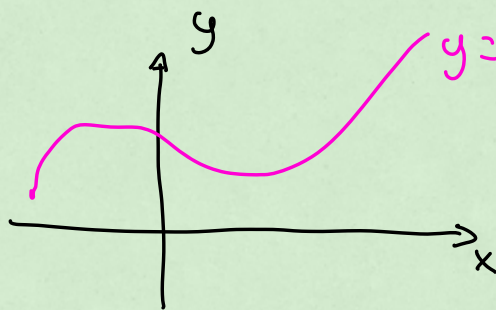


Lecture 8 (14.1 - 14.2)

Functions of many variables and limits



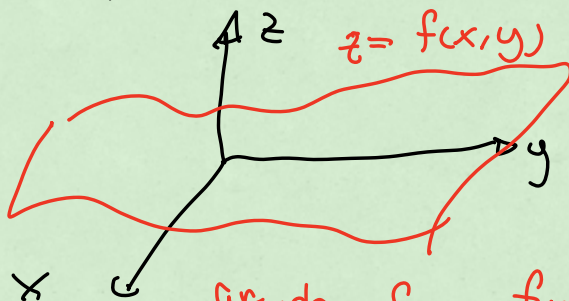
$$y = f(x)$$

graph of a
function of
one variable
= curve

$$y = x^2$$

$$y = x + 1$$

$$y = \sin(x)$$



$$z = f(x, y)$$

graph of a function
of two variables is a surface

$$z = x^2 + y$$

$$z = \sin(x + y)$$

$$z = e^{x-y}$$

Domain of a function $f(x, y)$:

consists of the points (x, y) where
the formula (equation) for $f(x, y)$
makes sense.

$$z = f(x, y) = \frac{1}{x-y}$$

potential issue: denominator = 0

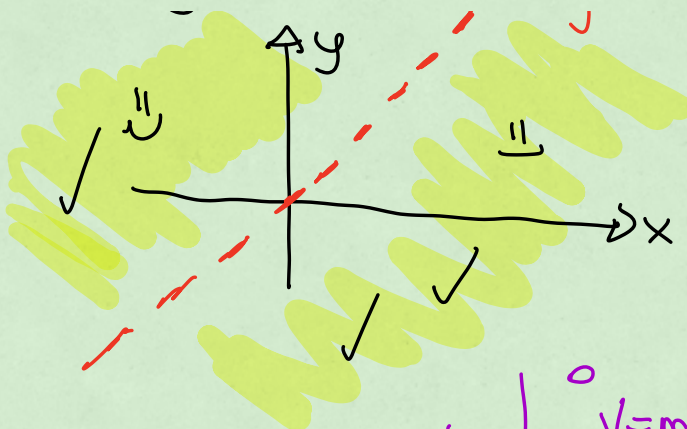
$$x - y = 0$$

$$\boxed{y = x}$$

domain of $\frac{1}{x-y} = z$ is any point

(x, y) where $x \neq y$.

$$x = y$$



gravitational potential

$$V(x, y, z) = \frac{GM}{\sqrt{x^2 + y^2 + z^2}}$$



$$V = mgy$$

$$f(x, y) = \sqrt{1 - x^2 - y^2}$$

domain?

potential problem: stuff inside square root is negative

we need $1 - x^2 - y^2 \geq 0$

where the graph will make sense

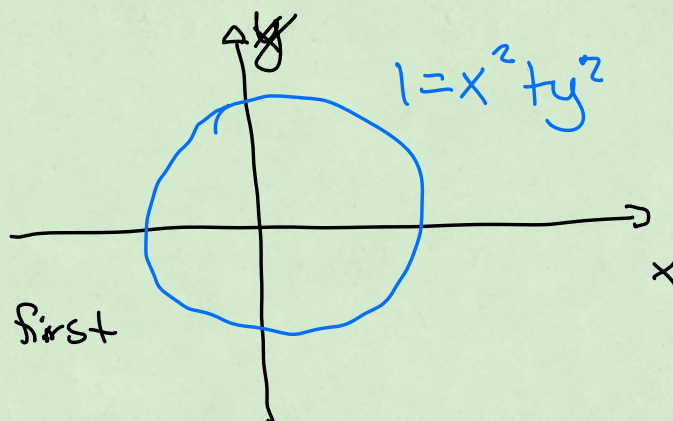
$$1 - x^2 - y^2 \geq 0$$

$$1 \geq x^2 + y^2$$

method for drawing inequalities

① draw the equality first

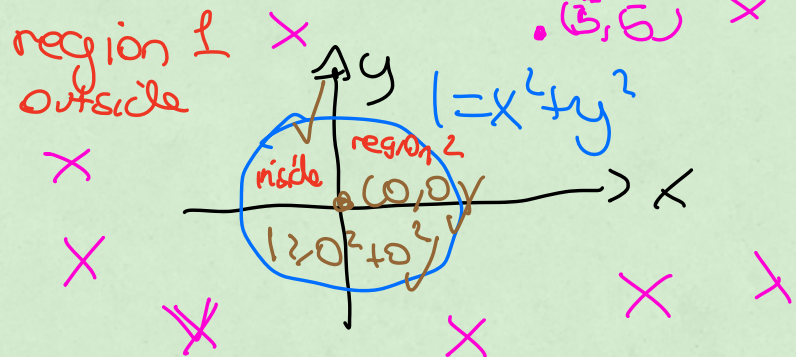
$$1 = x^2 + y^2$$



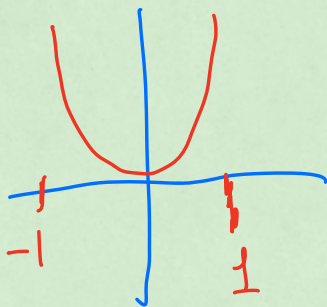
② after you do this the plane gets divided into regions and you choose by trial and error the regions where the inequality is satisfied

$1 \geq x^2 + y^2$
 not satisfied on region 1

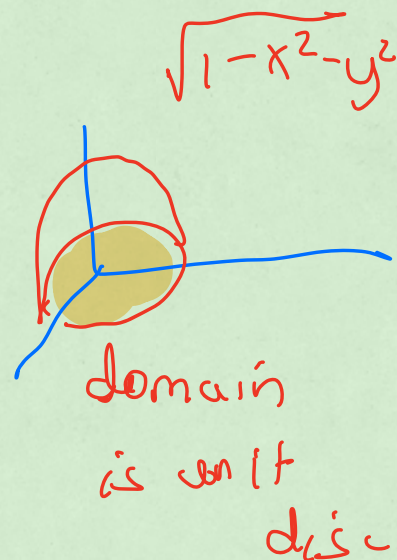
satisfied on region 2



domain of $\sqrt{1-x^2-y^2}$ is the unit disc



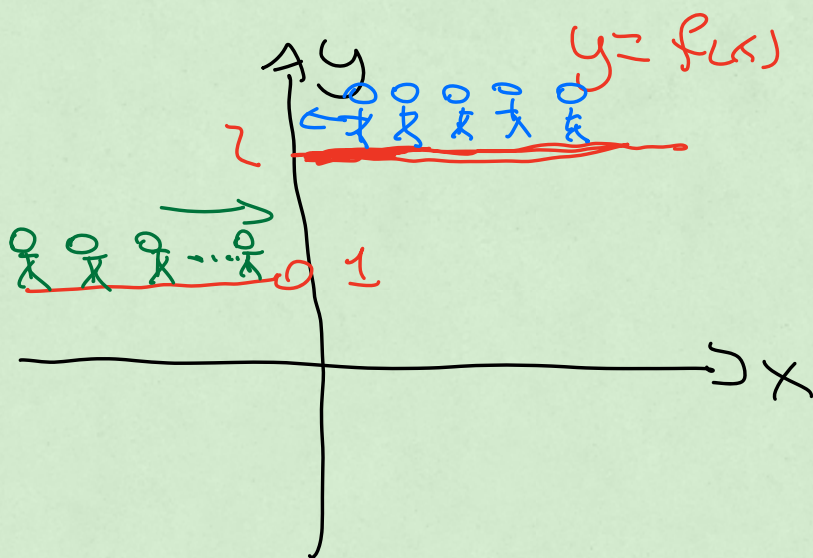
domain $[-1, 1]$



Domain of $f(x)$: something on the number line

Domain of $f(x,y)$: some region on the xy plane

Limits

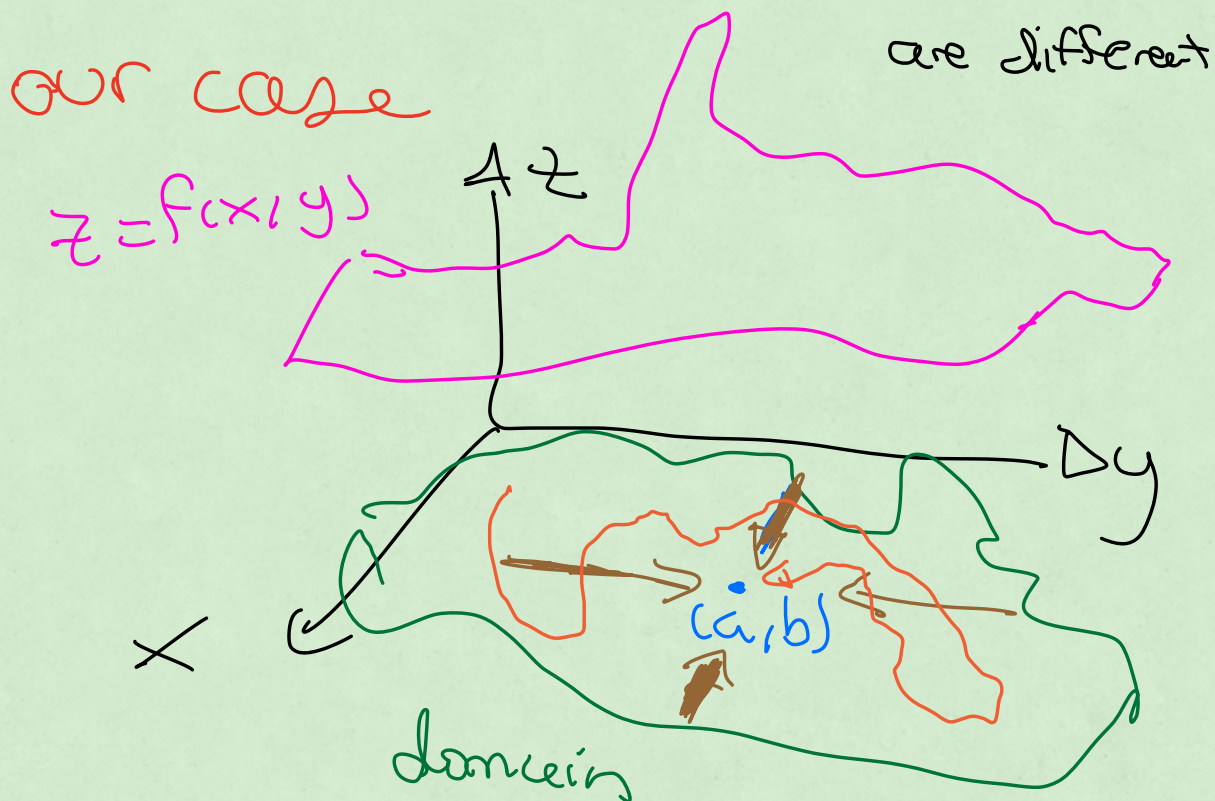


$\lim_{x \rightarrow 0} f(x)$ = Does not exist (DNE)

$$\lim_{x \rightarrow 0^+} f(x) = 2$$

$$\lim_{x \rightarrow 0^-} f(x) = 1$$

So no limit
since
left
and
right limits



$$\lim_{(x, y) \rightarrow (a, b)} f(x, y)$$

now there are a lot
more one sided limits
than just left or right

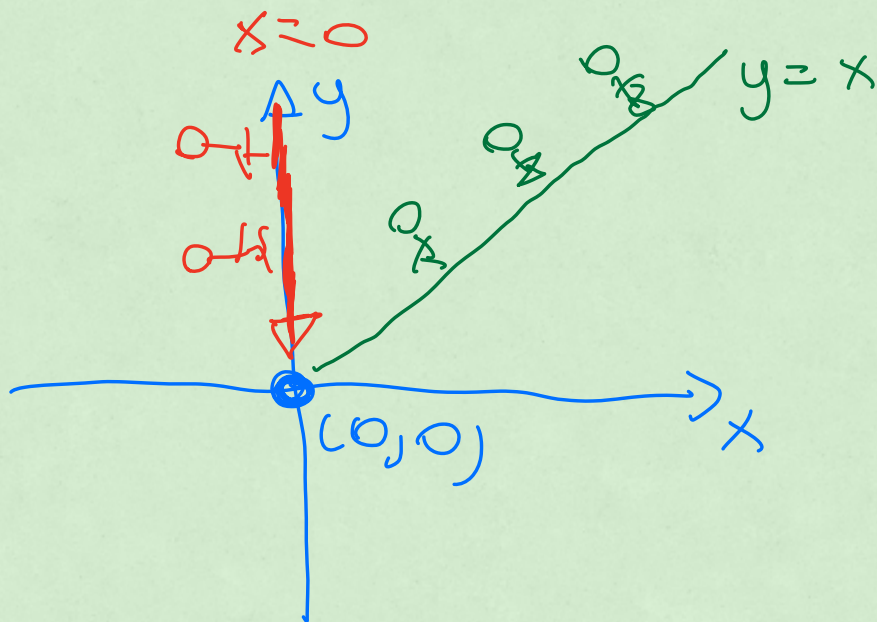
key idea: if you find
two "one sided limits"

that disagree, then
the limit $\lim_{(x,y) \rightarrow (a,b)} f(x,y)$
can't exist.



example!

$$\lim_{(x,y) \rightarrow (0,0)} \frac{2xy}{x^2 + y^2}$$



limit along the y-axis!

$$\lim_{y \rightarrow 0} \frac{2 \cdot 0 \cdot y}{0^2 + y^2} = \lim_{y \rightarrow 0} \frac{0}{y^2} = 0$$

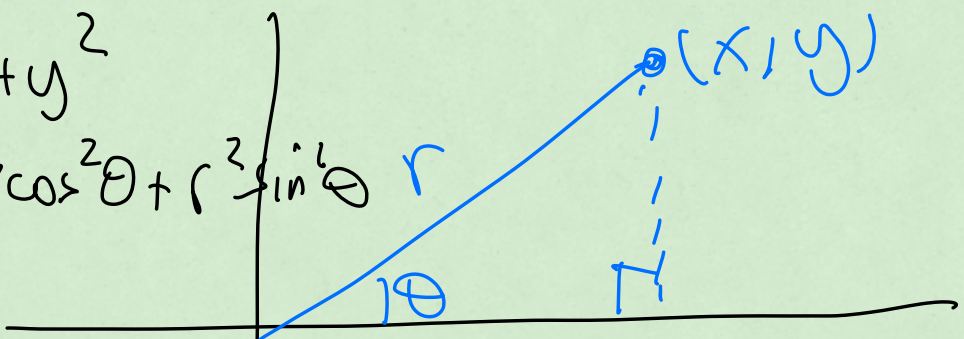
limit along the $x=y$ line:

$$\lim_{x \rightarrow 0} \frac{2x \cdot x}{x^2 + x^2} = \lim_{x \rightarrow 0} \frac{2x^2}{2x^2} = 1$$

So limit does not exist since you found two different one sided limits

This strategy only works for showing a limit does not exist

For this class, we can use squeeze theorem to show a limit exists
 this is done in combination with polar coordinates



$$x^2 + y^2 = r^2 \cos^2 \theta + r^2 \sin^2 \theta$$

$$= r^2 (\cos^2 \theta + \sin^2 \theta)$$

$$= r^2$$

$$x = r \cos \theta$$

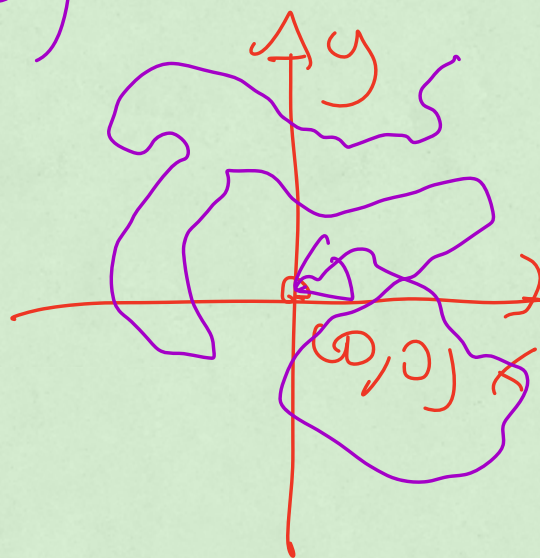
$$y = r \sin \theta$$

$$\lim_{(x,y) \rightarrow (0,0)} \frac{x^2 y}{x^2 + y^2}$$

$$\lim_{r \rightarrow 0} \frac{r^2 \cos^2 \theta \, r \sin \theta}{r^2}$$

$$= \lim_{r \rightarrow 0} (r \cos^2 \theta \sin \theta)$$

$$= 0$$



squeeze:

$$-1 \leq \cos^2 \theta \sin \theta \leq 1$$

$$-r \leq r \cos^2 \theta \sin \theta \leq r$$

$\downarrow$ $\downarrow$ $\downarrow$
 0 0 0

~
as
 $r \rightarrow 0$

U
by squeeze

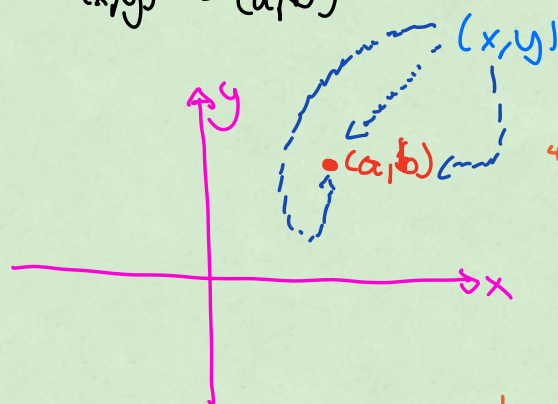
as
 $r \rightarrow 0$

Lecture 9 (14.1, 14.2)

Back to limits (14.2) Basic strategies

want to study

$$\lim_{(x,y) \rightarrow (a,b)} f(x,y)$$

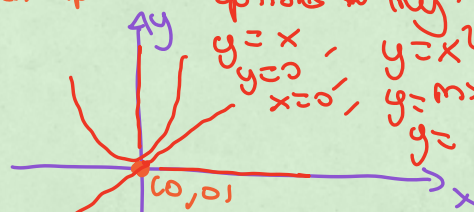


① To show that a limit does not exist, it is enough to find two paths (or trajectories) approaching (a,b) where the limits along these paths give different values

examples

options to try:

$$\begin{array}{ll} y=x & y=x^2 \\ y=0 & y=mx \\ x=0 & y=kx^2 \end{array}$$



$$\lim_{(x,y) \rightarrow (0,0)}$$

② To show that a limit exists, use an argument like the squeeze theorem.

Rewrite x as $x = r \cos \theta$
 y as $y = r \sin \theta$

Change $f(x,y)$ into an expression of r, θ

so if your expression has $\sin \theta, \cos \theta$ or combinations of these, then you use the fact they are quantities between -1 and 1 .

example of case 1

$$\lim_{(x,y) \rightarrow (0,0)} \frac{x+y}{y-x}$$

$$y=0$$

$$\lim_{x \rightarrow 0} \frac{x+0}{0-x} = \lim_{x \rightarrow 0} \frac{x}{-x} = -1$$

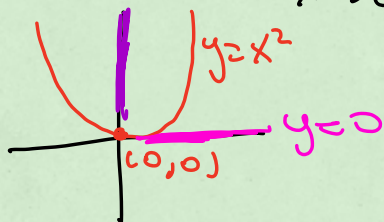
$$x=0$$

$$\lim_{y \rightarrow 0} \frac{0+y}{y-0} = \lim_{y \rightarrow 0} \frac{y}{y} = 1$$

different
so does
not exist

$$y=x^2$$

$$\lim_{x \rightarrow 0} \frac{x+x^2}{x^2-x} = \lim_{x \rightarrow 0} \frac{x(1+x)}{x(x-1)} = \lim_{x \rightarrow 0} \frac{1+x}{x-1} = -1$$



example case 2 $\sin^2 \theta + \cos^2 \theta = 1$

$$\lim_{(x,y) \rightarrow (0,0)} \frac{x^4 + y^4}{x^2 + y^2}$$

$$x = r \cos \theta$$

$$y = r \sin \theta$$

$$\lim_{r \rightarrow 0} \frac{r^4 \cos^4 \theta + r^4 \sin^4 \theta}{r^2 \cos^2 \theta + r^2 \sin^2 \theta}$$

$$\lim_{r \rightarrow 0} \frac{r^4 (\cos^4 \theta + \sin^4 \theta)}{r^2}$$

$$\lim_{r \rightarrow 0} r^2 (\cos^4 \theta + \sin^4 \theta)$$

squeeze argument

$$0 \leq \sin^4 \theta \leq 1$$

$$0 \leq \cos^4 \theta \leq 1$$

so

$$0 \leq \sin^4 \theta + \cos^4 \theta \leq 2$$

multiply
by r^2

only need
this to
be a
fixed
number so
20, 200, 10
would work

$$0 \leq r^2 (\sin^4 \theta + \cos^4 \theta) \leq 2r^2$$

↓
already
zero

forces this
to be 0
by squeeze.

↓ goes
to
0 as $r \rightarrow 0$



easier case "
when the function
is continuous at the
point (a, b)

$f(x, y)$ is continuous at (a, b) if

$$\lim_{(x, y) \rightarrow (a, b)} f(x, y) = f(a, b)$$

which functions are continuous

- ↳ polynomials of x, y
- ↳ trigonometric functions
which depend on x, y
- ↳ exponential functions
which depend on x, y

↳ combinations of these
all of them are continuous
at any point of the
domain.

example

lim

$(x, y) \rightarrow (\frac{\pi}{2}, 3)$

$$\frac{e^{x+y} (y+3)}{\sin(x)} = \frac{e^{\frac{\pi}{2}+3} (3+3)}{\sin(\frac{\pi}{2})}$$

$$= 6 e^{\frac{\pi}{2}+3}$$

$$\lim_{(x,y) \rightarrow (0,2)} \frac{x^2 + xy}{x}$$

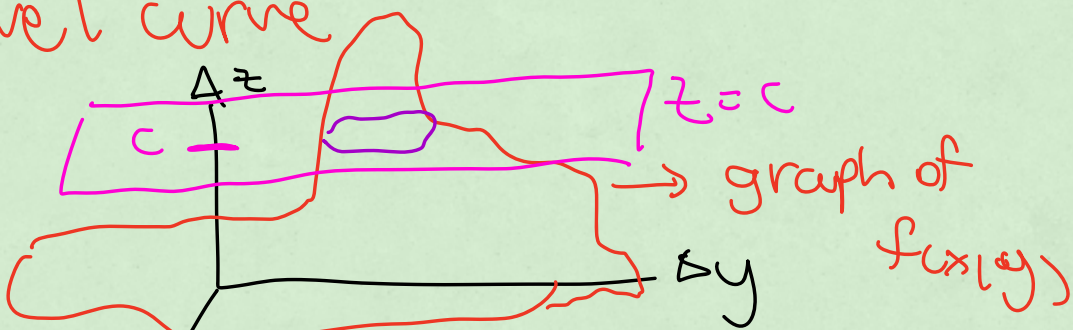
$$= \lim_{(x,y) \rightarrow (0,2)} x \left(\frac{x+y}{x} \right)$$

$$= \lim_{(x,y) \rightarrow (0,2)} (x+y) = 2$$

Back to 14.1

(level curves and level surfaces)

Level curve



level curve $f(x,y)=c$

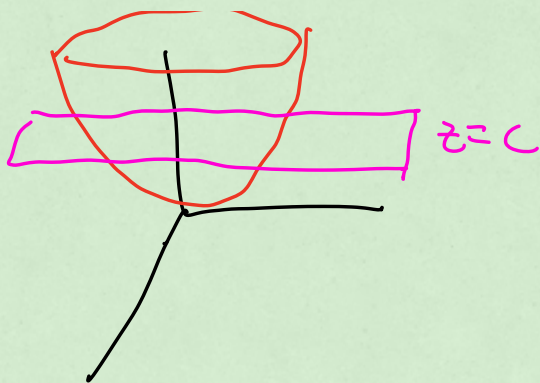
consists of all the points (x,y) where the value of "f" equal "c", so where

$$f(x,y)=c$$

example:

level curves of

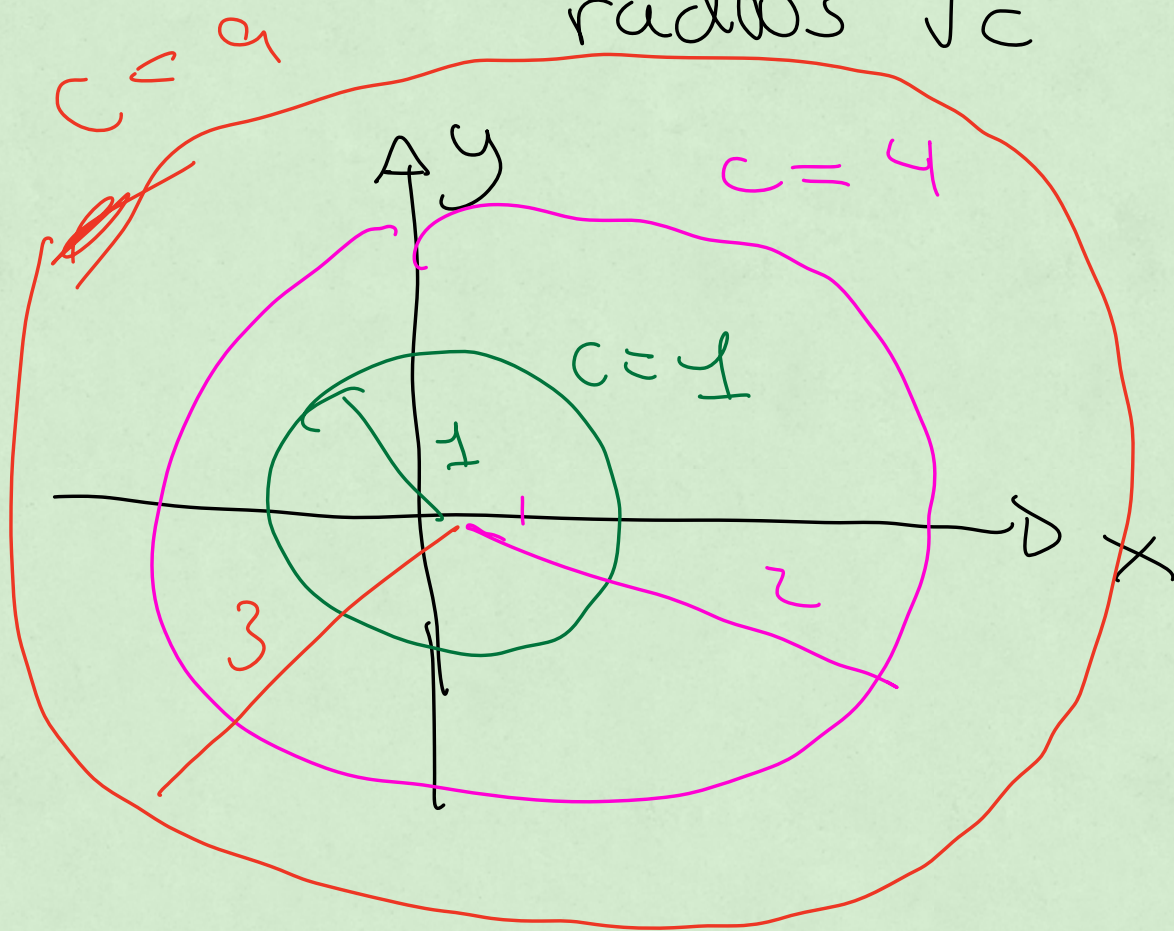
$$f(x,y) = x^2 + y^2$$



you solve

$$x^2 + y^2 = c$$

circle of
radius $\sqrt{c}$



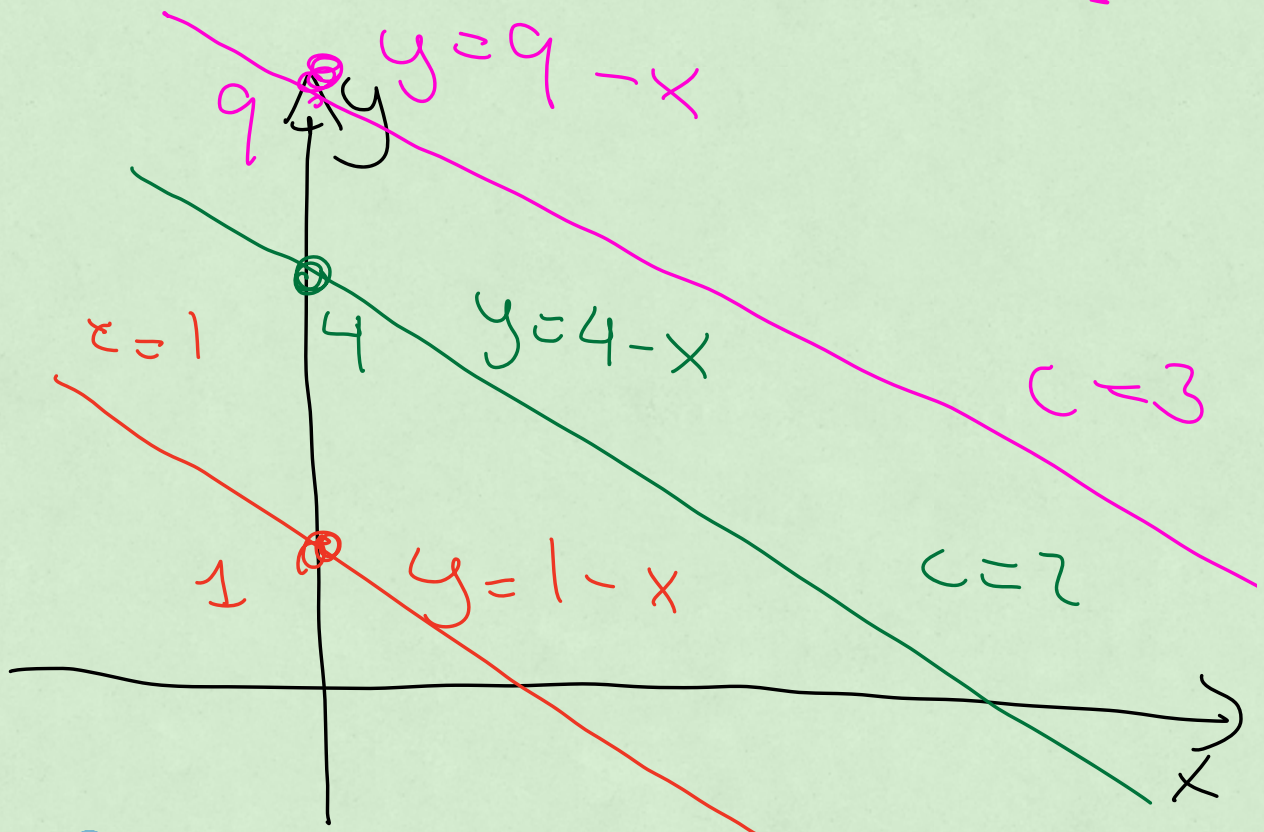
level curves

$$f(x,y) = \sqrt{x+y}$$

$$\sqrt{x+y} = c$$

$$x+y = c^2$$

$$y = c^2 - x$$



~~Level surface for~~

Level surface for

$f(x, y, z)$

3 variables

we can't see the
graph because
we would need a
fourth dimension

Level surface

$$f(x, y, z) = c$$

all the points (x, y, z)
where " f " has value " c "

↳ looks like
surfaces.

Lecture 10 (14.3 - 14.4)

last time

- Level curves of $f(x, y)$

Points (x, y) where $f(x, y)$ has the same value " c "

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

level curves

$$x^2 + y^2 = c$$

→ circles of radius $\sqrt{c}$



on each circle
the value of
" f " is the
same

- Level surface of $f(x, y, z)$

points (x, y, z) where $f(x, y, z)$ has the same value " c "

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

level surface

$$x^2 + y^2 + z^2 = c$$

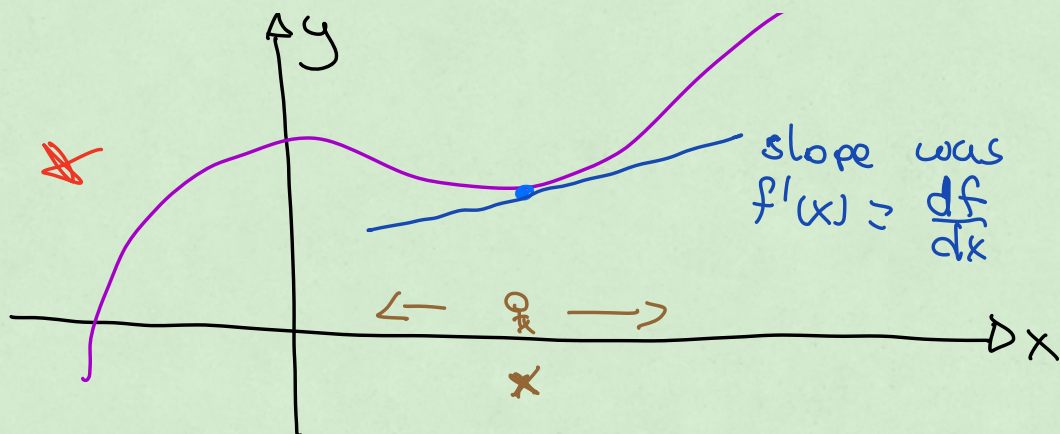
→ sphere radius $\sqrt{c}$



on each
sphere the
value of f remains
constant

Partial Derivatives

$y = f(x)$



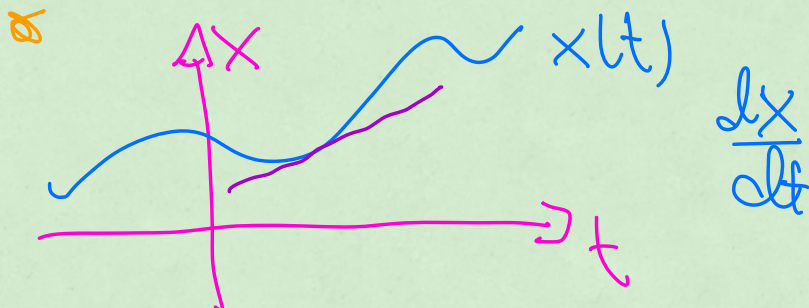
$\frac{df}{dx}$ = Notation reminds you of a fraction or ratio

↳ instantaneous rate of change

units of $\frac{df}{dx}$ = $\frac{\text{units of } f}{\text{units of } x}$

units of $\frac{dx}{dt}$ = $\frac{\text{units of } x}{\text{units of } t}$

units of $\frac{d^2f}{dx^2}$ = $\frac{\text{units of } f}{(\text{units of } x)^2}$



Partial derivatives

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

$\frac{\partial f}{\partial x}$ = partial derivative of f with respect to x

= pretend " y " is constant when taking the derivative

$$= 2x + 0$$

$$= 2x$$

$\frac{\partial f}{\partial y}$ = partial derivative with respect to y

= pretend " x " is constant when taking derivatives

$$= 0 + 1 = 1$$

example:

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

$$\frac{\partial f}{\partial x} = 2x y^3 = 2y^3 x$$

$$\frac{\partial f}{\partial y} = 3x^2 y^2$$

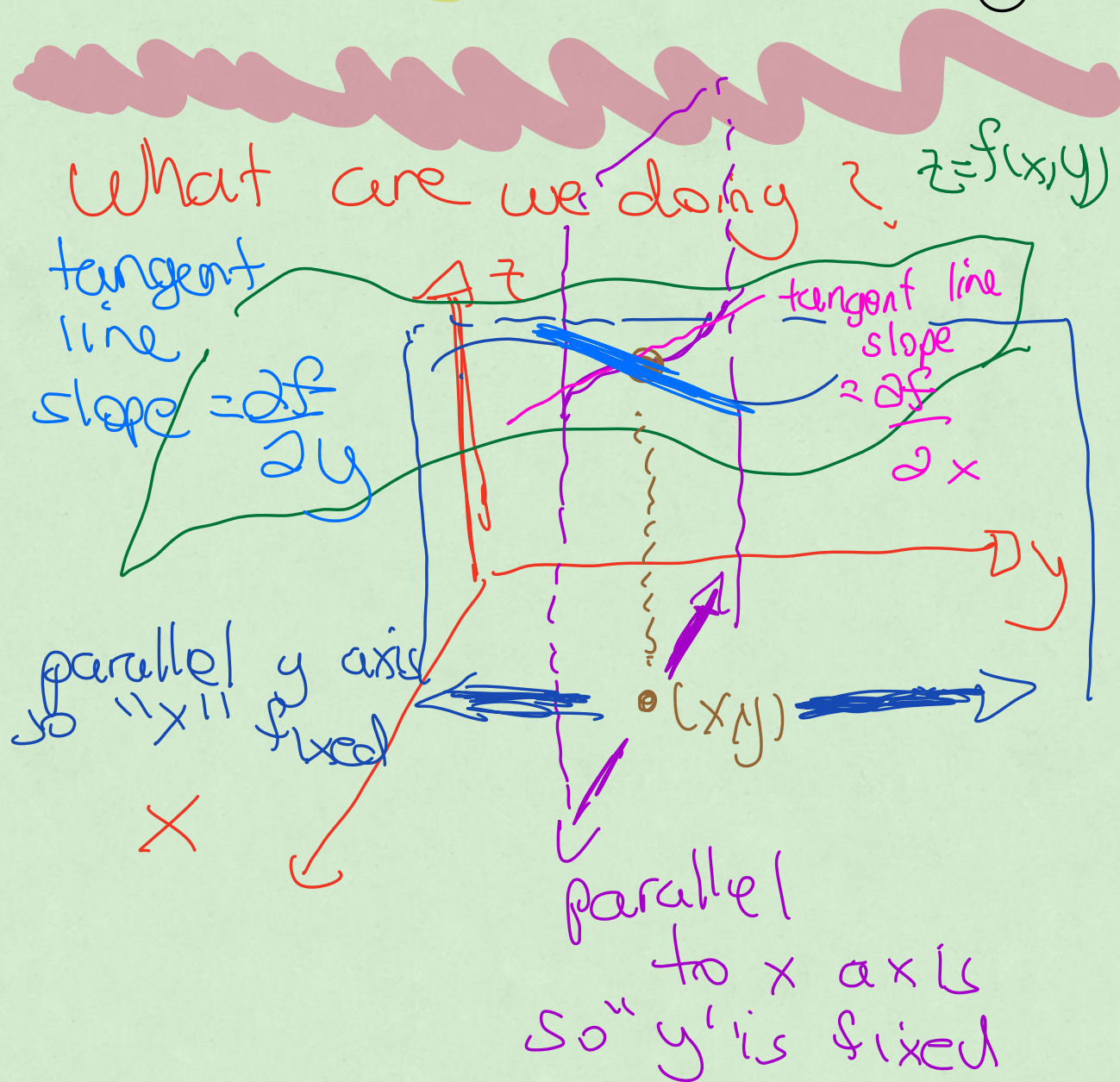
$$f(x, y) = \sin(x^2 + xy)$$

$$\frac{\partial f}{\partial x} = \cos(x^2 + xy) \cdot \frac{\partial}{\partial x}(x^2 + xy)$$

$$= (2x + y) \cos(x^2 + xy)$$

$$\frac{\partial f}{\partial y} = \cos(x^2 + xy) \cdot \frac{\partial}{\partial y} (x^2 + xy)$$

$$= \times \cos(x^2 + xy)$$



$\frac{\partial f}{\partial x}$, $\frac{\partial f}{\partial y}$ are slopes
of tangent lines

to curves obtained
by intersecting the
graph of the function
with planes

parallel to the xz
and yz planes
respectively

$$\text{units of } \frac{\partial f}{\partial x} = \frac{\text{units of } f}{\text{units of } x}$$

$$\text{units of } \frac{\partial f}{\partial y} = \frac{\text{units of } f}{\text{units of } y}$$

Second Partial Derivatives

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

$$\frac{\partial f}{\partial x} = 2xy^3$$

$$\frac{\partial f}{\partial y} = 3x^2 y^2$$

$$\frac{\partial}{\partial x} \left(\frac{\partial f}{\partial x} \right) = \frac{\partial}{\partial x} (2xy^3) = 2y^3$$

$$\frac{\partial}{\partial y} \left(\frac{\partial f}{\partial x} \right) = \frac{\partial}{\partial y} (2xy^3) = 6xy^2$$

$$\frac{\partial}{\partial x} \left(\frac{\partial f}{\partial y} \right) = \frac{\partial}{\partial x} (3x^2 y^2) = 6xy^2$$

$$\frac{\partial}{\partial y} \left(\frac{\partial f}{\partial y} \right) = \frac{\partial}{\partial y} (3x^2 y^2) = 6x^2 y$$

$$\begin{pmatrix} \frac{\partial^2 f}{\partial x^2} & \frac{\partial^2 f}{\partial y \partial x} \\ \frac{\partial^2 f}{\partial x \partial y} & \frac{\partial^2 f}{\partial y^2} \end{pmatrix}$$

In general,
the mixed partial derivatives
agree, so when
finding partial derivatives
with respect to different
variables, you can
find the derivatives

in any order that you want.



Chain Rule

$$f(x) = e^x \quad x = t^2 \quad f(t) = e^{t^2}$$

$$\frac{df}{dt} = \frac{df}{dx} \frac{dx}{dt} = e^x \cdot 2t = 2te^{t^2}$$

$$\frac{df}{dt} \left(\begin{array}{c} f \\ x \\ t \end{array} \right) \left(\begin{array}{c} \frac{df}{dx} \\ \frac{dx}{dt} \end{array} \right) = \frac{df}{dx} \frac{dx}{dt}$$

Chain Rule of two variable

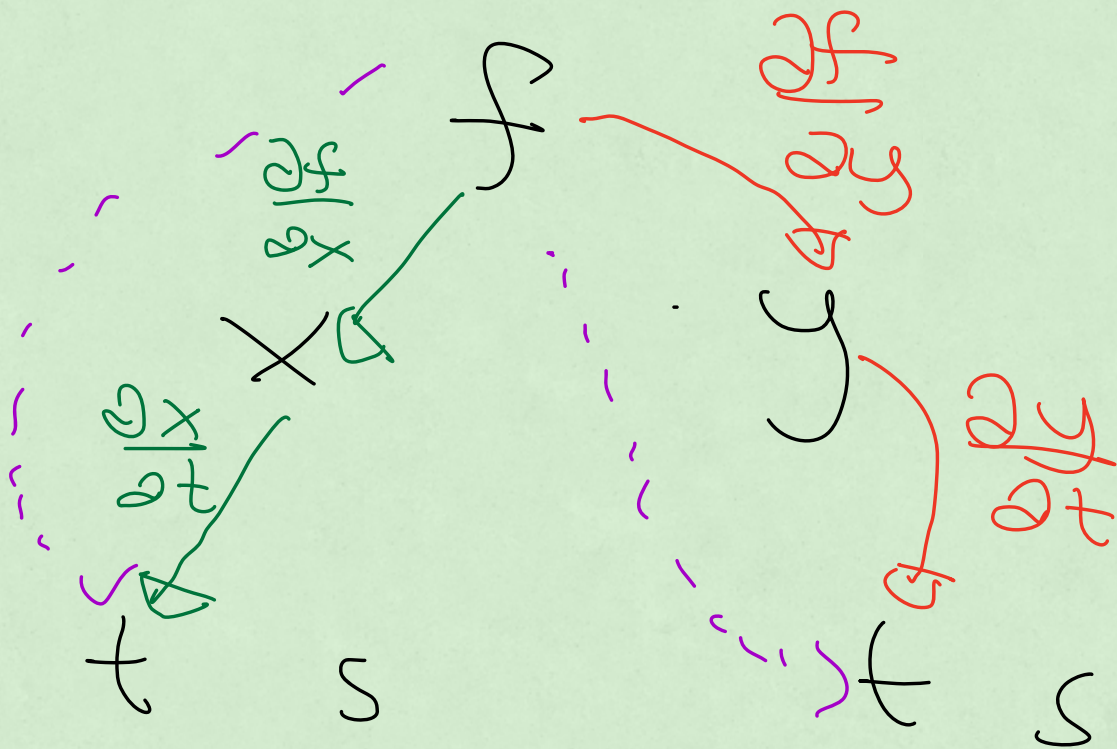
$$f(x, y) = xy \quad \begin{matrix} x = t + s \\ y = t^2 s \end{matrix}$$

$$f(t, s) = (t + s)(t^2 s)$$

$$f(t, s) = t^3 s + t^2 s^2$$

$$\frac{\partial f}{\partial t} = 3t^2 s + 2t s^2$$

$$\frac{\partial f}{\partial s} = t^3 + 2t^2 s$$



$$f = xy, \quad x = t + s, \quad y = t^2 s$$

$$\frac{\partial f}{\partial t} = \frac{\partial f}{\partial x} \frac{\partial x}{\partial t} + \frac{\partial f}{\partial y} \frac{\partial y}{\partial t}$$

$$= y \cdot 1 + x \cdot 2ts$$

$$= y + 2tsx$$

$$= t^2 s + 2ts(t + s)$$

$$\frac{\partial f}{\partial t} = t^2 s + 2t^2 s + 2ts^2$$

$$\frac{\partial f}{\partial t} = 3t^2 s + 2ts^2$$

$$\frac{\partial f}{\partial s} = \frac{\partial f}{\partial x} \frac{\partial x}{\partial s} + \frac{\partial f}{\partial y} \frac{\partial y}{\partial s}$$

Lecture 11 (14.5-14.6)

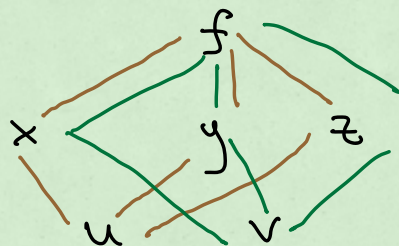
Directional derivative and gradient

Last time: chain rule

$$f(x, y, z) = x + y^2 + xz$$

$$x = u^2, \quad y = u+v, \quad z = uv$$

Find $\boxed{\frac{\partial f}{\partial u}}$ and $\boxed{\frac{\partial f}{\partial v}}$.



$$\frac{\partial f}{\partial u} = \frac{\partial f}{\partial x} \frac{\partial x}{\partial u} + \frac{\partial f}{\partial y} \frac{\partial y}{\partial u} + \frac{\partial f}{\partial z} \frac{\partial z}{\partial u}$$

$$= (1+z)2u + 2y \cdot 1 + x \cdot v$$

$$\boxed{\frac{\partial f}{\partial u} = (1+uv)2u + 2(u+v) + u^2v}$$

$$\frac{\partial f}{\partial v} = \frac{\partial f}{\partial x} \frac{\partial x}{\partial v} + \frac{\partial f}{\partial y} \frac{\partial y}{\partial v} + \frac{\partial f}{\partial z} \frac{\partial z}{\partial v}$$

$$= (1+z) \cdot 0 + 2y \cdot 1 + x \cdot u$$

$$\boxed{\frac{\partial f}{\partial v} = 2(u+v) + u^3}$$

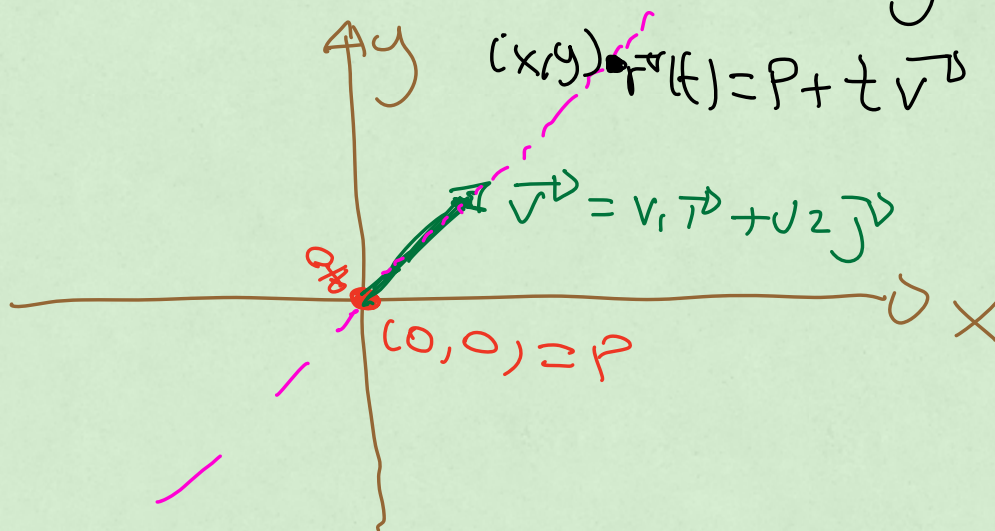


Directional Derivative

$f(x,y)$ = temperature at the point (x,y)

$\frac{\partial f}{\partial x}$ = rate of change of temperature if you move parallel to "x" axis

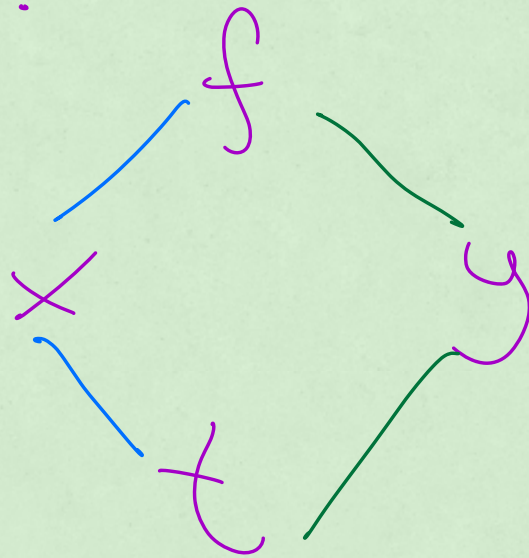
$\frac{\partial f}{\partial y}$ = rate of change of temperature if you move parallel to "y" axis.



$$\begin{aligned}\vec{r}(t) &= (0,0) + t(v_1, v_2) \\ (x,y) &= (tv_1, tv_2)\end{aligned}$$

$$\begin{cases} x = tv_1 \\ y = tv_2 \end{cases}$$

on this line, f can be thought as a function of t .



$$\frac{df}{dt} = \frac{\partial f}{\partial x} \frac{dx}{dt} + \frac{\partial f}{\partial y} \frac{dy}{dt}$$

$$\therefore \frac{df}{dt} = \frac{\partial f}{\partial x} v_1 + \frac{\partial f}{\partial y} v_2$$

dt

$$\frac{df}{dt} = \left(\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y} \right) \cdot \underbrace{(v_1, v_2)}_{\vec{v}}$$

called gradient
of f .

Gradient of $f(x, y)$

$$\text{grad } f = \nabla f = \left(\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y} \right)$$

examples

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

gradient?

$$\frac{\partial f}{\partial x} = 2x + y$$

$$\frac{\partial f}{\partial y} = x$$

$$\nabla f = \text{grad } f = (2x + y, x)$$

$$g(x, y) = x + \sin(y)$$

$$\frac{\partial g}{\partial x} = 1, \quad \frac{\partial g}{\partial y} = \cos(y)$$

$$\nabla g = \text{grad}(g) = (1, \cos(y))$$

Gradient of $f(x, y, z)$

$$\nabla f = \text{grad } f = \left(\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z} \right)$$

example

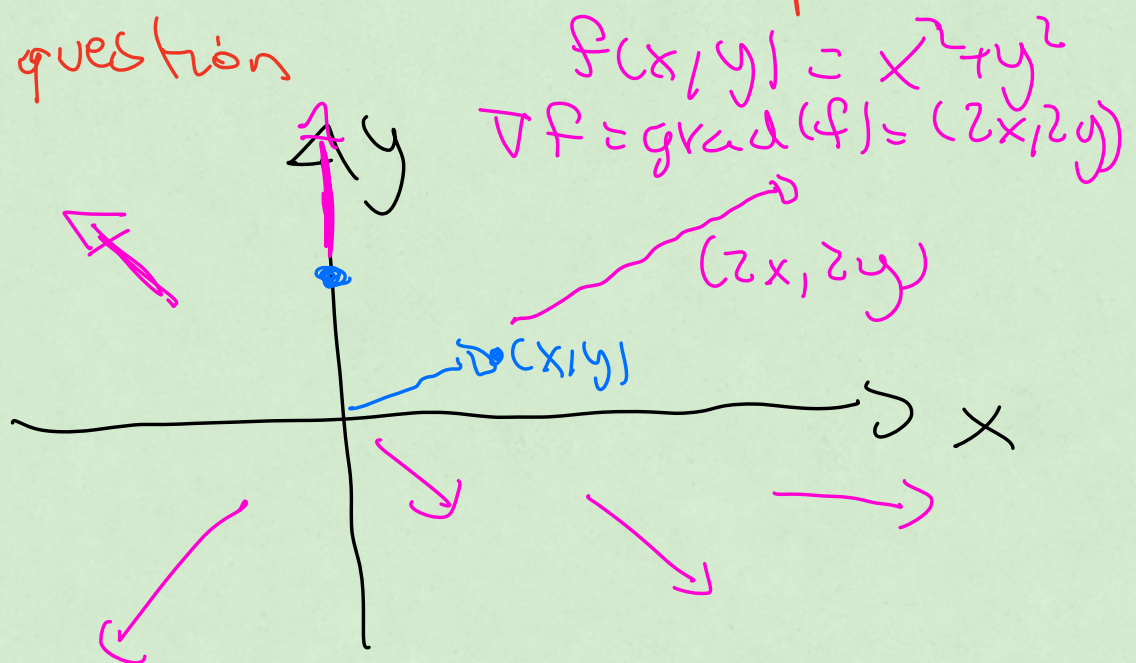
$$f(x, y, z) = x + y^2 + xz$$

$$\frac{\partial f}{\partial x} = 1 + z, \quad \frac{\partial f}{\partial y} = 2y, \quad \frac{\partial f}{\partial z} = x$$

$$\nabla f = \text{grad } f = (1 + z, 2y, x)$$



Gradient is a vector field,
meaning, at the point
 (x, y) [or (x, y, z)]
you draw a vector whose
entries are the
entries of $\text{grad } f$
evaluated at the point
in question



Directional derivative
of a function "f" in
the direction of a vector $\vec{v}$
= rate of change of "f"
in the direction determined
by the vector $\vec{v}$.

$D_{\vec{v}} f$ = symbol for the
directional
derivative of f in
the direction $\vec{v}$

conceptual question

$$D_{\vec{i}} f = \frac{\partial f}{\partial x}$$

$$D_{\vec{j}} f = \frac{\partial f}{\partial y}$$

$$D_{\vec{k}} f = \frac{\partial f}{\partial z}$$




key formula

$$D_{\vec{v}} f = \nabla f \cdot \vec{v}$$

↳ when you use this formula you have to use a vector $\vec{v}$ of norm 1. If you are given a vector which is not of norm 1, then really the

Formula is

$$D_{\vec{v}} f = \nabla f \cdot \frac{\vec{v}}{|\vec{v}|}$$

example :

Find the directional derivative of $f(x, y) = x^2 + xy$ in the direction of the vector $\vec{v} = (1, \sqrt{3})$ evaluated at the point $P = (2, 2)$

$$\nabla f = (2x + y, x)$$

$$D_{\vec{v}}f = \nabla f \cdot \frac{\vec{v}}{|\vec{v}|}$$

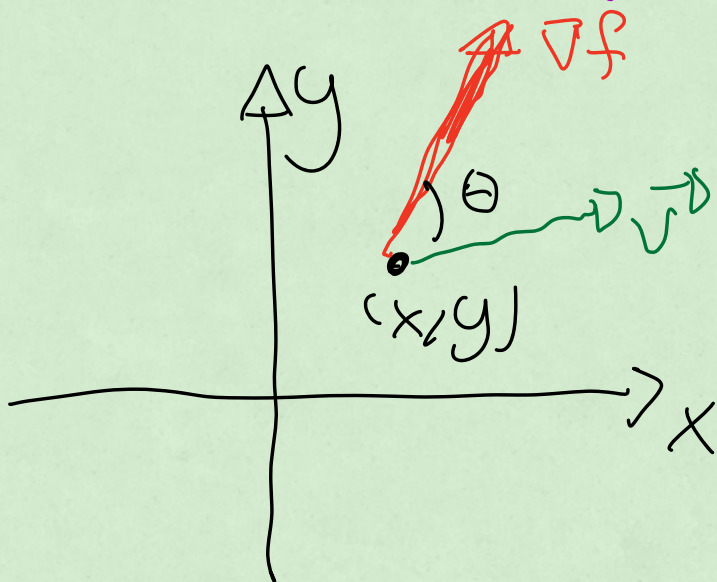
$$D_{\vec{v}}f = (2x+y, x) \cdot \frac{(1, \sqrt{3})}{\sqrt{1^2+3}}$$

$$D_{\vec{v}}f = \frac{2x+y + \sqrt{3}x}{2}$$

rate of change of "f"
at the point (x, y) in the
direction of $\vec{v} = (1, \sqrt{3})$

$$\begin{aligned} D_{\vec{v}}f(2, 2) &= \frac{4 + 2 + 2\sqrt{3}}{2} \\ &= 3 + \sqrt{3} \end{aligned}$$

Interpretation of directional derivative



$$D_{\vec{v}} f = \nabla f \cdot \frac{\vec{v}}{|\vec{v}|}$$

$$D_{\vec{v}} f = |\nabla f| \cdot \frac{1}{|\vec{v}|} |\vec{v}| \cos \theta$$

$$D_{\vec{v}} f = |\nabla f| \cos \theta$$

$\theta = \text{angle between } \vec{v} \text{ and } \nabla f$

$$\underbrace{-|\nabla f|}_{\text{when } \cos \Theta = -1} \leq D_{\vec{v}} f \leq \underbrace{|\nabla f|}_{\text{when } \cos \Theta = 1}$$

when
 $\cos \Theta = -1$

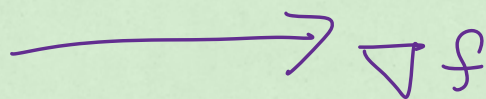
when

when

$\vec{v}$ and ∇f

point in

opposite $\Theta = \pi$
 directions



when $\cos \Theta = 1$

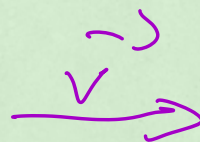
when

when

$\vec{v}$ and ∇f

are parallel

$\Theta = 0$



∇f

$D_{\vec{v}} f = |\nabla f| \Rightarrow$ largest increase of f
 direction of $\vec{v}$

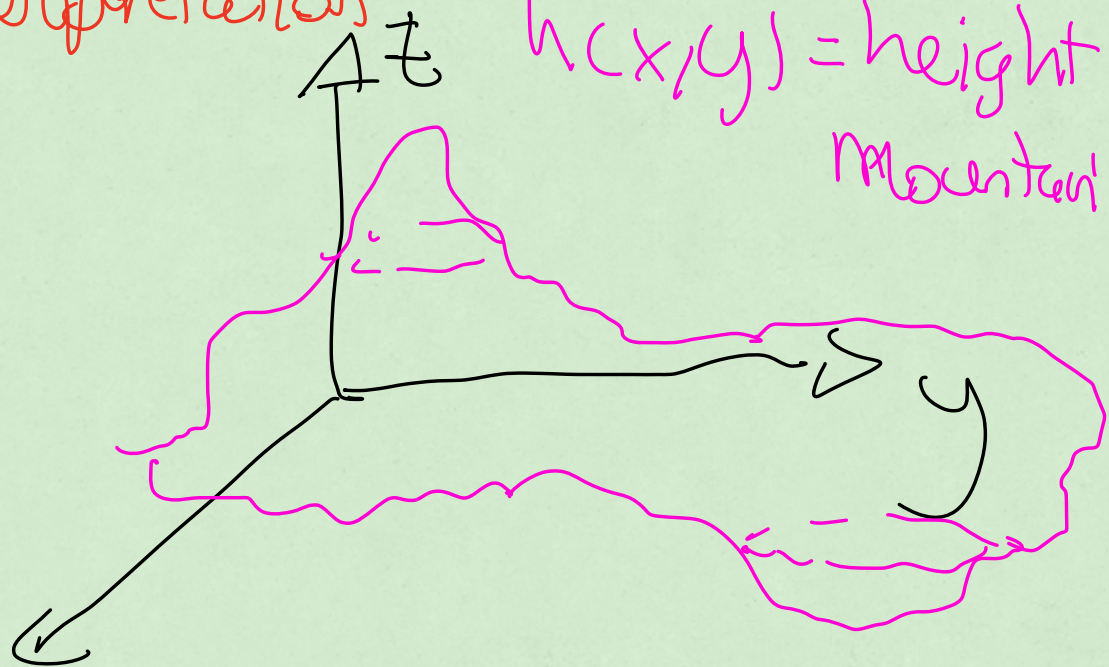
v4

$\rightarrow$ largest decrease
 of $f \equiv -|\nabla f|$

$\Rightarrow$ direction of $-\nabla f$.

interpretation

$h(x,y)$ = height
mountain



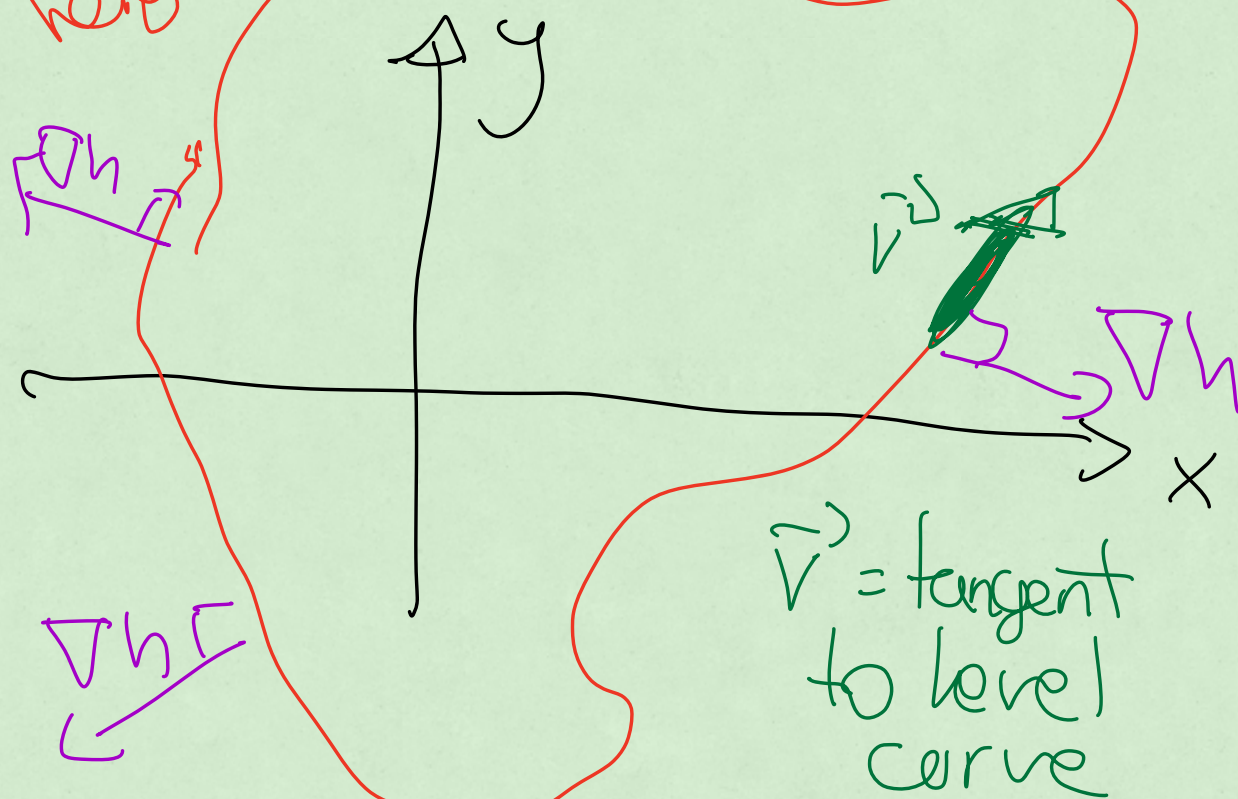
$\times$ direction given by
 $\nabla h \equiv$ steepest ascent
 direction given by $-\nabla h$

∇ steepest descent

Back to level curves

$h(x,y)$ = height of mountain at

height = 10 (x,y) $h(x,y) = 10$



$D_{\vec{v}} h = 0 = \text{height}$

~~is~~

constant
on level
curve

$$\nabla h \cdot \frac{\vec{v}}{|\vec{v}|} = 0$$

$$\nabla h \cdot \vec{v} = 0$$

→ gradient ∇h

is a vector perpendicular
to the level curve

Lecture 12 (14.6-14.7)

Random topic (implicit differentiation)

calc 1:

$$x^2 + y^2 = 1$$

↓

indirect route

$$\frac{d}{dx} (x^2 + y^2) = \frac{d}{dx} (1)$$

$$2x + 2y \frac{dy}{dx} = 0$$

$$\boxed{\frac{dy}{dx} = -\frac{x}{y}}$$

$$\rightarrow y(x) = \pm \sqrt{1-x^2}$$

find $\frac{dy}{dx}$ directly

calc 3 version

$$x^2 + y^2 + z^2 = 1$$

indirect approach

↓ find $\frac{\partial z}{\partial x}$ and $\frac{\partial z}{\partial y}$

$$\rightarrow z(x,y) = \pm \sqrt{1-x^2-y^2}$$

find $\frac{\partial z}{\partial x}$, $\frac{\partial z}{\partial y}$ directly

$$\frac{\partial}{\partial x} (x^2 + y^2 + z^2) = \frac{\partial}{\partial x} (1)$$

$$2x + 0 + 2z \frac{\partial z}{\partial x} = 0$$

$$x + z \frac{\partial z}{\partial x} = 0$$

$$\frac{\partial y}{\partial x} = 0$$

because
x, y

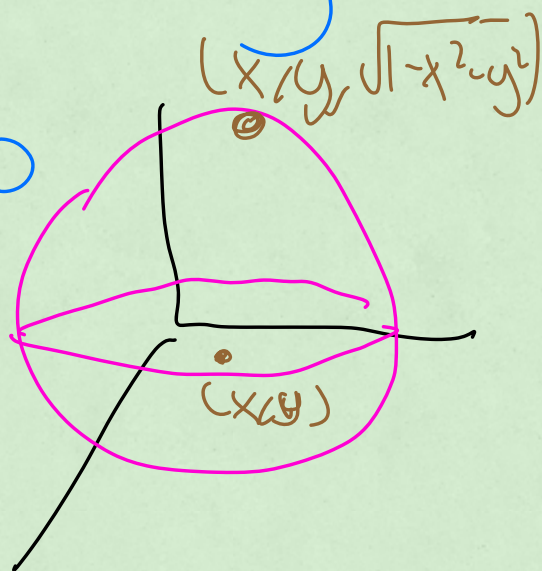
$$\boxed{\frac{\partial z}{\partial x} = -\frac{x}{z}}$$

are independent variables

$$\frac{\partial}{\partial y} (x^2 + y^2 + z^2) = \frac{\partial}{\partial y} (1)$$

$$0 + 2y + 2z \frac{\partial z}{\partial y} = 0$$

$$\boxed{\frac{\partial z}{\partial y} = -\frac{y}{z}}$$



alternatively, can think of "y" as a function of x, z.

$$[y(x, z) = \pm \sqrt{1 - x^2 - z^2}]$$

$$x^2 + y^2 + z^2 = 1$$

$$\frac{\partial}{\partial x} (x^2 + y^2 + z^2) = 2(1)$$

$$2x + 2y \frac{\partial y}{\partial x} + 0 = 0$$

$$\boxed{\frac{\partial y}{\partial x} = -\frac{x}{y}}$$

because
x, z
are now
ind.
variables

$$x^2 + y^2 + z^2 = 1$$

$$\frac{\partial}{\partial z} (x^2 + y^2 + z^2) = 2(1)$$

$$0 + 2y \frac{\partial y}{\partial z} + 2z = 0$$

$$\boxed{\frac{\partial y}{\partial z} = -\frac{z}{y}}$$

best time

$$D_{\vec{v}} f = \nabla f \cdot \frac{\vec{v}}{|\vec{v}|}$$

$$D_{\vec{v}} f = \text{grad } f \cdot \frac{\vec{v}}{|\vec{v}|}$$

$$\nabla f = \text{grad} f = \left(\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z} \right)$$

for $f(x, y, z)$

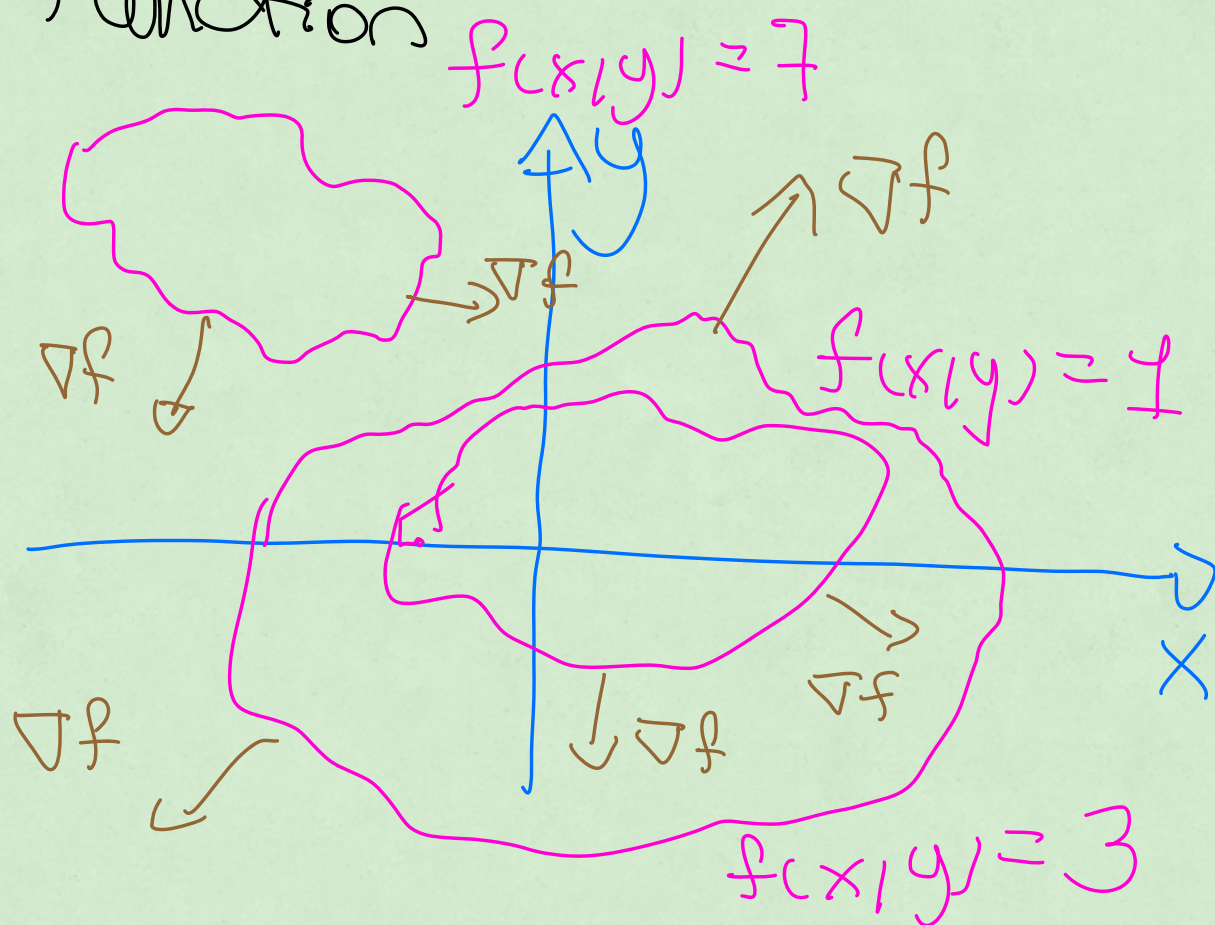
$$\text{or } \left(\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y} \right)$$

for $f(x, y)$

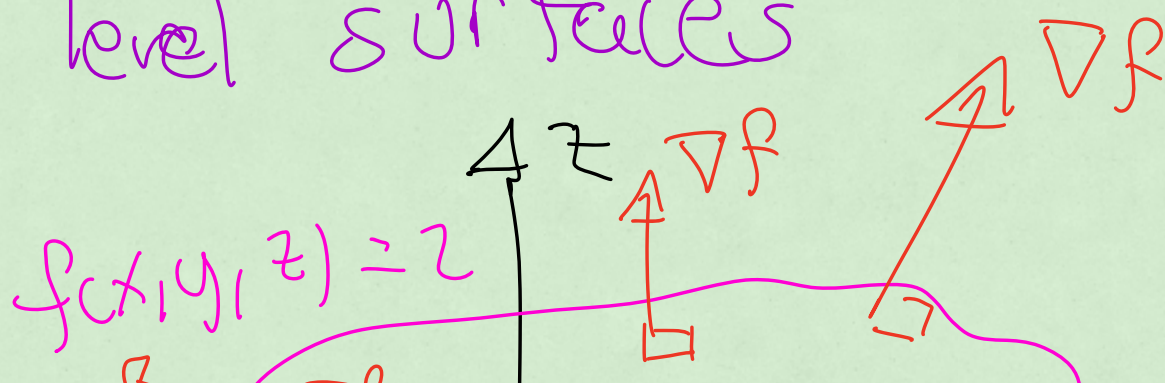
Important thing from
last time!

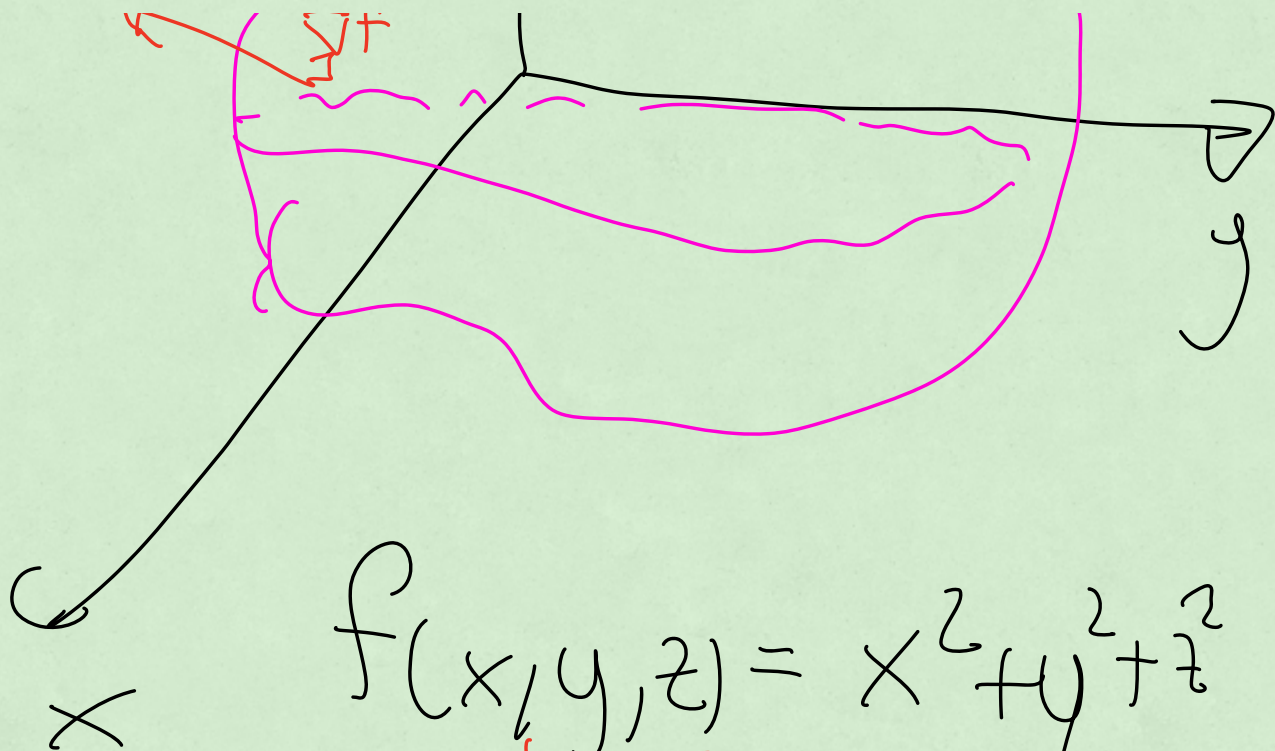
Gradient ∇f is
a vector which is
perpendicular to the
level curves of a

function



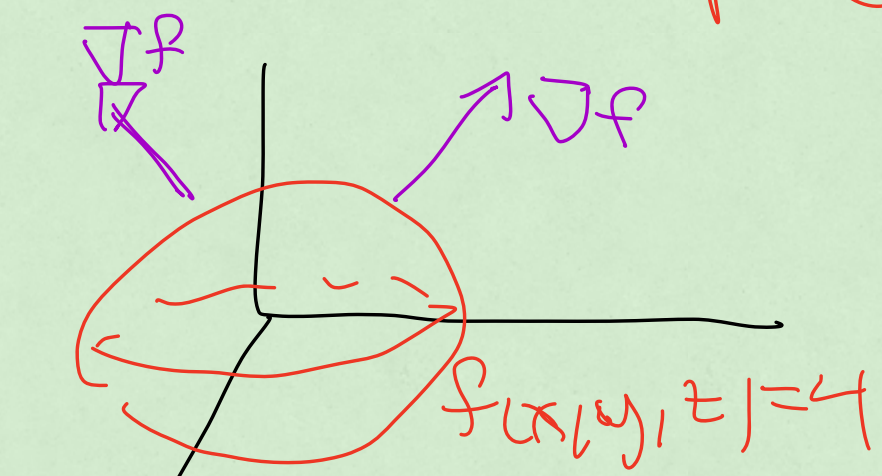
Same happens for
level surfaces





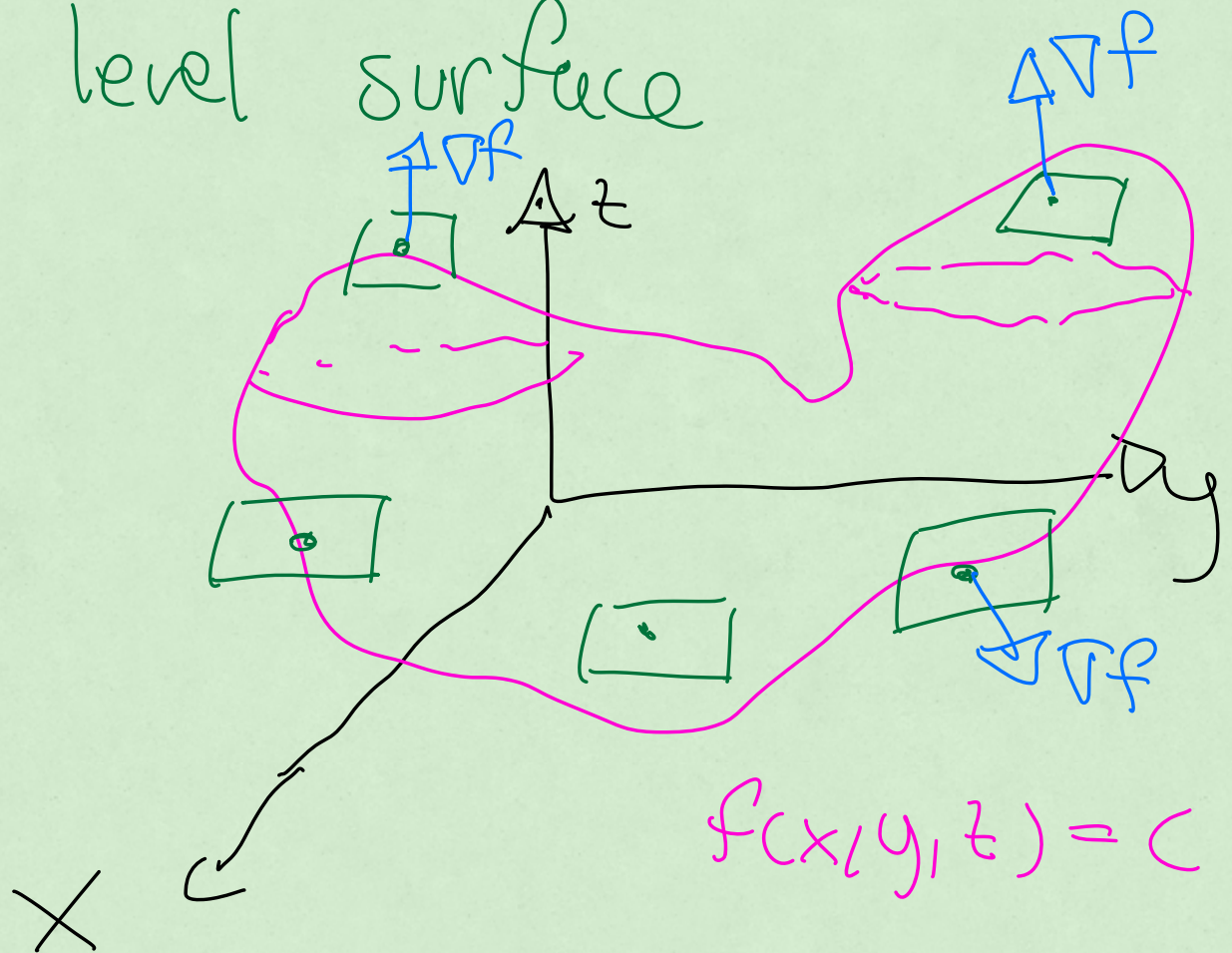
$$f(x, y, z) = x^2 + y^2 + z^2$$

level surfaces are spheres



$$\nabla f = (2x, 2y, 2z)$$

Tangent planes to a
level surface



key idea: to find
the equation of a
tangent plane, you

need a normal
vector, and
for this you can
take the gradient

$$\vec{n}^D = \nabla f = \left(\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z} \right)$$

example:

$$f(x, y, z) = xy - 2z^2$$

level surface $f = 0$

$$xy - 2z^2 = 0$$

Find tangent plane
to this surface
at the point

$$P = (1, 2, 1)$$

$$\nabla f = \left(\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z} \right)$$
$$\nabla f = (y, x, -4/z)$$

$$\nabla f(1, 2, 1) = (2, 1, -4)$$

$\vec{n}$

$$2x + y - 4z = \vec{n} \cdot \vec{P}$$

$$2x + y - 4z = (2, 1, -4) \cdot (1, 2, 1)$$

$$2x + y - 4z = 2 + 2 - 4$$

$$2x + y - 4z = 0$$

eq tangent plane

$$\vec{n} = (a, b, c)$$

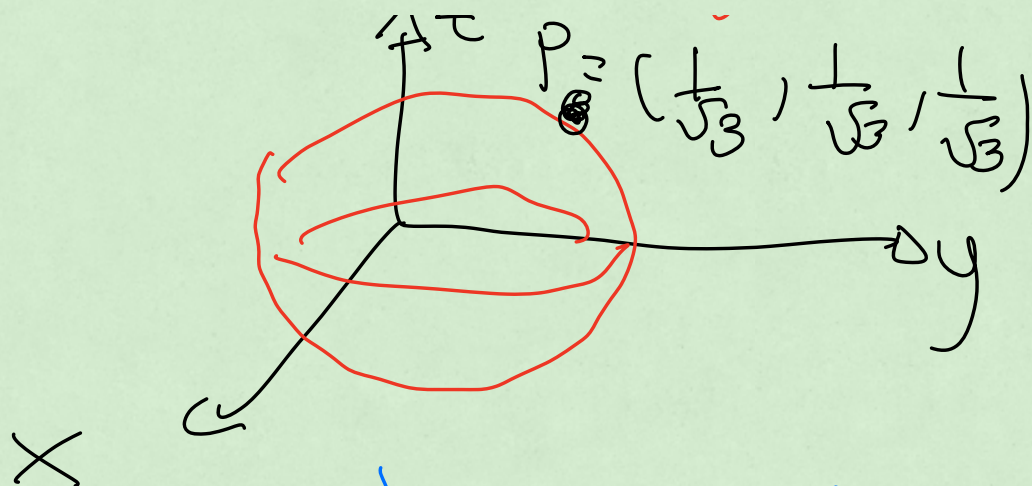
$$(x_0, y_0, z_0)$$

$$ax + by + cz = ax_0 + by_0 + cz_0$$

$$(a, b, c) \cdot (x, y, z) = (a, b, c) \cdot (x_0, y_0, z_0)$$

another example

$$x^2 + y^2 + z^2 = 1$$



tangent plane at
 P .

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

$$\nabla f = (2x, 2y, 2z)$$

$$\nabla f(P) = \left(\frac{2}{\sqrt{3}}, \frac{2}{\sqrt{3}}, \frac{2}{\sqrt{3}} \right)$$

normal

$$\frac{2}{\sqrt{3}}x + \frac{2}{\sqrt{3}}y + \frac{2}{\sqrt{3}}z$$

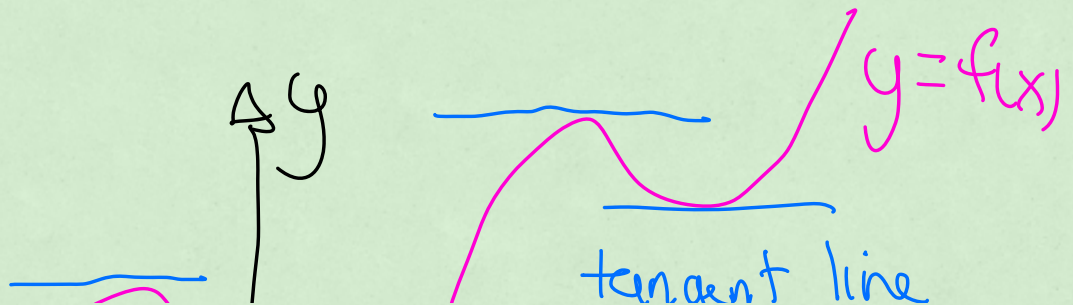
$$\left(\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}\right) \cdot \left(\frac{2}{\sqrt{3}}, \frac{2}{\sqrt{3}}, \frac{2}{\sqrt{3}}\right)$$

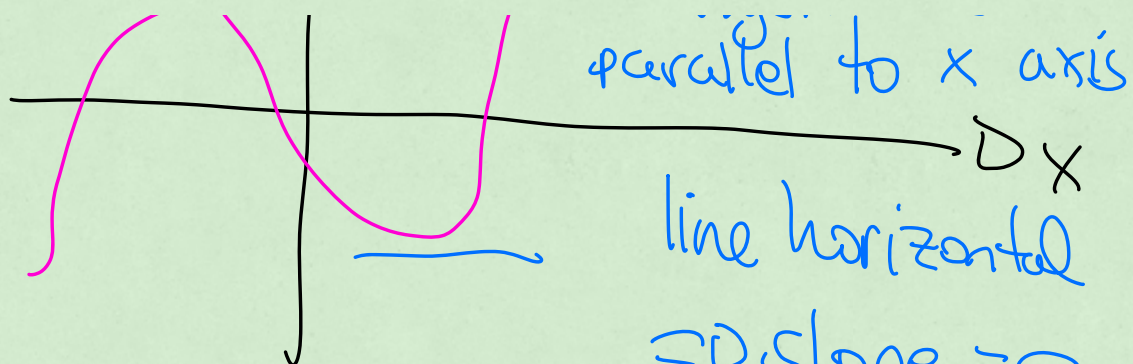
$$= \frac{2}{3} + \frac{2}{3} + \frac{2}{3}$$

$$\frac{2x}{\sqrt{3}} + \frac{2y}{\sqrt{3}} + \frac{2z}{\sqrt{3}} = 2$$

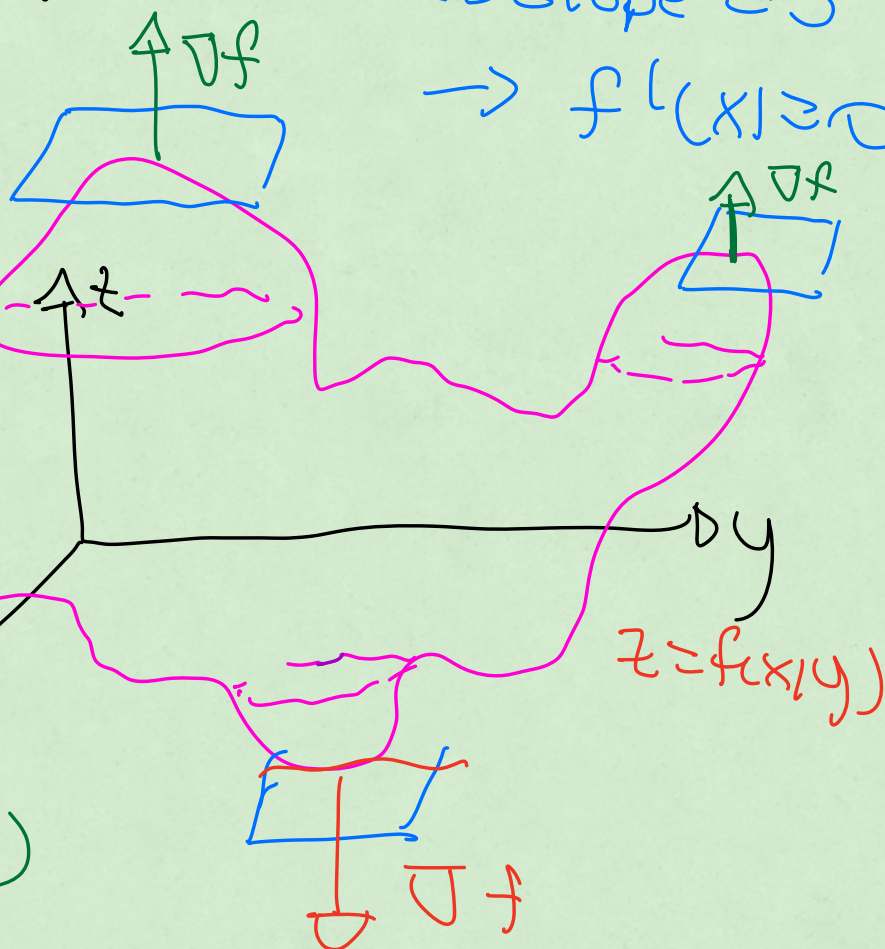
$$x + y + z = \sqrt{3}$$

14.7 Optimization





tangent
plane
should
be parallel
to xy
plane
(not tilted
with
respect
to the floor)



So ∇f should be parallel
to the vector $\vec{k} = (0, 0, 1)$
So we need

$$\left[\frac{\partial f}{\partial x} = 0 \quad \text{and} \quad \frac{\partial f}{\partial y} = 0 \right]$$

Critical point of $z = f(x, y)$

It is a point where

$$\frac{\partial f}{\partial x} = 0 \quad \text{and} \quad \frac{\partial f}{\partial y} = 0$$

example ;

$$f(x, y) = xy$$

Critical points

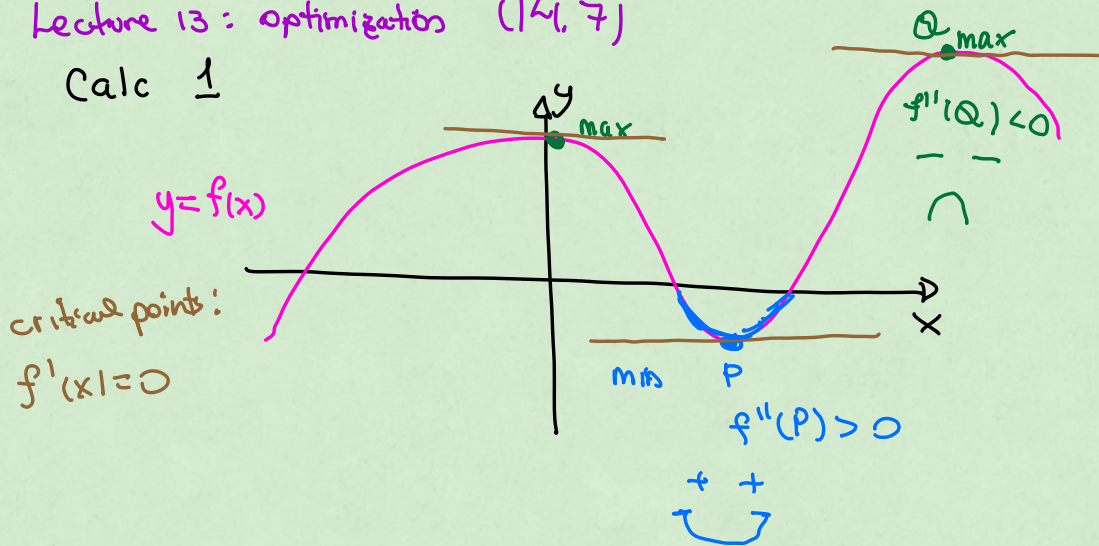
$$\frac{\partial f}{\partial x} = 0 \rightarrow y = 0$$

$$\left\{ \begin{array}{l} \frac{\partial f}{\partial y} = 0 \end{array} \right. \rightarrow x = 0$$

so $(0, 0)$ is the
only critical point
for $f(x, y) = xy$

Lecture 13: optimization (14.7)

Calc 1



Critical points of $f(x,y)$

$$\frac{\partial f}{\partial x} = 0 \text{ and } \frac{\partial f}{\partial y} = 0$$

local max (top of a mountain)

as you approach this point your height increases

saddle (potato pringles chip)

it behaves like a max or a min depending on how you approach it

local min (valley)



as you approach this point your height decreases

Second Derivative Test

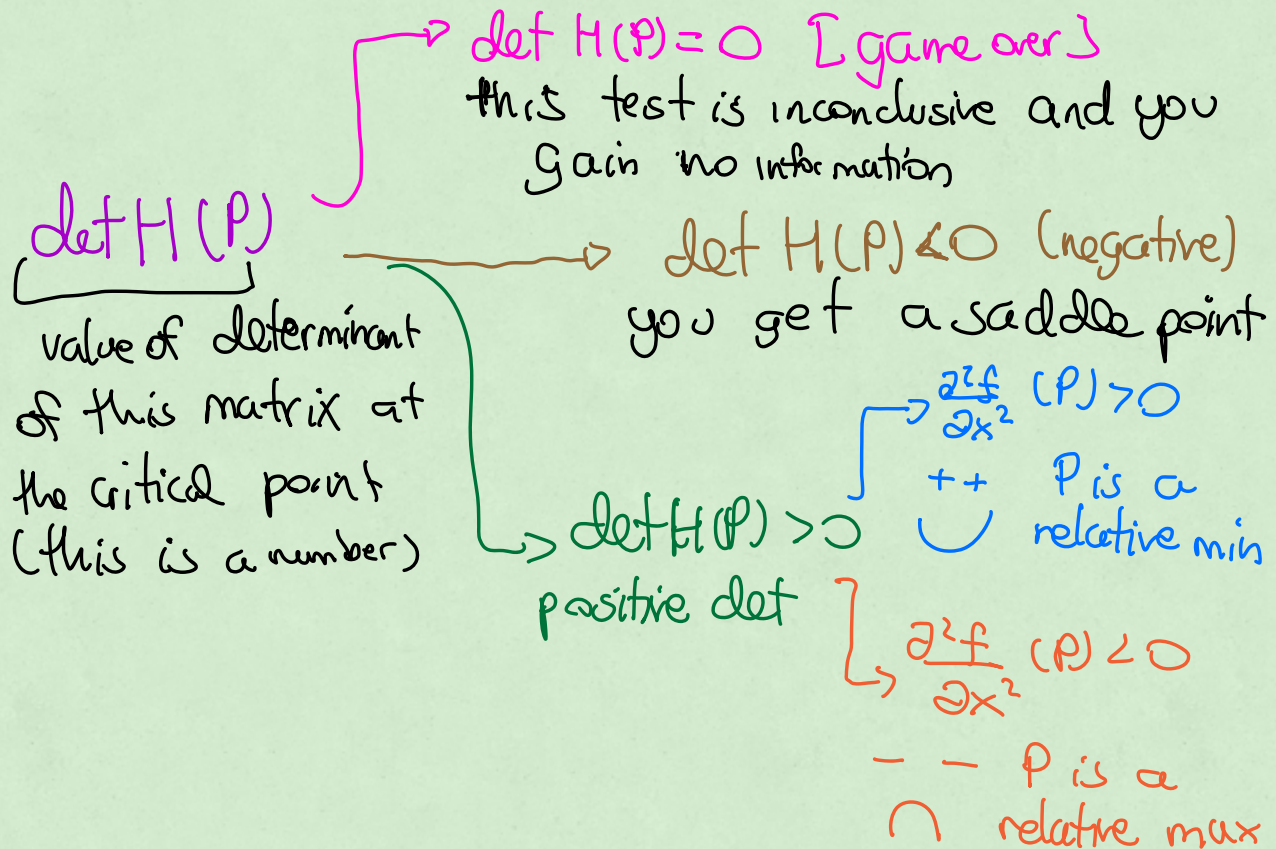
① Find a critical point P : $\frac{\partial f}{\partial x}(P)=0$ and $\frac{\partial f}{\partial y}(P)=0$

② Compute the second partial derivatives and write them

as a 2×2 matrix

$$H = \begin{pmatrix} \frac{\partial^2 f}{\partial x^2} & \frac{\partial^2 f}{\partial x \partial y} \\ \frac{\partial^2 f}{\partial x \partial y} & \frac{\partial^2 f}{\partial y^2} \end{pmatrix}$$

(H here stands for Hessian)



Example :

$$f(x, y) = \frac{1}{3}x^3 + y^2 + 2xy - 6x - 3y + 4$$

critical points (finding)

$$\frac{\partial f}{\partial x} = x^2 + 2y - 6$$

$$\frac{\partial f}{\partial y} = 2y + 2x - 3$$

$$(1) \quad \begin{cases} x^2 + 2y - 6 = 0 \end{cases}$$

$$(2) \quad \begin{cases} 2y + 2x - 3 = 0 \end{cases}$$

Start with (2)

$$2y = 3 - 2x$$

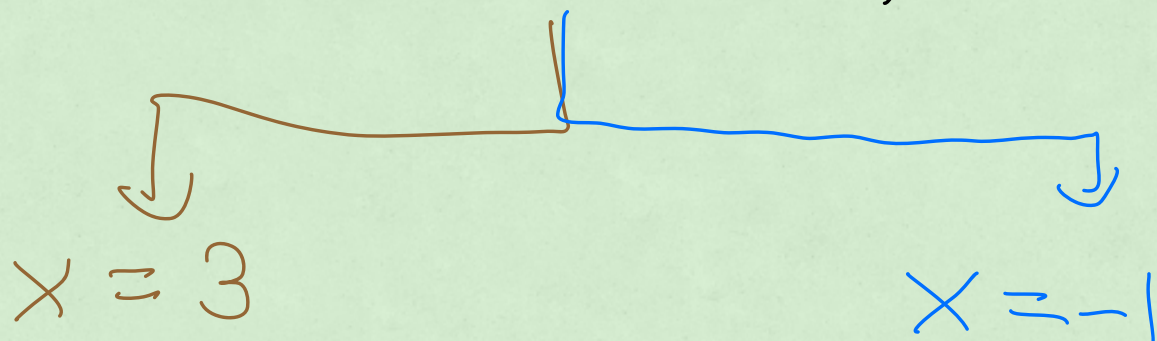
$$y = \frac{3}{2} - x$$

Substitute in (1)

$$x^2 + (3 - 2x) - 6 = 0$$

$$x^2 - 2x - 3 = 0$$

$$(x-3)(x+1) = 0$$



$$y = \frac{3}{2} - 3 = -\frac{3}{2}$$

point

$$\left(3, -\frac{3}{2} \right)$$

$$y = \frac{3}{2} + 1 = \frac{5}{2}$$

$$\left(-1, \frac{5}{2} \right)$$

Found two critical
points!!!

classify them

$$\frac{\partial f}{\partial x} = x^2 + 2y - 6$$

$$\frac{\partial f}{\partial y} = 2y + 2x - 3$$

$$\frac{\partial^2 f}{\partial x^2} = 2x$$

$$\frac{\partial^2 f}{\partial x \partial y} = 2$$

$$\frac{\partial^2 f}{\partial y^2} = 2$$

$$H = \begin{pmatrix} 2x & 2 \\ 2 & 2 \end{pmatrix}$$

$$\det H = 4x - 4 = 4(x-1)$$

$$\text{critical point } P = \left(3, -\frac{3}{2}\right)$$

$$\det H(P) = 4(3-1) = 8 > 0$$

$$\frac{\partial^2 f}{\partial x^2}(P) = 2x = 2 \cdot 3 = 6 > 0$$

$\begin{matrix} + & + \\ \smile \end{matrix}$
P is

relative min!

$$\text{critical point } Q = \left(-1, \frac{5}{2}\right)$$

$$\det H(Q) = 4(x-1) = 4(-1-1) = -8$$

Q is a < 0

saddle point!

Relative min = local
min

Relative max = local
max

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

critical points

$$\frac{\partial f}{\partial x} = 3x^2$$

$$\frac{\partial f}{\partial y} = 3y^2$$

$$\begin{cases} 3x^2 = 0 \\ 3y^2 = 0 \end{cases}$$

$$\rightarrow \begin{cases} x = 0 \\ y = 0 \end{cases}$$

only one

$$(0, 0)$$

classify it

$$\frac{\partial^2 f}{\partial x^2} = 6x$$

$$\frac{\partial^2 f}{\partial y^2} = 6y$$

$$\frac{\partial^2 f}{\partial x \partial y} = 0$$

$$H = \begin{pmatrix} 6x & 0 \\ 0 & 6y \end{pmatrix}$$

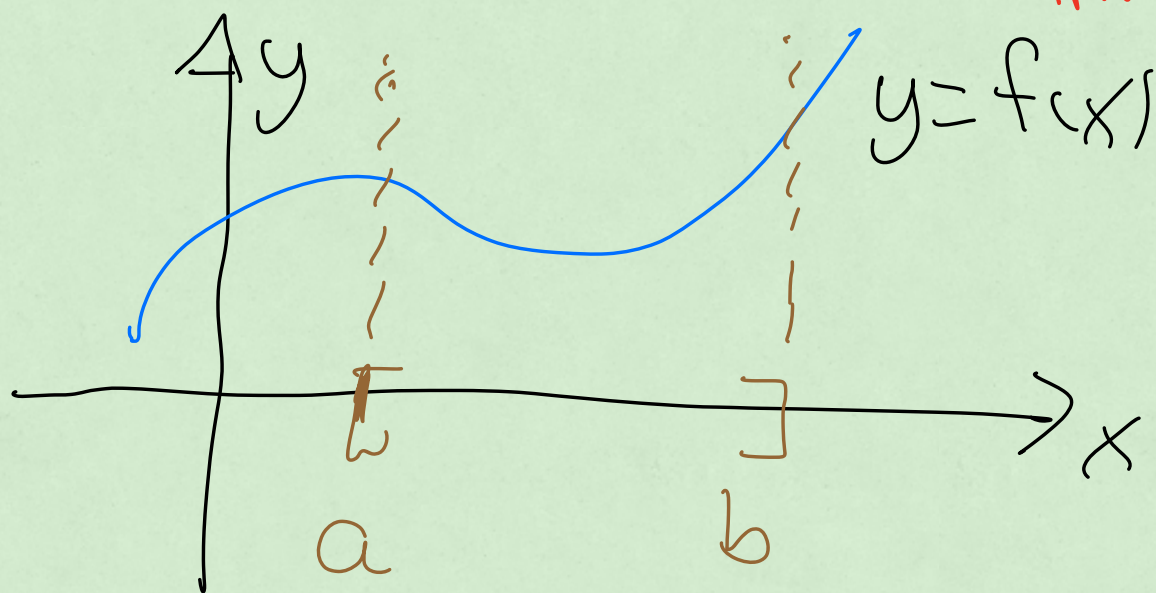
$$\det H = 36xy$$

$$\det H(0,0) = 0$$

inconclusive we
can't classify it

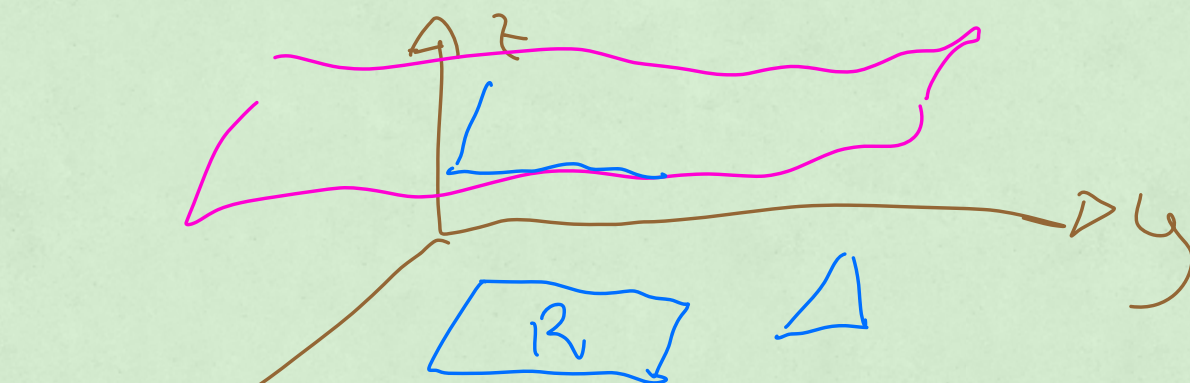
now with a twist:

absolute max and min:



to find abs max and abs min
here which includes the

critical points of $f(x)$
on this interval and
the value of $f(x)$ at
the boundary points.



now the region is
either a rectangle or a
triangle.

- make a list which includes
- ① the critical points inside the region

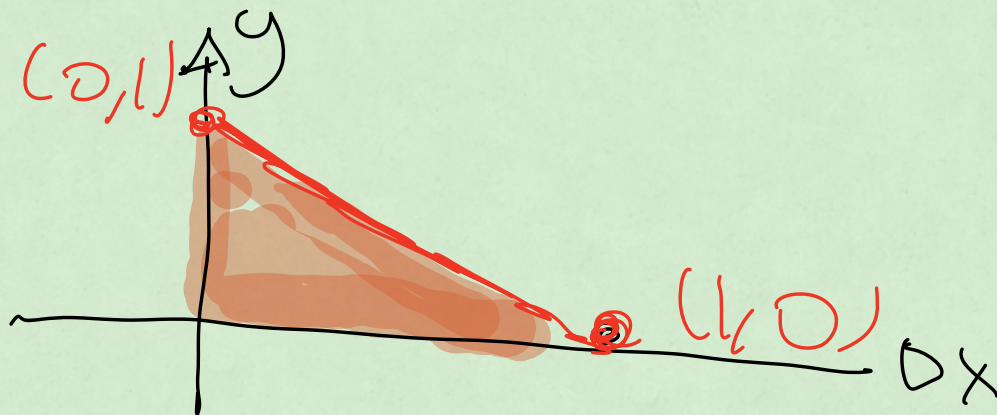
② the vertices of the rectangle or triangle

③ The critical points that you get from each edge of the region

find abs max / abs min

of

$$f(x,y) = 4x - 8xy + 2y + 1$$



critical points of f

$$\frac{\partial f}{\partial x} = 4 - 8y$$

$$\frac{\partial f}{\partial y} = -8x + 2$$

$$\frac{\partial^2 f}{\partial x^2} = 0$$

$$\frac{\partial^2 f}{\partial y^2} = 0$$

$$\frac{\partial^2 f}{\partial x \partial y} = -8$$

$$\begin{cases} 4 - 8y = 0 \rightarrow y = \frac{1}{2} \end{cases}$$

$$\begin{cases} -8x + 2 = 0 \rightarrow x = \frac{1}{4} \end{cases}$$

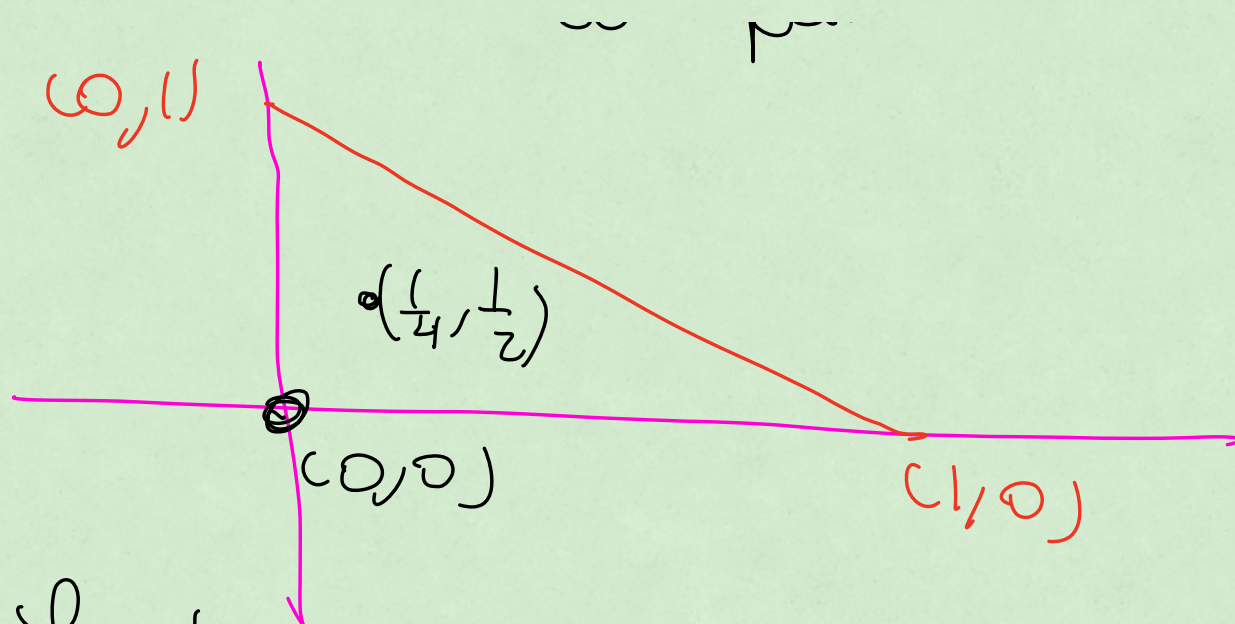
$$\left(\frac{1}{4}, \frac{1}{2}\right)$$

$$H = \begin{pmatrix} 0 & -8 \\ -8 & 0 \end{pmatrix}$$

saddle
point

$$\det H\left(\frac{1}{4}, \frac{1}{2}\right) = -64$$

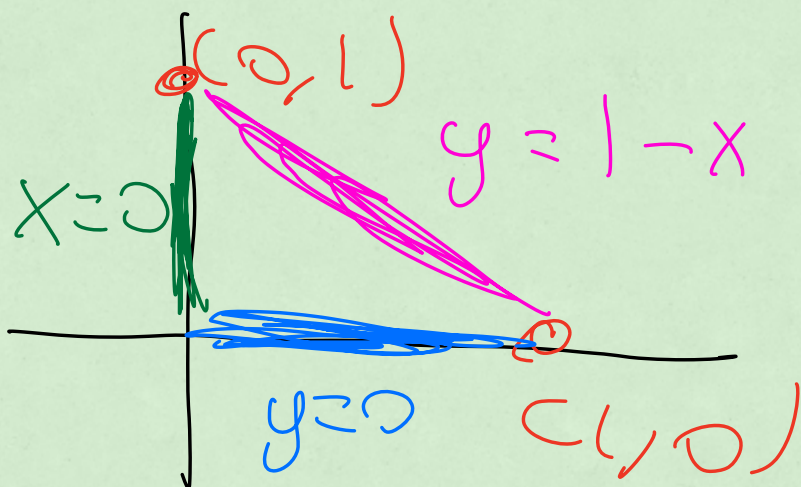
new part!



List:

- ① critical point $(\frac{1}{4}, \frac{1}{2})$
- ② vertices triangle:
 $(0,0)$, $(1,0)$, $(0,1)$
- ③ critical points coming from each edge of the function

$$f(x,y) = 4x - 8xy + 2y + 1$$



Green side $x \leq 0$

$$f(y) = 2y + 1$$

$$f'(y) = 2 \quad [\text{no critical points}]$$

Blue side $y \leq 0$

$$f(x) = 4x + 1$$

$$f'(x) = 4 \quad [\text{no critical points}]$$

hypothesis $y = 1 - x$

$$f(x, y) = 4x - 8xy + 2y + 1$$

$$f(x) = 4x - 8x(1 - x) + 2(1 - x) + 1$$

$$= 4x - 8x + 8x^2 + 2 - 2x + 1$$

$$= 8x^2 - 6x + 3$$

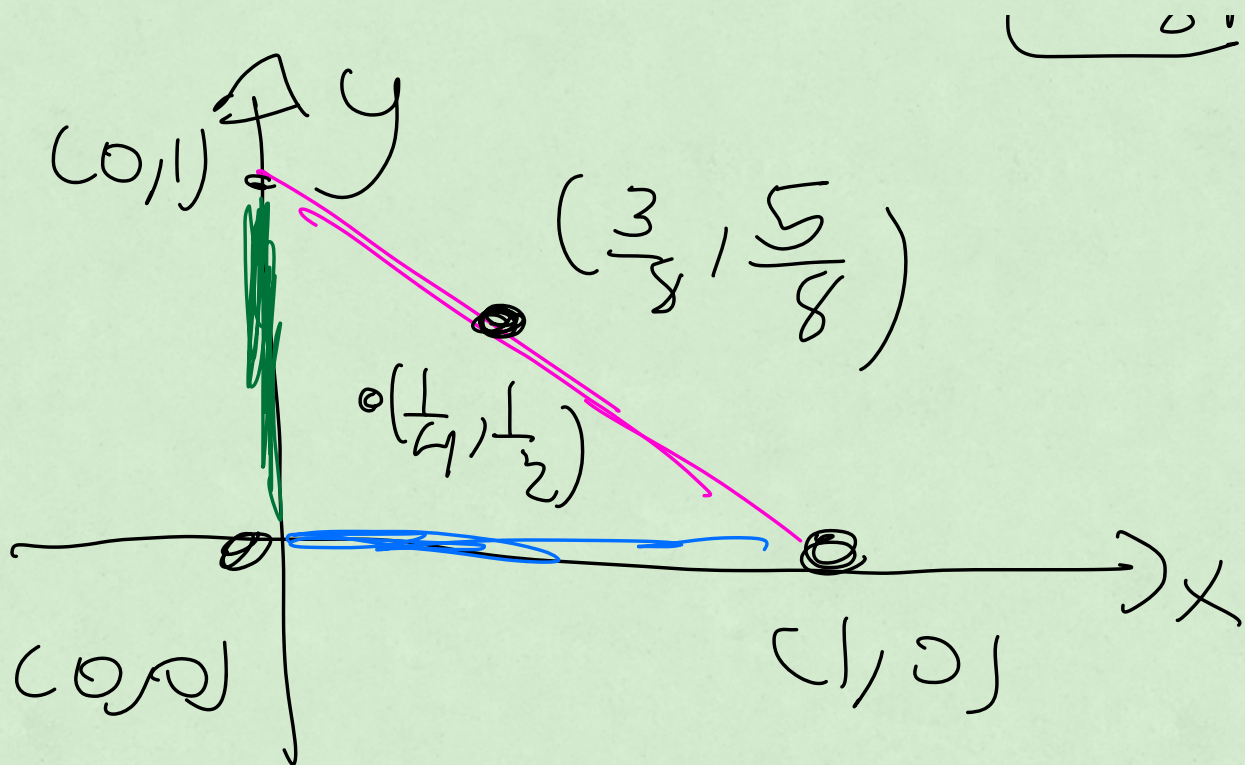
$$f'(x) = 16x - 6 = 0$$

when $16x = 6$

$$\boxed{x = \frac{3}{8}}$$

$$y = 1 - x$$
$$= 1 - \frac{3}{8}$$

$$= \frac{5}{8}$$



(x, y)	$f(x, y) = 4x - 8xy + 2y + 1$	
$(\frac{1}{4}, \frac{1}{2})$	2	
$(0, 0)$	1	abs min
$(1, 0)$	5	abs max
$(0, 1)$	3	

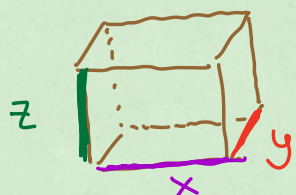
$$\left(\frac{3}{8}, \frac{5}{8}\right)$$

$$\frac{15}{8}$$

Lagrange Multipliers (14.8)

Problem: build a box with no top (open box) so that

- the surface of the box is 10ft^2 .
- the volume of the box is as big as possible



$$\text{Volume } V = xyz$$

$$\text{area of the box} = xy + 2xz + 2yz = 10$$

goal: maximize volume V !

two ways to solve this problem!

Method 1: turn the volume into a function of two variables in order to apply the methods from before

(constraint equation)

$$xy + 2xz + 2yz = 10$$

$$2z(x+y) = 10 - xy$$

$$z = \frac{10 - xy}{2(x+y)}$$

$$V = xyz = xy \frac{(10 - xy)}{2(x+y)} = \frac{10xy - x^2y^2}{2x + 2y}$$

$$f(x,y) = \frac{10xy - x^2y^2}{2x + 2y}$$

quotient rule

$$\frac{\partial f}{\partial x} = \frac{(10y - 2xy^2)(2x + 2y) - 2(10xy - x^2y^2)}{(2x + 2y)^2}$$

$$\frac{\partial f}{\partial x} = \frac{20xy + 20y^2 - 4x^2y^2 - 4xy^3 - 20xy + 2x^2y^2}{4(x+y)^2}$$

$$\frac{\partial f}{\partial x} = \frac{20y^2 - 2x^2y^2 - 4xy^3}{4(x+y)^2}$$

$$\frac{\partial f}{\partial x} = \frac{y^2(20 - 2x^2 - 4xy)}{4(x+y)^2}$$

$$\frac{\partial f}{\partial x} = \frac{y^2(10 - x^2 - 2xy)}{2(x+y)^2}$$

wolfram alpha ['°]

$$\frac{\partial f}{\partial y} = \frac{x^2(10 - y^2 - 2xy)}{2(x+y)^2}$$

$$\begin{cases} \frac{\partial f}{\partial x} = 0 \\ \frac{\partial f}{\partial y} = 0 \end{cases}$$

$$\begin{cases} y^2 \frac{(10 - x^2 - 2xy)}{2(x+y)^2} = 0 \\ x^2 \frac{(10 - y^2 - 2xy)}{2(x+y)^2} = 0 \end{cases}$$

numerators
must be 0

$$\begin{aligned} (1) & \quad y^2 (10 - x^2 - 2xy) = 0 \\ (2) & \quad x^2 (10 - y^2 - 2xy) = 0 \end{aligned}$$

eq (1)

$$y^2 (10 - x^2 - 2xy) = 0$$

$y = 0$
volume of
box = 0
not interesting
for us!

or $10 - x^2 - 2xy = 0$

$$\boxed{10 - x^2 = 2xy}$$

eq (2)

$$x^2 (10 - y^2 - 2xy) = 0$$

or

$x \equiv 0$
volume of box $\Rightarrow$
not interesting
for us!

$$10 - y^2 - 2xy = 0$$
$$10 - y^2 = 2xy$$

$$10 - x^2 = 10 - y^2$$

$$0 = x^2 - y^2$$

$$0 = (x - y)(x + y)$$

$x = y$

$x = -y$

not good
since " x, y, z "
are the lengths
of the sides of
a box

$$x = y$$

substitute in

$$10 - x^2 = 2xy$$

$$10 - x^2 = 2x^2$$

$$10 = 3x^2$$

$$x = \frac{\sqrt{10}}{\sqrt{3}}$$

$$y = \frac{\sqrt{10}}{\sqrt{3}}$$

$$z = \frac{10 - xy}{2(x+y)} = \frac{10 - \frac{10}{3}}{4\sqrt{10}}$$

$$\sqrt{3}$$

method 2: Lagrange
multipliers

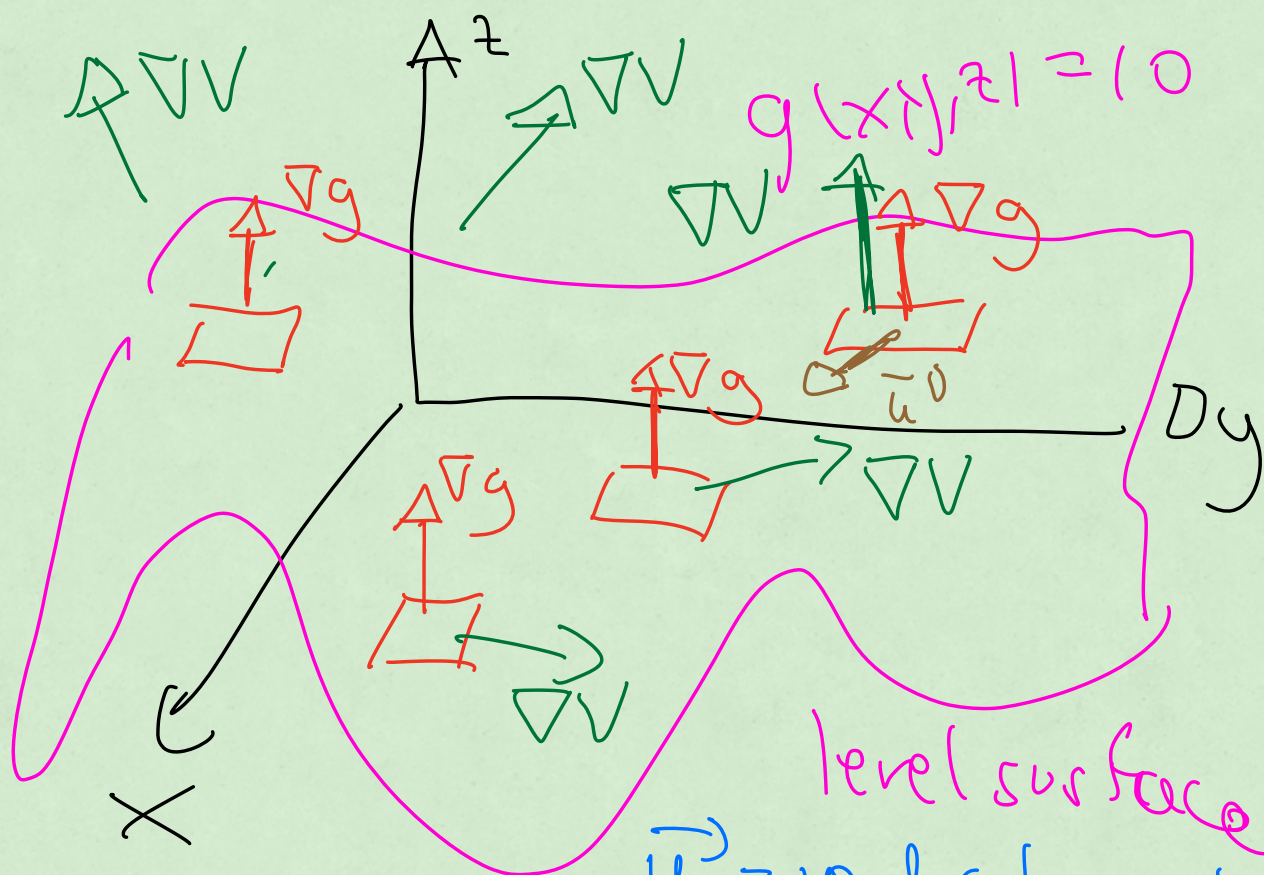
work with all the initial
variables without trying
to substitute one of
them in terms of the
others

$$V(x, y, z) = xyz \quad //^c$$

$$xy + 2xz + 2yz = 10$$

level surface of

$$g(x, y, z) = xy + 2xz + 2yz$$



level surface
 $\vec{u}$ = vector tangent to the surface

maybe there is a place where ∇V and ∇g are parallel

$$\left[\nabla V = \lambda \nabla g \right]$$

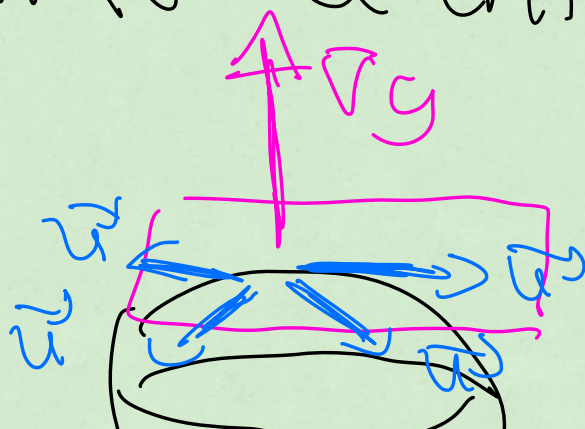
↓
rescaling factor

a number

$$\begin{aligned} D_{\vec{u}} V &= \nabla V \cdot \vec{u} \\ &= \lambda \underbrace{[\nabla g \cdot \vec{u}]}_0 \end{aligned}$$

$$D_{\vec{u}} V = 0$$

so at this point
the directional derivative
vanishes so it is
like a critical point.

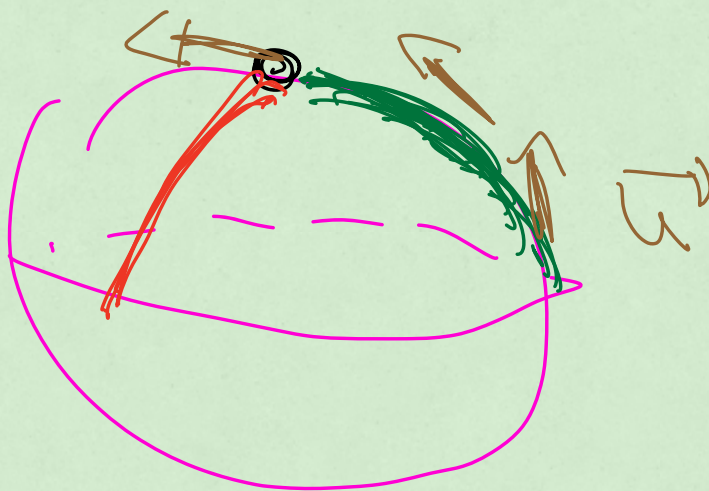


$$x^2 + y^2 + z^2 = 1$$



$g(x, y, z)$

$\vec{u}$ = the velocity vector
of a path on
the surface



if ∇V and ∇g are
parallel at some point
on the surface, then

the directional derivative
of $\bar{V}$ vanishes for all

the paths on this surface
at the point in question

method 2:

you find when the
two gradients are
parallel

$$V(x, y, z) = xyz$$

$$g(x, y, z) = xy + 2xz + 2yz$$

$$\nabla V = (yz, xz, xy)$$

$$\nabla g = (y+2z, x+2z, 2x+2y)$$

when is ∇V parallel
to ∇g ?

constant number
called Lagrange
multiplier

$$\nabla V = \lambda \nabla g$$

$$(yz, xz, xy) = \lambda (y+2z, x+2z, 2x+2y)$$

$$\begin{cases} (1) & yz = \lambda(y+2z) \\ (2) & xz = \lambda(x+2z) \end{cases}$$

$$(3) \quad xy = \lambda(2x + 2y)$$

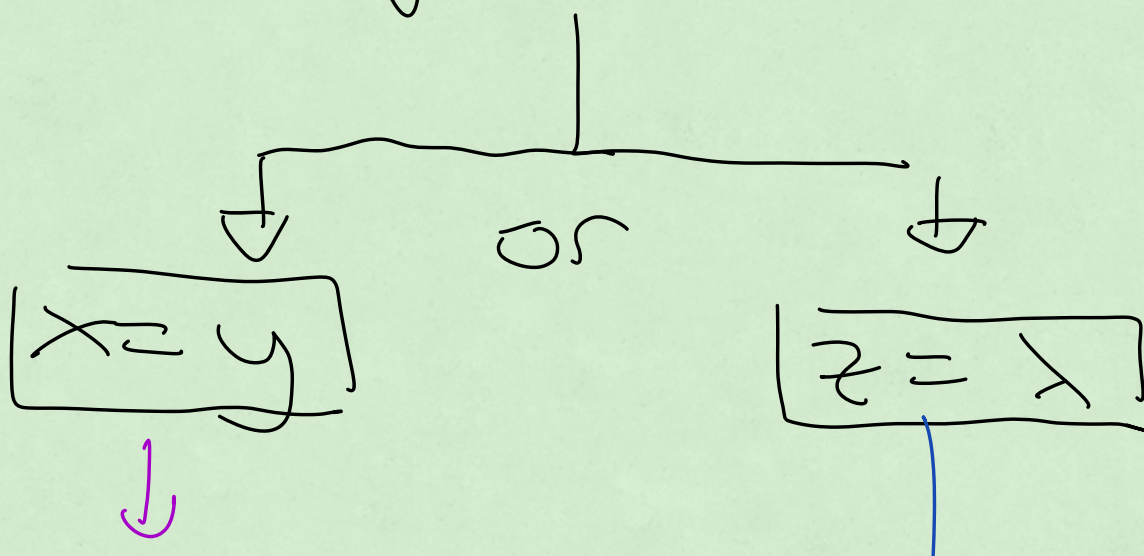
$$(2) - (1) :$$

$$xz - yz = \lambda x + 2\lambda z - \lambda y - 2\lambda z$$

$$z(x - y) = \lambda(x - y)$$

$$z(x - y) - \lambda(x - y) = 0$$

$$(x - y)(z - \lambda) = 0$$



you get to
the same
conclusion
as before

$$x = \frac{\sqrt{10}}{\sqrt{3}}, y = \frac{\sqrt{10}}{\sqrt{3}}$$

what happens if $\lambda = z$
go to first equation!

$$yz = \frac{\lambda}{z} (y + 2z)$$

$$yz = zy + 2z^2$$

$$2z^2 = 0$$

$$z = 0 \rightarrow \text{Volume} = 0$$

Read 1. [Ignore this case]

Lagrange multiplier method

$f(x, y, z) \rightarrow$ you want
to maximize
or minimize
this one

(like the volume function)

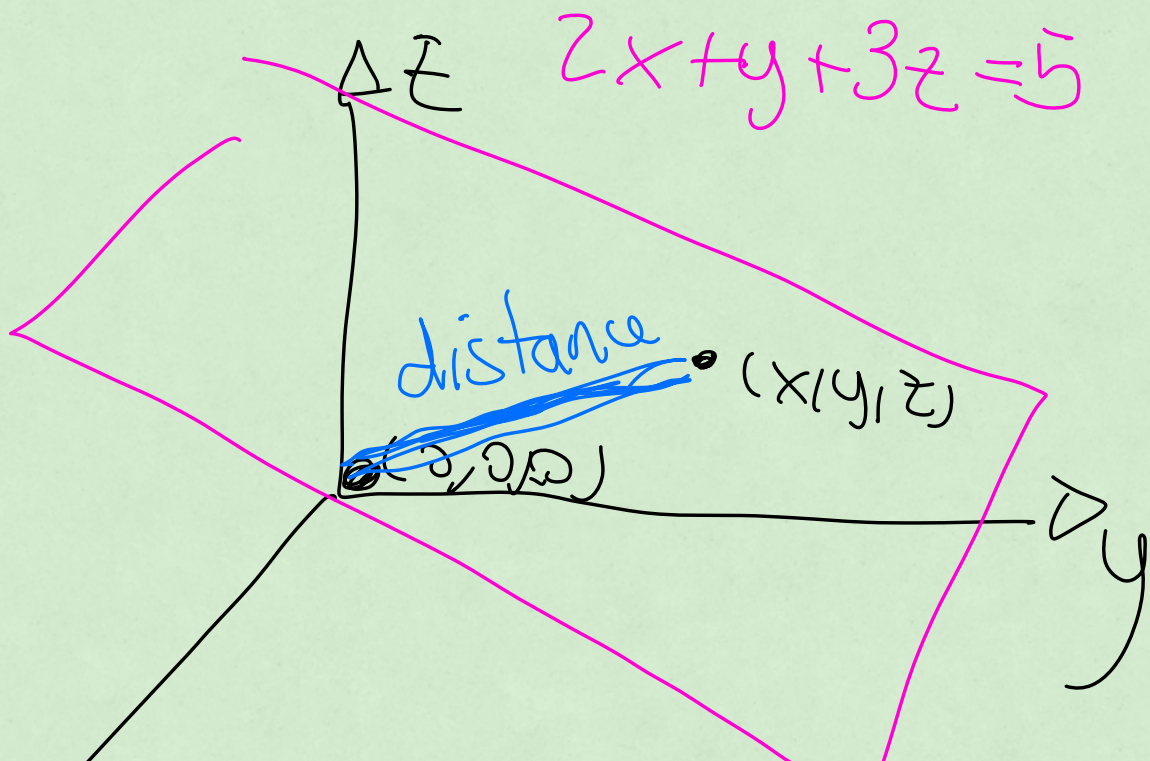
$g(x, y, z) \rightarrow$ constraint
equation

(level surface)

if you want to maximize
or minimize f you
must solve

$$\nabla f = \lambda \nabla g$$

$\lambda = \text{constant} = \text{Lagrange multiplier}$



✓
x

$$2x + y + 3z = 5$$

Find point on the plane
closest to the origin

$$\text{distance} = \sqrt{x^2 + y^2 + z^2}$$

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

$$g(x, y, z) = 2x + y + 3z = 5$$

Lagrange multiplier:

$$\nabla f = \lambda \nabla g$$

$$(2x, 2y, 2z) = \lambda(2, 1, 3)$$

$$\begin{cases} 2x = 2\lambda \rightarrow x = \lambda \\ 2y = \lambda \rightarrow y = \frac{\lambda}{2} \\ 2z = 3\lambda \rightarrow z = \frac{3\lambda}{2} \end{cases}$$

can use

$$2x + y + 3z = 5$$

$$2\lambda + \frac{\lambda}{2} + \frac{9\lambda}{2} = 5$$

$$\boxed{\lambda = \frac{5}{7}}$$

$$x = \frac{5}{7}, \quad y = \frac{5}{14}, \quad z = \frac{15}{14}$$

point

$$\left(\frac{5}{7}, \frac{5}{14}, \frac{15}{14} \right)$$

Remark: you don't
need to check for
these problems that
the point or points
you find yield a
max or min

without Lagrange

$$z = \frac{5 - 2x - y}{3}$$

$$f(x, y, z) = x^2 + y^2 + z^2$$
$$f(x, y) = x^2 + y^2 + \left(\frac{5 - 2x - y}{3} \right)^2$$

look for

$$\frac{\partial f}{\partial x} = 0, \quad \frac{\partial f}{\partial y} = 0$$