

Integration revisited

16.5.2014

• Covariance of integration:

- Energy

$$E = \int_{t=0}^T P(t) dt$$

where $P(t)$ is the power



$$E = \int_0^{10} 1 dt = 10$$

↳ needs unit to be physically meaningful

$$P: \left[\frac{\text{kg m}^2}{\text{s}^3} \right] = \text{W}$$

$$E: \left[\frac{\text{kg m}^2}{\text{s}^2} \right] = \text{J}$$

→ evidently, the energy has to be independent of the units we use to measure time

↳ Fully analogous to our foregoing discussion about the invariance of vectors to the coordinate system that is used to describe it

→ What we really meant

$$E = \int_{t=0}^{10} 1 \text{W} dt = 10 \text{J}$$

Rem:



$\frac{\partial}{\partial x}$ = infinitesimal step: velocity vector that we use when we integrate from left to right

dx is a fractional vector

$$\hookrightarrow dx \left(\frac{\partial}{\partial x} \right)$$

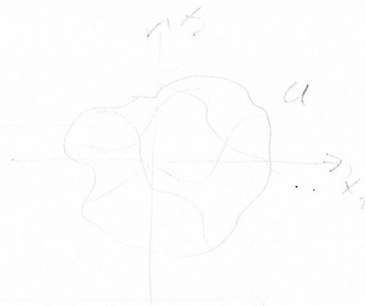
\hookrightarrow When we rescale $\frac{\partial}{\partial x}$ then dx has to be scaled inversely for the result to be independent

$\hookrightarrow dx$ measures the size of an infinitesimal step

This is exactly the concept of covariance we considered before

• Integration in \mathbb{R}^2

$$J = \int_{U \subset \mathbb{R}^2} f(x) dx$$



$$= \int_{U \subset \mathbb{R}^2} f(x_1, x_2) dx_1 dx_2$$

\rightarrow When U is axis-aligned this can be written as

$$J = \int_{x_1=0}^{b_1} \int_{x_2=0}^{b_2} f(x_1, x_2) dx_1 dx_2$$

$\rightarrow x_2$ is fixed when we integrate over x_1

$\rightarrow J$ can be determined by solving two 1-dimensional integration problems

Ex:

$$f(x) = 3x_1 + 4x_2^2 + 5x_1x_2$$

$$J = \int_{[0,1]^2} f(x) dx$$

$$= \int_{x_1=0}^1 \int_{x_2=0}^1 3x_1 + 4x_2^2 + 5x_1x_2 dx_2 dx_1$$

$$= \left[3x_1x_2 + \frac{4}{3}x_2^3 + \frac{5}{2}x_1x_2^2 \right]_0^1$$

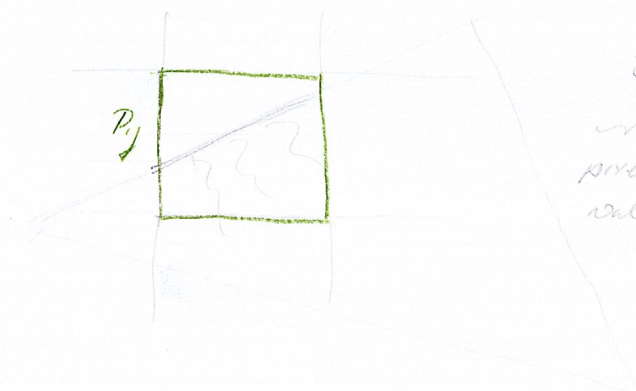
$$= 3x_1 + \frac{4}{3} + \frac{5}{2}x_1$$

$$= \left[\frac{3}{2}x_1^2 + \frac{4}{3}x_1 + \frac{5}{4}x_1^2 \right]_0^1$$

$$= \frac{3}{2} + \frac{4}{3} + \frac{5}{4} = \frac{18 + 16 + 15}{12} = \underline{\underline{\frac{49}{12}}}$$

→ Unfortunately, many problems are not axis aligned

↳ Ex: Computation of pixel value

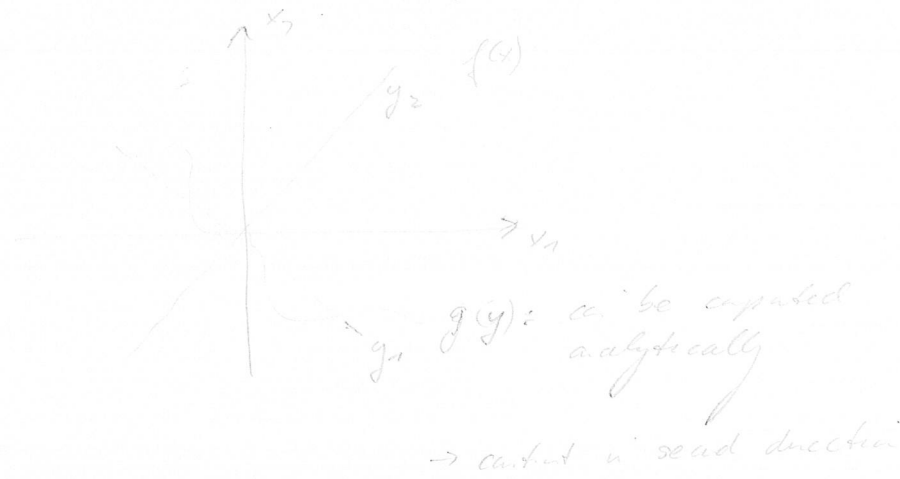


$$P_{ij} = \int_{\text{pixel value}} f(x) dx$$

texture etc

↳ Not aligned with coordinate axis but with pixel boundary

More generally:



$$J = \int_{\mathbb{R}} f(x) dx$$

→ We can choose a convenient coordinate system for our problem!

↳ This is the key for many multi-variable problems

→ In our case:

$$y = R x$$

rotation that aligns y with coordinate axes.
say x_2

→ This looks like the change of coordinates that we already considered in \mathbb{R}

↳ Do we have to change our domain of integration?

- No, since we integrate over all of \mathbb{R}

↳ Do we need scaling factor for dx ?

- No, since rotation does not "stretch" or "squeeze"

$$\begin{aligned} J &= \int_{\mathbb{R}} f(x) dx = \int_{\mathbb{R}^2} f(R^T y) dy = \int \tilde{g}(y_1) 1 dy_1 dy_2 \\ &= \int \tilde{f}(y_1) = \tilde{g}(y_1) 1 dy_1 \\ &= \tilde{f}(R y) \\ &= f(x) = \tilde{f}(R^T y) \end{aligned}$$

