# IndeterminateBeam: A Python package for solving 1D indeterminate beams

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# **Summary**

IndeterminateBeam is a Python package aiming to serve as a foundation for civil and structural engineering projects in Python. The package can also serve as a standalone program and is useful for determining:

- · reaction forces for indeterminate beams
- internal forces for indeterminate beams (shear, bending, axial)
- deflection of the beam due to resulting forces
- · axial force, shear force, and bending moment diagrams

The package is based mainly on engineering concepts of statics as described in (Hibbeler, 2013), and Python packages Sympy (Meurer et al., 2017) and Plotly (Plotly Technologies Inc, 2015). The package documentation provides a brief overview of the theory behind the solutions used to calculate the forces on the indeterminate beam.

The IndeterminateBeam package repository can be found on Github and is ready for installation using pip.

A text-based example of the package can be found on this Jupyter Notebook and a web-based graphical user interface (GUI) is available at https://indeterminate-beam.herokuapp.com/.

# **Project Purpose**

The purpose of this project was two-fold:

- 1. Create a free website that has more features than paid and free beam calculators that exist on the web.
- 2. Provide a foundation for civil and structural engineers who want to create higher order engineering Python programs.

Several (mostly paid) beam calculator websites currently exist online, providing the same service as this package, with web traffic in the hundreds of thousands per month (Similiarweb, 2021). Despite this, no online service exists (to the authors knowledge) that has all the features of <a href="IndeterminateBeam">IndeterminateBeam</a> and is also free.

Similiarly, there are no well-documented indeterminate beam solving Python packages (to the authors knowledge) despite the importance of such a calculation in engineering. Several python finite element analysis (FEA) packages do exist, however they are vastly overcomplicated for someone wanting to only solve for forces on a one-dimensional beam.

This python package was heavily inspired by beambending (Carella, 2019), a module created for educational purposes by Alfredo Carella of the Oslo Metropolitan University. The beambending module, although well documented, can only solve for simply supported beams consisting of a pin and roller support. The package documentation for this project includes a more rigorous overview of the theory behind the basics for solving determinate structures.

# **Project Comparison**

A feature comparison in Table 1 below has been taken from beambending (Carella, 2019) and modified to include more packages and features.

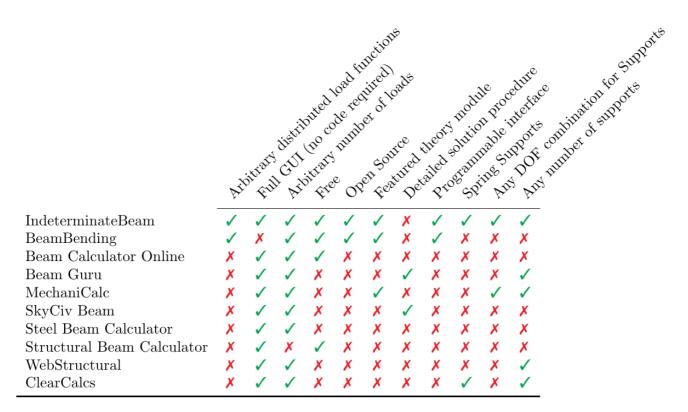


Table 1: Summary of feature comparison with existing packages

There are five main differences between the <a href="IndeterminateBeam">IndeterminateBeam</a> package and the rest of the reviewed tools:

- Arbitrary distributed load functions are accepted (as long as Sympy can parse them), i.e. they are not restricted to constants or linear functions.
- The package can be called from regular Python code, which makes it easy to implement higher order engineering solutions.
- It is not only free but also completely open-source.
- · Spring supports can be modelled
- Any degree of freedom combination can be constructed for supports

#### **Shortfalls**

The solution is completely analytical and does not use finite element analysis. This makes the analysis slightly slower than if it were complete using finite element analysis, however the benefit trade off is code clarity, which was a primary objective of this project.

The website is hosted on Heroku free of cost. This affects the website in two ways:

- 1. The website sleeps after 30 minutes of inactivity and may then take up to 20 seconds to load.
- 2. The server can occassionally be slow.

# **Functionality and Usage**

A typical use case of the **IndeterminateBeam** package involves the following steps:

```
1. Create a Beam object
```

2. Create Support objects and assign to Beam

3. Create Load objects and assign to Beam

4. Solve for forces on Beam object

5. Plot results

You can follow along with the example below in this web-based Jupyter Notebook. Units and load direction conventions are described in the package documentation.

#### **Creating a Beam**

The creation of a Beam instance involves the input of the beam length (m) and optionally the input of the Young's Modulus (E), second moment of area (I), and cross-sectional area (A). E, I and A are optional and by default are the properties of a steel 150UB18.o. For a beam with constant properties, these parameters will only affect the deflections calculated and not the distribution of forces, unless spring supports are specified.

```
from indeterminatebeam import Beam
# Create 7 m beam with E, I, A as defaults
beam = Beam(7)
# Create 9 m beam with E, I, and A assigned by user
beam_2 = Beam(9,E=2000, I =10**6, A = 3000)
```

#### **Defining Supports**

Support objects are created separately from the Beam object, and are defined by an x-coordinate (m) and the beams translational and rotational degrees of freedom.

Degrees of freedom are represented by a tuple of 3 booleans, representing the x , y , and m directions respectively. A 1 indicates the support is fixed in a direction and a 0 indicates it is free.

Optionally, stiffness can be specified in either of the translational directions, which overrides the boolean specified.

```
from indeterminatebeam import Support

a = Support(5,(1,1,0))  # Defines a pin support at location x = 5m

b = Support(0,(0,1,0))  # Defines a roller support at location x = 0m

c = Support(7,(1,1,1))  # Defines a fixed support at location x = 7m

# Assign the support objects to a beam object created earlier

beam.add_supports(a,b,c)
```

#### **Defining loads**

Load objects are created separately from the Beam object, and are generally defined by a force value and then a coordinate value, however this varies slightly for different types of loading classes.

```
from indeterminatebeam import PointLoadV, PointTorque, DistributedLoadV
load_1 = PointLoadV(1,2)  # Create 1kN point load at x = 2m
load_2 = DistributedLoadV(2,(1,4))  # Create a 2kN UDL from x = 1m to x = 4m
load_3 = PointTorque(2, 3.5)  # Defines a 2kN.m point torque at x = 3.5m
beam.add_loads(load_1,load_2,load_3)  # Assign the load objects to the beam object
```

# **Solving for Forces**

Once the **Beam** object has been assigned with **Load** and **Support** objects it can then be solved. To solve for reactions and internal forces we call the analyse function.

```
beam.analyse()
```

# **Plotting results**

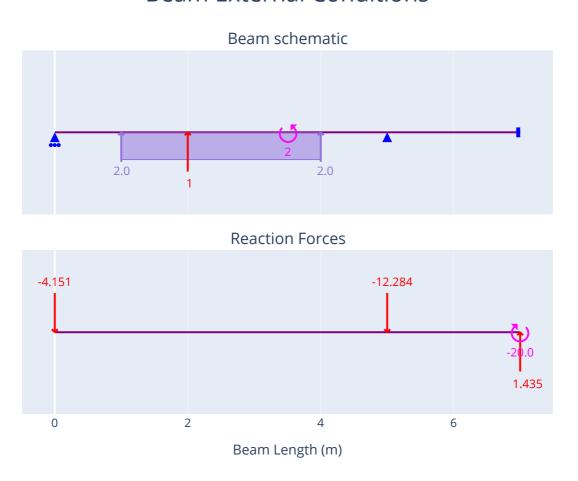
After the beam has been analysed we can plot the results.

```
beam.plot_beam_external()
beam.plot_beam_internal()
```

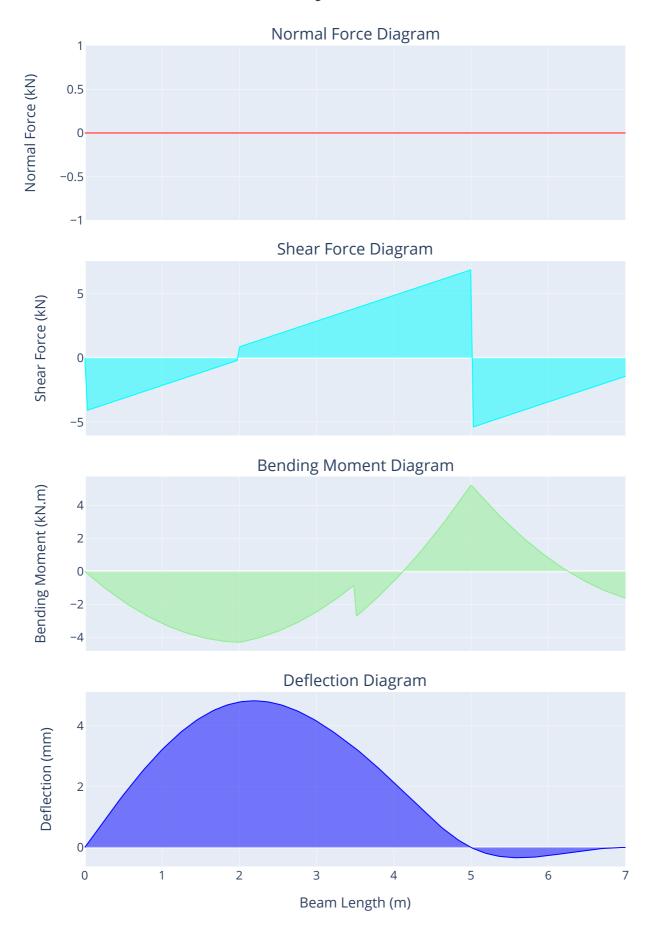
The plot\_beam\_external and plot\_beam\_internal methods collate otherwise seperate plots.

The script above produces the following figures:

#### **Beam External Conditions**



# **Analysis Results**



### References

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# **Appendix**

# **Project Components**

I have created the entire project with Python.

To be more specific the project used:

- Sympy and Numpy for calculations
- Plotly for plotting
- · Dash.plotly for website back-end
- · Heroku for website hosting
- Sphinx and Markdown for documentation
- Sphinx-Bibtex and Bibtex for referencing
- PyPi for package distribution
- Jupyter Notebooks for example uses
- Google Colab and Binder for hosting jupyter notebooks
- · Read the Docs for documentation hosting
- · Github for version control
- · Unittest and Pytest for unit testing
- Travis CI for continuous integration

### **Licensing and Contributing**

The entire code is publicly available for free and the project is licensed under the MIT software license. Anyone is free to download the code and use it in any way they like. If you are interested in contributing to the project see the contribution page on the package directory or get in contact.

#### **Acknowledgments**

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