

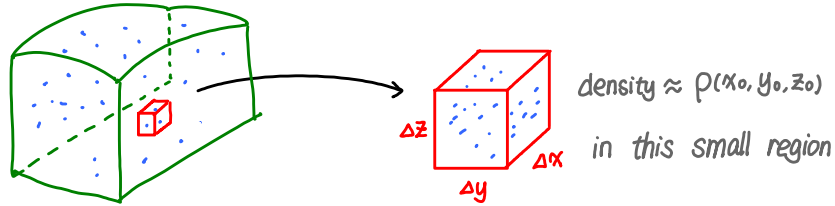
# Triple Integrals

Reading: Textbook, §15.6-15.9

## §1. Triple integrals: definition

Our next goal is to develop a 3-dim'l analogue of the Fundamental Theorem of Line Integrals, Green's Theorem and Stokes's Theorem. To do this we will first need to know how to integrate over 3-dim'l regions.

The triple integral is motivated from the following type of problem: if the salt concentration in a bread loaf  $B$  is given by  $\rho(x,y,z)$  as a function of the position, how much salt in total is there in  $B$ ?



Thus :

$$\text{Total Salt} \approx \sum_{\Delta x} \sum_{\Delta y} \sum_{\Delta z} \rho(x_0, y_0, z_0) \Delta x \Delta y \Delta z$$

Upon taking limit:

$$\iiint_B \rho(x, y, z) dV := \lim_{\Delta x, \Delta y, \Delta z \rightarrow 0} \sum_{\Delta x} \sum_{\Delta y} \sum_{\Delta z} \rho(x_0, y_0, z_0) \Delta x \Delta y \Delta z$$

This definition immediately gives the following way of computing triple integrals, over the simplest "bread loaf".

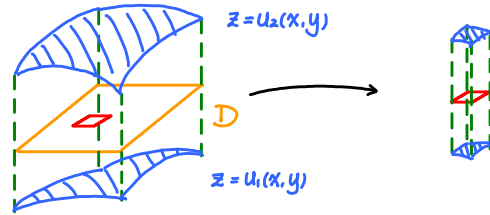
**Thm.** If  $f(x,y,z)$  is a continuous function on the solid rectangular box  $B: [a,b] \times [c,d] \times [r,s]$ , then

$$\iiint_B f(x,y,z) dV = \int_a^b \int_c^d \int_r^s f(x,y,z) dx dy dz$$

In particular, the integral does not depend on the order the iterated integral is carried out.

In general, solid bodies are more complicated than solid rectangles.  
 A slightly more general solid is bounded by two graphs living over the same region  $D$  in the  $xy$ -plane

$$B = \{(x, y, z) \mid (x, y) \in D, u_1(x, y) \leq z \leq u_2(x, y)\}$$



The total "salt" should be equal to the sum of salt in all small square "bread sticks" (area  $\Delta x \cdot \Delta y$ ) over  $D$ :

$$\iiint_B f(x,y,z) dV = \iint_D dx dy \int_{u_z(x,y)}^{u_1(x,y)} f(x,y,z) dz$$

The function  $\int_{u_z(x,y)}^{u_1(x,y)} f(x,y,z) dz$  now only depends on  $(x,y) \in D$ .

Thus this reduces this triple integral into a double integral.

Eg. Find the triple integral  $\iiint_E y dV$ , where  $E$  is the region  $\{(x,y,z) \mid 0 \leq x \leq 3, 0 \leq y \leq x, x-y \leq z \leq x+y\}$ .

It's also important to be able to visualize the region that you are integrating over. In some cases, this allows you to

change the order of integration.

Eg. Find the integral  $\iiint_T x^2 dV$ , where  $T$  is the tetrahedron with vertices  $(0,0,0)$ ,  $(1,0,0)$ ,  $(0,1,0)$  and  $(0,0,1)$ .

Eg. Sketch the solid region whose volume is given by the iterated integral

$$\int_0^1 \int_0^{1-x} \int_0^{2-2x-2z} dy \, dz \, dx$$

Note that, to find the volume of a solid body, you just

need to do triple integral of the constant density function 1.

Eg. Find the volume of the solid enclosed by the cylinder  $y = x^2$  and the planes  $z = 0$  and  $y + z = 1$

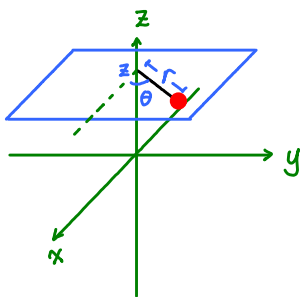


## §2. Triple integrals in cylindrical coordinates

For many integrals, the usual  $x, y, z$ -coordinates may not necessarily be the most convenient to use. We will next introduce two other coordinate systems: the cylindrical and the spherical.

The cylindrical coordinates are very easy to use when integrating over a region that looks like a cylinder. In this coordinate, we can describe any point in  $\mathbb{R}^3$  without the  $z$ -axis by 3 numbers:

- (1). the height of the  $z$ -plane it's on ( $z$ -coordinate)
- (2). on each fixed  $z$ -plane, the usual polar coordinates  
 $(r, \theta)$ :  $0 < r < \infty$  ,  $0 \leq \theta < 2\pi$  (up to shifts by  $2\pi$ )

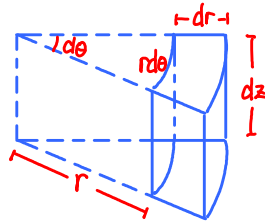


$$\begin{cases} x = r \cos \theta \\ y = r \sin \theta \\ z = z \end{cases} \iff \begin{cases} \theta = \arctan y/x \\ r = \sqrt{x^2 + y^2} \\ z = z \end{cases}$$

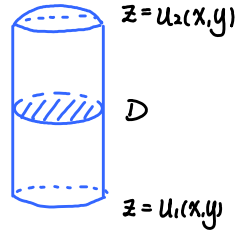
- In this coordinate, any point away from the  $z$ -axis has a unique description  $(r, \theta, z)$ .

Eg. Rewrite the surface equation  $x^2 + y^2 + z^2 = 1$  in cylindrical coordinates.

In cylindrical coordinates, the infinitesimal volume is given by  
$$dV = r dr d\theta dz$$



Thus, if a cylindrical region lives over  $D$  in the  $xy$  plane is given by  $E = \{(x,y,z) \in \mathbb{R}^3 \mid (x,y) \in D, u_1(x,y) \leq z \leq u_2(x,y)\}$ , then



$$\iiint_E f(x,y,z) dV = \iint_D \left( \int_{u_1(r \cos \theta, r \sin \theta)}^{u_2(r \cos \theta, r \sin \theta)} f dz \right) r dr d\theta$$

$f = f(r \cos \theta, r \sin \theta, z)$

Eg. Sketch the solid in the integral, and evaluate the integral

$$\int_{-\frac{\pi}{2}}^{\frac{\pi}{2}} \int_0^2 \int_0^{r^2} r dz dr d\theta$$

Eg. Evaluate  $\iiint_E \sqrt{x^2+y^2} dV$ , where  $E$  is the region that lies inside the cylinder  $x^2+y^2=16$  and between the planes  $z=-5$ ,  $z=4$ .

Let us also practice converting rectangular triple integrals into cylindrical ones.

Eg. Evaluate the triple integral

$$\int_{-2}^2 \int_{-\sqrt{4-y^2}}^{\sqrt{4-y^2}} \int_{\sqrt{x^2+y^2}}^2 xz \, dz \, dx \, dy$$

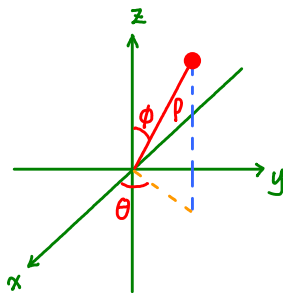
Eg. Evaluate the integral  $\iiint_B z \, dV$ , where  $B$  is the solid 3-dimensional cylinder bounded by the surfaces  $(x-\frac{1}{2})^2 + y^2 = \frac{1}{4}$ ,  $(x-1)^2 + y^2 = 1$ ,  $z=0$  and  $z=1$ .

### §3. Triple integrals in spherical coordinates

Another useful coordinate system is the *spherical coordinates* that is very convenient when describing (part of) a solid ball.

The main idea of this coordinate system is that, any point of  $\mathbb{R}^3$  away from the origin can be uniquely described by

- (1). its distance from the origin  $\rho = \sqrt{x^2 + y^2 + z^2}$ ,
- (2). its angle with respect to the  $z$ -axis:  $\phi$
- (3). the angle its  $xy$ -projection makes with the  $x$ -axis:  $\theta$ .



$$0 < \rho < \infty$$

$$0 \leq \phi \leq \pi$$

$$0 \leq \theta < 2\pi$$

Thus

$$\begin{cases} x = \rho \sin \phi \cos \theta \\ y = \rho \sin \phi \sin \theta \\ z = \rho \cos \phi \end{cases} \iff \begin{cases} \rho = \sqrt{x^2 + y^2 + z^2} \\ \phi = \tan^{-1} \frac{z}{\sqrt{x^2 + y^2}} \\ \theta = \tan^{-1} \frac{y}{x} \end{cases}$$

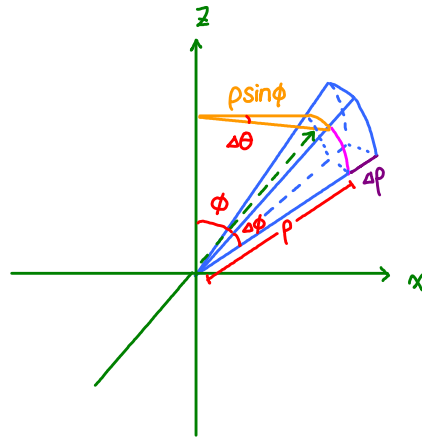


Eg. Rewrite the surface  $z^2 = x^2 + y^2$  in spherical coordinates.

Eg. Sketch the solid described by the equalities below:

$$2 \leq \rho \leq 4, \quad 0 \leq \phi \leq \pi/3, \quad 0 \leq \theta \leq \pi$$

We next investigate how to integrate in spherical coordinates.  
First, we need to investigate how volume increases infinitesimally.



⌋ :  $\rho \sin \phi \Delta \theta$

⌋ :  $\rho \Delta \phi$

— :  $\Delta \rho$

$$\Rightarrow \Delta V = \rho^2 \sin \phi \Delta \rho \Delta \theta \Delta \phi$$

$$dV = \rho^2 \sin \phi \, d\rho \, d\theta \, d\phi$$

Then :

$$\iiint_B f(x,y,z) dV = \iiint_{B(\phi,\theta)} f(\rho \sin\phi \cos\theta, \rho \sin\phi \sin\theta, \rho \cos\phi) \rho^2 \sin\phi d\rho d\theta d\phi$$

Eg. Use spherical coordinates to evaluate

$$\iiint_B (x^2 + y^2 + z^2)^2 dV$$

where  $B$  is the ball of radius 5 centered at the origin.

Eg. Evaluate the integral by converting to spherical coordinates:

$$\int_0^1 \int_0^{\sqrt{1-x^2}} \int_{\sqrt{x^2+y^2}}^{\sqrt{2-x^2-y^2}} xy \, dz \, dy \, dx$$

Eg. Show that

$$\iiint_{\mathbb{R}^3} \sqrt{x^2+y^2+z^2} e^{-x^2-y^2-z^2} \, dV = 2\pi.$$