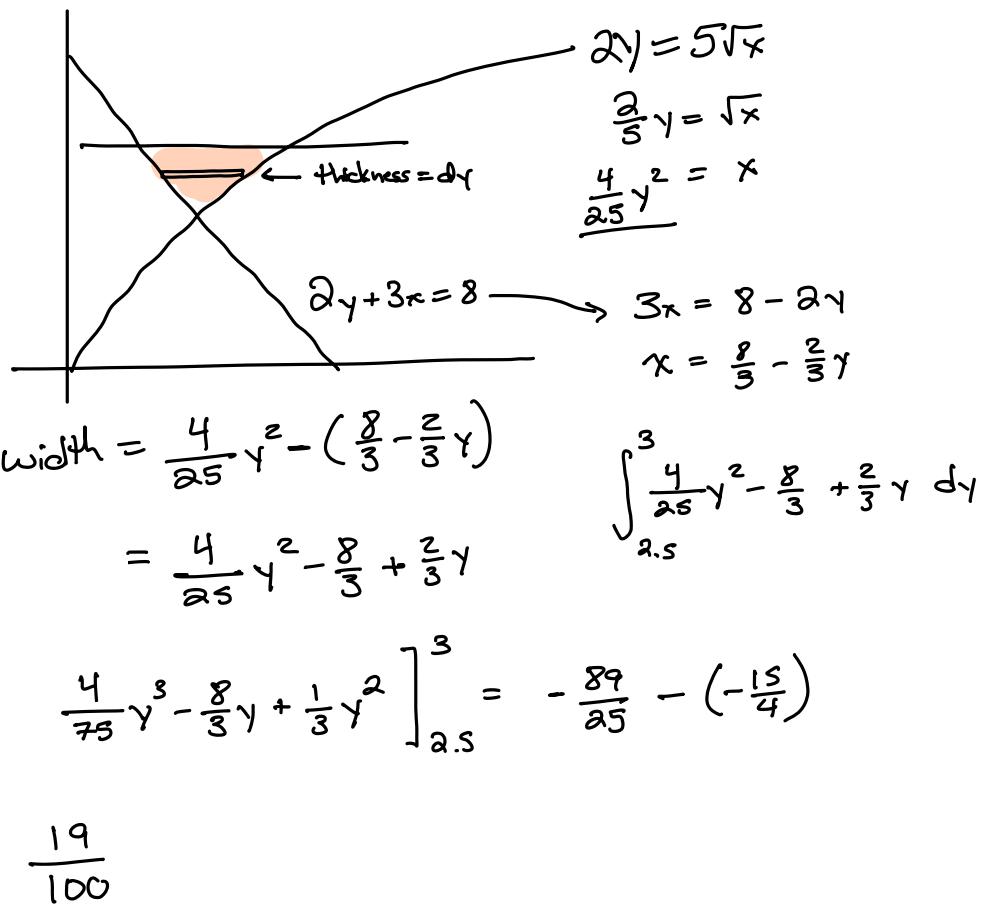


1. HW Questions from 6.1?
3. 6.2 Volumes of revolution-disks and washers

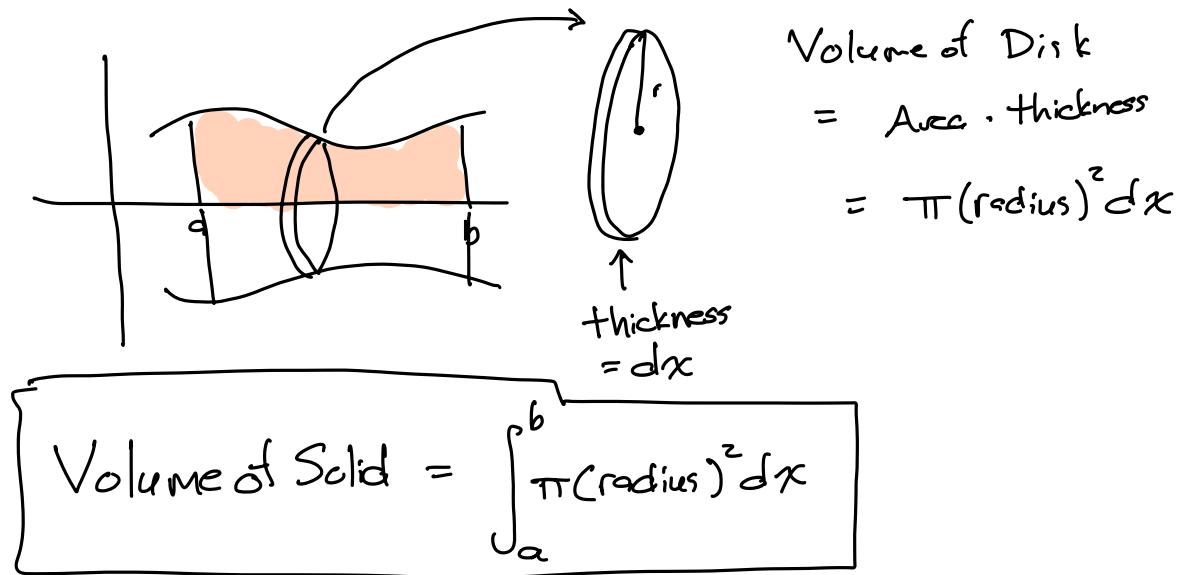


## 6.2 Volumes of Revolution (Washers and Disks)

Idea: Take an area, rotate it around a line, and find the volume of the solid that it produces.

### 1 Disks around a horizontal axis

Let  $f(x)$  be a function that is positive between  $x = a$  and  $x = b$ . Let's rotate the area under  $f(x)$  from  $a$  to  $b$  around the  $x$ -axis and work out the volume of the resulting 3-D shape.



#### 1.0.1 Example:

Take the area under  $y = 4 - x^2$  in the first quadrant, rotate it around the  $x$ -axis, and find the volume.

radius =  $4 - x^2$

$$V_{ol} = \pi \int_0^2 (4 - x^2)^2 dx$$

$$= \pi \int_0^2 16 - 8x^2 + x^4 dx$$

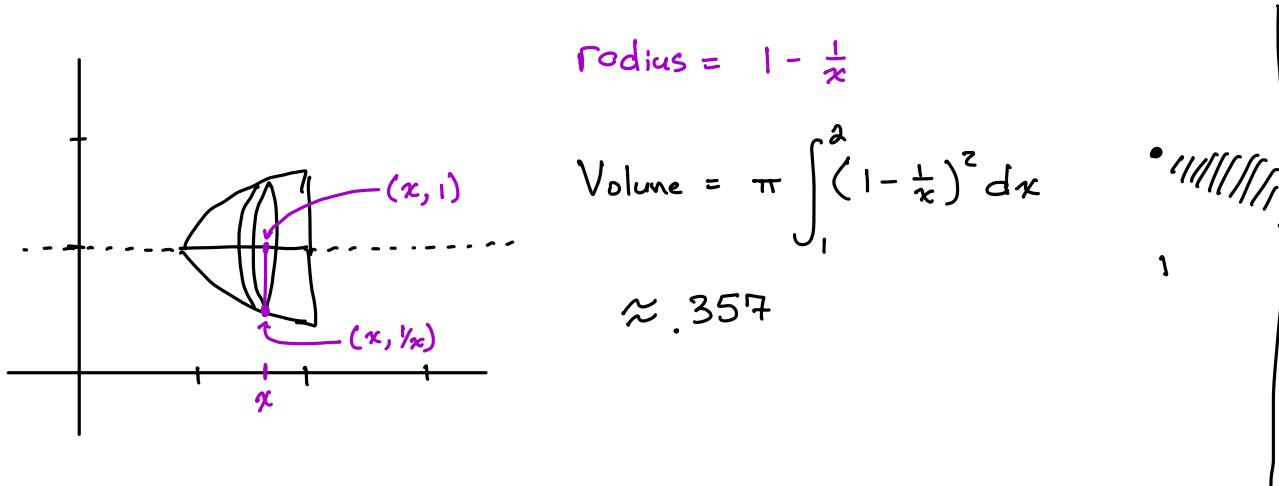
$$= \pi \left[ 16x - \frac{8}{3}x^3 + \frac{1}{5}x^5 \right]_0^2$$

$$= \pi \left[ 32 - \frac{64}{3} + \frac{32}{5} \right] =$$

$$= \frac{256\pi}{15} \approx 53.617$$

### 1.0.2 Example:

Set up an integral for the area bounded by  $y = 1$ ,  $y = \frac{1}{x}$ , and  $x = 2$ , and rotate it around the line  $y = 1$ . Use a calculator to approximate the area.

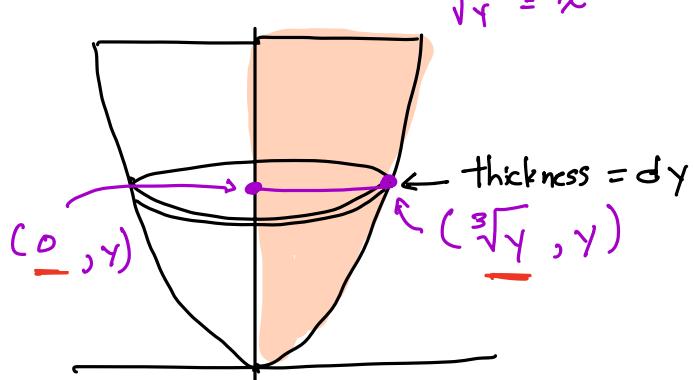


## 2 Disks around a vertical axis

If we rotate around a vertical axis, the disks lie flat, and the integration is done with respect to  $y$ .

### 2.0.1 Example:

Take the area bounded by  $y = x^3$ , the  $y$ -axis, and  $y = 8$  and rotate it around the  $y$ -axis, and find the volume.



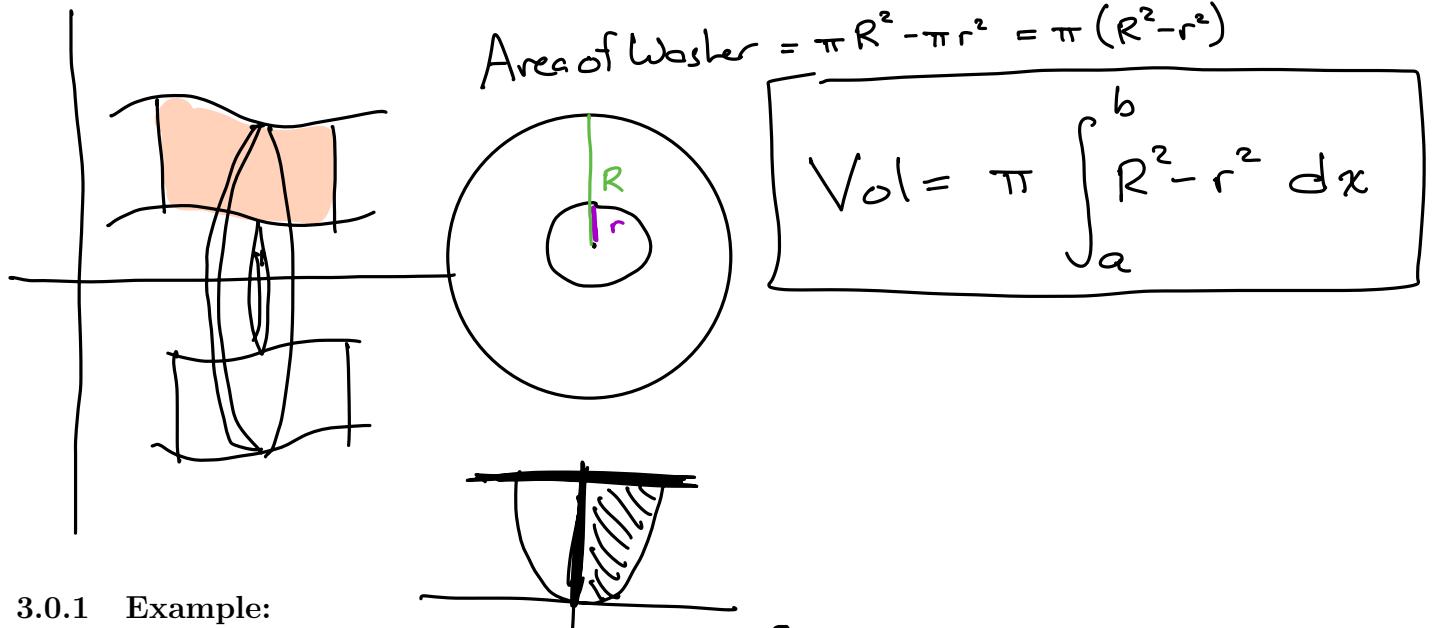
$$\begin{aligned} \text{Vol} &= \pi \int_0^8 (\sqrt[3]{y})^2 dy \\ &= \pi \int_0^8 y^{2/3} dy = \pi \frac{3}{5} y^{5/3} \Big|_0^8 \end{aligned}$$

$$= \frac{3\pi}{5} (8^{5/3} - 0^{5/3})$$

$$= \frac{3\pi}{5} (32) = \boxed{\frac{96\pi}{5}} \approx 60.319$$

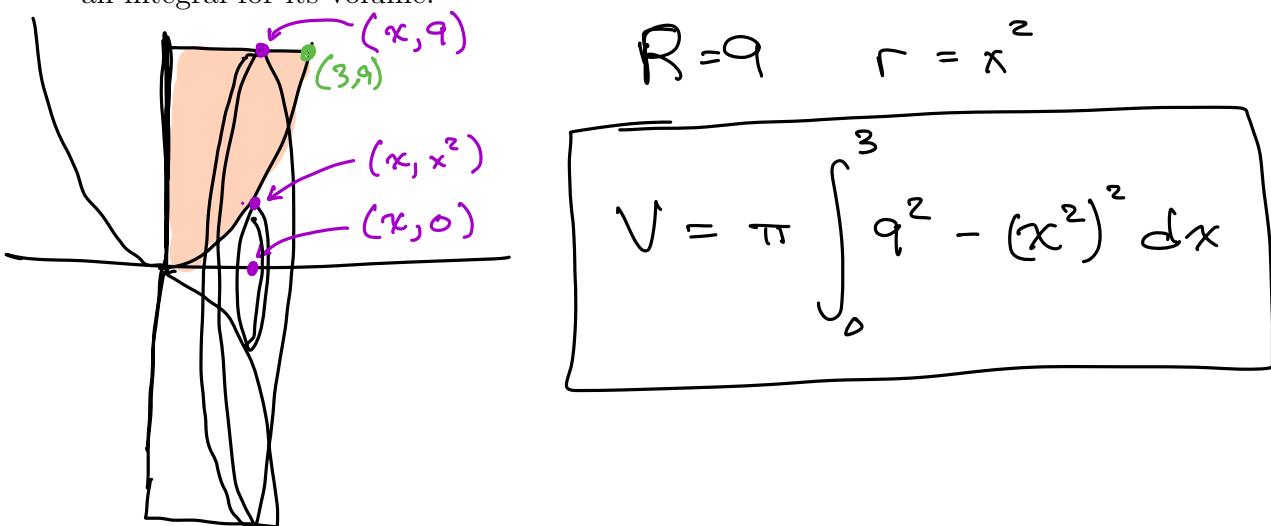
### 3 Washers

If the area does not touch the axis of rotation, the cross-section is a washer instead of a disk.



#### 3.0.1 Example:

Take the area bounded by  $y = x^2$ , the  $y$ -axis, and  $y = 9$ . Rotate it around the  $x$ -axis, and set up an integral for its volume.



#### 3.0.2 Example:

Repeat the previous example, but this time rotate around the  $y$ -axis.