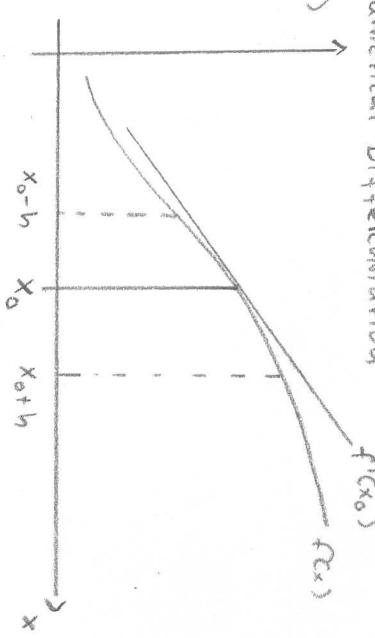


Review Vectors / Linear Algebra

(1) Numerical Differentiation



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

forward difference

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

backward difference

$$f'(x) = \frac{f(x+h) - f(x-h)}{2h}$$

central difference

Taylor Series

approximate $f(x)$ near x_0

$$f(x_0 + h) = \sum_{n=0}^{\infty} \frac{f^{(n)}(x_0)}{n!} h^n$$

$$= f(x_0) + \frac{f'(x_0)}{1!} h + \frac{f''(x_0)}{2!} h^2 + \frac{f'''(x_0)}{3!} h^3 + \dots$$

$n=1$

$n=2$

$n=3$

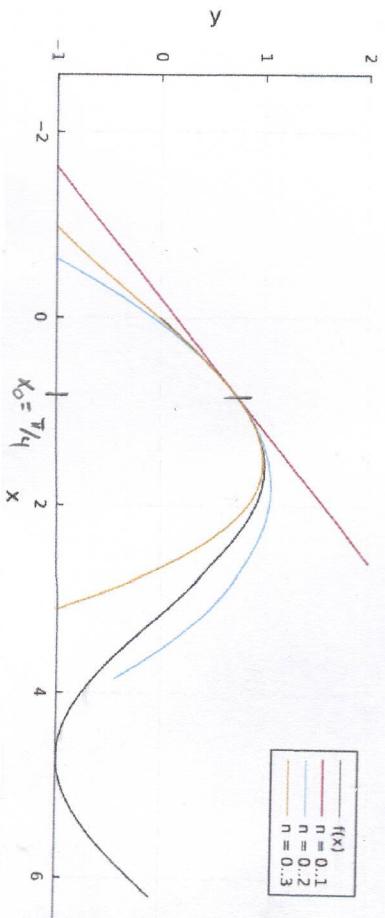
$O(h^4)$

$$f(x) = \sin(x)$$

$$f'(x) = \cos(x)$$

$$f''(x) = -\sin(x)$$

	$f(x)$
1	$f(x) = \sin(x)$
2	$f'(x) = \cos(x)$
3	$f''(x) = -\sin(x)$
4	$f'''(x) = -\cos(x)$



Finite Difference from Taylor Series

$$(1) \quad f(x+h) \approx f(x) + f'(x)h + \frac{f''(x)}{2!}h^2 + \frac{f'''(x)}{3!}h^3$$
$$\Rightarrow f'(x) = \frac{f(x+h) - f(x)}{h} + O(h^2)$$

$$(2) \quad f(x-h) \approx f(x) - f'(x)h + \frac{f''(x)}{2!}h^2 - \frac{f'''(x)}{3!}h^3$$
$$\Rightarrow f'(x) = \frac{f(x) - f(x-h)}{h} + O(h^2)$$

$$(1) - (2) \quad f(x+h) - f(x-h) \approx 2f'(x)h + \underbrace{O(h^3) + O(h^5)}_{\text{even terms are missing}}$$

\Rightarrow center difference more precise

even terms are missing

Higher Order Derivative

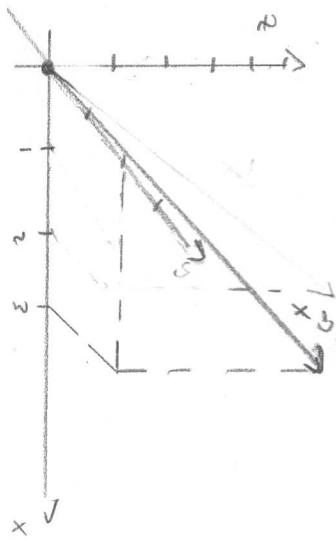
$$(1) + (2) \quad f(x+h) + f(x-h) \approx 2f(x) + \frac{2f''(x)}{2!}h^2 + O(h^4)$$

$$f''(x) = \frac{f(x+h) - 2f(x) + f(x-h)}{h^2}$$

Vectors and Matrices
(vectors)

$$\vec{x} = \begin{bmatrix} 3 \\ 2 \\ 5 \end{bmatrix} \quad \vec{x} = [3 \ 2 \ 5]$$

- collection of points
- mag. + direction



$$\|\vec{x}\| = \sqrt{x_1^2 + x_2^2 + \dots + x_n^2}$$

↑
Euclidean Norm (magnitude)

Python / C

julia / R / Fortran

$$\begin{aligned} x[0] &= 3 \\ x[1] &= 2 \\ x[2] &= 5 \end{aligned}$$

→
array index

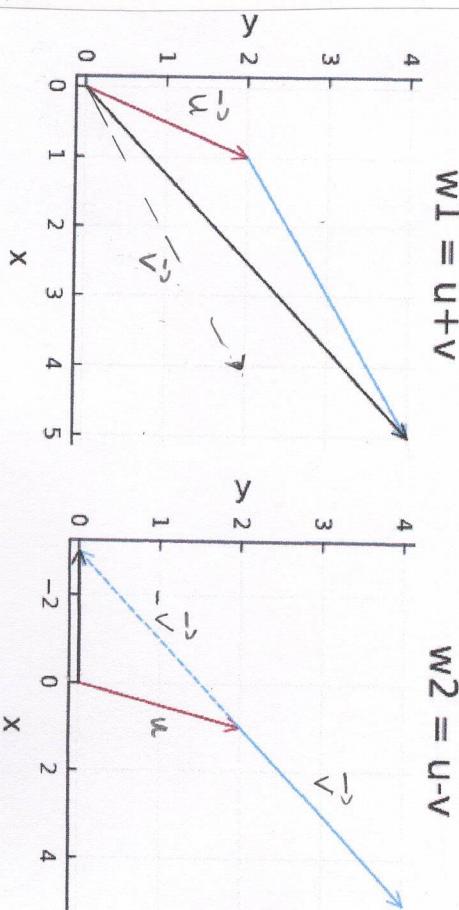
Addition and Subtraction

$$\vec{u} = [1, 2]$$

$$\vec{v} = [4, 2]$$

$$\vec{u} + \vec{v} = [u_1 + v_1, u_2 + v_2]$$

$$\vec{u} - \vec{v} = [u_1 - v_1, u_2 - v_2]$$



$$w_1 = u + v$$

$$w_2 = u - v$$

commutative

$$\vec{u} + \vec{v} = \vec{v} + \vec{u}$$

$$(\vec{v} + \vec{w}) + \vec{u} = \vec{v} + (\vec{u} + \vec{w})$$

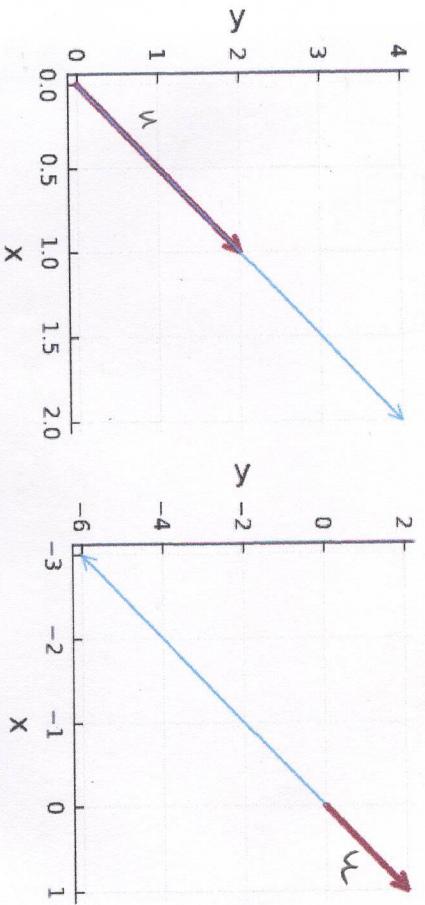
associative

Multiplication by scalar

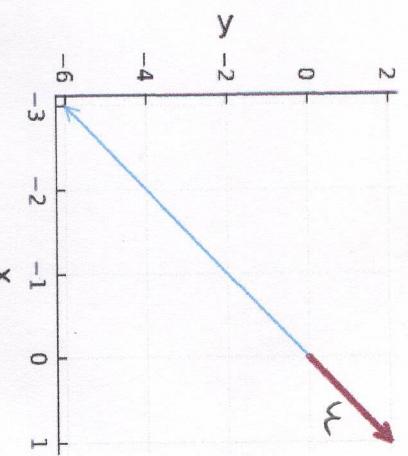
$$\vec{u} = [2, 4]$$

$$a \cdot \vec{u} = [au_1, au_2]$$

$$w1 = 2u$$



$$w2 = -3u$$



$$sv = v s$$

$$r(sv) = (rs)v$$

$$(q+r+s)v = qv + rv + sv$$

(distributive)

Scalar Product (Dot Product)

Test Orthogonality (right angle)

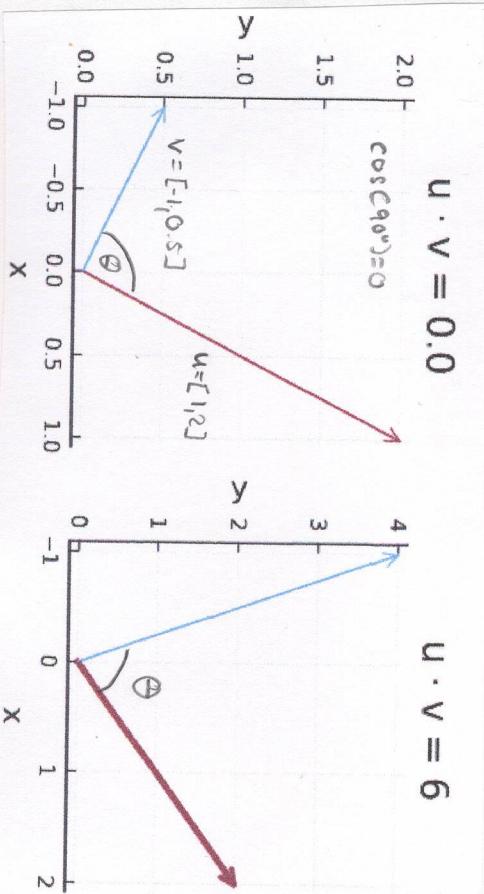
$$\vec{u} \cdot \vec{w} = \|\vec{v}\| \|\vec{w}\| \cos(\theta)$$

$$\vec{u} \cdot \vec{w} = v_1 w_1 + v_2 w_2 + \dots + v_n w_n$$

$$\vec{u} \cdot \vec{u} = \|\vec{u}\|^2$$

$$\mathbf{u} \cdot \mathbf{v} = 0.0$$

$$\cos(90^\circ) = 0$$



$$\mathbf{u} \cdot \mathbf{v} = 6$$

$$\vec{u} \cdot \vec{v} = \vec{v} \cdot \vec{u}$$

$$(\vec{u} \cdot \vec{v})\vec{w} \neq \vec{u}(\vec{v} \cdot \vec{w})$$

$$\vec{u} \cdot [\vec{v} + \vec{w}] = \vec{u} \cdot \vec{v} + \vec{u} \cdot \vec{w}$$

y

2.0
1.5
1.0
0.5
0.0

-1.0 -0.5 0.0 0.5 1.0

x

y

4
3
2
1
0

-1.0 -0.5 0.0 0.5 1.0

x

y

2
1
0

-1.0 -0.5 0.0 0.5 1.0

x

Vector Product (Cross Product)

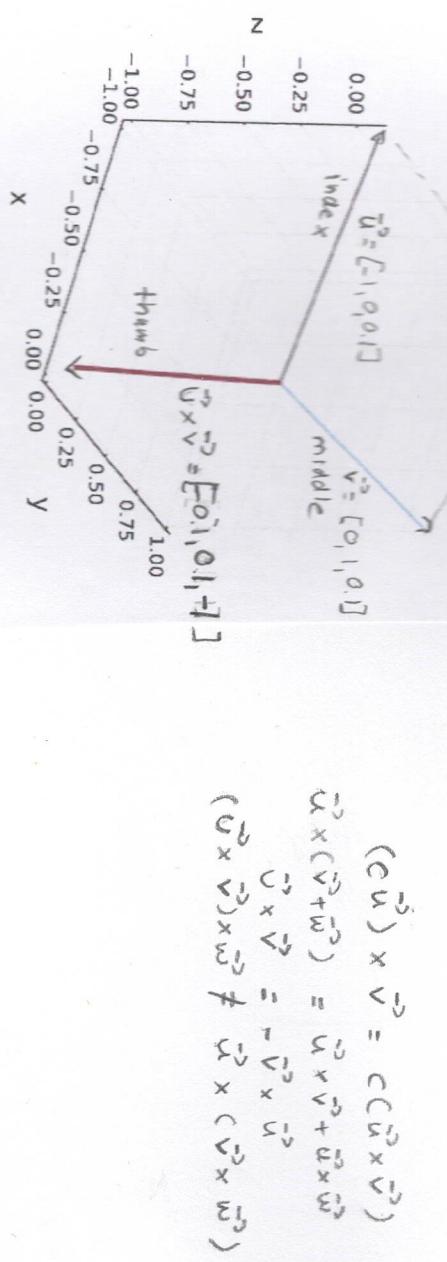
= defined on 3-dim vectors

- $\vec{v} \times \vec{w} = \| \vec{v} \| \| \vec{w} \| \sin(\theta) \hat{n}$ \Rightarrow zero for parallel vectors $\Rightarrow \vec{v} \times \vec{v} = \begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$

$$\vec{v} \times \vec{w} = \begin{bmatrix} v_2 w_3 - v_3 w_2 \\ v_3 w_1 - v_1 w_3 \\ v_1 w_2 - v_2 w_1 \end{bmatrix}$$

is a vector

$$\| \vec{v} \times \vec{w} \| = \| \vec{v} \| \| \vec{w} \| \sin(\theta)$$



$$(c\vec{u}) \times \vec{v} = c(\vec{u} \times \vec{v})$$

$$\vec{u} \times (\vec{v} + \vec{w}) = \vec{u} \times \vec{v} + \vec{u} \times \vec{w}$$

$$\vec{u} \times \vec{v} = -\vec{v} \times \vec{u}$$

$$(\vec{u} \times \vec{v}) \times \vec{w} \neq \vec{u} \times (\vec{v} \times \vec{w})$$

right-hand rule

Matrix

$$\begin{array}{l} 3x + 4y - 5z = 10 \\ 3x - 5y - 7z = 11 \\ -3x + 6y + 9z = 12 \end{array}$$

$$\begin{bmatrix} 3 & 4 & -5 \end{bmatrix} \cdot \begin{bmatrix} x & y & z \end{bmatrix} = \begin{bmatrix} 10 \\ 11 \\ 12 \end{bmatrix}$$

$$\begin{bmatrix} 3 & -5 & -7 \end{bmatrix} \cdot \begin{bmatrix} x & y & z \end{bmatrix} = \begin{bmatrix} 11 \\ 10 \\ 12 \end{bmatrix}$$

$$\begin{bmatrix} -3 & 6 & 9 \end{bmatrix} \cdot \begin{bmatrix} x & y & z \end{bmatrix} = \begin{bmatrix} 12 \\ 10 \\ 11 \end{bmatrix}$$

column

$$\downarrow \text{rows}$$
$$\begin{bmatrix} 3 & 4 & -5 \\ 3 & -5 & 7 \\ -3 & 6 & 9 \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} 10 \\ 11 \\ 12 \end{bmatrix}$$

A

$$\vec{x} = \vec{b}$$

Matrix A with m rows and n columns

A_{ij} or a_{ij} entry of i^{th} row and j^{th} column

Scalar times matrix

$$cA = c a_{ij}$$

Matrix times Matrix

$$A * B = A_{i,:} \overset{\uparrow}{\cdot} B_{:,j} \quad \text{all rows column } j$$

\uparrow
dot product
row i , all columns :

$$\begin{bmatrix} -1 & -2 & -2 \\ 3 & 4 & 2 \end{bmatrix} \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} = \begin{bmatrix} 7 & 10 \\ 15 & 22 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 \end{bmatrix} \cdot \begin{bmatrix} 1 & 3 \end{bmatrix} = 7$$

$$\begin{bmatrix} 3 & 4 \end{bmatrix} \cdot \begin{bmatrix} 1 & 3 \end{bmatrix} = 15$$

$$\begin{bmatrix} 1 & 2 \end{bmatrix} \cdot \begin{bmatrix} 2 & 4 \end{bmatrix} = 10$$

$$\begin{bmatrix} 3 & 4 \end{bmatrix} \cdot \begin{bmatrix} 2 & 4 \end{bmatrix} = 22$$

Matrix Transpose

$$A^{m \times n} \Rightarrow (A^T)^{n \times m}$$

i,j entry becomes j,i entry

$$A = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \\ a_{31} & a_{32} \end{bmatrix}$$

Rules

$$(A^T)^T = A \quad (\text{Self inverse})$$

$$(A+B)^T = A^T + B^T$$

$$(cA)^T = cA^T$$

$$(AB)^T = B^T A^T \quad (\text{Order reversal})$$

$$a \cdot b = a^T b \quad (\text{dot product to matrix product})$$

Matrix Determinant (n × n matrix)

$$\det \begin{bmatrix} a & b \\ c & d \end{bmatrix} = ad - bc$$

$$\det \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix} = a \begin{vmatrix} e & f \\ h & i \end{vmatrix} - b \begin{vmatrix} d & f \\ g & i \end{vmatrix} + c \begin{vmatrix} d & e \\ g & h \end{vmatrix}$$

(1) a square matrix is invertible if and only if $\det(A) \neq 0$

(2) if the rows of column are linearly dependent, then $\det(A)=0$

$$(3) \det(AB) = \det(A)\det(B)$$

$$(4) \det(CA) = \det(CA^T)$$

$$(5) \det(CA^{-1}) = \frac{1}{\det(C)}$$

Matrix Inverse

$$A \hat{A}^{-1} = \hat{I}$$

\hat{I} inverse matrix

\hat{I} = Identity Matrix

$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

$$\hat{I}_{i,j} = \delta_{i,j} = \begin{cases} 0 \text{ for } i \neq j \\ 1 \text{ for } i = j \end{cases}$$

$$A \hat{I} = A$$

$$\hat{I} A = A$$

Methods of matrix inversion

- Gaussian Elimination
- Numerical linear algebra

>> inv(A)

if $\det(A) \neq 0$

Kronecker delta

Tauvertransponieren

\sum
Einstein Notation

Vector - Valued Functions

$$\vec{f}: \mathbb{R} \rightarrow \mathbb{R}^n \quad n > 1$$

$$\vec{f}(c) = \begin{bmatrix} \sin(c) \\ 2\cos(c) \end{bmatrix}$$

maps scalar "t" to vector

$$\vec{f}'(c) = \lim_{\Delta t \rightarrow 0} \frac{\vec{f}(c + \Delta t) - \vec{f}(c)}{\Delta t}$$

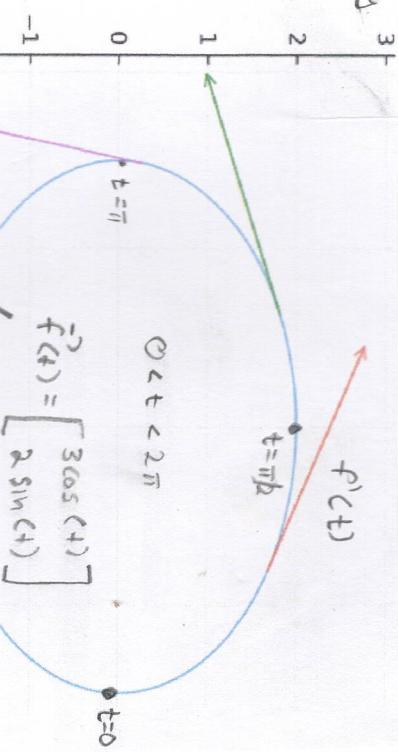
$$\vec{f}(c) = \begin{bmatrix} x(c) \\ y(c) \end{bmatrix}$$

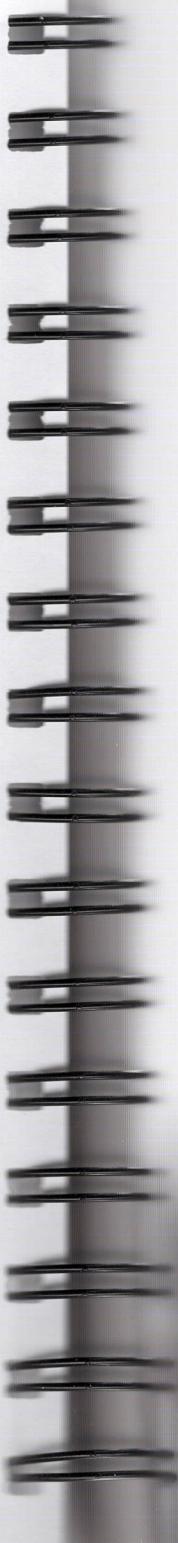
$$\vec{f}'(c) = \begin{bmatrix} x'(c) \\ y'(c) \end{bmatrix} = \text{tangent vector}$$

$$(\vec{U} \cdot \vec{V})' = \vec{U}' \cdot \vec{V} + \vec{U} \cdot \vec{V}'$$

$$(\vec{U} \times \vec{V})' = \vec{U}' \times \vec{V} + \vec{U} \times \vec{V}'$$

product rule





Multivariate Scalar Functions

$f: \mathbb{R}^n \rightarrow \mathbb{R}$ multiple inputs \rightarrow scalar output

Example: $f(x,y) = x^2 + y^2$

need to evaluate
for



top view

$f(x,y)$

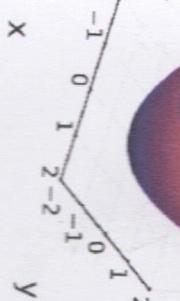
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N

4

2

-2



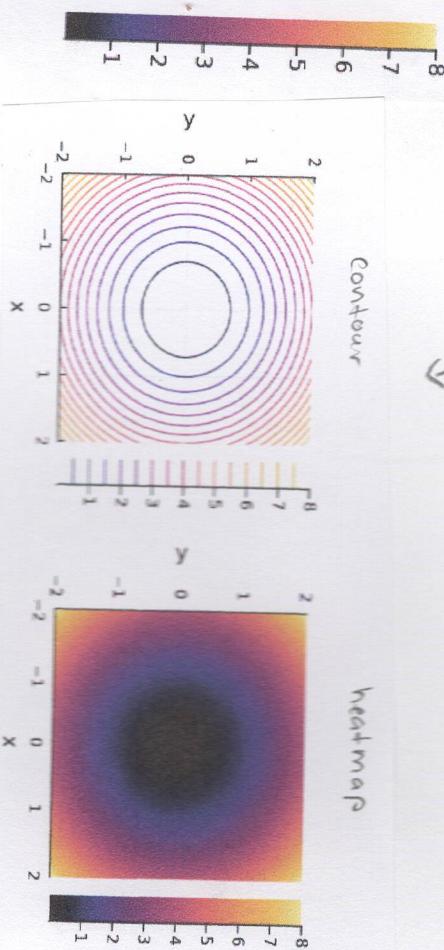
y

x



contour

heat map



$f(x,y)$

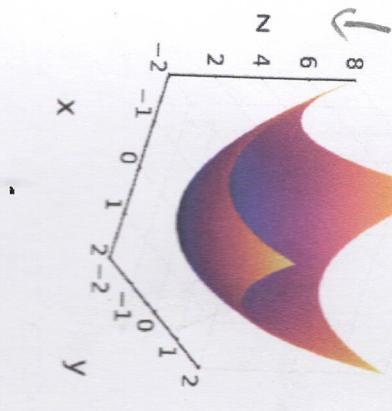
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N

4

2

-2



y

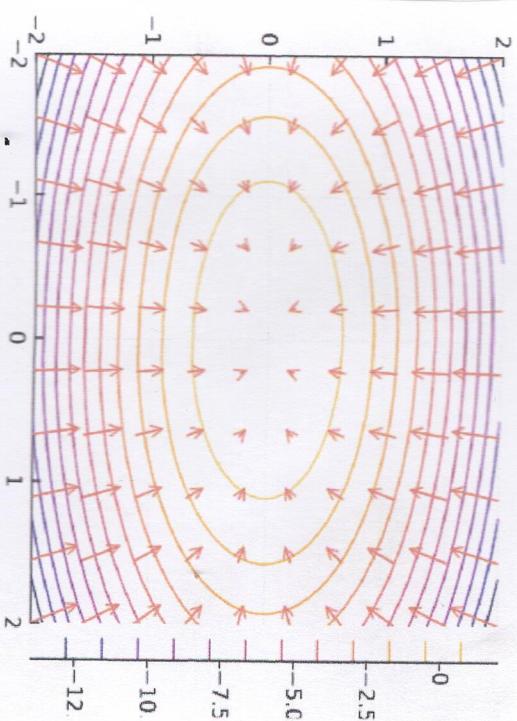
x

The Gradient

gradient of a scalar function is the direction of steepest ascent

$$\begin{aligned}\nabla f(x_1, \dots, x_n) &= \left[\frac{\partial}{\partial x_1} \frac{\partial}{\partial x_2} \cdots \frac{\partial}{\partial x_n} \right] f(x_1, x_2, \dots, x_n) \\ &= \left[\frac{\partial f}{\partial x_1} \frac{\partial f}{\partial x_2} \cdots \frac{\partial f}{\partial x_n} \right]\end{aligned}$$

$$\mathbb{R}^n \rightarrow \mathbb{R}^n$$

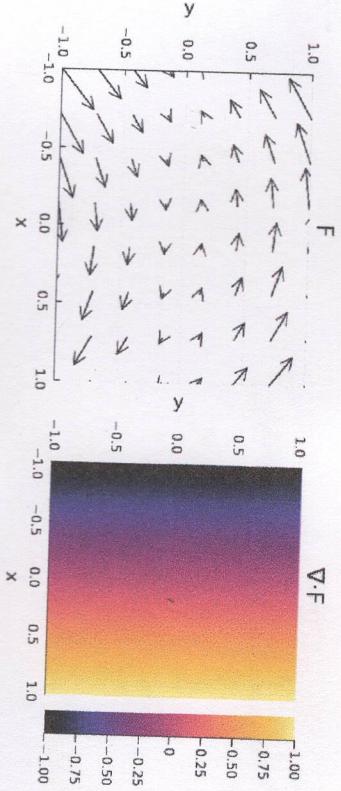


$$\nabla f \neq \nabla$$

$$(\nabla f)g \neq \nabla(fg)$$

$$\nabla(f+g) = \nabla f + \nabla g$$

$$f(x, y) = 2 - x^2 - 3y^2$$



$$\vec{F} = [-y, x, 0]$$

Divergence

Divergence of a vector field $\vec{F}: \mathbb{R}^3 \rightarrow \mathbb{R}$

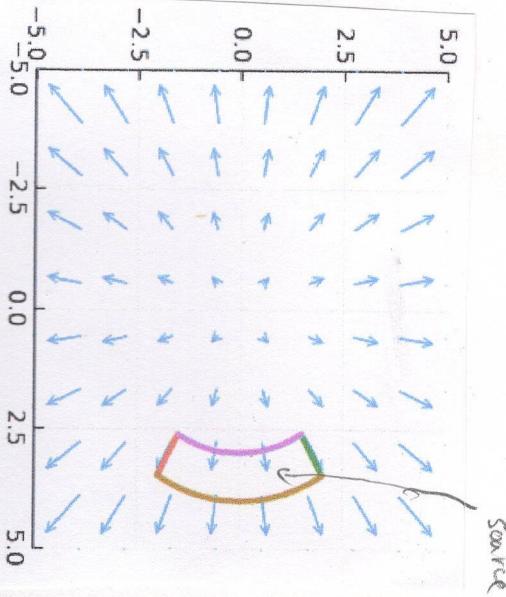
$$\operatorname{div}(\vec{F}) = \nabla \cdot \vec{F} = \left[\frac{\partial}{\partial x} \frac{\partial}{\partial y} \frac{\partial}{\partial z} \right] \cdot [\vec{F}_x \vec{F}_y \vec{F}_z]$$

$$\nabla \cdot \vec{F} = \frac{\partial \vec{F}_x}{\partial x} + \frac{\partial \vec{F}_y}{\partial y} + \frac{\partial \vec{F}_z}{\partial z}$$

$$\nabla \cdot \vec{u} \neq \vec{u} \cdot \nabla$$

$$\nabla \cdot S\vec{u} \neq \nabla S \cdot \vec{u}$$

$$\nabla \cdot [S\vec{u} + \vec{v}] = \nabla \cdot \vec{u} + \nabla \cdot \vec{v}$$



$\operatorname{div} > 0 \Rightarrow \text{outflow} > \text{inflow}$

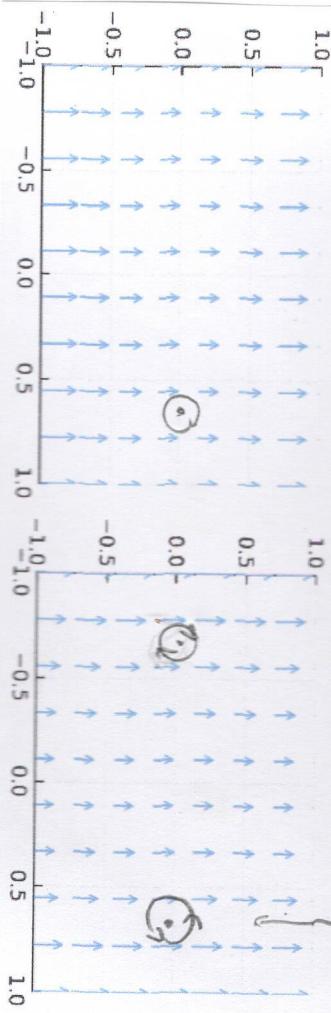
Curl

defined for a 3D vector field $\mathbb{R}^3 \rightarrow \mathbb{R}^3$

$$\text{curl } \vec{F} = \nabla \times \vec{F} = \det \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \frac{\partial}{\partial x} & \frac{\partial}{\partial y} & \frac{\partial}{\partial z} \\ F_x & F_y & F_z \end{vmatrix}$$

$$= \left[\frac{\partial F_z}{\partial y} - \frac{\partial F_y}{\partial z}, -\frac{\partial F_z}{\partial x} + \frac{\partial F_x}{\partial z}, \frac{\partial F_y}{\partial x} - \frac{\partial F_x}{\partial y} \right]$$

no spin $\Rightarrow \text{curl } \vec{F} = 0$



Curl downward

right hand rule
→ curl points upward

$$\vec{F} = [0, 1+x^2, 0]$$

$$\vec{F} = [0, 1+x^2, 0]$$