

Midterm 2: (h 10 \rightarrow h 17)

Lh 10: critical points, max/min on a region

ex 1: $f(x, y) = x^3 - 3x^2 - 6xy + 9x + 3y^2$

To find crit point, $f_x = 0$ & $f_y = 0$

$$f_x = 0 = 3x^2 - 6x - 6y + 9 \quad \leftarrow \text{plug in}$$

$$f_y = 0 = -6x + 6y \rightarrow x = y$$

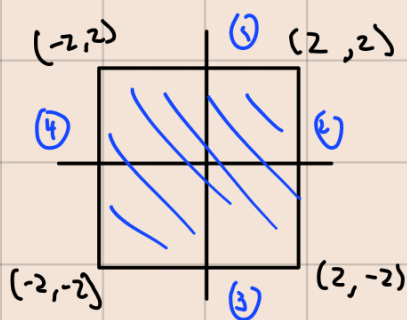
$$3x^2 - 6x - 6x + 9 = 3x^2 - 12x + 9 = 3(x^2 - 4x + 3) = 0$$

$$3(x-3)(x-1) = 0$$

$$x = 3, 1$$

\rightarrow crit points are $(3, 3), (1, 1)$

ex 2: using F from above, find max/min of F on R



crit points

i) intuition: $(1, 1)$ from ex 1

ii) region 1: $y = 2, -2 \leq x \leq 2$

$$f(x, 2) = x^3 - 3x^2 - 12x + 9x + 12$$

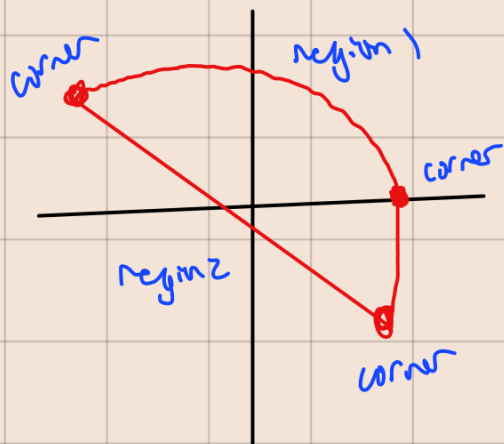
$$\frac{d}{dx} f(x, 2) = 3x^2 - 6x - 3$$

$$= 3(x^2 - 2x - 1) = 0$$

$$x = \frac{2 \pm \sqrt{4 - 4(1)(-1)}}{2(1)} = 1 \pm \sqrt{2}$$

possible crit points are $(1 + \sqrt{2}, 0)$ and $(1 - \sqrt{2}, 0)$ not in R

repeat for region 2, 3, and 4, and check corners, then plug points into f : largest = max, smallest = min



if this is the region, we
have to check

- 1) intention
- 2) region 1 (arc)
- 3) region 2 (line)
- 4) corners

↳ since region 1 is split
into two, there's another
corner where the split is

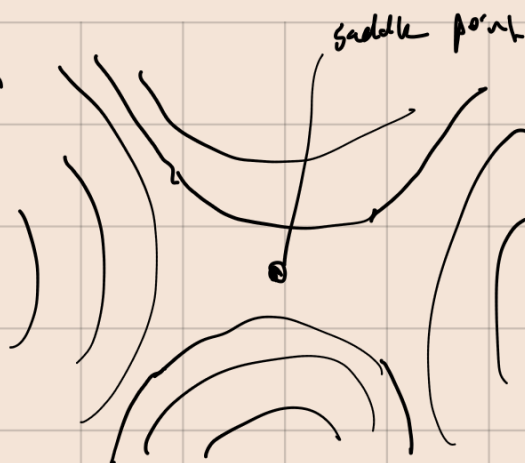
↳ it's split into two bc
it's a split function,
needs a second to
show negative part

CP3

contour plot



local max $\rightarrow f$ decr
local min $\rightarrow f$ incr



Ch 11:

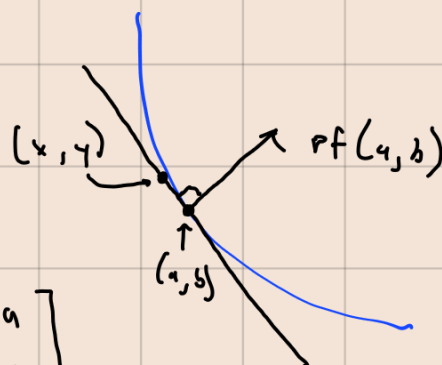
gradient $f: \mathbb{R}^n \rightarrow \mathbb{R}$

$$\nabla f: \begin{bmatrix} f_{x_1} \\ f_{x_2} \\ \vdots \\ f_{x_n} \end{bmatrix}$$

Suppose $f(x, y) = c$ is the level curve. The tangent line to the curve at (a, b) is

$$\nabla f(a, b) \cdot \begin{bmatrix} x-a \\ y-b \end{bmatrix} = 0$$

$$f(x, y) - c(a, b) \approx 0.$$



Linear approx: $f(x, y) \approx f(a, b) + \nabla f(a, b) \cdot \begin{bmatrix} x-a \\ y-b \end{bmatrix}$

Ex 1

$$f: \mathbb{R}^3 \rightarrow \mathbb{R}$$

$$f(x, y, z) = c \rightarrow \text{surface, not curve}$$

Tangent plane to the surface z @ (a, b, c) is

$$\nabla f(a, b, c) \cdot \begin{bmatrix} x-a \\ y-b \\ z-c \end{bmatrix} = 0$$

Ch 12: Lagrange multipliers

max/min $f(\vec{x})$ subject to $g(\vec{x}) = c$ occurs at either

$$\nabla g = 0 \quad \text{or}$$

$$\nabla f = \lambda \nabla g$$

Using this, if f is in \mathbb{R}^n , you get a system of $n+1$ equations.

↳ n equations from $\nabla f = \lambda \nabla g$

↳ 1 equation from constraint: $g(\vec{x}) = c$

ex 1

find max/min of $f(x, y) = x^2 y$ subject to $\underbrace{g(\vec{x}) = c}_{2x^2 + y^2 = 3}$

$$\nabla f = \begin{pmatrix} 2xy \\ x^2 \end{pmatrix}, \quad \nabla g = \begin{pmatrix} 4x \\ 2y \end{pmatrix}$$

1) $\nabla g = 0 \Rightarrow \begin{pmatrix} 4x \\ 2y \end{pmatrix} = 0 \Rightarrow x=0, y=0$, but $g(0,0) \neq 3$ so no point here

$$2) \nabla f = \lambda \nabla g \quad \begin{pmatrix} 2xy \\ x^2 \end{pmatrix} = \lambda \begin{pmatrix} 4x \\ 2y \end{pmatrix}$$

$$\text{Solve these equations} \quad \begin{cases} 2xy = \lambda 4x \\ x^2 = \lambda 2y \\ 2x^2 + y^2 = 3 \end{cases} \quad \begin{aligned} &\rightarrow \lambda = \frac{2xy}{4x} \\ &\rightarrow \lambda = \frac{x^2}{2y} \end{aligned}$$

constant ↗

1) Check when denominator equal 0 with constraint

case 1: $4x=0 \Rightarrow x=0$, $g(0, y) = 2(0)^2 + y^2 = 3 \Rightarrow y = \pm \sqrt{3}$

possible points are $(0, \sqrt{3})$ & $(0, -\sqrt{3})$

case 2: $2y=0 \rightarrow y=0 \rightarrow x^2+2\lambda y \rightarrow x^2=2\lambda(0) \rightarrow x=0$

but $g(0,0) \neq 3$ so no possible points

2) check other denominators

case 3:

$$\lambda = \frac{2xy}{4x} = \frac{x^2}{2y} \rightarrow \frac{y}{2} = \frac{x^2}{2y} \rightarrow 2y^2 = 2x^2 \rightarrow y^2 = x^2$$

plug into constraint

$$2x^2 + y^2 = 3 \rightarrow 2x^2 + x^2 = 3 \rightarrow x^2 = 1 \rightarrow x = \pm 1$$

$$y = \pm 1$$

possible points are $(1,1), (-1,1), (1,-1), (-1,-1)$

3) plug all points into $f = x^2 y$

$$f(1,1) = 1 \quad f(0, \sqrt{3}) = 0$$

$$f(-1,1) = 1 \quad f(0, -\sqrt{3}) = 0$$

$$f(1,-1) = -1$$

$$f(-1,-1) = -1$$

$$\text{Max} = 1 \text{ @ } \begin{matrix} f(1,1) \\ f(-1,1) \end{matrix}$$

$$\text{Min} = -1 \text{ @ } \begin{matrix} f(1,-1) \\ f(-1,-1) \end{matrix}$$

Cross multiplication method

2) $af = \lambda g$

$$\begin{pmatrix} 2xy \\ x^2 \end{pmatrix} = \lambda \begin{pmatrix} 4x \\ 2y \end{pmatrix}$$

Solve these equations

$$\begin{cases} 2xy = \lambda 4x \\ x^2 = \lambda 2y \\ 2x^2 + y^2 = 3 \end{cases}$$

constraint

$$\rightarrow 2xy \wedge 2y = x^2 \wedge 4x$$

case 1: $\lambda = 0 \rightarrow af = \lambda g = 0$
 $x=0, y=0$, but $g(0,0) \neq 3$
 so breaks constraint

case 2: $\lambda \neq 0$

$$2xy \wedge 2y = x^2 \wedge 4x$$

$$4xy^2 = 4x^3$$

$$y^2 = x^2 \text{ plug into constraint}$$

$$2x^2 + y^2 = 3 \rightarrow 2x^2 + x^2 = 3 \rightarrow x^2 = 1 \rightarrow x = \pm 1$$

$$y = \pm 1$$

possible points are $(1,1), (-1,1), (1,-1), (-1,-1)$

Ch 13-15: Matrix Algebra

$T: \mathbb{R}^n \rightarrow \mathbb{R}^m$ is linear

$$T(\vec{x}) = A\vec{x}$$

$\begin{matrix} \nearrow & \nwarrow \\ m \times 1 & n \times 1 \end{matrix}$

Find A: $A = \begin{bmatrix} | & | & \dots & | \\ T(e_1) & T(e_2) & \dots & T(e_n) \\ | & | & \dots & | \end{bmatrix}$

- to find A, get each column
- each column of A is the application of T onto the standard basis vectors

$$T(e_1) = A(e_1) = A \begin{bmatrix} 1 \\ 0 \\ \vdots \end{bmatrix} = \text{first column of } A$$

Suppose $T: \mathbb{R}^2 \rightarrow \mathbb{R}^3$, $T(\vec{x}) = A\vec{x}$

steps of T:

- 1) multiply 1st component by -1 ($\mathbb{R}^2 \rightarrow \mathbb{R}^2$)
- 2) attach 0 as third component ($\mathbb{R}^2 \rightarrow \mathbb{R}^3$)

Find A

Method 1:

$$T(e_1): \begin{pmatrix} 1 \\ 0 \end{pmatrix} \rightarrow \begin{pmatrix} -1 \\ 0 \end{pmatrix} \rightarrow \begin{pmatrix} -1 \\ 0 \\ 0 \end{pmatrix}$$

$$T(e_2): \begin{pmatrix} 0 \\ 1 \end{pmatrix} \rightarrow \begin{pmatrix} 0 \\ 1 \end{pmatrix} \rightarrow \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$$

$$\text{Therefore, the matrix } A = \begin{bmatrix} -1 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix}$$

Method 2:

let matrix B be step 1, and C be step 2

$$B) \text{ apply } e_1: \begin{pmatrix} 1 \\ 0 \end{pmatrix} \rightarrow \begin{pmatrix} -1 \\ 0 \end{pmatrix}, \text{ apply } e_2: \begin{pmatrix} 0 \\ 1 \end{pmatrix} \rightarrow \begin{pmatrix} 0 \\ 1 \end{pmatrix}, \quad B = \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$C) \text{ apply } e_1: \begin{pmatrix} 1 \\ 0 \end{pmatrix} \rightarrow \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, \text{ apply } e_2: \begin{pmatrix} 0 \\ 1 \end{pmatrix} \rightarrow \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}, \quad C = \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix}$$

$$\text{Then } A\vec{x} = C(B\vec{x})$$

$$C(B) = \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} -1 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix} = A$$

Ch 16: Markov Matrices

Suppose we have $P_n = \begin{pmatrix} x_n \\ y_n \end{pmatrix}$ in year n , $P_{n+1} = \begin{pmatrix} x_{n+1} \\ y_{n+1} \end{pmatrix} = \begin{pmatrix} 1/3 x_n + 2/3 y_n \\ 2/3 x_n + 1/3 y_n \end{pmatrix}$

$$= \underbrace{\begin{pmatrix} 1/3 & 2/3 \\ 2/3 & 1/3 \end{pmatrix}}_M \begin{pmatrix} x_n \\ y_n \end{pmatrix}$$

if M^n stays the same for large n ,

the Markov matrix stabilizes $\rightarrow M^n P_0$

Ch 17 chain rule

$$f: \mathbb{R}^n \rightarrow \mathbb{R}^m \quad f = \begin{pmatrix} f_1(\vec{x}) \\ \vdots \\ f_m(\vec{x}) \end{pmatrix}$$

$$Df = \begin{bmatrix} \text{---} df_1 \text{---} \\ \vdots \\ \text{---} df_m \text{---} \end{bmatrix}$$

$$g: \mathbb{R}^p \rightarrow \mathbb{R}^n, \quad f \circ g: \mathbb{R}^p \rightarrow \mathbb{R}^m$$

$$D(f \circ g)(\vec{x}) = Df(g(\vec{x})) \cdot Dg(\vec{x})$$

Ex 1

$$f(x, y, z) = \begin{pmatrix} xy + z \\ yz \end{pmatrix}, \quad g(x, y) = \begin{pmatrix} x+y \\ x-y \\ xy \end{pmatrix}$$

Find $D(f \circ g)(1, 1)$

$$Df = \begin{bmatrix} y & x & 1 \\ 0 & z & y \end{bmatrix}$$

$$Dg = \begin{bmatrix} 1 & 1 \\ 1 & -1 \\ y & x \end{bmatrix}$$

$$g(1, 1) = \begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix}$$

$$D(f \circ g)(1, 1) = Df(g(1, 1)) \cdot Dg(1, 1)$$

$$= Df(2, 0, 1) \cdot Dg(1, 1)$$

$$= \begin{bmatrix} 0 & 2 & 1 \\ 0 & 1 & 0 \end{bmatrix}_{2 \times 3} \cdot \begin{bmatrix} 1 & 1 \\ 1 & -1 \\ 1 & 1 \end{bmatrix}_{3 \times 2} = \boxed{\begin{bmatrix} 3 & -1 \\ 1 & -1 \end{bmatrix}}_{2 \times 2}$$