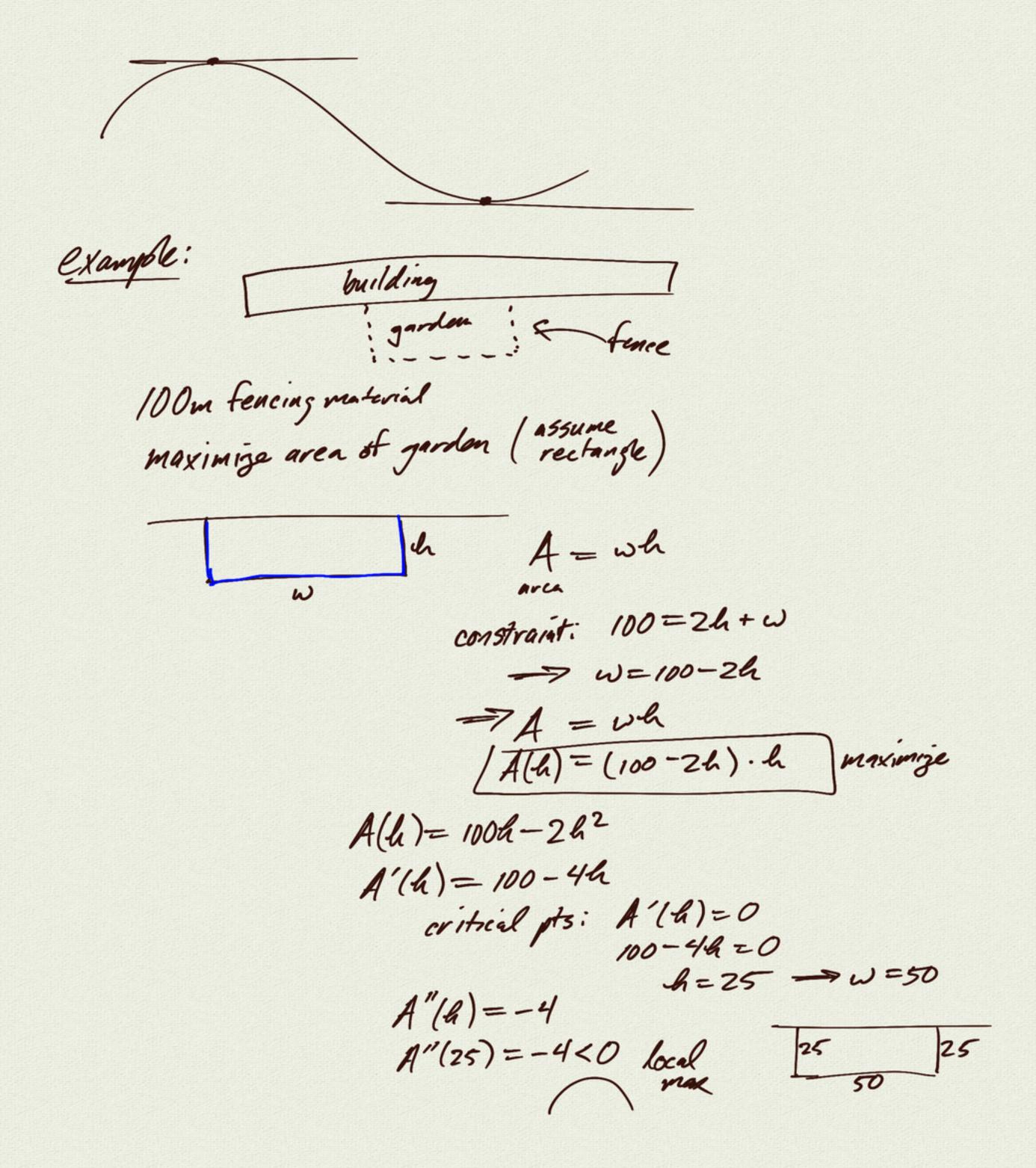
10.4 Optimization = - find min/max projectile restore find max height maximize y(t) -> find critical pts (where y'(f)=0) y(t)= yo + vyt - 16t2 contrad pt: -> y'(+) = 1y-32t y (t)=0 4=32t y''(t) = -32t= 1/9
32 y"(+max)=-32<0



4x+3y=300

Find point on line closest to origin distance d = Jx2+y2 (distance formule f(x)=x2+y2 $f(x) = \chi^2 + \left[\frac{1}{3}(300 - 4x)\right]^2$ contral pts: fix=0

 $f'(x) = 2x + \frac{2}{32}(300-4x)(-4)$ =Zx - 8.300 + 33x =2x+32x -890 = B+32 x - 800 = 59 x - 800

f"(4)=50 projectile motion (X0,40)=(0,0) find & to maximize distance x(t)=uxty(t) = vyt -16t2 when do we b, + ground? y(+)=0 y(t)= t(vy-16t)=0 t=0 or t= Vy distance d = x (tground) = 1x · t ground = Vx Vy = (vcoso)(vsino) Check: d(=)=0 $d(0) = \frac{V^2}{16} \cos \theta \sin \theta$ 110)=0 Sin20 = 2 sindras0 $\left| A\theta \right| = \frac{\sqrt{2}}{32} \sin 2\theta$ $d''(0) = -\frac{\sqrt{2}}{16} \sin 2\theta$ d'(0)= 12 cos20.2 $=\frac{\sqrt{2}}{16}\cos 2\theta$ critical pts: d'(0)=0 12 COSTO = 0 as20=0 20=5 d"(4)=-12 411 <0 8=4

data (x,y,)...(xn,yn) find best fit line thru origin model y=mx $cost C = \sum_{i=1}^{n} (y_i - mx_i)^2$ $Q.g.(x_1,y_1)$ $C = (y_1 - mx_1)^2 + (y_2 - mx_2)^2 + (y_3 - mx_3)^2$ minimize at C(m) => find C'(m) $C'(m) = 2(y_1 - mx_1)(-x_1)$ $+2(y_2 - mx_2)(-x_1)$ $+2(y_3 - mx_3)(-x_5)$ in general: ('(m)= \(\frac{2}{2} \left(\frac{1}{2} \left(\frac{1}{2} \right) \left(-\tilde{x}i \right) \) C'(m)=0 $\rightarrow \sum_{i=1}^{n} (-x_i y_i + n x_i^2) = 0$ linear . Vegression $\rightarrow m = \sum_{i} x_{i} y_{i}$