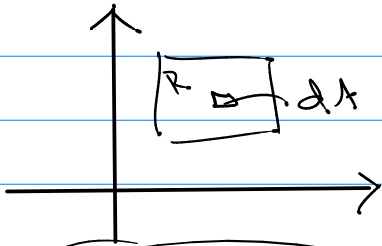
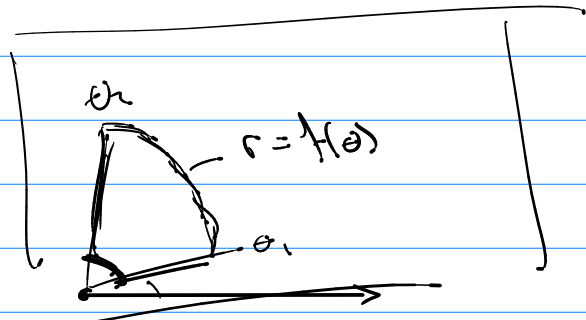
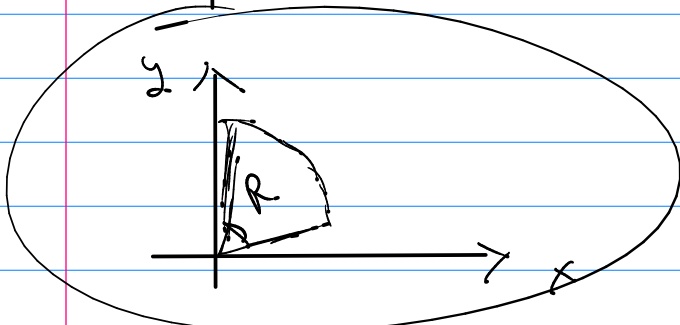


Math 344

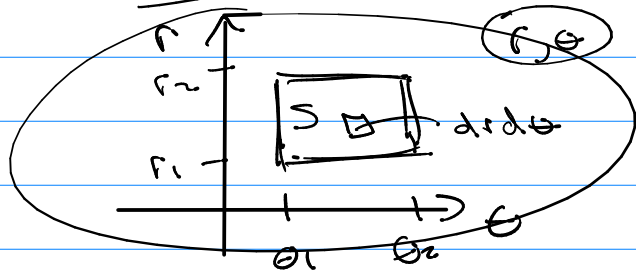
$$\iint_R f(x,y) dA = \iint_Q f(x,y) dx dy$$



rectangular

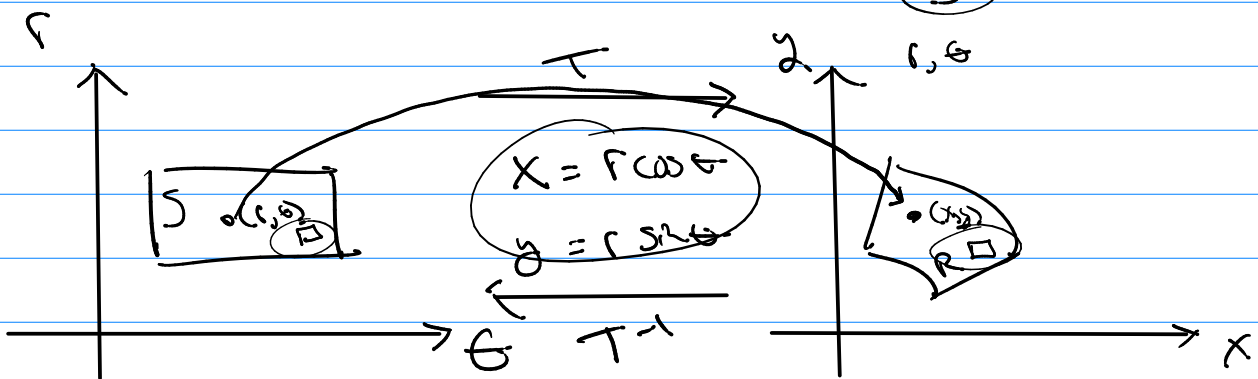


$\iint_Q f(x,y) dx dy$
 $dA = r dr d\theta$



$x = r \cos \theta \rightarrow x = x(r, \theta)$
 $y = r \sin \theta \rightarrow y = y(r, \theta)$

$\iint_S f(x(r, \theta), y(r, \theta)) r dr d\theta$



$$\begin{cases} x = r \cos \theta = x(r, \theta) \\ y = r \sin \theta = y(r, \theta) \end{cases}$$

T

$$\begin{cases} r = \sqrt{x^2 + y^2} = r(x, y) \\ \theta = \tan^{-1}\left(\frac{y}{x}\right) = \theta(x, y) \end{cases}$$

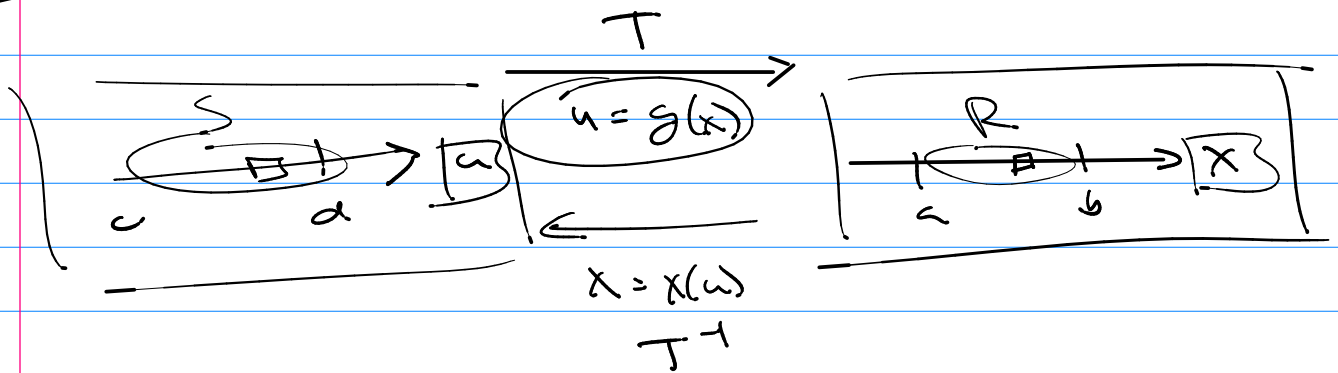
T^{-1}

Substitution

$$\int_a^b \frac{f(x)}{g'(x)} dx = \int_c^d f(u) du$$

let $u = g(x)$ $c = g(a)$
 $du = g'(x) dx$ $d = g(b)$

1D

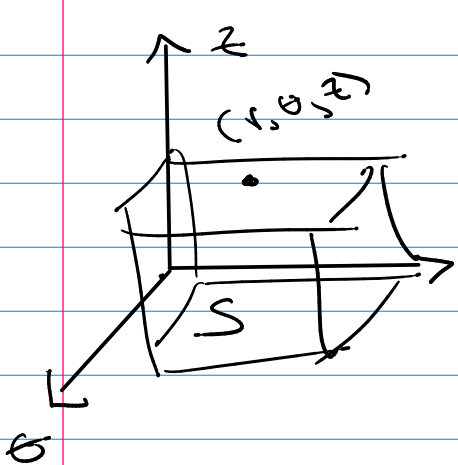


3D

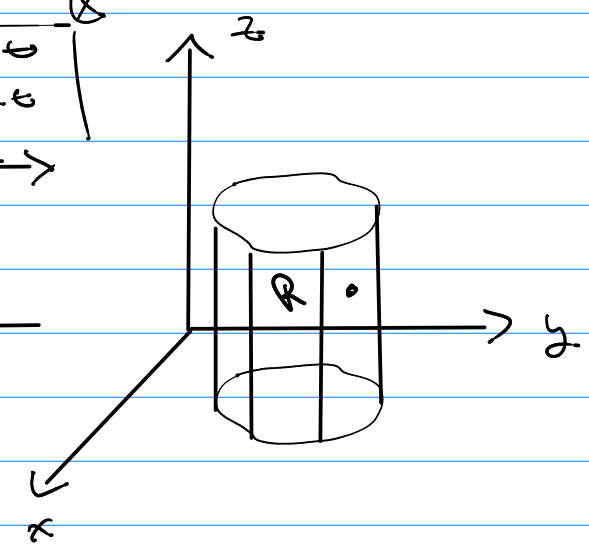
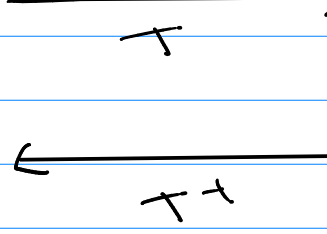
Cartesian vs cylindrical

(x, y, z)

(r, θ, z)

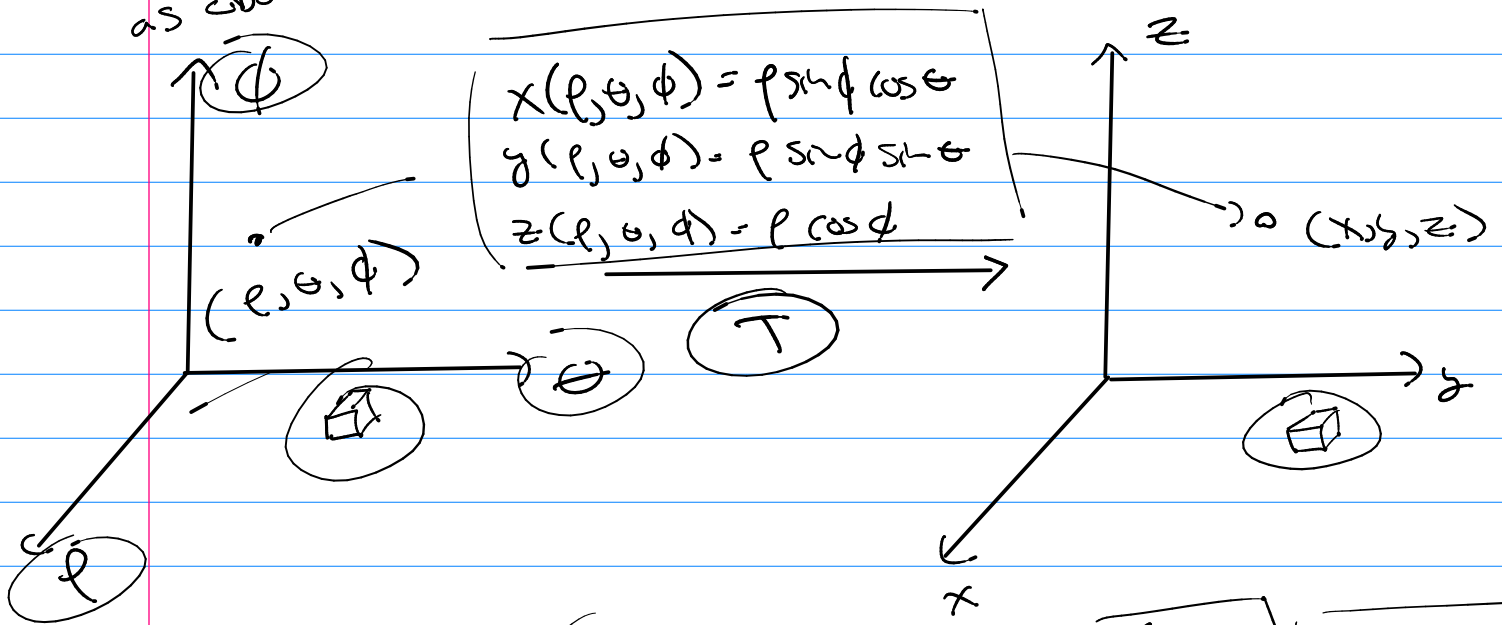


$$\begin{cases} x(r, \theta, z) = r \cos \theta \\ y(r, \theta, z) = r \sin \theta \\ z(r, \theta, z) = z \end{cases}$$



$$\iiint_R f(r, \theta, z) dV = \iiint_S f(r, \theta, z) r dr d\theta dz$$

do the same as above for spherical...



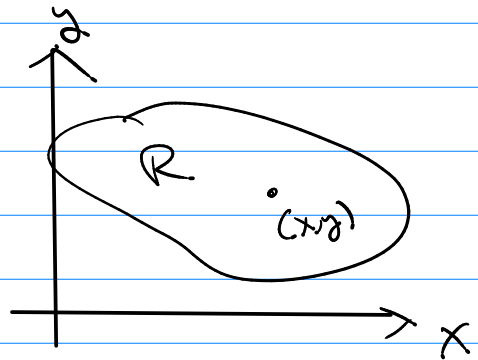
$$\iiint_R f(x, y, z) dV = \iiint_S f(\rho, \theta, \phi) \underbrace{\rho^2 \sin \phi}_{J} d\rho d\theta d\phi$$

2D

generalize this



$$\begin{aligned} x &= x(u, v) \\ y &= y(u, v) \end{aligned} \xrightarrow{T}$$

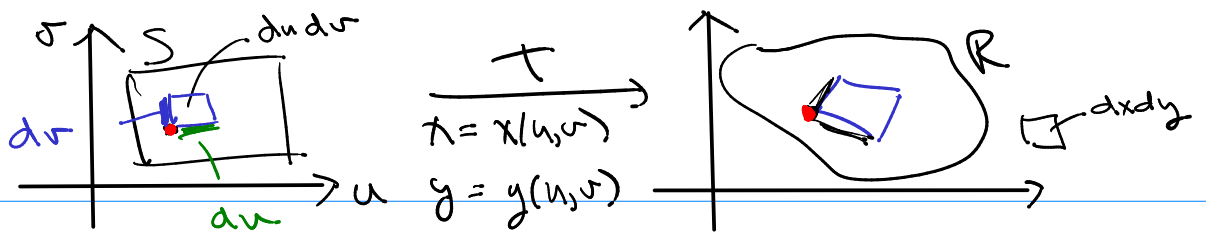


Note:

normally T (our transform) will be restricted by making $x(u, v)$, $y(u, v)$ have continuous 1st order partials. (C^1 transforms)

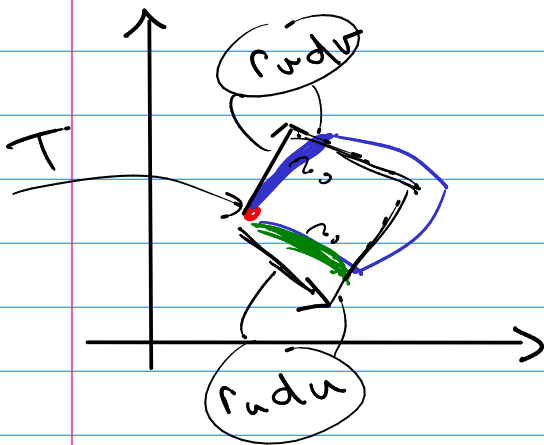
Now:

$$\underbrace{\left| \iint_R f(x, y) dA \right|}_{x, y \text{ coord.}} \stackrel{?}{=} \iint_S f(x(u, v), y(u, v)) \underbrace{\quad}_{\text{small area part?}}$$



T in vector form $\vec{r} = \langle x(u, v), y(u, v) \rangle$

$$\vec{r}_u = \langle x_u, y_u \rangle \quad \vec{r}_v = \langle x_v, y_v \rangle$$



Small area \approx area of parallelogram

$$\begin{aligned} & \rightarrow |r_v dv \times r_u du| \\ & = |r_u \times r_v| du dv \end{aligned}$$

$$r_u = \langle x_u, y_u, 0 \rangle \quad r_v = \langle x_v, y_v, 0 \rangle$$

$$r_u \times r_v = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ x_u & y_u & 0 \\ x_v & y_v & 0 \end{vmatrix} = \text{det?}$$