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## Module

### Variables, Constants & Context

In first module, we developed a strong, visual intuition relating derivative to gradient of function ~~at each point~~ by deriving 4 Hendy Rules to speed up process of finding derivate.

However, all of the examples we looked at was for systems involving a single variable

Now apply the same idea for system with many variables, known as multivariate systems

But what's a variable?

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Reversely (we have  $y$  here) one of variable  
was function of other.

$$\text{e.g. } y = f(x)$$

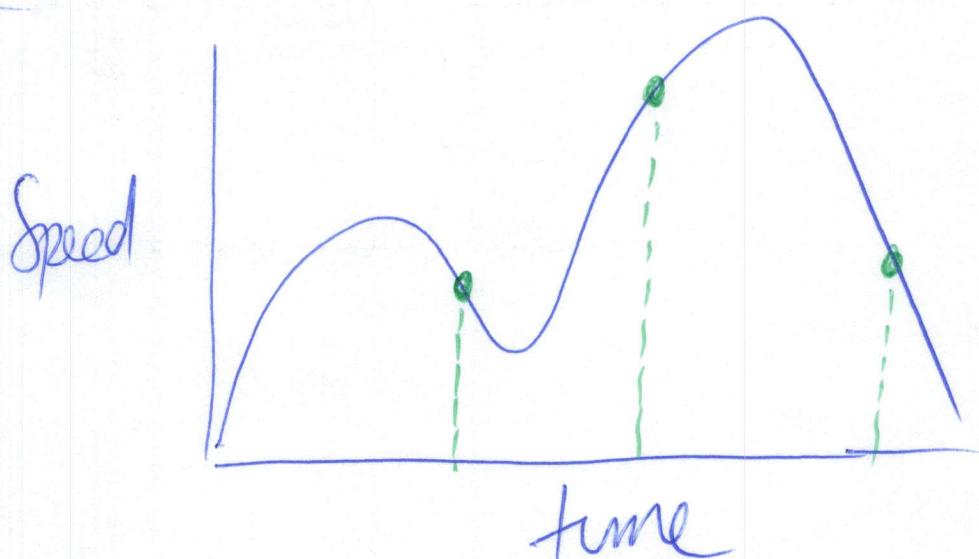
$$[f(x)=y]$$

But it will not make sense, to say

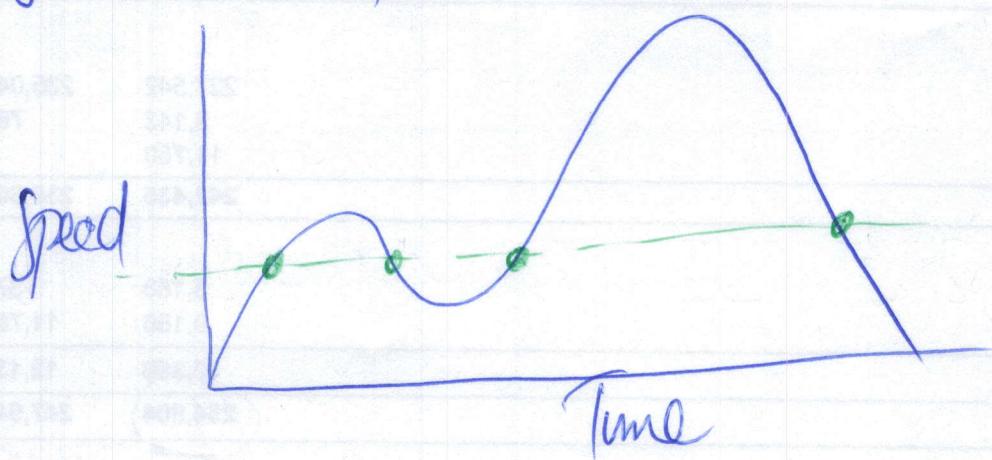
$$\text{g.e. } x = g(y) \quad [g(y)=x]$$

E.g. a vehicle speed is clearly a function  
of time, as at each time, the vehicle  
can have only 1 speed

(But we can't say the same)



But we cannot say the time is a function  
of vehicle's speed ③



As there may be multiple times at <sup>"same"</sup> which the vehicle is traveling at any given speed

- This is why we refer to the speed as a dependent variable, as it depends on time

- time is an independent variable  
in this particular context.

Typically, when you first learn Calculus, you take functions containing variables and constants, and differentiate dependent variables, such as speed

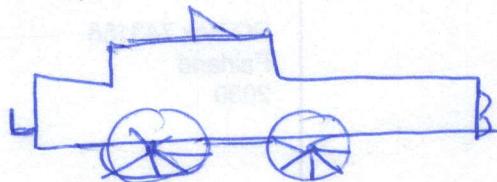
What independent variables, like time ④

However, what's labelled as ~~constant~~  
or variable, is more situational than  
we may think, and will require us  
to understand the ~~context~~, of the  
problem been described.

Let's continue with Our Example

Consider the following highly, simplified expression!

$$F = ma + dv^2$$



Relating a Force,  $F$  generated by Car engine,  
to its mass  $m$ , acceleration  $a$ ,

aerodynamic drag  $d$ , and velocity  $v$ ,

(5)

If you driving a Car, you can change your speed and acceleration by pressing the accelerator pedal to adjust its force,

But mass and drag are fixed features of car's design:

- Force is independent + variable, as you can't directly

- Speed and Acceleration, depend on variables as they are consequences of your applied force

You mass and drag coefficient are clearly constant in this context

However, if you are a car designer, trying to design each engine size in new fleet, marketing will give you a specific speed / acceleration target.

⑥ But in the Context, force is still independent variable, however speed and acceleration are constants.

And mass and drag will become variables, which you can adjust by redesigning the car.

We refer to these slightly confusing variable design constants, as parameters.

We often think of varying them, or exploring a family of similar functions, rather than changing them as variable in their own right.

But these are largely engineering decisions, not things that will worry mathematician.

As we will see later, when fitting functions to some data, if the PARAMETERS of the fitting function we are varying to find the best fit.

Which mean we will have to differentiate w.r.t to these parameters

(There is still some logic involved,  
But we shouldn't worry too much)

The key take-away here, is you can in principle differentiate anything w.r.t to any other, so don't get caught off guard when things you thought of as constants suddenly start to vary.

Let's look at different example:

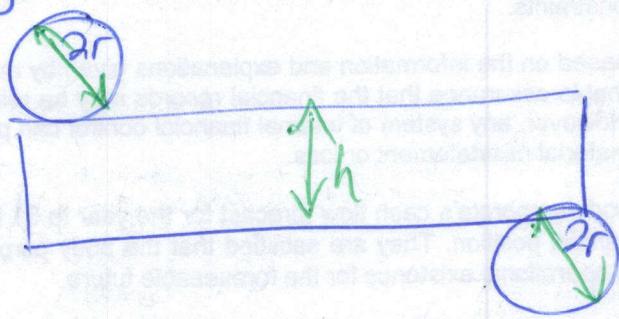


(3)

I want to build a metal Can..

. I need to understand the relationship between the various key design parameters

We can start Can by writing a reasonable approximation on the Can's empty mass  $m$ , by breaking the area down into pieces.



. Circles, top and bottom, are  $\pi r^2$  each.

And when we unroll the body, we get a rectangle with a width, that must be same as the circumference of circle,  $1.2 \pi r$  and will call height  $h$ .

Adding the areas, and multiplying them  
by thickness, we get volume, we get  
Total of metal in can

Finally multiplying this, by the metal's density.  
Final, we get its mass

(A)

$$\therefore m = 2\pi r^2 t \rho + 2\pi r h t \rho$$

area of 2 little circles

(B)

area of rectangle

(and Both multiplied by density and thickness)

What should we label as a Constant variable?  
 $\pi$  is constant, but not clear, we can in principle  
change the radius, height, wall thickness or  
material's density

) Do let find the derivative of the can's  
mass w.r.t. each of it.

To calculate this, all we do, when differentiating w.r.t a certain variable,  
simply consider all of the others to  
behave as constants

Let's start with  $\text{Eqn A}$ :

Let by  $h$

$$\frac{dm}{dh} = 2\pi rtp$$

as the first term did not contain  $h$ , and we  
treating all terms as constants, then  
a constant simply differentiate to 0,  
do we ignore it

But second term does contain  $h$ , so it  
just will apply to some constants, so differentiating  
this just leaves constants

As we can see from the expression, that  
partial derivative w.r.t  $h$ , no  
longer even contains  $h$ , which is what  
we expect

(11)

as the mass will vary linearly with height, when all else is kept constant

Instead of using the normal "d", when doing derivatives in last module, we must use the partial symbol " $\partial$ "

- which signifies you have differentiated against more than 1 variable.

Let's find partial derivative wrt no other variables

Starting with  $r$ :

$$\frac{\partial m}{\partial r} = 4\pi r t \rho + 2\pi h t \rho$$

Next do variable  $t$ :

$$\frac{\partial m}{\partial t} = 2\pi r^2 \rho + 2\pi r h \rho$$

Next do variable  $\rho$

$$\frac{\partial m}{\partial \rho} = 2\pi r^2 t + 2\pi r h t \Rightarrow$$

(b)

This is quite straightforward example, but  
not so for partial differentiation

No more complicated than univariate  
Calculus (lost moduli),

The only difference, you have to be  
careful to keep track, what you  
consider to hold constant when you  
take each derivative

→ Short intro to multivariate calculus →

- Partial Differentiation is essentially just taking a multidimensional problem and pretending that it's just a standard one dim problem, when we consider each variable separately.