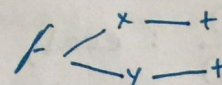
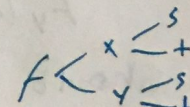


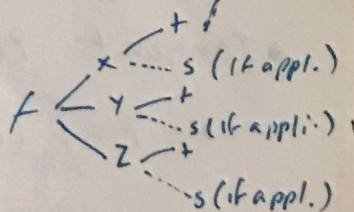
12.4 PARTIAL DERIVATIVES

NOTE: KNOW YOUR DERIVATIVES
(i.e. e^x , x^n , $\ln(x)$...
and product, chain
rules!

- First Degree Partial Derivative: for $f(x, y)$:
 - Calc f_x = Derivative of $f(x, y)$ treating all non- x var's as const.
 - Calc f_y = Derivative $f(x, y)$ where all non- y var's are const.
 - NOTE: $f_x = \frac{\partial f}{\partial x}$, $f_y = \frac{\partial f}{\partial y}$
- First Deg. P. D. Using Limits: for $f(x, y)$
 - $f_x = f_x(a, b) = \lim_{h \rightarrow 0} \frac{f(a+h, b) - f(a, b)}{h}$
 - $f_y = f_y(c, d) = \lim_{h \rightarrow 0} \frac{f(c, d+h) - f(c, d)}{h}$
- Second Degree P.D.'s: for function $f(x, y)$:
 - Perform FDPD for the first var, then again on result for second: f_{xy} would be f_x derived with y ...

12.5 DA CHAIN RULE

- f' for $f \in x \dots y$ where x is a function of another var, and so is y
 - $f' = \frac{\partial f}{\partial x} \cdot \frac{\partial x}{\partial t} + \frac{\partial f}{\partial y} \cdot \frac{\partial y}{\partial t}$ 
- f' for $f(x, y)$ where $x(s, t)$, $y(s, t)$ 
 - $f'_s = \frac{\partial f}{\partial x} \cdot \frac{\partial x}{\partial s} + \frac{\partial f}{\partial y} \cdot \frac{\partial y}{\partial s}$, $f'_t = \frac{\partial f}{\partial x} \cdot \frac{\partial x}{\partial t} + \frac{\partial f}{\partial y} \cdot \frac{\partial y}{\partial t}$
- If $f(x, y, z)$: add another term, $\frac{\partial f}{\partial z}$, and chain rule
- solution process: evaluate $f'(\dots)$; then substitute
 $x =$, $y =$, $z = \dots$ and simplify
- Implicit Differentiation $\frac{dy}{dx} = -\frac{F_x}{F_y}$



12.6 GRADIENTS AND DIRECTIONAL DERIVATIVES

- Gradients: $\nabla f(x,y) = \text{"gradient"} = \langle f_x, f_y \rangle$. If evaluated at a point, substitute x, y from point, solve as a vector.
- Directional Derivative:
 - 1) Find if \vec{v} provided is unit vector, else make it one
 - 2) Find $\nabla f(x,y)$ (see above for help there :))
 - 3) Find $D_v f(x,y) = \vec{v} \cdot \nabla f(x,y) = v_x \cdot f_x + v_y \cdot f_y$
 - 4) Substitute Point "P".

NOTE: STEPS 3 and 4 CAN BE DONE INTERCHANGEABLY

- Directions of steepest change, no change
 - Steepest ascent = $(\nabla f(x,y) / \|\nabla f(x,y)\|)$ AKA unit in dir of $\nabla f(x,y)$
 - Steepest descent = $- [\text{steepest ascent}]$
 - NO change = $\begin{pmatrix} + \\ - \end{pmatrix}$ [swapped variables and one made neg, i.e. $\langle 8,1 \rangle \rightarrow \langle -1,8 \rangle$ from pos steepest or neg steepest.
- Tangent line to Level curves: $f(x,y)$ at point $P = (a,b)$
 - $y'(x) = - \frac{f_x(a,b)}{f_y(a,b)}$: eval, if UNO = VERT TAN, ~~FE~~
 - CHECK: Should be \perp to $\nabla f(x,y) \mid P \dots$

12.7 TANGENT CURVES, ASSOCIATED STUFF

- Tangent Plane to $f(x,y,z)$ at (a,b,c)
 - $= f_x(a,b,c)(x-a) + f_y(a,b,c)(y-b) + f_z(a,b,c)(z-c)$
- Tangent Plane to $z = f(x,y)$ at (a,b,c)
 - $= z = f_x(a,b)(x-a) + f_y(a,b)(y-b) + f(a,b)$

- Linear Approximation: Find the tangent plane, then substitute the ("approximate for (h, i, k) ") (in that case, use (h, j, k) or $(h, i) \dots$) in the plane equation.
- Approximate Function Change for $f(x, y) = z$ on $(a, b) \rightarrow (c, d)$
 - $\rightarrow dx = c - a$; $dy = d - b$
 - $\rightarrow \Delta z = \text{"approx. fun chg"} = f_x(a, b) dx + f_y(a, b) dy$
- Find horizontal tangent Planes: These occur where either $(\frac{\partial f}{\partial x} = \frac{\partial f}{\partial y} = 0)$ or where $\nabla f(x, y, \dots) = \langle 0, 0, \dots \rangle$
 - \rightarrow Hint: list all the values that would make f_x and f_y zero, and choose all that work for both $= 0$.

12.8 CRITICAL POINTS, MIN, MAX

- Finding Critical Points: Find all values of x, y where $f_x = f_y = 0$,
- Determining if a CP is a max, min, saddle, or unknown
 - \rightarrow use the "D" equation: $D(x, y) = f_{xx}f_{yy} - (f_{xy})^2$, your pt $= (a, b)$

Sign / val of D	Val of f_{xx}	Outcome
$D(a, b) > 0$	$f_{xx} < 0$	MAXIMUM
$D(a, b) > 0$	$f_{xx} > 0$	MINIMUM
$D(a, b) < 0$	—	SADDLE
$D(a, b) = 0$		UNDECIDED

- Absolute Minimums and Maximums on range R
 - \rightarrow find critical points, and keep as long as they are in R.
 - \rightarrow Generate equations for the edges of the range (CONT'D)

→ If the range is circular (i.e. $\{x, y : x^2 + y^2 \leq r^2\}$)
 parametrize $x = r \cos \theta$, $y = r \sin \theta$.

→ NOTE. If you see $\{x, y : (x-1)^2 + \dots\}$ then that
 shifts the circle's center, and in the above
 case, $x = r \cos \theta + 1$!

→ otherwise, generate line equations (i.e. $y=1$, $x=10\dots$)
 for the edges, ~~etc~~

then, simplify the equation along each edge, or with
 the parametrization, and find derivative of this new
 equation, and where that is $= 0$, then plug those
 points back into your simplified equation.

make a table of heights, and find $|\max|$, $|\min|$.

15.4 Critical Points, Min, Max

• Finding Critical Points: find all values of x, y where

$$f_x = f_y = 0$$

• Determining if a CP is a max, min, saddle, or unknown

→ use the "D" equation: $D(x, y) = f_{xx}f_{yy} - (f_{xy})^2$, you get

Sign / Val of D	Val of f_{xx}	Outcome
$D(a, b) > 0$	$f_{xx} < 0$	MAXIMUM
$D(a, b) > 0$	$f_{xx} > 0$	MINIMUM
$D(a, b) < 0$	—	SADDLE
$D(a, b) = 0$	—	UNDECIDED

• Absolute Minimums and Maximums or Range R

→ find critical points, and keep as long as they are in R.

→ generate equations for the edges of the range (cont'd)