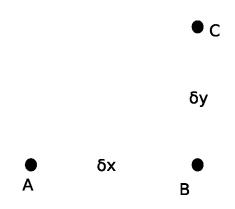
Ch. 5: Gradient 1

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Gradient of a function



Consider a point A at (x,y), B at $(x + \delta x, y)$, and C at $(x + \delta x, y + \delta y)$, with values of f at these points.

$$\begin{split} \delta \mathbf{f} &= \mathbf{f}_{\mathrm{C}} - \mathbf{f}_{\mathrm{A}}, \\ &= \mathbf{f}_{\mathrm{B}} + (\mathbf{f}_{\mathrm{C}} - \mathbf{f}_{\mathrm{A}}) - \mathbf{f}_{\mathrm{B}}, \\ &= \mathbf{f}_{\mathrm{B}} - \mathbf{f}_{\mathrm{A}} + \mathbf{f}_{\mathrm{C}} - \mathbf{f}_{\mathrm{B}}. \end{split}$$

Then these can be written

$$f_{B} - f_{A} = \frac{\partial f}{\partial x}(x, y) \,\delta x$$
$$f_{C} - f_{B} = \frac{\partial f}{\partial y}(x + \delta x, y) \,\delta y$$

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So the change in the function value \boldsymbol{f} is

$$\delta f = \frac{\partial f}{\partial x}(x, y) \, \delta x + \underbrace{\frac{\partial f}{\partial y}(x + \delta x, y) \, \delta y}_{\text{note}}$$
$$\frac{\partial f}{\partial y}(x + \delta x, y) \, \delta y \to \frac{\partial f}{\partial y}(x, y) \, \delta y$$

because from Taylor expansion:

$$\frac{\partial f}{\partial y}(x + \delta x, y) \, \delta y = \frac{\partial f}{\partial y}(x, y) \, \delta y + \frac{\partial^2 f}{\partial x \partial y}(x, y) \underbrace{\delta x \delta y}_{\text{vanish}}$$

So we have

$$\delta f = \frac{\partial f}{\partial x}(x, y) \, \delta x + \frac{\partial f}{\partial y}(x, y) \, \delta y.$$

Recall $\vec{\mathbf{a}}\cdot\vec{\mathbf{b}}=a_{x}b_{x}+a_{y}b_{y}$:

$$\delta \vec{\mathbf{r}} = (\vec{\mathbf{r}}_{\mathrm{C}} - \vec{\mathbf{r}}_{\mathrm{A}})$$
$$\delta \vec{\mathbf{r}} = \begin{pmatrix} \delta x \\ \delta y \end{pmatrix}$$

and define a (column) vector

$$\nabla f = \begin{pmatrix} \partial f / \partial x \\ \partial f / \partial y \end{pmatrix}$$

So a small change in f is given by

$$\delta \mathbf{f} = (\nabla \mathbf{f} \cdot \delta \vec{\mathbf{r}}),$$

where ∇f is a vector * called the **gradient**. Also sometimes written grad x.

*There is a more modern vector space approach to this. It is a *dual vector* or *1-form*. If

$$\delta \mathbf{f} = (\nabla \mathbf{f} \cdot \delta \vec{\mathbf{r}}),$$

from the definition of dot product

$$\delta \mathbf{f} = |\nabla \mathbf{f}| |\delta \vec{\mathbf{r}}| \cos \theta.$$

 θ is the angle between the gradient and $\delta \vec{r}.$

 ∇f points toward the direction of increasing f. If $\delta \vec{r}$ points along the gradient, then $\theta = 0$, and

$$\delta \mathbf{f} = |\nabla \mathbf{f}| |\delta \vec{\mathbf{r}}|,$$
$$|\nabla \mathbf{f}| = \frac{\delta \mathbf{f}}{|\delta \vec{\mathbf{r}}|}$$

In terms of contour lines, the gradient points "uphill", and the closer the contour lines, the steeper the gradient. The gradient will have dimensions of whatever f is divided by length.

Three dimensions

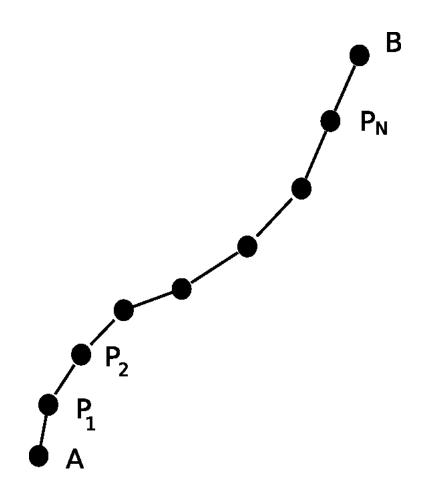
This generalizes directly to three dimensions:

$$\delta \vec{\mathbf{r}} = \begin{pmatrix} \delta x \\ \delta y \\ \delta z \end{pmatrix}$$
$$\nabla f = \begin{pmatrix} \partial f / \partial x \\ \partial f / \partial y \\ \partial f / \partial z \end{pmatrix}$$

Beyond 3-D, more machinery is needed, and the modern approach there uses tensor calculus, and/or multivectors or vectors and dual vectors.

Integration

In one-dimensional calculus, a change over a finite interval can be seen as a sum of infinitesimal steps, which leads to the definition of the definite integral. In two or three dimensions we have a change over a *path* instead.



The change in the function value from A to B will be

 $f_B-f_A=(f_B-f_N)+(f_N-f_{N-1})+\cdots+(f_2-f_1)+(f_1-f_A)$ each step has a δf associated

$$\delta \mathbf{f} = (\nabla \mathbf{f} \cdot \delta \vec{\mathbf{r}})$$

with $\delta \vec{r} \, 's$ along (tangent to) the path. So

$$f_{B} - f_{A} = \sum_{N} (\nabla f \cdot \delta \vec{\mathbf{r}}).$$

Let $N \to \infty$ and $\delta \vec{\mathbf{r}} \to d \vec{\mathbf{r}}$ to get

$$\mathbf{f}_{\mathrm{B}} - \mathbf{f}_{\mathrm{A}} = \int_{\mathrm{A}}^{\mathrm{B}} (\nabla \mathbf{f} \cdot \mathbf{d} \vec{\mathbf{r}}),$$

where the integral is along any path from A to B.

If you close the path, you come back to the same point, so

$$\oint (\nabla f \cdot d\vec{r}) = 0.$$

The path integral of the gradient along a closed path vanishes.

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Differentiation: directional derivative

Define a derivative in a direction $\hat{\mathbf{n}}.$

$$\frac{df}{ds}(\vec{\mathbf{r}}) = \lim_{\delta s \to 0} \frac{f(\vec{\mathbf{r}} + \hat{\mathbf{n}}\delta s) - f(\vec{\mathbf{r}})}{\delta s} = \frac{\delta f}{\delta s}$$

with $\delta f = (\nabla f \cdot \delta \vec{\mathbf{r}})$. In this case $\delta r = \hat{\mathbf{n}}\delta s$ and so

$$\frac{\mathrm{d}\mathbf{f}}{\mathrm{d}\mathbf{s}}(\vec{\mathbf{r}}) = \frac{(\nabla \mathbf{f} \cdot \hat{\mathbf{n}})\delta \mathbf{s}}{\delta \mathbf{s}} = (\hat{\mathbf{n}} \cdot \nabla \mathbf{f}).$$

This is the derivative of f in the direction ${\bf \hat{n}}.$

So we have generalized the derivative to a path integral, and the derivative to a directional derivative, in moving to 2 and 3 dimensional space.