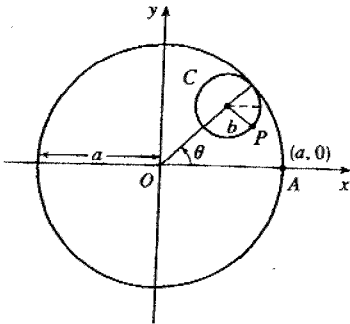


9.1  **LABORATORY PROJECT: RUNNING CIRCLES AROUND CIRCLES**

This project can be completed anytime after you have studied Section 9.1 in the textbook.



In this project we investigate families of curves, called *hypocycloids* and *epicycloids*, that are generated by the motion of a point on a circle that rolls inside or outside another circle.

1. A **hypocycloid** is a curve traced out by a fixed point P on a circle C of radius b as C rolls on the inside of a circle with center O and radius a . Show that if the initial position of P is $(a, 0)$ and the parameter θ is chosen as in the figure, then parametric equations of the hypocycloid are

$$x = (a - b) \cos \theta + b \cos\left(\frac{a - b}{b} \theta\right) \quad y = (a - b) \sin \theta - b \sin\left(\frac{a - b}{b} \theta\right)$$

2. Use a graphing device to draw the graphs of hypocycloids with a a positive integer and $b = 1$. How does the value of a affect the graph? Show that if we take $a = 4$, then the parametric equations of the hypocycloid reduce to

$$x = 4 \cos^3 \theta \quad y = 4 \sin^3 \theta$$

This curve is called a **hypocycloid of four cusps**, or an **astroid**.

3. Now try $b = 1$ and $a = n/d$, a fraction where n and d have no common factor. First let $n = 1$ and try to determine graphically the effect of the denominator d on the shape of the graph. Then let n vary while keeping d constant. What happens when $n = d + 1$?
4. What happens if $b = 1$ and a is irrational? Experiment with an irrational number like $\sqrt{2}$ or $e - 2$. Take larger and larger values for θ and speculate on what would happen if we were to graph the hypocycloid for all real values of θ .
5. If the circle C rolls on the *outside* of the fixed circle, the curve traced out by P is called an **epicycloid**. Find parametric equations for the epicycloid.
6. Investigate the possible shapes for epicycloids. Use methods similar to Problems 2–4.

Look at Module 9.1 to see how hypocycloids and epicycloids are formed by the motion of rolling circles.

SAMPLE MAPLE CODE

```
> a:=4;
a := 4
> b:=1;
b := 1
> plot( [ (a-b)*cos(t)+b*cos((a-b)*t/b),
(a-b)*sin(t)-b*sin((a-b)*t/b), t = 0 .. 2*Pi ] );
```

