

Project Reinforcement Learning

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Group 11

Environment (MDP)

- Actions: idle · sell · buy
- State: storage level, electricity price, time features
- Reward: hourly trading profit
- Constraints: storage capacity · max flow

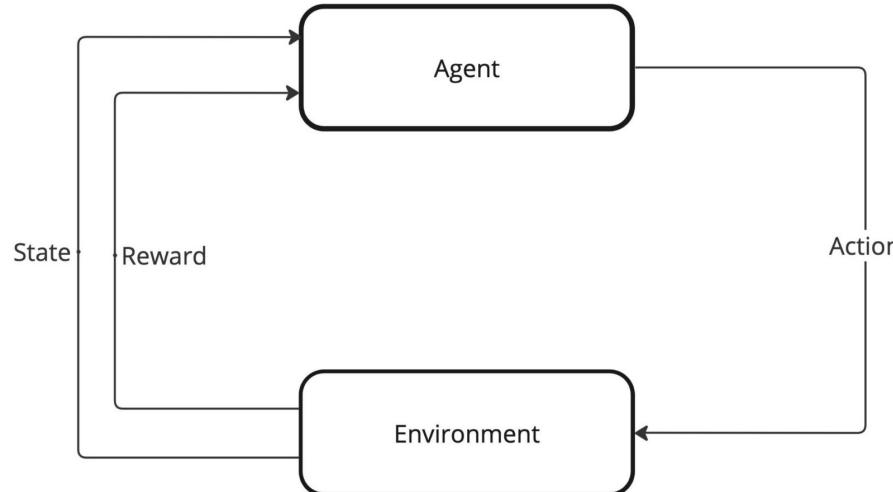


Baseline

- Uses current price only
- Buy / Sell at max volume
- Thresholds: 33rd & 67th price percentiles
- No learning. No future price access

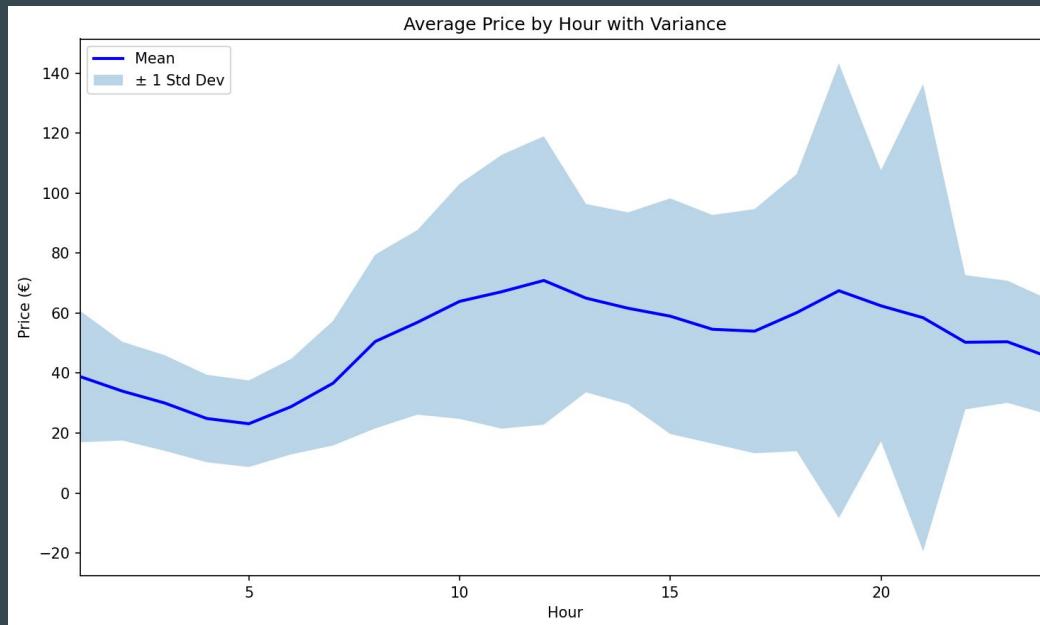
Tabular Q-Learning

$$Q(s, a) \leftarrow Q(s, a) + \alpha \left[r + \gamma \max_{a'} Q(s', a') - Q(s, a) \right]$$



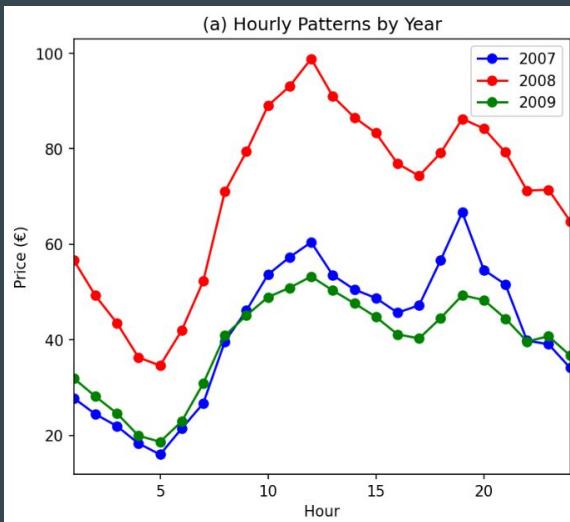
Data analysis: Variability & Patterns

Hourly

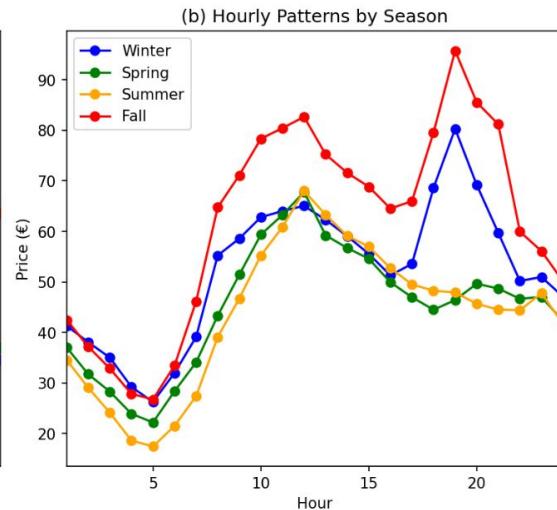


Data analysis: Variability & Patterns

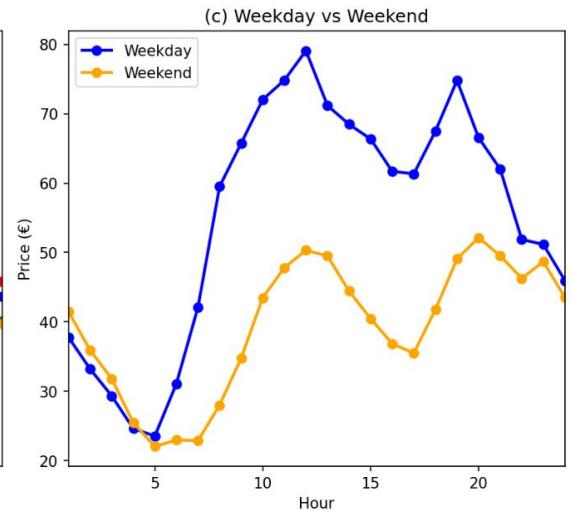
Annual



Seasonal



Daily



State = (storage_level, normalized_price_bin, hour_period, is_weekend, season)
 $(6 \times 6 \times 5 \times 4 \times 2 \times 3) = 4,320$

Feature Engineering

Feature	Type	Values	Purpose
<code>storage_bin</code>	Discretized	0–5 (6 bins)	Current water level
<code>normalized_price_bin</code>	Discretized	0–5 (6 bins)	Normalized market price
<code>hour_period</code>	Extracted	0–4 (5 periods)	Time-of-day pattern
<code>is_weekend</code>	Extracted	0–1 (binary)	Weekday/weekend pattern
<code>season</code>	Extracted	0–3 (4 values)	Seasonal pattern

State features for tabular Q-learning.

$$(6 \times 6 \times 5 \times 4 \times 2 \times 3) = 4,320$$

Rewards Shaping

Scale	Mean PnL (€)	Std	Best	Worst	% of Baseline
0.5	29,648	2,530	32,333	23,490	74%
5	31,462	2,114	35,698	28,939	79%
10	34,062	2,712	39,226	30,975	85%
20	38,260	3,501	45,575	33,546	96%
30	44,023	3,233	50,450	40,508	110%
40	49,186	2,906	54,643	44,054	123%
50	52,590	1,646	56,464	50,503	131%
60	49,416	3,213	54,014	43,426	124%
70	47,053	2,549	50,884	42,240	118%
80	35,294	7,540	43,826	17,861	88%
100	13,911	3,277	19,388	9,573	35%

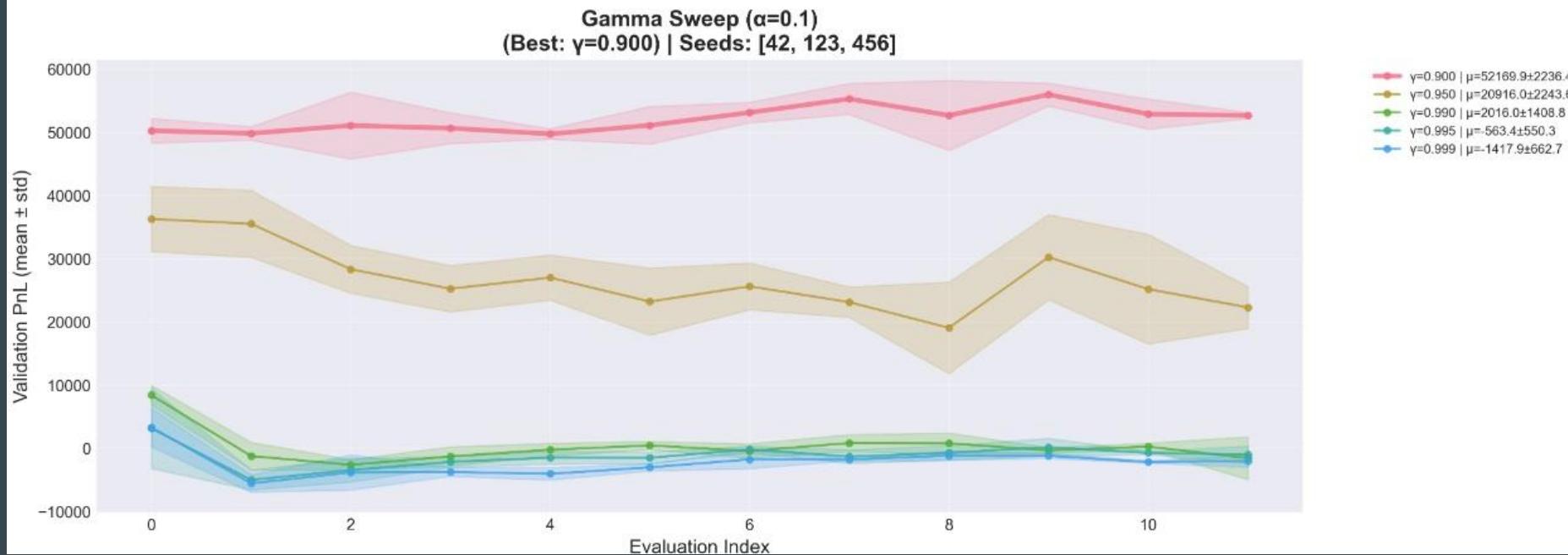
Scale sweep results ($\gamma = 0.9$, 160 episodes, 10 seeds)

Parameter Tuning

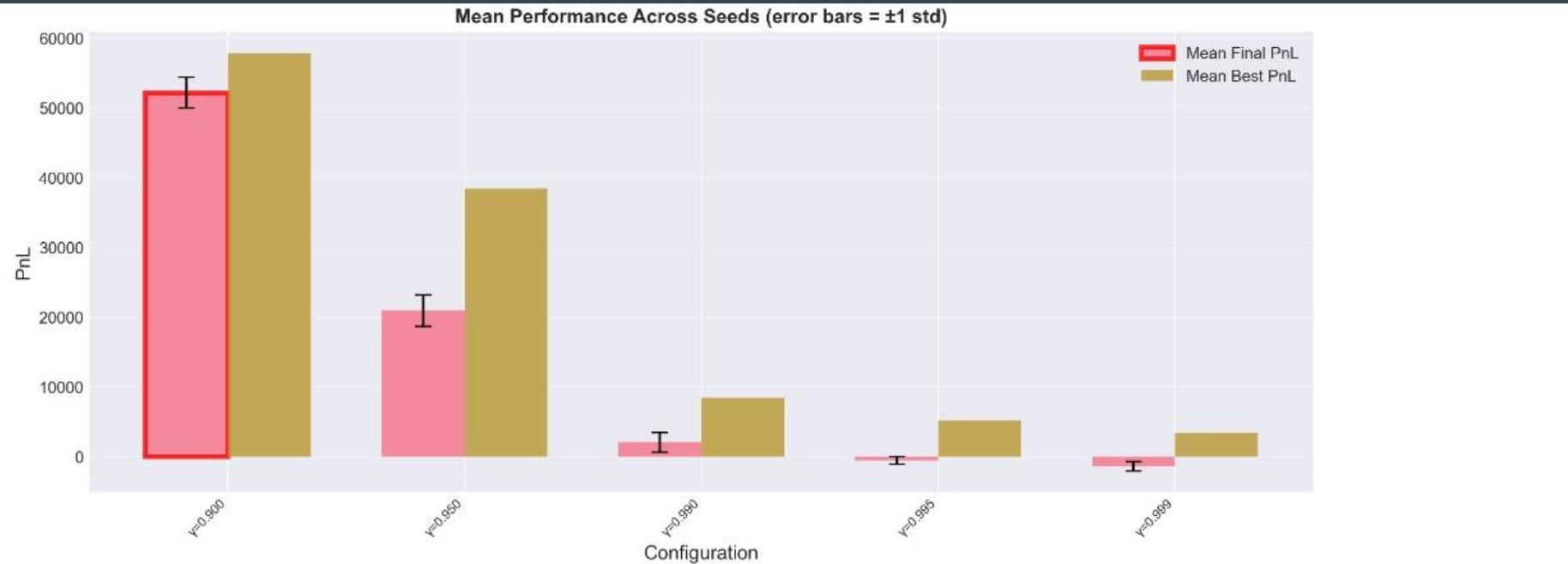
1. 1D Parameter sweeps
 - α , γ , and episodes (one at a time)
2. 2D Grid search on
 - $\alpha \times \gamma$ combinations to capture interactions
3. Adaptive episodes
 - small lr get 300 episodes (slower convergence)
4. Multi-seed validation: 3 random seeds per config
5. Selection: optimize for performance + reproducibility + stability

Parameter Tuning - 1D Parameter sweeps - Multi-seed validation: 3 random seeds

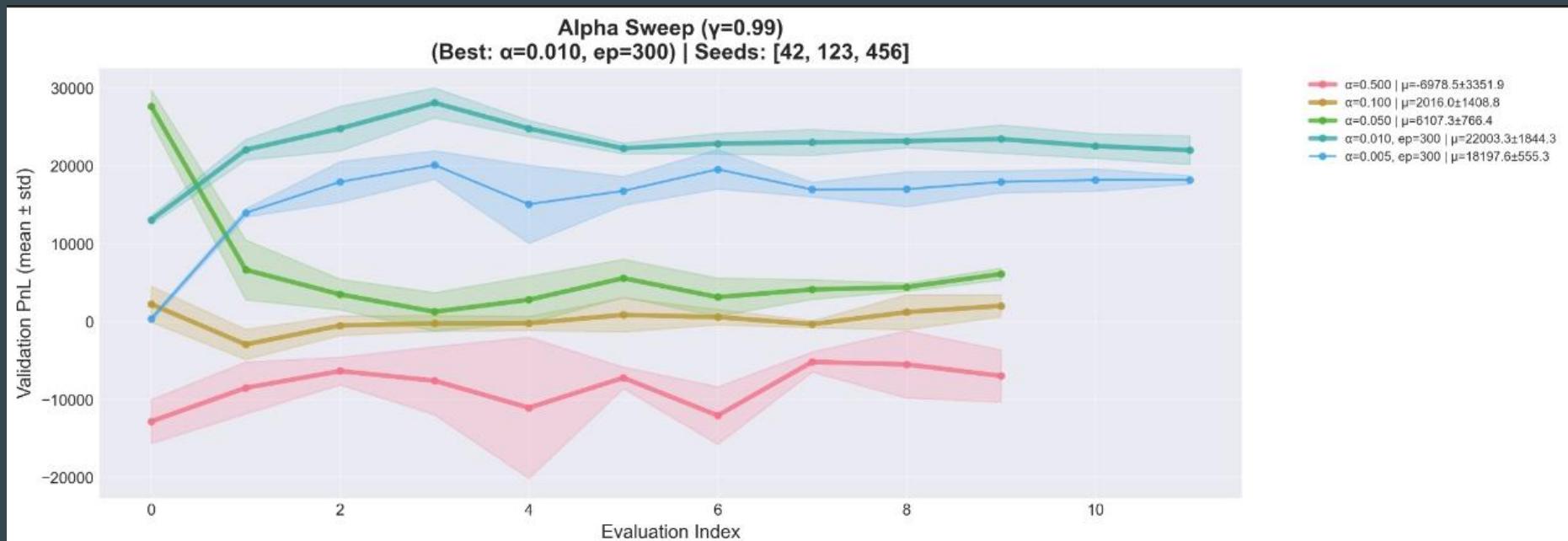
config



Parameter Tuning - 1D Parameter sweeps



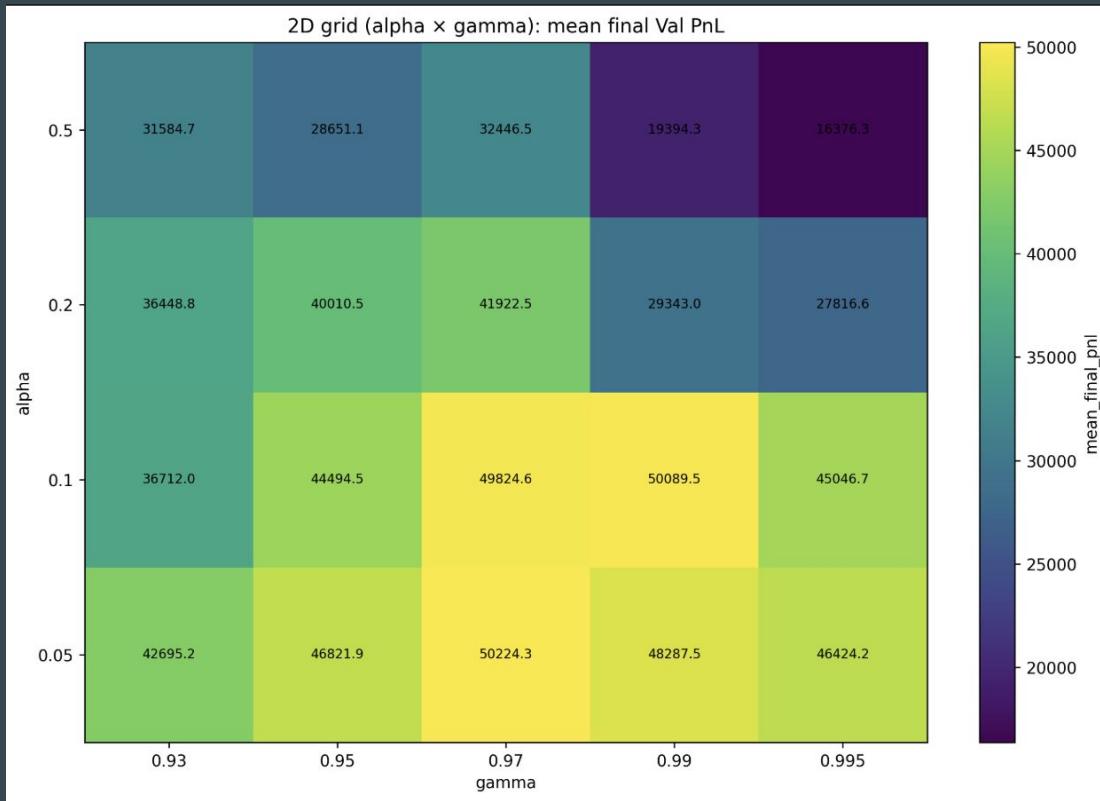
Parameter Tuning - 1D Parameter sweeps, Adaptive episodes



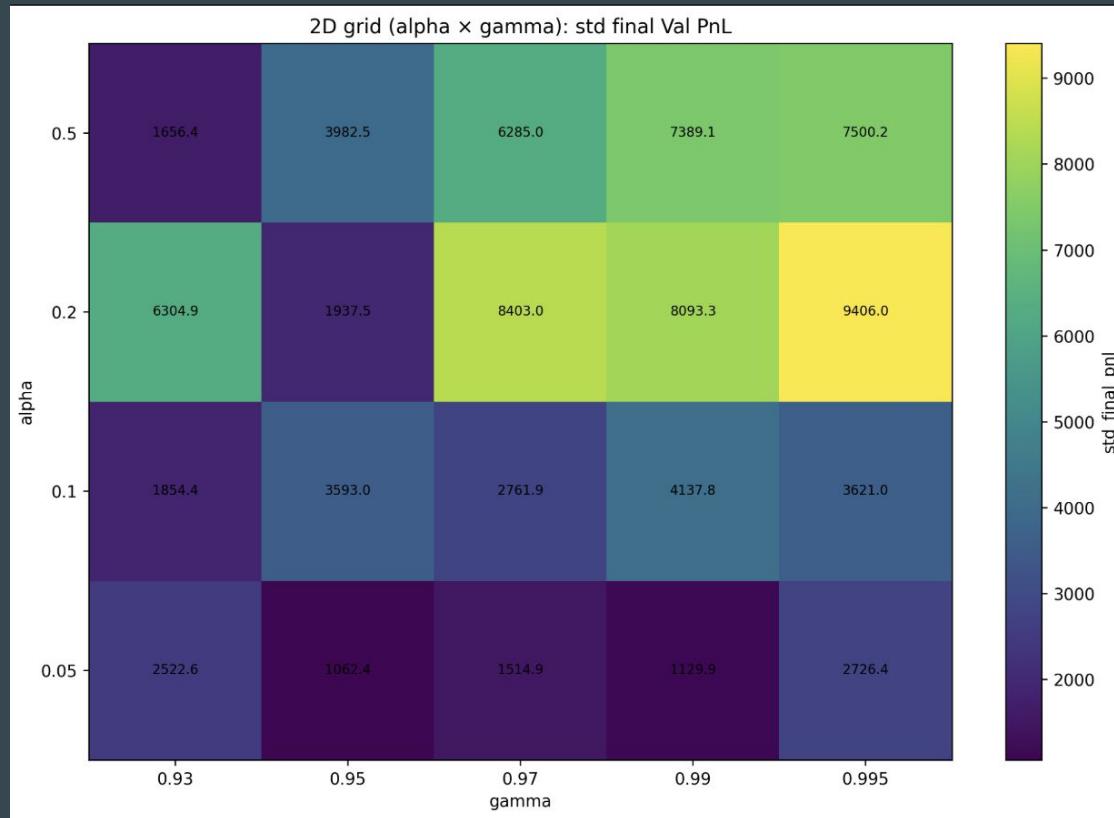
Parameter Tuning - 1D Parameter sweeps



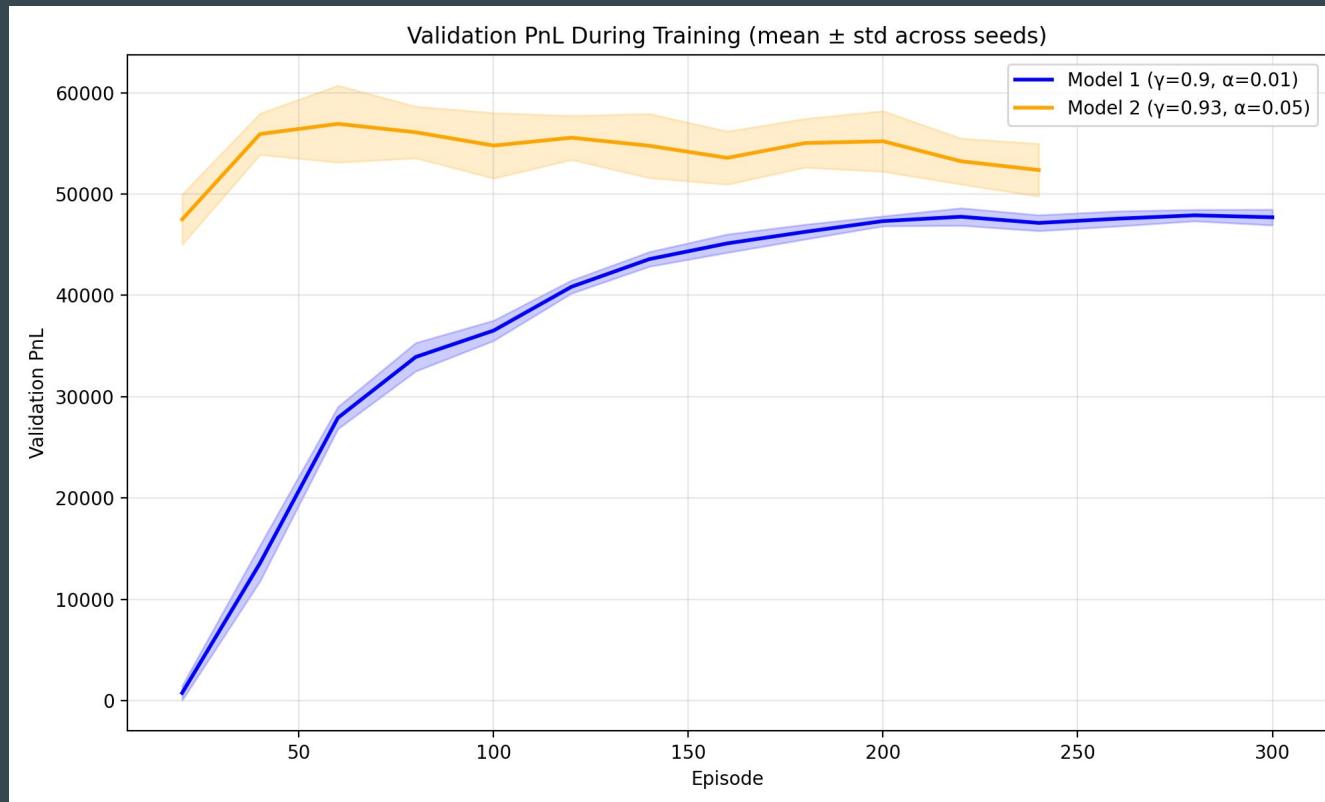
2D Grid Search:



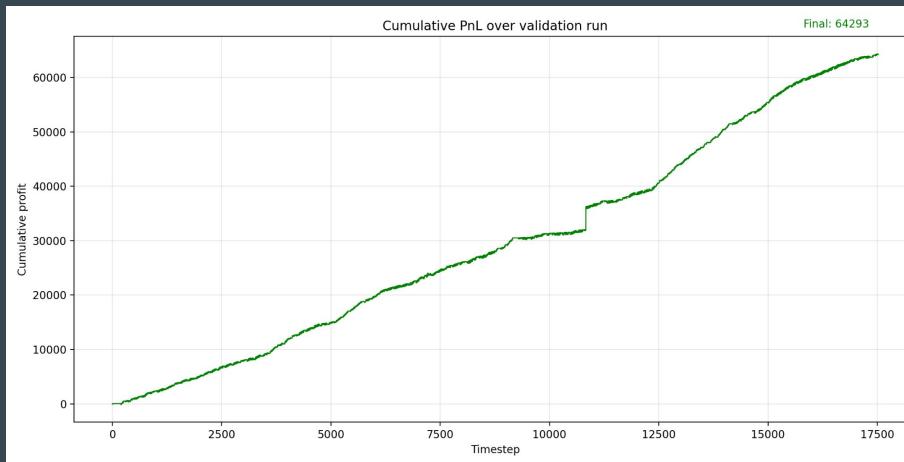
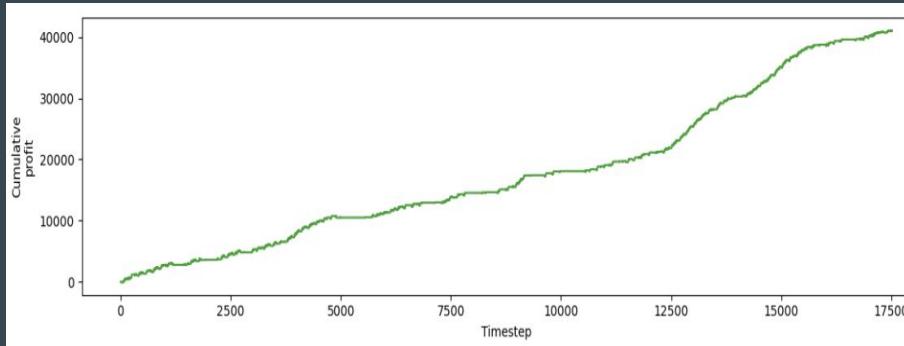
2D Grid Search:



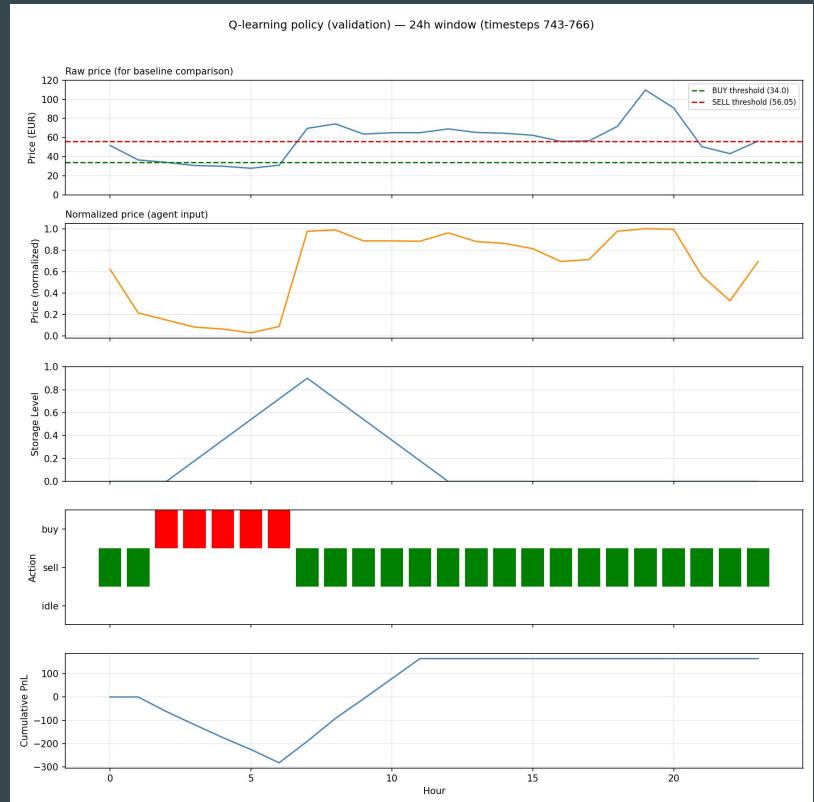
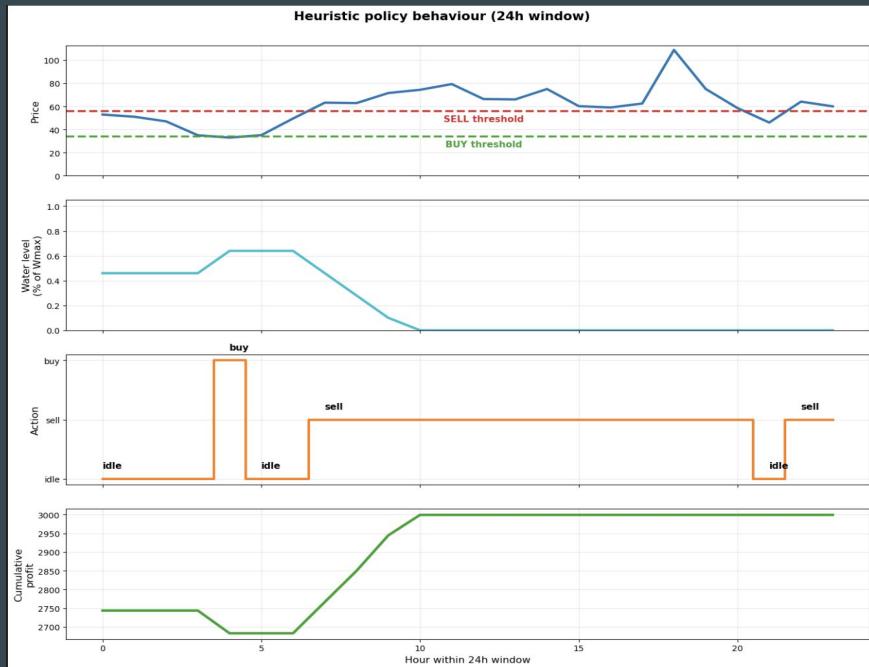
Model with best parameters, 10 seeds, select best num. of episodes



Comparing Agents



Results / Limitations



Observations & Limitations

- RL achieves higher cumulative profit than baseline
- Baseline shows stable, conservative behavior
 - RL exploits high-opportunity periods more aggressively
 - Action imbalance: buy \gg sell despite reward shaping
 - Enters peak-periods for selling with an empty storage
 - Coarse discretization near storage limits

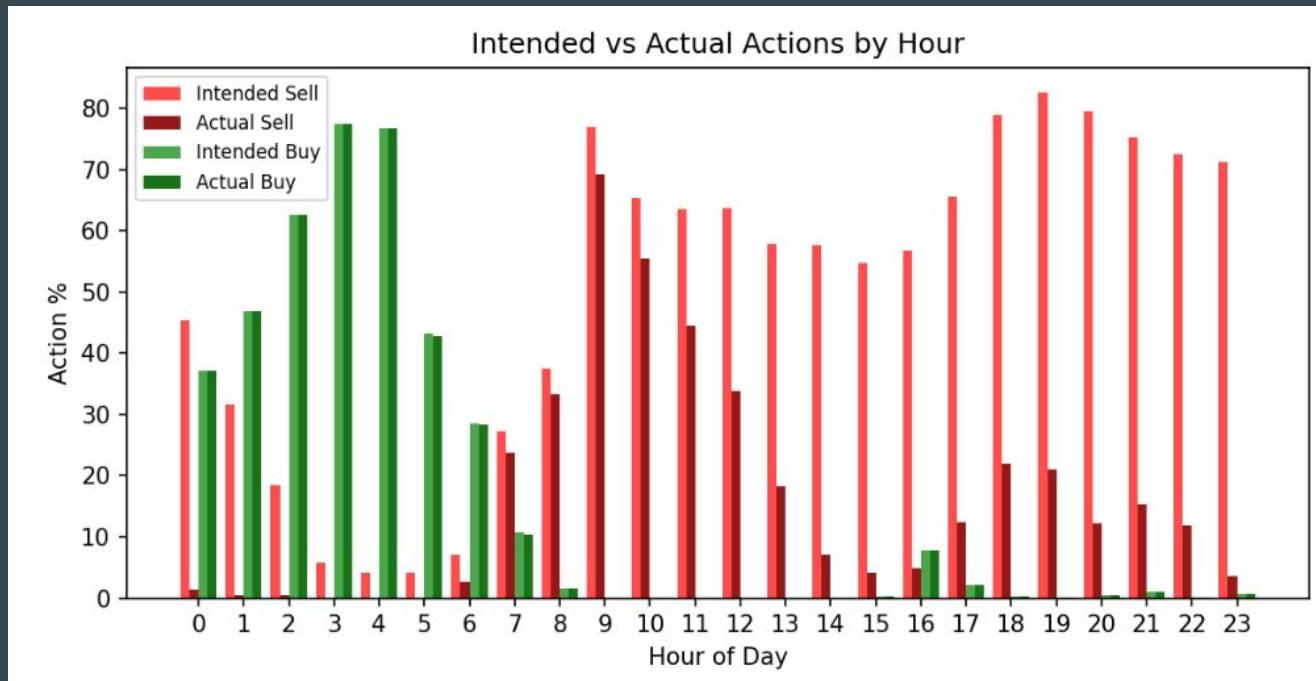
Future work

- Finer / adaptive state representation
- Deep RL with continuous states
- Variable buy / sell volumes

Thank you for listening

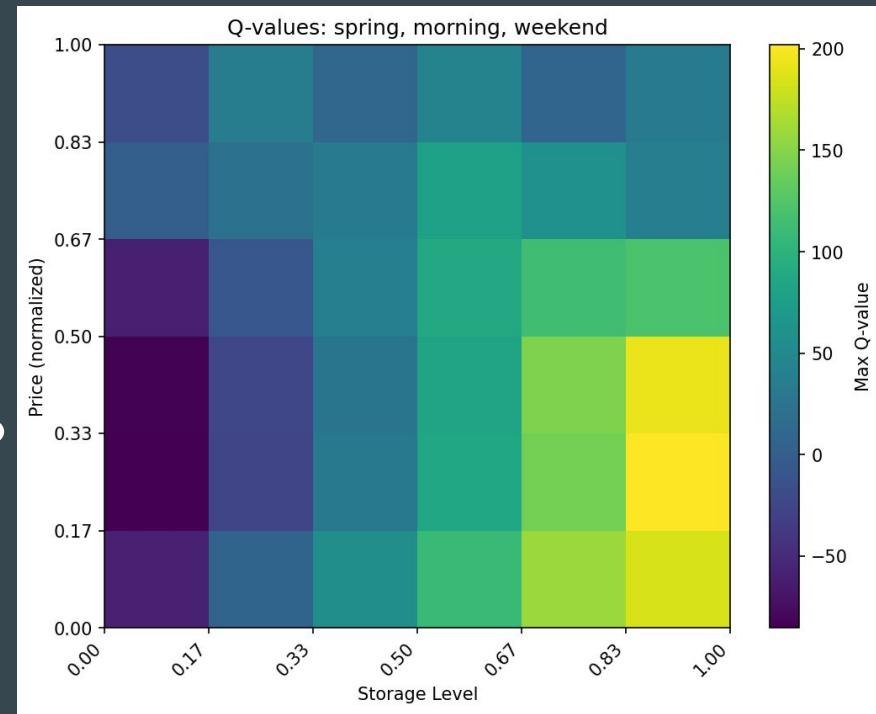
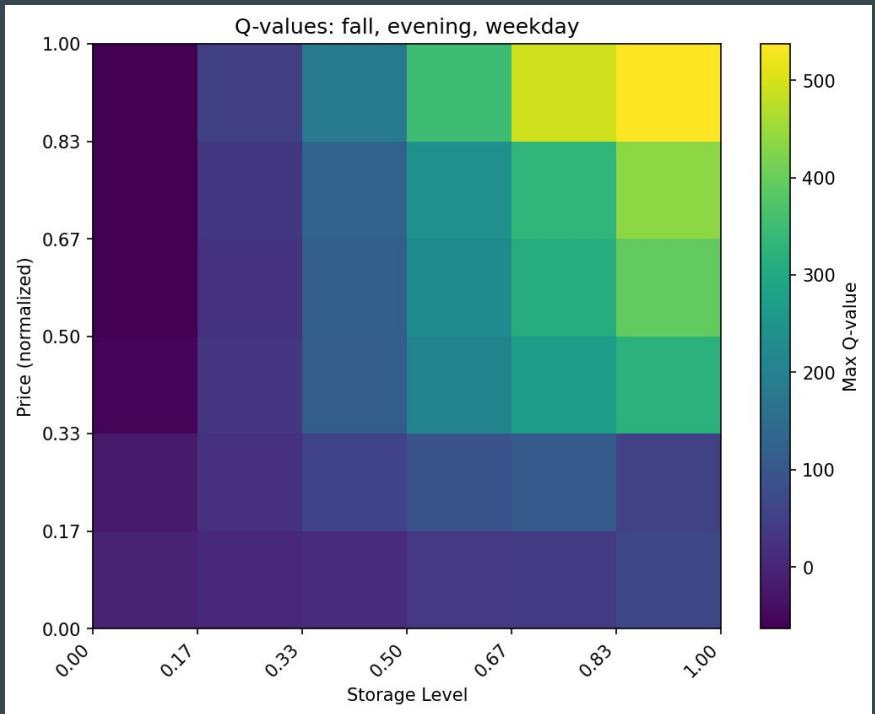
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Learned buying and selling pattern, disregarding storage state

Q Values



Policy

