ARCHITECTURAL STRUCTURES:

FORM, BEHAVIOR, AND DESIGN

ARCH 331

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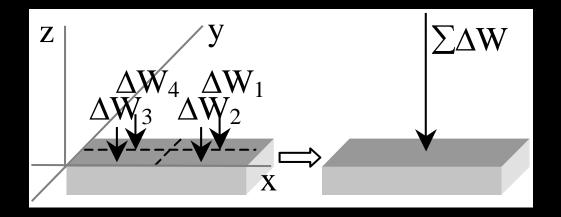
lecture NINE



beam sections - geometric properties

Center of Gravity

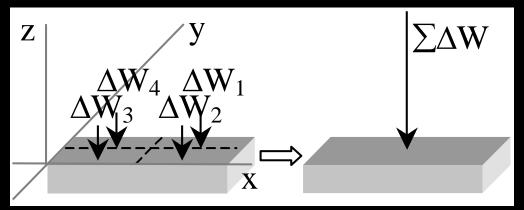
- location of equivalent weight
- determined with calculus



• sum element weights $W = \int dW$

Center of Gravity

"average" x & y from moment



$$\sum M_{y} = \sum_{i=1}^{n} x_{i} \Delta W_{i} = \overline{x} W \implies \overline{x} = \frac{\sum (x \Delta W)}{W}$$

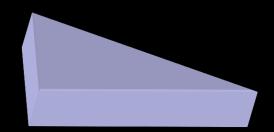
$$\sum M_{x} = \sum_{i=1}^{n} y_{i} \Delta W_{i} = \overline{y} W \implies \overline{y} = \frac{\sum (y \Delta W)}{W}$$

Centroid

- "average" x & y of an area
- for a volume of constant thickness
 - $-\Delta W = \gamma t \Delta A$ where γ is weight/volume
 - center of gravity = centroid of area

$$\bar{x} = \frac{\sum (x \Delta A)}{A}$$

$$\bar{y} = \frac{\sum (y \Delta A)}{A}$$



Centroid

for a line, sum up length

$$\bar{x} = \frac{\sum (x\Delta L)}{L}$$

$$\bar{y} = \frac{\sum (y\Delta L)}{L}$$



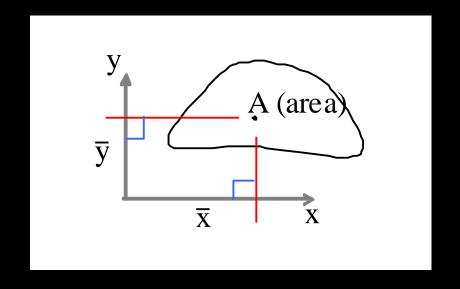


1st Moment Area

- math concept
- the moment of an <u>area</u> about an axis

$$Q_x = \overline{y}A$$

$$Q_{v} = \overline{x}A$$

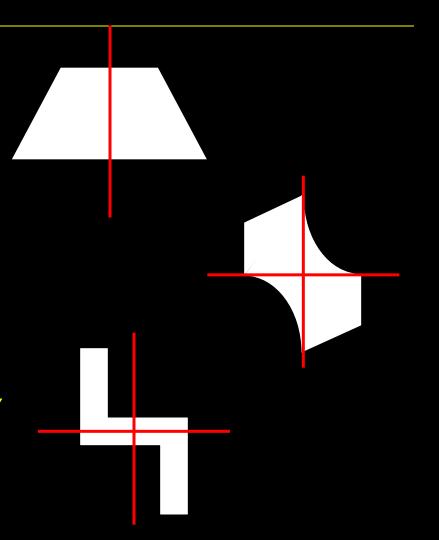


Symmetric Areas

 symmetric about an axis

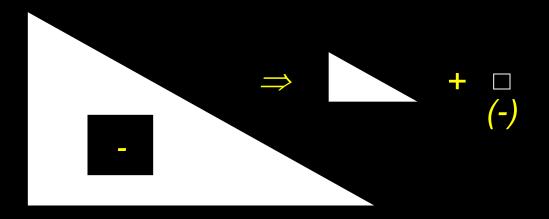
 symmetric about a center point

mirrored symmetry



Composite Areas

- made up of basic shapes
- areas can be <u>negative</u>
- (centroids can be negative for any area)



Basic Procedure

- 1. Draw reference origin (if not given)
- 2. Divide into basic shapes (+/-)
- 3. Label shapes
- 4. Draw table

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Component	Area	\overline{x}	$\bar{x}A$	\overline{y}	$\bar{y}A$
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- 6. Sum necessary columns
- 7. Calculate \hat{x} and \hat{y}

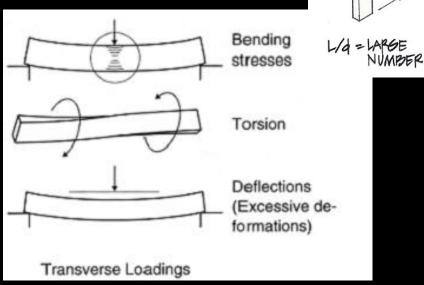
Area Centroids

• Table 7.1 – pg. 242

Centroids of Common Shapes of Areas and Lines					
Shape		x	y		
Triangular area	$\frac{\sqrt[4]{y}}{\left -\frac{b}{2}+\left -\frac{b}{2}+\right }h$	$\frac{b}{3}$ right triangle only	$\frac{h}{3}$		
Quarter-circular area		$\frac{4r}{3\pi}$	$\frac{4r}{3\pi}$		
Semicircular area	$ \begin{array}{c c} \hline O & \overline{x} & \overline{y} \\ \hline \hline \end{array} $	0	$\frac{4r}{3\pi}$		
Semiparabolic area	$C \bullet \bullet C$	$\frac{3a}{8}$	3 <i>h</i> 5		
Parabolic area	$ \begin{array}{c cccc} \hline O & \overline{x} & \hline \end{array} $	0	$\frac{3h}{5}$		

Moments of Inertia

- 2nd moment area
 - math concept
 - area x (distance)²
- need for behavior of
 - beams
 - columns



BUCKLING

PORITICAL

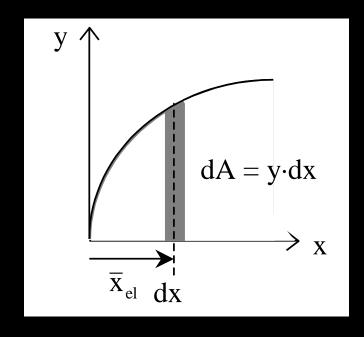
DISPLACEME

Moment of Inertia

- about any reference <u>axis</u>
- can be <u>negative</u>

$$I_{y} = \int x^{2} dA$$

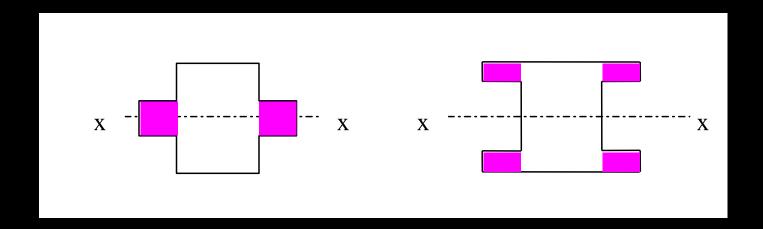
$$I_x = \int y^2 dA$$



resistance to bending and buckling

Moment of Inertia

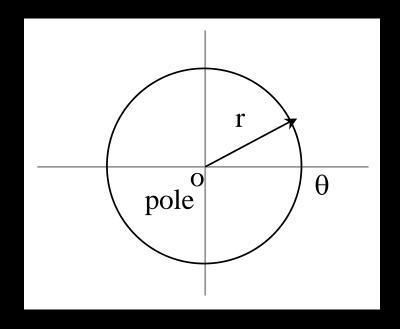
- same area moved away a distance
 - larger I



Polar Moment of Inertia

- for roundish shapes
- uses polar coordinates (r and θ)
- resistance to twisting

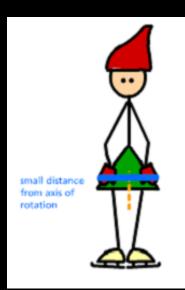
$$J_o = \int r^2 dA$$



Radius of Gyration

measure of inertia with respect to area

$$r_x = \sqrt{\frac{I_x}{A}}$$



When a figure skater changes position, he or she is redistributing his or her mass. Thus, every position has it's own unique rotational inertia.



The rotational inertia of the figure skater increases when her arms are raised because more of her mass is redistributed further from her axis of rotation.

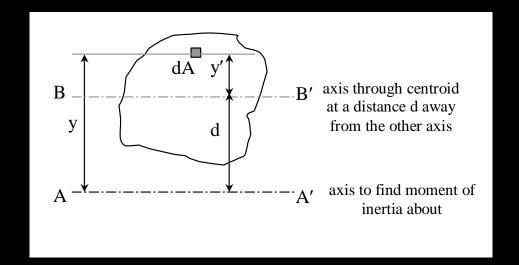
Parallel Axis Theorem

 can find composite I once composite centroid is known (basic shapes)

$$I_{x} = I_{cx} + Ad_{y}^{2}$$
$$= \underline{\overline{I}_{x}} + Ad_{y}^{2}$$

$$I = \sum \bar{I} + \sum A d^2$$

$$\bar{I} = I - Ad^2$$



Basic Procedure

- 1. Draw reference origin (if not given)
- 2. Divide into basic shapes (+/-)
- 3. Label shapes
- 4. Draw table with A, \overline{x} , $\overline{x}A$, \overline{y} , $\overline{y}A$, I's, d's, and Ad^2 's
- 5. Fill in table and get \hat{x} and \hat{y} for composite
- 6. Sum necessary columns
- 7. Sum \overline{I} 's and Ad^2 's

Area Moments of Inertia

• Table 7.2 – pg. 252: (bars refer to centroid)



$$-X', V'$$

-C

