

## Lecture 19: Triple integral & Cylindrical Coordinate System

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**Example 19.1** Let  $W$  be the region bounded by the planes  $x = 0, y = 0$  and  $z = 2$ , and the surface  $z = x^2 + y^2$  and lying in the quadrant  $x \geq 0, y \geq 0$ . Compute  $\iiint_W x \, dx \, dy \, dz$ .

**Solution:** The shadow of the region is part of disk  $x^2 + y^2 = 2$ . Hence region can be described by

$$0 \leq \sqrt{2}, 0 \leq y \leq \sqrt{2-x^2}, x^2 + y^2 \leq z \leq 2$$

$$\begin{aligned} \iiint_W x \, dx \, dy \, dz &= \int_0^{\sqrt{2}} \int_0^{\sqrt{2-x^2}} \int_{x^2+y^2}^2 x \, dx \, dy \, dz \\ &= \int_0^{\sqrt{2}} \int_0^{\sqrt{2-x^2}} x(2-x^2-y^2) \, dx \, dy \, dz \\ &= \int_0^{\sqrt{2}} x \left[ (2-x^2)^{\frac{3}{2}} - \frac{(2-x^2)^{\frac{3}{2}}}{3} \right] \, dx \, dy \, dz \\ &= \frac{8\sqrt{2}}{15} \end{aligned}$$

### 19.1 Change of variable in triple integrals

Suppose that a region  $G$  in  $uvw$ -space is transformed one-to-one into the region  $D$  in  $xyz$ -space by differentiable equations of the form

$$x = g(u, v, w), y = h(u, v, w), z = k(u, v, w)$$

Then any function  $F(x, y, z)$  defined on  $D$  can be thought of as a function

$$F(g(u, v, w), h(u, v, w), k(u, v, w)) = H(u, v, w)$$

defined on  $G$ . If  $g, h$ , and  $k$  have continuous first partial derivatives, then the integral of  $F(x, y, z)$  over  $D$  is related to the integral of  $H(u, v, w)$  over  $G$  by the equation

$$\iiint_R F(x, y, z) \, dx \, dy \, dz = \iiint_G H(u, v, w) |J(u, v, w)| \, du \, dv \, dw$$

where

$$J(u, v, w) = \begin{vmatrix} \frac{\partial x}{\partial u} & \frac{\partial x}{\partial v} & \frac{\partial x}{\partial w} \\ \frac{\partial y}{\partial u} & \frac{\partial y}{\partial v} & \frac{\partial y}{\partial w} \\ \frac{\partial z}{\partial u} & \frac{\partial z}{\partial v} & \frac{\partial z}{\partial w} \end{vmatrix} = \frac{\partial(x, y, z)}{\partial(u, v, w)}.$$

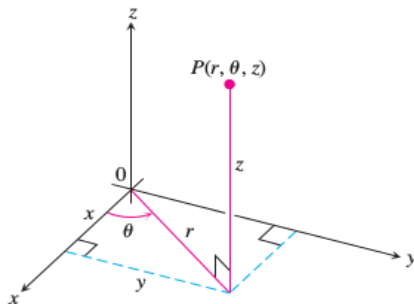
Many times our calculation of triple integral involves a cylinder, cone, or sphere. Then we can often simplify our work by using cylindrical or spherical coordinates.

## Cylindrical Coordinates

We obtain cylindrical coordinates for space by combining polar coordinates in the  $xy$ -plane with the usual  $z$ -axis.

**DEFINITION** Cylindrical coordinates represent a point  $P$  in space by ordered triples  $(r, \theta, z)$  in which

1.  $r$  and  $\theta$  are polar coordinates for the vertical projection of  $P$  on the  $xy$ -plane
2.  $z$  is the rectangular vertical coordinate.



**FIGURE 15.42** The cylindrical coordinates of a point in space are  $r$ ,  $\theta$ , and  $z$ .

The values of  $x$ ,  $y$ ,  $r$ , and  $\theta$  in rectangular and cylindrical coordinates are related by the usual equations.

**Equations Relating Rectangular  $(x, y, z)$  and Cylindrical  $(r, \theta, z)$  Coordinates**

$$x = r \cos \theta, \quad y = r \sin \theta, \quad z = z,$$

$$r^2 = x^2 + y^2, \quad \tan \theta = y/x$$

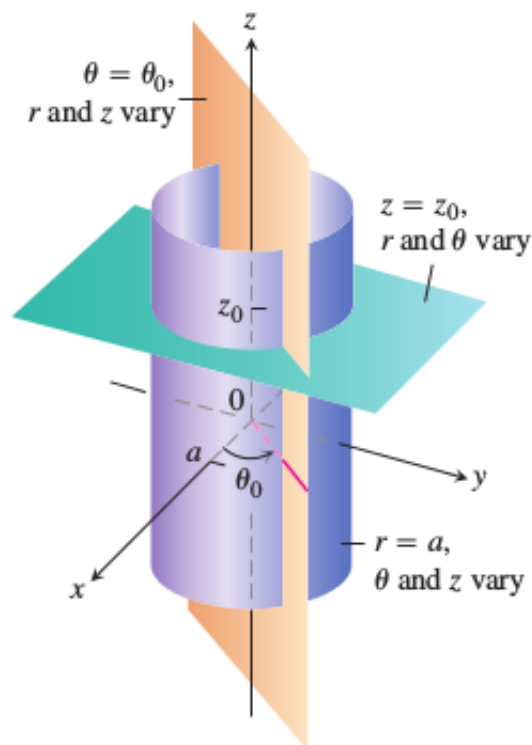
In cylindrical coordinates, the equation  $r = a$  describes not just a circle in the  $xy$ -plane but an entire cylinder about the  $z$ -axis (Figure 15.43). The  $z$ -axis is given by  $r = 0$ . The equation  $\theta = \theta_0$  describes the plane that contains the  $z$ -axis and makes an angle  $\theta_0$  with the positive  $x$ -axis. And, just as in rectangular coordinates, the equation  $z = z_0$  describes a plane perpendicular to the  $z$ -axis.

Cylindrical coordinates are good for describing cylinders whose axes run along the  $z$ -axis and planes that either contain the  $z$ -axis or lie perpendicular to the  $z$ -axis. Surfaces like these have equations of constant coordinate value:

$$r = 4 \quad \text{Cylinder, radius 4, axis the } z\text{-axis}$$

$$\theta = \frac{\pi}{3} \quad \text{Plane containing the } z\text{-axis}$$

$$z = 2. \quad \text{Plane perpendicular to the } z\text{-axis}$$



**Example 19.2** For cylindrical coordinates, The transformation from Cartesian  $r\theta z$ -space to Cartesian  $xyz$ -space is given by the equations

$$x = r \cos \theta, y = r \sin \theta, z = z$$

The Jacobian of the transformation is

$$\begin{aligned} J(r, \theta, z) &= \begin{vmatrix} \frac{\partial x}{\partial r} & \frac{\partial x}{\partial \theta} & \frac{\partial x}{\partial z} \\ \frac{\partial y}{\partial r} & \frac{\partial y}{\partial \theta} & \frac{\partial y}{\partial z} \\ \frac{\partial z}{\partial r} & \frac{\partial z}{\partial \theta} & \frac{\partial z}{\partial z} \end{vmatrix} = \begin{vmatrix} \cos \theta & -r \sin \theta & 0 \\ \sin \theta & r \cos \theta & 0 \\ 0 & 0 & 1 \end{vmatrix} \\ &= r \cos^2 \theta + r \sin^2 \theta = r. \end{aligned}$$

Hence

$$\iiint_R F(x, y, z) dx dy dz = \iiint_G H(r, \theta, z) |r| dr d\theta dz$$

We can drop the absolute value signs since  $r \geq 0$  in polar coordinates.

**Example 19.3** Evaluate  $\iiint_W (z^2 x^2 + z^2 y^2) dx dy dz$ , where  $W$  is the cylindrical region determined by  $x^2 + y^2 \leq 1$  and  $-1 \leq z \leq 1$

**Solution:** The region  $W$  is described in cylindrical coordinates as  $0 \leq r \leq 1, 0 \leq \theta \leq 2\pi, -1 \leq z \leq 1$ , so  $\iiint_W (z^2 x^2 + z^2 y^2) dx dy dz = \int_{-1}^1 \int_0^{2\pi} \int_0^1 z^2 r^2 r dr d\theta dz = \frac{\pi}{3}$ . ■