L13: Double Integrals

October 12, 2016 11:30 AM

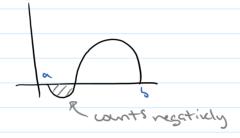
Today: Double Integrals

Given a region R in 12° and a real -valued function f on R, went to define:

Sort dA = signed volume bounded by

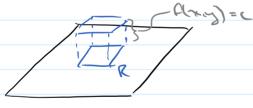
Single variable case:

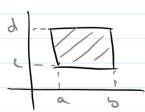




To make this precise, approximente by simple Anethins and take the limit.

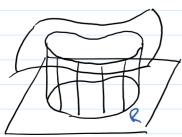
Local Picture:

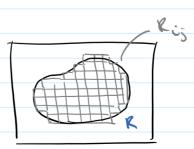




and f(r,y) = (, a constant function M_R fdB = (. Area(R)

Globel Picture:

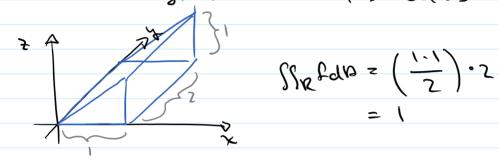




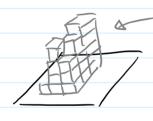
Approximete R by a nesh of rectangles Ris and approximate f by

f(xij, yij) where (xij, yij) ERij

Defh:



How to compute!



a IxIXI blocks over a restangular

Volume = ? pt least three compute

- Count the number of blocks.
- Over each block in the base rectangle, want the number of blocks above it, and then add results.

Analogu of SofdA

3. Count # of blocks above each rectangle, then add the results over columns. Every time you tally in a column, you are computing Swhim flx,y) dy, with x fixed.

Then, you add up all of these.

4. Illnow flaigldaldy = Slatab

Theorem (Fubini over Rectangles)

Example f(x,y) = x over R= [0,1] x [0,2]

$$= \int_{0}^{1} (x^{2})^{\frac{2}{3}} dx = \int_{0}^{1} (x^{2})^{-\frac{2}{3}} dx$$

$$= \int_{0}^{1} (x^{2})^{\frac{2}{3}} dx = \int_{0}^{1} (x^{2})^{-\frac{2}{3}} dx$$

$$= (-x^{2})^{\frac{2}{3}} dx = (-x^{2})^{\frac{2}{3}} dx$$

$$\int_{0}^{2} \left(\int_{0}^{1} x dx \right) dy = \int_{0}^{2} \left(\frac{x^{2}}{2} \right) \frac{x^{2}}{x^{2}} dy$$

$$= \int_{0}^{2} \left(\frac{1^{2}}{2} - \frac{0^{2}}{2} \right) dy$$

$$= \int_{0}^{2} \frac{1}{2} dy = \left(\frac{x^{2}}{2} \right) \frac{y^{2}}{y^{2}}$$

$$= \int_{0}^{2} \frac{1}{2} dy = \int_{0}^{2} \frac{1}{2} dy$$

$$= \int_{0}^{2} \frac{1}{2} dy = \int_{0}^{2} \frac{1}{2} dy$$

$$\int_{R}^{R} y \sin(xy) dx \qquad R=[1,2] \times [0,\pi]$$

$$= \int_{0}^{\pi} \left(\int_{1}^{2} y \sin(xy) dx\right) dy$$

$$= \int_{0}^{\pi} \left(-\cos(xy)\right) \frac{x}{x} = \frac{1}{2} dy$$

$$= \int_{0}^{\pi} -\cos(2y) + \cos(y) dy$$

$$= \int_{0}^{\pi} \cos(2y) + \sin(y) \int_{0}^{\pi} e^{\pi} dy$$

Integrating world y first, need to do integration by parts twice.

So bagically a bad idea...

Some general properties:

