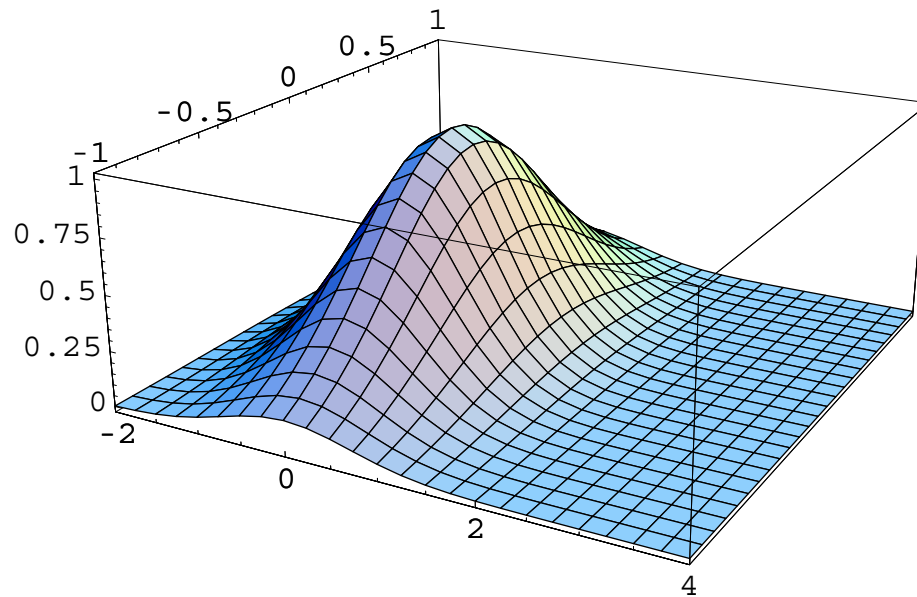


Surface and Flux Integrals

A surface can be defined in 3 ways:

1. Explicitly:

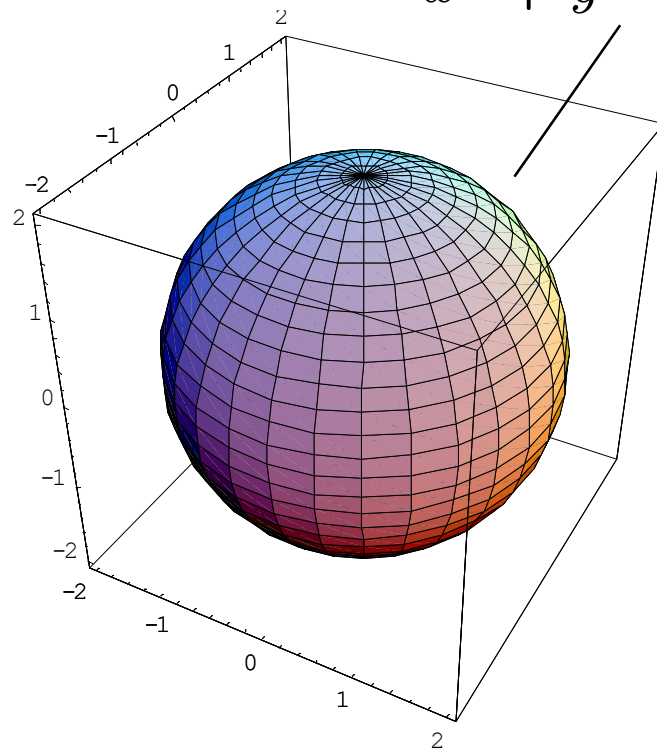
$$z = g(x, y)$$



2. Implicitly:

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

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

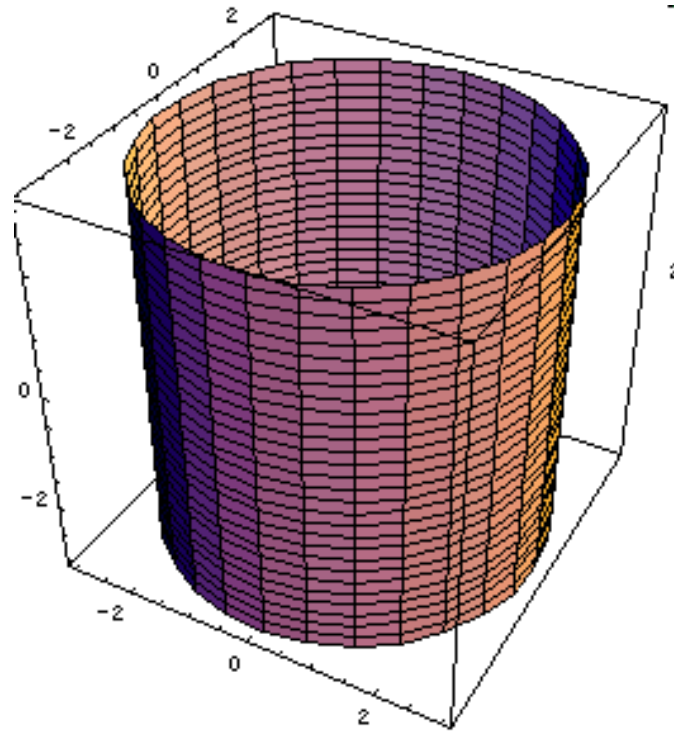


3. Parametrically:

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

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

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



$$x = 2 \cos v$$

$$y = 2 \sin v$$

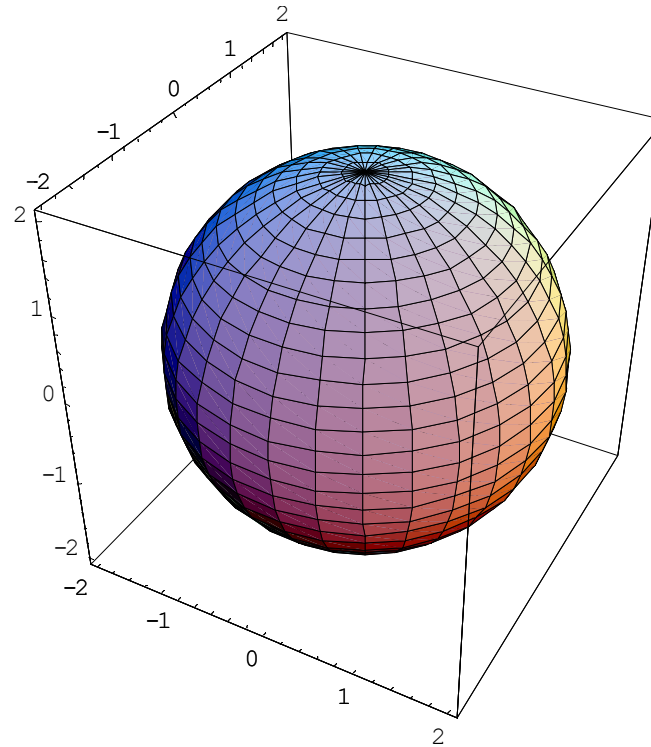
$$z = u$$

3. Parametrically:

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

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

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



$$x = 2 \cos v \cos u$$

$$y = 2 \sin v \cos u$$

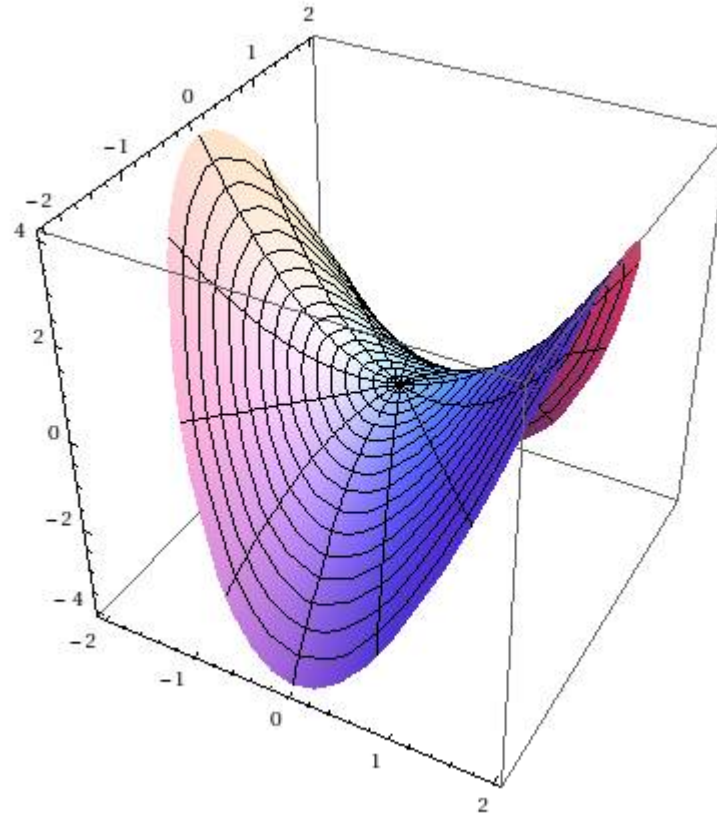
$$z = 2 \sin u$$

3. Parametrically:

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

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

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



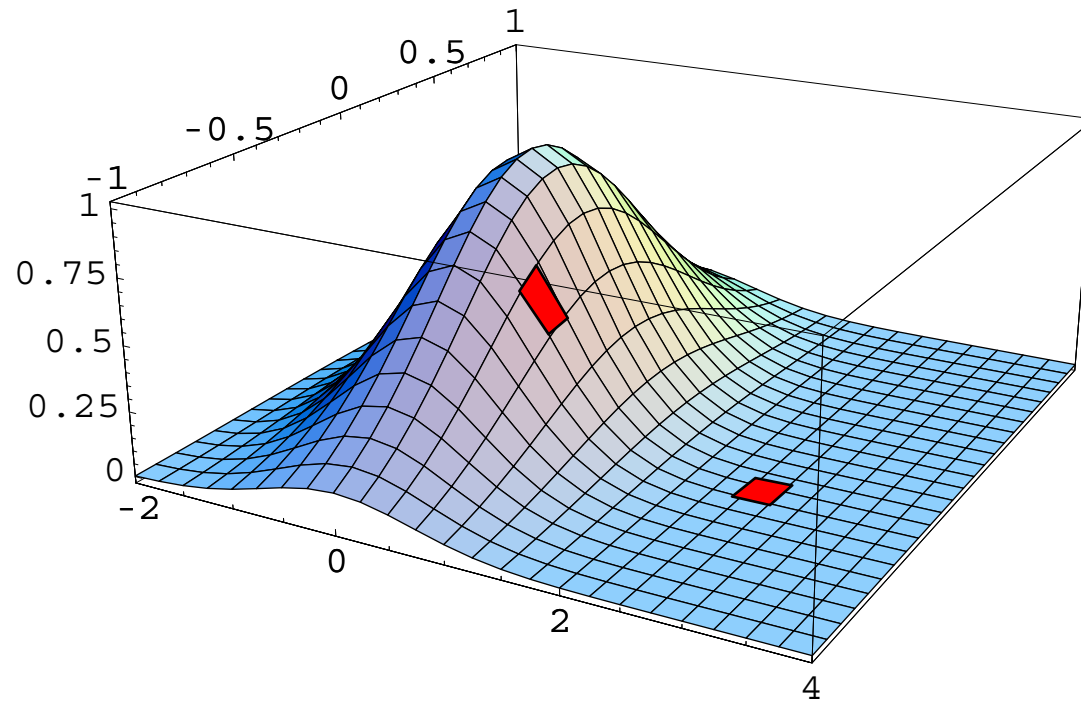
$$x = v \cos u$$

$$y = v \sin u$$

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

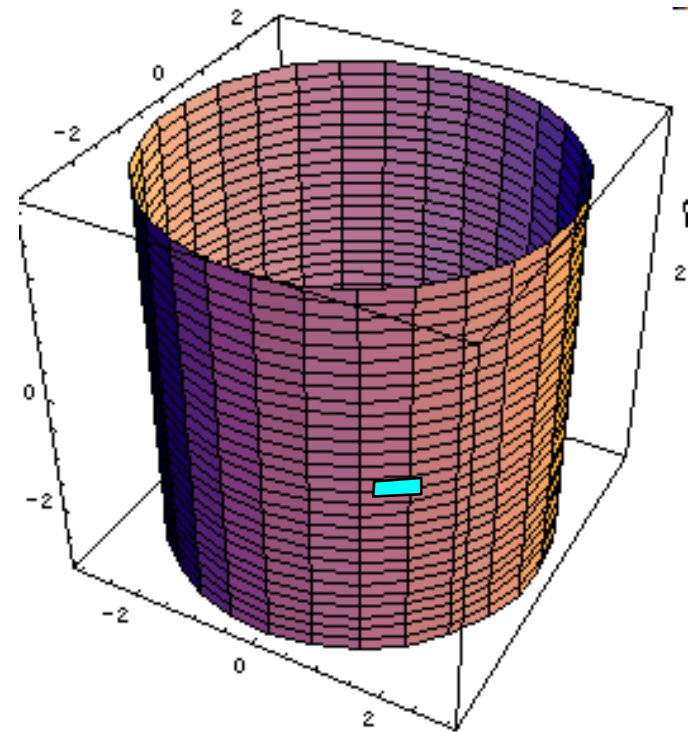
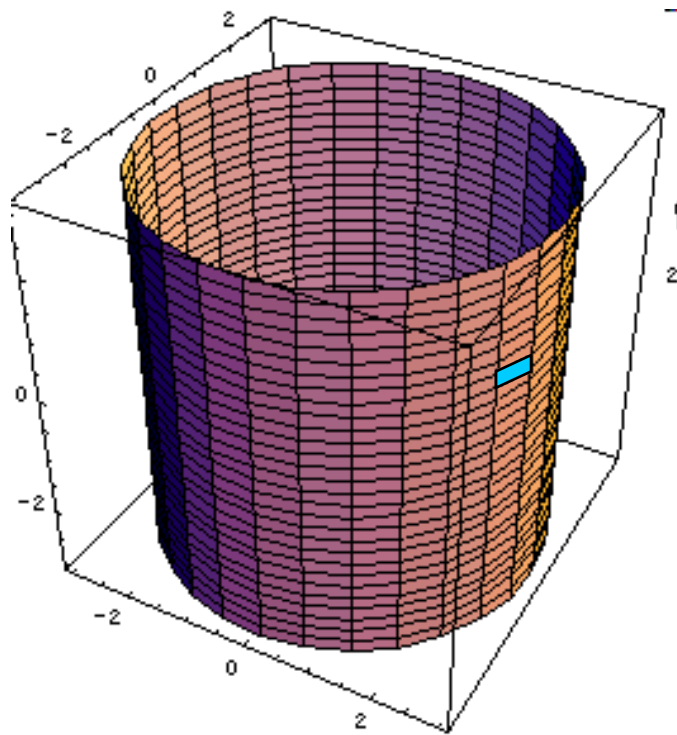
The surface element $d\mathbf{S}$

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



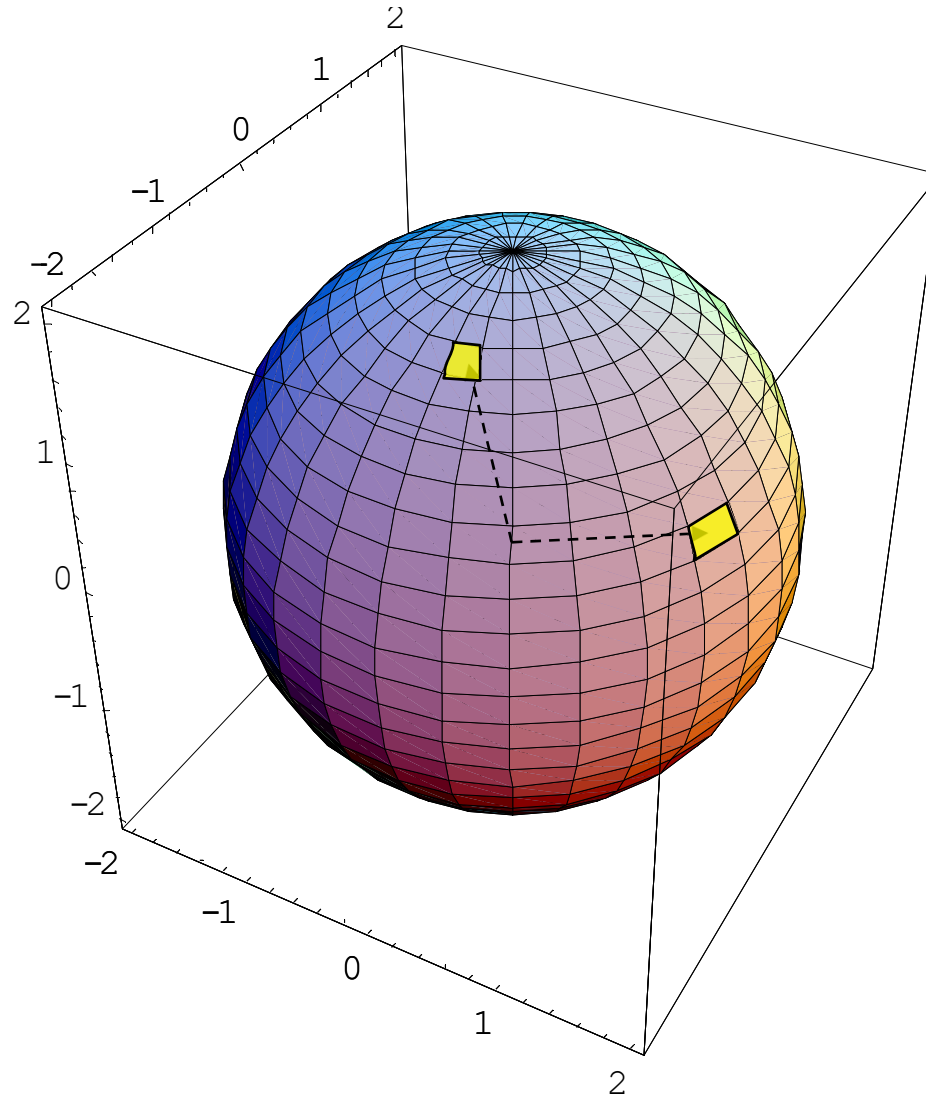
The surface element $d\mathbf{S}$

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The surface element $d\mathbf{S}$

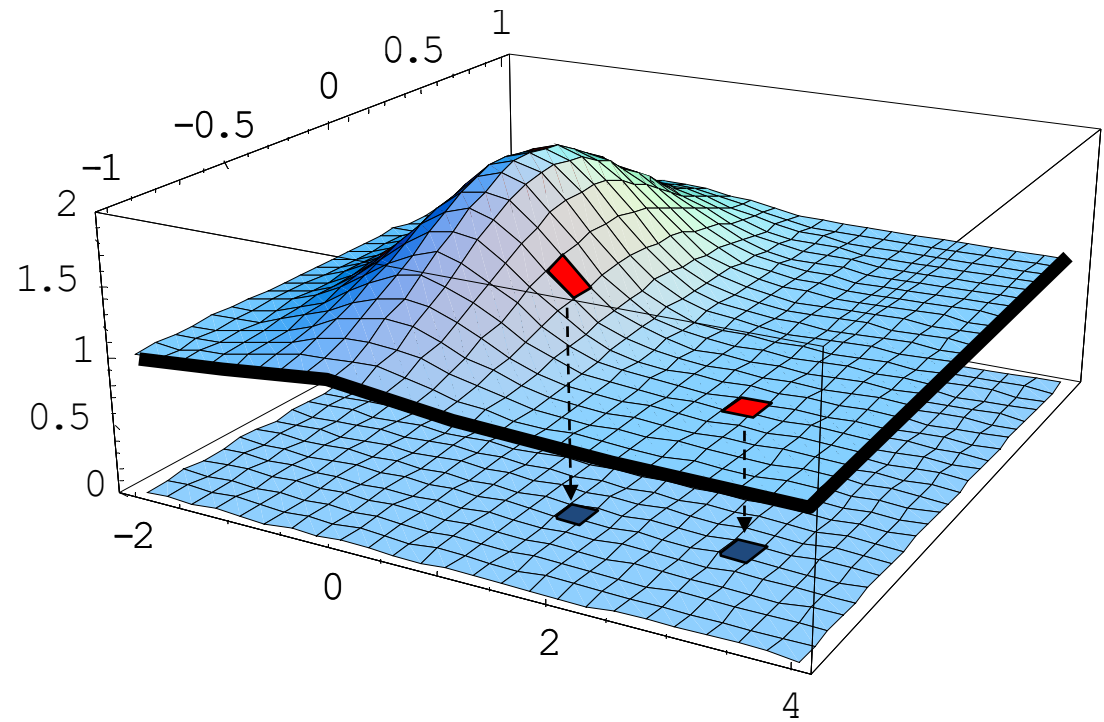
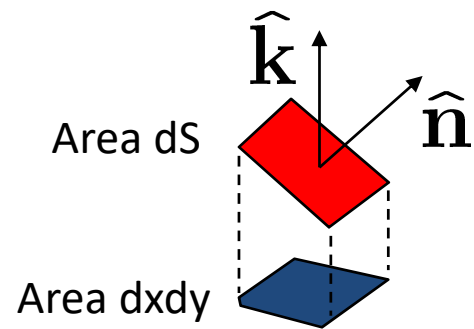
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Its magnitude is the *area* of the element and its
direction is normal to the surface

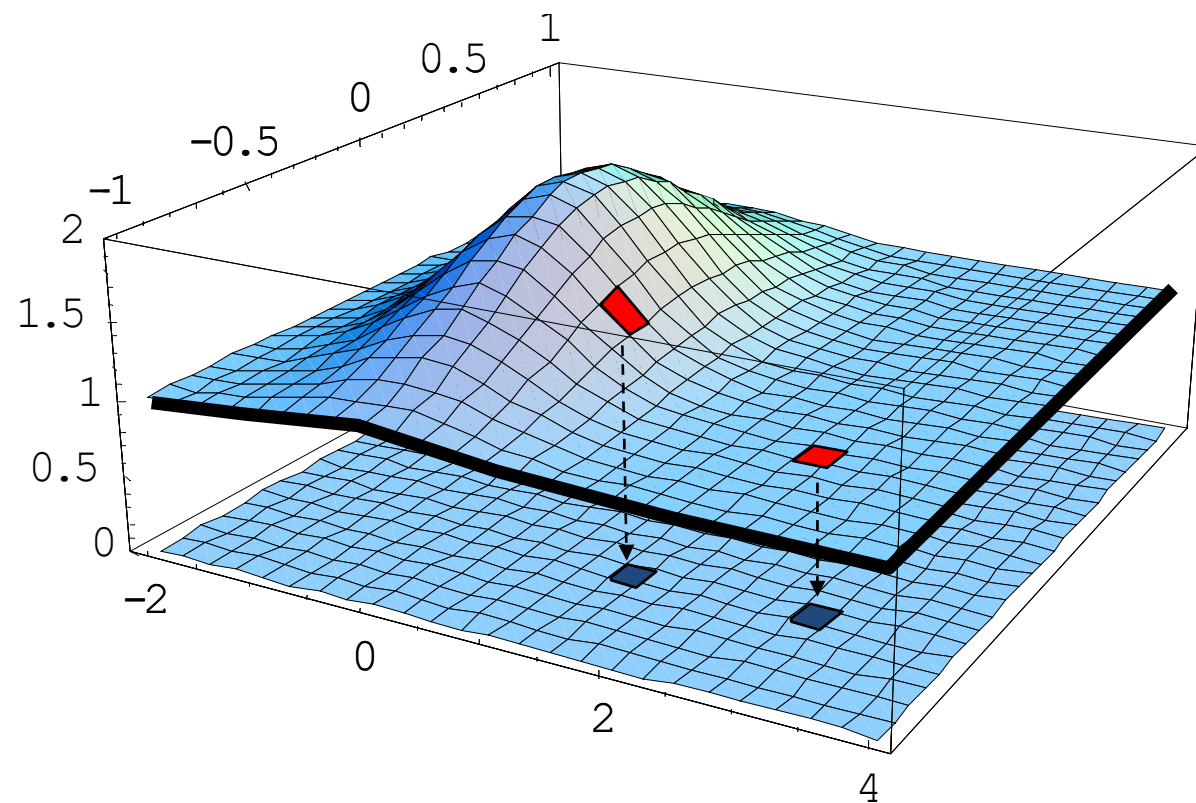


For explicit surfaces

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

we can project onto the x-y plane:



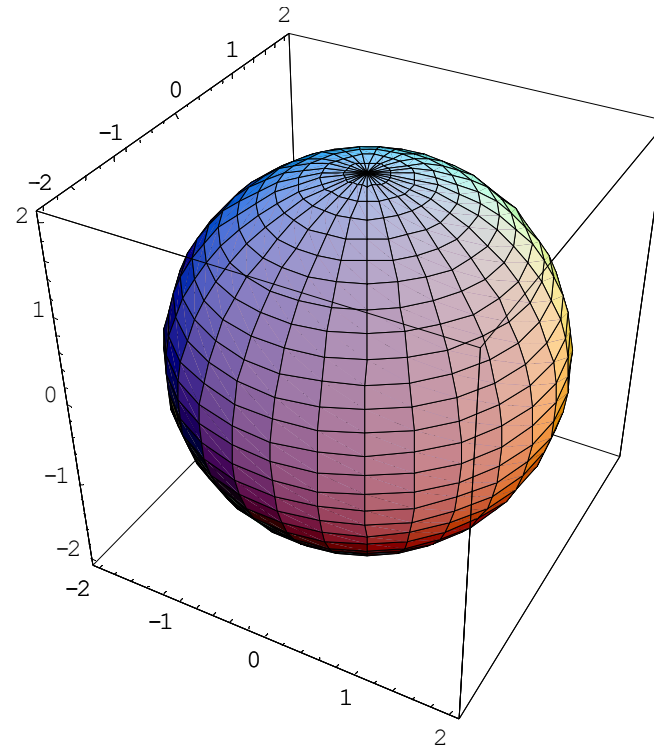


For implicit surfaces

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

the unit normal is

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



Important:

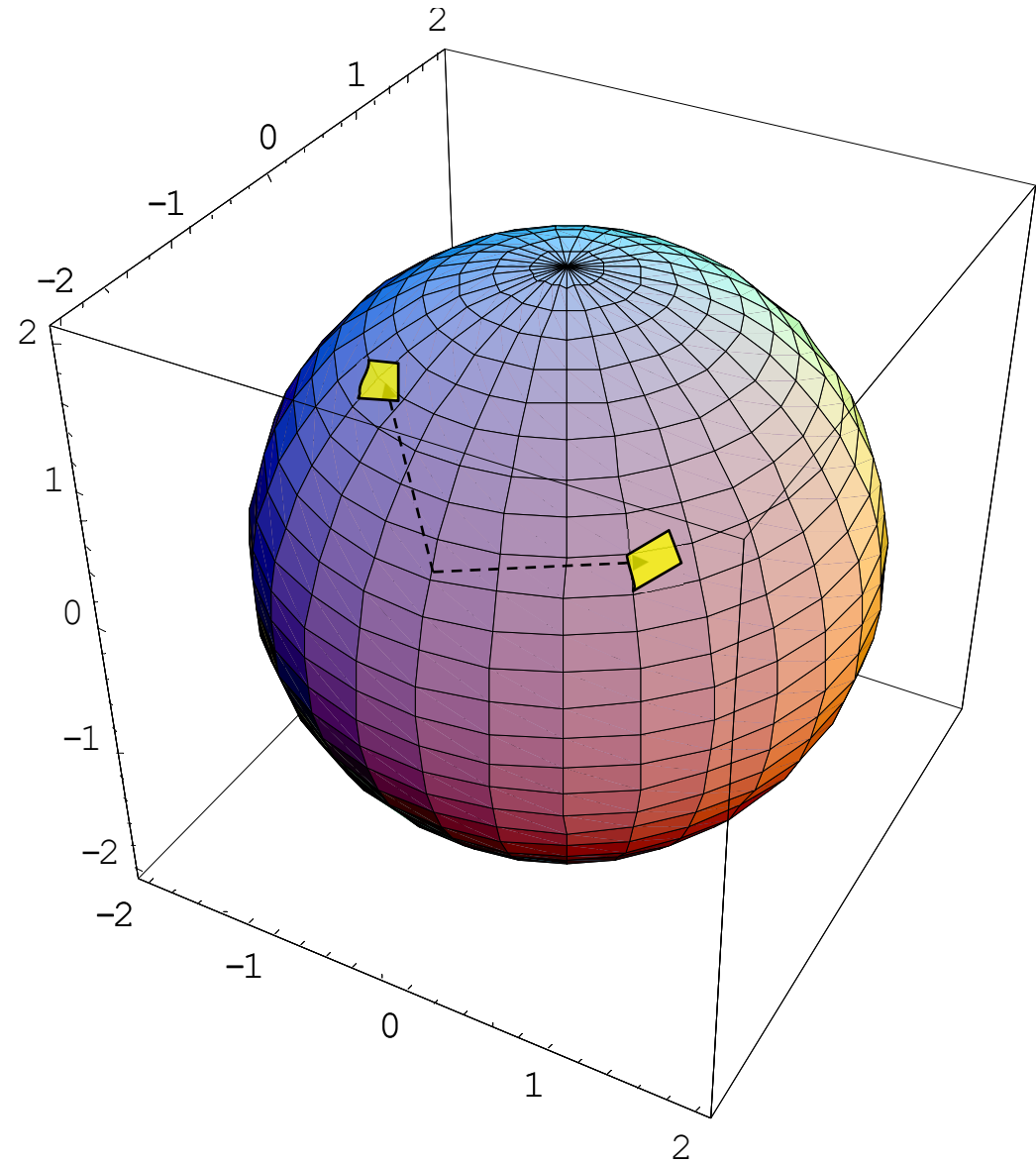
We can sometimes *guess* the normal. E.g. for the sphere above.

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

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

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

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



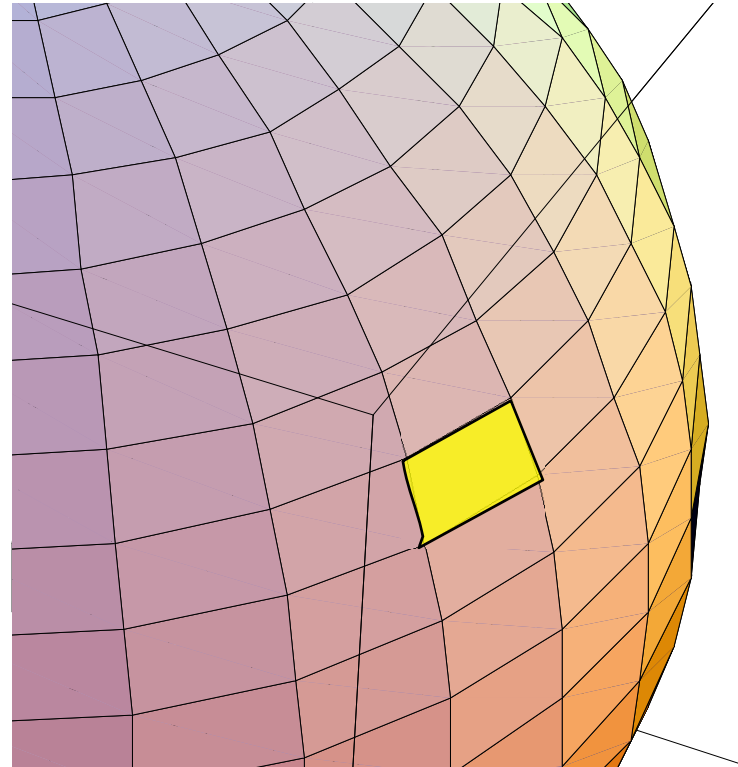
For parametric surfaces, we can obtain dS from the parameters u and v :

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

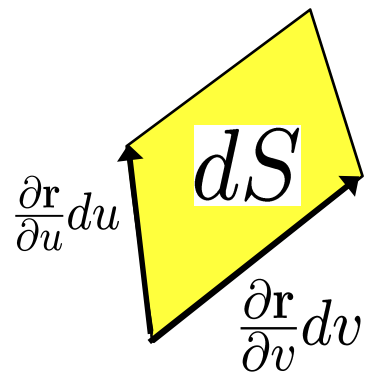
$$y = y(u, v)$$

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

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

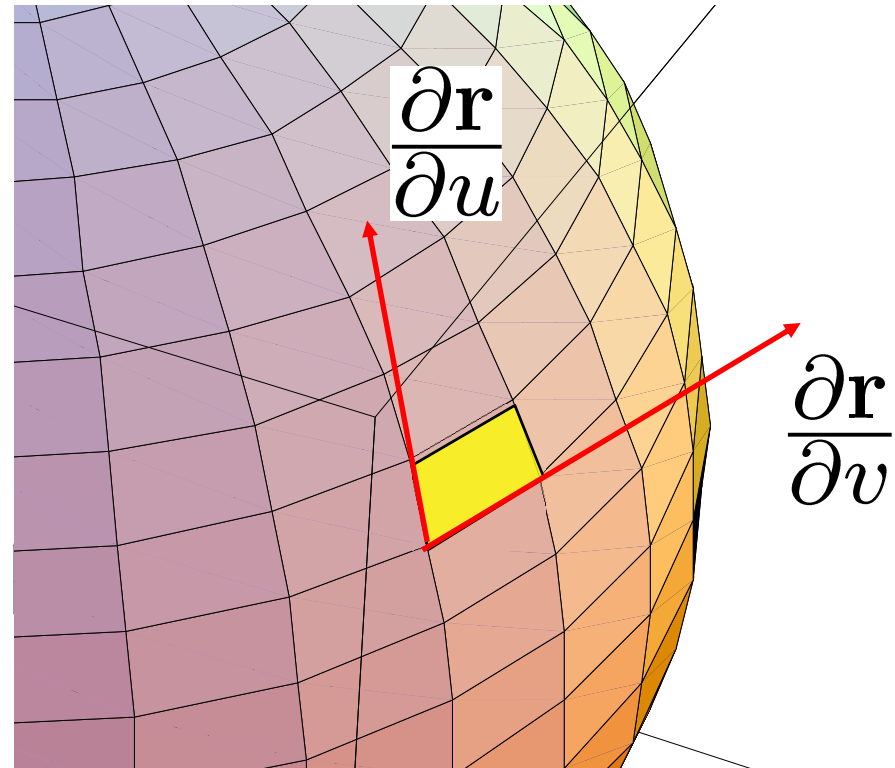


$$\mathbf{r}(u, v) = \langle x(u, v), y(u, v), z(u, v) \rangle$$



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

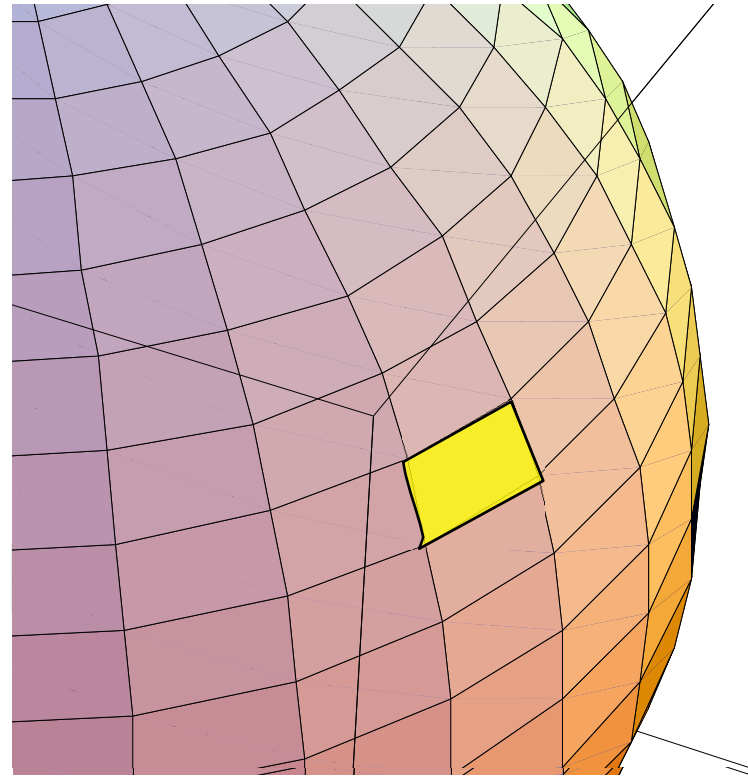
$$\text{Area } dS = \left| \frac{\partial \mathbf{r}}{\partial v} dv \times \frac{\partial \mathbf{r}}{\partial u} du \right|$$



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

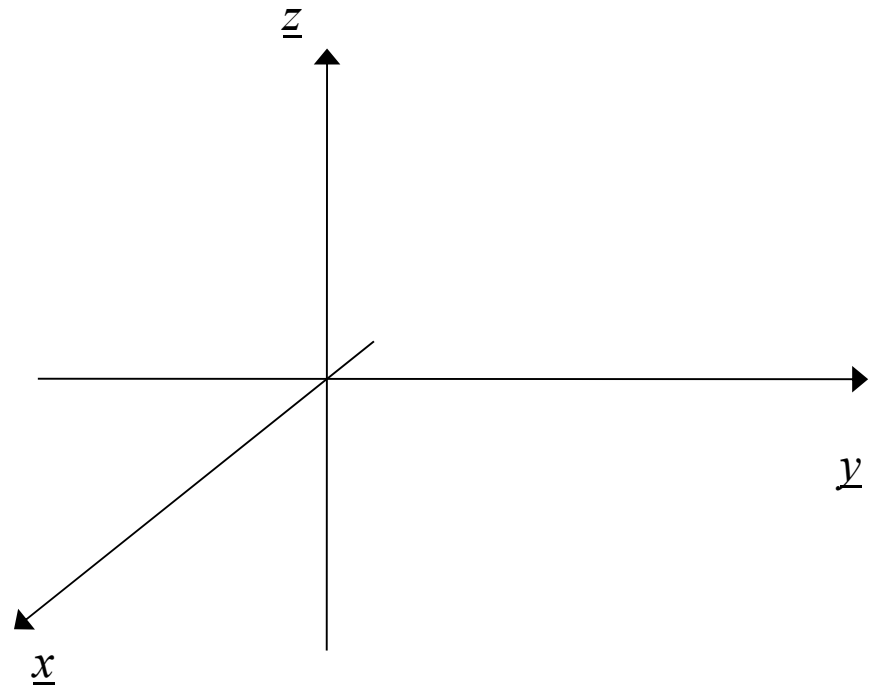
$$\iint_S f(x,y,z) dS = \lim_{\Delta S \rightarrow 0} \sum_{\text{all } \Delta S} f(x,y,z) \Delta S$$

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



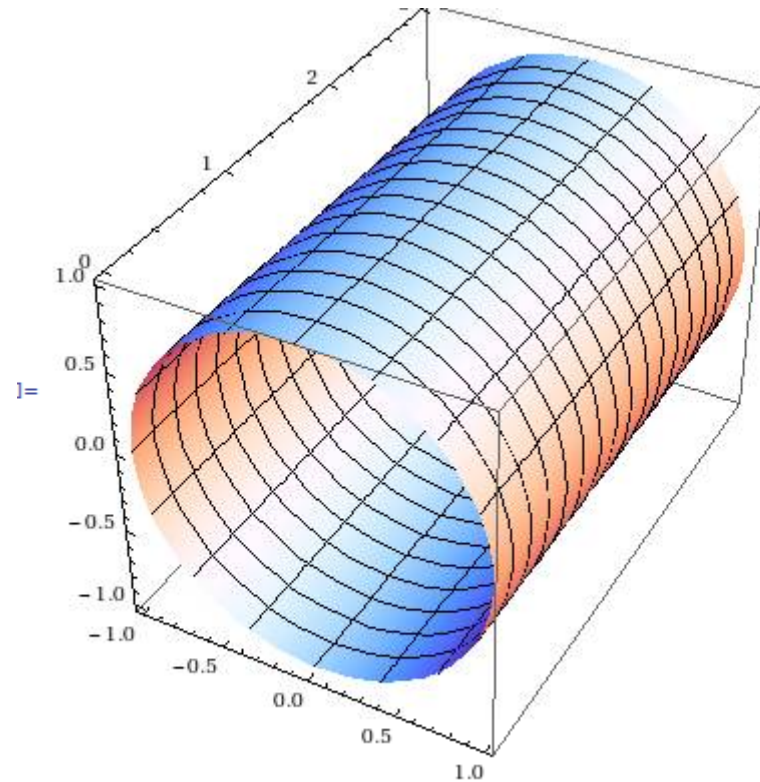
Example: Find the surface area of the cone

$$z = \sqrt{x^2 + y^2} \quad \text{with } 0 \leq z \leq 1 .$$



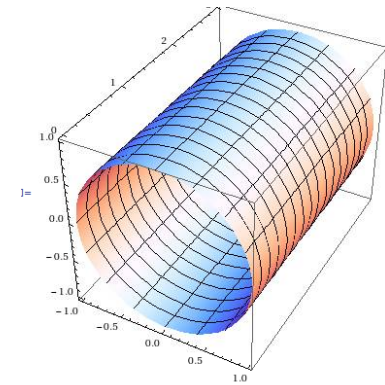
Example: integrate $f(x, y, z) = y^2$ over the surface S , defined as

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



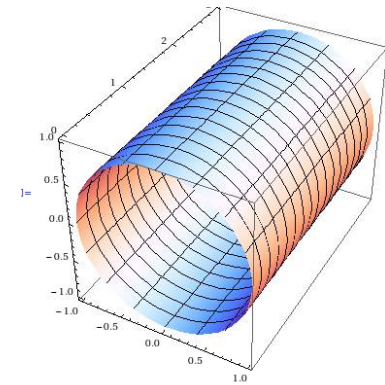
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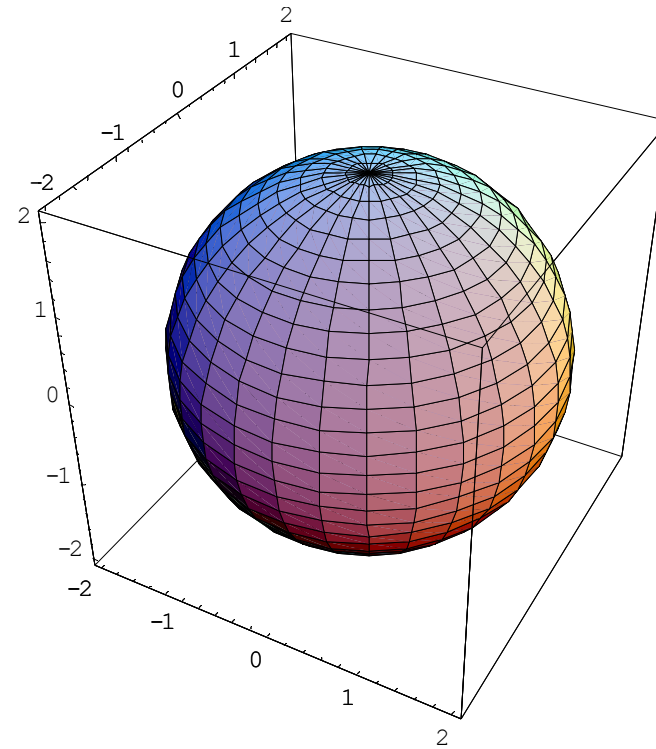


Example: integrate $f(x, y, z) = y^2$ over the surface S , defined as

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



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

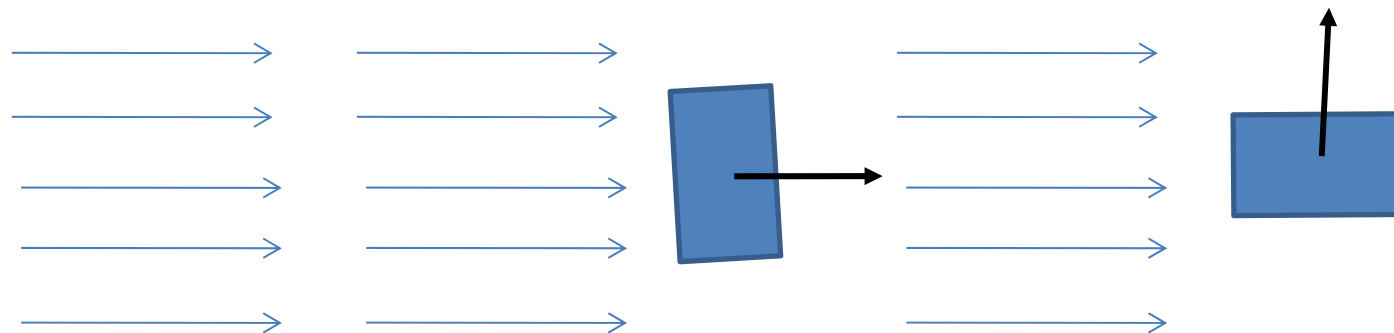
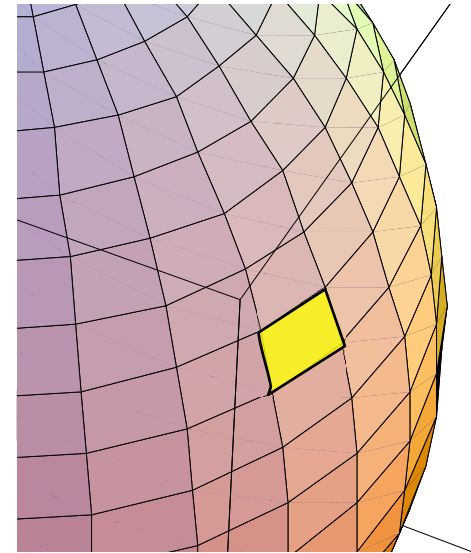
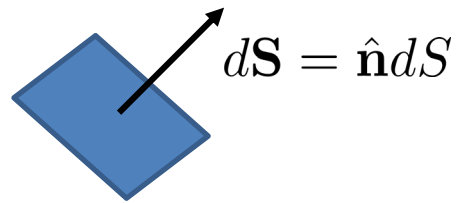


Flux integrals

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

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

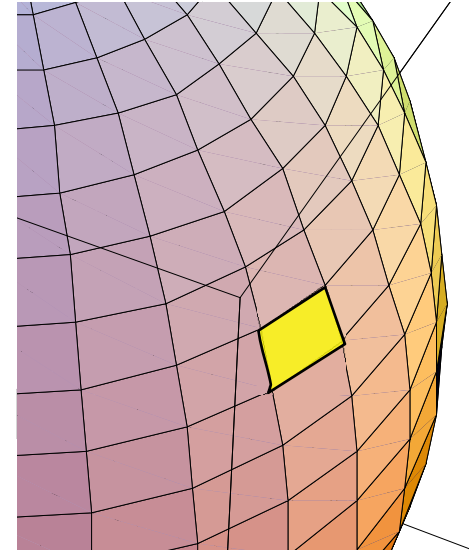
and is known as a *flux* integral.



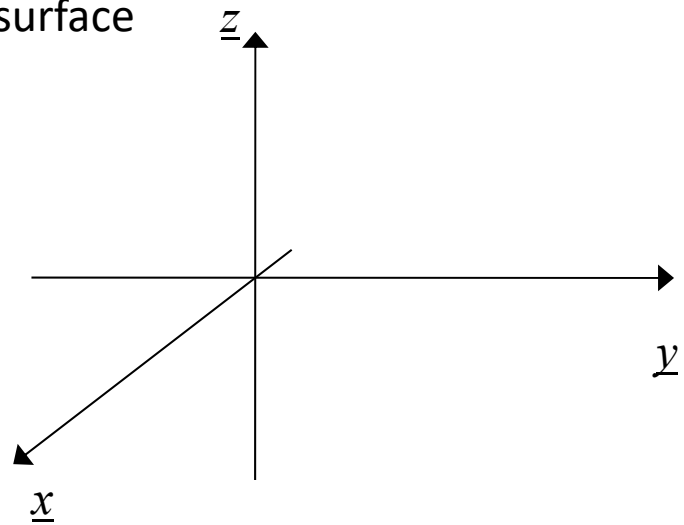
To compute a flux integral:

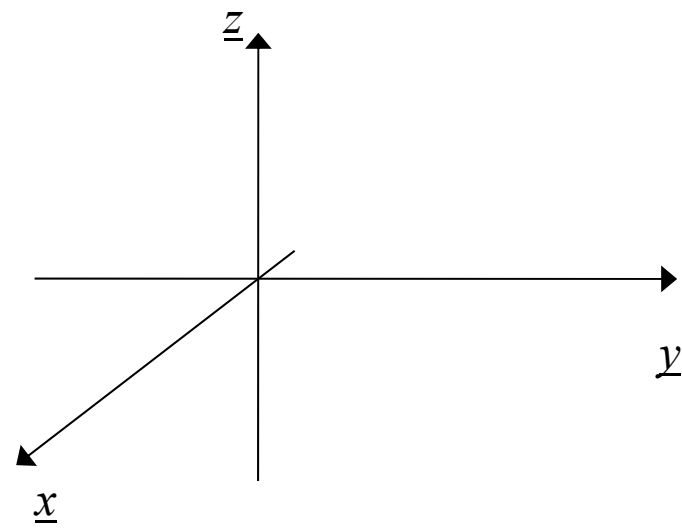
$$\iint_S \mathbf{F} \cdot d\mathbf{S} = \iint_S \mathbf{F} \cdot \hat{\mathbf{n}} \, dS$$

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



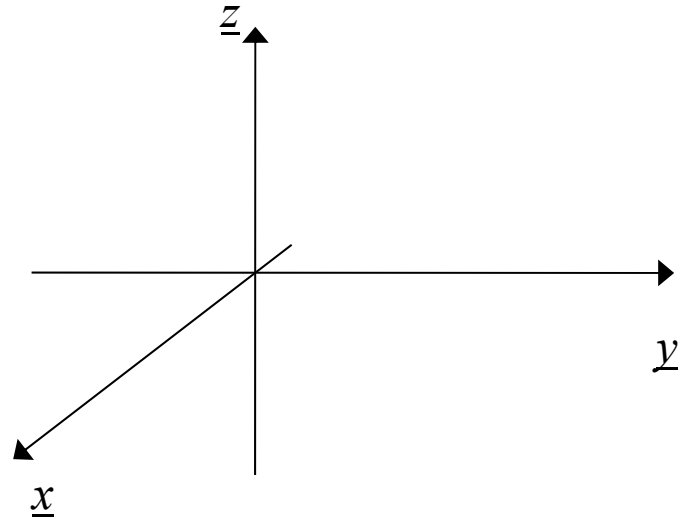


Example: integrate

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

over the cylinder

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



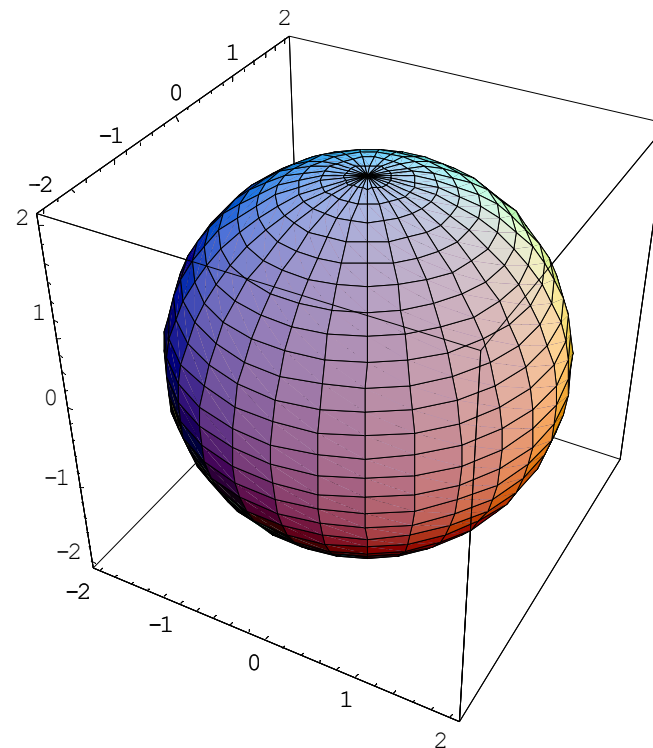
Compute the flux integral

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

Where

$$\mathbf{F} = \rho \sin^2 \theta \hat{\boldsymbol{\rho}} + \rho \cos^2 \theta \hat{\boldsymbol{\phi}}$$

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



Compute

$$\iint_S \frac{x^2}{x^2 + y^2} \hat{\mathbf{r}} \cdot d\mathbf{S}$$

Over the cylindrical surface S defined by $x^2 + y^2 = 4$.

