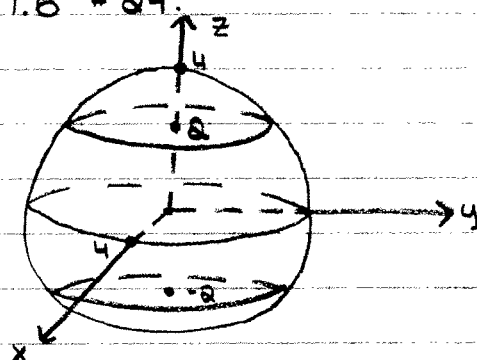
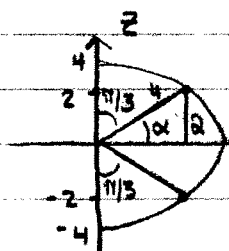


Remarks about § 17.6 #24:



$$\begin{aligned} x &= 4 \cos \theta \sin \phi \\ y &= 4 \sin \theta \sin \phi \\ z &= 4 \cos \phi \end{aligned}$$

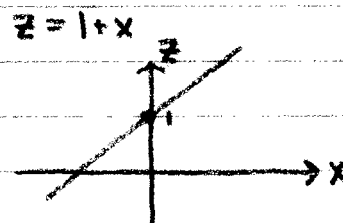
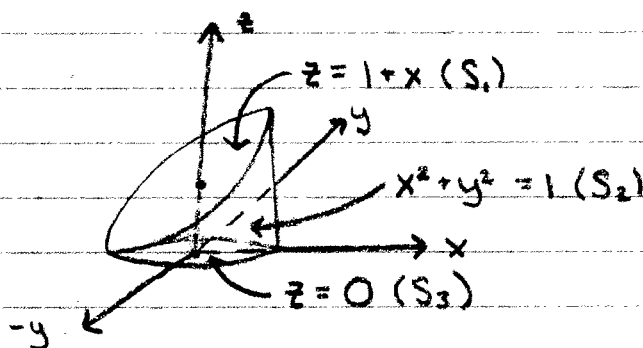
$$\left. \begin{aligned} 0 \leq \theta \leq 2\pi \\ 0 \leq \phi \leq \pi \end{aligned} \right\} \begin{array}{l} \text{whole} \\ \text{sphere} \end{array}$$



$$\frac{\pi}{3} \leq \phi \leq \frac{2\pi}{3}$$

$$\sin \alpha = \frac{1}{2} \quad \alpha = \frac{\pi}{6}$$


Example:



Compute $\iint_S z dS$ where $S = S_1 \cup S_2 \cup S_3$

$$= \iint_{S_1} z dS + \iint_{S_2} z dS + \iint_{S_3} z dS$$

Describe the Parametrization of each surface

S_3 :  $\vec{r}(x, y) = \langle x, y, 0 \rangle$ $z = f(x, y) = 0$

or

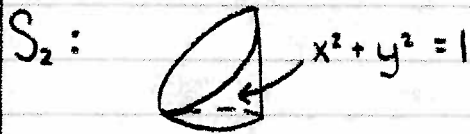
$$\vec{r}(\theta, r) = \langle r \cos \theta, r \sin \theta, 0 \rangle$$

$$0 \leq r \leq 1 \quad 0 \leq \theta \leq 2\pi$$

$$\iint_{S_3} z dS = \iint 0 dS = 0$$

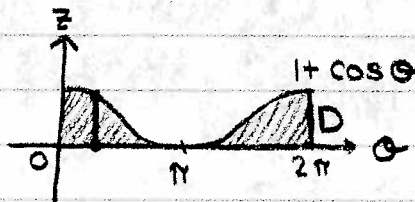
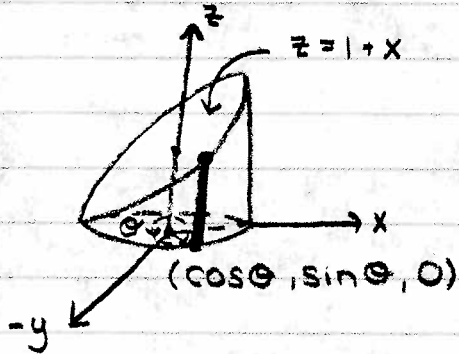
Recall: $\iint_S f(x,y,z) dS = \iint_D f(x(u,v), y(u,v), z(u,v)) |\vec{r}_u \times \vec{r}_v| dA$

* no matter where you are



$x = 1 \cos \theta$ x, y need to be on the unit circle
 $y = 1 \sin \theta$
 $0 \leq \theta \leq 2\pi$

$z = z$
 $0 \leq z \leq 1 + x$
 $1 + \cos \theta$



$\vec{r}(\theta, z) = \langle \cos \theta, \sin \theta, z \rangle$

$|\vec{r}_\theta \times \vec{r}_z|$:

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

$0 \leq z \leq 1 + \cos \theta$

$\vec{r}_\theta = \langle -\sin \theta, \cos \theta, 0 \rangle$

$\vec{r}_z = \langle 0, 0, 1 \rangle$

$\begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -\sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{vmatrix}$

$= \begin{vmatrix} -\sin \theta & \cos \theta & 0 \\ 0 & 0 & 1 \end{vmatrix}$

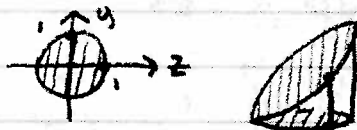
$= \langle \cos \theta, 0, \sin \theta \rangle$

has length 1

$\iint_{S_2} z dS = \int_0^{2\pi} \int_0^{1+\cos \theta} z \cdot 1 dz d\theta$

Compute as an exercise

S_1 : S_1 is a graph of the function $z = 1 + x$ with region D



$\vec{r}(\theta, r) = \langle r \cos \theta, r \sin \theta, 1 + r \cos \theta \rangle$

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

$0 \leq r \leq 1$

$$\vec{r}_\theta = \langle -r \sin \theta, r \cos \theta, -r \sin \theta \rangle$$

$$\vec{r}_r = \langle \cos \theta, \sin \theta, \cos \theta \rangle$$

$$\vec{r}_\theta \times \vec{r}_r = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ -r \sin \theta & r \cos \theta & -r \sin \theta \\ \cos \theta & \sin \theta & \cos \theta \end{vmatrix}$$

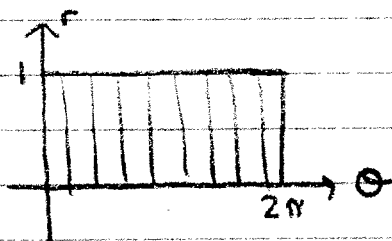
$$= \langle r \cos^2 \theta + r \sin^2 \theta, -r \sin \theta \cos \theta + r \sin \theta \cos \theta, -r \sin^2 \theta - r \cos^2 \theta \rangle$$

$$= \langle r, 0, -r \rangle$$

$$|\vec{r}_\theta \times \vec{r}_r| = \sqrt{r^2 + r^2} = \sqrt{2} r$$

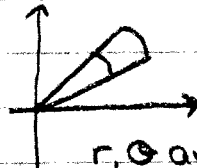
$$\iint_{S_1} z \, dS = \int_0^{2\pi} \int_0^1 \underbrace{(1 + r \cos \theta)}_z \cdot \sqrt{2} r \, dr \, d\theta \quad * \text{no } r \text{ here}$$

Compute for practice



use $dr \, d\theta$ (not r)

polar coordinates:



r, θ are warped

use $r \, dr \, d\theta$

