

Math 11  
Fall 2016  
Section 1  
Friday, September 30, 2016

First, some important points from the last class:

**Definition:** The function  $f : \mathbb{R}^2 \rightarrow \mathbb{R}$  is differentiable at  $(x_0, y_0)$  if there is a function

$$L(x, y) = ax + by + c$$

(where  $a$ ,  $b$ , and  $c$  are constants) such that the graphs of  $f$  and  $L$  are tangent at the point  $(x_0, y_0, f(x_0, y_0))$ . This means that

$$L(x_0, y_0) = f(x_0, y_0)$$

and

$$\lim_{(x,y) \rightarrow (x_0,y_0)} \frac{f(x, y) - L(x, y)}{\sqrt{(x - x_0)^2 + (y - y_0)^2}} = 0.$$

**Theorem:** If  $f : \mathbb{R}^2 \rightarrow \mathbb{R}$  is differentiable at  $(x_0, y_0)$ , then the tangent plane at the point  $(x_0, y_0, f(x_0, y_0))$  is the graph of the function

$$L(x, y) = \left( \frac{\partial f}{\partial x}(x_0, y_0) \right) (x - x_0) + \left( \frac{\partial f}{\partial y}(x_0, y_0) \right) (y - y_0) + f(x_0, y_0).$$

**Note:** When  $f$  is differentiable at  $(x_0, y_0)$ , we can approximate  $f(x, y)$  near  $(x_0, y_0)$  by

$$f(x, y) \approx L(x, y).$$

This is called the *linear approximation* or *tangent approximation* to  $f$  near  $(x_0, y_0)$ . The function  $L(x, y)$  is called the *linearization* of  $f$  at  $(x_0, y_0)$ .

**Definition:** If  $f : \mathbb{R}^2 \rightarrow \mathbb{R}$  is differentiable, the *differential* of  $f$  is

$$df = \frac{\partial f}{\partial x} dx + \frac{\partial f}{\partial y} dy.$$

**Theorem:** If the partial derivatives of  $f(x, y)$  are defined on a neighborhood of  $(x_0, y_0)$  and continuous at  $(x_0, y_0)$ , then  $f$  is differentiable at  $(x_0, y_0)$ .

**Note:** These definitions and theorems also hold for  $f : \mathbb{R}^3 \rightarrow \mathbb{R}$ , and in general for  $f : \mathbb{R}^n \rightarrow \mathbb{R}$ .

**Warm-up Problems:**

A surface  $S$  has the equation  $z = f(x, y)$ . At  $(x, y) = (1, 2)$  we have

$$z = 45 \quad \frac{\partial z}{\partial x} = 2 \quad \frac{\partial z}{\partial y} = 1$$

A bug is crawling on the surface  $S$ , and a light shining directly down through  $S$  (which is transparent) casts the bug's shadow on the  $xy$ -plane; the position of the shadow is  $\vec{r}(t)$ . At time  $t_0$ , the bug's shadow has position  $\vec{r}(t_0) = \langle 1, 2 \rangle$  and velocity  $\vec{r}'(t_0) = \langle 3, -1 \rangle$ .

1. Find an equation for the tangent plane to  $S$  at the point  $(1, 2, 45)$ .

$$z = 45 + (2)(x - 1) + (1)(y - 2).$$

2. Use the tangent approximation

$$\vec{r}(t) \approx \vec{r}(t_0) + (t - t_0)\vec{r}'(t_0)$$

to approximate the shadow's position at time  $t_0 + \Delta t$ , where  $\Delta t$  is a very small change in  $t$ .

$$\vec{r}(t_0 + \Delta t) \approx \langle 1, 2 \rangle + \Delta t \langle 3, -1 \rangle = \langle 1 + 3\Delta t, 2 - \Delta t \rangle = \left\langle 1 + \underbrace{\overbrace{(3)}^{\frac{dx}{dt}} \Delta t}_{\Delta x}, 2 + \underbrace{\overbrace{(-1)}^{\frac{dy}{dt}} \Delta t}_{\Delta y} \right\rangle.$$

3. Use the equation of the tangent plane to  $S$  to approximate the bug's new  $z$ -coordinate.

$$\begin{aligned} z &\approx 45 + 2(x - 1) + 1(y - 2) \approx 45 + 2((1 + 3\Delta t) - 1) + 1((2 - \Delta t) - 2) = \\ &45 + (2)(3)\Delta t + (1)(-1)\Delta t = 45 + \underbrace{\underbrace{(2)}_{\frac{\partial z}{\partial x}} \underbrace{\overbrace{(3)}^{\frac{dx}{dt}} \Delta t}_{\Delta x} + \underbrace{(1)}_{\frac{\partial z}{\partial y}} \underbrace{\overbrace{(-1)}^{\frac{dy}{dt}} \Delta t}_{\Delta y}}_{\Delta z} \end{aligned}$$

We can rewrite this:

$$\begin{aligned} f(\vec{r}(t_0 + \Delta t)) &\approx 45 + \left( \underbrace{\langle 2, 1 \rangle}_{\left\langle \frac{\partial f}{\partial x}(1, 2), \frac{\partial f}{\partial y}(1, 2) \right\rangle} \cdot \underbrace{\langle 3, -1 \rangle}_{\vec{r}'(t_0)} \right) \Delta t. \\ f(\vec{r}(t_0 + \Delta t)) &\approx f(\vec{r}(t_0)) + \left( \left\langle \frac{\partial z}{\partial x}(\vec{r}(t_0)), \frac{\partial z}{\partial y}(\vec{r}(t_0)) \right\rangle \cdot \vec{r}'(t_0) \right) \Delta t. \\ \boxed{\frac{f(\vec{r}(t_0 + \Delta t)) - f(\vec{r}(t_0))}{\Delta t} &\approx \left( \left\langle \frac{\partial z}{\partial x}(\vec{r}(t_0)), \frac{\partial z}{\partial y}(\vec{r}(t_0)) \right\rangle \cdot \vec{r}'(t_0) \right)}. \end{aligned}$$

**Definition:** If  $f : \mathbb{R}^n \rightarrow \mathbb{R}$ , the *gradient* of  $f$  is the vector whose components are its partial derivatives:

$$\nabla f(x, y, z) = \left\langle \frac{\partial f}{\partial x}(x, y, z), \frac{\partial f}{\partial y}(x, y, z), \frac{\partial f}{\partial z}(x, y, z) \right\rangle.$$

If  $f$  is differentiable, we may also call  $\nabla f$  the total derivative of  $f$ .

**Theorem** (the chain rule): If  $\vec{r}(t)$  is differentiable at  $t_0$ , and  $f(x, y, z)$  is differentiable at  $\vec{r}(t_0)$ , then

$$\frac{d}{dt}(f(\vec{r}(t))) = \nabla f(\vec{r}(t)) \cdot \vec{r}'(t).$$

Rephrasing this, if  $w$  is a function of  $x, y, z$ , and  $x, y, z$  are all functions of  $t$ , then

$$\begin{aligned} \frac{dw}{dt} &= \left\langle \frac{\partial w}{\partial x}, \frac{\partial w}{\partial y}, \frac{\partial w}{\partial z} \right\rangle \cdot \left\langle \frac{dx}{dt}, \frac{dy}{dt}, \frac{dz}{dt} \right\rangle = \frac{\partial w}{\partial x} \frac{dx}{dt} + \frac{\partial w}{\partial y} \frac{dy}{dt} + \frac{\partial w}{\partial z} \frac{dz}{dt} \\ \Delta w &\approx \frac{\partial w}{\partial x} \Delta x + \frac{\partial w}{\partial y} \Delta y + \frac{\partial w}{\partial z} \Delta z \approx \frac{\partial w}{\partial x} \frac{dx}{dt} \Delta t + \frac{\partial w}{\partial y} \frac{dy}{dt} \Delta t + \frac{\partial w}{\partial z} \frac{dz}{dt} \Delta t \end{aligned}$$

**Example** If  $w = x^2y^2$ ,  $x = \sin(t)$ , and  $y = \cos(t)$ , find  $\frac{dw}{dt}$  at  $t = \frac{\pi}{3}$ .

$$\begin{aligned} t = \frac{\pi}{3} \quad x &= \sin\left(\frac{\pi}{3}\right) = \frac{\sqrt{3}}{2} \quad y = \cos\left(\frac{\pi}{3}\right) = \frac{1}{2} \\ \frac{\partial w}{\partial x} &= 2xy^2 = \frac{\sqrt{3}}{4} \quad \frac{\partial w}{\partial y} = 2x^2y = \frac{3}{4} \quad \frac{dx}{dt} = \cos(t) = \frac{1}{2} \quad \frac{dy}{dt} = -\sin(t) = -\frac{\sqrt{3}}{2} \\ \frac{dw}{dt} &= \frac{\partial w}{\partial x} \frac{dx}{dt} + \frac{\partial w}{\partial y} \frac{dy}{dt} = \left(\frac{\sqrt{3}}{4}\right) \left(\frac{1}{2}\right) + \left(\frac{3}{4}\right) \left(-\frac{\sqrt{3}}{2}\right) = -\frac{\sqrt{3}}{4} \end{aligned}$$

The chain rule in different settings:

$$\begin{aligned} t &\rightarrow x \rightarrow w \\ \frac{dw}{dt} &= \frac{dw}{dx} \frac{dx}{dt} \end{aligned}$$

$$\begin{aligned} t &\rightarrow (x, y, z) \rightarrow w \\ \frac{dw}{dt} &= \frac{\partial w}{\partial x} \frac{dx}{dt} + \frac{\partial w}{\partial y} \frac{dy}{dt} + \frac{\partial w}{\partial z} \frac{dz}{dt} \end{aligned}$$

$$\begin{aligned} (s, t) &\rightarrow (x, y, z) \rightarrow w \\ \frac{\partial w}{\partial t} &= \frac{\partial w}{\partial x} \frac{\partial x}{\partial t} + \frac{\partial w}{\partial y} \frac{\partial y}{\partial t} + \frac{\partial w}{\partial z} \frac{\partial z}{\partial t} \end{aligned}$$

**Example:** Suppose  $g(x, y) = f(x^2 - y^2, y^2 - x^2)$ . Show that  $g$  satisfies the differential equation

$$y \frac{\partial g}{\partial x} + x \frac{\partial g}{\partial y} = 0.$$

Introduce new variables  $s = x^2 - y^2$  and  $t = y^2 - x^2$ , and write  $w = f(s, t)$ . We want to show that

$$y \frac{\partial w}{\partial x} + x \frac{\partial w}{\partial y} = 0.$$

Using the Chain Rule,

$$\frac{\partial w}{\partial x} = \frac{\partial w}{\partial s} \frac{\partial s}{\partial x} + \frac{\partial w}{\partial t} \frac{\partial t}{\partial x} = \frac{\partial w}{\partial s}(2x) + \frac{\partial w}{\partial t}(-2x).$$

$$\frac{\partial w}{\partial y} = \frac{\partial w}{\partial s} \frac{\partial s}{\partial y} + \frac{\partial w}{\partial t} \frac{\partial t}{\partial y} = \frac{\partial w}{\partial s}(-2y) + \frac{\partial w}{\partial t}(2y).$$

Now

$$y \frac{\partial w}{\partial x} + x \frac{\partial w}{\partial y} = y \left( \frac{\partial w}{\partial s}(2x) + \frac{\partial w}{\partial t}(-2x) \right) + x \left( \frac{\partial w}{\partial s}(-2y) + \frac{\partial w}{\partial t}(2y) \right) = 0.$$

Ways to visualize the Chain Rule:

Suppose  $\vec{r} : \mathbb{R} \rightarrow \mathbb{R}^3$ , and  $f : \mathbb{R}^3 \rightarrow \mathbb{R}$ . You can visualize  $\vec{r}(t)$  as the position at time  $t$  of a moving object, and  $f(x, y, z)$  as the temperature at point  $(x, y, z)$ . Then the composition  $(f \circ \vec{r})(t)$  represents the temperature of the moving object at time  $t$  (assuming the object acquires the temperature of its surroundings), and its derivative  $(f \circ \vec{r})'(t)$  represents the rate of change of the object's temperature with respect to time.

If we write  $\vec{r} = \langle x, y, z \rangle$  and  $w = f(x, y, z)$ , then  $w$  denotes the object's temperature, and the Chain Rule can be written as

$$\begin{aligned} \frac{dw}{dt} = (f \circ \vec{r})'(t) &= \nabla f(\vec{r}(t)) \cdot \vec{r}'(t) = \left\langle \frac{\partial w}{\partial x}, \frac{\partial w}{\partial y}, \frac{\partial w}{\partial z} \right\rangle \cdot \left\langle \frac{dx}{dt}, \frac{dy}{dt}, \frac{dz}{dt} \right\rangle = \\ &= \frac{\partial w}{\partial x} \frac{dx}{dt} + \frac{\partial w}{\partial y} \frac{dy}{dt} + \frac{\partial w}{\partial z} \frac{dz}{dt} \end{aligned}$$

which gives us

$$\begin{aligned} dw &= \frac{\partial w}{\partial x} \frac{dx}{dt} dt + \frac{\partial w}{\partial y} \frac{dy}{dt} dt + \frac{\partial w}{\partial z} \frac{dz}{dt} dt \\ \Delta w &\approx \frac{\partial w}{\partial x} \frac{dx}{dt} \Delta t + \frac{\partial w}{\partial y} \frac{dy}{dt} \Delta t + \frac{\partial w}{\partial z} \frac{dz}{dt} \Delta t \end{aligned}$$

We can think that a small change  $\Delta t$  in time produces a small change  $\Delta x \approx \frac{dx}{dt} \Delta t$  in  $x$ , which in turn produces a small change of approximately  $\frac{\partial w}{\partial x} \Delta x \approx \frac{\partial w}{\partial x} \frac{dx}{dt} \Delta t$  in  $w$ . The change  $\Delta t$  in  $t$  also produces changes  $\Delta y$  in  $y$  and  $\Delta z$  in  $z$ , and those changes also produce changes in  $w$ . The net change  $\Delta w$  is the sum of the three individual changes produced by the changes in  $x$ ,  $y$ , and  $z$ .

If  $\vec{r} : \mathbb{R} \rightarrow \mathbb{R}^2$ , and  $f : \mathbb{R}^2 \rightarrow \mathbb{R}$ , we can think of  $\vec{r}(t)$  as the projection on the  $xy$ -plane of the position of an object (crawling bug) moving on the graph  $z = f(x, y)$ . Then the composition  $(f \circ \vec{r})(t)$  represents the height ( $z$ -coordinate) of the moving object at time  $t$ , and its derivative  $(f \circ \vec{r})'(t)$  represents the rate of change of the object's height with respect to time; that is, how fast its height is changing.

We can again think that changing  $t$  produces changes in both  $x$  and  $y$ , each of which contribute to change in  $z$ , and the net change in  $z$  is the sum of those two changes.

**Example:** We can identify points on the cone  $x^2 + y^2 = z^2$ ,  $z \geq 0$ , using two coordinates,  $r$  and  $\theta$ , by setting

$$x = r \cos(\theta) \quad y = r \sin(\theta) \quad z = r \quad 0 \leq \theta \leq 2\pi \quad 0 \leq r.$$

Define  $w$  on the cone by

$$w = xy - xz^2.$$

Note that we can think of  $w$  as function of  $r$  and  $\theta$ :  $w = xy - xz^2$ , where  $(x, y, z)$  is the point on the cone for which  $(x, y) = (r \cos(\theta), r \sin(\theta))$ .

Find  $\frac{\partial w}{\partial r}$  at the point  $(-2, 0, 2)$ .

At the point  $(x, y) = (-2, 0)$  we have

$$\begin{aligned} r = 2 \quad \theta = \pi \quad x = -2 \quad y = 0 \quad z = 2 \\ \frac{\partial w}{\partial x} = y - z^2 = -4 \quad \frac{\partial w}{\partial y} = x = -2 \quad \frac{\partial w}{\partial z} = -2xz = 8 \\ \frac{\partial x}{\partial r} = \cos(\theta) = -1 \quad \frac{\partial y}{\partial r} = \sin(\theta) = 0 \quad \frac{\partial z}{\partial r} = 1 \end{aligned}$$

We treat  $\theta$  as a constant and differentiate with respect to  $r$ , using the chain rule:

$$\frac{\partial w}{\partial r} = \frac{\partial w}{\partial x} \frac{\partial x}{\partial r} + \frac{\partial w}{\partial y} \frac{\partial y}{\partial r} + \frac{\partial w}{\partial z} \frac{\partial z}{\partial r} = (-4)(-1) + (-2)(0) + (8)(1) = 12$$

At a general point, we have

$$\begin{aligned} \frac{\partial w}{\partial r} &= \frac{\partial w}{\partial x} \frac{\partial x}{\partial r} + \frac{\partial w}{\partial y} \frac{\partial y}{\partial r} + \frac{\partial w}{\partial z} \frac{\partial z}{\partial r} = (y - z^2)(\cos(\theta)) + (x)(\sin(\theta)) + (-2xz)(1) = \\ &= (r \sin(\theta) - r^2)(\cos(\theta)) + (r \cos(\theta))(\sin(\theta)) + (-2r^2 \cos(\theta))(1) = \\ &= 2r \sin(\theta) \cos(\theta) - 3r^2 \cos(\theta). \end{aligned}$$

What does this mean? We define  $w$  as a function of  $(r, \theta)$  by looking at the point on the cone  $(x, y, z) = (r \cos(\theta), r \sin(\theta), r)$ , then computing  $w = xy - xz^2$ . We want to know, when  $(x, y) = (-2, 0)$ , the rate of change of  $w$  with respect to  $r$ .

For example, suppose  $w$  denotes the temperature at a given point on the cone. Consider the ubiquitous bug crawling on the cone, with its shadow moving in the  $xy$ -plane. The bug's temperature is  $w$ . When the bug's shadow is where  $(r, \theta) = (2, -\pi)$ , and the bug moves so its shadow's new location is where  $(r, \theta) = (2 + \Delta r, -\pi)$  (that is,  $\theta$  remains constant and  $r$  changes by  $\Delta r$ ), the bug's temperature will have changed by

$$\Delta w \approx \frac{\partial w}{\partial r} \Delta r$$

**Example:** We can identify points on the cone  $x^2 + y^2 = z^2$ ,  $z \geq 0$ , using two coordinates,  $r$  and  $\theta$ , by setting

$$x = r \cos(\theta) \quad y = r \sin(\theta) \quad z = r \quad 0 \leq \theta \leq 2\pi \quad 0 \leq r.$$

Define  $w$  on the cone by

$$w = xy - xz^2.$$

Note that we can think of  $w$  as function of  $r$  and  $\theta$ :  $w = xy - xz^2$ , where  $(x, y, z)$  is the point on the cone for which  $(x, y) = (r \cos \theta, r \sin \theta)$ .

Find  $\frac{\partial w}{\partial \theta}$  at the point  $(-2, 0, 2)$ .

**Example:** A surface  $S$  has the equation  $z = f(x, y)$ . At  $(x, y) = (1, 2)$  we have

$$z = 45 \quad \frac{\partial z}{\partial x} = 2 \quad \frac{\partial z}{\partial y} = 1$$

A bug is crawling on the surface  $S$ , and a light shining directly down through  $S$  (which is transparent) casts the bug's shadow on the  $xy$ -plane; the position of the shadow is  $\vec{r}(t)$ . At time  $t_0$ , the bug's shadow has position  $\vec{r}(t_0) = \langle 1, 2 \rangle$  and velocity  $\vec{r}'(t_0) = \langle 3, -1 \rangle$ .

Find the rate of change of the bug's altitude with respect to time at the time  $t_0$ .



**Example:**

Suppose that  $S$  is a level surface  $f(x, y, z) = k$  of a differentiable function  $f$  and  $\vec{r}(t)$  is a regular parametrization of a path  $\gamma$  lying in  $S$ . Since the value of  $f$  equals  $k$  for all points on  $S$ , and all points  $\vec{r}(t)$  are on  $S$ , we have

$$f(\vec{r}(t)) = k.$$

Start with this equation and differentiate both sides (using the chain rule for the left hand side) to show that

$$\nabla f(\vec{r}(t)) \perp \vec{r}'(t).$$

Since this is true for any path  $\gamma$  in  $S$ , we can conclude that  $\nabla f(x, y, z)$  is normal to  $S$  at the point  $(x, y, z)$ . Explain why.

That is, the gradient of  $f$  at a point is normal to the level surface (or level curve) of  $f$  containing that point.

**Example:** If  $f(x, y) = 4x^2 - y^2$ , then the hyperbola  $4x^2 - y^2 = 3$  is a level curve of  $f$ , so it should be perpendicular to the gradient of  $f$  at every point. Verify that the hyperbola is perpendicular to the gradient of  $f$  at the point  $(1, 1)$  in the following way:

Use implicit differentiation to compute  $\frac{dy}{dx}$  for the portion of the hyperbola containing  $(1, 1)$ , use the value of  $\frac{dy}{dx}$  to find a vector  $\vec{T}$  tangent to the hyperbola at  $(1, 1)$ , and then verify that  $\vec{T}$  is perpendicular to  $\nabla f(1, 1)$ .

Recall implicitly defined functions: An equation  $f(x, y, z) = 0$  defining a surface  $S$  can be thought of as implicitly defining  $z$  as a function of  $x$  and  $y$  near a point on  $S$ . If we want to find  $\frac{\partial z}{\partial x}$  at that point, we can treat  $y$  as a constant and  $z$  as a function of  $x$ , and differentiate the equation with respect to  $x$ :

$$\begin{aligned} \frac{\partial}{\partial x}(f(x, y, z)) &= 0 \\ \frac{\partial f}{\partial x} \underbrace{\frac{\partial x}{\partial x}}_{=1} + \frac{\partial f}{\partial y} \underbrace{\frac{\partial y}{\partial x}}_{=0} + \frac{\partial f}{\partial z} \underbrace{\frac{\partial z}{\partial x}}_{\text{unknown}} &= 0 \\ \frac{\partial f}{\partial x} + \frac{\partial f}{\partial z} \frac{\partial z}{\partial x} &= 0 \\ \frac{\partial z}{\partial x} &= -\frac{\frac{\partial f}{\partial x}}{\frac{\partial f}{\partial z}} \end{aligned}$$

This is the implicit function theorem.

**Example:** Earlier, we looked at the surface

$$ax^2 + by^2 + cz^2 = d$$

and used implicit differentiation:

$$\begin{aligned} 2ax + 2cz \frac{\partial z}{\partial x} &= 0 \\ \frac{\partial z}{\partial x} &= -\frac{ax}{cz} \end{aligned}$$

Now we can use the implicit function theorem:

$$\begin{aligned} f(x, y, z) &= ax^2 + by^2 + cz^2 - d & f(x, y, z) &= 0 \\ \frac{\partial z}{\partial x} &= -\frac{\frac{\partial f}{\partial x}}{\frac{\partial f}{\partial z}} = -\frac{2ax}{2cz} = -\frac{ax}{cz} \end{aligned}$$

You do not have to know the implicit function theorem, but you may use it if you wish.

Proof of the Chain Rule:

If  $f$  is differentiable at  $(x_0, y_0)$ , we can write

$$f(x, y) = \underbrace{a(x - x_0) + b(y - y_0) + f(x_0, y_0)}_{\mathcal{P}(x,y) \text{ graph is tangent plane}} + \underbrace{E(x, y)}_{f(x,y) - \mathcal{P}(x,y)}$$

where

$$\lim_{(x,y) \rightarrow (x_0,y_0)} \frac{E(x, y)}{|\langle x - x_0, y - y_0 \rangle|} = 0$$

$$a = \frac{\partial f}{\partial x}(x_0, y_0) \quad b = \frac{\partial f}{\partial y}(x_0, y_0) \quad \nabla f(x_0, y_0) = \langle a, b \rangle$$

If  $\vec{r}(t_0) = (x_0, y_0)$  and  $\vec{r}$  is differentiable at  $t_0$ , we can write  $\vec{r}(t) = \langle x(t), y(t) \rangle$  and compute

$$\begin{aligned} \frac{d}{dt}(f(\vec{r}(t))) &= \lim_{t \rightarrow t_0} \frac{f(\vec{r}(t)) - f(\vec{r}(t_0))}{t - t_0} = \lim_{t \rightarrow t_0} \frac{f(x(t), y(t)) - f(x_0, y_0)}{t - t_0} = \\ &= \lim_{t \rightarrow t_0} \frac{a(x(t) - x_0) + b(y(t) - y_0) + f(x_0, y_0) + E(x(t), y(t)) - f(x_0, y_0)}{t - t_0} = \\ &= \lim_{t \rightarrow t_0} \frac{a(x(t) - x(t_0)) + b(y(t) - y(t_0)) + E(x(t), y(t))}{t - t_0} \\ &= a \lim_{t \rightarrow t_0} \frac{(x(t) - x(t_0))}{t - t_0} + b \lim_{t \rightarrow t_0} \frac{(y(t) - y(t_0))}{t - t_0} + \lim_{t \rightarrow t_0} \frac{E(x(t), y(t))}{t - t_0} = \\ &= ax'(t_0) + by'(t_0) + \lim_{t \rightarrow t_0} \frac{E(x(t), y(t))}{t - t_0} = \\ &= \langle a, b \rangle \cdot \langle x'(t_0), y'(t_0) \rangle + \lim_{t \rightarrow t_0} \frac{E(x(t), y(t))}{t - t_0} = \boxed{\nabla f(\vec{r}(t_0)) \cdot \vec{r}'(t_0)} + \lim_{t \rightarrow t_0} \frac{E(x(t), y(t))}{t - t_0} \end{aligned}$$

Now, assuming for simplicity that  $\vec{r}'(t_0) \neq \vec{0}$ , so that for  $t$  near  $t_0$  we have  $\vec{r}(t) \neq \vec{r}(t_0)$  and we can safely divide by  $|\vec{r}(t) - \vec{r}(t_0)|$  (this assumption can be eliminated by a small trick),

$$\begin{aligned} \lim_{t \rightarrow t_0} \left| \frac{E(x(t), y(t))}{t - t_0} \right| &= \lim_{t \rightarrow t_0} \left| \frac{E(x(t), y(t))}{|\vec{r}(t) - \vec{r}(t_0)|} \right| \left| \frac{|\vec{r}(t) - \vec{r}(t_0)|}{t - t_0} \right| = \\ &= \lim_{t \rightarrow t_0} \left| \frac{E(x(t), y(t))}{|\vec{r}(t) - \vec{r}(t_0)|} \right| |\vec{r}'(t_0)| = \\ &= \lim_{(x,y) \rightarrow (x_0,y_0)} \left| \frac{E(x, y)}{|\langle x, y \rangle - \langle x_0, y_0 \rangle|} \right| |\vec{r}'(t_0)| = 0(|\vec{r}'(t_0)|) = 0. \end{aligned}$$

Therefore

$$\boxed{\frac{d}{dt}(f(\vec{r}(t))) = \nabla f(\vec{r}(t_0)) \cdot \vec{r}'(t_0)}$$