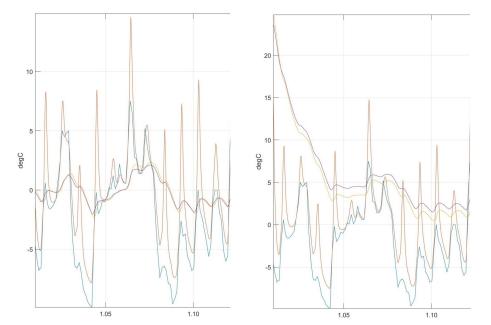
# 2D unsteady Heat-transfer with warmup

Imitating 3D Heat-transfer model

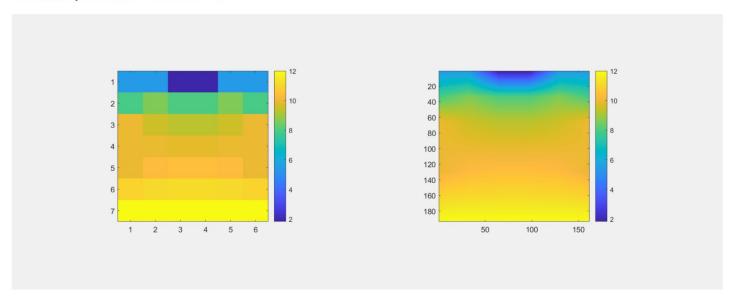
2017170377 Kim Hanjoo



# 6-6-6-3D-Heat-transfer-model

simple 6-6-6 size 3D ground Heat-transfer model

with unsteady 2D heat-transfer room model



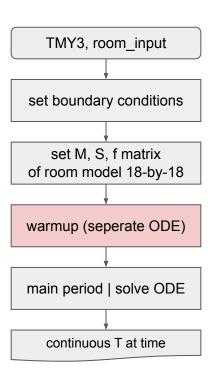
https://github.com/suhyuuk/6-6-6-3D-Heat-transfer-model

# •

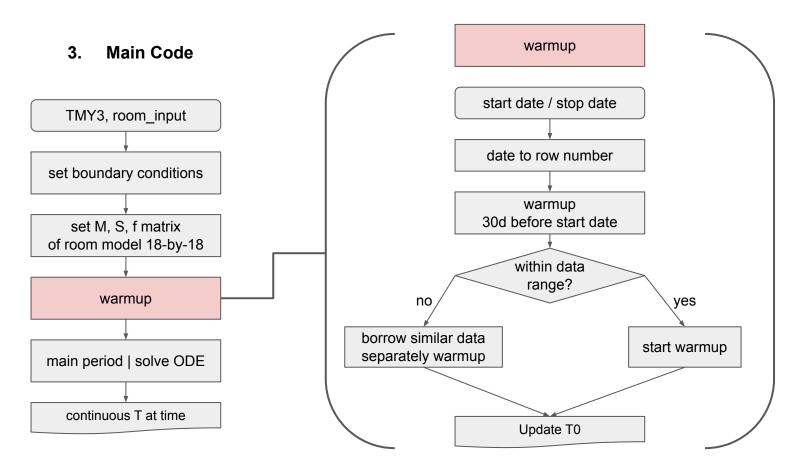
2D unsteady Heat-transfer with warmup

#### 1) Algorithm

#### 3. Main Code



#### 1) Algorithm



#### 2) Code

0. set T01, T02

103 T\_preheating1=zeros(24\*30,N\_node);
104 T\_preheating2=zeros(24\*30,N\_node);
105
106 tspan=[0:1];
107
108 T01=T0;
109 T02=T0;

D01=N\_weather+D1-30\*24+1; for i=1:30\*24-D1

f(16,1)=weather(D01+i-1,4);
[t,T]=unsteady(tspan,T01,M,S,f);

%% warmup

if D1-30\*24<0

1. beyond the scope

2. within the scope

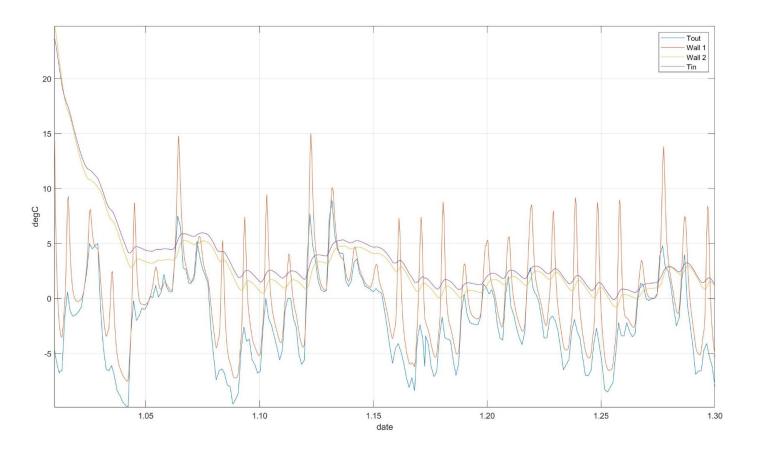
T01=T(end,:); T\_preheating1(i,:)=T01; 118 end T02=T preheating1(30\*24-D1,:); for i=1:D1 f(16,1)=weather(i,4); [t,T]=unsteady(tspan,T02,M,S,f); T02=T(end,:); T\_preheating2(i,:)=T02; end end if D1-30\*24>0 for i=1:30\*24 f(16,1)=weather(D1-30\*24+1,4); [t,T]=unsteady(tspan,T01,M,S,f); T01=T(end,:); T\_preheating2(i,:)=T01; end end

T00=T preheating2(end,:);

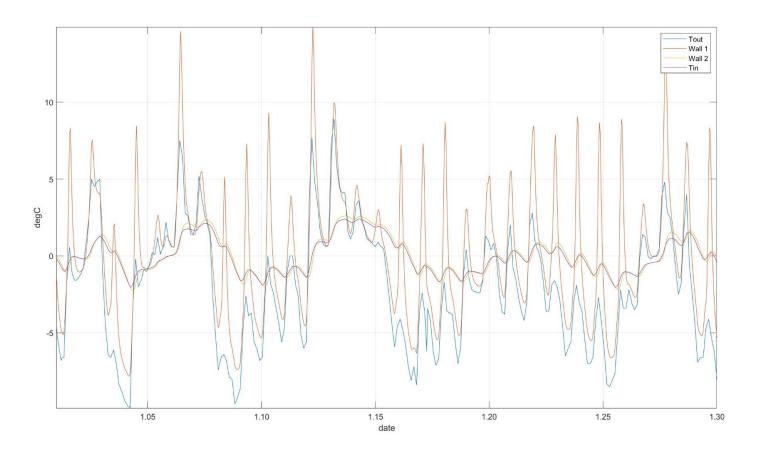
1-1) warmup in similar data

1-2) back to original data

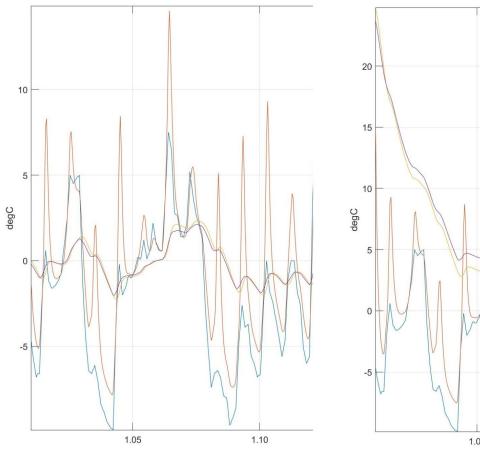
# 3) Plotting

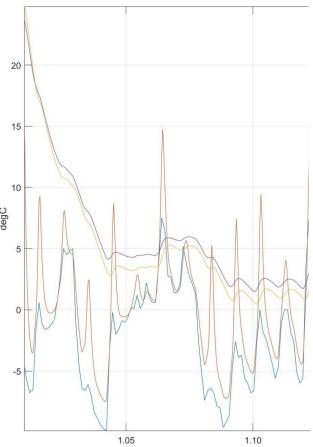


# 3) Plotting

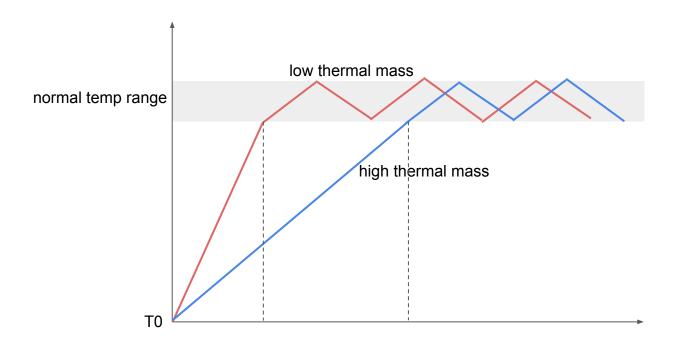


# 3) Plotting



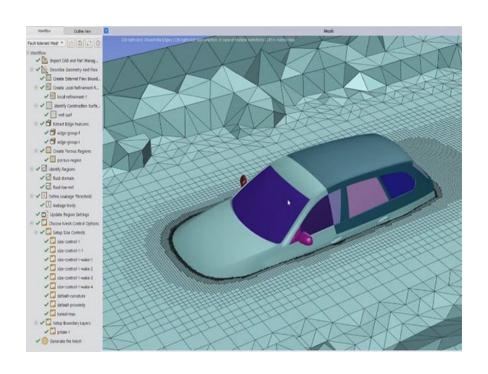


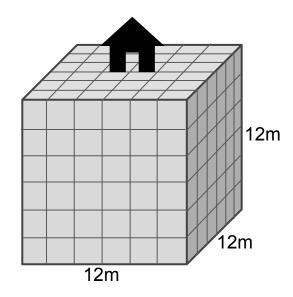
### 3) Plus



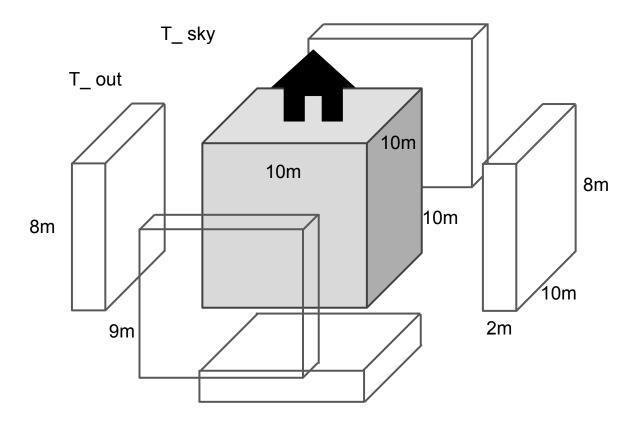
Imitating 3D Heat-transfer model





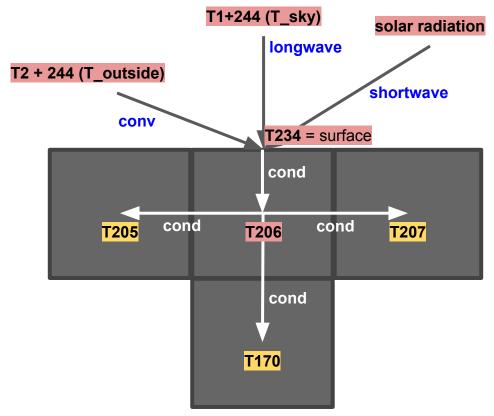


- Mesh 12m X 12m X 12m size ground
- Cube with constant size 2m interval
- · 216 nodes (all 261 nodes)



Boundary Conditions

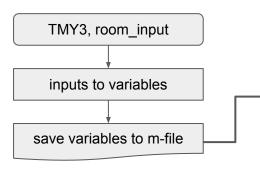
#### 1) Surface Temperature

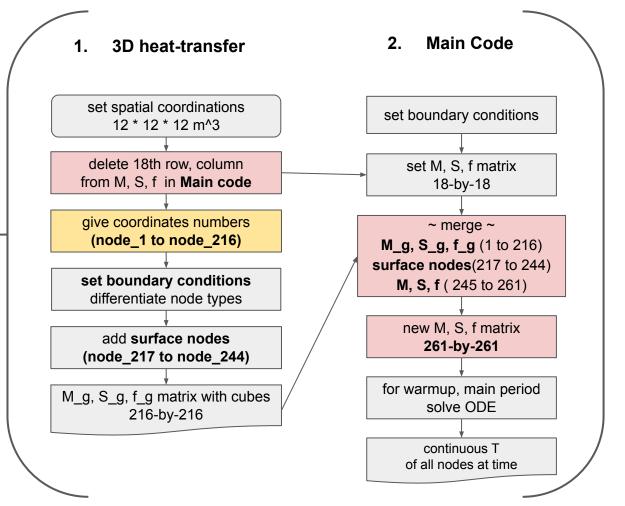


- T4 (**Top face** of the 6 \* 6 \* 6 space) is **not boundary condition**
- Need to add surface nodes (T3) and heat transfers to M, S, f matrix

1) Connection of Ground and Building node 17 + 244(indoor air) node 14 + 244 cond node 13 + 244 cond T202 cond cond T203 cond T170

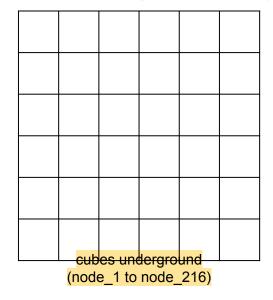
#### 0. set inputs



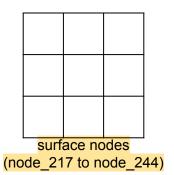


#### 4) Making M, S matrix

M", S" matrix of cubes underground (216 - by - 216)



M', S' matrix of surface nodes (28 - by - 28)

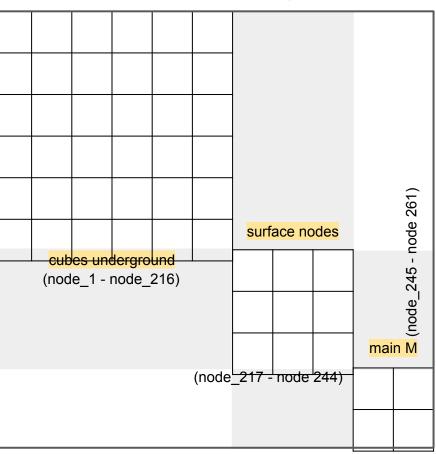


M, S matrix of room model (17 - by - 17)

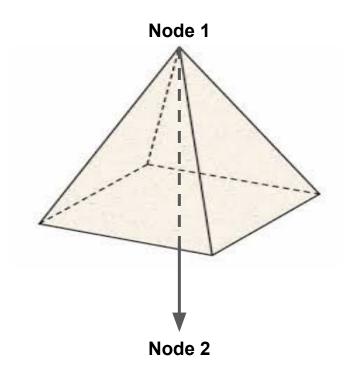


main nodes (node\_245 to node\_261)

final M, S matrix (261 - by - 261)



#### 4) M, S, f matrix

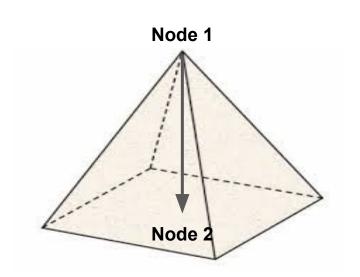


$$Q_{\!cond} = \int_0^2 \!\! k \, rac{A(x)}{x} \, dx imes [1, -1; -1, 1]$$

$$A(x) = \begin{cases} 0 \le x \le 1 & A(x) = (2x)^2 \\ 1 \le x \le 2 & A(x) = 4(2-x)^2 \end{cases}$$

$$\therefore Q_{cond} \cong 3.09 \times k \times [1, -1; -1, 1]$$

4) M, S, f matrix

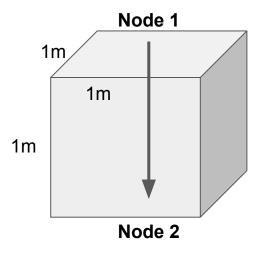


$$Q_{cond} = \int_{0}^{1} k \, \frac{A(x)}{x} \, dx \times [1, -1; -1, 1]$$

$$A(x) = (2x)^2$$

$$Q_{cond} = 2 \times k \times [1, -1; -1, 1]$$

4) M, S, f matrix

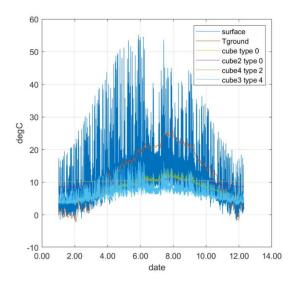


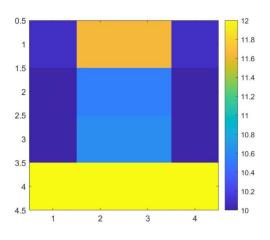
$$A(x) = 1m \times 1m$$

$$x = 1m$$

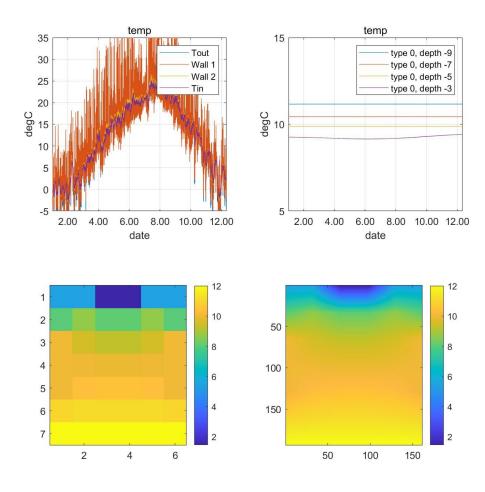
$$\therefore Q_{cond} = 1 \times k \times [1, -1; -1, 1]$$

# 5) Simulation (4 - 4 - 4)

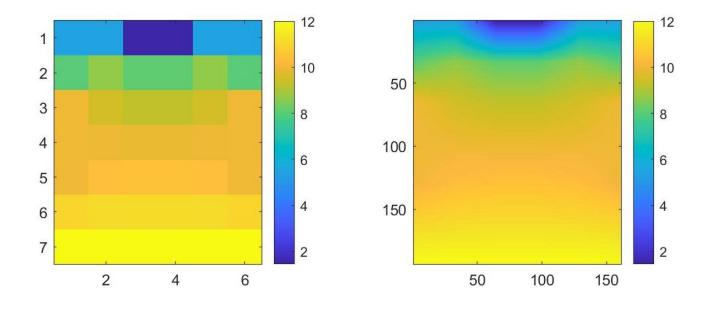




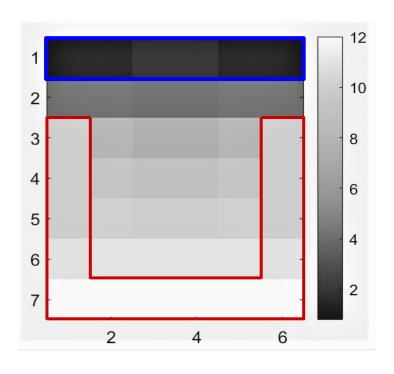
5) Simulation (6 - 6 - 6)



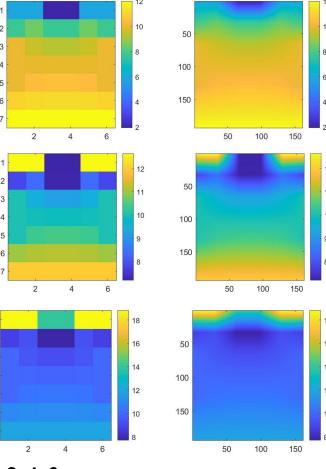
5) Simulation (6 - 6 - 6)



5) Simulation (6 - 6 - 6)

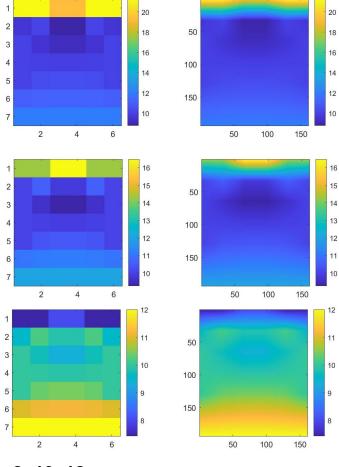


# 5) Simulation (6 - 6 - 6)



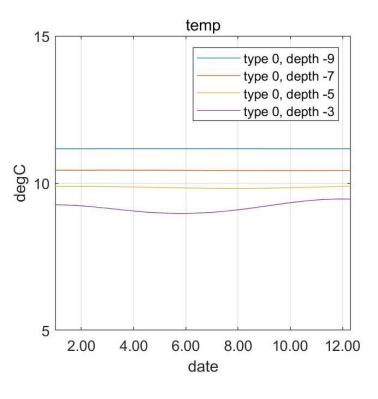
2, 4, 6

5) Simulation (6 - 6 - 6)

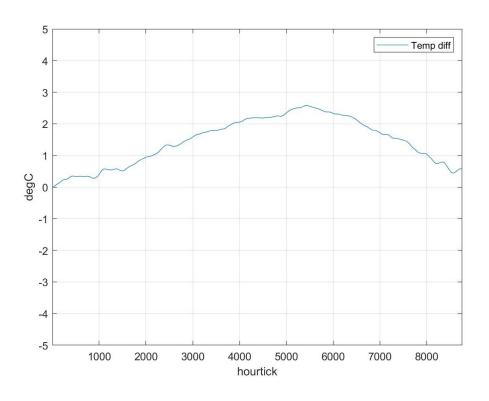


8, 10, 12

#### 5) Simulation (6 - 6 - 6)



# 5) Simulation (6 - 6 - 6)



# Conclusion