

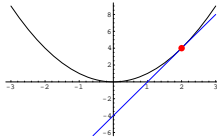
TANGENT LINES AND PLANES

Maths21a

TANGENT LINE. Because $\vec{n} = \nabla f(x_0, y_0) = \langle a, b \rangle$ is perpendicular to the level curve $f(x, y) = c$ through (x_0, y_0) , the equation for the tangent line is

$$ax + by = d, \quad a = f_x(x_0, y_0), \quad b = f_y(x_0, y_0), \quad d = ax_0 + by_0$$

EXAMPLE: Find the tangent to the graph of the function $g(x) = x^2$ at the point $(2, 4)$. Solution: the level curve $f(x, y) = y - x^2 = 0$ is the graph of a function $g(x) = x^2$ and the tangent at a point $(2, g(2)) = (2, 4)$ is obtained by computing the gradient $\langle a, b \rangle = \nabla f(2, 4) = \langle -g'(2), 1 \rangle = \langle -4, 1 \rangle$ and forming $-4x + y = d$, where $d = -4 \cdot 2 + 1 \cdot 4 = -4$. The answer is $-4x + y = -4$ which is the line $y = 4x - 4$ of slope 4. Graphs of 1D functions are curves in the plane, you have computed tangents in single variable calculus.

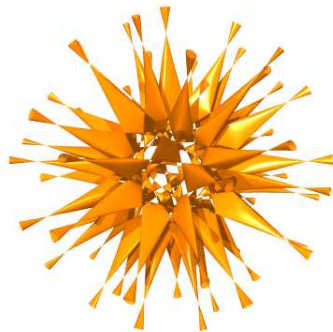


GRADIENT IN 3D. If $f(x, y, z)$ is a function of three variables, then $\nabla f(x, y, z) = (f_x(x, y, z), f_y(x, y, z), f_z(x, y, z))$ is called the **gradient** of f .

POTENTIAL AND FORCE. Force fields F in nature often are gradients of a function $U(x, y, z)$. The function U is called a **potential** of F or the potential energy.

EXAMPLE. If $U(x, y, z) = 1/|x|$, then $\nabla U(x, y, z) = -x/|x|^3$. The function $U(x, y, z)$ is the **Coulomb potential** and ∇U is the **Coulomb force**. The gravitational force has the same structure but a different constant. While much weaker, it is more effective because it only appears as an attractive force, while electric forces can be both attractive and repelling.

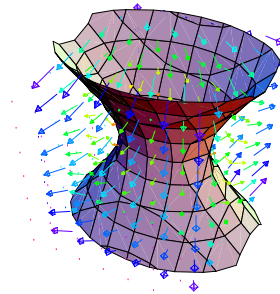
LEVEL SURFACES. If $f(x, y, z)$ is a function of three variables, then $f(x, y, z) = C$ is a surface called a level surface of f . The picture to the right shows the Barth surface $(3 + 5t)(-1 + x^2 + y^2 + z^2)^2 (-2 + t + x^2 + y^2 + z^2)^2 8(x^2 - t^4 y^2)(-t^4 x^2 + z^2)(y^2 - t^4 z^2)(x^4 - 2x^2 y^2 + y^4 - 2x^2 z^2 - 2y^2 z^2 + z^4) = 0$, where $t = (\sqrt{5} - 1)/2$ is the golden ratio.



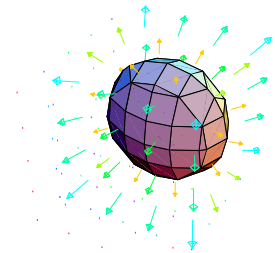
ORTHOGONALITY OF GRADIENT. We have seen that the gradient $\nabla f(x, y)$ is normal to the level curve $f(x, y) = c$. This is also true in 3 dimensions:

The gradient $\nabla f(x, y, z)$ is normal to the level surface $f(x, y, z)$.

The argument is the same as in 2 dimensions: take a curve $\vec{r}(t)$ on the level surface. Then $\frac{d}{dt} f(\vec{r}(t)) = 0$. The chain rule tells from this that $\nabla f(x, y, z)$ is perpendicular to the velocity vector $\vec{r}'(t)$. Having ∇f tangent to all tangent velocity vectors on the surfaces forces it to be orthogonal.

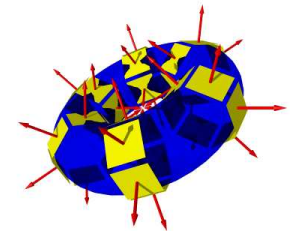


EXAMPLE. The gradient of $f(x, y, z) = x^2 + 2y^2 + z^2$ at a point (x, y, z) is $(2x, 4y, 2z)$. It illustrates well that going into the direction of the gradient **increases** the value of the function.



TANGENT PLANE. Because $\vec{n} = \nabla f(x_0, y_0, z_0) = \langle a, b, c \rangle$ is perpendicular to the level surface $f(x, y, z) = C$ through (x_0, y_0, z_0) , the equation for the tangent plane is

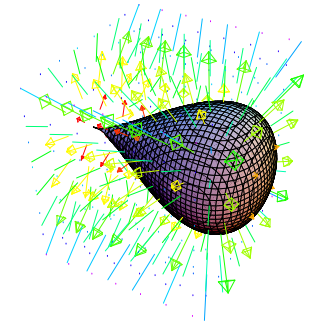
$$ax + by + cz = d, \quad (a, b, c) = \nabla f(x_0, y_0, z_0), \quad d = ax_0 + by_0 + cz_0.$$



EXAMPLE. Find the general formula for the tangent plane at a point (x, y, z) of the Barth surface. Just kidding ... Note however that computing this would be no big deal with the help of a computer algebra system like Mathematica. Lets look instead at the quartic surface

$$f(x, y, z) = x^4 - x^3 + y^2 + z^2 = 0$$

which is also called the "piriform" or "pair shaped surface". What is the equation for the tangent plane at the point $P = (2, 2, 2)$? We get $\langle a, b, c \rangle = (20, 4, 4)$ and so the equation of the plane $20x + 4y + 4z = 56$.



EXAMPLE. An important example of a level surface is $g(x, y, z) = z - f(x, y)$ which is the graph of a function of two variables. The gradient of g is

$$\nabla g = \langle -f_x, -f_y, 1 \rangle$$

By writing the graph as a level curve of a function of three variables, we could find the equation of the tangent plane at a point. This is one of the reasons, why we want to treat graphs as level surfaces too.

