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# Computational Physics

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Aug 22, 2022



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What is computational physics?

“Computational physics is the study and implementation of numerical analysis to solve problems in physics for which a quantitative theory already exists. Historically, computational physics was the first application of modern computers in science, and is now a subset of computational science. It is sometimes regarded as a subdiscipline (or offshoot) of theoretical physics, but others consider it an intermediate branch between theoretical and experimental physics - an area of study which supplements both theory and experiment”. *from WIKIPEDIA*

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## PYTHON BASICS

### 1.1 Installation

### 1.2 Python IDEs

The integrated development environments (IDEs)

### 1.3 Data Types in Python

#### 1.3.1 Integers

#### 1.3.2 Floats

#### 1.3.3 Strings

#### 1.3.4 Boolean Type

#### 1.3.5 Lists and Tuple

#### 1.3.6 Dictionary





## NUMERICAL

### 2.1 Arrays

#### 2.1.1 Getting Into Shape: Array Shapes and Axes

#### 2.1.2 Data Science Operations: Filter, Order, Aggregate

### 2.2 Numpy

#### 2.2.1 Functions

#### 2.2.2 Linear algebra



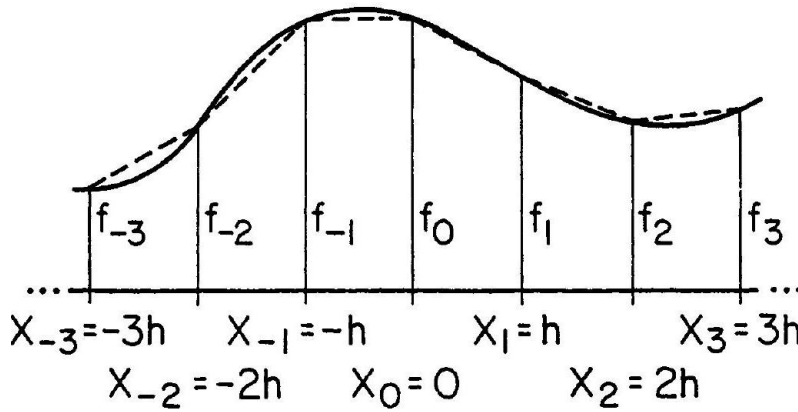
**VISUALIZATION**



## BASIC MATHEMATIC OPERATION

### 4.1 Discretization

$$f_n = f(x_n); x_n = nh(n = 0, \pm 1, \pm 2, \dots),$$



### 4.2 Differentiation

We begin by using a Taylor series to expand  $f(x)$  in the neighborhood of  $x=0$  :

$$f(x) = f_0 + xf' + \frac{x^2}{2!}f'' + \frac{x^3}{3!}f''' + \dots$$

where all derivatives are evaluated at  $x=0$ . It is then simple to verify that

$$f_{\pm 1} \equiv f(x = \pm h) = f_0 \pm hf' + \frac{h^2}{2}f'' \pm \frac{h^3}{6}f''' + \mathcal{O}(h^4)$$

$$f_{\pm 2} \equiv f(x = \pm 2h) = f_0 \pm 2hf' + 2h^2f'' \pm \frac{4h^3}{3}f''' + \mathcal{O}(h^4)$$

where  $\mathcal{O}(h^4)$  means terms of order  $h^4$  or higher.

To estimate the size of such terms, we can assume that  $f$  and its derivatives are all of the same order of magnitude,

as is the case for many functions of physical relevance.

$$f' = \frac{f_1 - f_{-1}}{2h} - \frac{h^2}{6}f''' + \mathcal{O}(h^4)$$

$$f' \approx \frac{f_1 - f_{-1}}{2h}$$

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**Note:** This “3-point” formula would be exact if were a second-degree polynomial in the 3-point interval  $[-h, h]$ , because the third- and all higherorder derivatives would then vanish.

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It is more accurate (by one order in ) than the forward or backward difference formulas:

$$f' \approx \frac{f_1 - f_0}{h} + \mathcal{O}(h);$$
$$f' \approx \frac{f_0 - f_{-1}}{h} + \mathcal{O}(h).$$

extract thiese formula as a practice

$$f' \approx \frac{1}{12h} [f_{-2} - 8f_{-1} + 8f_1 - f_2] + \mathcal{O}(h^4)$$
$$f'' \approx \frac{f_1 - 2f_0 + f_{-1}}{h^2}.$$

## 4.2.1 Hands-On

```
import numpy as np
import matplotlib.pyplot as plt

## we are looking for the derivative of the sin(x) from tw methods

steps=1000

x=np.linspace(-np.pi, np.pi, steps)
y=np.sin(x)

ydac = np.cos(x)

h = x[1]-x[0]

y1dif = np.diff(y)/h

yrol2=np.roll(y,2)[2:]
yt =y[2:]

y2dif = (yt-yrol2)/(2*h)

#plt.plot(x, ydac, '--', label="answer")
```

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```
plt.plot(x[:-1], y1dif-ydac[1:], lw=2, label='forward')
plt.plot(x[1:-1], y2dif-ydac[1:-1], lw=3, label='2points')

plt.legend()
```

[Colab link](#)

## 4.3 Numerical quadrature

## 4.4 Finding roots





## **ERRORS**

~To err is human, to forgive divine~

### **5.1 Types of Errors**

### **5.2 Round-off Errors**

### **5.3 Numerical Recursion**

### **5.4 Error Assessment**



**INTEGRATION**



**DERIVATIVES**



**MATRICES**





**DATA FITTING**



## **ORDINARY DIFFERENTIAL EQUATION**

A linear differential equation:

$$a_0(x)y + a_1(x)y' + a_2(x)y'' + \cdots + a_n(x)y^{(n)} + b(x) = 0$$

A simple initial value problem

$$y' = f(x, y), \quad y(x_0) = y_0$$

We are interested in computing approximate values of the solution of above Equation in an interval  $[x_0, b]$ . Thus

$$x_i = x_0 + ih, \quad i = 0, 1, \dots, n$$
$$h = \frac{b - x_0}{n}$$

### **10.1 Numerov Algorithm for Schrödinger ODE**



**PROJECTS**



## INDICES AND TABLES

- `genindex`
- `modindex`
- `search`