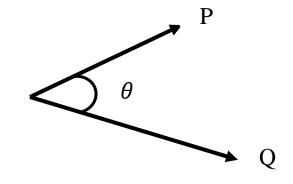
3.3 Dot product

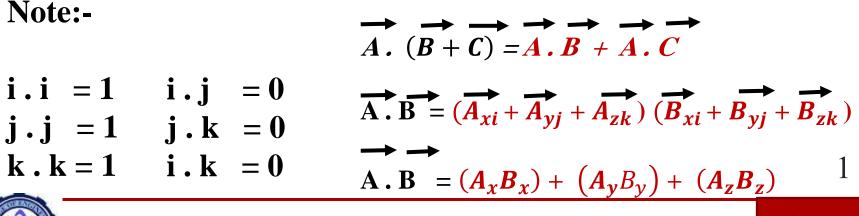
The dot product of two vectors P and Q (in figure below) is defined as the product of their magnitudes times the cosine of the angle between them.

$$\overrightarrow{P} \cdot \overrightarrow{Q} = |P| \cdot |Q| \cos \theta$$

$$\overrightarrow{P} \cdot \overrightarrow{Q} = Q \cdot \overrightarrow{P}$$



 θ is the smaller angle from the first vector to the second vector. $(0 \le \theta \le 180)$





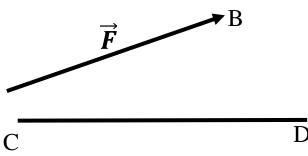
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Projection (component) of force on line

Let F_{AB} a force and CD is a line. The projection or (component) force (F_{AB}) on line CD

Α

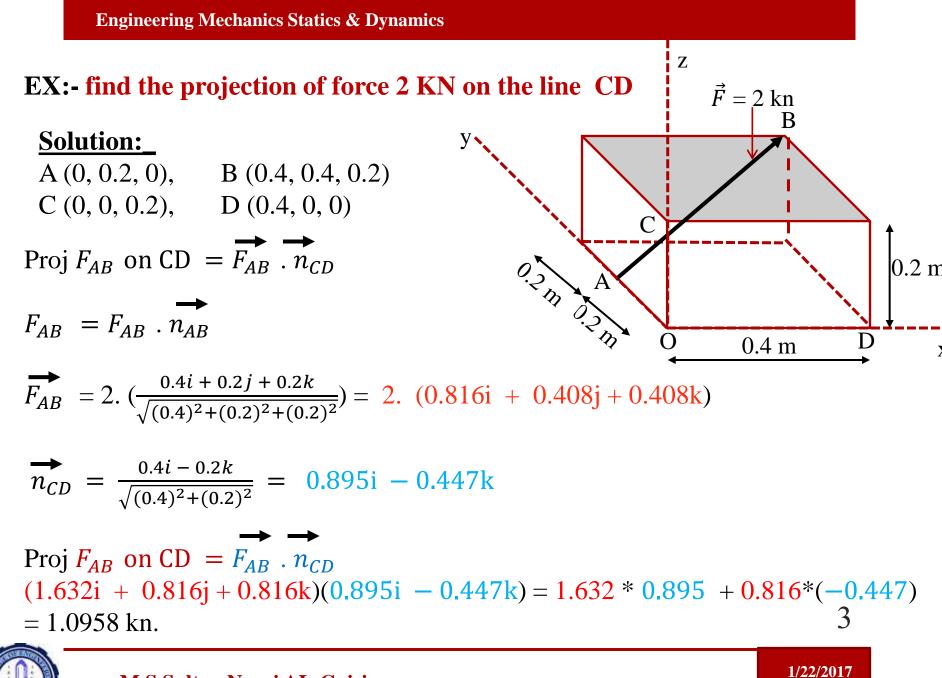
Proj.
$$F_{AB} = \overrightarrow{F}_{AB} \cdot \overrightarrow{n}_{CD}$$



To find the angle between fore $\,F_{AB}$ and line $CD\,$

Proj.
$$F_{AB} = F_{AB} \cdot |n_{CD}| \cdot \cos \beta$$

A
C
B
C
D
2
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3.4 Cross Product of two vectors:-

The product of multiplication of a vector $\overrightarrow{A} * \overrightarrow{B} = \overrightarrow{C}$

- **1**) The magnitude of $|\vec{A} * \vec{B}| = |\vec{C}|$ is equal to $|A| \cdot |B| \sin \theta_{(A,B)}$,
- θ :- is smaller angler from the first vector to the second vector ($0 \le \theta \le 180$)

 θ \vec{A}

2) The direction of the cross product (i.e. vector c) is particular to the plan formed by **A** and **B**.

3) The sense of the direction is according right hand.

4)
$$(\vec{A} + \vec{B}) * \vec{C} = \vec{A} * \vec{C} + \vec{B} * \vec{C}$$

4

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5)
$$\overrightarrow{i} * \overrightarrow{i} = 0$$
$$\overrightarrow{j} * \overrightarrow{j} = 0$$
$$\overrightarrow{k} * \overrightarrow{k} = 0$$
$$\overrightarrow{i} * \overrightarrow{k} = \overrightarrow{i} \text{ or } \overrightarrow{k} * \overrightarrow{j} = -\overrightarrow{k}$$
$$\overrightarrow{k} * \overrightarrow{j} = -\overrightarrow{i}$$
$$\overrightarrow{k} * \overrightarrow{k} = 0$$
$$6) \overrightarrow{A} * \overrightarrow{B} = (\overrightarrow{A}_{xi} + \overrightarrow{A}_{yj} + \overrightarrow{A}_{zk}) * (\overrightarrow{B}_{xi} + \overrightarrow{B}_{yj} + \overrightarrow{B}_{zk})$$
$$\overrightarrow{A} * \overrightarrow{B} = \begin{vmatrix} \overrightarrow{i} & \overrightarrow{i} & \overrightarrow{k} \\ B_x & B_y & B_z \end{vmatrix} =$$
$$(A_x B_z - A_z B_y) \overrightarrow{i} \cdot (A_x B_z - A_z B_x) \overrightarrow{j} + (A_x B_y - A_y B_x) \overrightarrow{k}$$

5

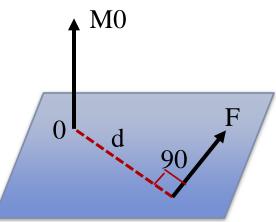


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Moment's in (3D)systems

A) Moment about point.

- 1. M = F * d (is the magnitude)
- 2. Direction is \bot to the plane formed by the force \overrightarrow{F} and the point 0 (right hand rule).
- 3. The point 0 is the point of action of the moment.





6

 $\overrightarrow{M_0} = \overrightarrow{r} * \overrightarrow{F_{AB}}$

 \overrightarrow{r} :- arm of force $\overrightarrow{r} = \overrightarrow{OA}$ (coordinate A - coordinate o) or $\overrightarrow{r} = \overrightarrow{OB}$ ((coordinate B - coordinate o

$$F = (F_{xi} + F_{yj} + F_{zk})$$

$$r = (F_{xi} + F_{yj} + F_{zk})$$

$$\overrightarrow{M_0} = \overrightarrow{r} * \overrightarrow{F}$$

$$\overrightarrow{M_0} = \begin{vmatrix} i & j & k \\ r_x & r_y & r_z \\ f_x & f_y & f_z \end{vmatrix}$$

$$= (r_y f_z - r_z f_y) \overrightarrow{i} - (r_x f_z - r_z f_x) \overrightarrow{j} + (r_x f_y - r_y f_x) \overrightarrow{k}$$



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7

A

R

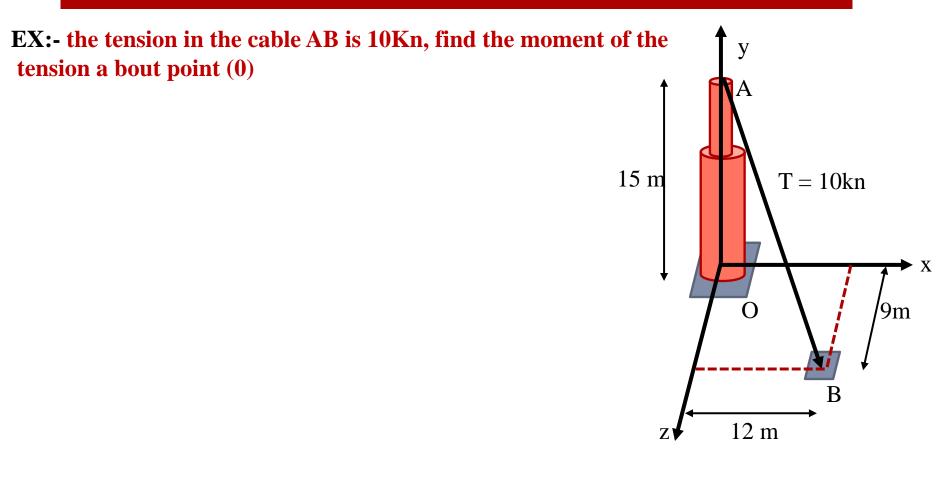
 \overrightarrow{F}

Z

 \vec{r}_{oA}

Х

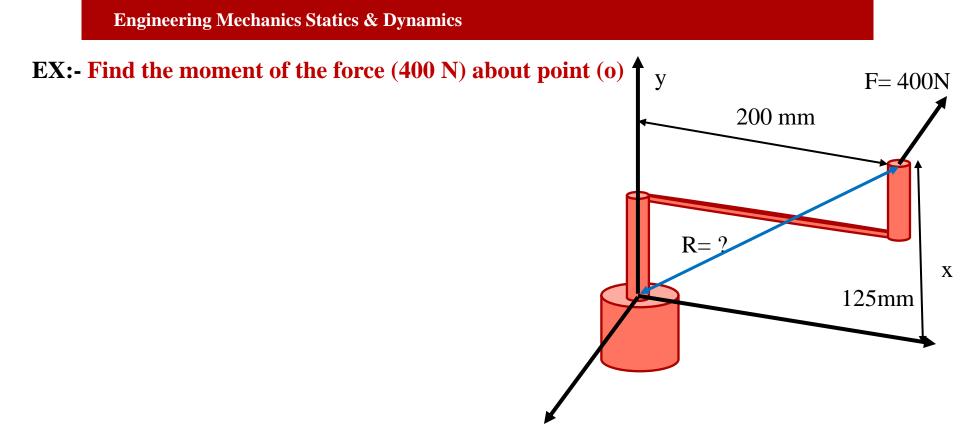
 \vec{r}_{oB}







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