Asymmetrical Bending Worked Example 1 – Principal Axes & Principal 2nd Moments of Area

Department of Mechanical, Materials & Manufacturing Engineering MMME2053 – Mechanics of Solids



Worked Example 1

Principal Axes & Principal 2nd Moments of Area

For the beam cross-section shown below, calculate:

- The Principal 2nd Moments of Area
- The directions of the Principal Axes



All dimensions in mm

Solution

Total Area: $A = (51 \times 10) + (10 \times 54) = 1050 \text{ mm}^2$

Position of Centroid

Moments about AA: $1050 \times \bar{y} = ((51 \times 10) \times 5) + ((10 \times 54) \times 37)$ $\therefore \bar{y} = 21.46 \text{ mm}$

Moments about AA:

 $1050 \times \bar{x} = ((10 \times 51) \times 25.5) + ((54 \times 10) \times 5)$ $\therefore \bar{x} = 14.96 \text{ mm}$



All dimensions in mm

2nd Moments of Area

Parallel Axis Theorem:

$$\begin{split} I_{x'} &= (I_x + Ab^2)_a + (I_x + Ab^2)_b \\ &= \left(\frac{51 \times 10^3}{12} + 51 \times 10 \times 16.46^2\right) + \left(\frac{10 \times 54^3}{12} + 10 \times 54 \times -15.54^2\right) \\ &= 404,051 \text{ mm}^4 \\ I_{y'} &= (I_y + Aa^2)_a + (I_y + Aa^2)_b \\ &= \left(\frac{10 \times 51^3}{12} + 10 \times 51 \times 10.54^2\right) + \left(\frac{54 \times 10^3}{12} + 54 \times 10 \times -9.96^2\right) \\ &= 225,268 \text{ mm}^4 \\ I_{x'y'} &= (I_{xy} + abA)_a + (I_{xy} + abA)_b \\ &= (0 + 51 \times 10.54 \times 16.64) + (0 + 54 \times 10 \times -9.96 \times -15.54) \end{split}$$

 $= 172,059 \text{ mm}^4$

$$I_{x'} = 404,051 \text{ mm}^4$$
 $I_{y'} = 225,268 \text{ mm}^2$ $I_{x'y'} = 172,059 \text{ mm}^4$

Mohr's Circle



$$C = \frac{I_{x'} + I_{y'}}{2} = 314,659 \text{ mm}^4$$
$$R = \sqrt{\left(\frac{I_{x'} - I_{y'}}{2}\right)^2 + I_{x'y'}^2} = 193,895 \text{ mm}^4$$

 $I_p = C + R = 508,554 \text{ mm}^4$ $I_q = C - R = 120,764 \text{ mm}^4$

$$\sin 2\theta = \frac{I_{x'y'}}{R} = \frac{172,059}{193,895} = 0.887$$
$$\theta = 31.27^{\circ}$$



If the beam was loaded in the direction of the *P* or *Q* axis

- there would be no Product Moment of Area
- the beam would deflect only in this direction