

$$F(U) = \sum_{(U,V) \in E} F_{UV} + \sum_{(U,V) \in V \times V} g_{UV}$$

## Hooke's Law:

$$\textcircled{1} \quad F = -Kx$$

$$x = L - b$$

$$\textcircled{2} F \leftarrow -k(l-b)$$

$$\textcircled{3} F = -kL + Kb$$

$\mu K$ : Constant

SC: extension

L: Spring length

b: base length of

Spring at force = 0

## Coulomb's Law:

$$F = \frac{K q_1 q_2}{R^2}$$

## K: Coulomb's Constant

91: charge 1

$q_1 = q_2 \Rightarrow$  we assume all nodes have same electric charge  $q$ .  
 r : distance of separation

$$F = \frac{Kq^2}{r^2}$$

## Some Notations:

The euclidean dist

$d(p, q)$ : Euclidean distance between  
two (idmated) points Nodes  $\{p, q\}$

let others and  
right be node C  
(parent) & P, R, A, B

$P_v = (x_v, y_v)$ : Position of Node V

nodes: Max dist between = 7. ①

integers be

$d \rightarrow x$

attend grage:

for attend grad:

$(d-1) \leq n \geq 7$  ②

- want to grad

$3d + 1 \leq d \leq 7$  ③

const Edmated

just no Edmated id

as per d = 7

it ends at 0

1 ends at 1st

2 ends at 2nd

3 ends at

SPH = 7

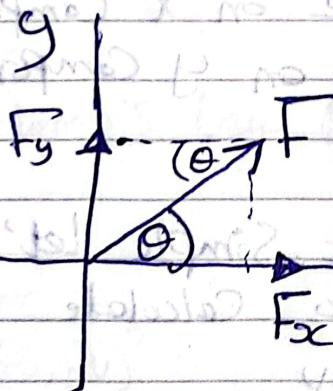
SP

## Some Physics Intros:

① Let's talk about Force ~~res~~ resolutions, Simply force resolution is splitting a force into 2 or more components such that the effect of these force components have the same exact effect as the initial force

We are mainly focusing on resolving a force into 2 components which are

- Force on X-Component / x-axis
- Force on Y-Component / y-axis



$$\text{a) } \cos\theta = \frac{\text{adj}}{\text{hypo}}$$

$$\text{adj} = F_x$$

$$\text{hypo} = F$$

$$\cos\theta = \frac{F_x}{F}$$

$F_x = F \cos\theta$
$F_y = F \sin\theta$

$$\text{b) } \sin\theta = \frac{\text{opp}}{\text{hypo}}$$

$$\text{opp} = F_y$$

$$\text{hypo} = F$$

$$\sin\theta = \frac{F_y}{F}$$

Now lets return back to our original Formula which Computes the force on a Node

$$P(U) = \sum_{(U,V) \in E} F_{UV} + \sum_{(U,V) \in V \times V} g_{UV}$$

⇒ Hence what we want to do is Compute the Force on a Node in terms of 2 Components on the X-Component and the Y-Component

$F_x(U)$  : Force on X Component  
 $F_y(U)$  : Force on Y Component

⇒ First to Start Simple let's define a formula to calculate  $F_{UV}$  and to calculate  $g_{UV}$

$$\begin{aligned} F &= f_{UV} \\ F &= g_{UV} \end{aligned} \quad \frac{f_{UV}}{g_{UV}} = Q_{UV} \quad (1)$$

$$\begin{array}{|c|c|} \hline \theta_{23} F = F & F = \theta_{23} \\ \hline \theta_{12} F = F & F \\ \hline \end{array}$$

$$\frac{F}{g_{UV}} = \theta_{12} \quad (2)$$

$$\begin{array}{|c|c|} \hline F & F = \theta_{12} \\ \hline F & F = \theta_{23} \\ \hline \end{array}$$

①  $F_{uv} \Rightarrow$  Hooke's Law Force ( $F = -kx$ )  
 $(F = -k(l - b))$

②  $F_{uv} = k_{uv}(d(p_u, p_v) - l_{uv})$

$k_{uv}$ : Spring Constant  
aka Stiffness of the Spring

$d(p_u, p_v)$ : Length of the Spring / Edge

$l_{uv}$ : Natural (Zero energy) length of the Spring

②  $g_{uv} \Rightarrow$  Coulomb's law ( $F = \frac{kq^2}{r^2}$ )

$$g_{uv} = \frac{k_{uv}}{d(p_u, p_v)^2}$$

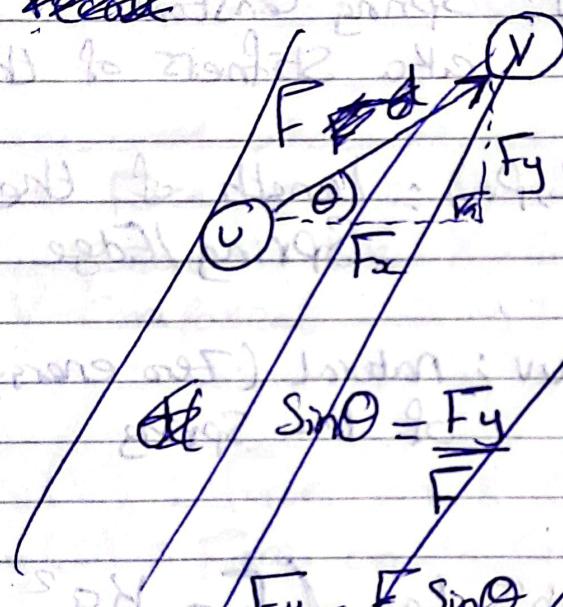
$k_{uv}$ : The Strength of the electric repulsion between U and V

$$k_{uv} = kq^2$$

$d(p_u, p_v)^2$ : The distance of separation between U & and V

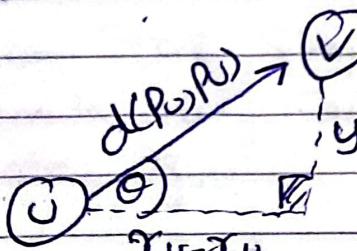
→ Now that we have defined the formulas for  $F_x$  and  $F_y$  let's shift our focus on Computing the forces in terms of 2 Components  $X$  and  $Y$

~~Actual~~



$$\sin \theta = \frac{F_y}{F} \quad \cos \theta = \frac{F_x}{F}$$

$$F_y = F \sin \theta \quad F_x = F \cos \theta$$



$$\cos \theta = \frac{\delta x_{U,V}}{d(P_U, P_V)}$$

$$\sin \theta = \frac{\delta y_{U,V}}{d(P_U, P_V)}$$

⇒ recall that we quickly went over force ~~resolutions~~  
resolutions and showed that

$$F_x = F \cos \theta \quad \text{and} \quad F_y = F \sin \theta$$

we have just found formulas for  $\cos \theta$   
and  $\sin \theta$

$$\cos \theta = \frac{x_v - x_u}{d(P_u, P_v)}$$

$$\sin \theta = \frac{y_v - y_u}{d(P_u, P_v)}$$

this implies that

$$F_x = F \left( \frac{x_v - x_u}{d(P_u, P_v)} \right)$$

$$F_y = F \left( \frac{y_v - y_u}{d(P_u, P_v)} \right)$$

⇒ Finally we can conclude the following

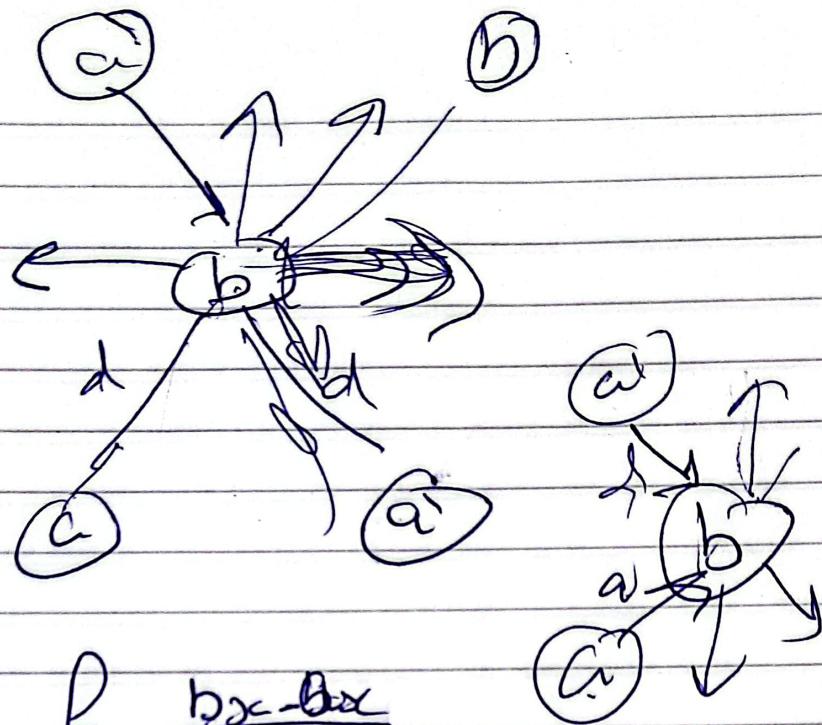
$$\text{For } \delta = 0$$

$$P_x(v) = \sum_{(u,v) \in E} P_{uv} \cos \theta + \sum_{(u,v) \in V \times V} g_{uv} \cos \theta$$

If we expand this formula we will have the following:

⇒ You can apply the same rules for the  $V$ -Component

$$P_x(v) = \sum_{\substack{(u,v) \\ \text{edge}}} K_{uv} \frac{\cos(\delta(p_u, p_v) - l_{uv})}{d(p_u, p_v)} + \sum_{\substack{(u,v) \\ \text{curve}}} K_{uv} \frac{\cos(\delta(p_u, p_v) - l_{uv})}{d(p_u, p_v)}$$



$$f \frac{b_{xc} - B_{xc}}{d}$$

$$f \frac{b_y - d_y}{d} \quad \underline{b_y - a_y}$$