Squigonometry (doing trig on a squircle)

Joe Fields

http://www.southernct.edu/~fields/

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The point of radian measure (although this probably isn't apparent when we first learn it) is to give a parameterization of the unit circle in terms of arc length. The θ in $\cos(\theta)$ and $\sin(\theta)$ doesn't really represent an *angle*, it is distance (along the curve).

By substituting different curves in place of $x^2 + y^2 = 1$ we get alternate versions of trigonometry.

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abstract outline

1. Introduction

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abstract outline

- 1. Introduction
- 2. Motivation

abstract outline

- 1. Introduction
- 2. Motivation
- 3. the Squircle

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abstract outline

- 1. Introduction
- 2. Motivation
- 3. the Squircle
- 4. Squine and Cosquine

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ordinary trig

1. The circle $x^2 + y^2 = 1$ gives rise to ordinary trig.



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ordinary trig

- 1. The circle $x^2 + y^2 = 1$ gives rise to ordinary trig.
- 2. We move the point (x, y) around the circle at unit speed.

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ordinary trig

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- 4. $x(t) = \cos(t)$ and $y(t) = \sin(t)$.

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ordinary trig

- 1. The circle $x^2 + y^2 = 1$ gives rise to ordinary trig.
- 2. We move the point (x, y) around the circle at unit speed.
- 3. That way time t and distance d (along the curve) are equal.
- 4. $x(t) = \cos(t)$ and $y(t) = \sin(t)$.
- 5. The equation of the circle produces the fundamental identity

$$\cos^2(t) + \sin^2(t) = 1$$

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the geometry of a circle



produces the sine and cosine functions



a non-standard trig

1. Hyperbolic trigonometry

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a non-standard trig

- 1. Hyperbolic trigonometry
- 2. We replace the unit circle $x^2 + y^2 = 1$ with the unit hyperbola $x^2 y^2 = 1$

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- 1. Hyperbolic trigonometry
- 2. We replace the unit circle $x^2 + y^2 = 1$ with the unit hyperbola $x^2 y^2 = 1$
- 3. We move the point (x, y) along the hyperbola at unit speed.

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- 1. Hyperbolic trigonometry
- 2. We replace the unit circle $x^2 + y^2 = 1$ with the unit hyperbola $x^2 y^2 = 1$
- 3. We move the point (x, y) along the hyperbola at unit speed.
- 4. Let t = 0 correspond to (1, 0).

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- 1. Hyperbolic trigonometry
- 2. We replace the unit circle $x^2 + y^2 = 1$ with the unit hyperbola $x^2 y^2 = 1$
- 3. We move the point (x, y) along the hyperbola at unit speed.
- 4. Let t = 0 correspond to (1, 0).
- 5. $x(t) = \cosh(t)$ and $y(t) = \sinh(t)$.

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- 1. Hyperbolic trigonometry
- 2. We replace the unit circle $x^2 + y^2 = 1$ with the unit hyperbola $x^2 y^2 = 1$
- 3. We move the point (x, y) along the hyperbola at unit speed.
- 4. Let t = 0 correspond to (1, 0).
- 5. $x(t) = \cosh(t)$ and $y(t) = \sinh(t)$.
- 6. The equation of the hyperbola forces the these functions to satisfy

$$\cosh^2(t) - \sinh^2(t) = 1$$

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the geometry of a hyperbola



produces the hyperbolic sine and cosine functions



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The solution to how to go from A to B

Joint work with Leon Q. Brin.

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The solution to how to go from A to B

Joint work with Leon Q. Brin.



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A problem from mechanism design

Finding the optimal motion profile for a transfer-dwell-return-dwell cam, has lead to the discovery of a curious family of functions. Functions that are self-similar to one of their derivatives will be said to satisfy a fractal differential equation.

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Automation

 Parts are moved from one station to another where they are incrementally worked on.

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- Parts are moved from one station to another where they are incrementally worked on.
- > There are linear and circular transfer systems

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a linear turnkey system



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a rotary system



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barrel cam



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barrel cam



Cam followers are pairs of rollers that are often pre-stressed against the cam rib.

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roller gear



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the venerable geneva mechanism

http://www.youtube.com/watch?v=mEShmrrdFQw http://youtu.be/ITQf8JRKndE

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► Motion consists of a cycle of transfer-dwell-return-dwell.

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- Motion consists of a cycle of transfer-dwell-return-dwell.
- Use 90° for each of the four phases.

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- Motion consists of a cycle of transfer-dwell-return-dwell.
- Use 90° for each of the four phases.
- The two dwells occur at -1 and 1.

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Why not just "patch in" a sine curve?



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velocity of piecewise curve using sine



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acceleration of piecewise curve using sine



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problems

• The maximum acceleration is quite high.

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problems

- The maximum acceleration is quite high.
- We are at maximum acceleration for only a brief part of the transfer period.

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problems

- The maximum acceleration is quite high.
- We are at maximum acceleration for only a brief part of the transfer period.
- The acceleration curve is discontinuous.

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problems

- The maximum acceleration is quite high.
- We are at maximum acceleration for only a brief part of the transfer period.
- The acceleration curve is discontinuous.
- Infinite jerk.

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minimizing the maximum acceleration

 To achieve the least acceleration we should accelerate at the maximum value for as long as we can.

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minimizing the maximum acceleration

- To achieve the least acceleration we should accelerate at the maximum value for as long as we can.
- Apply the full acceleration until we're halfway there then apply full deceleration until we arrive.

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minimizing the maximum acceleration

- To achieve the least acceleration we should accelerate at the maximum value for as long as we can.
- Apply the full acceleration until we're halfway there then apply full deceleration until we arrive.
- The motion profile will be piecewise constants and quadratics.

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A constant acceleration scheme



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A constant acceleration scheme (acc. and vel.)



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A constant acceleration scheme (pos., vel. & acc.)



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problems with constant acceleration scheme

• The maximum acceleration is minimized.

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problems with constant acceleration scheme

- The maximum acceleration is minimized.
- Okay, that's not a problem.

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problems with constant acceleration scheme

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problems with constant acceleration scheme

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Do spikes in jerk really matter?

Mechanisms are sensitive to the FORCES acting on their components.

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Do spikes in jerk really matter?

- Mechanisms are sensitive to the FORCES acting on their components.
- ► Forces are proportional to acceleration. (F=ma)

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Do spikes in jerk really matter?

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- ► Forces are proportional to acceleration. (F=ma)
- Jerk can't be sensed can it?

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Do spikes in jerk really matter?

- Mechanisms are sensitive to the FORCES acting on their components.
- ► Forces are proportional to acceleration. (F=ma)
- Jerk can't be sensed can it?
- Infinitudes in the jerk produce very high transient accelerations. (shocks)

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What should we do to be kind to the jerk?

Self-similarity (in the 2nd derivative)

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What should we do to be kind to the jerk?

- Self-similarity (in the 2nd derivative)
- The acceleration profile needs to accomplish exactly the same task as the position – transfer from one fixed value to another smoothly.

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What should we do to be kind to the jerk?

- Self-similarity (in the 2nd derivative)
- The acceleration profile needs to accomplish exactly the same task as the position – transfer from one fixed value to another smoothly.
- The second derivative should be cobbled together out of constants and pieces that look like scaled versions of the original function.

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the acceleration profile of a the "fractal cam"



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the velocity profile of a the "fractal cam"



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the position profile of a the "fractal cam"



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the jerk profile of a the "fractal cam"



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Taylor series of a fractal cam

 At any point in the domain of the fractal cam, it is defined by a polynomial

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Taylor series of a fractal cam

- At any point in the domain of the fractal cam, it is defined by a polynomial
- (for instance it is just quadratic in the regions where the acceleration is constant)

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Taylor series of a fractal cam

- At any point in the domain of the fractal cam, it is defined by a polynomial
- (for instance it is just quadratic in the regions where the acceleration is constant)
- The Taylor series at any point is just a polynomial it converges to the fractal cam profile only in a small region.

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Taylor series of a fractal cam

- At any point in the domain of the fractal cam, it is defined by a polynomial
- (for instance it is just quadratic in the regions where the acceleration is constant)
- The Taylor series at any point is just a polynomial it converges to the fractal cam profile only in a small region.
- "Most" Taylor expansions around a point converge on miniscule intervals.

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Taylor series aren't particularly suitable.

Consider the intervals where the profile "dwells."

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Taylor series aren't particularly suitable.

- Consider the intervals where the profile "dwells."
- ► There, the Taylor expansion is identically constant.

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Taylor series aren't particularly suitable.

- Consider the intervals where the profile "dwells."
- ► There, the Taylor expansion is identically constant.
- Outside the dwell intervals this Taylor series clearly has no predictive power.

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Clearly the fractal cam profile is periodic.

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- Clearly the fractal cam profile is periodic.
- Taylor series for functions like sin and cos converge pretty slowly.

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- Clearly the fractal cam profile is periodic.
- Taylor series for functions like sin and cos converge pretty slowly.
- Okay, so Taylor wasn't the right way to go, but Fourier

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Fourier series

 We can approximate the fractal cam profile to arbitrary precision numerically

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Fourier series

- We can approximate the fractal cam profile to arbitrary precision numerically
- ► Fourier coefficients are also easy to produce numerically.

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Fourier series

- We can approximate the fractal cam profile to arbitrary precision numerically
- ► Fourier coefficients are also easy to produce numerically.
- The coefficients show no discernable pattern.

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Fourier series

- We can approximate the fractal cam profile to arbitrary precision numerically
- ► Fourier coefficients are also easy to produce numerically.
- The coefficients show no discernable pattern.
- The successive Fourier approximations don't converge terribly well to the cam.

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Are there other bases for the space of periodic functions, relative to which convergence will be faster?

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- Are there other bases for the space of periodic functions, relative to which convergence will be faster?
- alternate trigonometries from squircles a.k.a. "fat circles" (e.g. x⁴ + y⁴ = 1)

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