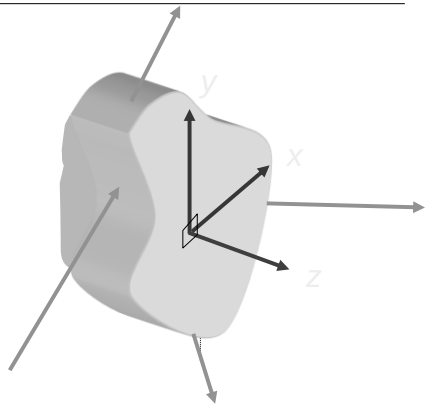
ELEMENTS OF ARCHITECTURAL STRUCTURES:
FORM, BEHAVIOR, AND DESIGN
ARCH 614
DR. ANNE NICHOLS
SPRING 2013

lecture
two



loads, forces and vectors

Structural Design

- *planning*
- *preliminary structural configuration*
- *determination of loads*
- *preliminary member selection*
- *analysis*
- *evaluation*
- *design revision*
- *final design*

Structural Loads

- *STATIC and DYNAMIC*
- *dead load*
  - *static, fixed, includes building weight, fixed equipment*
- *live load*
  - *transient and moving loads (including occupants), snowfall*

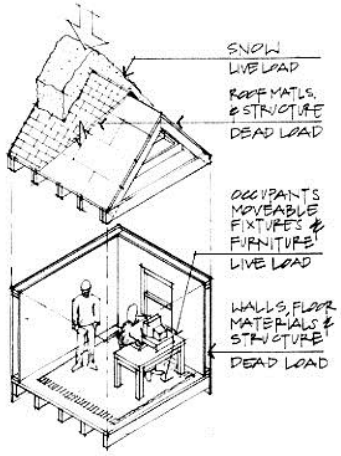


Figure 1.12 Typical building loads.

Structural Loads

- *wind loads*
  - *dynamic, wind pressures treated as lateral static loads on walls, up or down loads on roofs*

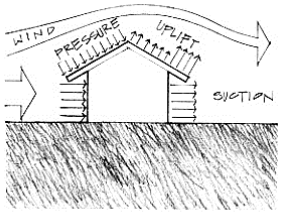
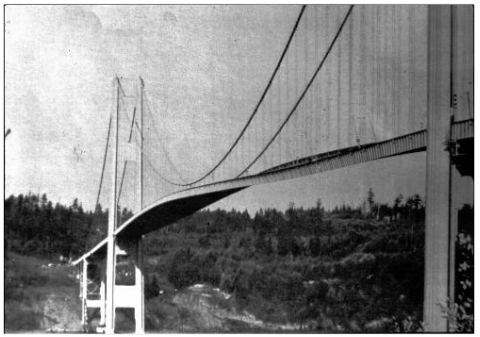


Figure 1.13 Wind loads on a structure.



Structural Loads

- *earthquake loads*
  - *seismic, movement of ground* ↕ ↔

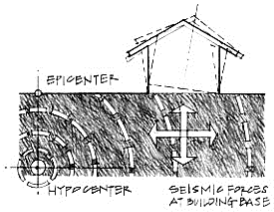
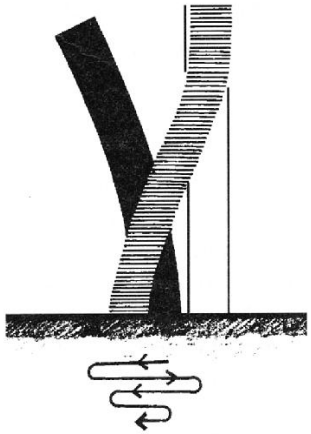
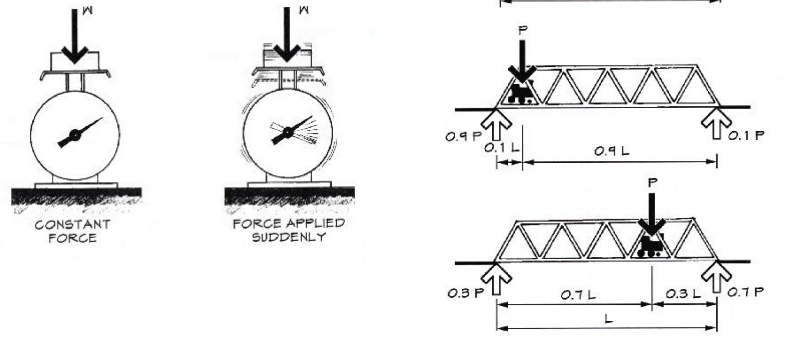


Figure 1.14 Earthquake loads on a structure.



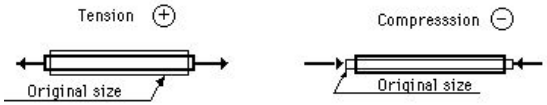
Structural Loads

- *impact loads*
  - *rapid, energy loads*



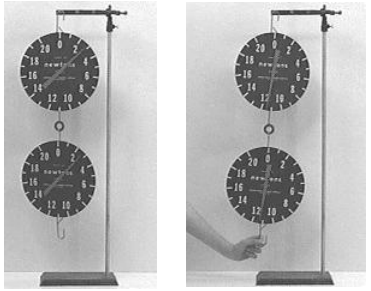
Forces

- *statics*
  - *physics of forces and reactions on bodies and systems*
  - *equilibrium (bodies at rest)*
- *forces*
  - *something that exerts on an object:*
    - *motion*
    - *tension*
    - *compression*



Forces

- *"action of one body on another that affects the state of motion or rest of the body"*
- *Newton's 3rd law:*
  - *for every force of action there is an equal and opposite reaction along the same line*



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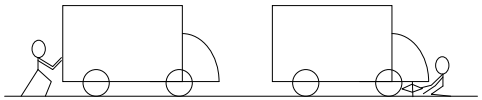
Force Vectors

- *applied at a point*
- *magnitude*
  - *Imperial units: lb, k (kips)*
  - *SI units: N (newtons), kN*
- *direction*
- *sense*

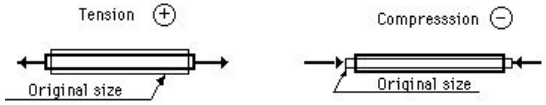
(tail) *(tip)*

Forces on Rigid Bodies

- *for statics, the bodies are ideally rigid*
- *can translate and rotate*
- *internal forces are*
  - *in bodies*
  - *between bodies (connections)*
- *external forces act on bodies*

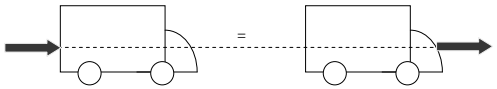


translate *rotate*



Transmissibility

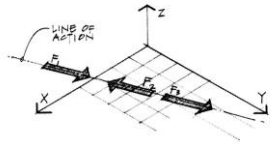
- *the force stays on the same line of action*
- *truck can't tell the difference*



- *only valid for EXTERNAL forces*

Force System Types

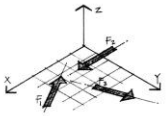
- *collinear*



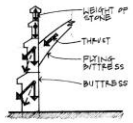
Collinear—*All forces acting along the same straight line.*
Figure 2.17(a) Particle or rigid body.

Force System Types

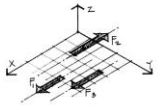
- *coplanar*



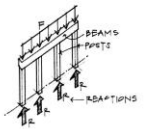
Coplanar—All forces acting in the same plane.
Figure 2.17(b) Rigid bodies.



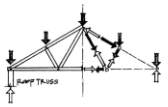
Forces in a buttress system.



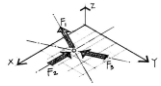
Coplanar, parallel—All forces are parallel and act in the same plane.
Figure 2.17(c) Rigid bodies.



A beam supported by a series of columns.



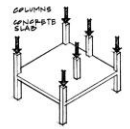
Loads applied to a roof truss.



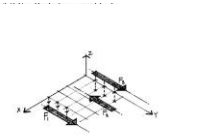
Coplanar, concurrent—All forces intersect at a common point and lie in the same plane.
Figure 2.17(d) Particle or rigid body.

Force System Types

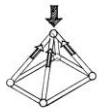
- *space*



Column loads in a concrete building.

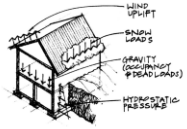


Noncoplanar, parallel—All forces are parallel to each other, but not all lie in the same plane.
Figure 2.17(e) Rigid bodies.

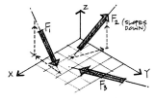


One component of a three-dimensional space frame.

Noncoplanar, concurrent—All forces intersect at a common point but do not all lie in the same plane.
Figure 2.17(f) Particle or rigid bodies.



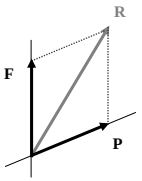
Array of forces acting simultaneously on a house.



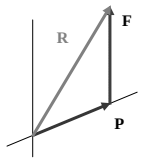
Noncoplanar, nonconcurrent—All forces are skewed.
Figure 2.17(g) Rigid bodies.

Adding Vectors

- *graphically*
  - *parallelogram law*
    - *diagonal*
    - *long for 3 or more vectors*



  - *tip-to-tail*
    - *more convenient with lots of vectors*



Force Components

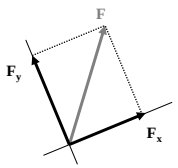
- *convenient to resolve into 2 vectors*
- *at right angles*
- *in a "nice" coordinate system*
- *θ is between F_x and F <u>from F_x</u>*

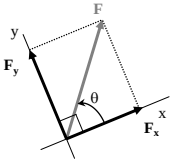
$$F_x = F\cos\theta$$

$$F_y = F\sin\theta$$

$$F = \sqrt{F_x^2 + F_y^2}$$

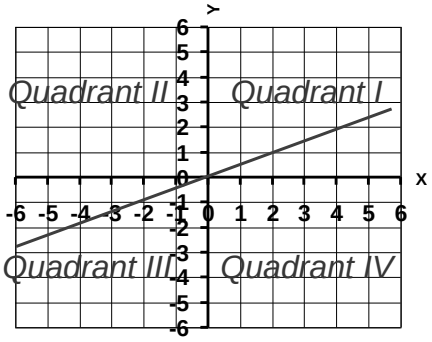
$$\tan\theta = \frac{F_y}{F_x}$$





Trigonometry

- F_x is negative
  - 90° to 270°
- F_y is negative
  - 180° to 360°
- tan is positive
  - quads I & III
- tan is negative
  - quads II & IV

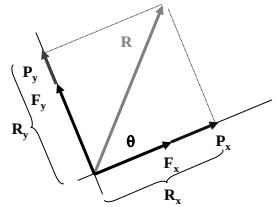


Component Addition

- find all x components
- find all y components
- find sum of x components, R_x (resultant)
- find sum of y components, R_y

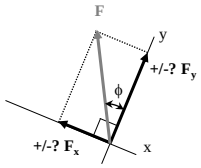
$$R = \sqrt{R_x^2 + R_y^2}$$

$$\tan\theta = \frac{R_y}{R_x}$$



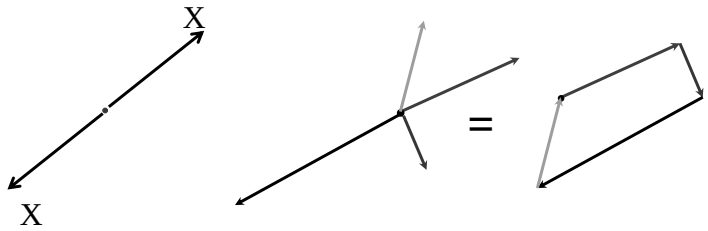
Alternative Trig for Components

- doesn't relate angle to axis direction
- ϕ is "small" angle between F and <u>EITHER F_x or F_y</u>
- no sign out of calculator!
- have to choose RIGHT trig function, resulting direction (sign) and component axis



Static Equilibrium

- balanced & steady
- no motion or translation
- equilibrant is opposite resultant



Cables

- *simple*
- *uses*
  - *suspension bridges*
  - *roof structures*
  - *transmission lines*
  - *guy wires, etc.*
- *have same tension all along*
- *can't stand compression*

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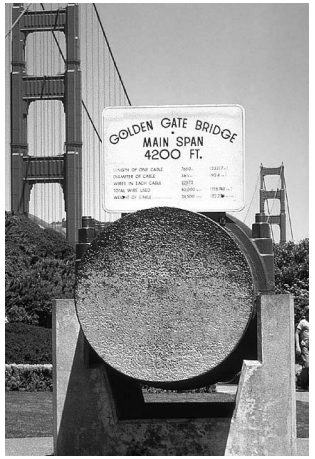
Cables Structures

- *use high-strength steel*
- *need*
  - *towers*
  - *anchors*
- *don't want movement*



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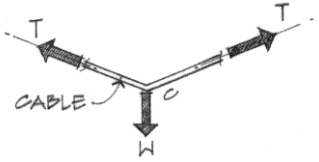
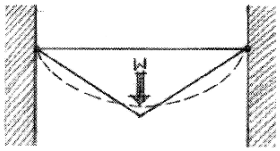
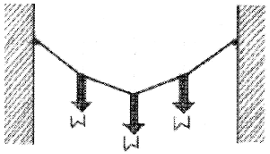
Cable Loads

- *straight line between forces*
- *with one force*
  - *concurrent*
  - *symmetric*





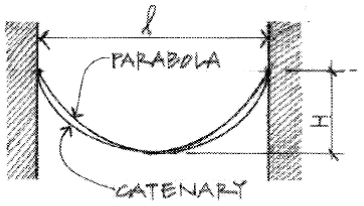
(a) Simple concentrated load—triangle.



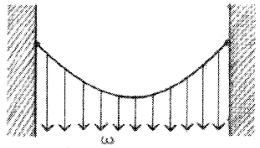
(b) Several concentrated loads—polygon.

Cable Loads

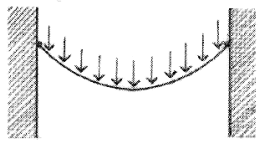
- *shape directly related to the distributed load*



(e) Comparison of a parabolic and a catenary curve.



(c) Uniform loads (horizontally)—parabola.

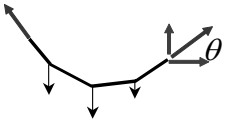


(d) Uniform loads (along the cable length)—catenary.

Cable Loads

- *trig:* $T_x = T\cos\theta$

  $T_y = T\sin\theta$



- *parabolic (catenary)*
  - *distributed uniform load*

$$y = 4h(Lx - x^2)/L^2$$

$$L_{total} = L\left(1 + \tfrac{8}{3}\frac{h^2}{L^2} - \tfrac{32}{5}\frac{h^4}{L^4}\right)$$