

Surface integrals, section 16.7

If $\vec{r}(u,v)$ is a surface, $\text{area} = \iint_R |\vec{r}_u \times \vec{r}_v| du dv$.
 $\underbrace{|\vec{r}_u \times \vec{r}_v|}_{\text{area of a tiny parallelogram. — called } dS} du dv$.
 $\left. \begin{array}{l} ds = \text{small} \\ \text{length along} \\ \text{a curve.} \end{array} \right\}$

Area = $\iint_R 1 dS$ — remember $\iint_R 1 dA = \text{area of } R$.
 $\downarrow$
 $dx dy$

Given $f(x,y,z)$: $\iint_R f(x,y,z) dS = \iint_R f(x(u,v), y(u,v), z(u,v)) |\vec{r}_u \times \vec{r}_v| du dv$
 $\vec{r}(u,v) = \langle x(u,v), y(u,v), z(u,v) \rangle$

Suppose a surface has density $\sigma(x,y,z)$. Total mass of surface:

$$M = \iint_R \underbrace{\sigma(x,y,z)}_{\text{density}} \underbrace{dS}_{\text{area}} = \int_0^{2\pi} \int_0^{\pi} (2\cos u)^2 a^2 \sin u du dv$$

tiny mass

Suppose sphere $x^2 + y^2 + z^2 = 4$ has $\sigma = z^2$.

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

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

$\vec{r}_v = \langle -2\sin u \sin v, 2\sin u \cos v, 0 \rangle$

$\vec{r}_u \times \vec{r}_v = \langle 4\sin^2 u \cos v, 4\sin^2 u \sin v, 4\cos u \sin u \rangle$

$|\vec{r}_u \times \vec{r}_v| = a^2 \sin u$.

Suppose $\vec{F}$ is a vector field representing the velocity of a fluid in motion.

We have a surface. How fast is fluid flowing through the surface?

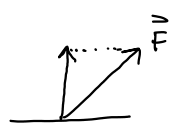
We look at a small patch of surface, bounded by $\vec{r}_u du$ & $\vec{r}_v dv$.



How fast is fluid moving in a $\perp$ direction across this patch?



Need: vector representing the component of velocity $\perp$ to the surface.

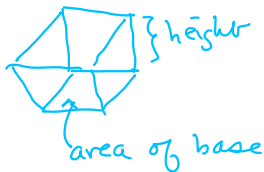


$\vec{r}_u \times \vec{r}_v$ is $\perp$ to surface.

Scalar projection: $\frac{\vec{F} \cdot (\vec{r}_u \times \vec{r}_v)}{|\vec{r}_u \times \vec{r}_v|} = \vec{F} \cdot \vec{N}$



$\vec{F} \cdot \vec{N}$



$\underbrace{\vec{F} \cdot \vec{N}}_{\text{height}} \underbrace{|\vec{r}_u \times \vec{r}_v|}_{\text{area}} d u d v$

Total = $\iint_R \vec{F} \cdot \vec{N} |\vec{r}_u \times \vec{r}_v| d u d v = \iint_R \vec{F} \cdot \langle \vec{r}_u \times \vec{r}_v \rangle d u d v = \underline{\text{flux.}}$

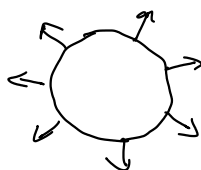
$\vec{N} |\vec{r}_u \times \vec{r}_v| = \frac{\vec{r}_u \times \vec{r}_v}{|\vec{r}_u \times \vec{r}_v|} |\vec{r}_u \times \vec{r}_v| = \vec{r}_u \times \vec{r}_v$

We want positive flux to represent flux in one direction through the surface.

We need $\vec{N}$ to point the same direction through the surface at every point.



To compute flux through the surface of a sphere — choose either in or out.



This all makes sense as long as the surface has 2 sides. Such a surface is an orientable surface.

Sphere of radius 2. $\vec{F} = \langle x, -y, z^2 \rangle$, $r = \langle 2 \sin u \cos v, 2 \sin u \sin v, 2 \cos u \rangle$

$\vec{r}_u \times \vec{r}_v = \langle 4 \sin^2 u \cos v, 4 \sin^2 u \sin v, 4 \cos u \sin u \rangle$, $0 \leq v \leq 2\pi$, $0 \leq u \leq \pi$

Flux outward: z -coordinate = $4 \cos u \sin u$

Top hemisphere: $0 \leq u < \frac{\pi}{2}$: $\cos u$ & $\sin u$ are positive, so z is pos.

Bottom hemisphere: $\frac{\pi}{2} < u \leq \pi$: $\cos u < 0$, $\sin u > 0$, z is negative.

$$\text{Flux} = \int_0^{2\pi} \int_0^{\pi} \langle 2 \sin u \cos v, -2 \sin u \sin v, (2 \cos u)^2 \rangle \cdot \langle 4 \sin^2 u \cos v, 4 \sin^2 u \sin v, 4 \cos u \sin u \rangle du dv$$

$$= \int_0^{2\pi} \int_0^{\pi} \underbrace{8 \sin^3 u \cos^2 v - 8 \sin^3 u \sin^2 v}_{8 \sin^3 u (\cos^2 v - \sin^2 v)} + 4 \cos^3 u \sin u \, du dv$$

$$w = \cos u$$

$$dw = -\sin u \, du$$

$$\underbrace{8 \sin^3 u (\cos^2 v - \sin^2 v)}_{\sin^2 u \sin u}$$

$$\sin^2 u \sin u$$

$$(1 - \cos^2 u) \sin u$$

$$w = \cos u$$