

PS#11: Lagrange multipliers!!!

Nueva Multivariable Calculus

USE MATTHEW GILL'S BEAUTIFUL NUEVA L^AT_EX TEMPLATE AND MAKE IT LOOK REALLY, REALLY PRETTY. Write up all of your problems clearly and thoroughly, explaining all of your thought process!

1. I didn't write a solution set to Roofs 4, but read my solution set to the second optimization problem, and my brief notes on Lagrange multipliers!
2. Consider the classic 1D calc problem:

What's the rectangle with largest area that has a perimeter of 100 units? Give the dimensions and the area. You can do this using just the basic tricks of single-variable calculus—but do it using the method of Lagrange multipliers.

- (a) Without doing any math, and just trusting your gut, what's the answer?
 - (b) Solve this using 1D calculus!
 - (c) Unnecessary but fun fanciness: solve this using a LAGRANGE MULTIPLIER!!!!
3. The material for the bottom of an (open-topped) aquarium costs half as much as the high strength glass for the four sides. Find the shape of the cheapest aquarium that holds a given volume V .
 4. Suppose that the temperature at any point in 3D-space is given by the function:

$$f : \mathbb{R}^3 \rightarrow \mathbb{R}^1$$

$$f(x, y, z) = x^2 + y^5 - 2z \quad \text{kelvin}$$

(This is physically ridiculous, because then the temperature at $(-1, -1, -1)$ would be $(-1)^2 + (-1)^5 + 2 \cdot (-1) = -2$, which is of course impossible, but oh well.) Say you're at the point $(3, 2, 7)$. Some questions:

- (a) What's the temperature at that point?
- (b) Is it way too hot, or way too cold?
- (c) In what direction do you want to aim the thrusters on your jetpack in order to get more comfortable (either hotter or colder, depending) as quickly as possible?
- (d) OH NO!!!! It turns out the thruster control software on your jetpack is broken, and you can only move in one direction!!! If you can only move in one of the x , y , or z direction, starting from $(3, 2, 7)$, in which should you move in order to warm up the fastest? How fast does your temperature change?
- (e) Wait, now it's fixed. You can move in all three directions again. So, when you move in the direction you found in (c), how fast will the temperature change?