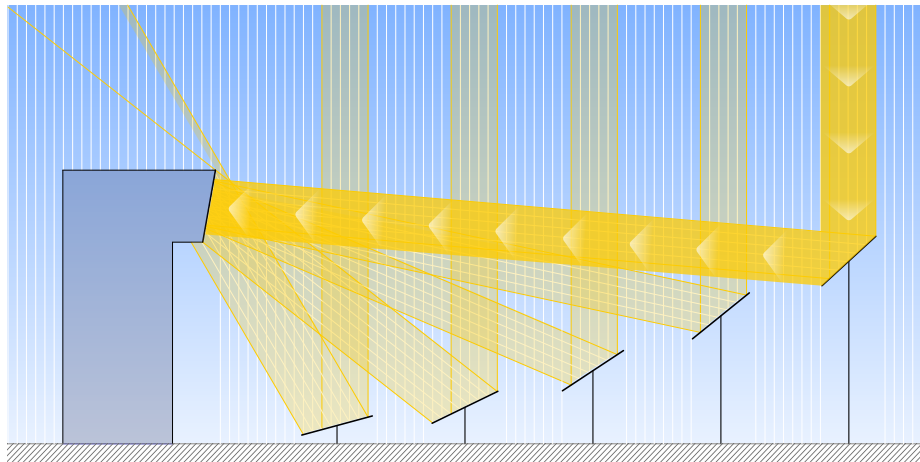


# Two Dimensional Toy Model and Layout Optimization

Marko Lalovic



# Toy Model

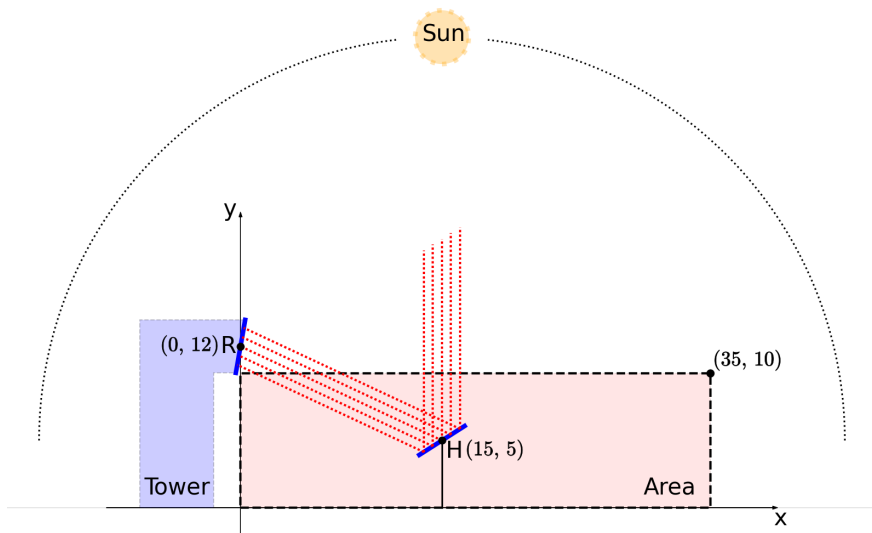


Figure 1: Toy Model and (Tiny) Power Plant, units are meters. Solar angle  $\phi = 90^\circ$ .

# Toy Model

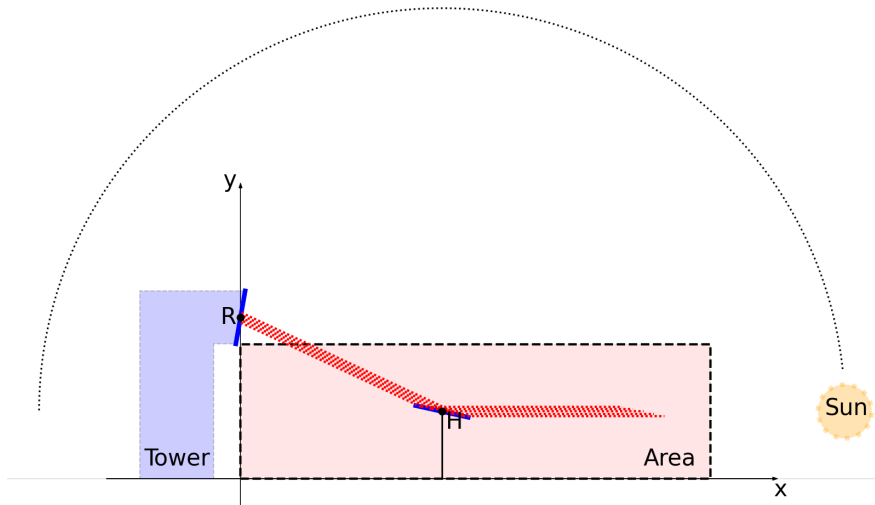


Figure 2: Solar angle  $\phi = 0^\circ$

# Toy Model

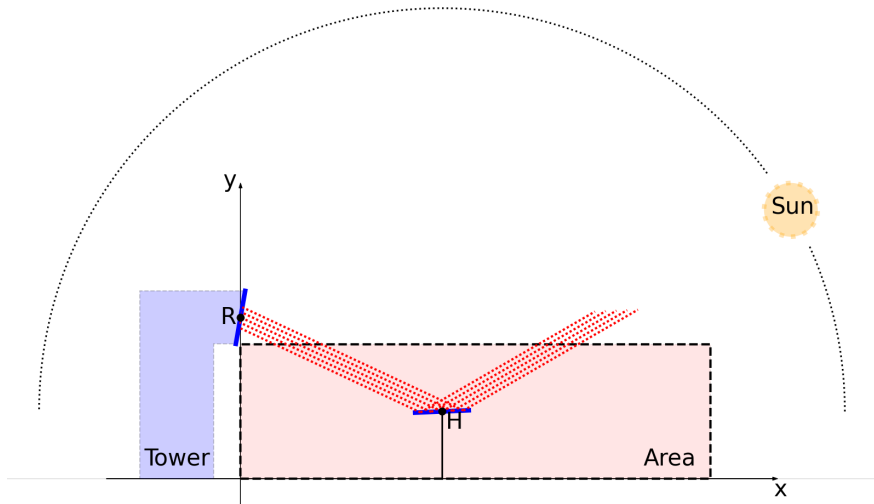


Figure 3: Solar angle  $\phi = 30^\circ$

# Toy Model

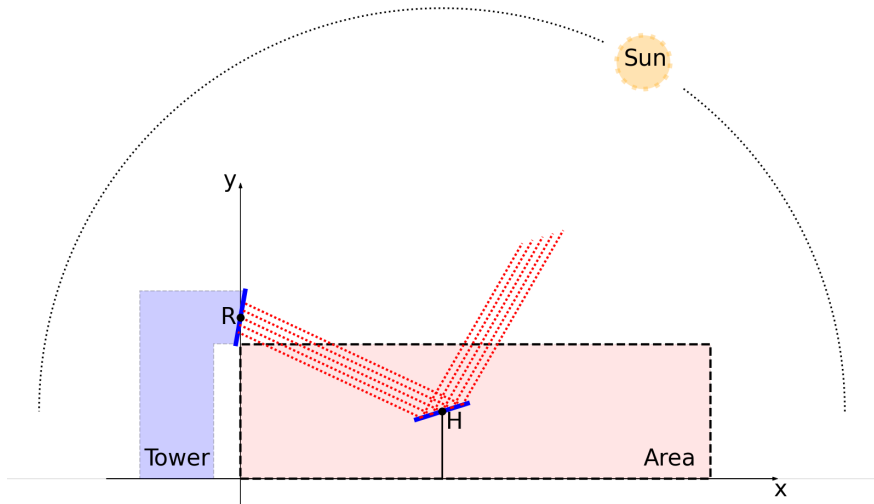


Figure 4: Solar angle  $\phi = 60^\circ$

# Toy Model

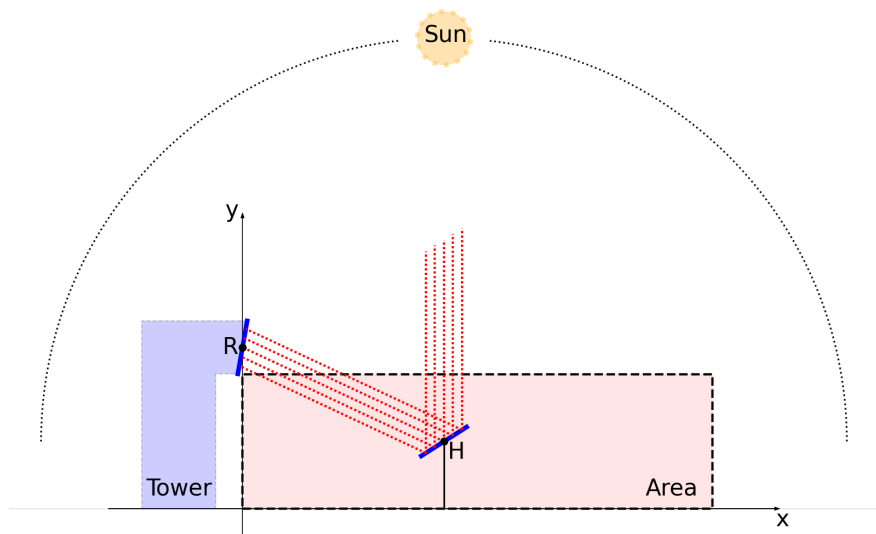


Figure 5: Solar angle  $\phi = 90^\circ$

# Toy Model

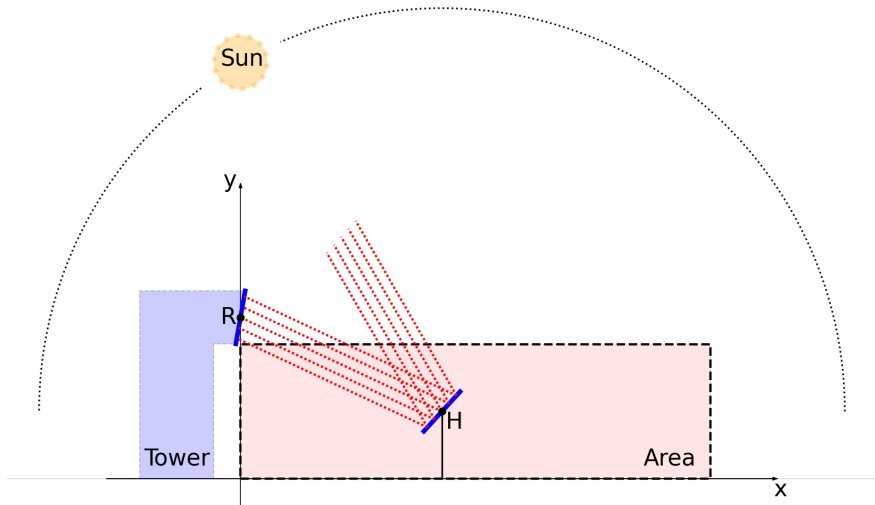


Figure 6: Solar angle  $\phi = 120^\circ$

# Toy Model

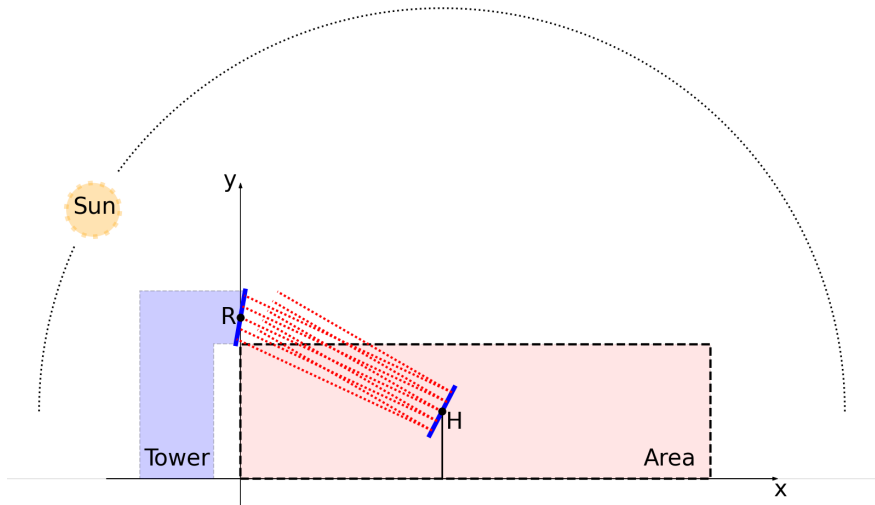


Figure 7: Solar angle at  $\phi = 150^\circ$



# Toy Model

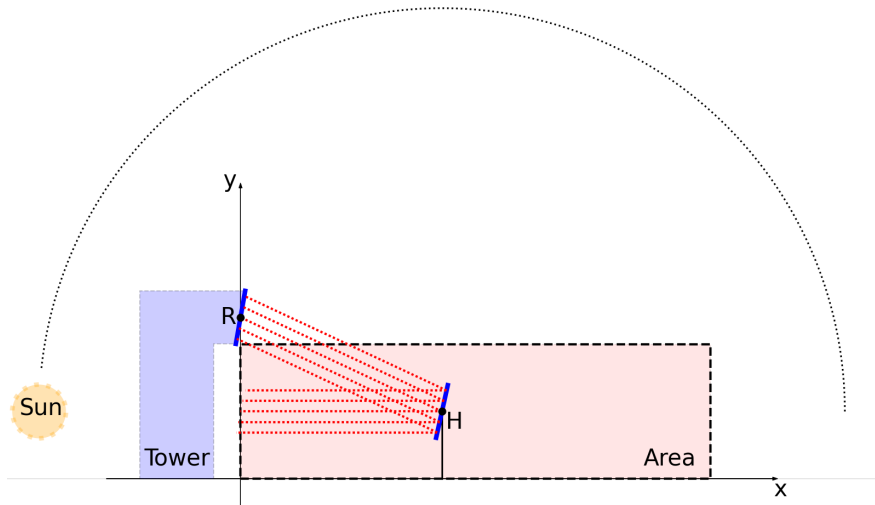


Figure 8: Solar angle at  $\phi = 180^\circ$

## Definition (Layout Optimization Problem)

Find the optimal *layout*, positions  $H_i$  of heliostats  $i = 1, \dots, n$ , that maximizes the daily energy production  $E$  of the Toy Model Power Plant. Subject to:

- Positions  $H_i$  are in the defined Area of the Plant
- $H_i, H_j, i \neq j$  are at the distance at least 4m
- $H_i, R$  are at the distance at least 4m

for all  $i = 1, \dots, n$ .

Where we only consider the effects caused by

*Cosine effect*  $\eta_{\cos}$  : Solar angle not being perpendicular to the heliostat

*Spillage effect*  $\eta_{spill}$  : Reflected rays from flat mirror missing the receiver

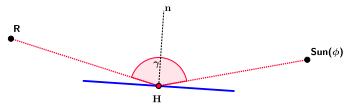
*Atmospheric Attenuation*  $\eta_{aa}$  : Sun radiation being lost due to attenuation

In case of  $n > 1$  also

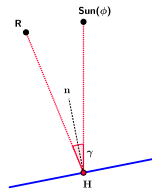
*Shading effect*  $\eta_{shade}$  : Solar rays being blocked by other heliostats

*Blocking Effect*  $\eta_{block}$  : Reflected rays being blocked by other heliostats

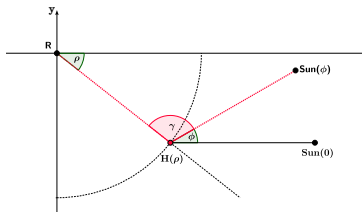
# Single Heliostat Optimization $H = H(\rho)$



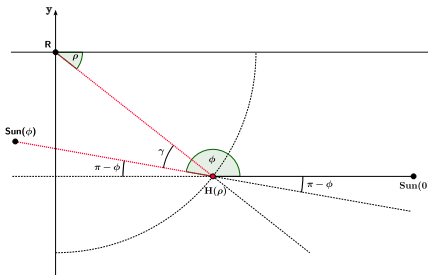
(a)  $\eta_{\cos} = \cos\left(\frac{\gamma}{2}\right) \approx 0 \implies$  No power



(b)  $\eta_{\cos} = \cos\left(\frac{\gamma}{2}\right) \approx 1 \implies$  Power is maximized



(c)  $\phi + \rho + \gamma = \pi$



(d)  $\phi + \rho - \gamma = \pi$

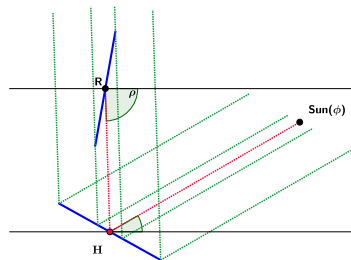
Figure 9: Cosine Effect

# Single Heliostat Optimization $H = H(\rho)$

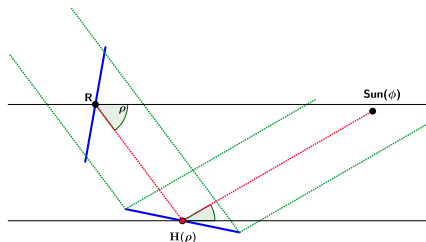
Using relations (c) and (d)

$$\eta_{\cos}(\rho) = \int_0^\pi \cos\left(\frac{|\pi - \phi - \rho|}{2}\right) d\phi = 2 \left( \sin\left(\frac{\rho}{2}\right) + \cos\left(\frac{\rho}{2}\right) \right)$$

$$\eta'_{\cos}(\rho) = \cos\left(\frac{\rho}{2}\right) - \sin\left(\frac{\rho}{2}\right) \implies \rho^* = \frac{\pi}{2}$$



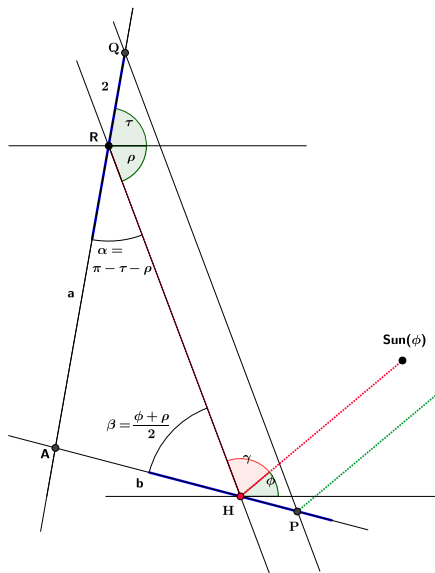
(a)  $\eta_{\text{spill}} \approx 0 \implies$  No power



(b)  $\eta_{\text{spill}} = 1 \implies$  Power is maximized

Figure 10: Spillage Effect

# Single Heliostat Optimization $H = H(\rho)$



Since  $\tau = 80^\circ$  and  $|RQ| = 2$ , then by using

$$\frac{a+2}{a} = \frac{b+|HP|}{b} \quad (\text{Similarity})$$

$$\frac{a}{\sin(\alpha)} = \frac{b}{\sin(\beta)} \quad (\text{Sine Rule})$$

we get

$$\eta_{spill} = \min \left( 1, \frac{|HP|}{2} \right) \quad (1)$$

$$= \min \left( 1, \frac{\sin(\pi - \tau - \rho)}{\sin\left(\frac{\phi + \rho}{2}\right)} \right) \quad (2)$$

Figure 11: Spillage Effect Solution

# Single Heliostat Optimization $H = H(d)$

Let  $d = \|H - R\|$ , then the *atmospheric attenuation*<sup>1</sup> is

$$\eta_{\text{aa}}(d) = \begin{cases} 0.99321 - 1.176 \cdot 10^{-4}d + 1.97 \cdot 10^{-8}d^2, & d \leq 1000m \\ \exp(-1.106 \cdot 10^{-4}d), & d > 1000m \end{cases} \quad (3)$$

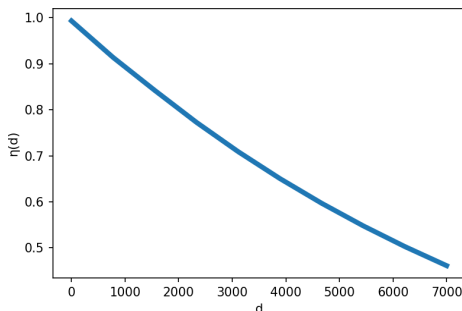


Figure 12: Atmospheric Attenuation Effect

$$\implies d^* = \arg \min_d \|H - R\| \quad \text{subject to: } \|H - R\| > 4$$

<sup>1</sup>P. Richter, Simulation and optimization of solar thermal power plants. PhD dissertation, RWTH Aachen University, 2017.

## Definition (Daily energy production efficiency $E$ )

$$E^* = \int_0^\pi d\phi = \pi \quad (4)$$

$$E(\rho, d) = \eta_{aa}(d) \cdot \frac{1}{\pi} \int_0^\pi \eta_{\cos}(\rho, \phi) \cdot \eta_{\text{spill}}(\rho, \phi) d\phi \quad (5)$$

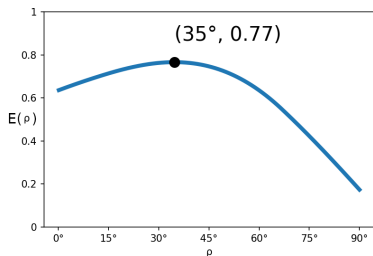


Figure 13: Plot of  $E(\rho) \Rightarrow \rho^* \approx 35^\circ$

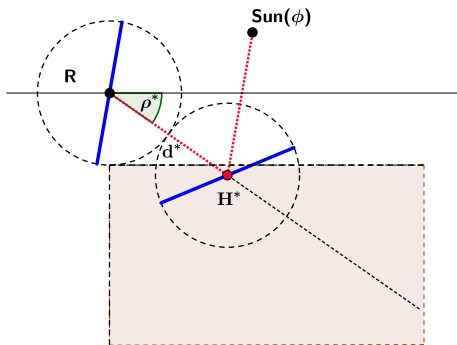


Figure 14: Solution  $H^* \approx (3.29, 9.73)$ .

# Multiple Heliostats Optimization

For each heliostat  $i = 1, \dots, n$ :

$\eta_{shade}$  = proportion of solar rays that are not blocked by other heliostats (6)

$\eta_{block}$  = proportion of reflected rays that are not blocked by other heliostats (7)

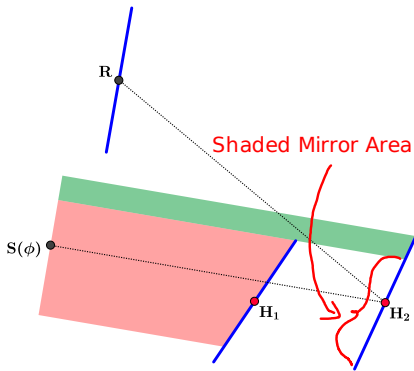


Figure 15: Shading Effect.

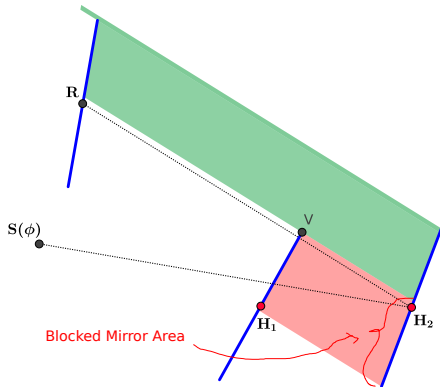


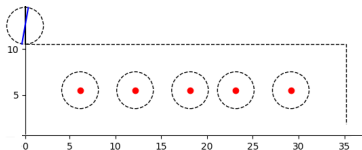
Figure 16: Blocking Effect.



# Multiple Heliostats Optimization

For a given *layout*  $H_1, H_2, \dots, H_n$  we approximate daily energy  $E$  by

$$\hat{E}(H_1, H_2, \dots, H_n) = \frac{1}{n \cdot m} \sum_{i=1}^n \eta_{aa} \cdot \sum_{k=1}^m \eta_{\cos}(\phi_k) \cdot \eta_{ray}(\phi_k) \quad (8)$$



## Example (Line Layout)

$$H_1 = (6, 5), \quad H_2 = (12, 5), \quad H_3 = (18, 5), \quad H_4 = (23, 5), \quad H_5 = (29, 5)$$

Using  $m = 17$  and 5 rays per heliostat we get  $\hat{E} \approx 0.53$ <sup>a</sup>

<sup>a</sup>Found one error in the code, but the results do not change significantly so I'm showing the same results as in the Report.

# Multiple Heliostats Optimization

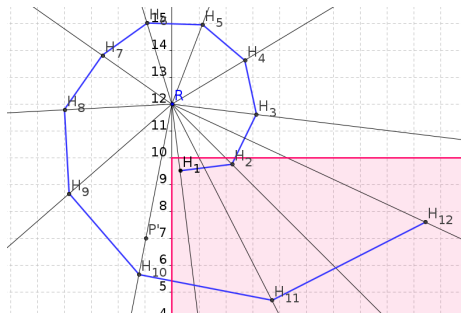


Figure 17: Golden spiral idea applied in 2D.

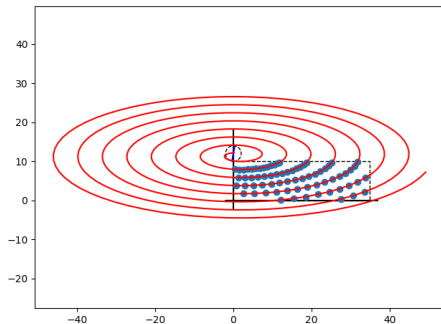


Figure 18: Valid heliostat positions.

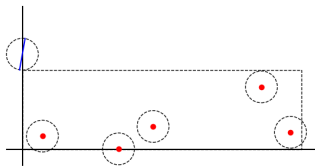


Figure 19: Spiral Layout optimized sequentially, imitating how leaves grow.

# Multiple Heliostats Optimization

Placing the heliostats equidistantly some distance apart on the parabola

$$y = \frac{1}{48}x^2 \quad (9)$$

with the focal point  $R = (0, 12)$

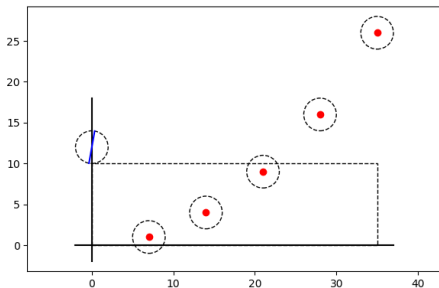


Figure 20: Parabolic Mirror Layout.

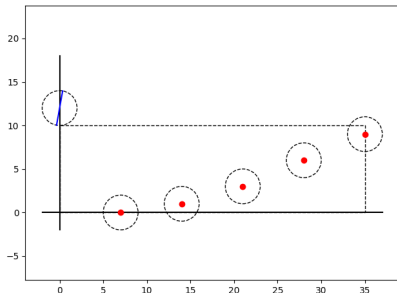


Figure 21: Valid Parabolic Layout.

# Multiple Heliostats Optimization

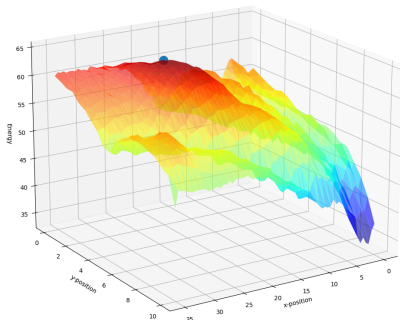


Figure 22: Landscape.

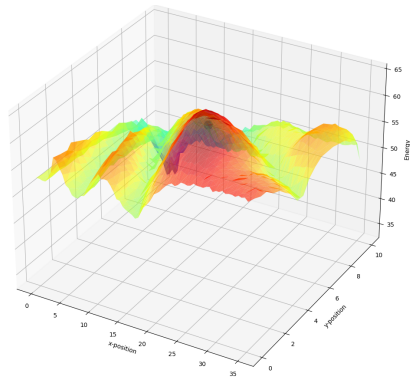


Figure 23: Same landscape rotated.

Plot of  $\hat{E}(x_3, y_3)$  for the valid parabolic layout.

# Multiple Heliostats Optimization

Running gradient ascent

$$x_k = x_{k-1} + \sigma \cdot g \quad (10)$$

where  $g$  is first finite difference estimate and  $\sigma = 1$



Figure 24: Starting close to the optimum. Figure 25: Starting far from the optimum.

# Multiple Heliostats Optimization

- Same story with running higher order methods and taking constraints into account
- Although, still got some interesting results
- In this case Sequential Quadratic Programming (SQP) method from a class of Lagrange-Newton methods:

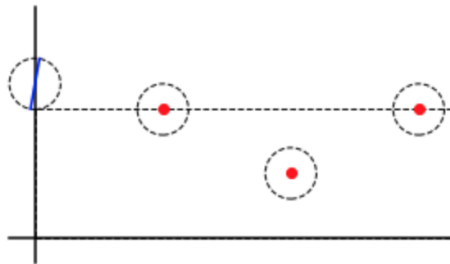


Figure 26: Initial value.

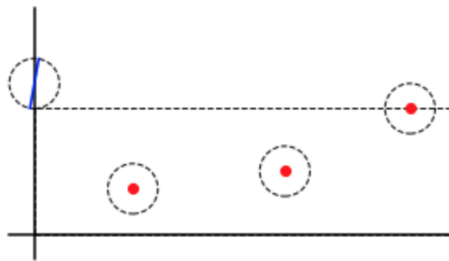


Figure 27: Converged.

# Multiple Heliostats Optimization

Running a set of different methods, notice the similarity of rows!

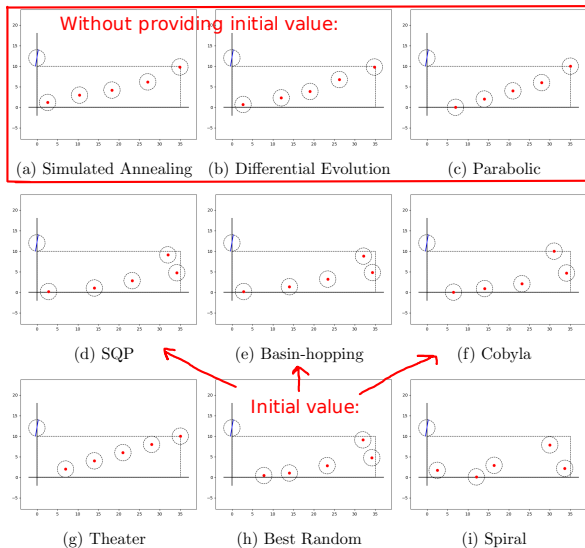


Figure 28: Top 9 Layouts.

# Numerical Results

- Increasing the number of solar angles from 17 to 180 and rays from 5 to 50
- Most layouts were only exploiting the inaccuracies in the Toy model

Layout	$\hat{E}$
Simulated Annealing	0.77
Differential Evolution	0.77
Parabolic	0.74
Basin-hopping	0.72
SQP	0.72
Cobyla	0.72
Theater	0.71
Best Random	0.70
Spiral	0.66
Random	$0.42 \pm 0.09$

**Table 1:** By using layout optimization model accuracy.

Layout	$\hat{E}$
Parabolic	0.80
Simulated Annealing	0.77
Differential Evolution	0.77
Theater	0.77
Cobyla	0.76
Best Random	0.75
Basin-hopping	0.73
SQP	0.73
Spiral	0.66

**Table 2:** By using increased model accuracy.



# TODOs and Open Questions

- Improve the model, test the code and repeat the optimization and evaluation
- Try showing that putting heliostats on parabola is the best layout
- Or find a better layout ([github.com/markolalovic/math-mods-camp](https://github.com/markolalovic/math-mods-camp))

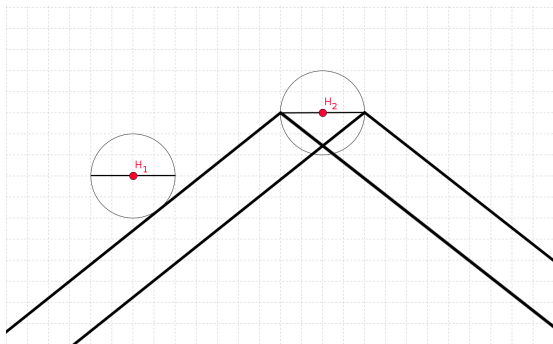


Figure 29: Minimizing the effects of shading and blocking.