- 1. Give bounds of integration for the following three-dimensional regions, using Cartesian coordinates. Compute the volumes of these regions by integrating the function 1.
 - (a) A rectangular prism in the first octant with sides of length 3, 4, and 5, parallel to the x-, y-, and z-axes.

$$\int_{z=0}^{5} \int_{y=0}^{4} \int_{x=0}^{3} 1 \, dx \, dy \, dz = 60.$$

(b) The region over a triangle with vertices at (0,0), (2,0), and (0,4) beneath the graph of $z = x^2 + y^3$.

The hypotenuse of the triangle has equation y = 4 - 2x, so the range on y will be 0 to 4 - 2x (this is the same way we'd set up a double integral over the triangle). Then z should range from 0 to $x^2 + y^3$.

$$V = \int_{x=0}^{2} \int_{y=0}^{4-2x} \int_{z=0}^{x^{2}+y^{3}} 1 \, dz \, dy \, dx$$
$$= \int_{x=0}^{2} \int_{y=0}^{4-2x} x^{2} + y^{3} \, dy \, dz = \int_{x=0}^{2} (4-2x)x^{2} + \frac{(4-2x)^{3}}{3} \, dx = \frac{424}{15}.$$

(c) The region bounded by the three coordinate planes and the plane x + y + z = 1. This plane intersects the axes at (1,0,0), (0,1,0), and (0,0,1). So its base in the xy-plane is a triangle with vertices at (0,0), (1,0), and (0,1). Our x and y bounds will just give a parametrization of this triangle in the xy-plane. We want z to range from 0 up to where it hits the plane, which is at 1 - x - y:

$$V = \int_{x=0}^{1} \int_{y=0}^{1-x} \int_{z=0}^{1-x-y} 1 \, dz \, dy \, dx$$
$$= \int_{x=0}^{1} \int_{y=0}^{1-x} 1 - x - y \, dy \, dx$$
$$= \int_{x=0}^{1} (1-x)^{2} - \frac{(1-x)^{2}}{2} \, dx = \frac{1}{6}.$$

(d) A sphere of radius a, centered at the origin.

The base is a circle of radius a, which we know how to parametrize, just like a circle in 2D, we want z to range from $-\sqrt{a^2-x^2-y^2}$ to $\sqrt{a^2-x^2-y^2}$ (since the equation for the sphere is $x^2+y^2+z^2=a^2$).

$$\int_{x=-a}^{a} \int_{y=-\sqrt{a^2-x^2}}^{\sqrt{a^2-x^2}} \int_{-\sqrt{a^2-x^2-y^2}}^{\sqrt{a^2-x^2-y^2}} 1 \, dz \, dy \, dx$$

This isn't a very friendly integral, so let's postpone compute the volume of the sphere until later when we cover spherical coordinates.

(e) The region between the xy-plane and the surface $z = 1 - x^2 - y^2$. The base is the area where z > 0, which is $x^2 + y^2 < 1$, the unit disk. So

$$V = \int_{x=-1}^{1} \int_{y=-\sqrt{1-x^2}}^{\sqrt{1-x^2}} \int_{z=0}^{1-x^2-y^2} 1 \, dz \, dy \, dz.$$

- 2. Express the points (1,1,3) and (0,2,4) in cylindrical coordinates. We just need to treat the first two as 2D Cartesian coordinates and convert to polar, while leaving the last one the same. This gives $(\sqrt{2}, \pi/4, 3)$ and $(2, \pi/2, 4)$.
- 3. Give bounds of integration for the following three-dimensional regions, using cylindrical coordinates:
 - (a) A cylinder of radius 2 and height 4, centered at the origin.

 This is the basic example for cylindrical coordinates. We use

$$\int_{r=0}^{2} \int_{\theta=0}^{2\pi} \int_{h=-2}^{2} 1 \, r \, dh \, d\theta \, dr.$$

(b) A sphere of radius a, centered at the origin.

Here the height depends on the radius. The formula $x^2 + y^2 + z^2 = a^2$ turns into $r^2 + h^2 = a^2$, so h is from $-\sqrt{a^2 - r^2}$ to $\sqrt{a^2 - r^2}$.

$$\int_{r=0}^{a} \int_{\theta=0}^{2\pi} \int_{h=-\sqrt{a^2-r^2}}^{\sqrt{a^2-r^2}} 1 r \, dh \, d\theta \, dr.$$

(c) A cone with base a circle of radius 1 and height 3.

The height decreases linearly as the radius increases from 0 to 1. Since it starts with h = 3 at r = 0, and ends with h = 0 and r = 1, we must have h = 3 - 3r. Thus

$$\int_{r=0}^{1} \int_{\theta=0}^{2\pi} \int_{h=0}^{3-3r} 1 \, r \, dh \, d\theta \, dr.$$

(d) The region between the xy-plane and the surface $z = 1 - x^2 - y^2$. Same as before, except we rewrite everything in cylindrical

$$\int_{r=0}^{1} \int_{\theta=0}^{2\pi} \int_{h=0}^{\sqrt{1-r^2}} 1 \, r \, dh \, d\theta \, dr.$$

4. (a) (5A-3) Find the center of mass of the tetrahedron from 1(c).

We use the same bounds as in the first part, but now we need to integrate the function x to get the x-coordinate of the center of mass (similarly for the other

variables, but the answers will all be the same). Compute

$$\bar{x} = \frac{1}{M} \int_{x=0}^{1} \int_{y=0}^{1-x} \int_{z=0}^{1-x-y} x \, dz \, dy \, dx$$

$$= 6 \int_{x=0}^{1} \int_{y=0}^{1-x} x (1-x-y) \, dy \, dx$$

$$= 6 \int_{x=0}^{1} x ((1-x)^2 - \frac{(1-x)^2}{2}) \, dx = \frac{1}{4}.$$

Therefore the center of mass is (1/4, 1/4, 1/4).

(b) Compute the moment of inertia of the sphere of radius a about the z-axis (use cylindrical coordinates). Assume the density is uniform 1.

The bounds are the same as before. We want to integrate the function which gives the squared distance from (r, θ, h) to the z-axis, which is of course just r^2 .

$$I = \int_{r=0}^{a} \int_{\theta=0}^{2\pi} \int_{h=-\sqrt{a^2-r^2}}^{\sqrt{a^2-r^2}} r^2 r \, dh \, d\theta \, dr.$$

If you work it out (a bit of trouble, but doable), you'll get $I = 8\pi a^5/15$.

You might remember that $I=2/5\,MR^2$ from a physics course. Since $M=4\pi/3\,a^a$ and R=a, this gives the same answer that we just computed directly.