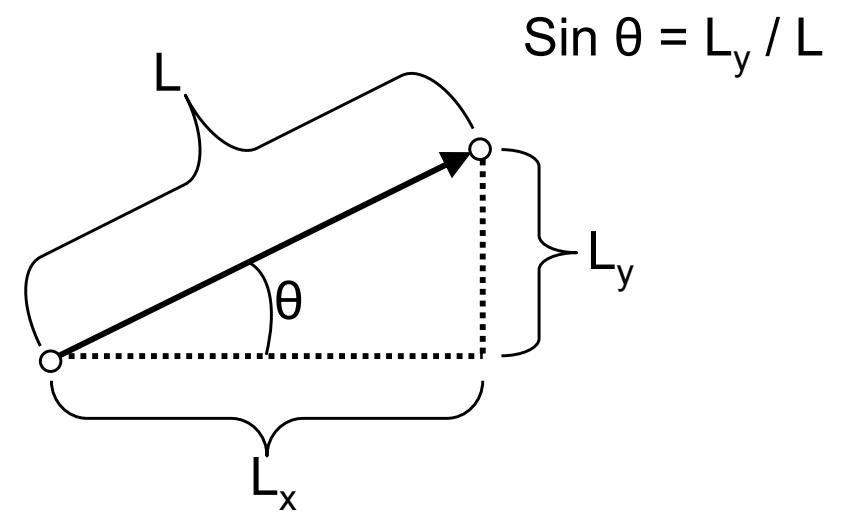
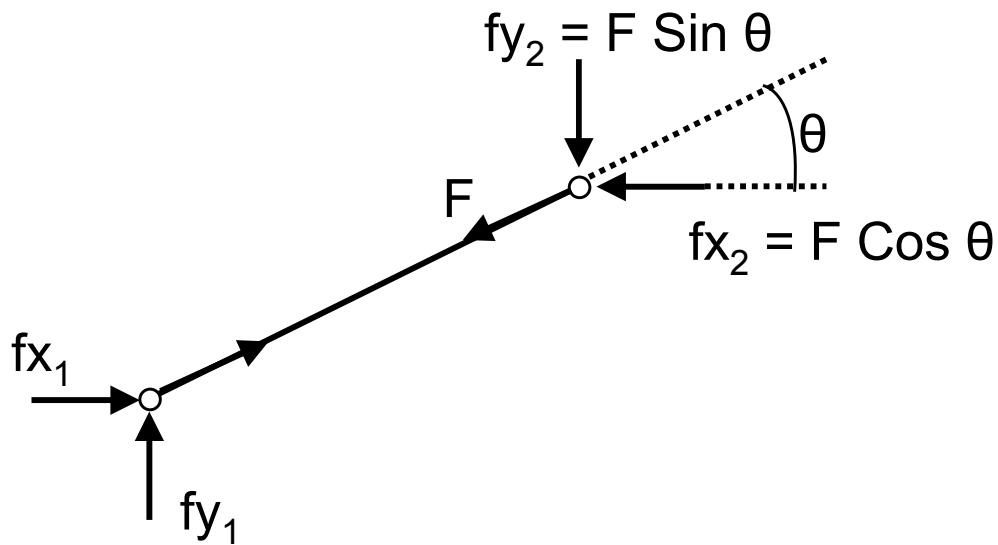


Forming The Stiffness Matrix

$$\begin{aligned} F &= \frac{EA}{L} \left[\frac{(x_2 - \cancel{x}_1)(\delta x_2 - \delta x_1) + (y_2 - \cancel{y}_1)(\delta y_2 - \delta y_1)}{L} \right] \\ &= \frac{EA}{L^2} [L_x(\delta x_2 - \delta x_1) + L_y(\delta y_2 - \delta y_1)] \\ &= \frac{EA}{L^2} \begin{bmatrix} -L_x & -L_y & L_x & L_y \end{bmatrix} \begin{bmatrix} \delta x_1 \\ \delta y_1 \\ \delta x_2 \\ \delta y_2 \end{bmatrix} \end{aligned}$$



f_{x_1} = Force node1 exerts on member in X-direction

f_{y_1} = Force node1 exerts on member in Y-direction

f_{x_2} = Force node2 exerts on member in X-direction

f_{y_2} = Force node2 exerts on member in Y-direction

$\sin \theta = L_y / L$

$\cos \theta = L_x / L$

$$f_{x_1} = -F \cos \theta = -F \frac{L_x}{L}$$

$$f_{y_1} = -F \sin \theta = -F \frac{L_y}{L}$$

$$f_{x_2} = F \cos \theta = F \frac{L_x}{L}$$

$$f_{y_2} = F \sin \theta = F \frac{L_y}{L}$$

Forming The Stiffness Matrix

$$\begin{bmatrix} fx_1 \\ fy_1 \\ fx_2 \\ fy_2 \end{bmatrix} = \frac{F}{L} \begin{bmatrix} -L_x \\ -L_y \\ L_x \\ L_y \end{bmatrix} = \frac{EA}{L^3} \begin{bmatrix} -L_x \\ -L_y \\ L_x \\ L_y \end{bmatrix} \begin{bmatrix} -L_x & -L_y & L_x & L_y \end{bmatrix} \begin{bmatrix} \delta x_1 \\ \delta y_1 \\ \delta x_2 \\ \delta y_2 \end{bmatrix}$$

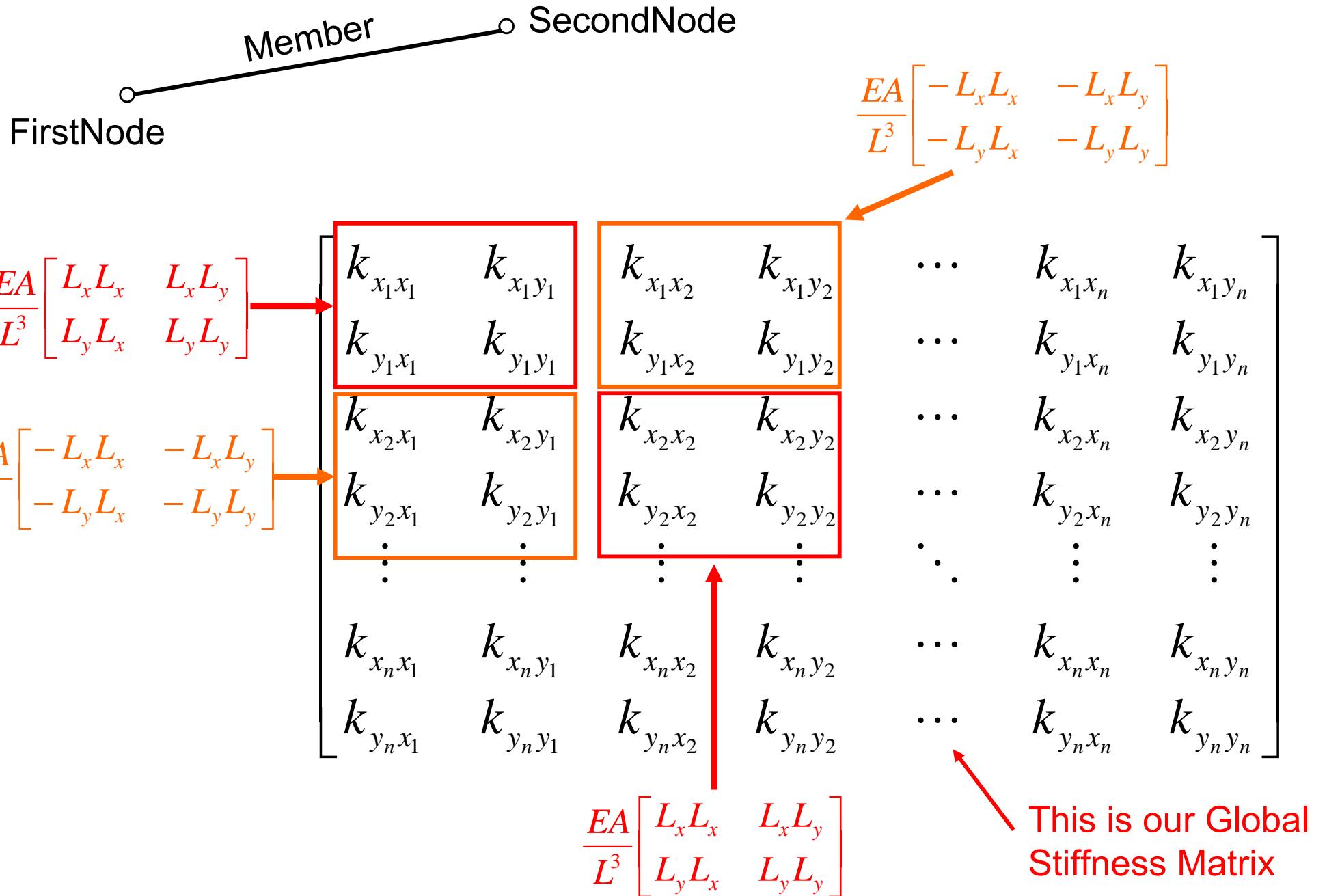
$$\begin{bmatrix} fx_1 \\ fy_1 \\ fx_2 \\ fy_2 \end{bmatrix} = \frac{EA}{L^3} \begin{bmatrix} L_x L_x & L_x L_y & -L_x L_x & -L_x L_y \\ L_y L_x & L_y L_y & -L_y L_x & -L_y L_y \\ -L_x L_x & -L_x L_y & L_x L_x & L_x L_y \\ -L_y L_x & -L_y L_y & L_y L_x & L_y L_y \end{bmatrix} \begin{bmatrix} \delta x_1 \\ \delta y_1 \\ \delta x_2 \\ \delta y_2 \end{bmatrix}$$

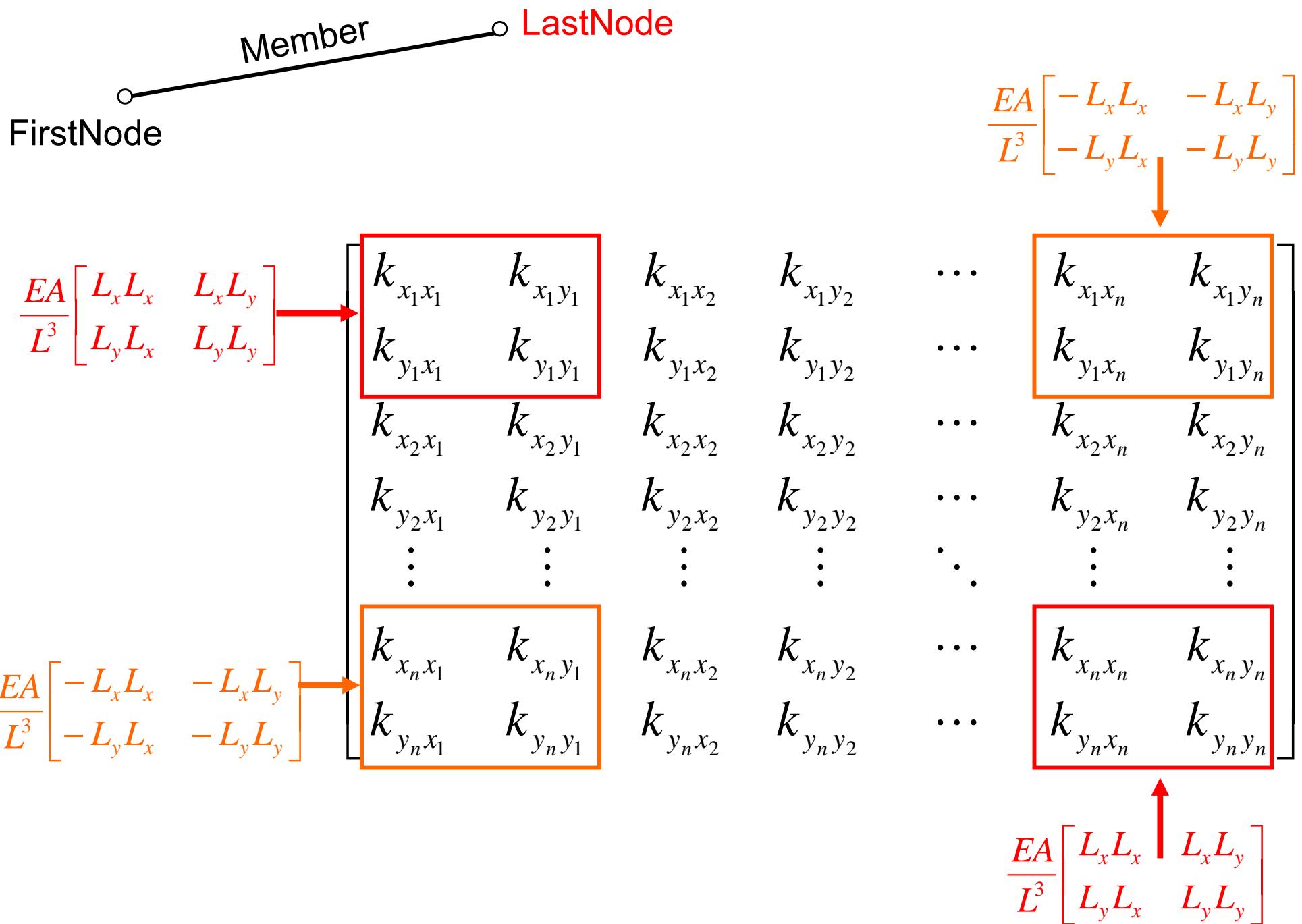
F =

K_e

d

This is our Element Stiffness Matrix





Summary

The stiffness matrix for each element is made up of lots of combinations of :

$$\frac{EA}{L^3} \quad \pm L_x \quad \pm L_y$$

The global stiffness matrix is compiled by adding in the stiffness of each member to the correct part of the global stiffness matrix

