

Game Physics Notes 02

CSCI 321

WWU

April 8, 2015

Forces

Newton's second law of motion: $F = ma$

$$a = F/m$$

$$v' = a$$

$$p' = v$$

Corpus omne perseverare in statu suo quiescendi vel movendi uniformiter in directum, nisi quatenus a viribus impressis cogitur statum illum mutare.

Or, in English:

Every body perseveres in its state of being at rest or of moving uniformly straight forward, except insofar as it is compelled to change its state by force impressed.

Forces and Motion

$$F = ma$$

$$a = F/m$$

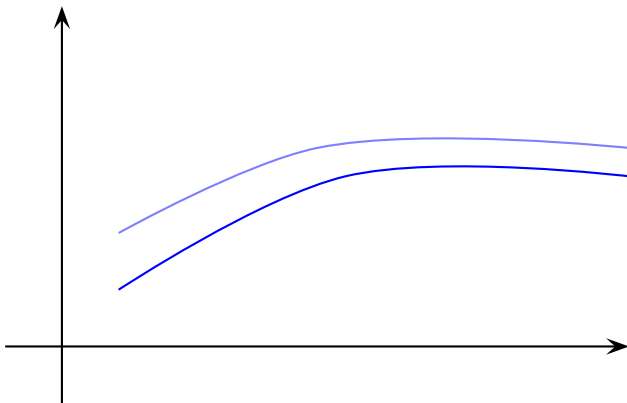
$$v' = a$$

$$p' = v$$

- What we really want to know is: “How do things move?”
- If we know the forces and masses, we know the acceleration.
- If we can integrate the acceleration we can get the velocity.
- If we can integrate the velocity we can get the position.
- The problem is integration—generally unsolvable.
- So we use approximate integration.

Euler Integration

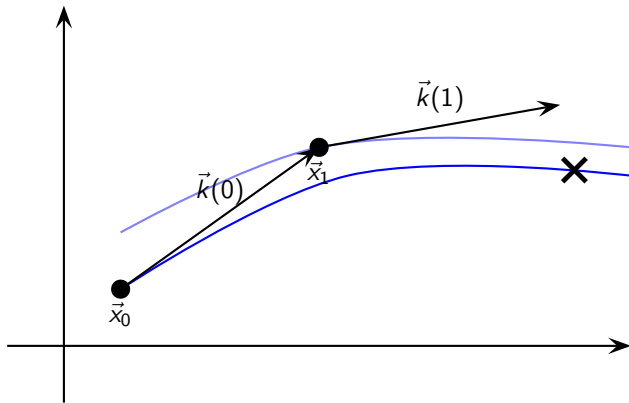
Exact integration would move the point along the blue lines.



Euler Integration

$$\vec{k}(n) = v(t, \vec{x}_n) \Delta t$$

$$\vec{x}_{n+1} = \vec{x}_n + \vec{k}(n)$$



Euler Integration

$$a = F/m$$

$$v' = a$$

$$p' = v$$

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def update(F, m, dt):
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```
    a = F / m
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```
    v += a * dt
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```
    p += v * dt
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Sample Calculations

$$dt = 1$$

$$m = 10$$

$$k = 5$$

$$f = -kx$$

$$a = f/m = -kx/m = -x/2$$

$$x' = v$$

$$v' = a$$

$$x_{t+1} = x_t + x'_t = x_t + v_t$$

$$v_{t+1} = v_t + v'_t = v_t + a_t$$

Euler:

t	x	v	a
0	20	0	-10
1	20	-10	-10
2	10	-20	-5
3	-10	-25	5
4	-35	-20	17
5	-55	-3	27

- Run spring.py

Online discussions of Midpoint and Runge Kutta

Readings:

- <http://www.pixar.com/companyinfo/research/pbm2001/>,
Differential equation basics, and Particle dynamics
- <http://www.nrbook.com/c/>, 16.0, 16.1

Midpoint Method

$$\vec{k}_1 = v(t, \vec{x}_n) \Delta t$$

$$\vec{k}_2 = v\left(t + \frac{1}{2}\Delta t, \vec{x}_n + \frac{1}{2}\vec{k}_1\right) \Delta t$$

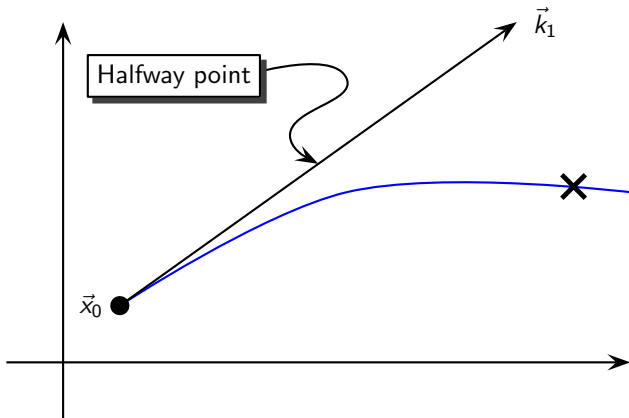
$$\vec{x}_{n+1} = \vec{x}_n + \vec{k}_2$$

- Euler method has errors $O(\Delta t^2)$
- Midpoint method has errors $O(\Delta t^3)$
- Can take steps twice as big and get smaller errors:

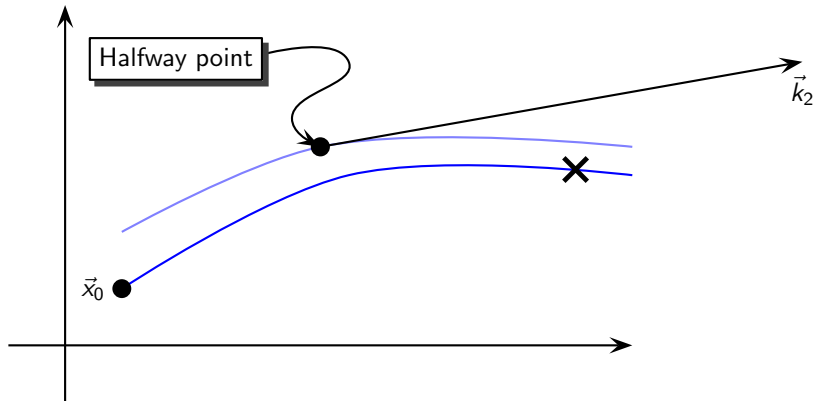
$$0.05^2 = 0.0025$$

$$0.10^3 = 0.001$$

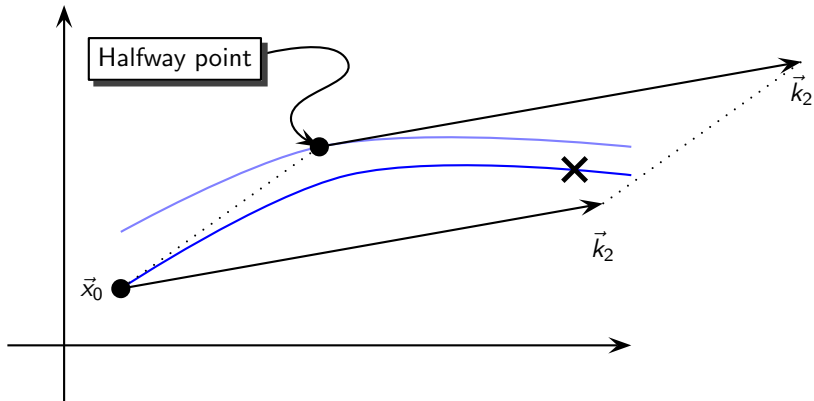
Midpoint Method



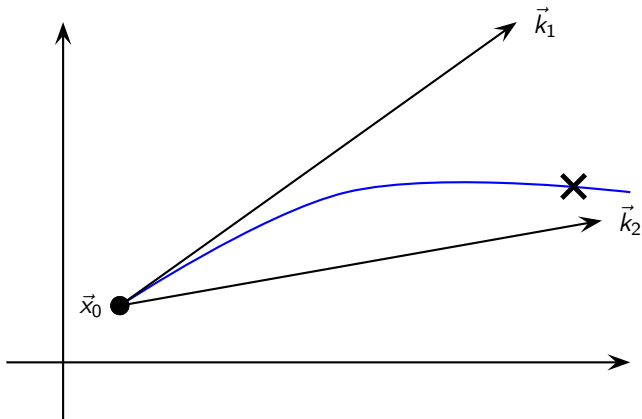
Midpoint Method



Midpoint Method

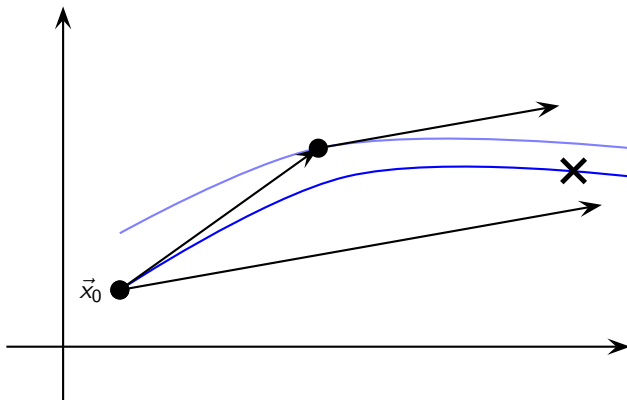


Midpoint Method



Midpoint Method

One midpoint method step of size Δt is more accurate than two Euler steps of size $\Delta t/2$.



Sample Calculations

$$\begin{aligned}dt &= 1 \\m &= 10 \\k &= 5 \\f &= -kx \\a &= f/m = -kx/m = -x/2 \\x' &= v \\v' &= a \\x_{t+1} &= x_t + x'_t = x_t + v_t \\v_{t+1} &= v_t + v'_t = v_t + a_t\end{aligned}$$

Midpoint:

t	x	v	a
0.0	20	0	-10
0.5	20	-5	-10
1.0	15	-10	-7
1.5	10	-13	-5
2.0	2	-15	-1
2.5	-5	-15	2
3.0	-13	-13	6
3.5	-19	-10	9
4.0	-23	-4	11
4.5	-25	1	12
5.0	-24	8	12

First add half of the derivative.

Sample Calculations

$$\begin{aligned}dt &= 1 \\m &= 10 \\k &= 5 \\f &= -kx \\a &= f/m = -kx/m = -x/2 \\x' &= v \\v' &= a \\x_{t+1} &= x_t + x'_t = x_t + v_t \\v_{t+1} &= v_t + v'_t = v_t + a_t\end{aligned}$$

Midpoint:

t	x	v	a
0.0	20	0	-10
0.5	20	-5	-10
1.0	15	-10	-7
1.5	10	-13	-5
2.0	2	-15	-1
2.5	-5	-15	2
3.0	-13	-13	6
3.5	-19	-10	9
4.0	-23	-4	11
4.5	-25	1	12
5.0	-24	8	12

Then add all the “half-derivative.”

Fourth Order Runge-Kutta

$$\vec{k}_1 = v(t, \vec{x}_n) \Delta t$$

$$\vec{k}_2 = v\left(t + \frac{1}{2}\Delta t, \vec{x}_n + \frac{1}{2}\vec{k}_1\right) \Delta t$$

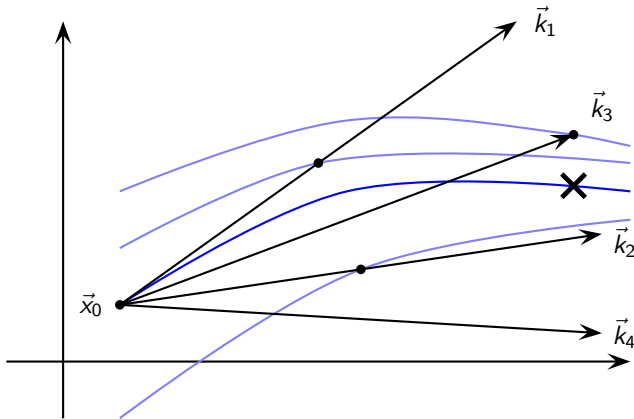
$$\vec{k}_3 = v\left(t + \frac{1}{2}\Delta t, \vec{x}_n + \frac{1}{2}\vec{k}_2\right) \Delta t$$

$$\vec{k}_4 = v(t + \Delta t, \vec{x}_n + \vec{k}_3) \Delta t$$

$$\vec{x}_{n+1} = \vec{x}_n + \frac{\vec{k}_1}{6} + \frac{\vec{k}_2}{3} + \frac{\vec{k}_3}{3} + \frac{\vec{k}_4}{6}$$

Fourth order Runge Kutta

Tangents calculated at the dots: $\frac{\vec{k}_1}{6} + \frac{\vec{k}_2}{3} + \frac{\vec{k}_3}{3} + \frac{\vec{k}_4}{6}$



Fourth Order Runge-Kutta

- Euler method has errors $O(\Delta t^2)$
- Midpoint method has errors $O(\Delta t^3)$
- Fourth order Runge Kutta has errors $O(\Delta t^5)$
-

$$0.05^2 = 0.00250$$

$$0.10^3 = 0.00100$$

$$0.20^5 = 0.00032$$

Adaptive stepsize

- Change Δt as you go along...
- ...depending on how much things are changing.

Differential Equations

Reading:

- Strange attractors <http://en.wikipedia.org/wiki/Attractor>
- The Limits to Growth
<http://www.csiro.au/files/files/plje.pdf>
- Run: strange??.py

Verlet Integration

- A Verlet based approach for 2D game physics (www.gamedev.net)

http://www.gamedev.net/page/resources/_/technical/math-and-physics/a-verlet-based-approach-for-2d

- A nice web demo:

<http://gamedev.tutsplus.com/tutorials/implementation/simulate-fabric-and-ragdolls-with-simple-verlet>

- Can be used as the basis of a collision response system.

- Run VerletPhysicsDemo.py

- True elastic collisions:

http://en.wikipedia.org/wiki/Elastic_collision

- Run BouncingBalls.py

Symplectic Euler

http://en.wikipedia.org/wiki/Semi-implicit_Euler_method

Advanced collision techniques

Reading:

- http://www.gamasutra.com/view/feature/3190/advanced_collision_detection_.php
- Very small objects
- Fast moving objects
- Complex objects

Many objects

Reading:

- Partitioning
- Sweep and prune
- http://en.wikipedia.org/wiki/Sweep_and_prune
- <http://jitter-physics.com/wordpress/?tag=sweep-and-prune>
- Optional: nice research on the algorithm:
http://danieljosephtracy.com/Daniel_Joseph_Tracy/Sweep_and_P

Use a Library

- PyMunk: <http://code.google.com/p/pymunk/>