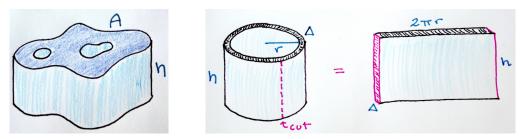
7.3 Volumes by cylindrical shells

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

V(cylinder) = Ah.



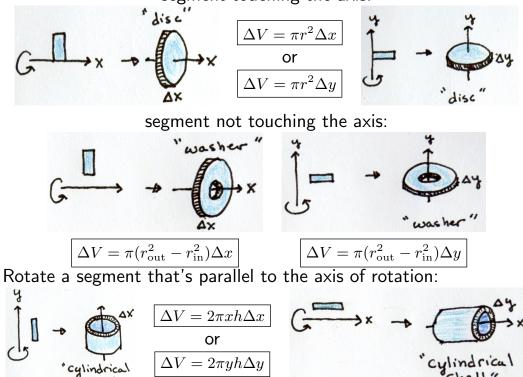
On the other hand, a (circular) cylindrical shell with very small thickness $\Delta = \Delta x$ or Δy , with radius r and height h, has volume

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

(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.)

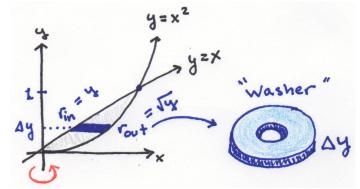
Rotate a segment that's perpendicular to the axis of rotation,

segment touching the axis:



Revisiting an example

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

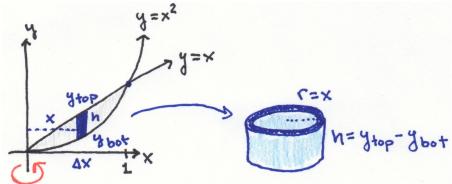


Now the variable is y, the radii are $r_{\rm in} = x_{\rm left} = y$ and $r_{\rm out} = x_{\rm right} = \sqrt{y}$, so that

$$\Delta V = \pi ((\sqrt{y})^2 - y^2) \Delta y,$$
 and so $V = \int_0^1 \pi (y - y^2) dy = \pi (\frac{1}{2} - \frac{1}{3}) = \frac{\pi}{6}$

Revisiting an example

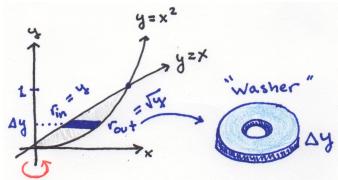
Suppose we want to rotate the region bounded between $y = x^2$ and y = x around the y-axis. If, instead, I take slices parallel to the y-axis, I get cylindrical shells:



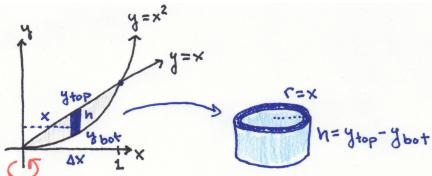
Now the variable is x, so the radius is x, and the height is $h = y_{top} - y_{bot} = x - x^2$. Thus

$$\Delta V = 2\pi x (x - x^2) \Delta x,$$
 and so $V = \int_0^1 2\pi (x^2 - x^3) dx = 2\pi (\frac{1}{3} - \frac{1}{4}) = \frac{\pi}{6}$

Slice perpendicular to the axis of rotation:



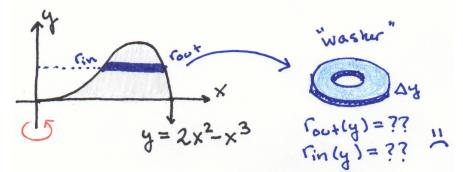
Slice parallel to the axis of rotation:



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

Is one method ever "better" than the other?

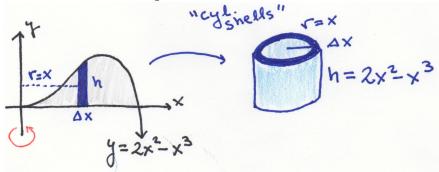
Take the region bounded between $y = 2x^2 - x^3$ and the *x*-axis, and rotate it around the *y*-axis:



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!

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:



Instead, I want to use cylindrical shells! Now, the radius is x, the thickness is Δx , and the height is $h = y_{top} - y_{bot} = (2x^2 - x^3) - 0$. So $\Delta V = 2\pi x (2x^2 - x^3) \Delta x$. The curve intersects the x-axis at when $2x^2 - x^3 = 0$, i.e. x = 0 and x = 2. So

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

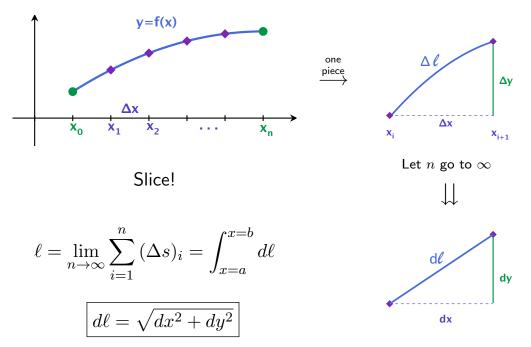
You try:

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.

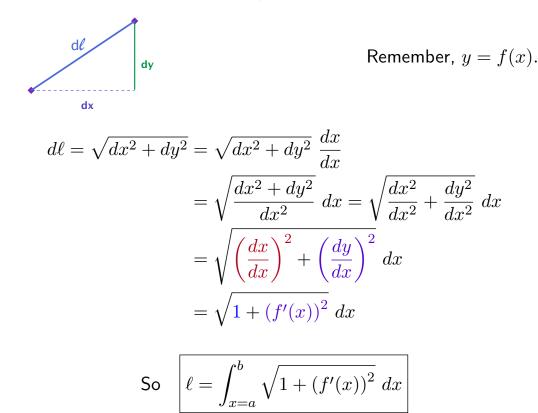
- 1. Rotate \mathcal{R} around the *y*-axis, where \mathcal{R} is the region bounded between $y = -(x-1)^2 + 2$ and the *x*-axis.
- 2. Rotate \mathcal{R} around the *x*-axis, where \mathcal{R} is the region bounded between $y = -(x-1)^2 + 2$ and the *x*-axis.
- 3. Rotate \mathcal{R} around the *y*-axis,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

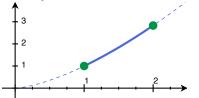


Manipulating into something we can actually calculate...



Arc length function

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



$$f(x) = x^{3/2} \implies f'(x) = \frac{3}{2}x^{1/2}$$

So

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

So

$$\ell = \int_{1}^{2} \sqrt{1 + \frac{9}{4}x} \, dx = \int_{1}^{2} \left(1 + \frac{9}{4}x\right)^{1/2} \, dx$$
$$= \left(\frac{4}{9}\right) \left(\frac{2}{3}\right) \left(1 + \frac{9}{4}x\right)^{3/2} \Big|_{x=1}^{2} = \boxed{\frac{8}{27} \left(\left(1 + \frac{9}{4} \cdot 2\right)^{3/2} - \left(1 + \frac{9}{4}\right)^{3/2}\right)}$$

You try:

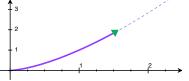
Set up (but do not integrate) the integrals which compute the length of the following functions. Notice that most of the time, the resulting integral is "hard" (not elementary).

1.
$$f(x) = x^2$$
 from $x = -3$ to 2

- 2. $f(x) = x^2 + 5$ from x = -3 to 2
- 3. $f(x) = -x^2 + \pi$ from x = -3 to 2
- 4. $f(x) = \sin(x)$ from x = 0 to $\frac{\pi}{2}$
- 5. $f(x) = e^x$ from x = 0 to 1

Arc length function

Suppose, instead, I have a particle traveling along the same curve, $y = x^{3/2}$, starting at x = 0, and traveling in the positive direction. How far has the particle traveled as a function of x?



We saw that the arc length for this function over the interval [a, b] is $\ell = \int_a^b \sqrt{1 + \frac{9}{4}x} \, dx$. But I want my interval to be [0, x], so I need to change my variable inside the integral:

$$\ell(x) = \int_0^x \sqrt{1 + \frac{9}{4}t} \, dt = \left(\frac{4}{9}\right) \left(\frac{2}{3}\right) \left(1 + \frac{9}{4}t\right)^{3/2} \Big|_{t=0}^x$$
$$= \boxed{\left(\frac{4}{9}\right) \left(\frac{2}{3}\right) \left(\left(1 + \frac{9}{4}x\right)^{3/2} - 1\right)}$$

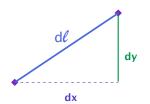
You try

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).

At the beginning, we had $d\ell = \sqrt{dx^2 + dy^2}$ and multiplied both sides by dx/dx.



Now, suppose we want to know the length of a curve x=f(y) for $a\leq y\leq b.$ So now, multiply both sides by dy/dy!

$$d\ell = \sqrt{dx^2 + dy^2} = \sqrt{dx^2 + dy^2} \frac{dy}{dy} = \sqrt{\frac{dx^2 + dy^2}{dy^2}} dy$$
$$= \sqrt{\frac{dx^2}{dy^2} + \frac{dy^2}{dy^2}} dy = \sqrt{\left(\frac{dx}{dy}\right)^2 + \left(\frac{dy}{dy}\right)^2} dy = \sqrt{\left(\frac{dx}{dy}\right)^2 + 1} dy$$
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 $\ln(1/2) \le x \le 0$. 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.

