Physics For Computer Science Students

Using computers to solve problems and model physical problems has fast become an integral part of undergraduate and graduate education in physics. This 3rd year undergraduate and subsequent graduate course is a supplement to courses in theoretical physics and develops problem-solving techniques using the computer. It makes use of the newest version of Mathematica (3.0) while still remaining compatible with older versions The programs using Mathematica 3.0 and C are written for both PCs and workstations, and the problems, source files, and graphic routines help students gain experience from the very beginning.

This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

This text is the product of several years' effort to develop a course to fill a specific educational gap. It is our belief that computer science students should know how a

computer works, particularly in light of rapidly changing tech nologies. The text was designed for computer science students who have a calculus background but have not necessarily taken prior physics courses. However, it is clearly not limited to these students. Anyone who has had first-year physics can start with Chapter 17. This includes all science and engineering students who would like a survey course of the ideas, theories, and experiments that made our modern electronics age possible. This textbook is meant to be used in a two-semester sequence. Chapters 1 through 16 can be covered during the first semester, and Chapters 17 through 28 in the second semester. At Queens College, where preliminary drafts have been used, the material is presented in three lecture periods (50 minutes each) and one recitation period per week, 15 weeks per semester. The lecture and recitation are complemented by a two-hour laboratory period per week for the first semester and a two-hour laboratory period biweekly for the second semester.

This book presents a self-contained introduction to the physics of computing, by addressing the fundamental underlying principles that involve the act of computing, regardless of the actual machine that is used to compute. Questions like "what is the minimum energy required to perform a computation?", "what is the ultimate computational speed that a computer can achieve?" or "how long can a memory last", are addressed here, starting from basic physics principles. The book is intended for physicists, engineers, and computer scientists, and it is designed for self-study by

researchers who want to enter the field or as the main text for a one semester course at advanced undergraduate or graduate level. The theoretical concepts presented in this book are systematically developed from the very beginning, which only requires basic knowledge in physics and mathematics.

Written by curriculum and specification experts, this Student Book supports and extends students through the new course while delivering the breadth, depth, and skills needed to succeed in the new AS and beyond. It develops true subject knowledge while also developing essential exam skills.

Quantum Physics for Scientists and Technologists is a self-contained, comprehensive review of this complex branch of science. The book demystifies difficult concepts and views the subject through non-physics fields such as computer science, biology, chemistry, and nanotechnology. It explains key concepts and phenomena in the language of non-physics majors and with simple math, assuming no prior knowledge of the topic. This cohesive book begins with the wavefunction to develop the basic principles of quantum mechanics such as the uncertainty principle and wave-particle duality. Comprehensive coverage of quantum theory is presented, supported by experimental results and explained through applications and examples without the use of abstract and complex mathematical tools or formalisms. From there, the book: Takes the mystery out of the Schrodinger equation, the fundamental equation of quantum physics, by applying it to atoms Shows how quantum mechanics explains the periodic

table of elements Introduces the quantum mechanical concept of spin and spin quantum number, along with Pauli's Exclusion Principle regarding the occupation of quantum states Addresses quantum states of molecules in terms of rotation and vibration of diatomic molecules Explores the interface between classical statistical mechanics and quantum statistical mechanics Discusses quantum mechanics as a common thread through different fields of nanoscience and nanotechnology Each chapter features real-world applications of one or more quantum mechanics principles. "Study Checkpoints" and problems with solutions are presented throughout to make difficult concepts easy to understand. In addition, pictures, tables, and diagrams with full explanations are used to present data and further explain difficult concepts. This book is designed as a complete course in quantum mechanics for senior undergraduates and first-year graduate students in non-physics majors. It also applies to courses such as modern physics, physical chemistry and nanotechnology. The material is also accessible to scientists, engineers, and technologists working in the fields of computer science, biology, chemistry, engineering, and nanotechnology. Physics-Based Deformable Models presents a systematic physics-based framework for modeling rigid, articulated, and deformable objects, their interactions with the physical world, and the estimate of their shape and motion from visual data. This book presents a large variety of methods and associated experiments in computer vision, graphics and medical imaging that help the reader better to understand the presented material.

In addition, special emphasis has been given to the development of techniques with interactive or close to real-time performance. Physics-Based Deformable Models is suitable as a secondary text for graduate level courses in Computer Graphics, Computational Physics, Computer Vision, Medical Imaging, and Biomedical Engineering. In addition, this book is appropriate as a reference for researchers and practitioners in the above-mentioned fields.

Takes students and researchers on a tour through some of the deepest ideas of maths, computer science and physics.

Imagine, if you can, the world in the year 2100. In Physics of the Future, Michio Kaku—the New York Times bestselling author of Physics of the Impossible—gives us a stunning, provocative, and exhilarating vision of the coming century based on interviews with over three hundred of the world's top scientists who are already inventing the future in their labs. The result is the most authoritative and scientifically accurate description of the revolutionary developments taking place in medicine, computers, artificial intelligence, nanotechnology, energy production, and astronautics. In all likelihood, by 2100 we will control computers via tiny brain sensors and, like magicians, move objects around with the power of our minds. Artificial intelligence will be dispersed throughout the environment, and Internet-enabled contact lenses will allow us to access the world's information base or conjure up any image we desire in the blink of an eye. Meanwhile, cars will drive themselves using GPS, and if room-

temperature superconductors are discovered, vehicles will effortlessly fly on a cushion of air, coasting on powerful magnetic fields and ushering in the age of magnetism. Using molecular medicine, scientists will be able to grow almost every organ of the body and cure genetic diseases. Millions of tiny DNA sensors and nanoparticles patrolling our blood cells will silently scan our bodies for the first sign of illness, while rapid advances in genetic research will enable us to slow down or maybe even reverse the aging process, allowing human life spans to increase dramatically. In space, radically new ships—needle-sized vessels using laser propulsion—could replace the expensive chemical rockets of today and perhaps visit nearby stars. Advances in nanotechnology may lead to the fabled space elevator, which would propel humans hundreds of miles above the earth's atmosphere at the push of a button. But these astonishing revelations are only the tip of the iceberg. Kaku also discusses emotional robots, antimatter rockets, X-ray vision, and the ability to create new life-forms, and he considers the development of the world economy. He addresses the key questions: Who are the winner and losers of the future? Who will have jobs, and which nations will prosper? All the while, Kaku illuminates the rigorous scientific principles, examining the rate at which certain technologies are likely to mature, how far they can advance, and what their ultimate limitations and hazards are. Synthesizing a vast amount of information to construct an exciting look at the years leading up to 2100, Physics of the Future is a thrilling, wondrous ride through the next 100 years of breathtaking scientific

revolution.

This book reports on advanced theories and methods in three related fields of research: applied physics, system science and computers. The first part covers applied physics topics, such as lasers and accelerators; fluid dynamics, optics and spectroscopy, among others. It also addresses astrophysics, security, and medical and biological physics. The second part focuses on advances in computers, such as those in the area of social networks, games, internet of things, deep learning models and more. The third part is especially related to systems science, covering swarm intelligence, smart cities, complexity and more. Advances in and application of computer communication, artificial intelligence, data analysis, simulation and modeling are also addressed. The book offers a collection of contributions presented at the 3nd International Conference on Applied Physics, System Science and Computers (APSAC), held in Dubrovnik, Croatia on September 26–28, 2018. Besides presenting new methods, it is also intended to promote collaborations between different communities working on related topics at the interface between physics, computer science and engineering.

An introduction to applying predicate logic to testing and verification of software and digital circuits that focuses on applications rather than theory. Computer scientists use logic for testing and verification of software and digital circuits, but many computer science students study logic only in the context of traditional mathematics, encountering the subject in a few lectures and a handful of problem sets in a discrete math course.

This book offers a more substantive and rigorous approach to logic that focuses on applications in computer science. Topics covered include predicate logic, equation-based software, automated testing and theorem proving, and large-scale computation. Formalism is emphasized, and the book employs three formal notations: traditional algebraic formulas of propositional and predicate logic; digital circuit diagrams; and the widely used partially automated theorem prover, ACL2, which provides an accessible introduction to mechanized formalism. For readers who want to see formalization in action, the text presents examples using Proof Pad, a lightweight ACL2 environment. Readers will not become ALC2 experts, but will learn how mechanized logic can benefit software and hardware engineers. In addition, 180 exercises, some of them extremely challenging, offer opportunities for problem solving. There are no prerequisites beyond high school algebra. Programming experience is not required to understand the book's equation-based approach. The book can be used in undergraduate courses in logic for computer science and introduction to computer science and in math courses for computer science students.

This book shows how the web-based PhysGL programming environment (http://physgl.org) can be used to teach and learn elementary mechanics (physics) using simple coding exercises. The book's theme is that the lessons encountered in such a course can be used to generate physics-based animations, providing students with compelling and self-made visuals to aid their learning. Topics presented are

parallel to those found in a traditional physics text, making for straightforward integration into a typical lecture-based physics course. Users will appreciate the ease at which compelling OpenGL-based graphics and animations can be produced using PhysGL, as well as its clean, simple language constructs. The author argues that coding should be a standard part of lower-division STEM courses, and provides many anecdotal experiences and observations, that include observed benefits of the coding work.

As staff writer for Scientific American, John Horgan has a window on contemporary science unsurpassed in all the world. Who else routinely interviews the likes of Lynn Margulis, Roger Penrose, Francis Crick, Richard Dawkins, Freeman Dyson, Murray Gell-Mann, Stephen Jay Gould, Stephen Hawking, Thomas Kuhn, Chris Langton, Karl Popper, Stephen Weinberg, and E.O. Wilson, with the freedom to probe their innermost thoughts? In The End Of Science, Horgan displays his genius for getting these larger-than-life figures to be simply human, and scientists, he writes, "are rarely so human . . . so at there mercy of their fears and desires, as when they are confronting the limits of knowledge."This is the secret fear that Horgan pursues throughout this remarkable book: Have the big questions all been answered? Has all the knowledge worth pursuing become known? Will there be a final "theory of everything" that signals the end? Is the age of great discoverers behind us? Is science today reduced to mere puzzle solving and adding detains to existing theories? Horgan extracts surprisingly candid answers to

there and other delicate questions as he discusses God, Star Trek, superstrings, quarks, plectics, consciousness, Neural Darwinism, Marx's view of progress, Kuhn's view of revolutions, cellular automata, robots, and the Omega Point, with Fred Hoyle, Noam Chomsky, John Wheeler, Clifford Geertz, and dozens of other eminent scholars. The resulting narrative will both infuriate and delight as it mindless Horgan's smart, contrarian argument for "endism" with a witty, thoughtful, even profound overview of the entire scientific enterprise. Scientists have always set themselves apart from other scholars in the belief that they do not construct the truth, they discover it. Their work is not interpretation but simple revelation of what exists in the empirical universe. But science itself keeps imposing limits on its own power. Special relativity prohibits the transmission of matter or information as speeds faster than that of light; quantum mechanics dictates uncertainty; and chaos theory confirms the impossibility of complete prediction. Meanwhile, the very idea of scientific rationality is under fire from Neo-Luddites, animal-rights activists, religious fundamentalists, and New Agers alike. As Horgan makes clear, perhaps the greatest threat to science may come from losing its special place in the hierarchy of disciplines, being reduced to something more akin to literaty criticism as more and more theoreticians engage in the theory twiddling he calls "ironic science." Still, while Horgan offers his critique, grounded in the thinking of the world's leading researchers, he offers homage too. If science is ending, he maintains, it is only because it has done its work so well.

Because of encouraging response for first two editions of the book and for taking into account valuable suggestion from teachers as well as students, the text for Interpolation, Differentiation, Integration, Roots of an Equation, Solution of Simultaneous Equations, Eigenvalues and Eigenvectors of Matrix, Solution of Differential Equations, Solution of Partial Differential Equations, Monte Carlo Method and Simulation, Computation of some Functions is improved throughout and presented in a more systematic manner by using simple language. These techniques have vast applications in Science, Engineering and Technology. The C language is becoming popular in universities, colleges and engineering institutions. Besides the C language, programs are written in FORTRAN and BASIC languages. Consequently, this book has rather wide scope for its use. Each of the topics are developed in a systematic manner; thus making this book useful for graduate, postgraduate and engineering students. KEY FEATURES: Each topic is self explanatory and self contained Topics supported by numerical examples Computer programs are written in FORTRAN, BASIC and C Students friendly language is used

In the 1990's it was realized that quantum physics has some spectacular applications in computer science. This book is a concise introduction to quantum computation, developing the basic elements of this new branch of computational theory without assuming any background in physics. It begins with an introduction to the quantum theory from a computer-science perspective. It illustrates the quantum-computational

approach with several elementary examples of quantum speed-up, before moving to the major applications: Shor's factoring algorithm, Grover's search algorithm, and quantum error correction. The book is intended primarily for computer scientists who know nothing about quantum theory, but will also be of interest to physicists who want to learn the theory of quantum computation, and philosophers of science interested in quantum foundational issues. It evolved during six years of teaching the subject to undergraduates and graduate students in computer science, mathematics, engineering, and physics, at Cornell University.

The Physics of Information Technology explores the familiar devices that we use to collect, transform, transmit, and interact with electronic information. Many such devices operate surprisingly close to very many fundamental physical limits. Understanding how such devices work, and how they can (and cannot) be improved, requires deep insight into the character of physical law as well as engineering practice. The book starts with an introduction to units, forces, and the probabilistic foundations of noise and signalling, then progresses through the electromagnetics of wired and wireless communications, and the quantum mechanics of electronic, optical, and magnetic materials, to discussions of mechanisms for computation, storage, sensing, and display. This self-contained volume will help both physical scientists and computer scientists see beyond the conventional division between hardware and software to understand the implications of physical theory for information manipulation.

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

The multidisciplinary field of quantum computing strives to exploit some of the uncanny aspects of quantum mechanics to expand our computational horizons. Quantum Computing for Computer Scientists takes readers on a tour of this fascinating area of cutting-edge research. Written in an accessible yet rigorous fashion, this book employs ideas and techniques familiar to every student of computer science. The reader is not expected to have any advanced mathematics or physics background. After presenting the necessary prerequisites, the material is organized to look at different aspects of quantum computing from the specific standpoint of computer science. There are chapters on computer architecture, algorithms, programming

languages, theoretical computer science, cryptography, information theory, and hardware. The text has step-by-step examples, more than two hundred exercises with solutions, and programming drills that bring the ideas of quantum computing alive for today's computer science students and researchers.

Offers an accessible yet cutting-edge tour of the many conceptual interconnections between physics and computer science.

This book constitutes the refereed proceedings of the 6th International Conference on Informatics in Schools: Situation, Evolution, and Perspectives, ISSEP 2013, held in Oldenburg, Germany, in February/March 2013. The 15 full papers included in this volume were carefully reviewed and selected from 48 submissions; in addition the book contains two keynote talks in full-paper length. The contributions are organized in topical sections named: from computer usage to computational thinking; algorithmic and computational thinking; games; informatics in the context of other disciplines; and competence-based learning and retention of competencies.

"The goal of this publication is to reinforce the interface between physical sciences, theoretical computer science, and discrete mathematics. The intersection of combinatorics and statistical physics has been an area of great activity over the past few years, fertilized by an exchange not only of techniques but of objectives. Some of the topics of particular interest are: percolation, random coloring, mixing, homomorphisms from and to fixed graph, phase transitions, threshold phenomena. This book is aimed to assemble theoretical physicists and specialists of theoretical informatics and discrete mathematics in order to learn more about recent developments in cryptography, algorithmics, symbolic calculus, non-standard

numeration systems, algebraic combinatorics, automata etc., which could reveal themselves to be of crucial interest in natural sciences. This volume is organized along the following rough thematic division: Physics; Chaos and Fractals; Quasi-Crystals and Tilings; Numeration, Automata, and Languages; Algebraic Combinatorics; and Graphs and Networks."

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

The Physics of Computing gives a foundational view of the physical principles underlying computers. Performance, power, thermal behavior, and reliability are all harder and harder to achieve as transistors shrink to nanometer scales. This book describes the physics of computing at all levels of abstraction from single gates to complete computer systems. It can

be used as a course for juniors or seniors in computer engineering and electrical engineering, and can also be used to teach students in other scientific disciplines important concepts in computing. For electrical engineering, the book provides the fundamentals of computing that link core concepts to computing. For computer science, it provides foundations of key challenges such as power consumption, performance, and thermal. The book can also be used as a technical reference by professionals. Links fundamental physics to the key challenges in computer design, including memory wall, power wall, reliability Provides all of the background necessary to understand the physical underpinnings of key computing concepts Covers all the major physical phenomena in computing from transistors to systems, including logic, interconnect, memory, clocking, I/O

Computer science and physics have been closely linked since the birth of modern computing. In recent years, an interdisciplinary area has blossomed at the junction of these fields, connecting insights from statistical physics with basic computational challenges. Researchers have successfully applied techniques from the study of phase transitions to analyze NP-complete problems such as satisfiability and graph coloring. This is leading to a new understanding of the structure of these problems, and of how algorithms perform on them. Computational Complexity and Statistical Physics will serve as a standard reference and pedagogical aid to statistical physics methods in computer science, with a particular focus on phase transitions in combinatorial problems. Addressed to a broad range of readers, the book includes substantial background material along with current research by leading computer scientists, mathematicians, and physicists. It will prepare students and researchers from all of these fields to contribute to this exciting area.

1. Optical Fibers and their Properites 2. Industrial Applications of Optical Fibers 3. Laser Fundamentals 4. Industrial Applications of Lasers 5. Measurements using Lasers 6. Hologram and its Applications 7. Laser Medical Applications

Is the universe actually a giant quantum computer? According to Seth Lloyd, the answer is yes. All interactions between particles in the universe, Lloyd explains, convey not only energy but also information–in other words, particles not only collide, they compute. What is the entire universe computing, ultimately? "Its own dynamical evolution," he says. "As the computation proceeds, reality unfolds." Programming the Universe, a wonderfully accessible book, presents an original and compelling vision of reality, revealing our world in an entirely new light.

A very active field of research is emerging at the frontier of statistical physics, theoretical computer science/discrete mathematics, and coding/information theory. This book sets up a common language and pool of concepts, accessible to students and researchers from each of these fields.

Provides a concise overview of the core undergraduate physics and applied mathematics curriculum for students and practitioners of science and engineering Fundamental Math and Physics for Scientists and Engineers summarizes college and university level physics together with the mathematics frequently encountered in engineering and physics calculations. The presentation provides straightforward, coherent explanations of underlying concepts emphasizing essential formulas, derivations, examples, and computer programs. Content that should be thoroughly mastered and memorized is clearly identified while unnecessary technical details are omitted. Fundamental Math and Physics for Scientists and Engineers is an ideal resource for undergraduate science and engineering students and practitioners,

students reviewing for the GRE and graduate-level comprehensive exams, and general readers seeking to improve their comprehension of undergraduate physics. Covers topics frequently encountered in undergraduate physics, in particular those appearing in the Physics GRE subject examination Reviews relevant areas of undergraduate applied mathematics, with an overview chapter on scientific programming Provides simple, concise explanations and illustrations of underlying concepts Succinct yet comprehensive, Fundamental Math and Physics for Scientists and Engineers constitutes a reference for science and engineering students, practitioners and non-practitioners alike.

One of the most important questions concerning the foundations of physics, especially since the discovery of relativity and quantum theory, is the nature and role of time. In this book we bring together researchers from different areas of physics, mathematics, computer science and philosophy to discuss the role time plays in physics. There have been few books on this topic to date, and two of the key aims of the workshop and this book are to encourage more researchers to explore this area, and to pique students' interest in the different roles time plays in physics.

Microcomputer-based labs, the use of real-time data capture and display in teaching, give the learner new ways to explore and understand the world. As this book shows, the international effort over a quarter-century to develop and understand microcomputer-based labs (MBL) has resulted in a rich array of innovative implementations and some convincing evidence for the value of computers for learning. The book is a sampler of MBL work by an outstanding international group of scientists and educators, based on papers they presented at a seminar held as part of the NATO Special Programme on Advanced Educational Technology. The story

they tell of the development of MBL offers valuable policy lessons on how to promote educational innovation. The book will be of interest to a wide range of educators and to policy makers.

Popular among university applicants and their advisers alike, these guides present a wide range of information on a specific degree discipline, laid out in tabular format enabling at-a-glance course comparison.

A completely revised edition that combines a comprehensive coverage of statistical and thermal physics with enhanced computational tools, accessibility, and active learning activities to meet the needs of today's students and educators This revised and expanded edition of Statistical and Thermal Physics introduces students to the essential ideas and techniques used in many areas of contemporary physics. Ready-to-run programs help make the many abstract concepts concrete. The text requires only a background in introductory mechanics and some basic ideas of quantum theory, discussing material typically found in undergraduate texts as well as topics such as fluids, critical phenomena, and computational techniques, which serve as a natural bridge to graduate study. Completely revised to be more accessible to students Encourages active reading with guided problems tied to the text Updated open source programs available in Java, Python, and JavaScript Integrates Monte Carlo and molecular dynamics simulations and other numerical techniques Self-contained introductions to thermodynamics and probability, including Bayes' theorem A fuller discussion of magnetism and the Ising model than other undergraduate texts Treats ideal classical and quantum gases within a uniform framework Features a new chapter on transport coefficients and linear response theory Draws on findings from contemporary research Solutions manual (available

only to instructors)

Physics for Computer Science StudentsWith Emphasis on Atomic and Semiconductor PhysicsSpringer Science & Business Media

Fourier transform theory is of central importance in a vast range of applications in physical science, engineering, and applied mathematics. This new edition of a successful student text provides a concise introduction to the theory and practice of Fourier transforms, using qualitative arguments wherever possible and avoiding unnecessary mathematics. After a brief description of the basic ideas and theorems, the power of the technique is then illustrated by referring to particular applications in optics, spectroscopy, electronics and telecommunications. The rarely discussed but important field of multi-dimensional Fourier theory is covered, including a description of computer-aided tomography (CAT-scanning). The final chapter discusses digital methods, with particular attention to the fast Fourier transform. Throughout, discussion of these applications is reinforced by the inclusion of worked examples. The book assumes no previous knowledge of the subject, and will be invaluable to students of physics, electrical and electronic engineering, and computer science.

Winner of the Wolf Prize for his contribution to our understanding of the universe, Penrose takes on the question of whether artificial intelligence will ever approach the intricacy of the human mind. 144 illustrations.

A fully updated tutorial on the basics of the Python programming language for science

students Python is a computer programming language that has gained popularity throughout the sciences. This fully updated second edition of A Student's Guide to Python for Physical Modeling aims to help you, the student, teach yourself enough of the Python programming language to get started with physical modeling. You will learn how to install an open-source Python programming environment and use it to accomplish many common scientific computing tasks: importing, exporting, and visualizing data; numerical analysis; and simulation. No prior programming experience is assumed. This guide introduces a wide range of useful tools, including: Basic Python programming and scripting Numerical arrays Two- and three-dimensional graphics Animation Monte Carlo simulations Numerical methods, including solving ordinary differential equations Image processing Numerous code samples and exercises—with solutions—illustrate new ideas as they are introduced. This guide also includes supplemental online resources: code samples, data sets, tutorials, and more. This edition includes new material on symbolic calculations with SymPy, an introduction to Python libraries for data science and machine learning (pandas and sklearn), and a primer on Python classes and object-oriented programming. A new appendix also introduces command line tools and version control with Git.
Graphene has many unique properties that have generated tremendous interest in the scientific community and make it suitable for several applications. The tuning of graphene's Fermi level by the modulation of its charge carriers is an important factor in

determining the successful operation of electronic/optoelectronic devices. This book focuses on different methods of performing carrier modulation in graphene and the application of doped graphene in diodes, field-effect transistors, solar cells, transparent conducting electrodes, and supercapacitors. It discusses the current status of the research and development in graphene and will be helpful for readers who want to know about graphene and its applications and also other 2D nanomaterials.

Not only computer scientists, but also electrical engineers, and others interested in electronics are targeted here, and thus the presentation is directed toward understanding how a computer works, while still providing a broad and effective one-year introduction to classical and modern physics. The first half of the book covers many of the topics found in a standard introductory physics course, but with the selection tailored for use in the second half. This second part then covers the fundamentals of quantum mechanics, multi-electron systems, crystal structure, semiconductor devices, and logic circuits. All the mathematical complexities treated are alleviated by intuitive physical arguments, and students are encouraged to use their own programming to solve problems. The only prerequisite is some knowledge of calculus, and the second part can serve by itself as an introduction to the physics of electronics for students who have had a standard two-semester introductory physics course. In this second edition, much of the material on electronic devices has been brought up to date, and there is a new chapter on integrated circuits and

heterostructures.