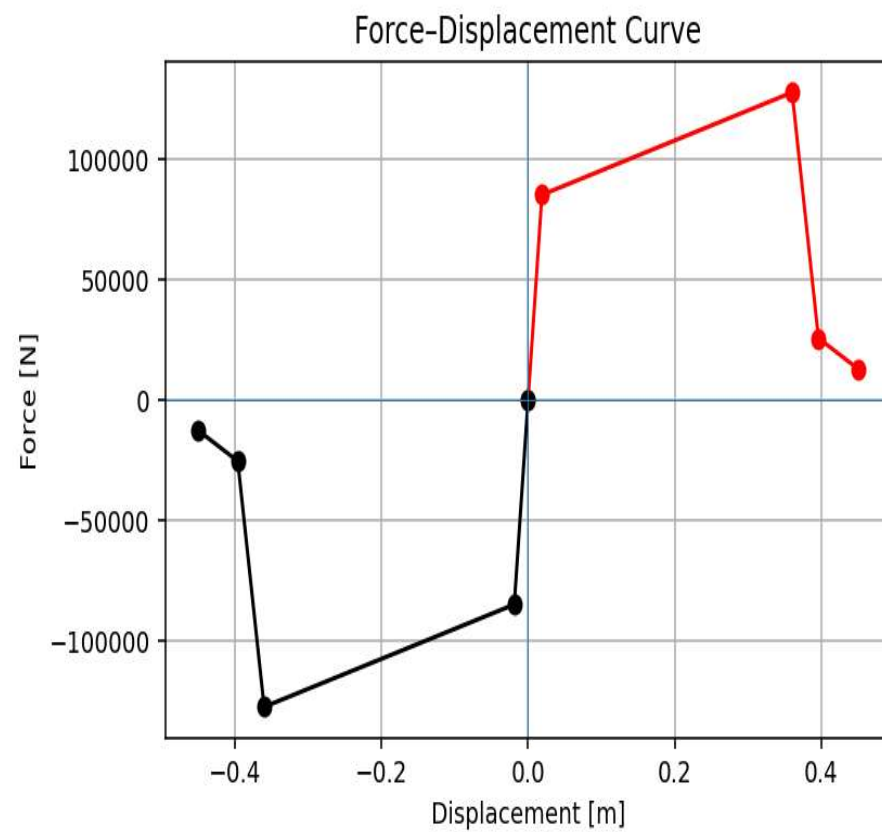
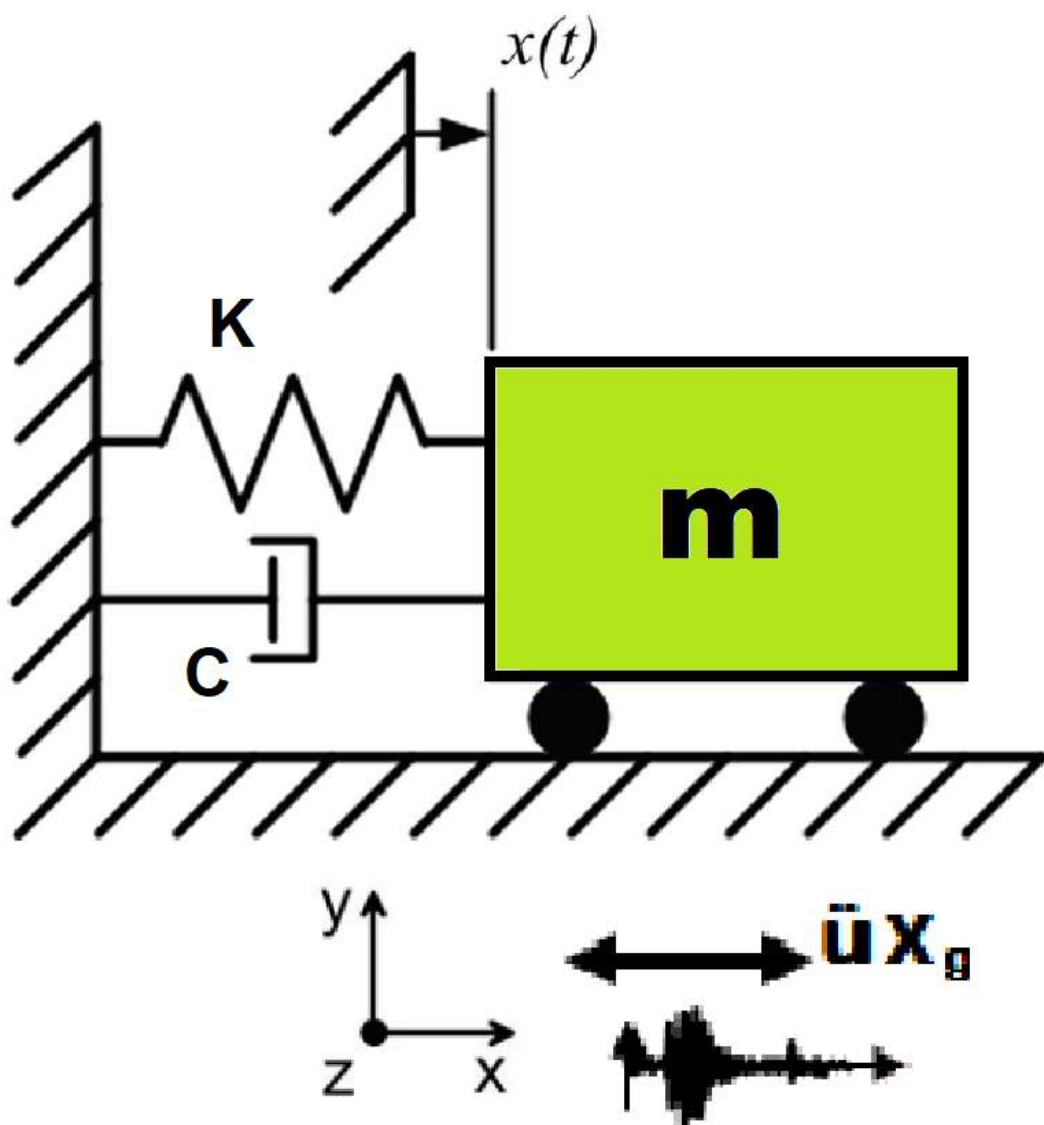


>> IN THE NAME OF ALLAH, THE MOST GRACIOUS, THE MOST MERCIFUL <<

# **PARALLEL COMPUTING IN OPENSES FOR SCALABLE NONLINEAR DYNAMIC ANALYSIS: RESPONSE SPECTRA AND DUCTILITY DAMAGE INDEX ASSESSMENT UNDER 20 GROUND MOTIONS**

WRITTEN BY SALAR DELAVAR GHASHGHAEI (QASHQAI)



$$\text{Structural Ductility Damage Index} = \frac{\Delta_d - \Delta_y}{\Delta_u - \Delta_y}$$

$\Delta_d$  = Lateral Displacement from Dynamic Analysis

$\Delta_y$  = Lateral Yield Displacement from Pushover Analysis

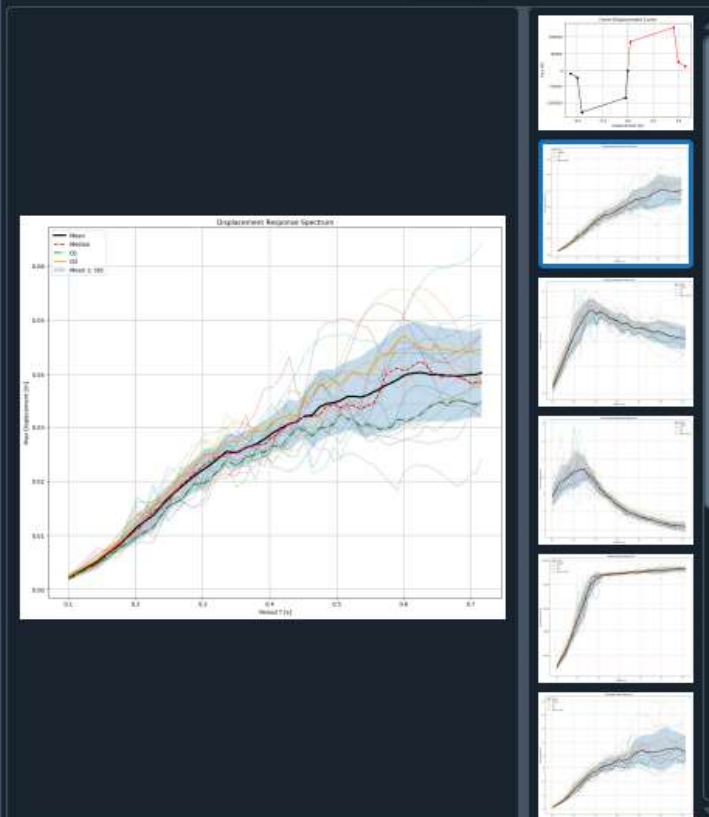
$\Delta_u$  = Lateral Ultimate Displacement from Pushover Analysis

INELASTIC\_RESPONSE...ALLEL\_COMPUTING.py X

```

1 #####
2 # >> IN THE NAME OF ALLAH, THE MOST GRACIOUS, THE MOST MERCIFUL << #
3 # PARALLEL COMPUTING IN OPENSEES FOR SCALABLE NONLINEAR DYNAMIC ANALYSIS: RESPONSE SPECTRA AND #
4 # DUCTILITY DAMAGE INDEX ASSESSMENT UNDER 20 GROUND MOTIONS #
5 # ----- #
6 # PARALLEL PROCESSING MEANS RUNNING SEVERAL TASKS AT THE SAME TIME INSTEAD OF ONE AFTER ANOTHER. #
7 # IN THE CODE, EACH STEP ANALYSIS WAS CALCULATED IN SEQUENCE, #
8 # SO THE CPU WORKED ON ONLY ONE MODE AT ANY MOMENT. IN THE REWRITTEN VERSION, THE JOBLIB LIBRARY ALLOWS #
9 # ALL FOUR MODES TO RUN SIMULTANEOUSLY ON DIFFERENT CPU CORES. EACH CORE PROCESSES ONE MODE INDEPENDENTLY, #
10 # SO THE TOTAL COMPUTATION TIME BECOMES MUCH SHORTER. #
11 # #
12 # MODERN COMPUTERS USUALLY HAVE MULTIPLE CORES, FOR EXAMPLE 4, 8, OR EVEN MORE. WHEN WE USE PARALLEL #
13 # PROCESSING, WE DIVIDE THE WORKLOAD ACROSS THESE CORES. BECAUSE EACH MODE IS A SEPARATE AND INDEPENDENT #
14 # ANALYSIS, THEY ARE PERFECT FOR PARALLEL EXECUTION. INSTEAD OF WAITING FOR MODE 1 TO FINISH BEFORE #
15 # STARTING MODE 2, ALL MODES START TOGETHER AND FINISH ALMOST TOGETHER. #
16 # #
17 # IN PRACTICE, THE SPEED IMPROVEMENT DEPENDS ON HOW MANY CORES YOUR CPU HAS. IF YOUR COMPUTER HAS 4 CORES, #
18 # THE RUNTIME CAN BE UP TO FOUR TIMES FASTER. IN MANY CASES THE SPEEDUP IS AROUND 3-4 TIMES, #
19 # BECAUSE THERE IS A SMALL OVERHEAD WHEN STARTING PARALLEL TASKS. THE REWRITTEN CODE USES PARALLEL #
20 # AND DELAYED TO AUTOMATICALLY SEND EACH MODE TO A DIFFERENT CORE AND THEN COLLECT ALL RESULTS #
21 # IN THE CORRECT ORDER. THIS MAKES THE ANALYSIS MORE EFFICIENT WITHOUT CHANGING THE ENGINEERING RESULTS. #
22 # #
23 # PARALLEL PROCESSING IS ESPECIALLY HELPFUL IN STRUCTURAL ENGINEERING SIMULATIONS WHERE EACH ANALYSIS #
24 # REQUIRES HEAVY NUMERICAL CALCULATION, SUCH AS NONLINEAR POST-BUCKLING. BY USING ALL AVAILABLE CPU POWER, #
25 # YOU FINISH THE WORK FASTER AND CAN TEST MORE CASES OR MORE MODELS IN THE SAME AMOUNT OF TIME. #
26 # ----- #
27 # THIS PROGRAM WRITTEN BY SALAR DELAVAR GHASHGHAEE (QASHQAI) #
28 # EMAIL: salar.d.ghashghaei@gmail.com #
29 #####
30 #
31 """
32 This code implements a comprehensive nonlinear dynamic analysis framework for
33 performance-based earthquake engineering assessment of single-degree-of-freedom
34 (SDOF) systems. The methodology combines traditional nonlinear time-history

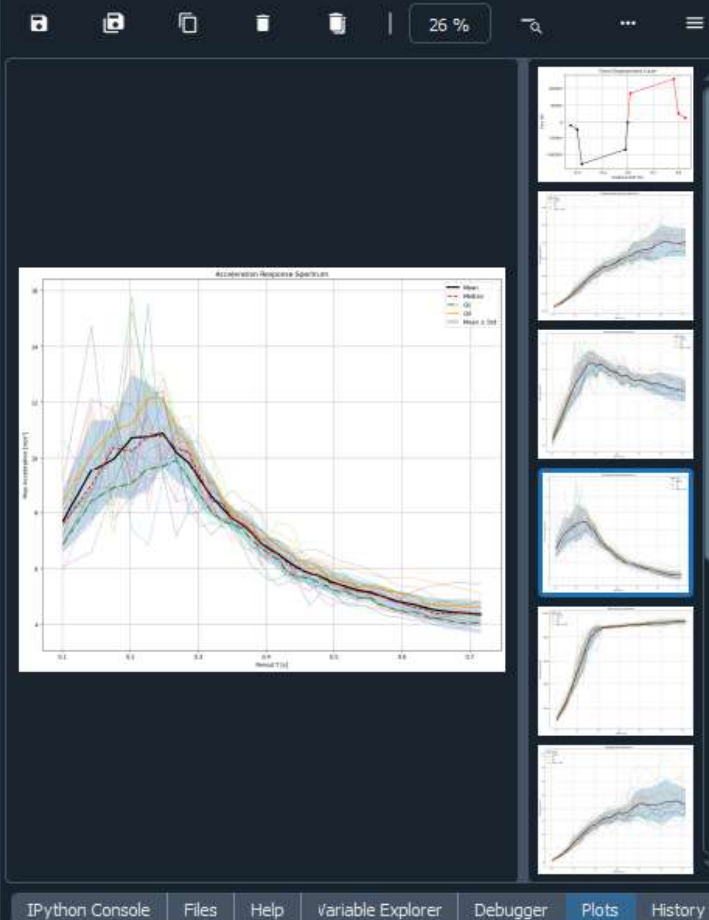
```



C:\Users\Dell\Desktop\OPENSEES\_FILES\SDOF\_RESPONS...PONSE\_SPECTRUM\_SEISMIC\_SDOF\_PARALLEL\_COMPUTING.py

INELASTIC\_RESPONSE...ALLEL\_COMPUTING.py X

```
335     return {
336         1: max_disp,
337         2: max_vel,
338         3: max_acc,
339         4: max_reac,
340         5: max_DI,
341         6: DAMPING_RATIO,
342         7: max_K,
343         'T': max_T
344     }
345
346     # ----- PARALLEL PROCESSING -----
347     # Analysis Durations:
348     current_time = TI.strftime("%H:%M:%S", TI.localtime())
349     print("Start Time:", current_time)
350
351     results = Parallel(n_jobs=-1, backend="Loky")(delayed(RUN_ONE_SEISMIC)(j, NUM_PERIOD, mi)
352         for j in range(NUM_SEISMIC)
353     )
354
355     current_time = TI.strftime("%H:%M:%S", TI.localtime())
356     print("Finish Time:", current_time)
357
358     # ----- ORGANIZE RESULTS -----
359     DATA = {i: [] for i in range(1, 8)}
360
361     for res in results:
362         for key in DATA:
```



IPython Console Files Help Variable Explorer Debugger Plots History



