# 二维质点运动学

## 物理知识

上一篇文章只讨论了一维方向上的运动，如果扩展到二维一点也不难，只需在两个维度上进行同样的操作，即：

*v*x＝*a*xd*t*，*v*y＝*a*yd*t*

*x*＝*v*xd*t*，*y*＝*v*yd*t*

以上运动学方程也可以写成矢量式：

***v***=***a***d*t*

***r***=***v***d*t*

这在物理学上叫做**运动独立性原理**，即：**一个物体同时参与几种运动，各分运动都可看成独立进行的，互不影响，物体的合运动则视为几个相互独立分运动叠加的结果。分运动和合运动之间具有：独立性、等时性、矢量性、同体性**。

## 代码实现

与上一个物理引擎相比，代码最主要的变化就是在Body类中：之前物体的位置、速度、加速度都是用一个数字（标量）表示的，现在这些属性用矢量来表示。因此首先编写一个二维矢量类Vec2，代码如下：

export class Vec2 {

static readonly ZERO: Readonly<Vec2> = new Vec2(0, 0);

static readonly UNITX: Readonly<Vec2> = new Vec2(1, 0);

static readonly UNITY: Readonly<Vec2> = new Vec2(0, 1);

x: number = 0;

y: number = 0;

constructor(x: number = 0, y: number = 0) {

this.x = x;

this.y = y;

}

Clone(): Vec2 {

return new Vec2(this.x, this.y);

}

SetZero(): Vec2 {

this.x = 0;

this.y = 0;

return this;

}

Set(x: number, y: number): Vec2 {

this.x = x;

this.y = y;

return this;

}

Copy(other: Vec2): Vec2 {

this.x = other.x;

this.y = other.y;

return this;

}

SelfAdd(v: Vec2): Vec2 {

this.x += v.x;

this.y += v.y;

return this;

}

AddV(v: Vec2): Vec2 {

return new Vec2(this.x + v.x, this.y + v.y);

}

SelfSub(v: Vec2): Vec2 {

this.x -= v.x;

this.y -= v.y;

return this;

}

SubV(v: Vec2): Vec2 {

return new Vec2(this.x - v.x, this.y - v.y);

}

SelfMulS(s: number): Vec2 {

this.x \*= s;

this.y \*= s;

return this;

}

MulS(s: number): Vec2 {

return new Vec2(this.x \* s, this.y \* s);

}

Dot(v: Vec2): number {

return this.x \* v.x + this.y \* v.y;

}

CrossV(v: Vec2): number {

return this.x \* v.y - this.y \* v.x;

}

Length(): number {

const x: number = this.x, y: number = this.y;

return Math.sqrt(x \* x + y \* y);

}

LengthSquared(): number {

const x: number = this.x, y: number = this.y;

return (x \* x + y \* y);

}

Normalize(): Vec2 {

const inv\_length: number = 1 / this.Length();

return new Vec2(this.x \* inv\_length, this.y \* inv\_length);

}

SelfNormalize(): Vec2 {

const length: number = this.Length();

if (length >= 0.001) {

const inv\_length: number = 1 / length;

this.x \*= inv\_length;

this.y \*= inv\_length;

}

return this;

}

SelfRotate(radians: number): Vec2 {

const c: number = Math.cos(radians);

const s: number = Math.sin(radians);

const x: number = this.x;

this.x = c \* x - s \* this.y;

this.y = s \* x + c \* this.y;

return this;

}

Rotate(radians: number): Vec2 {

const v\_x: number = this.x, v\_y: number = this.y;

const c: number = Math.cos(radians);

const s: number = Math.sin(radians);

return new Vec2(c \* v\_x - s \* v\_y, s \* v\_x + c \* v\_y);

}

SelfCrossVS(s: number): Vec2 {

const x: number = this.x;

this.x = s \* this.y;

this.y = -s \* x;

return this;

}

SelfCrossSV(s: number): Vec2 {

const x: number = this.x;

this.x = -s \* this.y;

this.y = s \* x;

return this;

}

SelfAbs(): Vec2 {

this.x = Math.abs(this.x);

this.y = Math.abs(this.y);

return this;

}

SelfNeg(): Vec2 {

this.x = (-this.x);

this.y = (-this.y);

return this;

}

Neg(): Vec2 {

return new Vec2(-this.x, -this.y);

}

}

这个类包含了矢量相加（AddV）、相减（SubV）、矢量与标量的乘法（MulS）、矢量间的点乘（Dot）、矢量间的叉乘（Cross）等方法。

有了Vec2类，就可以改写Body类了。代码如下：

export class Body {

position: Vec2 = Vec2.ZERO;

velocity: Vec2 = Vec2.ZERO;

acceleration: Vec2 = Vec2.ZERO;

private world: World;

constructor(world: World) {

this.world = world;

this.acceleration.SelfAdd(world.gravity);

}

Integrate(dt: number) {

this.velocity.x+=this.acceleration.x\*dt;

this.velocity.y+=this.acceleration.y\*dt;

// 相当于前两行代码

// this.velocity.SelfAdd(this.acceleration.MulS(dt));

this.position.x+=this.velocity.x\*dt;

this.position.y+=this.velocity.y\*dt;

// 相当于前两行代码

//this.position.SelfAdd(this.velocity.MulS(dt));

}

}

在Body类中还有一个小小的变动：添加了一个重力加速度，而这个加速度是保存在世界中的。这可以理解为，在地球表面，所有物体都具有一个方向竖直向下的重力加速度，默认值为10 m/s2。

## 应用

下面用物理中几个典型的平面运动来测试一下这个引擎。

### 1、抛体运动

所谓抛体运动，就是将物体以一定的初速度向空中抛出，仅在重力作用下物体所做的运动。

由于物体默认就自带重力加速度，因此我们只需设置它的初速度即可。代码如下：

export class test {

world: World;

circleBody: Body

render: Render;

canvas: HTMLCanvasElement;

v: number = 200;

alpha: number = 0;

public constructor() {

this.canvas = <HTMLCanvasElement>document.getElementById('canvas');

this.render = new Render(this.canvas.getContext("2d"));

this.world = new World();

// 将重力加速度设置得大一点

this.world.gravity = new Vec2(0,100);

this.circleBody = new Body(this.world);

this.circleBody.position = new Vec2(100, 300);

this.circleBody.velocity = new Vec2(this.v, 0);

this.resetBody();

this.world.addBody(this.circleBody);

this.Update();

}

private previousTime: number; // 上一帧的开始时刻

private elapsedTime: number; // 每帧流逝的时间（毫秒）

Update() {

requestAnimationFrame(() => this.Update());

const time: number = performance.now();

this.elapsedTime = this.previousTime ? (time - this.previousTime) / 1000 : 0;

this.previousTime = time;

if (this.elapsedTime > 0) {

this.world.step(this.elapsedTime);

// 在边界处反弹

if (this.circleBody.position.x < 20) {

this.circleBody.position.x = 20;

this.circleBody.velocity.x = -this.circleBody.velocity.x;

}

else if (this.circleBody.position.x > 780) {

this.circleBody.position.x = 780;

this.circleBody.velocity.x = -this.circleBody.velocity.x;

}

if (this.circleBody.position.y < 20) {

this.circleBody.position.y = 20;

this.circleBody.velocity.y = -this.circleBody.velocity.y;

}

else if (this.circleBody.position.y > 580) {

this.circleBody.position.y = 580;

this.circleBody.velocity.y = -this.circleBody.velocity.y;

}

};

this.render.draw(this.world);

};

}

window.onload = () => {

var main: test = new test();

}

### 2、匀速圆周运动

匀速圆周运动的加速度*a*与速度*v*时刻垂直，且满足如下关系：

*a*=

式中*R*表示圆周半径。因此在代码中需要将*v*矢量旋转90°，将这个矢量的长度缩放为的大小，即*a*矢量。

*a*=

*v*

设做匀速圆周运动的物体速率*v*=200 m/s，运动半径*R*=200 m，由物理公式可求得*T*==2π s。下面的代码用来模拟这个运动：

export class test {

world: World;

circleBody: Body

render: Render;

canvas: HTMLCanvasElement;

R: number = 200;

v: number = 200;

public constructor() {

this.canvas = <HTMLCanvasElement>document.getElementById('canvas');

this.render = new Render(this.canvas.getContext("2d"));

this.world = new World();

// 将重力加速度设置为0

this.world.gravity = Vec2.ZERO;

this.circleBody = new Body(this.world);

this.circleBody.position = new Vec2(400, 100);

this.circleBody.velocity = new Vec2(200, 0);

this.world.addBody(this.circleBody);

this.Update();

}

private previousTime: number; // 上一帧的开始时刻

private elapsedTime: number; // 每帧流逝的时间（毫秒）

Update() {

requestAnimationFrame(() => this.Update());

const time: number = performance.now();

this.elapsedTime = this.previousTime ? (time - this.previousTime) / 1000 : 0;

this.previousTime = time;

if (this.elapsedTime > 0) {

var tempV:Vec2=new Vec2();

this.circleBody.acceleration = Vec2.RotateV(this.circleBody.velocity,Math.PI / 2,tempV).SelfNormalize().SelfMul(this.v \* this.v / this.R);

this.world.step(this.elapsedTime);

};

this.render.draw(this.world);

};

}

window.onload = () => {

var main: test = new test();

}

周期挺准的，但圆弧轨迹不断得缓慢上移，不算完美。

### 3、单摆

单摆的运动比较复杂，摆球的速度沿圆弧切线方向，而其加速度可以这样处理：设摆长为*l*，摆角为*θ*，摆球偏离悬点的水平距离为*x*，则有：

*O*

*x*

*θ*

*g*

*a*T

*v*

*a*

*l*

*θ*=arcsin

由牛顿第二定律可求的摆线的拉力：

*T*=*mg*cos*θ*+*m*

对应产生的加速度：

*a*T=*g*cos*θ*+

而小球的加速度为*a*T和*g*的矢量和。

下面的例子设重力加速度为*g*=100 m/s2，摆长为*l*=400 m，将摆球由最低点以*v*0=200 m/s的初速度释放，由机械能守恒定律可知最大摆角可达到60°，由单摆周期的修正公式：

*T*=2π(1+sin2+sin4+……)

可求得周期为13.46 s。

以下代码就用来模拟这个运动并求出周期：

export class test {

world: World;

circleBody: Body

render: Render;

canvas: HTMLCanvasElement;

theta: number = 0;

a\_T: number = 0;

readonly l: number = 400;

readonly grivaty: number = 100;

public constructor() {

this.canvas = <HTMLCanvasElement>document.getElementById('canvas');

this.render = new Render(this.canvas.getContext("2d"));

this.world = new World();

this.circleBody = new Body(this.world);

this.circleBody.position = new Vec2(400, 250);

this.circleBody.velocity = new Vec2(200, 0);

this.world.addBody(this.circleBody);

this.Update();

}

private previousTime: number; // 上一帧的开始时刻

private elapsedTime: number; // 每帧流逝的时间（毫秒）

Update() {

requestAnimationFrame(() => this.Update());

const time: number = performance.now();

this.elapsedTime = this.previousTime ? (time - this.previousTime) / 1000 : 0;

this.previousTime = time;

if (this.elapsedTime > 0) {

this.theta = Math.asin((this.circleBody.position.x - 400) / this.l);

this.a\_T = this.grivaty \* Math.cos(this.theta) + this.circleBody.velocity.LengthSquared() / this.l;

this.circleBody.acceleration = new Vec2(-this.a\_T \* Math.sin(this.theta), this.grivaty - this.a\_T \* Math.cos(this.theta));

this.world.step(this.elapsedTime);

};

this.render.draw(this.world);

};

}

window.onload = () => {

var main: test = new test();

}

周期求得挺准的，但运动弧线在不断地微微上移，不算完美。