

1. Record Nr.	UNINA9910830970703321
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Titolo	In-vitro Materials Design [[electronic resource] ] : Modern Atomistic Simulation Methods for Engineers
Pubbl/distr/stampa	Hoboken, : Wiley, 2015
ISBN	3-527-66737-7 3-527-66735-0 3-527-66738-5
Descrizione fisica	1 online resource (237 p.)
Altri autori (Persone)	PlanitzPhilipp SchreiberMichael
Disciplina	571.4
Soggetti	Action theory Biophysics Thermodynamics Chemistry Physical Sciences & Mathematics Chemistry - General
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	Cover; Title Page; Copyright; Contents; Preface; Part I Basic Physical and Mathematical Principles; Chapter 1 Introduction; Chapter 2 Newtonian Mechanics and Thermodynamics; 2.1 Equation of Motion; 2.2 Energy Conservation; 2.3 Many Body Systems; 2.4 Thermodynamics; Chapter 3 Operators and Fourier Transformations; 3.1 Complex Numbers; 3.2 Operators; 3.3 Fourier Transformation; Chapter 4 Quantum Mechanical Concepts; 4.1 Heuristic Derivation; 4.2 Stationary Schrodinger Equation; 4.3 Expectation Value and Uncertainty Principle; Chapter 5 Chemical Properties and Quantum Theory; 5.1 Atomic Model 5.2 Molecular Orbital TheoryChapter 6 Crystal Symmetry and Bravais Lattice; 6.1 Symmetry in Nature; 6.2 Symmetry in Molecules; 6.3 Symmetry in Crystals; 6.4 Bloch Theorem and Band Structure; Part II Computational Methods; Chapter 7 Introduction; Chapter 8 Classical Simulation Methods; 8.1 Molecular Mechanics; 8.2 Simple Force-Field Approach; 8.3 Reactive Force-Field Approach; Chapter 9 Quantum

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 14.1 Introduction

## Sommario/riassunto

An overview of the latest computational materials science methods on an atomic scale. The authors present the physical and mathematical background in sufficient detail for this highly current and important topic, but without unnecessary complications. They focus on approaches with industrial relevance, covering real-life applications taken from concrete projects that range from tribology modeling to performance optimization of integrated circuits. Following an introduction to the fundamentals, the book describes the most relevant approaches, covering such classical simulation methods as simpl