### 4.401/4.464 Environmental Technologies in Buildings

Christoph Reinhart LIG Internal Gains + Load Calculations

# Thermal Module

Thermal Mass & Heat Flow
 Insulating Materials + Window Technologies
 Shading + Integrated Façade Design
 Ventilation
 Internal Gains & Load Calculations
 HVAC for Small Buildings
 HVAC for Large Buildings

Simulation Game

# Internal Gains

## **Internal Heat Gains**

Internal heat gains correspond to heat that is generated in buildings as part of their programmatic use. Internal heat gains in buildings are typically divided into three groups:

- $\Box$  Heat from occupants
- Heat from electrical equipment and appliances
- 🗖 Heat from electric lighting

Obviously, all three are (or should be) strongly correlated with building occupancy...

#### Internal Heat Gain from Occupants

Same as individuals' thermal comfort sensation varies, building occupants generate varying amounts of heat and moisture. Key factors that determine how much sensible and latent energy a person releases are activity, age, and gender.

Sensible heat gains from occupants raise the indoor temperature. Latent heat gains need to be considered if the indoor air is actively dehumidified.

• **Companey load schedules**' are determined through two factors: maximum occupancy heat gains and time of day schedules.

Maximum occupancy heat gains = activity-related heat gain/person x occupancy density

### Internal Heat Gain from Occupants

#### Our Classroom

Together, we each generate around 100 W of sensible heat. Maximum occupant density is 45 divided over 12 m x 12 m. The resultant maximum occupancy heat gain is

100 W/person x 45 person/144 m<sup>2</sup> = 31 W/m<sup>2</sup> = **0.31 person/m<sup>2</sup>** 

**Example Cottage** Assume a 4-person household distributed over 125  $\mbox{m}^2$  and so

```
400 W/125 m<sup>2</sup> = 3.2 W/m<sup>2</sup> or 0.0326 person/m<sup>2</sup>
```

### Schedules

The maximum occupancy heat gain corresponds to heat gains when everybody is at their work place. Since occupants temporarily leave their building, 'schedules' are used in energy simulation software in order to determine occupancy loads on different week days and for different times of the day.



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# **Equipment and Appliances**

Heat gain due to a variety of equipment, including computers, coffee machines, hot water pipes etc. *Sun Wind and Light* (Chapter 4) provides lower and upper margins for different building types:

Offices : 8 to 17 W/m<sup>2</sup> (Studio load typically around 26 W/m<sup>2</sup>)

Education: 14 to 23 W/m<sup>2</sup>

Residential: 2 to 6  $W/m^2$ 



# Electric Lighting

Can vary dramatically for different lighting requirements, types of lighting systems and for different types of controls. Values range between 1 and 25 W/m<sup>2</sup>. LEDs are a game changer.



**Discussion:** Relevance of the installed electric lighting power density.

## **US DOE Small Office Building**



Occupants: 0.0538 p/m<sup>2</sup> \* 100 W= 5.38 W/m<sup>2</sup> Mean daily gain 2.3 W/m<sup>2</sup> Equipment: Mean daily gain 6.7 W/m<sup>2</sup> Lighting: Mean daily gain 5.1 W/m<sup>2</sup>

<sup>10</sup> Total internal gains: Mean daily gain 14.1 W/m<sup>2</sup>

# The Value of Building Surveys

(Based on data from Wasilowski & Reinhart, 2009)



Gund Hall: 150 kWh/m<sup>2</sup>yr (includes circulation areas etc. as well as pumps, fans, server rooms, cafeteria etc.)

# **Building Surveys**



GSD Tray Survey					Exit this survey
1. Tray Occupancy					
				50%	
•					
<ol> <li>Where is your desk located on the trays</li> </ol>	\$?				
) Mezzanine					
2/F Tray					
J 3/F Tray					
J 4/F Tray					
J 5/F Tray					
Other (please specify)		1			
		]			
* 2. On an average WEEKDAY (M - F), how n	many hours do you sp	end on the Trays for the give	n time slots?		
	6am - 12pm	12pm - 2pm	2pm - 6pm	6pm - 12am	12am - 6am
An Average Weekday (M-F)					
3. On an average WEEKDAY (M - F), how r	many other people do	you estimate are on YOURT	ray for the given time slots?		
	6am - 12pm	12pm - 2pm	2pm - 6pm	6pm - 12am	12am - 6am
An Average Weekday (M+F)					
* 4. On an average WEEKEND DAY (Sa -Su)	, how many hours do	you spend on the Trays for t	he given time slots?		
	6am • 12pm	12pm - 2pm	2pm - 6pm	6pm - 12am	12am • 6am
An Average Weekend Day (Sa-Su)			×	×	
5. On an average WEEKEND DAY (Sa -Su)	, how many other pe	ople do you estimate are on 1	OUR Tray for the given time	slots?	
	6am - 12pm	12pm - 2pm	2pm - 6pm	6pm - 12am	12am - 6am
An Average Weekend Day (Sa-Su)					
		Next			

Field Visits

Online Surveys

# **Thermostat Settings**

# To what temperatures do you set your thermostat in Winter/Summer?

#### **Thermostat Setting**

□ According to ASHRAE 90.2, in residential buildings, heating set points and setbacks are 20°C and 15.5°C, respectively.

## **Different Thermostat Models**







Manual

Programmable

Self-learning/wireless

Left photo courtesy of <u>midnightcomm</u> on Flickr. License: CC BY. Center photo courtesy of <u>joinpinnaclephotos</u> on Flickr. License: CC BY-NC. Right photo courtesy of <u>Green Energy Futures</u> on Flickr. License: CC BY-NC-SA.



#### **Common Misconceptions about Thermostats**

- □ Thermostat is an on/off switch
- □ Thermostat is a dimmer switch
- Thermostat is an accelerator
- Turning down the thermostat has little or no effect on energy consumption

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### **Default Thermostat Setpoints and Setbacks**



Figure 1 Default thermostat setpoint program.

Figure courtesy of Bryan Urban. Used with permission.

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#### Actual energy use depends on how occupants operate their thermostats



r: B. Urban, D. Elliott, and O. Sachs, "Towards Better Modeling of Residential Thermostats," Conference Proceedings of SimBuild IBPSA-USA, Madison, WI, 2014.

# How relevant are heating and cooling set points?



#### **Heat Balance Equation**

System boundary



Internal gains are easy to model but hard to predict.



### **Final Heat Balance Equation**





This is our final heat balance equation. Please note that a new term called "Load" has been added which needs to balance the heat flows during each hour to keep the temperature in the house from changing to outside of the set comfort range of 19°C to 27°C.

## **Monthly Heat Gains**



Monthly heat flows are an effective way to show the relative size of ongoing and outgoing heat into a building. Heat flows are smallest during the transition period/shoulder months. Heating and cooling loads are required to balance the remaining heat flows.

# **Monthly Conditioning Loads**



Note that there are temporary cooling loads in the building even during winter. Again, those loads could be met by simply opening the window. This effect will be covered in future lectures.

#### Load

The ideal load is the amount of heat that has to be added or subtracted from a space for it to maintain the zone air temperature at a certain level.

 $\Box$  Load is measured in kWh or BTU.

□ Normalizing the load to the conditioned area helps to compare different spaces. (EUI equivalent.)

□ The load of a space does not correspond to its energy use which requires further conversion depending on the HVAC equipment used.



# **Load Calculations**

#### Load Calculation Procedures

There are two types of methods to calculate annual heating and cooling loads.

Manual methods are solving the heat balance equation for each hour independently (steady state) and can be implemented, for example in Excel.

 $(\Sigma UA + ACH \times volume \times c \times \rho) \cdot (T_{inside} - T_{outside}) + G \cdot A \cdot SHGC + Q'_{internal gains} = Load_{heating/cooling} + TM \cdot (T_{inside} - T_{inside future})$ 

Numeric methods also take transient thermal effect from thermal mass into account. Example simulation programs are EnergyPlus, TRNSYS, eQuest/DDE2 and ESP-r. In 4.401/4.464 we are using EnergyPlus through DIVA4/Archsim.



# **Balance Point Temperature**

The balance point temperature is a building and climate dependent temperature at which internal gains and solar gains are equal to conduction, ventilation and infiltration losses. In other words, all heat gains and heat losses 'balance' each other and the building is in thermal equilibrium with its surrounding without the need for additional heating or cooling (Load<sub>heating/cooling</sub>=0;  $T_{inside} = T_{inside future}$ ).



### **Balance Point Temperature**

 $T_{Balance point} = T_{inside comfort range} - (G \cdot A \cdot SHGC + Q'_{internal gains})/(\Sigma UA + ACH x volume x c x p)$ 

To calculate the different heat flows usually averaged over 24 hours to cancel out thermal mass effects.

The tighter and better insulated a building envelope is, the lower becomes the balance point temperature.

High solar and internal gains lower the balance point.

□ A low balance point is desirable during the heating season and may become a liability during the cooling season.

#### Example – DOE Small Office Building

 $T_{Balance point} = T_{inside comfort range} - (G \cdot A \cdot SHGC + Q'_{internal gains}) / (\Sigma UA + ACH \times volume \times c \times \rho)$ 

$$\begin{split} \Sigma \amalg A_{\text{Envelope}} &= 11.6 \text{ kW/K} \\ \text{ACH x volume x c x } \rho &= 0.2 \text{ kW/K} \\ \mathbb{Q}_{\text{Internal gains}} &= 14.1 \text{ W/m}^2 \text{ x } 511 \text{ m}^2 = 7.2 \text{ kW} \\ \text{G} \cdot \text{A} \cdot \text{SHGC} &= 3.9 \text{ W/m}^2 \text{ x } 511 \text{ m}^2 = 2.0 \text{ kW} \end{split}$$

 $T_{Balance point} = T_{inside comfort range} - 2kW + 7.2kW)/(11.6kW/K+0.2kW/K)$ 

=  $T_{inside \ comfort \ range} - 1.5K$ 



## Heating Degree Days (HDD)

□ The number of heating degrees in a day is defined as the difference between a reference value of 65° F (18° C) and the average outside temperature for that day.

□ Rule of thumb: If a site has

- □ >5000 °F HDD (~2800 °C HDD): long cold winters
- □ <2000 °F HDD (~1100 °C HDD): mild winters

 $\Box$  A fixed base temperature of 18° C allows us to compare different climates. However, 18° C is not representative for all buildings. For the New England Home the lower balance point level is 8° C.

### **Heating and Cooling Degree Hours Boston**

#### **Monthly Heating and Cooling Degree Hours**



Figure generated using the Climate File Analyzer (Excel spreadsheet) http://web.mit.edu/sustainabledesignlab/teaching\_resources.html

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For a base temperature of 18º C Boston has 76326 heating degree hours.

## **Heating Load Calculation**

The heating degree days with respect to the balance point of a building indicate how much energy is needed to keep the buildings at the balance point over the course of a year.

Heating load =  $HDD_{Balance point} \times (\Sigma UA + Q_{infiltration})$ 

Heating load<sub>Feb</sub> = 76326 Kh x (11.6 kW/K + 0.2 kW/K) = 900,647 kWh

Assuming a heating efficiency of 90% and a gas price of \$0.035/kWh, the annual heating costs are:

Heating  $costs_h =$ \$.035/kWh x 900,647 kWh /0.9 ~ \$35,000



### Cooling Degree Days (CDD)

 $\Box$  The number of cooling degrees in a day is defined as the difference between a reference value of 65° F (20° C) and the average outside temperature for that day.

 $\Box$  Rule of thumb: If a site has

□ >1500 °F CDD (~800 °C CDD): long hot summers □ < 500 °F CDD (~ 300 °C CDD): mild summers

# **Energy Modeling**



# What is a building thermal simulation?

Approximate definition: a computer model of the energy processes within a building that are intended to provide a thermally comfortable environment for the occupants (or contents) of a building.

# What are the goals of a building thermal simulation?

- Load Calculations: Generally used for determining sizing of equipment such as fans, chillers, boilers, etc.
- Energy Analysis: Helps evaluate the energy cost of the building over longer periods of time.

# What does one need for a BPS?

Elements needed for BPS are a building model, a simulation program (GUI & engine) and a suitable metric that is able to measure the performance in question.



#### GUI/Engine





Model

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Metrics

## Simulation Engine vs. GUI

Most building energy simulation programs come with a graphical user interface (GUI) as well as the actual simulation engine. The former is used to prepare simulation input files for the latter and to display simulation results once a simulation is complete.

While the choice of GUI determines the ease of use of a simulation program, it is ultimately the engine that determines how reliable simulation results are.

A great GUI with a weak engine cannot yield reliable results!

# History of Energy Modeling Tools

BLAST at US-DOD, DOE2 at US-DOE, TRNSYS at University of Wisconsin and ESP at Strathclyde University

□ 2001: DOE2 and BLAST merged into EnergyPlus (E+)

🗖 Today:

- several interfaces for DOE2: eQuest, Green Building Studio
- several interfaces for EnergyPlus: DesignBuilder, Open Studio
- several commercial interfaces for TRYNSYS
- IDA-ICE is gaining increased recognition in Europe
- IES/VE uses proprietary APACHE engine
- Spawn of EnergyPlus: Modellica, equation based simulation environments

# Reasons for using E+: ASHRAE 140

Purpose of the standard:

- Analyzing and diagnosing building energy simulation software using software-to-software and software-to-analytical-solution comparisons.
- Checking a program against a previous version of itself after internal code modifications such as an algorithmic change.

# Uncle Sam thinks so, too.

#### Tax Deduction Information

Under IRS rules, taxpayers' building energy use performance must be calculated using software that has been tested according to ANSI/ASHRAE Standard 140 to qualify for tax deductions.



#### EnergyPlus continued...

- EnergyPlus is freely available for download. The program comes with ample documentations but without a GUI. EnergyPlus's capabilities are constantly being further expanded so that more recent modules might not be accessible through any GUI. As a result advanced users often start editing their models manually using a text editor. Once any manual changes have been made to a model one usually cannot go back to the GUI.
  - Expert users can get access to the source code allowing for third-party validation which adds to the software's credibility and long term reliability.

# **Example EnergyPlus Interfaces**

 $\Box$  New generation of design tools.

 $\Box$  Remaining question: How can designers effectively use them?

- <u>Diva for Rhino</u>
- <u>DesignBuilder</u>
- Ladybug & Honeybee
- <u>Urban Modeling Interface</u>

# How accurate are design phase building energy models?



#### Comparison of measured and simulated energy use for 97 LEED Buildings



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Model uncertainty from weather, infiltration rate, usage schedule and occupant behavior.

Paper H W Samuelson, A Lantz and C F Reinhart, "Non-technical barriers to energy model sharing and reuse," *Building and Environment,* 54, pp. 71-76, 2012.

#### "Design" Model vs. "Calibrated" Model

During the design process of a building exact numbers for the big uglies are necessarily not available. Energy models generated at that point are called design models.

A design model can later be calibrated to the actual building based on measurements and surveys, at which point it becomes a calibrated model.

# The 'Four Uglies'

The "Four Uglies" are the big unknowns in energy modeling: occupancy, plug-loads, weather, and infiltration. In 2011 the Boston chapter of the International Building Performance Simulation Assocation (IBPSA) organized three events related to the big uglies.

#### But models can be calibrated:



Paper: H W Samuelson, A Ghorayshib & C F Reinhart, 2015, "Analysis of a Simplified Building Energy Model Calibration Procedure for 18 Real-World Case Studies," *Journal of Building Performance Simulation*, published online January 2015. Figure courtesy of H W Samuelson, A Ghorayshib & C F Reinhart. Used with permission.

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# So the tools work, but...

...you have to make sure that

- $\Box$  the tool that you use has been validated, that
- 🗖 you know how to use it properly, and that
- $\Box$  you are using meaningful performance metrics.

# Should designers learn how to conduct a energy model?



"The energy model and focus on energy performance is not meant to supplant the importance of design. Rather, a building energy model is a tool that can be utilized throughout the design process to test various design options and optimize the performance of all building typologies."

-AIA, "An Architect's Guide to Integrating Energy Modeling in the Design Process"

"...to position architects as collaborative leaders at higher thresholds of building performance.." Jeff Potter, 2012 AIA president

URL: http://content.aia.org/sites/default/files/2016-04/Energy-Modeling-Design-Process-Guide.pdf

# **Simulation Game**

### Is Solar Design a Straitjacket for Architecture?



Image courtesy of Tiffany Otis. Used with permission.

Paper: T Otis, "Is Solar Design a Straitjacket for Architecture?" Conference Proceedings of the 27th International conference on Passive and Low Energy Architecture (PLEA), Louvain-la-Neuve, Belgium, July 2011.

- Posed a design problem to two student groups only one of which (Group B) was trained to use the site specific solar design tools.
- The models were evaluated based on their adherence to solar criteria and geometrical diversity.
- Group B models showed a lower proportion of solar design deficiencies while demonstrating more geometrical creativity, suggesting that the use of more precise solar design tools actually helps to broaden the range of architectural form.

# **Hypothesis for the Simulation Game**

Being ableetade thermadisculation results and todapt one'destign accordingly has become an essential skill for graduating and practicing architects.

#### Why?

The alternatives for architects are to effectively ignore simulation output or to have the modeler take over key design aspects of the building. (Both alternatives are undesirable for architects.)

#### Note:

Engineers, this does not mean that the architects know how to do the simulations themselves.



# Design analysis - Monthly system loads



How could you improve your design?

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### Design analysis - Monthly heat balances



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# 2011, The Original Game ...

Paper: C F Reinhart, T Dogan, D Ibarra, and H W Samuelson, "Learning by playing - Teaching energy simulation as a game," *Journal of Building Performance Simulation*, October 2011.

# **Simulation Order Form**

FINAL

Feam Numbe /ariant Numb	r:	2 ne:	5								
. Massing	s: Circle o	ne:									
1	2	3	4	5	6	7	8	9	10	11	
2. Orientati 0	on Circl 45	e One: 90	135	180	225	270	315				

3. Purchasing Upgrades Circle your choice in each category below:

ROOF INSULATION									
Description		1	100 C	Cost					
	Base Building	Continuous Insulation	R-Factor: R20	0					
		Continuous Insulation	R-Factor: R30	\$					
		Continuous Insulation	R-Factor: R40	\$\$					
		Continuous Insulation	R-Factor: R60	\$\$\$\$					

EXTERIOR WALL		+		
Description	Cost			
	Base Building	Continuous Insulation	R-Factor: R11.4	0
		Continuous Insulation	R-Factor: R19.5	\$
1		Continuous Insulation	R-Factor: R28.5	\$\$.

WINDOW-TO-W	WINDOW-TO-WALL-RATIO (WWR)								
Description	Cost								
$\checkmark$		Storefront or punched opening construction	20%	-\$					
	Base Building	Storefront or punched opening construction	40%	0					
		Storefront or punched opening construction	60%	\$\$					
		Curtainwall construction	80%	\$\$\$\$\$					

WINDOW GLASS TYPE				
Description			la cara cara cara	Cost
Code Compliant Double-Pane Argon-Filled	U-Factor = 3.12 (0.55)	SHGC= 0.577	VLT = 0.700	0
Double-Pane Low-e2 Coating	U-Factor = 2.00	SHGC= 0.626	VLT = 0.747	\$\$\$

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February 24, 2011

(hard coat) Air-Filled	(0.35)			
Double-Pane Low-e3 (spectrally selective) Coating on Surface-3 Argon-Filled	U-Factor = 2.50 (0.235)	SHGC= 0.378	VLT = 0.648	\$\$\$\$
Double-Pane Low-e3 (spectrally selective) Coating on Surface-2 Argon-Filled	U-Factor = 2.50 (0.235)	SHGC= 0.273	VLT = 0.648	\$\$\$\$

EXTERIOR SHAL	DING*	نا		
Description			Cost	
V	Base Building	None	0	1.0
	0.5m (1.64 ft) deep horizontal overhang	All facades	\$\$	
	1m (3.3 ft) deep horizontal overhang	All facades	\$\$\$	

\*Note: Simulations including exterior shading will take longer to complete. Estimate: 5-7 rather than 2-4 minutes. For modeling simplicity, all facades are shaded.

LIGHTING POWE	R DENSITY		The state of the s		
Description				Cost	
	Base Building	12 W/m <sup>2</sup> during business hours	5% LPD during non- business hours	0	
~	A March Leen (	9.0 W/m <sup>2</sup> during business hours	5% LPD during non- business hours	\$	

DAYLIGHT SENSC	DRS*	CONTRACTOR AND	R
Description			Cost
	Base Building	None	0
V		Perimeter zones (0 - 4.5m from exterior wall) dim linearly down to complete shut- off (0% power) (target work plane illuminance 300 lux)	\$

\*Note: Simulations including daylight sensors will take longer to complete. Estimate: 5-7 rather than 2-4 minutes.

escription			Cost
	Base Building	None	0
~		Reduces Lighting Power Density by 10% during all <u>occupied</u> hours.	\$
. Total Cost: S	(8)		
		95.64	
5. Total EUI (to be	e completed by mod	el r): <u>95,67 k</u> Wh/m²	
i. Total EUI (to be	e completed by mod	el r): <u>95,64</u> kwh/m² Baovidad by Madala	

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# **Final Designs**

This image is from C F Reinhart, T Dogan, D Ibarra, and H W Samuelson, "Learning by playing - Teaching energy simulation as a game," *Journal of Building Performance Simulation*, October 2011, <u>https://doi.org/10.1080/19401493.2011.619668</u>. This journal is available online at <a href="https://www.tandfonline.com/doi/abs/10.1080/19401493.2011.619668">https://doi.org/10.1080/19401493.2011.619668</a>.



Final designs differed significantly, revealing that a performance-based design does not necessarily lead to converging architectural solutions.

"Today building science was definitely <u>not</u> boring."

#### Where do we want to be? From evaluating performance to suggesting new forms

# Energy Game 2014



Figure courtesy of C. F. Reinhart, J., T. Dogan and E. Saratsis. Used with permission.

You will be running the simulations yourselves in Rhino/Grasshopper/ArchSim.
 Full build-in cost analysis.

Paper: C. F. Reinhart, J. Geisinger, T. Dogan, and E. Saratsis, "LESSONS LEARNED FROM A SIMULATION-BASED APPROACH TO TEACHING BUILDING SCIENCE TO DESIGNERS," 62 Building Simulation 2015, Hyderabad, India, Dec 2015.



# Energy Game 2014

#### Figure courtesy of C. F. Reinhart, J., T. Dogan and E. Saratsis. Used with permission.

	Team A	Team B	Team C	Team D	Team E	Team F	Team G	Team H
Massing								
Orientation					I			
Upgrades	Roof R20 Wall R13 WWR=20% Lows2 Ar low SHGC Occupancy Dimming Low LPD GSHP	Roof R20 Wall R28.5 WWR=20% Lows2 Ar low SHGC Occupancy Dimming Low LPD GSHP	Roof R30 Wall R13 WWR=40% Lows2 Ar low SHGC Occupancy Dimming Low LPD GSHP	Roof R30 Wall R28.5 WWR=40% Ar 2m Shading Occupancy Dimming Low LPD GSHP	Roof R20 Wall R13 WWR=20% Lows2 Ar 1.5m Shading Dimming Low LPD GSHP	Roof R40 Wall R13 WWR=20% Lowe2 Ar .5m Shading	Roof R30 Wall R28.5 WWR=20% Lowe2 Ar low SHGC 1.5m Shading	Roof R30 Wall R28.5 WWR=20% -Lows2 Ar low SHGC 1.5m Shading
Cost	\$46	\$60	\$45	\$48	\$44	\$35	\$43	\$9
GHG	37 kgCO <sub>2</sub> e/m <sup>2</sup>	39 kgCO <sub>2</sub> e/m <sup>2</sup>	40 kgCO <sub>2</sub> e/m <sup>2</sup>	41 kgCO <sub>2</sub> e/m <sup>2</sup>	39 kgCO <sub>2</sub> e/m <sup>2</sup>	59 kgCO <sub>2</sub> e/m <sup>2</sup>	64 kgCO <sub>2</sub> e/m <sup>2</sup>	59 kgCO <sub>2</sub> e/m <sup>2</sup>



Paper: C. F. Reinhart, J. Geisinger, T. Dogan, and E. Saratsis, "LESSONS LEARNED FROM A SIMULATION-BASED APPROACH TO TEACHING BUILDING SCIENCE TO DESIGNERS," Building Simulation 2015, Hyderabad, India, Dec 2015. SDLAB

# **Dynamic Shading in DIVA4/Archsim**

Annual Energy Use For New England Home[\$/m<sup>2</sup>yr] 30 25 20 15 3.4 2.9 1.4 10 2.6 3.1 1.4 0.0 3.1 3.1 3.1 3.1 3.1 10.3 5 7.8 5.2 5.2 5.2 5.2 5.2 0 Original state Insulated case Equipment Weatherization External Shading NV with external Thermostat shading

#### **Balance Point for an Office**



	Balance point range [°C]		
	December	June	
Boston	8–14	8–14	
Phoenix	7–13	8–14	
Seattle	9–15	8–14	

Fig 7.6 Balance point ranges for the reference office in different climates





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