

## Equations of Statics

### Vectors

Cartesian Vector  $\vec{A} = A_x \vec{i} + A_y \vec{j} + A_z \vec{k}$

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

Unit vector  $\vec{u}_A = \frac{\vec{A}}{A} = \frac{A_x}{A} \vec{i} + \frac{A_y}{A} \vec{j} + \frac{A_z}{A} \vec{k}$

Unit vector using direction cosines

$$\vec{u}_A = \cos(\alpha) \vec{i} + \cos(\beta) \vec{j} + \cos(\gamma) \vec{k}$$

Dot Product  $\vec{A} \cdot \vec{B} = AB \cos(\theta)$   
 $\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$

Cross Product  $\vec{C} = \vec{A} \times \vec{B} = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$

Cartesian Position Vector

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

Cartesian Force Vector

$$\vec{F}_{AB} = F \vec{u}_{AB} = F \frac{\vec{r}_{AB}}{|\vec{r}_{AB}|}$$

### Moments

Moment of a force

Scalar Formulation  $M_o = F d$   
 Vector Formulation  $\vec{M}_o = \vec{r} \times \vec{F}$   

$$\vec{M}_o = \begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ r_x & r_y & r_z \\ F_x & F_y & F_z \end{vmatrix}$$

Moment of a force about a specified axis aa (unit vector  $\vec{u}_{aa}$ )

$$M_{aa} = \vec{u}_{aa} \cdot (\vec{r} \times \vec{F}) = \begin{vmatrix} u_x & u_y & u_z \\ r_x & r_y & r_z \\ F_x & F_y & F_z \end{vmatrix}$$

Simplification of a force and couple system

$$\vec{F}_R = \sum \vec{F}; (\vec{M}_R)_O = \sum \vec{M} + \sum (\vec{M})_O$$

### Equilibrium

Particle equilibrium

$$\sum F_x = 0; \sum F_y = 0; \sum F_z = 0;$$

Rigid body equilibrium in 2D

$$\sum F_x = 0; \sum F_y = 0; \sum M_O = 0;$$

Rigid body equilibrium in 3D

$$\sum F_x = 0; \sum F_y = 0; \sum F_z = 0;$$

$$\sum M_x = 0; \sum M_y = 0; \sum M_z = 0;$$

Equilibrium equations: Vector formulation

$$\sum \vec{F} = 0; \sum \vec{M}_o = 0;$$

### Centre of Gravity

$$\bar{x} = \frac{\sum x_i W_i}{\sum W_i} \text{ or } \bar{x} = \frac{\int x dW}{\int dW}$$

Unit Conversion:  $1m = 3.28 ft.$

## Equations of Dynamics

### Particle Rectilinear Motion

Basic Relationships	For Constant acceleration $a_c$
$a = \frac{dv}{dt}$	$v = v_0 + a_c t$
$v = \frac{ds}{dt}$	$s = s_0 + v_0 t + \frac{1}{2} a_c t^2$
$ads = vdv$	$v^2 = v_0^2 + 2a_c(s - s_0)$

### Particle Curvilinear Motion

$x, y, z$  Coordinates

$v_x = \dot{x}$	$a_x = \dot{v}_x = \ddot{x}$
$v_y = \dot{y}$	$a_y = \dot{v}_y = \ddot{y}$
$v_z = \dot{z}$	$a_z = \dot{v}_z = \ddot{z}$

$n, t, b$  Coordinates

$v = \frac{ds}{dt} = \dot{s}$	$a_t = \dot{v} = v \frac{dv}{ds}$
$\rho = \frac{\left[1 + \left(\frac{dy}{dx}\right)^2\right]^{3/2}}{\left \frac{d^2y}{dx^2}\right }$	$a_n = \frac{v^2}{\rho}$

$r, \theta, z$  Coordinates

$v_r = \dot{r}$	$a_r = \ddot{r} - r\dot{\theta}^2$
$v_\theta = r\dot{\theta}$	$a_\theta = r\ddot{\theta} + 2\dot{r}\dot{\theta}$
$v_z = \dot{z}$	$a_z = \dot{v}_z = \ddot{z}$

Relative Motion

$$\vec{v}_B = \vec{v}_A + \vec{v}_{B/A} \qquad \vec{a}_B = \vec{a}_A + \vec{a}_{B/A}$$

### Equations of Motion

Particle	Rigid Body as particle
$\sum \vec{F} = m\vec{a}$	$\sum \vec{F} = m\vec{a}_G$
$\sum F_x = ma_x$	$\sum F_x = m(a_G)_x$
$\sum F_y = ma_y$	$\sum F_y = m(a_G)_y$
$\sum F_z = ma_z$	$\sum F_z = m(a_G)_z$

### Work-Energy

Work  $U_{1 \rightarrow 2} = \int \vec{F} \cdot d\vec{r} = \int F \cos(\theta) ds$

Principle of Work-energy

$$\frac{1}{2}mv_1^2 + U_{1 \rightarrow 2} = \frac{1}{2}mv_2^2$$

Conservation of Mechanical energy

$$\frac{1}{2}mv^2 + mgh + \frac{1}{2}ks^2 = \text{constant}$$

Where  $\frac{1}{2}mv^2 \Rightarrow$  Kinetic energy

$mgh \Rightarrow$  Gravitational Potential energy

$\frac{1}{2}ks^2 \Rightarrow$  Elastic Potential energy