PHY 480 - Computational Physics Project 1: Linear Algebra Methods

Thomas Bolden

February 12, 2016

Github Repository at https://github.com/ThomasBolden/PHY-480-Spring-2016

Abstract

Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetuer id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

Contents

| introduction. | • | • | • | • | • | | • | • | • | • | • | • | | • | • | • | • | • | • | • | • | • | • | • | • | • | • | • | • | • | • | • | • | • | • | • | 1 |
|---------------|---|---|---|---|---|------|-------|---|---|---|---|---|------|---|---|---|---|---|---|---|-------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Methods | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | 1 |
| Results | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | 1 |
| Conclusions . | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | 1 |
| Code | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | 1 |

Introduction

An important part of physics is being able to efficiently solve systems of linear equations. . .

Methods

Given a differential equation of the form

$$-\frac{\mathrm{d}^2}{\mathrm{d}x^2}u(x) = f(x) \tag{1}$$

where f(x) is continuous on the domain $x \in (0,1)$. We also assume the boundary conditions u(0) = u(1) = 0. The second derivative can be approximated as

$$u'' = \frac{u_{i+1} + u_{i-1} - 2u_i}{u^2} \tag{2}$$

$$\mathbf{A} = \begin{pmatrix} 2 & -1 & 0 & \cdots & \cdots & \cdots & 0 \\ -1 & 2 & -1 & 0 & \cdots & \cdots & 0 \\ 0 & -1 & 2 & -1 & \ddots & & 0 \\ \vdots & 0 & -1 & 2 & \ddots & \ddots & \vdots \\ \vdots & \vdots & \ddots & \ddots & \ddots & \ddots & 0 \\ \vdots & \vdots & & \ddots & \ddots & \ddots & -1 \\ 0 & 0 & \cdots & \cdots & 0 & -1 & 2 \end{pmatrix} , \quad \mathbf{v} = \begin{pmatrix} v_0 \\ v_1 \\ \vdots \\ v_{n-1} \\ v_n \end{pmatrix}$$

Results

Conclusions

_

Code

../Code/Project1.cpp

```
// Project 1 - Vector and Matrix Operations

#include <iostream>
#include <fstream>
#include <cmath>
#include <iomanip>
#include <string>
//#include "armadillo"
```

```
9
10
   using namespace std;
11
   //using namespace arma;
12
   ofstream myfile;
13
14
15
   int main(){
16
17
        // -~- Declaration of Variables -~- \\
18
        double n;
        string outfilename;
19
20
        cout << "Enter_a_number:_"; // user enters a number</pre>
21
22
        cin >> n;
23
        cout << "Enter_a_name_for_the_output_file:_";</pre>
24
        // user enters a name for the output file
25
        cin >> outfilename;
26
27
        // body of the program
28
29
30
        // writing value to file, to be read and graphed in python later
31
        myfile.open(outfilename);
32
33
        //myfile << setiosflags(ios::showpoint | ios::uppercase);</pre>
34
        // setting scientific notation of numbers
        myfile << n << endl;</pre>
35
36
        myfile.close();
37
38
39
        return 0;
40
41
   }
```

References

- [1] M. Hjorth-Jensen, Computational Physics, University of Oslo (2013).
- [2] W. McLean, Poisson Solvers, Northwestern University (2004).