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Math 213 - Parametrized Surfaces

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Unit C: Multiple Integrals

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- October 13 Double Integrals
- October 16 Double Integrals in Polar Coordinates
- October 20 Triple Integrals
- October 25 Triple Integrals, Cylindrical Coordinates
- October 27 Triple Integrals, Spherical Coordinates
- October 30 Triple Integrals, General Coordinates
- November 1 Vector Fields
- November 3 Conservative Vector Fields
- November 6 Line integrals
- November 8 Parametrized Surfaces
- November 10 Tangent Planes to Surfaces
- November 13 Surface Integrals
- November 15 Exam III Review



Important Notice

The material we cover today, November 10, and November 13 will *not* be covered on Exam 3. Exam 3 covers Double and Triple integrals, vector fields, conservative vector fields, and line integrals.

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Now is a good time to begin reviewing for Exam 3!



Parametrized Surfaces

So far we've seen surfaces in three dimensions as:

- Graphs of functions z = f(x, y)
- Solution sets of equations like $x^2 + y^2 + z^2 = 1$ or $x^2 y^2 + z^2 = 1$

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• Level sets of functions of three variables

We're going to introduce a new way of describing surfaces through *parametrization*



A *curve* is described by a vector function with one parameter, *t*, like:

 $\mathbf{r}(t) = \langle \cos(t), \sin(t), t \rangle$

for $0 \le t \le 4\pi$



A *surface* can be described by a vector function with two parameters, like

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



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Parametrizing the Sphere





If *P* is a point on the sphere $x^2 + y^2 + z^2 = 1$:

- Let *Q* be the projection of *P* onto the *xy* plane
- Let v be the angle between \overrightarrow{OP} and the z axis
- Let *u* be the angle between \overrightarrow{OQ} and the *x* axis

In terms of *u* and *v*:

 $x = \sin v \cos u$ $y = \sin v \sin u$

$$z = \cos v$$

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Parametrizing the Sphere



- $x = \sin v \cos u$
- $y = \sin v \sin u$
- $z = \cos v$







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Parametrizing the Sphere

Let's look at this parametrization in detail:

 $x = \sin v \cos u$ $y = \sin v \sin u$ $z = \cos v$



For $0 \le u, v \le \pi/2$ we get the part of the sphere in the first octant

Lines of constant *v* are parallels of latitude:

$$v = \pi/2, 5\pi/12, \pi/3, \pi/4, \pi/6, \pi/18$$

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Parametrizing the Sphere

Let's look at this parametrization in detail:

 $x = \sin v \cos u$ $y = \sin v \sin u$ $z = \cos v$



For $0 \le u, v \le \pi/2$ we get the part of the sphere in the first octant

Lines of constant *u* are parallels of longitude:

 $u = 0, \pi/12, \pi/6, \pi/4, \pi/3, 5\pi/12, \pi/2$

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Puzzler #1

Find a parametrization for the cylinder

$$y^2 + z^2 = 1$$

- Choose two parameters
- Find a vector function of the two parameters that traces out the cylinder

$$\mathbf{r}(x,\theta) = \langle x, \cos\theta, \sin\theta \rangle$$

where

y

$$-\infty < x < \infty$$

 $0 \leq \theta < 2\pi$

and

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Puzzler #2

Find a parametrization for the part of the sphere



that lies inside the cylinder

 $x^2 + y^2 = 1$

and above the *xy* plane.

- Choose two parameters
- Find a vector function of the two parameters that traces out the surface

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 $\mathbf{r}(r,\theta) = \langle r\cos\theta, r\sin\theta, \sqrt{2-r^2} \rangle$ where $0 \le r < 1$ and $0 \le \theta \le 2\pi$



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Parametrizing the Torus



z (R,0) (R,0) x

A torus is a circle of radius *r* revolved the origin in a circle of radius *R*

Strategy:

- Parametrize the intersection of the surface with the *xz* plane
- Obtain the torus by rotation

In the *xz*-plane:

 $x = R + r\cos\theta$ $z = r\sin\theta$

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where $0 \le \theta \le 2\pi$

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Parametrizing the Torus



In the xz plane we found

 $x = R + r\cos\theta$ y = 0 $z = r\sin\theta$

Now rotate by an angle ψ in the *xy* plane:

 $x = (R + r\cos\theta)\cos\psi$ $y = (R + r\cos\theta)\sin\psi$ $z = r\sin\theta$

where $0 \le \psi \le 2\pi$.

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Tangent Planes: Preview

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Next time we'll see how to find the *tangent plane* to a parameterized surface. Given a parametrization

$$\mathbf{r}(u,v) = x(u,v)\mathbf{i} + y(u,v)\mathbf{j} + z(u,v)\mathbf{k},$$

we can find two tangent vectors to the surface at $\mathbf{r}(a, b)$ by finding

$$\mathbf{T}_{u}(a,b) = \frac{\partial x}{\partial u}(a,b)\mathbf{i} + \frac{\partial y}{\partial u}(a,b)\mathbf{j} + \frac{\partial z}{\partial u}(a,b)\mathbf{k}$$
$$\mathbf{T}_{v}(a,b) = \frac{\partial x}{\partial v}(a,b)\mathbf{i} + \frac{\partial y}{\partial v}(a,b)\mathbf{j} + \frac{\partial z}{\partial v}(a,b)\mathbf{k}$$

From these tangent vectors we can get a normal vector to the tangent plane

$$\mathbf{n}(a,b) = \mathbf{T}_u(a,b) \times \mathbf{T}_v(a,b)$$



Here's how it works for the sphere, visually:



The vectors T_u and T_v are tangent to the surface, and their cross product is normal to the surface

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Reminders for the Week of November 6-10

- Homework C5 is due tonight at 11:59 PM
- Quiz #9 is due Thursday at 11:59 PM
- Homework C6 is due Friday night at 11:59 PM
- Exam 3, covering Webworks B7-B8 and C1-C6, takes place on Wednesday, November 15
- Apply *no later than 5 PM on Friday, November 10* if you need to take an alternate exam and are not working with the DRC

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