

# Calculus III

## Lecture 7

Todor Milev

<https://github.com/tmilev/freecalc>

2020

# Outline

## 1 Functions of Several Variables

- Verbal description
- Numerical description
- Analytical description

# Outline

## 1 Functions of Several Variables

- Verbal description
- Numerical description
- Analytical description

## 2 Graphical descriptions

- Functions of two variables
- Slices and level curves
- Level sets
- Vector Fields

# License to use and redistribute

These lecture slides and their  $\text{\LaTeX}$  source code are licensed to you under the Creative Commons license CC BY 3.0. You are free

- to Share - to copy, distribute and transmit the work,
- to Remix - to adapt, change, etc., the work,
- to make commercial use of the work,

as long as you reasonably acknowledge the original project.

- Latest version of the .tex sources of the slides:  
`https://github.com/tmilev/freecalc`
- Should the link be outdated/moved, search for “freecalc project”.
- Creative Commons license CC BY 3.0:  
`https://creativecommons.org/licenses/by/3.0/us/`  
and the links therein.

- So far, the functions we studied had one dimensional (scalar) input.

- So far, the functions we studied had one dimensional (scalar) input.
- Most mathematical models deal with phenomena where the output depends on several variables.

- So far, the functions we studied had one dimensional (scalar) input.
- Most mathematical models deal with phenomena where the output depends on several variables.
- Variables may be “dependent” or independent - issue dealt with in the subject of probabilities/statistics.

- So far, the functions we studied had one dimensional (scalar) input.
- Most mathematical models deal with phenomena where the output depends on several variables.
- Variables may be “dependent” or independent - issue dealt with in the subject of probabilities/statistics.
- We need to build and use functions with multidimensional input.



- So far, the functions we studied had one dimensional (scalar) input.
- Most mathematical models deal with phenomena where the output depends on several variables.
- Variables may be “dependent” or independent - issue dealt with in the subject of probabilities/statistics.
- We need to build and use functions with multidimensional input.
- Such input is typically represented as a bundle of scalar variables.

# Describing multivariable functions

- When doing mathematical modeling, there are several ways to define a function of several variables.

# Describing multivariable functions

- When doing mathematical modeling, there are several ways to define a function of several variables.
- Usually: start with *verbal* description, then give specific meanings to our input and output variables.

# Describing multivariable functions

- When doing mathematical modeling, there are several ways to define a function of several variables.
- Usually: start with *verbal* description, then give specific meanings to our input and output variables.
- We explain by examples.

# Verbal description examples

- The apparent temperature,  $W$ , felt on exposed skin depends on several factors, including the actual temperature,  $T$ , the wind speed,  $v$ , and the humidity. The *wind chill temperature* is a mathematical model for  $W$  under the assumption that the humidity is 0 and that the only factors influencing  $W$  are  $T$  and  $v$ :

$$W = W(T, v) .$$

The domain of the function  $W$  consists of all reasonable pairs  $(T, v)$ .

# Verbal description examples

- The apparent temperature,  $W$ , felt on exposed skin depends on several factors, including the actual temperature,  $T$ , the wind speed,  $v$ , and the humidity. The *wind chill temperature* is a mathematical model for  $W$  under the assumption that the humidity is 0 and that the only factors influencing  $W$  are  $T$  and  $v$ :

$$W = W(T, v) .$$

The domain of the function  $W$  consists of all reasonable pairs  $(T, v)$ .

- The Cobb-Douglas production function models the production output,  $P$ , under the assumption that the only factors are the amount of labor,  $L$ , and the amount of capital,  $K$ :

$$P = P(L, K) .$$

# Verbal description examples

- The magnitude  $G$  of the attraction force between two mass points depends on the masses  $m$  and  $M$  of the bodies and the distance  $d$  between them:

$$G = G(m, M, d) \quad .$$

# Verbal description examples

- The magnitude  $G$  of the attraction force between two mass points depends on the masses  $m$  and  $M$  of the bodies and the distance  $d$  between them:

$$G = G(m, M, d) \quad .$$

- A set  $(\rho, \phi, \theta)$  of spherical coordinates determines the rectangular coordinates  $(x, y, z)$  of a point. In this case, both the input and the output are multidimensional:

$$(x, y, z) = \mathbf{F}(\rho, \theta, \phi) \, ,$$



- The wind velocity  $\mathbf{v}$  at a point  $P$  depends on the position  $\mathbf{r}$  of  $P$ ,

$$\mathbf{v} = \mathbf{V}(\mathbf{r}) .$$

In this case both the input and the output are vectors.

- The wind velocity  $\mathbf{v}$  at a point  $P$  depends on the position  $\mathbf{r}$  of  $P$ ,

$$\mathbf{v} = \mathbf{V}(\mathbf{r}) .$$

In this case both the input and the output are vectors.

- The electric force on a charge  $q$  displaced by  $\mathbf{r}$  from a charge  $Q$  depends on the two charges, the displacement, and the medium in which the charges are placed:

$$\mathbf{E} = \mathbf{E}(q, Q, \mathbf{r}) .$$

Note that in this case the output data is a vector and the input data is a mix of scalars and vectors.

# Numerical description

- Verbal description is essential for understanding.

# Numerical description

- Verbal description is essential for understanding.
- However this does not include quantitative or visual information.

# Numerical description

- Verbal description is essential for understanding.
- However this does not include quantitative or visual information.
- A *numerical* description gives output data for a relevant set of input data.

# Numerical description

- Verbal description is essential for understanding.
- However this does not include quantitative or visual information.
- A *numerical* description gives output data for a relevant set of input data.
- This facilitates construction/study of a mathematical model.

# Numerical description

- Verbal description is essential for understanding.
- However this does not include quantitative or visual information.
- A *numerical* description gives output data for a relevant set of input data.
- This facilitates construction/study of a mathematical model.
- Numerical description is typically given by table.

# Numerical description

- Verbal description is essential for understanding.
- However this does not include quantitative or visual information.
- A *numerical* description gives output data for a relevant set of input data.
- This facilitates construction/study of a mathematical model.
- Numerical description is typically given by table.
- This table contains numerical data collected through experiments at selected input levels.



# Example: Describing Function Via Numerical Data

- the following is Wind Chill Chart provided by NOAA. The table entries indicate the temperature felt on exposed skin under the corresponding wind speed and temperature.

	Temperature °F																		
	40	35	30	25	20	15	10	5	0	-5	-10	-15	-20	-25	-30	-35	-40	-45	
Wind (mph)	5	36	31	25	19	13	7	1	-5	-11	-16	-22	-28	-34	-40	-46	-52	-57	-63
	10	34	27	21	15	9	3	-4	-10	-16	-22	-28	-35	-41	-47	-53	-59	-66	-72
	15	32	25	19	13	6	0	-7	-13	-19	-26	-32	-39	-45	-51	-58	-64	-71	-77
	20	30	24	17	11	4	-2	-9	-15	-22	-29	-35	-42	-48	-55	-61	-68	-74	-81
	25	29	23	16	9	3	-4	-11	-17	-24	-31	-37	-44	-51	-58	-64	-71	-78	-84
	30	28	22	15	8	1	-5	-12	-19	-26	-33	-39	-46	-53	-60	-67	-73	-80	-87
	35	28	21	14	7	0	-7	-14	-21	-27	-34	-41	-48	-55	-62	-69	-76	-82	-89
	40	27	20	13	6	-1	-8	-15	-22	-29	-36	-43	-50	-57	-64	-71	-78	-84	-91
	45	26	19	12	5	-2	-9	-16	-23	-30	-37	-44	-51	-58	-65	-72	-79	-86	-93
	50	26	19	12	4	-3	-10	-17	-24	-31	-38	-45	-52	-60	-67	-74	-81	-88	-95
	55	25	18	11	4	-3	-11	-18	-25	-32	-39	-46	-54	-61	-68	-75	-82	-89	-97
60	25	17	10	3	-4	-11	-19	-26	-33	-40	-48	-55	-62	-69	-76	-84	-91	-98	

- Another example is the Income Tax Table. Explain what the input and output variables are in that case.

# Analytical description of multivariable function

- Numerical data has output data for selected inputs only.

# Analytical description of multivariable function

- Numerical data has output data for selected inputs only.
- If output is not tabulated for given input we need to approximate.

# Analytical description of multivariable function

- Numerical data has output data for selected inputs only.
- If output is not tabulated for given input we need to approximate.
- This is done by inter/extrapolation from given information.

# Analytical description of multivariable function

- Numerical data has output data for selected inputs only.
- If output is not tabulated for given input we need to approximate.
- This is done by inter/extrapolation from given information.
- It would be better to have procedure to determine output from any reasonable input.

# Analytical description of multivariable function

- Numerical data has output data for selected inputs only.
- If output is not tabulated for given input we need to approximate.
- This is done by inter/extrapolation from given information.
- It would be better to have procedure to determine output from any reasonable input.
- This would be an *analytical* description of the function.
- By analytical description we mean giving a procedure to compute the value of the function:

# Analytical description of multivariable function

- Numerical data has output data for selected inputs only.
- If output is not tabulated for given input we need to approximate.
- This is done by inter/extrapolation from given information.
- It would be better to have procedure to determine output from any reasonable input.
- This would be an *analytical* description of the function.
- By analytical description we mean giving a procedure to compute the value of the function:
  - via formula or



# Analytical description of multivariable function

- Numerical data has output data for selected inputs only.
- If output is not tabulated for given input we need to approximate.
- This is done by inter/extrapolation from given information.
- It would be better to have procedure to determine output from any reasonable input.
- This would be an *analytical* description of the function.
- By analytical description we mean giving a procedure to compute the value of the function:
  - via formula or
  - via another algorithmic procedure.

# From numerical to analytical description

- One way is to try to guess a formula that fits approximately the input data.

# From numerical to analytical description

- One way is to try to guess a formula that fits approximately the input data.
- For wind chill, one such formula is:

$$W(T, v) = 35.74 + 0.6215T - 35.75v^{0.16} + 0.4275Tv^{0.16}$$

with  $W$  and  $T$  in Fahrenheit and  $v$  in *mph*.

# From numerical to analytical description

- One way is to try to guess a formula that fits approximately the input data.
- For wind chill, one such formula is:

$$W(T, v) = 35.74 + 0.6215T - 35.75v^{0.16} + 0.4275Tv^{0.16}$$

with  $W$  and  $T$  in Fahrenheit and  $v$  in *mph*.

- A proper mathematical model requires that we

# From numerical to analytical description

- One way is to try to guess a formula that fits approximately the input data.
- For wind chill, one such formula is:

$$W(T, v) = 35.74 + 0.6215T - 35.75v^{0.16} + 0.4275Tv^{0.16}$$

with  $W$  and  $T$  in Fahrenheit and  $v$  in *mph*.

- A proper mathematical model requires that we
  - compute unknown output for some input and

# From numerical to analytical description

- One way is to try to guess a formula that fits approximately the input data.
- For wind chill, one such formula is:

$$W(T, v) = 35.74 + 0.6215T - 35.75v^{0.16} + 0.4275Tv^{0.16}$$

with  $W$  and  $T$  in Fahrenheit and  $v$  in *mph*.

- A proper mathematical model requires that we
  - compute unknown output for some input and
  - make a new measurement and compare with the model's output to see if model gives correct prediction.

# From numerical to analytical description

- One way is to try to guess a formula that fits approximately the input data.
- For wind chill, one such formula is:

$$W(T, v) = 35.74 + 0.6215T - 35.75v^{0.16} + 0.4275Tv^{0.16}$$

with  $W$  and  $T$  in Fahrenheit and  $v$  in *mph*.

- A proper mathematical model requires that we
  - compute unknown output for some input and
  - make a new measurement and compare with the model's output to see if model gives correct prediction.
- Constructing mathematical models to fit numerical data (approximately) is the subject of "Approximation theory".

# From numerical to analytical description

- One way is to try to guess a formula that fits approximately the input data.
- For wind chill, one such formula is:

$$W(T, v) = 35.74 + 0.6215T - 35.75v^{0.16} + 0.4275Tv^{0.16}$$

with  $W$  and  $T$  in Fahrenheit and  $v$  in *mph*.

- A proper mathematical model requires that we
  - compute unknown output for some input and
  - make a new measurement and compare with the model's output to see if model gives correct prediction.
- Constructing mathematical models to fit numerical data (approximately) is the subject of "Approximation theory".
- Mathematicians dealing with "approximation theory" are often called "applied mathematicians".



# From numerical to analytical description

- One way is to try to guess a formula that fits approximately the input data.
- For wind chill, one such formula is:

$$W(T, v) = 35.74 + 0.6215T - 35.75v^{0.16} + 0.4275Tv^{0.16}$$

with  $W$  and  $T$  in Fahrenheit and  $v$  in *mph*.

- A proper mathematical model requires that we
  - compute unknown output for some input and
  - make a new measurement and compare with the model's output to see if model gives correct prediction.
- Constructing mathematical models to fit numerical data (approximately) is the subject of “**Approximation theory**”.
- Mathematicians dealing with “**approximation theory**” are often called “applied mathematicians”.
- The **above terms** are not precisely defined and not fully agreed upon.

- For the Cobb-Douglas production function: economic analysis motivates properties such function should have.

- For the Cobb-Douglas production function: economic analysis motivates properties such function should have.
- One formula (model) with these properties is:

$$P(K, L) = cL^aK^{1-a} ;$$

where  $a$  is a parameter between 0 and 1.

- For the Cobb-Douglas production function: economic analysis motivates properties such function should have.
- One formula (model) with these properties is:

$$P(K, L) = cL^a K^{1-a} ;$$

where  $a$  is a parameter between 0 and 1.

- While the function  $P$  depends on three variables  $a$ ,  $L$ , and  $K$ , we treat them differently: we consider  $a$  to be a parameter of the model; once we decide on the value of  $a$ , we treat it as a constant.

- For the Cobb-Douglas production function: economic analysis motivates properties such function should have.
- One formula (model) with these properties is:

$$P(K, L) = cL^a K^{1-a} ;$$

where  $a$  is a parameter between 0 and 1.

- While the function  $P$  depends on three variables  $a$ ,  $L$ , and  $K$ , we treat them differently: we consider  $a$  to be a parameter of the model; once we decide on the value of  $a$ , we treat it as a constant.
- The transition formulas from spherical to rectangular coordinates are derived via geometric reasoning.

- An important class of functions of several variables is the class of polynomial functions.

- An important class of functions of several variables is the class of polynomial functions.
- Polynomial functions in  $n$  variables are obtained using  $n$  variables, the constants and three easiest arithmetic operations -  $+$ ,  $-$ ,  $\cdot$ .

- An important class of functions of several variables is the class of polynomial functions.
- Polynomial functions in  $n$  variables are obtained using  $n$  variables, the constants and three easiest arithmetic operations -  $+$ ,  $-$ ,  $\cdot$ .
- Polynomials of degree one in two and three variables are parametrized by:

$$\begin{aligned}f(x, y) &= ax + by + c \\g(x, y, z) &= ax + by + cz + d \quad .\end{aligned}$$



- An important class of functions of several variables is the class of polynomial functions.
- Polynomial functions in  $n$  variables are obtained using  $n$  variables, the constants and three easiest arithmetic operations -  $+$ ,  $-$ ,  $\cdot$ .
- Polynomials of degree one in two and three variables are parametrized by:

$$\begin{aligned}f(x, y) &= ax + by + c \\g(x, y, z) &= ax + by + cz + d \quad .\end{aligned}$$

- Polynomials of degree two in two and three variables are parametrized by:

$$\begin{aligned}f(x, y) &= a_{11}x^2 + a_{12}xy + a_{22}y^2 + a_1x + a_2y + a_0 \\g(x, y, z) &= a_{11}x^2 + a_{22}y^2 + a_{33}z^2 + a_{12}xy + a_{13}xz + a_{23}yz + \\&\quad + a_1x + a_2y + a_3z + a_0\end{aligned}$$

where the  $a_{ij}$ 's are real numbers.

- The formula for electric force is given by laws of physics: the magnitude of the force is directly proportional to the charges  $q$ ,  $Q$ , and inversely proportional to the square of the distance between them. The force acts along the line joining the two points, attracts  $q$  to  $Q$  if the charges have different sign and rejects  $q$  from  $Q$  if the charges have the same sign. The mathematical translation is

$$\mathbf{E}(q, Q, \mathbf{r}, \epsilon) = \frac{\epsilon q Q}{|\mathbf{r}|^3} \mathbf{r},$$

where  $\epsilon$  is a proportionality constant, depending on the medium the charges are placed in.

- An analytical description is technically best, but not easy to interpret.

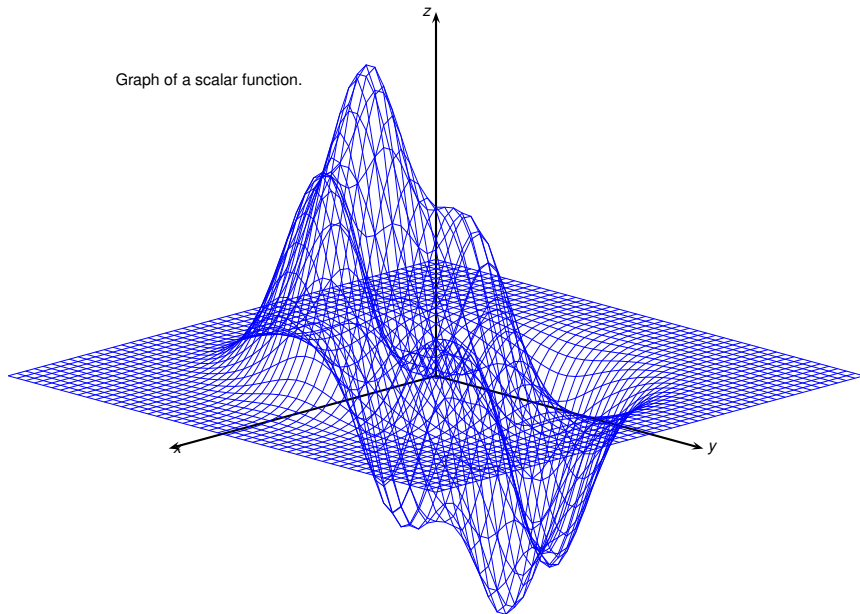
- An analytical description is technically best, but not easy to interpret.
- If output is a scalar, where does the function attain its extreme values (maxima, minima)?

- An analytical description is technically best, but not easy to interpret.
- If output is a scalar, where does the function attain its extreme values (maxima, minima)?
- How do values change for nearby points - are they decreasing, increasing, how fast?

- An analytical description is technically best, but not easy to interpret.
- If output is a scalar, where does the function attain its extreme values (maxima, minima)?
- How do values change for nearby points - are they decreasing, increasing, how fast?
- We will learn to decode this information from the analytical descriptions.

- An analytical description is technically best, but not easy to interpret.
- If output is a scalar, where does the function attain its extreme values (maxima, minima)?
- How do values change for nearby points - are they decreasing, increasing, how fast?
- We will learn to decode this information from the analytical descriptions.
- Even so, “a picture is worth a thousand words”.

Graph of a scalar function.





# Graph of a function

- For one variable function,  $y = f(x)$ , the graph of  $f$  is a set of points in  $\mathbb{R}^2$ : the set of points  $(x, y)$  such that  $y = f(x)$ .

# Graph of a function

- For one variable function,  $y = f(x)$ , the graph of  $f$  is a set of points in  $\mathbb{R}^2$ : the set of points  $(x, y)$  such that  $y = f(x)$ .
- Example: if  $f(x) = x^2$ , then  $(3, 9)$  is on the graph, because  $9 = 3^2$ , but  $(2, 5)$  is not because  $5 \neq 2^2$ .

# Graph of a function

- For one variable function,  $y = f(x)$ , the graph of  $f$  is a set of points in  $\mathbb{R}^2$ : the set of points  $(x, y)$  such that  $y = f(x)$ .
- Example: if  $f(x) = x^2$ , then  $(3, 9)$  is on the graph, because  $9 = 3^2$ , but  $(2, 5)$  is not because  $5 \neq 2^2$ .
- We can extend this graphical representation for functions with two dimensional input and one dimensional (scalar) output.

# Graph of a function

- For one variable function,  $y = f(x)$ , the graph of  $f$  is a set of points in  $\mathbb{R}^2$ : the set of points  $(x, y)$  such that  $y = f(x)$ .
- Example: if  $f(x) = x^2$ , then  $(3, 9)$  is on the graph, because  $9 = 3^2$ , but  $(2, 5)$  is not because  $5 \neq 2^2$ .
- We can extend this graphical representation for functions with two dimensional input and one dimensional (scalar) output.
- The *graph* of the function  $f: D \rightarrow \mathbb{R}$ , where  $D$  is a region in  $\mathbb{R}^2$ , is the set of points  $P(x, y, z)$  in  $\mathbb{R}^3$  whose coordinates satisfy the condition

$$z = f(x, y) \quad .$$

# Graph of a function

- For one variable function,  $y = f(x)$ , the graph of  $f$  is a set of points in  $\mathbb{R}^2$ : the set of points  $(x, y)$  such that  $y = f(x)$ .
- Example: if  $f(x) = x^2$ , then  $(3, 9)$  is on the graph, because  $9 = 3^2$ , but  $(2, 5)$  is not because  $5 \neq 2^2$ .
- We can extend this graphical representation for functions with two dimensional input and one dimensional (scalar) output.
- The *graph* of the function  $f: D \rightarrow \mathbb{R}$ , where  $D$  is a region in  $\mathbb{R}^2$ , is the set of points  $P(x, y, z)$  in  $\mathbb{R}^3$  whose coordinates satisfy the condition

$$z = f(x, y) \quad .$$

- For example, the graph of  $f(x, y) = 2x - y + 3$  is the set

$$\{(x, y, z) \mid z = 2x - y + 3\} \implies \text{plane } 2x - y - z + 3 = 0 \quad .$$

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

- What does the graph  $\Gamma$  of  $g$  look like?

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

- What does the graph  $\Gamma$  of  $g$  look like?
- $\Gamma$  = points in  $\mathbb{R}^3$  such that  $z = x^2 + 2y^2$ . The set is not a plane: what does it look like?

# A motivating example

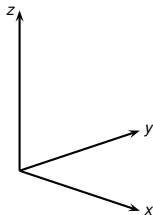
$$g(x, y) = x^2 + 2y^2$$

- What does the graph  $\Gamma$  of  $g$  look like?
- $\Gamma$  = points in  $\mathbb{R}^3$  such that  $z = x^2 + 2y^2$ . The set is not a plane: what does it look like?
- To answer look at sections. Use imaginary CT scan to cut the graph; assemble resulting sections into a graph.



# A motivating example

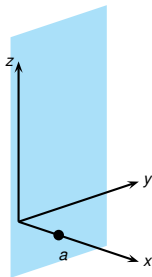
$$g(x, y) = x^2 + 2y^2$$



# A motivating example

$$g(x, y) = x^2 + 2y^2$$

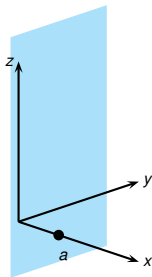
- Cut by vertical planes  $x = a$ ,  $a$ -constant, parallel to the  $Oyz$ -plane.



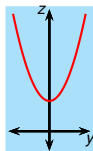
The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$



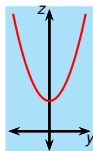
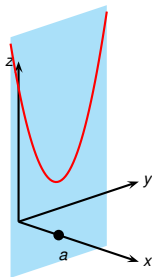
- Cut by vertical planes  $x = a$ ,  $a$ -constant, parallel to the  $Oyz$ -plane.
- In other words, treat  $x$  as constant and study the f-n  $y \rightarrow z = a^2 + 2y^2 = g(a, y)$ .



The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

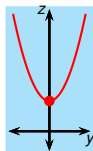
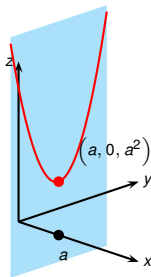


- Cut by vertical planes  $x = a$ ,  $a$ -constant, parallel to the  $Oyz$ -plane.
- In other words, treat  $x$  as constant and study the f-n  $y \rightarrow z = a^2 + 2y^2 = g(a, y)$ .
- The cross-sections are the curves:  $\{(a, y, z) \text{ where } z = a^2 + 2y^2\}$

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

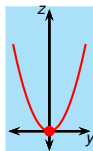
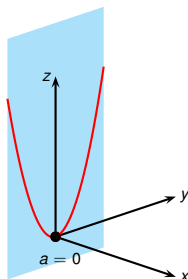


- Cut by vertical planes  $x = a$ ,  $a$ -constant, parallel to the  $Oyz$ -plane.
- In other words, treat  $x$  as constant and study the f-n  $y \rightarrow z = a^2 + 2y^2 = g(a, y)$ .
- The cross-sections are the curves:  $\{(a, y, z) \text{ where } z = a^2 + 2y^2\}$
- These are parabolas lying inside the plane  $x = a$  with vertices at  $(a, 0, a^2)$ .

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

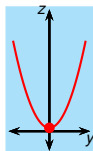
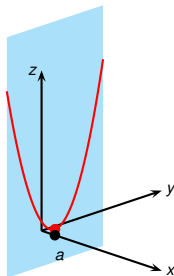


- Cut by vertical planes  $x = a$ ,  $a$ -constant, parallel to the  $Oyz$ -plane.
- In other words, treat  $x$  as constant and study the f-n  $y \rightarrow z = a^2 + 2y^2 = g(a, y)$ .
- The cross-sections are the curves:  $\{(a, y, z) \text{ where } z = a^2 + 2y^2\}$
- These are parabolas lying inside the plane  $x = a$  with vertices at  $(a, 0, a^2)$ .
- As  $a$  moves away from 0, the parabola vertex rises.

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

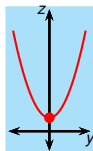
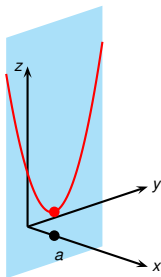


- Cut by vertical planes  $x = a$ ,  $a$ -constant, parallel to the  $Oyz$ -plane.
- In other words, treat  $x$  as constant and study the f-n  
 $y \rightarrow z = a^2 + 2y^2 = g(a, y)$ .
- The cross-sections are the curves:  
 $\{(a, y, z) \text{ where } z = a^2 + 2y^2\}$
- These are parabolas lying inside the plane  $x = a$  with vertices at  $(a, 0, a^2)$ .
- As  $a$  moves away from 0, the parabola vertex rises.

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$



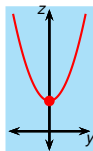
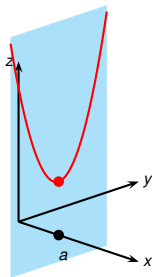
- Cut by vertical planes  $x = a$ ,  $a$ -constant, parallel to the  $Oyz$ -plane.
- In other words, treat  $x$  as constant and study the f-n  $y \rightarrow z = a^2 + 2y^2 = g(a, y)$ .
- The cross-sections are the curves:  $\{(a, y, z) \text{ where } z = a^2 + 2y^2\}$
- These are parabolas lying inside the plane  $x = a$  with vertices at  $(a, 0, a^2)$ .
- As  $a$  moves away from 0, the parabola vertex rises.

The plane  $x = a$ .



# A motivating example

$$g(x, y) = x^2 + 2y^2$$

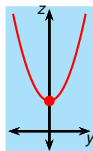
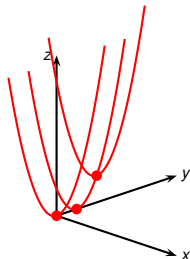


- Cut by vertical planes  $x = a$ ,  $a$ -constant, parallel to the  $Oyz$ -plane.
- In other words, treat  $x$  as constant and study the f-n  
 $y \rightarrow z = a^2 + 2y^2 = g(a, y)$ .
- The cross-sections are the curves:  
 $\{(a, y, z) \text{ where } z = a^2 + 2y^2\}$
- These are parabolas lying inside the plane  $x = a$  with vertices at  $(a, 0, a^2)$ .
- As  $a$  moves away from 0, the parabola vertex rises.

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

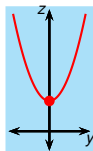
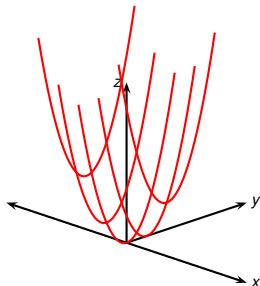


- Cut by vertical planes  $x = a$ ,  $a$ -constant, parallel to the  $Oyz$ -plane.
- In other words, treat  $x$  as constant and study the f-n  
 $y \rightarrow z = a^2 + 2y^2 = g(a, y)$ .
- The cross-sections are the curves:  
 $\{(a, y, z) \text{ where } z = a^2 + 2y^2\}$
- These are parabolas lying inside the plane  $x = a$  with vertices at  $(a, 0, a^2)$ .
- As  $a$  moves away from 0, the parabola vertex rises.

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

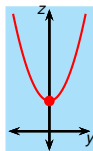
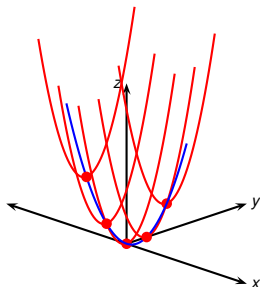


- Cut by vertical planes  $x = a$ ,  $a$ -constant, parallel to the  $Oyz$ -plane.
- In other words, treat  $x$  as constant and study the f-n  
 $y \rightarrow z = a^2 + 2y^2 = g(a, y)$ .
- The cross-sections are the curves:  
 $\{(a, y, z) \text{ where } z = a^2 + 2y^2\}$
- These are parabolas lying inside the plane  $x = a$  with vertices at  $(a, 0, a^2)$ .
- As  $a$  moves away from 0, the parabola vertex rises.

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

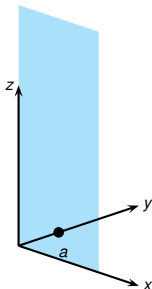


The plane  $x = a$ .

- Cut by vertical planes  $x = a$ ,  $a$ -constant, parallel to the  $Oyz$ -plane.
- In other words, treat  $x$  as constant and study the f-n  
 $y \rightarrow z = a^2 + 2y^2 = g(a, y)$ .
- The cross-sections are the curves:  
 $\{(a, y, z) \text{ where } z = a^2 + 2y^2\}$
- These are parabolas lying inside the plane  $x = a$  with vertices at  $(a, 0, a^2)$ .
- As  $a$  moves away from 0, the parabola vertex rises.
- The vertices traverse the curve given by  $\{(a, 0, a^2)\}$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$



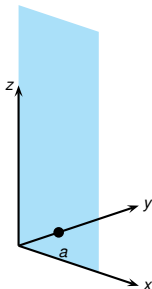
- Similarly, cut by vertical planes  $y = a$ , i.e., planes parallel to the  $Oxz$  plane.



The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$



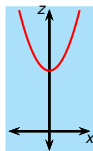
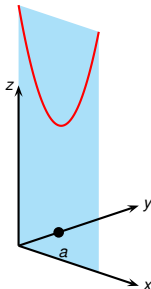
- Similarly, cut by vertical planes  $y = a$ , i.e., planes parallel to the  $Oxz$  plane.
- In other words, treat  $y$  as constant and study the f-n  
 $z = g(x, a) = x^2 + 2a^2$ .



The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

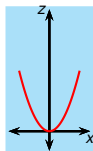
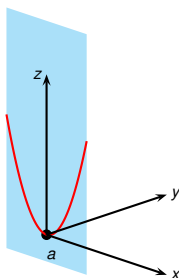


- Similarly, cut by vertical planes  $y = a$ , i.e., planes parallel to the  $Oxz$  plane.
- In other words, treat  $y$  as constant and study the f-n  $z = g(x, a) = x^2 + 2a^2$ .
- The cross-sections are the curves  $\{(x, a, z) \text{ where } z = x^2 + 2a^2\}$ . These are parabolas lying inside the plane  $y = a$ .

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$



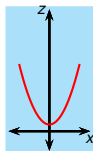
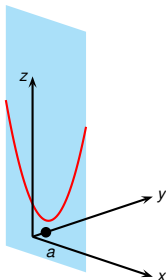
- Similarly, cut by vertical planes  $y = a$ , i.e., planes parallel to the  $Oxz$  plane.
- In other words, treat  $y$  as constant and study the f-n  $z = g(x, a) = x^2 + 2a^2$ .
- The cross-sections are the curves  $\{(x, a, z) \text{ where } z = x^2 + 2a^2\}$ . These are parabolas lying inside the plane  $y = a$ .

The plane  $x = a$ .



# A motivating example

$$g(x, y) = x^2 + 2y^2$$

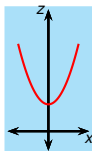
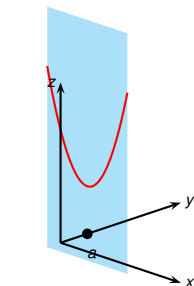


- Similarly, cut by vertical planes  $y = a$ , i.e., planes parallel to the  $Oxz$  plane.
- In other words, treat  $y$  as constant and study the f-n  $z = g(x, a) = x^2 + 2a^2$ .
- The cross-sections are the curves  $\{(x, a, z) \text{ where } z = x^2 + 2a^2\}$ . These are parabolas lying inside the plane  $y = a$ .

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

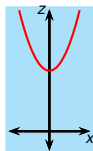
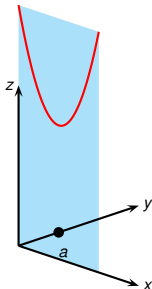


- Similarly, cut by vertical planes  $y = a$ , i.e., planes parallel to the  $Oxz$  plane.
- In other words, treat  $y$  as constant and study the f-n  $z = g(x, a) = x^2 + 2a^2$ .
- The cross-sections are the curves  $\{(x, a, z) \text{ where } z = x^2 + 2a^2\}$ . These are parabolas lying inside the plane  $y = a$ .

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

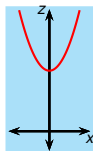
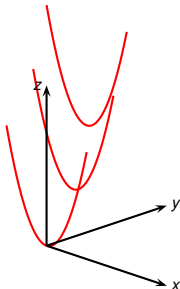


- Similarly, cut by vertical planes  $y = a$ , i.e., planes parallel to the  $Oxz$  plane.
- In other words, treat  $y$  as constant and study the f-n  $z = g(x, a) = x^2 + 2a^2$ .
- The cross-sections are the curves  $\{(x, a, z) \text{ where } z = x^2 + 2a^2\}$ . These are parabolas lying inside the plane  $y = a$ .

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

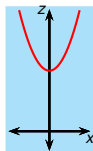
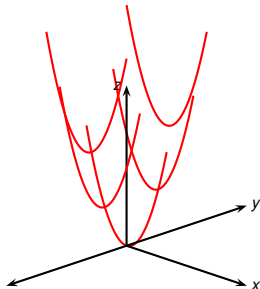


- Similarly, cut by vertical planes  $y = a$ , i.e., planes parallel to the  $Oxz$  plane.
- In other words, treat  $y$  as constant and study the f-n  $z = g(x, a) = x^2 + 2a^2$ .
- The cross-sections are the curves  $\{(x, a, z) \text{ where } z = x^2 + 2a^2\}$ . These are parabolas lying inside the plane  $y = a$ .
- $\Rightarrow$  the vertical sections along both the  $x$  and  $y$  axes are parabolas.

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

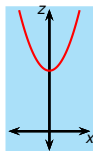
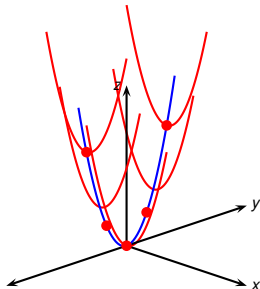


- Similarly, cut by vertical planes  $y = a$ , i.e., planes parallel to the  $Oxz$  plane.
- In other words, treat  $y$  as constant and study the f-n  $z = g(x, a) = x^2 + 2a^2$ .
- The cross-sections are the curves  $\{(x, a, z) \text{ where } z = x^2 + 2a^2\}$ . These are parabolas lying inside the plane  $y = a$ .
- $\Rightarrow$  the vertical sections along both the  $x$  and  $y$  axes are parabolas.

The plane  $x = a$ .

# A motivating example

$$g(x, y) = x^2 + 2y^2$$



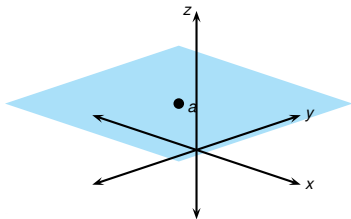
The plane  $x = a$ .

- Similarly, cut by vertical planes  $y = a$ , i.e., planes parallel to the  $Oxz$  plane.
- In other words, treat  $y$  as constant and study the f-n  $z = g(x, a) = x^2 + 2a^2$ .
- The cross-sections are the curves  $\{(x, a, z) \text{ where } z = x^2 + 2a^2\}$ . These are parabolas lying inside the plane  $y = a$ .
- $\Rightarrow$  the vertical sections along both the  $x$  and  $y$  axes are parabolas.
- The vertices are rising as we move away from the origin.

# A motivating example

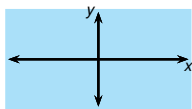
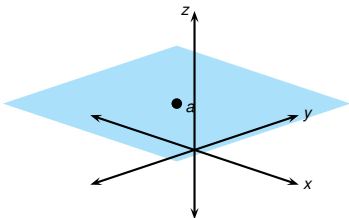
$$g(x, y) = x^2 + 2y^2$$

- For horizontal sections keep constant the output variable,  $z = a$ .



# A motivating example

$$g(x, y) = x^2 + 2y^2$$



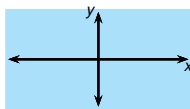
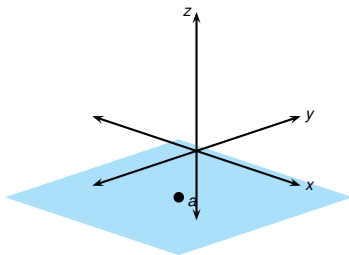
$$x^2 + 2y^2 = a, a < 0.$$

- For horizontal sections keep constant the output variable,  $z = a$ .
- When we intersect with  $z = a$  we get the curve with equations  $x^2 + 2y^2 = a, z = a$ .



# A motivating example

$$g(x, y) = x^2 + 2y^2$$

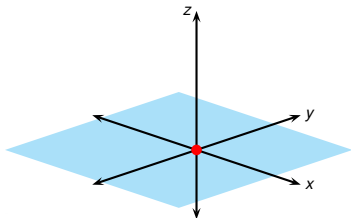


$$x^2 + 2y^2 = a, a < 0.$$

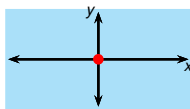
- For horizontal sections keep constant the output variable,  $z = a$ .
- When we intersect with  $z = a$  we get the curve with equations  $x^2 + 2y^2 = a, z = a$ .
- For  $a < 0$  intersection is empty.

# A motivating example

$$g(x, y) = x^2 + 2y^2$$



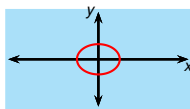
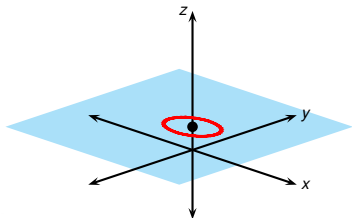
- For horizontal sections keep constant the output variable,  $z = a$ .
- When we intersect with  $z = a$  we get the curve with equations  $x^2 + 2y^2 = a, z = a$ .
- For  $a < 0$  intersection is empty.
- For  $a = 0$  intersection is  $(0, 0, 0)$ .



$$x^2 + 2y^2 = 0.$$

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

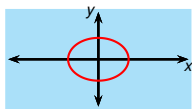
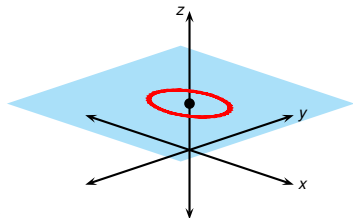


$$x^2 + 2y^2 = a, \text{ } a > 0.$$

- For horizontal sections keep constant the output variable,  $z = a$ .
- When we intersect with  $z = a$  we get the curve with equations  $x^2 + 2y^2 = a, z = a$ .
- For  $a < 0$  intersection is empty.
- For  $a = 0$  intersection is  $(0, 0, 0)$ .
- For  $a > 0$  intersection is an ellipse.

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

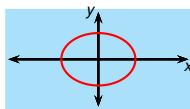
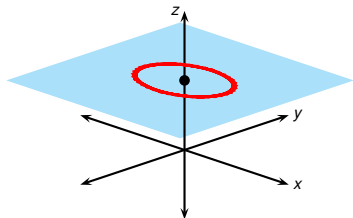


$$x^2 + 2y^2 = a, a > 0.$$

- For horizontal sections keep constant the output variable,  $z = a$ .
- When we intersect with  $z = a$  we get the curve with equations  $x^2 + 2y^2 = a, z = a$ .
- For  $a < 0$  intersection is empty.
- For  $a = 0$  intersection is  $(0, 0, 0)$ .
- For  $a > 0$  intersection is an ellipse.

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

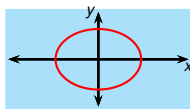
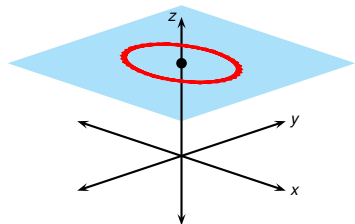


$$x^2 + 2y^2 = a, a > 0.$$

- For horizontal sections keep constant the output variable,  $z = a$ .
- When we intersect with  $z = a$  we get the curve with equations  $x^2 + 2y^2 = a, z = a$ .
- For  $a < 0$  intersection is empty.
- For  $a = 0$  intersection is  $(0, 0, 0)$ .
- For  $a > 0$  intersection is an ellipse.

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

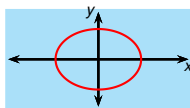
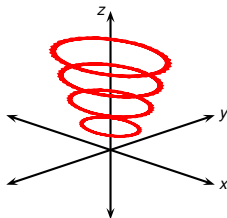


$$x^2 + 2y^2 = a, a > 0.$$

- For horizontal sections keep constant the output variable,  $z = a$ .
- When we intersect with  $z = a$  we get the curve with equations  $x^2 + 2y^2 = a, z = a$ .
- For  $a < 0$  intersection is empty.
- For  $a = 0$  intersection is  $(0, 0, 0)$ .
- For  $a > 0$  intersection is an ellipse.

# A motivating example

$$g(x, y) = x^2 + 2y^2$$

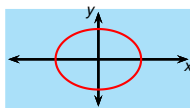
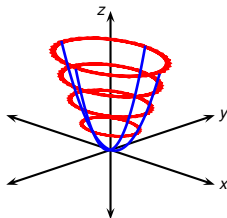


$$x^2 + 2y^2 = a, a > 0.$$

- For horizontal sections keep constant the output variable,  $z = a$ .
- When we intersect with  $z = a$  we get the curve with equations  $x^2 + 2y^2 = a, z = a$ .
- For  $a < 0$  intersection is empty.
- For  $a = 0$  intersection is  $(0, 0, 0)$ .
- For  $a > 0$  intersection is an ellipse.

# A motivating example

$$g(x, y) = x^2 + 2y^2$$



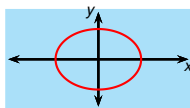
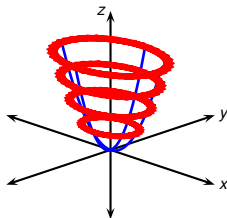
$$x^2 + 2y^2 = a, a > 0.$$

- For horizontal sections keep constant the output variable,  $z = a$ .
- When we intersect with  $z = a$  we get the curve with equations  $x^2 + 2y^2 = a, z = a$ .
- For  $a < 0$  intersection is empty.
- For  $a = 0$  intersection is  $(0, 0, 0)$ .
- For  $a > 0$  intersection is an ellipse.
- Figure is called ellipsoidal paraboloid.



# A motivating example

$$g(x, y) = x^2 + 2y^2$$



$$x^2 + 2y^2 = a, a > 0.$$

- For horizontal sections keep constant the output variable,  $z = a$ .
- When we intersect with  $z = a$  we get the curve with equations  $x^2 + 2y^2 = a, z = a$ .
- For  $a < 0$  intersection is empty.
- For  $a = 0$  intersection is  $(0, 0, 0)$ .
- For  $a > 0$  intersection is an ellipse.
- Figure is called ellipsoidal paraboloid.

## Definition

The sets  $\{(x, y, a) | g(x, y) = a\}$  are called **level curves** of the function  $g$ .

- You should be familiarized with level curves if you have ever seen a topographic map or from weather reports on the tv.
- What are the functions in those cases?

- Previously we considered functions  $z = g(x, y)$  with scalar output and two dimensional input.

- Previously we considered functions  $z = g(x, y)$  with scalar output and two dimensional input.

- Previously we considered functions  $z = g(x, y)$  with scalar output and **two dimensional input**.

- Previously we considered functions  $z = g(x, y)$  with scalar output and two dimensional input.
- The graphs of such functions live in  $\mathbb{R}^3 = \mathbb{R}^{2+1}$ .

- Previously we considered functions  $z = g(\mathbf{x}, y)$  with scalar output and two dimensional input.
- The graphs of such functions live in  $\mathbb{R}^3 = \mathbb{R}^{2+1}$ .
- **2 dimensions** were used to represent the input.

- Previously we considered functions  $z = g(x, y)$  with scalar output and two dimensional input.
- The graphs of such functions live in  $\mathbb{R}^3 = \mathbb{R}^{2+1}$ .
- 2 dimensions were used to represent the input.
- 1 dimension was used to represent the output.



- Previously we considered functions  $z = g(x, y)$  with scalar output and two dimensional input.
- The graphs of such functions live in  $\mathbb{R}^3 = \mathbb{R}^{2+1}$ .
- 2 dimensions were used to represent the input.
- 1 dimension was used to represent the output.
- To represent functions with 3 dimensional input (3 variables) and scalar output: need  $3 + 1 = 4$  dimensions.

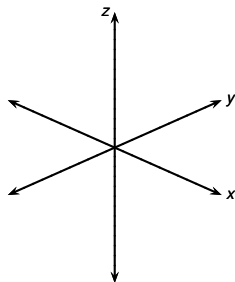
- Previously we considered functions  $z = g(x, y)$  with scalar output and two dimensional input.
- The graphs of such functions live in  $\mathbb{R}^3 = \mathbb{R}^{2+1}$ .
- 2 dimensions were used to represent the input.
- 1 dimension was used to represent the output.
- To represent functions with 3 dimensional input (3 variables) and scalar output: need  $3 + 1 = 4$  dimensions.
- That's difficult for eyes used to visualizing physical 3d- space.

- Previously we considered functions  $z = g(x, y)$  with scalar output and two dimensional input.
- The graphs of such functions live in  $\mathbb{R}^3 = \mathbb{R}^{2+1}$ .
- 2 dimensions were used to represent the input.
- 1 dimension was used to represent the output.
- To represent functions with 3 dimensional input (3 variables) and scalar output: need  $3 + 1 = 4$  dimensions.
- That's difficult for eyes used to visualizing physical 3d- space.
- Instead: label the level sets of the function with color or other means to indicate value.

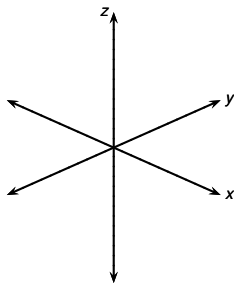
- Previously we considered functions  $z = g(x, y)$  with scalar output and two dimensional input.
- The graphs of such functions live in  $\mathbb{R}^3 = \mathbb{R}^{2+1}$ .
- 2 dimensions were used to represent the input.
- 1 dimension was used to represent the output.
- To represent functions with 3 dimensional input (3 variables) and scalar output: need  $3 + 1 = 4$  dimensions.
- That's difficult for eyes used to visualizing physical 3d- space.
- Instead: label the level sets of the function with color or other means to indicate value.
- In this way we represent the f-n graphically using dimension equal to the number of input variables.

# Example

- Let  $f(x, y, z) = x + y - z$ .

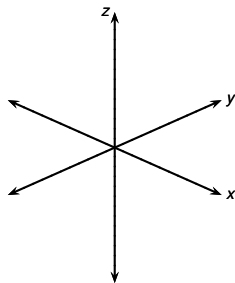


# Example



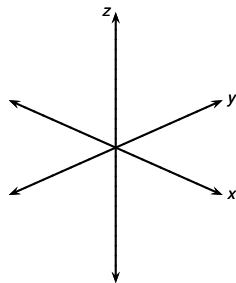
- Let  $f(x, y, z) = x + y - z$ .
- The graph consists of the quadruples  $(x, y, z, w)$  in  $\mathbb{R}^4$  such that  $w = x + y - z$ . Can't plot that graphically (yet).

# Example



- Let  $f(x, y, z) = x + y - z$ .
- The graph consists of the quadruples  $(x, y, z, w)$  in  $\mathbb{R}^4$  such that  $w = x + y - z$ . Can't plot that graphically (yet).
- However, can represent with labeled level sets.

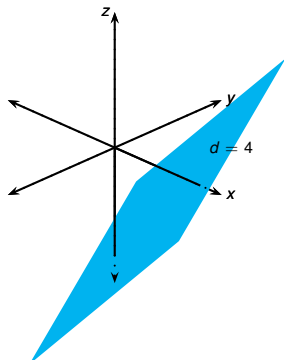
# Example



- Let  $f(x, y, z) = x + y - z$ .
- The graph consists of the quadruples  $(x, y, z, w)$  in  $\mathbb{R}^4$  such that  $w = x + y - z$ . Can't plot that graphically (yet).
- However, can represent with labeled level sets.
- The level set  $f(x, y, z) = d$  is the surface  $x + y - z = d$  in  $\mathbb{R}^3$ , and that surface is a plane.

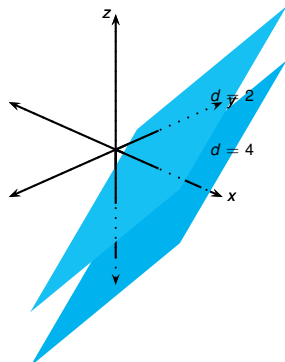


# Example



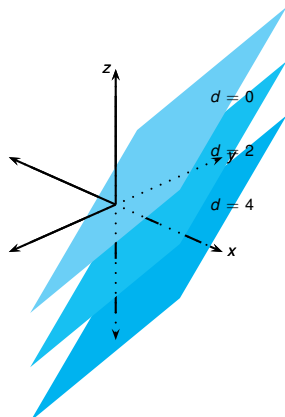
- Let  $f(x, y, z) = x + y - z$ .
- The graph consists of the quadruples  $(x, y, z, w)$  in  $\mathbb{R}^4$  such that  $w = x + y - z$ . Can't plot that graphically (yet).
- However, can represent with labeled level sets.
- The level set  $f(x, y, z) = d$  is the surface  $x + y - z = d$  in  $\mathbb{R}^3$ , and that surface is a plane.
- For varying values of  $d$  we plot the level set.  $f(x, y, z) = d = 4$ .  
Darker color = larger  $d$ .

# Example



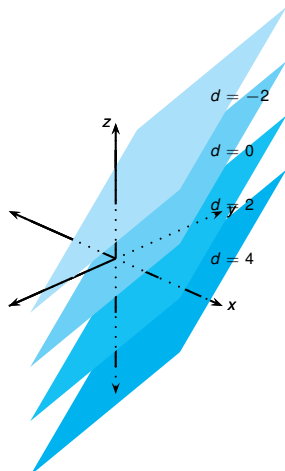
- Let  $f(x, y, z) = x + y - z$ .
- The graph consists of the quadruples  $(x, y, z, w)$  in  $\mathbb{R}^4$  such that  $w = x + y - z$ . Can't plot that graphically (yet).
- However, can represent with labeled level sets.
- The level set  $f(x, y, z) = d$  is the surface  $x + y - z = d$  in  $\mathbb{R}^3$ , and that surface is a plane.
- For varying values of  $d$  we plot the level set.  $f(x, y, z) = d = 2$ .  
Darker color = larger  $d$ .

# Example



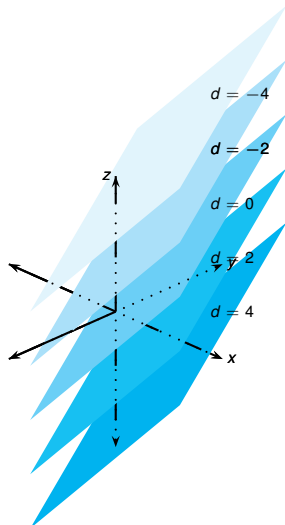
- Let  $f(x, y, z) = x + y - z$ .
- The graph consists of the quadruples  $(x, y, z, w)$  in  $\mathbb{R}^4$  such that  $w = x + y - z$ . Can't plot that graphically (yet).
- However, can represent with labeled level sets.
- The level set  $f(x, y, z) = d$  is the surface  $x + y - z = d$  in  $\mathbb{R}^3$ , and that surface is a plane.
- For varying values of  $d$  we plot the level set.  $f(x, y, z) = d = 0$ .  
Darker color = larger  $d$ .

# Example



- Let  $f(x, y, z) = x + y - z$ .
- The graph consists of the quadruples  $(x, y, z, w)$  in  $\mathbb{R}^4$  such that  $w = x + y - z$ . Can't plot that graphically (yet).
- However, can represent with labeled level sets.
- The level set  $f(x, y, z) = d$  is the surface  $x + y - z = d$  in  $\mathbb{R}^3$ , and that surface is a plane.
- For varying values of  $d$  we plot the level set.  $f(x, y, z) = d = -2$ .  
Darker color = larger  $d$ .

# Example



- Let  $f(x, y, z) = x + y - z$ .
- The graph consists of the quadruples  $(x, y, z, w)$  in  $\mathbb{R}^4$  such that  $w = x + y - z$ . Can't plot that graphically (yet).
- However, can represent with labeled level sets.
- The level set  $f(x, y, z) = d$  is the surface  $x + y - z = d$  in  $\mathbb{R}^3$ , and that surface is a plane.
- For varying values of  $d$  we plot the level set.  $f(x, y, z) = d = -4$ .  
Darker color = larger  $d$ .

To understand surfaces in space we need the following.

## Remark

*The level set  $f(x, y, z) = 0$  for the function*

$$f(x, y, z) = ax + by - z + d$$

*is the same as the graph of the function  $g(x, y) = ax + by + c$ .*

To understand surfaces in space we need the following.

## Remark

*The level set  $f(x, y, z) = 0$  for the function*

$$f(x, y, z) = ax + by - z + d$$

*is the same as the graph of the function  $g(x, y) = ax + by + c$ .*

- Graph surfaces can always be represented as level surfaces

To understand surfaces in space we need the following.

## Remark

*The level set  $f(x, y, z) = 0$  for the function*

$$f(x, y, z) = ax + by - z + d$$

*is the same as the graph of the function  $g(x, y) = ax + by + c$ .*

- Graph surfaces can always be represented as level surfaces
- The converse is not true: level surfaces can't always be represented as graph surfaces.



To understand surfaces in space we need the following.

## Remark

*The level set  $f(x, y, z) = 0$  for the function*

$$f(x, y, z) = ax + by - z + d$$

*is the same as the graph of the function  $g(x, y) = ax + by + c$ .*

- Graph surfaces can always be represented as level surfaces
- The converse is not true: level surfaces can't always be represented as graph surfaces.
- Example: a sphere centered at the origin is the level surface of  $f(x, y, z) = x^2 + y^2 + z^2$  but it “fails the vertical line test in all directions”, so it cannot be globally represented as a graph surface, no matter how we change the coordinate system.

To understand surfaces in space we need the following.

## Remark

*The level set  $f(x, y, z) = 0$  for the function*

$$f(x, y, z) = ax + by - z + d$$

*is the same as the graph of the function  $g(x, y) = ax + by + c$ .*

- Graph surfaces can always be represented as level surfaces
- The converse is not true: level surfaces can't always be represented as graph surfaces.
- Example: a sphere centered at the origin is the level surface of  $f(x, y, z) = x^2 + y^2 + z^2$  but it “fails the vertical line test in all directions”, so it cannot be globally represented as a graph surface, no matter how we change the coordinate system.
- We'll show that under reasonable assumptions, level surfaces can *locally* be described as graph surfaces.

# Vector fields

- *Vector fields* are functions with multidimensional input and output.
- Input is point in space; output is a vector, which we plot as a vector with a tail at the input point.
- Examples
  - Velocity of fluid/air at given point;
  - Electric force per unit of charge;
  - Gravitational field;

# Coordinate representation of vector fields

- In rectangular coordinates a vector field  $\mathbf{F}$  can be decomposed along the fundamental directions:

$$\mathbf{F}(x, y, z) = F_1(x, y, z)\mathbf{i} + F_2(x, y, z)\mathbf{j} + F_3(x, y, z)\mathbf{k} .$$

# Coordinate representation of vector fields

- In rectangular coordinates a vector field  $\mathbf{F}$  can be decomposed along the fundamental directions:

$$\mathbf{F}(x, y, z) = F_1(x, y, z)\mathbf{i} + F_2(x, y, z)\mathbf{j} + F_3(x, y, z)\mathbf{k} .$$

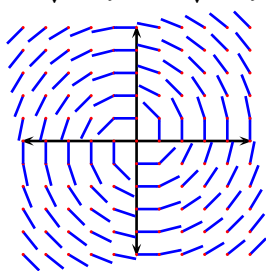
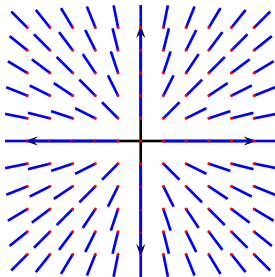
- For regions in the plane 2-dim vector fields are defined in a similar fashion: as function from subsets of  $\mathbb{R}^2$  to  $\mathbb{R}$ :

$$\mathbf{F}(x, y) = F_1(x, y)\mathbf{i} + F_2(x, y)\mathbf{j}$$

- Example: define the vector field  $\mathbf{e}_r$  on  $\mathbb{R}^2 \setminus \{(0, 0)\}$  via
$$\mathbf{e}_r = \cos \theta \mathbf{i} + \sin \theta \mathbf{j} = \frac{x}{r} \mathbf{i} + \frac{y}{r} \mathbf{j} = \frac{x}{\sqrt{x^2+y^2}} \mathbf{i} + \frac{y}{\sqrt{x^2+y^2}} \mathbf{j}$$

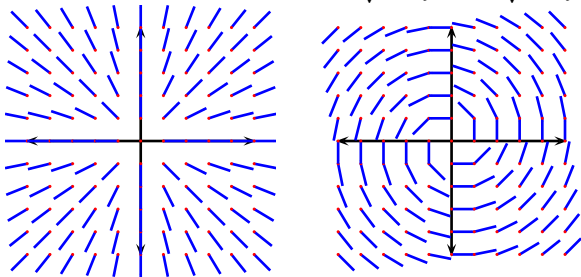
- Example: define the vector field  $\mathbf{e}_r$  on  $\mathbb{R}^2 \setminus \{(0, 0)\}$  via
$$\mathbf{e}_r = \cos \theta \mathbf{i} + \sin \theta \mathbf{j} = \frac{x}{r} \mathbf{i} + \frac{y}{r} \mathbf{j} = \frac{x}{\sqrt{x^2+y^2}} \mathbf{i} + \frac{y}{\sqrt{x^2+y^2}} \mathbf{j}$$
- Similarly define the vector field  $\mathbf{e}_\theta$  by:
$$\mathbf{e}_\theta = -\sin \theta \mathbf{i} + \cos \theta \mathbf{j} = -\frac{y}{r} \mathbf{i} + \frac{x}{r} \mathbf{j} = -\frac{y}{\sqrt{x^2+y^2}} \mathbf{i} + \frac{x}{\sqrt{x^2+y^2}} \mathbf{j}.$$

- Example: define the vector field  $\mathbf{e}_r$  on  $\mathbb{R}^2 \setminus \{(0, 0)\}$  via
$$\mathbf{e}_r = \cos \theta \mathbf{i} + \sin \theta \mathbf{j} = \frac{x}{r} \mathbf{i} + \frac{y}{r} \mathbf{j} = \frac{x}{\sqrt{x^2+y^2}} \mathbf{i} + \frac{y}{\sqrt{x^2+y^2}} \mathbf{j}$$
- Similarly define the vector field  $\mathbf{e}_\theta$  by:
$$\mathbf{e}_\theta = -\sin \theta \mathbf{i} + \cos \theta \mathbf{j} = -\frac{y}{r} \mathbf{i} + \frac{x}{r} \mathbf{j} = -\frac{y}{\sqrt{x^2+y^2}} \mathbf{i} + \frac{x}{\sqrt{x^2+y^2}} \mathbf{j}.$$



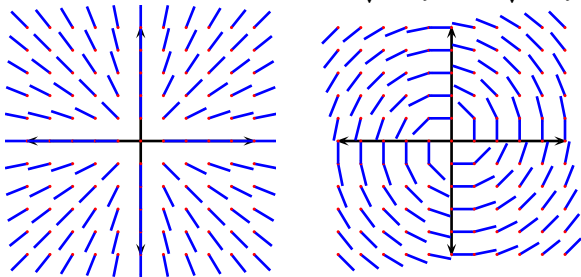


- Example: define the vector field  $\mathbf{e}_r$  on  $\mathbb{R}^2 \setminus \{(0, 0)\}$  via 
$$\mathbf{e}_r = \cos \theta \mathbf{i} + \sin \theta \mathbf{j} = \frac{x}{r} \mathbf{i} + \frac{y}{r} \mathbf{j} = \frac{x}{\sqrt{x^2+y^2}} \mathbf{i} + \frac{y}{\sqrt{x^2+y^2}} \mathbf{j}$$
- Similarly define the vector field  $\mathbf{e}_\theta$  by: 
$$\mathbf{e}_\theta = -\sin \theta \mathbf{i} + \cos \theta \mathbf{j} = -\frac{y}{r} \mathbf{i} + \frac{x}{r} \mathbf{j} = -\frac{y}{\sqrt{x^2+y^2}} \mathbf{i} + \frac{x}{\sqrt{x^2+y^2}} \mathbf{j}.$$



- From the picture it is evident what trajectory would be followed by an object that “flows along the vector field”.

- Example: define the vector field  $\mathbf{e}_r$  on  $\mathbb{R}^2 \setminus \{(0, 0)\}$  via 
$$\mathbf{e}_r = \cos \theta \mathbf{i} + \sin \theta \mathbf{j} = \frac{x}{r} \mathbf{i} + \frac{y}{r} \mathbf{j} = \frac{x}{\sqrt{x^2+y^2}} \mathbf{i} + \frac{y}{\sqrt{x^2+y^2}} \mathbf{j}$$
- Similarly define the vector field  $\mathbf{e}_\theta$  by: 
$$\mathbf{e}_\theta = -\sin \theta \mathbf{i} + \cos \theta \mathbf{j} = -\frac{y}{r} \mathbf{i} + \frac{x}{r} \mathbf{j} = -\frac{y}{\sqrt{x^2+y^2}} \mathbf{i} + \frac{x}{\sqrt{x^2+y^2}} \mathbf{j}.$$



- From the picture it is evident what trajectory would be followed by an object that “flows along the vector field”.
- By “flowing” we mean an object whose velocity at each point is given by the value of the field.

Similar to decomposition in rectangular coordinates we can decompose a vector field along fundamental vectors corresponding to other coordinate systems. Things are a bit trickier, since the fundamental vectors change from point to point.

In particular, a planar vector field can be written in terms of  $\mathbf{e}_r$  and  $\mathbf{e}_\theta$ :

$$\mathbf{X}(r, \theta) = X_1(r, \theta)\mathbf{e}_r + X_2(r, \theta)\mathbf{e}_\theta .$$

For example, if  $X(P) = \mathbf{i}$ , then

$$X(r, \theta) = \cos \theta \mathbf{e}_r - \sin \theta \mathbf{e}_\theta .$$