CALCULUS BLUE SYLLABUS

PART 1: VECTORS & MATRICES

- 1. Lines and planes in R³
- 2. Curves and surfaces in R³
- **3.** Coordinates in Rⁿ -applications: robot kinematics, wireless signals, customer profiles
- 4. Vectors
- 5. The dot product -application: matching methods for dating services
- 6. The cross product -also, the scalar triple product
- 7. Intro to vector calculus

-application: celestial mechanics

8. Vector calculus & motion

-application: curvature, tangential & normal acceleration

9. Matrices

-applications: image processing, genetic correlations, predictive text, ...

- 10. Matrix algebra
- 11. Matrices and equations

-applications: balancing chemical equations, network traffic flow, commodity management

- 12. Row reduction
- 13. Inverse matrices
- 14. Linear transformations

-application: Euler angles & 3-d rotations in robotics & graphics

- **15. Coordinate transformations**
- 16. Determinants: algebraic
- 17. Determinants: geometric
- 18. Determinants: algorithmic

-application: computational complexity of determinants

PART 2 : DIFFERENTIATION

1. Multivariate functions

-applications: meteorology, robotics, SEIR models, market equilibria, ...

2. Rates of change

-application: changing commodity prices

3. Definition of the derivative

-using linear transformations

4. Differentiation

-formal definition ; interpretation as first order variation

5. The chain rule

-via matrix multiplication / composition of linear transformations

6. Derivative rules

-application: the material derivative

7. The Inverse Function Theorem

-applications: solving systems of nonlinear equations locally; inverse kinematics

8. The Implicit Function Theorem -application: GPS sensitivity

9. Gradients

-application: machine learning

10. Tangent lines/planes

11. Linearization & approximation

-application: numerical approximation; tolerances and error estimation in engineering

- 12. Taylor expansions
- **13.** Computing Taylor expansions
- 14. Critical points and Hessians
- **15. Optimization: Linear regression** -applications: statistics

16. Optimization: Game theory [OPTIONAL]

-application: Nash equilibria

17. Constrained optimization

18. The Lagrange multiplier -application: shadow prices

19. Lagrange examples

-applications: stock supply management, AMGM inequality

PART 3 : INTEGRATION

- 1. Definitions of Integrals
- 2. The Fubini Theorem
- 3. Double integrals
- 4. Triple integrals

5. Averages

-application: L² (RMS) averages

6. Mass & centers

-application: monostatic solids

7. Moments of inertia

8. The Inertia matrix

9. Solid body mechanics

-applications: angular velocity, momentum, kinetic energy, etc.

10. Review of probability

11. Multiple random variables

-application: portfolio management

12. Covariance matrices [OPTIONAL]

-application: target tracking and uncertainty modeling

13. Polar & cylindrical coordinates

-application: Gaussians

14. Spherical coordinates

15. The Change of Variables Theorem

-in all dimensions, using determinant of derivative

16. Changing coordinates

-application: computing work in thermodynamics

17. Surface integrals

18. Gaussians, redux [OPTIONAL]

-application: the Kalman filter and data fusion

19. Spheres and Data [OPTIONAL]

-application: the Gaussian Annulus Theorem

PART 4 : CALCULUS OF FIELDS

- 1. Fields
- 2. Scalar Path integrals
- 3. Integrating 1-forms
- 4. The Independence of Path Theorem
- 5. Work, Circulation, & Flux -application: circulation and flux in fluids
- 6. Green's Theorem
- 7. Euclidean forms in 3-d
- 8. Grad, Curl, & Div

- 9. Integrating 2-forms
- 10. Gauss's Theorem in 3-d
- 11. Stokes' Theorem in 3-d
- 12. When to use Which Theorem
- 13. Forms & Fluids [OPTIONAL]

-application: Kelvin Circulation Theorem & Helmholtz Theorem

14. Forms & Physics [OPTIONAL]

-applications: Maxwell's equations

15. Forms & Data

-applications: medical imaging, geodesy

- 16. Differential forms [OPTIONAL]
- 17. Calculus of forms [OPTIONAL]

-application: geometric optics

18. Stokes' Theorem Redux [OPTIONAL]

-application: time-series data