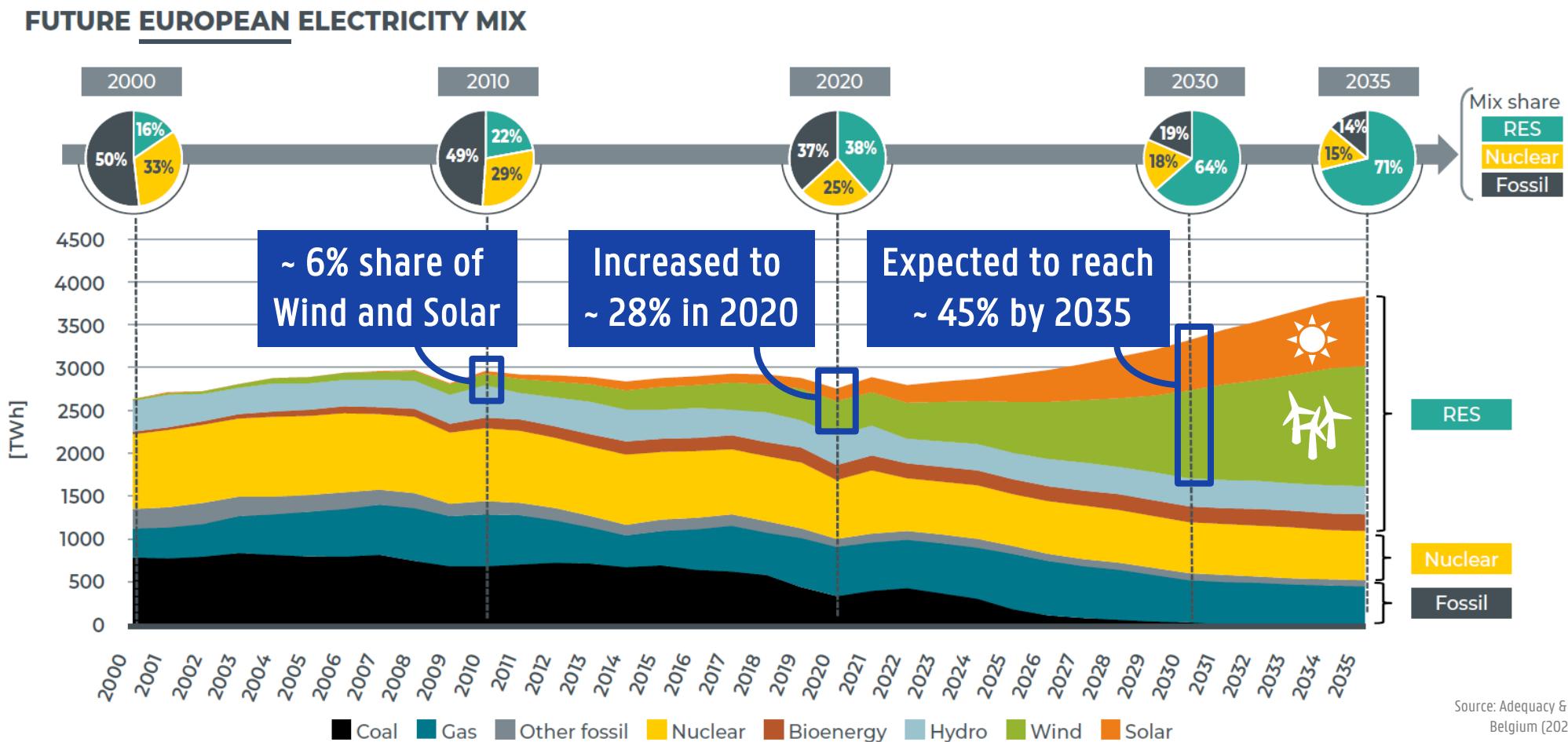


Scalable Attention-based Reinforcement Learning Method for Multi-asset Control



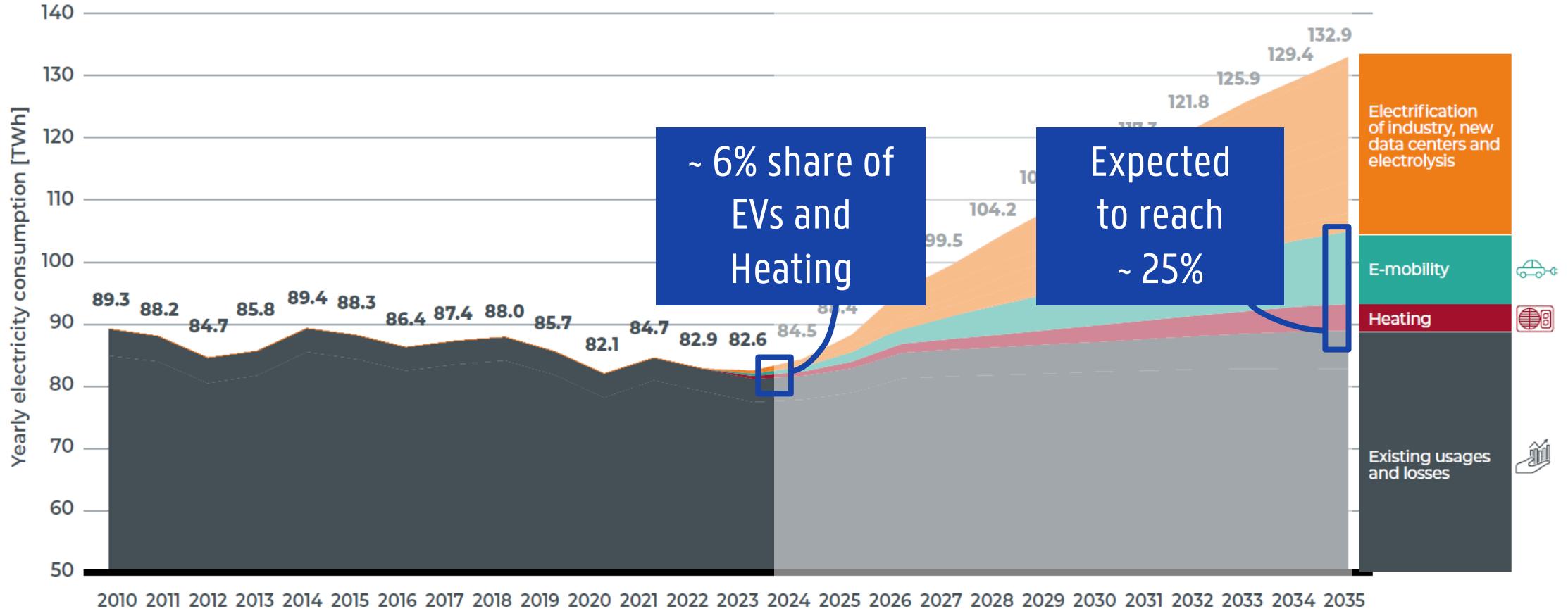
Seyed Soroush Karimi Madahi, Giuseppe Gabriele,
Bert Claessens, Chris Develder
AI4E Team, IDLab, Ghent University – imec

Energy Transition – Supply



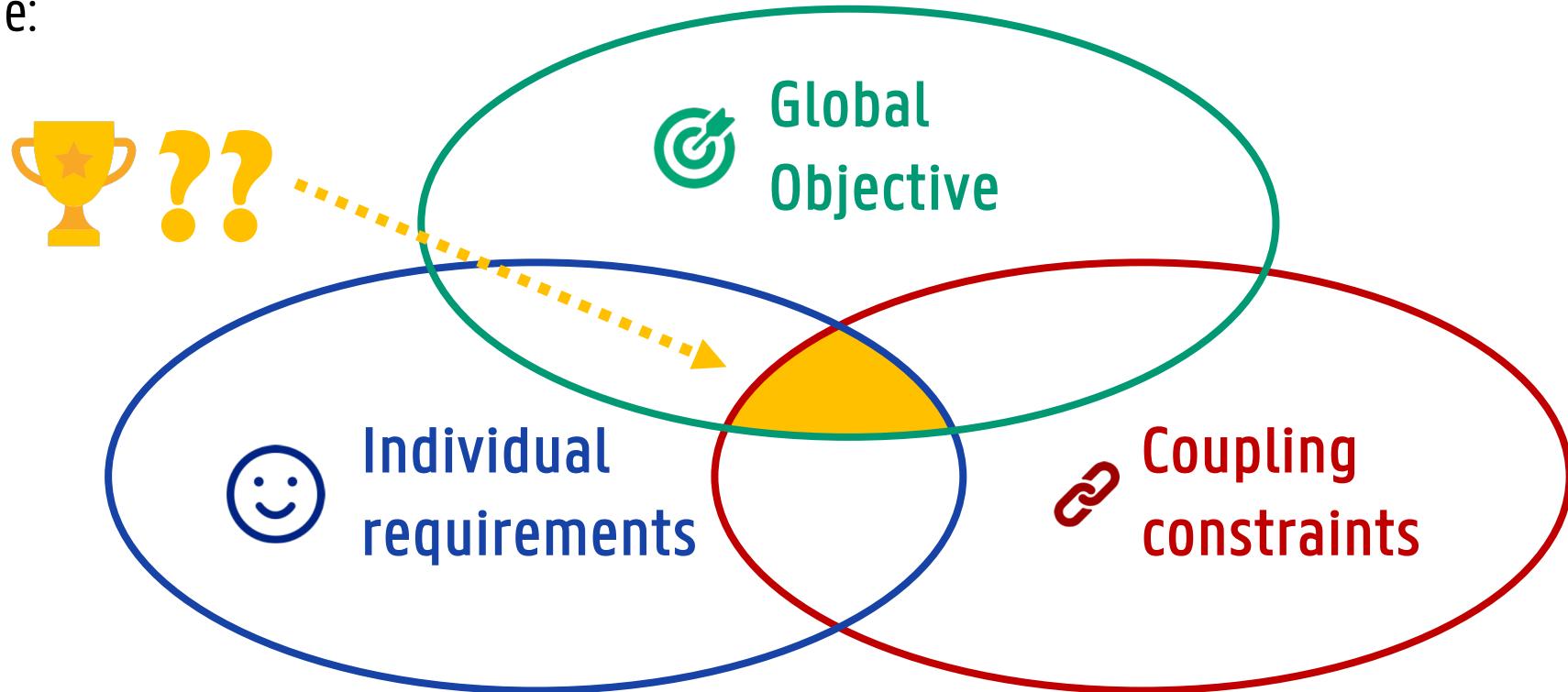
Energy Transition – (Residential) Demand

HISTORICAL AND FORECASTED DEMAND IN BELGIUM



Opportunity: Exploit flexibility of (aggregated!) residential assets

- We need algorithms for multi-asset control
- Challenge:



Opportunity: Exploit flexibility of (aggregated!) residential assets

- We need algorithms for multi-asset control
- Challenge: Achieve global objective + Joint constraints + Individual constraints
- Candidate algorithms:

Requirements	Optimization-based	Centralized RL	Distributed RL
View	Global ✓	Global ✓	Local ✗
Scalable to large pools	No ✗	No ✗	Yes ✓
System model required	Yes ✗	No ✓	No ✓
Forecaster required	Yes ✗	No ✓	No ✓
Inference time	High ✗	Low ✓	Low ✓

Opportunity: Exploit flexibility of (aggregated!) residential assets

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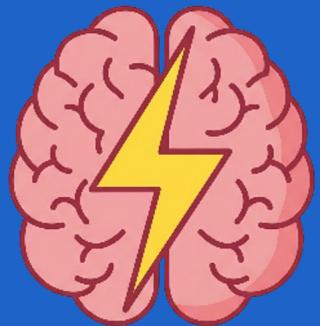
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Opportunity: Exploit flexibility of (aggregated!) residential assets

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View	Global ✓	Global ✓	Local ✗	Global ✓
Scalable to large pools	No ✗	No ✗	Yes ✓	Yes ✓
System	Our contributions:			
Forecasting	1. Attention-based RL = scalable control for asset pool			
Inference	2. Proof-of-principle validation for EV charging case			
				??

Attention-Based RL



Attention-based state representations for scalable RL

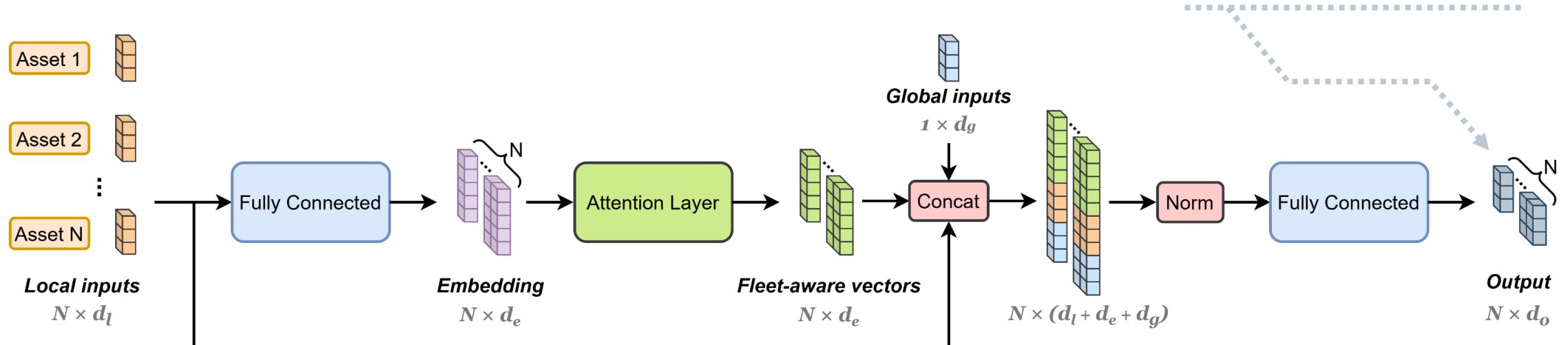
Idea:

- Construct state representation combining own asset + relative to other assets + global state
- Use state representation as input representation in conventional RL (e.g., to map to Q-value, action, ...)

Attention-based state representations for scalable RL

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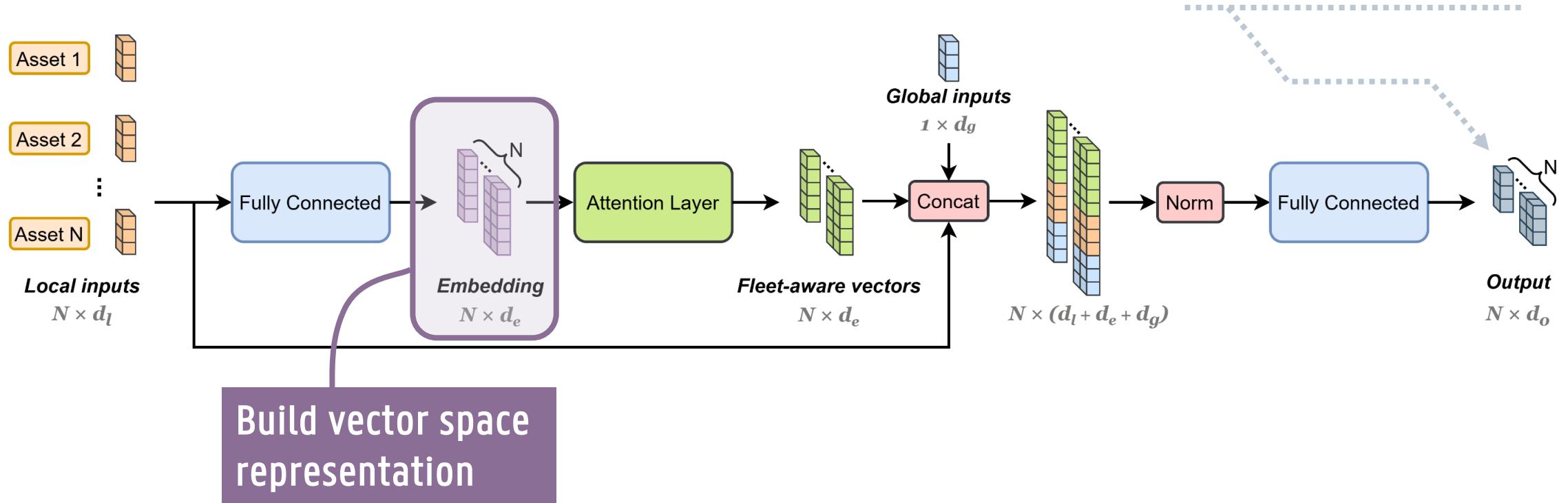
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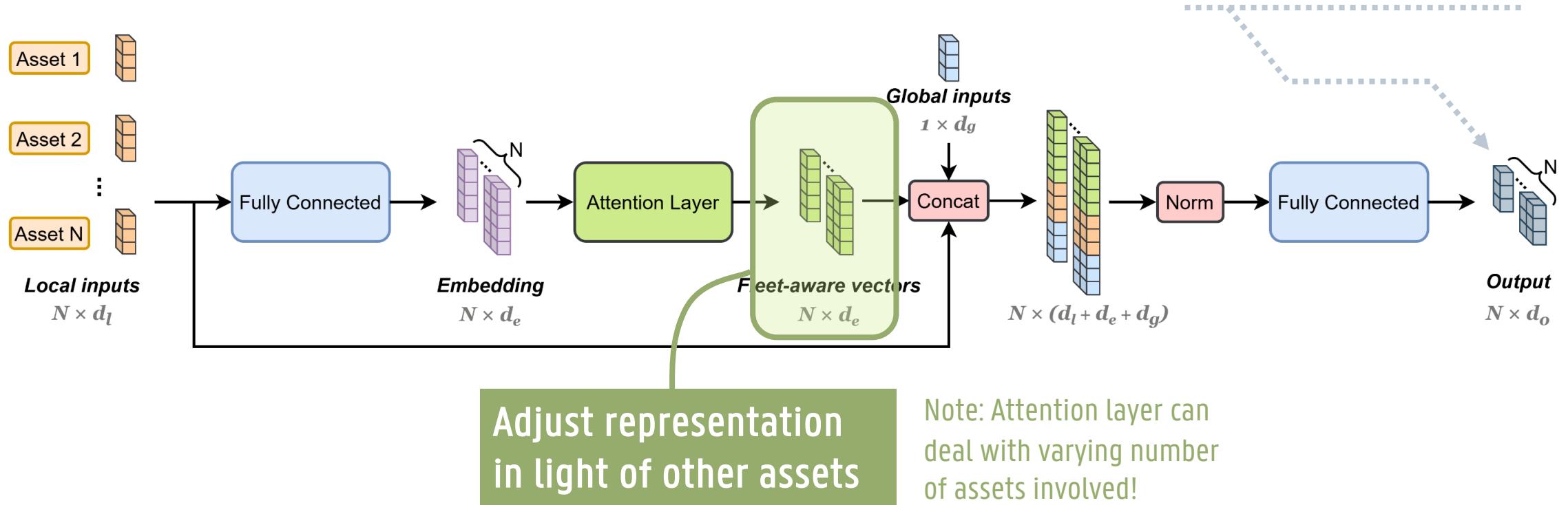
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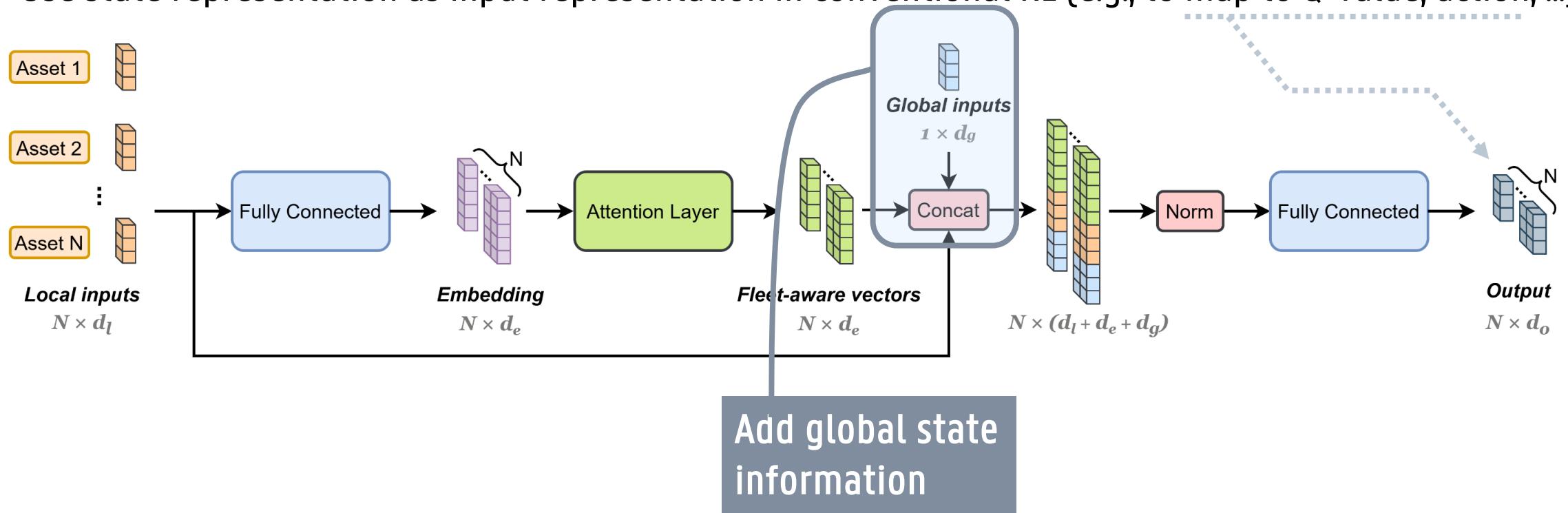
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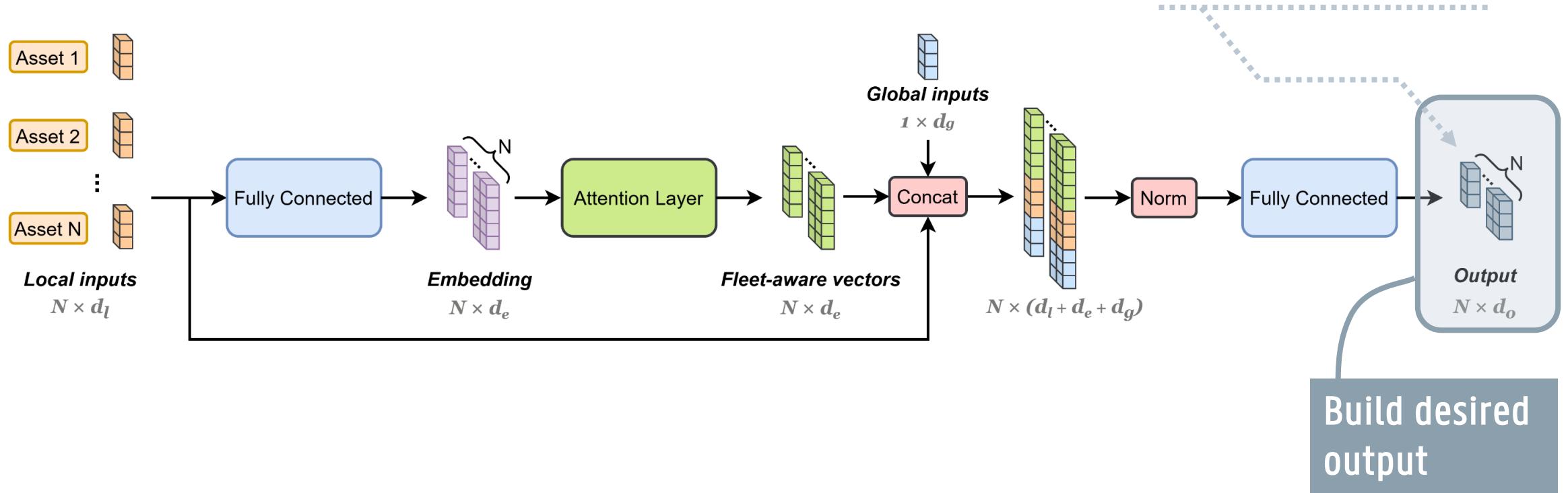
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Case study: EV charging



MDP Formulation for EV Problem

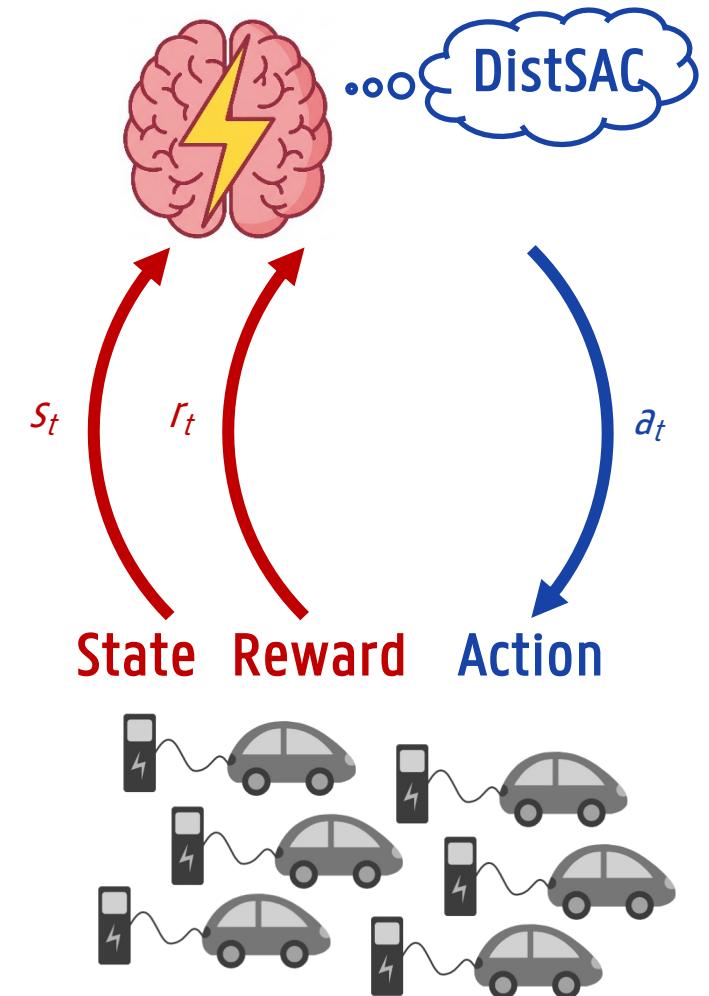
- At each timestep t the agent

- Gets **state** observation $s_t = \bigoplus_{i=1}^{N_t} (\underbrace{(t_{i,t}^{\text{arr}}, t_{i,t}^{\text{dep}}, E_{i,t}^{\text{req}})}_{\text{local info}}, \underbrace{t, N_t}_{\text{global info}})$
- Decides to take **action** $a_t = \bigoplus_{i=1}^{N_t} a_{i,t}, \quad a_{i,t} \in \{0, P_i^{\max}\}$

- The environment

- Receives action a_t
- Transitions to **state** s_{t+1}
- Returns scalar **reward** $r_t = - \underbrace{\left(\sum_{i=1}^{N_t} a_{i,t} \right)^2}_{\text{load flattening}} - \underbrace{\alpha \sum_{i=1}^{N_t} \mathbb{1} \left\{ E_{i,t}^{\text{req}} > t_{i,t}^{\text{dep}} \cdot P_i^{\max} \right\}}_{\text{penalty for unfinished charging}}$

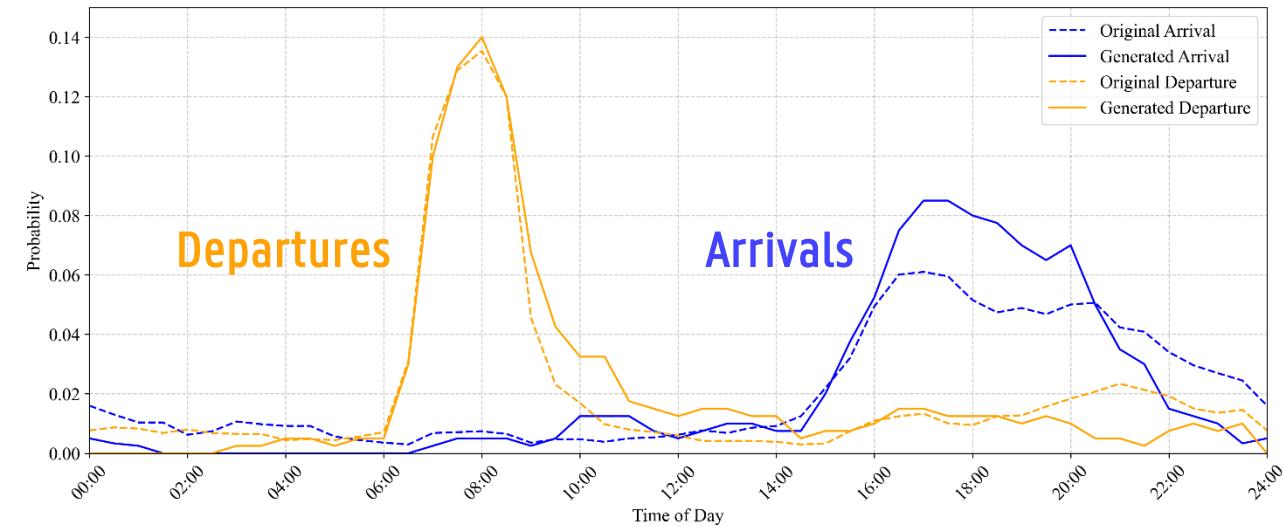
RL goal: learn policy to flatten the load of the whole parking, while satisfying the needs of EV users



Simulation Setup

Datasets

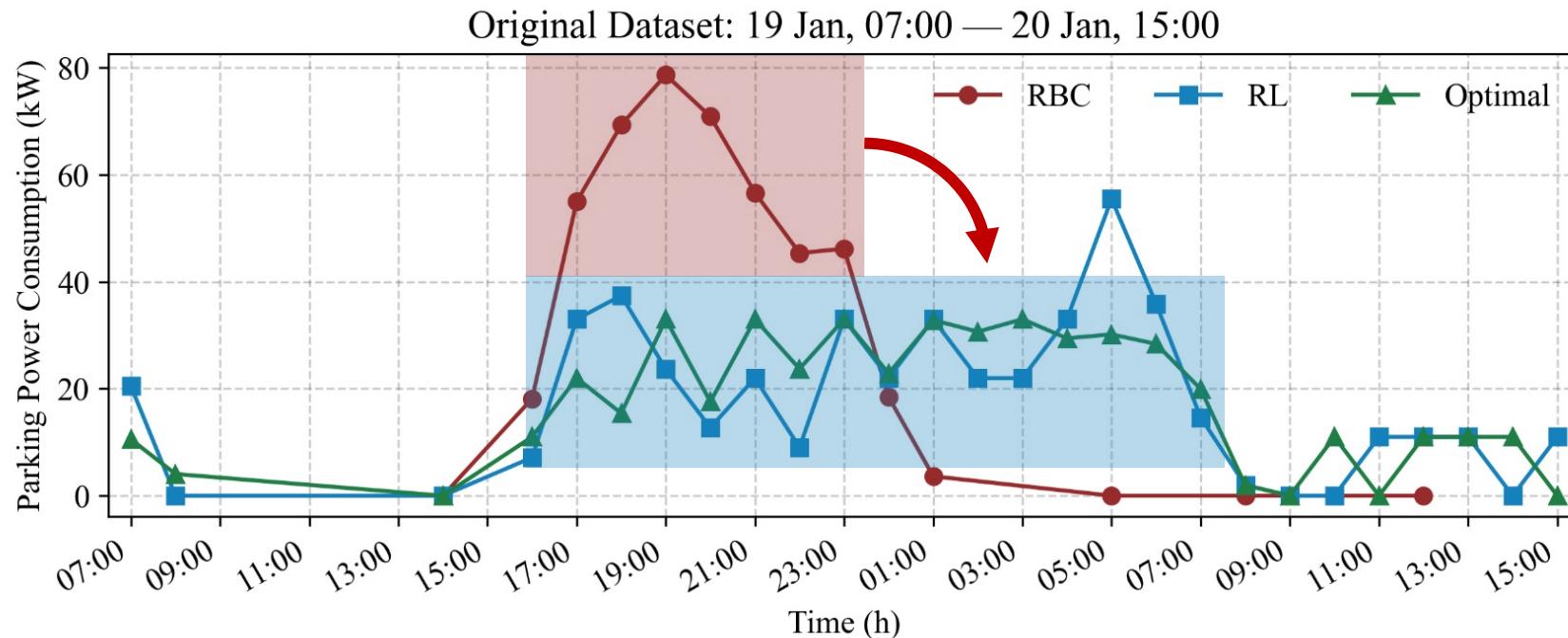
- Historical real-world dataset from 20 EVs
 - Belgian residential charging sessions
 - Data split: 40d train / 5d eval / 5d test
- Scaled dataset from 100 EVs
 - Fit Gaussian mixture model on historical dataset
 - Data split: 30d train / 7d eval / 7d test



Benchmark controllers

- Business-as-usual (BAU): Start charging upon arrival
- Optimal: MPC optimization with perfect foresight over full day

Simulation Results – Our RL outperforms BAU

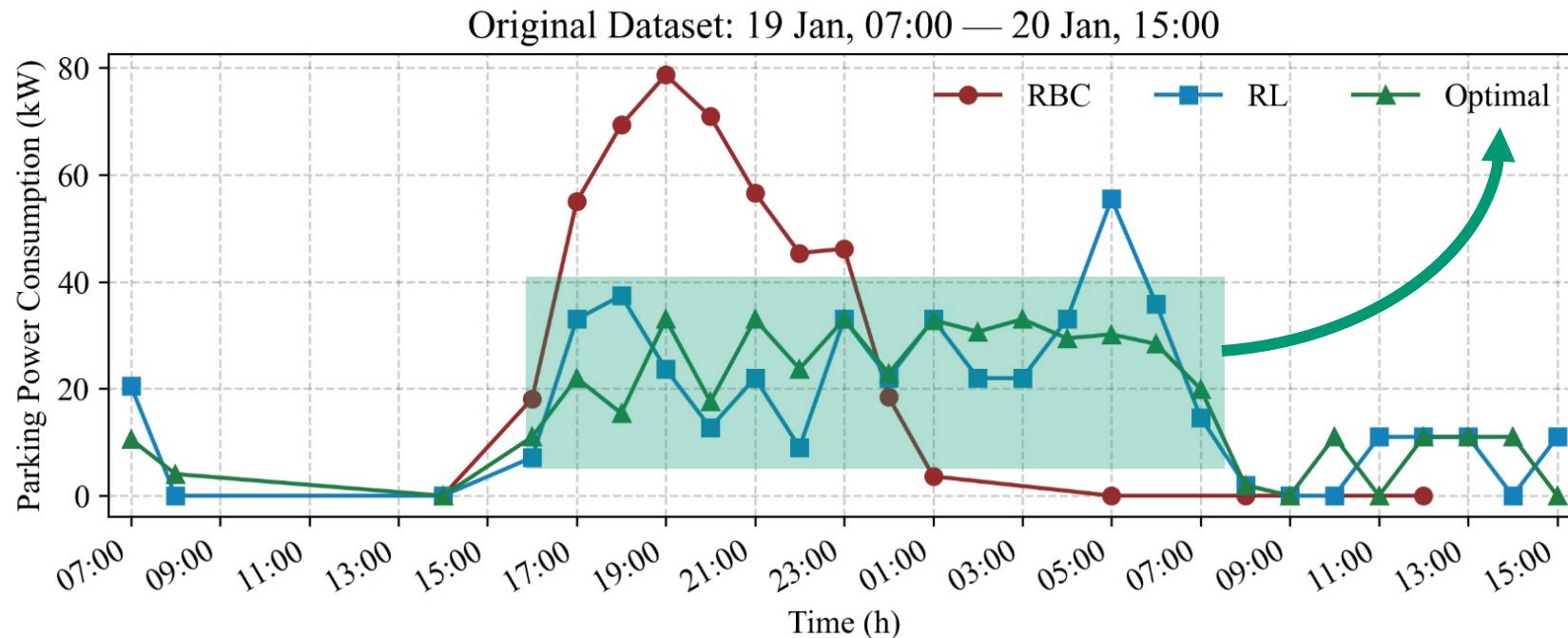


Attention-based RL

- Flattens load (peak reduced by 27%)*

*: 27% is the average over full test set

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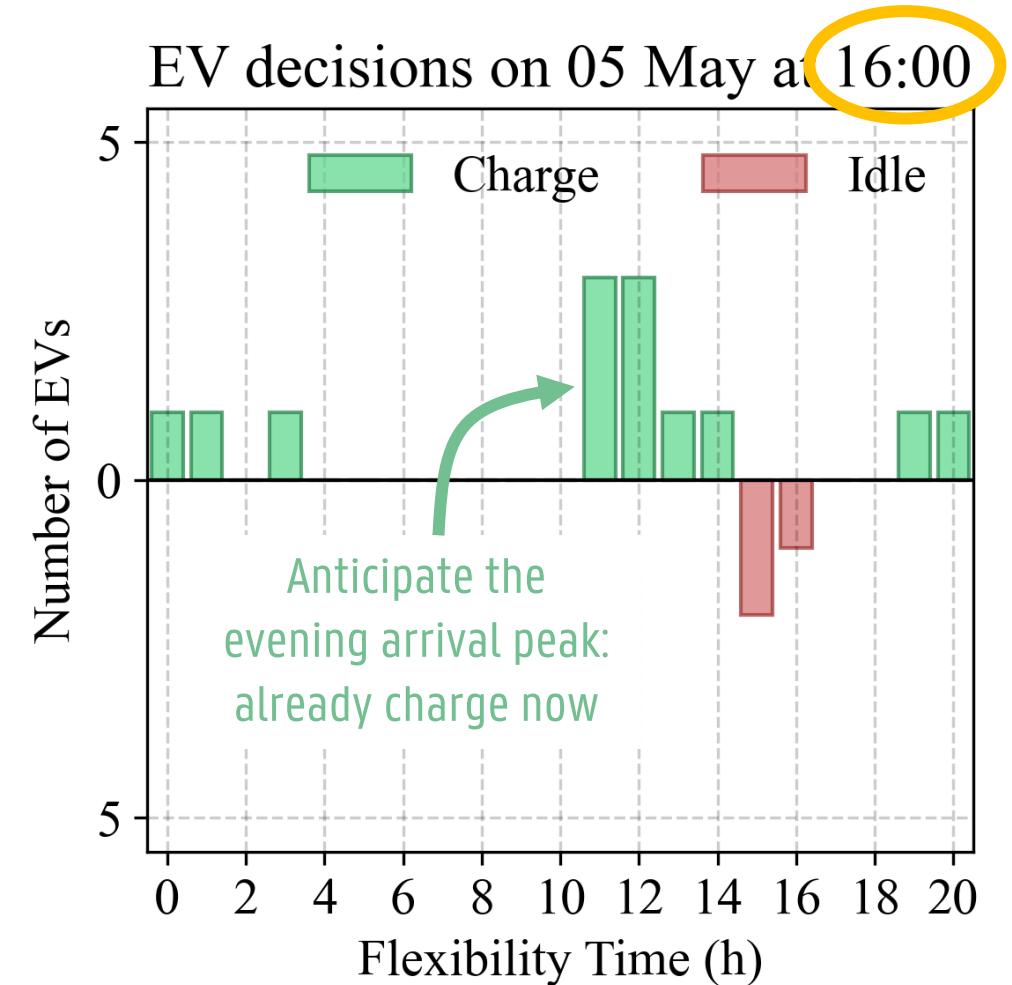
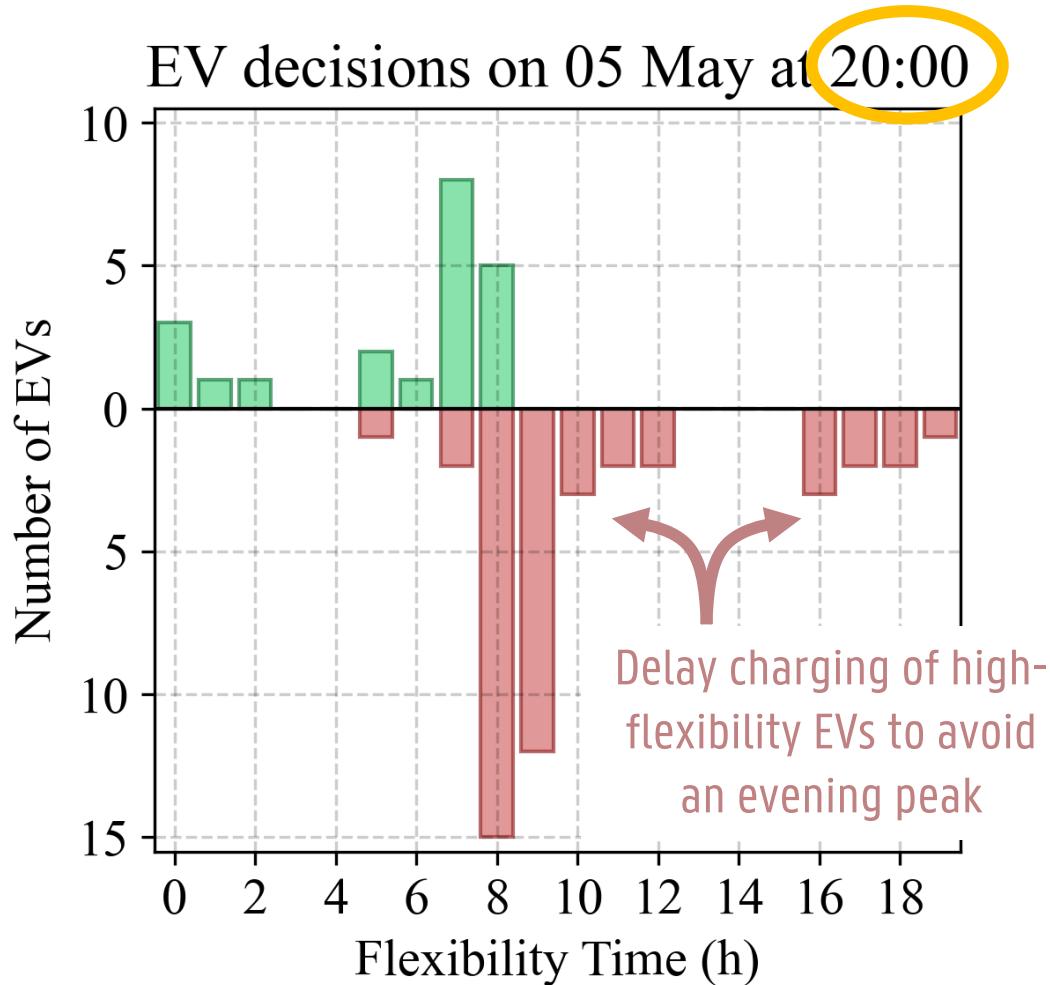


Attention-based RL

- Flattens load (peak reduced by 27%)*
- Performs close to optimization based on perfect foresight

*: 27% is the average over full test set

Simulation Results – Our RL learns to prioritize EVs correctly



Wrap-up

Conclusion

- Introduced a **scalable centralized RL** method to jointly control a fleet of flexible assets
 - Asset-specific info aggregation using attention layer
 - Model parameter size independent of number of assets
- Case study: load flattening of EV parking lot
 - Outperforms BAU by 28%
 - Average peak reduction of 27%

Future work

- Application to other asset types in multi-agent energy problems
- Joint control of a fleet of heterogeneous flexible assets

Thank you! Any questions?

*It's not easy
being green ...*



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PAPER



TEAM

