

# Test 1 Correction: Polar Coordinates and Kinematics

National School of Autonomous Systems

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## Problem Statement

A point-like object **P** moves in the xy plane. Its velocity in the polar coordinate system is given by a velocity-time graph showing the radial velocity  $v_r$  and transverse (circumferential) velocity  $v_\theta$  components.

### Initial Conditions:

- At  $t = 0$ :  $r(0) = 1$  m,  $\theta(0) = 0$
- Time range:  $t = 0$  to  $t = 7$  seconds
- Units: velocity in m/s, time in seconds

## Exercise 1: Parametric Equations in Polar Coordinates

### Part a) Radial Position $r(t)$

The radial position is found by integrating the radial velocity:

$$r(t) = r_0 + \int_0^t v_r(\tau) d\tau$$

where  $r_0 = 1$  m is the initial radius.

For discrete time steps with  $\Delta t = 1$  s:

$$r_{n+1} = r_n + v_{r,n} \cdot \Delta t$$

### Part b) Angular Position $\theta(t)$

The angular velocity is related to transverse velocity by:

$$\dot{\theta} = \frac{v_\theta(t)}{r(t)}$$

Integrating:

$$\theta(t) = \theta_0 + \int_0^t \frac{v_\theta(\tau)}{r(\tau)} d\tau$$

where  $\theta_0 = 0$ .

For discrete time steps:

$$\theta_{n+1} = \theta_n + \frac{v_{\theta,n}}{r_n} \cdot \Delta t$$

## Exercise 2: Completing the Table

### Procedure:

1. **Read velocity values** from Figure 1 (velocity-time graph) at each time  $t = 0, 1, 2, \dots, 7$  s
2. **Calculate**  $r(t)$  using the recursive formula above
3. **Calculate**  $\theta(t)$  using the recursive formula above

### Template Table for Results:

t (s)	$v_r$ (m/s)	$v_\theta$ (m/s)	r (m)	$\theta$ (rad)
0	[from graph]	[from graph]	1.000	0.000
1	[from graph]	[from graph]	—	—
2	[from graph]	[from graph]	—	—
3	[from graph]	[from graph]	—	—
4	[from graph]	[from graph]	—	—
5	[from graph]	[from graph]	—	—
6	[from graph]	[from graph]	—	—
7	[from graph]	[from graph]	—	—

**Note:** The dashes (—) represent values to be calculated using the formulas above.

## Exercise 3: Acceleration Components in Polar Coordinates

### Formulas

The acceleration in polar coordinates has two components:

#### Radial Acceleration:

$$a_r = \dot{v}_r - r\dot{\theta}^2 = \frac{dv_r}{dt} - r\left(\frac{v_\theta}{r}\right)^2$$
$$a_r = \frac{dv_r}{dt} - \frac{v_\theta^2}{r}$$

#### Transverse Acceleration:

$$a_\theta = r\ddot{\theta} + 2\dot{r}\dot{\theta} = r\frac{d}{dt}\left(\frac{v_\theta}{r}\right) + 2v_r\frac{v_\theta}{r}$$
$$a_\theta = \frac{dv_\theta}{dt} + 2\frac{v_r \cdot v_\theta}{r}$$

### Calculating Derivatives using Finite Differences:

$$\left. \frac{dv_r}{dt} \right|_{t_n} \approx \frac{v_{r,n+1} - v_{r,n}}{\Delta t}$$

$$\left. \frac{dv_\theta}{dt} \right|_{t_n} \approx \frac{v_{\theta,n+1} - v_{\theta,n}}{\Delta t}$$

### Total Acceleration Magnitude:

$$a = \sqrt{a_r^2 + a_\theta^2}$$

### Exercise 4: Vectors at $t = 2$ s

#### At this time point, you should:

1. **Locate position** using  $r(2)$  and  $\theta(2)$
2. **Draw velocity vector** with components:
  - Radial:  $v_r(2)$
  - Transverse:  $v_\theta(2)$
3. **Draw acceleration vector** with components:
  - Radial:  $a_r(2)$
  - Transverse:  $a_\theta(2)$

Use an appropriate scale (e.g., 1 cm = 0.5 m/s) and place vectors at the computed position.

### Exercise 5: Tangential and Normal Accelerations

#### Speed:

$$v = \sqrt{v_r^2 + v_\theta^2}$$

#### Tangential Acceleration (along velocity):

$$a_T = \frac{dv}{dt} = \frac{v_r a_r + v_\theta a_\theta}{v}$$

#### Normal Acceleration (perpendicular to velocity):

$$a_N = \frac{v^2}{\rho}$$

where  $\rho$  is the radius of curvature. Alternatively:

$$a_N = \sqrt{a^2 - a_T^2}$$

## Exercise 6: Trajectory Plot

### To draw the trajectory:

1. Convert each  $(r, \theta)$  pair to Cartesian coordinates:
  - $x = r \cos \theta$
  - $y = r \sin \theta$
2. Plot all points on an xy-plane
3. Connect the points in time order to show the path of motion
4. Mark the starting point  $(x_0, y_0)$  at  $t = 0$
5. Mark intermediate times (especially  $t = 2$  s) and final position

### Summary of Key Relationships

#### Polar Velocity:

$$\vec{v} = \dot{r} \mathbf{u}_r + r\dot{\theta} \mathbf{u}_\theta = v_r \mathbf{u}_r + v_\theta \mathbf{u}_\theta$$

#### Polar Acceleration:

$$\vec{a} = (\ddot{r} - r\dot{\theta}^2) \mathbf{u}_r + (r\ddot{\theta} + 2\dot{r}\dot{\theta}) \mathbf{u}_\theta$$

#### Relations:

- $v_r = \dot{r}$
- $v_\theta = r\dot{\theta}$
- $a_r = \ddot{r} - r\dot{\theta}^2 = \dot{v}_r - \frac{v_\theta^2}{r}$
- $a_\theta = r\ddot{\theta} + 2\dot{r}\dot{\theta} = \dot{v}_\theta + 2\frac{v_r v_\theta}{r}$

### General Approach to Solution

#### Step 1: Extract Data from Graph

Read the velocity values for  $v_r$  and  $v_\theta$  at each second from the provided velocity-time graph.

#### Step 2: Calculate Positions

Use numerical integration to compute  $r(t)$  and  $\theta(t)$  for each time step.

#### Step 3: Calculate Accelerations

Use the finite difference formulas to compute  $a_r$  and  $a_\theta$ .

#### Step 4: Draw and Plot

Create diagrams showing vectors at  $t = 2$  s and the full trajectory.

## Step 5: Verify

Check that units are consistent and magnitudes are reasonable.

## Notes for Students

- **Significant Figures:** Maintain appropriate precision based on your measured graph data
- **Units:** Always include units in your calculations (m, s, m/s, m/s<sup>2</sup>, rad, rad/s)
- **Graphs:** Use proper scales, label axes, and include a legend
- **Explanations:** Document your reasoning for each step
- **Communication devices:** Ensure all phones are turned off during the exam as instructed

## Appendix: Conversion Formulas

If you need to convert between coordinate systems:

### Polar to Cartesian:

$$x = r \cos \theta$$

$$y = r \sin \theta$$

### Cartesian to Polar:

$$r = \sqrt{x^2 + y^2}$$

$$\theta = \arctan 2(y, x)$$

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