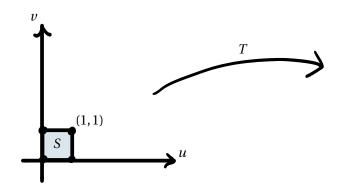
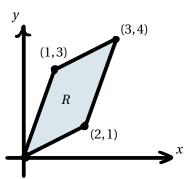
## **Tuesday, November 3** \*\* Changing coordinates

1. Consider the region R in  $\mathbb{R}^2$  shown below at right. In this problem, you will do a change of coordinates to evaluate:







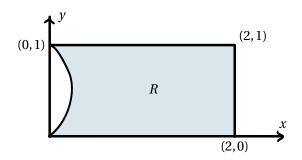
- (a) Find a linear transformation  $T: \mathbb{R}^2 \to \mathbb{R}^2$  which takes the unit square S to R. Write you answer both as a matrix  $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$  and as T(u,v) = (au+bv, cu+dv), and check your answer with the instructor.
- (b) Compute  $\iint_R x 2y \, dA$  by relating it to an integral over S and evaluating that. Check your answer with the instructor.
- 2. Another simple type of transformation  $T: \mathbb{R}^2 \to \mathbb{R}^2$  is a translation, which has the general form T(u, v) = (u + a, v + b) for a fixed a and b.
  - (a) If T is a translation, what is its Jacobian matrix? How does it distort area?
  - (b) Consider the region  $S = \{u^2 + v^2 \le 1\}$  in  $\mathbb{R}^2$  with coordinates (u, v), and the region  $R = \{(x-2)^2 + (y-1)^2 \le 1\}$  in  $\mathbb{R}^2$  with coordinates (x, y). Make separate sketches of S and R.
  - (c) Find a translation T where T(S) = R.
  - (d) Use *T* to reduce

$$\iint_{R} x \, dA$$

to an integral over S, and then evaluate that new integral using polar coordinates.

(e) Check your answer in (d) with the instructor.

3. Consider the region R shown below. Here the curved left side is given by  $x = y - y^2$ . In this problem, you will find a transformation  $T: \mathbb{R}^2 \to \mathbb{R}^2$  which takes the unit square  $S = [0,1] \times [0,1]$  to R.



- (a) As a warm up, find a transformation that takes S to the rectangle  $[0,2] \times [0,1]$  which contains R.
- (b) Returning to the problem of finding T taking S to R, come up with formulas for T(u,0), T(u,1), T(0,v), and T(1,v). Hint: For three of these, use your answer in part (a).
- (c) Now extend your answer in (b) to the needed transformation T. Hint: Try "filling in" between  $T(0, \nu)$  and  $T(1, \nu)$  with a straight line.
- (d) Compute the area of *R* in two ways, once using *T* to change coordinates and once directly.
- 4. If you get this far, evaluate the integrals in Problems 1 and 2 directly, without doing a change of coordinates. It's a fun-filled task...