

Vector Calculus

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Volume by slicing

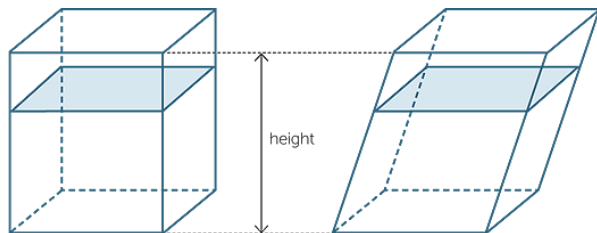


The volume of the solid with integrable cross section area $A(x)$ between $x = a$ and $x = b$ is given by

$$\text{Volume} = \int_a^b A(x) dx$$

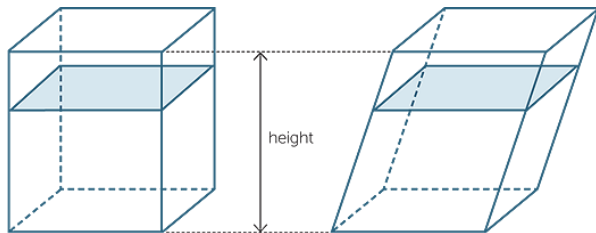
Cavalieri's Principle

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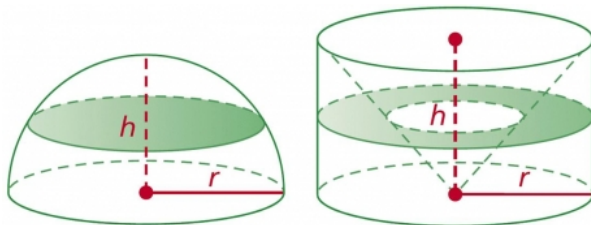


Cavalieri's theorem (1647). Solids with same altitude and same cross section areas at same level have same volume.

Cavalieri's Principle

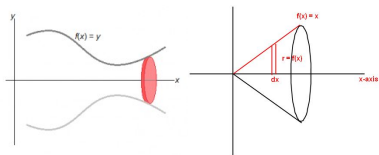


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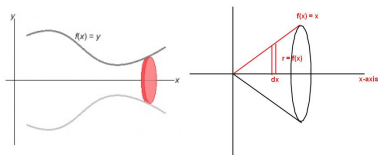
Volumes of solids of revolution

$R(\)$ is the radius from the axis of rotation



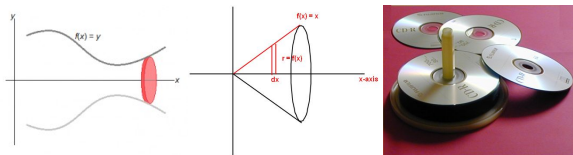
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Volumes of solids of revolution

$R(x)$ is the radius from the axis of rotation

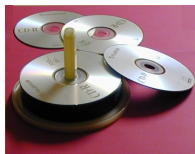
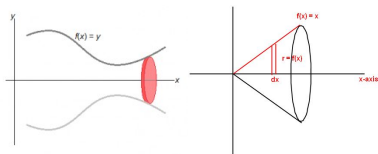


Disk Method (Basic elements are discs)

1. Rotation about the x -axis $\text{Volume} = \int_a^b \pi R(x)^2 dx$

Volumes of solids of revolution

$R(\)$ is the radius from the axis of rotation

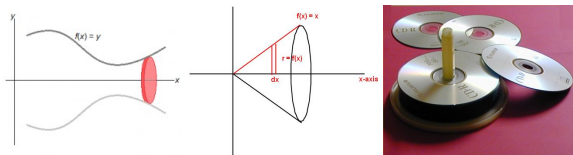


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2. Rotation about the y -axis $\text{Volume} = \int_c^d \pi R(y)^2 dy$

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Washer Method (Basic elements are washers)

$$\text{Volume} = \int_a^b \pi [R(x)^2 - r(x)^2] dx$$

Between two curves

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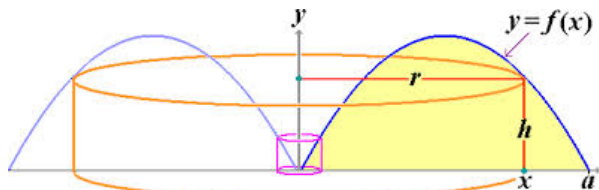
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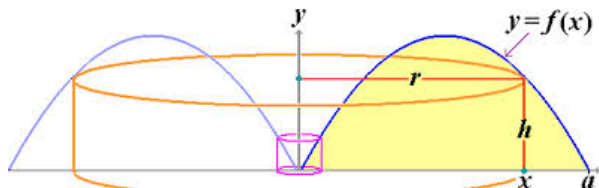
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With out cross section



(Basic elements are Shells)

With out cross section

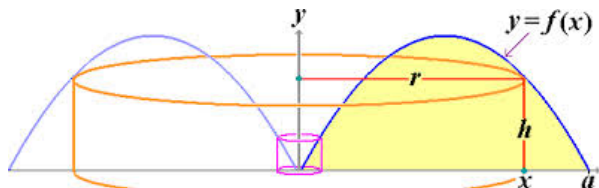


(Basic elements are Shells)

1. Revolving about the y-axis,

$$V = \int_a^b 2\pi (\text{Shell Radius}) (\text{Shell Height}) dx$$

With out cross section



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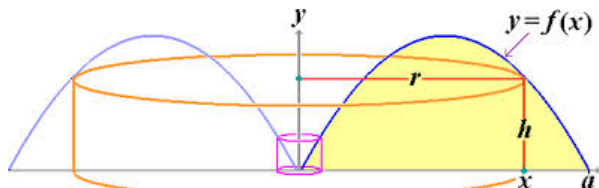
$$V = \int_a^b 2\pi(\text{Shell Radius})(\text{Shell Height})dx$$

2. Revolving about the x -axis,

$$V = \int_c^d 2\pi(\text{Shell Radius})(\text{Shell Height})dy$$

Note that the formula is in terms of y when revolving about the x -axis and vice versa.

With out cross section



(Basic elements are Shells)

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$$V = \int_a^b 2\pi(\text{Shell Radius})(\text{Shell Height})dx$$

2. Revolving about the x -axis,

$$V = \int_c^d 2\pi(\text{Shell Radius})(\text{Shell Height})dy$$

Note that the formula is in terms of y when revolving about the x -axis and vice versa.

3. Changing the axis of rotation apart from the standard x -axis