

Surface integrals

Recall: Curve C is a Cont (or C^1 or smooth or piecewise smooth etc) fn. (parameterization) $r: [a, b] \rightarrow \mathbb{R}^n$.

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

Similarly, we want the notion of Surfaces S ($r: \mathcal{O}_2 \rightarrow \mathbb{R}^3$ Cont/Smooth)
 & then we want to talk about \int_S !!

Def: A ^{bdd} 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, ^{we will deal with} ~~for us~~, $R \subseteq \mathbb{R}^2$.

Def: Let $R \subseteq \mathbb{R}^2$ be a region. A C^1 fn $r: R \rightarrow \mathbb{R}^2$ is called a parametrized surface (with parameter space R) if:

- (i) the component fns of r have bounded partial derivatives.

(ii) $r: R \rightarrow \mathbb{R}^2$ is one-to-one.

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

$$\left. \begin{matrix} r_u \times r_v \\ \uparrow \\ \text{Cross product} \end{matrix} \right|_{(u,v)} = r_u(u, v) \times r_v(u, v) \neq 0.$$

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

Try to find similarity between surfaces & smooth curves.

Review on planes & normals :

Same 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 ,
 $a_1\vec{i} + a_2\vec{j} + a_3\vec{k}$ $b_1\vec{i} + b_2\vec{j} + b_3\vec{k}$

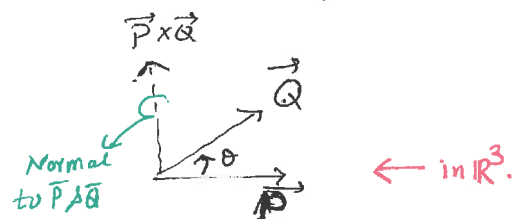
We define the cross product $\vec{P} \times \vec{Q}$ by:

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

\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 $\exists \vec{r} : S$

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

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

$\vec{N} \rightarrow$ 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 $P = \{ \vec{P}_0 + \vec{P} : \vec{P} \cdot \vec{N} = 0, \vec{P} \text{ in } \mathbb{R}^3 \}$.

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

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

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

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

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

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

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

~~Recall from~~ $\Rightarrow \vec{Q}_1 \times \vec{Q}_2 = \underbrace{c}_{\text{a scalar}} \vec{N}$

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

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

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

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

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

$N \notin$ LHS of the above, it follows that:

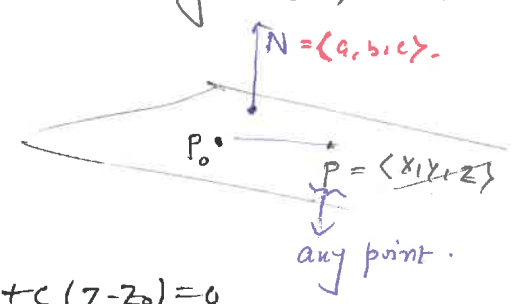
$P = \{ \vec{P}_0 + s_1 \vec{Q}_1 + s_2 \vec{Q}_2 : s_1, s_2 \in \mathbb{R} \}$ — (1)

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:

$\vec{N} \cdot \overrightarrow{P_0 P} = 0$



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

Cartesian form of a plane.

— (2)

Also, (1) can be expressed as:

$r(s_1, s_2) = \vec{P}_0 + s_1 \vec{Q}_1 + s_2 \vec{Q}_2$ — (3)

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

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

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

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) Let $S \subseteq \mathbb{R}^n$ be a line/plane. Then

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

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

- i) Components of r have bdd 1st order partial derivatives.
- ii) r is injective. ← We will evaluate f over $\text{ran } r$.
- iii) $r_u \times r_v \big|_{(u,v)} \neq 0 \quad \forall (u,v) \in R$. ← Often, this is also known as "regular param." Often, we won't need/use this.

Def: r is said to be a parametrization of the surface $\text{ran } r$.

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

$\because R$ 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,

$$\begin{aligned} (-\varepsilon, \varepsilon) &\xrightarrow{\gamma} R \xrightarrow{\quad} \mathbb{R}^3 \\ t &\longmapsto (u_0 + t, v_0) \longmapsto r(u_0 + t, v_0) \end{aligned}$$

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

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

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

$$\begin{aligned} \gamma'(t) &= \frac{\partial r}{\partial u} \cdot \frac{\partial u}{\partial t} + \frac{\partial r}{\partial v} \cdot \frac{\partial v}{\partial t} \\ &= \frac{\partial r}{\partial u} \cdot 1 + \frac{\partial r}{\partial v} \cdot 0 \\ &= \frac{\partial r}{\partial u} \end{aligned}$$

$$\Rightarrow \gamma'(0) = \frac{\partial r}{\partial u} \bigg|_{(u_0, v_0)}$$

\leftarrow A tangent vector of S at $r(u_0, v_0)$.
a curve in

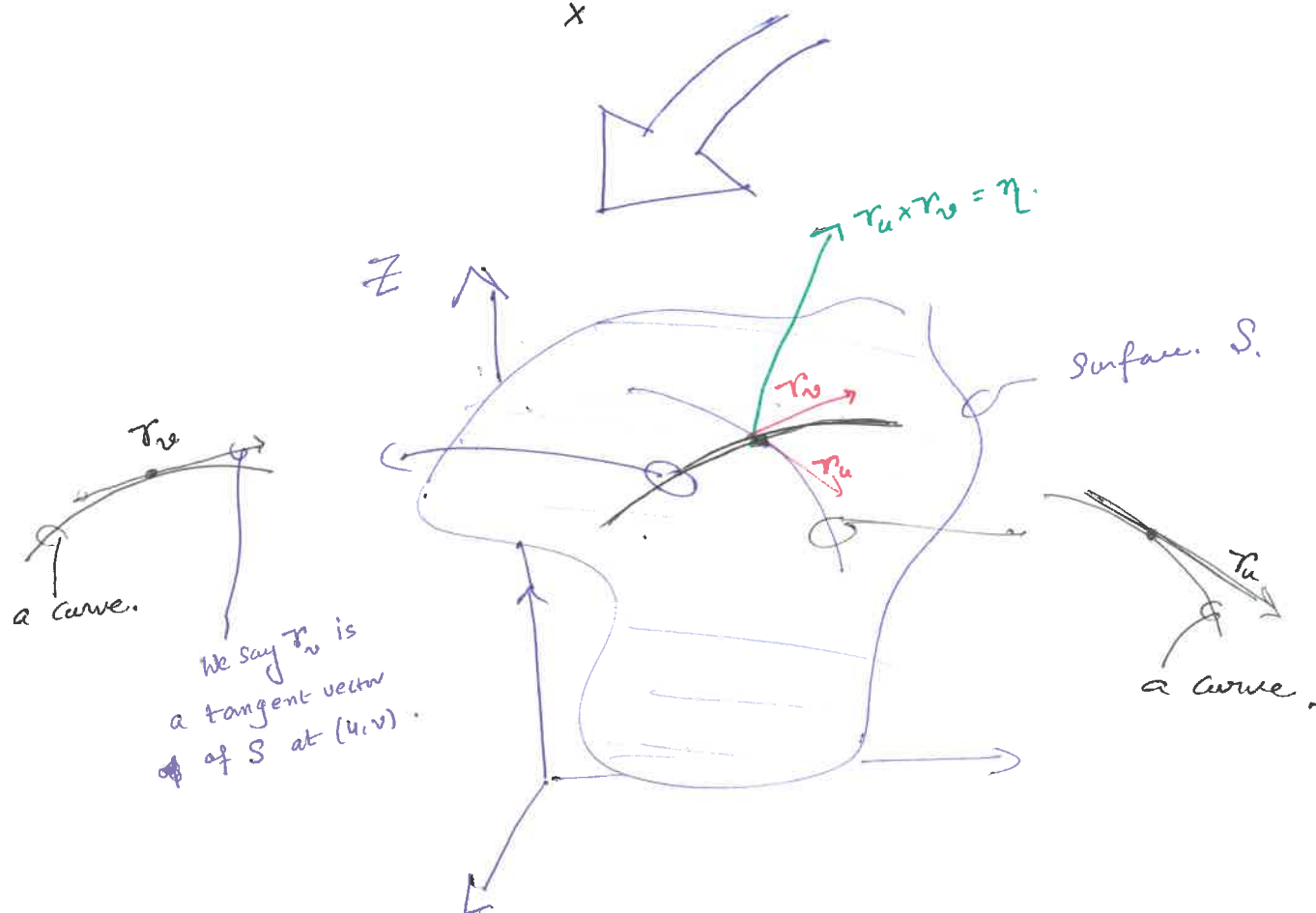
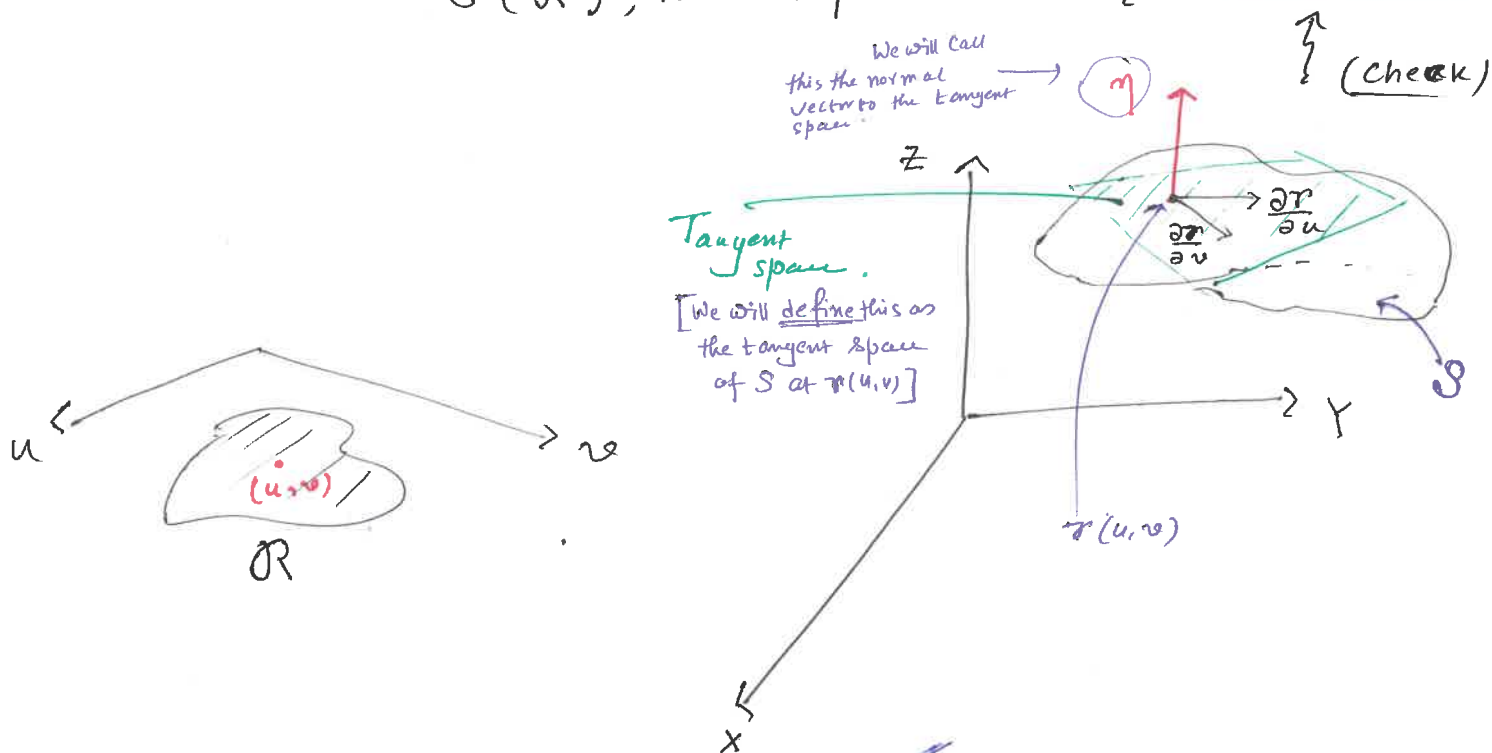
$$\| \gamma' \|_{\gamma(u_0, v_0)} = \frac{\partial r}{\partial v} \bigg|_{(u_0, v_0)}$$

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

So, $\underbrace{\gamma'(0)}_{\eta(u_0, v_0)} = r_u \times r_v \big|_{(u_0, v_0)} \neq 0$ is a normal vector to the pair of curves in S at $r(u_0, v_0)$.

$\therefore \eta \neq 0$, (iii) \Rightarrow ^{the pair of curves in} S have a normal vector $\eta(r(u,v)) \neq 0$.
 $r(u,v) \in S \ \forall \ (u,v) \in R$ (or just simply, $\forall \ (u,v) \in R$).

$\therefore r$ is in $C^1(R)$, it also follows that η is CONTINUOUS!!



eg:

1) $\mathcal{O}_2 \subseteq \mathbb{R}^2$ be open, $f: \mathcal{O}_2 \rightarrow \mathbb{R}$ be C^1 fn. Consider the graph f . $z = f(x, y)$, $(x, y) \in \mathcal{O}_2$.

i.e., graph of $f = \text{graph}(f) = \{(x, y, f(x, y)) : (x, y) \in \mathcal{O}_2\}$.

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

Consider the parametrization:

$$\mathbf{r}(u, v) := (u, v, f(u, v)), \quad (u, v) \in \mathcal{O}_2.$$

Clearly, \mathbf{r} is C^1 ($\because (u, v) \mapsto u, v, f(u, v)$ are C^1 fn.)

bdd 1st order derivative must be assumed for f .

\mathbf{r} is injective: trivial.

$$\# \mathbf{r}_u = \left(1, 0, \frac{\partial f}{\partial u}\right), \quad \mathbf{r}_v = \left(0, 1, \frac{\partial f}{\partial v}\right).$$

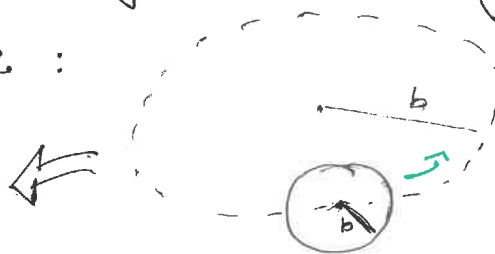
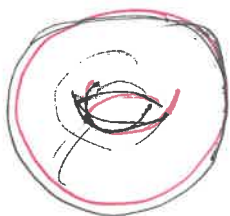
$$\therefore \mathbf{r}_u \times \mathbf{r}_v = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & 0 & f_u \\ 0 & 1 & f_v \end{vmatrix} = (-f_u, -f_v, 1).$$

$$\Rightarrow \mathbf{r}_u \times \mathbf{r}_v \Big|_{(u, v)} \neq 0 \quad \forall (u, v) \in \mathcal{O}_2.$$

$\Rightarrow \mathbf{r}$ 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

z -orthogonal plane:



Torus / donut.

or simply $(x, y) \in \mathcal{O}_2$.
But for the sake of computation/notation, we use (u, v) .

We parametrize the above torus as follows:

$$r(u, v) = \left((a+b\cos u) \cos v, (a+b\cos u) \sin v, b \sin u \right) \quad 0 \leq u, v < 2\pi$$

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

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

Then rotate the xz -plane around z -axis by

$$\left. \begin{aligned} x &= (a \cos \theta + b) \cos \varphi \\ y &= (a \cos \theta + b) \sin \varphi \\ z &= a \sin \theta \end{aligned} \right\} \quad \text{or } \theta, \varphi < 2\pi$$

Anyway: r is injective.

$$r_u = \left(-b \sin u \cdot \cos v, -b \sin u \sin v, b \cos u \right)$$

$$r_v = \left(-(a+b\cos u) \sin v, (a+b\cos u) \cos v, 0 \right)$$

$$\text{Then } r_u \times r_v = \{-b(a+b\cos u)\} \cdot \left(\cos u \cos v, \sin u \sin v, \cos u \right)$$

$$\begin{aligned} 0 &\leq u < \pi \\ 0 &\leq v < 2\pi \end{aligned}$$

$$\neq 0 \quad \text{--- (HW).}$$

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