





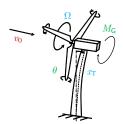


Schedule

- 19.09. 1 Controller Design Objectives and Modeling26.09. 2 Baseline Generator Torque Controller (online)
- 10.10. 3 Collective Pitch Controller (online)
- 17.10. 4 Filter Design (online)
- 24.10. 5 Tower Damper
- 07.11. 6 Advanced Torque Controller
- 14.11. 7 Wind Field Generation
- 21.11. 8 Steady State Calculations
- 28.11. 10 Lidar-Assisted Control I
- 05.12. 11 Lidar-Assisted Control II
- 12.12. 12 Wind Farm Effects
- 19.12. 13 Wind Farm Control
- 09.01. 14 Floating Wind Control ???



Steady States Calculations



Motivation

- ► Controller design impacts steady states of wind turbine
- Steady states impact controller design
- Steady states are handy to initialize simulations
- Steady states are important for rest of wind turbine design
- Example: Optimus LE: What is the rated wind speed?
- \rightarrow To know how to calculate steady states is important!

Main questions

- How can we calculated steady states for a reduced order turbine model?
- ▶ How can we get the steady states for a full aero-elastic model?

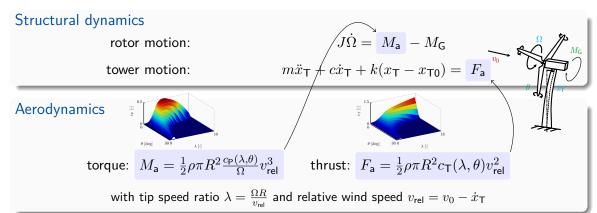
Content

1. Steady States Calculations SLOW

2. Conclusion and Learning Objectives



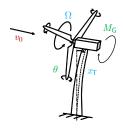
Reduced Model for Controller Design



Steady States

- ► Calculated by setting $\dot{\Omega} = \ddot{x}_T = \dot{x}_T = 0$ for each v_0 including controller.
- ightharpoonup Since x_T is not impacting Ω , calculate Ω first, then x_T .

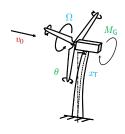
General Procedure to Calculate Steady States



Steps

- 1. Find v_{rated}
- 2. Calculate steady states below rated wind speed
 - (a) If baseline torque-controller, calculate all together
 - (b) If PI torque-controller, calculate separately for Region 1, 1.5, 2, and 2.5.
- 3. Calculate steady states above rated wind speed

How to find rated wind speed?



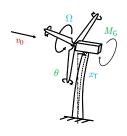
Minimization Problem

$$\min_{v_0} \left(M_{\mathsf{a}}(v_0, \Omega, \theta) - M_{\mathsf{G}} \right)^2$$

Find v_0 , set other values to the corresponding values

- $ightharpoonup \Omega = \Omega_{\mathsf{rated}}$
- $ightharpoonup M_{\mathsf{G}} = M_{\mathsf{G,rated}}$
- $ightharpoonup heta = heta_{\min}$

Below rated wind speed - Baseline torque controller



Minimization Problem

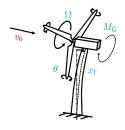
For every wind speed v_0 , the free variable is Ω :

$$\min_{\Omega} \left(M_{\mathsf{a}}(v_0, \Omega, \theta) - M_{\mathsf{G}} \right)^2$$

Find Ω , set other values to the corresponding values

- $ightharpoonup v_0$ from $v_{\text{cut-in}}$ to v_{rated}
- $M_{\mathsf{G}} = M_{\mathsf{G}}(\Omega)$
- $ightharpoonup \theta = \theta_{\min}$

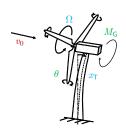
Below rated wind speed - PI torque controller



Steps

- 1. Find $v_{1\text{to}1.5}, v_{1.5\text{to}2}, v_{2\text{to}2.5}$ similar to v_{rated}
- 2. Calculate steady states for every v_0 solving minimization problem ($\theta = \theta_{min}$):
 - (a) In region 1 and 2: Ω free, M_{G} either 0 or $M_{\mathsf{G}} = k\Omega_{\mathsf{G}}^2$
 - (b) In region 1.5 and 2.5: $M_{\rm G}$ free, Ω either $\Omega_{1.5}$ or $\Omega_{2.5}=\Omega_{\rm rated}$

Above rated wind speed



Minimization Problem

For every wind speed v_0 , the free variable is θ :

$$\min_{\theta} \left(M_{\mathsf{a}}(v_0, \Omega, \theta) - M_{\mathsf{G}} \right)^2$$

Find θ , set other values to the corresponding values

- $ightharpoonup v_0$ from v_{rated} to $v_{\mathsf{cut-out}}$
- $ightharpoonup M_{\mathsf{G}} = M_{\mathsf{G,rated}}$
- $ightharpoonup \Omega = \Omega_{\mathsf{rated}}$

Conclusion

Main questions

- ▶ How can we calculated steady states for a reduced order turbine model?
- How can we get the steady states for a full aero-elastic model?

Set ODEs to zero

- Separate into regions by finding rated wind speed
- Find always free variable, solve minimization problem

Run simulations with constant wind

- Steady states from SLOW can be used to initialize for first time
- Average over couple of full revolutions

Quick check on learning objectives

After this lectures you should be able to...

- calculate steady states for a simplified wind turbine model
- calculate steady states with FAST

Please use our mobile phone and go to kahoot.it

- use game pin displayed on screen
- and type in your nickname

Purpose: Access the learning effect and obtain feedback!

Please let me know if you have further questions!

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