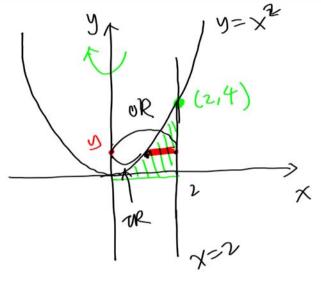
LECTURE NO. 5

2.3 Volume of Revolution: Cylindrical Shells

Wright State University

Let R be the region bound by $y = x^2$, x = 2, and x-axis. Find the volume of the solid formed by revolving R around y-axis.



Uslume =
$$\int_{0}^{4} Cross$$
 sectional Area dy

or (2,4)

 $y = x^{2}$
 $x = \sqrt{y}$

Washer Method

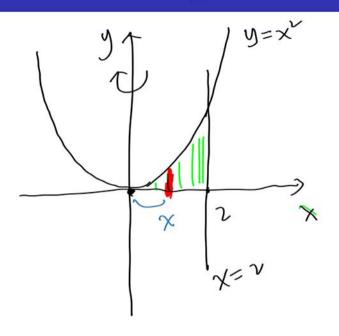
 $x = \sqrt{y}$
 $x = \sqrt{y}$

IR=
$$\sqrt{y}$$
 $OR=2$

$$V = \int_{0}^{4} \sqrt{12^{2}} - \sqrt{(\sqrt{y})^{2}} dy = \sqrt{5} \int_{0}^{4} 4 - y dy$$

$$V = \sqrt{(4y - \frac{y^{2}}{2})} \Big|_{0}^{4} = \sqrt{8} \sqrt{1}$$
That Answer

Can we integrate with respect to x?



height = length of cutting segment =
$$x^2$$

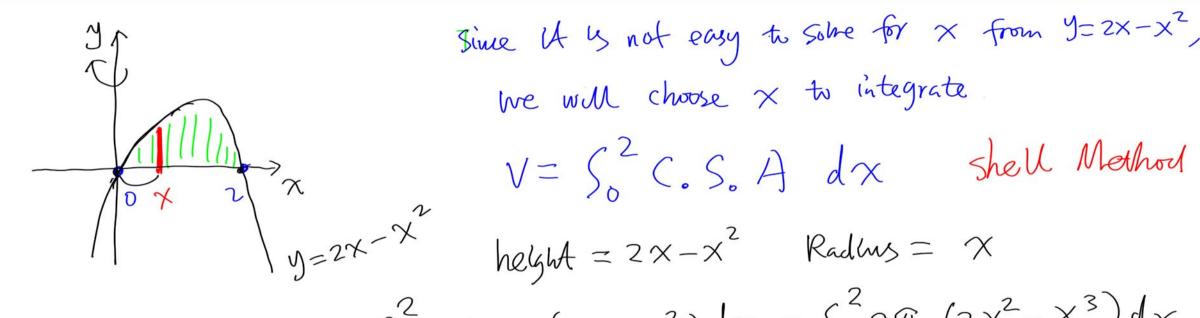
radius = distance between the cutting segment and
the axis of notation = x

Area of Statell =
$$2\pi R \cdot h$$

 $C.S.A = 2\pi \times \times^2 = 2\pi \times^3$

$$V = \int_{0}^{2} 2\pi x^{3} dx = 2\pi \cdot \frac{x^{4}}{4} \Big|_{0}^{2} = 8\pi$$
 same answer.

Let R be the region bounded by $y = 2x - x^2$ and x-axis. Find the volume of solid formed by rotating R around y-axis.



Since it is not easy to some for x from y=2x-x2, we will choose x to integrate

$$V = \int_0^2 C. S. A dx$$

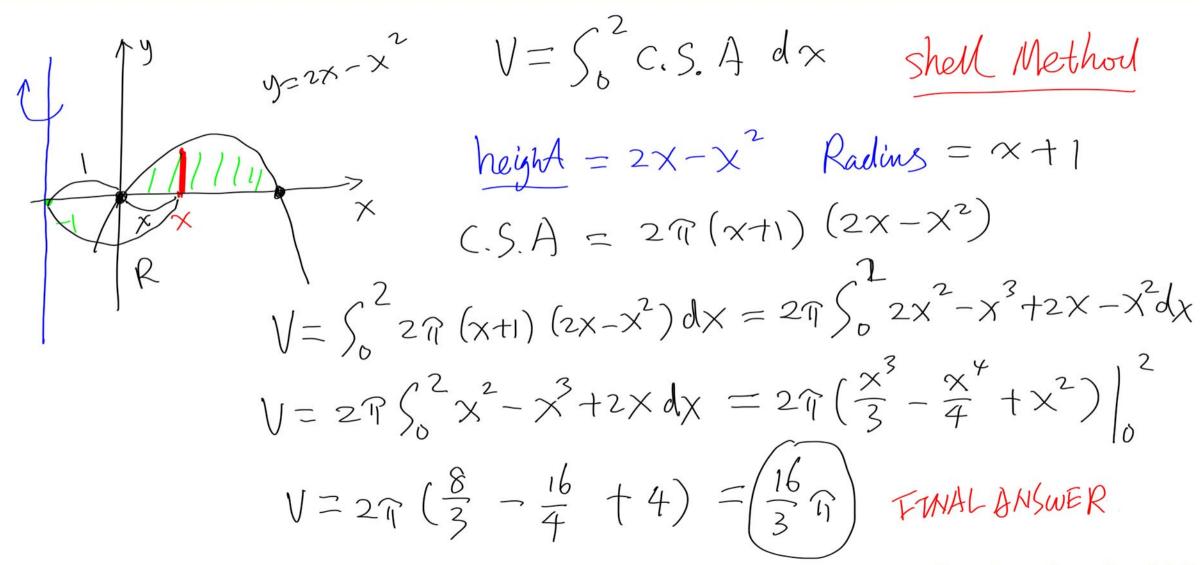
$$helsh = 2 \times - \times^2$$
 R

$$V = \int_{0}^{2} 2 \pi \times (2x - x^{2}) dx = \int_{0}^{2} 2 \pi (2x^{2} - x^{3}) dx$$

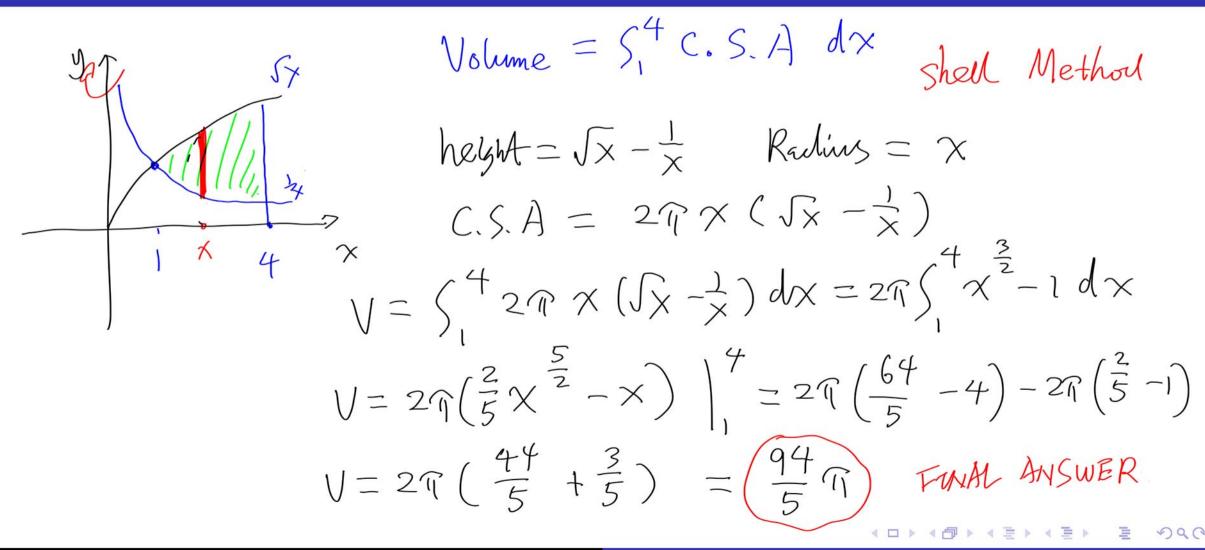
$$V = 2\pi \left(\frac{2}{3} x^3 - \frac{x^4}{4} \right) \Big|_{0}^{2} = 2\pi \left(\frac{16}{3} - 4 \right) = \left(\frac{8}{3} \pi \right)$$

FUNAL ANSWER

What if R is rotated around the line x = -1?



Let S be the region bounded by $y = \sqrt{x}$ and $y = \frac{1}{x}$ over [1, 4]. Find the volume of the solid generated by rotating S around y-axis.



What Method Should I Use?

- If the solid is generated by rotating around a horizontal line (ex. x-axis, y = -1, y = 2 etc):
 - ▶ If we integrate with respect to x, use Washer/Disk Method;
 - ▶ If we integrate with respect to y, use Shell Method.
- If the solid is generated by rotating around a vertical line (ex y-axis, x = -2, x = 3, etc):
 - If we integrate with respect to x, use Shell Method;
 - ▶ If we integrate with respect to y, use Washer/Disk Method.

