

17.6 Surface Integrals (part 2)

last time: $\iint_S g(x, y, z) dS = \iint_S g(u, v) |\vec{r}_u \times \vec{r}_v| dA$

\swarrow $du dv$ or $dv du$

general formula, works in any coordinate system

often we use Cartesian: $u=x$, $v=y$, the resulting formula is useful to know

Surface S : $\vec{r}(u, v) = \vec{r}(x, y) = \langle x, y, \overbrace{f(x, y)}^z \rangle$

$$\vec{r}_u = \vec{r}_x = \langle 1, 0, f_x \rangle$$

$$\vec{r}_v = \vec{r}_y = \langle 0, 1, f_y \rangle$$

$$\vec{r}_u \times \vec{r}_v = \langle -f_x, -f_y, 1 \rangle$$

$$|\vec{r}_u \times \vec{r}_v| = \sqrt{1 + f_x^2 + f_y^2}$$

$$dS = \sqrt{1 + f_x^2 + f_y^2} \underbrace{dy dx}_{\text{or } dx dy}$$

→ area of a small patch of S

notice similarity to length of

curve $L = \int_a^b \sqrt{1 + \left(\frac{dy}{dx}\right)^2} dx$

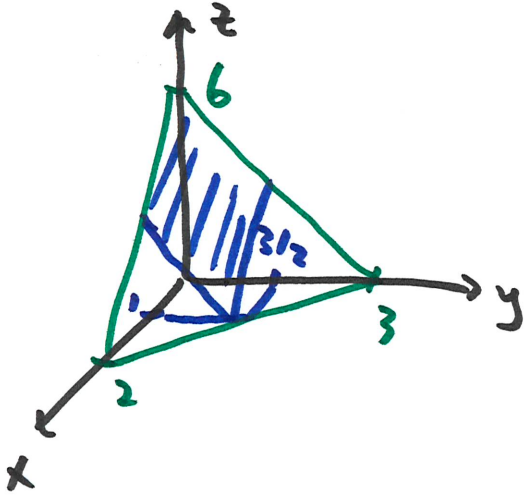
if $y=f(x)$

so, in Cartesian, the surface integral can be written as

$$\boxed{\iint_R g(x, y, z) \sqrt{1 + f_x^2 + f_y^2} dA}$$

Example $\iint_S (x+y) dS$

$S: z = 6 - 3x - 2y$ above the rectangle
 $0 \leq x \leq 1, \quad 0 \leq y \leq 3/2$



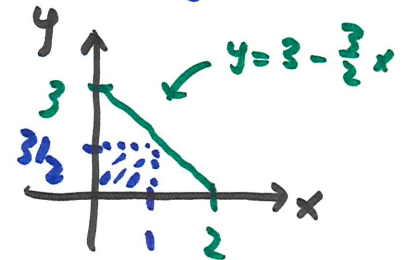
Surface: $z = f(x, y) = 6 - 3x - 2y$

$f_x = -3 \quad f_y = -2$

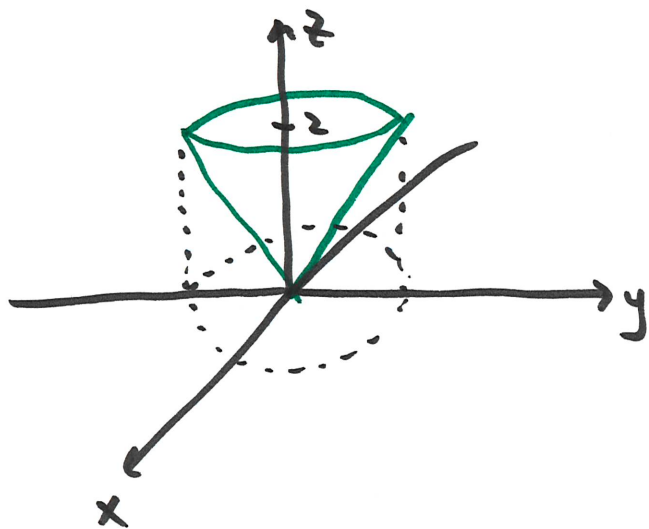
$dS = \sqrt{1 + f_x^2 + f_y^2} dA = \sqrt{14} dy dx$

$\iint_S (x+y) dS = \int_0^1 \int_0^{3/2} (x+y) \sqrt{14} dy dx$

$= \dots = \frac{15\sqrt{14}}{8}$

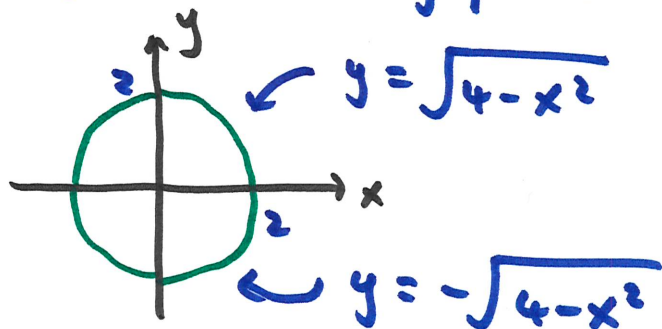


Example Find the surface area of $z^2 = x^2 + y^2$ $0 \leq z \leq 2$



$$z = f(x, y) = \sqrt{x^2 + y^2}$$

projection onto xy -plane



$$-2 \leq x \leq 2 \quad -\sqrt{4-x^2} \leq y \leq \sqrt{4-x^2}$$

$$dS = \sqrt{1 + f_x^2 + f_y^2} dA$$

$$f_x = \frac{x}{\sqrt{x^2 + y^2}}$$

$$f_y = \frac{y}{\sqrt{x^2 + y^2}}$$

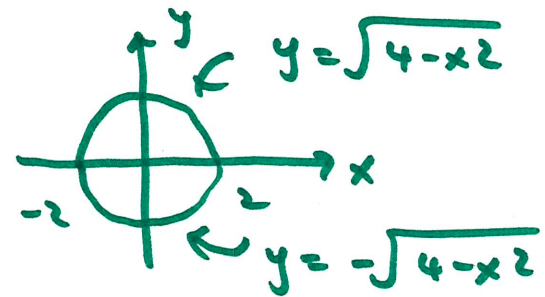
$$= \sqrt{1 + \frac{x^2}{(\sqrt{x^2 + y^2})^2} + \frac{y^2}{(\sqrt{x^2 + y^2})^2}} = \sqrt{\frac{2(x^2 + y^2)}{x^2 + y^2}} = \sqrt{2}$$

$$dS = \sqrt{2} dy dx$$

Surface area: $\int_{-2}^2 \int_{-\sqrt{4-x^2}}^{\sqrt{4-x^2}} \sqrt{2} \, dy \, dx$

$$= \sqrt{2} \int_{-2}^2 \int_{-\sqrt{4-x^2}}^{\sqrt{4-x^2}} dy \, dx$$

geometric interpretation:
 area of circle radius 2
 $= \pi(2)^2 = 4\pi$



$$= \sqrt{2} \cdot 4\pi = \boxed{4\sqrt{2}\pi}$$

alternative: change to polar

$$\sqrt{2} \int_{-2}^2 \int_{-\sqrt{4-x^2}}^{\sqrt{4-x^2}} dy \, dx = \sqrt{2} \int_0^{2\pi} \int_0^2 r \, dr \, d\theta$$

$$= \boxed{4\sqrt{2}\pi}$$

because
 $dA = r \, dr \, d\theta$
 in polar

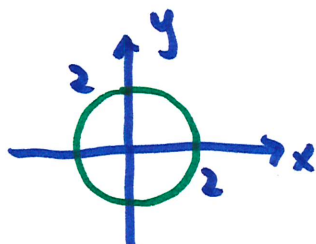
$dS = \sqrt{1 + f_x^2 + f_y^2} dA$ is assumed to be in Cartesian

if we change to anything else, we need to manually adjust dA

but $dS = |\vec{r}_u \times \vec{r}_v| dA$ ALWAYS accounts for dA automatically

example (same cone) $z^2 = x^2 + y^2 \rightarrow 0 \leq z \leq 2$

now let's parametrize in cylindrical $\rightarrow z = \sqrt{x^2 + y^2} \rightarrow z = \sqrt{r^2} = r$



$$0 \leq r \leq 2$$

$$0 \leq \theta \leq 2\pi$$

$$0 \leq u \leq 2$$

$$0 \leq v \leq 2\pi$$

$$u = r, \quad v = \theta$$

$$x = r \cos \theta = u \cos v$$

$$y = r \sin \theta = u \sin v$$

$$z = z = r = u$$

$$\vec{r}(u, v) = \langle u \cos v, u \sin v, u \rangle$$

$$\vec{r}_u = \langle \cos v, \sin v, 1 \rangle$$

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

$$\left. \begin{array}{l} \vec{r}_u = \langle \cos v, \sin v, 1 \rangle \\ \vec{r}_v = \langle -u \sin v, u \cos v, 0 \rangle \end{array} \right\} \vec{r}_u \times \vec{r}_v = \langle -u \cos v, -u \sin v, u \rangle$$

$$|\vec{r}_u \times \vec{r}_v| = \sqrt{2} u$$

$$dS = |\vec{r}_u \times \vec{r}_v| dA = \sqrt{2} u \underbrace{r dr d\theta}_{du dv}$$

notice $|\vec{r}_u \times \vec{r}_v|$ ALWAYS provides the "missing" piece in dA

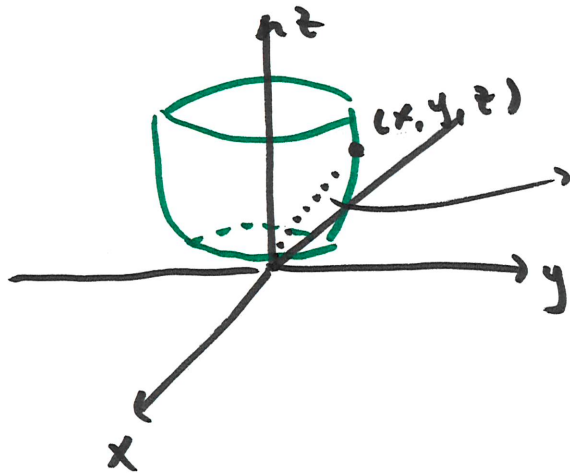
we can calculate the average value of $f(x,y,z)$ on surface S

$$\text{using } f_{\text{avg}} = \frac{\iint_S f \, dS}{\iint_S dS}$$

physically meaning: $\iint_S f \, dS = \text{mass}$ if f is density

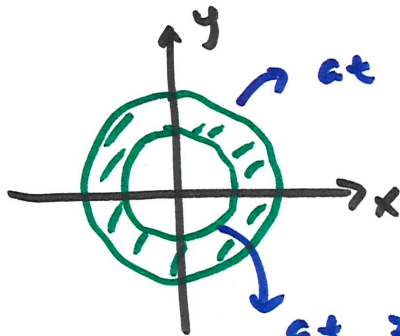
$f_{\text{avg}} \underbrace{\iint_S dS}_{\text{surface area}} = \text{mass with constant density } f_{\text{avg}} \text{ over the same surface}$

example Find the average distance of points on $z = x^2 + y^2$, $1 \leq z \leq 4$ from the origin



$d = \sqrt{x^2 + y^2 + z^2}$ distance from $(0,0,0)$
 this is the function to average

parametrize. coord. sys? cylindrical is good.



at $z=4 \rightarrow x^2 + y^2 = 4$
 $r^2 = 4 \rightarrow r = 2$

at $z=1 \rightarrow r=1$

$1 \leq r \leq 2$

$0 \leq \theta \leq 2\pi$

$u = r$

$v = \theta$

$1 \leq u \leq 2$

$0 \leq v \leq 2\pi$

$\vec{r}(u, v) = \langle u \cos v, u \sin v, u^2 \rangle$

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

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

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

$$|\vec{r}_u \times \vec{r}_v| = \dots = u \sqrt{1+4u^2}$$

$$f_{\text{avg}} = \frac{\iint_S f \, dS}{\iint_S dS}$$

$$\iint_S f \, dS = \int_0^{2\pi} \int_1^2 \underbrace{\sqrt{u^2+u^4}}_{d = \sqrt{x^2+y^2+z^2}} \cdot \underbrace{u \sqrt{1+4u^2}}_{dS} \, du \, dv = \dots = 2\pi \quad (15.21)$$

$$\iint_S dS = \int_0^{2\pi} \int_1^2 u \sqrt{1+4u^2} \, du \, dv = \dots = 2\pi \quad (4.91)$$

$$f_{\text{avg}} = \frac{2\pi (15.21)}{2\pi (4.91)} \approx 3.1$$