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Cristian C. Bordeianu

Computational Physics

Problem Solving with Python

Fourth Edition



Computational Physics With Python Icvl

Anthony Scopatz, Kathryn D. Huff



Computational Physics With Python Icvl:

Computational Physics Rubin H. Landau, Manuel J. Páez, Cristian C. Bordeianu, 2015-07-10 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

Computational Problems for Physics Rubin H. Landau, Manuel Jos Pez, 2018 Our future scientists and professionals must be conversant in computational techniques In order to facilitate integration of computer methods into existing physics courses this textbook offers a large number of worked examples and problems with fully guided solutions in Python as well as other languages Mathematica Java C Fortran and Maple It s also intended as a self study guide for learning how to use computer methods in physics The authors include an introductory chapter on numerical tools and indication of computational and physics difficulty level for each problem Readers also benefit from the following features Detailed explanations and solutions in various coding languages Problems are ranked based on computational and physics difficulty Basics of numerical methods covered in an introductory chapter Programming guidance via flowcharts and pseudocode

Rubin Landau is a Distinguished Professor Emeritus in the Department of Physics at Oregon State University in Corvallis and a Fellow of the American Physical Society Division of Computational Physics Manuel Jose Paez Mejia is a Professor of Physics at Universidad de Antioquia in Medell Colombia

Computational Physics Rubin H. Landau, Manuel J P?ez, Cristian C. Bordeianu, 2007-09-04 This second edition increases the universality of the previous edition by providing all its codes in the Java language whose compiler and development kit are available for free for essentially all operating systems In addition the accompanying CD provides many of the same codes in Fortran 95 Fortran 77 and C for even more universal application as well as MPI codes for parallel applications The book also includes new materials on trial and error search techniques IEEE

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Effective Computation in Physics Anthony Scopatz, Kathryn D. Huff, 2015-06-25 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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A Survey of Computational Physics Rubin Landau, José Páez, Cristian C. Bordeianu, 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 P e z 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

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Computational Physics Mark E. J. Newman, 2013 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

Computational Modeling and Visualization of Physical Systems with Python Jay Wang, 2015-12-21 Computational Modeling by Jay Wang introduces computational modeling and visualization of physical systems that are commonly found in physics and related areas The authors begin with a framework that integrates model building algorithm development and data visualization for problem solving via scientific computing Through carefully selected problems methods and projects the reader is guided to learning and discovery by actively doing rather than just knowing physics

Computational Physics Devang Patil, 2025-02-20 Computational Physics Basic Concepts serves as an indispensable guide for students researchers and enthusiasts exploring the intersection of physics and computational methods This book offers a comprehensive exploration of the fundamental principles of computational physics providing a solid foundation to tackle complex problems in various branches of physics The book begins by elucidating the foundational principles and theoretical underpinnings essential for effective computational simulations It covers a variety of numerical techniques including finite difference methods and Monte Carlo simulations with practical examples and applications Recognizing the importance of coding skills it includes a section on programming tailored for physicists teaching readers to implement numerical algorithms using popular programming languages

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Computational Modeling and Visualization of Physical Systems with Python Jianyi Jay Wang, 2016 [A Survey of Computational Physics](#) Rubin

Landau, José Páez, Cristian Bordeianu, 2011 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

Mathematical Physics Using Python Vasilis Pagonis, Christopher W. Kulp, 2024 This advanced undergraduate textbook provides a practical pedagogical lead introduction to utilizing Python for Mathematical Physics and Computational Physics courses Both analytical and computational example problems are integrated from its start in addition to featuring end of chapter problems designed to help students hone their skills in mathematical physics techniques computer programming and in numerical analysis It places much less emphasis on mathematical proofs and more emphasis on how to use computers for both numerical and symbolic calculations This book will therefore provide both students and instructors with a clear presentation of the typical topics covered in a Mathematical Physics course and will present an accessible and practical instruction on how to use computational techniques to solve physics problems by using the Python programming language Students using the textbook will solve physics problems in three different ways a Using the traditional pen and paper methods b Using scientific numerical techniques with the Python packages NumPy and SciPy c Using the Symbolic Python packages e.g. SymPy The book is accompanied by a dedicated GitHub website which will contain all sample code used in the examples In the same website links will be provided for the many available resources online that a student can use in order to learn about specific Python topics A solutions manual is also available for instructors using the textbook in their course

Computational Physics Using Python Douglas M Gingrich, 2026-06-30 This book provides a practical introduction to using computational or numerical methods to solve physics problems using Python including differential equations Fourier transforms Monte Carlo methods and data analysis The book is aimed at advanced undergraduate or beginning graduate students in physics or engineering

Computational Physics Darren J. Walker, 2016

Computational Physics - Quantum Mechanics Jamie Flux, 2025-01-08 Unlock the mysteries of quantum mechanics with this comprehensive all in one handbook designed for students educators and enthusiasts alike This expertly crafted guide delves deep into the mathematical foundations of quantum mechanics providing a clear and methodical exploration of complex concepts enhanced by practical

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[An Introduction to Computational Physics](#) Tao Pang, 2006-01-19 Thoroughly revised for its second edition this advanced textbook provides an introduction to the basic methods of computational physics and an overview of progress in several areas of scientific computing by relying on free software available from CERN The book begins by dealing with basic computational tools and routines covering approximating functions differential equations spectral analysis and matrix operations Important concepts are illustrated by relevant examples at each stage The author also discusses more advanced topics such as molecular dynamics modeling continuous systems Monte Carlo methods genetic algorithm and programming and numerical renormalization It includes many more exercises This can be used as a textbook for either undergraduate or first year graduate courses on computational physics or scientific computation It will also be a useful reference for anyone involved in computational research

Mathematical Methods using Python Vasilis

Pagonis, Christopher Wayne Kulp, 2024-05-14 This advanced undergraduate textbook presents a new approach to teaching mathematical methods for scientists and engineers. It provides a practical pedagogical introduction to utilizing Python in Mathematical and Computational Methods courses. Both analytical and computational examples are integrated from its start. Each chapter concludes with a set of problems designed to help students hone their skills in mathematical techniques, computer programming, and numerical analysis. The book places less emphasis on mathematical proofs and more emphasis on how to use computers for both symbolic and numerical calculations. It contains 182 extensively documented coding examples based on topics that students will encounter in their advanced courses in Mechanics, Electronics, Optics, Electromagnetism, Quantum Mechanics, etc. An introductory chapter gives students a crash course in Python programming and the most often used libraries: SymPy, NumPy, SciPy, Matplotlib. This is followed by chapters dedicated to differentiation, integration, vectors, and multiple integration techniques. The next group of chapters covers complex numbers, matrices, vector analysis, and vector spaces. Extensive chapters cover ordinary and partial differential equations, followed by chapters on nonlinear systems and on the analysis of experimental data using linear and nonlinear regression techniques, Fourier transforms, binomial and Gaussian distributions. The book is accompanied by a dedicated GitHub website which contains all codes from the book in the form of ready-to-run Jupyter notebooks. A detailed solutions manual is also available for instructors using the textbook in their courses. Key Features: A unique teaching approach which merges mathematical methods and the Python programming skills which physicists and engineering students need in their courses. Uses examples and models from physical and engineering systems to motivate the mathematics being taught. Students learn to solve scientific problems in three different ways: traditional pen and paper methods, using scientific numerical techniques with NumPy and SciPy, and using Symbolic Python SymPy.

Computational Physics - A Practical Introduction to Computational Physics and Scientific Computing (using C++), Vol. II Konstantinos Anagnostopoulos, 2016-12-06 This book is an introduction to the computational methods used in physics but also in other scientific fields. It is addressed to an audience that has already been exposed to the introductory level of college physics usually taught during the first two years of an undergraduate program in science and engineering. It assumes no prior knowledge of numerical analysis, programming, or computers and teaches whatever is necessary for the solution of the problems addressed in the text. It can be used as a textbook in introductory computational physics or scientific computing classes. The book starts with very simple problems in particle motion and ends with an in-depth discussion of advanced techniques used in Monte Carlo simulations in statistical mechanics. The level of instruction rises slowly while discussing problems like the diffusion equation, electrostatics on the plane, quantum mechanics, and random walks. All the material can be taught in two semesters, but a selection of topics can form the material of a one-semester course. The book aims to provide the students with the background and the experience needed in order to advance to high performance computing projects in science and engineering. It puts emphasis on hands-on programming of numerical code.

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Computational Physics R. C. Verma, R. K. Ahluwalia, K. C. Sharma, 1999

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