoincareApp, 170–172
 PolynomialApp, 445–446
 ProjectileApp, 58–59
 QMWalkApp, 705–706
 QuaternionApp, 741–742
 RadiatingEFieldApp, 395–396
 RasterFrameApp, 362–363
 RecursiveFixedPointApp,
 163–165
 RGAApp, 476–478
 RigidBodyModel, 749–751
 Rotation3D, 728–729
 Scalar2DFrameApp, 363
 ScatterApp, 128–129
 SchroedingerApp, 677–678
 SecondLawPlotApp, 114
 SimulationPlotApp, 35–36
 SpinningTopModel, 753–754
 SpinningTopSpaceView,
 754–755
 SynthesizeApp, 323–324
 TDHalfStepApp, 693–694
 ThreeBodyApp, 136
 TorqueApp, 737–739
 VectorPlotApp, 409
 WalkerApp, 205–206
 propagator, 707
 Python, 4
- quality factor (*Q*), 101
 quantum systems, *see* Chapter 16
 bound states, 679–684
 diffusion quantum Monte
 Carlo, 707–711
 Green's function, 707, 709
 momentum space, 695–698
 path integral quantum Monte
 Carlo, 711–714
 random walk quantum Monte
 Carlo, 701–707
 split-operator algorithm, 698
 time-dependent solutions,
 689–695
 variational methods, 698–701
 quasi-ergodic hypothesis, 274,
 301, 339, 593
 quasiequilibrium, 644
 quasiperiodic, 181, 186
 quaternions, 740–753, 759–762