"Unleash the unconventional: from game engine to co-simulation platforms for building performance analyses"

# **ARUP**





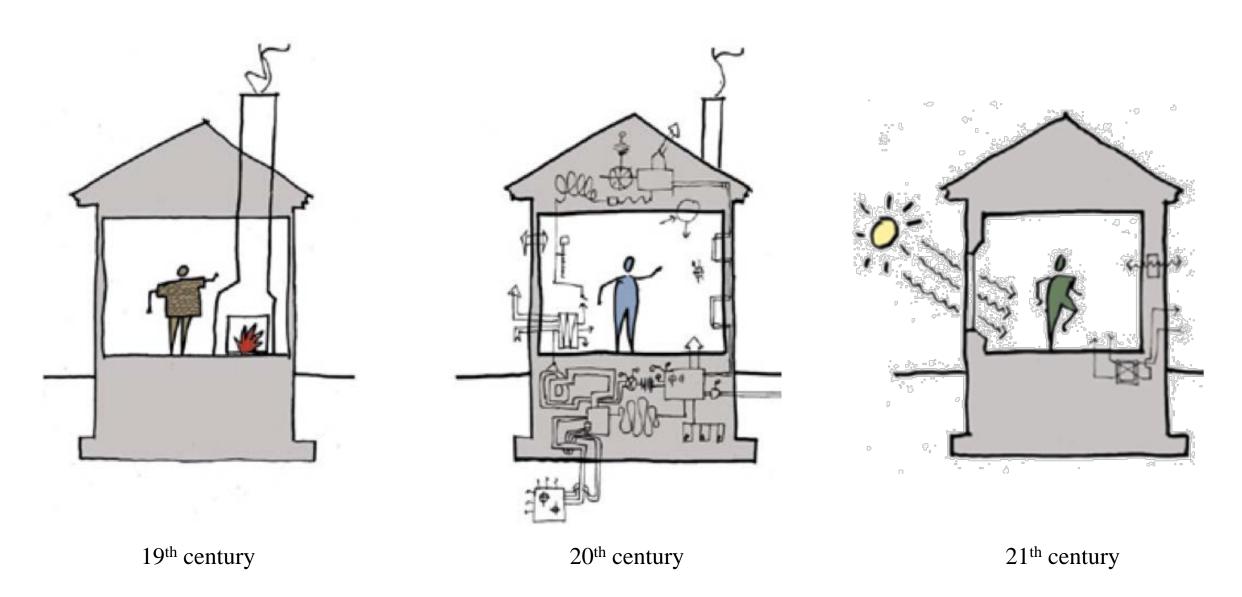


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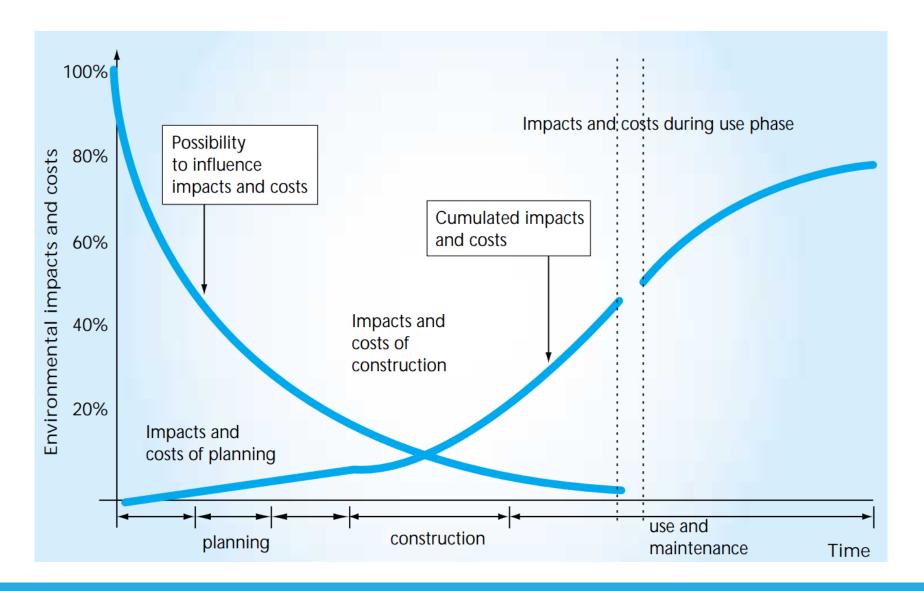


#### Trend



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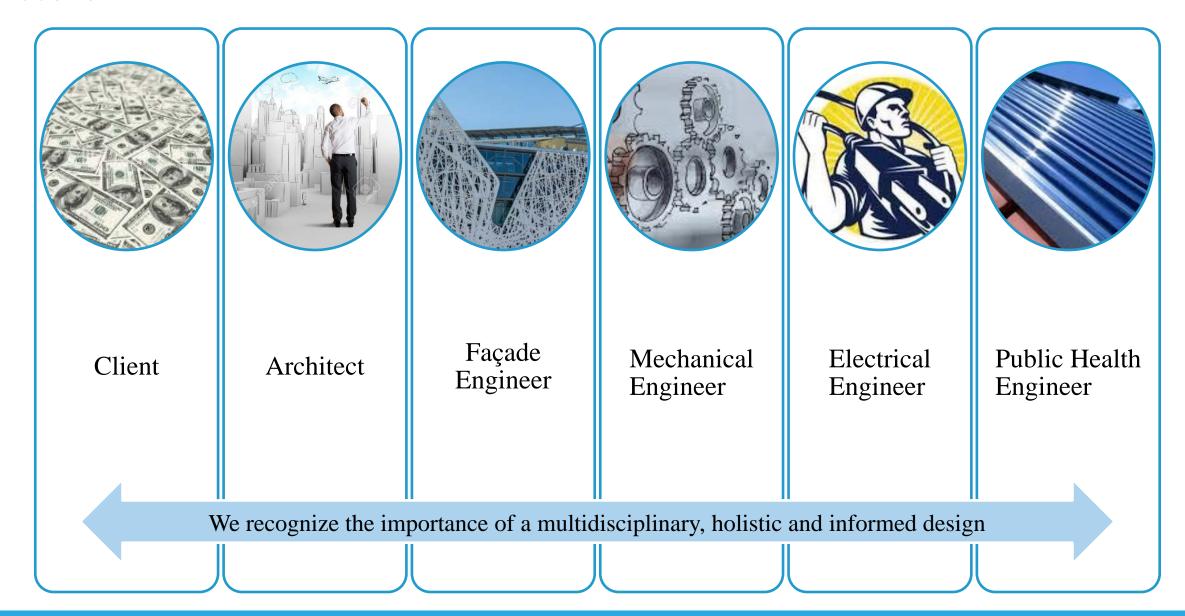
## Early stages



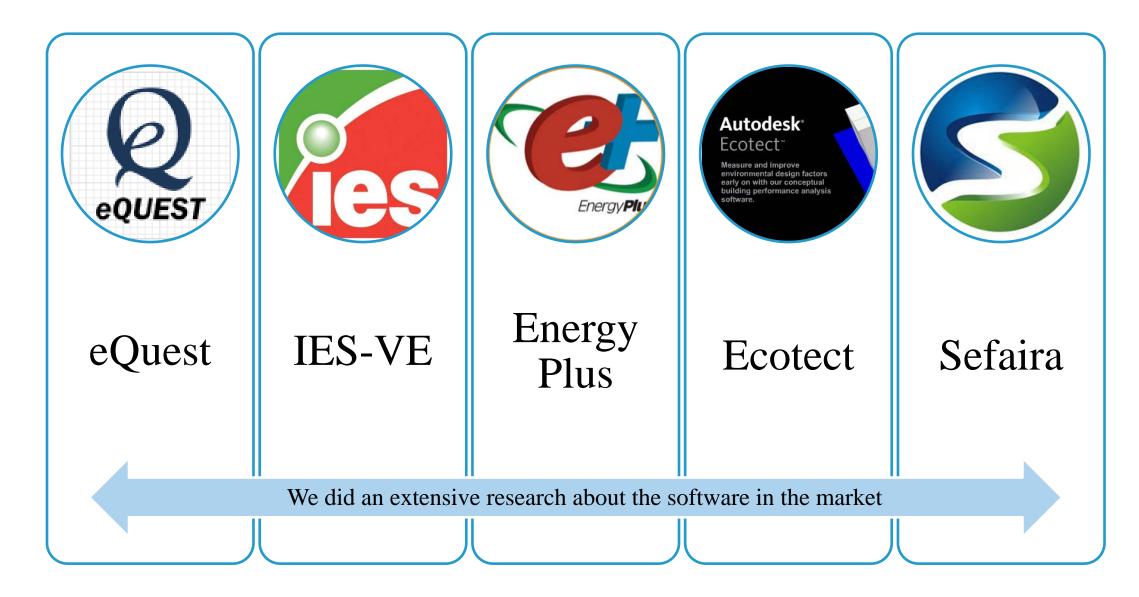
Kohler N. and Moffatt S. 2003

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#### Actors



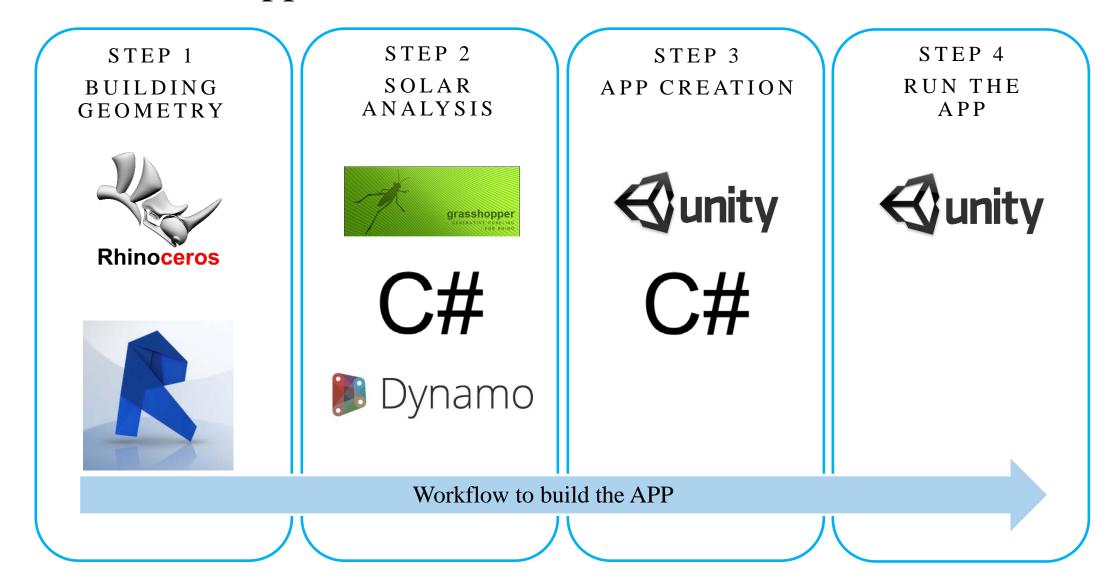
#### Tools



#### Needs



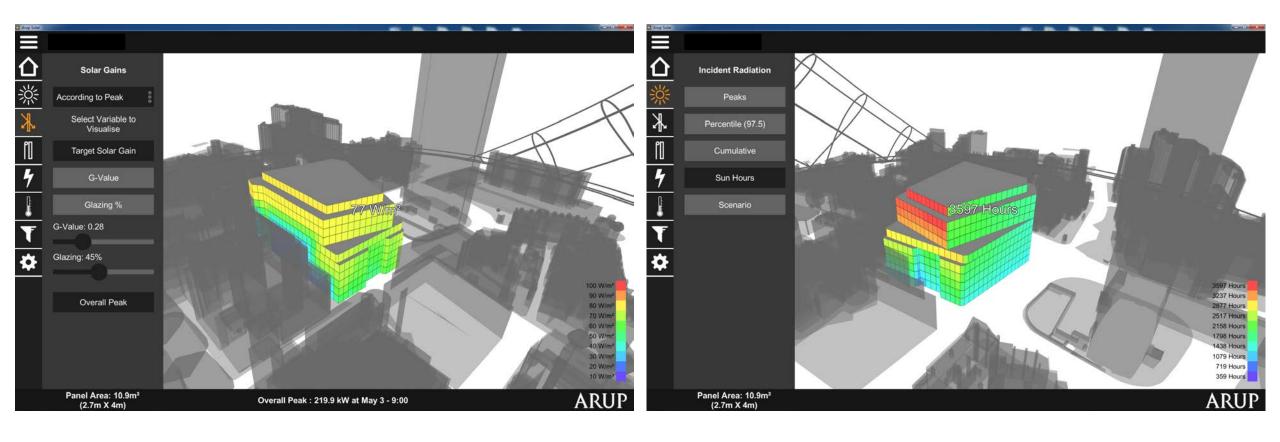
#### Towards the new application

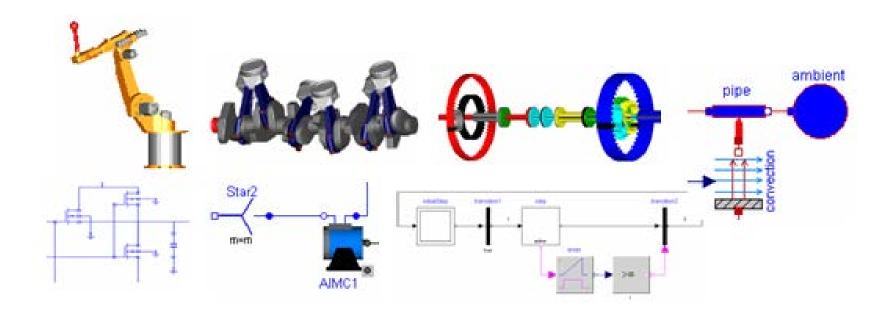


Game engines for building services design

the APP

## Game engines for building services design





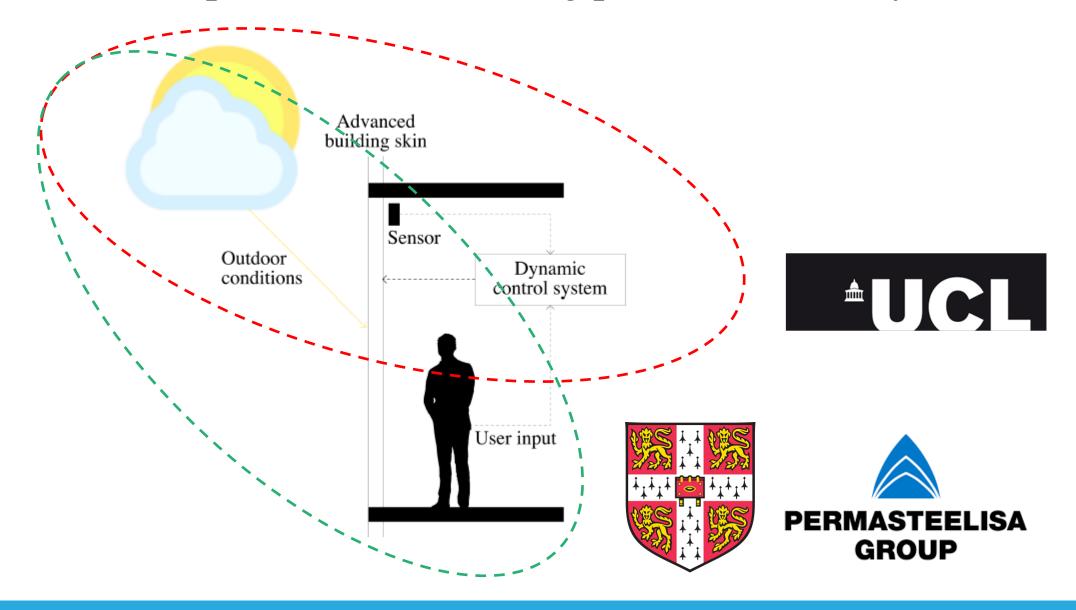
## DYMOLA Systems Engineering

Multi-Engineering Modeling and Simulation based on Modelica and FMI

# ARUP

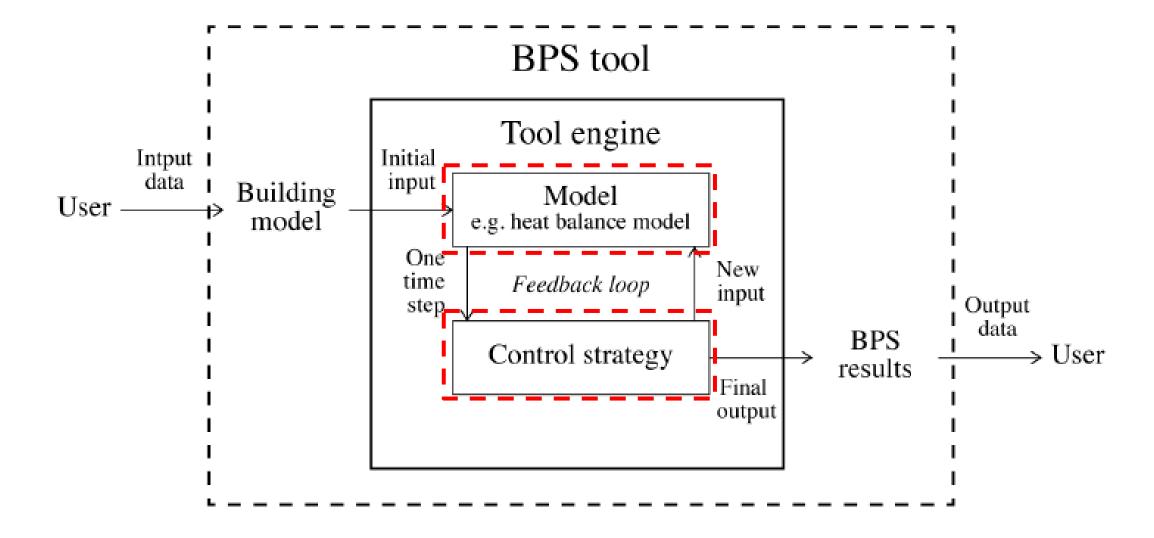


PhD student Esther Borkowski

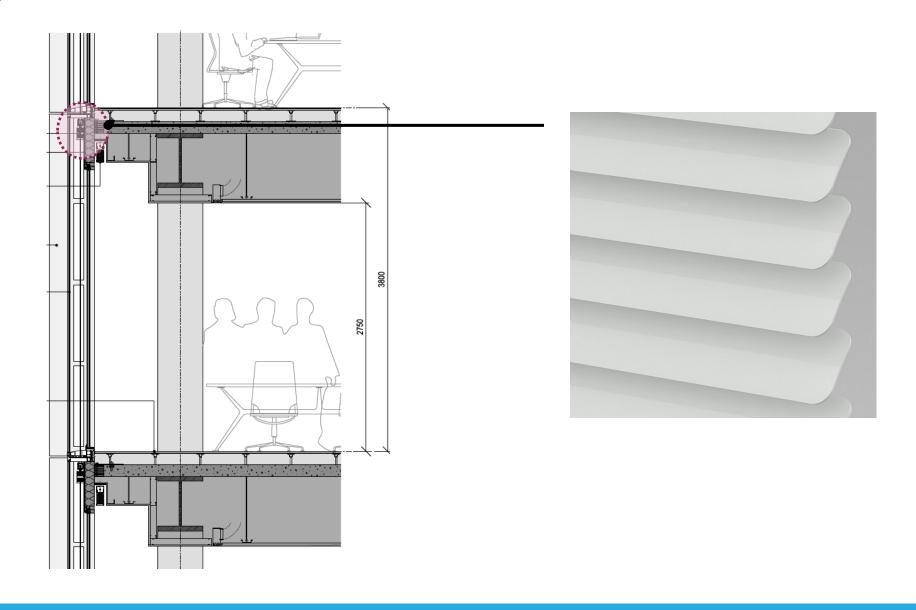


Why using them?

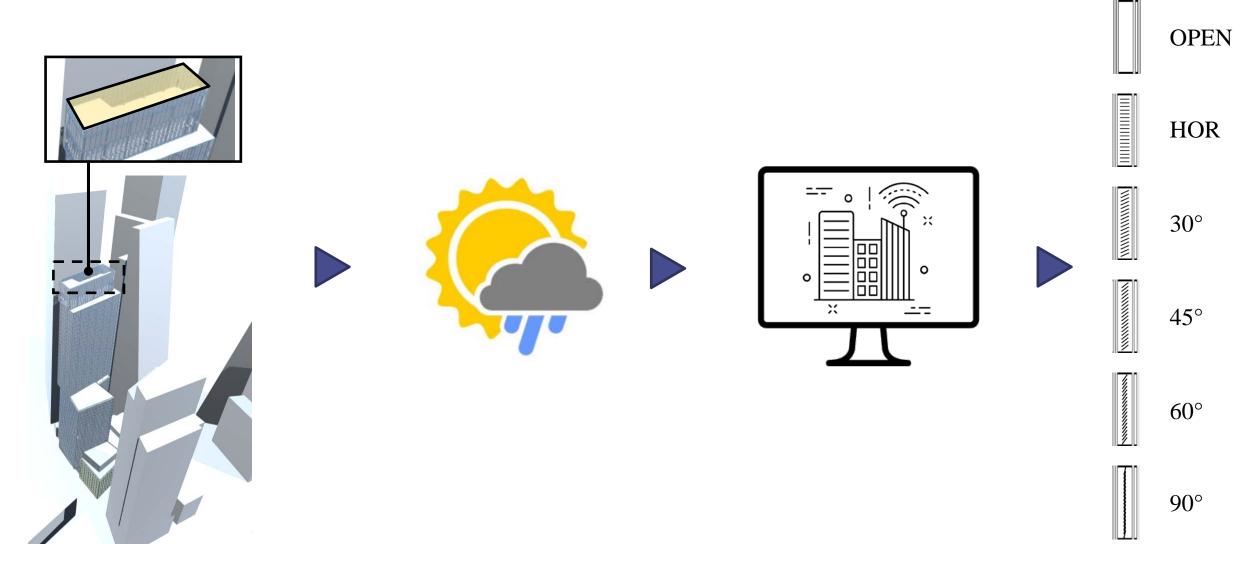
- **Decomposition of the design**, the design is decomposed into individual functional or logical components
- **Hierarchical modelling**, components may internally consist of other connected components
- Component libraries, ready-to-use equation-based model components from various application areas



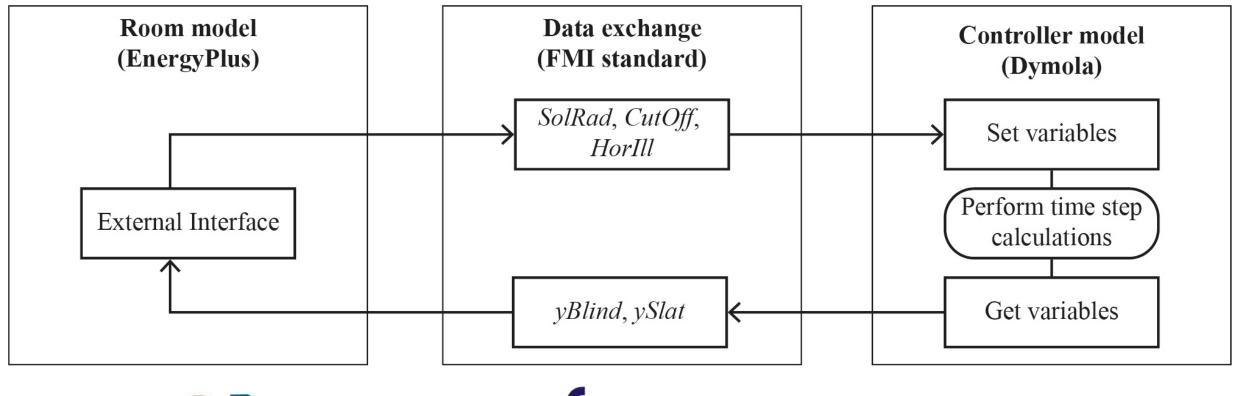
# Case study



# Control strategy



### Control strategy



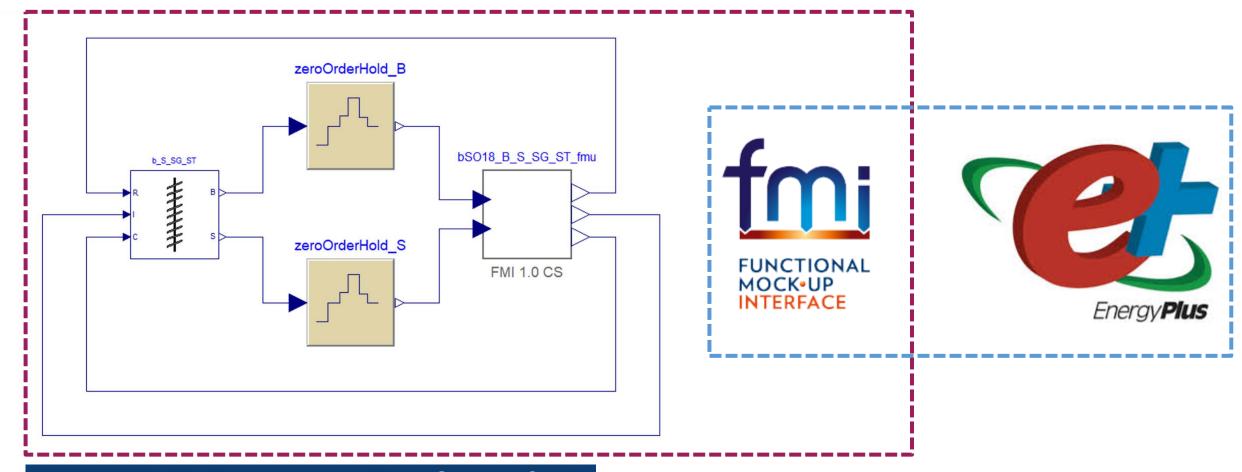




DYMOLA Systems Engineering

Multi-Engineering Modeling and Simulation based on Modelica and FMI

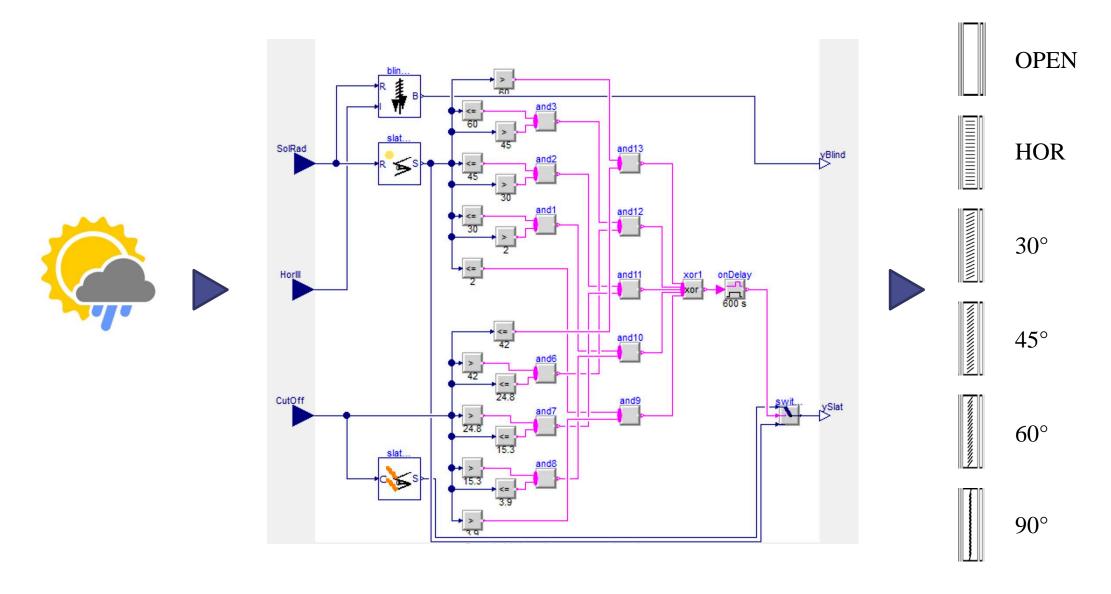
#### DYMOLA environment



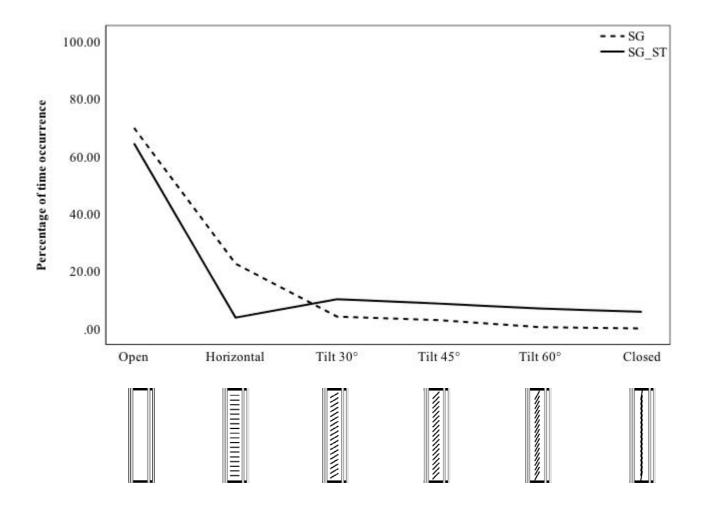
# DYMOLA Systems Engineering

Multi-Engineering Modeling and Simulation based on Modelica and FMI

#### From measurements to actuator input



#### Results



Q&A?



#### Thank you!

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