

## Rectangular Coordinates

- Integrating over surface defined in rectangular coordinates.
- Primarily applies to non-closed surfaces defined in rectangular coordinates.

$$z = f(x, y)$$

$$\vec{F} = \vec{F}(x, y, f(x, y))$$

$$\int_S \vec{F} \cdot d\vec{A} = \int_S \vec{F} \cdot \begin{pmatrix} -\frac{\partial f}{\partial x} \\ -\frac{\partial f}{\partial y} \\ 1 \end{pmatrix} dx dy$$

## Cylindrical Coordinates

- Integrating over side of non-closed cylinder with defined radius  $R$ .

$$\vec{F} = \vec{F}(R, \theta, z)$$

$$x = R \cos \theta$$

$$y = R \sin \theta$$

$$z = z$$

$$\int_S \vec{F} \cdot d\vec{A} = \int_{z_1}^{z_2} \int_{\theta_1}^{\theta_2} \vec{F} \cdot \begin{pmatrix} \cos \theta \\ \sin \theta \\ 0 \end{pmatrix} R d\theta dz$$

## Spherical Coordinates

- Integrating over shell of non-closed sphere with defined radius  $\rho$ .

$$\vec{F} = \vec{F}(\rho, \theta, \varphi)$$

$$x = \rho \cos \theta \sin \varphi$$

$$y = \rho \sin \theta \sin \varphi$$

$$z = \rho \cos \varphi$$

$$\int_S \vec{F} \cdot d\vec{A} = \int_{\varphi_1}^{\varphi_2} \int_{\theta_1}^{\theta_2} \vec{F} \cdot \begin{pmatrix} \cos \theta \sin \varphi \\ \sin \theta \sin \varphi \\ \cos \varphi \end{pmatrix} \rho^2 \sin \varphi d\theta d\varphi$$

## Divergence Theorem

- Flux integral over closed surface  $S$ , defined by  $W$  in any coordinate system.

$$\oint_S \vec{F} \cdot d\vec{A} = \iiint_W \nabla \cdot \vec{F} dV$$

## Stokes Theorem

- Flux integral of curl of field over open surface  $S$  (evaluate using above techniques), with border  $C$  in any coordinate system.

$$\int_S \nabla \times \vec{F} \cdot d\vec{A} = \oint_C \vec{F} \cdot d\vec{r}$$