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 θ , 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 constant.

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

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

We need to know the derivative of $s(\theta)$ of the first and second degree:

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

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

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

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

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 θ 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 θ . 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.