Kinematic Physics for Simulation and Game Programming

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### SI Physics Units (International System of Units)

<table>
<thead>
<tr>
<th>Quantity</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Linear position</td>
<td>Meters</td>
</tr>
<tr>
<td>Linear velocity</td>
<td>Meters/second</td>
</tr>
<tr>
<td>Linear acceleration</td>
<td>Meters/second²</td>
</tr>
<tr>
<td>Force</td>
<td>Newtons (kg·m/s²)</td>
</tr>
<tr>
<td>Energy</td>
<td>Joules (N·m)</td>
</tr>
<tr>
<td>Power</td>
<td>Watts (J/s)</td>
</tr>
<tr>
<td>Mass</td>
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<tr>
<td>Weight</td>
<td>Newtons</td>
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<tr>
<td>Density</td>
<td>Kilograms/meter³</td>
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<tr>
<td>Time</td>
<td>Seconds</td>
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<tr>
<td>Pressure</td>
<td>Pascals (N/m²)</td>
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<tr>
<td>Momentum</td>
<td>Kilograms-meters/second</td>
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<tr>
<td>Angular position</td>
<td>Radians</td>
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<tr>
<td>Angular velocity</td>
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<tr>
<td>Angular acceleration</td>
<td>Radians/second²</td>
</tr>
<tr>
<td>Moment (=torque)</td>
<td>Newton-meters</td>
</tr>
<tr>
<td>Moment of Inertia</td>
<td>Kilogram-meters³</td>
</tr>
<tr>
<td>Temperature</td>
<td>° Kelvin</td>
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</table>
SI Physics Units (International System of Units)

<table>
<thead>
<tr>
<th>SI UNITS</th>
<th>BASE UNITS</th>
<th>DERIVED UNITS WITH SPECIAL NAMES*</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>meter (m)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>kilogram (kg)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>second (s)</td>
<td></td>
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<td></td>
<td>Ampere (A)</td>
<td></td>
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<tr>
<td></td>
<td>Kelvin (K)</td>
<td></td>
</tr>
<tr>
<td></td>
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<td></td>
<td>candela (cd)</td>
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<td></td>
<td>radian (rad)</td>
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<td></td>
<td>steradian (sr)</td>
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</tbody>
</table>

Solid lines represent multiplication; dashed lines represent division.

Metrification of the World:

Some Useful Conversions

1 meter = 39.37 inches = 3.28 feet
1 mile = 1,610 meters = 1.610 kilometers
1 mile per hour = 1.467 feet per second
1 mile per hour = 0.447 meters per second
1 gallon = 3.79 liters
1 cubic foot = 7.48 gallons = 28.35 liters
1 kilogram = 2.2 pounds (mass, at Earth’s surface)
1 Newton = 0.224 pounds (force)
1 pound = 4.45 Newtons (force)
1 radian = 57.3°
What’s the Difference Between Mass and Weight?

**Mass** is the resistance to acceleration and deceleration. You can also think of it as *inertia* -- how difficult it is to accelerate a wagon with something in it.

**Weight** is the force pulling you towards the center of whatever planetary body you happen to be standing on.

On the moon, your mass would be the same as it is on Earth. It would still require the same amount of force to push you in a (frictionless) wagon.

On the moon, however, your weight would be about $1/6$ of what it is on Earth.

Because most of us are stuck on Earth, within a mile or two of sea level, in common practice, “mass” and “weight” designate about the same thing.
Some Useful Conversions

- A gram is about the mass of a paper clip
- A nickel has a mass of about 5 grams
- A liter is half of a 2-liter soda bottle, or about a fourth of a gallon of milk
- A kilogram is a little more than twice as much as a pound (on Earth)
- A Newton is about ¼ of a pound
- A meter is a little more than a yard
- A kilometer is about \(\frac{5}{8}\) of a mile
- Water freezes at 0º Celsius
- A comfortable day is around 24º Celsius
- A really hot day is around 35º Celsius
- Your body temperature is about 37º Celsius
Some Different Useful Conversions

**GUIDE TO CONVERTING TO METRIC**

**TEMPERATURE**
- 60°C Earth's hottest
- 45°C Dubai heat wave
- 40°C Southern US heat wave
- 35°C Northern US heat wave
- 30°C Beach weather
- 25°C Warm room
- 20°C Room temperature
- 10°C Jacket weather
- 0°C Snow!
- -5°C Cold day (Boston)
- -10°C Cold day (Moscow)
- -20°C F*ckf*ckf*ckcold
- -30°C Fuuuuuuuuuuuck!
- -40°C Spit goes "clink"

**SPEED**
- 5 kph 1.5 m/s Walking
- 15 kph 3.5 m/s Jogging
- 25 kph 7 m/s Sprinting
- 35 kph 10 m/s Fastest human
- 45 kph 13 m/s Housecat
- 55 kph 15 m/s Rabbit
- 75 kph 20 m/s Raptor
- 100 kph 25 m/s Slow highway
- 110 kph 30 m/s Interstate (65 mph)
- 120 kph 35 m/s Speed you actually go when it says "65"
- 140 kph 40 m/s Raptor on hoverboard

**VOLUME**
- 3 mL Blood in a fieldmouse
- 5 mL Teaspoon
- 30 mL Nasal passages
- 40 mL Shot glass
- 350 mL Soda can
- 500 mL Water bottle
- 3 L Two-liter bottle
- 5 L Blood in human male

**MASS**
- 3 g Peanut M&M
- 100 g Cell phone
- 500 g Bottled water
- 1 kg Ultraportable laptop
- 2 kg Light-medium laptop
- 3 kg Heavy laptop
- 5 kg LCD monitor
- 15 kg CRT monitor
- 4 kg Cat
- 4.1 kg Cat (with caption)
- 60 kg Lady
- 70 kg Dude
- 150 kg Shaq
- 200 kg Your mom
- 220 kg Your mom (incl. cheap jewelry)
- 223 kg Your mom (also incl. makeup)
Newton’s Three Laws of Motion

1. Every object in motion keeps that same motion (i.e., same speed and direction) unless an external force acts on it.

2. Force equals mass times acceleration (F=ma)

3. For every action, there is an equal and opposite reaction.
Acceleration Due to Gravity

Newton’s Gravitational Law says that the attraction force between two objects is the product of their masses times the gravitational constant $G$, divided by the square of the distance between them:

$$F_{12} = \frac{G m_1 m_2}{d_{12}^2}$$

where:  \[ G = 6.67 \times 10^{-11} \frac{Nm^2}{kg^2} \]

and $d_{12}$ is the distance between body 1 and body 2

For an object, $m$, at or near the surface of the Earth (i.e., $d_{12}$ is the radius of the Earth) this simplifies to:

$$F = mg$$

where:  \[ g = -9.8 \frac{meters}{sec^2} = -32.2 \frac{feet}{sec^2} \]

$g$ is known as the **Acceleration Due to (Earth’s) Gravity**
Fun facts -- gravitational acceleration on other bodies

<table>
<thead>
<tr>
<th>Body</th>
<th>Gravity Acceleration (m/sec(^2))</th>
<th>g’s</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mercury</td>
<td>3.70</td>
<td>0.38</td>
</tr>
<tr>
<td>Venus</td>
<td>8.87</td>
<td>0.90</td>
</tr>
<tr>
<td>Earth</td>
<td>9.81</td>
<td>1.00</td>
</tr>
<tr>
<td>Moon</td>
<td>1.62</td>
<td>0.17</td>
</tr>
<tr>
<td>Mars</td>
<td>3.71</td>
<td>0.38</td>
</tr>
<tr>
<td>Jupiter</td>
<td>24.79</td>
<td>2.53</td>
</tr>
<tr>
<td>Saturn</td>
<td>10.44</td>
<td>1.06</td>
</tr>
<tr>
<td>Uranus</td>
<td>8.69</td>
<td>0.89</td>
</tr>
<tr>
<td>Neptune</td>
<td>11.15</td>
<td>1.14</td>
</tr>
</tbody>
</table>

https://www.universetoday.com/35565/gravity-on-other-planets/
Constant-Acceleration Formulas
( these need to be memorized!)

\[ v_1 = v_0 + at \]
\[ d_1 = d_0 + v_0 t + \frac{1}{2} at^2 \]

If you are moving vertically, then the acceleration, \( a \), will be the acceleration due to gravity, \( g \):

\[ d_y = d_{y0} + v_{y0} t + \frac{1}{2} gt^2 \]

\( g = -9.8 \text{ meters/sec}^2 = -32.2 \text{ feet/sec}^2 \)

If you are moving horizontally, there is no acceleration unless some outside horizontal force creates it.

\[ d_x = d_{x0} + v_{x0} t \]

The following formula is handy because it relates all the usual quantities, but doesn’t require you to know the elapsed time:

\[ v_1^2 = v_0^2 + 2a(d_1 - d_0) \]
Projectile Motion

\[ \vec{V} = V \cos \theta, V \sin \theta \]

Initial Quantities:

**X:**
- \( a_x = 0 \)
- \( v_{x0} = V \cos \theta \)

**Y:**
- \( a_y = g \)
- \( v_{y0} = V \sin \theta \)

Quantities in Flight:

**X:**
- \( d_x = d_{x0} + v_{x0}t \)

**Y:**
- \( h_y = h_{y0} + v_{y0}t + \frac{1}{2} gt^2 \)
**A Projectile Launches – Where Does it End Up?**

\[ \vec{V}_0 = V_0 \cos \theta, V_0 \sin \theta \]

**Strategy:** Treat each case separately. Figure out what limitation makes the projectile stop moving, calculate the time to get to that, and then see where the projectile would have ended up first.
Case 1. What if it Never Reaches the Cliff?

Y Distance Equation:

0. = 0. + v_y0t + \frac{1}{2} gt^2

\frac{1}{2} gt^2 + v_y0t = 0

Note: g < 0.

Solve for the time:

\[ t(\frac{1}{2} gt + v_{y0}) = 0 \]

\[ t^* = 0, \frac{2v_{y0}}{g} \]

How Far will it Go?

Solve for the X Distance:

\[ d_x = d_{x0} + v_{x0} \cdot t^* \]
Case 2. What if it Hits the Side of the Cliff?

X Distance Equation:

\[ d_{\text{cliff}} = 0. + v_{x0}t \]

Solve for the time:

\[ t^* = \frac{d_{\text{cliff}}}{v_{x0}} \]

How High will it Go?

Solve for the Y Distance:

\[ h_y = 0. + v_{y0}t + \frac{1}{2} gt^2 \]
Case 3. What if it Lands on Top of the Cliff?

**Y Distance Equation:**

\[ h_{impact} = 0 + v_{y0}t + \frac{1}{2} gt^2 \]

Solve for the time:

\[ t^* = \frac{-v_{y0} \pm \sqrt{v_{y0}^2 + 2gh_{impact}}}{g} \]

How Far will it Go?

Solve for the X Distance:

\[ d_x = d_{x0} + v_{x0} \cdot t^* \]

Note: if \( h_{impact} = 0 \), this becomes Case #1.
How do you decide if Case 1, 2, or 3 is the Correct Solution?

Consider Case #1: If the horizontal distance that it travels is ≤ $d_{\text{cliff}}$, then this is what happened.

Consider Case #2: If the height of the projectile is ≤ $h_{\text{cliff}}$ as its horizontal distance passes $d_{\text{cliff}}$, then this is what happened.

Otherwise, Case #3 is what happened.
**Case 3 Projectile Motion:**
**How Long will the Projectile Stay in Flight?**

\[
t^* = \frac{-v_{y0} \pm \sqrt{v_{y0}^2 - 2g(d_{y0} - d_{impact})}}{g}
\]

Why are there 2 solutions for \( t^* \)?

How do you know which one is the correct one?
Case 1, 2, 3 Projectile Motion:
When and Where will the Projectile Reach its Maximum Height?

Y Velocity Equation:
\[ v_y = v_{y0} + gt = 0 \]

Solve for the time:
\[ t^* = -\frac{v_{y0}}{g} = -\frac{V \sin \theta}{g} \]

Note: \( g < 0 \).

How High will it Go?

Solve for the Y Distance:
\[ h^* = 0 + v_{y0} t^* + \frac{1}{2} g \left( t^* \right)^2 \]
Find how much time it takes for the projectile to hit the ground.
Find how far the projectile travels horizontally before hitting the ground.
Find the maximum height the projectile reaches before starting back down.

\[ V = (10., 10.) \text{ meters/sec} \]

1. Deal with just the Y component first. What is the equation that relates distance travelled to initial velocity and gravitational acceleration?

Simplify \( g \) to be -10 meters/sec\(^2\)

\[ d_{\text{impact}} = d_{y0} + v_{y0}t + \frac{1}{2}gt^2 \]

2. Solve for \( t \) when \( d_{\text{impact}} = d_{y0} \). Why are there 2 answers? What are they? Which one do you want?

\[ d_{y0} = d_{y0} + 10t - \frac{1}{2}10t^2 \]
3. Now deal with the X component. What equation relates distance traveled to initial velocity and (zero) acceleration?

\[ d_x = d_{x0} + v_{x0}t \]

4. Plug in the \( t \) you got in step #2. How far did the projectile travel?

\[ d_x = 0 + 10t \]

5. Now deal with the maximum height. What is the Y velocity when the projectile reaches the maximum height?

\[ 0.0 \]

6. What equation relates velocity achieved to initial velocity and distance travelled? (Hint: there is one that doesn’t need \( t \).)

\[ v_1^2 = v_0^2 + 2a(d_1 - d_0) \]

7. Solve it for \((d_1-d_0)\).

\[ 0^2 = 10^2 - 2 \times 10(d_1 - d_0) \]
The Physics of Bouncing Against a Floor or Wall

To treat the case of an object bouncing against an immoveable object, such as a floor or a solid wall, the resulting velocity is:

\[ v' = -ev \]

Where \( e \) is the Coefficient of Restitution (CoR), and is a measure of how much energy is retained during the bounce.

The amount of energy actually retained during the collision is:

\[ E_{\text{retained}} = e^2 \]

Which means that:

\[ E_{\text{lost}} = (1 - e^2) \]

Balls Bounced on a Concrete Surface:

<table>
<thead>
<tr>
<th>Ball Material</th>
<th>CoR</th>
</tr>
</thead>
<tbody>
<tr>
<td>range golf ball</td>
<td>0.858</td>
</tr>
<tr>
<td>tennis ball</td>
<td>0.712</td>
</tr>
<tr>
<td>billiard ball</td>
<td>0.804</td>
</tr>
<tr>
<td>hand ball</td>
<td>0.752</td>
</tr>
<tr>
<td>wooden ball</td>
<td>0.603</td>
</tr>
<tr>
<td>steel ball bearing</td>
<td>0.597</td>
</tr>
<tr>
<td>glass marble</td>
<td>0.658</td>
</tr>
<tr>
<td>ball of rubber bands</td>
<td>0.828</td>
</tr>
<tr>
<td>hollow, hard plastic ball</td>
<td>0.688</td>
</tr>
</tbody>
</table>

A Ball Bouncing in a Box

Current Position = (x, y)
Current Velocity = (vx, vy)
How long until the next bounce?

\[ x' = x + v_x t = x_{left} + radius \]

\[ x' = x + v_x t = x_{right} - radius \]

\[ y' = y + v_y t + \frac{1}{2} gt^2 = y_{floor} + radius \]
\[ t^* = \frac{-v_y \pm \sqrt{v_y^2 - 2g(y - y_{floor} - radius)}}{g} \]

1. Figure out which equation produces the minimum positive \( t \) value
2. Advance the ball that much
3. Perform the bounce in the proper direction
4. Handle the rest of the time step

\[ v'_x = -ev_x \]
\[ v'_y = v_y \]

If no bounce:

\[ x' = x + v_x t \]
\[ y' = y + v_y t + \frac{1}{2} gt^2 \]
or:

\[ v'_x = v_x \]
\[ v'_y = v_y + gt \]
void Bounce( float dt )
{
    while( dt > EPSILON )
    {
        float tmin = dt;       // minimum time to do something
        int which = NOTHING_HIT; // which reason was it for doing the something:

        float tleft = ???;     // time to hit the left wall
        if( tleft > 0. && tleft < tmin )
        {
            tmin = tleft;      
            which = HIT_LEFT;
        }

        float tright = ???;    // time to hit the right wall
        ...
        float tfloor1 = ???;   // time to hit the floor
        ...
        float tfloor2 = ???;   // time to hit the floor (note there are 2 answers)
        ...

        // tmin is now set to the smallest of: dt, tleft, tright, tfloor1, tfloor2 which are all positive
        // which is set to:
        //      NOTHING_HIT, HIT_LEFT, HIT_RIGHT, HIT_FLOOR1, or HIT_FLOOR2
        // to show what was the first thing hit

        x + v_x t = x_{left} + radius

        t_{left} = \frac{x_{left} + radius - x}{v_x}
The Physics of Bouncing Against a Floor or Wall

// take a time step of time length tmin, using the projectile motion equations:
// if a bounce is going to occur, tmin takes the ball right up to the surface:

Xnow = ???;
Ynow = ???;
Vxnow = ???;
Vynow = ???;

// change the proper velocity component:
// if nothing was hit in this time step, just return:

switch( which )
{
   case NOTHING_HIT:
      return;
   case HIT_LEFT:
      Vxnow = -evx;
      break;
   case HIT_RIGHT:
      Vxnow = evx;
      break;
   case HIT_FLOOR1:
      Vynow = -eyv;
      break;
   case HIT_FLOOR2:
      Vynow = eyv;
      break;
}

dt -= tmin; // after the bounce, we might still have some time step left
So far, we have only been dealing with objects undergoing linear motion. What about objects undergoing rotational motion?

1. Spinning motion
2. Motion around a curve
Spinning Motion: 
Constant-Acceleration Formulas

\[ \omega_1 = \omega_0 + \alpha t \]

\[ \theta_1 = \theta_0 + \omega_0 t + \frac{1}{2} \alpha t^2 \]

\[ \omega_1^2 = \omega_0^2 + 2\alpha (\theta_1 - \theta_0) \]

Note: In the same way that the linear equations can work in x, y, and z, the rotational equations can work for rotations about the x, y, and z axes.
Motion around a curve:  
Centripetal / Centrifugal Force

1. Every object in motion keeps that same motion (i.e., same speed and direction) unless an external force acts on it.

2. Force equals mass times acceleration (F=ma)

3. For every action, there is an equal and opposite reaction.

That force is called **Centripetal Force**, and acts on all objects as they round curves in order to make them round the curve and not go flying off.

For the car, that force is the friction of the road on the tires. For you, that force is the side of the car on you.
Then What is *Centrifugal Force*?

The **Centripetal Force** is making the block change directions. This is what we observe *from the outside*.

But, if we were observing while *riding on the block*, the motion direction that our mass wants to keep is the original straight line. But, the block has been forced to change to a new direction. Until our mass also changes to this new direction, we are going to keep trying to go in the old direction, which seems to us to be towards the outside of the curve. We think we are being “thrown” there, but it is just a natural consequence of Newton’s First Law.
Then What is *Centrifugal* Force?

![XKCD Comic: Centrifugal Force](http://xkcd.com)

**Comic Text:**

**Panel 1:**
How do you like my centrifuge, Mister Bond? When I throw this lever, you will feel centrifugal force crush every bone in your body.

**Panel 2:**
You mean centripetal force. There's no such thing as centrifugal force.

A laughable claim, Mister Bond, perpetuated by overzealous teachers of science. Simply construct Newton's laws in a rotating system and you will see a centrifugal force term appear as plain as day.

**Panel 3:**
Come now, do you really expect me to do coordinate substitution in my head while strapped to a centrifuge?

**Panel 4:**
No, Mister Bond. I expect you to die.
How Much Force is the Centripetal Force and Where Does it Point?

This force points *towards* the instantaneous center of curvature

\[ F = ma = m\frac{v^2}{r} = m\omega^2r \]

\[ a = \frac{v^2}{r} = \omega^2r \]

\[ s = r\theta \]

\[ v = r\omega \]
Torque is like the rotational-motion equivalent of force. It is defined as a force, \( F \), acting at a distance, \( d \). (That distance is sometimes called a moment-arm.)

\[
\text{Torque} = F \times d
\]

An object is in static equilibrium if :
1. Sum of the forces = 0
2. Sum of the torques = 0
Torque Imbalances

Torque is defined as a force, $F$, acting at a distance, $d$. In the example below, the arm will rotate if $F_1 \times d_1 \neq F_2 \times d_2$. 

![Diagram showing two forces and their distances from a pivot point, illustrating torque imbalances.](image)
Torque-Imbalance can let us Analyze “Situations”

A truck rounding a bend too quickly

Center of Gravity

Centrifugal Force = \( \frac{mv^2}{R} \)

Gravity Force (Weight) = \( mg \)

Pivot Point

The truck will tip if Tipping Torque > Gravity Torque:

\[ m \frac{v^2 h}{R} > mg \left( \frac{w}{2} \right) \]

What are the impacts of \( m, v, R, h, \) and \( w \)?

Big rig rollover bottles up northbound Terwilliger Curves

BY KATU.com staff
Oregon State University
Computer Graphics