

# Smooth Infinitesimal Analysis

## A Modern Reformulation of Calculus

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- 1 Motivation
- 2 Basics of Smooth Infinitesimal Analysis
- 3 What Next?

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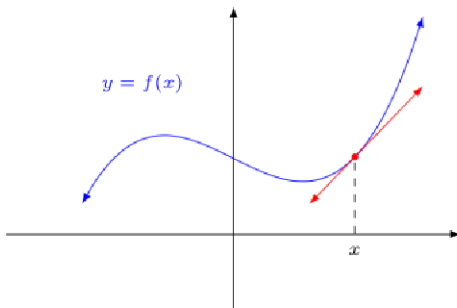
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# The Derivative

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# Pop Quiz!

What is the **formal** definition of the derivative?

You have 5 minutes. Yes, Honorlock is required - which means no hats, no hoodies, no blinking, and no breathing (you could be cheating).

# Pop Quiz - Solution



## Definition: Classical Derivative I

Let  $f : \mathbb{R} \rightarrow \mathbb{R}$  be a function and  $a \in \mathbb{R}$ . The derivative of  $f$  at  $a$  is

$$f'(a) = \lim_{h \rightarrow 0} \frac{f(a+h) - f(a)}{h},$$

provided this limit exists.

# Taking a Closer Look

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## Definition: Classical Derivative II

Let  $f : \mathbb{R} \rightarrow \mathbb{R}$  be a function and  $a \in \mathbb{R}$ . The derivative of  $f$  at  $a$  is the value  $f'(a) = L$  such that for all  $\varepsilon > 0$ , there exists a  $\delta > 0$  such that for all  $h \neq 0$ , if  $|h| < \delta$ , then

$$\left| \frac{f(a+h) - f(a)}{h} - L \right| < \varepsilon,$$

provided such an  $L$  exists.

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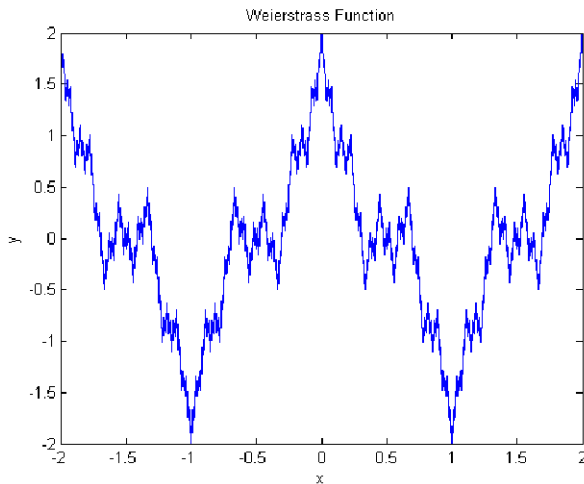
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Issues beyond elegance...

# Pathological Function Wall of Shame

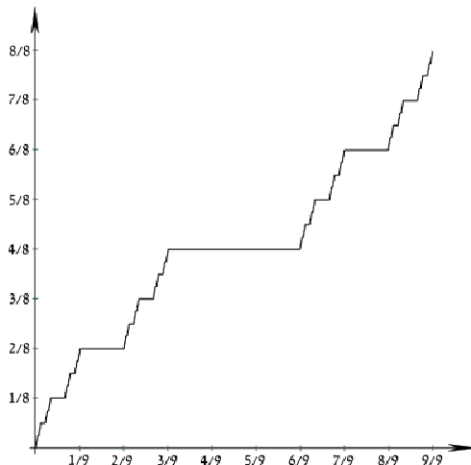
# Pathological Function Wall of Shame

Continuous everywhere, differentiable nowhere



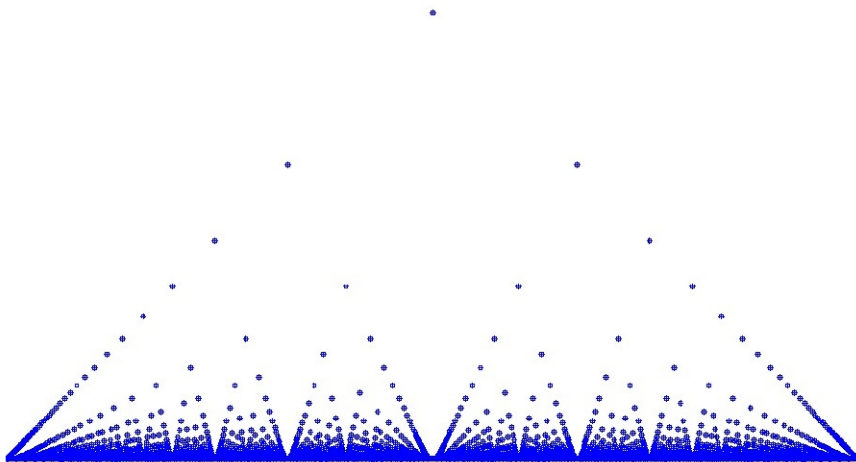
# Pathological Function Wall of Shame

Continuous everywhere, zero derivative almost everywhere, but still manages to get from 0 to 1



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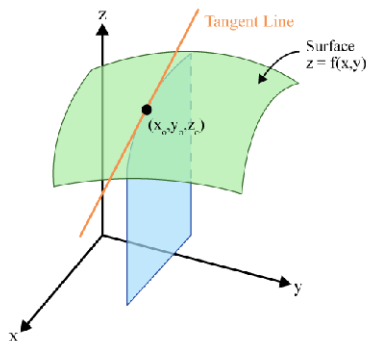
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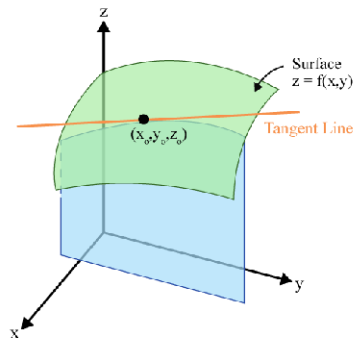


# The Derivative (now in $n$ dimensions!)

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Slope of the surface in the  $x$ -direction



Slope of the surface in the  $y$ -direction

# Higher-Dimensional Issues

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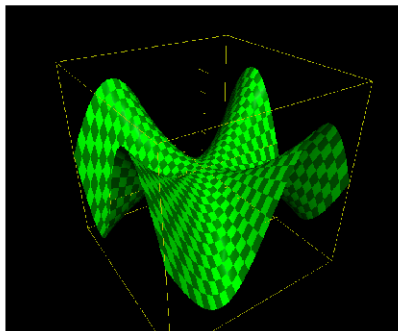
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$$\frac{\partial^2 f}{\partial y \partial x} \neq \frac{\partial^2 f}{\partial x \partial y}$$

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# Takeaways

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## Main Idea

This notion of “differentiable” (in any number of dimensions) is suboptimal due to the existence of pathological functions.

TL;DR:  $\mathbb{R}$  is not built for differentiation.



# What Can We Do?

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Is there an alternative notion of "differentiable" that better aligns with our intuitive sense of smoothness?

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Answer:

Yes!

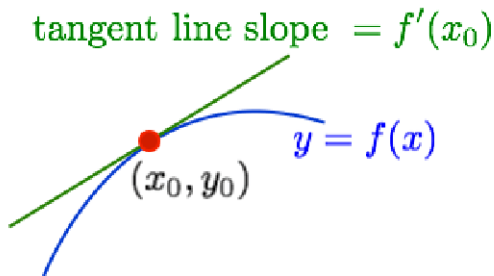
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# Intuition

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A differentiable function should be well-approximated by a line near any point.



# Intuition (cont.)

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- As we get closer to that point, the approximation improves

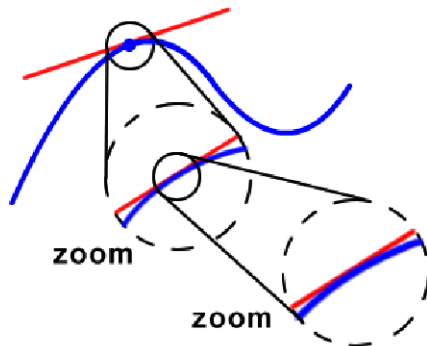


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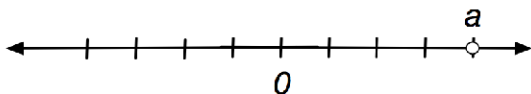
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- Considered “synthetically”

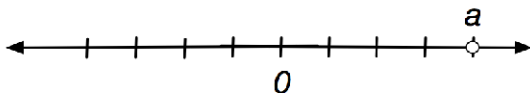
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(If you know some abstract algebra,  $\mathcal{L}$  is a commutative, ordered, nonzero ring.)



# Infinitesimals

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- Proof doesn't work in  $\mathfrak{L}$  (might not have division) - we could have nonzero infinitesimals

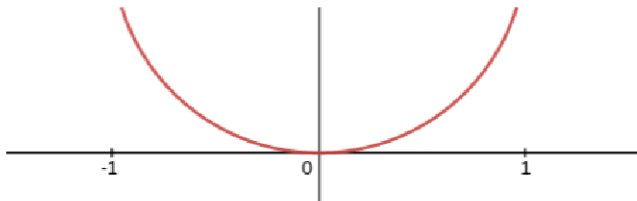
# Microstraightness

## Definition: Smooth Line Object

A line object  $\mathfrak{L}$  is smooth if it satisfies the “microstraightness axiom”: for every function  $f : D \rightarrow \mathfrak{L}$ , there exists a unique  $h \in \mathfrak{L}$  such that  $f(\varepsilon) = f(0) + \varepsilon h$  for all  $\varepsilon \in D$ .

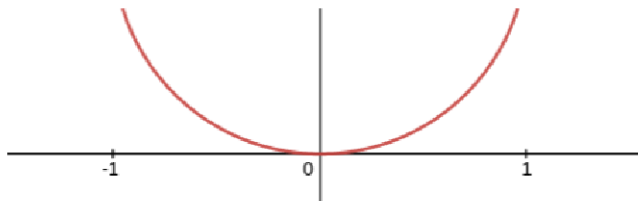
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- What about  $f(0) = 1$ ,  $f(x) = 0$  for  $x \neq 0$ ? - intuitionistic logic!



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The derivative of  $f : \mathfrak{L} \rightarrow \mathfrak{L}$  at  $a \in \mathfrak{L}$  is the unique  $h \in \mathfrak{L}$  such that  $f(a + \varepsilon) = f(a) + \varepsilon h$  for all  $\varepsilon \in D$ . We denote this  $f'(a) = h$ .

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## Consequence: Smoothness

All functions  $\mathfrak{L} \rightarrow \mathfrak{L}$  are smooth!

# Basic First Consequences

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- Let's find the derivative of  $x^2$ .

$$(x + \varepsilon)^2 = x^2 + 2x\varepsilon + \varepsilon^2 = x^2 + 2x\varepsilon \implies (x^2)' = 2x.$$

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- Let's prove the sum rule.

$$\begin{aligned}(f + g)(x + \varepsilon) &= f(x + \varepsilon) + g(x + \varepsilon) \\&= f(x) + f'(x)\varepsilon + g(x) + g'(x)\varepsilon \\&= (f(x) + g(x)) + (f'(x) + g'(x))\varepsilon \\&\implies (f + g)'(x) = f'(x) + g'(x).\end{aligned}$$

# Basic First Consequences (cont.)



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- Let's prove the product rule.

$$\begin{aligned}(fg)(x + \varepsilon) &= f(x + \varepsilon)g(x + \varepsilon) \\&= (f(x) + f'(x)\varepsilon)(g(x) + g'(x)\varepsilon) \\&= f(x)g(x) + f'(x)g(x)\varepsilon + f(x)g'(x)\varepsilon + f'(x)g'(x)\varepsilon^2 \\&= f(x)g(x) + (f'(x)g(x) + f(x)g'(x))\varepsilon \\&\implies (fg)'(x) = f'(x)g(x) + f(x)g'(x).\end{aligned}$$

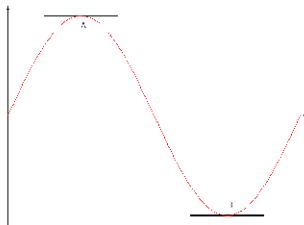
# Optimization

## Definition: Stationary Point

We say  $f : \mathfrak{L} \rightarrow \mathfrak{L}$  has a stationary point at  $a \in \mathfrak{L}$  if for all  $\varepsilon \in D$ ,  $f(a + \varepsilon) = f(a)$ .

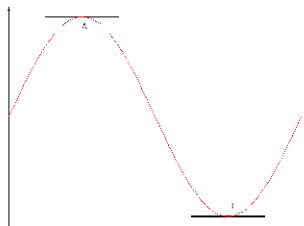
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- Let's prove that  $f'(a) = 0$  at a stationary point.

$$\begin{aligned} f(a + \varepsilon) = f(a) &\implies f(a) + f'(a)\varepsilon = f(a) \implies f'(a)\varepsilon = 0 \\ &\therefore f'(a) = 0. \end{aligned}$$

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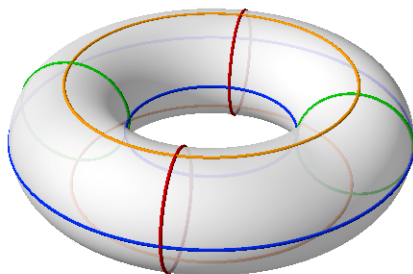
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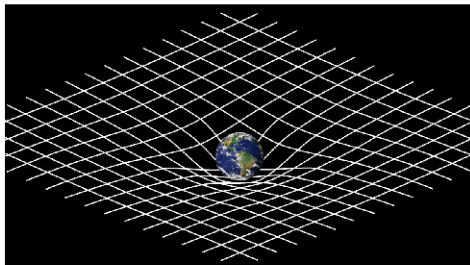
# Models?

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(If you know category theory, we need models for a *smooth topos*.)

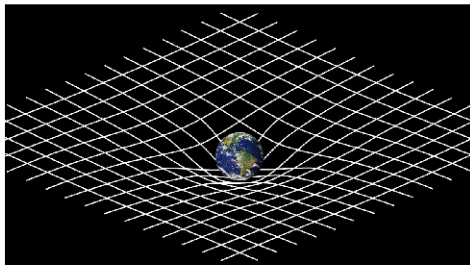
# Applications

- Physics! (mechanics, GR, fundamental particles)



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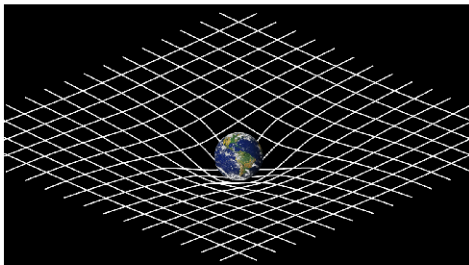
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- More generally: applied calculus (engineering, economics, etc.)
- My favorite: pedagogical

Thanks!

Thanks for Coming!