

Assignment 2 - solutions

Jacques Carette

```
[ > restart;  
[ > with(VectorCalculus):
```

Q1

The position, in cartesian coordinates is given by a piecewise function; the pieces are (as vectors):

```
> p1,p2 := PositionVector([t,t^3,0]),  
PositionVector([t,0,t^3]);
```

$$p1, p2 := \begin{bmatrix} t \\ t^3 \\ 0 \end{bmatrix}, \begin{bmatrix} t \\ 0 \\ t^3 \end{bmatrix}$$

We need to show that the position, velocity and acceleration are continuous, but that the Normal vector is not.

```
> r := zip((a,b)->piecewise(t<0,a,b),p1,p2);
```

$$r := \begin{bmatrix} \begin{cases} t & t < 0 \\ t & \text{otherwise} \end{cases} \\ \begin{cases} t^3 & t < 0 \\ 0 & \text{otherwise} \end{cases} \\ \begin{cases} 0 & t < 0 \\ 0 & \text{otherwise} \end{cases} \\ \begin{cases} 0 & t < 0 \\ t^3 & \text{otherwise} \end{cases} \end{bmatrix}$$

We need to compute the limit at 0 of the position (internally computes left and right limits):

```
> map(limit, r, t=0);
```

$$\begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

The velocity can then be derived as

```
> v := diff(r, [t]);
```

$$v := \begin{bmatrix} 1 \\ \begin{cases} 3t^2 & t \leq 0 \\ 0 & 0 < t \end{cases} \\ \begin{cases} 0 & t \leq 0 \\ 3t^2 & 0 < t \end{cases} \end{bmatrix}$$

We can do the same thing for the velocity

```
> map(limit, v, t=0);
```

$$\begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

and the acceleration too:

```
> a := diff(v, t): map(limit, a, t=0);
```

$$\begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

The simplest way to define a normal is to find a unit vector which is perpendicular to $T(t)$. Here we will save ourselves some trouble:

```
> N := map(simplify, TNBFrame(r, t, output=['N'])) assuming
t::real;
```

$$N := \begin{bmatrix} -\frac{3|t|t}{\sqrt{1+9t^4}} \\ \begin{cases} -\frac{1}{\sqrt{1+9t^4}} & t < 0 \\ 1 & t = 0 \\ 0 & 0 < t \leq 0 \end{cases} \\ \begin{cases} 0 & t \leq 0 \\ \frac{1}{\sqrt{1+9t^4}} & 0 < t \end{cases} \end{bmatrix}$$

And now we can compute the limits:

```
> map(limit, N, t=0, left), map(limit, N, t=0, right);
```

$$\begin{bmatrix} 0 \\ -1 \\ 0 \end{bmatrix}, \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

from which we can see that the normal moves discontinuously

>

- Q2

Let a curve C in cartesian coordinates be given by

```
> r :=
PositionVector([ (sin(t)*cos(t)*(16*cos(t)^4-20*cos(t)^2+5),
(16*cos(t)^4-12*cos(t)^2+1)*sin(t)^2,
(16*cos(t)^4-12*cos(t)^2+1)*sin(t)^2 ]);
```

$$r := \begin{bmatrix} \sin(t) \cos(t) (16 \cos(t)^4 - 20 \cos(t)^2 + 5) \\ (16 \cos(t)^4 - 12 \cos(t)^2 + 1) \sin(t)^2 \\ (16 \cos(t)^4 - 12 \cos(t)^2 + 1) \sin(t)^2 \end{bmatrix}$$

As the hint says, this can be simplified since the above contains an expanded form of $\cos(5*t)$ and $\sin(5*y)$, viz

```
> expand(cos(5*t)), expand(sin(5*t));
```

$$16 \cos(t)^5 - 20 \cos(t)^3 + 5 \cos(t), 16 \sin(t) \cos(t)^4 - 12 \sin(t) \cos(t)^2 + \sin(t)$$

So we can see that r has a common factor of $\sin(t)$, and the rest being:

```
> r1 := map(combine, expand(r/sin(t)));
```

$$r1 := \begin{bmatrix} \cos(5t) \\ \sin(5t) \\ \sin(5t) \end{bmatrix}$$

thus we really need to work with

> `r2 := map(x->x*sin(t), r1);`

$$r2 := \begin{bmatrix} \cos(5t) \sin(t) \\ \sin(5t) \sin(t) \\ \sin(5t) \sin(t) \end{bmatrix}$$

We can change coordinates:

> `Cspherical := MapToBasis(Vector(r2), spherical);`

$$Cspherical := \sqrt{\cos(5t)^2 \sin(t)^2 + 2 \sin(5t)^2 \sin(t)^2} \mathbf{e}_r + \arctan(\sqrt{\cos(5t)^2 \sin(t)^2 + \sin(5t)^2 \sin(t)^2}, \sin(5t) \sin(t)) \mathbf{e}_\phi + \arctan(\sin(5t) \sin(t), \cos(5t) \sin(t)) \mathbf{e}_\theta$$

This is messy. However, one can fairly easily see that the expression for theta is $\arctan(\tan(5t))$, so that $\theta = 5t$. Phi comes out to $\arctan(|\sin(t)|/(\sin(t) \sin(5t)))$. Since \arctan is even, that is $\arctan(1/\sin(5t))$. r comes out to $|\sin(t)| * \sqrt{1 + \sin(5t)^2}$.

The main conclusion is that there was a transcription error somewhere... I meant $\theta = 5t$, $\phi = t$, and $r = 1$! I am surprised no one caught this.

We can still compute the answer, but it is messy

> `v := diff(Cspherical, t);`

$$v := \frac{1}{2} \frac{10 \cos(5t) \sin(t)^2 \sin(5t) + 2 \cos(5t)^2 \sin(t) \cos(t) + 4 \sin(5t)^2 \sin(t) \cos(t)}{\sqrt{\cos(5t)^2 \sin(t)^2 + 2 \sin(5t)^2 \sin(t)^2}} \mathbf{e}_r + \left(\frac{1}{2} \frac{2 \cos(5t)^2 \sin(t) \cos(t) + 2 \sin(5t)^2 \sin(t) \cos(t)}{\sqrt{\cos(5t)^2 \sin(t)^2 + \sin(5t)^2 \sin(t)^2} \sin(5t) \sin(t)} - \frac{5 \sqrt{\cos(5t)^2 \sin(t)^2 + \sin(5t)^2 \sin(t)^2} \cos(5t)}{\sin(5t)^2 \sin(t)} - \frac{\sqrt{\cos(5t)^2 \sin(t)^2 + \sin(5t)^2 \sin(t)^2} \cos(t)}{\sin(5t) \sin(t)^2} \right) / \left(1 + \frac{\cos(5t)^2 \sin(t)^2 + \sin(5t)^2 \sin(t)^2}{\sin(5t)^2 \sin(t)^2} \right) \mathbf{e}_\phi + \frac{5 + \frac{5 \sin(5t)^2}{\cos(5t)^2}}{1 + \frac{\sin(5t)^2}{\cos(5t)^2}} \mathbf{e}_\theta$$

> `v2 := combine(simplify(v));`

$$v2 := \frac{-3 \sin(12t) - 2 \sin(8t) + 5 \sin(10t) + 3 \sin(2t)}{\sqrt{12 - 4 \cos(10t) - 12 \cos(2t) + 2 \cos(8t) + 2 \cos(12t)}} \mathbf{e}_r + \frac{10 \operatorname{csgn}(\sin(t)) \cos(5t)}{-3 + \cos(10t)} \mathbf{e}_\phi + 5 \mathbf{e}_\theta$$

> `a := diff(v2, t);`

$$a := \left(\frac{-36 \cos(12t) - 16 \cos(8t) + 50 \cos(10t) + 6 \cos(2t)}{\sqrt{12 - 4 \cos(10t) - 12 \cos(2t) + 2 \cos(8t) + 2 \cos(12t)}} - \frac{1}{2} \right. \\ \left. (-3 \sin(12t) - 2 \sin(8t) + 5 \sin(10t) + 3 \sin(2t)) \right. \\ \left. (40 \sin(10t) + 24 \sin(2t) - 16 \sin(8t) - 24 \sin(12t)) / \right. \\ \left. (12 - 4 \cos(10t) - 12 \cos(2t) + 2 \cos(8t) + 2 \cos(12t))^{(3/2)} \right) \mathbf{e}_r + \left(\right. \\ \left. \frac{10 \operatorname{csgn}(1, \sin(t)) \cos(5t)}{-3 + \cos(10t)} - \frac{50 \operatorname{csgn}(\sin(t)) \sin(5t)}{-3 + \cos(10t)} \right. \\ \left. + \frac{100 \operatorname{csgn}(\sin(t)) \cos(5t) \sin(10t)}{(-3 + \cos(10t))^2} \right) \mathbf{e}_\phi$$

> **combine(simplify(a));**

$$(47 - 47 \cos(2t) - 156 \cos(10t) - 9 \cos(22t) + 93 \cos(12t) - 4 \cos(18t) + 63 \cos(8t) \\ + 13 \cos(20t)) / (-3 \sqrt{12 - 4 \cos(10t) - 12 \cos(2t) + 2 \cos(8t) + 2 \cos(12t)} \\ + \sqrt{12 - 4 \cos(10t) - 12 \cos(2t) + 2 \cos(8t) + 2 \cos(12t)} \cos(10t)) \mathbf{e}_r + (\\ -50 \operatorname{csgn}(1, \sin(t)) \cos(5t) + 10 \operatorname{csgn}(1, \sin(t)) \cos(15t) + 450 \operatorname{csgn}(\sin(t)) \sin(5t) \\ + 50 \operatorname{csgn}(\sin(t)) \sin(15t)) / (19 - 12 \cos(10t) + \cos(20t)) \mathbf{e}_\phi$$

Long term behaviour [would have been easy if the coords were (1,t,5*t) !]. In this case, the limit as t->infinity is a real mess.

>

- Q3

> **restart; with(VectorCalculus);**

Some example. We can take our point b to be fixed at the origin, and the 'center' of the object to be moving. For simplicity, let the angular velocity be constant:

> **omega := <4, 5, 6>;**

$$\omega := 4 \mathbf{e}_x + 5 \mathbf{e}_y + 6 \mathbf{e}_z$$

Then we need to have

> **Vcen = - CrossProduct(omega, <r1, r2, r3>);**

$$Vcen = (-5 r_3 + 6 r_2) \mathbf{e}_x + (-6 r_1 + 4 r_3) \mathbf{e}_y + (-4 r_2 + 5 r_1) \mathbf{e}_z$$

We can actually pick r to be constant, since r is a relative difference. For example

> **Vcen = - CrossProduct(omega, <1, 1, 1>);**

$$Vcen = \mathbf{e}_x - 2 \mathbf{e}_y + \mathbf{e}_z$$

In other words, from the center's perspective, it is always going in a particular direction -- but that is an illusion caused by the rotation of the frame.

A completely similar computation can be done for the acceleration.

A better example would be one where the situation is 'physical'.

>

- Q4

Answer to this one to be provided later.

>

- Q5

The goal is to solve $\text{Skew}(\omega) = \text{diff}(R(t), t) * \text{Transpose}(R(t))$. We have that

> `r := expand(<(1-t^2)*cos(Pi*t), (1-t^2)*sin(Pi*t), t^2>/sqrt((1-t^2)^2+t^4));`

$$r := \frac{(1-t^2)\cos(\pi t)}{\sqrt{1-2t^2+2t^4}} \mathbf{e}_x + \frac{(1-t^2)\sin(\pi t)}{\sqrt{1-2t^2+2t^4}} \mathbf{e}_y + \frac{t^2}{\sqrt{1-2t^2+2t^4}} \mathbf{e}_z$$

> `assume(t::RealRange(Open(-1), Open(1)));`

One way to do this is to derive a system of axes. But if we look, r is already normalized:

> `rn := Normalize(r);`

$$rn := \frac{(1-t^2)\cos(\pi t)}{\sqrt{1-2t^2+2t^4}} \mathbf{e}_x + \frac{(1-t^2)\sin(\pi t)}{\sqrt{1-2t^2+2t^4}} \mathbf{e}_y + \frac{t^2}{\sqrt{1-2t^2+2t^4}} \mathbf{e}_z$$

So we can 'guess' that in spherical coordinates, this will be nice. In fact:

> `rn := simplify(MapToBasis(Vector([1, arctan((1-t^2)/t^2), Pi*t], coords='spherical'), cartesian));`

$$rn := -\frac{(-1+t^2)\cos(\pi t)}{\sqrt{1-2t^2+2t^4}} \mathbf{e}_x - \frac{(-1+t^2)\sin(\pi t)}{\sqrt{1-2t^2+2t^4}} \mathbf{e}_y + \frac{t^2}{\sqrt{1-2t^2+2t^4}} \mathbf{e}_z$$

Instead of bashing our heads against giant formulas for R and R', let's use this. We have that

> `(rho, theta, phi) := (1, arctan((1-t^2)/t^2), Pi*t);`

$$\rho, \theta, \phi := 1, \arctan\left(\frac{1-t^2}{t^2}\right), \pi t$$

So we can simply look at the motion matrix (2.31) to get that

> `eqns := simplify({(-u3 = diff(theta,t)*cos(phi), u2 = -diff(theta,t)*sin(phi), -u1 = diff(phi,t))});`

$$eqns := \left\{ -u3 = -\frac{2t\cos(\pi t)}{1-2t^2+2t^4}, u2 = \frac{2t\sin(\pi t)}{1-2t^2+2t^4}, -u1 = \pi \right\}$$

> `solve(eqns, {u1, u2, u3});`

$$\left\{ u2 = \frac{2t\sin(\pi t)}{1-2t^2+2t^4}, u3 = \frac{2t\cos(\pi t)}{1-2t^2+2t^4}, u1 = -\pi \right\}$$

>

- Q6

> `restart;`

> `x := <r*cos(omega*t), r*sin(omega*t), 1>; F1 := <1,1,1>;`

> `W1 := int(F1.VectorCalculus[diff](x,t), t=0..2*Pi/omega);`

$$W1 := 0$$

Work is 0 over that time period - force is conservative. In general,

> `W := int(F1.VectorCalculus[diff](x,t),t=0..T) assuming T>0;`

$$W := -r + r \cos(\omega T) + r \sin(\omega T)$$

> `res := solve(diff(W,T)=0,T);`

$$res := \frac{\pi}{4 \omega}$$

> `eval(diff(W,T,T),T=res);`

$$-r \sqrt{2} \omega^2$$

So the work is a maximum when $T = \text{Pi}/(4*\text{omega})$ since the above is negative.

> `F2 := <t,t,1>:`

> `W2 :=`

`int(LinearAlgebra[DotProduct](F2,VectorCalculus[diff](x,t), conjugate=false),t=0..2*Pi/omega);`

$$W2 := \frac{2 r \pi}{\omega}$$

Work is not zero. In general:

> `W :=`

`int(LinearAlgebra[DotProduct](F2,VectorCalculus[diff](x,t), conjugate=false),t=0..T) assuming T>0;`

$$W := \frac{r(-1 - \sin(\omega T) + \cos(\omega T) \omega T + \cos(\omega T) + \sin(\omega T) \omega T)}{\omega}$$

> `solve(normal(diff(W,T))=0,T);`

$$0, \frac{\pi}{4 \omega}$$

There are maximums at 0 and at $\text{Pi}/(4*\text{omega})$.

> `eval(diff(W,T,T),T=0), eval(diff(W,T,T),T=Pi/(4*omega));`

$$r \omega, -\frac{r \sqrt{2} \omega \pi}{4}$$

The $T=0$ is a minimum, $T=\text{Pi}/(4*\text{omega})$ is a maximum.

>