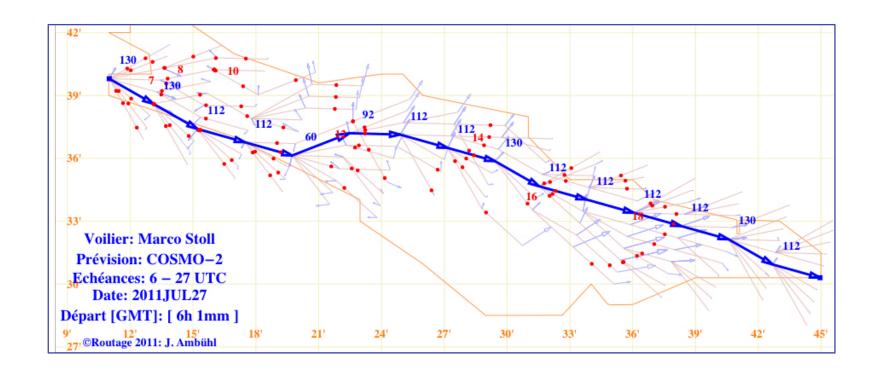
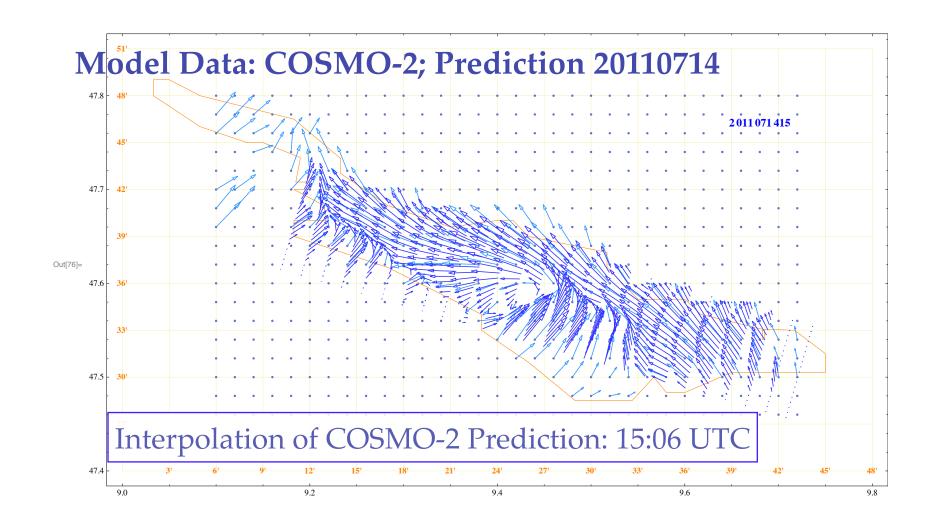
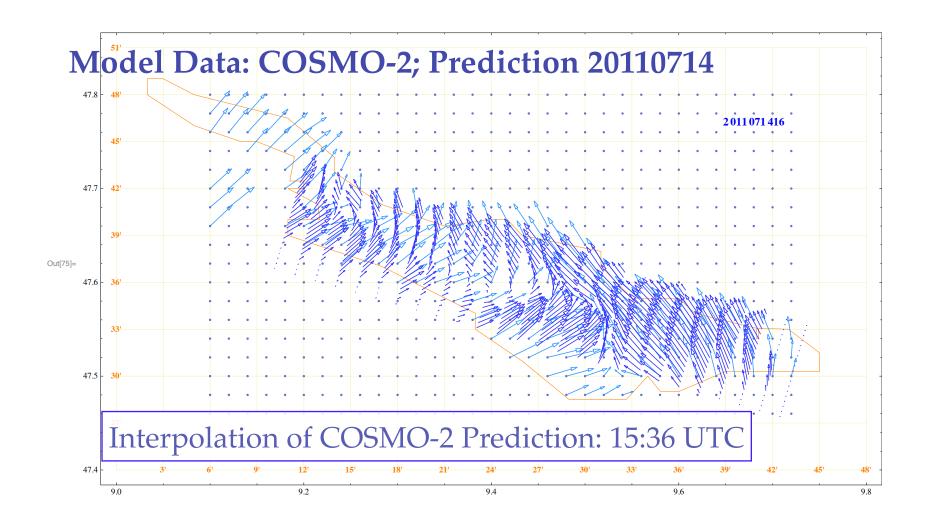
## Lake routing based on dynamical programming



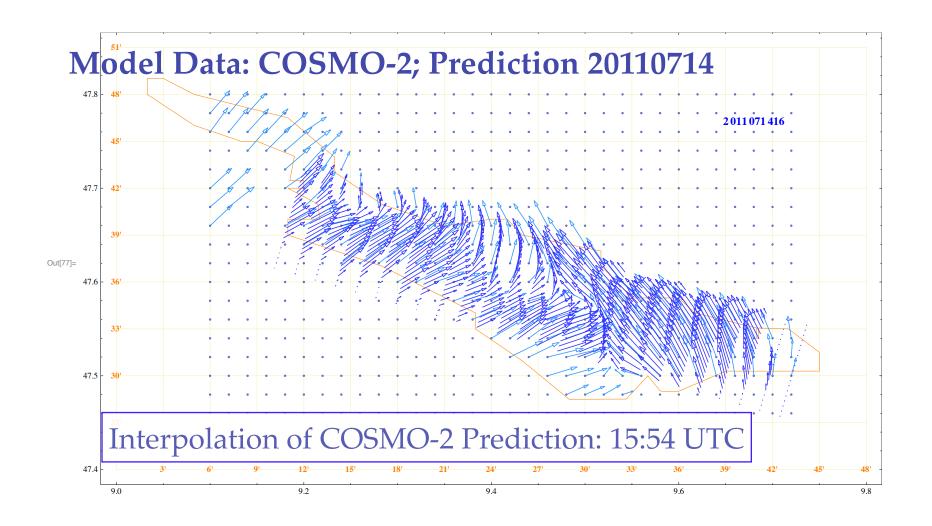
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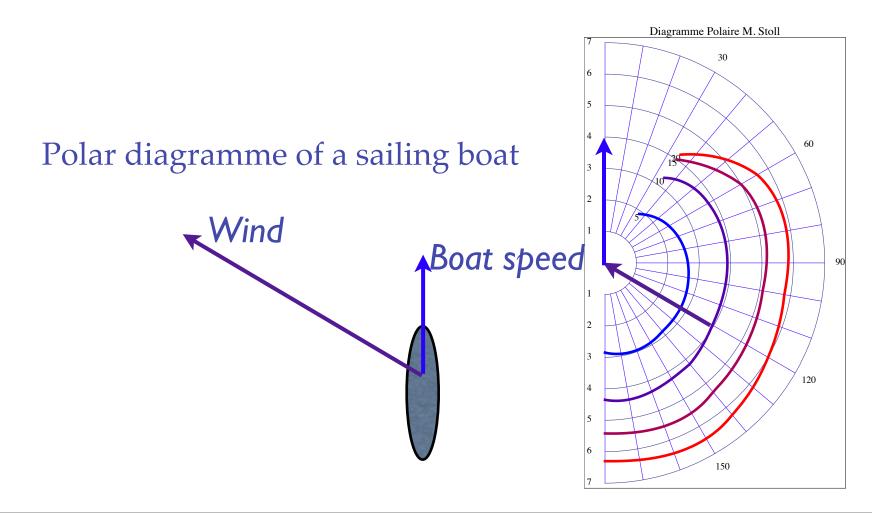


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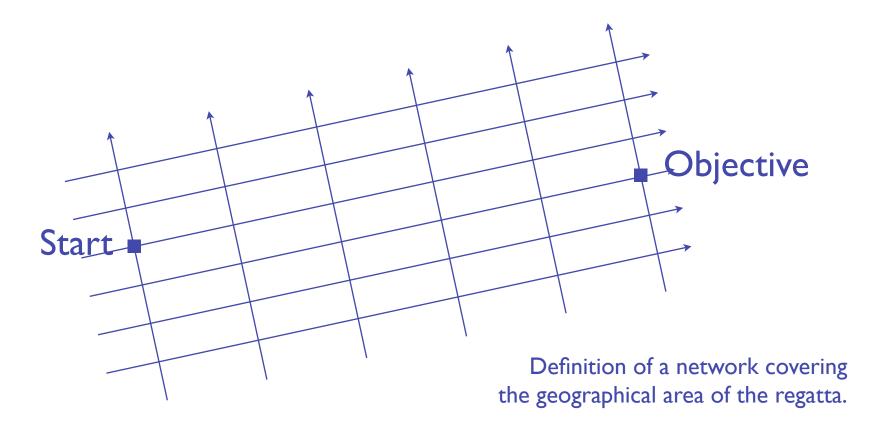


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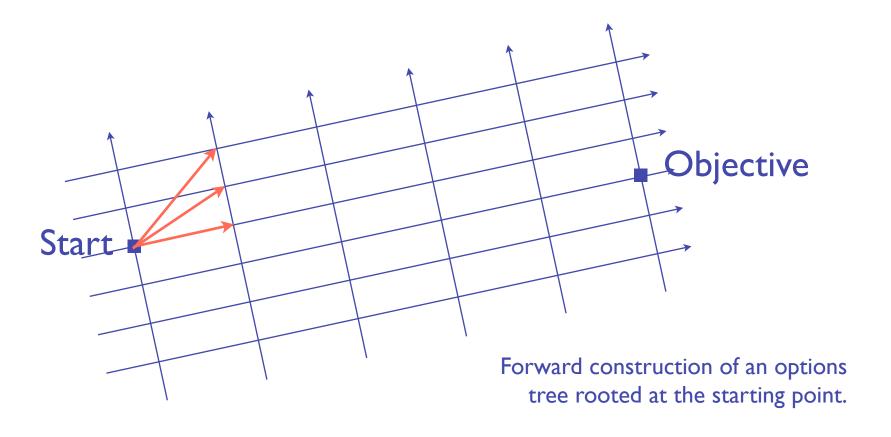
#### **Customer profile**



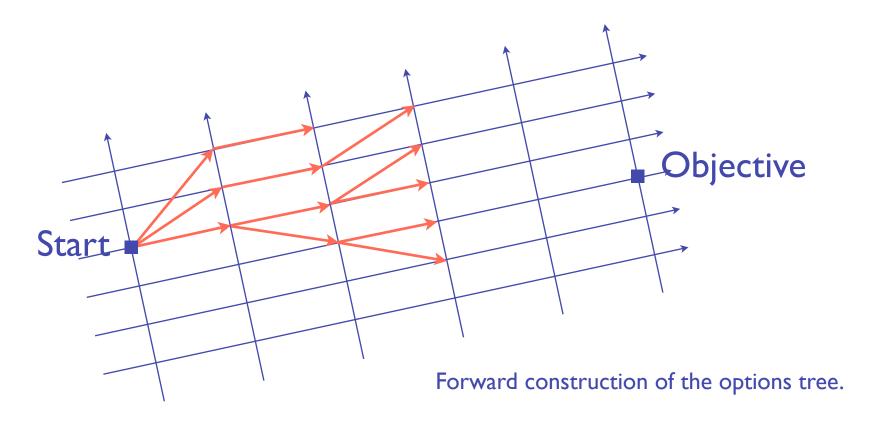
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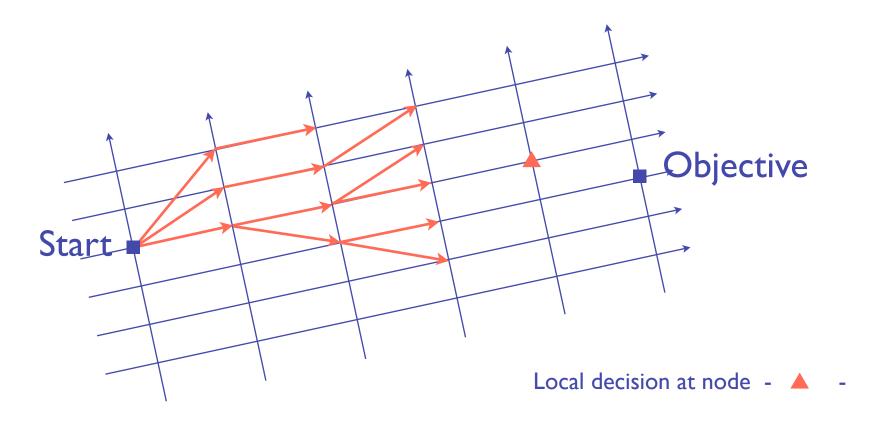
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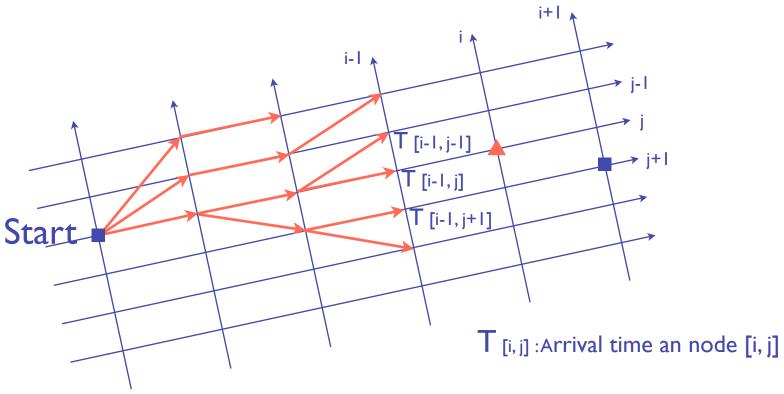
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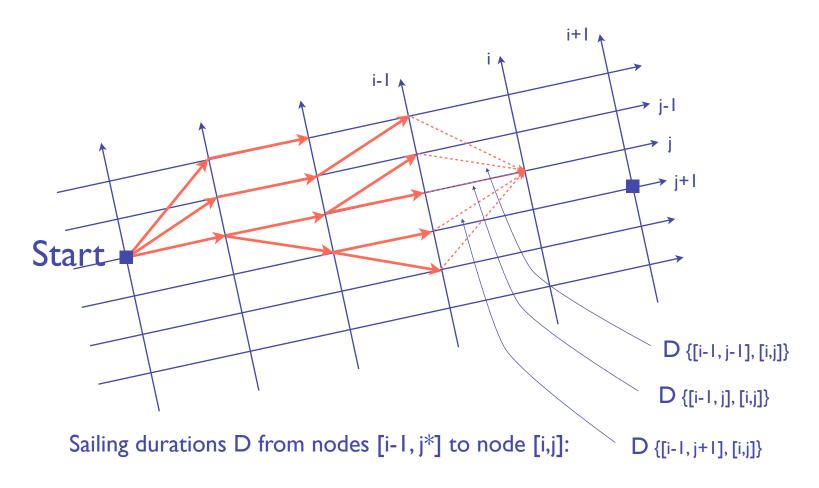


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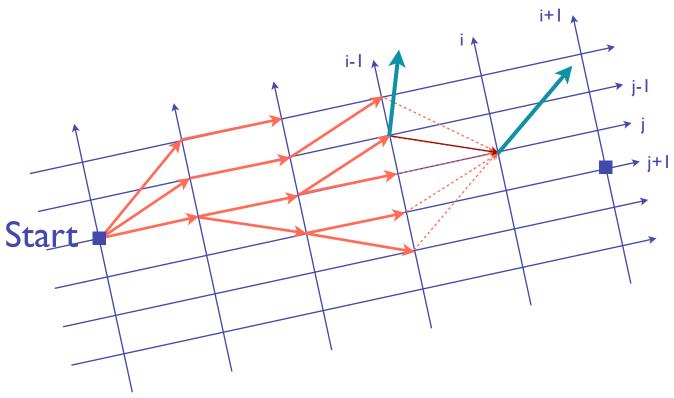


Thanks to the arborescent structure, the  $T_{[i-1,j^*]}$  are (recursively) known ( $T_{[Start]}$  provided)

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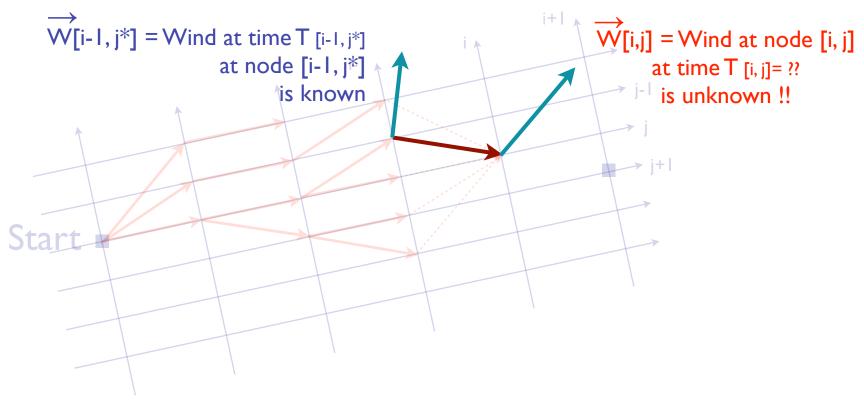


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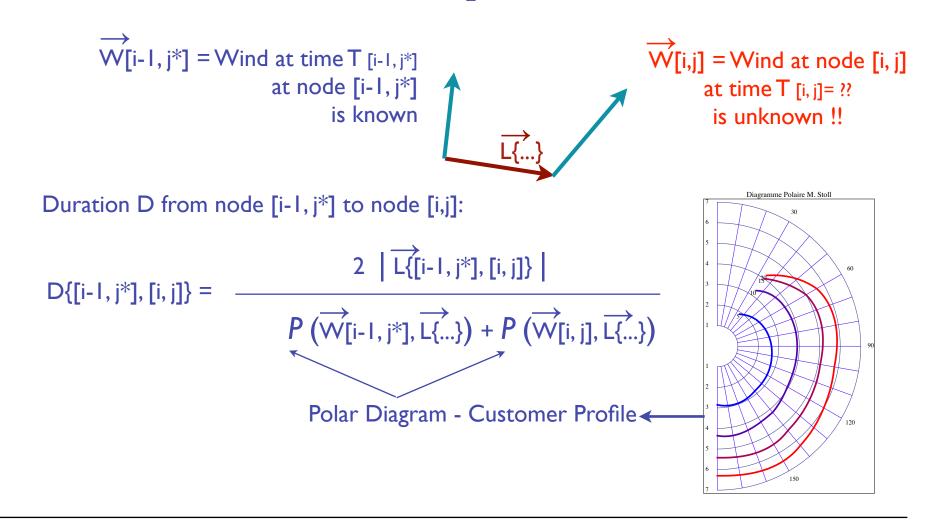
Sailing durations D from nodes [i-1, j\*] to node [i,j] depend on **wind conditions** on each segment

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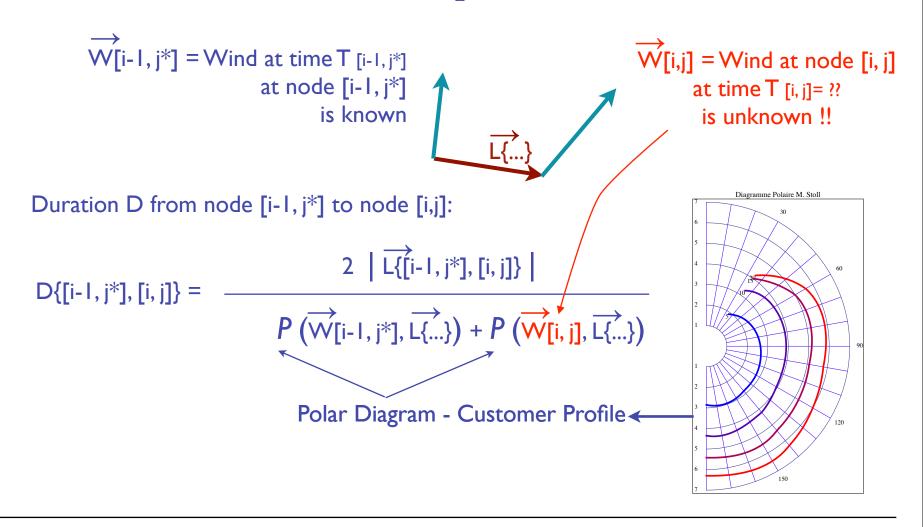


Sailing durations D from nodes [i-1, j\*] to node [i,j] depend on **wind conditions** on each segment

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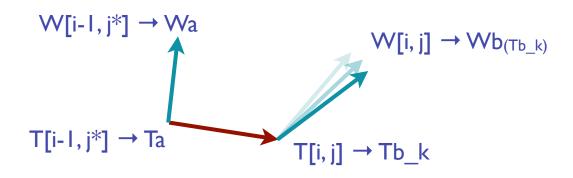
#### **Circularity: Fixed Point Problem**

- Duration D from node [i-1, j\*] to arrival node [i,j]: depends on the wind W[i,j] blowing at that node at arrival time  $T[i-1, j^*] + D\{[i-1, j^*], [i, j]\}$
- Valuation of wind W[i, j] at node [i, j]:
   depends on duration D {[i-1, j\*], [i, j]}
- Formally:

$$W[i,j] = \varphi(T[i-1,j^*] + D\{[i-1,j^*],[i,j]\}_{(W[i,j])})$$

• Fixed Point Problem  $x = \varphi(x)$  (Brower, Lefschetz and all ...)

#### **Circularity: iterative solution**



$$Tb_{_0} = Ta + D[Wa, Wb_{(Ta)}] \rightarrow$$

$$Tb_{_1} = Ta + D[Wa, Wb_{(Tb_{_0})}] \rightarrow$$

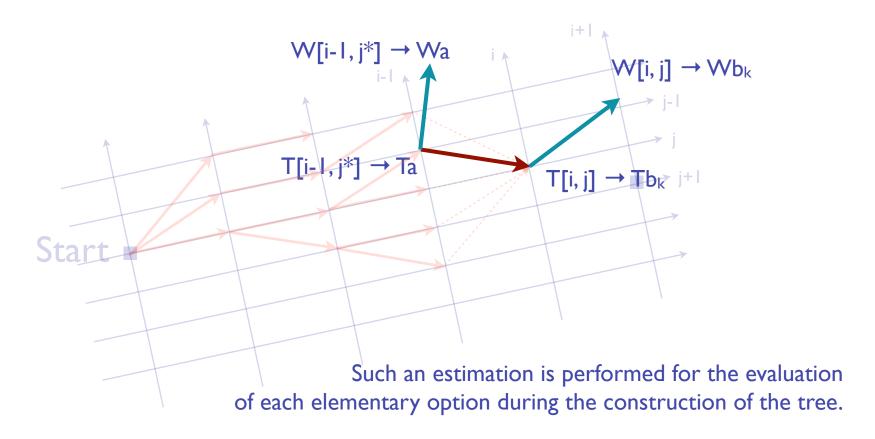
$$Tb_{_2} = Ta + D[Wa, Wb_{(Tb_{_1})}] \rightarrow$$
...
$$Tb_{_i} = Ta + D[Wa, Wb_{(Tb_{_i-1})}] \rightarrow$$
...

Implemented: i = 0, ..., 4

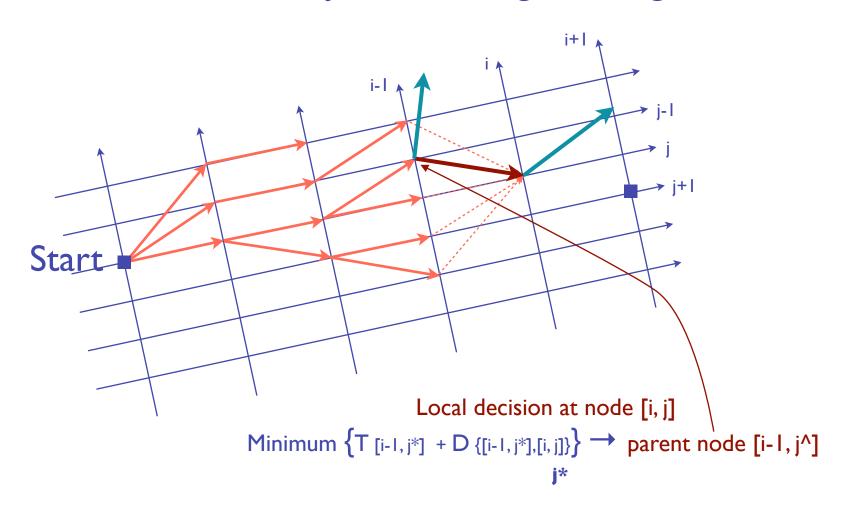
Convergence: fixed points theory

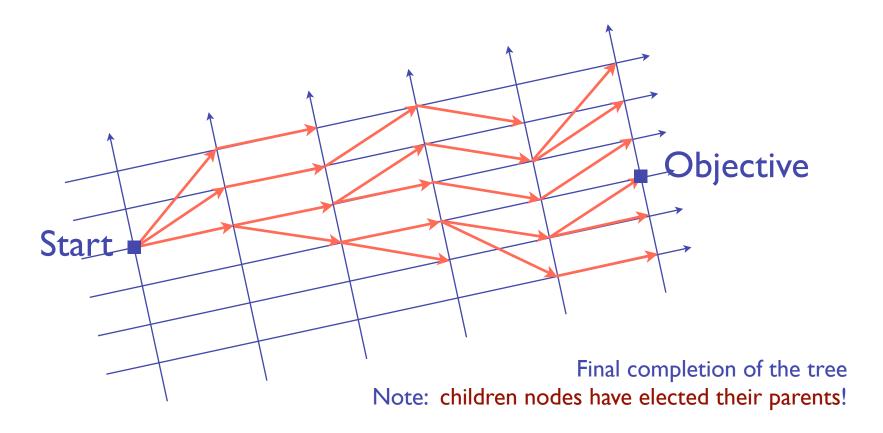
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#### Circularity: implementation after temporal recursion

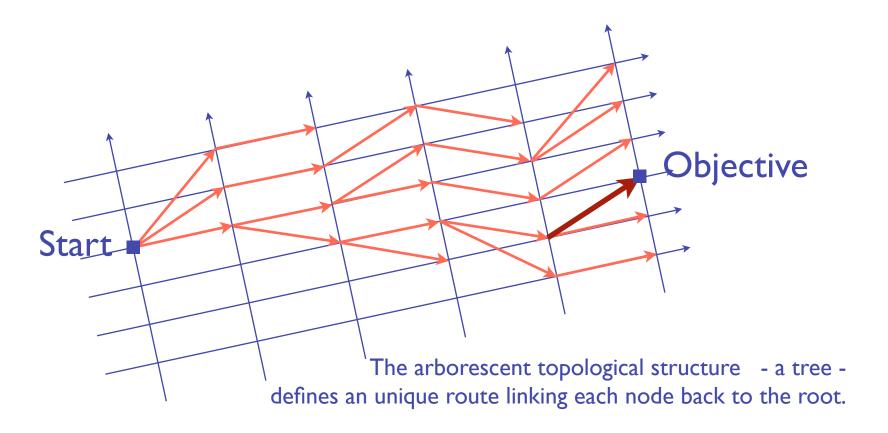


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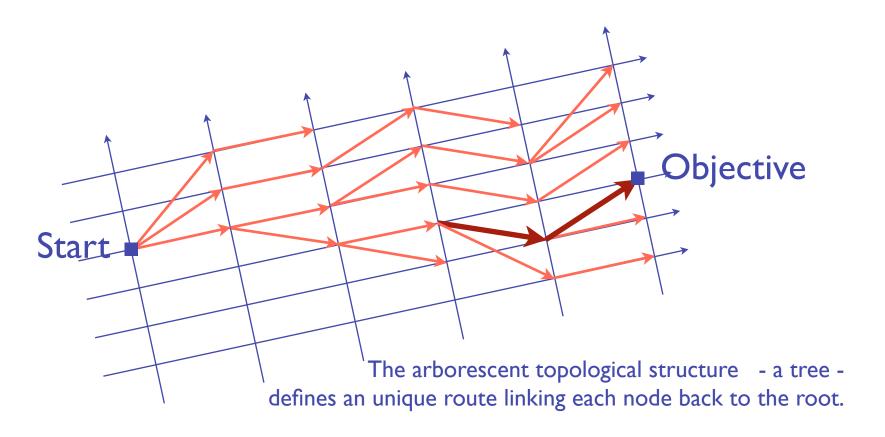




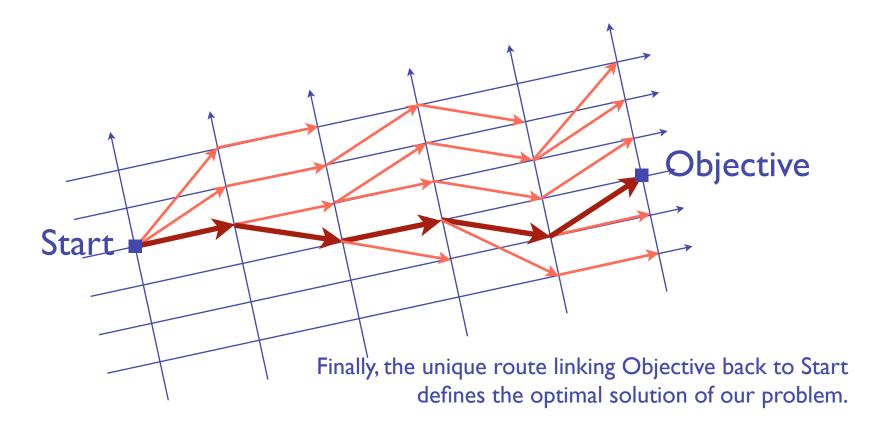
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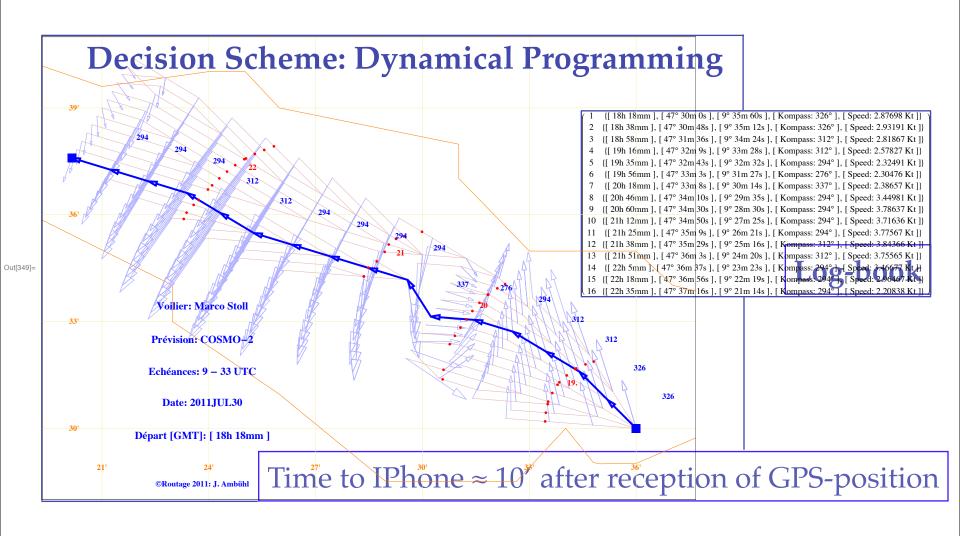
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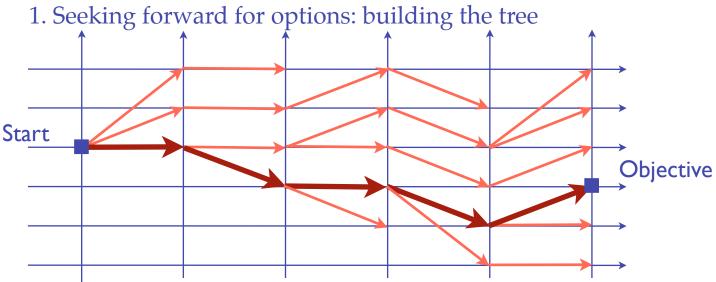


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#### **Synthesis**

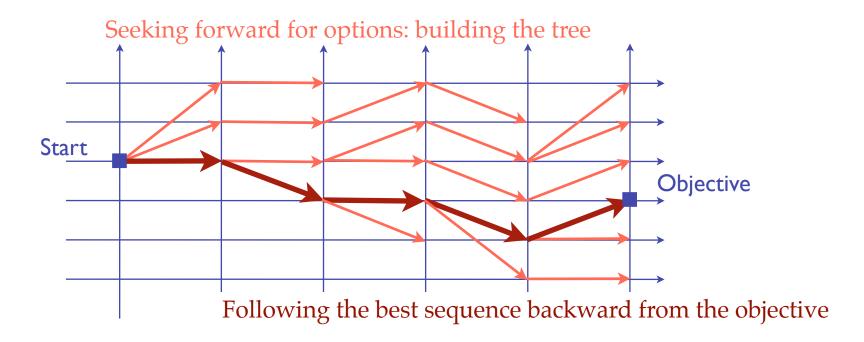


2. Following the best sequence backward from the objective, as provided by the tree

Classical technique in (financial) options trading Alinghi, America Cup (EPFL, Prof. Dalang)

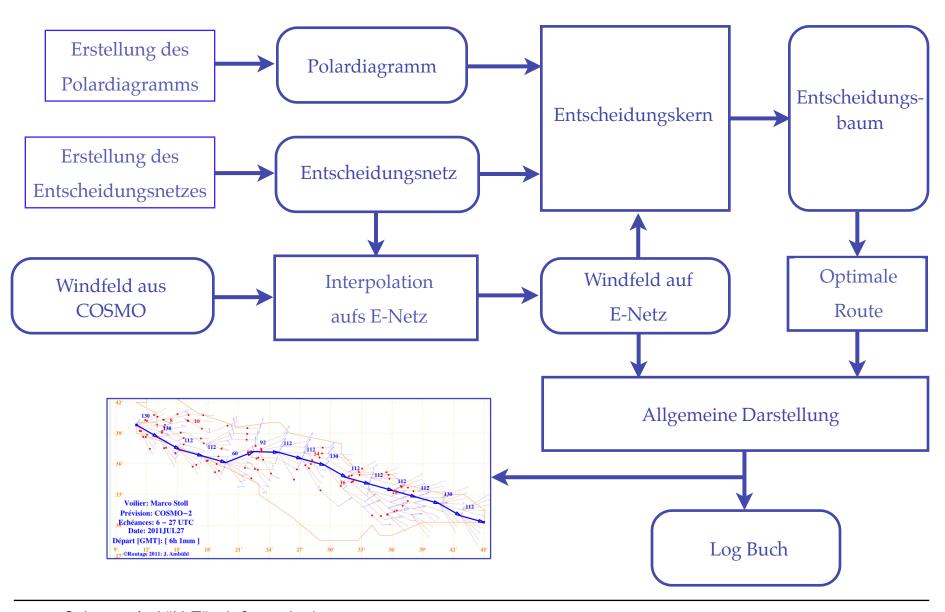
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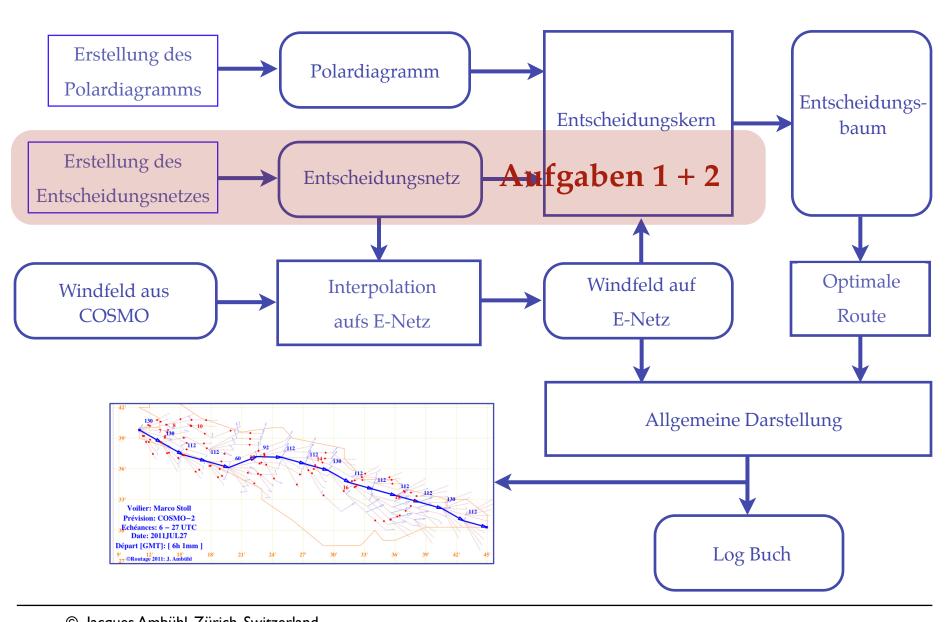
#### **Synthesis**

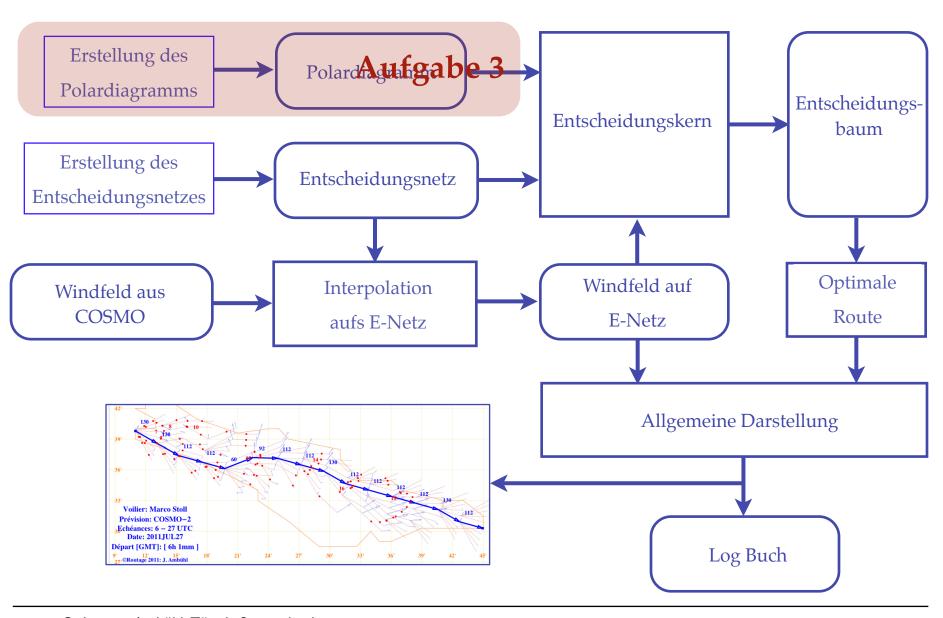


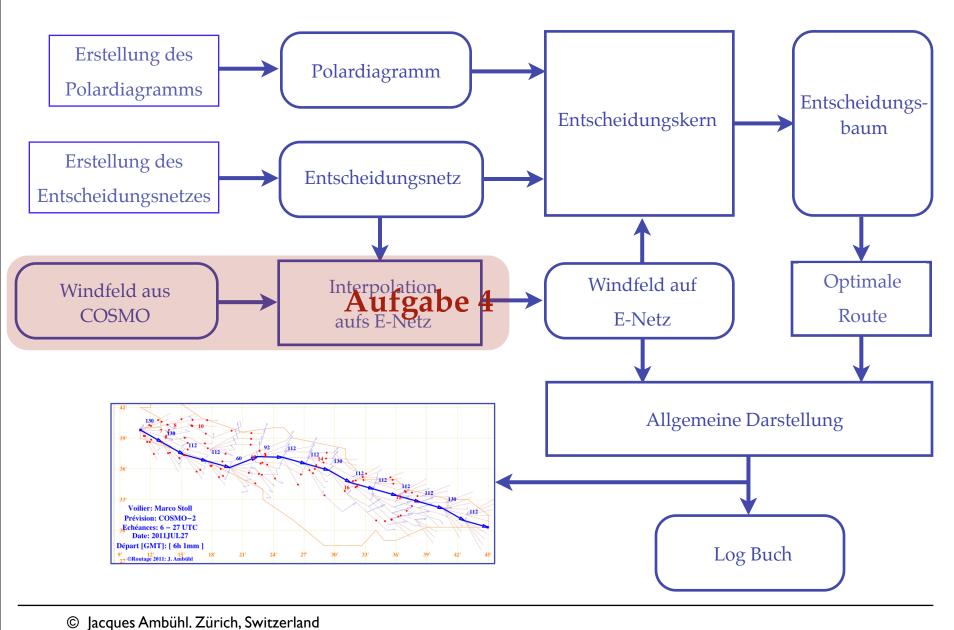
# Optimization of weather dependent sequential processes Renewable Energies!

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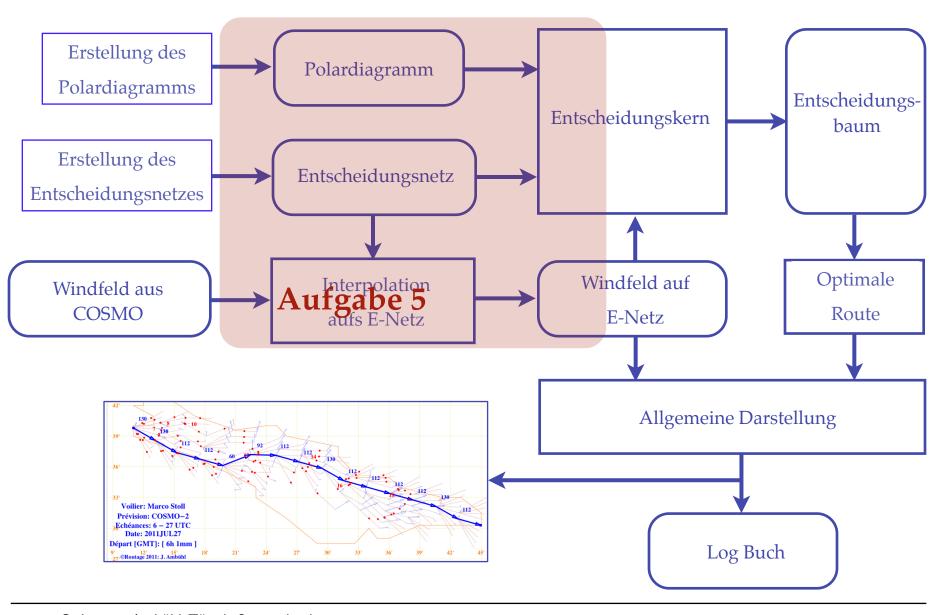


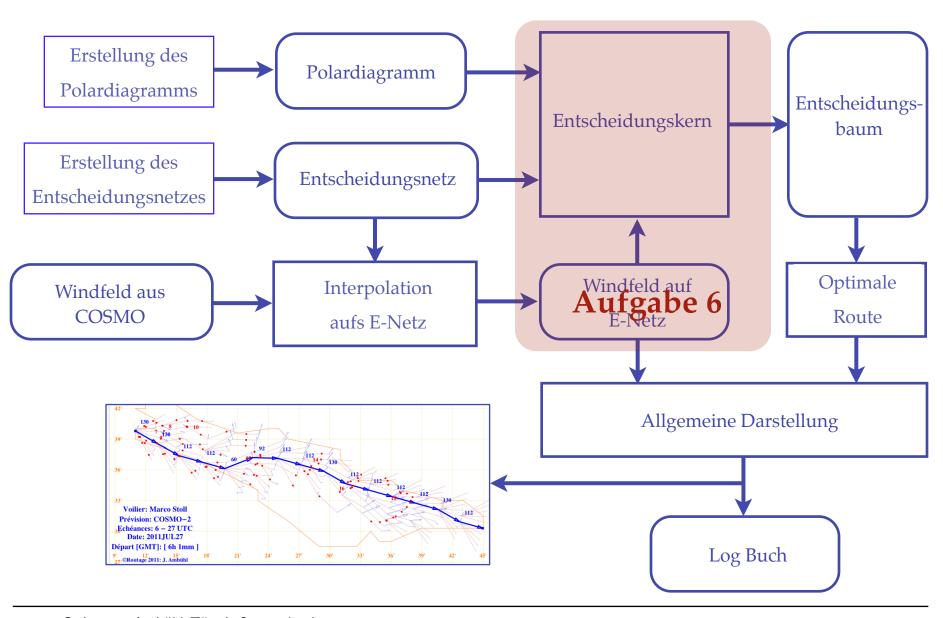


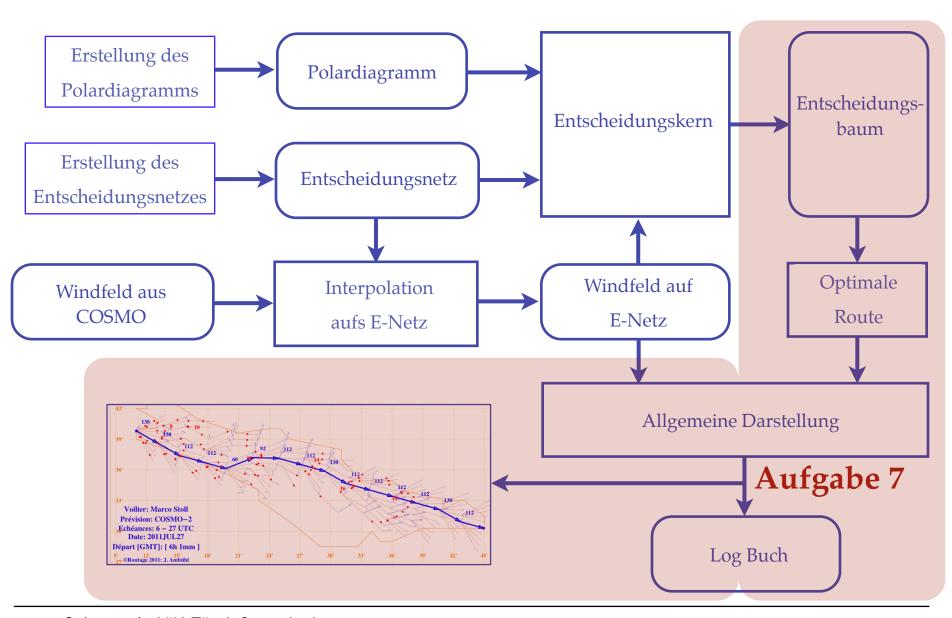




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