Assignment 1

Due: 09/09/2015

Pencil & Paper problems

- 1. Many problems in physics that are solved computationally require the use of dimensional analysis. Consider the Planck length, which is the size at which quantum gravitational effects create a "foam" of spacetime. Knowing that this size can be made up of only fundamental, universal constants, use dimensional analysis to find the Planck length.
- 2. The radial equation for a planetary orbit is given by

$$-\frac{GMm}{r^2} + \frac{L^2}{mr^3} = m\frac{d^2r}{dt^2} \ ,$$

where L is the (constant) angular momentum.

(a) Choose a new system of units for time and for distance to eliminate the variables G, M, m and possibly L. That is, set

$$r = \alpha \rho, \qquad t = \beta \tau$$

- and determine α, β in terms of those variables. [Hint: First divide both sides of the equation by GMm to make the first term $-1/r^2$, then make the above substitutions.]
- (b) In SI units, what are the values of α and β , numerically (note these will be in units of meters and seconds, respectively), and what is their interpretation? [Use the estimate L = mvR to determine the Earth's average angular momentum.]
- (c) In this system, would the values you would put into a computer for ρ and τ be "reasonable," that is, not too large or not too small? [That is, would you be in danger of running into overflow or underflow errors?]
- 3. Suppose you are standing on Eddy's Parade at Fordham University, which is at a latitude of $40.5/6^{\circ}$, and that you are 2.0 m tall.
 - (a) Analytically find the speed of your feet, v, due to the rotation of the Earth. (Assume that the Earth is a perfect sphere, which is not, of radius R=6378 km and that a day is exactly 24 hours long.)
 - (b) Using your result from (a), determine the centripetal acceleration of your feet.
 - (c) Repeat parts (a) and (b) for your head and compute the difference between the acceleration at your head and feet. Show how round-off can corrupt your calculation and offer a way to fix the problem.

Computer problems

4. In mathematics, there is a famous sequence of numbers called the Fibonacci numbers, after the thirteenth-century Italian mathematician Leonardo Fibonacci. The first two numbers are defined as 0 and 1. Every subsequent term is the sum of the preceding two. Thus, the numbers continue as (0+1) = 1, (1+1) = 2, (2+1) = 3, etc. Write a program that displays the Fibonacci numbers for the number of terms specified by the user.

- 5. Write a C program that determines the absolute round off error in the simple calculation |10 + h| 10 for 21 repetitions in which the value of h is changed in each repetition to:
 - (a) h/10,
 - (b) h/2.

That is, for part (a), set h = 1, then for the first repetition, set h = 1/10, then h = 1/100, and so forth.

Obviously you are calculating h using this method (essentially). What happens in the two cases, and why are they so different?

6. In class we wrote a code to calculate e^x using the Taylor series formulation. Write two codes that calculate the sine and cosine using the Taylor series representations

$$\sin x = \sum_{n=0}^{\infty} \frac{(-1)^n x^{2n+1}}{(2n+1)!} , \qquad \cos x = \sum_{n=0}^{\infty} \frac{(-1)^n x^{2n}}{(2n)!}$$

Given that $\sin(x) = \cos(x - \pi/2)$, how do these codes differ when calculating $\sin(1.0)$ or $\cos(1 - \pi/2)$? How about $\sin(0.001)$ or $\cos(0.001 - \pi/2)$? Go ahead and hard-code π as

double PI = 3.141592653589793

7. Write a C program that calculates π using both of the following series representations:

$$\pi = 4 \left[1 - \frac{1}{3} + \frac{1}{5} - \frac{1}{7} + \dots \right] ,$$

$$\pi^2 = 6 \sum_{i=1}^{\infty} \frac{1}{i^2} .$$

Allow for user-specified number of iterations and give the error between each method and the accepted value of π .

How many iterations are needed to get π to seven decimal places using each representation? Determine this number by comparing to π as given above, and for each series calculate $\delta = |\pi - \pi_{\text{series}}|$. How does δ compare for the two series?