MATH 2220 HW4.

Due Wednesday 24 September

(1) Use the derivative to estimate the value of $cos(0.02 cos(-0.03))$.

Let $f(x, y) = \cos(x \cos(y))$. Let $\mathbf{x_0} = (0, 0)$. Let $\mathbf{x} = (0.02, -0.03)$. We estimate $f(\mathbf{x})$ by using the linear approximation:

$$
f(\mathbf{x_0}) + \nabla f(\mathbf{x_0})(\mathbf{x} - \mathbf{x_0})
$$

We have $f_x = -\sin(x \cos(y)) \cos(y)$ and $f_y = \sin(x \cos(y))x \sin(y)$. Therefore $f_x(0,0) =$ $0 = f_y(0,0)$ and $f(0,0) = 1$. So

$$
f(\mathbf{x_0}) + \nabla f(\mathbf{x_0})(\mathbf{x} - \mathbf{x_0}) = 1 + \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 0.02 \\ -0.03 \end{bmatrix} = 1.
$$

- (2) Section 2.5 p.159-163
	- $(a) \# 11.$

Using the chain rule, first calculate $D(f \circ T)(1,0)$.

$$
D(f \circ T)(1,0) = Df(T(1,0))DT(1,0) = Df(1, \log \sqrt{2})DT(1,0).
$$

 $Df(u, v) = (-\sin u \sin v, \cos u \cos v)$ and

$$
DT(s,t) = \begin{bmatrix} -t^2 \sin(t^2 s) & -2ts \sin(t^2 s) \\ \frac{2s}{\sqrt{1+s^2}} & 0 \end{bmatrix}
$$

So

$$
DT(1,0) = \begin{bmatrix} 0 & 0 \\ \sqrt{2} & 0 \end{bmatrix}
$$

Therefore,

$$
Df(1, \log \sqrt{2})DT(1, 0) = (-\sin(1)\sin(\log \sqrt{2}), \cos(1)\cos(\log \sqrt{2}))\begin{bmatrix} 0 & 0\\ \sqrt{2} & 0 \end{bmatrix}
$$

which equals

$$
(\sqrt{2}\cos(1)\cos(\log\sqrt{2}),0).
$$

The question just asks for $\frac{\partial (f \circ T)}{\partial s}(1,0)$, which is the first entry of $D(T \circ s)(1,0)$, ie.

$$
\sqrt{2}\cos(1)\cos(\log\sqrt{2}).
$$

(b) $\# 15$.

The question is asking for

$$
D(f \circ \mathbf{c})(0)
$$

By the chain rule, this equals

$$
Df(\mathbf{c}(0))D\mathbf{c}(0) = \begin{bmatrix} e^{x+y} & e^{x+y} \ e^{x-y} & -e^{x-y} \end{bmatrix}|_{(0,0)}\mathbf{c}'(0).
$$

This in turn equals

$$
\begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 2 \\ 0 \end{bmatrix}
$$

(c) $# 24$.

The problem is wrong to use $\frac{\partial w}{\partial x}$ for two different things. The symbol $\frac{\partial w}{\partial x}$ on the left hand side denotes the derivative of $f(x, y, g(x, y))$ with respect to x, while on the right hand side it denotes the derivative of $f(x, y, z)$ with respect to x, treating z as a constant. These two things are not the same in general (try it with some nonconstant function g and some f). This is what causes the problem.

- (3) Section 2.6 p.171-173
	- (a) $\# 4(b)$.

The surface is given by $g(x, y, z) = 0$ where $g(x, y, z) = y^2 - x^2 - 3$. Then $\nabla g = (-2x, 2y, 0)$. The equation of the tangent plane is therefore

$$
(-2, 4, 0) \cdot (x - 1, y - 2, z - 8) = 0.
$$

(b) $\# 14(a)$.

The directional derivative is $\nabla f \cdot \mathbf{v}$ (there is no need to normalize \mathbf{v} since it is already a unit vector).

$$
\nabla f = (y^2 + z^3, 2xy + 2yz^3, 3y^2z^2 + 3z^2x)
$$

at $(4, -2, -1)$, this has the value $(3, -12, 24)$. The answer is therefore 3/ √ 14 − 36/ √ $\sqrt{14} + 48/$ √ 14.

- $(c) \# 15.$
- (4) The surface of a mountain is given by the set of points (x, y, z) in \mathbb{R}^3 satisfying $z = 20 - (\frac{x}{10})^2 - (\frac{y}{20})^4$ and $x, y, z \ge 0$. Klaus is at the point $(10, 20, 18)$ and he wants to toboggan down the mountain in the steepest direction possible. In which direction should he go?

Let $z = f(x, y) = 20 - (\frac{x}{10})^2 - (\frac{y}{20})^4$. Then the direction of steepest descent is $-\nabla f(10, 20) = -(-\frac{1}{10} \cdot 2 \cdot \frac{10}{10}, -\frac{1}{20} \cdot 4 \cdot (\frac{20}{20})^3) = (\frac{1}{5}, \frac{1}{5})$ $\frac{1}{5}$). In other words, Klaus should go due northeast.

(5) A 2×2 matrix of real numbers

$$
\begin{pmatrix} a & b \\ c & d \end{pmatrix}
$$

can be identified with the point $(a, b, c, d) \in \mathbb{R}^4$. We can therefore define a map $f: \mathbb{R}^4 \to \mathbb{R}^4$ by $f(A) = A^2$, the square of the matrix A. Calculate the derivative of f at an arbitrary point $B \in \mathbb{R}^4$ (also regarded as a matrix).

Write f as

$$
f(a, b, c, d) = (a2 + bc, ab + bd, ac + cd, cb + d2).
$$

Then

$$
Df(a, b, c, d) = \begin{bmatrix} 2a & c & b & 0 \\ b & a+d & 0 & b \\ c & 0 & a+d & c \\ 0 & c & b & 2d \end{bmatrix}
$$