Graphical Analysis in Polar Coordinates

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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. An animation in polar coordinates can be created easily with the animatecurve command.

Related Course Material/Preparation

- Calculus Text: §10.3 and §10.4. Maple Text: §3.4.
- Know the basic conversions between rectangular and polar coordinates:

$$r = \sqrt{x^2 + y^2}$$
 $x = r\cos(\theta)$
 $\tan \theta = y/x$ $y = r\sin(\theta)$

- 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

• To identify and see some basic polar curves, you may want to check out the *PolarCurveID* and *Basic14Polar* maplets, which are available from the course website (last column in Lab 13):

• New Maple commands introduced in this lab include:

Command	Description
arctan(y, x)	Two-argument version of the inverse tangent.
	This is essentially equivalent to arctan(y/x) except that the
	signs of x and y are used to extend the range from $\left(-\frac{\pi}{2}, \frac{\pi}{2}\right)$ to
	$(-\pi,\pi)$; this modification makes the two-argument arctan ideal
	for converting from rectangular to polar coordinates.
plot(,	Plot a function in polar coordinates. Example:
<pre>coords=polar);</pre>	> R :=t-> 2*cos(4*t);
	> plot(R(t), t=02*Pi, coords=polar);
animatecurve	Animated sketch of a curve. Example:
	The limaçon $r = 1 + 3\sin(\theta)$ could be animated as follows:
	> R :=t-> 1 + 3*sin(t);
	> animatecurve([R(t),t,t=02*Pi], coords=polar);
	Note: Ned to execute with (plots): before using animatecurve.

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Activities

- 1. 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 $\arctan(y/x)$.
- 2. For each of the curves below:
 - Plot the curve in polar coordinates.
 - Animate the sketching of the curve.
 - When applicable, find the range that traces the curve <u>exactly</u> once. **Note:** Optional arguments to the animatecurve command <u>include</u>:
 - frames=n creates an animation with n frames; the default is frames=16.
 - numpoints=n instructs Maple to use n points in each frame of an animation; the default is numpoints=50.

3. 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". Plot and animate the curve to see why.

Working with Maple

```
> with(plots):
```

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Activity 1:
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```
> x:=-1;
> y:=3;
> r:=sqrt(x^2+y^2);
> theta:=arctan(y,x);
> theta:=evalf(%);
> [r,theta];
Activity 2.2:
> r2:=t->cos(3*t);
```

> plot(r2(t),t=0..2*Pi,coords=polar);

> animatecurve([r2(t),t,t=0..2*Pi],coords=polar,numpoints=100);

We used t from 0 to 2π and it traced the curve twice. The range that traces the curve once is hence equal to π .

Activity 3:

```
> r:=t->exp(cos(t))-2*cos(4*t)+(sin(t/4))^3;
> plot(r(t),t=0..8*Pi,coords=polar);
> animatecurve([r(t),t,t=0..4*Pi],coords=polar,numpoints=100);
```

Assignment

Complete lab activities and your lab instructor will give other assignment for each section.

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