

# Evaluation of Moisture Caused Risks in Building Structures

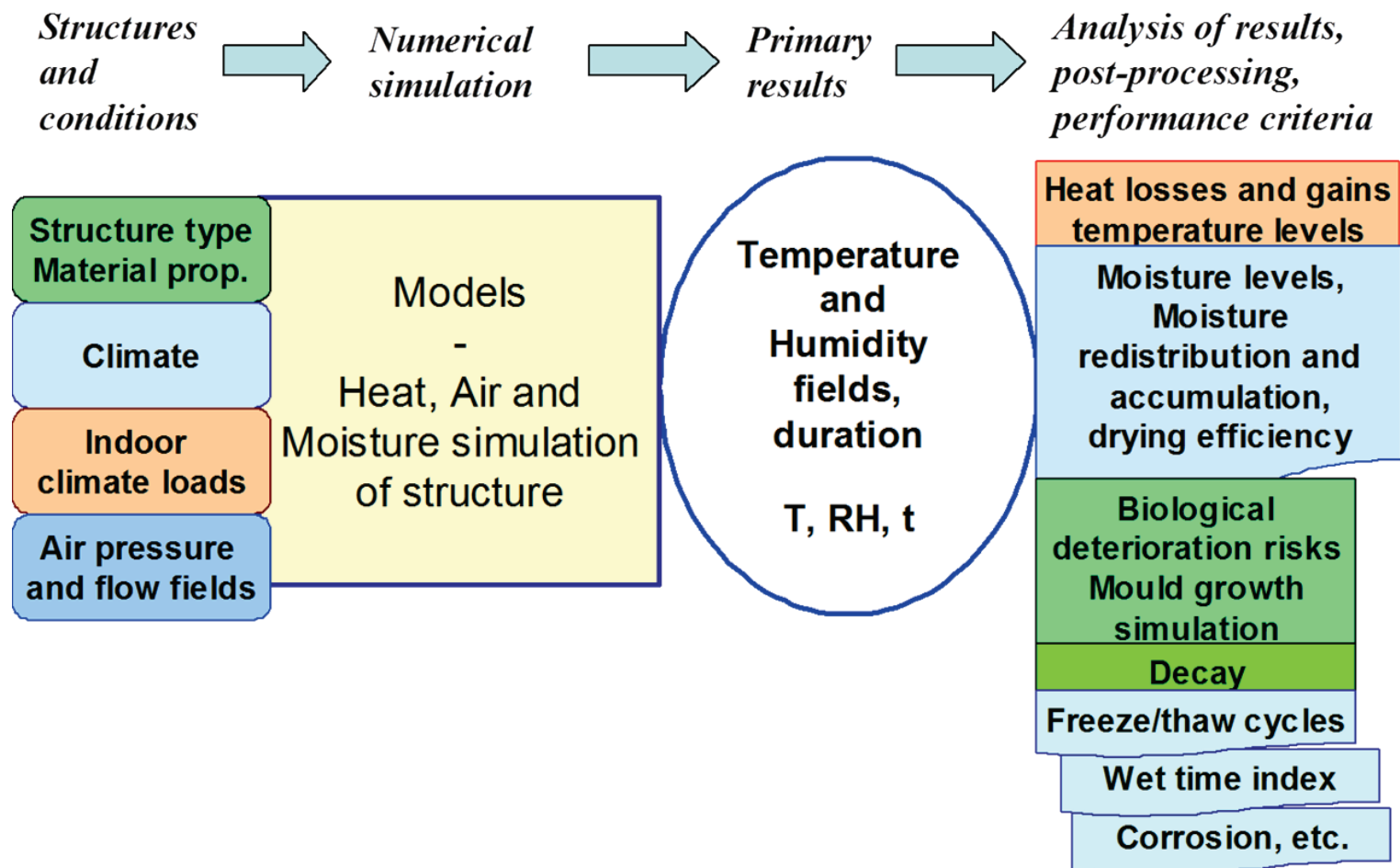
Buildings XIII Workshop

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# Contents

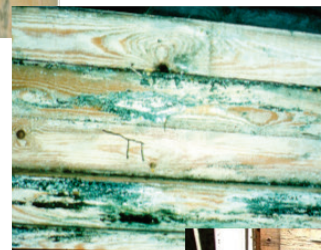
- Primary simulation results
- Performance criteria evaluation
- Aspects: Indoor air/Building users, Structures
- Mold
- Decay
- Corrosion

# How to evaluate moisture caused risks in building structures

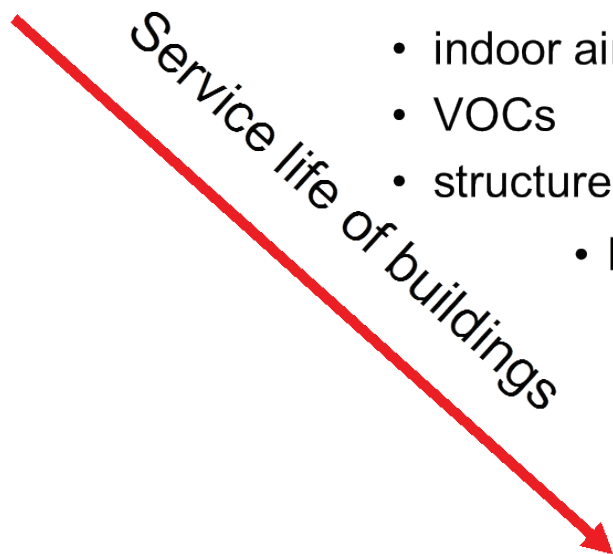


# Ageing - biological deterioration - damages

- natural ageing
  - grey wood
    - mould
      - indoor air
      - VOCs
      - structure aesthetics
    - load exceeds tolerance
    - decay

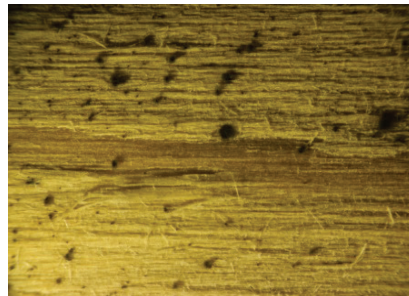
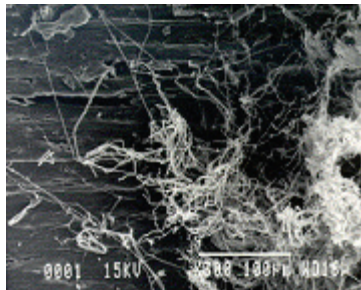


Service life of buildings



# Mold growth risk analysis

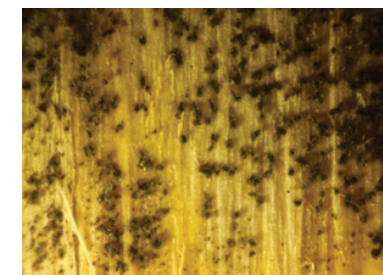
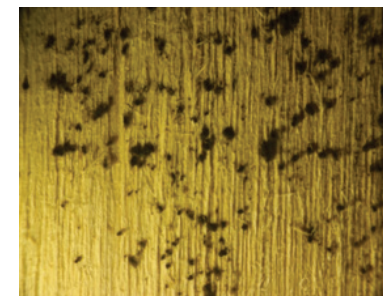
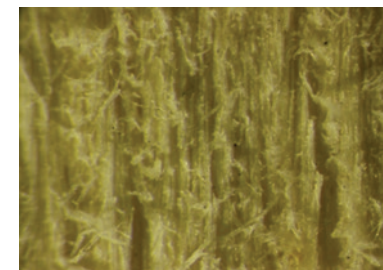
- Mold growth is one of the first signs of too high moisture content in (building) materials
- It may affect the indoor air quality and the appearance of the surfaces



- **Mold does not** cause structural damages (unlike decay), changes only the appearance

# Mold Index – Visual findings presented as growth index values

Index	Description of the growth rate
0	No growth
1	Small amounts of mould on surface (microscope), initial stages of local growth
2	Several local mould growth colonies on surface (microscope)
3	Visual findings of mould on surface, < 10 % coverage, or, < 50 % coverage of mould (microscope)
4	Visual findings of mould on surface, 10 - 50 % coverage, or, >50 % coverage of mould (microscope)
5	Plenty of growth on surface, > 50 % coverage (visual)
6	Heavy and tight growth, coverage about 100 %





# VTT Mold Model - Solver for Mold index

$$\frac{dM}{dt} = \frac{1}{7 \cdot \exp(-0.68 \ln T - 13.9 \ln RH + 0.14 W - 0.33 SQ + 66.02)} \cdot k_1 k_2$$

$$k_1 = \begin{cases} \frac{t_{M=1, \text{pine}}}{t_{M=1}}, & \text{when } M < 1 \\ 2 \cdot \frac{(t_{M=3, \text{pine}} - t_{M=1, \text{pine}})}{(t_{M=3} - t_{M=1})}, & \text{when } M \geq 1 \end{cases}$$

**Scaling factors  $k_1$  and  $k_2$  for different materials**

**Coefficient  $k_1$  is used to scale the growth intensity**

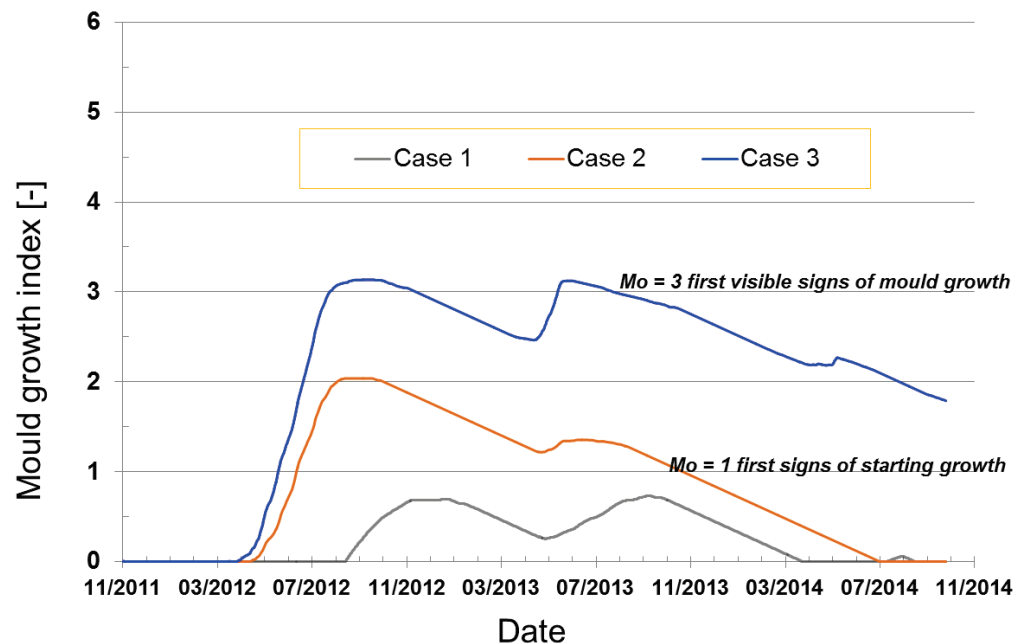
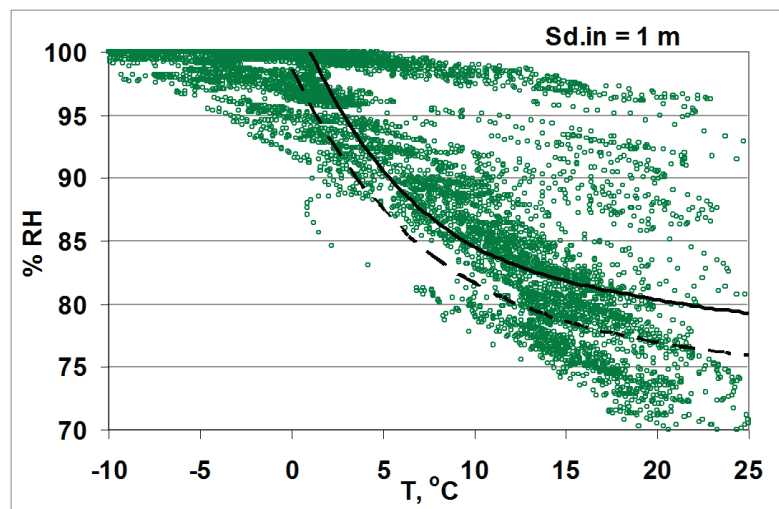
$$k_2 = \max\left[1 - \exp\left[2.3 \cdot (M - M_{\max})\right], 0\right]$$

**Coefficient  $k_2$  to limit the growth to maximum possible index level**

$$M_{\max} = A + B \cdot \frac{RH_{\text{crit}} - RH}{RH_{\text{crit}} - 100} - C \cdot \left(\frac{RH_{\text{crit}} - RH}{RH_{\text{crit}} - 100}\right)^2$$

# Mold growth risk analysis

- Solved or measured temperature and relative humidity values
- Long period conditon history with 1 h time steps if possible
- Numerical evaluation of Mold index at critical boundary





# Decay of wooden structures – Numerical model

Two parameters:  
Activation time  $\alpha$   
and  
Mass loss



Activation process  $\alpha < 0.1$

$$\alpha(t) = \int_0^t d\alpha = \sum_0^t (\Delta\alpha), \text{ where}$$

$$\Delta\alpha = \frac{\Delta t}{t_{crit}(RH, T)} \quad \text{Under favorable conditions}$$

Mass loss process when  $\alpha \geq 1$

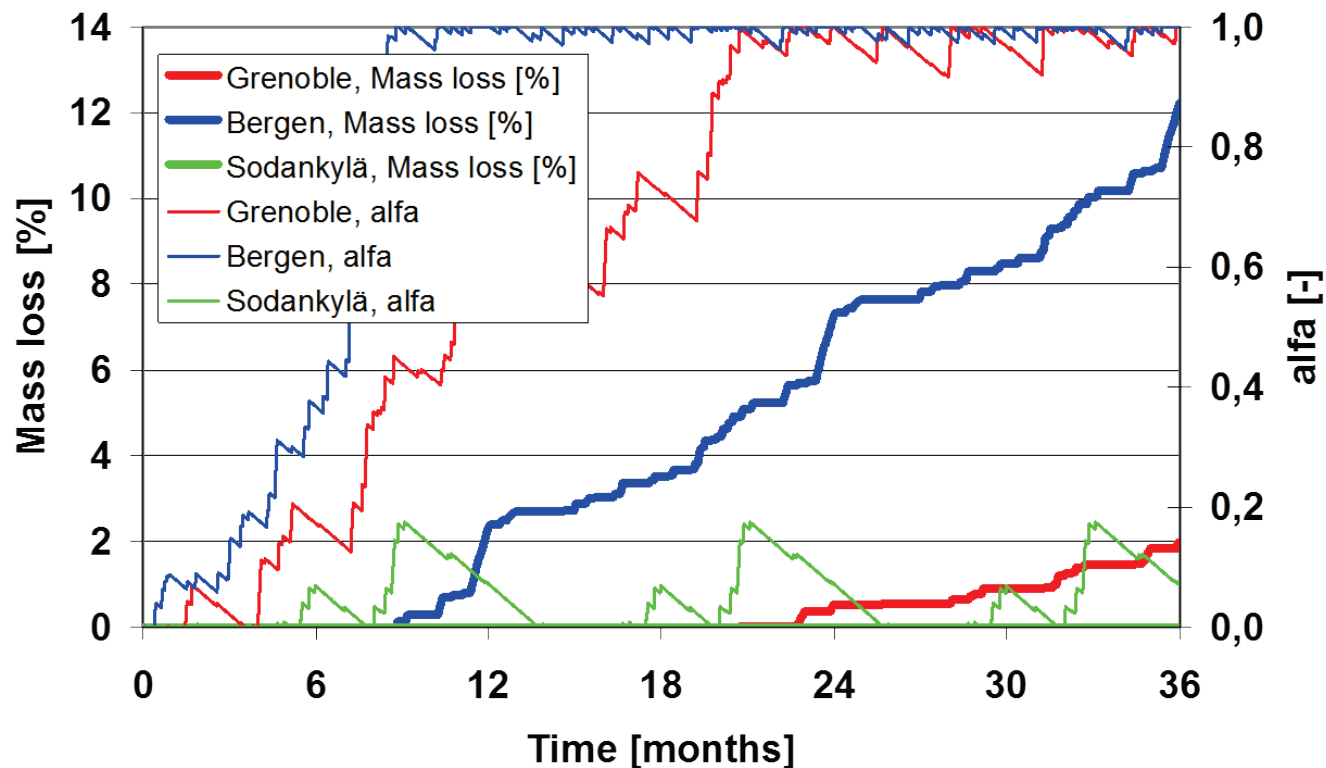
$$ML(t') = \int_{t \text{ at } \alpha=1}^{t'} \frac{ML(RH, T)}{dt} dt = \sum_{t \text{ at } \alpha=1}^{t'} \left( \frac{ML(RH, T)}{dt} \times \Delta t \right)$$

$$\frac{ML(RH, T)}{dt} = -5.96 \times 10^{-2} + 1.96 \times 10^{-4} T + 6.25 \times 10^{-4} RH \quad [\%/ \text{hour}]$$

Based on studies by Hannu Viitanen & al. at VTT

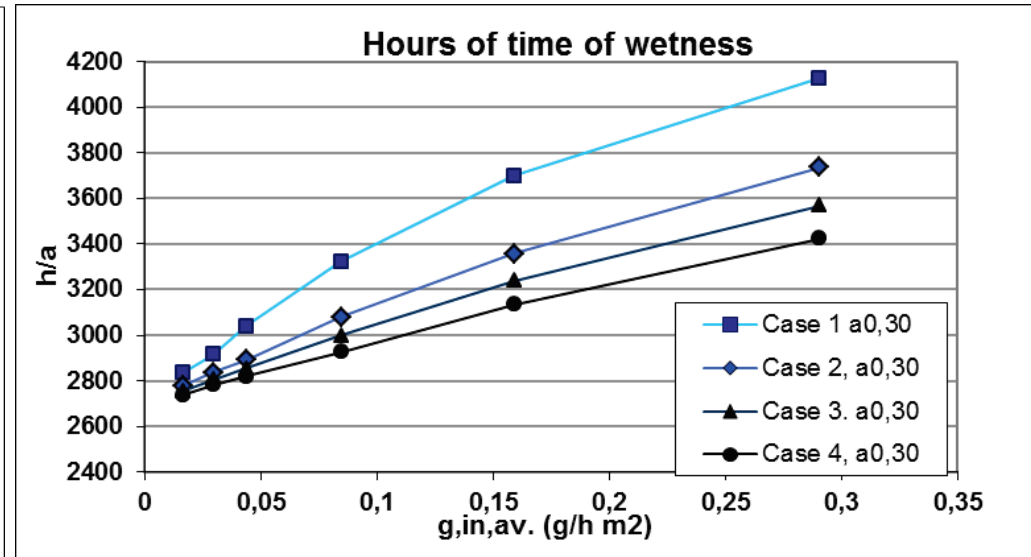
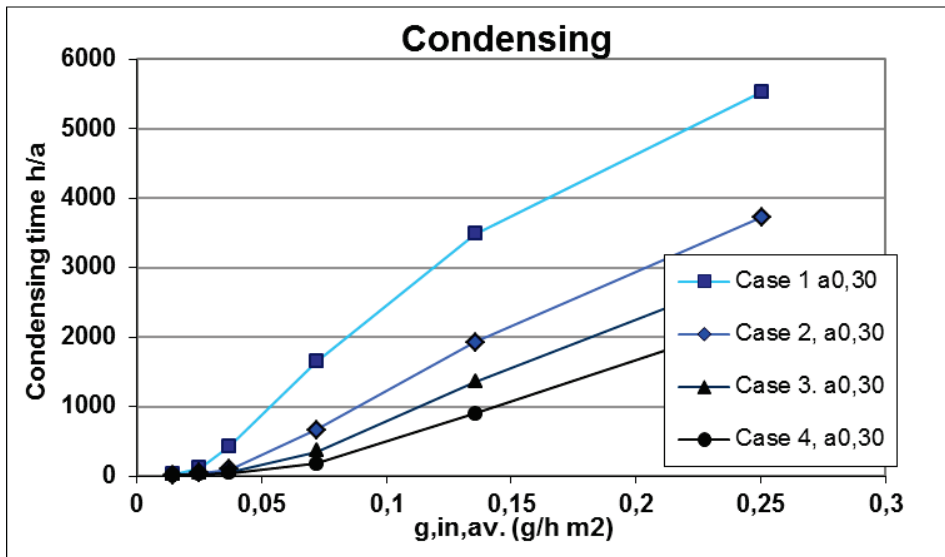
# Decay development in wooden facade during 3 years in different locations

- No surface treatment
- Starting time  $\alpha$  more interesting than mass loss



# Condensation and wet time index

- Wet time:  $>80\%$  RH and  $> 0\text{ }^{\circ}\text{C}$
- Wet time index is used for corrosion studies and material life time expectancy analysis

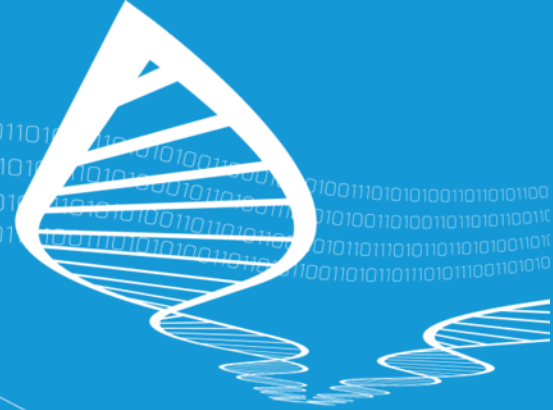


## Freeze / Thaw cycles

- For the climate load analysis of brick and mortar structures/  
materials

# Summary

- Mold Index gives the first risk prediction
- No mold (index < 1) in structure parts having contact to indoor air
- More flexible with exterior structures
- Decay needs much more time and higher moisture conditions than mold
- Decay mainly for exterior parts
- Wet time index and corrosion
- Freeze/thaw effects



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