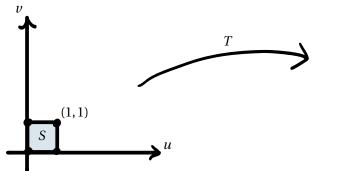
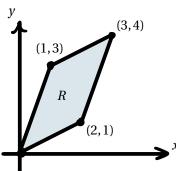
Thursday, April 5 ** Changing coordinates

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:







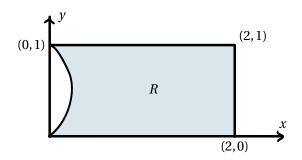
- (a) Find a linear transformation $T: \mathbb{R}^2 \to \mathbb{R}^2$ which takes the unit square S to R. Write you answer both as a matrix $\begin{pmatrix} a & b \\ c & d \end{pmatrix}$ and as T(u, v) = (au + bv, cu + dv), and check your answer with the instructor.
- (b) Compute $\iint_R x 2y \, dA$ 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...