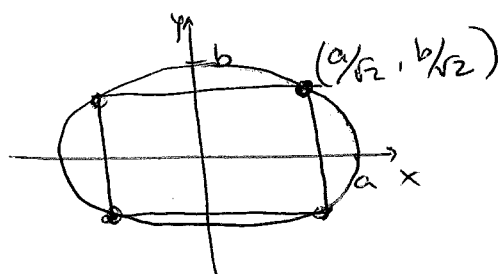


Lagrange multipliers

- finding max/min of $f(x,y)$ when (x,y) are
subject to constraint $G(x,y) = 0$.

(General: $f(x_1, \dots, x_n)$ when $G_1(x_1, \dots, x_n) = 0$
 $G_2(x_1, \dots, x_n) = 0$
 \vdots
 $G_n(x_1, \dots, x_n) = 0$)

Example: max area of a rectangle (parallel to the axes)



that fits into
the ellipse

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1$$

want: $\max(xy)$ as $\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1$
" $f(x,y)$ $G(x,y) = \frac{x^2}{a^2} + \frac{y^2}{b^2} - 1$.

Trick: make a new function

$$F(x,y,\lambda) := f(x,y) - \lambda G(x,y)$$

\uparrow
Lagrange multiplier

Then look for the ~~max/min~~ critical points

of $F(x, y, \lambda)$: Find solutions to the system of equations $\frac{\partial F}{\partial x} = \frac{\partial F}{\partial y} = \frac{\partial F}{\partial \lambda} = 0$.

In our example, get:

$$\begin{cases} y - 2x\lambda \cdot \frac{1}{a^2} = 0 & \leftarrow \frac{\partial F}{\partial x} \\ x - 2y\lambda \cdot \frac{1}{b^2} = 0 & \leftarrow \frac{\partial F}{\partial y} \\ \frac{x^2}{a^2} + \frac{y^2}{b^2} - 1 = 0 & \leftarrow \frac{\partial F}{\partial \lambda} \text{ - should be the constraint.} \end{cases}$$

Solve for (x, y, λ)
↑
don't care.

$$\begin{cases} x = \frac{2y\lambda}{b^2} \\ y = \frac{2x\lambda}{a^2} \\ \frac{x^2}{a^2} + \frac{y^2}{b^2} = 1 \end{cases} \quad \begin{array}{l} \lambda \neq 0 \\ \text{(otherwise } x=y=0, \\ \text{doesn't fit} \\ \text{the last eqn.)} \end{array} \quad \begin{cases} \frac{x}{y} = \frac{y}{x} \frac{a^2}{b^2} \\ \frac{x^2}{a^2} + \frac{y^2}{b^2} = 1 \end{cases}$$

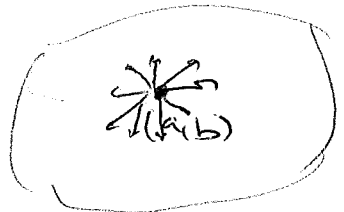
$$\begin{cases} x^2 = y^2 \cdot \frac{a^2}{b^2} \\ \frac{y^2 \frac{a^2}{b^2}}{a^2} + \frac{y^2}{b^2} = 1 \end{cases} \quad \begin{array}{l} x = \pm \frac{a}{\sqrt{2}} \\ y = \pm \frac{b}{\sqrt{2}} \end{array}$$

Answer: max area $= 4 \cdot \frac{a \cdot b}{2}$, occurs at $(\pm \frac{a}{\sqrt{2}}, \pm \frac{b}{\sqrt{2}})$
 $= 2ab$ one of the vertices.

Why it works:

f is differentiable

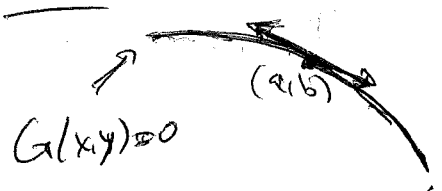
Recall: max/min can occur (inside the domain) only at a critical point.



all directional derivatives at (a,b) should be 0.

(if one is positive, we could go in that direction and $f(x,y)$ would get bigger)

Now:



Now our directional derivatives in the directions tangent to the constraint (part of ellipse) should be 0.

(otherwise could walk a bit in one of the directions along the curve and $f(x,y)$ would get bigger).

This says,

$$\nabla f_{(a,b)} \perp \tau$$

tangent to the curve $G(x,y)=0$ at (a,b) (i.e. perpendicular to ∇G at (a,b))

Conclusion:

if (a,b) is a local max or min for $f(x,y)$ as $G(x,y)=0$

then $\nabla f_{(a,b)}$ is parallel to $\nabla G_{(a,b)}$.

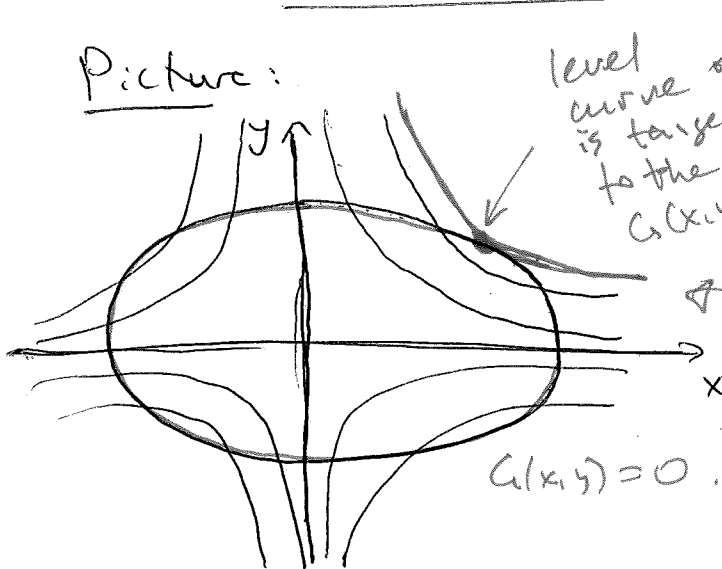
So there exists λ s.t. $\nabla f = \lambda \nabla G$ at (a,b) .

We were considering

$$F(x,y,\lambda) = f(x,y) - \lambda G(x,y).$$

$$\nabla F = 0 \quad \text{if and only if} \quad \nabla f = \lambda \nabla G.$$

Picture:



level curve of f is tangent to the $G(x,y)=0$.

Draw level curves of $f(x,y)$.

$f(x,y)=xy$. level curves:

$xy = c$ - hyperbolas

this is the curve corresp. to the maximal value c

In \mathbb{R}^3 : same picture, but instead of level curves have level surfaces.

max/min $f(x,y,z)$ subject to $G(x,y,z)=0$

Again: look for the list of points where

$\nabla f \parallel \nabla G$, which means, find

critical points of

$$f(x,y,z) - \lambda G(x,y,z) =: F(x,y,z,\lambda).$$

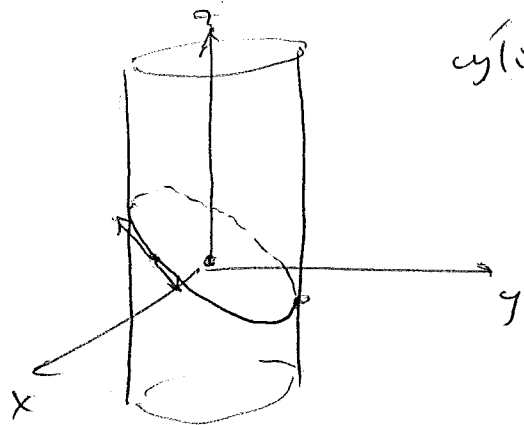
Could have two constraints:

Example:

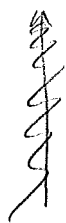
$x^2 + y^2 = 1$,
cylinder

intersect it with the
plane $x + 3y - z = 0$

- get an ellipse.



Find the points on this
ellipse closest and
farthest away from the
origin.



We had: one constraint

$$\vec{\nabla} f \parallel \vec{\nabla} G$$

my
function

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

= square
of distance
from (0,0)

Now, ~~two~~ two constraints, $G(x, y, z) = 0$
 $H(x, y, z) = 0$.

Want: $\vec{\nabla} f$ has to be perpendicular
to the tangent line to this ellipse.

$\vec{\nabla} f$ has to lie in the plane spanned
by $\vec{\nabla} G$ and $\vec{\nabla} H$.

Expressed as: $\vec{\nabla} f = \lambda \vec{\nabla} G + \mu \vec{\nabla} H$

two Lagrange
multipliers.

Recipe:

make $F(x, y, z, \lambda, \mu) =$

$$f(x, y, z) - \lambda G(x, y, z) - \mu H(x, y, z)$$

look for critical points.

Example: $(x^2 + y^2 + z^2) - \lambda(x^2 + y^2 - 1) - \mu(x + 3y - z)$

$$\left\{ \begin{array}{l} 2x - 2x\lambda - \mu = 0 \\ 2y - 2y\lambda - 3\mu = 0 \\ 2z + \mu = 0 \\ x^2 + y^2 - 1 = 0 \\ x + 3y - z = 0 \end{array} \right.$$

Homework: solve for (x, y, z) .