# Numerical Modelling of District Heating and Cooling network

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## Road map

- Hydraulic Model: Mathematical Physical Modelling, numerical solution and optimization
- Thermal Model: Mathematical Physical Modelling, numerical solution and optimization
- Hydraulic-Thermal Model: Mathematical Physical Modelling, numerical solution and optimization

# District Heating and Cooling Networks (DHN)

- The most common method for heating building in cities
- Usually consist of supply and return pipes that deliver heat in form of hot water or stream

#### Hydraulic Part

- The basic assumption for the calculation is incompressible media.
- Computation of flow distributions in DHN are mainly based on the Kirchhoff law for current and voltage in circuits: The two equations describe flow rate and pressure losses in the network
- Consider the PDE describing an one dimensional flow through a horizontal pipe which can be systematically derived from the Navier-Stokes equations.

$$\frac{I}{A}\frac{d\dot{m}}{dt} + \Delta p + R|\dot{m}|\dot{m} = 0 \tag{1}$$

Note:  $\Delta p$  denoting the difference in pressure head between the two pipes ends and  $\dot{m}$  is the mass flow rate. The variable R stands for the hydraulic resistance of the pipe element, which is postulated to be a function of the physical properties such as length, roughness and diameter.

# Hydraulic Part: Network Topology

The description of the heating network is based on graph theory. First we need to form the topological matrice which show the structure of the mesh in matrix form. (To be added)

## Hydraulic part: Solution of nonlinear system

A system of nonlinear equation is a set of equations

$$f_1(x_1, x_2, \cdot, x_n) = 0,$$
  
 $f_2(x_1, x_2, \cdot, x_n) = 0,$   
 $\vdots$   
 $f_n(x_1, x_2, \cdot, x_n) = 0.$ 

- There are three type of nonlinear system in hydraulic model.
   The solutions are usually found via Newton-Raphson or Hardy Cross Method.
- An example of nonlinear system from the DHN in Scharnhauser Park (Hassine and Eicker 2011)

$$x^{2} - 2 * x - y + 0.5 = 0$$
$$x^{2} + 4 * y^{2} - 4 = 0$$

 To find the solution (root), we would use the C++ Linear algebra library Eigen.



```
#include <iostream>
        #include </usr/include/eigen3/Eigen/Dense>
        #include <cmath>
        #include <vector>
        void newton2d()
                auto F = [](const Eigen::Vector2d &x){
                        Eigen:: Vector2d res;
                        res << pow(x(0),2) -2*x(0)-x(1)+0.5, pow(x(0),2) +4*pow(x(1),2)-x(1)-4;
                3:
                auto DF= [] (const Eigen:: Vector2d &x){
                        Eigen::Matrix2d J:
                        J << 2*x(0)-2 , -1,
                                                , 8*x(1):
                                 2*x(0)
                        return J:
                1:
                Eigen:: Vector2d x. x ast. s:
                x \ll 2, 0.25; // initial value
                x_ast << 1.9007, 0.3112; // solution
                double tol=1E-10:
                std::vector<double> errors;
                errors.push back((x-x ast).norm()):
                do
                        s = DF(x) \ln() solve(F(x))
                        x = x-s; // newton iteration
                        errors.push back((x-x ast).norm()):
                while (s.norm() > tol*x.norm());
                unsigned int n = errors.size();
                Eigen::Map<Eigen::VectorXd> err(errors.data(). n):
                std::cout << "solution" << std::endl;
                std::cout << x << std::endl:
                std::cout << "Errors:" << std::endl:
                std::cout << err << std::endl:
                // compute the convergence rate of each iteration
                Eigen:: VectorXd logDiff = err.bottomRows(n-1).arrav().log() - err.topRows(n-1).arrav().log():
                Eigen:: VectorXd rates = logDiff.bottomRows(n-2).cwiseQuotient(logDiff.topRows(n-2));
                std::cout << "Rates:" << std::endl:
                std::cout << rates << std::endl;
#include "newton2d.hpp"
int main()
        newton2d():
```