

Basic details

UID	<input type="text"/>	Cohorts covered	Earliest cohort 2021-22	Latest cohort <input type="text"/>
Long title	Computational Physics			
New code	PHYS960012	New short title	Computational Physics	
Brief description of module (approx. 600 chars.)	<p>Computational Physics is about the application of computational methods to solve problems in physics. In core courses, you will have seen how physical systems can be described mathematically, often using a differential equation. Many of the examples encountered so far, in mechanics, electromagnetism and quantum physics, have analytic solutions. In real life, the number of such problems is limited and numerical methods are used to solve most problems in mathematical physics, even for apparently simple systems. In this course, you will learn how to select and apply various techniques to solve mathematical physics problems, as well as how to evaluate the suitability of numerical methods. It will give you the basic understanding to find numerical solutions of problems encountered in physics at research level. The skills acquired will be relevant for future work in both theoretical and experimental physics as well as mathematical modelling. The course does not teach coding and students taking the course should have a significant amount of previous coding experience.</p>			

1080 characters

Available as a standalone module/ short course?

Statutory details

	ECTS	CATS	Non-credit	HECOS codes
Credit value	7.5	15	N	<input type="text"/>
FHEQ level	Level 6			<input type="text"/>

Allocation of study hours

	Hours	
Lectures	18	
Group teaching	0	<i>Incl. seminars, tutorials, problem classes.</i>
Lab/ practical	30	
Other scheduled	14	<i>Incl. project supervision, fieldwork, external visits.</i>
Independent study	125.5	<i>Incl. wider reading/ practice, follow-up work, completion of assessments, revisions.</i>
Placement	0	<i>Incl. work-based learning and study that occurs overseas.</i>
Total hours	187.5	
ECTS ratio	25.00	

Project/placement activity

Is placement activity allowed?

Module delivery

Delivery mode Other
Delivery term Other

Ownership

Primary department
Additional teaching departments
Delivery campus

Collaborative delivery

Collaborative delivery?

External institution
External department
External campus

Associated staff

Role	CID	Given name	Surname
Module leader		Mark	Scott
Module leader		Paul	Dauncey

Learning and teaching

Module description

Learning outcomes	<p>On completion of this module you will be able to:</p> <ul style="list-style-type: none"> - Identify fundamental problem types in computational physics (root-finding, interpolation, matrix inversion, optimisation, integration, differential equations) - Understand the implementation of bisection for root-finding, cubic splines for interpolation, and assorted basic methods for solving matrix equations. - Select suitable random number generators and use them in 'Monte Carlo' methods for multi-dimensional function minimisation and integration. - Select, assess (in terms of accuracy, stability & efficiency) and understand the implementation of finite-difference methods to perform numerical integration and solve ordinary and partial differential equations in physics. - Understand how to solve physics problems using combinations of any of the above techniques. - Understand when numerical library routines can be reliably used to solve problems.
Module content	<ul style="list-style-type: none"> - IEEE variable types and floating-point arithmetic - Root-finding - Basic matrix-inversion methods - Interpolation - Random numbers: How to generate non-uniform random distributions. Using them to efficiently calculate multi-dimensional integrals. - Optimisation problems: Newton and Monte Carlo methods for finding the minimum of general multi-dimensional functions. - Fourier-transform methods - Analysis of the accuracy and Contentstability of numerical methods for solving differential equations. - Numerical integration via finite-difference methods. - Solution of initial-value ODE problems (Runge-Kutta and related finite-difference methods) - Solution of boundary-value ODEs (shooting and related methods) - Solution of initial-value parabolic and hyperbolic PDEs using finite difference methods. - Use of matrix methods to solve elliptic (boundary-value) differential equations. <p>LearningandTeachingStrategy</p>
Learning and Teaching Approach	<p>Students will be taught over one term using a combination of lectures, demonstrator advisory sessions, assessed and non-assessed coursework.</p>
Assessment Strategy	<p>Written exam 45% Project 45% APS questions 10%</p>
Feedback	<p>Problem sheets with worked solutions will be provided for all material. Preliminary marks will be returned for the APS questions. Detailed written feedback and preliminary marks will be given on submitted project reports. Verbal feedback and advice will be available in the demonstrator sessions and during office hours with the lecturers.</p>
Reading list	<p>Lecture notes will be provided and no additional books are required to be purchased by the students. Further discussion of material covered by the course can be found in:</p> <ul style="list-style-type: none"> - Press et al. Numerical recipes: the art of scientific computing. 3rd Ed. Cambridge University Press. - Hoffmann. Numerical methods for engineers and scientists. 2nd Ed. Marcel Dekker. - Gerald. Applied numerical analysis. 7th Ed. Pearson.

Quality assurance

Date of first approval
Date of last revision

Office use only

QA Lead
Department staff

Date of this approval

Date of collection

Module leader

Date exported

Date imported

Notes/
comments

Programme structure

Associated modules

UID	Legacy code	Module title	Requisite type
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UID	Legacy code	Module title	Requisite type
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