

# Outline

1. Lagrange multipliers.
2. Why Lagrange multipliers work.

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Do-over: Tuesday, March 31  
8-9 pm or 9-10pm  
2210 Doherty.

# 1. Lagrange Multipliers

- Find the global max and global min of a function  $f(x,y)$  which is subject to a constraint:  $g(x,y)=0$ .

How to do this:

- ① Calculate  $\nabla f$ ,  $\nabla g$ .
- ② Write out the system of equations:

$$\nabla f = \lambda \cdot \nabla g$$

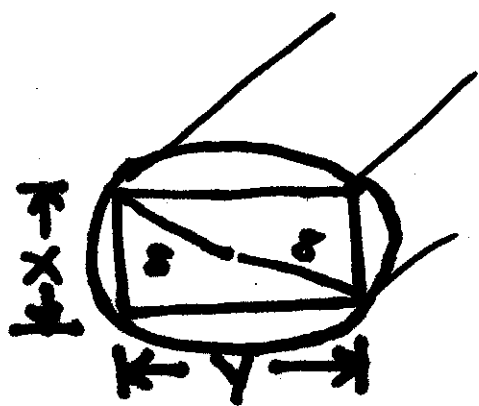
↑  
constant, the multiplier.

- ③ Find all solutions of the system of equations.

- ④ Evaluate  $f(x,y)$  at all of these points. Biggest value of  $f(x,y)$  = global max, smallest = global min.

### Example

Strength of wooden beam =  $5xy^2$



Beam cut from a log of radius 8 inches.

What should x and y be to maximize strength?

### Solution

$$f(x,y) = 5xy^2$$

Constraint:  $x^2 + y^2 = 16^2$

$$g(x,y) = x^2 + y^2 - 16^2 = 0.$$

$$\nabla f = \langle 5y^2, 10xy \rangle$$

$$\nabla g = \langle 2x, 2y \rangle$$

System of equations:  $\nabla f = \lambda \nabla g$

$$5y^2 = 2\lambda x \quad \dots \textcircled{1}$$

$$10xy = 2\lambda y \quad \dots \textcircled{2}$$

Need to find all solutions of  
 $\textcircled{1}$  and  $\textcircled{2}$ .

Case 1:  $y = 0$

Constraint:  $x^2 + 0^2 = 16^2$   
 $x = \pm 16.$

Case 2:  $y \neq 0$

$$10x = 2\lambda \quad \dots \textcircled{2}$$

Subst. into  $\textcircled{1}$ :

$$5y^2 = (2\lambda)x$$

$$5y^2 = (10x)x$$

$$5y^2 = 10x^2$$

$$y^2 = 2x^2$$

Substitute into constraint:

$$x^2 + y^2 = 16^2$$

$$x^2 + 2x^2 = 16^2$$

$$x^2 = \frac{16^2}{3}$$

$$x = \pm \sqrt{\frac{16^2}{3}} = \pm \frac{16}{\sqrt{3}}$$

$$y = \pm \sqrt{2}x = \pm \frac{16\sqrt{2}}{\sqrt{3}}$$

- All solutions to  $\nabla f = \lambda \nabla g$  are:

x	y	f(x, y)
16	0	0
-16	0	0
$\frac{16}{\sqrt{3}}$	$\frac{16\sqrt{2}}{\sqrt{3}}$	$\frac{10 \cdot 16^3}{3\sqrt{3}}$
$\frac{16}{\sqrt{3}}$	$-\frac{16\sqrt{2}}{\sqrt{3}}$	$\frac{10 \cdot 16^3}{3\sqrt{3}}$
$-\frac{16}{\sqrt{3}}$	$\frac{16\sqrt{2}}{\sqrt{3}}$	$-\frac{10 \cdot 16^3}{3\sqrt{3}}$
$-\frac{16}{\sqrt{3}}$	$-\frac{16\sqrt{2}}{\sqrt{3}}$	$-\frac{10 \cdot 16^3}{3\sqrt{3}}$

For realistic global max of strength, use:

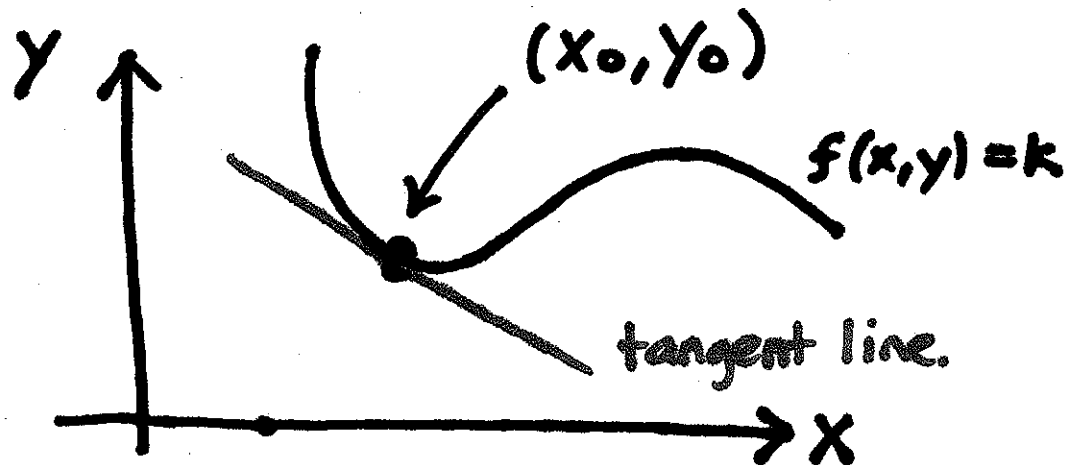
$$x = \frac{16}{\sqrt{3}} \quad y = \frac{16\sqrt{2}}{\sqrt{3}} \text{ inches.}$$

2. Why does  $\nabla f = \lambda \nabla g$  work?

Claim: Contour plot of  $z = f(x, y)$ . Consider a point on  $f(x, y) = k$  with coordinates  $(x_0, y_0)$ . Then the 2D normal to the contour  $f(x, y) = k$  at the point  $(x_0, y_0)$  is:

$$\nabla f(x_0, y_0).$$

Proof:



Equation of Contour :  $F(x,y) = f(x,y) - k = 0.$

Slope of tangent line  $= \frac{dy}{dx} = \frac{-\frac{\partial F}{\partial x}(x_0, y_0)}{\frac{\partial F}{\partial y}(x_0, y_0)}$

$$\frac{dy}{dx} = \frac{-\frac{\partial f}{\partial x}(x_0, y_0)}{\frac{\partial f}{\partial y}(x_0, y_0)}$$

Slope of normal  $= \frac{-1}{\text{slope of tangent}}$

$$= \frac{\frac{\partial f}{\partial y}(x_0, y_0)}{\frac{\partial f}{\partial x}(x_0, y_0)} = \frac{\text{rise}}{\text{run}}$$

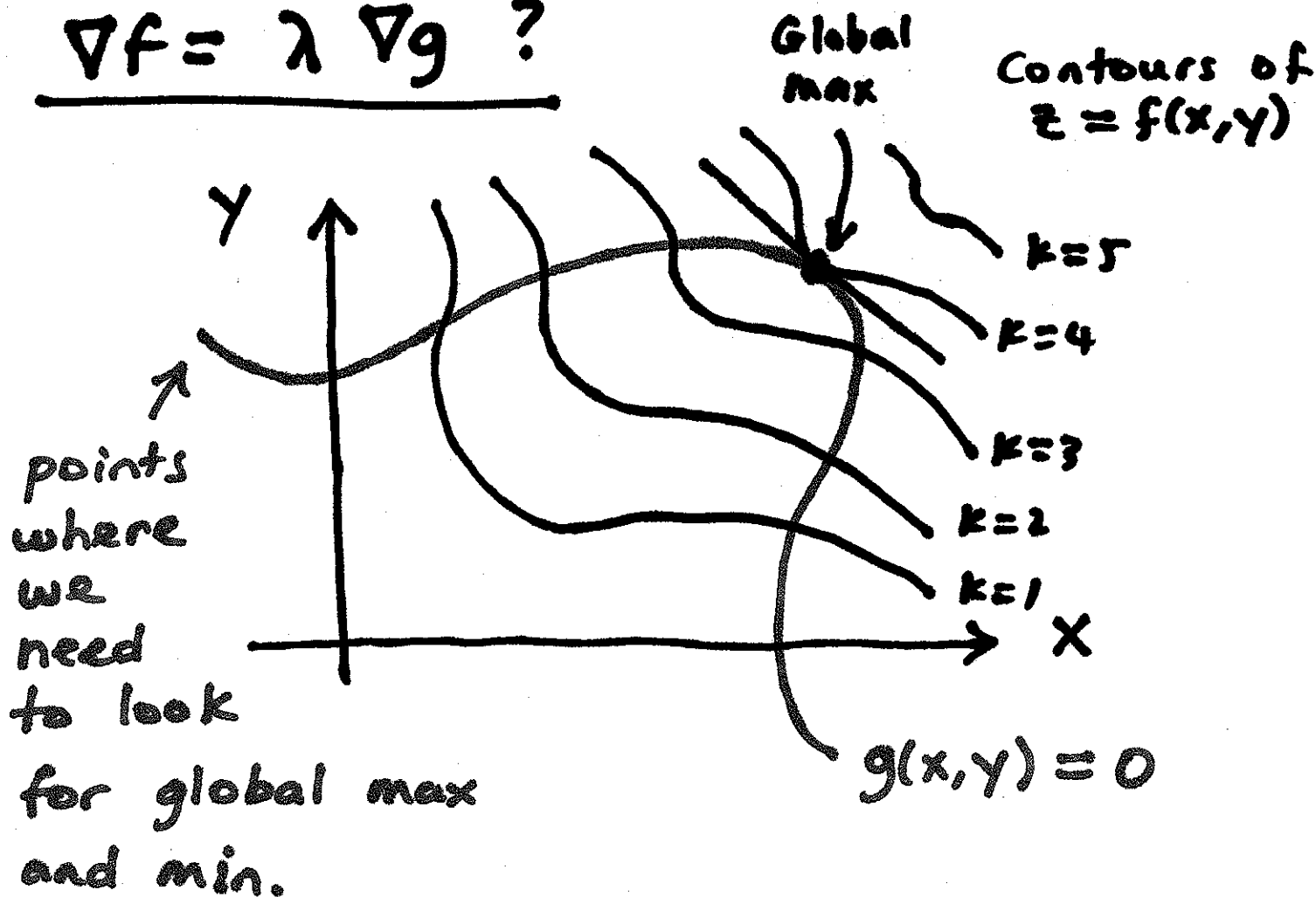


Vector in this direction =  $\langle \text{run}, \text{rise} \rangle$

$$= \left\langle \frac{\partial f}{\partial x}(x_0, y_0), \frac{\partial f}{\partial y}(x_0, y_0) \right\rangle$$
$$= \nabla f(x_0, y_0). \quad \blacksquare$$

How does this apply to

$\nabla f = \lambda \nabla g$  ?





$$\text{e.g. } \underbrace{x^2 + y^2}_{g(x,y)} = \underbrace{16^2}_c$$

If you increase the value in the constraint from  $c$  to  $c+1$ , the value of the global max (and global min) increases by approximately  $\lambda$ .