# Lecture 4 Function Limits and Differentiation

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Computer Science and Mathematics Preparatory Course

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#### Motivation

# **Motivation**

# Estimating Velocity by Differentiation





































#### Motivation

# **Overview**

### 1. Motivation

### 2. Function Limits

- Sequences
- Limit Definition

### 3. Differentiation

- ► Graphical Interpretation
- ► Formal Description
- ► Rules for Differentiation
- Numerical Differentiation

### 4. Tasks

# Overview

### 1. Motivation

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SequencesLimit Definition

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## Sequences

### Sequence Definition

Functions with the domain  $\mathbb{N}$  are called **sequence**. A sequence with the codomain  $\mathbb{R}$  is called a sequence of real numbers:  $f : \mathbb{N} \to \mathbb{R}$ ,  $n \to f(n)$ 

Examples:

- Constant sequence:  $(3)_{n \in \mathbb{N}} = (3, 3, 3, 3, 3, ...)$
- Sequence of natural numbers:  $(n)_{n \in \mathbb{N}} = (1, 2, 3, 4, 5, ...)$
- Harmonic sequence:  $(\frac{1}{n})_{n \in \mathbb{N}} = (1, \frac{1}{2}, \frac{1}{3}, \frac{1}{4}, \frac{1}{5}, \dots)$
- Geometric sequence:  $(q^n)_{n \in \mathbb{N}} = (q, q^2, q^3, q^4, q^5, \dots)$
- Alternating sequence:  $((-1)^n)_{n \in \mathbb{N}} = (-1, 1, -1, 1, -1, ...)$

### **Recursive Sequences**

### **Recursive Sequence Definition**

A sequence  $(a_n)_{n \in \mathbb{N}}$  may be recursively defined by:

- **1.** The first sequence element :  $a_1$ , called **initial value**
- **2.** A recursive rule defining element  $a_{n+1}$  through previous elements  $a_n$

Example: The Fibonacci Sequence

$$a_{n+1} = a_n + a_{n-1} = (1, 1, 2, 3, 5, 8, 13, 21, ...),$$
  
with  $a_1 = 1$  and  $a_2 = 1$ 

# **Properties of Sequences**

### Boundedness

- A sequence  $(a_n)_{n\in\mathbb{N}}$  has
  - ▶ an **upper bound**, if there is a  $K \in \mathbb{R}$ , such that  $a_n \leq K$  for all  $n \in \mathbb{N}$
  - ▶ a **lower bound**, if there is a  $K \in \mathbb{R}$ , such that  $a_n \ge K$  for all  $n \in \mathbb{N}$

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### Monotonicity

A sequence  $(a_n)_{n \in \mathbb{N}}$  is :

- ▶ (strictly) monotonically increasing, if  $a_n(<) \le a_{n+1}$  for all  $n \in \mathbb{N}$
- ▶ (strictly) monotonically decreasing, if  $a_n(>) \ge a_{n+1}$  for all  $n \in \mathbb{N}$

### Definitions

A sequence (a<sub>n</sub>)<sub>n∈ℕ</sub> of real numbers **converges** to a real number L, if for all ε > 0, there exists a natural number N:

$$a_n < L + \epsilon \ \land \ a_n > L - \epsilon \text{ for all } n \ge N$$

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A sequence that does not converge is called divergent

The harmonic sequence  $(\frac{1}{n})_{n \in \mathbb{N}} = (1, \frac{1}{2}, \frac{1}{3}, \frac{1}{4}, \frac{1}{5}, \dots)$  converges to **Zero** 



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### **Properties of Limits**

#### Calculating with Limits

For two converging sequences  $(x_n)_{n \in \mathbb{N}}$  and  $(y_n)_{n \in \mathbb{N}}$  with limits  $\lim_{n \to \infty} x_n = L_x$  and  $\lim_{n \to \infty} y_n = L_y$  the following holds:

**Scalar multiplication:**  $\lim_{n\to\infty} (ax_n) = aL_x$  for  $a \in \mathbb{R}$ 

• Addition: 
$$\lim_{n\to\infty}(x_n+y_n)=L_x+L_y$$

• Multiplication:  $\lim_{n\to\infty} (x_n y_n) = L_x L_y$ 

• **Division:** 
$$\lim_{n\to\infty} \left(\frac{x_n}{y_n}\right) = \frac{L_x}{L_y}$$

▶ Norm:  $\lim_{n\to\infty} (|x_n|) = |L_x|$ 

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### **Formal Definition**

#### Differentiable Function

A function f with domain M is called differentiable at position  $x_0$  if, if the limit value

$$\lim_{x \to x_0} \frac{f(x) - f(x_0)}{x - x_0}$$

exists.

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- Alternate notations:

$$f'(x) = \frac{df}{dx}(x) = \lim_{h \to 0} \frac{f(x+h) - f(x)}{h}$$

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Simplifying

$$\lim_{x \to x_0} \frac{(x - x_0)(x + x_0)}{x - x_0} = \lim_{x \to x_0} \frac{(x - x_0)(x + x_0)}{x - x_0} = \lim_{x \to x_0} (x + x_0)$$

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Applying the limit:

$$\lim_{x\to x_0}(x+x_0)=2x$$

## Differentiation is a linear operator

### Rules

<ul> <li>Constant Factor</li> </ul>	$\frac{d}{dx}(af) = a\frac{d}{dx}(f)$
Sums	$\frac{d}{dx}(f+g) = \frac{d}{dx}(f) + \frac{d}{dx}(g)$

#### Example:

$$\frac{d}{dx}(4x^2) = 4\frac{d}{dx}(x^2) = 4(2x) = 8x$$

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$$\frac{d}{dx}(4x^2) = 4\frac{d}{dx}(x^2) = 4(2x) = 8x$$
$$\frac{d}{dx}(4x^2 + x^2) = 4\frac{d}{dx}(x^2) + \frac{d}{dx}(x^2) = 4(2x) + 2x = 10x$$

## **Differentiation for Products and Quotients**

#### Rules

Multiplication

$$\frac{d}{dx}(fg) = \frac{d}{dx}(f)g + f\frac{d}{dx}(g)$$

Exponentiation

$$\frac{d}{dx}(f^n) = n\frac{d}{dx}(f)^{n-1}$$

$$\frac{d}{dx}\left(\frac{f}{g}\right) = \frac{\frac{d}{dx}(f)g - f\frac{d}{dx}(g)}{g^2}$$

## Examples

#### Multiplication

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

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Division

$$\frac{d}{dx}\left(\frac{1}{x}\right) = \frac{\frac{d}{dx}(1)x - 1\frac{d}{dx}(x)}{x^2} = \frac{0-1}{x^2} = \frac{-1}{x^2}$$

• Example  $f'(x^3)$ 

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$$= 2xx^2 + x^22x = 2x^3 + 2x^3 = 4x^3$$

### **Special cases**

The derivative of

$$f(x) = e^x \operatorname{is} f'(x) = e^x$$

The derivative of

$$f(x) = \ln(x) \operatorname{is} f'(x) = \frac{1}{x}$$

► The derivative of

$$f(x) = sin(x) \text{ is } f'(x) = cos(x)$$

## **Composite functions**

#### Chain Rule

Function h is a composition of functions g and f

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

▶ If g and f are differentiable, h is also differentiable

$$\frac{d}{dx}(h(x)) = \frac{d}{dx}(g(y))\frac{d}{dx}(f(x)), \text{ with } y = f(x)$$

Verbal rule: Inner derivative times outer derivative

► 
$$h(x) = 5(7x + 2)^4 = g(f(x))$$

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$$g'(x) = 20x^3 \wedge f'(x) = 7$$

► 
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$$h'(x) = 20(7x + 2)^37 = 140(7x + 2)^3$$

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$$h'(x) = e^{5x}5 = 5e^{5x}$$

### **Finding Local Extrema**


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$$\blacktriangleright f(x) = 4x^2 + 6x$$

► 
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 $f'(x) = 8x + 6$ 

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►  $f(x) = sin(x)$   
 $f'(x) = cos(x)$   
 $f'(x) = cos(x) \stackrel{!}{=} 0$   
 $\iff x = cos^{-1}(0)$   
 $\iff x = 90^\circ = \frac{\pi}{2}, 270^\circ = \frac{3\pi}{2}, ...$ 

### Differentiability is not given



### **Numerical Differentiation**

Problem: Only function values f(x<sub>0</sub>) of f(x) are known, but not the real function f

### **Numerical Differentiation**

- **Problem:** Only function values f(x<sub>0</sub>) of f(x) are known, but not the real function f
- ► Instead of calculating the derivative of *f* analytically, it is possible to approximate *f*′(*x*) using **numerical differentiation**

## Numerical Differentiation

- Problem: Only function values f(x<sub>0</sub>) of f(x) are known, but not the real function f
- Instead of calculating the derivative of f analytically, it is possible to approximate f'(x) using numerical differentiation

#### (Simple) Numerical Differentiation

The set  $\mathbb{I}$  describes the computable domain of f in the given context. It is possible to calculate function value  $f(x_i)$ , where  $x_i \in \mathbb{I}$ .

$$f'(x_i) \approx \frac{f(x_{i+1}) - f(x_i)}{x_{i+1} - x_i},$$

where  $x_{i+1}$  is the smallest positive distance from  $x_i$  in  $\mathbb{I}$ .

▶ The derivative at *x*<sup>3</sup> equals:

$$f'(x_3) = \frac{f(x_{3+1}) - f(x_3)}{x_{3+1} - x_3}$$

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$$f'(x_3) = \frac{f(x_{3+1}) - f(x_3)}{x_{3+1} - x_3} \Rightarrow \frac{f(x_4) - f(x_3)}{4 - 3}$$

▶ The derivative at *x*<sup>3</sup> equals:

$$f'(x_3) = \frac{f(x_{3+1}) - f(x_3)}{x_{3+1} - x_3} \Rightarrow \frac{f(x_4) - f(x_3)}{4 - 3} = \frac{1.6 - 1.4}{1}$$

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▶ The change at position *x*<sub>3</sub> is 0.2

## Tasks

1. Calculate the derivative of the following functions (on a piece of paper)

1.1 
$$f(x) = 7x^4$$
  
1.2  $g(x) = 2x^4 + 3x^3 + x^2 + 10x + 5$   
1.3  $h(x) = 4e^{3x}$   
1.4  $i(x) = (12x^2 + 5)3x^3$   
1.5  $j(x) = \frac{3x}{\cos(x)}$ 

- First think about the rule you need to use
- Identify the parts of the rule in the equation
- If possible differentiate individual parts first
- Apply the rule

# Task Template Braitenberg

- Download the archive task\_template\_4.zip from the course homepage. Extract it into a folder of your choice.
- The archive contains task\_4\_1.py, task\_4\_1\_student\_code.py and braitenberg.png.
- Use task\_4\_1.py to run the program, but edit code only in task\_4\_1\_student\_code.py.

#### **Explain Task Template!**

# Tasks

- 2. Calculate the vehicle's velocity through numerical differentiation.
  - Open task\_4\_1\_student\_code.py and implement the function calc\_velocity\_from\_position.
  - Use the given list of positions to estimate the vehicles velocity using numerical differentiation.
  - Append the resulting velocity values to the player\_velocities\_x list.
  - **Tip**: Use a for-loop that runs through the position values and compares the current list-entry to the preceding one.
- **3.** Write a script the calculates the Fibonacci sequence for an arbitrary number *N* of elements. Print the numbers to the console.
  - The first two elements of  $a_1$  and  $a_2$  are always 1
  - ► Write a loop that runs N times and calculates the Fibonacci number  $a_{n+1} = a_n + a_{n-1}$
  - ▶ **Tip:** Use variables to store the values for the current value  $a_n$  and the previous value  $a_{n-1}$  and update them in each loop.