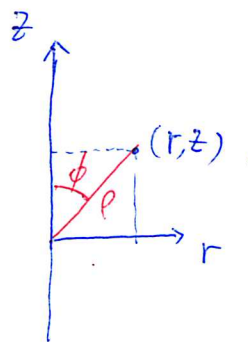
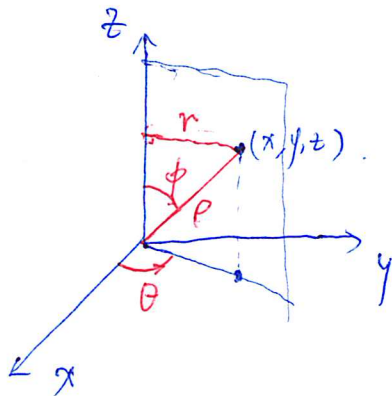


Triple Integral

Rectangular v.s. cylindrical v.s. Spherical.

$$(x, y, z) \begin{matrix} \xleftarrow{x=r\cos\phi} \\ \xrightarrow{y=r\sin\theta} \end{matrix} (r, \theta, z) \begin{matrix} \xleftarrow{z=\rho\cos\phi} \\ \xrightarrow{r=\rho\sin\phi} \end{matrix} (\rho, \phi, \theta)$$

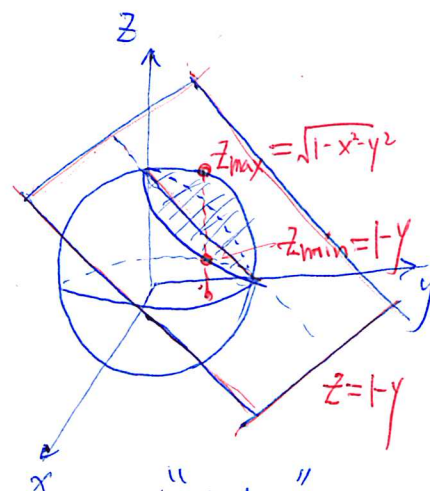
Volume form $dV = dx dy dz = r dr d\theta dz = \rho^2 \sin\phi d\rho d\phi d\theta$



Example: Volume of region: $z > 1-y$, inside unit ball.

• Set up in rectangular coordinate:

$$\int_0^1 \int_{-\sqrt{2y-2y^2}}^{\sqrt{2y-2y^2}} \int_{1-y}^{\sqrt{1-x^2-y^2}} dz dx dy$$



Points when plane below sphere:

$$1-y \leq \sqrt{1-x^2-y^2}$$

$$\Leftrightarrow x^2 + 2y^2 - 2y \leq 0$$

• Rotate and set up in spherical coordinate.

$$\int_0^{2\pi} \int_0^{\frac{\pi}{4}} \int_{\frac{1}{\sqrt{2}\cos\phi}}^1 \rho^2 \sin\phi d\rho d\phi d\theta$$

$$= \frac{2\pi}{3} - \frac{5\pi}{6\sqrt{2}}$$

"Shadow" on x-y

