

MATH 2330: Multivariable Calculus

Section 4.1: Functions of Several Variables

Definitions & Terminology:

- A **function of two variables**, f , is a rule that assigns a *unique* value to each ordered pair, (x, y) , in a set D , which is called the **domain** of f . The **range** is the set of all values that f takes on.
- The **graph** of f is a **surface** in \mathbb{R}^3 which is the set of all points (x, y, z) such that $z = f(x, y)$ for all (x, y) in the domain D .
- The **horizontal traces** of a function of two variables are cross-sectional curves that have equations $f(x, y) = k$, where k is a constant in the range of f . If you project the horizontal traces of a surface down to a contour in the xy -plane, you get **level curves**. If you plot a bunch of level curves, you can create a **contour map (contour plot)** of the function f .

Examples:

We will work through the following examples together.

(Note: Example 1(a) can be found in a pre-class video / lecture notes.)

Example 1: Evaluate $f(3, 2)$ and sketch the domain of f :

(b) $f(x, y) = x \ln(y^2 - x)$

Example 2: Consider $f(x, y) = \sqrt{9 - x^2 - 4y^2}$.

(a) Evaluate $f(2, 1)$ and $f(2t, t^2)$.

(b) Sketch the domain and describe the range of f .

(c) Sketch the graph of $z = f(x, y)$.

Example 3: Consider $f(x, y) = 10 - x^2 - y^2$.

(a) Sketch a contour plot of f .

(b) Use your contour plot to sketch the graph of $z = f(x, y)$.

Group Work:

Introductions:

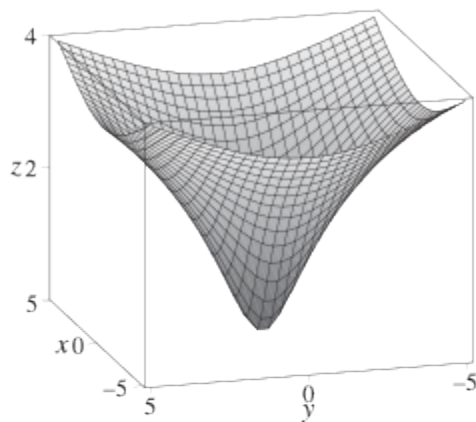
Introduce yourself to your neighbors. Share one unusual thing that you did over the break.

Work with your partners on the **Matching Game** activity.

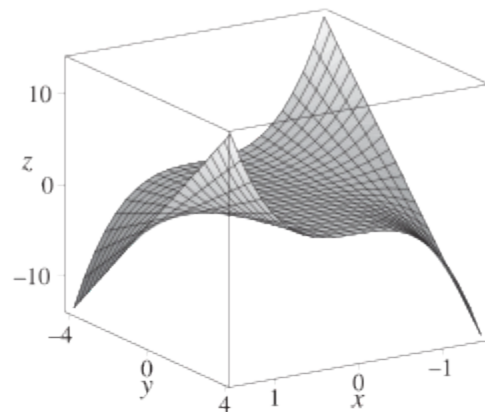
The Matching Game

Match each function with its graph. Give reasons for your choices.

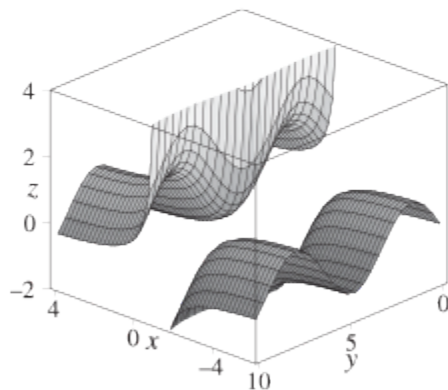
- 1.** $f(x, y) = \frac{1}{x^2 + 1} \sin y$ **2.** $f(x, y) = \frac{1}{4 + x^2 + y^2}$ **3.** $f(x, y) = \cos x \sin y^2$
4. $f(x, y) = \ln(x^2 + y^2 + 1)$ **5.** $f(x, y) = x^2 y$ **6.** $f(x, y) = x^3 y$



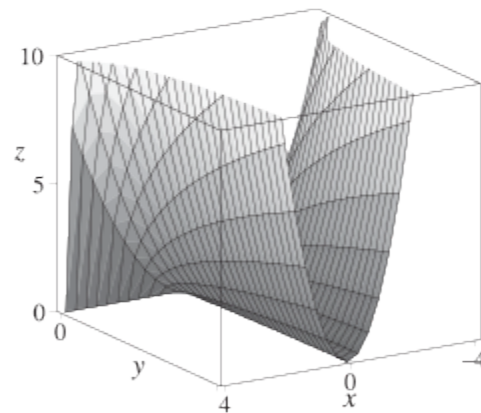
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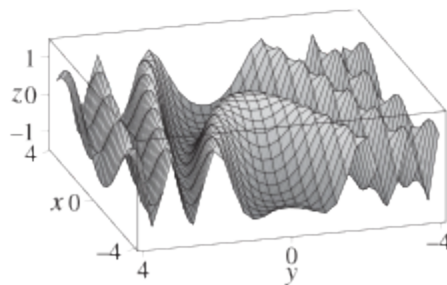
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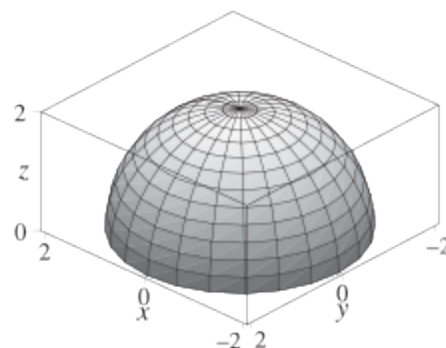
III



IV



V



VI