

## Graphical Analysis in Polar Coordinates

Douglas Meade, Ronda Sanders, and Xian Wu

Department of Mathematics

### Overview

One of the most challenging aspects to polar coordinates is being able to visualize the graph of a polar function,  $r = f(\theta)$ . An animation showing exactly how the curve is traced out as the angle moves through its domain is even more useful than a static graph of the function.

The simplest polar plots can be created with the `plot` command — with one additional argument. To create an animation in polar coordinates it is easier to work with a *parametric form* of the equation. (Parametric curves will be discussed in more detail in Calculus III.)

### Related Course Material/Preparation

- §11.1.
- Know the basic conversions between rectangular and polar coordinates:

$$\begin{aligned} r &= \sqrt{x^2 + y^2} & x &= r \cos(\theta) \\ \tan \theta &= \frac{y}{x} & y &= r \sin(\theta) \end{aligned}$$

- Remember that all angles need to be specified in radians.
- Be prepared to create some surprising plots that would be almost impossible to create in rectangular coordinates.

### Maple Essentials

- The *PolarCurveID* and *Basic14Polar* maplets are available from the course website (last column in Lab 14):

<http://www.math.sc.edu/calclab/142L-S07/labs>

- New Maple commands introduced in this lab include:

Command	Description
<code>arctan( y, x )</code>	two-argument version of the inverse tangent this is essentially equivalent to <code>arctan(y/x)</code> except that the signs of <code>x</code> and <code>y</code> are used to extend the range from $(-\frac{\pi}{2}, \frac{\pi}{2})$ to $(-\pi, \pi)$ ; this modification makes the two-argument <code>arctan</code> ideal for converting from rectangular to polar coordinates
<code>plot( ..., coords=polar );</code>	plot a function in polar coordinates the most common usage is: > <code>R :=t-&gt; 2*cos(4*t)</code> > <code>plot( R(t), t=0..2*Pi, coords=polar );</code>
<code>animatecurve</code>	animated sketch of a curve e.g., the limaçon $r = 1 + 3 \sin(\theta)$ could be animated as follows: > <code>R :=t-&gt; 1 + 3*sin( t );</code> > <code>animatecurve([R(t),t,t=0..2*Pi], coords=polar);</code> <b>Note:</b> Execute with <code>( plots )</code> : before using <code>animatecurve</code> .
<code>unassign</code>	remove assignments from a Maple name to prevent the name from evaluating to its value, it is necessary to enclose each name in single quotes, e.g., > <code>unassign( 'x', 'y', 'r' );</code>

### Activities

- Convert the following points to polar coordinates:  $(2,0)$ ,  $(3,3)$ ,  $(0,2)$ ,  $(-2,3)$ ,  $(-2,-5)$ ,  $(0,-3)$ ,  $(1,-\sqrt{3})$ . **Note:** Compare the angles obtained with  $\arctan(y/x)$  and  $\arctan(y,x)$ .
- Create plots of the unit circle,  $x^2 + y^2 = 1$ , in both rectangular and polar coordinates.  
**Note:** In which coordinate system is it easier to plot the unit circle?

- For each of the curves below:

- Find a parameter interval that traces the curve exactly once.
- Plot the curve in polar coordinates.
- Animate the sketching of the curve.

**Hint:** A polar function  $r = f(\theta)$  can be written in parametric form as  $r = f(t)$ ,  $\theta = t$ .

**Note:** Optional arguments to the `animatecurve` command include:

- `frames=num` creates an animation with *num* frames; the default number of frames is 16.
- `numpoints=num` instructs Maple to use *num* points in each frame of an animation; the default number of points is 50.

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| (i) $r = 2 + \sin(\theta)$                   | (ii) $r = \cos(4\theta)$                                   | (iii) $r = 3(1 - \cos(\theta))$                   |
| (iv) $r = \sin\left(\frac{\theta}{5}\right)$ | (v) $r = \sin(\theta) + \cos\left(\frac{\theta}{3}\right)$ | (vi) $r = 2 + \sin\left(\frac{5\theta}{3}\right)$ |
| (vii) $r = \ln(\theta)$                      | (viii) $r = \frac{\theta}{2}$                              | (ix) $r = 1 + (\cos(\theta))^3$                   |
| (x) $r = (\cos(\theta))^2$                   | (xi) $r^2 = \cos(2\theta)$                                 |   |

- The polar function  $r = e^{\cos(\theta)} - 2\cos(4\theta) + \left(\sin\left(\frac{\theta}{4}\right)\right)^3$  is called the “butterfly curve”.
  - Find a parameter interval that traces this curve exactly once.
  - Plot or animate the curve.

### Assignment

- There is no assignment this week but you need to complete an end-of-course survey. Your TA has instructions for turning in the survey.
- You have just completed the last math-142 lab. Congratulations and have a great break!