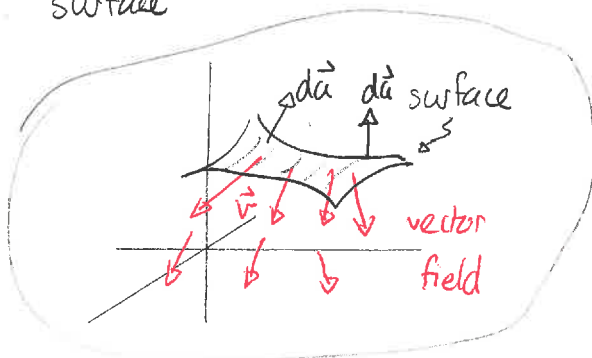


Fri HW due by 5pm

Read 1.4.2

Surface Integrals

A surface integral quantifies the flux of a vector field through a surface



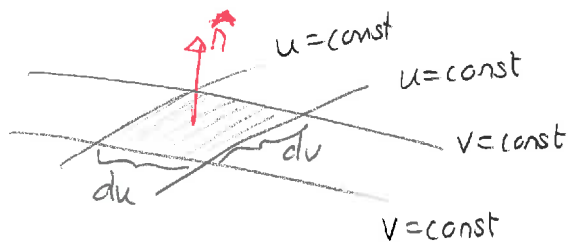
surface integral. Compute $\vec{v} \cdot d\vec{a}$ for each infinitesimal segment and add

$$\int \vec{v} \cdot d\vec{a} = \sum \vec{v} \cdot d\vec{a}$$

surface

The construction requires an area vector $d\vec{a}$ which is perpendicular to the local patch on the surface. This has the following steps

- 1) parametrize the surface using u, v
- 2) $da = du dv$
- 3) construct normal vector \hat{n}
(unit vector)
- 4) $d\vec{a} = du dv \hat{n}$



We then evaluate $\vec{v} \cdot d\vec{a}$ and after this perform a double integral

$$\int \vec{v} \cdot d\vec{a} = \iint du dv (\vec{v} \cdot \hat{n}) \dots$$

Had we been able to parameterize the surface using x, y then the surface would be described via:

$$z = g(x, y)$$

and eventually,

$$d\vec{a} = \left[-\frac{\partial g}{\partial x} \hat{x} - \frac{\partial g}{\partial y} \hat{y} + \hat{z} \right] dx dy$$

1 Surface integrals

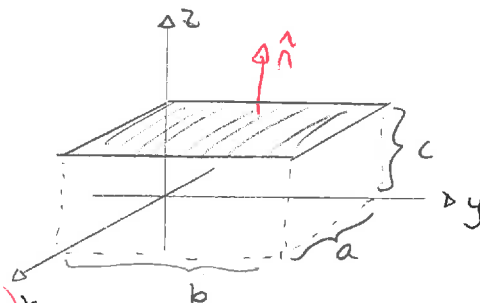
- a) Let $\mathbf{v} = z^2x\hat{\mathbf{x}} + x^2z\hat{\mathbf{z}}$. Determine the surface integral of \mathbf{v} over the surface $0 \leq x \leq a, 0 \leq y \leq b$ and $z = c$.
- b) Let $\mathbf{v} = yx^2\hat{\mathbf{x}} + xy^2\hat{\mathbf{y}}$. Determine the surface integral of \mathbf{v} over the flat surface in the region $0 \leq x \leq a, 0 \leq y \leq b$ that slants from $z = c$ (at $y = 0$) to $z = 0$ (at $y = b$).

Answer: a) First note variables + surface

$$0 \leq x \leq a$$

$$0 \leq y \leq b$$

$$z = c$$



The surface can be parameterized by x, y . Then

$$d\vec{a} = \underbrace{dx dy}_{\text{not constant}} \hat{\mathbf{z}} \quad \leftarrow \text{const variable}$$

Thus

$$\begin{aligned} \vec{v} \cdot d\vec{a} &= (z^2x\hat{\mathbf{x}} + x^2z\hat{\mathbf{z}}) \cdot dx dy \hat{\mathbf{z}} \\ &= x^2z dx dy \end{aligned}$$

But $z = c$

$$\Rightarrow \vec{v} \cdot d\vec{a} = x^2c dx dy$$

Then

$$\int \vec{v} \cdot d\vec{a} = \int_0^a \int_0^b dx dy x^2c \quad \leftarrow \text{from}$$

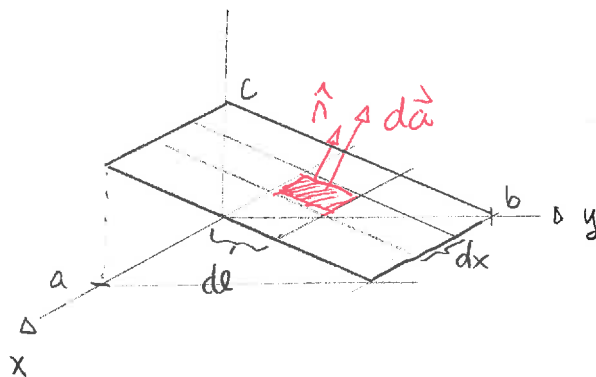
$$= c \int_0^a x^2 dx \int_0^b dy$$

$$\Rightarrow \int \vec{v} \cdot d\vec{a} = \frac{ca^3b}{3}$$

b) $0 \leq x \leq a$
 $0 \leq y \leq b$

Along surface

$$z = -\frac{c}{b}x + c$$



We can parameterize the surface using x, y . But the area is

$$d\vec{a} = dx dl \hat{n}$$

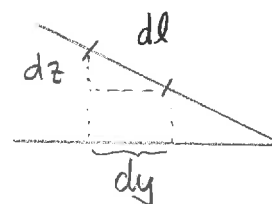
where dl and \hat{n} are as indicated. To get these consider a side view.

$$dl^2 = dy^2 + dz^2$$

$$= dy^2 \left[1 + \left(\frac{dz}{dy} \right)^2 \right]$$

$$= dy^2 \left[1 + \left(-\frac{c}{b} \right)^2 \right]$$

$$\Rightarrow dl = \sqrt{1 + \frac{c^2}{b^2}} dy$$



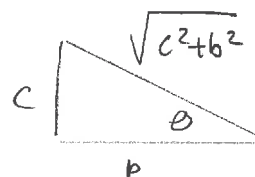
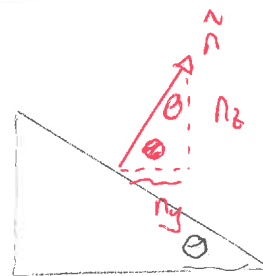
We now need \hat{n}

$$\hat{n} = n_y \hat{y} + n_z \hat{z}$$

and

$$n_y = n \sin \theta = \sin \theta \quad \left. \vphantom{n_y} \right\} \text{since } n=1$$

$$n_z = n \cos \theta = \cos \theta$$



But

$$\cos \theta = \frac{b}{\sqrt{c^2 + b^2}} = \frac{b}{b \sqrt{1 + \frac{c^2}{b^2}}} = \frac{1}{\sqrt{1 + \frac{c^2}{b^2}}}$$

$$\sin \theta = \frac{c}{\sqrt{c^2 + b^2}} = \frac{c}{b \sqrt{1 + \frac{c^2}{b^2}}} = \frac{c}{b} \frac{1}{\sqrt{1 + \frac{c^2}{b^2}}}$$

Thus

$$\hat{n} = \frac{1}{\sqrt{1+c^2/b^2}} \left[\frac{c}{b} \hat{y} + \hat{z} \right]$$

$$\Rightarrow d\vec{a} = dx dy \sqrt{1+c^2/b^2} \frac{1}{\sqrt{1+c^2/b^2}} \left[\frac{c}{b} \hat{y} + \hat{z} \right]$$

$$\Rightarrow d\vec{a} = \left[\frac{c}{b} \hat{y} + \hat{z} \right] dx dy$$

$$\text{Then } \vec{v} \cdot d\vec{a} = [yx^2 \hat{x} + xy^2 \hat{y}] \cdot \left[\frac{c}{b} \hat{y} + \hat{z} \right] dx dy$$

$$= \frac{c}{b} xy^2 dx dy$$

and

$$\int \vec{v} \cdot d\vec{a} = \int_0^a dx \int_0^b dy \frac{c}{b} xy^2$$

$$= \frac{c}{b} \int_0^a x dx \int_0^b y^2 dy$$

$$= \frac{c}{b} \frac{a^2}{2} \frac{b^3}{3} = \frac{a^2 b^3 c}{6}$$

Alternative: with $z = g(x, y) = -\frac{c}{b} y + c$

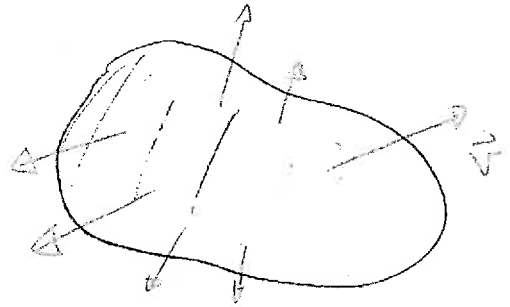
$$d\vec{a} = \left[-\frac{\partial g}{\partial x} \hat{x} - \left(\frac{\partial g}{\partial y} \hat{y} + \hat{z} \right) \right] dx dy$$

$$= \left[\frac{c}{b} \hat{y} + \hat{z} \right] dx dy \dots$$

Divergence theorem

Consider a surface integral over a closed surface if \vec{v} diverges from a source within the surface then $\vec{v} \cdot d\vec{a} \geq 0$ along the surface and

$$\oint_{\text{surface}} \vec{v} \cdot d\vec{a} \geq 0$$



But we also have $\vec{\nabla} \cdot \vec{v} \geq 0$ and we might expect that these are related. In general the divergence theorem states

For any closed surface S , which bounds a region V

$$\oint_{\text{surface } S} \vec{v} \cdot d\vec{a} = \int_{\text{region } V} \vec{\nabla} \cdot \vec{v} \, d\tau$$

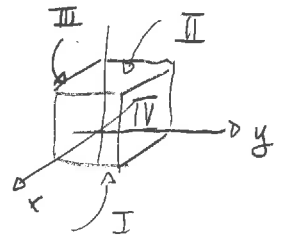
2 Divergence theorem

Let $\mathbf{v} = x^2y^2\hat{y}$ and verify the divergence theorem over the cube that bounds $0 \leq x, y, z, \leq a$.

Answer. There are six surfaces

Surface
integral

	x	y	z	$d\vec{a}$	$\vec{v} \cdot d\vec{a}$
I	$0 \rightarrow a$	$0 \rightarrow a$	0	$-dx dy \hat{z}$	0
II	$0 \rightarrow a$	$0 \rightarrow a$	a	$dx dy \hat{z}$	0
III	$0 \rightarrow a$	0	$0 \rightarrow a$	$-dx dz \hat{y}$	$-x^2y^2 dx dz = 0$
IV	$0 \rightarrow a$	a	$0 \rightarrow a$	$dx dz \hat{y}$	$+x^2y^2 dx dz = x^2a^2 dx dz$ $\hookrightarrow a$
V	0	$0 \rightarrow a$	$0 \rightarrow a$	$-dy dz \hat{x}$	0
VI	a	$0 \rightarrow a$	$0 \rightarrow a$	$+dy dz \hat{x}$	0



$$\text{So } \oint_{\text{all}} \vec{v} \cdot d\vec{a} = \int_{\text{VI}} \vec{v} \cdot d\vec{a} = \int_0^a dx \int_0^a dz x^2 a^2$$

$$= a^2 \int_0^a x^2 dx \int_0^a dz = \frac{a^6}{3}$$

Volume
integral

$$\vec{\nabla} \cdot \vec{v} = \frac{\partial v_x}{\partial x} + \frac{\partial v_y}{\partial y} + \frac{\partial v_z}{\partial z} = \frac{\partial}{\partial y} x^2 y^2 = 2x^2 y$$

$$\text{Thus } \int_{\text{region}} \vec{\nabla} \cdot \vec{v} d\tau = \int_0^a dx \int_0^a dy \int_0^a dz 2x^2 y$$

$$= 2 \int_0^a x^2 dx \int_0^a y dy \int_0^a dz$$

$$= \frac{a^3}{3} \cdot \frac{a^2}{2} \cdot a = a^6/3 \quad \text{MATCH!}$$