

## LEVEL CURVES

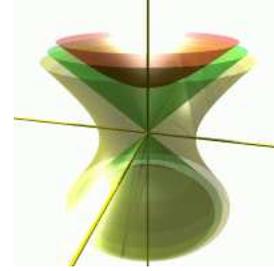
2D: If  $f(x, y)$  is a function of two variables, then  $f(x, y) = \text{const}$  is a **curve** in the plane. It is called **contour line** or **level curve**. For example,  $f(x, y) = 4x^2 + 3y^2 = 1$  is an ellipse. Level curves allow to visualize the function  $f$ .

## LEVEL SURFACES.

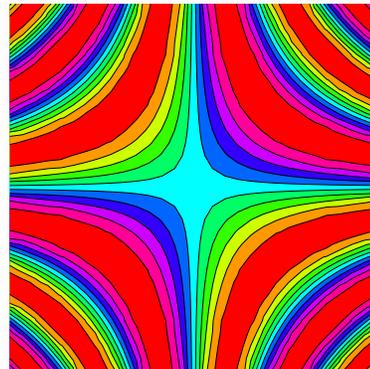
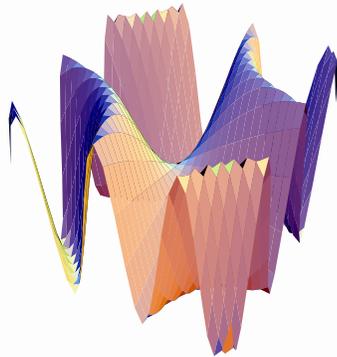
3D: If  $f(x, y, z)$  is a function of three variables and  $c$  is a constant then  $f(x, y, z) = c$  is a surface in space. It is called a **contour surface** or a **level surface**. For example if  $f(x, y, z) = 4x^2 + 3y^2 + z^2$ , then the contour surfaces are ellipsoids.

EXAMPLE. Let  $f(x, y) = x^2 - y^2$ . The set  $x^2 - y^2 = 0$  is the union of the sets  $x = y$  and  $x = -y$ . The set  $x^2 - y^2 = 1$  consists of two hyperbola with their tips at  $(-1, 0)$  and  $(1, 0)$ . The set  $x^2 - y^2 = -1$  consists of two hyperbola with their tips at  $(0, \pm 1)$ .

EXAMPLE. Let  $f(x, y, z) = x^2 + y^2 - z^2$ .  $f(x, y, z) = 0$ ,  $f(x, y, z) = 1$ ,  $f(x, y, z) = -1$ . The set  $x^2 + y^2 - z^2 = 0$  is a **cone** rotational symmetric around the  $z$ -axes. The set  $x^2 + y^2 - z^2 = 1$  is a **one-sheeted hyperboloid**, the set  $x^2 + y^2 - z^2 = -1$  is a **two-sheeted hyperboloid**. (How to see that it is two-sheeted: the intersection with  $z = c$  is empty for  $-1 \leq z \leq 1$ .)



CONTOUR MAP. Drawing several contour lines or surfaces produces a **contour map**.

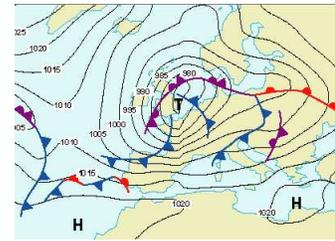


TOPOGRAPHY. Topographical maps often show the curves of equal height. With this information, it is usually already possible to have a good picture of the situation.



<b>Isobars:</b>	pressure
<b>Isoclines:</b>	direction

<b>Isothermes:</b>	temperature
<b>Isoheight:</b>	height



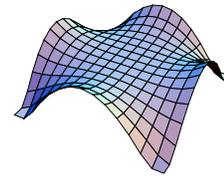
For example, the isobars to the right show the lines of constant pressure today in Europe.

**PARTIAL DERIVATIVE.** If  $f(x, y, z)$  is a function of three variables, then  $\frac{\partial}{\partial x} f(x, y, z)$  is defined as the derivative of the function  $g(x) = f(x, y, z)$ , where  $y$  and  $z$  are fixed. The other derivatives with respect to  $y$  and  $z$  are defined similarly.

**REMARK.** The partial derivatives measure the rate of change of the function in the  $x, y, z$  directions.

**NOTATION.** One also writes  $f_x(x, y, z) = \frac{\partial}{\partial x} f(x, y, z)$  etc. For iterated derivatives the notation is similar: for example  $f_{xy} = \frac{\partial}{\partial x} \frac{\partial}{\partial y} f$ .

**EXAMPLE.**  $f(x, y) = x^4 - 6x^2y^2 + y^4$ . We have  $f_x(x, y) = 4x^3 - 12xy^2$ ,  $f_{xx} = 12x^2 - 12y^2$ ,  $f_y(x, y) = -12x^2y + 4y^3$ ,  $f_{yy} = -12x^2 + 12y^2$ . We see that  $f_{xx} + f_{yy} = 0$ . A function which satisfies this equation is called **harmonic**. The equation itself is called a **partial differential equation** (see separate handout).



**CLAIROT THEOREM.** If  $f_{xy}$  and  $f_{yx}$  are both continuous, then  $f_{xy} = f_{yx}$ . Proof. Compare the two sides:

$$\begin{aligned} dx f_x(x, y) &\sim f(x + dx, y) - f(x, y) \\ dy dx f_{xy}(x, y) &\sim f(x + dx, y + dy) - f(x + dx, y) - (f(x, y + dy) - f(x, y)) \end{aligned}$$

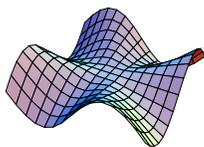
$$\begin{aligned} dy f_y(x, y) &\sim f(x, y + dy) - f(x, y) \\ dx dy f_{yx}(x, y) &\sim f(x + dx, y + dy) - f(x, y + dy) - (f(x + dx, y) - f(x, y)) \end{aligned}$$

**CONTINUITY IS NECESSARY.** Example:  $f(x, y) = (x^3y - xy^3)/(x^2 + y^2)$  contradicts Clairot:

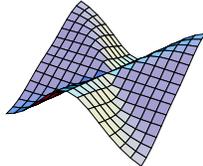
$$f_x(x, y) = (3x^2y - y^3)/(x^2 + y^2) - 2x(x^3y - xy^3)/(x^2 + y^2)^2, f_x(0, y) = -y, f_{xy}(0, 0) = -1,$$

$$f_y(x, y) = (x^3 - 3xy^2)/(x^2 + y^2) - 2y(x^3y - xy^3)/(x^2 + y^2)^2, f_y(x, 0) = x^2, f_{yx}(0, 0) = 1.$$

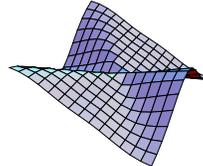
$f(x, y)$



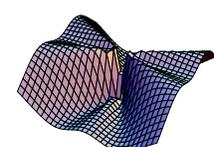
$f_x(x, y)$



$f_y(x, y)$



$f_{xy}(x, y)$



**ABOUT CONTINUITY.** In reality, one sometimes has to deal with functions which are not smooth: For example, when plotting the temperature of water in relation to pressure and volume, one experiences **phase transitions**, an other example are water waves breaking in the ocean. Mathematicians have also tried to explain "catastrophic" events mathematically with a theory called "catastrophe theory". Discontinuous things are useful (for example in switches), or not so useful (for example, if something breaks).