

Section 15.6: Write the triple integral in 5 ways.

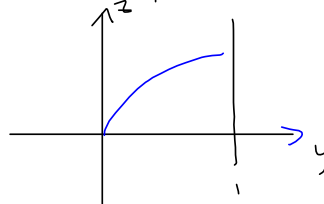
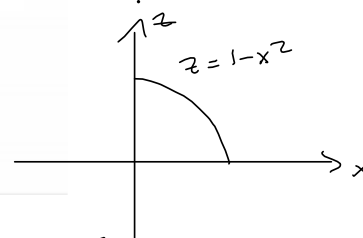
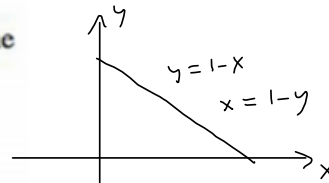
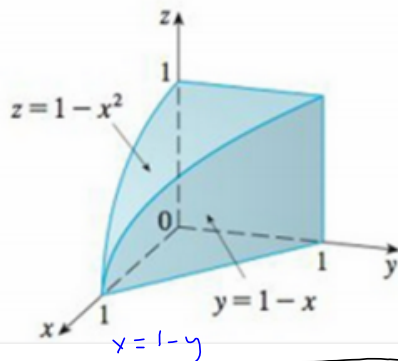
Want to hit this one, today, and talk about 15.9, today.

34. The figure shows the region of integration for the integral

$$\int_0^1 \int_0^{1-x^2} \int_0^{1-x} f(x, y, z) dy dz dx$$

Some right. Some wrong.

Rewrite this integral as an equivalent iterated integral in the five other orders.



$$\begin{aligned} -(y-1)^2 + 1 &= z \\ (y-1)^2 &= 1-z \\ y-1 &= \sqrt{1-z} \\ y &= \sqrt{1-z} + 1 \end{aligned}$$

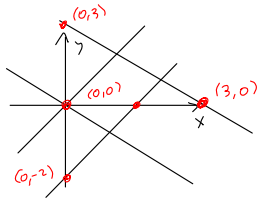
$$\boxed{\begin{aligned} z &= 1 - x^2 \\ &= 1 - (1-y)^2 ? \end{aligned}}$$

20. $\iint_R (x+y)e^{x^2-y^2} dA$, where R is the rectangle enclosed by the lines $x-y=0$, $x-y=2$, $x+y=0$, and $x+y=3$

$v = x-y=2$ $x-y=0=v$ $x+y=0=u$ $x+y=3=u$

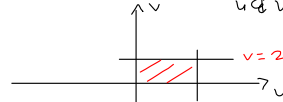
x	y
0	-2
2	0

x	y
0	3
3	0



I think the obvious transformation is

$u = x+y$ want x & y in terms of u & v !
 $v = x-y$



$\int_0^2 \int_0^3 f(u,v) dA$

$\vec{r}(u,v) = ?$
 we have only the inverse operation from uv -plane to xy -plane.

we need $\vec{r}(u,v) = \langle x, y \rangle = \langle x(u,v), y(u,v) \rangle = \int_0^2 \int_0^3 u e^{uv} \|\vec{r}_u \times \vec{r}_v\| du dv$

we have:
 $u = x+y$ solve this for x & y !
 $v = x-y$

Substitution:

$x = u-y$
 $\Rightarrow v = u-y-y = u-2y$
 $v-u = -2y$
 $y = \frac{u-v}{2}$
 $x = u - \frac{u-v}{2} = \frac{2u - u + v}{2} = \frac{u+v}{2}$

$\frac{1}{2}u - \frac{1}{2}v = \frac{1}{2}(u-v) = y$

$\vec{r}(u,v) = \langle \frac{1}{2}u + \frac{1}{2}v, \frac{1}{2}u - \frac{1}{2}v \rangle = \langle \frac{1}{2}u + \frac{1}{2}v, \frac{1}{2}u - \frac{1}{2}v, 0 \rangle$

$\|\vec{r}_u \times \vec{r}_v\| = \|\vec{r}_u \times \vec{r}_v\|$ can do as a cross product OR
 $\vec{r}_u = \langle \frac{1}{2}, \frac{1}{2}, 0 \rangle$
 $\vec{r}_v = \langle \frac{1}{2}, -\frac{1}{2}, 0 \rangle$

simply calculate the determinant of

$\begin{vmatrix} \vec{r}_u \\ \vec{r}_v \end{vmatrix} = \begin{vmatrix} \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & -\frac{1}{2} \end{vmatrix} = |-\frac{1}{4} - \frac{1}{4}| = \frac{1}{2} = \left| \frac{\partial(x,y)}{\partial(u,v)} \right|$

$\frac{1}{2} \int_0^2 \int_0^3 u e^{uv} du dv$
 The Jacobian!

MATRIX METHOD for getting $x = x(u,v)$, $y = y(u,v)$:

$x+y = u$ $x+y = 2$
 $x-y = v$ $x-y = 3$

$\begin{bmatrix} 1 & 1 & | & u \\ 1 & -1 & | & v \end{bmatrix} \sim \begin{bmatrix} 1 & 1 & | & u \\ 0 & -2 & | & v-u \end{bmatrix}$
 Back-substitute OR

$\begin{bmatrix} 1 & 1 & | & 2 \\ 1 & -1 & | & 3 \end{bmatrix} \sim \begin{bmatrix} 1 & 1 & | & 2 \\ 0 & -2 & | & 1 \end{bmatrix}$
 Back-sub:

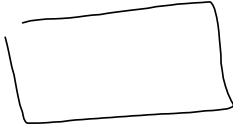
$-2y = 1$ $x+y = 2$
 $y = -\frac{1}{2}$ $x - \frac{1}{2} = 2$
 $x = \frac{5}{2}$

take it all the way:
 $\begin{bmatrix} 1 & 1 & | & u \\ 0 & 1 & | & \frac{u-v}{2} \end{bmatrix} \sim \begin{bmatrix} 1 & 0 & | & u - \frac{u-v}{2} \\ 0 & 1 & | & \frac{u-v}{2} \end{bmatrix}$

$= \begin{bmatrix} 1 & 0 & | & \frac{u+v}{2} \\ 0 & 1 & | & \frac{u-v}{2} \end{bmatrix}$

Check:
 $\begin{bmatrix} 1 & -1 \end{bmatrix} \begin{bmatrix} \frac{u+v}{2} \\ \frac{u-v}{2} \end{bmatrix} = \begin{bmatrix} \frac{u+v}{2} \\ \frac{u-v}{2} \end{bmatrix} = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$

Reduced Row-Echelon
 $x = \frac{u+v}{2}$
 $y = \frac{u-v}{2}$



Area dA in terms of u & v is then given by the approximation

$$\|(\Delta u \vec{r}_u) \times (\Delta v \vec{r}_v)\| = \|\vec{r}_u \times \vec{r}_v\| \Delta u \Delta v$$

In 3-D, it's

a parallelepiped with $\Delta v \vec{r}_v$, $\Delta u \vec{r}_u$, & $\Delta w \vec{r}_w$ defining it.

Volume is the scalar triple product

$$\begin{aligned} & |(\Delta u \vec{r}_u) \cdot ((\Delta v \vec{r}_v) \times (\Delta w \vec{r}_w))| \\ &= |\vec{r}_u \cdot (\vec{r}_v \times \vec{r}_w)| \Delta u \Delta v \Delta w \end{aligned}$$

How do we quickly compute these?
By taking the determinant of this

$$\begin{vmatrix} \vec{r}_u \\ \vec{r}_v \\ \vec{r}_w \end{vmatrix} = \begin{vmatrix} x_u & y_u & z_u \\ x_v & y_v & z_v \\ x_w & y_w & z_w \end{vmatrix}$$

Book hides this:

$$\begin{vmatrix} x_u & x_v & x_w \\ y_u & y_v & y_w \\ z_u & z_v & z_w \end{vmatrix} \text{ which is the transpose, but still equal.}$$