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Basic Concepts in Computational Physics - Benjamin A. Stickler - 2016-03-21
This new edition is a concise introduction to the basic methods of computational physics. Readers will discover the benefits of numerical methods for solving complex mathematical problems and for the direct simulation of physical processes. The book is divided into two main parts: Deterministic methods and stochastic methods in computational physics. Based on concrete problems, the first part discusses numerical differentiation and integration, as well as the treatment of ordinary differential equations. This is extended by a brief introduction to the numerics of partial differential equations. The

second part deals with the generation of random numbers, summarizes the basics of stochastics, and subsequently introduces Monte-Carlo (MC) methods. Specific emphasis is on MARKOV chain MC algorithms. The final two chapters discuss data analysis and stochastic optimization. All this is again motivated and augmented by applications from physics. In addition, the book offers a number of appendices to provide the reader with information on topics not discussed in the main text. Numerous problems with worked-out solutions, chapter introductions and summaries, together with a clear and application-oriented style support the reader. Ready to use C++ codes are provided online.

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More physicists today are taking on the role of software developer as part of their research, but software development isn't always easy or obvious, even for physicists. This practical book teaches essential software development skills to help you automate and accomplish nearly any aspect of research in a physics-based field. Written by two PhDs in nuclear engineering, this book includes practical examples drawn from a working knowledge of physics concepts. You'll learn how to use the Python programming language to perform everything from collecting and analyzing data to building software and publishing your results. In four parts, this book includes: Getting Started: Jump into Python, the command line, data containers, functions, flow control and logic, and classes and objects Getting It Done: Learn about regular expressions, analysis and visualization, NumPy, storing data in files and HDF5, important data structures in physics, computing in parallel, and deploying software Getting It Right: Build pipelines and software, learn to use local and remote version control, and debug and test your code Getting It Out There: Document your code, process and publish your findings, and collaborate efficiently; dive into software licenses, ownership, and copyright procedures

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Pathways Through Applied and Computational Physics - Nicolò Barbero - 2013-11-19

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specific experiment, are of wide and general interest. The book is organized into chapters covering the interaction of electromagnetic radiation with single crystals, linear elasticity and anisotropy, propagation of thermal energy, anti-vibration mounting systems, and data analysis and B-spline interpolation. An essential feature is the focus on the role of Mathematica, an invaluable, fully integrated software environment for handling diverse scientific and technical computations.

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Computational Physics - Rubin H. Landau - 2015-09-08
The use of computation and simulation has become an essential part of the scientific process. Being able to transform a theory into an algorithm requires significant theoretical insight, detailed physical and mathematical understanding, and a working level of competency in programming. This upper-division text provides an unusually broad survey of the topics of modern computational physics from a multidisciplinary, computational science point of view. Its philosophy is rooted in learning by doing (assisted by many model programs), with new scientific materials as well as with the Python programming language. Python has become very popular, particularly for physics education and large scientific projects. It is probably the easiest programming language to learn for beginners, yet is also used for mainstream scientific computing, and has packages for excellent graphics and even symbolic manipulations. The text is designed for an upper-level undergraduate or beginning graduate course and provides the reader with the essential knowledge to understand computational tools and mathematical methods well enough to be successful. As part of the teaching of using computers to solve scientific problems, the reader is encouraged to work through a sample problem stated at the beginning of each chapter or unit, which involves studying the text, writing, debugging and running programs, visualizing the results, and the expressing in words what has been done and what can be concluded. Then

there are exercises and problems at the end of each chapter for the reader to work on their own (with model programs given for that purpose). The text could be used for a one-semester course on scientific computing. The relevant topics for that are covered in the first third of the book. The latter two-thirds of the text includes more physics and can be used for a two-semester course in computational physics, covering nonlinear ODEs, Chaotic Scattering, Fourier Analysis, Wavelet Analysis, Nonlinear Maps, Chaotic systems, Fractals and Parallel Computing. The e-book extends the paper version by including many codes, visualizations and applets, as well as links to video lectures. * A table at the beginning of each chapter indicates video lectures, slides, applets and animations. * Applets illustrate the results to be expected for projects in the book, and to help understand some abstract concepts (e.g. Chaotic Scattering) * The eBook's figures, equations, sections, chapters, index, table of contents, code listings, glossary, animations and executable codes (both Applets and Python programs) are linked, much like in a Web document. * Some equations are linked to their xml forms (which can be imported into Maple or Mathematica for manipulation). * The e-book will link to video-based lecture modules, held by principal author Professor Rubin Landau, that cover most every topic in the book.

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A Survey of Computational Physics - Rubin H. Landau - 2011-10-30
Computational physics is a rapidly growing subfield of computational science, in large part because computers can solve previously intractable problems or simulate natural processes that do not have analytic solutions. The next step beyond Landau's First Course in Scientific Computing and a follow-up to Landau and Páez's Computational Physics, this text presents a broad survey of key topics in computational physics for advanced undergraduates and beginning graduate students, including new discussions of visualization tools, wavelet analysis, molecular dynamics, and computational fluid dynamics. By treating science, applied mathematics, and computer science together, the book reveals how this knowledge base can be applied to a wider range of real-world problems than computational physics texts normally address. Designed for a one- or two-semester course, A Survey of Computational Physics will also interest anyone who wants a reference on or practical experience in the basics of computational physics. Accessible to advanced undergraduates Real-world problem-solving approach Java codes and applets integrated with text Companion Web site includes videos of lectures

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A First Course in Computational Physics and Object-Oriented Programming with C++ Hardback with CD-ROM - David Yevick - 2005-03-17
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Introductory Computational Physics - Andi Klein - 2006-03-09
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Introduction to Numerical Programming - Titus A. Beu - 2014-09-03
Makes Numerical Programming More Accessible to a Wider Audience Bearing in mind the evolution of modern programming, most specifically emergent programming languages that reflect modern practice, Numerical Programming: A Practical Guide for Scientists and Engineers Using Python and C/C++ utilizes the author’s many years of practical research and teaching experience to offer a systematic approach to relevant programming concepts. Adopting a practical, broad appeal, this user-friendly book offers guidance to anyone interested in using numerical programming to solve science and engineering problems.

Emphasizing methods generally used in physics and engineering—from elementary methods to complex algorithms—it gradually incorporates algorithmic elements with increasing complexity. Develop a Combination of Theoretical Knowledge, Efficient Analysis Skills, and Code Design Know-How The book encourages algorithmic thinking, which is essential to numerical analysis. Establishing the fundamental numerical methods, application numerical behavior and graphical output needed to foster algorithmic reasoning, coding dexterity, and a scientific programming style, it enables readers to successfully navigate relevant algorithms, understand coding design, and develop efficient programming skills. The book incorporates real code, and includes examples and problem sets to assist in hands-on learning. Begins with an overview on approximate numbers and programming in Python and C/C++, followed by discussion of basic sorting and indexing methods, as well as portable graphic functionality Contains methods for function evaluation, solving algebraic and transcendental equations, systems of linear algebraic equations, ordinary differential equations, and eigenvalue problems Addresses approximation of tabulated functions, regression, integration of one- and multi-dimensional functions by classical and Gaussian quadratures, Monte Carlo integration techniques, generation of random variables, discretization methods for ordinary and partial differential equations, and stability analysis This text introduces platform-independent numerical programming using Python and C/C++, and appeals to advanced undergraduate and graduate students in natural sciences and engineering, researchers involved in scientific computing, and engineers carrying out applicative calculations.

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Programming: A Practical Guide for Scientists and Engineers Using Python and C/C++ utilizes the author's many years of practical research and teaching experience to offer a systematic approach to relevant programming concepts. Adopting a practical, broad appeal, this user-friendly book offers guidance to anyone interested in using numerical programming to solve science and engineering problems. Emphasizing methods generally used in physics and engineering—from elementary methods to complex algorithms—it gradually incorporates algorithmic elements with increasing complexity. Develop a Combination of Theoretical Knowledge, Efficient Analysis Skills, and Code Design Know-How The book encourages algorithmic thinking, which is essential to numerical analysis. Establishing the fundamental numerical methods, application numerical behavior and graphical output needed to foster algorithmic reasoning, coding dexterity, and a scientific programming style, it enables readers to successfully navigate relevant algorithms, understand coding design, and develop efficient programming skills. The book incorporates real code, and includes examples and problem sets to assist in hands-on learning. Begins with an overview on approximate numbers and programming in Python and C/C++, followed by discussion of basic sorting and indexing methods, as well as portable graphic functionality Contains methods for function evaluation, solving algebraic and transcendental equations, systems of linear algebraic equations, ordinary differential equations, and eigenvalue problems Addresses approximation of tabulated functions, regression, integration of one- and multi-dimensional functions by classical and Gaussian quadratures, Monte Carlo integration techniques, generation of random variables, discretization methods for ordinary and partial differential equations, and stability analysis This text introduces platform-independent numerical programming using Python and C/C++, and appeals to advanced undergraduate and graduate students in natural sciences and engineering, researchers involved in scientific computing, and engineers carrying out

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Computational Materials Science - A.M. Ovrutsky - 2013-11-19
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superstructure ordering in the intermetallic compound. Computational experiments described in the last chapter allow visualization of the course of many processes and better understanding of many key problems in Materials Science. There is a set of practical steps concerning computational procedures presented. Open access to executable files in the book make it possible for everyone to understand better phenomena and processes described in the book. Valuable reference book, but also helpful as a supplement to courses Computer programs available to supplement examples Presents several new methods of computational materials science and clearly summarizes previous methods and results

Computational Statistical Physics - K.-H. Hoffmann - 2013-03-14
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Modern Physics with Modern Computational Methods - John Morrison - 2020-10-13
Modern Physics with Modern Computational Methods, Third Edition presents the ideas that have shaped modern physics and provides an introduction to current research in the different fields of physics. Intended as the text for a first course in modern physics following an introductory course in physics with calculus, the book begins with a brief and focused account of experiments that led to the formulation of the new quantum theory, while ensuing chapters go

more deeply into the underlying physics. In this new edition, the differential equations that arise are converted into sets of linear equation or matrix equations by making a finite difference approximation of the derivatives or by using the spline collocation method. MATLAB programs are described for solving the eigenvalue equations for a particle in a finite well and the simple harmonic oscillator and for solving the radial equation for hydrogen. The lowest-lying solutions of these problems are plotted using MATLAB and the physical significance of these solutions are discussed. Each of the later chapters conclude with a description of modern developments. Makes critical topics accessible by illustrating them with simple examples and figures Presents modern quantum mechanical concepts systematically and applies them consistently throughout the book Utilizes modern computational methods with MATLAB programs to solve the equations that arise in physics, and describes the programs and solutions in detail Covers foundational topics, including transition probabilities, crystal structure, reciprocal lattices, and Bloch theorem to build understanding of applications, such as lasers and semiconductor devices Features expanded exercises and problems at the end of each chapter as well as multiple appendices for quick reference

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Introductory Solid State Physics with MATLAB Applications - Javier E. Hasbun - 2019-10-08

Solid state physics, the study and prediction of the fundamental physical properties of materials, forms the backbone of modern materials science and has many technological applications. The unique feature of this text is the MATLAB®-based computational approach with several numerical techniques and simulation methods included. This is highly effective in addressing the need for visualization and a direct hands-on approach in learning the theoretical concepts of solid state physics. The code is freely available to all textbook users. Additional Features: Uses the pedagogical tools of computational physics that have become important in enhancing physics teaching of advanced subjects such as solid state physics Adds visualization and simulation to the subject in a way that enables students to participate actively in a hand-on approach Covers the basic concepts of solid state physics and provides students with a deeper understanding of the subject matter Provides unique example exercises throughout the text Obtains mathematical analytical solutions Carries out illustrations of important formulae results using programming scripts that students can run on their own and reproduce graphs and/or simulations Helps students visualize solid state processes and apply certain numerical techniques using MATLAB®, making the process

of learning solid state physics much more effective Reinforces the examples discussed within the chapters through the use of end-of-chapter exercises Includes simple analytical and numerical examples to more challenging ones, as well as computational problems with the opportunity to run codes, create new ones, or modify existing ones to solve problems or reproduce certain results

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Basic Concepts in Physics - Masud Chaichian - 2021-05-31

This book is the second edition of an excellent undergraduate-level overview of classical and modern physics, intended for students of physics and related subjects, and also perfectly suited for the education of physics teachers. The twelve-chapter book begins with Newton’s laws of motion and subsequently covers topics such as thermodynamics and statistical physics, electrodynamics, special and general relativity, quantum mechanics and cosmology , the standard model and quantum chromodynamics. The writing is lucid, and the theoretical discussions are easy to follow for anyone comfortable with standard mathematics. An important addition in this second edition is a set of exercises and problems, distributed throughout the book. Some of the problems aim to complement the text, others to provide readers with additional useful tools for tackling new or more advanced topics. Furthermore, new topics have been added in several chapters; for example, the discovery of extra-solar planets

from the wobble of their mother stars, a discussion of the Landauer principle relating information erasure to an increase of entropy, quantum logic, first order quantum corrections to the ideal gas equation of state due to the Fermi-Dirac and Bose-Einstein statistics. Both gravitational lensing and the time-correction in geo-positioning satellites are explained as theoretical applications of special and general relativity. The discovery of gravitational waves, one of the most important achievements of physical sciences, is presented as well. Professional scientists, teachers, and researchers will also want to have this book on their bookshelves, as it provides an excellent refresher on a wide range of topics and serves as an ideal starting point for expanding one's knowledge of new or unfamiliar fields. Readers of this book will not only learn much about physics, they will also learn to love it.

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physicists, condensed matter physicists, high energy physicists and theoretical biologists. keywords:Glasses;Evolution;Molecular Dynamics;Lattice Boltzmann Equation “This book contains 7 reviews on Computational Physics and Computer Science. Though each review hardly relates to others, all the reviews are very well written and carefully designed to draw interest of all researchers of related study.” Bulletin of Japan Physical Society

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The Multi-Agent Transport Simulation MATSim - Andreas Horni - 2016-08-10
The MATSim (Multi-Agent Transport Simulation) software project was started around 2006 with the goal of generating traffic and congestion patterns by following individual synthetic travelers through their daily or weekly activity programme. It has since then evolved from a collection of stand-alone C++ programs to an integrated Java-based framework which is publicly hosted, open-source available, automatically regression tested. It is currently used by about 40 groups throughout the world. This book takes stock of the current status. The first part of the book gives an introduction to the most important concepts, with the intention of enabling a potential user to set up and run basic

simulations. The second part of the book describes how the basic functionality can be extended, for example by adding schedule-based public transit, electric or autonomous cars, paratransit, or within-day replanning. For each extension, the text provides pointers to the additional documentation and to the code base. It is also discussed how people with appropriate Java programming skills can write their own extensions, and plug them into the MATSim core. The project has started from the basic idea that traffic is a consequence of human behavior, and thus humans and their behavior should be the starting point of all modelling, and with the intuition that when simulations with 100 million particles are possible in computational physics, then behavior-oriented simulations with 10 million travelers should be possible in travel behavior research. The initial implementations thus combined concepts from computational physics and complex adaptive systems with concepts from travel behavior research. The third part of the book looks at theoretical concepts that are able to describe important aspects of the simulation system; for example, under certain conditions the code becomes a Monte Carlo engine sampling from a discrete choice model. Another important aspect is the interpretation of the MATSim score as utility in the microeconomic sense, opening up a connection to benefit cost analysis. Finally, the book collects use cases as they have been undertaken with MATSim. All current users of MATSim were invited to submit their work, and many followed with sometimes crisp and short and sometimes longer contributions, always with pointers to additional references. We hope that the book will become an invitation to explore, to build and to extend agent-based modeling of travel behavior from the stable and well tested core of MATSim documented here.

The Multi-Agent Transport Simulation MATSim - Andreas Horni - 2016-08-10
The MATSim (Multi-Agent Transport Simulation) software project was started around 2006 with the goal of generating traffic and congestion patterns by following individual synthetic

travelers through their daily or weekly activity programme. It has since then evolved from a collection of stand-alone C++ programs to an integrated Java-based framework which is publicly hosted, open-source available, automatically regression tested. It is currently used by about 40 groups throughout the world. This book takes stock of the current status. The first part of the book gives an introduction to the most important concepts, with the intention of enabling a potential user to set up and run basic simulations. The second part of the book describes how the basic functionality can be extended, for example by adding schedule-based public transit, electric or autonomous cars, paratransit, or within-day replanning. For each extension, the text provides pointers to the additional documentation and to the code base. It is also discussed how people with appropriate Java programming skills can write their own extensions, and plug them into the MATSim core. The project has started from the basic idea that traffic is a consequence of human behavior, and thus humans and their behavior should be the starting point of all modelling, and with the intuition that when simulations with 100 million particles are possible in computational physics, then behavior-oriented simulations with 10 million travelers should be possible in travel behavior research. The initial implementations thus combined concepts from computational physics and complex adaptive systems with concepts from travel behavior research. The third part of the book looks at theoretical concepts that are able to describe important aspects of the simulation system; for example, under certain conditions the code becomes a Monte Carlo engine sampling from a discrete choice model. Another important aspect is the interpretation of the MATSim score as utility in the microeconomic sense, opening up a connection to benefit cost analysis. Finally, the book collects use cases as they have been undertaken with MATSim. All current users of MATSim were invited to submit their work, and many followed with sometimes crisp and short and sometimes longer contributions, always with pointers to additional references. We hope that

the book will become an invitation to explore, to build and to extend agent-based modeling of travel behavior from the stable and well tested core of MATSim documented here.

Mathematics for Physicists - Alexander Altland - 2019-02-14
This textbook is a comprehensive introduction to the key disciplines of mathematics - linear algebra, calculus, and geometry - needed in the undergraduate physics curriculum. Its leitmotiv is that success in learning these subjects depends on a good balance between theory and practice. Reflecting this belief, mathematical foundations are explained in pedagogical depth, and computational methods are introduced from a physicist's perspective and in a timely manner. This original approach presents concepts and methods as inseparable entities, facilitating in-depth understanding and making even advanced mathematics tangible. The book guides the reader from high-school level to advanced subjects such as tensor algebra, complex functions, and differential geometry. It contains numerous worked examples, info sections providing context, biographical boxes, several detailed case studies, over 300 problems, and fully worked solutions for all odd-numbered problems. An online solutions manual for all even-numbered problems will be made available to instructors.

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Computational Physics - Mark E. J. Newman - 2012
This book explains the fundamentals of computational physics and describes the techniques that every physicist should know, such as finite difference methods, numerical quadrature, and the fast Fourier transform. The book offers a complete introduction to the topic at the undergraduate level, and is also suitable for the advanced student or researcher. The book begins with an introduction to Python, then moves on to a step-by-step description of the techniques of computational physics, with examples ranging from simple mechanics problems to complex calculations in quantum mechanics, electromagnetism, statistical mechanics, and more.

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