Recent Progress:

- 1. Rework tgov1 model to account for Pref completed.
- 2. MiniWECC step test results re-validated using different time steps.
- 3. AMQP messages now handle a non-converging system gracefully.
- 4. GitHub updated: https://github.com/thadhaines/

Current Tasks:

- 1. Compile Code flowchart to aid in further development.
- 2. Work to incorporate Matt's Suggested Use Cases into simulation.
 - Add logging to Shunt and Branch Agents
 - Add perturbance Agents for Generator/Slack, Shunt, Branch, ...
 - Define Agent actions for AGC/LFC (i.e. ACE calculations)
 - Think about Shunt Control / Generic Agent control based on system state(s)
- $3.\ \ \mbox{Keep Goals}$ and Requests in mind.

Current Questions:

1. Does
$$\Delta\omega = 1 - \omega$$
 in
$$\dot{\omega} = \frac{1}{2H_{sys}} \left(\frac{P_{acc}}{\omega} - D_{sys} \Delta\omega \right) ?$$

'Goals':

1. Speed \longrightarrow Order of Magnitude faster than PSDS (not met — only $\approx 3x$ faster)

Future Tasks:

- 1. Formulate an experiment utilizing a multi-area model that can be validated with PSDS.
- 2. Identify System Slack bus programmatically (currently assumes first slack == global slack if > 1 slack found)

AND/OR calculate system slack error differently \rightarrow An average of slack errors?

- 3. Formulate feasible plan of action for casting all WECC governors to LTD governors (tgov1). Something like:
 - (a) Parse models of interest from dyd.
 - (b) Create dyd from parsed model.
 - (c) Automate a Pref step test for a one machine infinite bus in PSDS.
 - (d) Read output data
 - (e) Generate/Calculate LTD equivalent model parameters from results (this will probably use MATLAB and jfind)
 - (f) Export custom dyd for LTD simulation. (PSDS would still use original the dyd, though *could* use modified dyd)
- 4. Add import mirror / bypass mirror init sequence option to prevent repeated mirror creations.
- 5. Create an agent for every object: SVD, Transformer, ...

Matt Requests:

- 1. Enable multiple dyd files to overwrite / replace previously defined agents/parameters
- 2. Allow for variable time steps.

Updated Tgov1 model: Previous attempt at tgov1 model revisted to account for P_{ref} .

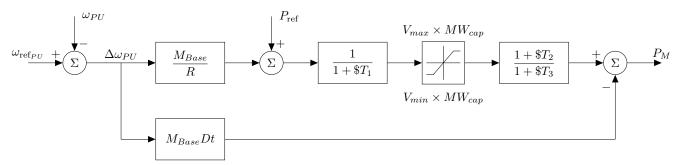


Figure 1: Corrected tgov1 model.

Time step resolution re-validation: The distPacc function was corrected to eliminate a number of power-flow solutions and the new tgov1 model was used for the 90 second 1,200 MW miniWECC step test. LTD is run from the command line, uses no damping, rk45 integration, and a 0.5 MW slack tolerance. The PSDS system has exciters and PSS included. The theoretical steady state frequency was calculated as

$$f_{ss} = f_{ref} + \Delta f = f_{ref} + \frac{\Delta P}{S_{base}\beta}$$

$$f_{ss} = 1 \text{ Pu} + \frac{-1200 \text{ MW}}{100 \text{ MW} \times 15,555 \text{ Pu}}$$

$$f_{ss} \approx .9992285 \text{ Pu} = 59.9537126 \text{ Hz}$$
(1)

When R is a Pu value, β for N governor equipped machines is calculated as

$$\beta = \sum_{i=1}^{N} \frac{1}{R_i \frac{S_{\text{Base}}}{M_{\text{Base}_i}}} \tag{2}$$

Additionally, in a system with N generators, the weighted system frequency, f_w , is calculated as

$$f_w \text{ Pu} = \sum_{i=1}^{N} \frac{f_i}{f_{\text{Base}}} \frac{H_i M_{\text{Base}_i}}{H_{\text{sys}}}$$
 (3)

where
$$H_{\text{sys}} = \sum_{i=1}^{N} H_i M_{\text{Base}_i}$$
 (4)

Table 1: Results from MiniWECC load step tests.

	Time step	Simulation Time [sec]	Data File Size [KB]	Real time Speed up	PSDS Speed up	Reduction of file size	Steady State f error [Hz]
PSDS	$4.167~\mathrm{ms}$	56.12	35,070.00	1.60	1.00	1.00	0.0034
LTD	$2 \sec$	9.41	300.00	9.56	5.96	116.90	0.0017
LTD	$1 \sec$	17.39	496.00	5.18	3.23	70.71	0.0017
LTD	$0.5 \sec$	33.05	888.00	2.72	1.70	39.49	0.0017
LTD	$0.25 \sec$	63.67	1,672.00	1.41	0.88	20.97	0.0017

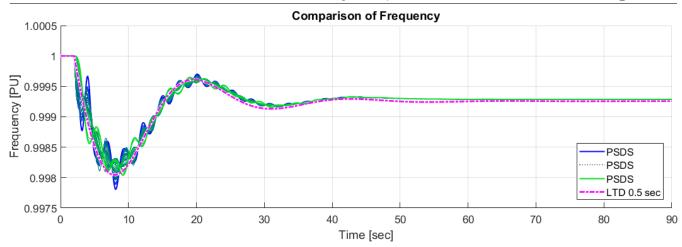


Figure 2: System frequency response to a 1,200 MW load step.

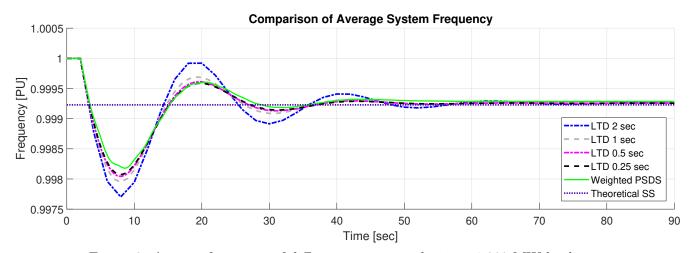


Figure 3: Average frequency of different time steps during a 1,200 MW load step.

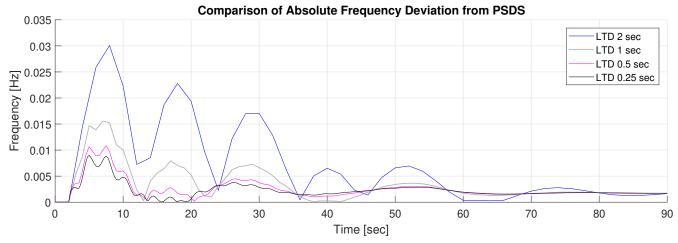


Figure 4: Relative Hz difference of PSDS - LTD (i.e. $|f_{PSDS}(t) - f_{LTD}(t)| \times 60$ Hz).