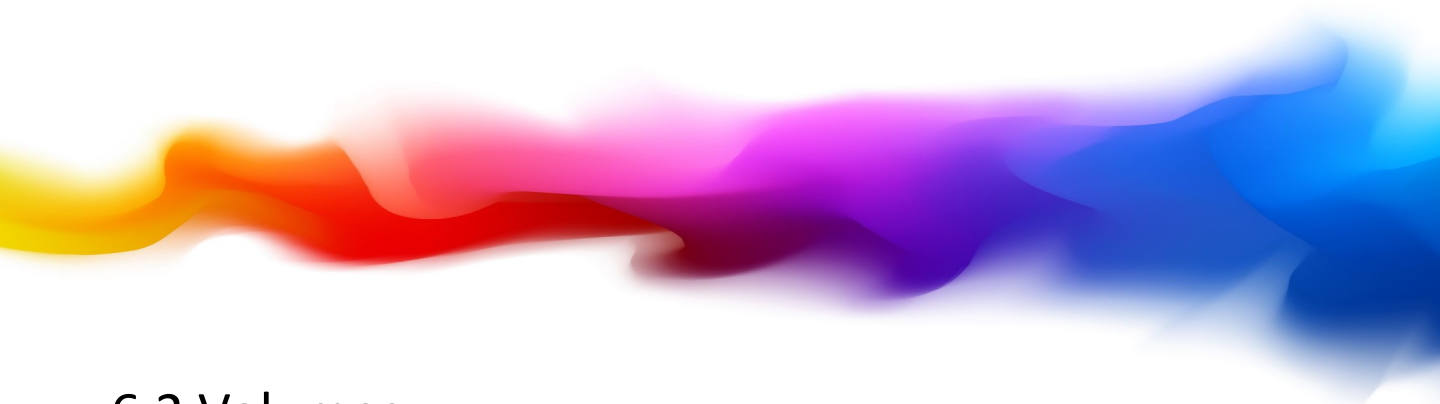
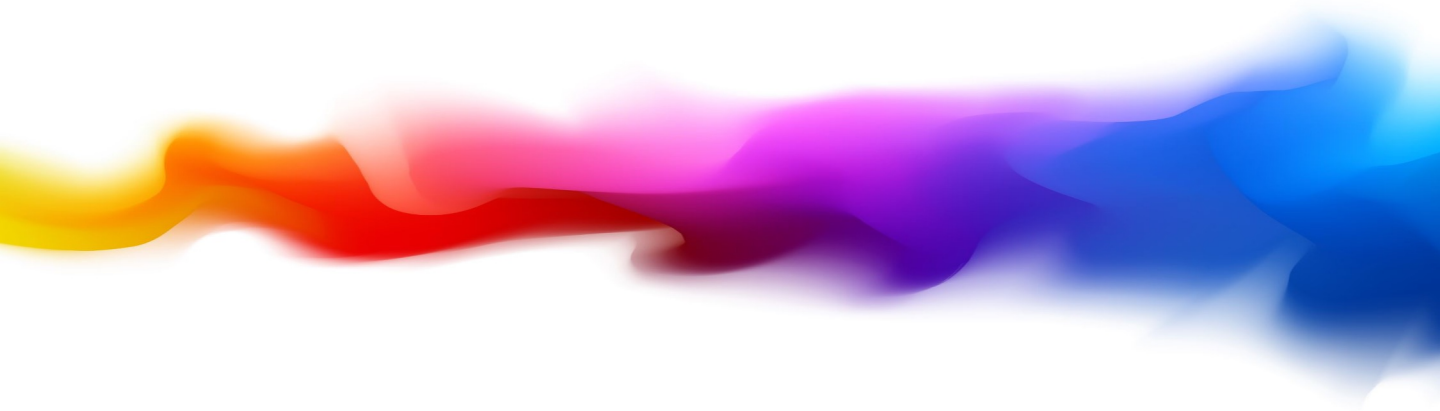


# Class 26



6.2 Volumes

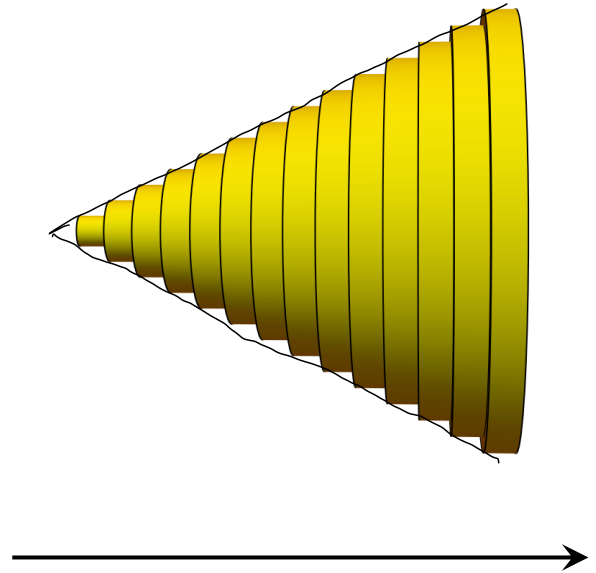
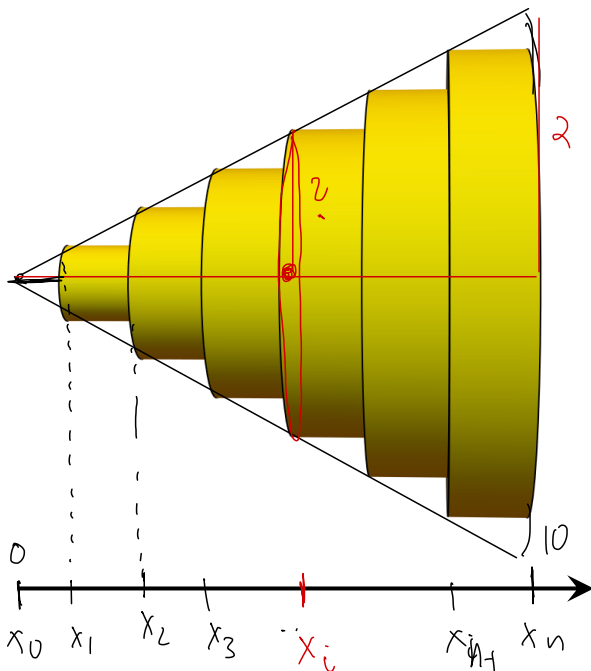
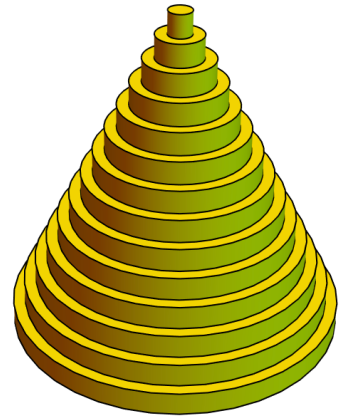
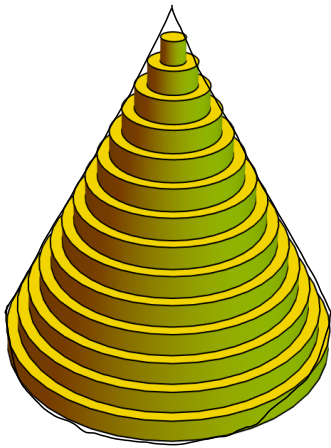
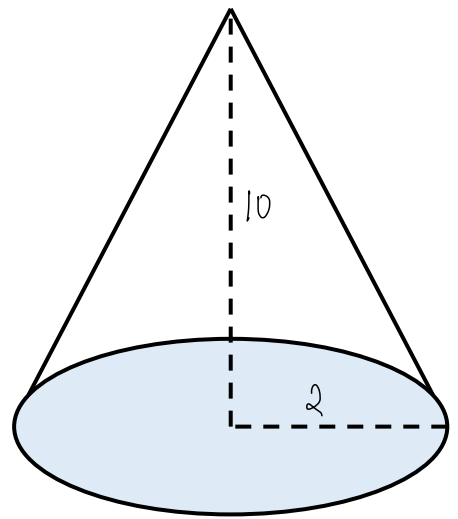
6.3 Volumes by Cylindrical Shells



## 6.2 Volumes

**Ex 1**

Find the volume of a  
cone of height 10 and  
base-radius 2.



$$\Delta x = \frac{10}{n}$$

$$\frac{\text{radius at } x_i}{x_i} = \frac{2}{10} \Rightarrow \text{radius at } x_i = \frac{2}{10} x_i$$

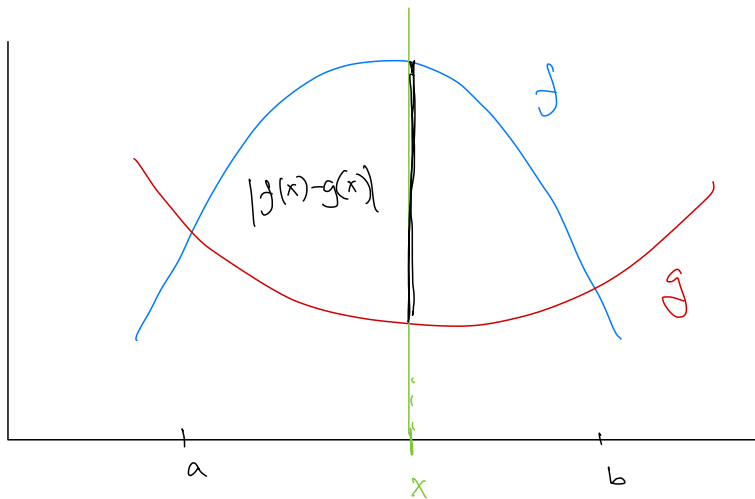
volume of cone  $\approx \sum_{i=0}^{n-1} \underbrace{\pi \left( \frac{2}{10} x_i \right)^2}_{\text{area of the circular base of disk } i} \cdot \underbrace{\Delta x}_{\frac{10}{n}}$

$= L_n$  approximation of  $\int_0^{10} \pi \left( \frac{2}{10} x \right)^2 dx$

volume of cone  $= \lim_{n \rightarrow \infty} L_n = \int_0^{10} \pi \left( \frac{2}{10} x \right)^2 dx$

$= \int_0^{10} \pi \left( \frac{1}{5} x \right)^2 dx = \frac{\pi}{25} \int_0^{10} x^2 dx$

$= \frac{\pi}{25} \left[ \frac{1}{3} x^3 \right]_0^{10} = \frac{1000}{75} \pi$

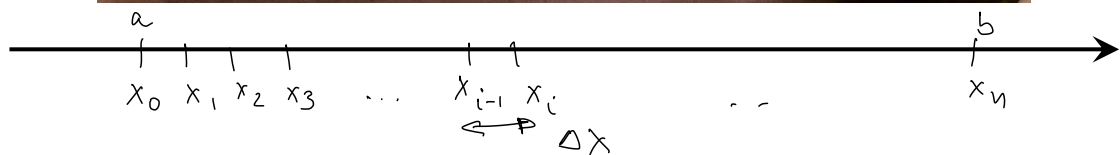


$A = \int_a^b |f(x) - g(x)| dx$

## General formula



area of left side  $A(x_{i-1})$   
area of right side  $A(x_i)$



$A(x)$  = area of cross-section at  $x$

volume of  $i^{th}$  slice  $\approx A(x_{i-1}) \Delta x$       OR       $A(x_i) \Delta x$

volume of loaf  $\approx \underbrace{\sum_{i=1}^n A(x_{i-1}) \Delta x}_{L_n}$       OR       $\underbrace{\sum_{i=1}^n A(x_i) \Delta x}_{R_n}$

volume of loaf =

$$= \int_a^b A(x) dx$$

If  $A(x)$  denotes the area of the cross-section of a solid at  $x$ , then

$$\text{volume} = \int_a^b A(x) dx$$

**Ex 2**

Find the volume of a sphere of radius  $R$ .

$$z = \sqrt{R^2 - x^2}$$

$$\begin{aligned} A(x) &= \pi (\sqrt{R^2 - x^2})^2 \\ &= \pi (R^2 - x^2) \end{aligned}$$

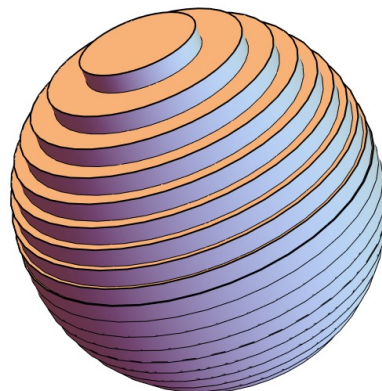
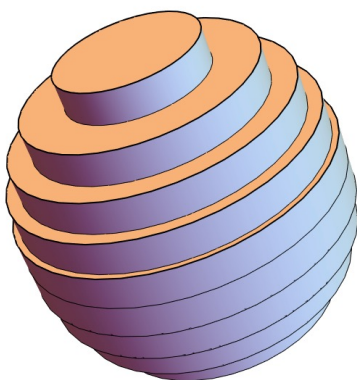
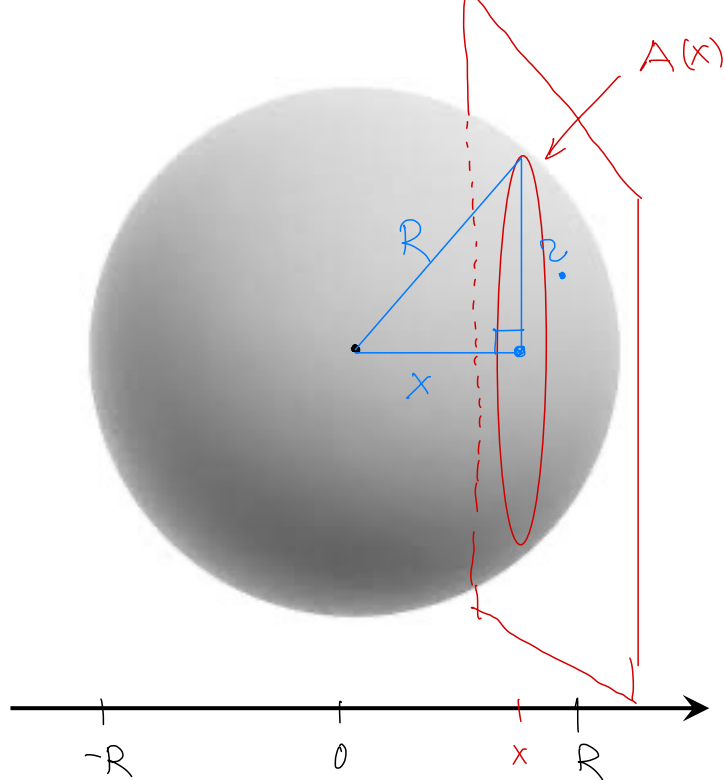
$$\text{volume} = \int_{-R}^R A(x) dx$$

$$= \int_{-R}^R \pi (R^2 - x^2) dx$$

$$= \left( \pi R^2 x - \frac{1}{3} x^3 \right) \Big|_{-R}^R$$

$$= \underbrace{\left( \pi R^2 \cdot R - \frac{1}{3} R^3 \right)}_{\pi R^3 - \frac{1}{3} R^3} - \underbrace{\left( \pi R^2 (-R) - \frac{1}{3} (-R)^3 \right)}_{-\pi R^3 + \frac{1}{3} R^3}$$

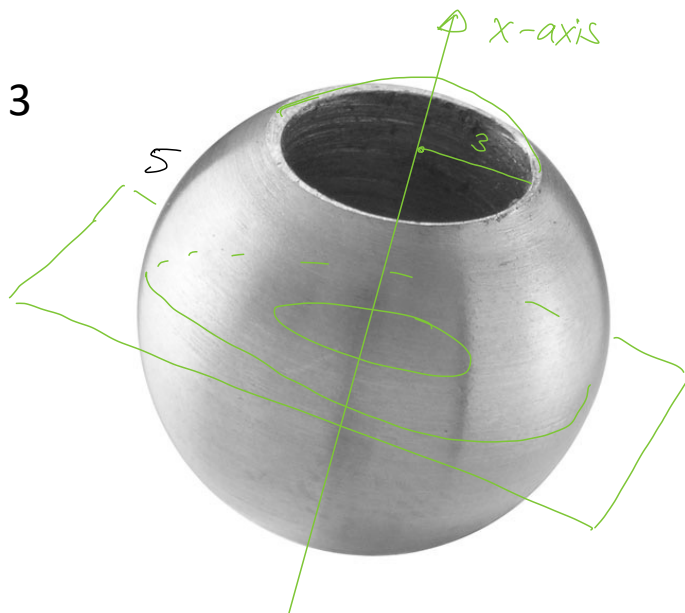
$$= \frac{2}{3} \pi R^3 + \frac{2}{3} \pi R^3 = \frac{4}{3} \pi R^3$$



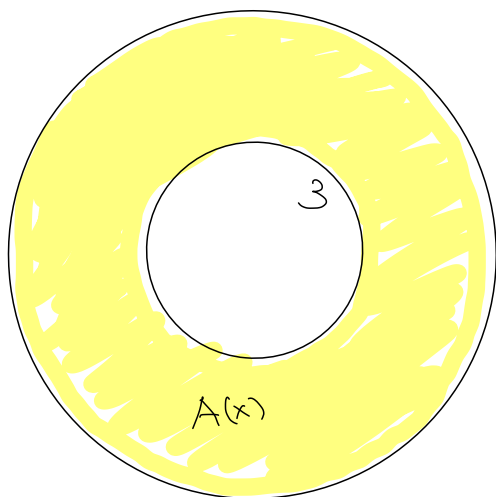
**Ex 3**

A cylindrical hole of radius 3 is drilled into a sphere of radius 5.

What is the volume of the resulting object?



cross-section via plane at  $x$



$$\sqrt{5^2 - x^2}$$

boundary values:

$$A(x) = 0$$

$$\pi(16 - x^2) = 0$$

$$x = \pm 4$$

$$A(x) = \underbrace{\pi(\sqrt{5^2 - x^2})^2}_{\text{area of outer circle}} - \underbrace{\pi 3^2}_{\text{area of inner circle}}$$

$$= \pi(25 - x^2) - \pi \cdot 9 = \pi(16 - x^2)$$

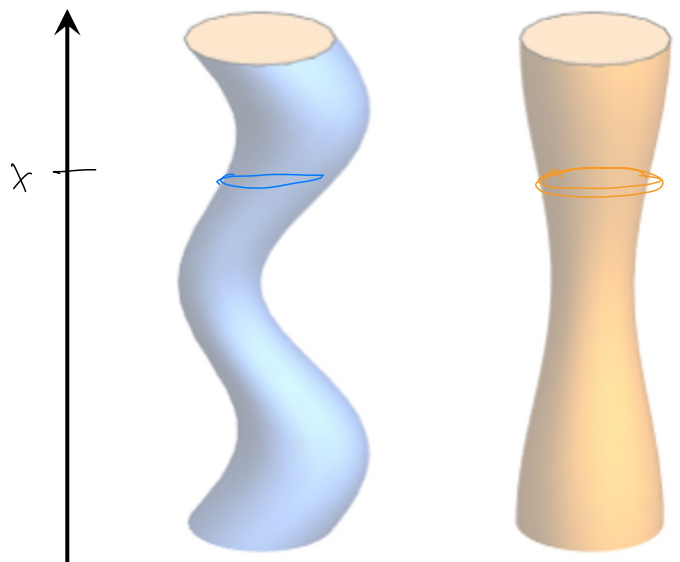
$$\text{volume} = \int_{-4}^4 A(x) dx = \int_{-4}^4 \pi(16 - x^2) dx$$

$$= \left( 16\pi x - \frac{1}{3}\pi x^3 \right) \Big|_{-4}^4$$

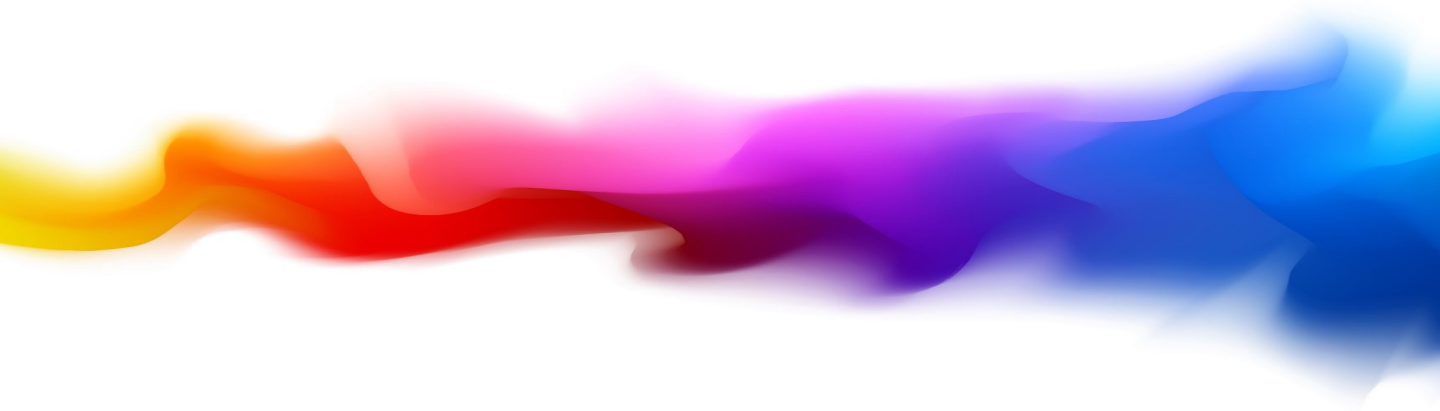
$$= 2 \cdot \left( 16\pi \cdot 4 - \frac{1}{3}\pi 4^3 \right) = \frac{256}{3} \pi$$

### **Cavalieri's Principle**

If the cross-sections of two solids have equal areas at equal heights, then both objects have the same volume.







## 6.3 Volumes by Cylindrical Shells

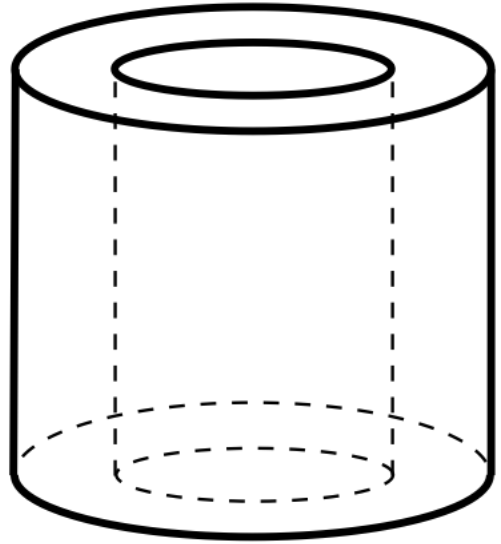
### 3D Cylindrical Shell

$r$  = inner radius

$w$  = width

$h$  = height

$\bar{r}$  = average radius

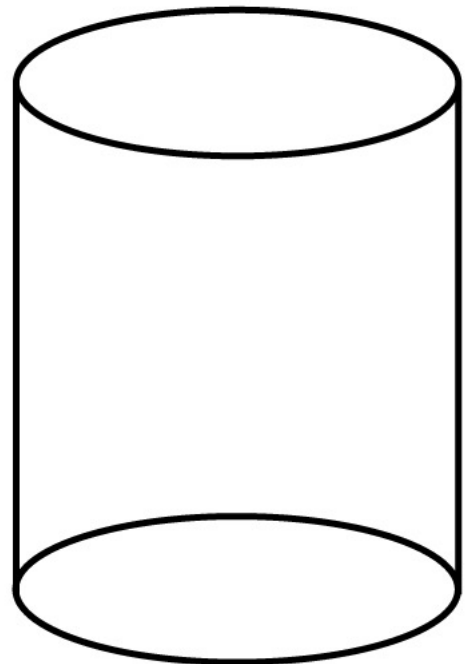


volume =

### 2D (uncapped) Cylinder

$r$  = radius

$h$  = height

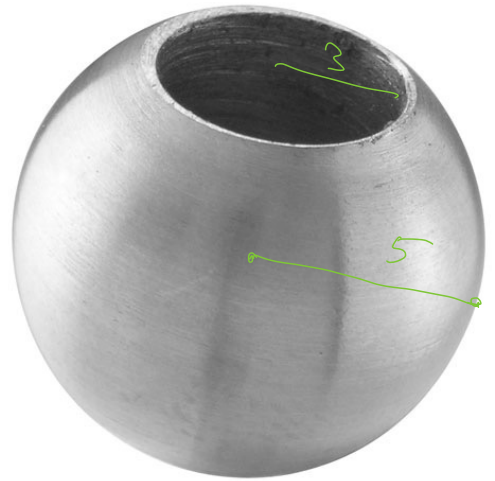


area =

**Ex 1**

A cylindrical hole of radius 3 is drilled into a sphere of radius 5.

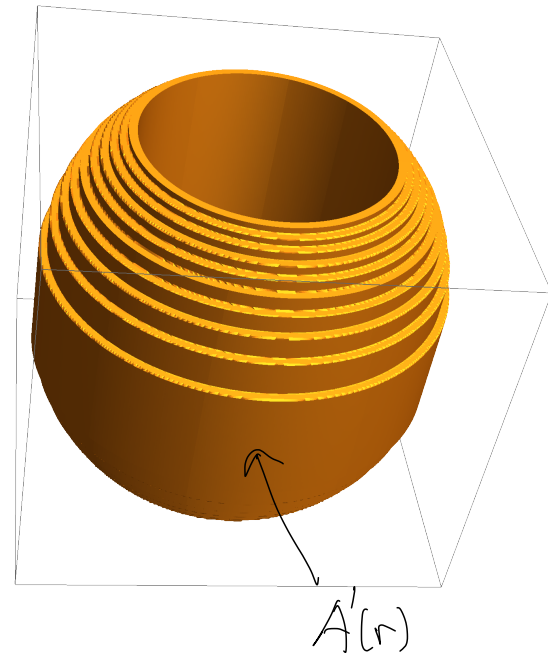
What is the volume of the resulting object?



average radius of  $i^{th}$  shell  $\approx$

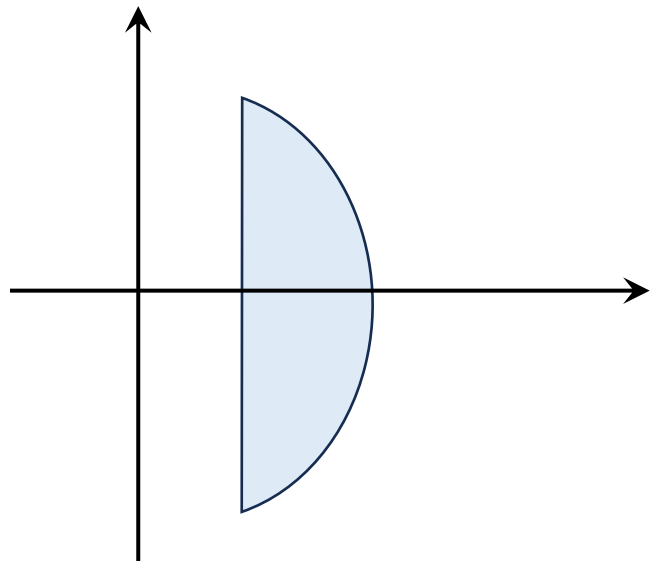
height of  $i^{th}$  shell  $\approx$

total volume of shells =



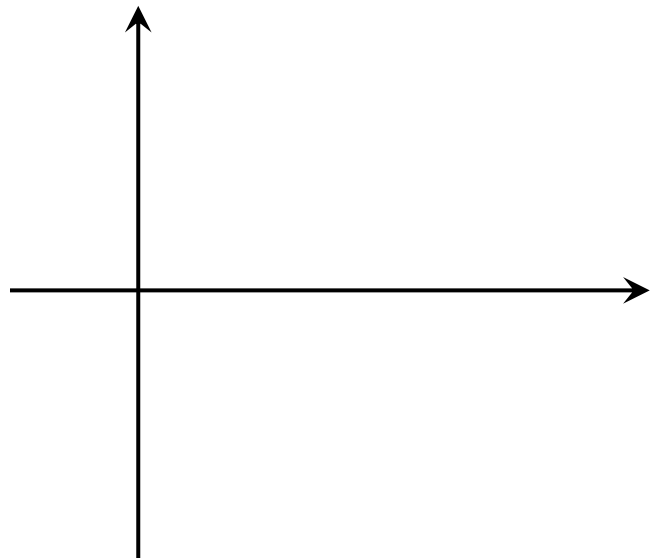
volume of solid =  $\int_3^5 \underbrace{A'(r)}_{\text{surface area of cylindrical shell at radius } r} dr$

area of cylindrical shell at radius  $r$ :



Suppose a solid of revolution is obtained by rotating a 2D region around the  $y$ -axis. If  $h(a)$  is the height of the vertical line  $x = a$  intersected with the this region, then the volume of the 3D object is:

volume =



**Ex 2**

Find the volume of a solid of revolution obtained from rotating the shape depicted below around the y-axis.

