

## Day 10

### Local Linearity and Tangent Planes

- Local Linearity
  - [Recall from Calculus I](#).....
    - Zoom in on the graph of  $y(x) = e^{-0.2x} \sin(4x)$  at a particular point to see that as you get closer to the point the graph appears linear.
    - The derivative at that point will be the slope of the tangent line at that point.
    - The tangent line at that point will approximate the function  $y(x)$  well close to that point.
    - In fact, close to that point the  $y$  - value on the function,  $y(x) = e^{-0.2x} \sin(4x)$ , will be approximately equal to the  $y$ -value on the tangent line. The further away you get from the point, potentially, the worse the tangent line will approximate the function value.
  - [In Calculus III](#).....
    - Linear in 3D means a plane.
    - Zoom in on the graph of  $z(x, y) = x^2 + y^3$  near the point (2,1,5).
    - Zoom in on the contour diagram near the point.
    - At the point (a,b), the slope in the  $x$ -direction,  $m$ , will be  $f_x(a, b)$  and the slope in the  $y$ -direction,  $n$ , will be  $f_y(a, b)$ .
    - As in 2 space, the plane will approximate the function well near the point.
- Tangent Planes
  - Recall from Calculus I.....
    - [Equation of tangent line](#)  
$$y - y_1 = m(x - x_1)$$
      - $y - f(x_1) = f'(x)(x - x_1)$
      - $y = f'(x)(x - x_1) + f(x_1)$


#### You Try It

Find the equation of the tangent line to the function

$$y(x) = e^{-0.2x} \sin(4x) \text{ at } x = 1.825 \text{ Answer: } y = 1.343x - 1.86$$

- In Calculus III.....
  - [Equation of tangent plane](#)  
$$z = m(x - a) + n(y - b) + f(a, b)$$
    - $z = f_x(a, b)(x - a) + f_y(a, b)(y - b) + f(a, b)$
    - This is equation of the tangent plane at the point (a,b).
    - As we said when discussing local linearity, the function value  $f(x,y)$  will be approximately equal to the  $z$  on the line near the point (a,b). Or,  $f(x,y) \approx z$ .

- [Example](#): Find the equation of the tangent plane to  $z(x, y) = x^2 + y^3$  at the point  $(2, 1)$ .

 *You Try It*

Section 14.3 #3 Answer in text.