

Yesterday we looked at the formula for a flux integral when the surface is a cylinder (oriented outward):

$$\int_S \vec{F} \cdot d\vec{A} = \int_0^{2\pi} \int_a^b \vec{F}(r, \theta, z) \cdot (\cos \theta \vec{i} + \sin \theta \vec{j}) R dz d\theta$$

Where a and b are the z -values that determine the height of the bottom and top of the cylinder. Observe that \vec{F} must be converted to cylindrical coordinates. You can see how to use this formula to compute the flux across a section of a cylinder by adjusting the limits for θ .

1. Compute $\int_{S_1} \vec{F}_1 \cdot d\vec{A}$ where S_1 is the cylinder of radius 9 and height 4, with base in the xy -plane, centered on the z -axis, $\vec{F}_1 = zy\vec{i} + zx\vec{j} + z^2\vec{k}$.

$$\begin{aligned} \vec{F}_1(r, \theta, z) &= 9z \sin \theta \vec{i} + 9z \cos \theta \vec{j} + z^2 \vec{k} \\ \int_{S_1} \vec{F}_1 \cdot d\vec{A} &= \int_0^{2\pi} \int_0^4 162 z \cos \theta \sin \theta dz d\theta = \boxed{0} \end{aligned}$$

2. Quick! Compute $\int_{S_1} \vec{F}_2 \cdot d\vec{A}$ where $\vec{F}_2 = zy\vec{i} + zx\vec{j} + z^2xe^z \sin(xy)\vec{k}$, and S_1 is the same cylinder.

$\boxed{0}$ For the sides of a cylinder, the \vec{k} component of the vector field doesn't matter.

3. Compute $\int_{S_2} \vec{F}_1 \cdot d\vec{A}$ where S_2 is the $\frac{1}{4}$ -cylinder of S_1 in the positive xyz -octant.

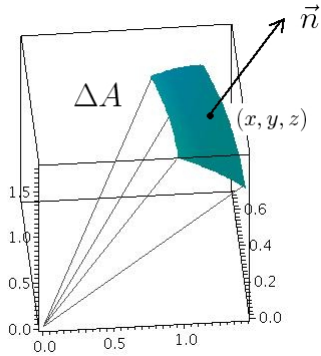
As with line integrals, you can graph the surface and the vector field to see if your answer seems reasonable. The Maple command for plotting a surface in cylindrical coordinates is:

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plot3d("function for r", t = a..b, z = c..d, coords = cylindrical, color = black)
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I've included color=black to make the vectorfield stand out when you plot the vector field with the surface. I'm also using t for θ .

4. Plot the surface S together with the vectorfield \vec{F}_1 to see if your answers are reasonable.

In order to compute flux integrals over spheres, we need to find $\Delta\vec{A}$ for a sphere. This is very much like finding the volume element for a sphere (which you did on a previous worksheet). Start with a Sphere of radius R centered at the origin, and carve it up into pieces ΔA , each of which looks like the image below.



In spherical coordinates, the area of ΔA is approximated by:

$$\Delta A \approx R^2 \sin \phi \Delta\theta \Delta\phi$$

$\Delta\vec{A}$ is the vector that is perpendicular to ΔA with magnitude equal to the area of ΔA , so $\Delta\vec{A} = \Delta A \vec{n}$, where \vec{n} is a unit vector perpendicular to the the surface ΔA .

5. Say \vec{n} starts at a point (x, y, z) Find the formula for \vec{n} in terms of x, y and z .

6. Convert your formula for \vec{n} into spherical coordinates.

7. Find $\Delta\vec{A} = \Delta A \vec{n}$

8. You are now ready to write down the formula for flux integrals in spherical coordinates:

$$\int_S \vec{F} \cdot \Delta\vec{A} =$$

Check your formula with me before computing the following integrals.

9. $\int_{S_3} \vec{F}_1 \cdot d\vec{A}$ where S_3 is the sphere of radius 9 centered at the origin.

10. $\int_{S_4} \vec{F}_1 \cdot d\vec{A}$ where S_4 is the $\frac{1}{8}$ -sphere of S_3 in the positive xyz -quadrant.

11. Again, you can check your answers by graphing this surface with the vector field. The Maple command is:

`plot3d("function for rho", t = a..b, f = c..d, coords = spherical, color = black)`
 I'm using t for θ and f for ϕ .