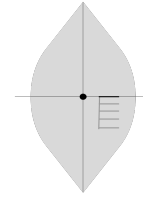


MULTIVARIABLE DERIVATIVES ACTIVITY
MATH 32

9/28/22

(1) (a) What are the names of your classmates working on this with you?

(b) Are apples or oranges better, and why?



(2) Look at the football-shaped surface. It should be oriented like this:

(a) If the surface is given by $f(x, y)$, what is f_x at the black dot?

(b) What is f_y at the black dot?

(c) Is f_y positive or negative at the black toothpick? How do you know?

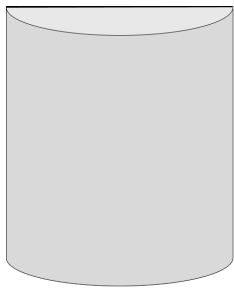
(d) Is f_x positive or negative at the black toothpick? How do you know?

(e) Is f_{yy} positive or negative at the black toothpick? How do you know?

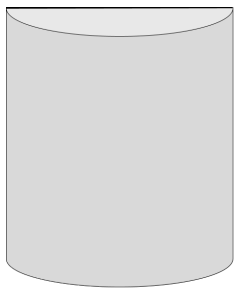
(f) Is f_{yx} positive or negative at the toothpick *next to* the black toothpick? How do you know?

(3) Now, look at the half-cylinder. Suppose the surface is given by $g(x, y)$.

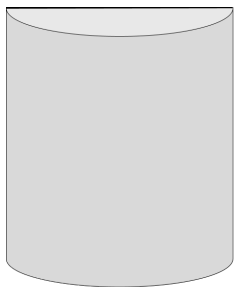
(a) Identify all the places where $\nabla g = \vec{0}$.



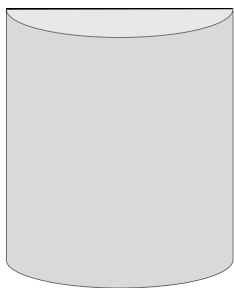
(b) Identify all the places where $\nabla g = \langle 0, a \rangle$ with $a > 0$.



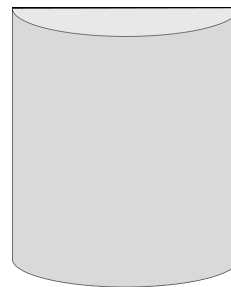
(c) Identify all the places where $\nabla g = \langle 0, a \rangle$ with $a < 0$.



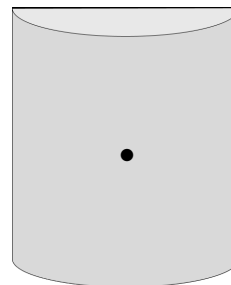
(d) Identify all the places where $\nabla g = \langle a, 0 \rangle$ with $a > 0$.



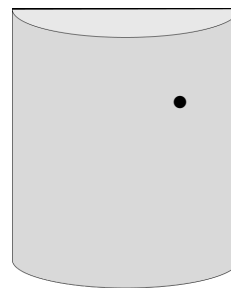
(e) If $\vec{v} = \langle 1, 1 \rangle$, identify where $D_{\vec{v}}g$ is positive.



(f) Find all \vec{v} such that $D_{\vec{v}}g = 0$ at the black dot.



(g) Find all \vec{v} such that $D_{\vec{v}}g = 0$ at the black dot.



- (4) Look at exercises (2) and (3) above. If you wanted to find the maximum of a surface, how would you be able to do it using only the formula without graphing it?

- (5) If you finish early, confirm your answers to (2) and (3) by calculation. The football is approximately given by

$$f(x, y) = \sqrt{1 - \frac{x^2}{16} - \frac{y^2}{4}}$$

where the black dot is located near $(0, 0)$ and the black toothpick is located near $(0, 1)$.

The half-cylinder is approximately given by

$$g(x, y) = \sqrt{1 - y^2}, \quad -2 \leq x \leq 2$$

where $(0, 0)$ is located near the center of the surface.

Neither figure is to scale, but they do capture the general shape.