

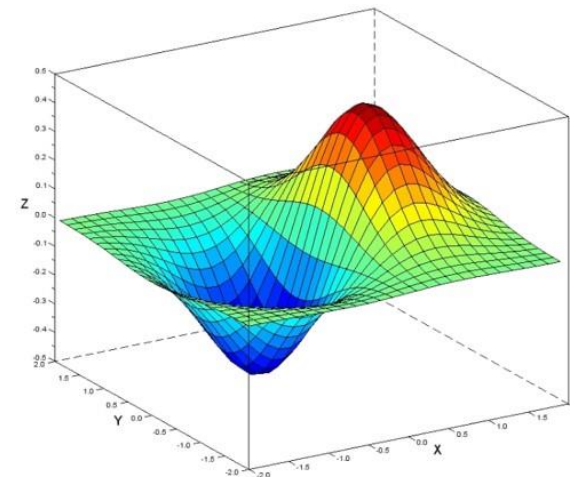
Calculus

Looking at functions in detail

Yordan Darakchiev

Technical Trainer

iordan93@gmail.com





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#MathForDevs

Table of Contents

- Limits
- Derivatives
- Integrals
- Calculus in many dimensions
- Gradient descent

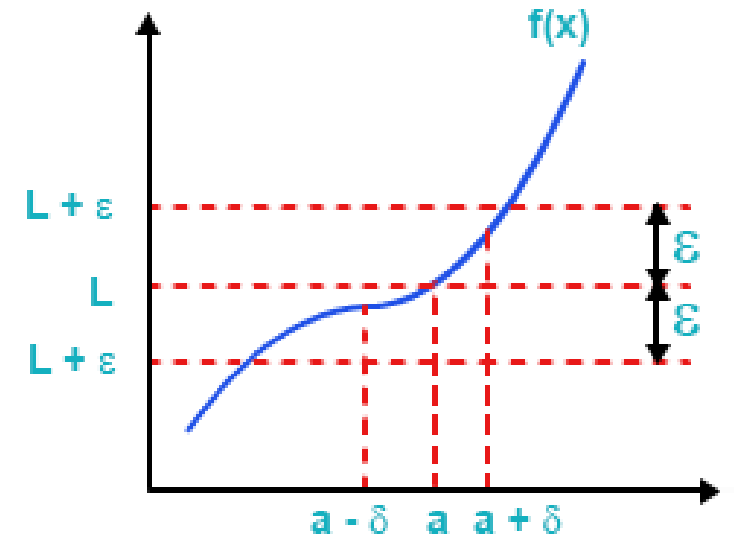


Limits

Approaching places

Limit

- Natural definition
 - Given a function $f(x)$, "nudge" the input around a given value a
 - As a result, the function value changes
 - Limit of $f(x)$ at the point $x = a$: what f approaches as x approaches a
- Notation: $\lim_{x \rightarrow a} f(x) = L$
- Mathematical definition
 - Gives us a nice way to define "approaching a value"
 - For any positive δ and ε
 - If $0 < |x - a| < \delta$
 - Then $|f(x) - L| < \varepsilon$
 - Also called "epsilon-delta" definition
 - What are these numbers? Arbitrary, they only need to be positive
 - It's very useful to make them really small



Limits in Python

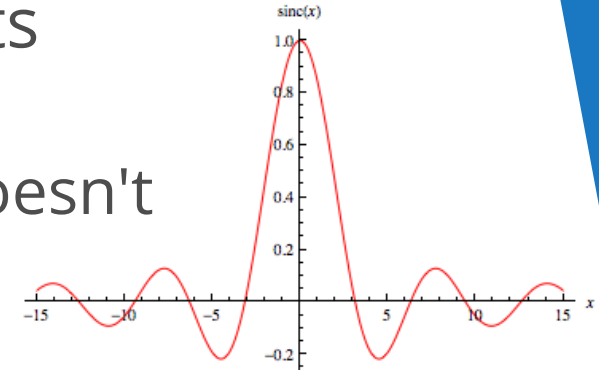
- To find the limit of a function at a point, just apply the definition
 - Generate several values of x around a
 - Don't forget to include positive and negative "nudges"
 - Print the function values at those points

```
def get_limit(f, a):  
    epsilon = np.array([  
        10 ** p  
        for p in np.arange(0, -11, -1, dtype = float)])  
  
    x = np.append(a - epsilon, (a + epsilon)[::-1])  
    y = f(x)  
    return y  
  
print(get_limit(lambda x: x ** 2, 3))  
print(get_limit(lambda x: x ** 2 + 3 * x, 2))  
print(get_limit(lambda x: np.sin(x), 0))
```

More Limits

- Some functions don't have a value at certain points
 - But they are defined "around" these points
 - The limit exists** even though the function value doesn't

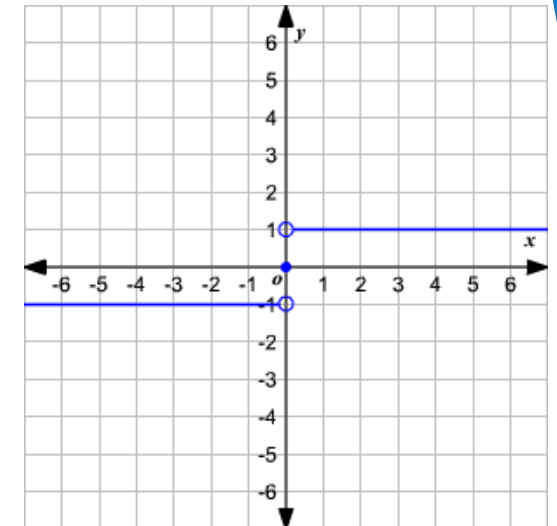
$$\lim_{x \rightarrow 0} \frac{\sin(x)}{x} = 1$$



- Some limits can be infinite: $\lim_{x \rightarrow \infty} x^2 = \infty$
- Some functions "jump"
 - The limits "from the left" and "from the right" are different
 - Therefore, the limit is not defined
 - We say **the function is not continuous at that point**
 - Example:
 - In this case, $f(0) = 0$ but the limit does not exist

$$f(x) = \begin{cases} -1, & x < 0 \\ 0, & x = 0 \\ 1, & x > 0 \end{cases}$$

$$\lim_{x \rightarrow 0^-} f(x) = -1; \lim_{x \rightarrow 0^+} f(x) = 1$$



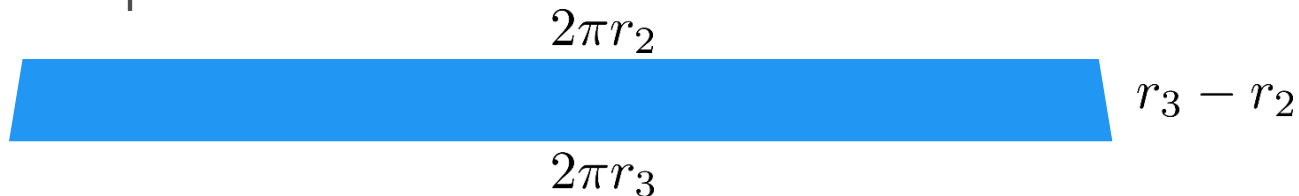


Derivatives

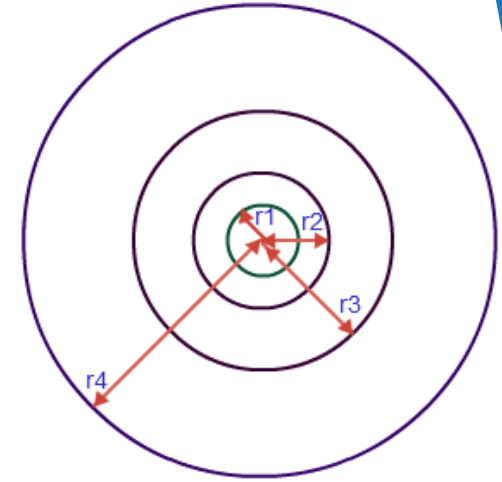
Slope and velocity

Calculus Motivation

- Say you want to compute the area of a circle
 - It is πR^2 but why?
 - Remember how you can divide a shape into simpler shapes and sum their areas to get the total area
 - One way: cut it like cake: see [this video](#)
 - Another way: concentric rings
 - If you "cut" and "straighten" each ring, you'll get a trapezoid
 - If your ring is very, very thin; it will actually be close to a rectangle
 - Example:



- **Set the difference to be very, very, veeeeeeeery small:** $r_3 - r_2 \rightarrow 0$
 - ... and you get calculus :)
 - Even in this simple example, there are the notions about derivatives and integrals; even the fundamental theorem of calculus



Derivatives and Velocity

- We all know that $v = \frac{s}{t}$
 - But that's mostly useless
 - Travelling is not done at a uniform velocity, it's not a fixed number but a function of time: $v = v(t)$
- Instantaneous velocity: $v(t_0) = v(t)|_{t=t_0}$
- Computing instantaneous velocity from travelled distance
 - Say, $s(t) = t^2$; say we start at $t = 0s$ and finish at $t = 5s$
 - Final distance: $s(5) = 5^2 = 25m$
 - Average speed: $\frac{25}{5} = 5 \frac{m}{s}$
 - But we cover different distances for the same time
 - From $0 \leq t \leq 1$: $s(1) - s(0) = 1 - 0 = 1m$
 - From $3 \leq t \leq 4$: $s(4) - s(3) = 16 - 9 = 7m$
 - From $4 \leq t \leq 5$: $s(5) - s(4) = 25 - 16 = 9m$
 - And neither of these is even close to the average speed

Derivatives and Velocity (2)

- Let's calculate the instantaneous velocity
 - Fix time at $t = 3$
 - But... **how can we move** if time is fixed?
- Let's apply our previous idea
 - Nudge time a tiny bit and see how the distance changes
 - $t = 3,01$: $v \approx \frac{s(3,01) - s(3)}{3,01 - 3} = \frac{3,01^2 - 3^2}{0,01} = 6,01 \frac{m}{s}$
 - $t = 3,00001$: $v \approx \frac{s(3,00001) - s(3)}{3,00001 - 3} = \frac{3,00001^2 - 3^2}{0,00001} = 6,00001 \frac{m}{s}$
 - More generally, if we nudge time from $t = t_0$ to $t = t_0 + \Delta t$, we'll get an approximation of the instantaneous velocity:
$$v \approx \frac{s(t + \Delta t) - s(t)}{t + \Delta t - t} = \frac{s(t + \Delta t) - s(t)}{\Delta t}$$
 - This approximation will get increasingly **more accurate** as Δt becomes **smaller**
 - Smaller $\Delta t \Rightarrow$ better approximation of v

Derivatives and Velocity (3)

- How does the velocity behave as $\Delta t \rightarrow 0$?
 - Note that we **cannot** set $\Delta t = 0$, this will freeze time
 - Math notation: if $\Delta t \rightarrow 0$, we write it as dt

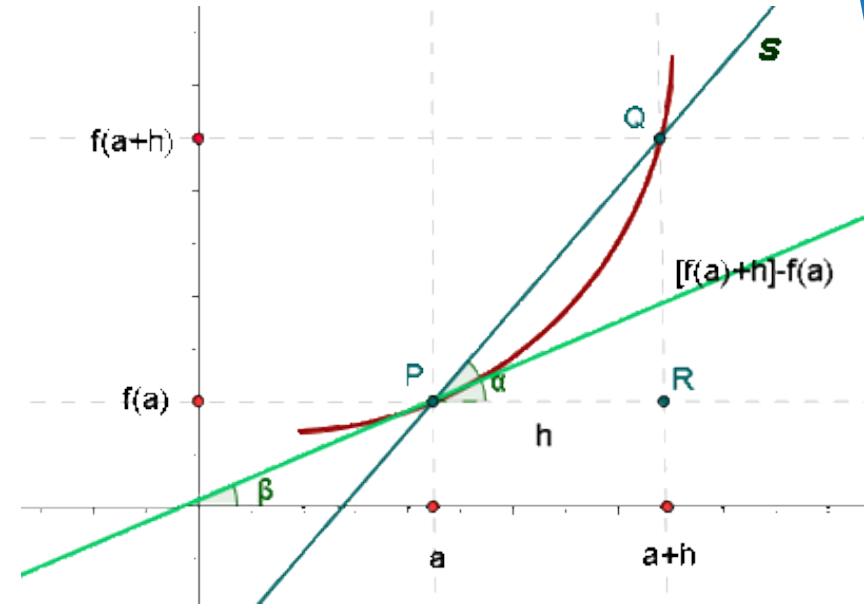
$$v(t) = \lim_{dt \rightarrow 0} \frac{s(t + dt) - s(t)}{dt}$$

- We now have a nice definition of velocity
 - But what does it mean mathematically?
 - Velocity = **rate of change** of travelled distance over time
 - The rate of change of a function $f(x)$ as its argument x changes, is called the **first derivative of $f(x)$ with respect to x**
 - Math notation: $f'(x)$ or $\frac{df}{dx}$
 - Note that $\frac{df}{dx}$ is only notation, it is not equal to $\frac{f}{x}$
 - Definition: $f'(x) = \lim_{h \rightarrow 0} \frac{f(x + h) - f(x)}{h}$

Geometric Interpretation

- $f'(x) = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$
- The numerator is equal to the chord PQ
- As $h \rightarrow 0$, Q approaches P
 - The chord becomes the same as the tangent line at point P
 - The angle $\alpha = \beta$: slope of the tangent line

$$\tan(\alpha) = \lim_{h \rightarrow 0} \frac{\Delta f}{h} = f'(x)$$



- Geometrically, the derivative at a given point is **equal** to the **slope of the tangent line** to the function at this point
- This is what calculus is all about
 - **Zooming in really close** until everything appears as a straight line

Calculating Derivatives

- Note that we have two definitions
 - Derivative of $f(x)$ at a fixed point x (e.g. $x = 5$): this is a number
 - Derivative of $f(x)$ at any point: this is another function
- Calculate the derivative of $3x^2 + 5x - 8$ at $x = 3$
 - We're doing a numerical approximation
 - We can't work with infinitesimally small h but we can get away with something quite small

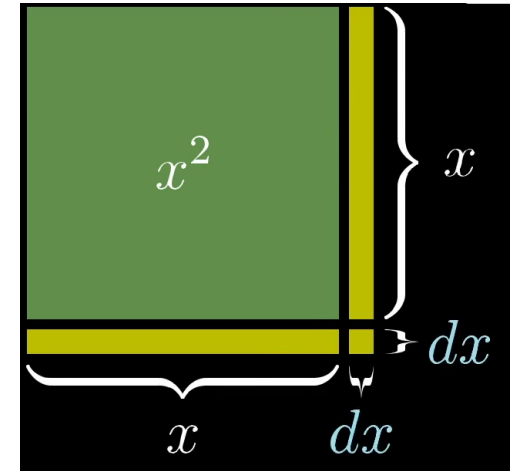
```
def calculate_derivative(f, a, h = 1e-7):  
    return (f(a + h) - f(a)) / h  
  
print(calculate_derivative(lambda x: 3 * x**2 + 5 * x - 8, 3))  
# 23.00000026878024
```

- We can also do this analytically
 - A fancy term for "with pen and paper"

Calculating Derivatives Analytically

- Let's take a relatively simple function like $f(x) = x^2$

$$\begin{aligned} f'(x) &= \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h} = \lim_{h \rightarrow 0} \frac{(x+h)^2 - x^2}{h} \\ &= \lim_{h \rightarrow 0} \frac{x^2 + 2hx + h^2 - x^2}{h} = \lim_{h \rightarrow 0} \frac{2hx + h^2}{h} \end{aligned}$$



- We're looking for approximation and h is small, so let's ignore h^2
 - Ignoring higher-order terms is completely valid (and is done often)
 $\Rightarrow f'(x) = \lim_{h \rightarrow 0} \frac{2hx}{h} = 2x$
 - Note that the derivative **does not depend** on the tiny shift h
- We can do this for every function
 - We have precomputed [tables of derivatives](#)

Properties of Derivatives

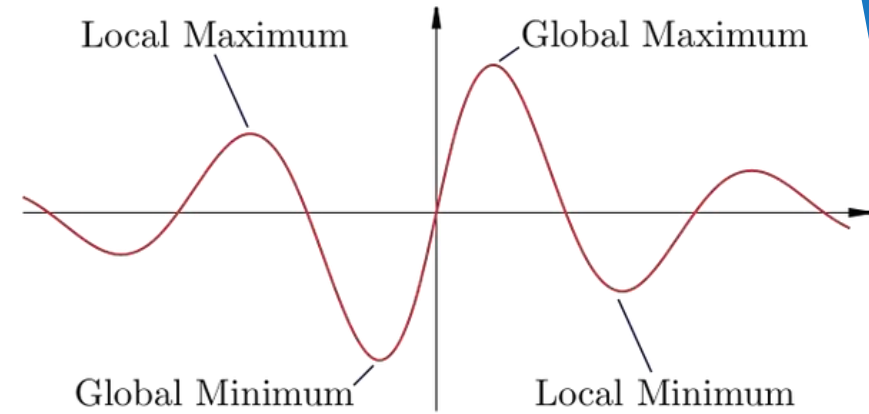
- The derivative of a constant ($f(x) = c$) is 0
- Derivatives are linear
 - $(f \pm g)' = f' \pm g'$
 - $(\lambda f)' = \lambda f'$
- Product rule
 - $(f \cdot g)' = f' \cdot g + f \cdot g'$
 - $\left(\frac{f}{g}\right)' = \frac{f' \cdot g - f \cdot g'}{g^2}$
- Derivative of a function composition
 - Also called **chain rule**
 - $(f(g(x)))' = f'(g(x)) \cdot g'(x)$
 - Looks better in the other notation: $\frac{df}{dx} = \frac{df}{dg} \cdot \frac{dg}{dx}$
- We can prove these using the geometric intuition or the definition
 - This is left as an exercise for the reader :)

Higher-Order Derivatives

- The second derivative of a function is the first derivative of its first derivative
 - Interpretation: "rate of change of the rate of change"
 - ... a.k.a. acceleration
 - Notation: $f''(x) = (f'(x))', \frac{d^2f}{dx^2} = \frac{d}{dx} \left(\frac{df}{dx} \right)$
- This can be applied arbitrary many times
 - E.g. rate of change of acceleration: third derivative
 - a.k.a. "jerk"... don't ask me why
 - Third, fourth, etc. derivatives; n -th derivative notation: $f^{(n)}(x)$
 - E.g. $f^{(6)}(x)$

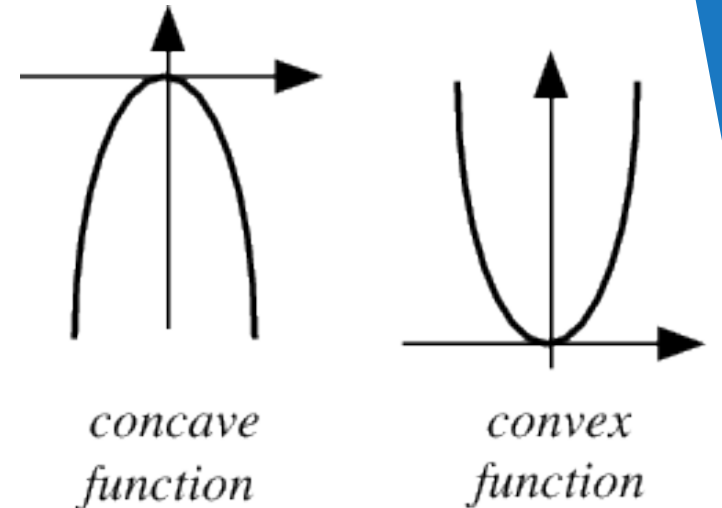
Function Extrema

- Even if we don't know the function, its derivatives give us useful information
- Consider the drawn function
 - The smallest value of $f(x)$ is called a **global minimum**
 - Conversely, largest value: **global maximum**
- These are collectively called extrema (plural of **extremum**)
- Smallest / largest value of $f(x)$ in a tiny range: **local min / max**
- More formally, we say $f(x)$ has a maximum at, say, $x = 5$ if the function value $f(5)$ is bigger than the function values immediately to the left and right
 - The complete definition involves limits
 - The points x of min / max (e.g. $x = 5$) are called **critical points**



Function Extrema (2)

- Notice how the tangent line behaves
 - At max / min, $f' = 0$
 - Around max / min, f' changes its sign
- Also notice that if $f'(x) > 0$ in a given interval, the function increases
 - If $f'(x) < 0$, the function decreases
- Therefore, if f behaves like this
 - Increasing; stop; decreasing \Rightarrow local maximum
 - Decreasing; stop; increasing \Rightarrow local minimum
- The second derivative gives us more information about whether the function is "concave up" or "concave down"
 - More specifically, its sign
 - These are sometimes called **convex** and **concave** functions





Integrals

Areas and accumulation

Area under a Function

- Look back to the motivating example
- How can we find the area S "under" a curve given by a function?
 - What is the shaded area ($S < 0$ if $f < 0$)?

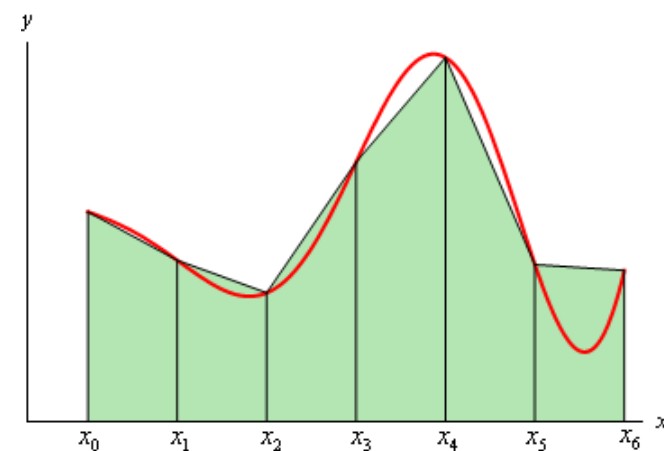
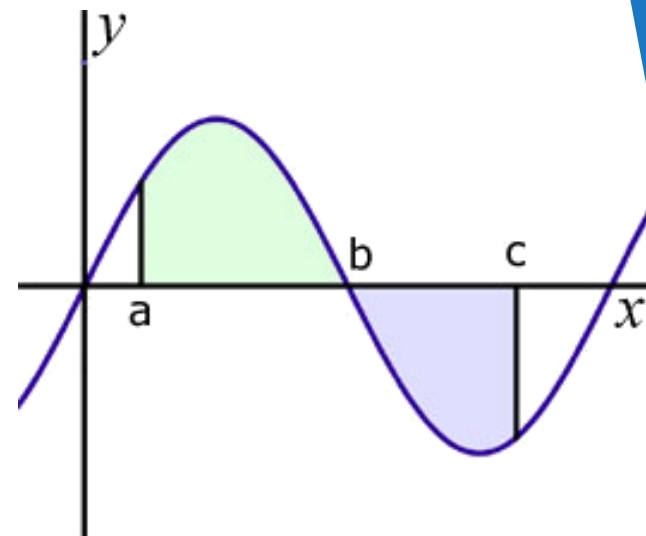
- **Approach:** approximate and zoom in
- Divide the x -axis into equal intervals Δx
- Approximate the area with trapezoids

$$S = \sum_i S_i$$

- If the intervals in x are really small, the trapezoids will look like rectangles

$$S_i = f(x_i)\Delta x$$

- Smaller $\Delta x \Rightarrow$ better approximation



Integral of a Function

- At the limit, $\Delta x \rightarrow 0$, so we write dx
- The sum is denoted differently: $\int_a^b f(x)dx = \lim_{\Delta x \rightarrow 0} \sum_{x=a}^b f(x_i)\Delta x$
 - This is called the **definite integral** of $f(x)$
 - **Note:** don't forget the dx after the function!
- **Indefinite integral:** the same, without the end points
 - Like derivatives, the definite integral is a number
 - The indefinite integral is a function of x
- Calculating integrals
 - Analytically – very difficult (unlike derivatives)
 - Numerically – apply the trapezoidal rule
 - Use a small number dx , like before



Fundamental Theorem of Calculus

Putting it all together

Antiderivatives

- The **antiderivative** $F(x)$ of a function $f(x)$ is such a function that $F'(x) = f(x)$
 - It's also called the **primitive function** of $f(x)$
 - Note that since the derivative of a constant is zero, there are many antiderivatives: $F'(x) + C = f(x)$
 - Therefore, we can know the antiderivative only up to an arbitrary additive constant
- If we do definite integrals, the $+ C$ does not apply – we know the area exactly
- If we do indefinite integrals, we must always add the constant

Fundamental Theorem of Calculus

- The indefinite integral of a function is related to its antiderivative and can be reversed via differentiation
- The definite integral of a function can be computed using one of its infinitely many antiderivatives
- Simply, **differentiation and integration are inverse functions**
- Proof: [Khan Academy](#)
- Intuition
 - The sum of infinitesimal changes in a quantity over time adds up to the net change in quantity
 - Think about distance and velocity again

$$s = v(t)\Delta t \rightarrow s = \sum \frac{\Delta s}{\Delta t} \Delta t$$

$$\Delta t \rightarrow 0 : s = \int \frac{ds}{dt} dt$$



Calculus in Many Dimensions

Same thing, a little
different notation

Generalizations

- The notions of derivatives and integrals generalize to more dimensions

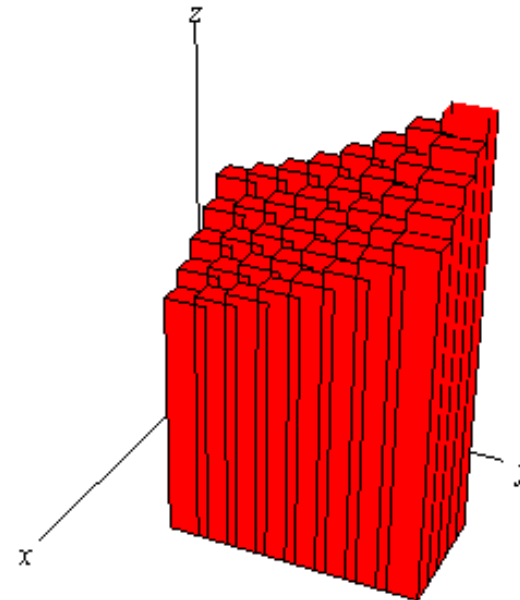
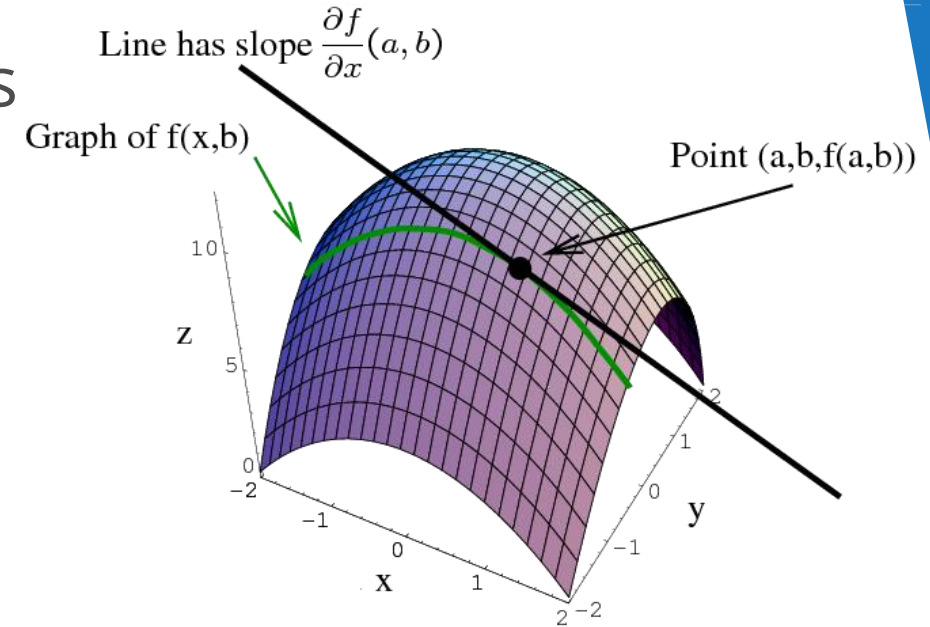
- Derivatives: take the derivative w.r.t. one variable, treat the other variables as "parameters"

→ **partial derivatives**

$$\frac{\partial f(x, y)}{\partial(x)} = g(y)$$

- Yet more confusing notation: ∂ is the same as d , it's just used for many dimensions
- Integrals: 1D intervals $[a; b]$ can become curves or planes
 - Apply the same "zooming in" technique

$$\iint_R f(x, y) dx dy, R: \text{2D-region}$$



Gradient Descent

- Optimization method
 - Used for finding local extrema
- Gradient: $\text{grad}(f)$ or ∇f
 - A combination of vector and derivative: $\text{grad}(f(x, y)) = \begin{bmatrix} \frac{\partial f}{\partial x} \\ \frac{\partial f}{\partial y} \end{bmatrix}$
 - "Multi-dimensional derivative"
 - A vector whose components are the partial derivatives w.r.t. every variable
 - Shows where the **steepest rise in slope** is
- If we follow the gradient, we'll arrive at a maximum
 - Conversely, negative gradient takes us to a minimum
- Iterative procedure
 - Continue to apply until close enough
- Not guaranteed to find global extrema
 - May get "stuck" in a local extremum

Example: Gradient Descent

- Find a local minimum of the function $f(x) = x^4 - 3x^3 + 2$
 - Start at $x = 6$

```
x_old = 0
x_new = 6
step_size = 0.01
precision = 0.00001

def df(x):
    # f'(x^4 - 3x^3 + 2) = 4x^3 - 9x^2
    y = 4 * x ** 3 - 9 * x ** 2
    return y

while abs(x_new - x_old) > precision:
    x_old = x_new
    x_new += - step_size * df(x_old)

print("The local minimum occurs at ", + x_new)
```

Summary

- Limits
- Derivatives
- Integrals
- Calculus in many dimensions
- Gradient descent

The image features a white background with two blue decorative bars. The top bar is a solid blue strip. The bottom bar is a gradient blue strip that transitions from a lighter blue on the left to a darker blue on the right. The word "Questions?" is centered in a blue, sans-serif font.

Questions?