ELEMENTS OF **A**RCHITECTURAL **S**TRUCTURES:

FORM, BEHAVIOR, AND DESIGN

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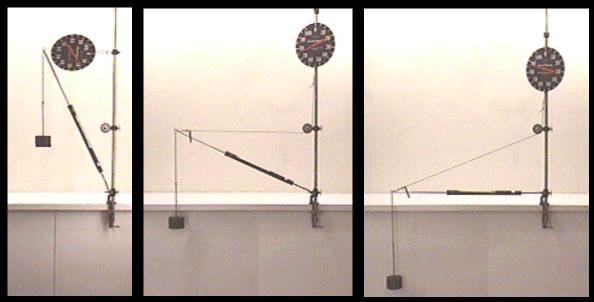
DR. ANNE NICHOLS
Spring 2013

five five



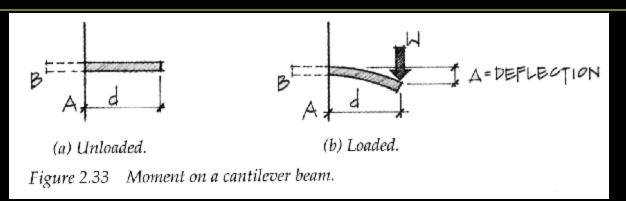


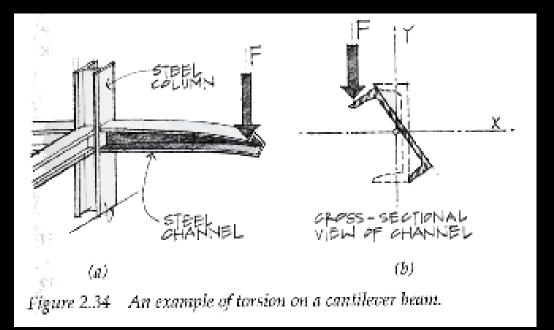
 forces have the tendency to make a body rotate about an axis



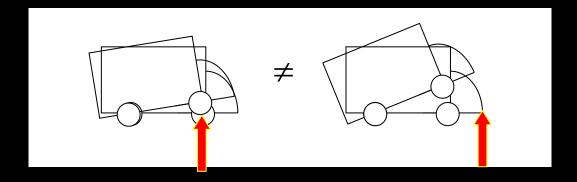
http://www.physics.umd.edu

- same translation but different rotation





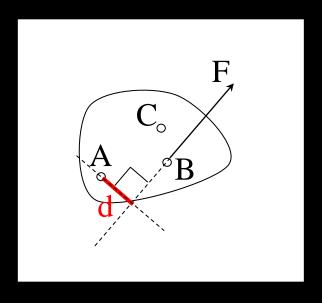
• a force acting at a different point causes a different moment:



- defined by magnitude and direction
- units: N·m, k·ft
- direction:
 - + CW (!)
 - CCW
- value found from F and ⊥ distance

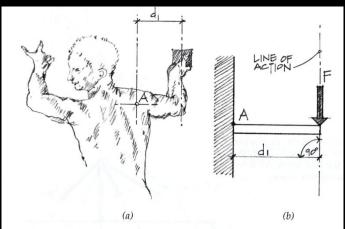
$$M = F \cdot d$$

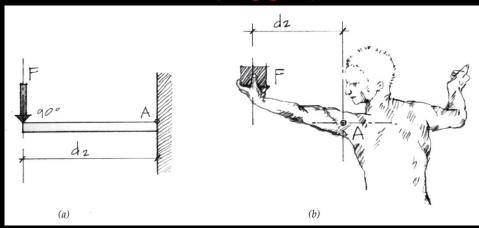
d also called "lever" or "moment" arm



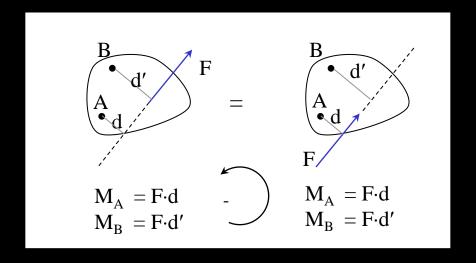
with same F:

$$M_A = F \cdot d_1 < M_A = F \cdot d_2$$
(bigger)





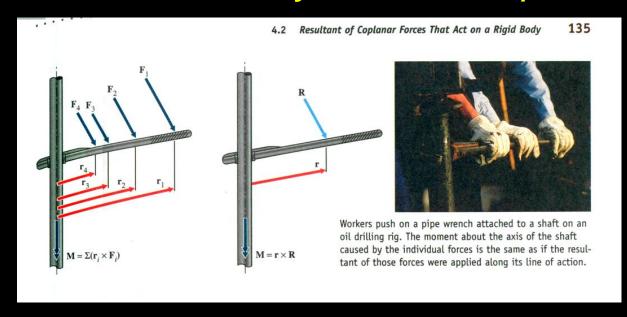
- additive with sign convention
- can still move the force along the line of action



- Varignon's Theorem
 - resolve a force into components at a point and finding perpendicular distances
 - calculate sum of moments
 - equivalent to original moment
- makes life easier!
 - geometry
 - when component runs through point, d=0

Moments of a Force

- moments of a force
 - introduced in Physics as "Torque Acting on a Particle"
 - and used to satisfy rotational equilibrium



Physics and Moments of a Force

my Physics book (right hand rule):

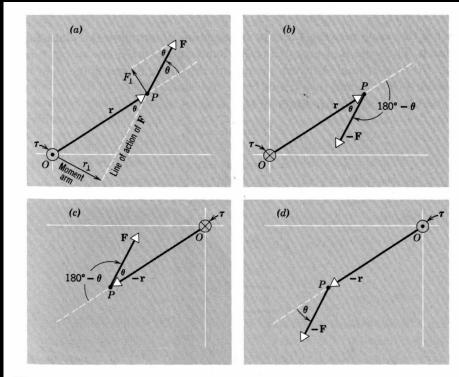


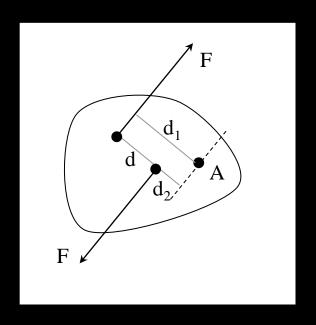
FIGURE 11-2 The plane shown is that defined by \mathbf{r} and \mathbf{F} in Fig. 11-1. (a) The magnitude of $\boldsymbol{\tau}$ is given by Fr_{\perp} (Eq. 11-2b) or by rF_{\perp} (Eq. 11-2c). (b) Reversing F reverses the direction of τ . (c) Reversing \mathbf{r} reverses the direction of $\boldsymbol{\tau}$. (d) Reversing \mathbf{F} and \mathbf{r} leaves the direction of $\boldsymbol{\tau}$ unchanged. The direction tions of τ are represented by \odot (perpendicularly out of the figure, the symbol representing the tip of an arrow) and by \(\otimes \) (perpendicularly into the figure, the symbol representing the tail of an arrow).

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2 forces

- same size
- opposite direction
- distance d apart
- CW Or CCW

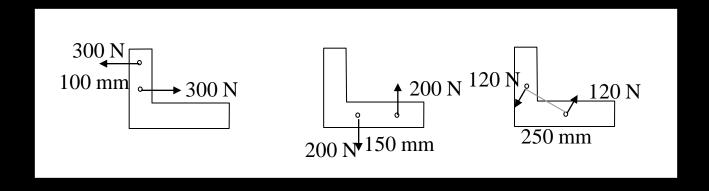
$$M = F \cdot d$$



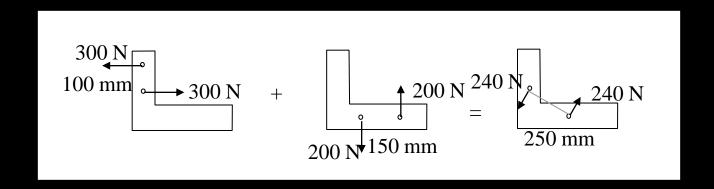
not dependant on point of application

$$M = F \cdot d_1 - F \cdot d_2$$

- equivalent couples
 - same magnitude and direction
 - F & d may be different

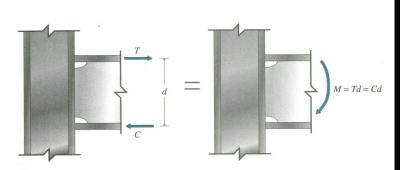


- added just like moments caused by one force
- can <u>replace</u> two couples with a single couple

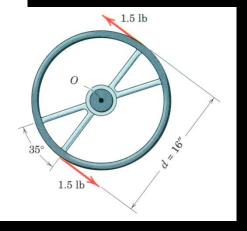


moment couples in structures





The flanges of a steel beam are welded to the flange of a column. Equal and opposite forces T and C in the beam flanges form a couple with moment M that is transferred into the column.

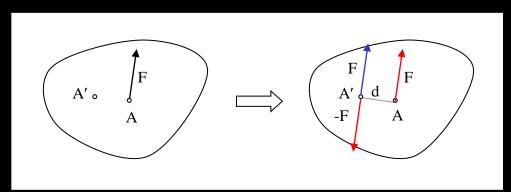


Equivalent Force Systems

- two forces at a point is equivalent to the resultant at a point
- resultant is equivalent to two components at a point
- resultant of equal & opposite forces at a point is zero
- put equal & opposite forces at a point (sum to 0)
- transmission of a force along action line

Force-Moment Systems

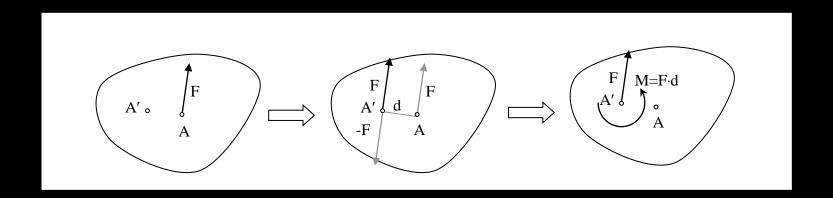
 single force causing a moment can be replaced by the same force at a different point by providing the moment that force caused



moments are shown as arched arrows

Force-Moment Systems

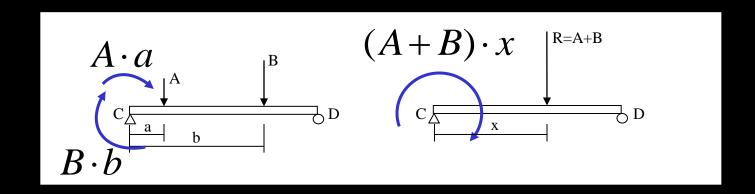
 a force-moment pair can be replaced by a force at another point causing the original moment



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Parallel Force Systems

- forces are in the same direction
- can find resultant force
- need to find <u>location</u> for equivalent moments



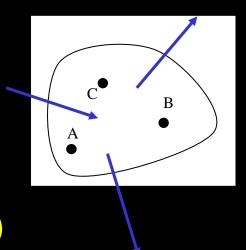
Equilibrium

- rigid body
 - doesn't deform
 - coplanar force systems
- static:

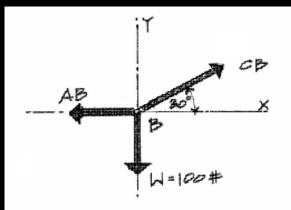
$$R_x = \sum F_x = 0_{(\Sigma H)}$$

$$R_{y} = \sum F_{y} = 0_{(\Sigma V)}$$

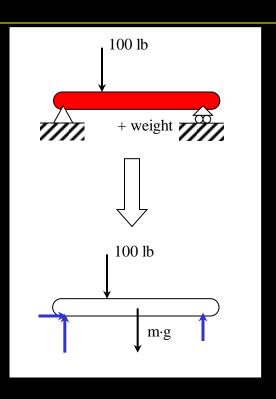
$$M = \sum M = 0$$



- FBD (sketch)
- tool to see all forces on a body or a point including
 - external forces
 - weights
 - force reactions
 - external moments
 - moment reactions
 - internal forces



- determine body
- FREE it from:
 - ground
 - supports & connections
- draw all external forces acting ON the body
 - reactions
 - applied forces
 - gravity



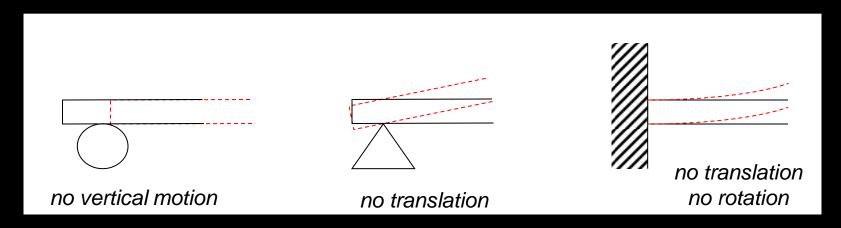
- sketch FBD with relevant geometry
- resolve each force into components
 - known & unknown angles name them
 - known & unknown <u>forces</u> <u>name</u> them
 - known & unknown moments name them
- are any forces related to other forces?
- for the unknowns
- write only as many equilibrium equations as needed
- solve up to 3 equations

- solve equations
 - most times 1 unknown easily solved
 - plug into other equation(s)

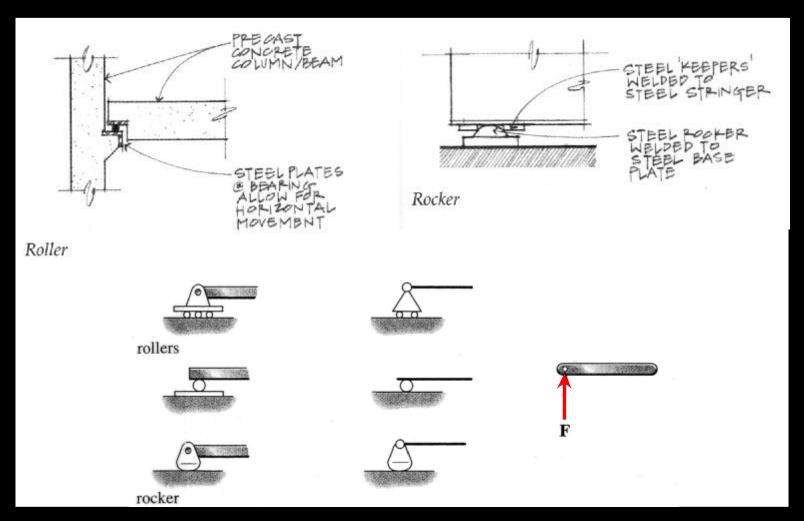
- common to have unknowns of
 - force magnitudes
 - force angles
 - moment magnitudes

Reactions on Rigid Bodies

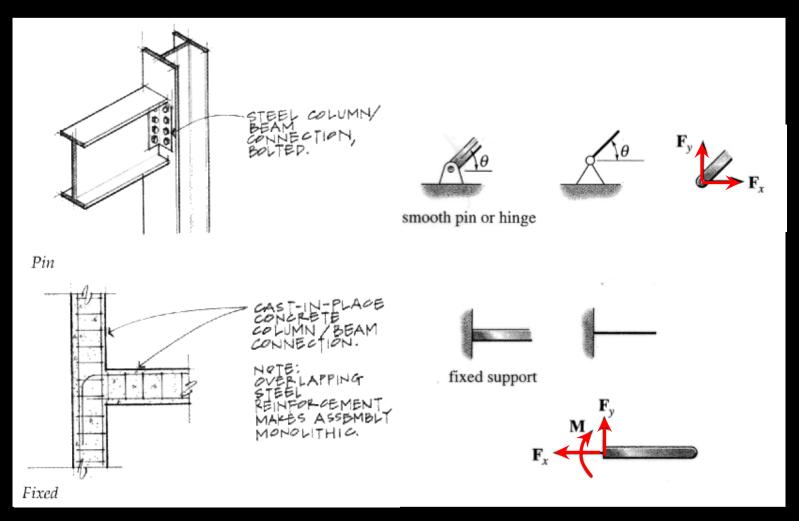
- result of applying force
- unknown size
- connection or support type
 - known direction
 - related to motion prevented



Supports and Connections



Supports and Connections



Moment Equations

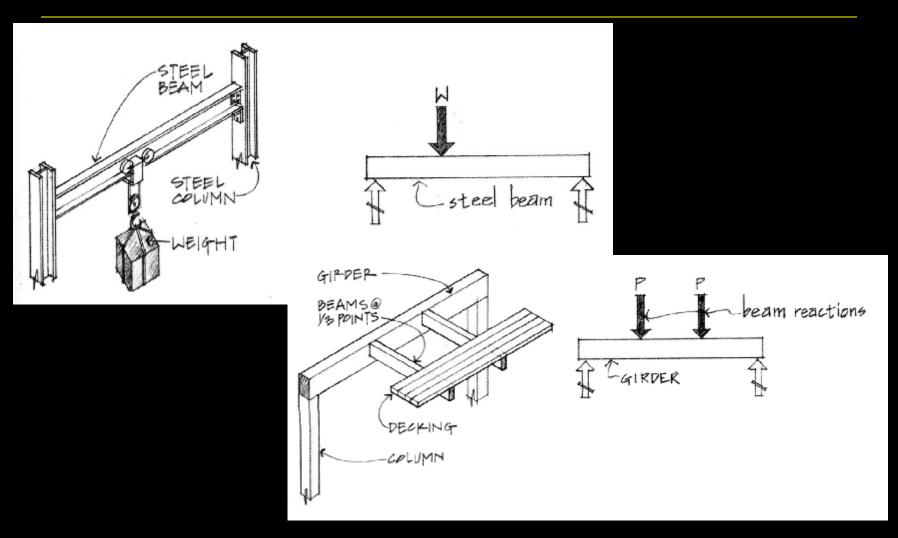
- sum moments at intersection where the most forces intersect
- multiple moment equations may not be useful
- combos:

$$\sum F_{x} = 0 \qquad \sum F = 0 \qquad \sum M_{1} = 0$$

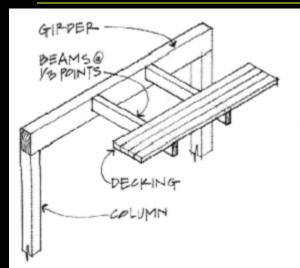
$$\sum F_{y} = 0 \qquad \sum M_{1} = 0 \qquad \sum M_{2} = 0$$

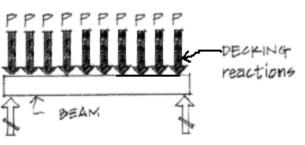
$$\sum M_{1} = 0 \qquad \sum M_{2} = 0 \qquad \sum M_{3} = 0$$

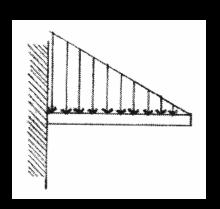
Concentrated Loads

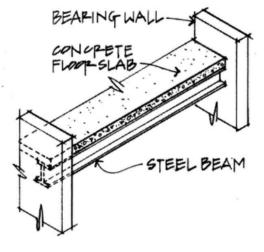


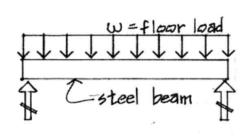
Distributed Loads





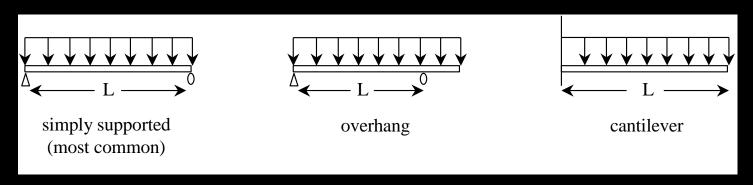




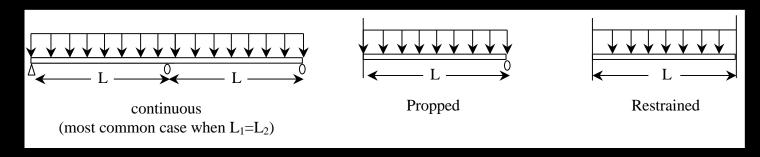


Beam Supports

statically determinate



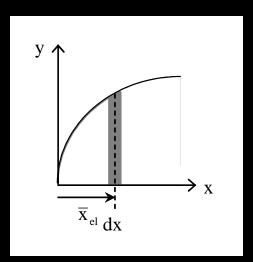
statically indeterminate

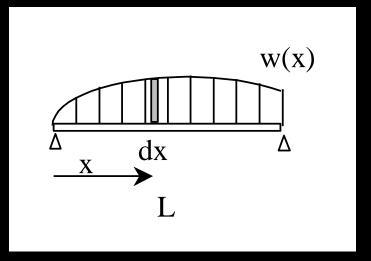


Equivalent Force Systems

- replace forces by resultant
- place resultant where M = 0
- using <u>calculus</u> and area centroids

$$W = \int_0^L w dx = \int dA_{loading} = A_{loading}$$





Load Areas

- area is width x "height" of load
- <u>w</u> is load per unit length
- W is total load

