

# Sequential and reinforcement learning for demand side management

ESSEC - WORKSHOP: « FORECASTING & OPTIMIZATION:  
STREAMLINING SUPPLY CHAINS »



Margaux Brégère - December, 5<sup>th</sup> 2024

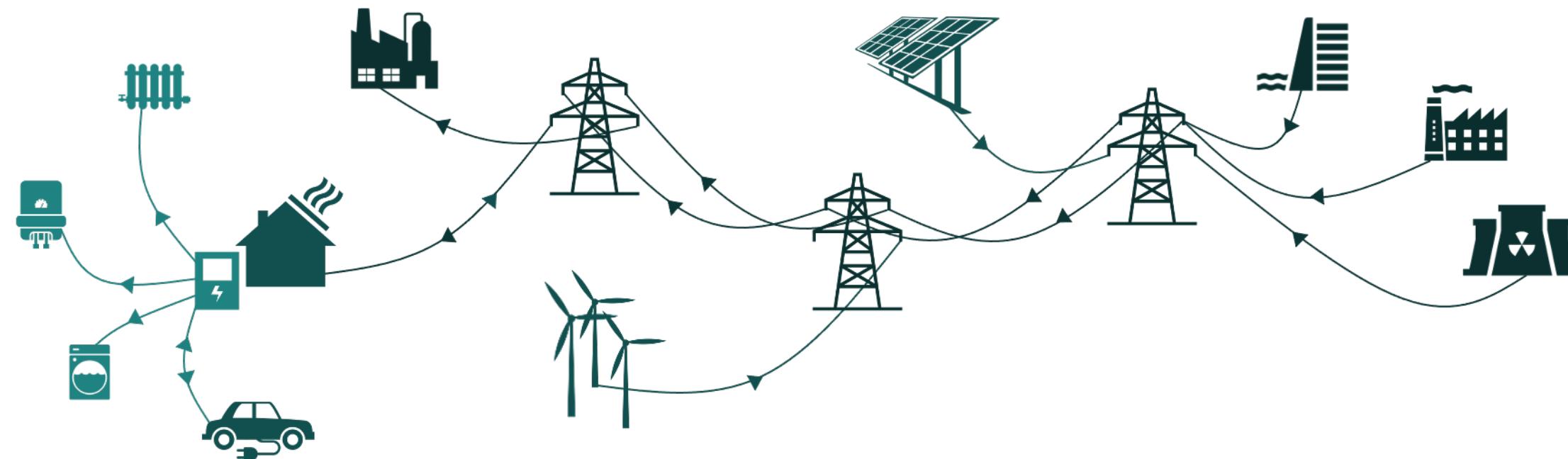


# Introduction



# Demand side management

Electricity is hard to store → **production - demand balance** must be strictly maintained



Current solution: **forecast demand** and adapt production accordingly

- Renewable energies development  
→ production harder to adjust
- New (smart) meters → access to data and instantaneous communication

Prospective solutions: manage demand

- **Demand Response**: Send incentive signals
- **Demand Despatch**: Control flexible devices

# Stochastic Bandit Algorithms for Demand Response



Gilles Stoltz

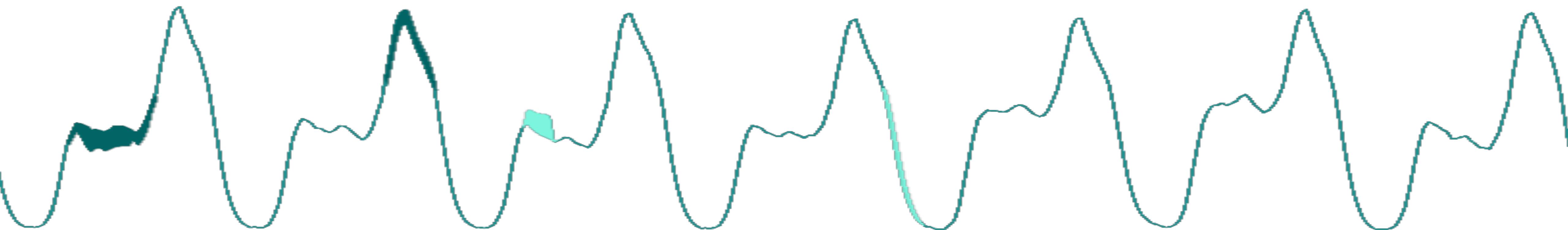


Yannig Goude



Pierre Gaillard

# Demand side management with incentive signals



The environment (consumer behavior) is discovered through interactions (incentive signal choices) → Reinforcement learning

How to develop automatic solutions to chose incentive signals dynamically?

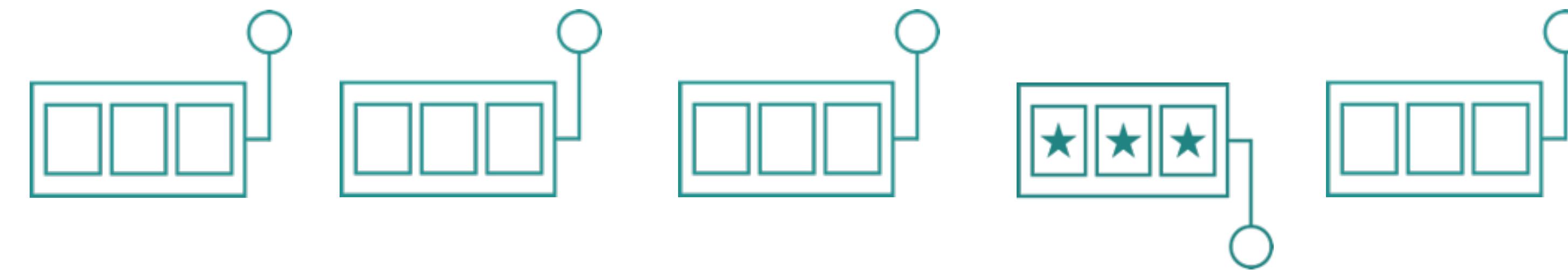
Exploration: Learn  
consumer behavior

Exploitation: Optimize  
signal sending



« Smart Meter Energy Consumption  
Data in London Households »

# Stochastic multi-armed bandits



# Stochastic multi-armed bandits

In a multi-armed bandit problem, a gambler facing a row of  $K$  slot machines (also called **one-armed bandits**) has to decide which machines to play to maximize her reward



Exploration - Exploitation trade-off

# Stochastic multi-armed bandit

Each arm  $k$  is defined by an **unknown** probability distribution  $\nu_k$

For  $t = 1, \dots, T$

- Pick an arm  $I_t \in \{1, \dots, K\}$
- Receive a random reward  $Y_t$  with  $Y_t | I_t = k \sim \nu_k$

Maximize the cumulative reward  $\Leftrightarrow$  Minimize the regret, i.e., the difference, in expectation, between the cumulative reward of the best strategy and that of ours:

$$R_T = T \max_{k=1, \dots, K} \mu_k - \mathbb{E} \left[ \sum_{t=1}^T \mu_{I_t} \right], \text{ with } \mu_k = \mathbb{E}[\nu_k]$$

A good bandit algorithm has a **sub-linear** regret:  $\frac{R_T}{T} \rightarrow 0$

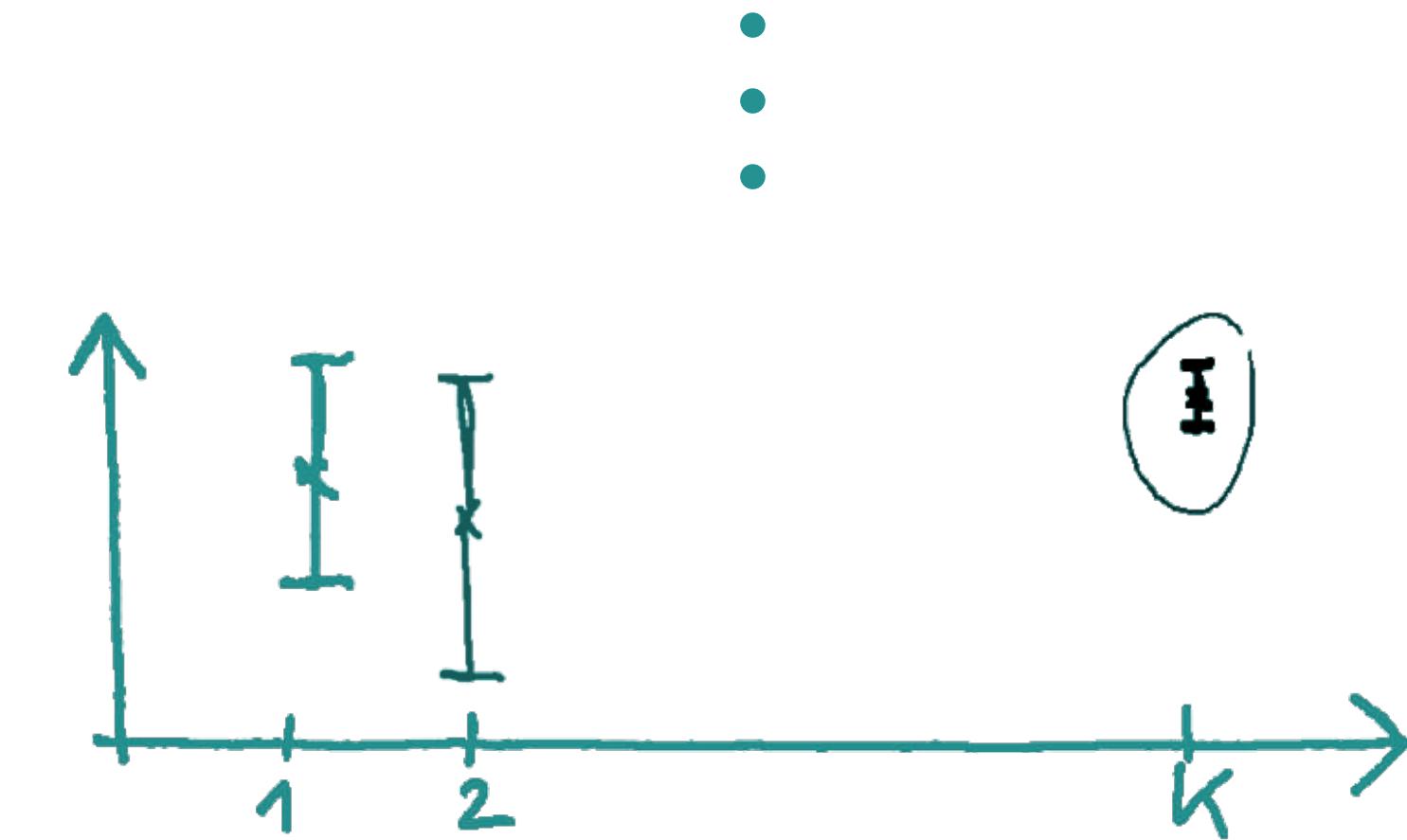
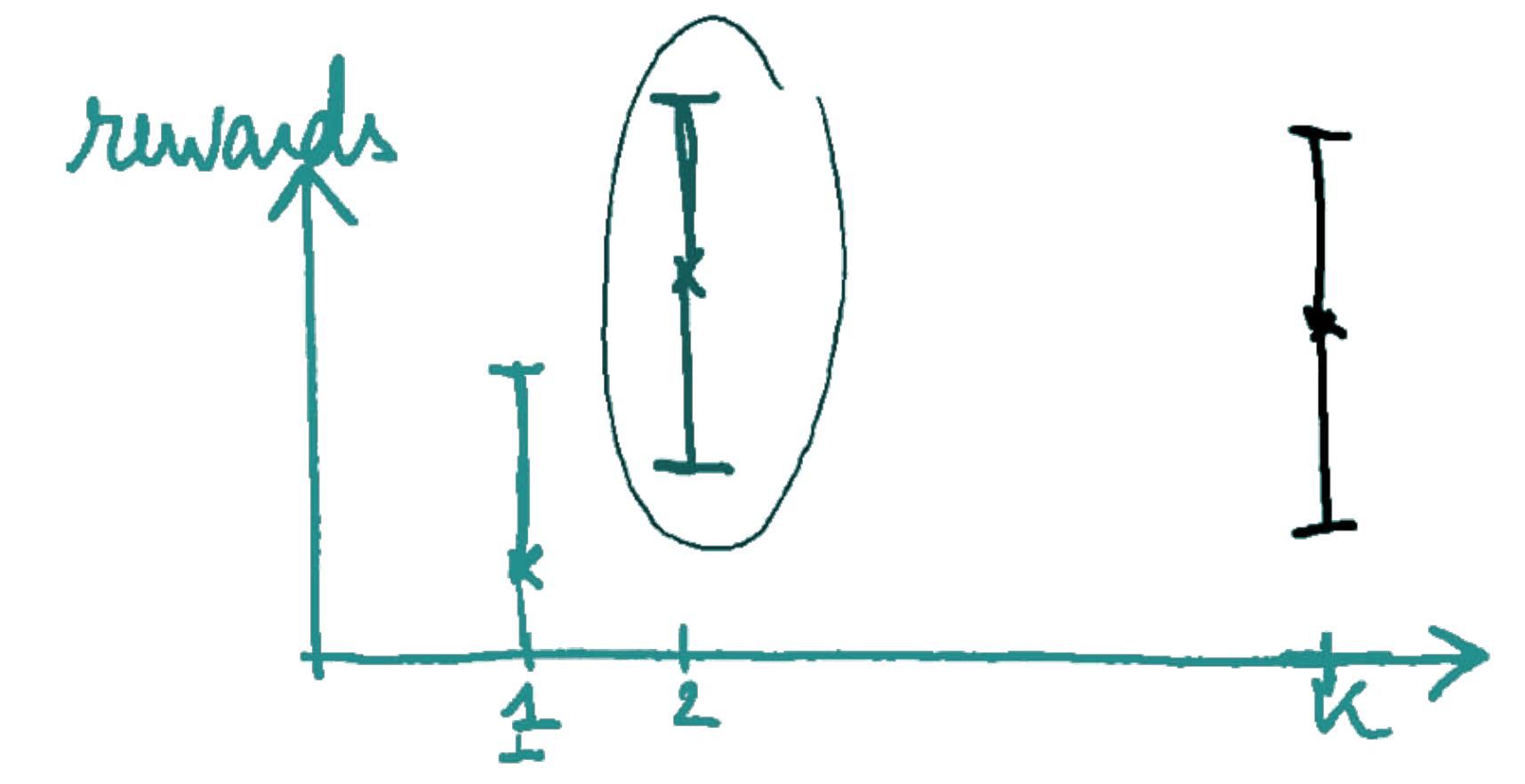
# Upper Confidence Bound algorithm<sup>1</sup>

Initialization: pick each arm once

For  $t = K + 1, \dots, T$ :

- Estimate the expected reward of each arm  $k$  with  $\hat{\mu}_{k,t-1}$  (**empirical mean** of past rewards)
- Build some **confidence intervals** around these estimations:  $\mu_k \in [\hat{\mu}_{k,t-1} - \alpha_{k,t}, \hat{\mu}_{k,t-1} + \alpha_{k,t}]$  with high probability
- **Be optimistic** and act as if the best possible probable reward was the true reward and choose the next arm accordingly

$$I_t \in \arg \max_k \left\{ \hat{\mu}_{k,t-1} + \alpha_{k,t} \right\}$$



[1] Finite-time analysis of the multi-armed bandit problem, Peter Auer, Nicolo Cesa-Bianchi, Paul Fischer, Machine learning, 2002

# UCB regret bound

The empirical means based on past rewards are:

$$\hat{\mu}_{k,t-1} = \frac{1}{N_{k,t-1}} \sum_{s=1}^{t-1} Y_s \mathbf{1}_{\{I_s=k\}} \quad \text{with} \quad N_{k,t-1} = \sum_{s=1}^{t-1} \mathbf{1}_{\{I_s=k\}}$$

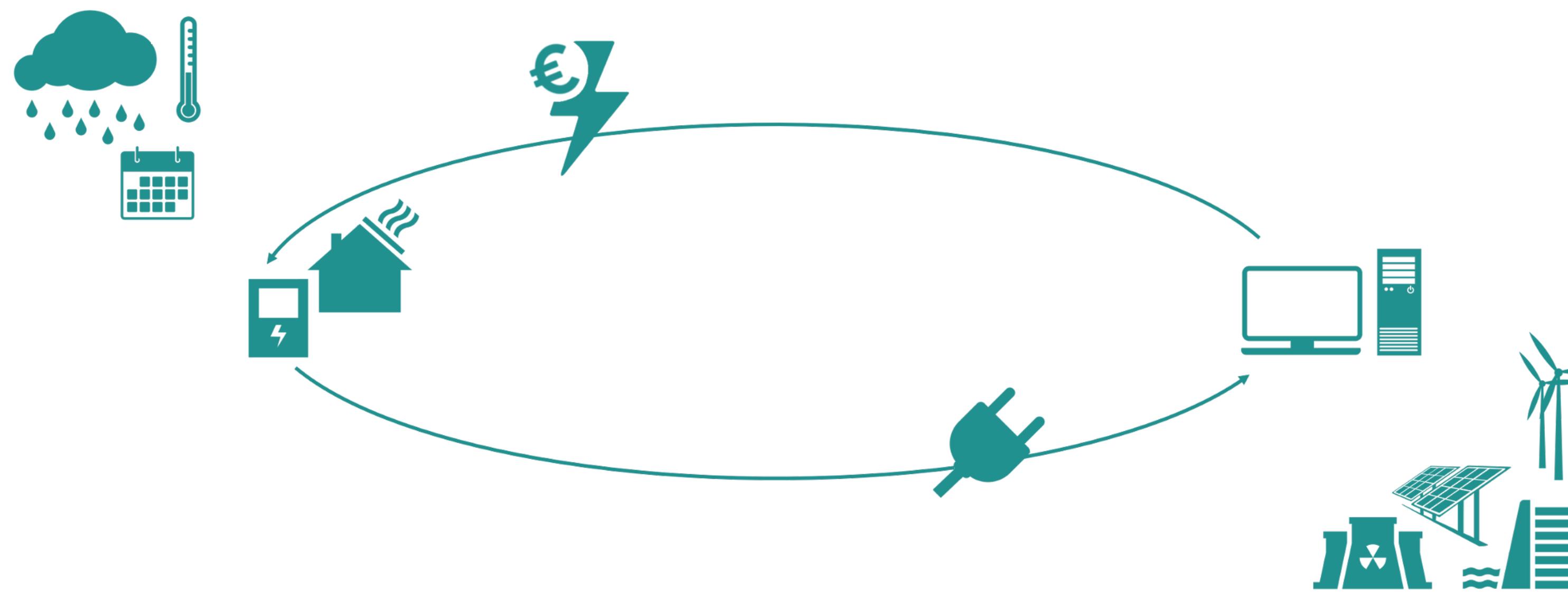
With Hoeffding-Azuma Inequality, we get

$$\mathbb{P} \left( \mu_k \in [\hat{\mu}_{k,t-1} - \alpha_{k,t}, \hat{\mu}_{k,t-1} + \alpha_{k,t}] \right) \geq 1 - t^{-3} \quad \text{with} \quad \alpha_{k,t} = \sqrt{\frac{2 \log t}{N_{k,t-1}}}$$

And be optimistic ensures that

$$R_T \lesssim \sqrt{TK \log T}$$

# A Bandit Approach for Demand Response



# Demand side management with incentive signals

For  $t = 1, \dots, T$

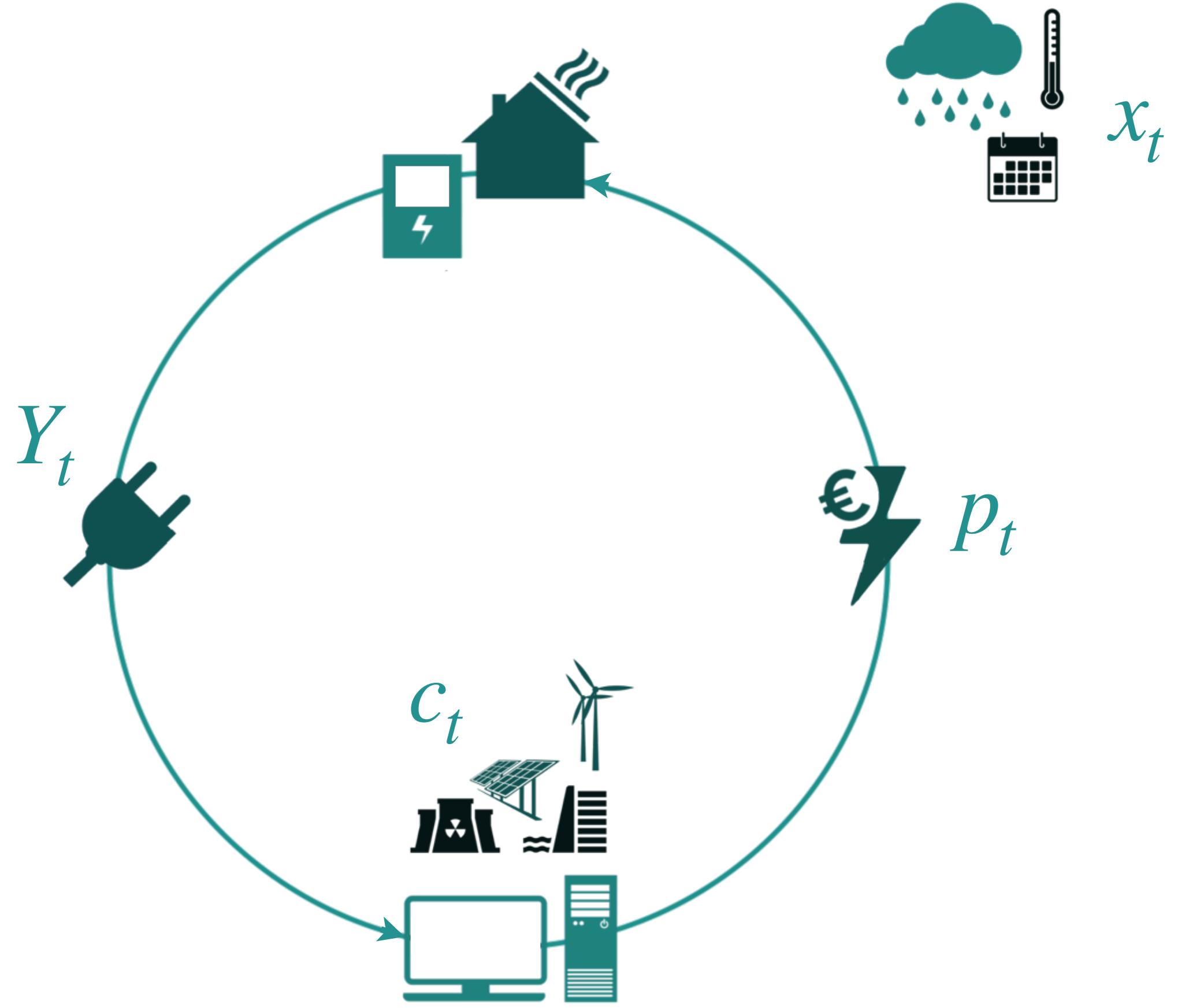
- Observe a context  $x_t$  and a target  $c_t$
- Choose **price levels**  $p_t$
- Observe the resulting electricity demand

$$Y_t = f(x_t, p_t) + \text{noise}(p_t)$$

and suffer the loss  $\ell(Y_t, c_t)$

Assumptions:

- Homogenous population,  $K$  tariffs,  $p_t \in \Delta_K$
- $f(x_t, p_t) = \phi(x_t, p_t)^T \theta$  with  $\phi$  a known mapping function and  $\theta$  an unknown vector to estimate
- $\text{noise}(p_t) = p_t^T \varepsilon_t$  with  $\mathbb{V}[\varepsilon_t] = \Sigma$
- $\ell(Y_t, c_t) = (Y_t - c_t)^2$



# Bandit algorithm for target tracking

Under these assumptions:  $\mathbb{E}\left[\left(Y_t - c_t\right)^2 \mid \text{past}, x_t, p_t\right] = (\phi(x_t, p_t)^\top \theta - c_t)^2 + p_t^\top \Sigma p_t$

☞ Estimate parameters  $\theta$  and  $\Sigma$  to estimate losses and reach a bias-variance trade-off

Optimistic algorithm:

For  $t = 1, \dots, \tau$

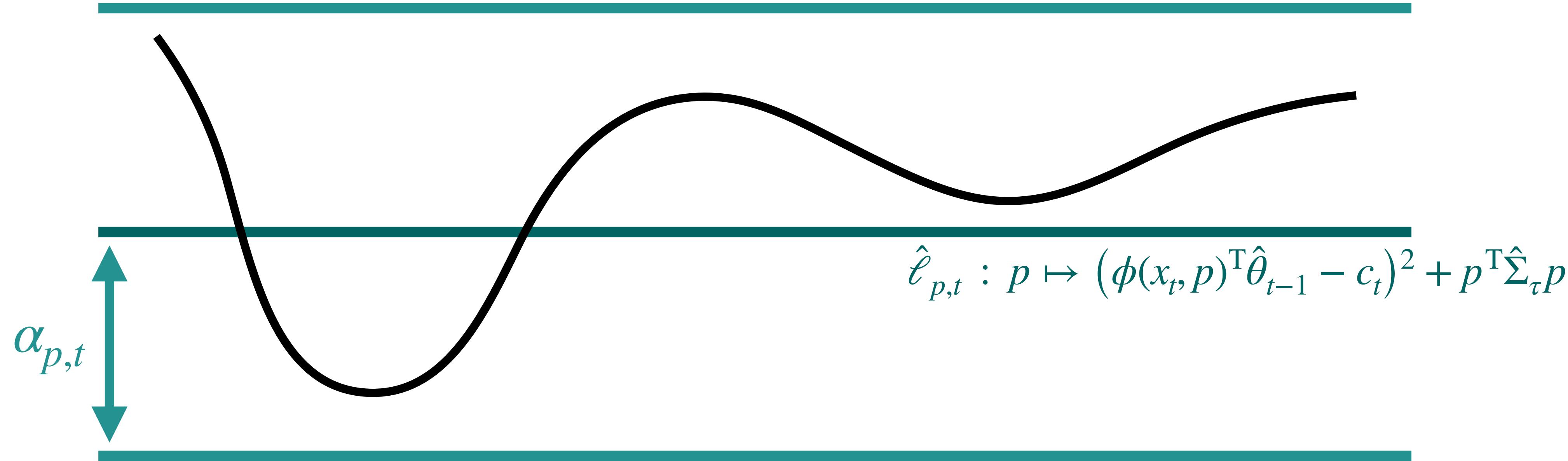
- Select price levels deterministically to estimate  $\Sigma$  offline with  $\hat{\Sigma}_\tau$

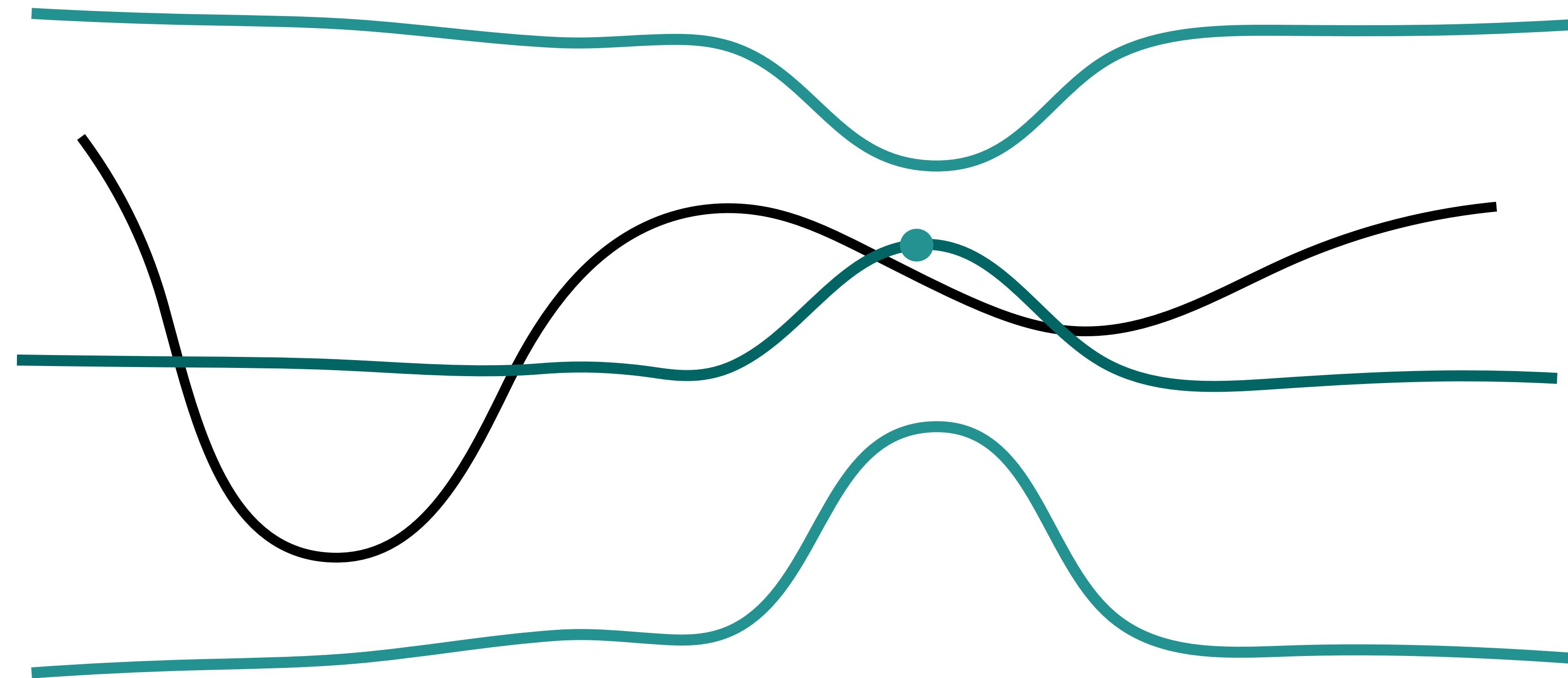
For  $t = \tau + 1, \dots, T$

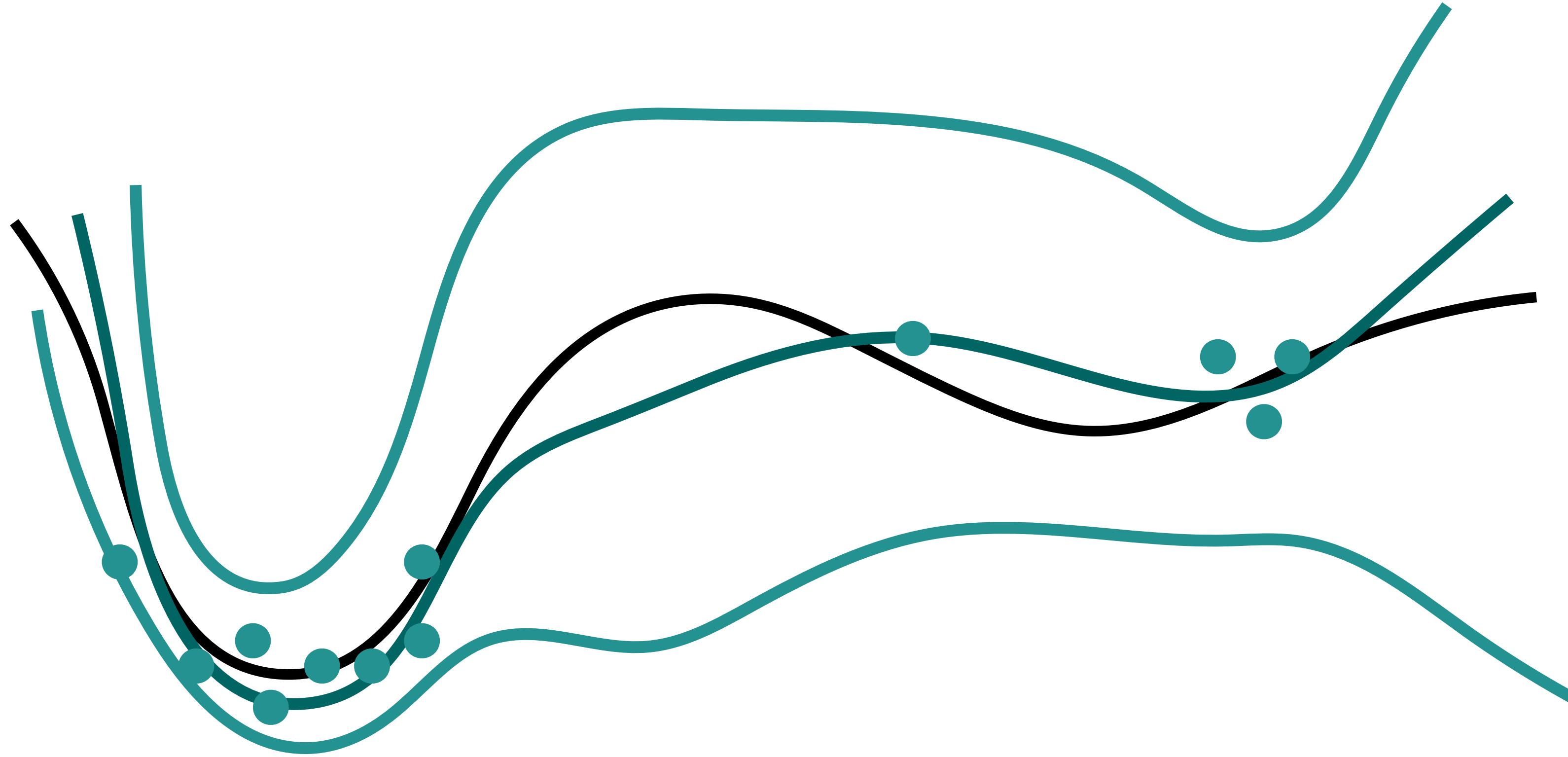
- Estimate  $\theta$  based on past observation with  $\hat{\theta}_{t-1}$  thanks to a Ridge regression
- Estimate future expected loss for each price level  $p$ :  $\hat{\ell}_{p,t} = (\phi(x_t, p)^\top \hat{\theta}_{t-1} - c_t)^2 + p^\top \hat{\Sigma}_\tau p$
- Get confidence bound on these estimations:  $|\hat{\ell}_{p,t} - \ell_p| \leq \alpha_{p,t}$
- Select price levels optimistically:

$$p_t \in \arg \min_p \{\hat{\ell}_{p,t} - \alpha_{p,t}\}$$

$$\ell_{p,t} : p \mapsto (\phi(x_t, p)^T \theta - c_t)^2 + p^T \Sigma p$$







The problem is a bit more complex: curves vary with time  $t$

# Regret bound<sup>3</sup>

$$R_T = \mathbb{E} \left[ \sum_{t=1}^T (Y_t - c_t)^2 - \min_p (Y(p) - c_t)^2 \right] = \sum_{t=1}^T (\phi(x_t, p_t)^T \theta - c_t)^2 + p_t^T \Sigma p_t - \sum_{t=1}^T \min_p (\phi(x_t, p)^T \theta - c_t)^2 + p^T \Sigma p$$

## Theorem

For proper choices of confidence levels  $\alpha_{p,t}$  and number of exploration rounds  $\tau$ , with high probability  $R_T \leq \mathcal{O}(T^{2/3})$

If  $\Sigma$  is known,  $R_T \leq \mathcal{O}(\sqrt{T} \ln T)$

## Elements of proof

- Deviation inequalities on  $\hat{\theta}_t^4$  and on  $\hat{\Sigma}_\tau$
- Inspired from LinUCB regret bound analysis<sup>5</sup>

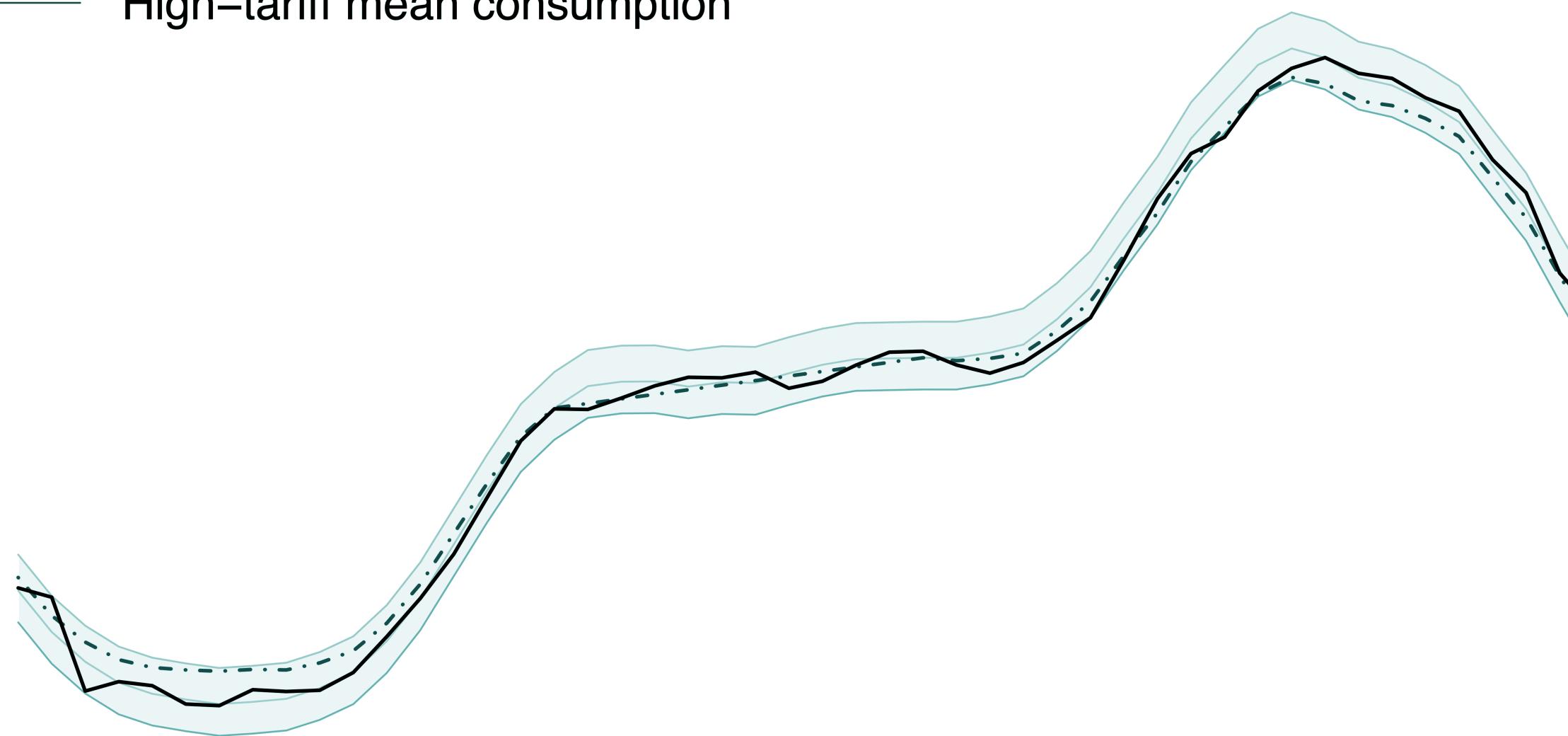
[3] Target Tracking for Contextual Bandits : Application to Demand Side Management, Margaux Brégère, Pierre Gaillard, Yannig Goude and Gilles Stoltz, ICML, 2019

[4] Laplace's method on supermartingales: Improved algorithms for linear stochastic bandits, Yasin Abbasi-Yadkori, Dávid Pál, and Csaba Szepesvári, NeuRIPS, 2011

[5] Contextual bandits with linear payoff functions , Wei Chu, Li Lihong, Lev Reyzin, and Robert Schapire., JMLR 2011

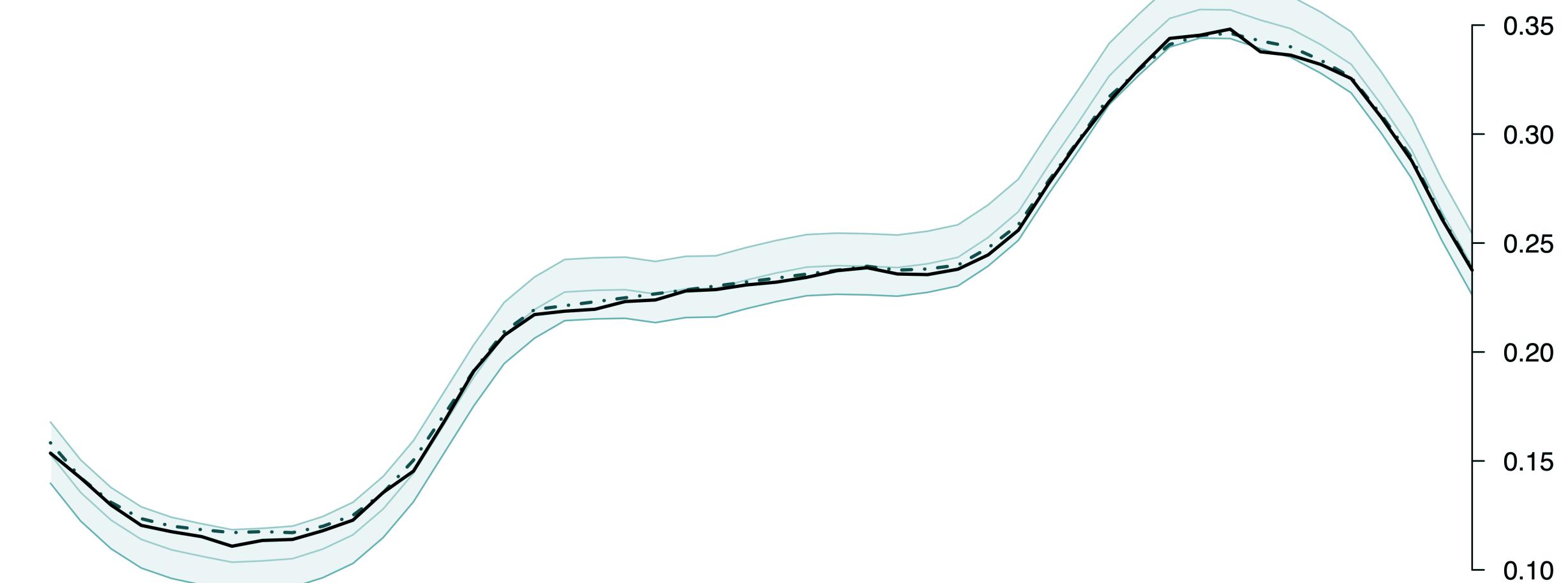
# Application

— Low-tariff mean consumption  
— Normal-tariff mean consumption  
— High-tariff mean consumption

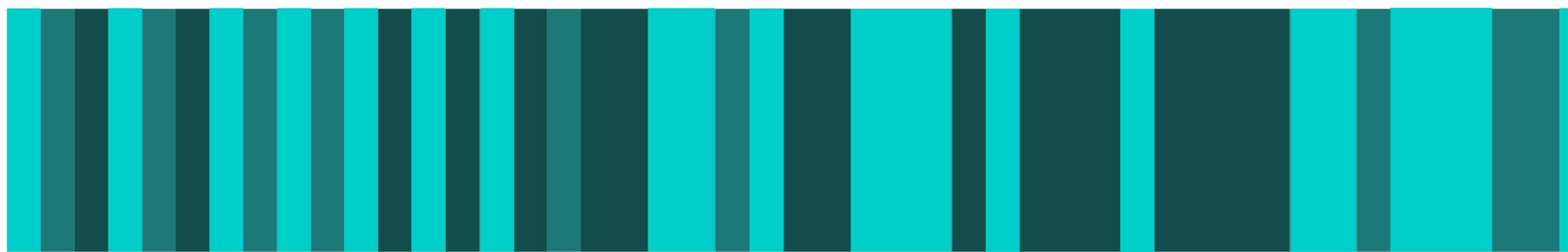


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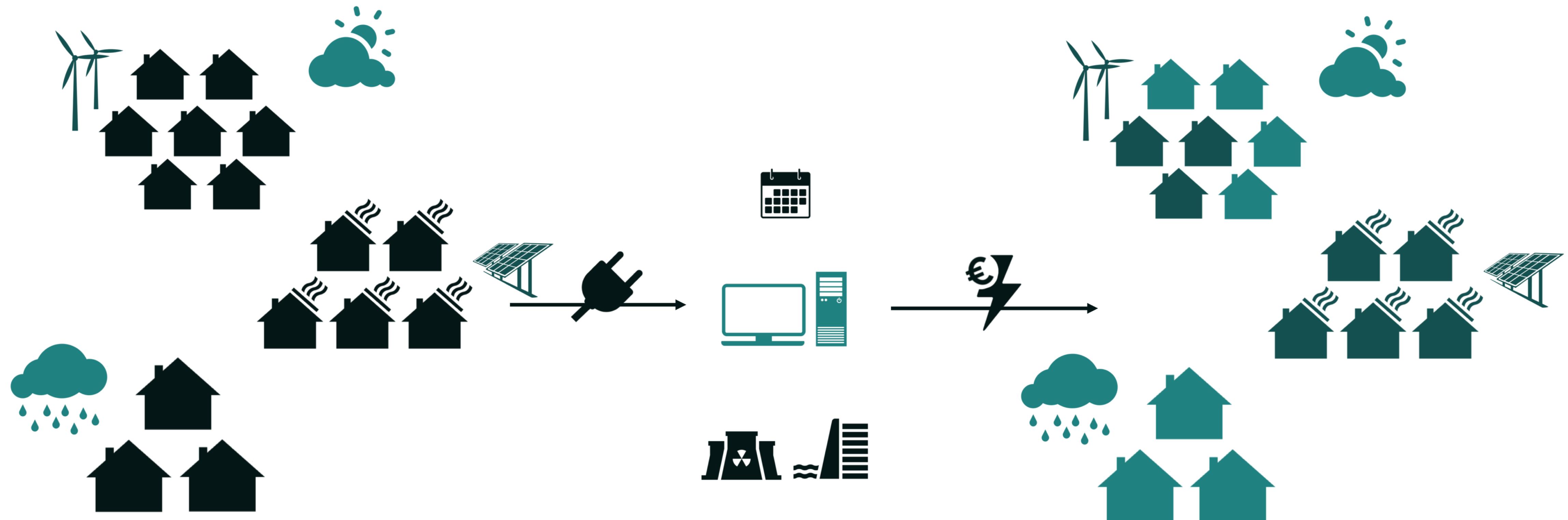
— Expected mean consumption (approx.)  
- - - Target consumption



Wed. Jan. 30



# Extension: personalized demand side management

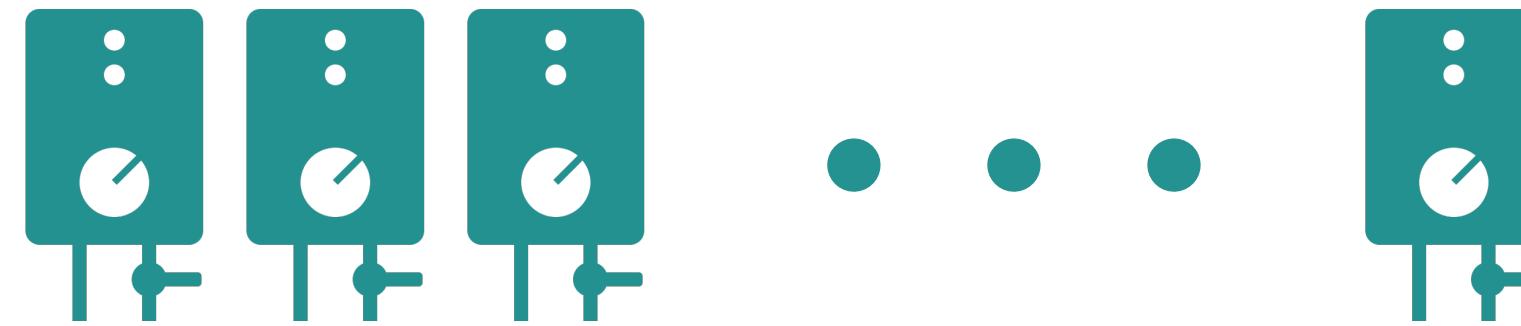


# Online Optimization for Flexible Thermostatically Devices Control



Bianca Marin Moreno PhD

# Mean Field Approach



Control of  $M$  water heaters with same characteristics  
without compromising service quality

For each water heater  $j$ , day  $t$ , time of the day  $n$ :

State:  $x_{j,t}^n = (\text{Temperature}_{j,t}^n, \text{ON/OFF}_{j,t}^n)$

Action:  $a_{j,t}^n = (\text{Turn/Keep}^n, \text{ON/OFF}_{j,t}^n)$

New state depends on:

- Temperature evolution (deterministic PDE)
- + Eventuel water drains (probabilistic law)
- + Action to turn/keep ON/OFF (service quality)



Markov Decision Process (MDP)  $p$



Mean Field assumption ( $M \rightarrow \infty$ ): Control the state-action distribution  $\mu^{\pi,p}$  induced by a policy  $\pi$  in  $p$

# Control with Mean Field Approach<sup>5</sup>

At each day  $t = 1, \dots, T$

For each water-heater  $j = 1, \dots, M$

Initialization:  $(x_{j,t}^0, a_{j,t}^0) \sim \mu_0$

For each instant of the day  $n = 1, \dots, N$

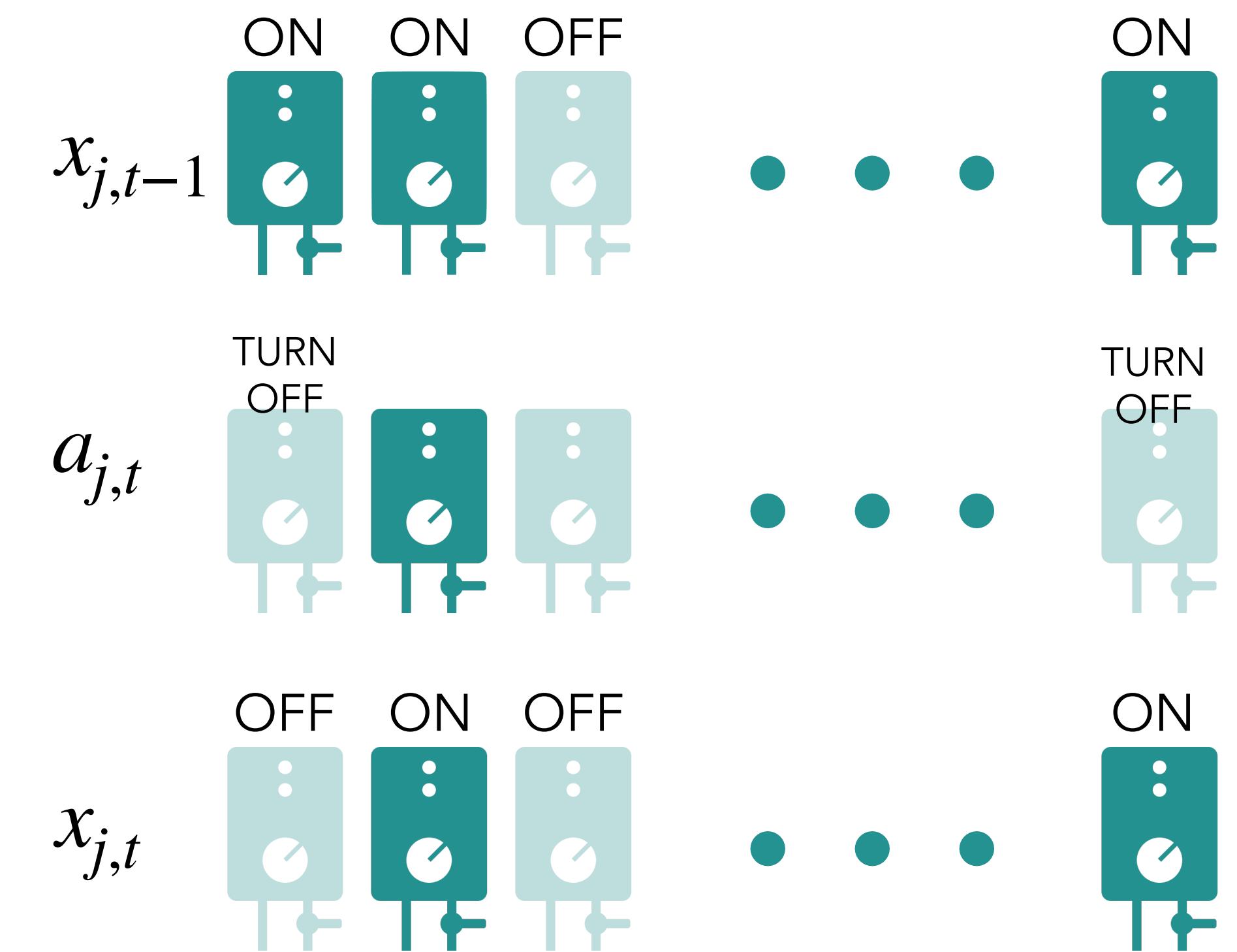
Send to all water heaters action  $a_{j,t}^n \sim \pi_t^n(\cdot | x_{j,t}^n)$

Loss function  $F_t(\mu^{\pi_t, p})$  is exposed

Compute  $\pi_{t+1} = (\pi_{t+1}^1, \dots, \pi_{t+1}^N)$

Aim: Find  $\pi^\star \in \operatorname{argmin}_\pi \sum_{t=1}^T F_t(\mu^{\pi, p})$

with  $F_t$  the quadratic difference between the consumption for all water-heaters and the target at  $t$



# CURL in online learning scenario<sup>6</sup>

Mirror-Descent approach for CURL (convex reinforcement learning) when  $p$  and  $F_t = F$  are known:

$$\pi^{\text{MD}}(F, p)$$

At each day  $t = 1, \dots, T$

For each water-heater  $j = 1, \dots, M$

Initialization:  $(x_{j,t}^0, a_{j,t}^0) \sim \mu_0$

For each instant of the day  $n = 1, \dots, N$

Send to all water heaters action  $a_{j,t}^n \sim \pi_t^n(\cdot | x_{j,t}^n)$

Loss function  $F_t(\mu^{\pi_t, p})$  is exposed

Update the estimation of the MDP using the new observations:  $\hat{p}_{t+1} = \frac{1}{M(t+1)} \sum_{j=1}^M \delta_j + \frac{t}{t+1} \hat{p}_t$

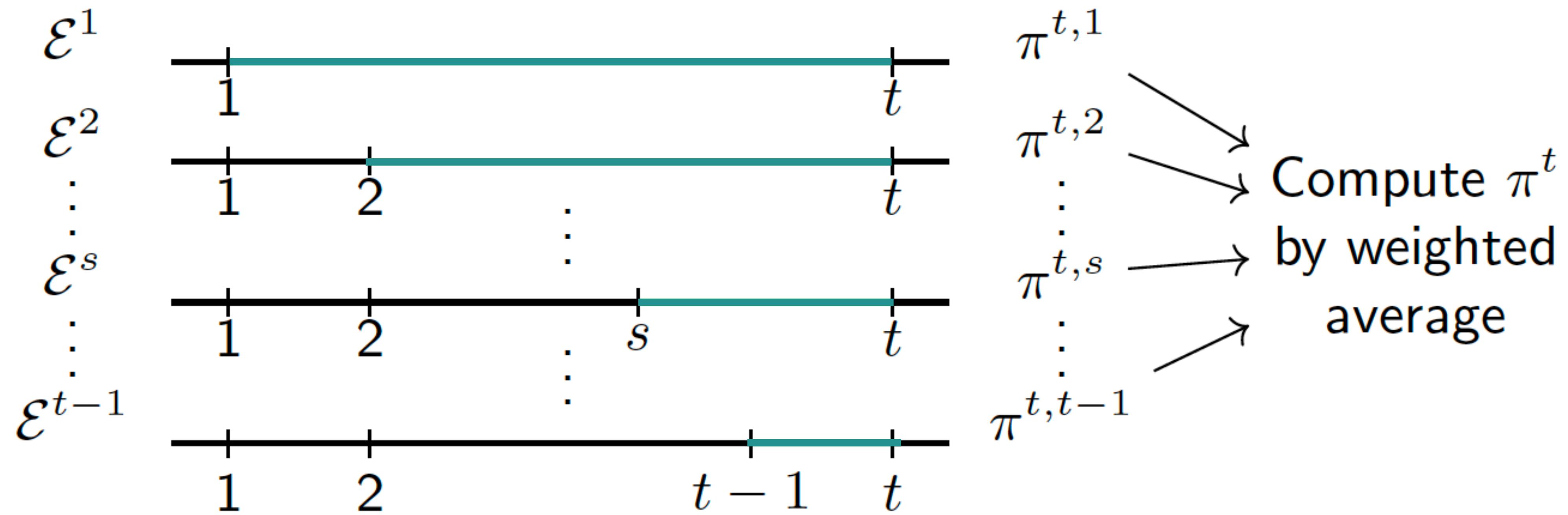
Act if  $F_{t+1} = F_t$  and compute  $\pi_{t+1} = \pi^{\text{MD}}(F_t, \hat{p}_{t+1})$

# Extension: non-stationary MDP<sup>7</sup>

At each day  $t = 1, \dots, T$

Restart previous algorithm  $\mathcal{E}$  from the beginning:  $\mathcal{E}^t$

Define a new policy by averaging the  $t$  policies  $\pi_t = \sum_{s=1}^t \omega_{s,t} \pi_t^s$



That's all folks!