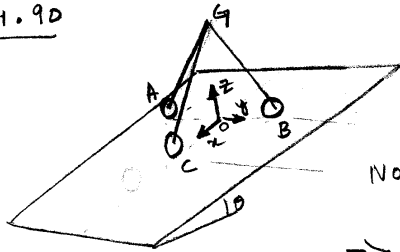


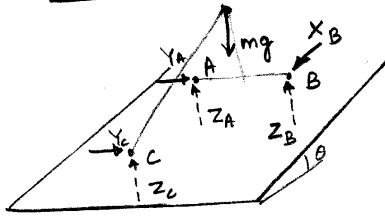
4.9D



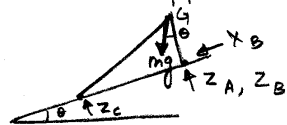
See book for better fig.

NOTE: Wheels are massless, ideal  
 $\Rightarrow$  No friction in direction of rolling (eg. C has no friction in x-dirn).

FBD



side view with some forces. ( $Y_A, Y_C$  are suppressed)



note  $mg$  is not parallel to our  $\hat{z}$ -axis

Q: To find  $Y_A, Z_A$

1. Sum forces in z-dirn.

$$\Rightarrow X_B + mg \sin \theta = 0 \Rightarrow \boxed{X_B = -mg \sin \theta}$$

2. Sum forces in y-dirn.

$$\Rightarrow Y_A + Y_C = 0 \Rightarrow \boxed{Y_A = -Y_C}$$

3. Take moments about axis OG to get rid of all effects of forces except  $X_B$  and  $Y_C$  (Thus find  $Y_C$  since  $X_B$  is known).

so first pick a point on OG say O calculate moments of  $X_B$  and  $Y_C$  about O  
 i.e.  $\underline{r}_{OB} \times X_B \hat{i} + \underline{r}_{OC} \times Y_C \hat{j}$

and dot this with unit vector along OG  
 i.e.  $\lambda_{OG} = \hat{k}$

$$\therefore (\underline{r}_{OB} \times X_B \hat{i} + \underline{r}_{OC} \times Y_C \hat{j}) \cdot \hat{k} = 0$$

$$\Rightarrow \left( \frac{b}{2} \hat{j} \times X_B \hat{i} + L \hat{i} \times Y_C \hat{j} \right) \cdot \hat{k} = 0$$

$$\Rightarrow Y_C L - \frac{b X_B}{2} = 0 \Rightarrow \boxed{Y_C = \frac{b X_B}{2L}}$$

(1.) (2.) (3.) give  $Y_A$

4. Finally to find  $Z_A$  we must choose an axis such that most of the forces don't have a moment about it (except of course  $Z_A$ )

BC is such an axis

Only  $Z_A$  and  $mg (-\hat{k})$  have moments about BC.

Again we pick a point on BC say B  
calculate moment about B of  $\underline{Z}_A$  and  $-mg\hat{k}$

i.e  $\underline{r}_{BA} \times \underline{Z}_A + \underline{r}_{BQ} \times (-mg\hat{k})$

with  $\underline{r}_{BA} = -b\hat{j}$        $\underline{r}_{BQ} = \frac{-b}{2}\hat{j} + h\hat{k}$

above comes out to be :

$$-bZ_A\hat{i} + mg \left( \frac{bc\cos\theta}{2}\hat{i} + h\sin\theta\hat{j} + \frac{bc\sin\theta}{2}\hat{k} \right)$$

dot this with unit vector along BC to  
get moment about BC. (which should equal 0)

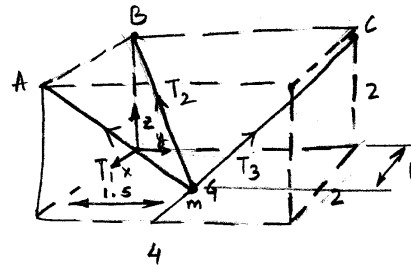
$$\hat{\lambda}_{BC} = \left( -\frac{b}{2}\hat{j} + L\hat{i} \right) / \sqrt{L^2 + b^2/4}$$

this gives us

$$-bLZ_A + mg \left[ \frac{bL\cos\theta}{2} - \frac{hb\sin\theta}{2} \right] = 0$$

$$\Rightarrow Z_A = \frac{mg}{2L} [ L\cos\theta - h\sin\theta ]$$

5.124



See book  
for better fig.

$m = 2\text{kg}$

no gravity

acceleration of mass is given

$$\underline{a} = (-0.6\hat{i} - 0.2\hat{j} + 2.0\hat{k}) \text{ m/s}^2$$

To find  $T_1, T_2, T_3$  using  
cross products.

$$\Sigma \underline{F} = m\underline{a}$$

gives

$$\underline{T}_1 + \underline{T}_2 + \underline{T}_3 = m\underline{a} \quad (1)$$

We are supposed to solve this equation  
using cross products.

Loosely this means performing an operation  
on (1) which gets rid of all but one variable

So suppose I want to get rid of  $T_2, T_3$  in ONE step. Then this is what I do

$$\left[ \underline{r}_{BQ} \times \left\{ \underline{T}_1 + \underline{T}_2 + \underline{T}_3 = m\underline{a} \right\} \right] \cdot \hat{\lambda}_{BC} \quad (2)$$

NO I have not pulled a rabbit out of a hat.

Look at each term in (2) separately  
 $\underline{r}_{BQ} \times \underline{T}_1 \cdot \hat{\lambda}_{BC}$  is simply the moment of  $T_1$  about the axis BC.

Similarly  $\underline{r}_{BQ} \times \underline{T}_2 \cdot \hat{\lambda}_{BC}$  and  $\underline{r}_{BQ} \times \underline{T}_3 \cdot \hat{\lambda}_{BC}$  are the moments of  $T_2$  and  $T_3$  about the axis BC respectively.

But hey -  $T_2$  and  $T_3$  intersect BC so they don't have a moment about BC.

Thus these 2 terms drop out in (2) and we are left with

$$\underline{r}_{BQ} \times \underline{T}_1 \cdot \hat{\lambda}_{BC} = \underline{r}_{BQ} \times (m\underline{a}) \cdot \hat{\lambda}_{BC} \quad (3)$$

$$\text{now } \underline{r}_{BQ} = \hat{i} + 1.5\hat{j} - 2\hat{k}$$

$$\hat{\lambda}_{BC} = \hat{j} \quad \underline{a} \text{ is known}$$

$$\underline{T}_1 = T_1 \hat{\lambda}_{QA} = T_1 \frac{(\hat{i} - 1.5\hat{j} + 2\hat{k})}{\sqrt{1 + 1.5^2 + 2^2}}$$

Simplifying (3)

$$-\frac{4T_1}{\sqrt{7.25}} = m(-0.8) = -1.6 \quad (m=2\text{kg})$$

$$\Rightarrow \boxed{T_1 = 0.4\sqrt{7.25} \text{ N.}}$$

Next we can play the same game with  $T_2$  and try and eliminate  $T_1, T_3$  in one shot. For this we note that  $T_1$  and  $T_3$  don't exert any moments about the axis AC. So,

$$\underline{r}_{AQ} \times \left\{ \underline{T}_1 + \underline{T}_2 + \underline{T}_3 = m\underline{a} \right\} \cdot \hat{\lambda}_{AC}$$

would result in

$$\underline{r}_{AQ} \times \underline{T}_2 \cdot \hat{\lambda}_{AC} = \underline{r}_{AQ} \times (m\underline{a}) \cdot \hat{\lambda}_{AC}$$

since  $\underline{r}_{AQ} \times \underline{T}_1 \cdot \hat{\lambda}_{AC}$  and  $\underline{r}_{AQ} \times \underline{T}_3 \cdot \hat{\lambda}_{AC}$  are both ZERO being moments of  $T_1, T_3$  about AC.

Question What would you do to eliminate  $T_1, T_2$  to get an eq<sup>n</sup> only in  $T_3$ ?

Note: you can think of  $\underline{r}_{BQ} \times m\underline{a} \cdot \hat{\lambda}_{BC}$  in (3) as the rate of change of angular momentum about the axis BC. (But this will come later).