# Workshop on Micro and Smart Grids, Champs-sur-Marne, France

## Electric vehicle charging games

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## **Electric vehicle charging games**

## Introduction

#### Some results

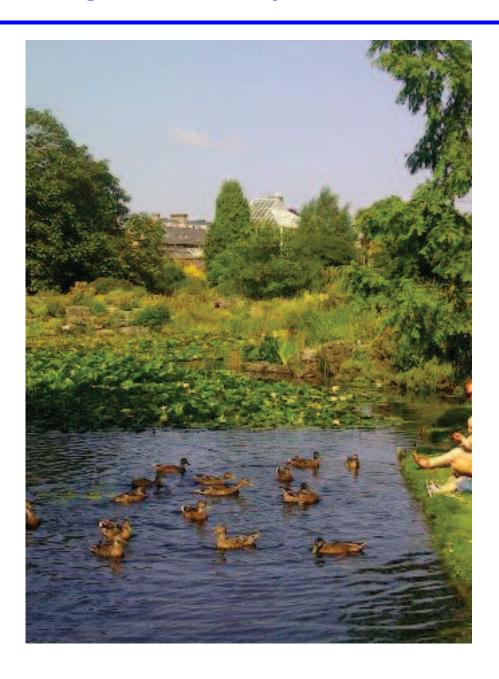
► Charging games → congestion games structure

Equilibrium analysis

► Design of charging algorithms that are distributed, efficient, robust, ...

Main references: [Beaude et al Netgcoop 2012][Beaude et al Netgcoop 2014][Beaude et al ECC 2015][Beaude et al Trans. on Smart Grid 2016]

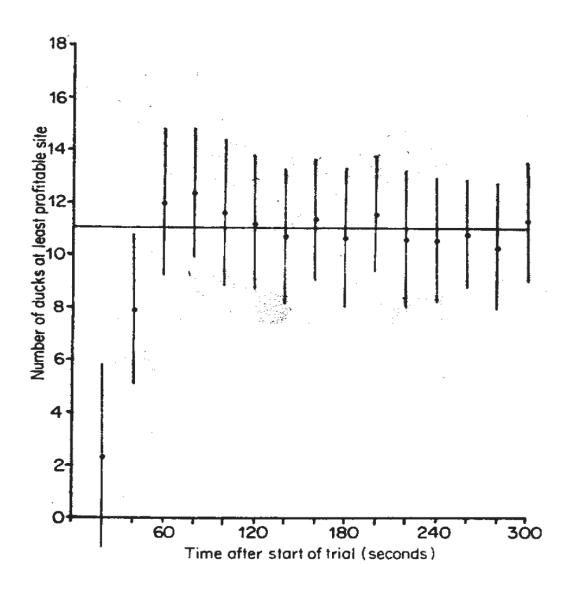
## **Cambridge University, UK, winter 1979**



#### **Data**

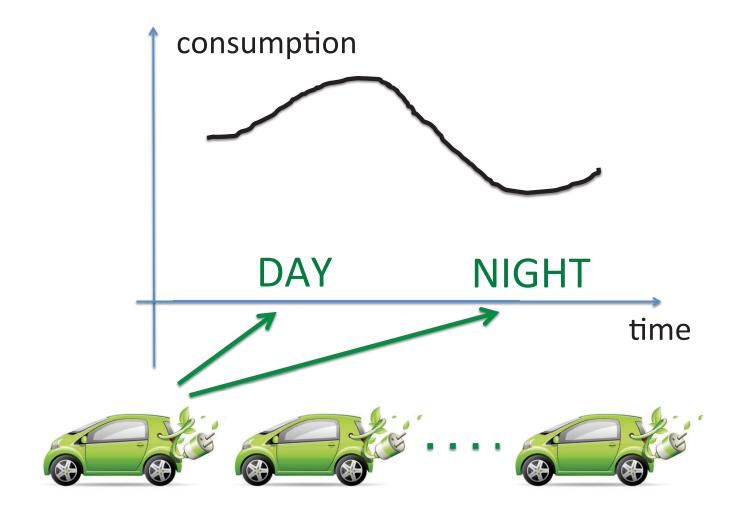
- 33 ducks
- Two observers/sites 20 m apart
- Site 1: 12 items/min
- Site 2: 24 items/min

#### **Observations** \*\*\*



D. G. Harper,
"Competitive foraging
in mallards: Ideal free
ducks", *Anim. Behav.*,
1982, 30, 575-585.

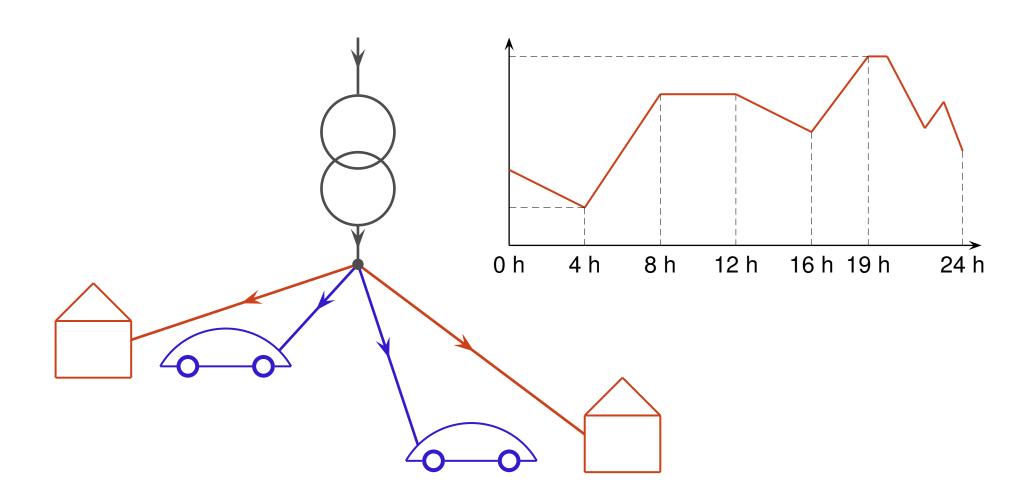
## $\textbf{Ducks} \rightarrow \textbf{vehicles}$



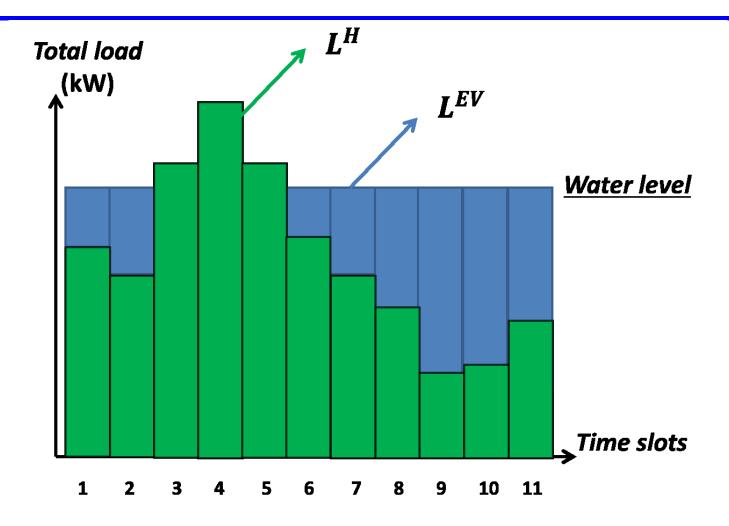
## **Electric vehicle charging games**

Problem statement

## The charging problem in a nutshell



## A well-known state-of-the art scheme: water-filling



[Shinwari et al Trans. on SG 2012][Gan et al Trans. on PS 2013]

### Main drawbacks of state-of-the art charging schemes

► Not tailored to a given utility/payoff or cost function (transformer lifetime, Joule losses, recharging monetary cost, ...)

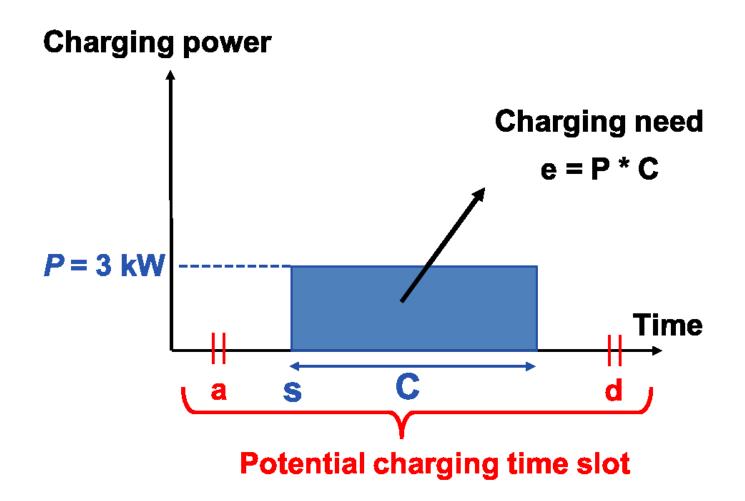
► Typically not globally efficient

▶ Lack of robustness to imperfect forecast

## **Electric vehicle charging games**

Static game formulation of the problem

### Rectangular charging profiles are assumed



[Beaude et al Trans. on SG 2016]

## **Motivations for rectangular profiles**

► Used in reality (e.g., by Renault)

▶ Delay is minimized

► EV battery aging is managed

# About finding the start time instants jointly and exhaustively

► Charging start instants (<u>actions</u>) for EV

$$i \in \{1, ..., I\}$$
 (players):  $s_i \in S_i = \{1, ..., T\}$ 

▶ Vector of charging start instants:  $s = (s_1, ..., s_I)$ 

**Example.** 
$$T = 48, I = 10 \rightarrow T^{I} \sim 10^{18}$$

### **Motivations for distributed optimization**

► Complexity. Single decision-making entity:

$$O(T^I) \to O(I \times T)$$

▶ Partial control. Decision-makers = EVs: only  $s_i$  is controlled by EV i

## **Payoff functions**

$$u_i(s_1,...,s_I) = f_i \left[ g_i^{\mathrm{DN}}\left(s\right) + g_i^{\mathrm{EV}}\left(s_i\right) \right]$$

NB: DN (distribution network); EV (electric vehicle)

### **About the payoff functions**

➤ Distribution network component = transformer aging + distribution Joule losses



► EV component = charging monetary cost

## **Electric vehicle charging games**

Solving the problem

# Proposed distributed charging algorithm [Beaude et al Trans. on SG 2016]

**Algorithm 1:** The proposed distributed EV charging algorithm.

Initialize the round index as m = 0. Initialize the vector of charging start times as  $s^{(0)}$ .

while  $||s^{(m)} - s^{(m-1)}|| > \delta$  or  $m \le M$  do

**Outer loop.** Iterate on the round robin phase index: m = m + 1. Set i = 0.

**Inner loop.** Iterate on the DM index: i = i + 1. Do:

$$s_i^{(m)} \in \arg\max_{s_i \in \mathcal{S}_i} u_i(s_1^{(m)}, s_2^{(m)}, ..., s_i, s_i^{(m-1)}, ..., s_I^{(m-1)})$$
 (11)

where  $s_i^{(m)}(i)$  stands for action of DM i in the round robin phase m. Stop when i = I and go to **Outer loop**.

end

#### Main issues and solutions

o Does it converge?

What are the convergence point(s)?

▶ Congestion game structure

► Nash points (existence, uniqueness, efficiency)

### Sufficient conditions for convergence

## **Exact potentiality** [Monderer Shapley 1996]

$$\exists \Phi, \forall i, \forall s, \forall s'_i$$
:

$$u_i(s) - u_i(s'_i, s_{-i}) = \Phi(s) - \Phi(s'_i, s_{-i})$$

## **Ordinal potentiality**

$$u_i(s) - u_i(s'_i, s_{-i}) \ge 0 \Leftrightarrow \Phi(s) - \Phi(s'_i, s_{-i}) \ge 0$$

## **Potentiality** ↔ **payoff structure**

Total load at time  $t \in \{1, ..., T\}$ :

$$\ell_t(s) = \ell_t^{\text{exo}} + \ell_t^{\text{EV}}(s)$$

▶ Distribution network component:

$$g_i^{\text{DN}}(s) = \sum_{t \in \{s_i, \dots, s_i + C_i - 1\}} A_t(\ell_1(s), \dots, \ell_t(s)) + J(\ell_t(s))$$

 $lackbox{\sf EV component: } g_i^{ ext{EV}}(s_i) = \sum_{t=s_i}^{s_i+C_i-1} \pi_{i,t}$ 

### **Nash point definition**

ightharpoonup For I=2

$$\begin{cases} u_1(s_1^{\star}, s_2^{\star}) \ge u_1(s_1, s_2^{\star}) \\ u_2(s_1^{\star}, s_2^{\star}) \ge u_2(s_1^{\star}, s_2) \end{cases}$$

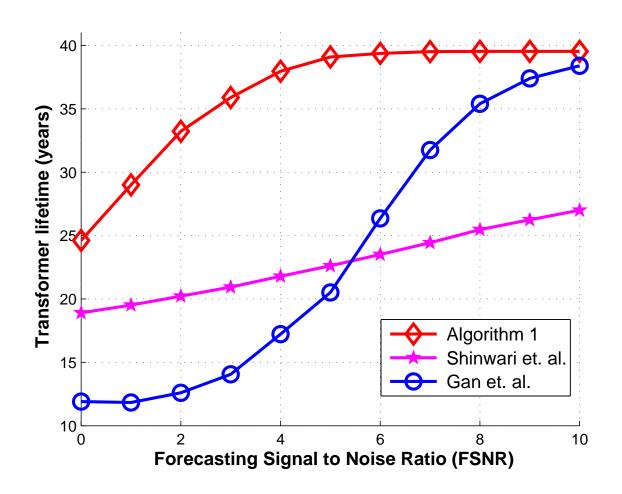
▶ For  $I \ge 2$ 

$$\forall i, \ u_i(s_i^{\star}, s_{-i}^{\star}) \geq u_i(s_i, s_{-i}^{\star})$$

## **Electric vehicle charging games**

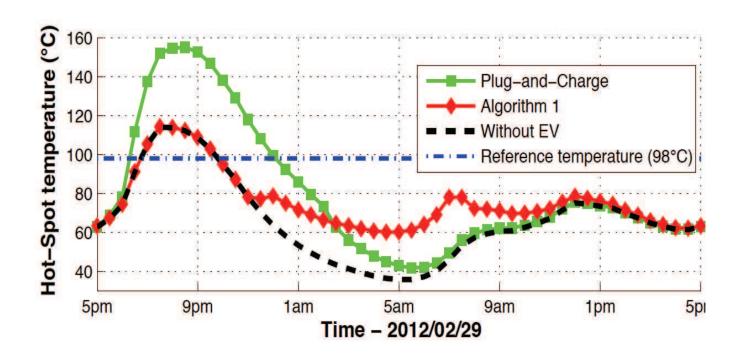
Numerical results

## Influence of forecasting errors



[Beaude et al TSG 2015] \*

## **Observing the hot-spot temperature**



## **Fireworks**



# At least two motivations for moving to a dynamical game formulation

► Maximal temperature

► More efficiency: binary charging power → continuous charging power

## **Electric vehicle charging games**

Dynamical game formulation of the problem

$$\forall t, \qquad x_t \leq x_{\max}$$

$$\forall t \qquad x_t = ax_{t-1} + b_1 \times \left(\frac{\ell_t^{\text{exo}}}{t} + \sum_{i=1}^{I} v_{i,t}\right)^2 + b_2 \times \left(\frac{\ell_{t-1}^{\text{exo}}}{t} + \sum_{i=1}^{I} v_{i,t-1}\right)^2 + c_t$$

$$\forall t, \qquad x_t \leq x_{\text{max}},$$

$$\forall t, t \in v_{i,t} \leq v_{\text{max}}$$

$$\forall t \qquad x_t = ax_{t-1} + b_1 \times \left(\ell_t^{\text{exo}} + \sum_{i=1}^I v_{i,t}\right)^2 + b_2 \times \left(\ell_{t-1}^{\text{exo}} + \sum_{i=1}^I v_{i,t-1}\right)^2 + c_t$$

$$\forall t, \qquad x_t \leq x_{\text{max}},$$

$$\forall i, \qquad \sum_{t=1}^{T} v_{i,t} \ge C_i$$

$$\forall (i,t), \qquad 0 \le v_{i,t} \le V_{\text{max}}$$

$$\forall t \qquad x_t = ax_{t-1} + b_1 \times \left(\ell_t^{\text{exo}} + \sum_{i=1}^{I} v_{i,t}\right)^2 + b_2 \times \left(\ell_{t-1}^{\text{exo}} + \sum_{i=1}^{I} v_{i,t-1}\right)^2 + c_t$$

$$\forall t, \qquad x_t \le x_{\text{max}},$$

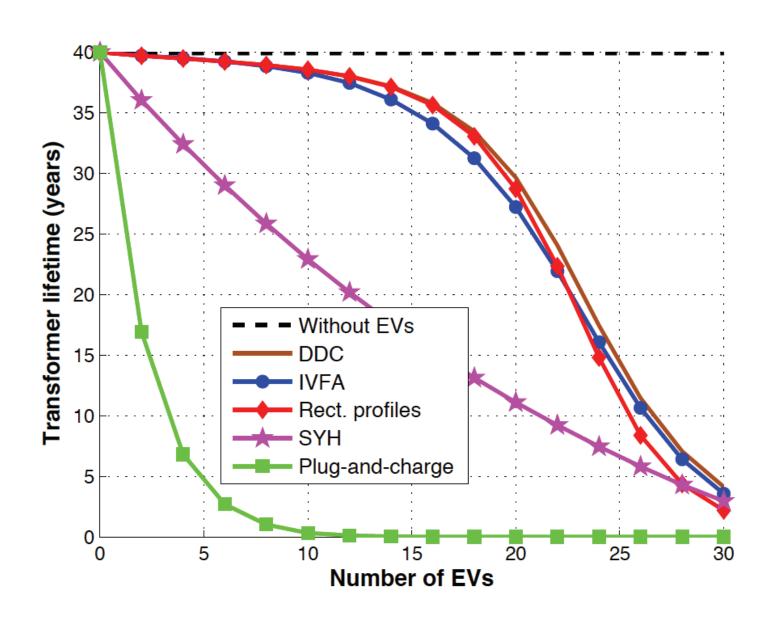
$$\begin{array}{ll} \text{minimize} & g(v,x) = \sum_{t=1}^T e^{\alpha x_t} + J\left(\ell_t^{\text{exo}} + \sum_{i=1}^I v_{i,t}\right) \text{ s.t.}: \\ \forall i, & \sum_{t=1}^T v_{i,t} \geq C_i \\ \forall (i,t), & 0 \leq v_{i,t} \leq V_{\text{max}} \\ \forall t & x_t = a x_{t-1} + b_1 \times \left(\ell_t^{\text{exo}} + \sum_{i=1}^I v_{i,t}\right)^2 \\ & + b_2 \times \left(\ell_{t-1}^{\text{exo}} + \sum_{i=1}^I v_{i,t-1}\right)^2 + c_t \\ \forall t, & x_t \leq x_{\text{max}}, \end{array}$$

## Proposed methodology to solve the problem

- ► Substitution technique
- ▶ Operate in a convex regime (e.g.,  $ab_1 + b_2 \ge 0$ )
- ▶ Distributed approach: Apply the best response dynamics with  $v_i = (v_{i,1}, ..., v_{i,T})$

[Beaude et al ECC 2015]

## **Numerical results (perfect forecast)**



### **Ongoing research**

☐ Algorithmic aspect: dynamical formulation + uncertainty (MDP) [Gonzalez et al Gretsi 2017] ☐ Strategic aspect: stochastic difference games, mean-field games ☐ Limiting performance characterization [Beaude et al Smart] Grid Comm 2015]

## **Electric vehicle charging games**

Thank you!

### Main publications (1/2)

[Gonzalez et al Gretsi 2017] M. Gonzalez, O. Beaude, P. Bouyer, S. Lasaulce, and N. Markey, "Stratégies d'ordonnancement de consommation d?'énergie en présence d'information imparfaite de prévision", Gretsi conference, Juan-les-Pins, France, Sep. 2017.

[Beaude et al TSG 2016] O. Beaude, S. Lasaulce, M. Hennebel, and I. Mohand-Kaci, "Reducing the impact of distributed EV charging on distribution network operating costs", IEEE Transactions on Smart Grid, Vol. 7, No.6, pp. 2666–2679, 2016.

[Beaude et al Smart Grid Comm 2015] O. Beaude, A. Agrawal, and S. Lasaulce, "A framework for computing power consumption scheduling functions under uncertainty", 6th IEEE International Conference on Smart Grid Communications (SmartGridComm 2015), Miami, Florida, USA, Nov. 2015.

[Beaude et al ECC 2015] O. Beaude, S. Lasaulce, M. Hennebel, and J. Daafouz, "Minimizing the impact of EV charging on the distribution network", European Conference on Control (ECC), Linz, Austria, July 2015.

### Main publications (2/2)

[Beaude et al Netgcoop 2014] O. Beaude, C. Wan, and S. Lasaulce, "Composite charging games in networks of electrical vehicles", IEEE Proc. of the 8th International Conference on NETwork Games, COntrol and OPtimization (NETGCOOP), Trento, Italy, Oct. 2014.

[Beaude et al Netgcoop 2012] O. Beaude, S. Lasaulce, and M. Hennebel, "Charging Games in Networks of Electric Vehicles", IEEE Proc. of the 6th International Conference on NETwork Games, COntrol and OPtimization (NETGCOOP), Avignon, France, Nov. 2012.

#### Other references

[Gan et al Trans. on PS 2013] L. Gan, U. Topcu, and S. H. Low, "Optimal decentralized protocol for electric vehicle charging," Power Systems, IEEE Trans. on, Vol. 28, No. 2, pp. 940–951, 2013.

[Shinwari et al Trans. on SG 2012] M. Shinwari, A. Youssef, and W. Hamouda, "A water-filling based scheduling algorithm for the smart grid," Smart Grid, IEEE Trans. on, Vol. 3, No. 2, pp. 710–719, 2012.

[Monderer Shapley 1996] D. Monderer and L. S. Shapley, "Potential games," Games and Economic Behavior, vol. 14, no. 1, pp. 124–143, 1996.