## 1 | Differentiation in high dimensions

## 1.1 | **14)**

$$\nabla f = \begin{bmatrix} x_3 & 0 & x_1 & 0\\ 0 & 0 & 0 & \frac{1}{\sec^2(x_2)}\\ 0 & -\frac{1}{x_2} & 0 & 0\\ 12(x_1 - 2)^3 & 0 & 0\\ 0 & 0 & 0 & 0 \end{bmatrix}$$

## 1.2 | 23)

The slope, given a function f at a point (x, y), in the direction  $\theta$ , is given by

$$s(\theta) = \frac{\partial}{\partial x} f(x,y) \cdot \cos{(\theta)} + \frac{\partial}{\partial y} f(x,y) \cdot \sin{(\theta)}$$

Note that both  $\frac{\partial}{\partial x}f(x,y)$  and  $\frac{\partial}{\partial y}f(x,y)$  are constants and will be treated as constants, because x and y stay

Given this function, we can find the value of theta that maximizes this function:

$$max(s)$$
 =  $\theta$  for which  $s'(\theta) = 0$  and  $s''(\theta) < 0$ 

 $s'(\theta) = -\frac{\partial}{\partial x} f(x, y) \cdot \sin(\theta) + \frac{\partial}{\partial y} f(x, y) \cdot \cos(\theta)$ We need to know the derivative of  $s(\theta)$  of the first and second degree:

$$s''(\theta) = -\frac{\partial}{\partial x} f(x, y) \cdot \cos(\theta) - \frac{\partial}{\partial y} f(x, y) \cdot \sin(\theta)$$

We can now set  $s'(\theta) = 0$  and solve for  $\theta$ :

$$\begin{split} s'(\theta) &= 0 = -\frac{\partial}{\partial x} f(x,y) \cdot \sin{(\theta)} + \frac{\partial}{\partial y} f(x,y) \cdot \cos{(\theta)} \\ \frac{\partial}{\partial x} f(x,y) \cdot \sin{(\theta)} &= \frac{\partial}{\partial y} f(x,y) \cdot \cos{(\theta)} \\ \frac{\sin{(\theta)}}{\cos{(\theta)}} &= \frac{\partial x}{\partial y} \\ \tan{(\theta)} &= \partial x \partial y \\ \theta &= \tan^{-1} \left(\frac{\partial x}{\partial y}\right) \end{split}$$
 Note that  $\frac{\partial x}{\partial y}$  is just  $\frac{\partial}{\partial x} \frac{f(x,y)}{\partial y} \frac{\partial}{\partial y} f(x,y)$ .

## 2 | Sand Dunes

Our function for the sand dunes is  $f(x,y) = \sin(x)$ . The oasis city is directly north-northeast, which means that, given that the vector  $\hat{i}$  is pointing in the east direction, the angle of north-northeast will be  $\theta = \frac{3\pi}{8}$ . We also know that we are at the coordinate  $(\frac{23\pi}{3}, 32)$ . Based on this, the gradient of f(x,y) can be given by:

$$\nabla f(x,y) = \begin{bmatrix} \cos(x) \\ 0 \end{bmatrix} \tag{1}$$

The slope of f(x,y) in the direction  $\theta$  can be modeled as:

$$s(x,y) = -\sin\left(\frac{3\pi}{8}\right)\cos(x) \tag{2}$$

We essentially have a derivative of the sand dunes in 3D. We want to turn this into a 2D function (as in, R1  $\rightarrow$  R1). We can do this by rewriting the equation as a function of x, integrating, and then multiplying by a constant to reflect the additional distance we are covering (because we are moving in a diagonal trajectory).

$$s(x) = -\sin\left(\frac{3\pi}{8}\right)\cos\left(x\right)$$
 We know that our initial position (on the sand dunes) was at  $\left(\frac{23\pi}{3}, 32\right)$ , 
$$S_{proto}(x) = -\sin\left(\frac{3\pi}{8}\right)\sin\left(x\right) + C$$

and  $f(\frac{23\pi}{3},32)=-\frac{\sqrt{3}}{2}$ . That means that  $S_{proto}(\frac{23\pi}{3})=-\frac{\sqrt{3}}{2}$ , or it should, ideally. We can tweak C to be that way:

$$\begin{split} &-\frac{\sqrt{3}}{2}=-\sin\left(\frac{3\pi}{8}\right)\sin\left(\frac{23\pi}{3}\right)+C\\ &-\frac{\sqrt{3}}{2}=-\frac{\sqrt{3}}{2}\cdot-\frac{\sqrt{2+\sqrt{2}}}{2}+C & \text{With } S_{proto}(x)\text{, we are assuming that our initial position in the sand dune}\\ &C=-\frac{1}{4}\sqrt{3}\left(2+\sqrt{2+\sqrt{2}}\right) \end{split}$$

is 
$$x=\frac{23\pi}{3}$$
. Instead, we should model the initial position as being  $x=0$ :  $S_{proto}(x)=-\sin\left(\frac{3\pi}{8}\right)\sin\left(x-\frac{23\pi}{3}\right)-\frac{1}{4}\sqrt{3}\left(2+\frac{3\pi}{3}\right)$ 

We are almost at the end. Currently, x, is in the direction of  $\hat{i}$ . Instead, it should be in the direction of  $\theta$ . We can change this! We just need to divide x by  $(\cos \theta)$   $(=\cos(\frac{3\pi}{8}))$ . Simple as.

$$S(x) = -\sin\left(\frac{3\pi}{8}\right)\sin\left(\frac{1}{\cos\left(\frac{3\pi}{8}\right)}\left(x - \frac{23\pi}{3}\right)\right) - \frac{1}{4}\sqrt{3}\left(2 + \sqrt{2 + \sqrt{2}}\right)$$

This is really complicated and is probably wrong, but it is good enough for me.