

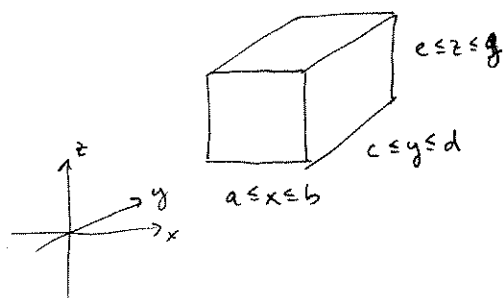
volume
↓

$$\iiint_R f(x,y,z) dV := \lim_{\text{partition size} \rightarrow 0} \sum f(x_i, y_i, z_i) \Delta V_i$$

triple integral
will exist for
"nice regions" &
continuous fens.

↑
in rectangular
coords this
could be
 $(\Delta x_i)(\Delta y_i)(\Delta z_i)$

Easiest case is a rectangular prism



depending on how
you chop, there are
6 possible iterated integral
expressions for

$$\iiint_R f dV$$

Example Consider the "cube"

$$\begin{aligned} 0 &\leq x \leq 1 \\ 0 &\leq y \leq 2 \\ 0 &\leq z \leq 3 \end{aligned} \quad \text{cm}$$

suppose it
has varying
density

$$\delta(x,y,z) = (x+1) \text{ g/cm}^3$$

Find its total mass. One way:

$$\int_0^3 \left(\int_0^2 \left(\int_0^1 (x+1) dx \right) dy \right) dz$$

$$\left[\frac{x^2}{2} + x \right]_0^1$$

$\frac{3}{2}$

$$\text{so, ans} = \frac{3}{2} \cdot 2 \cdot 3 = 9 \text{ gm.}$$

(makes sense, since average density
is $\frac{3}{2} \text{ gm/cm}^3$ & volume is 6 cm^3).

typical applications of triple integrals:

if $\delta(x, y, z)$ is a (mass) density,

$$m = \iiint_R \delta \, dV \quad \text{mass.}$$

$$V = \iiint_R 1 \, dV \quad \text{volume}$$

$$\left. \begin{aligned} \bar{x} &= \frac{1}{m} \iiint_R x \delta \, dV \\ \bar{y} &= \frac{1}{m} \iiint_R y \delta \, dV \\ \bar{z} &= \frac{1}{m} \iiint_R z \delta \, dV \end{aligned} \right\} \text{coords of centroid } \begin{bmatrix} \bar{x} \\ \bar{y} \\ \bar{z} \end{bmatrix}$$

$$\left. \begin{aligned} I_x &= \iiint_R (y^2 + z^2) \delta \, dV \\ I_y &= \iiint_R (x^2 + z^2) \delta \, dV \\ I_z &= \iiint_R (x^2 + y^2) \delta \, dV \end{aligned} \right\} \text{moments of inertia.}$$

example. (reason for computing these)

If R is rotating about x -axis
with angular velocity
 ω radians/sec.

then velocity of a point (x, y, z) in R
is $\omega \sqrt{y^2 + z^2}$

so kinetic energy
distance to x -axis (as R is rotating abt x -axis)

$$KE = \iiint \frac{1}{2} (\delta \, dV) (\omega^2 (y^2 + z^2))$$

$$= \frac{1}{2} I_x \omega^2$$

For general regions, in order
to iterate a triple integral,
you hope the region is simple
above one of the coord. planes
(or you decompose the region into
pieces which are.)

Math 2210-4
 April 6, 2005
 Rectangular prism example

We find the center of mass of the object on page 1 of today's notes, as well as its moments of inertia:

```
> m:=int(int(int(x+1,x=0..1),y=0..2),z=0..3);
#here is the mass of our object

m:=9
> X:=(1/m)*int(int(int(x*(x+1),x=0..1),y=0..2),z=0..3);
Y:=(1/m)*int(int(int(y*(x+1),x=0..1),y=0..2),z=0..3);
Z:=(1/m)*int(int(int(z*(x+1),x=0..1),y=0..2),z=0..3);
#these are the coordinates of the centroid. Do they
#make sense?

X:=5/9
Y:=1
Z:=3/2
> Ix:=int(int(int((y^2+z^2)*(x+1),x=0..1),y=0..2),z=0..3);
Iy:=int(int(int((x^2+z^2)*(x+1),x=0..1),y=0..2),z=0..3);
Iz:=int(int(int((y^2+x^2)*(x+1),x=0..1),y=0..2),z=0..3);
#these are the moments of inertia

Ix:=39
Iy:=61/2
Iz:=31/2
```

As you can see, if you can set up an integral, the computer can compute it for you. (Or approximate its value, if an exact value is unobtainable.)

try one of these by hand:

example (almost an old HW problem)

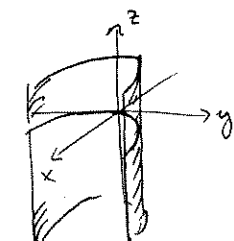
A region T is bounded by

$$x = y^2 \quad (\text{parabolic cylinder})$$

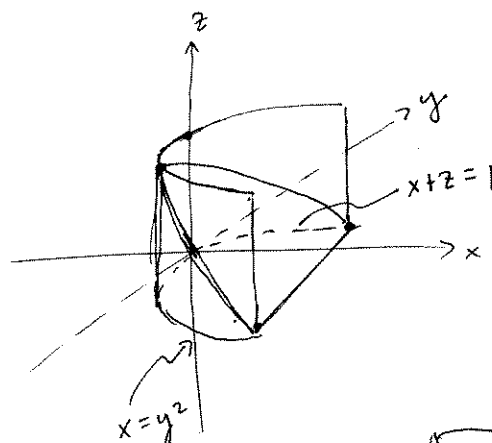
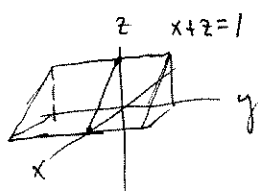
$$z = 0 \quad (\text{xy plane})$$

$$x + z = 1 \quad (\text{plane})$$

Find its volume, and its centroid (assuming constant density).
(center of mass)



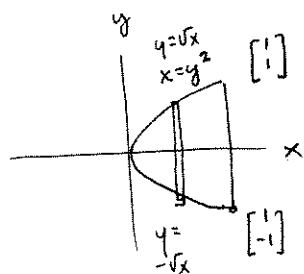
$$x = y^2$$



our object

Set up the integrals: Region is simple over xy plane (vertically simple)
one way also "over" yz plane and xz plane.

$$V = \int_0^1 \left(\int_{-\sqrt{x}}^{\sqrt{x}} \left(\int_0^{1-x} 1 \, dz \right) dy \right) dx$$



$$\int_{-\sqrt{x}}^{\sqrt{x}} (1-x) \, dy$$

$$\int_0^1 2\sqrt{x}(1-x) \, dx$$

$$\left[2 \cdot \frac{2}{3} x^{3/2} - 2 \cdot \frac{2}{5} x^{5/2} \right]_0^1 = \frac{4}{3} - \frac{4}{5} = 4 \left(\frac{1}{3} - \frac{1}{5} \right) = \boxed{\frac{8}{15}}$$

Try setting up this integral
using different iterations!

Example page 4 computations:

```

> V:=int(int(int(1,z=0..1-x),x=y^2..1),y=-1..1);
      V:= $\frac{8}{15}$ 
> X:=(1/V)*int(int(int(x,z=0..1-x),x=y^2..1),y=-1..1);
      Y:=(1/V)*int(int(int(y,z=0..1-x),x=y^2..1),y=-1..1);
      Z:=(1/V)*int(int(int(z,z=0..1-x),x=y^2..1),y=-1..1);
      #centroid coordinates
      X:= $\frac{3}{7}$ 
      Y:=0
      Z:= $\frac{2}{7}$ 
>

```