

## DERIVATIVES, CRITICAL POINTS AND CONVEXITY

The following problems concern the functions

$$h(x, y) := xy, \quad e(x, y) := (\sin x)(\sin y), \quad f(x, y) := \sin(xy) \quad \text{and} \quad p(x, y) := x^5 - y^4$$

on  $\mathbb{R}^2$  (or on the specified subdomains). We have explored  $h$  and  $p$  in class, whose graphs resemble a saddle and the weird pen-holder we passed around in class; the graph of  $e$  should remind you of the egg-crate we also passed around, and you are welcome to draw or describe the graph of  $f$  for extra credit!

**Problem 0.1.** *Suppose you're hiking along the graph of the function  $h$  above the path  $(x(t), y(t)) := (t^2, t^3)$  in  $\mathbf{R}^2$ . At what rate is your height  $z(t) = h(x(t), y(t))$  changing when  $t = 2$ ? (You can do this various ways, but make sure one of the ways uses the chain rule and directional derivatives!) For what value(s) of  $t$  does the height rate of change vanish?*

**Problem 0.2.** *For the functions  $e$  and  $f$  above, compute their various first and second partial derivatives (as functions of  $(x, y)$ ), as well as their gradient vector fields and Hessian matrix fields (whose entries are also functions of  $(x, y)$  – we did this in class for the functions  $h$  and  $p$ ). Find all the critical points for both  $e$  and  $f$ , and use their Hessians there to analyze whether these critical points are (local) minima, maxima, saddles or otherwise.*

**Problem 0.3.** *We saw (in class) that the only critical point of the function  $p$  is at  $(0, 0)$  (it's degenerate – its Hessian is the zero matrix there), but we can still use the sign of its Hessian to find where the graph of  $p$  is convex-up, convex-down (concave) or otherwise – please do that!*

**Problem 0.4.** *Find all the global maximum and global minimum points and values of the function  $h$  above restricted to the unit square  $Q^2 := [0, 1] \times [0, 1]$ . Do the same for the unit disk  $D^2 = \{(x, y) \mid x^2 + y^2 \leq 1\}$ . (This problem can be done in various ways, but the method of Lagrange multipliers should be used and compared with other methods you try.)*

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