## Quick Double Integrals

In this short write-up I want to take a very quick look at double integrals. The basic principle of calculus of several variables is that we look at the effect of small changes in *one variable at a time*. So we write

$$df = \frac{\partial f}{\partial x}dx + \frac{\partial f}{\partial y}dy$$

where, for example,  $\partial f/\partial x$  is the derivative of f with respect to x, treating y as a constant.

For integration, consider a rectangle where x varies between  $0 \to 2$ , while  $y = 0 \to 3$ . To compute the area of this rectangle, we write

$$A = \int_{x=0}^{2} \int_{y=0}^{3} dy \ dx$$

There is no f(x,y) inside the integral sign (except implicitly f(x,y) = 1), and the result will be the area. In the same way  $\int dx = x_f - x_i$ , the length of x.

To evaluate the integral, look at the part inside, the inner integral

$$\int_{y=0}^{3} dy$$

We need a function whose derivative is dy, holding x constant. In this case, that's just y, evaluated between the limits. We obtain

$$\int_{y=0}^{3} dy = y \Big|_{0}^{3} = 3$$

So we proceed to evaluate the outer integral

$$A = \int_{x=0}^{2} 3 \ dx = 3 \int_{x=0}^{2} \ dx = 3 \times 2 = 6$$

## something more ambitious

Now consider a circle. We're going to integrate the function f(x, y) = 1 over a circle of radius R. For simplicity, we do only the first quadrant, and multiply at the end by 4.

$$A = \int_{x=0}^{R} \int_{y=0}^{\sqrt{R^2 - x^2}} dy \ dx$$

Since y changes as a function of x, we need to account for that. That's why we have the upper limit on y. The inner integral is easy

$$\int_{y=0}^{\sqrt{R^2 - x^2}} dy = \sqrt{R^2 - x^2}$$

But now the outer integral is

$$A = \int_{x=0}^{R} \sqrt{R^2 - x^2} \, dx$$

This presents a bit of a problem because we don't have the derivative for what's inside the square root. We continue anyway, with a trig substitution.

$$x = R \sin \theta$$
$$dx = R \cos \theta \ d\theta$$
$$\sqrt{R^2 - x^2} = R \cos \theta$$

So the integral is

$$\int R^2 \cos^2 \theta \ d\theta$$

I've done this before. The answer is

$$=R^2 \frac{1}{2}(\theta + \sin\theta\cos\theta)$$

The really tricky part is the limits. We could switch back to x or we can recognize that when x = R,  $\sin \theta = 1$  and when x = 0,  $\sin \theta = 0$  so we evaluate between  $\theta = 0 \to \pi/2$ . That makes  $\sin \theta \cos \theta$  go away. The result is just

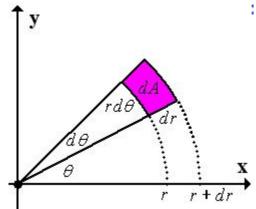
$$=R^2 \frac{1}{2} (\frac{\pi}{2})$$

Multiply by 4 to obtain  $\pi R^2$ .

## an easier way

There is another approach, which is the reason for this particular writeup. The "area element" in 2D using polar coordinates is

$$dA = r \ dr \ d\theta$$



The figure shows a rationale for this.  $\theta$  or  $d\theta$  is not a length, r  $d\theta$  is a length. What we're saying is that the area element in the plane is

$$dA = dy \ dx = r \ dr \ d\theta$$

and for any particular region, we can pick the one that's easier. Clearly, for a circle, the second way is easier. We set up the integral

$$A = \int_{\theta=0}^{2\pi} \int_{r=0}^{R} r \ dr \ d\theta$$

The inner integral is

$$\int_{r=0}^{R} r \ dr = \frac{r^2}{2} \Big|_{r=0}^{R} = \frac{R^2}{2}$$

The outer integral is

$$A = \int_{\theta=0}^{2\pi} \frac{R^2}{2} d\theta = \frac{R^2}{2} 2\pi = \pi R^2$$

## application

We can apply what we've learned to the following problem. In the Gaussian distribution and also in the physics of molecular velocities we run into an integral like

$$I = \int_{-\infty}^{\infty} e^{-x^2} \, dx$$

There is a great solution to this. Write

$$I^{2} = \int_{-\infty}^{\infty} e^{-x^{2}} dx \int_{-\infty}^{\infty} e^{-y^{2}} dy$$
$$= \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} e^{-(x^{2}+y^{2})} dx dy$$

But we can change this to polar coordinates

$$= \int_0^{2\pi} \int_0^{\infty} e^{-r^2} r \, dr \, d\theta$$

The inner integral is just

$$\int_0^\infty e^{-r^2} r \, dr = -\frac{1}{2} e^{-r^2} \bigg|_0^\infty = \frac{1}{2}$$

So then we have

$$I^2 = \int_0^{2\pi} \frac{1}{2} d\theta = \pi$$

To put this another way

$$I = \sqrt{\pi}$$

$$I = \int_{-\infty}^{\infty} e^{-x^2} dx = \sqrt{\pi}$$