

October 7, 2013

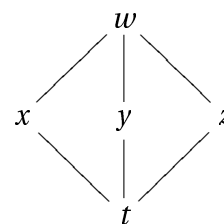
Due: Wednesday, October 9

Name: _____

1 Workshop 06: The chain rule

The chain rule, just as in one-variable calculus, tells us how to find the derivative of a composite function in terms of the derivatives of the composition factors.

Complications arise, because functions of different *valence* may be composed. For example, we might have $x = x(t)$, $y = y(t)$, and $z = z(t)$, each an ordinary one-variable function, and $w = f(x, y, z)$. It's somewhat of our choice whether we want to view w as a function of x , y , and z , or as a function of t . The chain rule helps us relate the various derivatives through pictures like this. There is only one composite derivative to find in the pictured scenario, and it is evidently



$$\frac{\partial w}{\partial t} = \frac{\partial w}{\partial x} \frac{\partial x}{\partial t} + \frac{\partial w}{\partial y} \frac{\partial y}{\partial t} + \frac{\partial w}{\partial z} \frac{\partial z}{\partial t}.$$

1.1 Warm-up

- Let $f(x, y, z) = xy + z$. Suppose that $x(s, t) = s^2$, $y(s, t) = st$, $z(s, t) = t^2$. Find $\partial f / \partial s$.
- Let $f(x, y) = e^{xy}$. Evaluate $\partial f / \partial t$ at $(s, t, u) = (2, 3, -1)$, if $x(s, t, u) = st$, $y(s, t, u) = s - ut^2$.

1.2 A little tougher

3. Suppose $x = r \cos \theta$ and $y = r \sin \theta$. (This is the so-called *polar coordinate transformation*, which we will meet again when we discuss integration.) Let $f(x, y)$ be a function. Give formulas for $\partial f / \partial r$ and $\partial f / \partial \theta$ in terms of the other derivatives.

4. Apply the result from the previous problem to the function $f(x, y) = x^2 y$. (The coordinates (x, y) are related to (r, θ) in the same way as in question 3).

5. Let $x = \rho \sin \varphi \cos \theta$, $y = \rho \sin \varphi \sin \theta$, and $z = \rho \cos \varphi$. (This is the so-called *spherical coordinate transformation*.) Find formulas for the derivatives of a general function $f(x, y, z)$ with respect to ρ , φ , and θ .