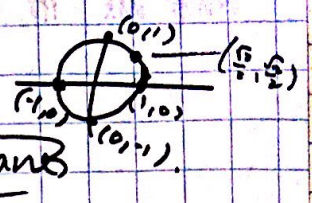


Sets in general are just a way of describing collections of things based on some property/properties... $\{ \text{what the things look like} : \text{property they satisfy} \}$

eg. If we want to describe the unit circle in \mathbb{R}^2 .



We can describe it as a set

$$\{ (x,y) \in \mathbb{R}^2 : x^2 + y^2 = 1 \}$$

all pts in plane

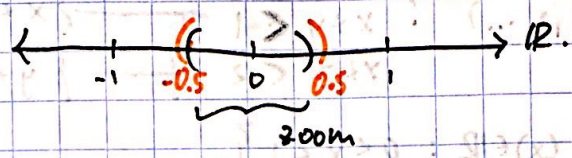
throw out all points that don't satisfy this

keep only pts satisfying this

Take $(2,3) \in \mathbb{R}^2$. Does this satisfy this relation?
 $2^2 + 3^2 = 4 + 9 = 13 \neq 1$ NO. Throw it out.

Open sets (in \mathbb{R}^n)

Look at the real line \mathbb{R} .



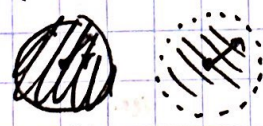
"topology".

An open set U is a subset of \mathbb{R}^n where any point inside U has a "neighborhood" that sits entirely inside U .

a smaller open set

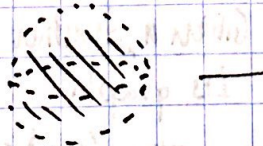
in the book ... any point in U has a tiny disk/ball sitting entirely inside U .

eg of disks ($n=2$):
 indim = n



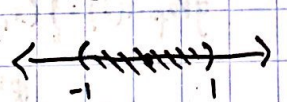
$$\{ (x,y) : x^2 + y^2 < 1 \}$$

($n=3$):



$$\{ (x,y,z) : x^2 + y^2 + z^2 < 1 \}$$

($n=1$):



$$\{ x : x^2 < 1 \}$$

$$|x| < 1$$

$$-1 < x < 1$$

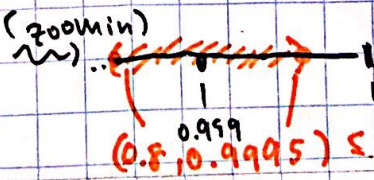
eg. Is $[0,1]$ open?

ie. any point $x \in [0,1]$

(ie. $0 \leq x \leq 1$) should have a disk entirely inside U



$$D = \left(\frac{1}{2}, \frac{3}{2} \right) \not\subseteq [0,1]$$



$$D = (0.8, 0.9995) \not\subseteq [0,1]$$

Take $(0, 1)$.

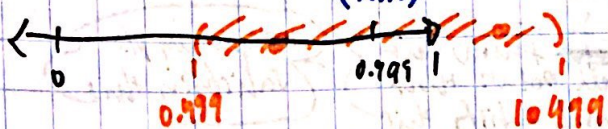
What are its bdy points?

a point where if you take any nbhd around it,

it includes \bullet a point inside the U .

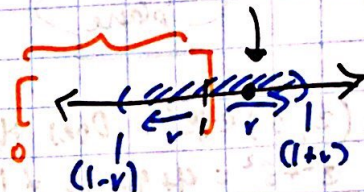
\bullet a point outside the U .

ej. (0.999) . The ~~disk~~ disk of radius $1/2$ doesn't include any pts outside.



Put 1. Take any disk around 1.

$$D_r(1) = \{x \in \mathbb{R} \mid (1-r) < x < (1+r)\}$$

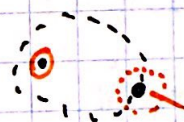


In general... Open sets may be defined as like.

$$\{(x, y, z, \dots) \mid \begin{matrix} x+y < 1 \\ y+z < 2 \end{matrix} \} \quad \begin{matrix} \{x+y=1\} \\ \{y+z=2\} \end{matrix} \text{ bdy points.}$$

$$U \cdot (0, 1) = \{x \in \mathbb{R} \mid 0 < x < 1\}$$

$$\text{bdy pts} = \{x \in \mathbb{R} \mid x=0, x=1\} = \{0, 1\}$$



$$\mathbb{R}^2 \xrightarrow{F} \mathbb{R}^3$$

$$(x, y) \mapsto (x, y, \sin(x))$$



$$\mathbb{R}^3 \rightarrow \mathbb{R}^2$$

$$(x, y, z)$$

$$f: A \rightarrow \mathbb{R}^2$$

$$(x, y, \sin(x)) \mapsto (x + \sin(x), y + \sin(x))$$

$$F: \mathbb{R}^2 \rightarrow \mathbb{R}^3$$

$$(x, y) \mapsto (F_1(x, y), F_2(x, y), F_3(x, y))$$

$$x \quad y \quad \sin(x)$$

real-valued
Given a function $f: \mathbb{R}^n \rightarrow \mathbb{R}$

Its graph

$$\text{graph}(f) = \{(x_1, x_2, \dots, x_n) \mid x_{n+1} = f(x_1, \dots, x_n)\}$$

$$\uparrow$$

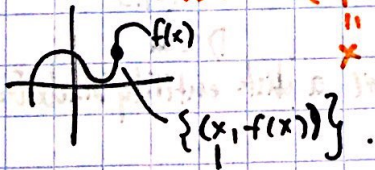
$$\mathbb{R}^{n+1}$$

$$= \{(x_1, x_2, \dots, x_n, f(x_1, \dots, x_n))\}$$

$$L: \mathbb{R} \rightarrow \mathbb{R}^2$$

$$x \mapsto (L_1(x), L_2(x))$$

$$x \quad x$$



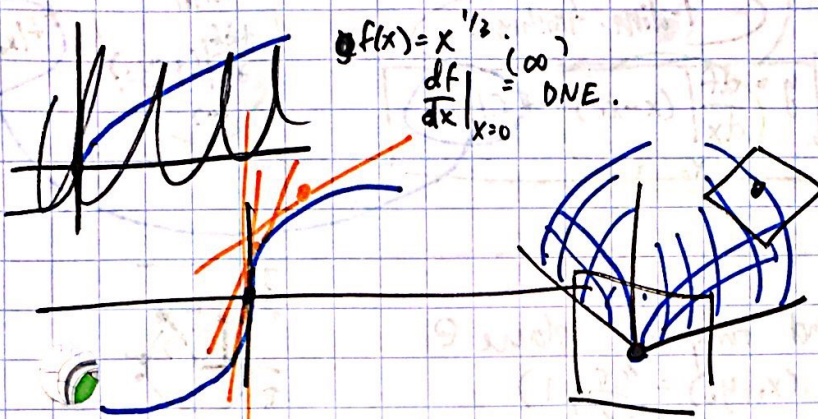
- (1) What does it mean for a vector-valued function to be differentiable?
 (2) Linear approximation / tangent planes?

Def. A function $f: U \rightarrow \mathbb{R}^m$ is differentiable at \vec{x}_0 if...

(i) All partials exist. $\left. \frac{\partial f}{\partial x_i} \right|_{\vec{x}_0}$ $i=0, 2, \dots, n$

(ii) $\lim_{\vec{x} \rightarrow \vec{x}_0} \frac{\|f(\vec{x}) - f(\vec{x}_0) - Df(\vec{x}_0)(\vec{x} - \vec{x}_0)\|}{\|\vec{x} - \vec{x}_0\|} = 0$

$$Df(\vec{x}_0) = \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \frac{\partial f_1}{\partial x_2} & \dots & \frac{\partial f_1}{\partial x_n} \\ \frac{\partial f_2}{\partial x_1} & \dots & \dots & \dots \\ \vdots & \dots & \dots & \dots \\ \frac{\partial f_m}{\partial x_1} & \dots & \dots & \frac{\partial f_m}{\partial x_n} \end{bmatrix}$$



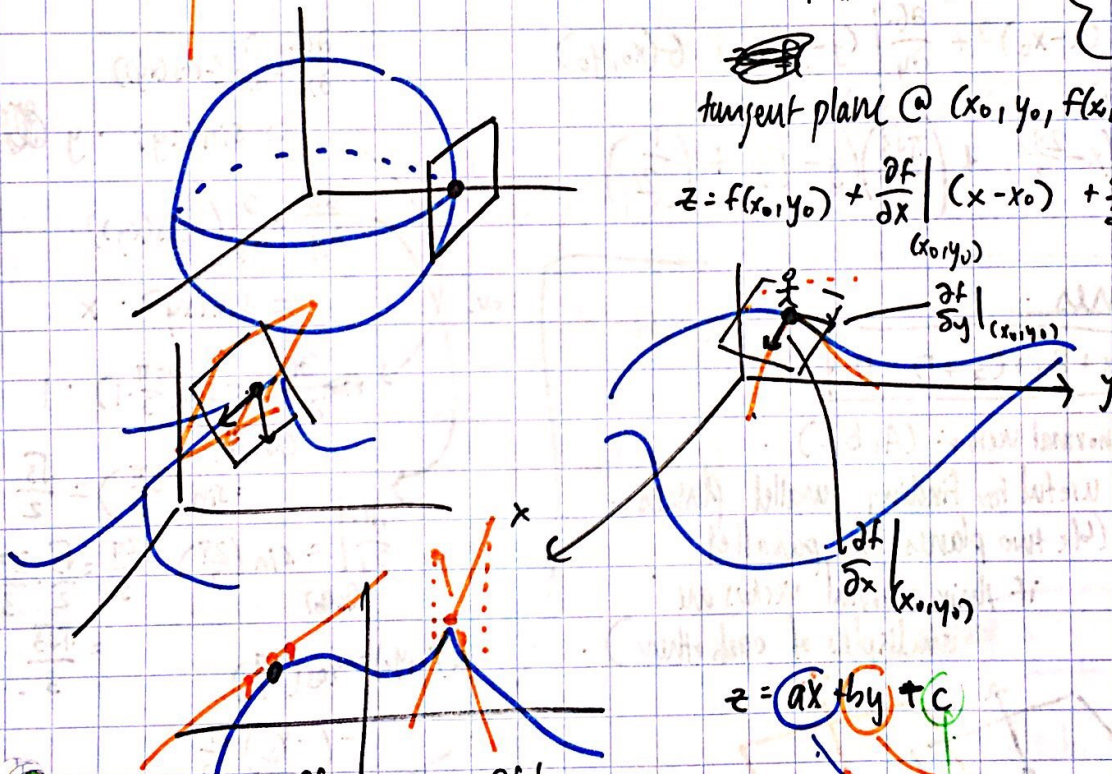
$$\begin{bmatrix} a_{11} & \dots & a_{1n} \\ \vdots & \dots & \vdots \\ a_{m1} & \dots & a_{mn} \end{bmatrix} \begin{bmatrix} x_1 \\ \vdots \\ x_n \end{bmatrix} =$$

$f: \mathbb{R}^2 \rightarrow \mathbb{R}$

graph looks like a surface in \mathbb{R}^3

tangent plane @ $(x_0, y_0, f(x_0, y_0))$.

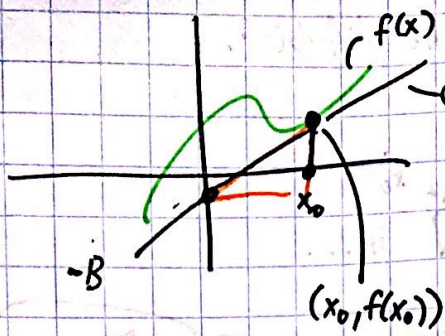
$$z = f(x_0, y_0) + \left. \frac{\partial f}{\partial x} \right|_{(x_0, y_0)} (x - x_0) + \left. \frac{\partial f}{\partial y} \right|_{(x_0, y_0)} (y - y_0)$$



$$z = f(x_0, y_0) + \left. \frac{\partial f}{\partial x} \right|_{(\dots)} (x - x_0) + \left. \frac{\partial f}{\partial y} \right|_{(\dots)} (y - y_0)$$

$$= f(x_0, y_0) + M(x - x_0) + N(y - y_0) \quad (M, N \text{ are real #'s})$$

$$= (f(x_0, y_0) - Mx_0 - Ny_0) + Mx + Ny$$



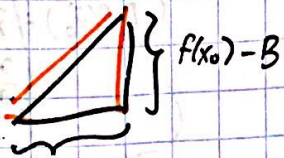
Linear approximations

lines...
 $y = Mx + B$

$$\frac{df}{dx}$$

$$(x = x_0)$$

$$= Mx + f(x_0) - Mx_0$$



$$M = \text{slope} = \frac{f(x_0) - B}{x_0}$$

$$\Rightarrow Mx_0 = f(x_0) - B$$

$$\Rightarrow B = f(x_0) - Mx_0$$

$$y = M(x - x_0) + f(x_0)$$

lin. approx. of a 1-dim. function.

$$y = \frac{df}{dx} \Big|_{x_0} (x - x_0) + f(x_0)$$

plane
 $z = ax + by + c$

$$z = \frac{\partial f}{\partial x} \Big|_{(x_0, y_0)} (x - x_0) + \frac{\partial f}{\partial y} \Big|_{(x_0, y_0)} (y - y_0) + f(x_0, y_0)$$

$G(x, y) = -\cos(xy)$... Find tangent plane @ $(x_0, y_0) = (\frac{2\pi}{3}, 1)$



$$z = \frac{\partial G}{\partial x} \Big|_{(x_0, y_0)} (x - x_0) + \frac{\partial G}{\partial y} \Big|_{(x_0, y_0)} (y - y_0) + G(x_0, y_0)$$

$$= \left(\frac{\sqrt{3}}{2}\right) \left(x - \frac{2\pi}{3}\right) + \left(\frac{\pi\sqrt{3}}{3}\right) (y - 1) + \left(\frac{1}{2}\right)$$

$$\frac{\partial G}{\partial x} = \frac{\partial}{\partial x} (-\cos(xy)) = \sin(xy) \cdot y$$

$$\frac{\partial G}{\partial y} = \frac{\partial}{\partial y} (-\cos(xy)) = \sin(xy) \cdot x$$

$$\frac{\partial G}{\partial x} \Big|_{(x_0, y_0)} = \sin\left(\frac{2\pi}{3} \cdot 1\right) \cdot 1$$

$$= \sin\left(\frac{2\pi}{3}\right) = \frac{\sqrt{3}}{2}$$

$$\frac{\partial G}{\partial y} \Big|_{(x_0, y_0)} = \sin\left(\frac{2\pi}{3}\right) \cdot \frac{2\pi}{3} = \frac{\sqrt{3}}{2} \cdot \frac{2\pi}{3} = \frac{\pi\sqrt{3}}{3}$$

$$G(x_0, y_0) = -\cos\left(\frac{2\pi}{3}\right)$$

$$= -\left(-\frac{1}{2}\right) = \frac{1}{2}$$

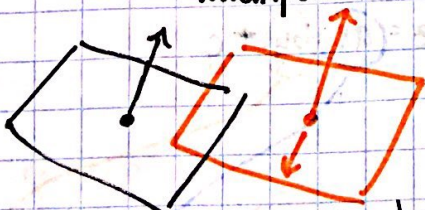
tangent planes:

Ch. 11.3: $Ax + By + Cz + D = 0$

↳ normal vector: (A, B, C)

↳ useful for finding parallel planes.

(bc two planes are parallel if their normal vectors are multiples of each other).



$z = ax + by + c$ nice when finding tangent planes. (bc we have a nice formula)

13.3 HW Q15) $z = xy^3 + 8y^{-1}$ is the graph of a function.

$$f: \mathbb{R}^2 \rightarrow \mathbb{R}$$

$$(x, y) \mapsto xy^3 + 8y^{-1}$$

Want where tangent planes of this graph are parallel to the plane

$$P = \{(x, y, z) : 3x + 5y + 3z = 0\}$$

\cap
 \mathbb{R}^3

$$\text{graph}(f) = \{(x, y, z) : z = f(x, y)\}$$

$$\cap \mathbb{R}^3 = \{(x, y, xy^3 + 8y^{-1})\}$$

To find parallel planes... We want planes w/ a multiple of the normal vector to P. $(3, 5, 3)$

We want tangent planes of our graph... Say w/ (a, b)

$$z = \frac{\partial f}{\partial x} \Big|_{(a,b)} (x-a) + \frac{\partial f}{\partial y} \Big|_{(a,b)} (y-b) + f(a,b)$$

$$\frac{\partial f}{\partial x} = \frac{\partial}{\partial x} (xy^3 + 8y^{-1}) = y^3$$

$$\frac{\partial f}{\partial y} = \frac{\partial}{\partial y} (xy^3 + 8y^{-1}) = 3xy^2 - 8y^{-2}$$

$$z = b^3(x-a) + (3ab^2 - 8b^{-2})(y-b) + (ab^3 + 8b^{-1})$$

Want the normal vector for this graph

(let's turn it into the form... $Ax + By + Cz + D = 0$.)

$$b^3(x-a) + (3ab^2 - 8b^{-2})(y-b) - z + (ab^3 + 8b^{-1}) = 0$$

$$b^3x + (3ab^2 - 8b^{-2})y + (-1)z + (ab^3 + 8b^{-1} - ab^3 + (b)(3ab^2 - 8b^{-2})) = 0$$

\Rightarrow normal vector is $\langle b^3, (3ab^2 - 8b^{-2}), -1 \rangle$

We want this to be a multiple of $\langle 3, 5, 3 \rangle$.

ie. we want $\langle 3, 5, 3 \rangle = c \langle b^3, (3ab^2 - 8b^{-2}), -1 \rangle$

constant

$$= \langle cb^3, c(3ab^2 - 8b^{-2}), -c \rangle$$

$$\Rightarrow 3 = -c$$

$$\Rightarrow c = -3$$

$$= \langle -3b^3, -3(3ab^2 - 8b^{-2}), 3 \rangle$$

Compare components to solve for a & b.

$$3 = -3b^3 \rightarrow b^3 = -1, \text{ ie. } b = -1$$

$$5 = -3(3ab^2 - 8b^{-2})$$

$$5 = -3(3a(-1)^2 - 8(-1)^{-2})$$

$$= -3(3a - 8)$$

$$= -9a + 24$$

So our point $(a, b, f(a, b))$

$$\left(\frac{19}{9}, -1, f\left(\frac{19}{9}, -1\right)\right)$$

$$\Rightarrow 9a = 19$$

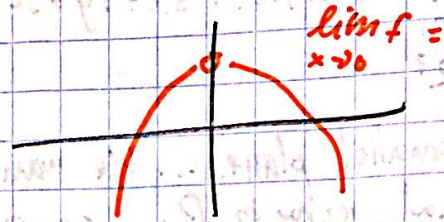
$$a = 19/9$$

$$\lim_{(x,y) \rightarrow (0,0)} \frac{x^2 y^2}{(x+y)^2 - (x-y)^2} \quad 0 \leq \frac{x^2 y^2}{(x+y)^2 - (x-y)^2} \leq$$

$$\lim_{(x,y) \rightarrow (0,0)} \frac{xy}{4} = 0$$

$$(x+y)^2 - (x-y)^2 = x^2 + 2xy + y^2 - (x^2 - 2xy + y^2) = 4xy$$

$$\frac{x^2 y^2}{4xy} = \frac{xy}{4}$$

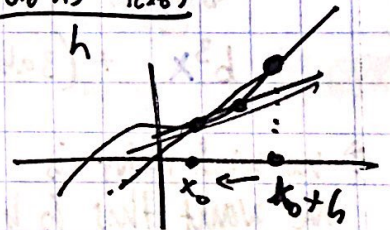
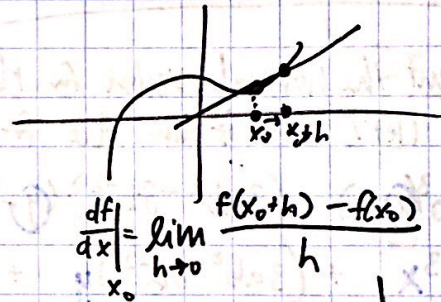
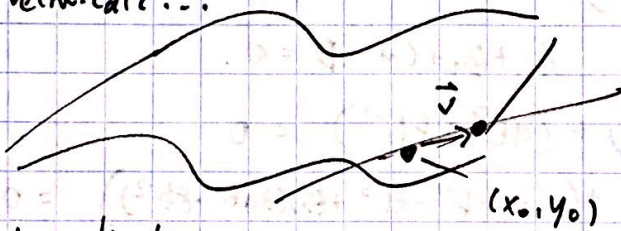


13.3 (Theorem 9): $(f: U \rightarrow \mathbb{R}^m)$
 $\begin{matrix} U \\ \subset \\ \mathbb{R}^n \end{matrix}$

is differentiable if all the partials $\frac{\partial f_i}{\partial x_j}$ exist & are continuous @ \vec{x}_0 .

$$Df = \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \dots & \dots \\ \vdots & \ddots & \vdots \end{bmatrix}$$

In vect. calc...



Pick a direction...

$$\left. \frac{\partial f}{\partial \vec{v}} \right|_{(x_0, y_0)} = \lim_{h \rightarrow 0} \frac{f((x_0, y_0) + h\vec{v}) - f(x_0, y_0)}{h}$$

"directional derivative".

ϵ - δ .

anoshi@uci.edu