NC STATE UNIVERSITY

Ray-tracing and CFD simulation for aiding design of Far UV-C based PPE

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Introduction

- There has been increased interest by the public and policymakers in the development of public health intervention technologies due to the recent global pandemic.
- N95 masks are currently the best defense against the spread of disease; however, under best-case E scenarios, these only filter out pathogens.
- Personal Protection Equipment (PPE) that disinfects the air in close-proximity would provide more effective treatment and safeguard against unknown future pathogens.
- The purpose of this work is to use experimentally validated numerical simulations explore to alternative PPE designs that use Far UV-C to inactivate airborne pathogens.

Methods

There are three facets of the work presented here:

- 1. The custom Eden Park lamp being use,
- 2. Experimental characterization of the lamp,
- 3. Optical and fluid simulation of the lamp within a sample reactor.

custom, miniature KrCl The lamp ÍS а microplasma design (Eden Park) that emits germicidal UV at a 222nm wavelength. (Fig. 1)

Experimental Characterization was carried out using a pair of custom micro-fluorescent silica detectors (MFSDs). (Fig. 2)

Optical simulations were performed using LTI Optics Photopia for a set of test reactors with KrCl microplasma lamp.

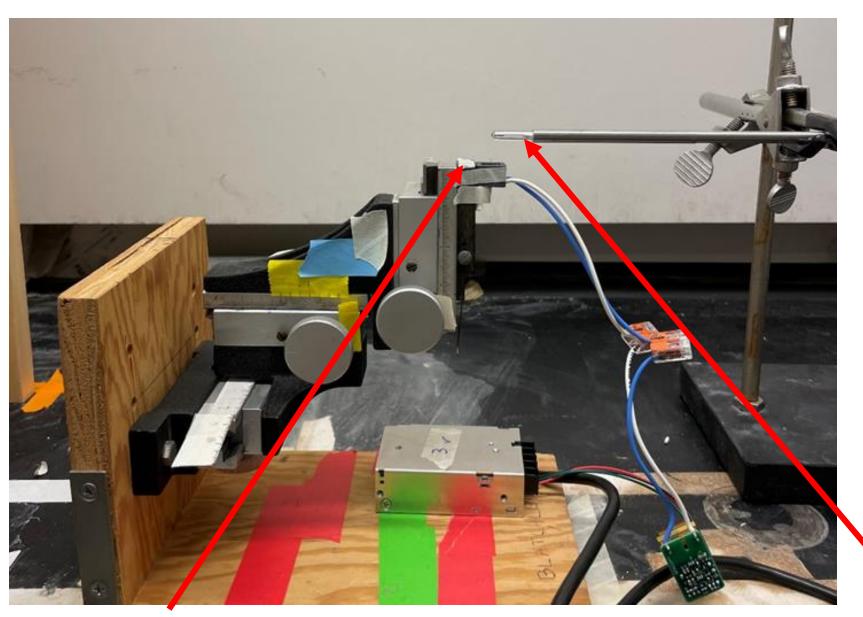


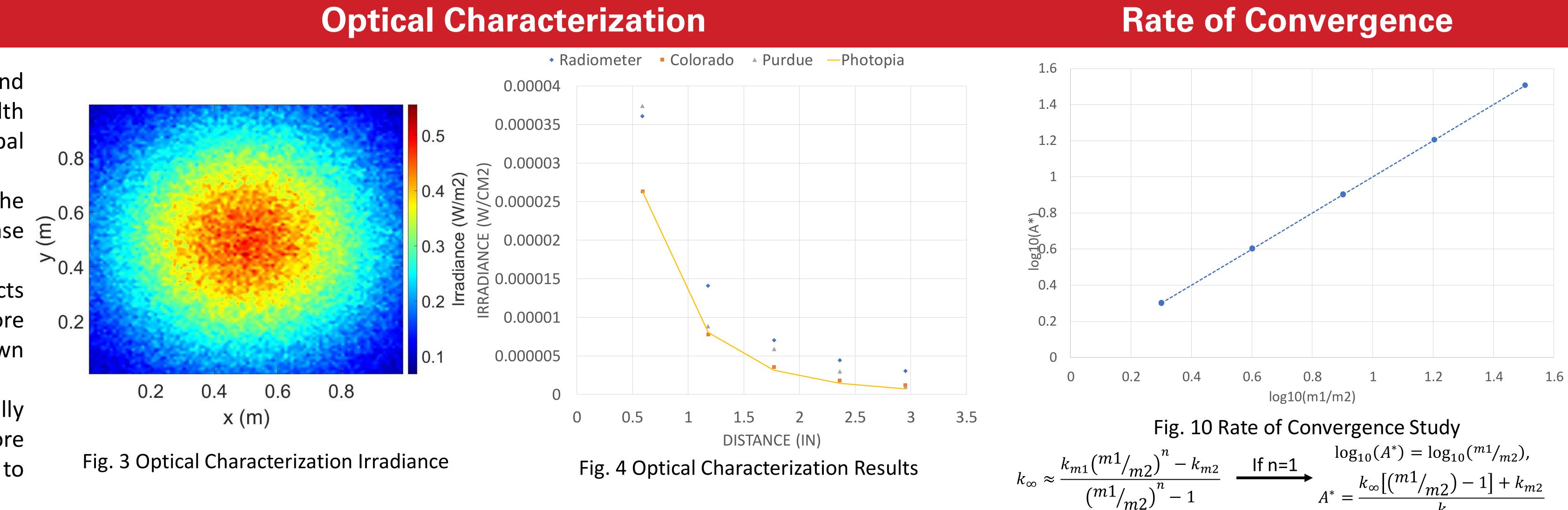
Fig. 1

MFSD

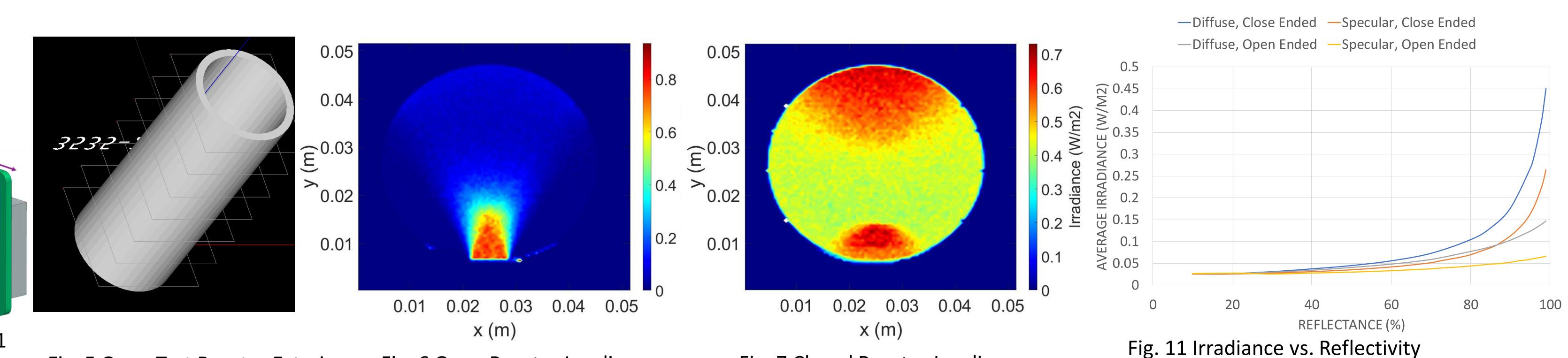
Lamp

Fig. 2

Christopher Bowers^{1,2}, Christopher Jones², Eric Prast², Ernest Blatchley^{2,3}, Karl G. Linden^{3,4}, Richard A. Rasansky²,



Test Reactor







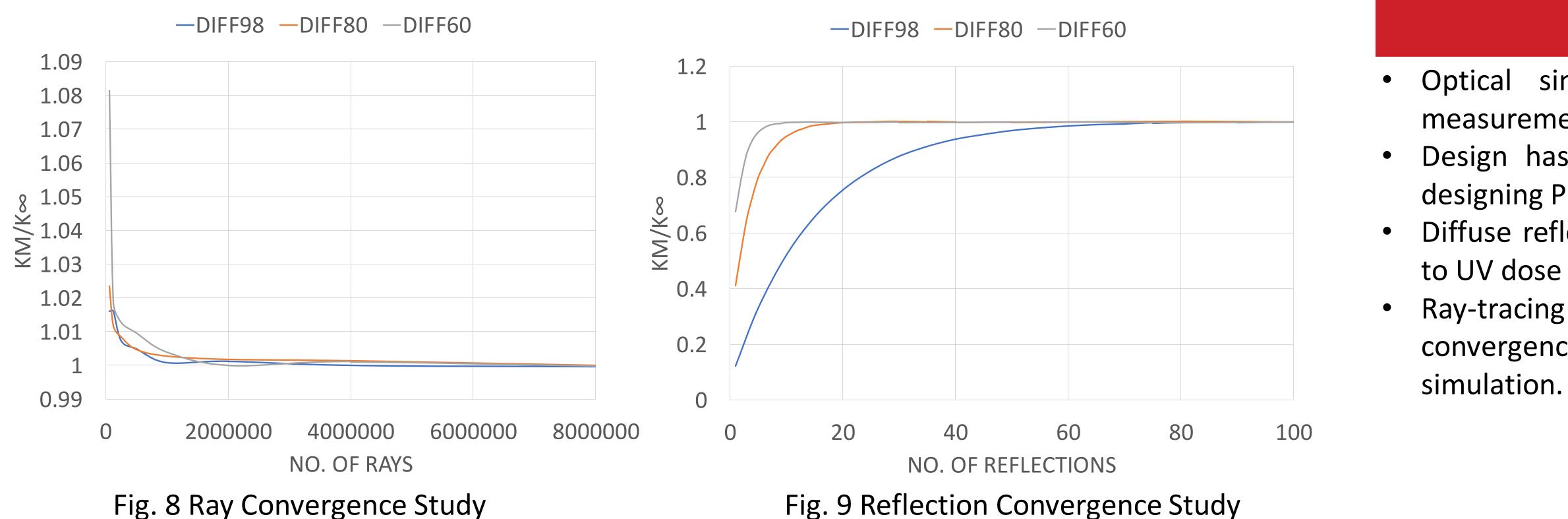




Fig. 7 Closed Reactor Irradiance





Average Irradiance

Summary

Optical simulations are able to match laboratory measurement.

Design has a significant impact on UV dosage when designing PPE.

• Diffuse reflective material provides higher improvement to UV dose compared to specular reflective material.

Ray-tracing simulations display roughly first order convergence when increasing number of rays during

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