

## Surface Normal Vectors

two ways to represent a surface:

$$\textcircled{1} \quad \begin{aligned} z &= f(x, y) \\ x &= f(y, z) \\ y &= f(x, z) \end{aligned} \quad \left. \begin{array}{l} \\ \\ \end{array} \right\} \Rightarrow g(x, y, z) = 0$$

use most convenient

recall level curves!

Ex.: a sphere:

$$x^2 + y^2 + z^2 - a^2 = 0 \rightarrow g(x, y, z) = 0$$

or

$$z = \sqrt{a^2 - x^2 - y^2} \rightarrow z = f(x, y)$$

\textcircled{2} Parameterization of a surface:

→ similar to parameterization of a curve, except we now need two variables

$$\tilde{r}(u, v) = \langle x(u, v), y(u, v), z(u, v) \rangle$$

For our sphere:

let

$x = u$	}
$y = v$	
$z = \sqrt{a^2 - u^2 - v^2}$	

is there  
a better  
parameterization?

Finding The Normal:

for a surface represented as \textcircled{1},  
the ~~area~~ a normal is:

$$\vec{N} = \vec{\nabla} g(x, y, z)$$

ex:  $y = x^2 - z^3 \rightarrow g(x, y, z) = x^2 - z^3 - y = 0$

$$\vec{N} = \vec{\nabla} g = \langle 2x, -1, -3z^2 \rangle$$

the unit normal is

$$\hat{n} = \vec{N} / |\vec{N}| = \vec{\nabla} g / |\vec{\nabla} g|$$

$$= \frac{\langle 2x, -1, -3z^2 \rangle}{\sqrt{4x^2 + 1 + 9z^4}}$$

For a parameterized surface,  
 $\vec{r}(u, v) = \langle x(u, v), y(u, v), z(u, v) \rangle$   
a normal is:

$$\vec{N} = \underline{\vec{r}_u} \times \underline{\vec{r}_v}$$

recall the symbology,

$\vec{r}_u$  refers to  $\frac{\partial \vec{r}}{\partial u}$ , &

$\vec{r}_v$  refers to  ~~$\frac{\partial \vec{r}}{\partial v}$~~   $\frac{\partial \vec{r}}{\partial v}$

## Flux Integrals:

What is Flux?

Flux  $\frac{\text{amt}}{\text{unit area} \cdot \text{unit time}} \rightarrow \frac{\text{kg}}{\text{m}^2 \text{s}}$  one example

Imagine we want to know the amount of material flowing through a surface per unit time  $\rightarrow$  how would we find that?

Flux integral!

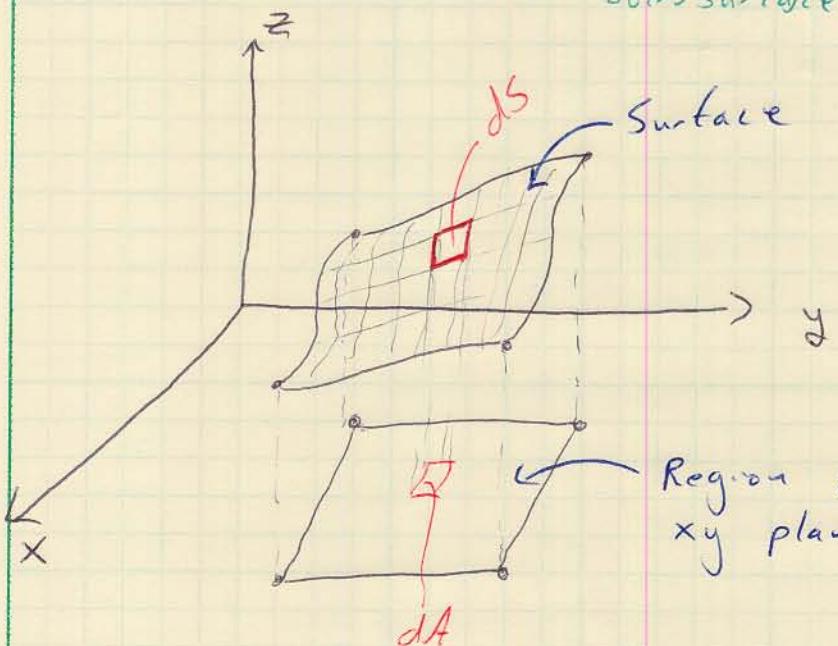
$$\text{Flux} = \rho \cdot v = \frac{\text{kg}}{\text{m}^3} \cdot \frac{\text{m}}{\text{s}} = \frac{\text{kg}}{\text{m}^2 \text{s}}$$

by integrating flux over a surface we end up with  $\text{kg/s}$

But how do we do a surface integral?

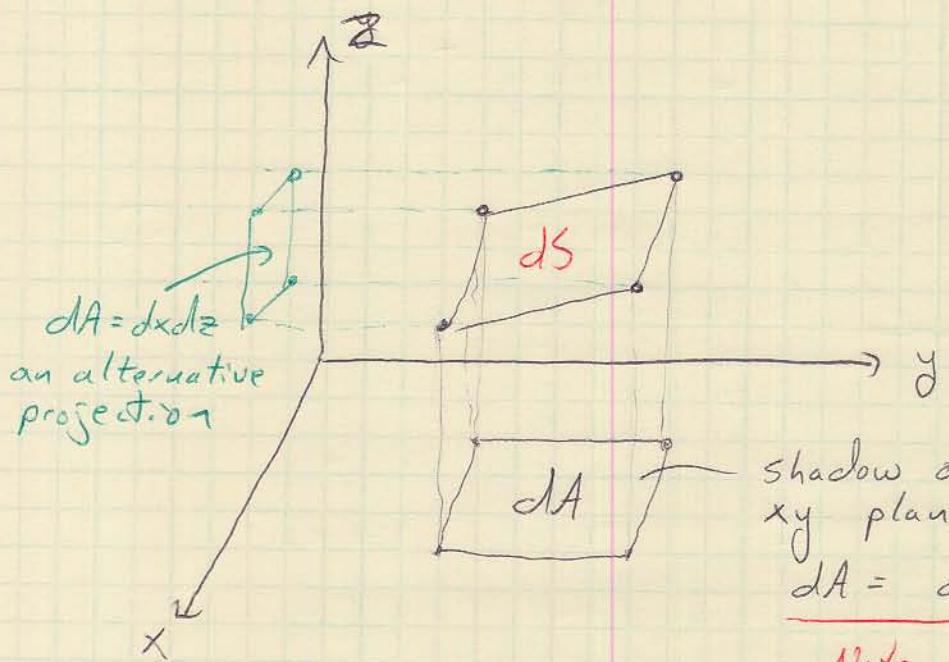
setup:

$\iint_S \vec{F} \cdot \vec{n} dS$  unit normal to surface  
 $S \rightarrow$  Surface vector field integrating over surface  
incremental piece of surface  
 But what is it?



We know how to integrate over  $dA$ , so can we relate  $dS$  to  $dA$ ?

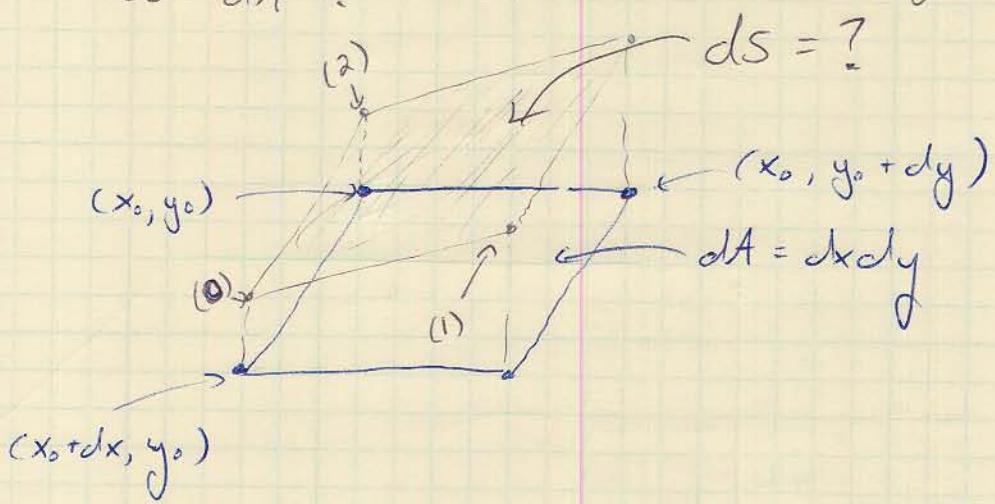
Let's zoom in on our  $dS$ :



shadow of  $dS$  in  
 $xy$  plane  $\rightarrow dA$   
 $dA = dx dy$

Note  $dA$  can also  
be  $dy dz$  if projecting  
the surface onto  $yz$   
plane, or  $dx dz$  if  
projecting into  $xz$  plane

We've zoomed in so much that  $dS$  is a  
small flat rectangle at an ~~angle~~ angle  
to  $dA$ :



We know how to integrate over  $dA$ , so can we relate  $dS$  to  $dA$ ?

let  $\vec{u}$  point be the vector from point  $O$  to point 2:

$$\vec{u} = \langle dx, 0, \underbrace{adx}_{\text{change in } z} \rangle$$

$\approx$  change in  $z$ , linear since we zoomed in so much

let  $\vec{v}$  be the vector from  $O$  to point 1:

$$\vec{v} = \langle 0, dy, \underbrace{b dy}_{\text{change in } z} \rangle$$

$\approx$  change in  $z$

$$\text{the area of } dS = \vec{u} \times \vec{v} = \sqrt{1+a^2+b^2} dx dy$$

Finally, what are  $a$  &  $b$ ?

$$adx = dz \quad \begin{matrix} \text{change in } x \\ \text{change in } z \end{matrix}$$

$$a = \frac{dz}{dx}, \text{ so if our surface is in the form of}$$

$$z = f(x, y),$$

then:

$$a = \frac{\partial f(x, y)}{\partial x} \text{ or } f_x$$

$$b dy = dz, \text{ so } b = f_y$$

Now:

$$dS = \sqrt{1+f_x^2+f_y^2} \underbrace{dx dy}_{dA}$$

similar for different projections & surface reps.

$$dS = \sqrt{1+f_y^2+f_z^2} dy dz, \quad x = f(y, z)$$

$$dS = \sqrt{1+f_x^2+f_z^2} dx dz, \quad y = f(x, z)$$

Now: putting it together:

$$\iint_S \vec{F} \cdot \hat{n} dS$$

$$= \iint_R \vec{F} \cdot \hat{n} \sqrt{1+F_x^2+F_y^2} dx dy \quad \text{or}$$

$$\iint_R \vec{F} \cdot \hat{n} \sqrt{1+F_y^2+F_z^2} dy dz \quad \text{or}$$

$$\iint_R \vec{F} \cdot \hat{n} \sqrt{1+F_x^2+F_z^2} dx dz$$

depending on surface representation

another form if using parameterized surface:

$$\iint_{R_{uv}} \vec{F}(\vec{r}(u, v)) \cdot \hat{N}(u, v) du dv$$

What about  $\hat{n}$ ?

$$\hat{n} = \hat{N}/\|\hat{N}\| \quad \text{and if:}$$

the surface can be represented as

similar if  
 $x = f(y, z)$   
 $y = f(x, z)$

$$z = F(x, y) \quad \text{or } x = f(y, z) \quad \text{or } y = f(x, z)$$

then  $\hat{n} = \hat{N}$  put in the form:

$$\hat{n} = \frac{\nabla g}{\|\nabla g\|} = \frac{\langle -f_x, -f_y, 1 \rangle}{\sqrt{1+f_x^2+f_y^2}}$$

$$\text{So: } \iint_S \vec{F} \cdot \vec{n} dS$$

$$= \iint_R \vec{F} \cdot \frac{\vec{n}}{\sqrt{1+F_x^2+F_y^2}} \frac{dS}{\sqrt{1+F_x^2+F_y^2}} dA$$

$$= \iint_R \vec{F} \cdot \langle -F_x, -F_y, 1 \rangle dx dy \quad \text{if } z = F(x, y)$$

$$= \iint_R \vec{F} \cdot \langle -F_x, 1, -F_z \rangle dx dz \quad \text{if } y = F(x, z)$$

$$= \iint_R \vec{F} \cdot \langle 1, -F_y, -F_z \rangle dy dz \quad \text{if } x = f(y, z)$$

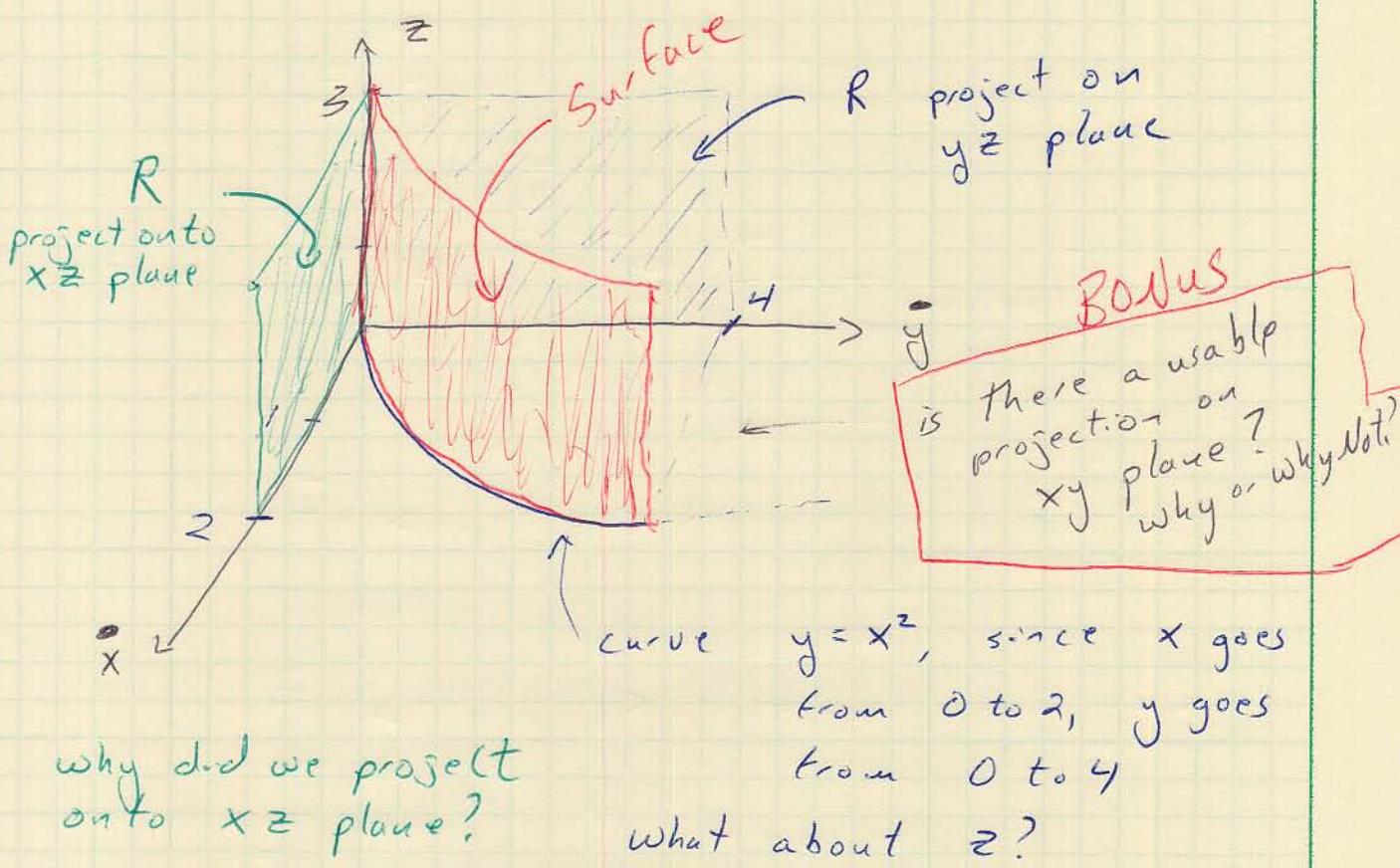
You must be able to use these  
I understand these!

Let's look at an example from the book:

Given  $\vec{F} = \langle 3z^2, 6, 6xz \rangle \rightarrow \text{Flux}$   
 & S:  $y = x^2, 0 \leq x \leq 2, 0 \leq z \leq 3$

Find The amount of material flowing  
through the surface

① Plot the surface!



what form is our surface in?

$$z = F(x, y)$$

$$x = F(y, z)$$

$$\boxed{y = F(x, z)}$$

since in this form, projection onto  $xz$  plane

since  $z$  goes from 0 to 3, imagine the curve rising out of the ground up to  $z=3$

Now ② Setup integral:

a.  $\iint_S \vec{F} \cdot \hat{n} \, dS$

< all surface integrals start this way

b. Find Components

$$\vec{F} = \langle 3z^2, 6, 6xz \rangle \leftarrow \text{Given}$$

$$\vec{n} = ? \quad \text{given } y = x^2 \leftarrow \text{defines surface}$$
$$y = F(x, \frac{z}{\sqrt{1+x^2}})$$
$$y - F(x, y) = 0$$
$$g(x, y, z)$$

$$\vec{n} = \frac{\vec{\nabla} g}{|\vec{\nabla} g|} = \frac{\langle -F_x, 1, -F_z \rangle}{\sqrt{1+F_x^2+F_y^2}}$$

$$-F_x = -\frac{\partial F(x, z)}{\partial x} = -\frac{\partial (x^2)}{\partial x} = -2x$$

$$-F_z = -\frac{\partial F(x, z)}{\partial z} = -\frac{\partial (x^2)}{\partial z} = 0$$

$$\vec{n} = \frac{\langle -2x, 1, 0 \rangle}{\sqrt{1+4x^2}}$$

$$dS = \sqrt{1+F_x^2+F_y^2} dA$$

$$= \sqrt{1+4x^2} dx dz$$

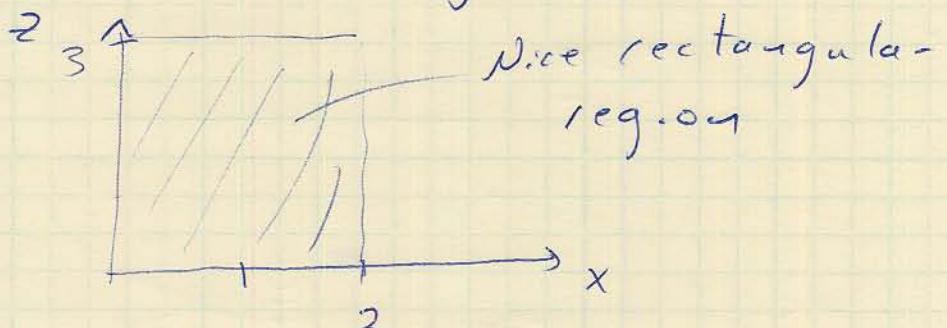
so

$$\iint_S \vec{F} \cdot \vec{n} dS = \iint_R \cancel{\langle 3z^2, 6, 6xz \rangle} \cdot \underline{\langle -2x, 1, 0 \rangle} \frac{\sqrt{1+4x^2}}{\sqrt{1+4x^2}} dx dz$$

$$\iint_R \langle 3z^2, 6, 6xz \rangle \cdot \underline{\langle -2x, 1, 0 \rangle} \frac{\sqrt{1+4x^2}}{\cancel{\sqrt{1+4x^2}}} dx dz$$

c. set up limits of integration:

what does  $x$  vary from?



$$0 \leq x \leq 2$$

$$0 \leq z \leq 3$$

$$\iiint_0^3 \langle 3z^2, 6, 6xz \rangle - \langle -2x, 1, 0 \rangle dx dz$$

$$= \iiint_0^3 -6xz^2 + 6 dx dz$$

$$= \int_0^3 \left[ -3x^2 z^2 + 6x \right]_0^2 dz$$

$$= \int_0^3 12z^2 - 12 dz = \frac{12z^3}{3} - 12z \Big|_0^3 = \underline{\underline{72}}$$

Bonus: Set up the integral ~~as~~ by projecting the surface onto the  $yz$  plane instead of the  $xz$  plane

P #3 pg 456 in text

Given:  $\vec{F} = \langle x-z, y-x, z-y \rangle$

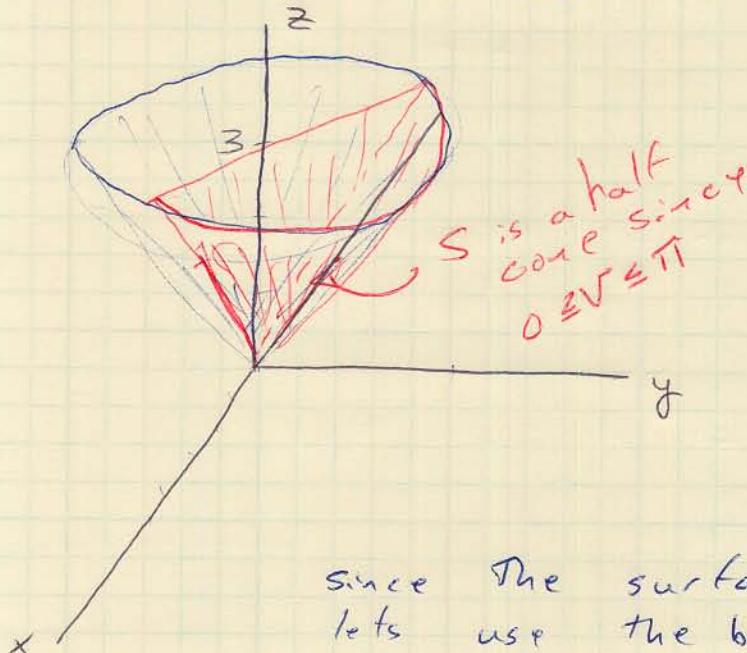
S:  $\vec{r} = \langle u \cos v, u \sin v, u \rangle$

$$0 \leq u \leq 3$$

$$0 \leq v \leq \pi$$

Find the flux integral!

① Draw The Surface !!



what does

$\vec{r}(t) = \langle \cos t, \sin t, t \rangle$   
give  $\rightarrow$  a circle,  
now

$\vec{r}(u, v) = \langle u \cos v, u \sin v, u \rangle$   
what happens to the  
radius of our circle  
as  $u$  increases?

since The surface is parameterized,  
lets use the book method:

② Setup:

$$\iint_S \vec{F} \cdot \hat{n} \, dS$$

$$= \iint_{R_{uv}} \vec{F}(\vec{r}(u, v)) \cdot \vec{N}(u, v) \, du \, dv$$

only need to find  $\vec{N}(u, v)$

$$\vec{N} = \vec{r}_u \times \vec{r}_v$$

$$\vec{r}_u = \frac{\partial \vec{r}}{\partial u} = \langle \cos v, \sin v, 1 \rangle$$

$$\vec{r}_v = \frac{\partial \vec{r}}{\partial v} = \langle -u \sin v, u \cos v, 0 \rangle$$

$$\vec{r}_u \times \vec{r}_v = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ \cos v & \sin v & 1 \\ -u \sin v & u \cos v & 0 \end{vmatrix}$$

$$= \hat{i}(-u \cos v) - \hat{j}(u \sin v) + \hat{k}(u \cos^2 v + u \sin^2 v)$$

$$= \langle -u \cos v, -u \sin v, u \rangle$$

$$\vec{F}(\vec{r}(u, v)) = ?$$

$$\vec{r}(u, v) = \langle \cancel{u \cos v}, \cancel{u \sin v}, \cancel{u} \rangle$$

$$\vec{F}(x, y, z) = \langle x-z, y-x, z-y \rangle$$

substitute in  $x(u, v)$  for  $x$ , etc

$$\vec{F}(\vec{r}(u, v)) = \langle u \cos v - u, u \sin v - u \cos v, u - u \sin v \rangle$$

$$\iint_{R_{uv}} \langle u \cos v - u, u \sin v - u \cos v, u - u \sin v \rangle du dv$$

$$\begin{aligned} R_{uv} & -u^2 \cos^2 v + u^2 \cos v + u^2 \sin^2 v + u^2 - u^2 \cos v \\ & -u^2 + u^2 + u^2 (\cos v - \sin v) + u^2 \cos v \sin v \end{aligned}$$

$$= \iint_{R_{uv}} u^2 (\cos v - \sin v + \cos v \sin v) du dv$$

c. Setup limits & evaluate

$$\begin{cases} 0 \leq u \leq 3 \\ 0 \leq v \leq \pi \end{cases} \quad ? \text{ Given}$$

$$\int_0^{\pi} \int_0^3 u^2 (\cos v - \sin v + \cos v \sin v) du dv$$

$$\frac{u^3}{3} \Big|_0^3 = 9$$

$$= \int_0^{\pi} 9 (\cos v - \sin v + \cos v \sin v) dv$$

$$= 9(\sin v + \cos v + \frac{\sin 2v}{2}) \Big|_0^{\pi}$$

$$= \underline{\underline{-18}}$$