

Svolgere l'analisi cinematica.

Determinare matrice di congruenza e di equilibrio.

Determinare le reazioni vincolari a terra col PLV (Le=0).

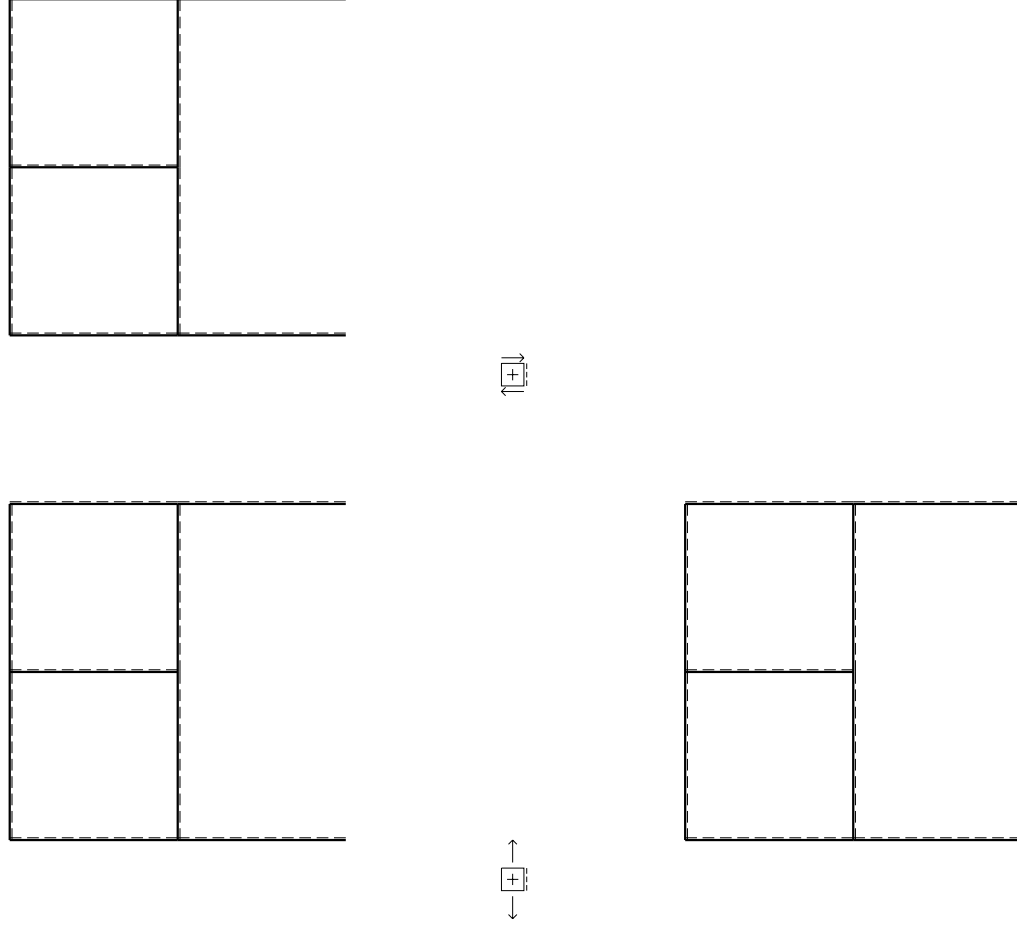
Determinare le azioni interne in G (asta GF) col PLV (Le=0).

Carichi e deformazioni date hanno verso efficace in disegno.

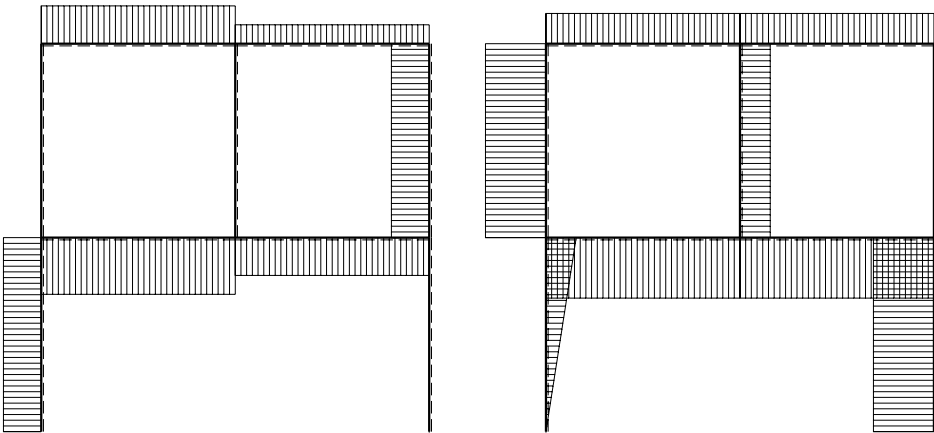
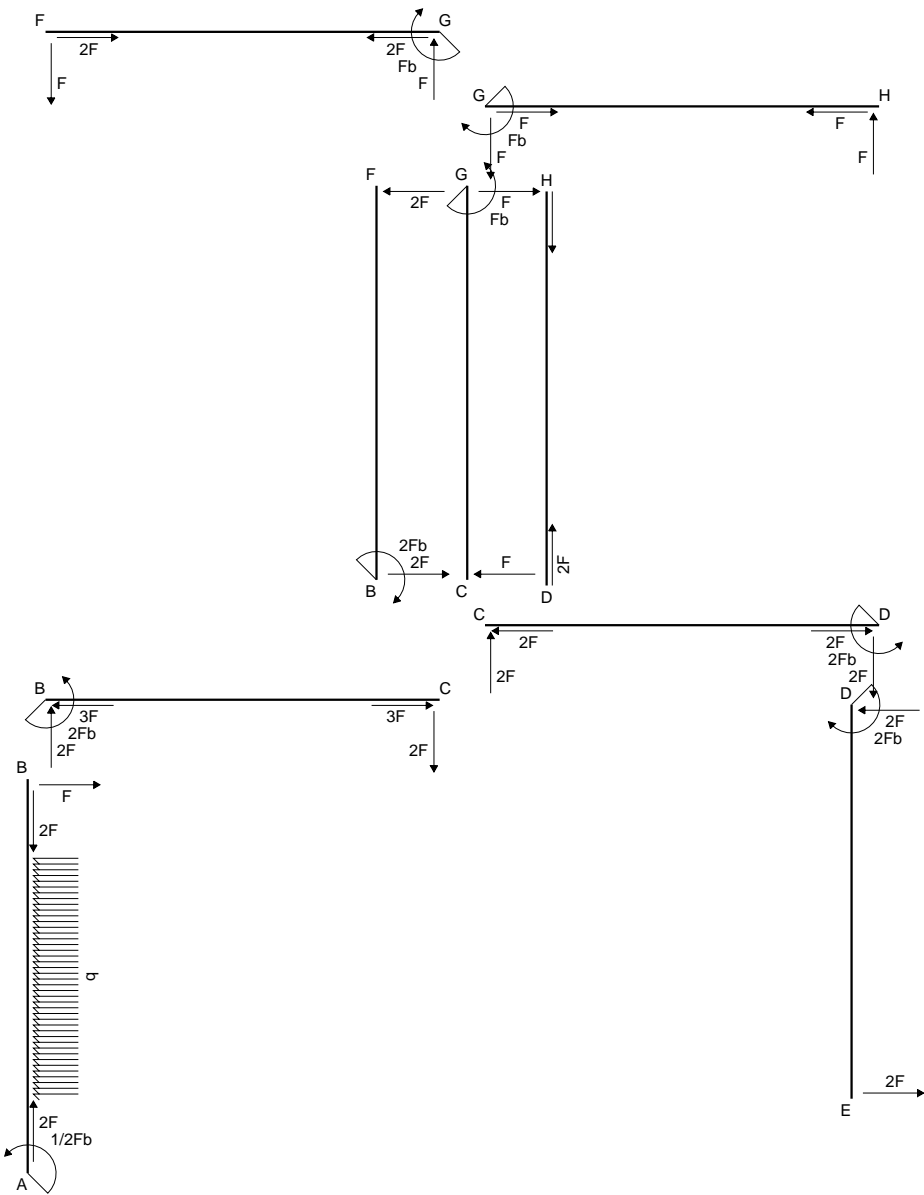
Calcolare reazioni vincolari della struttura e delle aste.

Tracciare i diagrammi delle azioni interne nelle aste.

@ Adolfo Zavelani Rossi, Politecnico di Milano, versione 12.05

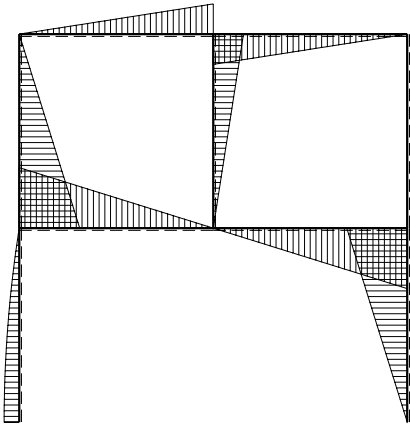






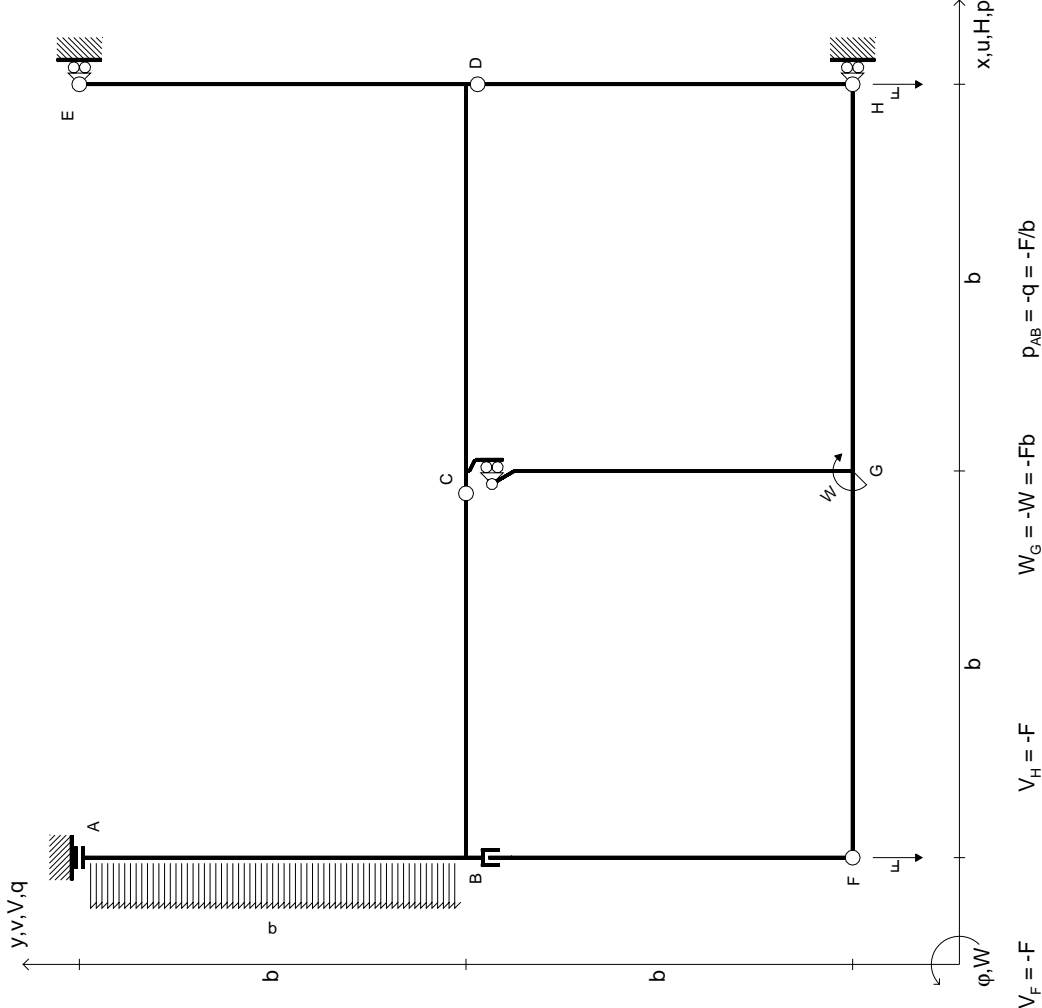
← ⊕ → | 4 F

↑ ⊕ ↓ | 2.5 F

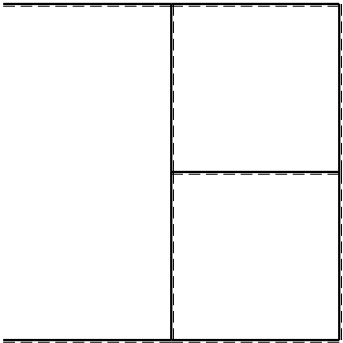
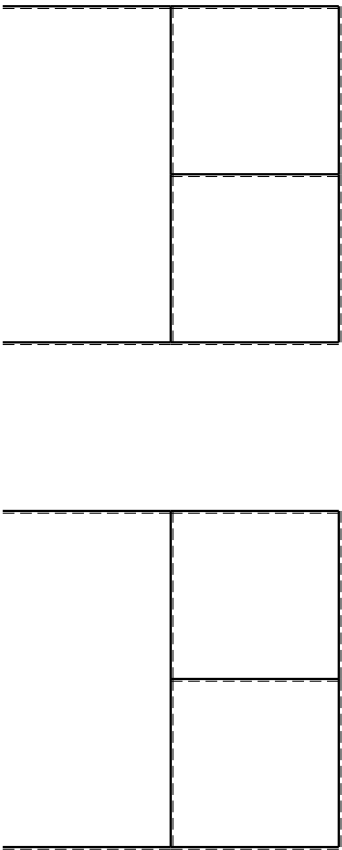


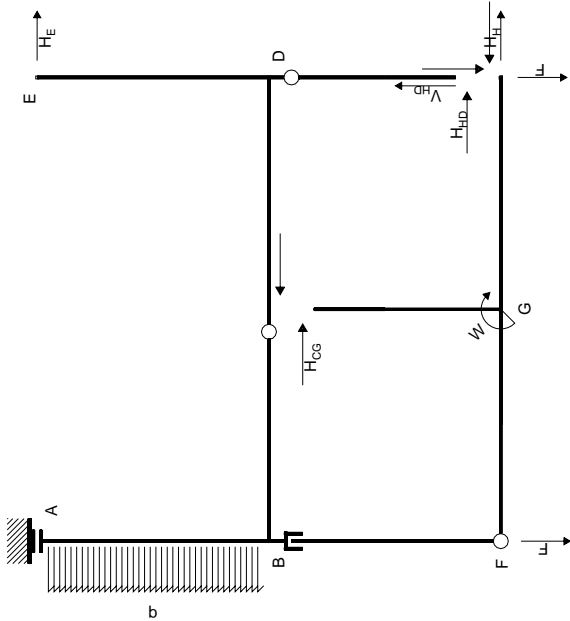
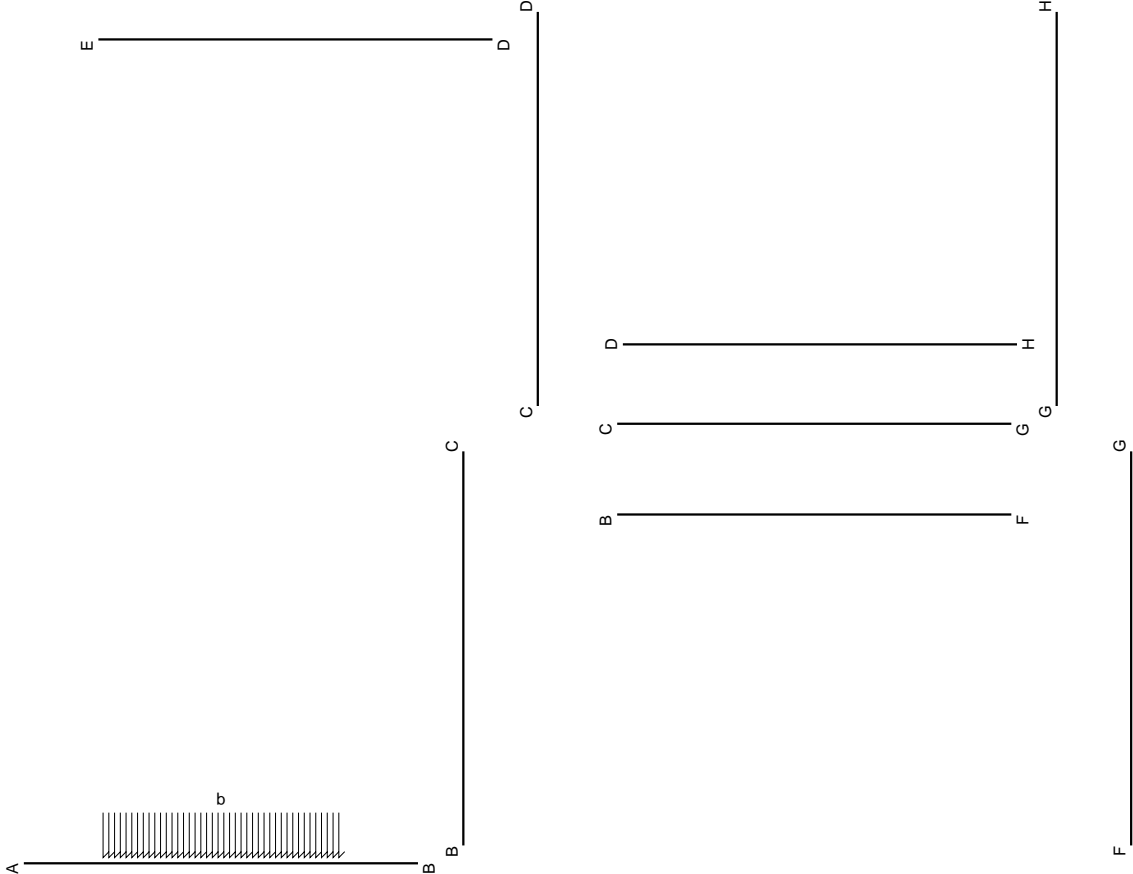
⊕ ⊖ | 2.5 Fb





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EQUAZIONI DI EQUILIBRIO

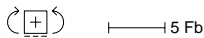
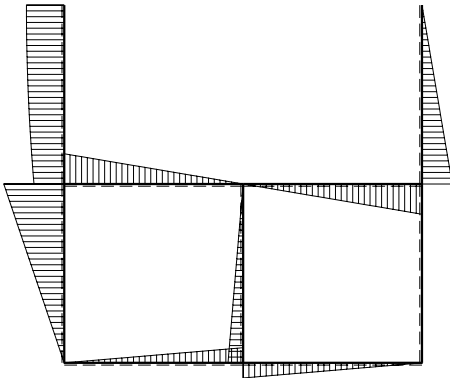
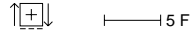
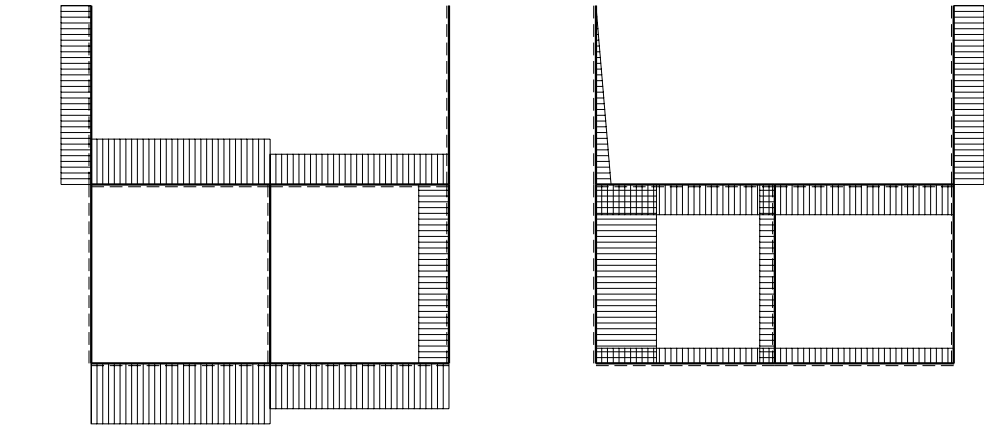
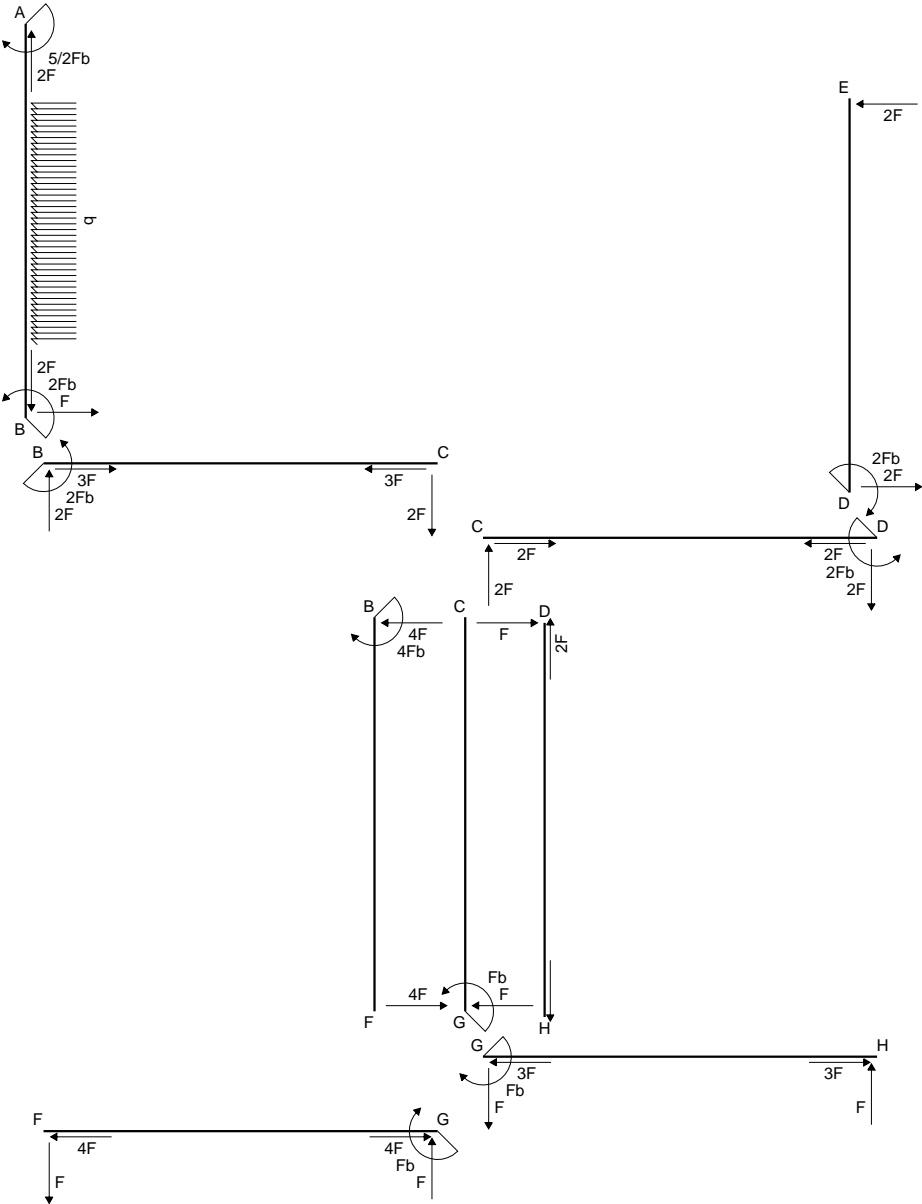
- Traslazione orizzontale globale  
 $H_E + H_H = qb$
- Rotazione intorno a C: aste CD DE DH  
 $-H_E b + H_{HD} b + V_{HD} b = 0$
- Traslazione verticale: aste BF FG GC GH  
 $-V_{HD} = 2F$
- Rotazione intorno a F: aste FG GC GH  
 $-H_{CG} b - 2V_{HD} b = 2Fb + W$
- Rotazione intorno a D: aste DH  
 $H_{HD} b = 0$

Matrice di equilibrio

$$\begin{bmatrix} H_E b & H_H b & H_{CG} b & H_{HD} b & V_{HD} b \end{bmatrix} \begin{bmatrix} Fb & W & qb^2 \end{bmatrix}$$
$$u_A \begin{bmatrix} 1 & 1 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 1 \end{bmatrix}$$
$$\varphi_{CB} \begin{bmatrix} -1 & 0 & 0 & 1 & 1 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \end{bmatrix}$$
$$V_{BF} \begin{bmatrix} 0 & 0 & 0 & 0 & -1 \end{bmatrix} = \begin{bmatrix} 2 & 0 & 0 \end{bmatrix}$$
$$\varphi_{FB} \begin{bmatrix} 0 & 0 & -1 & 0 & -2 \end{bmatrix} = \begin{bmatrix} 2 & 1 & 0 \end{bmatrix}$$
$$\varphi_{DH} \begin{bmatrix} 0 & 0 & 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 \end{bmatrix}$$

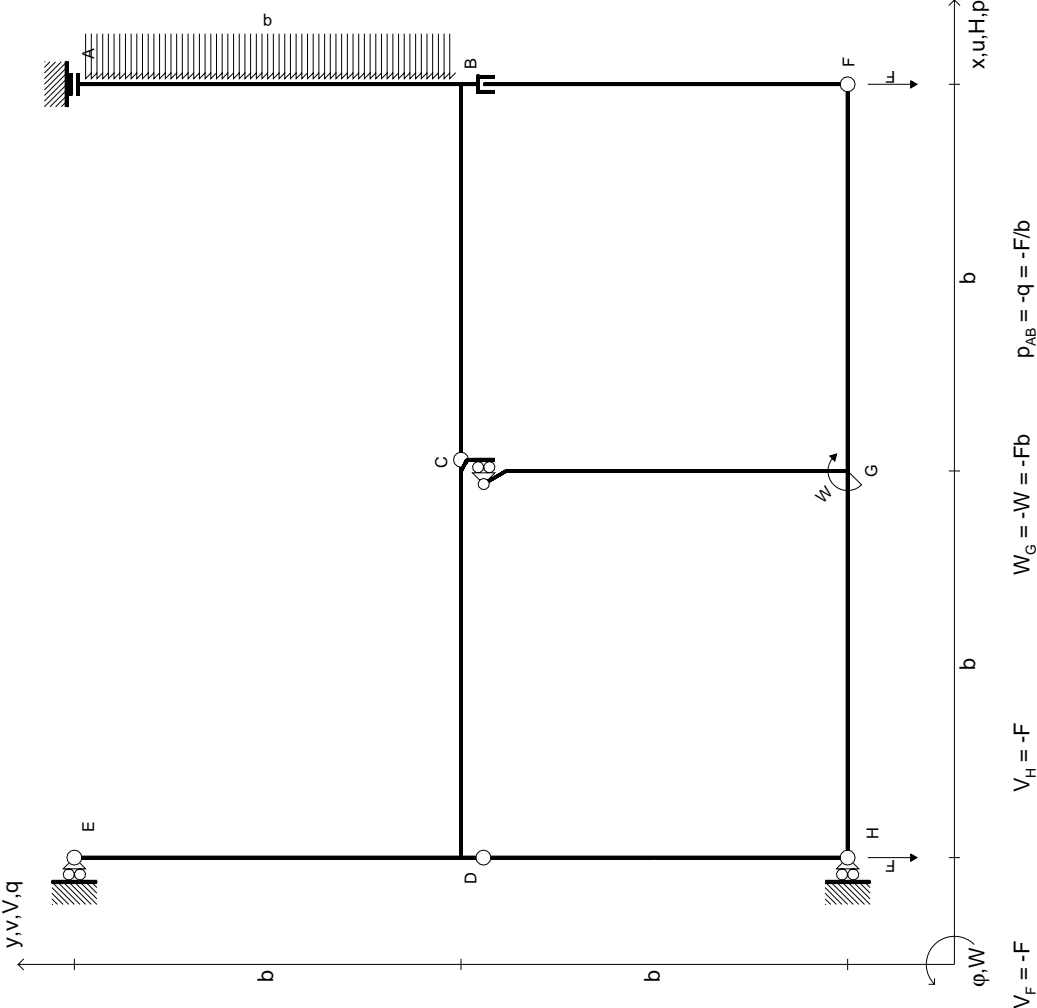
Soluzione del sistema

$$\begin{bmatrix} H_E b \\ H_H b \\ V_{HD} b \\ H_{CG} b \\ H_{HD} b \end{bmatrix} = \begin{bmatrix} -2 & 0 & 0 \\ 2 & 0 & 1 \\ -2 & 0 & 0 \\ 2 & -1 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} Fb \\ W \\ qb^2 \end{bmatrix}$$

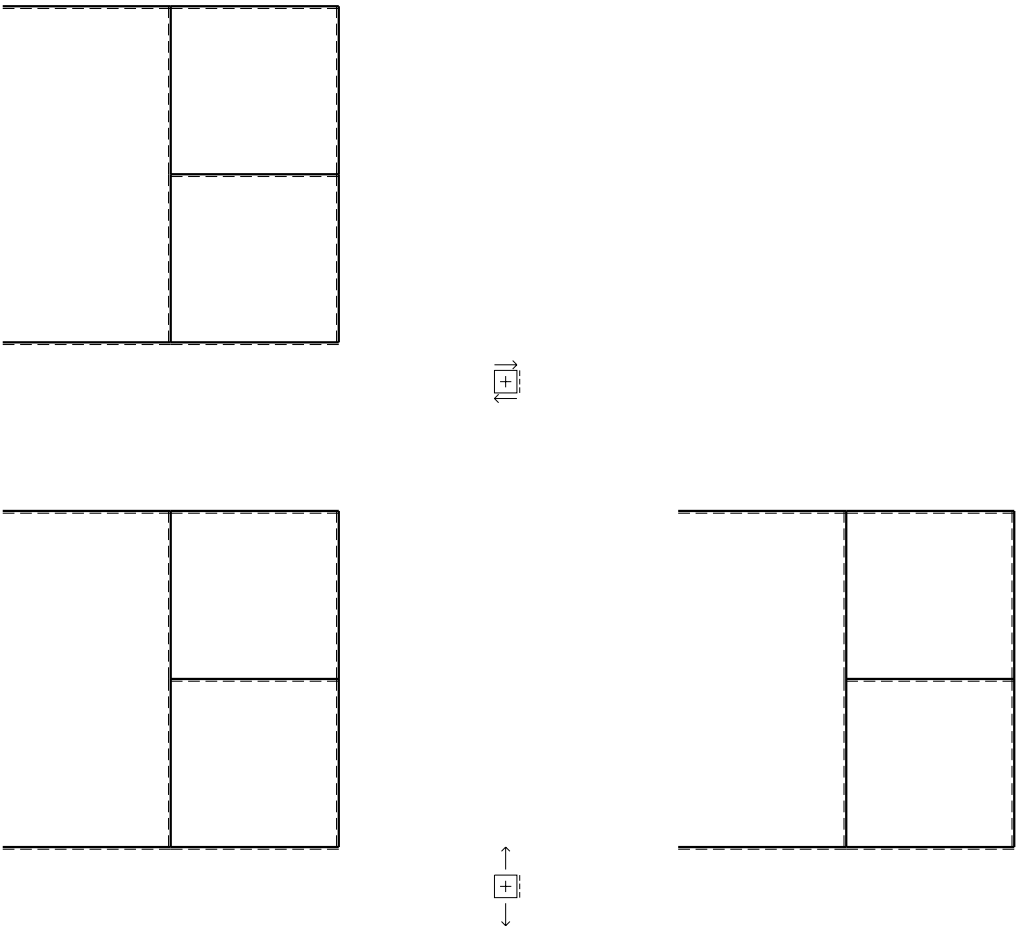




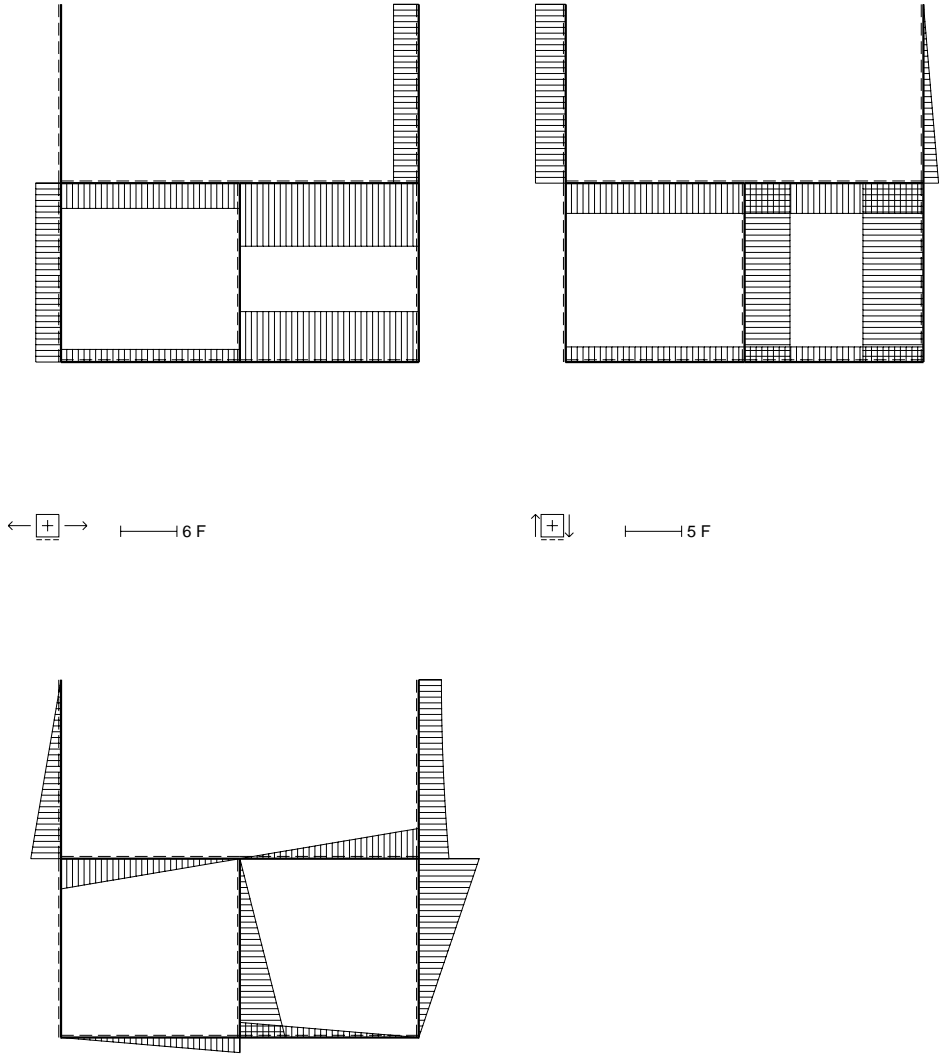
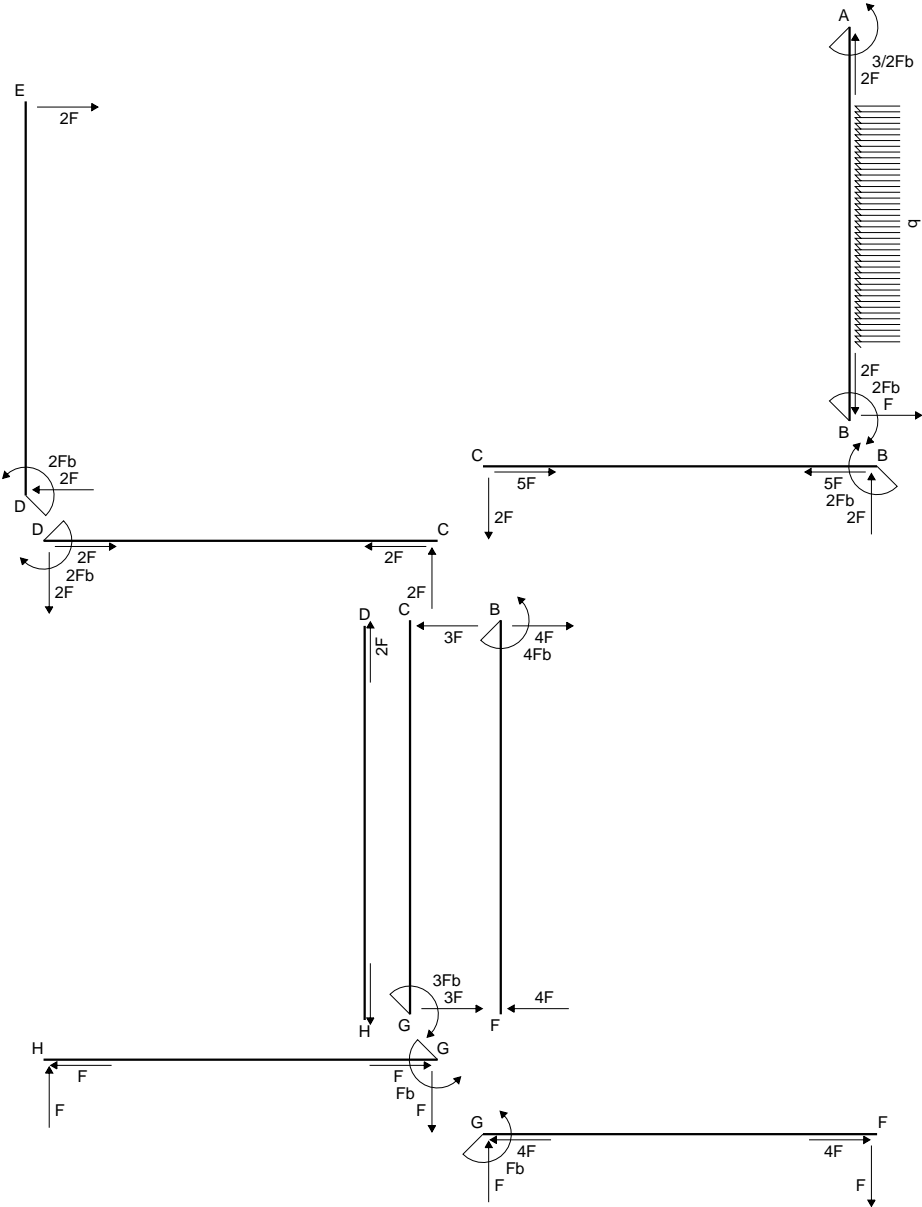




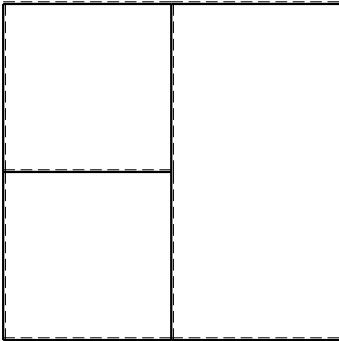
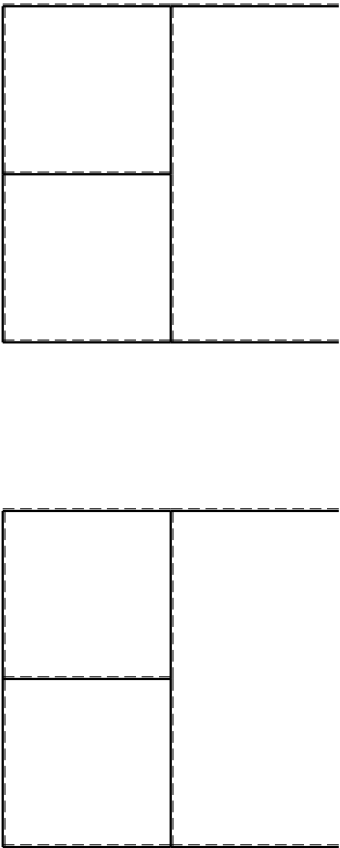
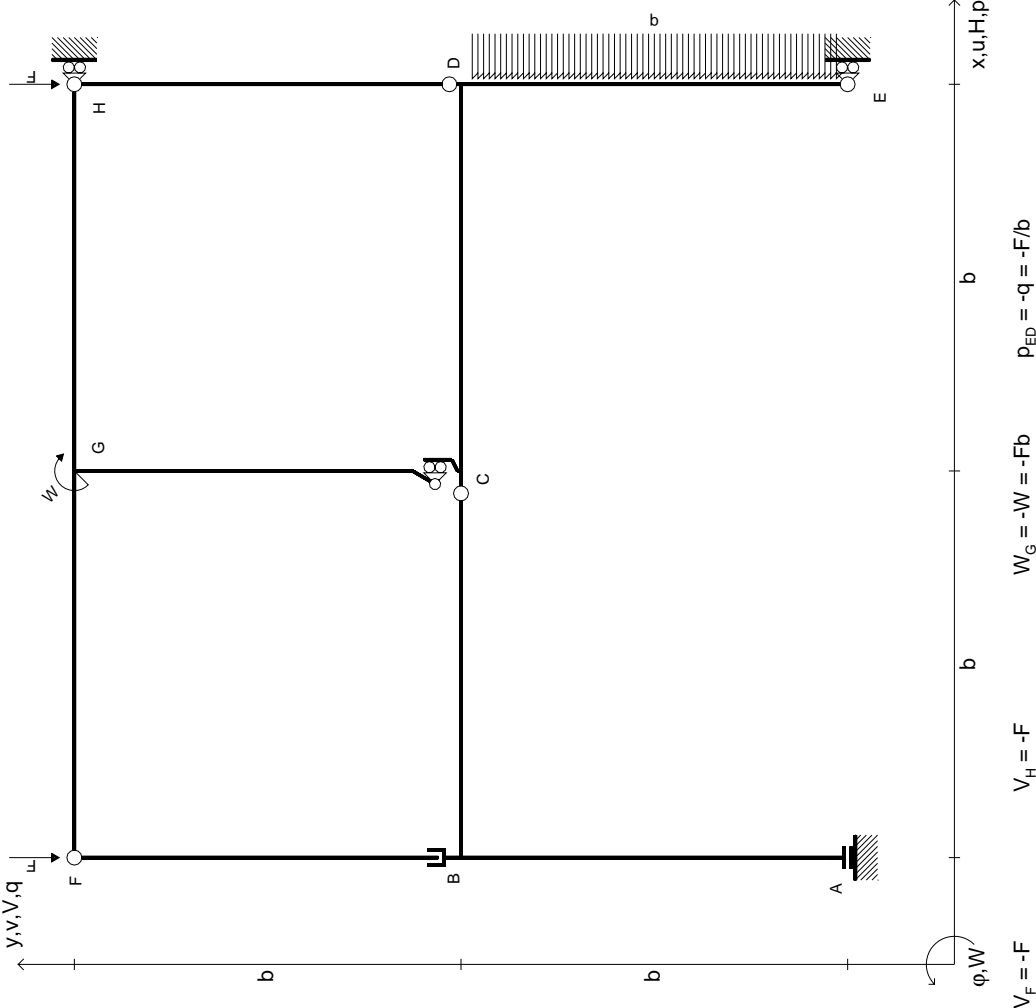
Svolgere l'analisi cinematica.  
Determinare matrice di congruenza e di equilibrio.  
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F \_\_\_\_\_ G \_\_\_\_\_

G \_\_\_\_\_ H \_\_\_\_\_

F \_\_\_\_\_ B \_\_\_\_\_

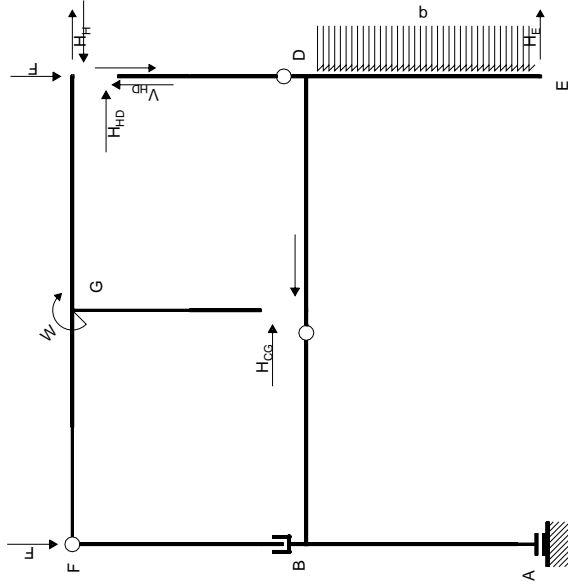
G \_\_\_\_\_ C \_\_\_\_\_

H \_\_\_\_\_ D \_\_\_\_\_

G \_\_\_\_\_ C \_\_\_\_\_

H \_\_\_\_\_ D \_\_\_\_\_

B \_\_\_\_\_ C \_\_\_\_\_



EQUAZIONI DI EQUILIBRIO

Traslazione orizzontale globale

$$H_E + H_H = qb$$

Rotazione intorno a C: aste CD DE DH

$$H_E b - H_H b + V_H b = 1/2 qb^2$$

Traslazione verticale: aste BF FG GC GH

$$-V_H = 2F$$

Rotazione intorno a F: aste FG GC GH

$$H_C b - 2V_H b = 2Fb + W$$

Rotazione intorno a D: aste DH

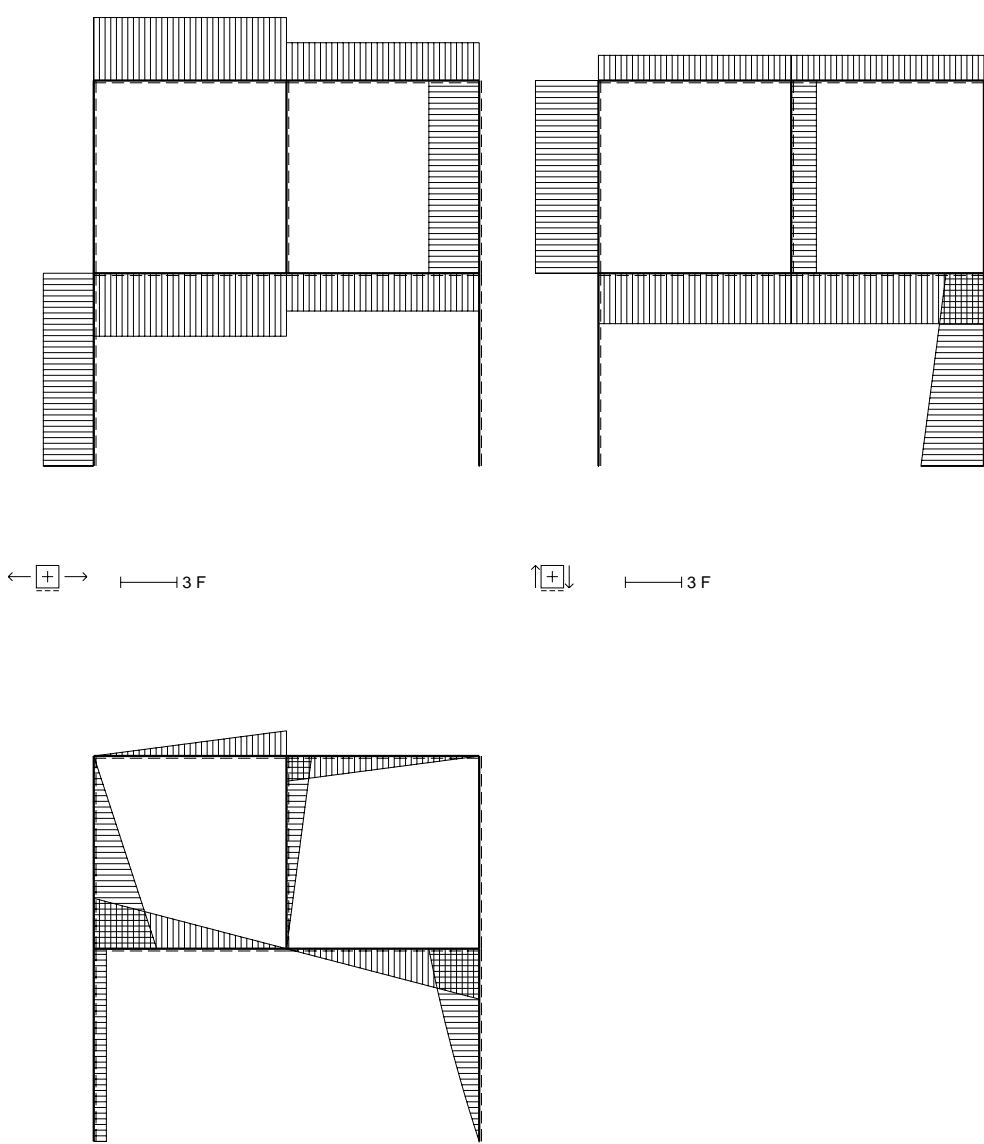
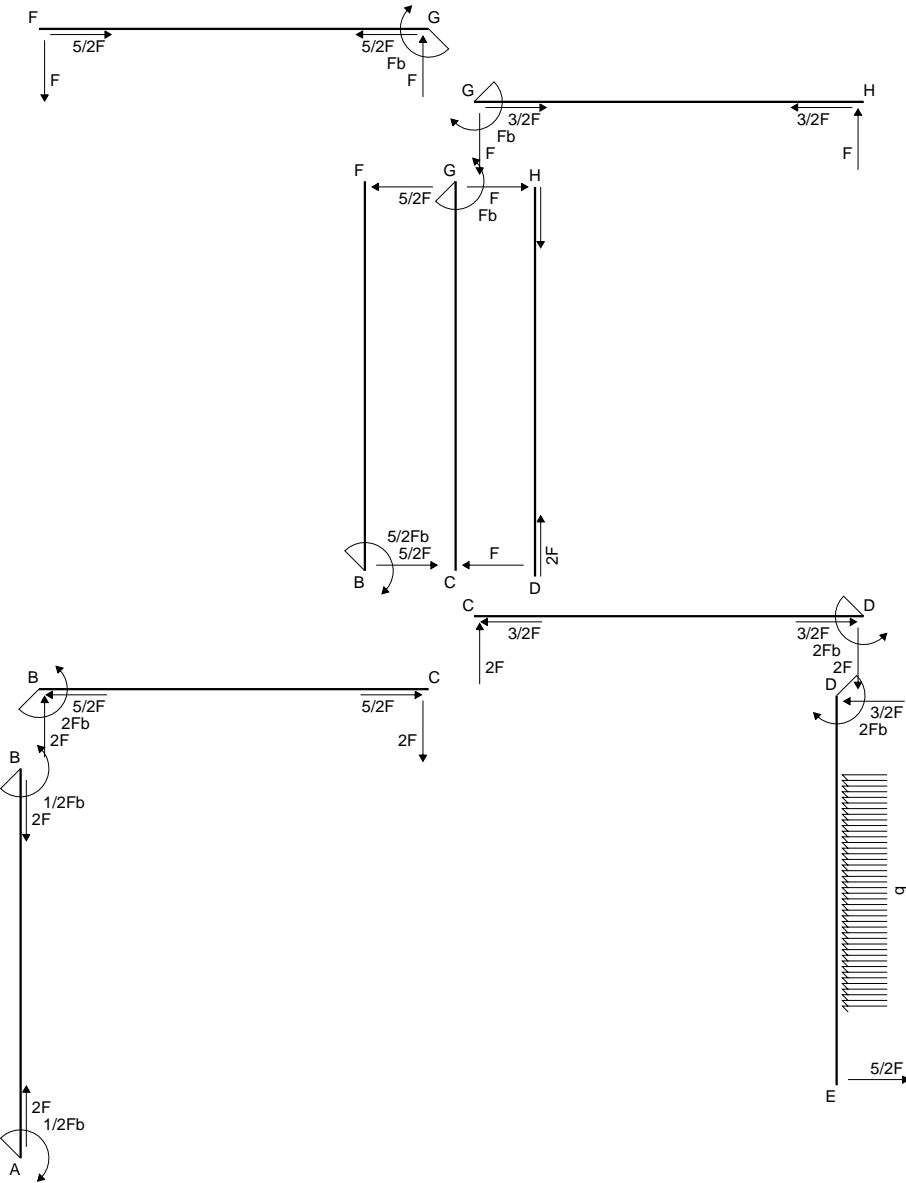
$$-H_H b = 0$$

Matrice di equilibrio

$$\begin{bmatrix} H_E b & H_H b & H_C b & H_H b & V_H b \\ u_A & 1 & 0 & 0 & 0 \\ \phi_{CB} & 1 & 0 & 0 & -1 \\ V_{BF} & 0 & 0 & 0 & -1 \\ \phi_{FB} & 0 & 0 & 1 & 0 \\ \phi_{DH} & 0 & 0 & 0 & -1 \end{bmatrix} \begin{bmatrix} Fb & W & qb^2 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 1/2 \\ 2 & 0 & 0 \\ 2 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

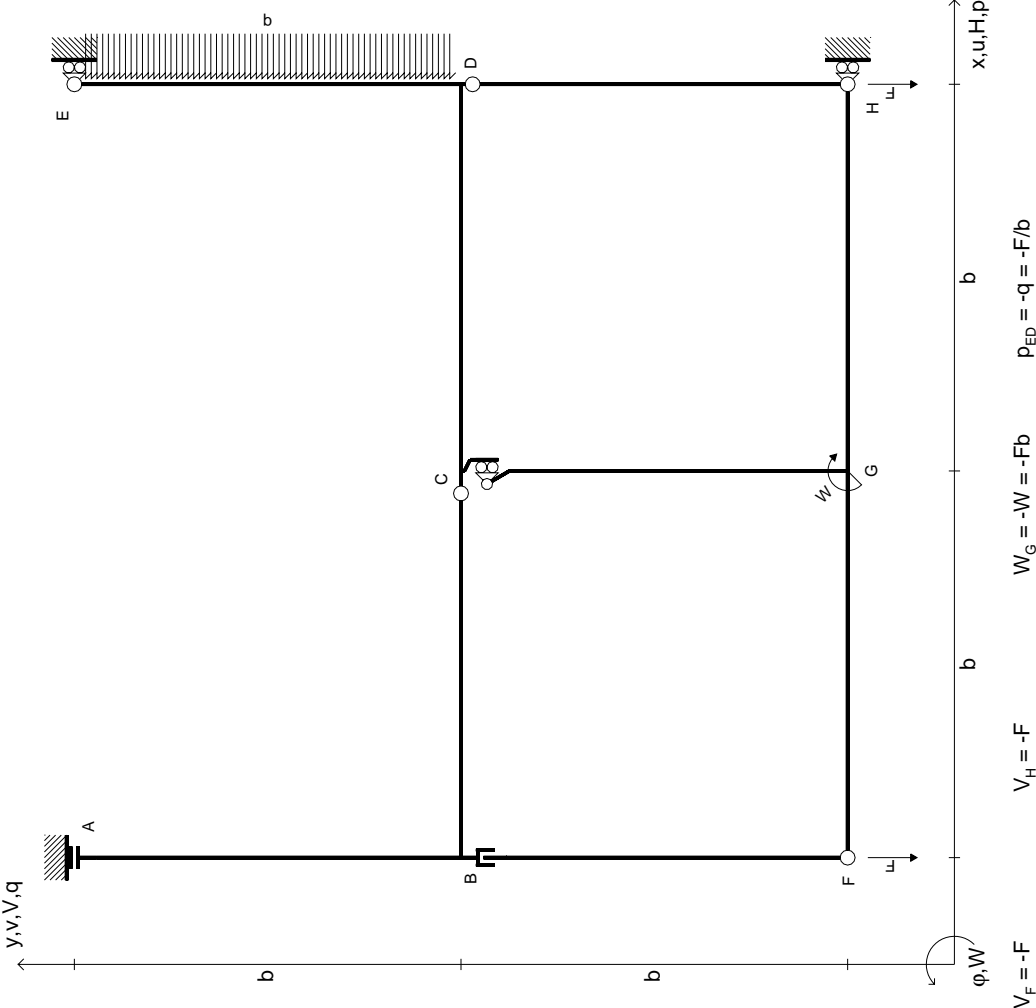
Soluzione del sistema

$$\begin{bmatrix} H_E b \\ H_H b \\ V_H b \\ H_C b \\ H_H b \end{bmatrix} \begin{bmatrix} Fb & W & qb^2 \end{bmatrix} = \begin{bmatrix} 2 & 0 & 1/2 \\ -2 & 0 & 1/2 \\ -2 & 0 & 0 \\ -2 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

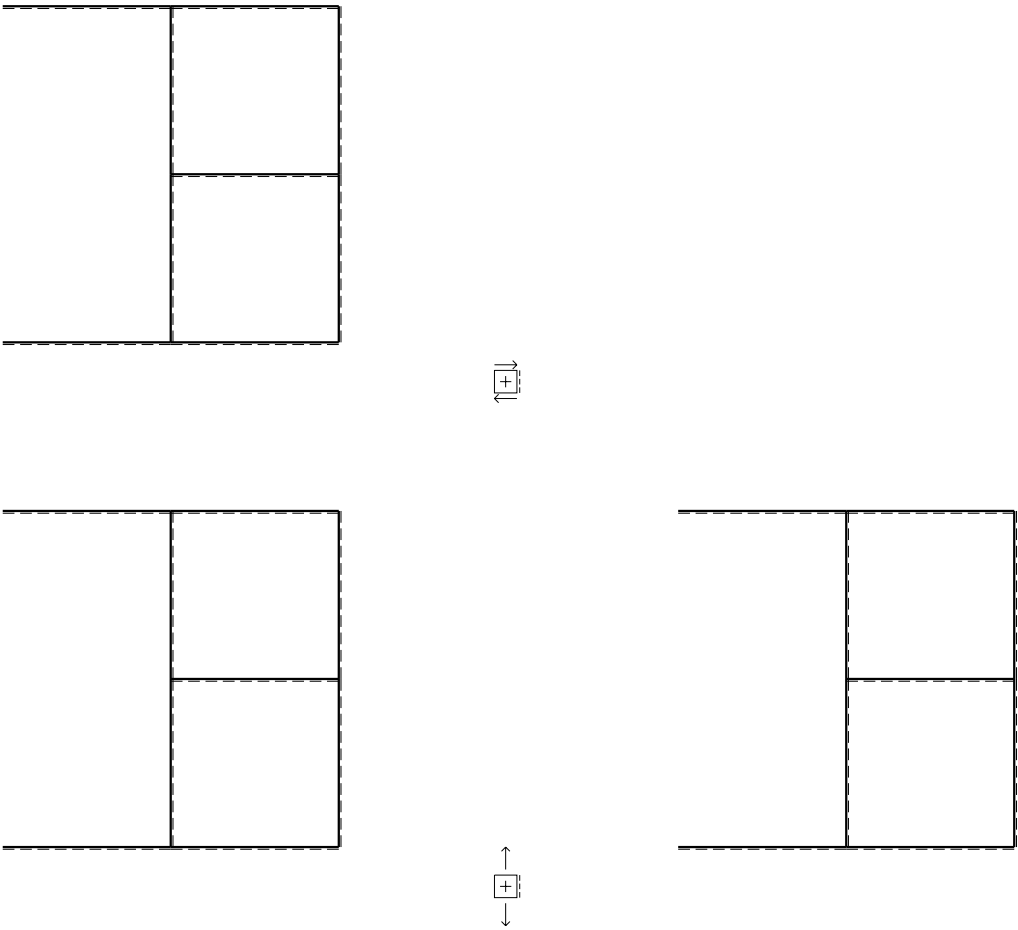




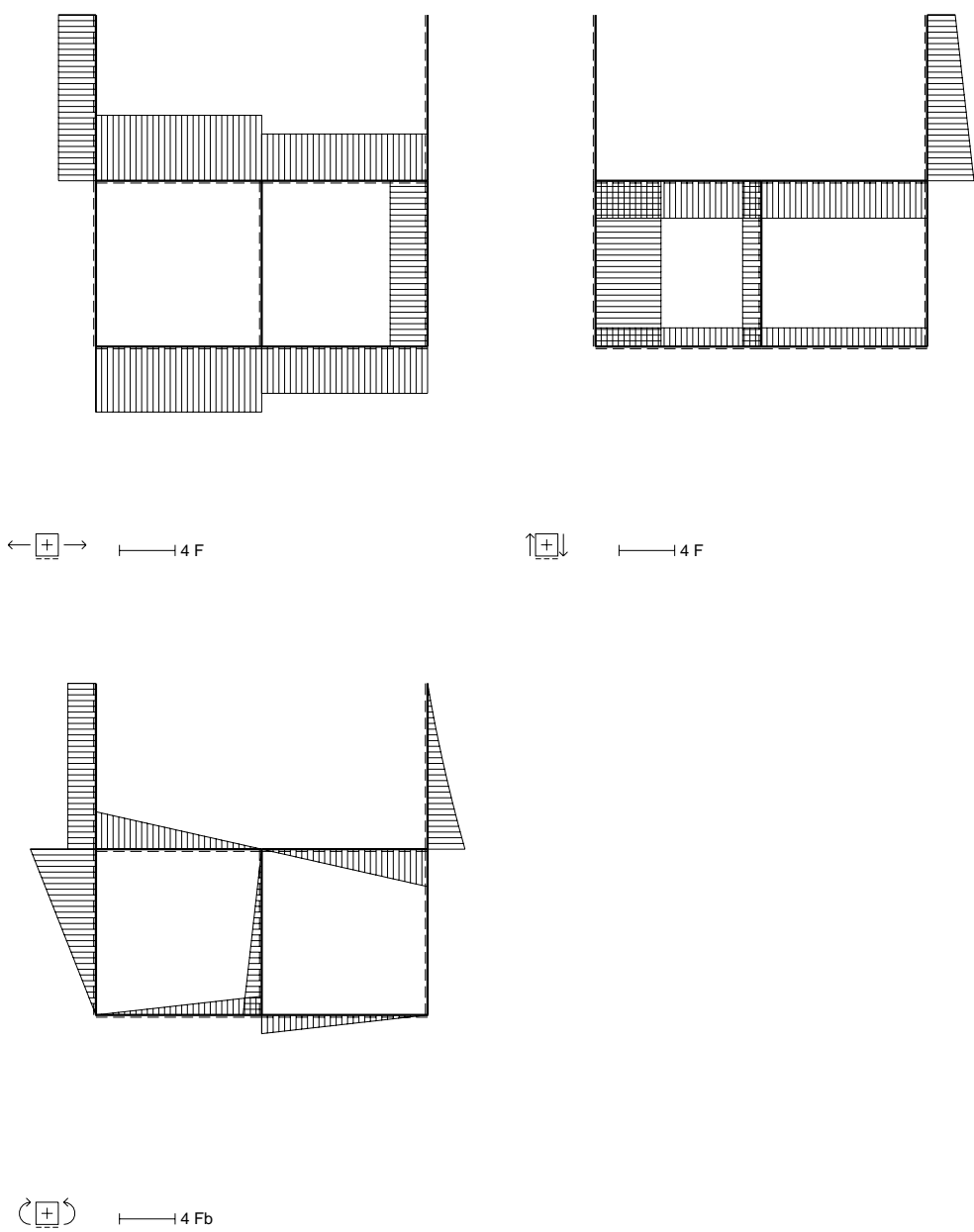
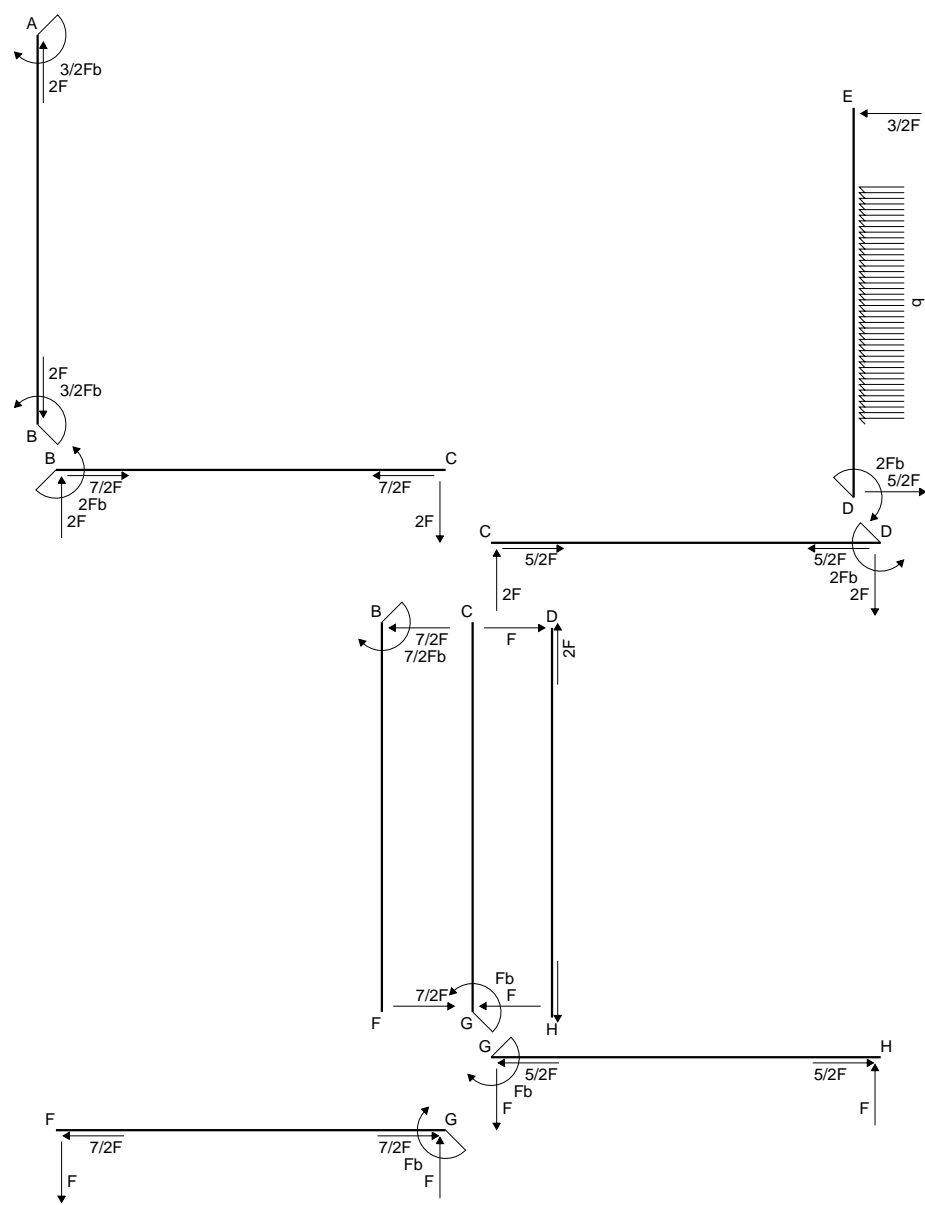




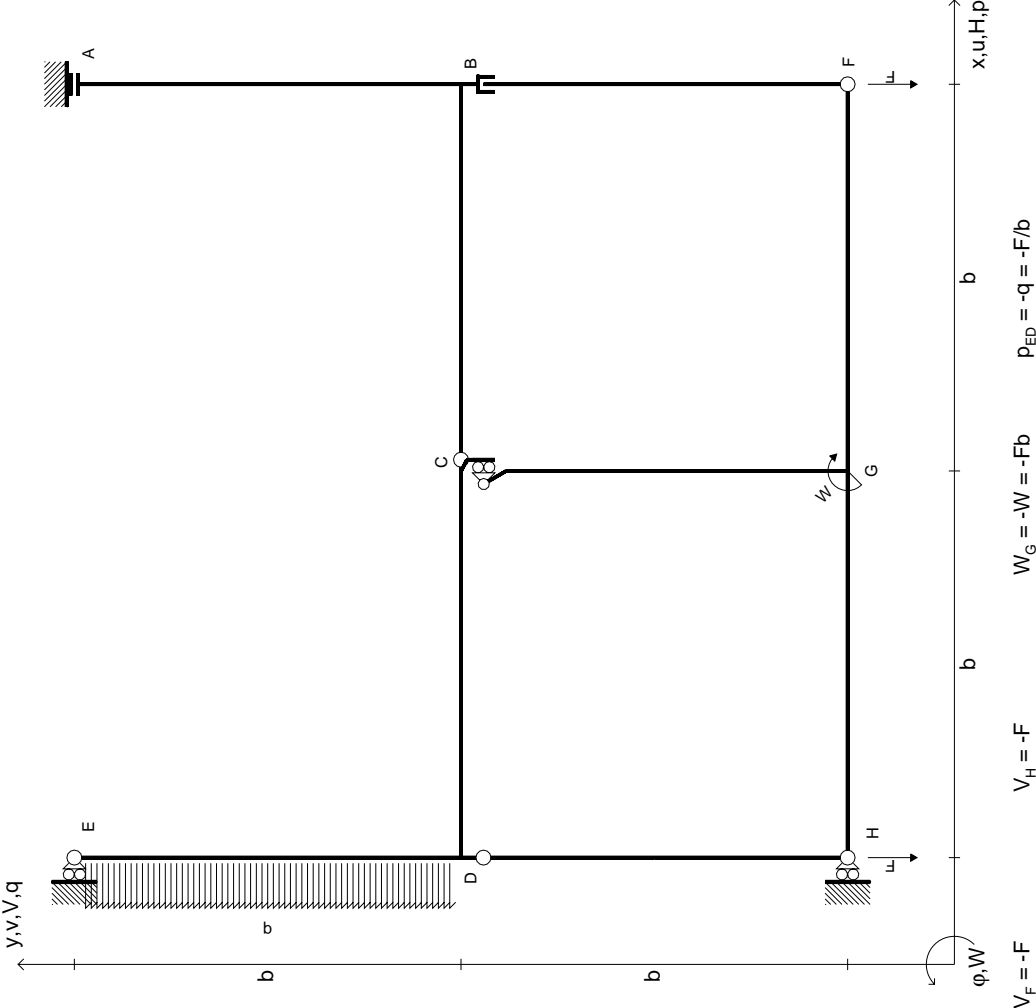
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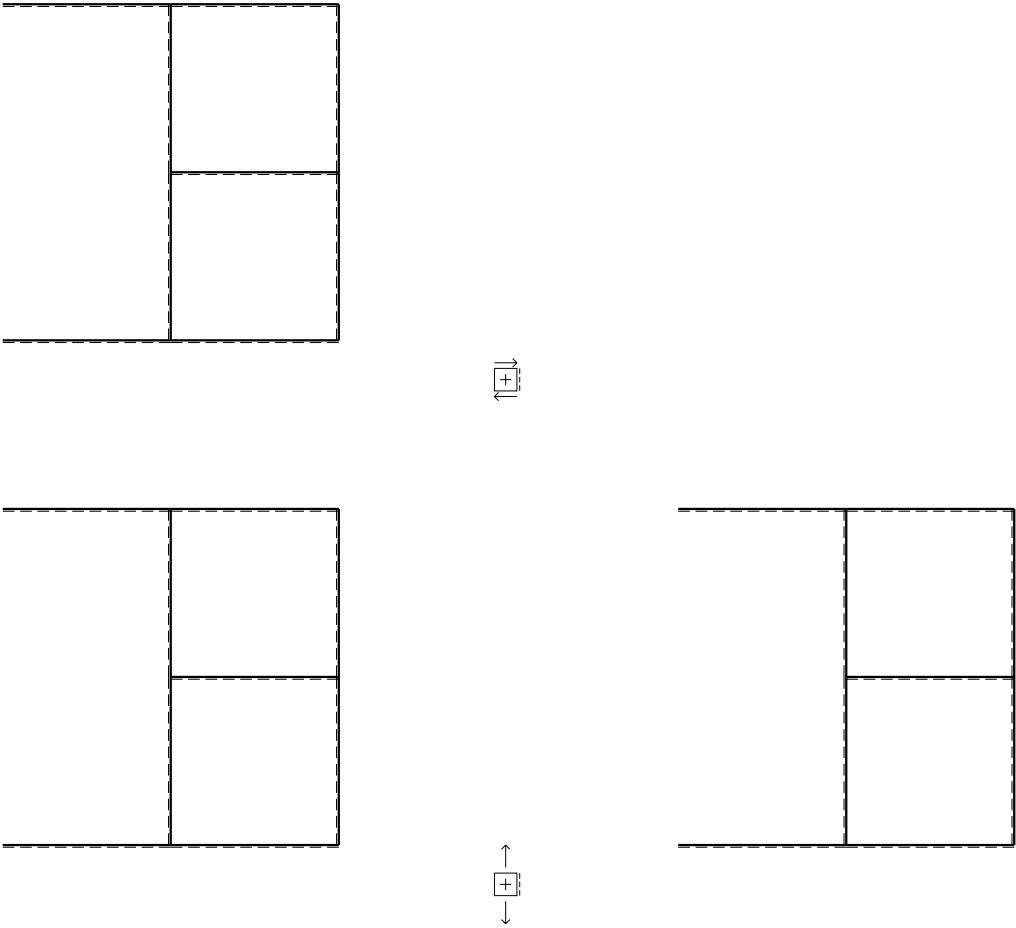


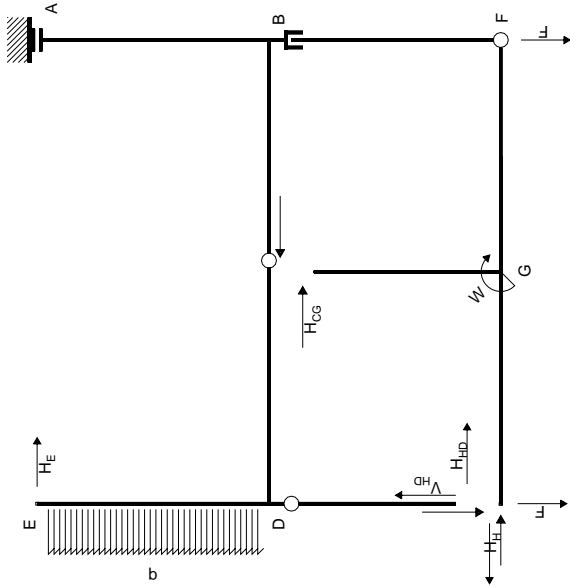
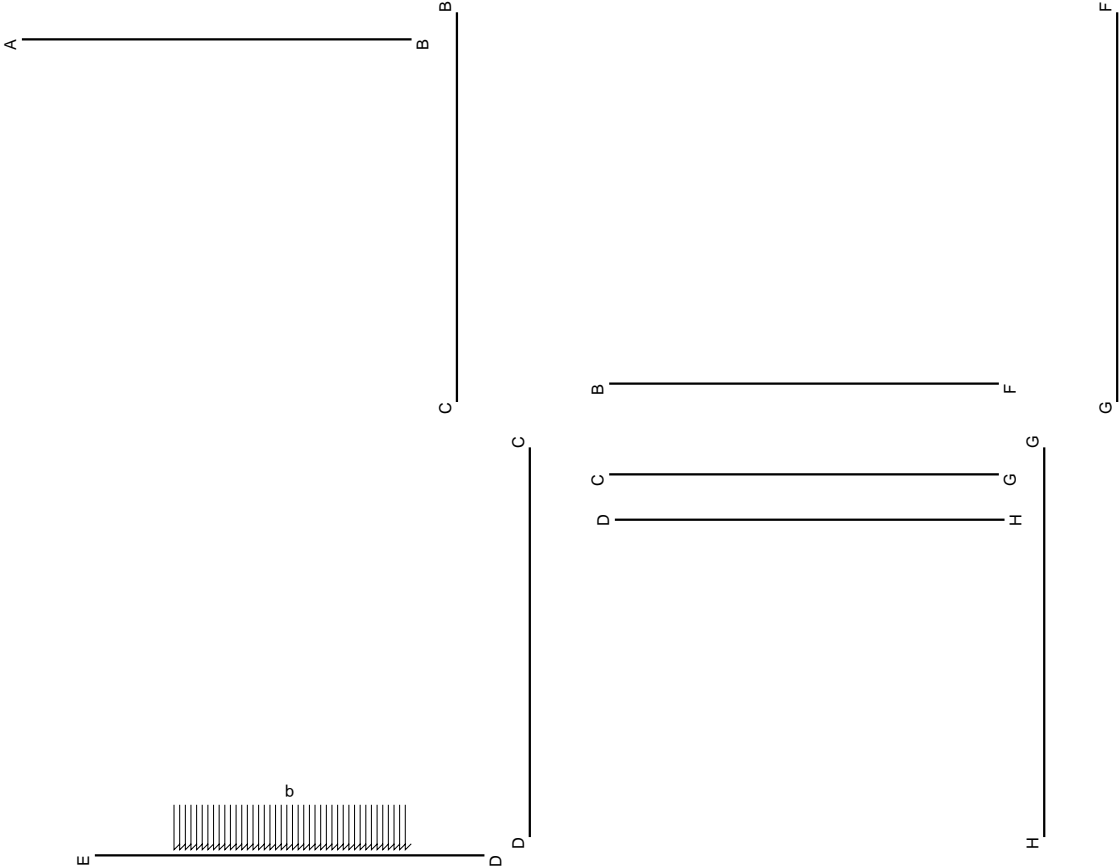






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EQUAZIONI DI EQUILIBRIO

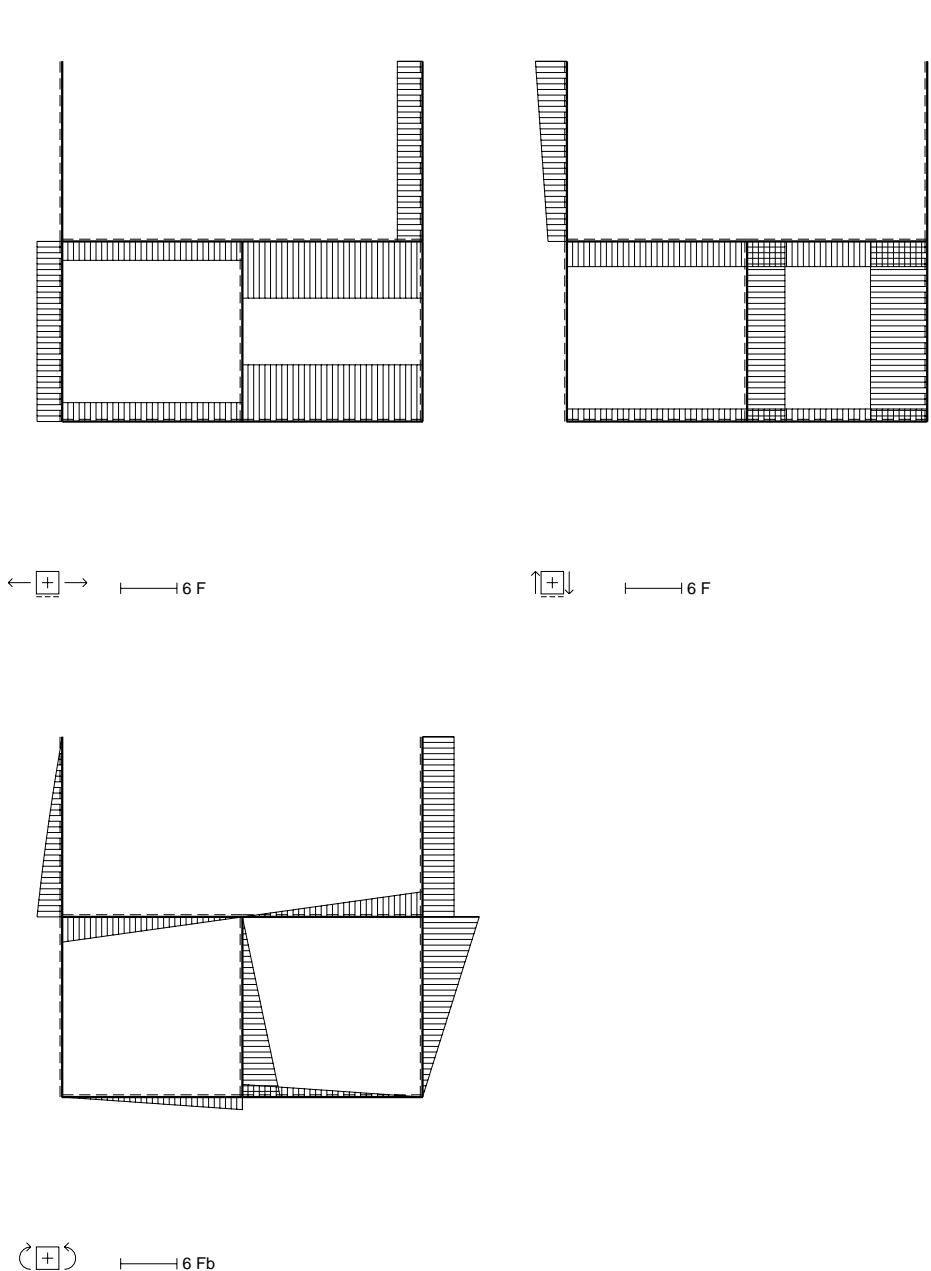
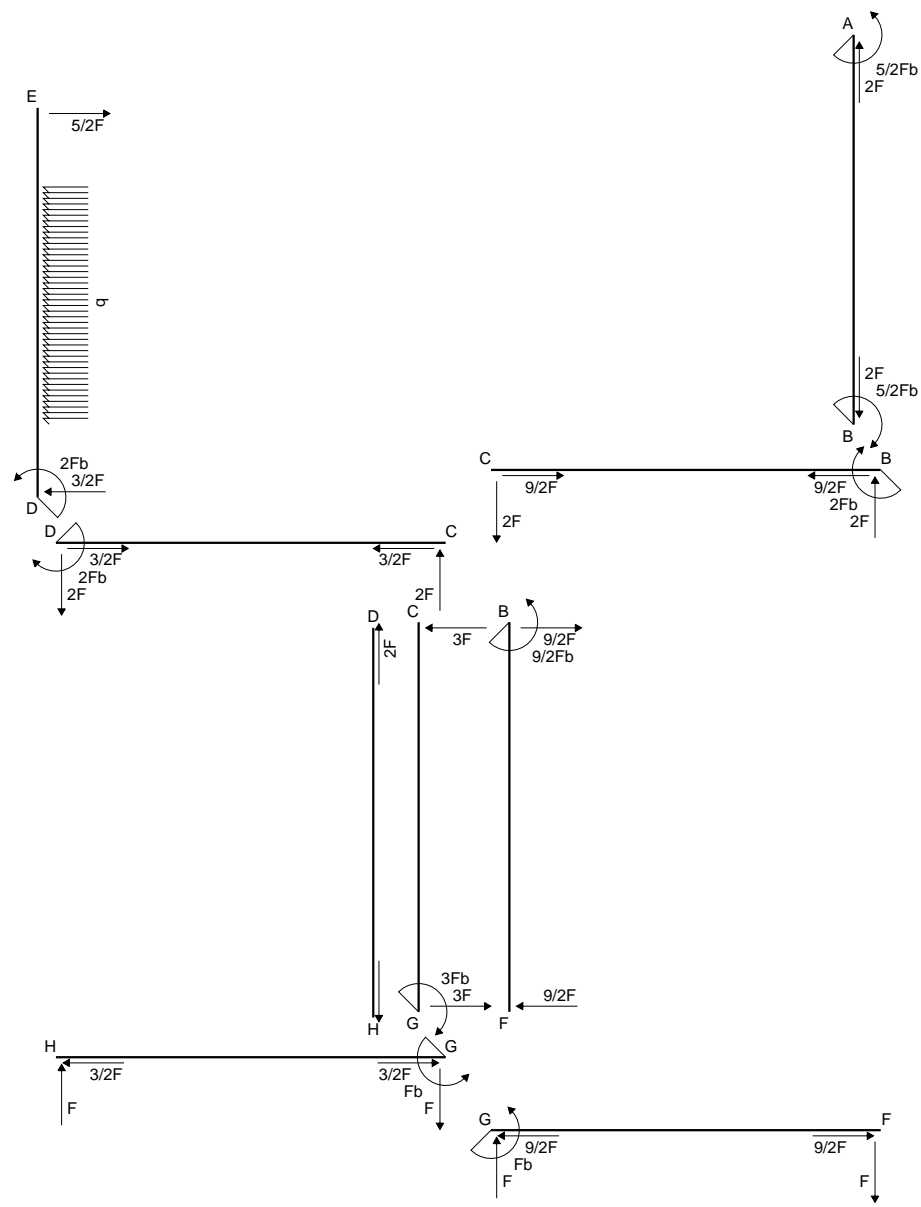
- Traslazione orizzontale globale
- $H_E + H_H = qb$
- Rotazione intorno a C: aste CD DE DH
- $-H_E b + H_H b - V_{HD} b = -1/2 qb^2$
- Traslazione verticale: aste BF FG GC GH
- $-V_{HD} = 2F$
- Rotazione intorno a F: aste FG GC GH
- $-H_{CG} b + 2V_{HD} b = -2Fb + W$
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- $H_{HD} b = 0$

Matrice di equilibrio

$$\begin{bmatrix} H_E b & H_H b & H_{CG} b & H_{HD} b & V_{HD} b \end{bmatrix} \begin{bmatrix} Fb & W & qb^2 \end{bmatrix}$$
$$u_A \begin{bmatrix} 1 & 1 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 1 \end{bmatrix}$$
$$\varphi_{CB} \begin{bmatrix} -1 & 0 & 0 & 1 & -1 \end{bmatrix} \begin{bmatrix} 0 & 0 & -1/2 \end{bmatrix}$$
$$V_{BF} \begin{bmatrix} 0 & 0 & 0 & 0 & -1 \end{bmatrix} \begin{bmatrix} 2 & 0 & 0 \end{bmatrix}$$
$$\varphi_{FB} \begin{bmatrix} 0 & 0 & -1 & 0 & 2 \end{bmatrix} \begin{bmatrix} -2 & 1 & 0 \end{bmatrix}$$
$$\varphi_{DH} \begin{bmatrix} 0 & 0 & 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 \end{bmatrix}$$

Soluzione del sistema

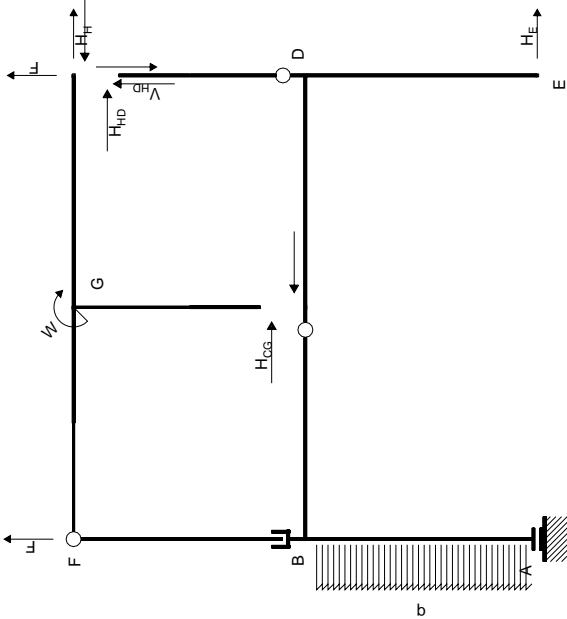
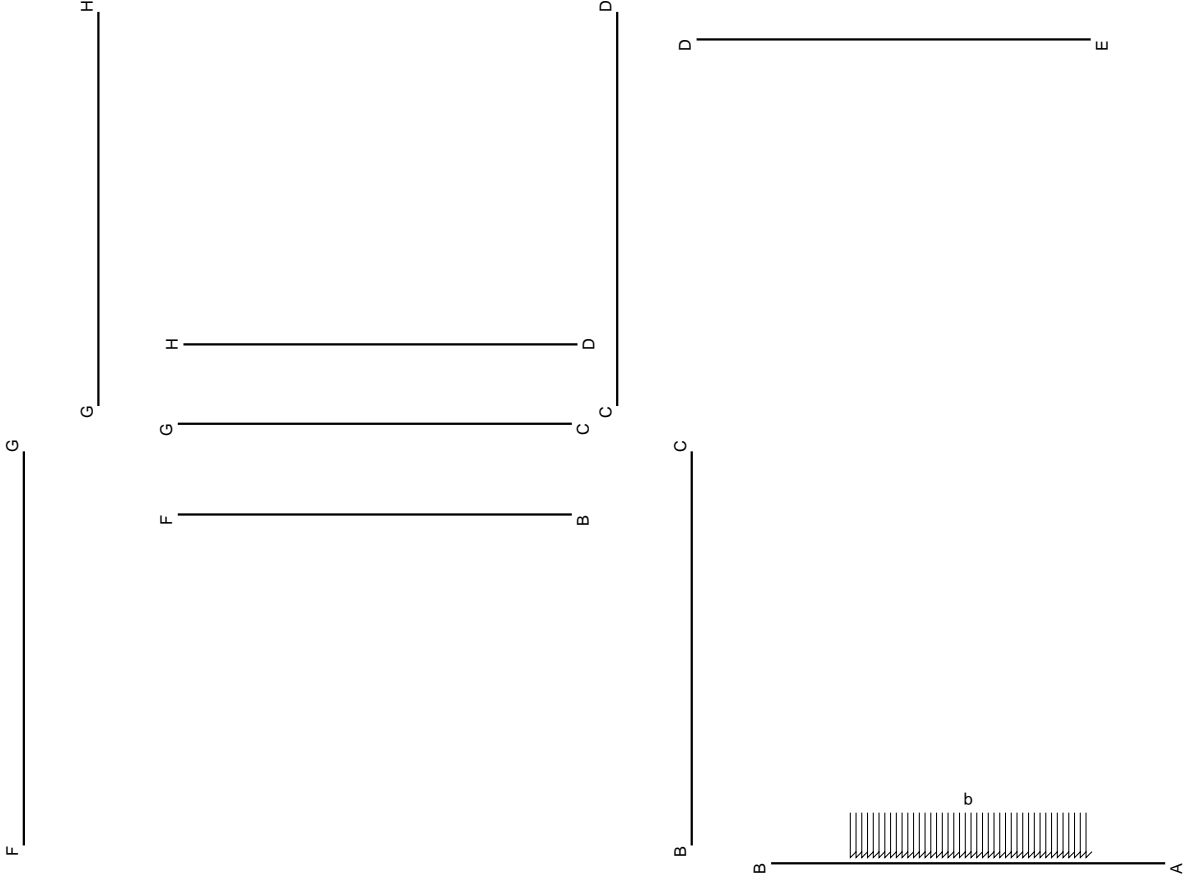
$$\begin{bmatrix} H_E b \\ H_H b \\ H_{CG} b \\ V_{HD} b \\ H_{HD} b \end{bmatrix} \begin{bmatrix} Fb & W & qb^2 \end{bmatrix}$$
$$\begin{bmatrix} 2 & 0 & 1/2 \\ -2 & 0 & 1/2 \\ -2 & 0 & 0 \\ -2 & -1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$











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$$\varphi_{CB} \begin{bmatrix} 1 & 0 & 0 & -1 & 1 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 \end{bmatrix}$$

$$V_{BF} \begin{bmatrix} 0 & 0 & 0 & 0 & -1 \end{bmatrix} \begin{bmatrix} -2 & 0 & 0 \end{bmatrix}$$

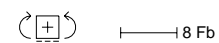
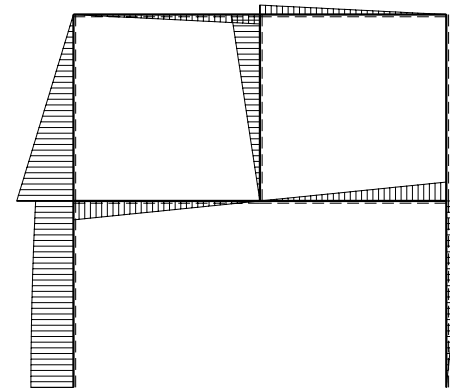
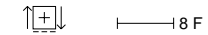
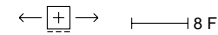
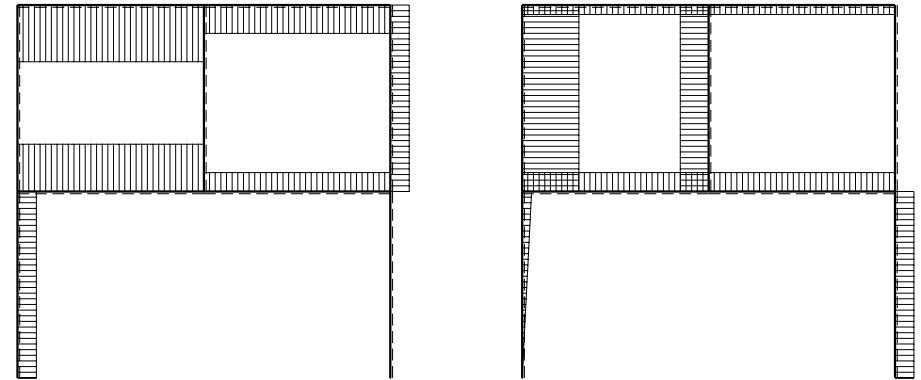
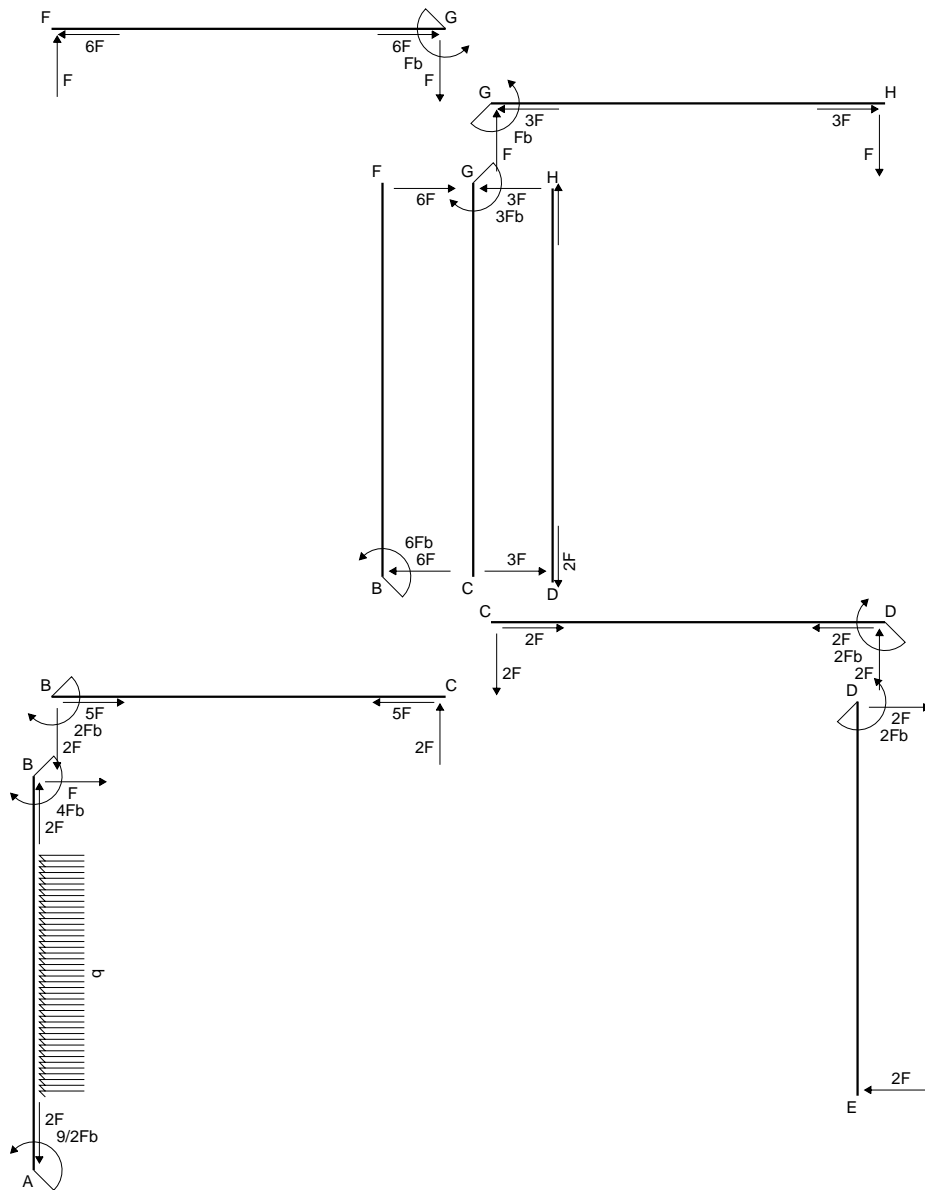
$$\varphi_{FB} \begin{bmatrix} 0 & 0 & 1 & 0 & -2 \end{bmatrix} \begin{bmatrix} -2 & 1 & 0 \end{bmatrix}$$

$$\varphi_{DH} \begin{bmatrix} 0 & 0 & 0 & -1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 \end{bmatrix}$$

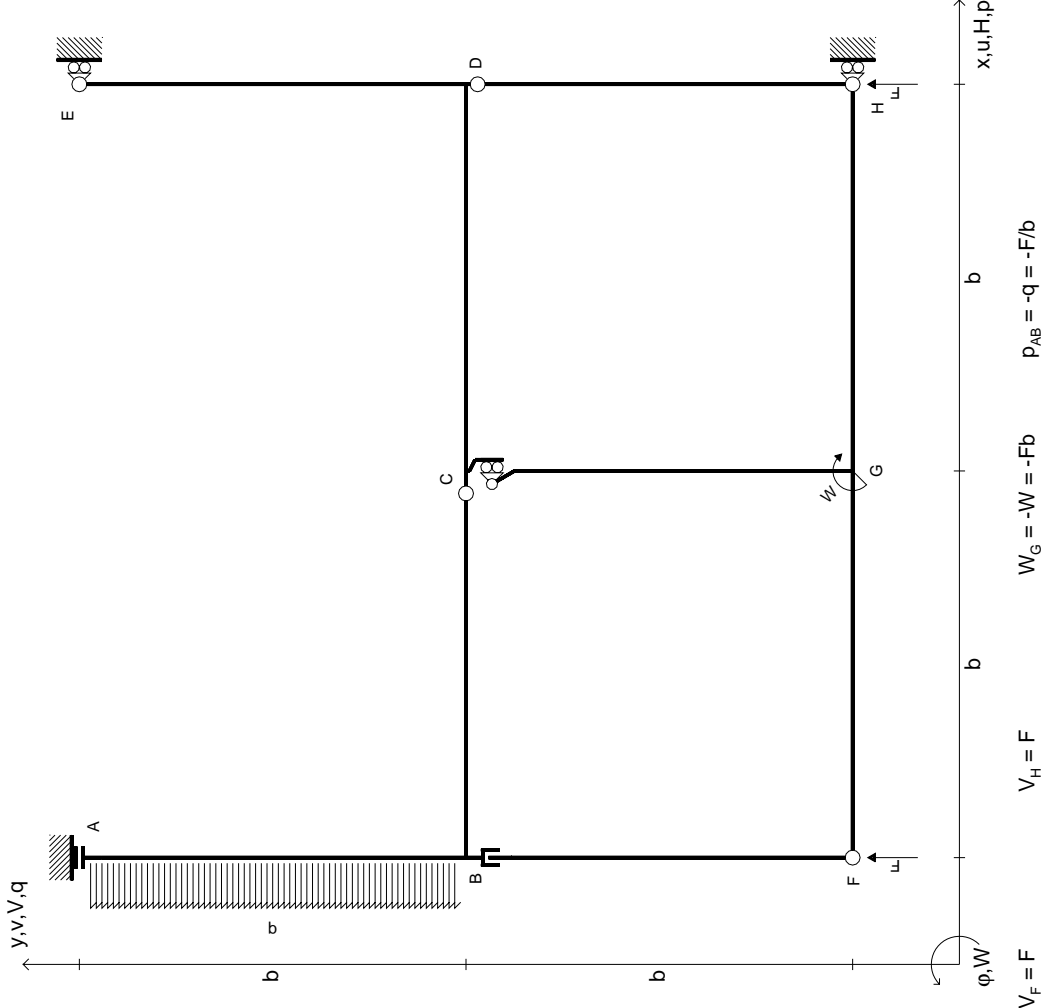
Soluzione del sistema

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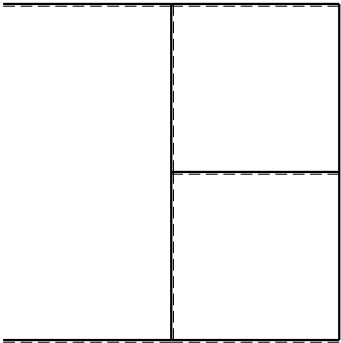
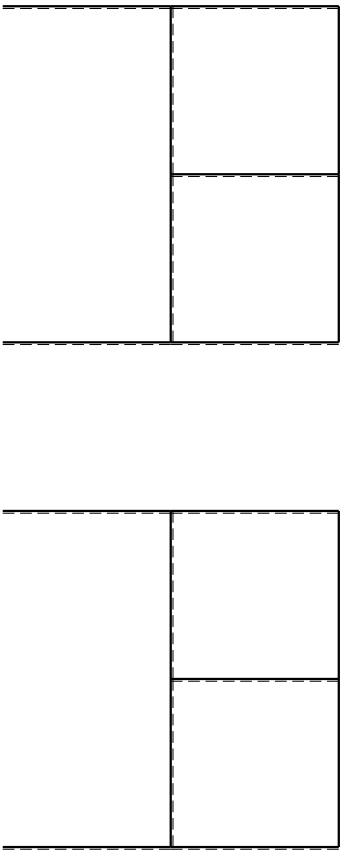
$$\begin{bmatrix} -2 & 0 & 0 \\ 2 & 0 & 1 \\ 2 & 0 & 0 \\ 2 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} -2 & 0 & 0 \\ 2 & 0 & 0 \\ 2 & 0 & 0 \\ 2 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

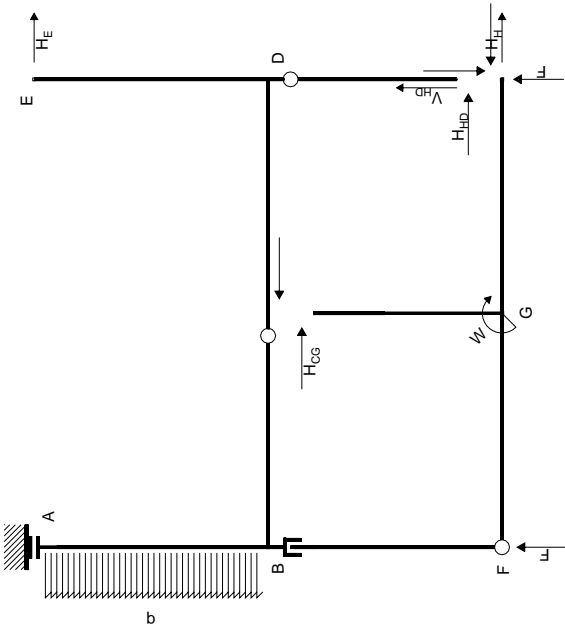
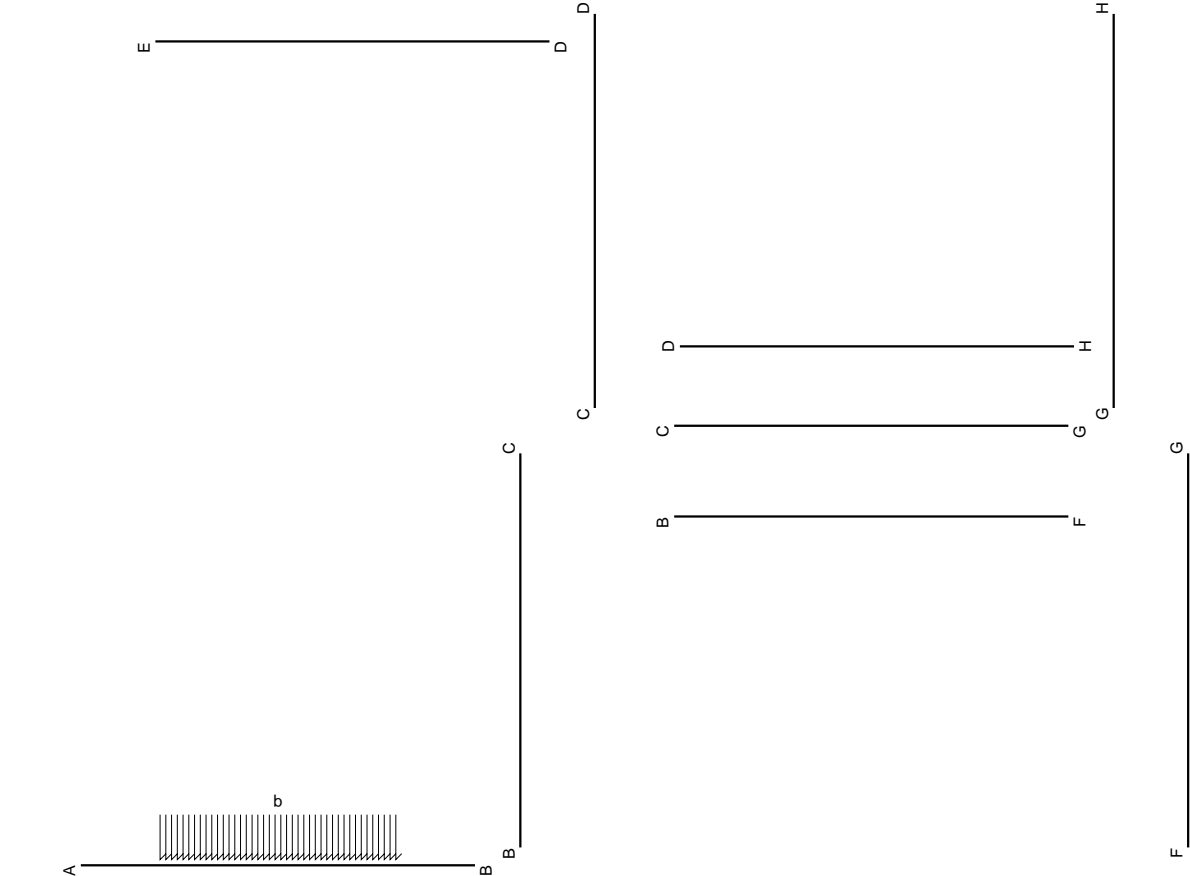






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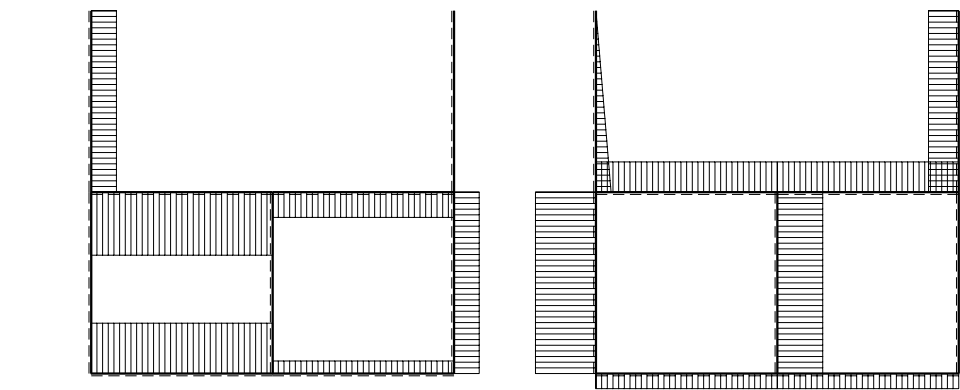
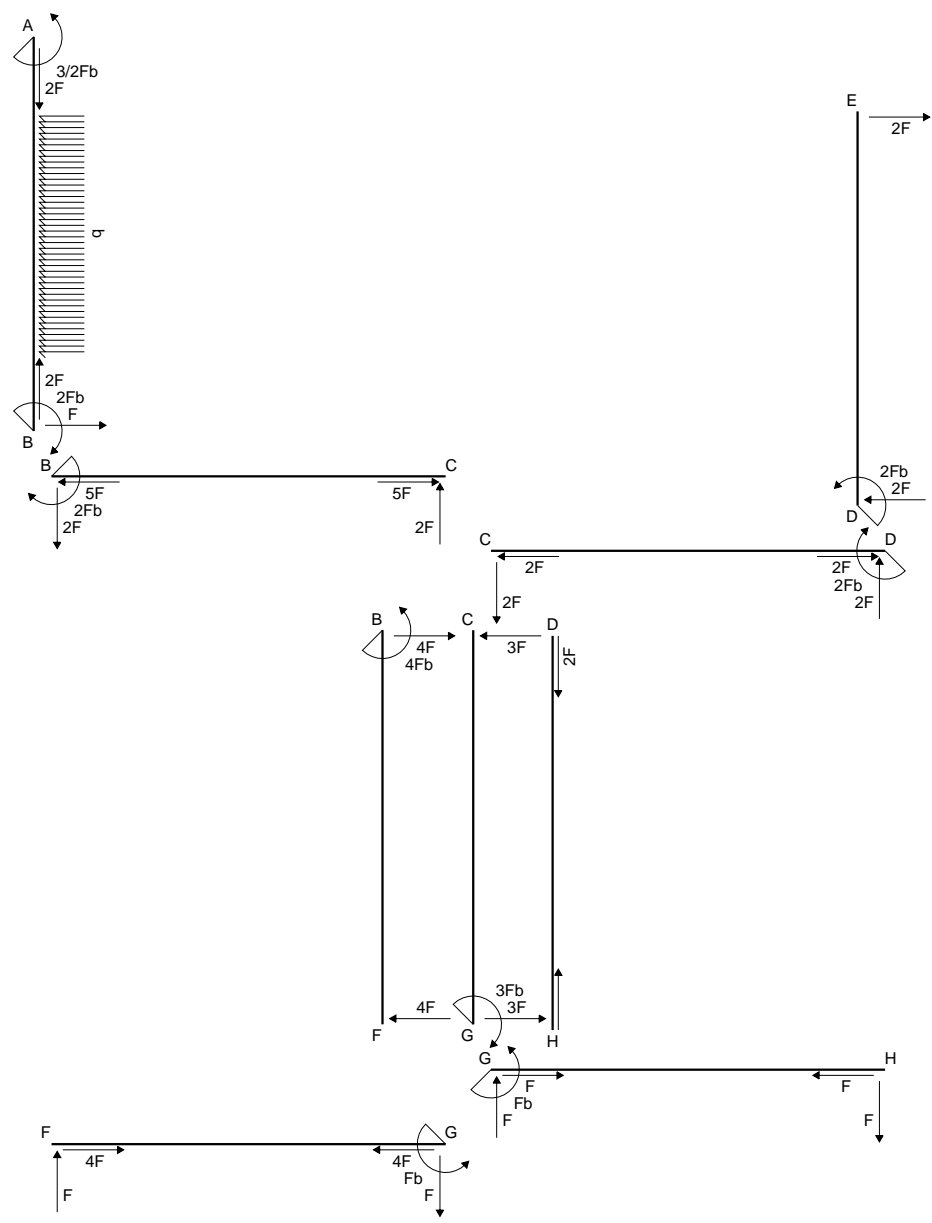
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- $H_{HD}b = 0$

Matrice di equilibrio

$$\begin{bmatrix} H_Eb & H_Hb & H_{CG}b & H_{HD}b & V_{HD}b \end{bmatrix} \begin{bmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & -1 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 0 & 0 \\ -2 & 0 & 0 \\ -2 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

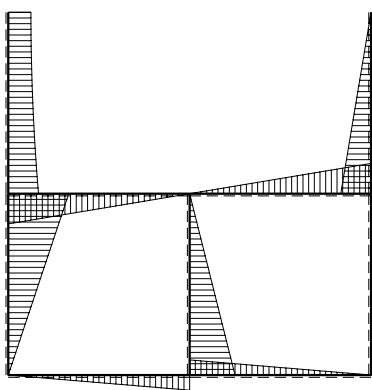
Soluzione del sistema

$$\begin{bmatrix} H_Eb \\ H_Hb \\ V_{HD}b \\ H_{CG}b \\ H_{HD}b \end{bmatrix} \begin{bmatrix} 2 & 0 & 0 \\ -2 & 0 & 1 \\ 2 & 0 & 0 \\ -2 & -1 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 2 & 0 & 0 \\ -2 & 0 & 0 \\ -2 & -1 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$



← ⊕ → | 6 F

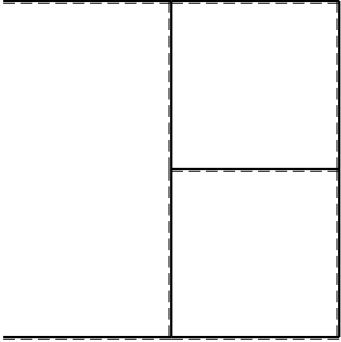
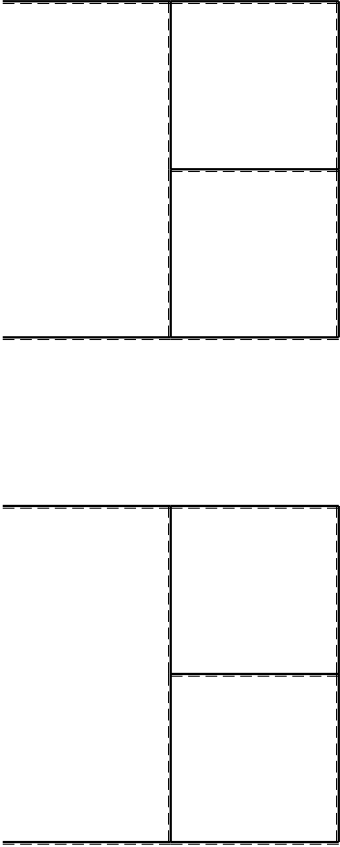
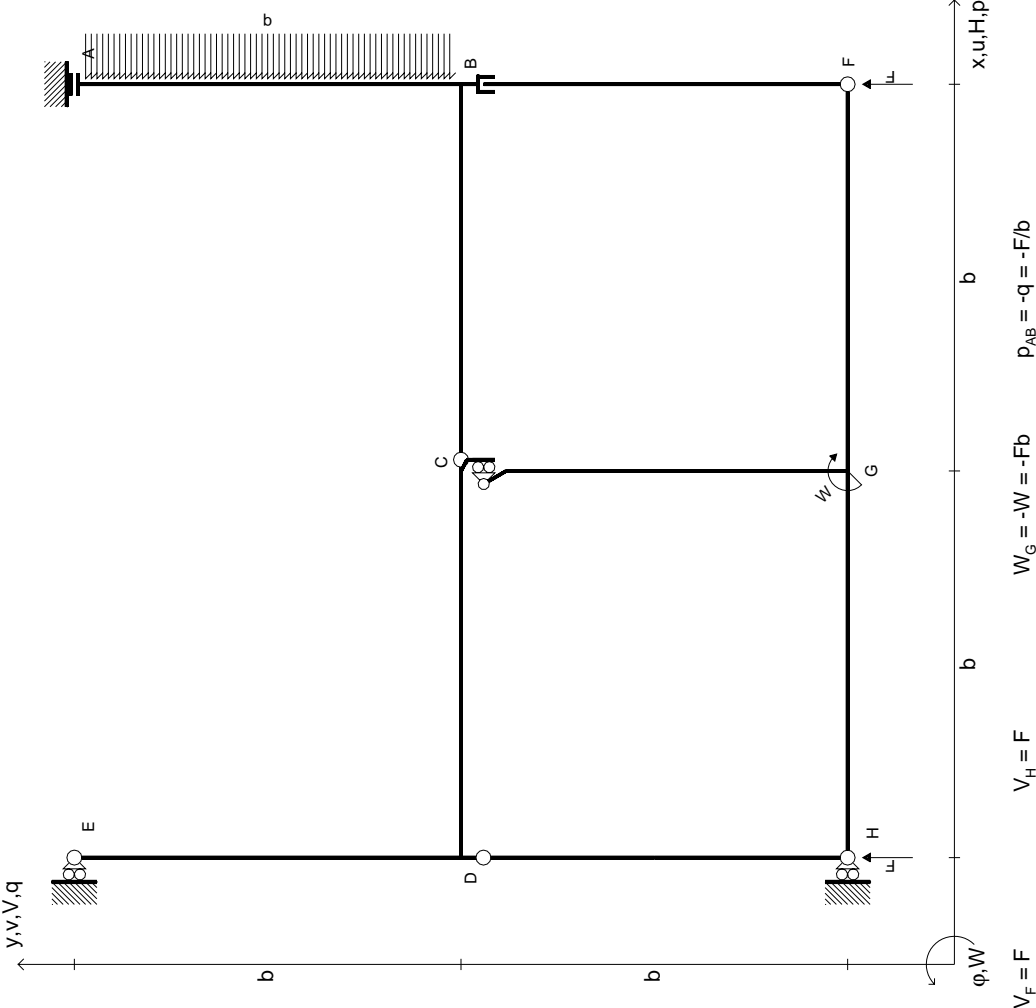
↑ ⊕ ↓ | 5 F



⊕ ⊖ | 5 Fb



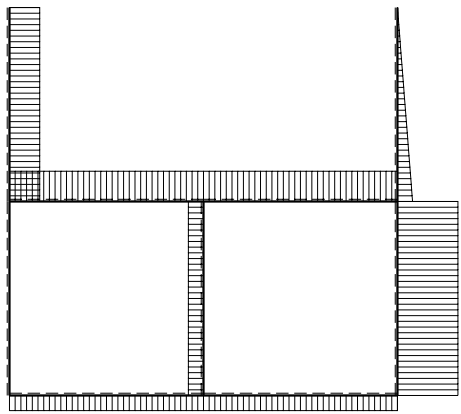
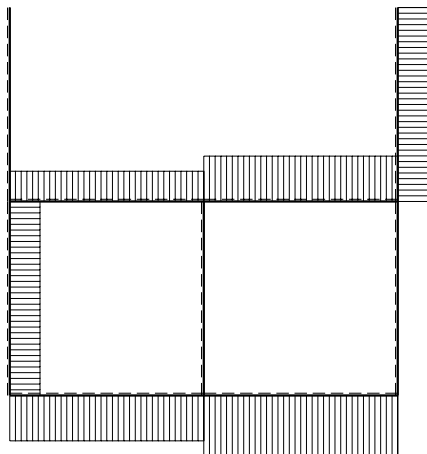
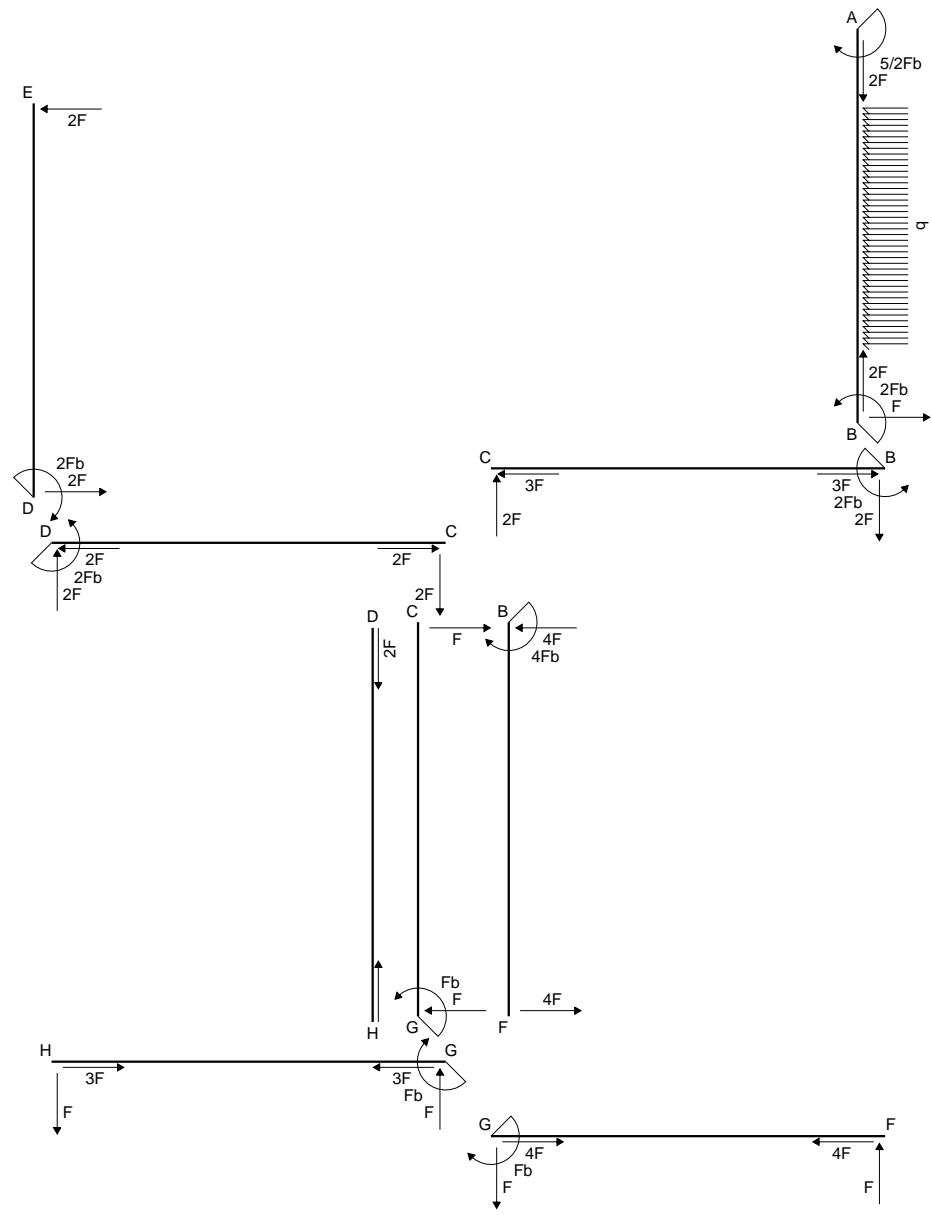




Svolgere l'analisi cinematica.  
Determinare matrice di congruenza e di equilibrio.  
Determinare le reazioni vincolari a terra col PLV ( $L_e=0$ ).  
Determinare le azioni interne in G (asta GF) col PLV ( $L_e=0$ ).  
Carichi e deformazioni date hanno verso efficace in disegno.  
Calcolare reazioni vincolari della struttura e delle aste.  
Tracciare i diagrammi delle azioni interne nelle aste.

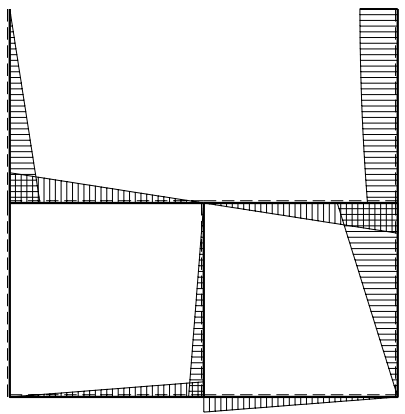






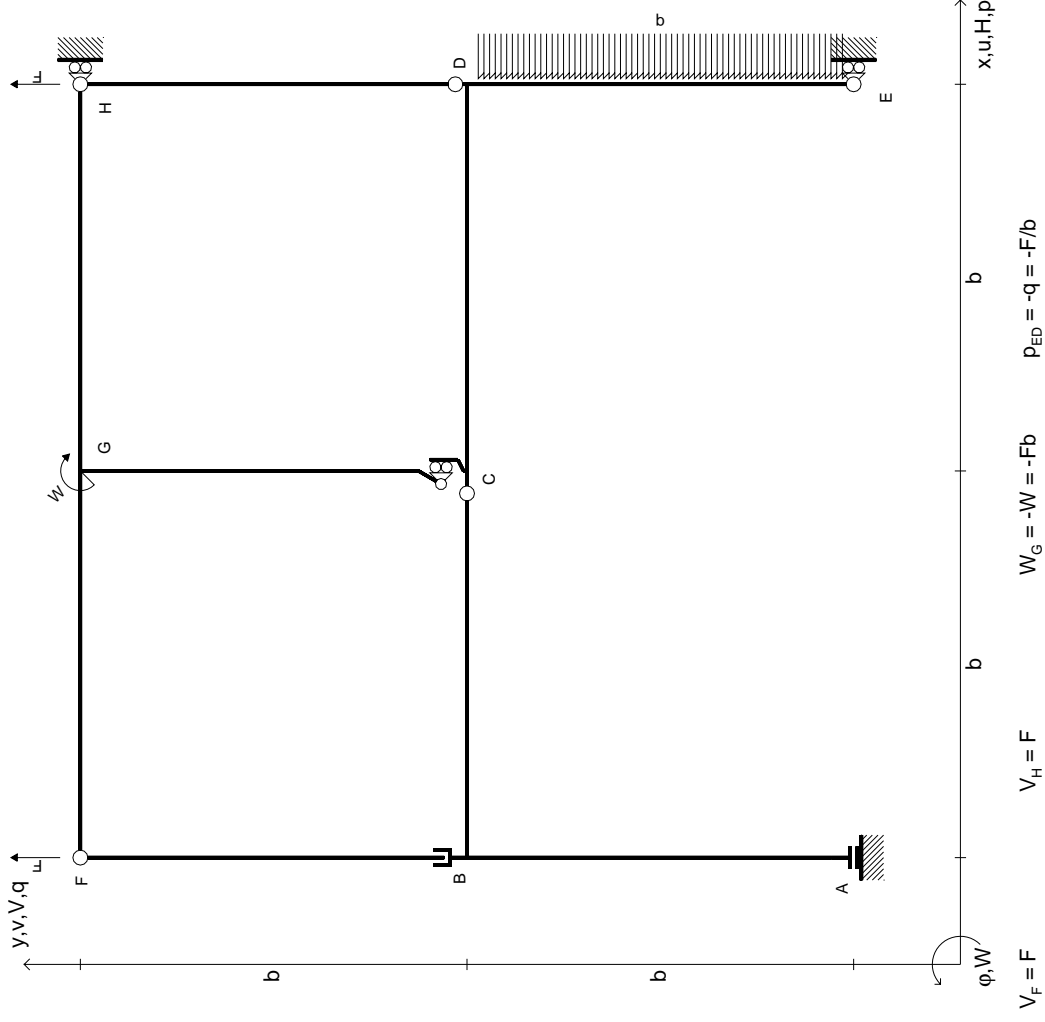
← ⊕ → | 5 F

↑ ⊕ ↓ | 5 F



⊕ ⊖ | 5 Fb





**Svolgere l'analisi cinematica.**

Determinare matrice di congruenza e di equilibrio.

Determinare le reazioni vincolari a terra col PLV (Le=0).

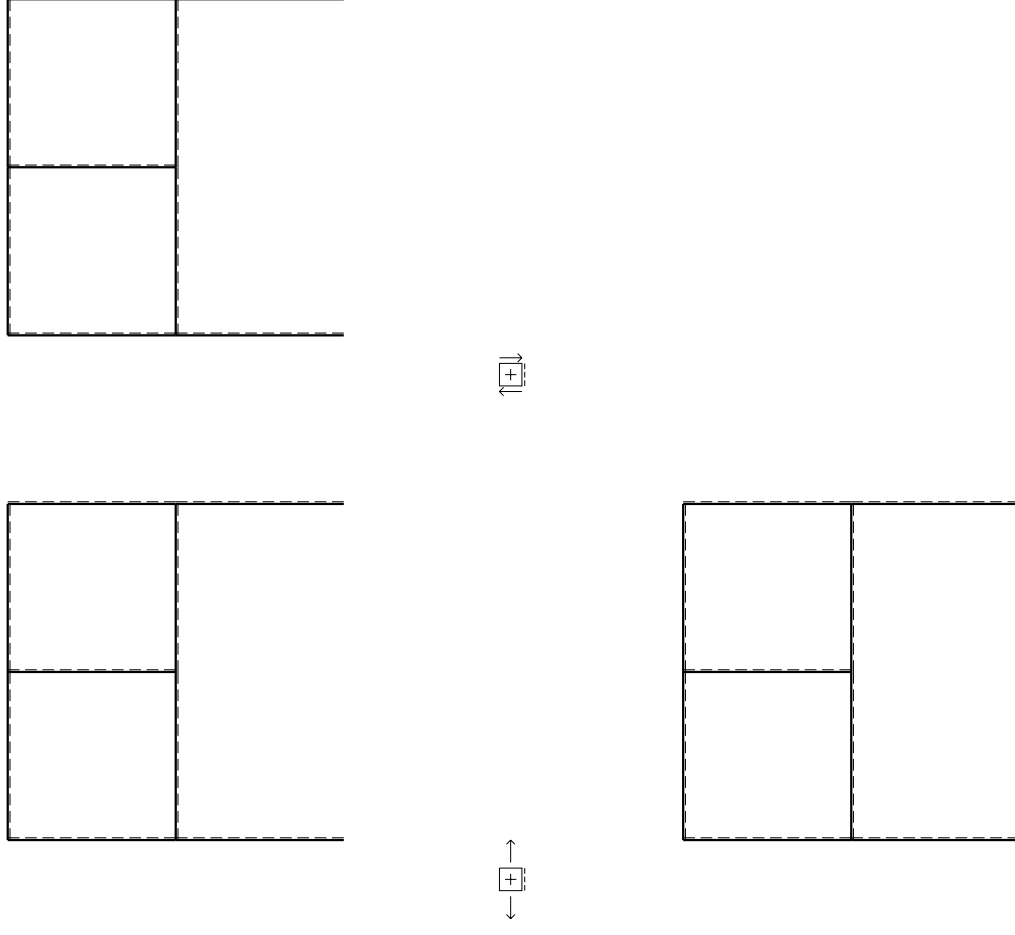
Determinare le azioni interne in G (asta GF) col PLV (Le=0).

Carichi e deformazioni date hanno verso efficace in disegno.

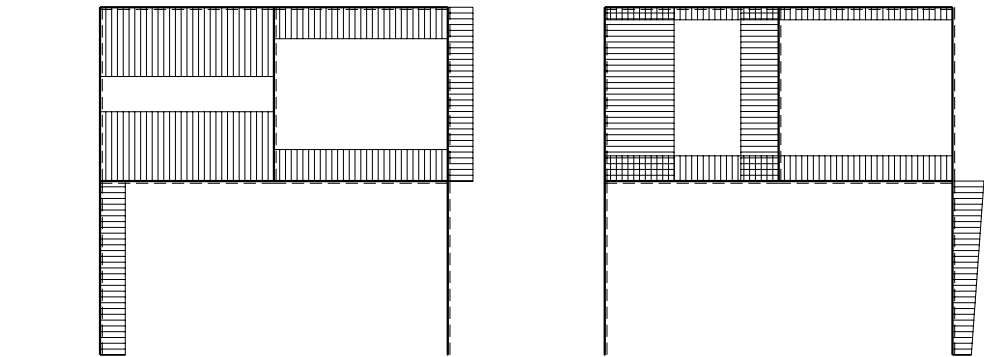
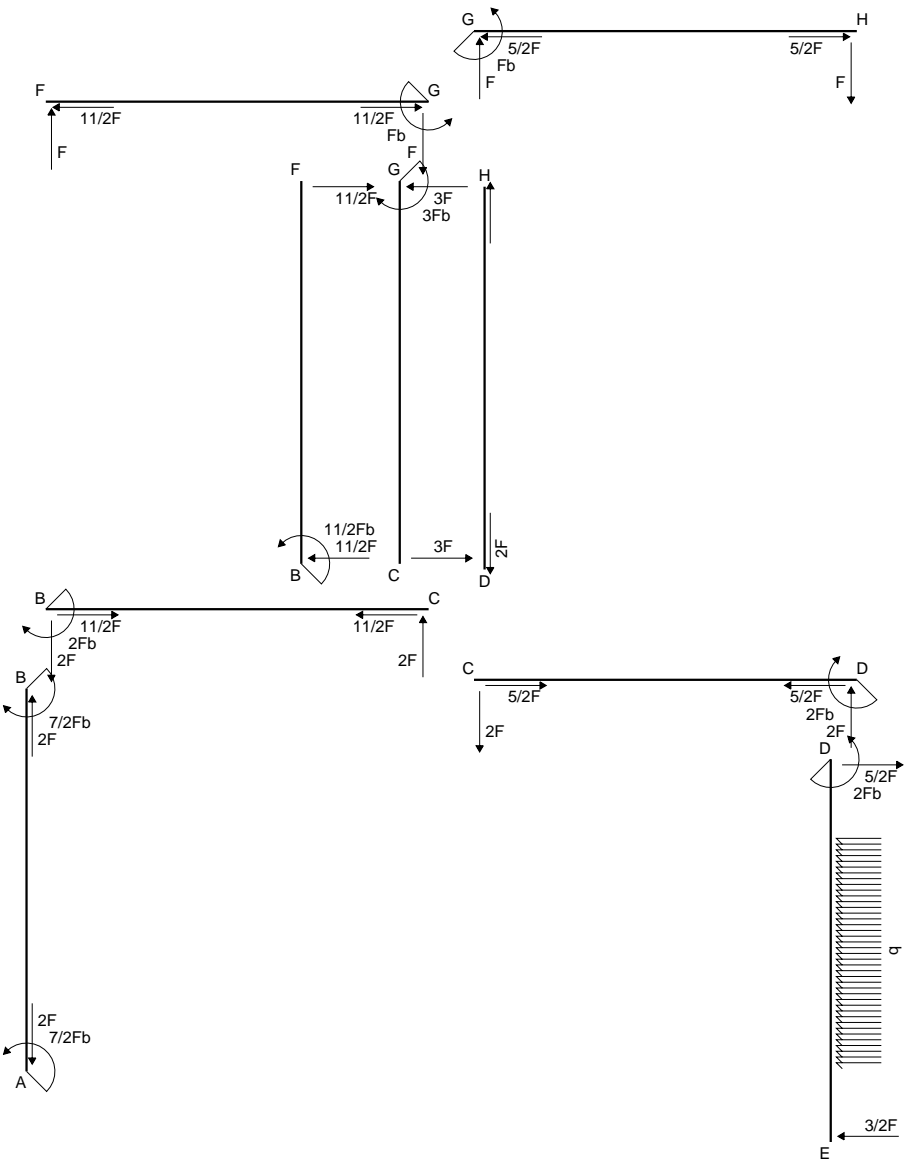
Calcolare reazioni vincolari della struttura e delle aste.

Tracciare i diagrammi delle azioni interne nelle aste.

@ Adolfo Zavelani Rossi, Politecnico di Milano, versione 12.05

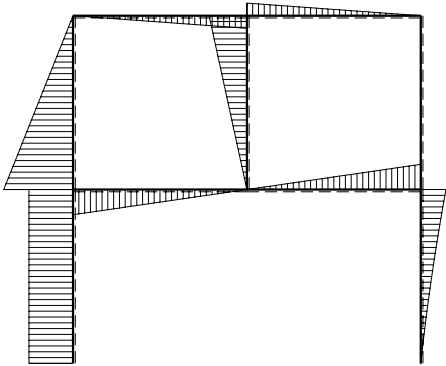






← + → | 6 F

↑ + ↓ | 6 F



↺ + ↻ | 6 Fb

