

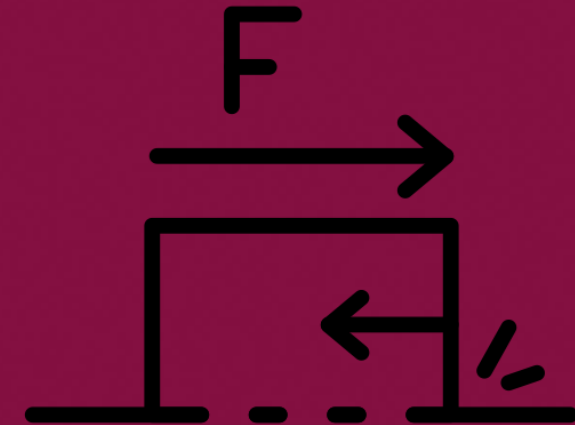
SEEM1113 ENGINEERING MECHANICS



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CH4 Force System Resultants

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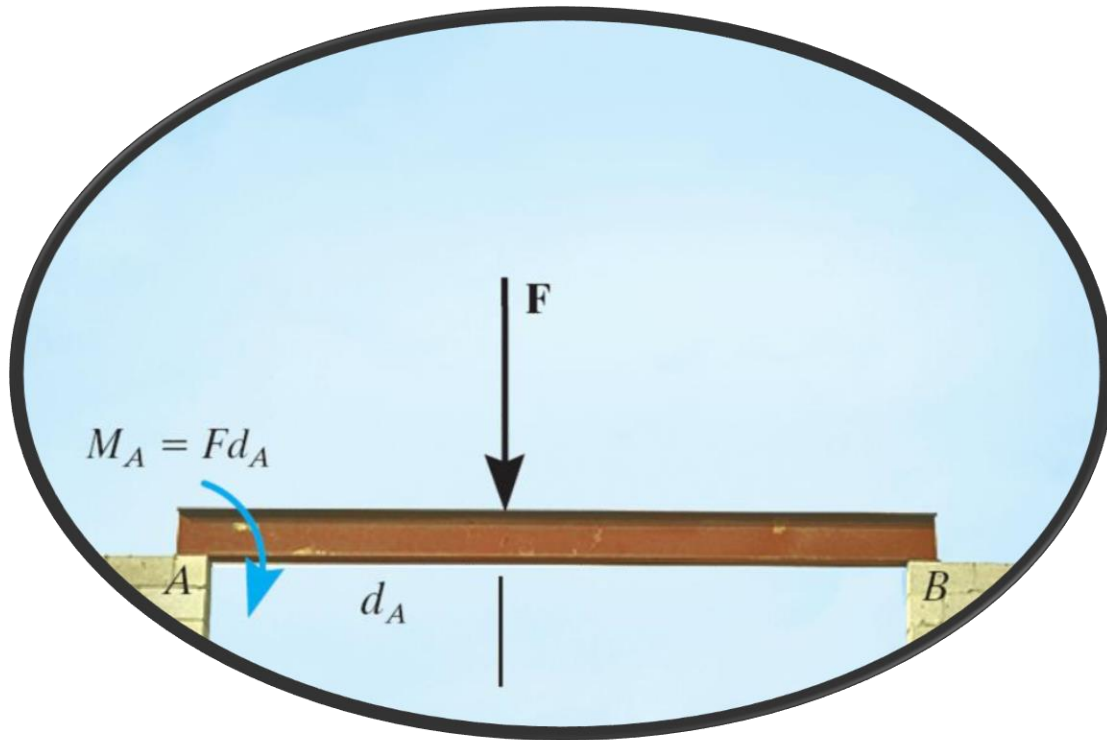
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At the end of this lesson, you should be able to:

1. Describe the concept of **moment of a force (MoF)**.
2. Define the magnitude, direction & resultant moment of MoF
3. Calculate the **MoF** in 2 or 3 dimensions.

Scalar Formulation

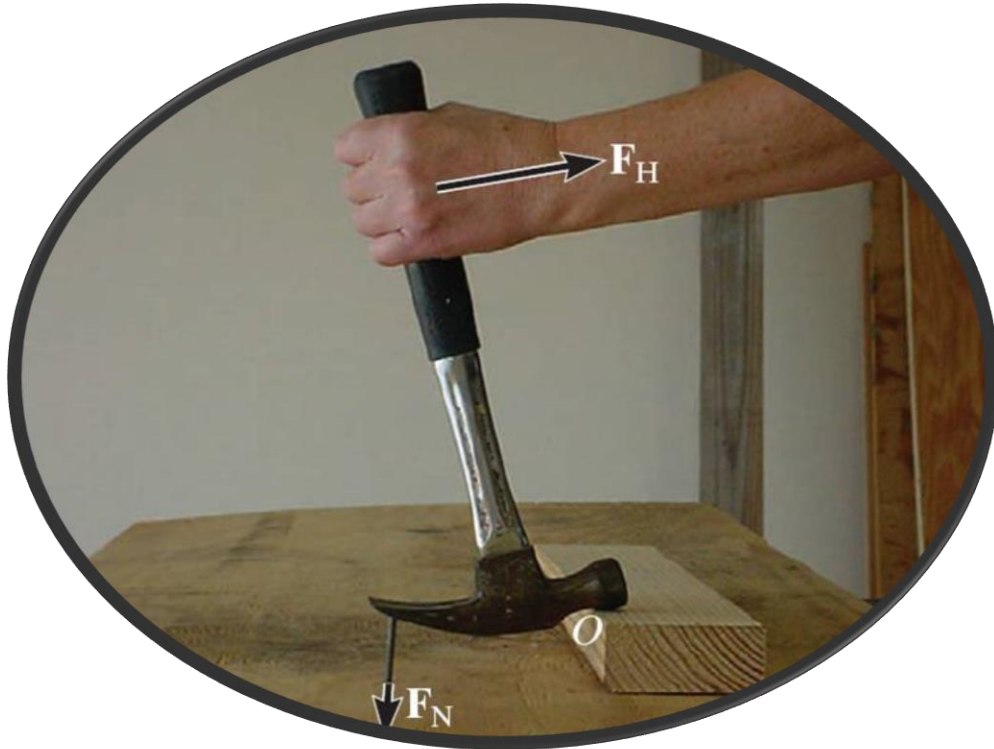
APPLICATION



Beams are often used to bridge gaps in walls. We have to know what the **effect of the force** on the beam will have on the beam supports.

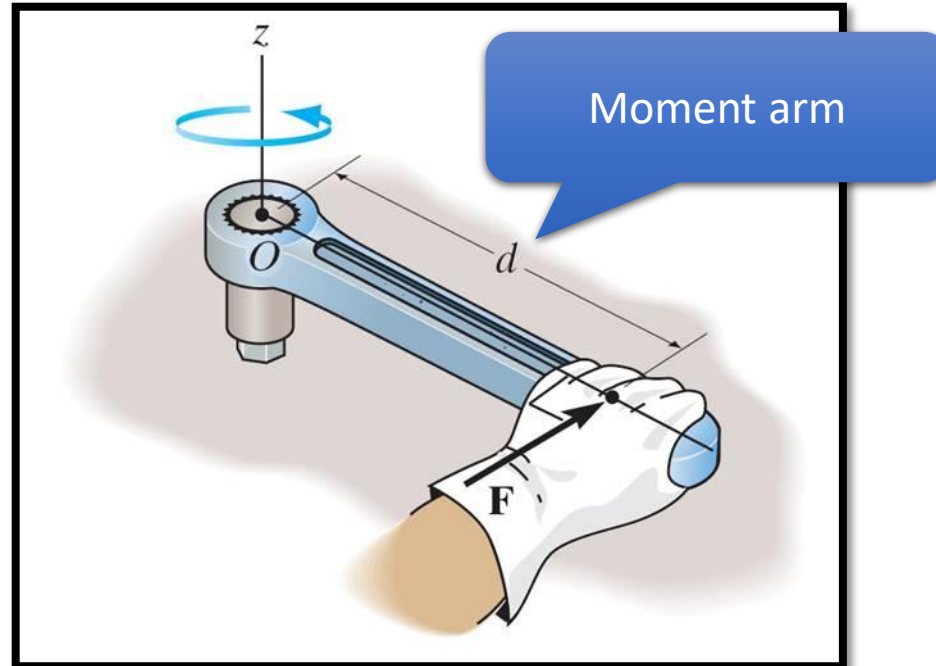
What do you think those **impacts** are at points A and B?

APPLICATION



Carpenters often use a hammer in this way to pull a stubborn nail, F_N . Through what sort of **action** does the force F_H at the handle pull the nail? How can you **mathematically model** the effect of force F_H at point O ?

GENERAL PRINCIPLE

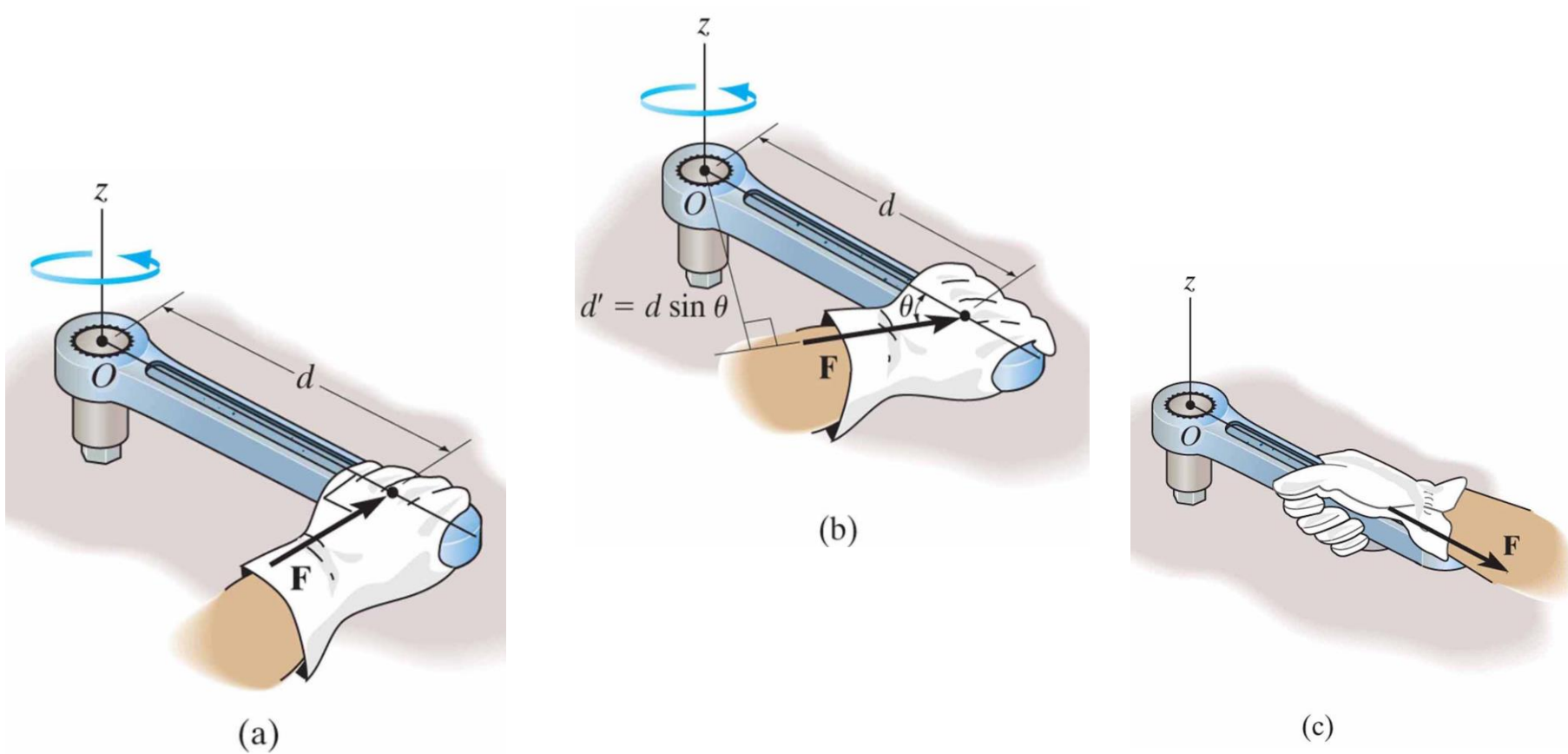


The **moment** of a force about **a point** provides a measure of the **tendency for rotation** (sometimes called a torque).

The moment is a **vector** (has **magnitude** and **direction**)

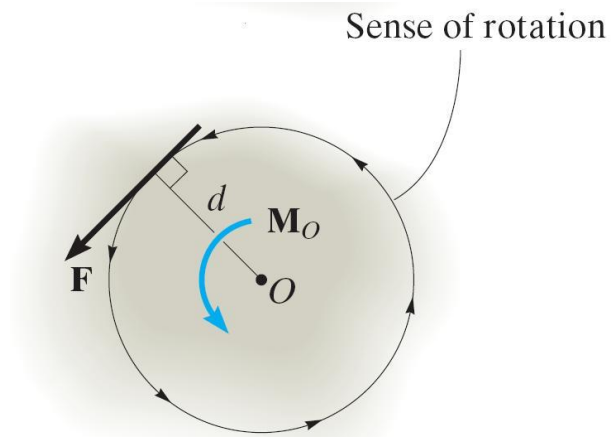
GENERAL PRINCIPLE

Which action give the highest moment?



GENERAL PRINCIPLE

In the 2-D case, the **magnitude** of the moment is



We can determine the direction of rotation by imagining the body pinned at O and deciding which way the body would rotate because of the force.

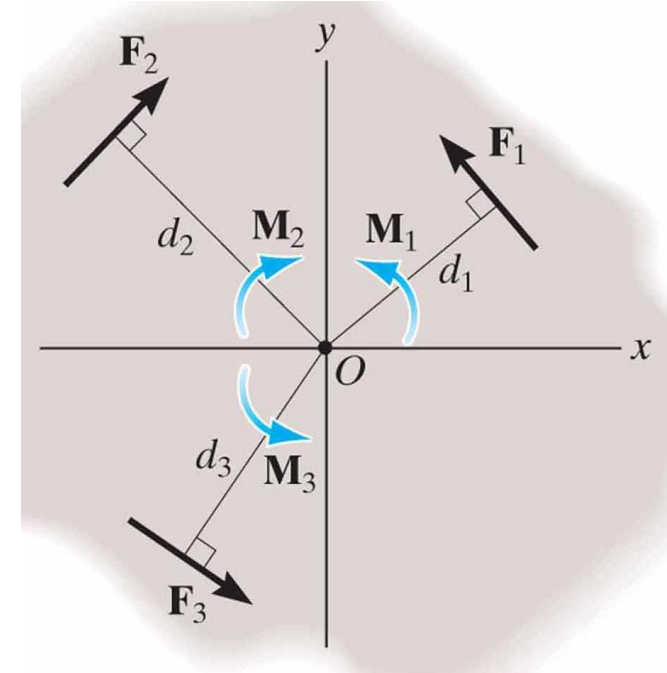
d is the **perpendicular** distance from point O to the line of action of the force.

*In 2-D, the direction of M_O is either **clockwise** or **counter-clockwise**, depending on the tendency for rotation.*

GENERAL PRINCIPLE

Resultant moment:

$$(M_R)_O = \sum Fd = F_1d_1 - F_2d_2 + F_3d_3$$

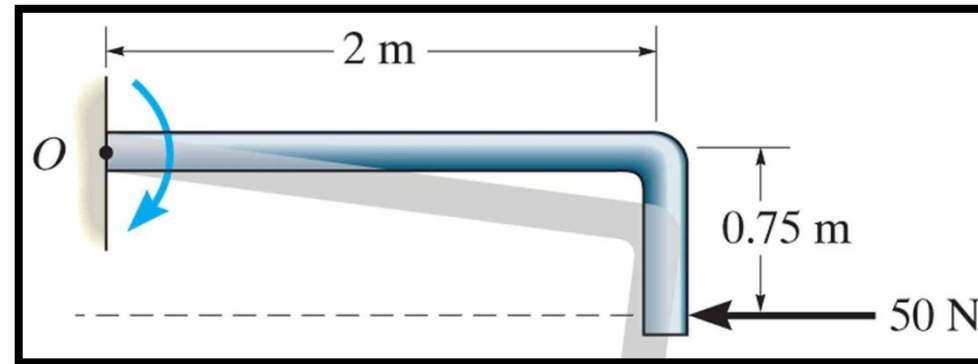
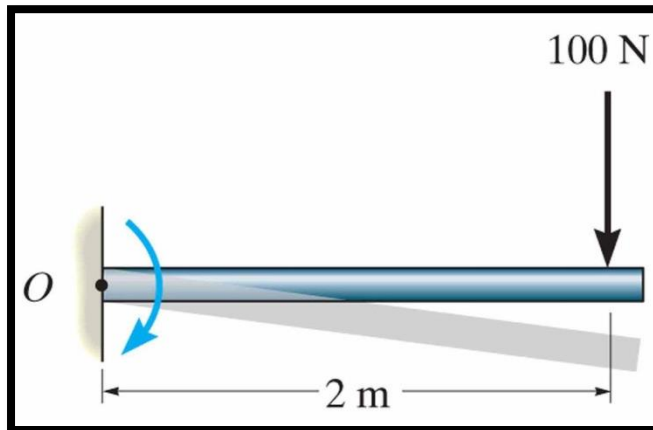


As a convention we will consider **positive** moment as **counter-clockwise**.

GENERAL PRINCIPLE

Example 1

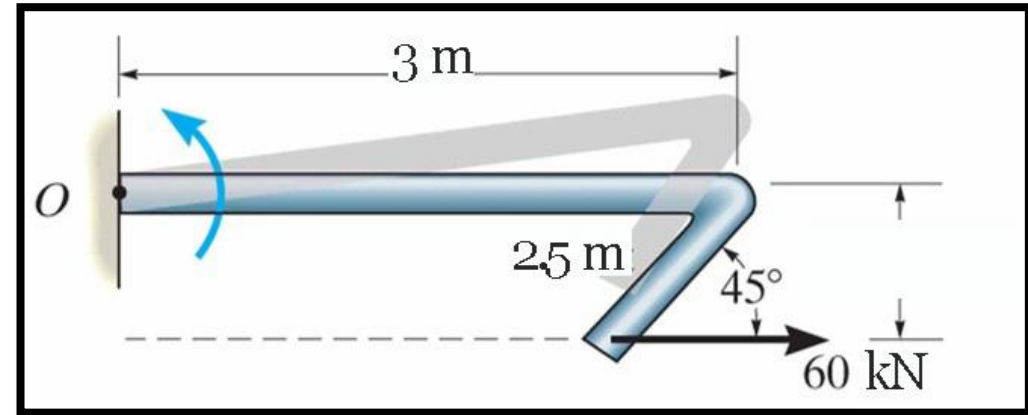
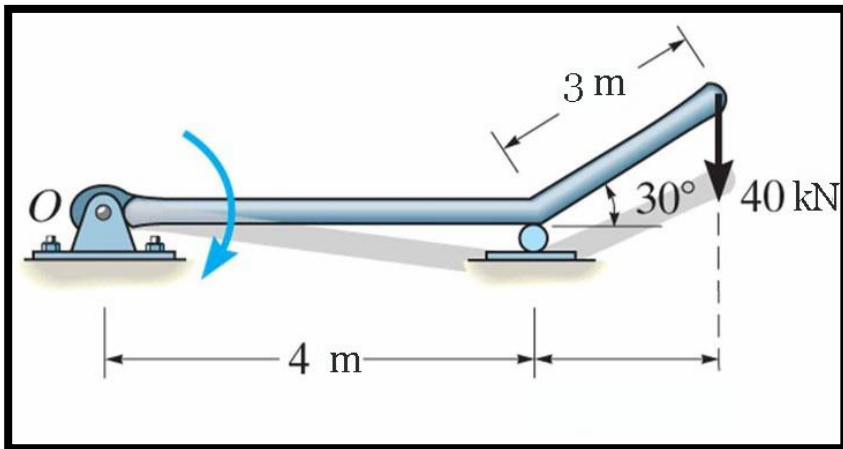
Determine the moment of a force about point O:



GENERAL PRINCIPLE

Example 1

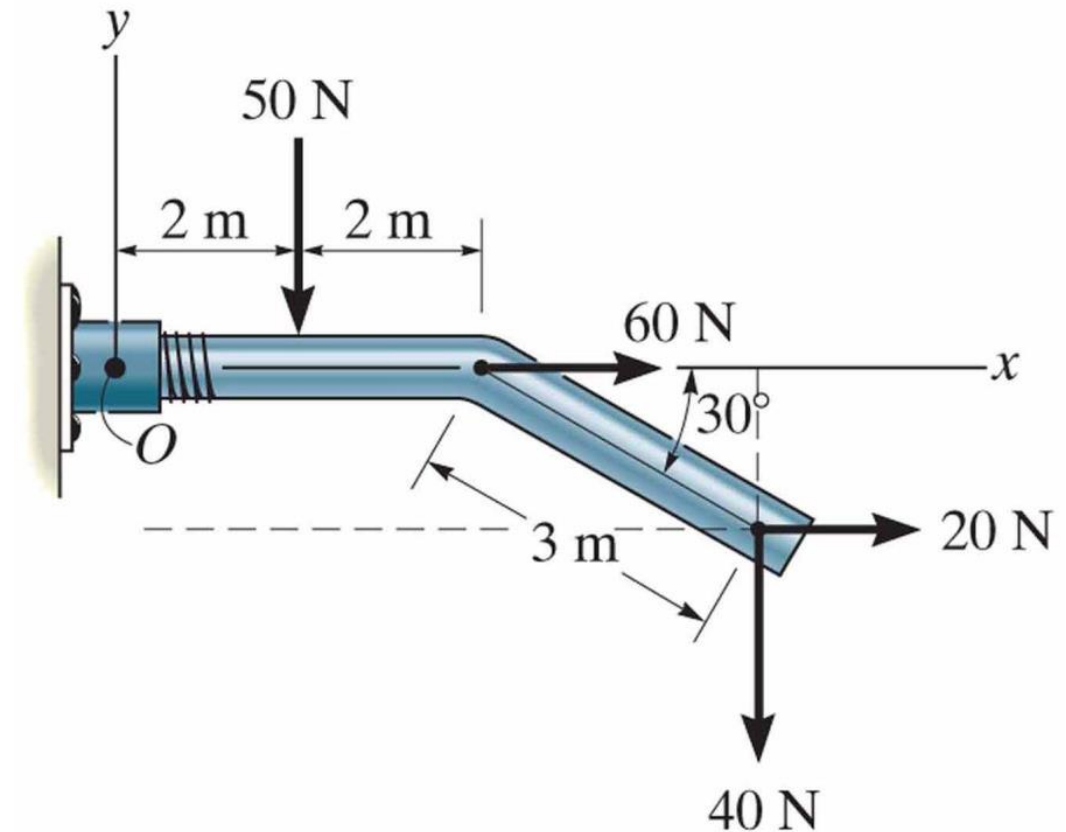
Determine the moment of a force about point O:



GENERAL PRINCIPLE

Example 2

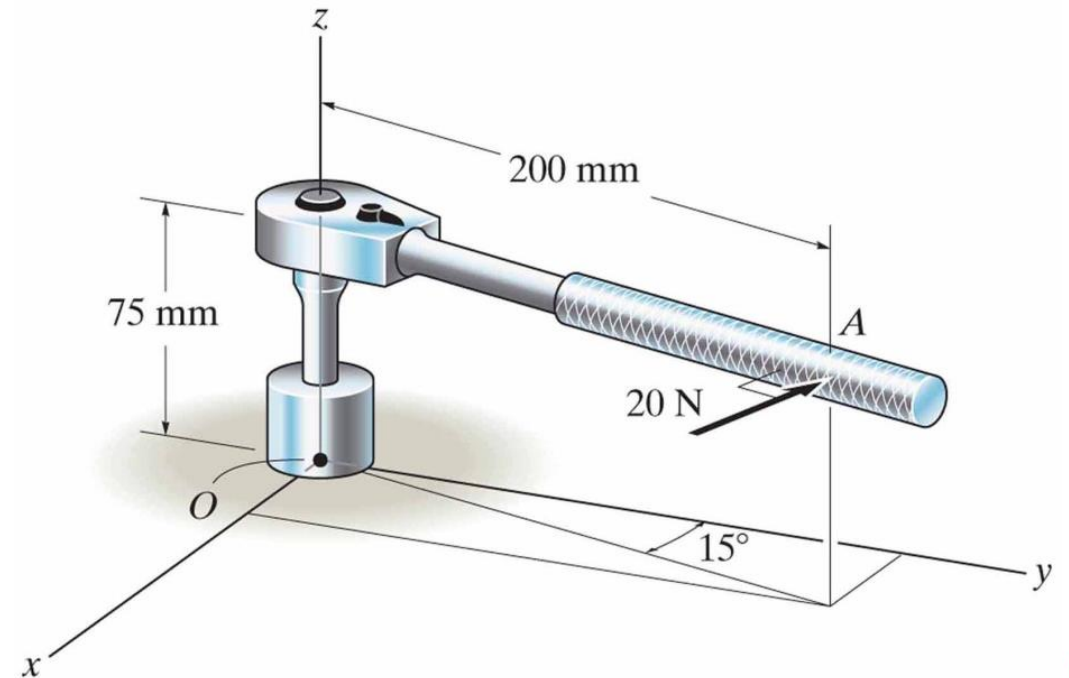
Determine the resultant moment of the four forces acting on the rod shown in the figure about point O:



Vector Formulation

CROSS PRODUCT

- In 3-D, moment of force will be formulated in Cartesian vectors.
- Finding the perpendicular distances can be hard, especially when you are working with forces in three dimensions.
- A general method of finding the moment of a force uses a vector operation called the cross product of two vectors.



CROSS PRODUCT

- Cross product of two vectors A and B results in another vector, C , written as:

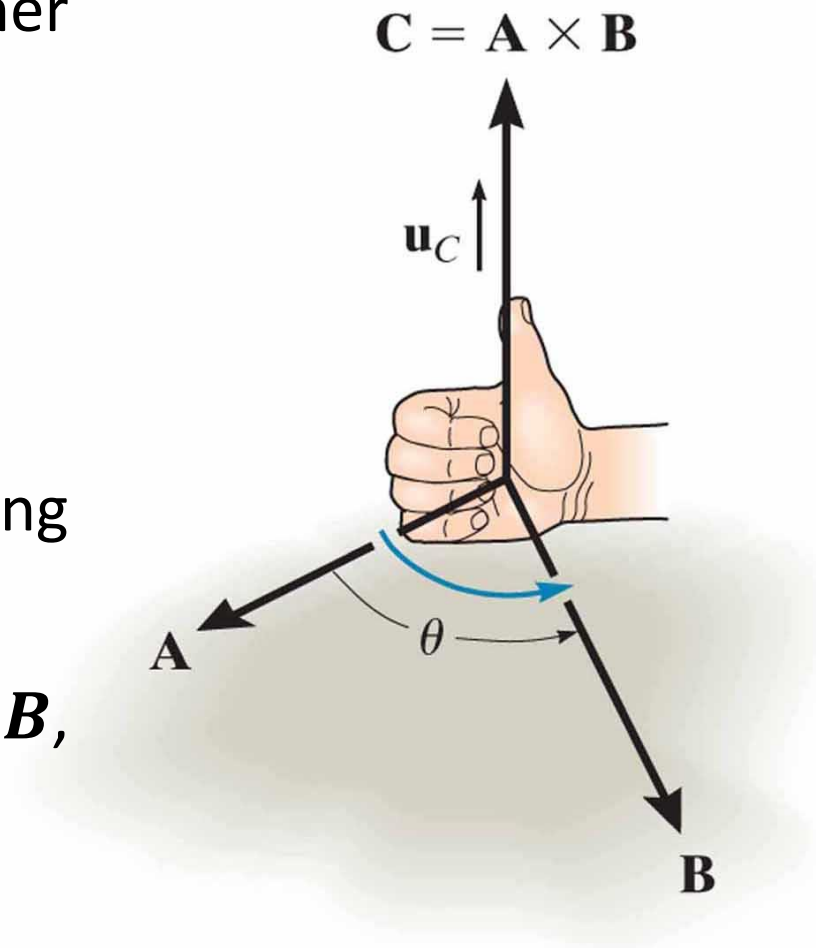
$$C = A \times B$$

- The magnitude of C :

$$C = AB \sin \theta$$

- Direction of C is perpendicular to the plane containing A and B such that C is specified by the RHR.
- Curling the fingers of the right hand from A (cross) to B , the thumb points in the direction of C . Thus:

$$C = A \times B = (AB \sin \theta) u_c$$



CROSS PRODUCT: LAWS OF OPERATION

- Commutative law is not valid:

$$\mathbf{A} \times \mathbf{B} \neq \mathbf{B} \times \mathbf{A}$$

But

$$\mathbf{A} \times \mathbf{B} = -\mathbf{B} \times \mathbf{A}$$

- Associative law

$$a(\mathbf{A} \times \mathbf{B}) = (a\mathbf{A}) \times \mathbf{B} = \mathbf{A} \times (a\mathbf{B}) = (\mathbf{A} \times \mathbf{B})a$$

- Distributive law

$$\mathbf{A} \times (\mathbf{B} + \mathbf{D}) = (\mathbf{A} \times \mathbf{B}) + (\mathbf{A} \times \mathbf{D})$$

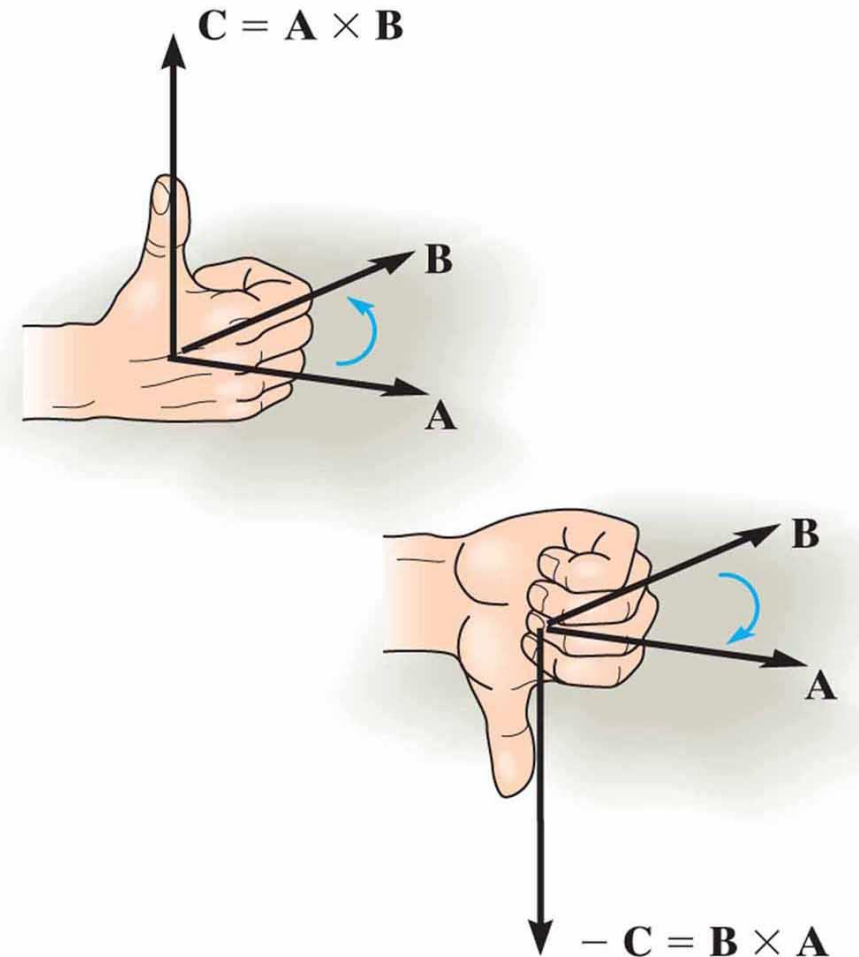
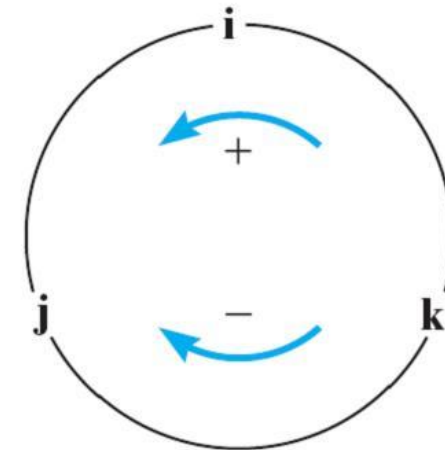
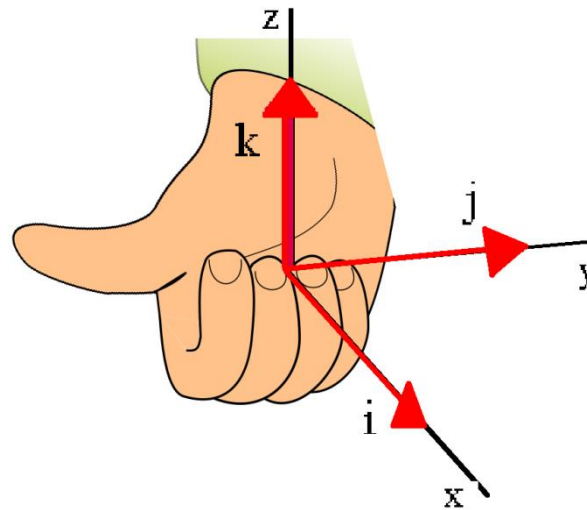
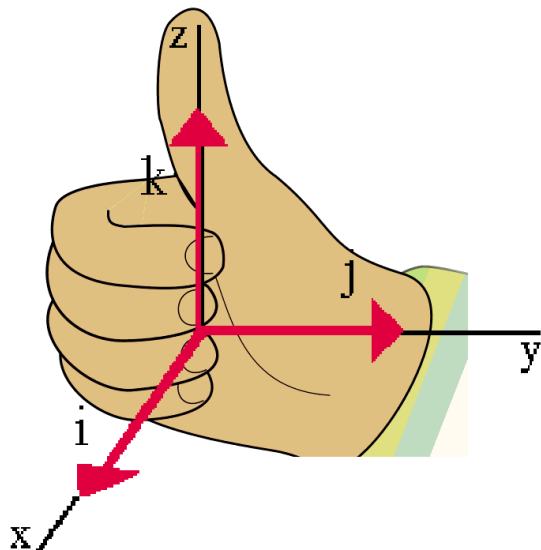


fig04_07.jpg

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CROSS PRODUCT

- To find the cross product of any pair of cartesian unit vector, equation $\mathbf{C} = \mathbf{A} \times \mathbf{B} = (AB\sin\theta)\mathbf{u}_c$ can be used.
- For example: $i \times j = (i)(j) (\sin 90^\circ) = (1)(1)(1) = 1$
- The direction is determined by using the right hand rule.
- Therefore, $i \times j = (1)k$



CROSS PRODUCT

- Consider a cross product of two vectors, **A** and **B**

$$\mathbf{A} \times \mathbf{B} = (A_x \mathbf{i} + A_y \mathbf{j} + A_z \mathbf{k}) \times (B_x \mathbf{i} + B_y \mathbf{j} + B_z \mathbf{k})$$

$$= (A_x \mathbf{i} + A_y \mathbf{j} + A_z \mathbf{k}) \times (B_x \mathbf{i} + B_y \mathbf{j} + B_z \mathbf{k})$$

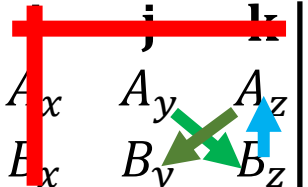
$$= A_x B_x (\mathbf{i} \times \mathbf{i}) + A_x B_y (\mathbf{i} \times \mathbf{j}) + A_x B_z (\mathbf{i} \times \mathbf{k}) + A_y B_x (\mathbf{j} \times \mathbf{i}) + A_y B_y (\mathbf{j} \times \mathbf{j}) + A_y B_z (\mathbf{j} \times \mathbf{k}) + A_z B_x (\mathbf{k} \times \mathbf{i}) + A_z B_y (\mathbf{k} \times \mathbf{j}) + A_z B_z (\mathbf{k} \times \mathbf{k})$$

- Carrying out the cross-product operations and combining terms yield:

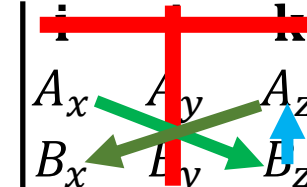
$$\begin{aligned} \mathbf{A} \times \mathbf{B} &= (A_y B_z - A_z B_y) \mathbf{i} + (A_z B_x - A_x B_z) \mathbf{j} + (A_x B_y - A_y B_x) \mathbf{k} \\ &= (A_y B_z - A_z B_y) \mathbf{i} - (A_x B_z - A_z B_x) \mathbf{j} + (A_x B_y - A_y B_x) \mathbf{k} \end{aligned}$$

- Can be summarized as:

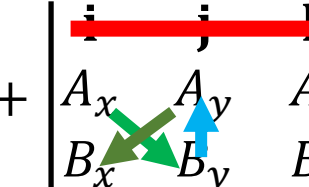
$$\mathbf{A} \times \mathbf{B} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix} = \begin{vmatrix} \mathbf{j} & \mathbf{k} \\ A_y & A_z \\ B_y & B_z \end{vmatrix} - \begin{vmatrix} \mathbf{i} & \mathbf{k} \\ A_x & A_z \\ B_x & B_z \end{vmatrix} + \begin{vmatrix} \mathbf{i} & \mathbf{j} \\ A_x & A_y \\ B_x & B_y \end{vmatrix}$$




$(A_y B_z - A_z B_y) \mathbf{i}$




$(A_x B_z - A_z B_x) \mathbf{j}$




$(A_x B_y - A_y B_x) \mathbf{k}$



1



2



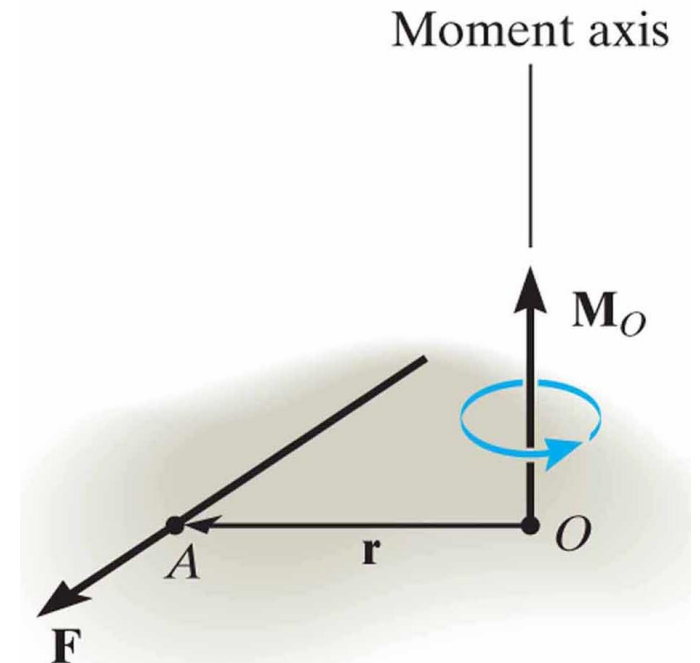
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MOMENT OF A FORCE: VECTOR FORMULATION

- Moments in 3-D can be calculated using scalar (2-D) approach but it can be difficult and time consuming. Thus, it is often easier to use a mathematical approach called the **vector cross product**.
- Moment of force F about point O can be expressed using cross product

$$M_O = r \times F$$

Where r is the **position vector from point O to any point on the line of action of F** .



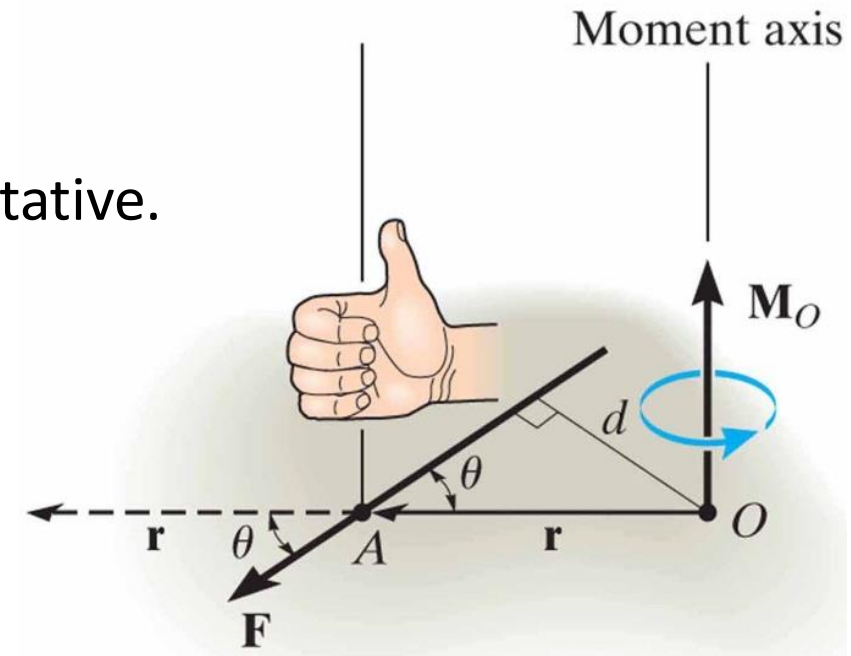
MOMENT OF A FORCE: VECTOR FORMULATION

- The moment, \mathbf{M}_O determined using the cross product which has the proper magnitude and direction.

- Magnitude:

$$M_O = rF\sin\theta = F(rs\sin\theta) = Fd$$

- Direction of \mathbf{M}_O is determined by right-hand rule.
- Maintain proper order of \mathbf{r} and \mathbf{F} since cross is not commutative.



MOMENT OF A FORCE: VECTOR FORMULATION

- For a force expressed in a Cartesian form:

$$\mathbf{M}_O = \mathbf{r} \times \mathbf{F} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ r_x & r_y & r_z \\ F_x & F_y & F_z \end{vmatrix}$$

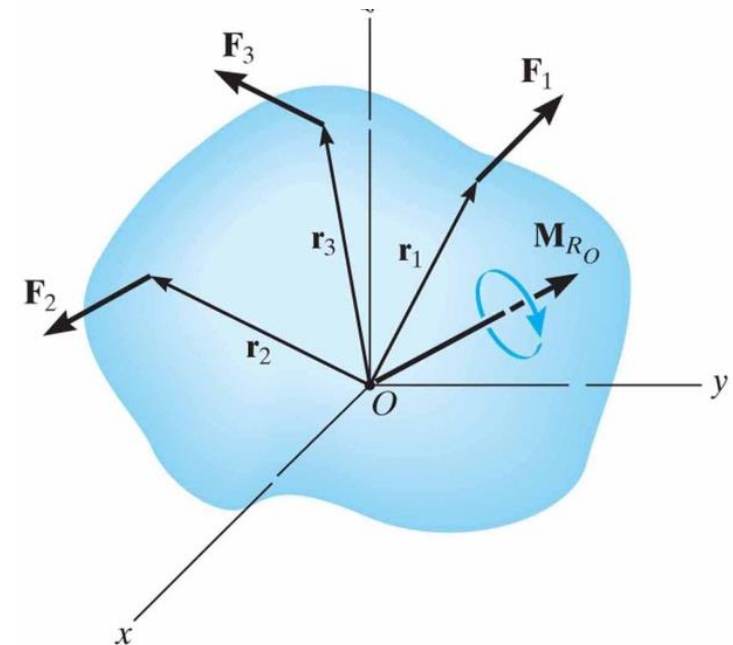
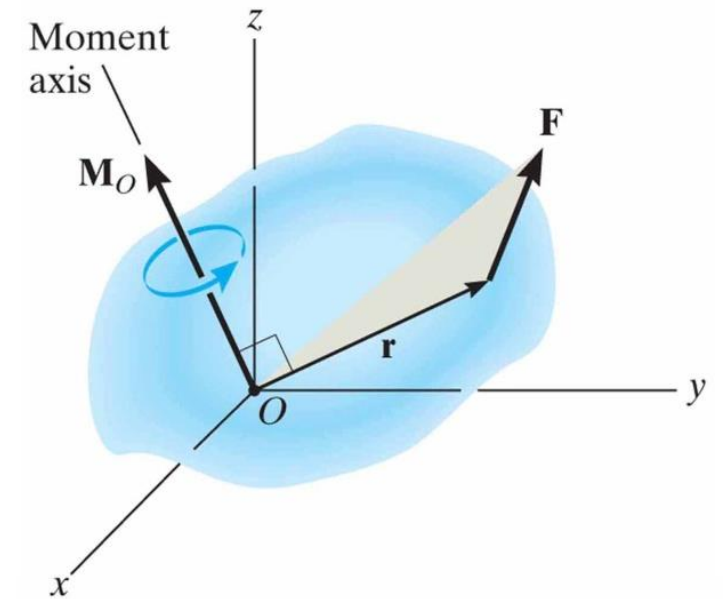
- Hence:

$$\mathbf{M}_O = (r_y F_z - r_z F_y) \mathbf{i} - (r_x F_z - r_z F_x) \mathbf{j} + (r_x F_y - r_y F_x) \mathbf{k}$$

Resultant Moment of a System of Forces

Resultant moment of forces about point O can be determined by vector addition

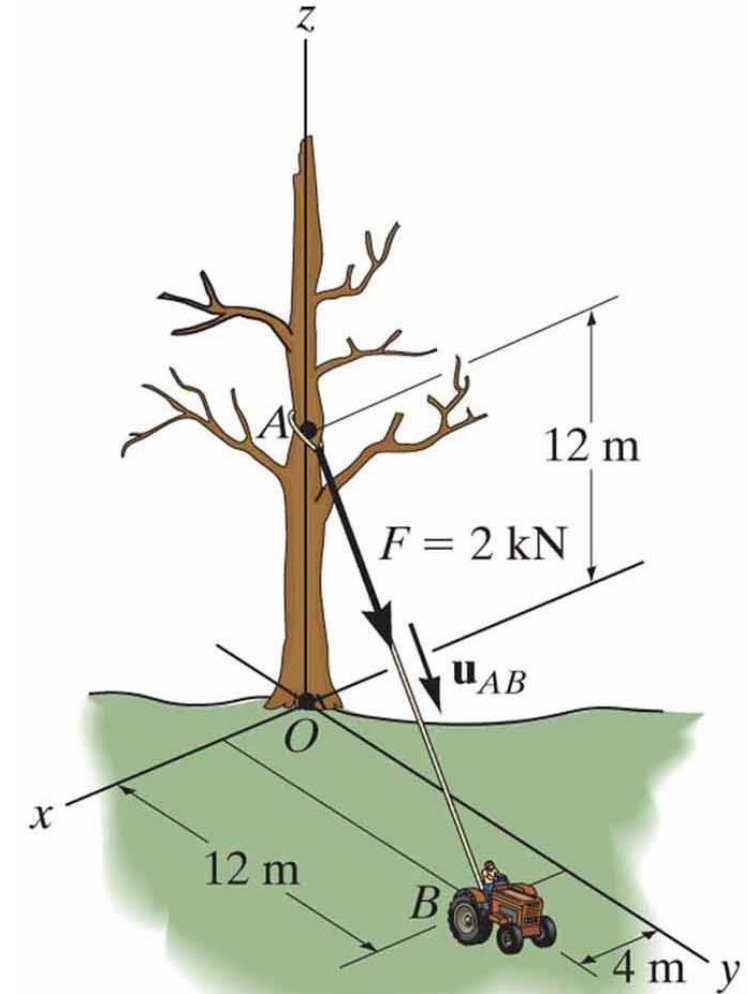
$$(\mathbf{M}_R)_O = \sum (\mathbf{r} \times \mathbf{F})$$



MOMENT OF A FORCE: VECTOR FORMULATION

Example 3

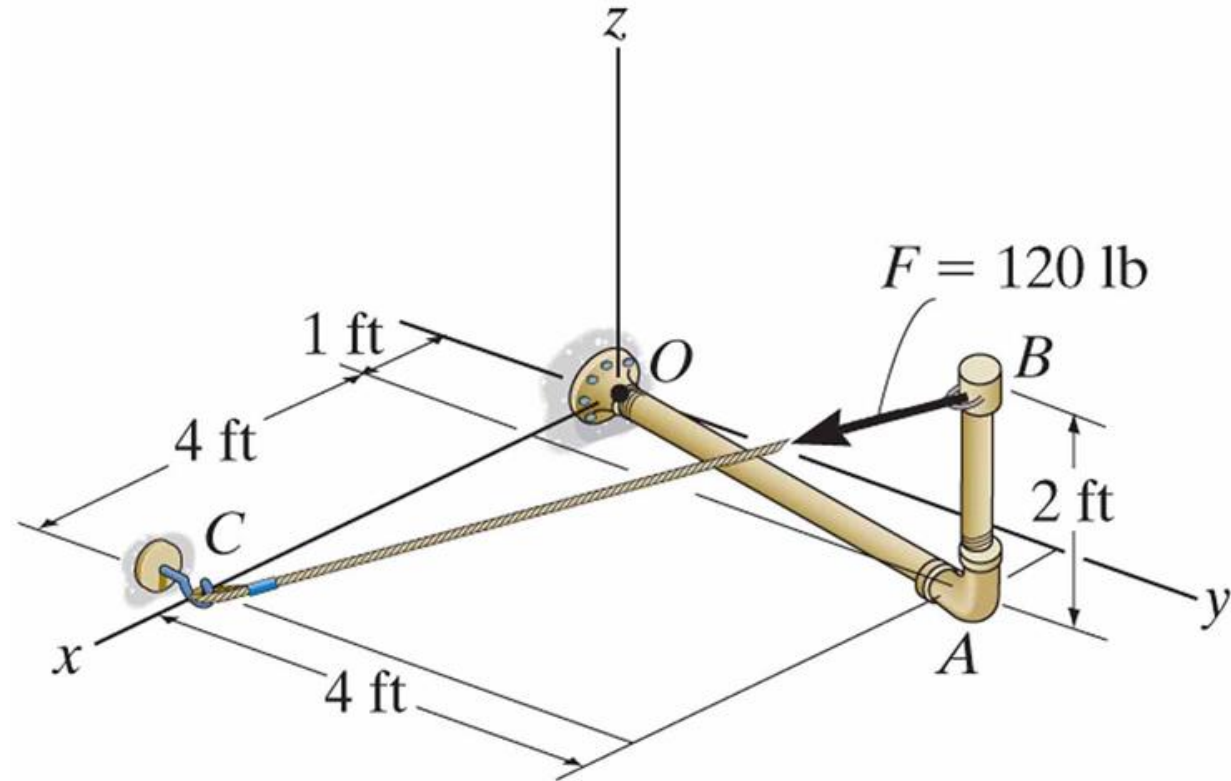
Determine the moment produced by the force F in the figure below about point O . Express the result as a Cartesian vector.



MOMENT OF A FORCE: VECTOR FORMULATION

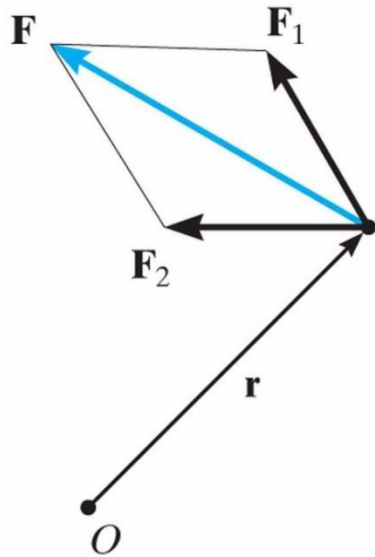
Example 4

Determine the moment of force F about point O . Express the result as a Cartesian vector.



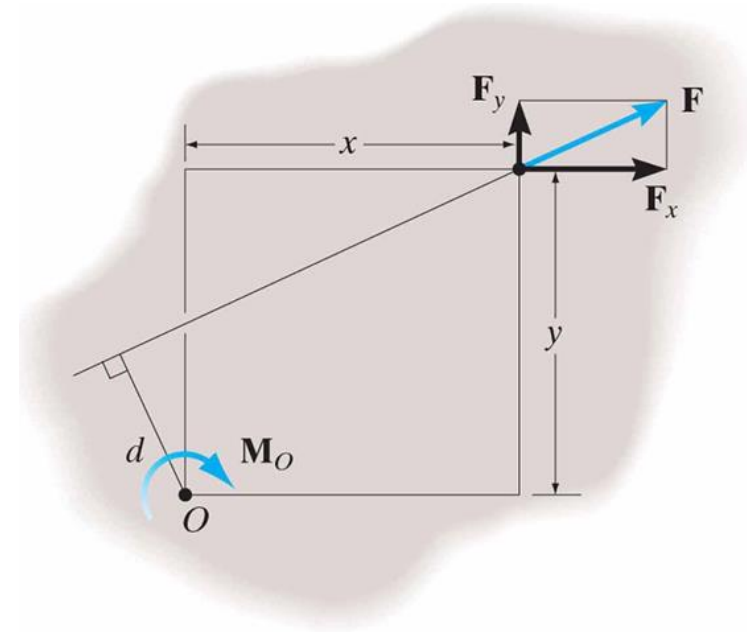
MOMENT OF A FORCE: PRINCIPLE OF MOMENT

Varignon's theorem: Moment of a force about a point is equal to the sum of the moments of the forces' components about the point.



Vector equation

$$\begin{aligned} M_O &= \mathbf{r} \times \mathbf{F} = \mathbf{r} \times (\mathbf{F}_1 + \mathbf{F}_2) \\ &= \mathbf{r} \times \mathbf{F}_1 + \mathbf{r} \times \mathbf{F}_2 \end{aligned}$$



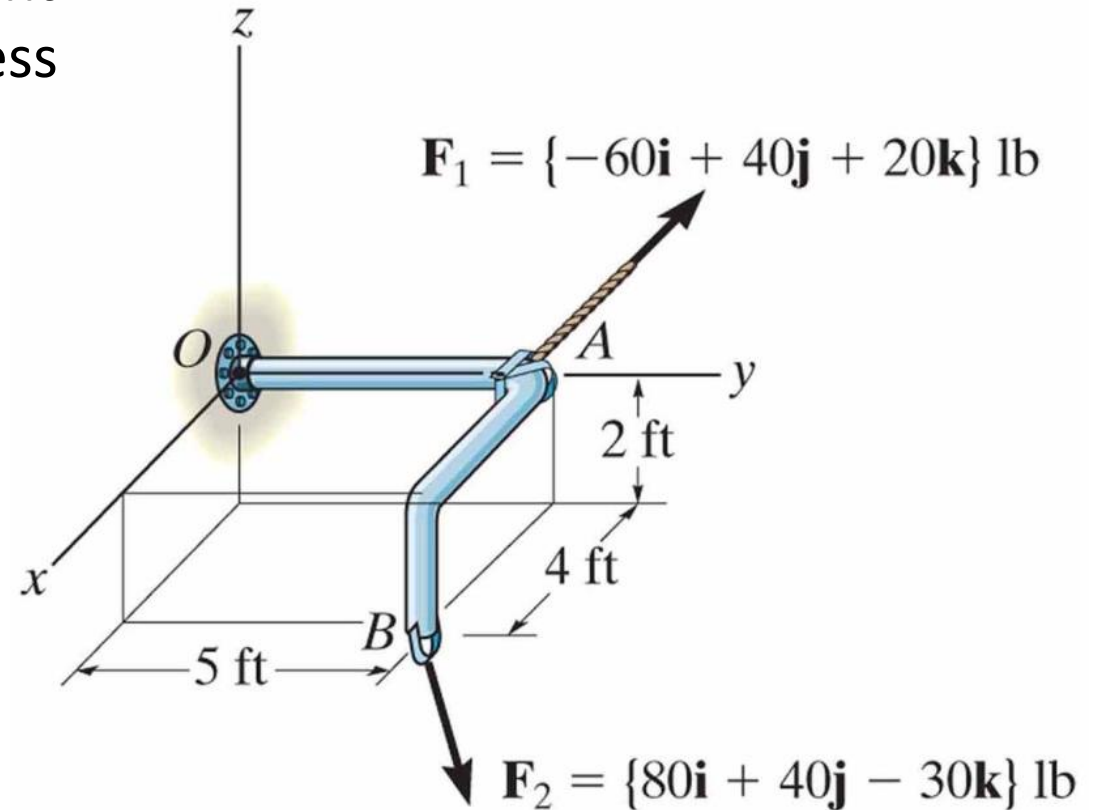
Scalar equation (simpler than finding d):

$$M_O = F_x y - F_y x$$

MOMENT OF A FORCE: PRINCIPLE OF MOMENT

Example 5

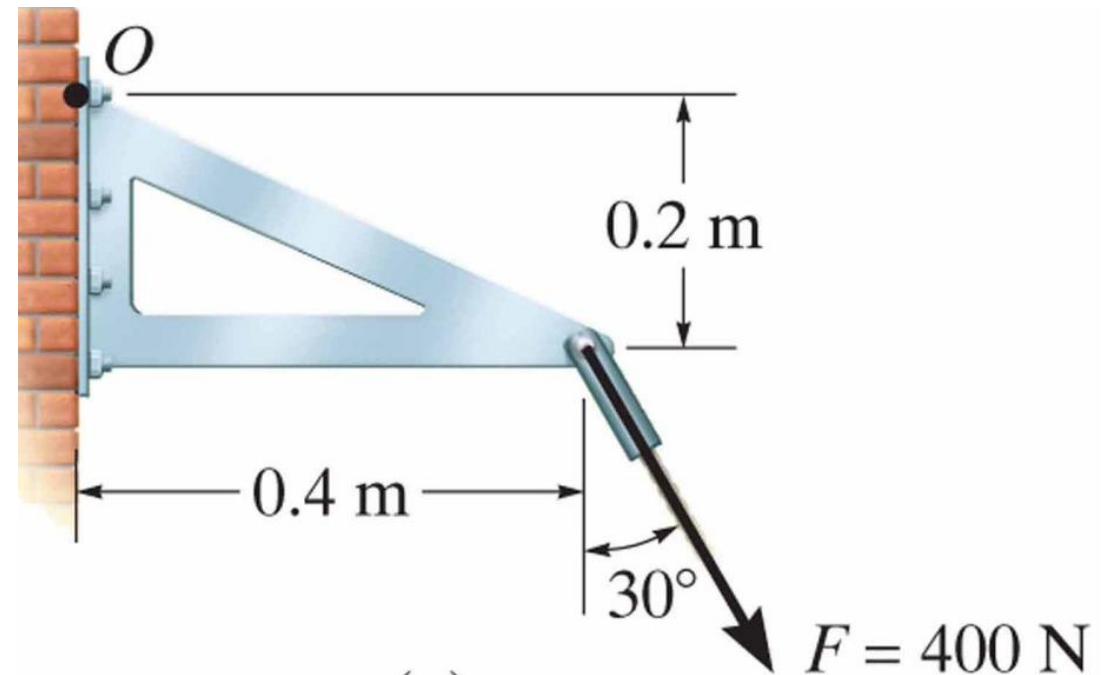
Two forces act on the rod. Determine the resultant moment they create about the flange at O . Express the result as a Cartesian vector.



MOMENT OF A FORCE: PRINCIPLE OF MOMENT

Example 6

Force F acts at the end of the angle bracket shown in the figure below. Determine the moment of the force about point O .





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