## Statics - TAM 210 & TAM 211

Lecture 3 September 14, 2018

## Announcements

Take practice Quiz 0 on <u>PrairieLearn</u> (not graded)
 MATLAB training sessions TBA (Friday afternoon next 2 weeks)

□ Upcoming deadlines:

- Tuesday (Sept 18)
  - HW1
  - Find on <u>PrairieLearn</u>
- Friday (Sept 21)
  - Written Assignment 1
  - Find on <u>Schedule</u>
  - Submit on Blackboard



## 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.

 $\overrightarrow{R} = \overrightarrow{A} + \overrightarrow{B} \qquad \overrightarrow{R} = \overrightarrow{A} + \overrightarrow{B} = \overrightarrow{B} + \overrightarrow{A} \qquad \overrightarrow{R'} = \overrightarrow{A} - \overrightarrow{B} = \overrightarrow{A} + \left(-\overrightarrow{B}\right)$ 





- - Rectangular components
  - Cartesian vectors
  - Unit vector

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  $(|\vec{A}|)$ , such that  $A = |\vec{A}| = \sqrt{A_x^2 + A_y^2 + A_z^2}$ 

$$\vec{A}_{z} \mathbf{k}$$

$$\vec{A}_{x} \mathbf{i}$$

$$\vec{A}_{x} \mathbf{i$$

- $\overrightarrow{A} = \overrightarrow{A_x} + \overrightarrow{A_y} + \overrightarrow{A_z}$  $\overline{A} = A_{\chi}\hat{i} + A_{\chi}\hat{j} + A_{z}\hat{k}$
- How to define  $A_x$ ,  $A_y$ ,  $A_z$ ?
- Direction cosines  $cos(\alpha) = \frac{A_x}{A}, \ cos(\beta) = \frac{A_y}{A}, \ cos(\gamma) = \frac{A_z}{A}$  $\vec{A} = A_{\chi}\hat{i} + A_{\nu}\hat{j} + A_{z}\hat{k}$  $= A\cos(\alpha)\hat{i} + A\cos(\beta)\hat{j} + A\cos(\gamma)\hat{k}$ d, b, & are angles in 3D

ZD

• Rectangular components  $A_x = A \cos(\theta)$ ,  $A_y = A \sin(\theta)$ 

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



The cables attached to the screw eye are subjected to three forces shown. (a) Express each force vector using the Cartesian vector form (components form).  $\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k} = A [cos(\alpha)\hat{i} + cos(\beta)\hat{j} + cos(\gamma)\hat{k}]$ 

(b)Determine the magnitude of the resultant force vector

$$\left|\overline{\boldsymbol{F}_{R}}\right| = \sqrt{F_{R_{x}}^{2} + F_{R_{y}}^{2} + F_{R_{z}}^{2}}$$

(c) Determine the direction cosines of the resultant force vector  $\cos(\alpha) = \frac{A_x}{4}, \cos(\beta) = \frac{A_y}{4}, \cos(\gamma) = \frac{A_z}{4}$ 



The cables attached to the screw eye are subjected to three forces shown.  
(a) Express each force vector using the Cartesian vector form (components form). 
$$\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k} = \left[ (\cos(\alpha) \hat{i} + \cos(\beta) \hat{j} + \cos(\gamma) \hat{k} \right] \right]$$
  
(b) Determine the magnitude of the resultant force vector  $|\vec{F_R}| = \sqrt{F_{x_x}^2 + F_{x_y}^2 + F_{x_z}^2}$   
 $F_x = \frac{135^\circ}{40^\circ}$   $\vec{F_1} = \frac{350 \text{ N}}{15^\circ}$   $|\vec{F_R}| = \sqrt{F_{x_x}^2 + F_{x_y}^2 + F_{x_z}^2}$   
 $F_y = 250 \text{ N}$   $(5^\circ)^\circ \hat{j} + (\cos(5^\circ))^\circ \hat{j} + \cos(5^\circ)^\circ \hat{j} + \cos$ 

The cables attached to the screw eye are subjected to three forces shown. (c) Determine the direction cosines of the resultant force vector



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,  $\vec{r} = x \, \hat{i} + y \, \hat{j} + z \, \hat{k}$ 

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

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

$$\vec{r}_{A} + \vec{r} = \vec{r}_{B}$$

$$\Rightarrow \vec{r} = \vec{r}_{B} - \vec{r}_{A}$$

$$\vec{r} = (x_{B}\hat{\tau} + y_{B}\hat{\tau} + z_{R}\hat{\tau}) - (x_{A}\hat{\tau} + y_{A}\hat{\tau} + z_{A}\hat{\tau})$$

$$\vec{r} = (x_{B} - x_{A})\hat{\tau} + (y_{B} - y_{A})\hat{\tau} + (z_{B} - z_{A})\hat{t}$$

Thus, the(*i*, *j*, *k*) components of the positon vector *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).