

Section 1.3 - Integration

* different types of integration in vector calculus

1-dim: $\omega^{(1)} = \lambda dl, \oint dl, \vec{A} dl, \vec{A} \cdot d\vec{l}, \vec{A} \times d\vec{l}$

2-dim: $\omega^{(2)} = \sigma da, \oint da, \vec{B} da, \vec{B} \cdot d\vec{a}, \vec{B} \times d\vec{a}$

3-dim: $\omega^{(3)} = \rho d\tau, \int d\tau$

Flow: $\Phi_A = \int \vec{A} = \int \vec{A} \cdot d\vec{l}$

Flux: $\Phi_B = \int \vec{B} = \int \vec{B} \cdot d\vec{a}$

Substance: $Q_p = \int \vec{p} = \int \rho d\tau$

~ "differential forms" are everything after the '∫'
all have a 'd' somewhere inside

~ often $d\vec{l}, d\vec{a}, d\tau$ are buried inside of another 'd'

current element $d\vec{q} \equiv q_i^{(1)}, \lambda dl^{(1)}, \sigma da^{(2)}, \rho d\tau^{(3)}$

charge element $d\vec{q} \equiv \nabla q_i, I d\vec{l}, \vec{K} da, \vec{J} d\tau$

~ two types of regions:

over the region $R: \int_R \omega$ (open region)

over the boundary ∂R of $R: \oint_{\partial R} \omega$ (closed region)

$d\vec{l}_{rec} = \hat{x} dx + \hat{y} dy + \hat{z} dz$

$d\vec{a}_{rec} = \hat{x} dy dz + \hat{y} dz dx + \hat{z} dx dy$

$d\tau_{rec} = dx dy dz$

* recipe for ALL types of integration

a) Parametrize the region

~ parametric vs relations equations of a region

~ boundaries translate to endpoints on integrals

coordinates on
path/surface/volume

1-d $\mathcal{P}: \vec{r}(t)$

2-d $\mathcal{S}: \vec{r}(s, t)$

3-d $\mathcal{V}: \vec{r}(s, t, u)$

boundary of
coordinates

$\int_{s=a}^b \int_{t=t_1(s)}^{t_2(s)}$

b) Pull back the paramters

~ x, y, z become functions of s, t, u

~ differentials: dx, dy, dz become ds, dt, du

~ reduce using the chain rule

$d\vec{l} = \frac{d\vec{r}}{dt} dt$

$d\vec{a} = \frac{\partial \vec{r}}{\partial s} \times \frac{\partial \vec{r}}{\partial t} ds dt$

$d\tau = \frac{\partial \vec{r}}{\partial s} \cdot \frac{\partial \vec{r}}{\partial t} \times \frac{\partial \vec{r}}{\partial u} ds dt du$

$x = x(t) \quad dx = x' dt$

$y = y(t) \quad dy = y' dt$

$z = z(t) \quad dz = z' dt$

$$\int_R \vec{A} \cdot d\vec{l} = \int_{\vec{r}(t)} \vec{A}_x(x, y, z) dx + \vec{A}_y(x, y, z) dy + \vec{A}_z(x, y, z) dz$$

$$= \int_{t=a}^b \vec{A}_x(x(t), y(t), z(t)) \frac{dx}{dt} dt + \vec{A}_y(x(t), y(t), z(t)) \frac{dy}{dt} dt + \vec{A}_z(x(t), y(t), z(t)) \frac{dz}{dt} dt$$

c) Integrate 1-d integrals using calculus of one variable

* example: line & surface integrals on a paraboloid (Stoke's theorem)

$\vec{A} = yz\hat{x}$

$0 < z < 1$

$S: z = \frac{1}{4}x^2 + y^2 = s^2(c_\phi^2 + s_\phi^2)$

$\partial S: 1 = \frac{1}{4}x^2 + y^2$

$x = 2s c_\phi \quad dx = 2ds c_\phi - 2s s_\phi d\phi$

$y = s s_\phi \quad dy = ds s_\phi + s c_\phi d\phi$

$z = s^2 \quad dz = 2s ds$

$d\vec{l} = \frac{\partial \vec{r}}{\partial s} ds + \frac{\partial \vec{r}}{\partial \phi} d\phi = d\vec{l}_s + d\vec{l}_\phi$

$d\vec{a} = d\vec{l}_s \times d\vec{l}_\phi = \begin{vmatrix} \hat{x} & \hat{y} & \hat{z} \\ 2c_\phi & s_\phi & 2s \\ -2s s_\phi & s c_\phi & 0 \end{vmatrix} ds d\phi$

$= (-\hat{x} 2s^2 c_\phi - \hat{y} 4s^2 s_\phi + \hat{z} 2s) ds d\phi$

$\partial S: \vec{r}(s, \phi) \quad s=1 \quad ds=0 \quad d\vec{l} = d\vec{l}_\phi (s=1)$

$\oint_{\partial S} \vec{A} \cdot d\vec{l} = \int_{\partial S} yz dx = -2 \int_0^{2\pi} s_\phi^2 d\phi = -2\pi$

$\int_S \nabla \times \vec{A} \cdot d\vec{a} = \int_S (\hat{y} \partial_z - \hat{z} \partial_y) yz \cdot d\vec{a} = \int_S y da_y - z da_z$

$= \int_0^1 \int_0^{2\pi} (s s_\phi - 4s^2 s_\phi - s^2 \cdot 2s) ds d\phi$

$= \int_0^1 ds \int_0^{2\pi} -4s^3 s_\phi^2 - 2s^3 d\phi$

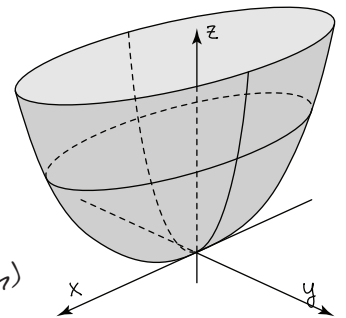
$= \int_0^1 -4s^3 ds \cdot 2\pi = \left. -\frac{4s^4}{4} \right|_0^1 \cdot 2\pi = -2\pi$

* alternate method: substitute for dx, dy, dz (antisymmetric)

$\int_S y dz dx - z dx dy = \int_S s s_\phi \cdot 2s ds \cdot (2c_\phi ds - 2s s_\phi d\phi) - s^2 (2c_\phi ds - 2s s_\phi d\phi) (s_\phi ds + s c_\phi d\phi)$

$= \int_S -4s^3 s_\phi^2 ds d\phi - 2s^3 c_\phi^2 ds d\phi + 2s^3 s_\phi^2 \underbrace{d\phi ds}_{-ds d\phi}$

$= \int_S (-6s_\phi^2 - 2c_\phi^2) s^3 ds d\phi$



Flux, Flow, and Substance

* Differential forms

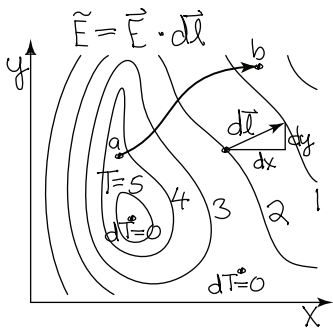
	Name	Geometrical picture
scalar: $\varphi = \varphi(x)$		level curves
vector: $dE = \vec{A} \cdot d\vec{l} = A_x dx + A_y dy + A_z dz$		equipotentials (flow sheets)
pseudovector: $d\Phi = \vec{B} \cdot d\vec{a} = B_x dy dz + B_y dz dx + B_z dx dy$		fieldlines (flux tubes)
pseudoscalar: $dq = \rho d\tau = \rho dx dy dz$		boxes of substance

* Derivative 'd'

scalar: $d\varphi = \nabla \varphi \cdot d\vec{l}$	grad	same equipotential surfaces
vector: $d\vec{A} \cdot d\vec{l} = \nabla \times \vec{A} \cdot d\vec{a}$	curl	flux tubes at end of sheets
pseudovector: $d\vec{B} \cdot d\vec{a} = \nabla \cdot \vec{B} d\tau$	div	boxes at the end of flux tubes
pseudoscalar: $d\rho d\tau = 0$		

* Definite integral

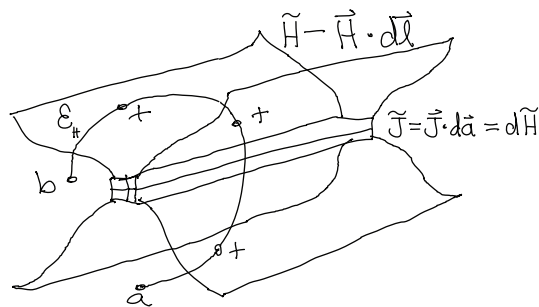
scalar: $E = \int_p dE = \int_p \vec{A} \cdot d\vec{l}$	flow	# of surfaces pierced by path
pseudovector: $\Phi = \int_S d\Phi = \int_S \vec{B} \cdot d\vec{a}$	flux	# of tubes piercing surface
pseudoscalar: $Q = \int_V dq = \int_V \rho d\tau$	subst	# of boxes inside volume



$$\Delta f = \int_a^b df = f|_a^b = -4$$

$$\oint df = \Delta f = 0$$

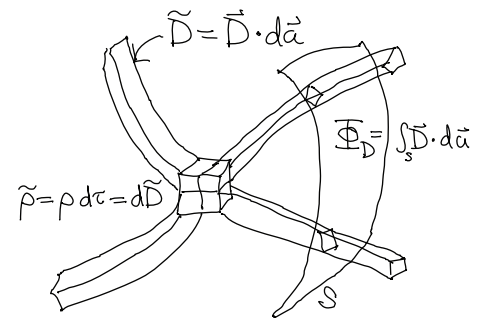
$$df = \nabla f \cdot d\vec{l}$$



$$E_4 = \int_a^b \tilde{H} = \int_a^b \vec{H} \cdot d\vec{l} = +3$$

$$E_H = \oint_{\partial R} \tilde{H} = \int_R d\tilde{H} = \int_R \tilde{J} = I = +4$$

$$d\tilde{H} = d(\vec{H} \cdot d\vec{l}) = (\nabla \times \vec{H}) \cdot d\vec{a} = \vec{J} \cdot d\vec{a} = \tilde{J}$$



$$\Phi_D = \int_S \vec{D} \cdot d\vec{a} = \int_S \tilde{D} = +2$$

$$\Phi_D = \oint_{\partial R} \tilde{D} = \int_R d\tilde{D} = \int_R \tilde{\rho} = Q = +4$$

$$d\tilde{D} = d(\vec{D} \cdot d\vec{a}) = \nabla \cdot \vec{D} d\tau = \rho d\tau = \tilde{\rho}$$

* Stoke's theorem

of flux tubes puncturing disk (S) bounded by closed path
EQUALS # of surfaces pierced by closed path (∂S)
~ each surface ends at its SOURCE flux tube

* Divergence theorem

of substance boxes found in volume (R) bounded by closed surface
EQUALS # of flux tubes piercin the closed surface (∂R)
~ each flux tube ends at its SOURCE substance box