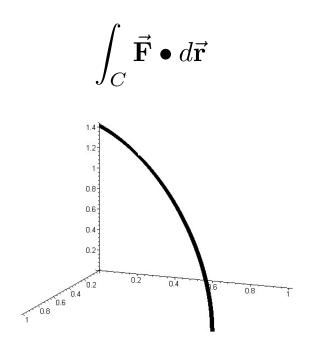
## **Review of Line Integrals** Dr. Elliott Jacobs



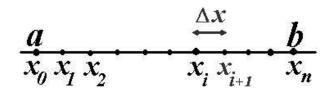
(force)(distance)

Divide the interval from a to b into n subintervals

 $\frac{b}{x_n}$  $\frac{a}{x_0 x_1 x_2} \qquad x_i$ 

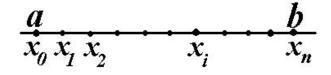
The work done in moving an object from  $x_i$  to  $x_{i+1}$  is approximately:

$$F(x_i)\Delta x$$



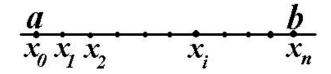
The total amount of work done in from a to b is approximately:

$$\sum_{i=0}^{n-1} F(x_i) \,\Delta x$$



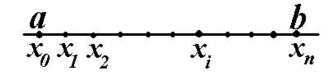
The exact total amount of work done is:

$$W = \lim_{n \to \infty} \sum_{i=0}^{n-1} F(x_i) \, \Delta x$$



The exact total amount of work done is:

$$W = \lim_{n \to \infty} \sum_{i=0}^{n-1} F(x_i) \, \Delta x = \int_a^b F(x) \, dx$$



Work done along one small segment

F(x) dx

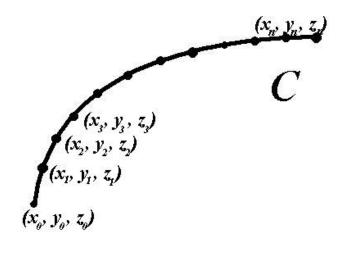


Total amount of work:

$$W = \int_{a}^{b} F(x) \, dx$$

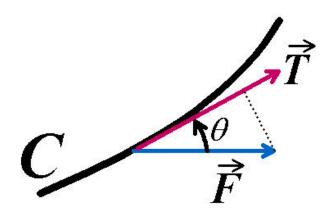


The path could be in higher dimension

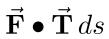


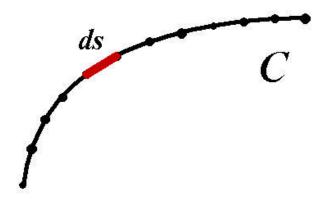
The calculation of work should use only the tangential component of force



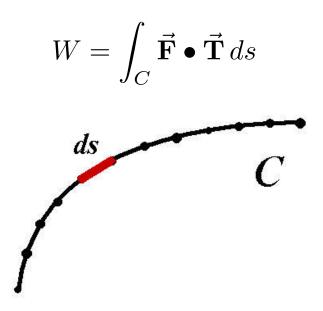


Work done along one small segment of length ds





Total work along curve C



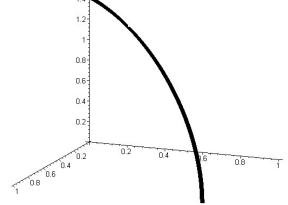


$$\frac{d\vec{\mathbf{r}}}{dt} = \vec{\mathbf{v}} \qquad \qquad \frac{ds}{dt} = |\vec{\mathbf{v}}|$$

$$d\vec{\mathbf{r}} = \vec{\mathbf{v}} dt \qquad ds = |\vec{\mathbf{v}}| dt$$
$$\vec{\mathbf{F}} \bullet \vec{\mathbf{T}} ds = \vec{\mathbf{F}} \bullet \frac{\vec{\mathbf{v}}}{|\vec{\mathbf{v}}|} \cdot |\vec{\mathbf{v}}| dt$$
$$= \vec{\mathbf{F}} \bullet \vec{\mathbf{v}} dt$$
$$= \vec{\mathbf{F}} \bullet d\vec{\mathbf{r}}$$

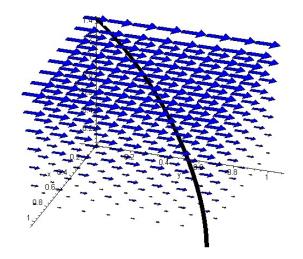
$$W = \int_C \vec{\mathbf{F}} \bullet \vec{\mathbf{T}} \, ds = \int_C \vec{\mathbf{F}} \bullet d\vec{\mathbf{r}}$$

## Example: Let $\vec{\mathbf{r}} = \langle x(t), y(t), z(t) \rangle = \langle \sin t, \sin t, \cos t \rangle$ where $0 \le t \le \frac{\pi}{2}$



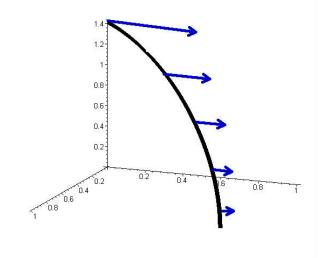
Example:

$$\vec{\mathbf{r}} = \langle \sin t, \ \sin t, \ \cos t \rangle$$
  $\vec{\mathbf{F}} = \langle 0, \ z, \ 0 \rangle = z \vec{\mathbf{j}}$ 



Example:

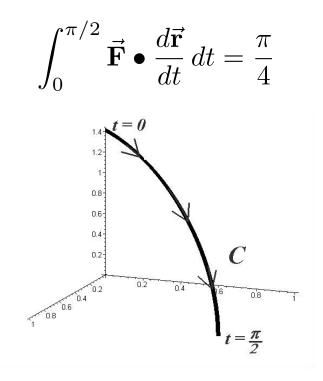
$$\vec{\mathbf{r}} = \langle \sin t, \ \sin t, \ \cos t \rangle$$
  $\vec{\mathbf{F}} = \langle 0, \ z, \ 0 \rangle = z \vec{\mathbf{j}}$ 

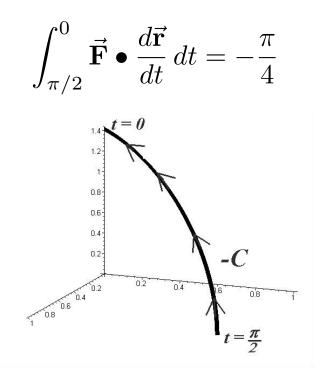


$$\vec{\mathbf{r}} = \langle \sin t, \ \sin t, \ \cos t \rangle \qquad \vec{\mathbf{F}} = \langle 0, \ z, \ 0 \rangle = z \vec{\mathbf{j}}$$
$$d\vec{\mathbf{r}} = \frac{d\vec{\mathbf{r}}}{dt} dt = \langle \cos t, \ \cos t, \ -\sin t \rangle dt$$
$$\int_{C_1} \vec{\mathbf{F}} \bullet d\vec{\mathbf{r}} = \int_0^{\pi/2} \langle 0, \ \cos t, \ 0 \rangle \bullet \langle \cos t, \ \cos t, \ -\sin t \rangle dt$$
$$= \int_0^{\pi/2} \cos^2 t \, dt = \frac{\pi}{4}$$

What does it mean to reverse the limits of integration?  $-\frac{1}{2}$ 

$$\int_{0}^{\pi/2} \vec{\mathbf{F}} \bullet \frac{d\vec{\mathbf{r}}}{dt} dt = \frac{\pi}{4}$$
$$\int_{\pi/2}^{0} \vec{\mathbf{F}} \bullet \frac{d\vec{\mathbf{r}}}{dt} dt = -\frac{\pi}{4}$$





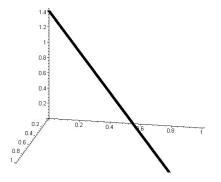
Reversing the limits of integration changes the direction that the path is traversed.

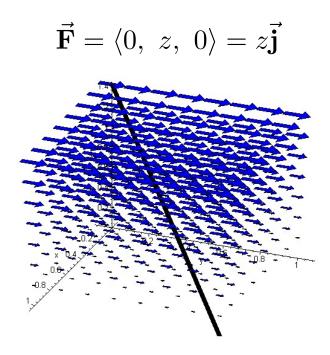
$$\int_{\pi/2}^{0} \vec{\mathbf{F}} \bullet \frac{d\vec{\mathbf{r}}}{dt} dt = -\frac{\pi}{4} \qquad \qquad \int_{0}^{\pi/2} \vec{\mathbf{F}} \bullet \frac{d\vec{\mathbf{r}}}{dt} dt = \frac{\pi}{4}$$
$$\int_{-C_{1}} \vec{\mathbf{F}} \bullet d\vec{\mathbf{r}} = -\int_{C_{1}} \vec{\mathbf{F}} \bullet d\vec{\mathbf{r}}$$

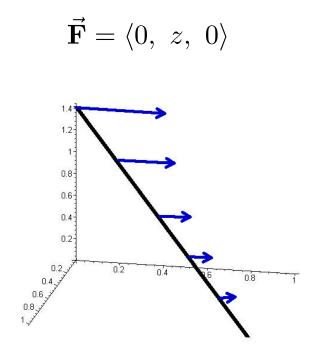
What happens if we change the path between (0, 0, 1) and (1, 1, 0)?

$$\vec{\mathbf{r}} = \vec{\mathbf{r}}_0 + t\vec{\mathbf{v}}$$

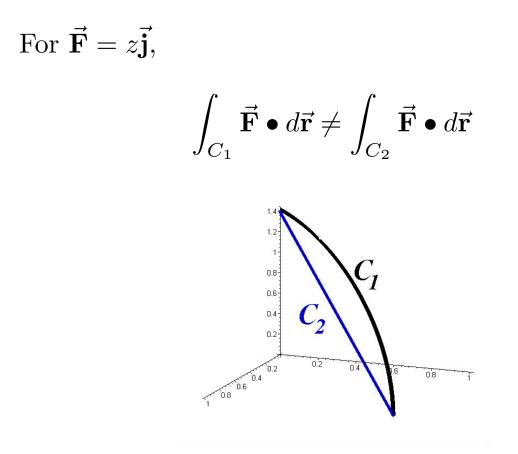
 $\vec{\mathbf{r}}=\langle 0,\ 0,\ 1\rangle+t\langle 1,\ 1,\ -1\rangle=\langle t,\ t,\ 1-t\rangle$  where  $0\leq t\leq 1$ 



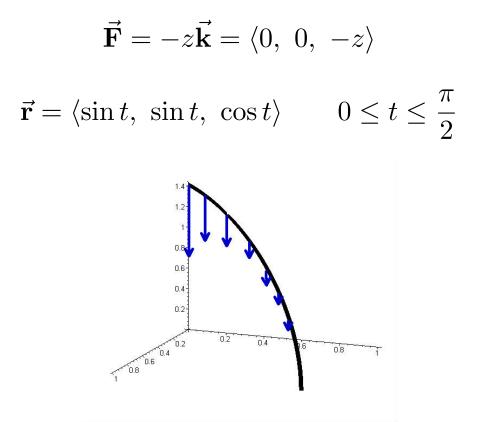




$$\vec{\mathbf{F}} = \langle 0, \ z, \ 0 \rangle = \langle 0, \ 1 - t, \ 0 \rangle$$
$$\vec{\mathbf{r}} = \langle t, \ t, \ 1 - t \rangle \qquad d\vec{\mathbf{r}} = \frac{d\vec{\mathbf{r}}}{dt} dt = \langle 1, \ 1, \ -1 \rangle dt$$
$$\int_{C_2} \vec{\mathbf{F}} \bullet d\vec{\mathbf{r}} = \int_0^1 (1 - t) dt = \frac{1}{2}$$

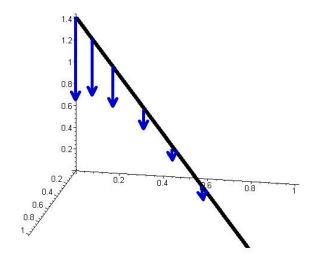


Let's try this with a different vector field



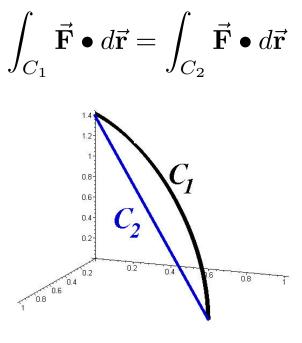
$$\vec{\mathbf{F}} = -z\vec{\mathbf{k}} = \langle 0, 0, -z \rangle = \langle 0, 0, -\cos t \rangle$$
$$\vec{\mathbf{r}} = \langle \sin t, \sin t, \cos t \rangle \qquad 0 \le t \le \frac{\pi}{2}$$
$$d\vec{\mathbf{r}} = \frac{d\vec{\mathbf{r}}}{dt} dt = \langle \cos t, \cos t, -\sin t \rangle dt$$
$$\vec{\mathbf{F}} \bullet d\vec{\mathbf{r}} = \sin t \cos t dt$$
$$\int_{C_1} \vec{\mathbf{F}} \bullet d\vec{\mathbf{r}} = \int_0^{\pi/2} \sin t \cos t dt = \frac{1}{2}$$

Try  $\vec{\mathbf{F}} = -z\vec{\mathbf{k}}$  along the straight line path  $C_2$ 



$$\vec{\mathbf{r}} = \langle t, t, 1-t \rangle \qquad d\vec{\mathbf{r}} = \langle 1, 1, -1 \rangle dt$$
$$\vec{\mathbf{F}} = \langle 0, 0, -z \rangle = \langle 0, 0, -(1-t) \rangle$$
$$\vec{\mathbf{F}} \bullet d\vec{\mathbf{r}} = (1-t) dt$$
$$\int_{C_2} \vec{\mathbf{F}} \bullet d\vec{\mathbf{r}} = \int_0^1 (1-t) dt = \frac{1}{2}$$

This time, for  $\vec{\mathbf{F}} = -z\vec{\mathbf{k}}$ , the path doesn't seem to matter.



Given a vector field  $\vec{\mathbf{F}}$  and two different paths,  $C_1$  and  $C_2$ , connecting the same two points, how can we tell when the path doesn't matter?

