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Posted Date: 9 June 2025

doi: 10.20944/preprints202506.0592.v1

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Article

Optimization of Arrangements of Heat-Storage Bricks in a Regenerative Combustion System by Tree Search

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Featured Application: In this article, we suggest an optimization method based on simple tree search. This search method can be performed easily on an ordinary computer, while a super computer is usually necessary for AI with MCTS. We apply this method to an optimization problem on arrangements of heat-storage bricks in a regenerative combustion system.

Abstract: When there are several different types of heat-storage ceramic bricks that can be arranged in the fix-bed heat regenerators of a regenerative combustion system, one must find an optimal arrangement of these bricks, of possibly different types, in the fix-bed heat regenerators of a regenerative combustion system. However, the number of possible arrangements of checkers in a heat regenerator could be very huge. For example, when 5 different types of checkers are available for each of 14 positions in a heat regenerator, the total number of possible arrangements of checkers, of possibly different types, is 6,103,515,625. It seems impractical to evaluate the efficiency of each of all the possible arrangements of heat-storage ceramic bricks, in the fix-bed heat regenerators of a regenerative combustion system, by 3-dimensional CFD (Computational Fluid Dynamics) simulations on Ansys Fluent. In this article, we present an efficient tree search method to tackle this optimization problem.

Keywords: regenerative combustion; heat transfer; optimization; simulation; monte carlo method; tree search

1. Introduction

In this article, we will propose a method for solving an optimization problem on the arrangements of heat-storage ceramic bricks (checkers) in a heat regenerator system.

Usually two fixed-bed heat regenerators are utilized in pairs with a central furnace to form a regenerative combustion system. See Figure 1. In each heat regenerator, checkers are arranged. The regenerative combustion system operates periodically with a two-phase cycle. The checkers arranged in the heat regenerators, on both ends of a regenerative combustion system, are used to absorb *heat* from the high temperature *exhaust gas* expelled from the central furnace.

In Phase 1, the cool fresh air flows into the *left* heat regenerator and is *preheated* by the checkers arranged there. (The checkers arranged in the *left* heat regenerator are designed to absorb periodically heat from the high temperature exhaust gas expelled from the central furnace in Phase 2.) The preheated fresh air then flows into the central furnace for combustion with Natural Gas. After combustion with Natural Gas, the high temperature exhaust gas, expelled from the central furnace, then flows into the *right* heat regenerator and *heats up* the checkers arranged there. Then Phase 2 starts at the *Phase Switch* point of time. In Phase 2, the above process is *reversed*. The cool fresh air flows into

the *right* heat regenerator and is *preheated* by the checkers arranged there, which already absorbed heat from the high temperature exhaust gas expelled from the central furnace during Phase 1. Then the *preheated* fresh air flows into the central furnace for combustion with Natural Gas. Finally, the high temperature exhaust gas, expelled from the central furnace, flows into the *left* heat regenerator and *heats up* the checkers arranged there. Then Phase 1 starts again at the *Phase Switch* point of time. A new cycle of operations follows.

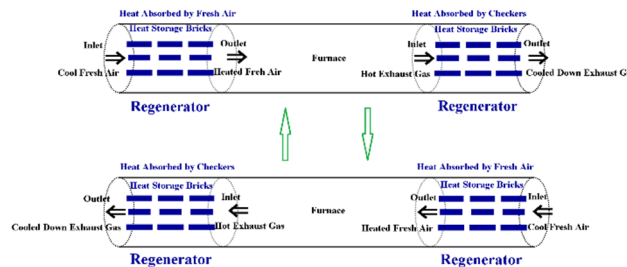


Figure 1. A regenerative combustion system with two fixed-bed heat regenerators.

Usually there are *several different types* of heat-storage ceramic bricks that can be arranged in a heat regenerator. So one must find an *optimal* arrangement of these checkers, of possibly *several different types*, in a heat regenerator to reach the best performance of the regenerative combustion system with this heat regenerator. Naturally, the *objective function* for this *optimization problem* is the long-term Waste Heat Recovery Ratio defined for each arrangement of selected heat-storage ceramic bricks (of possibly different types) in this heat regenerator.

However, the number of possible arrangements of checkers in a heat regenerator could be very *huge*. Thus finding the optimal arrangement of checkers, of possibly different types, in a heat regenerator could be difficult. In fact, when there are p different types of checkers that can be selected for *each* of n positions in a fixed-bed heat regenerator, the total number of possible arrangements of checkers at n positions is

$$p^n.$$

Thus, when 5 different types of checkers are available for each of 14 positions in a heat regenerator, the total number of possible arrangements of checkers, of possibly different types, is

$$5^{14} = 6,103,515,625.$$

This means that one must evaluate *more than 6 billion arrangements* to reach an optimal arrangement of checkers at 14 positions in a heat regenerator. To tackle this optimization problem, one must find a effective method for deciding the optimal (most efficient) arrangements of checkers among the huge number of possible arrangements of checkers, of possibly different types, at n positions in a fixed-bed heat regenerator.

Over the past few years, the Artificial Intelligence (AI), based on combination of “Deep Learning” with MCTS, has proved to be very successful in creating computer player for the incredibly complicated board game Go. Motivated by this great progress in AI, we propose, in this article, a simple stochastic *tree search* method to find the most efficient arrangement of checkers in a heat regenerator.

Though the total number

$$p^n$$

depends *exponentially* on the number n of positions for checkers in a heat regenerator, our stochastic *tree search* method usually exhibits only complexity of *polynomial growth* on the number n of positions for checkers in a heat regenerator.

To speed up the search process for the most efficient arrangements of checkers, we use a simplified system of 1-dimensional partial differential equations to evaluate the long-term Waste Heat Recovery Ratio of each *node* (arrangement of checkers) considered in our search tree. We demonstrate this search method to find the most efficient arrangements of checkers when the number of positions for checkers in a heat regenerator is 6. Empirical results reveal that our search method is highly efficient for finding the optimal arrangements of checkers in a heat regenerator.

2. Materials and Methods

The “Monte-Carlo Method” was proposed in 1949, [1], to calculate the area of a region, based on *Random Sampling*, to solve problems in *statistical physics*. According to the mathematical principle “*Law of Large Numbers*”, [2–4], one should be able to speculate almost correctly the genuine area of a region when the sampling number is *large enough*. By the way, other probabilistic methods “*Stochastic Integrals*”, [5,6], based on the Central Limit Theorem, were applied to mathematical finance, [7], in those decades.

2.1. Tree Search by the Monte-Carlo Method

In 1987, B. Abramson applied the “Monte-Carlo Method” to certain “Two-Player Games” : tic-tac-toe, Othello and Chess, [8]. B. Abramson proposed the “Expected-Outcome model”, based on the statistical data of “*random* game playouts to the end”, as the basis of strategies for a game player. B. Brüggmann considered the applications of the “Monte-Carlo Method” to the board game “Go” in 1993, but not seriously, [9]. In 2006, inspired by many predecessors, R. Coulom considered seriously the applications of the “Monte-Carlo Method” to the search tree for the board game “Go”, [10]. See also [11] for the work by Kocsis and Szepesvári. The decision-making algorithm proposed in [10] was considered as “Monte-Carlo Tree Search (MCTS)” by R. Coulom. More modifications and improvements, [12–18], are made for MCTS after the important contributions by Kocsis and Szepesvári, [11] and by Coulom, [10]. The MCTS algorithm was also applied to certain games, [19–23]. By combining MCTS with Reinforcement Learning based on CNN (Convolutional Neural Networks), the computer Go player *AlphaGo*, developed by Google DeepMind, defeated Lee, Sedol, one of the most brilliant Go players, in a five game Go match in 2016. See [24,25]. The following three pictures are taken from [26], which can be found on the website of Rémi Coulom.

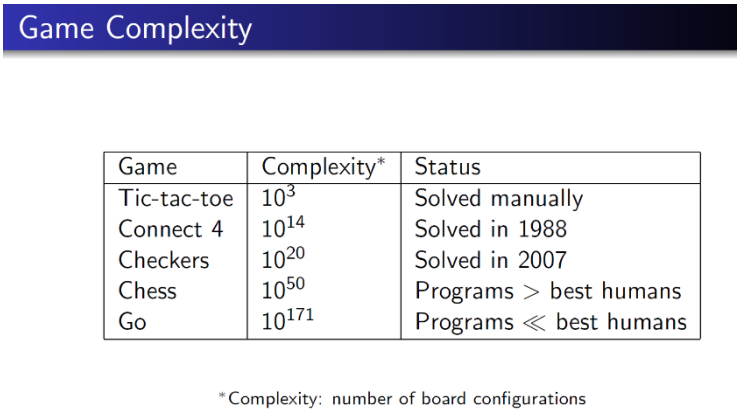


Figure 2. List of Game Complexity. Taken from [26].

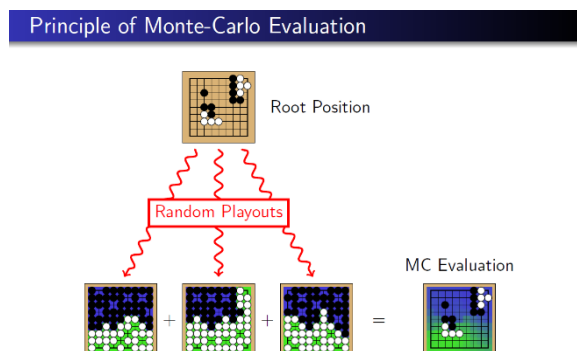


Figure 3. Principle of Monte-Carlo Evaluation. Taken from [26].

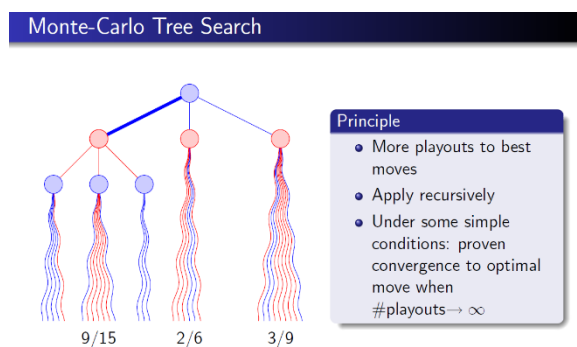


Figure 4. Monte-Carlo Tree Search. Taken from [26].

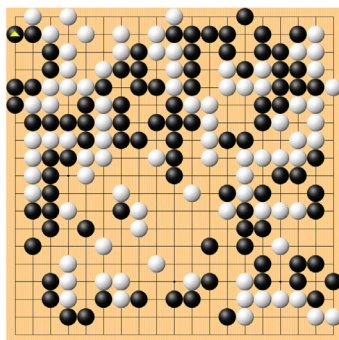


Figure 5. The board game Go.

In 2017, Google DeepMind added a new ingredient “*Dirichlet noise*” to *AlphaGo Zero* to encourage further exploration by MCTS, which could be omitted by the earlier versions of *AlphaGo* because of low prior probabilities. This deepened the MCTS reinforcement learning of *AlphaGo Zero*. *AlphaGo Zero* is considered as a genuine AI because *AlphaGo Zero* is able to explore the board game Go by MCTS without human knowledge (experience), [27]. Applications of Artificial Intelligence with MCTS to other games were developed in [28–31]. Artificial Intelligence with MCTS was also applied to chemical syntheses of organic compounds, [32]. Application of MCTS to floor plans was considered in [33]. More applications of MCTS are still explored, [34,35]. For a recent review on MCTS, see [36].

2.2. Our Simple Tree Search Method

Motivated by the principles of MCTS, we will introduce a simple Tree Search method to find the optimal (most efficient) arrangements of heat-storage ceramic bricks (checkers) in a heat regenerator, when there are p different types of checkers that can be selected for *each* of n positions in a fixed-

bed heat regenerator. Our search method can be performed easily on an ordinary computer, while a super computer is usually necessary for AI with MCTS.

We begin with the notion of a “*Partition*” of the set

$$S = \{1, \dots, n\}$$

of positions, to be placed by checkers, in a fixed-bed heat regenerator. A *Partition* α of S is a subset of $S = \{1, \dots, n\}$ such that the largest integer n must be included in α .

Example 1. For the set $S = \{1, \dots, 9\}$, $\alpha = \{4, 9\}$ and $\beta = \{4, 6, 9\}$ are Partitions of S .

Assume that

$$\alpha = \{c_1, \dots, c_m\} \text{ with } c_1 < \dots < c_m = n \quad (1)$$

is a *Partition* of $S = \{1, \dots, n\}$. Using the positive integers $c_1, \dots, c_m = n$ in α , we may create the following decomposition

$$S = I_1 \cup \dots \cup I_m \quad (2)$$

for $S = \{1, \dots, n\}$, in which

$$I_1 = \{1, \dots, c_1\}, I_2 = \{c_1 + 1, \dots, c_2\}, \dots, I_m = \{c_{m-1} + 1, \dots, c_m = n\}. \quad (3)$$

Example 2. For the Partition $\alpha = \{4, 9\}$ of the set $S = \{1, \dots, 9\}$, we have the following decomposition

$$S = I_1 \cup I_2 \text{ with } I_1 = \{1, 2, 3, 4\} \text{ and } I_2 = \{5, 6, 7, 8, 9\}.$$

For the Partition

$$\alpha = \{c_1, \dots, c_m\} \text{ with } c_1 < \dots < c_m = n$$

of the $S = \{1, \dots, n\}$, we will conveniently say that each I_k is an “*Interval Component*” of S with respect to α , because each I_k contains certain *consecutive* positive integers taken from $S = \{1, \dots, n\}$. This phenomenon is clear from the example (Example 2) shown above.

We have the following simple facts about the decomposition (2) of $S = \{1, \dots, n\}$.

Fact A. The endpoints of the *Interval Components* I_k in (2) simply constitute the *Partition* set α of S .

Fact B. The *Interval Components* of the decomposition (2) of $S = \{1, \dots, n\}$, with respect to the *Partition* α , are *disjoint*.

Fact C. Elements of the *Interval Components* of the decomposition (2) of $S = \{1, \dots, n\}$ are *linearly ordered*.

There is a *Partial Ordering* on the collection of all *Partitions* of $S = \{1, \dots, n\}$. For Partitions α and β of $S = \{1, \dots, n\}$, we say that β is *finer* than α if and only if

$$\alpha \subset \beta.$$

We say that β is *strictly finer* than α if and only if

$$\alpha \subset \beta \text{ and } \beta \neq \alpha.$$

We will use the notation

$$\alpha \prec \beta$$

to indicate the condition that β is *strictly finer* than α .

Example 3. For the Partitions $\alpha = \{4, 9\}$ and $\beta = \{4, 6, 9\}$ of $S = \{1, \dots, 9\}$, we have $\alpha \prec \beta$.

Now we discuss the notion of “*qualified* arrangements with respect to a *Partition*”. Assume that α is a *Partition* of $S = \{1, \dots, n\}$ as shown in (1). We say that an *arrangement* U of checkers on $S = \{1, \dots, n\}$ is a “*qualified* arrangement with respect to the *Partition* α ” if and only if the following condition (4) is satisfied.

Definition. We say that an *arrangement* U of checkers on $S = \{1, \dots, n\}$ is a “*qualified* arrangement with respect to the *Partition* α ” if the following condition is satisfied.

For *each* Interval Component I_k of $S = \{1, \dots, n\}$ in the decomposition (2) with respect to the *Partition* α ,

$$\text{the checkers on } I_k, \text{ arranged by } U, \text{ are of the same type.} \quad (4)$$

Let Ω_α denote the class of all “*qualified* arrangements with respect to the *Partition* α ”. Let $|\Omega_\alpha|$ denote the norm (the total number of *qualified* arrangements with respect to α) of Ω_α . Then we have

$$|\Omega_\alpha| = p^m = p^{|\alpha|} \quad (5)$$

in which $m = |\alpha|$ is the norm (number of elements) of α , as shown in (1).

Example 4. For the Partition $\alpha = \{4, 9\}$ of $S = \{1, \dots, 9\}$, the total number of “*qualified* arrangements with respect to the *Partition* α ” is

$$p^2, \text{ in which } |\alpha| = 2.$$

For the Partition $\beta = \{4, 6, 9\}$, the total number of “*qualified* arrangements with respect to the *Partition* β ” is

$$p^3, \text{ in which } |\beta| = 3.$$

However, the number of all possible arrangements of checkers on $S = \{1, \dots, 9\}$ is p^9 .

For Partitions α and β of $S = \{1, \dots, n\}$, we have the following important

Fact D. For Partitions α and β of $S = \{1, \dots, n\}$ satisfying $\alpha \prec \beta$, we have

$$\Omega_\alpha \subset \Omega_\beta \text{ but } \Omega_\alpha \neq \Omega_\beta. \quad (6)$$

Thus any “*qualified* arrangement of checkers with respect to the *Partition* α ” is *naturally* a “*qualified* arrangement of checkers with respect to the *Partition* β ”. Besides, the class Ω_β of arrangements is *strictly larger than* the class Ω_α of arrangements.

To *initialize* a search tree for the optimal (most efficient) arrangements of checkers in a heat regenerator, when p different types of checkers are available for selection at *each* of n positions in the heat regenerator, we must choose a *strictly increasing* sequence

$$\alpha_0 \prec \alpha_1 \prec \dots \prec \alpha_q \quad (7)$$

of Partitions of $S = \{1, \dots, n\}$. Let Ω_{α_k} denote the class of all “qualified” arrangements with respect to the Partition α_k . Then, according to Fact D, the sequence of classes

$$\Omega_{\alpha_0} \subset \Omega_{\alpha_1} \subset \dots \subset \Omega_{\alpha_q}, \quad (8)$$

of arrangements corresponding to the strictly increasing sequence $\alpha_0 \prec \alpha_1 \prec \dots \prec \alpha_q$ of Partitions, is naturally *strictly increasing*.

In our tree search, each *arrangement* of checkers on $S = \{1, \dots, n\}$ will be considered as a “node” in the search tree. At the initial stage α_0 , we evaluate the efficiency of each of the arrangements in Ω_{α_0} (“qualified” arrangements with respect to the Partition α_0 ”) by numerical *Simulation*. Then we select the top K arrangements in Ω_{α_0} as the “mother (root) nodes” in Ω_{α_1} . These selected “mother (root) nodes” will be used to create “child nodes” (qualified arrangements with respect to the Partition α_1) in Ω_{α_1} . This process is the *Expansion* operator of our algorithm. Then we evaluate the efficiency of each of the *child nodes*, created by the *Expansion* operator, in Ω_{α_1} by numerical *Simulation*. See Figure 6 for the phases of our tree search.

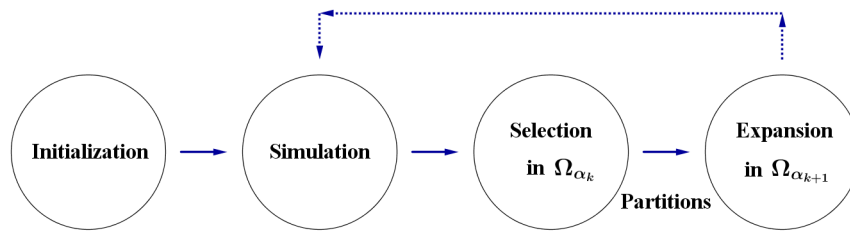


Figure 6. Phases of our tree search.

In the *Expansion* phase of Figure 6, The “mother (root) nodes” selected in Ω_{α_k} will be used to create “child nodes” in $\Omega_{\alpha_{k+1}}$.

2.3. The Expansion Operators

We will discuss two Expansion operators, “Gradient Expansion operator” and “Mutation Expansion operator”, for our tree search method.

We consider the following *typical* case. Assume that α and β are Partitions of $S = \{1, \dots, n\}$ satisfying

$$\alpha \prec \beta. \quad (9)$$

Then, by Fact D, we have

$$\Omega_{\alpha} \subset \Omega_{\beta}.$$

Let

$$S = I_1 \cup \dots \cup I_{m_{\beta}} \quad (10)$$

be the decomposition of $S = \{1, \dots, n\}$ into a union of *Interval Components* with respect to the Partition β . Assume that $U \in \Omega_{\alpha}$. Since $\Omega_{\alpha} \subset \Omega_{\beta}$, we note that, for *each* Interval Component

I_k , only checkers of the *same* type are placed on I_k by the arrangement U . We assume that, on the Interval Component I_k , the *checkers* arranged by U are all of the type

$$U_k. \quad (11)$$

Assume that $V \in \Omega_\beta$ is a “*qualified*” arrangement with respect to the *Partition* β . Assume that, on the Interval Component I_k , the checkers arranged by V are all of the type

$$V_k. \quad (12)$$

We say that the arrangement $V \in \Omega_\beta$ of checkers is a “*child-node*” of U in Ω_β , by the “*Gradient Expansion operator*”, if the following **GE Condition** is satisfied.

GE(Gradient Expansion) Condition. There is a sequence $GE_{UV} = \{\varphi(1), \dots, \varphi(q)\}$ of positive integers taken from $\{1, \dots, m_\beta\}$, satisfying

$$\varphi(s) + 2 \leq \varphi(s+1), \text{ for all } s = 1, \dots, (q-1), \quad (13)$$

such that

$$U_{\varphi(s)} \neq U_{\varphi(s)+1}, \text{ for all } s = 1, \dots, q. \quad (14)$$

For each $s = 1, \dots, q$, we have

$$\begin{aligned} (V_{\varphi(s)}, V_{\varphi(s)+1}) &= (U_{\varphi(s)}, U_{\varphi(s)}) \text{ or } (V_{\varphi(s)}, V_{\varphi(s)+1}) = (U_{\varphi(s)}, U_{\varphi(s)+1}) \\ &\text{or} \\ (V_{\varphi(s)}, V_{\varphi(s)+1}) &= (U_{\varphi(s)+1}, U_{\varphi(s)+1}), \end{aligned} \quad (15)$$

for the arrangements U and V of checkers on the pair $(I_{\varphi(s)}, I_{\varphi(s)+1})$ of adjacent Interval components $I_{\varphi(s)}$ and $I_{\varphi(s)+1}$. Besides, *outside* these pairs $(I_{\varphi(s)}, I_{\varphi(s)+1})$ of adjacent Interval components, $s = 1, \dots, q$, we have

$$V_k = U_k, \text{ if } k \text{ is not in the union } \{\varphi(1), \dots, \varphi(q)\} \cup \{\varphi(1)+1, \dots, \varphi(q)+1\}. \quad (16)$$

Example 5. For the Partitions $\alpha = \{4, 9\}$ and $\beta = \{4, 6, 9\}$ of $S = \{1, \dots, 9\}$, we have

$$S = \{1, 2, 3, 4\} \cup \{5, 6, 7, 8, 9\} \text{ and } S = \{1, 2, 3, 4\} \cup \{5, 6\} \cup \{7, 8, 9\}.$$

These are the decompositions of $S = \{1, \dots, 9\}$ into unions of Interval Components *respectively* with respect to the Partitions $\alpha = \{4, 9\}$ and $\beta = \{4, 6, 9\}$. Assume that we have two different types of checkers A and B . Then

$$U = (A, A, A, A, B, B, B, B, B)$$

is a *qualified* arrangement of checkers with respect to the *Partition* $\alpha = \{4, 9\}$. When U is considered as a *qualified* arrangement with respect to the *Partition* $\beta = \{4, 6, 9\}$, it has the following *child-nodes*

$$(A, A, A, A, A, A, B, B, B), (A, A, A, A, B, B, B, B, B), (B, B, B, B, B, B, B, B, B)$$

by the “*Gradient Expansion operator*”.

This “*Gradient Expansion operator*” is motivated by the usual *Gradient Descent* method adopted in *Machine Learning*. See, for example, [37]. Search through the simple *Gradient Descent* method usually

converges *slowly*. (To expedite the training process of AI, Stochastic Gradient Descent was introduced. See [37].)

Now we discuss the “Mutation Expansion operator” under the assumptions (9) to (12). We say that the arrangement $V \in \Omega_\beta$ of checkers is a “child-node” of U in Ω_β , by the “Mutation Expansion operator”, if the following ME Condition is satisfied.

ME(Mutation Expansion) Condition. There is a sequence $GE_{UV} = \{\varphi(1), \dots, \varphi(q)\}$ of positive integers taken from $\{1, \dots, m_\beta\}$, satisfying

$$\varphi(s) + 2 \leq \varphi(s+1), \text{ for all } s = 1, \dots, (q-1), \quad (17)$$

such that

$$U_{\varphi(s)} \neq U_{\varphi(s)+1}, \text{ for all } s = 1, \dots, q. \quad (18)$$

For each $s = 1, \dots, q$, we have

$$(V_{\varphi(s)}, V_{\varphi(s)+1}) = (U_{\varphi(s)}, U_{\varphi(s)+1}) \text{ or } (V_{\varphi(s)}, V_{\varphi(s)+1}) = (U_{\varphi(s)+1}, U_{\varphi(s)}), \quad (19)$$

for the arrangements U and V of checkers on the pair $(I_{\varphi(s)}, I_{\varphi(s)+1})$ of adjacent Interval components $I_{\varphi(s)}$ and $I_{\varphi(s)+1}$. Besides, *outside* these pairs $(I_{\varphi(s)}, I_{\varphi(s)+1})$ of adjacent Interval components, $s = 1, \dots, q$, we have

$$V_K = U_K, \text{ if } k \text{ is not in the union } \{\varphi(1), \dots, \varphi(q)\} \cup \{\varphi(1)+1, \dots, \varphi(q)+1\}. \quad (20)$$

Example 6. For the Partitions $\alpha = \{4, 9\}$ and $\beta = \{4, 6, 9\}$ of $S = \{1, \dots, 9\}$, we have the following decompositions

$$S = \{1, 2, 3, 4\} \cup \{5, 6, 7, 8, 9\} \text{ and } S = \{1, 2, 3, 4\} \cup \{5, 6\} \cup \{7, 8, 9\}$$

of $S = \{1, \dots, 9\}$ into unions of Interval Components *respectively* with respect to the Partitions $\alpha = \{4, 9\}$ and $\beta = \{4, 6, 9\}$. Assume that we have two different types of checkers A and B . Then

$$U = (A, A, A, A, B, B, B, B, B)$$

is a *qualified* arrangement of checkers with respect to the Partition $\alpha = \{4, 9\}$. When U is considered as a *qualified* arrangement with respect to the Partition $\beta = \{4, 6, 9\}$, it has the following *child-nodes*

$$(A, A, A, A, B, B, B, B, B) \text{ and } (B, B, B, B, A, A, B, B, B)$$

by the “Mutation Expansion operator”.

This “Mutation Expansion operator” is motivated by the *Differential Evolution* method. See, for example, [38–41]. Search through this “Mutation Expansion operator” usually lead to *rapid* convergence. Thus we may use “tree search through the Mutation Expansion operator” to help us to find a satisfactory strictly increasing sequence

$$\alpha_0 \prec \alpha_1 \prec \dots \prec \alpha_q$$

of *Partitions* of $S = \{1, \dots, n\}$. Then we may use this proper strictly increasing sequence of *Partitions* of $S = \{1, \dots, n\}$ to execute a delicate “tree search through the *Gradient Expansion* operator”, which usually converges slowly.

2.4. The Numerical Simulation Methods

To speed up the evaluation process for an arrangement of checkers in a fixed-bed heat regenerator, our numerical simulations are based on certain 1-dimensional partial differential equations as in [42–44]. These 1-dimensional partial differential equations were developed in [45,46] based on the theories of W. Nusselt. Empirical evidence shows that, in the *long term*, simulation results of the *Inlet* temperature and the *Outlet* temperature, by the 1-dimensional partial differential equations, are *consistent* with that by CFD (Computational Fluid Dynamics) on *Ansys Fluent*.

Let us consider the two-phase cycle of a fixed-bed heat regenerator, which is placed on the *right* end of a regenerative combustion system, as shown in Figure 7. In Phase 1, the high temperature exhaust gas, from the central furnace, flows into the *right* heat regenerator and *heats up* the *checkers* arranged there. Then Phase 2 starts at the *Phase Switch* point of time. In Phase 2, the above process is *reversed*. The cool fresh air flows into the *right* heat regenerator and is *preheated* by the *checkers* arranged there, which already absorbed heat from the high temperature exhaust gas expelled from the central furnace during Phase 1. Then the *preheated* fresh air flows into the central furnace for combustion with Natural Gas.

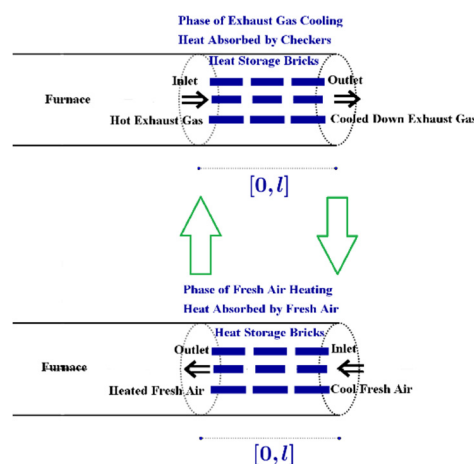


Figure 7. Two-phase cycle of a fixed-bed heat regenerator.

Let t_{sw} denote the *switch time* of the operation cycle of the fixed-bed heat regenerator shown above. Thus

$$2t_{sw} = t_{sw} + t_{sw}$$

is the *period* of the operation cycle. When $0 \leq t \leq t_{sw}$, Phase 1 operates. When $t_{sw} \leq t \leq 2t_{sw}$, Phase 2 operates. To evaluate the efficiency of an arrangement of checkers on a fixed-bed heat regenerator, this operation cycle must be performed periodically until we reach approximately at a *steady state*. We assume that the fixed-bed heat regenerator is located on the interval $[0, l]$ of the x -axis. See Figure 7.

We use the subscript *ar* to indicate functions related to the *fresh air* flow. We use the subscript *ex* to indicate functions related to the *exhaust gas* flow. We use the subscript *s* to indicate functions related to the *checkers* (solid porous medium). Let n be a nonnegative integer. When

$$n \cdot 2t_{sw} + 0 \leq t \leq n \cdot 2t_{sw} + t_{sw},$$

we have the following 1-dimensional partial differential equations:

$$\varepsilon \cdot \frac{\partial(\rho_{ex} \cdot C_{ex} \cdot T_{ex})}{\partial t} + \frac{\partial(\rho_{ex} \cdot C_{ex} \cdot u \cdot T_{ex})}{\partial x} = \frac{\partial}{\partial x} \left(\varepsilon \cdot k_{ex} \cdot \frac{\partial T_{ex}}{\partial x} \right) - h \cdot a_s \cdot (T_{ex} - T_s) \quad (21)$$

and

$$(1 - \varepsilon) \cdot \frac{\partial(\rho_s \cdot C_s \cdot T_s)}{\partial t} = \frac{\partial}{\partial x} \left[(1 - \varepsilon) \cdot k_s \cdot \frac{\partial T_s}{\partial x} \right] + h \cdot a_s \cdot (T_{ex} - T_s) - q_d \quad (22)$$

satisfying the following boundary conditions

$$\left[\frac{\partial T_s}{\partial x} \right]_{x=0} = 0 = \left[\frac{\partial T_s}{\partial x} \right]_{x=l}, \quad \left[\frac{\partial T_{ex}}{\partial x} \right]_{x=l} = 0 \quad \text{and} \quad T_{ex}(0, t) \text{ given.} \quad (23)$$

When $n \cdot 2t_{sw} + t_{sw} \leq t \leq n \cdot 2t_{sw} + 2t_{sw}$, we have the following 1-dimensional partial differential equations:

$$\varepsilon \cdot \frac{\partial(\rho_{ar} \cdot C_{ar} \cdot T_{ar})}{\partial t} + \frac{\partial(\rho_{ar} \cdot C_{ar} \cdot [-u] \cdot T_{ar})}{\partial x} = \frac{\partial}{\partial x} \left(\varepsilon \cdot k_{ar} \cdot \frac{\partial T_{ar}}{\partial x} \right) - h \cdot a_s \cdot (T_{ar} - T_s) \quad (24)$$

and

$$(1 - \varepsilon) \cdot \frac{\partial(\rho_s \cdot C_s \cdot T_s)}{\partial t} = \frac{\partial}{\partial x} \left[(1 - \varepsilon) \cdot k_s \cdot \frac{\partial T_s}{\partial x} \right] + h \cdot a_s \cdot (T_{ar} - T_s) - q_d \quad (25)$$

satisfying the following boundary conditions

$$\left[\frac{\partial T_s}{\partial x} \right]_{x=0} = 0 = \left[\frac{\partial T_s}{\partial x} \right]_{x=l}, \quad \left[\frac{\partial T_{ar}}{\partial x} \right]_{x=0} = 0 \quad \text{and} \quad T_{ar}(l, t) \text{ given.} \quad (26)$$

Here u (m/s) is the superficial flow velocity of the gas/air. ρ (kg/m³) and ρ_s (kg/m³) are respectively the densities of the gas/air and the solid porous medium (checkers). C (J/kgK) and C_s (J/kgK) are respectively the specific heat capacities of the gas/air and the solid porous medium (checkers). k (W/mK) and k_s (W/mK) are respectively the thermal conductivities of the gas/air and the solid porous medium (checkers). T (K) and T_s (K) are respectively the temperatures of the gas/air and the solid porous medium (checkers). ε is the void fraction (*porosity*) of the solid porous medium (checkers). a_s (m²) is the specific surface area of the porous ceramic medium (checkers) exposed to gas/air per unit volume. h (W/m²K) is the *heat transfer coefficient* of the solid porous medium (checkers). q_d is the *heat dissipation* through the *external surface* of a fixed-bed heat regenerator. We assume that $q_d = 0$.

We have the following relation for the Nusselt number of the fluid (gas/air) flow:

$$\text{Nu} = \frac{h \times d}{k} \quad (27)$$

in which d is the *characteristic length*. Let Re and Pr denote respectively the Reynolds number and the Prandtl number of the fluid (gas/air) flow. We will use the following classic relation

$$\text{Nu} = 1.86 \times \left(\frac{d}{L} \times \text{Re} \times \text{Pr} \right)^{1/3} \times \left(\frac{\mu_b}{\mu_w} \right)^{0.14} \quad (28)$$

of Sieder and Tate to calculate the Nusselt number. Here μ_b and μ_w are *respectively* the viscosity of fluid at the mean bulk temperature and the viscosity of fluid at the wall. See page 583 of [47]. Note that

$$M^{0.14} = e^{(0.14) \times \ln M} \approx e^0 = 1$$

when $\ln M$ is *not* large. Thus, when performing numerical simulations, we will use the simplified formula

$$\text{Nu} = 1.86 \times \left(\frac{d}{L} \times \text{Re} \times \text{Pr} \right)^{1/3} \quad (29)$$

Let M_{ex} (kg/s) and M_{ar} (kg/s) be *respectively* the mass flow rates of the *exhaust gas* flow and of the *fresh air* flow. Let $C_{ar,i}$ (J/kgK) and $C_{ar,o}$ (J/kgK) be the specific heat capacities of the fresh air *respectively* at the *Inlet* of fresh air (into the right heat regenerator) and at the *Outlet* of fresh air (into the central furnace). Let $T_{ar,i}$ (K) and $T_{ar,o}$ (K) be the temperatures of the fresh air *respectively* at the *Inlet* of fresh air (into the right heat regenerator) and at the *Outlet* of fresh air (into the central furnace). Let $C_{ex,i}$ (J/kgK) be the specific heat capacity of the *exhaust gas* flow at the *Inlet* of *exhaust gas* (into the right heat regenerator). Let $T_{ex,i}$ (K) be the temperature of the *exhaust gas* flow at the *Inlet* of *exhaust gas* (into the right heat regenerator).

We define the *Waste Heat Recovery Ratio* (%) of an arrangement of checkers in a fixed-bed heat regenerator as follows:

$$E' = \frac{M_{ar} \cdot (C_{ar,o} \times T_{ar,o} - C_{ar,i} \times T_{ar,i})}{M_{ex} \times C_{ex,i} \times T_{ex,i}} \times 100. \quad (30)$$

We use the *long term* Waste Heat Recovery Ratio to evaluate the efficiency of an arrangement of checkers in a fixed-bed heat regenerator.

To expedite the process of simulations, we use the following polynomials in our simulations.

$$\begin{aligned} C_{ex} &= -7 \times 10^{-8} \times T_{ex}^3 + 0.0002 \times T_{ex}^2 + 0.1756 \times T_{ex} + 1043.4. \\ C_{ar} &= -5 \times 10^{-20} \times T_{ar}^3 + 0.0002 \times T_{ar}^2 + 0.0683 \times T_{ar} + 976.04. \\ k_{ex} &= -10^{-8} \times T_{ex}^2 + 8 \times 10^{-5} \times T_{ex} + 0.0017. \\ k_{ar} &= -7 \times 10^{-9} \times T_{ar}^2 + 7 \times 10^{-5} \times T_{ar} + 0.0078. \end{aligned} \quad (31)$$

These polynomials are derived based on the data provided in the Appendices of [48] at *atmospheric pressure*. For the densities of the air/gas, we use the following polynomial

$$\begin{aligned} \rho &= 7.7352 \times 10^{-13} \times T^4 - 3.8908 \times 10^{-9} \times T^3 + \\ &7.2935 \times 10^{-6} \times T^2 - 0.0063 \times T + 2.4655 \end{aligned} \quad (32)$$

in our simulations. This polynomial is derived based on the data for air provided in the Appendices of [48] at *atmospheric pressure*.

3. Results

Before starting our optimization process by tree search, we must test the validity of our 1-dimensional partial differential equations, though similar 1-dimensional modeling had been developed before in [42–46]. We test our 1-dimensional modeling for two types of checkers: Cordierite and Mullite with material parameters shown in Table 1. We consider the following arrangement of checkers

(Cordierite, Cordierite, Cordierite, Cordierite, Mullite, Mullite)

at 6 positions in a fixed-bed heat regenerator. We assume that the temperature of exhaust gas, expelled from the central furnace, is 900°C (1173.15K). We assume that the temperature of fresh air, at the Inlet, is 40°C (313.15K). We assume that the time of *Phase Switch* is 30s. We assume that the superficial flow velocity of the exhaust gas is 2.52 m/s. We assume that the superficial flow velocity of the fresh air is 0.56 m/s.

Table 1. Material parameters of checkers.

	Cordierite	Mullite
size (mm)	150×150×100	150×150×100
pore size (mm)	4.9	3.0
wall thickness (mm)	1.04	0.70
porosity	0.62	0.64
specific surface area (l/m)	501	853
density (kg/m ³)	2200	2500
specific heat capacity (J/kgK)	1000	1200
thermal conductivity (W/mK)	2	2

The comparison of our 1-D simulations with the 3-D CFD simulations on Ansys Fluent for the arrangement of checkers

(Cordierite, Cordierite, Cordierite, Cordierite, Mullite, Mullite)

at 6 positions, in a fixed-bed heat regenerator, is shown in Figure 8.

In Figure 8, the Inlet temperature of exhaust gas (expelled from the central furnace) and the Outlet temperature of fresh air (into the central furnace), based on our 1-D simulations using C++, is shown in black color. In Figure 8, the Inlet temperature of exhaust gas (expelled from the central furnace) and the Outlet temperature of fresh air (into the central furnace), based on 3-D CFD simulations on Ansys Fluent, is shown in red color.

In Figure 8, the Outlet temperature of exhaust gas (expelled from the right heat regenerator) and the Inlet temperature of fresh air (into the right heat regenerator), based on our 1-D simulations using C++, is shown in blue color. In Figure 8, the Outlet temperature of exhaust gas (expelled from the right heat regenerator) and the Inlet temperature of fresh air (into the right heat regenerator), based on 3-D CFD simulations on Ansys Fluent, is shown in green color.

It can be observed that, in the *long term*, our numerical simulation results, based on the 1-dimensional partial differential equations, are consistent with the simulation results based on CFD (Computational Fluid Dynamics) on *Ansys Fluent*. See Figure 8.

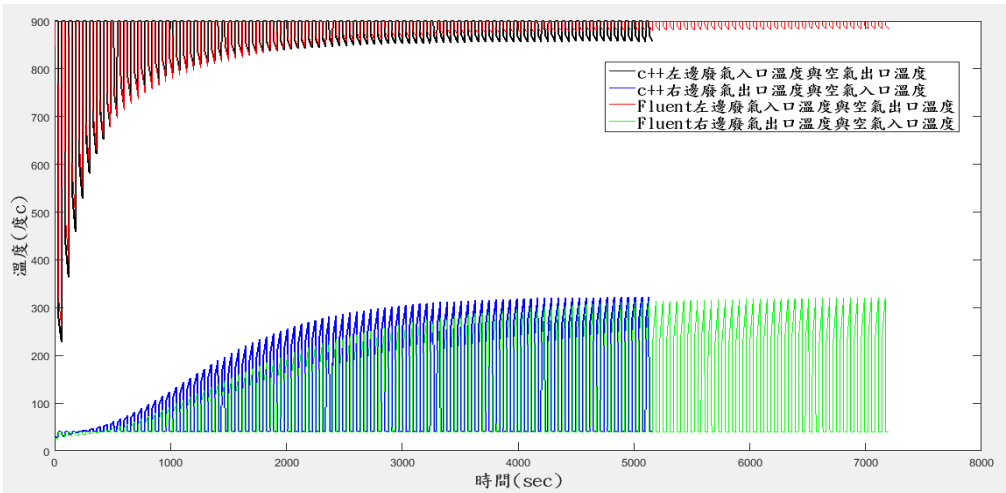


Figure 8. Comparison of 1-D simulations with 3-D CFD simulations on Ansys Fluent.

Now we apply our simple tree search method with Mutation Expansion operator to solve the optimization problem for 3 types of checkers to be arranged at 6 positions in a fixed bed regenerator. The material parameters of these 3 types, A, B and C, of checkers are shown in Table 2. The operating parameters for a regenerative combustion system with two fixed-bed heat regenerators are shown in Table 3.

Thus we have $S = \{1, 2, 3, 4, 5, 6\}$. We choose the *strictly increasing* sequence

$$\alpha_0 = \{1, 2, 3\} \prec \alpha_1 = \{1, 2, 3, 4, 5, 6\} \tag{33}$$

of *Partitions* of $S = \{1, 2, 3, 4, 5, 6\}$. Thus we have the following decomposition

$$S = \{1, 2\} \cup \{3, 4\} \cup \{5, 6\}$$

of S into a union of *Interval Components*

$$I_1 = \{1, 2\}, \quad I_2 = \{3, 4\}, \quad I_3 = \{5, 6\}$$

with respect to the Partition $\alpha_0 = \{1, 2, 3\}$.

We select the top 15 arrangements in Ω_{α_0} as the “*mother (root) nodes*” in Ω_{α_1} to create “*child nodes*” (*qualified arrangements* with respect to the *Partition* α_1) in Ω_{α_1} .

For a *complete* evaluation process for the total

$$729 = 3^6$$

possible arrangements of checkers, based on 1-D simulations, it takes 63 *hours* to finish this evaluation process. The top 3 arrangements are shown in Table 4.

For the optimization process by our simple *tree search* method, it takes only 6 *hours* to evaluate

$$42 = 3^3 + 15$$

possible arrangements of checkers, based on 1-D simulations. The top 3 arrangements, found by this simple *tree search* method, are shown in Table 5.

Table 2. Material parameters of checkers.

	Mullite A	Mullite B	Mullite C
size (mm)	100×100×100	150×150×100	150×150×100
pore size (mm)	17	4	6

wall thickness (mm)	0.8	1.5	2
porosity	0.182	0.524	0.524
specific surface area (1/m)	42.7	523.8	349.2
density (kg/m ³)	2200	2200	2200
specific heat capacity (J/kgK)	836	836	836
thermal conductivity (W/mK)	1.8	1.8	1.8

Table 3. Operating parameters for Experiments 1 and 2.

Total horizontal length of stacking (mm)	200
Total vertical length of stacking (mm)	300
Natural gas flow (Nm ³ /hr)	17.65
Air-fuel ratio (mm)	15.9
Inlet temperature of exhaust gas (K)	1050 (Experiment 1) 1150 (Experiment 2)
Inlet temperature of fresh air (K)	313
Time of Phase Switch (sec)	30

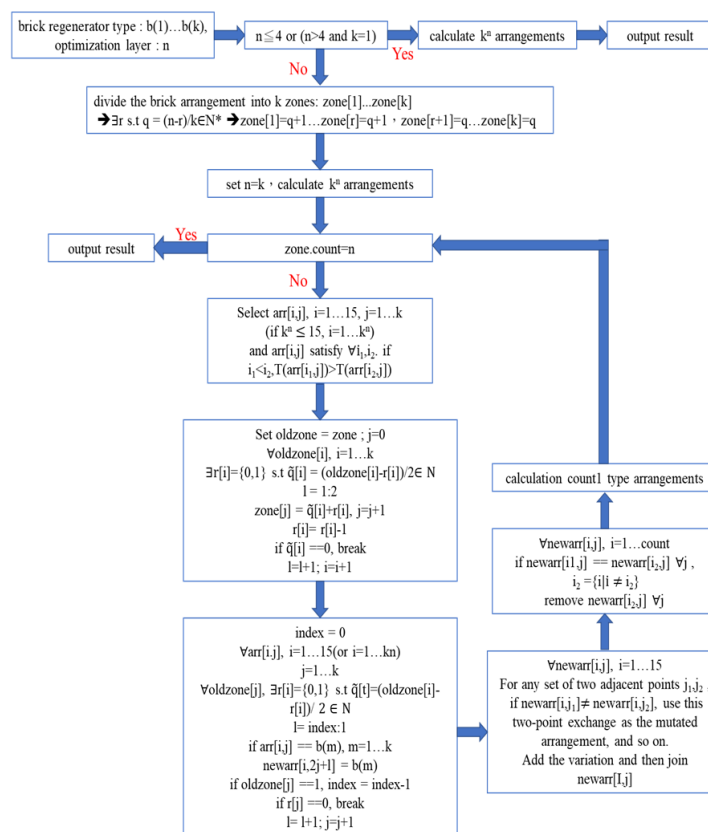
Table 4. Optimization by the usual complete search method.

Rank	Arrangements of checkers	Inlet temperature of exhaust gas (°C)	Outlet temperature of exhaust gas (°C)	Waste Heat Recovery Ratio (%)
1	(B, B, B, B, B, B)	886.82	264.67	67.88
2	(B, B, B, B, B, C)	886.28	286.82	65.82
3	(B, B, B, B, C, B)	885.82	259.48	63.77

Table 5. Optimization by our simple tree search method.

Rank	Arrangements of checkers	Inlet temperature of exhaust gas (°C)	Outlet temperature of exhaust gas (°C)	Waste Heat Recovery Ratio (%)
1	(B, B, B, B, B, B)	886.82	264.67	67.88
9	(B, B, B, C, B, C)	885.14	284.35	61.72
11	(B, B, C, B, C, B)	885.08	286.08	60.70

Thus empirical evidence shows that our *tree search* method is helpful and *efficient*. An algorithm based on our simple tree search method, with the Mutation Expansion operator, is shown in Figure 9.

**Figure 9.** Algorithm based on our simple tree search with the Mutation Expansion operator.

4. Discussion

In this article, we propose a tree search method for finding the optimal arrangements of heat-storage ceramic bricks (checkers) in a heat regenerator. Empirical evidence shows that this simple tree search method is efficient and helpful.

This tree search method is motivated by the Monte-Carlo Tree Search (MCTS) algorithm used in Artificial Intelligence, combined with “Deep Learning”, to create computer players for the incredibly

complicated board game *Go*. The combination of “Deep Learning” with MCTS has proved to be very successful in creating powerful computer players for the incredibly complicated board game *Go*.

The principles and ideas for MCTS are partly adopted and developed in this research. However, there is key difference between these problems. The *mathematics* behind the incredibly complicated board game *Go* is still *not* properly understood by humans. But for the optimization problem of arrangements of heat-storage ceramic bricks (checkers) in a heat regenerator, we do understand that the performance of all the arrangements of checkers is governed by *Physics Laws*. This might explain why our simple stochastic tree search method seems to exhibit high efficiency.

5. Conclusions

In this article, we propose a tree search method for finding the optimal arrangements of heat-storage ceramic bricks (checkers) in a heat regenerator. Empirical evidence shows that this simple tree search method is efficient and helpful.

Author Contributions: Conceptualization, T.-J.C., Y.-J.H. and C.-S. W.; Investigation, T.-J.C. and S.-C. C.; Methodology, T.-J.C. and Y.-J.H.; Software, T.-J.C. and S.-C. C.; Validation, T.-J.C., S.-C. C.; Writing—original draft, T.-J.C. and Y.-J.H. All authors have read and agreed to the published version of the manuscript.

Funding: This research was partly supported by the National Science and Technology Council of Taiwan Government, grant NSC 112-2115-M-006 -007 -.

Data Availability Statement: Not applicable.

Conflicts of Interest: The authors declare no conflict of interest.

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