

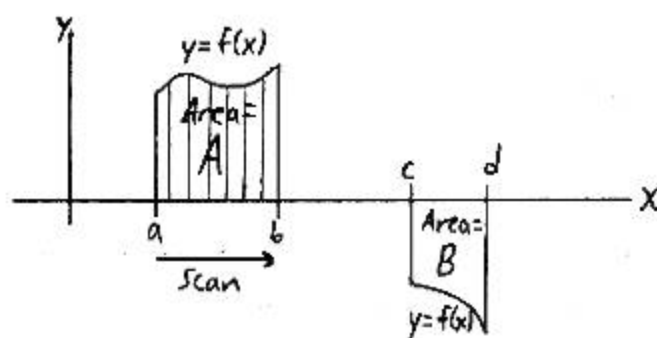
CH. 17: MULTIPLE INTEGRALS

17.1.1

17.1: DOUBLE INTEGRALS (II), and 17.2: AREA and VOLUME

④ Intro

Calc I



$$\int_a^b f(x) dx = A$$

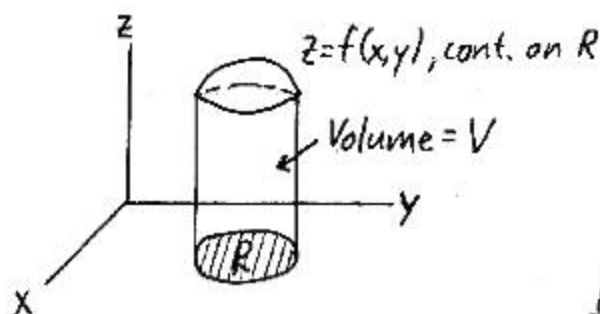
$$\int_c^d f(x) dx = -B$$

Idea



Widest width $\rightarrow 0$
(\Rightarrow # rectangles $\rightarrow \infty$)

Now



$$\iint_R f(x,y) dA = V$$

Below xy-plane $\Rightarrow -V$

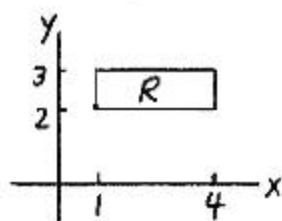
Idea



Longest diagonal $\rightarrow 0$
(\Rightarrow # boxes $\rightarrow \infty$)

⑧ Rectangular R

Ex R is given by $\{(x,y) \mid 1 \leq x \leq 4 \text{ and } 2 \leq y \leq 3\}$.



Find the volume between the graphs of $z = \underbrace{x^2y + y^2}_{f(x,y)}$ and $\underbrace{z=0}_{xy\text{-plane}}$ over R .

Sol'n

Note $x^2y + y^2 \geq 0$ on R , so our solid lies entirely above the xy -plane.
(and on)

Guido Fubini
(1879-1943)

By Fubini's Theorem,

$$\iint_R f(x,y) dA =$$

$$\textcircled{\#1} \int_2^3 \int_1^4 (x^2y + y^2) dx dy$$

↑ ↑ ↑
Easier to do partial \int wrt x , so do it 1st
Then, \int wrt y

Inside-out

or $\textcircled{\#2} \int_1^4 \int_2^3 (x^2y + y^2) dy dx$

$$\textcircled{\#1} \int_2^3 \left[\int_1^4 (x^2 y + y^2) dx \right] dy$$

Treat y as a constant.

$$= \int_2^3 \left[\left(\frac{x^3}{3} \right) y + y^2 x \right]_{x=1}^{x=4} dy$$

↑
Optional reminder

Think: $\int x^2 \cdot 7 dx = \left(\frac{x^3}{3} \right) \cdot 7 + C$
 $\int 7 dx = 7x + C$

$$= \int_2^3 \left(\left[\frac{(4)^3}{3} y + y^2 (4) \right] - \left[\frac{(1)^3}{3} y + y^2 (1) \right] \right) dy$$

$$= \int_2^3 \left(\frac{64}{3} y + 4y^2 - \frac{1}{3} y - y^2 \right) dy$$

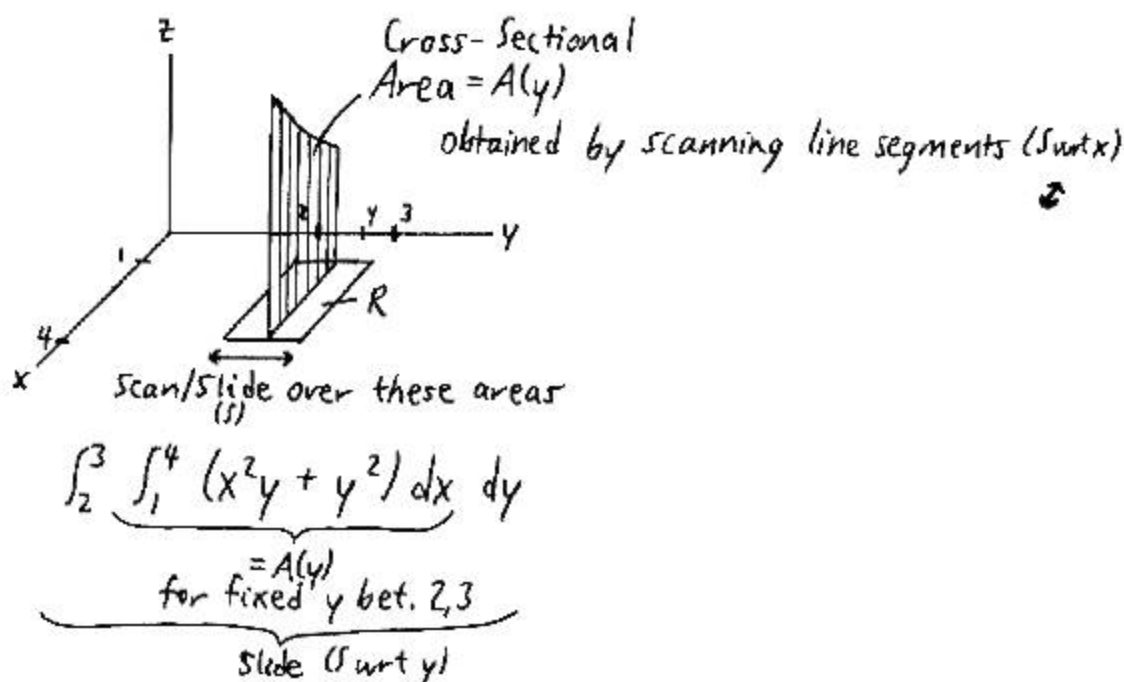
$$= \int_2^3 (3y^2 + 21/y) dy \quad (\text{Calc I!})$$

$$= \left[y^3 + 21 \left(\frac{y^2}{2} \right) \right]_2^3$$

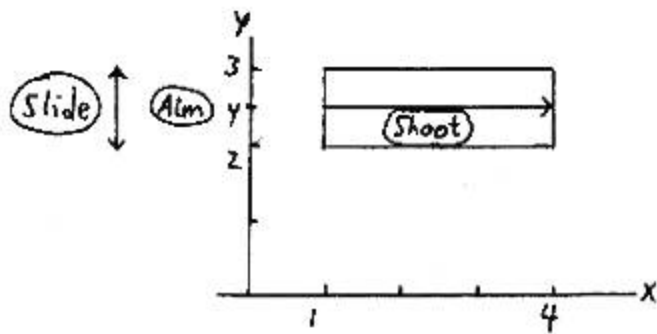
$$= \left[(3)^3 + 21 \cdot \frac{(3)^2}{2} \right] - \left[(2)^3 + 21 \cdot \frac{(2)^2}{2} \right]$$

$$= \boxed{\frac{143}{2} \text{ or } 71.5 \text{ cubic units}}$$

Can do 13

Idea

How did we scan over R?



(Aim) Fix a y -value between 2, 3.
 y is the outer variable.

(Shoot) From $x=1$ to $x=4$.
 x is the inner variable.

(Slide) (S) From $y=2$ to $y=3$.
 \uparrow
 outer
 y : final scanning direction \updownarrow

© Other Rs

Variation on
17.2.432
(no "24")

Ex Find the volume, V , of the solid bounded by the graphs of:

$$\begin{array}{l|l} \begin{array}{l} y = 2x^3 \\ y = x^4 \end{array} & \left. \begin{array}{l} \text{You figure out} \\ \text{(Determine } R \text{ in } xy\text{-plane)} \end{array} \right\} \\ \begin{array}{l} z - x - y = 4 \\ z = 0 \end{array} & \Leftrightarrow \begin{array}{l} z = x + y + 4 \text{ (Top surface) (Plane)} \\ xy\text{-plane (Bottom surface)} \end{array} \end{array}$$

We'll see why
↓

① What is R ?

①a Find any Intersection Points (Just "x" coords. ? "y"?)

$$\text{Solve } \begin{cases} y = 2x^3 \\ y = x^4 \end{cases}$$

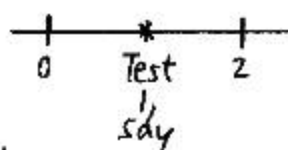
$$\begin{aligned} \Rightarrow 2x^3 &= x^4 \\ 0 &= x^4 - 2x^3 \\ 0 &= x^3(x-2) \end{aligned}$$

\downarrow
0

\downarrow
2

$$x = 0, 2$$

(1b) Which graph is on top? bottom?



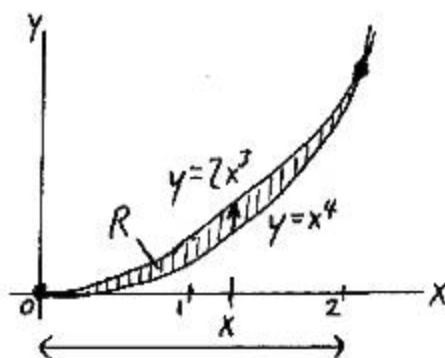
At $x=1$,

$$2x^3 = 2(1)^3 = 2 \quad \begin{matrix} 2 > 1, \text{ so} \\ \text{top} \end{matrix}$$

$$x^4 = (1)^4 = 1 \quad \text{bottom}$$

where $0 < x < 2$

(1c) Sketch R (maybe - I may want this on a test)



(2) Set up \iint

Idea

(Aim) Fix x ($0 \leq x \leq 2$)
 \nwarrow outer variable

(Shoot) \uparrow From $y = x^4$ to $y = 2x^3$
 (bottom) (top) y : inner variable

(Slide) \leftrightarrow From $x = 0$ to $x = 2$
 \nwarrow outer variable is overall "scan" variable

Surfaces

On R , $z = x + y + 4 > 0$ (top)

$\nearrow \geq 0$

$z = 0$ (bottom)

$$V = \iint_R \left[\underbrace{(x+y+4)}_{\text{top } z} - \underbrace{(0)}_{\text{bottom } z} \right] dA$$

Note It's OK if "bottom z " is sometimes negative on R , as long as it's below or at "top z ."

$$= \int_{x=0}^{x=2} \int_{y=x^4}^{y=2x^3} (x+y+4) dy dx$$

↑

must
be
constant
relative
to x, y

↑

can depend on x
but not y if
I write y

↑

Shoot

Slide

$\left. \begin{array}{l} "x=" \\ "y=" \end{array} \right\}$ optional but help!

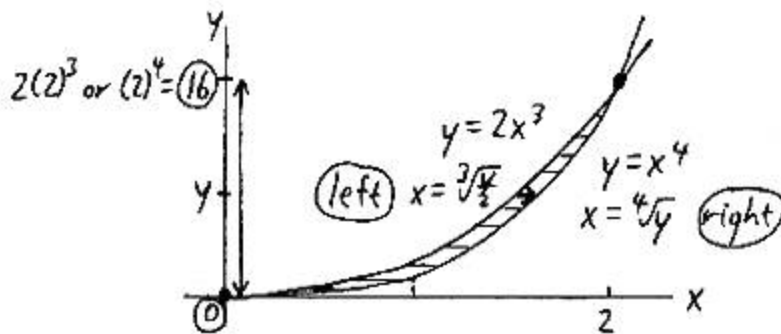
③ Evaluate \iint (I may or may not ask for this.)

$$\begin{aligned}
 V &= \int_{x=0}^{x=2} \left[\int_{y=x^4}^{y=2x^3} (x+y+4) dy \right] dx \\
 &= \int_{x=0}^{x=2} \left[xy + \frac{1}{2}y^2 + 4y \right]_{y=x^4}^{y=2x^3} dx \\
 &= \int_{x=0}^{x=2} \left(\left[x(2x^3) + \frac{1}{2}(2x^3)^2 + 4(2x^3) \right] - \left[x(x^4) + \frac{1}{2}(x^4)^2 + 4(x^4) \right] \right) dx \\
 &= \int_0^2 \left(2x^4 + \frac{1}{2}(4x^6) + 8x^3 - \left[x^5 + \frac{1}{2}x^8 + 4x^4 \right] \right) dx \\
 &\quad \text{You're in danger of forgetting} \\
 &= \int_0^2 (2x^4 + 2x^6 + 8x^3 - x^5 - \frac{1}{2}x^8 - 4x^4) dx \\
 &= \int_0^2 (-\frac{1}{2}x^8 + 2x^6 - x^5 - 2x^4 + 8x^3) dx \\
 &= \left[-\frac{1}{2}(\frac{x^9}{9}) + 2(\frac{x^7}{7}) - \frac{x^6}{6} - 2(\frac{x^5}{5}) + \frac{2}{8}(\frac{x^4}{4}) \right]_0^2 \\
 &= \left[-\frac{1}{2}(\frac{2^9}{9}) + 2(\frac{2^7}{7}) - \frac{2^6}{6} - 2(\frac{2^5}{5}) + 2(2)^4 \right] - [0] \\
 &= \boxed{\frac{5248}{315}}
 \end{aligned}$$

① Reversing the Order of Integration

Same Ex $\int_{x=0}^{x=2} \int_{y=x^4}^{y=2x^3} (x+y+4) dy dx \Rightarrow \iint_R (x+y+4) dx dy$
 Don't just switch!

Sketch R



Solve for x

$$y = 2x^3$$

$$\frac{y}{2} = x^3$$

$$x = \sqrt[3]{\frac{y}{2}}$$

$$y = x^4$$

$$x = \sqrt[4]{y} \quad x \text{ in } [0, 2]$$

(Aim) Fix y_{outer} ($0 \leq y \leq 16$)


(Shoot) \rightarrow From $x = \sqrt[3]{\frac{y}{2}}$ (left) to $x = \sqrt[4]{y}$ (right)

(Slide) \downarrow From $y=0$ to $y=16$

$$\int_{y=0}^{y=16} \int_{x=\sqrt[3]{\frac{y}{2}}}^{x=\sqrt[4]{y}} (x+y+4) dx dy$$


It may be easier (or necessary) to reverse the order
because of R and/or the form of $f(x,y)$.

R is
vertically \rightarrow
simple

$\int \int \sim dy dx$

 outer/
scan

Is it easier to \int wrt x
or \int wrt y
first?

horiz. \rightarrow

$\int \int \sim dx dy$


Ex (17.1.46) $\int_0^9 \int_{\sqrt{y}}^3 \sin x^3 dx dy$

BUT I can't do $\int \sin x^3 dx$ (without series)

BETTER $\underbrace{\int \sin x^3}_{\text{"#"}} dy = y \sin x^3$

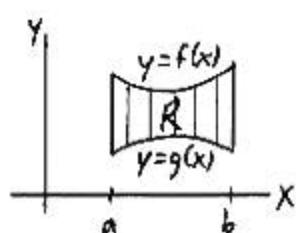
(E) Area of R



Area = Volume (numerically)

Choose $f(x,y) = 1$.

Ex

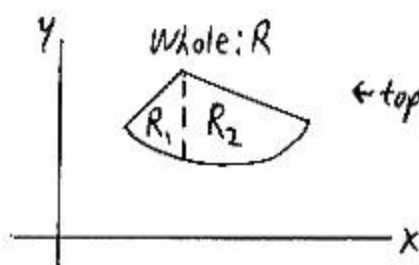


$$\begin{aligned}
 A &= \iint_R 1 \, dA \\
 &= \int_{x=a}^{x=b} \int_{y=g(x)}^{y=f(x)} 1 \, dy \, dx \\
 &= \int_{x=a}^{x=b} [y]_{y=g(x)}^{y=f(x)} \, dx \\
 &= \int_a^b \underbrace{f(x)}_{\text{top}} - \underbrace{g(x)}_{\text{bottom}} \, dx
 \end{aligned}$$

Calc I! (6.1)

(F) Splitting R

p. 888



← top changes!

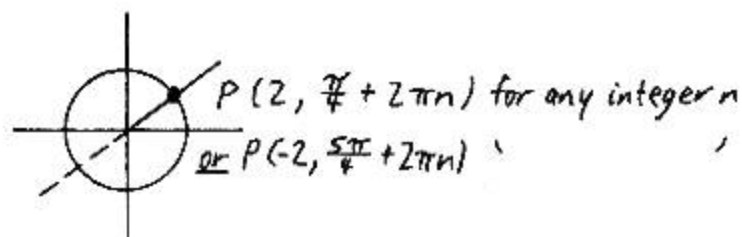
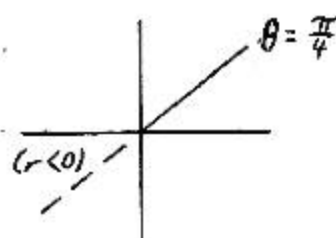
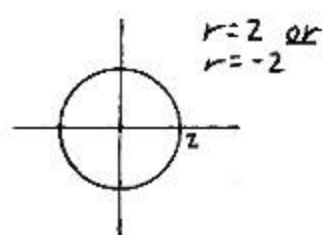
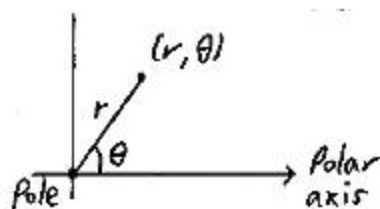
$$"R = R_1 \cup R_2"$$

↑
union

$$\iint_R f(x,y) \, dA = \iint_{R_1} f(x,y) \, dA + \iint_{R_2} f(x,y) \, dA$$

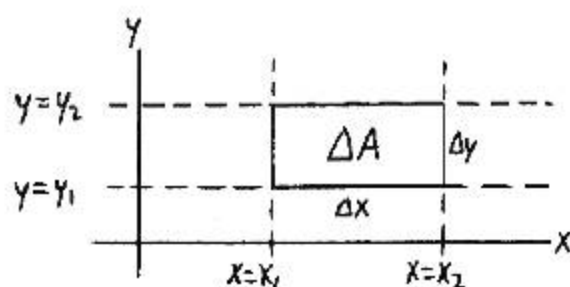
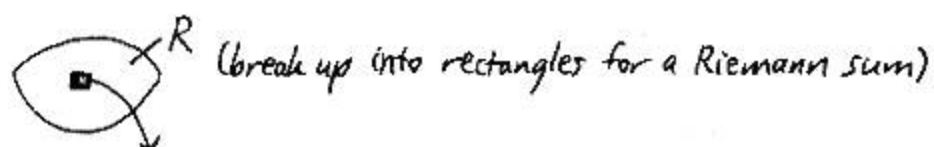
17.3: \mathbb{S}_S IN POLAR COORDS. (PCs)

(A) Review PCs



⑧ Area of a Polar Rectangle

⑧ 17.1/17.2: Cartesian Rectangle



In Riemann Sum,

$$\Delta A = \Delta x \Delta y$$

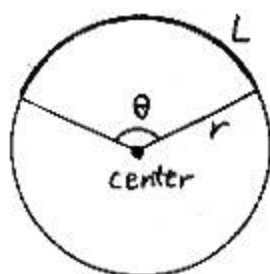
In \iint ,

$$dA = dx dy$$

$$dA \text{ or } dy dx$$

(B2) Arc Length "L" along a Circle

Measure angles in radians.

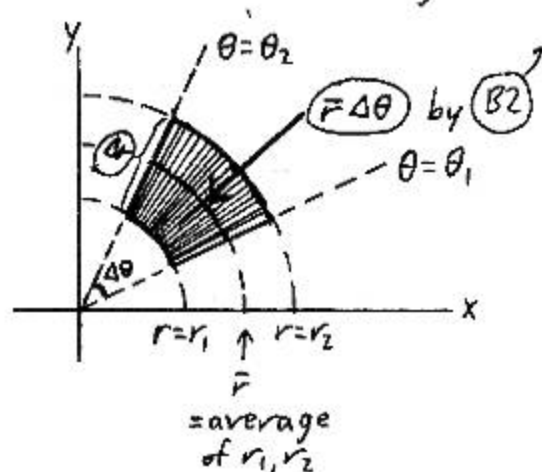


$L = (\text{fraction of circle})(\text{circumference})$

$$L = \left(\frac{\theta}{2\pi}\right) (2\pi r)$$

$$\boxed{L = r\theta}$$

(B3) Area of a Polar Rectangle



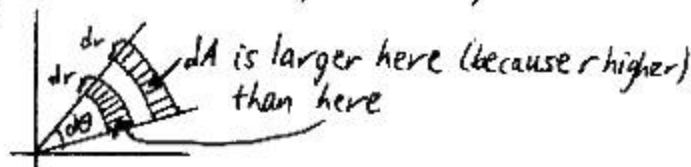
Think: fan/
windshield wiper
(How to Ace)

Turns out (see (B4))

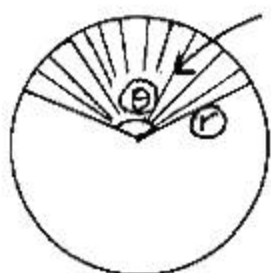
$$\begin{aligned} \text{Shaded } \Delta A &= (\Delta r)(F \Delta \theta) \\ &= \bar{r} \Delta r \Delta \theta \end{aligned}$$

$$\text{In } \iint, \boxed{dA = r dr d\theta}$$

Don't forget!! Idea: If $d\theta$, dr fixed,



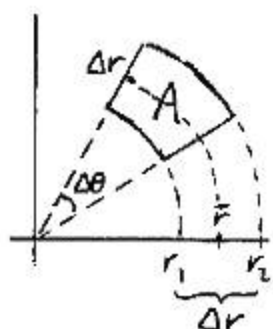
(B4) Optional: Why does $\Delta A = (\Delta r)(\bar{r}\Delta\theta) = \bar{r}\Delta r\Delta\theta$?



Sector Area = (fraction of circle)(area of circle)

$$= \left(\frac{\theta}{2\pi}\right) (\pi r^2)$$

$$= \frac{1}{2} r^2 \theta$$

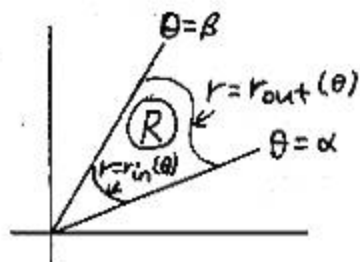


$$A = \frac{1}{2} r_2^2 \Delta\theta - \frac{1}{2} r_1^2 \Delta\theta$$

$$= \frac{1}{2} \underbrace{(r_2^2 - r_1^2)}_{\text{Factor}} \Delta\theta$$

$$= \frac{1}{2} \underbrace{(r_2 + r_1)}_{\bar{r}} \underbrace{(r_2 - r_1)}_{\Delta r} \Delta\theta$$

$$= \bar{r} \Delta r \Delta\theta$$

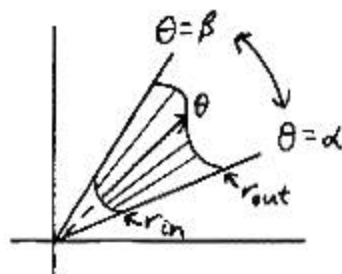
AreaLarson 6ed
p. 936

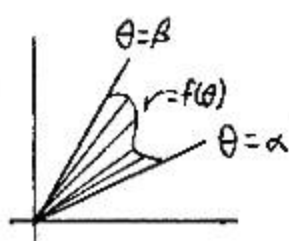
Assume

 r_{out}, r_{in} are cont., ≥ 0
on $[\alpha, \beta]$ where $0 \leq \beta - \alpha \leq 2\pi$ so $\alpha \leq \beta$ so no "overlapping"
⊙

$$\text{Area of } R = \iint_R dA$$

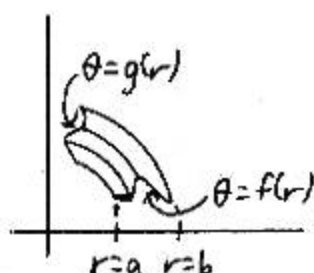
$$= \int_{\theta=\alpha}^{\theta=\beta} \int_{r=r_{in}(\theta)}^{r=r_{out}(\theta)} r \, dr \, d\theta$$

Idea: Aim / fix θ (outer variable)Shoot From $r = r_{in}(\theta)$
to $r = r_{out}(\theta)$ Slide / Rotate From $\theta = \alpha$
to $\theta = \beta$ 

Special Case

$$\begin{aligned}
 \text{Area} &= \int_{\theta=\alpha}^{\theta=\beta} \int_{r=0}^{r=f(\theta)} r \, dr \, d\theta \\
 &= \int_{\theta=\alpha}^{\theta=\beta} \left[\frac{1}{2} r^2 \right]_{r=0}^{r=f(\theta)} d\theta \\
 &= \int_{\theta=\alpha}^{\theta=\beta} \frac{1}{2} [f(\theta)]^2 d\theta
 \end{aligned}$$

Calc II (13.4)

Also

$$\text{Area} = \int_{r=a}^{r=b} \int_{\theta=f(r)}^{\theta=g(r)} r \, d\theta \, dr$$

① Volumes, Other SSs

Ex Find the volume of the solid

bounded above by the graph of $f(x,y) = \frac{y^2}{x^2+y^2}$,

bounded below by the xy -plane, and
lying above R ,

where R is the region in Quadrant I
[of the xy -plane] bounded by the graphs of
 $x=0$, $y=0$, $y=\sqrt{9-x^2}$, and $y=\sqrt{4-x^2}$.

Sol'n

① Express $f(x,y)$ in PCs

Recall

$$x = r \cos \theta$$

$$y = r \sin \theta$$

$$x^2 + y^2 = r^2$$

$$\frac{y^2}{x^2+y^2} = \frac{(r \sin \theta)^2}{r^2} = \frac{\cancel{x^2} \sin^2 \theta}{\cancel{x^2}} = \sin^2 \theta \quad (\text{if } r \neq 0)$$

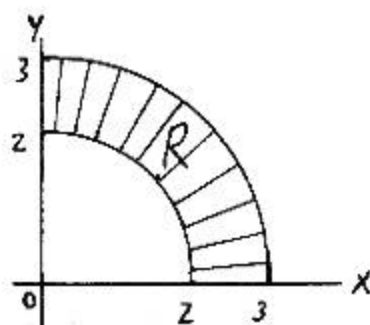
Observe: These ≥ 0 for all $(x,y) \neq (0,0)$
(i.e., $r \neq 0$), so the graph never falls below
the xy -plane.

② Graph R (if possible)

$$\begin{aligned} y &= \sqrt{9-x^2} \\ y^2 &= 9-x^2, \quad y \geq 0 \\ x^2 + y^2 &= 9, \quad y \geq 0 \end{aligned}$$

$$\begin{aligned} y &= \sqrt{4-x^2} \\ y^2 &= 4-x^2, \quad y \geq 0 \\ x^2 + y^2 &= 4, \quad y \geq 0 \end{aligned}$$

Improper SS
 $r \rightarrow 0$



in Quadrant I

part of annulus (ring) \odot

Note These are hard:

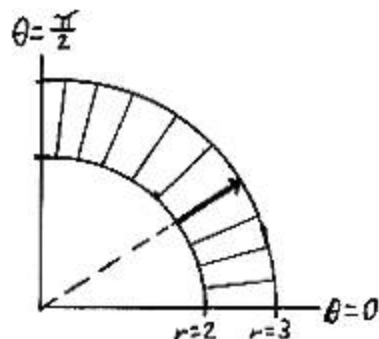
$$\Rightarrow \int_{x=0}^{x=2} \int_{y=\sqrt{4-x^2}}^{y=\sqrt{9-x^2}} \frac{y^2}{x^2+y^2} dy dx + \int_{x=2}^{x=3} \int_{y=0}^{y=\sqrt{9-x^2}} \frac{y^2}{x^2+y^2} dy dx$$

$$\Rightarrow \int_{y=0}^{y=2} \int_{x=\sqrt{4-y^2}}^{x=\sqrt{9-y^2}} \frac{y^2}{x^2+y^2} dx dy + \int_{y=2}^{y=3} \int_{x=0}^{x=\sqrt{9-y^2}} \frac{y^2}{x^2+y^2} dx dy$$

Involves \tan^{-1}

③ Use ② to Set Up the \iint in PCs.

Method 1



Aim / Fix θ (outer variable).

Shoot From $r=2$ to $r=3$.

Slide/Rotate From $\theta=0$ to $\theta=\frac{\pi}{2}$.

$$\iint_R \sin^2 \theta \, dA$$

$$= \int_{\theta=0}^{\theta=\frac{\pi}{2}} \int_{r=2}^{r=3} \sin^2 \theta \cdot r \, dr \, d\theta$$

↑
Indep. of θ ; Can separate θ, r into different factors

\Rightarrow We can separate the \int s !!

$$= \left[\int_{\theta=0}^{\theta=\frac{\pi}{2}} \sin^2 \theta \, d\theta \right] \underbrace{\left[\int_{r=2}^{r=3} r \, dr \right]}_{\text{①}}$$

④ Evaluate

$$= \left[\frac{r^2}{2} \right]_2^3$$

$$= \frac{3^2}{2} - \frac{2^2}{2}$$

$$= \left(\frac{5}{2} \right)$$

$$= \frac{5}{2} \int_0^{\frac{\pi}{2}} \underbrace{\frac{1 - \cos(2\theta)}{2}}_{\text{"sin is bad"}}$$

from a Power-Reducing Identity (PRI)

$$= \frac{5}{4} \int_0^{\frac{\pi}{2}} [1 - \cos(2\theta)] d\theta$$

Use Guess-and-✓ (or u-sub)

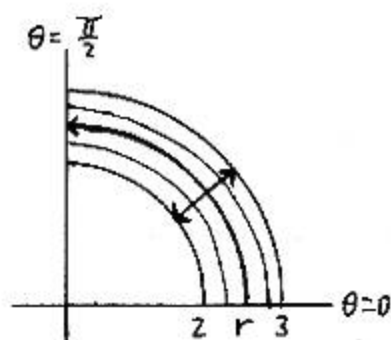
$$= \frac{5}{4} \left[\theta - \frac{1}{2} \sin(2\theta) \right]_0^{\frac{\pi}{2}}$$

$$= \frac{5}{4} \left(\left[\frac{\pi}{2} - \frac{1}{2} \sin\left(2 \cdot \frac{\pi}{2}\right) \right] - [0] \right)$$

$\underbrace{\sin(\pi)}_{=0}$

$$= \boxed{\frac{5\pi}{8} \text{ cubic units}}$$

Method 2



(Aim) / fix r (outer variable).

(Shoot) From $\theta = 0$ to $\theta = \frac{\pi}{2}$.

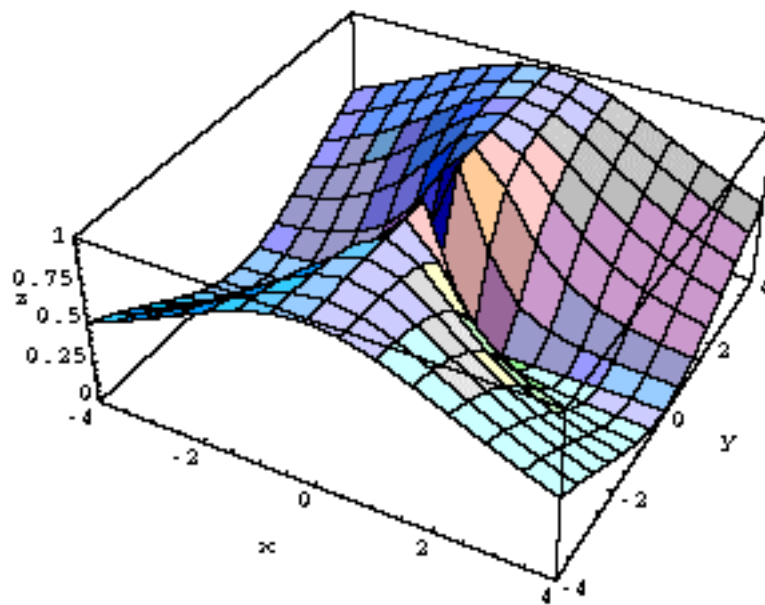
(Slide) From $r = 2$ to $r = 3$.
push out

$$\int_{r=2}^{r=3} \int_{\theta=0}^{\theta=\frac{\pi}{2}} \sin^2 \theta \cdot r \, d\theta \, dr$$

$$= \textcircled{\star}, \text{ also}$$

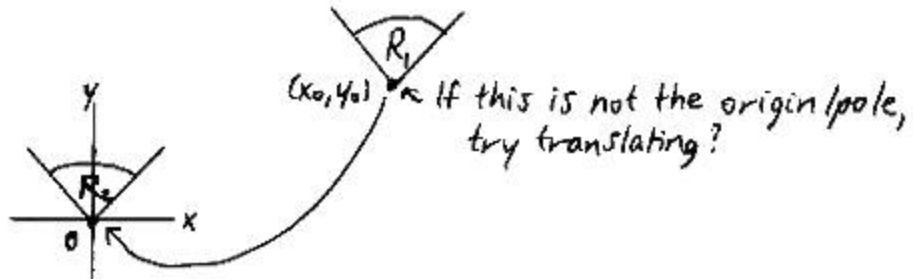
Here is the graph of $f(x, y) = \frac{y^2}{x^2 + y^2}$. (Mathematica)

The coordinate axes are rotated a bit differently from what we're used to.



(E) PCs May Help if...Remember 16.2
on limits

- ① You see " $x^2 + y^2$ " in the integrand
- ② R is bounded by circular arcs or rays
(or other polar curves such as cardioids,
limaçons, lemniscates, roses, ...)
- \odot ∞ \oplus

Note

We're finding
a volume
under a
surface.
You can
translate R
if you...

We must also translate the surface (f).

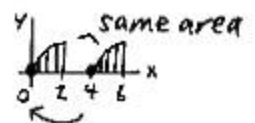
$$\iint_{R_1} f(x, y) dA = \iint_{R_2} \underbrace{f(x + x_0, y + y_0)}_{\text{translated function}} dA$$

In the $f(x, y)$ rule, replace:
 x with $(x + x_0)$ and
 y with $(y + y_0)$.

↑
Not "-":

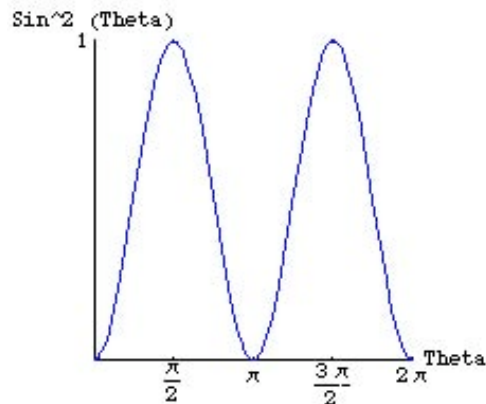
0 will be our
new reference point.

Calc I Idea: $\int_4^6 \underbrace{\sqrt{x-4}}_{f(x)} dx = \int_0^2 \underbrace{\sqrt{x}}_{f(x+4)} dx$



How do you graph the surface $z = \sin^2 \theta$ over the annulus R from our example in the 17.3 notes? How would you graph the corresponding solid whose volume we were finding?

First off, let's consider the graph of $\sin^2 \theta$ vs. θ in Cartesian coordinates:



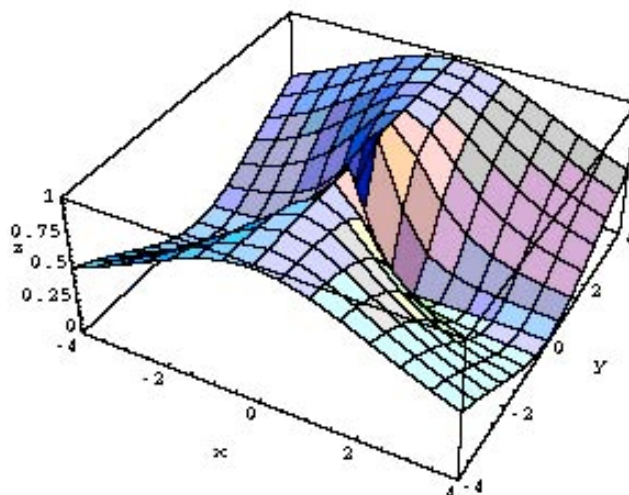
The square of a real number in $[0,1]$ will also be in $[0,1]$.

Because the range of $\sin \theta$ is $[0,1]$, the range of $\sin^2 \theta$ is also $[0,1]$.

Unlike the graph for $|\sin \theta|$, there are no corners at θ -values of $0, \pi, 2\pi$, etc. The $\sin^2 \theta$ function is everywhere differentiable! Its derivative is given by $2\sin \theta \cos \theta$, or $\sin(2\theta)$, which is 0 at $\theta = \pi n$ (n integer).

How do you graph $z = \sin^2 \theta$ in 3-space?

Here's what *Mathematica* gives; the coordinate axes are rotated a bit differently from what we're used to.

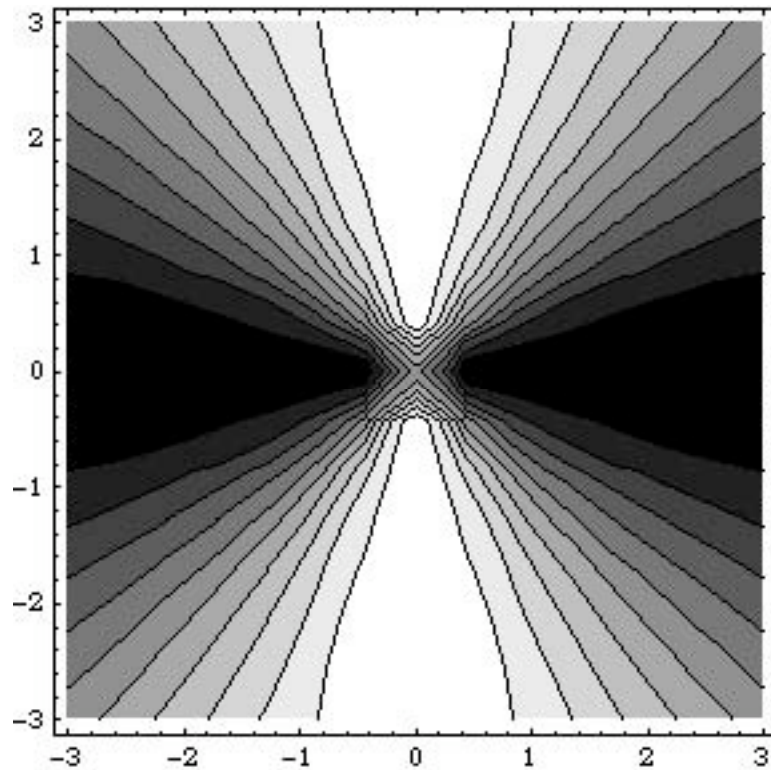


How do we get the piece over R ?

You could take scissors to the previous graph, and rotate the scissors as you cut.

It's basically like a twisty slide, or a piece of a roller coaster. Imagine a staircase in a mansion that is curving upward, except that we smooth out the steps. Notice that the function values are constant along the straight lines in the xy -plane through the origin: when θ is fixed, it doesn't matter what r is. The steps are flat, because our function is independent of r and therefore doesn't care about r ; it's like sweeping through r -values. The level curves are line segments pointing away from the origin, and they vary from an f or z value of 0 to a value of 1.

Mathematica gives the following Contour Plot; ignore the curviness of some of the lines – these are distortions.

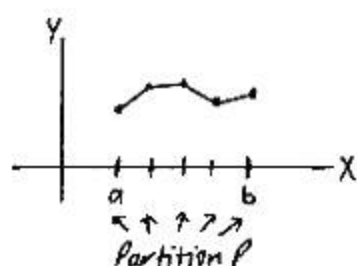
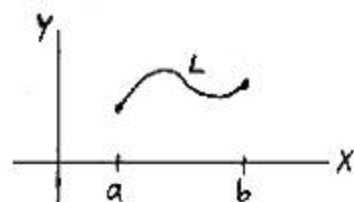


When $\theta = 0$, for example, $\sin^2 \theta = 0$, all the way from $r = 2$ to $r = 3$. That means that the line segment from $(2,0,0)$ to $(3,0,0)$ in Cartesian coordinates is going to be on our slide / staircase. In fact, it will be the bottom edge of our staircase.

When $\theta = \frac{\pi}{2}$, $\sin^2 \theta = 1$, all the way from $r = 2$ to $r = 3$. That means that the line segment from $(0,2,1)$ to $(0,3,1)$ in Cartesian coordinates is going to be on our slide. In fact, it will be the top edge of our staircase.

As θ increases from 0 to $\frac{\pi}{2}$, $\sin^2 \theta$ increases from 0 to 1 in a curvy way, like the way we discussed in class. $\sin^2 \theta$ gives us the z -coordinate of our step on the staircase. We don't get any hills or valleys along the staircase, though, because $\sin^2 \theta$ is always increasing between $\theta = 0$ and $\theta = \frac{\pi}{2}$. If we go beyond $\frac{\pi}{2}$, though, then the staircase begins to go down.

Look at the first *Mathematica* graph. The top edge of the staircase lies on that top "crease", though it's not really a sharp crease (no corner in our first graph!). The solid whose volume we're finding is basically the wall beneath the staircase.

17.4: SURFACE AREA① Idea: Arc Length, "L" (6.S)

Riemann approx.:

Sample points.
Connect the dots.We get a piecewise linear
Frankenstein's monster
of pieces of secant lines.

Take the sum of these lengths.

From Pyth. Thm.,

$$\sqrt{1 + [f'(x)]^2} \Delta x$$

rise =
(slope)(run) =
 $f'(x) \cdot \Delta x$ Δx Make partition finer so
widest width $\rightarrow 0$.
 $\|P\|$, the norm of
partition "P"

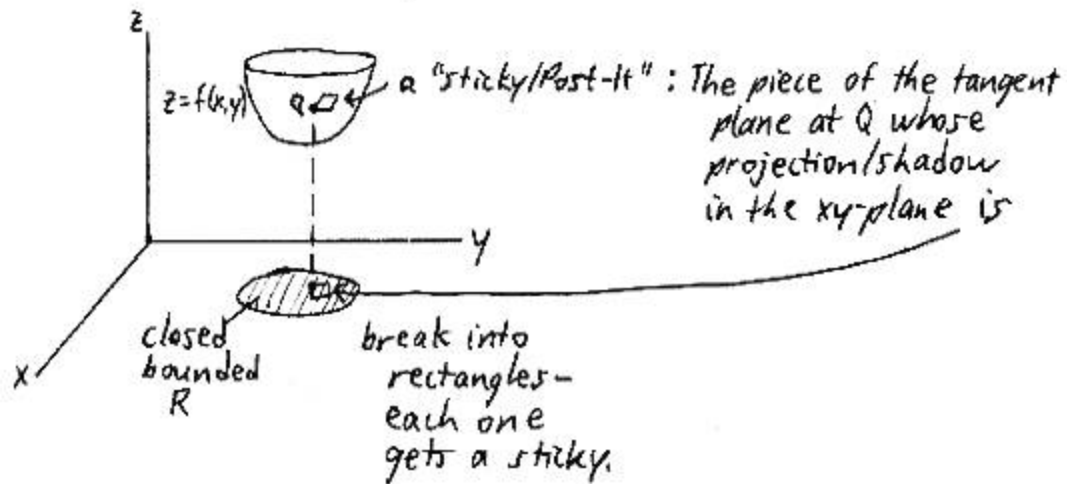
$$L = \int_a^b \sqrt{1 + [f'(x)]^2} dx$$

Note: This does not depend directly on $f(x)$:

$$\approx \int_a^b \sqrt{1 + [f'(x)]^2} dx$$

Differentials
Idea

⑧ Idea: Surface Area, "S"



Take the sum of the areas of the stickies.

Make partition finer so longest diagonal $\rightarrow 0$.

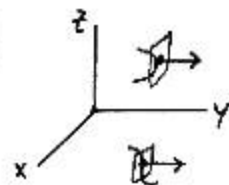


$\|P\|$

Assume f_x, f_y cont. on R

no normal vector to a sticky is \parallel to xy -plane

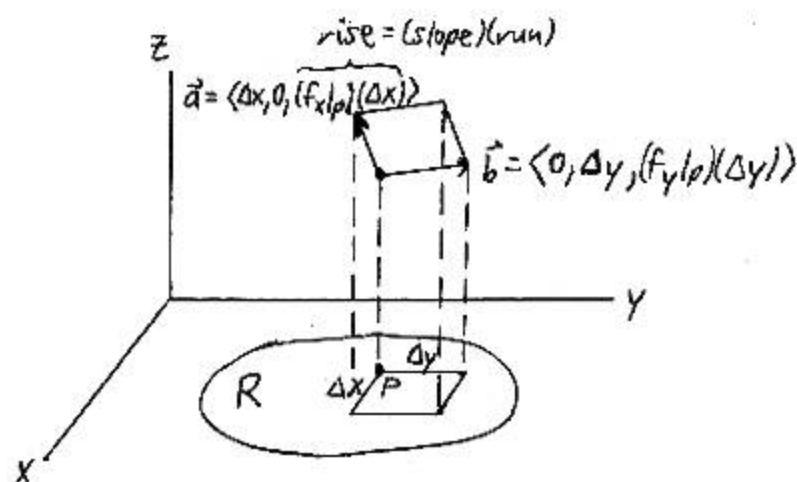
NO



NO $z = f(x, y)$,
could shift perspective

© What's the Area of a Sticky?

Again,
differentials
idea



$$\text{Area} = \| \vec{a} \times \vec{b} \|$$

$$= \left\| \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ \Delta x & 0 & (f_x|_P)(\Delta x) \\ 0 & \Delta y & (f_y|_P)(\Delta y) \end{vmatrix} \right\|$$

$$= \| \langle -(f_x|_P)\Delta x\Delta y, -(f_y|_P)\Delta x\Delta y, \Delta x\Delta y \rangle \|$$

$$= \| \langle -(f_x|_P), -(f_y|_P), 1 \rangle \| \Delta x\Delta y$$

$$= \sqrt{1 + (f_x|_P)^2 + (f_y|_P)^2} \Delta x\Delta y$$

I skip
in class.

① Formula for S

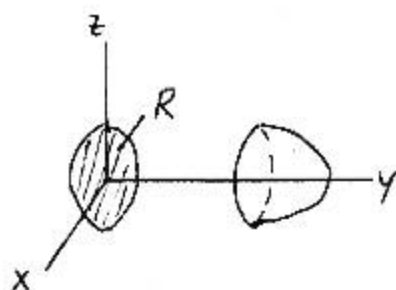
$$S = \iint_R \underbrace{\sqrt{1 + [f_x(x,y)]^2 + [f_y(x,y)]^2}}_{= dS} dA$$

Notes ① Looks like extension of arc length to higher dim.

(I don't know if we deal w/ "surface area" in even higher dims.)

② This formula does not depend directly on f , just like for L . \Rightarrow same s

③ Can be modified for, say, $y = f(x, z)$.



May need
improper
See Challenge
Problem

④ If you have a surface of revolution, the Method from 6.5 may be easier. Translations / Rotations may help.

Part of sphere more promising using 6.5 than part of paraboloid, for example.

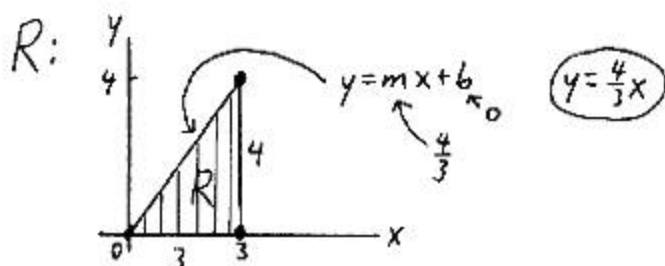
(I think ellipsoids can be tricky either way.)

Using 17.4, you often use PCs.

(E) Ex


tilted
parabolic
cylinder

Find the surface area of the graph of $z = x^2 + 4y + 1$ over R , where R is bounded by a triangle with vertices $(0,0)$, $(3,0)$, and $(3,4)$.

Sol'n

$$f(x,y) = x^2 + 4y + 1$$

$$f_x(x,y) = 2x$$

$$f_y(x,y) = 4$$

$$\begin{aligned} S &= \iint_R \sqrt{1 + [f_x(x,y)]^2 + [f_y(x,y)]^2} \, dA \\ &= \int_{x=0}^{x=3} \int_{y=0}^{y=\frac{4}{3}x} \sqrt{1 + [2x]^2 + [4]^2} \, dy \, dx \\ &= \int_{x=0}^{x=3} \int_{y=0}^{y=\frac{4}{3}x} \sqrt{4x^2 + 17} \, dy \, dx \end{aligned}$$

If we had $\int \sqrt{4x^2 + 17} \, dx$, use
Table of \int s (pp. A21 to A26) \hookrightarrow
or Trig Sub: $2x = \sqrt{17} \tan \theta$

Tough \int ? Try: Table of \int s (9.7) or Trig Sub (9.3)
Other Ch. 9 Methods: (Partials^(9.1), Neat u-sub^(9.6),...) \hookrightarrow
PCs (is R well-suited?)

$$\int_{x=0}^{x=3} \left[\sqrt{4x^2+17} \cdot y \right]_{y=0}^{y=\frac{4}{3}x} dx$$

$$= \int_{x=0}^{x=3} \left(\sqrt{4x^2+17} \cdot \frac{4}{3}x - [0] \right) dx$$

$$\begin{aligned} u &= 4x^2+17 \\ du &= 8x dx \\ \Rightarrow \frac{1}{8} du &= x dx \end{aligned} \quad \left\{ \begin{array}{l} x=0 \Rightarrow u=17 \\ x=3 \Rightarrow u=53 \end{array} \right.$$

$$= \int_{17}^{53} \sqrt{u} \cdot \frac{4}{3} \left(\frac{1}{8} du \right)$$

$$= \frac{1}{6} \int_{17}^{53} u^{1/2} du$$

$$= \frac{1}{6} \left[\frac{u^{3/2}}{3/2} \right]_{17}^{53}$$

$$= \frac{1}{6} \cdot \frac{2}{3} \left[u^{3/2} \right]_{17}^{53}$$

$$= \frac{1}{9} (53^{3/2} - 17^{3/2})$$

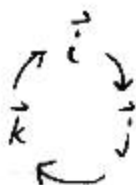
$$\approx \boxed{35.08 \text{ sq. units}}$$

17.5: TRIPLE INTEGRALS (III)

Like TNB
frame
from 15.3

(A) Rotating the Coordinate Axes

(14.4)



$$\vec{i} \times \vec{j} = \vec{k}$$

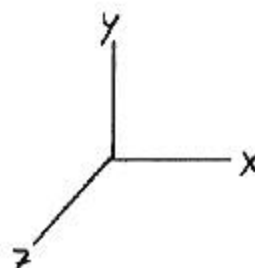
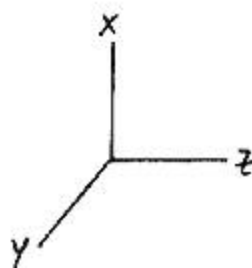
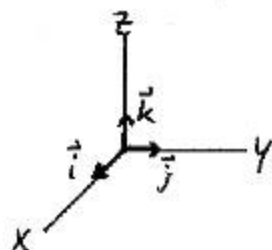
thumb from
Right-Hand Rule

$$\vec{j} \times \vec{k} = \vec{i}$$

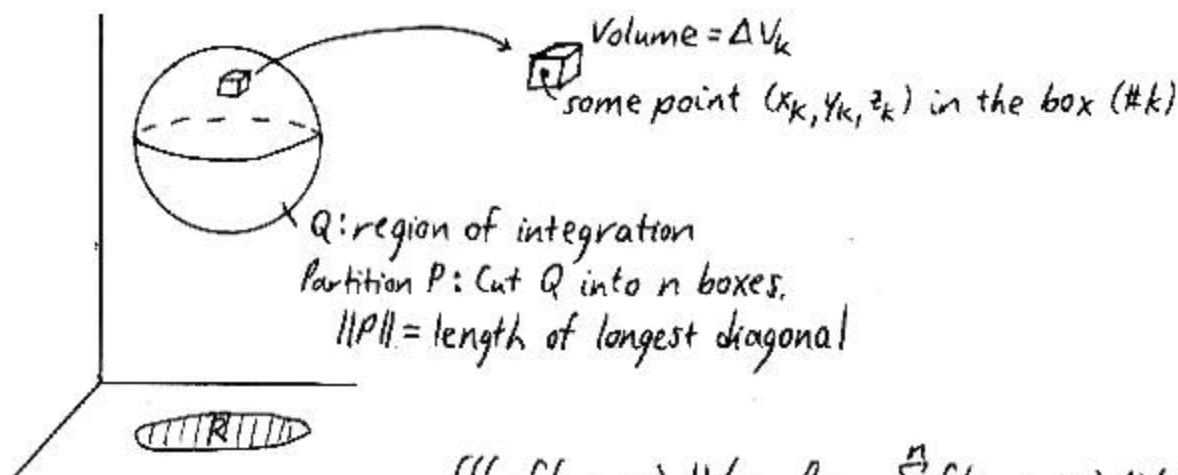
$$\vec{k} \times \vec{i} = \vec{j}$$

Turn the wheel!

+++ (Octant I)
opens
towards you



(B) Idea



$$\iiint_Q f(x, y, z) dV = \lim_{\|P\| \rightarrow 0} \sum_{k=1}^n \underbrace{f(x_k, y_k, z_k)}_{\text{Assume constant throughout box } \#k} \Delta V_k$$

Special Case: $\iiint_Q 1 dV = \text{Volume of } Q$

③ Ex

Find $\iiint_Q y \, dV$, where Q is the solid [region]
bounded by the graphs of:

① $y=0$

② $y-x^2=1$

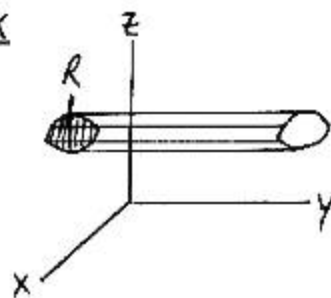
③ $z=x^2-3x$

④ $2x+z=2$

You observe

$\left. \begin{array}{l} \text{③ } z = x^2 - 3x \\ \text{④ } 2x + z = 2 \end{array} \right\} \begin{array}{l} \text{Cylinders } \perp \text{ } xz\text{-plane (swept } \parallel y\text{-axis)} \\ \text{"We hope they "trap" some space} \\ \text{with projection } R \text{ on the } xz\text{-plane.} \end{array}$

Ex



Sol'n

① Step 1 What is R ?

② Step 1a Intersection Points

$$\left\{ \begin{array}{l} \text{③ } z = x^2 - 3x \\ \text{④ } 2x + z = 2 \Rightarrow z = 2 - 2x \end{array} \right\} \Rightarrow \begin{array}{l} x^2 - 3x = 2 - 2x \\ x^2 - x - 2 = 0 \\ (x-2)(x+1) = 0 \end{array}$$

$$\Rightarrow \begin{array}{l} x=2 \\ x=-1 \end{array} \quad \begin{array}{l} \text{Optional: Use } z=2-2x \\ \Rightarrow z=-2 \\ \Rightarrow z=4 \end{array}$$

$\begin{matrix} x \\ \updownarrow \\ z \end{matrix}$
 If do ∇x ,
 θ orientation
 reversed;
 y points
 into board
 \downarrow counter
 \uparrow clockwise

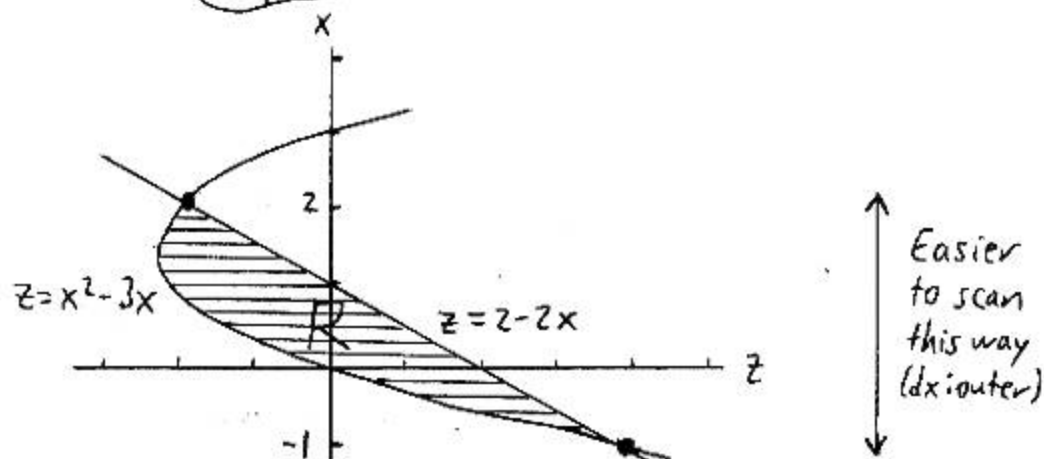
Step 1b In $\begin{matrix} x \\ \updownarrow \\ z \end{matrix}$, which graph is on right? left?

③ $z = x^2 - 3x \Rightarrow$ parabola opening right \leftarrow (left)

④ $2x + z = 2 \Rightarrow$ line \searrow \leftarrow (right)

\uparrow
they intersect, so \rightarrow

Turns out (Graph R?)



Step 2 Based on R, Set Up the Outer \iint

$$\int_{x=-1}^2 \int_{z=x^2-3x}^{z=2-2x} \left[\int_{y=?}^{y=?} y \, dy \right] dz \, dx$$

Visualize?

Use symmetry? (Take integrand into account; also inner \int .)

Use PCs?

$$x^2 + z^2 = r^2, \quad z = r \cos \theta, \quad x = r \sin \theta$$

Step 3 Innermost \int

① $y = 0$ (bottom)



② $y - x^2 = 1 \Rightarrow y = x^2 + 1 \geq 0$ for all x in $[-1, 2]$
(top)

$$\int_{x=-1}^{x=2} \int_{z=x^2-3x}^{z=2-2x} \int_{y=0}^{y=x^2+1} y \, dy \, dz \, dx \quad \text{the Set-Up}$$

Step 4 Evaluate

$$\begin{aligned} &= \int_{x=-1}^{x=2} \int_{z=x^2-3x}^{z=2-2x} \left[\frac{y^2}{2} \right]_{y=0}^{y=x^2+1} dz \, dx \\ &= \int_{x=-1}^{x=2} \int_{z=x^2-3x}^{z=2-2x} \frac{1}{2} [(x^2+1)^2 - (0)] dz \, dx \\ &= \frac{1}{2} \int_{x=-1}^{x=2} \left[(x^2+1)^2 z \right]_{z=x^2-3x}^{z=2-2x} dx \\ &= \frac{1}{2} \int_{-1}^2 \left([(x^2+1)^2 (2-2x)] - [(x^2+1)^2 (x^2-3x)] \right) dx \end{aligned}$$

Calc I !!

$$= \boxed{\frac{225}{28}}$$

⑦ Mass

Old Ex $\iiint_Q y^2 \, dV = \text{Mass of } Q \text{ (i.e., the solid taking up } Q)$

Let's say this is $\rho(x, y, z)$, or $\delta(x, y, z)$,
a mass density function.

Nonconstant on $Q \Rightarrow$ Solid is nonhomogeneous.

⑤ Average Value of f in Q
 'temperature'

$$= \frac{\iiint_Q f(x, y, z) dV}{\iiint_Q dV} \quad \leftarrow \text{Volume of } Q$$

This follows the classic "average" template of

$$\frac{\text{Sum}}{\text{Input Size}} \quad \leftarrow \text{"Integration is continuous summation."}$$

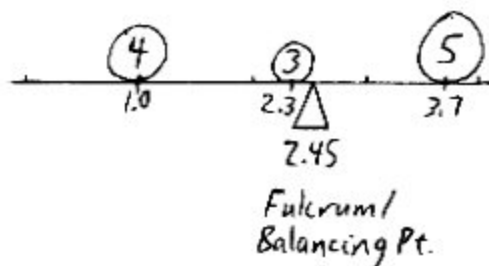
17.6: MOMENTS and CENTERS OF MASS

① Idea: Weighted Averages (Discrete Case)

Ex (GPA)

	Grade (x)	# Units (Weights w)
Math	A- (3.7)	5
Chem	D (1.0)	4
Bio	C+ (2.3)	3
		<u>12</u>

$$\begin{aligned}
 \text{GPA} &= \frac{\sum x \cdot w}{\sum w} \\
 &= \frac{(3.7)(5) + (1.0)(4) + (2.3)(3)}{12} \\
 &= 2.45
 \end{aligned}$$



② 2D Lamina "L" with Shape R: (center of Mass)

(Really, there should be some [constant] thickness.)

Mass of L = "m"

$$= \iint_R \delta(x,y) dA$$

or $\rho(x,y)$: area mass density at (x,y)
(mass per unit area)

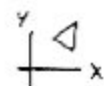
Center of Mass = (\bar{x}, \bar{y}) , where

$$\bar{x} = \frac{\iint_R x \delta(x,y) dA}{\iint_R \delta(x,y) dA} \quad \left. \begin{array}{l} \text{ } \end{array} \right\} \begin{array}{l} M_y, \text{ the first moment} \\ \text{about the y-axis. Why? (*)} \end{array}$$

$$\quad \quad \quad \left. \begin{array}{l} \text{ } \end{array} \right\} m$$

This is [literally] a weighted average of the x-coords. throughout R.

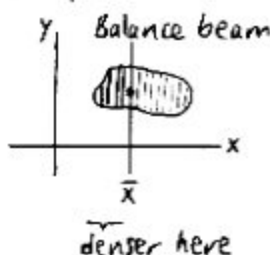
Think: $x = \text{grade}$
 $\delta(x,y) = \# \text{ units}$

Exs 

shape favors
higher \bar{x} , but
what about density?

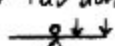
 denser
density favors
lower \bar{x}

(*) M_y measures the tendency to rotate about the y-axis.

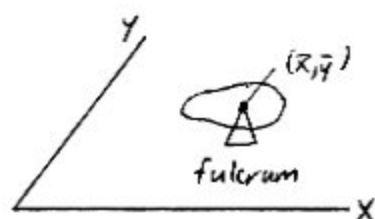


(Imagine mass of L being concentrated at the center of mass.)

Larson 6.6

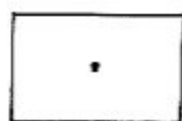
1-D Ex:
If you want to rotate a see-saw, would you sit close to the fulcrum or far away?


$$\bar{y} = \frac{\iint_R y \delta(x,y) dA}{\iint_R \delta(x,y) dA} \left\{ \begin{array}{l} Mx, \text{ the first moment} \\ \text{about the x-axis.} \\ m \end{array} \right.$$



If $\delta(x,y) = \text{a constant}$, then L is homogeneous, and (\bar{x}, \bar{y}) is the centroid, which only depends on shape. (See Section 6.7.)

Ex

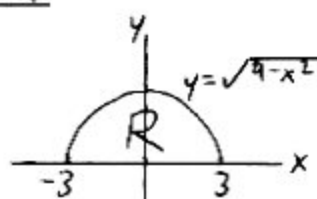


Use symmetry!

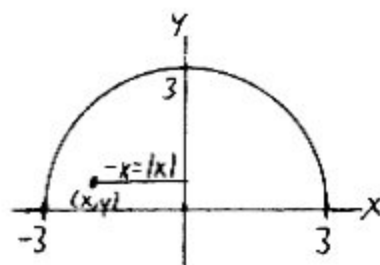
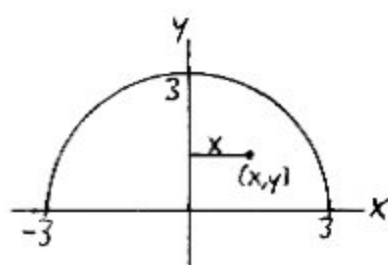
Ex L has shape R , which is bounded by the x -axis and the graph of $y = \sqrt{9-x^2}$. The density at $P(x,y)$ is directly proportional to the square of the distance from P to the y -axis. Find the center of mass for L .

Sol'n

Sketch R



Find Density $\delta(x,y)$



Distance from P to the y -axis $= |x|$
 Square of this $= x^2$

$$\delta(x,y) = kx^2, \text{ where } k > 0$$

\uparrow constant of proportionality

(don't have to find)

Guess!

Find \bar{x}

How to Ace
208

$$\delta(x,y) = kx^2 \leftarrow \text{"even in } x": \delta(-x,y) = \delta(x,y)$$

$$k(-x)^2 = kx^2$$

True even if x were missing.

} Symmetry
of δ
about
 y -axis
($x=0$).

and

R is symmetric about the y -axis ($x=0$).

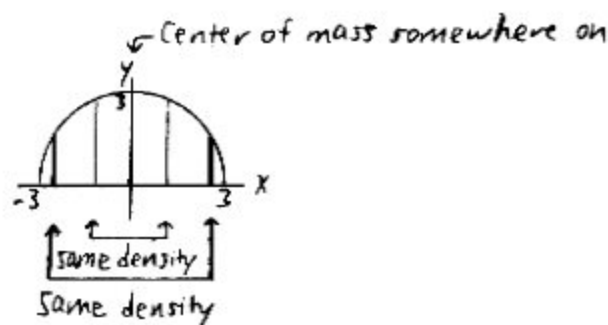
Observe:

$$\bar{x} = \frac{1}{m} \iint_R x (kx^2) dA$$

odd in x
Sym.
= 0

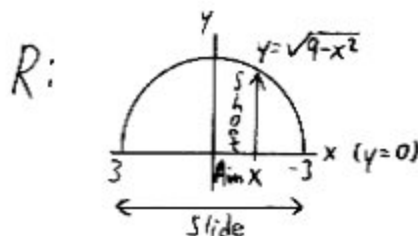
$$\Rightarrow \bar{x} = 0$$

Idea



Find \bar{y}

$$\bar{y} = \frac{\iint_R y \delta(x,y) dA}{\iint_R \delta(x,y) dA}$$



$$\int_{x=-3}^x=3 \int_{y=0}^{y=\sqrt{9-x^2}} y \cdot kx^2 dy dx$$

$$= \frac{\int_{x=-3}^x=3 \int_{y=0}^{y=\sqrt{9-x^2}} kx^2 dy dx}{\text{Set-Up}}$$

$$= \frac{k \int_{x=-3}^x=3 \left[x^2 \cdot \frac{y^2}{2} \right]_{y=0}^{y=\sqrt{9-x^2}} dx}{\text{Don't have to find k!!}}$$

$$= \frac{k \int_{x=-3}^x=3 \left[x^2 y \right]_{y=0}^{y=\sqrt{9-x^2}} dx}{\text{Don't have to find k!!}}$$

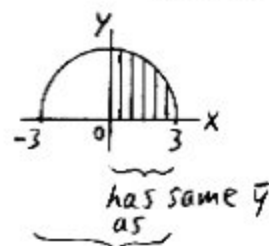
$$= \frac{\int_{x=-3}^x=3 \frac{1}{2} x^2 (\sqrt{9-x^2})^2 dx}{\int_{x=-3}^x=3 x^2 \sqrt{9-x^2} dx}$$

Both integrands are even in x, so
 $\int_{-3}^3 \dots = 2 \int_0^3 \dots$

We like to plug in after we find an antiderivative.

$$= \frac{2 \int_0^3 \frac{1}{2} x^2 (9-x^2) dx}{2 \int_0^3 x^2 \sqrt{9-x^2} dx}$$

Use Trig Sub
 or Table of Is (p. A22, #31) • Do



$$= \frac{\frac{81}{5}}{\frac{81\pi}{16}}$$

$$= \frac{16}{5\pi}$$

Center of mass = $(\bar{x}, \bar{y}) = \left(0, \frac{16}{5\pi}\right)$

Note: $\frac{16}{5\pi} \approx 1.02$. Why so low?

© 2D "L": Moments of Inertia, or Second Moments:

I_x and I_y and I_o

\swarrow \swarrow \swarrow
 wrt x wrt y wrt origin
 with respect to

$$I_y = \iint_R x^2 \delta(x, y) dA$$

This is a "weighted sum" of squared distances of points from the y-axis.

Higher $I_y \Rightarrow$ Harder to rotate/

revolve
by external

force; it measures resistance to angular momentum.



$$I_x = \iint_R y^2 \delta(x, y) dA$$

$$\begin{aligned}
 I_o &= I_x + I_y \\
 &= \iint_R \underbrace{(x^2 + y^2)}_{= r^2} \delta(x, y) dA \\
 &= \text{sq. dist. from } O
 \end{aligned}$$

This is the polar moment of inertia.

Carson: Mass is a measure of resistance to straight-line motion (Calc I)

Cartoon Guide to physics: Moment of inertia is resistance to angular momentum.

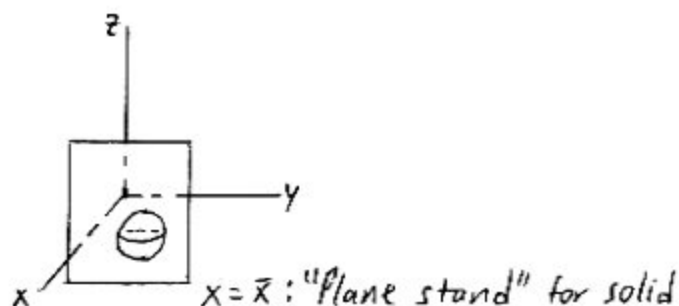
Along circle centered at O?

① 3D Solid with Shape "Q": Center of Mass

$(\bar{x}, \bar{y}, \bar{z})$ where

$$\bar{x} = \frac{\iiint_Q x \overbrace{\delta(x,y,z)}^{\text{mass density}} dV}{\iiint_Q \delta(x,y,z) dV} \left\{ \begin{array}{l} M_{yz}, \text{ the first moment about} \\ \text{the } yz\text{-plane } (*) \end{array} \right\} \quad \left\{ \begin{array}{l} m, \text{ the mass of the solid} \end{array} \right.$$

(*) M_{yz} measures the tendency to rotate about the yz -plane.
(Is this visualizable?)



\bar{y}, \bar{z} analogous

Ex Q: upper hemisphere of radius a w/ base centered at O .
 $\delta(x,y,z) = y^4 + 3y^2 + z + 1$

even in x and Q is sym. about yz -plane
 $\Rightarrow \bar{x} = 0$

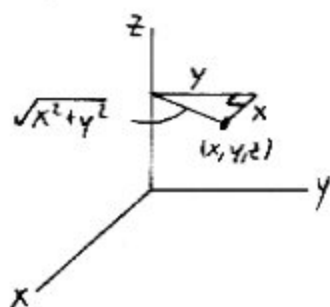
Similarly, $\bar{y} = 0$.



(E) 3D: Moments of Inertia: I_x, I_y, I_z

$$I_z = \iiint_Q (x^2 + y^2) \delta(x, y, z) dV \quad \leftarrow \text{Moment of inertia about the } z\text{-axis}$$

This is a "weighted sum" of squared distances of points from the z -axis.



Higher $I_z \Rightarrow$ Harder to rotate/revolve by external force

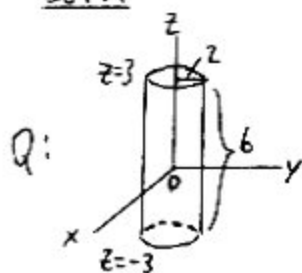


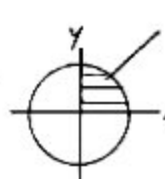
I_x, I_y analogous

(Think: big wheel ϕ_z as opposed to ϕ_x)

Ex Set up a triple integral for I_y for a cylinder of base radius 2 and height 6 centered at the origin. $\delta(x, y, z) = x^2 z^2$.

Sol'n



R:  Can use symmetry of R about x, y -axes, because $\delta(x, y, z) = x^2 z^2$ even in y, x .

$$I_y = 4 \int_0^2 \int_0^{\sqrt{4-x^2}} \int_{-3}^3 \underbrace{(x^2 + z^2)}_{\delta(x, y, z)} \underbrace{x^2 z^2}_{dV} dz dy dx$$

(Can use sym., even in z : $2 \int_0^3$)

$$I_x = \frac{2184\pi}{5}$$

$$I_z = 192\pi$$

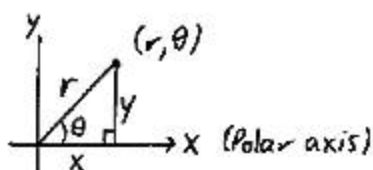
Turns out: $\frac{2664\pi}{5}$

17.7: CYLINDRICAL COORDS. (Cyl.Cs)(A) Intro

How do we extend PCs to 3D?

Throw in z (or x or y , as the case may be)

if you use PCs to coordinatize the yz -plane

PCs (2D)

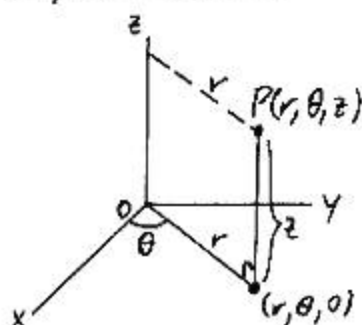
$$x = r \cos \theta$$

$$y = r \sin \theta$$

$$x^2 + y^2 = r^2$$

$$\tan \theta = \frac{y}{x}$$

(if $x \neq 0$; Watch Quadrant!)

Cyl.Cs (3D)

r = distance of P
from z -axis

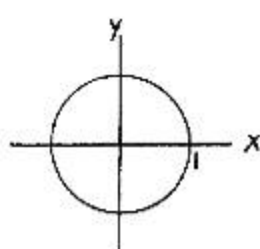
⑧ The Basic Principle of Graphing

The graph of an equation consists of all points whose coords. satisfy the equation.

Graph:

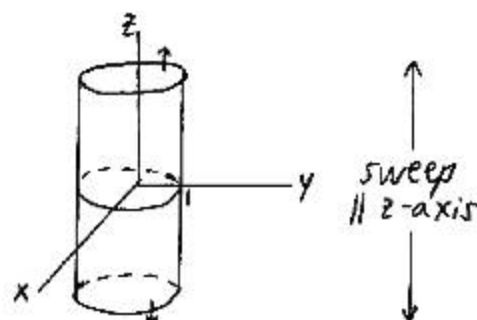
PCs (2D)

$$r=1$$



circle

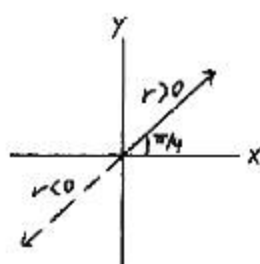
Cyl. Cs (3D)



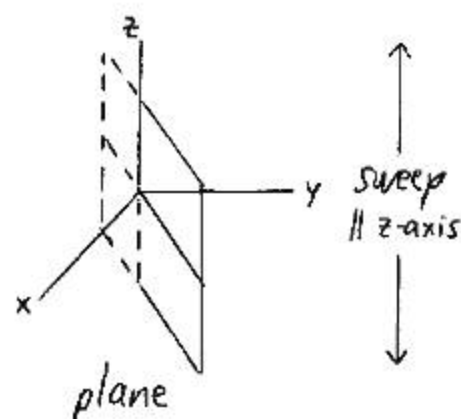
right circular cylinder

{points 1 unit away from the z-axis}

$$\theta = \frac{\pi}{4}$$



line

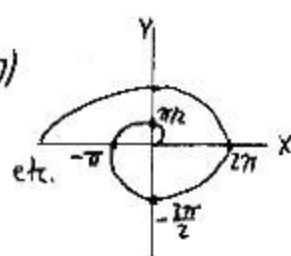


plane

If θ
unrestricted
over reals
 \Rightarrow sym. about
y-axis

$$r = \theta$$

($\theta \geq 0$)



a spiral of Archimedes
 $r = a\theta, a \neq 0$

p.661-Swok

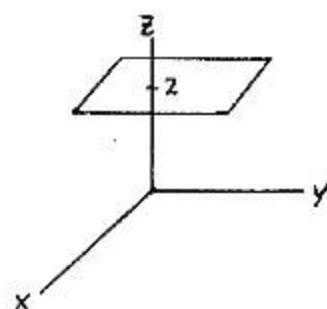
Cyl. Cs (3D)

Sweep \parallel z-axis

Think: Hostess treat
Cinnabon

Graph in (3D):

$z = z$ (same as for Cartesian Cs)

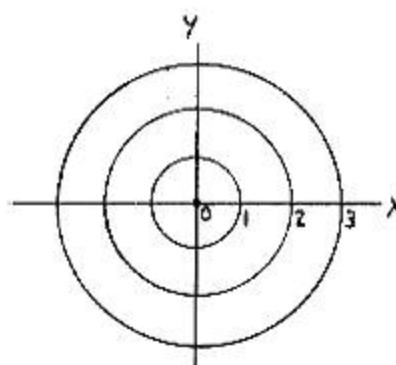


$$z = r \quad (r \geq 0)$$

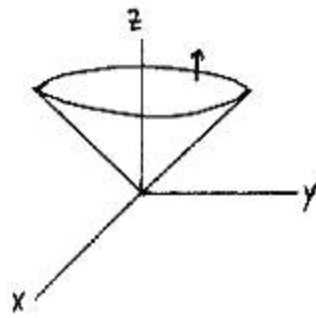
A level curve analysis may help:

$$\underbrace{f(r, \theta)}_{= z} = r$$

Replace with k



Graph:



$$z = r$$

\Rightarrow Cartesian Cs

$$z^2 = r^2 \quad (z \geq 0)$$

$$z^2 = x^2 + y^2 \quad (z \geq 0)$$

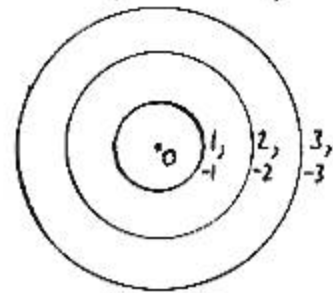
Upper nappe of a cone

Graph $z = r$ (r unrestricted over reals)

A level curve analysis

$\underbrace{f(r, \theta)}_{=z} = r$ \leftarrow The Vertical Line Test does not apply.
 (x, y) has multiple PC representations.

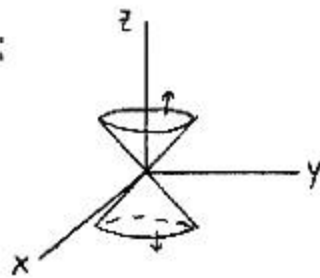
LCs can intersect
 in Cyl. Cs settings.



Lift and
 drop

"multiple
 identities"

Graph:

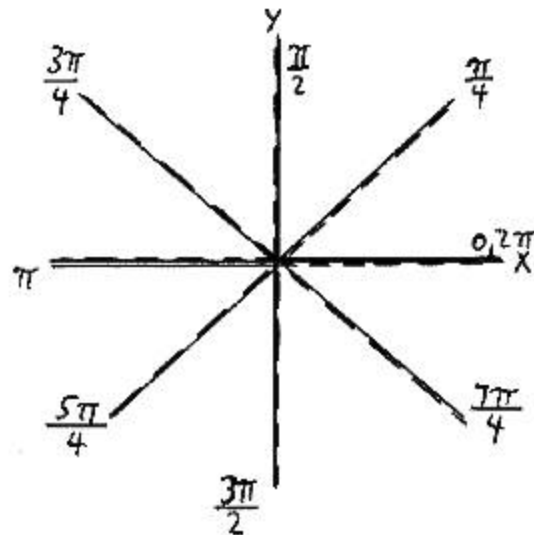


Complete double-napped cone

Graph $z = \theta$ ($0 \leq \theta \leq 2\pi$)

A level curve analysis

$$\underbrace{f(r, \theta)}_{=z} = \theta$$



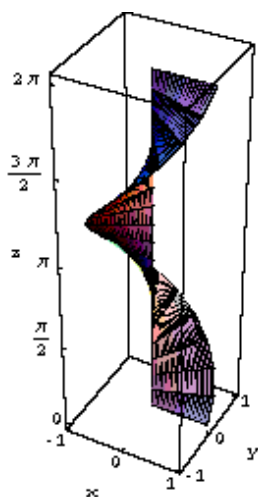
Graph $z = \theta$ ($0 \leq \theta \leq 2\pi$).

Think of a rising, rotating line with a rising z -intercept that never intersects the xy -plane (except for $z = 0$). These lines are “parallel” to the xy -plane.

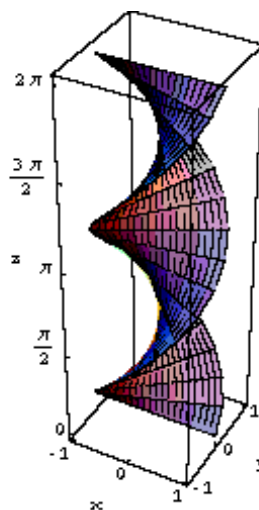
The pole may be coordinatized as $(0, \theta)$ in polar coordinates, where θ is any real number. Here, we have the restriction $0 \leq \theta \leq 2\pi$. The multiple representations (“identities”) of the pole lead to infinitely many image points along the z -axis of the form $(0, \theta = z, z = \theta)$, or $(0, z, z)$, where $0 \leq \theta$ (or z) $\leq 2\pi$.

Mathematica graphs:

$$0 \leq r \leq 1$$



$$-1 \leq r \leq 1$$



© Ex

Describe the graph of $r \cos \theta = \tan \theta + 4$

Sol'n Let's go to Cartesian Cs.

or

$$x = \frac{y}{x} + 4 \quad (x \neq 0)$$

$x=0 \Leftrightarrow \tan \theta$ und. (unless $y=0$, also)

$$r \cos \theta = \tan \theta + 4$$

$$r \cos \theta = \frac{\sin \theta}{\cos \theta} + 4$$

$$r \cos^2 \theta = \sin \theta + 4 \cos \theta \quad (\cos \theta \neq 0)$$

Trick: Multiply both sides by r .

$$r^2 \cos^2 \theta = r \sin \theta + 4r \cos \theta \quad (\text{if } \cos \theta \neq 0, r \neq 0)$$

$$x^2 = y + 4x$$

$$x^2 - 4x = y$$

Complete the Square

$$(x^2 - 4x + 4) - 4 = y$$

$$y = (x-2)^2 - 4$$

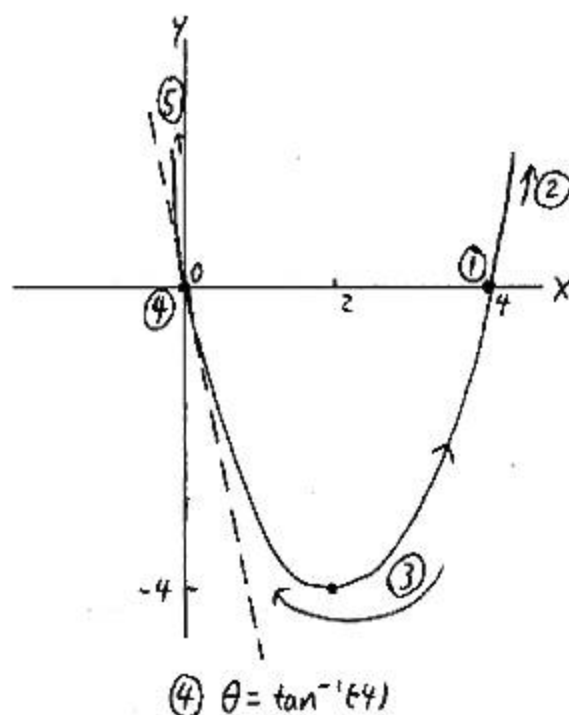
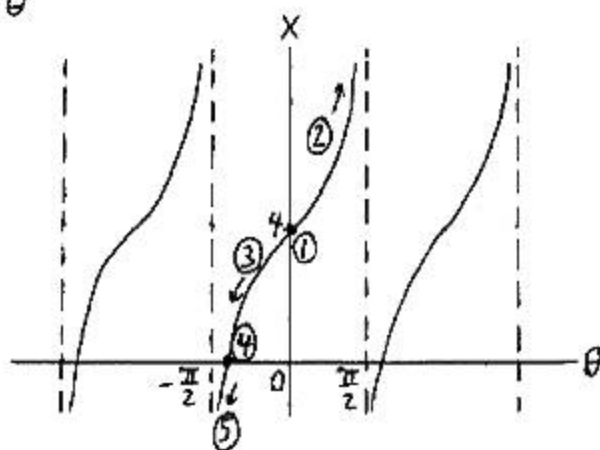
Only z missing \Rightarrow Right cylinder
orthogonal to
the xy -plane

It's a parabolic cylinder whose
 xy -trace is an upward-opening
parabola with vertex $(2, -4)$.
form: $y = a(x-h)^2 + k$ has vertex (h, k) .

Note: $\cos \theta = 0$ if $r = 0$,
 $\Leftrightarrow \tan \theta$ is undefined,
so no corresp. points
we get $0 = \tan \theta + 4$.
See (4) on 17.7.8.

(May Skip)

Why does this make sense? Let's focus on the xy-trace.

Note:
 $\cos \theta = 0$ at no point,
not even the pole.
Graph $x = \tan \theta + 4$ using θ and x as Cartesian Cs.

$$\textcircled{1} \theta = 0 \Rightarrow x = \tan 0 + 4 = 4$$

$$\textcircled{2} \theta \nearrow \frac{\pi}{2}^- \Rightarrow x \nearrow \infty$$

$$\textcircled{3} \theta: 0 \searrow \tan^{-1}(-4) \Rightarrow x: 4 \searrow 0$$

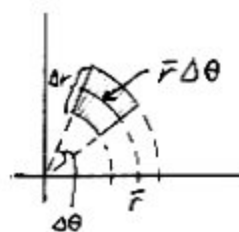
$$\textcircled{4} x = 0 \Leftrightarrow \tan \theta = -4 \text{ e.g., } \theta = \tan^{-1}(-4)$$

$$\textcircled{5} \theta \searrow -\frac{\pi}{2}^+ \Rightarrow x \searrow -\infty$$

correspond to point at infinity (the parabola is a closed curve passing through this when θ crosses an asymptote; think of wrapping it around a sphere)

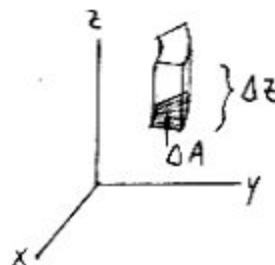
① Volume, ΔV , of a Box in Cyl. Cs.

(17.3) Area of a Polar Rectangle



$$\Delta A = r \Delta r \Delta \theta$$

(Now)



$$\begin{aligned} \Delta V &= \Delta A \Delta z \\ &= r \Delta r \Delta \theta \Delta z \end{aligned}$$

$$\boxed{dV = r dr d\theta dz}$$

or $r dz dr d\theta$ ← more common?
etc.

⑤ Ex (#33)

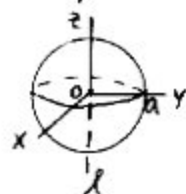
A spherical solid has radius a , and the density at $P(x, y, z)$ is directly proportional to the distance from P to a fixed line ℓ through the center of the solid. Find its mass.

Sol'n

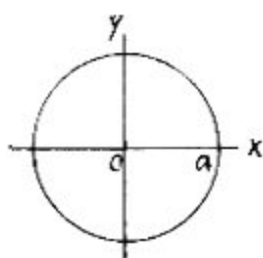
Orient the Sphere "Q"

Let its center be at O .
Let the z -axis be ℓ .

Sketch Q (Optional?)



Sketch R , the projection of Q onto the xy -plane



An easy
polar rectangle!

Find density, δ

$$\delta = kr \quad (r \geq 0)$$

More precisely, $\delta(r, \theta, z)$, but remember that a point has multiple representations in Cyl. Cs.

Find mass, m , of the solid

$$m = \iiint_Q \underbrace{kr}_{\delta \text{ func.}} \underbrace{dV}_{= r dr d\theta dz}$$

Use R to set up the outer \iint .

$$= \int_{\theta=0}^{\theta=2\pi} \int_{r=0}^{r=a} \left[\int_{z=?}^{z=?} kr dz \right] r dr d\theta$$

or $4 \int_{\theta=0}^{\theta=\pi/2}$ by sym.,
but it won't matter

may depend on r, θ

Find z -limits based on surfaces.

Boundary of

$$Q: x^2 + y^2 + z^2 = a^2$$

$$r^2 + z^2 = a^2$$

$$z^2 = a^2 - r^2$$

$$z = \pm \sqrt{a^2 - r^2}$$

correspond to upper, lower hemispheres

$$m = \int_{\theta=0}^{\theta=2\pi} \int_{r=0}^{r=a} \left[\int_{z=-\sqrt{a^2-r^2}}^{z=\sqrt{a^2-r^2}} kr \, dz \right] r \, dr \, d\theta$$

$$= k \int_{\theta=0}^{\theta=2\pi} \int_{r=0}^{r=a} r^2 \left[\int_{z=0}^{z=\sqrt{a^2-r^2}} dz \right] dr \, d\theta$$

by sym. of Q about xy -plane ($z=0$),
even in z

$$= 2 \left[z \right]_{z=0}^{z=\sqrt{a^2-r^2}}$$

$$= 2 \sqrt{a^2 - r^2}$$

$$= 2k \int_{\theta=0}^{\theta=2\pi} \int_{r=0}^{r=a} r^2 \sqrt{a^2 - r^2} \, dr \, d\theta$$

Use Table of \int s, p. A22, #31

$$\stackrel{(u=r)}{\Rightarrow} \left[\frac{r}{8} (2r^2 - a^2) \sqrt{a^2 - r^2} + \frac{a^4}{8} \sin^{-1}\left(\frac{r}{a}\right) \right]_{r=0}^{r=a}$$

$$= \left[\frac{a}{8} (2a^2 - a^2) \underbrace{\sqrt{a^2 - a^2}}_{=0} + \frac{a^4}{8} \underbrace{\sin^{-1}\left(\frac{a}{a}\right)}_{=\sin^{-1}(1)} \right] - [0]$$

$$= \frac{\pi}{2}$$

Note:
 $\sin^{-1}(0) = 0$

$$= \frac{\pi a^4}{16}$$

17.7.12

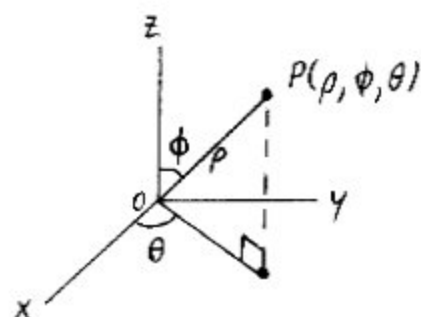
$$= 2k \left(\frac{\pi a^4}{8} \right) \underbrace{\int_0^{2\pi} d\theta}_{\substack{= [\theta]_0^{2\pi} \\ = 2\pi}}$$

$$= \frac{\pi k a^4}{8} \cdot 2\pi$$

$$= \boxed{\frac{\pi^2 k a^4}{4}} \text{ [mass units]}$$

17.8: SPHERICAL COORDS. (SCs)

(A) Intro



ρ = distance from O to P. ($\rho \geq 0$)
 ← "rho"

ϕ = angle between positive z-axis, \overline{OP} .
 (nonnegative)
 ← "phi" ($0 \leq \phi \leq \pi$). "Slot machine pullout angle"

θ : same as for Cyl. Cs, but assume $r \geq 0$.

	# measures of distance	# measures of angles/directions
(x, y, z) Cartesian Cs	3	0
(r, θ, z) Cyl. Cs	2	1
(ρ, ϕ, θ) SCs	1	2

} share z } share θ

"-" helps w/direction

(ρ, ϕ, θ)
 unique for any pt. off z-axis if θ restricted to $[0, 2\pi)$

ρ, ϕ are unique for P, but θ is not.

↑
 not unique if P is O;
 there, ϕ can be anything in $[0, \pi]$

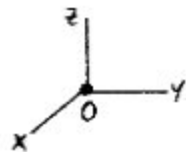
↑
 source of multiple representations for P

Along z-axis, θ can be any real #.

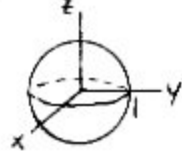
Game: If you fix ρ, ϕ , why does θ locate a point? Etc....
 What happens if we "shoot" θ ? (ISS) issue)

⑧ Basic Graphs

$$\rho = 0$$

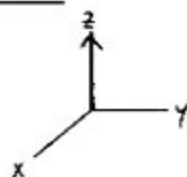


$$\rho = 1$$



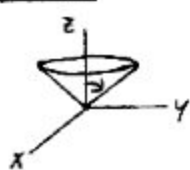
Sphere
(sweep ϕ, θ)

$$\phi = 0$$



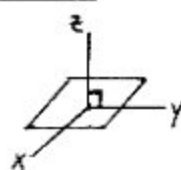
nonnegative
z-axis

$$\phi = \frac{\pi}{4}$$

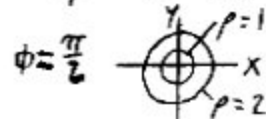


upper nappe
of a cone
"pull out and
spin"

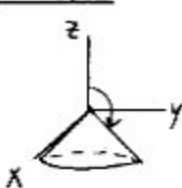
$$\phi = \frac{\pi}{2}$$



xy-plane
(ρ acts like r)

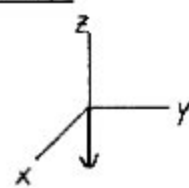


$$\phi = \frac{3\pi}{4}$$



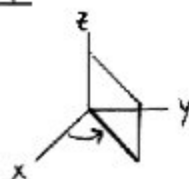
lower nappe
of a cone

$$\phi = \pi$$



nonpositive
z-axis

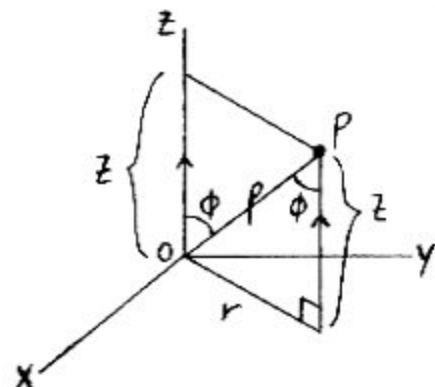
$$\theta = \frac{\pi}{4}$$



half-plane (full plane for Cyl, Cs)

© Conversions

SCS \rightarrow Cartesian Cs $(\rho, \phi, \theta) \rightarrow (x, y, z)$



If $\rho = 0$,
 ϕ can be
anything
in $[0, \pi]$.

$$\sin \phi = \frac{r}{\rho} \Rightarrow r = \rho \sin \phi$$

$$\text{PCs: } x = r \cos \theta \Rightarrow$$

$$\text{PCs: } y = r \sin \theta \Rightarrow$$

$$\cos \phi = \frac{z}{\rho} \Rightarrow$$

$$z = \rho \cos \phi$$

$$x = \rho \sin \phi \cos \theta$$

$$y = \rho \sin \phi \sin \theta$$

Why are you
so sinful?

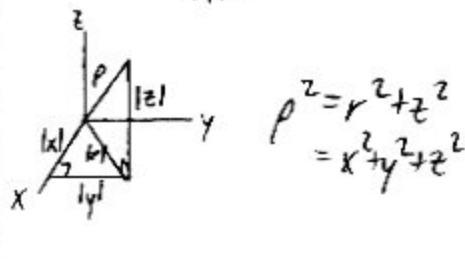
Cartesian Cs \rightarrow SCs $(x, y, z) \rightarrow (\rho, \phi, \theta)$

Find ρ

Idea: Use Distance Formula, Pyth. Thm., Trig IDs (Pyth. IDs).
 Try them on SCs for x, y, z .

$$\rho^2 = x^2 + y^2 + z^2 \quad (\rho \geq 0)$$

$$\boxed{\rho = \sqrt{x^2 + y^2 + z^2}}$$



Find ϕ

$$z = \rho \cos \phi$$

$$\cos \phi = \frac{z}{\rho}$$

$$\boxed{\phi = \cos^{-1}\left(\frac{z}{\rho}\right)}$$

Correct, because $\underbrace{0 \leq \phi \leq \pi}_{\text{Range of } \cos^{-1}}$

If $\rho = 0 \Rightarrow P$ is O
 $\Rightarrow \phi$ can be anything: $0 \leq \phi \leq \pi$

Find θ

PCs: $\tan \theta = \frac{y}{x} \quad (x \neq 0)$
 Watch Quadrant!

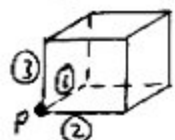


there are ∞ many sol's.
 for θ in \mathbb{R}

or Use $x = \underbrace{\rho}_{\text{Known}} \underbrace{\sin \phi}_{\text{Found}} \cos \theta$, or $y = \rho \sin \phi \sin \theta$

Rectangular/ Cartesian box: ① Volume of a Spherical Box (Rough analysis!)

- ① Fix y, z ;
Vary x (here, $x \rightarrow$)

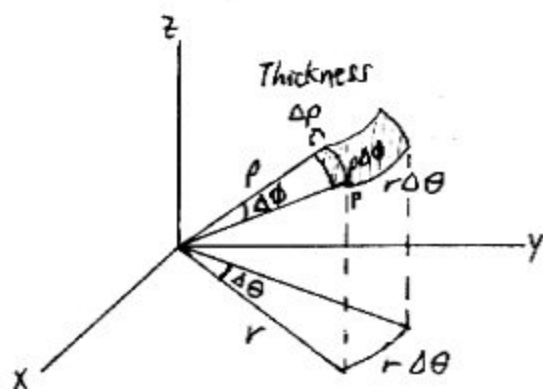


- ② Fix x, z ;
Vary y

- ③ Fix x, y ;
Vary z

$$V = \Delta x \Delta y \Delta z$$

ignore that
we decreased x ;
don't worry
about $|x|$



$\Delta \phi$: Think slots arm
 $\Delta \theta$: Think roulette wheel

Fix ρ, θ
Vary ϕ
(Here, $\phi \rightarrow$)

Fix ρ, ϕ
and therefore
 $r = \rho \sin \phi$
Vary θ

Fix ϕ, θ
Vary ρ
(Here, $\rho \rightarrow$)

Still, let's say $\Delta \phi > 0, \Delta \rho > 0$.

If $\Delta \rho \approx 0, \Delta \phi \approx 0, \Delta \theta \approx 0 \Rightarrow$ This box \approx Rectangular Box

$$\text{Volume, } \Delta V \approx (\underbrace{\rho \Delta \theta}_{\text{SC: } \rho \sin \phi}) (\rho \Delta \phi) (\Delta \rho)$$

$$\Delta V \approx \rho^2 \sin \phi \Delta \rho \Delta \phi \Delta \theta$$

$$\boxed{dV = \rho^2 \sin \phi d\rho d\phi d\theta}$$

(You'll prove this in 17.9 HW.)

(E) Old Ex (17.7, #33 : See 17.7.9)

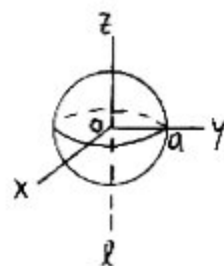
A spherical solid has radius a , and the density at $P(x, y, z)$ is directly proportional to the distance from P to a fixed line ℓ through the center of the solid. Find its mass.

Sol'n

Orient the Sphere "Q"

Let its center be at O .
Let the z -axis be ℓ .

Sketch Q (Optional?)



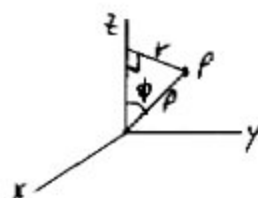
A box in SCs!

Find density, δ

$$\delta = k \sqrt{x^2 + y^2} \quad \text{or} \quad kr$$

$$\begin{aligned} x &= \rho \sin \phi \cos \theta \\ y &= \rho \sin \phi \sin \theta \end{aligned} \quad \begin{aligned} r &= \rho \sin \phi \end{aligned}$$

$$= k \rho \sin \phi$$



Find mass, m , of the solid

$$m = \iiint_Q \underbrace{k \sin \phi}_{\text{func.}} \underbrace{dV}_{= \rho^2 \sin \phi \, d\rho \, d\phi \, d\theta}$$

Fix θ :

 really a half-plane

Then, fix ϕ :

Pick a ray



Then, $\rho: 0 \rightarrow a$

$$= k \int_{\theta=0}^{\theta=2\pi} \int_{\phi=0}^{\phi=\pi} \int_{\rho=0}^{\rho=a} \rho^3 \sin^2 \phi \, d\rho \, d\phi \, d\theta$$

↑ ↑ ↑
constants, separable \Rightarrow We can separate \int s.

$$= k \underbrace{\left[\int_{\theta=0}^{\theta=2\pi} d\theta \right]}_{= [\theta]_0^{2\pi} = 2\pi} \underbrace{\left[\int_{\phi=0}^{\phi=\pi} \sin^2 \phi \, d\phi \right]}_{\text{Use a PRI, } = \int_0^\pi \frac{1 - \cos(2\phi)}{2} d\phi = \frac{1}{2} [\phi - \frac{1}{2} \sin(2\phi)]_0^\pi = \frac{1}{2} (\pi - \frac{1}{2} \sin(2\pi)) - [0] = \frac{\pi}{2}} \underbrace{\left[\int_{\rho=0}^{\rho=a} \rho^3 \, d\rho \right]}_{= [\frac{\rho^4}{4}]_0^a = \frac{a^4}{4}}$$

$$= k (2\pi) \left(\frac{\pi}{2} \right) \left(\frac{a^4}{4} \right)$$

$$= \boxed{\frac{\pi^2 k a^4}{4}}$$

Same as before!
Easier!

We didn't have complete separability before.
Here, using \int s, all limits of \int are constants.

17.9: CHANGE OF VARIABLES and JACOBIANS

(A) Calc I: A New Look at u-Subs

$$\text{Ex } \int_1^2 e^{3x} dx$$

Let $u = 3x$ $\xrightarrow[\text{Inverse Idea}]{\text{Solve for } x}$ $x = \frac{1}{3}u$ \leftarrow We can think of the sub. this way: $x = f(u)$

$(u(x): 1-1 \text{ func.})$

$\begin{matrix} x & u \\ \text{---} & \text{---} \\ \text{---} & \text{---} \end{matrix}$

$$du = 3 dx$$

$$\left(\frac{du}{dx} \right)$$

$$dx = \frac{1}{3} du$$

$$\left(\frac{dx}{du} \right)$$

$$\frac{dx}{du} \Big|_u = \frac{1}{\frac{du}{dx} \Big|_x}$$

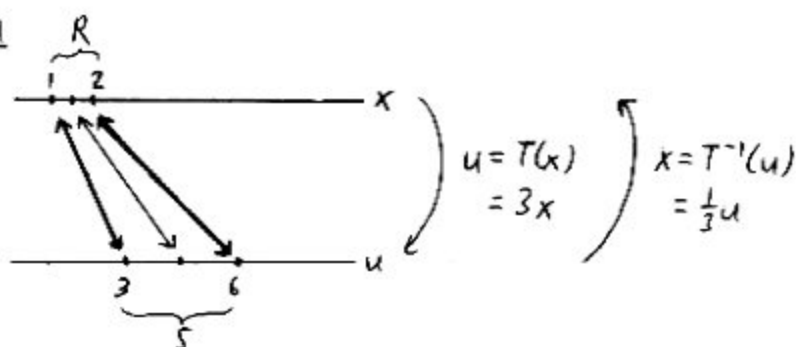
corresponding values

Change the limits of \int

$$x=1 \Rightarrow u(1)=3$$

$$x=2 \Rightarrow u(2)=6$$

Idea



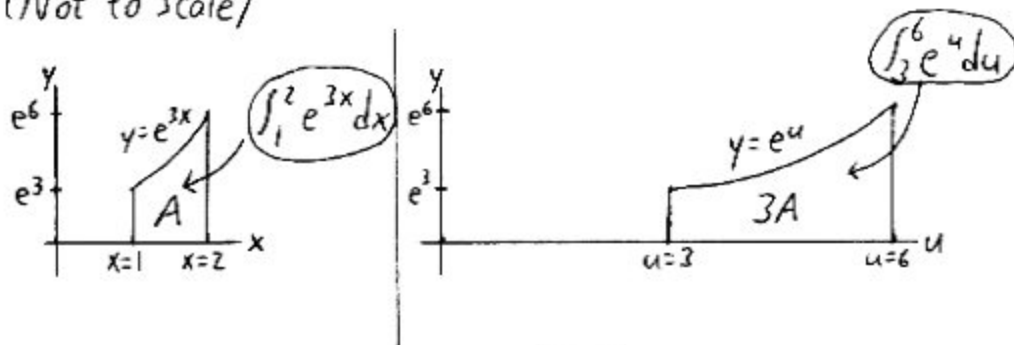
T is a 1-1 transformation of coordinates.
1-1 correspondence between x -values, u -values.
 $\text{in } R \quad \text{in } S$

$$\int_1^2 e^{3x} dx = \int_{u(1)}^{u(2)} e^u \cdot \left(\frac{1}{3}\right) du$$

Why do we need $\left(\frac{dx}{du}\right)$?

Without it...

(Not to scale)



We'd get 3 times
the area!! (★)
We need to
compensate
with a $\frac{1}{3}$.

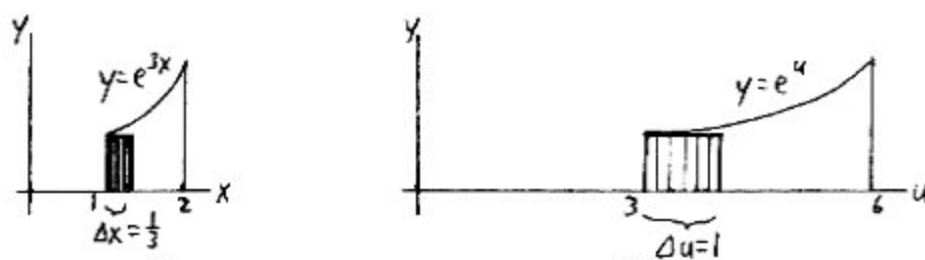
Why (★)?

Think: Riemann rectangles

$$du = 3dx$$

$$\Delta u = 3\Delta x$$

$$\text{If } \Delta x = \frac{1}{3} \Rightarrow \Delta u = 1$$



Rectangles stretch along w/ horizontal axis \rightarrow

$$\rightarrow \frac{du}{dx} = 3$$

= stretching factor $x \rightarrow u$ (Think: $\frac{du}{dx}$)

$$\leftarrow \frac{dx}{du} = \frac{1}{3}$$

= compensation factor

= stretching factor $u \rightarrow x$ (compression, since $0 < \frac{1}{3} < 1$)

$$\int_1^2 e^{3x} dx = \int_3^6 e^u \cdot \left(\frac{1}{3}\right) du$$

Need $\left(\frac{dx}{du}\right)$

If you use $\left|\frac{dx}{du}\right|$, you can adapt the convention $\int_{\text{lower \#}}^{\text{upper \#}}$

$$\begin{aligned} \text{Ex } \int_1^2 e^{-3x} dx &= \int_{-3}^{-6} e^u \cdot \left(-\frac{1}{3}\right) du \\ &= \int_{-6}^{-3} e^u \cdot \left|-\frac{1}{3}\right| du \end{aligned}$$

Idea: $\int_b^a \sim -\int_a^b$

$$\text{Ex } \int_1^2 x e^{x^2} dx$$

$$\text{Let } u = x^2$$

$$\left(\begin{array}{l} u(x): 1-1 \text{ func.} \\ \text{on } [1, 2] \\ \begin{array}{c} u \\ | \\ 1 \quad 2 \\ | \\ x \end{array} \text{ passes HLT} \end{array} \right)$$

$$x = \sqrt{u}$$

x in $[1, 2]$

$$dx = \left(\frac{1}{2\sqrt{u}}\right) du$$

$\left(\frac{dx}{du}\right)$

$$du = (2x) dx \quad \left(\frac{du}{dx}\right) = \text{instantaneous stretching factor. } (*)$$

It changes as x changes.

$$\int_1^2 x e^{x^2} dx = \int_{u(1)}^{u(2)} \sqrt{u} e^u \cdot \left(\frac{1}{2\sqrt{u}}\right) du$$

Need $\left(\frac{dx}{du}\right)$ as an

instantaneous
compensation factor.

It changes as u changes.

Note:

$$\begin{aligned} \frac{du}{dx} &= 2x \\ \Rightarrow \frac{dx}{du} &= \frac{1}{2x} \\ &= \frac{1}{2\sqrt{u}} \end{aligned}$$

① Idea: Riemann rectangles

$$du = 2x dx$$

$$\Delta u \approx 2x \Delta x$$

If $x \approx 1$, then $\Delta u \approx 2\Delta x$.

If $x \approx 2$, then $\Delta u \approx 4\Delta x$.

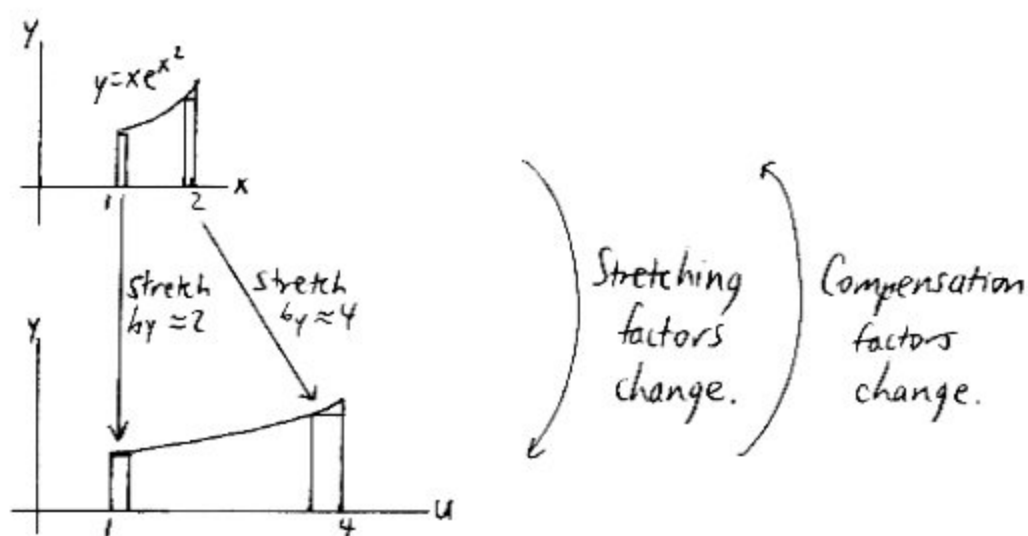


Image: We're stretching the x-axis like a piece of taffy in which some parts are stretched more than others. The corresponding rectangles are stretched in the same way.

③ Jacobians

Carl Jacobi
(German,
1804-1851)

are compensation factors for multiple Js
when we change variables to

- ① Simplify the region of integration, and/or
- ② Simplify the integrand.

① If $x = f(u)$,

Then, $dx = \left| \frac{dx}{du} \right| du$, if you always ^{higher #} _{lower #}.

② If $\begin{cases} x = f(u, v) \\ y = g(u, v) \end{cases}$ \hookrightarrow have cont. 1st-order PDs
where we care

Hard proof:
Carson 6ed
p. 476

$$\text{Then, } dA = \left| \begin{array}{cc} \frac{\partial x}{\partial u} & \frac{\partial x}{\partial v} \\ \frac{\partial y}{\partial u} & \frac{\partial y}{\partial v} \end{array} \right| du dv$$

\uparrow \uparrow
 abs. value determinant
 = the Jacobian of x and y
 wrt u and v

$$= \frac{\partial(x, y)}{\partial(u, v)}$$

$\leftarrow x, y$ on top

We require that this is
never 0 where we care.

\uparrow what would it compensate for?

Stretches/compresses a 2-D region, ^(corresponding) 3-D solid

so it can't
change sign
(assume
1st-order PDs
cont.)

Note $\begin{vmatrix} \frac{\partial x}{\partial u} & \frac{\partial y}{\partial u} \\ \frac{\partial x}{\partial v} & \frac{\partial y}{\partial v} \end{vmatrix}$

OK to switch: $|\text{matrix } A| = |A^T|$

transpose:
switch rows, cols

Key: $\frac{\partial}{\partial}$ \leftarrow x, y on top
 \leftarrow u, v on bottom

(SSS) If $\begin{cases} x = f(u, v, w) \\ y = g(u, v, w) \\ z = h(u, v, w) \end{cases}$

Then, $dV = \underbrace{\begin{vmatrix} \frac{\partial x}{\partial u} & \frac{\partial y}{\partial u} & \frac{\partial z}{\partial u} \\ \frac{\partial x}{\partial v} & \frac{\partial y}{\partial v} & \frac{\partial z}{\partial v} \\ \frac{\partial x}{\partial w} & \frac{\partial y}{\partial w} & \frac{\partial z}{\partial w} \end{vmatrix}}_{\frac{\partial(x, y, z)}{\partial(u, v, w)}} \begin{matrix} \leftarrow u \\ \leftarrow v \\ \leftarrow w \end{matrix} du dv dw$

How to Ace

If $\vec{r} = \langle x, y, z \rangle$,
then this = $\begin{vmatrix} \leftarrow \frac{\partial \vec{r}}{\partial u} \rightarrow \\ \leftarrow \frac{\partial \vec{r}}{\partial v} \rightarrow \\ \leftarrow \frac{\partial \vec{r}}{\partial w} \rightarrow \end{vmatrix}$

= $|\text{TSP of } \frac{\partial \vec{r}}{\partial u}, \frac{\partial \vec{r}}{\partial v}, \frac{\partial \vec{r}}{\partial w}|$

= Volume of parallelepiped
determined by

Stretches/compresses a 3-D region.

© A New Look at PCs

Ex A region R in the xy -plane consists of points (x, y) :

$$\left. \begin{aligned} x &= \underbrace{r \cos \theta}_{f(r, \theta)} \\ y &= \underbrace{r \sin \theta}_{g(r, \theta)} \end{aligned} \right\} \begin{array}{l} \text{We're expressing the old vars.} \\ \text{in terms of the new vars.} \\ \\ \text{This turns out to be easier} \\ \text{for us!} \end{array}$$

where $\left. \begin{aligned} 1 \leq r \leq 2, \\ \frac{\pi}{6} \leq \theta \leq \frac{\pi}{3} \end{aligned} \right\}$ determine a region S in the $r\theta$ -plane

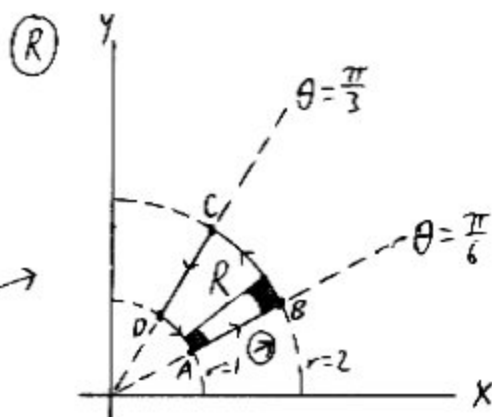
What is dA ?

$$\begin{aligned} dA &= \left| \begin{vmatrix} \frac{\partial x}{\partial r} & \frac{\partial y}{\partial r} \\ \frac{\partial x}{\partial \theta} & \frac{\partial y}{\partial \theta} \end{vmatrix} \right| dr d\theta \\ &= \left| \begin{vmatrix} \cos \theta & \sin \theta \\ -r \sin \theta & r \cos \theta \end{vmatrix} \right| dr d\theta \\ &= |r \cos^2 \theta + r \sin^2 \theta| dr d\theta \\ &= |r \underbrace{(\cos^2 \theta + \sin^2 \theta)}_{=1}| dr d\theta \\ &= |r| dr d\theta \quad \downarrow \begin{array}{l} \text{Given:} \\ 1 \leq r \leq 2 \end{array} \\ &= r dr d\theta \quad \text{☺} \end{aligned}$$

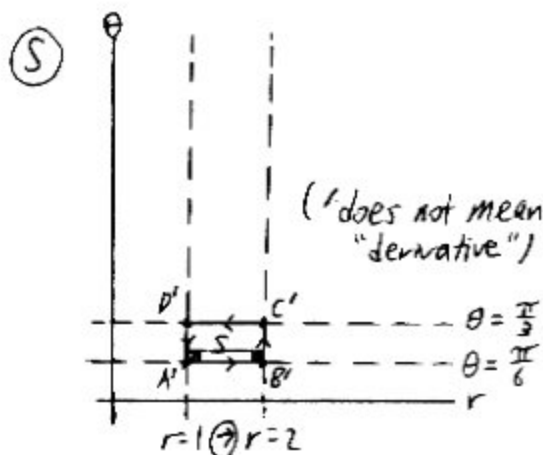
$$r dr d\theta$$

\Rightarrow Greater stretching of areas as $r \rightarrow 2$ (Really compensating for \rightarrow)

Graph R, S



Arrows indicate positive orientation: R always on the left



These are r -curves ($r = \#$),
 θ -curves ($\theta = \#$)
in the xy -plane.

Jacobian turns out to be positive in value, so positive orientation is retained.

Think: Level curves.

Note 1: We like that the boundaries of R, S are piecewise smooth, simple, closed, bounded curves.
has pieces, parameterizable by param's where derivs. cont., $\neq 0$ except maybe at endpts.

Note 2: We like that, as we trace the boundary of R once in one direction, we trace the boundary of S once in one direction.

Note 3: Had the Jacobian been negative in value, the orientation would have been reversed along the S -boundary.

Note 4: We like that S is simpler than R . The change of variables may help!

See Larson
6^{ed}, pp. 975-8

① Ex

Let R be the region bounded by:

$$x - 2y = 0$$

$$x - 2y = 2$$

$$x + y = 1$$

$$x + y = 3$$

Evaluate $\iint_R (x+y) \sin(x-2y) dA$.Sol'n① Change of variables

Let $\begin{cases} u = x - 2y \\ v = x + y \end{cases}$ or

② New limits of \iint

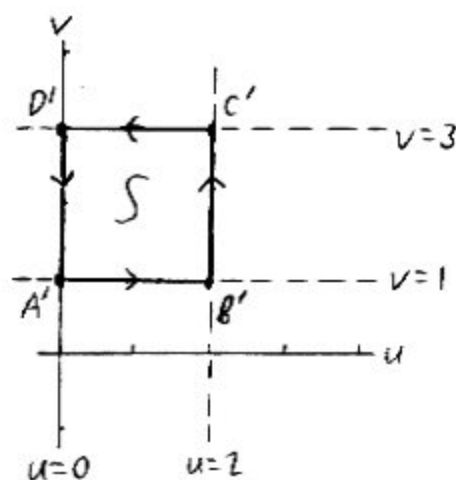
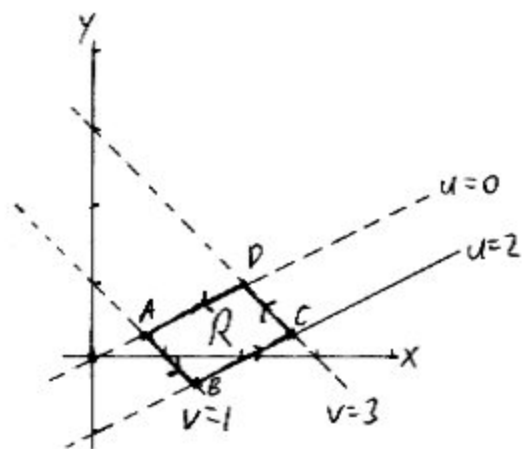
$$u = 0$$

$$u = 2$$

$$v = 1$$

$$v = 3$$

②

Note: What do R and S look like?

Jacobian turns out to be positive in value, so positive orientation is retained.

③ Solve for x, y in terms of u, v (Can skip if do ④ next page)

$$\begin{aligned} u &= x - 2y \\ v &= x + y \quad \leftarrow \cdot (-1) \end{aligned}$$

$$\begin{array}{r} u = x - 2y \\ -v = -x - y \quad \downarrow \text{Add} \\ \hline u - v = -3y \end{array}$$

$$y = -\frac{1}{3}(u - v) \text{ or } \frac{1}{3}v - \frac{1}{3}u$$

Find x

$$\begin{aligned} v &= x + y \\ v &= x - \frac{1}{3}(u - v) \\ x &= v + \frac{1}{3}(u - v) \\ x &= \frac{1}{3}u + \frac{2}{3}v \text{ or } \frac{1}{3}(u + 2v) \end{aligned}$$

Another Method (because of linearity)

$$\begin{bmatrix} u \\ v \end{bmatrix} = \underbrace{\begin{bmatrix} 1 & -2 \\ 1 & 1 \end{bmatrix}}_A \begin{bmatrix} x \\ y \end{bmatrix}$$

$$\begin{bmatrix} x \\ y \end{bmatrix} = \begin{bmatrix} 1 & -2 \\ 1 & 1 \end{bmatrix}^{-1} \begin{bmatrix} u \\ v \end{bmatrix}$$

$$\begin{bmatrix} x \\ y \end{bmatrix} = \frac{1}{\text{det}(A)} \begin{bmatrix} 1 & 2 \\ -1 & 1 \end{bmatrix} \begin{bmatrix} u \\ v \end{bmatrix}$$

switched flipped signs

$$\begin{cases} x = \frac{1}{3}(u + 2v) \\ y = \frac{1}{3}(-u + v) \end{cases}$$

Note If we had done something dumb, like

$$\begin{cases} u = x - 2y \\ v = x - 2y \end{cases}$$

then $\det\left(\begin{bmatrix} 1 & -2 \\ 1 & -2 \end{bmatrix}\right) = 0$.

$$\begin{aligned} & \text{--- } u=0, v=0 \\ & \text{--- } u=2, v=2 \end{aligned}$$

④ Find Jacobian

$$\frac{\partial(x,y)}{\partial(u,v)} = \begin{vmatrix} \frac{\partial x}{\partial u} & \frac{\partial x}{\partial v} \\ \frac{\partial y}{\partial u} & \frac{\partial y}{\partial v} \end{vmatrix}$$

$$x = \frac{1}{3}u + \frac{2}{3}v$$

$$y = -\frac{1}{3}u + \frac{1}{3}v$$

$$= \begin{vmatrix} \frac{1}{3} & \frac{2}{3} \\ -\frac{1}{3} & \frac{1}{3} \end{vmatrix}$$

$$= \frac{1}{9} + \frac{2}{9}$$

$$= \left(\frac{1}{3}\right)$$

or ④* (can skip ③)

$$\frac{\partial(u,v)}{\partial(x,y)} = \begin{vmatrix} \frac{\partial u}{\partial x} & \frac{\partial u}{\partial y} \\ \frac{\partial v}{\partial x} & \frac{\partial v}{\partial y} \end{vmatrix}$$

$$u = x - 2y$$

$$v = x + y$$

$$= \begin{vmatrix} 1 & -2 \\ 1 & 1 \end{vmatrix}$$

$$= 3 \quad \leftarrow \text{If this had } x \text{ and/or } y \text{ in it, express in terms of } u, v$$

$$\Rightarrow \frac{\partial(x,y)}{\partial(u,v)} = \frac{1}{\frac{\partial(u,v)}{\partial(x,y)}}$$

$$= \left(\frac{1}{3}\right)$$

⑤ Set up \iint , and Evaluate

$$\iint_R \underbrace{(x+y) \sin(x-2y)}_{\text{cont. on } R} dA$$

$$= \iint_S v \sin u \cdot \underbrace{\left|\frac{\partial(x,y)}{\partial(u,v)}\right|}_{=\left(\frac{1}{3}\right)} dv du \quad \begin{matrix} \nearrow \\ \text{or} \end{matrix}$$

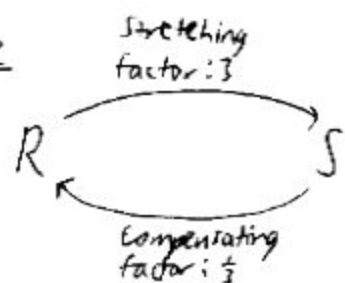
$$= \frac{1}{3} \int_{u=0}^{u=2} \int_{v=1}^{v=3} v \sin u \, dv du$$

$$= \frac{1}{3} \underbrace{\int_0^2 \sin u \, du}_{= [-\cos u]_0^2} \underbrace{\int_1^3 v \, dv}_{= \left[\frac{v^2}{2}\right]_1^3}$$

$$= -\cos 2 + \underbrace{\cos 0}_{=1} = -\cos 2 + 1$$

$$= \frac{9}{2} - \frac{1}{2} = 4$$

$$= 1 - \cos 2$$

Note

$$\text{Area}(S) = 3 \cdot \text{Area}(R)$$

(Remember: $\int_{\text{lower \#}}^{\text{higher \#}}$)

$$= \frac{1}{3}(1 - \cos 2)(4)$$

$$= \boxed{\frac{4(1 - \cos 2)}{3}}$$

$$\approx 1.8882$$

Ex (#20)

$$\iint_R (3x - 4y) \, dx \, dy$$

Boundary of R : $y = 3x$, $y = \frac{1}{2}x$, $x = 4$

Change of vars.: $x = u - 2v$
 $y = 3u - v$

Sol'n

Rewrite the Integrand:

$$\begin{aligned} 3x - 4y &= 3(u - 2v) - 4(3u - v) \\ &= \underline{-9u - 2v} \end{aligned}$$

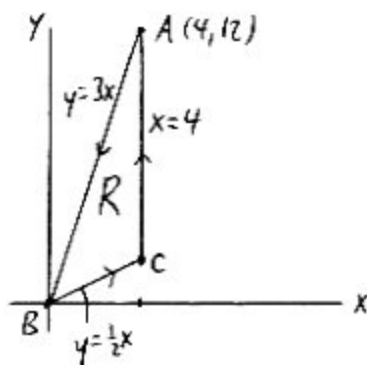
Jacobian:

$$\frac{\partial(x, y)}{\partial(u, v)} = \begin{vmatrix} \frac{\partial x}{\partial u} & \frac{\partial x}{\partial v} \\ \frac{\partial y}{\partial u} & \frac{\partial y}{\partial v} \end{vmatrix}$$

$$= \begin{vmatrix} 1 & -2 \\ 3 & -1 \end{vmatrix}$$

$$= \textcircled{5}$$

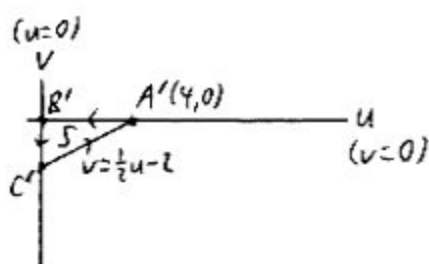
What's R ?



What's S ?

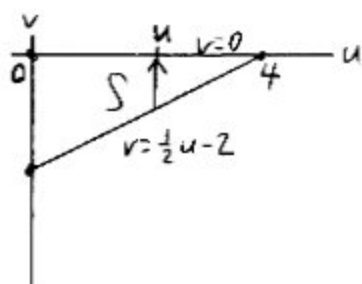
Boundaries:

$$\begin{aligned} y &= 3x & y &= \frac{1}{2}x & x &= 4 \\ (3u-v) &= 3(u-2v) & (3u-v) &= \frac{1}{2}(u-2v) & (u-2v) &= 4 \\ v &= 0 & u &= 0 & v &= \frac{1}{2}u-2 \end{aligned}$$



Note: $A(4,12) \Rightarrow A'(4,0)$
 ← from this graph, or
 Solve: $\begin{cases} 4 = u-2v \\ 12 = 3u-v \end{cases}$
 $\Rightarrow (u,v) = (4,0)$

Close-Up:



Note: $\text{Area}(R) = 5 \cdot \text{Area}(S)$
 $\text{Area}(S) = \frac{1}{5} \cdot \text{Area}(R)$

$$\iint_R (3x-4y) dx dy = \iint_S (-9u-2v) \cdot \underbrace{\left| \frac{\partial(x,y)}{\partial(u,v)} \right|}_{=(5)} du dv$$

$$= 5 \iint_S (-9u-2v) du dv$$

Setup →

$$= 5 \int_{u=0}^{u=4} \int_{v=\frac{1}{2}u-2}^{v=0} (-9u-2v) dv du$$

Remember, $\int_{\text{lower value}}^{\text{higher value}}$

No more unusual than $\int_{-3}^0 \sim$.

∴

$$= \boxed{-\frac{640}{3} (= -213.\bar{3})}$$

JUMBLING TSPs

How is $(\mathbf{a} \times \mathbf{b}) \cdot \mathbf{c}$ related to $(\mathbf{a} \times \mathbf{c}) \cdot \mathbf{b}$?

Determinant approach:

$$(\mathbf{a} \times \mathbf{b}) \cdot \mathbf{c} = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$$

$$(\mathbf{a} \times \mathbf{c}) \cdot \mathbf{b} = \begin{vmatrix} a_1 & a_2 & a_3 \\ c_1 & c_2 & c_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

The determinant forms differ only by a single switch of two rows, so they differ only by a sign.

$$(\mathbf{a} \times \mathbf{b}) \cdot \mathbf{c} = -[(\mathbf{a} \times \mathbf{c}) \cdot \mathbf{b}]$$

Geometric approach:

Both $|(\mathbf{a} \times \mathbf{b}) \cdot \mathbf{c}|$ and $|(\mathbf{a} \times \mathbf{c}) \cdot \mathbf{b}|$ represent the volume of the parallelepiped determined by the position vectors for \mathbf{a} , \mathbf{b} , and \mathbf{c} . This is consistent with the box above.

How is $(\mathbf{a} \times \mathbf{b}) \bullet \mathbf{c}$ related to $(\mathbf{b} \times \mathbf{c}) \bullet \mathbf{a}$?

Determinant approach:

$$(\mathbf{a} \times \mathbf{b}) \bullet \mathbf{c} = \begin{vmatrix} a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \end{vmatrix}$$

$$(\mathbf{b} \times \mathbf{c}) \bullet \mathbf{a} = \begin{vmatrix} b_1 & b_2 & b_3 \\ c_1 & c_2 & c_3 \\ a_1 & a_2 & a_3 \end{vmatrix}$$

The determinant forms differ by two switches of pairs of rows, so there is a “double negative” effect, and the determinants are equal.

$$(\mathbf{a} \times \mathbf{b}) \bullet \mathbf{c} = (\mathbf{b} \times \mathbf{c}) \bullet \mathbf{a}$$

Geometric approach:

(Similar to the first example)

Remember that dot products are commutative, and cross products are anticommutative, so it may be easy to relate some jumbles. For example,

$$\begin{aligned} (\mathbf{a} \times \mathbf{b}) \bullet \mathbf{c} &= \mathbf{c} \bullet (\mathbf{a} \times \mathbf{b}) \\ &= -[\mathbf{c} \bullet (\mathbf{b} \times \mathbf{a})] \end{aligned}$$

Basically, if you perform a TSP jumble of three vectors in V_3 that makes sense (you only take dot products of two vectors of the same length, and you only take cross products of two vectors in V_3), you either get the original TSP value or its opposite. This is consistent with the geometric interpretation of the absolute value of a TSP as the volume of a parallelepiped determined by the position vectors for the three constituent vectors.

REVIEW: CH. 17

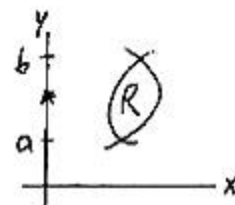
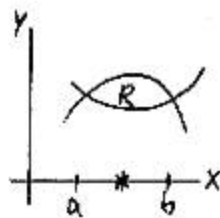
17.1/17.2: \iint_S

$\iint_R 1 dA = \text{Area of } R$

$dA = dx dy \text{ or } dy dx$

① Sketch R

Solve systems to locate intersection points.



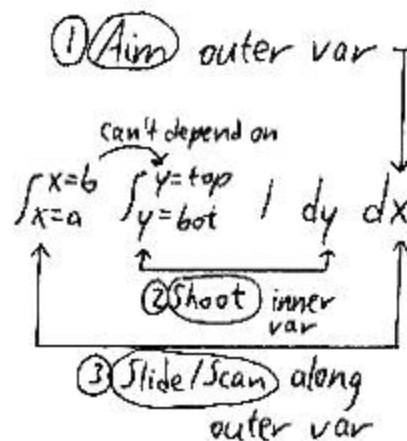
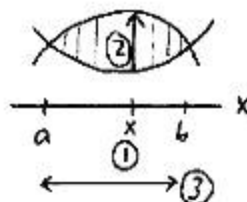
Identify which graph is on top vs. bottom
or right vs. left.

Use test values? *

If $\triangle \Rightarrow \text{Split } R$.

② Set up limits of \iint

Ex



Reversing Order of \iint

Why? If R-scan is awkward, or
if hard to do inner \int .

$$\text{If } \int_{x=a}^{x=b} \int_{y=c}^{y=d} \sim dy dx$$

Can if all limits are constant

Otherwise, Sketch R
Switch scan (slide)/outer/aim variable
in analysis.

$\iint_R f(x,y) dA = \text{Volume between } f \text{ graph, } xy\text{-plane over } R.$
if ≥ 0 on R



$\iint_R [f(x,y) - g(x,y)] dA = \text{Volume between } f, g \text{ graphs "over" } R.$
top bottom (below OK)



Can shift perspective

$$\begin{array}{c} z \\ \textcircled{R} \text{---} y \\ x \end{array} \quad dA = dx dz$$

^{, Polar}
17.3: PCs

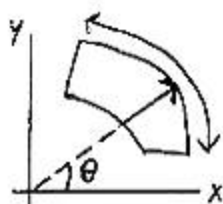
$$\iint_R f(x, y) \, dA$$

$\uparrow \quad \quad \uparrow \quad \quad \downarrow$
 sketch! $r \cos \theta$ $r \sin \theta$ $r \, dr \, d\theta$
 $x^2 + y^2 = r^2$

or

Ex $dA = r \, dr \, d\theta$

$\uparrow \quad \quad \uparrow$
 shoot \quad Fix
 slide



Why use PCs?

If R is bounded by lines/rays, circular arcs,
 basic polar graphs, or
 If the integrand has $x^2 + y^2$, etc.

17.4: SURFACE AREA

$$S = \iint_R \sqrt{1 + [f_x(x, y)]^2 + [f_y(x, y)]^2} \, dA$$



Use PCs?

17.5: \iiint_S

$$\iiint_Q f(x,y,z) dV$$

$\underbrace{\quad}_{= dx dy dz \text{ (or permutation)}}$

Ex

$$\iint_R \left[\int_{z=?}^{z=?} f(x,y,z) dz \right] dx dy$$

How do we shoot
z if we fix
x,y?



What about R?

Can you find the projection of Q
on a coord. plane? (here, xy-plane.)

Maybe look for 2 cylinders that
"trap" space. Let R be bounded by
their traces in a coord. plane
they're \perp to.

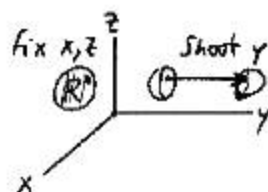
Use symmetry? PCs?

consider
integrand,
inner \int s

Can shift perspective

$$\iint_R \left[\int_{y=?}^{y=?} f(x,y,z) dy \right] dx dz$$

$\underbrace{\quad}_{\text{or}}$



17.6: CENTER OF MASS

$$\text{Mass} = m$$

$$= \iint_R \underbrace{\delta(x,y)}_{\substack{\text{density} \\ \text{constant for a homogeneous lamina}}} dA$$

$$\text{Center of mass} = (\bar{x}, \bar{y})$$

$$\bar{x} = \frac{\iint_R \textcircled{x} \delta(x,y) dA}{m}, \quad \bar{y} = \frac{\textcircled{y}}{\quad}$$

Can use symmetry about $x=0$ (yz -plane), say, if

δ is even in x , and
 R is sym. about $x=0$.

$$m = \iint_{\text{new } R} \delta(x,y) dA, \text{ or } \bar{x} = 0$$

Moments of inertia

$$I_y = \iint_R \textcircled{x^2} \delta(x,y) dA$$

$$I_x = \textcircled{y^2}$$

$$I_0 = \textcircled{r^2}$$

3D similar, except

$$I_z = \iiint_Q \underbrace{(x^2 + y^2)}_{\text{sq. dist. from } z\text{-axis}} \delta(x,y,z) dV, \text{ etc.}$$

17.7: Cyl. Cs ^{Cylindrical}

$$(r, \theta, z)$$

$\underbrace{\quad}_{\text{Polar}} \quad \underbrace{\quad}_{\text{Cartesian}}$

Basic graphs

$$dV = r \, dr \, d\theta \, dz$$

often

$$\int_R \left[\int_{z=?}^{z=?} dz \right] r \, dr \, d\theta$$

Sketch!
Think: Polar

17.8: SCs ^{Spherical}

$$(0, \infty) \quad (0, \pi]$$

$$(\rho, \phi, \theta)$$

Basic graphs

Sketch \rightarrow Formulas

$$\begin{cases} x = r \cos \theta = \rho \sin \phi \cos \theta \\ y = r \sin \theta = \rho \sin \phi \sin \theta \end{cases} \quad \text{y so sinful!}$$

$$\begin{cases} r = \rho \sin \phi \\ z = \rho \cos \phi \end{cases}$$

$$\begin{cases} \rho = \sqrt{x^2 + y^2 + z^2} \\ \phi = \cos^{-1}\left(\frac{z}{\rho}\right) \\ \tan \theta = \frac{y}{x}, \text{ watch } Q! \end{cases}$$

$$dV = \rho^2 \sin \phi \, d\rho \, d\phi \, d\theta$$

17.9: JACOBIANS, CHANGE OF VARIABLES

$$dA = \left| \begin{vmatrix} \frac{\partial x}{\partial u} & \frac{\partial y}{\partial u} \\ \frac{\partial x}{\partial v} & \frac{\partial y}{\partial v} \end{vmatrix} \right| du dv, \text{ where } \begin{cases} x = f(u, v) \\ y = g(u, v) \end{cases}, \left. \begin{matrix} 1-1 \\ (u, v) \leftrightarrow (x, y) \end{matrix} \right\}$$

$$dV = \left| \begin{matrix} \text{similar,} \\ 3 \times 3 \end{matrix} \right| du dv dw$$

Need new limits for \iint, \iiint } Influence
 $\rightarrow u, v, w$ for integrand } choice
of sub