

Homework #7

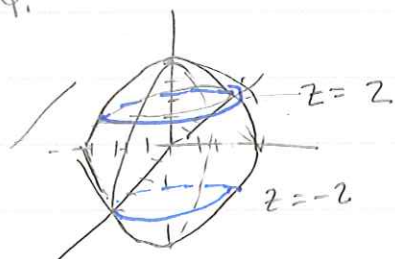
1) (Problem #24, §16.6)

sphere $x^2 + y^2 + z^2 = 16 \Rightarrow \rho^2 = 16 \Rightarrow \rho = 4.$

$$x = 4 \cos \theta \sin \phi$$

$$y = 4 \sin \theta \sin \phi$$

$$z = 4 \cos \phi.$$



$0 \leq \theta \leq 2\pi$ Now find bounds for ϕ .

lowerbound $z = 4 \cos \phi = 2 \Rightarrow \cos \phi = 1/2 \Rightarrow \phi = \pi/3$

Upperbound $z = 4 \cos \phi = -2 \Rightarrow \cos \phi = -1/2 \Rightarrow \phi = 2\pi/3$

$$\pi/3 \leq \phi \leq 2\pi/3.$$

So the parametric representation is

$$x = 4 \cos \theta \sin \phi$$

$$0 \leq \theta \leq 2\pi$$

$$y = 4 \sin \theta \sin \phi$$

$$\pi/3 \leq \phi \leq 2\pi/3.$$

$$z = 4 \cos \phi$$

$$2) \vec{r} = \langle \sin u, \cos u \sin v, \sin v \rangle$$

Goal: Find tangent plane at $u = \pi/6, v = \pi/6$.

pt on surface $P = r(\pi/6, \pi/6) = (\sin \pi/6, \cos \pi/6 \sin \pi/6, \sin \pi/6)$
 $= (1/2, \sqrt{3}/4, 1/2)$

To find normal vector we need Tangent vectors
 in the direction of u & v .

$$\vec{r}_u = \langle \cos u, -\sin u \sin v, 0 \rangle$$

$$\vec{r}_u(\pi/6, \pi/6) = \langle \sqrt{3}/2, -1/4, 0 \rangle$$

$$\vec{r}_v = \langle 0, \cos u \cos v, \cos v \rangle$$

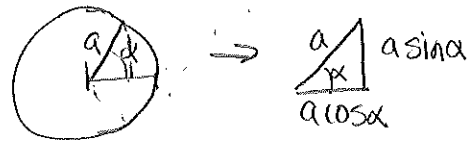
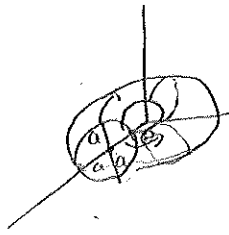
$$\vec{r}_v(\pi/6, \pi/6) = \langle 0, 3/4, \sqrt{3}/2 \rangle$$

Then the normal vector \vec{n} is given by

$$\begin{aligned} \vec{n} = \vec{r}_u \times \vec{r}_v &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ \sqrt{3}/2 & -1/4 & 0 \\ 0 & 3/4 & \sqrt{3}/2 \end{vmatrix} = \\ &= \vec{i}(-\sqrt{3}/8 - 0) - \vec{j}(3/4 - 0) + \vec{k}(3\sqrt{3}/8) \\ &= \langle -\sqrt{3}/8, -3/4, 3\sqrt{3}/8 \rangle \end{aligned}$$

Eqn of Tangent plane: $\vec{n} \cdot \langle (x, y, z) - P \rangle = 0$

$$\therefore \sqrt{3}/8 (x - 1/2) - 3/4 (y - \sqrt{3}/4) + 3\sqrt{3}/8 (z - 1/2) = 0.$$



3)

The center of the torus is a circle with radius b in the xy -plane. i.e.

$$C(\theta) = \langle b \cos \theta, b \sin \theta, 0 \rangle.$$

The z coordinate at any pt on surface of torus is given by $z = a \sin \alpha$

Thus the magnitude of (x, y) in the xy -plane must be $|a \cos \alpha|$ (see triangle above)

Since we know the x & y components revolve wrt θ . as in C . the circle making up the surface at any θ is given by

$$\langle a \cos \theta \cos \alpha, a \sin \theta \cos \alpha, a \sin \alpha \rangle$$

Putting together the two covers we find the surface is given by

$$\vec{r}(\theta, \alpha) = \langle b \cos \theta + a \cos \theta \cos \alpha, b \sin \theta + a \sin \theta \cos \alpha, a \sin \alpha \rangle$$

where $0 \leq \theta, \alpha \leq 2\pi$.

4) Surface Area

$$A(s) = \iint_D |\vec{r}_\theta \times \vec{r}_\alpha| dA.$$

$$\vec{r}_\theta = \langle -b \sin \theta - a \sin \theta \cos \alpha, b \cos \theta + a \cos \theta \cos \alpha, 0 \rangle$$

$$\vec{r}_\alpha = \langle -a \cos \theta \sin \alpha, -a \sin \theta \sin \alpha, a \cos \alpha \rangle$$

$$\vec{r}_\theta \times \vec{r}_\alpha = \begin{pmatrix} \vec{i} & \vec{j} & \vec{k} \\ -b \sin \theta - a \sin \theta \cos \alpha & b \cos \theta + a \cos \theta \cos \alpha & 0 \\ -a \cos \theta \sin \alpha & -a \sin \theta \sin \alpha & a \cos \alpha \end{pmatrix}$$

3rd part

$$= \sqrt{2} [(-b \sin \theta - a \sin \theta \cos \alpha)(-a \sin \theta \sin \alpha) + a \cos \theta \sin \alpha (b \cos \theta + a \cos \theta \cos \alpha)]$$

$$= \sqrt{2} (a b \sin^2 \theta \sin \alpha + a^2 \sin^2 \theta \cos \alpha \sin \alpha + a b \cos^2 \theta \sin \alpha + a^2 \cos^2 \theta \cos \alpha \sin \alpha)$$

$$= \sqrt{2} a \sin \alpha (b + a \cos \alpha)$$

1st part

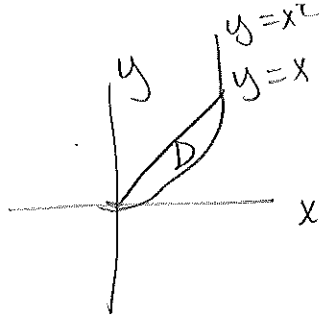
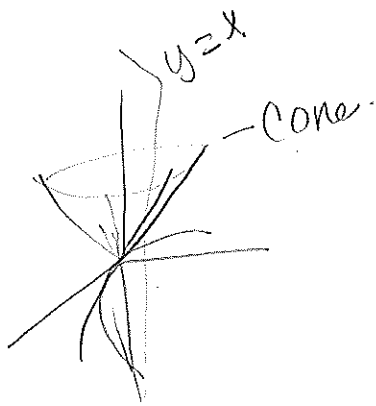
$$= \sqrt{2} (a b \cos \theta \cos \alpha + a^2 \cos \theta \cos^2 \alpha) + \sqrt{2} (-a b \sin \theta \cos \alpha - a^2 \sin \theta \cos^2 \alpha)$$

$$\Rightarrow \vec{r}_\theta \times \vec{r}_\alpha = \langle a \cos \alpha \cos \theta (b + a \cos \alpha), a \sin \theta \cos \alpha (b + a \cos \alpha), a \sin \alpha (b + a \cos \alpha) \rangle$$

$$|\vec{r}_\theta \times \vec{r}_\alpha| = a (b + a \cos \alpha)$$

$$A(s) = \int_0^{2\pi} \int_0^{2\pi} a (b + a \cos \alpha) d\alpha d\theta = 4\pi^2 ab$$

5)



We can parameterize the surface by

$$\vec{r}(u, v) = \langle u, v, \sqrt{u^2 + v^2} \rangle$$

$$0 \leq u \leq 1 \quad u^2 \leq v \leq u$$

now we need $\vec{r}_u \times \vec{r}_v$

$$\vec{r}_u = \langle 1, 0, \frac{1}{2}(2u)(u^2 + v^2)^{-1/2} \rangle$$

$$\vec{r}_v = \langle 0, 1, v(u^2 + v^2)^{-1/2} \rangle$$

$$\begin{aligned} \vec{r}_u \times \vec{r}_v &= \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 0 & u(u^2 + v^2)^{-1/2} \\ 0 & 1 & v(u^2 + v^2)^{-1/2} \end{vmatrix} \\ &= \vec{i}(-u(u^2 + v^2)^{-1/2}) - \vec{j}v(u^2 + v^2)^{-1/2} + \vec{k} \end{aligned}$$

$$|\vec{r}_u \times \vec{r}_v| = \left[u^2(u^2 + v^2)^{-1} + v^2(u^2 + v^2)^{-1} + 1 \right]^{1/2} = \sqrt{2}$$

$$A(S) = \int_0^1 \int_{u^2}^u \sqrt{2} \, dv \, du = \sqrt{2} \int_0^1 u - u^2 \, du$$

$$= \sqrt{2} \left[\frac{u^2}{2} - \frac{u^3}{3} \right]_0^1 = \sqrt{2} \left(\frac{1}{2} - \frac{1}{3} \right) = \frac{\sqrt{2}}{6}$$