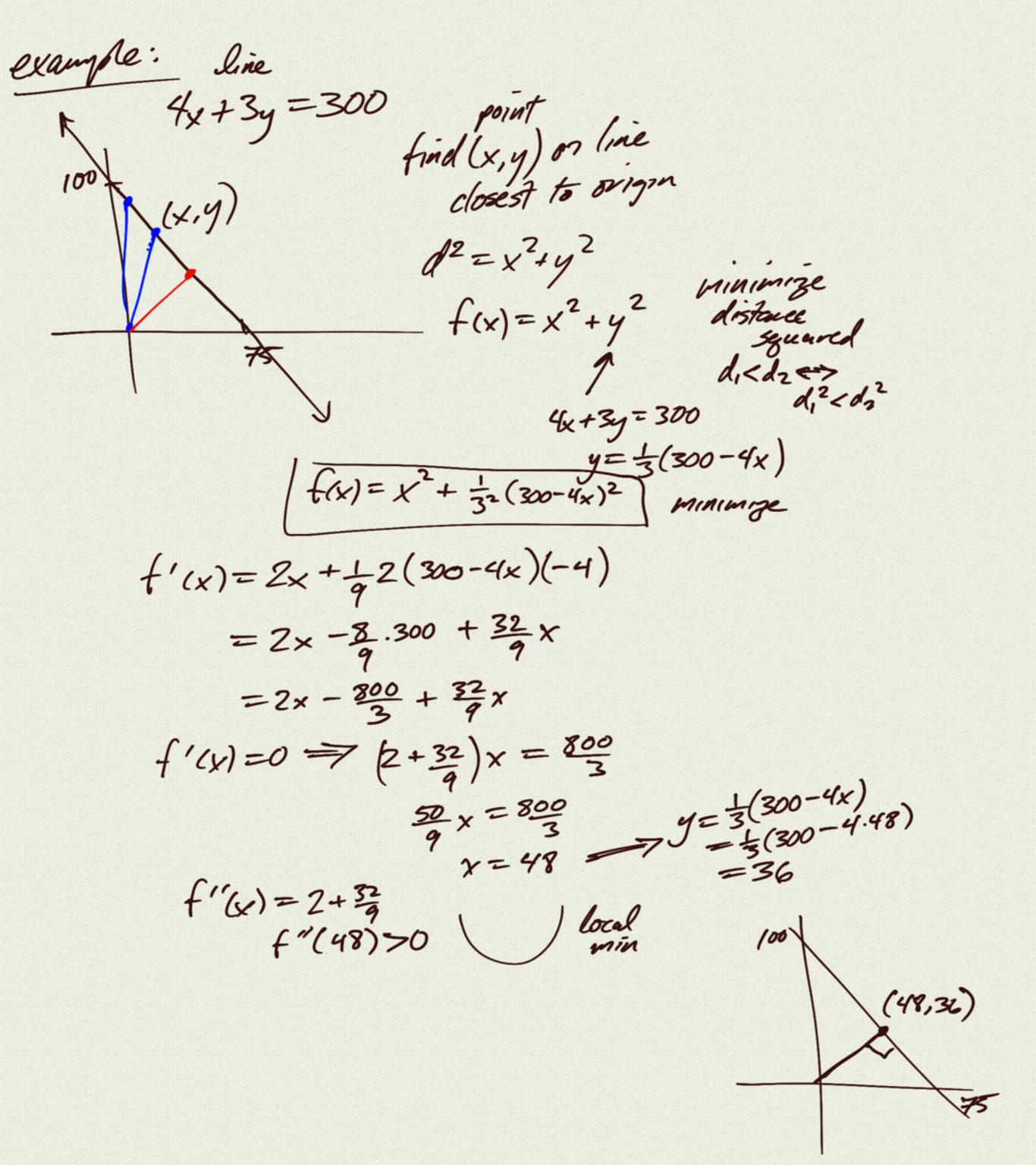
10.4 Optimization @ find mm or mox find nax hieralt => look for y'(+)=0 critical pts. y(t) = yo+ vyt - 16t2 (critical pt $\Rightarrow y'(t) = v_y - 32t$ y(4)=0 y"(t)=-32 y=32€ y"(tmax)=-32<0 local max

example: building build fence with 100 or fevering material maximize avea (assume rectangle) A=w.h 2h+w=100 $A = \omega h$ A(h) = (100-2h)h maximize A = 100h - 242 -> A'(h)=100-4h antical pts: A'(6)=0 A"(25) = -4<0 | local nax



projectile: v const O changes maximize distance d $X(t) = V_{x}t$ y(t)= vyt -16t2 when do we lit ground? y(t)=0 yt-16t2=0 t(vg-16t)=0 tend = Vy d = xltand) $= V_{\times}(\frac{U_{\times}}{I_{0}})$ d = (vcos0)(vsino) 1(0)=0 d(星)=0 Sin 20 = 2 sin a cos 0 (avoid product rule) $\mathcal{L}(0) = \frac{\sqrt{2}}{32} \sin 2\theta$ $d'(\theta) = \frac{V^2}{32}\cos 2\theta(2)$ $d''(\theta) = -\frac{v^2}{8} \sin 2\theta$ = 12 cos 20 critical pts: d'(0)=0 16 COSTO =0 cos 28 = 0 20=亚 1(年)=一学知玉人〇 0=T/4 local

linear vegression data (x,, y,) ... (xn, yn) find best tit line (turn origin) $y=mx \mod 2$ $Cost C = \sum_{i=1}^{n} (y_i - mx_i)^2$ muimize rost (choose n) example: (x, y,) (x2, y2) (x3, y3) =7 (y,-mx,)2+(y,-mx,)2+(y3-mx,)2 d(5n)=5 $C(n) = 2(y_i - rx_i)(-x_i)$ d (u2)=2m +2(yz-mxz)(-xz) +2(y3-mx3)(-x3) (solve for m) C'(m) = \(\frac{1}{2}(y_i-mx_i)(-x_i)\) $C(n)=0 \implies \sum_{i=1}^{n} (y_i-nx_i)(-x_i)=0$ $\sum_{i=1}^{n} \left(-x_i y_i + m x_i^2\right) = 0$