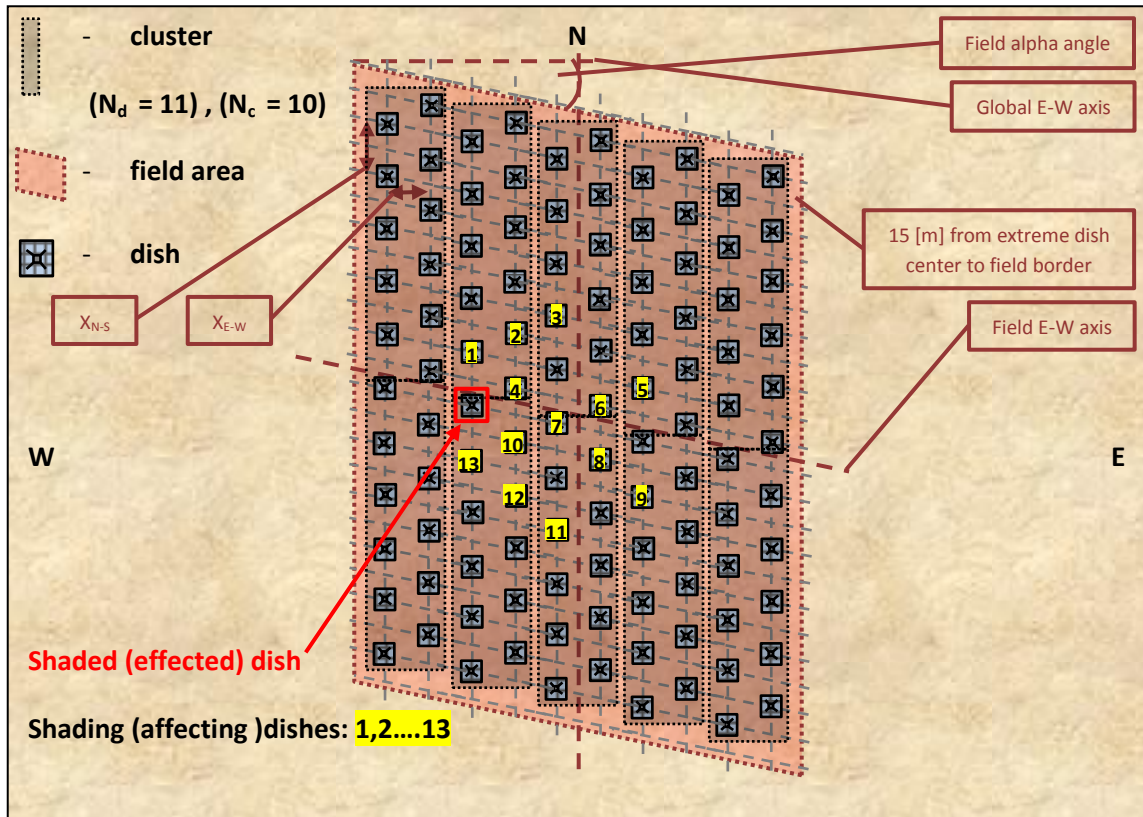


## HelioFocus.ltd dish (square) array mutual shading calculation / algorithm

By Natanel Davidovits – 04 / 03 / 2013



**Base assumption:** dishes in the field always follow the sun across the sky.

$\psi$  = sun elevation (off horizon) [deg]:  $0^\circ < \psi < 90^\circ$

If  $\psi \leq 0 \rightarrow$  No shading and no calculation  $\rightarrow$  **shading = 0%**

If  $\psi > 0 \rightarrow$

$\varphi$  = sun azimuth (off north) [deg]:  $0^\circ < \varphi < 360^\circ$

$\alpha$  = field alpha angle (parallelogram angle from E – W line (clock wise) [deg]:  $0^\circ < \alpha < 45^\circ$  allowed

$F_{az}$  = field azimuth orientation angle (clock wise from north) [deg]:  $0^\circ < \alpha < 90^\circ$  allowed

$F_{el}$  = field elevation orientation angle (@  $F_{az}$  line) [deg]:  $0^\circ < \alpha < 10^\circ$  allowed

$az = \varphi + F_{az}$  = actual azimuth of sun relating dishes array [deg]

If  $az > 180^\circ \rightarrow az = az - 180^\circ$

$el = \psi + Fel = \text{actual elevation of sun relating dishes array [deg]}$

$a = \text{dish width [m]}$

$S = a^2 = \text{dish area (sail) [m}^2\text{]}$

$D = a/\sin(el) = \text{one dish shadow length on the ground / at elevation axis plane [m]}$

$atg = \tan(\alpha)$

$X_{N-S} = \text{north to south distance of dish rows,}$   
 $\text{parallel to field (not global) } N - S \text{ axis [m]}$

$X_{E-W} = \text{east to west distance of dish columns, at the same row,}$   
 $\text{parallel to field (not global) } E - W \text{ axis [m]}$

$N_{N-S} = \text{number of dishes rows along north - south axis,}$   
 $\text{parallel to field (not global) } N - S \text{ axis}$

$N_{E-W} = \text{number of dishes columns along east - west axis,}$   
 $\text{parallel to field (not global) } E - W \text{ axis}$

**surrounding dishes location coordinates for 4th rank distance:**

**designating field E – W coordinates (X axis):**

$$B [m] = X_{E-W} \cdot [0, 0.5, 1, 0.5, 2, 1.5, 1, 1.5, 2, 0.5, 1, 0.5, 0]$$

**designating field N – S coordinates (Y axis):**

$$C1 [m] = X_{N-S} \cdot [1, 1.5, 2, 0.5, 1, 0.5, 0, -0.5, -1, -0.5, -2, -1.5, -1]$$

**Designated field N – S alteration due to alpha angle:**

$$C2 = atg \cdot [-1, -1, -1, -1, -1, -1, -1, 1, 1, 1, 1, 1, 1]$$

**designating field N – S actual coordinates (Y axis):**

$$A [m] = C1 + C2$$

**designating affecting dishes distance from effected (representing) dish at field center:**

$$Dto_i [m] = \sqrt{A_i^2 + B_i^2}$$

**designating hand (radius) angle from field north to affecting dishes radial location:**

$$Azto_i [deg] = \tan^{-1} \left( \frac{B}{A} \right)$$

$$\text{if } Azto_i < 0 \rightarrow Azto_i = Azto_i + 180^\circ$$

$$Azto_N = 180^\circ$$

**shade on representing dish by elevation:**

$$El.shade_i [m] = (D - Dto_i) \cdot \sin(el)$$

$$\text{if } El.shade_i < 0 \rightarrow El.shade_i = 0$$

**shade on representing dish by azimuth:**

$$Az.shade_i [m] = a - Dto_i \cdot |\sin(Azto_i - az)|$$

$$\text{if } |Azto_i - az| \geq 90^\circ \rightarrow Az.shade_i = 0$$

$$\text{if } Az.shade_i < 0 \rightarrow Az.shade_i = 0$$

**each shading dish azimuthial / width span on target dish:**

$$\text{if } Az.shade_i > 0 \rightarrow$$

$$\text{if } \{sign[\sin(Azto_i - azimuth)] > 0^\circ\} \text{ AND } \{|Azto_i - azimuth| \geq 90^\circ\} \rightarrow$$

$$Az.shade.span_{1,i} = \frac{a}{2}$$

$$Az.shade.span_{2,i} = \frac{a}{2} - Az.shade_i$$

$$\text{else, if } \{sign[\sin(Azto_i - azimuth)] < 0^\circ\} \text{ AND } \{|Azto_i - azimuth| \geq 90^\circ\} \rightarrow$$

$$Az.shade.span_{1,i} = Az.shade_i - \frac{a}{2}$$

$$Az.shade.span_{2,i} = -\frac{a}{2}$$

else, if  $\{sign[\sin(Azto_i - azimuth)] = 0^\circ\}$  AND  $\{|Azto_i - azimuth| \geq 90^\circ\} \rightarrow$

$$Az.shade.span_{1,i} = \frac{a}{2}$$

$$Az.shade.span_{2,i} = -\frac{a}{2}$$

else  $\rightarrow$

$$Az.shade.span_{1,i} = 0$$

$$Az.shade.span_{2,i} = 0$$

else  $\rightarrow$

$$Az.shade.span_{1,i} = 0$$

$$Az.shade.span_{2,i} = 0$$

**1<sup>st</sup> order shade overlap:**

if  $\{Az.shade_1 > 0\}$  AND  $\{Az.shade_2 > 0\} \rightarrow$

$$p1 = Az.shade.span_{1,1}$$

$$p2 = Az.shade.span_{2,1}$$

$$s1 = Az.shade.span_{1,2}$$

$$s2 = Az.shade.span_{2,2}$$

if  $s1 < p2 \rightarrow$

$$s1 = p2$$

$$L = s1 - s2$$

else, if  $s2 < p2 \rightarrow$

$$s2 = p1$$

$$L = s1 - s2$$

else  $\rightarrow$

$$L = Az.shade_2$$

$$Az.shade_2 = L$$

if  $\{Az.shade_2 > 0\}$  AND  $\{Az.shade_3 > 0\} \rightarrow$

$$p1 = Az.shade.span_{1,2}$$

$$p2 = Az.shade.span_{2,2}$$

$$s1 = Az.shade.span_{1,3}$$

$$s2 = Az.shade.span_{2,3}$$

if  $s1 > p2 \rightarrow$

$$s1 = p2$$

$$L = s1 - s2$$

else, if  $s2 > p2 \rightarrow$

$$s2 = p1$$

$$L = s1 - s2$$

else  $\rightarrow$

$$L = Az.shade_3$$

$$Az.shade_3 = L$$

if  $\{Az.shade_4 > 0\}$  AND  $\{Az.shade_3 > 0\} \rightarrow$

$$p1 = Az.shade.span_{1,4}$$

```

p2 = Az.shade.span2,4
s1 = Az.shade.span1,3
s2 = Az.shade.span2,3
if s1 > p2 →
    s1 = p2
    L = s1 - s2
else, if s2 > p2 →
    s2 = p1
    L = s1 - s2
else →
    L = Az.shade4
Az.shade4 = L

```

```

if {Az.shade4 > 0} AND {Az.shade5 > 0} →
    p1 = Az.shade.span1,4
    p2 = Az.shade.span2,4
    s1 = Az.shade.span1,5
    s2 = Az.shade.span2,5
    if s1 > p2 →
        s1 = p2
        L = s1 - s2
    else, if s2 > p2 →
        s2 = p1
        L = s1 - s2
    else →
        L = Az.shade5
Az.shade5 = L

```

```

if {Az.shade6 > 0} AND {Az.shade5 > 0} →
    p1 = Az.shade.span1,6
    p2 = Az.shade.span2,6
    s1 = Az.shade.span1,5
    s2 = Az.shade.span2,5
    if s1 > p2 →
        s1 = p2
        L = s1 - s2
    else, if s2 > p2 →
        s2 = p1
        L = s1 - s2
    else →
        L = Az.shade6
Az.shade6 = L

```

```

if {Az.shade7 > 0} AND {Az.shade6 > 0} →
    p1 = Az.shade.span1,7
    p2 = Az.shade.span2,7
    s1 = Az.shade.span1,6
    s2 = Az.shade.span2,6
    if s1 > p2 →

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```

    s1 = p2
    L = s1 - s2
else,    if s2 > p2 →
    s2 = p1
    L = s1 - s2
else →
    L = Az.shade7
Az.shade7 = L

```

```

if {Az.shade7 > 0} AND {Az.shade8 > 0} →
    p1 = Az.shade.span1,7
    p2 = Az.shade.span2,7
    s1 = Az.shade.span1,8
    s2 = Az.shade.span2,8
    if s1 > p2 →
        s1 = p2
        L = s1 - s2
    else,    if s2 > p2 →
        s2 = p1
        L = s1 - s2
    else →
        L = Az.shade8
Az.shade8 = L

```

```

if {Az.shade8 > 0} AND {Az.shade9 > 0} →
    p1 = Az.shade.span1,8
    p2 = Az.shade.span2,8
    s1 = Az.shade.span1,9
    s2 = Az.shade.span2,9
    if s1 > p2 →
        s1 = p2
        L = s1 - s2
    else,    if s2 > p2 →
        s2 = p1
        L = s1 - s2
    else →
        L = Az.shade9
Az.shade9 = L

```

```

if {Az.shade10 > 0} AND {Az.shade9 > 0} →
    p1 = Az.shade.span1,10
    p2 = Az.shade.span2,10
    s1 = Az.shade.span1,9
    s2 = Az.shade.span2,9
    if s1 > p2 →
        s1 = p2
        L = s1 - s2
    else,    if s2 > p2 →
        s2 = p1

```

```

    L = s1 - s2
else →
    L = Az.shade10
Az.shade10 = L

if {Az.shade10 > 0} AND {Az.shade11 > 0} →
    p1 = Az.shade.span1,10
    p2 = Az.shade.span2,10
    s1 = Az.shade.span1,11
    s2 = Az.shade.span2,11
    if s1 > p2 →
        s1 = p2
        L = s1 - s2
    else, if s2 > p2 →
        s2 = p1
        L = s1 - s2
    else →
        L = Az.shade11
Az.shade11 = L

if {Az.shade12 > 0} AND {Az.shade11 > 0} →
    p1 = Az.shade.span1,12
    p2 = Az.shade.span2,12
    s1 = Az.shade.span1,11
    s2 = Az.shade.span2,11
    if s1 > p2 →
        s1 = p2
        L = s1 - s2
    else, if s2 > p2 →
        s2 = p1
        L = s1 - s2
    else →
        L = Az.shade12
Az.shade12 = L

if {Az.shade13 > 0} AND {Az.shade11 > 0} →
    p1 = Az.shade.span1,12
    p2 = Az.shade.span2,12
    s1 = Az.shade.span1,13
    s2 = Az.shade.span2,13
    if s1 > p2 →
        s1 = p2
        L = s1 - s2
    else, if s2 > p2 →
        s2 = p1
        L = s1 - s2
    else →
        L = Az.shade13
Az.shade13 = L

```

**2<sup>nd</sup> order shade overlap:**

```
if {Az.shade1 > 0} AND {Az.shade3 > 0} →  
  p1 = Az.shade.span1,1  
  p2 = Az.shade.span2,1  
  s1 = Az.shade.span1,3  
  s2 = Az.shade.span2,3  
  if s1 > p2 →  
    s1 = p2  
    L = s1 - s2  
  else, if s2 > p2 →  
    s2 = p1  
    L = s1 - s2  
  else →  
    L = Az.shade3  
Az.shade3 = L
```

```
if {Az.shade4 > 0} AND {Az.shade2 > 0} →  
  p1 = Az.shade.span1,4  
  p2 = Az.shade.span2,4  
  s1 = Az.shade.span1,2  
  s2 = Az.shade.span2,2  
  if s1 > p2 →  
    s1 = p2  
    L = s1 - s2  
  else, if s2 > p2 →  
    s2 = p1  
    L = s1 - s2  
  else →  
    L = Az.shade2  
Az.shade2 = L
```

```
if {Az.shade4 > 0} AND {Az.shade6 > 0} →  
  p1 = Az.shade.span1,4  
  p2 = Az.shade.span2,4  
  s1 = Az.shade.span1,6  
  s2 = Az.shade.span2,6  
  if s1 > p2 →  
    s1 = p2  
    L = s1 - s2  
  else, if s2 > p2 →  
    s2 = p1  
    L = s1 - s2  
  else →  
    L = Az.shade6
```



$$Az.shade_6 = L$$

```

if {Az.shade7 > 0} AND {Az.shade5 > 0} →
    p1 = Az.shade.span1,7
    p2 = Az.shade.span2,7
    s1 = Az.shade.span1,5
    s2 = Az.shade.span2,5
    if s1 > p2 →
        s1 = p2
        L = s1 - s2
    else, if s2 > p2 →
        s2 = p1
        L = s1 - s2
    else →
        L = Az.shade5
Az.shade5 = L

```

```

if {Az.shade7 > 0} AND {Az.shade9 > 0} →
    p1 = Az.shade.span1,7
    p2 = Az.shade.span2,7
    s1 = Az.shade.span1,9
    s2 = Az.shade.span2,9
    if s1 > p2 →
        s1 = p2
        L = s1 - s2
    else, if s2 > p2 →
        s2 = p1
        L = s1 - s2
    else →
        L = Az.shade9
Az.shade9 = L

```

```

if {Az.shade10 > 0} AND {Az.shade8 > 0} →
    p1 = Az.shade.span1,10
    p2 = Az.shade.span2,10
    s1 = Az.shade.span1,8
    s2 = Az.shade.span2,8
    if s1 > p2 →
        s1 = p2
        L = s1 - s2
    else, if s2 > p2 →
        s2 = p1
        L = s1 - s2
    else →
        L = Az.shade8
Az.shade8 = L

```

*if* {Az.shade<sub>10</sub> > 0} *AND* {Az.shade<sub>12</sub> > 0} →

p1 = Az.shade.span<sub>1,10</sub>

p2 = Az.shade.span<sub>2,10</sub>

s1 = Az.shade.span<sub>1,12</sub>

s2 = Az.shade.span<sub>2,12</sub>

*if* s1 > p2 →

s1 = p2

L = s1 - s2

*else, if* s2 > p2 →

s2 = p1

L = s1 - s2

*else* →

L = Az.shade<sub>12</sub>

Az.shade<sub>12</sub> = L

*if* {Az.shade<sub>13</sub> > 0} *AND* {Az.shade<sub>11</sub> > 0} →

p1 = Az.shade.span<sub>1,13</sub>

p2 = Az.shade.span<sub>2,13</sub>

s1 = Az.shade.span<sub>1,11</sub>

s2 = Az.shade.span<sub>2,11</sub>

*if* s1 > p2 →

s1 = p2

L = s1 - s2

*else, if* s2 > p2 →

s2 = p1

L = s1 - s2

*else* →

L = Az.shade<sub>11</sub>

Az.shade<sub>11</sub> = L

*if* Az.shade<sub>i</sub> < 0 → Az.shade<sub>i</sub> = 0

**average shading with respect to exterior rows:**

*if* {0° ≤ az < 90°} *OR* {180° ≤ az < 270°} →

A.outer.rim = (N<sub>N-S</sub> - 1) · (Az.shade<sub>1</sub> · El.shade<sub>1</sub>)

+ (N<sub>E-W</sub> - 1) · (Az.shade<sub>7</sub> · El.shade<sub>7</sub>)

A.secondary.rim = [(N<sub>N-S</sub> - 2) + (N<sub>E-W</sub> - 2)] · (Az.shade<sub>4</sub> · El.shade<sub>4</sub>)

*else* →

A.outer.rim = (N<sub>N-S</sub> - 1) · (Az.shade<sub>13</sub> · El.shade<sub>13</sub>)

+ (N<sub>E-W</sub> - 1) · (Az.shade<sub>7</sub> · El.shade<sub>7</sub>)

A.secondary.rim = [(N<sub>N-S</sub> - 2) + (N<sub>E-W</sub> - 2)] · (Az.shade<sub>10</sub> · El.shade<sub>10</sub>)

$$S.shade = \sum_{i=1}^{13} Az.shade_i \cdot El.shade_i$$

$$A.inner.field.shade = S.shade \cdot (N_{N-S} - 2) \cdot (N_{E-W} - 2)$$

$$A.shade = |A.outer.rim + A.secondary.rim + A.inner.field.shade|$$

$$\textcolor{red}{shading} = \mathbf{1} - \frac{A.shade}{S \cdot N_{N-S} \cdot N_{E-W}} \textcolor{red}{[. \%]}$$