Daily Announcements & Reminders:



Goals for Today:

Sections 15.5, 15.6

- Learn how to write triple integrals as iterated integrals.
- Compute triple iterated integrals
- Change the order of integration in a triple iterated integral.
- Apply our work to find the mass and center of mass of objects in \mathbb{R}^2 and \mathbb{R}^3

15.5 & 15.6 Triple Integrals & Applications

Idea: Suppose D is a solid region in \mathbb{R}^3 . If f(x, y, z) is a function on D, e.g. mass density, electric charge density, temperature, etc., we can approximate the total value of f on D with a Riemann sum.

$$\sum_{k=1}^{n} f(x_k, y_k, z_k) \Delta V_k,$$

by breaking D into small rectangular prisms ΔV_k .

Taking the limit gives a

 $\underline{\qquad}: \iiint_D f(x,y,z) \ dV$ _____

Important special case:

 $\iiint_D 1 \ dV = _$

Again, we have Fubini's theorem to evaluate these triple integrals as iterated integrals.

Other important spatial applications:

TABLE 15.1 Mass and first moment formulasTHREE-DIMENSIONAL SOLIDMass:
$$M = \iiint_D \delta \, dV$$
 $\delta = \delta(x, y, z)$ is the density at (x, y, z) .First moments about the coordinate planes: $M_{yz} = \iiint_D x \, \delta \, dV$, $M_{xz} = \iiint_D y \, \delta \, dV$, $M_{xy} = \iiint_D z \, \delta \, dV$ Center of mass: $\overline{x} = \frac{M_{yz}}{M}$, $\overline{y} = \frac{M_{xz}}{M}$, $\overline{z} = \frac{M_{xy}}{M}$ TWO-DIMENSIONAL PLATEMass: $M = \iint_R \delta \, dA$ $\delta = \delta(x, y)$ is the density at (x, y) .First moments: $M_y = \iint_R x \, \delta \, dA$, $M_x = \iint_R y \, \delta \, dA$ Center of mass:

Example 88. 1. Mechanics: Compute $\int_0^1 \int_0^{2-x} \int_0^{2-x-y} dz dy dx$.

2. Interpretation: What shape is this the volume of?

3. **Rearrange:** Write an equivalent iterated integral in the order dy dz dx.

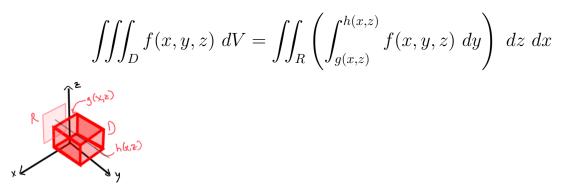
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We will think about converting triple integrals to iterated integrals in terms of the ______ of *D* on one of the coordinate planes.

Case 1: *z*-simple) region. If *R* is the shadow of *D* on the *xy*-plane and *D* is bounded above and below by the surfaces z = h(x, y) and z = g(x, y), then

$$\iiint_{D} f(x, y, z) \ dV = \iint_{R} \left(\int_{g(x, y)}^{h(x, y)} f(x, y, z) \ dz \right) \ dy \ dx$$

Case 2: *y*-simple) region. If *R* is the shadow of *D* on the *xz*-plane and *D* is bounded right and left by the surfaces y = h(x, z) and y = g(x, z), then



Case 3: *x*-simple) region. If *R* is the shadow of *D* on the *yz*-plane and *D* is bounded front and back by the surfaces x = h(y, z) and x = g(y, z), then

$$\iiint_{D} f(x, y, z) \ dV = \iint_{R} \left(\int_{g(y, z)}^{h(y, z)} f(x, y, z) \ dx \right) \ dz \ dy$$

Example 89 (cont.)

Rules for Triple Integrals for the Sketching Impaired (credit to Wm. Douglas Withers)

- Rule 1: Choose a variable appearing exactly twice for the next integral.
- Rule 2: After setting up an integral, cross out any constraints involving the variable just used.
- **Rule 3:** Create a new constraint by setting the lower limit of the preceding integral less than the upper limit.
- Rule 4: A square variable counts twice.
- Rule 5: The region of integration of the next step must lie within the domain of any function used in previous limits.
- Rule 6: If you do not know which is the upper limit and which is the lower, take a guess but be prepared to backtrack.
- Rule 7: When forced to use a variable appearing more than twice, choose the most restrictive pair of constraints.
- **Rule 8:** When unable to determine the most restrictive pair of constraints, set up the integral using each possible most restrictive pair and add the results.

Example 90. Set up an integral for the volume of the region D defined by

$$x+y^2 \le 8, \quad y^2+2z^2 \le x, \quad y \ge 0$$

Example 91. Set up a triple iterated integral for the triple integral of $f(x, y, z) = x^3 y$ over the region D bounded by

$$x^2 + y^2 = 1$$
, $z = 0$, $x + y + z = 2$.