

Agenda:

1. Calculus

2. Limits

3. Derivatives — Some basic formulas

Rules of Differentiation

Chain Rule
Partial Derivatives

4. Matrix - Determinant

Trace

Eigen Vector & Eigen Value



Calculus

- comes from Latin → Small Stone
↓ why?

Bcz it is like understanding something by looking at small pieces



Two Types:

Differential Calculus

- It cuts something into small pieces to find out how it changes

Integral Calculus

It joins (integrates) the small pieces together to find out how much there is.

Limits :

Sometimes we can't work something out directly... but we can see what it should be as we get closer & closer

eg: $\frac{x^2 - 1}{x - 1}$

If $x = 1$,

$$\frac{1^2 - 1}{1 - 1} = \frac{1 - 1}{1 - 1} = \frac{0}{0} \quad (\text{Indeterminate})$$

ex. Contd:

x	$\frac{x^2 - 1}{x - 1}$
0.5	1.5
0.9	1.9
0.99	1.99
0.999	1.999
0.9999	1.9999
0.99999	1.99999

Pl Observe: As x gets close to 1, then $\frac{x^2 - 1}{x - 1}$

gets close to 2.

When $x = 1 \rightarrow$ Indeterminate or

But we can certainly see that it is going to be 2.

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LIMIT

i.e. The limit of $\frac{x^2-1}{x-1}$ as x approaches 1 is 2.

Mathematical Representation

$$\lim_{x \rightarrow 1} \frac{x^2-1}{x-1} = 2$$

e.g Contd:

x	$\frac{x^2-1}{x-1}$
1.5	2.5
1.1	2.1
1.01	2.01
1.001	2.001
1.0001	2.0001
1.00001	2.00001

Again, its heading for 2.

Derivatives : It is all about Slope.

m=slope
c=y-intercept
Egn. of Line 'y' = $mx + c$
i.e., $y = 0.5x + 2$

Slope = $\frac{\text{Change in } Y}{\text{Change in } X} = \frac{\Delta Y}{\Delta X} = \frac{y_2 - y_1}{x_2 - x_1}$

Have a play (drag the points):

$\text{slope} = \frac{3}{6} = 0.5$

Equation of a Straight Line

① $m = \frac{6-3}{8-2} = \frac{3}{6} = 0.5$
② $m = \frac{3-6}{2-8} = \frac{-3}{-6} = 0.5$

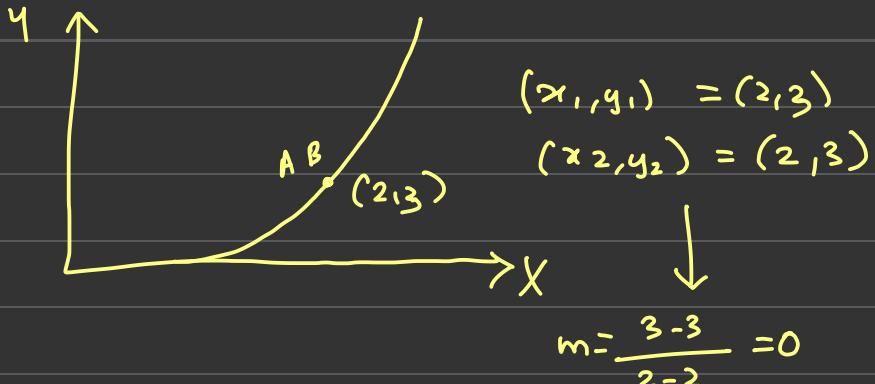
Slope = 0.5, it means that the slope of this line is 0.5 i.e. For every 1 unit we travel on X-axis, we climb 0.5 unit on Y-axis.

Examples:

The Slope of this line = $\frac{3}{3} = 1$
So the Slope is equal to 1

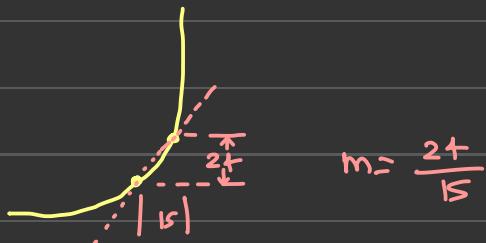
Finding Slope of a line is very easy as the slope is constant i.e. 0.5 throughout.

What if we want to calculate slope of a curve?

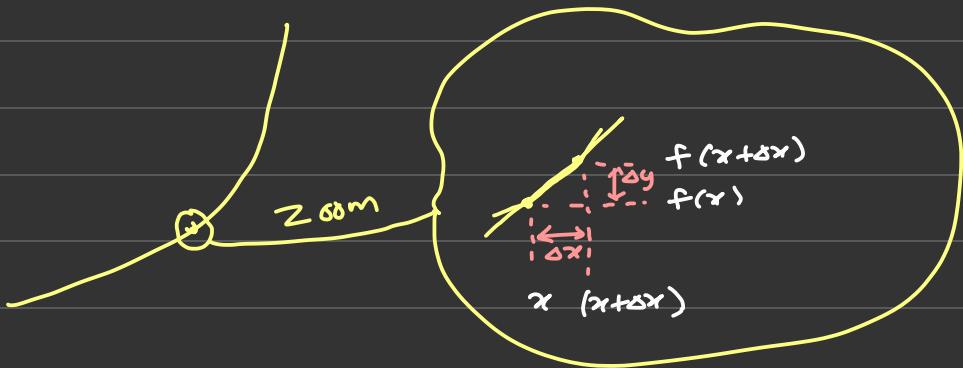




Calculus : Small Pebbles.



Derivatives : We use a small difference.



$$m = \frac{\Delta y}{\Delta x}$$

x changes from x to $x+\Delta x$

y changes from $f(x)$ to $f(x+\Delta x)$

$$m = \frac{\Delta y}{\Delta x} = \frac{f(x+\Delta x) - f(x)}{\Delta x}$$

& make Δx shrink toward zero.

$$\text{eg: } f(x) = x^2$$

$$\text{Soln: } f(x + \Delta x) = (x + \Delta x)^2$$

$$= x^2 + 2x\Delta x + (\Delta x)^2$$

$$\begin{aligned} m &= \frac{f(x + \Delta x) - f(x)}{\Delta x} = \frac{x^2 + 2x\Delta x + (\Delta x)^2 - x^2}{\Delta x} \\ &= \frac{2x\Delta x + (\Delta x)^2}{\Delta x} \\ &= \frac{\cancel{\Delta x}(2x + \Delta x)}{\cancel{\Delta x}} \\ &= 2x + \Delta x \end{aligned}$$

$\therefore \Delta x$ is heading towards 0.

$$\begin{aligned} \therefore m &= 2x + \Delta x \\ &= 2x + (0) \\ &= 2x \end{aligned}$$

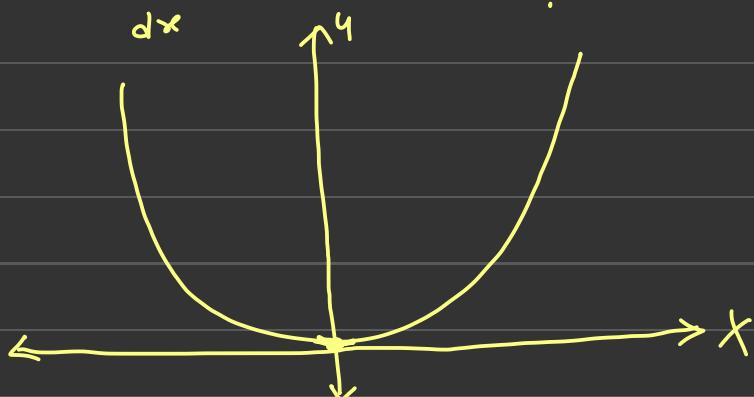
Derivative of x^2 is $2x$

or

Slope at x is $2x$.

$$\frac{dy}{dx}(x^2) = 2x.$$

What does $\frac{d}{dx}(x^2) = 2x$ mean?



It means that the rate of change at any point is $2x$.

i.e. when $x=2$, Slope is $2x = 2(2)=4$

when $x=3$, Slope is $2x = 2(3)=6$

⋮

when $x=25$, $\text{——} \parallel \text{——} = 2(25) = 50$

when $x=-3$, $\text{——} \parallel \text{——} = 2(-3) = -6$



Common Functions	Function	Derivatives
Constant	c	0
Line	x	1
Square	ax	a
	x^2	$2x \quad \left\{ \begin{array}{l} = 2 \cdot x^{2-1} \\ n \cdot x^{n-1} \end{array} \right. = 2x^1 = 2x$
	x^n	
Sq. Root	$\sqrt{x} = x^{\frac{1}{2}}$	$(\frac{1}{2}) x^{-\frac{1}{2}}$
Exponential	e^x	e^x
	a^x	$\ln(a) \cdot a^x$
Logarithms	$\ln(x)$	$\frac{1}{x}$
	$\log_a(x)$	$\frac{1}{x \cdot \ln(a)}$
Trigonometry (x is radians)	$\sin(x)$	$\cos(x)$
	$\cos(x)$	$-\sin(x)$
	$\tan(x)$	$\sec^2(x)$
Inverse Trigonometry	$\sin^{-1}(x)$	$1 / \sqrt{1-x^2}$
	$\cos^{-1}(x)$	$-1 / \sqrt{1-x^2}$
	$\tan^{-1}(x)$	$1 / (1+x^2)$

Rules for Derivatives:

Rules	Function	Derivative
1. Multiplication by a constant	cf	cf'
2. Power Rule	x^n	$n \cdot x^{n-1}$
3. Sum Rule	$f + g$	$f' + g'$
4. Difference Rule	$f - g$	$f' - g'$
5. Product Rule	$f \cdot g$	$f \cdot g' + f' \cdot g$
6. Quotient Rule	f/g	$\frac{f' \cdot g - g' \cdot f}{g^2}$
7. Reciprocal Rule	$\frac{1}{f}$	$-\frac{f'}{f^2}$



$$\text{eg: } \frac{d}{dx} (\sin x) = ? \quad \left| \begin{array}{l} \text{eg: } \frac{d}{dx} x^3 = ? \\ \text{Power Rule. } \frac{d}{dx} x^3 = 3 \cdot x^{3-1} \\ = 3x^2 \end{array} \right.$$

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

$$\text{eg: } \frac{d}{dx} \left(\frac{1}{x} \right) = ?$$

$$\frac{d}{dx} \left(\frac{1}{x} \right) = \frac{d}{dx} \left(x^{-1} \right) \quad \downarrow \text{Power Rule}$$

$$\begin{aligned} &= -1 \cdot x^{-1-1} \\ &= -1 \cdot x^{-2} \\ &= -x^{-2} \\ &= -\frac{1}{x^2}. \end{aligned}$$

$$\text{eg: } \frac{d}{dx} (5x^3) = ?$$

$$\frac{d}{df} (cf) = cf'$$

$$\begin{aligned} \frac{d}{dx} (5x^3) &= 5 \cdot \frac{d}{dx} (x^3) \\ &= 5 \cdot \left[3 \cdot x^{3-1} \right] = 15x^2. \end{aligned}$$

$$\text{eg: } \frac{d}{dx} (x^2 + x^3) = ?$$

$$\begin{aligned}\text{Sum Rule: } & \frac{d}{dx} (x^2) + \frac{d}{dx} (x^3) \\ &= 2x + 3x^2 \quad (\text{Power rule}).\end{aligned}$$

$$\text{Diff Rule: } \frac{d}{dx} (x^2) - \frac{d}{dx} (x^3) = 2x - 3x^2.$$

$$\text{eg: } \frac{d}{dz} (5z^2 + z^3 - 7z^4) = ?$$

$$\begin{aligned}&= \frac{d}{dz} (5z^2) + \frac{d}{dz} (z^3) - \frac{d}{dz} (7z^4) \quad \left[\begin{array}{l} \text{Add Diff.} \\ \text{rule} \end{array} \right] \\ &= 10z + 3z^2 - 28z^3 \quad [\text{Power Rule}].\end{aligned}$$

Product Rule:

$$\text{eg: } \frac{d}{dx} [\underline{\cos(x)} \cdot \underline{\sin(x)}] = ?$$

$$\text{Der. of } f \cdot g = f \cdot g' + f' \cdot g$$

$$\text{Here, } f = \cos, \quad f' = -\sin$$

$$g = \sin, \quad g' = \cos$$

$$\begin{aligned}\frac{d}{dx} (\cos(x) \cdot \sin(x)) &= \cos(x) \cdot \sin(x)' + \cos(x)' \cdot \sin(x) \\ &= \cos(x) \cdot \cos(x) + (-\sin(x)) \cdot \sin(x) \\ &= \cos^2 x - \sin^2 x.\end{aligned}$$

Quotient Rule: $\left(\frac{f}{g}\right)' = \frac{g \cdot f' - f \cdot g'}{g^2}$

e.g.:

$$\frac{d}{dx} [\cos(x)/x] = ?$$

$$f = \cos, \quad f' = -\sin$$

$$g = x, \quad g' = 1$$

$$= \frac{x \cdot (-\sin(x)) - \cos(x) \cdot 1}{x^2}$$

$$= -\frac{x \cdot \sin(x) - \cos(x)}{x^2}.$$

Composition of Functions:

It is applying one function to the results of another.



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

$$\text{i.e. } (g \circ f)(x)$$

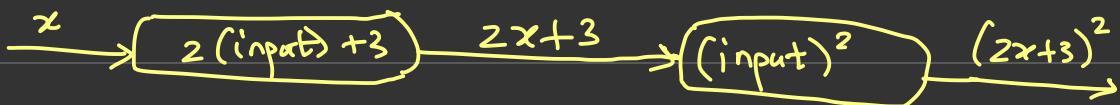
e.g.: $f(x) = 2x+3$ & $g(x) = x^2$

Soln: x is just a placeholder.
Let's call it as "input" to avoid confusion.

$$f(\text{input}) = 2(\text{input}) + 3$$

$$g(\text{input}) = (\text{input})^2$$

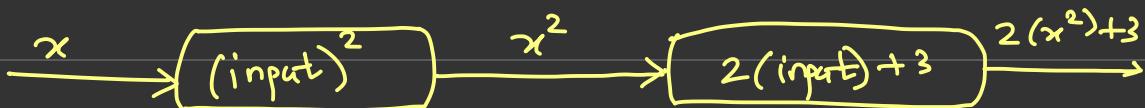
$$(g \circ f)(x) = g(f(x))$$



$$(g \circ f)(x) = (2x + 3)^2$$

What is $(f \circ g)(x)$?

$$(f \circ g)(x) = f(g(x))$$



Note: We get a different result.

Chain Rule of Derivatives :

$$\frac{dy}{dx} = \frac{dy}{du} \cdot \frac{du}{dx}$$

e.g. $\frac{d}{dx} \sin(x^2) = ?$

Mtd1: Let $u = x^2, \therefore y = \sin(u)$

$$\begin{aligned}\frac{d}{dx} \sin(x^2) &= \frac{d}{du} (\sin u) \cdot \frac{d}{dx} \cdot x^2 \\ &= \cos(u) \cdot (2x)\end{aligned}$$

Substitute back $u = x^2$.

$$\frac{d}{dx} \sin(x^2) = 2x \cdot \cos(x^2).$$

Mtd2:

$\sin(x^2)$ is made of $\sin()$ & x^2 .

$$\therefore f(g) = \sin(g)$$

$$g(x) = x^2$$

Chain rule says: Derivative of $f(g(x)) = f'(g(x)) \cdot g'(x)$

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

$$g'(x) = 2x \Rightarrow \therefore \frac{d}{dx} \sin(x^2) = \cos(g(x)) \cdot (2x)$$

$$= 2x \cdot \underline{\underline{\cos(x^2)}}.$$

$$\text{eg: } \frac{d}{dx} (5x-2)^3 = ?$$

Chain Rule: Der. of $f(g(x)) = f'(g(x)) \cdot g'(x)$

$$(5x-2)^3 \quad \begin{array}{c} g^3 \\ \swarrow \\ 5x-2 \end{array} \quad \begin{array}{c} \xrightarrow{\text{Der.}} f(g) = 3g^2 \\ \xrightarrow{\text{Der.}} g'(x) = 5 \end{array}$$

$$\therefore \frac{d}{dx} (5x-2)^3 = (3g(x)^2)(5) = \underline{\underline{15(5x-2)^2}}$$

Partial Derivatives: It is a derivative where we hold some variable constant.

Function of One Variable

$$f(x) = x^2$$
$$f'(x) = 2x \quad (\text{Power Rule})$$



Function of two variables:

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

$$f'_x = \frac{d}{dx} (x^2 + y^3) = 2x + 0 = 2x$$

$$f'_y = \frac{d}{dy} (x^2 + y^3) = 0 + 3y^2 = 3y^2.$$

e.g.: $f(x, y) = y^3 \cdot \sin(x) + x^2 \cdot \tan(y)$

wrt x , we can change y to k .

$$f(x, y) = k^3 \cdot \sin(x) + 2x \cdot \tan(k)$$

$$\begin{aligned} f'_x &= k^3 \cdot \cos(x) + 2x \cdot \tan(k) \\ &= y^3 \cdot \cos(x) + 2x \cdot \tan(y). \end{aligned}$$

Likewise wrt y , we turn x into k ,

$$f(x, y) = y^3 \cdot \sin(k) + k^2 \cdot \tan(y)$$

$$\begin{aligned} f'_y &= 3y^2 \cdot \sin(k) + k^2 \cdot \sec^2(y) \\ &= 3y^2 \cdot \sin(x) + x^2 \cdot \sec^2(y). \end{aligned}$$

eg: Find Partial Derivatives of

$$f(x,y,z) = x^4 - 3xyz$$

Soln:

$$\frac{\partial f}{\partial x} = 4x^3 - 3yz$$

$$\frac{\partial f}{\partial y} = -3xz$$

$$\frac{\partial f}{\partial z} = -3xy$$



Matrices

$$A = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}_{2 \times 3}$$

Addn. $A = \begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}_{2 \times 2} \quad B = \begin{bmatrix} 2 & 2 \\ 3 & 7 \end{bmatrix}_{2 \times 2}$

$(m \times n) + (m \times n) = (m \times n)$
Subt: $(m \times n) - (m \times n) = (m \times n)$

Multiply a Matrix by a constant.

$$2 \times \begin{bmatrix} 1 & 2 \\ 9 & 3 \end{bmatrix} = \begin{bmatrix} 2 & 4 \\ 18 & 6 \end{bmatrix}$$

Matrix Multiplication:

$$A_{m \times p} * B_{p \times n} = C_{m \times n}$$

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}_{2 \times 3} \begin{bmatrix} 7 & 8 \\ 9 & 10 \\ 11 & 12 \end{bmatrix}_{3 \times 2} = \begin{bmatrix} 1 \cdot 7 + 2 \cdot 9 + 3 \cdot 11 & 1 \cdot 8 + 2 \cdot 10 + 3 \cdot 12 \\ 4 \cdot 7 + 5 \cdot 9 + 6 \cdot 11 & 4 \cdot 8 + 5 \cdot 10 + 6 \cdot 12 \end{bmatrix}_{2 \times 2}$$

$$= \begin{bmatrix} 58 & 64 \\ 139 & 154 \end{bmatrix}_{2 \times 2}$$

Why we do Mat. Mult this way?

e.g.: There is a local shop who sells 3 types of icecreams.

- a. Apricot costs \$3 each
- b. Custard Apple costs \$4 each
- c. Butterscotch costs \$2 each.

Their sales for last 4 days are as below:

	Mon	Tue	Wed	Thur
\$3 Apricot	13	9	7	15
\$4 Cu. Apple	8	7	4	6
\$2 Butterscr.	6	4	0	3

Soln: Value of sales for Monday:

$$= \$3 \times 13 + \$4 \times 8 + \$2 \times 6$$

$$= \$83.$$

$$\begin{bmatrix} \$3 & \$4 & \$2 \end{bmatrix} \cdot \begin{bmatrix} 13 & 9 & 7 & 15 \\ 8 & 7 & 4 & 6 \\ 6 & 4 & 0 & 3 \end{bmatrix} = \begin{bmatrix} 3 \times 13 + 4 \times 8 + 2 \times 6 & 3 \times 9 + 4 \times 7 + 2 \times 4 & 3 \times 7 + 4 \times 4 + 2 \times 0 & 3 \times 15 + 4 \times 6 + 2 \times 3 \end{bmatrix}$$

$$= \begin{bmatrix} 83 & 63 & 75 \end{bmatrix}.$$

They sold \$83 worth icecreams & \$75 ... Wed. on Monday, \$63 ... Tue,

Transpose: $A = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix}$ 2×3

$$A^T = \begin{bmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{bmatrix}$$

3×2

Determinant: - It is a scalar that can be calculated from a matrix.

- Matrix has to be square.

2×2

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

eg: $A = \begin{bmatrix} 4 & 6 \\ 3 & 8 \end{bmatrix}$

$$|A| = ad - bc$$

$$|A| = 4 \cdot 8 - 6 \cdot 3 = 32 - 18 \\ = 14.$$

3×3

$$A = \begin{bmatrix} a & b & c \\ d & e & f \\ g & h & i \end{bmatrix}$$

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

$$= a(ei-fh) - b(di-fg) + c(dh-eg)$$

4x4 or Higher

$$A = \begin{bmatrix} a & b & c & d \\ e & f & g & h \\ i & j & k & l \\ m & n & o & p \end{bmatrix}$$

$$= + \left[a_x \begin{bmatrix} f & g & h \\ j & k & l \\ n & o & p \end{bmatrix} - \begin{bmatrix} b \\ e \\ i \\ m \end{bmatrix} \begin{bmatrix} g & h \\ k & l \\ o & p \end{bmatrix} \right] + \dots - \dots$$

Inverse of a Matrix:

$$\delta \xrightarrow{\text{Reciprocal}} \frac{1}{\delta}$$

\swarrow \nwarrow

Reciprocal

$$A \xrightarrow{\text{Inverse}} A^{-1}$$

\swarrow \nwarrow

Inverse

$$8 \times \frac{1}{8} = 1$$

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

Property: $A \cdot A^{-1} = A^{-1} \cdot A = I$.

2x2

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

$$A^{-1} = \frac{1}{ad - bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

Take Home: Given $A = \begin{bmatrix} 4 & 2 \\ 7 & 6 \end{bmatrix}$,

find A^{-1} . Confirm that $A \cdot A^{-1}$ & $A^{-1} \cdot A$ equals Identity matrix.



Eigen Vector & Eigen Value: [PCA]



Eigen vector is a special vector that will not change direction in transform.

For a square Matrix, an E-vector & E-value make this eqn true:

$$Av = \lambda v$$

Matrix E. Vector
 E. Value

A diagram showing the equation $Av = \lambda v$. A rectangular box labeled "Matrix" contains the letter "A". An arrow points from the "Matrix" to the first "v" in the equation. Another arrow points from the "Matrix" to the λ . A third arrow points from the λ to the second "v" in the equation. The word "E. Vector" is written to the right of the second "v", and the word "E. Value" is written below the first "v".



$$\text{eg: } A = \begin{bmatrix} -6 & 3 \\ 4 & 5 \end{bmatrix}$$

$$E.\text{Vector} = \begin{bmatrix} 1 \\ 4 \end{bmatrix}$$

with a matching E-value of 6.

Soh:

$$A \cdot v = \begin{bmatrix} -6 & 3 \\ 4 & 5 \end{bmatrix} \begin{bmatrix} 1 \\ 4 \end{bmatrix} = \begin{bmatrix} 6 \\ 24 \end{bmatrix}$$

$$\lambda v: 6 \begin{bmatrix} 1 \\ 4 \end{bmatrix} = \begin{bmatrix} 6 \\ 24 \end{bmatrix}.$$

$$\therefore \boxed{Av = \lambda v}.$$

How to find these Eigen things?

Lets start with Eigen value.

$$Av = \lambda v$$

$$Av = \lambda \cdot I \cdot v$$

$$\boxed{Av - \lambda I v = 0}$$

If v is non-zero then we can solve for λ using just the determinant:

$$|A - \lambda I| = 0$$

e.g: Solve for λ :

$$|A - \lambda I| = 0$$

$$\left| \begin{bmatrix} -6 & 3 \\ 4 & 5 \end{bmatrix} - \lambda \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} \right| = 0$$

$$\begin{vmatrix} -6-\lambda & 3 \\ 4 & 5-\lambda \end{vmatrix} = 0$$

$$(-6-\lambda)(5-\lambda) - 3 \times 4 = 0$$

$$\lambda^2 + \lambda - 42 = 0$$

$$\therefore \boxed{\lambda = -7} \quad \text{or} \quad \boxed{\lambda = +6}$$

\therefore It says that there are 2 possible eigenvalues.

Now we know E-values, so lets find the E-vector for E-value $\lambda=6$.

$$Av = \lambda v$$

$$\begin{bmatrix} -6 & 3 \\ 4 & 5 \end{bmatrix} \begin{bmatrix} x \\ y \end{bmatrix} = 6 \begin{bmatrix} x \\ y \end{bmatrix}$$

$$-6x + 3y = 6x$$

$$4x + 5y = 6y$$

$$\begin{aligned} -12x + 3y &= 0 \\ 4x - 1y &= 8 \end{aligned}$$

}

$$\therefore y = 4x$$

i.e. if $x = 1, y = 4$

$$\therefore E \cdot \text{vector} = \begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 1 \\ 4 \end{bmatrix}.$$

|||^{ly}, solve for $\lambda = -7$ (Home Task).

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