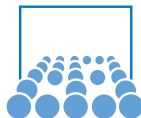


PSE Game Physics

Session (2) Collisions: Sphere-Sphere and Sphere-Plane Interpenetrations

Sebastian Rettenberger, Roland Wittmann

22.04.2016



Outline

Some very very basic math

Linear transformations

Collisions

Sphere-Sphere

Collision Normal

Collision points & Interpenetration depth

Outline

Some very very basic math

Linear transformations

Collisions

Sphere-Sphere

Collision Normal

Collision points & Interpenetration depth

Right-handed system

- Our **SBND-Engine** is written in a **Right-handed system** (OpenGL):

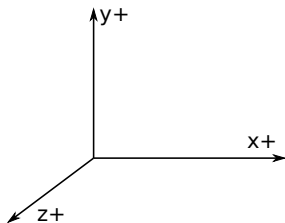
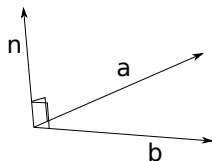


Figure : right-handed coordinate system

- Use your hand to determine the orientation: Thumb (X-axis), forefinger (Y-axis), middlefinger (Z-axis).
- Thus moving an object further away means **decreasing** the z-coordinate!
- **All formulae are given in right-handed basis!**

Cross product



$$\vec{n} = \vec{a} \times \vec{b} = \begin{bmatrix} a_2 b_3 - a_3 b_2 \\ a_3 b_1 - a_1 b_3 \\ a_1 b_2 - a_2 b_1 \end{bmatrix}$$

- We mainly use it to compute a vector \vec{n} which is perpendicular to two given vectors \vec{a} and \vec{b}
- E. g. if a plane is given by a single point and 2 vectors, the **plane normal** can be computed
- Remember: This formula is given in a **right-handed coordinate system!**

Dot product

$$\vec{a} \cdot \vec{b} = \sum_{i=1}^3 a_i b_i$$

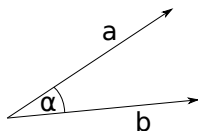


Figure : dot product

- Usage: **Compute the cosine** of the angle created by \vec{a} and \vec{b} :

$$\vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos(\alpha)$$

- Later on, we use it to compute the **projected length** of \vec{a} on a normal \vec{n}

Outline

Some very very basic math

Linear transformations

Collisions

Sphere-Sphere

Collision Normal

Collision points & Interpenetration depth

Object properties

Video: NaturalMotion by Euphoria

<http://www.youtube.com/watch?v=Qi5adyccoKI>

Object properties

- Position
- Orientation
- Velocity
- Mass
- ...

How can we express e. g. Position and Orientation?

Degrees of Freedom for a rigid body object

"Modifications" of Position and Orientation which we need for our physics engine with **rigid bodies**:

- **Translation**: Move object from position $p(t)$ to $p(t + \Delta t)$
- **Orientation**: Rotate an object $q(t)$ to $q(t + \Delta t)$

Other Modifications not necessary for our physics engine:

- **Shearing** (Meaningless for rigid body objects)
- **Scaling** (Meaningless for rigid body objects)
- **Projections** (Only necessary for visualization, non-affine transformation)

How to describe the transformations?

Model- and World-space:

- **Model-Space:** The *space* in which the object is setup without any modifications.
- The object is **moved/rotated** during initialization or by applying a linear or rotational velocity in each time step.
- Applying this transformation projects the object **from model-space to world-space**.

How to describe the transformations?

Cartesian coordinates:

- Store the *position* of the object in a 3D **vector** $\vec{p} = (p_x, p_y, p_z)^T$
- 3x3 matrices A describe linear transformations: $\vec{p}' = A \vec{p}$:
scalings, rotations, shearing..
- However, we cannot use them for affine transformations
(e.g. translations): $\vec{p}' = A \vec{p} + \vec{t}$.

Homogeneous coordinates:

- Store the *position* of the object in a 4D **vector** $\bar{p} = (p_x, p_y, p_z, 1)^T$
and set the fourth component to 1.
- Use a 4×4 matrix M which is created based on the position and
orientation to describe the transformation.

Translation

- The translation can be expressed by setting specific values in the last column of our 4x4 matrix M :

$$M = \begin{pmatrix} A & \vec{t} \\ \vec{0}^T & 1 \end{pmatrix}, \bar{\rho} = \begin{pmatrix} \vec{\rho} \\ 1 \end{pmatrix} \Rightarrow M \bar{\rho} = \begin{pmatrix} A \vec{\rho} \\ 1 \end{pmatrix} + \begin{pmatrix} \vec{t} \\ 1 \end{pmatrix}$$

- So $\bar{\rho}' = M \bar{\rho} \Rightarrow \vec{\rho}' = A \vec{\rho} + \vec{t}$
- Example: $\bar{\rho} = (1, 3, -2, 1)^T$, $\vec{t} = (10, 10, 10)^T$

$$\begin{pmatrix} \rho'_x \\ \rho'_y \\ \rho'_z \\ 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 & t_x \\ 0 & 1 & 0 & t_y \\ 0 & 0 & 1 & t_z \\ 0 & 0 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} \rho_x \\ \rho_y \\ \rho_z \\ 1 \end{pmatrix} = \begin{pmatrix} \rho_x + t_x \\ \rho_y + t_y \\ \rho_z + t_z \\ 1 \end{pmatrix} = \begin{pmatrix} 1 + t_x \\ 3 + t_y \\ -2 + t_z \\ 1 \end{pmatrix} = \begin{pmatrix} 11 \\ 13 \\ 8 \\ 1 \end{pmatrix}$$

Orientation

- One way to express 3D Orientation is to combine 2D rotations.
- E. g. 2D rotation around Z-Axis:

$$M_{rotate_z} = \begin{pmatrix} \cos \alpha & -\sin \alpha & \cdot & \cdot \\ \sin \alpha & \cos \alpha & \cdot & \cdot \\ \cdot & \cdot & 1 & \cdot \\ \cdot & \cdot & \cdot & 1 \end{pmatrix}$$

- Combining 3 rotation matrices (Around X, Y and Z axis), we can express all possible rotations.

Putting everything together

- Now we can express rigid body transformations by **applying all transformations to the object's position** (or at any point on the object's surface:

$$M_{translate} \cdot M_{rotate} \cdot \bar{p}$$

- By setting $M = M_{translate} \cdot M_{rotate}$ the transformation can be expressed by only a **single matrix-vector expression**:

$$M \cdot \bar{p}$$

- Model matrix M gives the transformation of an object **from model-space to world-space**.
- (Model matrix is also called world matrix when programming with DirectX).

Inverse Transformations

- It's also possible to **transform objects from world-space to the model-space**.
- This becomes handy when **intersection tests** can be easily **handled in the model-space** of an object (e. g. ball-box intersection tests)
- The transformation of an object O_1 to the model-space of another object O_2 can be simply handled by using the inverse of the **model-matrix**:

$$M_2^{-1} \cdot M_1$$

- Hint for a better understanding: **read this formula from right to left**
 - Firstly, object 1 is transformed to the world space
 - By applying the inverse transformation for object 2, transforms object 1 to the model-space of object 2

Vectors in homogeneous coordinates

- A **vector** \vec{v} is the difference of two positions \vec{p} and \vec{q} . In homogeneous coordinates: $\vec{v} = \vec{p} - \vec{q} = (p_x, p_y, p_z, 1) - (q_x, q_y, q_z, 1) = (p_x - q_x, p_y - q_y, p_z - q_z, 0)$. So for vectors, the fourth component is 0!
- Transformation of a vector from one space to another given the point transformation matrix M is done by application of the matrix: $\vec{v}' = M \vec{v}$.

Normals in homogeneous coordinates

- A **normal** is orthogonal to a vector, so $\vec{n}^T \vec{v} = 0 \Rightarrow \bar{n}^T \bar{v} = 0$. For normals the fourth component is also 0.
- Transformation of a normal from one space to another given the point transformation matrix M is done by application of the **inverse transpose**: $\bar{n}' = M^{-T} \bar{n}$.

Transformation of vectors

- Here we give a short sketch (See <http://www.faqs.org/faqs/graphics/algorithms-faq/> for more details)
- We start by **splitting up** the matrix M into the 3x3 **matrix** A and the **translation vector** \vec{t} :

$$M = \begin{pmatrix} A & \vec{t} \\ \vec{0}^T & 1 \end{pmatrix}$$

- Assuming that \vec{p} and \vec{q} lie on an object's surface, the vector connecting both points is defined by $\vec{v} = \vec{p} - \vec{q}$.
- Then we can describe the transformation of an arbitrary vector \vec{v} connecting with the transformation of its starting and end point \vec{p} and \vec{q} :

$$\vec{v}' = (A \vec{p} + \vec{t}) - (A \vec{q} + \vec{t}) = A (\vec{p} - \vec{q}) = A \vec{v}$$

- In homogeneous coordinates: $\vec{v}' = (A \vec{v} + 0 \vec{t}, \vec{0}^T \vec{v} + 0 \cdot 1)^T = M \vec{v}$

Transformation of normals

- When transforming a normal \vec{n} with $\vec{n}^T \vec{v} = 0$, the **angle remains the same** which can be expressed by a **dot product**.
- Since we know, that \vec{v} can be transformed by applying A , we can rewrite the equation to

$$\vec{n}' \cdot \vec{v}' = (N \vec{n}) \cdot (A \vec{v})$$

with N being the matrix we like to figure out.

- By replacing the dot product using the transposed:

$$\vec{n}' \cdot \vec{v}' = (N \vec{n})^T (A \vec{v}) = \vec{n}^T N^T A \vec{v} = \vec{n}'^T \vec{v}'$$

- Since the angle between the 2 vectors \vec{n} and \vec{v} also **have to be equal in model-space**, we can assume that $N^T A = I$.
- Thus, we get $N = A^{-T}$ for the matrix **transforming vectors** to the basis given in M : $\vec{n}' = A^{-T} \vec{n}$
- In homogeneous coordinates: $\vec{n}' = M^{-T} \vec{n}$

Overview

- So far we are able to **mathematically describe transformations from model- to world-space**.
- Use homogeneous coordinates $(p_x, p_y, p_z, 1)$ for **positions**.
- Use homogeneous coordinates $(v_x, v_y, v_z, 0)$ for **vectors and normals**.
- Apply transformation matrix M to transform positions and vectors.
- Apply **inverse** M^{-1} to **transform "backwards"**.
- Apply **transposed inverse matrix** M^{-T} to transform normals.

Overview

- So far we are able to **mathematically describe transformations from model- to world-space**.
- Use homogeneous coordinates $(p_x, p_y, p_z, 1)$ for **positions**.
- Use homogeneous coordinates $(v_x, v_y, v_z, 0)$ for **vectors and normals**.
- Apply transformation matrix M to transform positions and vectors.
- Apply **inverse** M^{-1} to **transform "backwards"**.
- Apply **transposed inverse matrix** M^{-T} to transform normals.
- Seems to be easy, isn't it? **Not for rotations!**

Outline

Some very very basic math

Linear transformations

Collisions

Sphere-Sphere

Collision Normal

Collision points & Interpenetration depth

Our schedule for collision tests

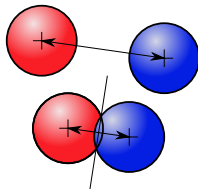
- Collision tests:

	Plane	Sphere	Box
Plane	o	-	-
Sphere	X	X	-
Box	a	a	a

- o: meaningless
 - a: not in this session, but available via additional slides.
 - : Symmetric
- Resolving interpenetration

Collision: Sphere-Sphere

- Really easy to detect this collision:
Test whether the **distance of the 2 center points is less than the sum of both radii**
- But we need more collision data in order to handle collisions...
(next slide)



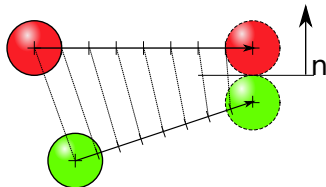
Intersection data

Which intersection data has to be generated generated?

- Collision normal
- Collision points
- Interpenetration depth

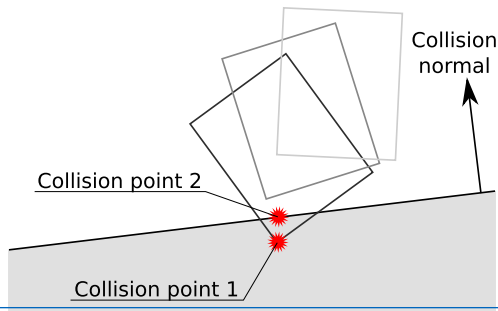
Collision Normal

- We need to know in which **direction** we have to **apply some force** due to the collision.
- For spheres we assume to determine the collision normal when the 2 spheres are very close.
- Thus the normal from the first sphere aiming to the other one is given by computing the **collision normal** based upon **both sphere's centers**.



Collision points & Interpenetration depth

- Since an interpenetration can occur during a timestep (not only at the very end), the collision point for every object has to be approximated.
- This collision point gets important when **applying an impulse** to an object which results in a angular momentum.
- The distance of those collision points also gives us the **interpenetration depth**.



Resolving Interpenetration (1/2)

- If a **binary collision for 2 objects was detected**, this interpenetration has to be solved somehow
- The first assumption is, that the interpenetration can be solved by moving the objects **parallel to the collision normal**
- Question: **How far** should every object be moved?

Resolving Interpenetration (2/2)

- We start by considering **2 extreme cases** assuming that resolving the interpenetration depends on the rigid-body mass
 - O1 has ∞ mass, O2 has mass 1 \Rightarrow Only O2 is moved
 - O2 has ∞ mass, O1 has mass 1 \Rightarrow Only O1 is moved
- Linearly interpolating between these 2 extreme cases, the fraction d_1 of the interpenetration distance for O1 can be computed by:

$$d_1 = \frac{m_2}{m_1 + m_2} = \frac{m_1^{-1}}{m_1^{-1} + m_2^{-1}}$$

with m_i^{-1} being the inverse mass of the corresponding objects.