

DHAKA COLLEGE

DEPT. OF PHYSICS

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Ans to the Q N-1By Newton-Raphson method:

$$f(x) = x^2 - 3x + 2$$

$$\Rightarrow f'(x) = 2x - 3$$

$$x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}$$

$$= \frac{2x_n^2 - 3x_n - x_n^2 + 3x_n - 2}{(2x_n - 3)}$$

$$\therefore x_{n+1} = \frac{(x_n^2 - 2)}{(2x_n - 3)}$$

$$x_0 = 0$$

$$x_1 = 0.667$$

$$x_2 = 0.9334$$

$$x_3 = 0.996$$

$$x_4 = 0.999$$

$$x_5 = 0.999$$

Hence the required root is 0.999

~~#~~ Solving with C++:

H include < bits / std C++ . h >

H define EPSILON 0.001

// The function is $x^2 - 3x + 2$

double func (double x)

{

return $x * x - 3 * x + 2$

} double func (double x)

// Derivative of the above function which
is $2 * x - 3$

double derivFunc (double x)

{

return $2 * x - 3$

}

// Function to find the root

void newtonRaphson (double x)

{

double h = func(x) / derivFunc(x);

while (abs(h) >= EPSILON)

{ h = func (x) / derivFunc(x);

// $x(i+1) = x(i) - f(x)/f'(x)$

$x = x - h;$

count << "The value of f(x) is: " << x;

// Drive program to test above

int main()

{

double $x_0 = 0$; // Initial values assumed

newton-Raphson (x_0);

return 0;

}

output:

The value of root is: 0.999

Ans to the Q.N. 2

Trapezoidal rule method:

let, $y = \frac{1}{1+x^2}$

Here, $a=0$, $b=1$, we shall divide the interval into six equal parts.

Now,

$$x_0 = 0 \rightarrow y_0 = 1$$

$$x_1 = \frac{1}{6} \rightarrow y_1 = 0.972$$

$$x_2 = \frac{2}{6} \rightarrow y_2 = 0.900$$

$$x_3 = \frac{3}{6} \rightarrow y_3 = 0.800$$

$$x_4 = \frac{4}{6} \rightarrow y_4 = 0.692$$

$$x_5 = \frac{5}{6} \rightarrow y_5 = 0.590$$

$$x_6 = 1 \rightarrow y_6 = 0.500$$

Now

By Trapezoidal rule, we have

$$\int_0^1 \frac{1}{1+x^2} dx = \frac{h}{2} [(y_0 + y_6) + 2(y_1 + y_2 + y_3 + y_4 + y_5)]$$

$$= \frac{1}{12} \times (9.410) = \boxed{0.784}$$

$$\therefore T/4 = 0.784 \Rightarrow \pi = 3.1369$$

Ans

Solving with C++:

#include <stdio.h>

// approximate value is computed using trapezoidal

// rule

float y(float x)

{ // Declaring the function $f(x) = 1/(1+x*x)$

return 1/(1+x*x);

}

// Function to evaluate the value of integral

float trapezoidal (float a, float b, float n)

{ // Grid spacing

float h = (b-a)/n;

// Computing sum of first and last terms

// in above formula

float s = y(a) + y(b);

// Adding middle terms in above formula

for (int i=1; i<n; i++)

s += 2 * y(a + i * h);

return (h/2) * s;

}

```
int main ()
```

```
{ float  $x_0 = 0;$ 
```

```
float  $x_n = 1;$ 
```

```
int n = 6;
```

```
printf ("Value of integral is % .4f\n",
       trapezoidal ( $x_0, x_n, n$ ));
```

```
return 0;
```

Output: value of integral is 0.784

Ans to the Q.N. 3

Simpson's (1/3) method:

Let, $y = f(x) = 2x$

Hence, $a = 0, b = 1$, we shall divide the interval into six equal parts.

$$\therefore \text{Hence, } h = \frac{b-a}{n} = \frac{1}{6}$$

Now,

$$x_0 = 0 \rightarrow y_0 = 0$$

$$x_1 = x_0 + h = \frac{1}{6} \rightarrow y_1 = \frac{1}{3}$$

$$x_2 = \frac{1}{3} \rightarrow y_2 = \frac{2}{3}$$

$$x_3 = \frac{1}{2} \longrightarrow y_3 = 1$$

$$x_4 = \frac{2}{3} \longrightarrow y_4 = \frac{4}{3}$$

$$x_5 = \frac{5}{6} \longrightarrow y_5 = \frac{5}{3}$$

$$x_6 = 1 \longrightarrow y_6 = 2$$

From,

Simpson's ($\frac{1}{3}$) rule is,

$$\int_a^b 2x \, dx = \frac{h}{3} [y_0 + y_6 + 4(y_1 + y_3 + y_5) + 2(y_2 + y_4)] \\ = \frac{1}{18} (2 + 12 + 4)$$

$$\therefore \int_a^b 2x \, dx = 1$$

~~Solving with C++ :~~

include <iostream>

include <math.h>

// Function to calculate f(x)

float func (float x)

{

return log (x);

}

// Function for approximate integral

float simpsons - float (float a, float b, int n)

{ // calculating the value of h

float h = (ul - ll) / n;

// Array for storing value of x and fx

float x[10], fx[10];

// calculating values of x and fx

for (int i=0; i<=n; i++)

{

x[i] = LL + i * h;

fx[i] = func(x[i]);

}

// Calculating result

float res = 0;

for (int i=0; i<=n; i++)

{

if (i == 0 || i == n)

res += fx[i];

else if (i % 2 != 0)

else

res += 2 * fx[i];

res = res * (h/3);

return res;

}

```

// Driver program
int main ()
{
    float lower_limit = 0;
    float upper_limit = 1;
    int n = 6;
    cout << simpsons - (lower_limit, upper_limit, n);
    return 0;
}

```

Output: The root is 1. Ans

Ans to the Q.N.4

(b) Simpson's (3/8) method :

$$\text{let, } y = f(x) = x^2 + 1$$

$$\text{Here, } a = 1$$

$$b = 5$$

$$\text{let- } n = 4$$

$$\therefore h = \frac{5-1}{4} = 1$$

Noce,

$$x_0 = a = 1 \rightarrow y_0 = 2$$

$$x_1 = 2 \rightarrow y_1 = 5$$

$$x_2 = 3 \rightarrow y_2 = 10$$

$$x_3 = 4 \rightarrow y_3 = 17$$

$$x_4 = b = 5 \rightarrow y_4 = 26$$

By Simpson's (3/8) rule;

$$\int_1^5 (1+x^2) dx = \frac{3}{8} [(y_0+y_4) + 3(y_1+y_3) + 2(y_2)]$$

$$= \frac{3}{8} (28 + 3(15) + 34)$$

$$= \frac{3}{8} \times 107$$

$$\therefore \int_1^5 (1+x^2) dx = 40.125 \text{ (Ans)}$$

~~Ques~~ Solving with C++:

H include <iostream>

float func (float n)

{
return (1+x*x);

}

// Function to perform calculations

float calculate (float lower-limit, float
upper-limit, int interval-limit)

{
float value;

float interval-size = (upper-limit - float lower-limit)/interval-limit;

float sum = func(lower-limit) + func(upper-limit)

// calculates values till integral limit

for (int i=1; i < interval-limit; i++)

{
if (i%3 == 0)

sum = sum + 2 * func(lower-limit + i*
interval-size);

```

else
    sum = sum + 3 * func(lower_limit + i *
                           interval_size);
}
return (3 * interval_size / 8) * sum;
}

int main()
{
    int interval_limit = 5;
    float lower_limit = 1;
    float upper_limit = 5;
    float integral_res = calculate(lower_limit,
                                    upper_limit, interval_limit);
    cout << integral_res;
    free func();
}

```

Output: The root is 40.125

Ans

Ans to the Q.N. 5

let $f(x) = x^3 + 2x - 2$

$$f(0) = -2 < 0$$

$$f(1) = 1 > 0$$

$$x_0 = \frac{0+1}{2} = 0.5$$

$$f(0.5) = (0.5)^3 + 2(0.5)^2 - 2 = -0.875 < 0$$

Hence, $f(i) > 0$ & $f(0.5) < 0$

$$\therefore x_1 = \frac{1+0.5}{2} = 0.75$$

$$\therefore f(0.75) = -0.072 < 0$$

Hence, $f(i) > 0$ & $f(0.75) < 0$

$$\therefore x_2 = \frac{1+0.75}{2} = 0.875$$

$$\therefore f(0.875) = 0.419 > 0$$

Hence, $f(0.419) > 0$ and $f(0.75) < 0$

$$\therefore x_3 = 0.584$$

$$\therefore f(0.584) = -0.631 < 0$$

Hence, $f(0.875) > 0$ and $f(0.584) < 0$

$$\therefore x_4 = 0.729$$

$$\therefore f(0.729) = -0.151 < 0$$

Hence, $f(0.729) < 0$ & $f(0.875) > 0$

$$\therefore x_5 = 0.802$$

$$\therefore f(0.802) = 0.119 > 0$$

Hence, $f(0.802) > 0$ and $f(0.729) < 0$

$$\therefore x_6 = 0.765$$

$$\therefore f(0.765) = -0.020 < 0$$

$$\therefore x_7 = 0.783$$

$$\therefore f(0.783) = 0.048 > 0$$

Hence, $f(0.783) > 0$ and $f(0.765) < 0$

$$\therefore x_8 = 0.774$$

$$\therefore f(0.774) = 0.012 > 0$$

Here $f(0.765) < 0$ and $f(0.774) > 0$

$$\therefore x_9 = 0.769$$

$$\therefore f(0.769) = -0.004 \approx 0$$

\therefore The root is 0.769

Ans

Solving with C++ :

include < bits / std C++ . h >

define EPSILON 0.01

// The Function is $x^3 + 2x - 2$

double func (double x)

{
 return $x^3 + 2x - 2$;
}

}

// Prints root of func(x) with error

of EPSILON

void bisection (double a, double b)

{ if (func(a) * func(b) >= 0)

{ cout << "You have not assumed right a & b\n";

return 0;

}

double c = a;

while ((b - a) >= EPSILON)

{ // Find the middle point

c = (a + b) / 2;

// check if middle point is root

if (func(c) == 0.0)

break;

// Decide the side to repeat the steps

else if (func(c) * func(a) < 0)

b = c;

else

a = c;

cout << "The value of root is: " << c;

}

// Driver program to test above function

```
int main()
```

```
{
```

// Initial values assumed

```
double a = -2, b = 1
```

```
bisection(a, b);
```

```
return 0;
```

```
}
```

Output:

The value of root is 0.769 ~~is~~