

# RADIATIVE VIEW FACTORS





### <span id="page-1-0"></span>VIEW FACTOR DEFINITION

The view factor  $F_{12}$  is the fraction of energy exiting an isothermal, opaque, and diffuse surface 1 (by emission or reflection), that directly impinges on surface 2 (to be absorbed, reflected, or transmitted). View factors depend only on geometry. Some view factors having an analytical expression are compiled below. We will use the subindices in *F*<sup>12</sup> without a separator when only a few single view-factors are concerned, although more explicit versions, like  $F_{1,2}$ , or even better,  $F_{1\rightarrow 2}$ , could be used.

From the above definition of view factors, we get the explicit geometrical dependence as follows. Consider two infinitesimal surface patches, d*A*<sup>1</sup> and d*A*<sup>2</sup> (Fig. 1), in arbitrary position and orientation, defined by their separation distance  $r_{12}$ , and their respective tilting relative to the line of centres,  $\beta_1$  and  $β_2$ , with 0≤ $β_1 ≤ π/2$  and 0≤ $β_2 ≤ π/2$  (i.e. seeing each other). The expression for dF<sub>12</sub> (we used the differential symbol 'd' to match infinitesimal orders of magnitude, since the fraction of the radiation from surface 1 that reaches surface 2 is proportional to d*A*2), in terms of these geometrical parameters is as follows. The radiation power intercepted by surface d*A*<sup>2</sup> coming directly from a diffuse surface d*A*<sup>1</sup> is the product of its radiance  $L_1 = M_1/\pi$ , times its perpendicular area d $A_1$ , times the solid angle subtended by d $A_2$ , d $\Omega_{12}$ ; i.e.  $d^2$ *Φ*<sub>12</sub>=*L*<sub>1</sub> $dA_1 ⊥ dΩ_1$ <sub>2</sub>=*L*<sub>1</sub> $(dA_1 cos(β_1))dA_2 cos(β_2)/r_{12}$ <sup>2</sup>. Thence:



Fig. 1. Geometry for view-factor definition.

When finite surfaces are involved, computing view factors is just a problem of mathematical integration (not a trivial one, except in simple cases). Notice that the view factor from a patch  $dA_1$  to a finite surface *A*2, is just the sum of elementary terms, whereas for a finite source, *A*1, the total view factor, being a fraction, is the average of the elementary terms, i.e. the view factor between finite surfaces  $A_1$  and  $A_2$  is:

$$
F_{12} = \frac{1}{A_1} \int_{A_1} \left( \int_{A_2} \frac{\cos \beta_1 \cos \beta_2}{\pi r_{12}^2} dA_2 \right) dA_1 \tag{2}
$$

Recall that the emitting surface (exiting, in general) must be isothermal, opaque, and Lambertian (a perfect diffuser for emission and reflection), and, to apply view-factor algebra, all surfaces must be isothermal, opaque, and Lambertian. Finally notice that  $F_{12}$  is proportional to  $A_2$  but not to  $A_1$ .

#### <span id="page-2-0"></span>**View factor algebra**

When considering all the surfaces under sight from a given one (let the enclosure have *N* different surfaces, all opaque, isothermal, and diffuse), several general relations can be established among the  $N^2$ possible view factors  $F_{ij}$ , what is known as view factor algebra:

- Bounding. View factors are bounded to 0≤*Fij*≤1 by definition (the view factor *Fij* is the fraction of energy exiting surface *i*, that impinges on surface *j*).
- Closeness. Summing up all view factors from a given surface in an enclosure, including the possible self-view factor for concave surfaces,  $\sum F_{ij} = 1$  $\sum_j F_{ij} = 1$ , because the same amount of radiation emitted by a surface must be absorbed.
- Reciprocity. Noticing from the above equation that  $dA_i dF_{ij} = dA_j dF_{ji} = (\cos\beta_i \cos\beta_j/(\pi r_{ij}^2))dA_i dA_j$ , it is deduced that  $A_i F_{ii} = A_i F_{ii}$ .
- Distribution. When two target surfaces (*j* and *k*) are considered at once,  $F_{i,i+k} = F_{ii} + F_{ik}$ , based on area additivity in the definition.

• Composition. Based on reciprocity and distribution, when two source areas are considered together,  $F_{i+j,k} = (A_i F_{ik} + A_j F_{jk})/(A_i + A_j)$ .

One should stress the importance of properly identifying the surfaces at work; e.g. the area of a square plate of 1 m in side may be 1 m<sup>2</sup> or 2 m<sup>2</sup>, depending on our considering one face or the two faces. Notice that the view factor from a plate 1 to a plate 2 is the same if we are considering only the frontal face of 2 or its two faces, but the view factor from a plate 1 to a plate 2 halves if we are considering the two faces of 1, relative to only taking its frontal face.

For an enclosure formed by *N* surfaces, there are  $N^2$  view factors (each surface with all the others and itself). But only *N*(*N*−1)/2 of them are independent, since another *N*(*N*−1)/2 can be deduced from reciprocity relations, and N more by closeness relations. For instance, for a 3-surface enclosure, we can define 9 possible view factors, 3 of which must be found independently, another 3 can be obtained from  $A_i F_{ij} = A_j F_{ji}$ , and the remaining 3 by  $\sum F_{ij} = 1$  $\sum_{j} F_{ij} = 1$ .

#### <span id="page-3-0"></span>**View factors with two-dimensional objects**

Consider two infinitesimal surface patches, d*A*<sup>1</sup> and d*A*2, each one on an infinitesimal long parallel strip as shown in Fig. 2. The view factor  $dF_{12}$  is given by (1), where the distance between centres,  $r_{12}$ , and the angles  $\beta_1$  and  $\beta_2$  between the line of centres and the respective normal are depicted in the 3D view in Fig. 2a, but we want to put them in terms of the 2D parameters shown in Fig. 2b (the minimum distance *a*=  $x^2 + y^2$ , and the  $\beta_1$  and  $\beta_2$  angles when *z*=0,  $\beta_{10}$  and  $\beta_{20}$ ), and the depth *z* of the dA<sub>2</sub> location. The relationship are:  $r_{12} = \sqrt{x^2 + y^2 + z^2} = \sqrt{a^2 + z^2}$ ,  $\cos\beta_1 = \cos\beta_{10}\cos\gamma$ , with  $\cos\beta_1 = \frac{y}{r_{12}} = \frac{y}{a}(a/r_{12})$ ,  $\cos\beta_1 = \frac{y}{a}$ ,  $\cos\gamma = \frac{a}{r_{12}}$ , and  $\cos\beta_2 = \cos\beta_2 \cos\gamma$ , therefore, between the two patches:



Fig. 2. Geometry for view-factor between two patches in parallel strips: a 3D sketch, b) profile view.

Radiative view factors 4 Expression (3) can be reformulated in many different ways; e.g. by setting  $d^2A_2 = dw dz$ , where the 'd<sup>2</sup>' notation is used to match differential orders and d*w* is the width of the strip, and using the relation  $a d\beta_{10} = \cos\beta_{20} dw$ . However, what we want is to compute the view factor from the patch  $dA_1$  to the whole strip from *z*=−∞ to *z*=+∞, what is achieved by integration of (3) in *z*:

$$
d^2F_{12} = \frac{a^2 \cos(\beta_{10}) \cos(\beta_{20})}{\pi (a^2 + z^2)^2} dw dz \rightarrow dF_{12} = \int_{-\infty}^{\infty} d^2F_{12} dz = \frac{\cos(\beta_{10}) \cos(\beta_{20})}{2a} dw = \frac{\cos(\beta_{10})}{2} d\beta_{10}
$$
 (4)

For instance, approximating differentials by small finite quantities, the fraction of radiation exiting a patch of  $A_1=1$  cm<sup>2</sup>, that impinges on a parallel and frontal strip ( $\beta_{10}=\beta_{20}=0$ ) of width  $w=1$  cm separated a distance  $a=1$  m apart is  $F_{12}=w/(2a)=0.01/(2\cdot1)=0.005$ , i.e. a 0.5 %. It is stressed again that the exponent in the differential operator 'd' is used for consistency in infinitesimal order.

Now we want to know the view factor  $dF_{12}$  from an infinite strip  $dA_1$  (of area per unit length  $dw_1$ ) to an infinite strip  $dA_2$  (of area per unit length d<sub>*w*2</sub>), with the geometry presented in Fig. 2. It is clear from the infinite extent of strip  $dA_2$  that any patch  $d^2A_1 = dw_1 dz_1$  has the same view factor to the strip  $dA_2$ , so that the average coincides with this constant value and, consequently, the view factor between the two strips is precisely given by (4); i.e. following the example presented above, the fraction of radiation exiting a long strip of  $w_1=1$  cm width, that impinges on a parallel and frontal strip ( $\beta_{10}=\beta_{20}=0$ ) of width  $w_2=1$  cm separated a distance  $a=1$  m apart is  $F_{12}=w_2/(2a)=0.01/(2 \cdot 1)=0.005$ , i.e. a 0.5 %.

Notice the difference in view factors between the two strips and the two patches in the same position as in Fig. 2b: using  $dA_1$  and  $dA_2$  in both cases, the latter (3D case) is given by the general expression (1), which takes the form  $dF_{12} = \cos\beta_{10} \cos\beta_{20} dA_2/(\pi a^2)$ , whereas in the two-strip case (2D), it is  $dF_{12} = \cos\beta_{10}\cos\beta_{20}dA_2/(2a)$ , where  $A_2$  has now units of length (width of the strip).

#### <span id="page-4-0"></span>**Very-long triangular enclosure**

Consider a long duct with the triangular cross section shown in Fig. 3. We may compute the view factor *F*<sub>12</sub> from face 1 to face 2 (inside the duct) by double integration of the view factor from a strip of width  $dw_1$  in  $L_1$  to strip dw<sub>2</sub> in  $L_2$ ; e.g. using de strip-to-strip view factor (4), the strip to finite band view factor is  $F_{12}=[\cos\beta_{10}d\beta_{10}/2=(\sin\beta_{10end}-\sin\beta_{10star})/2$ , where  $\beta_{10star}$  and  $\beta_{10end}$  are the angular start and end directions subtended by the finite band 2 from infinitesimal strip 1. Let see an example to be more explicit.



Fig. 3. Triangular enclosure.

Example 1. Find the view factor  $F_{12}$  from  $L_1$  to  $L_2$  for  $\phi=90^\circ$  in Fig. 3, i.e. between two long perpendicular strips touching, by integration of the case for infinitesimal strips (4).

Sol. Referring to Fig. 2b, the view factor from a generic infinitesimal strip 1 at *x* (from the edge), to the whole band at 2, becomes  $F_{12} = \frac{\sin\beta_{10\text{end}} - \sin\beta_{10\text{start}}}{2} = \frac{1 - x}{\sqrt{x^2 + L_2^2}}$  /2, and, upon integration on *x*, we get the view factor from finite band 1 to finite band 2:  $F_{12}=(1/L_1)[(1-x/\sqrt{x^2+L_2^2})dx/2=$  $\left( L_{\!} + L_{\!2} - \sqrt{L_{\!1}^2 + L_{\!2}^2} \ \right) \! \left/ \! \left( 2 L_{\!1} \right) .$ 

But it is not necessary to carry out integrations because all view factors in such a simple triangular enclosure can be found by simple application of the view-factor algebra presented above. To demonstrate it, we first establish the closure relation  $\sum F_{ij} = 1$  at each of the three nodes, noticing that for nonconcave surfaces  $F_{ii}=0$ ; then we multiply by their respective areas (in our case  $L_1$ ,  $L_2$ ,  $L_3$ , by unit depth length); next, we apply some reciprocity relations, and finally perform de combination of equations as stated below:

$$
0 + F_{12} + F_{13} = 1 \quad \rightarrow \quad L_1 F_{12} + L_1 F_{13} = L_1 \tag{5}
$$

$$
F_{21} + 0 + F_{23} = 1 \quad \rightarrow \quad L_2 F_{21} + L_2 F_{23} = L_2 \quad \rightarrow \quad L_1 F_{12} + L_2 F_{23} = L_2 \tag{6}
$$

$$
F_{31} + F_{32} + 0 = 1 \quad \rightarrow \quad L_3 F_{31} + L_3 F_{32} = L_3 \quad \rightarrow \quad L_1 F_{13} + L_2 F_{23} = L_3 \tag{7}
$$

$$
(5)+(6)-(7) \Rightarrow 2L_1F_{12}=L_1+L_2-L_3 \rightarrow F_{12}=\frac{L_1+L_2-L_3}{2L_1}
$$
\n(8)

We see how easy it is now to recover the result for perpendicular bands of width  $L_1$  and  $L_2$  solved in Example 1,  $F_{12} = (L_1 + L_2 - \sqrt{L_1^2 + L_2^2})/(2L_1)$ ; e.g. the view factor between equal perpendicular bands is  $F_{12}=[2-\sqrt{2}]/2=0.293$ , i.e. 29 % of the energy diffusively outgoing a long strip will directly reach an equal strip perpendicular and hinged to the former, with the remaining 71 % being directed to the other side 3 (lost towards the environment if  $L_3$  is just an opening).

Even though we have implicitly assumed straight-line cross-sections (Fig. 3), the result (8) applies to convex triangles too (we only required  $F_{ii}=0$ ), using the real curvilinear lengths instead of the straight distances. As for concave bands, the best is to apply (8) to the imaginary straight-line triangle, and afterwards solve for the trivial enclosure of the real concave shape and its corresponding virtual straightline.

- Example 2. Find the view factor  $F_{12}$  between two long hemicylindrical strips touching with perpendicular faces (Fig. E2).
- Sol. Let 1' and 2' be the imaginary planar faces of the hemicyliners. From Example 1 applied to equal perpendicular straight strips,  $F_{1'2} = (L_1 + L_2 - \sqrt{L_1^2 + L_2^2})/(2L_1) = (2 - \sqrt{2})/2 = 0.293$ , where  $L_1 = L_2$  are the diametrical strips to  $L_1$  and  $L_2$  (dashed in Fig. E2), which we can take as unit length; the enclose is completed with  $F_{1'3}=1-F_{1'2}=0,707$ . Let consider now the cylindrical surfaces; first, it is clear that the radiation arriving at 2' (from 1') will arrive at 2 also, i.e.  $F_{1'2}=F_{1'2}$ ; second, it is obvious that  $F_{1'1}=1$ , i.e. all radiation outgoing downwards from the planar strip 1' will go to 1, and, by the reciprocity relation,  $F_{11'}=A_{1'}F_{1'1}/A_{1}=1\cdot F_{1'1}/(\pi/2)=2/\pi=0.637$ , and

hence  $F_{11}=1-F_{11}=-2/\pi=0.363$ . In summary, from the radiation cast by hemicylinder 1, a fraction  $F_{11}=36$  % goes against the same concave surface, and, from the remaining  $F_{11}=64$  % that goes upwards, 29 % of it goes towards the right (surface 2), and the 71 % remaining impinged on surface 3; in consequence,  $F_{12}=F_{11} \cdot F_{1'2}=0.637 \cdot 0.293 = (2-\sqrt{2})/\pi =0.186$ ,  $F_{13}=F_{11} \cdot F_{1'3}=$  $0.637 \cdot 0.707 = \sqrt{2}/\pi = 0.450$ , and  $F_{11} = 1 - 2/\pi = 0.363$  (check:  $0.363 + 0.186 + 0.450 \approx 1$ ).



Fig. E2. Sketch to deduce the view factor  $F_{12}$  between two long hemicylinders (1) and (2).

Now we generalise this algebraic method of computing view factors in two-dimensional geometries to non-contact surfaces.

#### <span id="page-6-0"></span>**The crossed string method**

For any two non-touching infinitely-long bands, 1 and 2 (Fig. 4), one can also find all the view factors from simple algebraic relations as in the triangular enclosure before, extending the result (8) to what is known as crossed-string method:



Fig. 4. Sketch used to deduce  $F_{12}$  in the general case of two infinitely long bands.

The result (9) is deduced by applying the triangular relation (8) to triangle 1−3−4 (shadowed in Fig. 4) and triangle 1−5−6, plus the closure relation to the quadrilateral 1−3−2−6 (*F*13+*F*12+*F*16=1), namely:

$$
F_{13} = \frac{L_1 + L_3 - L_4}{2L_1}
$$
\n
$$
F_{16} = \frac{L_1 + L_6 - L_5}{2L_1}
$$
\n
$$
F_{12} = 1 - F_{12} - F_{12} = \frac{L_4 + L_5 - L_3 - L_6}{2L_1}
$$
\n(10)

Radiative view factors 7 This procedure to compute view factors in two-dimensional configurations (the crossed-string method), was first developed by H.C. Hottel in the 1950s. The extension to non-planar surfaces 1 and 2 is as already presented for triangular enclosures. A further extension is possible to cases where there are obstacles (two-dimensional, of course) partially protruding into sides 3 and/or 6 in the quadrilateral 1−3−2−6 (Fig. 4); it suffices to account for the real curvilinear length of each string when stretched over the obstacles, as shown in the following example.

- Example 3. Find the view factor between two long parallel cylinders of equal radii *R*, separated a distance  $2\sqrt{2}R$  between centres, using the crossed-string method.
- Sol. With this clever separation, angle  $\theta$  in Fig. E1 happens to be  $\theta = \pi/4$  (45°), making calculations simpler. We get  $F_{12}$  from (10) by substituting  $L_1=2\pi R$  (the source cylinder),  $L_4$  and  $L_5$  (the crossing strings) each by the length *abcde*, and  $L_3$  and  $L_6$  (the non-crossing strings) each by  $2\sqrt{2}R$ between. The length *abcde* is composed of arc *ab*, segment *bc*, and so on, which in our special case is  $ab=R\theta=(\pi/4)R$  *bc*=*R*, and  $abcde=2(ab+cd)=(\pi/2)R+2R$ , and finally  $F_{12}=(L_4+L_5-L_3-L_6)/(2L_1)=(2abcde-4\sqrt{2}R)/(4\pi R)=(\pi R+4R-4\sqrt{2}R)/(4\pi R)=1/4+(1-\sqrt{2})/π=0.12,$ as can be checked with the general expression for cylinders in the compilation following.



Fig. E1. Sketch used to deduce *F*<sup>12</sup> between two infinitely long parallel cylinders.

### <span id="page-7-0"></span>**View factor with an infinitesimal surface: the unit-sphere and the hemicube methods**

The view factor from an infinitesimal surface  $dA_1$  to a finite surface  $A_2$ ,  $F_{12}=$ [cos( $\beta_1$ ]d $\Omega_1/\pi$ , shows that it is the same for any surface subtending a slid angle  $\Omega_{12}$  in the direction  $\beta_1$ . Hence, a convenient way to compute  $F_{12}$ , first proposed by Nusselt in 1928, is to find the conical projection of  $A_2$  on a sphere of arbitrary radius *r* centred on  $dA_1$  (this projection has the same  $\Omega_{12}$ ), and then project this spherical patch on the base plane containing d*A*1, as sketched in Fig. 5a (the conical projection on the sphere is *A*s, and its normal projection on the base plane is  $A_p$ ). The view factor  $F_{12}$  is therefore the fraction of the circle occupied by  $A_p$ , i.e.  $F_{12} = A_p/(\pi r^2)$ . This was originally an experimental method: if an opaque reflective hemisphere is put on top of d*A*1, and a photography is taken from the zenith, the measure of the reflected image of *A*<sup>2</sup> (*A*p), divided by the area of the circle, yields the view factor (in practice, the radius of the sphere was taken as unity, so the unit-sphere naming).

Radiative view factors 8 The same reasoning can be followed changing the intermediate hemisphere by any other convex surface covering the  $2\pi$  steradians over  $dA_1$ , e.g. the hemicube method uses an intermediate hexahedron or cube centred in d*A*1, what can simplify computations, since the discretization of the planar faces in small

patches is simpler, and the view factors of every elementary patch in a rectangular grid on the top and lateral faces of the hemicube can be precomputed; Fig. 5b shows the hemicube geometry in comparison with the unit-sphere geometry.



Fig. 5. a) The unit-sphere method, and b) its comparison with the hemicube method (Howell et al.).

### <span id="page-8-0"></span>WITH SPHERES

### <span id="page-8-1"></span>**Patch to a sphere**

#### <span id="page-8-2"></span>**Frontal**



#### <span id="page-8-3"></span>**Level**



### <span id="page-9-0"></span>**Tilted**



# <span id="page-9-1"></span>**Patch to a spherical cap**





# <span id="page-10-0"></span>**Sphere to concentric external cylinder**



# <span id="page-10-1"></span>**Disc to frontal sphere**





### <span id="page-11-0"></span>**Cylinder to large sphere**



### <span id="page-11-1"></span>**Cylinder to its hemispherical closing cap**



## <span id="page-12-0"></span>**Sphere to sphere**

### <span id="page-12-1"></span>**Small to very large**



## <span id="page-12-2"></span>**Equal spheres**



### <span id="page-12-3"></span>**Concentric spheres**



### <span id="page-12-4"></span>**Hemispheres**



$$
F_{12} = 1 - \frac{\rho}{4}, F_{13} = \frac{\rho}{4}, F_{21} = \frac{1}{R^2} \left(1 - \frac{\rho}{4}\right),
$$
\n
$$
F_{22} = \frac{1}{2} \left(1 - \frac{1 - \rho}{R^2}\right),
$$
\nFrom a hemisphere of radius *R*<sub>1</sub> to a larger  
\nconcentric hemisphere of radius *R*<sub>2</sub>, *R*<sub>1</sub>, with  
\n $R = R_2/R_1 > 1$ . Let the  
\nclosing planar annulus be  
\nsurface 3.  
\n
$$
\rho = \frac{1}{2} - \frac{1}{\pi} \left[\sqrt{R^2 - 1} - \left(R^2 - 2\right) \arcsin\left(\frac{1}{R}\right)\right]
$$
\n
$$
\rho = \frac{1}{2} - \frac{1}{\pi} \left[\sqrt{R^2 - 1} - \left(R^2 - 2\right) \arcsin\left(\frac{1}{R}\right)\right]
$$
\n
$$
\rho = \frac{1}{2} - \frac{1}{\pi} \left[\sqrt{R^2 - 1} - \left(R^2 - 2\right) \arcsin\left(\frac{1}{R}\right)\right]
$$
\n
$$
\rho = \frac{1}{2} - \frac{1}{\pi} \left[\sqrt{R^2 - 1} - \left(R^2 - 2\right) \arcsin\left(\frac{1}{R}\right)\right]
$$
\n
$$
\rho = \frac{1}{2} - \frac{1}{\pi} \left[\sqrt{R^2 - 1} - \left(R^2 - 2\right) \arcsin\left(\frac{1}{R}\right)\right]
$$
\n
$$
\rho = \frac{1}{2} - \frac{1}{\pi} \left[\sqrt{R^2 - 1} - \left(R^2 - 2\right) \arcsin\left(\frac{1}{R}\right)\right]
$$
\nFrom a sphere of radius  
\n
$$
F_{13} = 0.07, F_{31} = 1/2, F_{12} = 1/8^2,
$$
\n
$$
R_1 \text{ to a larger concentric}
$$
\n
$$
R_2 > R_1, \text{ with } R = R_2/R_1 > 1.
$$
\nLet the velocity be '3',  
\nLet the energy is '3',  
\n
$$
\rho = \frac{1}{2} - \frac{1}{\pi
$$

### <span id="page-13-0"></span>**Equal frontal hemispheres**



### <span id="page-13-1"></span>**Small hemisphere frontal to large sphere**





## <span id="page-14-0"></span>**Hemisphere to plane**



### <span id="page-14-1"></span>**Spherical cap to base disc**





### <span id="page-15-0"></span>WITH CYLINDERS

### <span id="page-15-1"></span>**Cylinder to large sphere**

See results under 'Cases with spheres'.

### <span id="page-15-2"></span>**Cylinder to its hemispherical closing cap**

See results under 'Cases with spheres'.

### <span id="page-15-3"></span>**Very-long cylinders**

#### <span id="page-15-4"></span>**Concentric cylinders**



### <span id="page-15-5"></span>**Concentric cylinder to hemi-cylinder**



## <span id="page-16-0"></span>**Concentric frontal hemi-cylinders**



### <span id="page-16-1"></span>**Concentric opposing hemi-cylinders**



## <span id="page-16-2"></span>**Hemi-cylinder to central strip**





### <span id="page-17-0"></span>**Hemi-cylinder to infinite plane**



## <span id="page-17-1"></span>**Equal external cylinders**



### <span id="page-18-0"></span>**Equal external hemi-cylinders**

| 0.5<br>$F_{12} = 1$<br>0.4   | Case                    | View factor   | Plot |
|--|-------------------------|---|------|
| 0.2<br>radius $R$ to an equal<br>hemi-cylinder separated<br>(limit for $r \rightarrow \infty$ : $F_{12} = 1 - \frac{2}{\pi} = 0.36$ )<br>a distance W, with $r=R/W$<br>10<br>$(w \equiv W/R = 1/r)$ . Let the<br>$F_{13} = \frac{1}{2\pi r} \left( 1 + r \arccos \frac{r}{1+r} - \sqrt{1+2r} \right)$<br>strip in between be $(3)$ .<br>$0.5$<br>$0.4$<br>0.3<br>(limit for r->0: $F_{13} = \frac{1}{4} - \frac{1}{2\pi} = 0.091$<br>0.1<br>w<br>(e.g. for $r=1$ , $F_{12}=0.11$ , $F_{13}=0.05$ ) | From a hemi-cylinder of | $+\frac{4}{\pi r}\left(1-\sqrt{1+r}+\frac{r}{2}\arccos\frac{r}{2+r}\right)$ | 0.3  |

<span id="page-18-1"></span>**Planar strip to cylinder**



$$
W_2\begin{bmatrix} \uparrow \\ W \\ \downarrow \\ W_1 \end{bmatrix} \begin{bmatrix} \uparrow \\ W \\ \downarrow \\ \downarrow \\ \downarrow \\ \downarrow \\ \downarrow \\ \downarrow \end{bmatrix} F_{21} = \frac{\arctan\left(\frac{v_2}{h}\right) - \arctan\left(\frac{v_1}{h}\right)}{2\pi}
$$
\n(e.g. for  $W_1 = 0$  &  $W_2 = R = H$ , i.e.  
\n $v_1 = 0$ ,  $v_2 = 1$ ,  $h = 1$ ,  $x_1 = 0$ ,  $x_2 = 1$ ,  
\n $F_{12} = 0.463$ ,  $F_{21} = 0.074$ )

### <span id="page-19-0"></span>**Wire to parallel cylinder**



# <span id="page-19-1"></span>**Finite cylinders**

### <span id="page-19-2"></span>**Base to lateral surface**



## <span id="page-19-3"></span>**Disc to coaxial cylinder**





#### <span id="page-20-0"></span>**Equal finite concentric cylinders**



# <span id="page-20-1"></span>**Outer surface of cylinder to annular disc joining the base**





### <span id="page-21-0"></span>**Cylindrical rod to coaxial disc at one end**



## <span id="page-21-1"></span>WITH PLATES AND DISCS

### <span id="page-21-2"></span>**Parallel configurations**

#### <span id="page-21-3"></span>**Equal square plates**



#### <span id="page-21-4"></span>**Unequal coaxial square plates**





### <span id="page-22-0"></span>**Box inside concentric box**





## <span id="page-23-0"></span>**Equal rectangular plates**



## <span id="page-23-1"></span>**Equal discs**



## <span id="page-23-2"></span>**Unequal discs**





## <span id="page-24-0"></span>**Strip to strip**

Note. See the crossing-string method, above, for these and other geometries.



#### <span id="page-24-1"></span>**Patch to infinite plate**



### <span id="page-24-2"></span>**Patch to disc**





# <span id="page-25-0"></span>**Perpendicular configurations**

#### <span id="page-25-1"></span>**Cylindrical rod to coaxial disc at tone end**

(See it under 'Cylinders'.)

### <span id="page-25-2"></span>**Square plate to rectangular plate**



### <span id="page-25-3"></span>**Rectangular plate to equal rectangular plate**



<span id="page-25-4"></span>



### <span id="page-26-0"></span>**Strip to strip**

Note. See the crossing-string method, above, for these and other geometries.



# <span id="page-26-1"></span>**Tilted strip configurations**

Note. See the crossing-string method, above, for these and other geometries.

### <span id="page-26-2"></span>**Equal adjacent strips**



#### <span id="page-27-0"></span>**Triangular prism**



### <span id="page-27-1"></span>NUMERICAL COMPUTATION

Several numerical methods may be applied to compute view factors, i.e. to perform the integration implied in (2) from the general expression (1). Perhaps the simpler to program is the random estimation (Monte Carlo method), where the integrand in (2) is evaluated at *N* random quadruples,  $(c_{i1}, c_{i2}, c_{i3}, c_{i4})$ for  $i=1..N$ , where a coordinates pair (e.g.  $c_{i1}$ ,  $c_{i2}$ ) refer to a point in one of the surfaces, and the other pair  $(c_{i3}, c_{i4})$  to a point in the other surface. The view factor  $F_{12}$  from surface  $A_1$  to surface  $A_2$  is approximated by:

$$
F_{12} = \frac{A_2}{N} \sum_{i=1}^{N} \frac{\cos \beta_1 \cos \beta_2}{\pi r_{12}^2} \bigg|_{i} \tag{11}
$$

where the argument in the sum is evaluated at each ray *i* of coordinates  $(c_i, c_i, c_i, c_i)$ .

- Example 4.Compute the view factor from vertical rectangle of height *H*=0.1 m and depth *L*=0.8 m, towards an adjacent horizontal rectangle of *W*=0.4 m width and the same depth. Use the Monte Carlo method, and compare with the analytical result.
- Sol. The analytical result is obtained from the compilation above for the case of 'With plates and discs / Perpendicular configurations / Rectangular plate to unequal rectangular plate', obtaining, for  $h=H/L=0.1/0.8=0.125$  and  $w=W/L=0.4/0.8=0.5$  the analytical value  $F_{12}=0.4014$  (mind that we want the view factor from the vertical to the horizontal plate, and what is compiled is the opposite, so that a reciprocity relation is to be applied).

For the numerical computation, we start by setting the argument of the sum in (11) explicitly in terms of the coordinates  $(c_{i1}, c_{i2}, c_{i3}, c_{i4})$  to be used; in our case, Cartesian coordinates  $(x_i, y_i, z_i)$ *y'<sub>i</sub>*) such that  $(x_i, y_i)$  define a point in surface 1, and  $(z_i, y'_i)$  a point in surface 2. With that choice,  $\cos\beta_1 = z/r_{12}$ ,  $\cos\beta_2 = x/r_{12}$ , and  $r_{12} = \sqrt{x^2 + z^2 + (y_2 - y_1)^2}$ , so that:

$$
F_{12} = \frac{A_2}{N} \sum_{i=1}^{N} \frac{\cos \beta_1 \cos \beta_2}{\pi r_{12}^2} \bigg|_i = \frac{WL}{N} \sum_{i=1}^{N} \frac{zx}{\pi r_{12}^4} \bigg|_i = \frac{WL}{N} \sum_{i=1}^{N} \frac{zx}{\pi \left[ x^2 + z^2 + (y - y')^2 \right]} \bigg|_i = \frac{WL}{N} \sum_{i=1}^{N} f_i
$$

 $\overline{1}$ 

where  $f_i$  is the value of the function at a random quadruple  $(x_i, y_i, z_i, y')$ . A Matlab coding may be:  $W=0.4$ ; L=0.8; H=0.1; N=1024;  $\%$ Data, and number of rays to be used f=  $\mathcal{Q}(z,y1,x,y2)$  (1/pi)\*x.\*z./(x.^2+z.^2+(y2-y1).^2).^2; %Defines the function for  $i=1:N$  fi(i)=f(rand\*H, rand\*L, rand\*W, rand\*L);end; %Computes its values F12=(W\*L/N)\*sum(fi) %View factor estimation

Running this code three times (it takes about 0.01 s in a PC, for  $N=1024$ ), one may obtain for  $F_{12}$  the three values 0.36, 0.42, and 0.70, but increasing *N* increases accuracy, as shown in Fig. E4.



Fig. E4 Geometry for this example (with notation used), and results of the  $F_{12}$ -computation with a number  $N=2^{in}$  of random quadruplets (e.g.  $N=2^{10}=1024$  for  $i<sub>n</sub>=10$ ); three runs are plotted, with the mean in black.

### <span id="page-28-0"></span>REFERENCES

Howell, J.R., "A catalog of radiation configuration factors", McGraw-Hill, 1982. [\(web.](http://www.thermalradiation.net/tablecon.html)) Siegel, R., Howell, J.R., Thermal Radiation Heat Transfer, Taylor & Francis, 2002.

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