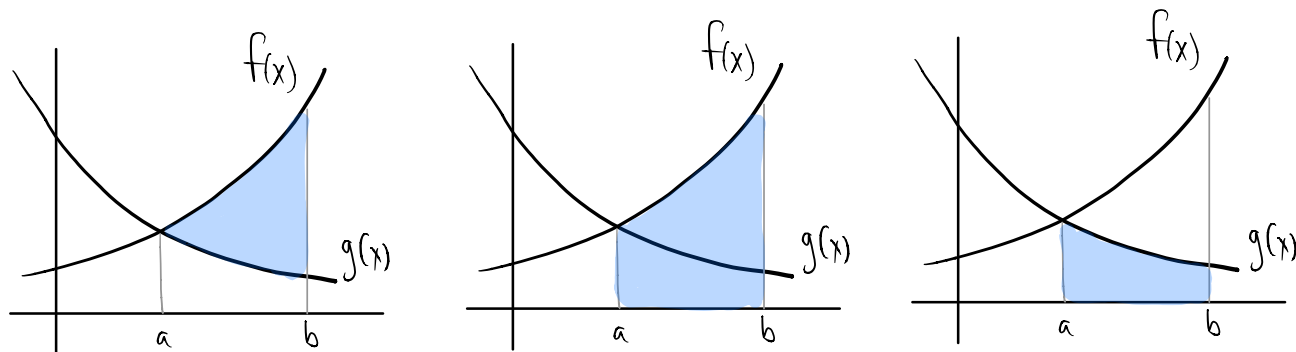


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1

In this section, we'll learn how to compute various volumes of solids using integrals. Then we'll apply these techniques to several architectural structures.

Area between Curves



$$\int_a^b [f(x) - g(x)] dx = \int_a^b f(x) dx - \int_a^b g(x) dx$$

This even works if the region is below or straddles the x-axis

Example 1: Find the area between the curves of $f(x) = 5 - x^2$ & $g(x) = x^2 - 3$.

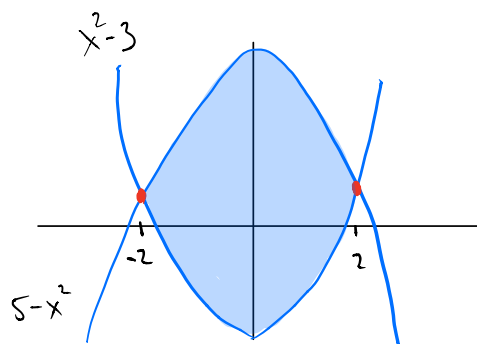
First, find points of intersection:

$$5 - x^2 = x^2 - 3$$

$$8 = 2x^2 \Rightarrow x \pm 2.$$

$$\text{Area} = \int_{-2}^2 (5 - x^2) - (x^2 - 3) dx$$

$$= \int_{-2}^2 (8 - 2x^2) dx = 8x - \frac{2}{3}x^3 \Big|_{-2}^2 = \left(16 - \frac{16}{3}\right) - \left(-16 - \frac{16}{3}\right) = 32 - \frac{32}{3} = \boxed{\frac{64}{3}}$$



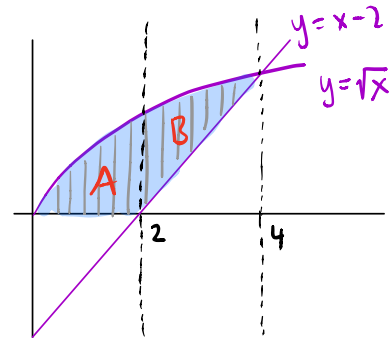
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Example 2: Find the area between the curves $y = \sqrt{x}$, $y = x - 2$, and the x-axis.

2

Method 1: Integrate w.r.t. x .

Note that we need to break this into two integrals.



$$\textcircled{A} \int_0^2 \sqrt{x} - 0 \, dx = \int_0^2 x^{1/2} \, dx = \frac{x^{3/2}}{3/2} \Big|_0^2 = \frac{2}{3} \sqrt{x^3} \Big|_0^2 = \boxed{\frac{2}{3} \sqrt{8}}$$

$$\begin{aligned} \textcircled{B} \int_2^4 \sqrt{x} - (x-2) \, dx &= \int_2^4 x^{1/2} - x + 2 \, dx = \left(\frac{2}{3} x^{3/2} - \frac{x^2}{2} + 2x \right) \Big|_2^4 \\ &= \left(\frac{2}{3} \sqrt{4^3} - \frac{16}{2} + 8 \right) - \left(\frac{2}{3} \sqrt{2^3} - \frac{4}{2} + 2 \right) \\ &= \left(\frac{2}{3} \cdot 8 - 8 + 8 \right) - \left(\frac{2}{3} \sqrt{8} - 2 + 4 \right) = \frac{16}{3} - \frac{2}{3} \sqrt{8} + 2 = \boxed{\frac{10}{3} - \frac{2}{3} \sqrt{8}} \end{aligned}$$

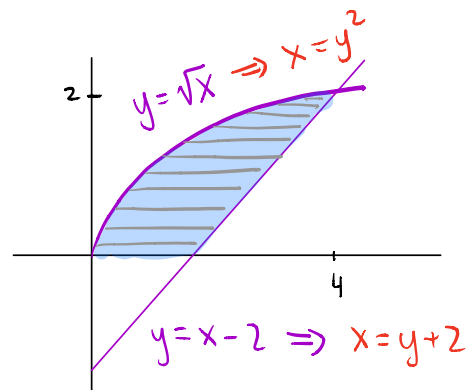
$$\text{Total area} = \textcircled{A} + \textcircled{B} = \boxed{\frac{10}{3}}$$

Method 2: Integrate w.r.t. y .

$$\begin{aligned} \text{Area} &= \int_0^2 (y+2) - y^2 \, dy \\ &= \left(\frac{y^2}{2} + 2y - \frac{y^3}{3} \right) \Big|_0^2 \end{aligned}$$

$$= \left[\left(2 + 4 - \frac{8}{3} \right) - (0 + 0 - 0) \right]$$

$$= \boxed{\frac{10}{3}} \quad (\text{much easier!})$$

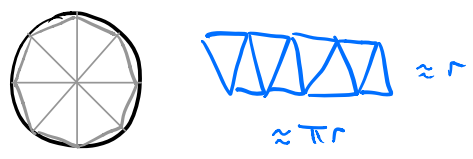


Volumes by slicing

We'll now learn to derive classic formulas for volumes such as

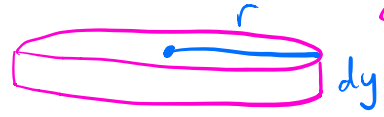
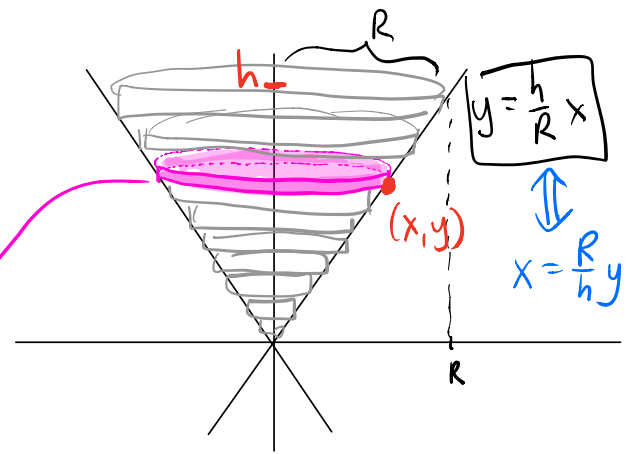
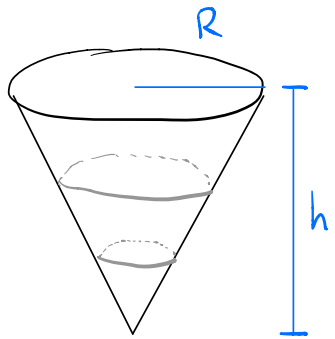
$$\text{Vol}(\text{cone}) = \frac{1}{3} \pi r^2 h \quad \text{and} \quad \text{Vol}(\text{sphere}) = \frac{4}{3} \pi r^3$$

The method is in some sense, a 3D-version of how Archimedes computed the area of a circle.



Volume of a cone

Idea: Slice the cone into layers, like a wedding cake. Each layer is \approx cylinder.



Area = $\pi r^2 h$, radius $r = x\text{-value} = \frac{R}{h} y$

$$= \pi \left(\frac{R}{h} y\right)^2 dy = \boxed{\frac{\pi R^2}{h^2} y^2 dy}$$

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$$\text{Vol}(\nabla) = \int_0^h \text{vol}(\text{slice}) = \int_0^h \frac{\pi R^2}{h^2} y^2 dy$$

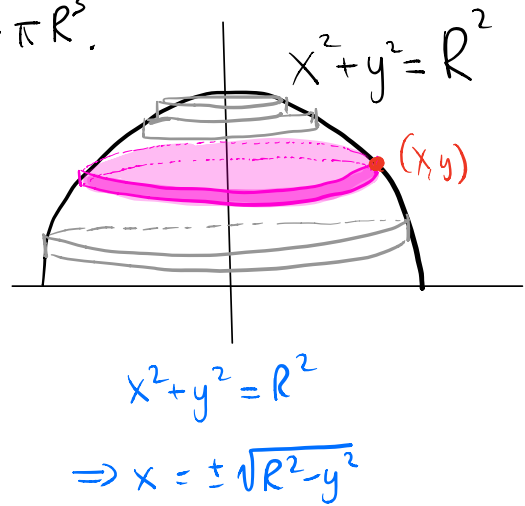
$$= \frac{\pi R^2}{h^2} \int_0^h y^2 dy = \frac{\pi R^2}{h^2} \frac{y^3}{3} \Big|_0^h = \frac{\pi R^2}{h^2} \left(\frac{h^3}{3} - \frac{0^3}{3}\right) = \boxed{\frac{1}{3} \pi R^2 h} \quad \checkmark$$

4
Volume of a hemisphere $\frac{1}{2} \cdot \left(\frac{4}{3} \pi R^3\right) = \frac{2}{3} \pi R^3$.



radius $r = x\text{-value} = \sqrt{R^2 - y^2}$

$\text{Vol}(\text{disk}) = \pi r^2 h = \pi (\sqrt{R^2 - y^2})^2 dy$
 $= \boxed{\pi (R^2 - y^2) dy}$



$\text{Vol of hemisphere} = \int_0^R \text{Vol}(\text{disk})$

$= \int_0^R \pi (R^2 - y^2) dy = \int_0^R (\pi R^2 - \pi y^2) dy$

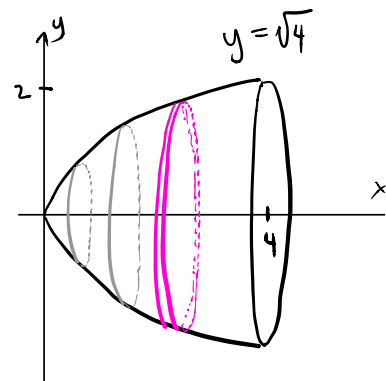
$= \left(\pi R^2 y - \pi \frac{y^3}{3}\right)_0^R = \pi R^3 - \pi \frac{R^3}{3} = \boxed{\frac{2}{3} \pi R^3} \checkmark$

Example 3: Consider the solid formed by revolving the curve $y = \sqrt{x}$ around the x-axis from $x=0$ to $x=4$. Find its volume.



radius = "y-value": $y = \sqrt{x}$

$\text{Vol}(\text{disk}) = \pi r^2 h$
 $= \pi (\sqrt{x})^2 dx$
 $= \pi x dx$

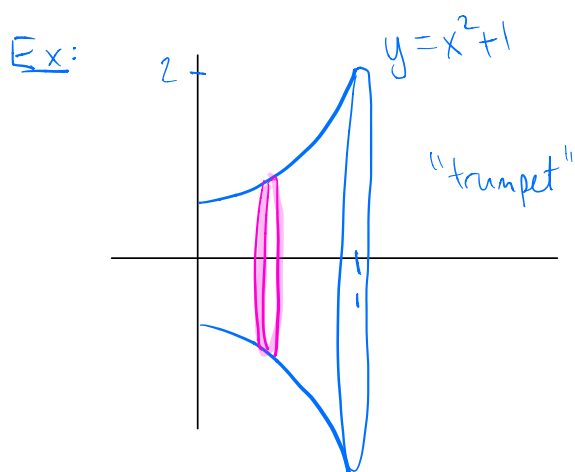


$\text{Vol}(\text{solid}) = \int_0^4 \text{Vol}(\text{disk}) = \int_0^4 \pi x dx = \pi \frac{x^2}{2} \Big|_0^4 = \boxed{8\pi}$

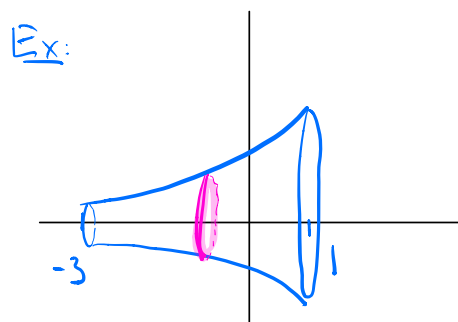
These are called solids of revolution.

The method we've been doing is called the disk method.

We can do other shapes:



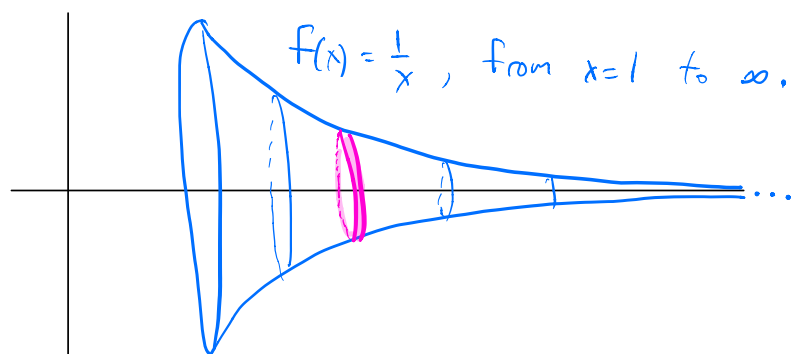
$$\begin{aligned} \text{Vol}(\text{trumpet}) &= \int_1^2 \text{Vol}(\text{disk}) \\ &= \int_1^2 \pi (x^2 + 1)^2 dx \end{aligned}$$



$$\begin{aligned} \text{Vol}(\text{horn}) &= \int_{-3}^1 \text{Vol}(\text{disk}) \\ &= \int_{-3}^1 \pi (e^x)^2 dx = \int_{-3}^1 \pi e^{2x} dx \end{aligned}$$

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Ex: "Gabriel's horn"



First, we need to see what are called "improper integrals", i.e., integrating over an asymptote, or where a limit is ∞ .

Big idea: "treat ∞ as an ordinary number."

6

Example: $\int_1^\infty \frac{1}{x} dx = \ln x \Big|_1^\infty = \ln \infty - \ln 1 = \infty - 0 = \boxed{\infty}$

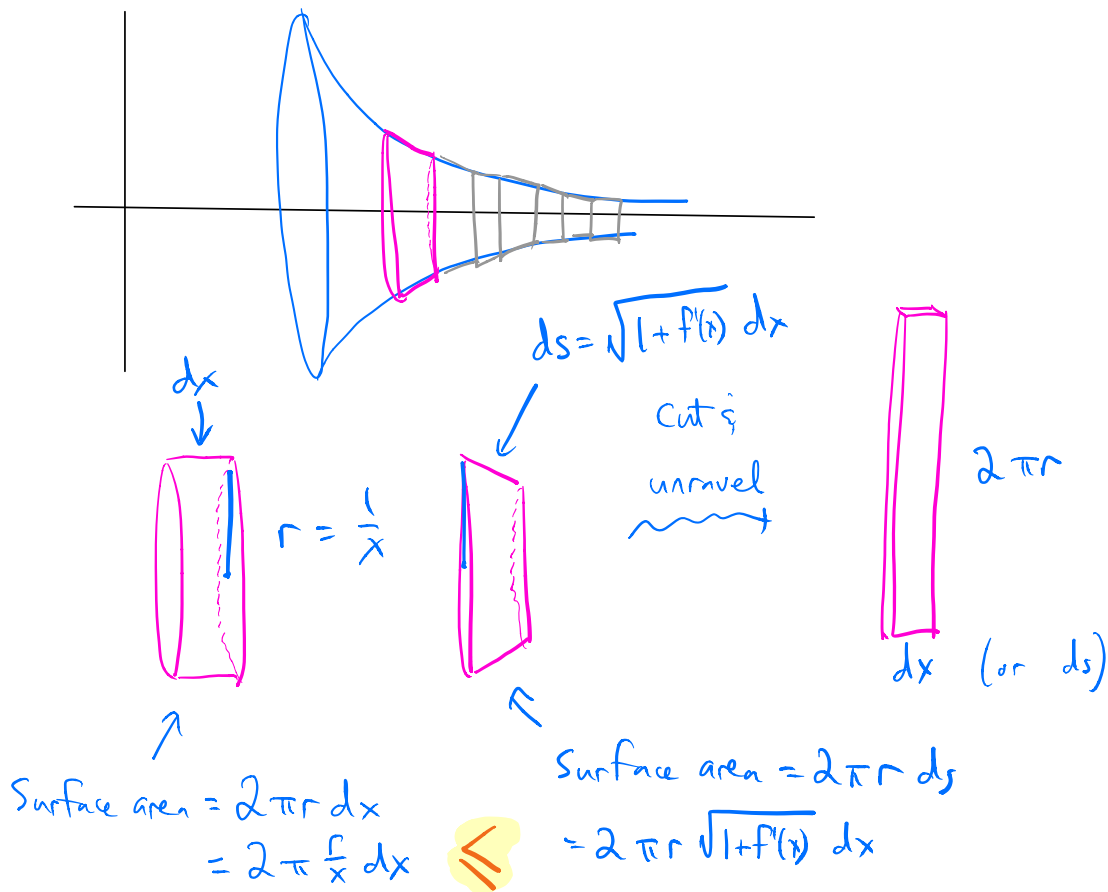
[Technically, $\int_1^\infty \frac{1}{x} dx = \lim_{b \rightarrow \infty} \int_1^b \frac{1}{x} dx = \lim_{b \rightarrow \infty} \ln x \Big|_1^b = \lim_{b \rightarrow \infty} \ln b$]

• $\int_1^\infty \frac{1}{x^2} dx = -\frac{1}{x} \Big|_1^\infty = -\frac{1}{\infty} - \left(-\frac{1}{1}\right) = 0 + 1 = \boxed{1}$

Back to Gabriel's horn:

$\text{Vol}(\text{horn}) = \int_1^\infty \text{Vol}(\text{disk}) = \int_1^\infty \pi \left(\frac{1}{x}\right)^2 dx = \pi \int_1^\infty \frac{1}{x^2} dx = \boxed{\pi}$

Just for fun, we can compute the surface area.



Thus, surface area = $\int_1^\infty SA(\square)$

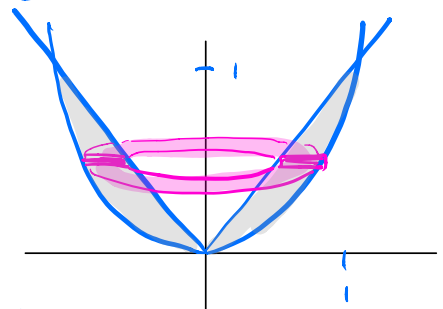
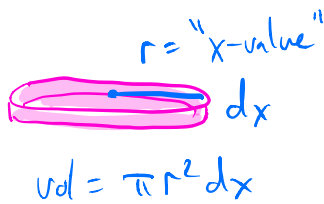
$$\geq \int_1^\infty SA(\square) = \int_1^\infty 2\pi \frac{r}{x} dx$$

$$= 2\pi r (\ln x) \Big|_1^\infty = 2\pi r (\ln \infty - \ln 1) = \boxed{\infty}$$

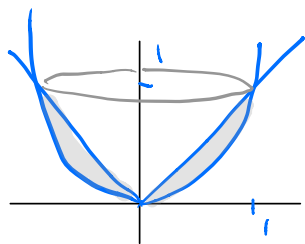
Thus, Gabriel's horn has finite volume, but infinite surface area.
 "We can fill it with paint, but not paint the whole surface"

The following technique is sometimes called "volumes by washers"

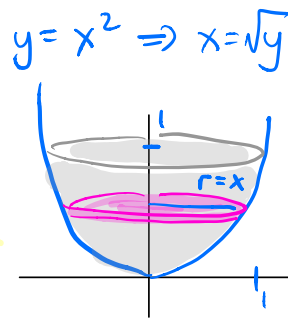
Ex: Compute the volume of the region b/w $y=x^2$ and $y=x$, rotated around the y-axis.



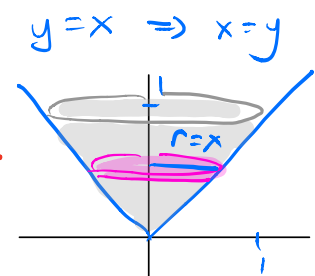
Big idea:



=



-



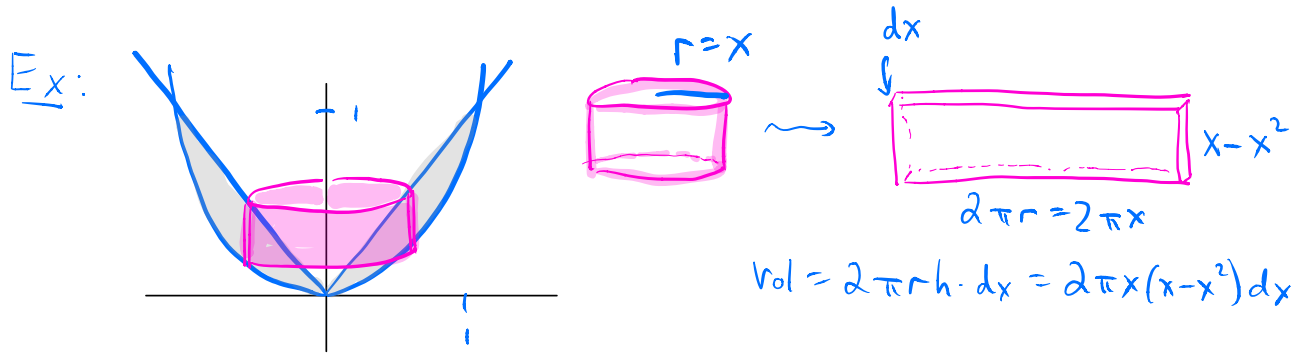
$$\int_0^1 (\pi y - \pi y^2) dy = \int_0^1 \pi (\sqrt{y})^2 dx - \int_0^1 \pi y^2 dx$$

$$= \left(\frac{\pi y^2}{2} - \frac{\pi y^3}{3} \right) \Big|_0^1 = \left(\frac{\pi}{2} - \frac{\pi}{3} \right) - (0 - 0) = \boxed{\frac{\pi}{6}}$$

8

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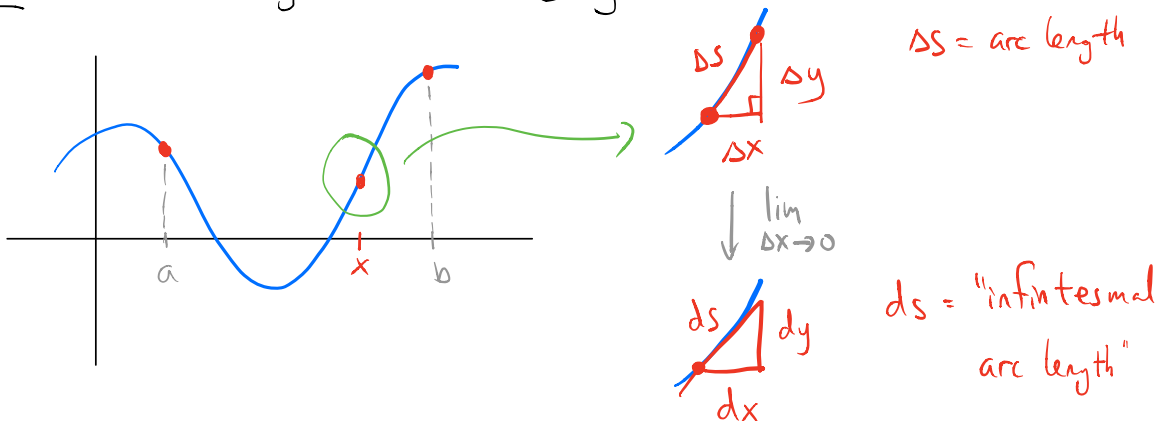
Another way to find the volume of the previous solid is the "shell method"



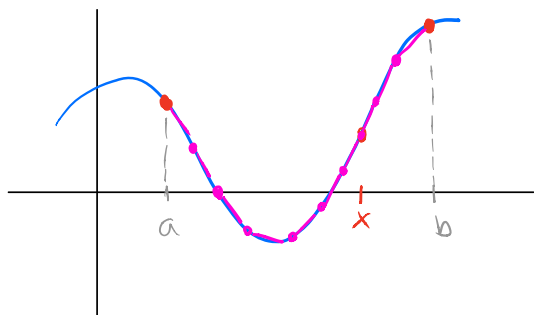
$$\begin{aligned}
 \text{Vol}(\text{cup}) &= \int_0^1 \text{Vol}(\text{shell}) \\
 &= \int_0^1 2\pi x(x-x^2) dx = \int (2\pi x^2 - 2\pi x^3) dx \\
 &= \left(\frac{2\pi x^3}{3} - \frac{2\pi x^4}{4} \right) \Big|_0^1 = 2\pi \left(\frac{x^3}{3} - \frac{x^4}{4} \right) \Big|_0^1 \\
 &= 2\pi \left[\left(\frac{1}{3} - \frac{1}{4} \right) - (0-0) \right] = \boxed{\frac{\pi}{6}}
 \end{aligned}$$

Arc length

Goal: Find the length of a curve $y=f(x)$ from $x=a$ to $x=b$.



9



$$\text{Arc length} = \lim_{\Delta s \rightarrow 0} \sum_{i=1}^n \Delta s = \int_a^b ds$$

need formula ↗

$$ds = \sqrt{(dx)^2 + (dy)^2} = \sqrt{(dx)^2 + (dy)^2} \cdot \frac{dx}{dx} = \sqrt{[(dx)^2 + (dy)^2] \left(\frac{dx}{dx}\right)^2}$$

$$= \sqrt{\left[\left(\frac{dx}{dx}\right)^2 + \left(\frac{dy}{dx}\right)^2\right] (dx)^2} = \sqrt{1 + (f'(x))^2} dx$$

Thus, arc length = $\int_a^b \sqrt{1 + (f'(x))^2} dx$

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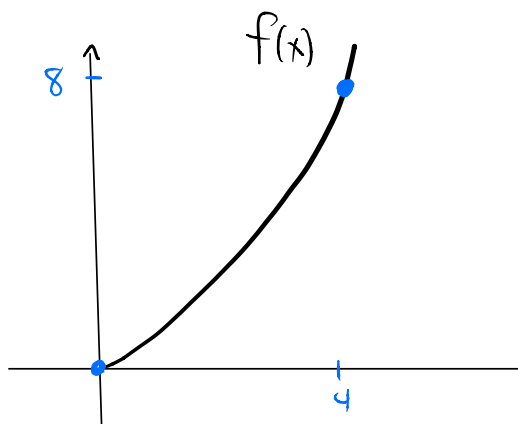
Examples:

1. Find the arc length of $y = \sqrt{x^3} = x^{3/2}$ from $x=0$ to $x=4$

$$\int_0^4 \sqrt{1 + \left(\frac{d}{dx} x^{3/2}\right)^2} dx$$

$$= \int_0^4 \sqrt{1 + \left(\frac{3}{2} x^{1/2}\right)^2} dx$$

$$= \int_0^4 \sqrt{1 + \frac{9}{4} x} dx$$



$$\boxed{10} \quad \text{let } u = 1 + \frac{9}{4}x, \quad du = \frac{9}{4} dx \Rightarrow dx = \frac{4}{9} du$$

$$= \int_{x=0}^{x=4} \sqrt{u} \cdot \frac{4}{9} du = \frac{4}{9} \int_{x=0}^{x=4} u^{1/2} du = \frac{4}{9} \left[\frac{2}{3} u^{3/2} \right]_{x=0}^{x=4}$$

$$= \frac{8}{27} \left(1 + \frac{9}{4}x \right)^{3/2} \Big|_0^4 = \frac{8}{27} \cdot 10^{3/2} - \frac{8}{27} \cdot 1^{3/2} = \frac{8}{27} (\sqrt{1000} - 1)$$

$$\approx 9.073.$$

Remark: Often, one of these integrals $\int \sqrt{1+(f'(x))^2} dx$ ends up being too complicated (eg, no closed form sol'n, or we haven't learned the method). For these, WolframAlpha is helpful.

Ex 2: Compute the arc length of one full cycle of $\sin x$

$$\int_0^{2\pi} \sqrt{1 + \left(\frac{d}{dx} \sin x \right)^2} dx$$

$$= \int_0^{2\pi} \sqrt{1 + (\cos x)^2} dx$$

$$\approx 7.640 \quad (\text{by WolframAlpha})$$

