# Project 3 For the course FYS3150

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October 14, 2019 Week 40 - ??

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#### Kommentarer fra project 1 på devilry:

- Abstract: short motivation and presentation of the results and the findings
- Introduction: you want to motive the reader about the problem and why you want solve it
- Theory: explaining the theory behind the solution method and the problem
- Method/implementation: how you implement the solution in order to fix/solve the problem
- Results/graphs/tables: presenting the results
- Discussion: Discussing the result from previous section
- Conclusion: concluding the findings, your neutral opinion, etc... and future work
- Appendix: How you derived your method, theory, etc... , altså utledning av ting i teori som ikke spesifikt er et bevis

Ting å gjøre for de ulike oppgavene:

- 3a: beregne integralet, how many mesh points, lage et plott for å sjekke om grensene er passende å bruke
- 3b: finne grensene, erstatte Gauss-Legendre metoden med Laguerre polynomer, sammenligne med resultater fra a
- $\bullet\,$ 3c: nå bruke brute force Monte Carlo, sammenligne resultatene med tidligere
- 3d: forbedre Monte Carlo med bruk av importance sampling, kommentere resultatene, lage en liste over tidene, sammenligne resultatene
- 3e: parallellisere koden fra 3d med openMPI eller MPI, kommenter resultatene (hovedsakelig i tiden brukt)

#### 1 Abstract

hensikt: tilnærme løsningen til integralet så best som mulig 5 pi\*\*2 / 16\*\*2 .

#### 2 Introduction

All programs are found at our GitHub-repository.

### 3 Theory

$$\begin{bmatrix} d & a & 0 & \dots & 0 & 0 \\ a & d & a & \dots & 0 & 0 \\ 0 & a & d & \dots & 0 & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & 0 & 0 & a & d & a \\ 0 & 0 & 0 & a & d \end{bmatrix} \begin{bmatrix} u_1 \\ u_2 \\ u_3 \\ \vdots \\ u_{N-2} \\ u_{N-1} \end{bmatrix} = \lambda \begin{bmatrix} u_1 \\ u_2 \\ u_3 \\ \vdots \\ u_{N-2} \\ u_{N-1} \end{bmatrix}$$

#### 4 Method

#### 5 Results

Our results are as shown in the Appendix. We also have .txt-files for all the raw data generated by the projects up on GitHub.

• How many mesh points do you need before the results converges at the level of the third leading digit?

#### 6 Discussion

## 7 Conclusion and perspective

# 8 Appendix

## 9 References

Link to the PDF for Project 2.

Our GitHub-repository.

Link to lecture slides in FYS3150 - Computational Physics.

Offical Armadillo website for documentation of all contents in the library.

Analytical results for specific oscillator frequencies.