Math 241 Section 14.6: Triple Integrals in Spherical Dr. Justin O. Wyss-Gallifent

1. Introduction: Introduce spherical coordinates. We locate a point using three variables:

 θ is the familiar one, the angle from the positive *x*-axis. ϕ is the angle measured from the positive *z*-axis downwards, so $0 \le \phi \le \pi$. ρ is the distance from the origin.

 x^2

Graph some points (very few) and then show a picture which illustrates how to change these to x, y, z which we'll need for substitution:

$$\begin{aligned} x &= \rho \sin \phi \cos \theta \\ y &= \rho \sin \phi \sin \theta \\ z &= \rho \cos \phi \\ + y^2 + z^2 &= \rho^2 \end{aligned}$$

- 2. Classic examples of equations in spherical:
 - (a) Sphere $\rho = 3$
 - (b) Cone $\phi = \pi/4$
 - (c) The plane z = 2 becomes $\rho \cos \phi = 2$ or $\rho = 2 \sec \phi$.
- 3. Describing objects in spherical: A solid D will be described as having:

$$\begin{array}{c} \alpha \leq \theta \leq \beta \\ \gamma \leq \phi \leq \delta \\ near(\theta, \phi) \leq \rho \leq far(\theta, \phi) \end{array}$$

4. Integration: If D is described in spherical then:

$$\int \int \int_D f(x,y,z) \, dV = \int_\alpha^\beta \int_\gamma^\delta \int_{near(\theta,\phi)}^{far(\theta,\phi)} f(\rho\sin\phi\cos\theta,\rho\sin\phi\sin\theta,\rho\cos\phi)\rho^2\sin\phi \, d\rho \, d\phi \, d\theta$$

NOTE 1: The $\rho^2 \sin \phi$ is like the polar/cylindrical r. We just have to remember for now to put it there.

NOTE 2: The book allows the middle iterated integral to have limits which are functions of theta - see the $h_1(\theta)$ and $h_2(\theta)$ in Thm 14.11 on p.947. In practice these are always constants so I just gave those limits as γ and δ .

Example: The solid between the spheres $\rho = 1$ and $\rho = 2$.

Example: If we just take the top half of the previous.

Example: If we just take the part of the previous having $x \leq 0, y \geq 0$ and $z \geq 0$. This one is nice to draw.

Example: The volume of the ice-cream cone inside $\phi = \pi/6$ and and inside $\rho = 5$.

Example: If we chop off the bottom at z = 1.