

$$\{x\} = [M] \{d\} \Rightarrow \{\ddot{x}\} = [M] \{\ddot{d}\}$$

MASS MATRIX

$[m]$

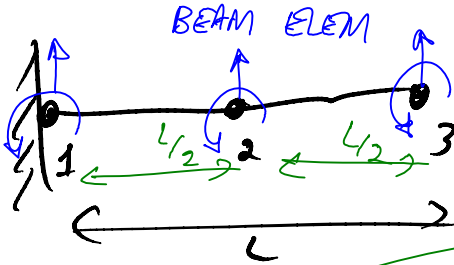
TWO METHODS FOR DEVELOPMENT OF MASS MATRIX.

ASSUMED ACCEL. FIELD

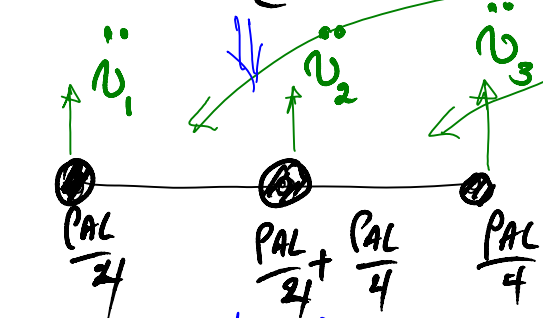
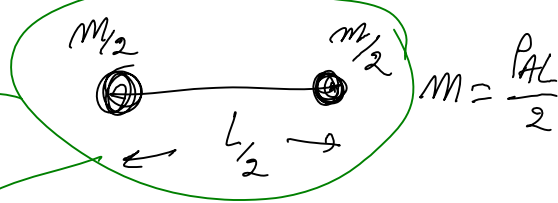
NODAL ACCEL. COMPONENTS

LUMPED MASS APPROXIMATION :

PLACE LUMPED MASSES AT NODAL D.O.F.'S.



P, A, L
TOTAL MASS = PAL



$$[m] = \begin{bmatrix} 1 & 2 & 3 & 4 & 5 & 6 \\ 1 & \frac{PAL}{4} & 0 & 0 & 0 & 0 \\ 2 & 0 & 0 & 0 & 0 & 0 \\ 3 & 0 & 0 & \frac{PAL}{2} & 0 & 0 \\ 4 & 0 & 0 & 0 & 0 & 0 \\ 5 & 0 & 0 & 0 & \frac{PAL}{4} & 0 \\ 6 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

ROTATIONAL INERTIA TERMS

ONE ASSUMPTION FOR ROTATIONAL INERTIA IS TO BASE IT ON MOMENT REQUIRED TO ROTATE A POINT MASS BY A UNIT ANGULAR ACCELERATION.

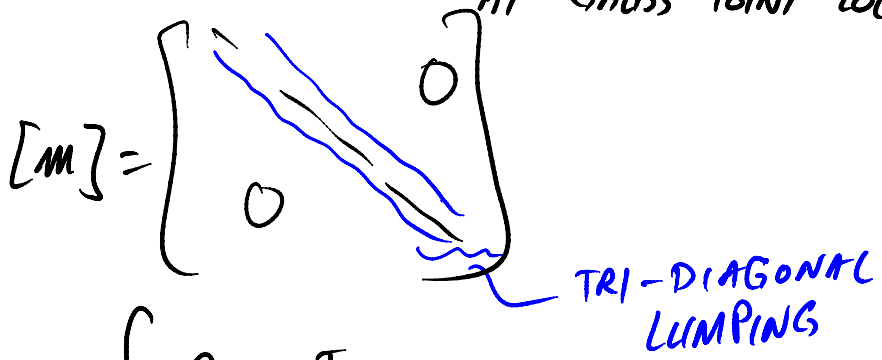
PAL^3

WORKS OUT TO BE : $\frac{1}{24}$ BASED ON ELEM. LENGTH OF $L/2$

FORMAL MASS LUMPING TECHNIQUES:

- (HRZ - LUMPING) WHICH TAKES ^{DIAGONAL} TERMS OF THE CONSISTENT MASS MATRIX, AND SCALES IT TO BE EQUIV. TO TOTAL MASS.

- OPTIMAL LUMPING: PLACE LUMPED MASS TERMS AT GAUSS POINT LOCATION.



$$[m] = \int_{Vol.} \rho [N]^T [N] dVol. \quad \text{CONSISTENT MASS MATRIX.}$$

SOLUTION OF EIGEN-VALUE PROBLEM :

$$[m] \{\ddot{u}\} + [k] \{u\} = \{0\} \quad (1)$$

$$\{\bar{u}\} = \{g\} \sin \omega t \quad \{\ddot{u}\} = -\{g\} \omega^2 \sin \omega t$$

SUBST. IN (1) :

$$\left([k] - \omega^2 [m] \right) \{g\} = \{0\}$$

EIGEN VALUE
EIGEN VECTOR

$$\omega^2 = \lambda = \overset{\text{VALUE}}{\text{EIGEN VALUE}} \overset{\text{VECTOR}}$$

$\omega \rightarrow$ NAT'L FREQ'S

FOR EACH ω_i THERE EXISTS A $\{\phi\}_i$ MODE SHAPE.

IF $\omega_i = 0 \Rightarrow$ RIGID BODY MOTION.

SOLUTION APPROACHES.

- 1) DIRECT APPROACH \rightarrow SUITABLE FOR SMALL PROBLEMS
- 2) VECTOR ITERATION \rightarrow TAKES ADVANTAGE OF SYMMETRY OF MASS & STIFFNESS MATRICES
 - SUBSPACE ITERATION
 - POWER ITERATION
 - INVERSE POWER ITERATION
- 3) TRANSFORMATION METHOD - MOST GENERAL COMPUTATIONAL METHOD.
 - SIMPLIFY MASS MATRIX BY TRI-DIAGONALIZATION (USING CONSISTENT MASS MATRIX).
 - COMPUTATIONALLY INTENSIVE
 - LANCZOS METHOD