

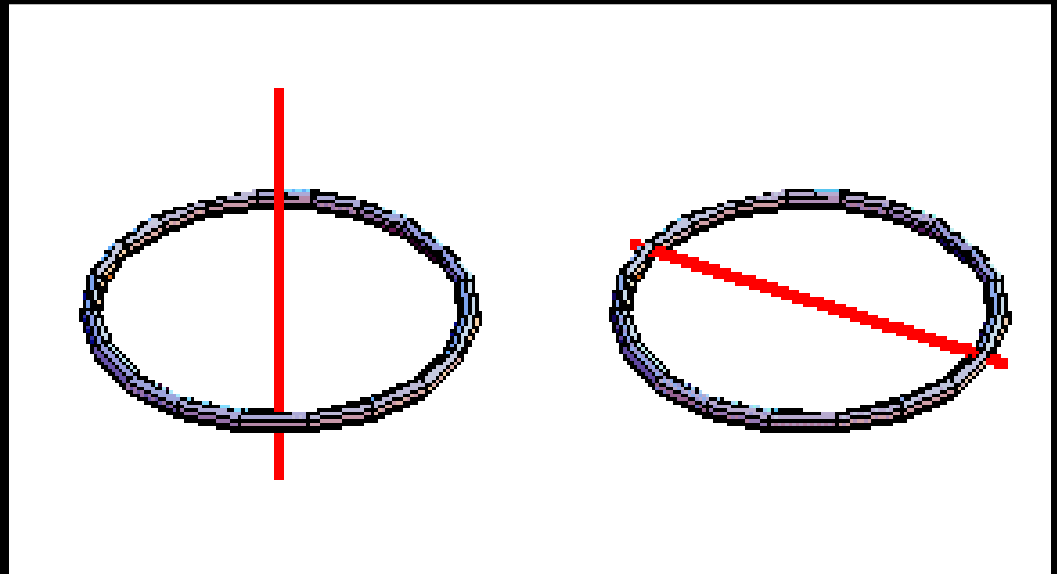
**ARCHITECTURAL STRUCTURES I:
STATICS AND STRENGTH OF MATERIALS**

ENDS 231

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SPRING 2007

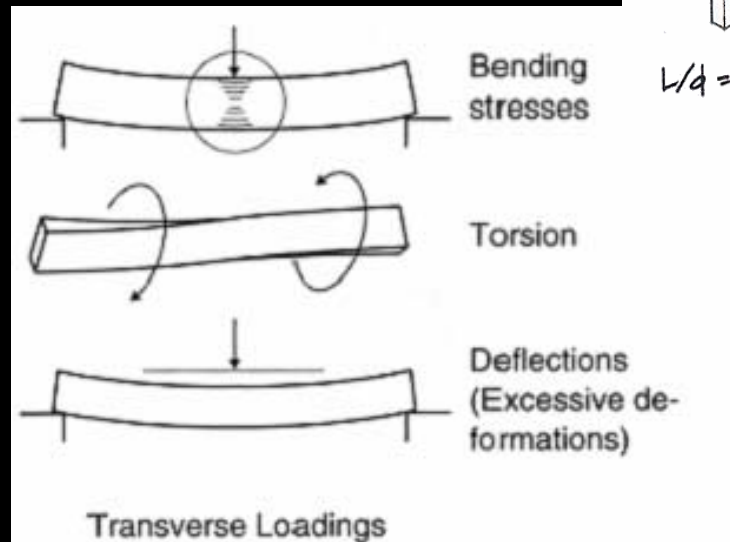
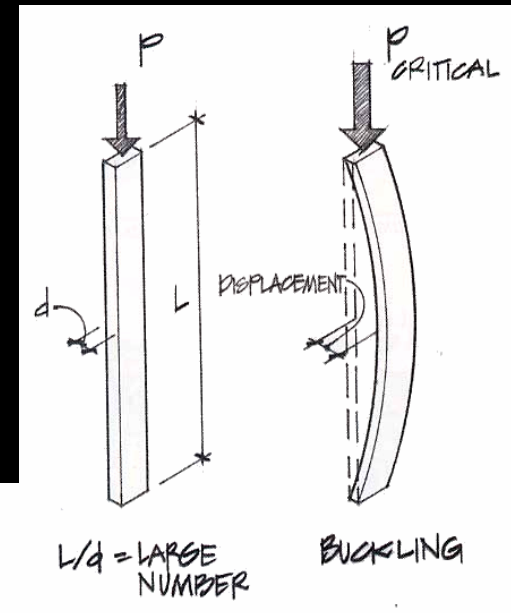
lecture
twelve



**moment of inertia
of an area**

Moments of Inertia

- **2nd moment area**
 - math concept
 - $\text{area} \times (\text{distance})^2$
- **need for behavior of**
 - beams
 - columns

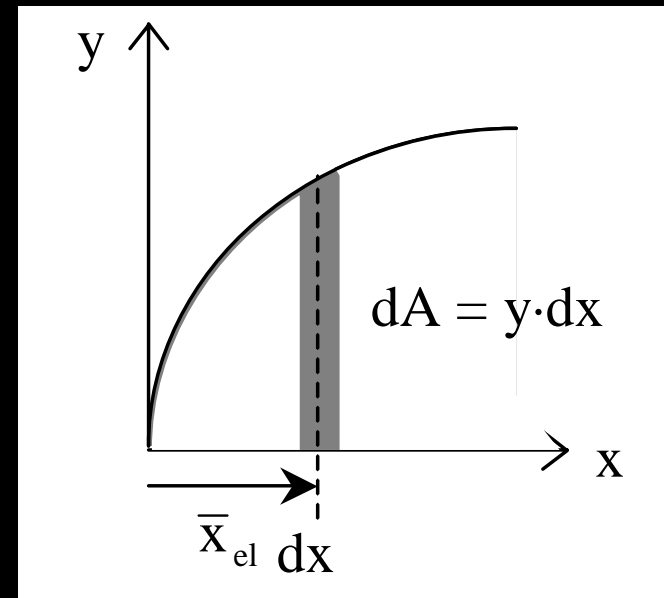


Moment of Inertia

- about any reference axis
- can be negative

$$I_y = \int x^2 dA$$

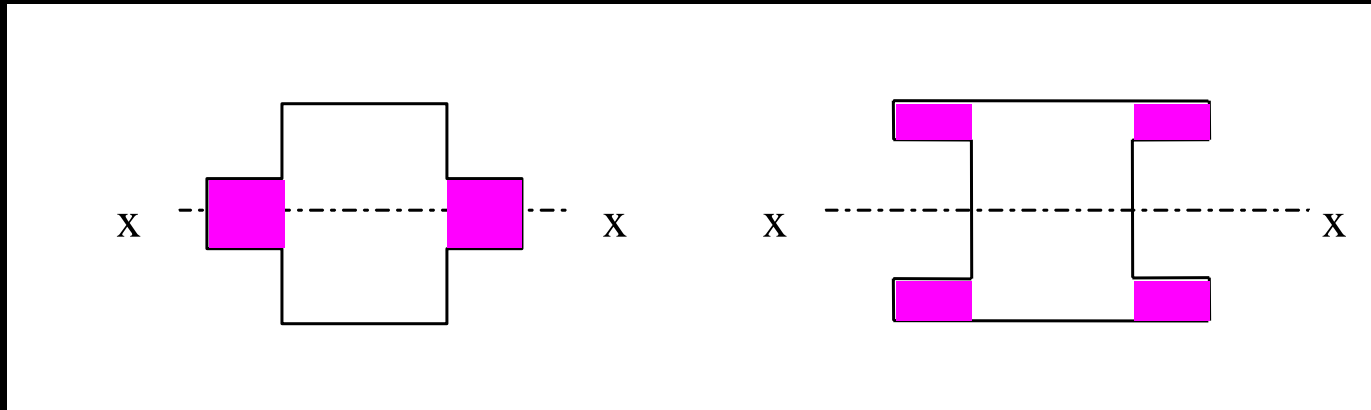
$$I_x = \int y^2 dA$$



- resistance to bending and buckling

Moment of Inertia

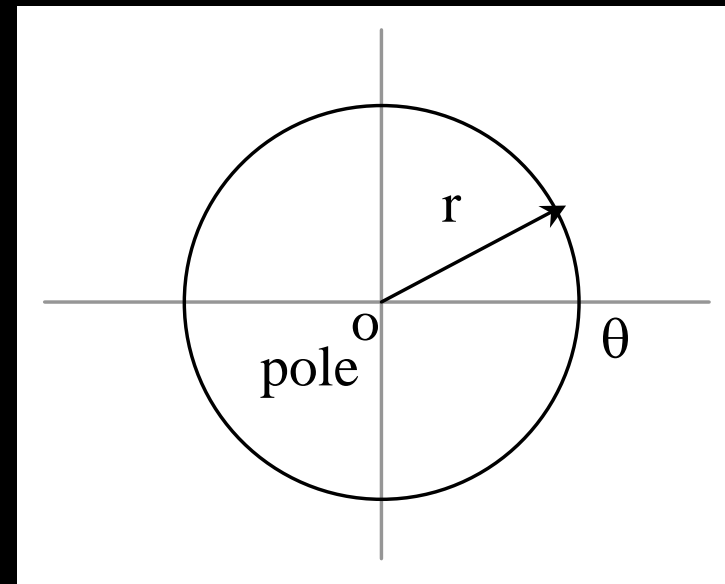
- larger area away for same distance
– larger I



Polar Moment of Inertia

- *for round-ish shapes*
- *uses polar coordinates (r and θ)*
- *resistance to twisting*

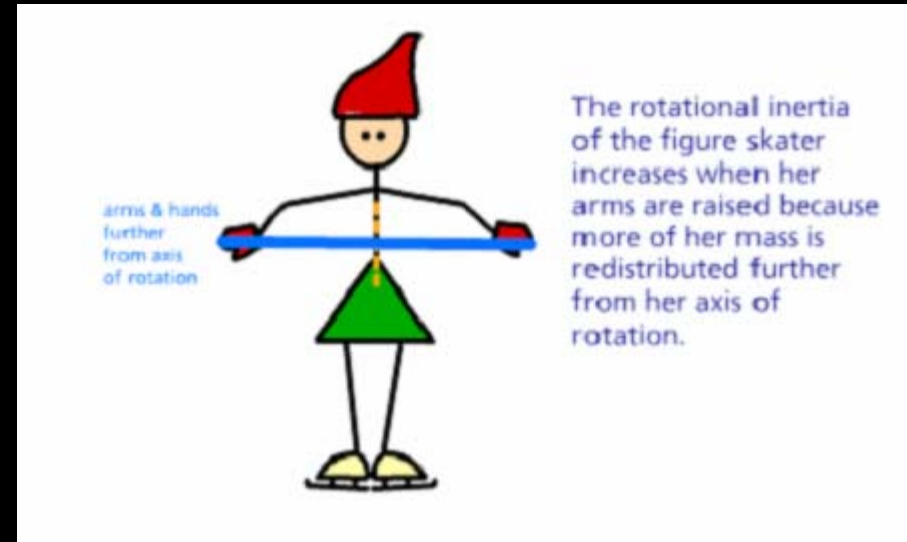
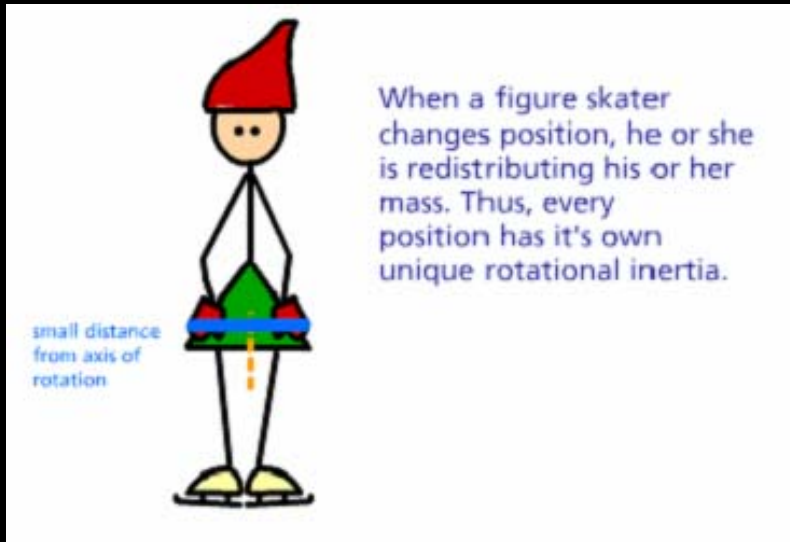
$$J_o = \int r^2 dA$$



Radius of Gyration

- *measure of inertia with respect to area*

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



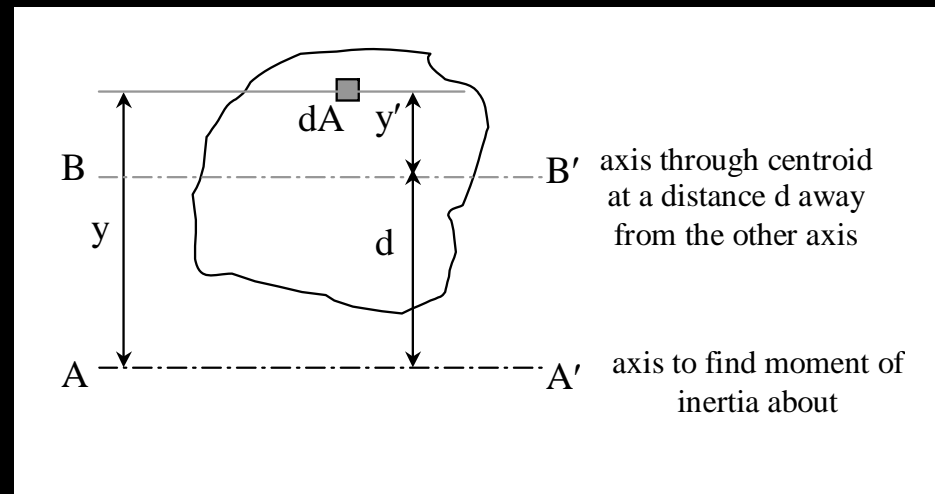
Parallel Axis Theorem

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

$$\begin{aligned} I_x &= I_{cx} + Ad_y^2 \\ &= \bar{I}_x + Ad_y^2 \end{aligned}$$

$$I = \sum \bar{I} + \sum Ad^2$$

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



Basic Procedure

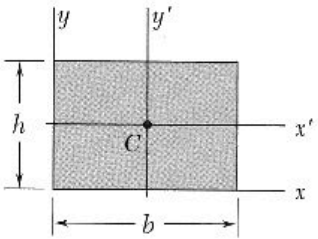
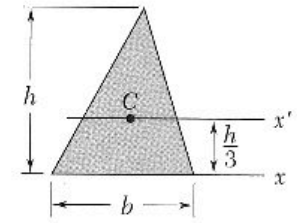
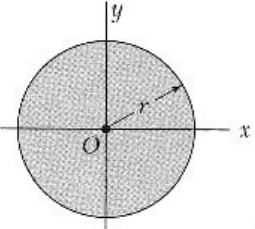
1. Draw reference origin (if not given)
2. Divide into basic shapes (+/-)
3. Label shapes
4. Draw table with A , \bar{x} , $\bar{x}A$, \bar{y} , $\bar{y}A$, \bar{I} 's, d 's, and Ad^2 's
5. Fill in table and get \hat{x} and \hat{y} for composite
6. Sum necessary columns
7. Sum \bar{I} 's and Ad^2 's

$$\begin{aligned} (d_x &= \hat{x} - \bar{x}) \\ (d_y &= \hat{y} - \bar{y}) \end{aligned}$$

Area Moments of Inertia

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

- x, y
- x', y'
- C

Rectangle		$\bar{I}_x = \frac{1}{12}bh^3$ $\bar{I}_y = \frac{1}{12}b^3h$ $I_x = \frac{1}{3}bh^3$ $I_y = \frac{1}{3}b^3h$ $J_C = \frac{1}{12}bh(b^2 + h^2)$
Triangle		$\bar{I}_x = \frac{1}{36}bh^3$ $I_x = \frac{1}{12}bh^3$
Circle		$\bar{I}_x = \bar{I}_y = \frac{1}{4}\pi r^4$ $J_O = \frac{1}{2}\pi r^4$