

# SMART GRID

## PROGRAMMEER THEORIE

### ANTIPROTEINE

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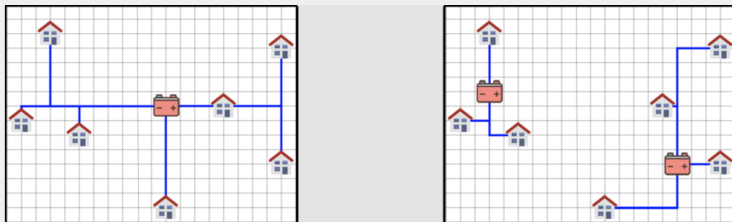
**HOW ARE WE GOING TO PRESENT?**

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# GOAL PROJECT

# INTRODUCTION OF THE PROBLEM



- Houses produce energy (e.g green energy)

- ▶ More energy than they use!
- ▶ We want to store this extra energy.

- This energy is stored in batteries.

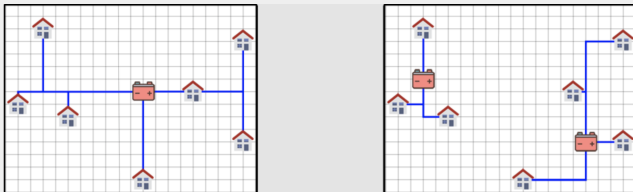
## Questions:

- Given the locations of: the houses and the batteries
  - ▶ What is the cheapest way to connect them? (Because cables cost money!)
- Follow-up question 1: Where to put the batteries?
- Follow-up question 2: How many batteries can we use?

# CONSTRAINTS

Take into consideration:

- Houses have a maximum output energy
- Batteries have a maximum capacity
  - ▶ Rule for batteries: The maximum output of the houses counted up may not exceed the battery capacity.



- Batteries should not be connected to each other. Also not through a house.
- A house should not be connected to more batteries.
- Each house needs a unique cable to be connected to the battery.
- More cables can be positioned over the same grid segment

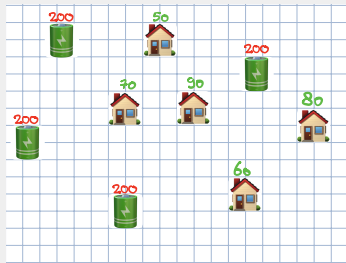
# STATE SPACE

# UPPER BOUND ON STATE SPACE

## State Space

The upper bound on the amount of states in the state space is

$$\left( \underbrace{\binom{50+50}{50}}_{\text{Amount of ways to connect house to battery}} \cdot \underbrace{5}_{\text{amount batteries}} \right)^{150} = 2.65 \cdot 10^{4455}$$





# UPPER BOUND ON TOTAL PRICE

Information:

- 5 batteries, each 5000
- cable price = length cable  $\cdot$  9

Lower bound price

Lower bound price:

$$\text{price} = 5 \cdot 5000 + 1 \cdot 9 \cdot 150 = \mathbf{26,350}$$

Lower bound price

Upper bound price:

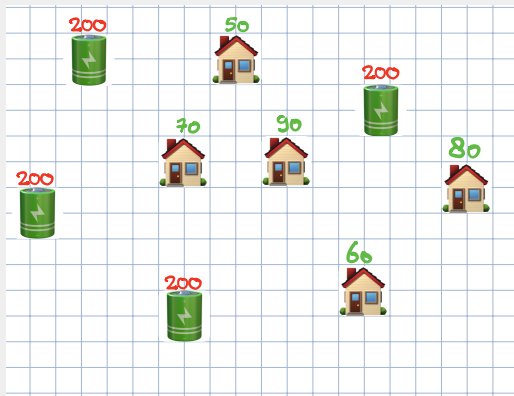
$$\text{price} = 5 \cdot 5000 + 100 \cdot 9 \cdot 150 = \mathbf{160,000}$$

# ALGORITHMS

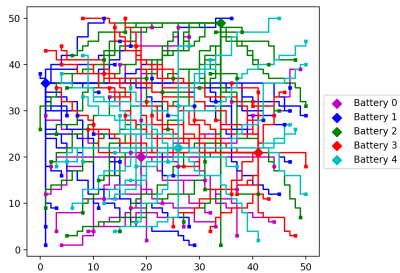
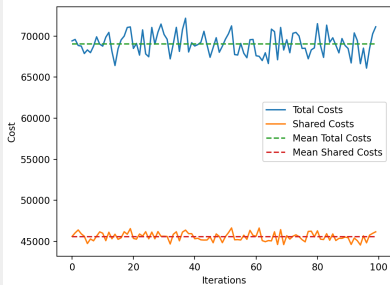
# ALGORITHMS - RANDOM

## Random Algorithm

- for house in list of houses:
  - ▶ find a random battery (that satisfies the constraints)
  - ▶ generate random cable



# ALGORITHMS - RANDOM RESULTS



- Greedy + Swap:

- ▶ Greedy House
- ▶ Greedy Battery

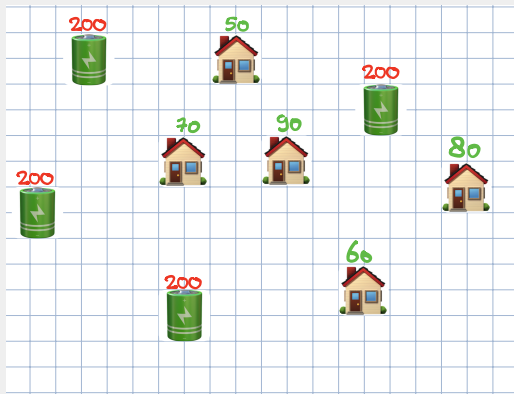
- Greedy optimization + Swap:

- ▶ Greedy House
- ▶ Greedy Battery

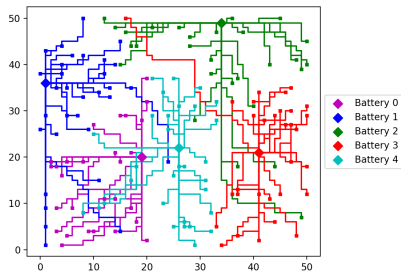
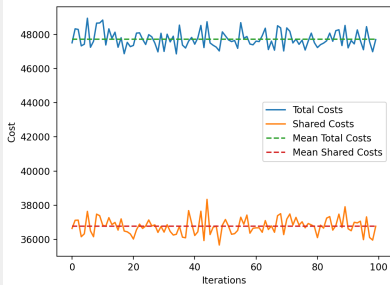
# ALGORITHMS - GREEDY

## Greedy House

- for house in houses:
  - ▶ look for closest available battery
  - ▶ connect



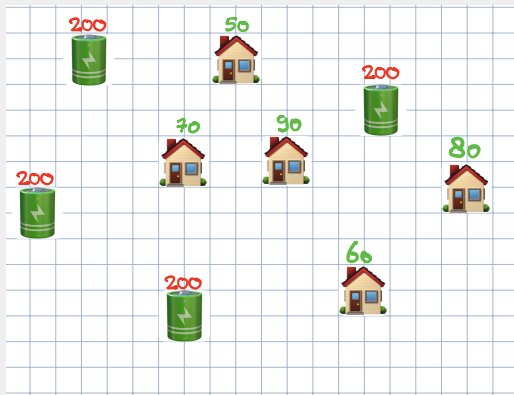
# ALGORITHMS - GREEDY HOUSE RESULTS



# ALGORITHMS - GREEDY BATTERY

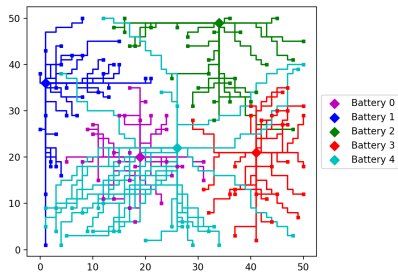
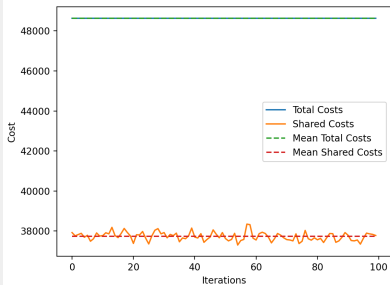
## Greedy Battery

- for battery in batteries:
  - ▶ Make list of houses that are closest
  - ▶ Connect all possible starting from close houses





# ALGORITHMS - GREEDY BATTERY RESULTS



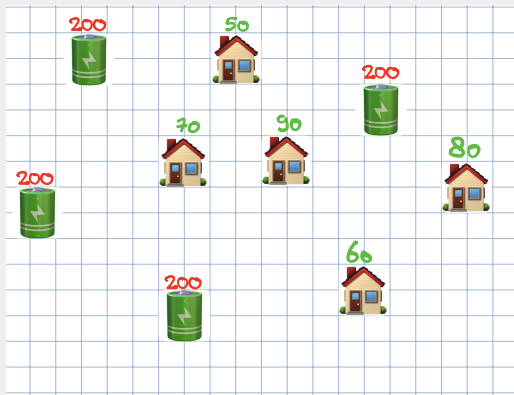
# GREEDY ALGORITHM PROBLEM

- No guarantee that all houses will be connected!
- Solution: Swap houses at the end + other optimizations to the algorithm itself!

# ALGORITHM - GREEDY

## Greedy House Optimization

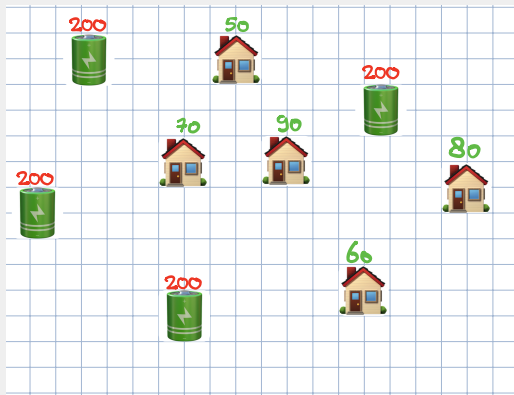
- **for house in houses:** ← order matters!, 150! possibilities
  - ▶ look for closest available battery
  - ▶ connect



# ALGORITHMS - GREEDY

## Greedy Battery

- **for battery in batteries:**  $\leftarrow 5! = 120$  combinations
  - ▶ Make list of houses that are closest
  - ▶ Connect all possible starting from close houses

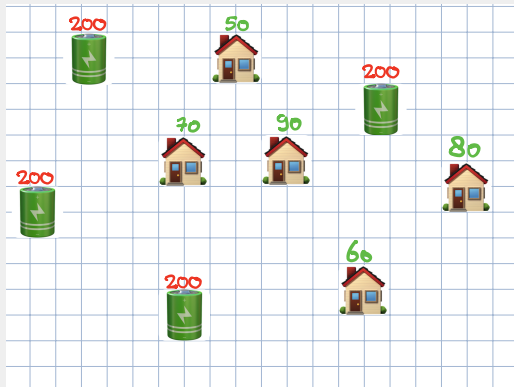


# ALGORITHMS - SIMULATED ANNEALING

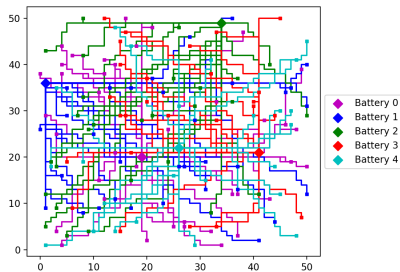
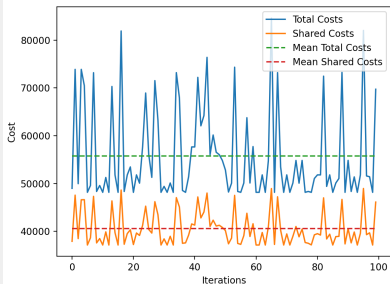
- Greedy with respect to what....
- Make a new score function!
- New heuristic

$$\text{score} = w_1 \cdot \text{manhattan} + w_2 \cdot \text{house-output}$$

- Want to find  $\text{score}(w_1, w_2)$  function such that total cost is lowest



# ALGORITHMS - SIMULATED ANNEALING RESULTS

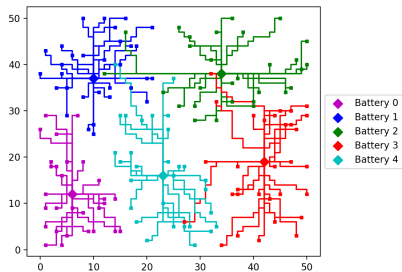
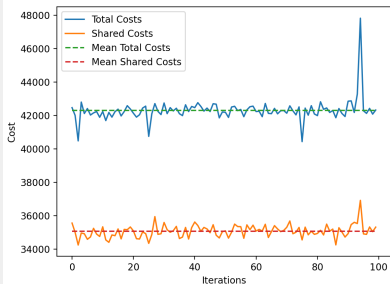


# ALGORITHMS - CLUSTERING ALGORITHM

## Clustering Pseudo Code

- Create initial solution with **greedy house** algorithm
- Reposition the batteries to the means of their collection of connected houses
- If new location = house, change location slightly
- Find new config with **greedy house** and if new price is worse, repeat
- Repeat until difference is small

# ALGORITHMS - CLUSTERING ALGORITHM RESULTS

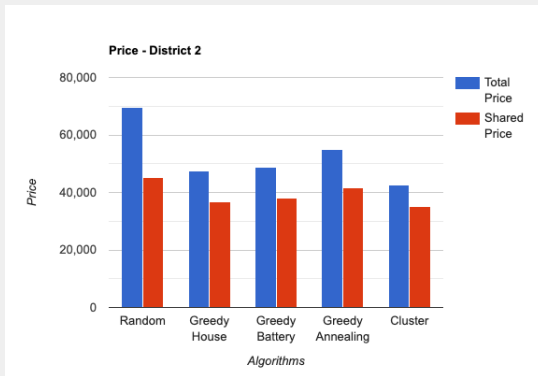




# RESULTS

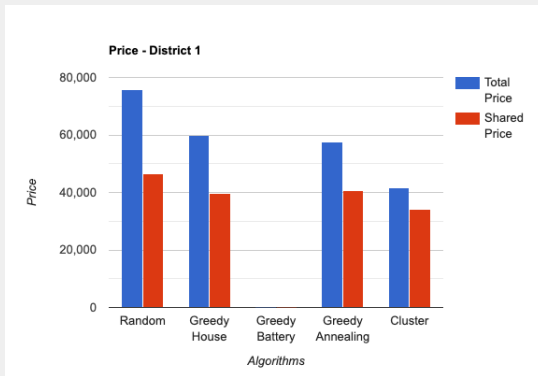
# COMPARISON OF RESULTS

## District 2



# COMPARISON OF RESULTS

## District 1



# CONCLUSION

# CONCLUSION

- Goal: Understand and explore smart grid problem
- Method: Optimize and build on algorithms to optimize price
- General approach
- Unconventional Heuristics: Combine them!
- No “one size fits all” solution

**THANK YOU FOR ATTENDING!**