Lesson 10 Transforming 3D Integrals

Example 1: Triple Integrals to Compute Volume

Recall that in previous chapters we could find the length of an interval I by computing $\int dx$ or the area of a region R by computing $\iint dA$. It follows that we can compute the volume of a 3-dimensional region R by calculating $\iiint 1 \, dV$. For this cube, the calculation is not exciting: 2.5 $\int_{3}^{3} \int_{1}^{2} \int_{1}^{1} 1 \, dx \, dy \, dz = \int_{3}^{3} \int_{1}^{2} \left[x \right]_{x=-1}^{x=1} \, dy \, dz$ 2.0 z $= \int_{1}^{3} \left[2y \right]_{y=0}^{y=2} dz$ $= \left[4z \right]_{z=1}^{z=3}$ 1.5 1.0 0.5 = 8Created by Christopher Grattoni. All rights reserve $-1 \le x \le 1, 0 \le y \le 2, 1 \le z \le 3$

Example 2: Triple Integrals to Compute Volume

We can spice things up a bit. We can find the volume of the region above the xy-plane, the xz-plane, the yz-plane, and below the plane given by x + y + 4z = 8:

If
$$x + y + 4z = 8$$
, then $z = \frac{8 - x - y}{4}$. So z-top is the

plane $z = \frac{b - x - y}{4}$ and z-bottom is the plane z = 0.

Find the intersection between $z = \frac{8 - x - y}{4}$ and

z = 0: We get the line y = 8 - x, which is our y-top. Our y-bottom is the line y = 0.

Finally, integrate x from x = 0 to x = 8.

 $\int_{0}^{8} \int_{0}^{8-x} \int_{0}^{\frac{8-x-y}{4}} 1 \, dz \, dy \, dx$

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Example 2: Triple Integrals to Compute Volume

We can spice things up a bit. We can find the volume of the region above the xy-plane, the xz-plane, the yz-plane, and below the plane given by x + y + 4z = 8:



Example 3: Changing the Order of Integration

Repeat Example 2 by computing $\iint_{R} dy dx dz$ where R is the region above the xy-plane, the xz-plane, the yz-plane, and below the plane given by x + y + 4z = 8

If x + y + 4z = 8, then y = 8 - x - 4z. So y-top

is 8 - x - 4z and y-bottom is the plane y = 0.

x + y + 4z = 8 and y = 0 intersect at the line x = 8 - 4z (our x-top). Our x-bottom is the line x = 0.

Finally, integrate z from z = 0 to z = 2.





Example 4: 3D-Change of Variables

Compute the volume of the parallelepiped described by the region R_{xvz}

between the planes z = 3x and z = 3x + 2, y = x and y = x + 4, and y = -2xand y = -2x + 3.

First, pick a clever change of variables:

u = z - 3x, and let u run from 0 to 2 v = y - x, and let v run from 0 to 4 w = y + 2x, and let w run from 0 to 3

Our integral is much more manageable now:

$$\iiint_{R_{xyz}} \mathbf{1} \, \mathbf{dx} \, \mathbf{dy} \, \mathbf{dz} = \iiint_{R_{uvw}} \left| \mathbf{V}_{xyz}(\mathbf{u}, \mathbf{v}, \mathbf{w}) \right| \, \mathbf{du} \, \mathbf{dv} \, \mathbf{dw}$$

$$\int_{0}^{3} \int_{0}^{4} \int_{0}^{2} \left| V_{xyz}(u, v, w) \right| \, du \, dv \, dw$$
Created

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∂y

∂y ∂v

∂y

∂w

∂u ∂u

∂x

∂u

 $\frac{\partial \mathbf{x}}{\partial \mathbf{v}}$

∂x

∂w

 $V_{xyz}(u,v,w) =$

∂z

∂z

∂v

∂z

∂w

The Volume Conversion Factor:

$$\iiint_{R_{xyz}} \mathbf{1} \, dx \, dy \, dz = \iiint_{R_{uvw}} \left| V_{xyz}(u, v, w) \right| \, du \, dv \, dw$$

Let T(u, v, w) be a transformation from uvw-space to xyz-space.

That is, $T(u,v,w) = (T_1(u,v,w), T_2(u,v,w), T_3(u,v,w)) = (x(u,v,w), y(u,v,w), z(u,v,w)).$

Then
$$V_{xyz}(u, v, w) = \begin{vmatrix} \frac{\partial T_1}{\partial u} & \frac{\partial T_2}{\partial u} & \frac{\partial T_3}{\partial u} \\ \frac{\partial T_1}{\partial v} & \frac{\partial T_2}{\partial v} & \frac{\partial T_3}{\partial v} \\ \frac{\partial T_1}{\partial w} & \frac{\partial T_2}{\partial v} & \frac{\partial T_3}{\partial v} \end{vmatrix}$$
 Or $V_{xyz}(u, v, w) = \begin{vmatrix} \frac{\partial x}{\partial u} & \frac{\partial y}{\partial u} & \frac{\partial z}{\partial u} \\ \frac{\partial x}{\partial v} & \frac{\partial y}{\partial v} & \frac{\partial z}{\partial v} \\ \frac{\partial x}{\partial v} & \frac{\partial y}{\partial v} & \frac{\partial z}{\partial v} \\ \frac{\partial x}{\partial w} & \frac{\partial y}{\partial w} & \frac{\partial z}{\partial v} \end{vmatrix}$

Note: Just like $A_{xy}(u, v)$, we need $V_{xyz}(u, v, w)$ to be positive. Hence, the absolute value bars in the formula above.

Example 4: 3D-Change of Variables

Compute the volume of the parallelepiped described by the region R_{xyz}

between the planes z = 3x and z = 3x + 2, y = x and y = x + 4, and y = -2x

 $V_{xyz}(u, v, w) = \begin{vmatrix} 0 & 0 & 1 \\ -\frac{1}{3} & \frac{2}{3} & -1 \\ \frac{1}{3} & \frac{1}{3} & 1 \end{vmatrix}$

Use

 $=1\begin{vmatrix} \frac{1}{3} & \frac{2}{3} \\ \frac{1}{2} & \frac{1}{2} \end{vmatrix}$

and
$$y = -2x + 3$$
.
 $u = z - 3x$
 $v = y - x$
 $w = y + 2x$
 $x = \frac{w - v}{3}$
 $y = \frac{2v + w}{3}$
 $z = u + w - v$

$$\int_{0}^{3} \int_{0}^{4} \int_{0}^{2} |V_{xyz}(u, v, w)| \, du \, dv \, dw = \int_{0}^{3} \int_{0}^{4} \int_{0}^{2} \frac{1}{3} \, du \, dv \, dw$$
$$= 8$$

Example 4: 3D-Change of Variables

Compute the volume of the parallelepiped described by the region R_{xvz}

between the planes z = 3x and z = 3x + 2, y = x and y = x + 4, and y = -2xand y = -2x + 3. No need to study this, it's just nice to verify this works...

Check :

For a parallelepiped generated by three intersecting vectors X, Y and Z, $V_{parallelepiped} = (X \times Y) \cdot Z$

Parallelepiped is generated by vectors (1,1,3), $\left(-\frac{4}{3},\frac{8}{3},-4\right)$, and (0,0,2).

$$V_{\text{parallelepiped}} = \left((1,1,3) \times \left(-\frac{4}{3}, \frac{8}{3}, -4 \right) \right) \bullet (0,0,2) = 8$$

Example 5: A Mathematica-Assisted Change of Variables

Find the volume of the "football" whose outer skin is described by the parametric equation $F(s,t) = (0,0,4s) + (4-s^2)(cos(t),sin(t),0)$ for

 $-2 \le s \le 2$ and $0 \le t \le 2\pi$. First, fill in the football:

 $F(r,s,t) = (0,0,4s) + r(4-s^2)(cos(t),sin(t),0)$

 $-2 \le s \le 2$ $0 \le t \le 2\pi$

 $0 \le r \le 1$

Change of variables:

$$\begin{aligned} \mathbf{x}(\mathbf{r},\mathbf{s},\mathbf{t}) &= \mathbf{r}\left(4-\mathbf{s}^{2}\right)\mathbf{cos(t)}\\ \mathbf{y}(\mathbf{r},\mathbf{s},\mathbf{t}) &= \mathbf{r}\left(4-\mathbf{s}^{2}\right)\mathbf{sin(t)}\\ \mathbf{z}(\mathbf{r},\mathbf{s},\mathbf{t}) &= 4\mathbf{s} \end{aligned}$$



Example 5: A Mathematica-Assisted Change of Variables

Find the volume of the "football" whose outer skin is described by the parametric equation $F(s,t) = (0,0,4s) + (4-s^2)(cos(t),sin(t),0)$ for $-2 \leq s \leq 2$ and $0 \leq t \leq 2\pi$. $V_{xyz}(\mathbf{r}, \mathbf{s}, \mathbf{t}) = \begin{vmatrix} \frac{\partial \mathbf{x}}{\partial \mathbf{r}} & \frac{\partial \mathbf{y}}{\partial \mathbf{r}} & \frac{\partial \mathbf{z}}{\partial \mathbf{r}} \\ \frac{\partial \mathbf{x}}{\partial \mathbf{s}} & \frac{\partial \mathbf{y}}{\partial \mathbf{s}} & \frac{\partial \mathbf{z}}{\partial \mathbf{s}} \end{vmatrix}$ $\frac{\partial \mathbf{x}}{\partial \mathbf{t}} \quad \frac{\partial \mathbf{y}}{\partial \mathbf{t}} \quad \frac{\partial \mathbf{z}}{\partial \mathbf{t}}$ z $= -4(16r - 8rs^2 + rs^4)$ (Mathematica) $\int_{0}^{2\pi} \int_{-2}^{2\pi} \int_{0}^{1} |V_{xyz}(r,s,t)| \, dr \, ds \, dt = \frac{2048}{15} \pi \quad \text{(Mathematica)}$

Example 5: A Mathematica-Assisted Change of Variables

Find the volume of the "football" whose outer skin is described by the parametric equation $F(s,t) = (0,0,4s) + (4-s^2)(cos(t),sin(t),0)$ for $-2 \le s \le 2$ and $0 \le t \le 2\pi$.

Check using solids of revolution:

$$\pi \int_{-8}^{8} \left(4 - \left(\frac{x}{4} \right)^{2} \right)^{2} dx = \frac{2048}{15} \pi$$



Example 6: Beyond Volume Calculations

It is easy to see that $\iiint dV$ computes the volume of a solid. But it's harder to interpret $\iiint f(x, y, z) dV$ since f(x, y, z) lives in 4 dimensions. We need an example to keep referring back to to give us some intuition. A cube of varying density has its density at each point (x, y, z) described by $f(x, y, z) = x^2 y^4 \frac{g}{cm^3}$. Find the mass 2.5 of the cube. 2.0

 $\int_{1}^{3} \int_{0}^{2} \int_{-1}^{1} x^{2} y^{4} dx dy dz = \frac{128}{15} \text{ grams}$



<u>3D Integrals:</u>

$$\begin{split} \iiint_{R_{xyz}} f(x, y, z) \, dx \, dy \, dz &= \iiint_{R_{uvw}} f(x(u, v, w), y(u, v, w), z(u, v, w)) \left| V_{xyz}(u, v, w) \right| \, du \, dv \, dw \\ V_{xyz}(u, v, w) &= \begin{vmatrix} \frac{\partial x}{\partial u} & \frac{\partial y}{\partial u} & \frac{\partial z}{\partial u} \\ \frac{\partial x}{\partial v} & \frac{\partial y}{\partial v} & \frac{\partial z}{\partial v} \\ \frac{\partial x}{\partial v} & \frac{\partial y}{\partial v} & \frac{\partial z}{\partial v} \\ \frac{\partial x}{\partial w} & \frac{\partial y}{\partial w} & \frac{\partial z}{\partial w} \end{vmatrix}$$

In my opinion, a good way to think about $\iiint_{R_{xyz}} f(x, y, z) dx dy dz$ is

as a calculation of the mass of R_{xyz} where f(x, y, z) is the density of the solid at any given point (x, y, z).

Example 7: A 3D-Change of Variables with an Integrand

Compute $\iiint_{R_{xyz}}$ 9y dx dy dz where R_{xyz} is the parallelepiped that is between

the planes z = 3x and z = 3x + 2, y = x and y = x + 4, and y = -2x and y = -2x + 3.

All from Example 4:

$$\begin{array}{c} x = \frac{3}{3} \\ u = z - 3x \\ v = y - x \\ w = y + 2x \end{array} \begin{array}{c} 0 \le u \le 2 \\ 0 \le v \le 4 \\ 0 \le w \le 3 \end{array} \begin{array}{c} y = \frac{2v + w}{3} \\ z = u + w - v \end{array} \begin{array}{c} |V_{xyz}(u, v, w)| = \frac{1}{3} \end{array}$$

$$\iiint_{R_{xyz}} 9y \, dx \, dy \, dz = \int_{0}^{3} \int_{0}^{4} \int_{0}^{2} 9y(u, v, w) \left| V_{xyz}(u, v, w) \right| \, du \, dv \, dw$$
$$= \int_{0}^{3} \int_{0}^{4} \int_{0}^{2} 9\left(\frac{2v + w}{3}\right) \frac{1}{3} \, du \, dv \, dw$$
$$= \int_{0}^{3} \int_{0}^{4} \int_{0}^{2} (2v + w) \, du \, dv \, dw$$
_{Created by Christopher Grattoni. All} = **132**

Example 8: A Traditional Triple Integral

Set up, but do not compute $\iiint_{R_{xyz}} 2y dx dy dz$ where R_{xyz}

is the paraboloid $z = 9 - x^2 - y^2$ such that z > 0.

$$\iiint_{xyz} 2y \, dz \, dy \, dx = \int_{-3}^{3} \int_{-\sqrt{9-x^2}}^{\sqrt{9-x^2}} \int_{0}^{9-x^2-y^2} 2y \, dz \, dy \, dx$$

z-top is the paraboloid $z = 9 - x^2 - y^2$ and z-bottom is the plane z = 0.

Find the intersection between $z = 9 - x^2 - y^2$ and z = 0: We get the circle $x^2 + y^2 = 9$, so our y-top is $y = \sqrt{9 - x^2}$ and our y-bottom is $y = -\sqrt{9 - x^2}$.

Finally, integrate x from x = -3 to x = 3.

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