






# Using Reinforcement Learning for Power Plant Dispatch in Short-term Electricity Markets

Final Presentation - Case Challenge - Business Data Analytics: Application and Tools

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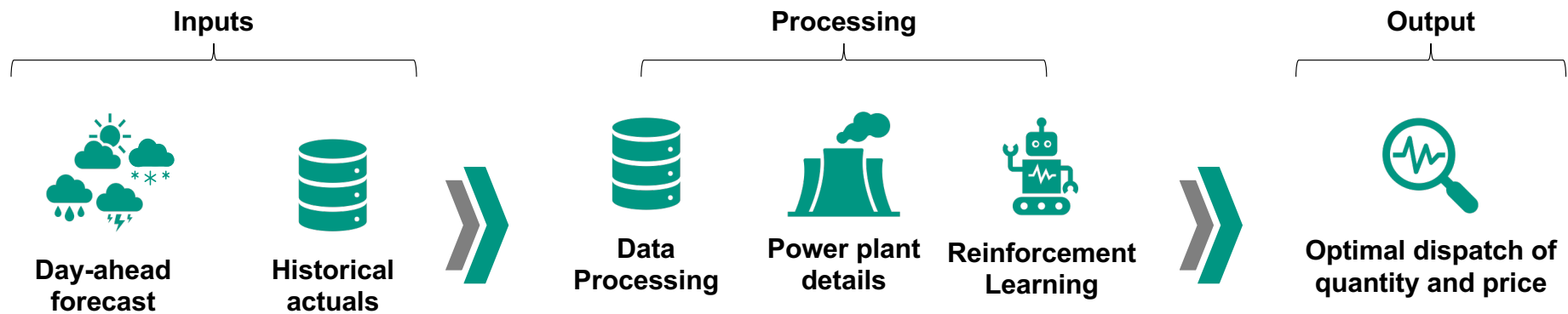
# Agenda

-  Case Challenge & Inputs
-  Algorithm Theory
-  Implementation
-  Results
-  Outlook



## Case: Using reinforcement learning we optimize the dispatch of a controllable power plant in the day-ahead market

### Energy: Day-Ahead-Market



**Reinforcement learning facilitates efficient, real-time decision making for power plant dispatch amid increased market volatility and uncertainty.**



# As inputs we build upon generation forecasts and production actuals of wind and solar power

Excerpt from the dataset of generation actuals

Germany: Actual Generation per Production Type [MW]

Input Platform: ENTSO-E

Time [hh:mm]	Wind		Solar
	Onshore	Offshore	
07:00 - 07:15	16,669	4,398	5,464
07:15 - 07:30	15,402	4,360	7,035
07:30 - 07:45	14,036	4,413	8,785
07:45 - 08:00	12,671	4,271	10,630
08:00 - 08:15	11,411	4,155	12,608
08:15 - 08:30	10,161	4,312	14,654
08:30 - 08:45	9,092	4,398	16,591
08:45 - 09:00	8,461	4,425	18,431
09:00 - 09:15	7,955	4,654	20,173
09:15 - 09:30	7,660	4,669	21,876
09:30 - 09:45	7,659	4,614	23,531
09:45 - 10:00	7,884	4,484	25,038
10:00 - 10:15	8,304	4,640	26,430
...	...	...	...

Excerpt from the dataset of generation forecasts

Germany: Day-ahead Generation Forecast [MW]

Input Platform: ENTSO-E

Time [hh:mm]	Wind		Solar
	Onshore	Offshore	
07:00 - 07:15	18,590	3,964	5,159
07:15 - 07:30	17,815	3,910	6,750
07:30 - 07:45	17,002	3,853	8,551
07:45 - 08:00	16,191	3,945	10,479
08:00 - 08:15	15,046	3,889	12,534
08:15 - 08:30	13,835	3,846	14,707
08:30 - 08:45	12,610	3,946	16,935
08:45 - 09:00	11,570	3,882	19,095
09:00 - 09:15	10,809	3,756	21,168
09:15 - 09:30	10,324	3,737	23,175
09:30 - 09:45	9,867	3,867	25,043
09:45 - 10:00	9,450	3,834	26,736
10:00 - 10:15	9,169	3,787	28,227
...	...	...	...

Intended output variables

Dispatch quantity in MW

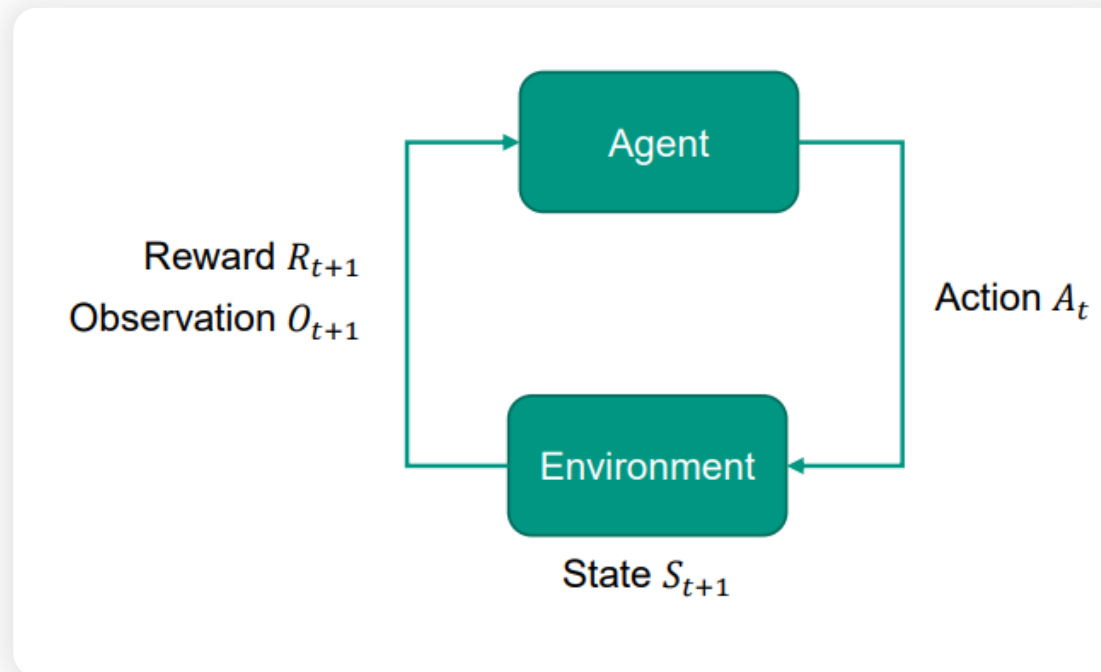


Selling price per MW



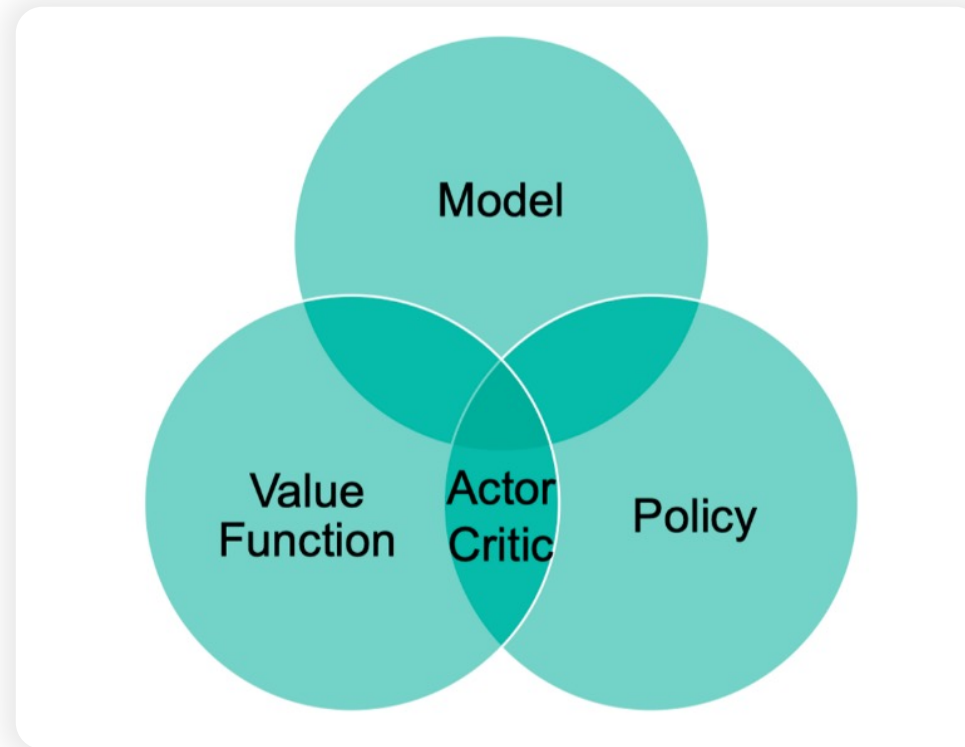


# Theory: Basics Reinforcement Learning



Source: Prof. Dr. J. M. Zöllner – Maschinelles Lernen I – Grundverfahren

# Theory: Taxonomy of Reinforcement Learning

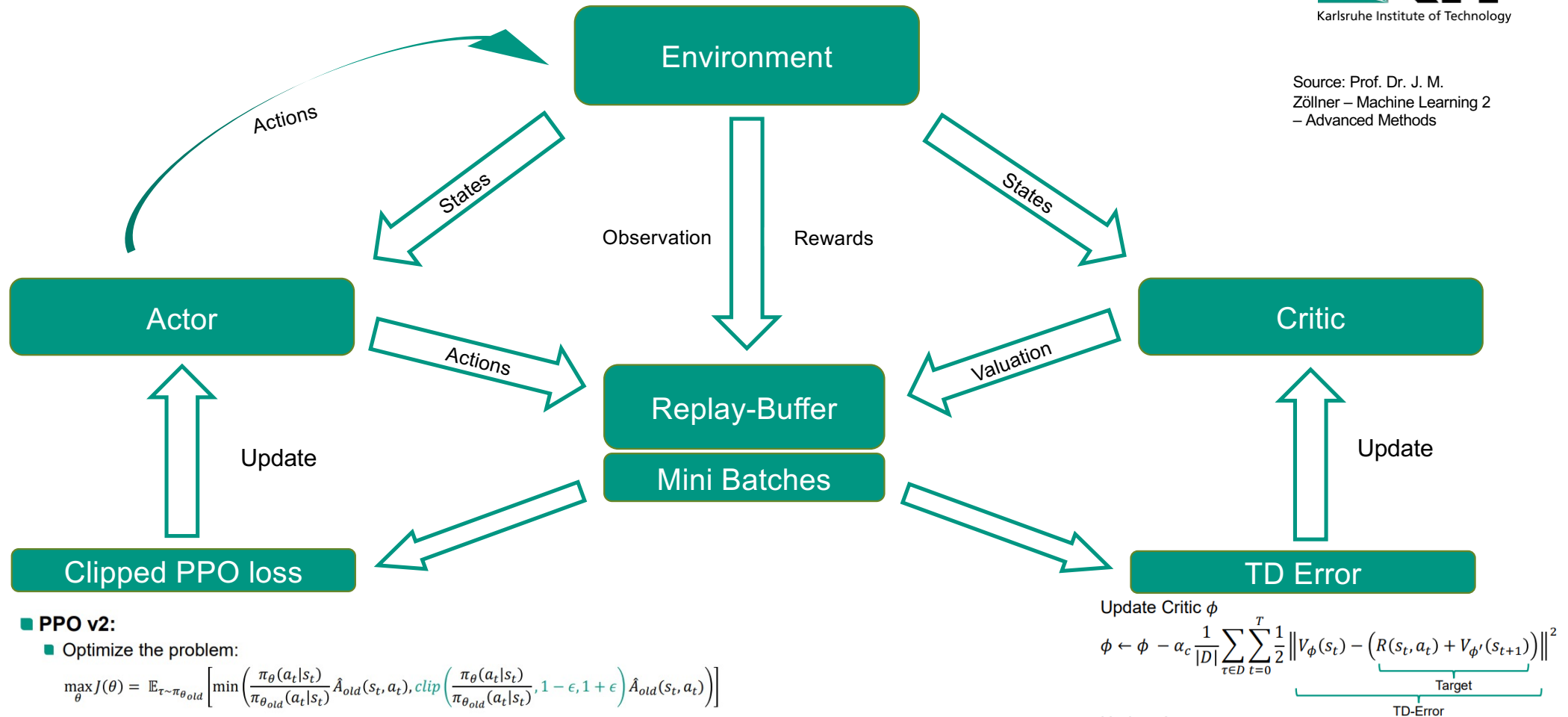


Source: Prof. Dr. J. M. Zöllner – Maschinelles Lernen I – Grundverfahren



# PPO Actor-Critic Implementation

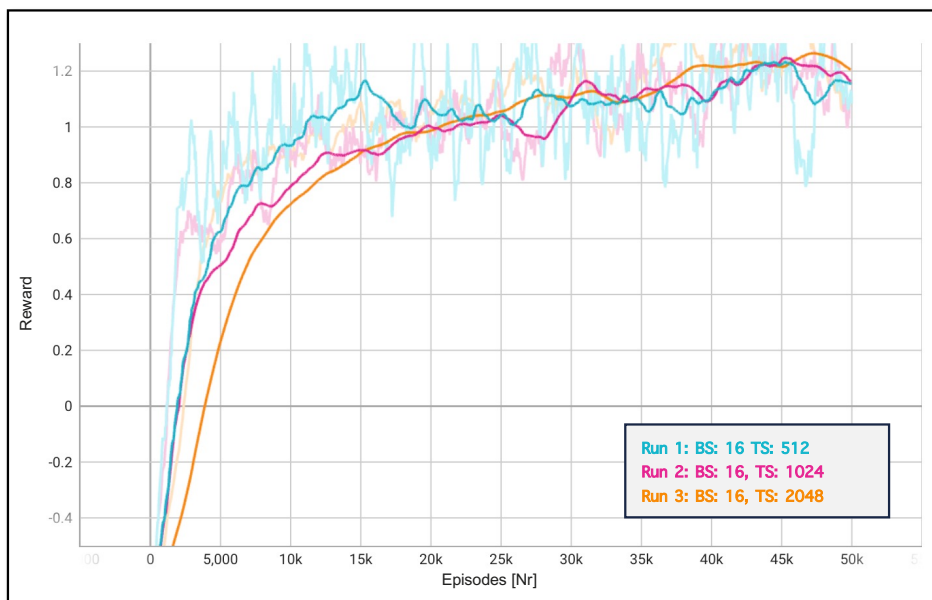
Source: Prof. Dr. J. M.  
Zöllner – Machine Learning 2  
– Advanced Methods





## Results: Fine-tuning PPO via Grid Search

Average Reward After 50 000 Episodes for 3 Example Runs



Considered Hyperparameters

- Batch Size: 16, 32, 64, 128
- Update Time steps: 512, 1024, 2048

→ could be expanded to test more hyperparameters, but costly

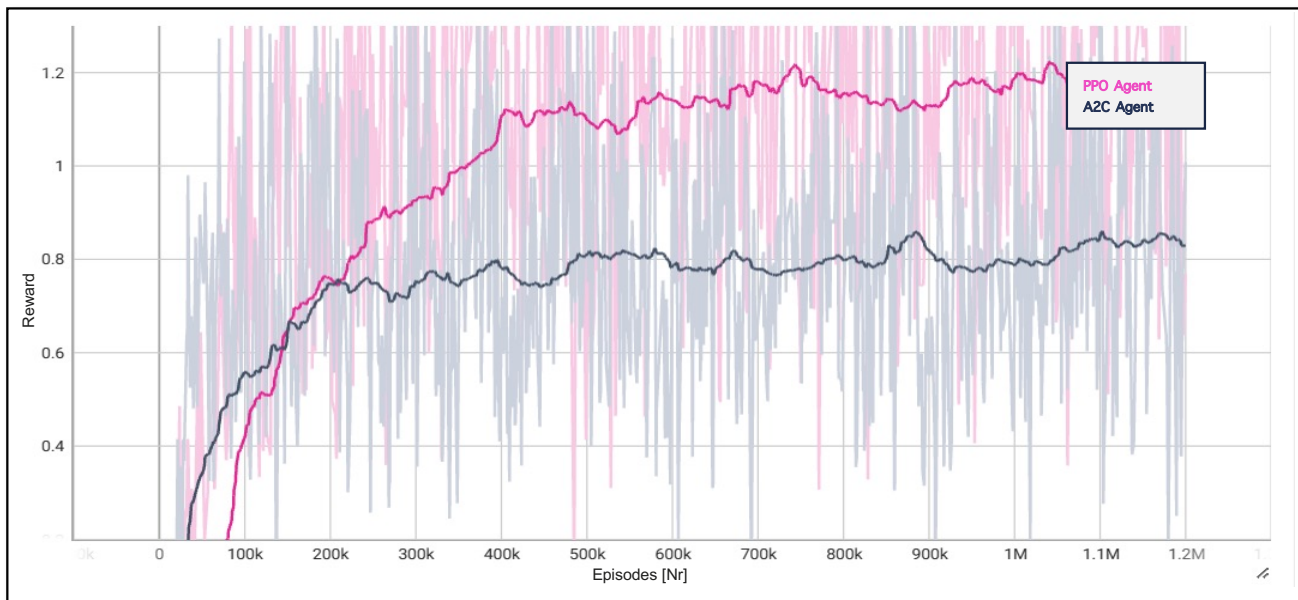
➤ **Hyperparameters affect the convergence speed and stability of training. In our case higher time steps lead to lower convergence speed but higher stability of training.**





## Results: Comparison of PPO vs A2C (stable baselines)

Average Reward after 50 000 Episodes

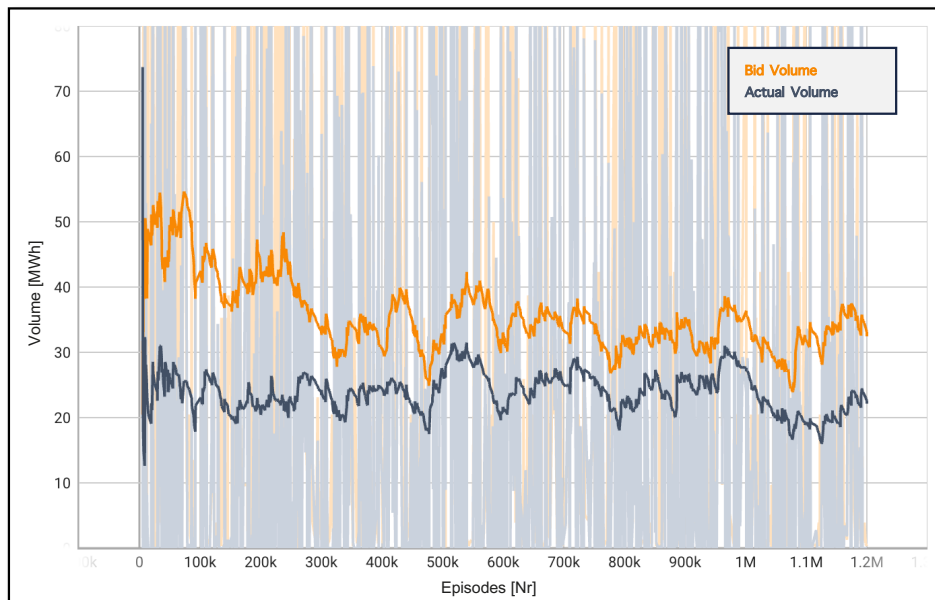


➤ **PPO achieves a significantly higher average reward after learning more slowly as a more zurückhaltender algorithm.**

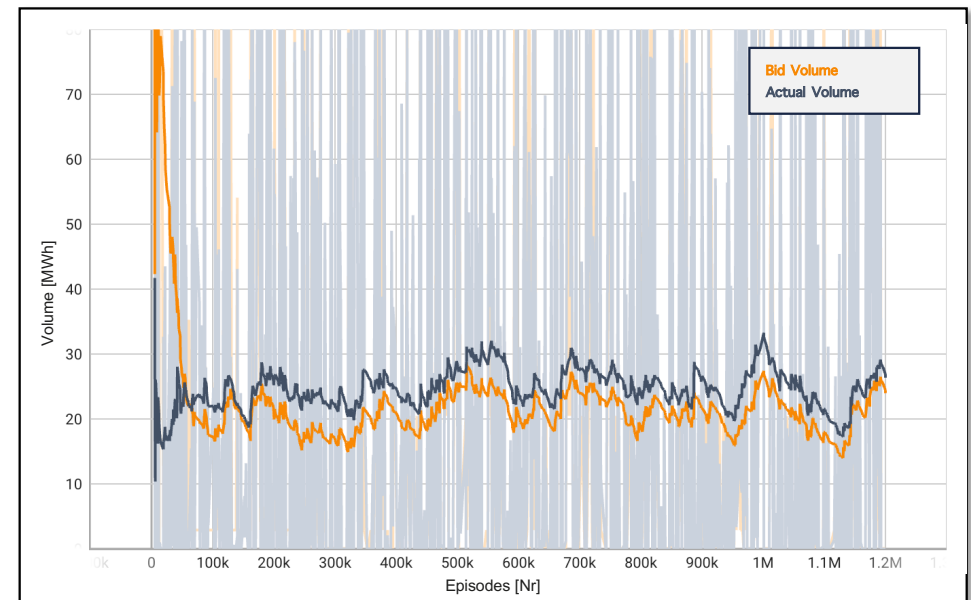


## Results: Reward functions using PPO - The reward function strongly impacts the RL-Agent's bidding behaviour

Bid Volume – Linear Scaled Reward Function



Bid Volume – Logarithmic Scaled Reward Function



Therefore, reward engineering is a crucial task when setting up optimal agents.



## Further improvements of the agent can be achieved through enhancement of data inputs, the environment and the agent itself



### Data Inputs

- Incorporate intra-day prices
- Additional features (e.g., generation failures)



### Environment

- Variable marginal costs (currently fixed)
- Powerplant-related restrictions (e.g., energy storage, maintenance)



### Agent

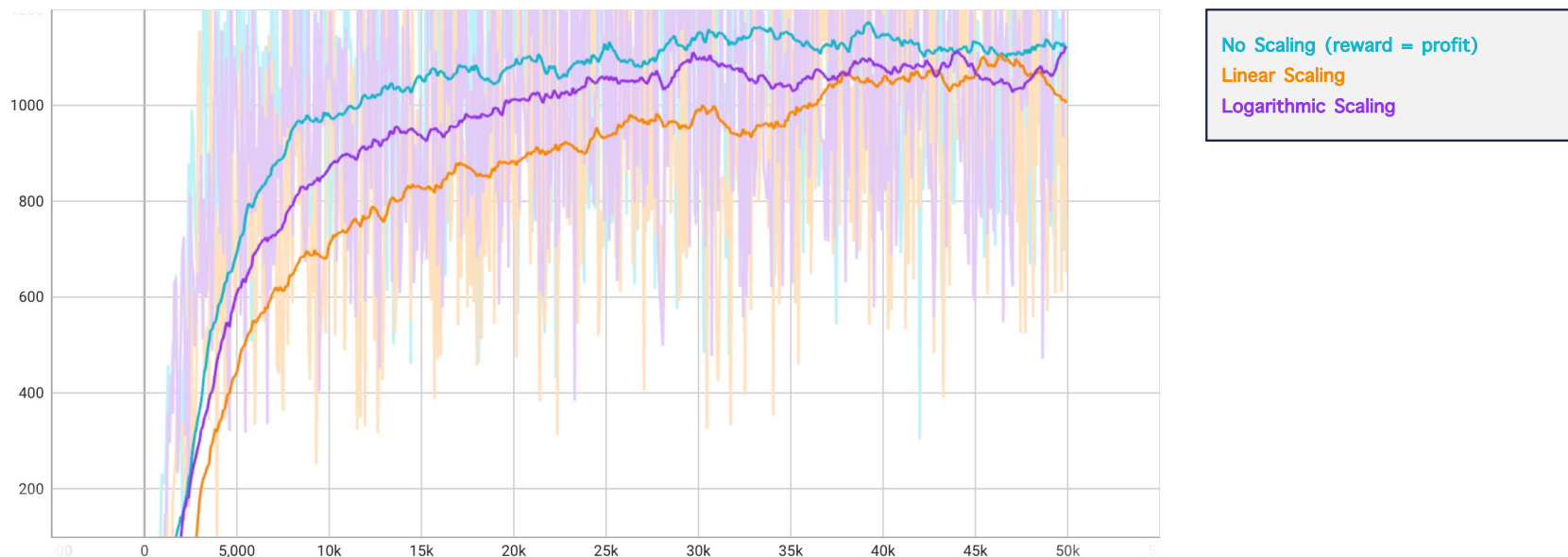
- Expand hyperparameter tuning
- Higher dimensional discrete action space (e.g., more than 50x50)
- Transition to continuous action space

# Backup



# Profit of PPO using different Reward Functions

Average Profit after 50 000 Episodes



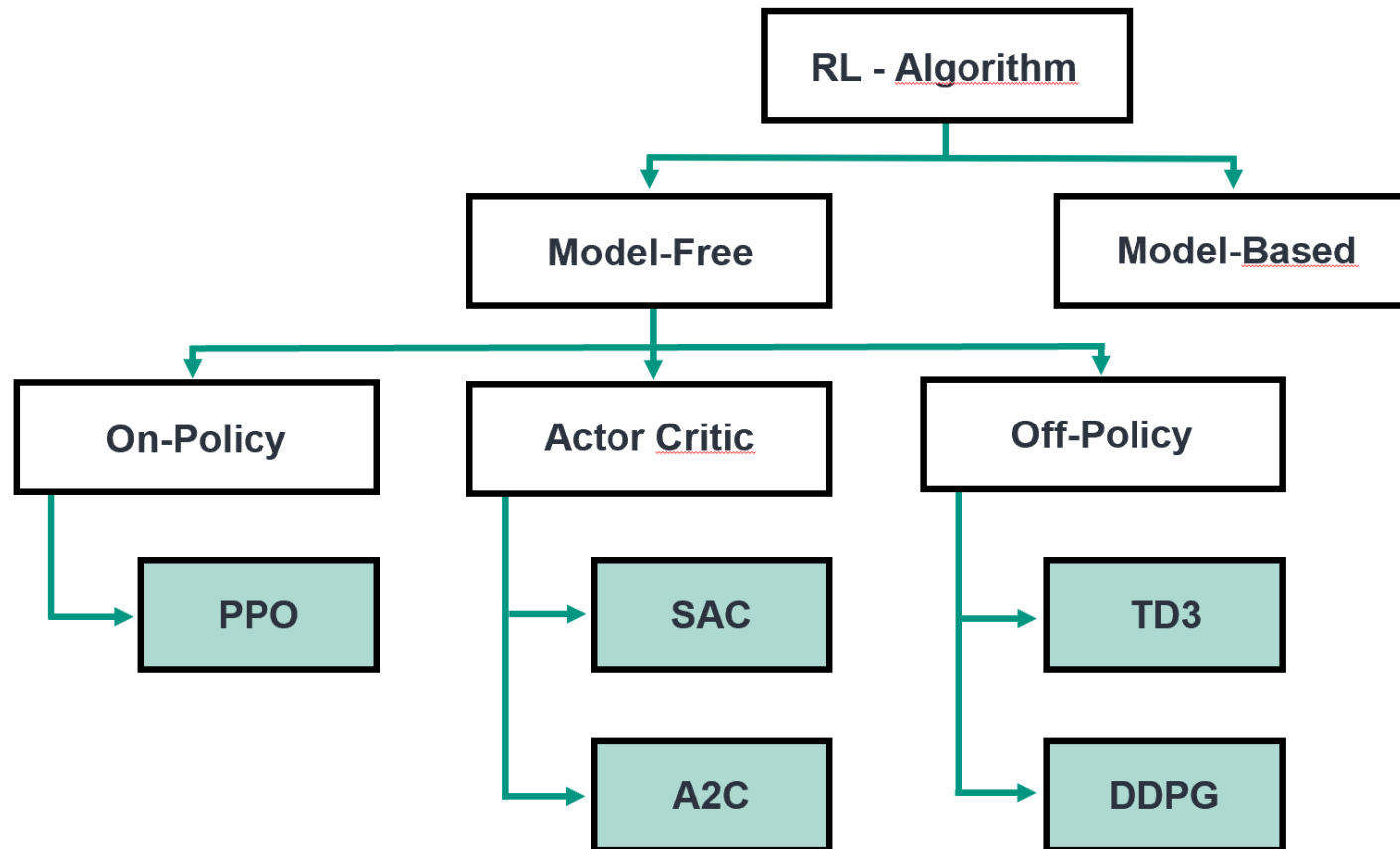
**Bid Price converges to the marginal costs of the simulated Power Plant (mc=50)**

# Hyperparameter

- lower\_bound: -20000
- upper\_bound: 20000
- batch\_size: [16, 32, 64, 128]
- n\_episodes: 50000
- update\_timestep: [512, 1024, 2048]
- n\_epochs: 10
- eps\_clip: 0.22
- gamma: 0.99
- lr\_actor: 0.0002
- lr\_critic: 0.0008



## Theory: Overview RL-Algorithm





## Theory: Value-based and Policy-based

$$\theta \leftarrow \theta + \alpha * \nabla \theta \log \pi(a|s) * A(s, a)$$

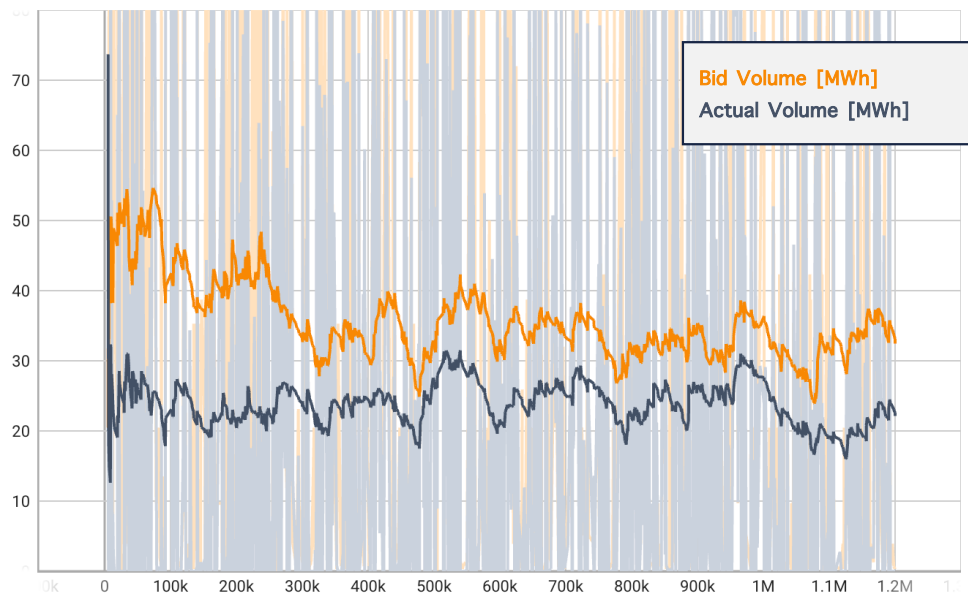
- $\theta$  represents the parameters of the policy  $\pi(a|s)$  that are updated
  - $\alpha$  is the learning rate that determines the step size of the parameter updates
  - $\nabla \theta \log$
- $\pi(a|s)$  is the gradient of the logarithm of the policy with respect to the parameters
- $A(s,a)$  is the advantage function that estimates the advantage of taking action  $a$  in state  $s$  compared to the expected value



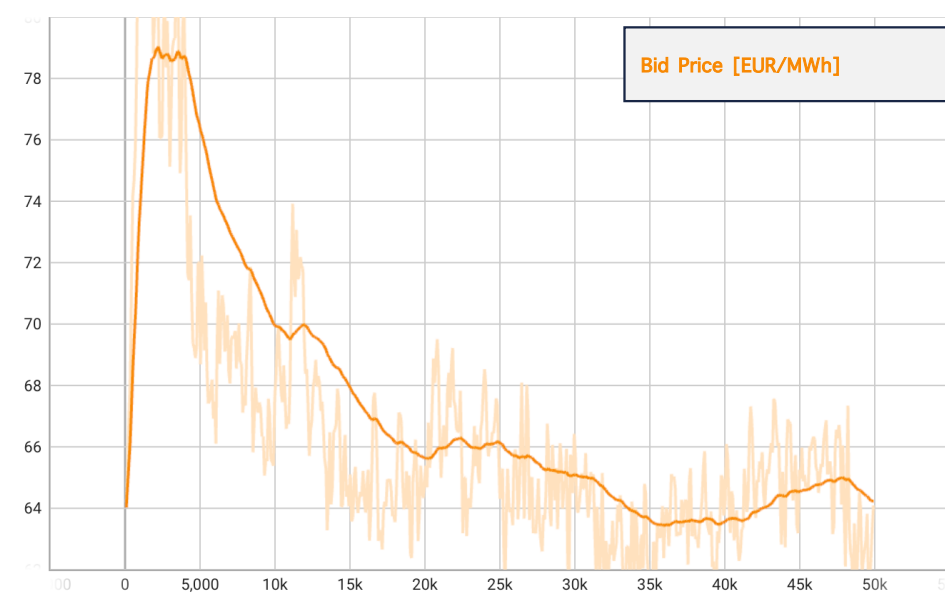


# Bid Volume and Bid Price of PPO with Linear Scaled Reward Function

Bid Volume



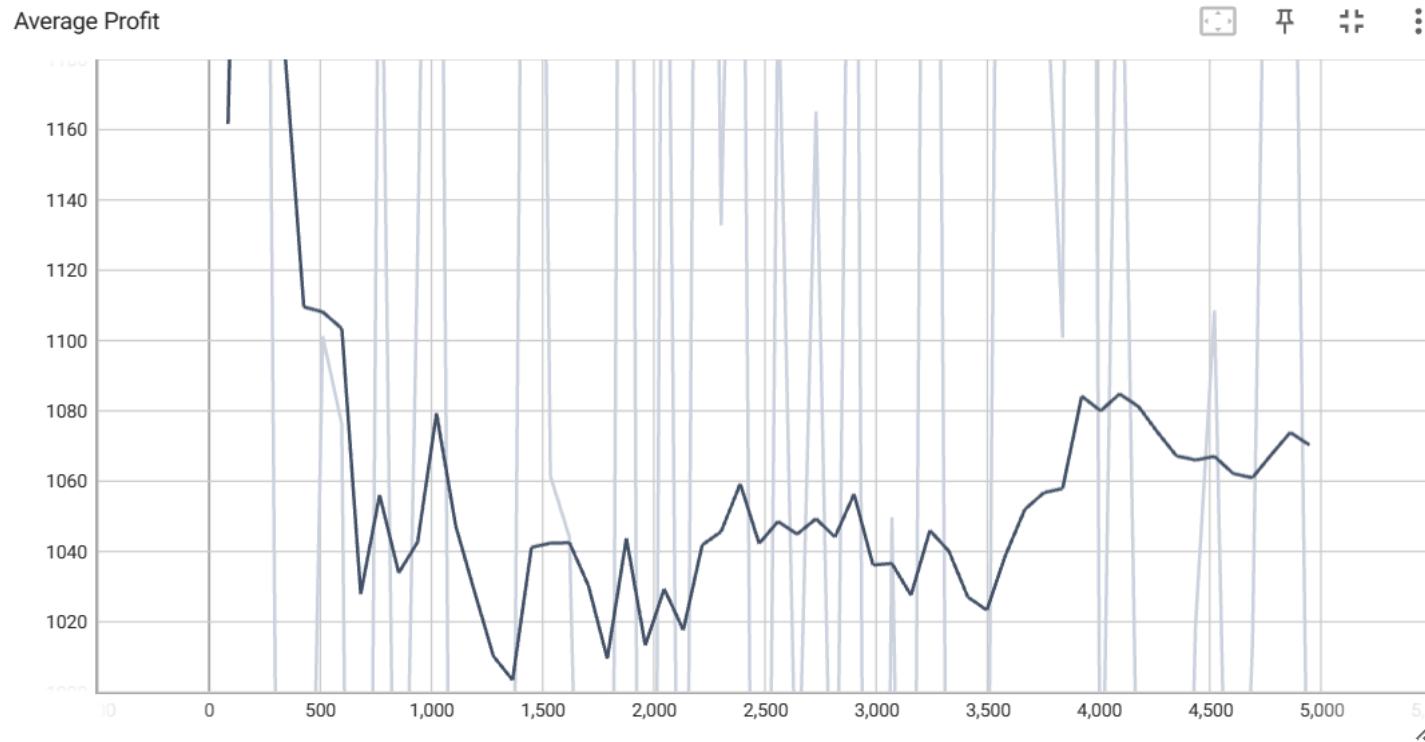
Bid Price



**Bid Price converges to the marginal costs of the simulated Power Plant ( $mc=50$ )**

# Backup Folie

## ■ Plotting the Average Profit of the trained model on unseen data



# Backup Folie (PPO vs A2C) stable baselines

