



**Hochschule
Bonn-Rhein-Sieg**
University of Applied Sciences



Calculus

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Course	Calculus Refresher
Program	Autonomous Systems (MSc)

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Introduction

What is Calculus?

A branch of mathematics which deals with “*study of continuous change*” of functions or sequences



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Major Branches

- Differential Calculus
- Integral Calculus



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General Applications

- Optimisation
- To Solve Differential Equations
- Function Approximations
- Length, Area, Volume, Center of Mass, Moment of Inertia Calculations



Applications in Robotics

➤ Kinematics

- Modelling mobile robot (eg: differential drive) and environment
- Transform between different spaces

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➤ Machine Learning

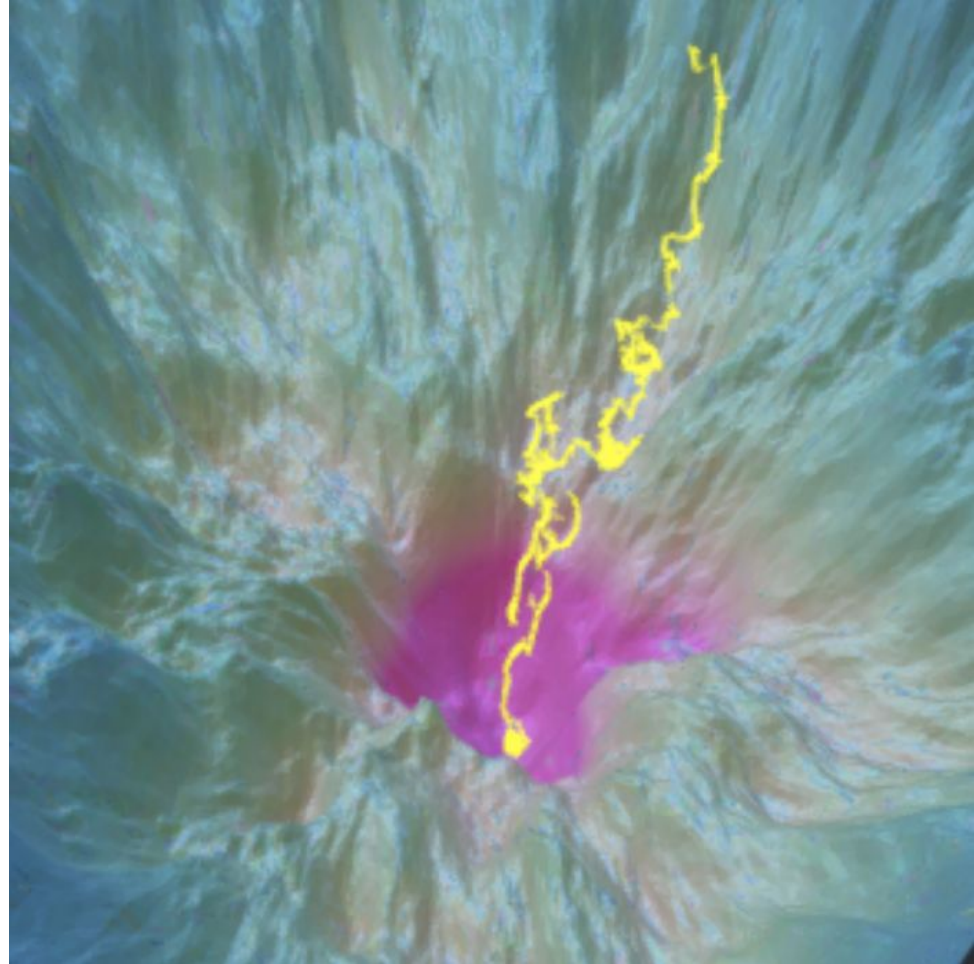
- Optimisation



Calculus in Deep Learning

Prominent application of computing the gradient, i.e. first derivatives, when minimizing loss function

- Loss landscape is all loss values over all combinations of parameter values.
- Computing gradient, i.e. partial first derivatives, requires some form of differentiation of the loss function.
- Gradient indicates how to update the model parameters θ to minimize loss.
- With *stochastic* gradient descent, model parameters are updated iteratively with respect to subsets (batches) of the training dataset.



Calculating first derivatives in batches on the GPU with PyTorch

```
# given x values
x = torch.tensor([-3., -2., -1., 0., 1., 2., 3.], dtype=torch.float32, device=device, requires_grad=True)

# f(x) = x^2
two_dot_zero = torch.tensor(2.0, dtype=torch.float32, device=device)
y = x.pow(two_dot_zero)

# f'(x) via autograd
ones = torch.ones_like(y, dtype=torch.float32, device=device)
y.backward(ones)
gradients = x.grad

print(f"x      = {x}")
print(f"f(x)    = {y}")
print(f"f'(x)   = {gradients}")
```

CUDA is available. Using GPU.

```
x      = tensor([-3., -2., -1.,  0.,  1.,  2.,  3.], device='cuda:0',
               requires_grad=True)
f(x)   = tensor([9., 4., 1., 0., 1., 4., 9.], device='cuda:0', grad_fn=<PowBackward1>)
f'(x)  = tensor([-6., -4., -2.,  0.,  2.,  4.,  6.], device='cuda:0')
```

Calculating first derivatives in batches on the GPU with JAX

```
print(jax.devices())

def f(x):
    return x**2.0

x = jnp.array([-3., -2., -1., 0., 1., 2., 3.])
f_prime = jax.grad(f)
gradients = []
for i in range(0, len(x)):
    y_prime = f_prime(x[i])
    gradients.append(float(y_prime))

print(f"x      = {x.tolist()}")
print(f"f(x)    = {f(x).tolist()}")
print(f"f'(x)    = {gradients}")
```

```
[cuda(id=0)]
x      = [-3.0, -2.0, -1.0, 0.0, 1.0, 2.0, 3.0]
f(x)   = [9.0, 4.0, 1.0, 0.0, 1.0, 4.0, 9.0]
f'(x)  = [-6.0, -4.0, -2.0, 0.0, 2.0, 4.0, 6.0]
```

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- Changes in color and intensities (Eg: MRI scan)

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- Data analysis (Eg: stock market, speech signals, sensor data)
- Fourier transformations

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➤ Logic

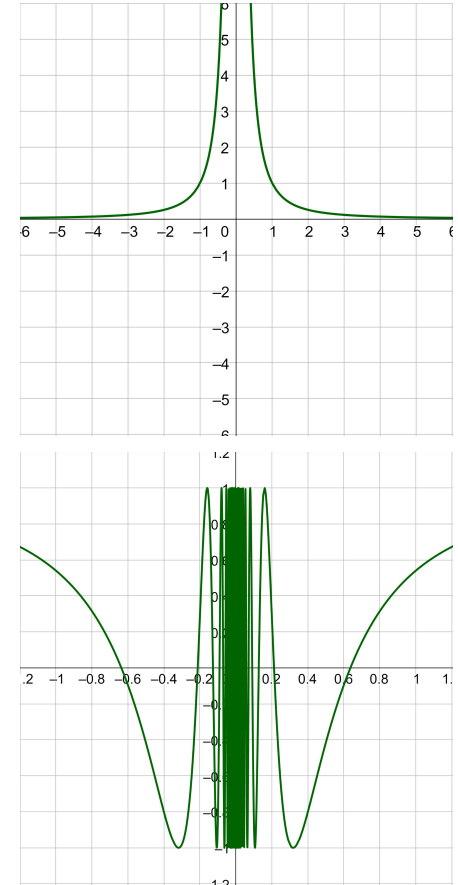
- Situational calculus



Limits and Continuity

Functions vs Relations

- Functions
Eg: $y = x^2 + 4x$
- Relations
Eg: $x^2 + y^2 = 25$



Limits and Continuity

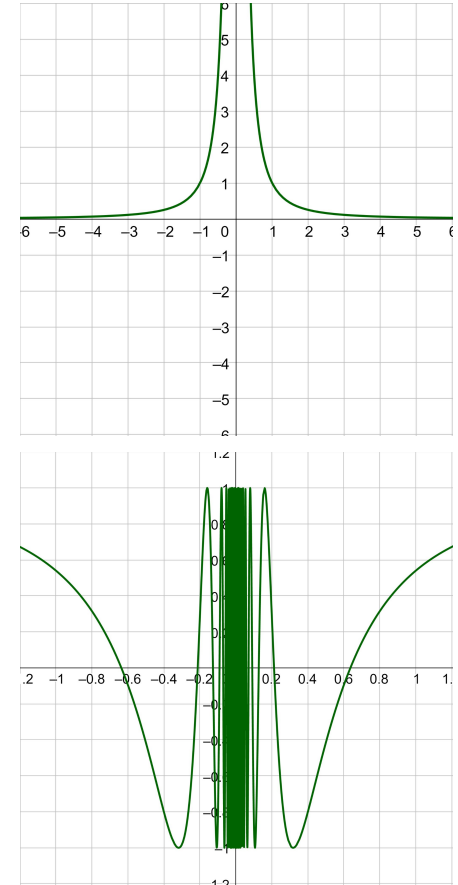
Functions vs Relations

- Functions have one unique output for a given input

Eg: $y = x^2 + 4x$

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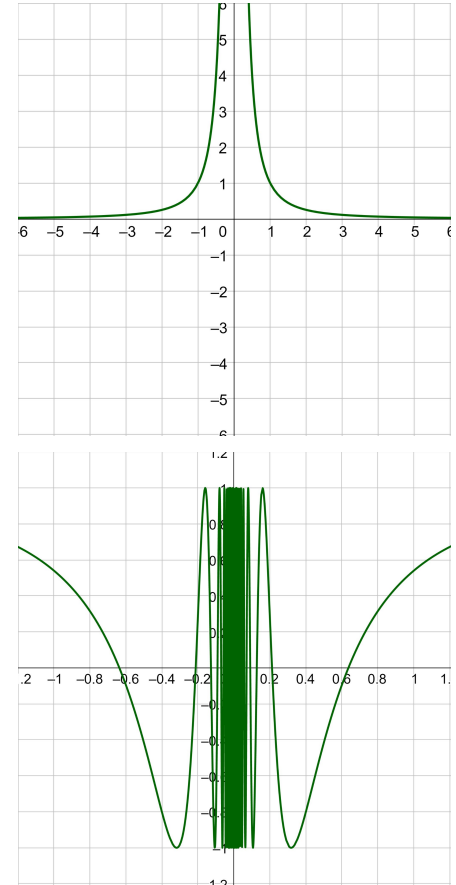
Eg: $x^2 + y^2 = 25$

Limit

- Unique value of a function when its input approaches a particular number from both sides

$$\lim_{x \rightarrow c} f(x) = L$$

Eg: $f(x) = \frac{x^2 - 1}{x - 1}$



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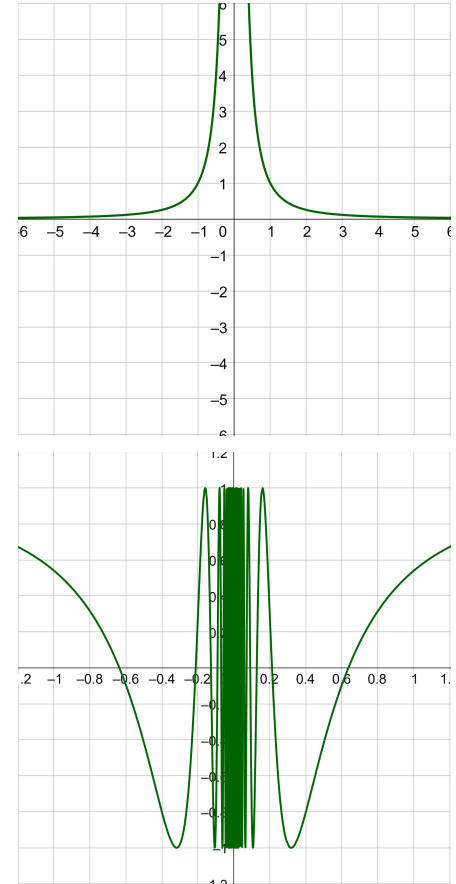
$$\lim_{x \rightarrow c} f(x) = L$$

Eg: $f(x) = \frac{x^2 - 1}{x - 1}$

Continuity

- For all values of input to a function, it must satisfy,

$$\lim_{x \rightarrow c} f(x) = f(c)$$



Characteristics of Data

Analog

- continuous

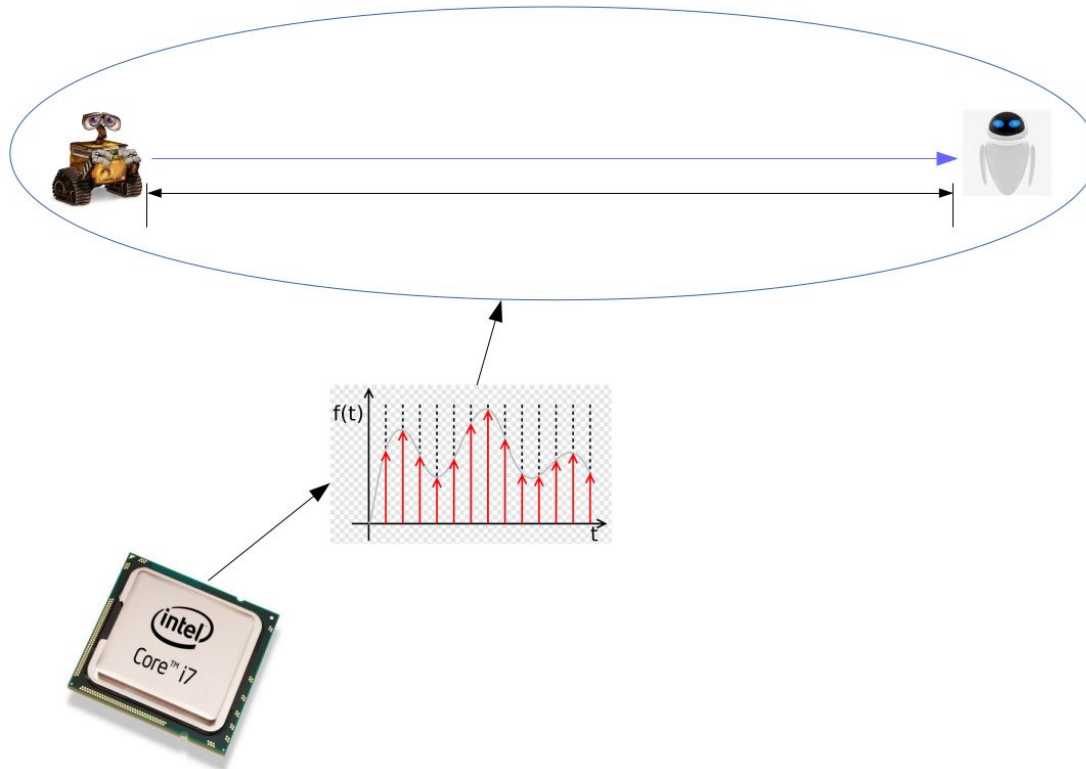


Digital

- discrete



Differential Calculus

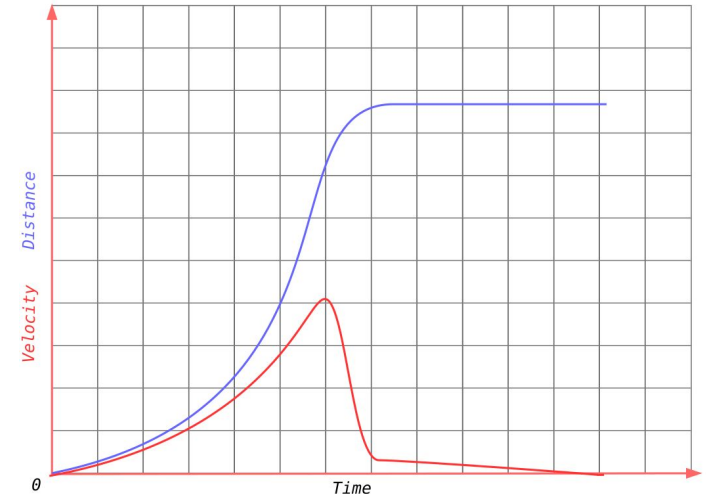
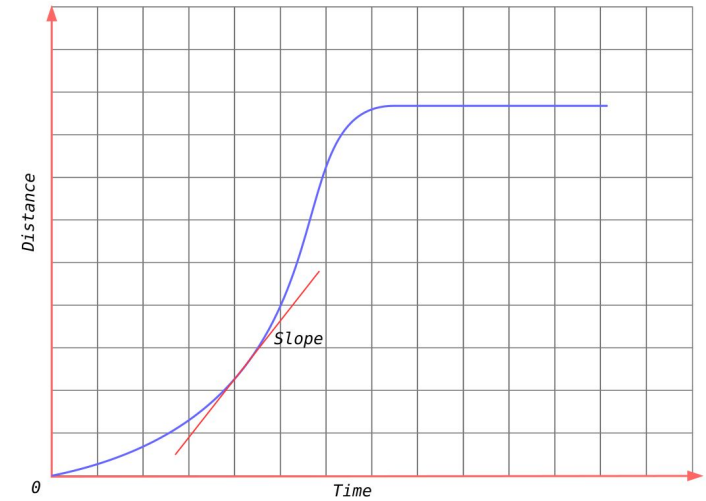
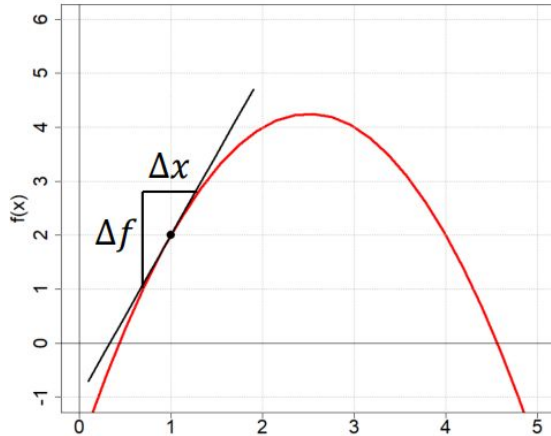


Differential Calculus

Derivative of a Function

- Rate of change
- In a 2D system, derivatives = slope = $\tan(\theta)$

Leibniz notation: $y = x^2$; $\frac{dy}{dx} = 2x$



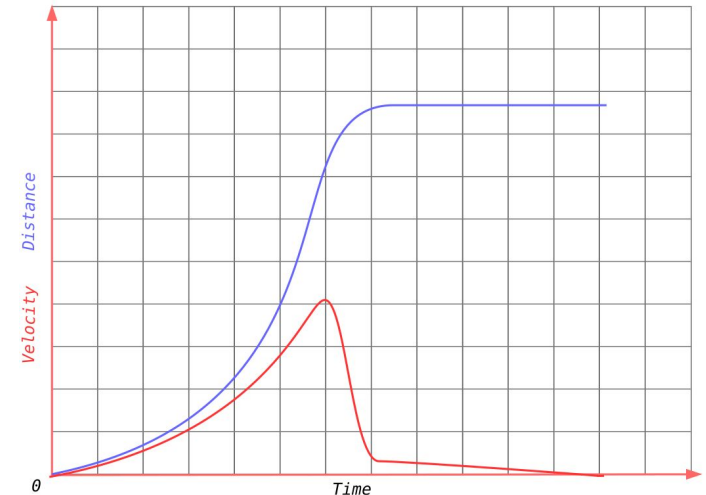
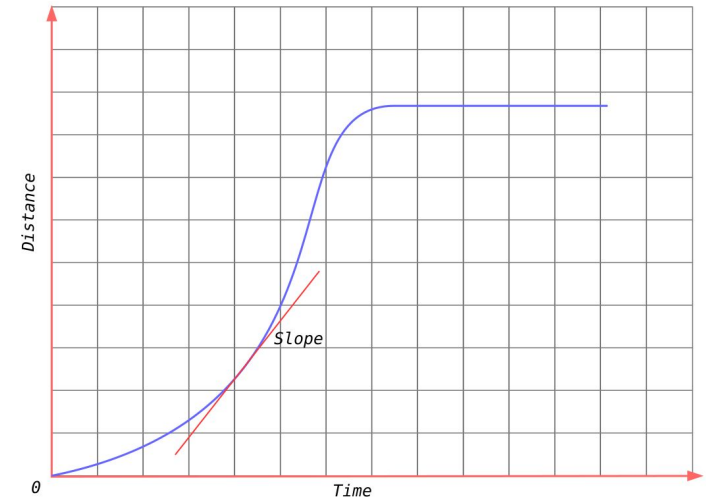
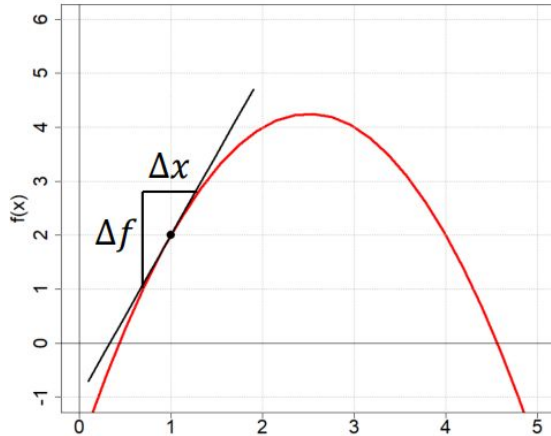
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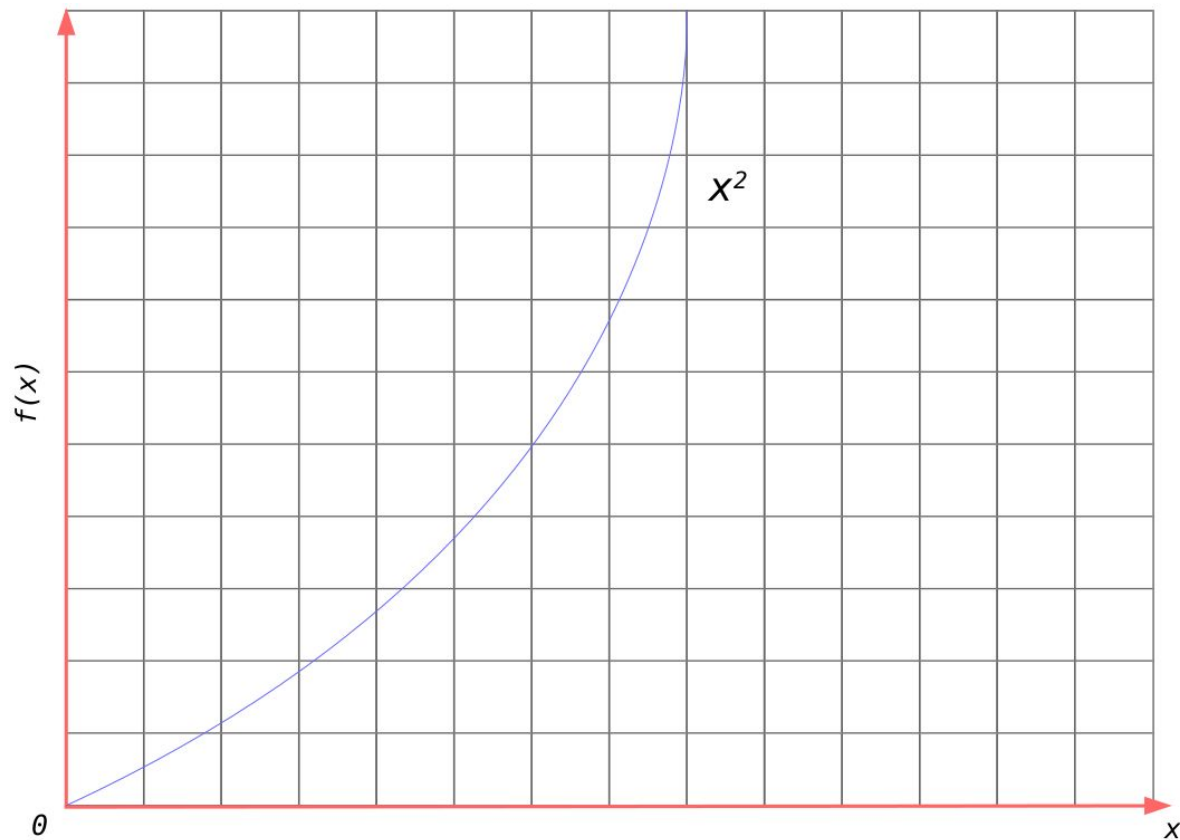
- Rate of change
- In a 2D system, derivatives = slope = $\tan(\theta)$
- Another view:

The line itself is the best linear approximation

Leibniz notation: $y = x^2$; $\frac{dy}{dx} = 2x$

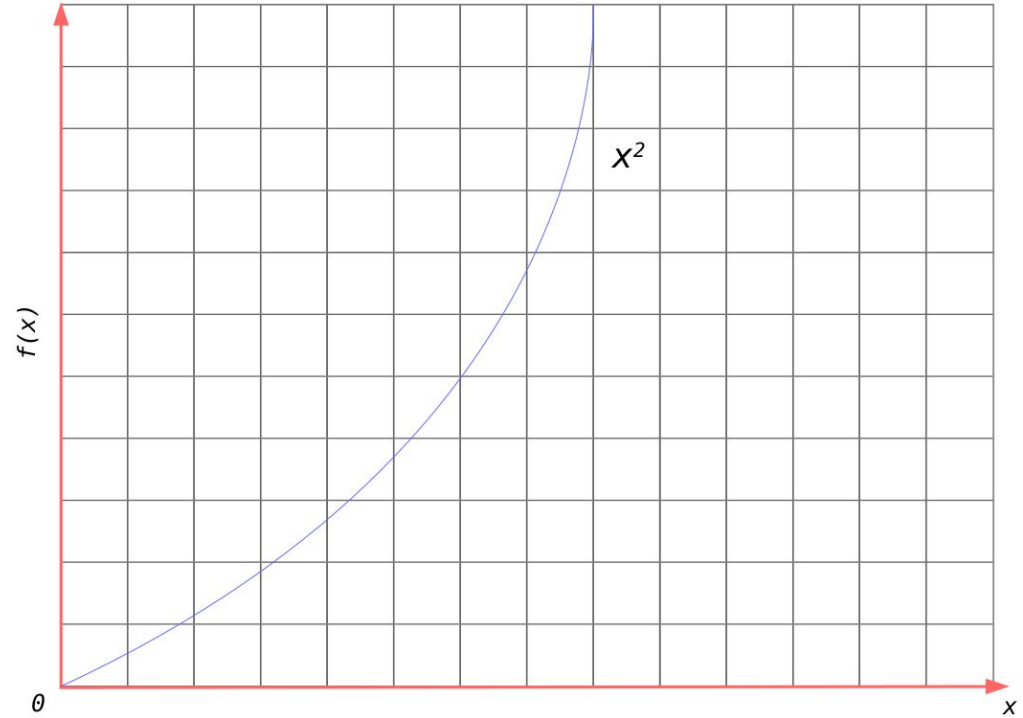


Differential Calculus



Differential Calculus

How to handle discrete functions?



Differential Calculus

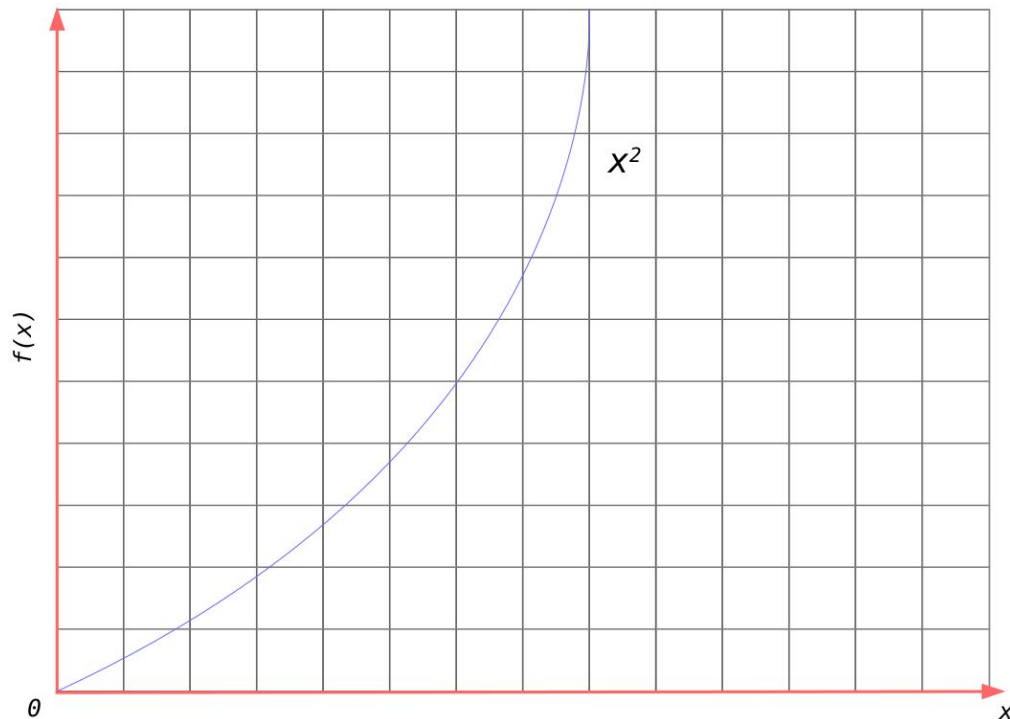
How to handle discrete functions?

Approximate!

$$f'(x) = \lim_{\epsilon \rightarrow 0} \frac{f(x + \epsilon) - f(x)}{\epsilon}$$

$$f'(x) \approx \frac{f(x + h) - f(x)}{h}$$

h – small, positive, fixed epsilon



Differential Calculus - Rules (single variable)

Addition Rule $\Longrightarrow \frac{d}{dx}[f(x) + g(x)] = \frac{d}{dx}f(x) + \frac{d}{dx}g(x)$

Product Rule $\Longrightarrow \frac{d}{dx}[f(x) \cdot g(x)] = f(x) \cdot \frac{d}{dx}g(x) + g(x) \cdot \frac{d}{dx}f(x)$

Power Rule $\Longrightarrow \frac{d}{dx}[x^n] = n \cdot x^{n-1}$

Quotient Rule $\Longrightarrow \frac{d}{dx} \left[\frac{f(x)}{g(x)} \right] = \frac{g(x) \cdot \frac{d}{dx}f(x) - f(x) \cdot \frac{d}{dx}g(x)}{(g(x))^2}$

Derivative of Constant $\Longrightarrow \frac{d}{dx}[c] = 0$

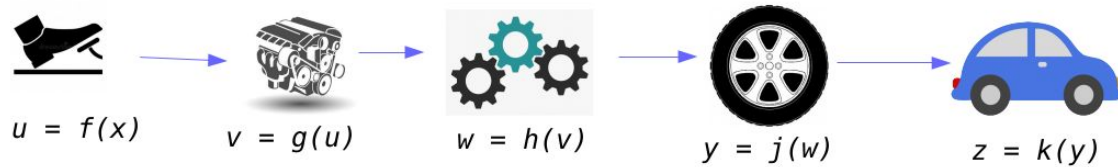
Chain Rule $\Longrightarrow \frac{dy}{dx} = \frac{dy}{du} \cdot \frac{du}{dx}$

Other Rules: For logarithmic and exponential functions



Differential Calculus - Chain Rule

Dependent Systems



$$\frac{dz}{dx} = \frac{dz}{dy} * \frac{dy}{dw} * \frac{dw}{dv} * \frac{dv}{du} * \frac{du}{dx}$$

Differential Calculus - Multivariable Functions

How to handle derivatives of multivariable functions?

Partial Derivatives: Taking derivative of each variable and holding others as constants

- Notations: $\frac{\partial f}{\partial x} = \lim_{\Delta x \rightarrow 0} \frac{f(x+\Delta x, y) - f(x, y)}{\Delta x}$

$$f_x = \frac{\partial f}{\partial x} \quad f_y = \frac{\partial f}{\partial y}$$



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- Application: *Jacobians*

$$\mathbf{J} = \begin{bmatrix} \frac{\partial F_1}{\partial x_1} & \frac{\partial F_1}{\partial x_2} & \cdots & \frac{\partial F_1}{\partial x_n} \\ \frac{\partial F_2}{\partial x_1} & \frac{\partial F_2}{\partial x_2} & \cdots & \frac{\partial F_2}{\partial x_n} \\ \vdots & \vdots & \ddots & \vdots \\ \frac{\partial F_m}{\partial x_1} & \frac{\partial F_m}{\partial x_2} & \cdots & \frac{\partial F_m}{\partial x_n} \end{bmatrix}$$

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Cross Partial Derivatives

$$\frac{\partial}{\partial y} \left(\frac{\partial f}{\partial x} \right) = \frac{\partial}{\partial x} \left(\frac{\partial f}{\partial y} \right) = \frac{\partial^2 f}{\partial y \partial x}$$



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Total Derivatives: if there is a function $f(x,y)$, then the total derivative is represented as sum of partial derivatives of each variable times the derivative of that variable



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In this example, assuming function 'f' is not directly dependent on 't' and 't' is independent variable, the total derivative can be represented as,

$$\frac{df}{dt} = \frac{\partial f}{\partial x} \frac{dx}{dt} + \frac{\partial f}{\partial y} \frac{dy}{dt}$$



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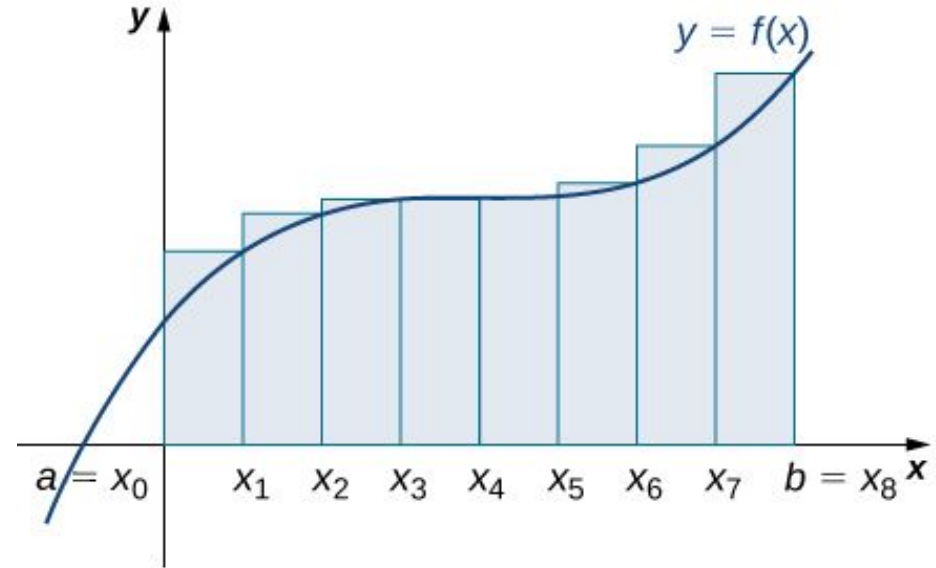
$$\frac{df}{dt} = \frac{\partial f}{\partial x} \frac{dx}{dt} + \frac{\partial f}{\partial y} \frac{dy}{dt}$$

Taylor Series: Approximations of functions. At $x=0$, this series is also termed as Maclaurin series.

$$f(x) = f(a) + f'(a)(x - a) + \frac{f''(a)}{2!}(x - a)^2 + \frac{f'''(a)}{3!}(x - a)^3 + \dots$$

Integral Calculus

Integration: it is analogous to summation. It is also termed as antiderivative

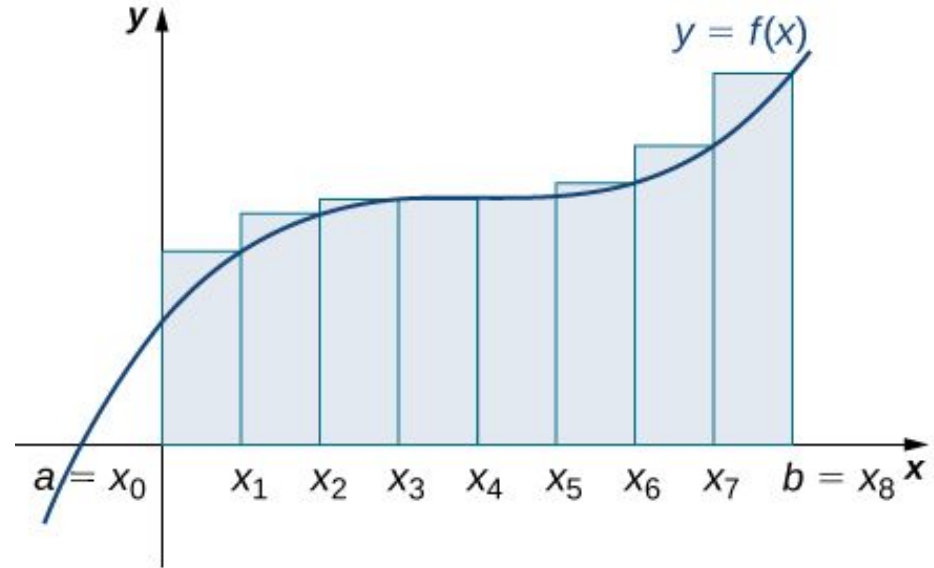


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Types:

- *Indefinite integrals:* bounds are undefined
- *Definite integrals:* bounds are defined



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- *Indefinite integrals:* bounds are undefined
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Example:

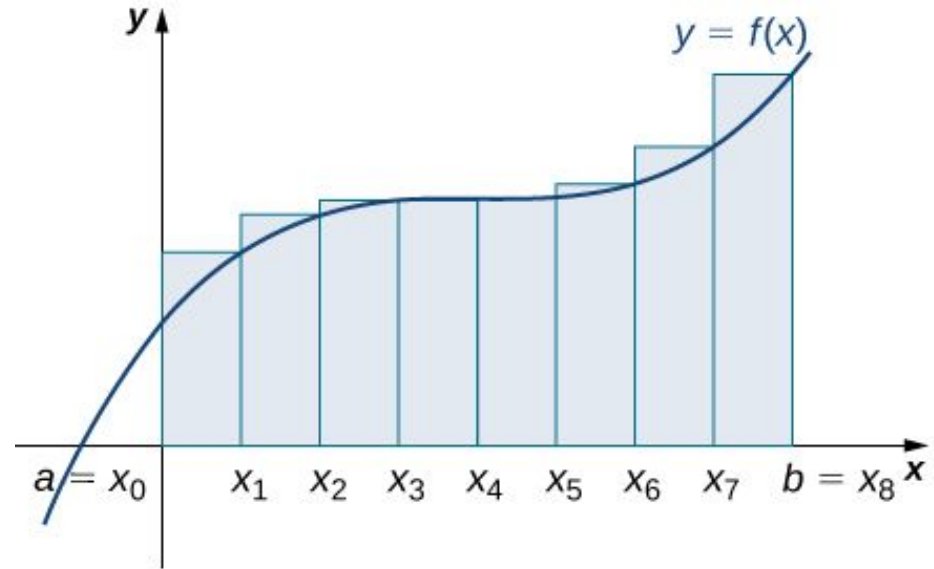
$$y_1 = x^2 + 20$$

$$y_2 = x^2 + 100$$

$$y_1' = y_2' = 2x$$

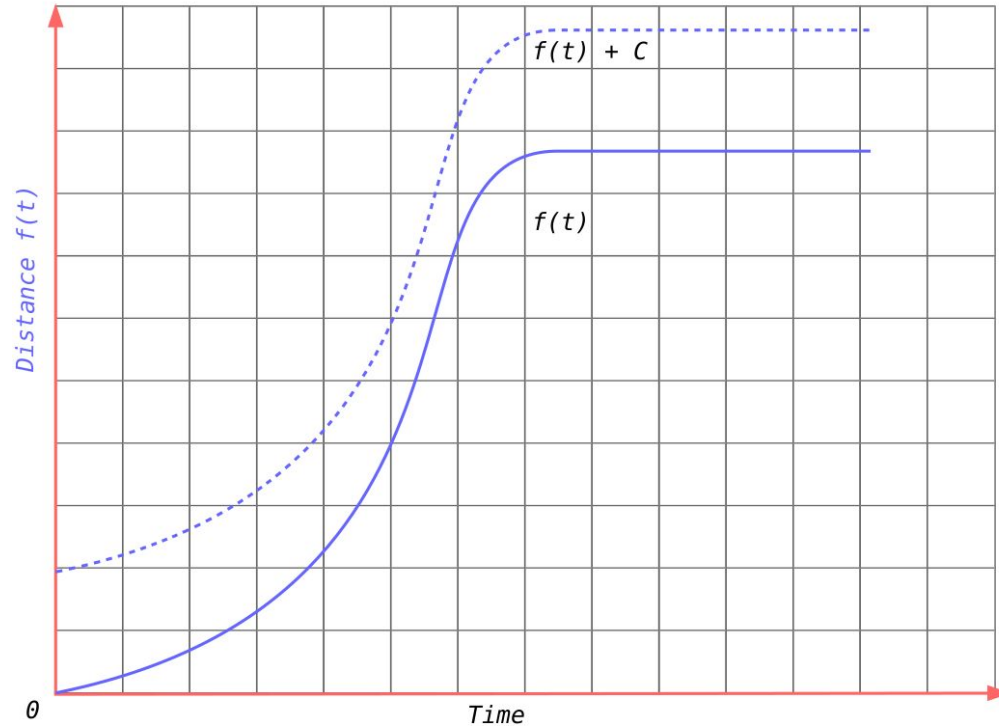
Thus,

$$\int 2x \, dx = x^2 + c$$

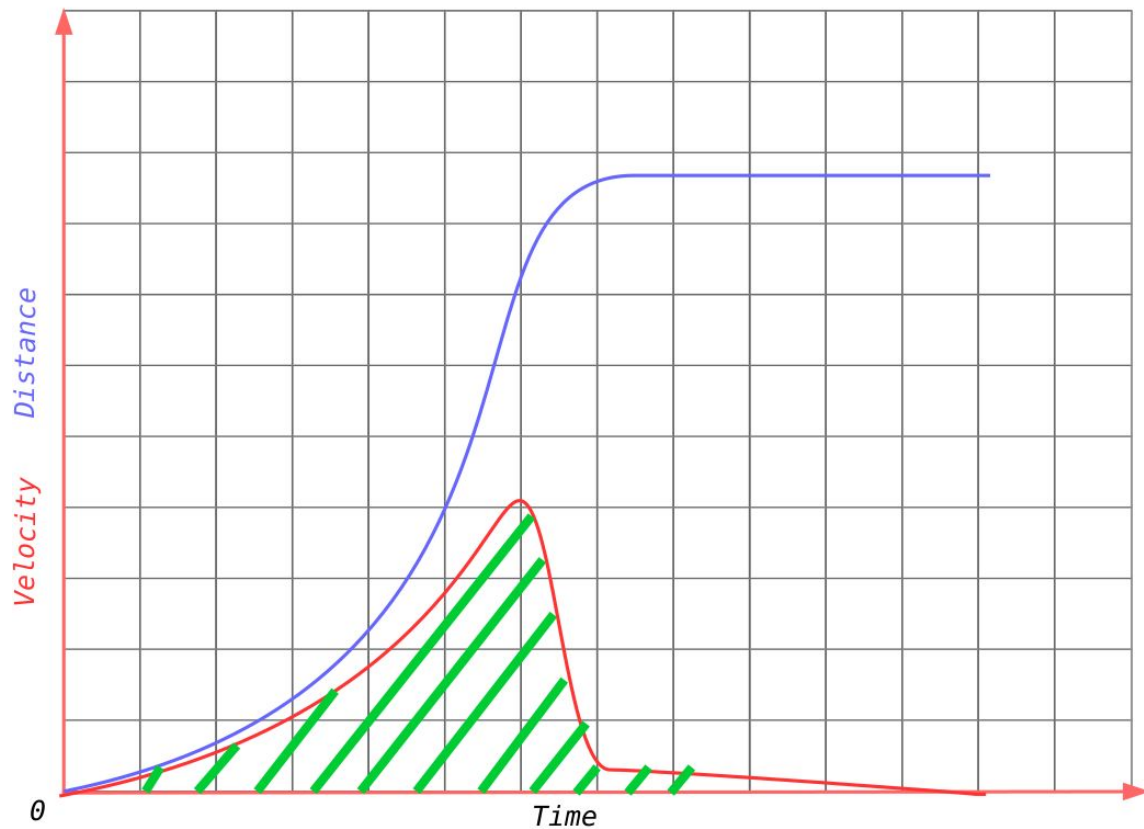


Integral Calculus

Bounds



Integral Calculus



0

Time



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Integral Calculus

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Integral Calculus

What about discrete functions?

Approximate!

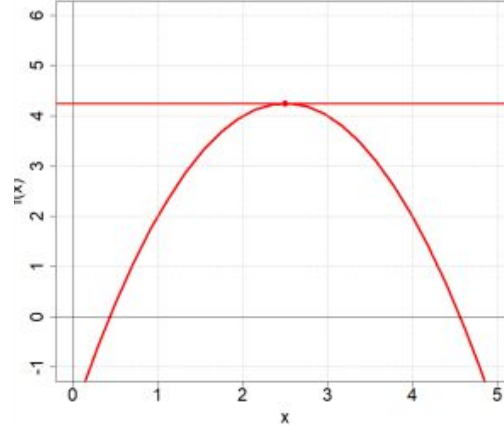
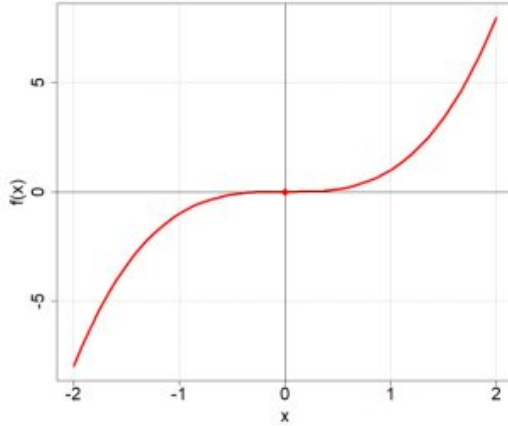
$$\int_a^b f(x) dx \approx \frac{h}{2} \sum_{k=0}^{n-1} (s_{k+1} + s_k)$$

h – small, positive, fixed epsilon



Optimisation

Inflection Point vs Critical Point



References

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Thank You!