

Numerical Differentiation

MATH-151: Mathematical Algorithms in Matlab

October 2, 2023



A REFRESHER ON THE DERIVATIVE

- Since we learned about numerical integration last week, lets now look at the other primary focus of calculus, the derivative. Which at some point x is defined as

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- Rates of change are very useful, as we are almost always interested in how things change
 - The rate of change of the position of an object over time gives us its velocity. The rate of change of that is its acceleration
 - If we have a function of the height of a mountain with respect to your location, the rate of change of this function would tell us how steep the mountain is at that point. This could prevent us from creating dangerous roads

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- Derivatives are very informative, but very hard to do so we need to come up with approximations

FINITE DIFFERENCE METHODS

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- These sure are straight-forward to do, but how good are they?

FINITE DIFFERENCE ERROR

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 - This means if we make h smaller, we should expect our error to also decrease proportional to h
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- Doing the same thing with the backward finite difference equation will give similar results.

CENTRAL DIFFERENCE METHOD

- Since we know how to find error now, lets see if we can use $f(x)$, $f(x+h)$, and $f(x-h)$ to get a more accurate estimate that is $\mathcal{O}(h^2)$

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- Which has error $\mathcal{O}(h^2)$ like we wanted. So now making h 10 times smaller will make your error 100 times smaller!

SECOND ORDER DERIVATIVES

- Lets also see if we can use those same points to get an estimate of the second derivative

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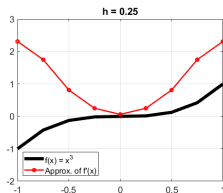
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- If we look further into the error, we see this is also a $\mathcal{O}(h^2)$ method

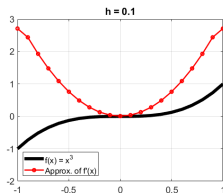
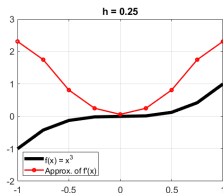
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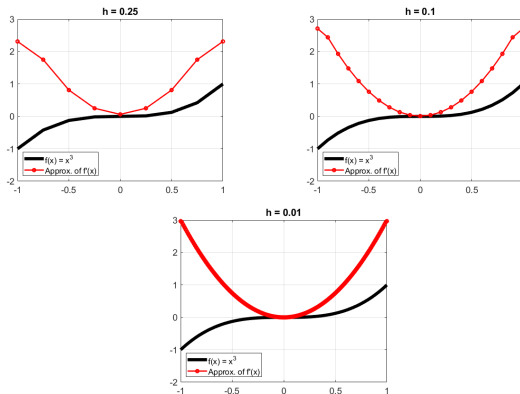
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- We can see clearly that more points gives us a more accurate estimate

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...   "longitudeE7" :: -712869138, FPS
...   "sourceInfo" :: { FPS
...     "deviceTag" :: 1464504728 FPS
...   } FPS
... }, FPS
... "endLocation" :: { FPS
...   "latitudeE7" :: 417365592, FPS
...   "longitudeE7" :: -712870690, FPS
...   "sourceInfo" :: { FPS
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...   } FPS
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... "duration" :: { FPS
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- I was actually rollerblading, so good guess!

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