

Solar energy

Purdue ME 597, Distributed Energy Resources

Kevin J. Kircher

Outline

The solar resource

The sun's position in the sky

Incident irradiance on surfaces

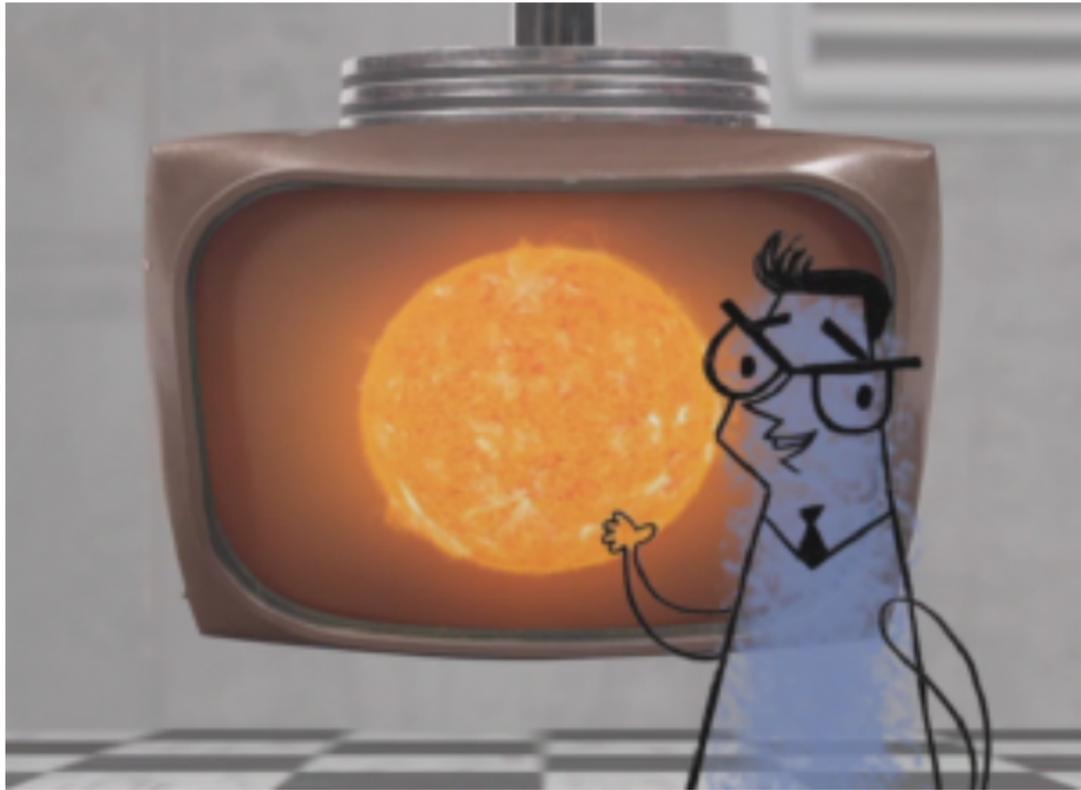
Solar photovoltaics

The sun is (?) a mass of incandescent gas



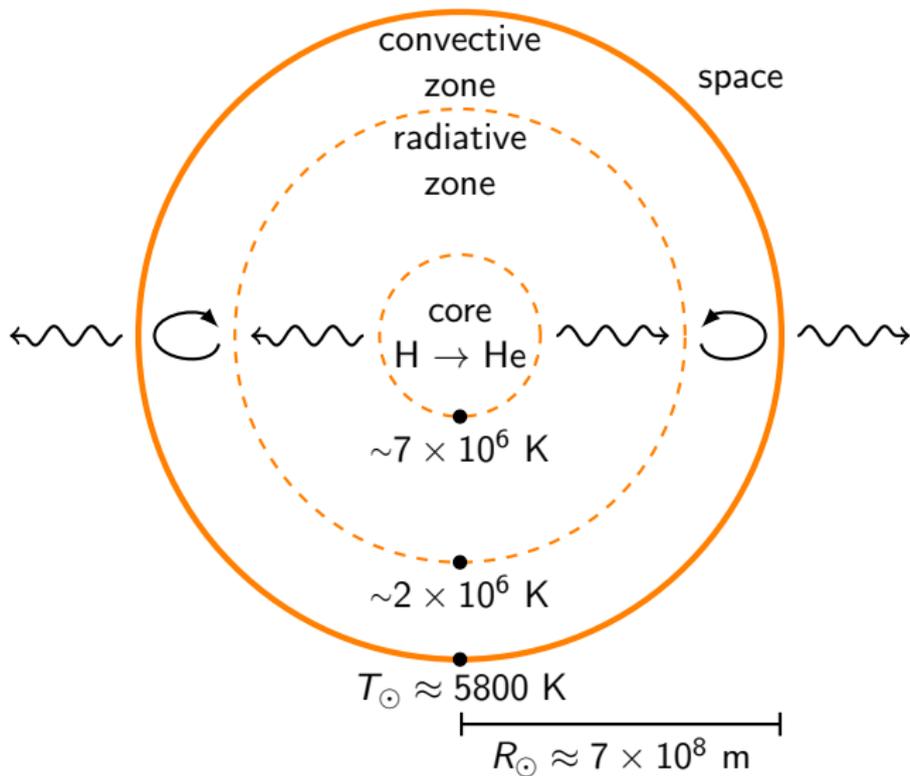
They Might Be Giants (1993): [Why Does the Sun Shine?](#)

The sun is a miasma of incandescent **plasma**

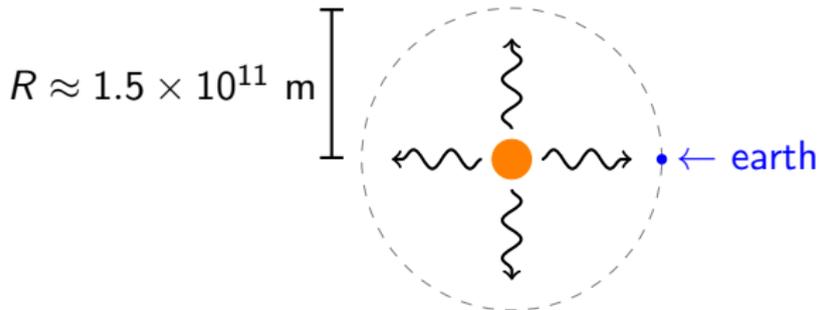


They Might Be Giants (2009): [Why Does the Sun Really Shine?](#)

The sun



Sunlight in space



- as a black body at $T_{\odot} \approx 5800 \text{ K}$, sun's surface radiates

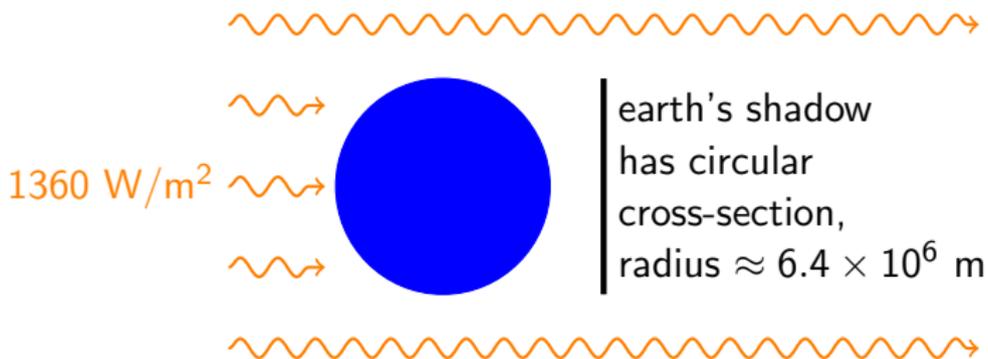
$$\sigma A_{\odot} T_{\odot}^4 = 4\sigma\pi R_{\odot}^2 T_{\odot}^4 \approx 4 \times 10^{26} \text{ W}$$

- at earth's distance from sun, irradiance is

$$S_0 := \frac{\sigma A_{\odot} T_{\odot}^4}{4\pi R^2} \approx \frac{4 \times 10^{26} \text{ W}}{4\pi(1.5 \times 10^{11} \text{ m})^2} \approx 1360 \text{ W/m}^2$$

- **solar constant** S_0 is irradiance at top of earth's atmosphere

How much solar power 'hits' the earth?



- solar power incident on earth's upper atmosphere:

$$(1360 \text{ W/m}^2)\pi(6.4 \times 10^6 \text{ m})^2 \approx 1.7 \times 10^{17} \text{ W}$$

- $\sim 10,000$ times humanity's $\sim 1.8 \times 10^{13}$ W used for all purposes

(Almost) all energy on earth is (?) solar energy

- hydro ← solar (via the water cycle)
- wind ← solar (via hot air rising)
- biomass ← solar (via photosynthesis)
- fossil fuels ← biomass (via rotting/cooking underground) ← solar

but

- nuclear \nrightarrow solar
- geothermal ← nuclear (via reactions underground)

and solar ← nuclear

so really, all (?) energy on earth is **nuclear** energy

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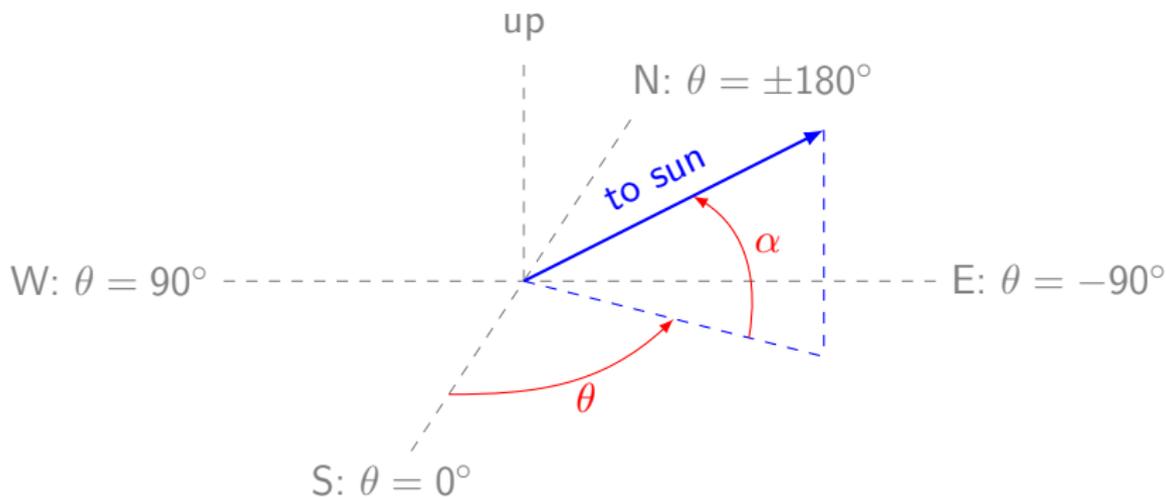
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Elevation and azimuth angles



- origin is at observer on earth's surface
- observer sees sun at **elevation** α and **azimuth** θ
- $\alpha = 0^\circ$ at sunrise/sunset
- $\theta = 0^\circ$ if sun is due south, increases clockwise

Elevation and azimuth formulas

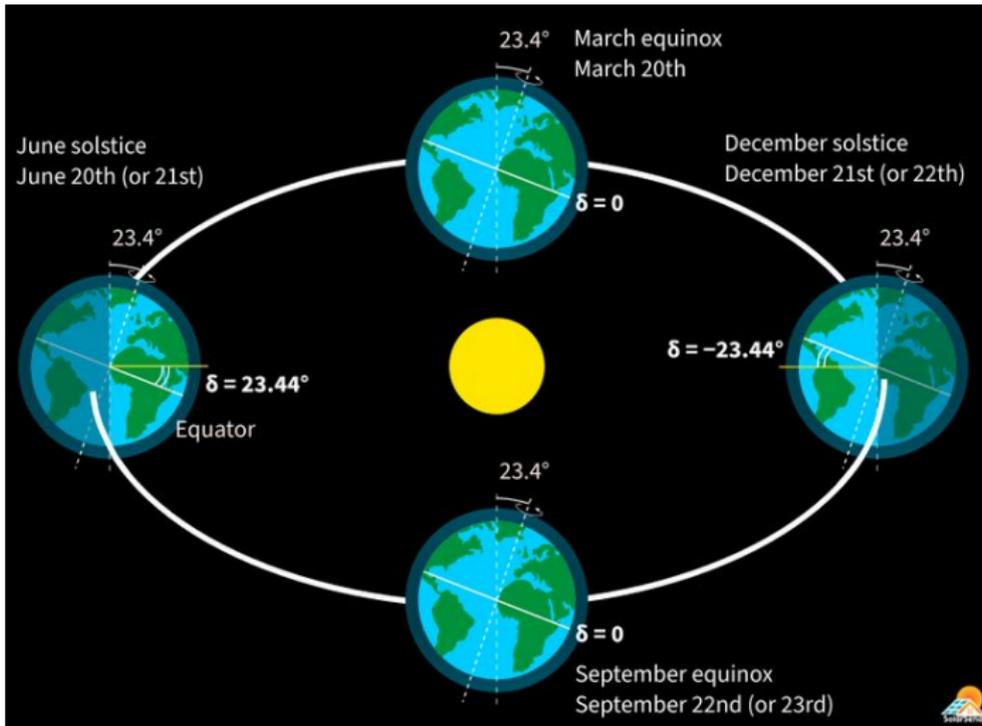
$$\alpha = 90^\circ - \text{acos}[\sin(\phi_0) \sin(\delta) + \cos(\phi_0) \cos(\delta) \cos(\lambda)]$$

$$\theta = \text{atan2}[\cos(\delta) \sin(\lambda), \sin(\phi_0) \cos(\delta) \cos(\lambda) - \cos(\phi_0) \sin(\delta)]$$

- ϕ_0 is observer's **latitude**
- δ and λ are **declination** and **hour** angles
- acos returns values in $[0^\circ, 90^\circ]$; atan2 in $[-180^\circ, 180^\circ]$

Zhang (2021): A solar azimuth formula based on the subsolar point and atan2

Declination angle



$$\delta \approx 23.45^\circ \sin(\gamma), \quad \gamma = \frac{360^\circ(d - 81)}{365}, \quad \text{day \# } d \text{ is } 1 \text{ on Jan } 1$$

Hour angle

- the empirical **equation of time**,

$$\tau \approx (0.165 \text{ h}) \sin(2\gamma) - (0.126 \text{ h}) \cos(\gamma) - (0.025 \text{ h}) \sin(\gamma),$$

converts Greenwich Mean Time t_{gm} to local **solar time** (solar time, $t_{\text{gm}} + \tau$, equals 12 h when sun is highest)

- the hour angle,

$$\lambda = \lambda_0 + (15^\circ/\text{h})(t_{\text{gm}} + \tau - 12 \text{ h}),$$

is defined such that

- ◇ λ equals observer's **longitude** λ_0 when sun is highest
- ◇ λ increases by 360° every 24 h

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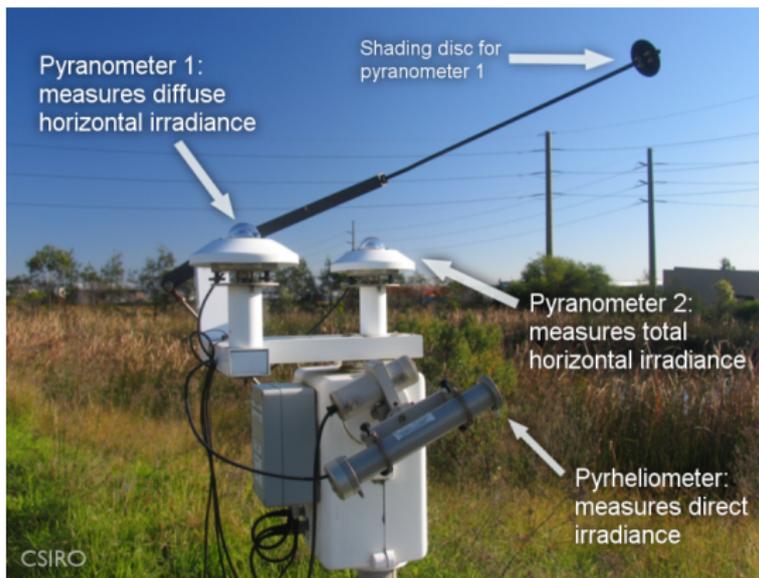
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Sunlight at earth's surface

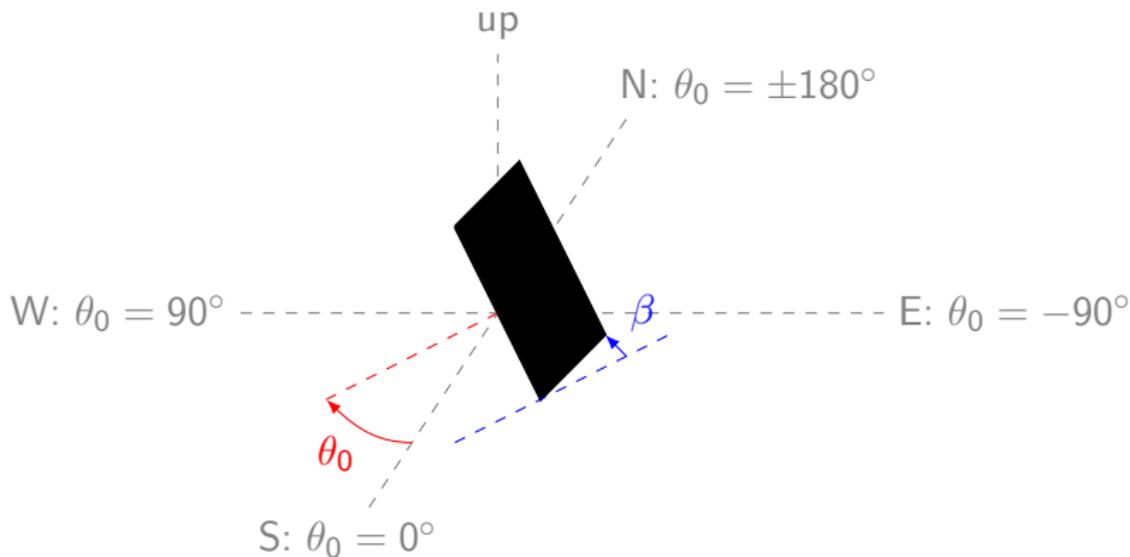
- on a clear day, $\sim 75\%$ of S_0 reaches earth's surface
 - ◇ $\sim 70\%$ transmitted through atmosphere (**beam**)
 - ◇ $\sim 5\%$ scattered to earth by air, dust, water vapor (**diffuse**)
 - ◇ $\sim 20\%$ absorbed by atmosphere
 - ◇ $\sim 5\%$ scattered back to space
- as cloud cover increases,
 - ◇ less of S_0 reaches surface (as little as $\sim 10\%$)
 - ◇ beam % of total surface sunlight falls, diffuse % rises

Sunlight measurements



- weather data services often provide one or more of
 - ◇ beam irradiance S_b^\perp on surface \perp to sunbeam
 - ◇ diffuse irradiance S_d^- on horizontal surface
 - ◇ total irradiance S_{tot}^- on horizontal surface
 - ◇ beam irradiance S_b^- on horizontal surface

Surface tilt and azimuth



- surface **tilt** β and **azimuth** θ_0 define its orientation
- $\beta = 0^\circ$ for horizontal surfaces, 90° for vertical
- θ_0 follows same convention as sun's azimuth θ

Irradiance on arbitrarily oriented surface

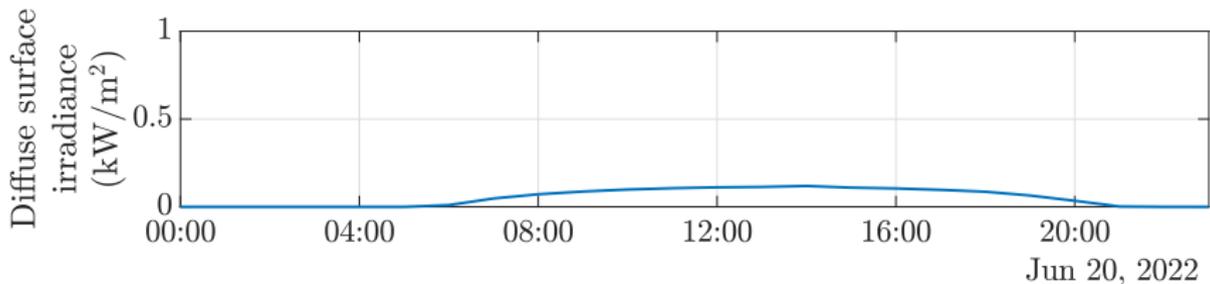
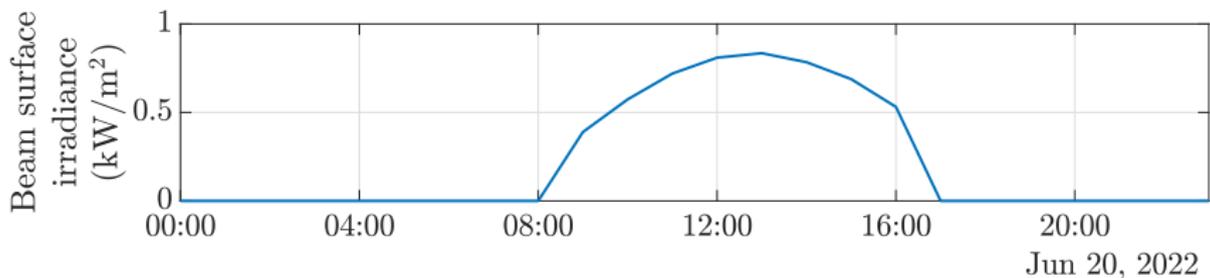
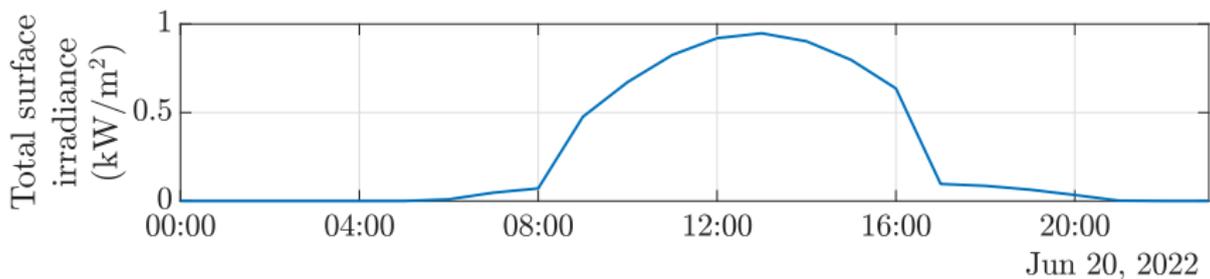
$$S_b = \begin{cases} 0 & \text{if } \alpha < 0^\circ \text{ or } 90^\circ < |\theta - \theta_0| < 270^\circ \\ S_b^\perp [\cos(\alpha) \sin(\beta) \cos(\theta - \theta_0) + \sin(\alpha) \cos(\beta)] & \text{else} \end{cases}$$

$$S_d \approx S_d^-$$

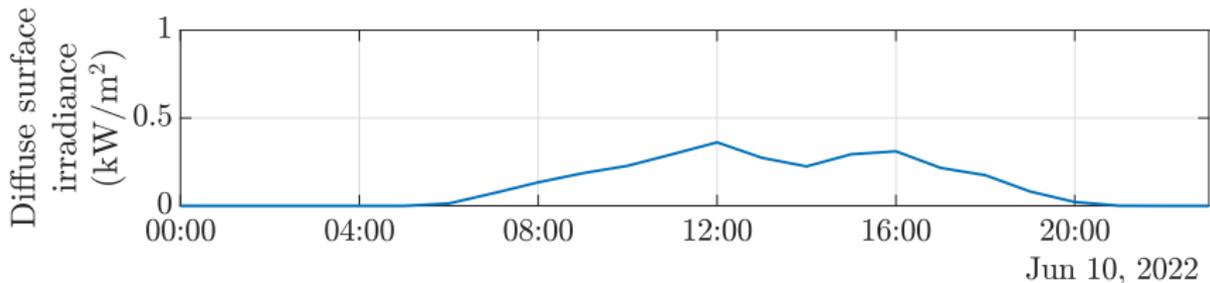
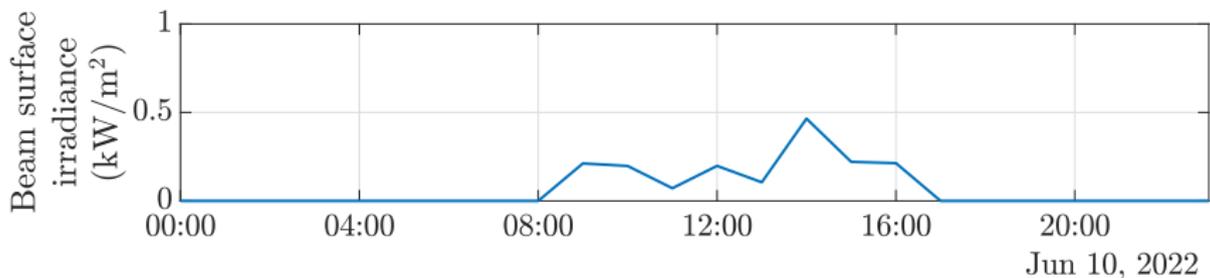
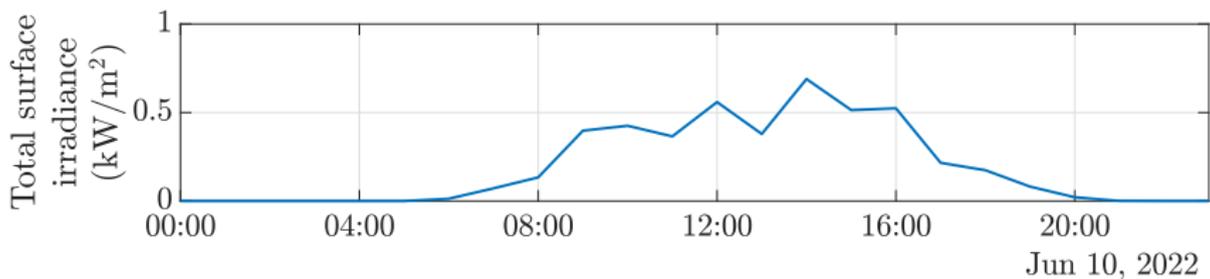
$$S_{\text{tot}} = S_b + S_d$$

- S_b and S_{tot} are beam and total irradiance on surface
- $\alpha < 0^\circ$ means sun is down
- $90^\circ < |\theta - \theta_0| < 270^\circ$ means sun is behind surface

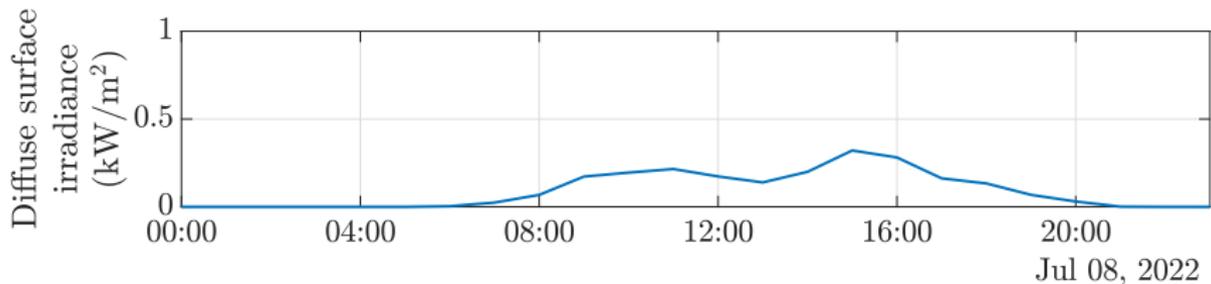
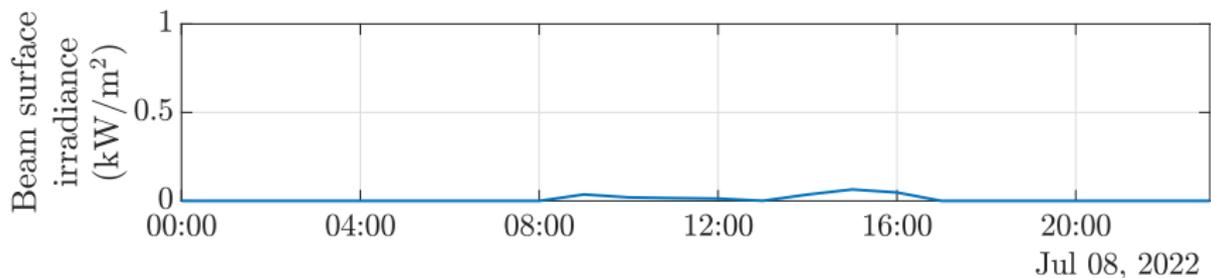
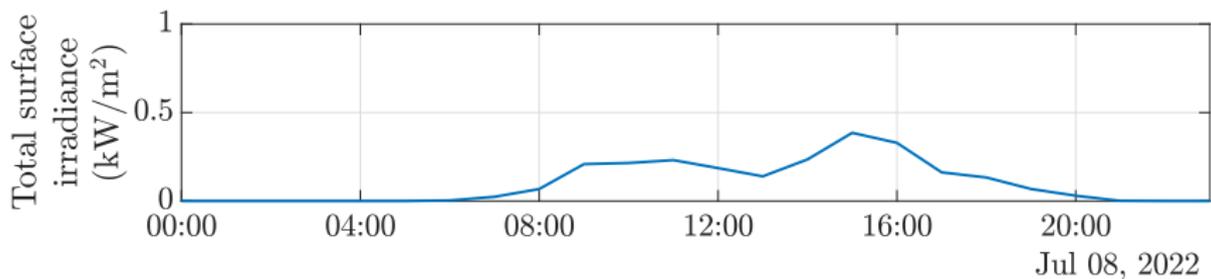
Clear summer day with $\beta = \phi_0$, $\theta_0 = 0^\circ$



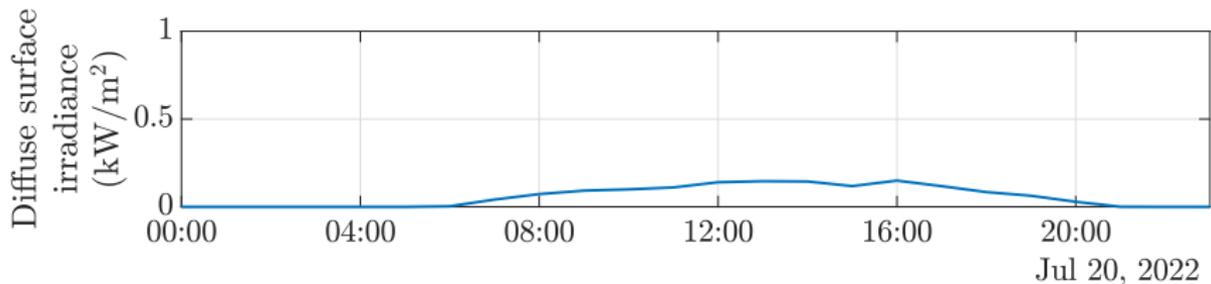
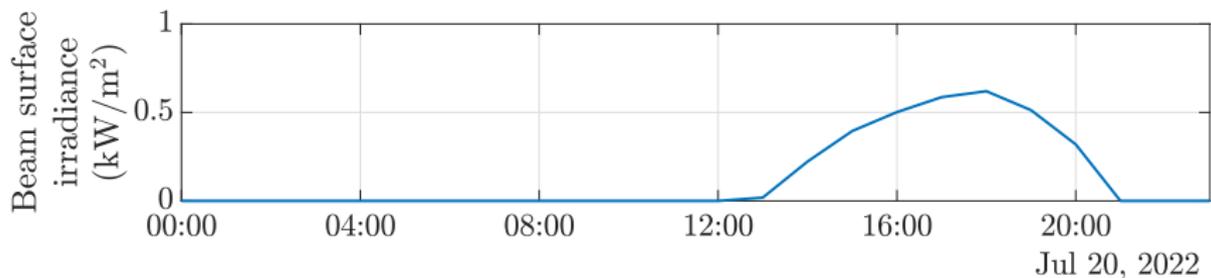
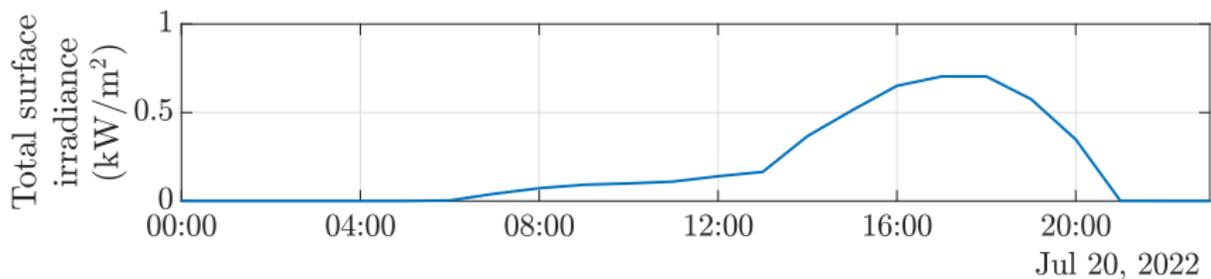
Partly cloudy summer day with $\beta = \phi_0$, $\theta_0 = 0^\circ$



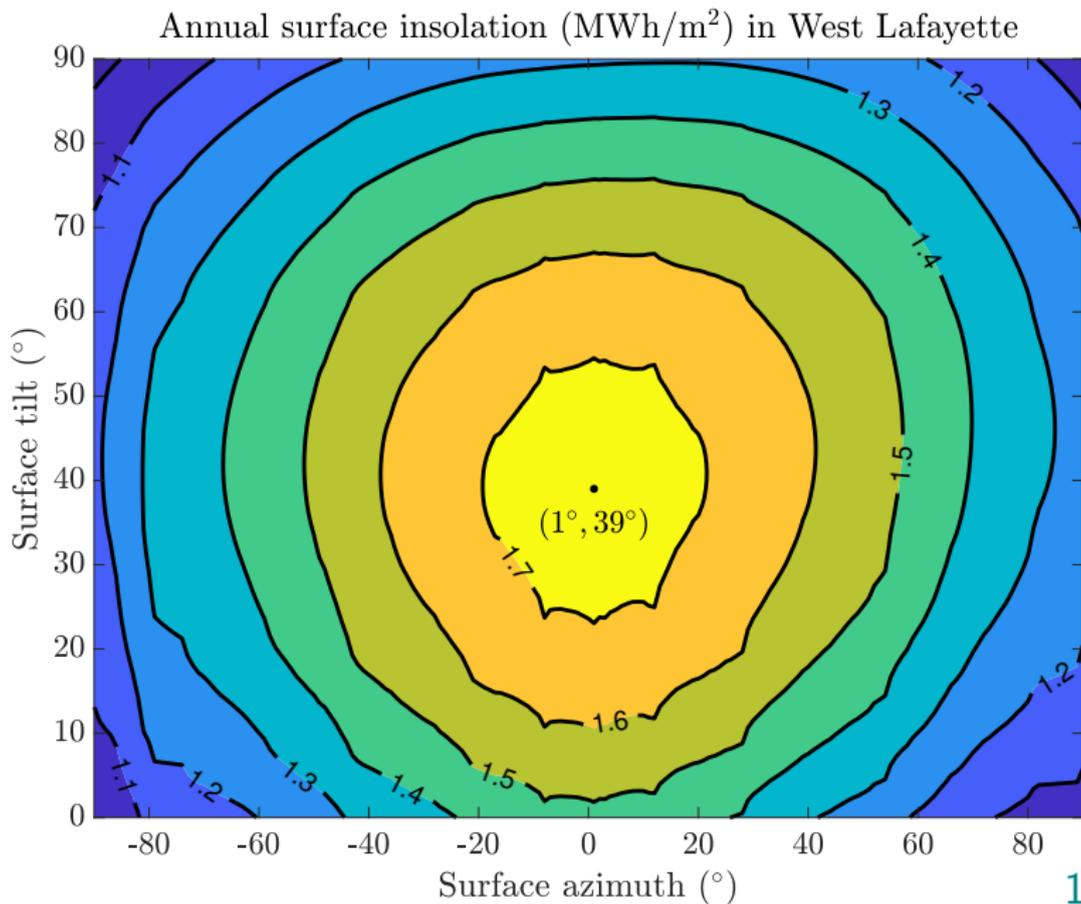
Cloudy summer day with $\beta = \phi_0$, $\theta_0 = 0^\circ$



Clear summer day with $\beta = \theta_0 = 90^\circ$



$\beta \approx \phi_0$ and $\theta_0 \approx 0^\circ$ maximize annual incident energy



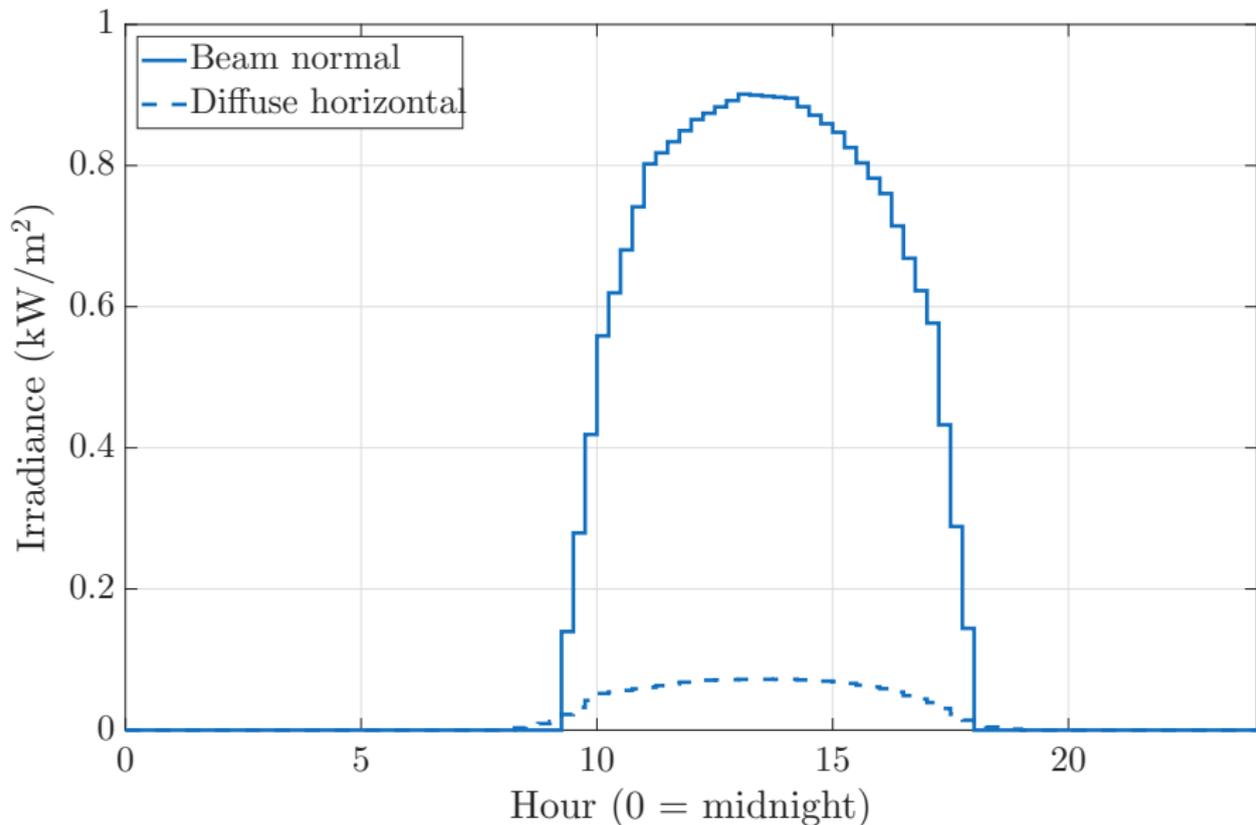
Sunlight and windows

- most windows are vertical: $\beta = 90^\circ$
- with $\sin(\beta) = 1$ and $\cos(\beta) = 0$, incident irradiance reduces to

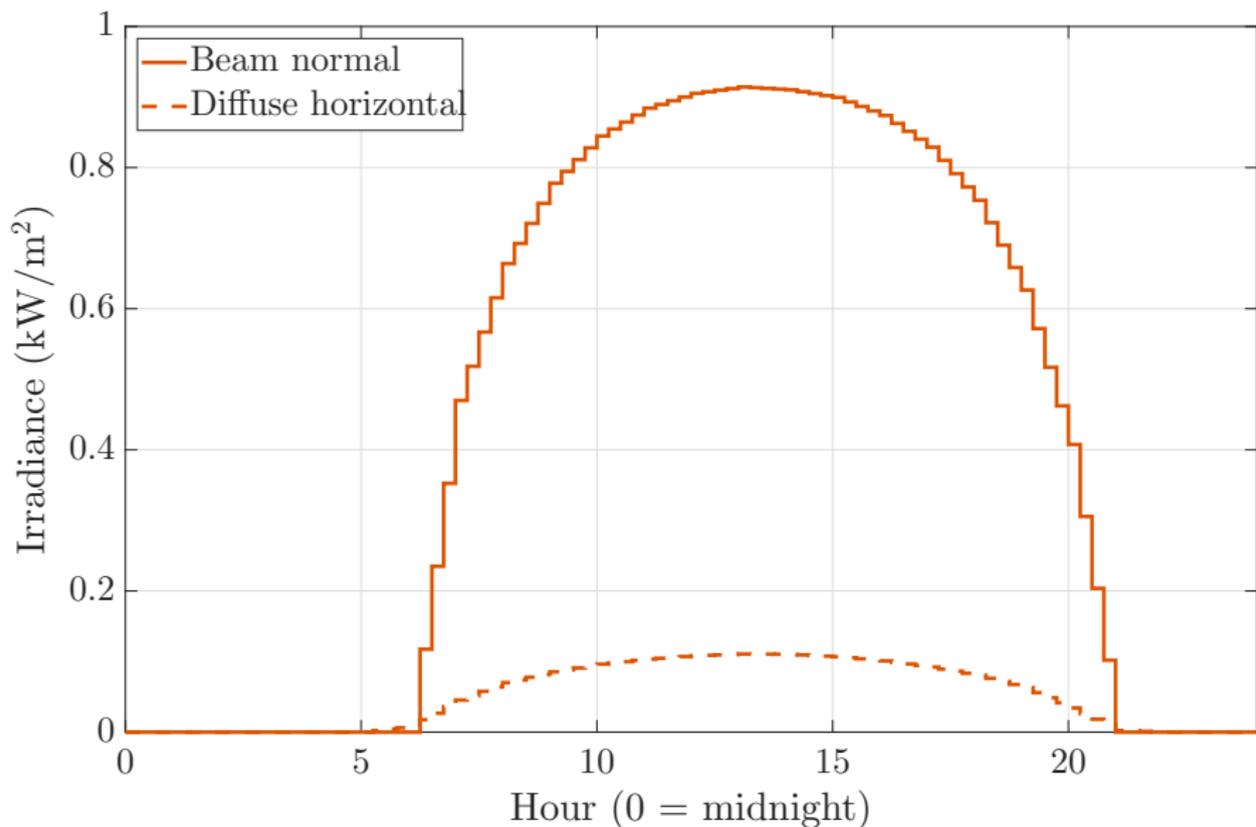
$$S_{\text{tot}} \approx \begin{cases} S_{\text{d}}^- & \text{if } \alpha < 0^\circ \text{ or } 90^\circ < |\theta - \theta_0| < 270^\circ \\ S_{\text{d}}^- + S_{\text{b}}^\perp \cos(\alpha) \cos(\theta - \theta_0) & \text{else} \end{cases}$$

- a window of area A transmits solar power cAS_{tot}
- $c \in [0, 1]$ is the window's **solar heat gain coefficient** (typically, $c \approx 0.25$ to 0.8)
- can simulate shading (from trees, blinds, ...) by adjusting c

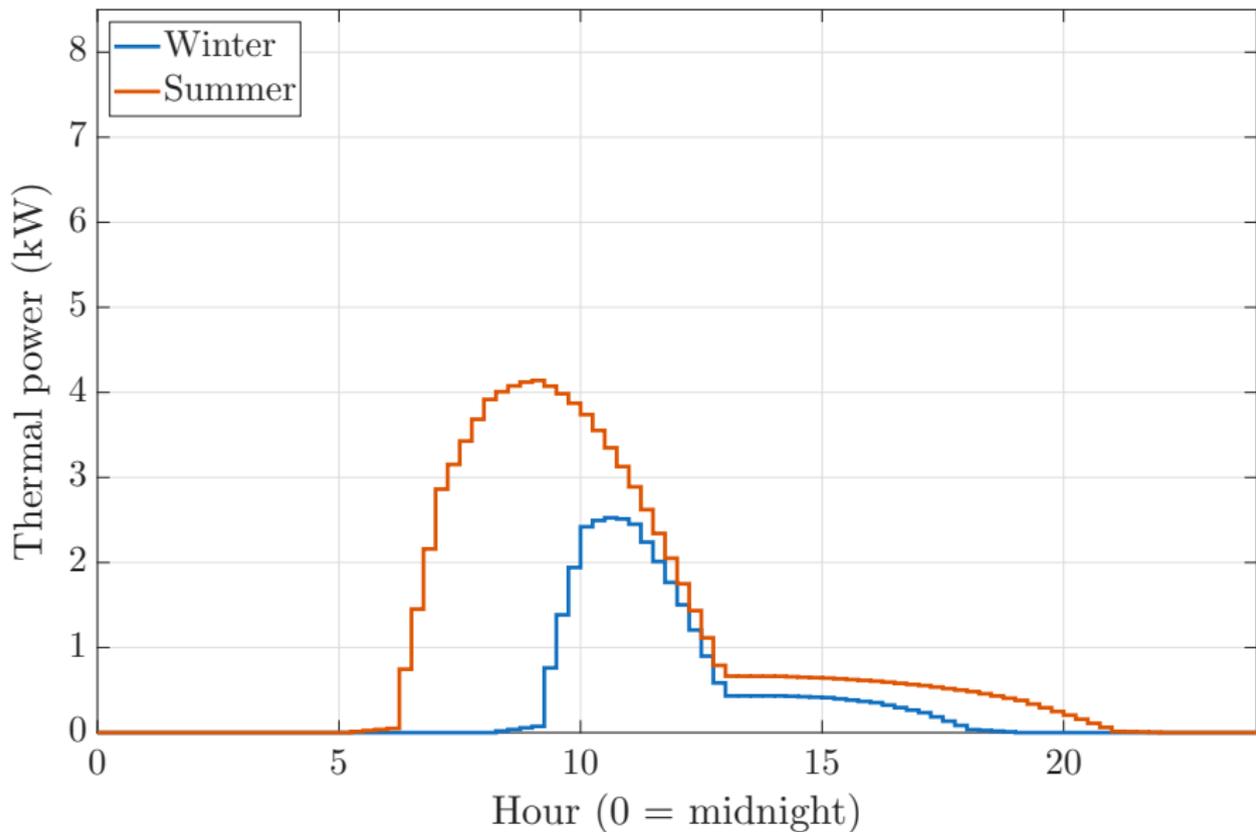
Winter irradiance data for window examples



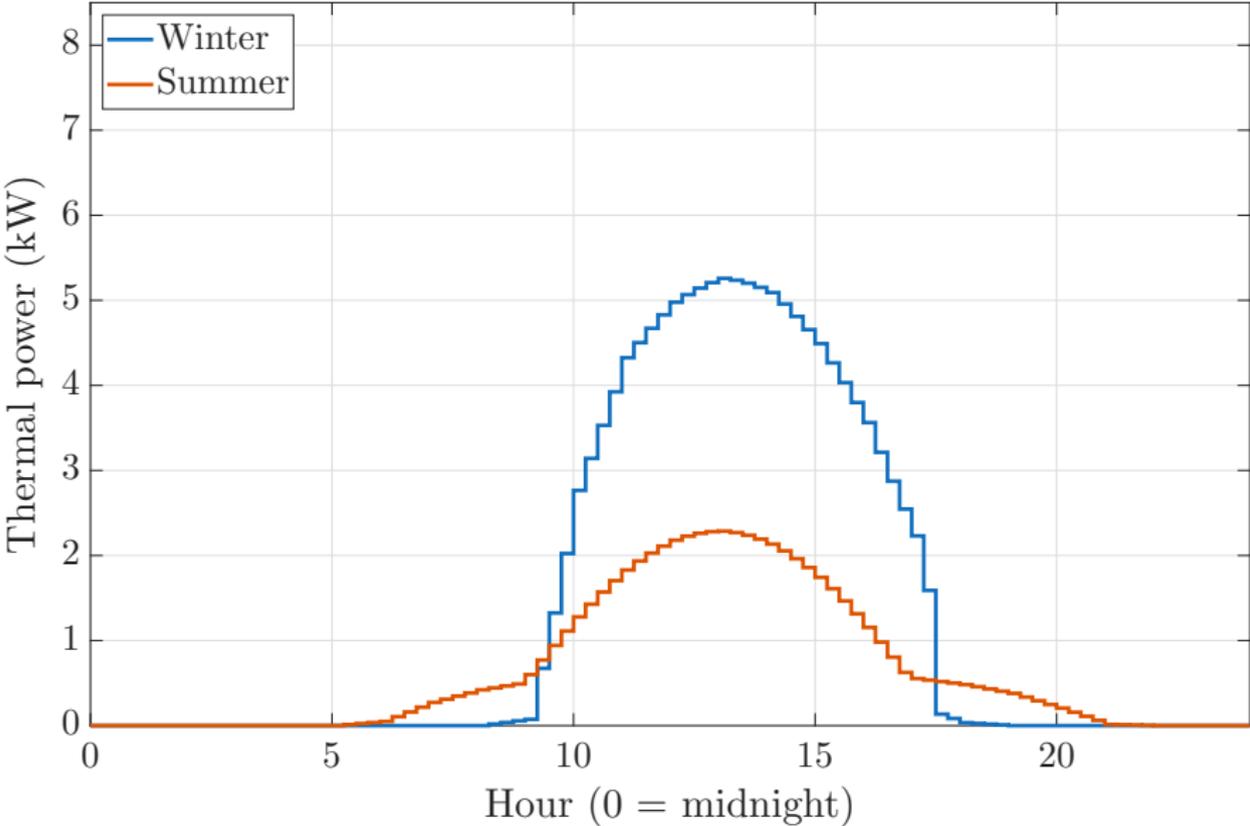
Summer irradiance data for window examples



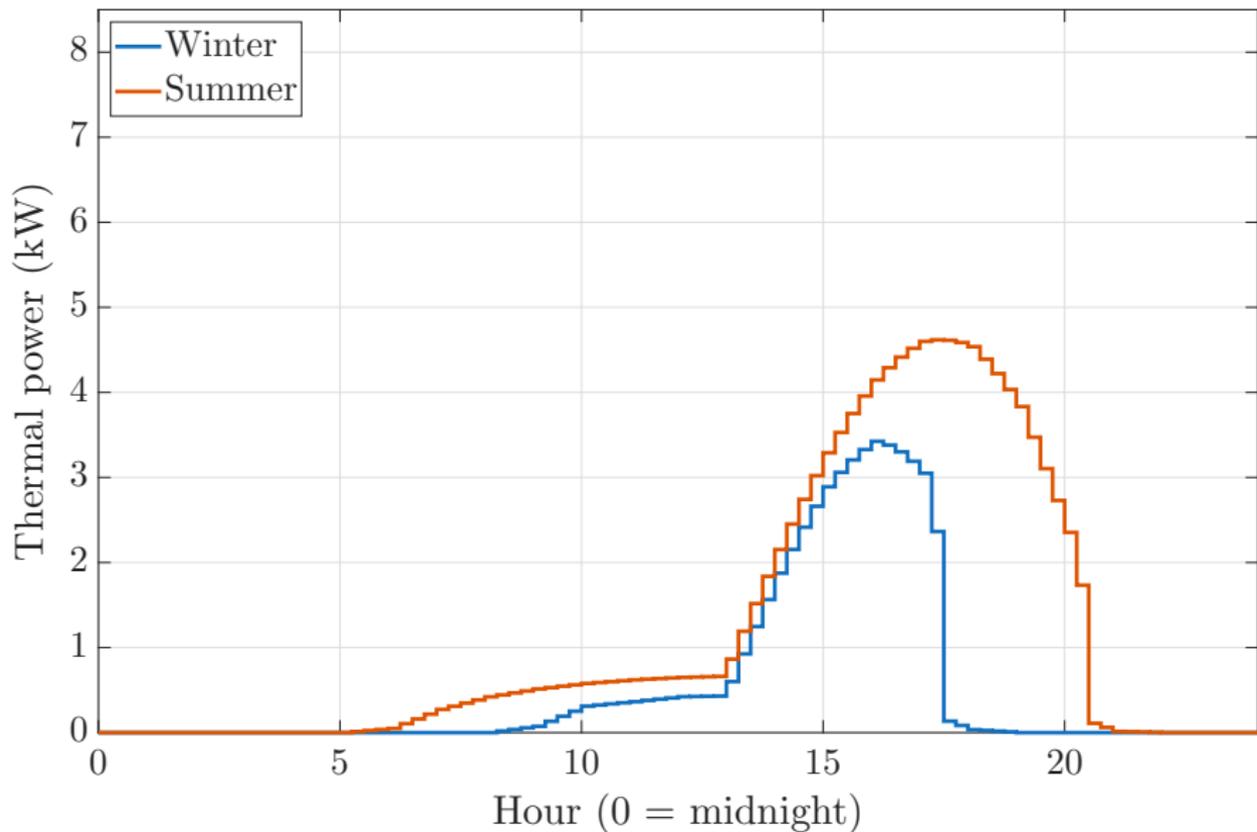
Solar thermal power through east-facing windows



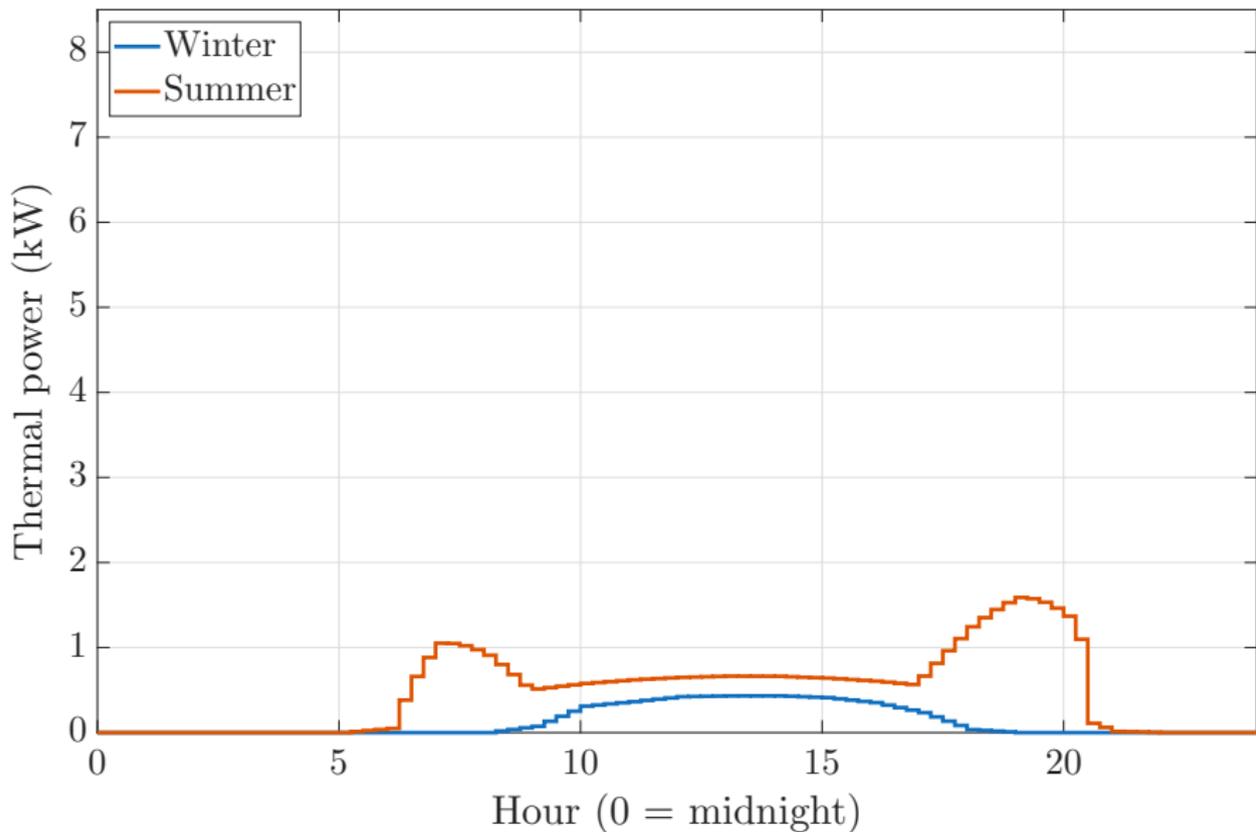
Solar thermal power through **south**-facing windows



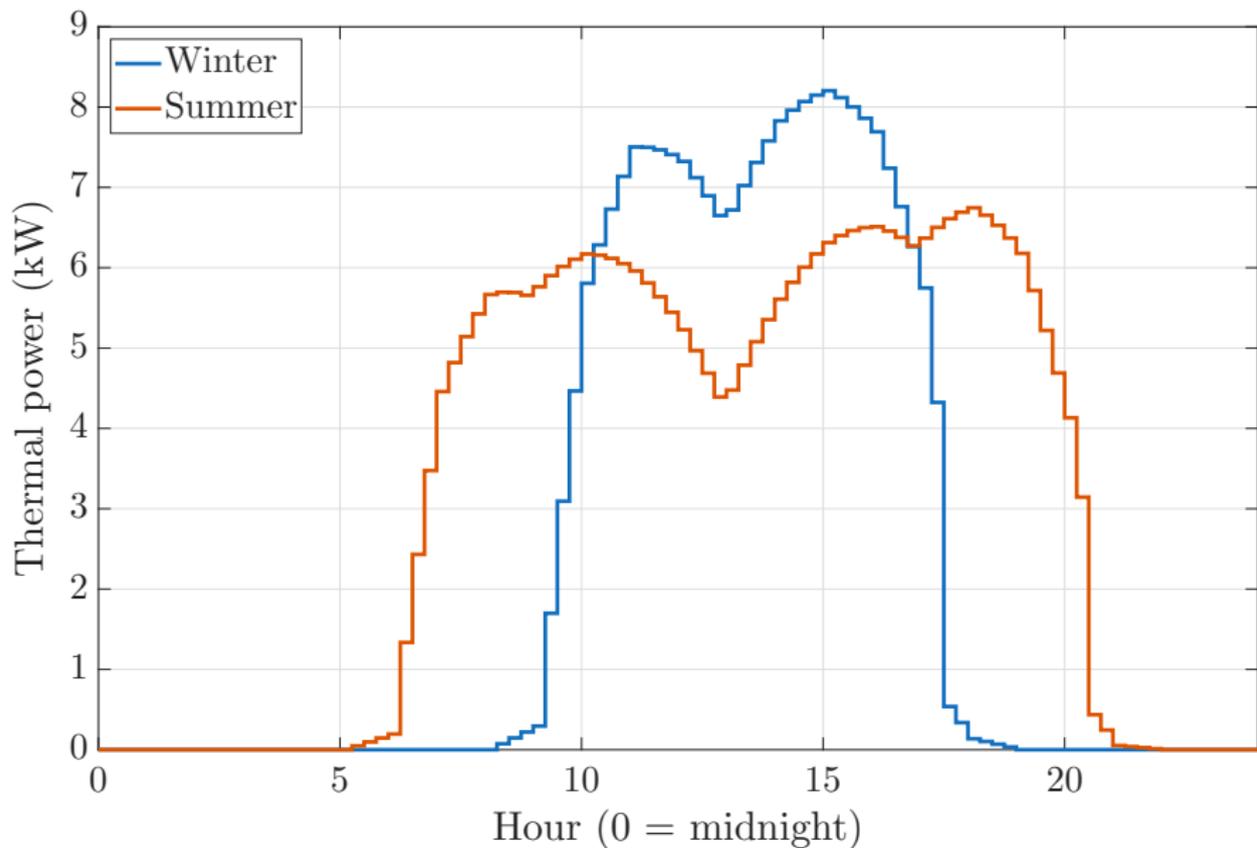
Solar thermal power through west-facing windows



Solar thermal power through **north**-facing windows



Solar thermal power through **all** windows



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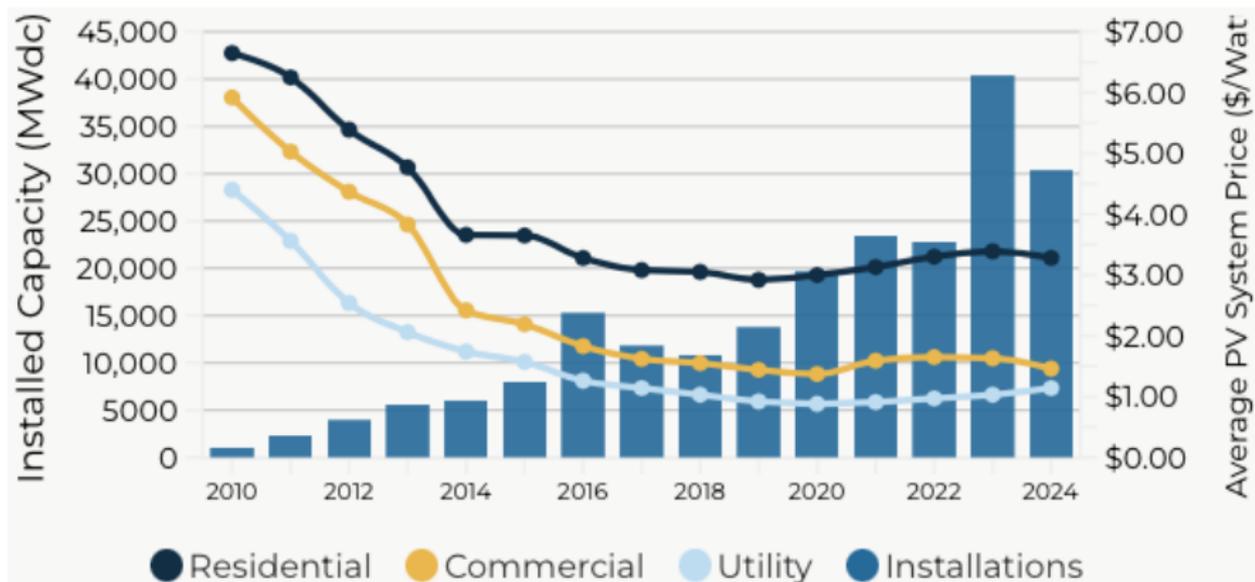
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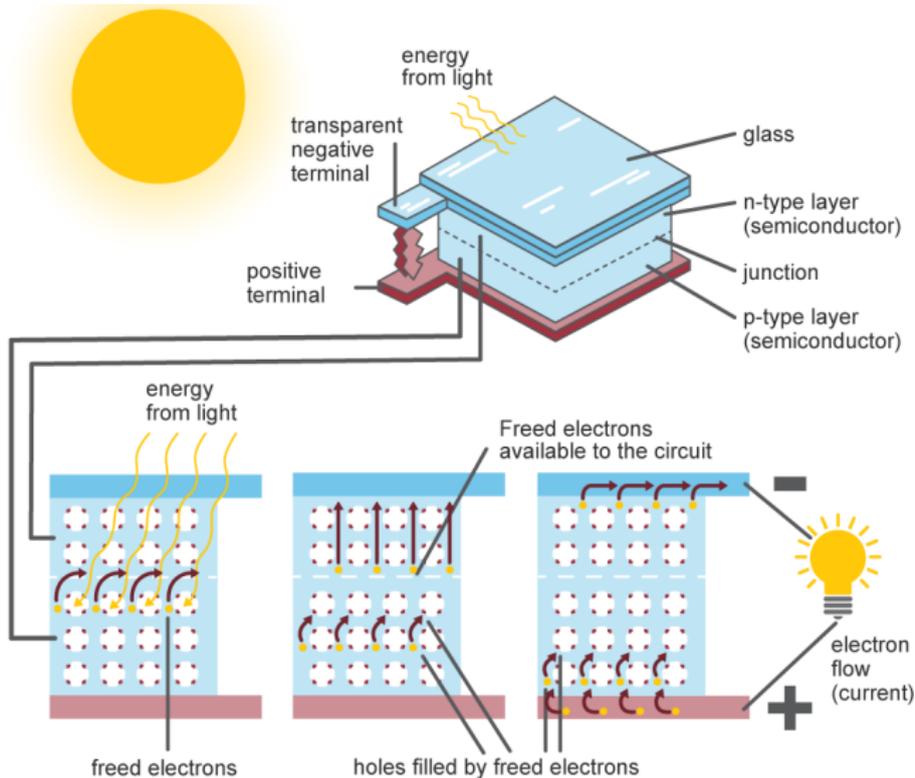
Solar photovoltaics

US costs and installations of solar photovoltaics



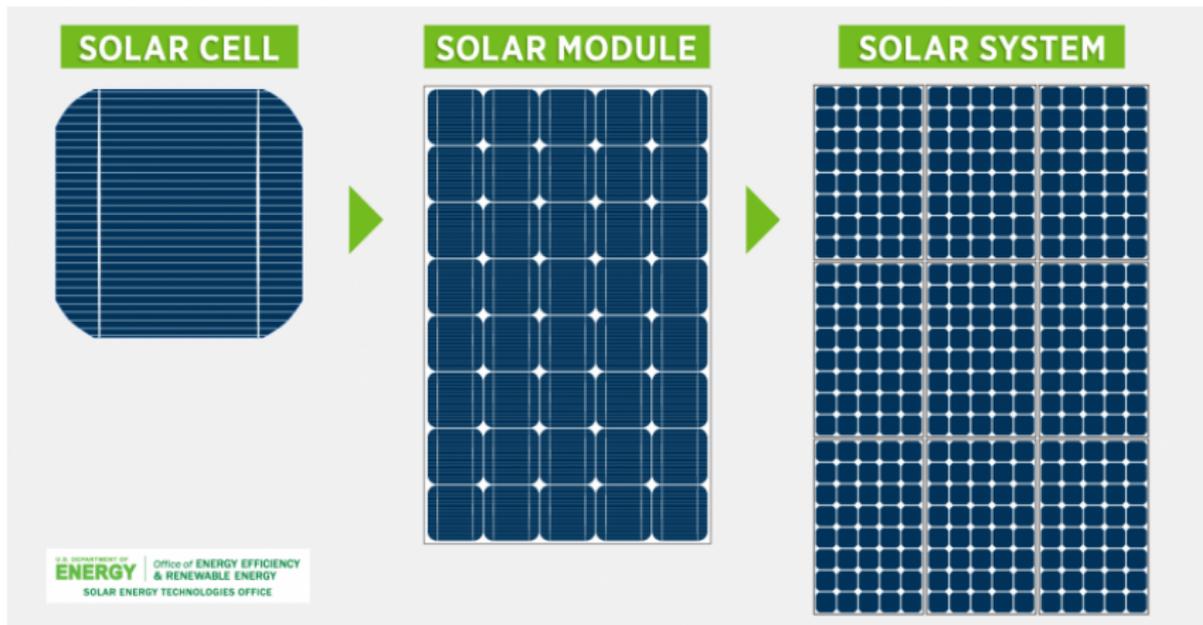
Solar Energy Industries Association (2024): [Solar Industry Research Data](#)

Solar photovoltaic cells



US Energy Information Administration: [Photovoltaics and electricity](#)

Solar photovoltaic modules and arrays



- typical cell size: $\sim 6'' \times 6''$, $\sim 0.023 \text{ m}^2$, $\sim 4.2 \text{ W}$ peak
- typical module size: $\sim 5' \times 3'$, $\sim 1.4 \text{ m}^2$, $\sim 250 \text{ W}$ peak

Solar photovoltaic efficiency

$$\eta = \frac{\text{electric power output}}{\text{radiative power input}}$$

- whole-system efficiency includes cells, conductors, inverter, ...
- for typical solar arrays, $\eta \approx 18$ to 22%
- Shockley-Queisser limit: $\eta \leq \sim 33\%$ for any single-junction cell

Efficiency and temperature

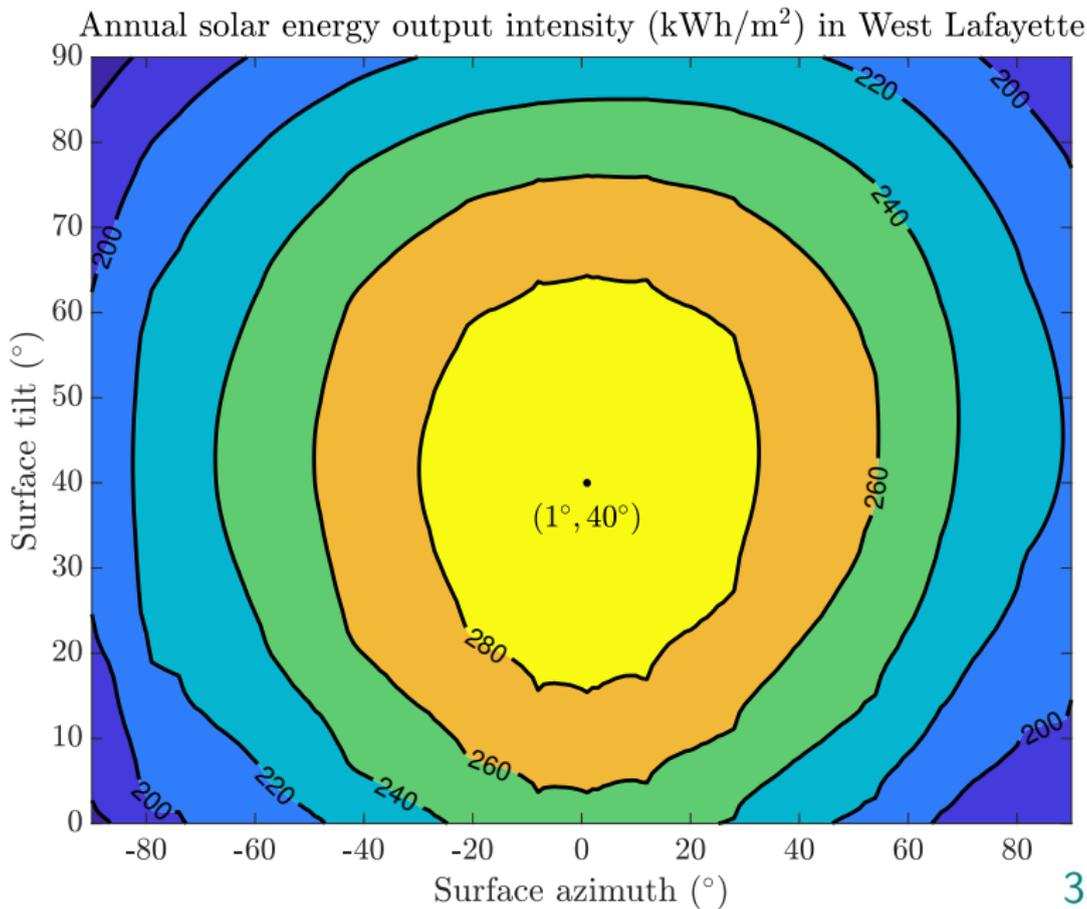
- efficiency scales \sim linearly with cell temperature T_c

$$\eta \approx \tilde{\eta} \left(1 - \frac{T_c - \tilde{T}}{T_0 - \tilde{T}} \right)$$

- $\tilde{\eta}$ is efficiency at rated cell temperature $\tilde{T} \approx 25 \text{ }^\circ\text{C}$
- $T_0 \approx 270 \text{ }^\circ\text{C}$ is cell temperature at which generation stops
- cell temperature scales \sim linearly with outdoor temperature T_a

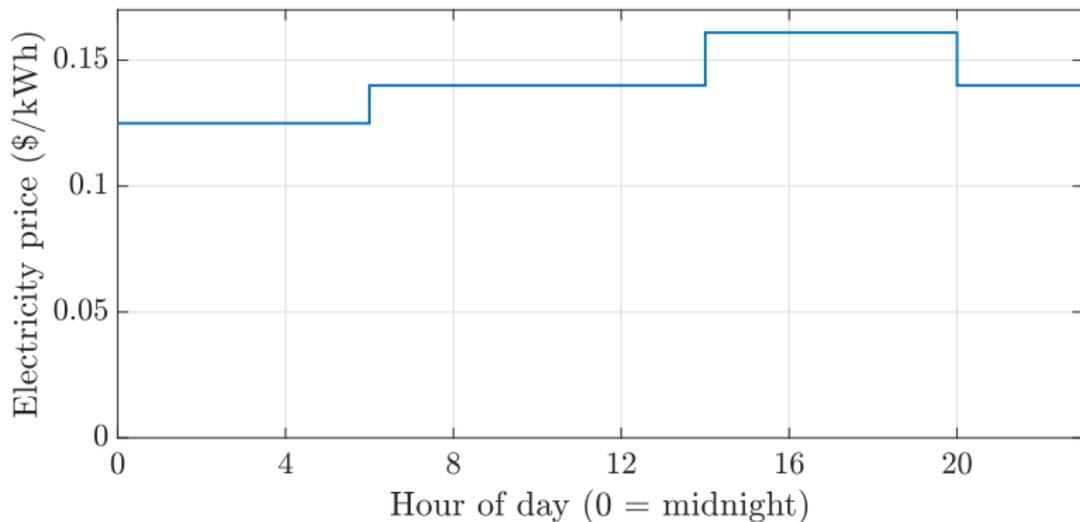
$$T_c \approx T_a + (35 \text{ }^\circ\text{Cm}^2/\text{kW})S_{\text{tot}}$$

$\beta \approx \phi_0$ and $\theta_0 \approx 0^\circ$ maximize annual energy output

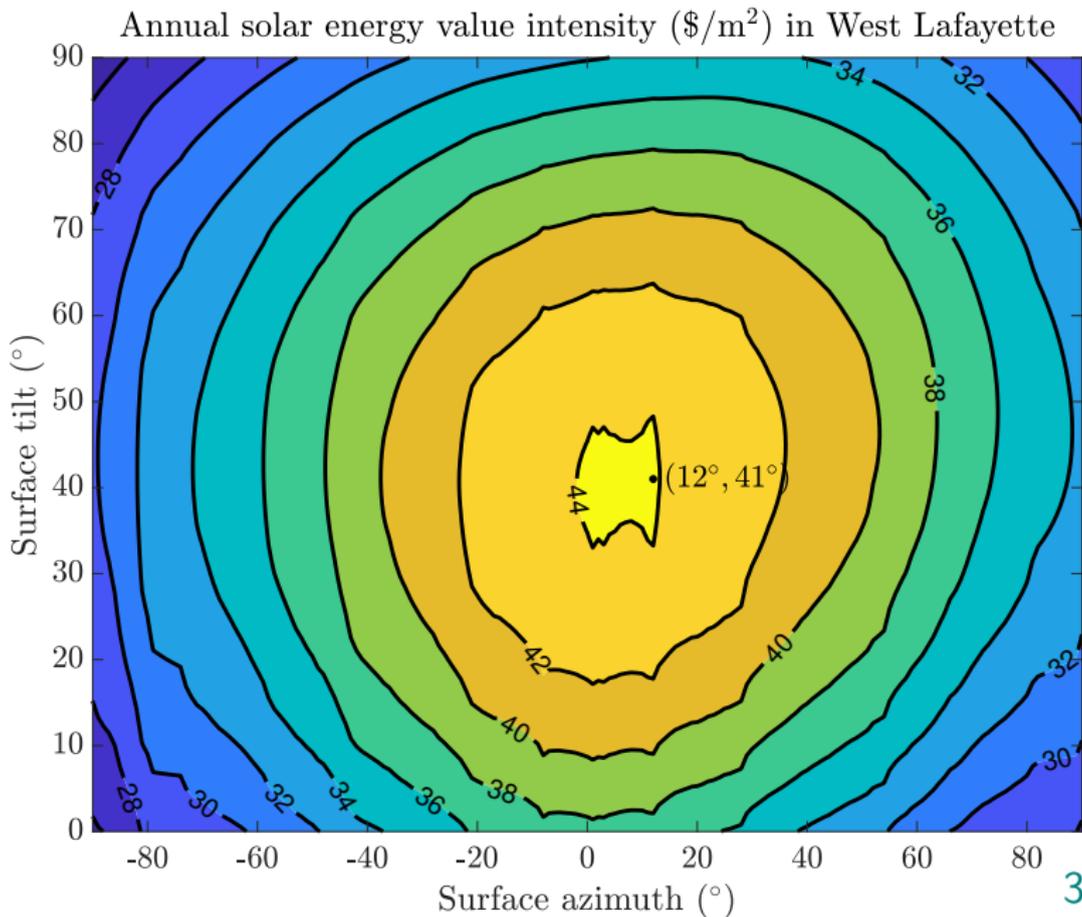


Time-varying electricity prices

- most people buy electricity at a constant price
- some see 'time-of-use' prices with 2 or 3 tiers
- a few see hourly prices tied to wholesale markets



Time-of-use pricing shifts optimal panel orientation west



Net metering

- sometimes, rooftop solar supply exceeds building demand
- some utilities buy excess power at their electricity sale price
- others pay a lower price; some pay nothing at all

