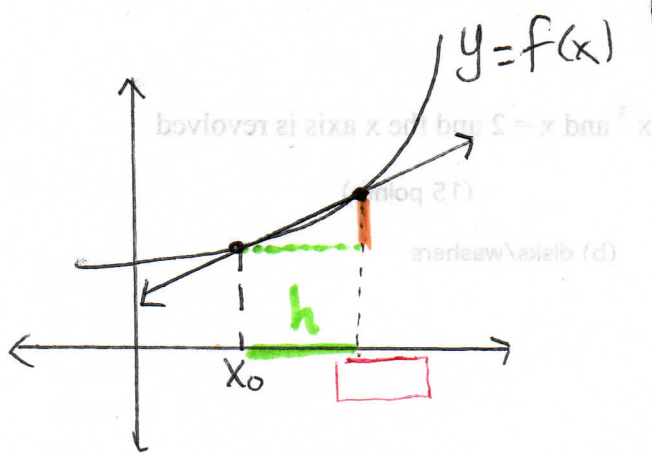


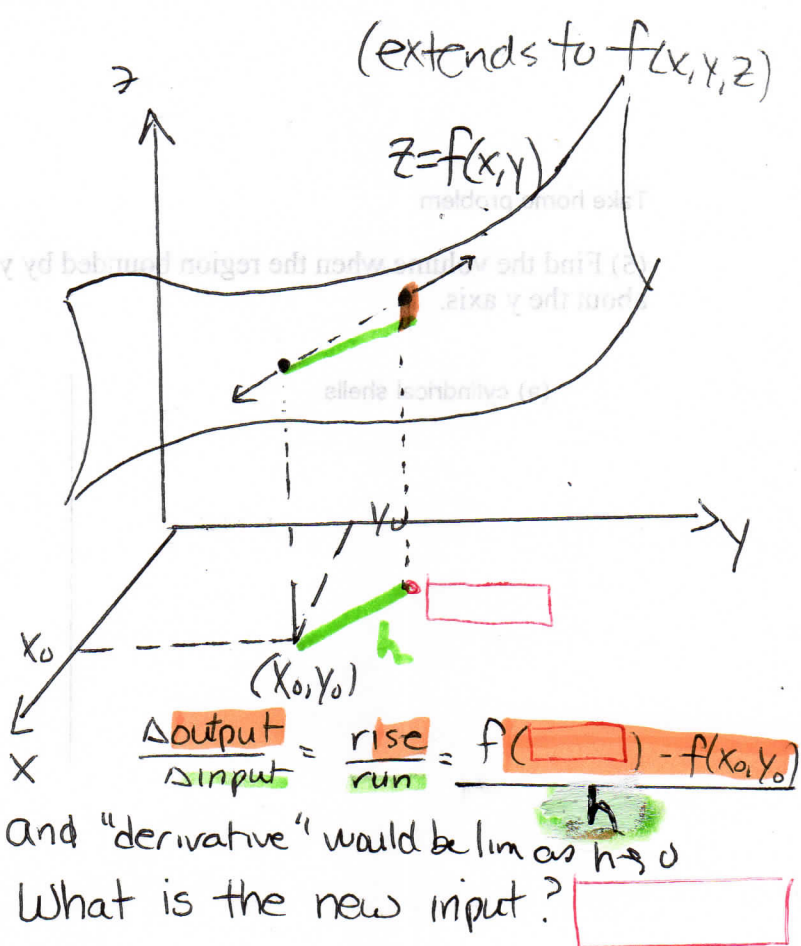
# Derivative



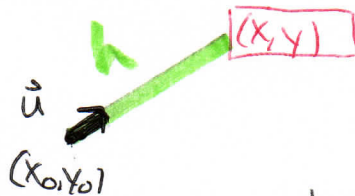
Average rate of change

$$\frac{\Delta \text{output}}{\Delta \text{input}} = \frac{\text{rise}}{\text{run}}$$

$$f'(x_0) = \lim_{h \rightarrow 0} \frac{f(\boxed{\phantom{x_0+h}}) - f(x_0)}{h}$$



Let the direction we move from  $(x_0, y_0)$  be specified by a unit vector  $\langle a, b \rangle$ . We want to find the new input, call it  $(x, y)$ .



Form vector from  $(x_0, y_0)$  to  $(x, y)$

$$\langle x - x_0, y - y_0 \rangle$$

and note  $\langle x - x_0, y - y_0 \rangle = h\vec{u}$

$$\langle x - x_0, y - y_0 \rangle = h\langle a, b \rangle$$

$$\Rightarrow x - x_0 = ah, y - y_0 = bh$$

$$\Rightarrow x = x_0 + ah, y = y_0 + bh$$

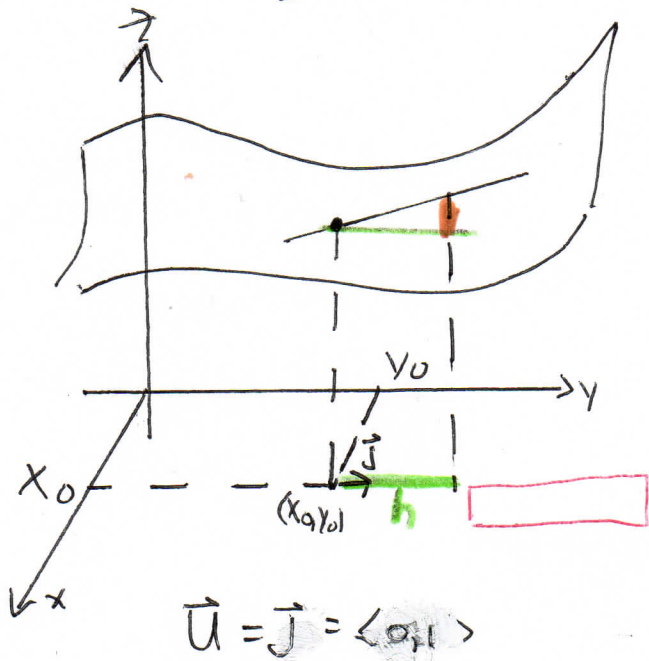
$$\Rightarrow \text{new input } \boxed{(x_0 + ah, y_0 + bh)}$$

Then the derivative of  $f(x, y)$  in the direction of  $\vec{u} = \langle a, b \rangle$  at the point  $(x_0, y_0)$  is

$$\lim_{h \rightarrow 0} \frac{f(x_0 + ah, y_0 + bh) - f(x_0, y_0)}{h} = \boxed{\phantom{\text{answer}}}$$

# Special Cases of $D_{\vec{u}}f(x_0, y_0)$

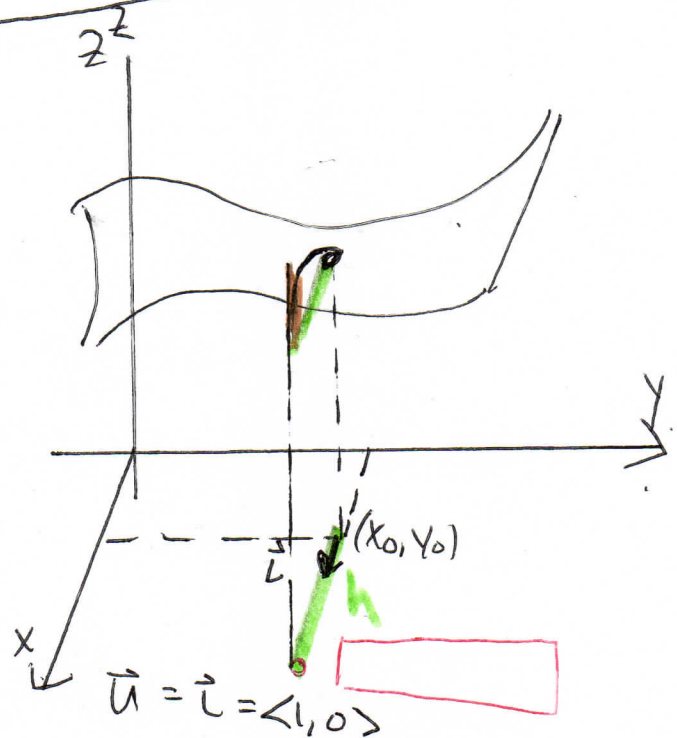
(note: book uses  $(a, b)$  instead of  $(x_0, y_0)$  but we use  $\langle a, b \rangle$  for  $\vec{u}$ )



move parallel to y-axis in positive y direction

$$D_{\vec{u}}f(x_0, y_0) =$$

$$\lim_{h \rightarrow 0} \frac{f(\text{red box}) - f(x_0, y_0)}{h}$$



move parallel to x-axis in positive x direction

$$D_{\vec{u}}f(x_0, y_0) =$$

$$\lim_{h \rightarrow 0} \frac{f(\text{red box}) - f(x_0, y_0)}{h}$$



cone

(10 points)

Goal is still to let  $\vec{u}$  be in any direction