1 If the radius of the big wheel is taken to be one, the part of the astroid in the first quadrant can be shown to have the equation  $x^{2/3}+y^{2/3}=1$ . Use disks to compute the volume of the solid generated by rotating this portion of the curve around the *y*-axis.

Compute 
$$\int_0^1 \pi x^2 \, dy$$
 where  $x^2 = (1 - y^{2/3})^3$ .

Thus the integral is  $\pi \int_0^1 1 - 3y^{2/3} + 3y^{4/3} - y^2 \, dy = \frac{16}{105} \pi.$ 

Hopefully, the students will complain about the algebra here. The method in Problem 2 is less algebraic, but requires a tricky substitution.

2 Use cylindrical shells to compute the volume of the solid generated by rotating the first quadrant portion of the astroid about the *x*-axis. How does this compare with your answer in Problem 1? Can you explain this geometrically?

Compute 
$$\int_0^1 2\pi x y \, dy$$
 where  $x = (1 - y^{2/3})^{3/2}$ .

The integral is  $\int_0^1 2\pi y (1 - y^{2/3})^{3/2} dy$ .

Take  $u^3 = y^2$  and  $3u^2 du = 2y dy$  to get  $\int_0^1 3\pi u^2 (1-u)^{3/2} du$ .

Now take v = 1 - u and dv = -du to get

$$-3\pi \int_{1}^{0} (1-v)^2 v^{3/2} \, dv = 3\pi \int_{0}^{1} v^{3/2} - 2 v^{5/2} + v^{7/2} \, dv = \frac{16}{105} \, \pi.$$

The volumes are the same because the astroid curve is symmetric about the line y = x.

Notice that shells, here, are more difficult than disks.

3 Use any method you wish to compute the volumes of the solids generated by rotating the first quadrant portion of the astroid about the lines x = 1 and y = -1. Set up only. Do not compute the integrals.

I'd use shells for both of these.

For 
$$x = 1$$
 the integral is  $\int_0^1 2\pi (1-x) y \, dx = 2\pi \int_0^1 (1-x) \left(1-x^{2/3}\right)^{3/2} \, dx = \frac{3}{16} \pi^2 - \frac{16}{105} \pi$ .  
For  $y = -1$  the integral is  $\int_0^1 2\pi (y+1) x \, dy = 2\pi \int_0^1 (y+1) \left(1-y^{2/3}\right)^{3/2} \, dy = \frac{3}{16} \pi^2 + \frac{16}{105} \pi$ .

These are both solved in a similar manner to Problem 2. The thing to focus on is the set-up. Make sure the students sketch pictures.

