

Math 21C

Vogler

General Procedure for Lagrange Multipliers

- 1) Identify Objective function $f(x, y, z, \dots)$ & constraints $g(x, y, z, \dots), h(x, y, z, \dots), \dots$
 $\underbrace{\hspace{10em}}_{m \text{ constraints}}$
 $\underbrace{\hspace{10em}}_{n \text{ variables}}$
- 2) Build Lagrangian $L(x, y, z, \dots, \lambda, \mu, \dots)$ Called Lagrange Multipliers
 $= f(x, y, z, \dots) - \lambda g(x, y, z, \dots) - \mu h(x, y, z, \dots) \dots$
 $\underbrace{\hspace{10em}}_{n \text{ variables}} \quad \underbrace{\hspace{10em}}_{m \text{ constraints}}$
- 3) Take ALL partials of L ($n+m$ of them) and set them equal to \emptyset .
- 4) Solve resulting $n+m$ systems of equations for variables x, y, z, \dots
Notes: a) Solve & remove Lagrange Multipliers (λ, μ, \dots) first.
b) You should ALWAYS recover constraint equations.
- 5) Plug solutions of 4) into objective function. Then use common sense to determine whether result is max/min.