# Computational Methods in Physics (PHY 365) FA23

Dr. Muhammad Kamran

Department of Physics

COMSATS University Islamabad

## Lab 1

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  - ♦ System of linear equations.
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  - Matrix eigenvalue problem.
  - Other applications.

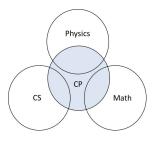


Figure: A representation of the multidisciplinary nature of Computational Physics

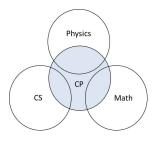


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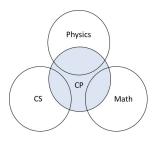


Figure: A representation of the multidisciplinary nature of Computational Physics



Figure: Alan Turing

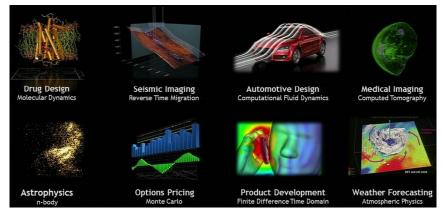


Figure: Some applications of CP

#### Introduction to MATLAB

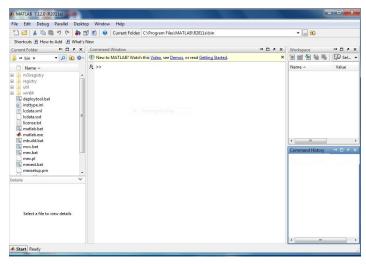


Figure: MATLAB

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- Add-on toolboxes for a wide range of engineering and scientific applications.
- Tools for building applications with custom user interfaces.

#### Some built-in functions

- zeros (r, c).
- $\bullet$  ones (r, c).
- eye (r, c).
- magic (m).
- rand (r, c).
- $\blacksquare$  diag(x).
- linspace  $(x_i, x_f, p)$ .

\_ ^

exponentiation.

\_ ^

exponentiation.

addition.

\_ ^

exponentiation.

+

addition.

\_

 ${\it subtraction}.$ 

\_ ^

exponentiation.

+

addition.

\_

subtraction.

\*

(matrix) multiplication.

exponentiation.

+

addition.

subtraction.

(matrix) multiplication.

. . . \*

(element-wise) multiplication.

exponentiation.

+

addition.

subtraction.

\*

(matrix) multiplication.

. /

- (element-wise) multiplication.
- (element-wise) division.

\_ ^

exponentiation.

+

addition.

\_

subtraction.

(matrix) multiplication.

(element-wise) division.

(element-wise) multiplication.

left division.

• ^

exponentiation.

+

addition.

\_

subtraction.

(element-wise) multiplication.

. /

(element-wise) division.

(matrix) multiplication.

- left division.
- $\rightarrow$  A \B = inv (A) \* B.

## Relational Operators

less than.

## Relational Operators

<</p>

less than.

>

 $greater\ than.$ 

## Relational Operators

less than.

greater than.

| less than or equal to.

## Relational Operators

less than.

>

greater than.

< < =

less than or equal to.

■ (>) (=)

greater than or equal to.

## Relational Operators

< < </p>

less than.

>

greater than.

(<) (=)</p>

less than or equal to.

■ [>][=]

greater than or equal to.

equal to.

## Relational Operators

< < </p>

less than.

>

greater than.

(<)(=)</p>

less than or equal to.

greater than or equal to.

equal to.

not equal to.

**&** 

and.

**&** 

 $\quad \text{and.}$ 

~

not.

**&** 

and.

~

not.

or.

**&** 

and.

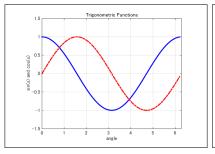
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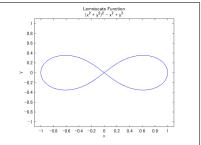
not.

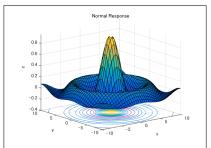
or.

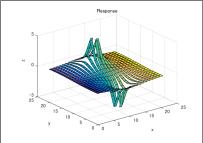
xor

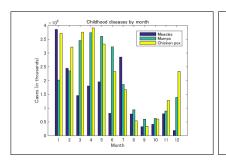
 $exclusive \hbox{-} OR.$ 

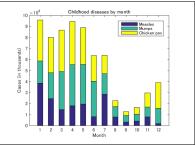


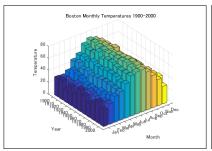


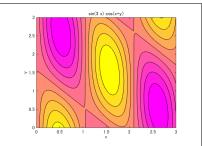


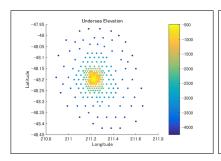


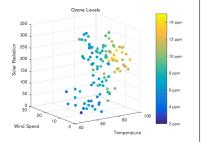


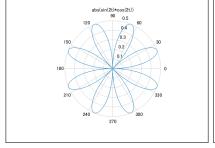


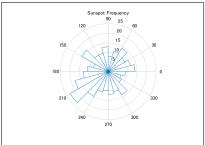


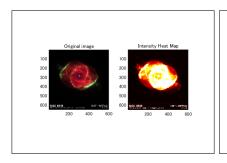


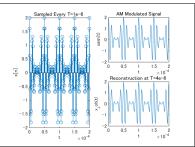


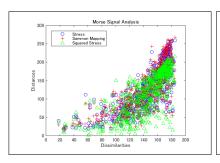


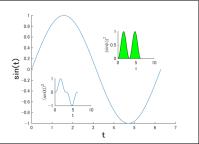


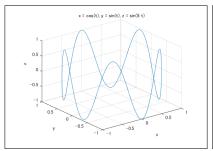


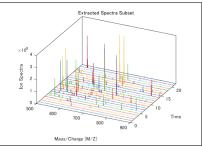


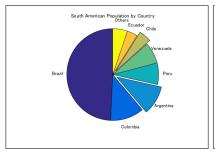


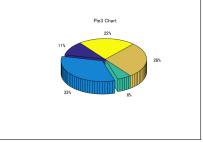


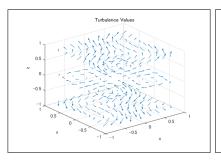


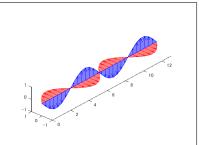


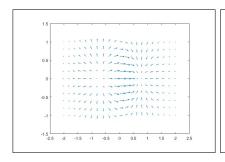


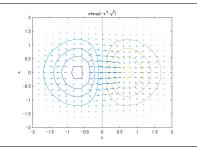


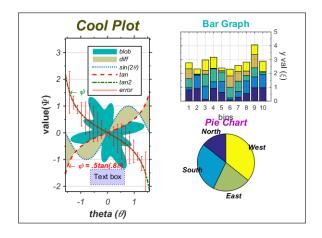


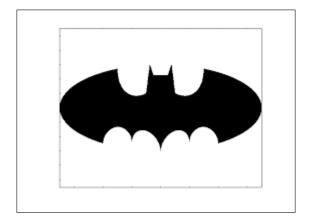












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>> help sin
SIN Sine of argument in radians.
   SIN(X) is the sine of the elements of X.

See also asin, sind.

Overloaded methods:
        codistributed/sin

Reference page in Help browser
        doc sin
```

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  - Script file.
  - Function file.
- A script file contains a sequence of MATLAB statements.
  - ♦ All variables are added to the workspace.

- A function file is a program (or routine) that accepts input arguments and returns output arguments.
  - ♦ Same name as the defined function.
  - Has its own workspace, which is also called the local workspace.
  - Can accept more than one input arguments and may return more than one output arguments.
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  - ♦ The first line starts with the keyword function.
- Syntax.
  - $\diamond$  function [y1,...,yN] = myfun (x1,...,xM).

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- Many MATLAB functions accept function handles as inputs.
- Anonymous functions are created by @ operator.

## Symbolic/Algebraic computation

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- Symbolic Math Toolbox provides functions for solving, plotting, and manipulating symbolic math equations.
- The toolbox provides functions in common mathematical areas such as
  - Calculus
  - ♦ Linear Algebra
  - Algebraic and ordinary differential equations
  - Plotting of analytical functions in 2D and 3D

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- Applications can be parallelized without Compute Unified Device Architecture (CUDA) or Message Passing Interface (MPI) programming.

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■ Data import and export functions provide access to data from files, other applications, web services, and external devices.

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- You can read popular file formats
  - ⋄ Excel spreadsheets
  - Text
  - Images
  - Audio and video
  - ♦ Scientific data formats

 $\bullet A = magic (4)$ 

- $\blacksquare$  A = magic (4)
- $\blacksquare$  B = ones (4)

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- $\blacksquare$  B = ones (4)
- ightharpoonup C = eye (4)

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- $\mathbf{C} = \text{eye}(4)$
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- $\bullet A = magic (4)$
- $\blacksquare$  B = ones (4)
- $\mathbf{C} = \text{eye}(4)$
- $\blacksquare$  D = rand (4)
- E = linspace (0, 1, 100)
- F = find (D < 0.5)

who

- who
- whos

- who
- whos
- figure

- who
- whos
- figure
- clear variables

- who
- whos
- figure
- clear variables
- close all

- who
- whos
- figure
- clear variables
- close all
- clc

- who
- whos
- figure
- clear variables
- close all
- clc
- $\blacksquare$  A = magic (4)

- who
- whos
- figure
- clear variables
- close all
- clc
- $\blacksquare$  A = magic (4);

- B = A;
- A ^ 2

- $\blacksquare$  B = A;
- A ^ 2
- A .^ 2

- $\blacksquare$  B = A;
- A ^ 2
- A .^ 2
- A / B

- $\blacksquare$  B = A;
- A ^ 2
- A .^ 2
- A / B
- A ./ B

- $\blacksquare$  B = A;
- A ^ 2
- A .^ 2
- A / B
- A ./ B
- A \ B

- $\blacksquare$  B = A;
- A ^ 2
- A .^ 2
- A / B
- A ./ B
- A \ B
- inv (A) \* B

 $\bullet A1 = magic(4);$ 

- $\blacksquare$  A1 = magic(4);
- B1 = magic(6);

- $\blacksquare$  A1 = magic(4);
- B1 = magic(6);
- C1 = rand(4,6);

- $\blacksquare$  A1 = magic(4);
- B1 = magic(6);
- C1 = rand(4,6);
- $\blacksquare$  D1 = [ A1, B1];

- $\blacksquare$  A1 = magic(4);
- B1 = magic(6);
- $\blacksquare$  C1 = rand(4,6);
- $\blacksquare$  D1 = [A1, B1];
- E1 = [ A1; B1];

- F1 = [ A1; C1];
- $\blacksquare$  G1 = [A1, C1];

- F1 = [ A1; C1];
- $\blacksquare$  G1 = [A1, C1];
- $\blacksquare$  A1 (2) = 0;

$$\blacksquare$$
 F1 = [ A1; C1];

$$\blacksquare$$
 G1 = [A1, C1];

$$\blacksquare$$
 A1 (2) = 0;

■ 
$$H1 = B1 (:, 3)$$

$$\blacksquare$$
 G1 = [A1, C1];

$$\blacksquare$$
 A1 (2) = 0;

$$\blacksquare$$
 H1 = B1 (:, 3)

$$\blacksquare$$
 I1 = A1 (3 : 6, 3)

$$a = [1:3]$$

$$b = [5:7]$$

- a = [1:3]
  - b = [5:7]
- $\blacksquare$  a1 = dot(a, b)

- a = [1:3]b = [5:7]
- a1 = dot(a, b)
- a2 = dot(a, b')

- a = [1:3]b = [5:7]
- a1 = dot(a, b)
- a2 = dot(a, b')
- $\bullet$  a3 = cross(a, b)

- a = [1:3]b = [5:7]
- a1 = dot(a, b)
- a2 = dot(a, b')
- a3 = cross(a, b)
- $\bullet$  a4 = kron(a, b)

$$a = [1:3]$$
  
 $b = [5:7]$ 

- a1 = dot(a, b)
- a2 = dot(a, b')
- a3 = cross(a, b)
- $\blacksquare$  a4 = kron(a, b)
- $\bullet$  a5 = length(a)

$$a = [1:3]$$
  
 $b = [5:7]$ 

$$a1 = dot(a, b)$$

$$a2 = dot(a, b')$$

$$\bullet$$
 a3 = cross(a, b)

$$\blacksquare$$
 a4 = kron(a, b)

$$\bullet$$
 a5 = length(a)

$$\bullet$$
 a6 = max(a)

$$a = [1:3]$$
  
 $b = [5:7]$ 

$$a1 = dot(a, b)$$

$$a2 = dot(a, b')$$

$$\bullet$$
 a3 = cross(a, b)

$$\blacksquare$$
 a4 = kron(a, b)

$$\bullet$$
 a5 = length(a)

$$\bullet$$
 a6 = max(a)

$$\bullet$$
 a7 = min(b)

$$\bullet A = [1,2,3,4;5,6,7,8;9,10,11,12]$$

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$$\mathbf{A} = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix}$$

$$\bullet A = [1,2,3,4 ; 5,6,7,8 ; 9,10,11,12]$$

$$A = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix}$$

$$\blacksquare$$
 B = A(0)

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$$A = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix}$$

- $\blacksquare B = A(0)$
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- $\blacksquare$  B = A(0)
- $\mathbf{C} = \mathbf{A}(1)$
- $\mathbf{D} = A(4)$

$$\bullet$$
 A = [1,2,3,4; 5,6,7,8; 9,10,11,12]

$$\mathbf{A} = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix}$$

- $\blacksquare$  B = A(0)
- $\mathbf{C} = \mathbf{A}(1)$
- D = A(4)
- $\blacksquare$  E = A(end)

 $\blacksquare$  F = size(A)

- $\blacksquare$  F = size(A)
- $\blacksquare$  G = length(A)

- $\blacksquare$  F = size(A)
- $\blacksquare$  G = length(A)
- $\blacksquare$  H = A(2, 3)

- $\blacksquare$  F = size(A)
- $\blacksquare$  G = length(A)
- H = A(2, 3)
- A(2,2) = 20

- $\blacksquare$  F = size(A)
- $\blacksquare$  G = length(A)
- $\mathbf{H} = A(2, 3)$
- A(2,2) = 20
- I = A(:, 2)

- $\blacksquare$  F = size(A)
- $\blacksquare$  G = length(A)
- $\mathbf{H} = A(2, 3)$
- A(2,2) = 20
- I = A(:, 2)
- J = sum(A)

- $\blacksquare$  F = size(A)
- $\blacksquare$  G = length(A)
- H = A(2, 3)
- A(2,2) = 20
- I = A(:, 2)
- J = sum(A)
- $K = \max(A)$

$$A = magic(5);$$

$$A = magic(5);$$

$$A1 = sum(A)$$

```
A = magic(5);
A1 = sum(A)
A2 = sum(A,2)
```

```
A = magic(5);
A1 = sum(A)
A2 = sum(A,2)
A3 = trace(A)
```

```
A = magic(5);

A1 = sum(A)

A2 = sum(A,2)

A3 = trace(A)

A4 = trace(flip(A))
```

■ Create a  $5 \times 5$  "magic square". Verify that the sum of the integers in each row, column and diagonal is equal.

```
A = magic(5);

A1 = sum(A)

A2 = sum(A,2)

A3 = trace(A)

A4 = trace(flip(A))
```

Extract the 3rd row of matrix A.

■ Create a  $5 \times 5$  "magic square". Verify that the sum of the integers in each row, column and diagonal is equal.

```
A = magic(5);

A1 = sum(A)

A2 = sum(A,2)

A3 = trace(A)

A4 = trace(flip(A))
```

Extract the 3rd row of matrix A.

$$A5 = A(3, :)$$

■ Take transpose of the matrix A.

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = max(max(A))$$

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = max(max(A))$$

■ Sort the matrix A column-wise, in ascending order.

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = max(max(A))$$

■ Sort the matrix A column-wise, in ascending order.

$$C3 = sort(A)$$

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = max(max(A))$$

Sort the matrix A column-wise, in ascending order.

$$C3 = sort(A)$$

■ Sort the matrix A row-wise, in descending order.

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = max(max(A))$$

Sort the matrix A column-wise, in ascending order.

$$C3 = sort(A)$$

■ Sort the matrix A row-wise, in descending order.

$$C4 = sort(A, 2, 'descend')$$

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = max(max(A))$$

■ Sort the matrix A column-wise, in ascending order.

$$C3 = sort(A)$$

Sort the matrix A row-wise, in descending order.

$$C4 = sort(A, 2, 'descend')$$

■ Take determinant of the matrix A.

■ Take transpose of the matrix A.

$$C1 = A'$$

■ Determine the highest integer in the matrix A.

$$C2 = max(max(A))$$

■ Sort the matrix A column-wise, in ascending order.

$$C3 = sort(A)$$

Sort the matrix A row-wise, in descending order.

$$C4 = sort(A, 2, 'descend')$$

■ Take determinant of the matrix A.

$$C5 = det(A)$$

#### References

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