

Picture the level curves of f :

$$L_c = \{(x, y) \mid f(x, y) = c\}$$

e.g. $L_7 = \{(1, 2)\}$ (a point),

for $c > 7$, $L_c = \emptyset$ (the empty set),

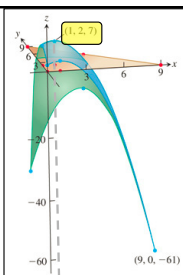
for $c < 7$, L_c is the circle centered at $(1, 2)$ with radius $\sqrt{7-c}$.

$$\begin{aligned} f(x, y) &= 2 + 2x + 4y - x^2 - y^2 = c \\ x^2 - 2x + y^2 - 4y &= 2 - c \\ (x-1)^2 + (y-2)^2 &= 7 - c \end{aligned}$$

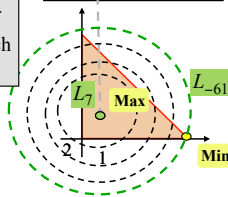
Observation

The extreme values occur where the two level curves of f corresponding to the two extreme values ($c = 7, -61$) touch region R .

This is true for other functions and regions, including three-variable functions, and regions in space (level *curves* replaced with level *surfaces*).

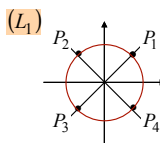


Max: $f(1, 2) = 7$
Min: $f(9, 0) = -61$

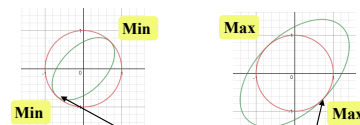


The last observation can be cleverly used if the region R itself is the *level curve/surface* of a differentiable function.

One more look at: f = temperature function



The unit circle is a level curve of $g(x, y) = x^2 + y^2$



Observation

The extreme values occur where the two level curves of f corresponding to the two extreme values touch the circle. i.e. are tangent to

Recall: $(\nabla f)_P$ is normal to the level curve of f through P .

Hence: Level curves of differentiable functions f and g are tangent at a point P iff their gradients at P are parallel; i.e. $(\nabla f)_P = \lambda(\nabla g)_P$, for some scalar λ .

Same is true for level *surfaces* of *three*-variable functions. (two variables)

The Method of Lagrange Multipliers

To find extreme values of $f(\bar{x})$ subject to the constraint

$$(*) \quad g(\bar{x}) = c$$

find all \bar{x} satisfying $(*)$ such that

$$\nabla f(\bar{x}) = \lambda \nabla g(\bar{x})$$

for some λ . Lagrange multiplier

$$(\bar{x} = (x_1, x_2, \dots, x_n))$$

i.e. restricted to $L_c = \{\bar{x} \mid g(\bar{x}) = c\}$

Example

Apply the method to $f(x, y) = x^2 - xy + y^2$ and the constraint $x^2 + y^2 = 1$, $(*)$

$$\nabla f(x, y) = \langle 2x - y, 2y - x \rangle \quad \nabla g(x, y) = \langle 2x, 2y \rangle = 2\langle x, y \rangle$$

$$\langle 2x - y, 2y - x \rangle = \lambda \langle 2x, 2y \rangle \quad \text{for some } \lambda \text{ or, equivalently,}$$

$$\langle 2x - y, 2y - x \rangle = \lambda \langle x, y \rangle \quad \text{for some (other) } \lambda$$

$$2x - y = \lambda x \rightarrow y = (2 - \lambda)x = (2 - \lambda)^2 y \quad \text{fails} \quad \begin{cases} y = 0 \\ x = 0 \end{cases} \text{ or } (\lambda - 2)^2 = 1 \quad \lambda = 1, 3$$

$$2y - x = \lambda y \rightarrow x = (2 - \lambda)y$$

$$\langle x, y, z \rangle = \lambda \langle x, 0, -z \rangle$$

$$x = \lambda x \rightarrow x - \lambda x = 0 \rightarrow x(1 - \lambda) = 0 \rightarrow \lambda = 1 \text{ or } x = 0 \quad (*)$$

$$y = 0$$

$$z = -\lambda z$$

$$z = -z \rightarrow z = 0 \rightarrow x^2 = 1 \rightarrow x = \pm 1 \quad \text{satisfying } (*)$$

$$(x, y, z) = (\pm 1, 0, 0)$$

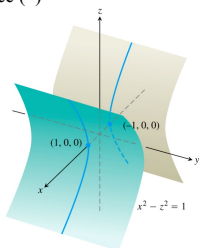
$f(1, 0, 0) = f(-1, 0, 0) = 1$ is an *extreme* value of f on the surface $(*)$

and it is indeed the *minimum* value on the surface because

$$x^2 - z^2 = 1 \rightarrow x^2 = z^2 + 1 \geq 1$$

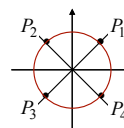
so for every (x, y, z) satisfying $(*)$

$$f(x, y, z) = x^2 + y^2 + z^2 \geq x^2 \geq 1$$



$$\lambda = 1$$

$$y = (2 - 1)x = x \rightarrow (x, y) = P_1, P_3$$



$$f\left(\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}}\right) = \frac{1}{2} \quad \text{Min}$$

$$\lambda = 3$$

$$y = (2 - 3)x = -x \rightarrow (x, y) = P_2, P_4$$

$$f\left(-\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}}\right) = \frac{3}{2} \quad \text{Max}$$

Example

Find the points on the hyperbolic cylinder $x^2 - z^2 = 1$ that are closest to the origin.

$$g(x, y) \quad (*)$$

Find (x, y, z) on the surface $(*)$ with the minimum distance to $(0, 0, 0)$

i.e. minimizing the value of the function

$$d(x, y, z) = \sqrt{x^2 + y^2 + z^2}$$

or, equivalently, minimizing the value of the function

$$f(x, y, z) = x^2 + y^2 + z^2$$

$$\nabla f = \langle 2x, 2y, 2z \rangle = 2\langle x, y, z \rangle \quad \nabla g = \langle 2x, 0, -2z \rangle = 2\langle x, 0, -z \rangle$$

$$\langle x, y, z \rangle = \lambda \langle x, 0, -z \rangle$$