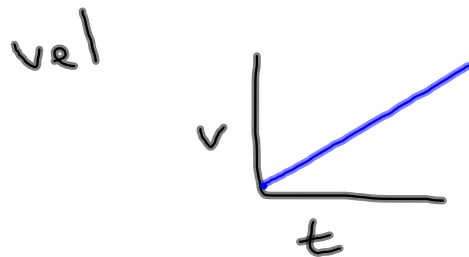
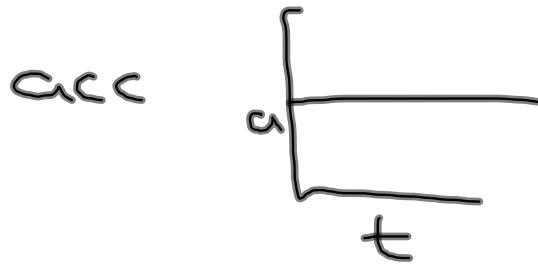


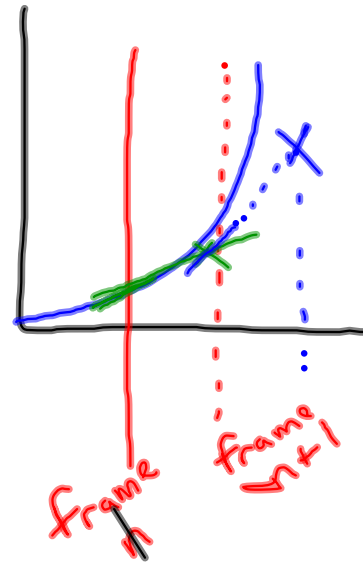
/usr/local/bin/bullet

/usr/local/src/bullet-2.77



$$x = x_0 + v_0 t + \frac{1}{2} a t^2$$

pos



$$x(f_2) = x(f_1) + v(f_1) \cdot \Delta t$$

$x(t)$

$$\frac{d^n x}{dt^n} = f\left(t, x(t), \frac{dx(t)}{dt}, \frac{d^2 x(t)}{dt^2}, \dots\right)$$

r : position Verlet integration

$$r(t_1 + \Delta t) = r(t_1) + \dot{r}(t_1)\Delta t + \frac{1}{2}\ddot{r}(t_1)\Delta t^2 + \frac{1}{6}\ddot{r}(t_1)\Delta t^3 + O(\Delta t^4)$$

$$r(t_1 - \Delta t) = r(t_1) - \dot{r}(t_1)\Delta t + \frac{1}{2}\ddot{r}(t_1)\Delta t^2 - \frac{1}{6}\ddot{r}(t_1)\Delta t^3 + O(\Delta t^4)$$

$$r(t_1 + \Delta t) + r(t_1 - \Delta t)$$

$$r(t_1 + \Delta t) = 2r(t_1) - r(t_1 - \Delta t) + \ddot{r}(t_1)\Delta t^2 + O(\Delta t^4)$$

t_0, t_1, t_2 are frames $t_2 = t_1 + \Delta t$

$$r(t_2) = 2 \cdot r(t_1) - r(\overset{t_0}{t_1 - \Delta t}) + \ddot{r}(t_1)\Delta t^2$$

acceleration

$$F = ma$$
$$a = \frac{F}{m}$$