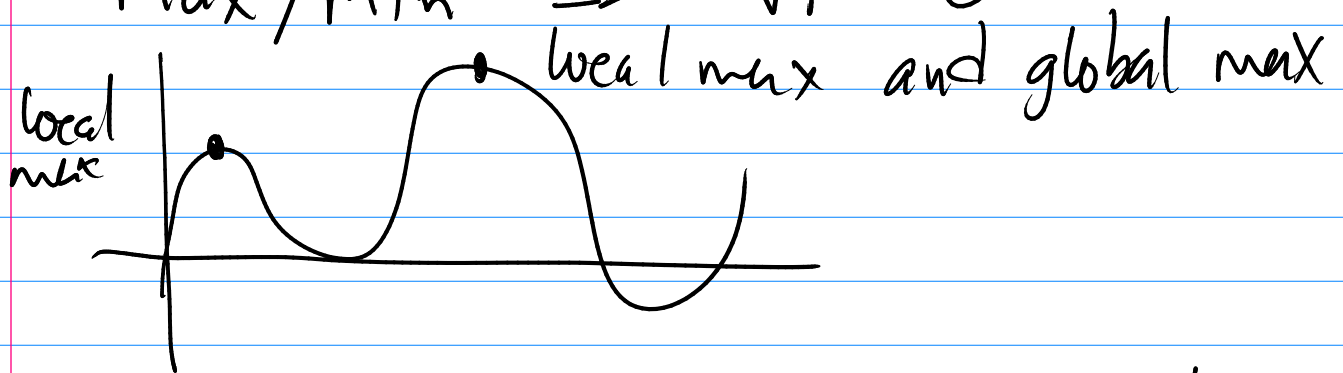


# Global max/min

Last we saw that a local max/min always occurs at a critical point

$$f(x, y, z)$$

$$\text{Max/Min} \Rightarrow \nabla f = 0$$

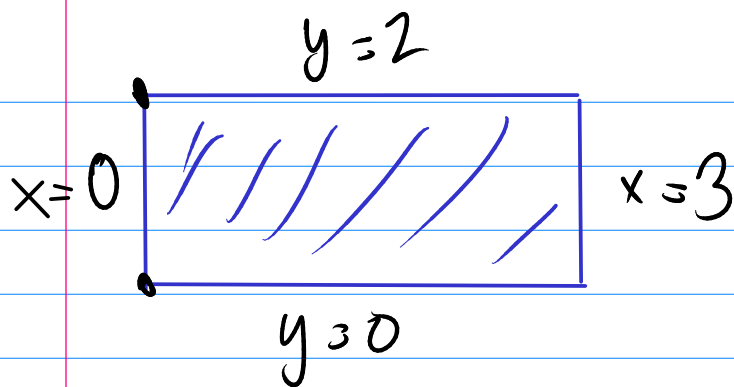


For Global Max/min, you need to test all of the critical points and the boundary points

Ex  $f(x, y) = x^2 - 2xy + 2y$

Maximize/Minimize on the Rectangle

$$D = \{(x, y) \mid 0 \leq x \leq 3, 0 \leq y \leq 2\}$$



- Critical points in the interior
- "Boundary critical points"
- Corner points

Critical points in the interior

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

$$\nabla f = \langle 2x - 2y, -2x + 2 \rangle$$

$$\begin{cases} 2x - 2y = 0 \\ -2x + 2 = 0 \end{cases} \Rightarrow x = 1 \Rightarrow y = 1$$

$(1, 1)$  is critical point  $f(1, 1) = 1$  }

"Boundary max/min"

→ left side  $x = 0$   $0 \leq y \leq 2$

$f(0, y) = 2y$  over the range  $0 \leq y \leq 2$

$(0, 0)$  min  $f(0, 0) = 0$  }

$(0, 2)$  max  $f(0, 2) = 4$  }

Bottom:  $y=0$ ,  $0 \leq x \leq 3$

$$f(x,0) = x^2 \quad \begin{array}{l} (0,0) \text{ min } f(0,0) = 0 \\ (3,0) \text{ max } f(3,0) = 9 \end{array}$$

Right  $x=3$ ,  $0 \leq y \leq 2$

$$f(3,y) = 9 - 4y \quad \begin{array}{l} (3,2) \text{ min } f(3,2) = 1 \\ (3,0) \text{ max } f(3,0) = 9 \end{array}$$

Top  $y=2$ ,  $0 \leq x \leq 3$

$$f(x,2) = x^2 - 4x + 4$$

look for critical points

$$\frac{d}{dx}(x^2 - 4x + 4) = 2x - 4 = 0$$

$$\Rightarrow x = 2$$

which is in the range  
 $0 \leq x \leq 3$

Need to consider  $(2,2)$  as well

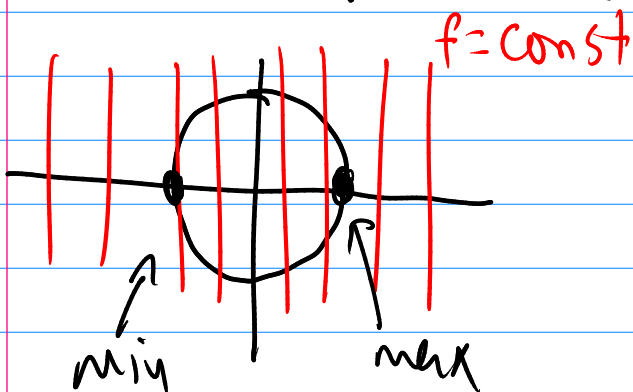
$$f(2,2) = 0$$

MAX = 9 at  $(3,0)$  MIN = 0 at  $(0,0)$  &  $(2,2)$

# Lagrange Multipliers

Problem: want to maximize/minimize a function  $f(x, y)$  subject to a constraint  $g(x, y) = k$

Eg Maximize  $f(x, y) = x$   
over the circle  $g(x, y) = x^2 + y^2 = 1$

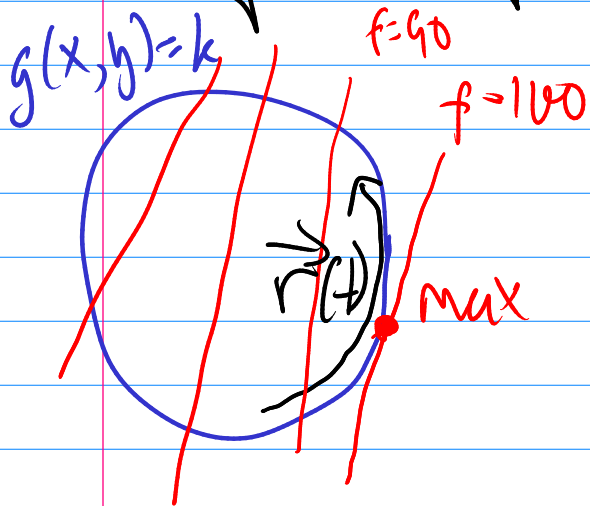


Theorem Assume  $\nabla g \neq 0$  at any point of the constraint set  $g(x, y, z) = k$

- At each max/min of  $f(x, y, z)$  on the set  $g(x, y, z) = k$ , there is a number  $\lambda$  such that  $\nabla f(x, y, z) = \lambda \nabla g(x, y, z)$   
(Note you also have to solve for  $\lambda$ )

## Proof in 2 dimensions

Suppose  $(x_0, y_0)$  is a max or a min of  $f$  subject to the constraint  $g(x, y) = k$



Let  $\vec{r}(t)$  be a parametric curve in  $g(x, y) = k$  that is  $g(\vec{r}(t)) = k$  for all  $t$ , such that  $\vec{r}(0) = (x_0, y_0)$  and  $\vec{r}'(0) \neq 0$ .

$$\frac{d}{dt} (g(\vec{r}(t)) = k)$$

$$\nabla g(\vec{r}(t)) \cdot \vec{r}'(t) = 0 \text{ at } t=0 \quad \nabla g(x_0, y_0) \cdot \vec{r}'(0) = 0$$

On the other hand since  $f(x_0, y_0)$  is a max on  $g(x, y) = k$

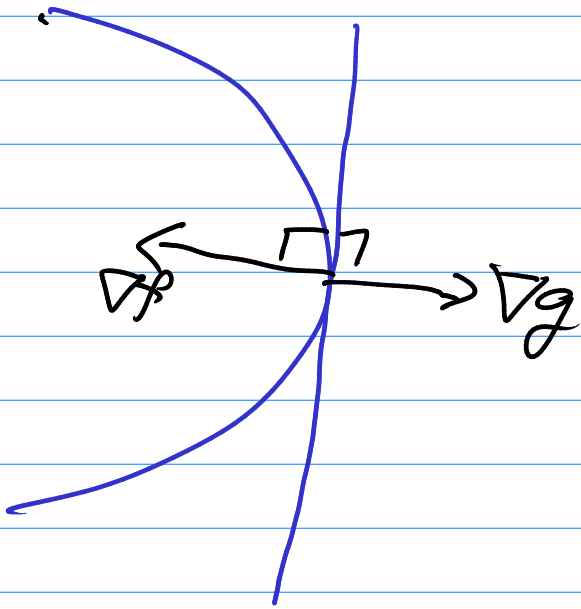
the function  $f(\vec{r}(t))$  has a local max at  $t=0$ .

$$\frac{d}{dt} \Big|_{t=0} (f(\vec{r}(t))) = 0$$

$$\nabla f(x_0, y_0) \cdot \vec{r}'(0) = 0$$

Since  $\nabla f(x_0, y_0)$  and  $\nabla g(x_0, y_0)$  are perpendicular to the same vector  $\vec{r}'(0)$ , they must be proportional

$$\Rightarrow \nabla f(x_0, y_0) = \lambda \nabla g(x_0, y_0) \text{ for some } \lambda.$$



similar argument  
in 3D

Ex Max/min of

$$f(x, y) = x^2 + 2y^2 \quad \text{on circle} \\ g(x, y) = x^2 + y^2 = 1$$

$$\nabla f = \langle 2x, 4y \rangle$$

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

$$\nabla f = \lambda \nabla g \quad \begin{cases} 2x = \lambda \cdot 2x \\ 4y = \lambda \cdot 2y \end{cases}$$

unknowns :  $x, y, \lambda$

$\nabla f = \lambda \nabla g$  gives 2 equations

$g(x, y) = k$  gives the third equation

$$\begin{cases} 2x = \lambda \cdot 2x \\ 4y = \lambda \cdot 2y \\ x^2 + y^2 = 1 \end{cases} \Rightarrow x = \lambda x \Rightarrow \begin{cases} \lambda = 1 \\ \text{or} \\ x = 0 \end{cases}$$

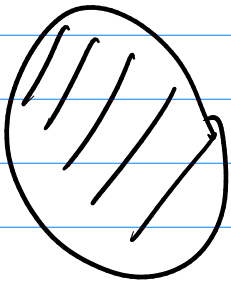
$$\lambda = 1 \Rightarrow 4y = 2y \Rightarrow y = 0 \Rightarrow x = \pm 1$$

$$x = 0 \Rightarrow y = \pm 1 \Rightarrow \lambda = 2$$

$(x,y)$	$(0, +1)$	$(0, -1)$	$(+1, 0)$	$(-1, 0)$
$f(x,y)$	2	2	1	1

Max = 2      Min = 1

What about  $f(x,y) = x^2 + 2y^2$   
 over the disk  $\{x^2 + y^2 \leq 1\}$



- look for critical points in the interior  $\nabla f = 0$
- use Lagrange multipliers on the boundary  $\nabla f = \lambda \nabla g, g = k$

Ex find point on the sphere  $x^2 + y^2 + z^2 = 4$   
 closest to  $(3, 1, -1)$

Function to minimize = distance to  $(3, 1, -1)$

constraint  $x^2 + y^2 + z^2 = 4$