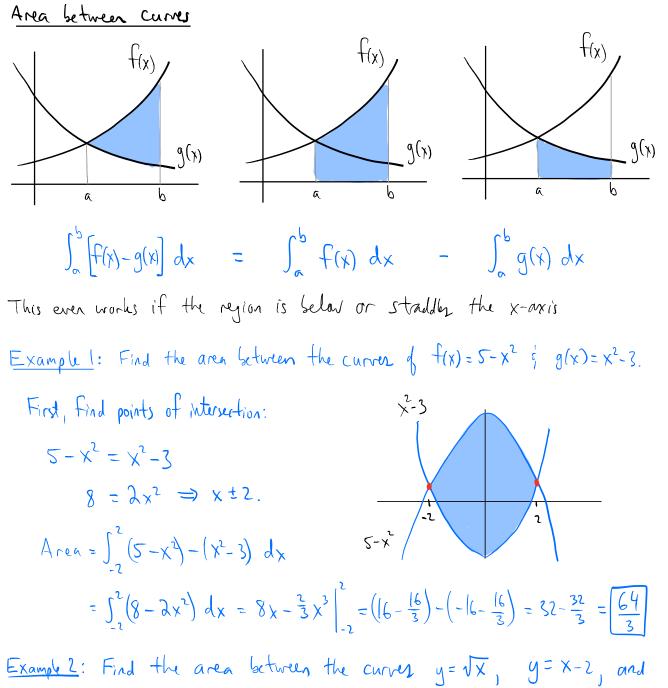
Part 8: Applying integrals

Math 1060 Fall 2020 Oct 30-11/1

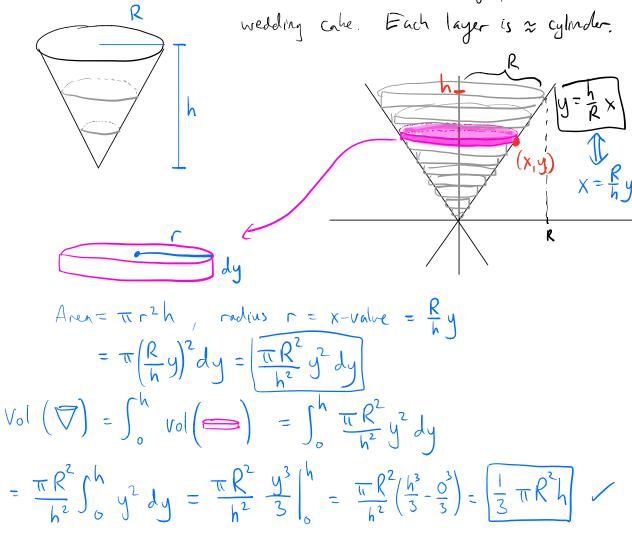
In this section, we'll learn how to compute various volumes of solids using integrals. This we'll apply these techniques to several architectural structures.

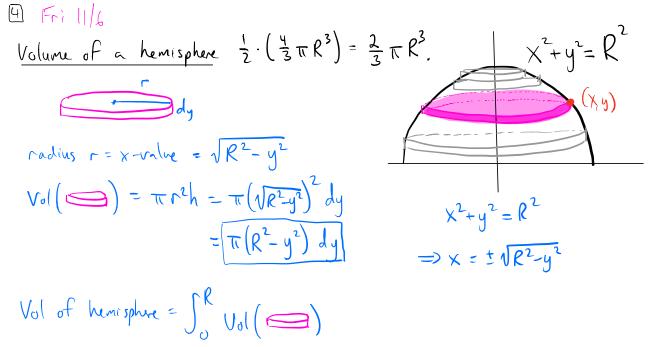


the x-axis.

$$\begin{array}{c} \boxed{2} \\ \underbrace{\text{Method } 1} : \quad \text{Integrate wint. x.} \\ \text{Note that we null to break thus into two integrals.} \\ (i) \int_{0}^{2} \sqrt{x} - 0 \quad dx = \int_{0}^{2} x^{y_{2}} dx = \frac{x^{3/2}}{3/2} \Big|_{0}^{2} = \frac{2}{3} \sqrt{x^{3}} \Big|_{0}^{2} = \left[\frac{2}{2} \sqrt{8}\right] \\ (i) \int_{0}^{2} \sqrt{x} - 0 \quad dx = \int_{0}^{2} x^{y_{2}} dx = \frac{x^{3/2}}{3/2} \Big|_{0}^{2} = \left[\frac{2}{3} \sqrt{x^{3}}\right]_{0}^{2} = \left[\frac{2}{2} \sqrt{8}\right] \\ (i) \int_{1}^{1} \sqrt{x} - (k-1) dx = \int_{1}^{4} x^{y_{1}} - x + 2 \quad dx = \left(\frac{2}{3} x^{3/2} - \frac{x^{2}}{2} + 2x\right) \Big|_{1}^{4} \\ = \left(\frac{2}{3} \sqrt{y^{3}} - \frac{y}{2} + 8\right) - \left(\frac{2}{3} \sqrt{2^{3}} - \frac{y}{2} + 2\right) \\ = \left(\frac{2}{3} \cdot 8 - 8 + 8\right) - \left(\frac{2}{3} \sqrt{8} - 2 + 4\right) = \frac{16}{3} - \frac{2}{3} \sqrt{8} + 2 = \left[\frac{10}{3} - \frac{2}{3} \sqrt{8}\right] \\ \text{Total area = } (A) + (B) = \left[\frac{10}{3}\right] \\ (i) d II \Big|_{1}^{6} \\ \frac{Method }{12} : \quad \text{Integrate unity } y \\ = \left(\frac{y^{2}}{2} + 2y - \frac{y^{3}}{3}\right) \Big|_{0}^{2} \\ = \left[\left(\lambda + 4 - \frac{8}{3}\right) - (0 + 0 - 0)\right] \\ = \left[\frac{10}{3}\right] \quad (\text{much easier } !) \end{array}$$

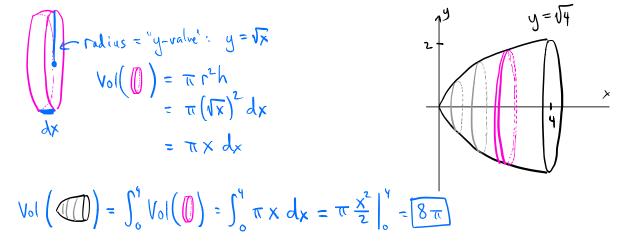
Volumes by slicing Well now learn to derive classic formulas for volumes such as $Vol(cone) = \frac{1}{3}\pi r^{2}h$ and $Vol(sphere) = \frac{4}{3}\pi r^{3}$. The method is in some sense, a 3D-version of how Archimeder computed the area of a circle. Volume of a cone Tden: Slice the cone into layers, like a<math>Wedding cahe. Each layer is \approx cylinder.





$$= \int_{0}^{R} \pi (R^{2} - y^{2}) dy = \int_{0}^{R} (\pi R^{2} - \pi y^{2}) dy$$
$$= (\pi R^{2} y - \pi \frac{y^{3}}{3})_{0}^{R} = \pi R^{3} - \pi \frac{R^{3}}{3} = \frac{2}{3} \pi R^{3} \checkmark$$

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.

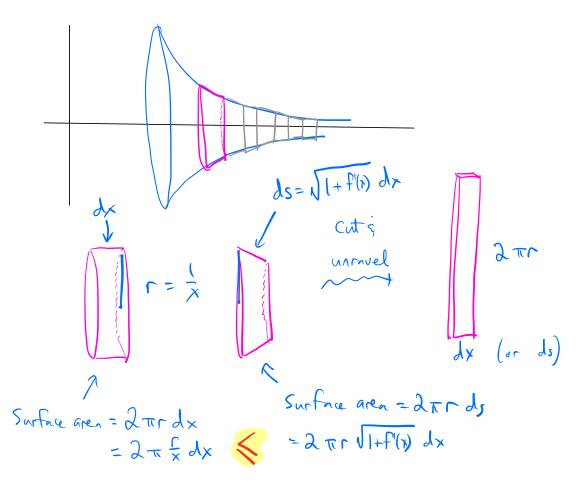


These are called <u>solids</u> of revolution. The method we've been doing is called the disk method. we can do other shaper; $|V_0| \left(\bigcup_{i=1}^{n} V_0 \right) = \int_{1}^{n} |V_0| \left(\bigcup_{i=1}^{n} V_0 \right)$ y=x+1 Ex: 2+ "trumpet" $= \int_{-\pi}^{L} \left(\chi^{2} + I\right)^{2} dX$ $V_0 \left(\swarrow \right) = \int_{-\infty}^{\infty} V_0 \left(\bigcirc \right)$ Ex: $= \int_{-\infty}^{\infty} \pi (e^{x})^{2} dx = \int_{-\infty}^{\infty} \pi e^{2x} dx$ Ex: "Gabriel's horn" $f(x) = \frac{1}{x}$, from x = 1 to ∞ . First, we need to see what are called "improper integrals" i.e., integrating over an asymptote, or where a limit is so. Big idea: "treat or as an ordinary number."

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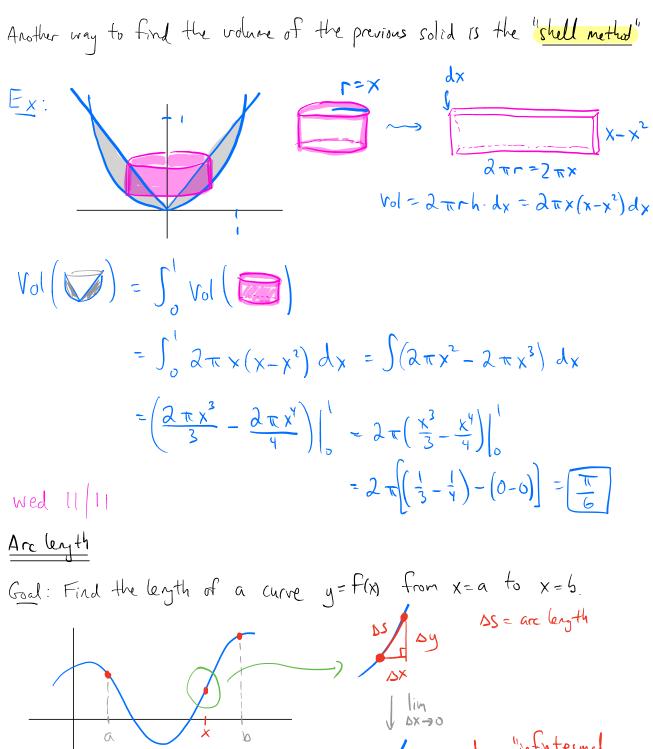
$$\begin{aligned} \mathbf{G} \\ \mathbf{Example}_{:} \bullet \int_{1}^{\infty} \frac{1}{x} \, dx &= \ln x \int_{1}^{\infty} = \ln \infty - \ln 1 = \infty - 0 = \infty \\ \begin{bmatrix} \text{Techniclly}, & \int_{1}^{\infty} \frac{1}{x} \, dx &= \lim_{b \to \infty} \int_{1}^{b} \frac{1}{x} \, dx &= \lim_{b \to \infty} \ln x \Big|_{1}^{b} = \lim_{b \to \infty} \ln b \Big] \\ \bullet \int_{1}^{\infty} \frac{1}{x^{2}} \, dx &= -\frac{1}{x} \Big|_{1}^{\infty} = -\frac{1}{\infty} - \left(-\frac{1}{1}\right) = 0 + || = 1 \\ \end{bmatrix} \\ = \text{Back to Gabriel's horn:} \\ Vol\left(0 - \frac{1}{1}\right) = \int_{1}^{\infty} Vol\left(0\right) = \int_{1}^{\infty} \pi\left(\frac{1}{x}\right)^{2} \, dx &= \pi\left(\int_{1}^{\infty} \frac{1}{x^{2}} \, dx\right) \\ = \left(\pi\right) \end{aligned}$$

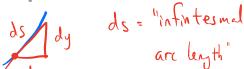
Just for fur, we can compute the surface area.



Thus, surfre aren =
$$\int_{1}^{\infty} SA(1)$$

 $\Rightarrow \int_{1}^{\infty} SA(1) = \int_{1}^{\infty} 2\pi \frac{\Gamma}{x} dx$
 $= 2\pi r(\ln x) \int_{1}^{\infty} = 2\pi r(\ln \infty - \ln 1) = [\infty]$
Thus, Gabriels horn has finite volume, but infinite surfree area.
"We can fill it with paint, but not print the whole surfree"
Man III9
The following technique is sometimes called "volumes by crashes!
Ex: Compute the volume of the region blw $y = x^{2}$ and $y = x$,
retained the y-axis.
 $r = "x-ulue"$
 $y = x^{2} \Rightarrow x = \sqrt{y}$
 $x =$





$$Arc \operatorname{length} = \lim_{b \to \infty} \sum_{i=1}^{n} \Delta S = \int_{a}^{b} ds$$

$$\operatorname{reed formula}$$

$$ds = \sqrt{(d_{x})^{2} + (d_{y})^{2}} = \sqrt{(d_{x})^{2} + (d_{y})^{2}} \cdot \frac{d_{x}}{d_{x}} = \sqrt{\left[(d_{x})^{2} + (d_{y})^{2}\right] \left(\frac{d_{x}}{d_{x}}\right)^{2}}$$

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

$$\operatorname{Thus,} \operatorname{arc} \operatorname{length} = \int_{a}^{b} \sqrt{1 + \left(f'(x)\right)^{2}} dx$$

Examples:

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

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

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

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

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