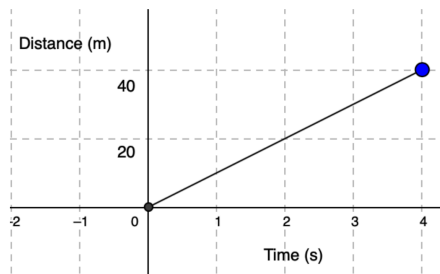


# Introduction to differentiation

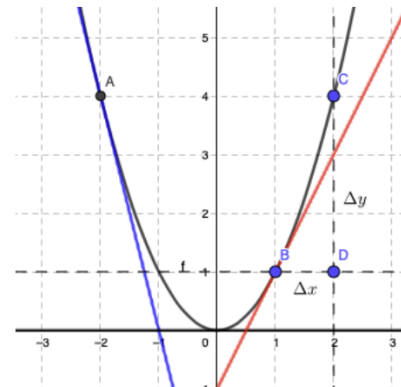
## *Rate of Change (Gradient) of a Straight Line*

- A car travels 40m over 4s. Speed?
- Gradient (derivative)= speed/slope = rate of distance change, steepness
- $\Delta x$ ,  $\Delta y$ : change of  $x$  and  $y$
- Gradient of a straight line:  $y = 10x$ 
  - Constant gradient, same at every point.



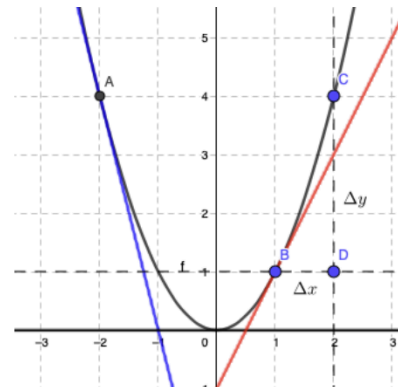
## Gradient at a Point, Differentiation from first principles

- The gradient at a point is given by **the gradient of the tangent at that point.**
- As point C moves closer to B, the gradient of the line BC gets closer to the gradient at B.
- Consider the **limit** as  $\Delta x$  tends to 0.
- This process called **differentiation from first principles.**
- **It gives you the direction of the steepest uphill (aka. largest increase).**



## Gradient/Derived Function, Derivative

- The gradient of the tangent to a curve (non-linear) function  $y = f(x)$  varies with variable  $x$ . Therefore, it is also a function of  $x$ .
- It is called **gradient function** or **derived function**.



## Gradient/Derived Function, Derivative

- Both  $f'(x)$  and  $\frac{dy}{dx}$  mean the gradient function.
- Also known as the derivative of  $y$  with respect to  $x$ .

$$f'(x) = \frac{dy}{dx} = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$$

- Practice: how to obtain the general gradient function of  $y = x^2$ .

$$\frac{dy}{dx} = 2x$$

# Differentiation of Multiple Terms - Polynomials

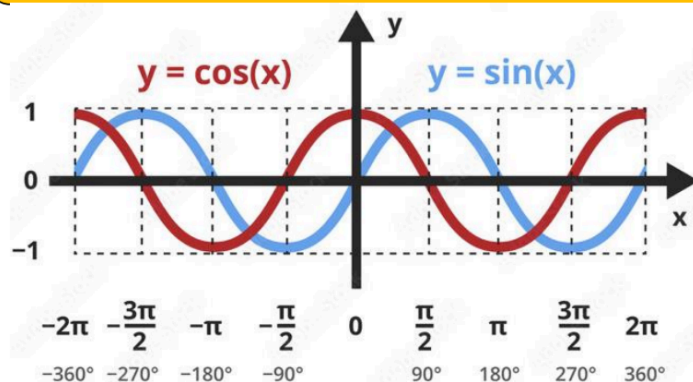
- A polynomial function:  $y = x^3 + 6x^2 - 3x + 1$
- How to differentiate this function with respect to  $x$ ?
- General rule for sums of functions:

$$\text{If } y = f(x) \pm g(x), \frac{dy}{dx} = f'(x) \pm g'(x)$$

## Other Derivatives

- Trigonometric functions: sine and cosine

$$\begin{aligned} \text{If } f(x) &= \sin x, f'(x) = \cos x \\ \text{If } f(x) &= \cos x, f'(x) = -\sin x \end{aligned}$$



## Other Derivatives

- Natural exponential

$$\text{If } f(x) = e^x, f'(x) = e^x$$

- Natural logarithm (the inverse of the natural exponential)

$$\text{If } f(x) = \ln x \ (x > 0), f'(x) = \frac{1}{x}$$

## The Rules – The Product Rule

$$\text{If } y = f(x)g(x), \frac{dy}{dx} = f(x)g'(x) + g(x)f'(x)$$

- Example:  $y = x^2 \cos x$

## The Rules – The Quotient Rule

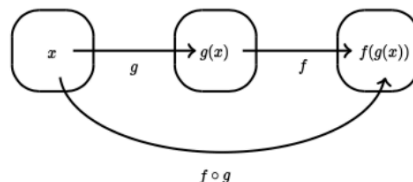
$$\text{If } y = \frac{f(x)}{g(x)}, \frac{dy}{dx} = \frac{g(x)f'(x) - f(x)g'(x)}{g(x)^2}$$

- Example:  $y = \frac{2x+1}{x^2+2x+1}$

# The Rules – The Chain Rule

- Allows us to differentiate a **composite function**, i.e. a function within a function.

- Composite function:



- How to differentiate it:

$$\text{If } y = f(g(x)) \text{ , } \frac{dy}{dx} = f'(g(x))g'(x)$$

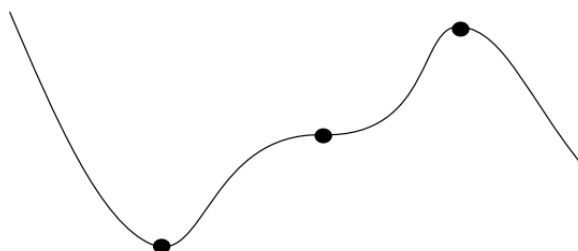
Outer function differentiated  $\times$  inner function differentiated

- Example:  $y = e^{3x}$



## How to determine type of stationary point?

- Look at the gradient just before and after the point



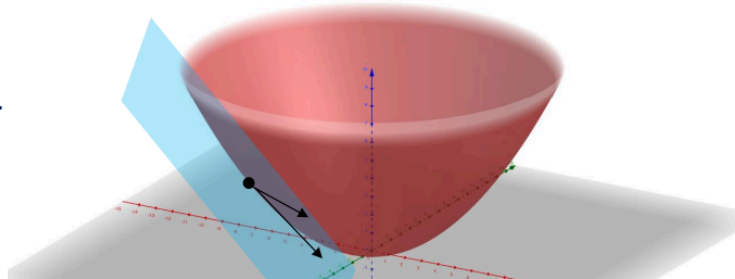
Local Maximum		
Gradient just before	Gradient at max	Gradient just after
?	?	?

Local Minimum		
Gradient just before	Gradient at min	Gradient just after
?	?	?

Point of Inflection		
Gradient just before	Gradient p.o.i	Gradient just after
?	?	?

# Multivariate Function and Partial Differentiation

- When a function has more than one independent variable  
e.g.  $z = x^2/10 + y^2/10$ , or  $f(x, y) = x^2/10 + y^2/10$   
3 dimensions, x and y are independent variables and z is the dependent variable.
- In 3D, a tangent line becomes a tangent plane.
- Directional derivative
- Partial derivative



$$z = \frac{x^2}{10} + \frac{y^2}{10} \text{ or } f(x, y) = \frac{x^2}{10} + \frac{y^2}{10}$$

3D space manipulation

## Partial Differentiation

Notations: for  $z = f(x, y)$ , we write:

- $f_x(x, y) = \frac{\partial f}{\partial x} = \frac{\partial z}{\partial x}$ , the partial derivative of f with respect to x
- $f_y(x, y) = \frac{\partial f}{\partial y} = \frac{\partial z}{\partial y}$ , the partial derivative of f with respect to y

Rule:

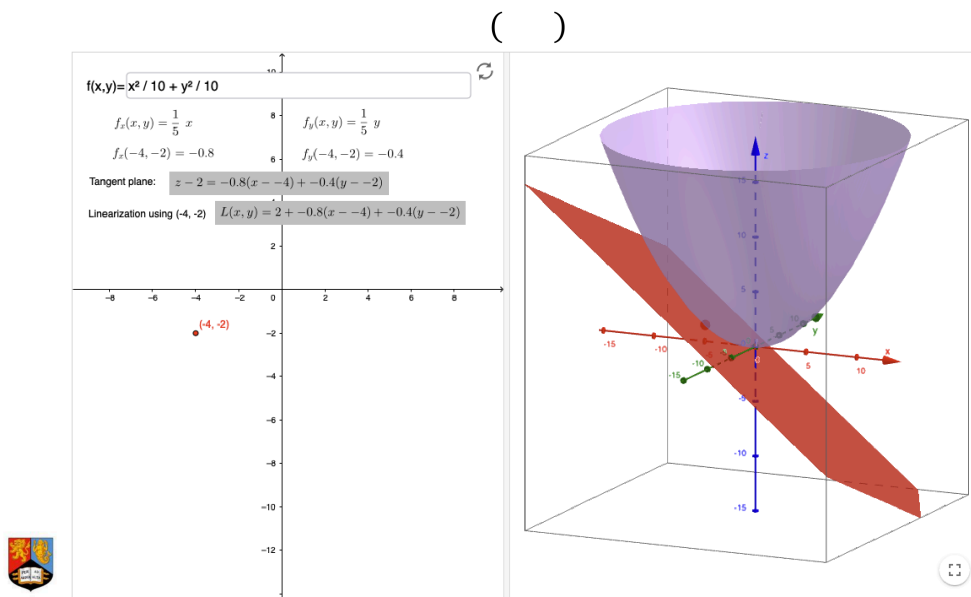
The partial derivative with respect to x is the **ordinary** derivative of the function of x by treating the other variables as **constants**.

- To find  $f_x$ , treat y as a constant and differentiate  $f(x, y)$  with respect to x.
- To find  $f_y$ , treat x as a constant and differentiate  $f(x, y)$  with respect to y.



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Example:  $f(x, y) = x^2y + 2x$



## Linear functions and the vector notation

- Univariate

$$y = w_0 + w_1x$$

a line

vector  $\mathbf{w} = \begin{pmatrix} w_0 \\ w_1 \end{pmatrix}$ ,  $\mathbf{x} = \begin{pmatrix} 1 \\ x \end{pmatrix}$

$$y = \mathbf{w}^T \mathbf{x}$$

- Multivariate

$$y = w_0 + w_1x_1 + w_2x_2 + \dots + w_nx_n$$

a hyperplane

vector  $\mathbf{w} = \begin{pmatrix} w_0 \\ w_1 \\ w_2 \\ \dots \\ w_n \end{pmatrix}$ ,  $\mathbf{x} = \begin{pmatrix} 1 \\ x_1 \\ x_2 \\ \dots \\ x_n \end{pmatrix}$



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$$y = \mathbf{w}^T \mathbf{x}$$

Revise dot product  
of a row and a  
column vectors

First vector transposed to allow proper multiplication



# Polynomial function examples

- $y = 3 - 6x + x^2$
- $y = 2 - 3x + 4x^3$
- $y = -1 - 6\sqrt{x} + 4x^2$  (this is not a polynomial function)



## Sigmoid (or logistic) function

$$y = \frac{1}{1 + e^{-x}}$$

- Very important function used in machine learning algorithms.
- Homework:  
explore its properties: e.g. shape, output range, symmetry, differentiability.