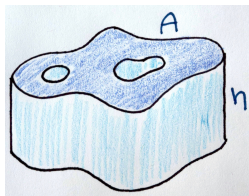


## 7.3 Volumes by cylindrical shells

Recall from last time that if we have a cylindrical shape with height  $h$  and whose face has area  $A$  its volume is

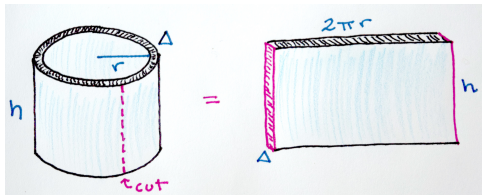
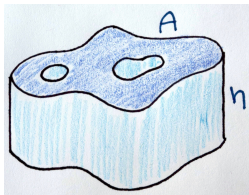
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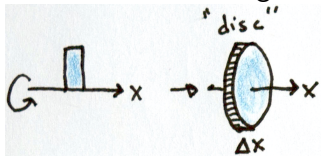


On the other hand, a (circular) cylindrical shell with very small thickness  $\Delta = \Delta x$  or  $\Delta y$ , with radius  $r$  and height  $h$ , has volume

$$V(\text{cylindrical shell}) = 2\pi r h \Delta.$$

(Cut the shell down one side and unfold to get a rectangle; the circumference of the cylinder was  $2\pi r$ , so the length of the top is the same.)

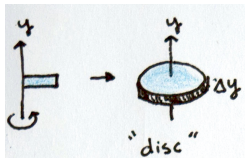
Rotate a segment that's perpendicular to the axis of rotation,  
segment touching the axis:



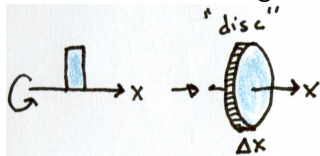
$$\Delta V = \pi r^2 \Delta x$$

or

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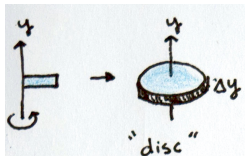
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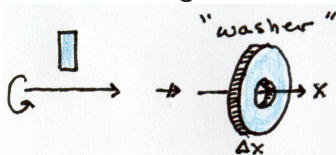
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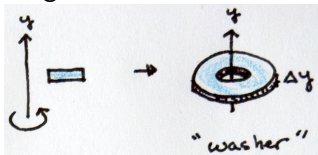
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segment not touching the axis:

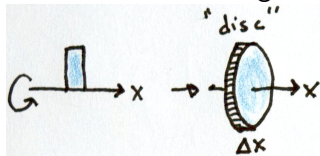


$$\Delta V = \pi(r_{\text{out}}^2 - r_{\text{in}}^2) \Delta x$$



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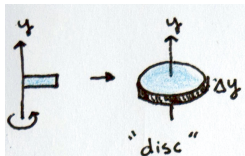
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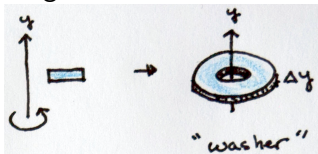
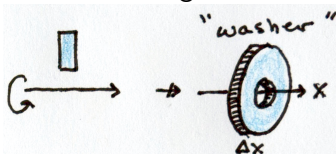
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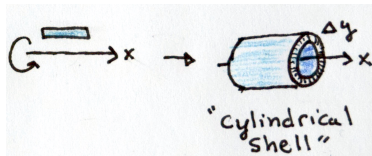
Rotate a segment that's parallel to the axis of rotation:



$$\Delta V = 2\pi x h \Delta x$$

or

$$\Delta V = 2\pi y h \Delta y$$



## Revisiting an example

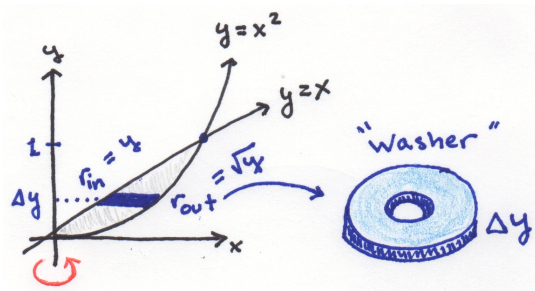
Suppose we want to rotate the region bounded between  $y = x^2$  and  $y = x$  around the  $y$ -axis.

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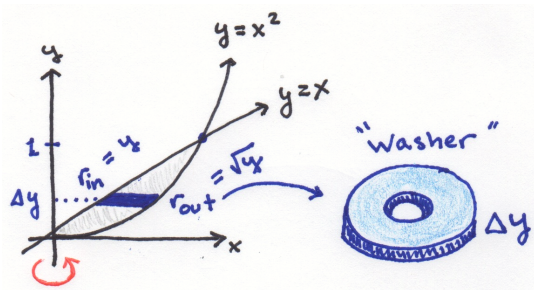
Now the variable is  $y$ , the radii are  $r_{in} = x_{left} = y$  and  $r_{out} = x_{right} = \sqrt{y}$ , so that

$$\Delta V = \pi((\sqrt{y})^2 - y^2)\Delta y,$$



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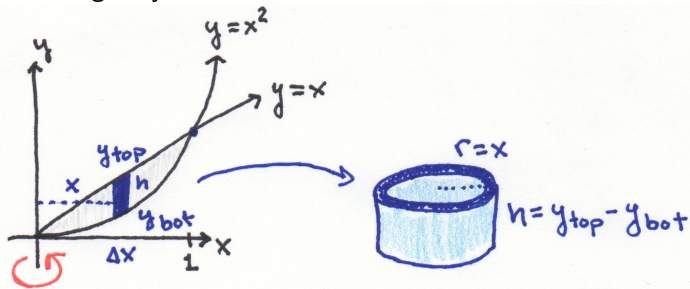
$$\text{and so } V = \int_0^1 \pi(y - y^2)dy = \pi\left(\frac{1}{2} - \frac{1}{3}\right) = \frac{\pi}{6}$$

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Suppose we want to rotate the region bounded between  $y = x^2$  and  $y = x$  around the  $y$ -axis. If, instead, I take slices parallel to the  $y$ -axis, I get cylindrical shells:

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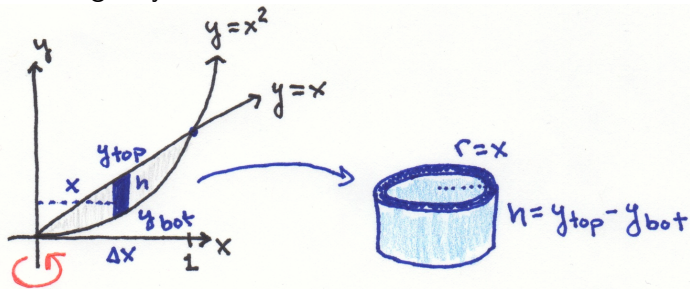
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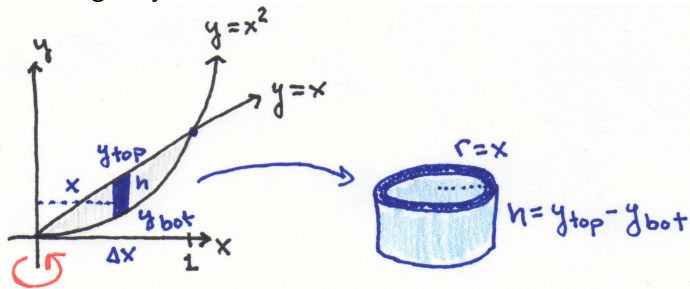


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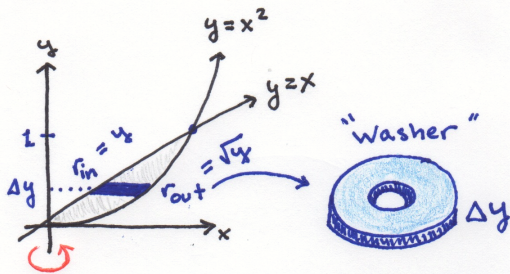


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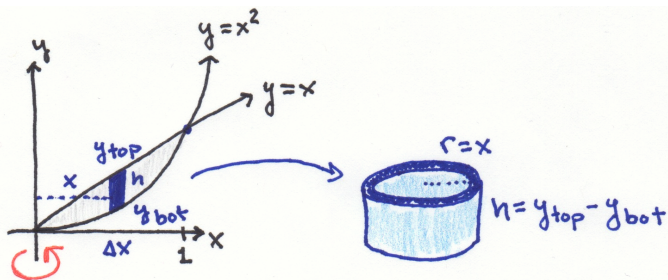
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Slice perpendicular to the axis of rotation:



Slice parallel to the axis of rotation:



(Different slices, different integral, same 3D shape, same answer)

Is one method ever “better” than the other?

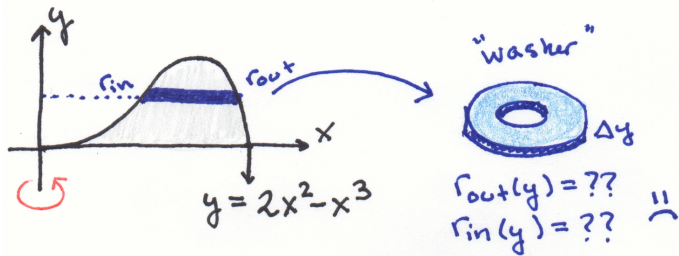
## Is one method ever “better” than the other?

Take the region bounded between  $y = 2x^2 - x^3$  and the  $x$ -axis, and rotate it around the  $y$ -axis:



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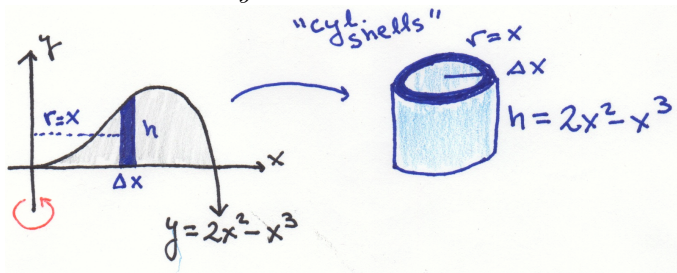
Take the region bounded between  $y = 2x^2 - x^3$  and the  $x$ -axis, and rotate it around the  $y$ -axis:



If I try to do washers (like last time), I run into the problem of inverting  $f(x) = 2x^2 - x^3$ , separately over the intervals  $[0, 4/3]$  and  $[4/3, 2]$ . Yuck!

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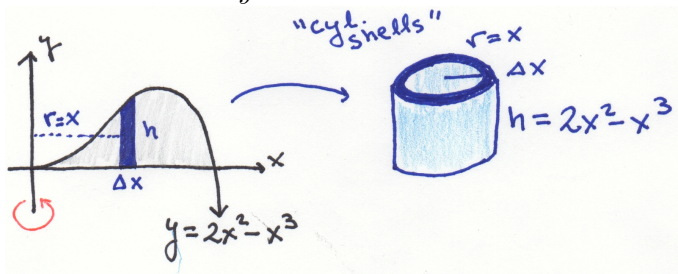
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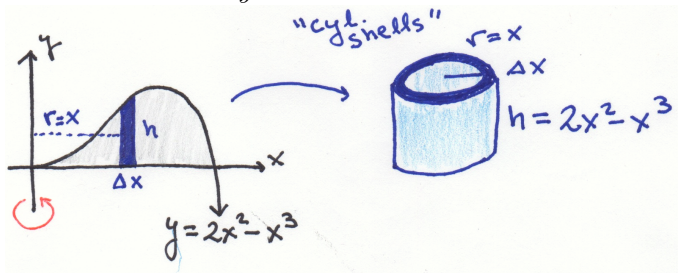
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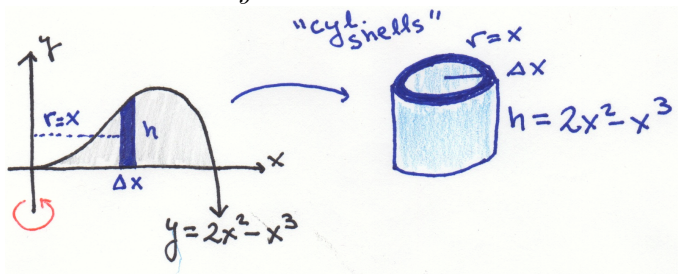
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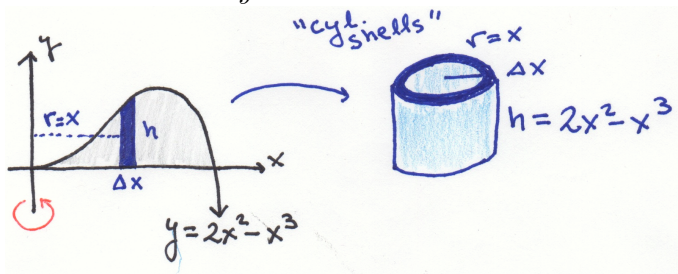
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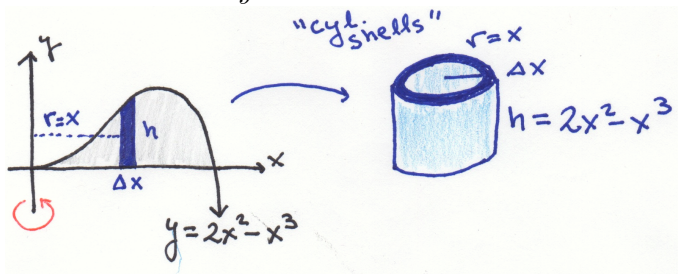


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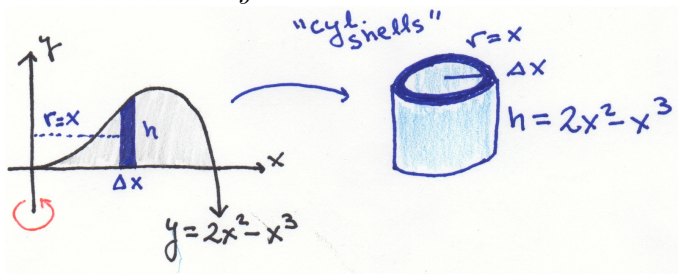


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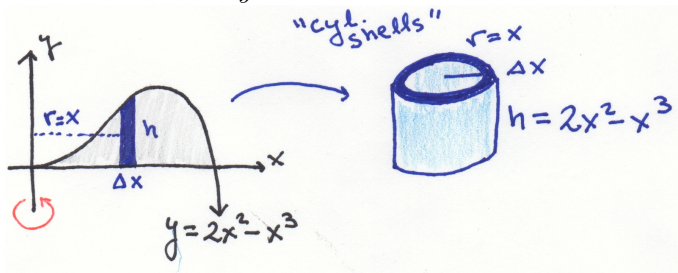
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$$\begin{aligned} V &= \int_0^2 2\pi x(2x^2 - x^3) dx = 2\pi \int_0^2 2x^3 - x^4 dx = 2\pi \left( \frac{2}{4}x^4 - \frac{1}{5}x^5 \right) \Big|_0^2 \\ &= 2\pi \left( \frac{1}{2}2^4 - \frac{1}{5}2^5 \right) - 0. \end{aligned}$$

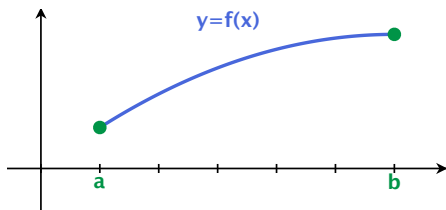
## You try:

For each of the following, (a) sketch a picture of the region, (b) pick a method – discs/washers or cylindrical shells, and (c) compute the volume of the described solid.

1. Rotate  $\mathcal{R}$  around the  $y$ -axis, where  $\mathcal{R}$  is the region bounded between  $y = -(x - 1)^2 + 2$  and the  $x$ -axis.
2. Rotate  $\mathcal{R}$  around the  $x$ -axis, where  $\mathcal{R}$  is the region bounded between  $y = -(x - 1)^2 + 2$  and the  $x$ -axis.
3. Rotate  $\mathcal{R}$  around the  $y$ -axis, where  $\mathcal{R}$  is the region bounded below  $y = \frac{1}{2}x^2$ , above the  $x$ -axis, and below the line  $y = 2x - 2$ .

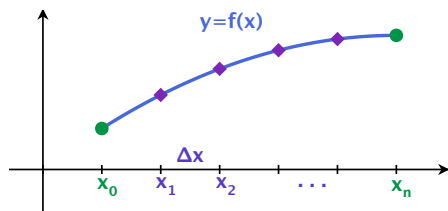
## 7.4: Arc length

Suppose you want to know what the length of a curve  $y = f(x)$  is from the point  $(a, f(a))$  to the point  $(b, f(b))$ :



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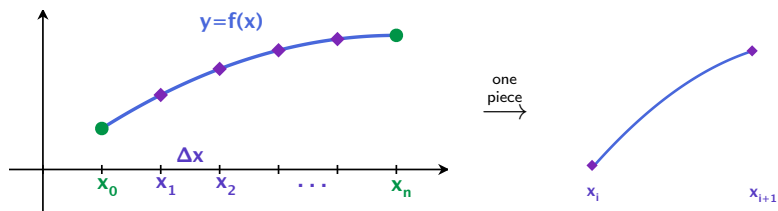


Slice!

$$\ell = \lim_{n \rightarrow \infty} \sum_{i=1}^n (\text{little length})_i$$

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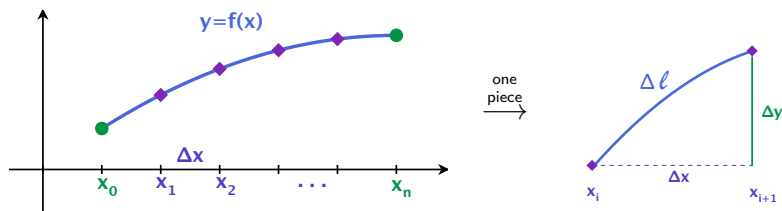


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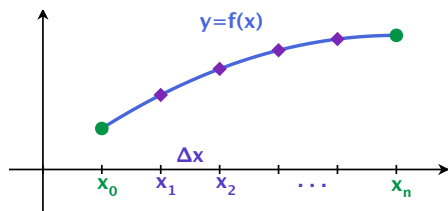


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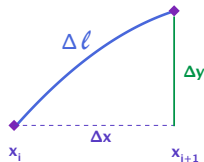
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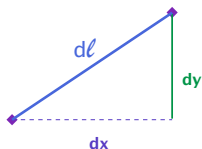
one  
piece  
→



Let  $n$  go to  $\infty$

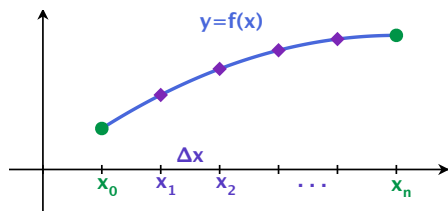


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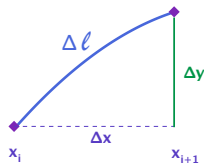


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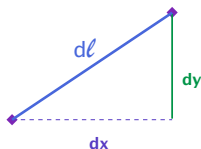


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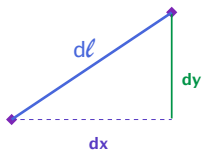
$$\ell = \lim_{n \rightarrow \infty} \sum_{i=1}^n (\Delta s)_i = \int_{x=a}^{x=b} dl$$

$$\boxed{dl = \sqrt{dx^2 + dy^2}}$$





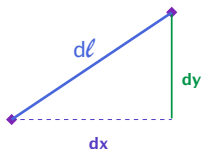
Manipulating into something we can actually calculate...



Remember,  $y = f(x)$ .

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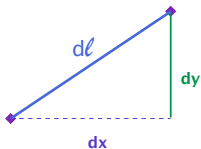
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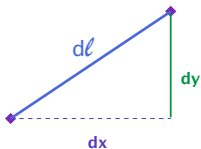
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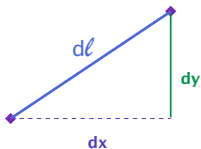
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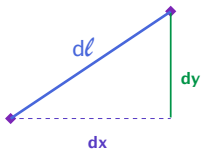
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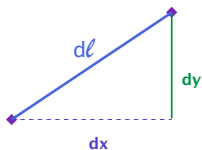
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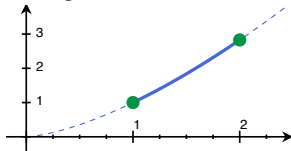
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So  $\ell = \int_{x=a}^b \sqrt{1 + (f'(x))^2} dx$

## Arc length function

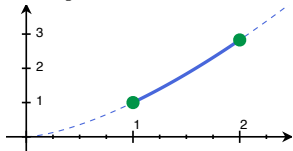
Find the length of the arc  $y = x^{3/2}$ , from  $x = 1$  to  $x = 2$ .





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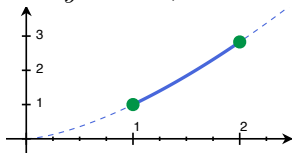
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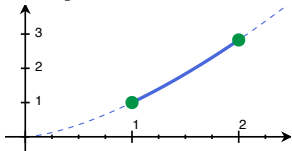
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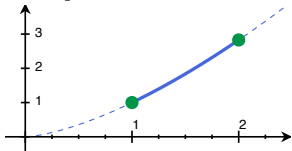
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## You try:

Set up (but do not integrate) the integrals which compute the length of the following functions. Notice that most of the time, the resulting integral is “hard” (not elementary).

1.  $f(x) = x^2$  from  $x = -3$  to  $2$
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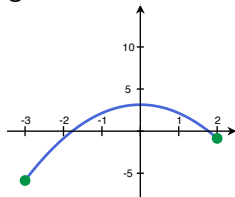
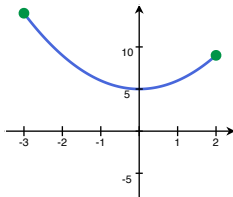
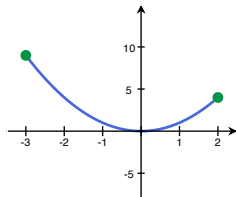
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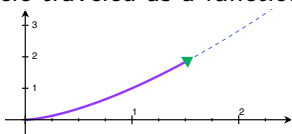
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Notice that the first three have the same arc length!



## Arc length function

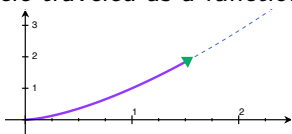
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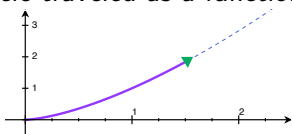
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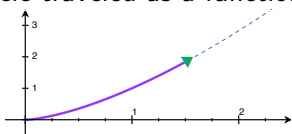


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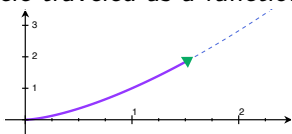


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$$= \boxed{\left(\frac{4}{9}\right) \left(\frac{2}{3}\right) \left(\left(1 + \frac{9}{4}x\right)^{3/2} - 1\right)}$$

## You try

Compute the distance traveled,  $\ell(x)$  along the curve  $y = \frac{1}{2}x^2 - \frac{1}{4}\ln(x)$ , starting at the point  $(1, 1/2)$  and traveling in the positive  $x$ -direction.

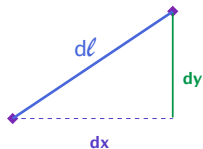
Hint:

1. Compute  $dy/dx$ .
2. Compute  $1 + (dy/dx)^2$  and simplify. Notice that this factors as a perfect square.
3. Simplify  $g(x) = \sqrt{1 + (dy/dx)^2}$ .
4. Change variables and compute  $\int_1^x g(t) dt$ .

## Arc length of functions $x = f(y)$ .

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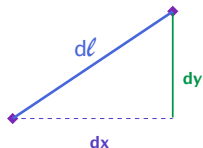
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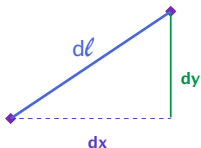


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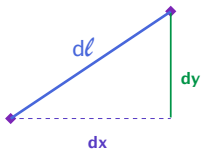
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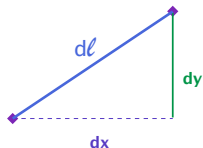
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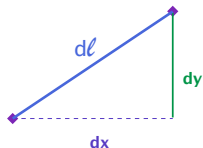
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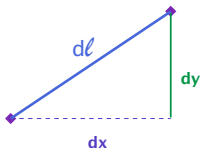
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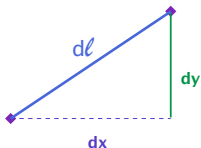
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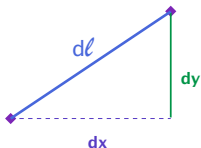
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So 
$$\ell = \int_{y=a}^b \sqrt{\left(\frac{dx}{dy}\right)^2 + 1} dy$$

## You try

Compute the arclength of  $y = \arccos(e^x)$  for  $\ln(1/2) \leq x \leq 0$ .

Hint:

1. Try setting it up in terms of  $x$  first.
2. Realize (1) is terrible. Solve  $y = \arccos(e^x)$  for  $x$  instead. Compute the new bounds for  $y$ .
3. Calculate the arclength in terms of  $y$ . You may need some trig integral stuff.

