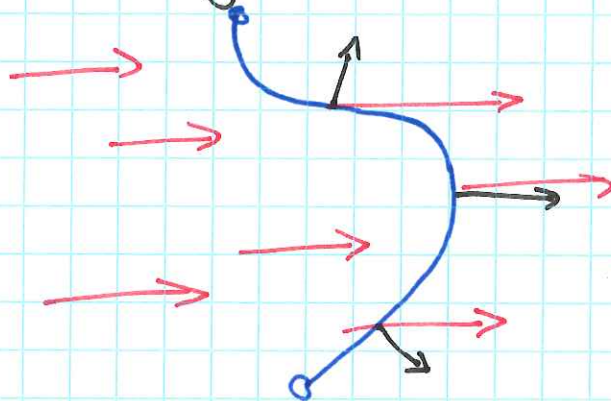


## Lecture 19 + 20

### Flux Through a surface.

- We have met the integral which (in 2D) calculates the flux of a vector field  $\underline{F}$  through a curve  $C$



- The flux in this case is

$$\int_C \underline{F} \cdot \underline{n} \, ds$$

the integral of the normal component of the v.f.

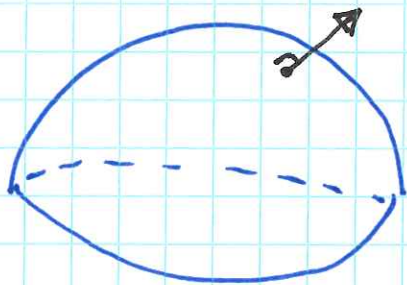
- The analogous situation for curves in 3D is not well defined since we can't canonically choose a normal vector.

- We can however talk about Flux through a surface
- Just like our curves needed to be orientend in 2D, so do our surfaces.

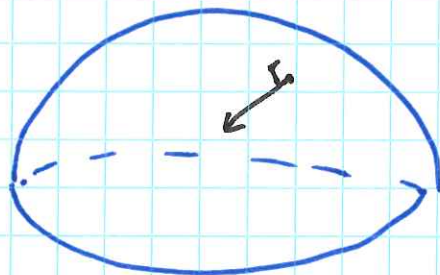
## Oriented surfaces

Def A orientation for a surface  $S$  is a choice of smoothly varying normal vectors

E.g.

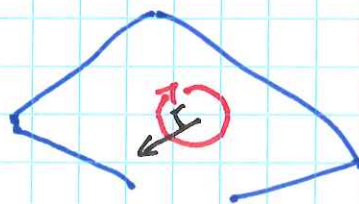
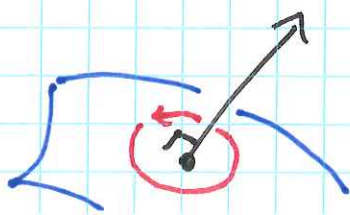


or



Remark Some surfaces cannot be oriented!  
E.g. mobius strip (see demonstration in class!)

- Given a normal vector to our surface we can use the "right hand rule" to assign a ~~#~~ circular "flow" around each point





This explains the word orientation

## Vector surface integral

If  $S$  is an oriented surface,  $\underline{F}$  a vector field and  $\underline{n}$  the unit normal to  $S$  then

Def The flux of  $\underline{F}$  through  $S$ , or the vector surface integral is

$$\iint_S \underline{F} \cdot d\underline{S} = \iint_S (\underline{F} \cdot \underline{n}) dS$$

## Parametrised surfaces

- If we have a parametrisation for  $S$   
 $G(u, v) = (x(u, v) \ y(u, v) \ z(u, v))$

then it comes with a normal vector

$$\underline{N} = \underline{T}_u \times \underline{T}_v$$

- If this matches the orientation on  $S$  we call it a oriented parametrisation

(ie if  $\frac{\underline{N}}{\|\underline{N}\|} = \underline{n}$ )

- If we have such a param. then

$$\iint_S \underline{F} \cdot d\underline{S} = \iint_S (\underline{F} \cdot \underline{n}) dS$$

$$= \iint_S \underline{F} \cdot \frac{\underline{N}}{\|\underline{N}\|} dS$$

$$= \iint_D (\underline{F} \cdot \underline{N}) \frac{1}{\|\underline{N}\|} \cdot \|\underline{N}\| dA_{uv}$$

$$= \iint_D \underline{F} \cdot \underline{N} dA$$

- This is what we use in practice.