Smart Meter

AI BASED REAL TIME ELECTRICAL
DEVICE USAGE AND GAMIFICATION FOR
CUSTOMERS

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Overview

DISCOM Peak Load Balancing

Custom • Rewards • Gamification

EESL

Monetizatio n

Data Monetization

- Every electrical device possesses its own signature as far as the power consumption is considered.
- This is fed to a deep learning network to predict appliances in use.

Data Aggregation

A collaborative filtering technique is used to cluster users with similar appliance usage pattern

Based on a this system, a potential customer is identified

Potential Customers

Electrical
Device
Identification

Gamification for Customers

A local leaderboard where you can compete with your peers

Periodic Insights

With appliance usage pattern recognition, user is provided with intelligent insights
Identification of Faulty Devices

By analyzing personal behavior, time slots to use a device are suggested which reduces Load Balancing

Recommendatio n

Rewards

On adhering to the recommendation, the user is rewarded in form of points.

LeaderBoard

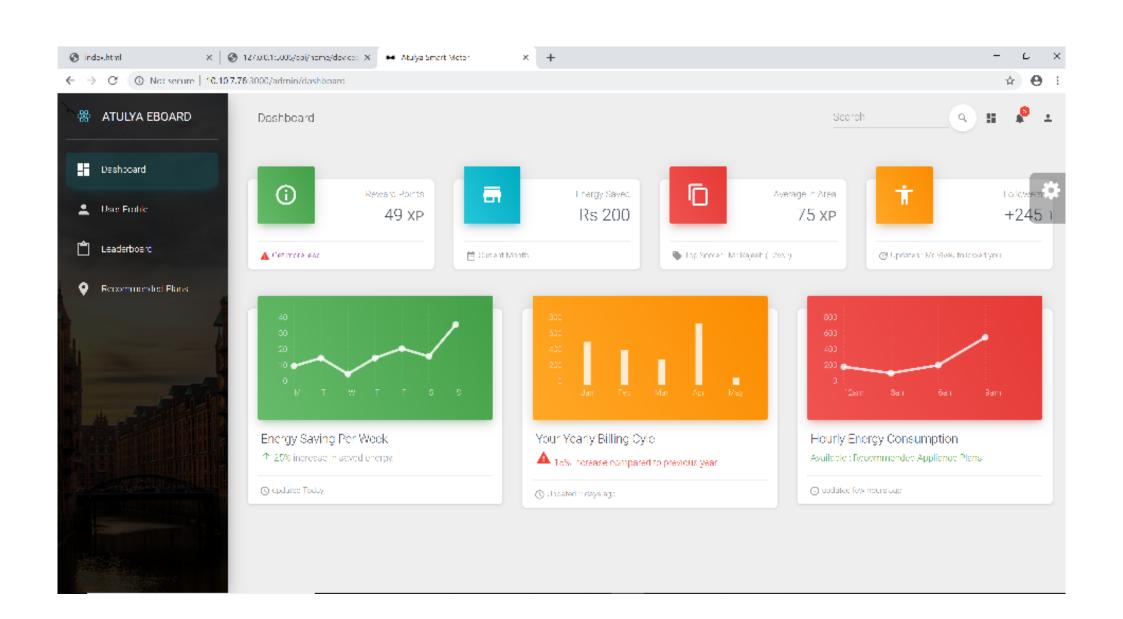
Load Balancing

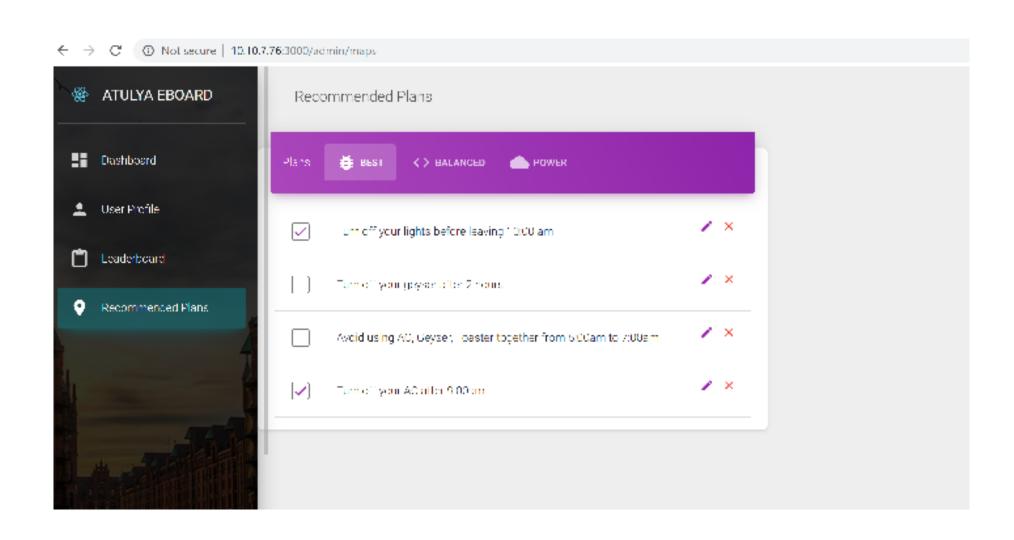
If the customer follows the recommendation of using the devices in the suggested time slots, load peak is managed, resulting in mutual profits.

Mutual Benefits

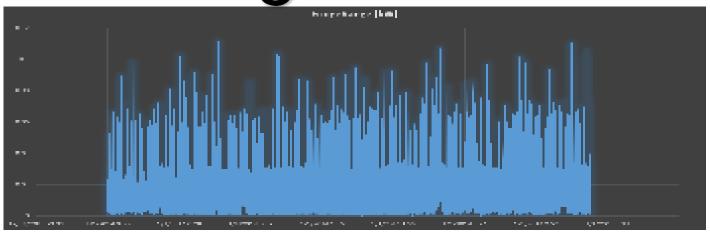
Implementation

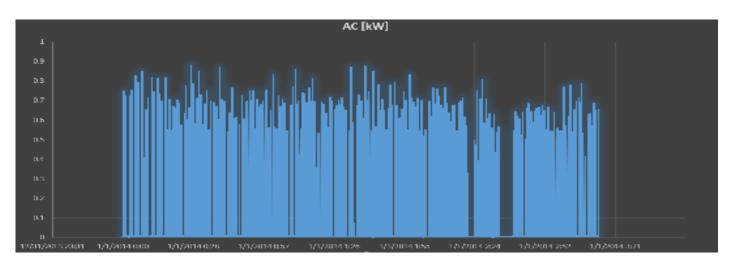
Backup

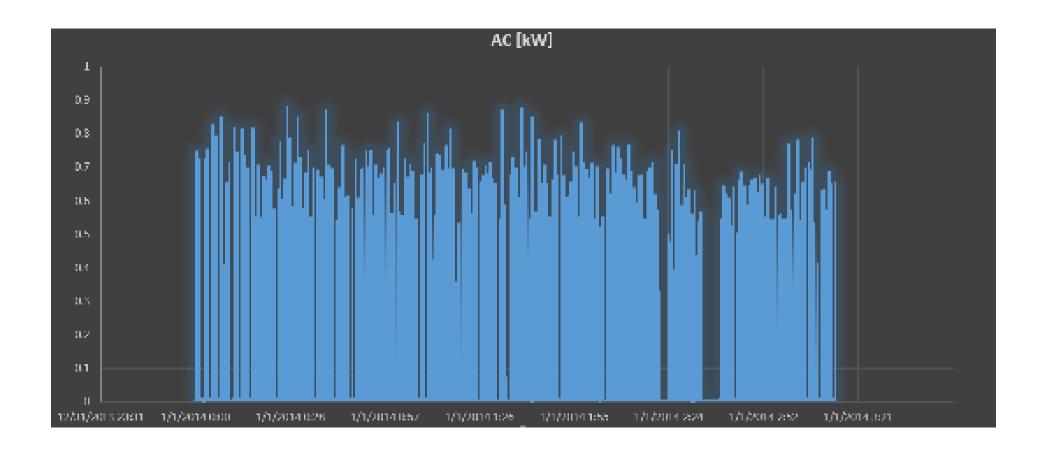


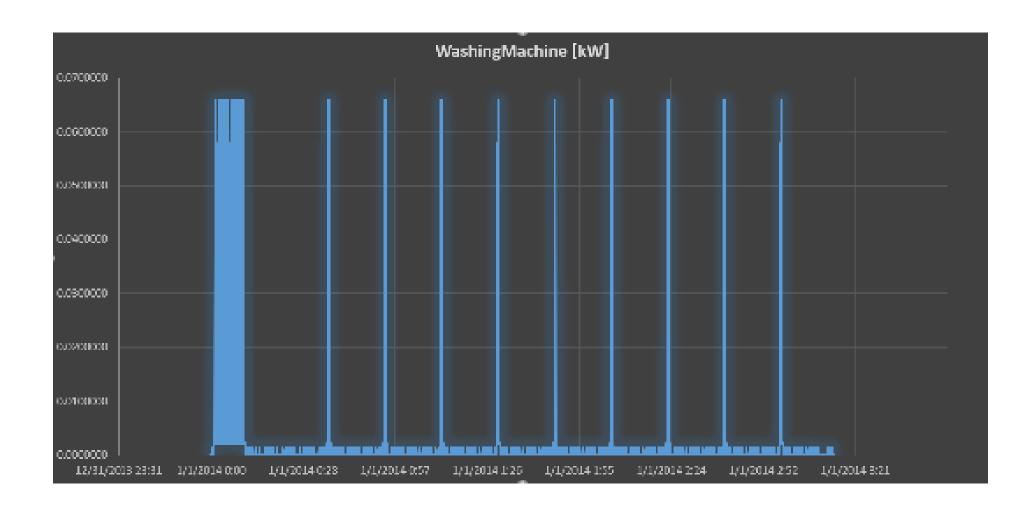


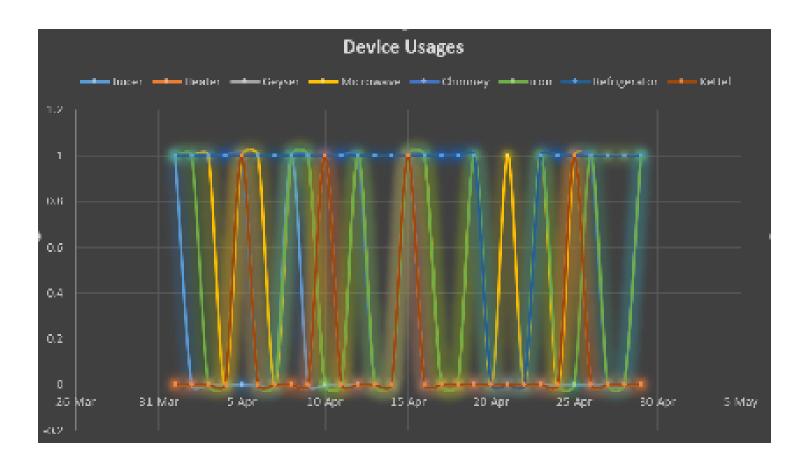
Appliance Signature



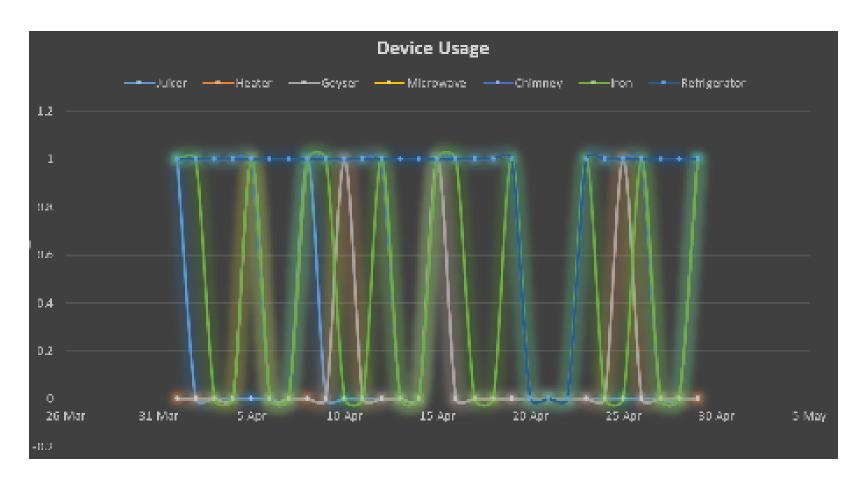








User A



User B