

# 4

## General Trigonometric Relationships

$$\sin^2 \theta + \cos^2 \theta = 1$$

$$\sin \frac{\theta}{2} = \sqrt{\frac{1}{2}(1 - \cos \theta)}$$

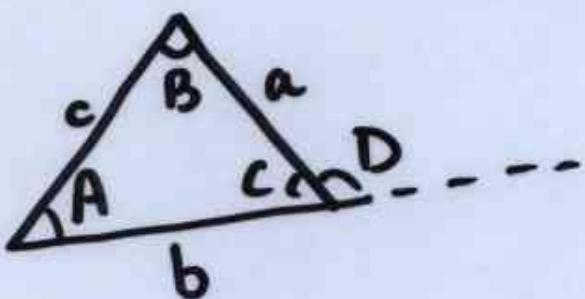
$$\cos \frac{\theta}{2} = \sqrt{\frac{1}{2}(1 + \cos \theta)}$$

$$\sin 2\theta = 2 \sin \theta \cos \theta$$

$$\cos 2\theta = \cos^2 \theta - \sin^2 \theta$$

$$\sin(a \pm b) = \sin a \cos b \pm \cos a \sin b$$

$$\cos(a \pm b) = \cos a \cos b \mp \sin a \sin b$$



$$\frac{a}{b} = \frac{\sin A}{\sin B} \dots \text{Sine Law}$$

$$c^2 = a^2 + b^2 - 2ab \cos C \quad \begin{matrix} \diagdown \\ \text{Cosine Law} \end{matrix}$$

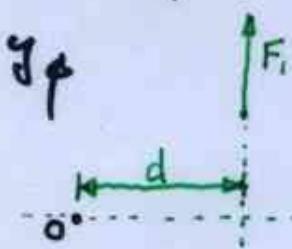
$$c^2 = a^2 + b^2 + 2ab \cos D \quad \begin{matrix} \diagup \\ \text{Cosine Law} \end{matrix}$$

## FORCE

↳ LINEAR ACCELERATION  $\vec{F} = m\vec{a}$

↳ ROTATION ABOUT AN AXIS MOMENT  $\vec{M} = \vec{r} \times \vec{F}$

2-D simple: Axis is a point "o"



$$\vec{M}_o = +F_d$$

GET SIGN FROM  
RIGHT HAND RULE



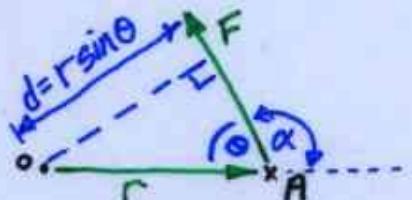
IN 2-D MOMENT EITHER "UP" OR "DOWN"

$+$   $-$

$\overbrace{\quad}^{\overbrace{\quad}^{\overbrace{\quad}^{\quad}}}$

FOR 3-D CASE VECTOR APPROACH HELPS

$$\vec{M} = \vec{r} \times \vec{F} \quad (\text{Note order!})$$



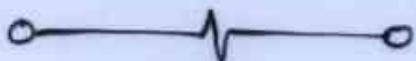
if  $\vec{r} = 2\hat{i}$  &  $\vec{F} = -\hat{i} + 2\hat{j}$  then

$$\vec{M} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 2 & 0 & 0 \\ -1 & 2 & 0 \end{vmatrix} = \hat{i}(0) - \hat{j}(0) + \hat{k}(2 \cdot 2 + 1 \cdot 0)$$

DETERMINANT

$$= 4\hat{k}$$

RIGHT HAND RULE CONFIRMS SIGN/DIRXN CORRECT.



## VARIGNON'S THEOREM

"THE MOMENT OF A FORCE ABOUT AN AXIS IS EQUAL TO THE SUM OF THE MOMENTS OF ITS COMPONENTS ABOUT THAT AXIS"

b2

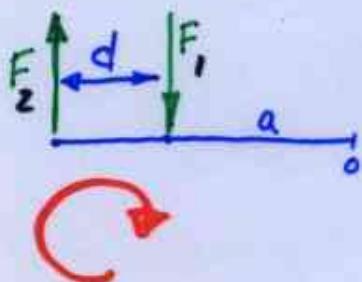
PROOF:  $M_o = \vec{r} \times \vec{F}$ ;  $\vec{F} = \vec{P} + \vec{Q}$  COMPONENTS  
 $\Rightarrow M_o = \vec{r} \times (\vec{P} + \vec{Q})$

CROSS PRODUCT IS DISTRIBUTIVE SO...

$$M_o = \vec{r} \times \vec{P} + \vec{r} \times \vec{Q} \text{ i.e. SUM OF MOMENTS.}$$



**Couple:** CONSIDER 2 EQUAL AND OPPOSITE FORCES. NETT FORCE =  $\vec{0}$ .



WHAT IS MOMENT?

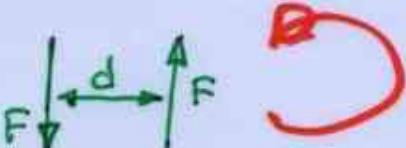
$$M_o = +F \cdot a - F(a+d)$$

$$= -Fd$$

i.e. "a" DOES NOT MATTER.

MOMENT OF COUPLE SAME ABOUT ALL POINTS

NOTE SIGN... if we had

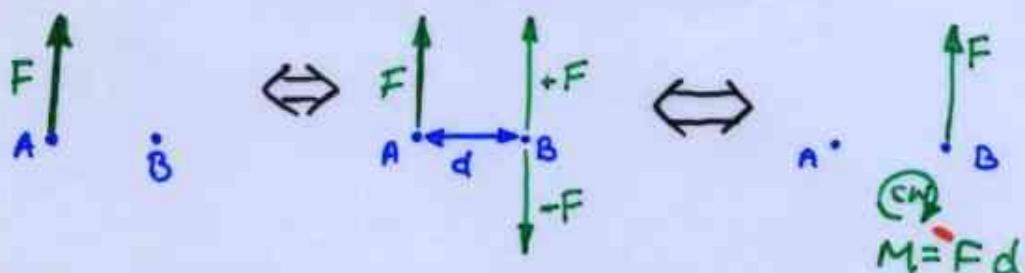


then  $M = +Fd$  (RIGHT HAND RULE, AGAIN)



**FORCE-COUPLE SYSTEMS:**

YOU CAN REPLACE A FORCE BY AN EQUAL PARALLEL FORCE PLUS A MOMENT:



RIGHT HAND RULE GIVES DIRECTION OF COUPLE (clockwise/NEGATIVE HERE)

b3

## SAMPLE PROBLEM 2/5

5 WAYS TO SOLVE:

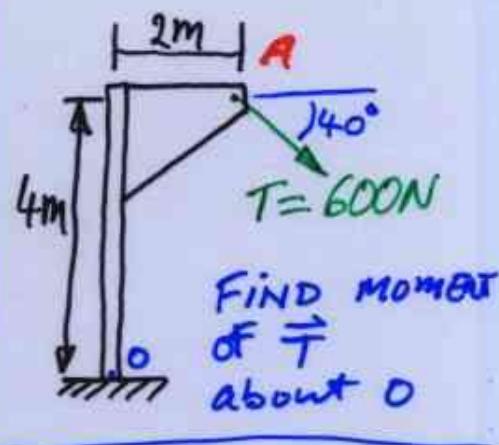
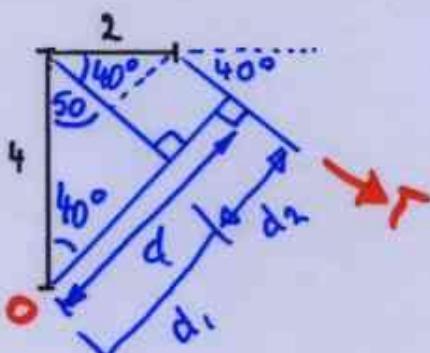
I GEOMETRY

$$d_1 = 4 \cos(40^\circ)$$

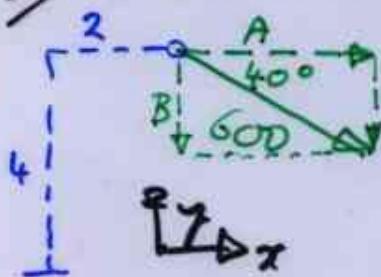
$$d_2 = 2 \sin(40^\circ)$$

$$d = d_1 + d_2 = 4.35 \text{ m}$$

$$\Rightarrow \vec{M}_o = \underline{2610 \text{ Nm}} \text{ clockwise. OR } \underline{-2610 \text{ Nm}} \text{ (Right Hand Rule)}$$



II COMPONENTS:



$$\vec{T} = (600)(\cos 40^\circ) \hat{i} + (600)(\sin 40^\circ) \hat{j}$$

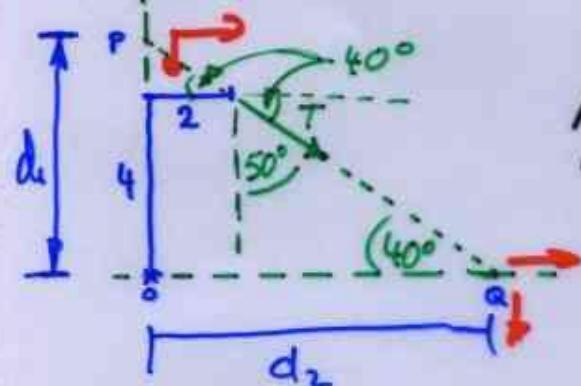
$$\vec{T} = 460 \hat{i} + 386 \hat{j}$$

TOTAL MOMENT IS NOW:

$$(460)(4) + (386)(2) = \underline{2610 \text{ Nm}} \text{ (DIRXN AS BEFORE)}$$

III TRANSMISSIBILITY

+ COMPONENTS



FORCE  $\vec{T}$  CAN BE MOVED ALONG LINE OF ACTION to P OR Q  
AT P ONLY  $\hat{i}$  COMPONENT HAS MOMENT  
" Q "  $\hat{j}$  " " "

$$\begin{aligned} \text{At P: } \vec{M} &= (460)(d_1) \\ &= (460)(2 \cdot \tan(40^\circ) + 4) \\ &= \underline{2610 \text{ Nm}} \end{aligned}$$

$$\begin{aligned} \text{At Q: } \vec{M} &= 460 d_2 = \frac{386}{460} (2 + 4 \tan(50^\circ)) \\ &= \underline{2610 \text{ Nm}} \end{aligned}$$

IV CROSS PRODUCT:

$$\vec{M}_o = \vec{r} \times \vec{F} = (2\hat{i} + 4\hat{j}) \times (\hat{i} \cos 40^\circ + \hat{j} \sin 40^\circ) 600$$

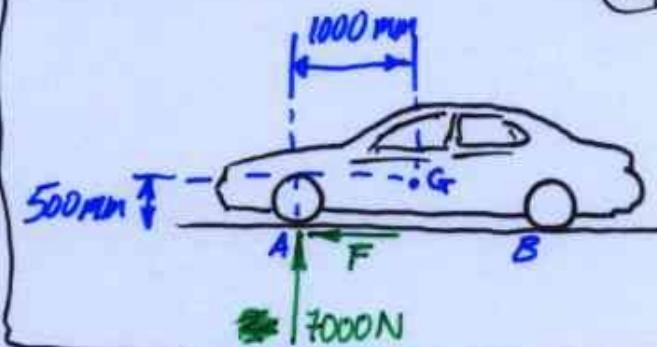
$$\vec{M}_o = -2610 \hat{k} \text{ N.m} \quad \text{NOTE SIGN}$$

Q. 2/74

(b)

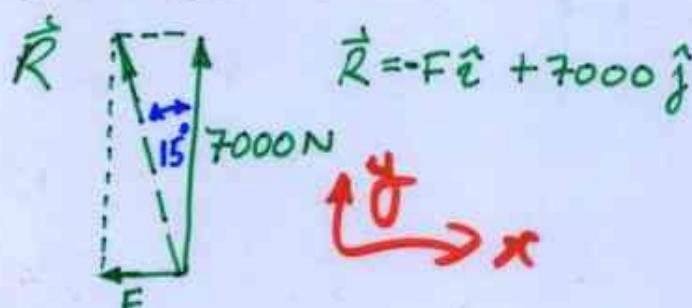
## 2D Problem

FRONT WHEELS EXPERIENCE  
COMBINED REACTION of 7000N  
plus friction  $\vec{F}$ . Both  
from ROAD.



Resultant makes  $15^\circ$  angle to vertical  
find EQUIVALENT FORCE-COUPLE SYSTEM @ G

## I/ Easiest way



$$\begin{aligned} \text{BASIC TRIG: } \\ \|R\| &= 7000/\cos(15^\circ) \\ &= 7000/0.966 = \underline{\underline{7247 \text{ N}}} \end{aligned}$$

$$\begin{aligned} \|F\| &= (7000)(\tan 15^\circ) \\ &= (7000)(0.268) = \underline{\underline{1876 \text{ N}}} \end{aligned}$$

Moment of  $\vec{R}$  about G =  $\sum$  moments of components

$$\begin{aligned} M_G &= (-7000)(1.0) + (-1876)(0.5) \\ &= -7000 - 938 = \underline{\underline{-7938 \text{ Nm}}}. \text{ i.e. } 7938 \text{ Nm } \text{ C.W.} \end{aligned}$$

So force-couple @ G =  $\underline{\underline{-1876\hat{i} + 7000\hat{j}}}$  AND  $\underline{\underline{-7938 \text{ Nm}}}$

## II/ Calculate moment differently:

$$M = Rd$$

$$d_2 = 1.0/\cos(15^\circ) = 1.0/0.966 = \underline{\underline{1.035}}$$

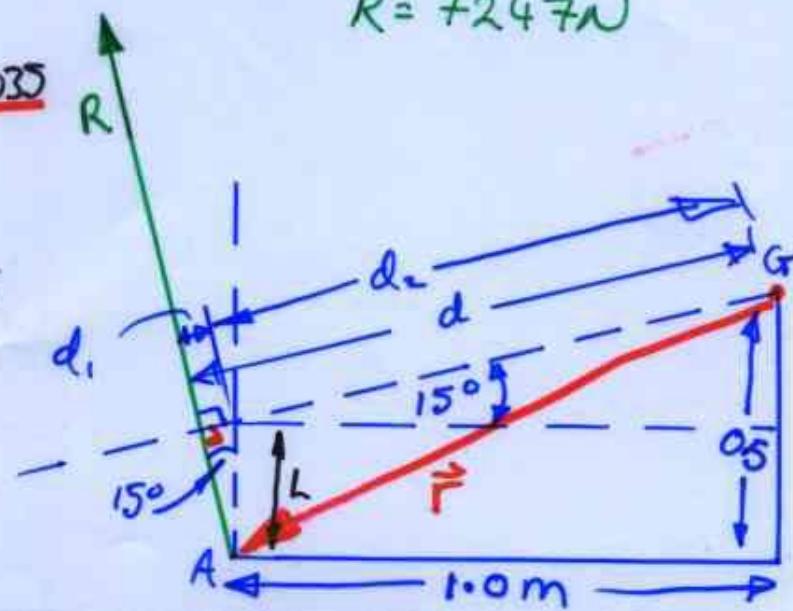
$$d_1 = (L)\sin(15^\circ)$$

$$L = 0.5 - (1.0)\tan(15^\circ)$$

$$d_1 = (0.5 - 0.268)(0.259) = \underline{\underline{0.06}}$$

$$d = 1.035 + 0.06 = \underline{\underline{1.095}}$$

$$\begin{aligned} M &= (1.095)(7247) \\ &= 7935 \text{ Nm } \text{ C.W.} \end{aligned}$$



### III/CROSS PRODUCT:

(b5)

from Before :  $\vec{R} = -1876\hat{i} + 7000\hat{j}$

$\vec{r}$  ... vector from G to A is  $-1.0\hat{i} - 0.5\hat{j}$

then  $\vec{r} \times \vec{R}$  is  $\text{Det} \begin{pmatrix} \hat{i} & \hat{j} & \hat{k} \\ -1.0 & -0.5 & 0 \\ -1876 & 7000 & 0 \end{pmatrix}$

$$= \hat{i}((-0.5)(0) - (7000)(0))$$

$$- \hat{j}((-1.0)(0) - (-1876)(0))$$

$$+ \hat{k}((-1.0)(7000) - (-1876)(-0.5))$$

$$= \hat{k}(-7000 - 938)$$

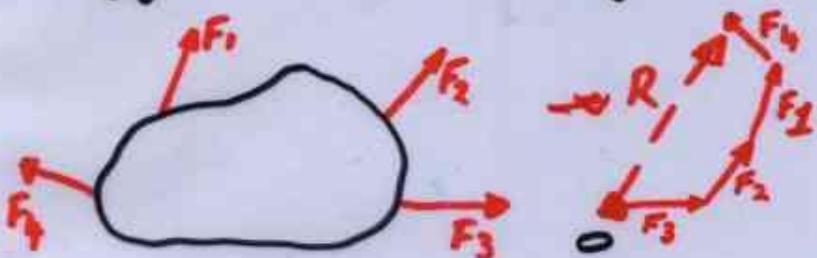
$$\vec{M}_k = -7938\hat{k} \quad \text{same as before including } \underline{\text{sign}}$$

# RESULTANTS:

concepts already covered: FORCE, MOMENT, COUPLE

Now: we want to describe effect of a system of forces & couples

For multiple forces, we can use force polygon (like triangle rule)



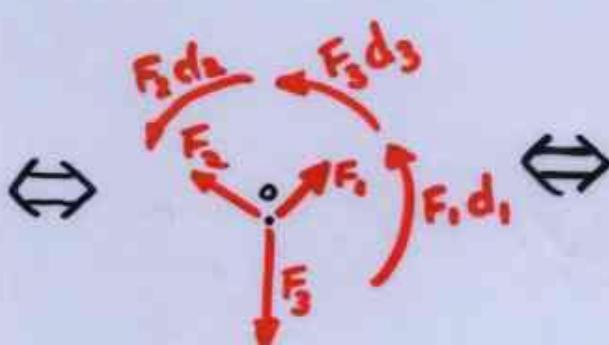
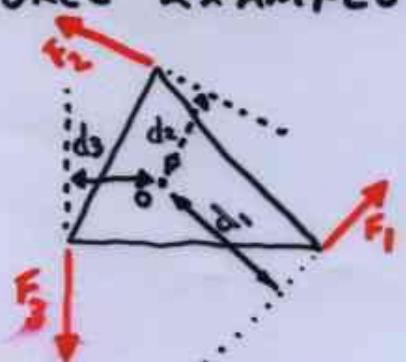
$\vec{R}$  is the resultant.

gives magnitude and direction

ORDER OF ADDITION DOES NOT MATTER.

TO GET LINE-OF-ACTION WE MUST MOVE FORCES to a convenient reference point  
USING FORCE COUPLE SYSTEMS.

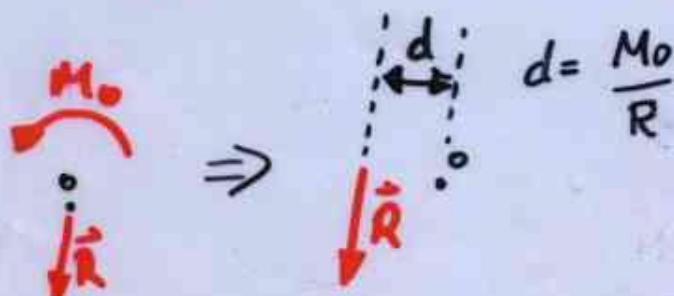
## 3 FORCE EXAMPLE



$$M_o = \sum F_d$$

$$\vec{R} = \sum \vec{F}$$

FINALLY, can eliminate couple by moving force:



Choose pt. "O" carefully to make life easier

PROBLEM 2 / 89

Rolling Rear wheel of car.

FRONT WHEEL DRIVE & Accelerating  
TO RIGHT.

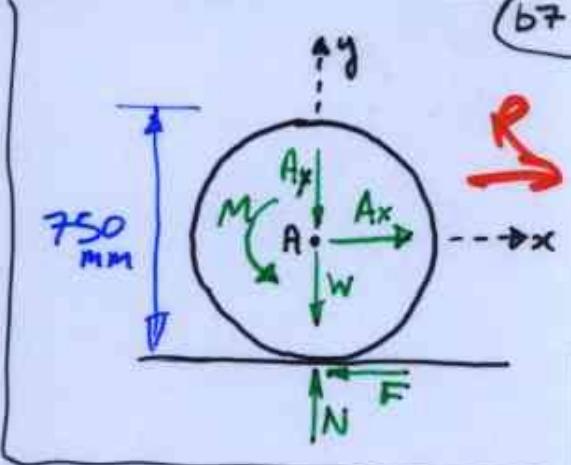
Axle Forces:  $A_x = 240\text{N} \Rightarrow +240\hat{i}$   
 $A_y = 2000\text{N} \Rightarrow -2000\hat{j}$

Road friction:  $F = 160\text{N} \Rightarrow -160\hat{i}$

Support:  $N = 2400\text{N} \Rightarrow +2400\hat{j}$

WHEEL weight:  $W = 400\text{N} \Rightarrow -400\hat{j}$

$M = 3\text{Nm}$   
Bearing friction



Sum to get nett force on wheel:

$$\hat{i}(240 - 160) + \hat{j}(-2000 + 2400 - 400)$$

$\bar{R} = 80\hat{i}$  ... (comment?)  $\text{N}$

Moment about A:

$$\bar{M} = +3\text{Nm}$$

all of  $\bar{A}_x, \bar{A}_y, \bar{W}, \bar{N}$  have zero moment about A

leaves  $\bar{F}: M_F = -F(0.75/2)$   $\text{Nm}$

$$= -(160)(0.75)/2 = -60\text{Nm}$$

total  $\bar{M}_A = 3 - 60 = -57\text{Nm}$



find pos'n of resultant ...

moment arm ...  $57/80 = 0.712\text{m}$  above A  
By inspection

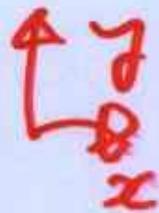
Alternatively:  $\bar{r} \times \bar{R} = -57\text{Nm}$   $\bar{r} = x\hat{i} + y\hat{j} + 0\hat{k}$

$$\Rightarrow \left\| \begin{matrix} \hat{i} & \hat{j} & \hat{k} \\ x & y & 0 \\ 80 & 0 & 0 \end{matrix} \right\| = -57\hat{k}$$

$$\Rightarrow \hat{i}(0) + \hat{j}(0) + \hat{k}((x)0 - 80y) = -57\hat{k}$$

$$-80y = -57$$

$$y = \frac{57}{80} = 0.712\text{m}$$
 Again



# 3-Dimensional Cases: Force b8

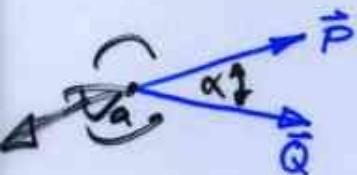
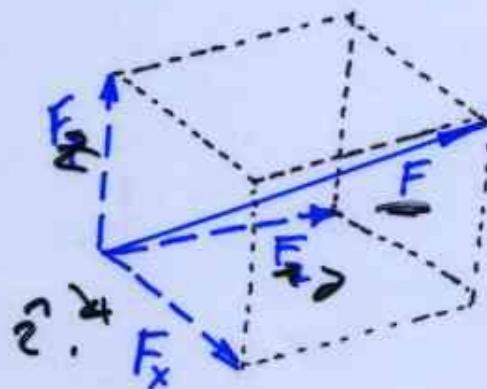
Important to be careful & to use components.  
DIFFICULT TO DRAW.

$$\vec{F} = \|F\|(l\hat{i} + m\hat{j} + n\hat{k}) \quad \text{where } l^2 + m^2 + n^2 = 1$$

$$= F_x \hat{i} + F_y \hat{j} + F_z \hat{k}$$

DOT PRODUCT:

$$\vec{P} \cdot \vec{Q} = \|P\| \|Q\| \cos \alpha$$



Note VECTORS ORIGINATE at same point for finding  $\alpha$ .

Also note:  $F_x = \vec{F} \cdot \hat{i}$ ,  $F_y = \vec{F} \cdot \hat{j}$ ,  $F_z = \vec{F} \cdot \hat{k}$  Projection ONTO AXES

ANGLE BETWEEN VECTORS:

$$\alpha = \cos^{-1} \left( \frac{\vec{P} \cdot \vec{Q}}{\|P\| \|Q\|} \right) \dots \text{inverse cosine}$$

if  $\vec{P} \cdot \vec{Q} = 0$   $\Rightarrow \vec{P} \perp \vec{Q}$  (assuming  $\|P\| \neq 0$  &  $\|Q\| \neq 0$ )

$$\vec{F}_1 \cdot \vec{F}_2$$

$$F_{1x} F_{2x} + F_{1y} F_{2y} + F_{1z} F_{2z}$$

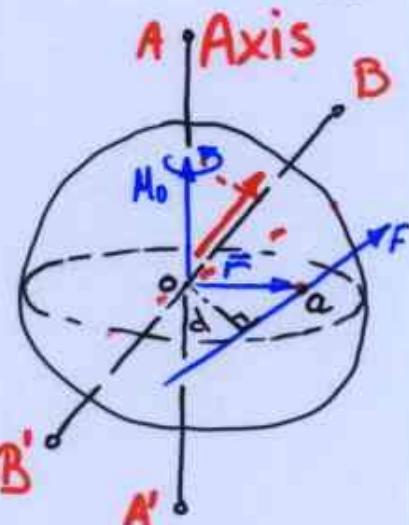
# 3-D : Moment & couple

(b9)

Sometimes just like 2-D case  
 Force  $\vec{F}$  & point O define a plane  
 moment of  $\vec{F}$  about an AXIS A-A'  
 normal to this plane is

$$\vec{M}_o = \vec{r} \times \vec{F}$$

Same as before.



If WE WANT moment about Axis B-B', need to do a bit more work.

note: if B-B' was parallel to  $\vec{F}$ , moment would be ZERO.

$$\vec{M}_B = ((\vec{r} \times \vec{F}) \cdot \vec{n}) \vec{n}$$

WHERE  $\vec{n}$  is a unit VECTOR along axis B-B'

TO UNDERSTAND THIS... BREAK INTO PIECES

$$(\vec{r} \times \vec{F}) = \vec{M}_o \text{ as before.}$$

$$\text{so } (\vec{r} \times \vec{F}) \cdot \vec{n} \equiv \vec{M}_o \cdot \vec{n} = \|M_o\| \|\vec{n}\| \cos \theta$$

$$\|\vec{n}\|=1 \text{ so } \underline{\|M_o\| \cos(\theta)}$$

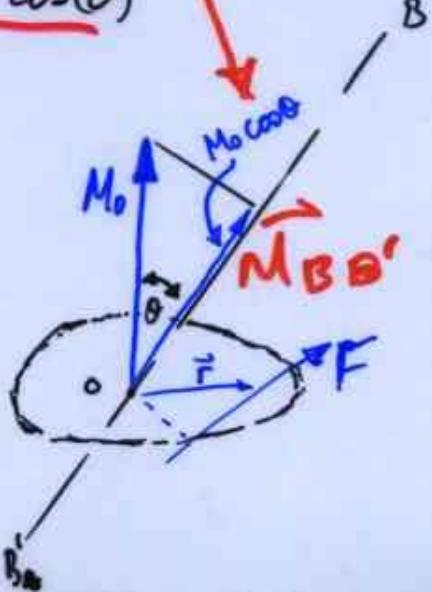
NOTE THIS IS A SCALAR.

Last bit ... mult by  $\vec{n}$

so  $\vec{M}_B$  is vector  $\parallel$  to  $\vec{n}$

with magnitude of  $M_o$

Projected onto  $\vec{n}$



# 3-D moment couple ctd.

(b10)

## VARIIGNON'S THEOREM IN 3D

$$\vec{M}_o = \sum (\vec{r} \times \vec{F}) = \vec{r} \times \vec{R} \text{ where } \vec{R} = \sum \vec{F}$$

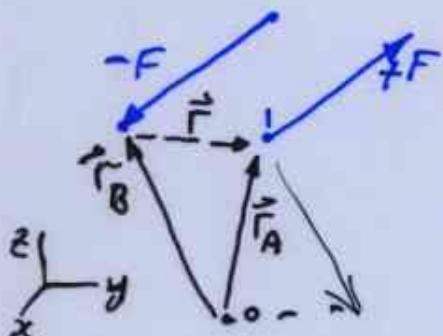
Couples in 3-D same as 2D really

WHY?  $M = \vec{r} \times F$

$$\Rightarrow \vec{M}_o = +\vec{r}_A \times \vec{F} - \vec{r}_B \times \vec{F}$$

$$\vec{M} = (\vec{r}_A - \vec{r}_B) \times \vec{F}$$

$$\vec{M} = \vec{r} \times \vec{F}$$

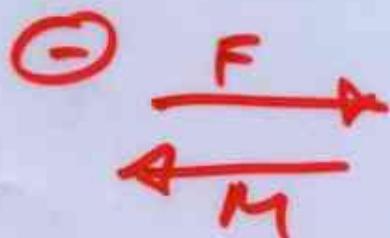


RESULTANTS:

$$\vec{R} = \sum_{\text{forces}} \vec{F} \quad \text{AND} \quad \vec{M} = \sum_{\text{couples}} \vec{M} \quad \text{like 2D.}$$

"WRENCH RESULTANT" when resultant force  $\vec{F}$   
IS PARALLEL TO THE RESULTANT couple.

Positive when  $\vec{F}$  &  $\vec{M}$  are  
aligned



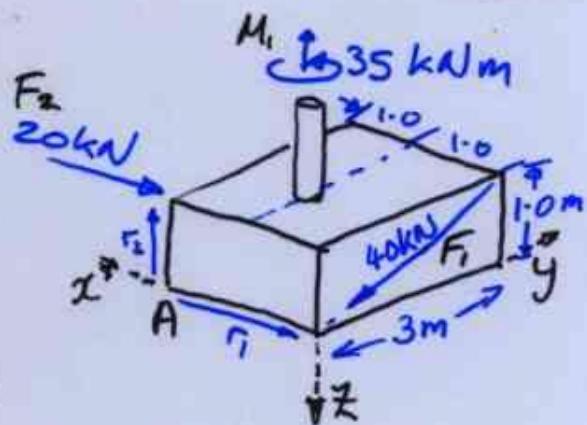
Problem 2/143

(bii)

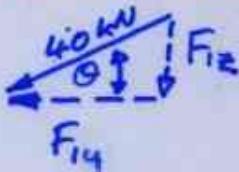
REPLACE 2 forces + couple  
by a force-couple sys @ A.

Step

1) Express forces in components  
Label forces to aid clarity  $\vec{F}_1$   $\vec{F}_2$



$\vec{F}_2$  is easy:  $\vec{F}_2 = -20 \text{ kN} \hat{i}$  Note sign

$\vec{F}_1$  needs trig:   $\theta = \tan^{-1}\left(\frac{1.0}{3.0}\right) = 18.4^\circ$

$$F_{1x} = (40 \text{ kN}) (\cos(18.4^\circ)) = 37.95$$

$$F_{1z} = (40 \text{ kN}) (\sin(18.4^\circ)) = 12.65 \text{ kN}$$

$$\text{so } \vec{F}_1 = -37.95 \hat{j} + 12.65 \hat{k} \text{ kN}$$

To get  $\vec{R} = \vec{F}_1 + \vec{F}_2 \dots \text{ADD} \Rightarrow \vec{R} = -20 \hat{i} - 37.95 \hat{j} + 12.65 \hat{k}$

Now to get couple of resultant about A. ~~kN.m~~

We have  $\vec{M}_1$  already:  $\vec{M}_1 = -35 \hat{k} \text{ kNm}$  **Sign**

Moments due to  $\vec{F}_1$  &  $\vec{F}_2 \dots$

$$\vec{r}_1 \times \vec{F}_1 = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 2 & 0 & 0 \\ 0 & -37.95 & +12.65 \end{vmatrix}$$

$$= -\hat{j}(-2)(12.65) + \hat{k}(-2)(-37.95)$$

$$\vec{r}_2 \times \vec{F}_2 = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 0 & 0 & -1 \\ -20 & 0 & 0 \end{vmatrix}$$

$$= +20 \hat{j}$$

Sum 3 contributions (green)

$$\vec{M} = -35 \hat{k} + 20 \hat{j} + 25.3 \hat{j} + 75.9 \hat{k}$$

$$= 45.3 \hat{j} + 40 \hat{k} \text{ kN.m}$$