4.1	Step 1: Find all Critical points
	$\frac{\partial f}{\partial x} = x^2 - x = x(x-1) = 0 \qquad (3) 2 = 0, 1$ $\frac{\partial f}{\partial y} = y^2 - 5y + 6 = (y-2)(y-3) = 0 (3) y = 2, 3.$
G	itical points (0,2), (0,3), (1,2), (1,3) Finding all prints up to 4pts
	upte 4pts
	Step 2 : Calculate Hercina
	$\partial^2 f$ $\partial^2 f$ $\partial^2 f$ $\partial^2 f$
	$\frac{\partial^2 f}{\partial x^2} = 2x - 1, \frac{\partial^2 f}{\partial x \partial y} = \frac{\partial^2 f}{\partial y \partial x} = 0 \frac{\partial^2 f}{\partial y^2} = 2y - 5$ Calculating Hessian up to 2 pts
	up to 2 pts
Hfc	$(x_0, y_0) = \begin{pmatrix} 2x_0 - 1 & 0 \end{pmatrix}$
	$(x_0, y_0) = \begin{pmatrix} 2x_0 - 1 & 0 \\ 0 & 2y_0 - 5 \end{pmatrix}$
(1)	$Hf(0,2) = \begin{pmatrix} -1 & 0 \\ 0 & -1 \end{pmatrix} + Hf(0,3) = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}$
(let Hf(0,2) >0, Hf(0,2), <0; local det Hf(0,3) <0; Saddle
(3)	Hf(1,2) = (10) (4) $Hf(1,3) = (10)$
	let Hf(1,2) <0; Saddle det Hf(1,3) >0, Hf(1,3), >0;
	local Minimum Classifying all critical pts apto
	all critical pts up to
III III	4 pts

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#2. Let f(x, g, z) = x
                                                       g1(x,y,z) = x2+12+22 Denote S, = {(x,4,2): g,=1}
                                                                 J_{2}(x, 9, 2) = x + y + 2 S_{2} = \{(x, 9, 2) : g_{2} = 1\}
                                     Df = (1,0,0)
                                   9, = (2x, 24, 27) ) linearly independent at (x, y, z) \in S, \Lambda S_2.
                               Dg = (1,1,1)
If f attains local extremum at \vec{\lambda}_o = (\chi_o, \gamma_o, z_o), there exists \lambda_i, \lambda_2 s.t.
                                  DfB= 1, DgB+ 1, Dg, (Z).
                                                                                                                                                                                          Logrange multoplær
Setup topis
                                     1 = \lambda_{1} = 2\lambda_{0} + \lambda_{2} = 0
0 = \lambda_{2} = 1 + \lambda_{2} = 0
0 = \lambda_{1} = 1 + \lambda_{2} = 0
                                                                                                                                                                                                           Q-Q => Y = Z
                                           1 = X0 + Y0 + Z0 = 1
                                     = X2+72+22 -0
                                                                                                                                                                                                 =) X2 +242 =1
                                                                                                                                                                                                      (-240)^2 + 240^2 = 1
                     \begin{pmatrix} -\frac{1}{3}\lambda_1 + \lambda_2 = 1 \\ \frac{1}{3}\lambda_1 + \lambda_2 = 0 \end{pmatrix}
                                                                                                                                                                                                    1-440+4402+2/0=1
                                         -2\lambda_1 = 1
\lambda_1 = -\frac{1}{2}, \quad \lambda_2 = \frac{2}{3}.
                                                                                                                                                                                               642-44 =0
                                                                                                                                                                                                              (4) \begin{cases} 1 & 0 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \end{cases} \begin{cases} 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \end{cases} \begin{cases} 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \end{cases} \begin{cases} 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 1 & 0 & 0 \\ 
                                                                                                                                                                                                      \lambda_1 = \frac{1}{2}
\lambda_2 = -\frac{1}{2}
\lambda_2 = \frac{2}{3}
\lambda_3 = -\frac{1}{2}
\lambda_4 = -\frac{1}{2}
\lambda_5 = -\frac{1}{2}
                \begin{pmatrix} * \\ 0 = 2\lambda, +\lambda_2 \end{pmatrix} 
             At (1,0,0), fattains a local maximum.

(-\frac{1}{3},\frac{2}{3},\frac{2}{3}), fattains a local minimum. Gach correct auswer2.5

(5,0.52)
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