

Resultant Forces and Moments in Static and Dynamic Analysis

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SUMMARY

The theory and DMAP instructions for obtaining resultant force and moment vectors of an arbitrary set of static or dynamic forces are presented. The resultant moment vector is defined with respect to any point specified by the analyst. DMIG cards are used to define the portion of the structure for which the resultant force and moment vectors are desired. Rigid body displacement vectors are used to calculate and sum the contributing moments and forces. The use of optional pre-processing programs for generation of the DMIG cards is discussed along with examples.

INTRODUCTION

Statically equivalent forces for a complex structure are often required at a cross section, that may be transversed by many individual elements. Summing the individual element forces by hand and calculating their moments about some point in the section plane is tedious and time consuming. The theory and DMAP instructions presented here perform the summation and moment calculations for any set of forces specified by the analysts.

THEORETICAL DEVELOPMENT

The structure is shown generally in figure 1. The forces and moments to be summed are to the right of the section shown. First, moments are to be calculated with respect to point '0' of figure 1. The familiar force and moment summation laws are:

$$M = \sum_{i=1}^m r_i \times F_i + \sum_{i=1}^m M_i \quad (1)$$

$$F = \sum_{i=1}^m F_i \quad (2)$$

$$\text{where: } F_i = \begin{Bmatrix} f_x \\ f_y \\ f_z \end{Bmatrix}_i \quad \text{and} \quad M_i = \begin{Bmatrix} m_x \\ m_y \\ m_z \end{Bmatrix}_i \quad (3)$$

r_i = the position vector to the i 'th point
where force F and moment M are applied

n = number of points in the sub-region for which
resultant forces and moments are being calculated.

The cross product terms in equation (1) may be written as :

$$r_i \times F_i = \begin{bmatrix} 0 & -z_i & y_i \\ z_i & 0 & -x_i \\ -y_i & x_i & 0 \end{bmatrix} \begin{Bmatrix} f_x \\ f_y \\ f_z \end{Bmatrix}_i \quad (4)$$

where : x_i, y_i, z_i are the cartesian coordinates for point i and
 $\{f_x, f_y, f_z\}_i$ is the force vector applied at point i .

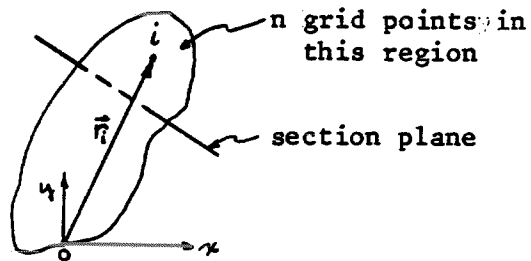


Figure 1

To form the first summation in equation (1) we use (4) and the definition of matrix multiplication:

$$\sum_{i=1}^n r_i \times F_i = [R_1 \quad R_2 \quad \dots \quad R_n] \begin{Bmatrix} F_1 \\ F_2 \\ \vdots \\ F_n \end{Bmatrix} \quad (5)$$

$$\text{where : } R_i = \begin{bmatrix} 0 & -z_i & y_i \\ z_i & 0 & -x_i \\ -y_i & x_i & 0 \end{bmatrix} \quad (6)$$

The second summation in (1) can be written as:

$$\sum_{i=1}^m M_i = [I \quad I \quad \cdots \quad I] \begin{bmatrix} M_1 \\ M_2 \\ \vdots \\ M_m \end{bmatrix} \quad (7)$$

where I is the three by three identity matrix. Therefore, given the forces and moments at the grid points in the form:

$$\{F_G\} = [\{f_{x_1}, f_{y_1}, f_{z_1}, m_{x_1}, m_{y_1}, m_{z_1}\}, \dots, \{f_{x_m}, f_{y_m}, f_{z_m}, m_{x_m}, m_{y_m}, m_{z_m}\}] \quad (8)$$

we can calculate the resultant force and moment substituting equations (7) and (5) in equations (1) and (2). Combining equations (1) and (2) into one equivalent matrix equation, we obtain:

$$\begin{Bmatrix} F \\ M \end{Bmatrix} = \begin{bmatrix} I & 0 & \cdots & I & 0 \\ R_1 & I & \cdots & R_m & I \end{bmatrix} \{F_G\} \quad (9)$$

where 0 is a three by three null matrix.

The matrix pre-multiplying $\{F_G\}$ in equation (9) is the transpose of the rigid body mode matrix. Call this matrix Φ_{RB} . Then equation (9), which is equivalent to equations (1) and (2), may be written as:

$$\begin{Bmatrix} F \\ M \end{Bmatrix} = [\Phi_{RB}] \{F_G\} \quad (10)$$

In the above formulation, since the coordinates x_i , y_i and z_i are measured with respect to the basic coordinate system, M in equation (10) is with respect to the origin of the basic coordinate system. We will denote this by placing a subscript '0' on the vector $\{F, M\}$. To calculate the force and moment about another point 'i' from the force and moment at point '0' we use a degenerate form of equation (9), but with the position vector reversed in sign (see figure 2).

$$\begin{Bmatrix} F \\ M \end{Bmatrix}_i = \begin{bmatrix} I & 0 \\ -R_i & I \end{bmatrix} \begin{Bmatrix} F \\ M \end{Bmatrix}_0 \quad (11)$$

For each section about which resultants are to be calculated, an IPICK_i matrix is required. The resulting {FGG_i} vector is then used as the {F_G} of equation (10). Since the moments in equation (10) are calculated with respect to the origin of the basic coordinate system, the {F,M} of equation (10) must be transformed to point i (see figure 2) using equation (11). The transformation matrix of equation (11) is also supplied using DMIG cards and is called [SKEW_i]. It was generated here using the same program that generated [IPICK_i]. The resultant forces and moments about a point i, for a sub-region i, are then given by the DMAP equivalent of equation (11):

$$\{FORSEC_i\} = [SKEW_i][\Phi_{RB}]\{FGG_i\} \quad (13)$$

EXAMPLE PROBLEM 1 , STATIC ANALYSIS

The sample problem is a cantilever beam as shown in figure 3.

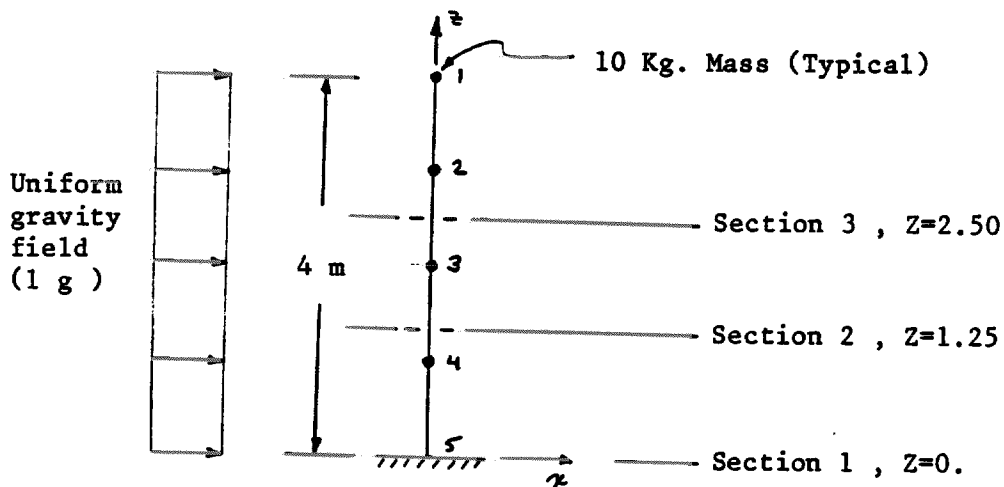


Figure 3

The FORTRAN program IPICGEN is presented in appendix I with the associated input and output (DMIG cards are output). The DMIG cards are the same for both static and dynamic analysis examples.

The input data deck and DMAP procedure for the static analysis are presented in appendix II. The output obtained using the alter on this sample problem is presented in appendix III. For each section we obtain a six by k matrix, where k is the number of load vectors in PGG. A simple calculation verifies the results obtained.

EXAMPLE PROBLEM 2 , DYNAMIC ANALYSIS

The only difference between this alter (presented in appendix II) and the previous alter is that instead of operating on the force vector PGG we use the modal forces given by:

$$F = [MGG] [PHIG] \quad (14)$$

and we operate on the mass matrix with the $YPICKi$ matrices. In this example, the output matrices must be interpreted as "modal forces", and must pre-multiply the generalized accelerations to obtain actual forces. That is:

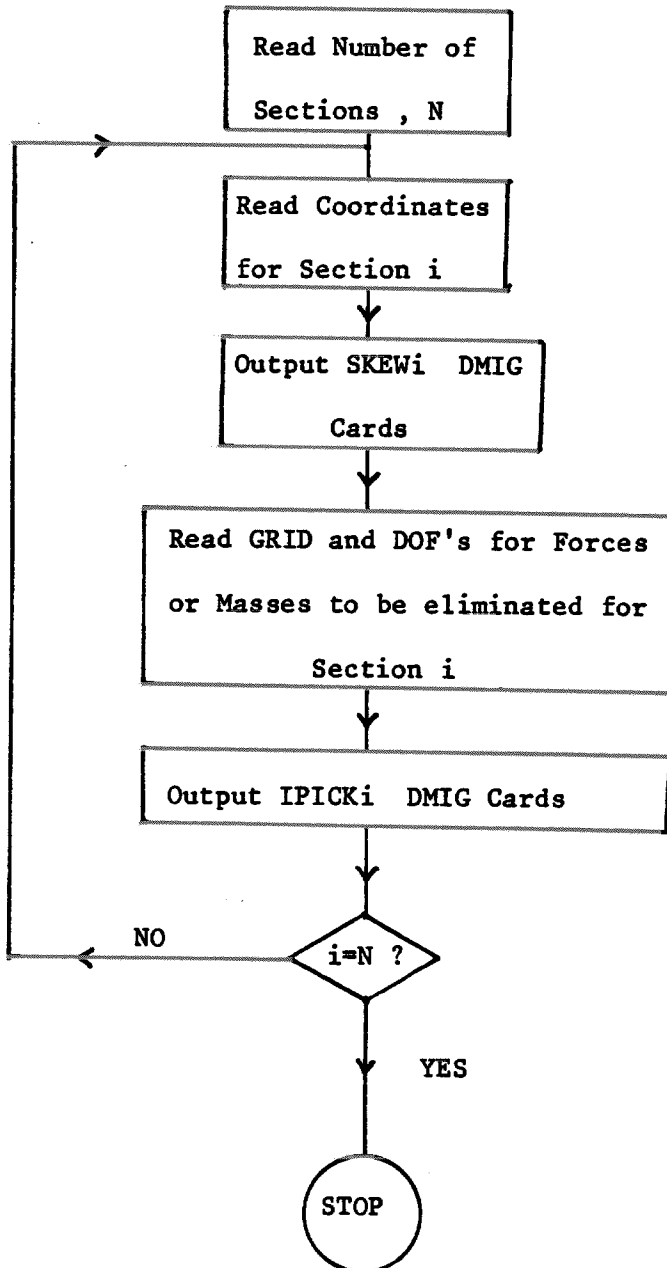
$$F_d = [FORTSECT1] \{ \ddot{q} \} \quad (15)$$

where : F_d is the resultant dynamic force
 \ddot{q} is the vector of generalized accelerations.

In this case we get a 6 by m matrix for each section, m being the number of eigenvectors calculated.

APPENDIX I

Flowchart for IPICGEN



APPENDIX I (continued)

Output from IPICGEN

DMI	SKEWR 2	0	1	1			6	6
DMI	SKEWR 2	1	1	1.	5	-1.250006		0.0000
DMI	SKEWR 2	2	2	1.	4	1.250006		0.0000
DMI	SKEWR 2	3	3	1.	4	0.000005		0.0000
DMI	SKEWR 2	4	4	1.				
DMI	SKEWR 2	5	5	1.				
DMI	SKEWR 2	6	6	1.				
DMIG	IPICK 2	0	1	1				
DMIG	IPICK 2		4	1		4	1	-1.
DMIG	IPICK 2		4	2		4	2	-1.
DMIG	IPICK 2		4	3		4	3	-1.
DMIG	IPICK 2		4	4		4	4	-1.
DMIG	IPICK 2		4	5		4	5	-1.
DMIG	IPICK 2		4	6		4	6	-1.
DMIG	IPICK 2		5	1		5	1	-1.
DMIG	IPICK 2		5	2		5	2	-1.
DMIG	IPICK 2		5	3		5	3	-1.
DMIG	IPICK 2		5	4		5	4	-1.
DMIG	IPICK 2		5	5		5	5	-1.
DMIG	IPICK 2		5	6		5	6	-1.
DMI	SKEWR 3	0	1	1			6	6
DMI	SKEWR 3	1	1	1.	5	-2.500006		0.0000
DMI	SKEWR 3	2	2	1.	4	2.500006		0.0000
DMI	SKEWR 3	3	3	1.	4	0.000005		0.0000
DMI	SKEWR 3	4	4	1.				
DMI	SKEWR 3	5	5	1.				
DMI	SKEWR 3	6	6	1.				
DMIG	IPICK 3	0	1	1				
DMIG	IPICK 3		3	1		3	1	-1.
DMIG	IPICK 3		3	2		3	2	-1.
DMIG	IPICK 3		3	3		3	3	-1.
DMIG	IPICK 3		3	4		3	4	-1.
DMIG	IPICK 3		3	5		3	5	-1.
DMIG	IPICK 3		3	6		3	6	-1.
DMIG	IPICK 3		4	1		4	1	-1.
DMIG	IPICK 3		4	2		4	2	-1.
DMIG	IPICK 3		4	3		4	3	-1.
DMIG	IPICK 3		4	4		4	4	-1.
DMIG	IPICK 3		4	5		4	5	-1.
DMIG	IPICK 3		4	6		4	6	-1.
DMIG	IPICK 3		5	1		5	1	-1.
DMIG	IPICK 3		5	2		5	2	-1.
DMIG	IPICK 3		5	3		5	3	-1.
DMIG	IPICK 3		5	4		5	4	-1.
DMIG	IPICK 3		5	5		5	5	-1.
DMIG	IPICK 3		5	6		5	6	-1.


```
$
$ FILE : FORSEC1
$
$
$ ALTER FOR CALCULATING FORCES AT VARIOUS SECTIONS , SOL 24
$
ALTER 160 $
$
$ GENERATE RIGID BODY AND AN IDENTITY G SIZE MATRIX
$
VECPLT, ,8GPD,EGEXIN,CSTM,,/PHIRB2///4 $
DIAGONAL MGG/IGG/SQUARE/0. $
$
$ SECTION 1
$
MPYAD PHIRB2,PGG,/FORSEC1/ $
MATPRN FORSEC1// $
$
$ SECTION 2
$
MTRXIN, ,MATPOOL,EGEXIN,SIL,/IPICK2,,/V,N,LUSET/1 $
ADD IGG,IPICK2/IGG2/ $
SMPYAD SKEWR2,PHIRB2,IGG2,PGG,,/FORSEC2/4 $
MATPRN FORSEC2// $
$
$ SECTION 3
$
MTRXIN, ,MATPOOL,EGEXIN,SIL,/IPICK3,,/V,N,LUSET/1 $
ADD IGG,IPICK3/IGG3/ $
SMPYAD SKEWR3,PHIRB2,IGG3,PGG,,/FORSEC3/4 $
MATPRN FORSEC3// $
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DMAP ALTER for Dynamics

```

$
$   FILE : FORSEC2
$
$
$   ALTER FOR CALCULATING FORCES AT VARIOUS SECTIONS , SOL 25
$
ALTER 163 $
$
$   GENERATE RIGID BODY AND AN IDENTITY G SIZE MATRIX
$
VECPLT,    ,BGPDT,EGEXIN,CSTM,,/PHIRB2///4 $
DIAGONAL   MGG/IGG/SQUARE/0. $
$
$   SECTION 1
$
SMFYAD     PHIRB2,MGG,PHIG,,,/FORSEC1/3 $
MATPRN     FORSEC1// $
$
$   SECTION 2
$
MTRXIN,    ,MATPOOL,EGEXIN,SIL,/IPICK2,,/V,N,LUSET/1 $
ADD        IGG,IPICK2/IGG2/ $
SMFYAD     IGG2,MGG,IGG2,,,/MGG2/3 $
SMFYAD     SKEWR2,PHIRB2,MGG2,PHIG,,/FORSEC2/4 $
MATPRN     FORSEC2// $
$
$   SECTION 3
$
MTRXIN,    ,MATPOOL,EGEXIN,SIL,/IPICK3,,/V,N,LUSET/1 $
ADD        IGG,IPICK3/IGG3/ $
SMFYAD     IGG3,MGG,IGG3,,,/MGG3/3 $
SMFYAD     SKEWR3,PHIRB2,MGG3,PHIG,,/FORSEC3/4 $
MATPRN     FORSEC3// $

```

APPENDIX III

Output Obtained Using Statics DMAP ALTER

MATRIX FORSEC1 (GINO NAME 101) IS A REAL 1 COLUMN X 6 ROW RECTANG MATRIX.

COLUMN 1 ROWS 1 THRU 5 -----
 ROW

1) 4.9050E+02 0. 0. 0. 9.8100E+02

THE NUMBER OF NON-ZERO TERMS IN THE DENSEST COLUMN = 2
 THE DENSITY OF THIS MATRIX IS 33.33 PERCENT.

MATRIX FORSEC2 (GINO NAME 101) IS A REAL 1 COLUMN X 6 ROW RECTANG MATRIX.

COLUMN 1 ROWS 1 THRU 5 -----
 ROW

1) 2.9430E+02 0. 0. 0. 5.1502E+02

THE NUMBER OF NON-ZERO TERMS IN THE DENSEST COLUMN = 2
 THE DENSITY OF THIS MATRIX IS 33.33 PERCENT.

MATRIX FORSEC3 (GINO NAME 101) IS A REAL 1 COLUMN X 6 ROW RECTANG MATRIX.

COLUMN 1 ROWS 1 THRU 5 -----
 ROW

1) 1.9620E+02 0. 0. 0. 1.9620E+02

THE NUMBER OF NON-ZERO TERMS IN THE DENSEST COLUMN = 2
 THE DENSITY OF THIS MATRIX IS 33.33 PERCENT.