

# Index

- addition theorem, 3
  - first, 56
  - for Legendre polynomials, 53
  - second, 59
  - third, 62
- astrophysics, 81
- boundary conditions, 21
- brother box, 31
- Cauchy integral, 84
- Cauchy-Riemann eqs., 6
- child box, 15, 17, 31
- childless box, 31
- clustering, 14
- colleague box, 31
- complex analysis, 6
  - numerical, 84
- complexity, computational, 19–20, 38, 40
- differential operator, 52
- dynamical simulation, 1
- electrostatic field, 5, 14
- error bounds, 9, 56
- far field, 15
- fast multipole algorithm, 14, 65
  - 2-D, 14
  - 3-D, 65
  - simple example, 8, 54
- fast multipole algorithm, adaptive, 28
- fluid dynamics, 1, 83
- free-space problems, 14, 73
- harmonic function, 5, 45
- Hilbert matrix, 85
- integral equation, 83
  - rapid solution of, 84
- interaction list, 16, 67
- Laplace equation, 3, 5, 45
- Legendre function, 53
  - degree of, 53
  - order of, 53
- Legendre polynomial, 46, 48
- level (of refinement), 14, 16, 28, 31, 35, 65
- lists, adaptive, 31
- molecular dynamics, 1, 81
- moments of expansion, 51
- Monte Carlo method, 1
- multipole expansion, 3, 7, 65
- N-body problem, 2
- Navier-Stokes eqs., 83
- neighbors, nearest, 14–15, 65
- neighbors, second nearest, 65
- normalization factor, 52
- numerical results, 73
- parent box, 16, 31
- partial differential equations, elliptic, 83
- particle simulation, 1
- particle-in-cell method, 2
- periodic image, 21
- plasma physics, 1, 81
- Poisson equation, 1–2
- potential field, 5, 14
- potential function, 1
- potential theory, 2-D, 5
- potential theory, 3-D, 45
- recursion relation (for Legendre functions), 53
- simulation method, 1
- spherical coordinates, 53
- spherical harmonics, 45, 51
  - degree, 51
- storage requirements, 20
- translation operators, 3, 9, 56
- Trummer problem, 85
- vortex method, 1
- well-separated, 8, 55