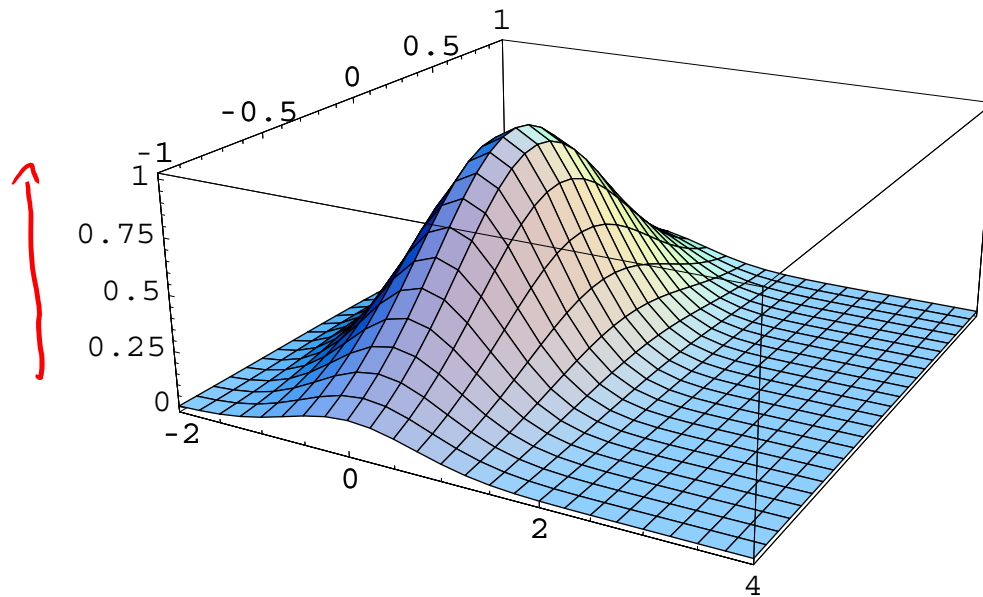


Surface and Flux Integrals

A surface can be defined in 3 ways:

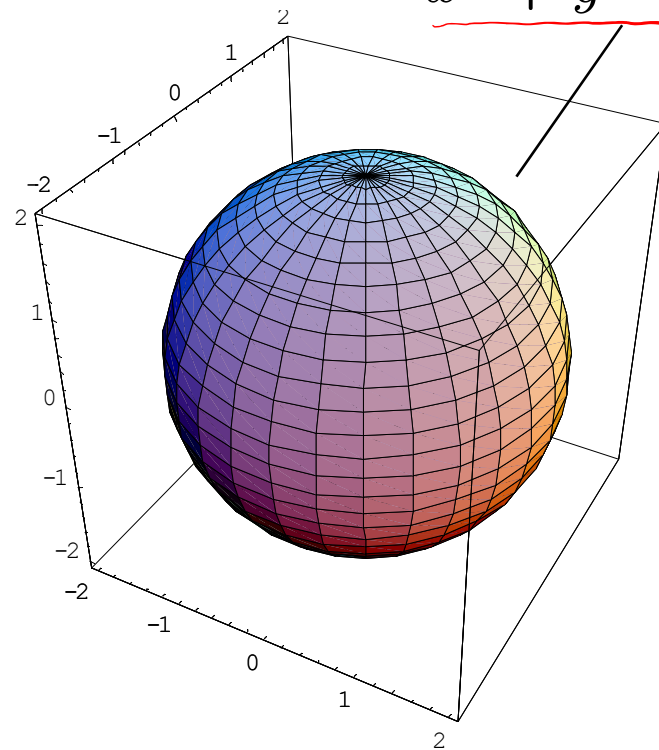
1. Explicitly:

$$z = \underline{g(x, y)}$$



2. Implicitly:

$$\underline{h(x, y, z) = 0}$$



$$\underline{x^2 + y^2 + z^2 - 4 = 0}$$

$$z = \pm \sqrt{4 - x^2 - y^2}$$

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

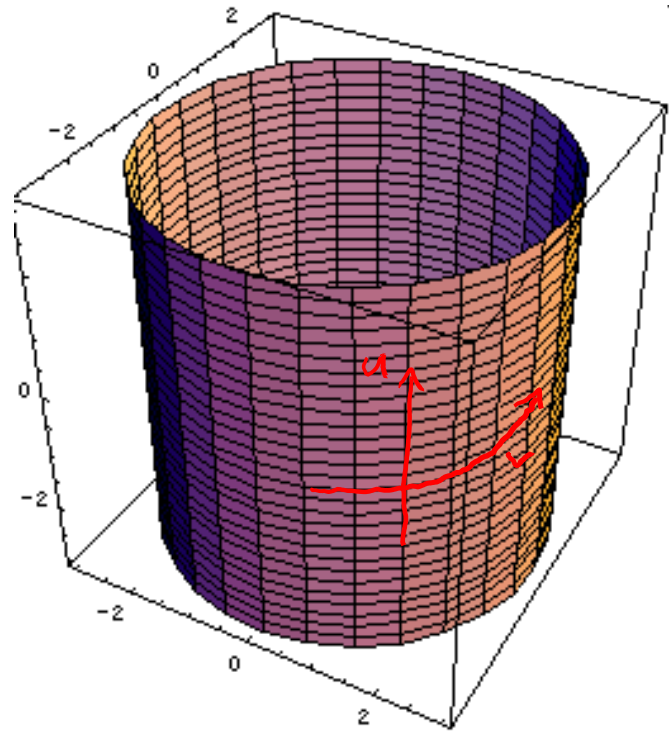
$$\underbrace{z - g(x, y) = 0}_{h(x, y, z) = 0}$$

3. Parametrically:

$$x = x(u, v)$$

$$y = y(u, v)$$

$$z = z(u, v)$$



$$x = 2 \cos v$$

$$y = 2 \sin v$$

$$z = u$$

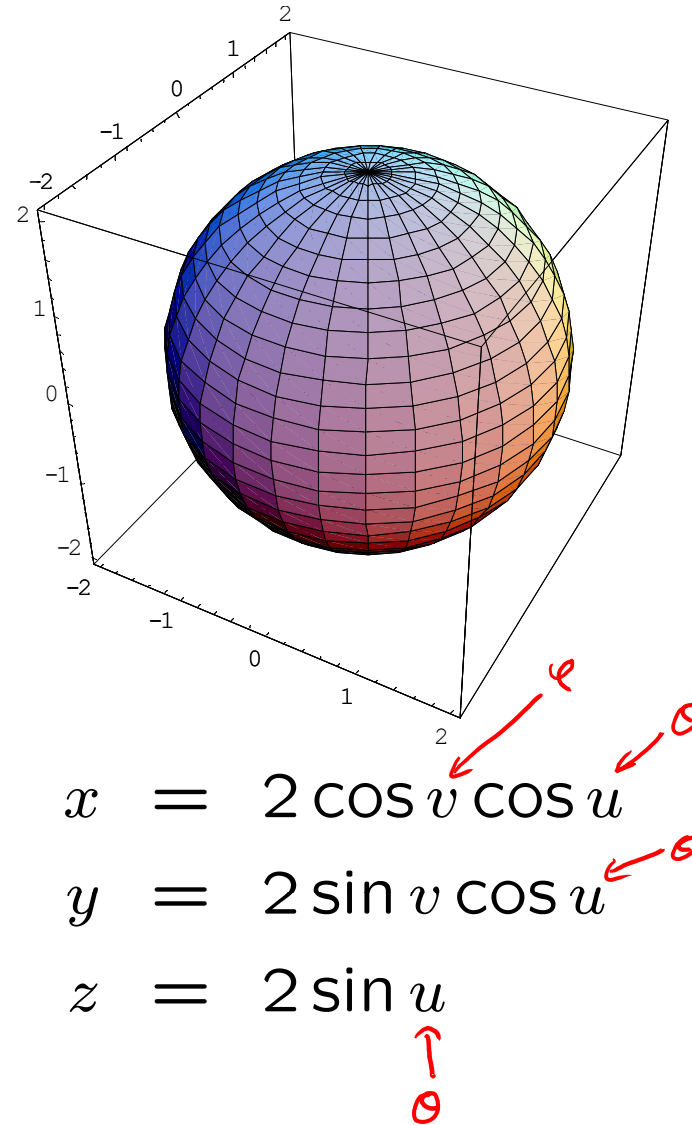
$$\left. \begin{array}{l} x = 2 \cos v \\ y = 2 \sin v \\ z = u \end{array} \right\} \begin{array}{l} = 2 \cos 0 \\ = 2 \sin 0 \\ = z \end{array}$$

3. Parametrically:

$$x = x(u, v)$$

$$y = y(u, v)$$

$$z = z(u, v)$$

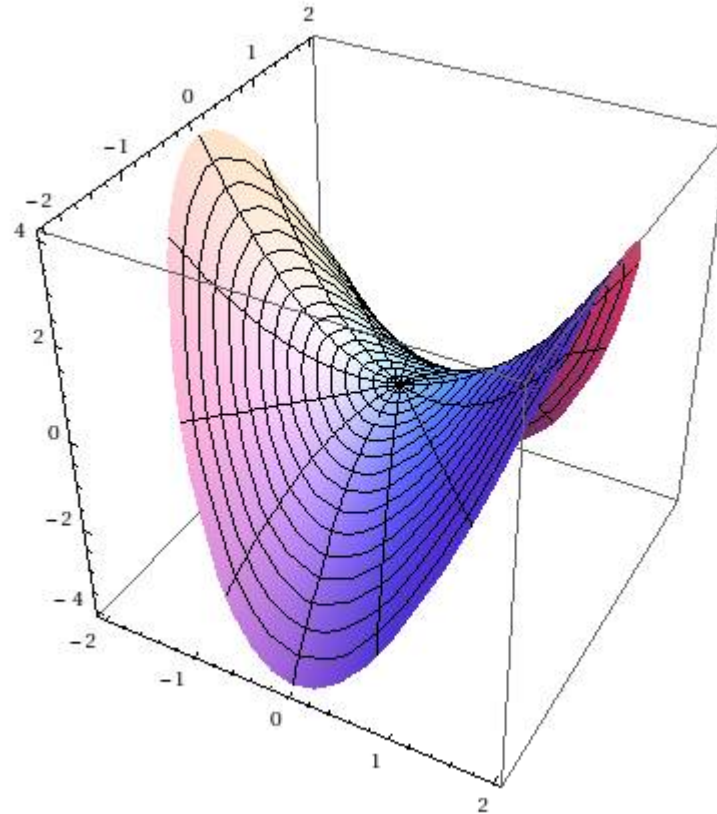


3. Parametrically:

$$x = x(u, v)$$

$$y = y(u, v)$$

$$z = z(u, v)$$



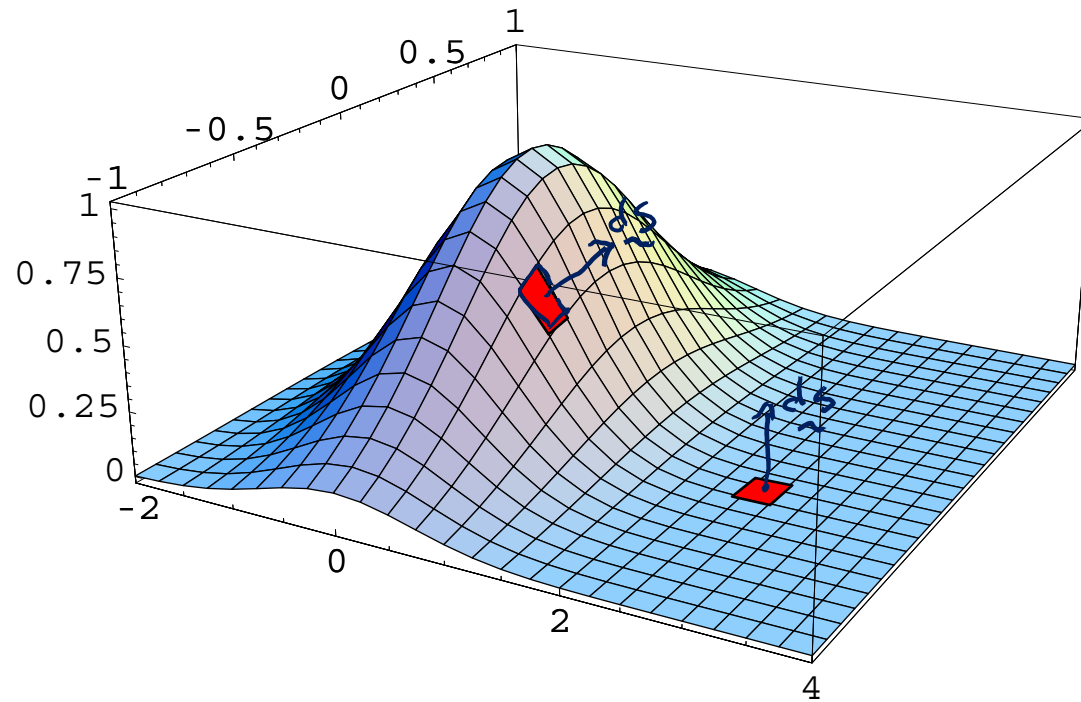
$$x = v \cos u$$

$$y = v \sin u$$

$$z = v^2 \sin(2u)$$

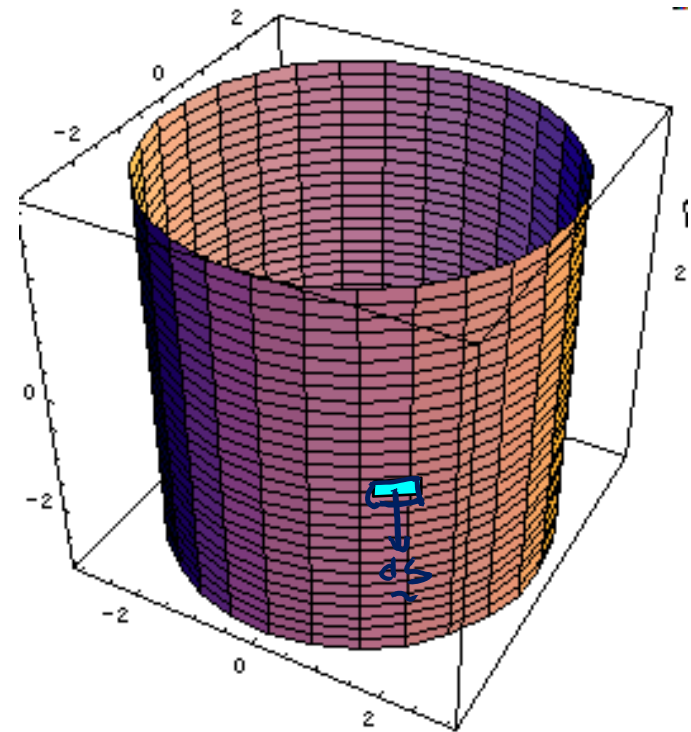
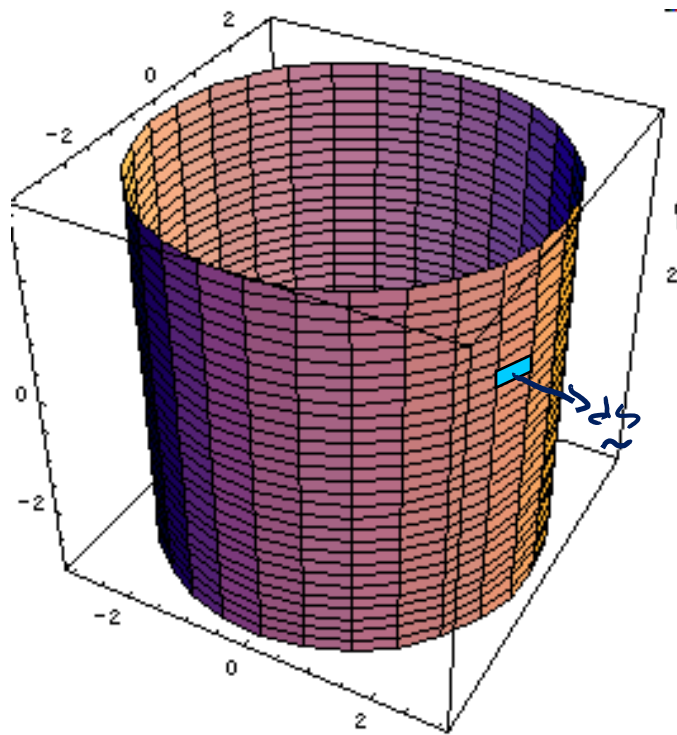
The surface element $d\mathbf{S}$

The infinitesimal surface element $d\mathbf{S}$
Is a vector. Its magnitude is the *area* of
the element and its *direction* is normal
to the surface



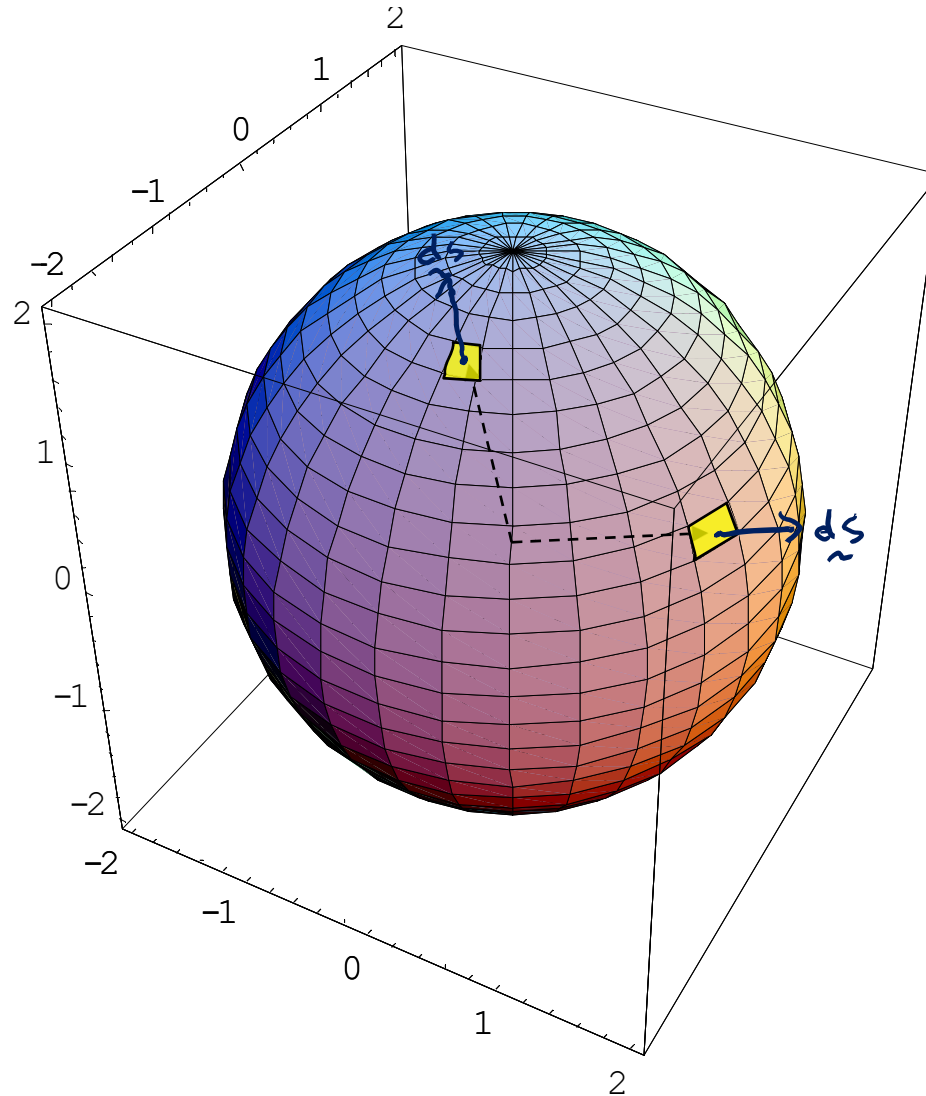
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The infinitesimal surface element $d\mathbf{S}$ is a vector. Its magnitude is the *area* of the element and its *direction* is normal to the surface



The surface element $d\mathbf{S}$

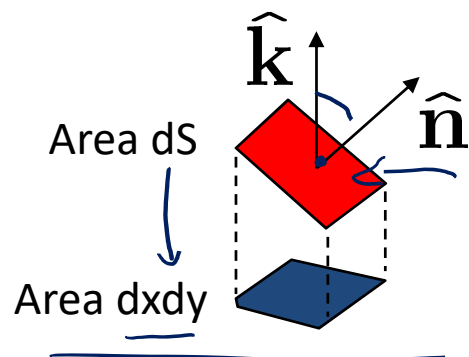
The infinitesimal surface element $d\mathbf{S}$ is a vector.
Its magnitude is the *area* of the element and its
direction is normal to the surface



For explicit surfaces

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

we can project onto the x-y plane:



$$dxdy = \left| \hat{n} \cdot \hat{k} \right| dS$$

The normal vector is

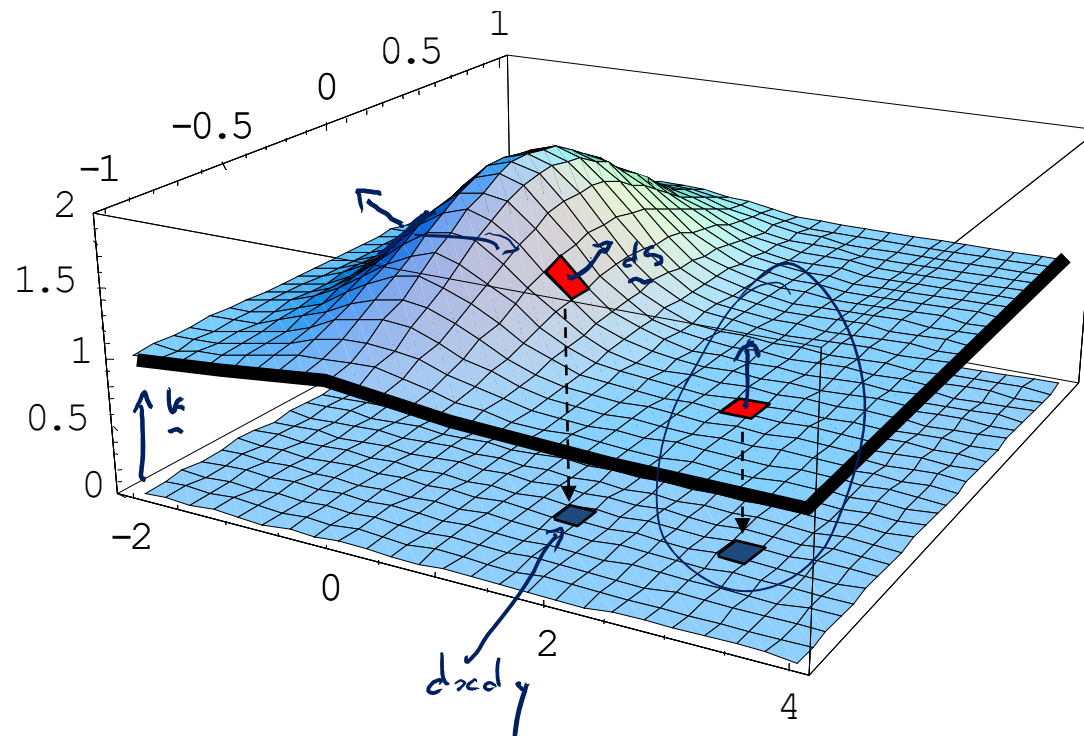
$$\underline{n} = \nabla (z - g(x, y)) = \nabla h$$

$h(x, y, z) = 0$

The unit normal is

$$= \left\langle -\frac{\partial g}{\partial x}, -\frac{\partial g}{\partial y}, 1 \right\rangle$$

$$\hat{n} = \frac{\underline{n}}{|\underline{n}|} = \frac{\left\langle -\frac{\partial g}{\partial x}, -\frac{\partial g}{\partial y}, 1 \right\rangle}{\sqrt{\left(\frac{\partial g}{\partial x}\right)^2 + \left(\frac{\partial g}{\partial y}\right)^2 + 1}}$$



So,

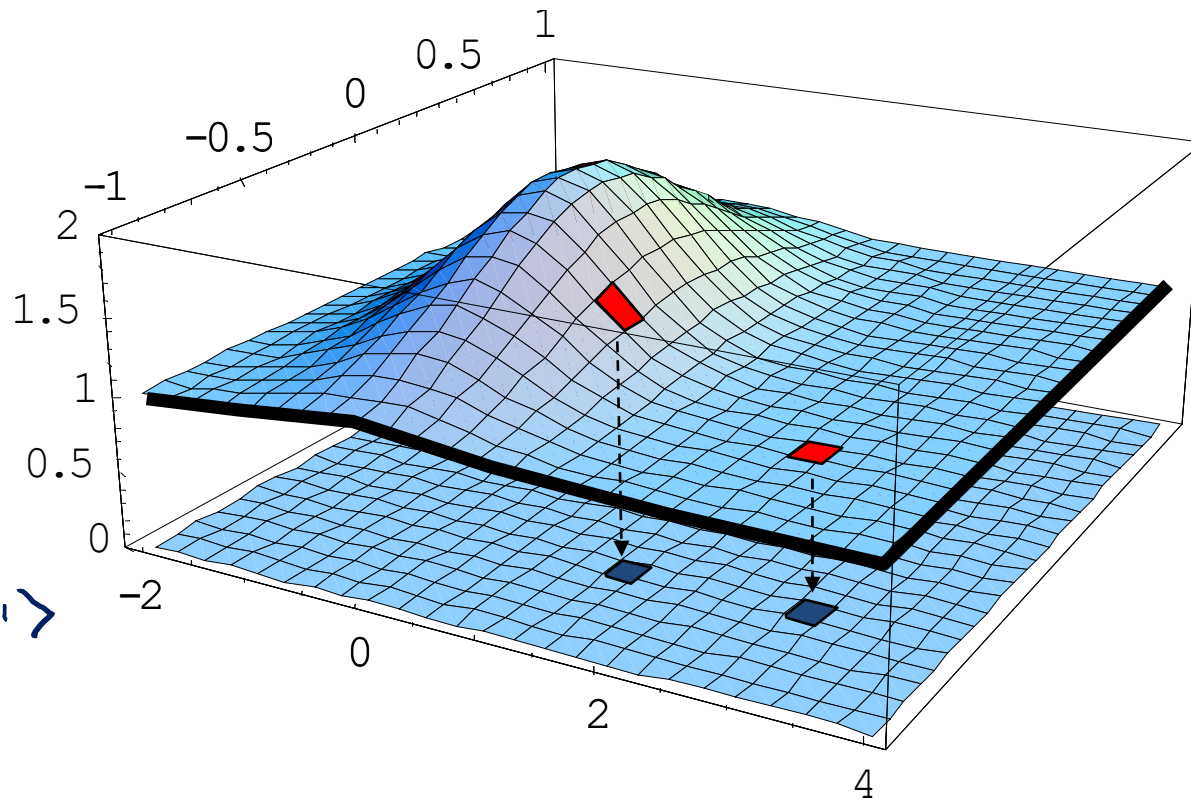
$$|d\mathbf{S}| = \frac{dx dy}{|\hat{\mathbf{n}} \cdot \hat{\mathbf{k}}|}$$

$\uparrow$ $\uparrow$

$$= \frac{dx dy}{\left(\left\langle \frac{-\partial g}{\partial x}, \frac{-\partial g}{\partial y}, 1 \right\rangle \cdot \left\langle 0, 0, 1 \right\rangle \right)}$$

$$= \frac{dx dy}{\sqrt{\left(\frac{\partial g}{\partial x}\right)^2 + \left(\frac{\partial g}{\partial y}\right)^2 + 1}}$$

$$= \frac{dx dy}{\sqrt{\left(\frac{\partial g}{\partial x}\right)^2 + \left(\frac{\partial g}{\partial y}\right)^2 + 1}}$$



$$= \sqrt{1 + \left(\frac{\partial g}{\partial x}\right)^2 + \left(\frac{\partial g}{\partial y}\right)^2} dx dy$$

The full area element is

$$\underline{\underline{d\mathbf{S}}} = \underline{\underline{\hat{\mathbf{n}}}} |d\mathbf{S}|$$

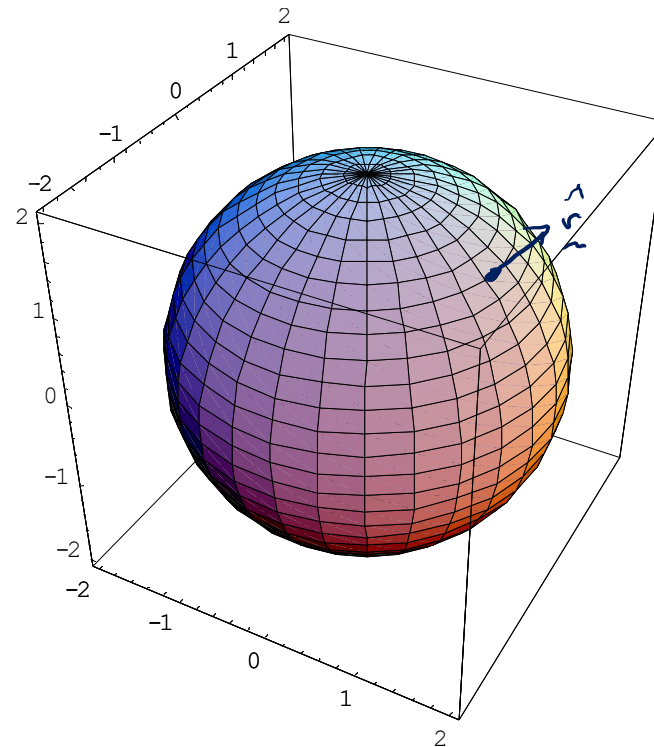
For implicit surfaces

$$\underline{h(x, y, z) = 0}$$

the unit normal is

$$\hat{n} = \frac{\nabla h}{|\nabla h|}$$

$$x^2 + y^2 + z^2 - 4 = 0$$



Important:

We can sometimes *guess* the normal. E.g. for the sphere centred at the origin:

$$\hat{n} = \hat{r}$$

For parametric surfaces, we can obtain $d\mathbf{S}$ from the parameters u and v :

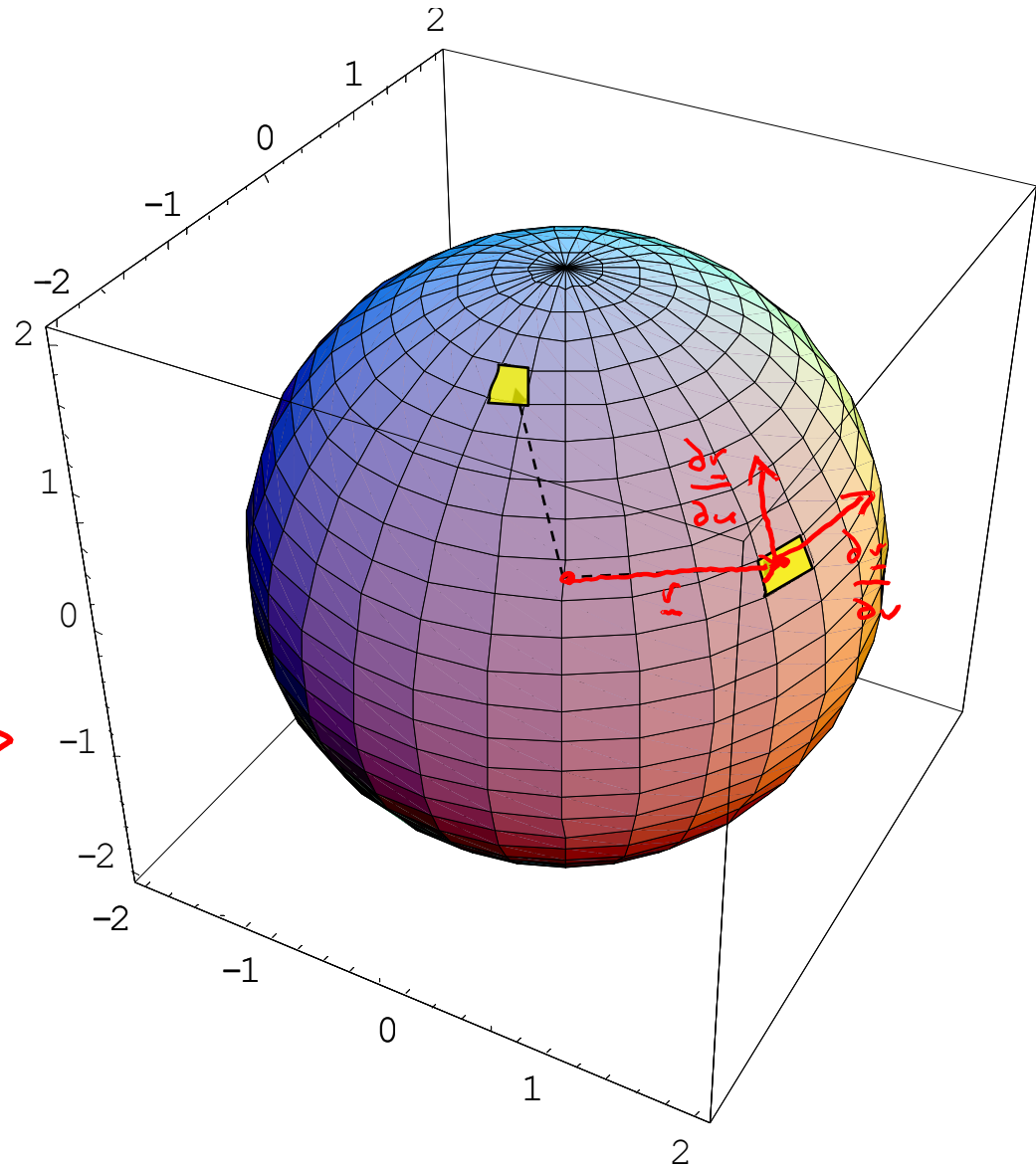
$$x = x(u, v)$$

$$y = y(u, v)$$

$$z = z(u, v)$$

$$\underline{r} = \langle x, y, z \rangle$$

$$\underline{r} = \langle \underline{x(u, v)}, \underline{y(u, v)}, \underline{z(u, v)} \rangle$$



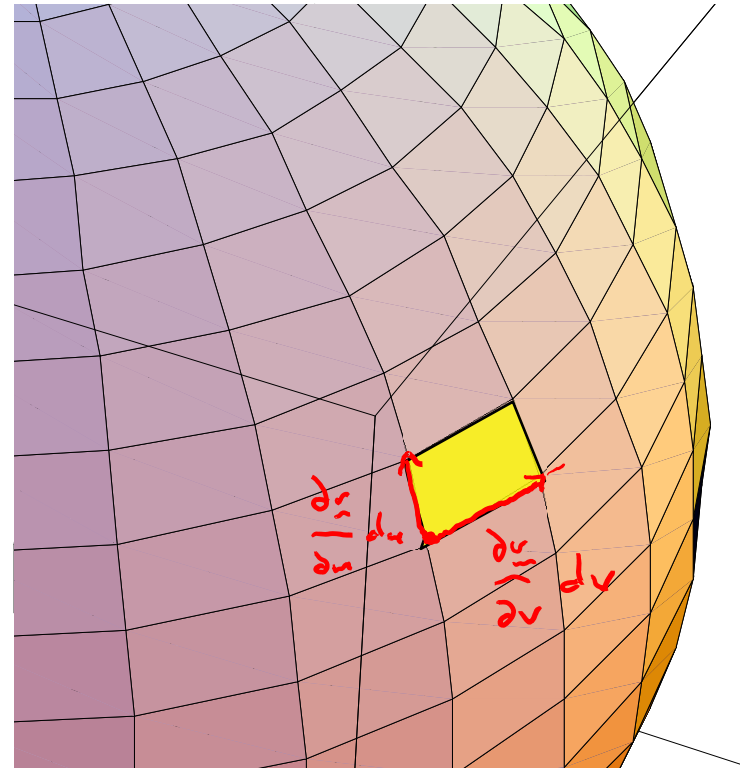
For parametric surfaces, we can obtain dS from the parameters u and v :

$$x = x(u, v)$$

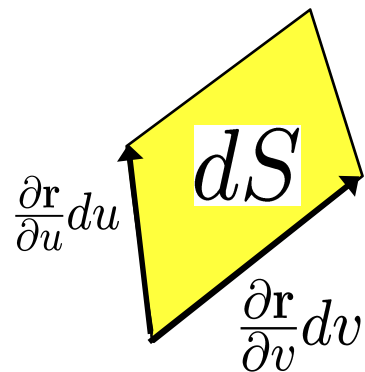
$$y = y(u, v)$$

$$z = z(u, v)$$

$$\mathbf{r}(u, v) = \langle x(u, v), y(u, v), z(u, v) \rangle$$

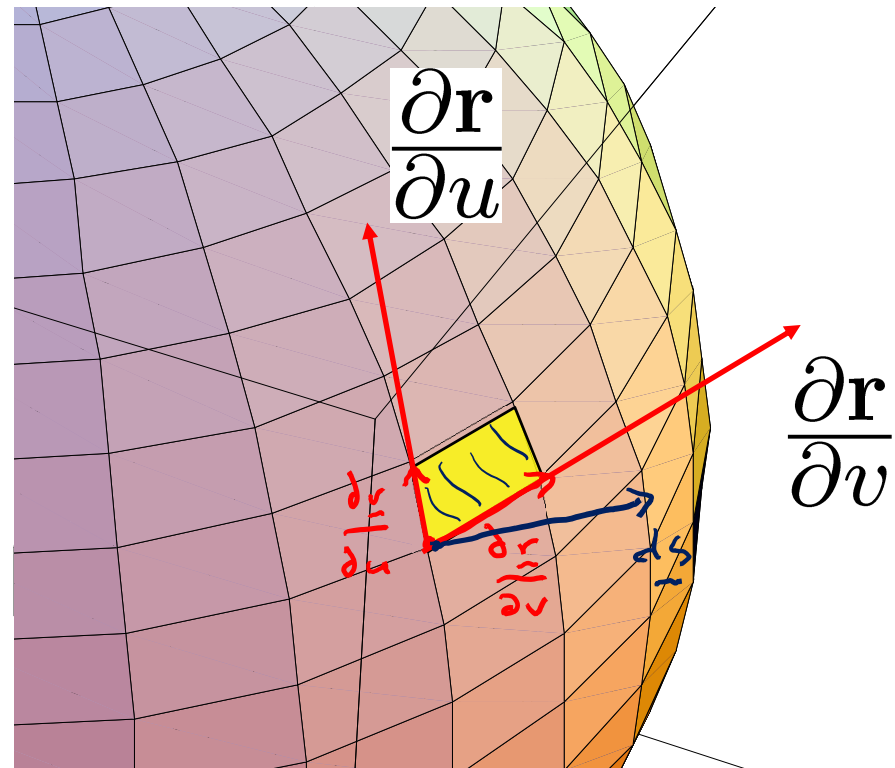


$$\mathbf{r}(u, v) = \langle x(u, v), y(u, v), z(u, v) \rangle$$



$$d\mathbf{S} = \frac{\partial \mathbf{r}}{\partial v} dv \times \frac{\partial \mathbf{r}}{\partial u} du$$

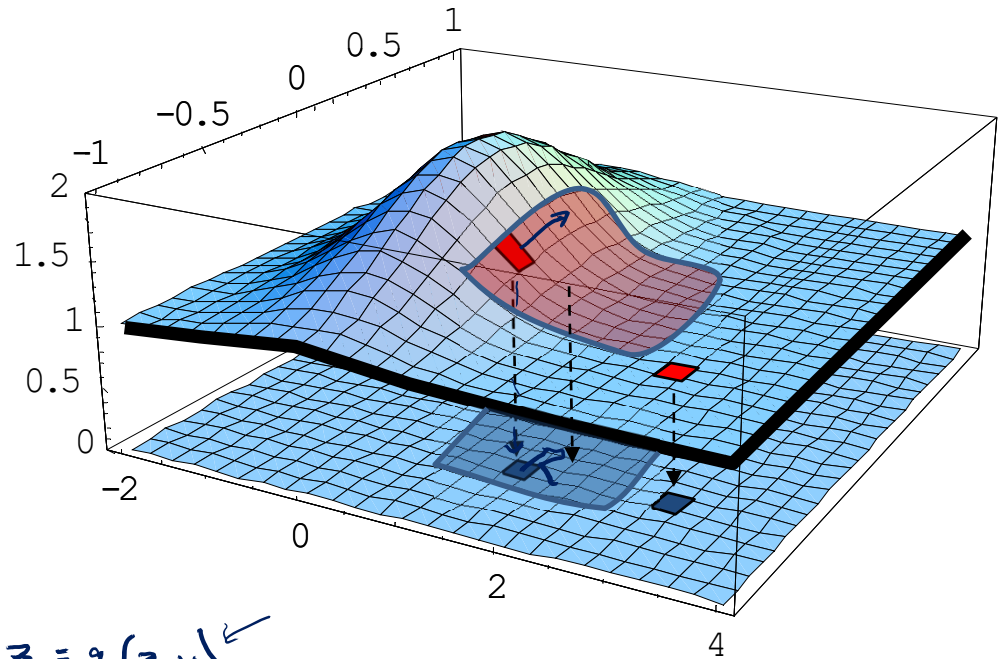
$$\text{Area } dS = \left| \frac{\partial \mathbf{r}}{\partial v} dv \times \frac{\partial \mathbf{r}}{\partial u} du \right| = \left| \frac{\partial \mathbf{r}}{\partial v} \times \frac{\partial \mathbf{r}}{\partial u} \right| du dv$$



The surface integral of a scalar function $f(x,y,z)$ over a surface S is defined to be

$$\iint_S f(x,y,z) dS = \lim_{\Delta S \rightarrow 0} \sum_{\text{all } \Delta S} f(x,y,z) \Delta S$$

Where dS is the magnitude of the infinitesimal area element $d\mathbf{S}$



For explicit surfaces $z = g(x,y)$

$$\iint_S f dS = \iint_R f(x,y,g(x,y)) \sqrt{1 + \left(\frac{\partial g}{\partial x}\right)^2 + \left(\frac{\partial g}{\partial y}\right)^2} dx dy$$

Area

where R is the projection of S onto the $x-y$ plane.

Example: Find the surface area of the cone

$$z = \underbrace{\sqrt{x^2 + y^2}}_{g(x,y)} \quad \text{with } 0 \leq z \leq 1.$$

Surface area is

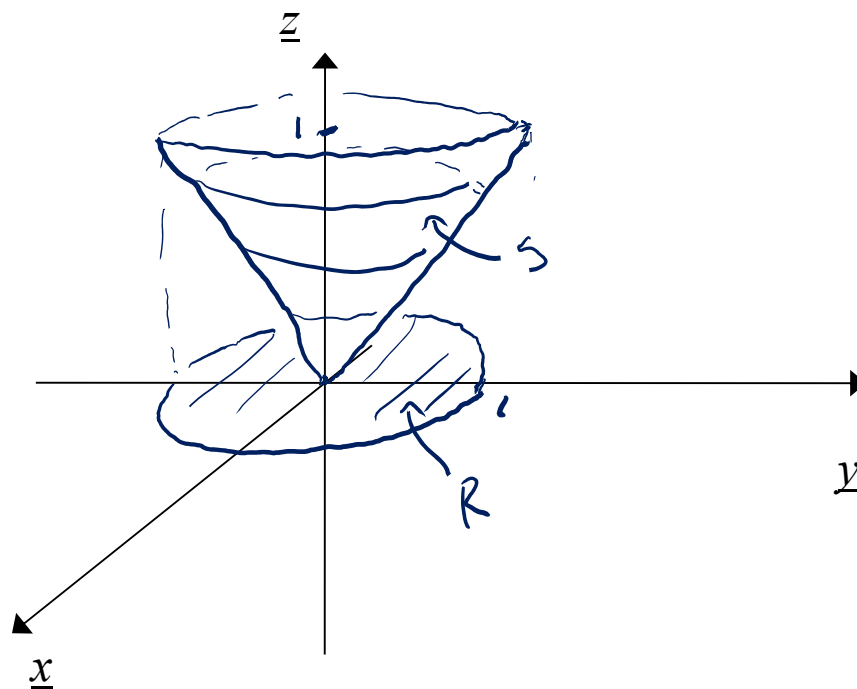
$$SA = \iint_S 1 \, dS$$

Now

$$dS = \sqrt{1 + \left(\frac{\partial g}{\partial x}\right)^2 + \left(\frac{\partial g}{\partial y}\right)^2} \, dx \, dy$$

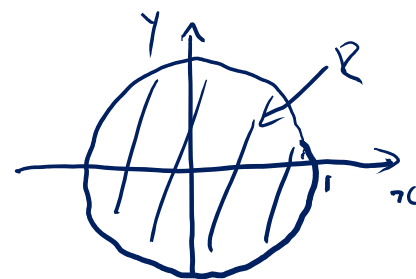
$$g = (x^2 + y^2)^{\frac{1}{2}} \Rightarrow \frac{\partial g}{\partial x} = \frac{1}{2}(x^2 + y^2)^{-\frac{1}{2}} \times 2x = \frac{x}{\sqrt{x^2 + y^2}} \quad \frac{\partial g}{\partial y} = \frac{y}{\sqrt{x^2 + y^2}}.$$

$$So \quad dS = \sqrt{1 + \frac{x^2}{x^2 + y^2} + \frac{y^2}{x^2 + y^2}} \, dx \, dy = \underline{\underline{\sqrt{2} \, dx \, dy}}$$



Then

$$\iint_S ds = \iint_R \sqrt{2} \, dx \, dy$$



$$= \sqrt{2} \underbrace{\iint_R 1 \, dx \, dy}_R$$

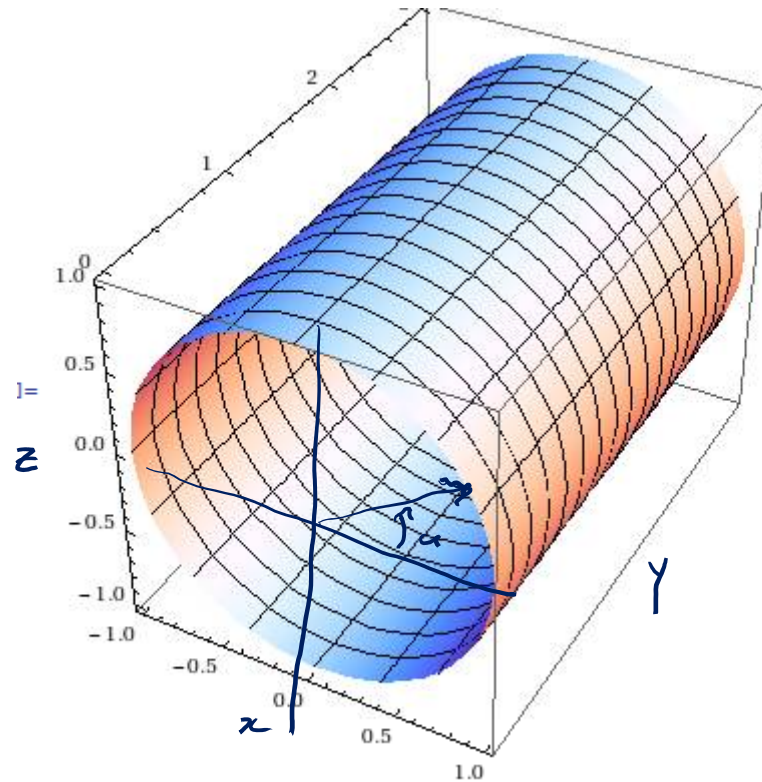
$$= \sqrt{2} \times (\text{Area of } R)$$

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

Example: integrate $f(x, y, z) = y^2$ over the surface S , defined as

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

$$0 \leq u \leq 2\pi, \quad 0 \leq v \leq 3$$



Example: integrate $f(x, y, z) = y^2$ over the surface S , defined as

$$\mathbf{r}(u, v) = \langle \cos u, v, \sin u \rangle \quad 0 \leq u \leq 2\pi, \quad 0 \leq v \leq 3$$

The area element $\underline{ds}$ is

$$\underline{ds} = \underline{\frac{\partial \mathbf{r}}{\partial v}} \times \underline{\frac{\partial \mathbf{r}}{\partial u}} du dv$$

Now,

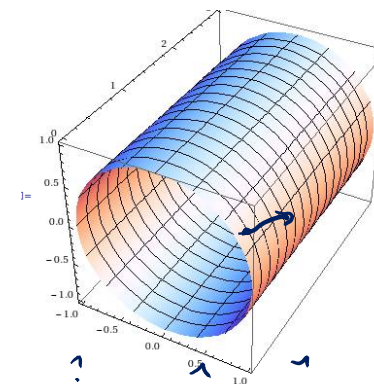
$$\underline{\frac{\partial \mathbf{r}}{\partial v}} = \langle 0, 1, 0 \rangle$$

$$\underline{\frac{\partial \mathbf{r}}{\partial u}} = \langle -\sin u, 0, \cos u \rangle$$

$$\begin{aligned} \underline{\frac{\partial \mathbf{r}}{\partial v}} \times \underline{\frac{\partial \mathbf{r}}{\partial u}} &= \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 1 & 0 \\ -\sin u & 0 & \cos u \end{vmatrix} \\ &= \hat{i} \cos u + \hat{j} \sin u \end{aligned}$$

So

$$\begin{aligned} \underline{ds} &= |ds| = |\hat{i} \cos u + \hat{j} \sin u| du dv \\ &= \sqrt{\cos^2 u + \sin^2 u} du dv = 1 du dv = \underline{du dv} \end{aligned}$$



Example: integrate $f(x, y, z) = y^2$ over the surface S , defined as

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

$$0 \leq u \leq 2\pi, \quad 0 \leq v \leq 3$$

So

$$\iint_S y^2 dS = \int_0^3 \int_0^{2\pi} y^2 du dv$$

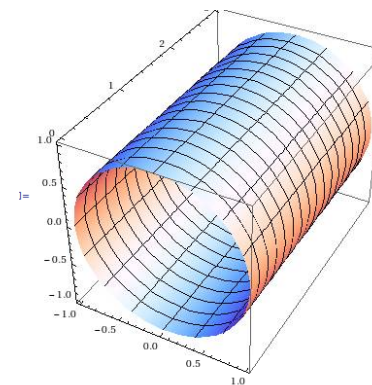
$$= \int_0^3 \int_0^{2\pi} v^2 du dv$$

$$= \int_0^3 \left[v^2 u \right]_0^{2\pi} dv = \int_0^3 v^2 (2\pi - 0) dv$$

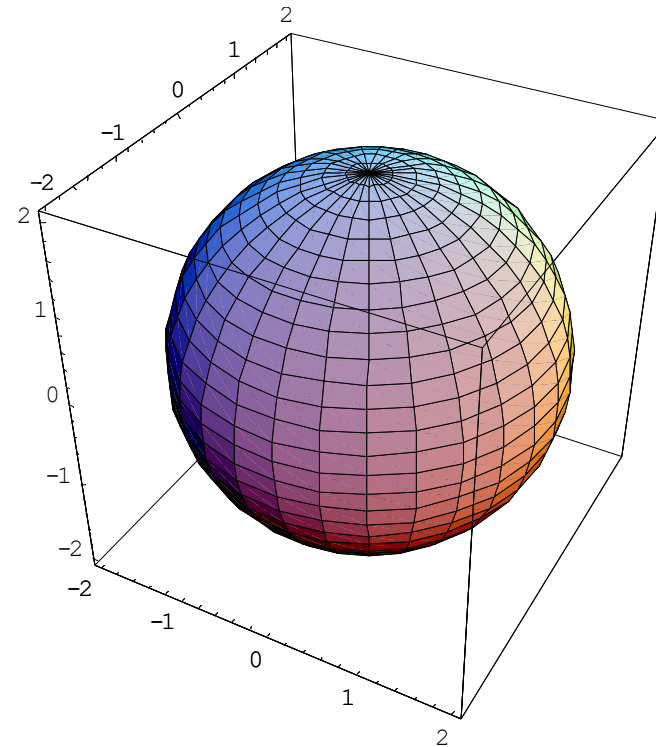
$$= 2\pi \int_0^3 v^2 dv = 2\pi \left[\frac{v^3}{3} \right]_0^3 = 2\pi \cdot \left(\frac{27}{3} \right)$$

$$= 18\pi$$

□.



Example: Compute the surface area of a sphere of radius R.



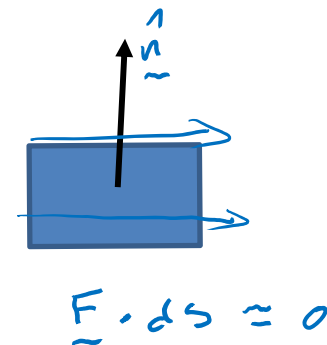
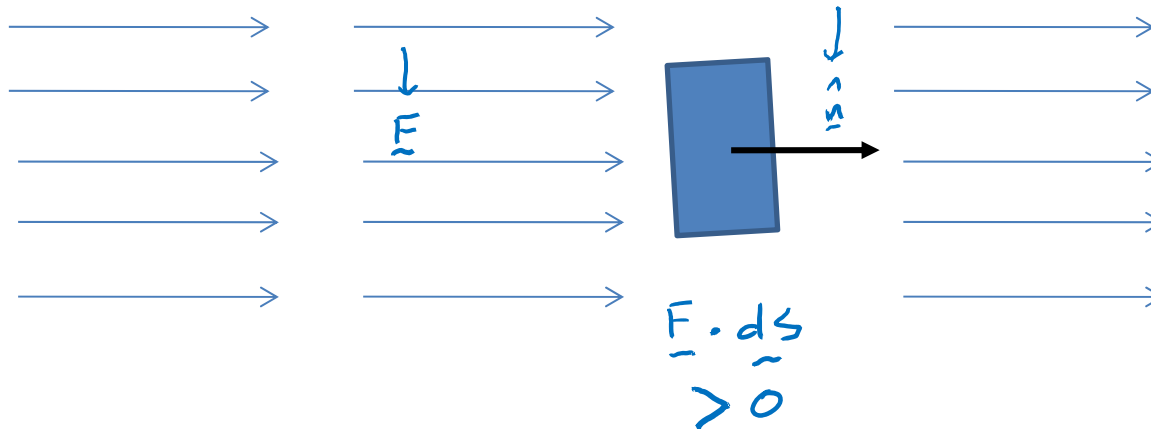
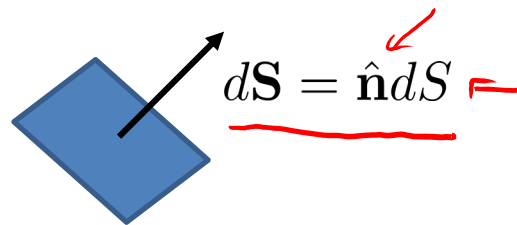
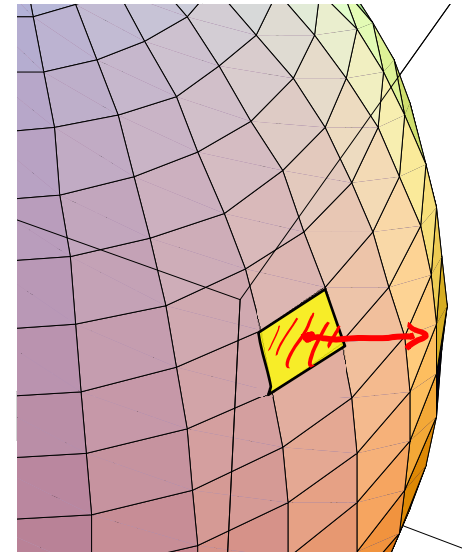
Ans: $\frac{4}{3}\pi R^3$.

Flux integrals

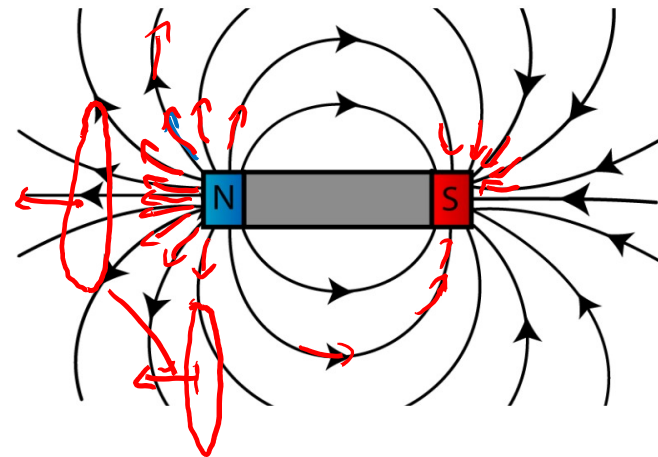
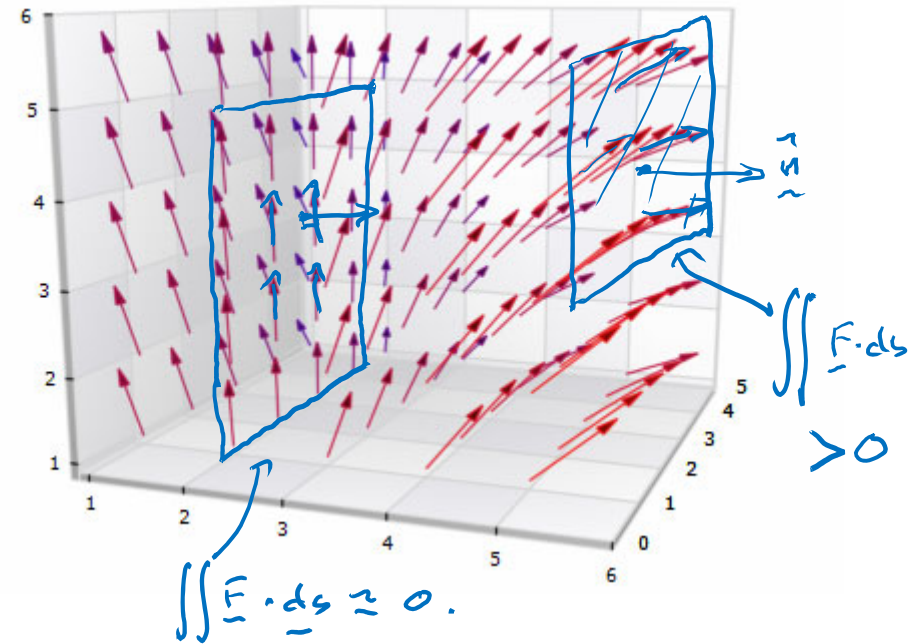
The integral of a vector field $\mathbf{F}$ over a surface integral S is

$$\iint_S \mathbf{F} \cdot d\mathbf{S} = \iint_S \mathbf{F} \cdot \hat{\mathbf{n}} dS$$

and is known as a *flux* integral.



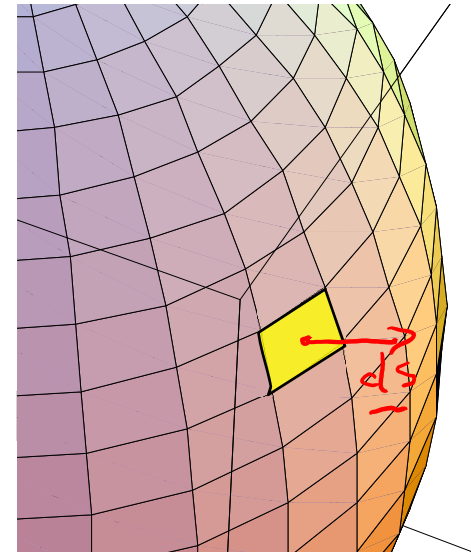
The flux integral tells you *how much* the field in 3D “goes through” a surface.



To compute a flux integral:

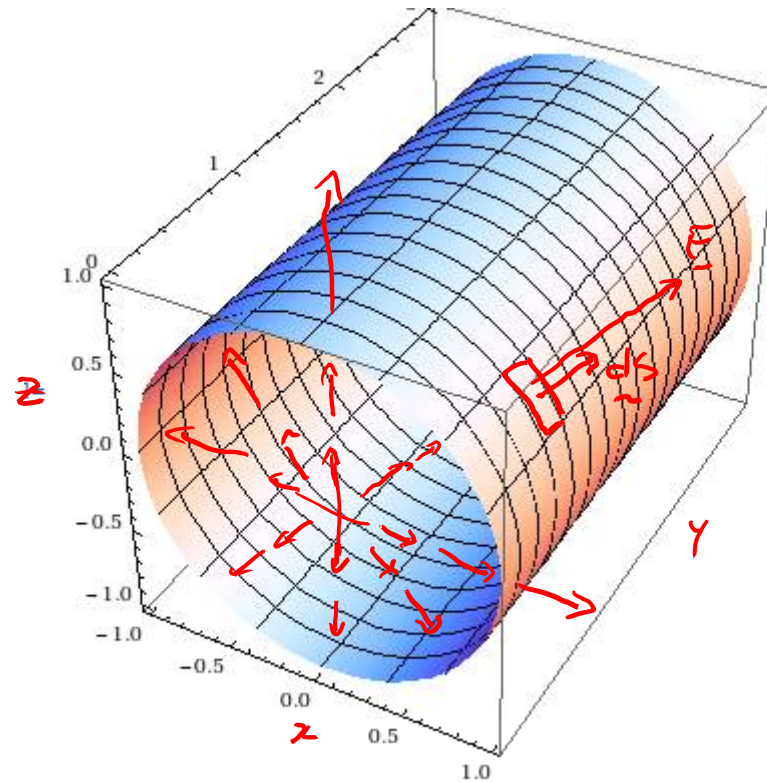
$$\iint_S \mathbf{F} \cdot d\mathbf{S} = \iint_S \mathbf{F} \cdot \hat{\mathbf{n}} \, dS$$

1. Compute the surface element $d\mathbf{S}$
2. Put $\mathbf{F}$ and $d\mathbf{S}$ in the same 2D coordinate system and form the dot product between them
3. Integrate over the coordinates.



Example: Integrate the vector field $\langle 2x, 1, 2z \rangle$ over the outward-oriented surface

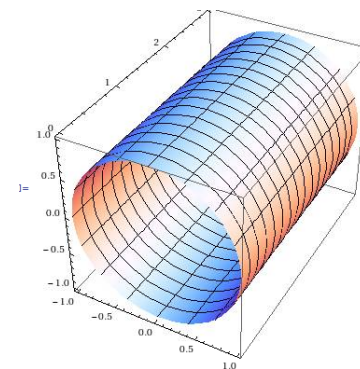
$$\mathbf{r}(u, v) = \langle \cos u, v, \sin u \rangle \quad 0 \leq u \leq 2\pi, \quad 0 \leq v \leq 3$$



Example: Integrate the vector field $F = \langle 2x, 1, 2z \rangle$

over the outward-oriented surface

$$\mathbf{r}(u, v) = \langle \cos u, v, \sin u \rangle \quad 0 \leq u \leq 2\pi, \quad 0 \leq v \leq 3$$



$$\iint_S \mathbf{F} \cdot d\mathbf{S} = ?$$

$$\text{Now } \left[d\mathbf{S} = \frac{\partial \mathbf{r}}{\partial v} \times \frac{\partial \mathbf{r}}{\partial u} du dv \right]$$

$$= \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 1 & 0 \\ -\sin u & 0 & \cos u \end{vmatrix} du dv = \begin{vmatrix} \hat{i} \cos u \\ -\hat{j} 0 \\ \hat{k} \sin u \end{vmatrix} du dv = (\hat{i} \cos u + \hat{k} \sin u) du dv$$

$$= \langle \cos u, 0, \sin u \rangle du dv$$

$$\mathbf{F} = \langle 2x, 1, 2z \rangle$$

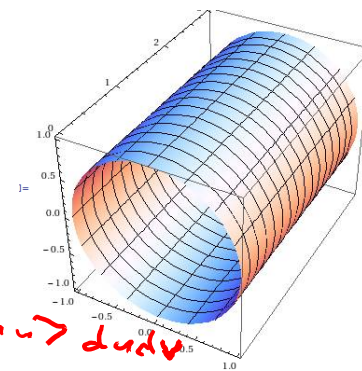
$$= \langle 2\cos u, 1, 2\sin u \rangle$$

$$\iint_S \mathbf{F} \cdot d\mathbf{S} = \int_0^3 \int_0^{2\pi} \langle 2\cos u, 1, 2\sin u \rangle \cdot \langle \cos u, 0, \sin u \rangle du dv$$

Example: Integrate the vector field $F = \langle 2x, 1, 2z \rangle$

over the outward-oriented surface

$$\mathbf{r}(u, v) = \langle \cos u, v, \sin u \rangle \quad 0 \leq u \leq 2\pi, \quad 0 \leq v \leq 3$$



$$\begin{aligned} \text{So } \iint_S \mathbf{F} \cdot d\mathbf{S} &= \int_0^3 \int_0^{2\pi} \langle 2\cos u, 1, 2\sin u \rangle \cdot \langle \cos u, 0, \sin u \rangle du dv \\ &= \int_0^3 \int_0^{2\pi} (2\cos^2 u + 0 + 2\sin^2 u) du dv \\ &= \int_0^3 \int_0^{2\pi} 2 du dv = \int_0^3 [2u]_0^{2\pi} dv \\ &= \int_0^3 4\pi dv = 4\pi \int_0^3 dv \\ &= 12\pi. \end{aligned}$$

Example: Find the integral of $\mathbf{F} = \langle 0, 0, z \rangle$ over the surface $x + y + z = 1, x > 0, y > 0, z > 0$.

(choose $u = x, v = z$
 then $y = 1 - x - z$
 then $\mathbf{r} = \langle u, 1 - u - v, v \rangle$)

Here the surface is

$$z = g(x, y) = 1 - x - y.$$

The normal is

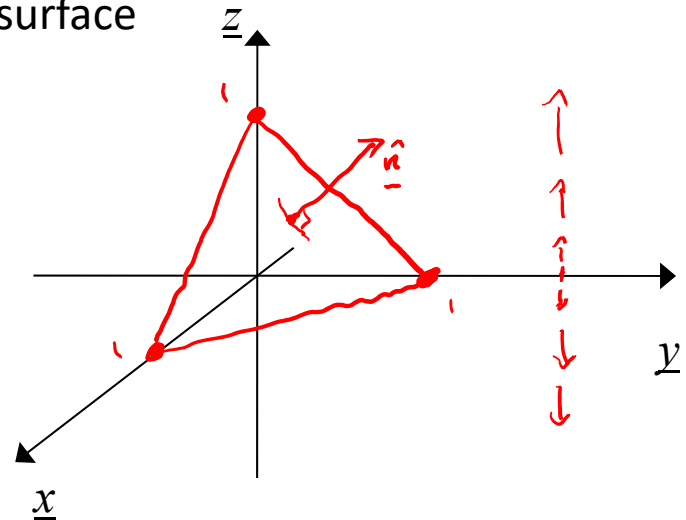
$$\mathbf{n} = \nabla(z - g(x, y)) = \left\langle -\frac{\partial g}{\partial x}, -\frac{\partial g}{\partial y}, 1 \right\rangle$$

The unit normal is $\langle 1, 1, 1 \rangle$

$$\hat{\mathbf{n}} = \frac{\mathbf{n}}{|\mathbf{n}|} = \frac{1}{\sqrt{3}} \langle 1, 1, 1 \rangle \quad \leftarrow \quad \hat{\mathbf{n}} \cdot \hat{\mathbf{k}} = \frac{1}{\sqrt{3}}$$

Now

$$dx dy = |\hat{\mathbf{n}} \cdot \hat{\mathbf{k}}| dS \Rightarrow dS = \frac{dx dy}{|\hat{\mathbf{n}} \cdot \hat{\mathbf{k}}|} = \frac{dx dy}{\frac{1}{\sqrt{3}}} = \sqrt{3} dx dy$$



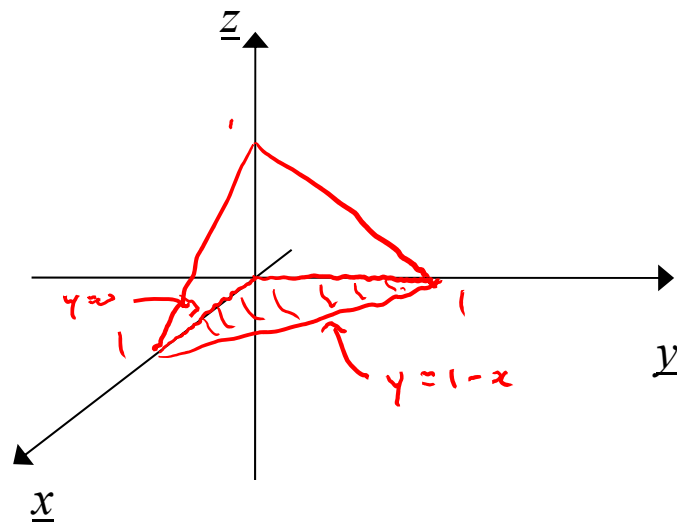
$$dS = \sqrt{3} dx dy$$

$$\text{and } \hat{n} = \frac{1}{\sqrt{3}} \langle 1, 1, 1 \rangle$$

$$S_0 \quad d\vec{S} = \hat{n} dS$$

$$= \frac{1}{\sqrt{3}} \langle 1, 1, 1 \rangle \sqrt{3} dx dy$$

$$= \langle 1, 1, 1 \rangle dx dy.$$



S_0

$$\iint_S \vec{F} \cdot d\vec{S} = \iint \langle 0, 0, z \rangle \cdot \langle 1, 1, 1 \rangle dx dy$$

$$= \iint z dx dy = \int_0^1 \int_0^{1-x} (1-x-y) dy dx$$

$$= \int_0^1 \left[-\frac{1}{2}(1-x-y)^2 \right]_0^{1-x} dx = \int_0^1 \left(-\frac{1}{2}(1-x-(1-x))^2 + \frac{1}{2}(1-x-0)^2 \right) dx$$

$$= \frac{1}{2} \int_0^1 (1-x)^2 dx = \frac{1}{2} \left[-\frac{1}{3}(1-x)^3 \right]_0^1 = \frac{1}{2} \left(-\frac{1}{3}(0) + \frac{1}{3} \right) = \frac{1}{6}.$$

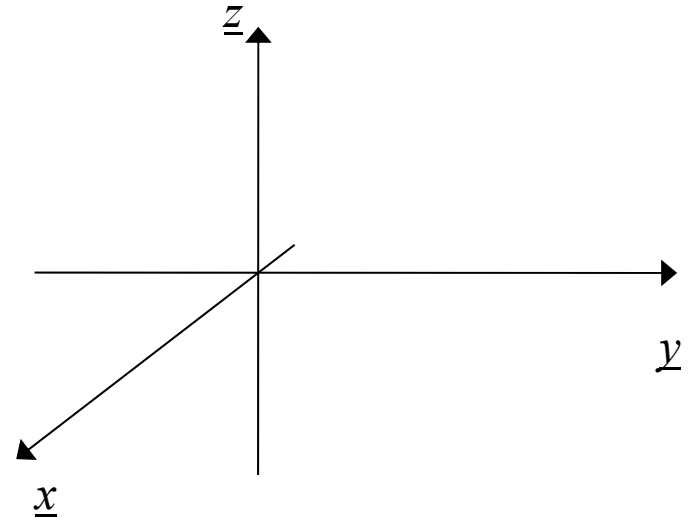
Example: integrate

$$\mathbf{F}(x, y, z) = \langle x^2 + y^2, x^2 + y^2, 0 \rangle$$

over the half-cylinder

$$\mathbf{r}(u, v) = \langle 3 \cos u, 3 \sin u, v \rangle$$

with $0 \leq u \leq \pi$, and $-1 \leq v \leq 1$.



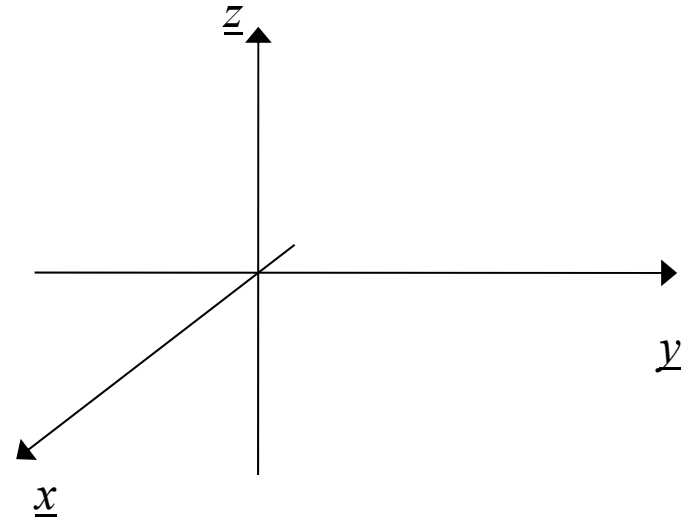
Example: integrate

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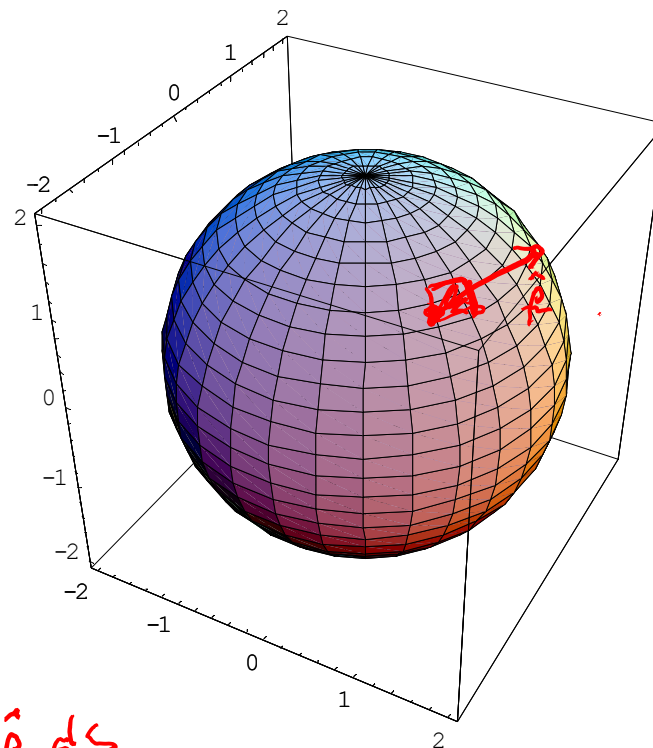
Compute the flux integral

$$\iint_S \mathbf{F} \cdot d\mathbf{S} = \iint_S \mathbf{F} \cdot \hat{\mathbf{n}} \, dS$$

Where

$$\mathbf{F} = \rho \sin \theta \hat{\boldsymbol{\rho}} + \rho \cos \theta \hat{\boldsymbol{\phi}}$$

And S is the surface of a sphere of radius R .



$$\begin{aligned} \iint_S \underline{F} \cdot \underline{dS} &= \iint_S (\underbrace{\rho \sin \theta \hat{r} + \rho \cos \theta \hat{\phi}}_{\text{normal vector}}) \cdot \hat{r} \, dS \\ &= \iint_S \rho \sin \theta \, dS \end{aligned}$$

Now

$$S_0 \quad \iint_{S_0} \underline{F} \cdot \underline{dS} = \int_0^{2\pi} \int_0^\pi \underset{\uparrow}{\rho} \sin\theta \underset{\uparrow}{\rho^2 \sin\theta} \underset{\swarrow}{d\theta} \underset{\searrow}{d\varphi} = \int_0^{2\pi} \int_0^\pi \rho^3 \sin^2\theta \, d\theta \, d\varphi.$$

$$= \int_0^{2\pi} \int_0^{\pi} R^3 \sin^2 \theta \, d\theta \, d\varphi$$

$$= R^3 \int_0^{2\pi} \int_0^{\pi} \frac{1}{2}(1 - \cos 2\theta) \, d\theta \, d\varphi$$

$$= R^3 \int_0^{2\pi} \left[\frac{\theta}{2} - \frac{1}{4} \sin 2\theta \right]_0^{\pi} d\varphi$$

$$= R^3 \int_0^{2\pi} \frac{\pi}{2} d\varphi = R^3 \frac{\pi}{2} \int_0^{2\pi} d\varphi$$

$$= R^3 \frac{\pi}{2} \times 2\pi = R^3 \pi^2$$