

# MATH 20250

## PSet 4

February 5, 2025

### Problem 9.17.

*Solution.* a) The range of  $f$  is certainly all of  $\mathbb{R}^2 \setminus (0,0)$ . It can be no more than  $\mathbb{R}^2$ , so suffices to show that it is at least  $\mathbb{R}^2 \setminus (0,0)$ . Any ratio between  $f_1$  &  $f_2$  can be achieved, since it is the range of  $\tan$ . Since  $e^x$  goes to infinity, the size of the points with any ratio is not limited. The only trouble is that  $e^x > 0, \forall x$ . Since  $\frac{0}{0}$  is not a ratio, and the scalar can never be 0,  $(0,0)$  is far out.

b) In particular, the Jacobian Matrix of the function is  $\begin{pmatrix} e^x \cos y & -e^x \sin y \\ e^x \sin y & e^x \cos y \end{pmatrix}$   
 $e^x$  is never 0. Computing determinant gives  $\det(D(f(x))) = ((e^x \cos y)(e^x \cos y) - (-e^x \sin y)(e^x \sin y)) = e^{2x}$  by pythagorean identity. So done.

c) But look, in general,  $g_2(b) = a_2 = \tan^{-1}(\frac{f_2(a)}{f_1(a)}) = \tan^{-1} \frac{b_2}{b_1}$ . Pick the obvious value (since certainly the function is not one to one, due to periodicity of  $\sin/\cos$ ), or indeed chose any of them: just the same one for the whole neighborhood. Solving for  $g_1(b)$  is  $g_1(b) = a_1 = \ln(\frac{f_1(a)}{\cos(g_2(b))}) = \ln(\frac{b_1}{\cos(g_2(b))})$  (or flipped, but with  $\sin$ ).

Evaluating the Jacobian Matrix at  $a$ :

$$\begin{pmatrix} \frac{1}{2} & -\frac{\sqrt{3}}{2} \\ \frac{\sqrt{3}}{2} & \frac{1}{2} \end{pmatrix}$$

I want to differentiate  $g$  using the explicit writing out of it which I did above. I can't though.

d) Parallel to the  $x$  axis, and constant  $y$ , they look like linear functions, through  $(0,0)$ . Parallel to  $y$  axis, constant  $y$ , they look like circles of various diameters.

□

### Problem 9.18.

*Solution.* a) Pick any value for  $v$ . Then  $v = 2xy \Rightarrow y = \frac{v}{2x} \Rightarrow u = x^2 - \frac{v^2}{4x^2} \iff x^4 - ux^2 - \frac{v^2}{4} = 0$ . By treating this as a hidden quadratic it is observed that this has a root iff  $x^4 + 2x^2y^2 + y^4 = x^4 - 2x^2y^2 + y^4 +$

$4x^2y^2 = u^2 + v^2 \geq 0$ , which is of course known to be as such, for any  $u$  and any  $v$ . Substituting that into the first equation gives the value of  $y$  for the  $x$ . So the range is all of  $\mathbb{R}^2$

b) In particular the Jacobian Matrix is

$$\begin{pmatrix} 2x & -2y \\ 2y & 2x \end{pmatrix}$$

Jacobian is  $\det(dF(x, y)) = 4x^2 + 4y^2$  The square of a real number results in non-negative numbers, so Jacobian is 0 iff  $x \& y = 0$ . We know that roots of 4th order polynomials come in pairs of two, hence by the same manner that a single root is guaranteed, two are also (see above). So not one-one. c) Solving the previous hidden quadratic explicitly:

$$x^2 = \frac{u \pm \sqrt{u^2 + v^2}}{2} \implies x = \sqrt{\frac{u \pm \sqrt{u^2 + v^2}}{2}}$$

To receive  $y$ , first use the  $u$  part of the jingle-jangle, which like spurrs, doth guide mine ramble. Since

$$x^2 = \frac{u \pm \sqrt{u^2 + v^2}}{2}, \& y^2 = x^2 - u = \frac{-u \pm \sqrt{u^2 + v^2}}{2}.$$

So,

$$x = \pm \sqrt{\frac{u + \sqrt{u^2 + v^2}}{2}}; y = \pm \sqrt{\frac{-u + \sqrt{u^2 + v^2}}{2}}$$

To ensure positivity, since we are taking square roots,  $\pm$  is forgotten about, replaced by its more handsome brother. Also, from the definition of  $v$ , and it follows that we pick a combination of the positives and the negative roots s.t the number of roots taken negative is even if  $v$  not negative, and odd if it is.

The given values imply that  $|x| = |y|$ , so  $x = y = \pm \sqrt{\frac{\pi}{3}}$  In the one case, the Jacobian Matrix is:

$$\begin{pmatrix} \left(\frac{1}{2} \frac{u + \sqrt{u^2 + v^2}}{2}\right)^{-\frac{1}{2}} \left(1 + \frac{2u}{2\sqrt{u^2 + v^2}}\right) & \left(\frac{1}{2} \frac{u + \sqrt{u^2 + v^2}}{2}\right)^{-\frac{1}{2}} \left(\frac{2v}{2\sqrt{u^2 + v^2}}\right) \\ \left(\frac{1}{2} \frac{-u + \sqrt{u^2 + v^2}}{2}\right)^{-\frac{1}{2}} \left(-1 + \frac{2u}{2\sqrt{u^2 + v^2}}\right) & \left(\frac{1}{2} \frac{-u + \sqrt{u^2 + v^2}}{2}\right)^{-\frac{1}{2}} \left(\frac{2v}{2\sqrt{u^2 + v^2}}\right) \end{pmatrix}$$

Either that, or  $(-1)$  times that (since there must even amount of negative signs between  $x$  and  $y$ , so 0 or 2, so 1 or -1 scalar)

d) They look like graphs of  $\frac{1}{x}$  ( $y$  constant) or  $\frac{1}{y}$  ( $x$  constant) stretched in  $v$  direction by  $\frac{1}{2}$  and shifted depending on where exactly the thing is parallel.  $\square$

### Problem 9.19.

*Solution.* It is visually clear that  $R1 = R2 + R3$ , excluding the  $R(u)$  component. I.e, taking  $R1 \rightarrow R1 - R2 - R3$ :

$$\begin{aligned} 3x + y - 3z + u^2 &= 0 \\ x - y + 2z + u &= 0 \\ 2x + 2y - 3z + 2u &= 0 \end{aligned}$$

$$u^2 - 3u = 0$$

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

$$2x + 2y - 3z + 2u = 0$$

So we can clearly solve for which  $u$  lead to a valid system, (indeed,  $u = 0$  or  $u = 3$ ), and then we are spoilt for variables in the remaining two equations. But, conversely, the  $x, y, z$  parts of  $R2$  &  $R3$  together specify exactly  $R1$ , hence the only thing we can get (this has been done many times in the linear algebra class; if 1 equation 'agrees' with 2 others, it is irrelevant). So, WHEN the system is consistent, it means that exactly  $R1 = R2 + R3$ . So we have really a system of 2 3 variable equations, so from lin alg they can indeed all be solved for any of those variables. The solution then will be 2 families in each of the 3 cases (where we are solving for given  $x$  or  $y$  or  $z$ ), one for each possible solution of  $u$ . General  $u$  on the other hand does not have a solution, so there.  $\square$