

Seeing Calculus Through Algebra!

Sagnik Roy

December 3, 2024

1 Differentiation and Integration are Inverse Operations!

We will show how differentiation and integration are linear maps and then we'll show how they are inverses of each other.

Definition: A **linear map** from V to W is a function from $T : V \rightarrow W$ that satisfy the following properties:

- $T(u + v) = Tu + Tv \quad \forall u, v \in V$
- $T(\alpha v) = \alpha Tv \quad \forall \alpha \in F, \forall v \in V$

Let's see how differentiation is a linear map.

Take V to be \mathbb{P}_4 and W to be \mathbb{P}_3 where \mathbb{P}_n denotes the set of polynomials with degree at most n .

$F = \mathbb{R}$.

It's easy to see that

$$\mathbb{P}_4 = (a_0 1 + a_1 x + a_2 x^2 + a_3 x^3 + a_4 x^4)$$

$$\mathbb{P}_3 = (b_0 1 + b_1 x + b_2 x^2 + b_3 x^3) \text{ where } b_i, a_i \in \mathbb{R}, i \in \mathbb{N}.$$

$$\begin{aligned} \frac{d(f(x)+g(x))}{dx} &= \frac{d(f(x))}{dx} + \frac{d(g(x))}{dx} \\ \frac{d(\alpha f(x))}{dx} &= \alpha \frac{d(f(x))}{dx} \end{aligned}$$

\therefore Differentiation is a linear map from \mathbb{P}_4 to \mathbb{P}_3 .

Denote it by \mathcal{D}

$$\mathcal{D}1 = 0.1 + 0.x + 0.x^2 + 0.x^3$$

$$\mathcal{D}x = 1 + 0.x + 0.x^2 + 0.x^3$$

$$\mathcal{D}x^2 = 0.1 + 2.x + 0.x^2 + 0.x^3$$

$$\mathcal{D}x^3 = 0.1 + 0.x + 3.x^2 + 0.x^3$$

$$\mathcal{D}x^4 = 0.1 + 0.x + 0.x^2 + 4.x^3$$

$$\therefore \mathcal{D} = \begin{bmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 2 & 0 & 0 \\ 0 & 0 & 0 & 3 & 0 \\ 0 & 0 & 0 & 0 & 4 \end{bmatrix}$$

Now let's see whether this matrix really gives the differentiated function

$$\text{Let } p = a_0 + a_1x + a_2x^2 + a_3x^3 + a_4x^4$$

Thus the coefficient matrix of p can be written as a column matrix as:

$$\begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \\ a_4 \end{bmatrix}$$

$$\therefore \mathcal{D}p = \begin{bmatrix} 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 2 & 0 & 0 \\ 0 & 0 & 0 & 3 & 0 \\ 0 & 0 & 0 & 0 & 4 \end{bmatrix} \cdot \begin{bmatrix} a_0 \\ a_1 \\ a_2 \\ a_3 \\ a_4 \end{bmatrix} = \begin{bmatrix} a_1 \\ 2a_2 \\ 3a_3 \\ 4a_4 \end{bmatrix}$$

$$p' = [a_1 \quad 2a_2 \quad 3a_3 \quad 4a_4] \cdot \begin{bmatrix} 1 \\ x \\ x^2 \\ x^3 \end{bmatrix} = a_1 + 2a_2x + 3a_3x^2 + 4a_4x^3$$

Indeed \mathcal{D} is the differentiation operator!

Coming to Integration now....

Indefinite integration cannot be treated as a linear map, so we have to define integration as follows:

$$\mathcal{I} = \int_0^x f(x) dx$$

It is easy to see \mathcal{I} is a linear map from \mathbb{P}_3 to \mathbb{P}_4 .

Working as before,

$$\mathcal{I}1 = 0.1 + 1.x + 0.x^2 + 0.x^3 + 0.x^4$$

$$\mathcal{I}x = 0.1 + 0.x + \frac{1}{2}.x^2 + 0.x^3 + 0.x^4$$

$$\mathcal{I}x^2 = 0.1 + 0.x + 0.x^2 + \frac{1}{3}.x^3 + 0.x^4$$

$$\mathcal{I}x^3 = 0.1 + 0.x + 0.x^2 + 0.x^3 + \frac{1}{4}.x^4$$

$$\therefore \mathcal{I} = \begin{bmatrix} 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & \frac{1}{2} & 0 & 0 \\ 0 & 0 & \frac{1}{3} & 0 \\ 0 & 0 & 0 & \frac{1}{4} \end{bmatrix}$$

$$\therefore \mathcal{DI} = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} = I_4$$

$$\mathcal{DI}p = Ip = p$$

Therefore, a polynomial in \mathbb{P}_3 when integrated and differentiated gives itself which is true!

Similarly,

$$\therefore \mathcal{ID} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix} = I_5$$

$$\mathcal{ID}p = Ip = p$$

Therefore, a polynomial in \mathbb{P}_4 when differentiated and integrated again gives itself which can be verified easily by manual calculations.

Thus, we have been able to show that \mathcal{D} and \mathcal{I} are respectively the right and left inverses of \mathcal{I} and \mathcal{D} . Therefore, the operations- differentiation and integration are really inverse functions of each other subject to some constraints.

Caution:

Here I have used \mathbb{P}_3 and \mathbb{P}_4 but in general you can use \mathbb{P}_n and \mathbb{P}_m as long as n, m are countable. If they become uncountably infinite, the matrices \mathcal{D} and \mathcal{I} will have infinite rows and columns and well... you really can't multiply matrices with infinite elements.

⁰Credits to Gilbert Strang and his book "Linear Algebra and its Applications" for this idea.