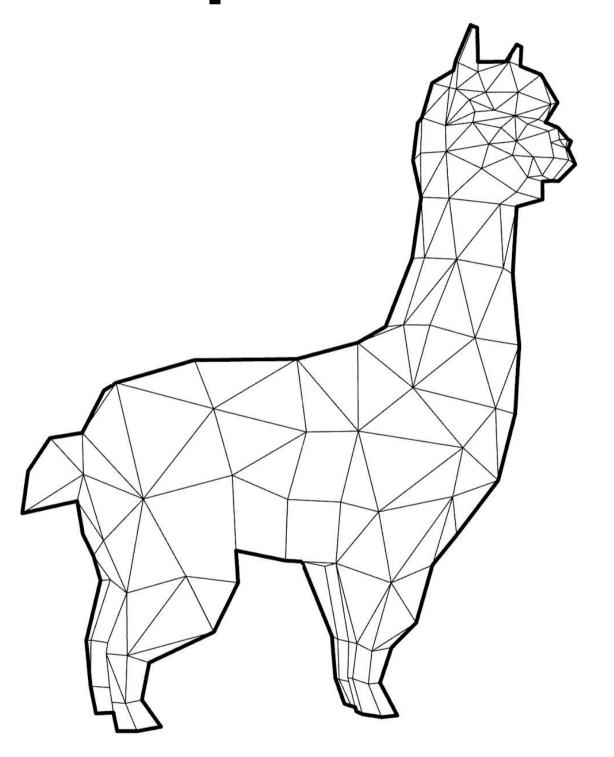
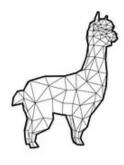
# Alpaca4d



A revolutionary Parametric FEA software



## Introduction

Alpaca4d is a Grasshopper plugin which has been developed on top of OpenSees.

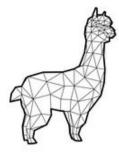
The library is mostly used by researchers and academia because of the not user-friendly behaviour even if the math behind the library is highly sophisticated.

The main idea of **Alpaca4d** is to provide an efficient and easy way to use OpenSees without writing any line of code.

The belief is to bring more users to perform structural analyses with Opensees in a parametric environment such as Grasshopper.







## Introduction

https://opensees.berkeley.edu

#### i.e. Catenary Cable

Command Manual

This command is used to construct a catenary cable element object.

element CatenaryCable \$tag \$iNode \$jNode \$weight \$E \$A \$L0 \$alpha \$temperature\_change \$rho \$errorTol \$Nsubsteps \$massType

\$eleTag unique element object tag

**\$iNode \$jNode** end nodes (3 dof per node)

**\$E** elastic modulus of the cable material

\$A cross-sectional area of element

\$L0 unstretched length of the cable

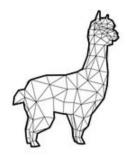
\$alpha coefficient of thermal expansion

**\$temperature\_change** temperature change for the element

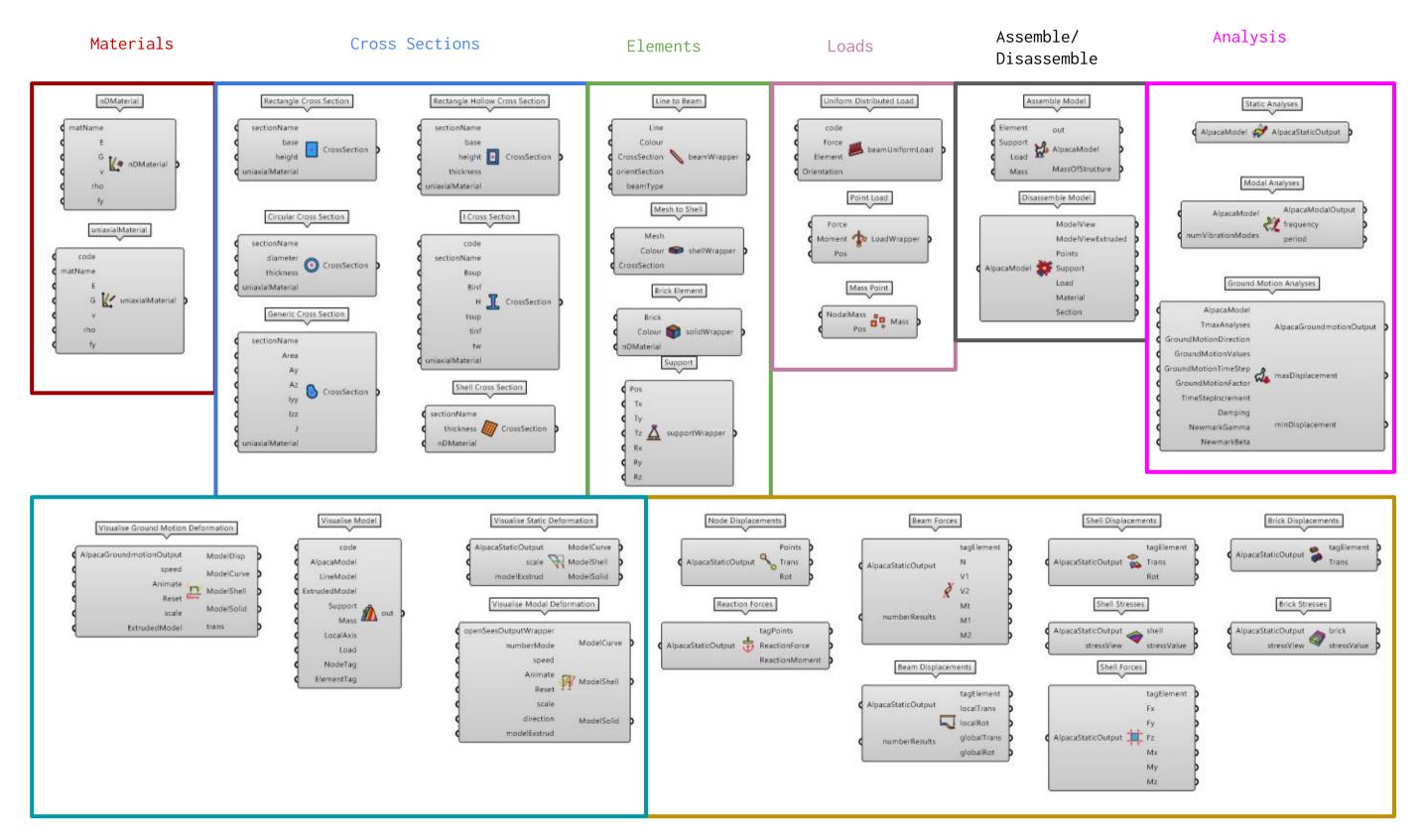
**\$rho** mass per unit length

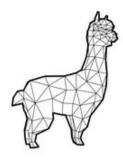
\$errortol allowed tolerance for within-element equilbrium (Newton-Rhapson iterations)

**\$Nsubsteps** number of within-element substeps into which equilibrium iterations are subdivided (not number of steps to convergence)



# Plug-in

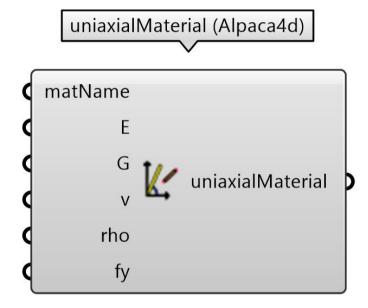


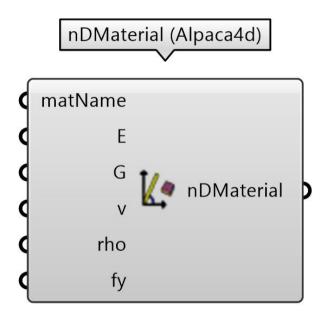


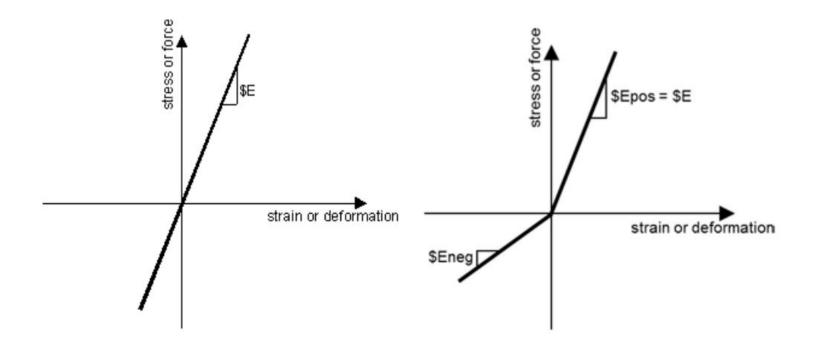
## Materials

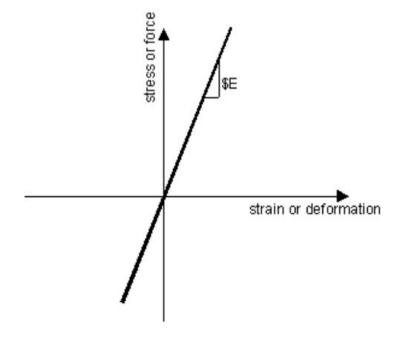
**UniaxialMaterial** is used to construct a material object which represents uniaxial stress-strain relationships. The implemented relationship is Linear Elastic.

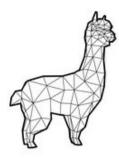
**NDMaterial** is used to construct a material object which represents the stress-strain relationship at the gauss-point of a continuum element. The behaviour is an Elastic Isotropic.







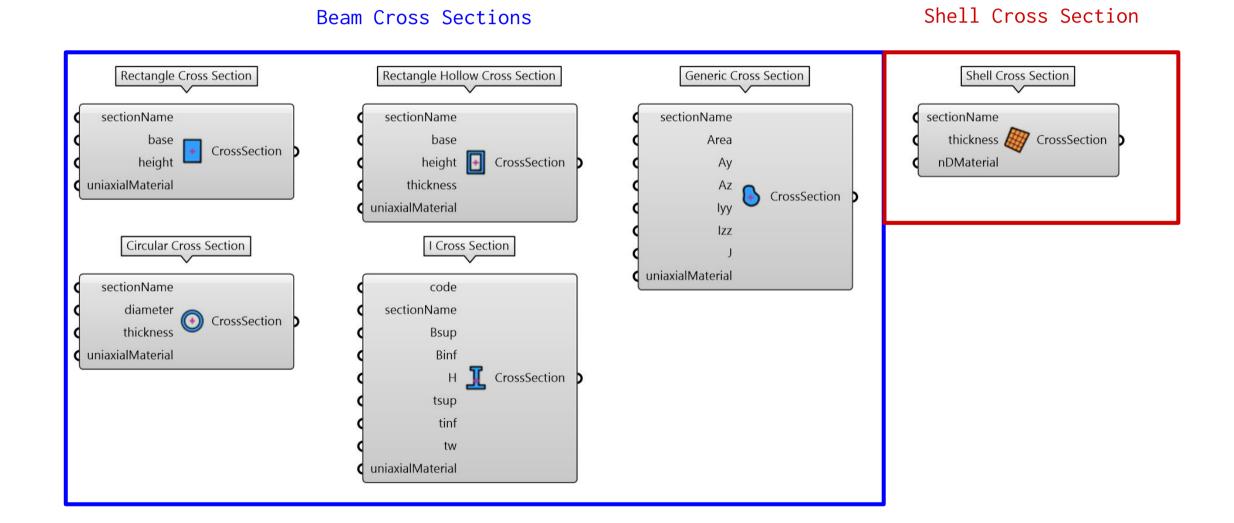


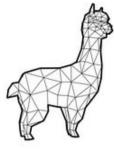


#### **Cross Sections**

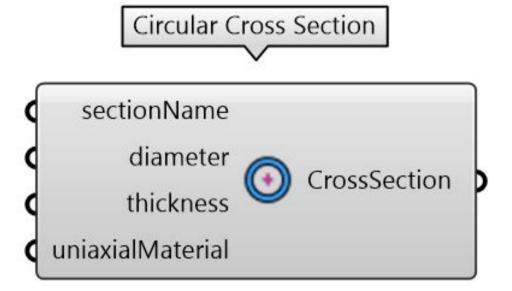
Solid rectangle section, Circular Hollow Section, Rectangular Hollow Section, I-Section and Generic Cross Section are provided to the users to assign mechanical properties to a beam element.

Constant thickness section has been implemented for shell elements.

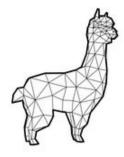




#### **Cross Sections**



```
math
  port Grasshopper as gh
def CircleCrossSection(sectionName, diameter, thickness, uniaxialMaterial):
    sectionName = sectionName
    shape = "circular"
    diameter = diameter / 1000
                                        # Input value in mm → Output m
    thickness = thickness / 1000
    if thickness = 0 or thickness = diameter / 2:
        Area = math.pow(diameter,2)/4 * math.pi
        Ay = Area * 0.9
        Az = Area * 0.9
       Iyy = math.pow(diameter,4)/64 * math.pi
        Izz = Iyy
       J = pow(diameter, 4)/32 * math.pi
   elif thickness < diameter/2 and thickness \geq 0:
       Area = (math.pow(diameter,2) math.pow((diameter-2*thickness),2))/4 * math.pi
        Ay = Area * 0.9
        Az = Area * 0.9
       Iyy = (math.pow(diameter,4)-math.pow((diameter-2*thickness),4))/64 * math.pi
       J = (math.pow(diameter,4)-math.pow((diameter-2*thickness),4))/32 * math.pi
       msg = "Incorrect values. Thickness has to be greater than D/2 and greater than 0"
       ghenv.Component.AddRuntimeMessage(gh.Kernel.GH_RuntimeMessageLevel.Error, msg)
    material = uniaxialMaterial
   return [[ Area, Ay, Az, Iyy, Izz, J, material, [shape, diameter, thickness], sectionName ]]
```



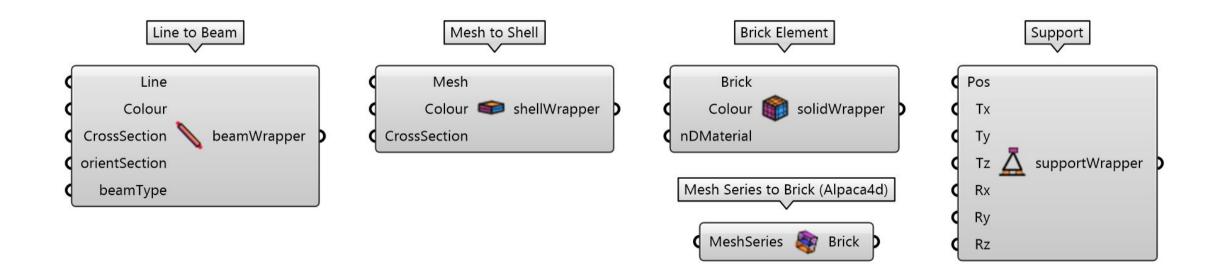
#### **Elements**

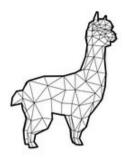
The finite elements implemented are **Elastic Timoshenko Beam Column Element**, **ShellMITC4-ShellDKGT**, **bbarBrick**.

Line to Beam component converts a line geometry to a Timoshenko Beam.

Mesh to Shell component converts a mesh geometry to a Shell Element. Shell elements are used to model structures in which one dimension, the thickness, is significantly smaller than the other dimensions. Triangular faces will be converted to a ShellDKGT formulation and the Quad faces to a ShellMITC4 formulation.

**Brick Element** component converts an hexahedral element into a **bbarBrick**. A hexahedron is any polyhedron with six faces. It is generally a difficult task to convert a generic solid into a set of hexahedron and **MeshSeriesToBrick** component might help to construct some simple polyhedron.





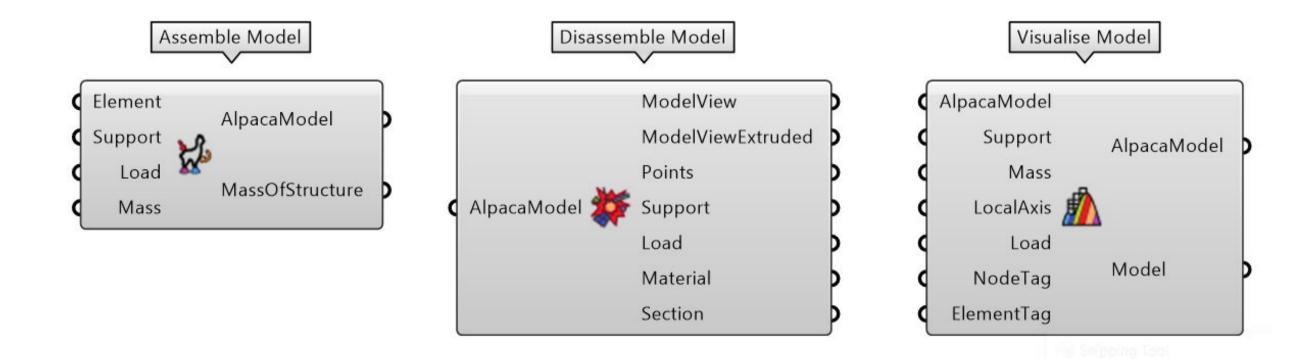
#### Assemble

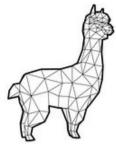
Element and Support are the minimum input that the user should provide to perform an analysis.

**Assemble Model** builds a text file with the necessary information to be sent to OpenSees solver. The mass of the structure is automatically calculated from the assemble component.

**Disassemble Model** retrieves some text information to double check that the model has been assembled correctly.

**Visualise Model** is a graphical representation of the structure. The model output is either an extruded model or lines model.

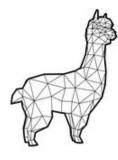




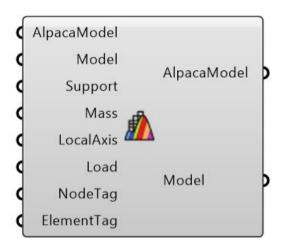
## Assemble

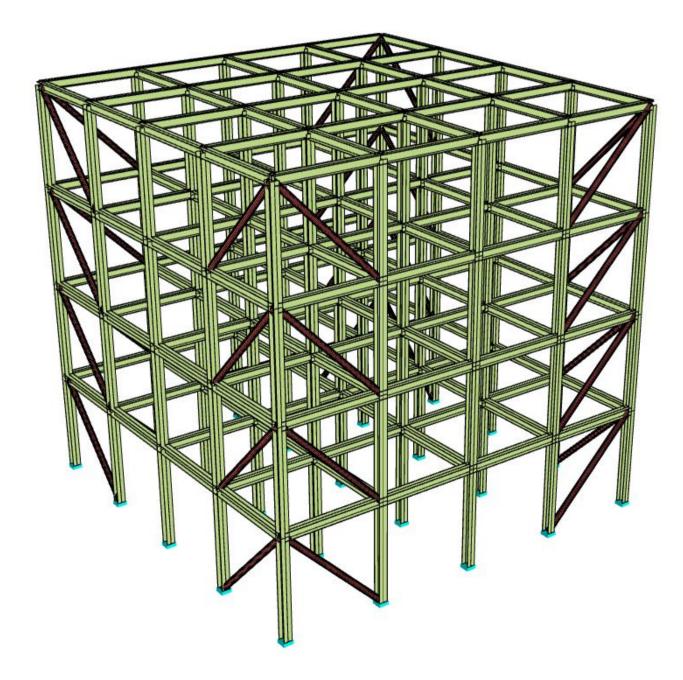
```
"""Generate a text file model to be sent to OpenSees
          Element: Structural element.
         Support: Support element.
Load: Load element.
         Mass: Mass point.
         AlpacaModel: Assembled Alpaca model.
        MassOfStructure: Total mass of the structure [kg].
  import sys
 import clr
import os
  import Rhino. Geometry as rg
  import Grasshopper as gh
def Assemble (Element, Support, Load, Mass):
     points = []
startPointList = []
      endPointList = []
     geomTransf = []
      matWrapper = []
     secTagWrapper = []
     for element in Element:
         if (element[1] = "ElasticTimoshenkoBeam") or (element[1] = "Truss"): # element[1] retrieve the type of the beam
              startPoint = element[0].PointAt(element[0].Domain[0])
              endPoint = element[0].PointAt(element[0].Domain[1])
              points.append(startPoint)
              points.append(endPoint)
              geomTransf.append(element[3])
              matWrapper.append([element[2][6][0], element[2][6][1:] ]) # to be careful because we are assigning "unixial" inside the solver. We need to find a clever way to assigning outside
             mesh = element[0]
              vertices = mesh.Vertices
              for i in range (vertices.Count):
                 points.append( rg.Point3d.FromPoint3f(vertices[i]) )
             matWrapper.append([element[2][2][0], element[2][2][1:]])
secTagWrapper.append([element[2][0], element[2][1:]])
         elif (element[1] = "bbarBrick") or (element[1] = "FourNodeTetrahedron"):
    mesh = element[0]
             points.append('rg.Point3d('vertices[i])')
matWrapper.append([element[2][0], element[2][1:]])
     f create MatTag
     # use dictionary to delete duplicate
     matNameDict = dict(matWrapper)
     matNameList = []
     for key, value in matNameDict.iteritems():
          temp = [key,i,value]
          matNameList.append(temp)
      openSeesMatTag = []
      for item in matNameList:
          openSeesMatTag.append([item[0], item[1:]])
```

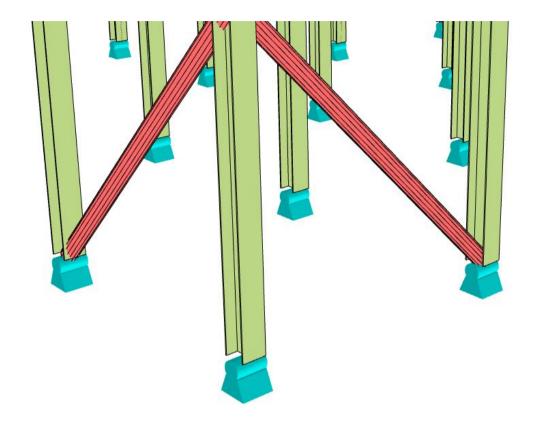
```
openSeesMatTag = openSeesMatTag
matNameDict = dict(openSeesMatTag)
# create SecTag
# use dictionary to delete duplicate
secTagDict = dict(secTagWrapper)
secTagList = []
for key, value in secTagDict.iteritems():
    temp = [key,i,value]
   secTagList.append(temp)
openSeesSecTag = []
for item in secTagList:
   openSeesSecTag.append([ item[0], item[1:] ] )
openSeesSecTag = openSeesSecTag
secTagDict = dict(openSeesSecTag)
#print(secTagDict)
geomTransf = [row[0] for row in geomTransf ]
geomTransfList = list(dict.fromkeys(geomTransf))
geomTransfDict = { geomTransfList[i] : i+l for i in range(len(geomTransfList) ) }
geomTag = geomTransfDict.values() # elemento a dx (tag)
geomVec = geomTransfDict.keys() # elemento a sx (vettore)
GeomTransf = []
for i in range(0, len(geomTag) ) :
    GeomTransf.append( [ geomTag[i], list(rg.Vector3d(geomVec[i])) ] )
GeomTransf = GeomTransf
# Convert to PointCloud to use ClosestPoint Method
cloudPoints = rg.PointCloud(oPoints)
## FOR NODE ##
openSeesNode = []
for nodeTag, node in enumerate(oPoints):
   openSeesNode.append( [nodeTag, node.X, node.Y, node.Z] )
openSeesNode = openSeesNode
## FOR ELEMENT ##
openSeesBeam = []
openSeesShell = []
openSeesSolid = []
MassOfStructure = 0
    if (element[1] = "ElasticTimoshenkoBeam") or (element[1] = "Truss"): # element[1] retrieve the type of the beam
```

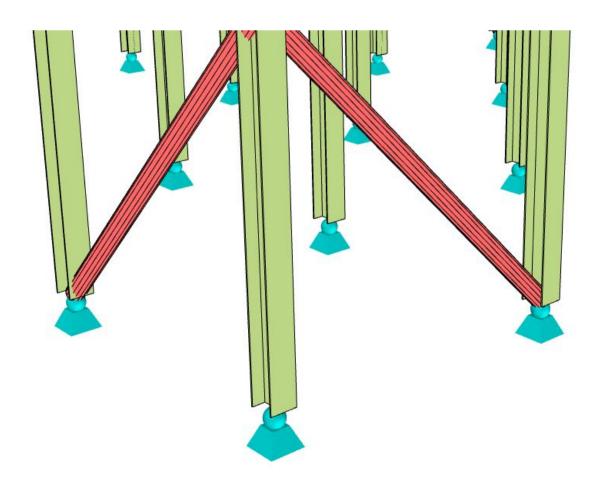


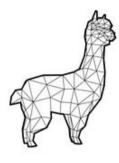
# Visualise









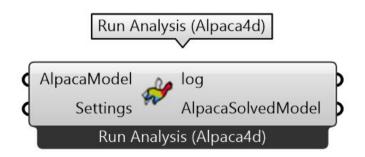


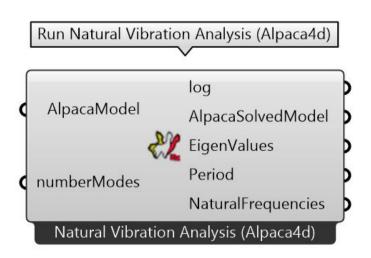
# **Analysis**

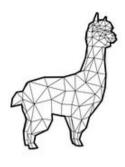
Alpaca 4d can perform Static Analysis, Modal analysis, Ground Motion Analysis and 3NDF Analysis (WIP-Brick Elements).

Static Analysis computes the response of the structure.

**Modal Analysis** computes the Modal shapes of the structure and returns the period and frequency of that mode.

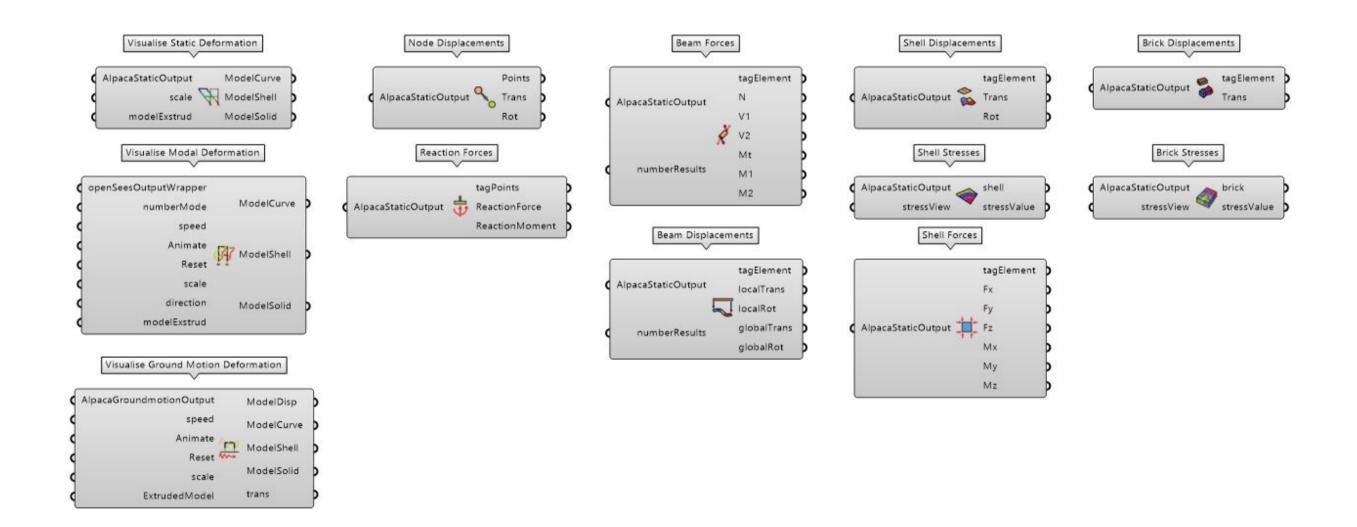


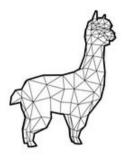


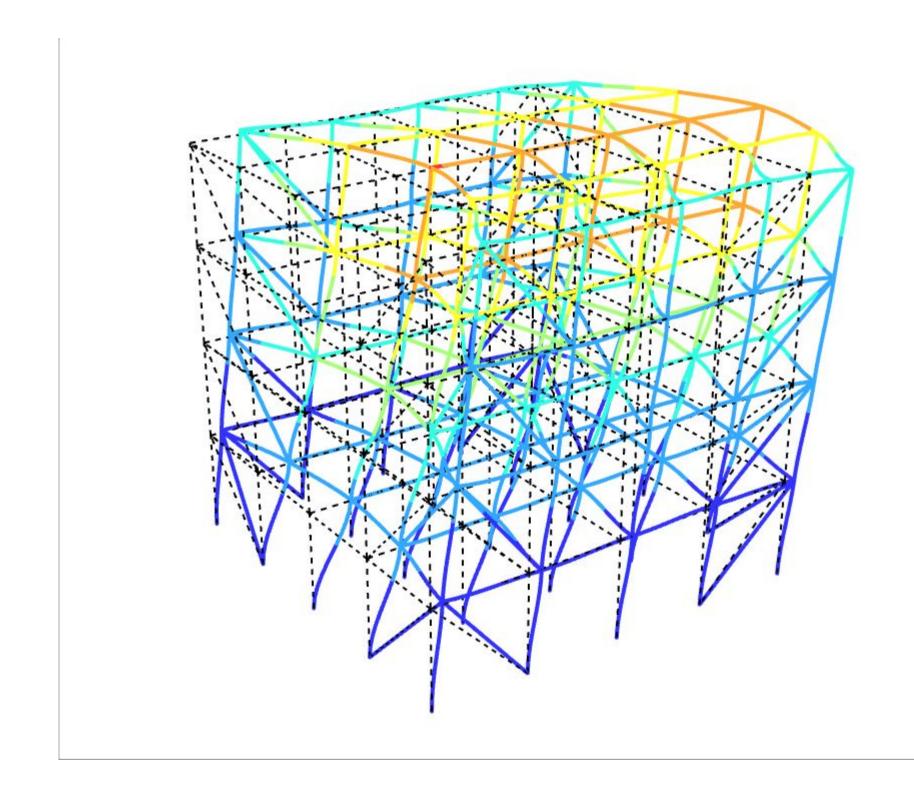


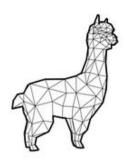
The static analysis returns the numerical outputs to study the behaviour of the structure. It is possible to query results for Point, Beam, Shell and Brick elements.

The visualization tool has been implemented for all types of analyses.

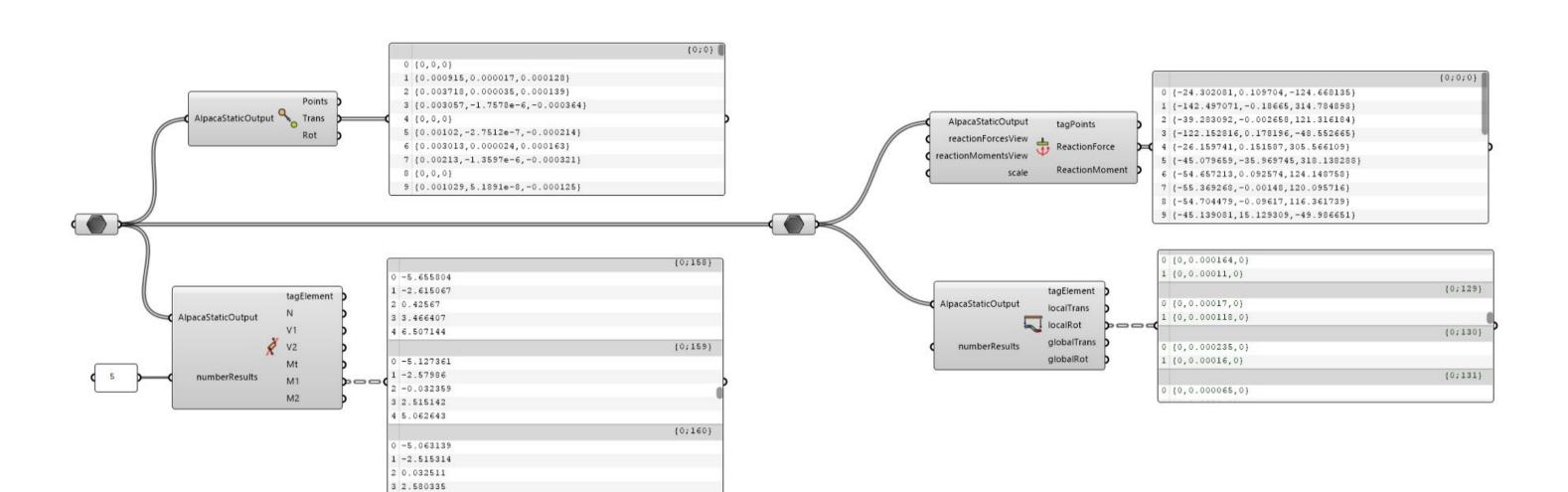


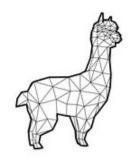






4 5.12816





Pro

Cons

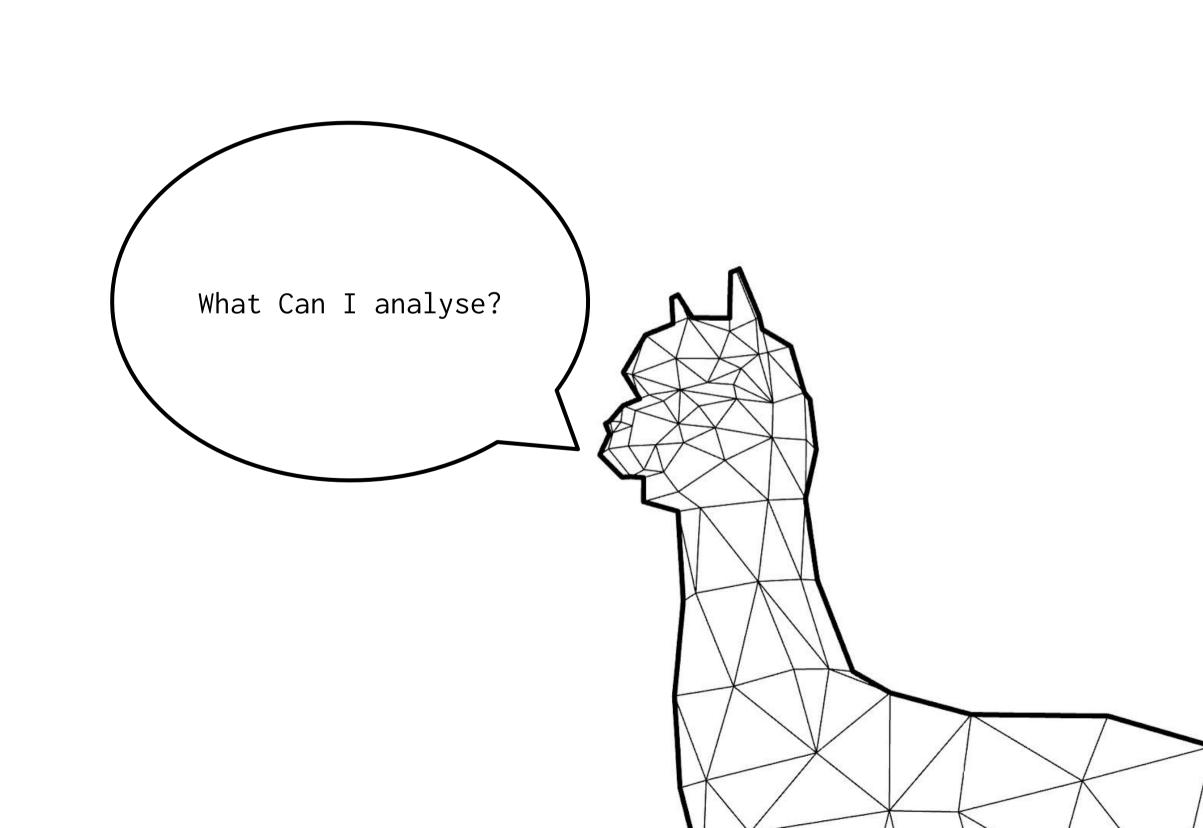
Open-Source code in C++ Complex Analysis:

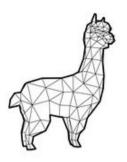
- Linear
- Non linear
- Static
- Dynamic

In the process of validation

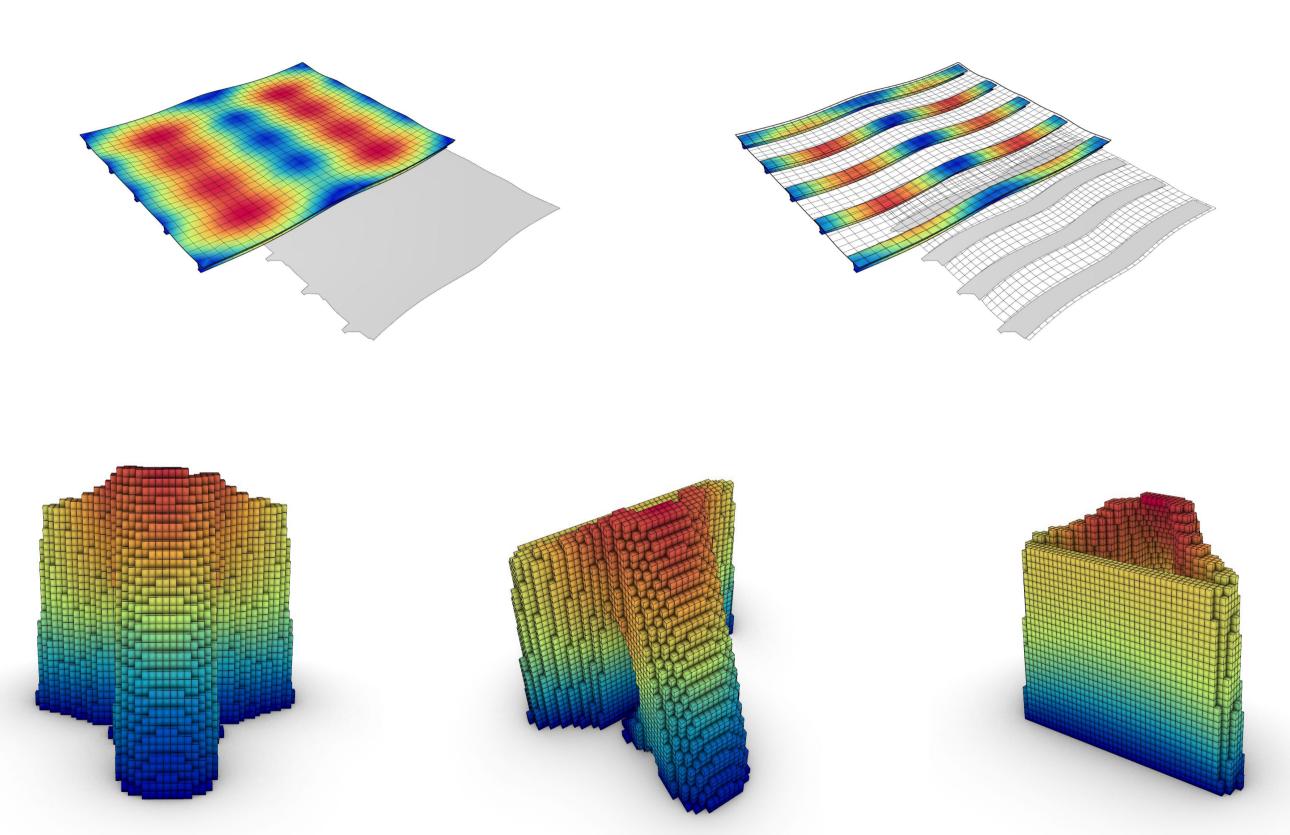
User in Academia (i.e. UCL)

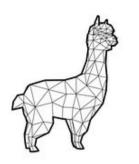
Slow (for now)



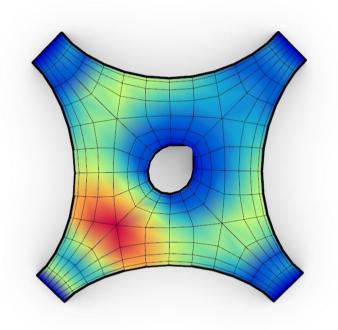


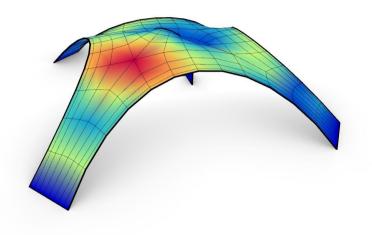
# Examples

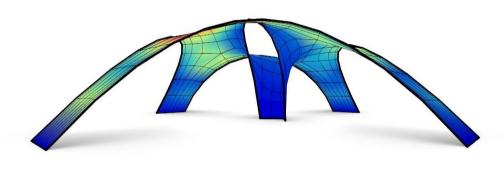


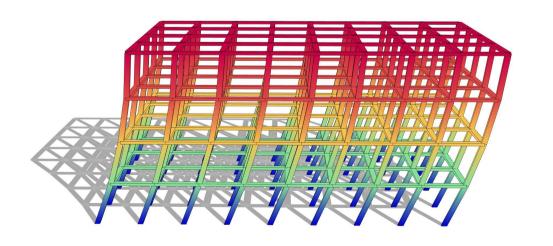


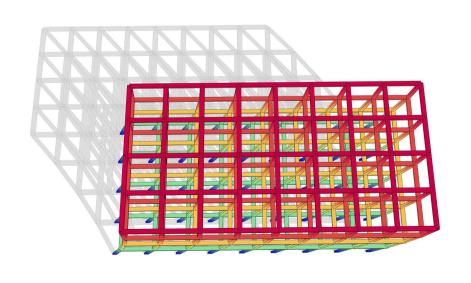
# Examples

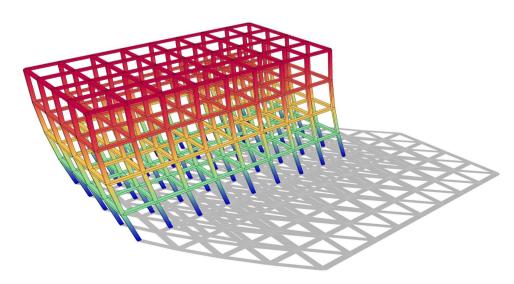


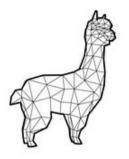




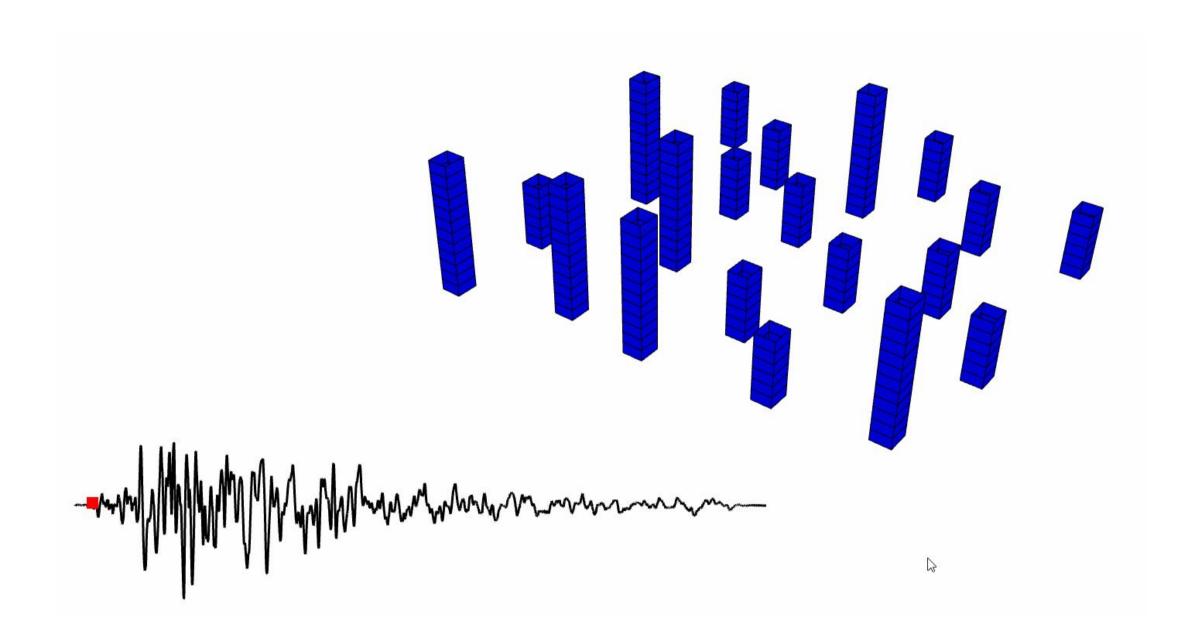


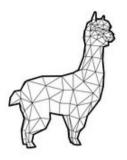




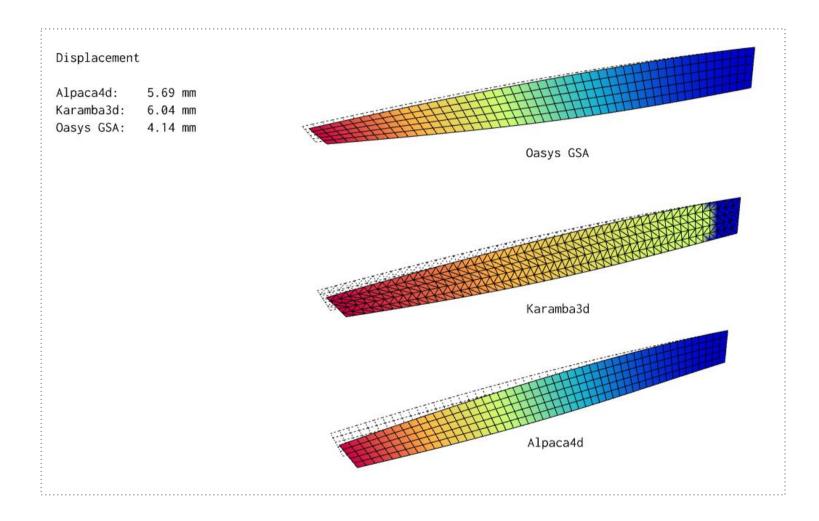


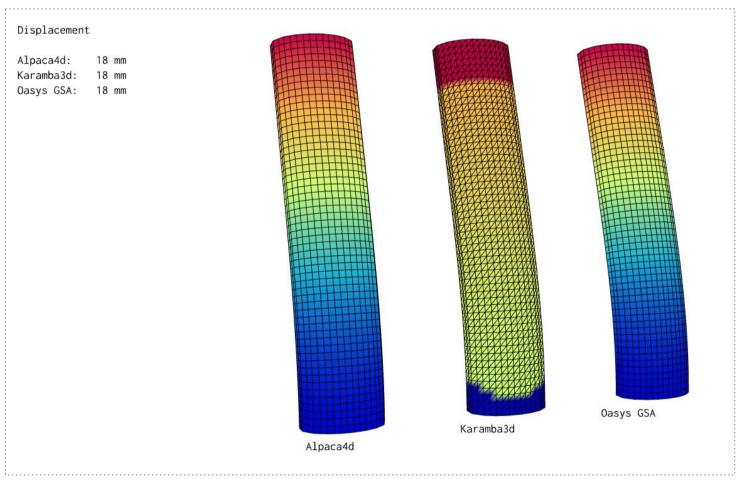
## **Examples**



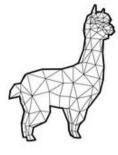


# Benchmark





Analytical solution = 5.68 mm



# WIP

## Technical aspect

- Adding Elements type
- Adding Load type
- Acquiring data for Machine Learning purpose
- Outputting Stress Utilisation for elements

#### **Environmental aspect**

• Embodied Carbon tool

#### Belief

• Better Design for a better world



alpaca4d.github.io



Alpaca4d