

# Inter-model comparison of five CBDM techniques

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*M*ethods

4CM

4-component Method

DAY

DAYSIM

2PM

*rtcontrib*  $\rightsquigarrow$  *rcontrib*  $\rightsquigarrow$  2-phase Method

3PM

3-phase Method

(4-phase Method)

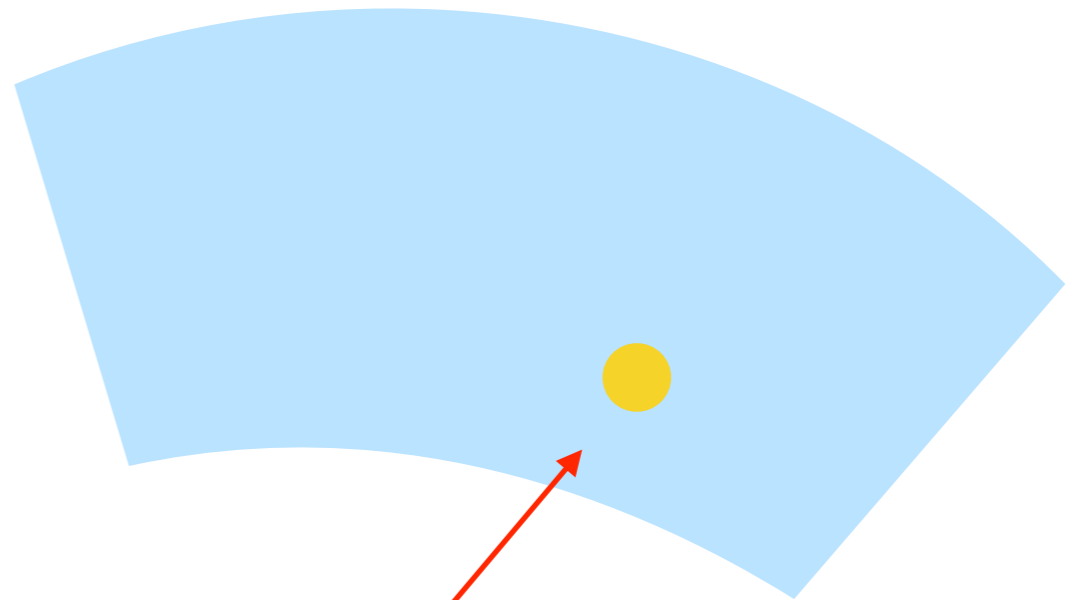
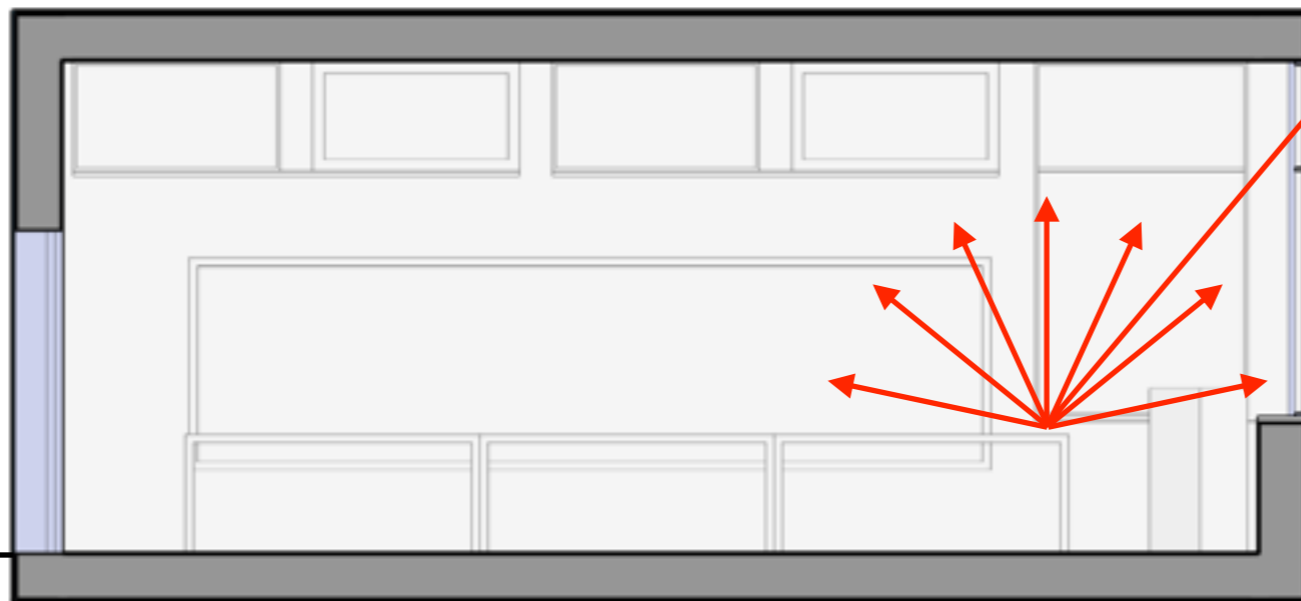
5PM

5-phase Method

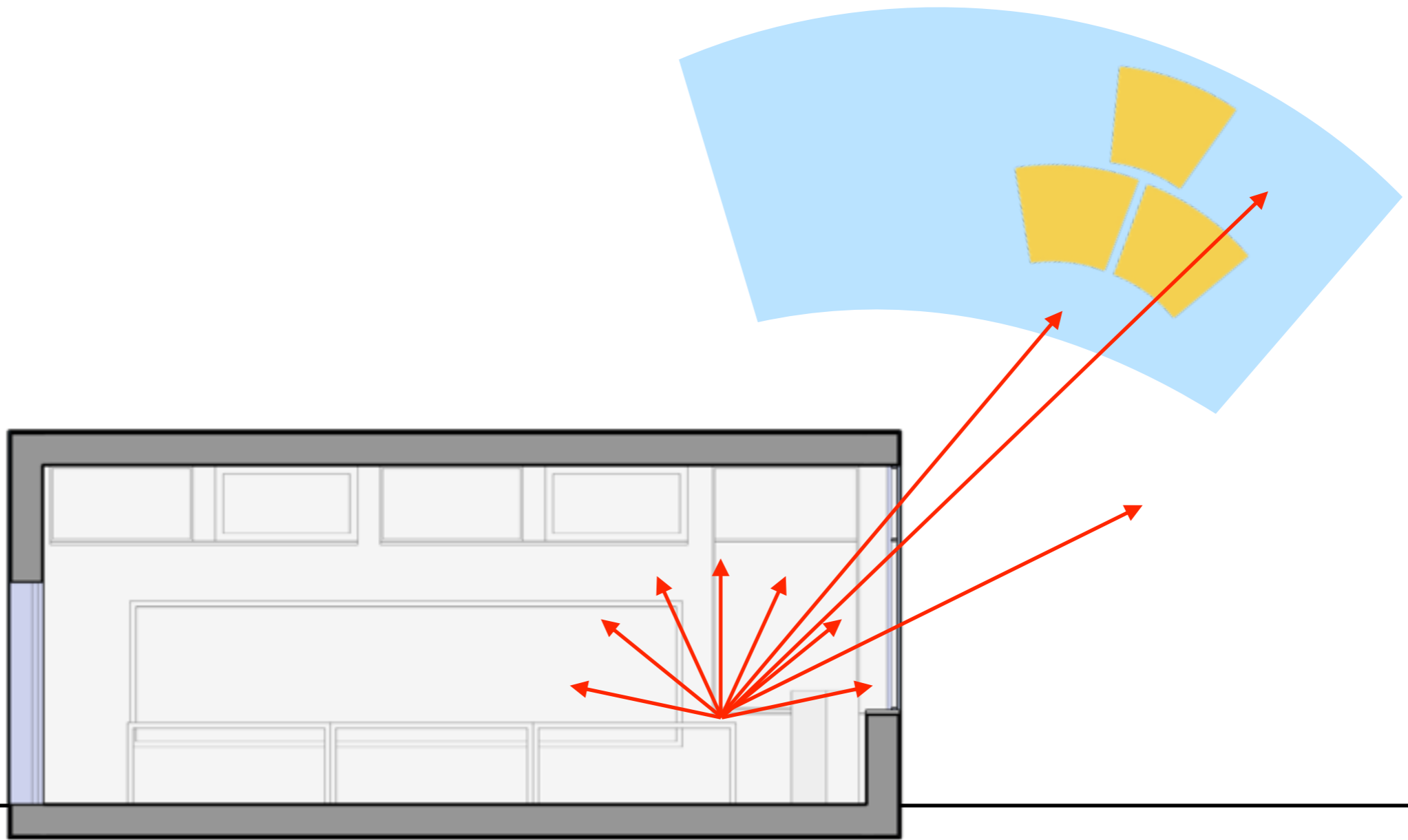
(6-phase Method)

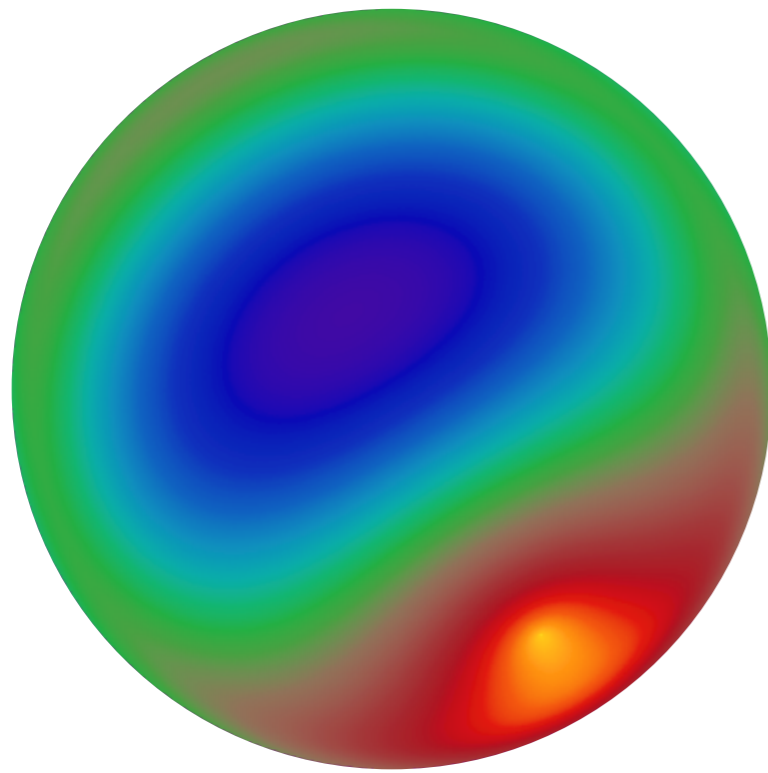
4CM

DAY

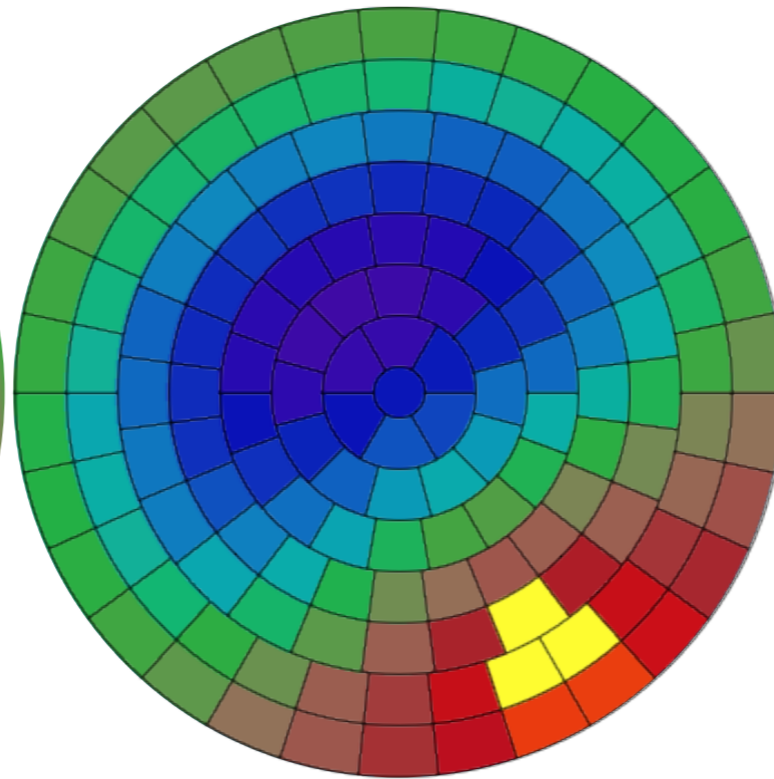


2PM

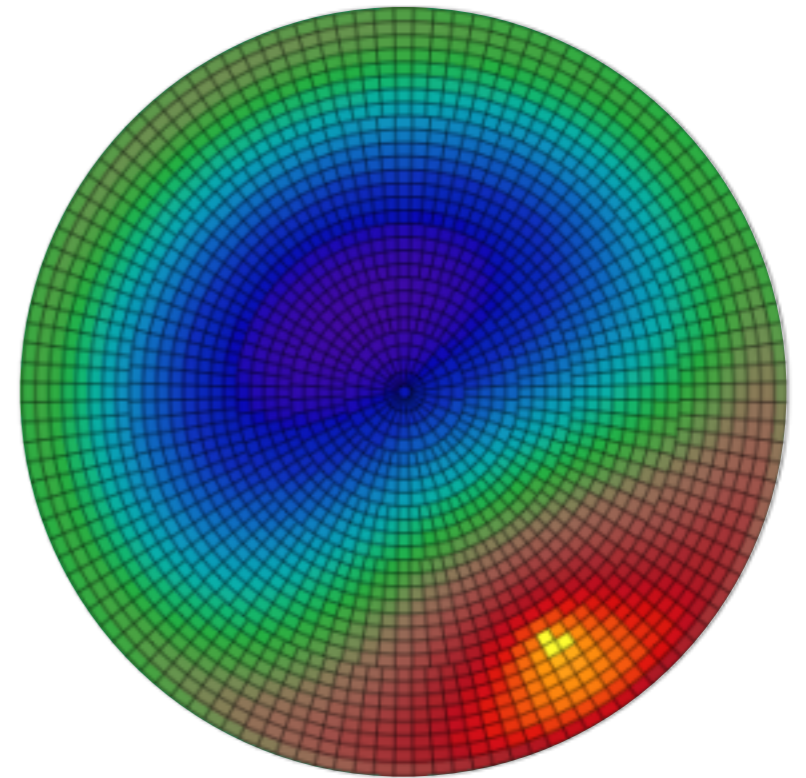




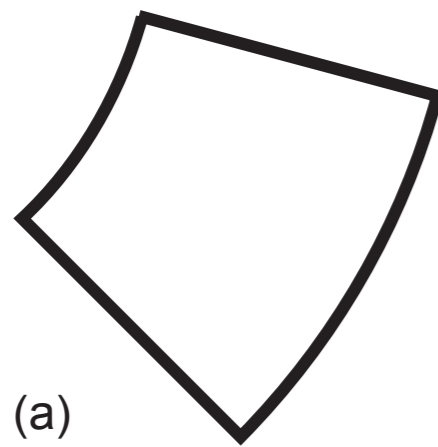
Sky luminance distribution



Tregenza

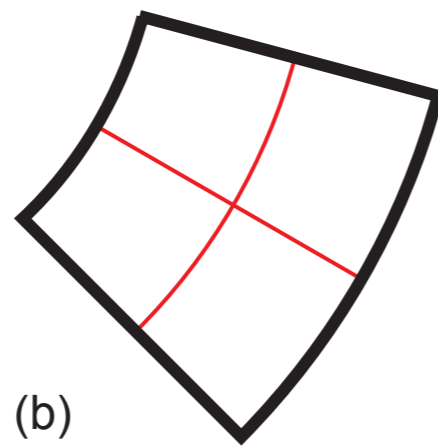


Reinhart MF:4



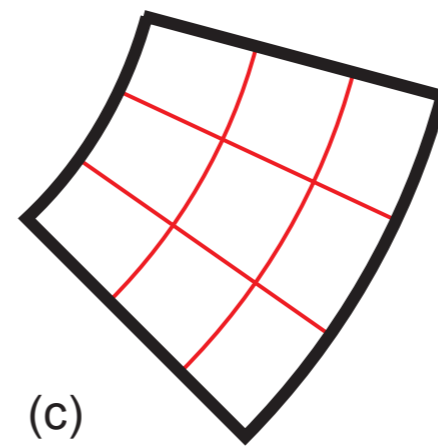
(a)

Tregenza



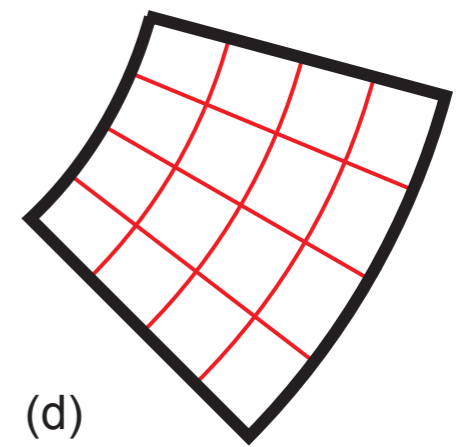
(b)

Reinhart MF:2



(c)

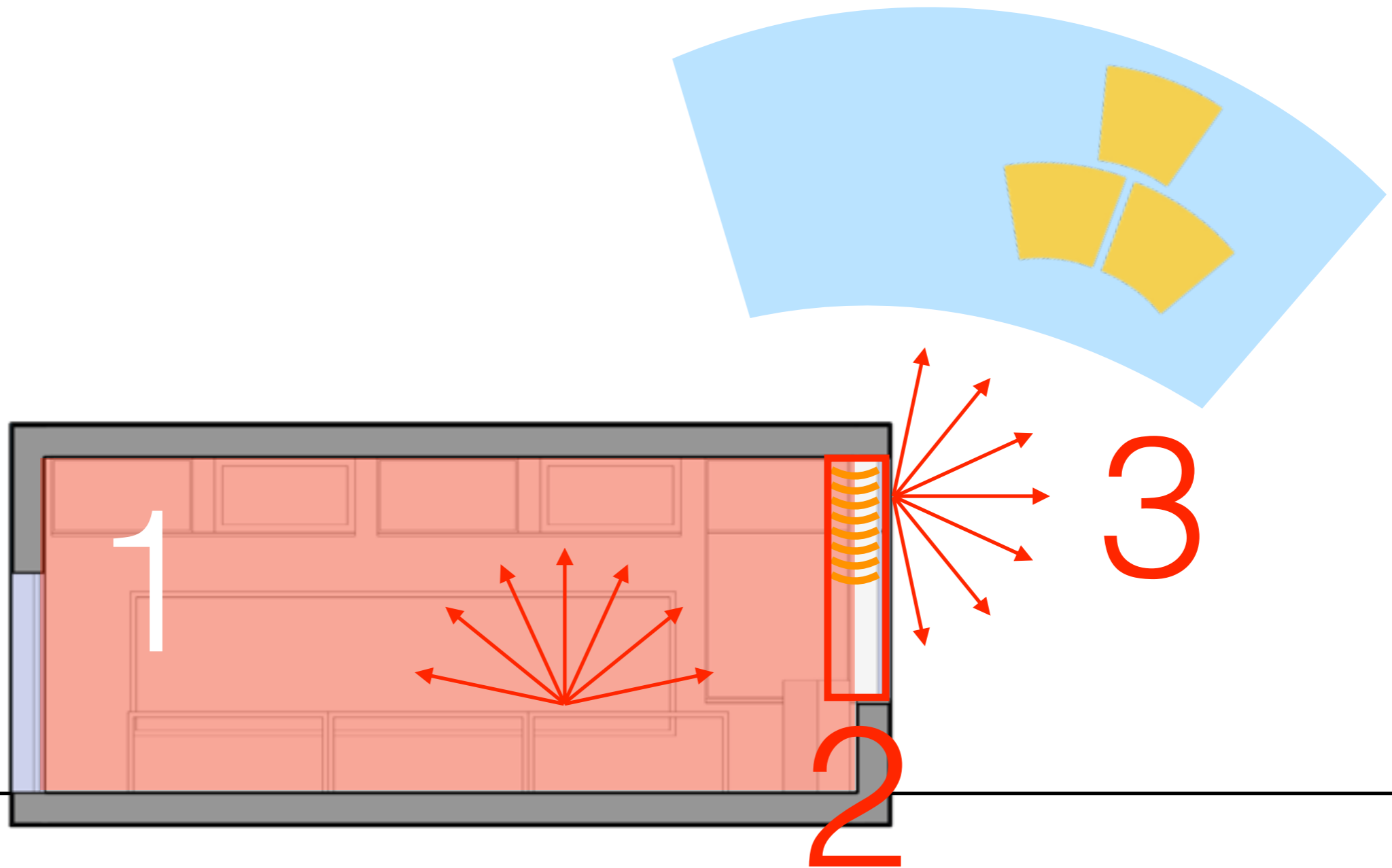
Reinhart MF:3



(d)

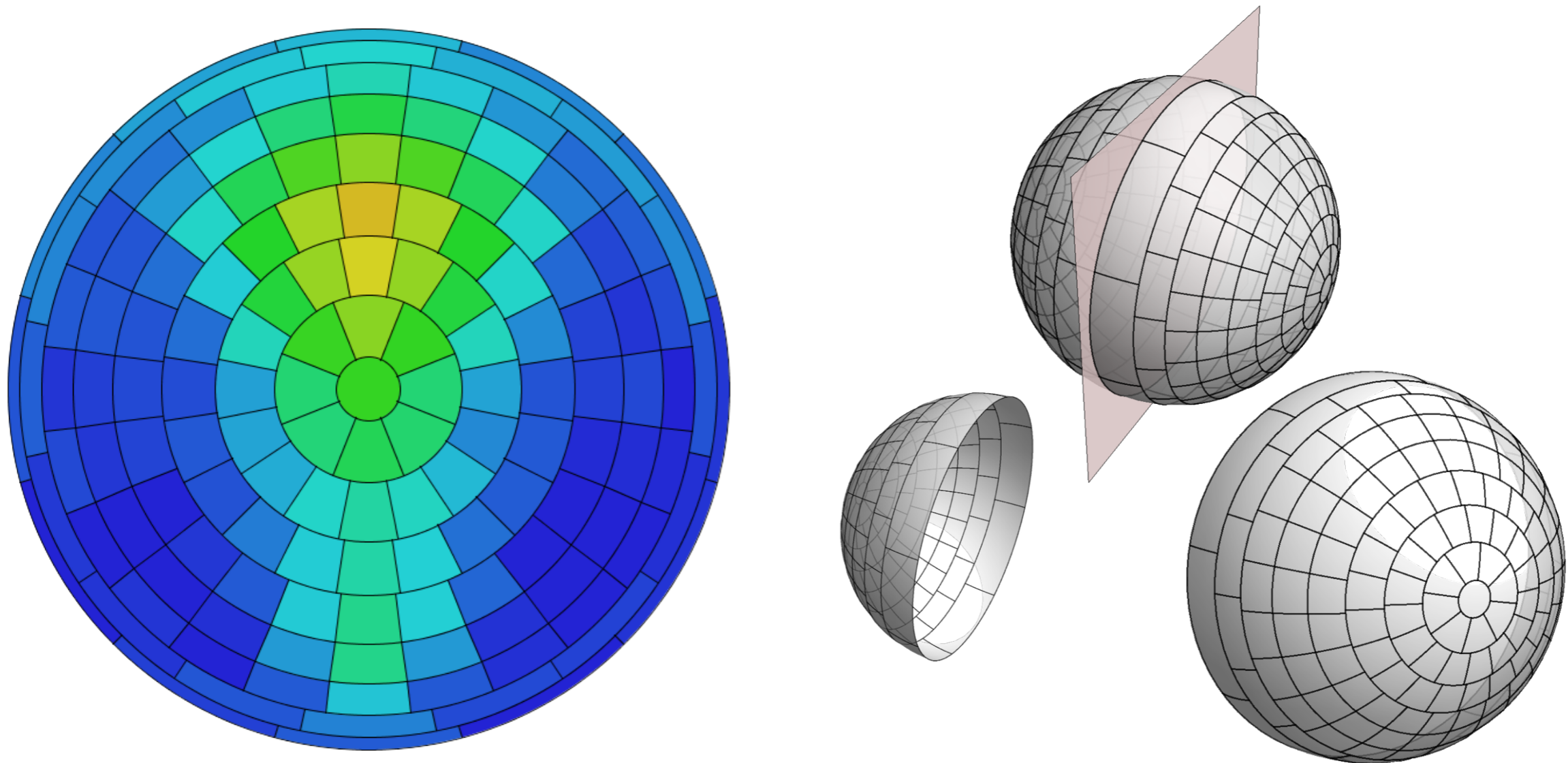
Reinhart MF:4

3PM



BSDF  
Klems basis

BSDF = Bi-directional Scattering Distribution Function



Klemms Angles Basis

145 patches entering + 145 patches exiting

Andy McNeil, '*BSDFs, Matrices and Phases*' (Radiance Workshop 2014, London)



# BSDF = Bi-directional Scattering Distribution Function

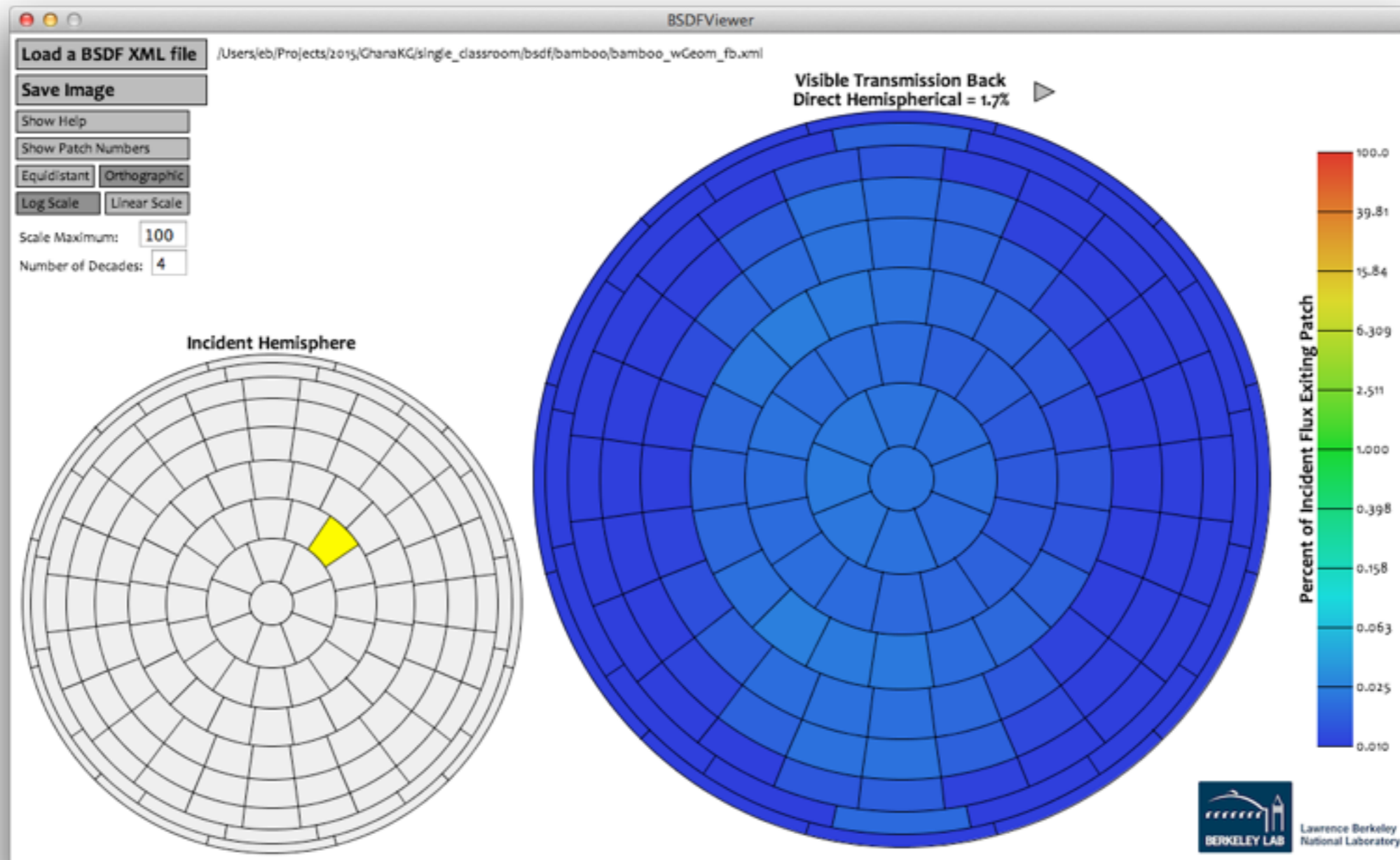
Generally found in **.xml** format

- Retrieved from a database (e.g. LBNL Window6/7)  
<https://windows.lbl.gov/software/window/window.html>
- Generated from a simulation run with genBSDF
- Built from measured data

Klems Angles Basis

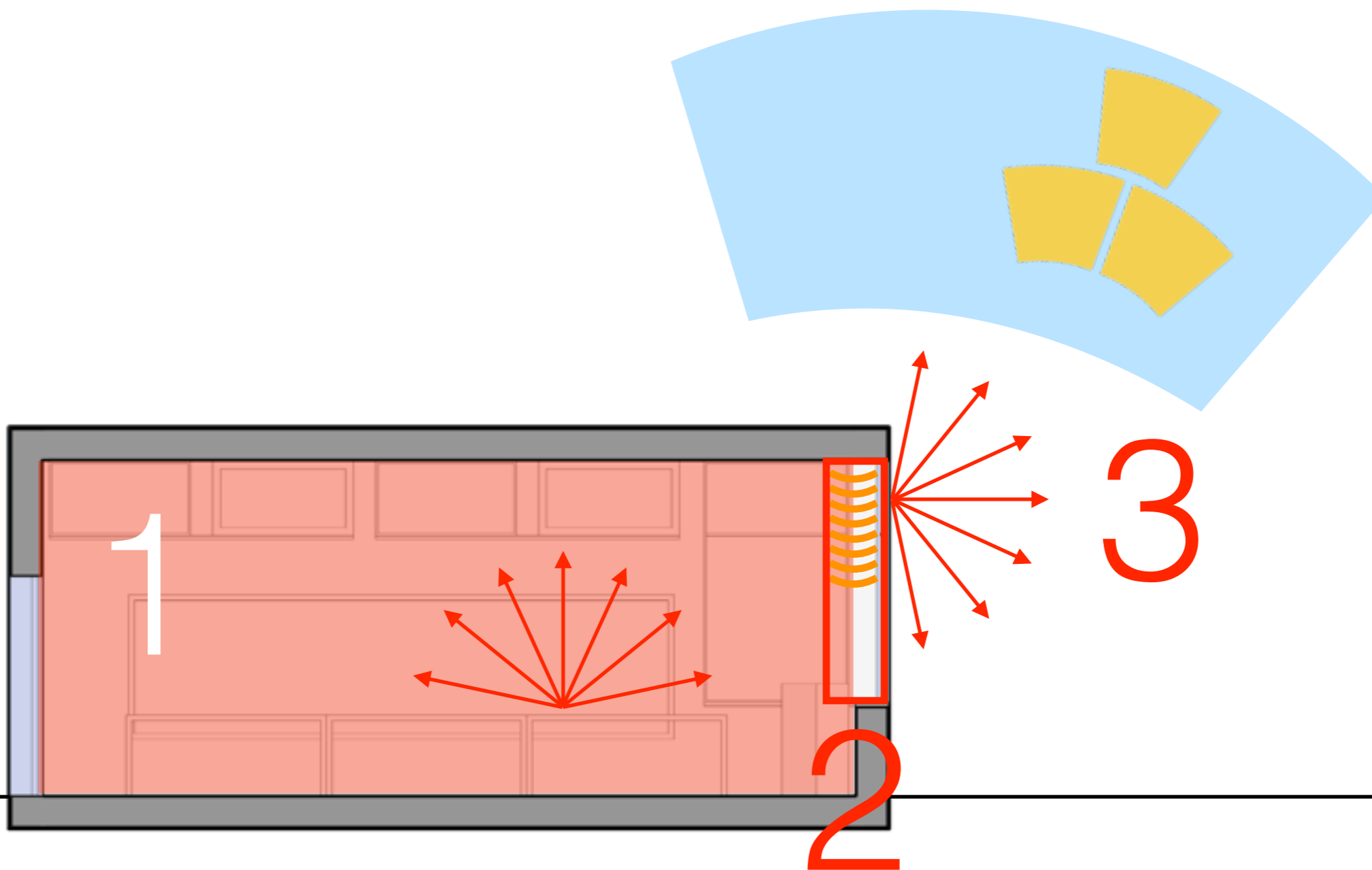
145 patches entering + 145 patches exiting

# BSDF = Bi-directional Scattering Distribution Function



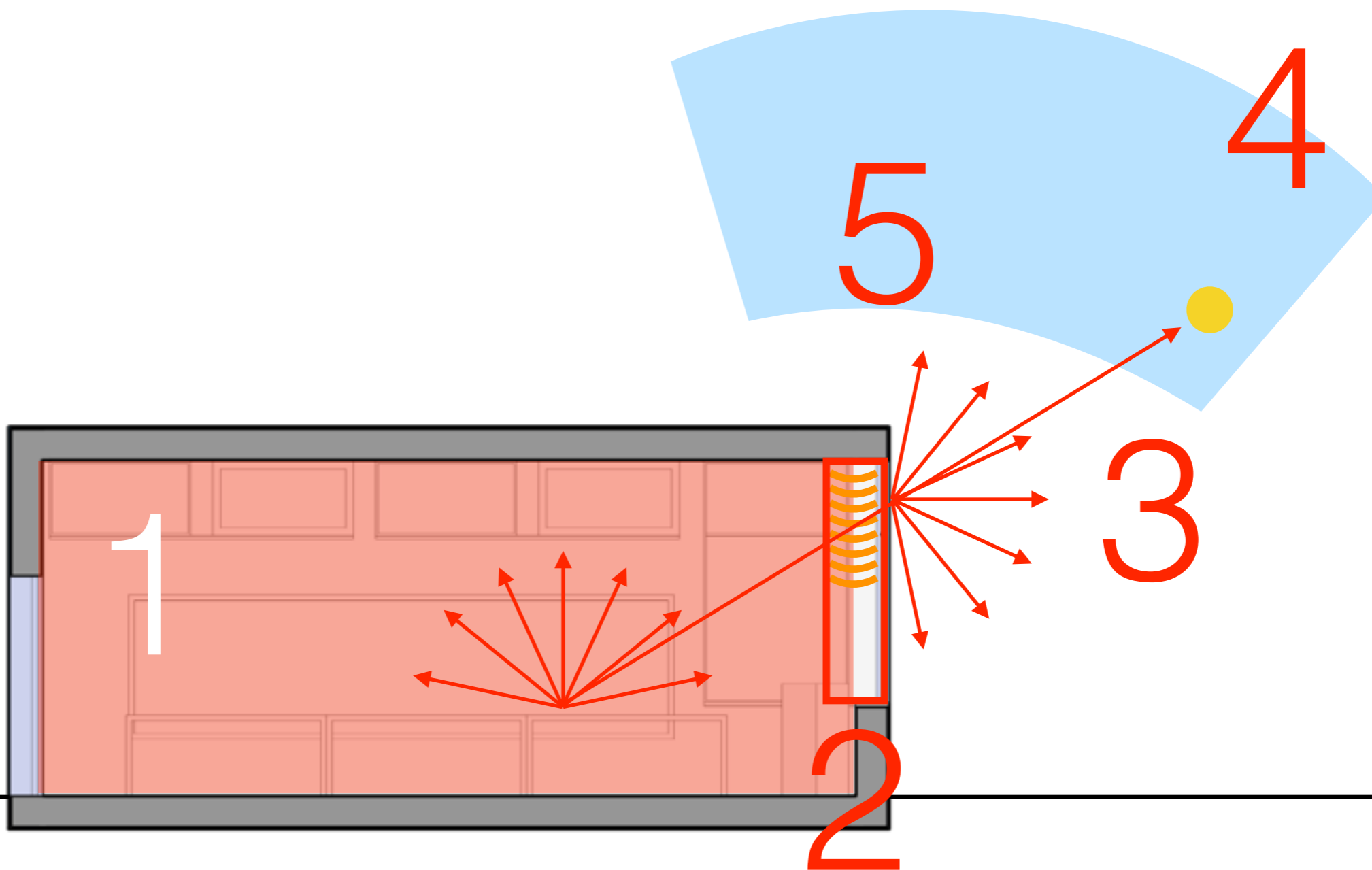
Klems Angles Basis  
LBNL BSDFViewer

5PM

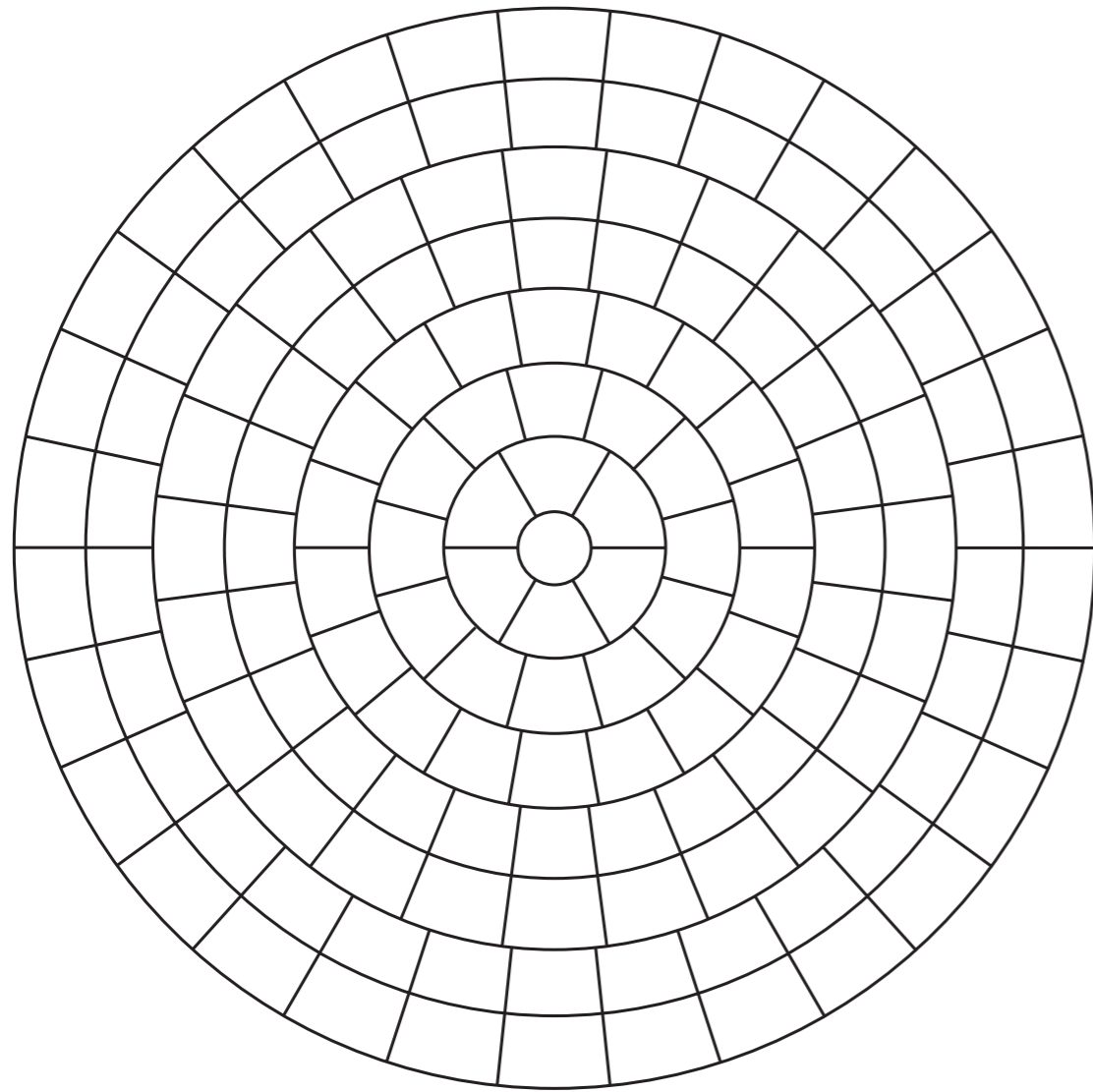


BSDF  
Tensor Tree basis

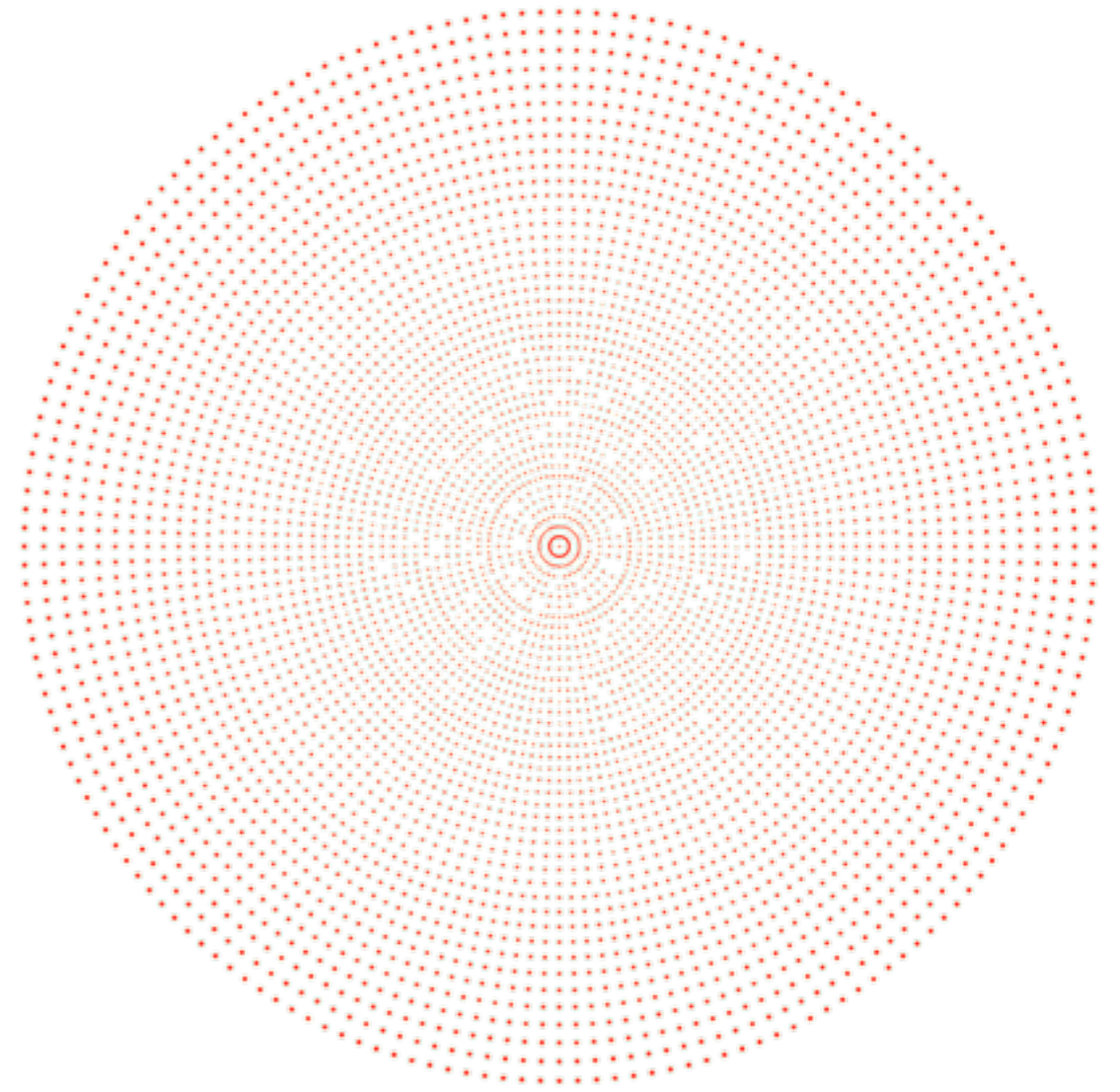
5PM



BSDF  
Tensor Tree basis



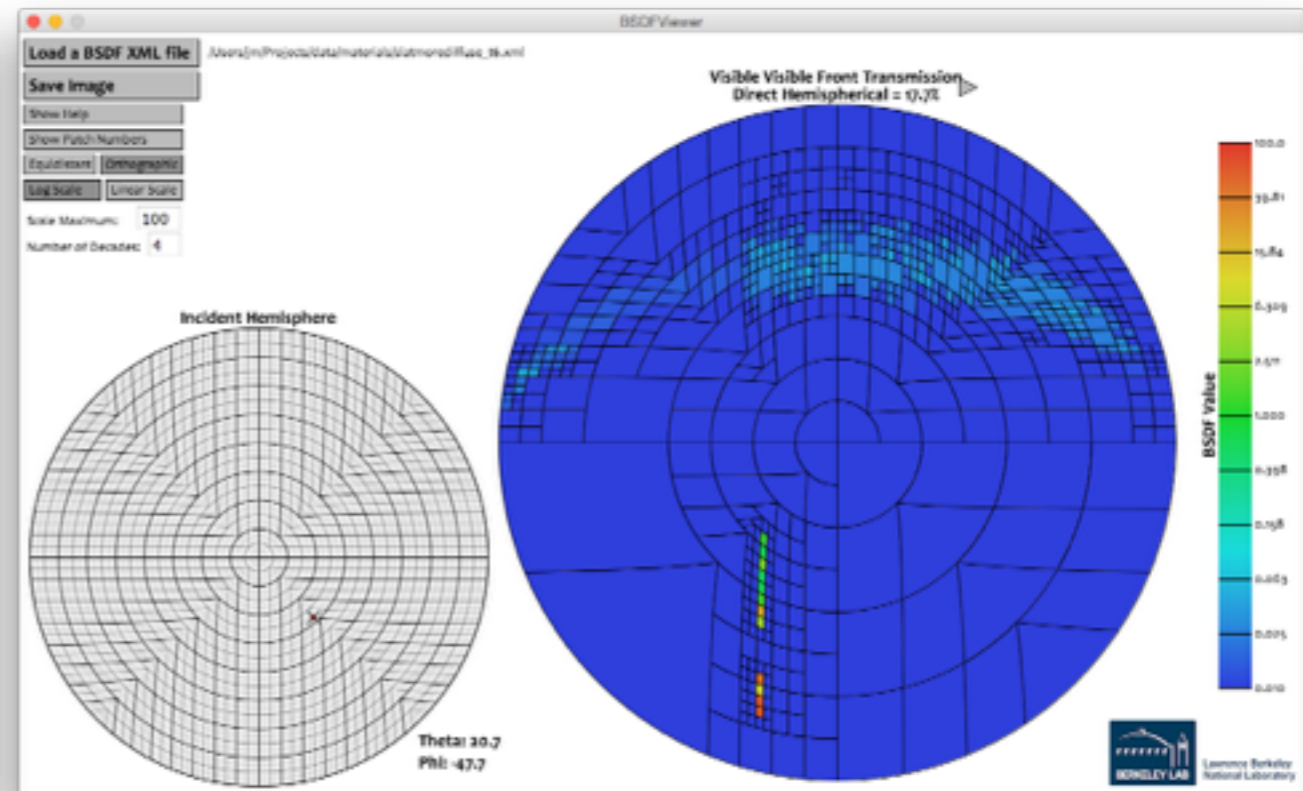
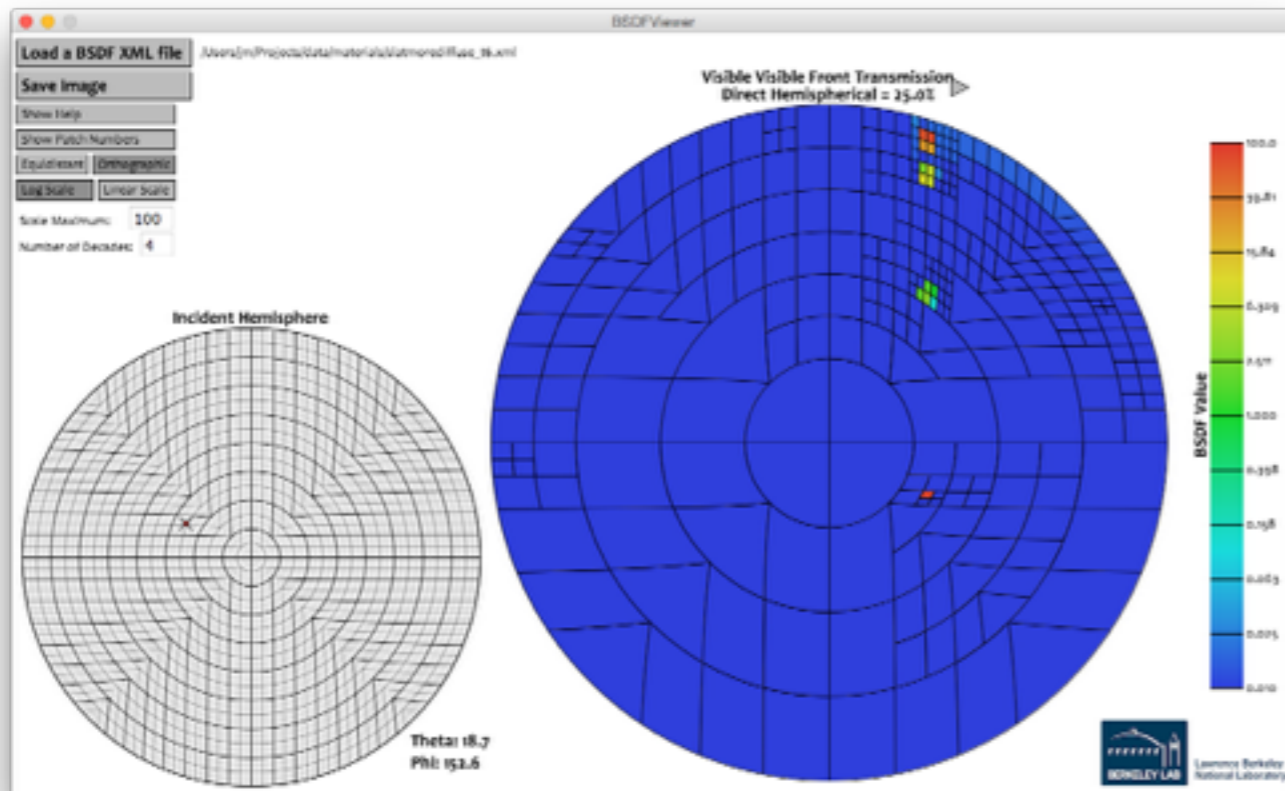
+



Tregenza subdivision  
SKY ONLY  
(**g**low material)

Reinhart MF:6  
SUN ONLY  
(**T**ight material)

# BSDF = Bi-directional Scattering Distribution Function



Tensor Tree Basis  
LBNL BSDFViewer

4-components Method	-ab 5 -ad 2048 -ar 128 -as 256 -aa 0.2
DAYSIM	-ab 5 -ad 1024 -ar 1024 -as 256 -aa 0.1
2-phase Method	-ab 5 -ad 100000 -aa 0 -lw 1e-5
3-phase Method	vmx: -ab 12 -ad 50000 -aa 0 -lw 2e-5 dmx: -ab 2 -ad 1000 -aa 0 -lw 1e-3
5-phase Method	dsc: -ab 1 -ad 5000 -aa 0 -lw 2e-4

NB These values are only indicative; each geometry needs appropriate parameters setting

To know more:

A McNeil, *genBSDF Tutorial*

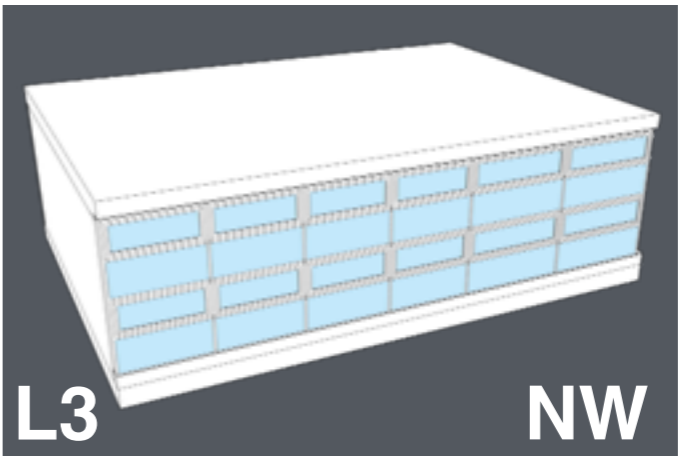
A McNeil, *The Three-Phase Method for Simulating Complex Fenestration with Radiance*

A McNeil, *The Five-Phase Method for Simulating Complex Fenestration with Radiance*

A McNeil, *BSDFs, Matrices and Phases* (Radiance Workshop 2014, London)

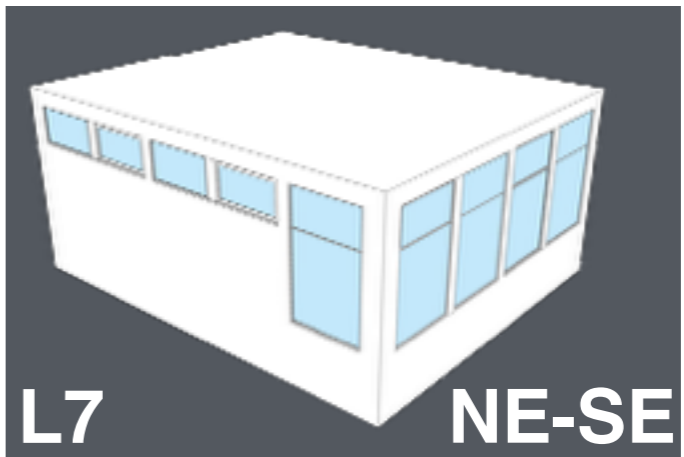


*M*odels



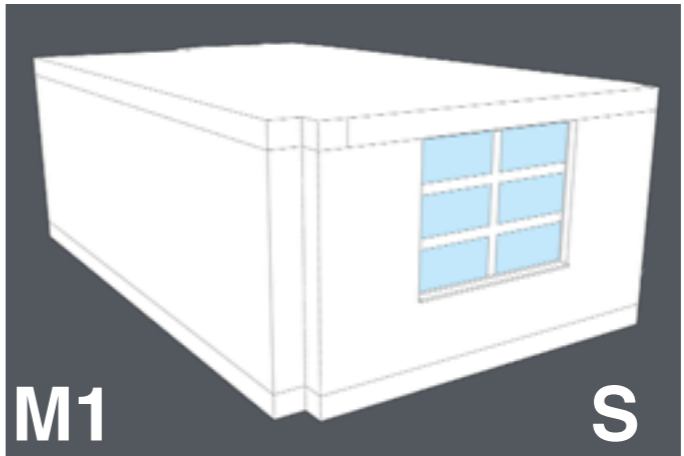
L3

NW



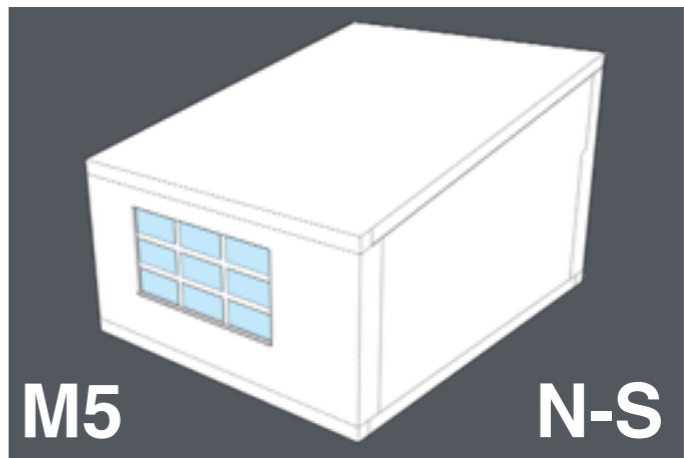
L7

NE-SE



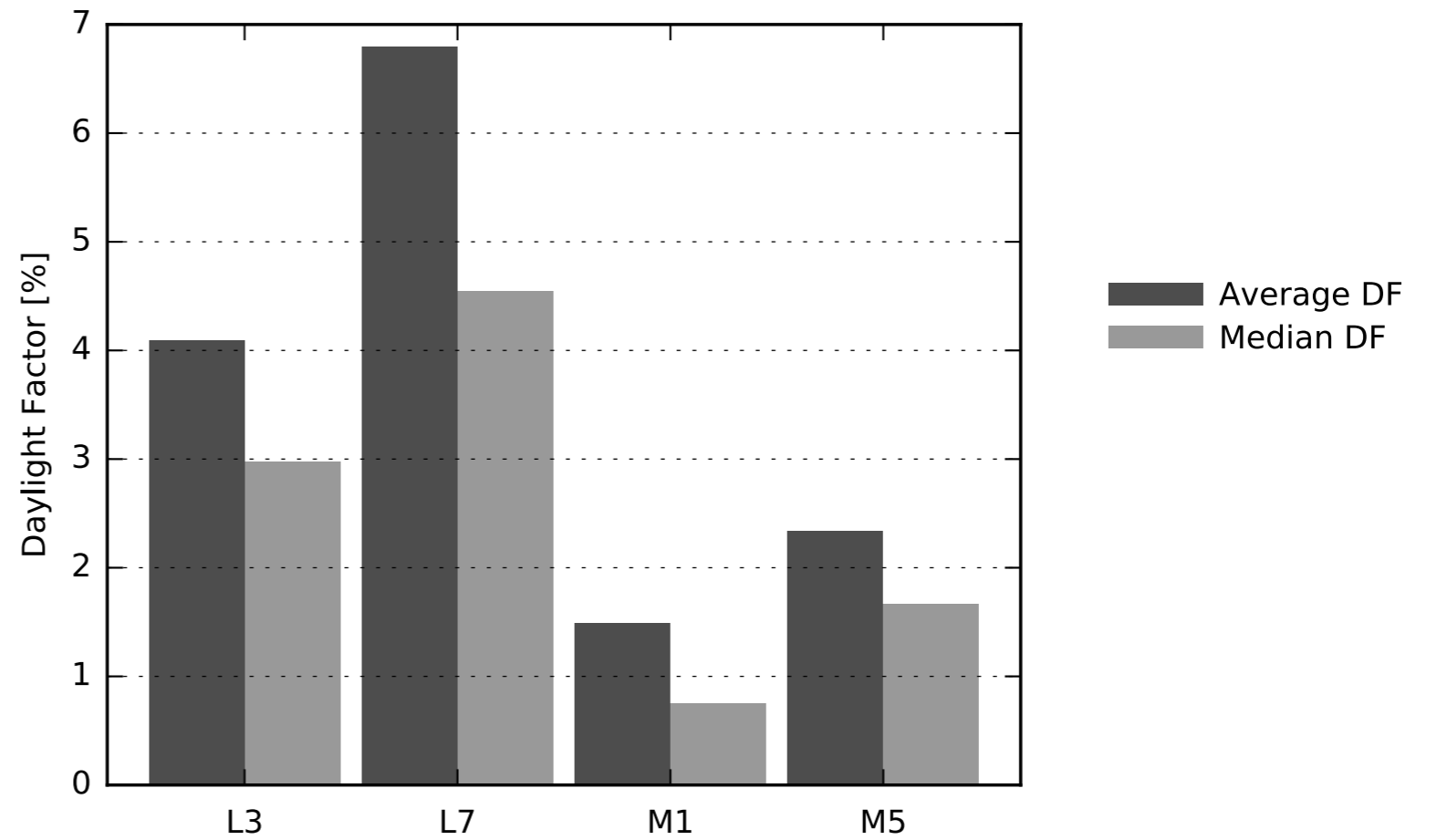
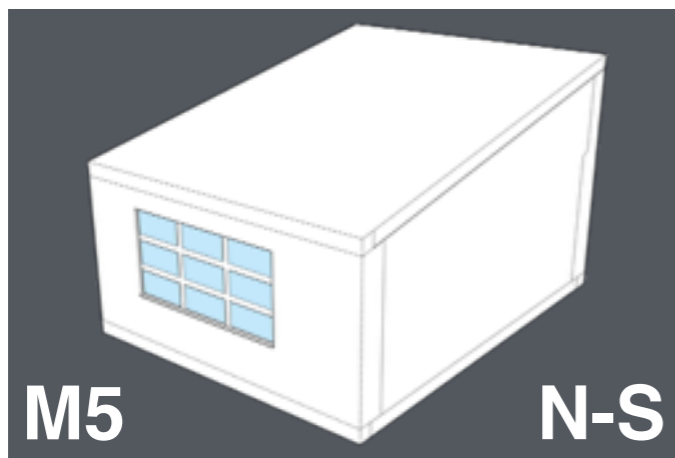
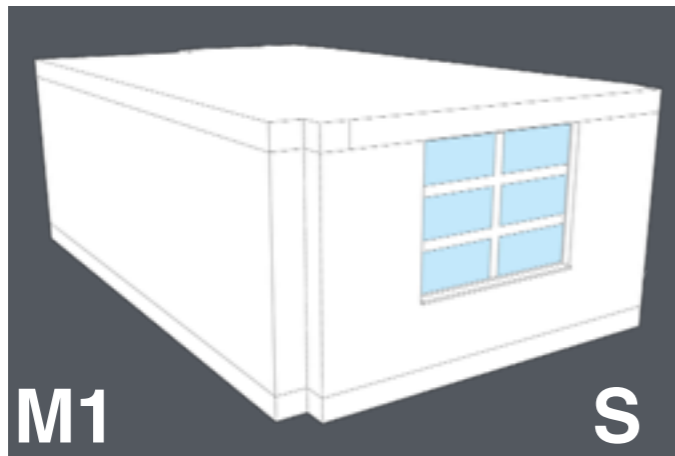
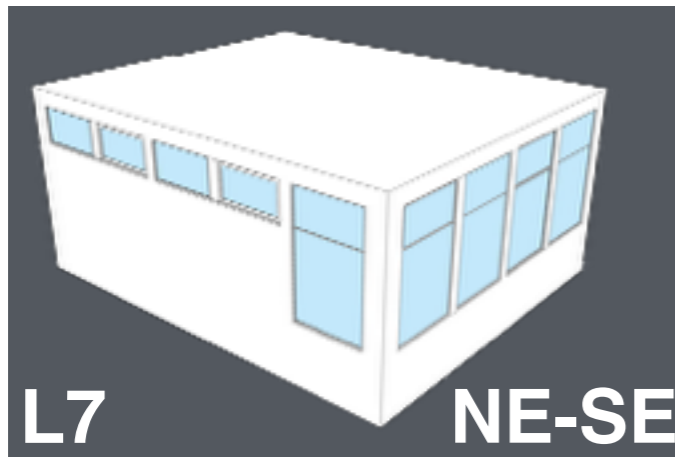
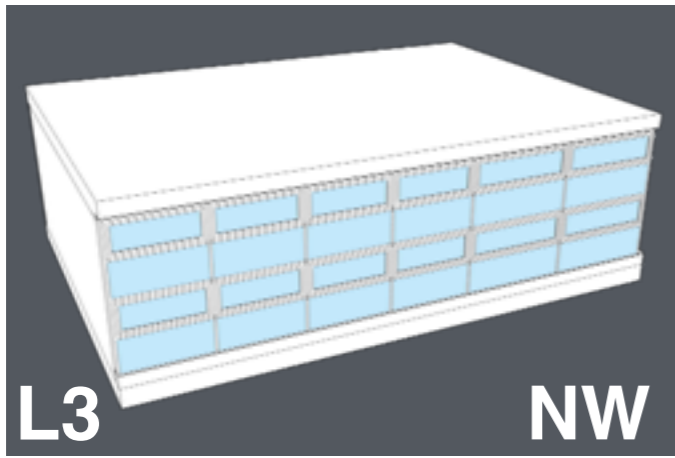
M1

S



M5

N-S



*M*etrics

## UDI

(Useful Daylight Illuminance)

Annual occurrence of illuminance binned in certain ranges



## DA

(Daylight Autonomy)

Annual occurrence of illuminance over a certain threshold



## TAI

(Total Annual Illuminance)

Hourly exposure cumulative for a year



## ASE

(Annual Sunlight Exposure)

Annual occurrence of **direct sunlight** over a certain illuminance for more than a certain number of hrs per year



# UDI

(Useful Daylight Illuminance)



# DA

(Daylight Autonomy)



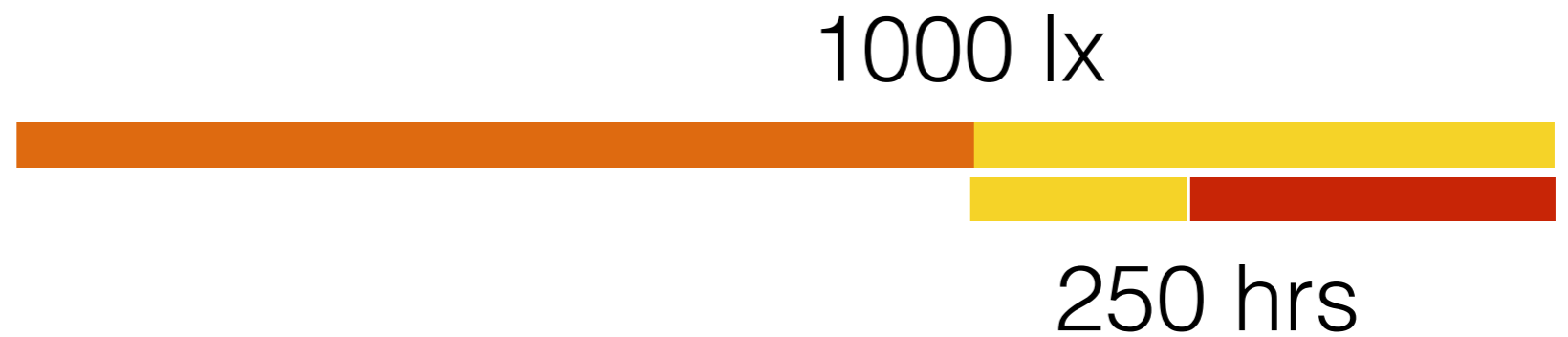
# TAI

(Total Annual Illuminance)



# ASE

(Annual Sunlight Exposure)



## Requirements for LEED v4 | Daylight credit: option 1

Occupancy schedule 8:00 - 18:00 (60' time step)

sDA > 55/75%

ASE < 10%

	2PM	3PM	5PM	4CM	DAY
L3	3	3	3	3	3
L7	0	0	0	3	0
M1	0	0	0	0	0
M5	3	3	3	2	2

\*blinds not modelled

## Requirements for Priority School Building Programme (UK)

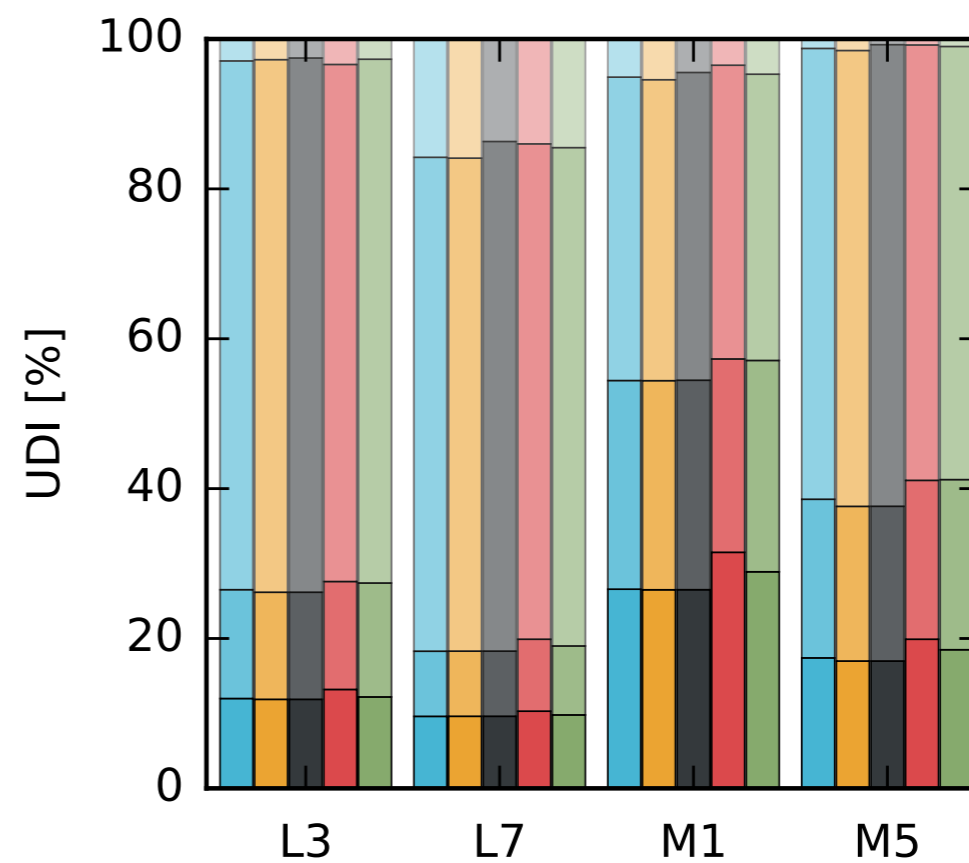
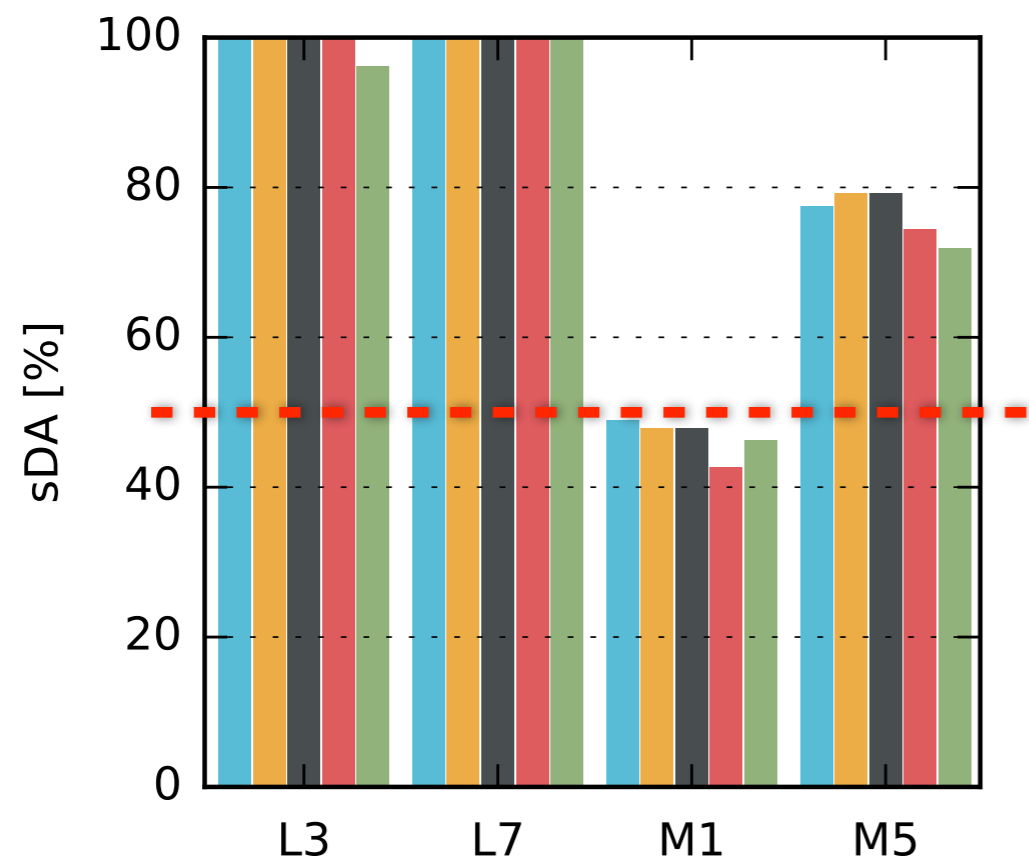
Occupancy schedule 8:30 - 16:00 (5' time step)

sDA > 50%

UDI<sub>s+a</sub> > 80%

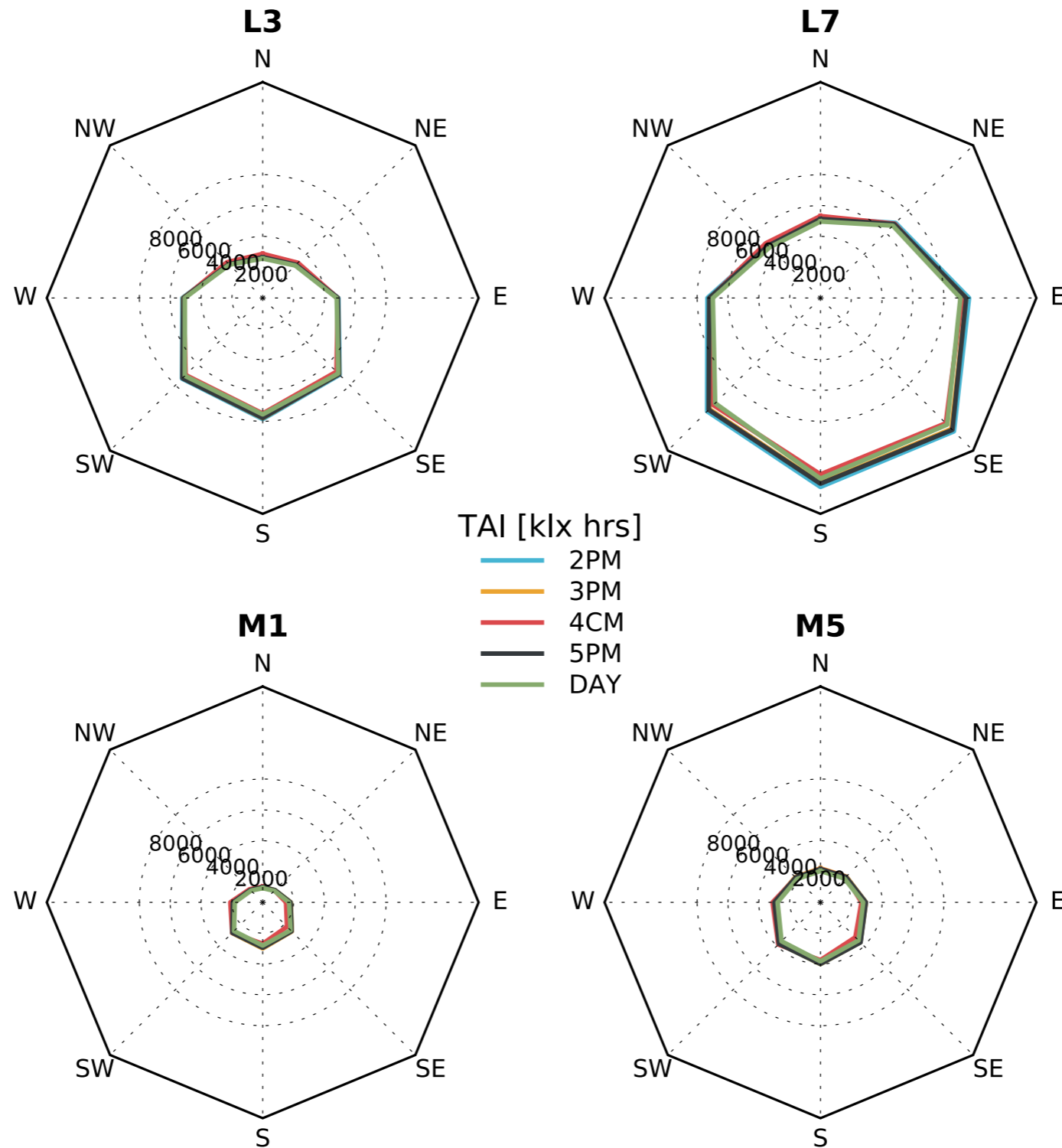
	2PM	3PM	5PM	4CM
L3	YES	YES	YES	YES
L7	80%	80%	82%	78%
M1	NO	NO	NO	NO
M5	YES	YES	YES	YES

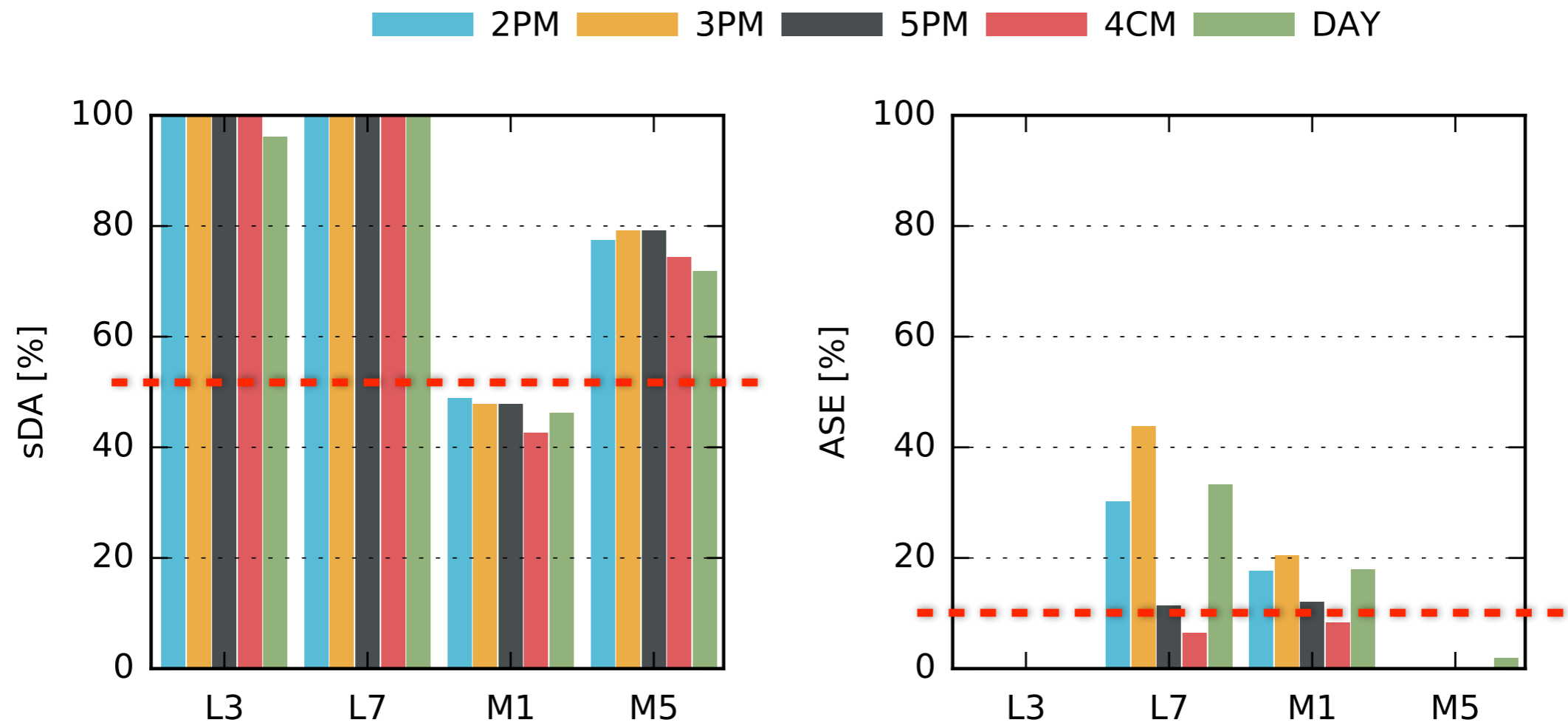
2PM 3PM 5PM 4CM DAY





# Total Annual Illuminance [klx hrs]





Occupancy schedule 8:00 - 18:00  
Hourly time-step

## Settings for Annual Sunlight Exposure calculation

	<b>-ab</b>	<b>Geometry</b>
<b>4-components Method</b>	0	no modifications (computed as a matter of course)
<b>DAYSIM</b>	0	no modifications (computed as a matter of course)
<b>2-phase Method</b>	1 (*)	<ul style="list-style-type: none"> <li>• assign black material to the model</li> <li>• use only the direct normal column of the weather data</li> </ul>
<b>3-phase Method</b>	vmx: 1 dmx: 0	<ul style="list-style-type: none"> <li>• assign black material to the model</li> <li>• use only the direct normal column of the weather data</li> </ul>
<b>5-phase Method</b>	1	<ul style="list-style-type: none"> <li>• assign black material to the model</li> <li>• use only the direct normal column of the weather data</li> </ul>

(\*) used here but not properly defined anywhere

# *The Sun says...*

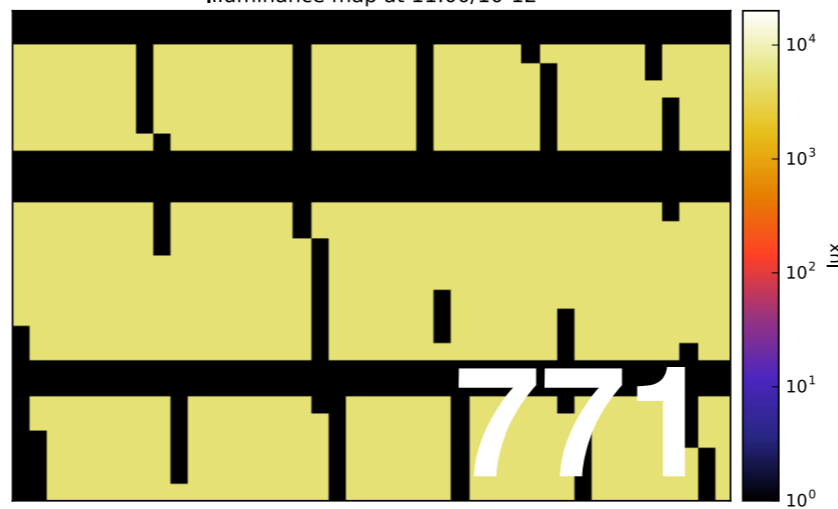
ASE [%] for the four classrooms

	4CM	DAYSIM	2PM	3PM	5PM
L3 (NW)	0.0	0.0	0.0	0.0	0.0
L7 (NE-SE)	6.5	33.3	30.2	43.8	11.4
M1 (S)	8.4	17.9	17.7	20.5	12.1
M5 (N-S)	0.0	1.9	0.0	0.0	0.0



# rtrace

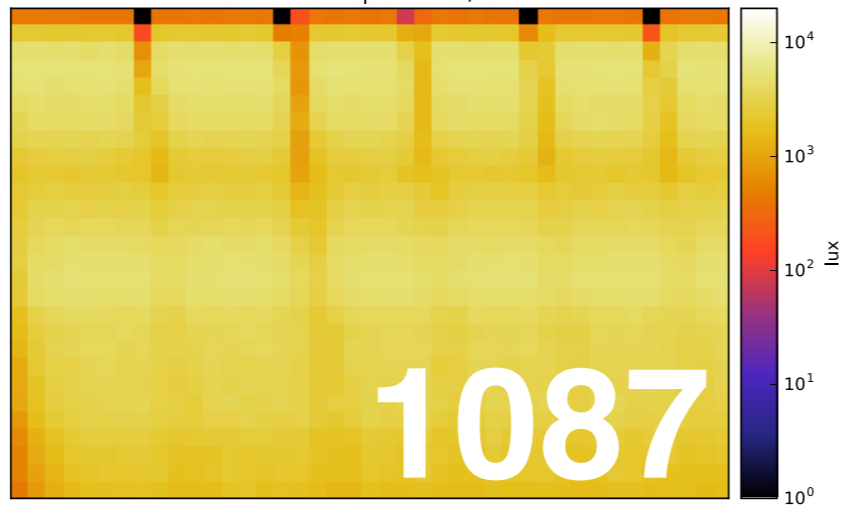
Illuminance map at 11:00/10-12



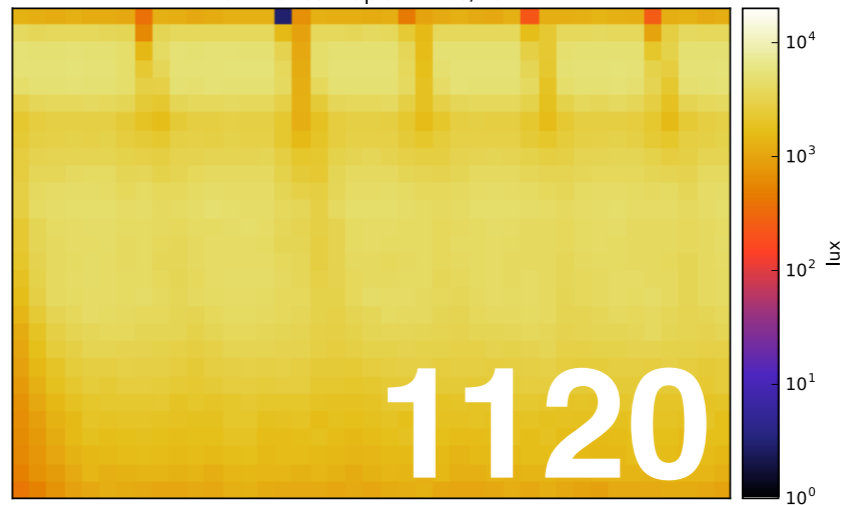
2PM

3PM

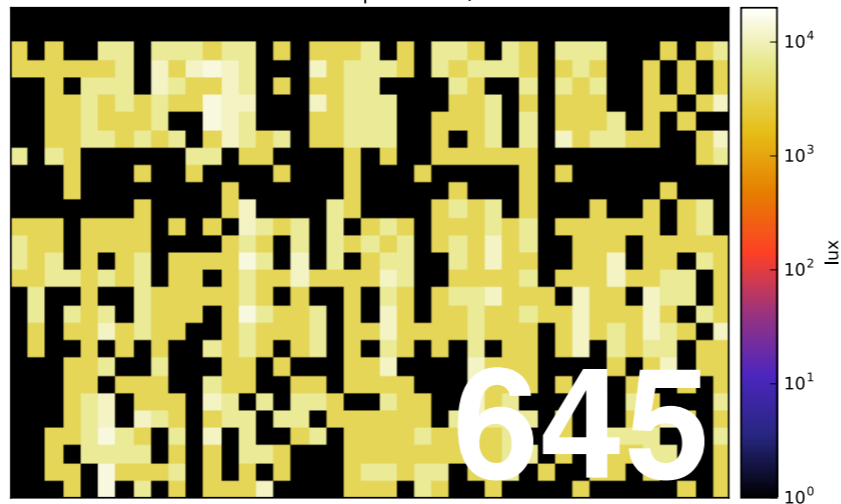
Illuminance map at 11:00/10-12



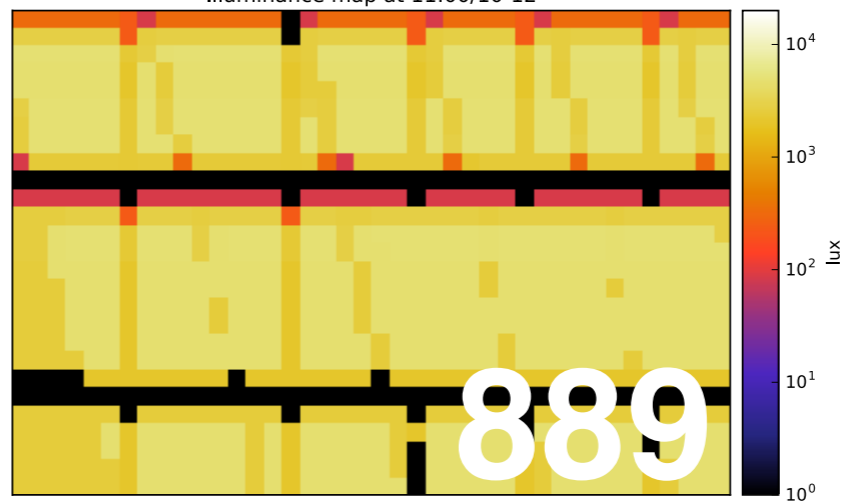
Illuminance map at 11:00/10-12



Illuminance map at 11:00/10-12



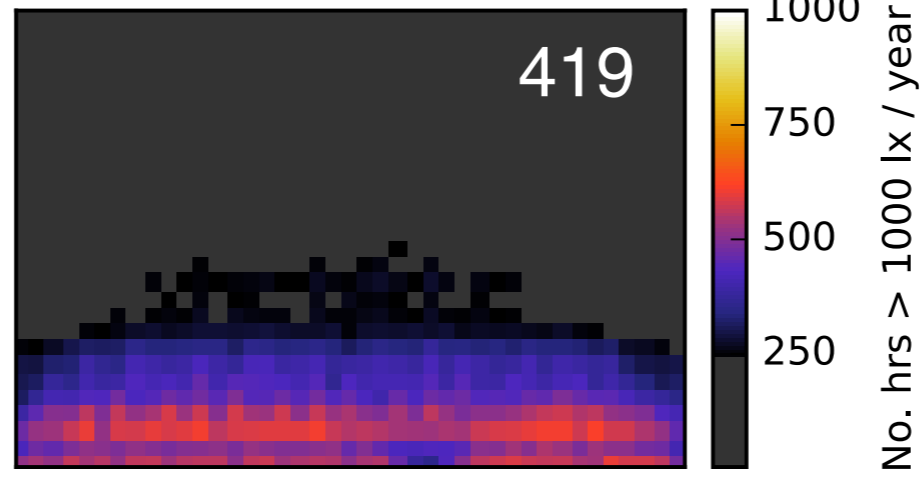
Illuminance map at 11:00/10-12



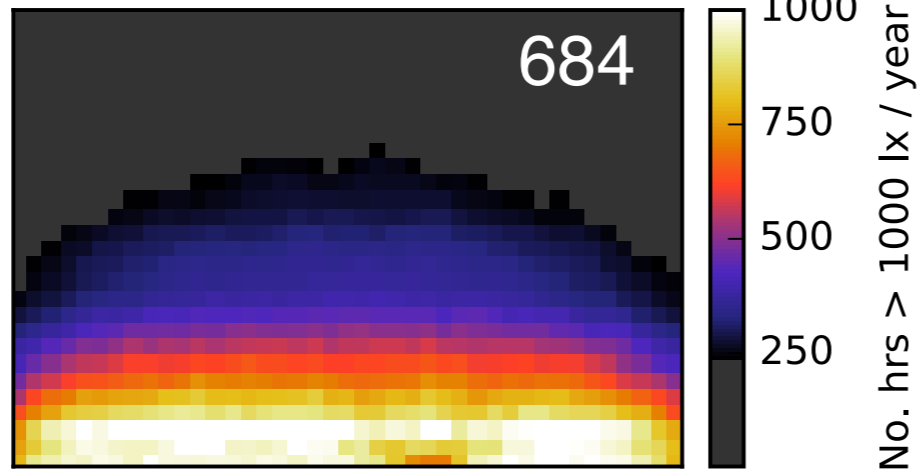
5PM

DAYSIM

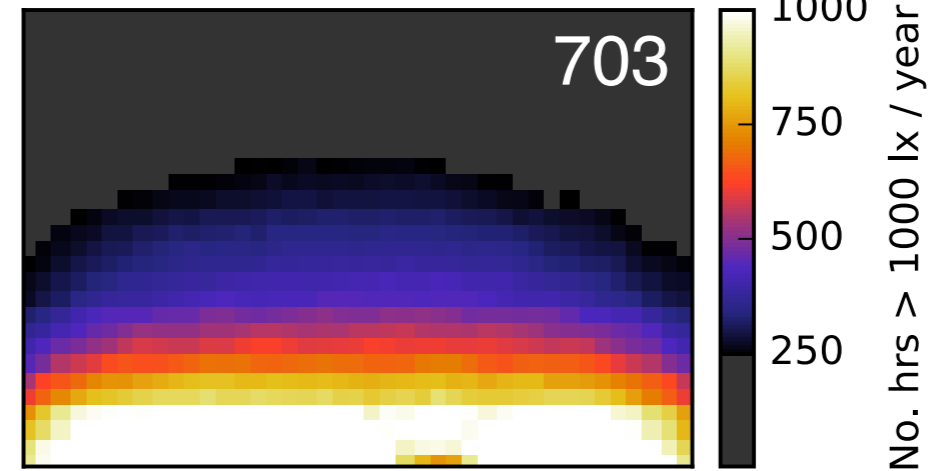
rtrace



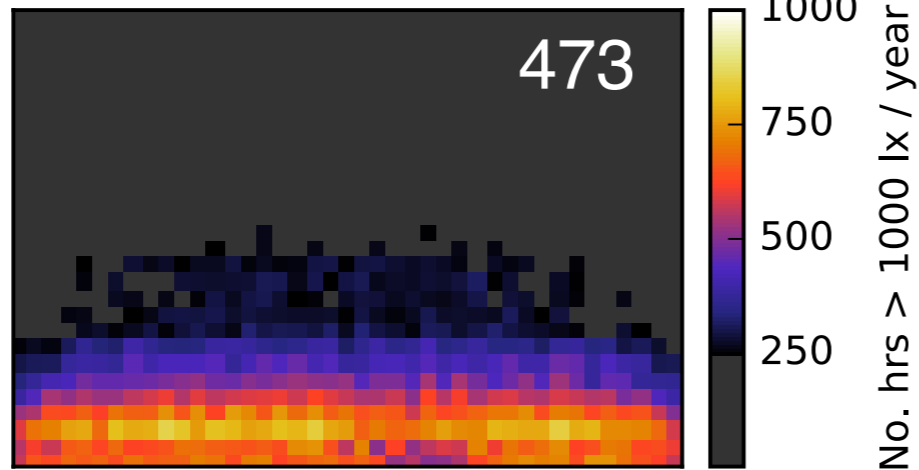
2PM



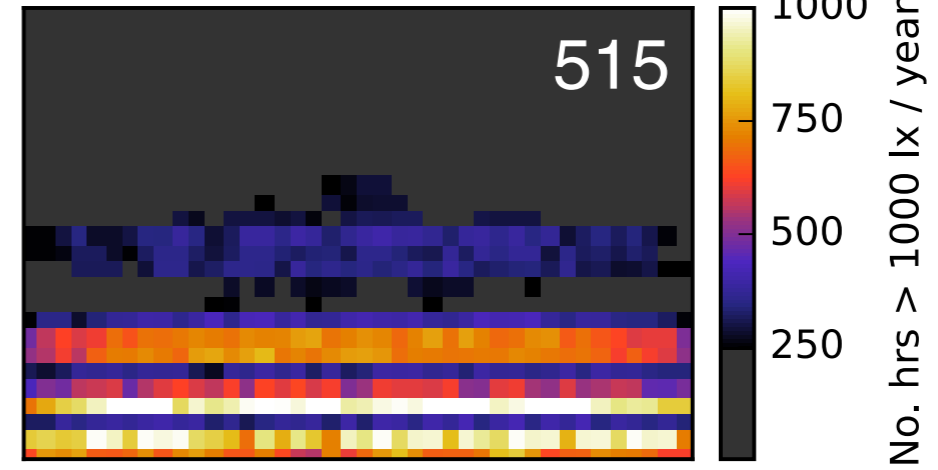
3PM



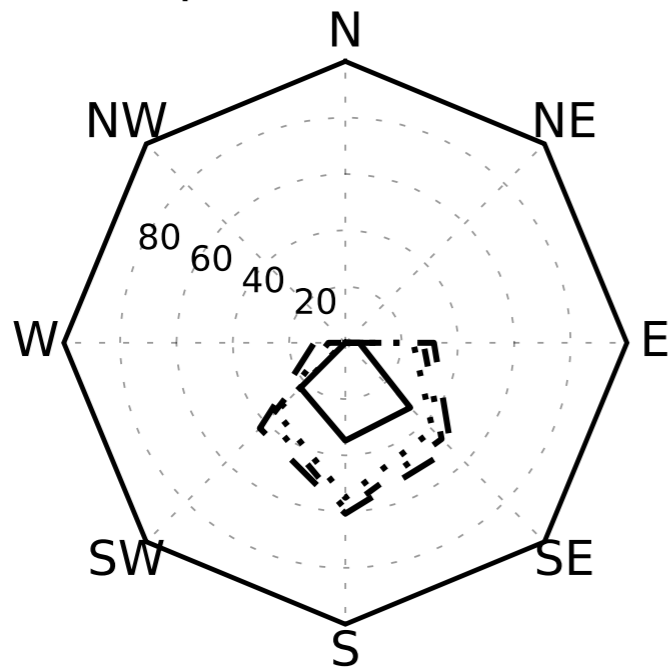
5PM



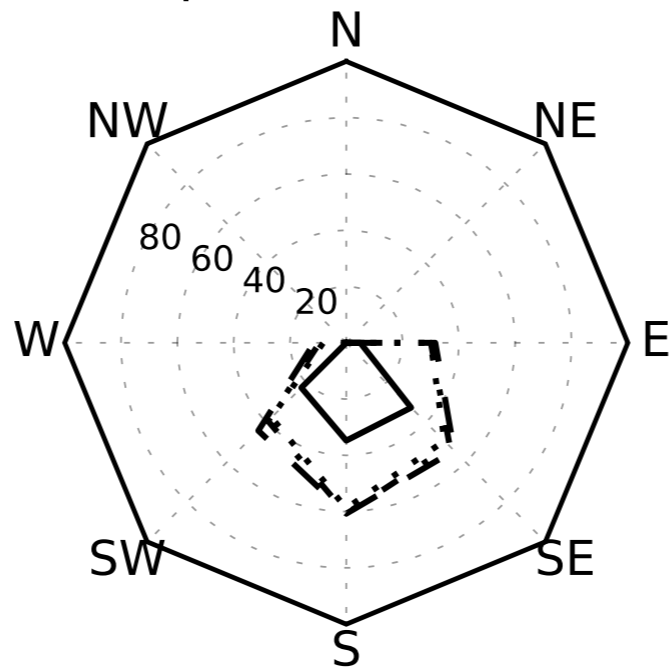
DAYSIM



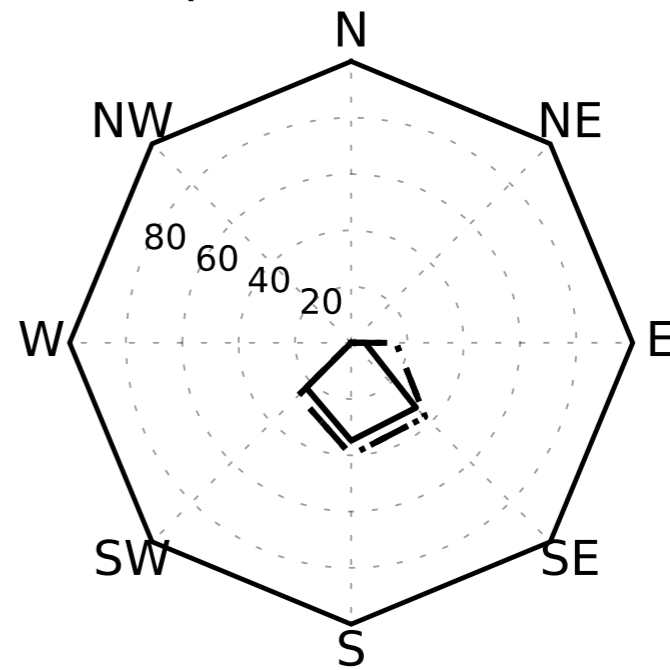
2-phase method



3-phase method



5-phase method



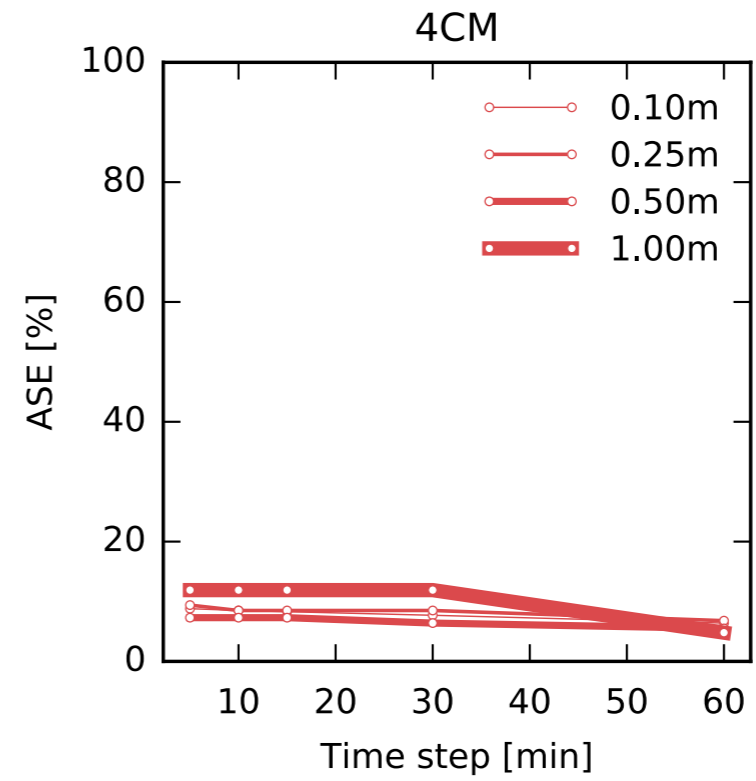
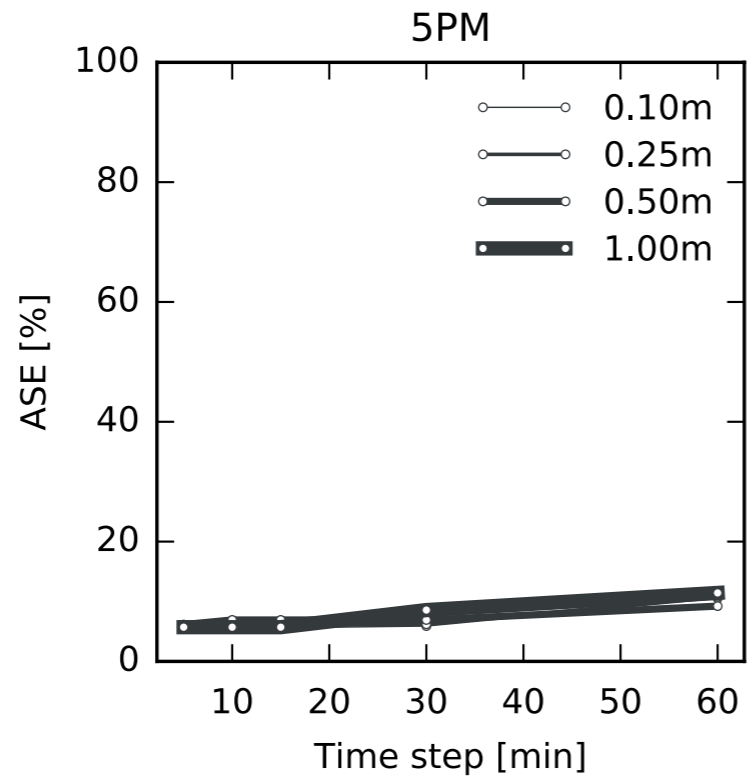
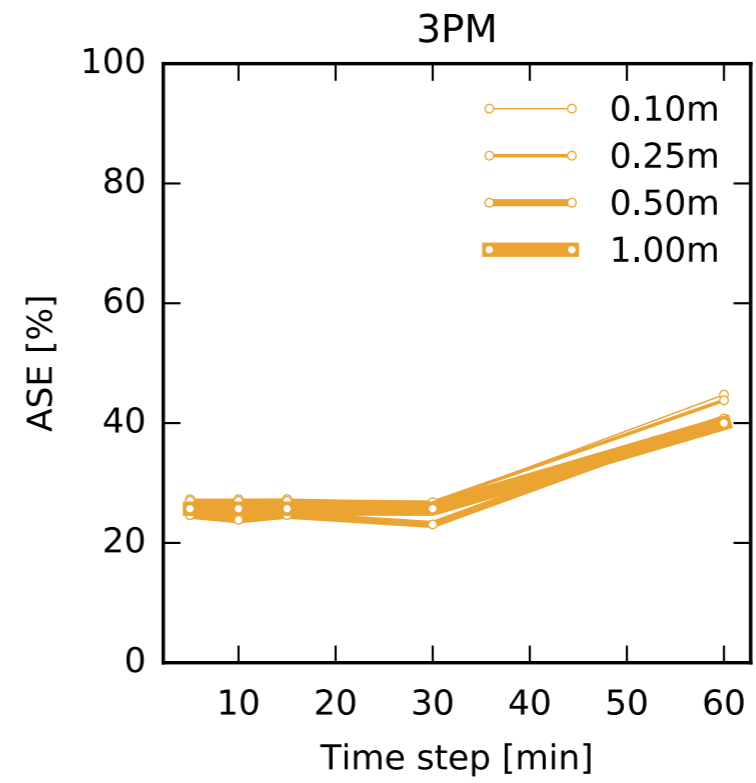
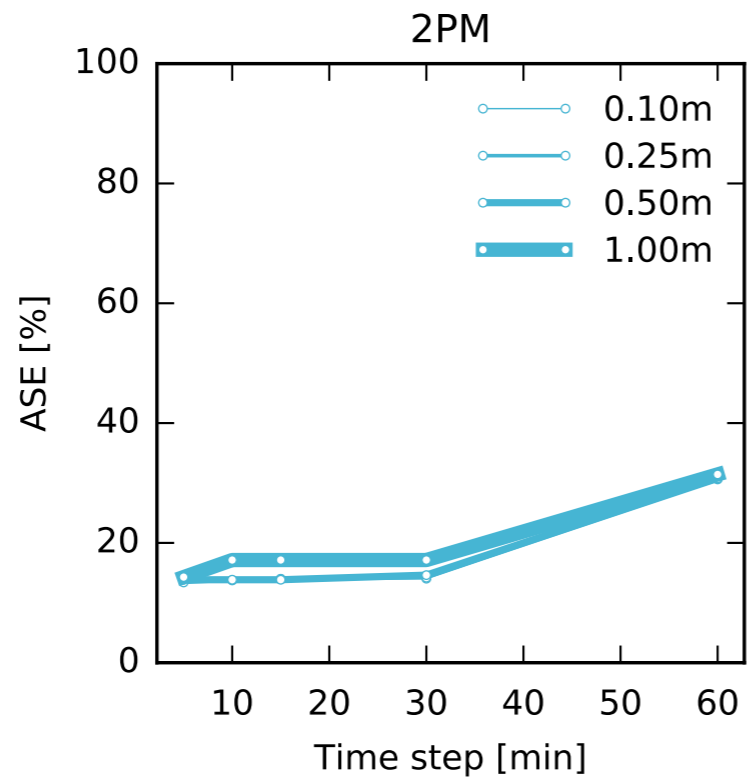
- - MF:1

- . - MF:2

..... MF:4

— rtrace





Thank you!

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