

## QuantumStuff Equations (from Python Visualizations)

### QuantumStuff/4th\_dimension\_viz.py

$$\begin{aligned}
 r &= \sqrt{x^2 + y^2} \\
 z_0 &= -\frac{W}{\sqrt{r^2 + s^2}}, \quad z = -W \cdot \frac{z_0 - z_{0,\min}}{0 - z_{0,\min}} \\
 x_{\text{base}}(t) &= x_s + (x_e - x_s)t, \quad y_{\text{base}}(t) = y_s + (y_e - y_s)t \\
 y_{\text{path}} &= y_{\text{base}} - 1.3 e^{-(x_{\text{base}})^2 / (2 \cdot 1.1^2)}
 \end{aligned}$$

### QuantumStuff/atomic\_bomb\_viz.py

$$\begin{aligned}
 x_{t+1} &= x_t + v_x, \quad y_{t+1} = y_t + v_y \\
 v_x \rightarrow -v_x &\text{ if } x \notin [X_{\min}, X_{\max}], \quad v_y \rightarrow -v_y \text{ if } y \notin [Y_{\min}, Y_{\max}] \\
 r &= U^{0.6}(0.7R), \quad dx = r \cos \theta, \quad dy = r \sin \theta \\
 &\text{hit if } (x - x_n)^2 + (y - y_n)^2 \leq (R + 0.12)^2
 \end{aligned}$$

### QuantumStuff/atom\_viz.py

$$\begin{aligned}
 r &= R U^{1/3}, \quad x = r \cos \theta, \quad y = r \sin \theta \\
 \theta_{t+1} &= \theta_t + \omega \cdot 0.03, \quad r(t) = r_0 + A \sin \phi \\
 x &= r \cos \theta, \quad y = r \sin \theta
 \end{aligned}$$

### QuantumStuff/blackhole\_viz.py

$$\begin{aligned}
 \alpha &= \frac{L}{r^2}, \quad (x', y') = (x, y) + \alpha \left( \frac{x}{r}, \frac{y}{r} \right) \\
 \text{disk radial} &= \exp \left( -\frac{(R - R_d)^2}{W^2} \right) \\
 \text{doppler} &= 0.32 + 0.68 \cdot \frac{1 + \cos(\theta - \Omega t)}{2} \\
 \text{spiral} &= 0.5 + 0.5 \cos(m(\theta - 1.4\Omega t)) \\
 \text{hole falloff} &= 1 - \exp \left[ -\left( \frac{R}{R_s} \right)^3 \right]
 \end{aligned}$$

## QuantumStuff/collision\_bh\_viz.py

$$\begin{aligned}\Phi(x, y) &= \frac{1}{\sqrt{(x - x_c)^2 + (y - y_c)^2 + \epsilon^2}} \\ x_{1,2} &= \mp \frac{s}{2} \cos \phi, \quad y_{1,2} = \mp \frac{s}{2} \sin \phi \\ \text{ring} &= \exp \left( -\frac{(r - r_0)^2}{w^2} \right) \\ \text{GW ripple} &= e^{-\gamma|R-r_0|} \sin(k(R - r_0))\end{aligned}$$

## QuantumStuff/dark\_matter\_viz.py

$$\begin{aligned}I(r) &= \frac{1}{1 + (r/r_c)^2} + \frac{1.8}{1 + (r/R_h)^3} \\ \theta_{t+1} &= \theta_t + \omega, \quad x = r \cos \theta, \quad y = r \sin \theta \\ (dx, dy) &= \eta \frac{(x, y)}{r^2}\end{aligned}$$

## QuantumStuff/doppler\_eff\_viz.py

$$\begin{aligned}x_s(t) &= x_0 + v_s t \\ r_{\text{out}} &= c(t - t_0), \quad r_{\text{in}} = R_0 - c(t - t_0)\end{aligned}$$

## QuantumStuff/double\_pendulum\_chaos\_viz.py

$$\begin{aligned}x_1 &= L_1 \sin \theta_1, \quad y_1 = -L_1 \cos \theta_1 \\ x_2 &= x_1 + L_2 \sin \theta_2, \quad y_2 = y_1 - L_2 \cos \theta_2 \\ \ddot{\theta}_1 &= \frac{M_2 L_1 \omega_1^2 \sin \Delta \cos \Delta + M_2 g \sin \theta_2 \cos \Delta + M_2 L_2 \omega_2^2 \sin \Delta - (M_1 + M_2) g \sin \theta_1}{(M_1 + M_2)L_1 - M_2 L_1 \cos^2 \Delta} \\ \ddot{\theta}_2 &= \frac{-M_2 L_2 \omega_2^2 \sin \Delta \cos \Delta + (M_1 + M_2)(g \sin \theta_1 \cos \Delta - L_1 \omega_1^2 \sin \Delta - g \sin \theta_2)}{(L_2/L_1)((M_1 + M_2)L_1 - M_2 L_1 \cos^2 \Delta)}\end{aligned}$$

## QuantumStuff/double\_slit\_viz.py

$$\begin{aligned}y_b &= y_0 + \mathcal{N}(0, \sigma_b) \\ \text{pass if } |y_b - \pm y_s| &\leq \frac{h}{2} \\ y_{\text{screen}} &= y_b + \mathcal{N}(0, \sigma_d)\end{aligned}$$

## QuantumStuff/electric charges interaction.py

$$\vec{E}(\vec{r}) = kq \frac{\vec{r} - \vec{r}_q}{(|\vec{r} - \vec{r}_q|^2 + \epsilon^2)^{3/2}}$$

$$\vec{F}_{12} = k \frac{q_1 q_2}{r^2} \hat{r}, \quad \vec{F}_{21} = -\vec{F}_{12}$$

## QuantumStuff/electric field.py

$$\vec{E}(\vec{r}) = kq \frac{\vec{r}}{(r^2 + \epsilon^2)^{3/2}}$$

## QuantumStuff/entropy\_viz.py

$$\vec{x}_{t+1} = \vec{x}_t + \mathcal{N}(0, \sigma^2)$$

$$H = - \sum_i p_i \log_2 p_i$$

## QuantumStuff/fission\_fusion\_viz.py

$$x_{t+1} = x_t + v_x, \quad y_{t+1} = y_t + v_y, \quad \vec{v} \rightarrow 0.97\vec{v}$$

split if  $(x - x_n)^2 + (y - y_n)^2 \leq (R + \delta)^2$

fusion if  $(x_a - x_b)^2 + (y_a - y_b)^2 \leq d_f^2$  and  $U < p_f$

## QuantumStuff/fluid\_vortex\_viz.py

$$\vec{u} = \vec{u}_{\text{base}} + \vec{u}_{\text{deflect}} + \vec{u}_{\text{wake}}$$

$$\text{deflect} = \frac{R_c^2}{r^2}, \quad u_d = -1.2(xy) \text{ deflect}$$

$$v_d = 0.6 \left(1 - \frac{2y^2}{r^2}\right) \text{ deflect}$$

$$u_{\text{wake}} = 0.25e^{-0.6(x-R_c)} \sin(\pi y), \quad v_{\text{wake}} = 0.6e^{-0.6(x-R_c)} \sin(2\pi(ft - 0.35x))$$

## QuantumStuff/gravitational\_lensing\_viz.py

$$\boldsymbol{\beta} = \boldsymbol{\theta} - \theta_E^2 \frac{\boldsymbol{\theta}}{|\boldsymbol{\theta}|^2}$$

## QuantumStuff/hawkin's\_rad\_viz.py

$$\text{glow} = \exp\left(-\frac{(R - R_h)^2}{w^2}\right)$$

$$R_{\text{wave}} = R_h + v(t - t_0), \quad \text{ring} = \exp\left(-\frac{(R - R_{\text{wave}})^2}{\sigma^2}\right)$$

## QuantumStuff/hawking\_particles\_escape\_viz.py

$$\begin{aligned} r &= R_h + v(t - t_0) \\ \theta &= \theta_0 + s\kappa \left(1 - e^{-\beta(r-R_h)}\right) + 0.08 \sin(\omega t + \phi) \\ x &= r \cos \theta, \quad y = r \sin \theta \end{aligned}$$

## QuantumStuff/hydrogen\_bomb\_viz.py

$$\begin{aligned} x_{t+1} &= x_t + v_x, \quad y_{t+1} = y_t + v_y \\ \vec{v} &\leftarrow \vec{v} + 0.02 \frac{-\vec{r}}{r} \text{ if } r > r_{\max} \\ \text{fusion if } &(x_i - x_j)^2 + (y_i - y_j)^2 \leq d_f^2 \text{ and } U < p_f \end{aligned}$$

## QuantumStuff/interferometer\_gw\_viz.py

$$\begin{aligned} h(t) &= A \sin(2\pi ft) \\ L_x &= L(1 + \frac{1}{2}h), \quad L_y = L(1 - \frac{1}{2}h) \\ \Delta\phi &= \frac{4\pi}{\lambda}(L_x - L_y) \\ I &= \frac{1}{2}(1 + \cos \Delta\phi) \end{aligned}$$

## QuantumStuff/maxwell\_wave\_viz.py

$$\begin{aligned} E_y(x, t) &= E_0 \sin(kx - \omega t) \\ B_z(x, t) &= \frac{E_0}{c} \sin(kx - \omega t), \quad \omega = ck \end{aligned}$$

## QuantumStuff/newton\_laws\_viz.py

$$\begin{aligned} x(t) &= x_0 + vt \quad (\Sigma F = 0) \\ a &= \frac{F}{m}, \quad v_{t+1} = v_t + a\Delta t, \quad x_{t+1} = x_t + v_{t+1}\Delta t \\ \vec{J}_1 &= -\vec{J}_2 \end{aligned}$$

## QuantumStuff/particle\_acc\_viz.py

$$\begin{aligned} \theta_{t+1} &= \theta_t + \omega, \quad x = x_0 + r \cos \theta, \quad y = y_0 + r \sin \theta \\ \text{collision if } &|\Delta\theta| < \theta_{\text{window}} \end{aligned}$$

## QuantumStuff/particle\_entang\_viz.py

$$x_{t+1} = x_t + v_x, \quad y_{t+1} = y_t + v_y$$

collapse when  $x \leq x_L$  or  $x \geq x_R$ ,  $s_L = -s_R$

## QuantumStuff/Quantum.py

$$\begin{aligned} |\psi\rangle &= \cos \frac{\theta}{2} |0\rangle + e^{i\phi} \sin \frac{\theta}{2} |1\rangle \\ P(0) &= |a|^2, \quad P(1) = |b|^2 \\ n_x &= \sin \theta, \quad n_z = \cos \theta \end{aligned}$$

## QuantumStuff/quantum\_particle\_viz.py

$$\begin{aligned} \psi(x, y, t) &= \sin(\pi x) \sin(\pi y) e^{-i2\pi t} + 0.6 \sin(2\pi x) \sin(\pi y) e^{i1.5\pi t} + 0.4 \sin(\pi x) \sin(2\pi y) e^{-i\pi t} \\ \rho &= |\psi|^2, \quad \rho \leftarrow \rho / \sum \rho \end{aligned}$$

## QuantumStuff/quantum\_search.py

$$\begin{aligned} \sin \theta &= \frac{1}{\sqrt{N}} \\ P_{\text{classical}}(k) &= \min \left( \frac{k}{N}, 1 \right) \\ P_{\text{Grover}}(k) &= \sin^2((2k+1)\theta) \\ k^* &\approx \frac{\pi}{4\theta} - \frac{1}{2} \end{aligned}$$

## QuantumStuff/quantum\_slit\_wave\_viz.py

$$\begin{aligned} \psi_{\text{in}} &= \cos(k(x - x_0) - \omega t) \\ \psi_{1,2} &= \frac{\cos(kr_{1,2} - \omega t)}{r_{1,2}^p} \\ I &= (\psi_1 + \psi_2)^2 \end{aligned}$$

## QuantumStuff/quantum\_tunneling\_viz.py

$$\begin{aligned} \psi(x, 0) &= \left( \frac{1}{\pi\sigma^2} \right)^{1/4} e^{-(x-x_0)^2/(2\sigma^2)} e^{ik_0 x} \\ V(x) &= \begin{cases} V_0, & |x| < \frac{w}{2} \\ 0, & \text{otherwise} \end{cases} \\ \psi(t + \Delta t) &= e^{-iV\Delta t/2} \mathcal{F}^{-1} \left[ e^{-ik^2\Delta t/2} \mathcal{F} \left( e^{-iV\Delta t/2} \psi(t) \right) \right] \\ P_{\text{left}} &= \int_{x < -5} |\psi|^2 dx, \quad P_{\text{right}} = \int_{x > 5} |\psi|^2 dx \end{aligned}$$

## QuantumStuff/quantum\_wave\_viz.py

$$\begin{aligned}\sigma(t) &= \sqrt{\sigma_0^2 + (Dt)^2} \\ x_c &= x_0 + Vt \\ \psi(x, t) &= \exp\left[-\frac{(x - x_c)^2}{2\sigma(t)^2}\right] e^{i(K_0(x - x_c) - \omega t)}\end{aligned}$$

## QuantumStuff/relativistic\_time\_dilation\_viz.py

$$\begin{aligned}x(t) &= x_0 + A \sin(\omega t), \quad v = A\omega \cos(\omega t) \\ \beta &= \frac{v}{c}, \quad \gamma = \frac{1}{\sqrt{1 - \beta^2}} \\ d\tau &= \frac{dt}{\gamma}\end{aligned}$$

## QuantumStuff/schrodinger\_cat\_viz.py

$$\begin{aligned}\mathcal{C}(t) &= e^{-\Gamma t} \\ P_{\text{alive}} &= 0.5 + 0.15 \sin(0.8t), \quad P_{\text{dead}} = 1 - P_{\text{alive}}\end{aligned}$$

## QuantumStuff/thermodynamics\_laws\_viz.py

$$\begin{aligned}T_i(t) &= T_{\text{target}} + \Delta_i e^{-0.35t} \\ \Delta U &= Q - W \\ f_{\text{mix}} &= 1 - e^{-0.25t} \\ T(t) &= 320e^{-0.012t} + 2, \quad S = \ln(T + 1)\end{aligned}$$

## QuantumStuff/uncertainty\_wavepacket\_viz.py

$$\begin{aligned}|\psi(x)| &= e^{-\frac{(x-\mu)^2}{2\sigma_x^2}} \\ |\phi(p)| &= e^{-\frac{(p-p_0)^2}{2\sigma_p^2}}, \quad \sigma_p = \frac{1}{2\sigma_x} \ (\hbar = 1) \\ \Delta x \Delta p &\approx \sigma_x \sigma_p\end{aligned}$$

## QuantumStuff/wormhole\_viz.py

$$\begin{aligned}\theta_{t+1} &= \theta_t + \omega, \quad r_{t+1} = r_t - v_r \\ x &= x_c + r \cos \theta, \quad y = y_c + r \sin \theta \\ \text{warp factor} &= \frac{1}{1 + 0.4/r^2}\end{aligned}$$

**QuantumStuff/simple\_harmonic\_oscillator\_viz.py**

$$\ddot{x} + \frac{k}{m}x = 0, \quad \omega_0 = \sqrt{\frac{k}{m}}$$

$$E = \frac{1}{2}mv^2 + \frac{1}{2}kx^2$$

**QuantumStuff/damped\_forced\_oscillator\_viz.py**

$$\ddot{x} + 2\beta\dot{x} + \omega_0^2x = \frac{F_0}{m} \cos(\omega_d t)$$

**QuantumStuff/angular\_momentum\_viz.py**

$$\vec{F} = -k\vec{r}, \quad \vec{L} = m(\vec{r} \times \vec{v})$$

$$L_z = m(xv_y - yv_x), \quad \frac{d\vec{L}}{dt} = \vec{r} \times \vec{F} = 0$$

**QuantumStuff/projectile\_drag\_viz.py**

$$m \frac{d\vec{v}}{dt} = -mg \hat{y} - c |\vec{v}| \vec{v}$$

**QuantumStuff/two\_body\_orbit\_viz.py**

$$m_1 \ddot{\vec{r}}_1 = Gm_1m_2 \frac{\vec{r}_2 - \vec{r}_1}{|\vec{r}_2 - \vec{r}_1|^3}$$

$$m_2 \ddot{\vec{r}}_2 = Gm_1m_2 \frac{\vec{r}_1 - \vec{r}_2}{|\vec{r}_1 - \vec{r}_2|^3}$$

**QuantumStuff/fluid\_mechanics\_channel\_viz.py**

$$u(y) = U_{\max} \left( 1 - \left( \frac{y}{H} \right)^2 \right), \quad v = 0$$

**QuantumStuff/maxwell\_equations\_viz.py**

$$\nabla \cdot \vec{E} = 0$$

$$\nabla \cdot \vec{B} = 0$$

$$\nabla \times \vec{E} = -\frac{\partial \vec{B}}{\partial t}$$

$$\nabla \times \vec{B} = \mu_0 \epsilon_0 \frac{\partial \vec{E}}{\partial t}$$