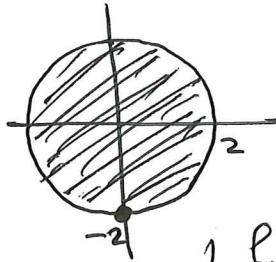


Today: continuing absolute max/min problems.

Lagrange multipliers.

Example: Find max/min of $f(x, y)$ on the disk D :
 $x^2 + y^2 \leq 4$



Step 1: Look for critical points
inside:

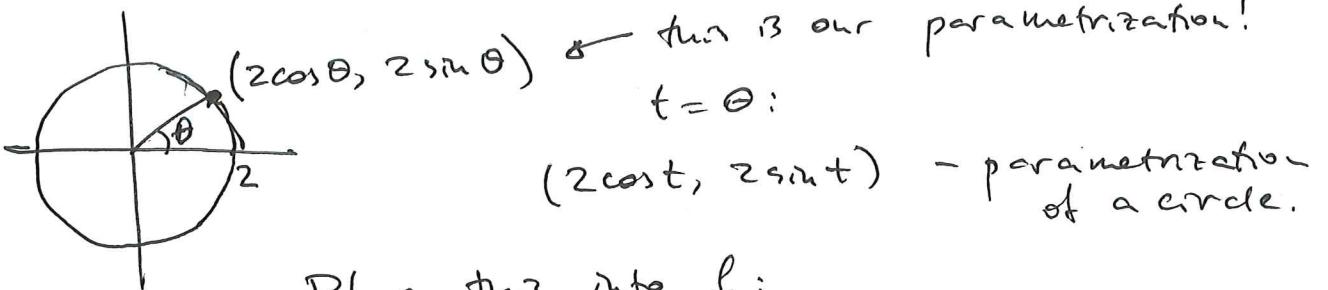
$$\begin{cases} f_x = 2+y \\ f_y = x \end{cases} \quad f_x = f_y = 0 : \boxed{(0, -2)}$$

(on the boundary).

Step 2 The boundary.

plug in $y = \pm\sqrt{4-x^2}$ — gives an ugly function.

better: • parametrize the circle:
find $x(t), y(t)$ (t — parameter)
such that as t changes, $(x(t), y(t))$ traces
the circle.



Plug this into f :

look for max/min of $f(2\cos t, 2\sin t)$, $t \in \mathbb{R}$

(or $0 \leq t \leq 2\pi$)

*(we had $f(x,y) = 2x + xy$
plug in $x = 2\cos t, y = 2\sin t$)*

Get,

$$g(t) = 2 \cancel{\cos} \cdot 2\cos t + (2\cos t)(2\sin t)$$

 $= 4\cos^2 t + 4\cos t \sin t.$ ← function of just t

$$g'(t) = 4(-\sin t - \sin^2 t + \cos^2 t)$$

Solve: $\underbrace{\cos^2 t - \sin^2 t - \sin t}_{{}''1 - \sin^2 t} = 0$

Get: $1 - 2\sin^2 t - \sin t = 0$

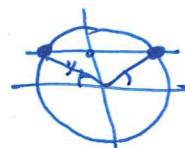
Let $w = \sin t : 1 - 2w^2 - w = 0$

$$w = \frac{1 \pm \sqrt{1+8}}{-4} = -1 \text{ or } \frac{1}{2}$$

Get: $\sin t = -1 \text{ or } \sin t = \frac{1}{2}$

$$\begin{matrix} \downarrow \\ x=0 \\ y=-2 \end{matrix} \quad \begin{matrix} \underbrace{t=\frac{\pi}{6} \text{ or } \frac{5\pi}{6}}_{''t=\frac{\pi}{6} \text{ or } \frac{5\pi}{6}} \end{matrix}$$

get: $(\pm\sqrt{3}, 1).$



Answer: our points to consider:

$(\pm\sqrt{3}, 1), (-\sqrt{3}, 1)$
$(0, -2)$

Lagrange multipliers

- method for finding max/min value of $f(x, y)$
or $f(x, y, z)$
subject to a constraint given by $g(x, y) = 0$
or $g(x, y, z) = 0$

In our example, we are looking for
max/min of $f(x, y) = 2x + xy$
subject to $g(x, y) = x^2 + y^2 - 4 = 0$.

Method of Lagrange multipliers says :

look for points that satisfy the constraint
and have the property that $\nabla f \rightarrow \lambda \nabla g$

where λ is a scalar (called Lagrange
multiplier).
↑
lambda (Greek)

In practice: $\bar{\nabla} f = \langle 2+y, x \rangle$

(in our example) $\bar{\nabla} g = \langle 2x, 2y \rangle$

we set up a system of equations:

$$\left\{ \begin{array}{l} 2+y = \lambda \cdot 2x \\ x = \lambda \cdot 2y \\ x^2 + y^2 - 4 = 0 \end{array} \right. \quad \left\{ \begin{array}{l} \bar{\nabla} f = \lambda \cdot \bar{\nabla} g \\ g(x, y) = 0 \end{array} \right.$$

Solve this system. (do not care to find λ).

here: plug in the second equation into first:

$$\left\{ \begin{array}{l} 2+y = 2\lambda \cdot \lambda \cdot 2y \\ 4\lambda^2 y^2 + y^2 - 4 = 0 \end{array} \right. \quad \xrightarrow{\text{mult. by } y} \left\{ \begin{array}{l} 4\lambda^2 y = 2+y \\ 4\lambda^2 y^2 + y^2 - 4 = 0 \\ x = 2\lambda y \end{array} \right.$$

$$\left\{ \begin{array}{l} 4\lambda^2 y^2 = 2y + y^2 \\ 4\lambda^2 y^2 + y^2 - 4 = 0 \\ x = 2\lambda y \end{array} \right.$$

$$-2y^2 - 2y + 4 = 0.$$

solve for y .

get same answer as before.

Worksheet 12: Lagrange multipliers

1. (a) Minimize the function

$$f(x, y, z) = (x - 2)^2 + (y - 1)^2 + z^2$$

subject to the constraint $x^2 + y^2 + z^2 = 1$, using the method of Lagrange multipliers.

- (b) Give a geometric interpretation of this problem.

Shortcut: write

$$f - \lambda \cdot g$$

~~$$(x-2)^2 + (y-1)^2 + z^2 - \lambda \cdot (x^2 + y^2 + z^2 - 1)$$~~

Now: look for critical point (with respect to all variables), including ~~the lag~~ λ

$$\left\{ \begin{array}{l} 2(x-2) - 2\lambda x = 0 \\ 2(y-1) - 2\lambda y = 0 \\ \underline{2z - 2\lambda z = 0} \\ x^2 + y^2 + z^2 = 1 \end{array} \right.$$

Solution: 3^d equation is:

$$2z - 2\lambda z = 0$$

$$= 2z(1-\lambda) = 0$$

so: $z=0$ or $\lambda=1$.



$$\begin{cases} x^2 + y^2 = 1 \\ x(x-2) = \lambda x \\ y(y-1) = \lambda y \end{cases} \Leftrightarrow \begin{cases} x^2 + y^2 = 1 \\ x(1-\lambda) = 2 \\ y(1-\lambda) = 1 \end{cases}$$

$$x = \frac{2}{1-\lambda} \quad (\lambda \neq 1)$$

$$y = \frac{1}{1-\lambda}$$

$$x^2 + y^2 = \frac{4}{(1-\lambda)^2} + \frac{1}{(1-\lambda)^2} = 1.$$

$$(1-\lambda)^2 = 5. \quad \text{Then} \quad 1-\lambda = \pm \sqrt{5}$$

$$\text{Then} \quad x = \pm \frac{2}{\sqrt{5}} \quad y = \pm \frac{1}{\sqrt{5}}$$

incorrect!

better: if $1-\lambda = \sqrt{5}$,

$$\boxed{\begin{array}{l} x = \frac{2}{\sqrt{5}}, \quad y = \frac{1}{\sqrt{5}} \\ \text{get} \end{array}}$$

$$\text{or } 1-\lambda = -\sqrt{5}$$

$$\boxed{\begin{array}{l} x = -\frac{2}{\sqrt{5}}, \quad y = -\frac{1}{\sqrt{5}} \end{array}}$$

Case 2 $\lambda = 1$:

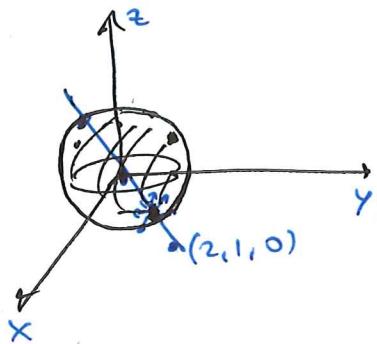
$$\begin{cases} x^2 + y^2 + z^2 = 1 \\ 2(y-1) - 2y = 0 \\ 2(x-2) - 2x = 0 \end{cases} \rightarrow \text{impossible!}$$

Now we got: possible points for max or min are:

$$\left(\frac{2}{\sqrt{5}}, \frac{1}{\sqrt{5}} \right), \quad \left(-\frac{2}{\sqrt{5}}, -\frac{1}{\sqrt{5}} \right)$$

Which is which? - plug into f and decide

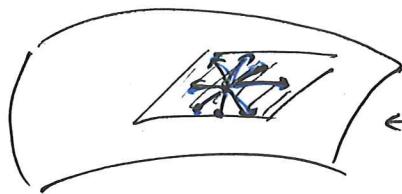
Answer to (b): constraint: we are looking for
a point (x, y, z) on the unit sphere.



$f(x, y, z)$ is the square
of the distance
from (x, y, z) to $(2, 1, 0)$

So we are looking for
a point on the unit sphere
that is closest to $(2, 1, 0)$

Why this works:



surface $g(x,y,z) = 0$

Normally, partial derivatives of $f(x,y,z)$ have to vanish at any max/min point because:

$\nabla f \neq 0$ then can move in the direction of ∇f and f will get bigger.
opposite to ∇f : f will get smaller.

so: $\nabla f \neq 0$, then our point cannot be max/min point.

This was without constraint.

With constraint: we need: $D_{\bar{u}} f = 0$
for all \bar{u} tangent to the constraint.

This means:

$\nabla f \cdot \bar{u} = 0$ for any \bar{u} tangent
to $g(x,y,z) = 0$.

so ∇f is
normal to the
same plane as ∇g .

∇g is normal
to this
tangent plane

Then $\nabla f = \lambda \nabla g$ for
some scalar λ .
our system of equations.