

A Survey of Computational Physics

Nathan Chapman¹

¹Faculty of Physics
Central Washington University

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Introduction

Pillars of Physics

Computational Applications

- Classical Mechanics \longrightarrow N-Body Simulations & Fluid Dynamics

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- Electromagnetism \longrightarrow Fringing Fields & Antenna Radiation

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- Classical Mechanics → N-Body Simulations & Fluid Dynamics
- Electromagnetism → Fringing Fields & Antenna Radiation
- Thermodynamics → ???
- Quantum Mechanics → Molecular Optimization & Ultra-Cold Gases

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- Electromagnetism —————→ Fringing Fields & Antenna Radiation
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- Relativity —————→ Mercury's Perihelion & Black Hole Ray Tracing

Remark

Given the position and velocity of and the forces acting on an object, the motion of that object is completely determined.

- Everyday physics can be completely described by Newton's 2nd Law.

$$\underbrace{\sum_i \mathbf{F}_i = m\ddot{\mathbf{r}}}_{\text{Equation of Motion}} \quad (1)$$

Sample frame title

In this slide, some important text will be highlighted because it's important. Please, don't abuse it.

Remark

Sample text

Important theorem

Sample text in red box

Examples

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This is a text in first column.

$$E = mc^2$$

- First item
- Second item

This text will be in the second column and on a second thoughts, this is a nice looking layout in some cases.