

## Calculus III

### Lab #4: Tangent Planes

- In this lab we will be graphing surfaces of the form  $z = f(x, y)$  at the point  $(x_0, y_0, z_0)$  on the surface. In order to do this we will need the partial derivatives of  $f(x, y)$  evaluated at the point  $(x_0, y_0)$ . The usual equation for this tangent plane is:

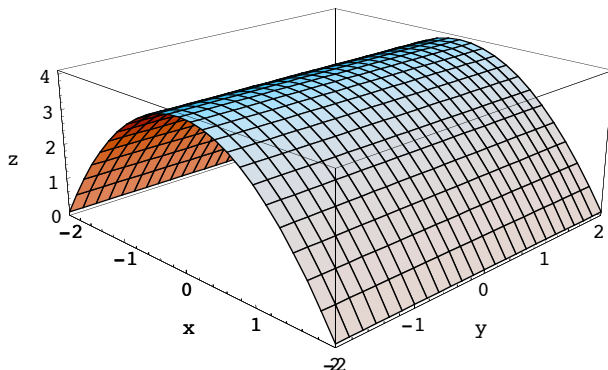
- $$f_x(x_0, y_0)(x - x_0) + f_y(x_0, y_0)(y - y_0) - (z - z_0) = 0$$

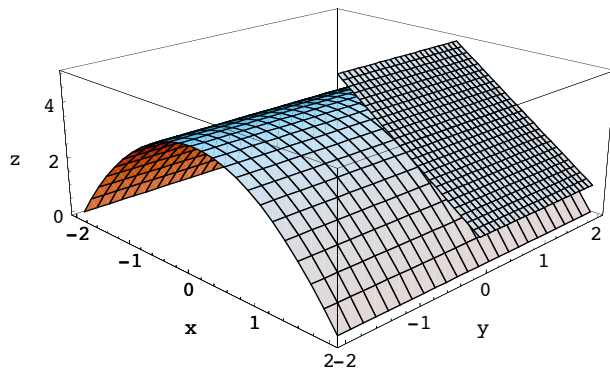
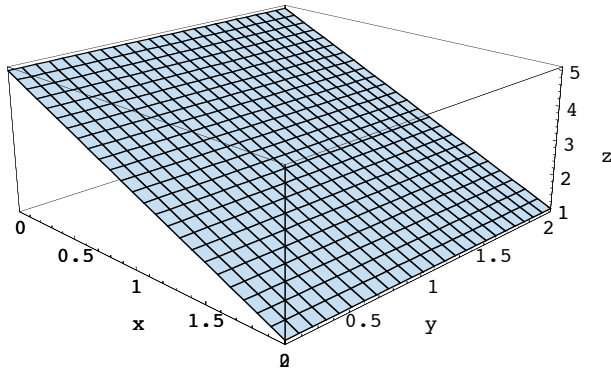
- We will solve for  $z$  and obtain the form  $z = f_x(x_0, y_0)(x - x_0) + f_y(x_0, y_0)(y - y_0) + z_0$

- One way to get the partial derivative of  $f(x, y)$  with respect to  $x$  is  $D[f[x, y], x]$ . We can append to this the assignment  $x = x_0$  and  $y = y_0$ . To do this use the notation:  $/. \{x \rightarrow x_0, y \rightarrow y_0\}$ .

Thus given the surface  $f(x, y) = 4 - x^2$  and the point  $(1, 1, 3)$ , the tangent plane to the surface is defined as follows:

```
f[x_, y_] := 4 - x2;
x0 = 1;
y0 = 1;
z0 = f[x0, y0];
dx = D[f[x, y], x] /. {x -> x0, y -> y0};
dy = D[f[x, y], y] /. {x -> x0, y -> y0};
p[x_, y_] := dx * (x - x0) + dy * (y - y0) + z0;
p1 =
  Plot3D[f[x, y], {x, -2, 2}, {y, -2, 2}, ViewPoint -> {2, -2, 1}, AxesLabel -> {x, y, z}];
p2 = Plot3D[p[x, y], {x, 0, 2}, {y, 0, 2}, ViewPoint -> {2, -2, 1}, AxesLabel -> {x, y, z}];
Show[p1, p2];
```





### ■ Exercises

- 1. Graph the surface  $z = 4 - x^2 - y^2$  and its tangent plane at  $(1, 1, 2)$ .
- 2. Graph the surface  $z = 2\sin(x-y)$  and its tangent plane at  $(\frac{\pi}{6}, 1, 1)$ . Change viewpoint for best view.
- 3. Define your own surface. Plot it and its tangent plane at a point.