

# **Computational Physics II:**

## **Introduction to Matlab and Numerical Calculus**

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# 1.0 Basic matrix operations

## Definition of Matrix Addition

If  $A = [a_{ij}]$  and  $B = [b_{ij}]$  are matrices of size  $m \times n$ , then their **sum** is the  $m \times n$  matrix given by

$$A + B = [a_{ij} + b_{ij}].$$

The sum of two matrices of different sizes is undefined.

## Definition of Scalar Multiplication

If  $A = [a_{ij}]$  is an  $m \times n$  matrix and  $c$  is a scalar, then the **scalar multiple** of  $A$  by  $c$  is the  $m \times n$  matrix given by

$$cA = [ca_{ij}].$$

## Definition of Matrix Multiplication

If  $A = [a_{ij}]$  is an  $m \times n$  matrix and  $B = [b_{ij}]$  is an  $n \times p$  matrix, then the **product**  $AB$  is an  $m \times p$  matrix

$$AB = [c_{ij}]$$

where

$$c_{ij} = \sum_{k=1}^n a_{ik}b_{kj} = a_{i1}b_{1j} + a_{i2}b_{2j} + a_{i3}b_{3j} + \cdots + a_{in}b_{nj}.$$

# 1.0 Basic matrix operations

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## Definition of the Determinant of a $2 \times 2$ Matrix

The **determinant** of the matrix

$$A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix}$$

is given by

$$\det(A) = |A| = a_{11}a_{22} - a_{21}a_{12}.$$

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## Definitions of Minors and Cofactors of a Matrix

If  $A$  is a square matrix, then the **minor**  $M_{ij}$  of the element  $a_{ij}$  is the determinant of the matrix obtained by deleting the  $i$ th row and  $j$ th column of  $A$ . The **cofactor**  $C_{ij}$  is given by

$$C_{ij} = (-1)^{i+j}M_{ij}.$$

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## Definition of the Determinant of a Matrix

If  $A$  is a square matrix (of order 2 or greater), then the determinant of  $A$  is the sum of the entries in the first row of  $A$  multiplied by their cofactors. That is,

$$\det(A) = |A| = \sum_{j=1}^n a_{1j}C_{1j} = a_{11}C_{11} + a_{12}C_{12} + \cdots + a_{1n}C_{1n}.$$

# 1.1 Basic Elements of Matlab

## Variables

Matlab has only one data type: matrix.

$$x = 5; \quad y = 8; \quad \vec{a} = [3 \quad 8 \quad -1]; \quad \vec{b} = \begin{bmatrix} 1 \\ 5 \\ 3 \end{bmatrix}$$

$$C = \begin{bmatrix} 2 & 5 & 7 \\ 8 & 3 & 1 \\ 0 & -5 & 8 \end{bmatrix}; \quad D = \begin{bmatrix} 3 & x & 6 \\ \pi & 4 & 2 \\ 1 & \sqrt{-1} & 3 \end{bmatrix}$$

```
x = 5;  
y = 8;  
a = [3 8 -1];  
b = [1; 5; 3];  
C = [2 5 7; 8 3 1; 0 -5 8];  
D = [3 x 6; pi 4 2; 1 sqrt(-1) 3];
```

# 1.1 Basic Elements of Matlab

## Arithmetic Operations

**All arithmetic operations in Matlab are matrix operations.**

```
z = x + y;  
g = a*b;  
E = C + D;  
F = C*D;  
G = C/D; %this is equivalent to C*inv(D)  
H = C^2; %power operator  
J = D' %Hemitian conjugate  
K = C.' %Transpose
```

### **Element by element operations:**

```
L = C.*D;  
M = C./D;  
N = C.^2;
```

# 1.1 Basic Elements of Matlab

## Loops and conditionals

```
for i=1:5 %Your basic loops; i goes from 1 to 5 with the default step 1
    p(i) = 2^i;
end      %This is the end of the loop
```

```
for i=1:2:5 %Your basic loops; i goes from 1 to 5 with the step 2
    q(i) = 2^i;
end      %This is the end of the loop
```

```
while (x>1)
    x = x/2;
end
```

# 1.1 Basic Elements of Matlab

## Loops and conditionals

```
if (k > 5) % A simple conditional
    a = 2;
end
```

```
if (m >= 5 && m <= 8) %Another conditional using else
    a = 3;
else
    a = 4;
end
```

```
if (m >= 5 && m <= 8)
    a = 3;
elseif (m == 10) %Conditional using elseif
    a = 4;
end
```

# 1.1 Basic Elements of Matlab

## Colon operator

The colon operator can be used to create a vector.

Consider

Demonstration: colon\_op1.m and colon\_op2.m

(1)

```
tau = 0.1;  
for i=1:100  
    time(i) = tau*i;  
end
```

(2)

```
tau = 0.1;  
i = 1:100; %The colon operator can be used to create a vector  
time = tau*i;
```

How can we increase the speed of (1)?

The colon operator is also useful for selecting parts of a matrix.

-  $z = B(:,2)$  assigns the second column of matrix B to the vector z.



# 1.1 Basic Elements of Matlab

## Input and Output

```
x = input('Enter the value of x: ');  
a = input('Answer <yes> or <no>: ','s')
```

```
disp('The value of x is ')  
disp(x)
```

```
fprintf('The value of x is %g \n',x);
```

### other useful commands:

```
save      :save all variables in the workspace  
load      :load the saved data
```

```
>>save ABC A B C %store the values of A,B,C into the file 'ABC.mat'  
>>load ABC A C %read the values of A,C from the file 'ABC.mat'  
>>clear A C %clear the memory of MATLAB about A,C
```

# 1.1 Basic Elements of Matlab

## Some useful build-in functions

Table 1.1: Selected MATLAB mathematical functions.

<code>abs(x)</code>	Absolute value or complex magnitude
<code>norm(x)</code>	Magnitude of a vector
<code>sqrt(x)</code>	Square root
<code>sin(x), cos(x)</code>	Sine and cosine
<code>tan(x)</code>	Tangent
<code>atan2(y,x)</code>	Arc tangent of $y/x$ in $[0, 2\pi]$
<code>exp(x)</code>	Exponential
<code>log(x), log10(x)</code>	Natural logarithm and base-10 logarithm
<code>rem(x,y)</code>	Remainder (modulo) function (e.g., <code>rem(10.3,4)=2.3</code> )
<code>floor(x)</code>	Round down to nearest integer (e.g., <code>floor(3.2)=3</code> )
<code>ceil(x)</code>	Round up to nearest integer (e.g., <code>ceil(3.2)=4</code> )
<code>rand(N)</code>	Uniformly distributed random numbers from the interval $[0, 1)$ . Returns $N \times N$ matrix.
<code>randn(N)</code>	Normal (Gaussian) distributed random numbers (zero mean, unit variance). Returns $N \times N$ matrix.

# 1.1 Basic Elements of Matlab

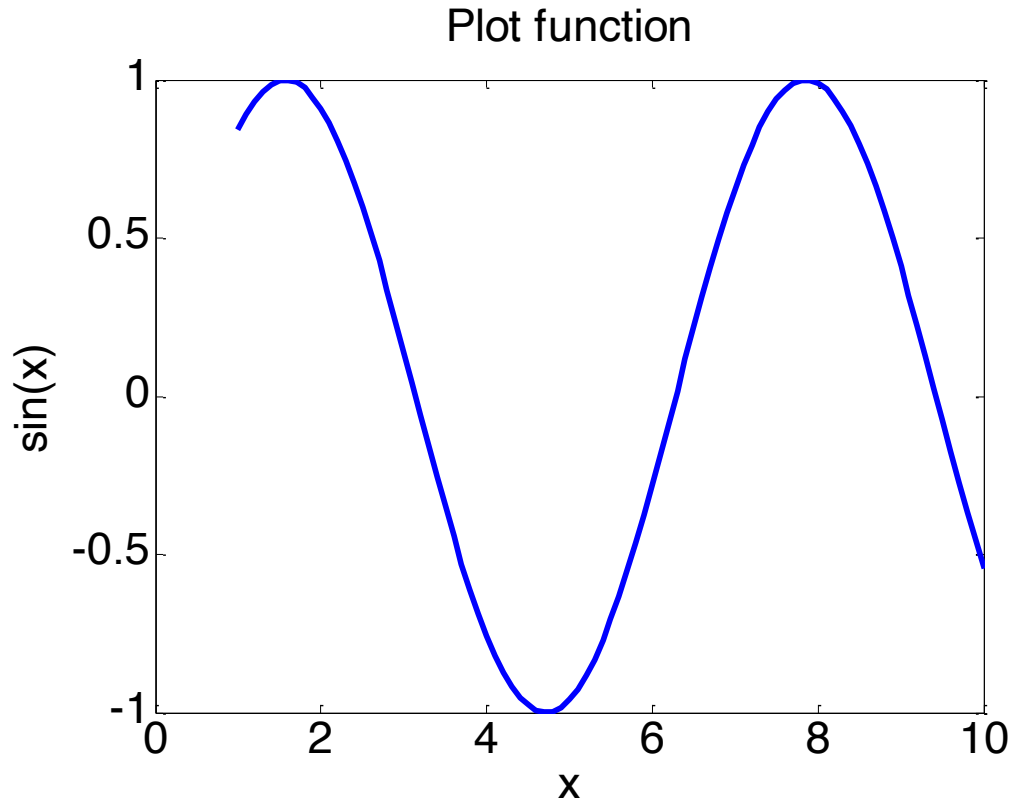
## Some useful build-in functions

<code>inv(x)</code>	:Inverse of the matrix x
<code>plot(x,y)</code>	:Plot vector x versus vector y
<code>semilogx(x,y)</code>	:Semilog plot
<code>semilogy(x,y)</code>	:Semilog plot
<code>loglog(x,y)</code>	:loglog plot
<code>polar(theta,rho)</code>	:Polar plot
<code>zeros(N)</code>	:Create an N-by-N matrix with all elements set to zero
<code>ones(N)</code>	:Create an N-by-N matrix with all elements set to one

# 1.1 Basic Elements of Matlab

## 2D Graphic

```
x=1:0.1:10;  
y=sin(x);  
plot(x,y)  
xlabel('x')  
ylabel('sin(x)')  
title('Plot function')
```



# 1.1 Basic Elements of Matlab

## 2D Graphic

```
%nm114_2: plot several types of graph
th = [0: .02:1]*pi;
subplot(221), polar(th,exp(-th))
subplot(222), semilogx(exp(th))
subplot(223), semilogy(exp(th))
subplot(224), loglog(exp(th))
pause, clf
subplot(221), stairs([1 3 2 0])
subplot(222), stem([1 3 2 0])
subplot(223), bar([2 3; 4 5])
subplot(224), barh([2 3; 4 5])
pause, clf
y = [0.3 0.9 1.6 2.7 3 2.4];
subplot(221), hist(y,3)
subplot(222), hist(y,0.5 + [0 1 2])
```

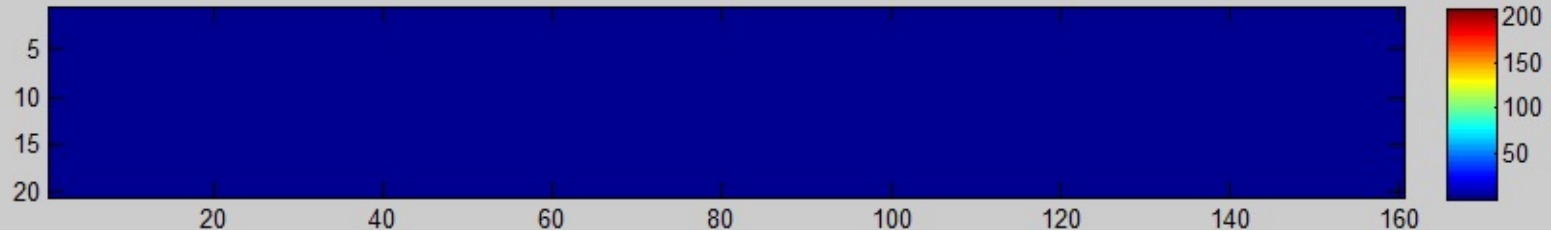
# 1.1 Basic Elements of Matlab

## 3D Graphic

```
%nm115: to plot 3D graphs
t = 0:pi/50:6*pi;
expt = exp(-0.1*t);
xt = expt.*cos(t); yt = expt.*sin(t);
%dividing the screen into 2 x 2 sections
subplot(221), plot3(xt, yt, t), grid on %helix
subplot(222), plot3(xt, yt, t), grid on, view([0 0 1])
subplot(223), plot3(t, xt, yt), grid on, view([1 -3 1])
subplot(224), plot3(t, yt, xt), grid on, view([0 -3 0])
pause, clf
x = -2:.1:2; y = -2:.1:2;
[X,Y] = meshgrid(x,y); Z = X.^2 + Y.^2;
subplot(221), mesh(X,Y,Z), grid on %[azimuth,elevation] = [-37.5,30]
subplot(222), mesh(X,Y,Z), view([0,20]), grid on
pause, view([30,30])
subplot(223), contour(X,Y,Z)
subplot(224), contour(X,Y,Z,[.5,2,4.5])
```

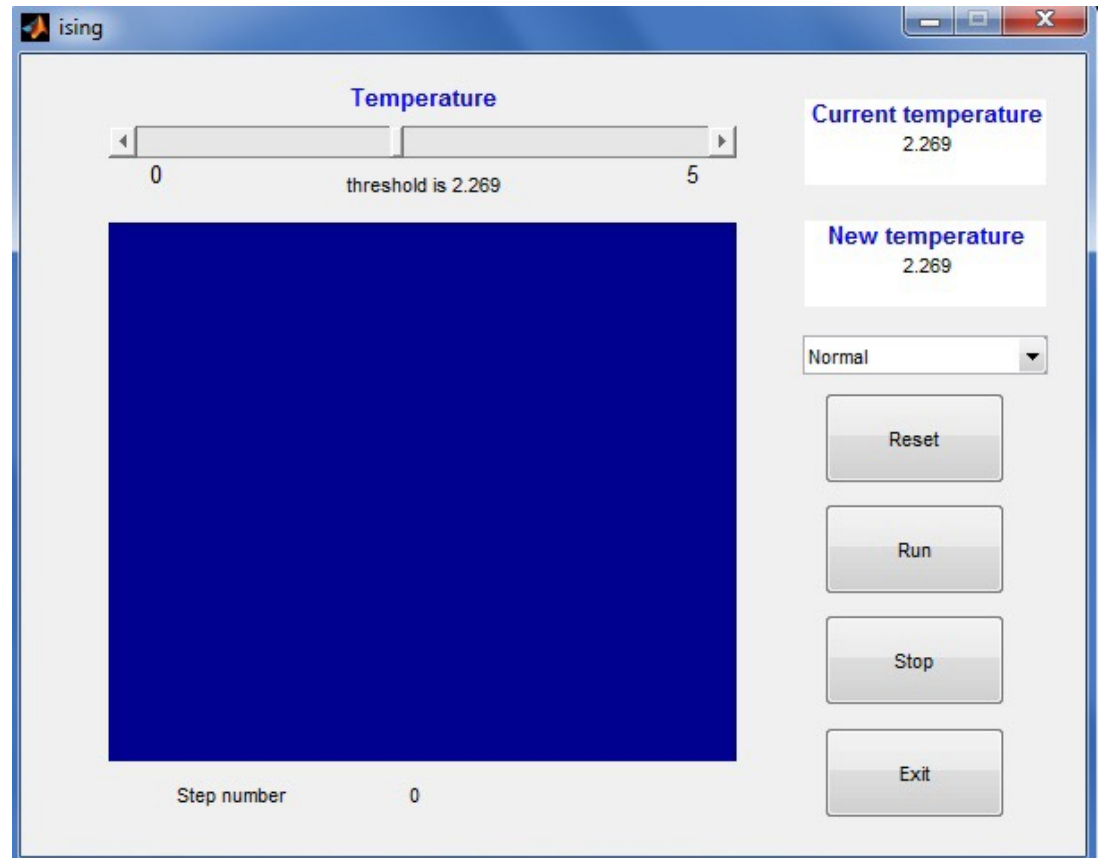
# 1.1 Basic Elements of Matlab

## Movies



## Graphic User Interface (GUI)

Ising.m



# 1.1 Basic Elements of Matlab

**If you don't know, ask Matlab**

1. If you know the function name, but don't know how to use it: `help 'function name'` (e. g. `help for`)
2. If you want to find the MATLAB commands/functions which are related with a job: `lookfor 'job'` (e.g. `lookfor repeat`)



# 1.1 Basic Elements of Matlab

## Simple Matlab Program

Orthogonality program: `orthog.m`

Table 1.4: Outline of program `orthog`, which evaluates the dot product of a pair of three dimensional vectors.

---

- Initialize the vectors **a** and **b**.
  - Evaluate the dot product as  $\mathbf{a} \cdot \mathbf{b} = \mathbf{a}_1 \mathbf{b}_1 + \mathbf{a}_2 \mathbf{b}_2 + \mathbf{a}_3 \mathbf{b}_3$ .
  - Print dot product and state whether vectors are orthogonal.
- 

**Exercise:** Modify the orthogonality program so that it can handle vectors of any length.

# 1.1 Basic Elements of Matlab

## Simple Matlab Program

If we have 3 data points, what is the simplest equation of a curve which passes through all data points?

The Lagrange form of the interpolation polynomial which passes 3 data points is

$$p(x) = \frac{(x-x_2)(x-x_3)}{(x_1-x_2)(x_1-x_3)}y_1 + \frac{(x-x_1)(x-x_3)}{(x_2-x_1)(x_2-x_3)}y_2 + \frac{(x-x_1)(x-x_2)}{(x_3-x_1)(x_3-x_2)}y_3$$

where  $(x_1, y_1)$ ,  $(x_2, y_2)$ ,  $(x_3, y_3)$  are the three data points to be fitted.  
Commonly, such polynomials are used to interpolate between data points.

# 1.1 Basic Elements of Matlab

## Simple Matlab Program

Interpolation program: `interp.m`, `interp.m`

---

Table 1.6: Outline of function `interp`, which evaluates the Lagrange quadratic (1.5).

- *Inputs:*  $\mathbf{x} = [x_1 \ x_2 \ x_3]$ ,  $\mathbf{y} = [y_1 \ y_2 \ y_3]$ , and  $x^*$
  - *Outputs:*  $y^*$
  - Calculate  $y^* = p(x^*)$  using the Lagrange polynomial (1.5).
-

# 1.1 Basic Elements of Matlab

## Simple Matlab Program

Interpolation program: `interp.m`, `interpf.m`

In general, if we have  $n$  data points, **(ASK)**

$$p(x) = \sum_{j=1}^n p_j f_{nj}(x)$$

$$\text{where } f_{nj}(x) = \prod_{k \neq j}^n \frac{x - x_k}{x_j - x_k}$$

# 1.2 Numerical Errors

## 1. Round-off error

In Matlab  $\text{eps} = 2.2204\text{e-}016$

Try to calculate the following in Matlab

1.  $(1+\text{eps})-1$
2.  $(2+\text{eps})-2$

So, what is the value of this expression  $\frac{10^{-20}}{(3+10^{-20})-3}$

## 2. Range Error

Try to calculate these in Matlab:  $10^{400}$  and  $10^{(-400)}$ . Check if  $10^{400} = 10^{500}$   
The maximum range of number that Matlab can represent is about  $10^{\pm 308}$

Inf = Infinity

NaN = Not a Number, e. g.,  $0/0$

# 1.2 Numerical Errors

## 3. Loss of Significant

$$f_1(x) = \sqrt{x}(\sqrt{x+1} - \sqrt{x}), \quad f_2(x) = \frac{\sqrt{x}}{\sqrt{x+1} + \sqrt{x}}$$

Program: nm122

# 1.3 Numerical Differentiation

## Naïve Formula

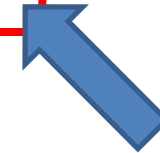
Definition  $f'(x) \equiv \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$

We also have the Taylor series expressed as

$$f(x+h) = f(x) + hf'(x) + \frac{1}{2}h^2 f''(x) + \dots$$

So, the first order derivative can be written as

$$f'(x) = \frac{f(x+h) - f(x)}{h} + O(h)$$



Truncation Error

# 1.3 Numerical Differentiation

## Centered Formula

An equivalent definition for the derivative is 
$$f'(x) \equiv \lim_{h \rightarrow 0} \frac{f(x+h) - f(x-h)}{2h}$$

Using the Taylor series expansion

$$f(x+h) = f(x) + hf'(x) + \frac{1}{2}h^2 f''(x) + \frac{1}{6}h^3 f'''(x) + \dots$$

$$f(x-h) = f(x) - hf'(x) + \frac{1}{2}h^2 f''(x) - \frac{1}{6}h^3 f'''(x) + \dots$$

## What is the truncation error?

The first derivative can be written as

$$f'(x) = \frac{f(x+h) - f(x-h)}{2h} + O(h^2)$$

Truncation Error



# 1.3 Numerical Differentiation

**Exercise:** Derive the second derivative using the Taylor expansion

Answer:

$$f''(x) = \frac{f(x+h) - 2f(x) + f(x-h)}{h^2} + O(h^2)$$

**Demonstration:** `deriv.m` and `fund_deriv.m`

# 1.4 Numerical Integration

## Trapezoid rule

Consider the integral

$$I = \int_a^b f(x)dx$$

Our strategy for estimating  $I$  is to evaluate  $f(x)$  at a few points and fit a simple curve (e.g., piecewise linear) through these points.

## Trapezoid rule

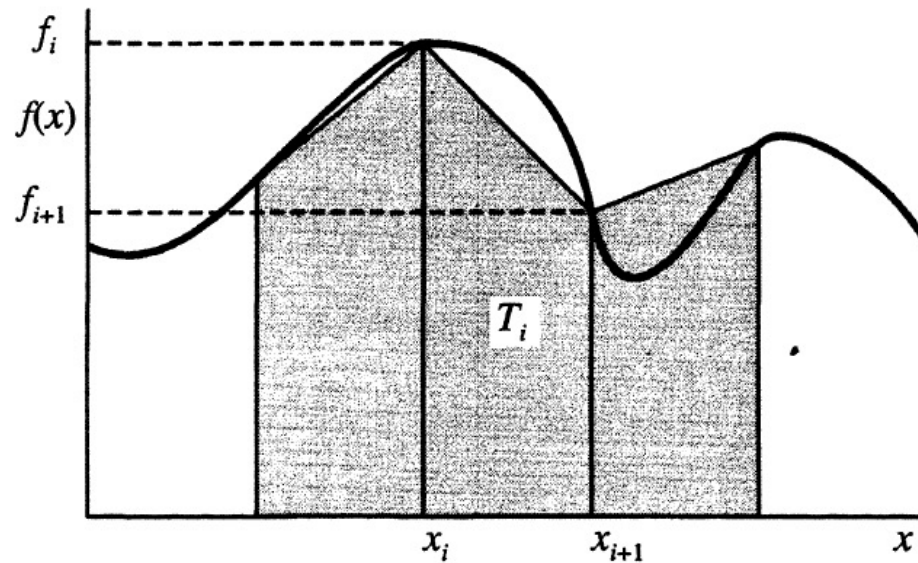


Figure 10.3: General trapezoidal rule for estimating integrals.

The area of a single trapezoid is 
$$T_i = \frac{1}{2}(x_{i+1} - x_i)(f_{i+1} + f_i)$$

where  $f_i \equiv f(x_i)$

# 1.4 Numerical Integration

## Trapezoid rule

The true integral is estimated as the sum of the areas of the trapezoids, so

$$I \approx I_T = T_1 + T_2 + \dots + T_{N-1}$$

If we take equal spacing  $h = \frac{b-a}{N-1}$ , so  $x_i = a + (i-1)h$

Then 
$$T_i = \frac{1}{2}h(f_{i+1} + f_i)$$

The trapezoidal rule for equally spaced points is

$$\begin{aligned} I_T(h) &= \frac{1}{2}hf_1 + hf_2 + hf_3 + \dots + hf_{N-1} + \frac{1}{2}hf_N \\ &= \frac{1}{2}h(f_1 + f_N) + h \sum_{i=2}^{N-1} f_i \end{aligned}$$

# 1.4 Numerical Integration

## Trapezoid rule

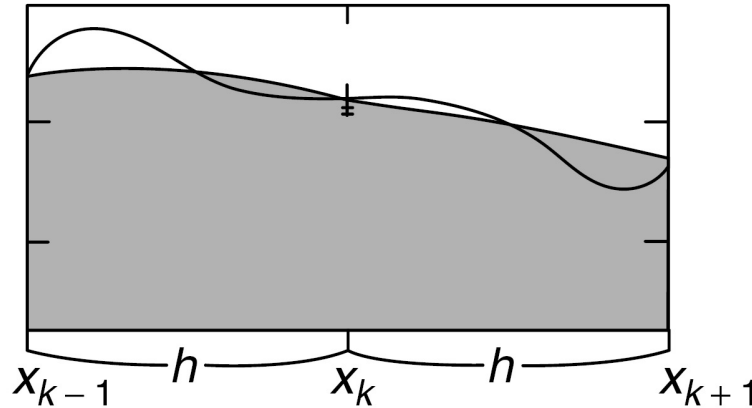
Most numerical analysis texts give the truncation error for the trapezoidal rule as

$$I - I_T(h) = -\frac{1}{12}(b - a)h^2 f''(\zeta)$$

Where there exists  $a \leq \zeta \leq b$

# 1.4 Numerical Integration

## Simpson rule



$$f(x) = \frac{(x - x_i)(x - x_{i+1})}{(x_{i-1} - x_i)(x_{i-1} - x_{i+1})} f_{i-1} + \frac{(x - x_{i-1})(x - x_{i+1})}{(x_i - x_{i-1})(x_i - x_{i+1})} f_i \\ + \frac{(x - x_{i-1})(x - x_i)}{(x_{i+1} - x_{i-1})(x_{i+1} - x_i)} f_{i+1} + O(h^3).$$

$$S = \frac{h}{3} \sum_{j=0}^{n/2-1} (f_{2j} + 4f_{2j+1} + f_{2j+2}) + O(h^4),$$

# Homework

(1)

## Operations on Vectors

- (a) Find the mathematical expression for the computation to be done by the following MATLAB statements.

```
>>n = 0:100; S = sum(2.^-n)
```

- (b) Write a MATLAB statement that performs the following computation.

$$\left( \sum_{n=0}^{10000} \frac{1}{(2n+1)^2} \right) - \frac{\pi^2}{8}$$

- (c) Write a MATLAB statement which uses the commands `prod()` and `sum()` to compute the product of the sums of each row of a  $3 \times 3$  random matrix.

# Homework

2. Write a Matlab code to numerically differentiate the following functions using right, left, and center derivatives. Your program should also allow the user to specify the desired maximum error.

1.1  $x^2 + x + 5$

1.2  $\cos(x)$

1.3  $(\sin(x) - 1)^4$



ส่งการบ้านมาที่

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อย่าลืมเขียน ชื่อ นามสกุล และรหัสนักศึกษาทุกครั้ง  
ทั้งในตัวอีเมลและในไฟล์การบ้าน