

Course:	COMPUTER APPLICATION IN PHYSICS ( MPC 33)
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Question Set No.:	I
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### Sorting, Searching etc.

1. Write a C++ programme to arrange a given set of  $N$  numbers in ascending/descending order.
2. Write a C++ program to obtain the maxima, minima and the number of data from a set of numbers written in a file.
3. A class of  $N$  students appeared for an examination. Write a C++ program to implement the following with  $N \geq 10$ :
  - Read the number of students from a file.
  - Read from the file the marks obtained by each student.
  - Find the average marks of the class.
  - Count the number of students who scored more than the average.
4. Write a programme in C++ to find the square-root of an integer up to three decimal places. You are not allowed to use the in-built C++ functions  $\text{sqrt}(x)$ ,  $\text{pow}(x,p)$ . You may use any search-algorithm to find the root.

### Preparing a Data file and Plotting

1. Consider the functions:  $\psi_1(x) = 5\sin(x)$ ,  $\psi_2(x) = 5\sin(2x)$ ,  $\psi_3(x) = 5\sin(3x)$ ,  $\psi(x) = \psi_1(x) + \psi_2(x) + \psi_3(x)$ . Write a C++ program to tabulate the values of  $\psi_1(x)$ ,  $\psi_2(x)$ ,  $\psi_3(x)$  and  $\psi(x)$  at intervals of 0.01 for  $0 \leq x \leq 6.3$  and plot using Gnuplot.
2. **Wave-functions of a quantum particle:** Write a program in C++ to tabulate the values at equal intervals of the first three normalized eigenstates  $\psi_n(x)$ ,  $n = 1, 2, 3$  of a particle moving in (a) an infinite square well potential and (b) a simple harmonic oscillator potential. Parameters like mass( $m$ ) of the particle, angular frequency( $\omega$ ) of the oscillator, length( $L$ ) of the well etc. may be taken as inputs.  
Plot  $\psi_n(x)$  vs.  $x$  and study how  $\psi_n(x)$  changes with varying (i)  $m$ , (ii)  $L$  and (iii)  $\omega$ .
3. **Lissajous curves:** Write a program in C++ to tabulate the values of the following trigonometric functions,

$$\begin{aligned}
 X(t) &= A_X \cos(2f_X t), \\
 Y(t) &= A_Y \sin(2f_Y t + \phi), \\
 Z(t) &= X(t) + Y(t)
 \end{aligned}$$

at the equally spaced times  $t = n\Delta t$ , with  $n = 0, \dots, N$ . Take the parameters  $f_X, f_Y, A_X, A_Y, \phi, \Delta t$  and  $N$  as inputs and write the outputs  $X(t), Y(t)$  and  $Z(t)$  in a file.

- Plot  $X(t)$  vs.  $Y(t)$ . Give graphical evidences in support of the fact that closed curves are obtained for rational  $\frac{f_X}{f_Y}$ .
- Plot  $Z(t)$  vs.  $t$  and demonstrate the phenomenon of beats by taking  $f_X \approx f_Y$ .

4. **Butterfly curve:** Write a program in C++ to tabulate the values of  $X(t)$  and  $Y(t)$ :

$$X(t) = r(t)\cos(t), Y(t) = r(t)\sin(t), r(t) = e^{\cos(t)} - 2\cos(4t) + \sin^5\left(\frac{t}{12}\right)$$

at the equally spaced time-intervals  $\Delta t$  for  $-T \leq t \leq T$ , where  $\Delta t$  and  $T$  are to be treated as inputs. Plot  $X(t)$  vs.  $Y(t)$ .

5. **Surface plots: Sphere, Torus, Spherical Harmonics etc.**

Use the parametric plot('set parametric') and surface plot('splot') features of gnuplot to implement the following:

- (a) Plot for (i)  $c = 0, a > 0$ , (ii)  $c > a, a, c > 0$ , (iii)  $c = a > 0$ , (iv)  $c < a, c, a > 0$ .

$$x = (c + a\cos v)\cos u, y = (c + a\cos v)\sin u, z = a\sin v, u, v \in [0, 2\pi), a, c \in \mathbb{R}$$

- (b) Plot spherical harmonics: (i)  $Y_0^0, Y_1^0, Y_1^1, Y_1^{-1}$ .

### Sum, Infinite Series etc.

1. Write a C programme to find the sum  $S_{N,k} = \sum_{i=1}^N i^k$  for pre-fixed integer values of  $N$  and  $k$ .

- Check your numerical result by comparing it with the known exact results for  $k = 1, 2$ .
- Allow  $N$  to take very large values and show that the series  $S_{\infty,k}$  converges to a finite value for  $k \leq -2$  and diverges for  $k \geq -1$ . Tabulate the results for at least six different values of  $k$  distributed equally in the two ranges specified above.

2. Evaluate the sum

$$S = \sum_{r=0}^N (-1)^r {}^N C_r, \quad {}^N C_r \equiv \frac{N!}{r!(N-r)!}$$

for five different values of  $N \geq 10$ . Does your result depend on  $N$ ? Note that  ${}^N C_r$  is to be evaluated by using a C programme.

3. Write a C programme to find the sum

$$(i)S_1 = \sum_{i \neq j \neq k \neq i; i, j, k=1}^N \frac{1}{(i-j)(j-k)}, \quad (ii)S_2 = \sum_{i \neq j \neq k \neq i; i, j, k=1}^N \frac{i+j+k}{(i-j)(j-k)}$$

for a fixed value of  $N$

4. Write a C programme to find the value of  $f(x)$  at a given value of  $x$  by using the power-series expansion of the function  $f(x)$ .

$$(i) f(x) = e^{\pm x}, \quad (ii) \cos x, \quad (iii) \sin x, \quad (iv) \tanh x$$

- Tabulate your results for at least ten different values of  $x$  between  $-100 \leq x \leq 100$ .
- Check the accuracy of your result up to four decimal places.
- Plot the function  $f(x)$  for the range  $-100 \leq x \leq 100$  by using Gnu-plot. Mark the points  $f(x_i), i = 1, 2, \dots, 10$  on the same plot, where  $f(x_i)$  correspond to the numerically obtained values of the function.

5. Write a C programme to generate Fibonacci sequences:

$$F_n = F_{n-1} + F_{n-2}, \quad n \geq 2, \quad F_0 = 0, F_1 = 1$$

- Tabulate the results for first 100 elements in this sequence.
- Check numerically while implementing the previous task that the identity holds  $\sum_{i=0}^N F_i^2 = F_N F_{N+1}$  for all  $N$ .

6. The Kummer's function is defined as

$$\begin{aligned} M(a, b, x) &= 1 + \frac{ax}{b} + \frac{(a)_2 x^2}{(b)_2 2!} + \dots + \frac{(a)_n x^n}{(b)_n n!} + \dots, \\ (a)_n &\equiv a(a+1)(a+2) \dots (a+n-1), \quad (a)_0 \equiv 1 \end{aligned}$$

Evaluate  $M(a, b, x)$  for pre-fixed values of  $a > 0, b > a$  and  $x$  with an accuracy of the order of  $10^{-4}$ .

Check the relation  $M(a, b, x) = e^x M(b-a, b, -x)$

Plot  $M(a, b, x)$  for fixed  $a, b$  and  $-1 \leq x \leq 1$ .

7. The  $\nu$ th order Bessel function  $J_\nu(x)$  has the following series expansion:

$$J_\nu(x) = \left(\frac{x}{2}\right)^\nu \sum_{n=0}^{\infty} \frac{(-\frac{1}{4}x^2)^n}{n! \Gamma(\nu + n + 1)}, \quad \Gamma(1) = 1, \quad \Gamma(n+1) = n\Gamma(n)$$

Evaluate  $J_1(x)$  for 20 distinct points within the range  $-1 \leq x \leq 1$  with an accuracy of the order of  $10^{-4}$ . Plot  $J_1(x)$  for  $-1 \leq x \leq 1$ .

8. Use the recursion relation satisfied by the Legendre functions  $P_n(x)$ ,

$$(n+1)P_{n+1}(x) = (2n+1)xP_n(x) - nP_{n-1}(x), \quad P_0(x) = 1, \quad P_1(x) = x$$

to find  $P_5(x)$  on 20 distinct points within the interval  $-1 \leq x \leq 1$ .  
Plot  $P_5(x)$  vs.  $x$  using Gnuplot.

### Logic Gates & Truth Table

1. Write a C programme for  $n$ -input truth table for (i) OR and (ii) AND gate.

### Complex Numbers

1. Write a C++ program to evaluate the sum, difference and product of two given complex numbers.
2. Write a C++ program to compute the square and cube roots of a complex number given in the form  $x + iy$  numerically.

### Number Theory

1. **Primality Test:** Write a C programme to determine whether a given number is a prime or not. Find all the primes between 1 and 1000 by using your programme.
2. Write a C programme to find the greatest common divisor of three given integers less than 1000. [**Hint:** You may use the following result from number theory for writing the programme. Any number can be factorized as a product of powers of prime numbers. This factorization is unique for a given number.]
3. **Change of bases:** Write a C programme to find the binary equivalent of a given decimal number.
4. Generalize the above problem to the case when a decimal number is expressed in a number system with base  $b$ ,  $2 \leq b \leq 8$ .
5. **Change of bases:** Write a C programme to find the decimal equivalent of a given binary number.
6. **Diophantine equations:** Write a C programme to find the integer-valued solutions for  $X, Y, Z$  of the equation,  $X^2 + Y^2 = Z^2$ .

### Recreational Mathematics, Games, Calenders etc.

1. **Magic square:** Read in a square array of positive integers  $n(1 \leq n \leq N^2)$ , and determine if it is a magic square or not. If yes, find its magic constant.

2. **Constructing a Magic square:** The  $ij^{th}$  elements of a magic square of odd order may be constructed by using the following formula:

$$M_{ij} = n \left\{ \left( i + j - 1 + \left\lceil \frac{n}{2} \right\rceil \right) \bmod n \right\} + \{ (i + 2j - 2) \bmod n \} + 1$$

where  $[x]$  denotes the integral part of  $x$  and  $p \bmod q \equiv p - q[p/q]$ . Construct a magic square of order 9 and print it in the form of a square array.

3. **Playing Cards:** Consider a standard deck of 52 playing cards. Assign the numbers 0–51 in order to each card. Read in a number  $x$  ( $0 \leq x \leq 51$ ) and identify the corresponding card.
4. **Chess:** Assign the numbers 0 – 63, row by row, to the various squares on a  $8 \times 8$  chess-board. Read in two numbers  $x, y$  ( $0 \leq x, y \leq 63$ ) and determine if the queen at  $x$  can capture the queen at  $y$ .
5. **Calender:** Read in a date in the form date(D)/month(M)/Year(Y) in the Gregorian calender. Print the day(d) of the week corresponding to the date by using the formula:

$$d = D + [2.6M - 0.2] - 2a_0 + a_1 + \left\lceil \frac{a_0}{4} \right\rceil + \left\lceil \frac{a_1}{4} \right\rceil (\bmod 7)$$

where  $a_0 = [Y/100]$ ,  $a_1 = Y (\bmod 100)$ . Assign *March* = 1, *April* = 2, ... and 0 = *Sunday*, 1 = *Monday*, ...

### Vector and Tensor Operations

1. Write a C programme to implement the  $d \geq 2$  dimensional Kronecker-delta tensor.
2. Write a C programme to implement the  $d \geq 2$  dimensional Levi-Civita tensor.
3. Write a C Programme to implement dot product, cross product, scalar-triple product and vector triple-product of any given three dimensional vectors.
4. Write a C Programme to find the reciprocal lattice vectors for a given set of vectors.

### Matrix Operations

1. Write a C++ program to evaluate the sum, difference and product of two given matrices of order  $N \times N$ .
2. Write a C++ program to evaluate the determinant and trace of a given matrix of order  $N \times N$ .
3. Write a C++ program to determine the inverse of a given  $2 \times 2$  matrix.

4. The Pauli matrices  $\sigma_{1,2,3}$  are given by,

$$\sigma_1 = \begin{pmatrix} 0 & 1 \\ 1 & 0 \end{pmatrix}, \quad \sigma_2 = \begin{pmatrix} 0 & -i \\ i & 0 \end{pmatrix}, \quad \sigma_3 = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

- (a) Write a C programme to verify the following relations:

$$\sigma_i \sigma_j = i \epsilon_{ijk} \sigma_k, \quad \{\sigma_i, \sigma_j\} = 2\delta_{ij}, \quad [\sigma_i, \sigma_j] = 2i \epsilon_{ijk} \sigma_k, \quad i, j, k = 1, 2, 3$$

- (b) Define four matrices  $\xi_{1,2,3,4}$  in terms of the Pauli matrices  $\sigma_{1,2,3}$  and the  $2 \times 2$  identity matrix  $I$ :

$$\xi_1 = i\sigma_1 \otimes \sigma_2, \quad \xi_2 = i\sigma_2 \otimes \sigma_2, \quad \xi_3 = -\sigma_3 \otimes \sigma_2, \quad \xi_4 = I \otimes \sigma_3$$

Implement the operation  $A \otimes B$  using a C programme and find the form of the matrices (i)  $\xi_1, \xi_2, \xi_3, \xi_4$ , (ii)  $\{\xi_i, \xi_j\}$ , (iii)  $\gamma_5 = \xi_1 \xi_2 \xi_3 \xi_4$ .

**Note:** The outer-product of two operators  $A$  and  $B$  is denoted as  $A \otimes B$ . An example of outer-product of two  $2 \times 2$  matrices  $A$  and  $B$  are given below:

$$A \otimes B = \begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{pmatrix} \otimes \begin{pmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{pmatrix} = \begin{pmatrix} a_{11}B & a_{12}B \\ a_{21}B & a_{22}B \end{pmatrix}$$

5. A quantum system of two spin- $\frac{1}{2}$  particles is described by the Hamiltonian  $H$ :

$$H_{\pm} = \alpha \vec{S}_1 \cdot \vec{S}_2 + \beta (S_1^z \pm S_2^z), \quad (\alpha, \beta) \in R.$$

- (a) Represent the operators  $\vec{S}_{1,2}$  in terms of the Pauli matrices as  $S_1^a = \frac{1}{2}\sigma^a \otimes I, S_2^a = \frac{1}{2}I \otimes \sigma^a$  and write  $H_+$  as a  $4 \times 4$  matrix.  
(b) Check numerically that the following states are eigenstates of  $H_+$ :

$$|1, 1\rangle = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \otimes \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \quad |1, 0\rangle = \frac{1}{\sqrt{2}} \left[ \begin{pmatrix} 1 \\ 0 \end{pmatrix} \otimes \begin{pmatrix} 0 \\ 1 \end{pmatrix} + \begin{pmatrix} 0 \\ 1 \end{pmatrix} \otimes \begin{pmatrix} 1 \\ 0 \end{pmatrix} \right],$$

$$|1, -1\rangle = \begin{pmatrix} 0 \\ 1 \end{pmatrix} \otimes \begin{pmatrix} 0 \\ 1 \end{pmatrix}, \quad |0, 0\rangle = \frac{1}{\sqrt{2}} \left[ \begin{pmatrix} 1 \\ 0 \end{pmatrix} \otimes \begin{pmatrix} 0 \\ 1 \end{pmatrix} - \begin{pmatrix} 0 \\ 1 \end{pmatrix} \otimes \begin{pmatrix} 1 \\ 0 \end{pmatrix} \right],$$

and find the corresponding eigenvalues.

- (c) Are all the states above also eigenstate of  $H_-$ ?

### Coin Tossing, Random Walks etc.

- (a) An unbiased coin is thrown  $N$  times. Simulate the process numerically by writing a C++ program. Read the value of  $N$  from the terminal and write the output to a file.
- Record the sequence of 'heads'(H) and 'tails'(T).
  - Identify the longest sub-sequence of (i) consecutive 'heads' and consecutive 'tails'.

- Count the total number of 'heads' and 'tails' at the end of the process.
  - Repeat the computations for the case of two unbiased coins thrown simultaneously  $N$  times. Record the sequence of HH, TT and HT/TH.
- (b) Write a C++ program to evaluate the value of  $\pi$  numerically with an accuracy up to two decimal places by computing the ratio of the areas of a circumscribed square and its in-circle.
- (c) A drunkard is moving randomly on one dimensional uniform lattice of unit size. Choose the probability of moving in the forward direction to be  $p$ . Read in  $p$  and the initial position of the drunkard and simulate the process numerically. Record the position( $P$ ) of the drunkard from his/her initial position after each step for the total steps  $N = 1000, 2000, \dots, 10000$ . Plot  $P$  vs.  $step$  for each  $N$ .
- (d) A drunkard is moving randomly on a uniform square-lattice of unit lattice constant. At each vertex, there are four possible directions: forward, backward, right and left. Choose the probability to move in any one of these directions to be  $1/4$ . Simulate the process numerically.
- Record the Position( $x, y$ ) of the drunkard after each step for the total steps  $N = 1000, 2000, \dots, 10000$ . Generate a surface-plot of the variables ( $x, y, step$ ) for each  $N$ .
  - Print the path(plot of  $y$  vs.  $x$ ) followed by the drunkard.
  - Repeat your computations for a drunkard moving randomly on a uniform cubic lattice.