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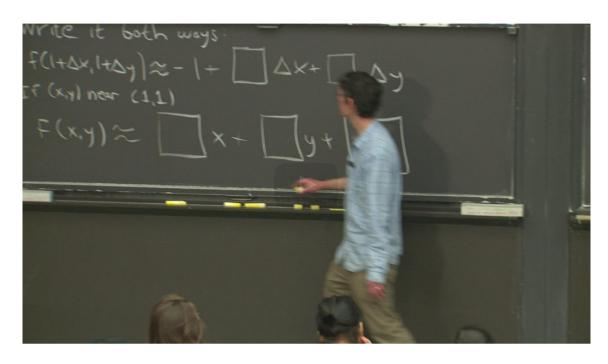
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Lecture due Aug 18, 2021 20:30 IST Completed



Review

Review of linear approximation



Start of transcript. Skip to the end.

PROFESSOR: Let's start to talk it through together.

If you want to, you can keep working until I get down to here or so.

So we take the x derivative of this-that.

And if we plug in x equals 1-- if you plug in 1 and 1

▶ 0:00 / 0:00

▶ 2.0x ◀®

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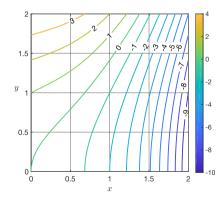
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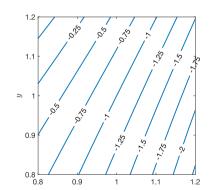
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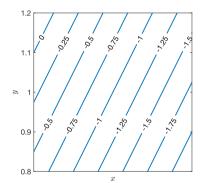
Transcripts

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Consider the following figures.







Left: Level curves of $f(x,y)=y^2-x^3-x$. Center: Level curves of $f(x,y)=y^2-x^3-x$ zoomed in near (1,1). Right: Level curves of the tangent plane z=-4x+2y+1.

On the left, we have the level curves of $f(x,y)=y^2-x^3-x$. In the center, we have those same level curves but zoomed in near (1,1). On the right, we have the level curves of the tangent plane at (1,1) given by z=-4x+2y+1.

You can see that the level curves in the center are similar to the parallel lines on the right. When we zoom in on the function f(x,y), its level curves look more and more like the level curves of the tangent plane.

Find a normal vector

1.0/1 point (graded)

Find a normal vector to level curves of f at (1,1).

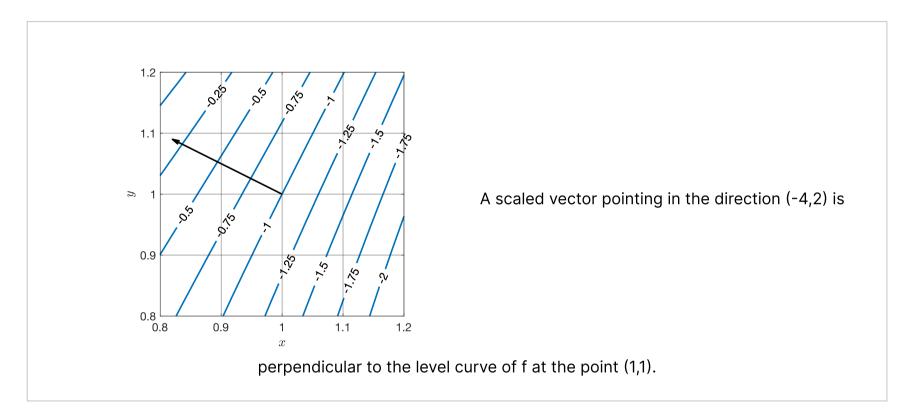
(Enter as a vector between square brackets. For example, enter the vector $\langle a,b \rangle$ as [a,b].)

Solution:

One idea is to find the normal vector to the level lines of z=-4x+2y+1. We saw how to do this last lecture. Let's take the level curve at height -1 since this is the value of f(1,1). So the level curve we have is

$$-4x + 2y + 1 = -1$$

and the normal vector is (-4,2). Let's look at a picture of this. I've re-scaled the vector so it fits on the axes shown.



Submit

You have used 1 of 7 attempts

- **1** Answers are displayed within the problem
- 3. The geometry of linear approximation

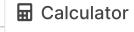
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