

## Contents

### Part I Basics 19

<b>1</b>	<b><u>Introduction</u></b>	<b>21</b>
1.1	Computational Physics & Science	21
1.2	This Book's Subjects	22
1.3	Video Lecture Supplements	23
1.4	This Book's Codes and Problems	23
1.5	Our Language: The Python Ecosystem	24
1.6	The Easy Way: Python Distributions	25
<b>2</b>	<b><u>Software Basics</u></b>	<b>27</b>
2.1	<b>Making Computers Obey</b>	<b>27</b>
2.2	<b>Computer Number Representations</b>	<b>29</b>
2.2.1	IEEE Floating-Point Numbers	30
2.2.2	Python and the IEEE 754 Standard	36
2.3	<b>Python Mini Tutorial</b>	<b>37</b>
2.3.1	Structure and Functions	37
2.3.2	Variable Types & Operators	38
2.3.3	Boolean & Control Structures	40
2.3.4	Python Lists as Arrays	40
2.3.5	Python I/O	42
2.3.6	Python's Algebraic Tools	43
2.4	<b>Programming Warmup</b>	<b>44</b>
2.4.1	Program Design	45
2.4.2	First Programming Steps	46
2.4.3	Over & Underflow Exercises	47
2.4.4	Machine Precision	48
2.4.5	Experiment: Your Machine's Precision	49
2.5	<b>Python's Visualization Tools</b>	<b>50</b>
2.5.1	Visual (VPython)'s 2D Plots	51
2.5.2	Matplotlib's 2D Plots	52
2.5.3	Matplotlib's 3D Surface Plots	55

4 |

2.5.4	Matplotlib's Animations	57
2.6	<b>Plotting Exercises</b>	57
2.7	<b>Code Listings</b>	58
<b>3</b>	<b><u>Errors &amp; Uncertainties</u></b>	<b>65</b>
3.1	<b>Types of Errors</b>	65
3.1.1	Courting Disaster: Subtractive Cancellation	67
3.1.2	Subtractive Cancellation Exercises	68
3.1.3	Round-off Errors	69
3.1.4	Round-off Error Accumulation	70
3.2	<b>Experimental Error Investigation</b>	71
3.3	Errors with Power Series	74
3.3.1	Implementation and Assessment	76
3.3.2	Error in Specular Reflection	76
3.4	<b>Errors in Bessel Functions</b>	77
3.4.1	Numerical Recursion (Method)	78
3.4.2	Recursion Relations Assessment	80
3.5	<b>Code Listings</b>	81
<b>4</b>	<b><u>Monte Carlo Simulations</u></b>	<b>83</b>
4.1	<b>Random Numbers</b>	83
4.1.1	Random Number Generation	84
4.1.2	Computing a Random Sequence	86
4.2	<b>Simulating a Random Walk</b>	86
4.2.1	Random Walk Implementation	89
4.2.2	Random Walks in a Brain	90
4.2.3	Random Protein Folding	91
4.3	<b>Spontaneous Decay</b>	93
4.3.1	Discrete Decay Model	94
4.3.2	The Exponential Decay Approximation	95
4.3.3	Discrete Decay Simulation	95
4.3.4	Decay Implementation and Visualization	96
4.4	<b>Testing &amp; Generating Random Distributions</b>	96
4.5	<b>Code Listings</b>	99
<b>5</b>	<b><u>Differentiation &amp; Integration</u></b>	<b>105</b>
5.1	<b><u>Differentiation Algorithms</u></b>	<b>105</b>
5.1.1	Forward Difference	106
5.1.2	Central Difference	107
5.2	Extrapolated Difference	107
5.2.1	Second Derivatives	108
5.3	<b><u>Integration Algorithms</u></b>	<b>110</b>
5.3.1	Box Counting	110
5.3.2	Trapezoid Rule	112
5.3.3	Simpson's Rule	113

5.3.4	Simple Integration Error Estimates	114
5.3.5	Higher-Order Algorithms	116
5.4	<b>Gaussian Quadrature</b>	117
5.4.1	Mapping Gaussian Points	118
5.4.2	Gaussian Quadrature Derivation ☉	119
5.5	<b>Monte-Carlo Integrations</b>	120
5.5.1	Stone Throwing Implementation	121
5.5.2	Integration Error Investigation	121
5.6	<b>Mean Value and N-D Integration</b>	123
5.6.1	10-D MC Error Investigation	124
5.6.2	Implementation: 10-D Monte Carlo Integration	124
5.7	<b>MC Variance Reduction</b>	125
5.8	Importance Sampling & von Neumann Rejection	126
5.9	<b>Code Listings</b>	127
<b>6</b>	<b><u>Trial-and-Error Searching &amp; Data Fitting</u></b>	<b>131</b>
6.1	<b>Quantum Bound States I</b>	131
6.2	<b>Bisection Search</b>	132
6.2.1	Bisection Exercises	133
6.3	<b>Newton-Raphson Search</b>	134
6.3.1	Search + Backtracking	135
6.4	<b>Magnetization Search</b>	137
6.5	<b>Data Fitting</b>	139
6.5.1	Lagrange Fitting	141
6.5.2	Cubic Spline Interpolation	142
6.5.3	Cubic Spline Quadrature	144
6.6	<b>Fitting Exponential Decay</b>	145
6.7	<b>Least-Squares Fitting</b>	145
6.7.1	Least-Square Implementation	147
6.7.2	Linear Quadratic Fit	150
6.8	<b>Nonlinear Fit to a Resonance</b>	151
6.9	<b>Code Listings</b>	154
<b>7</b>	<b><u>Matrix Computing and N-D Searching</u></b>	<b>157</b>
7.1	<b>Masses on a String &amp; N-D Searching</b>	157
7.2	<b>Matrix Generalities</b>	161
7.3	<b>Matrices in Python</b>	164
7.3.1	Lists as Arrays	164
7.3.2	NumPy Matrices	165
7.3.3	NumPy Linear Algebra Library	169
7.4	<b>Exercise: Tests Before Use</b>	171
7.5	<b>Solution to String Problem</b>	174
7.6	<b>Spin States &amp; Hyperfine Structure</b>	174
7.7	<b>Speeding Up Matrix Computing</b> ☉	176
7.7.1	Vectorization	176

6 |

7.7.2	Speedup Exercises	178
7.8	<b>Code Listings</b>	180
<b>8</b>	<b><u>Differential Equations &amp; Nonlinear Oscillations</u></b>	<b>183</b>
8.1	<b>Nonlinear Oscillators</b>	183
8.2	<b>ODE Review</b>	185
8.3	<b>Dynamic Form of ODE's</b>	187
8.4	<b>ODE Algorithms</b>	188
8.4.1	Euler's Rule	189
8.4.2	Runge-Kutta Rule	190
8.4.3	ABC Predictor-Corrector Rule	192
8.4.4	Assessment: rk2 <i>versus</i> rk4 <i>versus</i> rk45	192
8.5	<b>Solution for Nonlinear Oscillations</b>	194
8.5.1	Precision Assessment via E Conservation	195
8.6	<b>Extensions: Nonlinear Resonances, Beats, Friction</b>	196
8.7	<b>Code Listings</b>	198

## Part II Data Science 203

<b>9</b>	<b>Fourier Analyses</b>	<b>205</b>
9.1	<b>Fourier Series</b>	205
9.1.1	Sawtooth & Half-Wave Functions	208
9.1.2	Exercises: Fourier Series Summations	208
9.2	<b>Fourier Transforms</b>	209
9.3	<b>Discrete Fourier Transforms</b>	210
9.3.1	Aliasing	213
9.3.2	Assessments	215
9.3.3	Transforming Nonperiodic Functions	217
9.4	<b>Noise Filtering</b>	217
9.4.1	Noise Reduction via Autocorrelation	218
9.4.2	Exercises	220
9.4.3	Filtering with Transforms	221
9.4.4	Digital Filters: Windowed Sinc Filters $\odot$	223
9.5	<b>Fast Fourier Transform (FFT) <math>\odot</math></b>	<b>226</b>
9.5.1	Bit Reversal	228
9.6	FFT Implementation	229
9.7	FFT Assessment	231
9.8	<b>Code Listings</b>	232
<b>10</b>	<b>Wavelet &amp; Principal Components Analysis</b>	<b>235</b>
10.1	<b><u>Part I: Wavelet Analysis</u></b>	<b>235</b>
10.2	Wave Packets and Uncertainty Principle	236
10.2.1	Wave Packet Exercise	239
10.3	<b>Short-Time Fourier Transforms</b>	239

10.4	<b>Wavelet Transforms</b>	240
10.4.1	Wavelet Basis Functions	241
10.4.2	Continuous Wavelet Transforms	245
10.5	<b>Discrete Wavelet Transforms</b> ⊙	246
10.5.1	Pyramid Scheme ⊙	249
10.5.2	Daubechies Wavelets Filters ⊙	252
10.5.3	DWT Exercise ⊙	255
10.6	<b>Part II: Principal Components Analysis</b>	256
10.6.1	Multi-Dimensional Data Space	258
10.6.2	Wonders of the Covariance Matrix	259
10.6.3	Demonstration of Principal Component Analysis	261
10.6.4	PCA Exercises	264
10.7	<b>Code Listings</b>	264
<b>11</b>	<b>Neural Networks &amp; Machine Learning</b>	269
11.1	Part I: <b>Biological &amp; Artificial Neural Networks</b>	270
11.1.1	Artificial Neural Networks	271
11.2	<b>A Simple Neural Network</b>	272
11.2.1	Coding A Neuron	273
11.2.2	Building A Simple Network	273
11.2.3	Training A Simple Network	274
11.2.4	Decreasing the Error	276
11.2.5	Coding and Running A Simple Network	279
11.3	<b>A Graphical Deep Net</b>	279
11.4	Part II: <b>Machine Learning Software</b>	281
11.4.1	TensorFlow Installation and Execution	282
11.5	<b>TensorFlow and SkLearn Examples</b>	283
11.5.1	Preprocessing with Scikit-learn	285
11.5.2	Linear Fit to Hubble's Data	288
11.6	<b>ML Clustering</b>	288
11.6.1	Reading Files with Panda	289
11.6.2	Clustering with Perceptrons	290
11.6.3	Clustering with Stochastic Gradient Descent	292
11.7	<b>Keras: Python's Deep Learning API</b>	292
11.8	<b>Image Processing with OpenCV</b>	293
11.8.1	Background Subtraction	294
11.9	<b>Explore ML Data Repositories</b>	295
11.10	<b>Code Listings</b>	296
<b>12</b>	<b>Quantum Computing (G. He, Coauthor)</b>	303
12.1	<b>Dirac Notation in Quantum Mechanics</b>	303
12.2	<b>From Bits to Qubits</b>	304
12.2.1	Multiple Qubit States	305
12.3	<b>Entangled and Separable States</b>	306
12.3.1	Physics Exercise: Two Entangled Dipoles	308

12.4	<b>Logic Gates</b>	310
12.4.1	1-Qubit Gates	310
12.4.2	2-Qubit Gates	312
12.4.3	Entanglement via Gates	313
12.4.4	3-Qubit Gates	314
12.5	<b>An Intro to QC Programming</b>	314
12.5.1	Half and Full Adders	319
12.6	<b>Accessing the IBM Quantum Computer</b>	320
12.6.1	IBM Quantum Composer	321
12.7	<b>Qiskit plus IBM Quantum</b>	323
12.7.1	A Full Adder	325
12.7.2	IBM Quantum Exercises	326
12.8	<b>The Quantum Fourier Transform</b>	326
12.8.1	1-Qubit QFT	327
12.8.2	2-Qubit QFT	327
12.8.3	$n$ -Qubit QFT $\odot$	329
12.9	<b>Oracle + Diffuser = Grover's Search Algorithm</b>	330
12.9.1	Grover's Implementation	331
12.10	<b>Shor's Factoring</b> $\odot$	333
12.11	<b>Code Listings</b>	336

### Part III Applications 341

<b>13</b>	<b>ODE Applications; Eigenvalues, Scattering, Projectiles</b>	343
13.1	<b>Quantum Eigenvalues for Arbitrary Potentials</b>	343
13.1.1	Model: Nucleon in a Box	344
13.2	<b>Algorithm: ODE Solver + Search</b>	345
13.2.1	Not Recommended: Matchless Searching	347
13.2.2	Numerov Algorithm for Schrödinger ODE $\odot$	347
13.2.3	Implementation	348
13.2.4	Explorations	349
13.3	<b>Classical Chaotic Scattering</b>	349
13.3.1	Model and Theory	350
13.3.2	Implementation	351
13.3.3	Assessment	352
13.4	<b>Projectile Motion with Drag</b>	352
13.4.1	Assessment	354
13.5	<b>2- &amp; 3-Body Planetary Orbits</b>	354
13.5.1	Planets via Two of Newton's Laws	354
13.5.2	The Discovery of Neptune	355
13.6	<b>Code Listings</b>	357
<b>14</b>	<b>Fractals &amp; Statistical Growth Models</b>	361
14.1	<b>The Sierpinski Gasket</b>	362

- 14.1.1 Measuring Fractal Dimension 363
- 14.2 **Growing Plants** 364
  - 14.2.1 Self-Affine Connection 364
  - 14.2.2 Barnsley's Fern 365
  - 14.2.3 Self-Affine Trees 366
- 14.3 **Ballistic Deposition** 367
- 14.4 **Length of British Coastline** 368
  - 14.4.1 Box Counting Algorithm 369
  - 14.4.2 Coastline Exercise 371
- 14.5 **Correlated Growth** 372
- 14.6 **Diffusion-Limited Aggregation** 373
  - 14.6.1 Fractal of DLA or Pollock 374
- 14.7 **Fractals in Bifurcations** 375
- 14.8 **Cellular Automata Fractals** 376
- 14.9 **Perlin Noise Adds Realism** ⊙ 377
  - 14.9.1 Ray Tracing Algorithms 380
- 14.10 **Code Listings** 381
  
- 15 Nonlinear Population Dynamics** 385
  - 15.1 **The Logistic Map, A Bug Population Model** 385
    - 15.1.1 Exploring Map Properties 387
    - 15.1.2 Fixed Points 388
    - 15.1.3 Period Doubling, Bifurcations 389
    - 15.1.4 Mapping Implementation 389
  - 15.2 **Chaos** 390
  - 15.3 **Bifurcation Diagrams** 391
    - 15.3.1 Implementation 391
    - 15.3.2 Feigenbaum Constants 392
    - 15.3.3 Other Maps 392
  - 15.4 **Measures of Chaos** 393
    - 15.4.1 Lyapunov Coefficients ⊙ 393
    - 15.4.2 Shannon Entropy 395
  - 15.5 **Coupled Predator-Prey Models** ⊙ 396
    - 15.5.1 Lotka-Volterra Model 396
    - 15.5.2 Predator-Prey Chaos 398
    - 15.5.3 LVM with Prey Limit 400
    - 15.5.4 LVM with Predation Efficiency 400
    - 15.5.5 Implementation and Assessment 402
    - 15.5.6 Two Predators, One Prey 402
  - 15.6 **Code Listings** 403
  
- 16 Nonlinear Dynamics of Continuous Systems** 407
  - 16.1 **The Chaotic Pendulum** 407
    - 16.1.1 Free Pendulum Oscillations 408
    - 16.1.2 Analytic Solution as Elliptic Integrals 409

- 16.1.3 Free Pendulum Implementation & Test 410
- 16.2 **Phase Space** 411
- 16.3 **Chaotic Explorations** 415
  - 16.3.1 Phase Space without Velocities 416
  - 16.3.2 Chaotic Bifurcations 417
  - 16.3.3 Fourier or Wavelet Analysis 418
- 16.4 **Other Chaotic Systems** 419
  - 16.4.1 The Double Pendulum 419
  - 16.4.2 Billiards 420
  - 16.4.3 Multiple Scattering Centers 421
  - 16.4.4 Lorenz Attractors 422
  - 16.4.5 van der Pool Oscillator 424
  - 16.4.6 The Duffing Oscillator 424
- 16.5 **Code Listings** 425
  
- 17 Thermodynamics Simulations & Feynman Path Integrals** 427
  - 17.1 **An Ising Magnetic Chain** 427
    - 17.1.1 Statistical Mechanics 429
  - 17.2 **Metropolis Algorithm** 430
    - 17.2.1 Metropolis Exercise 431
    - 17.2.2 Equilibration & Thermodynamic Properties 432
    - 17.2.3 Explorations 434
  - 17.3 **Fast Equilibration via Wang-Landau Sampling** ⊙ 435
    - 17.3.1 WLS Implementation 436
  - 17.4 **Path Integral Quantum Mechanics** ⊙ 437
    - 17.4.1 Bound-State Wave Function 440
  - 17.5 **Lattice Path Integration** 441
    - 17.6 Implementation 445
      - 17.6.1 Path Integration Exercise 447
      - 17.6.2 Quantum Bouncer ⊙ 447
      - 17.6.3 Path Integral Bouncer Exercises 449
  - 17.7 **Code Listings** 450
  
- 18 Molecular Dynamics Simulations** 457
  - 18.1 **MD vs Thermodynamics** 460
  - 18.2 **Initial, Boundary, & Large  $r$  Conditions** 461
  - 18.3 **Verlet Algorithms** 463
    - 18.3.1 Implementation and Exercise 464
    - 18.3.2 Analysis 465
  - 18.4 **MD for 16 Particles** 468
  - 18.5 **Code Listings** 470
  
- 19 General Relativity** 477
  - 19.1 **Einstein's Field Equations** 477
    - 19.1.1 Calculating the Riemann and Ricci Tensors 479



19.1.2	Riemann and Ricci Tensor Problems	480
19.1.3	Event Horizons	480
19.2	<b>Gravitational Deflection of Light</b>	481
19.2.1	Gravitational Lensing	483
19.3	<b>Planetary Orbits in GR Gravity</b>	484
19.3.1	Newton's Potential Corrected	484
19.3.2	Orbit Computation via Energy Conservation	485
19.3.3	Precession of the Perihelion of Mercury	487
19.4	<b>Visualizing Wormholes</b>	488
19.5	<b>Problems</b>	491
19.6	<b>Code Listings</b>	491
<b>20</b>	<b>Integral Equations</b>	497
20.1	<b>Nonlocal Potential Binding</b>	497
20.2	<b>Momentum-Space Schrödinger Equation</b>	498
20.2.1	Integral to Matrix Equations	499
20.2.2	Delta-Shell Potential	500
20.2.3	Wave Function (Exploration)	501
20.3	<b>Scattering in Momentum Space</b> ☉	502
20.3.1	Schrödinger to Lippmann-Schwinger Equation	502
20.3.2	Singular Integral Evaluations	503
20.3.3	Singular Integral Equations to Matrix Equations	504
20.3.4	Solution	505
20.3.5	Exercises	506
20.3.6	Scattering Wave Function (Exploration)	507
20.4	<b>Code Listings</b>	507
<b>Part IV PDE Applications</b> 511		
<b>21</b>	<b>PDE Review, Electrostatics &amp; Relaxation</b>	513
21.1	<b>Review</b>	513
21.2	<b>Laplace's Equation</b>	515
21.2.1	Fourier Series Solution	516
21.2.2	Fourier Series As an Algorithm	518
21.3	<b>Finite-Difference Algorithm</b>	518
21.3.1	Relaxation and Overrelaxation	521
21.4	<b>Alternate Capacitor Problems</b>	522
21.4.1	Implementation	524
21.5	<b>Electric Field Visualization</b>	525
21.6	<b>Code Listings</b>	526
<b>22</b>	<b>Heat Flow &amp; Leapfrogging</b>	527
22.1	<b>The Parabolic Heat Equation</b>	527
22.1.1	Solution as Analytic Expansion	528

22.2	<b>Time-Stepping (Leapfrog) Algorithm</b>	529
22.2.1	von Neumann Stability Condition	530
22.2.2	Implementation	532
22.2.3	Assessment and Visualization	532
22.3	<b>Newton’s Radiative Cooling</b>	533
22.4	<b>The Crank-Nicolson Algorithm</b>	534
22.4.1	Solution via Tridiagonal Matrix $\odot$	536
22.4.2	Crank-Nicolson Implementation	537
22.5	<b>Code Listings</b>	538
<b>23</b>	<b>String &amp; Membrane Waves</b>	541
23.1	<b>A Vibrating String’s Hyperbolic Wave Equation</b>	541
23.1.1	Solution as Normal-Mode Expansion	542
23.2	<b>Time-Stepping Algorithm</b>	544
23.3	<b>von Neumann Stability Analysis</b>	545
23.3.1	Implementation	546
23.4	<b>Beyond The Simple Wave Equation</b>	547
23.4.1	Including Friction	548
23.4.2	Including Variable Tension & Density	548
23.4.3	Waves on Catenary	549
23.4.4	Catenary Assessment	551
23.4.5	Including Nonlinear Terms	552
23.5	<b>Vibrating Membrane (2D Waves)</b>	552
23.6	Analytical Solution	554
23.7	Numerical Solution	556
23.8	<b>Code Listings</b>	556
<b>24</b>	<b>Quantum Wave Packets &amp; EM Waves</b>	559
24.1	<b><u>Time-Dependent Schrödinger Equation</u></b>	559
24.2	<b>Split-Time Algorithm</b>	560
24.2.1	Implementation	562
24.2.2	Wave Packets in Other Wells	562
24.2.3	Special Schrödinger Algorithm	564
24.3	<b>Quantum Chaos</b>	565
24.3.1	Quantum Billiards	566
24.3.2	Three Disks Scattering	566
24.4	<b><u>E&amp;M Waves:Finite-Difference Time Domain</u></b>	568
24.5	<b>Maxwell’s Equations</b>	568
24.6	<b>Split-Time FDTD</b>	569
24.6.1	Implementation & Assessment	571
24.7	<b>More E&amp;M Problems</b>	573
24.7.1	Circularly Polarized Waves	573
24.7.2	Wave Plates	574
24.7.3	Algorithm & Exercise	575
24.7.4	Twin Lead Transmission Line	576

24.8	<b>Code Listings</b>	577
<b>25</b>	<b>Shock &amp; Soliton Waves</b>	583
25.1	<b>The Continuity and Advection Equations</b>	584
25.2	<b>Shock Waves via Burgers' Equation</b>	585
25.2.1	Lax-Wendroff Algorithm	586
25.2.2	Implementation and Assessment	588
25.3	<b>Including Dispersion</b>	588
25.4	<b>KdV Solitons</b>	589
25.4.1	Analytic Solution	590
25.4.2	Algorithm	591
25.4.3	Implementation	592
25.4.4	Exploration: Phase Space Solitons & Soliton Crossings	592
25.5	<b>Pendulum Chain Solitons</b>	593
25.5.1	Including Dispersion	594
25.6	Continuum Limit, the Sine-Gordon Equation	596
25.6.1	Analytic Solution	596
25.6.2	Numeric 2D Solution	598
25.6.3	Implementation	599
25.7	<b>Code Listings</b>	600
<b>26</b>	<b>Fluid Hydrodynamics</b>	603
26.1	<b>Navier-Stokes Equation</b>	603
26.2	<b>Flow Through Parallel Plates</b>	605
26.3	<b>Navier-Stokes Difference Equation</b>	607
26.3.1	Successive Overrelaxation Algorithm	608
26.4	<b>Vorticity Form of Navier-Stokes Equation</b>	609
26.4.1	Vorticity Difference Equation	611
26.4.2	Beam Boundary Conditions	612
26.5	<b>Assessment &amp; Exploration</b>	613
26.6	<b>Code Listings</b>	615
<b>27</b>	<b>Finite Element Electrostatics</b> ☉	617
27.1	<b>Potential of Two Metal Plates</b>	617
27.1.1	Analytic Solution	617
27.2	<b>Finite-Element Method</b>	618
27.2.1	Weak Form of PDE	618
27.2.2	Galerkin Spectral Decomposition	619
27.2.3	Solution via Linear Equations	620
27.2.4	Imposing the Boundary Conditions	622
27.3	<b>1D FEM Problems</b>	623
27.4	<b>2D FEM Exercises</b>	624
27.5	<b>Code Listings</b>	625
<b>Appendices</b>		631

14 |

**28**   **Index**   *643*