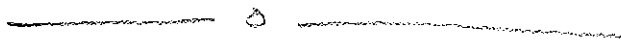


Lecture 22: Lagrange Multipliers (§4.4)

Office Hours on Friday: By appointment.

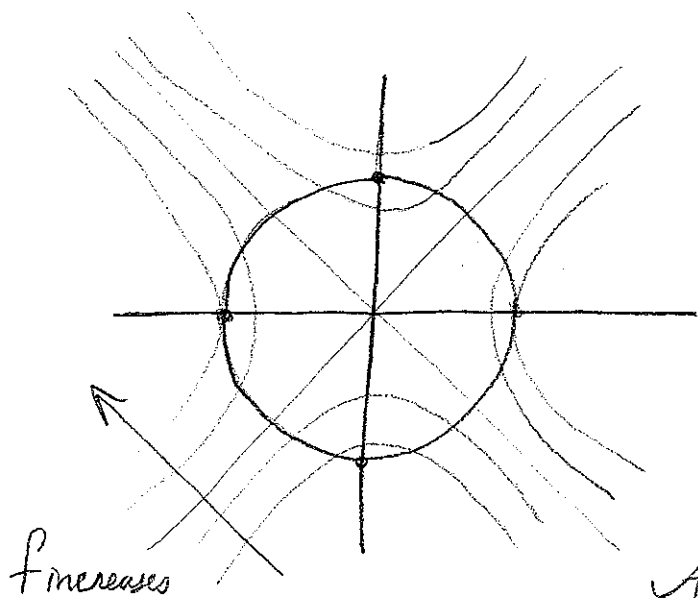
Next time: Linear Programming (not in text.)



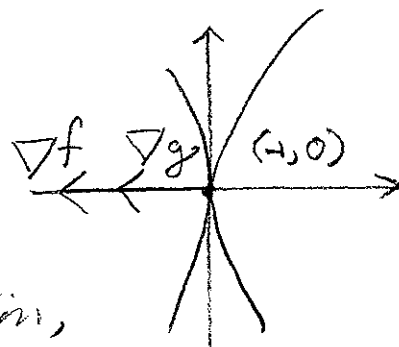
Last time: Maximize $f(x,y) = x^2 - y^2$ on the unit circle

$\{g=1\}$ where $g(x,y) = x^2 + y^2$

Local min/max can only occur where the circle is tangent to the level curve of f



At such points,



∇f and ∇g point in the same direction, i.e.

$$\nabla f = \lambda \nabla g \quad [\text{Key algebraic char.}]$$

Lagrange Multipliers: [Discovered by Euler.]

Critical points are where

$$\begin{aligned} \nabla f &= \lambda \nabla g \quad \text{and} \quad (g=1 \Leftrightarrow x^2 + y^2 = 1) \\ \nabla f &= (2x, -2y) \\ \nabla g &= (2x, 2y) \end{aligned} \quad \rightarrow \quad \begin{cases} x = \lambda x \\ y = -\lambda y \end{cases}$$

If $x \neq 0$, then $\lambda = 1 \Rightarrow y = 0 \Rightarrow x = \pm 1$

If $y \neq 0$, then $\lambda = -1 \Rightarrow x = 0 \Rightarrow y = \pm 1$

So the crit pts are $(1,0)$, $(-1,0)$, $(0,1)$, $(0,-1)$

λ	1	1	-1	-1
f	1	1	-1	-1
	global max		global min	

Ex: Find the point on $\{x - y + 2z = 3\}$ closest to $\vec{0}$

$$f(x,y,z) = (\text{dist to } \vec{0})^2 = x^2 + y^2 + z^2 \quad g(x,y,z)$$

Critical points: $\nabla f = \lambda \nabla g$ $g = 3$

$$\nabla f = (2x, 2y, 2z) \quad \Rightarrow \quad \begin{array}{l} 2x = \lambda \\ z = 2x \end{array}$$

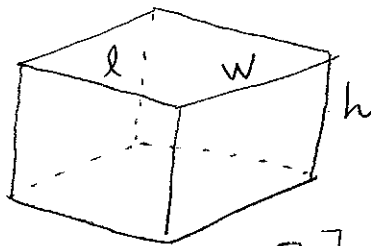
$$\nabla g = (1, -1, 2) \quad \Rightarrow \quad \begin{array}{l} 2y = -\lambda \\ z = \lambda \\ y = -x \end{array}$$

Combine with $g = 3$ gives $x + x + 4x = 3 \Rightarrow x = 1/2$

So only crit pt is $(1/2, -1/2, 1)$, just as before

[Note: 1) Algebra easier than before
2) Don't have to solve for one of the vars,
which we won't be able to do for a complicated g .]

Ex: Find the rectangular box with area 6 of largest volume. [Query: what do think the answer is?]



Maximize $V(l, w, h) = lwh$ subject to
 $A(l, w, h) = 2(lh + wh + lw) = 6$

Suppose (l_0, w_0, h_0) is a critical point

where $\nabla V = \lambda \nabla A$ and $A = 6$

By symmetry, (h_0, l_0, w_0) is also a crit pt.

For if we set $\bar{V}(l, w, h) = V(h, l, w)$ and $\bar{A}(l, w, h) = A(h, l, w)$

then (h_0, l_0, w_0) is a crit pt for $(\bar{V}, \bar{A} = 6)$ and actually $V = \bar{V}$ and $A = \bar{A}$.

So if our problem is simple and there is

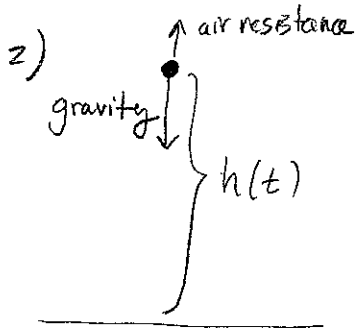
only one crit pt, we have $(l_0, w_0, h_0) = (h_0, l_0, w_0)$

$\Rightarrow l_0 = h_0 = w_0 = 1$, i.e. best shape is a cube.

Of course need to check this (easy!) and make sure there is a global max...

Partial Differential Equations: (PDE) Section 4.1.

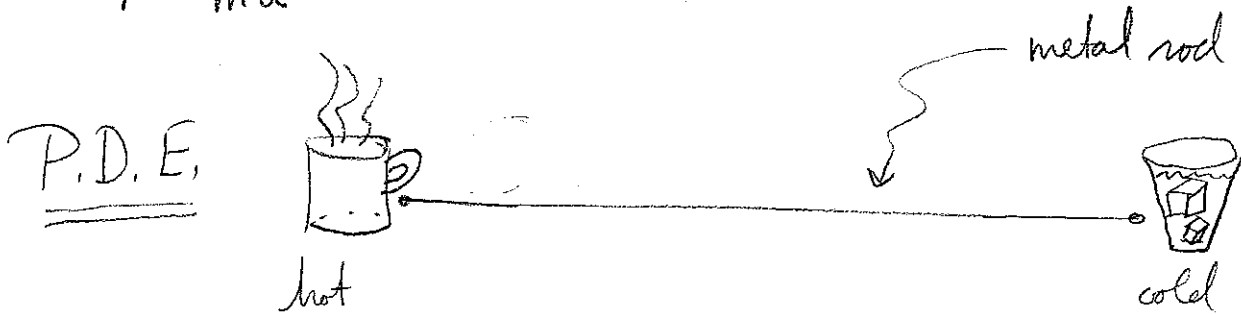
O.D.E. $P(t)$ pop at time t $P'(t) = c P(t)$
 $\Rightarrow P(t) = P_0 e^{ct}$



$$h''(t) = -g - a h'(t) \Rightarrow$$

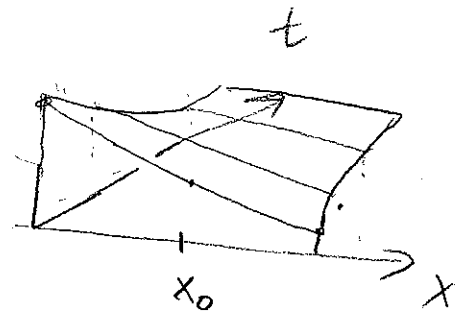
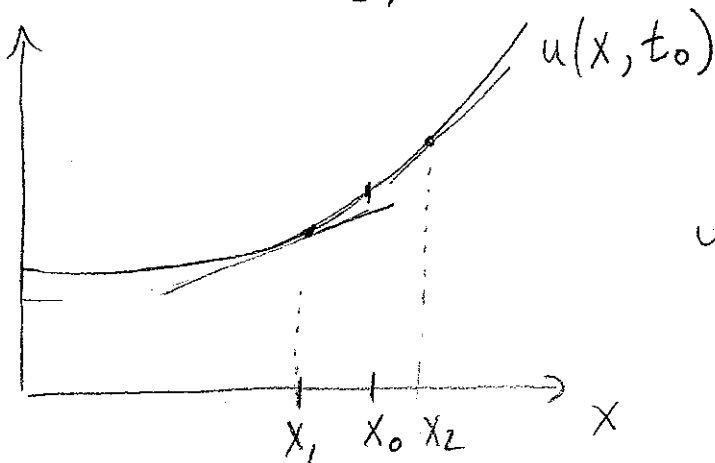
$$h(t) = -\frac{1}{a^2} (agt + (av_0 + g) e^{-at})$$

$$F = ma$$



$u(x,t)$ = temperature at position x at time t .

$$\frac{\partial u}{\partial t} = \frac{\partial^2 u}{\partial x^2}$$



Newton's Law of Cooling:
 Flow of heat is proportional to $-\frac{\partial u}{\partial x}$