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COE-C1001: Statics

1. Force vectors and equilibrium of a particle

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Learning outcomes

After this lecture, you should be able to:

- understand that force and position are vectors,
- compute the resultant force for 2D and 3D systems,
- create the free-body diagram of a system,
- determine the conditions necessary for equilibrium.

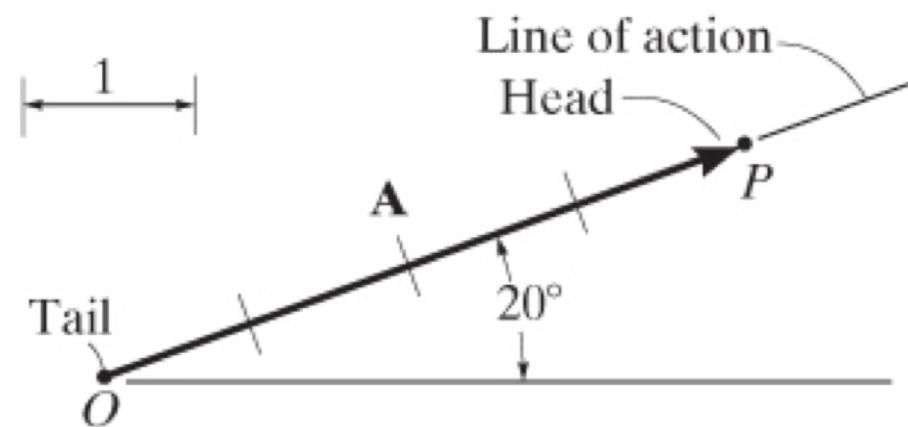
Definitions, Fundamental quantities, and Vectorial operations

Scalars and vectors

In this course, we will deal with physical quantities that are:

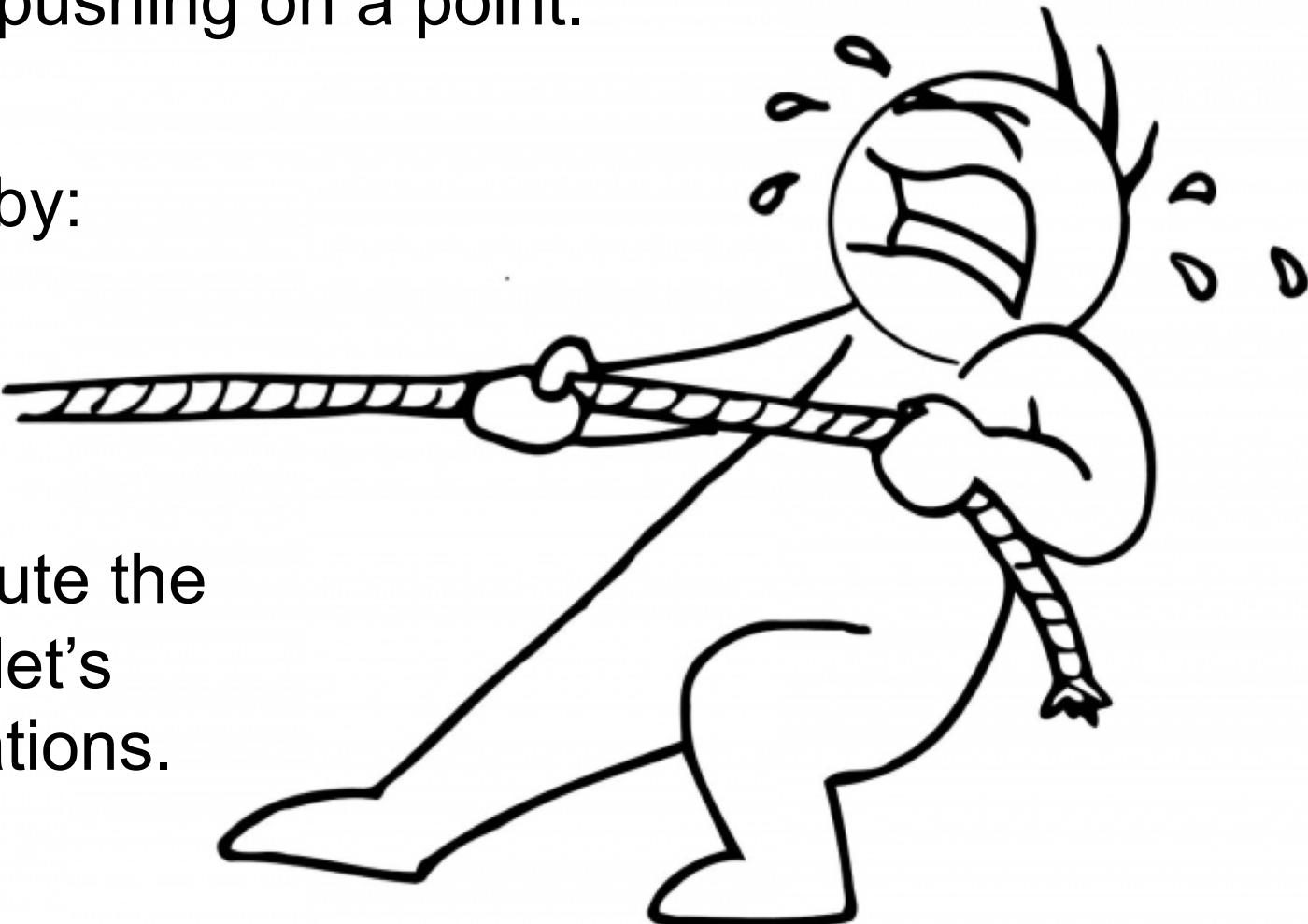
- **Scalars**, which are described by a single number (such as temperature), or
- **Vectors**, which are characterized by their magnitude and direction.

Scalars	Vectors
Length (m)	Force (N)
Mass (kg)	Moment (Nm)
Time (s)	Velocity (m/s)



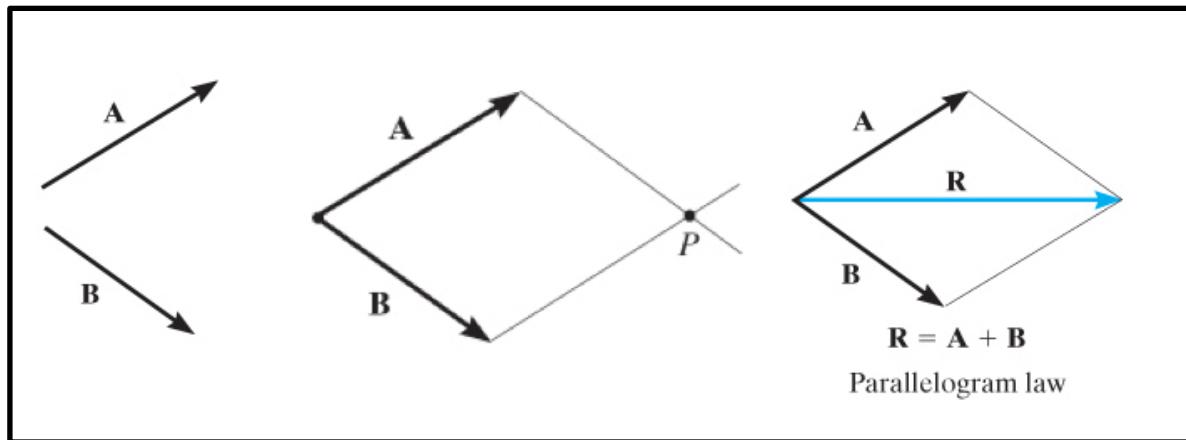
What is a force?

- Forces are either pulling or pushing on a point.
- Forces are vectors defined by:
 - their magnitude and
 - direction.
- In this course, we will compute the action of multiple forces so let's review basic vectorial operations.

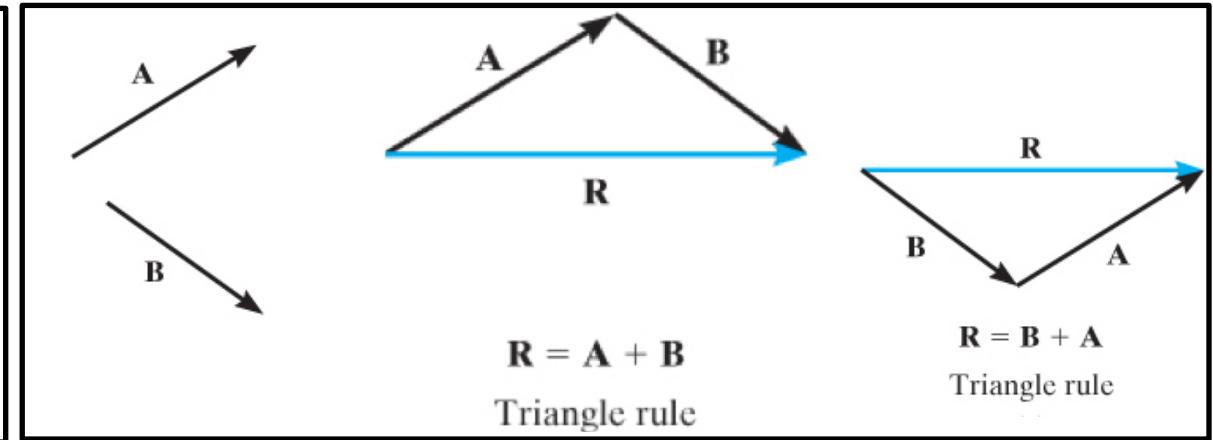


Vector addition

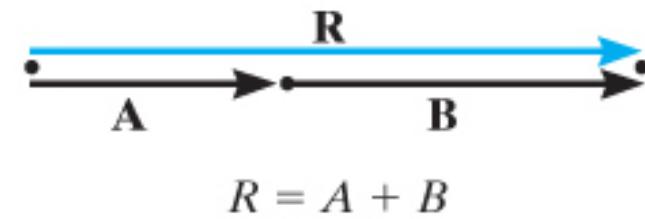
Method 1: parallelogram law



Method 2: triangle rule

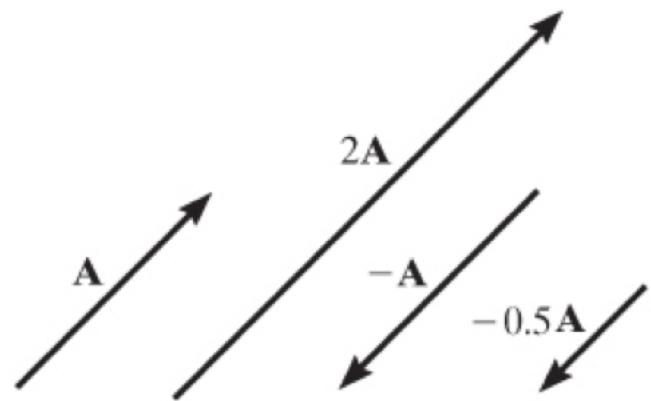


Special case: collinear vectors

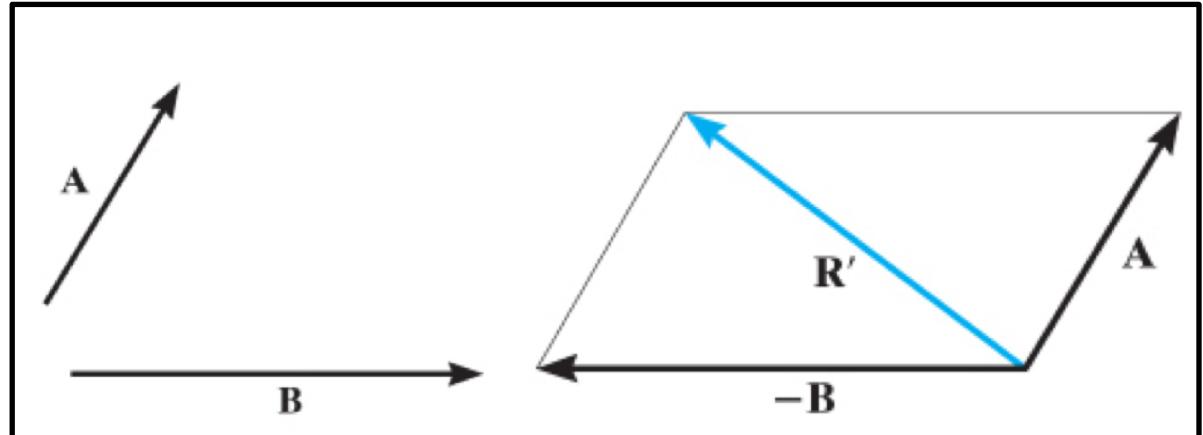


Vector operations

Multiplication by a scalar



Vector subtraction

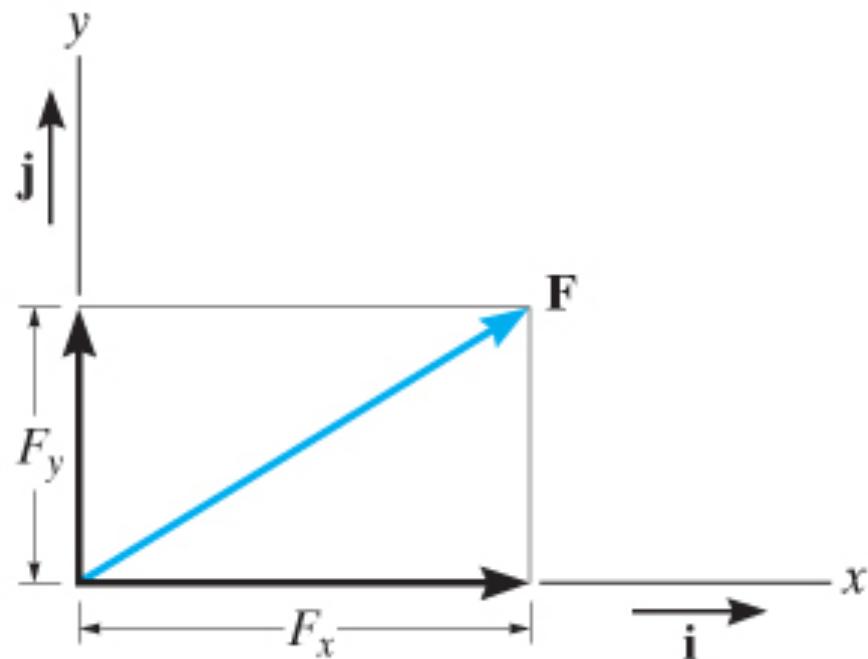


Cartesian vectors

Vectors can be expressed using their x and y components:

$$\mathbf{F} = \mathbf{F}_x + \mathbf{F}_y = F_x \mathbf{i} + F_y \mathbf{j}$$

Where \mathbf{i} and \mathbf{j} are unit vectors in the x and y directions, respectively.



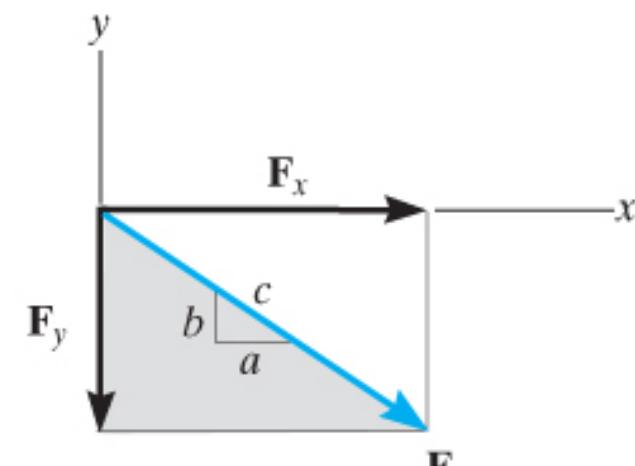
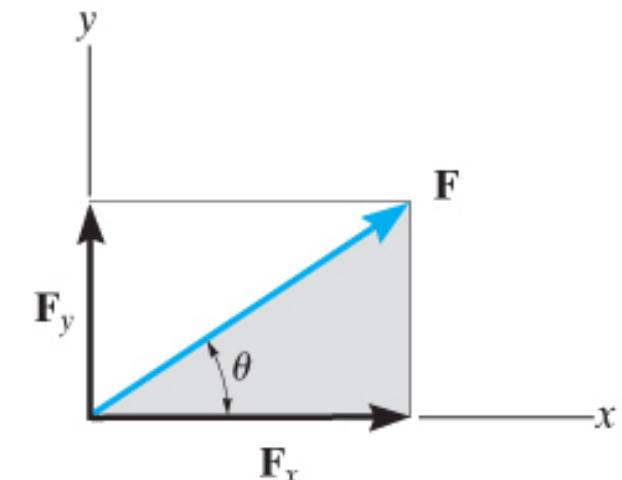
The components F_x and F_y are given by:

$$F_x = F \cos \theta$$

$$F_y = F \sin \theta$$

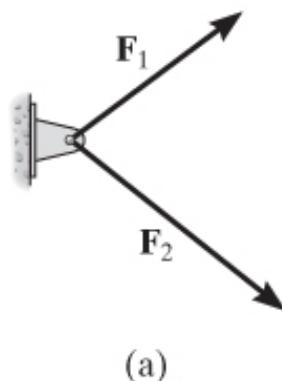
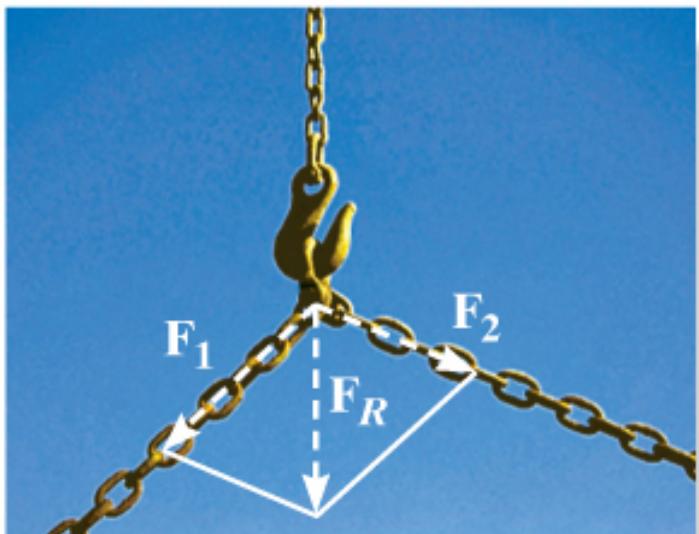
The components can be negative depending on the orientation of \mathbf{F} .

Note that F is the magnitude of the vector \mathbf{F} . Vectors are represented using **boldface**.

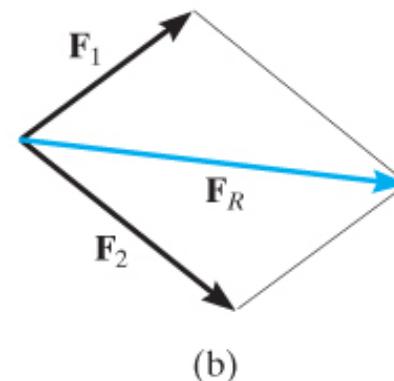


The resultant force, and position vectors

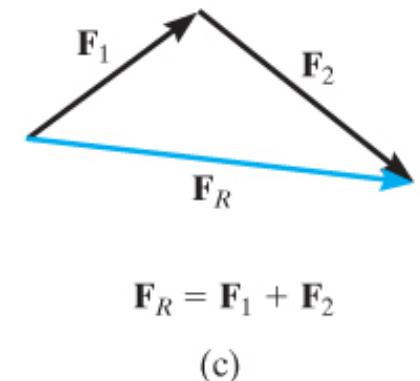
Finding a resultant force



(a)



(b)

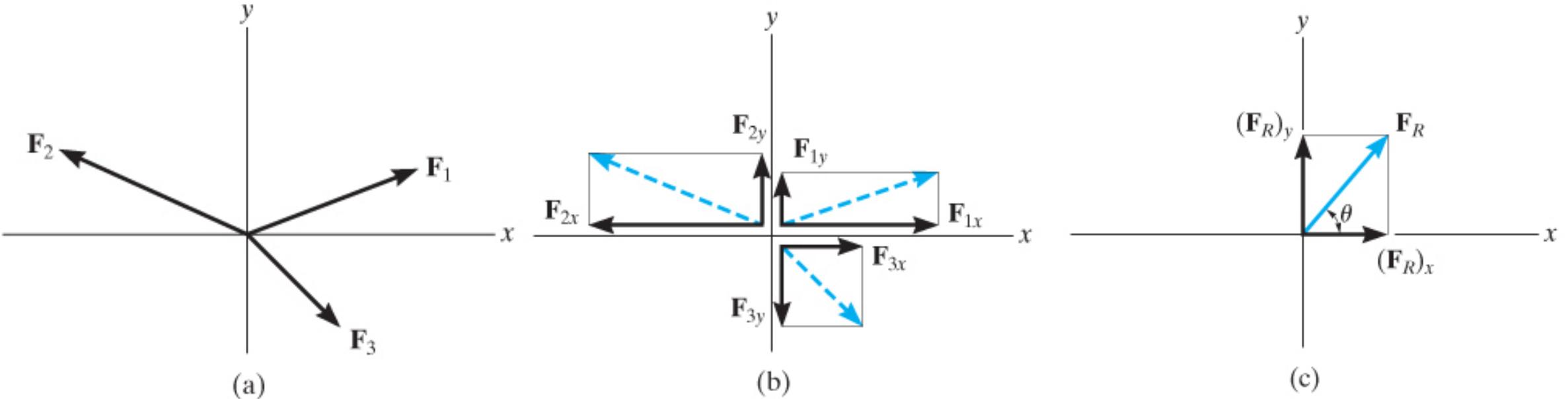


$$F_R = F_1 + F_2$$

(c)

- The **resultant force** is the addition of two (or more) forces.
- You can obtain the resultant force using:
 - The parallelogram law,
 - The triangle rule, or
 - By adding the components of Cartesian vectors.
- The hook above would move in the direction of the resultant force.

Force resultant using Cartesian vectors



$$\mathbf{F}_R = \mathbf{F}_1 + \mathbf{F}_2 + \mathbf{F}_3 \quad ?$$

$$\mathbf{F}_1 = F_{1x}\mathbf{i} + F_{1y}\mathbf{j}$$

$$\mathbf{F}_2 = -F_{2x}\mathbf{i} + F_{2y}\mathbf{j}$$

$$\mathbf{F}_3 = F_{3x}\mathbf{i} - F_{3y}\mathbf{j}$$

$$\mathbf{F}_R = (F_R)_x\mathbf{i} + (F_R)_y\mathbf{j}$$

$$(F_R)_x = F_{1x} - F_{2x} + F_{3x}$$

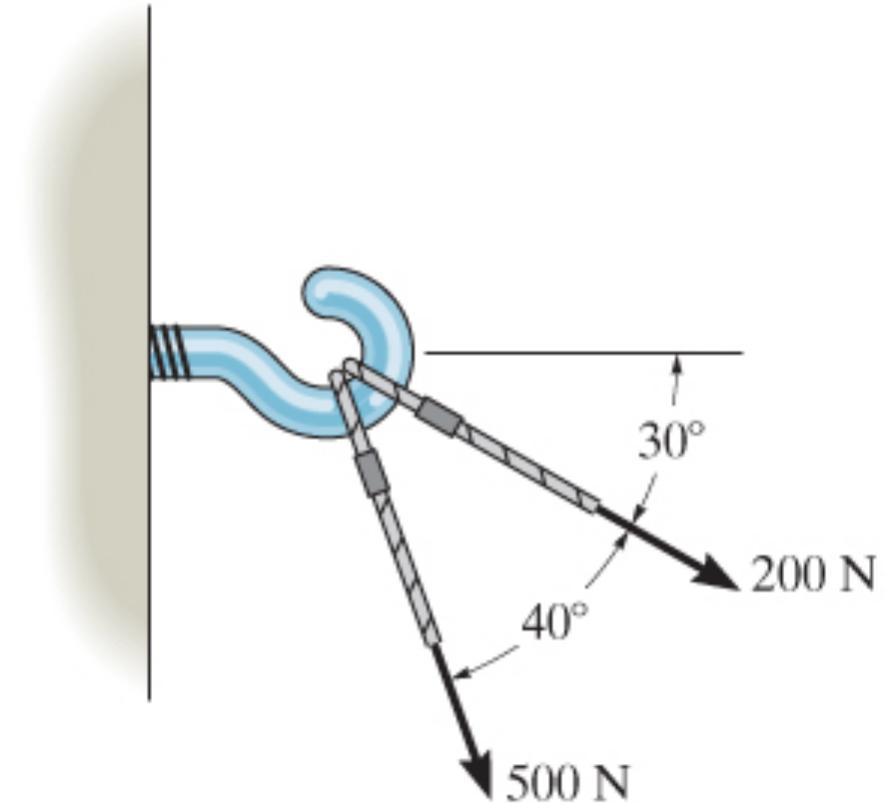
$$(F_R)_y = F_{1y} + F_{2y} - F_{3y}$$

Example: force resultant

Find the magnitude and direction of the resultant force

Method 1: using the parallelogram law or triangle rule.

Method 2: define a coordinate system and use cartesian vectors.



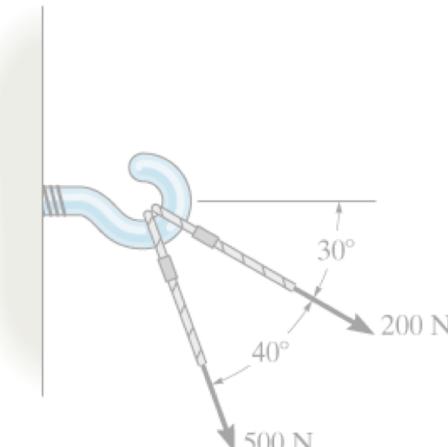
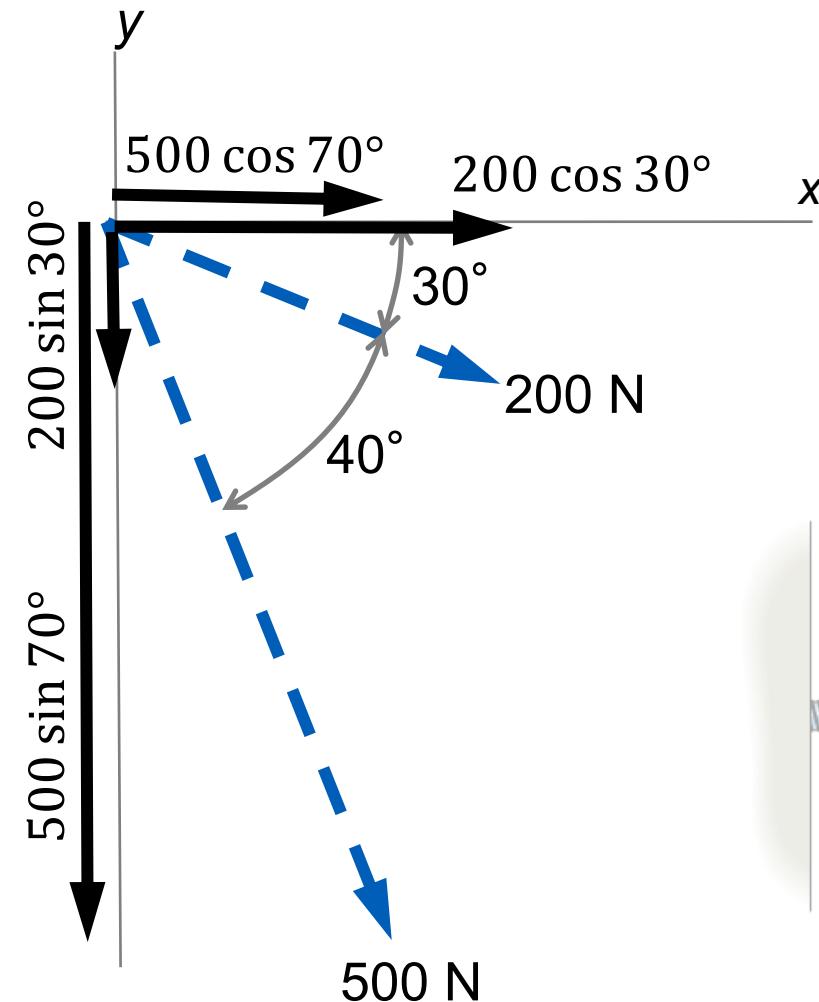
Example: force resultant

The forces are separated in x and y components as shown.

The components of the resultant force are:

$$(F_R)_x = 200 \cos 30^\circ + 500 \cos 70^\circ = 344 \text{ N}$$

$$(F_R)_y = -200 \sin 30^\circ - 500 \sin 70^\circ = -570 \text{ N}$$

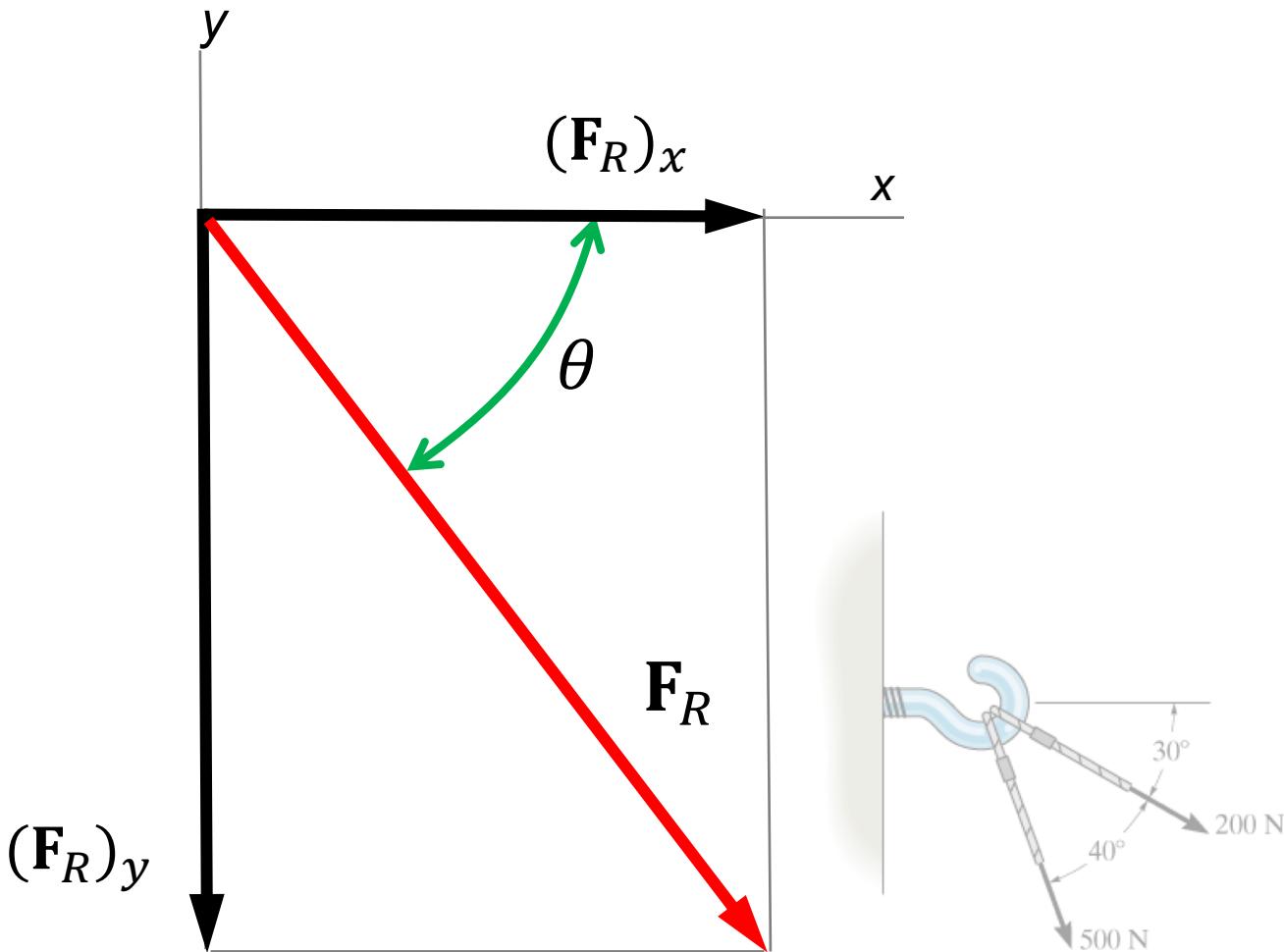


Example: force resultant

The magnitude of \mathbf{F}_R and its orientation θ are given by:

$$F_R = \sqrt{(F_R)_x^2 + (F_R)_y^2} = 666 \text{ N}$$

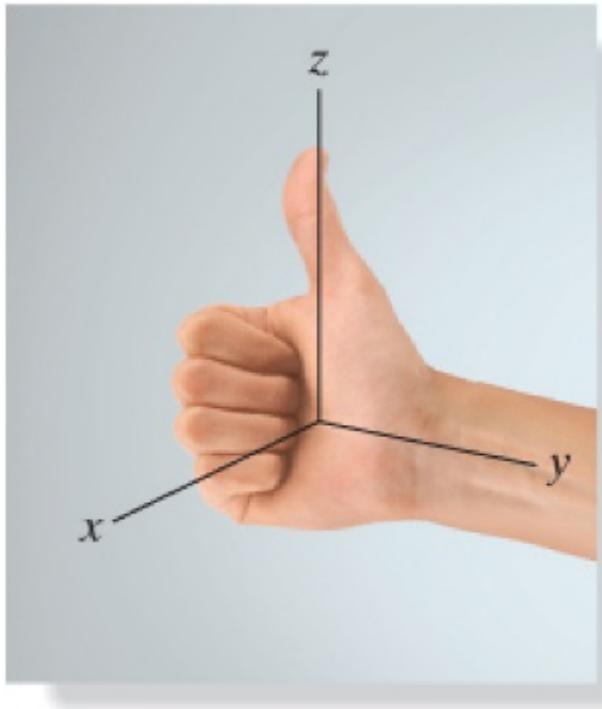
$$\theta = \tan^{-1} \left| \frac{(F_R)_y}{(F_R)_x} \right| = 58.9^\circ$$



Forces in 3D



3D Cartesian vectors

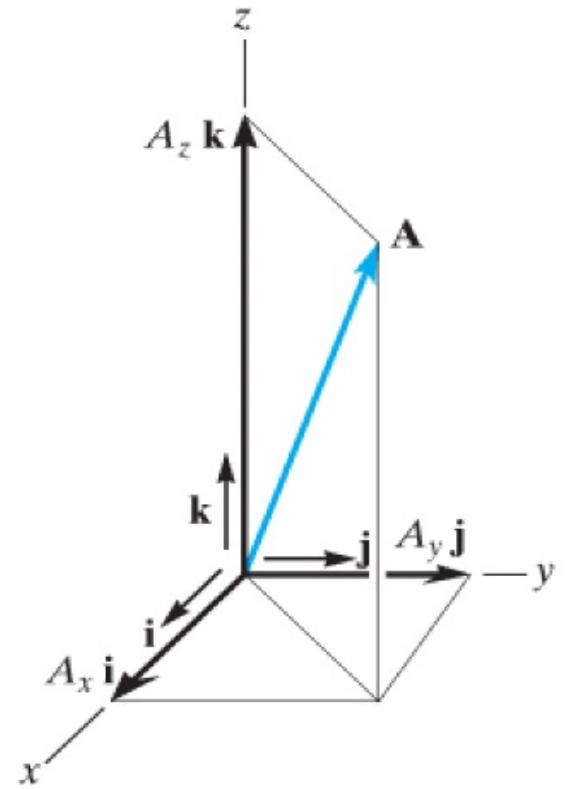


Always use a right-handed coordinate system

- Thumb in the z -direction
- Fingers in the x -direction
- Arm in the y -direction

Vectors can be expressed using x , y and z components:

$$\mathbf{A} = \mathbf{A}_x + \mathbf{A}_y + \mathbf{A}_z = A_x \mathbf{i} + A_y \mathbf{j} + A_z \mathbf{k}$$



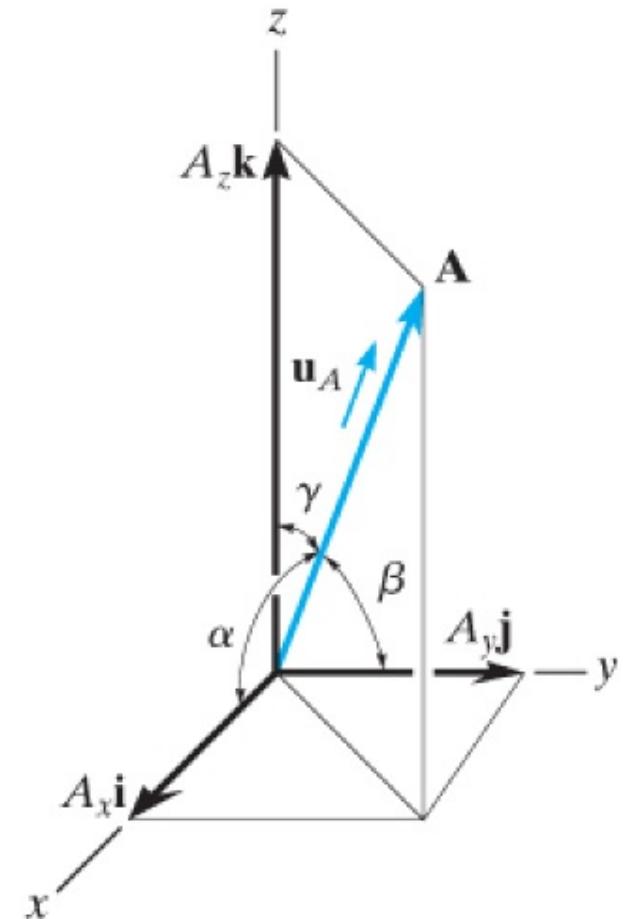
Magnitude and orientation

The magnitude is given by:

$$A = \sqrt{A_x^2 + A_y^2 + A_z^2}$$

The orientation is expressed using the direction cosines:

$$\cos \alpha = \frac{A_x}{A} \quad \cos \beta = \frac{A_y}{A} \quad \cos \gamma = \frac{A_z}{A}$$

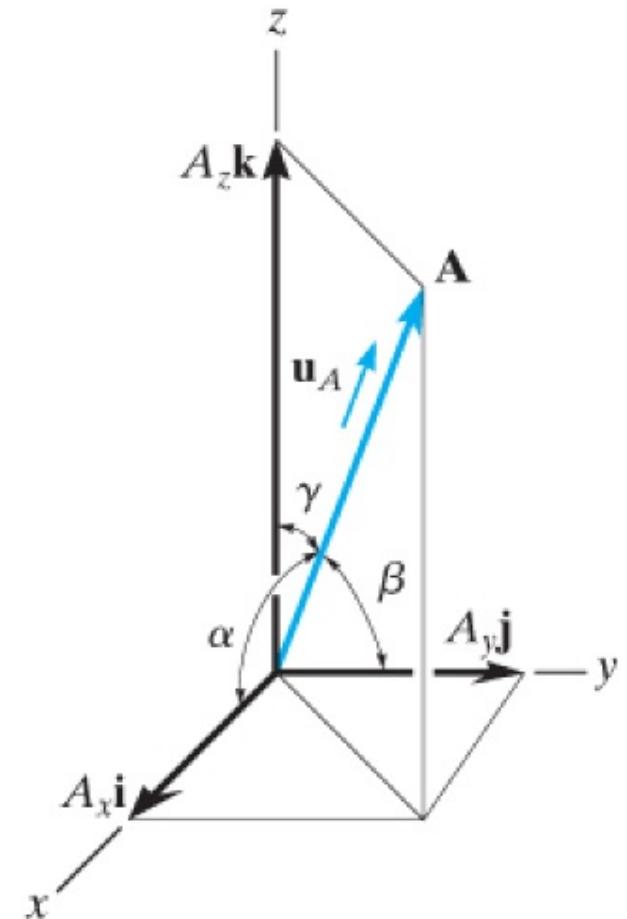


Orientation as a unit vector

The orientation can be expressed as a unit vector \mathbf{u}_A :

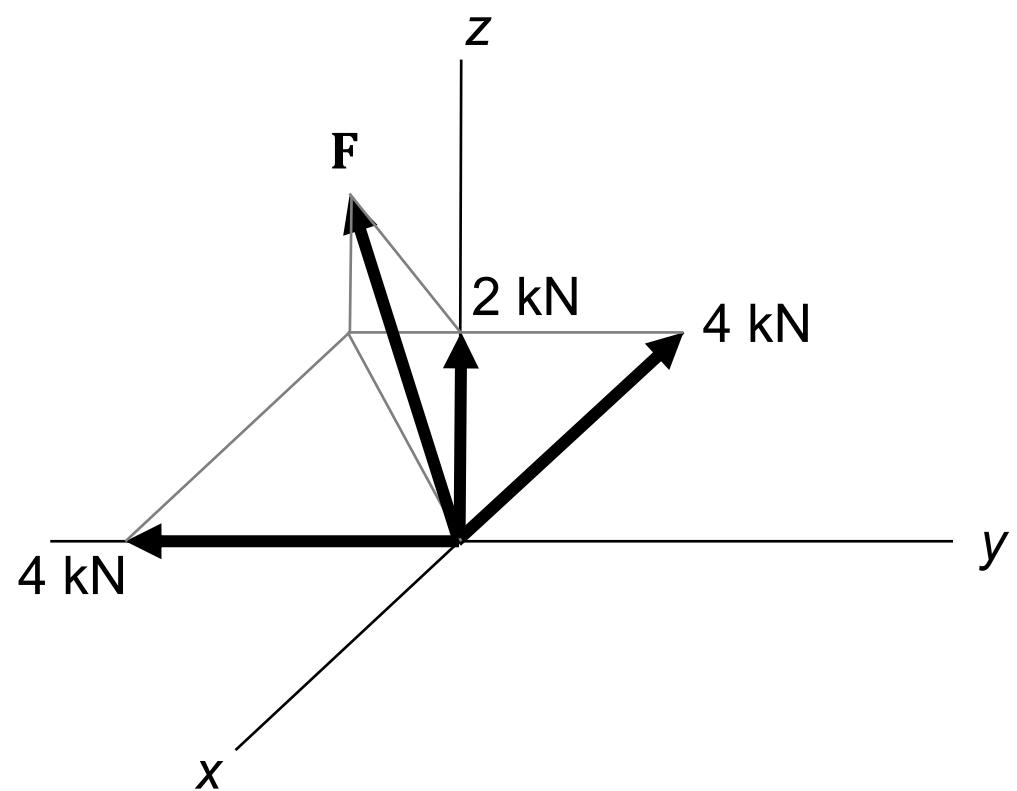
$$\mathbf{u}_A = \frac{\mathbf{A}}{A} = \frac{A_x}{A} \mathbf{i} + \frac{A_y}{A} \mathbf{j} + \frac{A_z}{A} \mathbf{k} \quad , \text{ it follows that: } \mathbf{A} = A \mathbf{u}_A$$

Where the magnitude : $A = \sqrt{A_x^2 + A_y^2 + A_z^2}$



Example

Express the resultant force \mathbf{F} as a Cartesian vector, and find its magnitude and orientation.



The resultant \mathbf{F} as a Cartesian vector is:

$$\mathbf{F} = \{-4\mathbf{i} - 4\mathbf{j} + 2\mathbf{k}\} \text{ kN}$$

The magnitude of \mathbf{F} is:

$$F = \sqrt{(-4)^2 + (-4)^2 + 2^2} = 6 \text{ kN}$$

The unit vector \mathbf{u}_F is:

$$\mathbf{u}_F = \frac{\mathbf{F}}{F} = -\frac{4}{6}\mathbf{i} - \frac{4}{6}\mathbf{j} + \frac{2}{6}\mathbf{k} = \frac{1}{3}(-2\mathbf{i} - 2\mathbf{j} + \mathbf{k})$$

Finally, the direction cosines are:

$$\cos \alpha = \frac{F_x}{F} = -\frac{2}{3} \quad \cos \beta = \frac{F_y}{F} = -\frac{2}{3} \quad \cos \gamma = \frac{F_z}{F} = \frac{1}{3}$$

Addition of Cartesian vectors

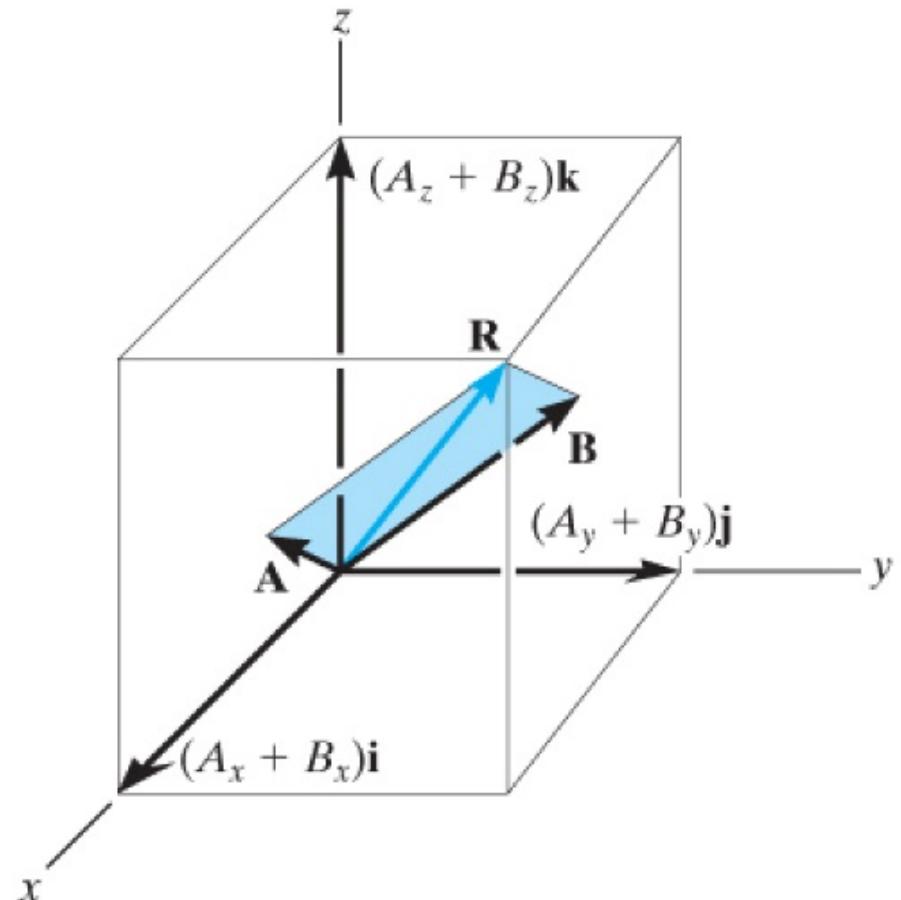
Addition of Cartesian vectors:

$$\begin{aligned}\mathbf{R} &= \mathbf{A} + \mathbf{B} \\ &= (A_x + B_x)\mathbf{i} + (A_y + B_y)\mathbf{j} + (A_z + B_z)\mathbf{k}\end{aligned}$$

Is the sum of each component.

If there are more than two forces, the **force resultant** is the sum of each component:

$$\mathbf{F}_R = \sum F_x \mathbf{i} + \sum F_y \mathbf{j} + \sum F_z \mathbf{k}$$



Position vectors

Position vectors are used to:

- Track the location of a particle, or
- Represent the distance between two particles.



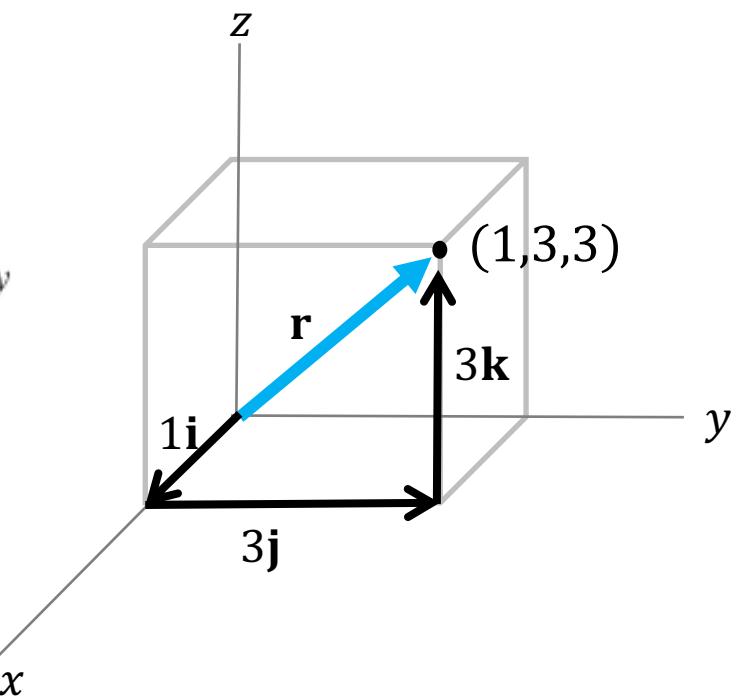
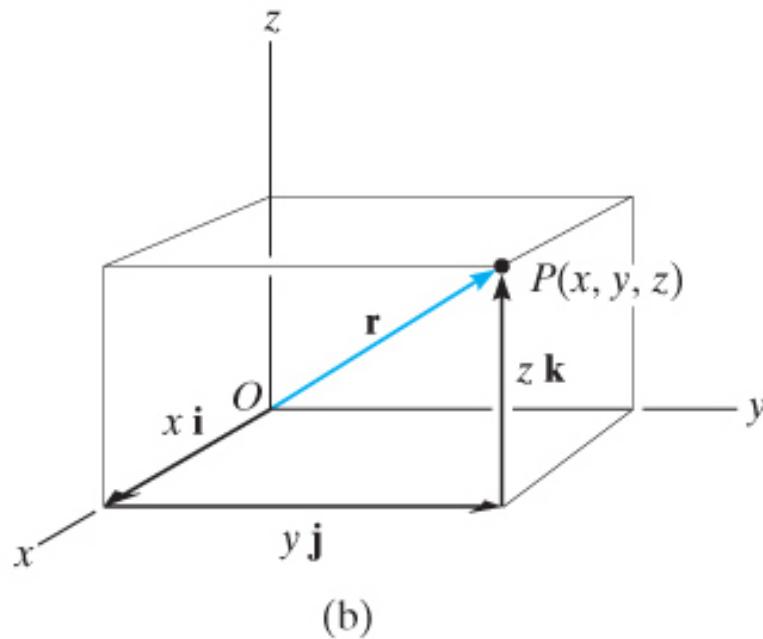
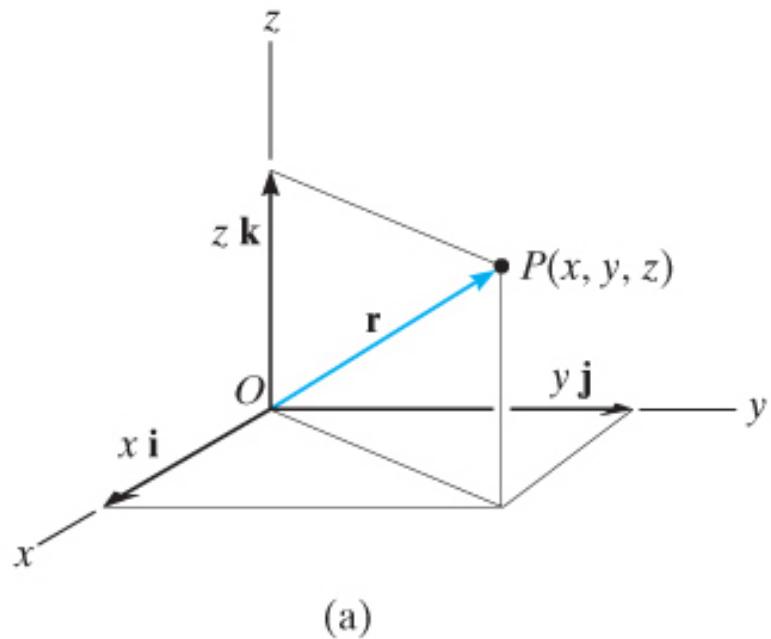
Figure: 02_PH006

The force \mathbf{F} acting along the rope can be represented as a Cartesian vector by establishing x , y , z axes and first forming a position vector \mathbf{r} along the length of the rope. Then the corresponding unit vector $\mathbf{u} = \mathbf{r}/r$ that defines the direction of both the rope and the force can be determined. Finally, the magnitude of the force is combined with its direction, $\mathbf{F} = F\mathbf{u}$.

Position vectors

The position of point $P(x,y,z)$ from the origin is:

$$\mathbf{r} = x\mathbf{i} + y\mathbf{j} + z\mathbf{k}$$



Example:

The position vector of

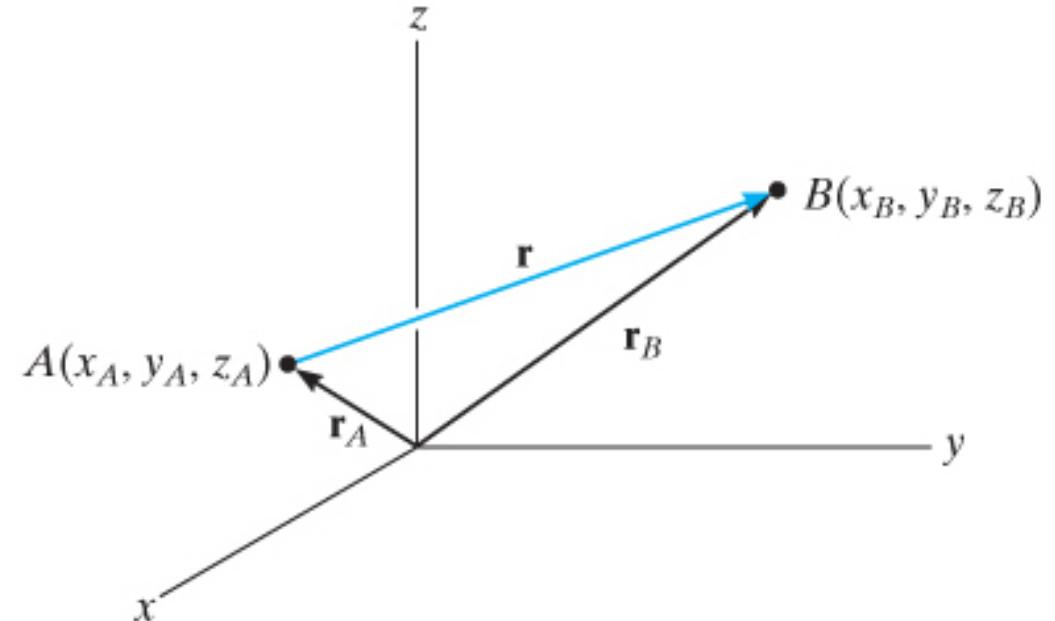
Point (1,3,3) is:

$$\mathbf{r} = \mathbf{i} + 3\mathbf{j} + 3\mathbf{k}$$

Position vectors

The position vector from point A to B is:

$$\mathbf{r}_A + \mathbf{r} = \mathbf{r}_B$$



$$\mathbf{r} = \mathbf{r}_B - \mathbf{r}_A = (x_B \mathbf{i} + y_B \mathbf{j} + z_B \mathbf{k}) - (x_A \mathbf{i} + y_A \mathbf{j} + z_A \mathbf{k})$$

$$= (x_B - x_A) \mathbf{i} + (y_B - y_A) \mathbf{j} + (z_B - z_A) \mathbf{k}$$

It is also common to use the notation \mathbf{r}_{AB} to indicate that the position vector is from point A to B .

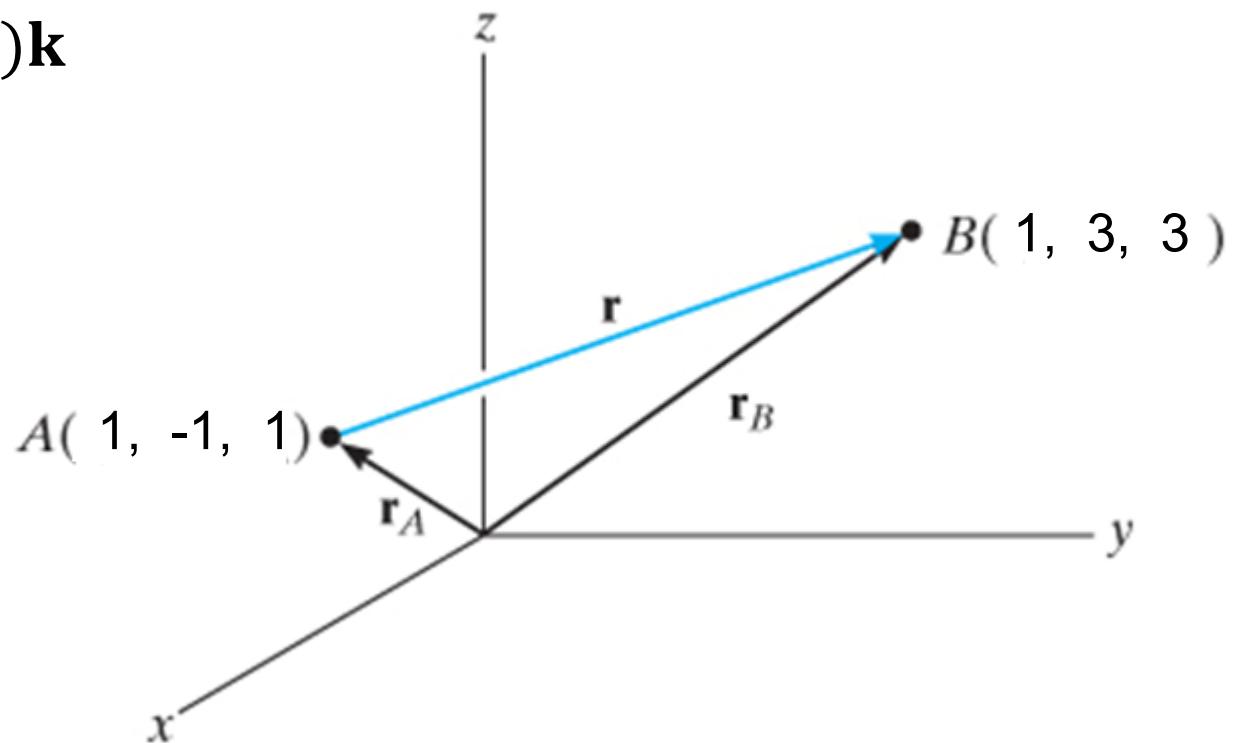
Example: position vector

Find the position vector from point A=(1,-1,1) to B=(1,3,3).

$$\mathbf{r} = (x_B - x_A)\mathbf{i} + (y_B - y_A)\mathbf{j} + (z_B - z_A)\mathbf{k}$$

$$= (1 - 1)\mathbf{i} + (3 - (-1))\mathbf{j} + (3 - 1)\mathbf{k}$$

$$= 4\mathbf{j} + 2\mathbf{k}$$



Force vector directed along a line

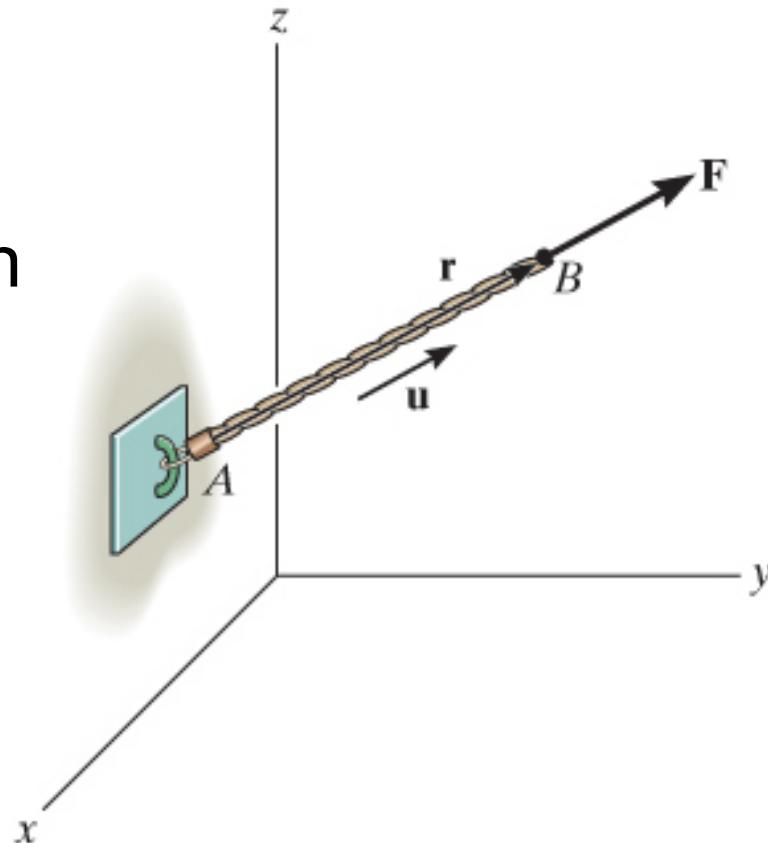
Often, the direction of a force is specified by two points. Here, the direction of \mathbf{F} is given by the position vector \mathbf{r} , which goes from A to B.

$$\mathbf{F} = F\mathbf{u}$$

where

$$\mathbf{u} = \frac{\mathbf{r}}{r}$$

$$= \left(\frac{(x_B - x_A)\mathbf{i} + (y_B - y_A)\mathbf{j} + (z_B - z_A)\mathbf{k}}{\sqrt{(x_B - x_A)^2 + (y_B - y_A)^2 + (z_B - z_A)^2}} \right)$$



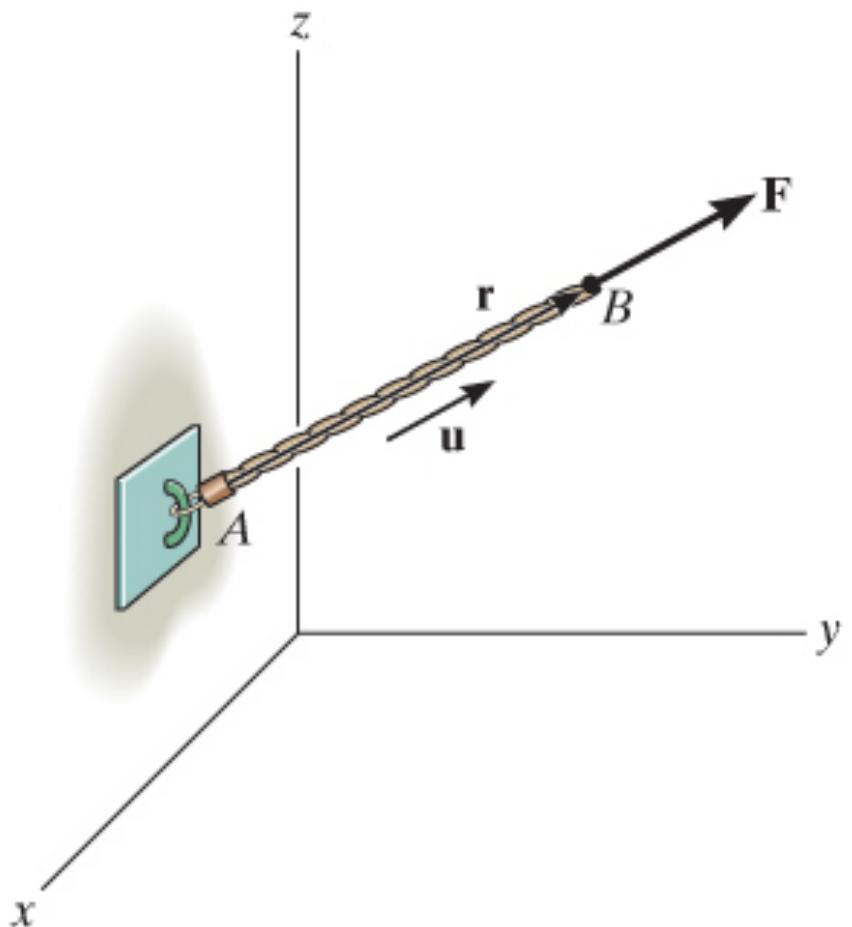
Example

A force of 300 kN is applied along the rope going from point $A = (2,0,2)$ and $B = (2,5,5)$.

Find the Cartesian force vector \mathbf{F} .

$$\mathbf{F} = F \left(\frac{(x_B - x_A)\mathbf{i} + (y_B - y_A)\mathbf{j} + (z_B - z_A)\mathbf{k}}{\sqrt{(x_B - x_A)^2 + (y_B - y_A)^2 + (z_B - z_A)^2}} \right)$$

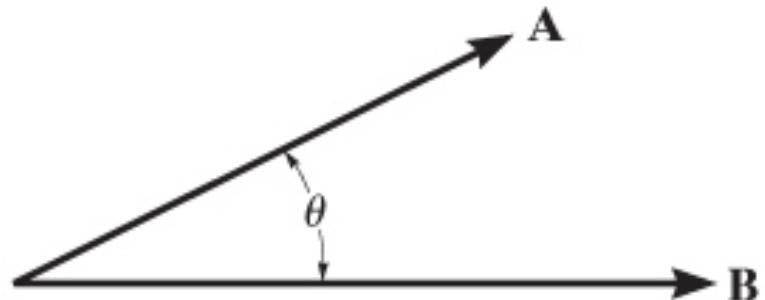
$$= 300 \text{ kN} \left(\frac{(2 - 2)\mathbf{i} + (5 - 0)\mathbf{j} + (5 - 2)\mathbf{k}}{\sqrt{(2 - 2)^2 + (5 - 0)^2 + (5 - 2)^2}} \right) = \boxed{\left\{ \frac{1500}{\sqrt{34}}\mathbf{j} + \frac{900}{\sqrt{34}}\mathbf{k} \right\} \text{ kN}}$$



Dot product

The **dot product** of vectors \mathbf{A} and \mathbf{B} is defined as:

$$\mathbf{A} \cdot \mathbf{B} = AB \cos \theta$$

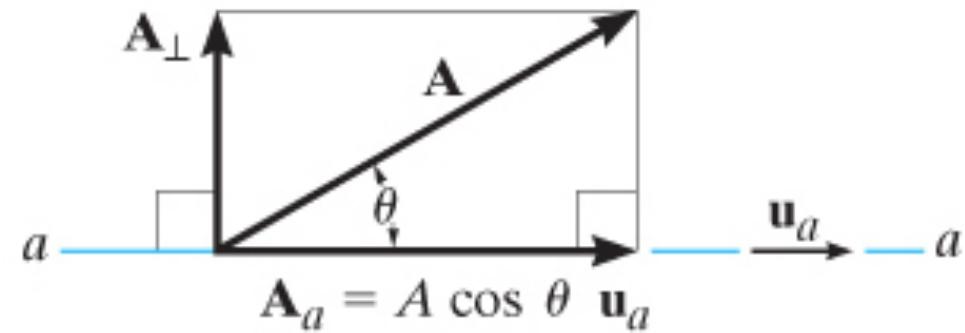


The scalar projection of \mathbf{A} along the line specified by the unit vector \mathbf{u}_a :

$$\mathbf{A} \cdot \mathbf{u}_a = A \cos \theta = A_a$$

Consequently, the vector \mathbf{A}_a is given by:

$$\mathbf{A}_a = A_a \mathbf{u}_a$$



Free-body diagrams and equilibrium

Equilibrium of a particle

A particle is the simplest model in mechanics.

A particle has a mass, but its size is neglected.

This is a good approximation when the size of an object are small compared to overall dimensions of the system.



The red box here could be approximated as a particle when calculating the force in each cable.

Equilibrium of a particle

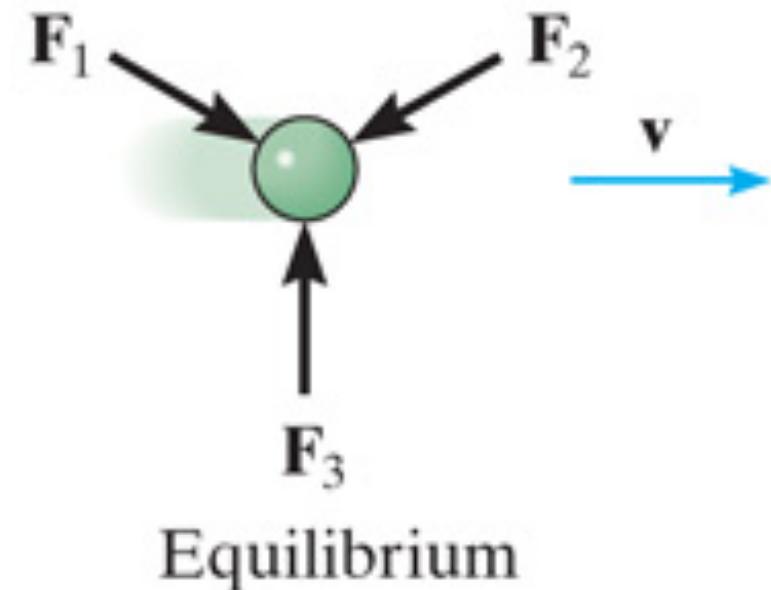
A particle is in equilibrium if:

- It remains at rest when originally at rest or,
- It has a constant velocity when it was originally in motion.

This condition is met when:

$$\Sigma \mathbf{F} = 0$$

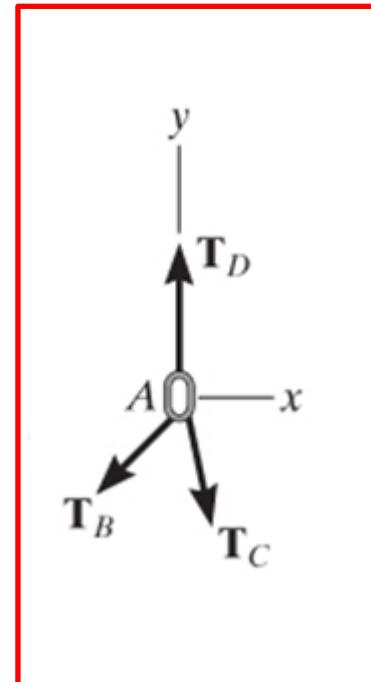
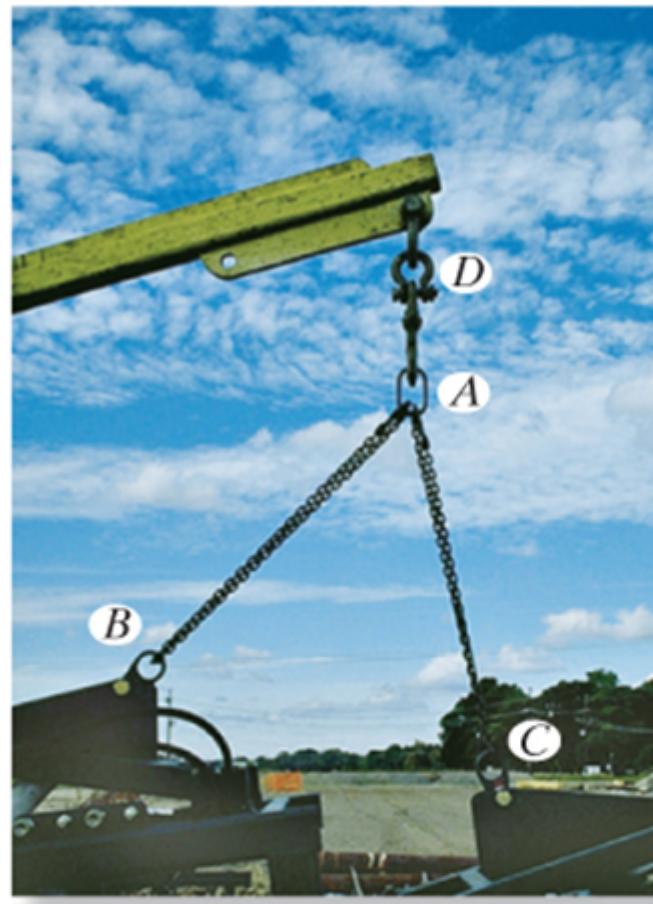
where $\Sigma \mathbf{F}$ is the sum of all forces acting on the particle.



Free-body diagram

The free-body diagram is important to visualize all forces acting on a particle. To construct it, follow these three steps:

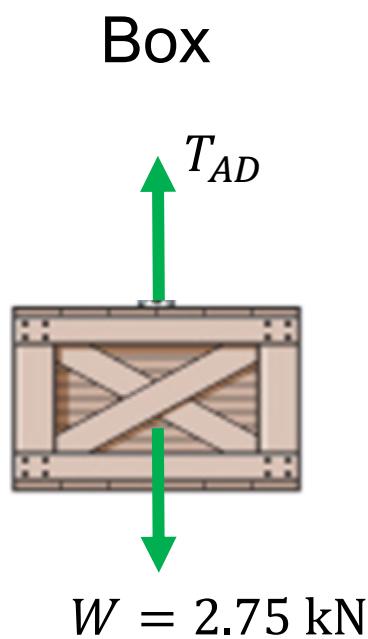
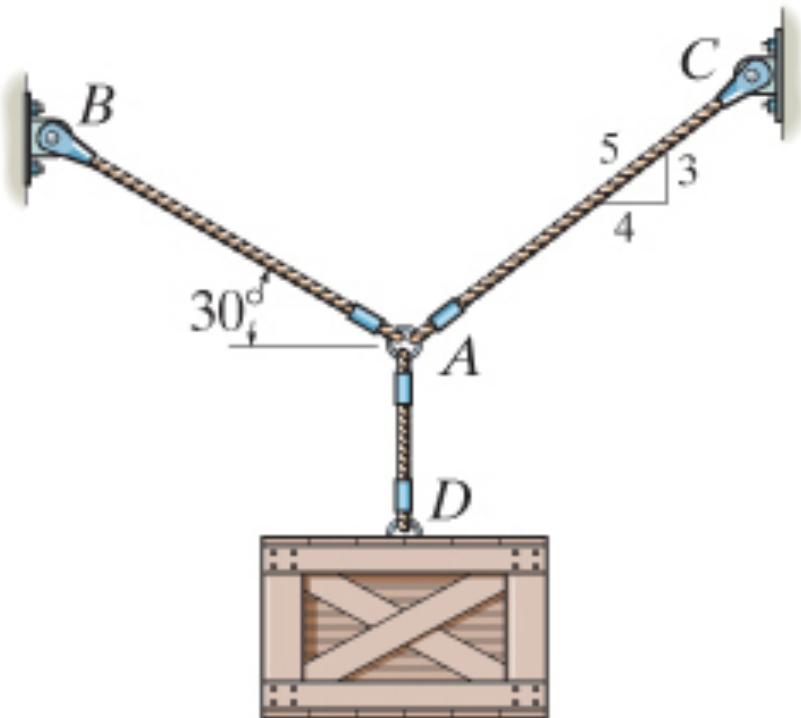
1. Isolate or cut the particle from its surrounding.
2. Sketch all forces acting on the particle.
3. Label each force: some forces are known, others are unknown.



The chains exert three forces on the ring at **A**, as shown on its free-body diagram. The ring will not move, or will move with constant velocity, provided the summation of these forces along the x and along the y axis equals zero. If one of the three forces is known, the magnitudes of the other two forces can be obtained from the two equations of equilibrium.

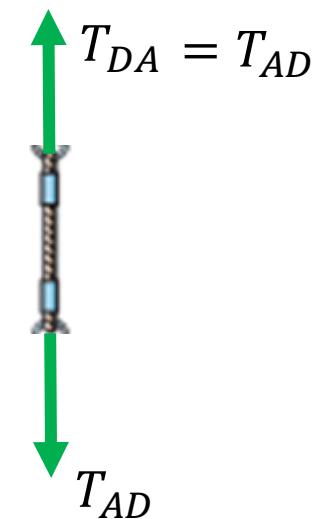
Example: free-body diagram

If the box weighs 2.75 kN, find the forces in cables *BA* and *AC*?

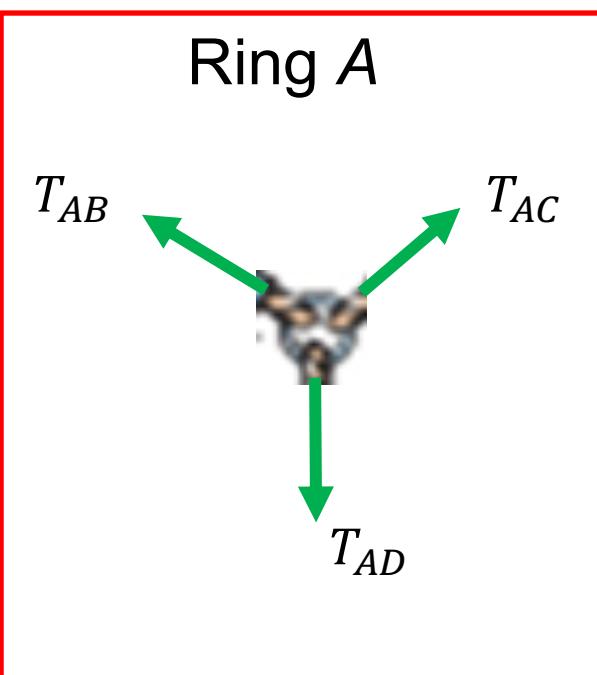


Free-body diagram for each component:

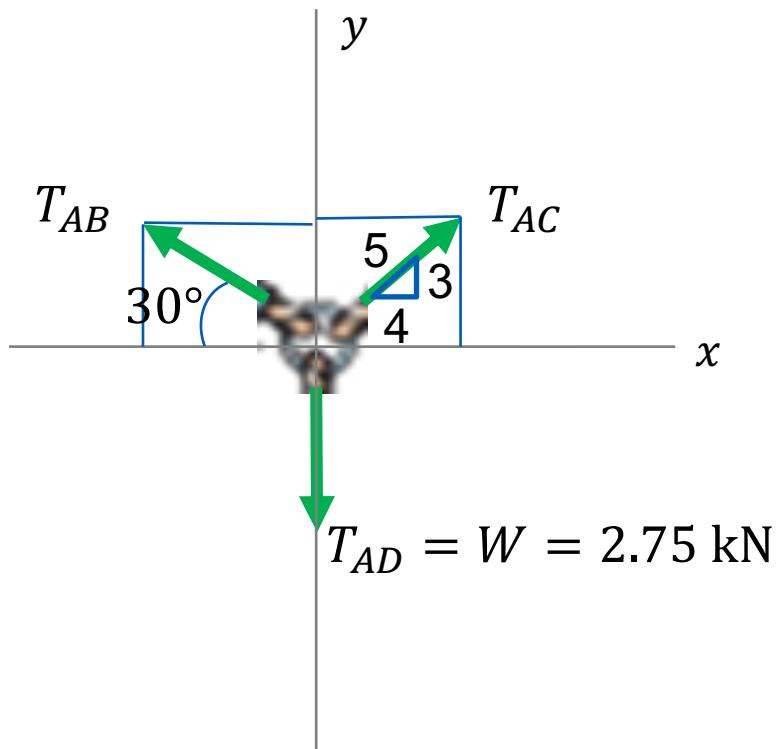
Cable *AD*



Ring *A*



Example: free-body diagram



The condition for equilibrium is:

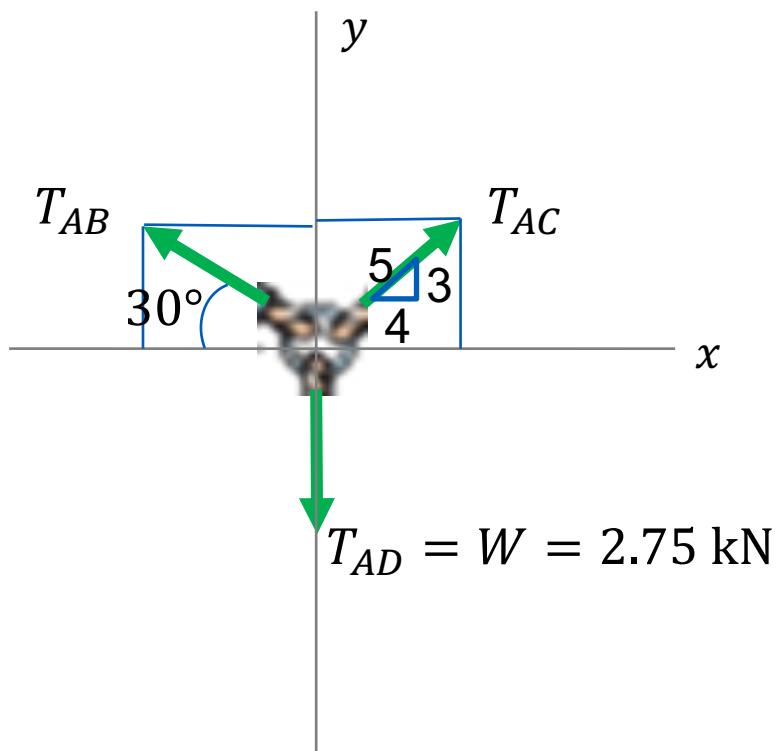
$$\Sigma \mathbf{F} = 0$$

$$\Sigma F_x \mathbf{i} + \Sigma F_y \mathbf{j} = 0 \quad \Rightarrow$$

$$\begin{aligned}\Sigma F_x &= 0 \\ \Sigma F_y &= 0\end{aligned}$$

We need to express T_{AB} , T_{AC} and T_{AD} as Cartesian vectors to make use of these equations.

Example: free-body diagram



Expressing T_{AB} , T_{AC} and T_{AD} using *x* and *y* components we get:

$$\sum F_x = 0 \Rightarrow T_{AC,x} - T_{AB,x} = 0$$

$$T_{AC} \frac{4}{5} - T_{AB} \cos 30 = 0$$

$$\sum F_y = 0 \Rightarrow T_{AC,y} + T_{AB,y} - T_{AD} = 0$$

$$T_{AC} \frac{3}{5} + T_{AB} \sin 30 - 2.75 \text{ kN} = 0$$

Example: free-body diagram

Equilibrium equations:

$$T_{AC} \frac{4}{5} - T_{AB} \cos 30 = 0$$

$$T_{AC} \frac{3}{5} + T_{AB} \sin 30 - 2.75 \text{kN} = 0$$

$$\Rightarrow T_{AC} = \frac{5}{4} T_{AB} \cos 30$$

$$\Rightarrow \frac{5}{4} T_{AB} \cos 30 \frac{3}{5} + T_{AB} \sin 30 - 2.75 \text{ kN} = 0$$

$$\Rightarrow T_{AB} \left(\frac{3}{4} \cos 30 + \sin 30 \right) = 2.75 \text{ kN}$$

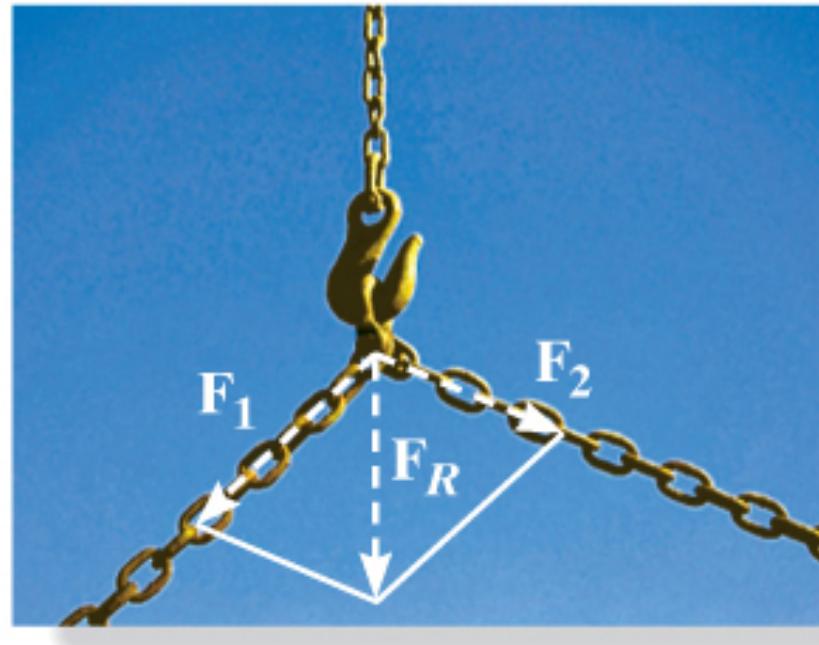
$$\Rightarrow T_{AB} = \frac{2.75 \text{ kN}}{\left(\frac{3}{4} \cos 30 + \sin 30 \right)} \approx 2.39 \text{ kN}$$

Finally, we go back to the first equation to find T_{AC} :

$$T_{AC} = \frac{5}{4} T_{AB} \cos 30 \approx 2.59 \text{ kN}$$

Summary

- Forces are vectors. The **resultant force** is obtained by adding all forces acting on a point.
- A particle is at **equilibrium** when the resultant force acting on it is equal to zero.
- The **free-body diagram** is illustrating all forces acting on a point, object or particle.



$$\begin{aligned}\Sigma F_x &= 0 \\ \Sigma F_y &= 0 \\ \Sigma F_z &= 0\end{aligned}$$

Need more explanations?

For more details, consult these sections of the textbook:

Chapter 2: Force vectors

- 3.1 Condition for the equilibrium of a particle
- 3.2 Free-body diagram
- 3.3 Coplanar force system