

Rethinking Lighting Application Efficiency

Robert Soler – VP Research BIOS Lighting

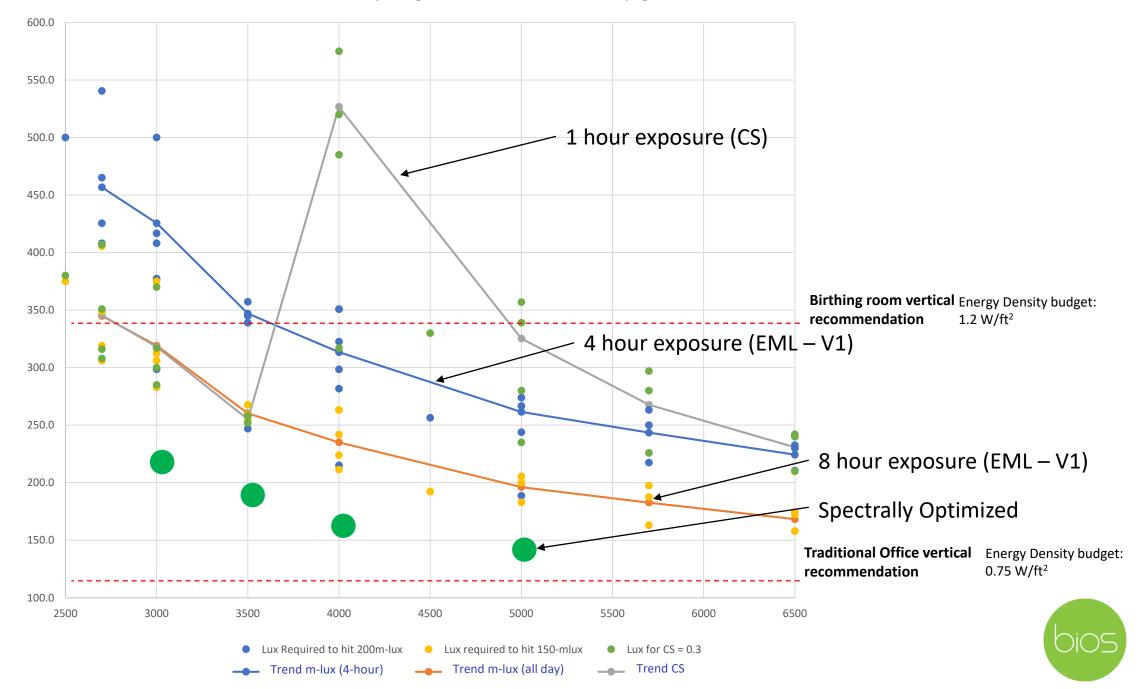
### About BIOS

- Focused on Circadian Lighting and Horticultural Lighting
- We make fixtures in the Horticultural space
- We make light engines in the Circadian Lighting space
  - Partner with architectural lighting companies to incorporate our technology in their fixtures
  - Designed to provide the benefits without off-putting colors or complicated controls
  - https://www.bioshumanlight.com/

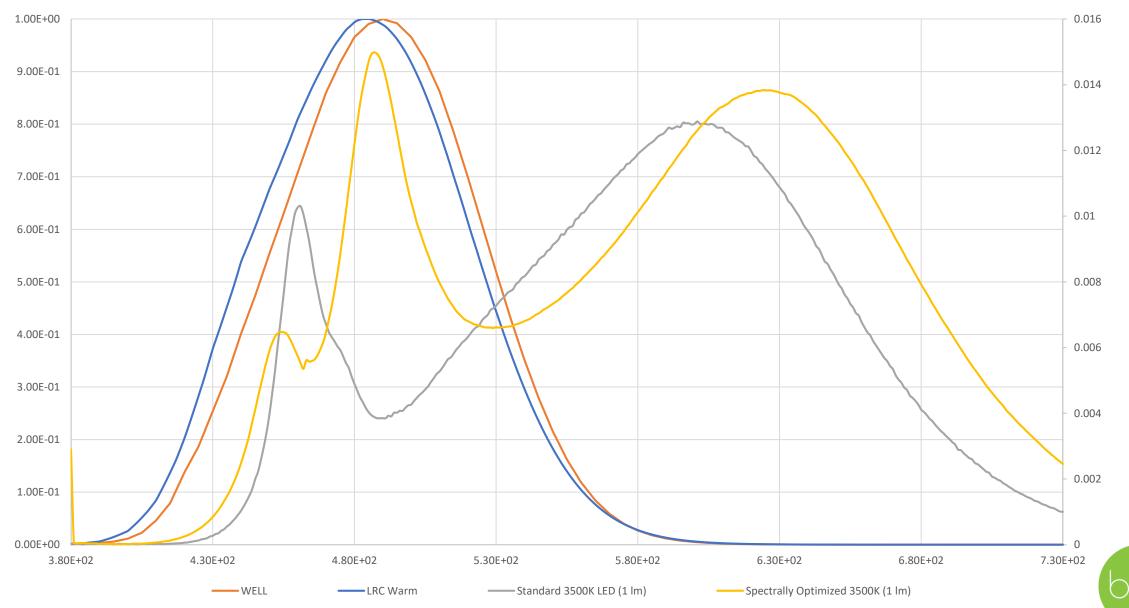


# The Threshold for Daylight

Comparing Models - Threshold for Daylight



#### WELL versus CS Warm



## What's your favorite CCT? Designing the space YOU work in

ССТ	My Favorite	I would NEVER
6500K	X%	Х%
5000K	X%	Χ%
4000K	X%	Χ%
3500K	X%	Х%
3000K	X%	Х%
2700K	X%	Х%

Sample size: xx

I will compare your answers with answers I've received in Philly, Europe, and Japan

#### Data from IES Illuminate - Philadelphia

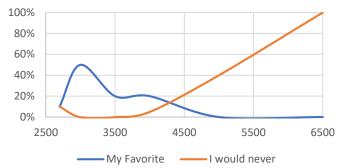
ССТ	My Favorite	I would NEVER
6500K	0%	100%
5000K	0%	80%
4000K	20%	5%
3500K	70%	0%
3000K	10%	0%
2700K	5%	10%

Sample size: 90

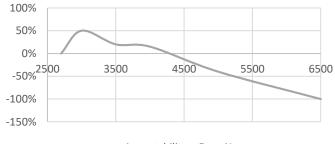
### Data from IALD Europe in Barcelona

ССТ	My Favorite	I would NEVER
6500K	0%	100%
5000K	0%	40%
4000K	20%	5%
3500K	20%	0%
3000K	50%	0%
2700К	10%	10%

#### Preference Chart





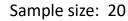


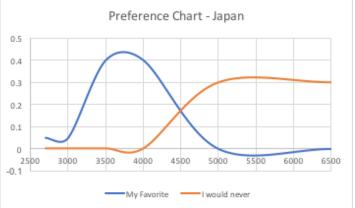
------ Acceptability = Fav - Never

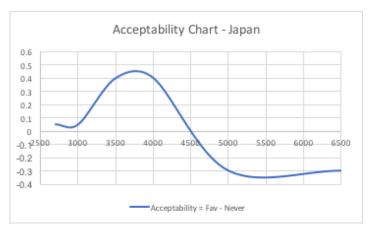
Sample size: 50

### SHOCKING Data from International Workshop at UC Berkley with 90% Japanese participants

ССТ	My Favorite	I would NEVER
6500K	0%	30%
5000K	0%	30%
4000K	40%	0%
3500K	40%	0%
3000K	5%	0%
2700K	5%	0%



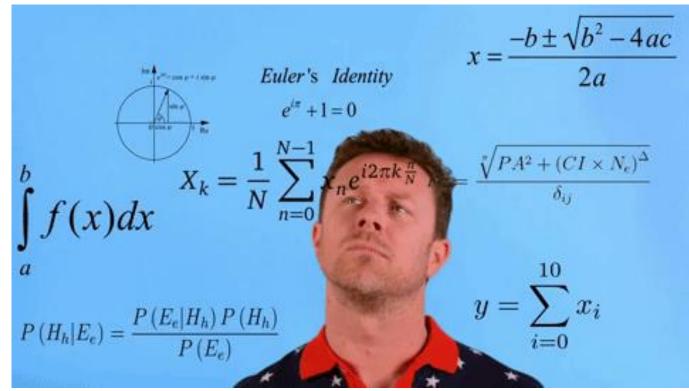




It just might be that EVERYONE hates cool/cold white light...

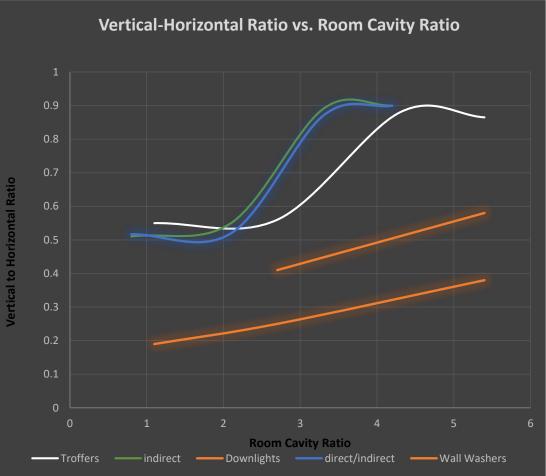
## Vertical Calculations?

- Most people don't know how to do vertical calculations
- It requires a whole new process in AGI32



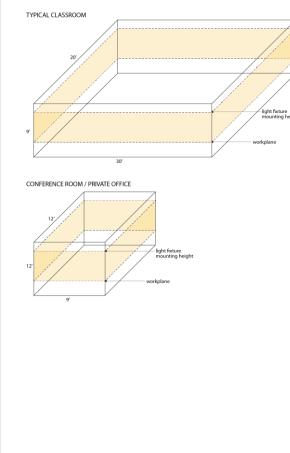
## Vertical to Horizontal Ratios by RCR

- RCR is essentially the wall to floor ratio
  - RCR is small for open plan office
  - RCR is large for private offices
- Fixture type can increase vertical illuminance
  - But only for certain room cavity ratios
- For open office, you need to make 2 horizontal lumens for each vertical lumen



Data gathered at BIOS via simple AGI32 simulations

ROOM CAVITY RATIO ILLUSTRATED



So....I'm here at the DOE, talking about spending MORE energy?

## I don't think we're done. We're just beginning

We need to understand the parameters

Timing

Spatial

Intensity

Spectral

# Light what you want to see

The best way to save energy is to focus light at what you want people to see



## The Open Plan Office

- What does the occupant want to see?
- New Metrics
  - Mean Room Surface Exitance (MRSE)
  - Task/Ambient Illumination Ratio (TAIR)





#### Task/Ambient Illumination Ratio (TAIR)

- Noticeable difference
  - 1.5:1
- Distinct difference
  - 3:1
- Strong difference
  - 10:1
- Emphatic difference
  - 40:1





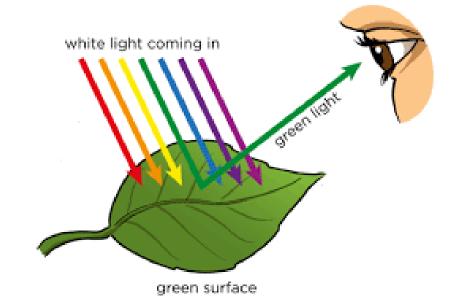
## The Open Plan Office

- Emphasize the regions you want to see
- De-emphasize the regions you don't want to see



## Mean Room Surface Exitance (MRSE)

- Perceived brightness of the space is defined by the reflected light coming off walls.
  - This isn't lux falling onto the surface
- Optimization requires
  - Directing light at these surfaces
  - Spectral Optimization?
- Bright light is 150 lm/m2 (Kitt Cuttle, IESNA Fires report)





## **BIOS Lobby**

• BIOS Office has green walls, white walls and brown floor

Green Wall Reflectance

Brown Floor Reflectance

600

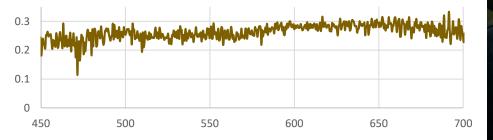
650

700

550

500

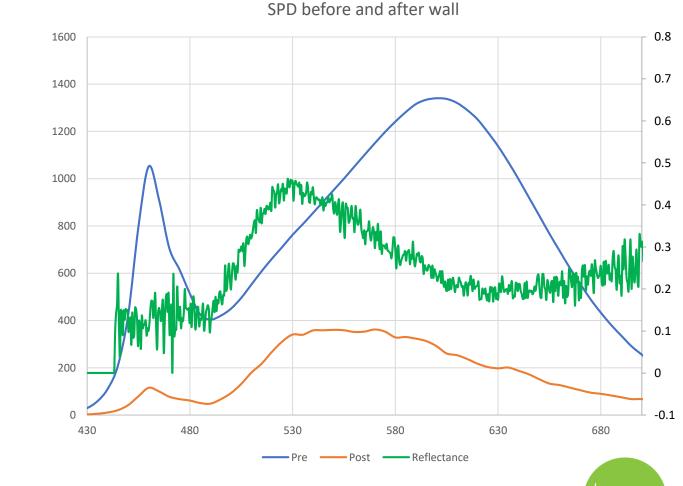
450





## Spectral Reflectance

- Take that LED Light Source
  - Say you get 125 lm/W out of the fixture
  - Say you magically get it all onto the wall
    - You only get 29% of the lumens reflected back
      - 36.25 lm/W
      - In order to achieve 150 lm/m2 MRSE, you'll need 500 lux to hit that wall.
  - You just created a bunch of light, only to get absorbed



## Closing thoughts

Classic lighting was well suited for lighting the horizontal task

• The task is now becoming self illuminated and/or vertical

Vertical illuminances are more important for circadian effects of light

Perceived brightness can come from illumination of what you want to see

• Perhaps these two converge

Lighting the floors first means you'll lose 80% at the first bounce

• Perhaps the "spill over" is enough for things like the floor

Is a paradigm shift required to truly gather energy savings?