

Last class:

- $D_{\vec{v}} f(x_0, y_0)$

Rate of change of f at (x_0, y_0)

if moving with velocity \vec{v} .

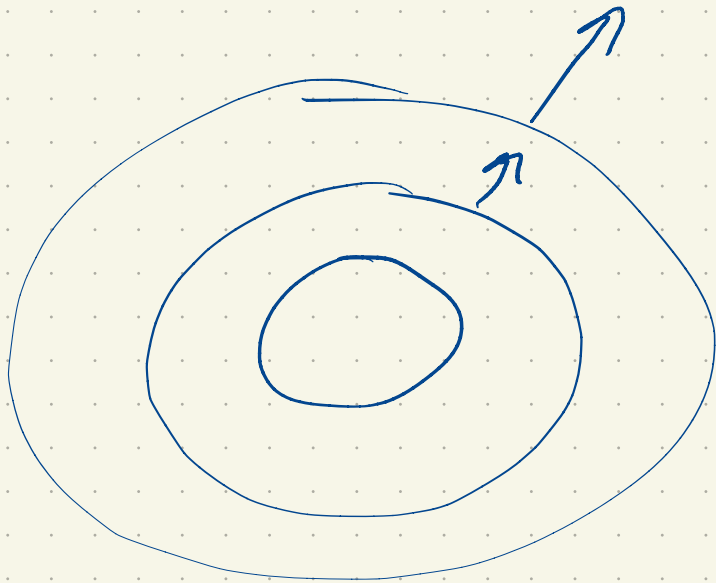
Book requires \vec{v} be a unit vector.

- $\vec{\nabla} f = \left\langle \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y} \right\rangle$, gradient vector

$$D_{\vec{v}} f = \vec{\nabla} f \cdot \vec{v}$$

$$f(x, y) = \frac{1}{2}(x^2 + y^2)$$

$$\vec{\nabla} f = x\hat{i} + y\hat{j}$$



$$\vec{v} \cdot \vec{\nabla} f = 0$$

function not changing
instantaneously in \vec{v} direction

Q: When \vec{u} is a unit vector, when is

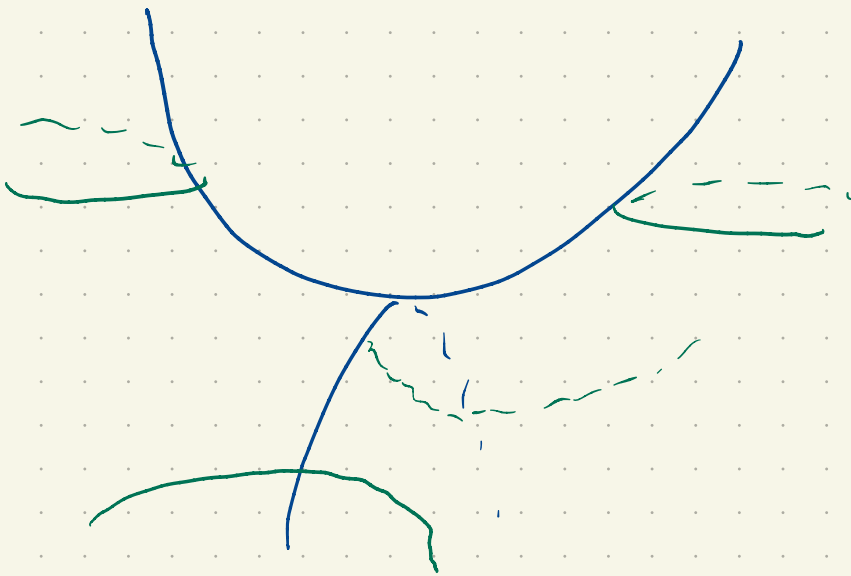
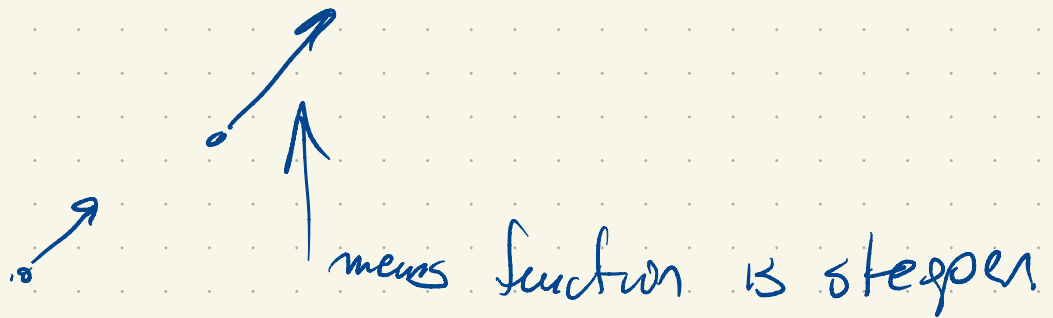
$D_{\vec{u}} f(x_0, y_0)$ at a maximum?

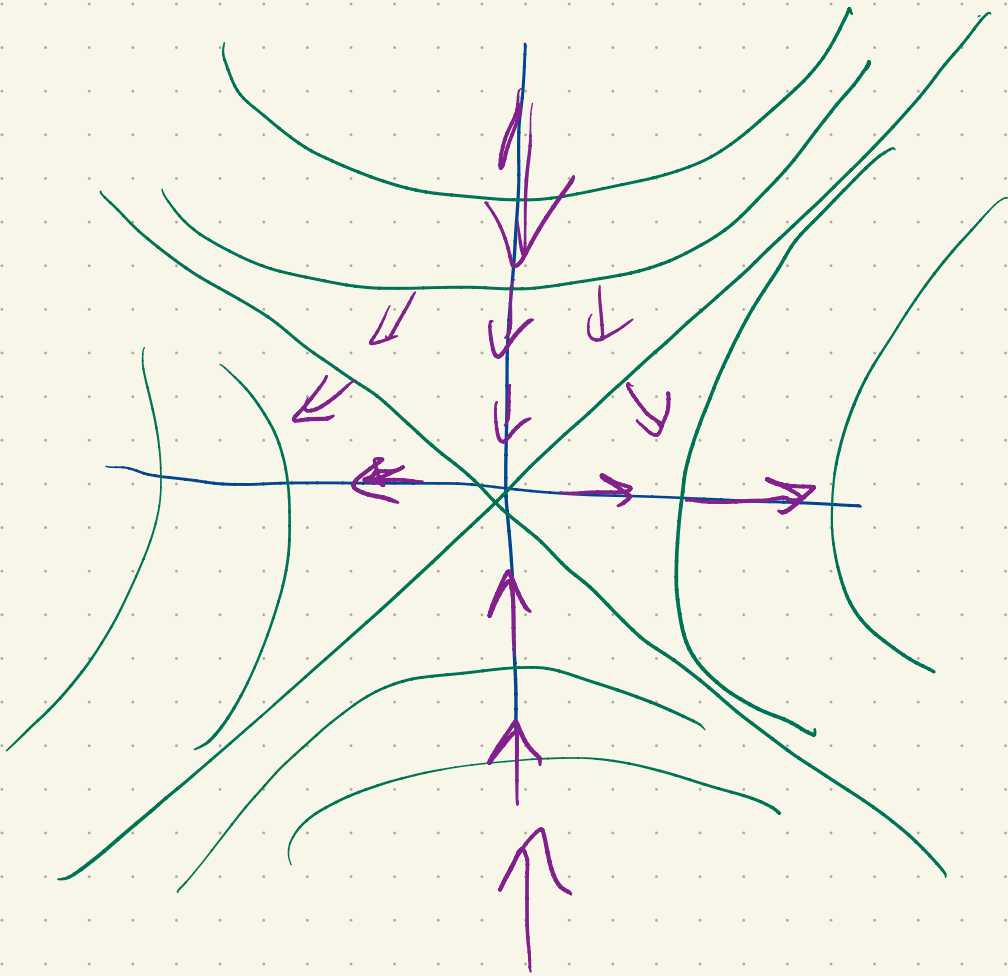
$$\begin{aligned} \vec{u} \cdot \vec{\nabla} f(x_0, y_0) &= |\vec{u}| \cdot |\vec{\nabla} f(x_0, y_0)| \cdot \cos \theta \\ &= |\vec{\nabla} f(x_0, y_0)| \cos \theta \end{aligned}$$

Max: $\theta = 1$, min $\theta = \pi$, $0 \leq \theta < \frac{\pi}{2}$

The direction of the gradient tells you the direction of travel that increases the function value the most.

The length tells you the rate of change in that direction.





New 3-d

e.g.

$$T(x, y, z) = \frac{80}{\sqrt{x^2 + 2y^2 + 3z^2}}$$

$$p = (1, 1, 2)$$

in what direction is max increases?

$$\nabla T = T_x \hat{i} + T_y \hat{j} + T_z \hat{k}$$

$$= \frac{-160}{\sqrt{x^2 + 2y^2 + 3z^2}} \left(-x \hat{i} - 2y \hat{j} - 3z \hat{k} \right)$$

$$(1, 1, 2): \quad \nabla T = \frac{5}{8} \left(-\hat{i} - 2\hat{j} + 6\hat{k} \right)$$

$$|\nabla T| = \frac{5}{8} \sqrt{41}$$

direction: $(-\hat{i} - 2\hat{j} + 6\hat{k})$

or normalize

Claim: the gradient is perpendicular to the level surfaces of a function

$$F(x, y, z) = C$$

$$x^2 + y^2 + z^2 = C$$

