

## Elementary Statics

### Equation Sheet #3: Particle Equilibrium, Cross Product, and Moments of Forces

Linear Spring Force:  $F = kx$

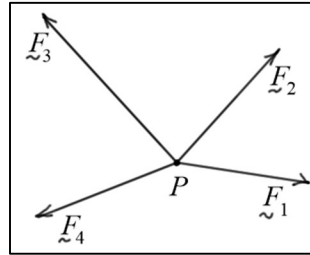
#### Particle Equilibrium

$$\begin{cases} \sum_i (F_x)_i = 0 \\ \sum_i (F_y)_i = 0 \end{cases}$$

(2D)

$$\begin{cases} \sum_i (F_x)_i = 0 \\ \sum_i (F_y)_i = 0 \\ \sum_i (F_z)_i = 0 \end{cases}$$

(3D)

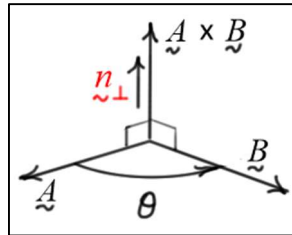


Free Body Diagram

#### Cross Product

1. Geometric Definition:  $\underline{A} \times \underline{B} = (|\underline{A}| |\underline{B}| \sin(\theta)) \underline{n}_\perp$

2. Calculation:



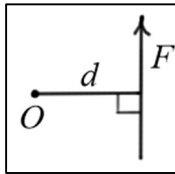
$$\underline{A} \times \underline{B} = \begin{vmatrix} \underline{i} & \underline{j} & \underline{k} \\ a_x & a_y & a_z \\ b_x & b_y & b_z \end{vmatrix} = (a_y b_z - a_z b_y) \underline{i} - (a_x b_z - a_z b_x) \underline{j} + (a_x b_y - a_y b_x) \underline{k}$$

#### 3. Properties of the Cross Product

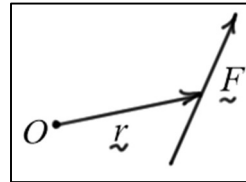
- Product is **not** commutative:  $\underline{A} \times \underline{B} = -(\underline{B} \times \underline{A})$
- Product is distributive over addition:  $\underline{A} \times (\underline{B} + \underline{C}) = (\underline{A} \times \underline{B}) + (\underline{A} \times \underline{C})$
- Multiplication by a scalar  $\alpha$ :  $\alpha(\underline{A} \times \underline{B}) = (\alpha \underline{A}) \times (\alpha \underline{B})$

#### Moment of a Force

1. Scalar definition:  $M_O = Fd$



2. Vector definition:  $\underline{M}_O = \underline{r} \times \underline{F}$



3. Resultant Moment:  $(\underline{M}_O)_R = \sum_i (\underline{M}_O)_i = \sum_i (\underline{r}_i \times \underline{F}_i)$

#### Moment of a Force about an Axis a

1. Scalar definition:  $M_{\underline{n}\text{-axis}} = \underline{M}_O \cdot \underline{n} = (\underline{r} \times \underline{F}) \cdot \underline{n}$

2. Vector definition:  $\underline{M}_{\underline{n}\text{-axis}} = (\underline{M}_O \cdot \underline{n}) \underline{n}$

