Force Analysis

Principles of Dynamics: Newton's Laws of motion. :

- 1. A body will remain in a state of rest, or of uniform motion in a straight line unless it is acted by external forces to change its state.
- 2. The rate of change of momentum of a body acted upon by an external Force (or forces) is proportional to the resultant external force F and in the direction of that force:

$$\vec{F} = \frac{d(m\vec{v})}{dt}$$

Where m is the mass and \mathbf{v} is the velocity of the body. For constant mass; m:

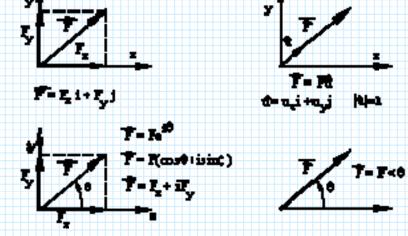
 $\mathbf{F} = \mathbf{m} \mathbf{a}$

Where **a** is the acceleration of the body.

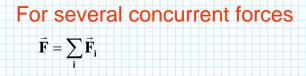
3. To every action of a force there is an equal and opposite reaction.



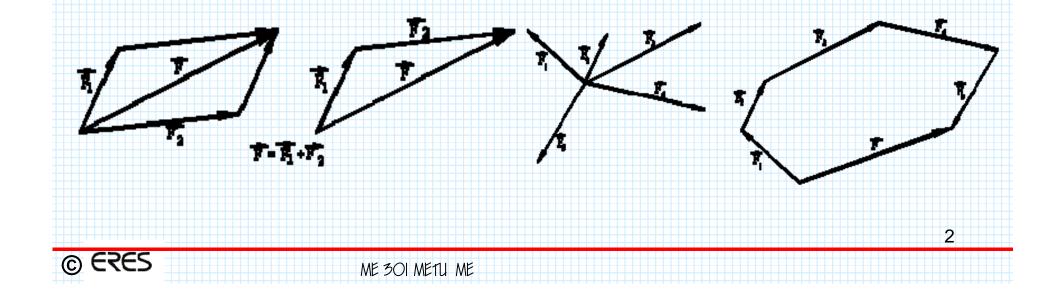
Force is a vectorial quantity

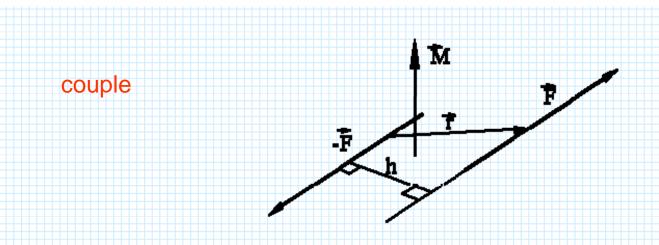


Paralelogram law of addition



$$F_x = \sum_i F_{ix} \qquad F_y = \sum_i F_{iy} \qquad F_z = \sum_i F_{iz}$$



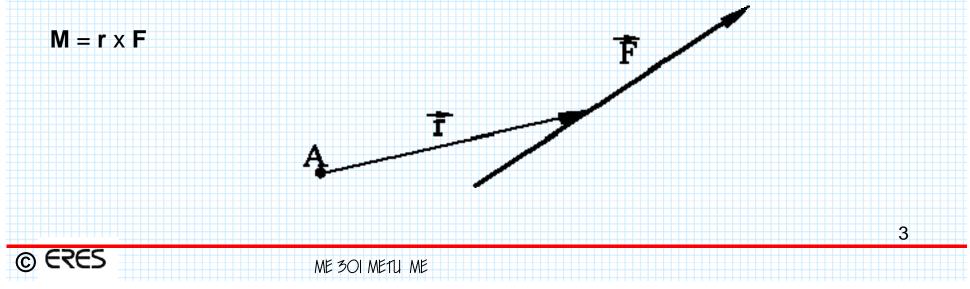


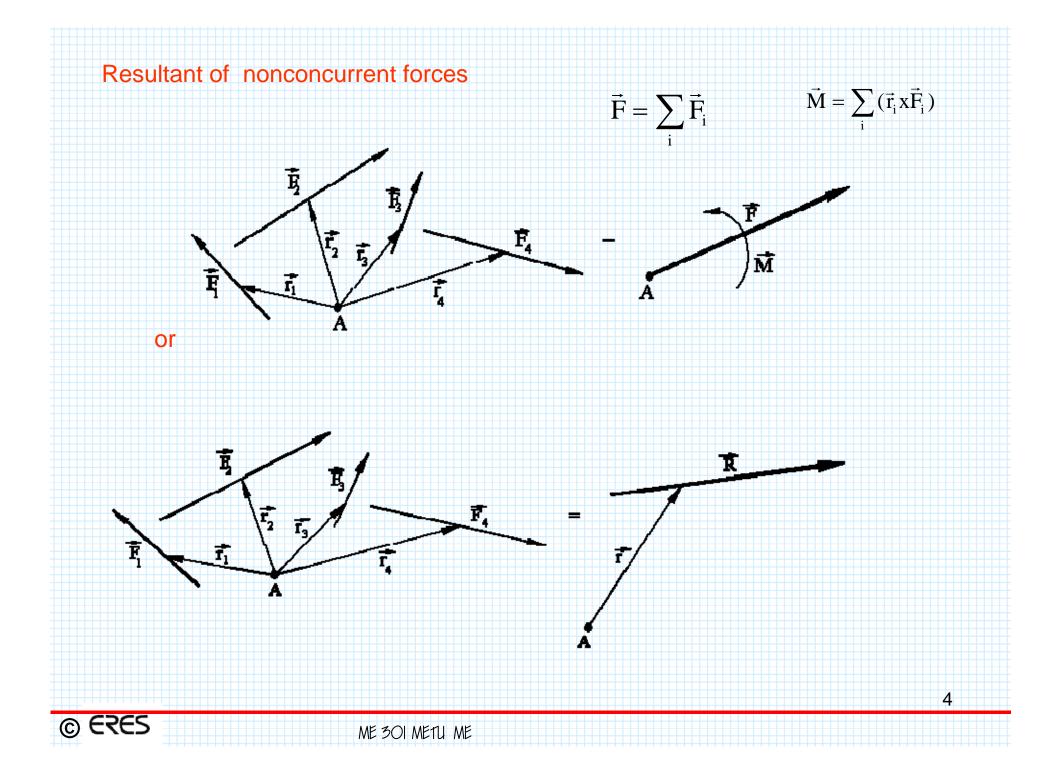
a) The moment vector does not have a point of application. Hence, it is a free vector.

b) The relative position vector, **r**, is in between any two points on the lines of action of the forces forming the couple.

c) The force couple that creates a moment **M** is not unique, e.g. there are other force couples that may create the same moment.

Moment of a force





Forces in Machine Systems

<u>Reaction Forces</u>: are commonly called the <u>joint forces</u> in machine systems since the action and reaction between the bodies involved will be through the contacting kinematic elements of the links that form a joint. <u>The joint forces</u> are along the direction for which the degree-of-freedom is restricted.

F_{ij}= - F_{ij}



REACTION FORCES AT KINEMATIC PAIRS (JOINT FORCES)						
	DEGREE OF FREEDOM	ROTATIONAL FREEDOM	TRANSLATIONAL FREEDOM	NAME	JOINT SHAPE	JOINT FORCE
	5	3	2	Sphere between parallel planes	z y y	Fx
	4	3	1	Sphere in a cylinder	x	Fy
		2	2	Cylinder between parallel planes	z x	Fx
		3	0	Spherical pair (Ball joint)	z	F _z F _x
	3	2	1	Slotted sphere in a cylinder	x	M _z
		1	2	Plane joint	y z x	My Mz Fx
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REACTION FORCES AT KINEMATIC PAIRS (JOINT FORCES)

DEGREE OF FREEDOM	ROTATIONAL FREEDOM	TRANSLATIONAL FREEDOM	NAME	JOINT SHAPE	JOINT FORCE
	2	0	Slotted sphere	z y x	F _z F _x
2	2	0	Torus	z	F _z F _y M _x F _x
2	1	1	Cylindrical joint	z x	Fy My
	1	1	Slotted cylinder		Fy My Fz Fx Mx
1	1	0	Revolute pair (turning joint)	A A A A A A A A A A A A A A A A A A A	F _y My F _z M _x
1	0	1	Prismatic pair (sliding joint)	Z X	Fy My My Mz Mz Mx

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Forces in Machine Systems

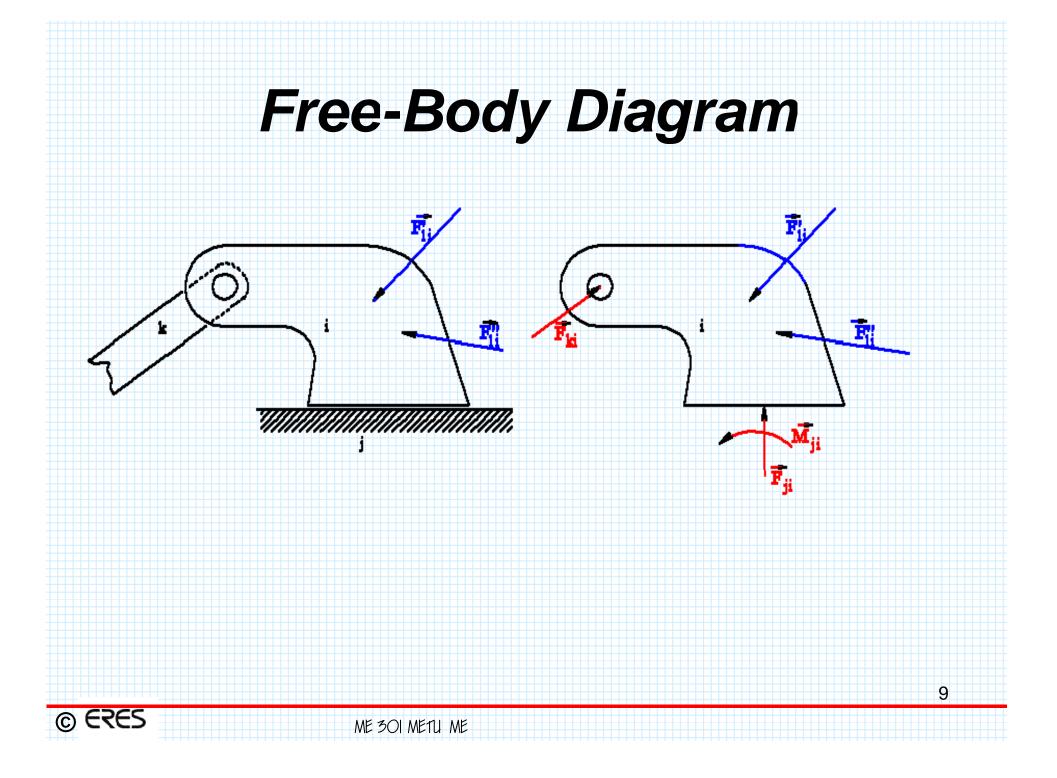
a) Joint Forces

b) Physical Forces

c) Friction or Resisting Force:

d) Inertial Forces.





Static Equilibrium $\sum \vec{F} = 0$ $\sum \vec{M} = 0$

In space, these two vector equations yield six scalar equations:

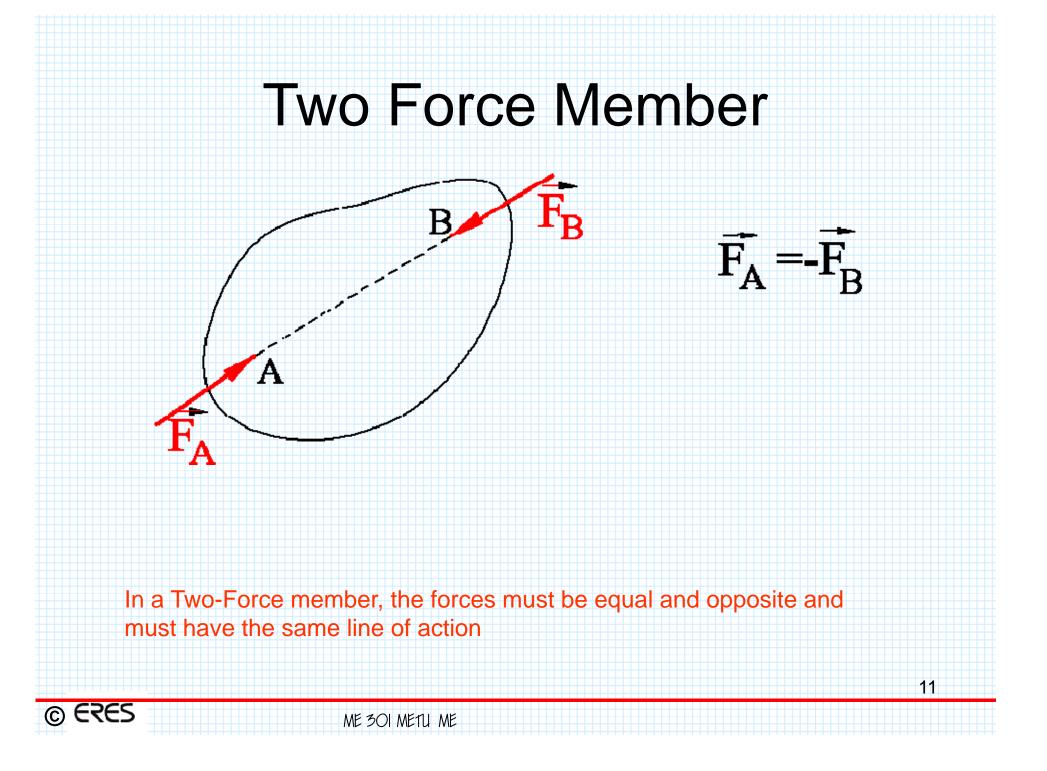
$$\sum F_x = 0 \qquad \sum F_y = 0 \qquad \sum F_z = 0$$
$$\sum M_x = 0 \qquad \sum M_y = 0 \qquad \sum M_z = 0$$

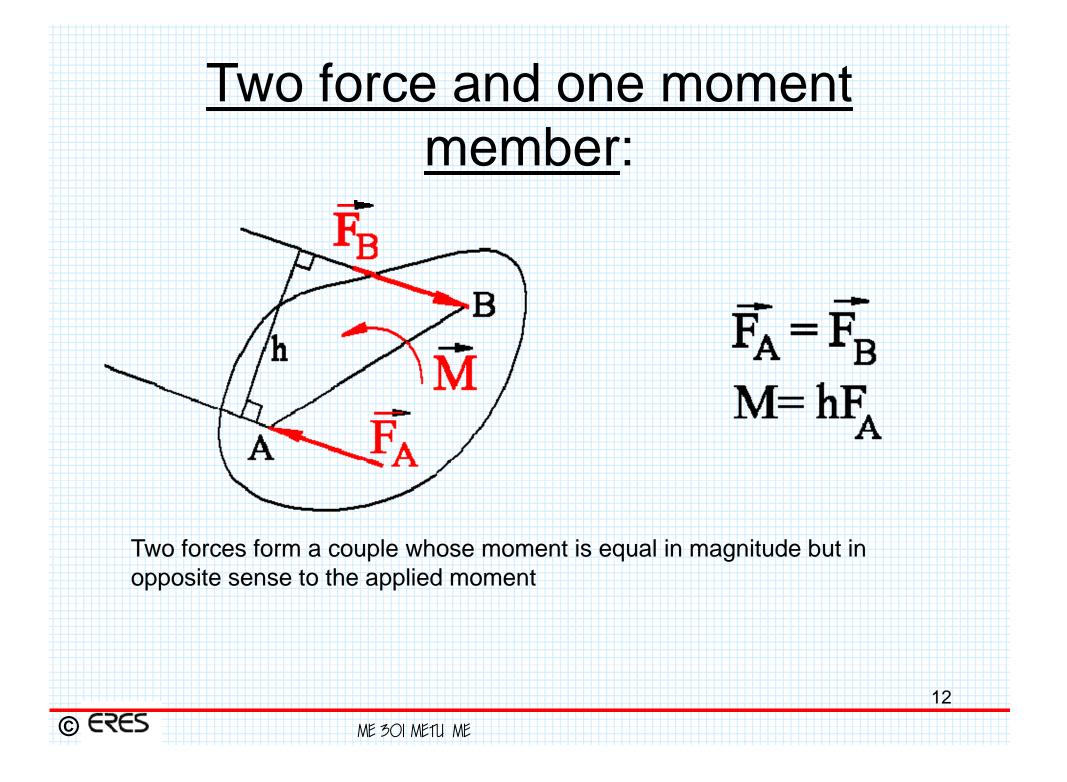
In case of coplanar force systems, there are three scalar equations:

$$\sum F_{x} = 0 \qquad \qquad \sum F_{y} = 0 \qquad \qquad \sum M_{z} = 0$$

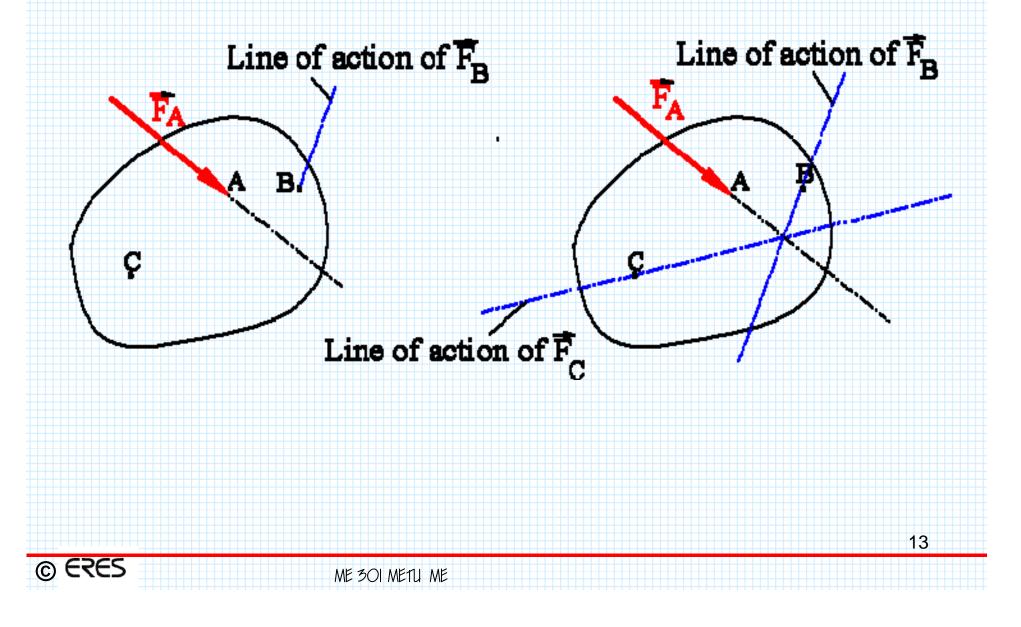
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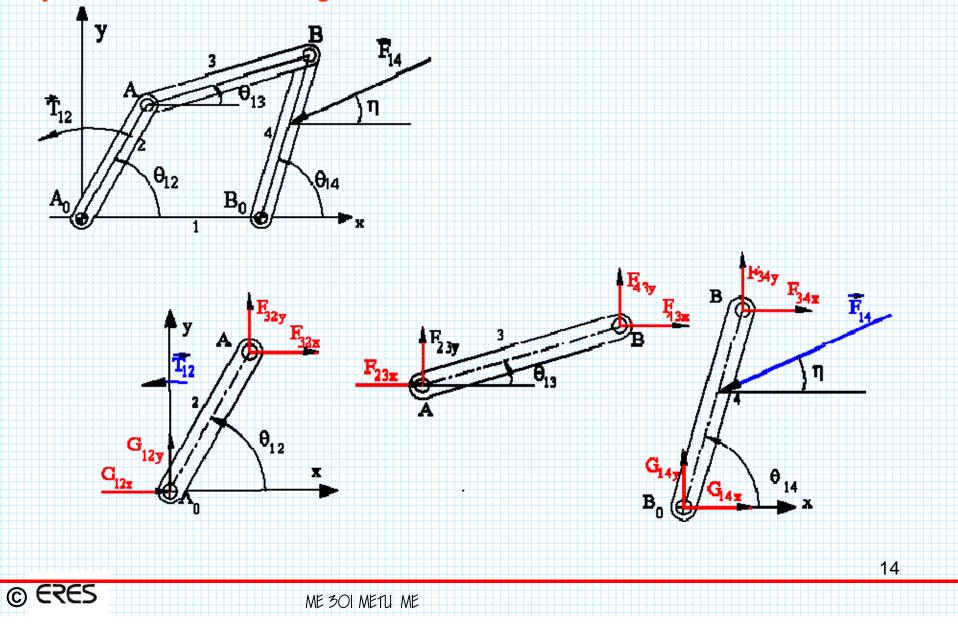


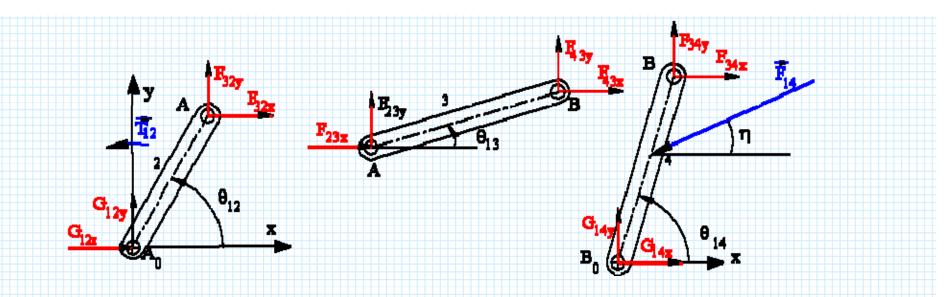
Three Force Member



STATIC FORCE ANALYSIS OF MACHINERY

Systems without Resisting Force





Link 2	

 $F_{32y} + G_{l2y} = 0 \quad (\sum F_y = 0)$ $F_{32x} + G_{l2x} = 0 \quad (\sum F_x = 0)$

$$= 0 \quad (\Sigma F_x = 0)$$

$$F_{32y}a_2\cos\theta_{12} - F_{32x}a_2\sin\theta_{12} + T_{12} = 0 \quad (\sum M_{Ao} = 0)$$

For link 3:

$$\begin{split} F_{23x} + F_{43x} &= 0 \quad (\Sigma F_x = 0) \\ F_{23y} + F_{43y} &= 0 \quad (\Sigma F_y = 0) \\ F_{43x} a_3 \sin\theta_{13} + F_{43y} a_3 \cos\theta_{13} &= 0 \quad (\Sigma M_A = 0) \end{split}$$

For link 4:

$F_{34x} + G_{14x} - F_{14}\cos\eta = 0$	$(\Sigma F_x = 0)$
$F_{34y} + G_{14y} - F_{14} \sin \eta = 0$	$(\Sigma F_{y}=0)$

 $F_{34x} a_{4} \sin\theta_{14} + F_{34y} a_{4} \cos\theta_{14} + F_{14} r_{4} (\cos\eta\sin\theta_{14} - \sin\eta\cos\theta_{14}) = 0 \qquad (\Sigma M_{B0} = 0)$

Due to Third Law:

 $F_{32y} = -F_{23y}$

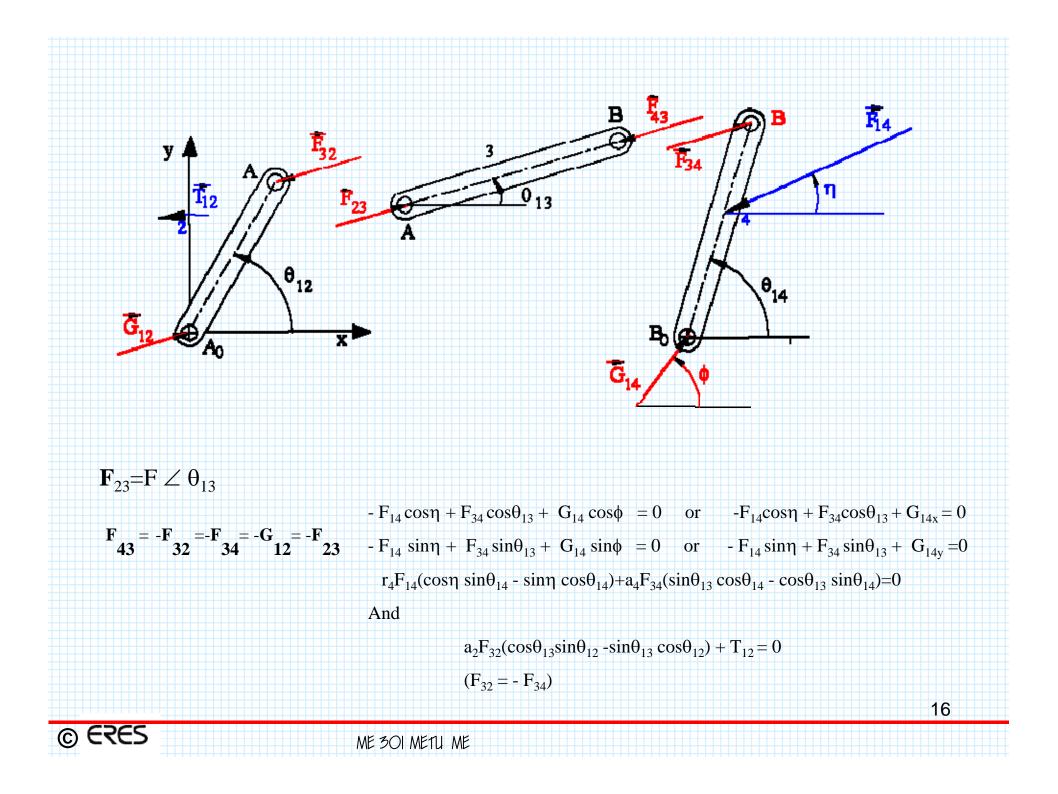
$$F_{32x} = F_{23x}$$

$$F_{43y} = -F_{34y}$$

 $F_{43x} = -F_{34x}$

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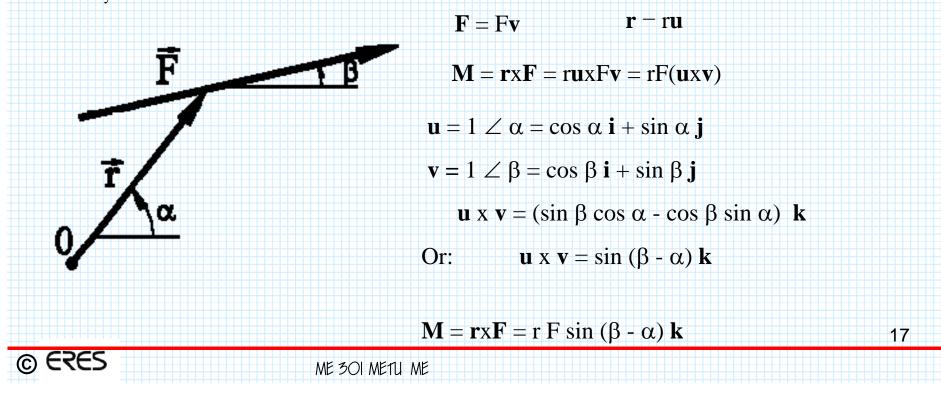


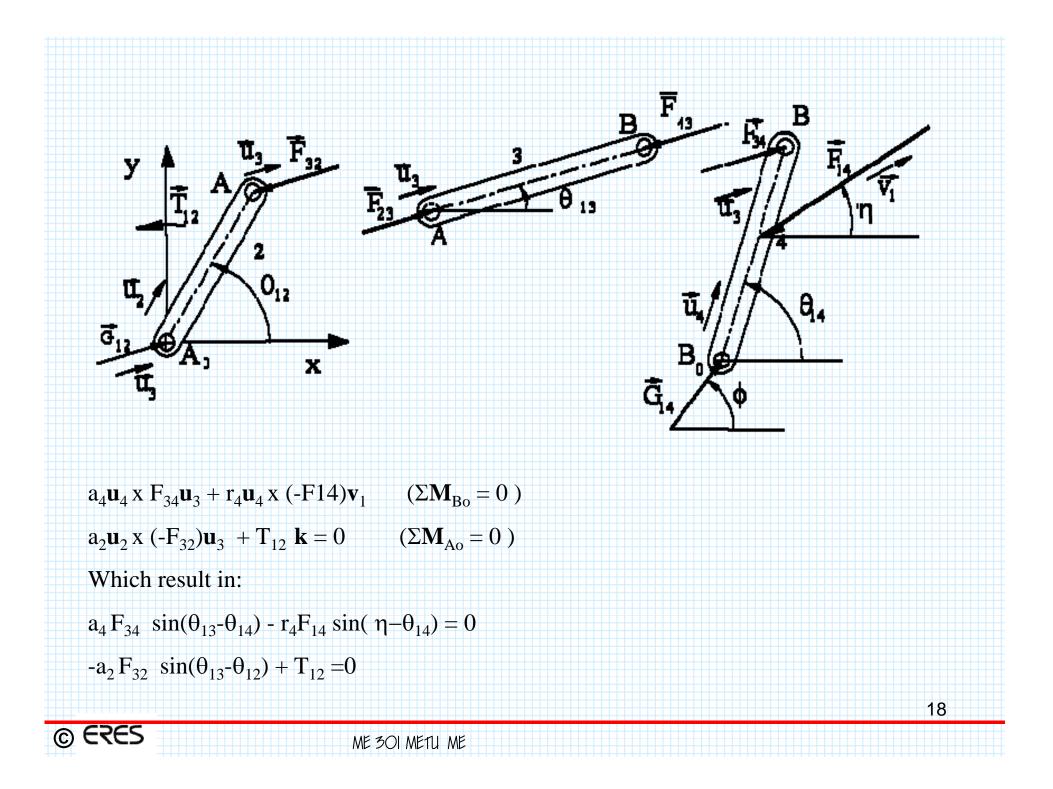
In general:

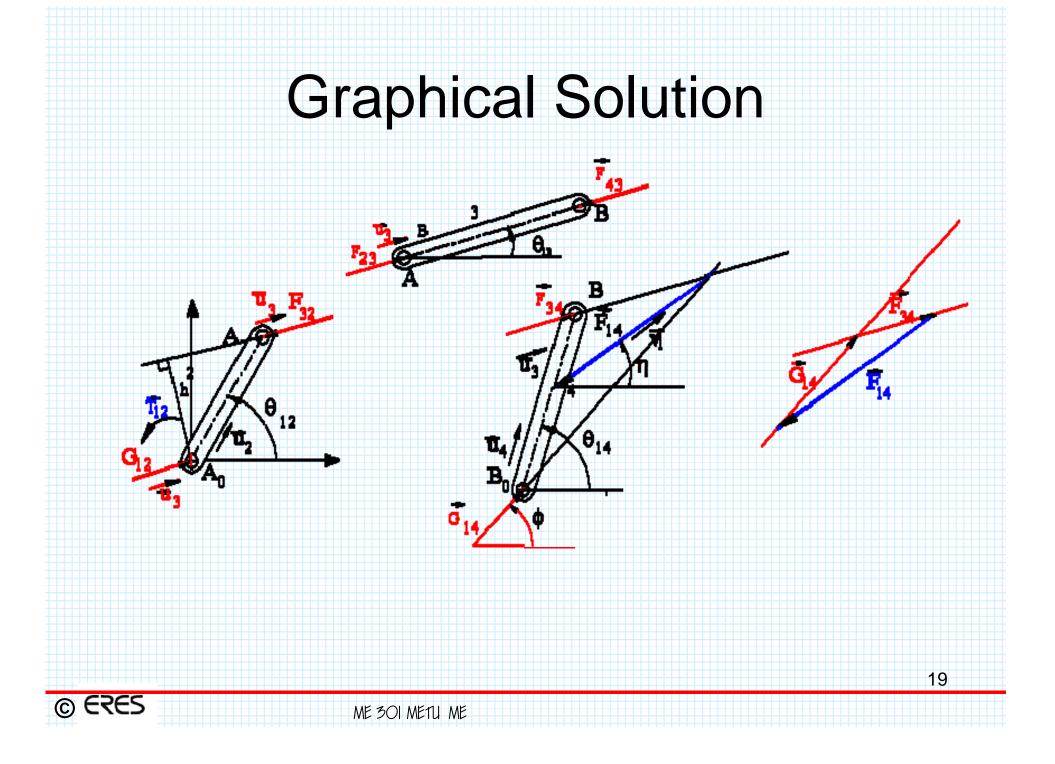
a) For two-force members you don't have to write the equilibrium equations. You can simply state that the forces are equal and opposite and their line of action coincides with the line joining the points of applications.

b) For two-force plus a moment members you must write the moment equilibrium equation only. The two forces are equal and opposite and they form a couple equal and opposite to the moment applied.

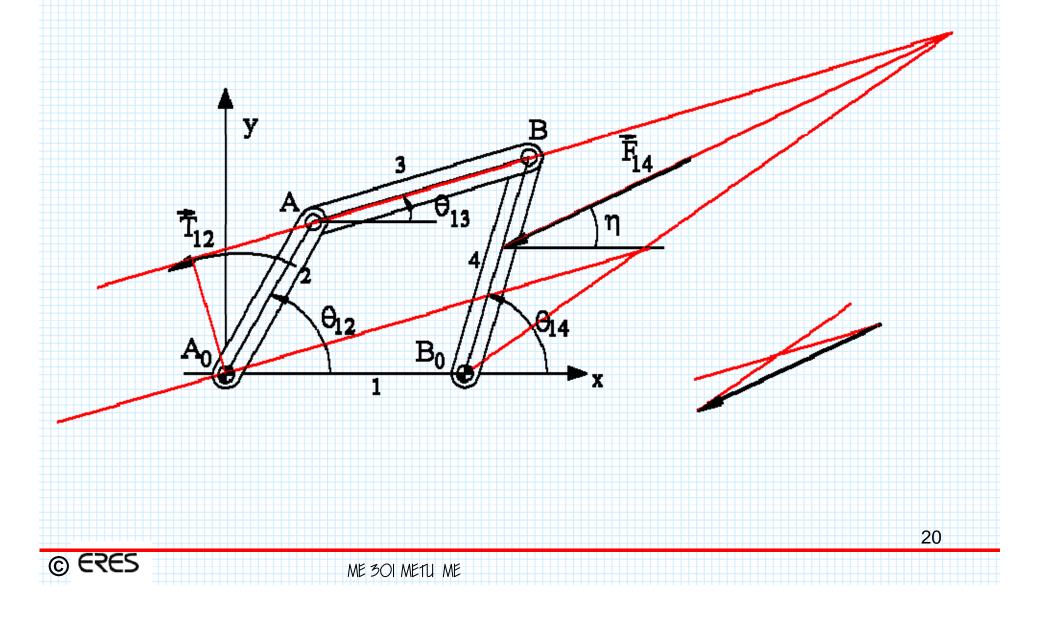
c) In case of three or four force members, the three equilibrium equations ($\Sigma F_x = 0$, $\Sigma F_y = 0$, $\Sigma M = 0$) must be written.

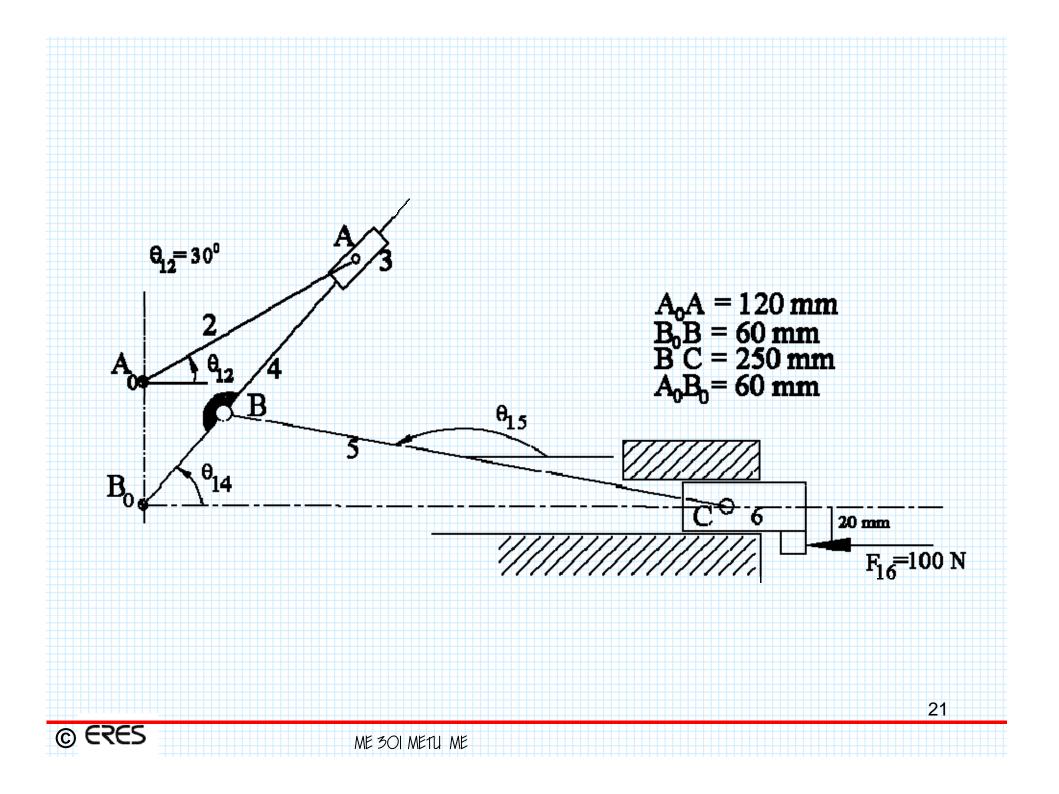




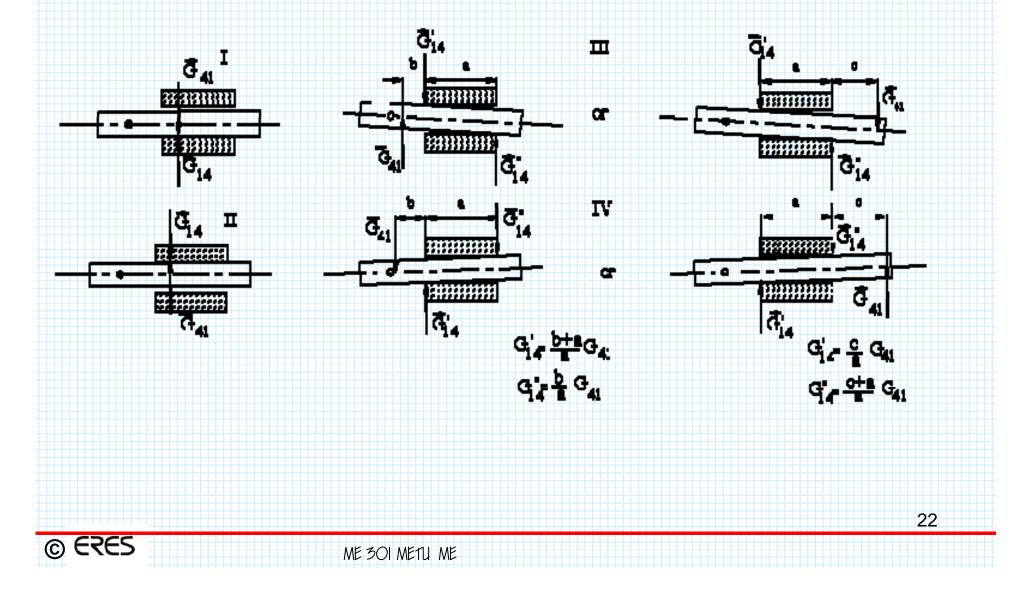


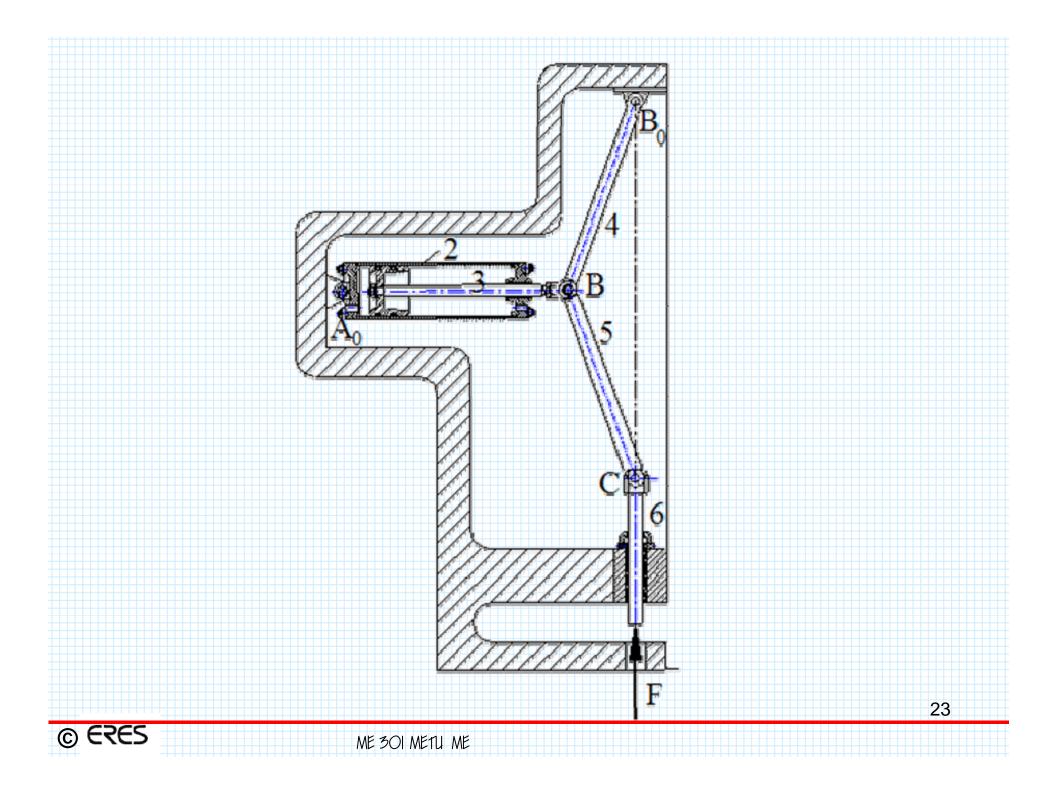
Graphical Solution

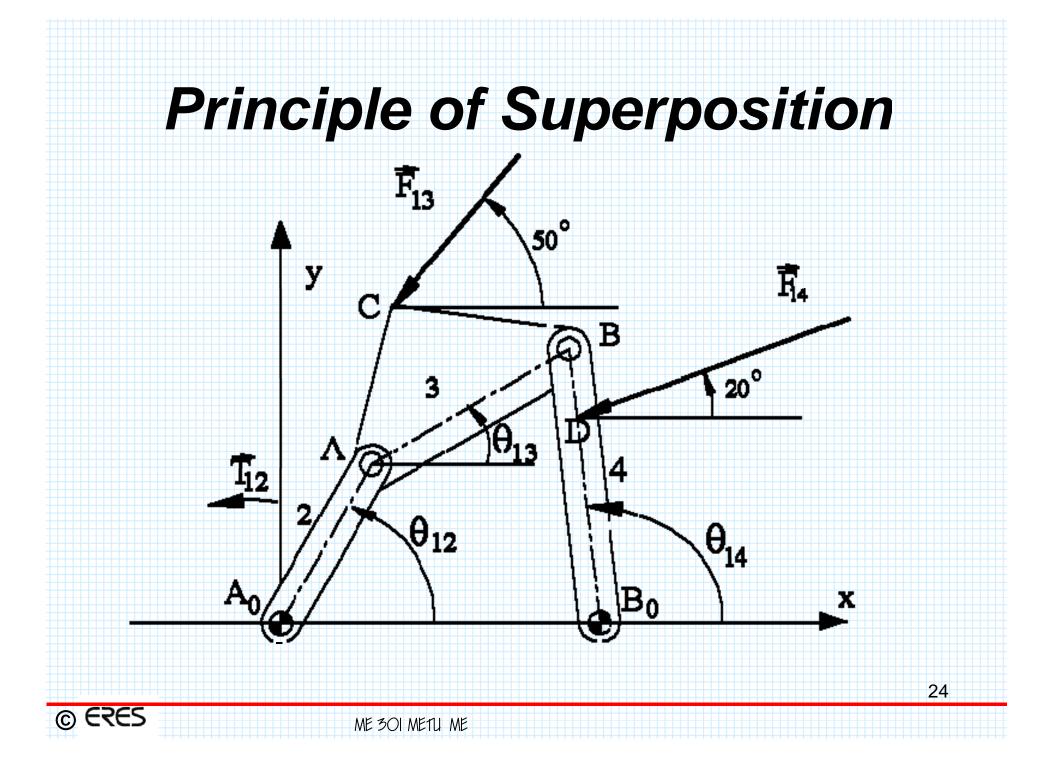




Modes of Contact in Prismatic Joints







Systems with Resisting Force

1. Static Frictional Force :

 $R_{32} = - \mu F_{32}$

 μ , is known as the <u>coefficient of static friction</u>.

2. Sliding Frictional Force

 $R_{32} = - \mu F_{32},$

 μ is the <u>coefficient of sliding friction</u>, which is less than the coefficient of static friction. Sliding friction is also known as <u>Coulomb friction</u>.

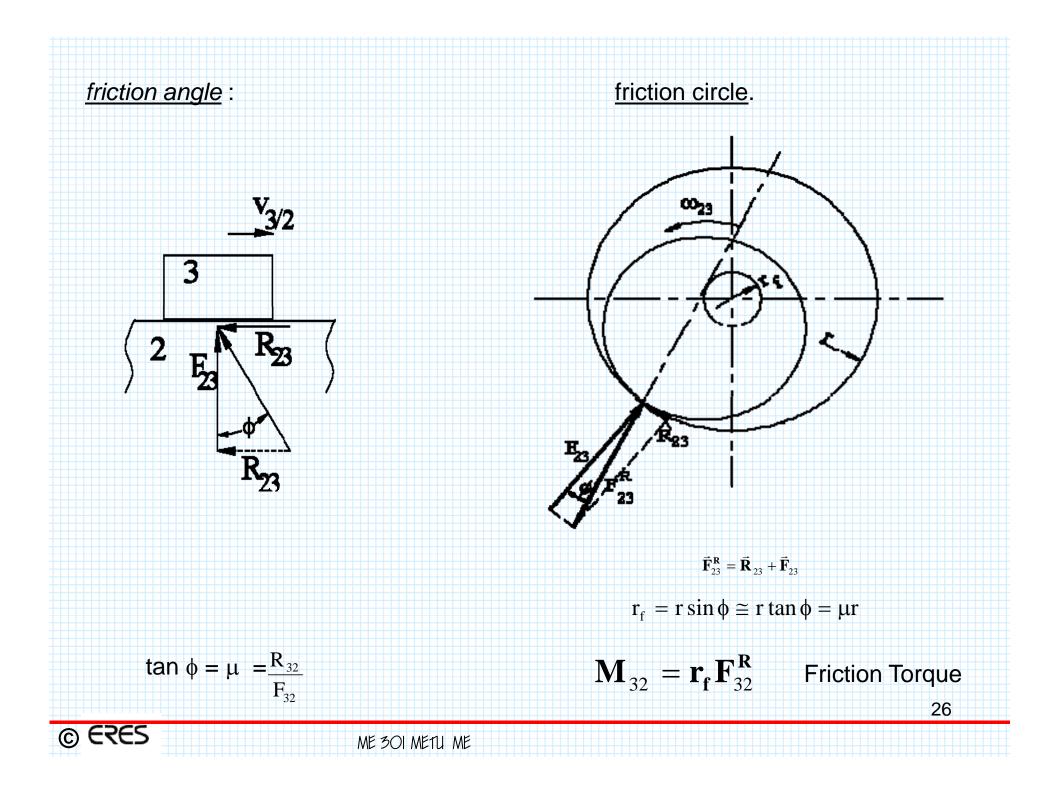
Experiments have shown that the static or sliding friction force does not depend on the area of contact.
It depends on the types of materials in contact, on the surface quality in contact and the type of film formed between the contacting surfaces. The coefficient of static friction is slightly larger then the coefficient of sliding friction.

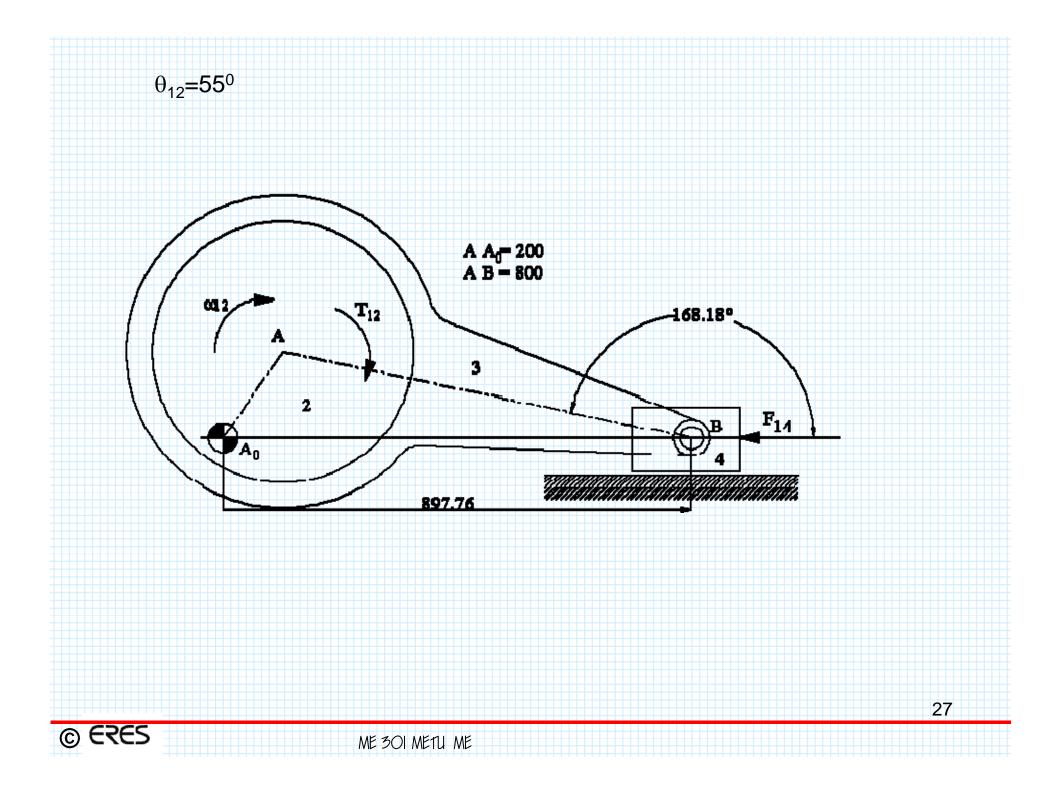
3. Viscous Damping Force

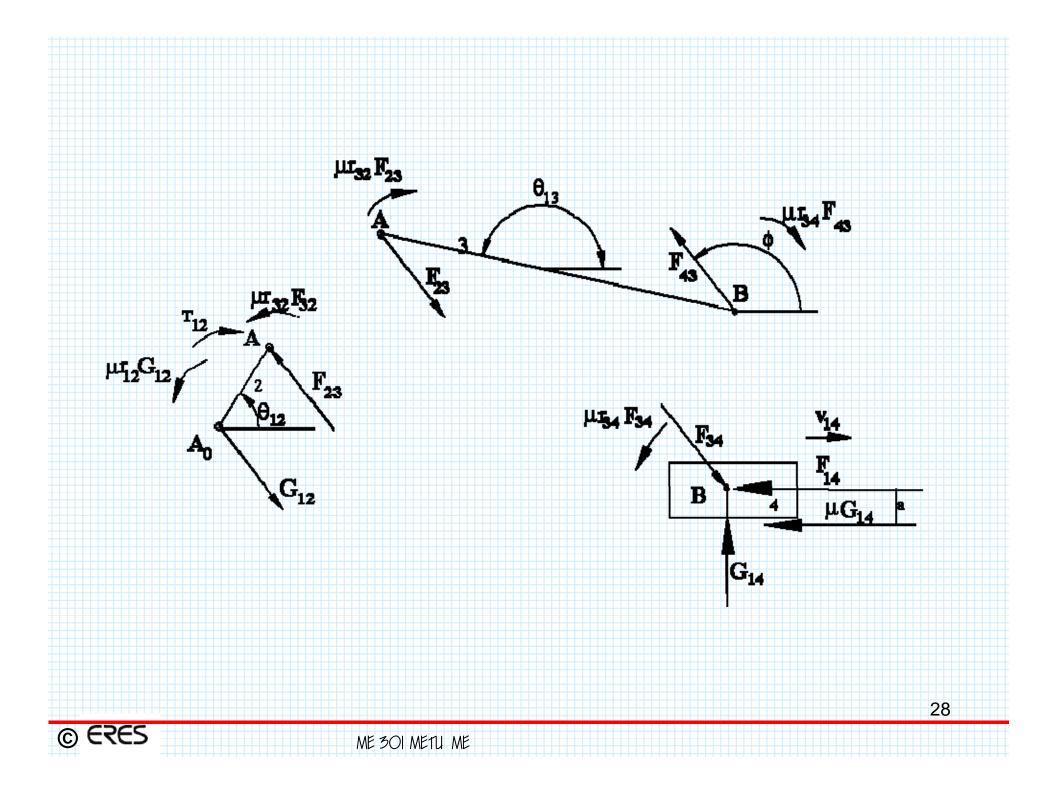
 $R_{32} = -cv_{2/3}$

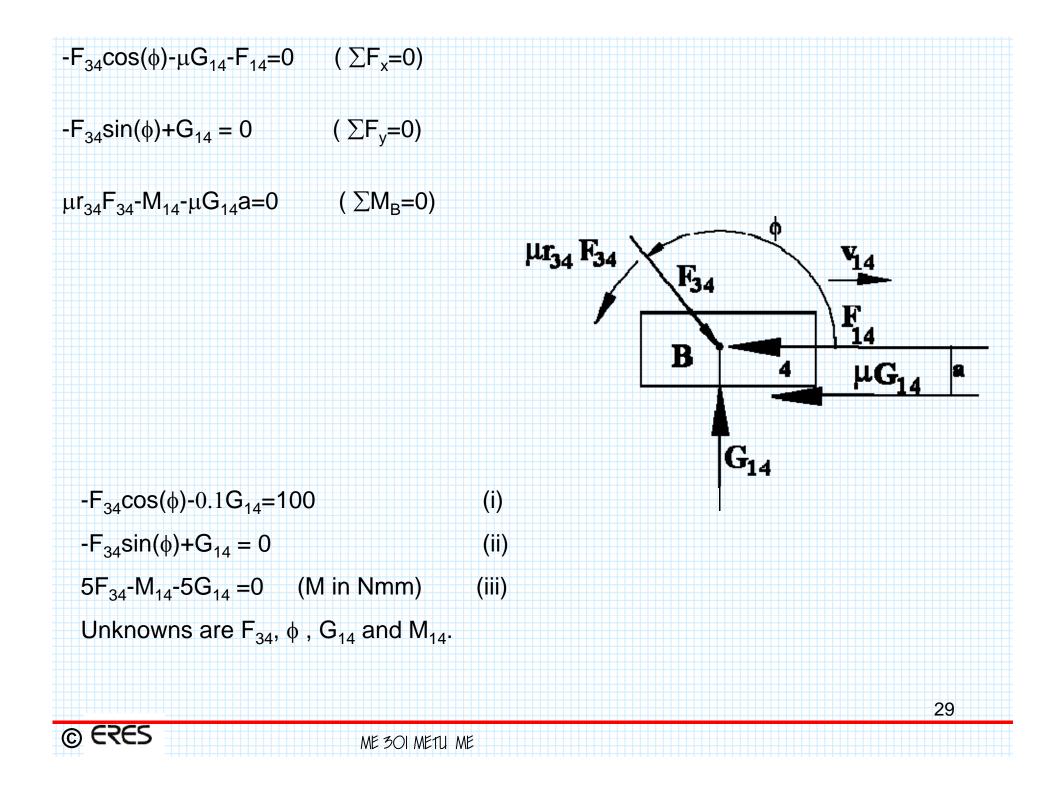
Where c is the coefficient of viscous friction and $v_{3/2}$ is the relative velocity. Viscous friction assumes that there is a fluid film between the two surfaces in contact.

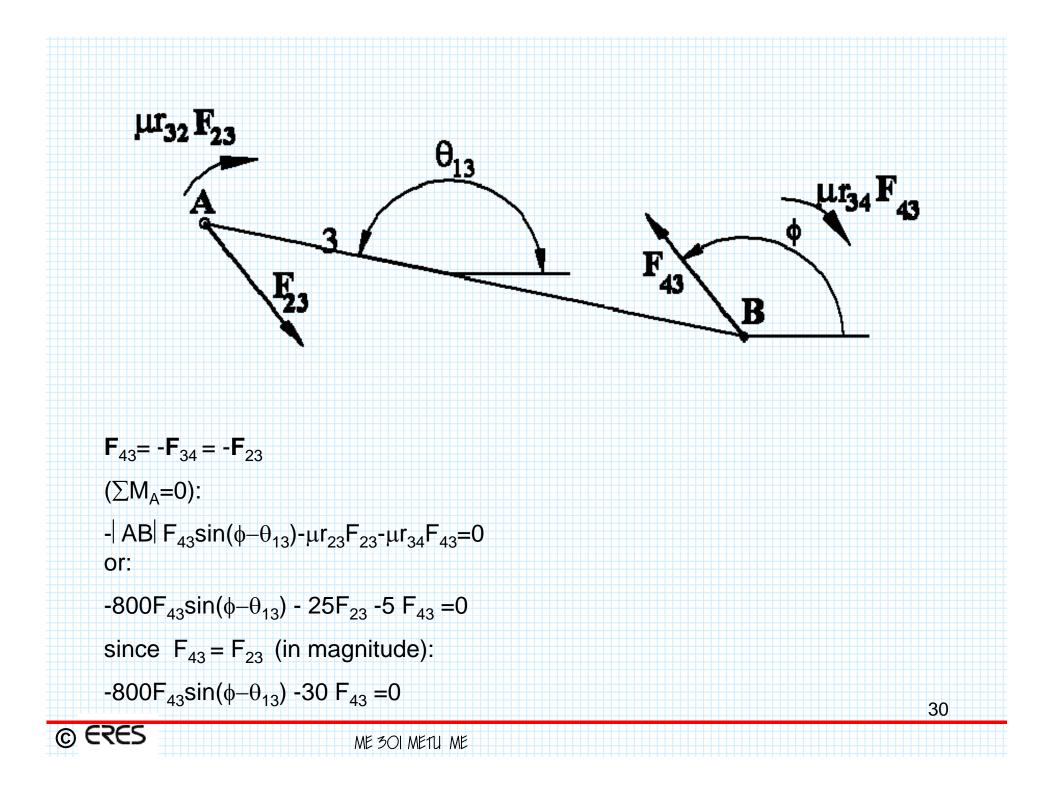


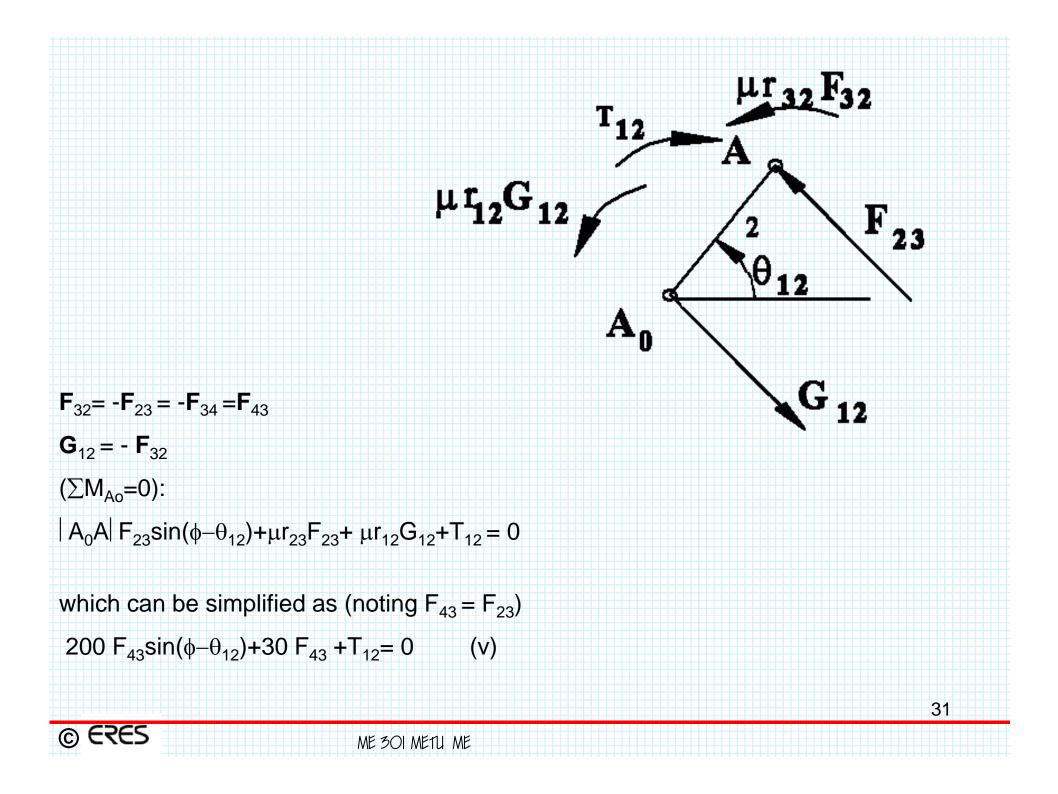












When there are several forces acting on different links:

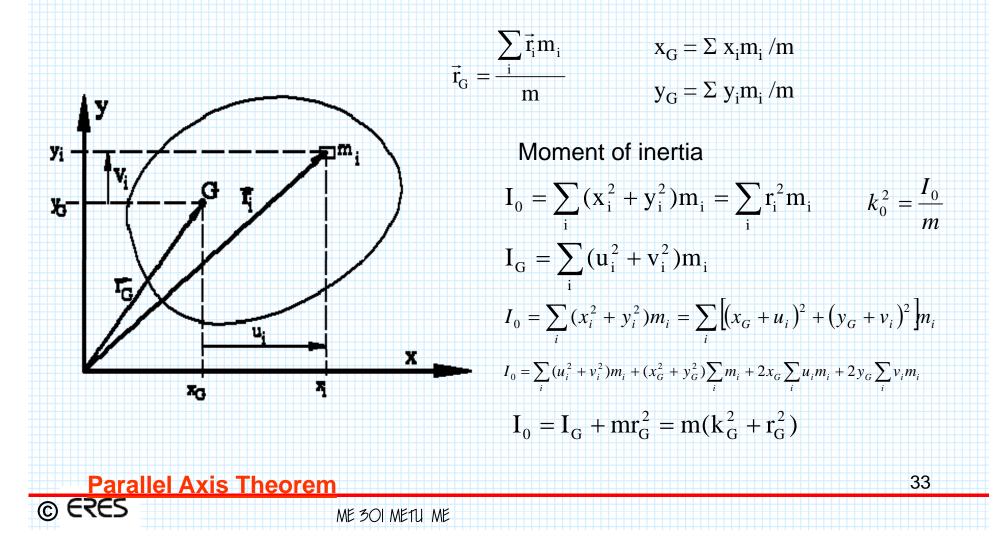
- 1. Principle of superposition cannot be used.
- 2. Some of the equations are not linear for the unknowns. Therefore, numerical iterative solutions are required.

In mechanical systems, if the designer has taken some good design measures, friction can usually be neglected in revolute joints with size small compare to link length dimensions (this usually simplifies the solution)

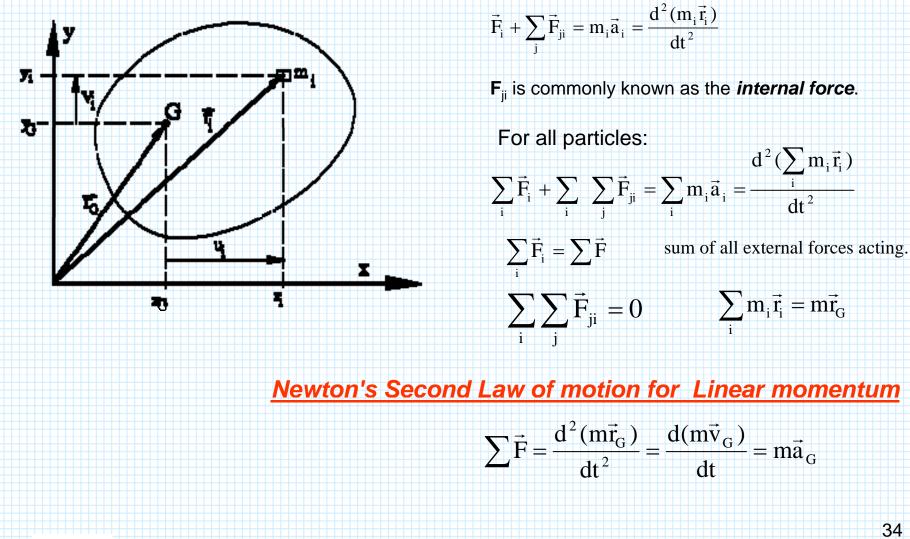


DYNAMIC FORCE ANALYSIS

Center of Mass, G, is commonly known as the center of gravity,



Newton's Second Law of Motion for a Rigid Body



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$$\frac{d^2(\sum_i m_i \vec{r}_i)}{dt^2}$$

Newton's Second Law of motion for Linear momentum

$$\sum \vec{F} = \frac{d^2(m\vec{r}_G)}{dt^2} = \frac{d(m\vec{v}_G)}{dt} = m\vec{a}_G$$

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$$\begin{array}{c} \text{Moment equilibrium} \\ \vec{i}_{i} \vec{x} \vec{F}_{i} + \sum_{j} \vec{i}_{j} \vec{F}_{jj} = \vec{i}_{i} \vec{x} \vec{a}_{i} m_{i} \\ \vec{a}_{i0} = \mathbf{a}_{0} + \mathbf{a}_{i0} = \mathbf{a}_{0} + \mathbf{a}_{i0} ^{n} + \mathbf{a}_{i0} ^{t} \\ \vec{a}_{i0} = \alpha \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} \mathbf{x} \mathbf{r} = \sum_{i} \vec{a}_{i1} \mathbf{x} \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} = \sum_{i} \vec{a}_{i1} \mathbf{x} \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} = \sum_{i} \vec{a}_{i1} \mathbf{x} \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} = \alpha \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} = \alpha \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} = \alpha \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} = \alpha \mathbf{r} \mathbf{r} \\ \vec{a}_{i1} \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} = \alpha \mathbf{r} \mathbf{r} \\ \vec{a}_{i1} \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} = \alpha \mathbf{r} \\ \vec{a}_{i1} \mathbf{x} \mathbf{r} \\ \vec{a}_{i1} \mathbf{r} \\ \vec$$

D'Alambert's Principle

$$\sum \vec{F} - m\vec{a}_{G} = 0$$
$$\sum M_{G} - I_{G}\vec{\alpha} = 0$$

 $F^{i} = -m\vec{a}_{G}$ A nonexistant (fictituous) force *inertia force*

 $\vec{T}^i = -I_G \vec{\alpha}$ A nonexistant (fictituous) torque inertia torque

Considering Inertia force and torque as if an external force or torque

$$\sum \vec{F} = 0 \qquad \sum M_{G} = 0$$

D'Alambert's Principle

In a body moving with a known angular acceleration and a linear acceleration of the center of gravity, the vector sum of all the external forces and inertia forces and the vector sum of all the external moments and inertia torgue are both separately equal to zero. 36

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