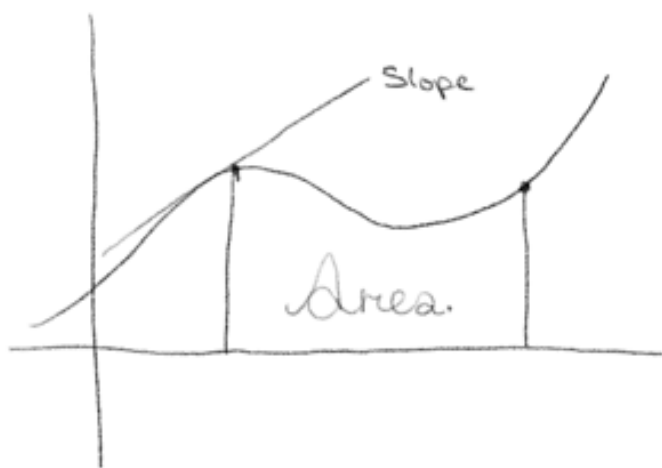


Most of preliminary Calculus is based on graphing.

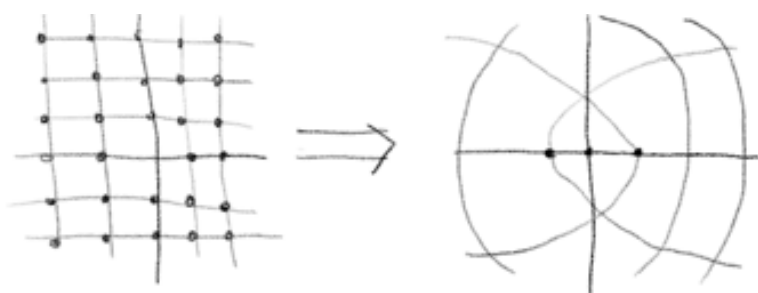
For example,

- ° Derivatives - are visualized as the slope of a graph.
- ° Integrals - are visualized as the area underneath the graph.



However generalized Calculus is not always graphable.

Complex \rightarrow Complex.

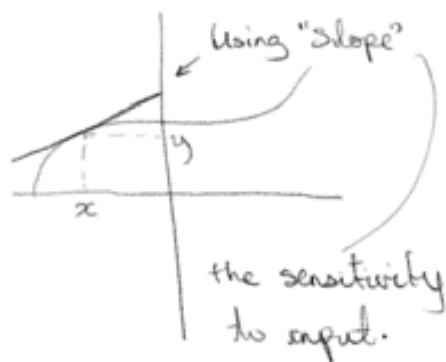


Don't conceptualize Calculus in terms of graphing \rightarrow because Calculus extends beyond that mental model (e.g. multivariable calculus, complex analysis, differential geometry).

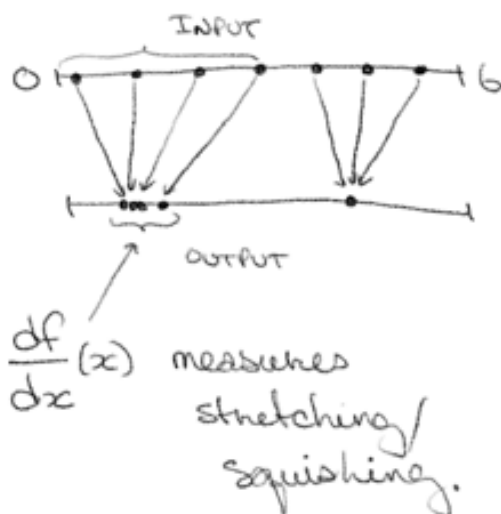
$$(x, y, t) \longrightarrow (x', y')$$

Derivatives can be conceptualized transformationally.

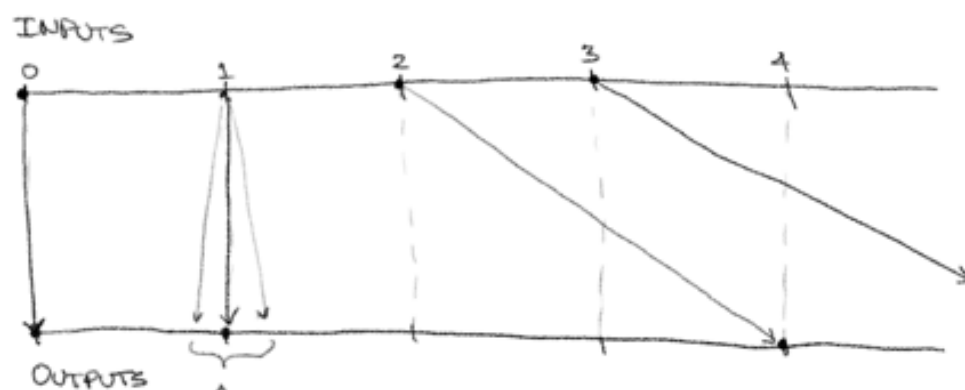
Typical Geometric Visualization (Graph)



Number Line Visualization



THE NUMBER LINE OF x^2 .



If you were to look at a evenly distributed range of inputs near $(x=1)$, you would find the function (x^2) spreads/stretches those values by a factor of two.

This is what it means for the derivative of x^2 to be 2.

$$f(x) = x^2$$

$$\Leftrightarrow \frac{df}{dx}(1) = 2(1)$$

and what it looks like in terms of transformations.

- Except with 0. The points aren't stretched or squished. As you get closer to $f^{-1}(y)=0$, the values of x collapse into zero.

.....

1ms is what it means for the derivative to be like 0. While the points don't always = 0, the limiting behaviour is 0. (due to the derivative).

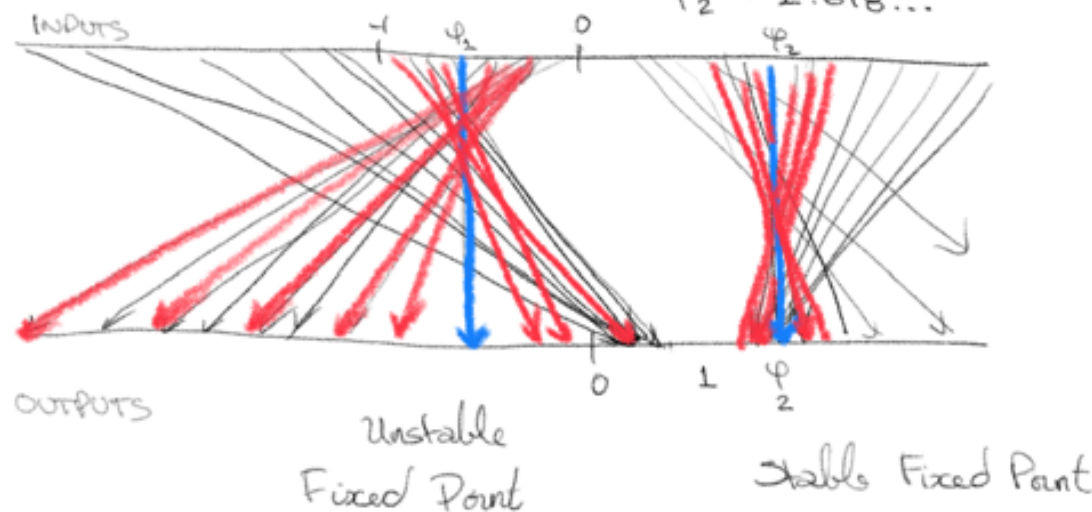
$$\frac{df}{dx}(0) = 2(0).$$

THE NUMBER LINE OF $1 + \frac{1}{x}$.

Imagine $f(x) = 1 + \frac{1}{x}$

$$\varphi_1 = -0.618...$$

$$\varphi_2 = 1.618...$$



$$\left| \frac{df}{dx}(-0.618...) \right| > 1$$

Meaning the points get stretched.

$$\left| \frac{df}{dx}(1.618...) \right| < 1$$

Meaning the points are shrunk - collapse towards φ_2 .