

Computational Physics (6810): Session 9

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Session 8 Stuff

Session 9 Overview

Session 8 Stuff

- Damped, driven harmonic oscillator

$$\ddot{x} + \gamma\dot{x} + \omega_0^2 x = f(t) \quad \dot{x} \equiv dx/dt, \quad \ddot{x} \equiv d^2x/dt^2$$

- linear* equation \implies only single powers of \ddot{x} , \dot{x} , x
 \implies important for superposition:

$$x_{\text{total}}(t) = x_{\text{homogeneous}}(t) + x_{\text{particular}}(t)$$

- $x_{\text{homogeneous}}(t)$ will always be damped \implies transient!
- particular solution will have $x \propto e^{i\omega_{\text{ext}} t}$

$$\implies (-\omega_{\text{ext}}^2 + i\omega_{\text{ext}}\gamma + \omega_0^2) e^{-i\omega_{\text{ext}} t} = A e^{-i\omega_{\text{ext}} t}$$

- so the driving frequency ω_{ext} is the frequency in the linear domain \implies green dots are on top of each other
- What if nonlinear? More interesting possibilities!

Chaos

- Characteristics of chaos (see Session 8 notes)
 - past behavior not repeated (not periodic)
 - deterministic but not predictable, because uncertainty (or imprecision) in initial conditions grows exponentially in time
 - system has distributed power spectrum (see Mathematica notebooks)
- Necessary conditions for chaos
 - ≥ 3 independent variables and the equations have nonlinear terms coupling
 - Three equations for the pendulum (with $\phi = \omega_{\text{ext}} t$)

$$\frac{d\theta}{dt} = \omega \quad \frac{d\omega}{dt} = -\alpha\omega - \underbrace{\omega_0^2 \sin \theta - f_{\text{ext}} \cos \phi}_{\text{nonlinear couplings}} \quad \frac{d\phi}{dt} = \omega_{\text{ext}}$$

- Session 10: Mathematica notebook `pendulum.nb`
 - gives results for Session 8 “Looking for Chaos”
 - power spectrum: what frequencies are in the $\theta(t)$ plot?

Session 9 Stuff

- Using the GDB debugger

- GDB is broken on Macs, incomplete on Cygwin \implies Linux
 - You can run *from* a Mac or Windows machine by using `ssh` to the machine called `fox` (as described)
 - Introduction to *concept* of debuggers; others will be available
 - Contrived example to expose you to *segmentation faults*
 - Use the debugger to track down where seg faults occur

- Segmentation faults

- From accessing memory that doesn't belong to your program

```
double x[10];  
x[10] = 5; // why does this seg fault?
```

- Other segfaults: stack overflow; dereferencing unassigned pointers:

```
int *my_ptr=0;  
*my_ptr = 3;
```

Session 9 Stuff (cont.)

- Profiling: finding out where your program spends its time
 - Code first for correctness and clarity; then worry about speed
 - 90/10 rule: 90% of the time is spent in 10% of the code, and only 10% of the time in the remaining 90% of the code
 - So find out where the program spends its time
 - gprof counts *statistically*; subject to fluctuations but usually you only care about the coarse distribution of time
- Optimization by the compiler
 - Knuth: “We should forget about small efficiencies, say about 97% of the time: premature optimization is the root of all evil”
 - See Wikipedia “Compiler Optimization” for good background discussion
 - It matters *a lot*
 - Use `-O0` (no optimization) when debugging
 - Use (at least) `-O2`; be careful with `-O3` and higher
 - Default optimization is compiler/installation dependent
⇒ specify in makefile

Session 9 Stuff (cont.)

- Example optimizations done by you or behind the scenes

- `-fgcse` “global/local common subexpression elimination”

<code>a = b*c + g;</code>		<code>tmp = b*c</code>
	\implies	<code>a = tmp + g;</code>
<code>d = b*c*d;</code>		<code>d = tmp*d</code>

- switch loops to improve “locality of reference”
 - e.g., use fast memory sequentially
 - branching (e.g., if statements) can prevent prefetching of instructions \implies cut down to enhance predictability
- Revisiting `area.cpp` with a C++ class
 - Where are objects created and destroyed?
 - Extending the class
 - private vs. public variables
- `rsync`: backup/mirror files *but only the differences!*