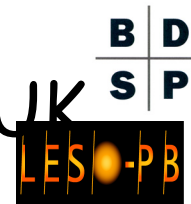


Irradiation modelling with cumulative skies

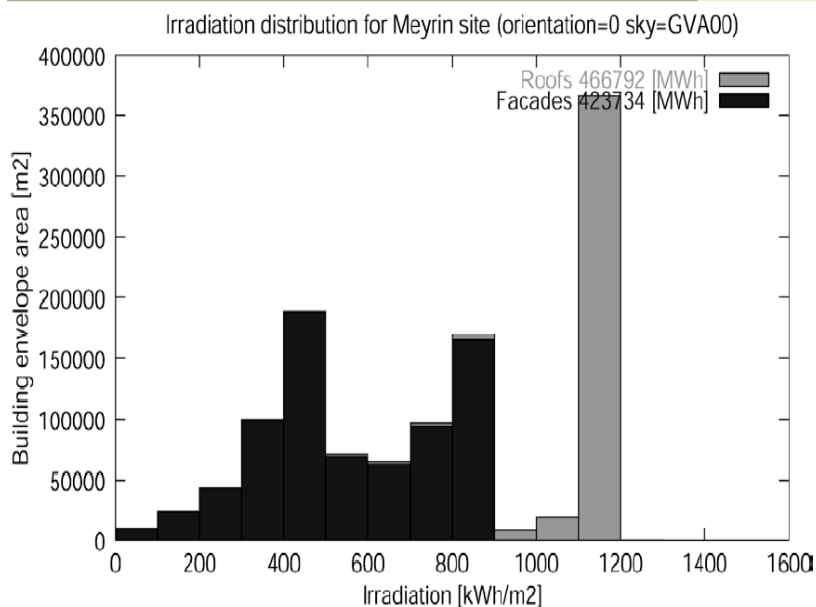
Darren Robinson^{1,2} & Andy Stone¹

¹ BDSP Partnership, UK

² LESO-PB / EPFL

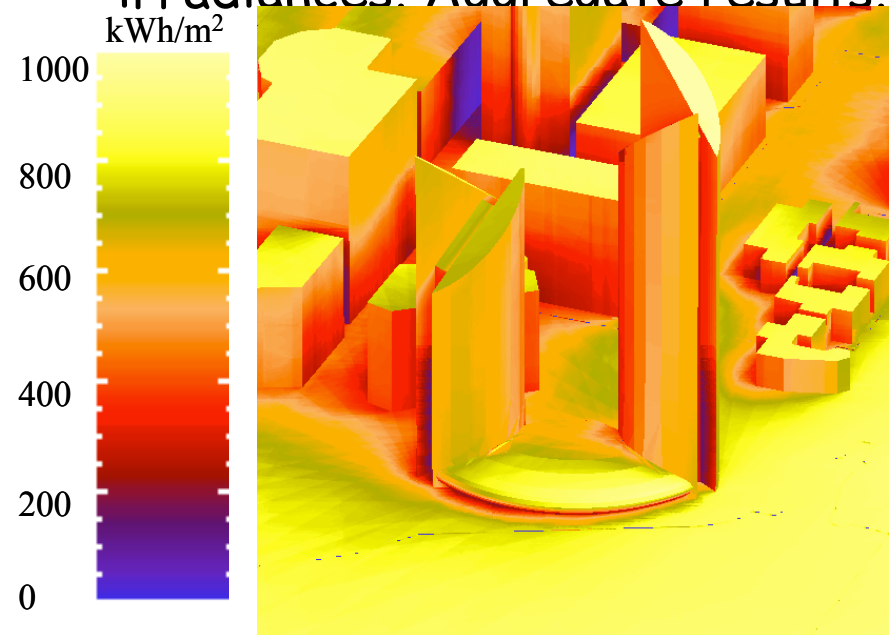


Irradiation modelling is not new...

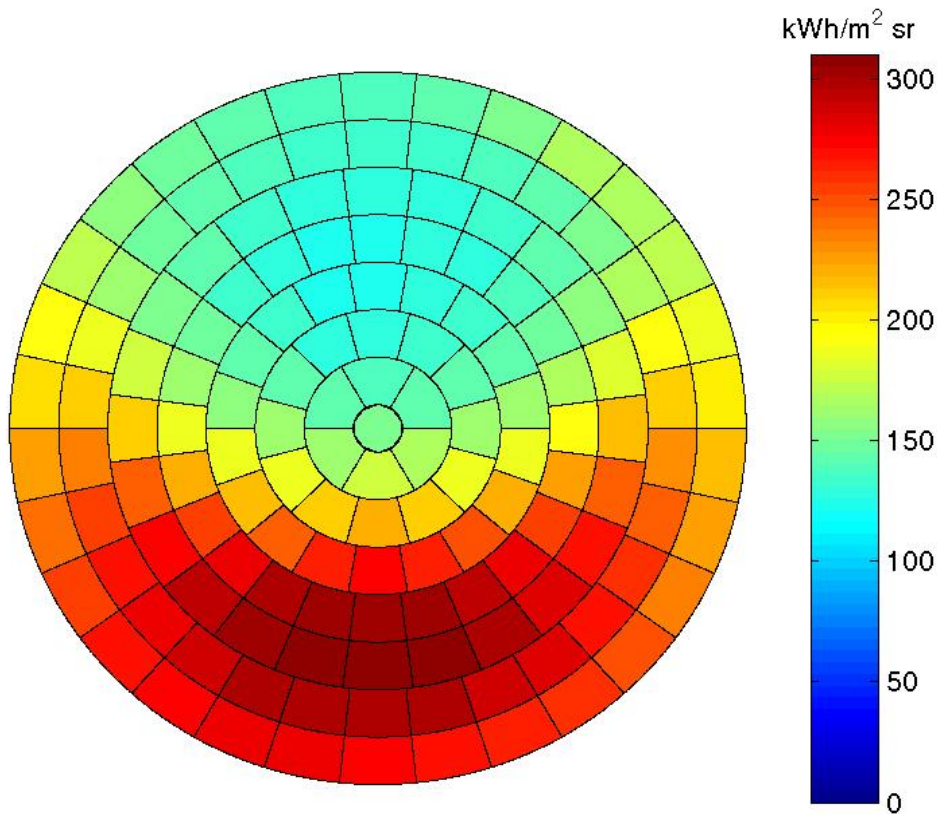


Compagnon: aggregate results from simulations at discrete points [rtrace].

Mardaljevic: simulate entire scenes [rpict] for a statistical sample of sun positions and clear skies. Extrapolate by blending overcast / clear sky results and scaling sky/solar irradiances. Aggregate results.



Cumulative sky modelling



$$\ell_i = f(Z, \theta)$$

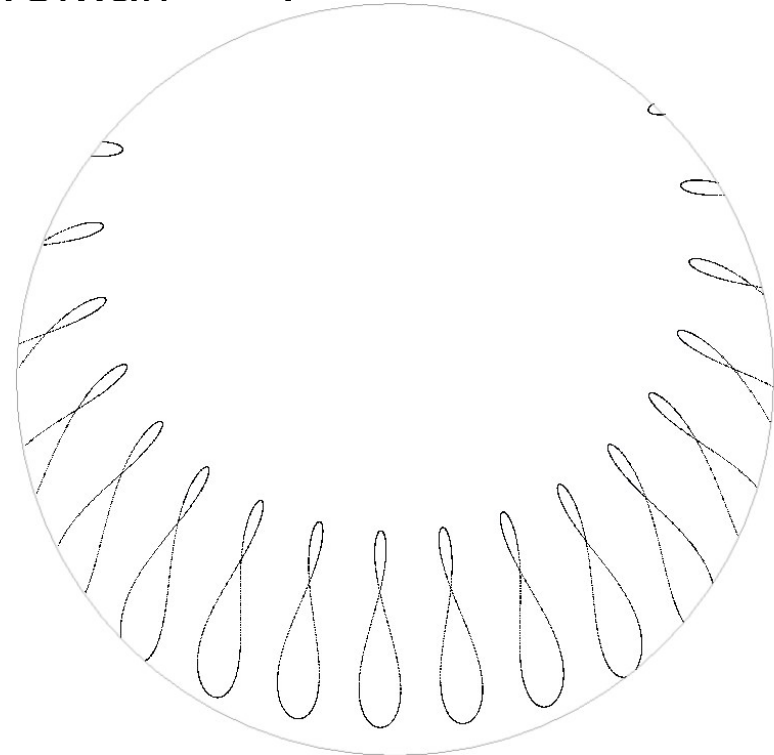
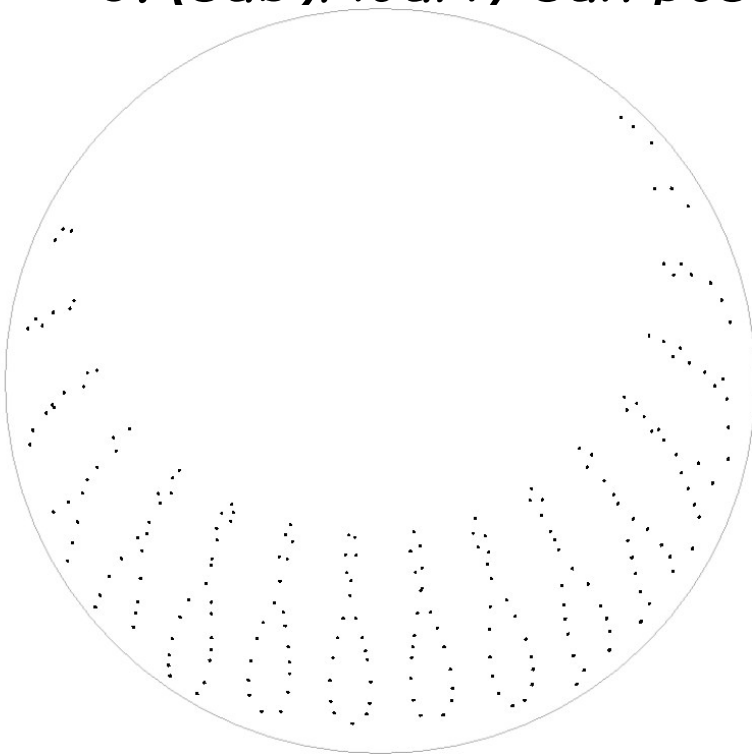
$$\chi = I_{dh} / \sum_{i=1}^p \ell_i \Phi_i \sin \bar{\gamma}_i$$

$$R_i = \ell_i \chi$$

$$R_i^T = \sum_{j=1}^n R_{i,j}$$

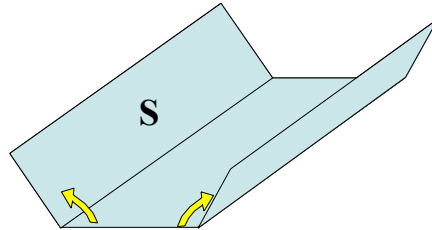
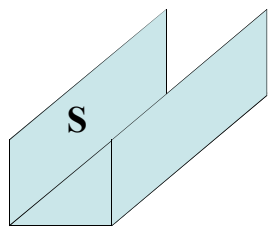
Solar radiance

1. Global sky radiance distribution $R_i = R_{di} + I_{bi} / \Phi_i$
2. Binned sun positions and scaled radiance [-dt=0]
3. (sub)Hourly sun positions [small Φ_s]

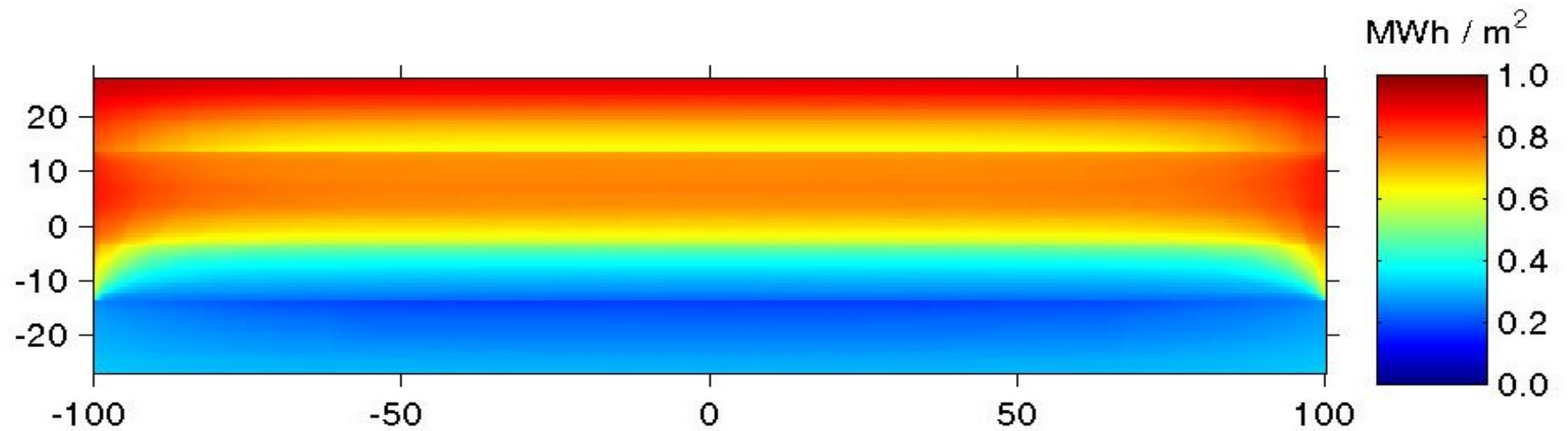


Comparisons

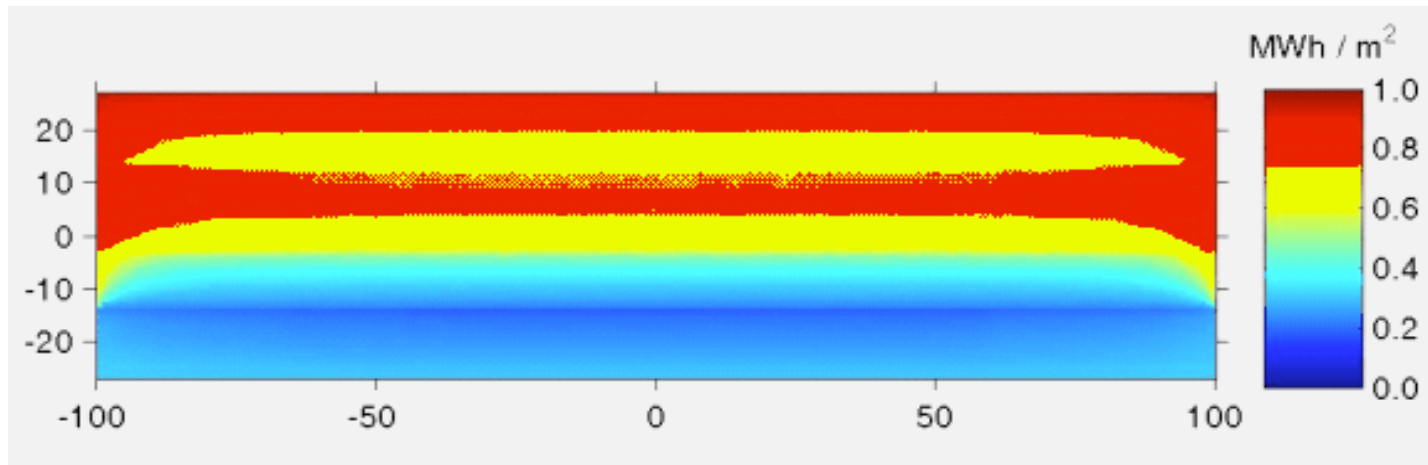
A street canyon in Oslo...



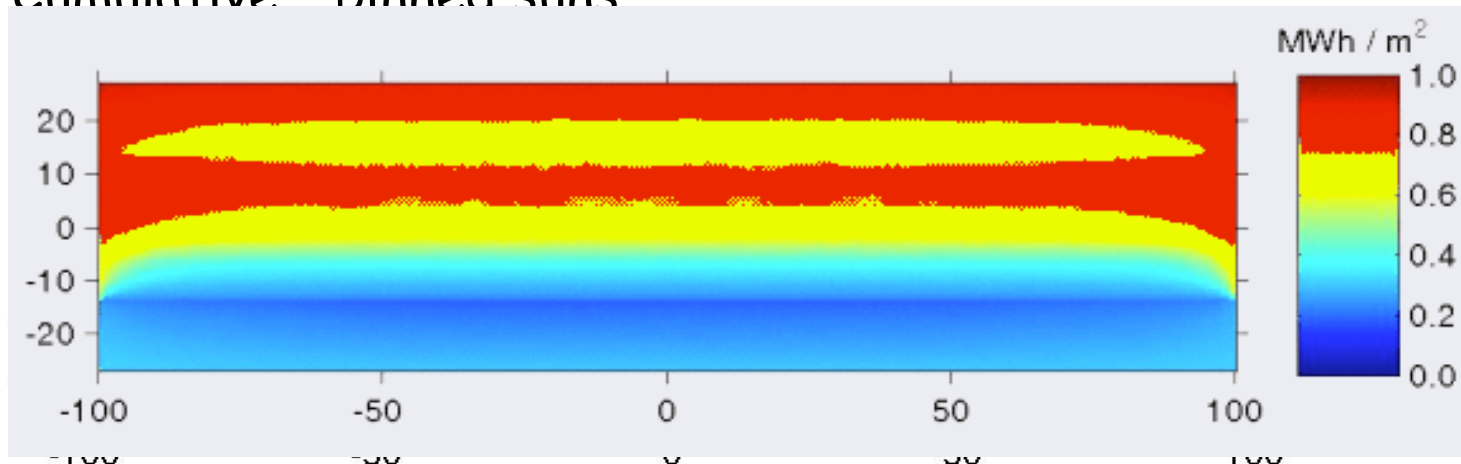
South facing



Hourly simulation



Cumulative - binned suns



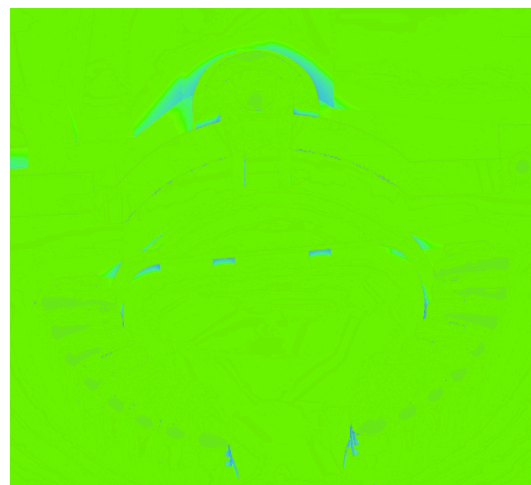
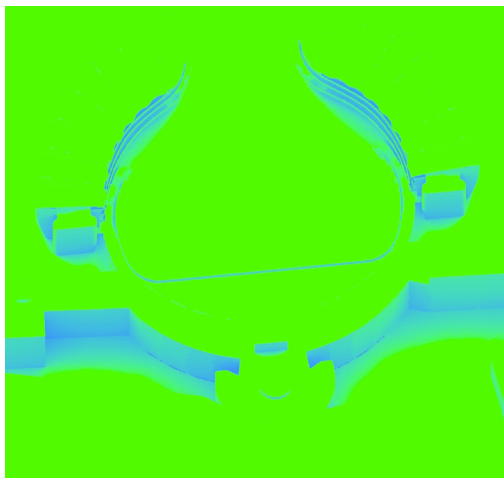
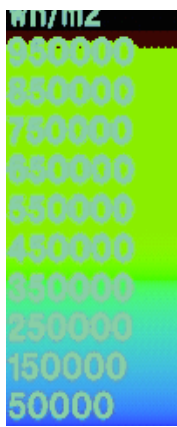
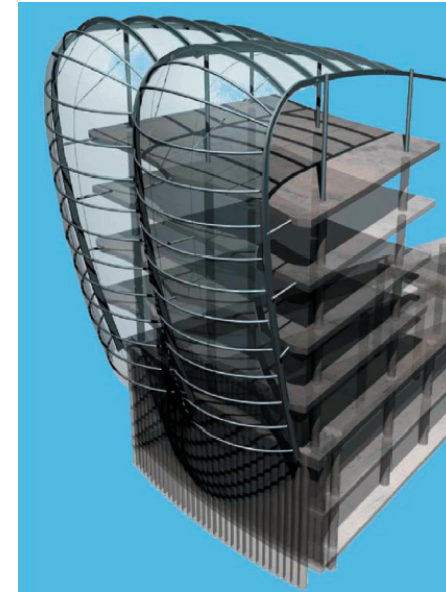
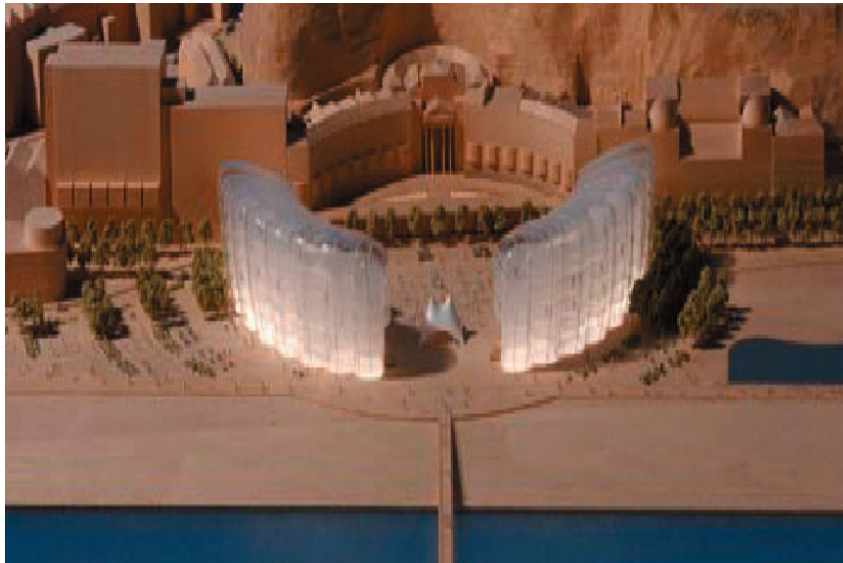
Cumulative - global radiance distribution (577 patches)

Method	RMS error, %	Relative run time
Hourly simulations	0	1
Diffuse discretised sky, binned suns	1.2	1/180
Global discretised sky	2.2	1/1130

Applications

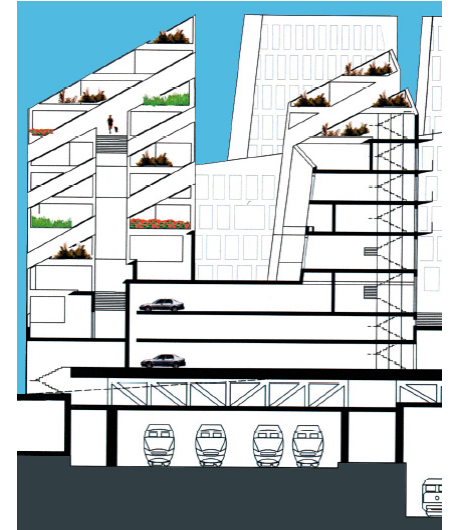
Pelham place - Hastings [F+P]

external irradiation

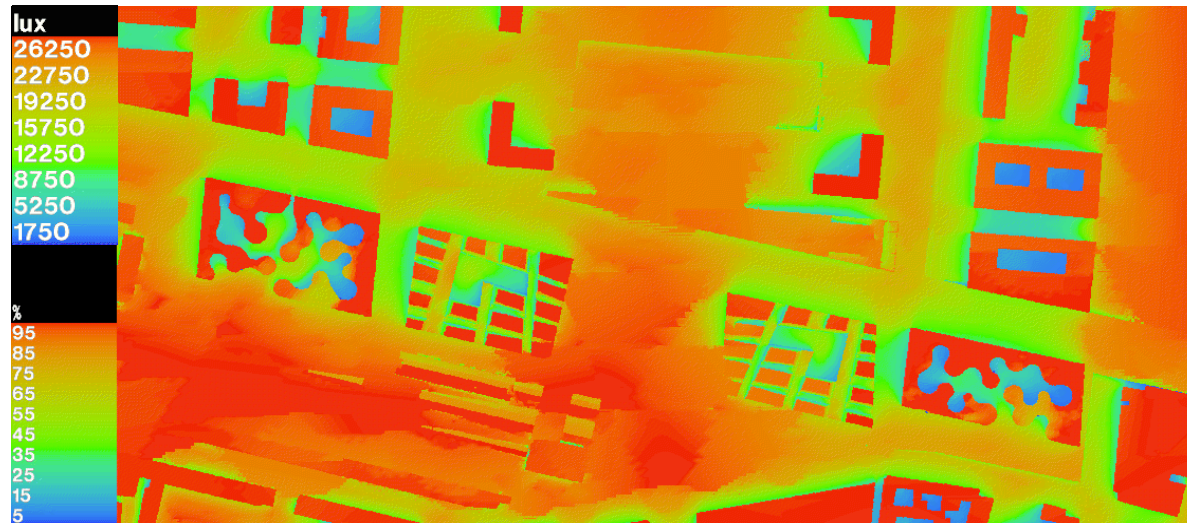


Rive Gauche - Paris [1A]

temporal mean external illumination



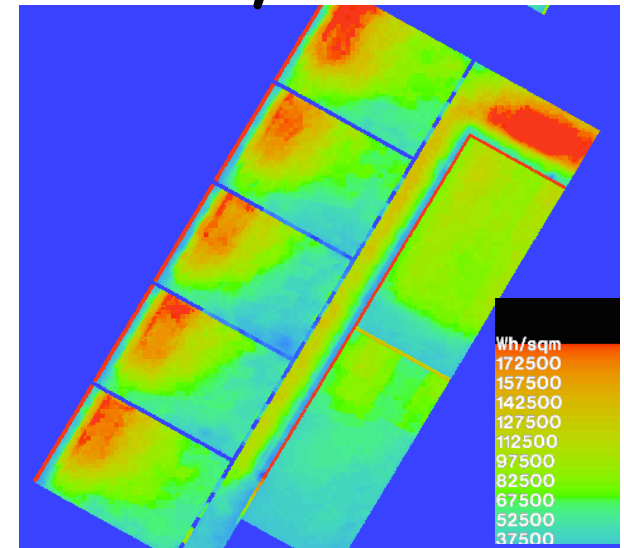
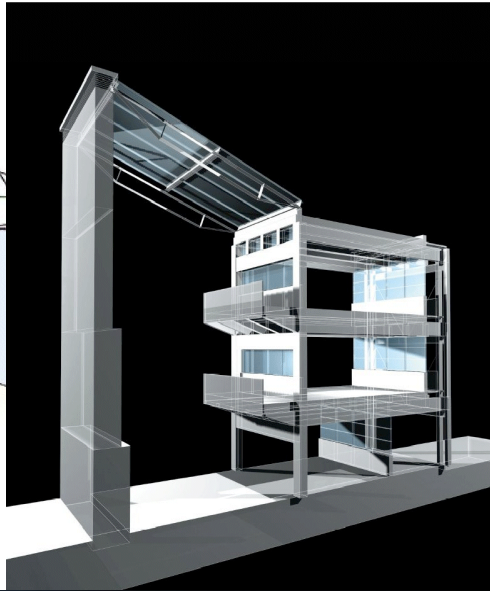
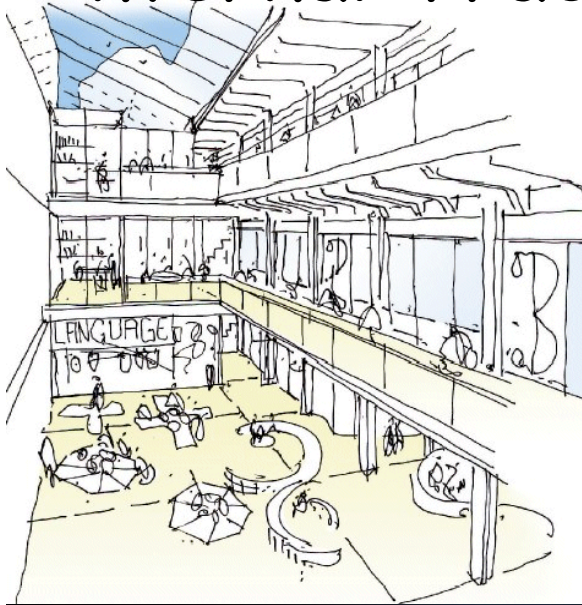
$$L_i = R_i \eta_d$$



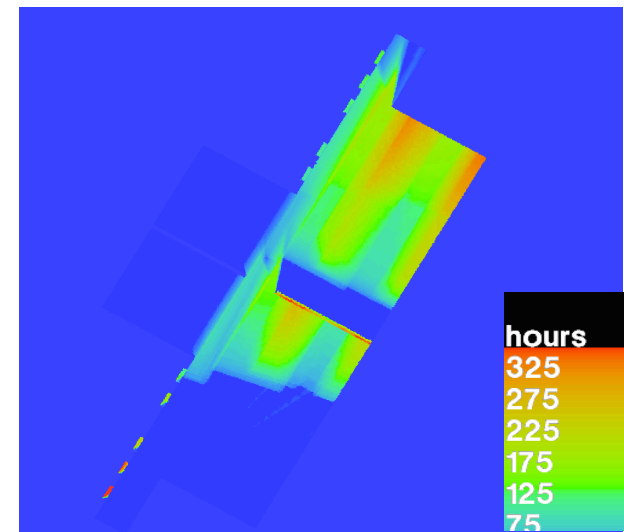
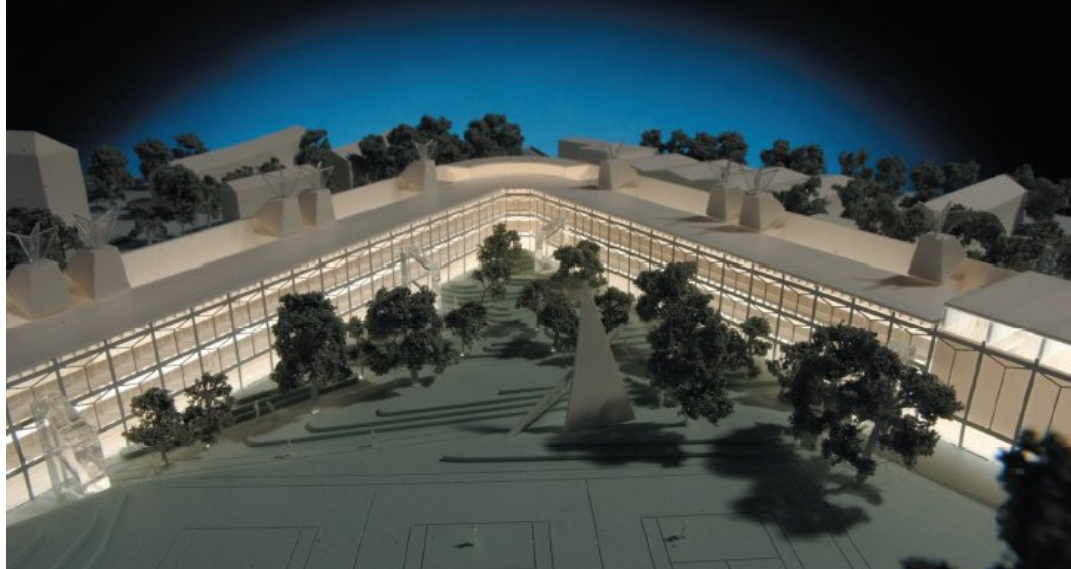
Or lux-
hours

Hackney city academy [RRP]

internal irradiation / solar visibility hours

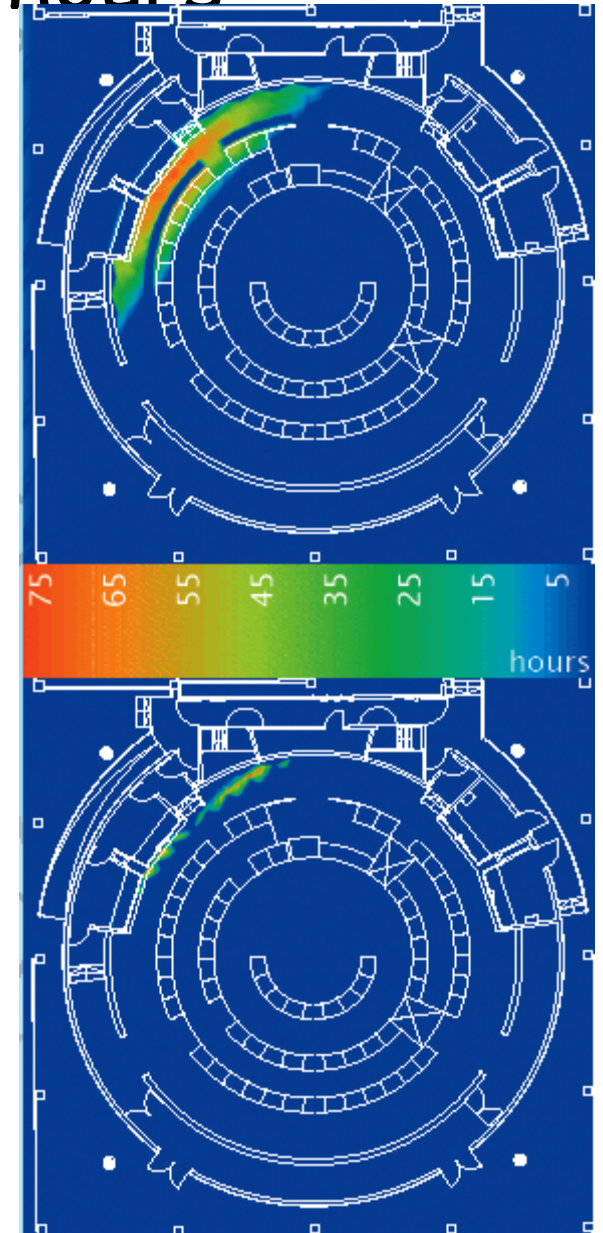
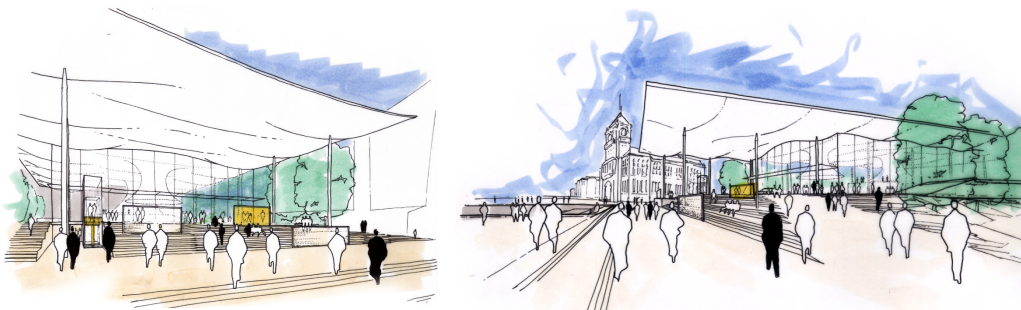
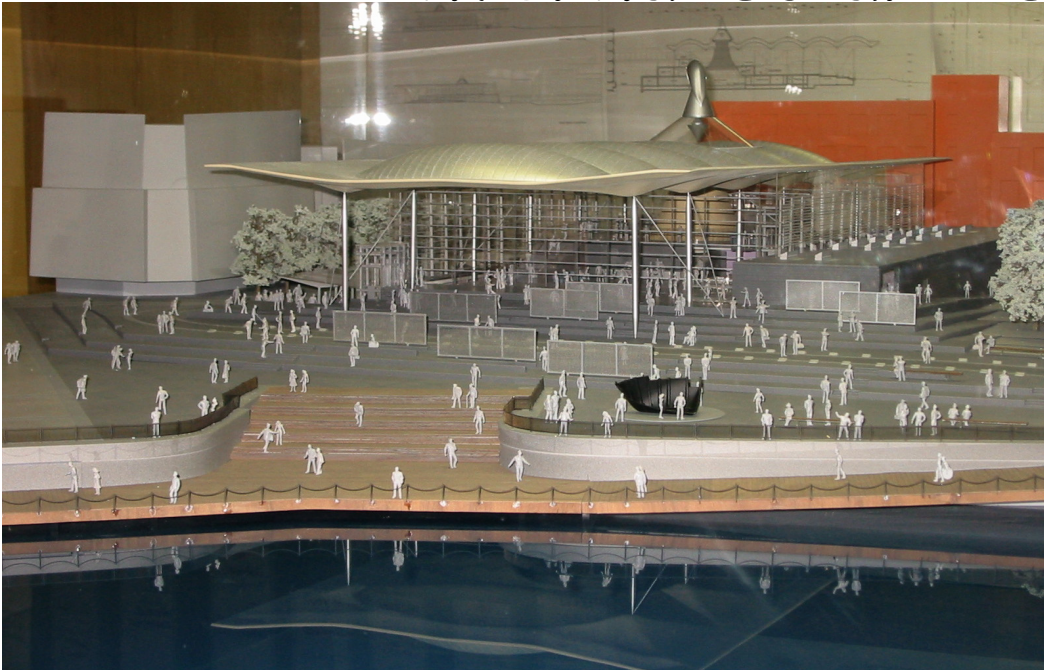


$$R = (\Phi \sin \gamma)^{-1}$$



National Assembly for Wales [RRP]

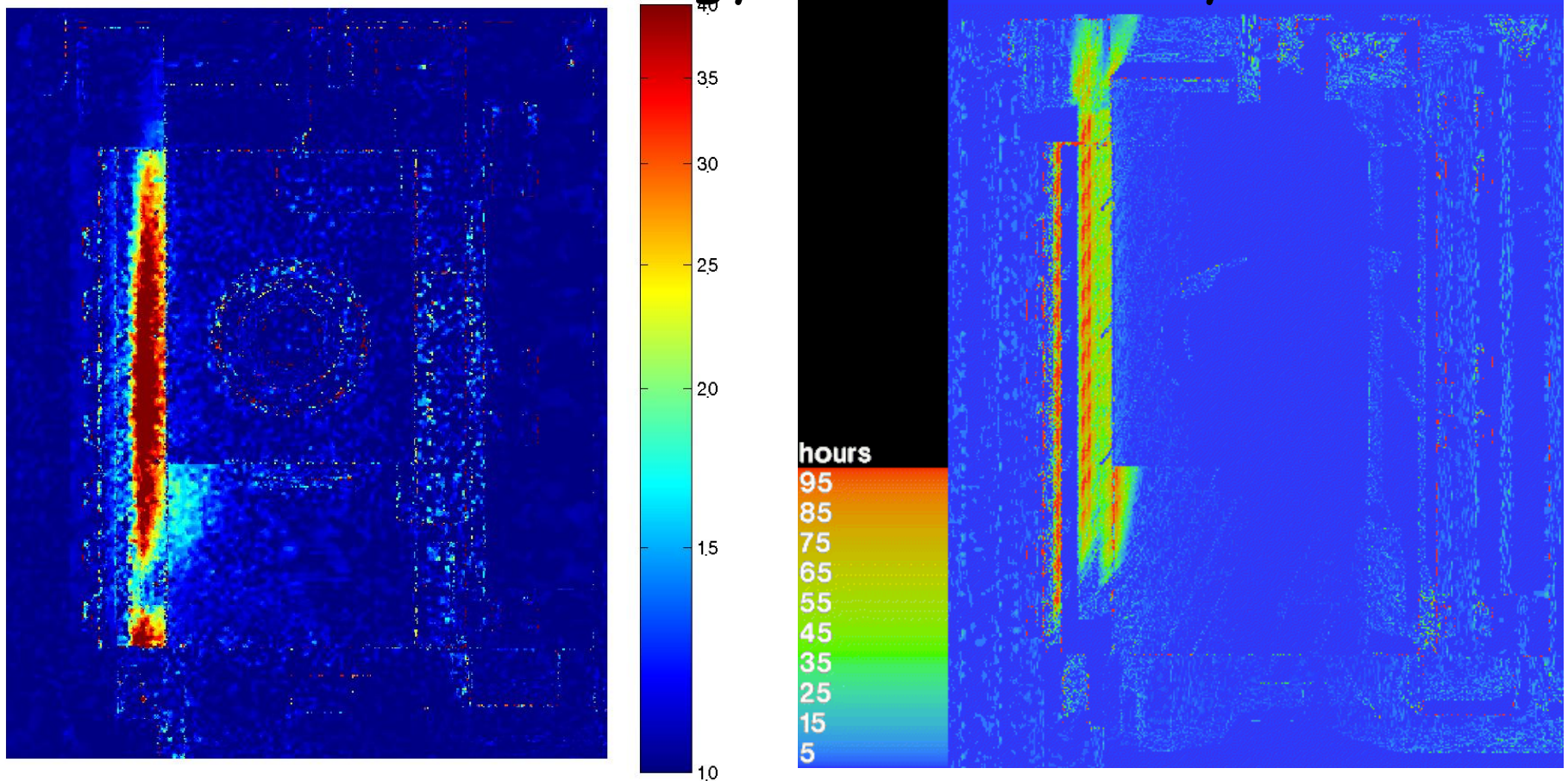
internal solar visibility hours



National Assembly for Wales

internal irradiation & image processing

Louvres reduce energy transmitted by ~26%



Change in irradiation by omitting
louvres (quotient image)

Number of hours of direct insolation

Conclusions

- Pre-processing cumulative skies is:
 - Computationally efficient
 - Reasonably accurate
- The principal has been applied to predict:
 - Solar irradiation
 - Solar visibility hours
 - Temporal mean illuminance
- It *could* be applied to study daylight availability
- But there is no substitute to multiple simulations if temporal information is required



Thank you!