


6.00 credits

30.0 h + 45.0 h

Q1

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| Teacher(s) | Bruno Giacomo ; |
| Language : | French |
| Place of the course | Louvain-la-Neuve |
| Prerequisites | None |
| Main themes | Computer science: computers, data communication and programming. Numerical methods and their applications. |
| Learning outcomes | <p>At the end of this learning unit, the student is able to :</p> <p>a. Contribution of the teaching unit to the program objectives AA1 : 1.1, 1.5, 1.7 AA2 : 2.3, 2.4 AA3 : 3.2</p> <p>b. Specific learning outcomes of the teaching unit At the end of this teaching unit, the student will be able to:</p> <p>1. use a computer and data communication networks with an understanding of how these tools work; 2. master an object-oriented programming language and develop software solutions for various types of requests; 3. apply the most common numerical methods to perform scientific calculations; 4. analyze a complex scientific problem and imagine a solution using numerical methods and computer programming; 5. Summarize his/her approach and results in the context of the previous point in a written report.</p> |
| Evaluation methods | Written exam requesting, on the one hand, answers to open questions about the content of the teaching unit and, on the other hand, solutions to problems to be solved with software written by students and run on classroom computers. Laboratory reports. |
| Teaching methods | In-depth explanations during the lectures of the content of the teaching unit. Programming exercises in the computing laboratory using the most common numerical methods. Application to physics systems and problems. |
| Content | History of computing. Architecture and operation of computers. Network communication. An object-oriented programming language. Matrix diagonalization techniques for solving systems of equations. Interpolation / adjustment / extrapolation methods. Digital integration methods. Monte Carlo method and its applications. Application of the above methods to physics systems and problems in the computing laboratory. Projects to be carried out alone or in small groups. |
| Bibliography | https://docs.python.org/3.6/ W. Stallings, "Computer Organization and Architecture", ed. Pearson. W. Stallings, "Data and Computer Communications", ed. Pearson. A. L. Garcia, "Numerical methods for Physics", ed. Prentice Hall. W. H. Press and others, "Numerical Recipes", ed. Cambridge University Press. J. Kiusalaas, "Numerical Methods in Engineering with Python 3", ed. Cambridge University Press. Diapositives et syllabus mis à disposition sur le site moodle du cours. |
| Faculty or entity in charge | PHYS |

| Programmes containing this learning unit (UE) | | | | |
|--|-------------------------|---------|--------------|---|
| Program title | Acronym | Credits | Prerequisite | Learning outcomes |
| Bachelor in Physics | PHYS1BA | 6 | |  |