Some Formulas for Volumes of Revolution Problems

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1. Slices: Disks and Washers

When computing the volume by slices you integrate the crossectional area:

$$V = \int_{a}^{b} A(x) dx \quad \text{(when axis of rotation is a horizontal line)}$$
$$V = \int_{a}^{b} A(y) dy \quad \text{(when axis of rotation is a vertical line)}$$

Make sure your limits of integration are x-values when you're integrating with respect to x and y-values when you're integrating with respect to y.

For **disks**, the crossectional area is πr^2 , so you have

$$V = \pi \int_{a}^{b} [r(x)]^{2} dx \quad \text{(when axis of rotation is a horizontal line)}$$
$$V = \pi \int_{a}^{b} [r(y)]^{2} dy \quad \text{(when axis of rotation is a vertical line)}$$

In the special case that (i) the region is the area under a curve y = f(x) from x = a to x = b, and (ii) you are rotating about the x-axis:

$$V = \pi \int_{a}^{b} [f(x)]^2 \, dx$$

For washers, the crossectional area is $\pi(R^2 - r^2)$, where R is the outer radius, and r is the inner radius, so you have:

$$V = \pi \int_{a}^{b} ([R(x)]^{2} - [r(x)]^{2}) dx \quad \text{(when axis of rotation is a horizontal line)}$$
$$V = \pi \int_{a}^{b} ([R(y)]^{2} - [r(y)]^{2}) dy \quad \text{(when axis of rotation is a vertical line)}$$

2. Shells

When computing the volume by cylindrical shells, use the following formulas:

$$V = 2\pi \int_{a}^{b} r(x)h(x) dx \quad \text{(when axis of rotation is a vertical line)}$$
$$V = 2\pi \int_{a}^{b} r(y)h(y) dy \quad \text{(when axis of rotation is a horizontal line)}$$

where r is the radius of the cylinder and h is the height. Again, make sure that your limits of integration are x-values when you're integrating with respect to x and y-values when you're integrating with respect to y. Also, make sure you don't double-count the shells.

In the special case that (i) the region is the area under a curve y = f(x) from x = a to x = b and (ii) you are rotating about the y-axis:

$$V = 2\pi \int_{a}^{b} x f(x) \, dx$$

3. When to Do What

Sometimes you're given a volume of revolution problem and you're not told which method (i.e. slices or shells) to use. I don't think there's any absolute rule that you can memorize to figure out which one will work better, but (based on general patterns) here's something to try:

Curve is:	Axis of Rotation:	Use:
y = f(x)	horizontal	slices
y = f(x)	vertical	shells
x = f(y)	horizontal	shells
x = f(y)	vertical	slices