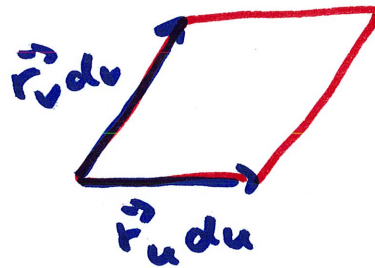
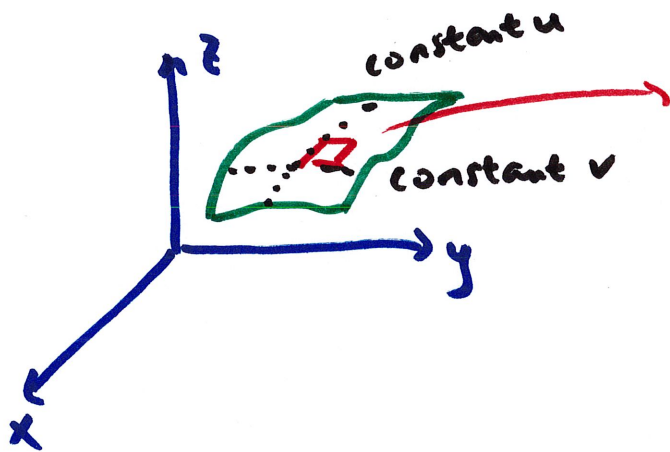


## 17.6 Surface Integrals (part 3)

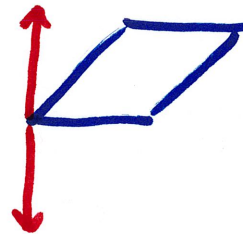
last two times: surface integral in scalar field

$$\iint_S f(x, y, z) \underbrace{|\vec{r}_u \times \vec{r}_v|}_{dS} dA$$

$dS$ : area of small patch of surface  $S$



$\vec{r}_u \times \vec{r}_v$  is the normal vector



$\vec{r}_v \times \vec{r}_u$  is also a normal vector but in opposite direction

in surface integral in scalar field, the order is irrelevant

$$|\vec{r}_u \times \vec{r}_v| = |\vec{r}_v \times \vec{r}_u|$$

but in a vector field, the direction of normal is important

which do we choose?

by convention, we choose the upward or outward pointing normal

→ we call the surface  $S$  positively-oriented

Surface integral in vector field:

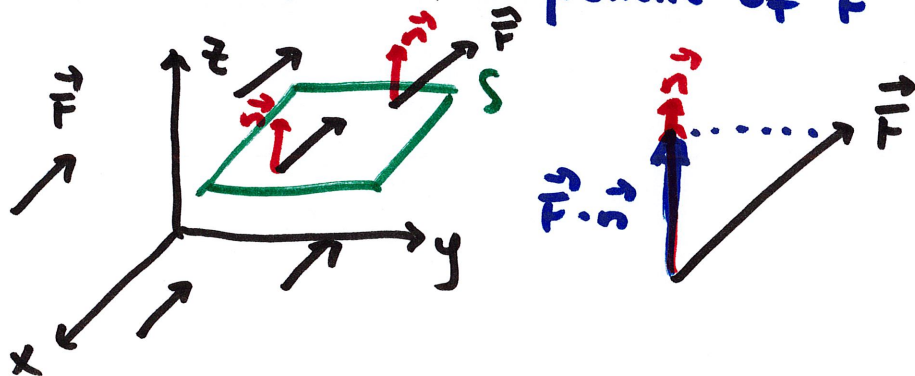
$$\iint_S \vec{F} \cdot \underbrace{d\vec{S}}_{\text{oriented surface}}$$

$$= \iint_S \vec{F} \cdot \vec{n} \, dS$$

unit normal  
with the correct  
orientation

this integral is often called the Flux Integral (for surface)

it accumulates the component of  $\vec{F}$  in the same direction as  $\vec{n}$



$\iint_S \vec{F} \cdot d\vec{S}$  gives us the amount of vector field flowing through  $S$ .

useful form of  $\iint_S \vec{F} \cdot d\vec{S} = \iint_S \vec{F} \cdot \vec{n} dS$

$$\vec{n} = \frac{\vec{r}_u \times \vec{r}_v}{|\vec{r}_u \times \vec{r}_v|} \quad \text{or} \quad \frac{\vec{r}_v \times \vec{r}_u}{|\vec{r}_v \times \vec{r}_u|}$$

whichever is in the right direction

$$dS = |\vec{r}_u \times \vec{r}_v| dA = |\vec{r}_v \times \vec{r}_u| dA$$

$$\iint_S \vec{F} \cdot d\vec{S} = \iint_S \vec{F} \cdot \vec{n} dS$$

$$= \iint_S \vec{F} \cdot \frac{\vec{r}_u \times \vec{r}_v}{|\vec{r}_u \times \vec{r}_v|} |\vec{r}_u \times \vec{r}_v| dA = \iint_R \vec{F} \cdot (\vec{r}_u \times \vec{r}_v) dA$$

$$\iint_R \vec{F} \cdot (\vec{r}_u \times \vec{r}_v) dA$$

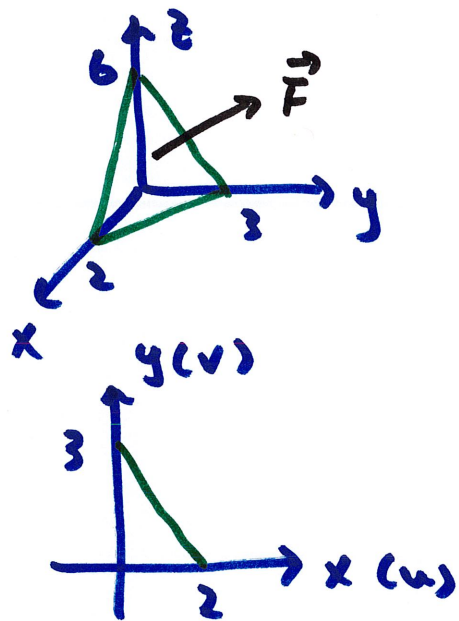
alternative form for  $z = z(x, y)$   
 $\vec{F} = \langle f, g, h \rangle$

$$\iint_S \vec{F} \cdot d\vec{S} = \iint_R (-f z_x - g z_y + h) dA$$

or  $\vec{r}_v \times \vec{r}_u$   
 whichever is in  
 the "positive"  
 direction

example  $\vec{F} = \langle x, y, z \rangle$

$S$ : plane  $3x + 2y + z = 6$  in the first octant  
normal vector is positive upward  
(if not stated, assume upward or outward)



first step: parametrize  $S$

$$\text{let } u = x, \quad v = y, \quad z = 6 - 3x - 2y$$
$$z = 6 - 3u - 2v$$

$$0 \leq u \leq 2$$

$$0 \leq v \leq 3 - \frac{3}{2}u$$

$$\vec{F}(u, v) = \langle u, v, 6 - 3u - 2v \rangle$$

$$\vec{r}_u = \langle 1, 0, -3 \rangle \quad \vec{r}_v = \langle 0, 1, -2 \rangle$$

$$\vec{r}_u \times \vec{r}_v = \langle 3, 2, 1 \rangle$$

is this upward

yes, because  $z$ -component  
is positive

if not, reverse order  
of cross-product



rewrite  $\vec{F}$  using  $x, y, z$  of parametrisation

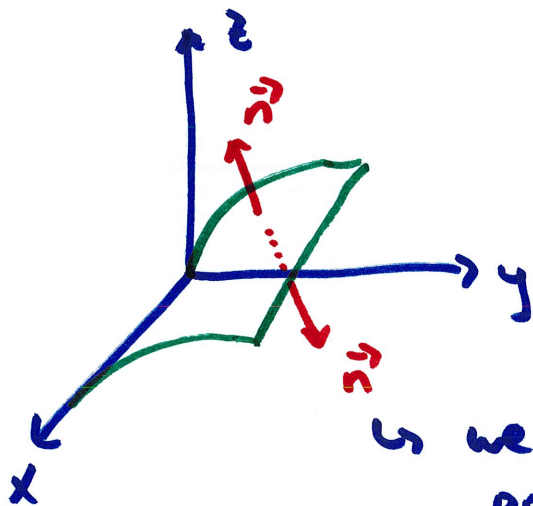
$$\vec{F} = \langle x, y, z \rangle = \langle u, v, 6-3u-2v \rangle$$


$$\begin{aligned} \iint_R \vec{F} \cdot (\vec{r}_u \times \vec{r}_v) dA &= \int_0^2 \int_0^{3-\frac{3}{2}u} \underbrace{\langle u, v, 6-3u-2v \rangle}_{\vec{F}} \cdot \underbrace{\langle 3, 2, 1 \rangle}_{\vec{r}_u \times \vec{r}_v} \underbrace{dv du}_{dA} \\ &= \int_0^2 \int_0^{3-\frac{3}{2}u} 6 \, dv du = \dots = \boxed{18} \end{aligned}$$

example  $\vec{F} = \langle -y, x, 1 \rangle$

$S$ : cylinder  $y = z^2$ ,  $0 \leq x \leq 3$ ,  $0 \leq z \leq 1$

normal is positive toward the positive  $y$ -axis



↳ we want this normal because it points toward positive  $y$ -axis

parameterize  $S$ :  $y = z^2$

we ~~give~~ are given

$$0 \leq x \leq 3, \quad 0 \leq z \leq 1$$

so it's convenient to use  $x, z$   
as parameters

so, choose  $u = x$ ,  $v = z$ , then  $y = z^2 = v^2$

$$\vec{r}(u, v) = \langle u, v^2, v \rangle \quad 0 \leq u \leq 3$$

$$0 \leq v \leq 1$$

$$\vec{r}_u = \langle 1, 0, 0 \rangle \quad \vec{r}_v = \langle 0, 2v, 1 \rangle$$

$$\vec{r}_u \times \vec{r}_v = \langle 0, -1, 2v \rangle \quad \text{is this "positive" (points towards positive } y\text{-axis)}$$

no, because  $y$ -component  $< 0$   
fix by reversing order

$$\text{want: } \vec{r}_v \times \vec{r}_u = \langle 0, 1, -2v \rangle$$

$$\vec{F} = \langle -y, x, 1 \rangle = \langle -v^2, u, 1 \rangle$$

$$\iint_R \vec{F} \cdot (\vec{r}_v \times \vec{r}_u) dA = \int_0^3 \int_0^1 \langle -v^2, u, 1 \rangle \cdot \langle 0, 1, -2v \rangle dv du$$

$$= \dots = \boxed{\frac{3}{2}}$$

positive means the net flow  
of  $\vec{F}$  is toward the direction  
of  $\vec{n}$

example  $\vec{F} = \frac{-\langle x, y, z \rangle}{(x^2 + y^2 + z^2)^{3/2}}$

$S$ : sphere radius  $a$   
normal pointing outward

parameterize  $S$ :  $S$  is sphere, makes sense to do in spherical  
 $\rho = \text{constant} = a$

so choose  $u = \phi$ ,  $v = \theta$

$$0 \leq u \leq \pi \quad 0 \leq v \leq 2\pi$$

$$\vec{r}(u, v) = \langle \underbrace{a \sin u \cos v}_{\rho \sin \phi \cos \theta}, a \sin u \sin v, a \cos u \rangle$$

$$\vec{r}_u = \langle a \cos u \cos v, a \cos u \sin v, -a \sin u \rangle$$

$$\vec{r}_v = \langle -a \sin u \sin v, a \sin u \cos v, 0 \rangle$$

$$\vec{r}_u \times \vec{r}_v = \langle a^2 \sin^2 u \cos v, a^2 \sin^2 u \sin v, a^2 \cos u \sin u \rangle$$

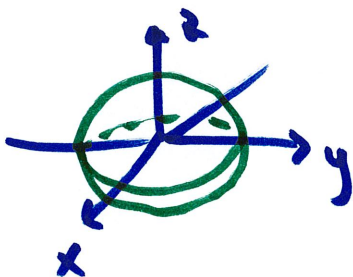
in first octant, all components  $\geq 0$

$\sin u > 0$ ,  $\cos v > 0$  so seems right

then choose another octant to check

pointing out?

yes





$$\vec{F} = \frac{-\langle x, y, z \rangle}{\underbrace{(x^2 + y^2 + z^2)^{3/2}}_{\rho^2 = a^2}} = \frac{-\langle a \sin u \cos v, a \sin u \sin v, a \cos u \rangle}{a^3}$$

$$\int_0^{2\pi} \int_0^\pi \vec{F} \cdot \underbrace{(\vec{r}_u \times \vec{r}_v)}_{\text{on last page}} du dv = \dots = \boxed{-4\pi}$$