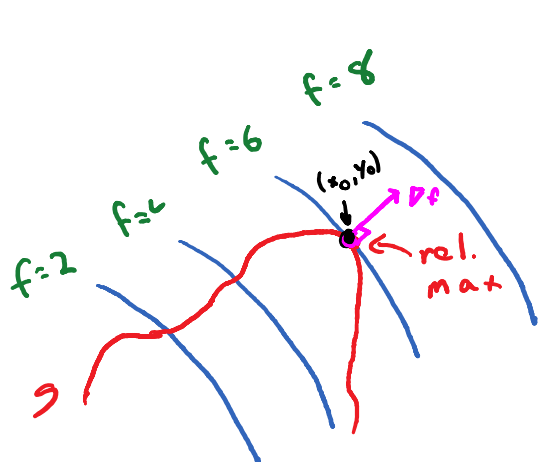


## Section 14.8: Lagrange Multipliers

Tuesday, March 10, 2015 3:40 PM

**Goal:** To solve constrained optimization problems using Lagrange Multipliers



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

only allowed to plug in  $(x, y)$  values from

level curve of  $g$  →  $g(x, y) = c$   
a curve in  $x, y$  plane

Assume  $(x_0, y_0)$  is on curve  $g(x, y) = c$  and it produces a local max on  $f$  under restricted domain  $g$ . Note that both  $\nabla f(x_0, y_0)$  and  $\nabla g(x_0, y_0)$  are normal to <sup>level curve of</sup>  $f$  at  $(x_0, y_0)$  (since  $g$  is tangent to  $f$ 's level curve at  $(x_0, y_0)$ ). So  $\nabla f \parallel \nabla g$  at  $(x_0, y_0) \Rightarrow \boxed{\nabla f = \lambda \nabla g}^*$  at  $(x_0, y_0)$ .

↳ this leads to the method of Lagrange multipliers for finding extrema

$$\star \nabla f(x_0, y_0) = \lambda \nabla g(x_0, y_0)$$

Note: (1)  $\lambda$  is called a Lagrange multiplier  
(2)  $\star$  <sup>also</sup> holds if  $(x_0, y_0)$  produces a minimum

- NOTE:
- ①  $\lambda$  is called a Lagrange multiplier
  - ②  $\star$  <sup>also</sup> holds if  $(x_0, y_0)$  produces a minimum value on  $f$ .
  - ③ On the constraint,  $g$ , the extrema are absolute.
  - ④ As always,  $f$  is differentiable,  $g$  is smooth.
  - ⑤  $\nabla g(x_0, y_0) \neq \vec{0}$  (It could turn out that  $\nabla f(x_0, y_0) = \vec{0}$  when  $\lambda = 0$ )

Method

- ① Find all values of  $x, y$ , and  $\lambda$  such that  $\nabla f = \lambda \nabla g$
- ② Evaluate  $f$  at pts from ① to find the abs. extrema of  $f$  on the constraint.

(ex) Find the extrema of  $f(x, y) = 2x^2 + x + y^2 - 2$   
 on  $x^2 + y^2 = 4 \rightarrow x^2 + y^2 - 4 = 0$   
 $g(x, y) = x^2 + y^2 - 4 = 0$  restricted domain of  $f$  are  $(x, y)$   
 that lie on the circle

$$\left. \begin{aligned} \nabla f &= (4x+1)\vec{i} + 2y\vec{j} \\ \lambda \nabla g &= 2\lambda x\vec{i} + 2\lambda y\vec{j} \end{aligned} \right\} \nabla f = \lambda \nabla g$$

critical points

$$\lambda \nabla g = \underbrace{(2\lambda x)}_x - \underbrace{(2\lambda y)}_y$$

$$\begin{cases} \textcircled{1} & 4x+1 = 2\lambda x \\ \textcircled{2} & 2y = 2\lambda y \\ \textcircled{3} & x^2+y^2 = 4 \end{cases}$$

← solve to critical points

By  $\textcircled{2}$   $2y - 2\lambda y = 0 \Rightarrow 2y(1-\lambda) = 0$   
 $\Rightarrow y = 0$  or  $\lambda = 1$ .

case I:  $y = 0$ . By  $\textcircled{3}$   $x^2 = 4 \Rightarrow x = \pm 2$

$(\pm 2, 0)$  c.p.s.

case II:  $\lambda = 1$

By  $\textcircled{1}$   $4x+1 = 2x \Rightarrow 2x = -1 \Rightarrow -\frac{1}{2}$

By  $\textcircled{3}$   $(-\frac{1}{2})^2 + y^2 = 4 \Rightarrow y^2 = 4 - \frac{1}{4} = \frac{15}{4}$

$\Rightarrow y = \pm \frac{\sqrt{15}}{2} \Rightarrow$  c.p.  $(-\frac{1}{2}, \pm \frac{\sqrt{15}}{2})$ .

x	y	f(x,y) = 2x <sup>2</sup> + x + y <sup>2</sup> - 2
-2	0	4     f(-2,0) = 8 - 2 - 2 = 4
2	0	$\textcircled{8}$ Abs max     f(2,0) = 8 + 2 - 2 = 8
$-\frac{1}{2}$	$\pm \frac{\sqrt{15}}{2}$	$\textcircled{\frac{7}{4}}$ abs min

Note: This method also works for  $w = f(x,y,z)$

w/ constraint surface  $g(x,y,z) = 0$   
surface

(ex) Find the extrema using L.M.

$$f(x, y, z) = x^2 y^2 z^2 ; \quad \underbrace{x^2 + y^2 + z^2 = 1}_{\text{sphere}}$$
$$\underbrace{x^2 + y^2 + z^2 - 1 = 0}_{g(x, y, z)}$$

$$\nabla f = 2xy^2z^2 \vec{i} + 2x^2yz^2 \vec{j} + 2x^2y^2z \vec{k}$$

$$\lambda \nabla g = 2\lambda x \vec{i} + 2\lambda y \vec{j} + 2\lambda z \vec{k}$$

$$\textcircled{1} \quad 2xy^2z^2 = 2\lambda x \rightarrow \lambda = y^2z^2$$

$$\textcircled{2} \quad 2x^2yz^2 = 2\lambda y \rightarrow \lambda = x^2z^2$$

$$\textcircled{3} \quad 2x^2y^2z = 2\lambda z \rightarrow \lambda = x^2y^2$$

$$\textcircled{4} \quad x^2 + y^2 + z^2 = 1$$

Note: When  $x=0$  or  $y=0$  or  $z=0$ ,  $f = \textcircled{0}$ , which is <sup>abs. min.</sup>  $f = 0$ , which is <sup>abs.</sup> min.

So Assume  $x, y, z \neq 0$ .

From  $\textcircled{1}, \textcircled{2}, \textcircled{3}$ ,

$$y^2 z^2 = x^2 z^2 = x^2 y^2$$
$$\downarrow y^2 = x^2 = z^2$$

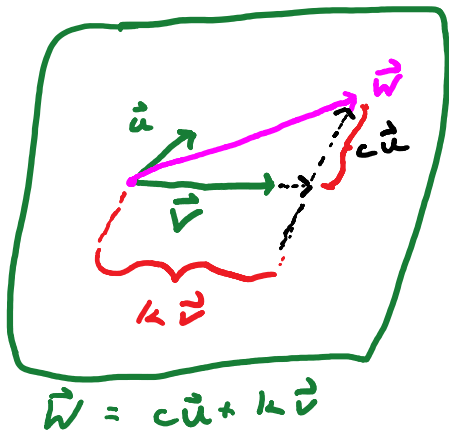
$$\text{From } \textcircled{4} \quad x^2 + x^2 + x^2 = 1 \Rightarrow 3x^2 = 1 \Rightarrow x = \pm \frac{1}{\sqrt{3}}$$

$$\left( \pm \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}} \right), \left( \pm \frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}}, -\frac{1}{\sqrt{3}} \right), \left( \pm \frac{1}{\sqrt{3}}, -\frac{1}{\sqrt{3}}, \frac{1}{\sqrt{3}} \right)$$
$$\left( \pm \frac{1}{\sqrt{3}}, -\frac{1}{\sqrt{3}}, -\frac{1}{\sqrt{3}} \right)$$

c.p.'s

$$f(\text{Any c.p.}) = \frac{1}{3} \cdot \frac{1}{3} \cdot \frac{1}{3} = \left( \frac{1}{27} \right) \text{ abs. max}$$

Note:



Note:

If  $\vec{u}$ ,  $\vec{v}$ , and  $\vec{w}$  lie in the same plane, then  $\vec{w}$  can be written in terms of  $\vec{u}$  and  $\vec{v}$  using scalar multiplication and the triangle law.

$$\vec{w} = c\vec{u} + k\vec{v}$$

Two Constraints

Suppose  $w = f(x, y, z)$  has two constraints,  $g(x, y, z) = c$  and  $h(x, y, z) = k$ . The domain of  $f$  is on the curve of intersection of  $h$  and  $g$ . If  $f(x_0, y_0, z_0)$  is an extremum, then it turns out  $\nabla f(x_0, y_0, z_0)$  is in the plane created by  $\nabla g(x_0, y_0, z_0)$  and  $\nabla h(x_0, y_0, z_0)$ .

$$\text{So, } \nabla f(x_0, y_0, z_0) = \lambda \nabla g(x_0, y_0, z_0) + \mu \nabla h(x_0, y_0, z_0)$$

Lagrange Multipliers

(ex) Find the extrema using L.m.

$$f(x, y, z) = 3x - y - 3z;$$

$$x + y - z = 0, \quad g$$

$$x^2 + 2z^2 = 1, \quad h$$

$$\nabla f = 3\vec{i} - \vec{j} - 3\vec{k}$$

$$\lambda \nabla g = \lambda \vec{i} + \lambda \vec{j} - \lambda \vec{k}$$

$$\nabla f = \lambda \nabla g + \mu \nabla h$$

$$\lambda \nabla g = \lambda \vec{i} + \lambda \vec{j} - \lambda \vec{k}$$

$$\mu \nabla h = (2\mu x) \vec{i} + 4\mu z \vec{k}$$

$$\begin{aligned} 3 &= \lambda + 2\mu x \rightarrow 3 = -1 + 2\mu x & \textcircled{1} \\ -1 &= \lambda \\ -3 &= -\lambda + 4\mu z \rightarrow -3 = 1 + 4\mu z & \textcircled{2} \\ x + y - z &= 0 & \textcircled{3} \\ x^2 + 2z^2 &= 1 & \textcircled{4} \end{aligned}$$

From  $\textcircled{1}$  and  $\textcircled{2}$ ,  $x = \frac{4}{2\mu} \Rightarrow x = \left(\frac{2}{\mu}\right)$

and  $z = \frac{-4}{4\mu} \Rightarrow z = \left(\frac{-1}{\mu}\right)$

From  $\textcircled{4}$   $\left(\frac{2}{\mu}\right)^2 + 2\left(\frac{-1}{\mu}\right)^2 = 1 \Rightarrow \frac{4}{\mu^2} + \frac{2}{\mu^2} = 1$

$$\Rightarrow \frac{6}{\mu^2} = 1 \Rightarrow \mu^2 = 6 \Rightarrow \mu = \pm\sqrt{6}$$

$$x = \pm \frac{2}{\sqrt{6}}, \quad z = \mp \frac{1}{\sqrt{6}}$$

$\textcircled{3}$   $x + y - z = 0$

$$x = \frac{2}{\sqrt{6}} \quad \left\{ \begin{aligned} \frac{2}{\sqrt{6}} + y + \frac{1}{\sqrt{6}} = 0 &\Rightarrow y = \left(\frac{-3}{\sqrt{6}}\right) \end{aligned} \right.$$

$$x = \frac{-2}{\sqrt{6}} \quad \left\{ \begin{aligned} -\frac{2}{\sqrt{6}} + y - \frac{1}{\sqrt{6}} = 0 &\Rightarrow y = \frac{3}{\sqrt{6}} \end{aligned} \right.$$

$$x = -\frac{2}{\sqrt{6}} \left| -\frac{2}{\sqrt{6}} + y - \frac{1}{\sqrt{6}} = 0 \Rightarrow y = \frac{3}{\sqrt{6}} \right.$$

$$\underbrace{\left(\frac{2}{\sqrt{6}}, \frac{3}{\sqrt{6}}, -\frac{1}{\sqrt{6}}\right)}_{\vec{a}} \quad \underbrace{\left(-\frac{2}{\sqrt{6}}, \frac{3}{\sqrt{6}}, \frac{1}{\sqrt{6}}\right)}_{\vec{b}} \quad \text{c.p.}$$

$$f(\vec{a}) = \underbrace{2\sqrt{6}}_{\text{abs. max}}, \quad f(\vec{b}) = \underbrace{-2\sqrt{6}}_{\text{abs. min.}}$$

(ex) Find the points on the surface that are closest to the origin.

↑  
set up only

$$y^2 = 9 + xz$$

↑  
constraint

minimizing  
distance squared  
produces same c.p.'s

$$\underbrace{y^2 - xz - 9 = 0}_{g(x,y,z)}$$

$$d^2 = \boxed{f(x,y,z) = x^2 + y^2 + z^2}$$

$$\nabla f = 2x \vec{i} + 2y \vec{j} + 2z \vec{k}$$

$$\lambda \nabla g = -\lambda z \vec{i} + 2\lambda y \vec{j} - \lambda x \vec{k}$$

$$\boxed{\begin{aligned} 2x &= -\lambda z \\ 2y &= 2\lambda y \\ 2z &= -\lambda x \\ y^2 &= 9 + xz \end{aligned}}$$

$$\rightarrow (0, \pm 3, 0) \text{ c.p.}$$

$$y^2 = 9 + xz$$

as  $x, z \rightarrow \infty$ ,  $y \rightarrow \infty$ ,<sup>so</sup> There is no farthest point away on the surface (from origin). so  $(0, \pm 3, 0)$

is the closest point on the surface  
 $y^2 = 9 + xz$  to the origin.