

Surface Integrals & Flux Integrals

Calculus III

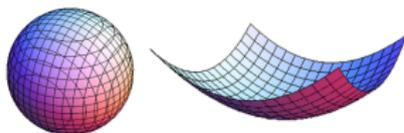
Josh Engwer

TTU

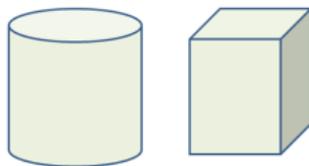
24 November 2014

PART I: SURFACE INTEGRALS

Smooth Surfaces



Smooth Surfaces



Piecewise Smooth Surfaces

Definition

A surface S is **smooth** if the normal vector at each point exists & is nonzero.

Definition

A surface S is **piecewise smooth** if S is the union of smooth subsurfaces.

Surface Integrals

Definition

Let **smooth** surface $S \subset \mathbb{R}^3$ be defined by $z = f(x, y)$.

Let region $D \subset \mathbb{R}^2$ be the projection of surface S onto the xy -plane.

Let $f \in C^{(1,1)}(D)$ and $g \in C(S)$.

Then the **surface integral** of g **across** S is defined to be:

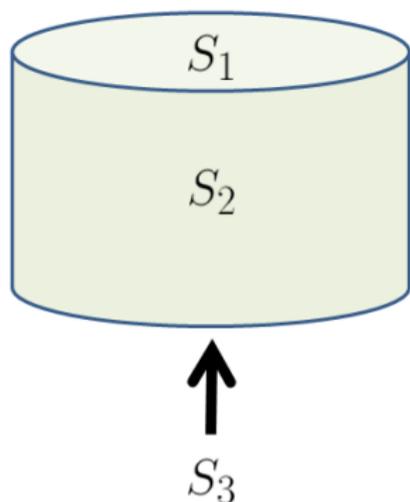
$$\underbrace{\iint_S g(x, y, z) \, dS}_{\text{surface integral}} := \underbrace{\iint_D g(x, y, f(x, y)) \sqrt{1 + (f_x)^2 + (f_y)^2} \, dA}_{\text{double integral}}$$

REMARK:

$\iint_S dS$ gives the **surface area** of the portion of S over region D in xy -plane.

Surface Integral Across a Piecewise Smooth Surface

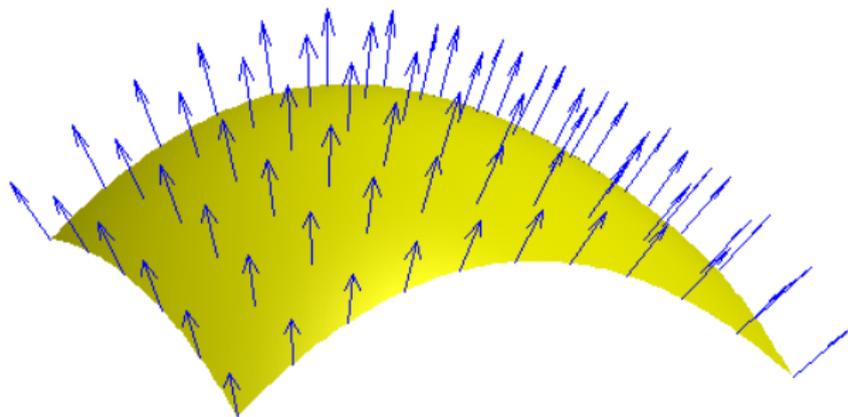
$$S = S_1 \cup S_2 \cup S_3$$



$$\iint_S g \, dS = \iint_{S_1} g \, dS + \iint_{S_2} g \, dS + \iint_{S_3} g \, dS$$

PART II: FLUX INTEGRALS

Orientable Surfaces



Definition

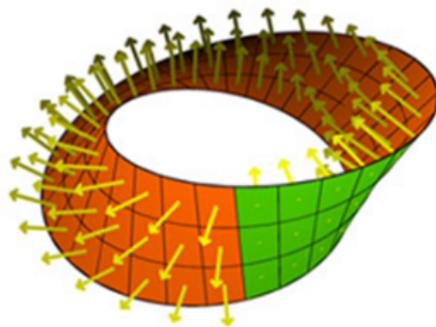
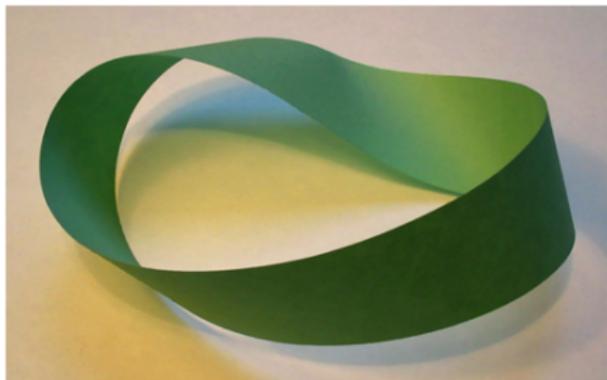
A surface S is **orientable** if S has a unit normal vector field $\hat{\mathbf{N}}(x, y, z) \in C(S)$.

i.e. the unit normal vector field $\hat{\mathbf{N}}$ must be continuous along the surface S .

Geometrically, this means as one traverses one side of the surface, the unit normal vector does not "flip direction."

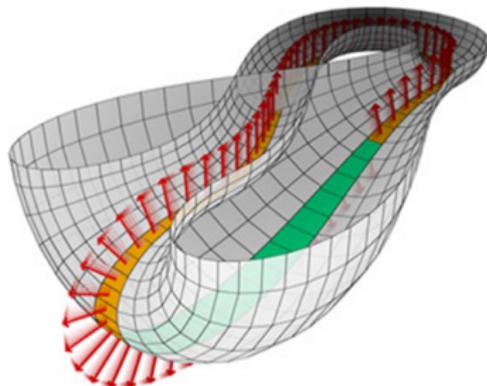
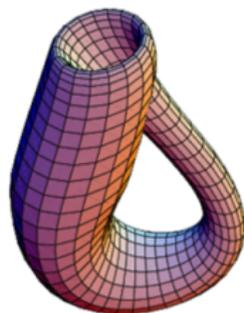
REMARK: Most typical surfaces are orientable.

Non-orientable Surfaces (Möbius Strip)



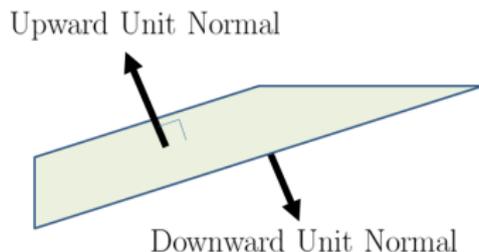
After one "round trip" around the Möbius Strip, the unit normal vectors flip!

Non-orientable Surfaces (Klein Bottle)



After one "round trip" around the Klein Bottle, the unit normal vector flips!

Flux Integral of Surface $z = f(x, y)$



Proposition

Let orientable surface $S \subset \mathbb{R}^3$ be described by $z = f(x, y)$ w/ unit normal field $\hat{\mathbf{N}}$.
Let region $D \subset \mathbb{R}^2$ be the projection of surface S onto the xy -plane.
Let vector field $\vec{\mathbf{F}}(x, y, z) \in C^{(1,1,1)}(S)$ and scalar field $f \in C^{(1,1)}(D)$.

Then the **flux (integral) of $\vec{\mathbf{F}}$ across S** is:

$$\iint_S \vec{\mathbf{F}} \cdot \hat{\mathbf{N}} \, dS = \iint_D \vec{\mathbf{F}}(x, y, f(x, y)) \cdot \langle -f_x, -f_y, 1 \rangle \, dA \quad (\text{if } \hat{\mathbf{N}} \text{ is upward})$$

$$\iint_S \vec{\mathbf{F}} \cdot \hat{\mathbf{N}} \, dS = \iint_D \vec{\mathbf{F}}(x, y, f(x, y)) \cdot \langle f_x, f_y, -1 \rangle \, dA \quad (\text{if } \hat{\mathbf{N}} \text{ is downward})$$

Flux Integral of Surface $z = f(x, y)$ (Proof)

Proposition

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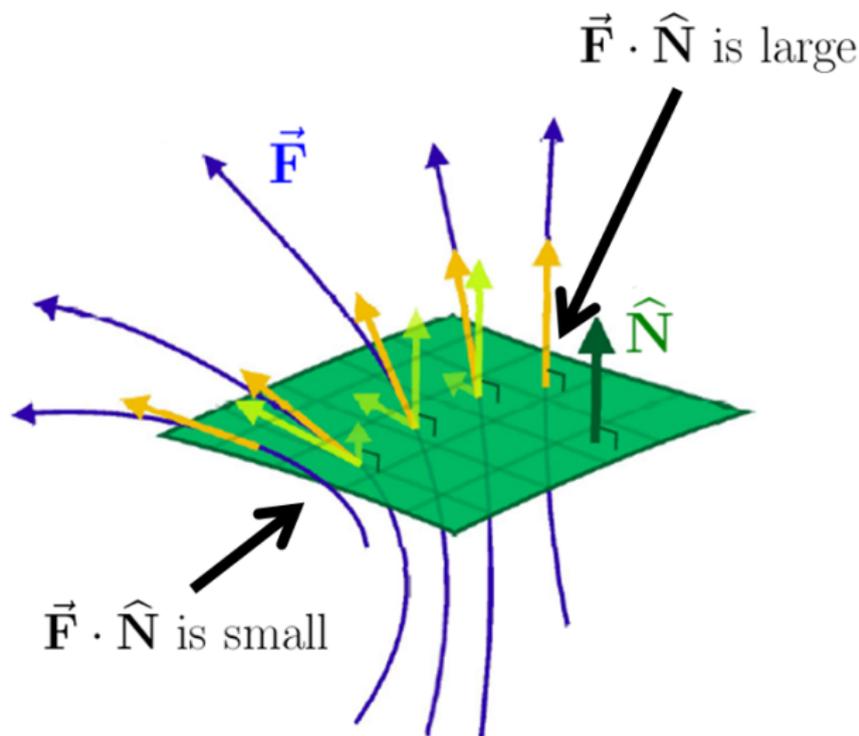
PROOF: Surface $z = f(x, y) \implies$ Level Surface $G(x, y, z) = z - f(x, y)$

$$\implies \text{Upward Unit Normal to Surface is } \hat{\mathbf{N}} = \frac{\nabla G}{\|\nabla G\|} = \frac{\langle -f_x, -f_y, 1 \rangle}{\sqrt{(-f_x)^2 + (-f_y)^2 + 1}}$$

Recall that $dS = \sqrt{1 + (f_x)^2 + (f_y)^2} \, dA \implies \hat{\mathbf{N}} \, dS = \langle -f_x, -f_y, 1 \rangle \, dA$

$$\therefore \iint_S \vec{\mathbf{F}} \cdot \hat{\mathbf{N}} \, dS = \iint_D \vec{\mathbf{F}}(x, y, f(x, y)) \cdot \langle -f_x, -f_y, 1 \rangle \, dA \quad \text{QED}$$

Flux (Interpretation)



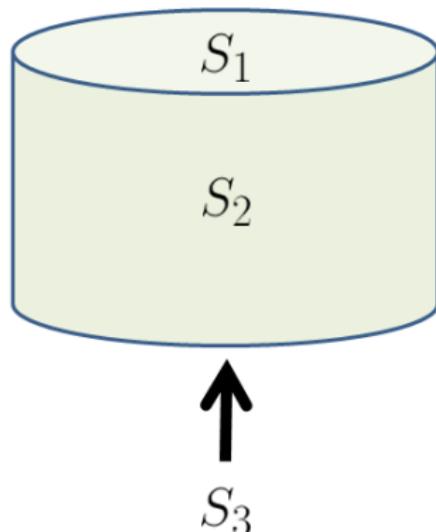
$\iint_S \vec{F} \cdot \hat{N} \, dS$ is the total sum of all such dot products $\vec{F} \cdot \hat{N}$ across S .

Flux (Interpretation)



Flux Integral across a Piecewise Smooth Surface

$$S = S_1 \cup S_2 \cup S_3$$



$$\iint_S \vec{F} \cdot \hat{N} \, dS = \iint_{S_1} \vec{F} \cdot \hat{N} \, dS + \iint_{S_2} \vec{F} \cdot \hat{N} \, dS + \iint_{S_3} \vec{F} \cdot \hat{N} \, dS$$

Fin

Fin.