

# Scalar line Integral

Idea: [Fundamental Theorem of Calculus](#)

## 1D to 1D

Integrate a [Scalar function](#) over a 1D object in input space, object living in 1D output space

The object is a [Mapping > From 1D to 1D](#)

$$\int_a^b f(x)dx = \int_{t_{start}=a}^{t_{end}=b} f(x(t))dt$$

## 1D to 2D

Integrate a [Scalar function](#) over a 1D object in input space, object living in 2D output space

The object is a [Mapping > From 1D to 2D](#), while the function is  $f(x, y) : R^2 \rightarrow R$

integrate  $f(x, y)$  along the curve  $C$ : integral **with respect to arc length**

$$\int_C f(C) dC = \int_{t_{start}}^{t_{end}} f(C) dC = \int_{t_{start}}^{t_{end}} f(x(t), y(t)) dC = \int_{t_{start}}^{t_{end}} f(x(t), y(t)) \sqrt{x_t^2 + y_t^2} dt$$

## Integrate in "pieces"

(It is a random name.)

Integrate a [Scalar function](#)  $f(x, y) : R^2 \rightarrow R$  **with respect to  $x$**  as you move along the curve  $C$

$$\int_C f(x, y) dx = \int_C f(x(t), y(t)) \frac{dx}{dy} dt$$

## 1D to 3D

The object is a [Mapping > From 1D to 3D](#).

The line integral of scalar function  $f(x, y) : R^3 \rightarrow R$  over  $C$  is

$$\int_{t_{start}}^{t_{end}} f(x(t), y(t), z(t)) \sqrt{x_t^2 + y_t^2 + z_t^2} dt$$