



University of Pittsburgh

# Numerical Resolution of Radiation View Factors in Multi-Junction Thermoelectric Generators Via GPU- Accelerated Ray Tracing

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# Background: Thermoelectric generators and view factors

## Figure of merit for TE materials ( $Z\bar{T}$ ):

- $\alpha$  : Seebeck coefficient
- $\sigma_{el}$  : electrical conductivity
- $K$  : thermal conductivity
- $\bar{T}$  : mean temperature

$$Z\bar{T} = \frac{\alpha^2 \sigma_{el} \bar{T}}{K}$$

## Radiation Heat Transfer Rate ( $Q_i$ ):

- $\epsilon$  : material emissivity
- $\sigma$  : Stefan-Boltzmann constant
- $T_i$  : temperature of emitter
- $T_j$  : temperature of receiver

$$Q_i = \epsilon \sigma A_i F_{ij} (T_i^4 - T_j^4)$$

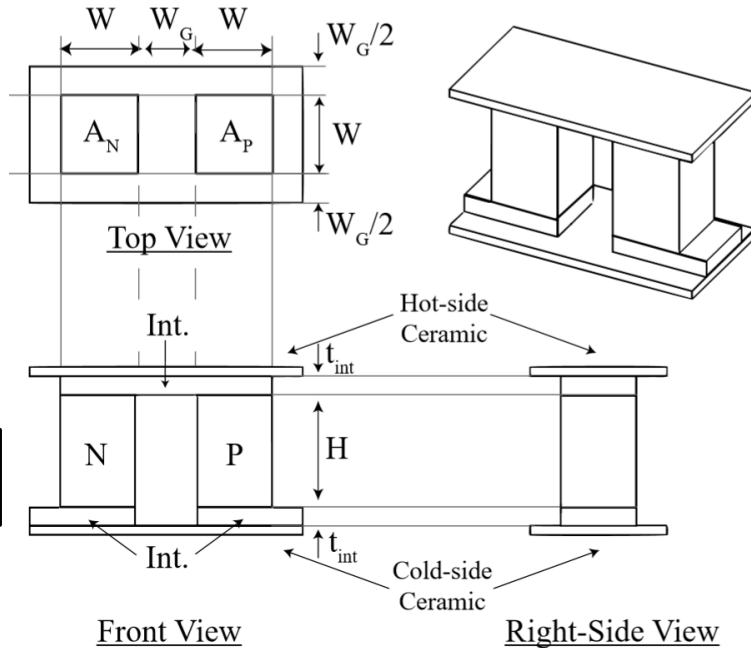


Fig 1: Single-junction thermoelectric generator (TEG) design.

## Radiation view factor ( $F_{ij}$ ):

$$F_{ij} = \frac{1}{A_i} \iint \frac{\cos \theta_i \cos \theta_j}{\pi \vec{R}^2} dA_i A_j$$

$$F_{ij} = \frac{1}{A_i} \sum_{i=1}^{N_i} \sum_{j=1}^{N_j} \frac{\cos \theta_i \cos \theta_j}{\pi \vec{R}^2} dA_i A_j$$

Discretize  
The  
Domain

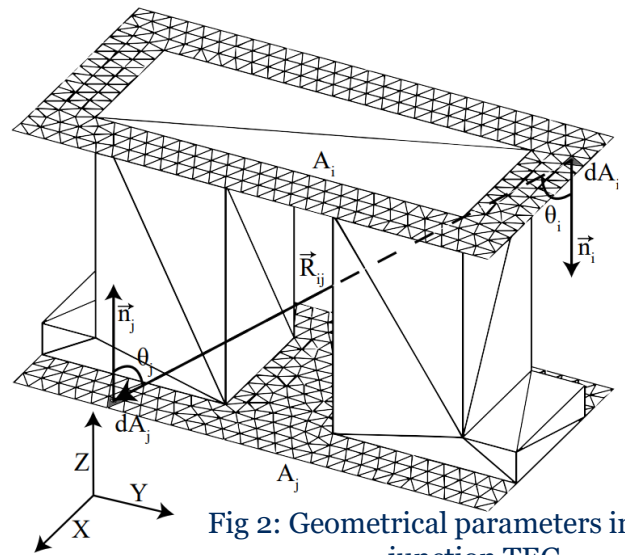


Fig 2: Geometrical parameters in a single-junction TEG.

# Methodology: GPU-accelerated programming

- Rays cast from every  $dA_i$  to every  $dA_j$
- Shadow effect handled via Möller–Trumbore (MT) ray-triangle intersection algorithm
- Parallel execution

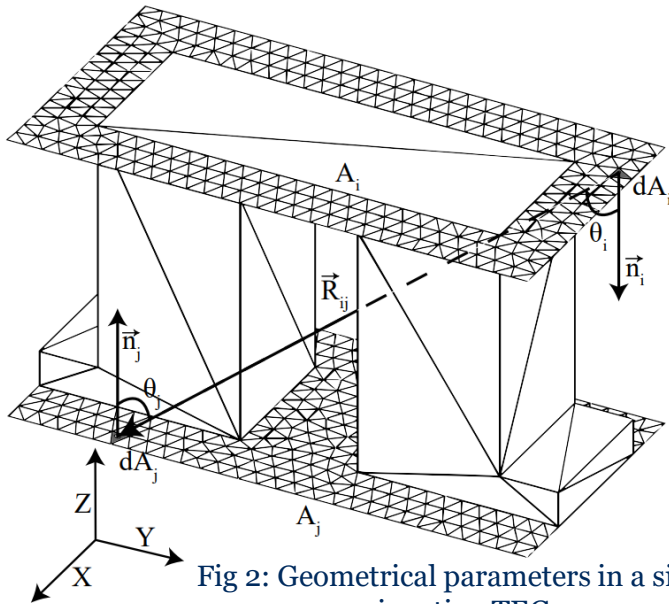


Fig 2: Geometrical parameters in a single-junction TEG.

$$F_{ij} = \frac{1}{A_i} \sum_{i=1}^{N_i} \sum_{j=1}^{N_j} \frac{\cos \theta_i \cos \theta_j}{\pi R_{ij}^2} dA_i dA_j$$

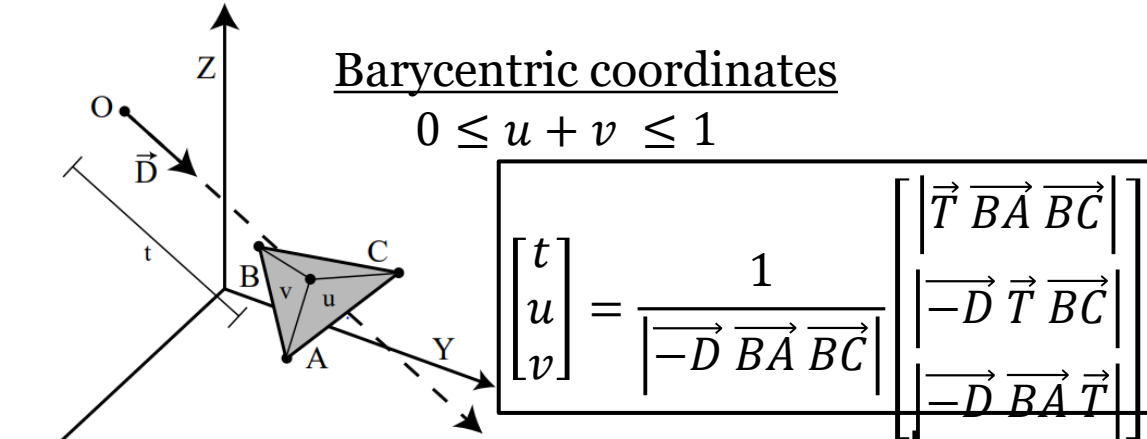
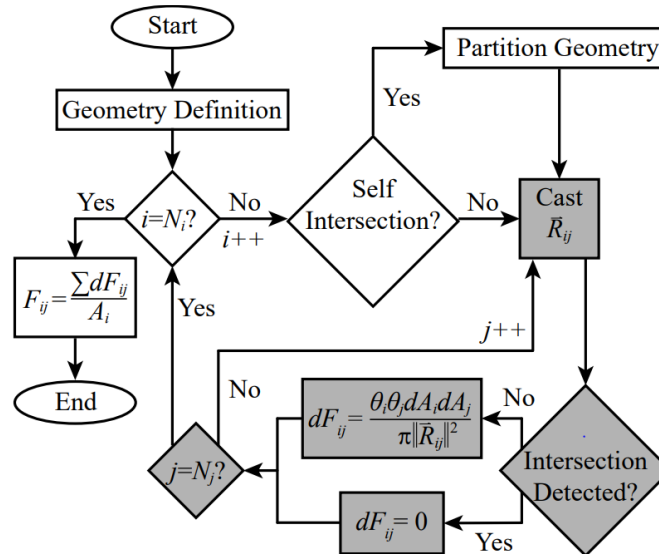


Fig 3: Geometrical parameters in the MT algorithm.



Intersection?

$$t \leq \|\vec{R}\|$$

Fig 4: Computational flow chart (processes computed on the GPU are highlighted).

# Results: Computational runtimes and trends

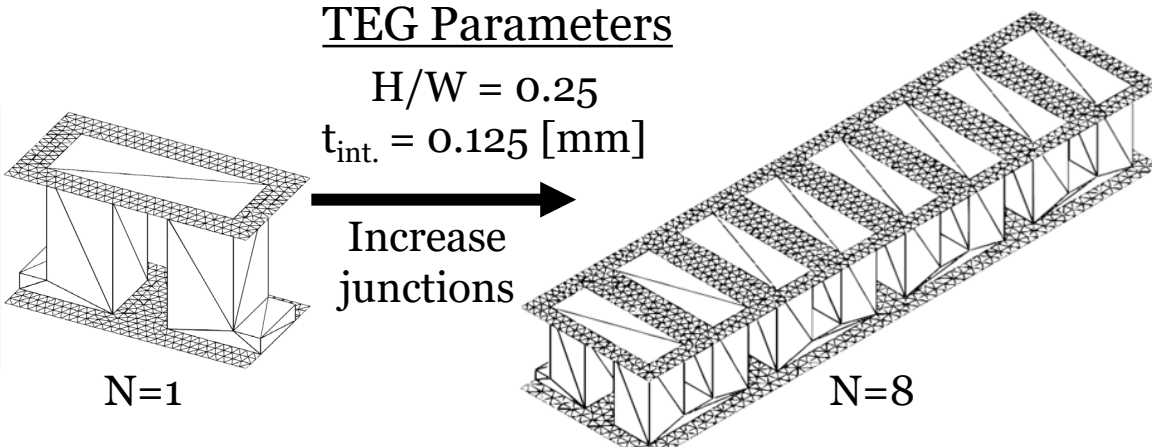


Fig 5: Multi-junction TEG design.

- Explored effect of junction number (N) on  $F_{ij}$
- Asymptotic behavior observed for constant design parameters
- Runtime decrements with GPU-accelerated programming

### Future Work

- Multi-GPU acceleration
- Efficient self-intersection algorithms
- New applications

### Acknowledgements

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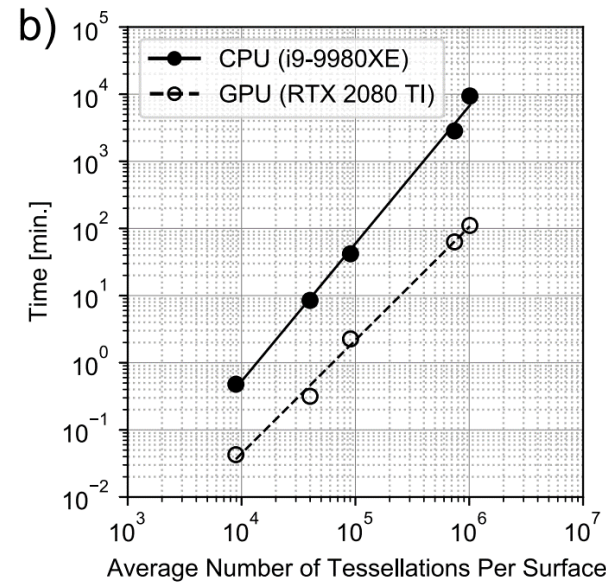
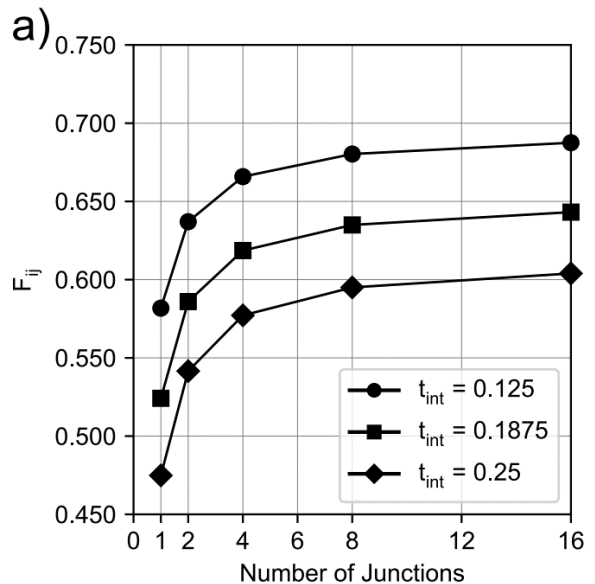


Fig 6: View factors of a TEG design with varying junction number and b) CPU vs. GPU runtimes for varying model fidelity