

Giordano Nakanishi Computational Physics 2nd Edition

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This book is divided into two parts. In the first part we give an elementary introduction to computational physics consisting of 21 simulations which originated from a formal course of lectures and laboratory simulations delivered since 2010 to physics students at Annaba University. The second part is much more advanced and deals with the problem of how to set up working Monte Carlo simulations of matrix field theories which involve finite dimensional matrix regularizations of noncommutative and fuzzy field theories, fuzzy spaces and matrix geometry. The study of matrix field theory in its own right has also become very important to the proper understanding of all noncommutative, fuzzy and matrix phenomena. The second part, which consists of 9 simulations, was delivered informally to doctoral students who were working on various problems in matrix field theory. Sample codes as well as sample key solutions are also provided for convenience and completeness.

First published in 2007, this second edition describes the computational methods used in theoretical physics. New sections were added to cover finite element methods and lattice Boltzmann simulation, density functional theory, quantum molecular dynamics, Monte Carlo simulation, and diagonalisation of one-dimensional quantum systems. It covers many different areas of physics research and different computational methodologies, including computational methods such as Monte Carlo and molecular dynamics, various electronic structure methodologies, methods for solving partial differential equations, and lattice gauge theory. Throughout the book the relations between the methods used in different fields of physics are emphasised. Several new programs are described and can be downloaded from www.cambridge.org/9781107677135. The book requires a background in elementary programming, numerical analysis, and field theory, as well as undergraduate knowledge of condensed matter theory and statistical physics. It will be of interest to graduate students and researchers in theoretical, computational and experimental physics.

Applied Computational Physics is a graduate-level text stressing three essential elements: advanced programming techniques, numerical analysis, and physics. The goal of the text is to provide students with essential computational skills that they will need in their careers, and to increase the confidence with which they write computer programs designed for their problem domain, physics. The physics problems give them an opportunity to reinforce their programmingskills, while the acquired programming skills augment their ability to solve physics problems. The C++ language is used throughout the text. Physics problems include Hamiltonian systems, chaotic systems, percolation, critical phenomena, few-body and multi-body quantum systems, quantum field theory, simulation of radiation transport, and data modeling. The book, the fruit of a collaboration between a theoretical physicist and an experimental physicist, covers a broad diversity of topics from both viewpoints. Examples, program libraries, and additional documentation can be found at the companion website. Hundreds of original problems reinforce programming skills and increase the ability to solve real-life physics problems at and beyond the graduate level.

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.

This advanced textbook provides an introduction to the basic methods of computational physics.

This book presents high-quality peer-reviewed papers from the International Conference on Advanced Communication and Computational Technology (ICACCT) 2019 held at the National Institute of Technology, Kurukshetra, India. The contents are broadly divided into four parts: (i) Advanced Computing, (ii) Communication and Networking, (iii) VLSI and Embedded Systems, and (iv) Optimization Techniques. The major focus is on emerging computing technologies and their applications in the domain of communication and networking. The book will prove useful for engineers and researchers working on physical, data link and transport layers of communication protocols. Also, this will be useful for industry professionals interested in manufacturing of communication devices, modems, routers etc. with enhanced computational and data handling capacities.

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