

Surface integrals

Recall: Curve C is a cont (or C' or smooth or piecewise smooth etc) fn. (parametrization) $\tau: [a, b] \rightarrow \mathbb{R}^n$.

[Then we went on talking about \int_C or \int_S .]

Similarly, we want the notion of surfaces S ($\tau: \Omega_2 \rightarrow \mathbb{R}^3$ cont/smooth) & then want to talk about \int_S !!

Def: A $\overset{\text{bdd.}}{\underset{\text{bdd.}}{\tilde{R}}}$ subset $R \subseteq \mathbb{R}^n$ is said to be a region if R is open & R has an area ($\Leftrightarrow \partial R$ is of content zero).

Mostly, ~~for now~~, $R \subseteq \mathbb{R}^2$.

Def: Let $R \subseteq \mathbb{R}^2$ be a region. A C^1 fn $\tau: R \rightarrow \mathbb{R}^3$ is called a parametrized Surface (with parameter space R) if: (i) the component fn's of τ have bounded partial derivatives.

(ii) $\tau: R \rightarrow \mathbb{R}^3$ is one-to-one.

(iii) $\forall (u, v) \in R$,

$$\tau_u \times \tau_v \Big|_{(u, v)} := \tau_u(u, v) \times \tau_v(u, v) \neq 0.$$

Cross product.

Def: A subset $S \subseteq \mathbb{R}^3$ is called a surface if $S = \text{ran } \tau$ for some parametrized surface $\tau: R \rightarrow \mathbb{R}^3$.

Try to find similarity between surfaces & smooth curves.

Review on planes & normals:

Some explanation

Given two vectors $\vec{P} = \langle a_1, a_2, a_3 \rangle$, $\vec{Q} = \langle b_1, b_2, b_3 \rangle$ in \mathbb{R}^3 ,

$$\vec{a}_1\vec{i} + \vec{a}_2\vec{j} + \vec{a}_3\vec{k}$$

$$\vec{b}_1\vec{i} + \vec{b}_2\vec{j} + \vec{b}_3\vec{k}$$

We define the cross product $\vec{P} \times \vec{Q}$ by:

$$\vec{P} \times \vec{Q} = \det \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix}$$

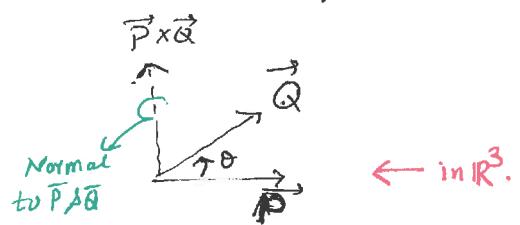
\vec{P} & \vec{Q} are linearly independent $\Leftrightarrow \vec{P} \times \vec{Q} \neq \vec{0}$.

$\|\vec{P} \times \vec{Q}\| = \|\vec{P}\| \|\vec{Q}\| \sin \theta$.

The length/magnitude.

A subset $P \subseteq \mathbb{R}^n$ is a plane if $\exists \tau: S$

Eqn of planes (C in \mathbb{R}^3)



\leftarrow in \mathbb{R}^3 .

Given A plane is determined by a point P_0 in the plane & a vector N orthogonal to the plane.

$N \rightarrow$ call it normal vector.] DO NOT CALL IT ORTHOGONAL anymore!

Def: For a point/vector $\vec{P}_0 = \langle x_0, y_0, z_0 \rangle$ & $\vec{N} = \langle a, b, c \rangle \neq \vec{0}$ in \mathbb{R}^3 , the plane through \vec{P}_0 that is "normal to \vec{N} " is the set $\mathcal{P} = \{ \vec{P}_0 + \vec{P} : \vec{P} \cdot \vec{N} = 0, \vec{P} \text{ in } \mathbb{R}^3 \}$.

($\vec{P} \cdot \vec{N} = 0 \Leftrightarrow \vec{P}$ is orthogonal to \vec{N}).

Note: Let $\vec{P}_0 + \vec{Q}_1, \vec{P}_0 + \vec{Q}_2 \in \mathcal{P}$. (\mathcal{P} a plane as above),

$$\vec{Q}_1 \cdot \vec{N} = \vec{Q}_2 \cdot \vec{N} = 0.$$

$$\Rightarrow \vec{Q}_1 \parallel \vec{Q}_2$$

Suppose \vec{Q}_1 & \vec{Q}_2 are linearly independent.

$$\Rightarrow \vec{Q}_1 \times \vec{Q}_2 \neq \vec{0}. \text{ Also } (\vec{Q}_1 \times \vec{Q}_2) \cdot \vec{Q}_1 = 0 \quad (i=1,2).$$

$\Rightarrow \vec{Q}_1 \times \vec{Q}_2$ is orthogonal to both \vec{Q}_1 & \vec{Q}_2 . [A general fact.]

~~Result further,~~ $\Rightarrow \vec{Q}_1 \times \vec{Q}_2 = \underbrace{c}_{\text{a scalar}} \vec{N}$

i.e., $\vec{N} = \underbrace{c}_{\text{a scalar}} (\vec{Q}_1 \times \vec{Q}_2)$

$\therefore \dim \mathbb{R}^3 = 3$, &
as \vec{Q}_1, \vec{Q}_2 are lin. indep.
 $\Rightarrow \vec{N}$ & $\vec{Q}_1 \times \vec{Q}_2$ must
be linearly dep.

[Or, simply, $\{\vec{Q}_1, \vec{Q}_2, \vec{Q}_1 \times \vec{Q}_2\}$
will be a basis of \mathbb{R}^3 .]

$\therefore \{\vec{Q}_1, \vec{Q}_2, \vec{Q}_1 \times \vec{Q}_2\}$ is a basis of \mathbb{R}^3 , &

$$\left\{ \vec{P}_0 + s_1 \vec{Q}_1 + s_2 \vec{Q}_2 : s_1, s_2 \in \mathbb{R} \right\} \subseteq P, \text{ AND}$$

$\vec{N} \notin \text{LHS}$ of the above, it follows that:

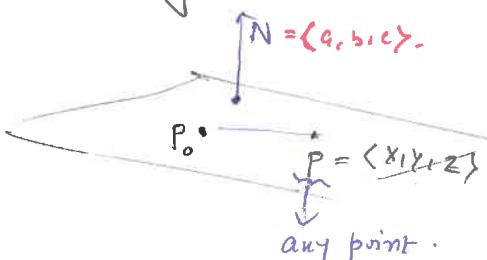
$$P = \left\{ \vec{P}_0 + s_1 \vec{Q}_1 + s_2 \vec{Q}_2 : s_1, s_2 \in \mathbb{R} \right\}. \quad \text{--- (1)}$$

Representation of a plane.
Where $\vec{Q}_1, \vec{Q}_2 \perp \vec{N}$,
& linearly independent.

As far as eqn. of a plane is concerned; we do as follows:

Given a (normal vector) $\vec{N} = \langle a, b, c \rangle$ & point $P_0 = \langle x_0, y_0, z_0 \rangle$,
the eqn. of the plane through P_0 & with \vec{N} as a normal
vector is given by:

$$\vec{N} \cdot \vec{P}_0 P = 0$$



$$\Rightarrow a(x - x_0) + b(y - y_0) + c(z - z_0) = 0.$$

Cartesian form of a plane.

Also, (1) can be expressed as:

$$P(s_1, s_2) = \vec{P}_0 + s_1 \vec{Q}_1 + s_2 \vec{Q}_2. \quad \text{--- (3)}$$

Any $\vec{Q}_1 \neq \vec{Q}_2$ will do.

In fact: ③ can be used to define a plane!

Let $S \subseteq \mathbb{R}^n$ be a line or a plane (true).

A vector $\vec{N} \in \mathbb{R}^n$ is said to be normal to S if

$$\vec{N} \cdot (x-y) = 0 \quad \forall x, y \in S.$$

"Normal"
defn. or classification.

Remark: (1) If $S \subseteq \mathbb{R}^n$ be a line / plane. Then

S is a subspace (vector) of $\mathbb{R}^n \Leftrightarrow 0 \in S$.

(2) $S^\perp := \{ \vec{N} \in \mathbb{R}^n : \vec{N} \text{ is normal to } S \}$

is a subspace of \mathbb{R}^n .

Note: usually, we
assume $\vec{N} \neq 0$ to
avoid triviality.

(3) If S is a line, then S^\perp is a plane.
 $(\subseteq \mathbb{R}^3)$ — HW — .

(4) If S is a plane in \mathbb{R}^3 , then S^\perp is a line.
— HW — .

Return to Surface:

Again, recall that given a region $R \subseteq \mathbb{R}^2$ (R open + ∂R is of zero content), a C^1 fn $\tau : R \rightarrow \mathbb{R}^3$ is a parametrized surface with parameter space R if:

↑
Often, this is also known as "regular param."

i) Components of τ have bdd 1st order partial derivatives.

ii) τ is injective. ← We will evaluate fn over $\text{ran } \tau$. Often, we won't need/use this.

iii) $\tau_u \times \tau_v \neq 0 \quad \forall (u, v) \in R$.

Def: τ is said to be a parametrization of the surface $S = \text{ran } \tau$.

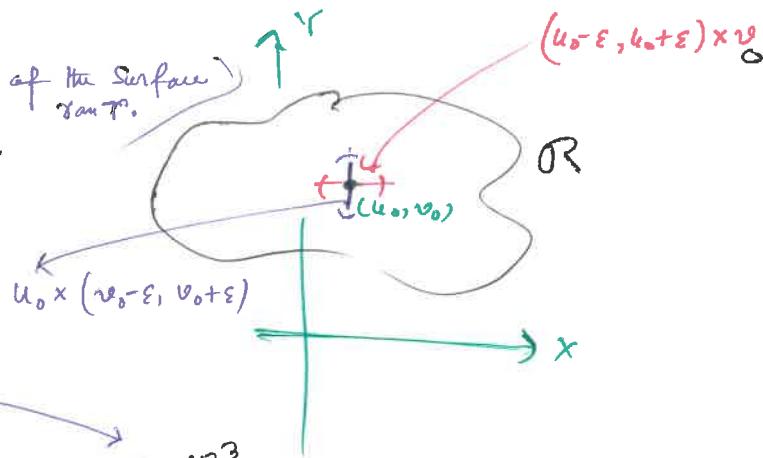
Note: on (iii): Let $(u_0, v_0) \in R$.

∴ R is open, $\exists \varepsilon > 0$ s.t.

$$(u_0 - \varepsilon, u_0 + \varepsilon) \times v_0 \subseteq R$$

∴ $u_0 \times (v_0 - \varepsilon, v_0 + \varepsilon) \subseteq R$.

So,
$$\begin{array}{ccccc} (-\varepsilon, \varepsilon) & \xrightarrow{\quad} & R & \xrightarrow{\quad} & \mathbb{R}^3 \\ t \mapsto & \xrightarrow{\quad} & (u_0 + t, v_0) & \xrightarrow{\quad} & \tau(u_0 + t, v_0) \end{array}$$



defines a smooth curve in the surface $S = \text{ran } \tau$. Call it γ .

$$\therefore \gamma(t) = \tau(u_0 + t, v_0) \quad \forall t \in (-\varepsilon, \varepsilon).$$

Clearly, ~~smooth~~ by the chain rule:

$$\gamma'(t) = \frac{\partial \tau}{\partial u} \cdot \frac{\partial u}{\partial t} + \frac{\partial \tau}{\partial v} \cdot \frac{\partial v}{\partial t}.$$

$$= \frac{\partial \tau}{\partial u} \cdot 1 + \frac{\partial \tau}{\partial v} \cdot 0$$

$$= \frac{\partial \tau}{\partial u},$$

$$\Rightarrow \gamma'(0) = \left. \frac{\partial \tau}{\partial u} \right|_{(u_0, v_0)}$$

at

A tangent vector
of S at $\tau(u_0, v_0)$.

By $\frac{\partial \tau}{\partial v} \Big|_{(u_0, v_0)}$

A tangent vector of S at $\tau(u_0, v_0)$

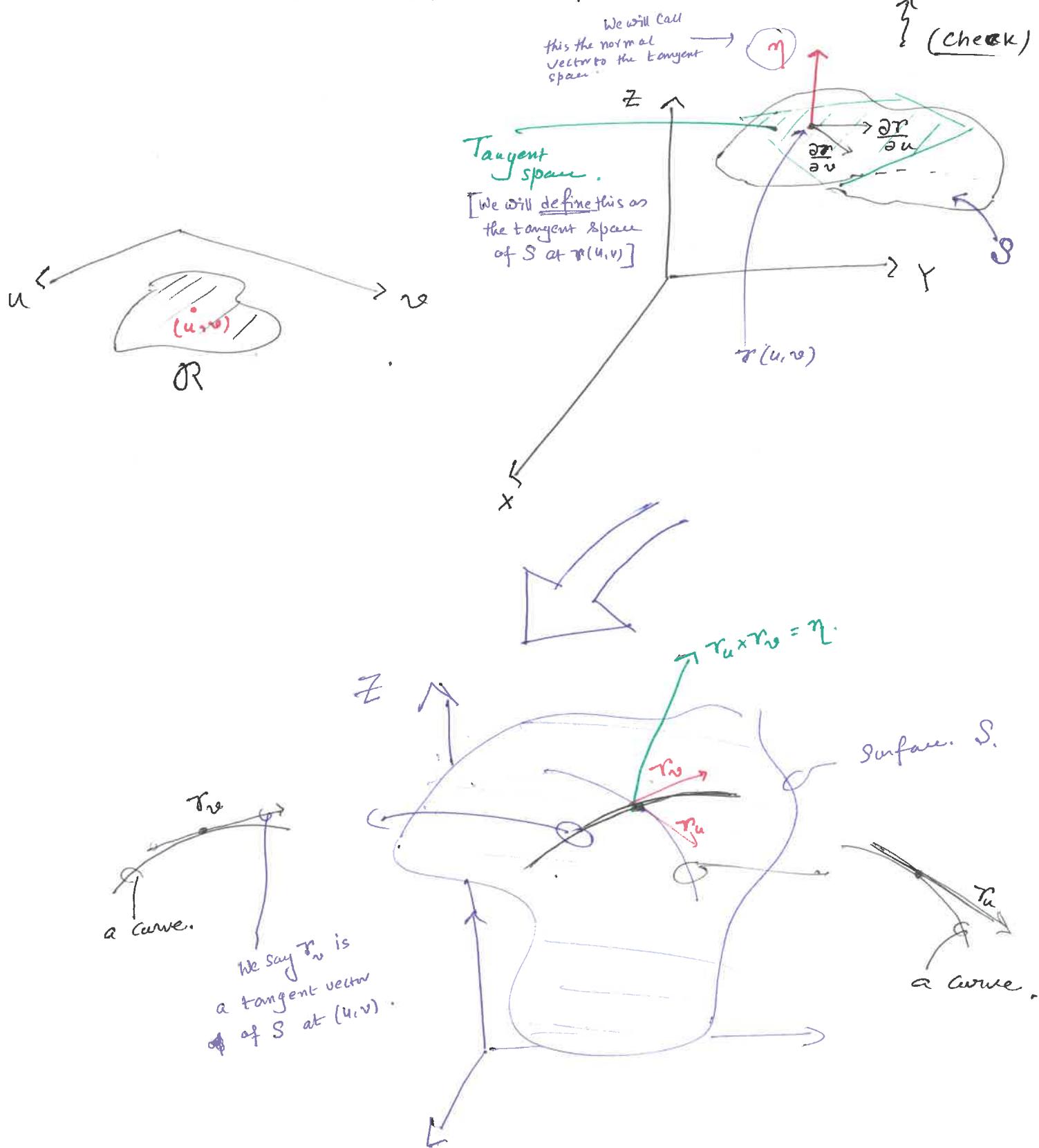
So, $\eta := \tau_u \times \tau_v \Big|_{(u_0, v_0)} \neq 0$

$\neq 0$ is a normal vector to
the pair of curves in S at $\tau(u_0, v_0)$,

the pair of curves in

$\because \eta \neq 0$, (iii) \Rightarrow S have a normal vector $\eta(\tau(u, v))$ &
 $\tau(u, v) \in S \wedge (u, v) \in \mathbb{R}$ (or just simply, $\tau(u, v) \in \mathbb{R}$) .

$\therefore \tau$ is in $C^1(\mathbb{R})$, it also follows that η is CONTINUOUS!



e.g:

1) $\Omega_2 \subseteq \mathbb{R}$ be open., $f: \Omega_2 \rightarrow \mathbb{R}$ be C^1 fn.. Consider the graph fn. $z = f(x, y)$, $(x, y) \in \Omega_2$.

i.e., graph of f = graph(f) = $\{(x, y, f(x, y)) : (x, y) \in \Omega_2\}$.

Then graph(f) is a parametrized surface. Indeed:

Consider the parametrization :

$$\tau(u, v) := (u, v, f(u, v)), \quad (u, v) \in \Omega_2.$$

Clearly, # τ is C^1 ($\because (u, v) \mapsto u, v, f(u, v)$ are C^1 fn.)

bdy 1st order derivative must be assumed for f .

or simply $(x, y) \in \Omega_2$.
But for the sake of computation/notation,
we use (u, v) .

τ is injective : trivial.

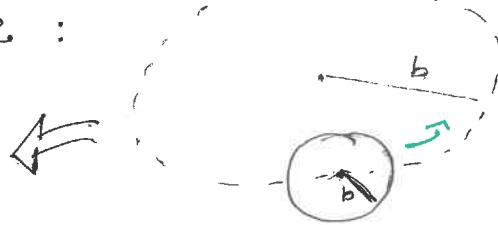
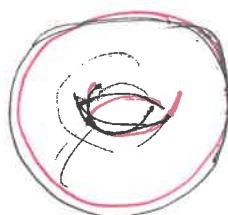
$\tau_u = (1, 0, \frac{\partial f}{\partial u})$, $\tau_v = (0, 1, \frac{\partial f}{\partial v})$.

$$\therefore \tau_u \times \tau_v = \begin{vmatrix} i & j & k \\ 1 & 0 & f_u \\ 0 & 1 & f_v \end{vmatrix} = (-f_u, -f_v, 1).$$

$$\Rightarrow \tau_u \times \tau_v \Big|_{(u, v)} \neq 0 \quad \forall (u, v) \in \Omega_2.$$

$\Rightarrow \tau$ is a parametrization of graph(f).

2) The torus : rotating a circle of radius (say) b about a circle of radius (say) a ($> b$) lying in an \mathbb{R} -orthogonal plane :



Torus
/ donut

We parameterize the above torus as follows:

$$r(u, v) = ((a+b\cos u)\cos v, (a+b\cos u)\sin v, b\sin u)$$

↑

or $u, v \in [0, 2\pi]$

Clearly: this is given by
$$\boxed{(x-b)^2 + z^2 = a^2}.$$

$$(0 < a < b)$$

Also, it may be seen from: In xz -plane, a Circle of radius "a" Centered at " $(b, 0)$ " is given by

$$\begin{aligned} x &= a \cos \theta + b \\ z &= a \sin \theta \end{aligned} \quad \left. \begin{array}{l} \\ \end{array} \right\} \quad \theta \in [0, 2\pi]$$

Then rotate the xz-plane around z-axis by

Anyway : π is injective.

$$\vec{r}_u = \begin{pmatrix} -b \sin u \cos v, & -b \sin u \sin v, & b \cos u \end{pmatrix}$$

$$\vec{r}_v = \left(-(a+b \cos u) \sin v, (a+b \cos u) \cos v, 0 \right)$$

$$\text{Then } T_u \times T_v = \{-b(a+b \cos u)\} \cdot (\cos u \cos v, \sin u \sin v, \cos u)$$

$$\neq 0 \quad \longrightarrow \quad (\text{Hw}).$$

$\therefore T$ is a parametrization of the torus.