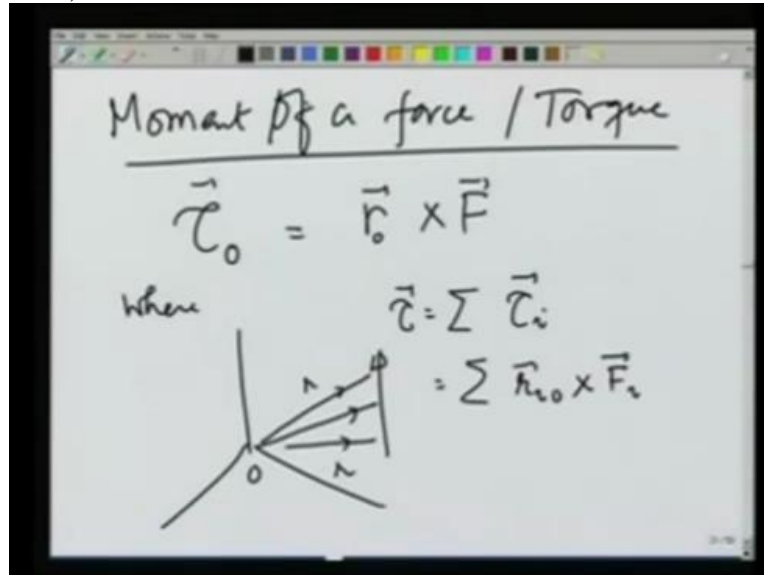


Engineering Mechanics
Professor Manoj K Harbola
Department of Physics
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Module 1
Lecture No 11
Calculating torques and couple moments-I

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As indicated earlier, the moment of a force or torque is given by $\vec{r} \times \vec{F}$ where \vec{r} is a vector from the origin to any point on the line of action of force. If there are many many forces, then the total torque is going to be equal to sum of all these torques which is going to be summation $\sum \vec{r}_i \times \vec{F}_i$. Let us see that through an example.

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The image shows a handwritten derivation of the torque vector $\vec{\tau} = \vec{r} \times \vec{F}$. The derivation is as follows:

$$\begin{aligned}\vec{\tau} &= \vec{r} \times \vec{F} \\ &= \hat{i}(yF_z - zF_y) + \hat{j}(zF_x - xF_z) \\ &\quad + \hat{k}(xF_y - yF_x)\end{aligned}$$

Below the equations is a 2D coordinate system with a line passing through points (1,2) and (3,3). To the right of the diagram, the force vector is defined as:

$$\begin{aligned}F &= 20 \\ \vec{F} &= 20 \hat{n} \\ &= \frac{20(2\hat{i} + \hat{j})}{\sqrt{5}}\end{aligned}$$

So if I am calculating the moment τ which is $\vec{r} \times \vec{F}$, I am dropping O now. It is understood that it is depending on the origin. Cross \vec{F} is going to be equal to its component X direction is going to be equal to $YF_z - ZF_y$ + component in the Y direction is going to be $ZF_x - XF_z$ + the component in the Z direction is going to be $XF_y - YF_x$. So let us take a simple two-dimensional example.

Let there be a force of 20 newtons acting along the line which is passing through say 1, 2 and 3, 3 so that if I were to write the forces as vector, it would be 20 times a unit vector in this direction which I can write as 20 times, a vector in this direction would be $2\hat{i} + \hat{j}$ divided by square of the magnitude of this vector $2\hat{i} + \hat{j}$ which will be square root of 5. So this is the force that is being applied.

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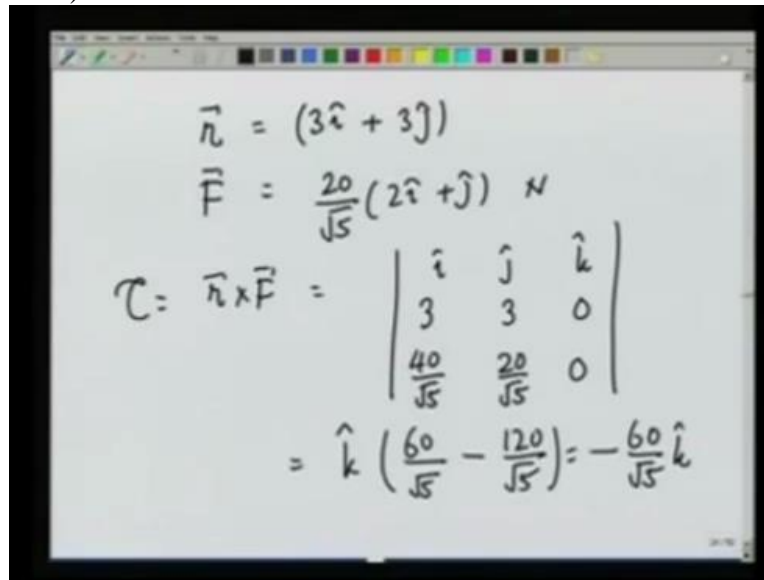
The image shows a whiteboard with handwritten mathematical work. At the top, the force vector is given as $\vec{F} = \frac{20(2\hat{i} + \hat{j})}{\sqrt{5}}$. Below this, a diagram shows a 2D coordinate system with a line passing through points (1,2) and (3,3). A position vector \vec{r} is drawn from the origin to the point (3,3). A normal vector \hat{n} is shown perpendicular to the line. To the right of the diagram, the torque vector \vec{C} is calculated as the cross product of $(\hat{i} + 2\hat{j})$ and \vec{F} . The calculation is shown as a determinant:

$$\vec{C} = (\hat{i} + 2\hat{j}) \times \vec{F} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 2 & 0 \\ \frac{40}{\sqrt{5}} & \frac{20}{\sqrt{5}} & 0 \end{vmatrix}$$
$$= \hat{k} \left(\frac{80}{\sqrt{5}} - \frac{20}{\sqrt{5}} \right) = \frac{60}{\sqrt{5}} \hat{k}$$

So the force that we are applying is F equals $20\hat{i} + \hat{j}$ over square root of 5. It is being applied along the line which is passing through 1, 2 and 3, 3. Letters calculate the torque about the origin by 1st taking R from 0 to 1, 2 so that this vector is going to be $\hat{i} + 2\hat{j}$ and we are crossing it with F which is going to be nothing but $\hat{i}\hat{j}\hat{k}$ the determinant way. \hat{i} is 1, 2, 0. For the force, it is 40 over root 5, \hat{j} component is 20 over root 5 and 0.

This gives \hat{i} component 0, \hat{j} component 0 and \hat{k} component is going to be 80 over root 5 - 20 over root 5 which is 60 over root 5 \hat{k} . That is the torque. What will torque be if I take R instead to be the vector from 0 in the origin to 3, 3. Let us calculate that.

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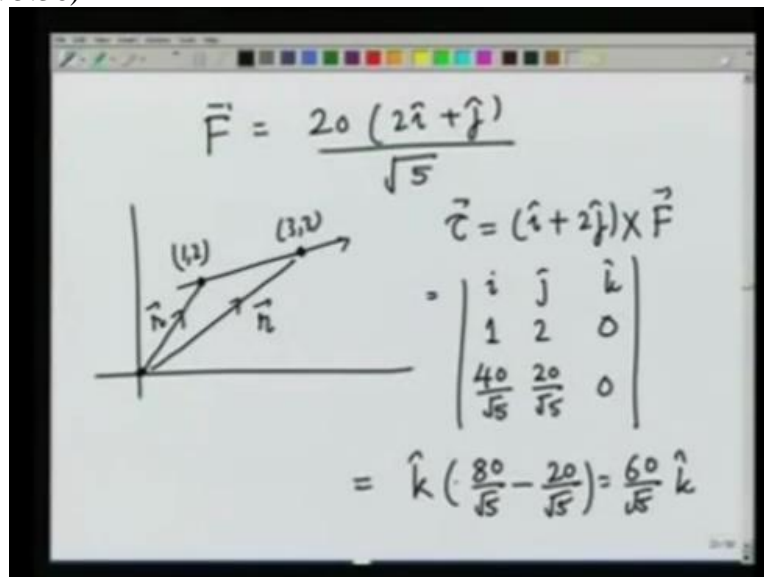


A handwritten derivation on a whiteboard showing the calculation of torque. It starts with the position vector $\vec{r} = (3\hat{i} + 3\hat{j})$ and the force vector $\vec{F} = \frac{20}{\sqrt{5}}(2\hat{i} + \hat{j})$ N. The torque is then calculated as the cross product $\vec{\tau} = \vec{r} \times \vec{F}$ using a determinant with unit vectors $\hat{i}, \hat{j}, \hat{k}$ in the first row, and components $(3, 3, 0)$ and $(\frac{40}{\sqrt{5}}, \frac{20}{\sqrt{5}}, 0)$ in the second and third rows. The final result is $\hat{k}(\frac{60}{\sqrt{5}} - \frac{120}{\sqrt{5}}) = -\frac{60}{\sqrt{5}}\hat{k}$.

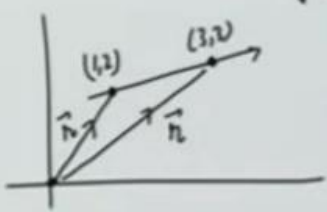
$$\vec{r} = (3\hat{i} + 3\hat{j})$$
$$\vec{F} = \frac{20}{\sqrt{5}}(2\hat{i} + \hat{j}) \text{ N}$$
$$\vec{\tau} = \vec{r} \times \vec{F} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 3 & 3 & 0 \\ \frac{40}{\sqrt{5}} & \frac{20}{\sqrt{5}} & 0 \end{vmatrix}$$
$$= \hat{k} \left(\frac{60}{\sqrt{5}} - \frac{120}{\sqrt{5}} \right) = -\frac{60}{\sqrt{5}} \hat{k}$$

So that vector is going to be $3\hat{i} + 3\hat{j}$. Force of course is $\frac{20}{\sqrt{5}}(2\hat{i} + \hat{j})$ newtons. So I calculate torque which is $\vec{r} \times \vec{F}$ is going to be equal to IJK, this determinant. $3, 3, 0, \frac{40}{\sqrt{5}}, \frac{20}{\sqrt{5}}, 0$. Again it gives only nonzero components in direction \hat{k} is going to be equal to $\frac{60}{\sqrt{5}} - \frac{120}{\sqrt{5}}$ which is $-\frac{60}{\sqrt{5}}\hat{k}$. The direction seems to be opposite. I must have made a mistake in the previous part.

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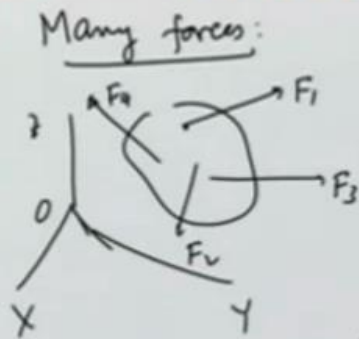
A handwritten derivation on a whiteboard showing the calculation of torque. It starts with the force vector $\vec{F} = \frac{20}{\sqrt{5}}(2\hat{i} + \hat{j})$. A diagram shows a 2D coordinate system with a point (1,1) and a point (3,2). Vectors \vec{r}_1 and \vec{r}_2 are drawn from the origin to these points. The torque is then calculated as the cross product $\vec{\tau} = (\hat{i} + 2\hat{j}) \times \vec{F}$ using a determinant with unit vectors $\hat{i}, \hat{j}, \hat{k}$ in the first row, and components $(1, 2, 0)$ and $(\frac{40}{\sqrt{5}}, \frac{20}{\sqrt{5}}, 0)$ in the second and third rows. The final result is $\hat{k}(\frac{80}{\sqrt{5}} - \frac{20}{\sqrt{5}}) = \frac{60}{\sqrt{5}}\hat{k}$.

$$\vec{F} = \frac{20}{\sqrt{5}}(2\hat{i} + \hat{j})$$

$$\vec{\tau} = (\hat{i} + 2\hat{j}) \times \vec{F}$$
$$= \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 1 & 2 & 0 \\ \frac{40}{\sqrt{5}} & \frac{20}{\sqrt{5}} & 0 \end{vmatrix}$$
$$= \hat{k} \left(\frac{80}{\sqrt{5}} - \frac{20}{\sqrt{5}} \right) = \frac{60}{\sqrt{5}} \hat{k}$$

$$\begin{aligned}\vec{r} &= (3\hat{i} + 3\hat{j}) \\ \vec{F} &= \frac{20}{\sqrt{5}}(2\hat{i} + \hat{j}) \text{ N} \\ \tau &= \vec{r} \times \vec{F} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ 3 & 3 & 0 \\ \frac{40}{\sqrt{5}} & \frac{20}{\sqrt{5}} & 0 \end{vmatrix} \\ &= \hat{k} \left(\frac{60}{\sqrt{5}} - \frac{120}{\sqrt{5}} \right) = -\frac{60}{\sqrt{5}} \hat{k} \\ &\text{Transmissibility of force vector}\end{aligned}$$

Let us check that. And yes indeed, there is a mistake. This should be -, this should be +. So in the previous part also, the answer was - 60 over root 5K and this part also the answer we get is - 60 over root 5K. And therefore you see that no matter where I take that vector R to be along the line of application of the force, the torque comes out to be the same. This is also an example of transmissibility of force vector that we talked about in the previous lecture.

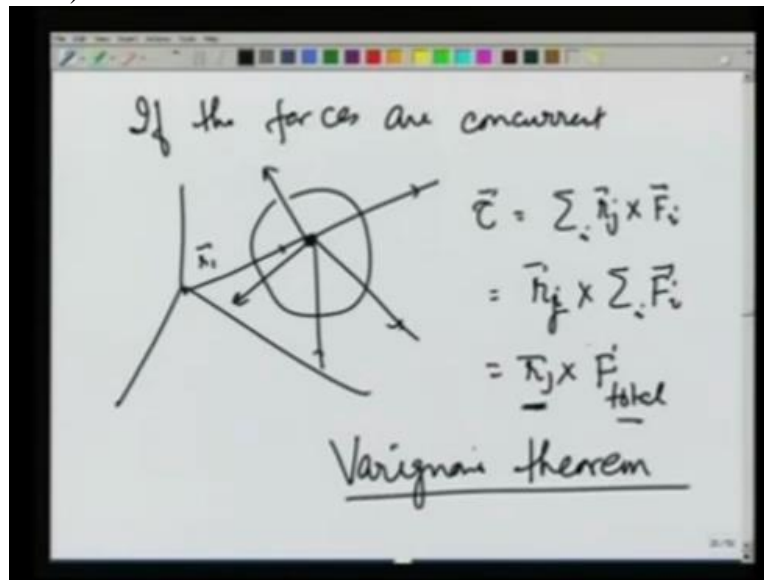
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$$\begin{aligned}\text{Many forces:} \\ \vec{\tau} &= \sum \vec{\tau}_i \\ &= \vec{r}_1 \times \vec{F}_1 \\ &\quad + \vec{r}_2 \times \vec{F}_2 \\ &\quad + \vec{r}_3 \times \vec{F}_3 \\ &\quad + \dots \\ &= \sum \vec{r}_i \times \vec{F}_i\end{aligned}$$


As I said earlier, if there are many forces on a body, origin X, Y, Z there are many forces working, F1, F2, F3, F4 and so on. Then the total torque would be equal to summation of

individual torques which will be equal to $R_1 \text{ Cross } F_1 + R_2 \text{ Cross } F_2 + R_3 \text{ Cross } F_3$ and so on is equal to summation $R_i \text{ Cross } F_i$ where R_i is the vector from the origin to any point on the line of action of the force F_i .

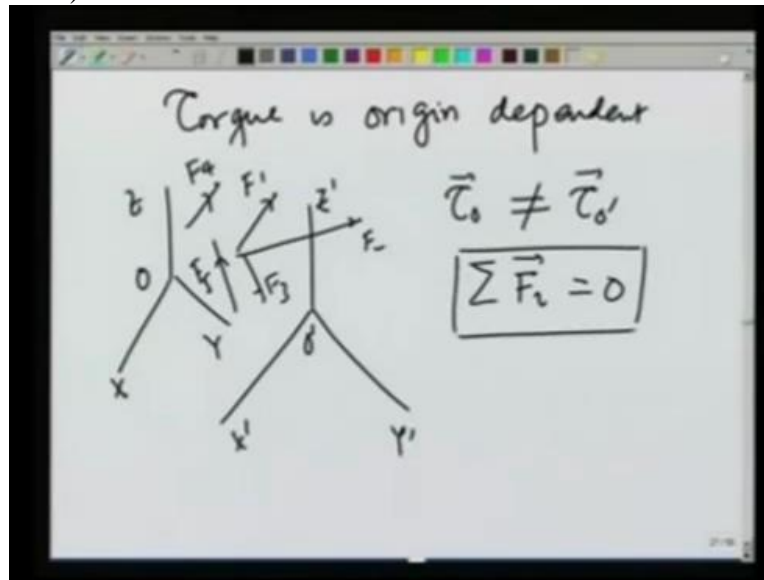
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If the forces are concurrent, that means they all meet at some point, this may be one force, this may be the other force, this maybe the 3rd force, 4th force, 5th force and so on. Then the torque I can take this point where they meet to be the point where I am going to take the torque displacement and therefore this is going to be R_j . Let us call this $R_j \text{ Cross } F_i$.

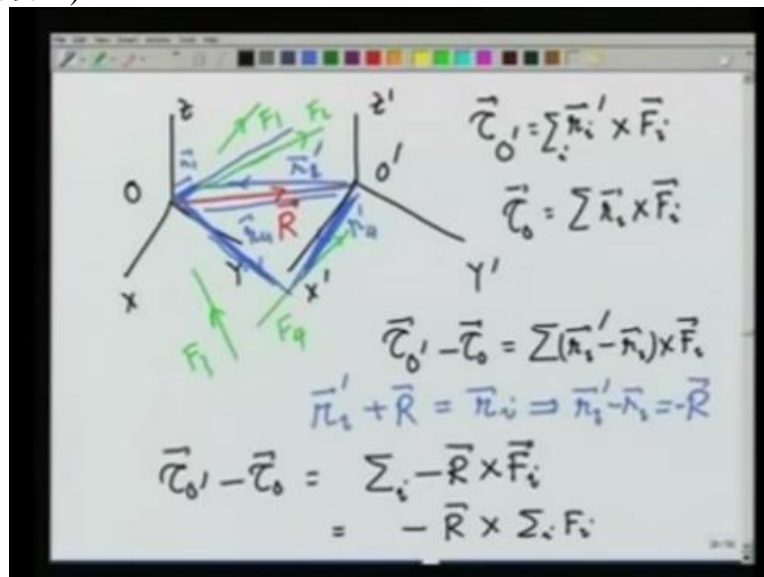
It is equal to R_j can be taken out because it is same for all forces $\text{Cross } F_i$ which is nothing but $R_j \text{ Cross } F_{\text{total}}$. So if all the forces meet at a certain point, the total torque due to all the forces is equal to the torque of the total force Cross with the direction up to that point. This is known as Varignon's Theorem. And true only when all the forces are meeting at a certain point.

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In general, since the torque is origin dependent, therefore if I take two particular frames O and O prime, X, Y, Z, X prime, Y prime, Z prime, τ_{00} is not going to be equal to τ_{00} prime for a given set of forces F_1, F_2, F_3, F_4 may not even cross then F_5 and so on. However, the result very special circumstances under which the 2 torques are equal. And that is when summation of F_i is equal to 0. And I am going to show that to you.

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Let us take two different frames O, O prime, X, Y, Z, X prime, Y prime, Z prime. Let the distance vector displacement vector from O to O prime be R. I am going to draw in green, the

forces. Let this be F_1 , let this be F_2 , let this be F_3 , let this be F_4 and so on. Then the torque about O prime is going to be $\sum \vec{r}_i' \times \vec{F}_i$ summed over i . And torque about O is going to be $\sum \vec{r}_i \times \vec{F}_i$ where \vec{r}_i and \vec{r}_i' I take to be the vectors, let me draw them in blue, touching at the same point.

So let us say if I extend this force like this, this could be R_1 , this could be R_2 and up to this point, this is R_1 . Or for F_4 , this is R_4 and this R_4' . Oh this is sorry, this should be R_1' . So if I now take the difference between $\tau_{O'}$ - τ_O , this is going to be equal to $\sum \vec{r}_i' \times \vec{F}_i - \sum \vec{r}_i \times \vec{F}_i$. And from the figure, it is clear that this is R_4' , this is R and this is R_1 . So $\vec{r}_i' \times \vec{F}_i + R$ is equal to $\vec{r}_i \times \vec{F}_i$.

Like R_4 , this is R_4 is equal to $R + R_4'$. Similarly R_1 is equal to $R + R_1'$. So $\vec{r}_i' \times \vec{F}_i + R$ is in general $\vec{r}_i \times \vec{F}_i$. And therefore $\vec{r}_i' \times \vec{F}_i - \vec{r}_i \times \vec{F}_i$ is equal to $-R$ with a negative sign. And therefore $\tau_{O'} - \tau_O$ is equal to $\sum -R \times \vec{F}_i$ is $-R \times \sum \vec{F}_i$. R being the same vector, I can write this as $-R \times \sum \vec{F}_i$. That is the difference between the torques taken about point O .

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The image shows a whiteboard with the following handwritten text:

$$\vec{\tau}_{O'} - \vec{\tau}_O = -\vec{R} \times \sum_i \vec{F}_i$$

\vec{R} from O to O'

Thus if $\sum_i \vec{F}_i = 0$

$$\Rightarrow \boxed{\vec{\tau}_{O'} = \vec{\tau}_O}$$

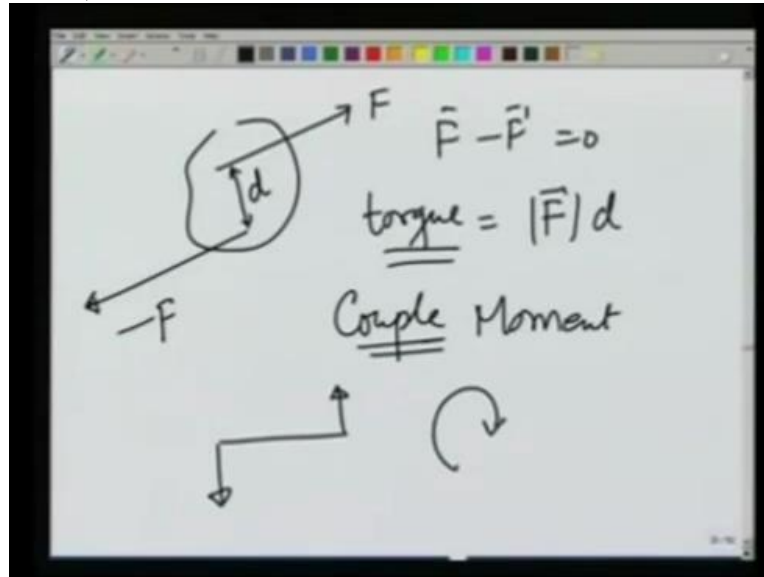
Very special case: Couple

So let us write this again. $\tau_{O'} - \tau_O$ is equal to $-R \times \sum \vec{F}_i$. R 's are better from O to O' . Thus if a total for $\sum \vec{F}_i$ is equal to 0, this implies how $\tau_{O'}$ is going to be equal to τ_O . The torque becomes independent of the origin because $\sum \vec{F}_i = 0$.

took O and O prime arbitrarily. This is what I promised you earlier, I will show that if the total force on a system is 0, then the torque is independent of the origin.

No matter about which point I take the torque, it will always come out to be the same. A very special case of this is something called a couple which is used in engineering mechanics quite a lot. And what is a couple?

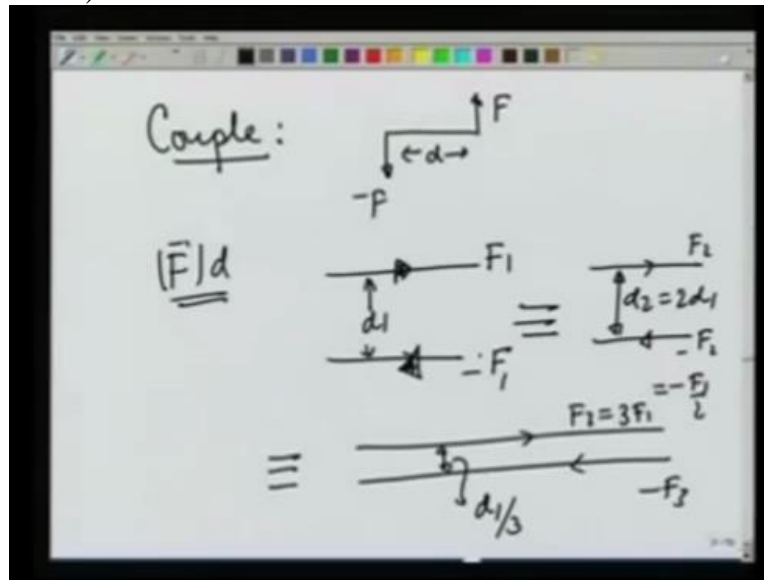
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A couple is suppose I take a body, apply a force in one direction, apply a force in the opposite direction, $-F$ and they are displaced parallelly from each other by a distance D . Then net force $F - S$ is equal to 0. And the torque need not be 0 because the forces are displaced from each other is going to be magnitude of F times D where D is the perpendicular distance between the 2. And this is known as a couple.

Or couple moment. It is indicated either by this symbol where these 2 arrows show the force applied or a symbol like this. So it is a pure moment without any force.

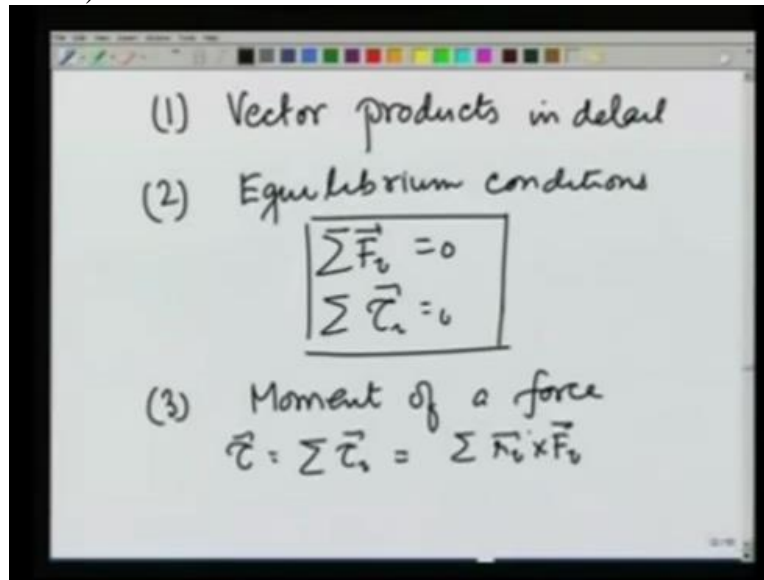
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Thus a couple is a force or two forces $F, -F$ displaced by a parallel distance between them D and its moment is given by FD . Since the net force is 0, a couple, the same couple can be generated by different kinds of forces. For example, I could have a force F_1 going the other way, $-F_1$ displaced by a distance D_1 from each other. This would be equivalent to a force F_2 which lets say is $-F_1$ divided by 2 about the distance D_2 which is twice D_1 which will also be equivalent to a force $F_3 - F_3$ let us say which is equal to 3 times F_1 but displaced from each other by a distance of D_1 over 3.

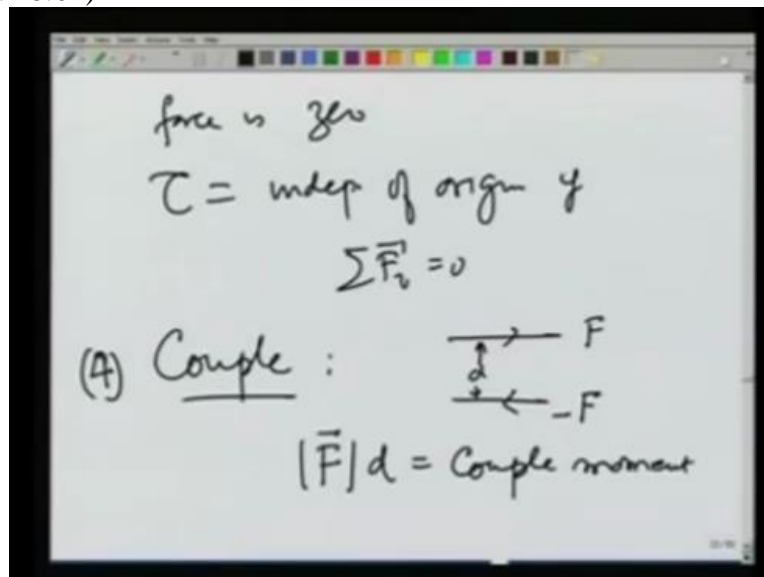
The all 3 of them represent the same couple. Because the net force is 0, so there is no effect of the force. So let me just be reap what all did we do in this lecture.

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One, we looked at better products in detail. Then we looked at equilibrium conditions and found that summation FI is equal to 0 and summation torque I is equal to 0 are both necessary and sufficient condition to ensure equilibrium. Then we started looking at different aspects of equilibrium separately. And 3rd will look at moment of a force and found that Tao the total torque Tao I summed over is equal to RI Cross FI case origin dependent.

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But becomes independent of origin is total force is 0. Let me rewrite this again. Tao is independent if summation FI is equal to 0. And then we looked at a very particular special kind

of torque under these circumstances called a couple which is 2 forces equal and opposite forces separated by a parallel distance D .

In this case, the force magnitude times D is the couple moment and the direction you can find by right-hand rule or the cross product rule yourself. In the next lecture, we will look at how to define the moment about an axis or a couple about an axis and then go on to discuss other things about equilibrium.