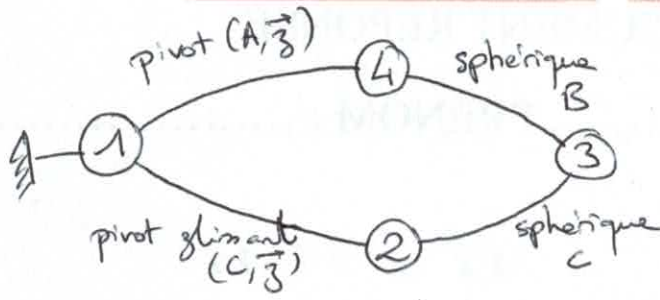


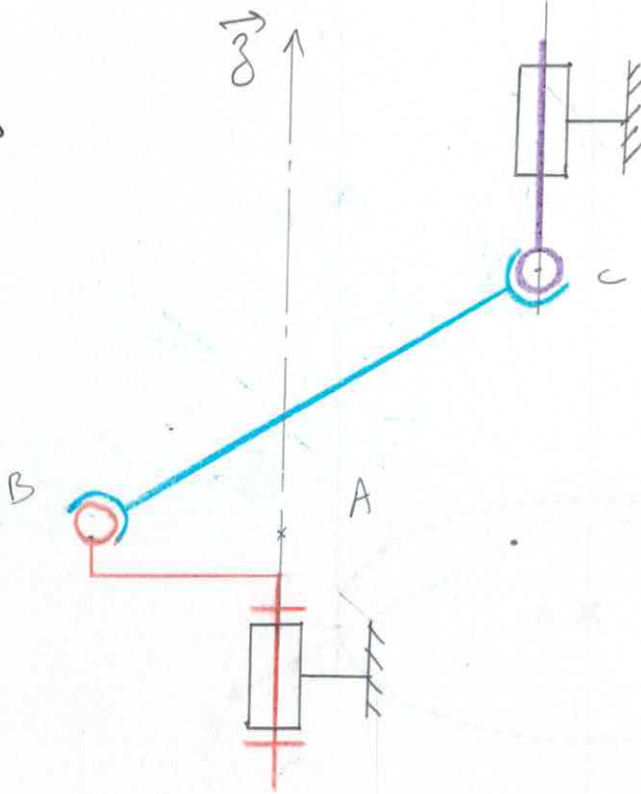
DS1 - Pompe hydraulique

①

Q1)



Q2)



Q5) a) Pour un système parfait, le rendement $\eta = 1$ donc $P_e = P_s$.

$$\text{Ici, } P_e = 1500 \text{ W} = P_s = Q_v \cdot \Delta p.$$

$$\text{d'où } \Delta p = \frac{P_e}{Q_v}$$

$$\text{AN: } Q_v = 4,5 \text{ l/min} = 4,5 \cdot 10^{-3} \text{ m}^3/\text{min} = \frac{4,5 \cdot 10^{-3}}{60} \text{ m}^3/\text{s}$$

$$\text{soit } \Delta p = \frac{1500}{\frac{4,5 \cdot 10^{-3}}{60}} = 20 \cdot 10^6 \text{ Pa} = \underline{20 \text{ MPa} = 200 \text{ bar!}}$$

Or $\Delta p = P_s - P_e$ donc la pression de sortie sera de 201 bar !

Remq: Il y a une erreur sur le débit, car cette pompe n'a pas l'air de pouvoir sortir 200 bar...

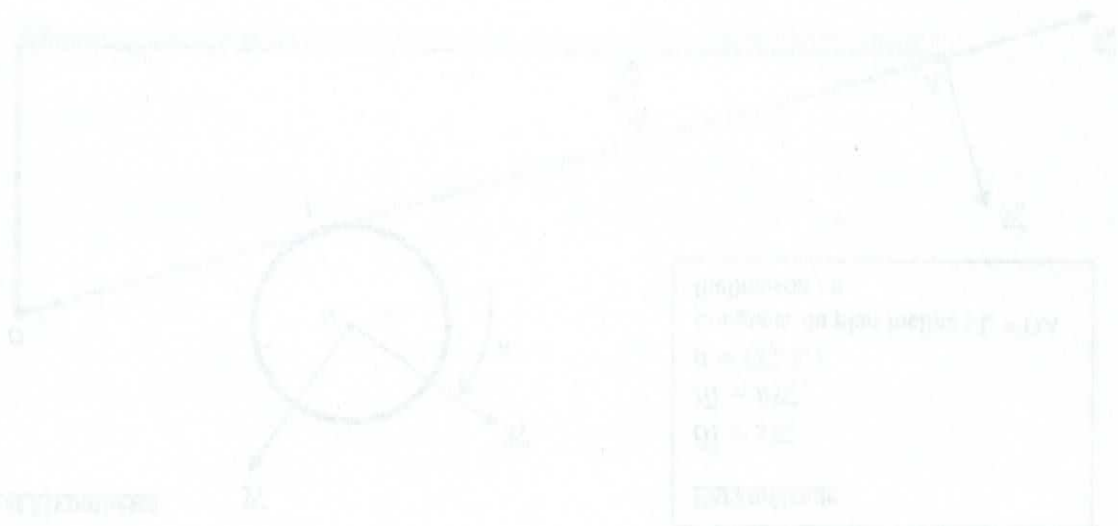
b) Avec un rendement η , $P_s = \eta P_e$

donc $Q_v \Delta p = \eta \cdot P_e \Leftrightarrow \Delta p = \eta \cdot \frac{P_e}{Q_v}$

La pression sera donc diminuée du rendement.

$\Delta p = 0,7 \times 200 = 140 \text{ bar}$

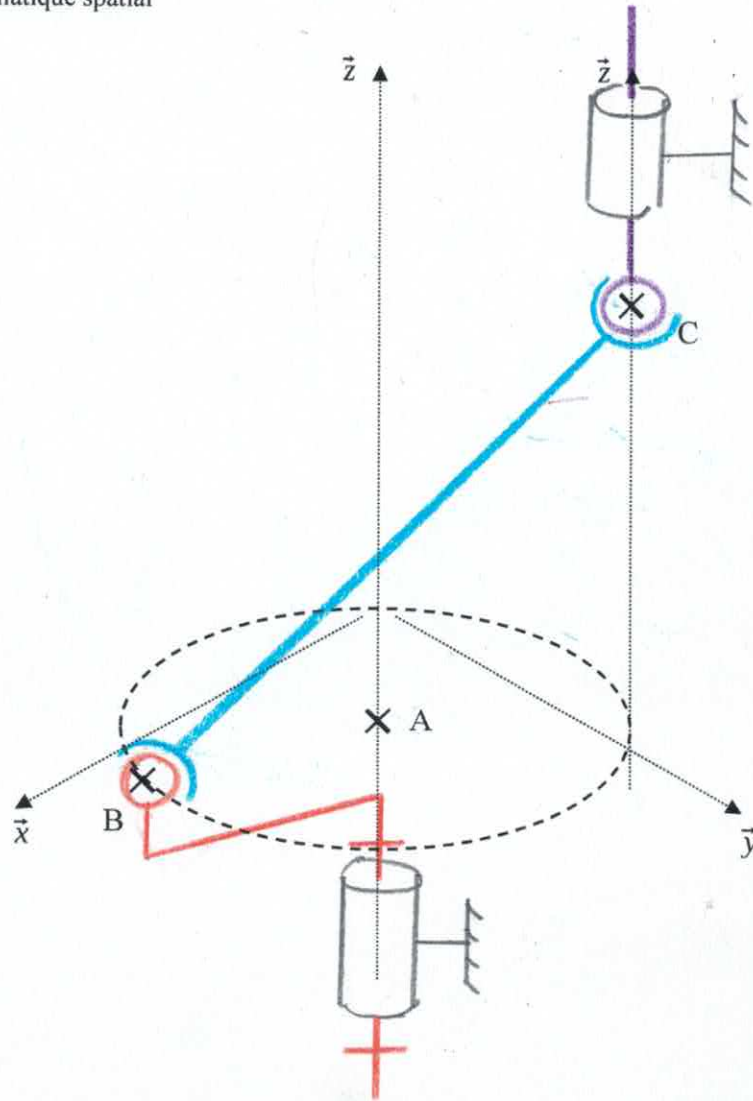
La pression de sortie sera seulement de 140 bar



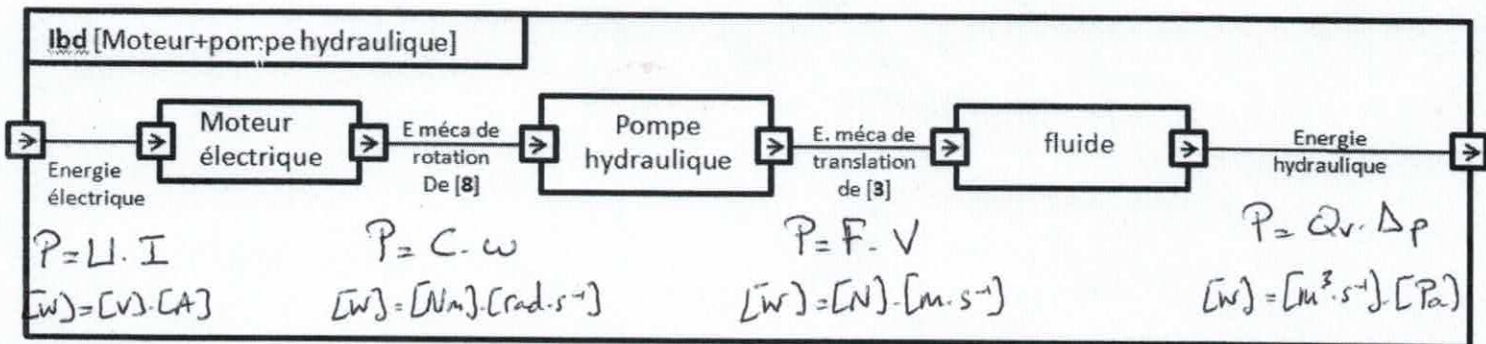
DOCUMENT REPONSE

NOM : PRENOM :

➤ Q3 : Schéma cinématique spatial



➤ Q4 : IBD



Exercice 2: changement de base

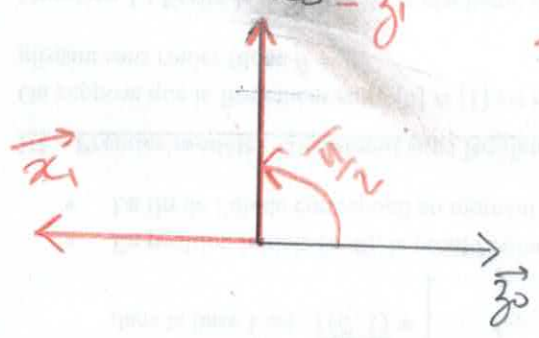
Q1)

$$\begin{cases} \vec{x}_1 = \cos\theta \vec{x}_0 - \sin\theta \vec{z}_0 \\ \vec{z}_1 = \sin\theta \vec{x}_0 + \cos\theta \vec{z}_0 \\ \vec{y}_1 = \vec{y}_0 \end{cases}$$

Q2)

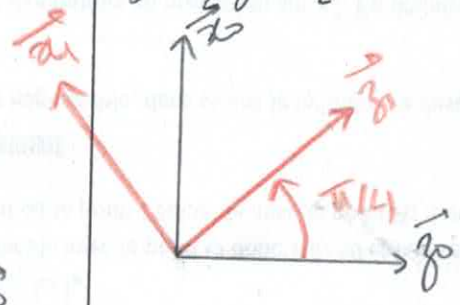
$\theta = \pi/2$

$$\begin{aligned} \vec{x}_1 &= -\vec{z}_0 \\ \vec{z}_1 &= \vec{x}_0 \\ \vec{x}_0 &= \vec{z}_1 \end{aligned}$$



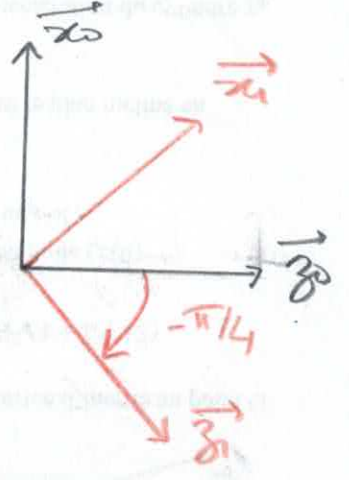
$\theta = \pi/4$

$$\begin{aligned} \vec{x}_1 &= \frac{\sqrt{2}}{2} \vec{x}_0 - \frac{\sqrt{2}}{2} \vec{z}_0 \\ \vec{z}_1 &= \frac{\sqrt{2}}{2} \vec{z}_0 + \frac{\sqrt{2}}{2} \vec{x}_0 \end{aligned}$$



$\theta = -\pi/4$

$$\begin{aligned} \vec{x}_1 &= \frac{\sqrt{2}}{2} \vec{x}_0 + \frac{\sqrt{2}}{2} \vec{z}_0 \\ \vec{z}_1 &= \frac{\sqrt{2}}{2} \vec{z}_0 - \frac{\sqrt{2}}{2} \vec{x}_0 \end{aligned}$$



Q3)

$$\vec{x}_1 \cdot \vec{z}_0 = \begin{vmatrix} \cos\theta & 0 \\ 0 & -\sin\theta \end{vmatrix} = -\sin\theta$$

Q4)

$$\vec{x}_1 \cdot \vec{z}_1 = \begin{vmatrix} 1 & 0 \\ 0 & 1 \end{vmatrix} = 0$$



Q5)

$$\begin{cases} \vec{x}_0 = \cos\theta \vec{x}_1 + \sin\theta \vec{z}_1 \\ \vec{z}_0 = \cos\theta \vec{z}_1 - \sin\theta \vec{x}_1 \\ \vec{y}_0 = \vec{y}_1 \end{cases}$$

Q6) * $\vec{w} = a\vec{z}_0 + b\vec{x}_1 = a\vec{z}_0 + b(\cos\theta\vec{x}_0 - \sin\theta\vec{z}_0)$
 $= b\cos\theta\vec{x}_0 + (a - b\sin\theta)\vec{z}_0$

* $\vec{w} = a(\cos\theta\vec{z}_1 - \sin\theta\vec{x}_1) + b\vec{x}_1 = (b - a\sin\theta)\vec{x}_1 + a\cos\theta\vec{z}_1$

Q7) * première solution: dans la base B_0 :

$$\begin{aligned} \|\vec{w}\| &= \|b\cos\theta\vec{x}_0 + (a - b\sin\theta)\vec{z}_0\| = \sqrt{(b\cos\theta)^2 + (a - b\sin\theta)^2} \\ &= \sqrt{(b\cos\theta)^2 + a^2 + (b\sin\theta)^2 - 2ab\sin\theta} \\ &= \sqrt{a^2 + b^2 - 2ab\sin\theta} \end{aligned}$$

* deuxième solution: dans la base B_1 :

$$\begin{aligned} \|\vec{w}\| &= \|(b - a\sin\theta)\vec{x}_1 + a\cos\theta\vec{z}_1\| = \sqrt{(b - a\sin\theta)^2 + (a\cos\theta)^2} \\ &= \sqrt{b^2 + (a\sin\theta)^2 - 2ab\sin\theta + (a\cos\theta)^2} \\ &= \sqrt{b^2 + a^2 - 2ab\sin\theta} \end{aligned}$$

* troisième solution: $\|\vec{w}\|^2 = \vec{w} \cdot \vec{w} = (a\vec{z}_0 + b\vec{x}_1) \cdot (a\vec{z}_0 + b\vec{x}_1)$
 $= a^2 \overbrace{\vec{z}_0 \cdot \vec{z}_0}^1 + 2a\vec{z}_0 \cdot b\vec{x}_1 + b^2 \overbrace{\vec{x}_1 \cdot \vec{x}_1}^1$
 $= a^2 + b^2 - 2ab\sin\theta$

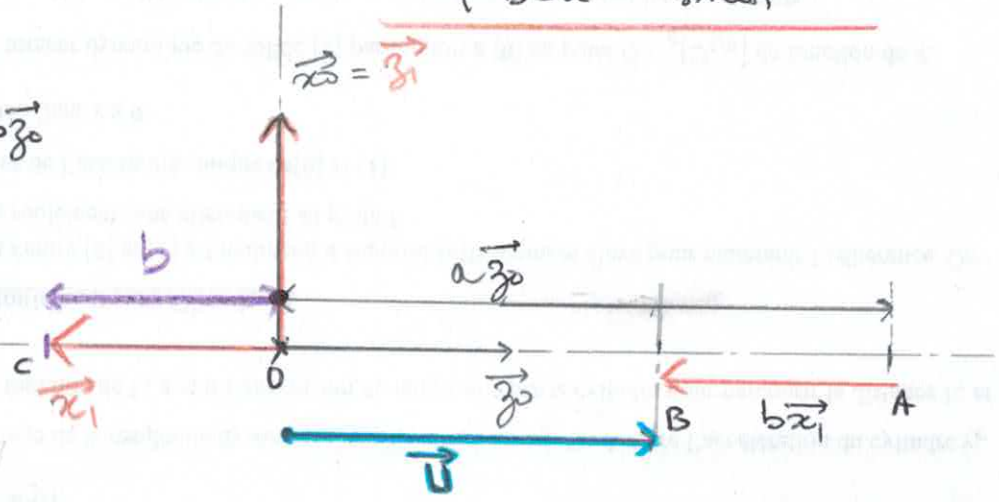
Remq: on trouve heureusement trois fois le même résultat!

Q8) * $\theta = \frac{\pi}{2}$

AN: $\|\vec{U}\| = \sqrt{a^2 + b^2 - 2ab}$
 $= \sqrt{(a-b)^2} = |a-b|$
 $= \begin{cases} a-b & \text{si } a > b \\ b-a & \text{sinon} \end{cases}$

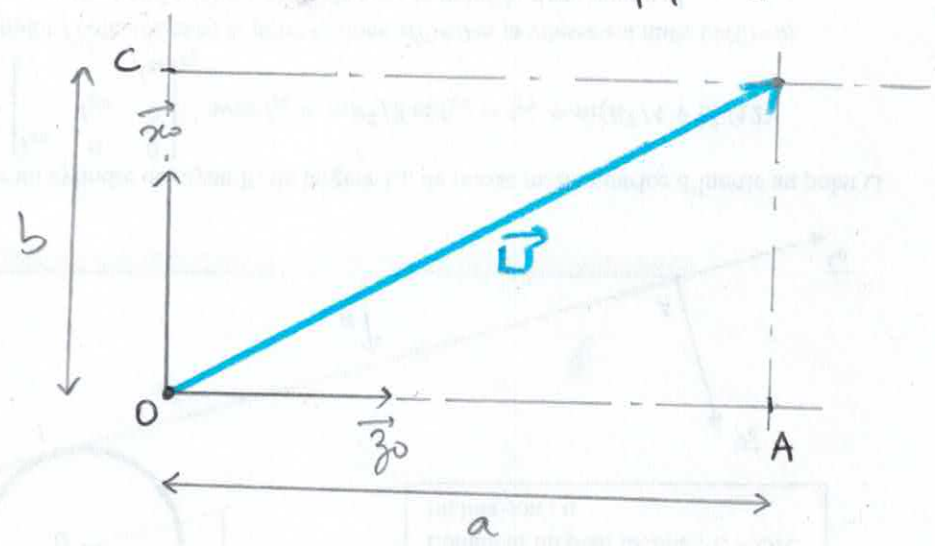
si $a > b$:

$\vec{OA} = a\vec{z}_0$
 $\vec{OC} = \vec{AB} = b\vec{x}_1 = -b\vec{z}_0$
 $\Rightarrow \vec{U} = (a-b)\vec{z}_0$



* $\theta = 0$

AN: $\|\vec{U}\| = \sqrt{a^2 + b^2}$ on retrouve pythagore...



* $\theta = \frac{5\pi}{6}$

AN: $\|\vec{U}\| = \sqrt{a^2 + b^2 - 2ab \sin(\frac{5\pi}{6})}$
 $\approx \sqrt{a^2 + b^2 - ab}$

Pas de dessin ici, il n'est pas très pertinent.