



San Francisco Alternative Zero

Naturally minimizing energy use

Catherine De Wolf - John Sullivan - Mingxi Zou - Trygve Wastvedt - SunMin May Hwang



1.5
Density
[FAR]



9.5
Finance
[IRR %]



25.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]



95
Comfort
[%]

1. Sustainability Goals
2. Urban Design – Meet the Protoblock
3. Walkability
4. Building Design
5. Embodied carbon
6. Energy Consumption – Optimizing to Alternative Zero
7. Finance
8. Conclusions



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]



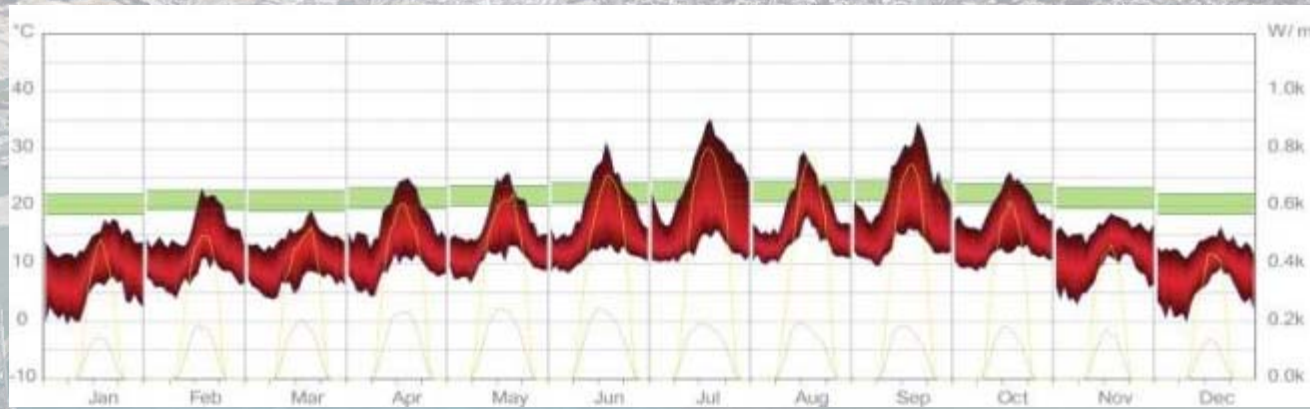
95
Comfort
[%]

Goals



Goals

Moderate Temperature



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]

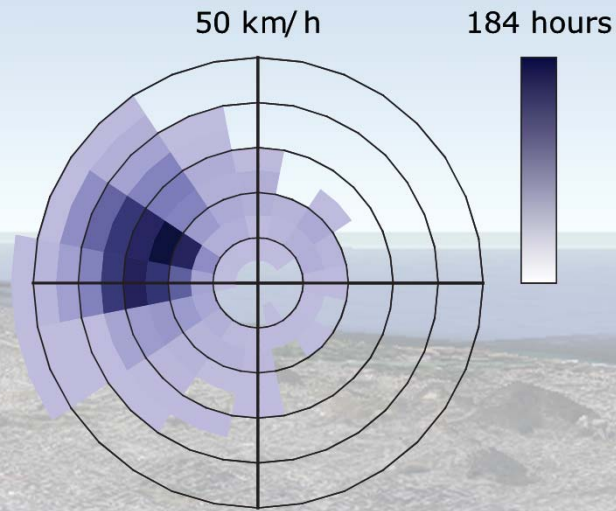


470
Carbon
[kgCO₂e/m²]

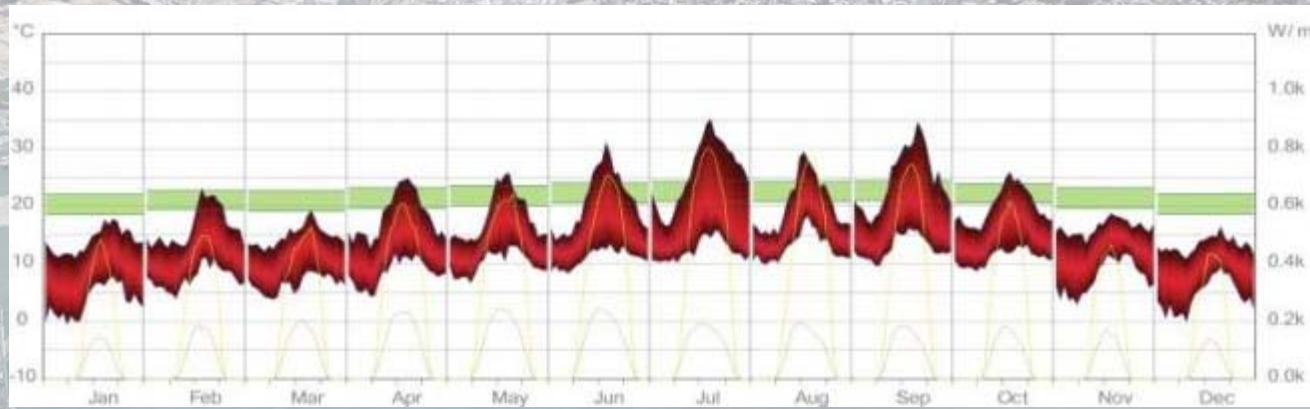


95
Comfort
[%]

Goals



Cool Summer Wind



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]



95
Comfort
[%]

Goals

In other words...
Climate = Very easy



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]

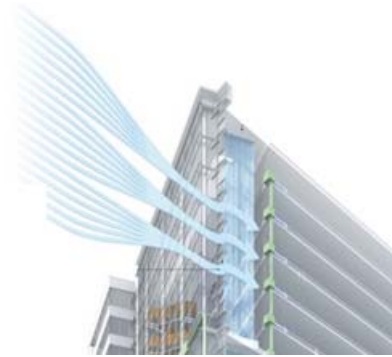


470
Carbon
[kgCO₂e/m²]

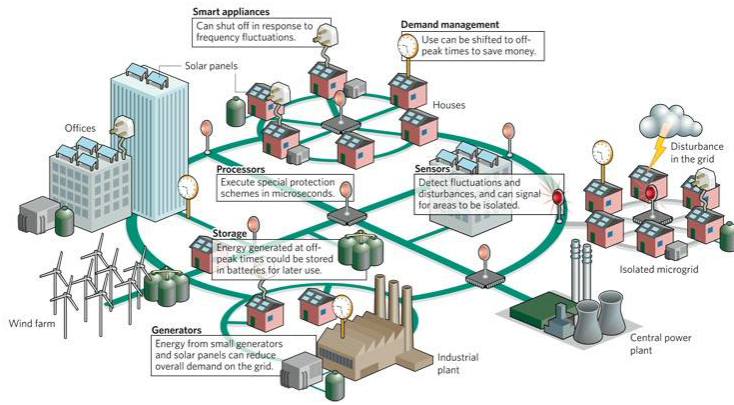


95
Comfort
[%]

Goals



Ambitious Goal?



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]



95
Comfort
[%]

Goals



Net-Zero Neighborhood?



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]

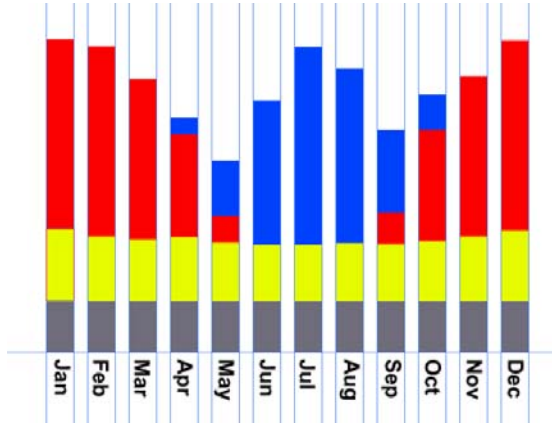


470
Carbon
[kgCO₂e/m²]



95
Comfort
[%]

Goals



Sum(energy consumed)

=



Sum(energy generated)

Net-Zero



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]



95
Comfort
[%]

Goals



The ultimate in sustainable neighborhoods!



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]

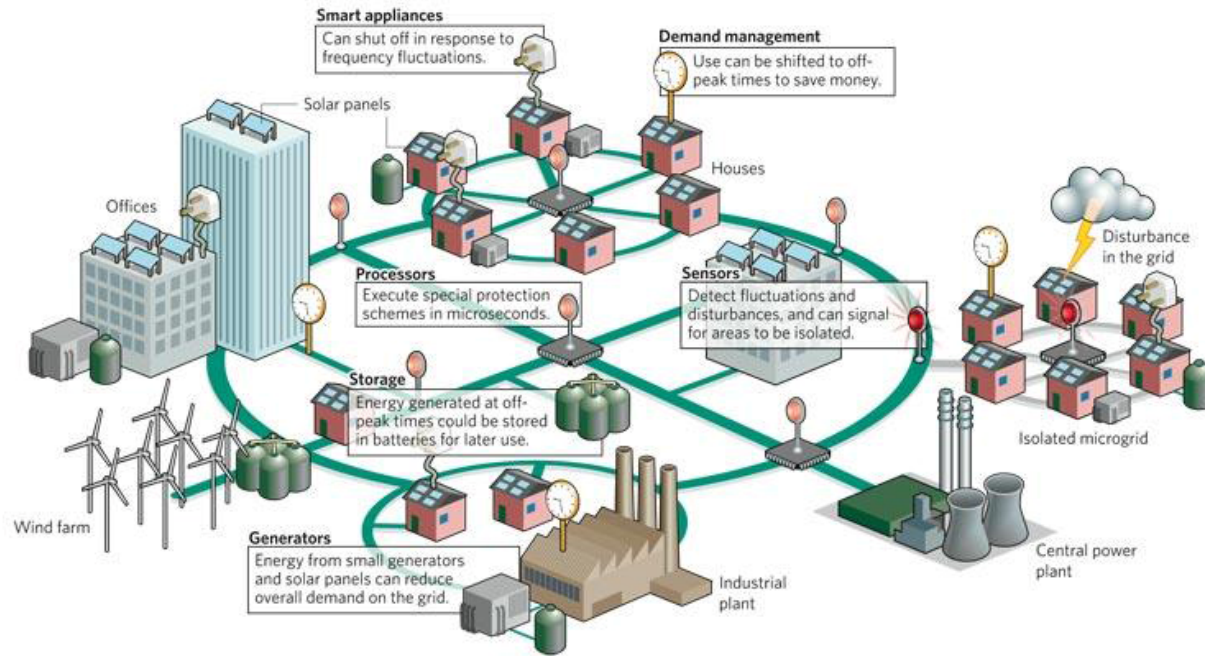


470
Carbon
[kgCO₂e/m²]



95
Comfort
[%]

Goals



Power distribution in California

<http://www.caiso.com/Pages/Today's-Outlook-Details.aspx>



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]

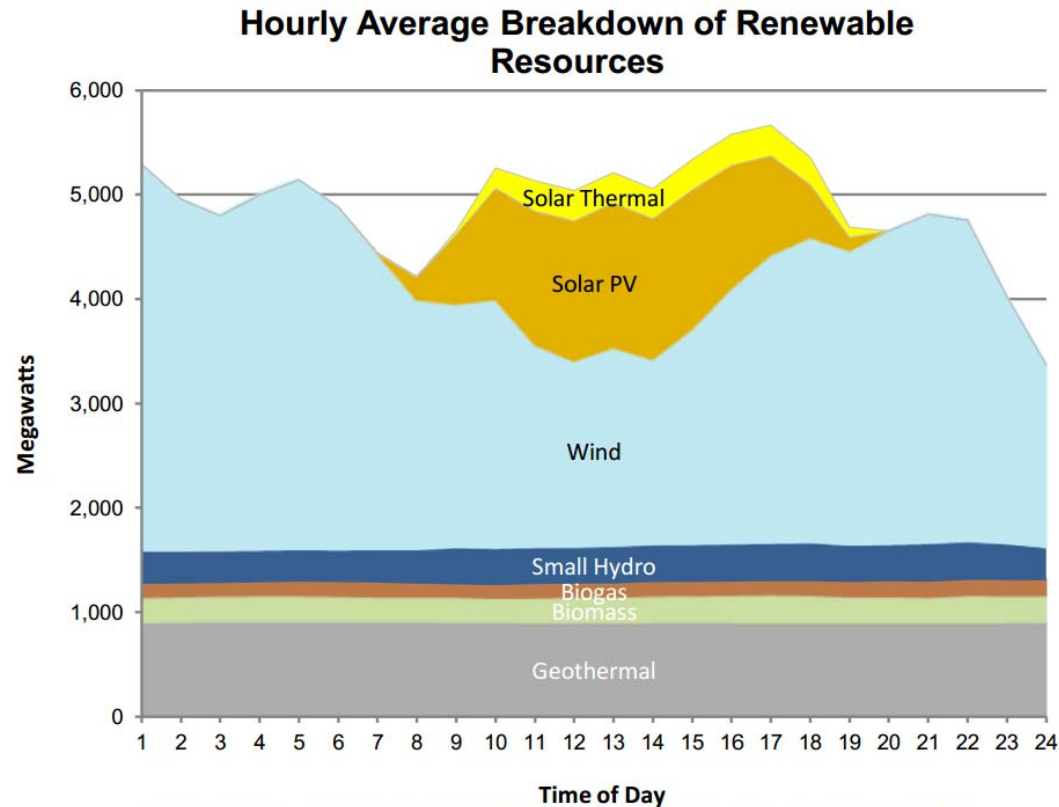


470
Carbon
[kgCO₂e/m²]



95
Comfort
[%]

Goals



This graph shows the production of various types of renewable generation across the day.



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



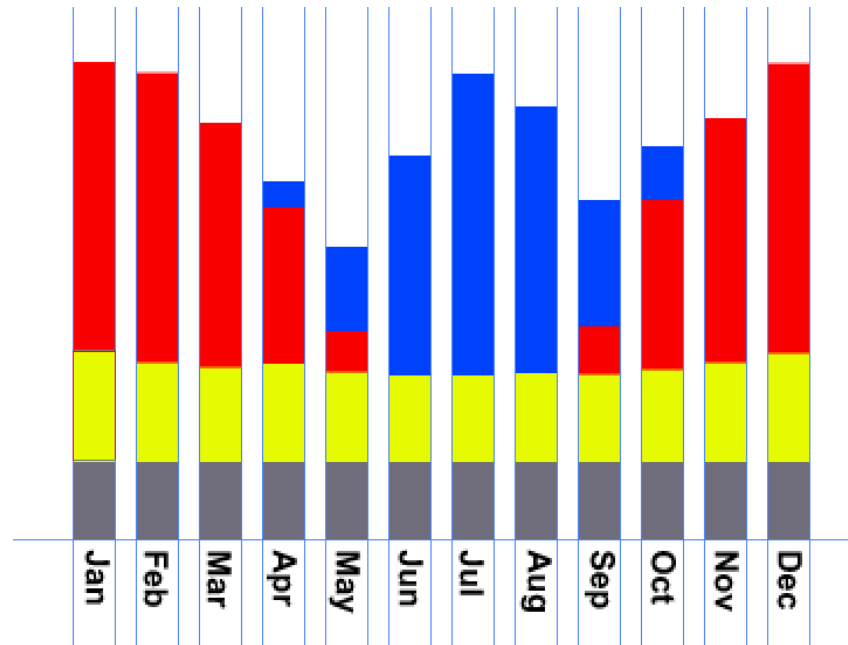
470
Carbon
[kgCO₂e/m²]



95
Comfort
[%]

Goals

Goals:



Sum of energy consumed



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]

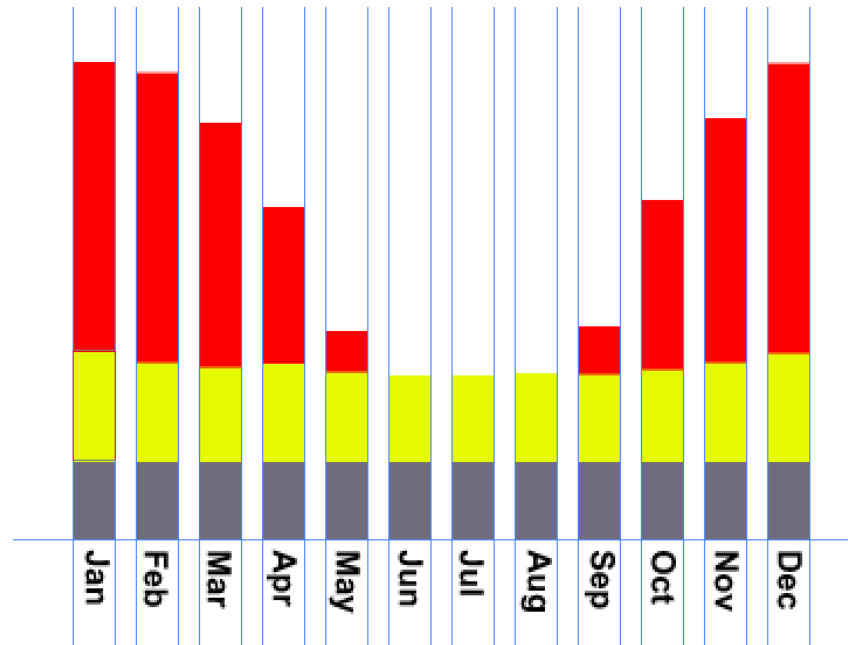


95
Comfort
[%]

Goals

Goals:

- 1) Remove all mechanical cooling need



Sum of energy consumed



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]

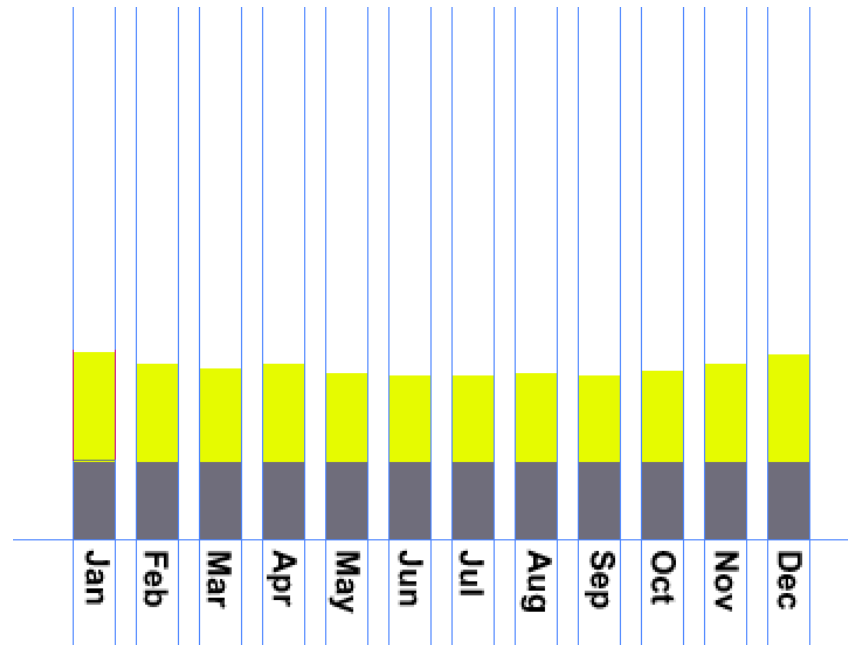


95
Comfort
[%]

Goals

Goals:

- 1) Remove all mechanical cooling need
- 2) Remove all mechanical heating need



Sum of energy consumed



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]

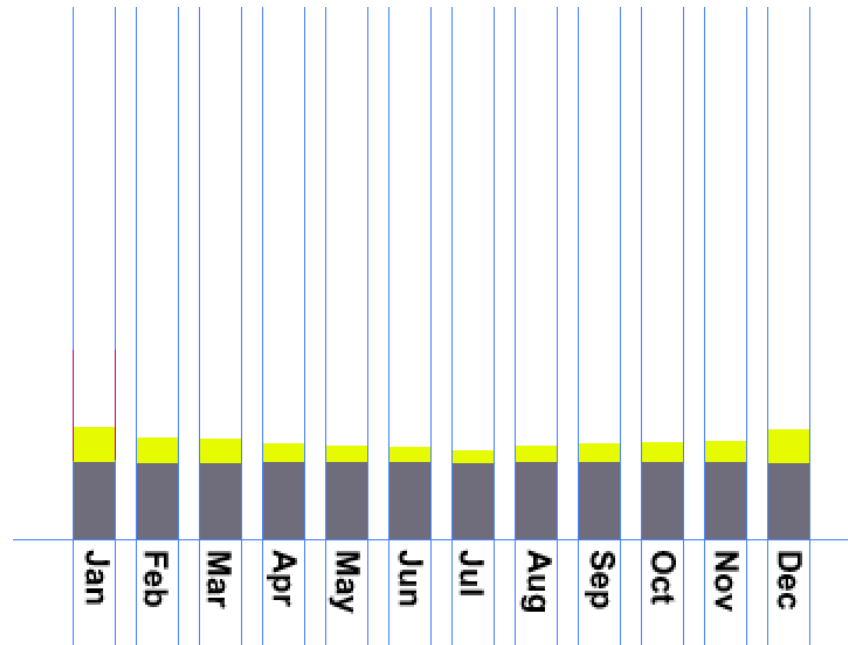


95
Comfort
[%]

Goals

Goals:

- 1) Remove all mechanical cooling need
- 2) Remove all mechanical heating need
- 3) Remove all artificial lighting when the sun is up



Sum of energy consumed



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]



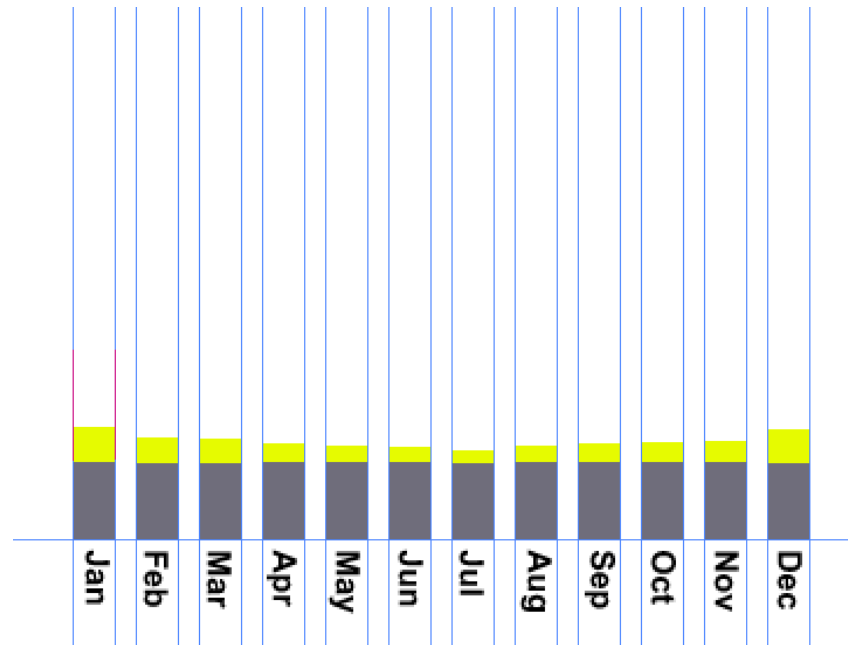
95
Comfort
[%]

Goals

Goals:

- 1) Remove all mechanical cooling need
- 2) Remove all mechanical heating need
- 3) Remove all artificial lighting when the sun is up

* Ignore plug loads



Sum of energy consumed



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]

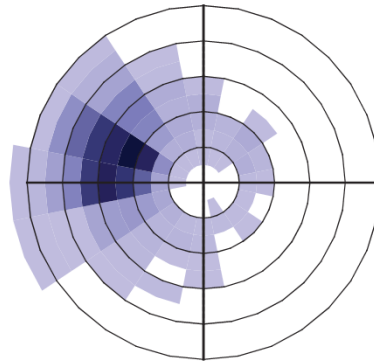
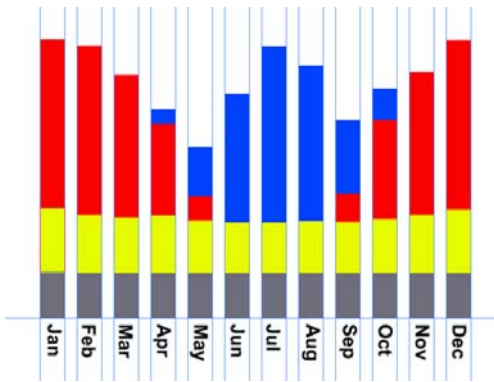


470
Carbon
[kgCO₂e/m²]

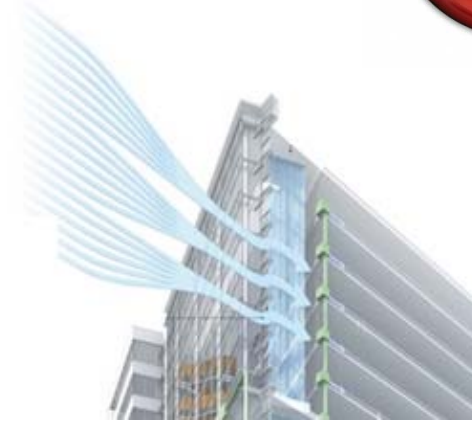


95
Comfort
[%]

Goals



Cooling



Cool Wind

(Available almost 100% of year)



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]

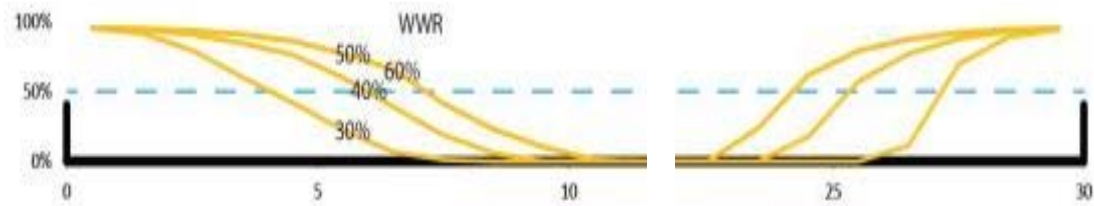
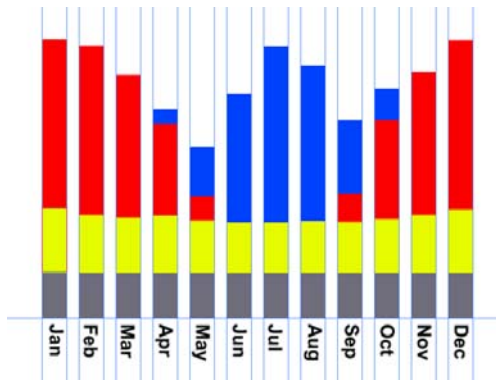


95
Comfort
[%]

Goals



Daylight



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]

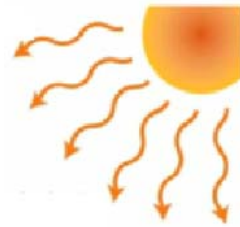
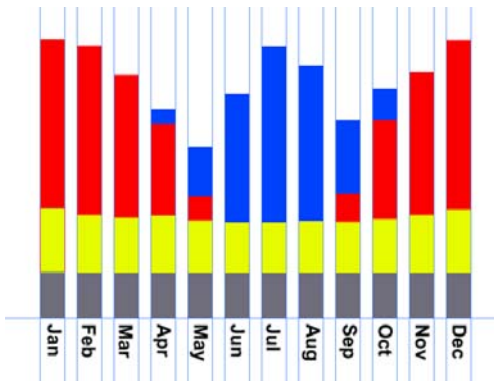


470
Carbon
[kgCO₂e/m²]



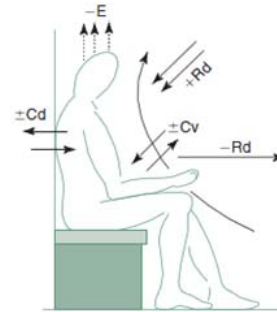
95
Comfort
[%]

Goals



Sun

Heating



Occupants

Free internal gains



Equipment



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]



95
Comfort
[%]

Goals



Don't control people. Advise people.



1.5
Density
[FAR]



9.5
Finance
[IRR %]



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]

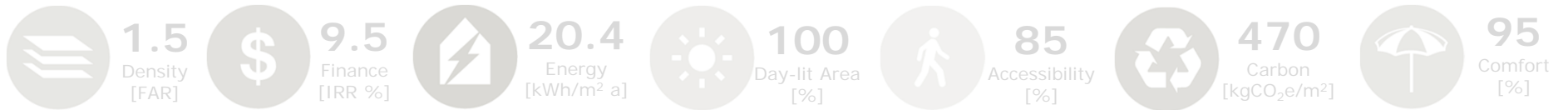


95
Comfort
[%]

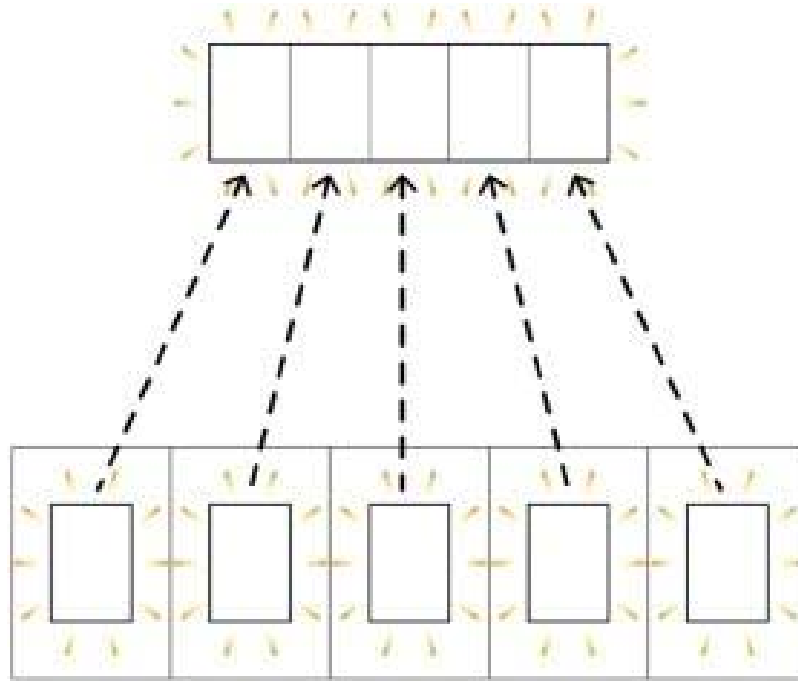
Goals



People Centered



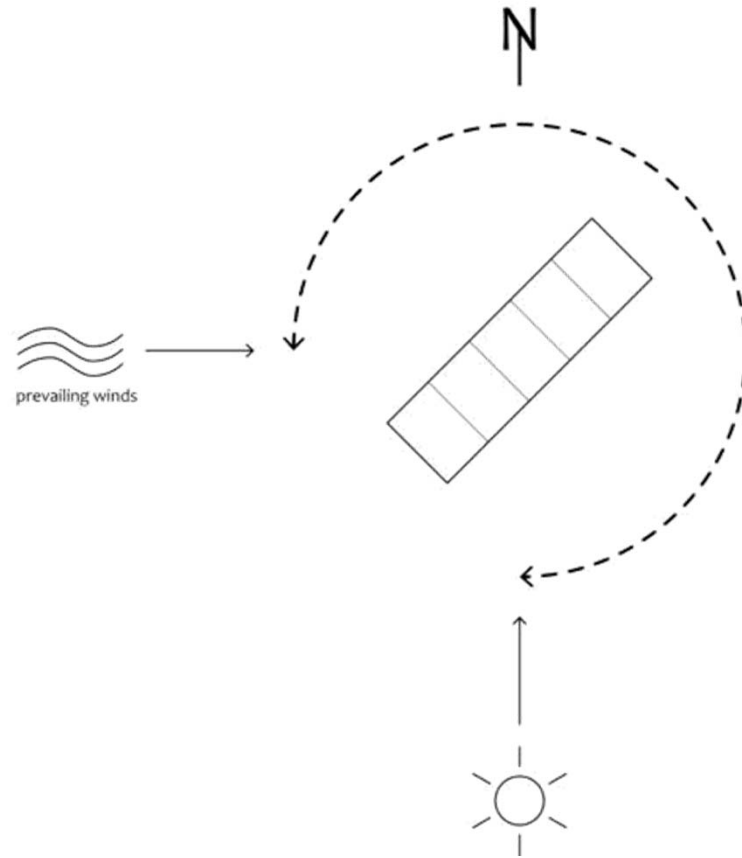
Density: Protoblock



1.5
Density
[FAR]



Density: Protoblock



1.5
Density
[FAR]



Density: Protoblock



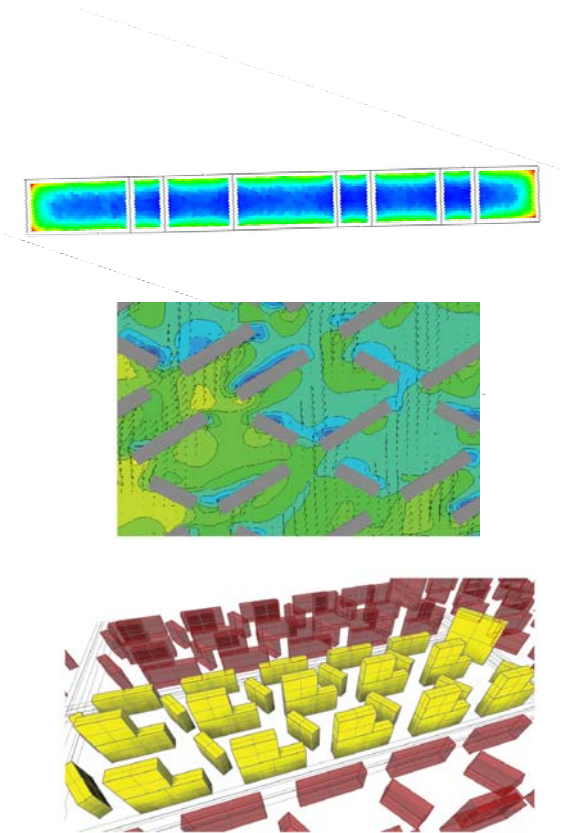
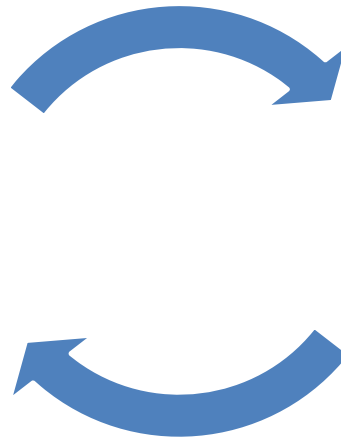
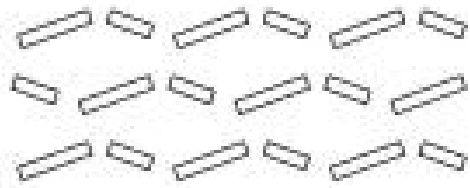
Set of thin Buildings with Solar exposure



1.5
Density
[FAR]



Density: Protoblock



Protoblock

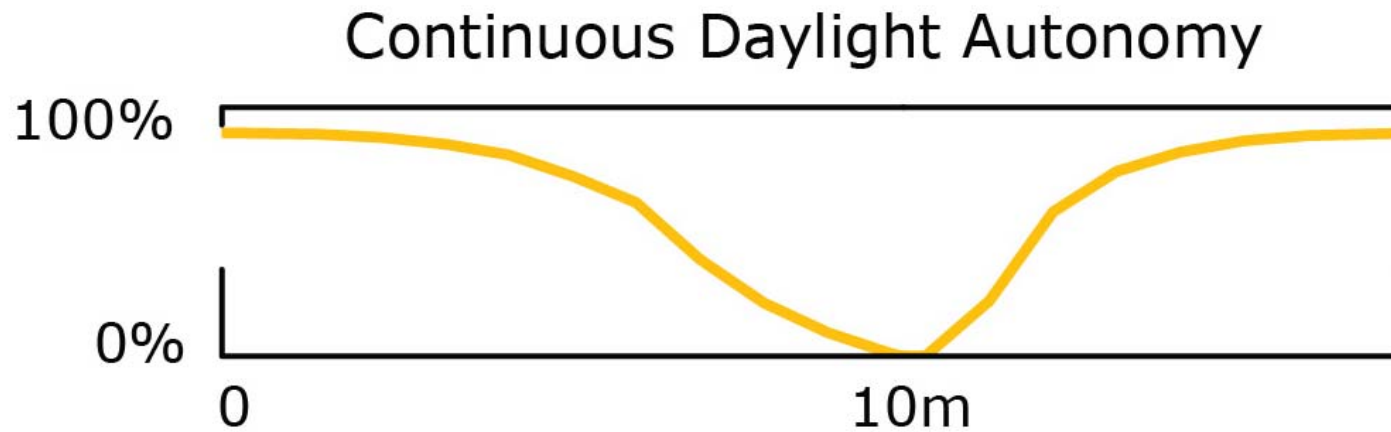
Analysis



1.5
Density
[FAR]



Density: Protoblock



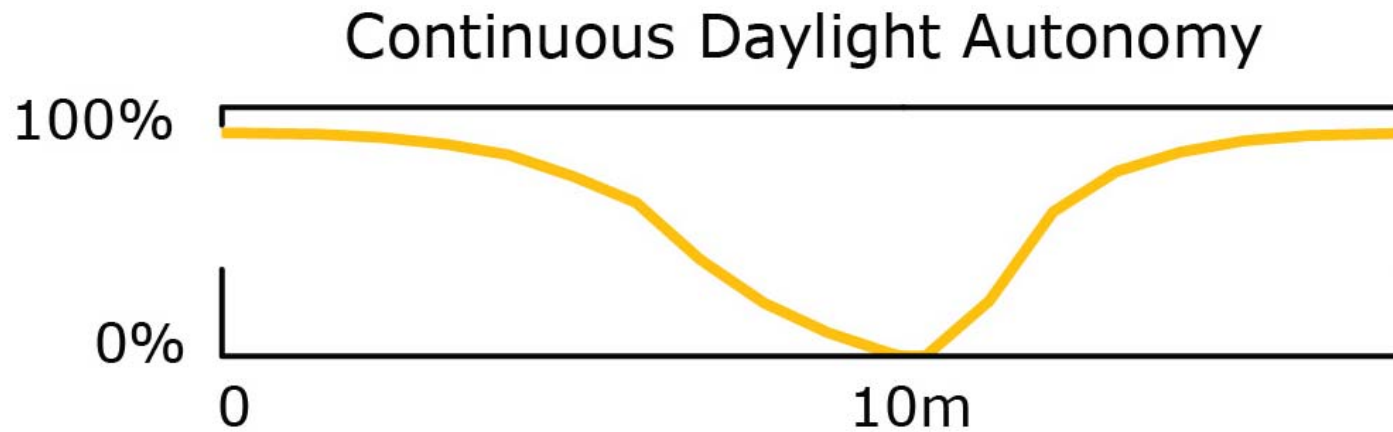
Daysim:
Maximum Building Depth



1.5
Density
[FAR]



Density: Protoblock



Daysim:
Maximum Building Depth

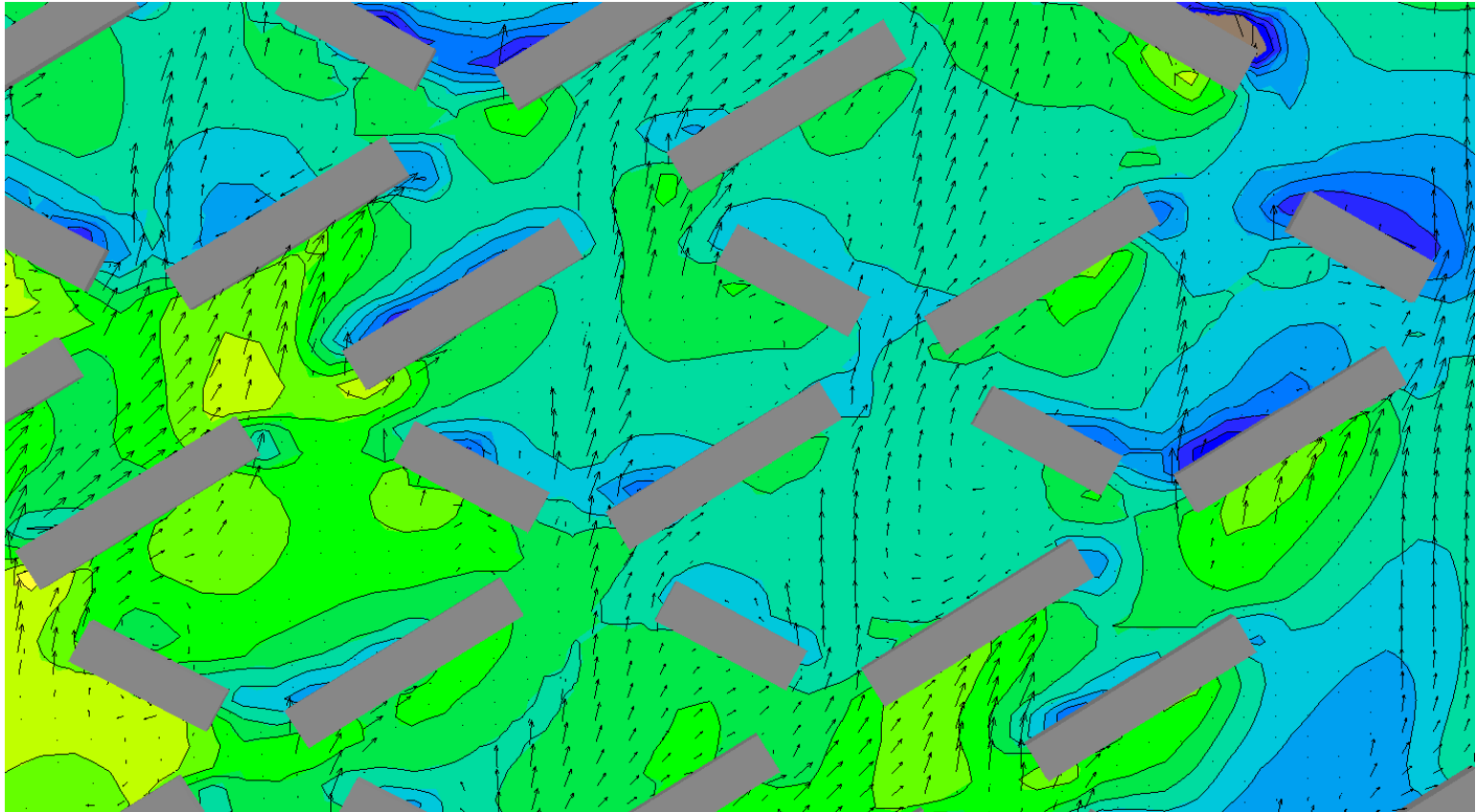
Fixed @ **8.0 m**
(exceptions for commercial space)



1.5
Density
[FAR]



Density: Protoblock



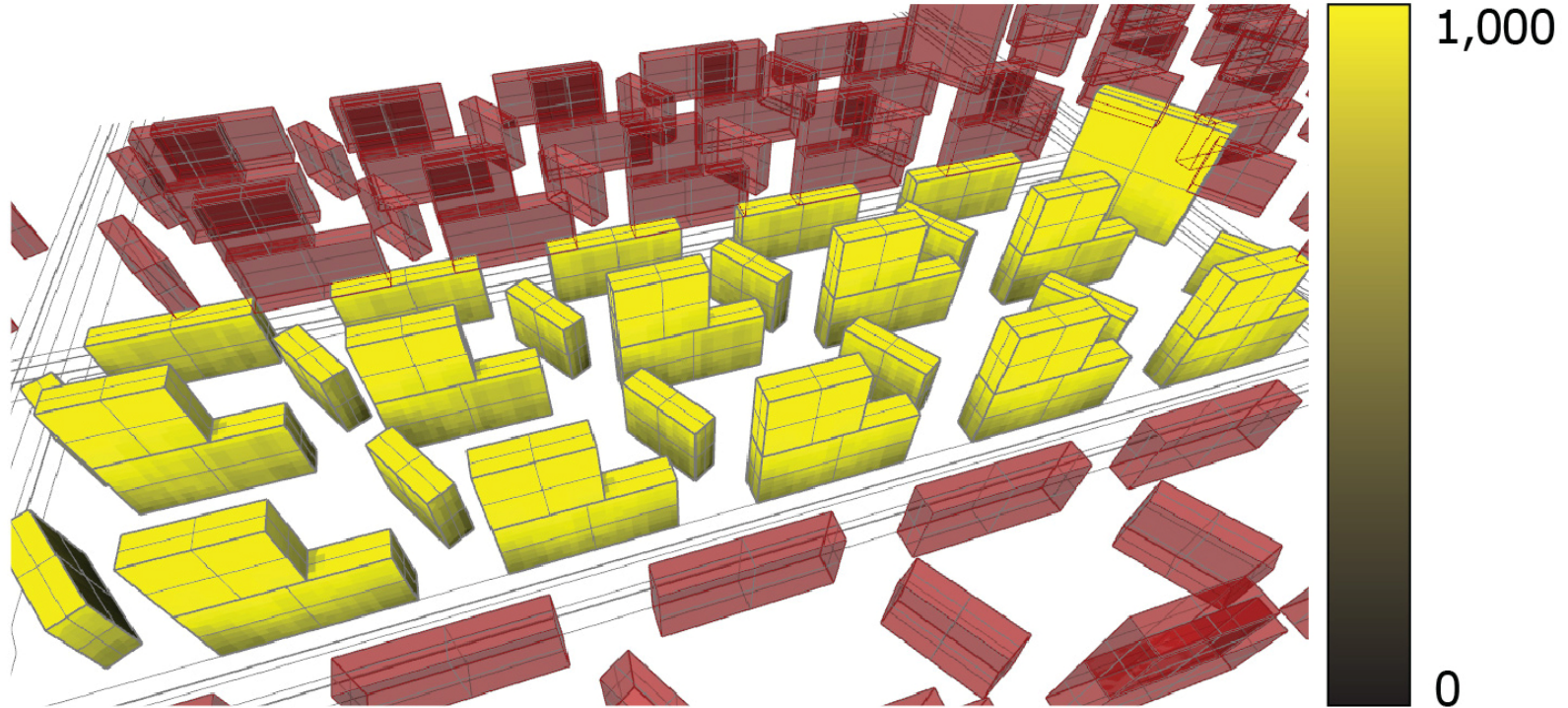
**CFD:
Wind Driven Natural Ventilation Potential**



1.5
Density
[FAR]



Density: Protoblock



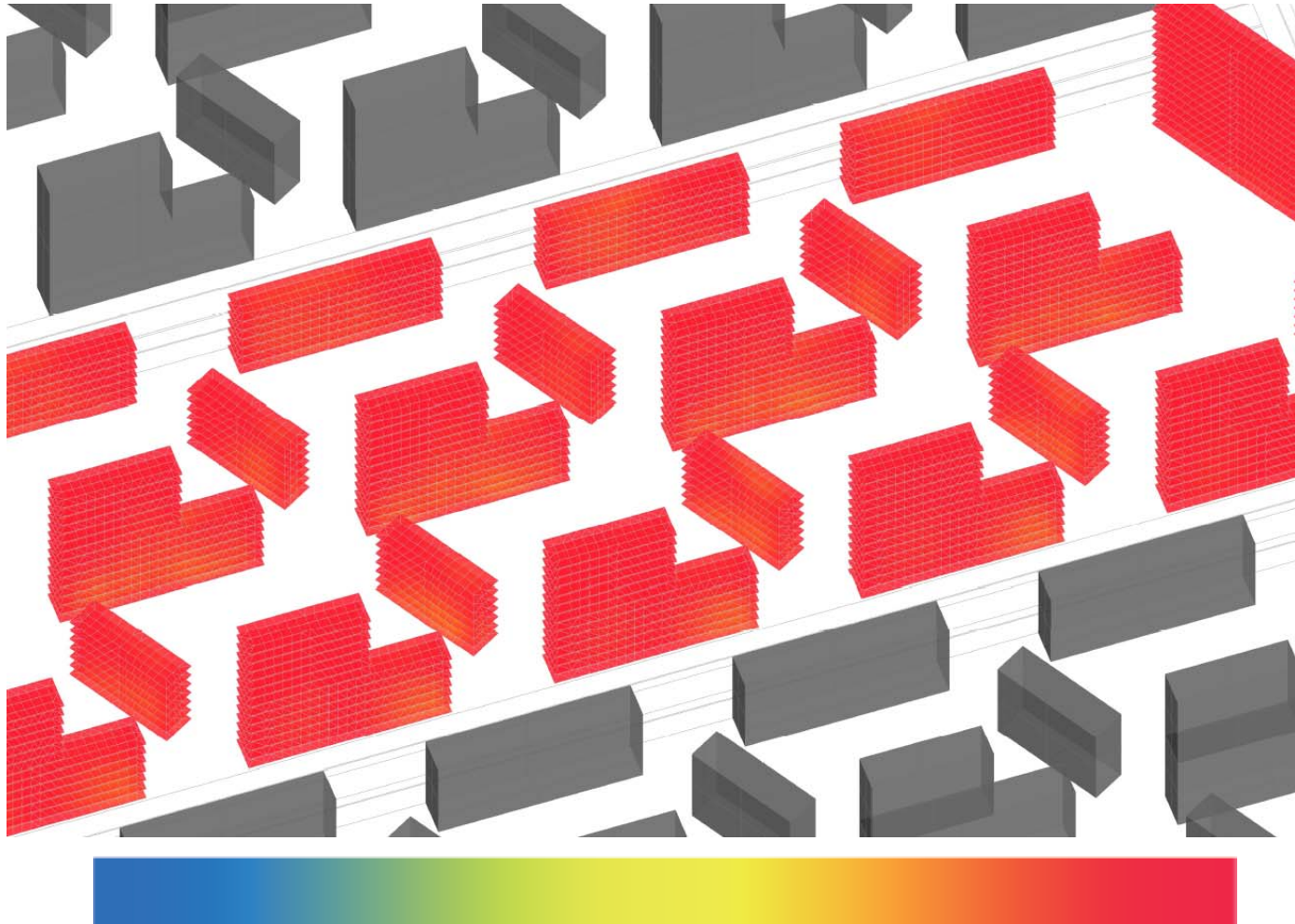
Useful Solar Radiation
Cumulative Radiation when $T_{\text{ambient}} < 18^{\circ} \text{C}$



1.5
Density
[FAR]



Density: Protoblock



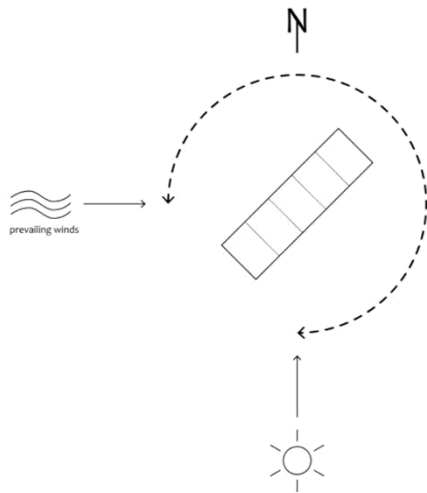
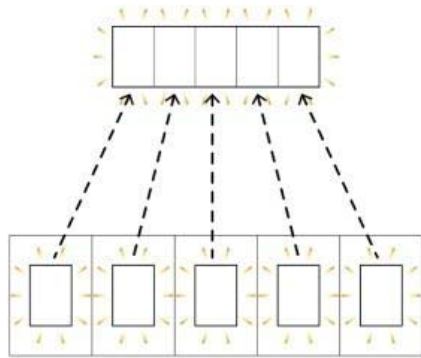
Daylight Area



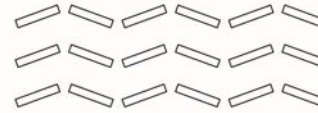
1.5
Density
[FAR]



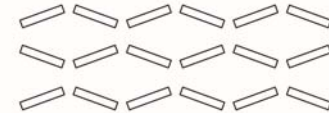
Density: Protoblock



scenario1



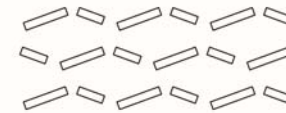
scenario2



scenario3



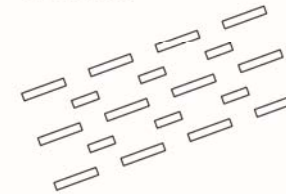
scenario4



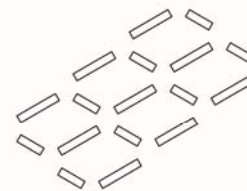
scenario5



scenario6



scenario7

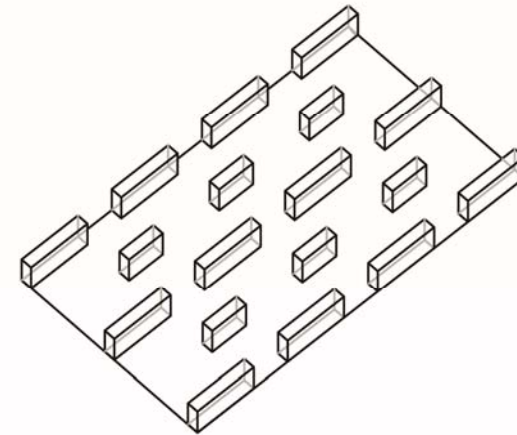
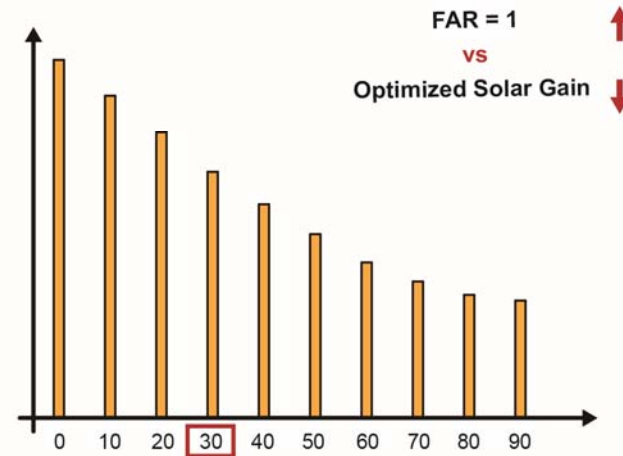


1.5
Density
[FAR]



Density: Protoblock

South_0	Average Solar Gain 700 kwh/m ²
South_10	Average Solar Gain 630 kwh/m ²
South_20	Average Solar Gain 557 kwh/m ²
South_30	Average Solar Gain 482 kwh/m ²
South_40	Average Solar Gain 417 kwh/m ²
South_50	Average Solar Gain 359 kwh/m ²
South_60	Average Solar Gain 304 kwh/m ²
South_70	Average Solar Gain 267 kwh/m ²
South_80	Average Solar Gain 241 kwh/m ²
South_90	Average Solar Gain 230 kwh/m ²



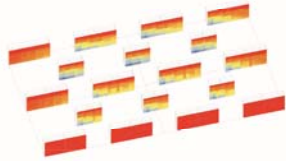
1.5
Density
[FAR]



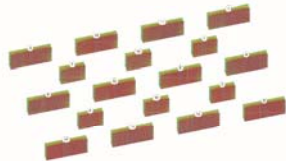
Density: Protoblock

Optimized Solar Gain Model

FAR = 1 Average **482** kwh/m²



Continuous Daylight Autonomy

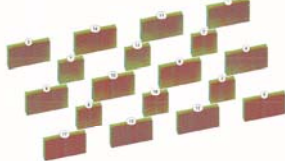


2 Ways to Raise FAR_ **Height**

FAR = 1.5 Average **454** kwh/m²



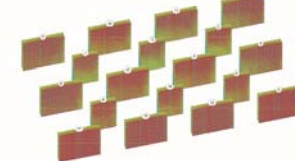
Continuous Daylight Autonomy



FAR = 2 Average **396** kwh/m²



Continuous Daylight Autonomy

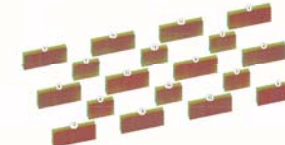


2 Ways to Raise FAR_ **Distance**

FAR = 1.5 Average **463** kwh/m²



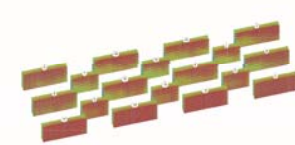
Continuous Daylight Autonomy



FAR = 2 Average **419** kwh/m²



Continuous Daylight Autonomy



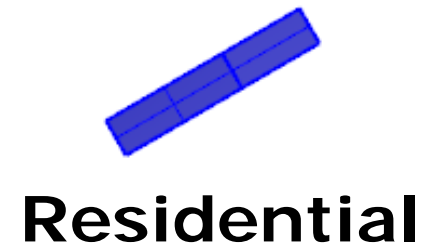
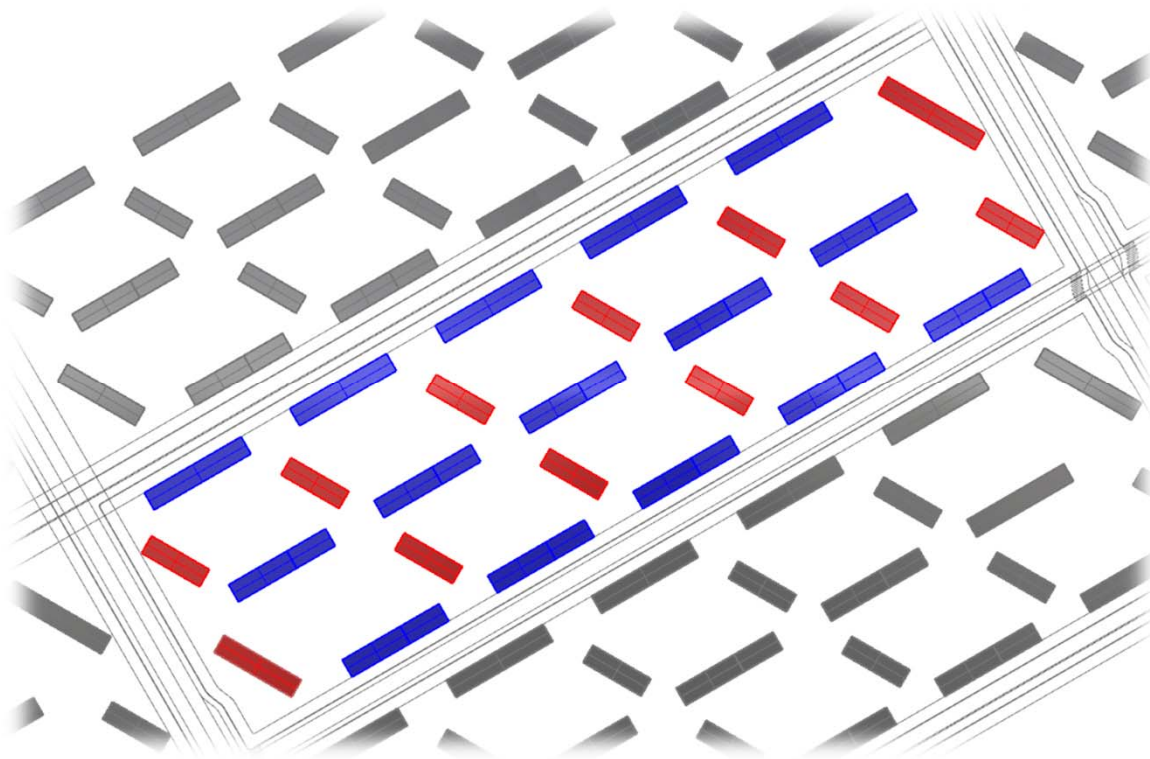
	FAR = 1	Distance FAR = 1.5	Height FAR = 1.5	Distance FAR = 2	Height FAR = 2
Useful Solar Gain					
Average	87.6%	84.2%	82.5%	76.2%	72.0%
Minimum	54.5%	47.6%	41.3%	25.4%	30.7%
Continuous Daylight Autonomy					
Group CDA	66.26%	64.07%	62.78%	58.10%	59.88%



1.5
Density
[FAR]



Density: Protoblock



1.5
Density
[FAR]

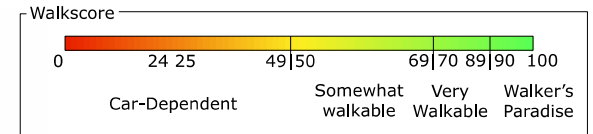


Walkability

- school 1
- restaurant 7
- coffee 13
- shopping 9
- entertainment 5
- Bank 7
- Grocery 12
- Books 4

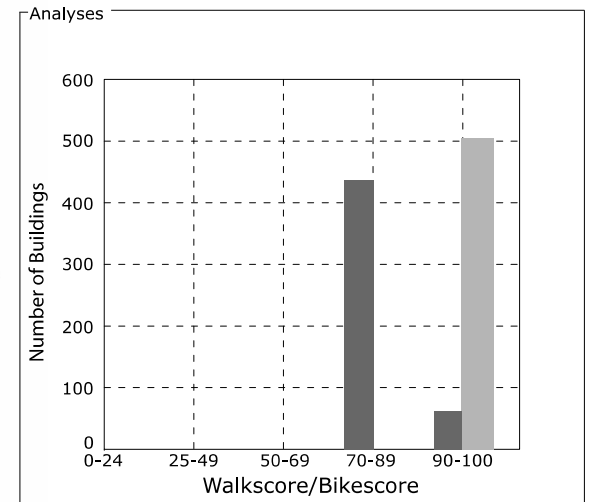


UMI WALKSCORE RESULTS



Scores Breakdown

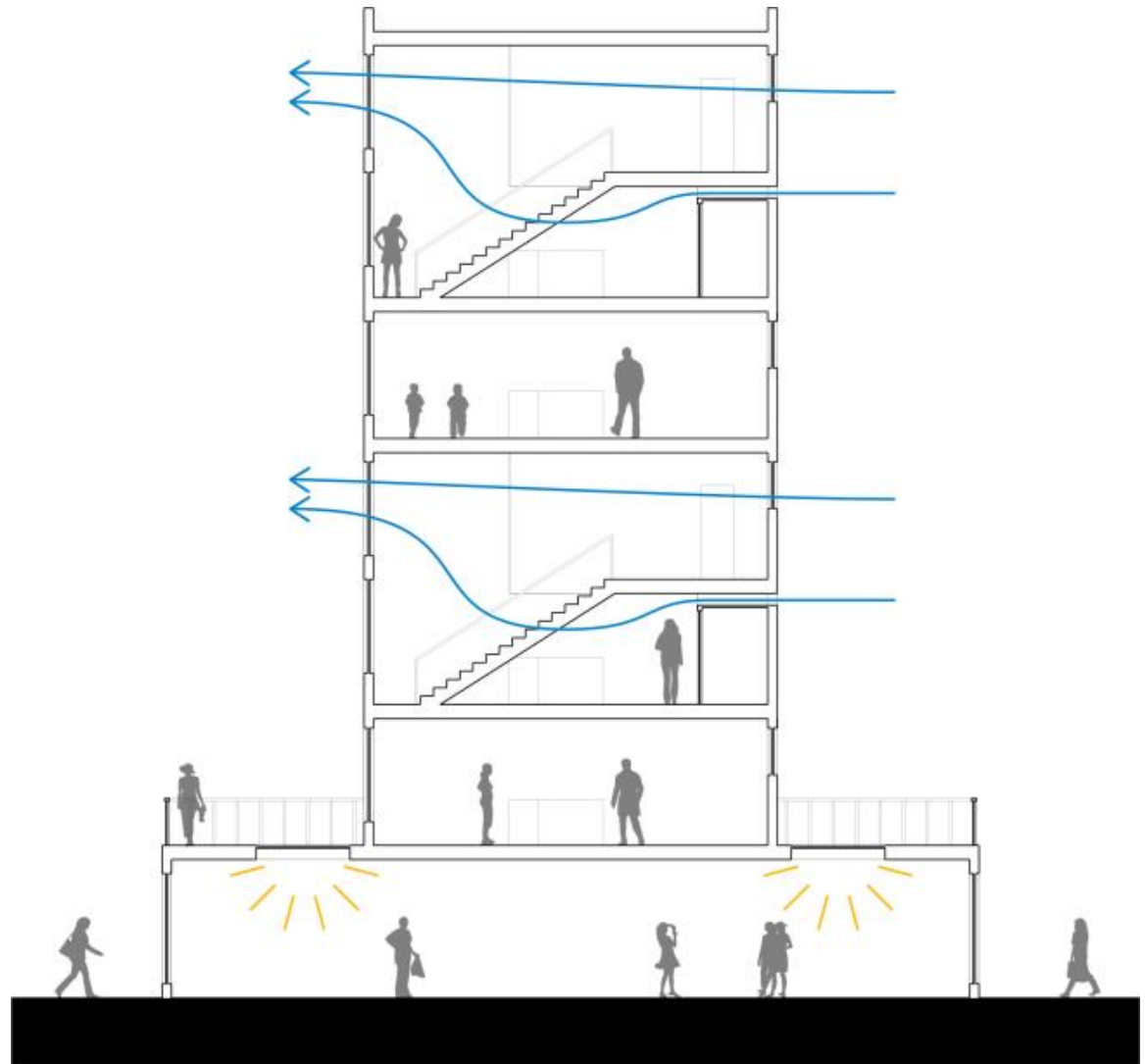
Highest Walkscore	93	Highest Bikescore	96
Lowest Walkscore	63	Lowest Bikescore	95
Average Walkscore	85	Average Bikescore	95



85
Accessibility
[%]



Building Design



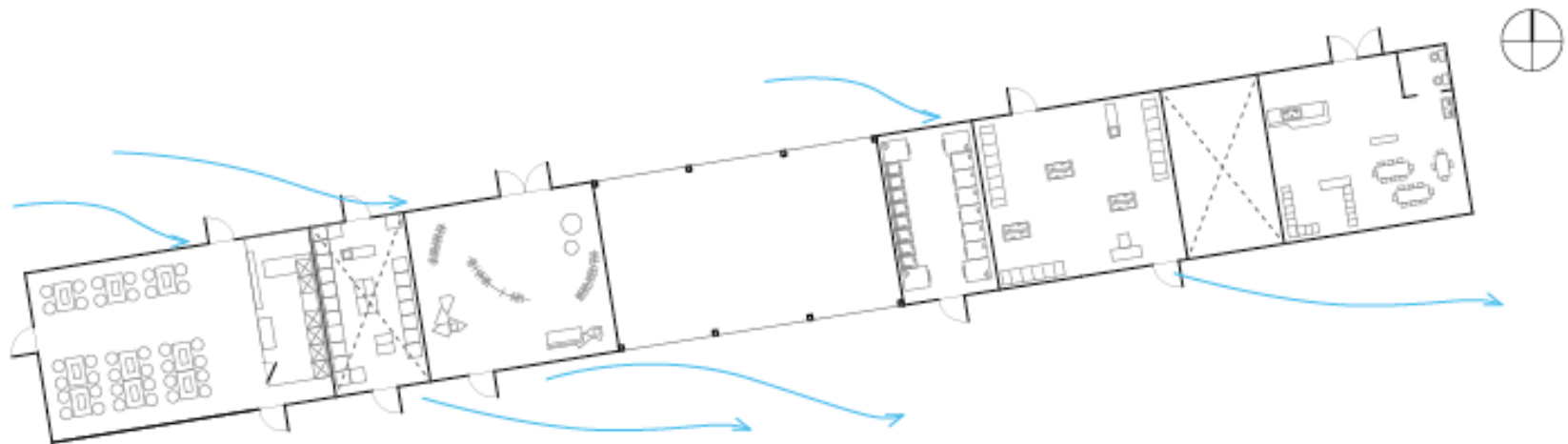
20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



Building Design

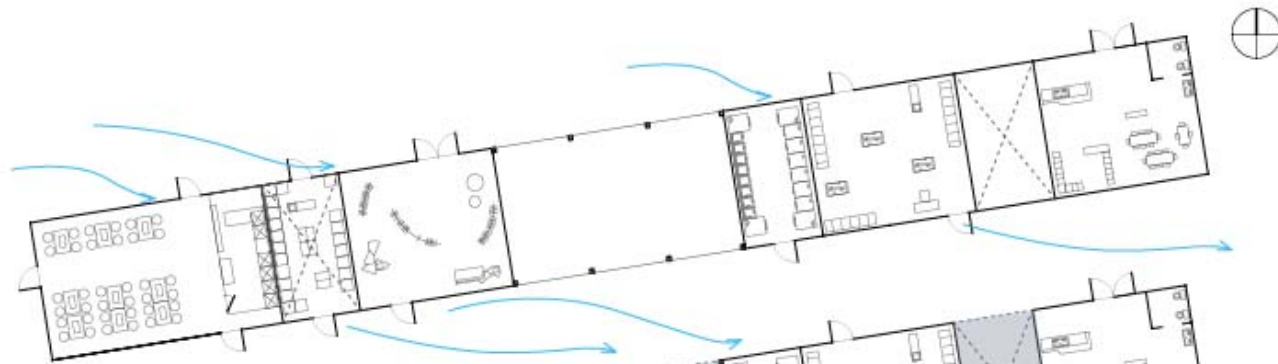


20.4
Energy
[kWh/m² a]

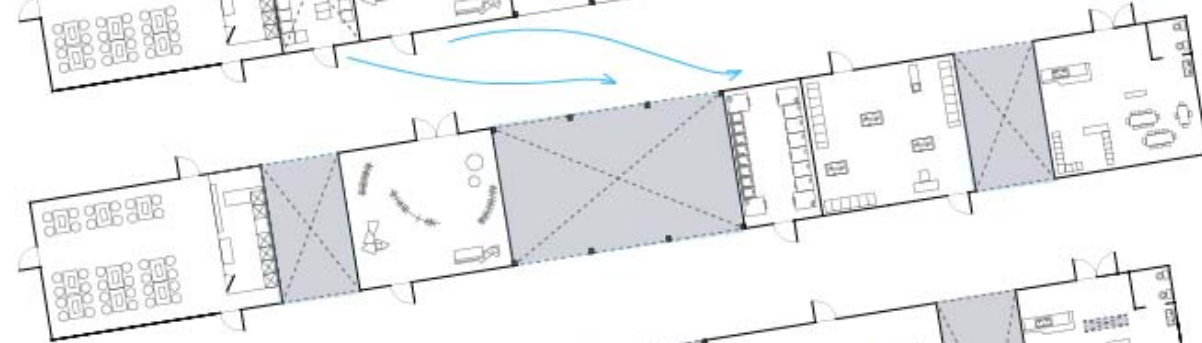


Building Design

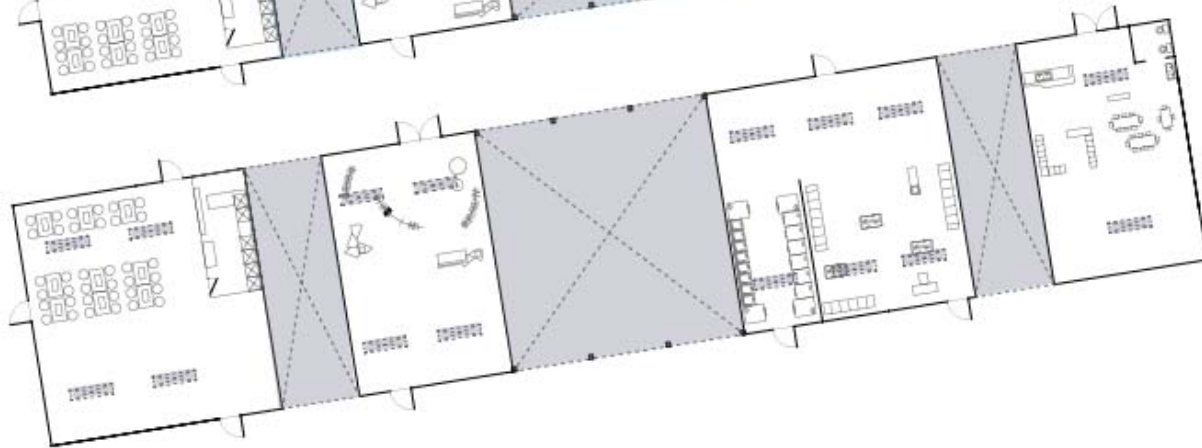
Variation 01



Variation 02



Variation 03



20.4
Energy
[kWh/m² a]



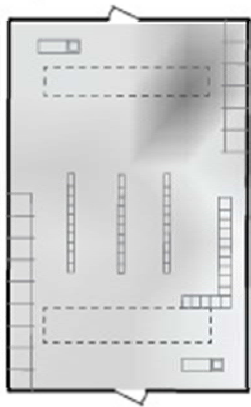
100
Day-lit Area
[%]



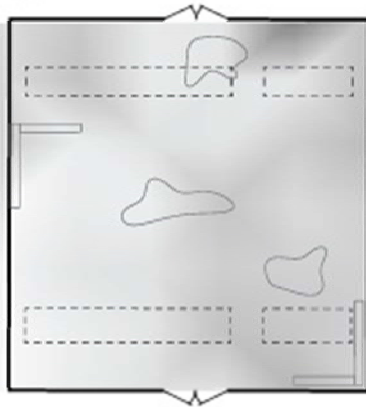
Building Design

First Floor Commercial

Grocery



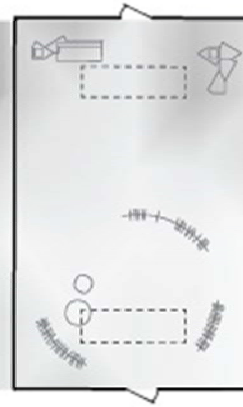
Daycare



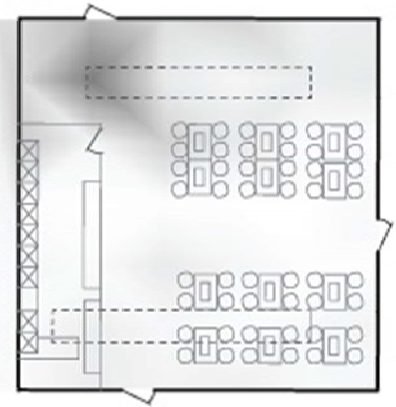
Underpass



Retail



Restaurant



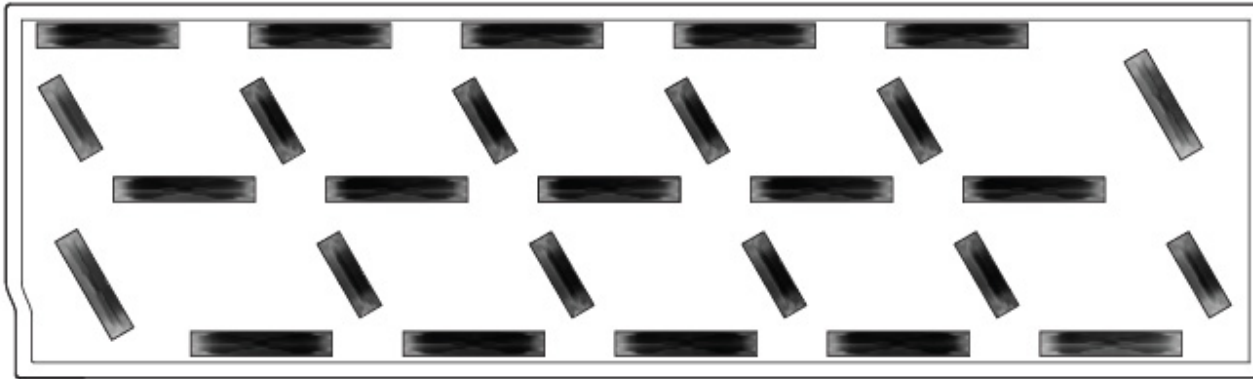
100
Day-lit Area
[%]



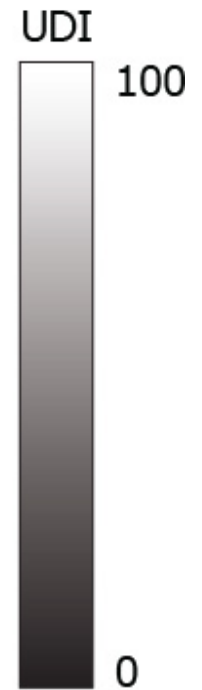
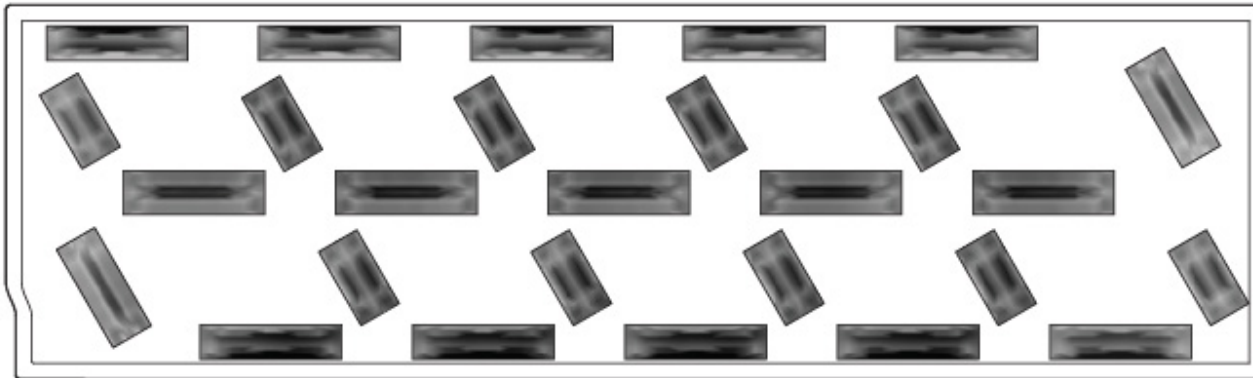
Building Design

First Floor Commercial

8m width



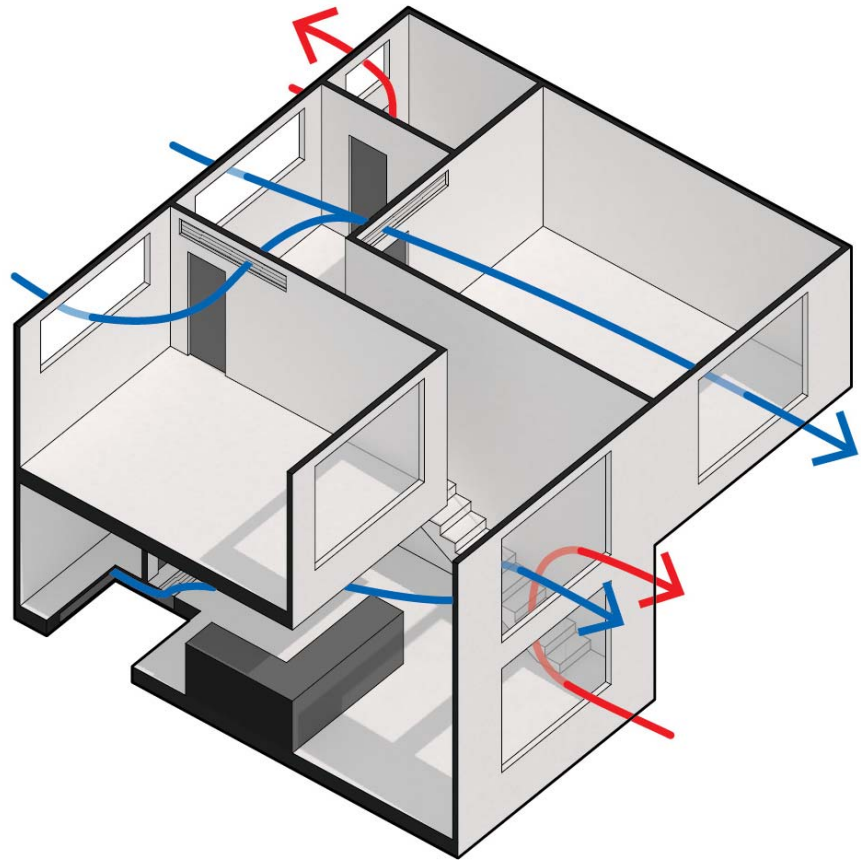
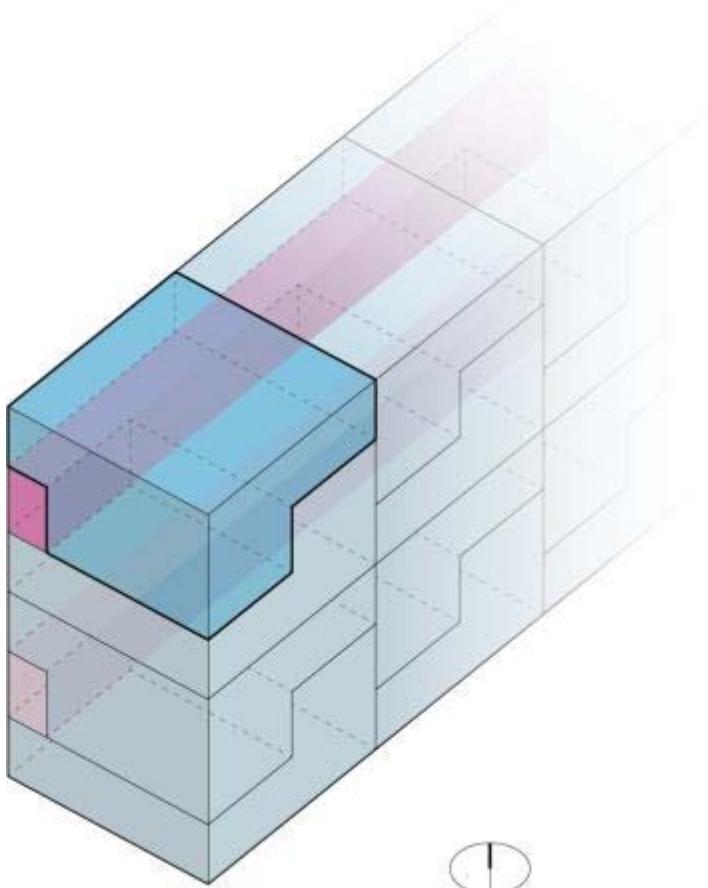
14m width with skylights



100
Day-lit Area
[%]



Building Design



combined ventilation



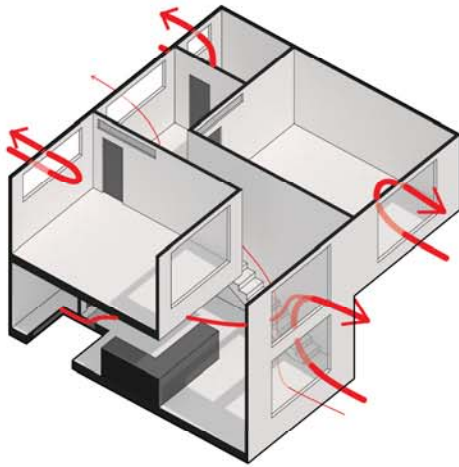
20.4
Energy
[kWh/m² a]



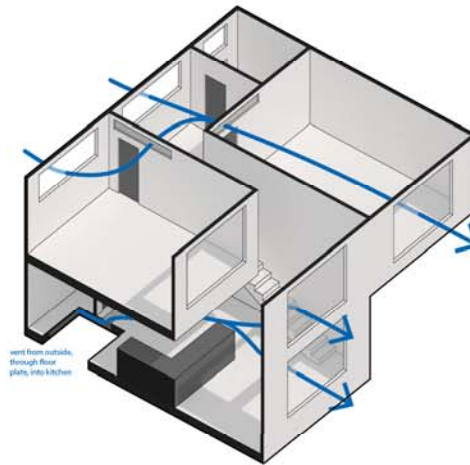
100
Day-lit Area
[%]



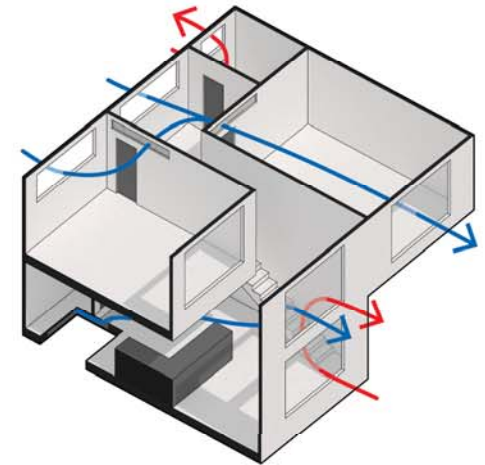
Building Design



buoyancy driven ventilation



wind driven ventilation



combined ventilation



20.4
Energy
[kWh/m² a]



Embodied carbon – Goals

- ✓ Maintains operational energy
- ✓ Lower carbon than existing development



- Carbon Intensity Factors (kg CO₂/ kg material)
- Material quantities (kg/m²)

Global Warming Potential or GWP (kg CO₂ / m²)

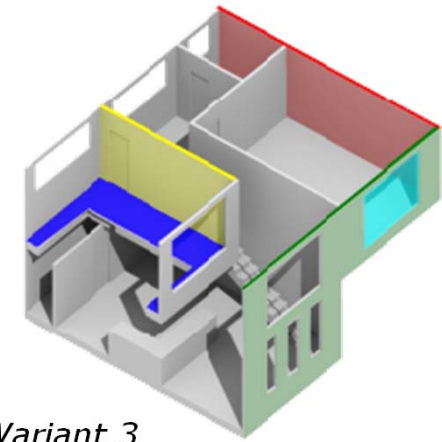
<i>Total Residential V3</i>	509 kg CO ₂ / m ²
<i>Total Commercial V2</i>	265 kg CO ₂ / m ²








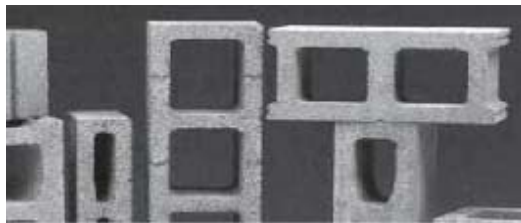
470
Carbon
[kgCO₂e/m²]



Embodied carbon – Residential



	<i>Variant 1</i>	<i>Variant 2</i>	<i>Variant 3</i>
 Structural	Gypsum, concrete, polystyrene, brick	Reinforced concrete	Timber, wood chips, greenboard
 Exterior	Gypsum, concrete, polystyrene, brick	Timber, wood chips	Timber, wood chips
 Interior	Gypsum, brick	Timber	Timber frame, wood chips
 Floor	Timber, screed cast concrete, urea foam	Pretensioned concrete	Linoleum, HDF, cork insulation, concrete slab
 Windows	Timber framed	Timber framed	Timber framed
GWP	1021 kg CO2/m2	942 kg CO2/m2	509 kg CO2/m2

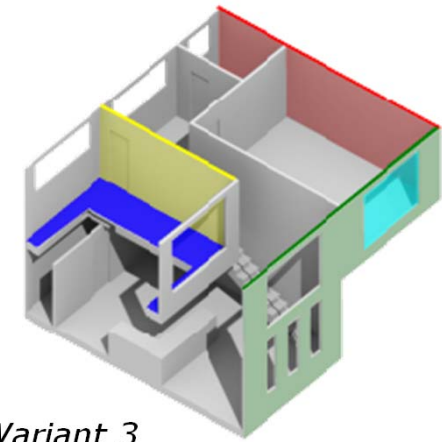


470
Carbon
[kgCO₂e/m²]

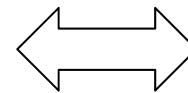
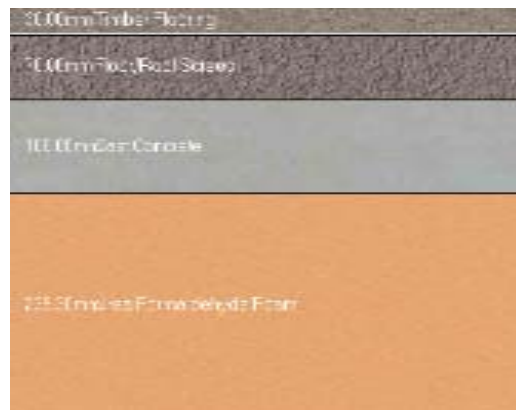


Embodied carbon – Residential

✓ Maintains operational energy



	<i>Variant 1</i>	<i>Variant 2</i>	<i>Variant 3</i>
 Structural	Gypsum, concrete, polystyrene, brick	Reinforced concrete	Timber, wood chips, greenboard
 Exterior	Gypsum, concrete, polystyrene, brick	Timber, wood chips	Timber, wood chips
 Interior	Gypsum, brick	Timber	Timber frame, wood chips
 Floor	Timber, screed cast concrete, urea foam	Pretensioned concrete	Linoleum, HDF, cork insulation, concrete slab
 Windows	Timber framed	Timber framed	Timber framed
GWP	1021 kg CO2/m2	942 kg CO2/m2	509 kg CO2/m2



470
Carbon
[kgCO₂e/m²]



Embodied carbon – Commercial

	Variant 1	Variant 2
Roof	Asphalt, glass wool, concrete block, gypsum	Concrete block, insulation, bitumen
Exterior	Brick, XPS, concrete block, gypsum	Timber, rockwool, plaster, brick
Interior	Gypsum, brick	Greenboards
Windows	Timber framed	Timber framed
GWP	344 kg CO2/m2	265 kg CO2/m2



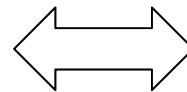
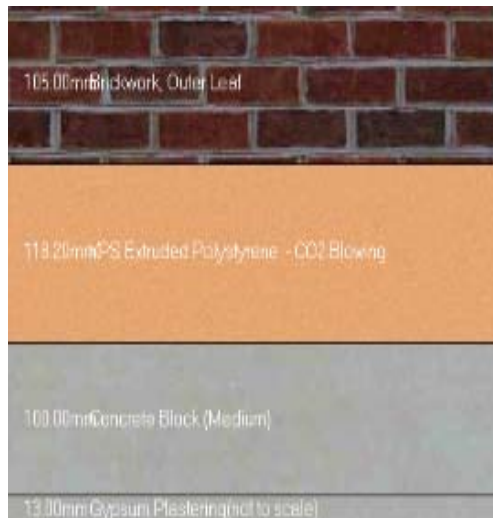
470
Carbon
[kgCO₂e/m²]



Embodied carbon – Commercial

- ✓ Maintains operational energy

	Variant 1	Variant 2
Roof	Asphalt, glass wool, concrete block, gypsum	Concrete block, insulation, bitumen
Exterior	Brick, XPS, concrete block, gypsum	Timber, rockwool, plaster, brick
Interior	Gypsum, brick	Greenboards
Windows	Timber framed	Timber framed
GWP	344 kg CO2/m2	265 kg CO2/m2



470
Carbon
[kgCO₂e/m²]



Embodied carbon

✓ Lower carbon than existing development

Existing Development

Residential

930 Kg CO₂/m²

Commercial

886 kg CO₂/m²



Proposed Design

Residential

509 Kg CO₂/m²

Commercial

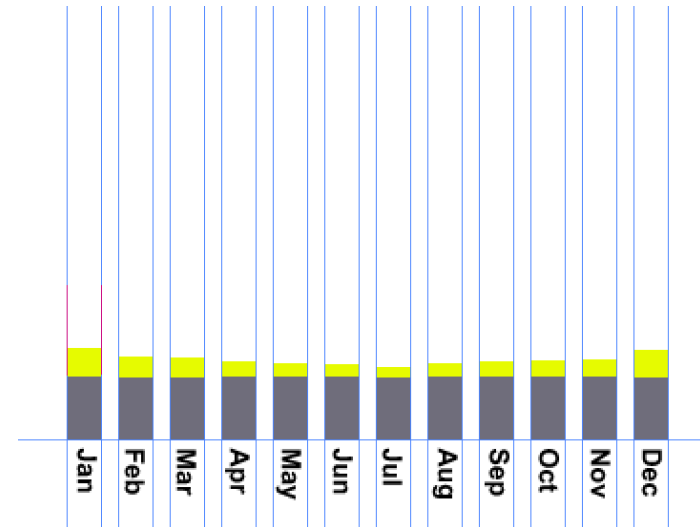
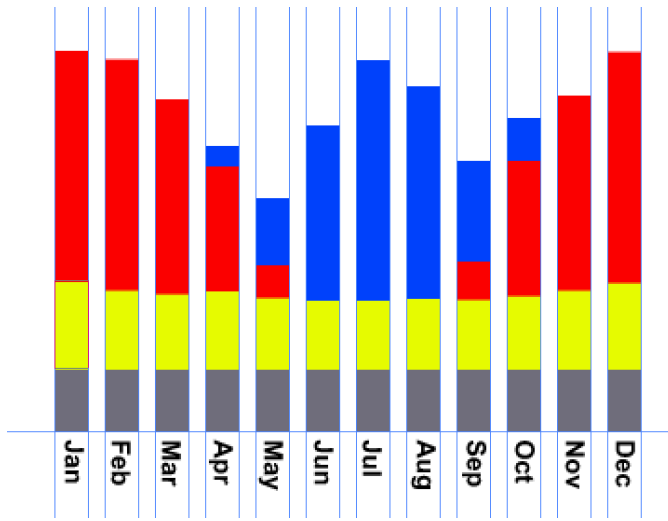
265 kg CO₂/m²



470
Carbon
[kgCO₂e/m²]



Energy Consumption



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



Energy Consumption - Lighting

Worst Lighting Unit?



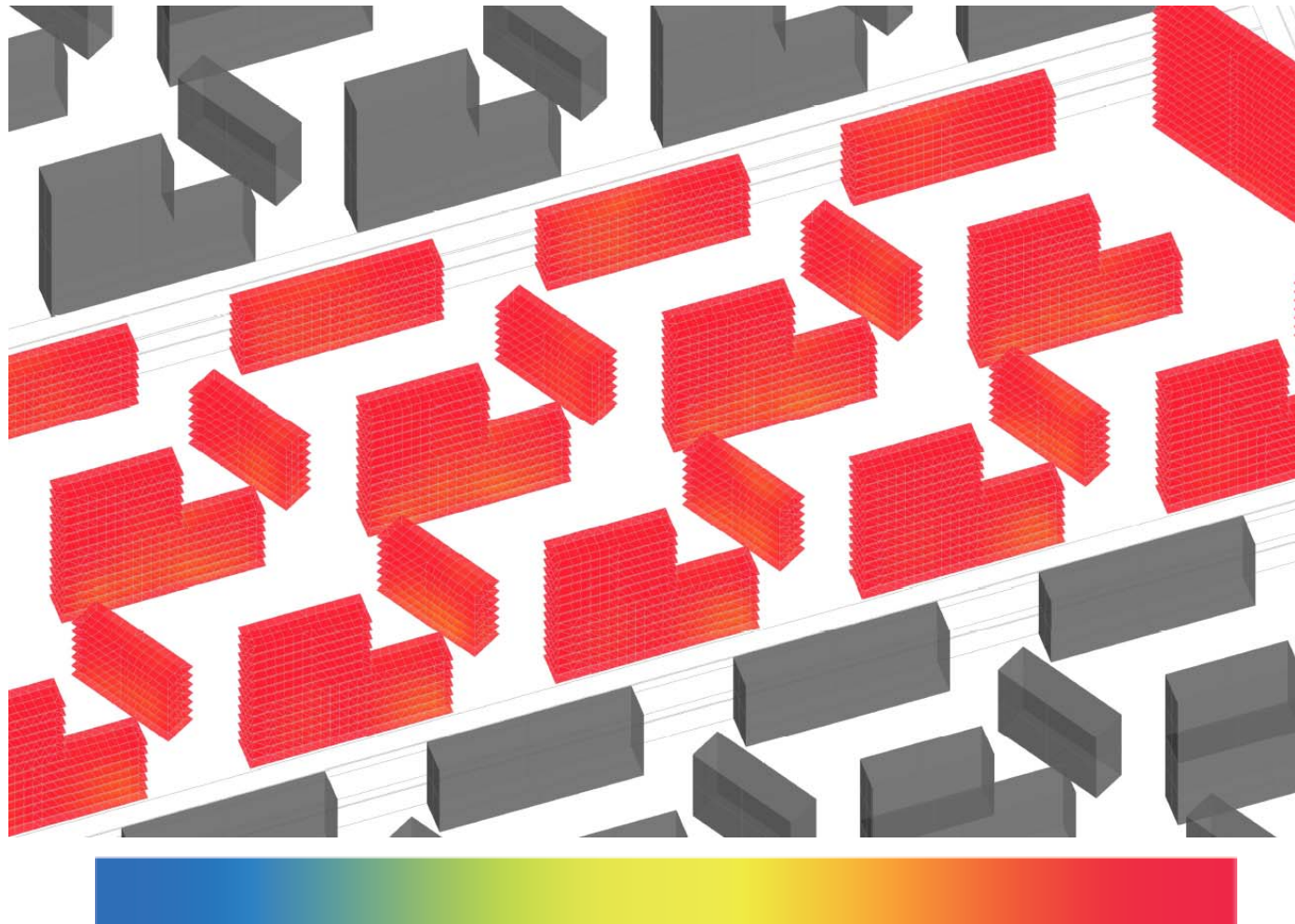
20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



Energy Consumption - Lighting



Daylight Area



20.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



Energy Consumption - Heating

Worst Heating Unit?

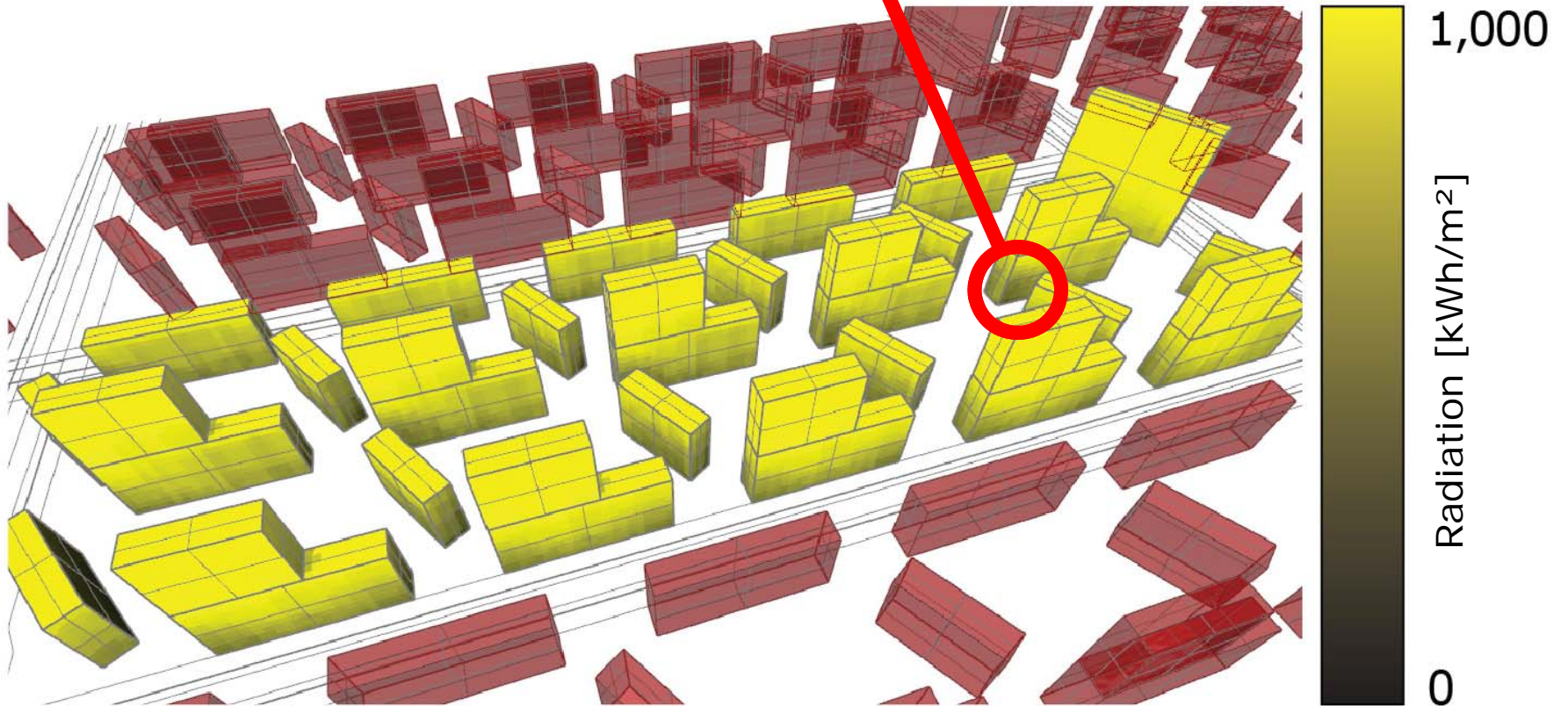


20.4
Energy
[kWh/m² a]



Energy Consumption - Heating

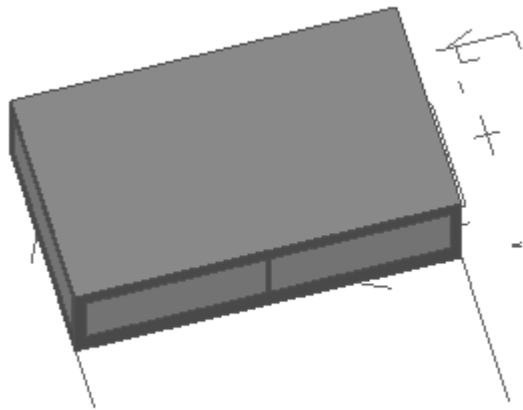
Worst Unit here!



20.4
Energy
[kWh/m² a]



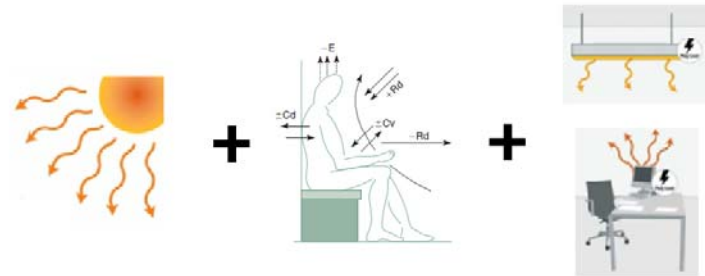
Energy Consumption - Heating



Commercial Space

Restaurant

Insufficient Solar Gain to maintain comfort



Insufficient Heating

Operative dropping to below 12°C on Jan 25th in TMY3 year



20.4
Energy
[kWh/m² a]



Energy Consumption - Heating

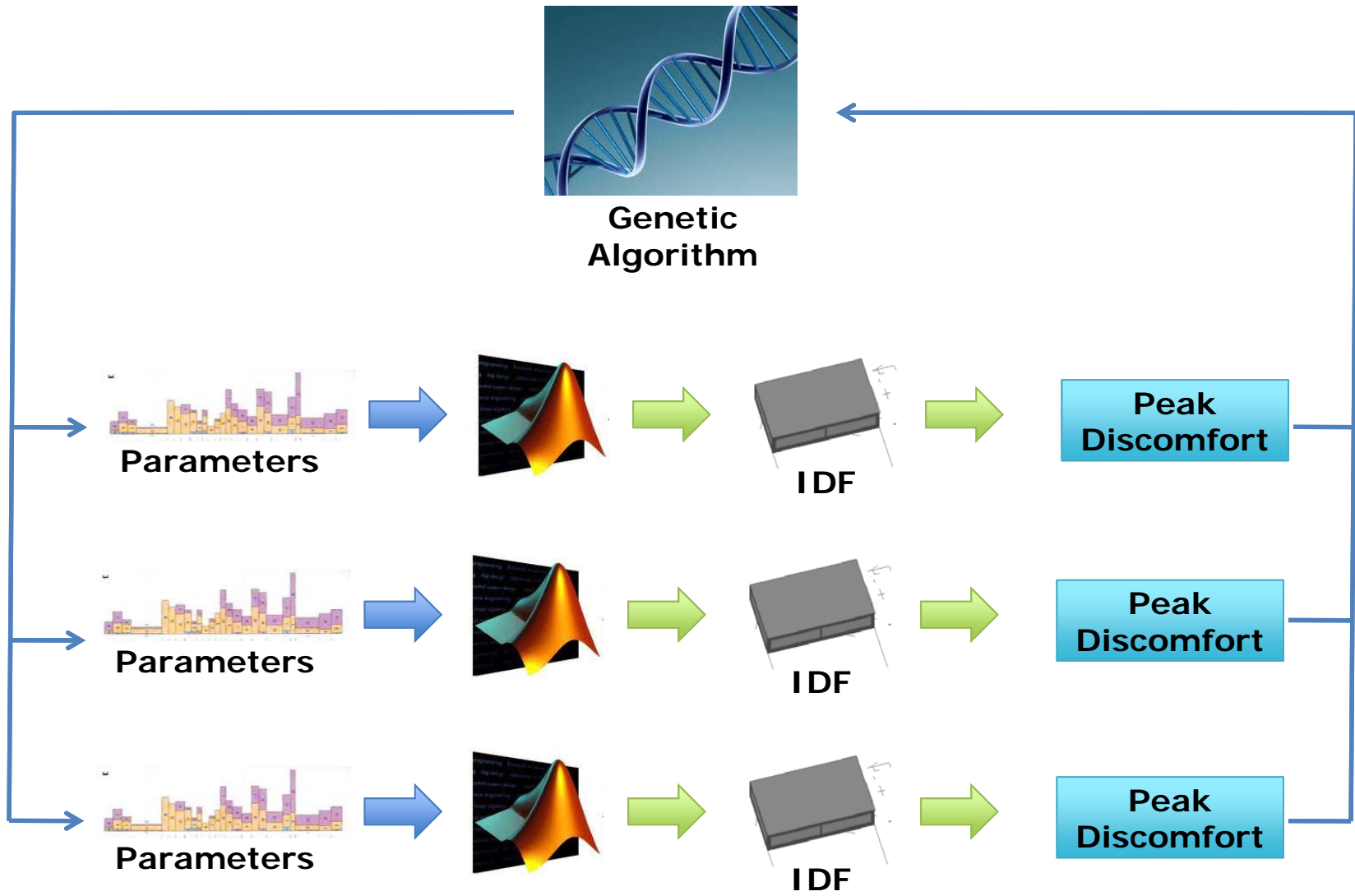


Control Optimization Attempt



20.4
Energy
[kWh/m² a]

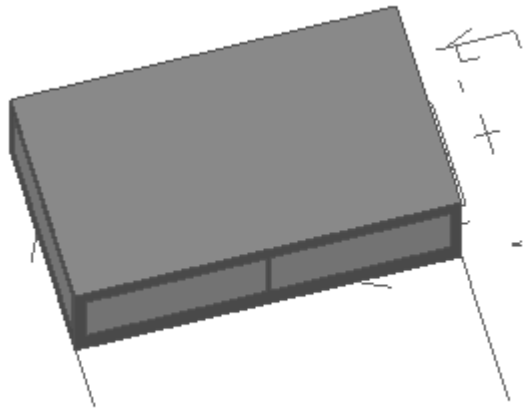




20.4
Energy
[kWh/m² a]

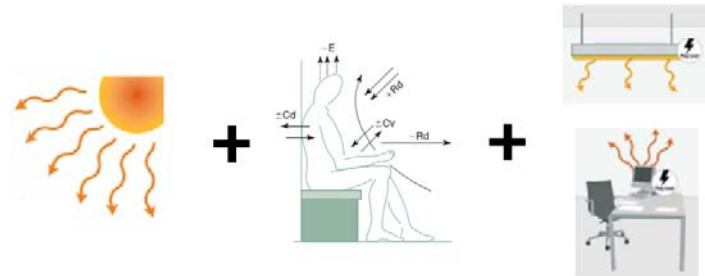


Energy Consumption - Heating



Commercial Space

*Restaurant
Insufficient Solar Gain to maintain comfort*



Unable to solve with Shading

Even with Blinds Open
*24/7 worst operative
temperature ~ 14.5° C*

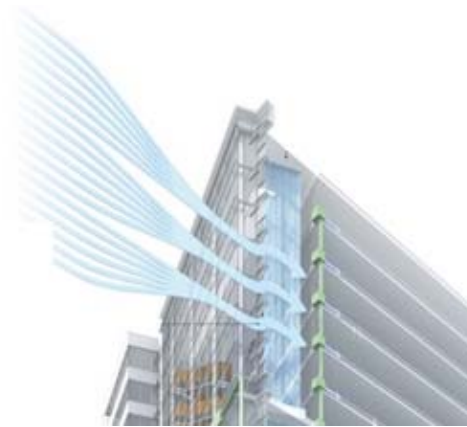
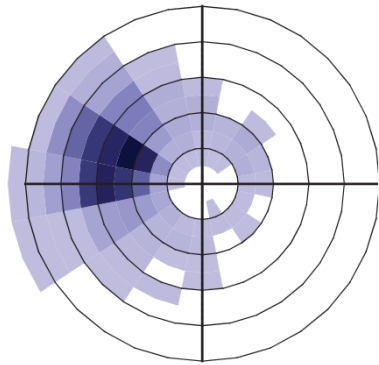
*But over 90% of spaces can
meet heating demand...*



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling



Cooling with Natural ventilation

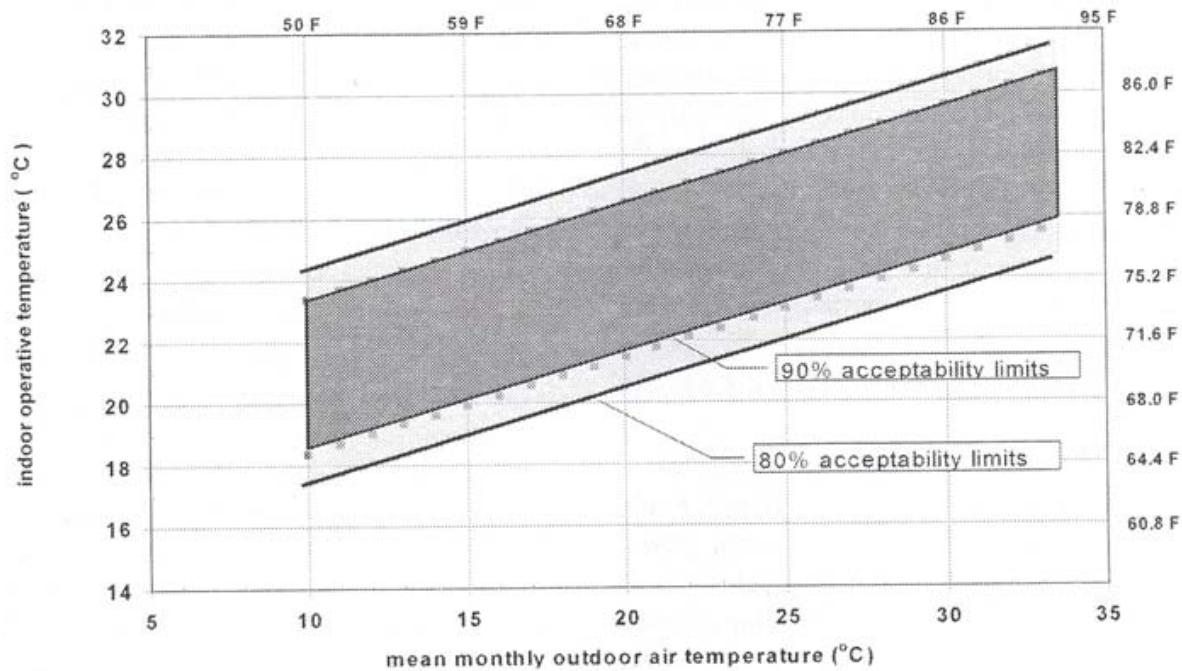


20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling

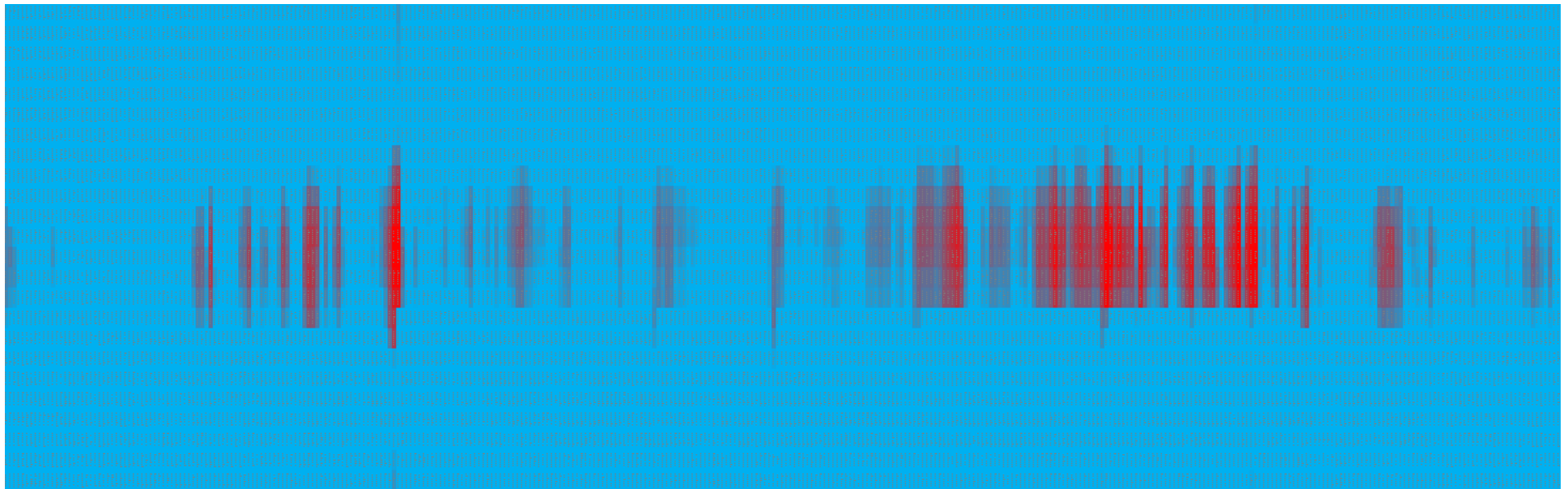
Adaptive thermal comfort **standard**



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling



Jan

Dec

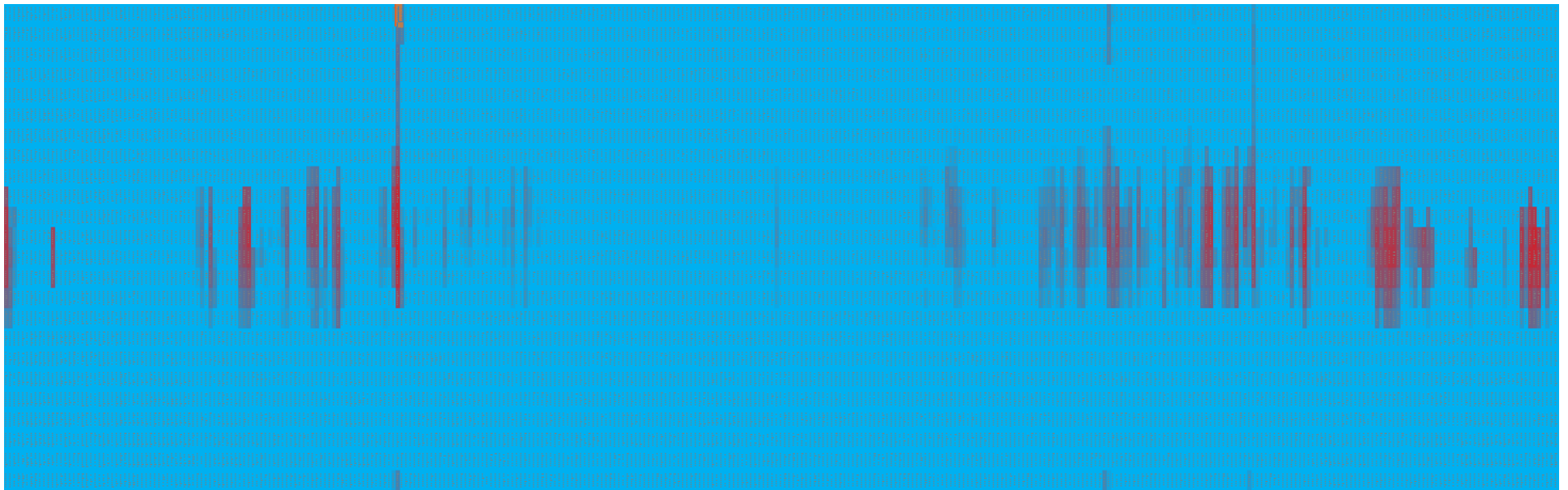
Residential Air Temperature



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling



Jan

Dec

Residential Adaptive Temperature



20.4
Energy
[kWh/m² a]



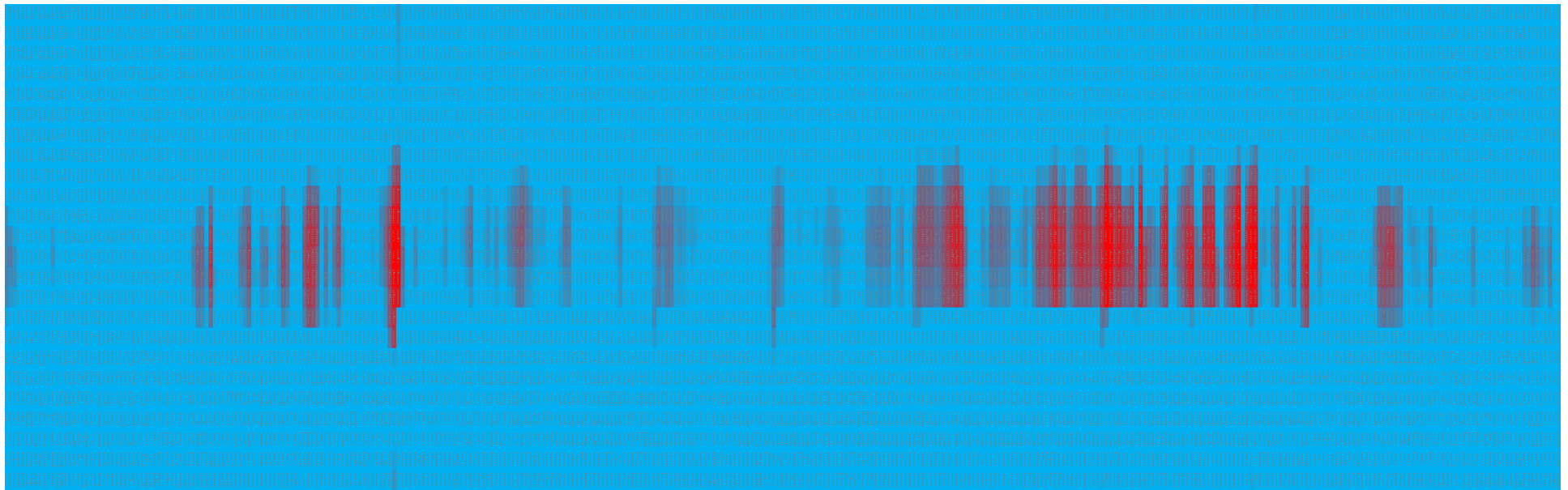
What happens in 2080?



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling



Jan

Dec

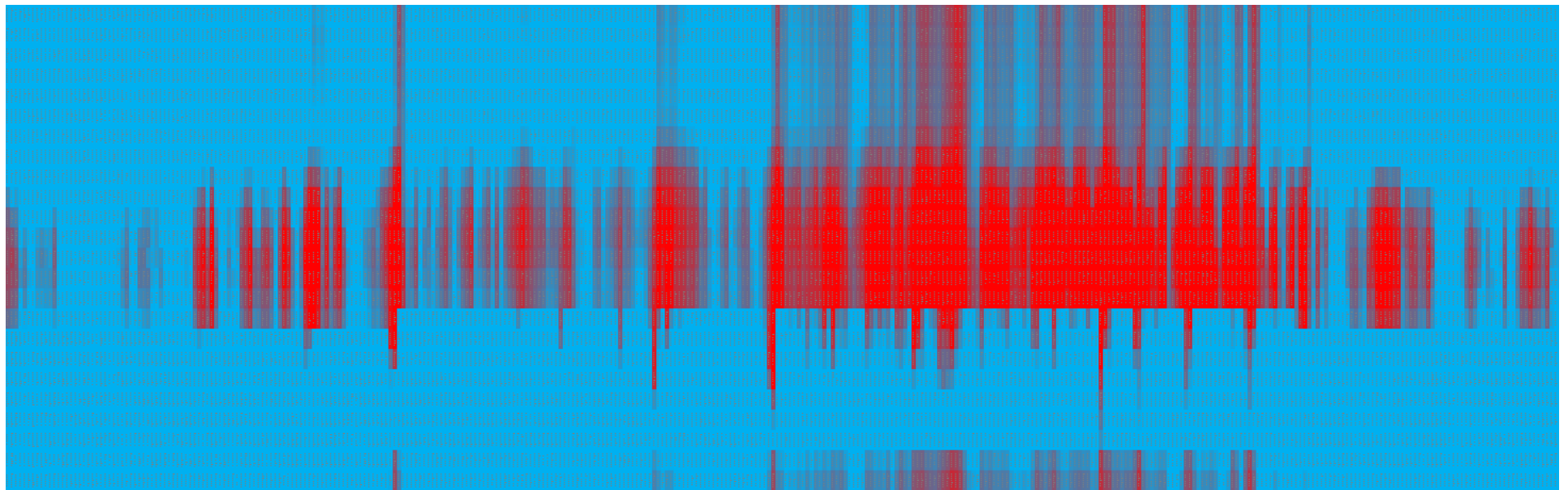
TMY3 Air Temperature



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling



Jan

Dec

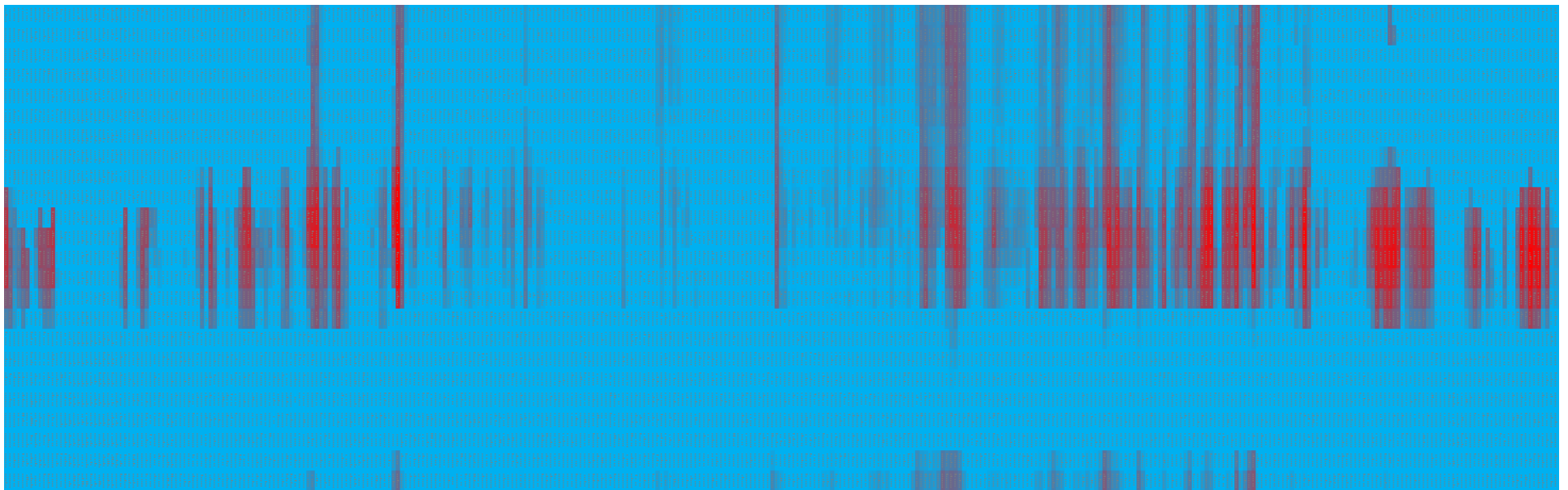
2080 Air Temperature



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling



Jan

Dec

2080 Adaptive Temperature



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling

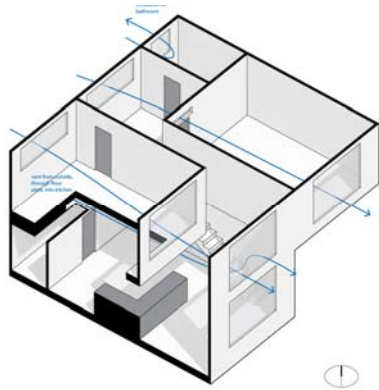
Worst Cooling Unit?
(including 2080)



20.4
Energy
[kWh/m² a]



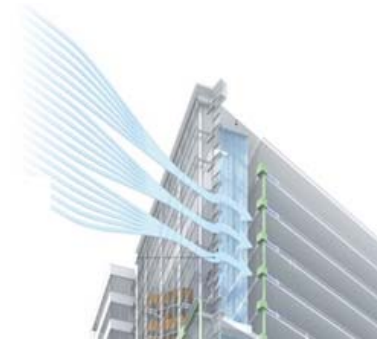
Energy Consumption - Cooling



Residential Space

Restaurant

Insufficient Solar Gain to maintain comfort



Insufficient Cooling

*T_{operative} above 33.2°C
in bedroom above stair
even with optimal N.V.
operation!*



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling

Can this be solved at an Urban Scale?



20.4
Energy
[kWh/m² a]





High density

>High Density: Financial District Private Station:
Oregon Scientific Pro Wireless Weather Station
Model # WMR100N Station ID: KCASANFR102
5 minute timestep
Started recording Jan 31, 2010



Medium density

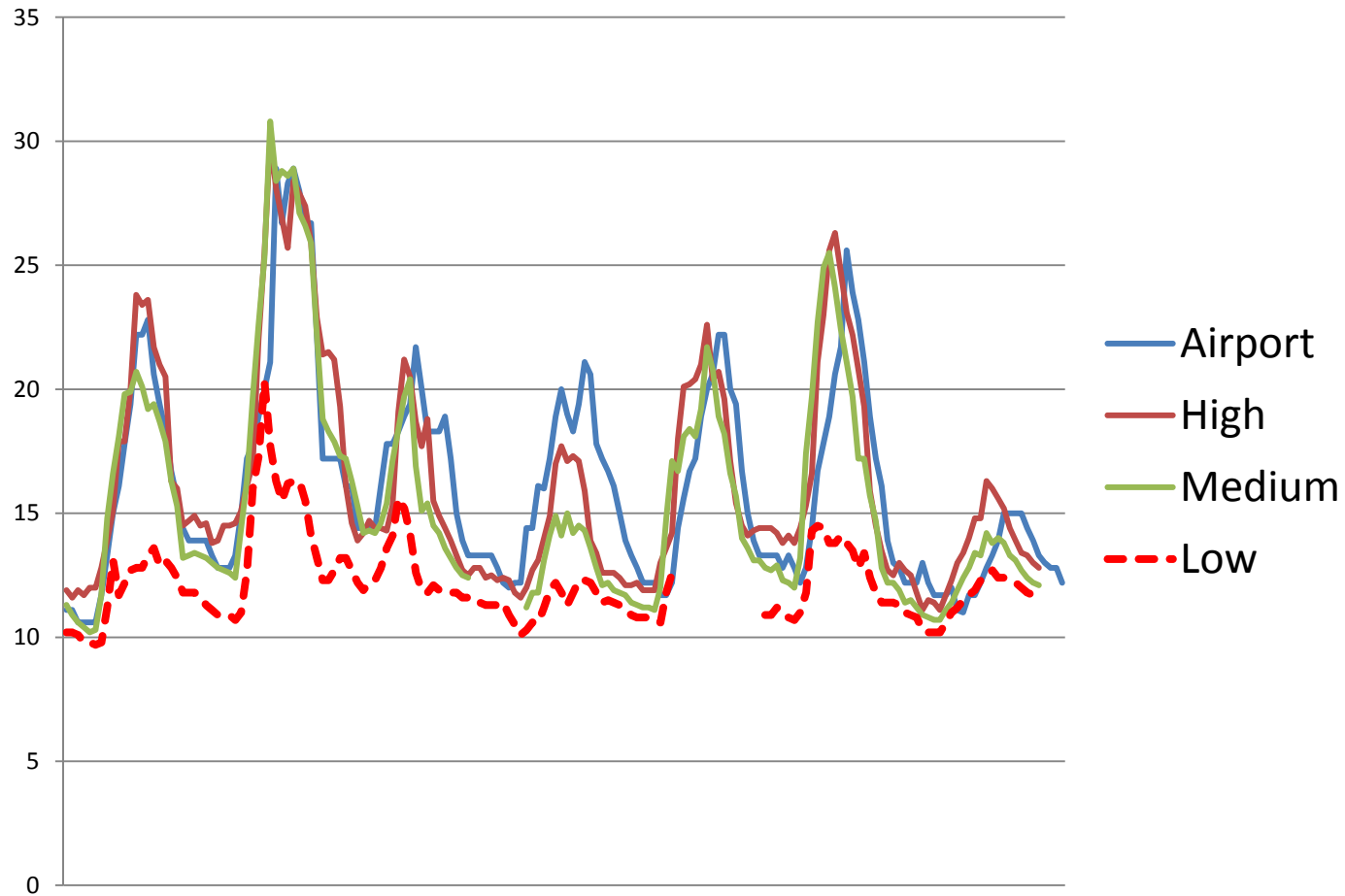
>Mid. Density: The Mission: Even the weather is
hip - Station ID: KCASANFR79
5 minute timestep
Started recording Feb 7, 2008



Low density

>Low Density: San Francisco Golf Club Station ID:
KCASANFR100
5 minute timestep
Started recording Oct 28, 2009

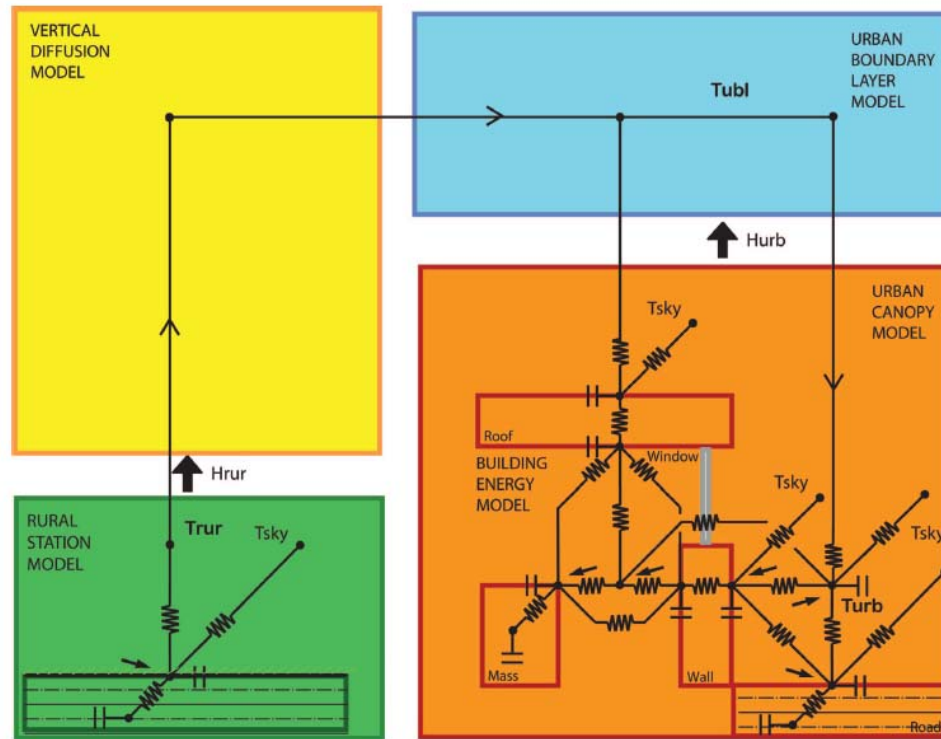
Energy Consumption - Cooling



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling



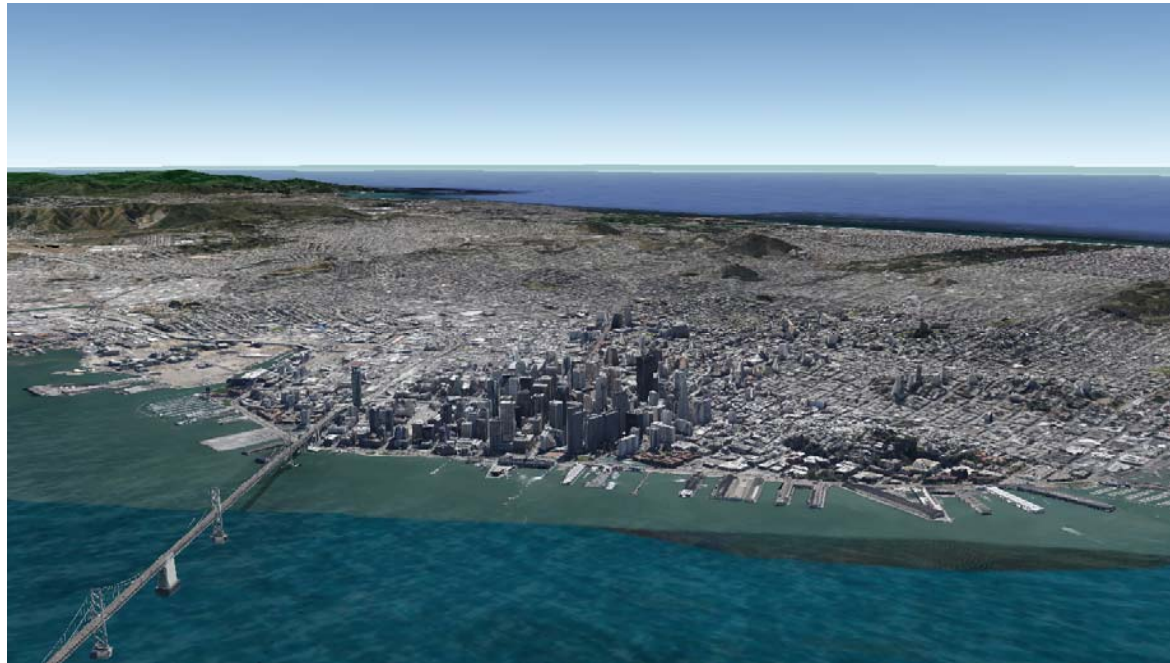
Urban Weather Generator



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling



Too much water/wind for current model



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling

Parameter	BUBBLE	CAPITOUL
City diameter	0.1	0.1
Average building height	0.1	0.1
Horizontal building density	0.4	0.4
Vertical-to-horizontal urban area ratio	0.8	0.3
Horizontal vegetation density (trees)	0.1	0.1
Wall albedo	0.1	0.1
Roof albedo	0.1	0.1
Road albedo	0.1	0.1
Volumetric heat capacity of concrete/brick in walls	0.1	0.1
Volumetric heat capacity of asphalt in road	0.2	0.1
Internal heat gains	0.1	0.1
Rural vegetation fraction	0.3	0.1
Daytime mixing height	0.1	0.1
Nighttime boundary-layer height	0.1	0.1
Reference height at which the vertical profile of potential temperature is assumed uniform	0.1	0.1
Urban-breeze scaling coefficient	0.1	0.1
Latent fraction of vegetation	0.4	0.1

Sensitive Morphological Parameters



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling

Parameter	BUBBLE	CAPITOUL
City diameter	0.1	0.1
Average building height	0.1	0.1
⇒ Horizontal building density	0.4	0.4
⇒ Vertical-to-horizontal urban area ratio	0.8	0.3
Horizontal vegetation density (trees)	0.1	0.1
Wall albedo	0.1	0.1
Roof albedo	0.1	0.1
Road albedo	0.1	0.1
Volumetric heat capacity of concrete/brick in walls	0.1	0.1
⇒ Volumetric heat capacity of asphalt in road	0.2	0.1
Internal heat gains	0.1	0.1
Rural vegetation fraction	0.3	0.1
Daytime mixing height	0.1	0.1
Nighttime boundary-layer height	0.1	0.1
Reference height at which the vertical profile of potential temperature is assumed uniform	0.1	0.1
Urban-breeze scaling coefficient	0.1	0.1
⇒ Latent fraction of vegetation	0.4	0.1

**Sensitive Morphological Parameters
Checked vs. Low and Med Density data**



20.4
Energy
[kWh/m² a]



Energy Consumption - Cooling

**Will all Transsolar Engineers
please leave the room for this
part?**



20.4
Energy
[kWh/m² a]





Low density

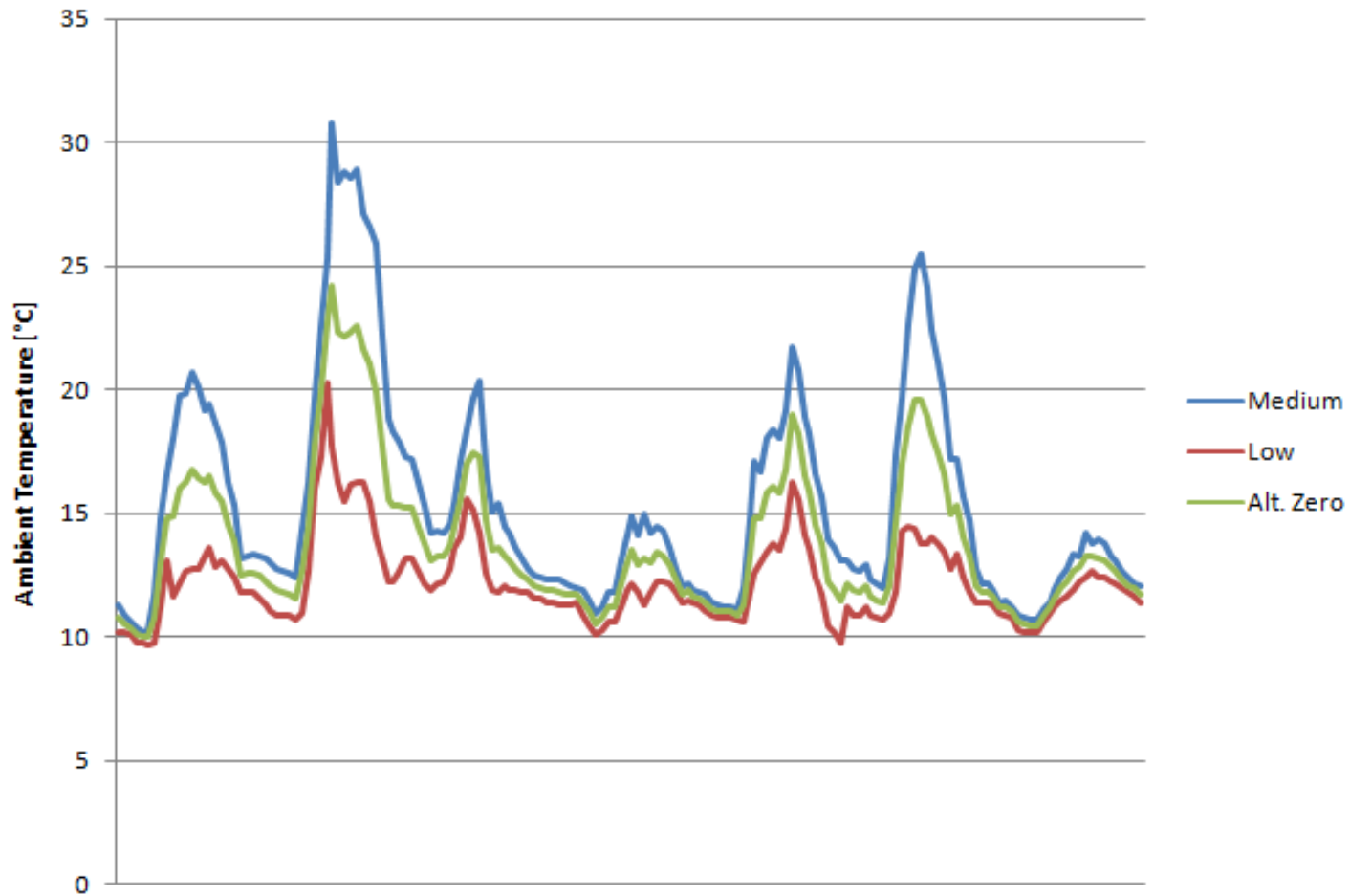


Medium density



2

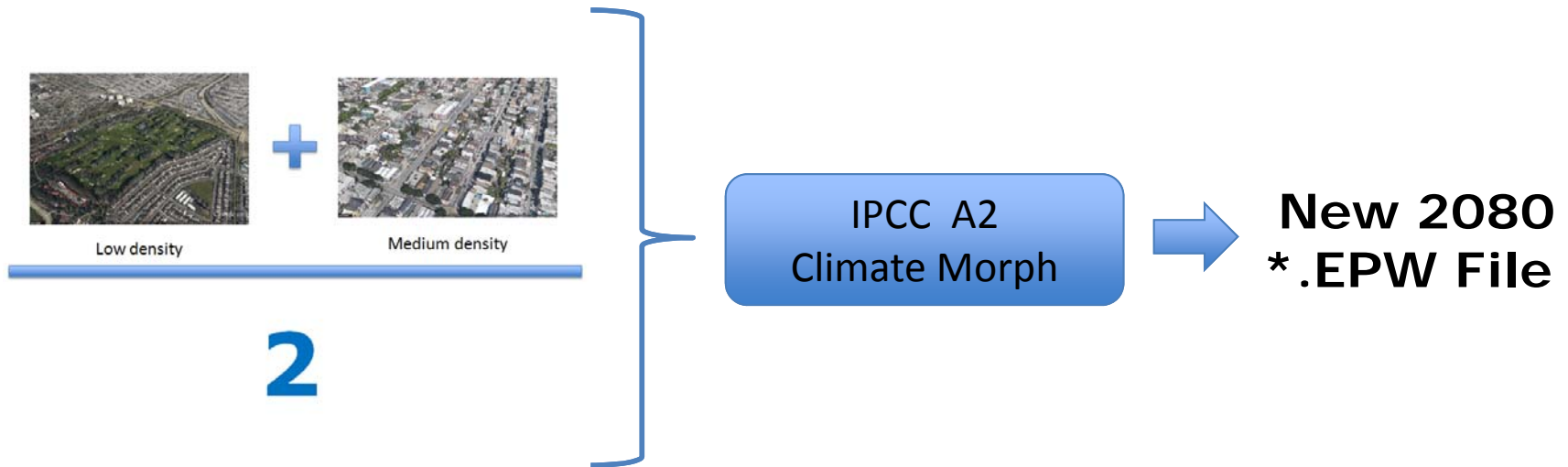
Energy Consumption - Cooling



20.4
Energy
[kWh/m² a]



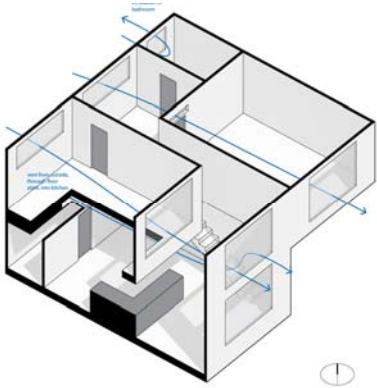
Energy Consumption - Cooling



20.4
Energy
[kWh/m² a]

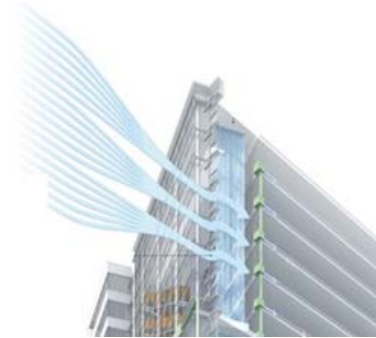


Energy Consumption - Cooling



Residential Space

*Restaurant
Insufficient Solar Gain to maintain comfort*



**100% Potential
Cooling Demand Met**

Operative below 26°C
Adaptive Comfort in all
zones in 2080 w/
extensive natural
ventilation



20.4
Energy
[kWh/m² a]



Finance



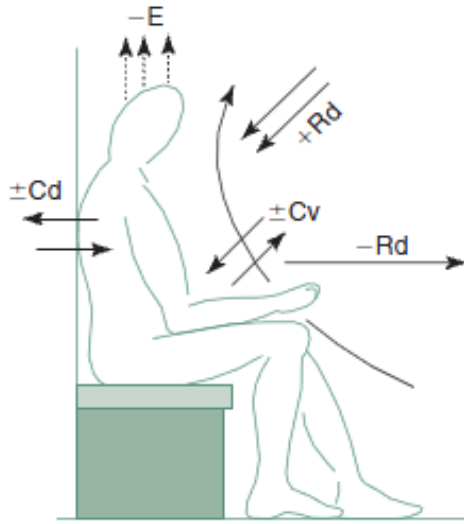
Construction Cost: \$1,267,850,780
Annual Costs: \$26,880,000
Rate of Return: 6.3%



Construction Cost: \$2,915,839,080
Annual Costs: \$75,683,218
Rate of Return: 9.9%
AC installed: 9.5%
with passive users: 9.0%



Conclusion



- 1) *Lighting load can be met with thin buildings*
- 2) *Cooling load can be met by mitigating the UHI effect and using optimized natural ventilation*
- 3) *Heating load cannot be fully met in this model even with optimized schedules – but very close*
**note: will be less important as global temperatures increase*
- 4) ...



1.5
Density
[FAR]



9.5
Finance
[IRR %]



25.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]



95
Comfort
[%]

Questions?

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SunMin May Hwang
mayhwang@mit.edu



1.5
Density
[FAR]



9.5
Finance
[IRR %]



25.4
Energy
[kWh/m² a]



100
Day-lit Area
[%]



85
Accessibility
[%]



470
Carbon
[kgCO₂e/m²]



95
Comfort
[%]