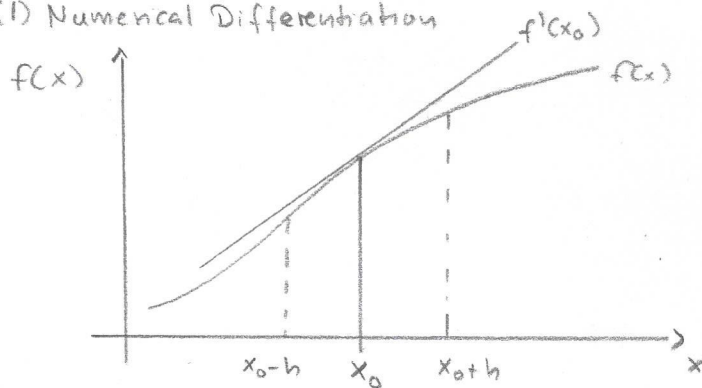


Review Vectors / Linear Algebra

(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

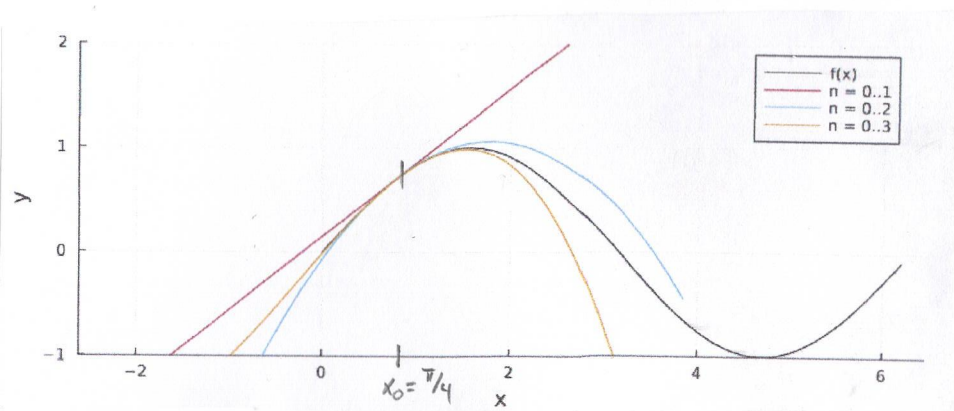
$$f'(x) = \frac{f(x+h) - f(x-h)}{h}$$

central difference

Taylor Series : approximate $f(x)$ near x_0

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

$$= f(x_0) + \underbrace{\frac{f'(x_0)}{1!}}_{n=1} h + \underbrace{\frac{f''(x_0)}{2!}}_{n=2} h^2 + \underbrace{\frac{f'''(x_0)}{3!}}_{n=3} h^3 + \dots + O(h^4)$$



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

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

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

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

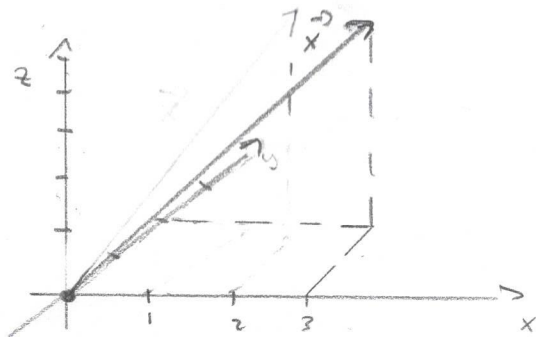
Higher Order Derivative

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

Vectors and Matrices (array)

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

- collection of points
- mag. + direction



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

↑
Euclidian Norm (magnitude)

python / c

$$x[0] = 3$$

$$x[1] = 2$$

$$x[2] = 5$$

↑
array index

julia / R / fortran

$$x[1] = 3$$

$$x[2] = 2$$

$$x[3] = 5$$

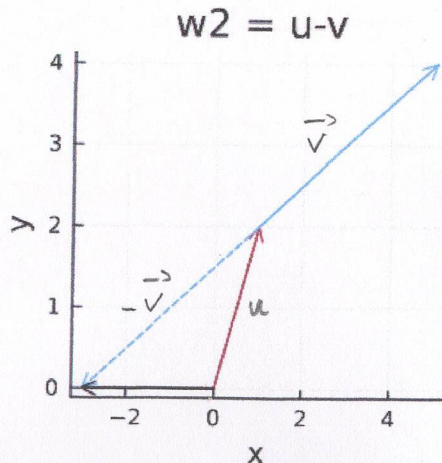
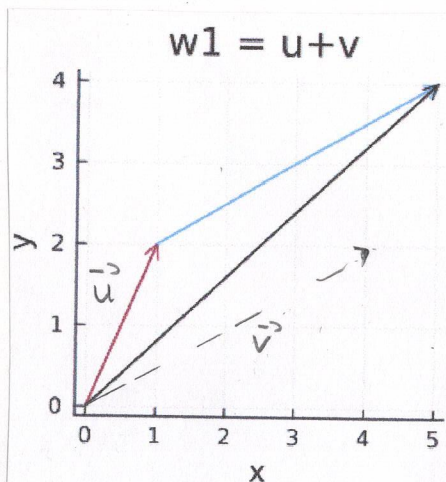
Addition and Subtraction

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

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

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

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



commutative

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

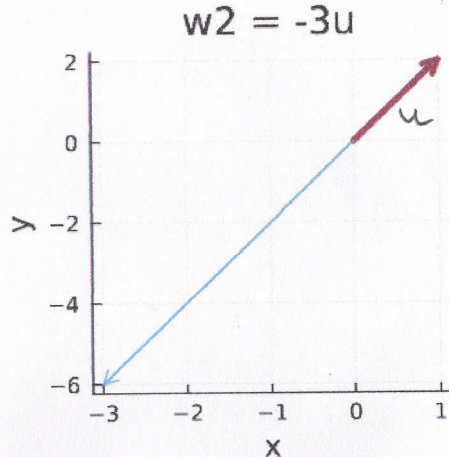
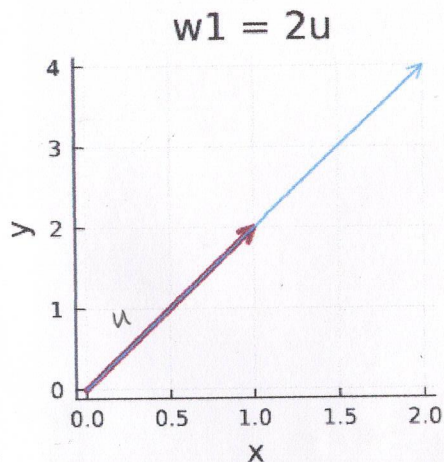
$$(\vec{v} + \vec{w}) + \vec{u} = \vec{v} + (\vec{u} + \vec{w})$$

Associative

Multiplication by Scalar

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

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



$$\begin{aligned} s\vec{v} &= \vec{v}s \\ r(s\vec{v}) &= (rs)\vec{v} \\ (q+r+s)\vec{v} &= q\vec{v} + r\vec{v} + s\vec{v} \\ &\text{(distributive)} \end{aligned}$$

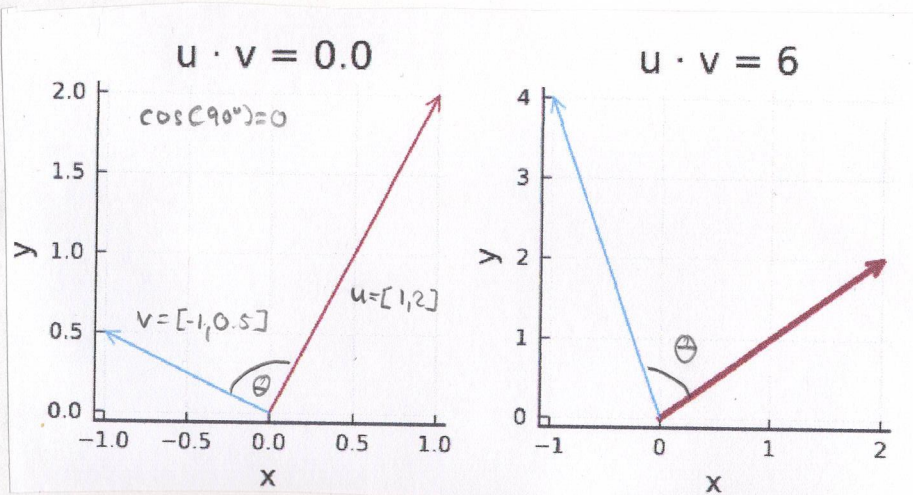
Scalar Product (Dot Product)

Test Orthogonality (right angle)

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

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

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



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

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

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

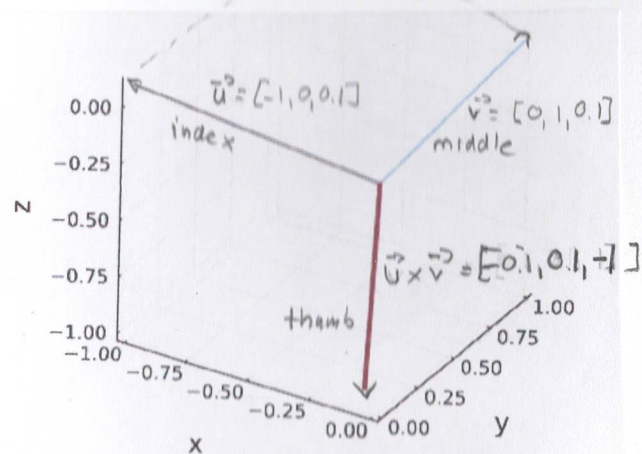
Vector Product (Cross Product)

- defined on 3-dim vectors

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

$$\vec{v} \times \vec{w} = \begin{bmatrix} v_2 w_3 - v_3 w_2 \\ v_3 w_1 - v_1 w_3 \\ v_1 w_2 - v_2 w_1 \end{bmatrix} \quad \text{is a vector}$$

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



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

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

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

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

- right-hand rule

Matrix

$$3x + 4y - 5z = 10$$

$$3x - 5y + 7z = 11$$

$$-3x + 6y + 9z = 12$$

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

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

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

column
→

row
↓

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

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

$$A * B = A_{i:} \cdot B_{:j}$$

↑ dot product
row i , all columns j

← all rows column j

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

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

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

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

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

Matrix Transpose

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

i, j entry becomes j, i entry.

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

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

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 ($n \times n$ matrix)

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

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

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

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

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

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

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

Matrix Inverse

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

↑
inverse matrix

I = Identity Matrix

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

$$I_{i,j} = \delta_{i,j} = \begin{cases} 0 & \text{for } i \neq j \\ 1 & \text{for } i = j \end{cases}$$

↑

Kronecker delta

← Fourier Transform

→ Einstein Notation

$$A I = A$$

$$I A = A$$

Methods of matrix inversion

- Gaussian Elimination
- Numerical linear algebra

$$\gg \text{inv}(A)$$

; if $\det(A) \neq 0$

Vector-Valued Functions

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

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

maps scalar "t" to vector

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

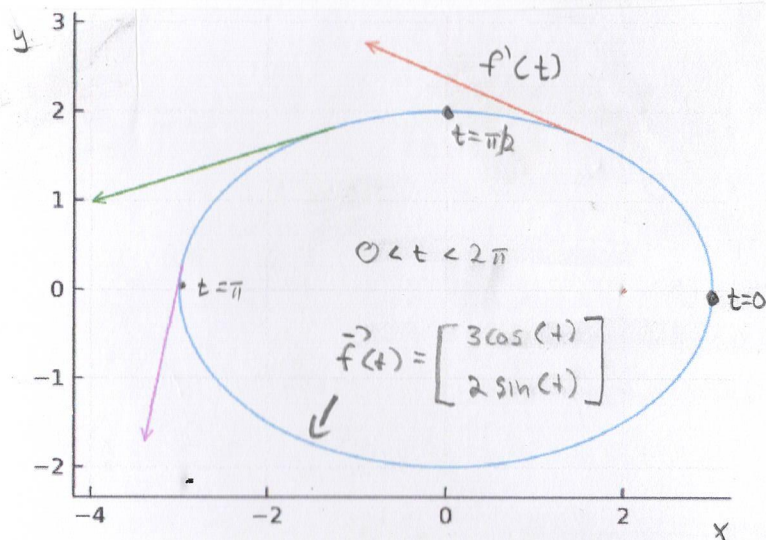
$$f(t) = \begin{bmatrix} x(t) \\ y(t) \end{bmatrix}$$

$$f'(t) = \begin{bmatrix} x'(t) \\ y'(t) \end{bmatrix} = \text{tangent vector}$$

$$(\vec{u} \cdot \vec{v})' = \vec{u}' \cdot \vec{v} + \vec{u} \cdot \vec{v}'$$

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

product rule



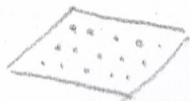
Multivariate Scalar Functions

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

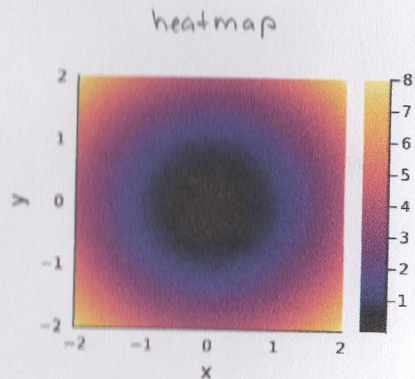
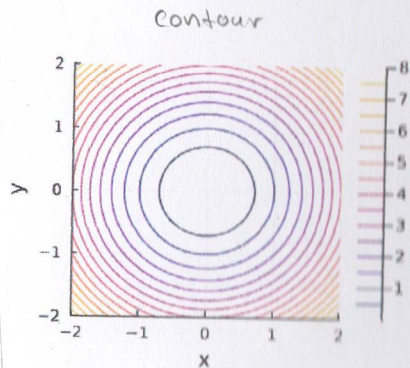
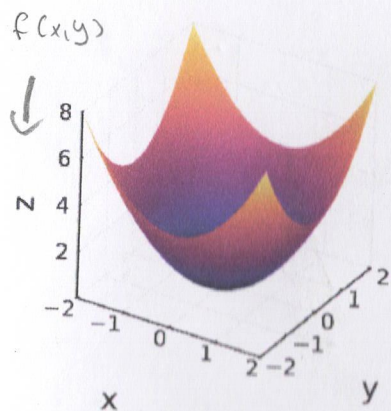
multiple inputs $\rightarrow$ scalar output

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

need to evaluate
for



top view

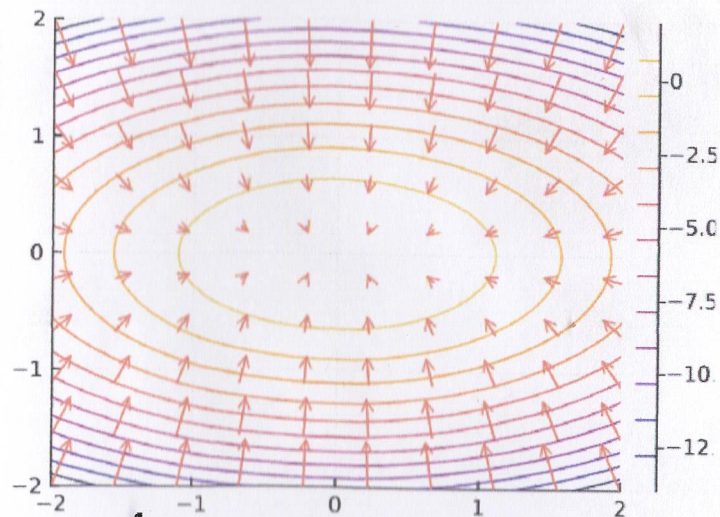


The Gradient

gradient of a scalar function is the direction of steepest ascent

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

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



$$\nabla f \neq f \nabla$$

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

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

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

Divergence

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

$$\text{div}(F) = \nabla \cdot F = \left[\frac{\partial}{\partial x} \quad \frac{\partial}{\partial y} \quad \frac{\partial}{\partial z} \right] \cdot \begin{bmatrix} F_x & F_y & F_z \end{bmatrix}$$

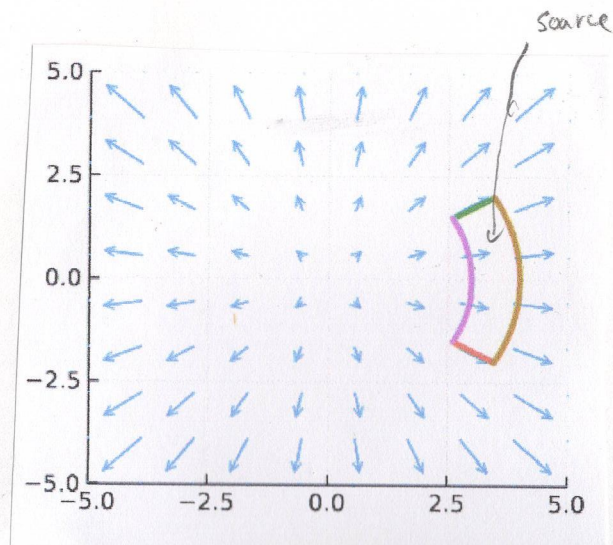
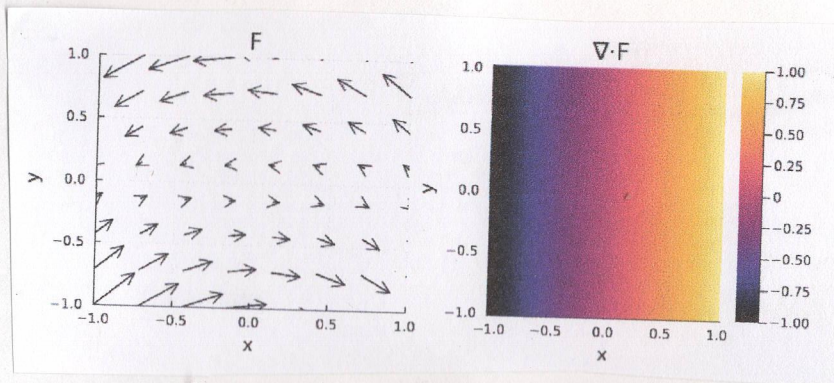
$$\nabla \cdot F = \frac{\partial F_x}{\partial x} + \frac{\partial F_y}{\partial y} + \frac{\partial F_z}{\partial z}$$

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

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

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

$$F = [-y, xy, 0]$$



$\text{div} > 0 \Rightarrow \text{out flow} > \text{inflow}$

Curl

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

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

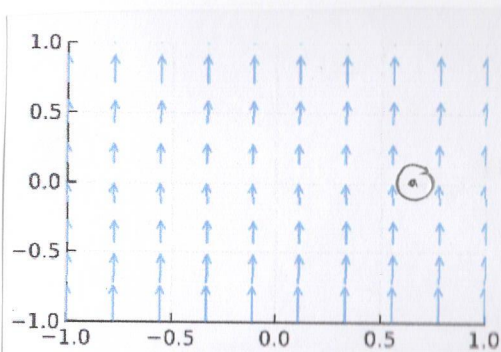
$$= \left[\frac{\partial \vec{F}_z}{\partial y} - \frac{\partial \vec{F}_y}{\partial z}, -\frac{\partial \vec{F}_z}{\partial x} + \frac{\partial \vec{F}_x}{\partial z}, \frac{\partial \vec{F}_y}{\partial x} - \frac{\partial \vec{F}_x}{\partial y} \right]$$

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

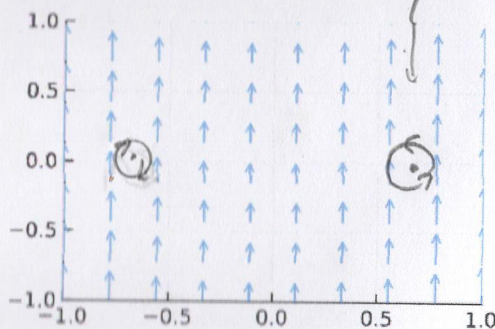
Curl downward

right hand rule

$\rightarrow$ curl points upward



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



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