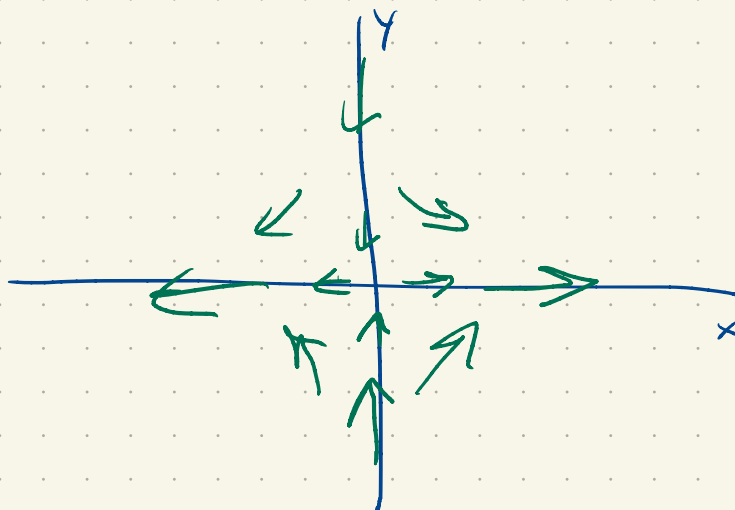
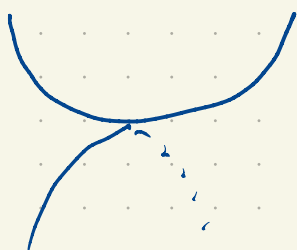


Last class: gradient of a function

$$f(x, y) \quad \vec{\nabla} f = \left\langle \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y} \right\rangle \quad \begin{array}{l} \swarrow \text{new notation} \\ f_x, \frac{\partial f}{\partial y} \end{array}$$

$$f(x, y) = x^2 - y^2$$



Point: If you are traveling with velocity \vec{v} ,

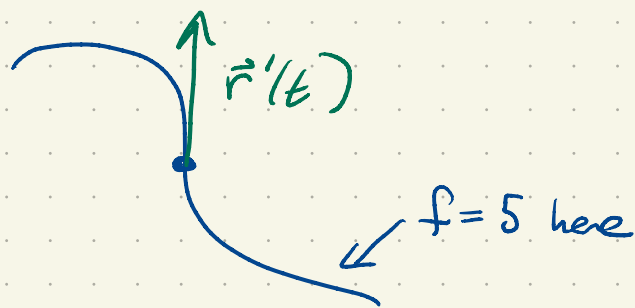
then $\vec{\nabla} f \cdot \vec{v}$ tells you the rate of change of f as you travel.

- Other claims:
- 1) $\vec{\nabla} f$ is perpendicular to level sets of f
 - 2) $\vec{\nabla} f$ points in the direction of steepest increase of f .
 - 3) $\|\vec{\nabla} f\|$ tells you about the steepness of the graph of f .

Let's demonstrate 1).

Consider a level set of f .

Consider a path $\vec{r}(t)$ entirely contained in the level set.



So $f(\vec{r}(t)) = 5$ for all t . So $\frac{d}{dt} f(\vec{r}(t)) = 0$.

But $\frac{d}{dt} f(\vec{r}(t)) = \nabla f \cdot \vec{r}'$

Hence ∇f is perpendicular to every vector tangential to the level set.

Related concept: directional derivatives.

Suppose we have a temperature field $T(x, y)$.

By definition $D_{\vec{v}} T$ is the rate of change of T if you travel with velocity \vec{v} . More formally, \hookrightarrow "directional derivative of T along \vec{v} "

$$D_{\vec{v}} T(\underset{\substack{\downarrow \\ (x_0, y_0)}}{p}) = \left. \frac{d}{dt} \right|_{t=0} T(p + t\vec{v})$$

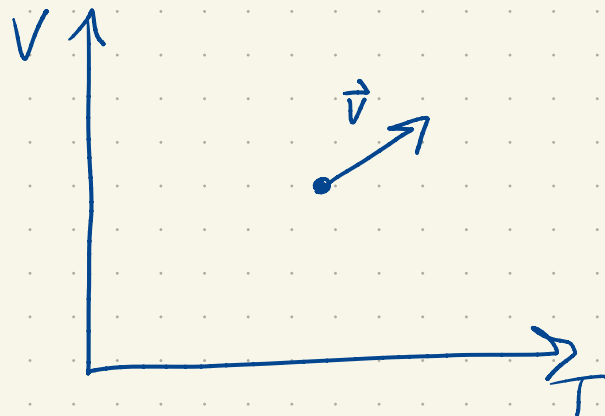
If you've been paying attention,

$$D_{\vec{v}} T = \vec{\nabla} T \cdot \vec{v} \quad (\text{strictly speaking only when differentiable}).$$

Your text only allows \vec{v} to be a unit vector.

This is silly:

$$p = \frac{0.083 T}{V}$$



It's natural to ask what is the rate of change of pressure as you move along \vec{v} . But what's a unit vector?

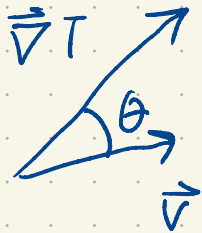
$1 \text{ L} = 1 \text{ K}$? It makes no sense.

But you should be aware of the text's convention.

But let's go back to $T(x, y)$.

Now

$$D_{\vec{v}} T = \vec{\nabla} T \cdot \vec{v}$$
$$= \|\vec{\nabla} T\| \|\vec{v}\| \cos \theta$$



If you double \vec{v} you double $D_{\vec{v}} T$. Great. So let's stick

with $\|\vec{v}\| = 1$ and ask which direction maximizes the rate of change.

$$\|\vec{\nabla} T\| \cos \theta$$

↑
maximized when $\theta = 0$.

So \vec{v} is parallel to $\vec{\nabla} T$. (Uphill!)

Moreover, $\|\vec{\nabla} T\|$ tells you $\frac{dT}{dt}$ when you

travel in the increasing direction with "unit" speed.

We've been doing all this in 2^d , but it works in 3^d and more.

$$\text{E.g. } T(x, y, z) = \frac{80}{\sqrt{1+x^2+2y^2+3z^2}} \text{ } ^\circ\text{C, temp dist.}$$

x, y, z in cm

hot spot at origin, decays to 0.

$$\vec{\nabla} T = \langle \partial_x T, \partial_y T, \partial_z T \rangle$$

$$\frac{\partial T}{\partial x} = \frac{-80}{(1+x^2+2y^2+3z^2)^{3/2}} \cdot 2x = \frac{-160x}{(1+x^2+y^2+3z^2)^{3/2}}$$

$$\frac{\partial T}{\partial y} = \frac{-320y}{(1+x^2+2y^2+3z^2)^{3/2}} \quad 3 \cdot 2 \cdot 80$$

$$\frac{\partial T}{\partial z} = \frac{-480z}{(1+x^2+2y^2+3z^2)^{3/2}}$$

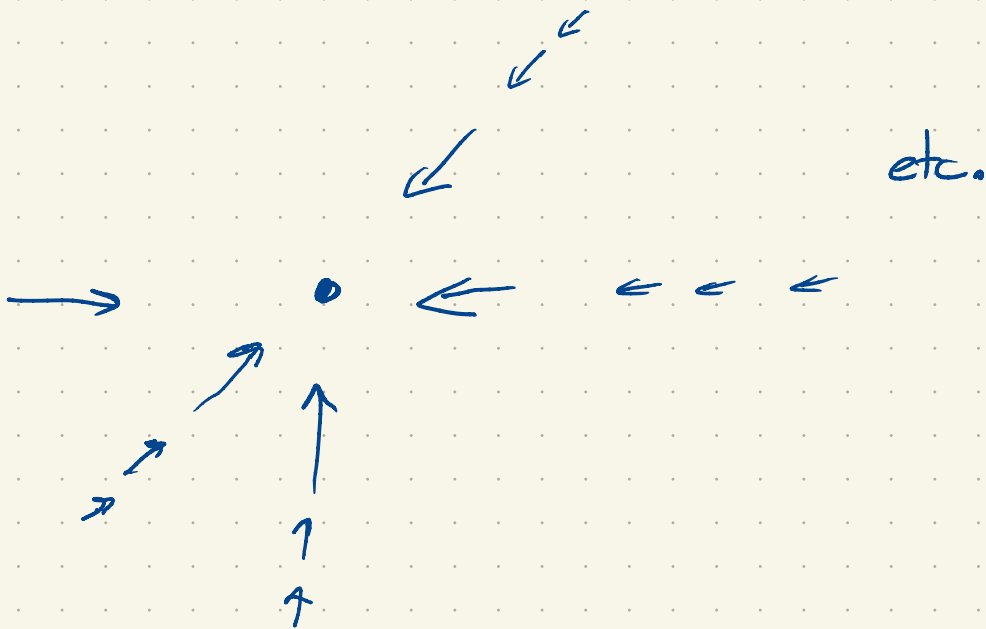
$$\vec{\nabla} T = \frac{-160}{(1+x^2+2y^2+3z^2)^{3/2}} \langle x, 2y, 3z \rangle \text{ } ^\circ\text{C/cm}$$

If you are at $(1, 1, -2)$ cm, what direction has the steepest increase in temp? Express as a unit vector.

$$\langle 1, 2, -6 \rangle$$

$$1^2 + 2^2 + 6^2 = 1 + 4 + 36 = 41$$

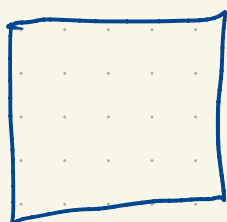
$$\vec{u} = \frac{1}{\sqrt{41}} \langle 1, 2, -6 \rangle$$



Trouble with boundaries:

min/max can happen on boundary.

If f is C^1 and domain is bounded and closed it attains a max/min.



$$f(x,y) = x^2 - 2xy + 2y$$

$$0 \leq x \leq 3$$

$$0 \leq y \leq 2$$

$$\frac{\partial f}{\partial x} = 2x - 2y \Rightarrow x = y$$

$$\Rightarrow 1, 1$$

$$\frac{\partial f}{\partial y} = -2x + 2 \Rightarrow x = 1$$

$$f(1,1) = 1 - 2 + 2 = 1$$

$$\text{On } x=0 \text{ is } 2y \quad f(0,2) = 4$$

$$\text{On } x=3 \text{ is } 9 - 6y + 2y = 9 - 4y \quad y=0, 9.$$