



### 16.6: Parametric surfaces and their areas

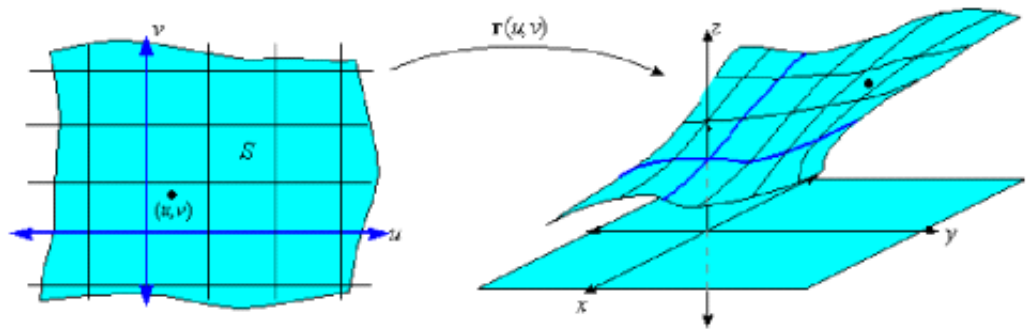
Consider a continuous vector valued function of two variables

$$\mathbf{r}(u, v) = x(u, v)\mathbf{i} + y(u, v)\mathbf{j} + z(u, v)\mathbf{k}, \quad (u, v) \in D.$$

**Parametric surface:**

$$S : x = x(u, v), \quad y = y(u, v), \quad z = z(u, v), \quad (u, v) \in D.$$

In other words, the surface  $S$  is traces out by the position vector  $\mathbf{r}(u, v)$  as  $(u, v)$  moves throughout the region  $D$ .



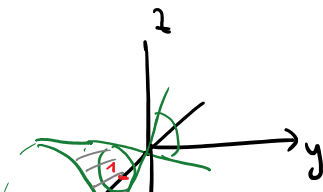
**EXAMPLE 1.** Determine the surface given by the parametric representation

$$\mathbf{r}(u, v) = \langle u, u \cos v, u \sin v \rangle, \quad 1 \leq u \leq 5, \quad 0 \leq v \leq 2\pi$$

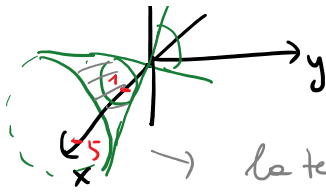
$$\begin{cases} x = u \\ y = u \cos v \\ z = u \sin v \end{cases} \Rightarrow y^2 + z^2 = u^2 = x^2 \Rightarrow x^2 = y^2 + z^2$$

a cone symmetric  
v.r.t. x-axis

$$1 \leq u \leq 5 \Leftrightarrow 1 \leq x \leq 5$$



$$S = \left\{ (x, y, z) : \begin{array}{l} x^2 = y^2 + z^2 \\ 1 \leq x \leq 5 \end{array} \right.$$



$$S = \{ (x, y, z) : \begin{array}{l} x^2 = y^2 + z^2 \\ 1 \leq x \leq 5 \end{array} \}$$

→ lateral surface of a cup.

EXAMPLE 2. Give parametric or vector representations for each of the following surfaces:

(a) the cylinder:  $x^2 + y^2 = 9$ ,  $1 \leq z \leq 5$ .

Use cylindrical coordinates: 
$$\begin{cases} x = r \cos \theta \\ y = r \sin \theta \\ z = z \end{cases}$$

$x^2 + y^2 = 9 \Rightarrow r^2 = 9 \Leftrightarrow r = 3$

Our parameters are  $\theta$  &  $z$

The parametrization is 
$$\begin{cases} x = 3 \cos \theta \\ y = 3 \sin \theta \\ z = z \end{cases} \quad \begin{array}{l} 1 \leq z \leq 5 \\ 0 \leq \theta < 2\pi \end{array}$$

(b) the upper half-sphere:  $z = \sqrt{100 - x^2 - y^2}$ .  $\Leftrightarrow x^2 + y^2 + z^2 = 100$   
 $z \geq 0$

Way 1 Our surface is a graph of a function  $f(x, y) = \sqrt{100 - x^2 - y^2}$   
where  $x^2 + y^2 \leq 100$ . We can use  $x$  &  $y$  as the parameters:

$$\begin{cases} x = x \\ y = y \\ z = \sqrt{100 - x^2 - y^2} \end{cases} \quad \vec{r}(x, y) = \langle x, y, \sqrt{100 - x^2 - y^2} \rangle$$

where  $x^2 + y^2 \leq 100$

Way 2 Using spherical coordinates  
 $x = \rho \sin \varphi \cos \theta$   
 $z = \sqrt{100 - x^2 - y^2} \Leftrightarrow x^2 + y^2 + z^2 = 100 \Rightarrow \rho^2 = 100 \Leftrightarrow \rho = 10$

Way 2 Using spherical coordinates

$$\begin{cases} x = \rho \sin \varphi \cos \theta \\ y = \rho \sin \varphi \sin \theta \\ z = \rho \cos \varphi \end{cases}$$

$$z = \sqrt{100 - x^2 - y^2} \Leftrightarrow \begin{cases} x^2 + y^2 + z^2 = 100 \Rightarrow \rho^2 = 100 \Leftrightarrow \rho = 10 \\ z \geq 0 \Leftrightarrow \rho \cos \varphi \geq 0 \Leftrightarrow \cos \varphi \geq 0 \Leftrightarrow 0 \leq \varphi \leq \frac{\pi}{2} \end{cases}$$

Our parameters are  $\varphi$  &  $\theta$ :

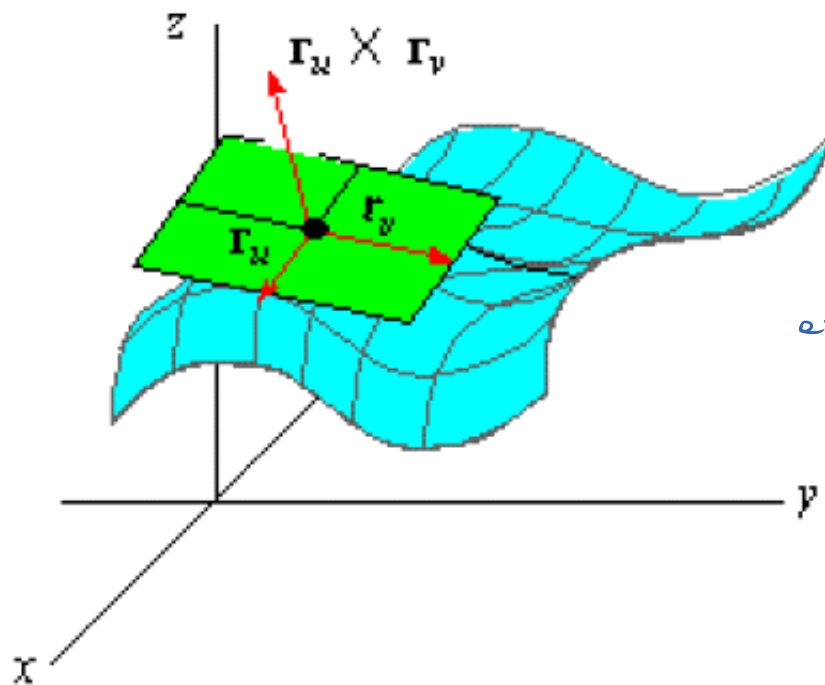
$$\begin{cases} x = 10 \sin \varphi \cos \theta \\ y = 10 \sin \varphi \sin \theta \\ z = 10 \cos \varphi \end{cases} \quad \begin{cases} 0 \leq \varphi \leq \frac{\pi}{2} \\ 0 \leq \theta \leq 2\pi \end{cases}$$

**CONCLUSION:** To parametrize surfaces in majority of the exercises that will be given you may use polar, cylindrical or spherical coordinates, or

- $z = f(x, y) \rightarrow \mathbf{r}(x, y) = x\mathbf{i} + y\mathbf{j} + f(x, y)\mathbf{k}$
- $y = f(x, z) \rightarrow \mathbf{r}(x, z) = x\mathbf{i} + f(x, z)\mathbf{j} + z\mathbf{k}$
- $x = f(y, z) \rightarrow \mathbf{r}(y, z) = f(y, z)\mathbf{i} + y\mathbf{j} + z\mathbf{k}$

• **Tangent planes:**

**PROBLEM:** Find a normal vector to the tangent plane to a parametric surface  $S$  given by a vector function  $\mathbf{r}(u, v)$  at a point  $P_0$  with position vector  $\mathbf{r}(u_0, v_0)$ , i.e.  $P_0(x(u_0, v_0), y(u_0, v_0), z(u_0, v_0))$



$\vec{r}_u = \langle x_u, y_u, z_u \rangle$   
 $\vec{r}_v = \langle x_v, y_v, z_v \rangle$   
 $\downarrow$   
 both vectors are  
 tangent to surface  
 at the considered point

$x$

The normal vector

$$\mathbf{N} = \mathbf{N}(u, v) = \vec{r}_u \times \vec{r}_v = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ x_u & y_u & z_u \\ x_v & y_v & z_v \end{vmatrix}$$

If a normal vector is not  $\mathbf{0}$  then the surface  $S$  is called **smooth** (it has no "corner").

Special Case: a surface  $S$  given by a graph  $z = f(x, y)$ . Then one can choose the following parametrization of  $S$ :

$$\mathbf{r}(x, y) = \langle x, y, f(x, y) \rangle \Rightarrow \begin{aligned} \vec{r}_x &= \langle 1, 0, f_x \rangle \\ \vec{r}_y &= \langle 0, 1, f_y \rangle \end{aligned}$$

and then the normal vector is

$$\mathbf{N} = \vec{r}_x \times \vec{r}_y = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 0 & f_x \\ 0 & 1 & f_y \end{vmatrix} = -f_x \hat{i} - f_y \hat{j} + \hat{k} = \langle -f_x, -f_y, 1 \rangle$$

EXAMPLE 3. Find the tangent plane to the surface with parametric equations  $x = uv + 1, y = ue^v, z = ve^u$  at the point  $(1, 0, 0)$ .

$$\vec{r} = \langle uv + 1, ue^v, ve^u \rangle$$

$$\vec{r}_u = \langle v, e^v, e^u \rangle$$

$$\vec{r}_v = \langle u, ue^v, e^u \rangle$$

↓ plug  $(u, v) = (0, 0)$

$$\vec{r}_u = \langle 0, 1, 0 \rangle$$

$$\vec{r}_v = \langle 0, 0, 1 \rangle$$

Find  $(u, v)$  corresponding to  $(x, y, z) = (1, 0, 0)$  by solving:

$$\begin{cases} 1 = uv + 1 \\ 0 = ue^v \Rightarrow u = 0 \\ 0 = ve^u \Rightarrow v = 0 \end{cases} \Rightarrow u = v = 0$$

$$\vec{N}(u, v) = \vec{r}_u \times \vec{r}_v = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{vmatrix} = \hat{i} = \langle 1, 0, 0 \rangle$$

The equation of the tangent plane is

$$1 \cdot (x-1) + 0 \cdot y + 0 \cdot z = 0 \Leftrightarrow x-1=0 \Leftrightarrow \boxed{x=1}$$

$$1 \cdot (x-1) + 0 \cdot y + 0 \cdot z = 0 \quad (\Leftrightarrow) \quad x-1 = 0 \quad (\Leftrightarrow) \quad \boxed{x=1}$$

• **Surface Area:**

Consider a smooth surface  $S$  given by

$$\mathbf{r}(u, v) = x(u, v)\mathbf{i} + y(u, v)\mathbf{j} + z(u, v)\mathbf{k}, \quad (u, v) \in D,$$

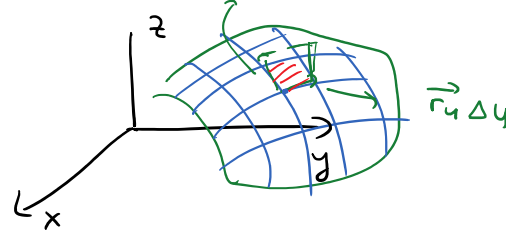
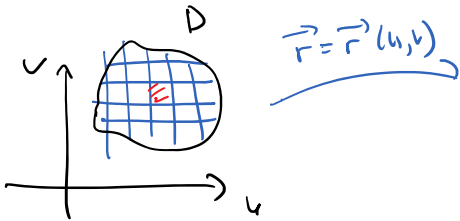
then

$$\vec{N}(u, v) = \vec{r}_u(u, v) \times \vec{r}_v(u, v)$$

$$dS = |\mathbf{N}(u, v)| du dv = |\vec{r}_u(u, v) \times \vec{r}_v(u, v)| du dv$$

and the **surface area**

$$A(S) = \iint_S dS = \iint_D |\mathbf{r}_u \times \mathbf{r}_v| dA.$$



$$dA \approx \text{the area of the parallelogram generated by the vectors } \vec{r}_u \Delta u \text{ \& } \vec{r}_v \Delta v = |\vec{r}_u \Delta u \times \vec{r}_v \Delta v| = |\vec{r}_u \times \vec{r}_v| \frac{\Delta u}{du} \frac{\Delta v}{dv}$$

REMARK 4. *Special Case:* a surface  $S$  given by a graph  $z = f(x, y)$  we have

$$\mathbf{r}(x, y) = x\mathbf{i} + y\mathbf{j} + f(x, y)\mathbf{k}$$

and

$$dS = |\mathbf{N}(x, y)| dA = \overset{\substack{\text{See end} \\ \text{of page 3}}}{|\langle f_x, -f_y, 1 \rangle|} dx dy = \sqrt{1 + f_x^2 + f_y^2} dx dy$$

EXAMPLE 5. Find the surface area of the surface

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$$S: x = uv, \quad y = u + v, \quad z = u - v, \quad u^2 + v^2 \leq 1.$$

$$\begin{aligned} \vec{r}(u,v) &= \langle uv, u+v, u-v \rangle, & D &= \{(u,v): u^2 + v^2 \leq 1\} \\ \vec{r}_u &= \langle v, 1, 1 \rangle & \vec{N}(u,v) &= \vec{r}_u \times \vec{r}_v = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ v & 1 & 1 \\ u & 1 & -1 \end{vmatrix} = \end{aligned}$$

$$\begin{aligned} &= (-1-1)\hat{i} - (-v-u)\hat{j} + (v-u)\hat{k} = -2\hat{i} + (u+v)\hat{j} + (v-u)\hat{k} \\ |\vec{r}_u \times \vec{r}_v| &= \sqrt{(-2)^2 + (u+v)^2 + (v-u)^2} = \sqrt{4 + u^2 + 2uv + v^2 + v^2 - 2uv + u^2} = \sqrt{4 + 2u^2 + 2v^2} \end{aligned}$$

$$\begin{aligned} \Rightarrow A(S) &= \iint_S dS = \iint_D \sqrt{4 + 2u^2 + 2v^2} \, du \, dv = \int_0^{2\pi} \int_0^1 \sqrt{4 + 2r^2} \cdot r \, dr \, d\theta = \\ &= 2\pi \int_0^1 \sqrt{4 + 2r^2} \cdot r \, dr = \text{Calc 1, } u\text{-substitution} \end{aligned}$$

Change to polar  
 $u = r \cos \theta$   
 $v = r \sin \theta$

EXAMPLE 6. Find the surface area of the part paraboloid  $z = x^2 + y^2$  between two planes:  $z = 0$  and  $z = 4$ .

See completed notes of section 501  
in the notebook

See completed notes of section 3.0.1  
for the solution.