

Lecture 11 : The chain rule (14.5) and directional derivatives (14.6).

Last time: Chain rule

$$\textcircled{1} \quad f: \mathbb{R}^2 \rightarrow \mathbb{R}, \quad x, y: \mathbb{R} \rightarrow \mathbb{R}$$

Consider $h(t) = f(x(t), y(t))$. Then

$$h'(t) = \frac{\partial f}{\partial x}(x(t), y(t)) \cdot x'(t) + \frac{\partial f}{\partial y}(x(t), y(t)) y'(t)$$

\textcircled{2} $z = f(x, y)$ with $x = x(t)$ and $y = y(t)$. Then

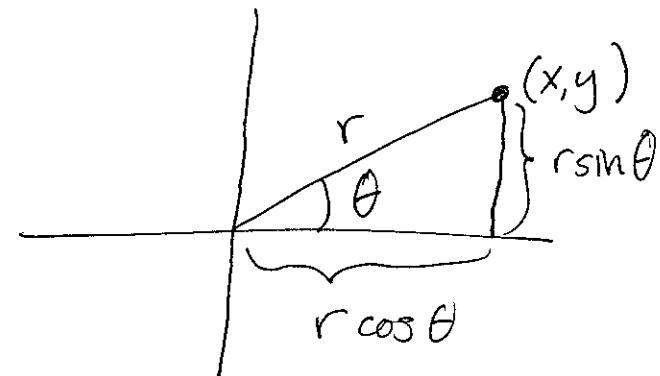
$$\frac{dz}{dt} = \frac{\partial z}{\partial x} \frac{dx}{dt} + \frac{\partial z}{\partial y} \frac{dy}{dt}$$

What if x and y themselves depend on more than one var?

$$\text{Ex: } z = f(x, y) = x^2 + 3y$$

$$x(r, \theta) = r \cos \theta$$

$$y(r, \theta) = r \sin \theta$$



$$\text{So } z(r, \theta) = f(x(r, \theta), y(r, \theta)) = r^2 \cos^2 \theta + 3r \sin \theta$$

Chain Rule: $\frac{\partial z}{\partial \theta} = \frac{\partial z}{\partial x} \frac{\partial x}{\partial \theta} + \frac{\partial z}{\partial y} \frac{\partial y}{\partial \theta}$

$$= 2x \cdot (-r\sin\theta) + 3 \cdot (r\cos\theta)$$

$$= -2r^2 \sin\theta \cos\theta + 3r \cos\theta$$

[Easy to see this matches what we would get by doing]
it directly.

Ex: $u = f(x, y, z)$ $x = x(s, t)$
 $y = y(s, t)$
 $z = z(s, t)$

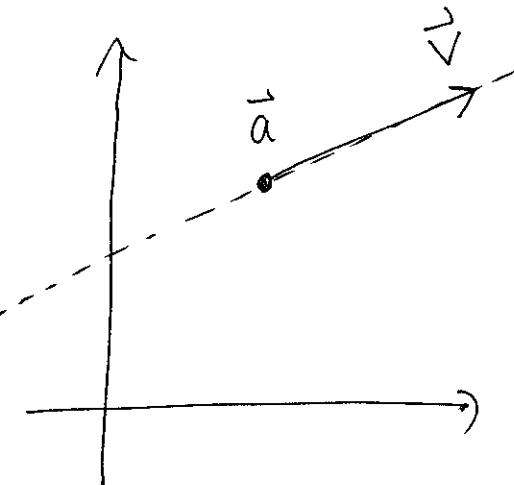
Chain Rule: $\frac{\partial u}{\partial s} = \frac{\partial u}{\partial x} \frac{\partial x}{\partial s} + \frac{\partial u}{\partial y} \frac{\partial y}{\partial s} + \frac{\partial u}{\partial z} \frac{\partial z}{\partial s}$

Directional Derivatives: (14.6) $f: \mathbb{R}^2 \rightarrow \mathbb{R}$

[Already have 2-derivatives, measuring change
in (x, y) directions. But why give axes special
treatment?]

Pick \vec{v} in \mathbb{R}^2

Pick a point \vec{a} in \mathbb{R}^2 and
a direction \vec{v} .



The derivative of f in direction \vec{v} at \vec{a} is

$D_{\vec{v}} f(\vec{a}) =$ rate of change in f as we move in direction \vec{v} away from \vec{a} .

~~$$\text{Defn} = \frac{d}{dt} f(\vec{a} + t\vec{v}) \Big|_{t=0}$$~~

fn of var

Ex: If $\vec{v} = \vec{i}$, then $D_{\vec{i}} f(\vec{a}) = \frac{\partial f}{\partial x}(\vec{a})$

In general can find via the chain rule:

$$\vec{a} = (a_1, a_2)$$

$$\vec{v} = (v_1, v_2)$$

$$\vec{a} + t\vec{v} = (a_1 + tv_1, a_2 + tv_2)$$

$$f(\vec{a} + t\vec{v}) = f(x, y) \text{ where } x = a_1 + tv_1 \\ y = a_2 + tv_2$$

~~$f(x) = \frac{\partial f}{\partial x}(x, y) dx$~~

Now:

$$\begin{aligned}
 \cancel{\text{f'(0)}} \quad f'(0) &= \frac{\partial f}{\partial x}(x(0), y(0)) \cdot x'(0) + \\
 &\quad \frac{\partial f}{\partial y}(x(0), y(0)) \cdot y'(0) \\
 &= \frac{\partial f}{\partial x}(a_1, a_2) v_1 + \frac{\partial f}{\partial y}(a_1, a_2) v_2 \\
 &= D_{\vec{v}} f(\vec{a}).
 \end{aligned}$$

Ex: $f(x, y) = x^2 + y^2$

$$\vec{u} = \frac{1}{\sqrt{2}} \vec{i} + \frac{1}{\sqrt{2}} \vec{j}$$

$$D_{\vec{u}} f(2, 1)$$

Unit vector: Usually want to take dir. derivatives with resp. to unit vectors.

[Book insists on this.]

$$= \frac{\partial f}{\partial x}(2, 1) \cdot \frac{1}{\sqrt{2}} + \frac{\partial f}{\partial y}(2, 1) \cdot \frac{1}{\sqrt{2}}$$

$$= 4 \cdot \frac{1}{\sqrt{2}} + 2 \cdot \frac{1}{\sqrt{2}} = \sqrt{2}(3) = 3\sqrt{2}.$$

Gradient: $f: \mathbb{R}^2 \rightarrow \mathbb{R}$

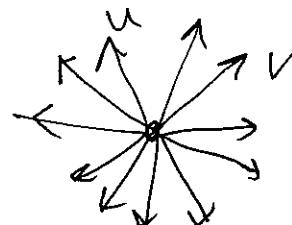
$$\nabla f(\vec{a}) = \left(\frac{\partial f}{\partial x}(\vec{a}), \frac{\partial f}{\partial y}(\vec{a}) \right)$$

[Will give a geom. interp. in a minute, but for now:]

$$D_{\vec{v}} f(\vec{a}) = \nabla f(\vec{a}) \cdot \vec{v}$$

Suppose we want to know: in which direction does f increase fastest?

Suppose \vec{v} is a unit vector.



Then

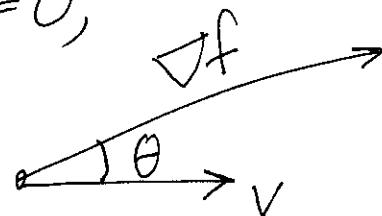
$$D_{\vec{v}} f(\vec{a}) = \nabla f(\vec{a}) \cdot \vec{v} = |\nabla f(\vec{a})| \cos \theta$$

So to maximize, ~~we~~ want $\theta = 0$,

i.e. \vec{v} points in the same dir

as ∇f , and so

~~THIS IS NOT A GOOD~~



$$\vec{v} = \frac{\nabla f(\vec{a})}{|\nabla f(\vec{a})|}$$

Thus: $\nabla f(\vec{a})$ points in direction of fastest increase of f . Length is rate of said increase.

Ex: $f(x,y) = 1 - 4x^2 - y^2$

$$\nabla f = (-8x, -2y)$$

Level sets:

$$f=0 : 4x^2 + y^2 = 1$$

$$f=-3 : 4x^2 + y^2 = 4$$

What is $\nabla f(\vec{0})$?

A: $\vec{0}$.

Moral: A min/max can only occur when $\nabla f = \vec{0}$.

