

Assume gate has uniform width b

$$w(z) = p(z) b$$

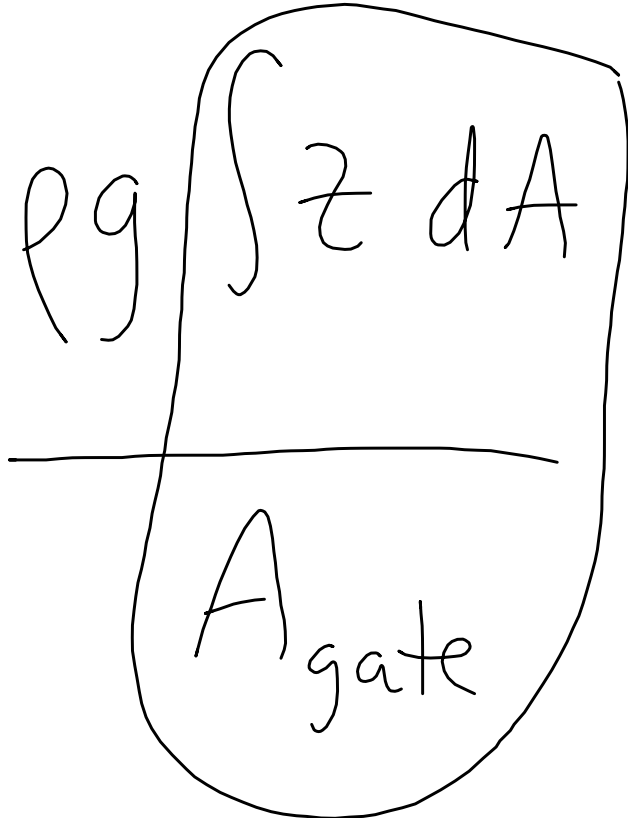
$$dA = b dz = \rho g z b$$

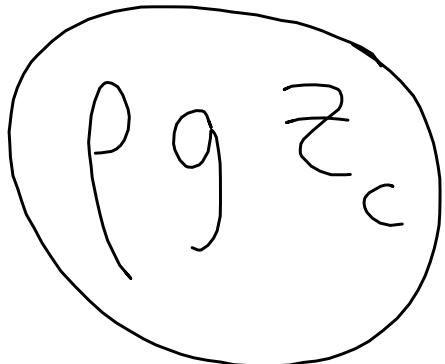
called y

$$dF = p(z) dA$$

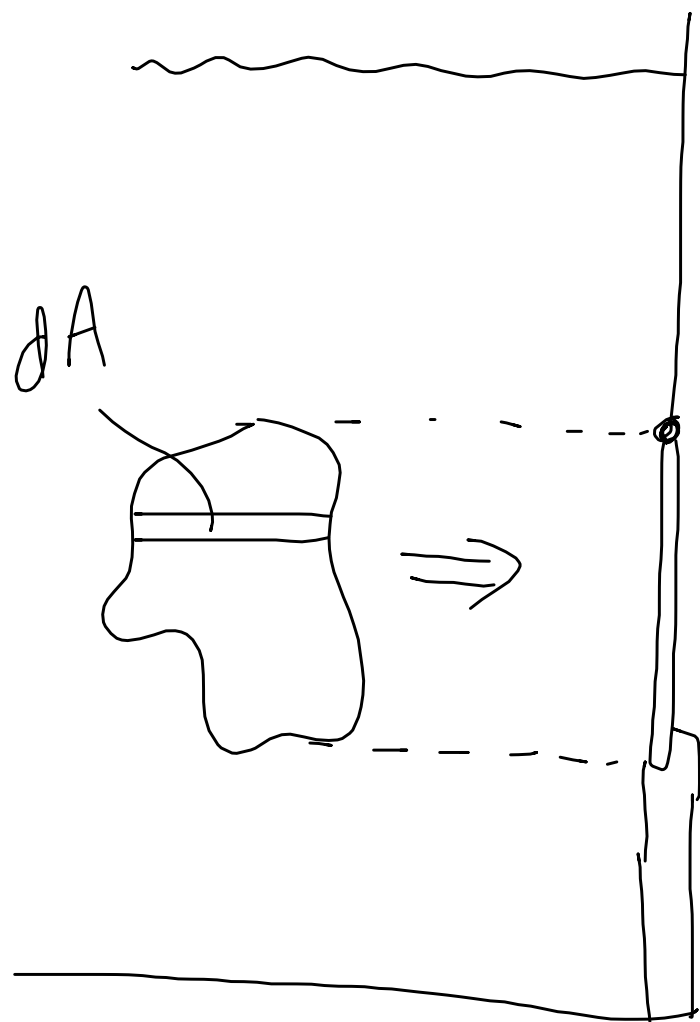
$$= \rho g z dA$$

$$F_R = \int \rho g z dA = \rho g \int z dA$$

$$F_R = \rho g \int z dA \quad A_{\text{gate}}$$


$$= \rho g z_c \quad A_{\text{gate}}$$


$$= P_{\text{centroid of gate}} \quad A_{\text{gate}}$$



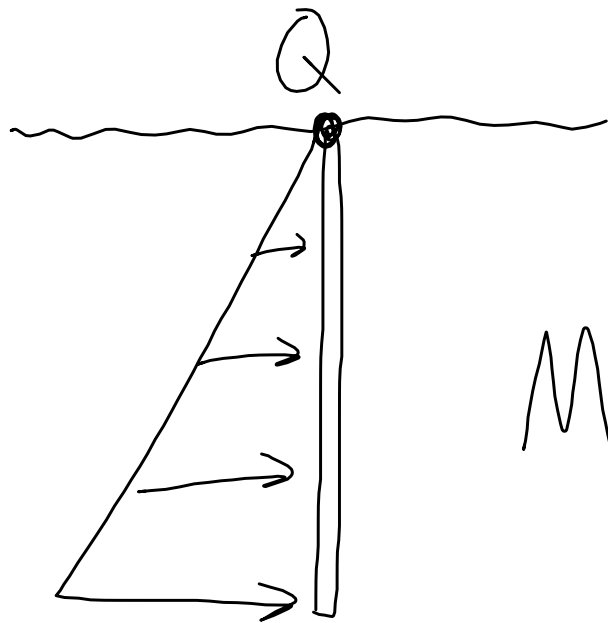
$$dF = \rho g z dA$$

$$F_R = \rho_c A_{\text{gate}}$$

Where?

Put it at centroid of
volume under $p(x, z)$

Consider simpler problem



uniform gate, width b

$$M_Q = \int z \rho g z dA$$

$$= \rho g \int z^2 dA$$

Area moment
of inertia

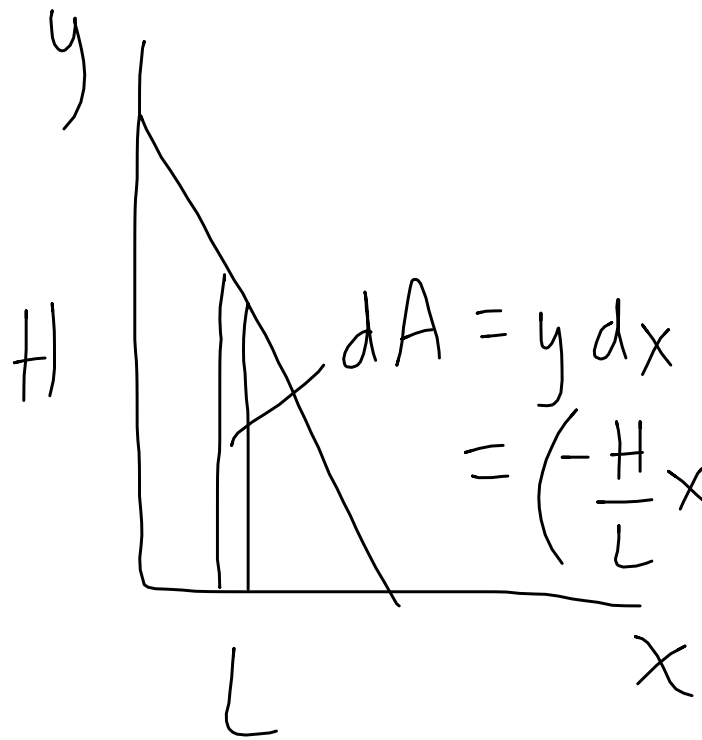
Moment of Inertia (for areas)

$$I_x = \int y^2 dA$$

y is dist \perp from
x-axis

$$I_y = \int x^2 dA$$

$$I_z = \int r^2 dA \quad r^2 = x^2 + y^2$$



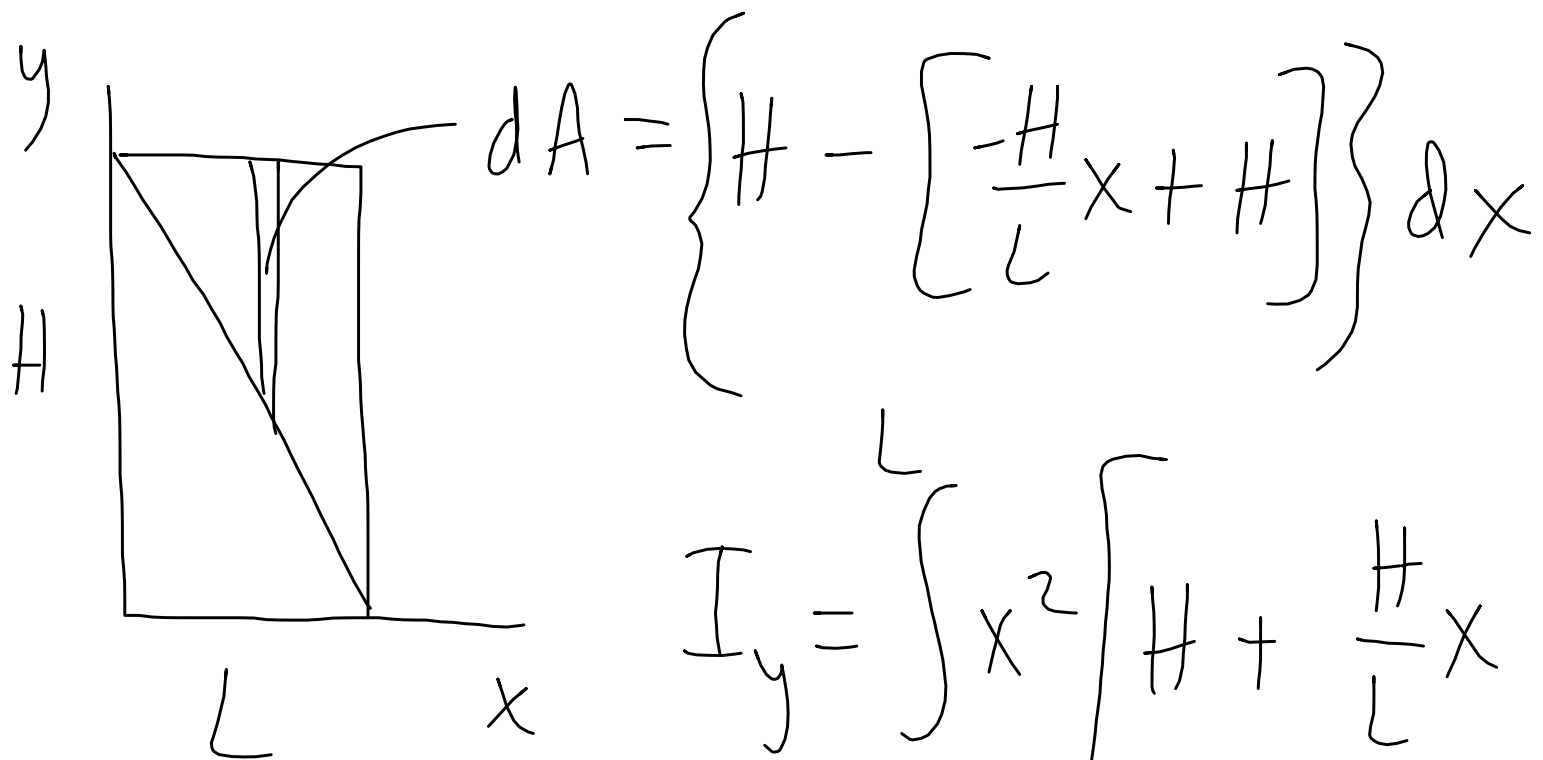
$$I_y = \int x^2 dA$$

$$dA = y dx$$

$$= \left(-\frac{H}{L}x + H\right) dx$$

$$I_y = \int_0^L x^2 \left[-\frac{H}{L}x + H\right] dx$$

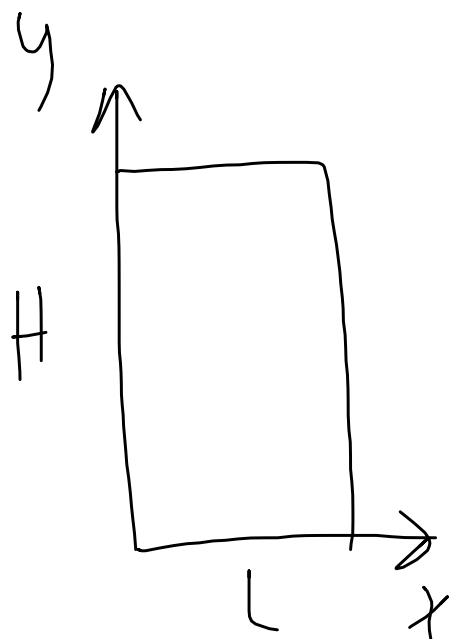
$$= \left. -\frac{H}{L} \frac{x^4}{4} + H \frac{x^3}{3} \right|_0^L = HL^3 \left(-\frac{1}{4} + \frac{1}{3}\right) = \frac{HL^3}{12}$$



$$dA = \left\{ H - \left[\frac{-H}{L}x + H \right] \right\} dx$$

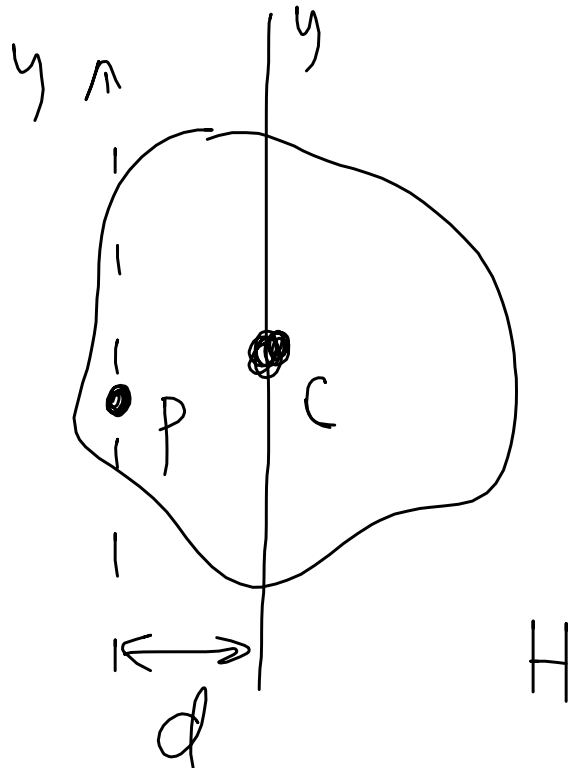
$$I_y = \int_0^L x^2 \left[H + \frac{H}{L}x - H \right] dx$$

$$= \frac{HL^3}{4}$$

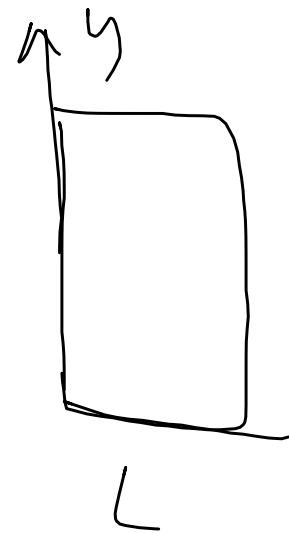


$$I_y = \frac{HL^3}{12} + \frac{HL^3}{4} = \frac{HL^3}{3}$$

Parallel Axis Theorem

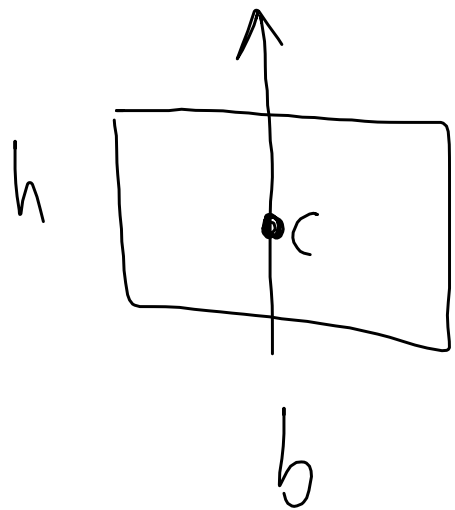


$$I_{y,p} = I_{y,c} + Ad^2$$



$$I_{y,0} = \frac{HL^3}{3}$$

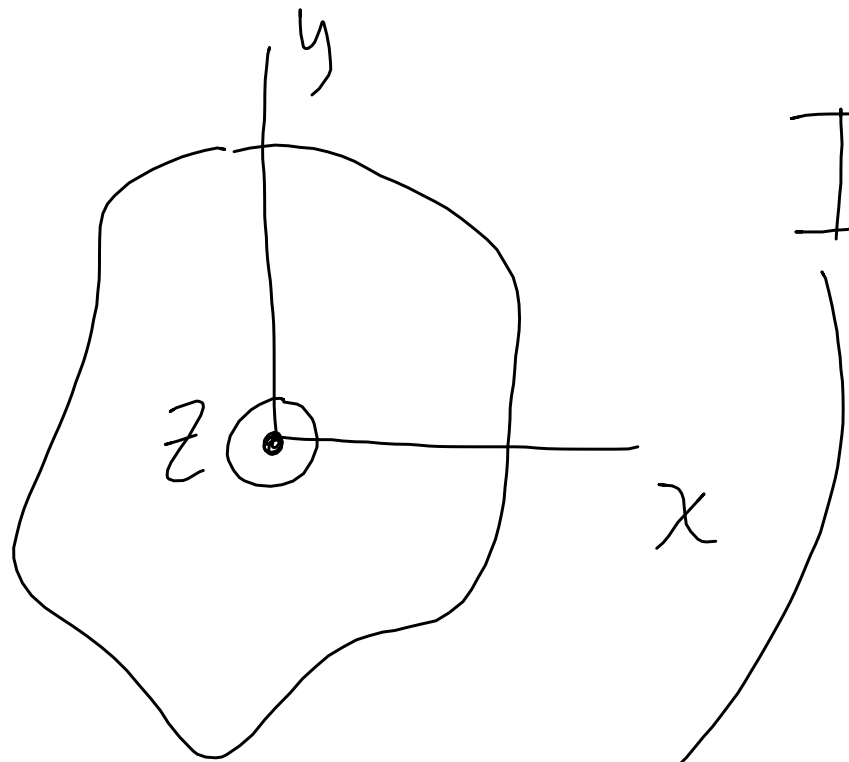
$$I_{y,c} = \frac{HL^3}{12}$$



$$I_{y,c} = \frac{hb^3}{12}$$

check

$$\frac{HL^3}{3} - HL \left(\frac{L}{2} \right)^2 = \frac{HL^3}{12} \checkmark$$



$$I_z = \int r^2 dA$$

$$= \int (x^2 + y^2) dA$$

$$= \int x^2 dA + \int y^2 dA$$

$$= I_y + I_x$$

Polar moment
of inertia

$$\vec{\tau} = I \vec{\alpha} \quad \text{too simple}$$

$$\begin{pmatrix} \tau_x \\ \tau_y \\ \tau_z \end{pmatrix} = \begin{pmatrix} I_{xx} & I_{xy} & I_{xy} \\ \cdot & I_{yy} & \cdot \\ \cdot & \cdot & I_{zz} \end{pmatrix} \begin{pmatrix} \alpha_x \\ \alpha_y \\ \alpha_z \end{pmatrix}$$