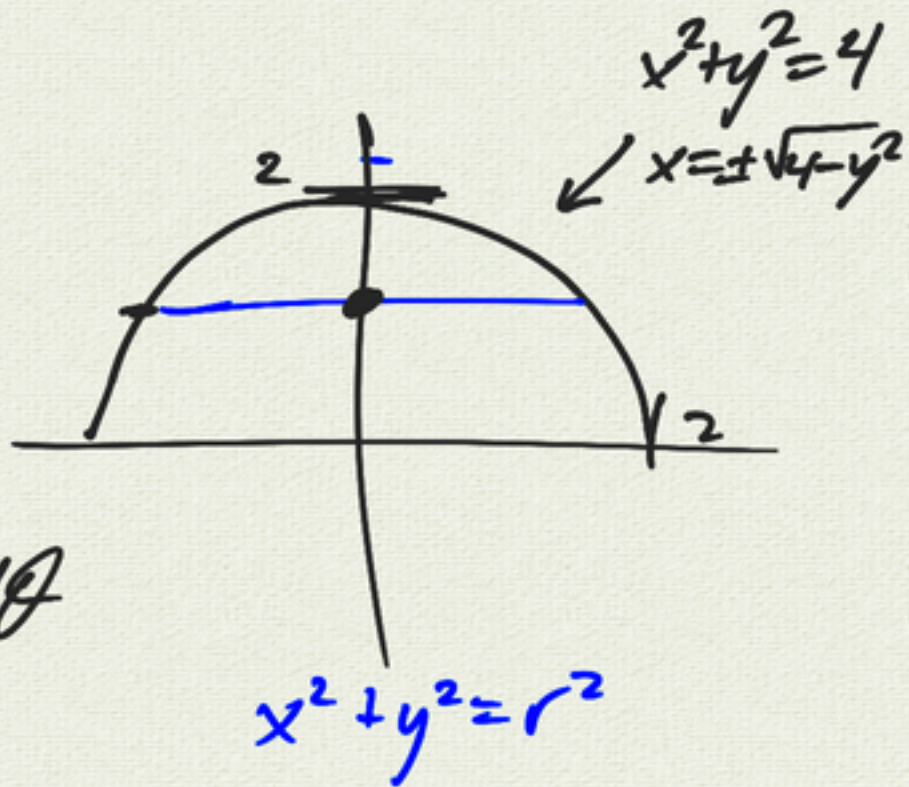


149

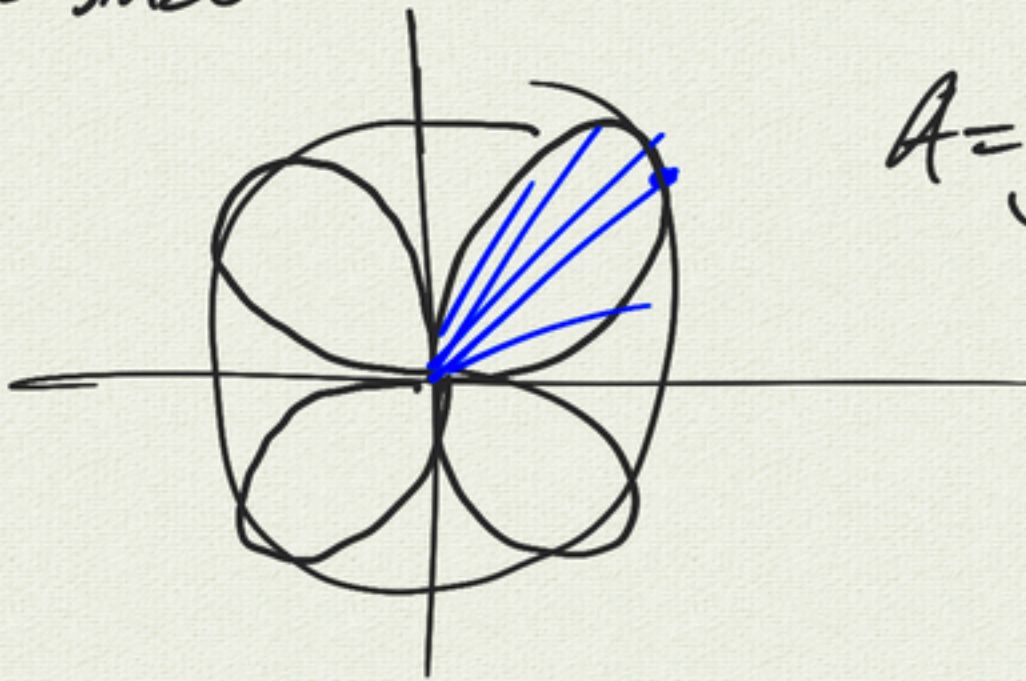
$$\int_0^2 \int_{-\sqrt{4-y^2}}^{\sqrt{4-y^2}} (x^2+y^2)^2 dx dy$$

$$= \int_0^{\pi} \int_0^2 (r^2)^2 r dr d\theta$$



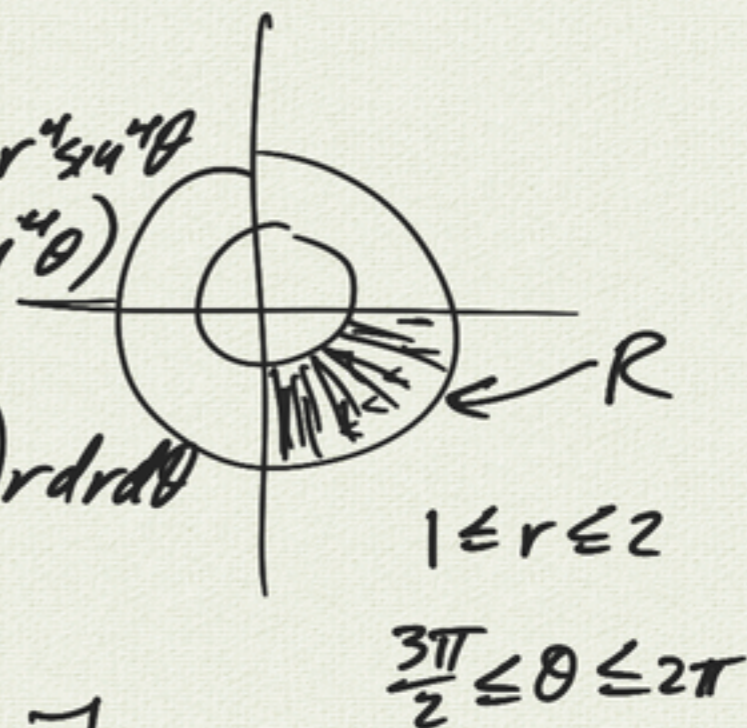
155

$$r = \sin 2\theta$$



$$A = \int_0^{2\pi} \int_0^{\sin 2\theta} \underbrace{r dr d\theta}_{dA}$$
$$= \pi/2$$

137 $f(x,y) = x^4 + y^4 = r^4 \cos^4 \theta + r^4 \sin^4 \theta = r^4 (\cos^4 \theta + \sin^4 \theta)$



$$\iint_R f(x,y) dA = \int_{3\pi/2}^{2\pi} \int_1^2 r^4 (\cos^4 \theta + \sin^4 \theta) r dr d\theta$$

$$= \int_{3\pi/2}^{2\pi} (\cos^4 \theta + \sin^4 \theta) \left[\int_1^2 r^5 dr \right] d\theta$$

$$= \frac{21}{2} \int_{3\pi/2}^{2\pi} (\cos^4 \theta + \sin^4 \theta) d\theta$$

$$\frac{r^6}{6} \Big|_1^2 = \frac{1}{6} [2^6 - 1] = \frac{63}{6} = \frac{21}{2}$$

$$\int_{3\pi/2}^{2\pi} \cos^4 \theta d\theta$$

$$\cos^2 \theta = \frac{1}{2} (1 + \cos 2\theta)$$

$$= \int_{3\pi/2}^{2\pi} \frac{1}{4} (1 + \cos 2\theta)^2 d\theta$$

$$= \frac{1}{4} \int_{3\pi/2}^{2\pi} (1 + 2\cos 2\theta + \cos^2 2\theta) d\theta$$

0 ← check

$$= \frac{1}{4} \left(\frac{\pi}{2} \right) + \frac{1}{4} \int_{3\pi/2}^{2\pi} \frac{1}{2} (1 + \cos 4\theta) d\theta$$

$$= \frac{1}{4} \left(\frac{\pi}{2} \right) + \frac{1}{8} \left(\frac{\pi}{2} \right)$$

$$= \frac{3\pi}{16}$$

also: $\int_{3\pi/2}^{2\pi} \sin^4 \theta d\theta = \frac{3\pi}{16}$

final: $\frac{21}{2} \left(\frac{3\pi}{16} \cdot 2 \right) = \frac{63\pi}{16}$

5.5 Parametric surfaces

geometry: cylinder

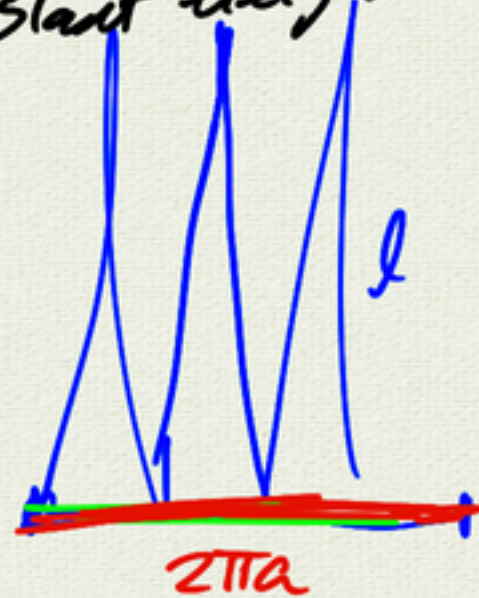


$$SA = 2\pi a h$$

cone

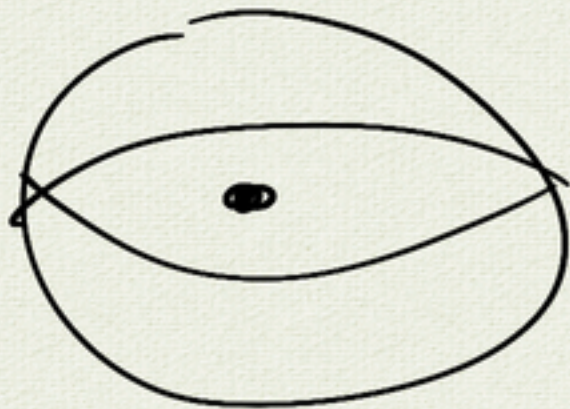
$$l^2 = h^2 + a^2$$

l slant height



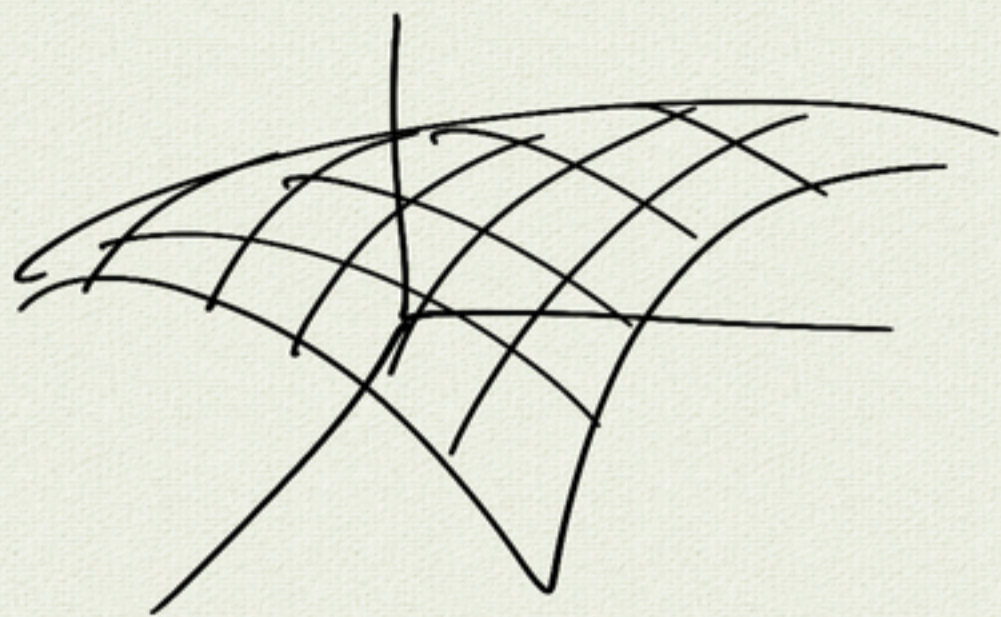
$$SA = \frac{1}{2} (2\pi a) l = \pi a l$$

sphere



$$V = \frac{4}{3} \pi r^3$$
$$\Rightarrow SA = 4\pi r^2$$

Surfaces: $z = f(x, y)$



but:

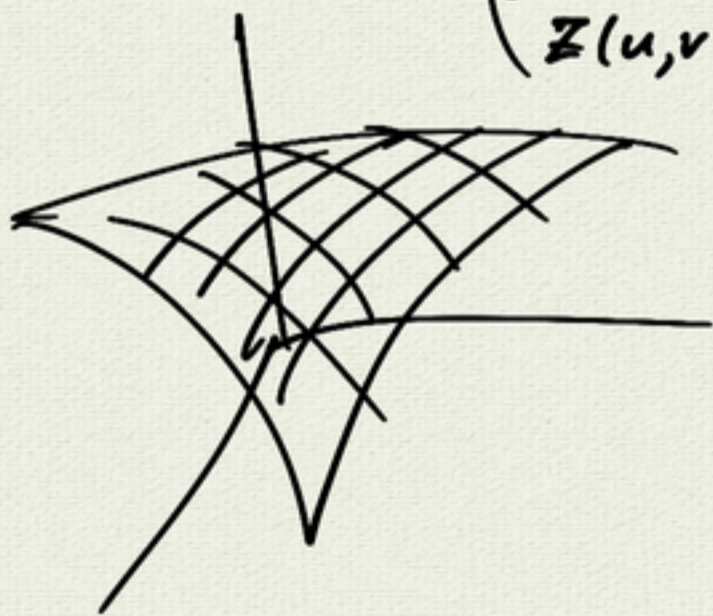
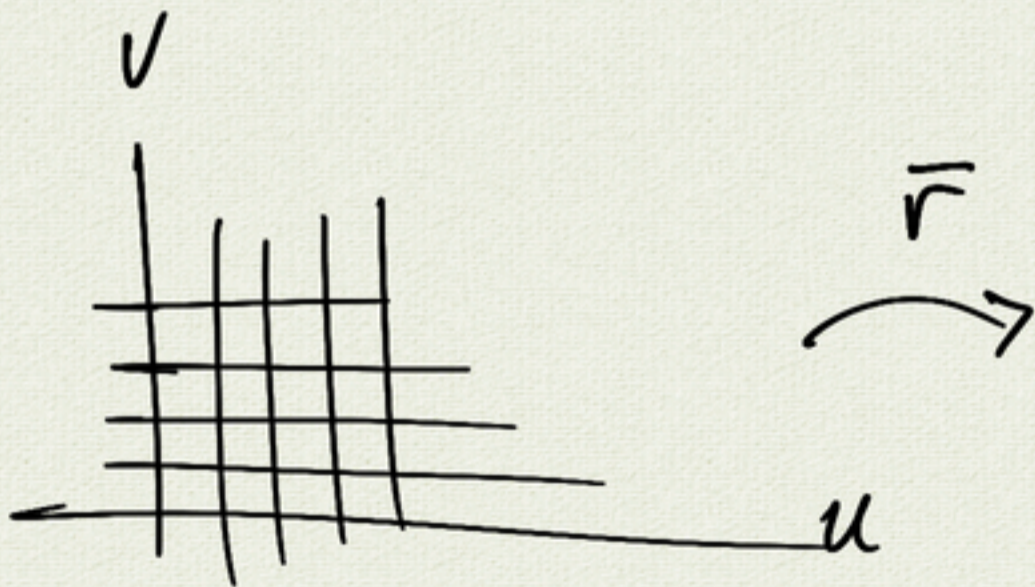
?



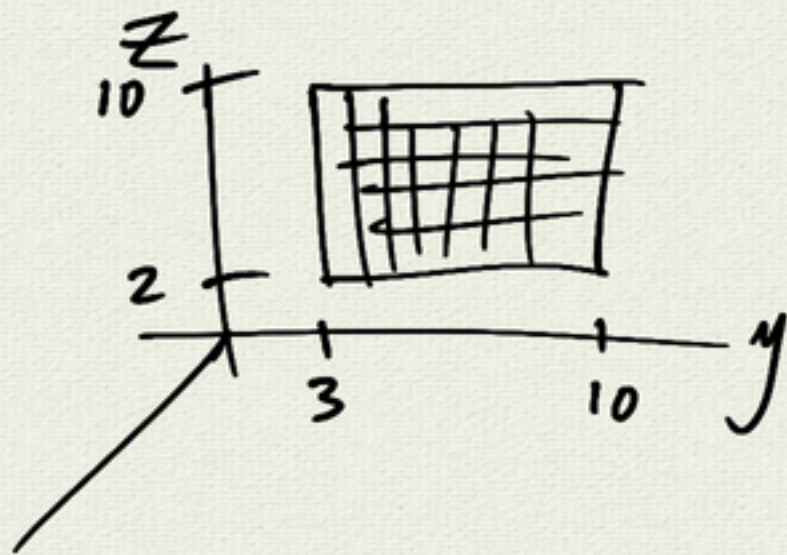
⇒ parametrize
with 2 variables

$$\vec{r}(x, y) = \begin{pmatrix} x \\ y \\ f(x, y) \end{pmatrix}$$

$$\vec{r}(u, v) = \begin{pmatrix} x(u, v) \\ y(u, v) \\ z(u, v) \end{pmatrix}$$



curve $\vec{r}(t) = \begin{pmatrix} x(t) \\ y(t) \\ z(t) \end{pmatrix}$



think: $u=y$
 $v=z$
 $x=0$

$$\Rightarrow \vec{r}(u, v) = \begin{pmatrix} 0 \\ u \\ v \end{pmatrix}$$

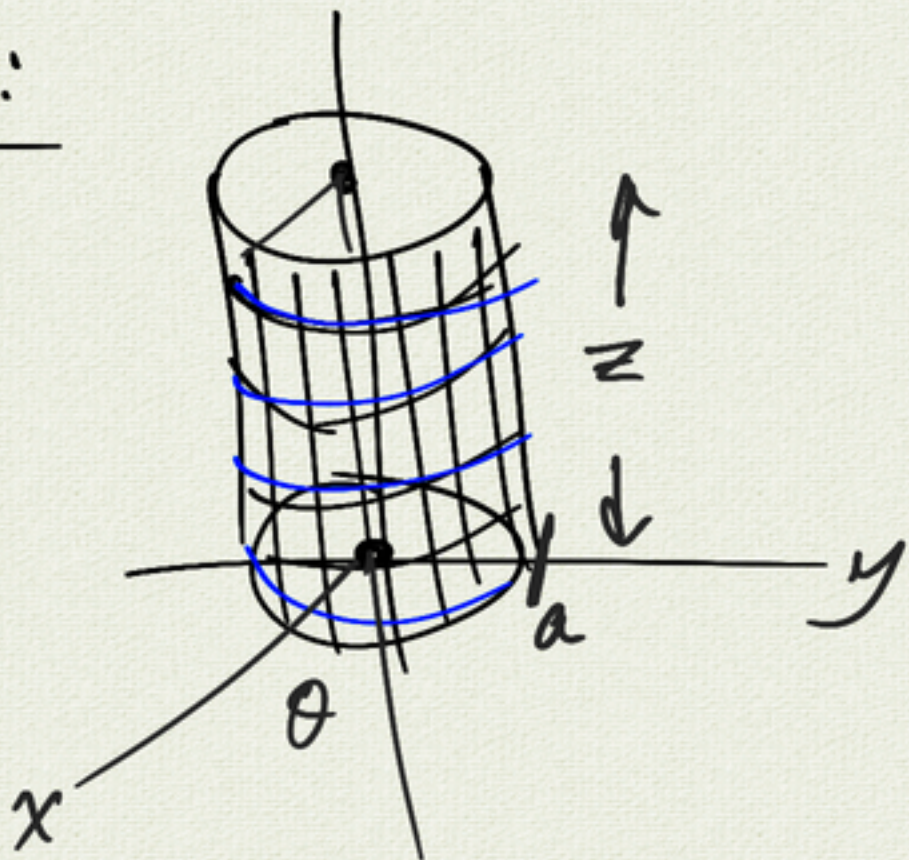
$$3 \leq u \leq 10$$

$$2 \leq v \leq 10$$

more natural \Rightarrow

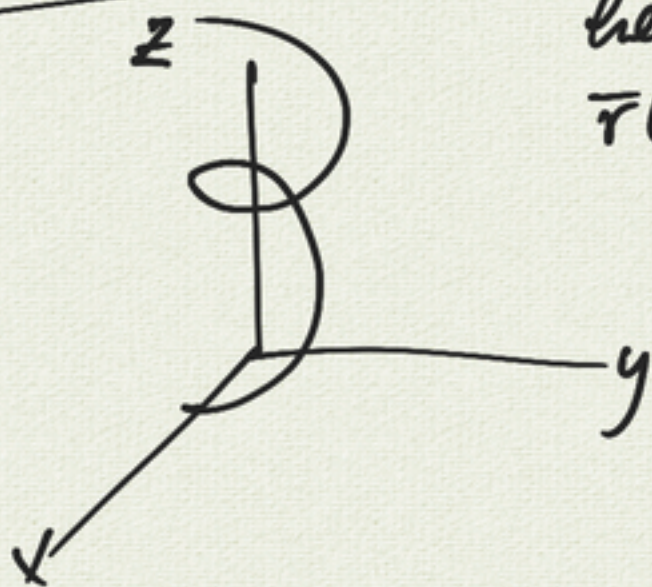
$$\vec{r}(y, z) = \begin{pmatrix} 0 \\ y \\ z \end{pmatrix}$$

cylinder :



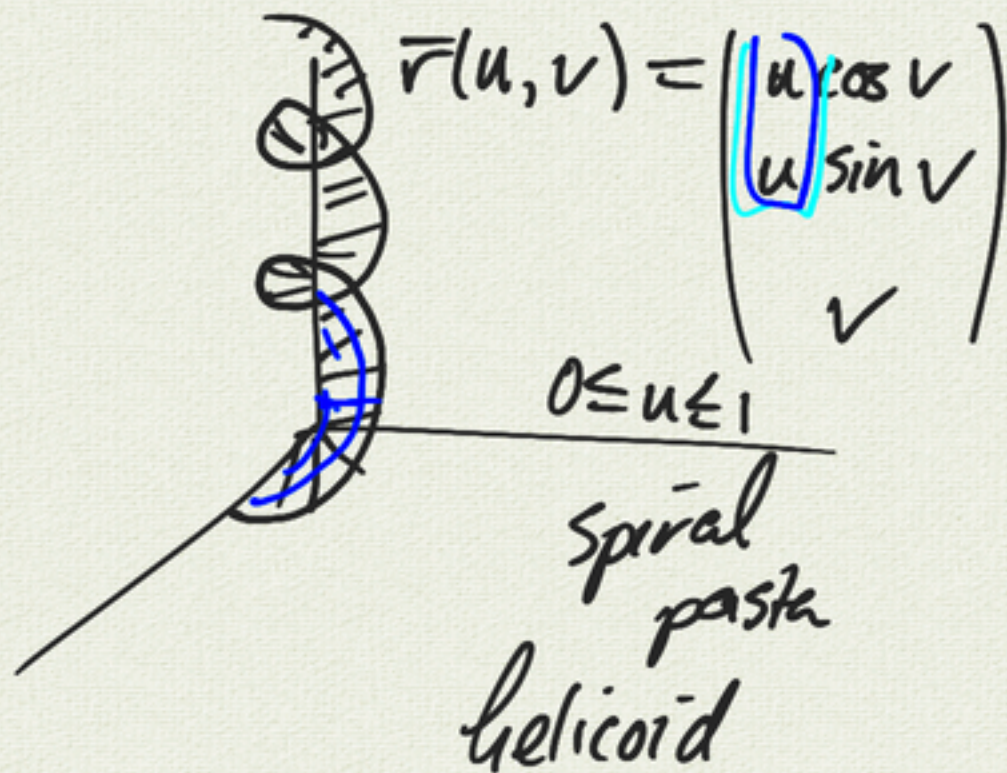
$$\vec{r}(\theta, z) = \begin{pmatrix} a \cos \theta \\ a \sin \theta \\ z \end{pmatrix}$$

$$F: \mathbb{R}^2 \rightarrow \mathbb{R}^3$$
$$(\theta, z) \mapsto (x, y, z)$$

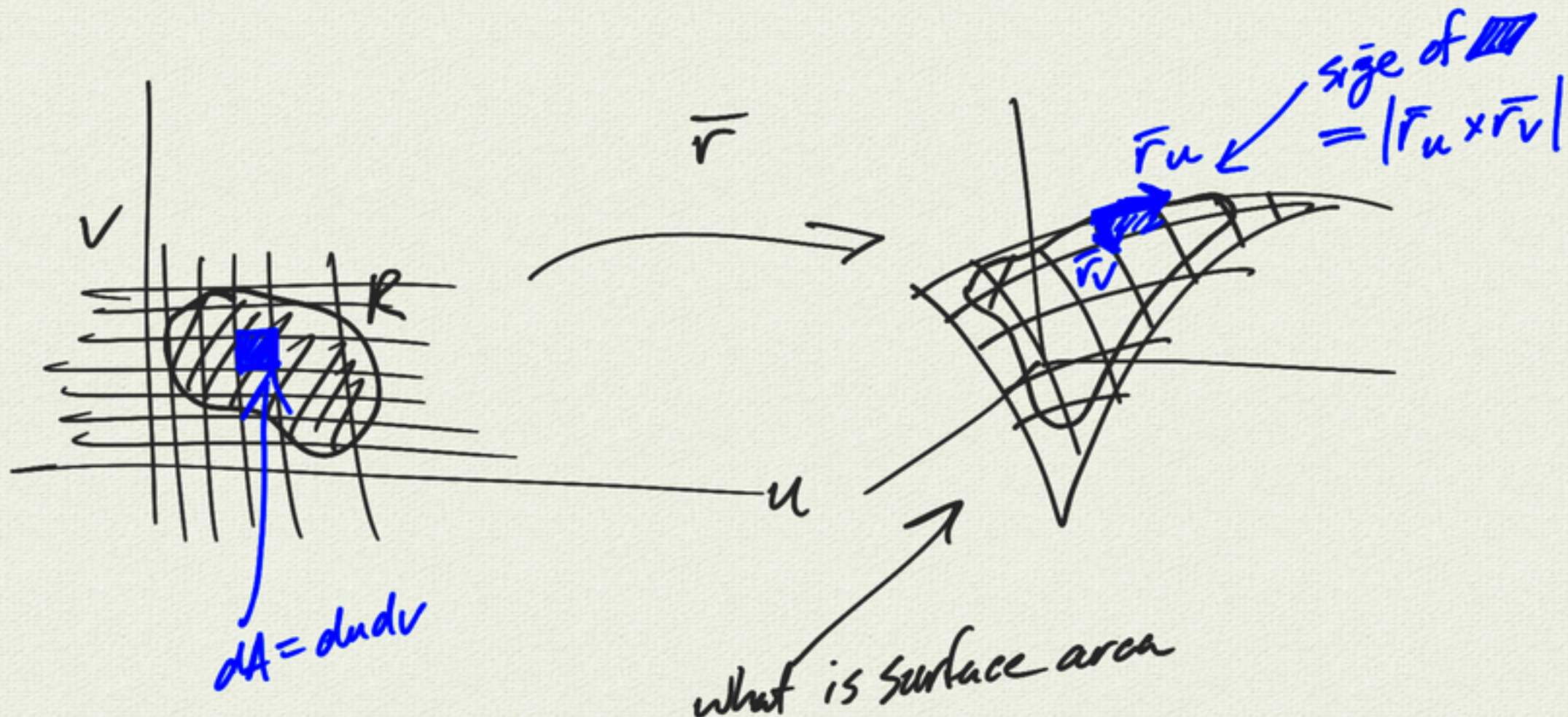


helix

$$\vec{r}(t) = \begin{pmatrix} \cos t \\ \sin t \\ t \end{pmatrix}$$

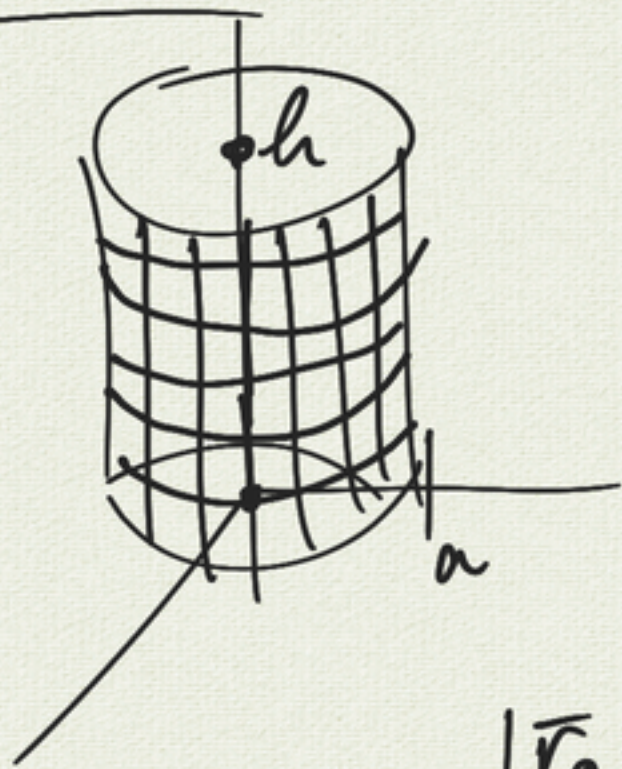


$$\vec{r}(u, v) = \begin{pmatrix} u \cos v \\ u \sin v \\ v \end{pmatrix}$$



$$SA = \iint_R |\vec{r}_u \times \vec{r}_v| du dv$$

cylinder



$$\vec{r}(\theta, z) = \begin{pmatrix} a \cos \theta \\ a \sin \theta \\ z \end{pmatrix}$$

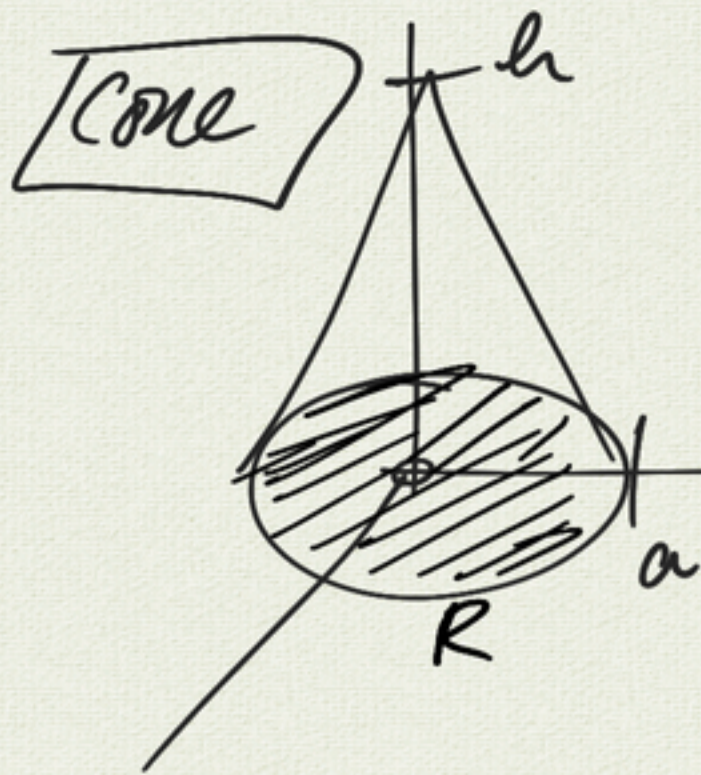
$$SA = \iint_R |\vec{r}_\theta \times \vec{r}_z| d\theta dz$$

$$|\vec{r}_\theta \times \vec{r}_z| = \begin{vmatrix} i & j & k \\ a \sin \theta & a \cos \theta & 0 \\ 0 & 0 & 1 \end{vmatrix}$$

$$= |\langle a \cos \theta, +a \sin \theta, 0 \rangle|$$

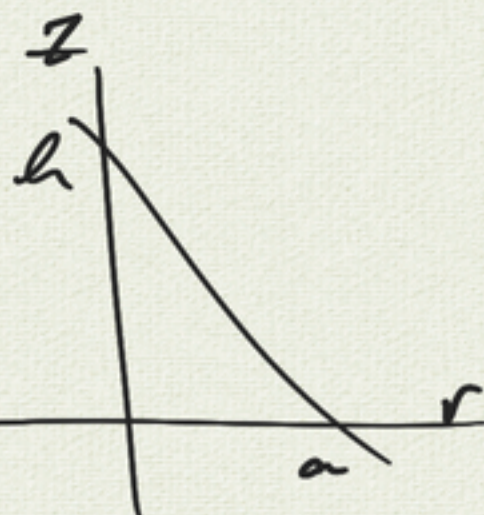
$$SA = \int_0^h \int_0^{2\pi} a d\theta dz = a$$

$$= 2\pi a h$$



$$z = h - \frac{h}{a} r$$

$$z = h - \frac{h}{a} \sqrt{x^2 + y^2}$$



$$\vec{r}(x, y) = \begin{pmatrix} x \\ y \\ h - \frac{h}{a} \sqrt{x^2 + y^2} \end{pmatrix}$$

$$f(x, y) = h - \frac{h}{a} \sqrt{x^2 + y^2}$$

$$f_x = -\frac{h}{a} \frac{1}{2} \frac{2x}{\sqrt{x^2 + y^2}}$$

$$= -\frac{h}{a} \frac{x}{\sqrt{x^2 + y^2}}$$

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

$$|\vec{r}_x \times \vec{r}_y| = \begin{vmatrix} i & j & k \\ 1 & 0 & -\frac{h}{a} \frac{x}{r} \\ 0 & 1 & -\frac{h}{a} \frac{y}{r} \end{vmatrix}$$

$$= \left| \left\langle \frac{h}{a} \frac{x}{r}, \frac{h}{a} \frac{y}{r}, 1 \right\rangle \right|$$

$$= \sqrt{1 + \frac{h^2}{a^2} \frac{x^2 + y^2}{r^2}}$$

$$= \sqrt{\frac{a^2 + h^2}{a^2}} = \frac{l}{a} \leftarrow \text{slant height}$$

$$SA = \iint_R |\vec{r}_x \times \vec{r}_y| dx dy$$

$$= \iint_R \frac{l}{a} dx dy$$

$$= \frac{l}{a} \iint_R dx dy$$

$\pi a^2 \leftarrow$ area of circle radius a

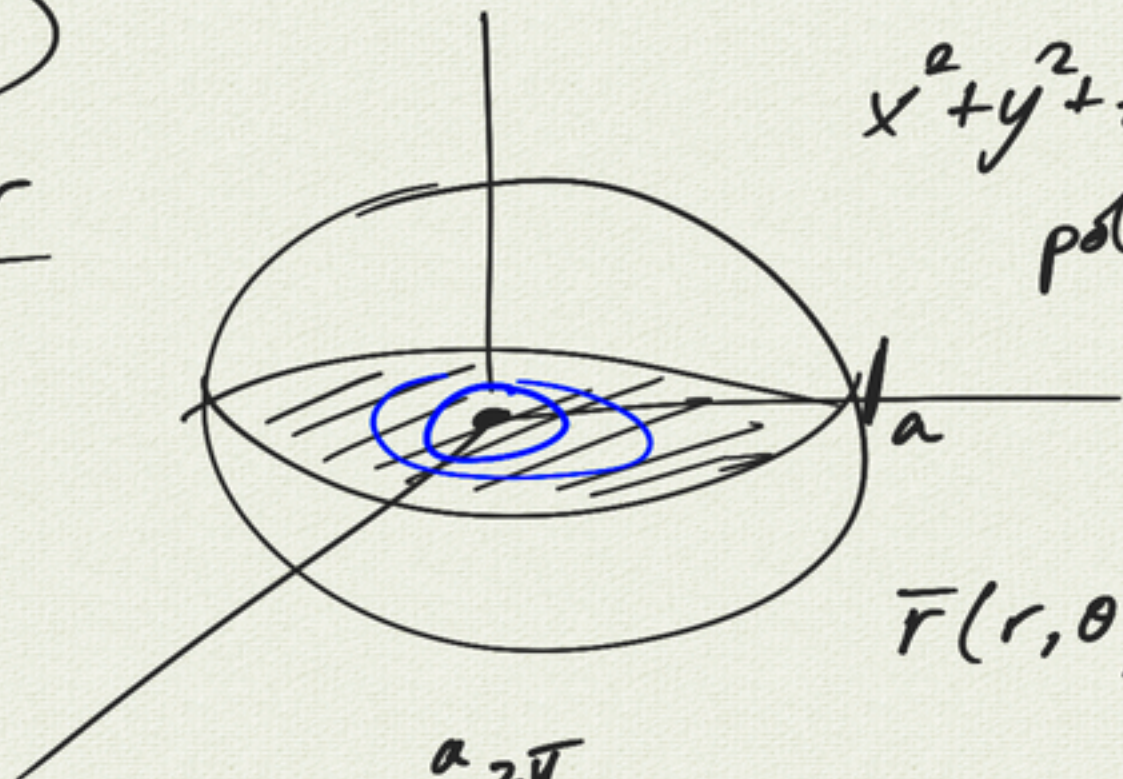
$$= \pi a l$$

optional: do this in polar

$$\Rightarrow |\vec{r}_r \times \vec{r}_\theta| = r \frac{l}{a}$$

$$\Rightarrow SA = \iint \frac{l}{a} r \cdot dr d\theta$$

Sphere
polar



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

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

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

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

$$\vec{r}(r, \theta) = \begin{pmatrix} r \cos \theta \\ r \sin \theta \\ \sqrt{a^2 - r^2} \end{pmatrix}$$

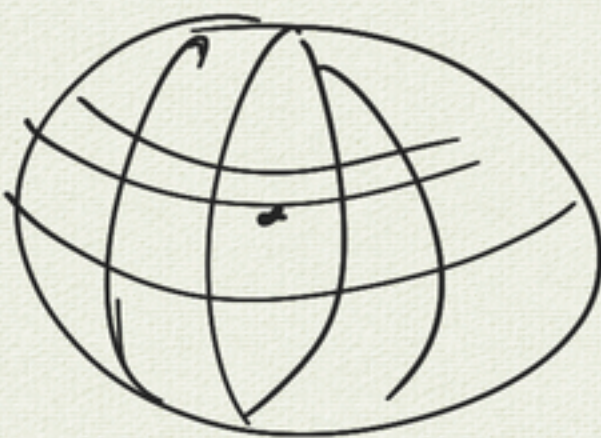
$$\Rightarrow SA = \int_0^a \int_0^{2\pi} |\vec{r}_r \times \vec{r}_\theta| \, d\theta \, dr$$

rect

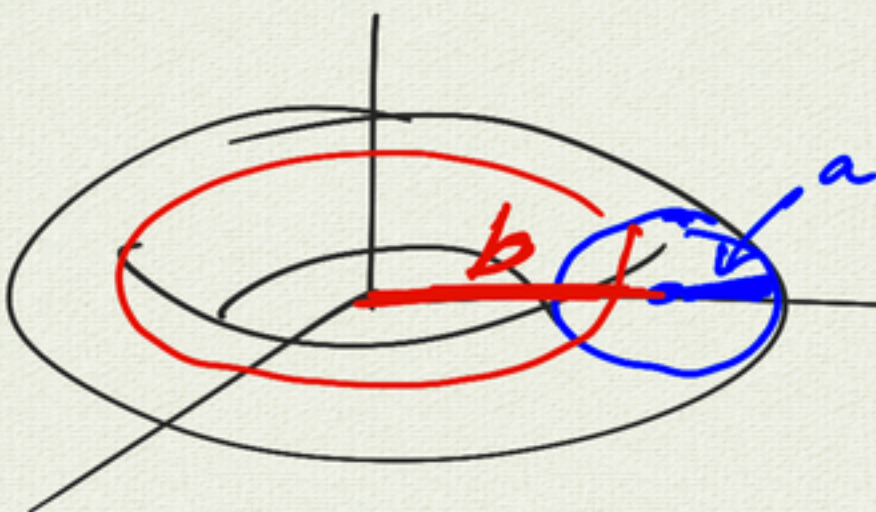
$$\vec{r}(x, y) = \begin{pmatrix} x \\ y \\ \sqrt{a^2 - x^2 - y^2} \end{pmatrix}$$

$$\Rightarrow SA = \iint_{\{x^2 + y^2 \leq a^2\}} |\vec{r}_x \times \vec{r}_y| \, dx \, dy$$

2 things to think about:



Spherical parametrization of surface of sphere



torus = donut
parametrize this!

