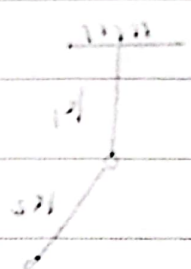


网页

- 罗列重点
- 作业
- 阅读材料
- Project 题目
- 去年的考题

$$(+)\delta + v(+12) = 0$$

$$f = (z=7) \langle v \rangle$$



前一周. 数值方法. Mathematica.

Mathematica for ~~physicist~~ physics. M. Stone 36 p20页. H
~~书~~ 作为手册 physics.

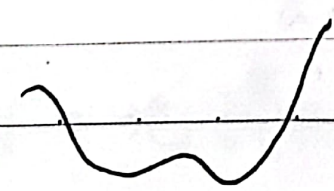
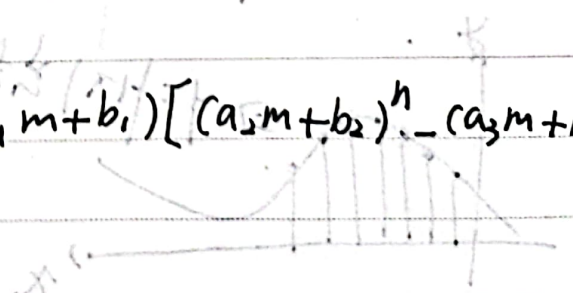
周期: 从简单到复杂

内容: 计算方法 (拍值, 积分, 本征值, 方程求根, 拍值)
 随机数. FFT.

物理: 确定性
 统计

动力学. 本征值. 随机. 拍值.

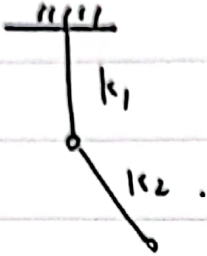
$$\sum_{i=0}^n i c_m^i \sum_{j=0}^i (-1)^j C_i^j (i-j)^n = (a_1 m + b_1) [(a_2 m + b_2)^n - (a_3 m + b_3)^n]$$



$$H = -\frac{1}{2} \frac{\delta^2}{\delta \pi^2} + V(\pi) \quad \text{拍值}$$

$$\dot{v} = -c|v| + \zeta(t)$$

$$\langle v \rangle (t=5) = ?$$



$$H = -\frac{1}{2} \frac{\partial^2}{\partial x^2} + v_1 \cos x + v_2 \cos(2x + \theta)$$

$$H = W \sigma_z + \Omega a^\dagger a + g (a + \sigma^- + h.c.)$$

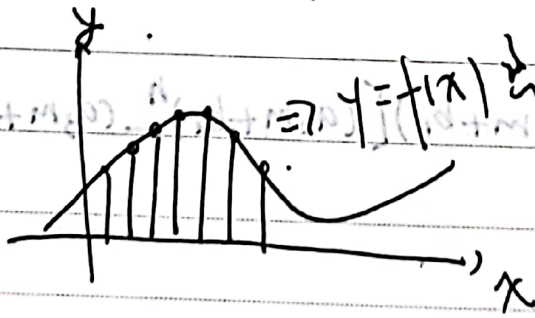
(1) Interpolation 插值函数 (直線, 圓滑)

一). 圓滑.

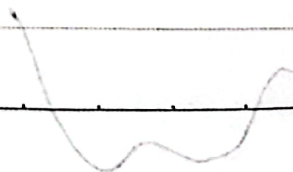
二). 插值點

三). $[2, 1]$ \Rightarrow 插值, 插值, 插值...

$$(x_i, f(x_i) = y_i)$$



$$f(x) = \sum c_n \varphi_n(x)$$



多项式.

缺点: Runge 现象.

多项式: 已知: $(x_1, y_1) \dots (x_n, y_n)$

$$y = a_0 + a_1 x + a_2 x^2 + \dots + a_{n-1} x^{n-1}$$

$$\Rightarrow y(x_i) = y_i$$

$$a_0 + a_1 x_i + a_2 x_i^2 + \dots + a_{n-1} x_i^{n-1} = y_i$$

线性方程组:

$$\begin{pmatrix} 1 & x_1 & x_1^2 & \dots & x_1^{n-1} \\ \vdots & \vdots & \vdots & \dots & \vdots \\ 1 & x_n & x_n^2 & \dots & x_n^{n-1} \end{pmatrix} \begin{pmatrix} a_0 \\ a_1 \\ \vdots \\ a_{n-1} \end{pmatrix} = \begin{pmatrix} y_1 \\ \vdots \\ y_n \end{pmatrix}$$

$$\det(A) = \prod_{i < j} (x_i - x_j) \neq 0$$

$$A a = y$$

$$a = A^{-1} y$$

n 个 - 地确定系数 a .

误差 = $R_n(x)$
 $e_n(x)$ } 所有问题的误差估计.

$$R_n(x_i) = 0$$

$$R_n(x) \propto \prod_{i=1}^n (x - x_i)$$

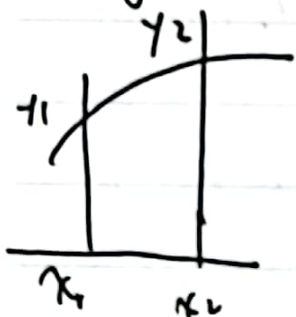
$$f(x) = a_0 + a_1 x + \dots + a_{n-1} x^{n-1} + \underbrace{f \cdot \prod_{i=1}^n (x - x_i)}_{\text{最高次 } x^n}$$

Lagrange

两个变量的值 y_1, y_2
 特点: 用两个表达式
 讨论 + 积分

Newton

Lagrange Interpolation. 用 $\frac{y_2 - y_1}{x_2 - x_1}$ 求斜率.



$$y = \frac{y_2 - y_1}{x_2 - x_1} (x - x_1) + y_1$$

$$\Rightarrow y = \frac{x - x_1}{x_2 - x_1} y_2 + \frac{x - x_2}{x_1 - x_2} y_1$$

$$= y_1 e_1(x) + y_2 e_2(x)$$

~~$e_1(x_1) = 0$~~

$$\begin{cases} e_1(x_1) = 1 \\ e_1(x_2) = 0 \\ e_2(x_1) = 0 \\ e_2(x_2) = 1 \end{cases}$$

$e_1 + e_2 = 1$

插值法 $y = \sum e_i(x) y_i + R_n(x)$

$e_i(x_j) = \delta_{ij}$

$e_i(x_j) = \delta_{ij}$

$$\begin{cases} e_1(x_1) = 1 \\ e_1(x_2) = 0 \\ \vdots \\ e_1(x_n) = 0 \end{cases}$$

$$e_1(x) = \frac{(x-x_2) \cdots (x-x_n)}{(x_1-x_2) \cdots (x_1-x_n)}$$

$$e_i(x) = \frac{\prod_{j \neq i} (x-x_j)}{\prod_{j \neq i} (x_i-x_j)}$$

$$\sum_i e_i(x) = 1$$

(n-1)阶多项式

$$\sum_{i=1}^n e_i(x) - 1 = 0$$

(n-1) 阶多项式

其解为 (x_1, \dots, x_n)



所以其值为 1

式为恒等式

Newton 插值

$$f(x) = a_0 + a_1(x-x_1) + a_2(x-x_1)(x-x_2) + \dots$$

$$f(x_1) = a_0$$

$$f(x_2) = a_0 + a_1(x_2 - x_1)$$

$$f(x_3) = a_0 + a_1(x_3 - x_1) + a_2(x_3 - x_1)(x_3 - x_2)$$

多项式：最后的结果是唯一的。误差也相同。

$$R_n \propto \prod_{i=1}^n (x - x_i)$$

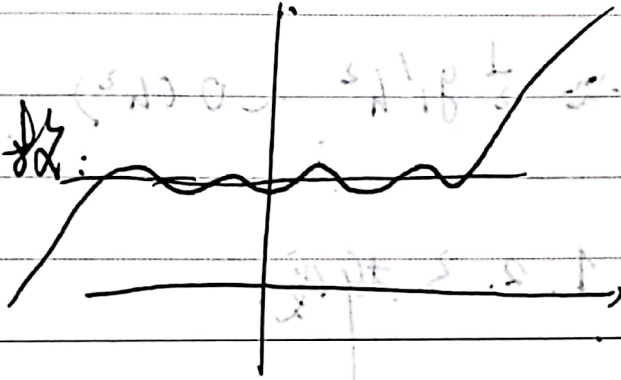
Runge 现象

Runge-Kutta 算法

★ Laplace - Runge - Lenz vector (RLR vector)
 $\vec{A} = \vec{p} \times \vec{L} = m k \vec{r}$

- 伪材料

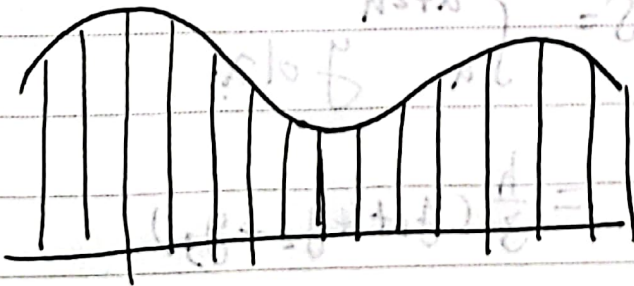
率值函数



Mathematica 两个命令

1. Interpolation [{ {x1, y1}, {x2, y2}, ..., {xn, yn}}, x]

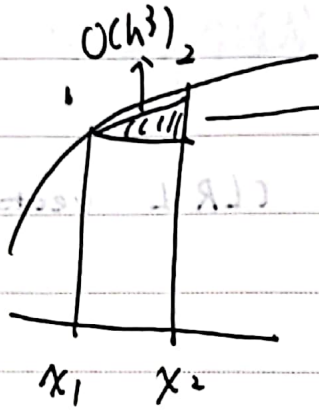
2. Interpolating Polynomial [{ {x1, y1}, {x2, y2}, ..., {xn, yn}}, x]



插值近似

low-dimension 有效

积分. 低维插值近似.
 高维: Monte-carlo.

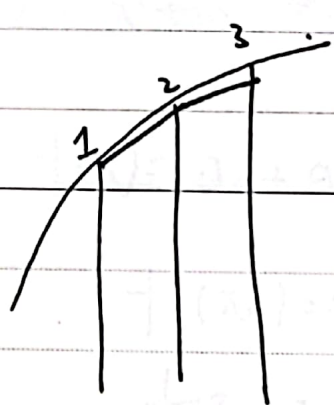


$$S = (y_2 - y_1) \times (x_2 - x_1) \times \frac{1}{2}$$

$$y_2 = y_1 + k(x_2 - x_1)$$

$$k \approx y'_1 = A$$

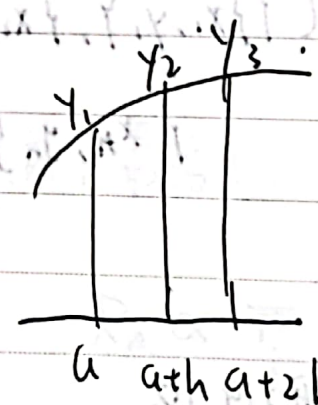
$$\approx \frac{1}{2} y'_1 h^2 \sim O(h^2)$$



1. 2. 3 折线.

1. 2. 3 曲线 \Rightarrow

↑ 近似



$$y = e_1(x_1) y_1 + e_2(x_2) y_2 + e_3(x_3) y_3$$

$$S = \int_a^{a+2h} y dx$$

$$= \frac{h}{3} (y_1 + 4y_2 + y_3)$$

辛普森法. $O(h^4)$

Simpson's rule

$$\frac{3}{8}h(y_1 + 3y_2 + 3y_3 + y_4)$$

⋮

★ 代碼: BLAS.

$$\sum_i a^*(c_i) b(c_i)$$