

1. Discussion on second derivative test
for finding extrema / saddle point
2. Chain rule with multivariables.
3. Gradient .

EE1203: Vector Calculus

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భారతీయ సౌండేటిక విజ్ఞాన పంచ హైదరాబాద్
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Verify general function Conditions with special quadratic functions.
(Second derivative test.)

$$f = ax^2 + bxy + cy^2.$$

$$f_{xx} = 2a; \quad f_{xy} = f_{yx} = b; \quad f_{yy} = 2c$$

$$\Rightarrow A = 2a \quad B = b \quad ; \quad C = 2c.$$

$$AC - B^2 = 4ac - b^2$$

Why does it work?

Ans: \Rightarrow Taylor's Approximation:

Change in function around a point is by approx. formula

$$\Rightarrow \Delta f \approx \underset{0}{f_x}(x-x_0) + \underset{0}{f_y}(y-y_0)$$

at critical point.

So we need more terms with quadratic terms; in Taylor series.

$$\approx \Delta f \approx f_{xx}(x-x_0) + \underbrace{f_{xy}(y-y_0)}_{=0} + \frac{1}{2} \underbrace{f_{xxx}(x-x_0)^2}_{a=\frac{1}{2}A} + \underbrace{f_{xyy}(x-x_0)}_{B=y_0(y-y_0)} + \frac{1}{2} f_{yyy}(y-y_0)^2 + \dots$$

→ So the general case reduces to quadratic case.
Hence the above explanation with
special quadratic function analysis
help to derive the second derivative test.

* In degenerate case : We need to consider higher
order derivatives, to say
function decreases or increases
w.r.t critical point.

Total differentials: $f(x, y, z)$

$$\textcircled{1} \quad df = f_x dx + f_y dy + f_z dz.$$

If $x = x(t)$, $y = y(t)$, $z = z(t)$

$$\frac{df}{dt} = f_x \frac{dx}{dt} + f_y \frac{dy}{dt} + f_z \frac{dz}{dt} \quad \leftarrow \text{Chain Rule.}$$

Proof:

$$\Delta f \approx f_x \Delta x + f_y \Delta y + f_z \Delta z \quad (\text{in time } \Delta t)$$

$$\frac{\Delta f}{\Delta t} \approx f_x \frac{\Delta x}{\Delta t} + f_y \frac{\Delta y}{\Delta t} + f_z \frac{\Delta z}{\Delta t}. \quad ; \begin{matrix} \Delta t \rightarrow 0 \\ \Rightarrow \frac{\Delta f}{\Delta t} \rightarrow \frac{df}{dt} \end{matrix} .$$

$$\Rightarrow \frac{df}{dt} = f_x \frac{dx}{dt} + f_y \frac{dy}{dt} + f_z \frac{dz}{dt} \quad ; \begin{matrix} \frac{\Delta x}{\Delta t} \rightarrow \frac{dx}{dt} \end{matrix} .$$

\approx becomes in limit $\Delta t \rightarrow 0$.

* Application : → Proving product & quotient rules in derivatives.

Try yourself $f = uv$; $u = u(t)$; $v = v(t)$
 $g = \frac{u}{v}$,

Using the chain rule in partial derivatives prove product & quotient rules.

Chain rule with more variables:

$$w = f(x, y), \text{ where } x = x(u, v) \\ y = y(u, v)$$

Goal: $\frac{dw}{du}$? $\frac{dw}{dv}$

$$dw = f_x dx + f_y dy \\ = f_x \left\{ x_u du + x_v dv \right\} + f_y \left\{ y_u du + y_v dv \right\}.$$



$$= \underbrace{(f_x x_u + f_y y_u)}_{\frac{\partial f}{\partial u}} du + \underbrace{(f_x x_v + f_y y_v)}_{\frac{\partial f}{\partial v}} dv$$

$$\frac{\partial f}{\partial u} = \frac{\partial f}{\partial x} \frac{\partial x}{\partial u} + \frac{\partial f}{\partial y} \frac{\partial y}{\partial u}$$

$$\frac{\partial f}{\partial v} = \frac{\partial f}{\partial x} \frac{\partial x}{\partial v} + \frac{\partial f}{\partial y} \frac{\partial y}{\partial v}$$

Gradient vectors:

Before that let us define scalar field & vector fields.

- 1. Scalar field: It assigns a scalar value to every point in space.

$$\text{Example: } T(x, y, z) = x^2 + y^2 + z^2$$

Temperature T at each point in space.

2. Vector field: It assigns a vector to every point in space

Example: $\vec{F}(x, y, z) = (y^2, 2xy, -3xz)$

$$\vec{E}(x, y, z) = E_x(x, y, z) \hat{i} + E_y(x, y, z) \hat{j} + E_z(x, y, z) \hat{k}$$

Electric field,

$$\approx F_1(x, y, z) \hat{i} + F_2(x, y, z) \hat{j} + F_3(x, y, z) \hat{k}$$

Velocity vector of fluids.

Chain Rule: $w = w(x, y, z); x = x(t); y = y(t); z = z(t)$

$$\frac{dw}{dt} = w_x \frac{dx}{dt} + w_y \frac{dy}{dt} + w_z \frac{dz}{dt}$$

$$= \nabla w \cdot \frac{d\vec{r}}{dt}$$

Gradient of w

$$\nabla w = (w_x, w_y, w_z) = \left(\frac{\partial w}{\partial x}, \frac{\partial w}{\partial y}, \frac{\partial w}{\partial z} \right)$$

$$= \frac{\partial w}{\partial x} \hat{i} + \frac{\partial w}{\partial y} \hat{j} + \frac{\partial w}{\partial z} \hat{k}$$

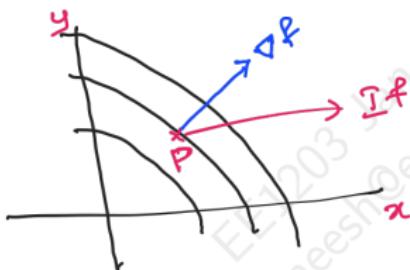
← vector

① Gradient of w at some point (x, y, z)
(scalar field)
 \Rightarrow vector field: Eg: $\vec{E} = -\nabla V$ scalar
 electricfield potential.

$$\frac{d\vec{r}}{dt} = \frac{dx}{dt} \hat{i} + \frac{dy}{dt} \hat{j} + \frac{dz}{dt} \hat{k} \leftarrow \text{velocity vector.}$$

② Theorem: $\nabla w \perp$ level surface of $f^n w$. $\{w = \text{constant}\}$.
 level surface

If 2 variable function \rightarrow level curves. (Contour plot of function $f(x, y)$)



If we take Gradient of function $f(x, y)$ at point 'P'; ∇f is \perp the level curve at that point.

Similarly for 3 variable function $f(x, y, z)$, ∇f is perpendicular to level surface at that point.

Example: $w = a_1 x + a_2 y + a_3 z \dots \text{--- (1)}$

proof.

$$\begin{aligned}\nabla w &= \frac{\partial w}{\partial x} \hat{i} + \frac{\partial w}{\partial y} \hat{j} + \frac{\partial w}{\partial z} \hat{k} \\ &= a_1 \hat{i} + a_2 \hat{j} + a_3 \hat{k}. \quad \text{--- (1)}\end{aligned}$$

level surface at a fixed function value
say $w=c$

$$\Rightarrow a_1 x + a_2 y + a_3 z = c \leftarrow \begin{array}{l} \text{level surface} \\ \text{at } w=c \end{array}$$

\Rightarrow is a plane.

$(a_1, a_2, a_3) \leftarrow$ is the normal vector
to that plane.

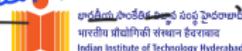
\vdots
 --- (2)

From (1) & (2) $\Rightarrow \nabla w$ is a normal vector
to the level surface.

$\nabla w \rightarrow$ Always points towards
higher value of function 'w'.

will see this point
later.

$E = -\nabla V$ \parallel
"Electric field
between 2 \parallel plate
capacitor".



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Example:

Find the tangent plane to surface $x^2 + y^2 - z^2 = 4$
at point $(2, 1, 1)$.

Answer: Say $w(x, y, z) = 4$

$$\Rightarrow w = x^2 + y^2 - z^2$$

$$\nabla w = \frac{\partial w}{\partial x} \hat{i} + \frac{\partial w}{\partial y} \hat{j} + \frac{\partial w}{\partial z} \hat{k}$$
$$= 2x \hat{i} + 2y \hat{j} - 2z \hat{k}$$

$$\nabla w \text{ at } (2, 1, 1) = 4 \hat{i} + 2 \hat{j} - 2 \hat{k}$$

$\Rightarrow (4, 2, -2) \rightarrow$ normal to the tangent plane to
the surface.

\Rightarrow Equation of tangent plane: $4x + 2y - 2z = d$

$$d = (4 \times 2 + 2 \times 1 - 2 \times 1) = 8$$

$$\Rightarrow \boxed{4x + 2y - 2z = 8}$$



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Alternate method: Try thinking to use the concept of Approximation formula Δw ?

* $\Delta w = 0$ at the level surfaces.

$$\Rightarrow \Delta w = w_x \frac{\partial w}{\partial x} \Delta x + w_y \frac{\partial w}{\partial y} \Delta y + w_z \frac{\partial w}{\partial z} \Delta z$$

$$0 = w_x \Delta x + w_y \Delta y - w_z \Delta z \quad | \text{at } (2, 1, 1)$$

$$\Rightarrow 4 \Delta x + 2 \Delta y - 2 \Delta z = 0$$

$$\Rightarrow 4(x-2) + 2(y-1) - 2(z-1) = 0$$

$$\Rightarrow \boxed{4x + 2y - 2z = 8} \quad \checkmark$$

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