

# Statics - TAM 210 & TAM 211

**Lecture 3**

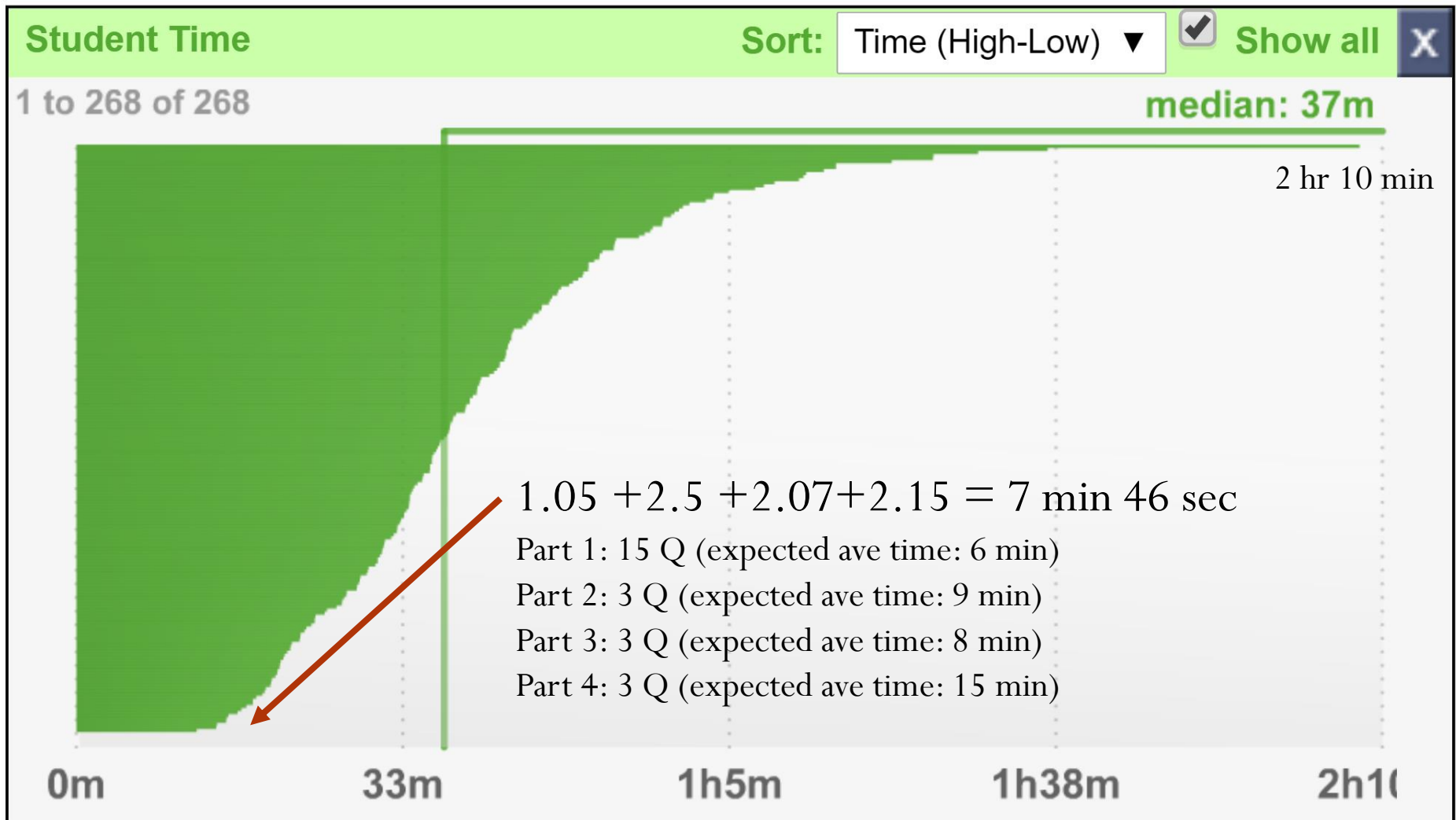
**January 22, 2018**

# Announcements

- ❑ Take practice Quiz 0 on [PrairieLearn](#) (not graded)
- ❑ MATLAB training sessions
  - ❑ Wed 24, Thu 25, Fri 26, and Mon 29
  - ❑ DCL 1440, Tutorial: 6:30-7:30 pm, Q&A: 7:30-8:00 pm
  
- ❑ Upcoming deadlines:
  - Tuesday (1/23)
    - Prairie Learn HW1
  - Thursday (1/25)
    - Written Assignment 1
  - Friday (1/26)
    - Mastering Engineering Tutorial3



# Time for completion of Mastering Engineering Tutorial 2



- Not trying to solve problems on your own and copying other's answers will make taking quizzes  $\infty$  more difficult!

# Chapter 2: Force vectors

## Main goals and learning objectives

Define scalars, vectors and vector operations and use them to analyze forces acting on objects

- Add forces and resolve them into components
- Express force and position in Cartesian vector form
- Determine a vector's magnitude and direction
- Introduce the dot product and use it to find the angle between two vectors or the projection of one vector onto another

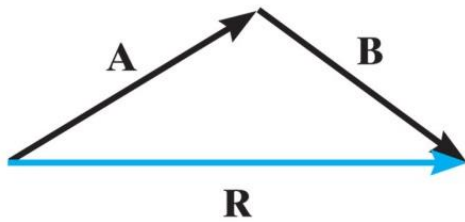
# Recap from Lecture 2

- A force can be treated as a vector, since forces obey all the rules that vectors do.

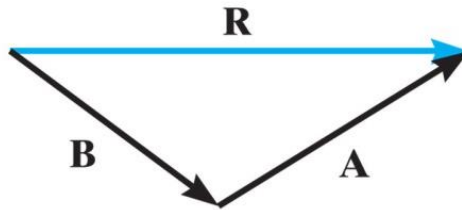
$$\vec{R} = \vec{A} + \vec{B}$$

$$\vec{R} = \vec{A} + \vec{B} = \vec{B} + \vec{A}$$

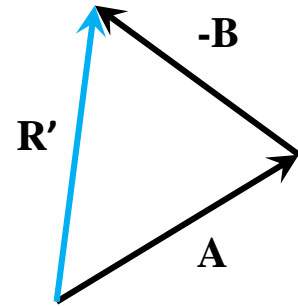
$$\vec{R}' = \vec{A} - \vec{B} = \vec{A} + (-\vec{B})$$



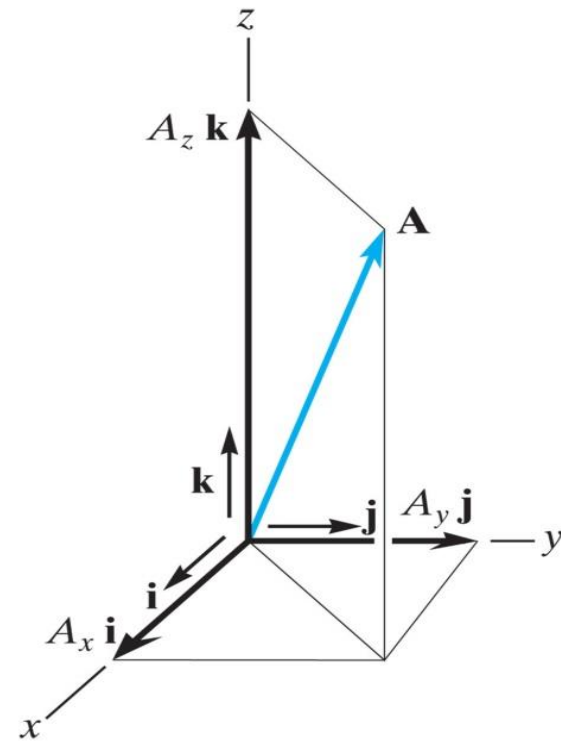
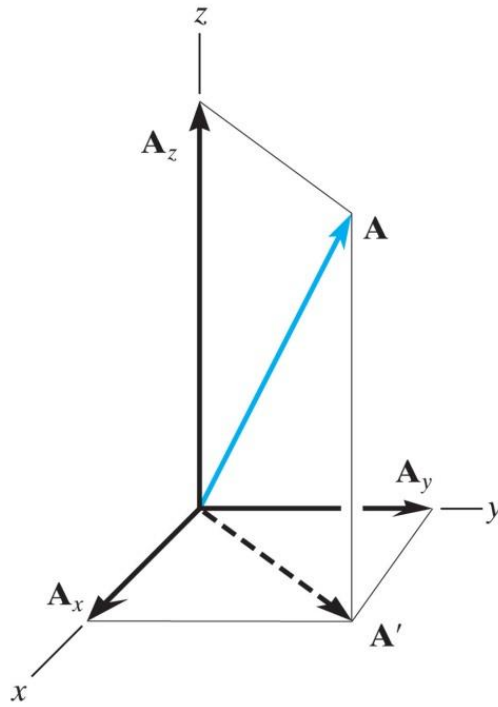
$$\mathbf{R} = \mathbf{A} + \mathbf{B}$$



$$\mathbf{R} = \mathbf{B} + \mathbf{A}$$



# Recap



- Vector representations
  - Rectangular components
  - Cartesian vectors
  - Unit vector

$$\vec{\mathbf{A}} = \vec{\mathbf{A}}_x + \vec{\mathbf{A}}_y + \vec{\mathbf{A}}_z$$

$$\vec{\mathbf{A}} = A_x \hat{\mathbf{i}} + A_y \hat{\mathbf{j}} + A_z \hat{\mathbf{k}}$$

$$\vec{\mathbf{u}}_A = \frac{\vec{\mathbf{A}}}{|\vec{\mathbf{A}}|} = \frac{A_x}{|\vec{\mathbf{A}}|} \hat{\mathbf{i}} + \frac{A_y}{|\vec{\mathbf{A}}|} \hat{\mathbf{j}} + \frac{A_z}{|\vec{\mathbf{A}}|} \hat{\mathbf{k}}$$

Recall: Magnitude of a vector (which is a scalar quantity) can be shown as a term with no font

modification ( $A$ ) or vector with norm bars ( $|\vec{\mathbf{A}}|$ ), such that  $A = |\vec{\mathbf{A}}| = \sqrt{A_x^2 + A_y^2 + A_z^2}$

$$\vec{A} = \vec{A}_x + \vec{A}_y + \vec{A}_z \quad \vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k}$$

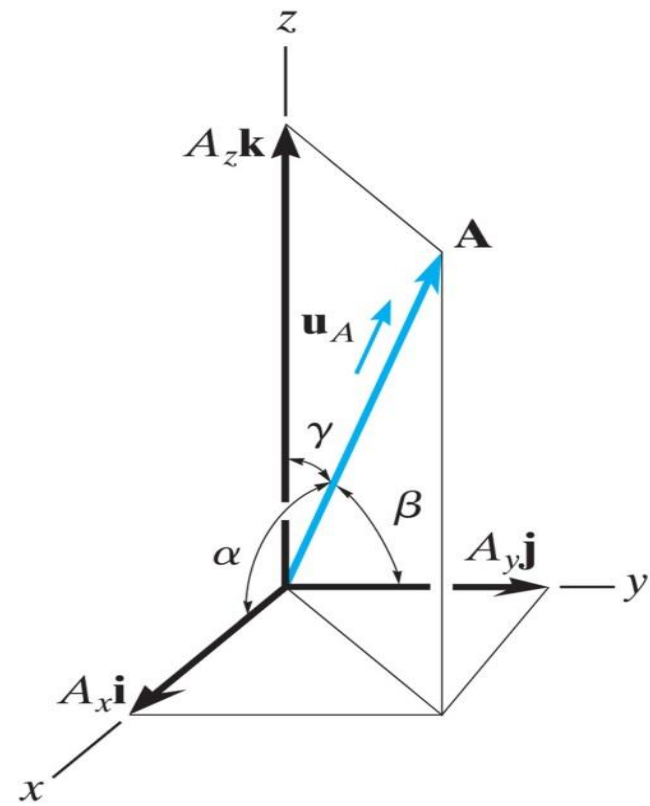
- How to define  $A_x, A_y, A_z$ ?

- Direction cosines

$$\cos(\alpha) = \frac{A_x}{A}, \cos(\beta) = \frac{A_y}{A}, \cos(\gamma) = \frac{A_z}{A}$$

$$\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k}$$

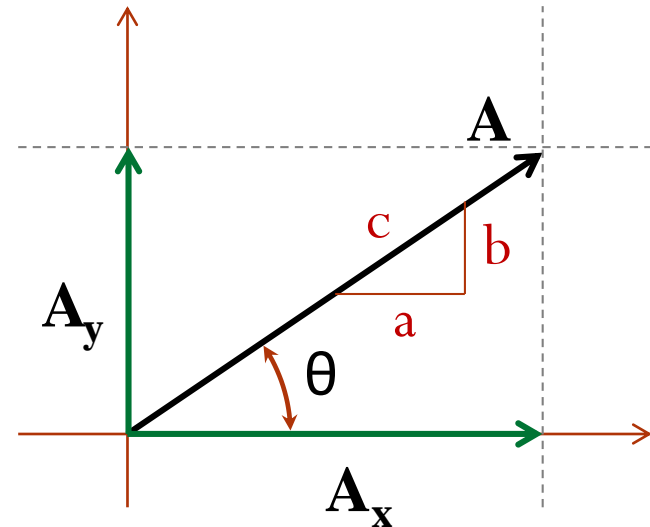
$$= A \cos(\alpha) \hat{i} + A \cos(\beta) \hat{j} + A \cos(\gamma) \hat{k}$$



- Rectangular components

$$A_x = A \cos(\theta), \quad A_y = A \sin(\theta)$$

$$A_x = A \left( \frac{a}{c} \right), \quad A_y = A \left( \frac{b}{c} \right)$$

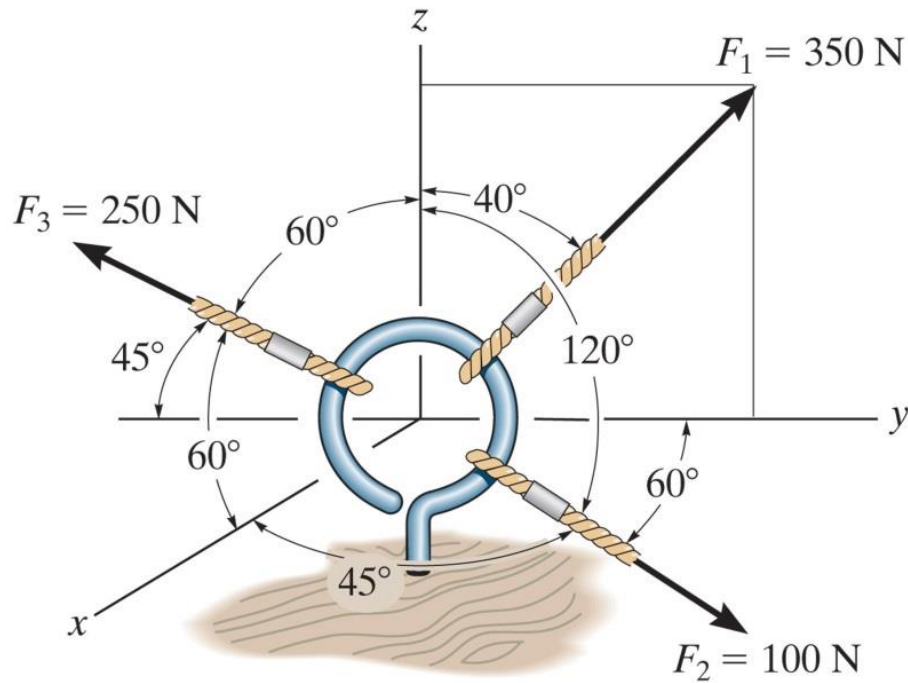






The cables attached to the screw eye are subjected to three forces shown.

(c) Determine the direction cosines of the resultant force vector



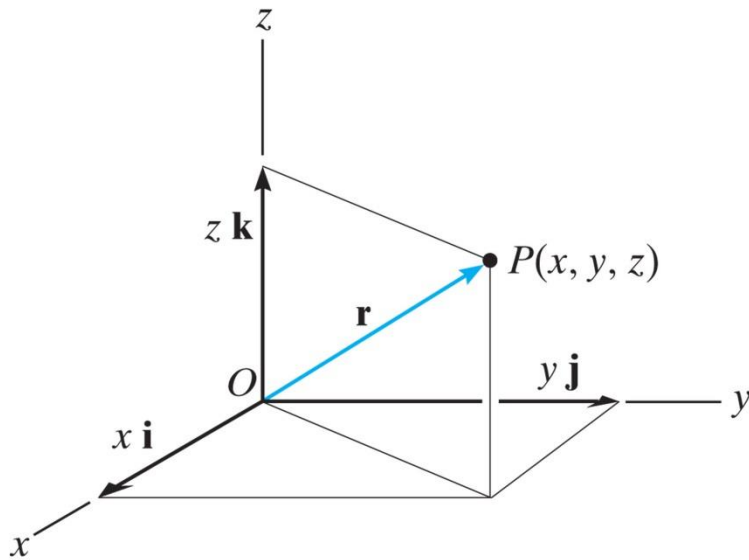
$$\cos(\alpha) = \frac{A_x}{A}, \cos(\beta) = \frac{A_y}{A}, \cos(\gamma) = \frac{A_z}{A}$$

$$\cos \alpha = \frac{F_{Rx}}{F_R} = \frac{195.71}{407.03}$$

$$\cos \beta = \frac{F_{Ry}}{F_R} =$$

$$\cos \gamma = \frac{F_{Rz}}{F_R} =$$

# Position vectors



A position vector  $\mathbf{r}$  is defined as a fixed vector which locates a point in space relative to another point. For example,

$$\mathbf{r} = x \mathbf{i} + y \mathbf{j} + z \mathbf{k}$$

expresses the position of point  $P(x, y, z)$  with respect to the origin  $O$ .

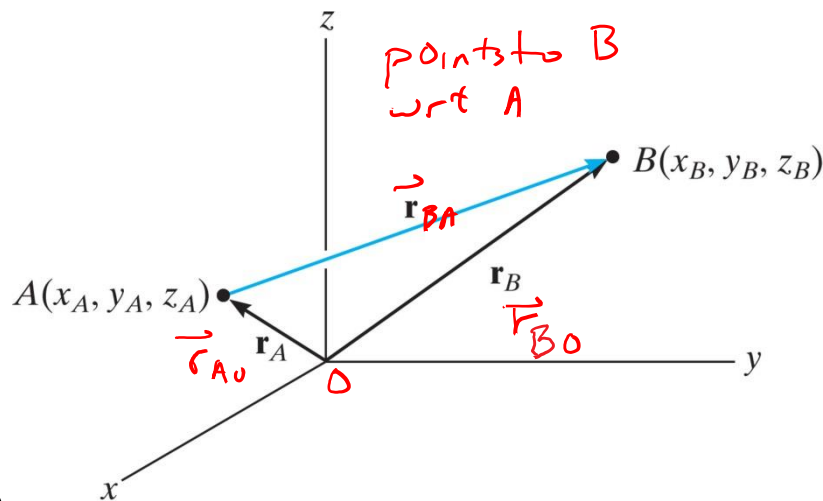
The position vector  $\mathbf{r}$  of point  $B$  with respect to point  $A$  is obtained from

$$\mathbf{r}_A + \mathbf{r} = \mathbf{r}_B$$

Hence,

$$\begin{aligned} \mathbf{r} &= \mathbf{r}_B - \mathbf{r}_A \\ &= (x_B \mathbf{i} + y_B \mathbf{j} + z_B \mathbf{k}) - (x_A \mathbf{i} + y_A \mathbf{j} + z_A \mathbf{k}) \end{aligned}$$

$$\mathbf{r} = (x_B - x_A) \mathbf{i} + (y_B - y_A) \mathbf{j} + (z_B - z_A) \mathbf{k}$$

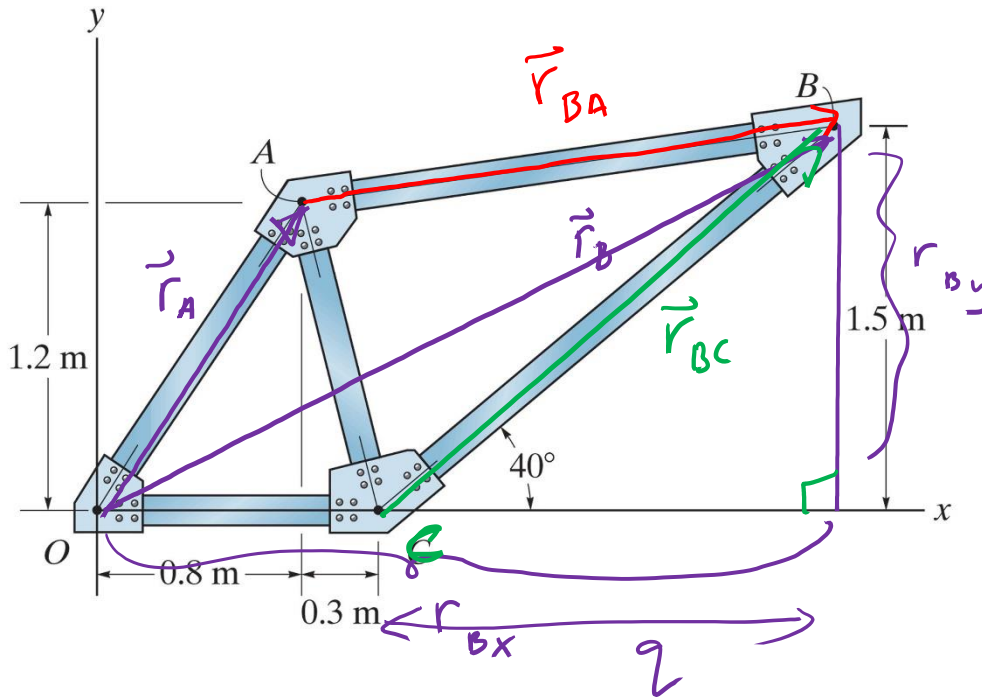


Thus, the  $(\mathbf{i}, \mathbf{j}, \mathbf{k})$  components of the position vector  $\mathbf{r}$  may be formed by taking the coordinates of the tail (point A) and subtracting them from the corresponding coordinates of the head (point B).

# Example

Determine the lengths of bars AB, BC and AC.

Length = magnitude



$$\overline{AB} = |\vec{r}_{BA}|$$

$$\vec{r}_{BA} = \vec{r}_B - \vec{r}_A$$

$$\vec{r}_A = 0.8\hat{i} + 1.2\hat{j} \text{ m}$$

$$\vec{r}_B = ? = \_ \hat{i} + \_ \hat{j}$$

$$= (0.8 + 0.3 + q)\hat{i} + 1.5\hat{j} \text{ m}$$

$$q = ?$$

$$\tan 40^\circ = \frac{\text{opp}}{\text{adj}} = \frac{1.5}{q}$$

$$q = 1.5 / \tan 40^\circ = 1.79 = 1.8 \text{ m}$$

$$\Rightarrow \vec{r}_B = 2.9\hat{i} + 1.5\hat{j} \text{ m}$$

$$\therefore \vec{r}_{BA} = \vec{r}_B - \vec{r}_A = (2.9 - 0.8)\hat{i} + (1.5 - 1.2)\hat{j} = 2.1\hat{i} + 0.3\hat{j}$$

$$\overline{AB} = |\vec{r}_{BA}| = \sqrt{2.1^2 + 0.3^2} = \sqrt{4.5} = \boxed{2.1 \text{ m} = \overline{AB}}$$