

## Surface Integral

- if  $G(u, v) = \langle g_1(u, v), g_2(u, v), g_3(u, v) \rangle$  is a parametrization, then  $G_u = \langle \frac{\partial g_1}{\partial u}, \frac{\partial g_2}{\partial u}, \frac{\partial g_3}{\partial u} \rangle$  and  $G_v = \langle \frac{\partial g_1}{\partial v}, \frac{\partial g_2}{\partial v}, \frac{\partial g_3}{\partial v} \rangle$  represent tangent lines on the surface that correspond to movement in the  $u$  and  $v$  directions in the range. In particular  $G_u \times G_v$  is a vector whose magnitude represents the amount that the  $(u, v)$  plane is being stretched out to make the surface. It is the 2 dimensional version of velocity [kind of].
- If  $S$  is a surface parametrized by  $G(u, v) = \langle g_1(u, v), g_2(u, v), g_3(u, v) \rangle$  where  $u, v$  span a region  $R$ , then the surface integral of a function  $f(x, y, z)$  on the surface  $S$  can be calculated by:

$$\int \int_S f dA = \int \int_R f(G(u, v)) |G_u \times G_v| du dv$$

- The above gives a method to calculate the surface area of any surface by simply taking  $f = 1$ .
- The above also gives a way to easily figure out the proper area differential product for arbitrary change of variables for 2 dimensional surfaces, as you can consider any such change of variables as a parametrization of a surface. For example the change of variables from polar to cartesian would be  $G(u, v) = \langle u \cdot \cos(v), u \cdot \sin(v), 0 \rangle$  [Note: the  $\cdot$  is regular multiplication]. Here  $u$  would be the variable whose name is normally  $r$  and  $v$  is the variable whose name is normally  $\theta$ . And if you calculate it you will find that  $|G_u \times G_v| = u$ , showing that the "finagling factor" for polar is the radius.

Alternate version for 2 variable to 2 variable transformations.

- Consider the change of variables  $G(u, v) = \langle g_1(u, v), g_2(u, v) \rangle$ , make the matrix  $\begin{bmatrix} \frac{\partial g_1}{\partial u} & \frac{\partial g_1}{\partial v} \\ \frac{\partial g_2}{\partial u} & \frac{\partial g_2}{\partial v} \end{bmatrix}$
- This matrix encodes the local geometry of the transformation in a way we will study soon. The determinant of the matrix represents the stretching of the transformation.
- Note, in class I may have switched the upper right-hand and lower-left-hand entries....either way will give the correct answer, but the one I have here is better as a lead-in to what we will be doing later.