

# Longo: Math 20C - Winter 2017

## Lecture Notes

Date: February 13, 2017

Section:

§ 2.6 (cont.)

Topics Covered:

More geometry of the gradient

Equations of tangent planes to surfaces

From last time: If  $f: \mathbb{R}^n \rightarrow \mathbb{R}$  (usually  $n=2, 3$ ) and if  $\vec{u}$  is a **unit vector**, the directional derivative of  $f$  at  $\vec{x}$  in the direction of  $\vec{u}$  is:

$$\begin{aligned} (D_{\vec{u}}f)(\vec{x}) &= \lim_{t \rightarrow 0} \frac{f(\vec{x} + t\vec{u}) - f(\vec{x})}{t} \\ &= (\nabla f)(\vec{x}) \cdot \vec{u}. \end{aligned}$$

$(D_{\vec{u}}f)(\vec{x})$  tells us the rate of change in  $f$  in the direction of  $\vec{u}$ . Using the identity

$(\nabla f)(\vec{x}) \cdot \vec{u} = \|\nabla f(\vec{x})\| \|\vec{u}\| \cos \theta$  where  $\theta$  is the angle between  $\nabla f(\vec{x})$  and  $\vec{u}$ , we saw:

- ①  $(\nabla f)(\vec{x})$  points in the direction of steepest increase,
- ② The maximal rate of increase of  $f$  at  $\vec{x}$  is  $\|\nabla f(\vec{x})\|$ .

Example: Farmer Corey is standing near the middle of his corn field in the great city of Omaha, NE (say he is standing at the point  $(0,1)$ ). The temperature at the point  $(x,y)$  is given by  $T(x,y) = 30e^{-(x-1)^2 - (2y-1)^2}$ .  
*very cold!* What direction should he walk to warm up the fastest?  
Farmer Corey is

Sol: He should walk in the direction of  $(\nabla T)(0,1)$ .

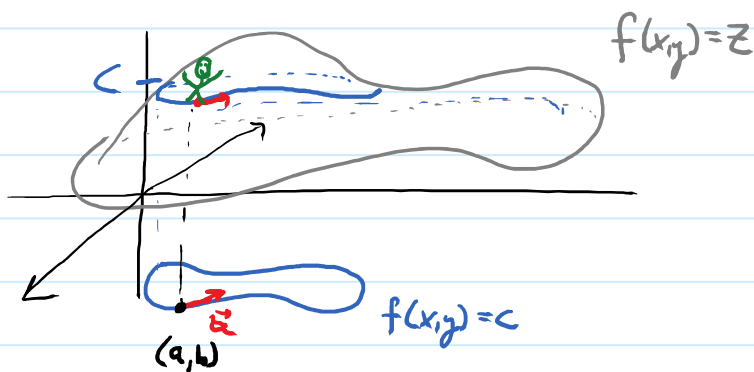
$$\nabla T = \left( -60(x-1)e^{-(x-1)^2 - (2y-1)^2}, -120(2y-1)e^{-(x-1)^2 - (2y-1)^2} \right)$$

$$(\nabla T)(0,1) = (60e^{-2}, -120e^{-2}).$$

Level sets revisited: If  $f: \mathbb{R}^n \rightarrow \mathbb{R}$ , and  $c$  is a constant, the level set of height  $c$  is the set of points  $(x_1, \dots, x_n)$  that satisfy  $f(x_1, \dots, x_n) = c$ .

Suppose now that  $f: \mathbb{R}^2 \rightarrow \mathbb{R}$ , and that  $\vec{u}$  is a unit vector that is **tangent** to the level curve  $f(x,y) = c$ .

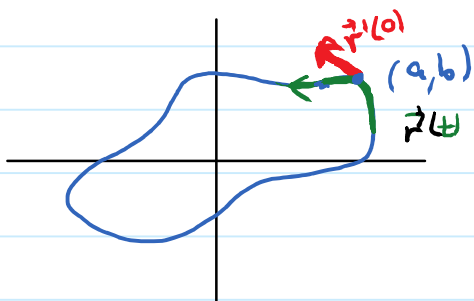
If you walk on the graph of  $f$  **along the level curve**  $f(x,y) = c$ , you will not be ascending nor descending since your height will always be  $c$ .



Therefore, we should expect  $(D_{\vec{u}} f)(a,b) = 0$ .

Let's prove this. Let  $\vec{r}(t)$  be a parametrization of the level curve near  $(a,b)$ , such that  $\vec{r}(0) = (a,b)$  and

$$\vec{r}'(0) = \vec{u}$$



Since  $f$  is constant on the level curve, and since  $\vec{r}(t)$  is a point on the level curve for every  $t$ , we have  $f(\vec{r}(t)) = c$ . But then

$$\frac{d}{dt}(f \circ \vec{r})(0) = \frac{d}{dt}(c)$$

$$\Rightarrow \nabla f(\vec{r}(0)) \cdot \vec{r}'(0) = 0$$

$$\Rightarrow \nabla f(a,b) \cdot \vec{u} = 0$$

but then  $(D_{\vec{u}}f)(a,b) = \nabla f(a,b) \cdot \vec{u} = 0$ , which is what we wanted.

Remark: As a corollary to the above argument, we see that if  $\vec{u}$  is a unit vector that is tangent to the level curve at  $(a,b)$ , then

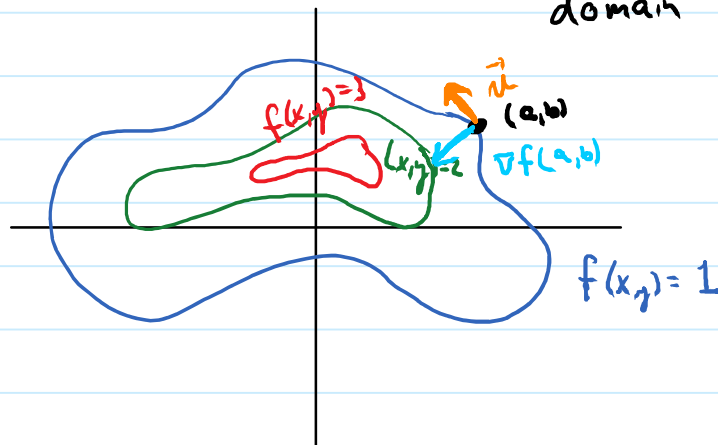
$$\nabla f(a,b) \cdot \vec{u} = 0$$
$$\iff \nabla f(a,b) \perp \vec{u}$$

This tells us that:

The gradient vector is orthogonal to level sets!

domain of  $f$ .

Ex:

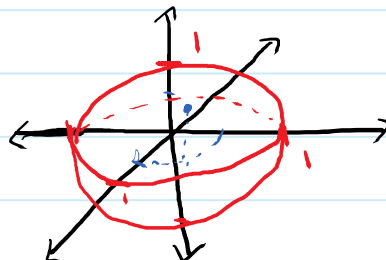


Rate of change of  $f$  is 0 in the  $\vec{u}$  direction and is maximal in the direction of  $\nabla f(a,b)$ .

Application: Tangent planes to surfaces:

Problem: Find the equation of the plane that is tangent to the sphere  $x^2 + y^2 + z^2 = 1$  at the point  $(\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}})$ .

picture:



Idea: We could try to solve for  $z$  in terms of  $(x, y)$ .  
 This way we write  $z$  as a fun of  $x$  and  $y$ ,  
 and we can use our old formula for  
 tangent planes. However,  $x^2 + y^2 + z^2 = 1$

$$\Rightarrow z = \pm \sqrt{1 - x^2 - y^2}.$$

The  $\pm$  tells us  $z$  is not a fun of  $x$  and  $y$ , so we try something different:

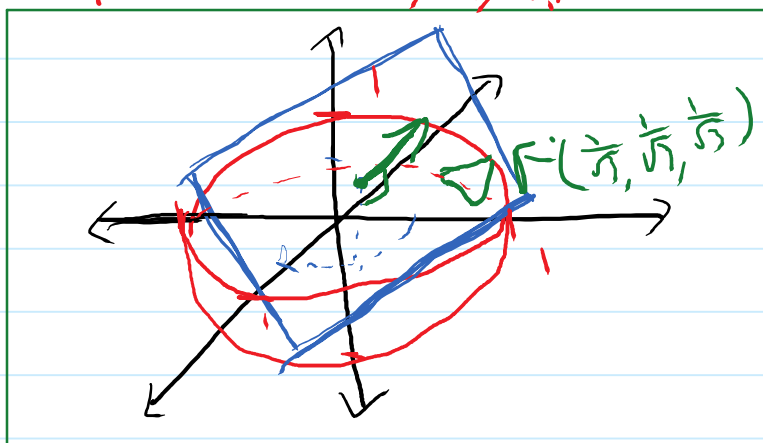
Let  $F(x, y, z) = x^2 + y^2 + z^2$ . Then the sphere  $x^2 + y^2 + z^2 = 1$ , is just the level surface of  $F$  with height 1:

$$F(x, y, z) = 1 \Leftrightarrow x^2 + y^2 + z^2 = 1.$$

Since gradients are orthogonal to level sets,

$(\nabla F)\left(\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}\right)$  is orthogonal to the sphere  
 $x^2 + y^2 + z^2 = 1$ .

In particular,  $(\nabla F)\left(\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}\right)$  is normal to the tangent plane at  $\left(\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}\right)$ .



$$\nabla F = (2x, 2y, 2z).$$

$$\nabla F\left(\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}\right) = \left(\frac{2}{\sqrt{3}}, \frac{2}{\sqrt{3}}, \frac{2}{\sqrt{3}}\right)$$

Now we have a normal vector:

$\vec{N} = \left(\frac{2}{\sqrt{3}}, \frac{2}{\sqrt{3}}, \frac{2}{\sqrt{3}}\right)$ , and a point on the plane  $\left(\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}\right)$ .



So we can write the equation of the plane:

$$\frac{2}{\sqrt{3}}x + \frac{2}{\sqrt{3}}y + \frac{2}{\sqrt{3}}z = \left(\frac{2}{\sqrt{3}}, \frac{2}{\sqrt{3}}, \frac{2}{\sqrt{3}}\right) \cdot \left(\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}\right)$$
$$\frac{2}{\sqrt{3}}x + \frac{2}{\sqrt{3}}y + \frac{2}{\sqrt{3}}z = \frac{2}{3} + \frac{2}{3} + \frac{2}{3}$$

$$\frac{2}{\sqrt{3}}x + \frac{2}{\sqrt{3}}y + \frac{2}{\sqrt{3}}z = 2$$

Note: To make this look nicer, we could multiply by  $\frac{\sqrt{3}}{2}$  to get:

$$x + y + z = \sqrt{3}$$

Example: Find an equation to the tangent plane to the surface

$$e^{y^2} z^4 x - x^4 z = 0 \quad \text{at } (1, 0, 1).$$

Note: The set of points that satisfy this equation forms some surface in  $\mathbb{R}^3$ . I am not able to draw it, and I certainly can't solve for  $z$  to get a fn of  $x$  and  $y$ . Let's use the same strategy as last time:

Let  $F(x, y, z) = e^{y^2} z^4 x - x^4 z$ . Then the surface  $e^{y^2} z^4 x - x^4 z = 0$  is the **level surface**  $F(x, y, z) = 0$ .

Therefore,  $\nabla F(1, 0, 1)$  is  $\perp$  to the surface at  $(1, 0, 1)$  and hence  $\nabla F(1, 0, 1)$  is normal to the tangent plane.

$$\nabla F = (e^{y^2} z^4 - 4x^3 z, 2y e^{y^2} z^4 x, 4e^{y^2} z^3 x - x^4)$$

$$\nabla F(1, 0, 1) = (-3, 0, 3)$$

Now we have our normal vector:  $\vec{N} = (-3, 0, 3)$ , and  
a point on the plane:  $(1, 0, 1)$ .

So we get the plane:

$$\Rightarrow \begin{array}{l} -3x + 0 \cdot y + 3z = (-3, 0, 3) \cdot (1, 0, 1) \\ -3x + 3z = 0 \end{array}$$