

Visual & Thermal comfort with Electrochromic glass

using a adaptive control strategy



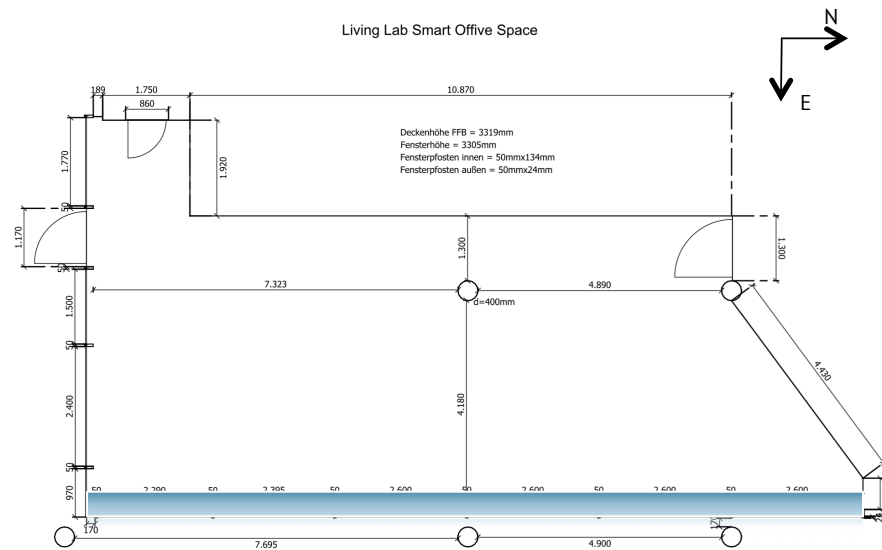
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Living Lab smart office space

We are a small team under Prof. Dr. Sabine Hoffmann working on

- Thermal comfort
- Visual comfort
- Context aware lighting
- Activity recognition
- Personal heating/cooling devices like climate chairs and movable partitions etc.

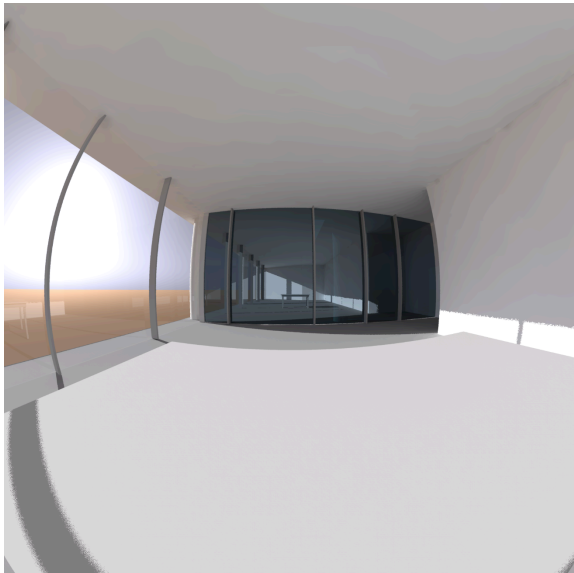
Architectural plan – Living Lab



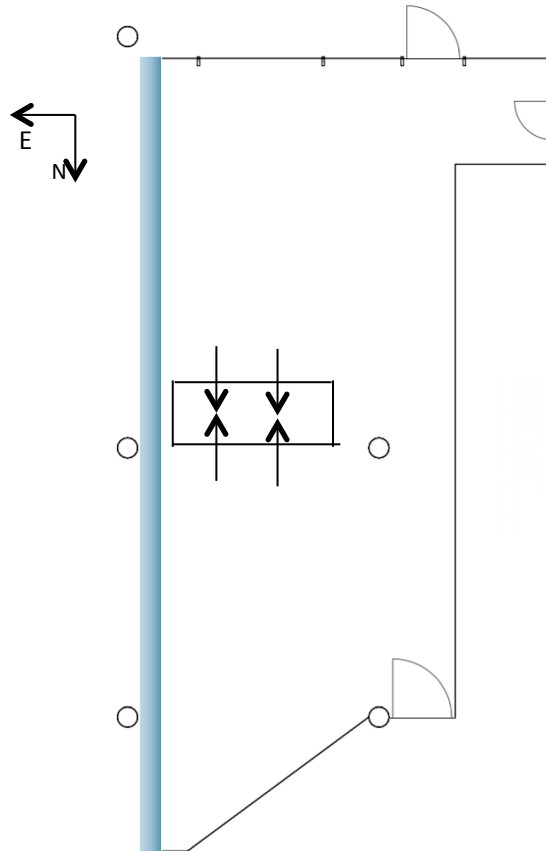


View points– Living Lab

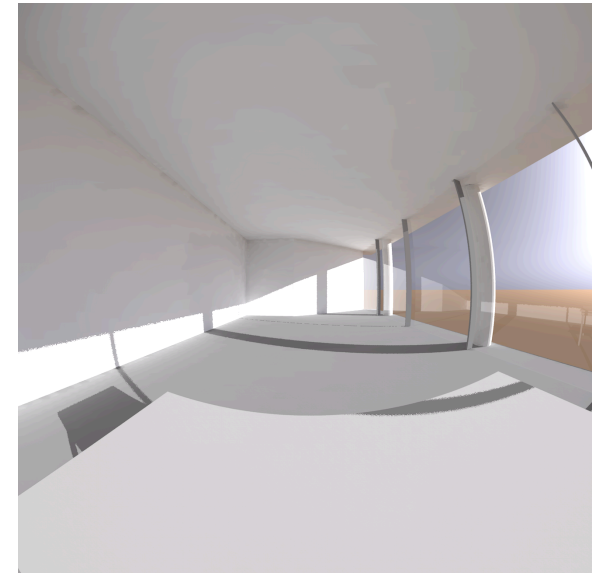
south view



head height = 1.2 m
smart office space



north view

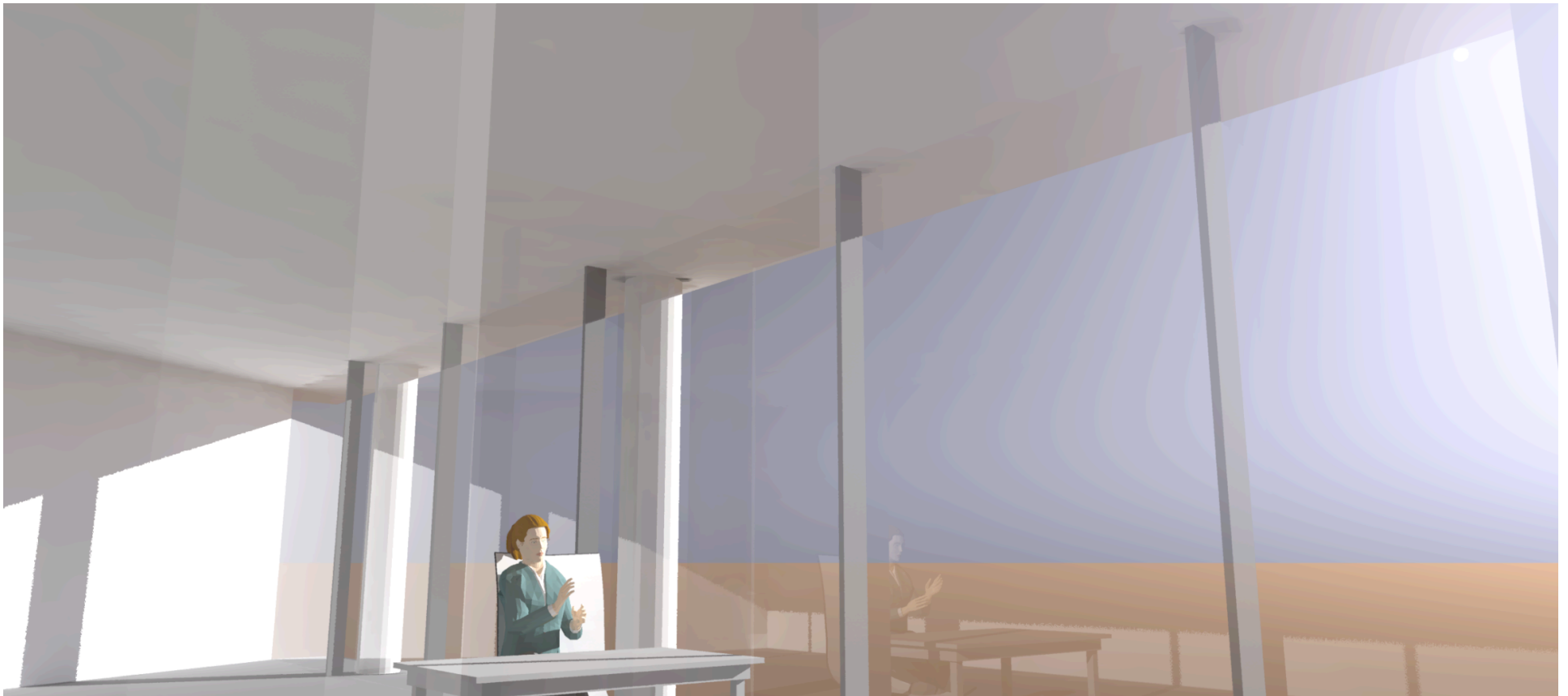


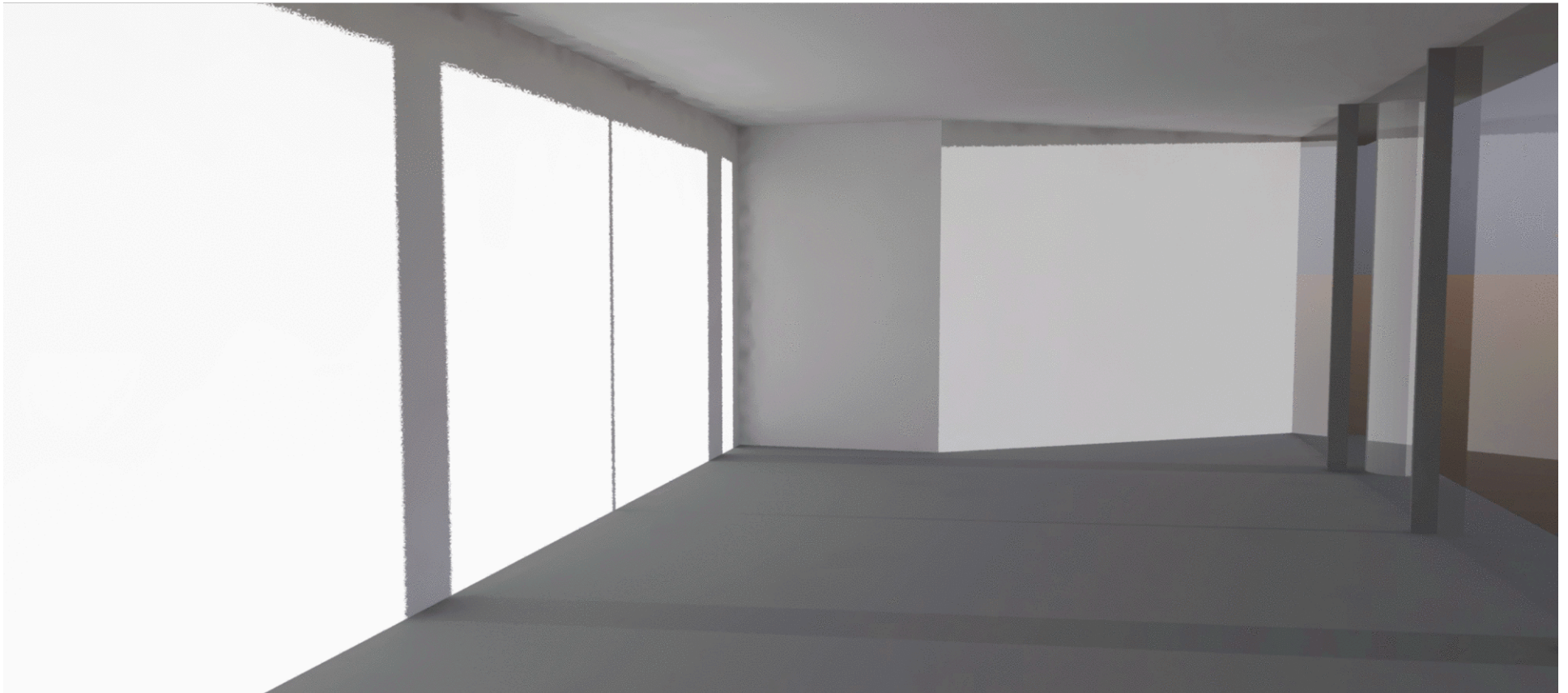
head height = 1.2 m

Challenges

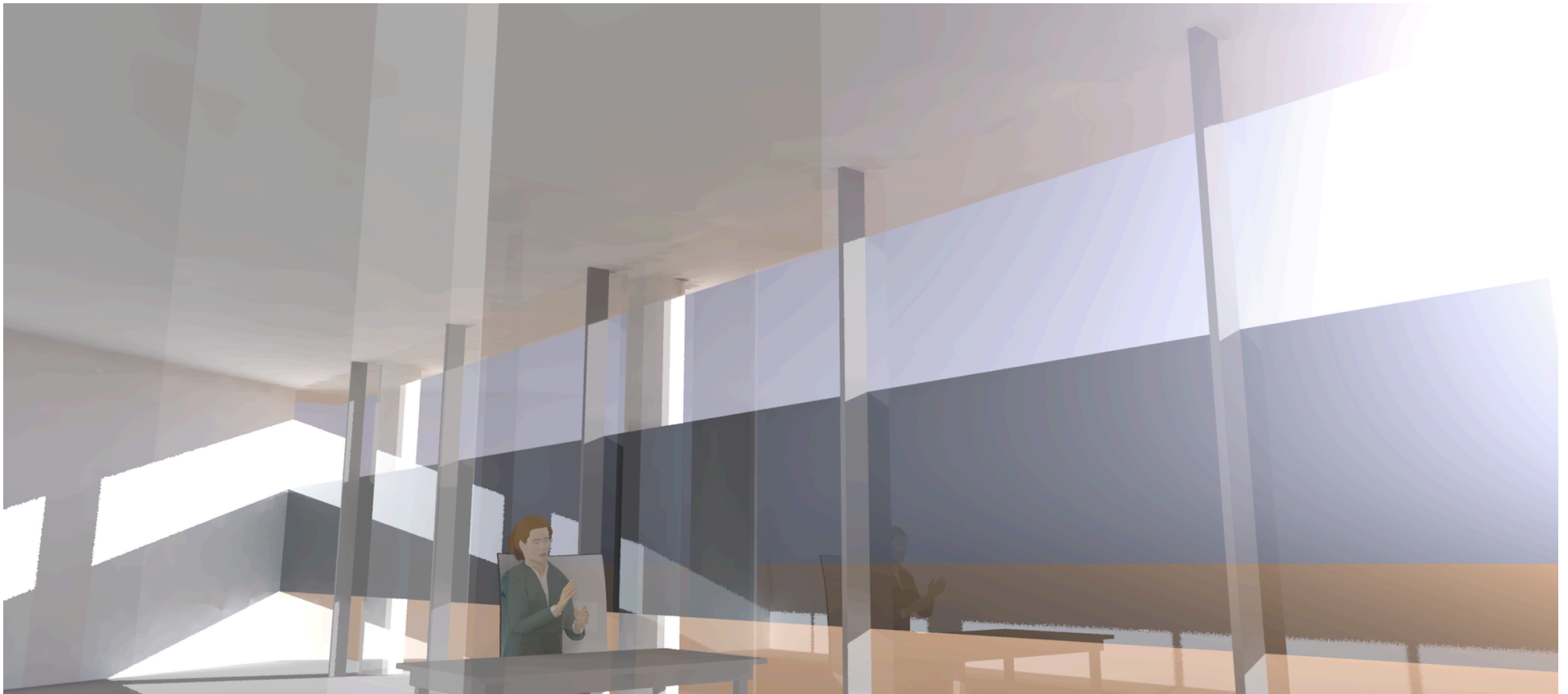
- Visual discomfort
 - Direct glare from Sun
 - Exterior & interior Reflections
- Thermal Discomfort
 - Direct radiation on head
 - High indoor temperature(solar heat gains)
- Energy Consumption
 - Internal heat gains
 - Increase in cooling and heating Loads

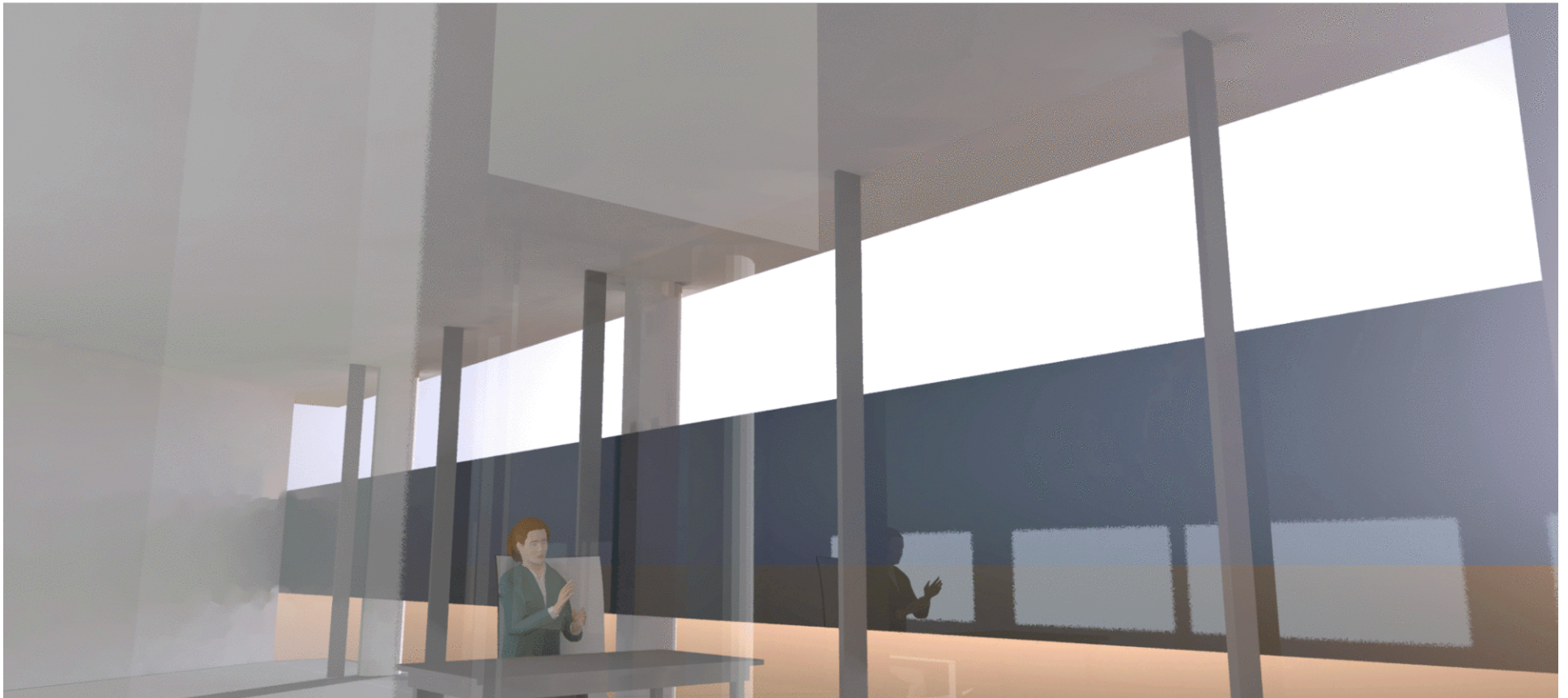
Façade – Living Lab





Solution – Electrochromic Glass





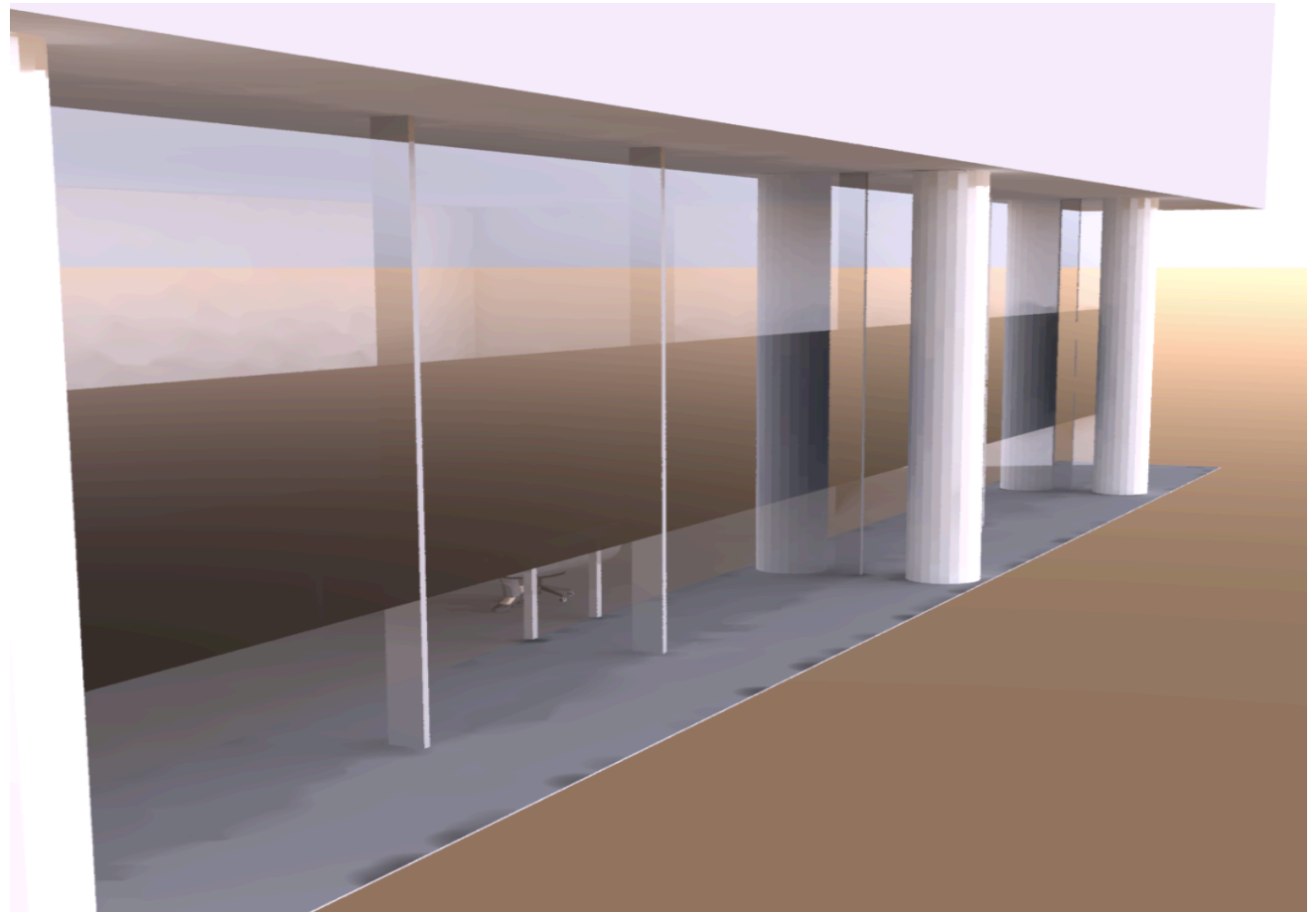
Zoning

3 Zones




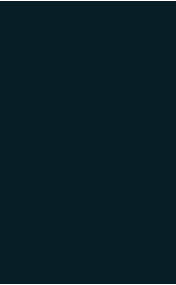
Upper zone -1.10m

Middle zone -1.10m

Lower zone - 0.80m



States

| | | | | |
|-----------|---|--|---|---|
| NFRC_ID | 8905 | 8906 | 8908 | 8909 |
| |  |  |  |  |
| T_{vis} | 0.677 | 0.199 | 0.064 | 0.011 |

Tools

Simulation

SketchUp & Groundhog
EnergyPlus
Daysim & Radiance

Outputs

Heating/cooling loads
DGP profiles
Illumination Profiles
Ranked combination of states

Implementation

Illuminance sensors
Pyranometers
Raspberry Pi
HDR camera
Temperature sensors
EC glass

Outputs

Optimal state

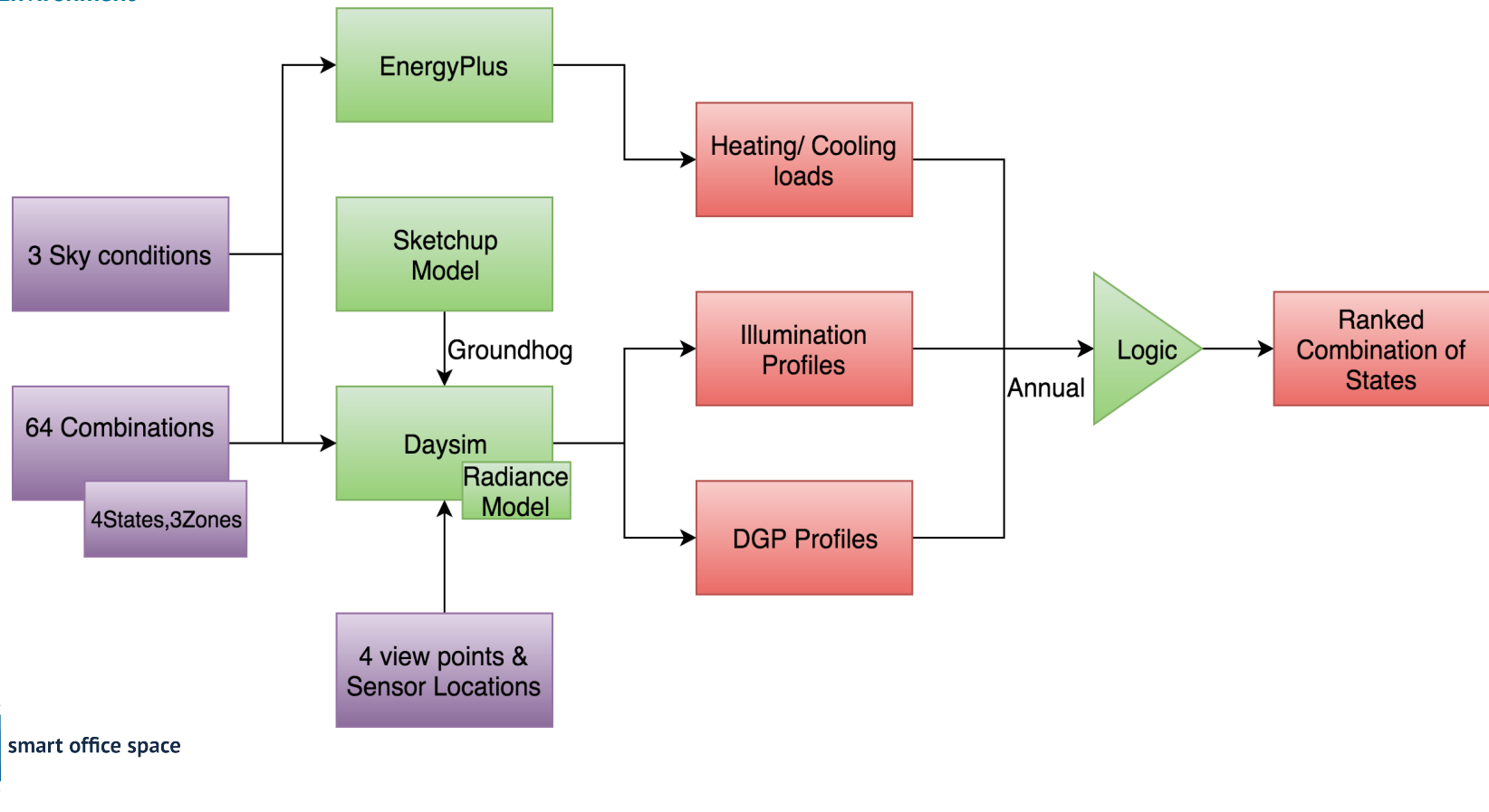
Simulation parameters

- 3 Different sky conditions
- 3 Zones with each 4 states i.e. 64 (4x4x4) combination of states per time step
- 4 View points/ sitting positions

All together a combination of 3 x 64 x 4 simulations for each time step over 365 days.

Running Simulations

- Convert Sketchup Model to Radiance Model using Groundhog
- Get the glass states from Optics
- Add the glass state to each zone as texture (Automate using a script)
- Define Sky condition, View Points and sensor locations for Daysim and Generate Annual Illuminance & DGP Profiles
- Generate Heating and Cooling loads using EnergyPlus
- Rank Combination of states per Sky Condition based on DGP, Illuminance Values & Heating/Cooling Loads



Implementation

Ranked combination of states for each time step, sky condition and viewpoint

| Rank | States Combination | DGP | Illuminance (lux) | Sensible Heating Rate [W](Hourly) | Sensible Cooling Rate [W](Hourly) |
|-------|--------------------|------|-------------------|-----------------------------------|-----------------------------------|
| 1 | 8909-8909-8909 | 0.26 | 1500 | 0 | 2020.8 |
| 2 | 8909-8909-8906 | 0.34 | 2200 | 0 | 2349.6 |
| | | | | | |
| 64 | 8905-8905-8905 | 0.56 | 5021 | 0 | 6440.8 |

Determining sky condition

A.Fakra* et al. has given some valuable analysis

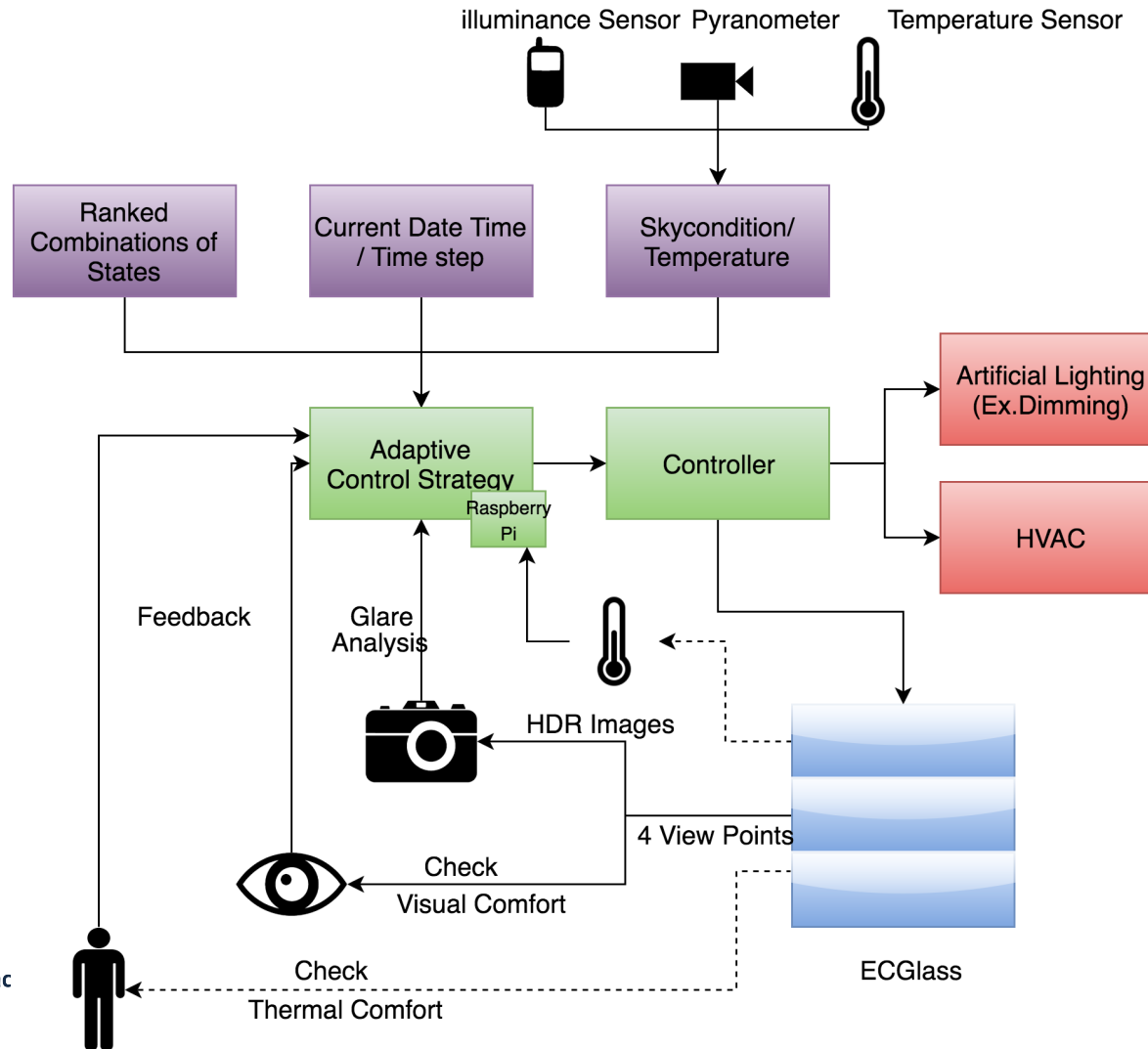
Sky Ratio = d_h / G_h

d_h is Diffuse horizontal terrestrial-irradiance (W/m²)

G_h is Global horizontal terrestrial-irradiance (W/m²)

| sky ratio | sky type | success rate |
|------------------|--------------|--------------|
| $SR \geq 0.8$ | Overcast | 81% |
| $0.3 < SR < 0.8$ | Intermediate | 60% |
| $SR \leq 0.3$ | Clear | 98% |

illuminance Sensor Pyranometer Temperature Sensor



Visual and thermal comfort feedback

- 1 Completely uncomfortable
- 2 Uncomfortable
- 3 Slightly uncomfortable
- 4 Comfortable
- 5 Very Comfortable

Conclusion

- To avoid discomfort glare electrochromic glazing can be used.
- Dividing the EC-window in different zones allows for an optimum control.
- Choosing the right states depending on the season and on sky condition, can reduce the heating and cooling load significantly.
- Machine learning techniques will be used in combination with user feedback when sky conditions are difficult to predict.



EC glass states

| SageGlass Type | %T _{vis} | %T _{sol} | SHGC |
|----------------------|-------------------|-------------------|------|
| Clear state | 60 | 33 | 0.41 |
| Intermediate state 2 | 18 | 7 | 0.15 |
| Intermediate state 1 | 6 | 2 | 0.10 |
| Fully Tinted | 1 | 0.4 | 0.09 |