

A Game-theoretic Model for Demand Response: Analysis, Implementation and Challenges

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Storage and load flexibility control
EDF Lab Saclay



- 1 Introduction: Demand Response: exploiting consumer flexibilities
- 2 The model: electricity consumption game
- 3 Equilibrium and Efficiency
- 4 Computation of the equilibrium profile
- 5 Online versus Offline procedure

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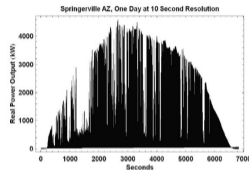


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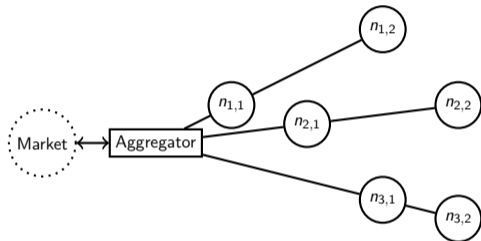
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- ❖ individual decisions have an **impact** on the distribution level, and **affect** the behavior of others (congestion on the network, market prices) ,
- ❖ adopting a **decentralized** point of view: distributed optimization for tractability, minimizing the unveiled information of consumers and respect **privacy** constraints.

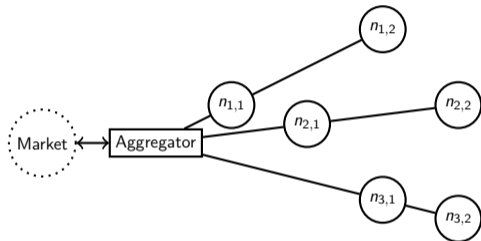
The role of (residential) aggregators

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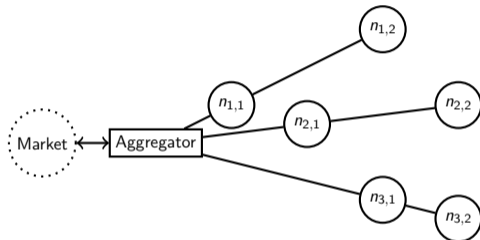
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“Optimize” the flexibilities of a pool of consumers



- ✿ to directly give electricity to those consumers at lower rates by interacting with markets,
- ✿ to sell flexibility and curtailment to an other market actor or a grid operator.

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- ✿ one aggregator gets the **aggregated** nonflexible demand $D_t = \sum_{n \in \mathcal{N}} D_{n,t}$ and flexible profile $L_t \stackrel{\text{def}}{=} \sum_{n \in \mathcal{N}} \ell_{n,t}$.

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For each t , the aggregator has a per-unit energy price function $L_t \mapsto c_t(L_t)$

Examples:

- ✿ minimize distance to vector of bid quantities $(Q_t)_{t \in \mathcal{T}}$ on DA market
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Remark: for instance affine prices $\forall t \in \mathcal{T}$, $c_t(\ell) = \alpha_t + \beta_t \ell$ with $\alpha_t, \beta_t \in (\mathbb{R}_+^*)^2$.

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- ▶ **rm 2**: simple billing mechanism, aggregator could optimize its pricing.

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- ✿ **Existence**

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- ✿ **Existence and Uniqueness** .

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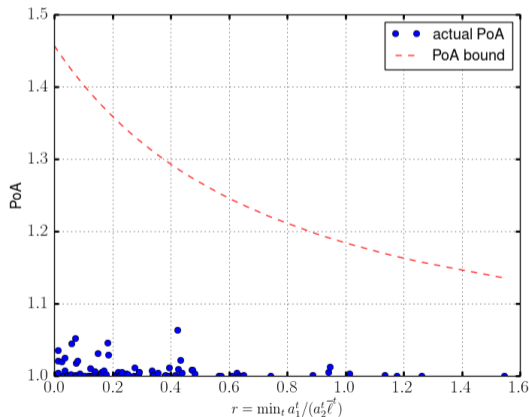
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✧ Good news: the PoA is low with the proposed mechanism!

A bound on the PoA in the affine case

With affine prices for all time periods $c_t(L_t) = \alpha_t + \beta_t L_t$, we have the bound:

$$\text{PoA}(\mathcal{G}) \leq 1 + \frac{3}{4} \sup_{t \in \mathcal{T}} \left(1 + \frac{\alpha_t}{\beta_t L_t} \right)^{-1}.$$



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- ✧ distributed and decentralized: a minimum of private information is exchanged with a coordinator (agg.), consumers keep their private constraints

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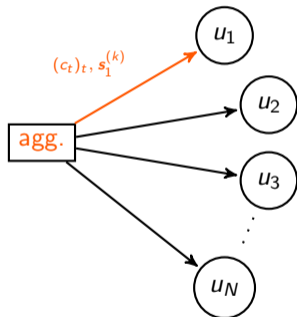
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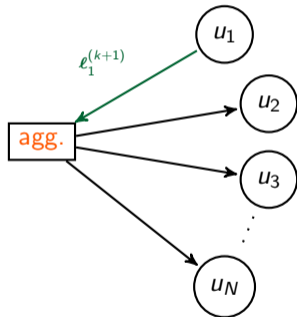
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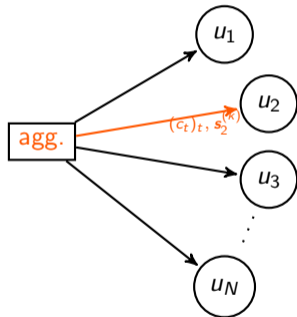
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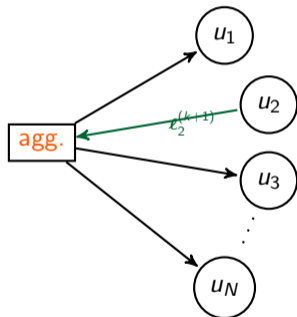
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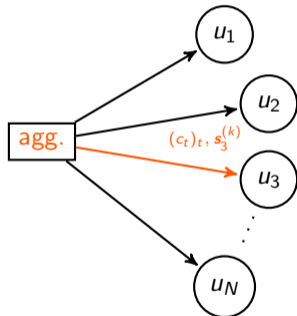
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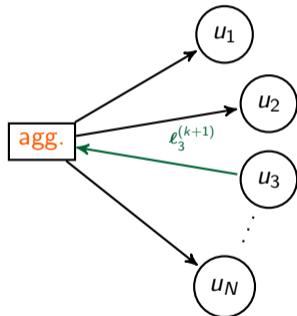
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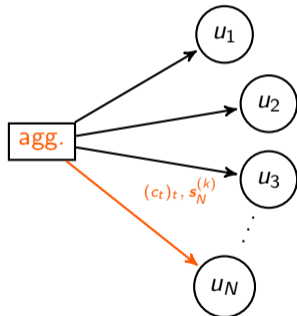
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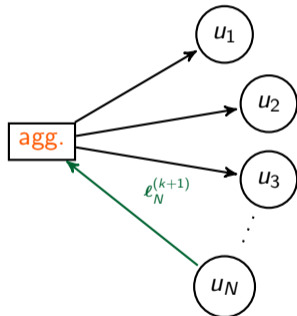
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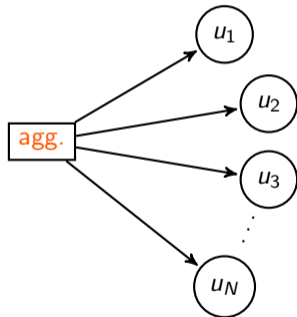
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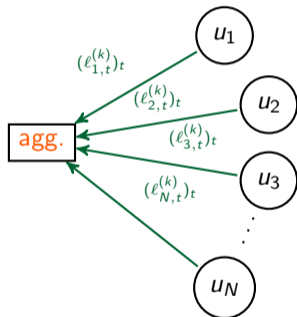
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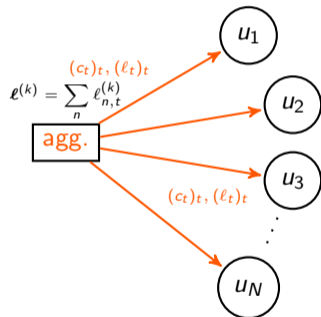
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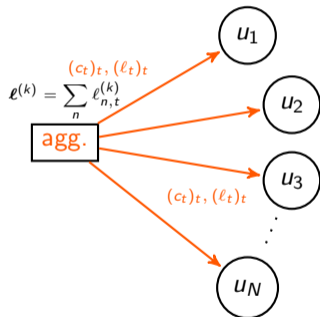
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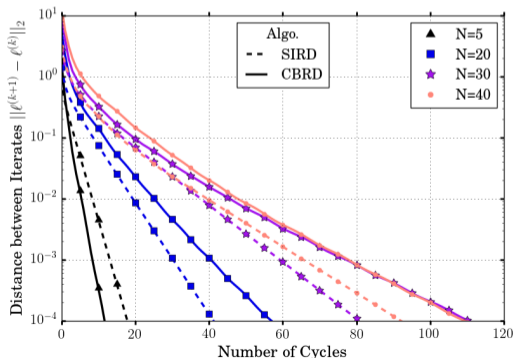
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To solve the projection on \mathcal{L}_n / to solve BR_n :

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Not every model is scalable to small time steps!!

- 1 Introduction: Demand Response: exploiting consumer flexibilities
- 2 The model: electricity consumption game
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- ✿ to minimize forecast errors and take updates, we consider an online procedure with “receding horizons”

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Run Algo. SIRD or BRD to compute NE $\ell^{(t)}$ on $\mathcal{T}^{(t)}$

for each user $n \in \mathcal{N}$ **do**

Realize computed profile on time t , $\ell_{n,t}^{(t)}$

Update energy demand $E_n \leftarrow E_n - \ell_{n,t}^{(t)}$

end for

Wait for $t + 1$

Online procedure

Start at $t = 1$

while $t \leq T$ **do**

Set new horizon $\mathcal{T}^{(t)} = \{t, t + 1, \dots, T\}$

Get \mathbf{D} forecast on $\mathcal{T}^{(t)}$: $\hat{\mathbf{D}}^{(t)} \stackrel{\text{def}}{=} (\hat{D}^{(t)}_s)_{t \leq s \leq T}$

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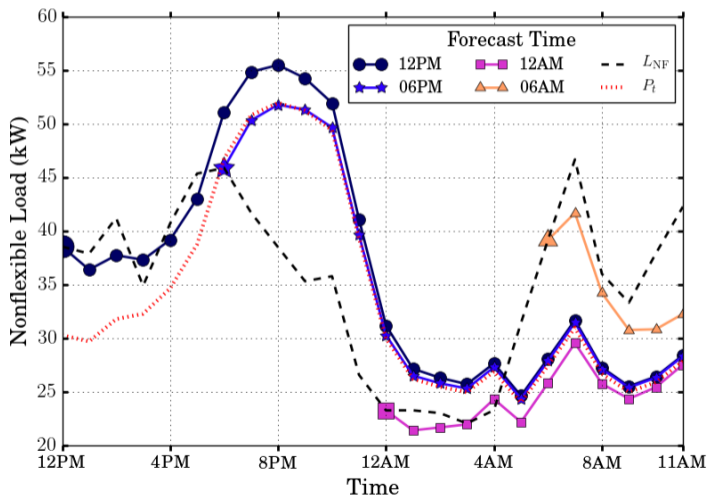
end for

Wait for $t + 1$

end while

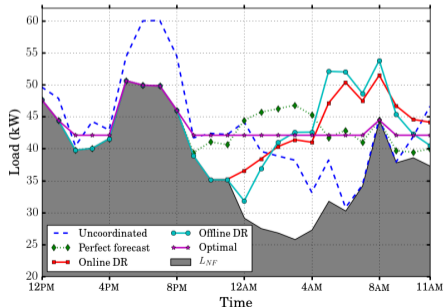
Forecasts of nonflexible Demand

Estimated with historical data



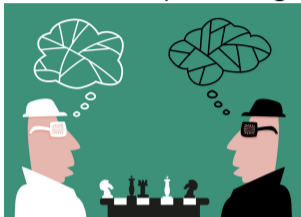
Online procedure achieves significant gains!

Cons. Scenario	Social Cost	Avg. Price	Gain
Uncoordinated	\$ 1257.2	0.200 \$/kWh	—
Offline DR	\$ 1231.6	0.195 \$/kWh	2.036%
Online DR	\$ 1131.1	0.180 \$/kWh	10.03%
Perfect forecast DR	\$ 1075.2	0.171 \$/kWh	14.47%
Optimal scenario	\$ 1056.8	0.169 \$/kWh	15.94%



Conclusion

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THANK YOU!

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