Hayk Aprikyan, Hayk Tarkhanyan

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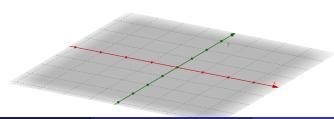
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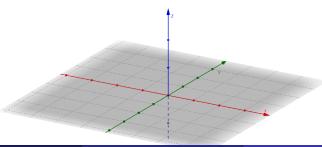
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3/30

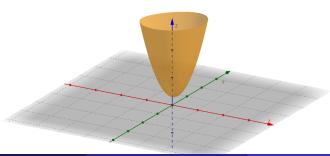
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5/30

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5/30

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Question

How can you measure the effect of increasing the cost of apple by a little (i.e. how quickly will f change if x changes)?

By fixing y and then doing the usual derivative stuff with x!

Definition

If there exists a finite limit

$$f_{x} = \lim_{h \to 0} \frac{f(x+h,y) - f(x,y)}{h}$$

then it is called the *partial derivative* of f(x,y) with respect to x, and denoted by f_x or $\frac{\partial f}{\partial x}$.

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Example

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

$$f_x = 2x$$
 and $f_y = 2y$

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So naturally, instead of 1 object to describe the speed, we have 2 objects. We can combine them together in one vector:

Definition

The vector consisting of the partial derivatives of f(x, y):

$$\nabla f = \begin{bmatrix} \frac{\partial f}{\partial x} & \frac{\partial f}{\partial y} \end{bmatrix}$$

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is called the *gradient* of f(x, y).

In the previous example, $\nabla f = \begin{bmatrix} 2x & 2y \end{bmatrix}$.

Similarly, for a function of n variables, $f(x_1, ..., x_n) = f(\mathbf{x})$ we define partial derivatives as:

$$f_{x_1}(\mathbf{x}) = \frac{\partial f}{\partial x_1}(\mathbf{x}) = \lim_{h \to 0} \frac{f(x_1 + h, x_2, \dots, x_n) - f(x_1, x_2, \dots, x_n)}{h},$$

$$f_{x_2}(\mathbf{x}) = \frac{\partial f}{\partial x_2}(\mathbf{x}) = \lim_{h \to 0} \frac{f(x_1, x_2 + h, \dots, x_n) - f(x_1, x_2, \dots, x_n)}{h},$$

1

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And the gradient of $f(\mathbf{x})$ as:

$$\nabla f = \frac{df}{d\mathbf{x}} = \begin{bmatrix} \frac{\partial f(\mathbf{x})}{\partial x_1} & \frac{\partial f(\mathbf{x})}{\partial x_2} & \dots & \frac{\partial f(\mathbf{x})}{\partial x_n} \end{bmatrix} \in \mathbb{R}^{1 \times n}$$

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$$\frac{\partial}{\partial x_i}(f(\mathbf{x})\cdot g(\mathbf{x})) = \frac{\partial f(\mathbf{x})}{\partial x_i}\cdot g(\mathbf{x}) + f(\mathbf{x})\cdot \frac{\partial g(\mathbf{x})}{\partial x_i}$$

Example

Let
$$f(x,y) = 2x^2$$
 and $g(x,y) = 4x + 6y$.

$$(f \cdot g)_x = 2x^2(4) + (4x + 6y)(4x) = 24x^2 + 24xy$$

$$(f \cdot g)_y = 2x^2(6) + (4x + 6y)(0) = 12x^2$$

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Assume you're running a supermarket with the profit function

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How does a change of temperature affect your profit?

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In other words,

- if f depends on x and y
- and x (or y) depends on t
- how much does f change as t changes?

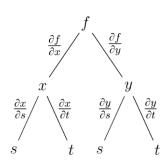
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Turns out, there is a simple formula for that:

$$\frac{\partial f}{\partial t} = \frac{\partial f}{\partial x} \cdot \frac{\partial x}{\partial t} + \frac{\partial f}{\partial y} \cdot \frac{\partial y}{\partial t}$$

which is called the chain rule.



Example

Let
$$z = \sin(x^2 + y^2)$$
, $x = t^2 + 3$, $y = t^3$.

$$\frac{dz}{dt} = \frac{\partial z}{\partial x}\frac{dx}{dt} + \frac{\partial z}{\partial y}\frac{dy}{dt} = (2x\cos(x^2 + y^2))\cdot(2t) + (2y\cos(x^2 + y^2))\cdot(3t^2)$$
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Example

Let $z(x) = x^2 + 4x$, $x(t) = 5t^3 + 2t$. We can again use the chain rule:

$$\frac{dz}{dt} = \frac{dz}{dx} \cdot \frac{dx}{dt} = (2x+4) \cdot (15t^2 + 2) = (2 \cdot (5t^3 + 2t) + 4) \cdot (15t^2 + 2)$$
$$= 150t^5 + 80t^3 + 60t^2 + 8t + 8$$

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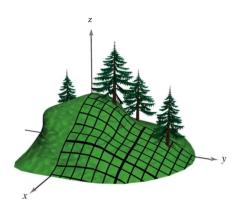
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Note that the directional derivative is a *number* (like partial derivatives), not a vector.

The directional derivative shows how much our function changes if we "walk" not only along the x or y-axis, but by an arbitrary direction of our choice.



For example, you might want to increase the price of coffee by h drams, but increase the price of tea two times more, i.e. by 2h drams. In this case you would be considering the directional derivative along the vector $\begin{bmatrix} 1 & 2 \end{bmatrix}$

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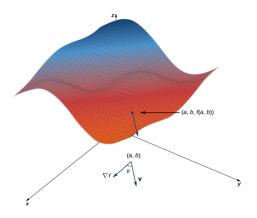
- Play with directional derivative

A particularly important question you might ask is:

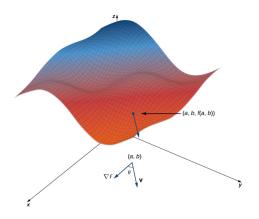
Question

By which direction should I move, so the function increases the most?

In other words, along which direction does $\nabla_{\mathbf{v}} f$ take its highest value?



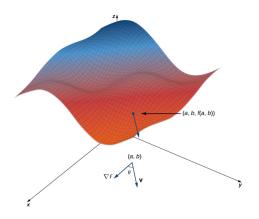
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Suppose v is any vector (with $\|\textbf{v}\|=1).$ As we saw,

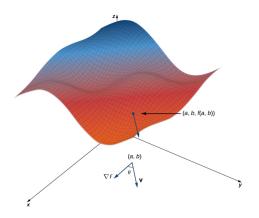
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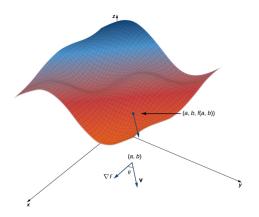
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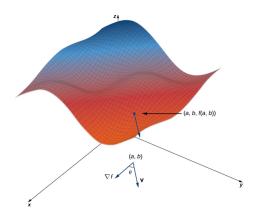
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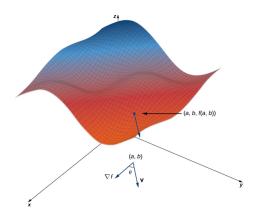
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Theorem

The gradient is the fastest increasing direction of the function.

Similarly, $-\nabla f$ is the fastest decreasing direction of the function.

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 \mathbf{x}_0 is called a *local maximum (minimum)* point of f if there exists a positive number $\delta > 0$ such that for all \mathbf{x} , if $\|\mathbf{x} - \mathbf{x}_0\| < \delta$, then $f(\mathbf{x}) \leq f(\mathbf{x}_0)$ $(f(\mathbf{x}) \geq f(\mathbf{x}_0))$.

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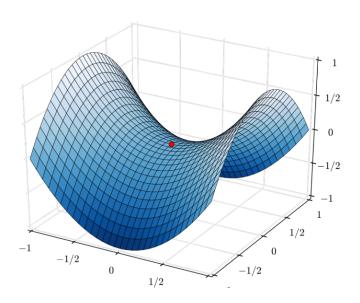
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 \mathbf{x}_0 is called a *saddle point* of f if $\nabla f(\mathbf{x}_0) = \mathbf{0}$ but it's not an extremum point.



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- if f(x,y) depends on two variables, we have f_x and f_y
- each of them has two second order derivatives, so in total, we have 4 second order derivatives:

$$f_{xx}$$
 f_{xy} f_{yx} f_{yy}

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Just as the gradient plays the role of f' for a multi-variable function, the Hessian matrix plays the role of f''.

Sometimes we even denote the Hessian by $\nabla^2 f$ or $\nabla \nabla f$.

Note that since all second partial derivatives are functions themselves, the Hessian matrix is a function as well, i.e. it depends on x and y:

$$Hf(x,y) = \begin{bmatrix} f_{xx}(x,y) & f_{xy}(x,y) \\ f_{yx}(x,y) & f_{yy}(x,y) \end{bmatrix}$$

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Property

If f_{xy} and f_{yx} are continuous, then they are equal:

$$f_{xy} = f_{yx}$$

In other words, the Hessian matrix is symmetric.

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Theorem (for one variable)

If $f'(x_0) = 0$ at some point x_0 , then:

- if $f''(x_0) > 0$, then x_0 is a local minimum
- if $f''(x_0) < 0$, then x_0 is a local maximum
- if $f''(x_0) = 0$, then we don't know

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In a very similar manner,

Theorem (for several variables)

If $\nabla f(\mathbf{x}_0) = \mathbf{0}$ at some point \mathbf{x}_0 , then:

- if $Hf(\mathbf{x}_0) \succ 0$, then \mathbf{x}_0 is a local minimum
- if $Hf(\mathbf{x}_0) \prec 0$, then \mathbf{x}_0 is a local maximum
- if $Hf(\mathbf{x}_0)$ is not positive/negative definite, then we don't know

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To determine whether a critical point (a, b) is a local extremum or not, we need to calculate two numbers:

- f_{xx}
- and $D = f_{xx}f_{yy} f_{xy}^2$

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Theorem (for two variables)

If $\nabla f(a,b) = \mathbf{0}$ at some point (a,b), and

- D > 0 and $f_{xx} > 0$ \Rightarrow local minimum
 - D > 0 and $f_{xx} < 0$ \Rightarrow local maximum
- ullet D < 0 \Rightarrow saddle point

Example

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Since D < 0, (0,0) is a saddle point.

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In case of one variable, we had the linear approximation:

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which was a *line* tangent to the graph of f at the point a.

In case of several variables, this becomes a *plane* tangent to the surface of f at the point \mathbf{a} :

$$f(\mathbf{x}) \approx f(\mathbf{a}) + \nabla f(\mathbf{a}) \cdot (\mathbf{x} - \mathbf{a})$$

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As for the quadratic approximation, in one variable we had:

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In several variables, this becomes a quadric surface:

$$f(\mathbf{x}) \approx f(\mathbf{a}) + \nabla f(\mathbf{a}) \cdot (\mathbf{x} - \mathbf{a}) + \frac{1}{2} (\mathbf{x} - \mathbf{a})^T H f(\mathbf{a}) (\mathbf{x} - \mathbf{a})$$

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The Taylor expansion can be extended to even higher orders, but we won't need that – instead check some examples.

Jacobian Matrix (optional)

Finally, if we have a vector-valued function, i.e.

$$\mathbf{f}: \mathbb{R}^n \to \mathbb{R}^m$$

which takes a vector and returns a vector:

$$\mathbf{f}(\mathbf{x}) = egin{bmatrix} f_1(\mathbf{x}) \ f_2(\mathbf{x}) \ \vdots \ f_m(\mathbf{x}) \end{bmatrix}$$

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The resulting matrix is called the *Jacobian matrix* of **f**:

$$J\mathbf{f}(\mathbf{x}) = egin{bmatrix}
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abla f_2(\mathbf{x}) \
odo \
odo$$

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