

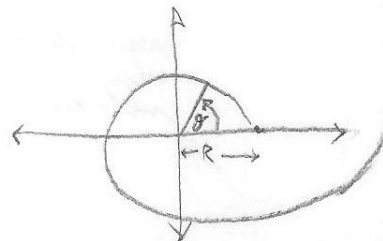
Aux 3.

P1

Exponencial Exponencial: (1)

$$x(\theta) = R e^{k\theta} \cos(\theta)$$

$$y(\theta) = R e^{k\theta} \sin(\theta)$$



ojo: R es un parámetro constante!

$$\theta \in [0, 2\pi] \quad \text{con } |\vec{v}| = v_0$$

$$k > 0$$

a) Polares: como x e y ya están en términos de θ , sólo nos falta deducir el valor de la coordenada r .

$$\left(\begin{array}{l} \text{cartesianas a polares} \\ x \rightarrow r = \sqrt{x^2 + y^2} \\ y \rightarrow \tan \theta = \frac{y}{x} \end{array} \right)$$

$$\Rightarrow r = \sqrt{x^2(\theta) + y^2(\theta)}$$

$$\stackrel{(1)}{\downarrow} = \sqrt{R^2 e^{2k\theta} \cos^2 \theta + R^2 e^{2k\theta} \sin^2 \theta}$$

$$= \underbrace{|R e^{k\theta}|}_{\text{positivo}} \sqrt{\cos^2 \theta + \sin^2 \theta} = R e^{k\theta}$$

- luego sabemos que en polares:

$$\vec{r} = r \hat{r} \quad \text{entonces:}$$

$$\Rightarrow \boxed{\vec{r}(\theta) = R e^{k\theta} \hat{r}} \quad (2)$$

b) velocidad en polares: $\vec{v} = r \dot{\theta} \hat{\theta} + \dot{r} \hat{r}$

$$(2) \Rightarrow r = R e^{k\theta} \quad \xrightarrow{\text{derivando en } t} \Rightarrow \dot{r} = R e^{k\theta} k \dot{\theta} = k r \dot{\theta} \Rightarrow \dot{r} = k r \dot{\theta} \quad (3)$$

- la rapidez es constante! $|\vec{v}|^2 = r^2 \dot{\theta}^2 + \dot{r}^2 = v_0^2 \quad (3)$

- usando (3) $\Rightarrow \frac{\dot{r}^2}{k^2} + \dot{r}^2 = v_0^2 \Rightarrow \dot{r} = \frac{k v_0}{\sqrt{1+k^2}} \Rightarrow r \dot{\theta} = \frac{v_0}{\sqrt{1+k^2}}$

$$\dot{r}^2 \left(\frac{1+k^2}{k^2} \right) = v_0^2$$

(4)

- Luego usando (4) obtenemos la velocidad en polares:

$$\Rightarrow \vec{v} = \frac{v_0}{\sqrt{1+k^2}} (\hat{\theta} + k \hat{r}) \quad (5)$$

ojo: (5) cumple con el enunciado! $|\vec{v}| = \frac{v_0}{\sqrt{1+k^2}} \sqrt{1+k^2} = v_0 \quad \checkmark$

c) aceleración en polares: $\vec{a} = (\ddot{r} - r\dot{\theta}^2) \hat{r} + (2\dot{r}\dot{\theta} + r\ddot{\theta}) \hat{\theta}$

$$(4) \Rightarrow \dot{r} = \frac{kv_0}{\sqrt{1+k^2}} = \text{cte} \Rightarrow \ddot{r} = 0 \quad (6)$$

$$(4) \Rightarrow \dot{\theta} = \frac{1}{r} \frac{v_0}{\sqrt{1+k^2}} \Rightarrow \ddot{\theta} = \frac{v_0}{\sqrt{1+k^2}} \left(\frac{-\dot{r}}{r^2} \right) \stackrel{(4)}{=} \frac{-kv_0^2}{(1+k^2)r^2} \quad (7)$$

- usando (4), (6) y (7) obtenemos la aceleración:

$$\Rightarrow \vec{a} = \left(0 - r \frac{1}{r^2} \frac{v_0^2}{1+k^2} \right) \hat{r} + \left(\frac{2kv_0^2}{r(1+k^2)} - \frac{kv_0^2}{(1+k^2)} \frac{r}{r^2} \right) \hat{\theta}$$

$$\Rightarrow \vec{a} = \frac{v_0}{r(1+k^2)} (-\hat{r} + k\hat{\theta}) \quad (8)$$

$$d) \text{ calculamos producto punto: } \vec{v} \cdot \vec{a} \stackrel{(5),(8)}{=} \frac{v_0^2}{r(1+k^2)^{3/2}} \left(\underset{0}{\cancel{k} - k} \right) = 0$$

$$\vec{v} \cdot \vec{a} = 0 \Leftrightarrow \vec{v} \perp \vec{a} \quad (\vec{v} \text{ y } \vec{a} \text{ son siempre ortogonales en este problema})$$

c) - De (4) podemos calcular $r = r(t)$: $\dot{r} = \frac{dr}{dt} = \frac{kv_0}{\sqrt{1+k^2}}$

$$\Rightarrow \int_{r(t=0)=R}^r dr = \int_0^t \frac{kv_0}{\sqrt{1+k^2}} dt \Rightarrow \boxed{r(t) = \frac{kv_0}{\sqrt{1+k^2}} t + R} \quad (9)$$

- De (4) ahora tenemos la velocidad angular: $r\dot{\theta} = \frac{v_0}{\sqrt{1+k^2}}$

$$\Rightarrow \dot{\theta} = \frac{\frac{v_0}{\sqrt{1+k^2}}}{\frac{kv_0}{\sqrt{1+k^2}} t + R} \Rightarrow \boxed{\dot{\theta}(t) = \frac{1}{k} \frac{1}{t + \frac{R\sqrt{1+k^2}}{kv_0}}} \quad (10)$$

velocidad angular

- si integramos (10) obtenemos el ángulo θ en función del tiempo:

$$(10) \Rightarrow \dot{\theta} = \frac{d\theta}{dt} \Rightarrow \int_{\theta=0}^{\theta} d\theta = \frac{1}{k} \int_0^t \frac{dt}{t + \frac{R\sqrt{1+k^2}}{kv_0}} = \frac{1}{k} \ln \left(t + \frac{R\sqrt{1+k^2}}{kv_0} \right) \Big|_0^t$$

- ajustando los logaritmos:

$$\Rightarrow \boxed{\theta(t) = \frac{1}{k} \ln \left(\frac{v_0 k}{R\sqrt{1+k^2}} t + 1 \right)}$$

P2 Problema en como:

a) - semáforo $\frac{\pi}{4} \Rightarrow \theta = \frac{\pi}{4}$ (constante!) $\Rightarrow \dot{\theta} = \ddot{\theta} = 0$ (1)

- rapidez radial igual a $c \Rightarrow \dot{r} = c \Rightarrow \ddot{r} = 0$ (constante!)

- Posición radial igual a cero $\Rightarrow \dot{r} = c \Rightarrow \int_{r_0}^r dr = \int_0^t c dt$

$\Rightarrow r(t) - r(t=0) = ct \Rightarrow r(t) = ct$ (2)

- Trayectoria descrita por: $\phi = 2\pi \frac{r}{R} \Rightarrow \dot{\phi} = 2\pi \frac{\dot{r}}{R} \stackrel{(2)}{=} \frac{2\pi c}{R} \Rightarrow \ddot{\phi} = 0$ (3)

- velocidad en esférico: $\vec{v} = \dot{r} \hat{r} + r \dot{\theta} \hat{\theta} + r \dot{\phi} \sin \theta \hat{\phi}$

$\Rightarrow \vec{v} \stackrel{(3)}{=} c \hat{r} + 0 + ct \frac{2\pi c}{R} \sin \frac{\pi}{4} \hat{\phi} \Rightarrow \vec{v} = c \hat{r} + \frac{\pi c^2 \sqrt{2}}{R} t \hat{\phi}$ (4)

- aceleración en esférico: $\vec{a} = (CORRECHO)$

* por mundo (1), (2) y (3) nos queda:

$\vec{a} = \left[0 - 0 - (ct) \left(\frac{2\pi c}{R} \right)^2 \left(\sin^2 \frac{\pi}{4} \right) \right] \hat{r} + \left[0 + 0 - (ct) \left(\frac{2\pi c}{R} \right)^2 \left(\sin \frac{\pi}{4} \cos \frac{\pi}{4} \right) \right] \hat{\theta}$
 $+ \left[2(c) \left(\frac{2\pi c}{R} \right) \left(\sin \frac{\pi}{4} \right) + 0 + 0 \right] \hat{\phi}$

$\Rightarrow \vec{a} = \frac{\pi c^2 \sqrt{2}}{R} \left(-\frac{\pi c \sqrt{2}}{R} t \hat{r} - \frac{\pi c \sqrt{2}}{R} t \hat{\theta} + 2 \hat{\phi} \right)$ (5)

b) - rapidez: $|\vec{v}| = v = \sqrt{c^2 + \left(\frac{\pi c^2 \sqrt{2}}{R} t\right)^2} \Rightarrow v = c \sqrt{1 + \left(\frac{\pi c \sqrt{2}}{R} t\right)^2}$ (6)

- con (6) podemos calcular el tiempo t^* en que la rapidez es $v = 3c$.

$$\Rightarrow v(t=t^*) = 3c = c \sqrt{1 + \left(\frac{\pi c \sqrt{2}}{R} t^*\right)^2}$$

$$\Rightarrow \sqrt{8} = \frac{\pi c \sqrt{2}}{R} t^* \Rightarrow t^* = \frac{2R}{c\pi} \quad (7) \text{ y de la que (2): } r = ct$$

$$\Rightarrow r(t=t^*) = c \frac{2R}{c\pi} \Rightarrow$$

$$r(v=3c) = \frac{2R}{\pi}$$

c) - camino recorrido: $S(t) = \int_{t_0}^t \|\vec{v}(t')\| dt'$

- por tanto $t_0 = 0$, $t = t^*$ (7) y tenemos: $\|\vec{v}(t)\| = v$ (6)

$$\Rightarrow S(r = \frac{2R}{\pi}) = c \int_0^{\frac{2R}{c\pi}} \sqrt{1 + \left(\frac{\pi c \sqrt{2}}{R} t'\right)^2} dt'$$

d) - El radio de curvatura está dado por: $\rho = \frac{v^3}{\|\vec{v} \times \vec{a}\|}$

- Para calcularlo usamos (4) y (5) evaluados en $t^* = \frac{2R}{c\pi}$ (tiempo de la parte b)

$$\Rightarrow \vec{v}(t^*) = c \hat{r} + \frac{\pi c^2 \sqrt{2}}{R} \frac{2R}{c\pi} \hat{\phi} \Rightarrow \vec{v}(t^*) = c(\hat{r} + 2\sqrt{2} \hat{\phi}) \quad (8)$$

$$\Rightarrow \vec{a}(t^*) = \frac{\pi c^2 \sqrt{2}}{R} \left(-\frac{\pi c \sqrt{2}}{R} \frac{2R}{c\pi} \hat{r} - \frac{\pi c \sqrt{2}}{R} \frac{2R}{c\pi} \hat{\phi} + 2\hat{\phi} \right)$$

↓

$$\Rightarrow \vec{a}(t^*) = 2 \frac{\pi c^2 \sqrt{2}}{R} (-\sqrt{2} \hat{r} - \sqrt{2} \hat{\theta} + \hat{\phi}) \quad (9)$$

- calculamos el producto cruz: $\vec{v} \times \vec{a} \stackrel{(8), (9)}{=} 2 \frac{\pi c^3 \sqrt{2}}{R} \begin{vmatrix} \hat{r} & \hat{\theta} & \hat{\phi} \\ 1 & 0 & 2\sqrt{2} \\ -\sqrt{2} & -\sqrt{2} & 1 \end{vmatrix}$

$$\Rightarrow \vec{v} \times \vec{a} = 2 \frac{\pi c^3 \sqrt{2}}{R} \left[\underbrace{\begin{vmatrix} 0 & 2\sqrt{2} \\ -\sqrt{2} & 1 \end{vmatrix}}_4 \hat{r} + \underbrace{\begin{vmatrix} 2\sqrt{2} & 1 \\ 1 & -\sqrt{2} \end{vmatrix}}_{-5} \hat{\theta} + \underbrace{\begin{vmatrix} 1 & 0 \\ -\sqrt{2} & -\sqrt{2} \end{vmatrix}}_{-\sqrt{2}} \hat{\phi} \right]$$

$$\Rightarrow \vec{v} \times \vec{a} = \frac{2\pi c^3 \sqrt{2}}{R} (4\hat{r} - 5\hat{\theta} - \sqrt{2}\hat{\phi})$$

- calculamos la norma:

$$\|\vec{v} \times \vec{a}\| = \frac{2\pi c^3 \sqrt{2}}{R} \sqrt{16 + 25 + 2} = \frac{2\pi c^3}{R} \sqrt{86}$$

- De (6) tenemos $v^3 \Rightarrow v(t^*) = 3c \Rightarrow v^3 = 27c^3$

$$\Rightarrow \rho = \frac{v^3}{\|\vec{v} \times \vec{a}\|} = \frac{27c^3 R}{2\pi c^3 \sqrt{86}} \Rightarrow \boxed{\rho(t^*) = \frac{27R}{2\pi \sqrt{86}}}$$