£

foxis

fla, b

DER2

· A function of two variables: a rule that assigns to each pair (x,y) & D = IR2 a unique value z=f(x,y) & IR

Example 1 Evaluate f(3,2) and sketch the domain

(a)
$$f(x,y) = \frac{\sqrt{x+y+1}}{x-1}$$

(b) f(x,y) = x ln (y2-x)

$$\sqrt{n} \frac{df_{1}^{(1)} df_{2}^{(2)}}{\sqrt{3} + 2 + 1} = \sqrt{\frac{3}{3}} = \sqrt{\frac{3}{3} + 2 + 1} = \sqrt{\frac{6}{3}}$$

$$D = \frac{1}{2} (x_1 y_1) (y_2 - x_1, x_2)$$

$$f(3,2) = 3 \ln(1) = 0$$

$$y^2 - x > 0$$
 D= 10

1) x+y+1>0 => y>-x-1 x

Inini defi-

D= { (x,y) | y 3 x }

(xiy, flory)

Graph of f(x,y): All points

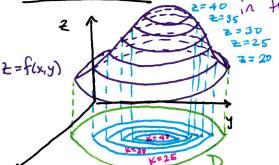
(xiy,fixiy)) = R3 with (xiy) = D = R2.

Example 6 Sketch the graph of g(x,y)= \9-x2-y2

Note: Z=g(x,y) so Z= 9-x2-y2 with Z≥0 $9 = x^2 + y^2 + z^2$; $z \ge 0 \rightarrow top Sphere of radius 3$

See Pg. 906 for other Cool Surfaces

· Level Curves: Curves with equations K = f(x,y) where K is a constant $\frac{1}{2}$ of $\frac{1}{2} = f(x,y)$.



Why would we look at level curves?

- 1) 2D curves easier to graph than 3D surfaces
- 2) Easier to read into from level curves
- 3) can be casier to visualize surface with comes

· Topographic Maps - Pg. 907 figure 12 Examples:

* Watch: Augmented Reality Sandbox: youtube.com/watch?v=cE187tdGcwo

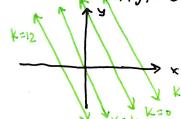
- · Weather maps for Temp pg. 908 Figure 13 Ls watch weather on News level curves called isothermals
- · Medical Imaging

Example 10 Sketch the level cures of f(x,y) = 6-3x-Zy for K=-6,0,6,12

$$K = 6 - 3x - 2y$$

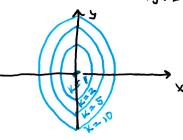
 $Y = -3x + 6 - K$

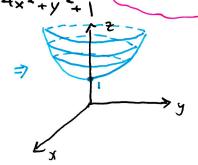
All lines



Example 12 Sketch Some level curves of h(x,y) = 4x2+y2+1

$$\frac{x^{2}}{\frac{1}{4}(k-1)} + \frac{y^{2}}{k-1} = | \qquad k=1 \text{ point}$$





· Functions of 3 variables: rule assisting to each point (x,y,2) & D = R3 a migre value W = f(x,y,2) & R.

· level Surface:

* We Can't see in 4D but we can visualize how their 3D shadows change! Think of 4D as a 3D movie watched all at once - you're outside of time

Example 15 Find the level surfaces of the function $f(x,y,z)=x^2+y^2+z^2$

Level Surfaces: K = X2+ Y2+ 22 & Spheres of rads-s K=1 K= 4 Computer Visualizations:

4D Sphere - Hypersphere: youtube.com/watch?v=BafwPQvb7KA

4D cube - Tesseract: youtube.com/watch? V=) GO1225Lw8s

· Extra Examples

#32 Match the function with its graph: (Pg. 913)

tix,y) = 1x1+1y1

Level Curres: K=1x1+1y1

K= x+1 K=-x-1

level curies: K =

 $X^2 + Y^2 = \frac{1}{K} - 1$ Circles

(e) f(x,y)= (x-y)2

(d)

f(x,y) = (x2-y2)2 $k = \left(x^2 - y^2\right)^2$

K = - xy x=0 = y=0 2 reciprocal graphs

(b) f(x,y) = 1xy1

Hyperbola x-axis, y-axis

Level curves: K=1xyl

f(xy) = Sin (1x1+1y1)

K=Sin(|x|+|y|) or Z= Sin(|x|) y=0 Z= Sin(|y|) x=

± TX = x - y two lines IT # 36 Two contour maps are shown; one is a cone, one is a paraboloid.

4, 1(t)

which is which and why?

lone: 2= x2+ y2

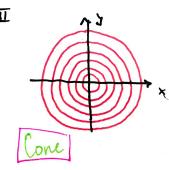
level cures: K=x2+y

radius K increase proportional to Z

Paraboloid: Z = x2+y2

level cures: (VK)2 = x2+x

Increase of 2 proportion



65 Describe the Level surfaces of f(x,y,z)= x+3y+5z

K=x+3y+52

Equation of parallel planes all with normal vectors

(1,3,5)

69 Describe how g is obtained from F:

(a) g(x,y) = f(x,y)+2 Shift fup two mits on 2-axis

(b) g(x,y) = 2f(x,y) Stretch f by 2 along &-axis

(c) g(x,y) = -f(x,y) flip forer the xy-plane

(d) g(x,y) = 2-f(x,y) flipf over the xy-plane up 2 on 2-axis