TEASER+ : CityGML EnergyADE v1.0 implementation

3rd Expert Meeting IBPSA Project 1, Aachen

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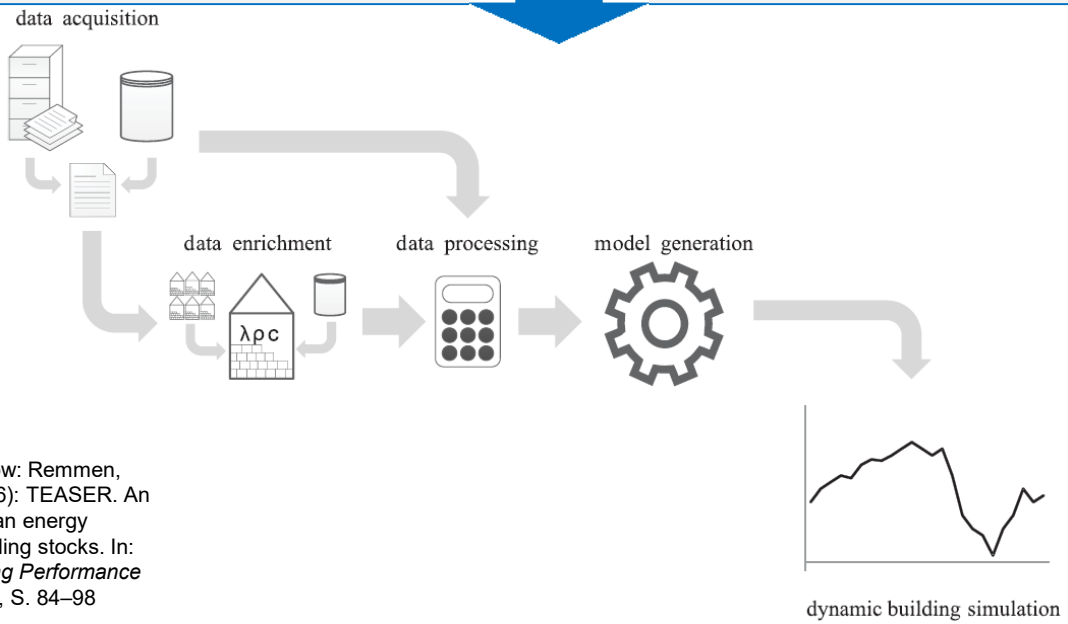
TEASER / AixLib: Basics

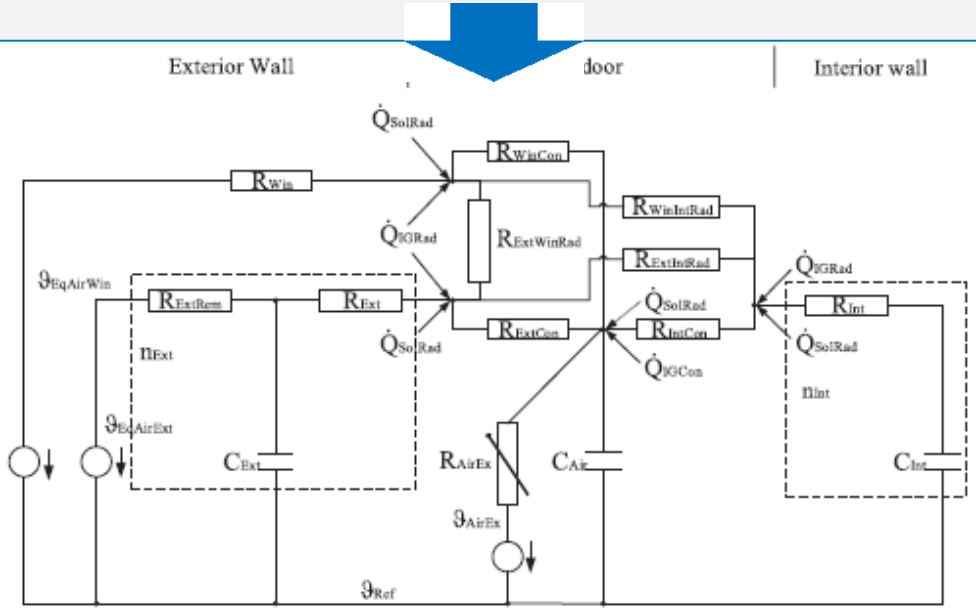
- Open-Source **Urban** energy performance analysis tool implemented in python
- **API** between input processing and simulation engine
- Focus on **automation**, quick parametrizations and **high volume throughput**, with minimal input requirements
- Integrated material, building elements and use conditions libraries for the archetype enrichment process
- generates the Modelica models for various Libraries (AixLib, IDEAS…)



TEASER Workflow: Remmen, Peter. et al. (2016): TEASER. An open tool for urban energy modelling of building stocks. In: *Journal of Building Performance Simulation* 11 (1), S. 84–98

TEASER / AixLib: Basics

- Generated model intended for AixLib library in **Dymola**
- Reduced/Lower Order Model
  - Based on VDI 6007
  - Single homogeneous thermal zone for each building
- Outer walls 2R1C models (All lumped together or base / roof separate)
- Interior Walls 1R1C (only heat storage)
- Windows modeled separate



Reduced order Model - Remmen, Peter. et al. (2016): TEASER. An open tool for urban energy modelling of building stocks. In: *Journal of Building Performance Simulation* 11 (1), S. 84–98

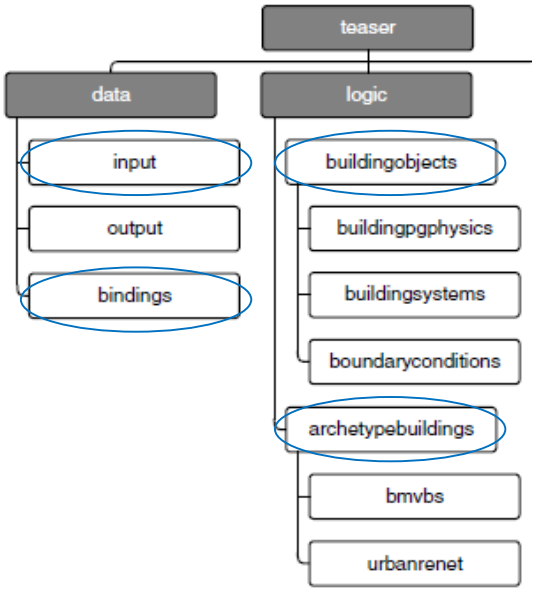
Starting Point for TEASER+

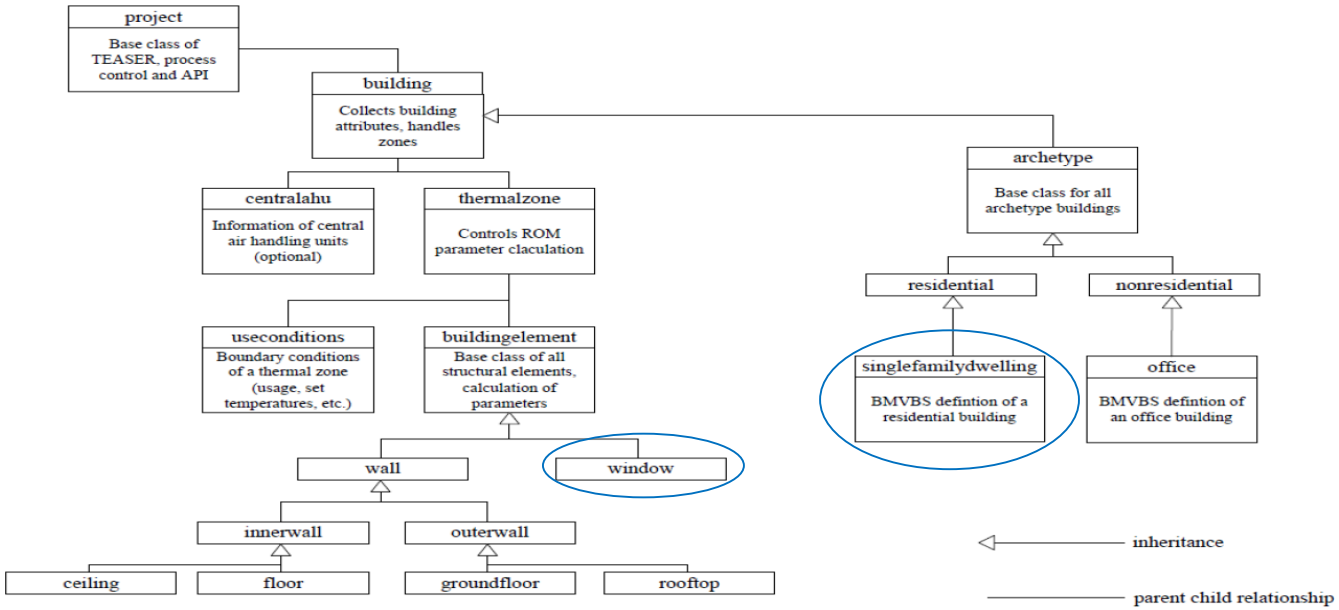
- Started with TEASER v.0.54
- Only allowed CityGML input files of LoD1 and LoD2
- PyXB bindings for EnergyADE v0.7 for output
- Integrated Databases/Templates:
  - BMVBS (non-residential)
  - IWU (residential)
  - Urbanrenet
- Model generation using AixLib v.0.52

Developed by: RWTH Aachen University, E.ON Energy Research Center, Institute for Energy Efficient Buildings and Indoor Climate

TEASER+: Extensions

- Extending the import capabilities:
  - EnergyADE v. 1.0 as input for LoD 0-3 ✓
  - LoD0 (Creating LoD1 model) ✓
  - LoD3 (Windows and Doors) ✓
  - LoD4 (Inner Wall area) (✓)





TEASER module structure - Remmen, Peter. et al. (2016): TEASER. An open tool for urban energy modelling of building stocks. In: *Journal of Building Performance Simulation* 11 (1), S. 84–98

Methodology: EnergyADE

- Using as many existing methods and classes in TEASER
- Creating new bindings for the current version of the EnergyADE
- Extracting all available parameters from EnergyADE
- Using Python Dictionaries similar to TEASERs data structure – GML-ID as keys
- Mapping GML attributes to corresponding TEASER building variables

```
"""ThermalZone: BoundedBy/ThermalBoundaries ThermalOpenings"""

tzb_boundedby = gml_bind.featureMember[0].Feature.GenericApplicationPropertyOfAbstractBuilding[
    3].AbstractThermalZone.boundedBy_
tzb_dict = {}
tzb_dict_openings = {}
for i, bounded_object in enumerate(tzb_boundedby):
    tzb_type = bounded_object.ThermalBoundary.thermalBoundaryType
    tzb_gid = bounded_object.ThermalBoundary.id
    tzb_lcorner = bounded_object.ThermalBoundary.boundedBy.Envelope.lowerCorner.value()
    tzb_ucorner = bounded_object.ThermalBoundary.boundedBy.Envelope.upperCorner.value()
    tzb_azimuth = bounded_object.ThermalBoundary.azimuth.value()
    tzb_azimuth_uom = bounded_object.ThermalBoundary.azimuth.uom
    tzb_inclination = bounded_object.ThermalBoundary.inclination.value()
    tzb_inclination_uom = bounded_object.ThermalBoundary.inclination.uom
    tzb_area = bounded_object.ThermalBoundary.area.value()
    tzb_area_uom = bounded_object.ThermalBoundary.area.uom
    tzb_constr_href = bounded_object.ThermalBoundary.construction.href.strip('#')
    tzb_delimits_href = bounded_object.ThermalBoundary.delimits[0].href.strip('#')

    print(f'The {i+1}. thermal boundary is a {tzb_type} with id:{tzb_gid}:\n'
          f'Lower Corner:{tzb_lcorner}\nUpper Corner:{tzb_ucorner}\n'
          f'Azimuth: {tzb_azimuth} {tzb_azimuth_uom}\n'
          f'Inclination: {tzb_inclination} {tzb_inclination_uom}\n'
          f'Area: {tzb_area} {tzb_area_uom}\n'
          f'Construction href:{tzb_constr_href}\n'
          f'Delimits href: {tzb_delimits_href}')

    tzb_dict.update({tzb_gid: [tzb_type, tzb_azimuth, tzb_inclination, tzb_area, tzb_constr_href]})

    try:
        for openings in bounded_object.ThermalBoundary.contains:
            tzb_contains_tho_id = openings.ThermalOpening.id
            tzb_contains_tho_area = openings.ThermalOpening.area.value()
            tzb_contains_tho_area_uom = openings.ThermalOpening.area.uom
            tzb_contains_tho_constr_href = openings.ThermalOpening. \
                construction.href.strip('#')

            print(f'Thermal Opening(Window/Door): {tzb_contains_tho_id}\n'
                  f'Area : {tzb_contains_tho_area} {tzb_contains_tho_area_uom}\n')

            tzb_dict_openings.update({tzb_contains_tho_id: [tzb_gid, tzb_contains_tho_area, tzb_inclination,
                                      tzb_azimuth, tzb_contains_tho_constr_href]})
    except IndexError:
        continue
"""trying to set the Outer Wall / with Layers/ Materials"""

for key, value in tzb_dict.items():
    if value[0] == "outerWall":
        out_wall = OuterWall(parent=tz)
        out_wall.name = key
        for key_openings, value_openings in tzb_dict_openings.items():
            if key == key_openings:
                out_wall.area = value[3]-value_openings[1]
                break
            else:
                out_wall.area = value[3]
        out_wall.orientation = value[1]
        out_wall.tilt = value[2]
        for layers in layer_dict[value[4]]:
            layer = Layer(parent=roof, id=layers[0])
            layer.thickness = layers[2]
            material = Material(parent=layer)
            material.name = material_dict[layers[3]][0][0]
            if material_dict[layers[3]][0][0] == 'Luftschicht':
                rvalue = material_dict[layers[3]][0][2]
                material.thermal_conduc = 0.02225
                material.density = 1.2041
                material.heat_capac = 1
            else:
                material.density = material_dict[layers[3]][0][1]
                material.heat_capac = material_dict[layers[3]][0][2]
                material.thermal_conduc = material_dict[layers[3]][0][3]
            BuildingElement.add_layer(out_wall, layer=layer)

        # out_wall.load_type_element(year=bldg.year_of_construction, construction='heavy')
```

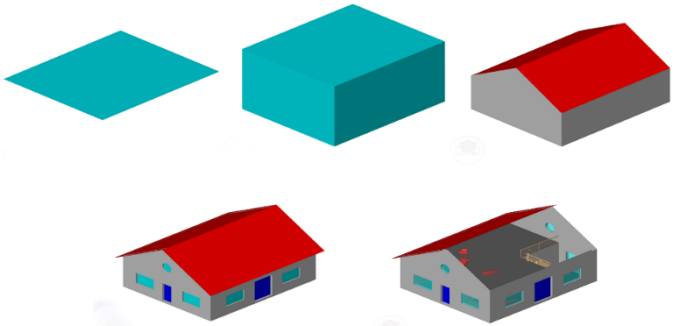
Example Code: Mapping EnergyADE Attributes to corresponding variables in TEASER

Workflow

Necessary Requirements:

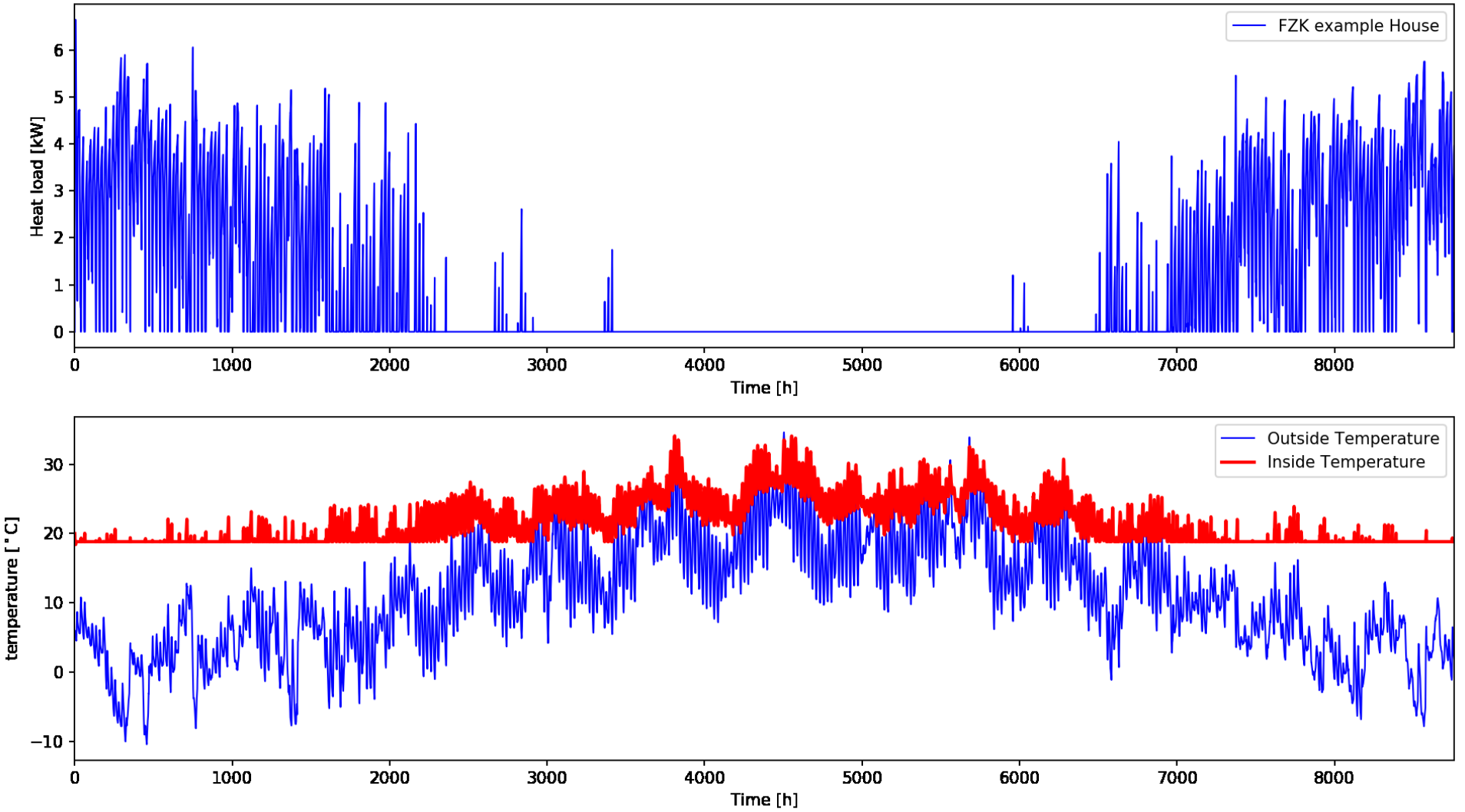
- Python IDE
- TEASER+ (Now based on TEASER v0.66)
- TEASER dependencies (Mako, PyXB, SciPy…)
- BuildingsPy / Python-Dymola Interface
- Dymola (2018)
- AixLib (v0.7.3)
- Matplotlib for visualization

Workflow was tested on the FZK House
And could look something like that!



Test Subject : FZK-House (2017): FZK Haus - CityGML Wiki. http://www.citygmlwiki.org/index.php?title=FZK_Haus

Results


FZK example House
Heat load [kW]
Time [h]
Outside Temperature
Inside Temperature
temperature [°C]
Time [h]

Discussion

- Fast computational times for annual heating loads, **BUT** inheriting some limitations of the Reduced Order Model:
  - Merging Walls leads to disregard of the orientation
  - Issues in fast transient situations
  - Issues in extreme building construction scenarios

  ↳ sometimes leading to unrealistic heat loads in the summer months or over/under estimations of the inside temperatures.

- Possible solutions and improvements:
  - Increase the Element Order (separate roof and base elements)
  - Adding RC-links in series to the existing wall elements
  - Changing the design (excitation) frequency
- Depending on the use-case and subsequent required time-resolution of the simulation

Future Work and Outlook

- Compare results with other simulation tools
- Test workflow with multiple Buildings (small District) ➡ EnergyADE data needed!
- Introducing more precise volume calculations for smaller buildings without flat roofs
- Complete LoD4 data input integration
- Expand some internal function/methods for non-residential buildings
- Users decision for enrichment database / templates
- Extending the functionalities with “Cooling”
- Refine CityGML output (including EnergyADE)
- Release / Merge TEASER+ v0.1