

Equilibrium Equations: Two-Dimensional

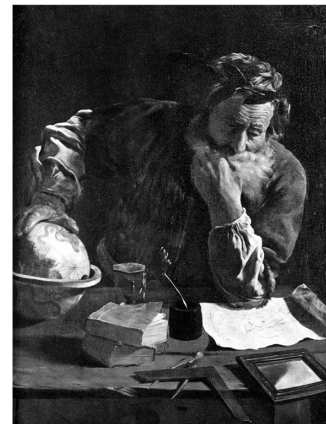
- Archimedes' Lever
- Newton's First Law
- Loading Types
- End Conditions
- Free Body Diagrams
- End Reactions



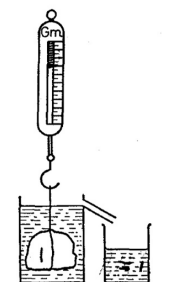
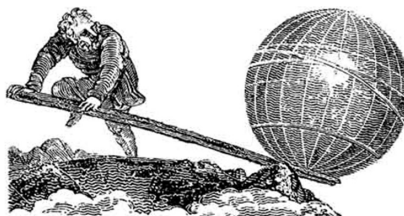
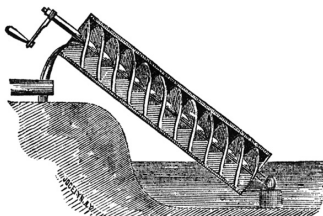
Archimedes of Syracuse (287 BC – 212 BC)

Greek mathematician, engineer, inventor

- The Lever (*On the Equilibrium of Planes*)
- The Screw (water pump)
- Greek Fire (to burn boats)
- Archimedes' Principle (density measure)
- Block and Tackle (for lifting on boats)
- Catapult
- Odometer
- Mathematical observations on circles and spheres



by Domenico-Fetti



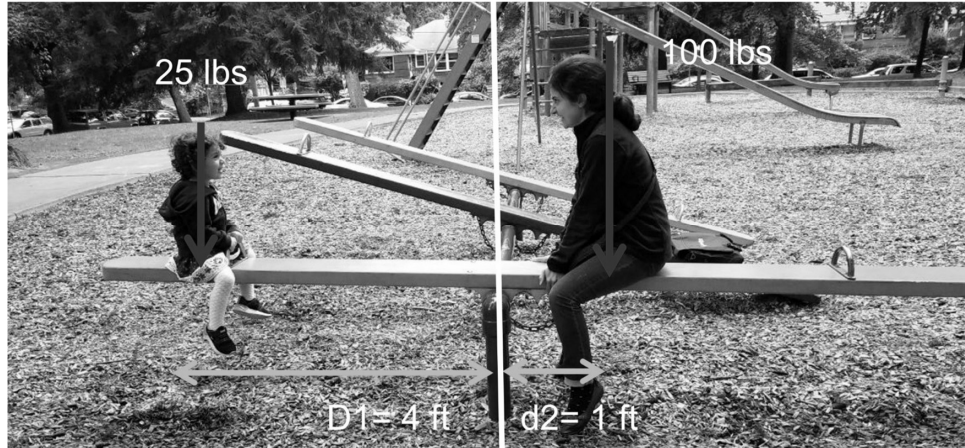
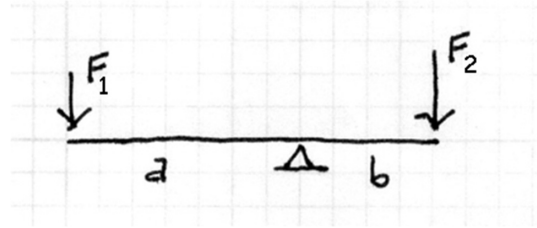
Archimedes' principle.

Archimedes Lever

Two forces will balance at distances reciprocally proportional to their magnitudes.

$$F_1 \times a = F_2 \times b$$

$$F_1 = F_2 \frac{b}{a}$$



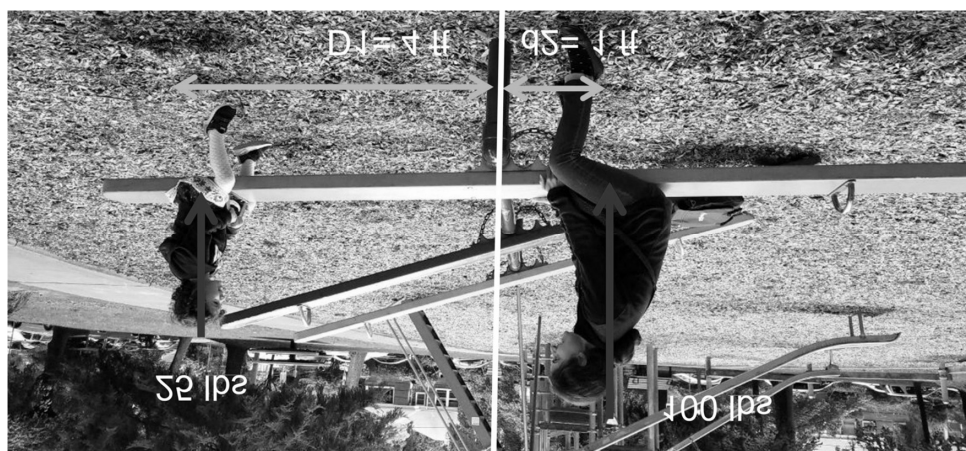
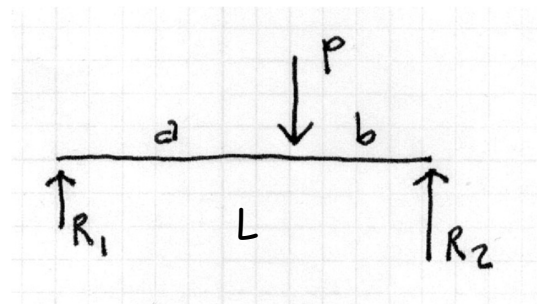
Archimedes Lever

Two forces will balance at distances reciprocally proportional to their magnitudes.

Applied to beam end reactions:

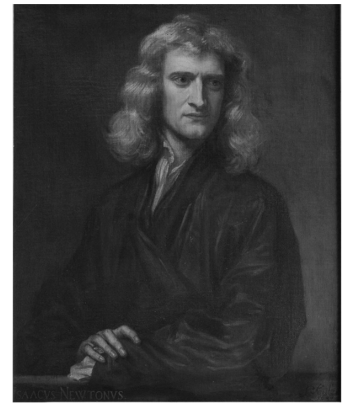
$$R_1 = P \frac{b}{L}$$

$$R_2 = P \frac{a}{L}$$



Newton's First Law

An object at rest will remain at rest unless acted upon by an outside, external net force.

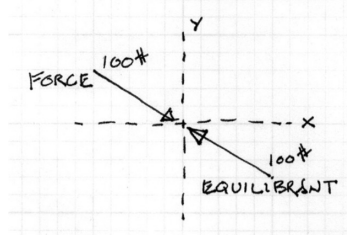


Sir Isaac Newton 1643 - 1726

$$\sum F_x = 0 \quad \sum F_y = 0 \quad \sum M = 0$$

Horizontal Equilibrium

$$\sum F_x = 0$$



Vertical Equilibrium

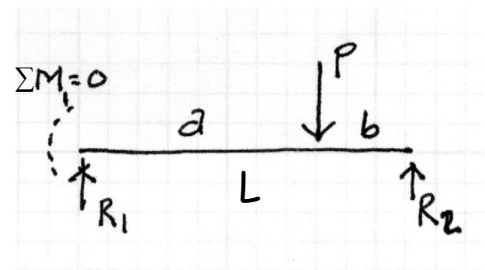
$$\sum F_y = 0 = R_1 + R_2 - P$$

$$R_1 + R_2 = P$$

Rotational Equilibrium

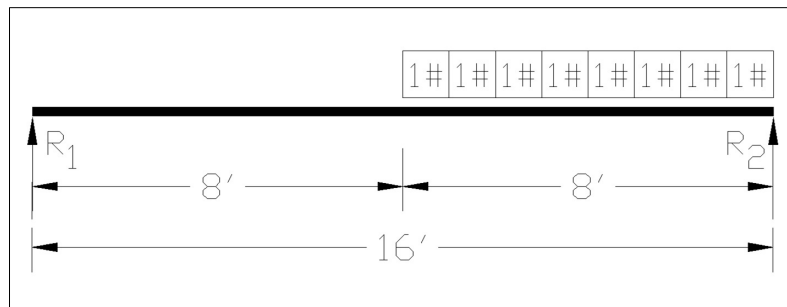
$$\sum M_1 = 0 = Pa - R_2 L$$

$$R_2 = \frac{Pa}{L}$$



Quiz

Find the end reactions
R1 and R2



Support Conditions

Roller

Fixed in F_y

Hinge

Fixed in F_x

Fixed in F_y

Fixed

Fixed in F_x

Fixed in F_y

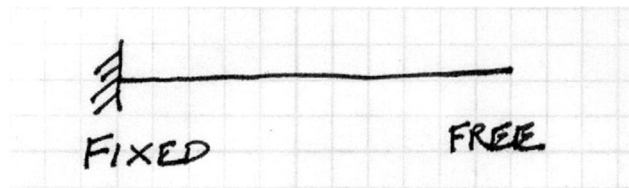
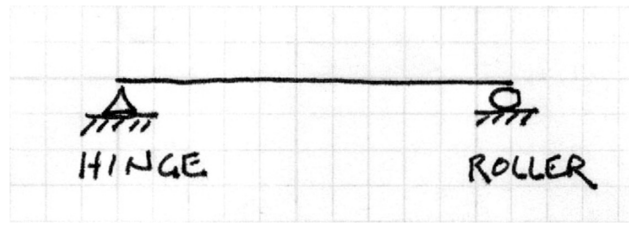
Fixed in M_z

Free

Free in F_x

Free in F_y

Free in M_z

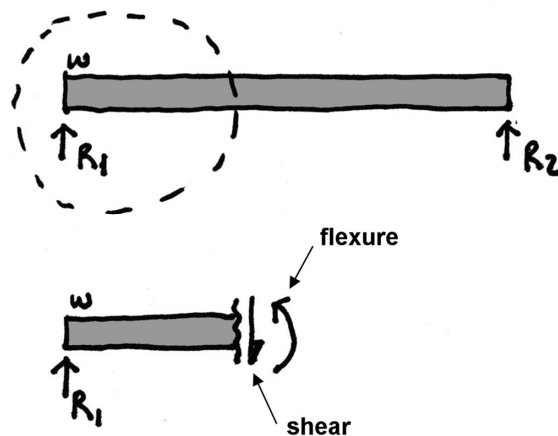


Free Body Diagrams

A Free Body Diagram (FBD) is a part cut from a larger force system.

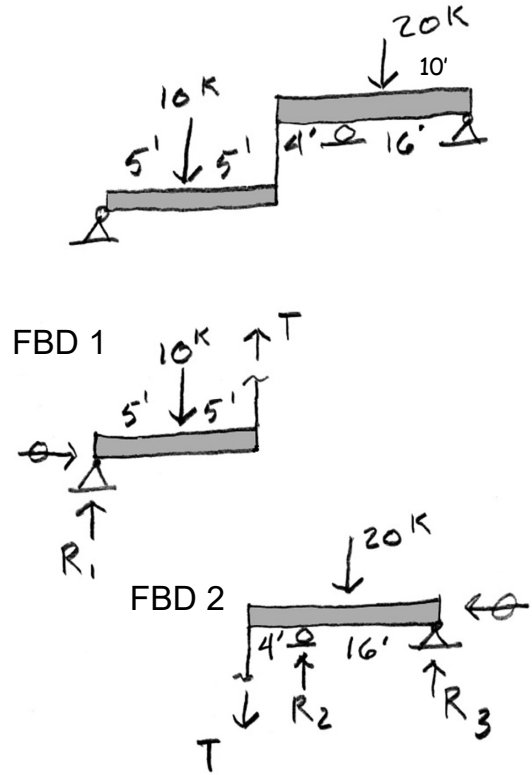
When the FBD is cut free, all "exposed" forces are shown

If the complete system is in static equilibrium, then the FBD with forces at the cut will also be in equilibrium



Free Body Diagrams

A Free Body Diagram (FBD) can be used as a step in solving the external forces

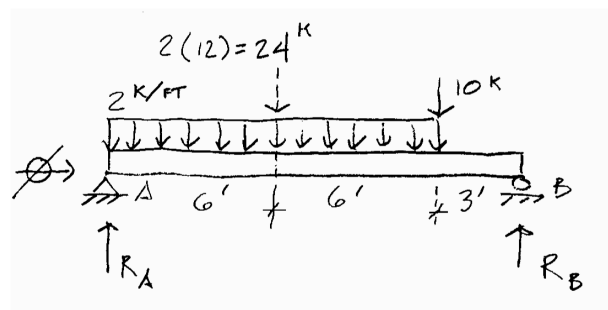
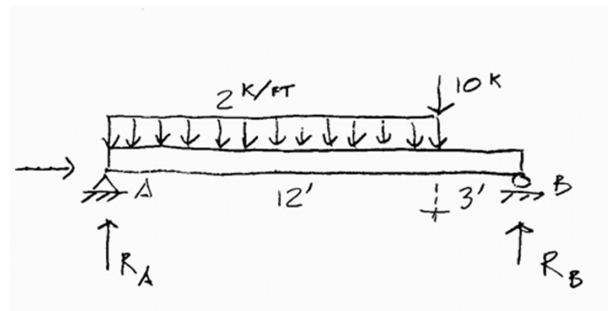


End Reactions

Example 1

Given: Loads, Supports, Dimensions

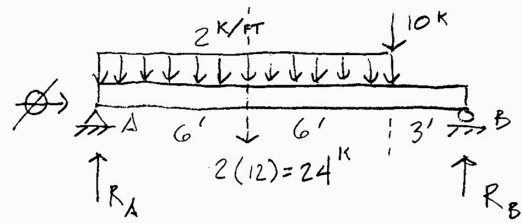
1. Label components of reactions. Depending on the support condition, include vertical, horizontal and rotational.
2. Convert area loads to point loads through the centroid (balance point) of the area.
3. Since there is only one horizontal force, it must equal zero.



End Reactions

Example 1

- Use the summation of moments about A to find R_B .
- Use the summation of moments about B to find R_A .
- Check calculation by summing vertical forces.



$$\begin{aligned}\sum M @ A = 0 &= 24(6) + 10(12) - R_B(15) \\ R_B(15) &= 264 \\ \underline{R_B} &= \underline{17.6 \text{ k} \uparrow}\end{aligned}$$

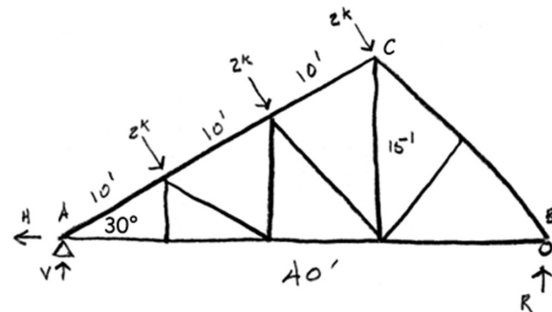
$$\begin{aligned}\sum M @ B = 0 &= R_A(15) - 24(9) - 10(3) \\ R_A(15) &= 246 \\ \underline{R_A} &= \underline{16.4 \text{ k} \uparrow}\end{aligned}$$

check

$$\sum F_v = 0 = 17.6 - 24 - 10 + 16.4 = 0 \quad \checkmark$$

End Reactions Example 3

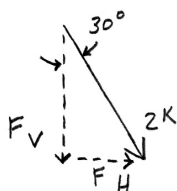
- Label components of reactions. You will need one equation for each unknown reaction.
- Write an equation for the summation of moments.
- Write an equation for the summation of vertical forces.
- Write an equation for the summation of horizontal forces.
- It is good practice to write one additional equation to check the results. In this case summation of moments at C also = 0.



$$\begin{aligned}\sum M_A = 0 \\ 2(10) + 2(20) + 2(30) - R(40) &= 0 \\ R(40) &= 120 \\ \underline{R} &= \underline{3 \text{ k} \uparrow}\end{aligned}$$

$$\begin{aligned}\sum F_v = 0 \\ -1.732 - 1.732 - 1.732 + 3 + V &= 0 \\ \underline{V} &= \underline{2.196 \text{ k} \uparrow}\end{aligned}$$

$$\begin{aligned}\sum F_H = 0 \\ 1 + 1 + 1 - H &= 0 \\ \underline{H} &= \underline{3 \text{ k} \leftarrow}\end{aligned}$$



$$\begin{aligned}F_v &= \cos 30^\circ (2) = 1.732 \text{ k} \downarrow \\ F_h &= \sin 30^\circ (2) = 1.0 \text{ k} \rightarrow\end{aligned}$$