

WARM UP

④ $w = f(x, y, z) = \frac{y}{x+y+z}$ find $f_y(2, 1, -1)$

Ⓐ $\frac{\partial w}{\partial y} = \frac{(x+y+z) \cdot (\frac{\partial}{\partial y} y) - (y) (\frac{\partial}{\partial y} (x+y+z))}{(x+y+z)^2} = \frac{(x+y+z) - y}{(x+y+z)^2} = \frac{x+z}{(x+y+z)^2}$

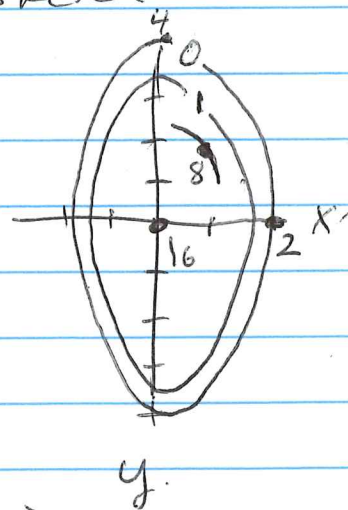
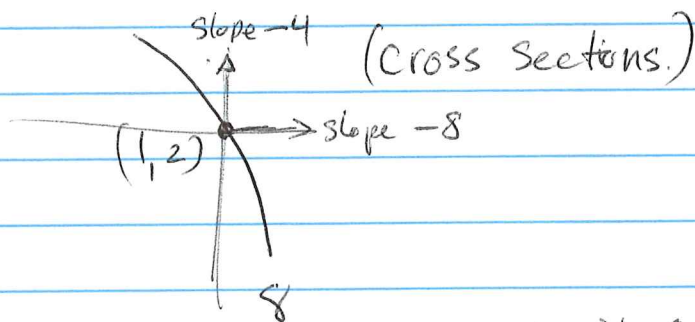
(bottom · d(top) - top · d(bottom)) / bottom².

⑪ $f(x, y) = 16 - 4x^2 - y^2$

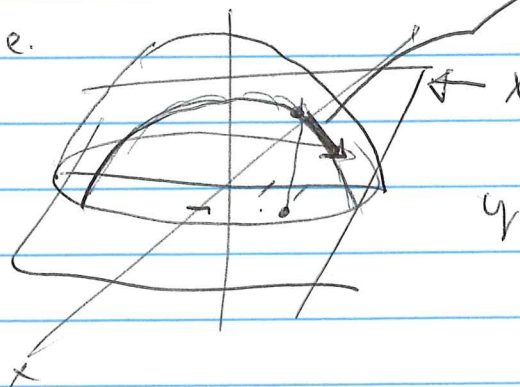
find $f_x(1, 2)$, $f_y(1, 2)$ and interpret as slopes. sketch.

Ⓐ $f_x = -8x @ (1, 2) = -8$
 $f_y = -2y @ (1, 2) = -4$

Contours



i.e. \leftarrow unit Δ in $y \Rightarrow -4$ change in z
 \leftarrow $x=1$ slice

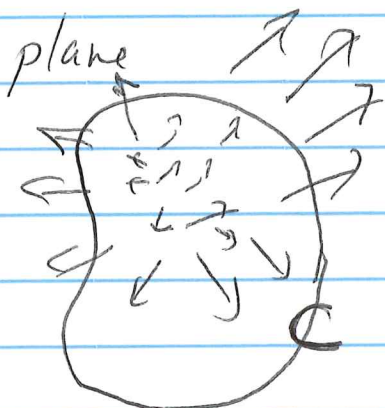


Same pix w/ slice where $y = 2$ will have -8Δ in z .

Why do we care about tangent planes, partial derivs, etc?

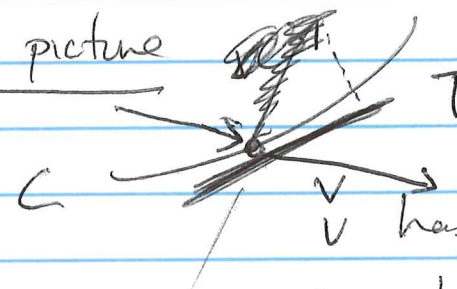
A: By Thms are Green, Gauss, Stokes.

Green: vector field in plane
 + a closed curve C



Compute flow across C .

Local picture



$T = \text{tan line}$

V has two components:
 one \perp to T , one \parallel to T

intuition flow across C " = " part of V
 \perp to T_C .

§ 14.4 Tangent planes and linear approx.

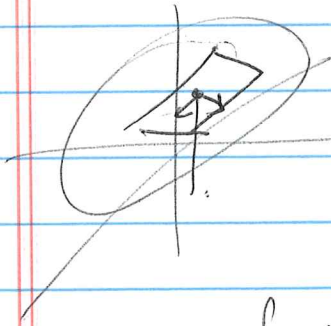
Continuing w/ our example

ME

$z = f(x,y) = 6 - 4x^2 - y^2$. Find tangent plane @ $(1,2) = (x,y)$

$$P = (1, 2, f(1, 2)) = 16 - 4(1)^2 - (2)^2 = 16 - 4 - 4 = 8$$

$$P = (1, 2, 8). \quad \langle x-1, y-2, z-8 \rangle \cdot \vec{n} = 0.$$



Last time: Normal vect @ P

$$= (1, 0, f_x(p)) \times (0, 1, f_y(p))$$

$$f_x(p) = -8, \quad f_y(p) = -4 \quad \text{So}$$

$$\begin{vmatrix} i & j & k \\ 1 & 0 & -8 \\ 0 & 1 & -4 \end{vmatrix} = 8i + 4j - k = \langle 8, 4, -1 \rangle$$

$$\Rightarrow T = \boxed{8(x-1) + 4(y-2) - (z-8) = 0}$$

CLASS

$z = x e^{xy}$. Find tangent plane at $(x, y) = (2, 0)$

Soln: $f(1, 0) = z e^0 = 1 \Rightarrow P = (2, 0, 1)$.

$$f_x = x (y e^{xy}) + e^{xy} \cdot 1 \quad @ (2, 0) = 1$$

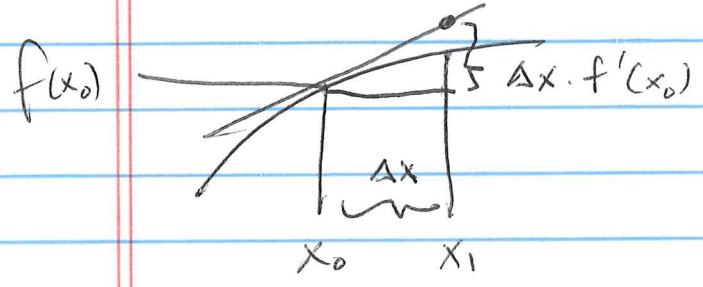
$$f_y = x^2 e^{xy} \quad @ (2, 0) = 4.$$

$$\begin{vmatrix} i & j & k \\ 1 & 0 & 1 \\ 0 & 1 & 4 \end{vmatrix}$$

$$\Rightarrow T_{(2,0,1)} = \boxed{(x-2, y, z-1) \cdot (-1, -4, 1) = 0} \quad -i - 4j + k$$

Next topic linear approximations.

Recall last time we saw Newtons Method



$f(x_1) \approx f(x_0) + \Delta x \cdot f'(x_0)$

Approximate function of 2 vars the same way.

DEF

$L(x,y) = f(a,b) + f_x(a,b)(x-a) + f_y(a,b)(y-b)$

NOTICE THIS IS **EXACTLY**

$[z - f(a,b)] = f_x(a,b)(x-a) + f_y(a,b)(y-b)$

~~$f_x(a,b)(x-a) + f_y(a,b)(y-b) - f_x(a,b)(x-a) - f_y(a,b)(y-b) + 1(z - f(a,b)) = 0$~~

$-f_x(a,b)(x-a) - f_y(a,b)(y-b) + 1(z - f(a,b)) = 0$

If wanted a **quadratic** approx,

calc 1

$f(x) = f(a) + f'(a)(x-a) + \frac{f''(a)(x-a)^2}{2} + \dots$

There is a Multivar. version of **Taylor**

~~DEF~~ **DEF** $z = f(x,y)$ is **differentiable** at (a,b)

if $\Delta z = f_x(a,b)\Delta x + f_y(a,b)\Delta y + \epsilon_1\Delta x + \epsilon_2\Delta y$ with $\epsilon_1, \epsilon_2 \Rightarrow 0$ as $\Delta x, \Delta y \Rightarrow 0$



@(a,b)

THM $f(x,y)$ is diffable¹ if $f_x(a,b), f_y(a,b)$ exist and are cont.

Class: find $L(x,y)$ for xe^{xy} @ $(1,0)$ and approx. $f(1.1, -1)$.

① $f_x = xye^{xy} + e^{xy}$ @ $(1,0) = 1$
 $f_y = x^2e^{xy}$ @ $(1,0) = 1$ $f(1,0) = 1$
 $\Rightarrow L(x,y) = 1 + 1(x-1) + 1(y-0)$
 $= x+y.$

② $f \approx f(1,0) + f_x(1,0)\Delta x + f_y(1,0)\Delta y$
 $\quad \quad \quad \underset{1}{f} \quad \quad \underset{(1)}{x} \quad \quad \underset{1}{f_y} \quad \quad \underset{(1)}{\Delta y} \quad \approx \boxed{1}$

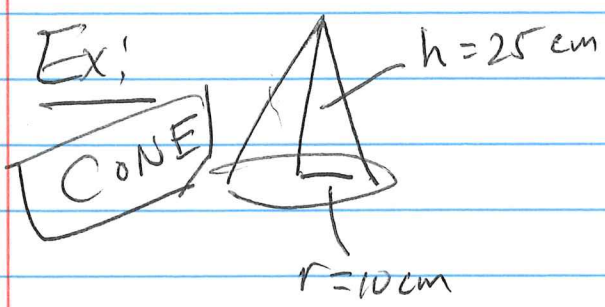


Last topic: Differentials. In Calc 1

if $y = f(x)$, we wrote $dy = f'(x)dx$
think of $dx \approx \Delta x$ indep var

Same in more vars

$$\Delta z \approx f_x(x,y)\Delta x + f_y(x,y)\Delta y + \epsilon \text{ terms}$$



possible error of .1 cm in each dir.

Calculate max error in Volume.

Soln

$$V = \frac{\pi r^2 h}{3}$$

$$dV = \frac{\pi}{3} [2rh dr + r^2 dh]$$

$$\Rightarrow dV \approx \frac{\pi}{3} [2 \cdot \overset{r}{10} \cdot \overset{h}{25} (\overset{dr}{.1}) + \overset{r^2}{(10)^2} \overset{z}{2} (\overset{dh}{.1})]$$

Class

Box w/ sides 75 x 60 x 40

w/ .2 max error.

Find max error in dV.

Soln: $V = xyz$

$$dV = xy dz + xz dy + yz dx$$

$$\approx 75 \cdot 60 (.2) + 75 \cdot 40 (.2) + 60 \cdot 40 (.2)$$

