

1.1

Affine approximation at 0: $x+z=0$ so it has no singularity at 0

tangent plane at 0 given by $z=-x$

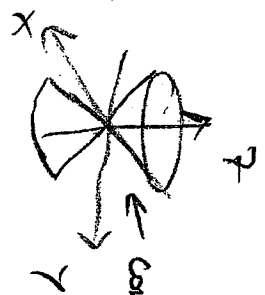
$$\text{So } Df = \begin{pmatrix} \frac{\partial z}{\partial x} \\ \frac{\partial z}{\partial y} \\ \frac{\partial z}{\partial z} \end{pmatrix} = \begin{pmatrix} -1 \\ 0 \\ 0 \end{pmatrix}$$

1.2

$$g(x,y,z) = x^2 + y^2 - z^2 \quad \text{has } \nabla g = \begin{pmatrix} 2x \\ 2y \\ 2z \end{pmatrix}, \text{ so } \nabla g(0) = 0$$

has singularity at 0.

Picture



← cone has singularity at 0

1.3

$$g(x,y,z) = (x-1)^2 + y^2 - z^2 - 1 \quad \text{has } \nabla g = \begin{pmatrix} 2(x-1) \\ 2y \\ 2z \end{pmatrix} \quad \text{so at } \nabla g(0) = \begin{pmatrix} -2 \\ 0 \\ 0 \end{pmatrix}$$

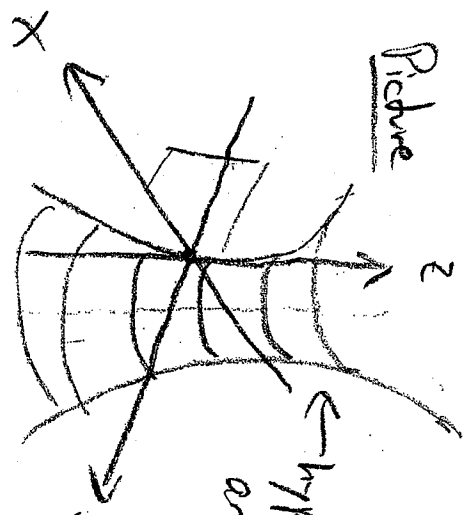
so no singularity at 0,

but $\frac{\partial g}{\partial z}(0) = 0$, so

not graph $z = f(x,y)$.

unless you permute x, y, z

Picture



← hyperboloid
around point
(1,0,0)

touching origin,

✓ tangent plane at 0 is $y-z$ -plane

1.4

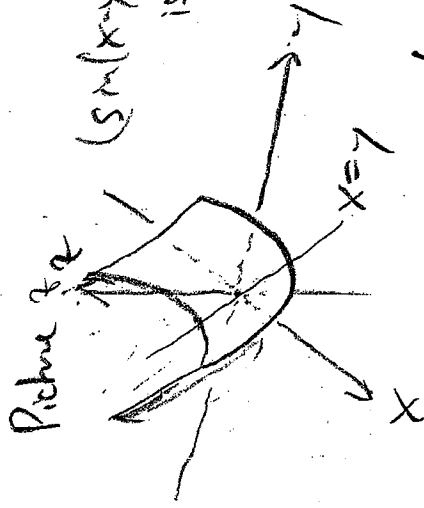
$(x-1)^2 + y^2 - z^2 = 0$ not zero at 0 ,
 so subspace empty near zero, no singularity at 0 .

2.1 Affine approximation at 0 :

$$-z = 0, \quad z = 0, \text{ so}$$

$$\nabla f = \begin{pmatrix} 0 \\ 0 \\ -1 \end{pmatrix} \quad \nabla g = \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \quad \text{not linearly independent.}$$

\Rightarrow singularity at 0



$$(\sin(x-y))^2 - z = 0$$

is approx. an extruded paraboloid pointing

up
 touching $x-y$ plane
 at $x=y$ line

$(\sin(x+y))^2 + z$ is similar, pointing down
 touching $x-y$ plane at

$x=y$ line,

intersect only in the point $(0,0,0)$
 near 0 .

2.2

Affine approximation at 0:

$$-2x + 2y - z = 0 \quad \nabla f(0) = \begin{pmatrix} -2 \\ 2 \\ -1 \end{pmatrix}$$

$$-2x - 2y + z = 0 \quad \nabla g(0) = \begin{pmatrix} -2 \\ -2 \\ 1 \end{pmatrix}$$

$$\nabla f(0) \times \nabla g(0) = \begin{pmatrix} -2 \\ 2 \\ 1 \end{pmatrix} \times \begin{pmatrix} -2 \\ -2 \\ 1 \end{pmatrix} = \begin{pmatrix} 2+2 \\ 2-2 \\ +4+4 \end{pmatrix} = \begin{pmatrix} 4 \\ 0 \\ 8 \end{pmatrix}$$

So the singularity, tangent vector is:

$$\text{multiple of } \begin{pmatrix} 4 \\ 0 \\ 8 \end{pmatrix} \begin{pmatrix} 1 \\ 0 \\ +8 \end{pmatrix}$$

