(349), x2-y2=5 / Vinimize $d(x,y,z)=(x^2)+y^2+z^2$ $- \chi^2 = yz + 5$ d(y,=)=(y=+5)+y2+=2 ly= Z+2y critical pt: dy=0=dz dz= y+2z 1 = 24 = 0 y+22 = 0 724+2 =0 $dot A = -3 \neq 0$ (12)(y)=(0) = A- exists A (2)=(0) (=)= +'(°)=(°) y=0= ==0 x2=y215=5=> X=±55

2 2x + 2y + z = 108maximize V(x,y,z)= xyz Z=108-2x-24 P+Z =108 permeto + lange V = xy(108-2x-2y)(2x+2y) + Z Vx = 108y -4xy-2y2 Vy= 108x-2x2-4xy critical pt: Vx = 0 = Vy 1084-4xy-2y2= 108x-2x2-4xy) > 2y(54-y) = 2x(54-x) ?, = x = y 4x2=x(108-2x) 108 = 7 = 36 = 108x-2x2 6x2-108x =0 6x(x-18)=0

-7 X= y=18

 $\begin{array}{c} 357 \\ h \\ h \\ 4+2\pi r = 120 \\ 1/=\pi r^2 h \end{array}$ max V=TT2h V= TT2 (120-20T) = 120 Tr2-272 r3 $V'(r) = 240\pi r - 6\pi^2 r^2$ = GTr (40-Tr) critical pts r=0 r=40/4 => h= 120-211V = 120-21 (40) =40 $V = \pi r^2 h = \pi (40)^2 (40)$ = 64000 4.4 Lagrange multipliers example from (5,3) X+y=4 minimize d(x,y)= (x-5)2+(y-3)2 constrained to x+y=4 level set st g(x,y) = 4 glx,y) look for places where Vg = 2 Vd Lagrange - "lambda Vg = Lod $\binom{1}{1} = \lambda \binom{2(x-5)}{2(y-3)}$ 立=x-5 x-5=y-3 1= 2.2(x-5)7 =y-3 / x-y=2 1= 2.2 (y-3) X+y=4) x-y=2x+y=4 2x=6 y=1

example: 1x+9+2=1 distance to origin - f(x,y,=)=x2+y2+z2 Minimize f, constrained to gryz)=1 Vg= 2 Of $\begin{pmatrix} 1 \\ 1 \end{pmatrix} = \lambda \begin{pmatrix} 2x \\ 2y \\ 2z \end{pmatrix}$ 1=2×2 1=2y2 1=2y2 1=2+2 1+4+モニ1 X+4+2=1 -7 (x,y,2)=(3,3,3) => f(x,y,z)=(對+(生)2(生)2=生

