

## Economic Dispatch with Elastic Demand

$$U(D) = \sum_{j=1}^m u_j(D_j)$$

$$D = \begin{bmatrix} D_1 \\ D_2 \\ \vdots \\ D_n \end{bmatrix}$$

$u_j \rightarrow$  utility function for a consumer (consider EVCS here)  
along with other flexible consumers.

$$\text{Social Welfare} = \sum_{j=1}^m u_j(D_j) - \sum_{i=1}^n F_i(G_i) \rightarrow \text{maximize this function}$$

$$\text{Subj. to } \sum_{j=1}^m D_j = \sum_{i=1}^n G_i$$

$$\mathcal{L} = \sum_{j=1}^m u_j(D_j) - \sum_{i=1}^n F_i(G_i) - \lambda \left( \sum_{j=1}^m D_j - \sum_{i=1}^n G_i \right)$$

$$\frac{\partial \mathcal{L}}{\partial D_j} = \frac{\partial u_j(D_j)}{\partial D_j} - \lambda = 0 \quad \forall j = 1, \dots, m$$

$$\frac{\partial \mathcal{L}}{\partial G_i} = -\frac{\partial F_i(G_i)}{\partial G_i} + \lambda = 0 \quad \forall i = 1, \dots, n$$

$$\frac{\partial \mathcal{L}}{\partial \lambda} = 0 \Rightarrow \sum_{i=1}^n G_i - \sum_{j=1}^m D_j = 0$$

The above result implies that all the generating units must operate at identical incremental costs and that all demands operate at identical marginal utilities. Moreover, the single increments cost must be equal to the single incremental utility.

$$dF(G) = \sum_{i=1}^n dF_i(G_i)$$

$$= \sum_{i=1}^n \frac{dF_i(G_i)}{dG_i} dG_i = \sum_{i=1}^n \lambda dG_i = \lambda dD$$

$$\boxed{\lambda = \frac{dF(G)}{dD} = \frac{dF_i(G_i)}{dG_i} = \frac{du_j(D_j)}{dD_j}}$$

Consider, jth EVCS,

It will  
maximize

$$[u_j(D_j) - c_j]$$

where  $u_j(D_j) = \sum_{k=1}^K u_{jk}(D_{jk})$ , k cars

$c_j$  = Cost of buying  $D_j$  units of electricity

Each car's objective is  
maximize  $u_{jk}(D_{jk}) - p D_{jk}$

$$\left( \frac{du_{jk}(D_{jk})}{dD_{jk}} = p \right) \rightarrow \textcircled{1}$$

optimality  
conditions

$$\frac{du_j(D_j)}{dD_{jk}} - \frac{dc_j}{dD_{jk}} = 0$$

or  $\frac{du_{jk}(D_{jk})}{dD_{jk}} = \frac{dc_j}{dD_{jk}} \quad \textcircled{2}$

$$\boxed{p = \frac{du_{jk}(D_{jk})}{dD_{jk}} = \frac{dc_j}{dD_{jk}}}$$

The designed price is optimal lagrange parameter  
of the economic dispatch problem.