Designing fair and stable pricing mechanisms for consumers: a mixed approach between coalitional game theory and bilevel models

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Outline

The proposed model: a mix between bilevel and coalitional games

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Proposed model: mix bilevel/coalitional games Sketch of the model Algo 1 to solve cons. load scheduling pb Imbalance cost Aggregator problem

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Outline

The proposed model: a mix between bilevel and coalitional games

- Sketch of the model
- Algo 1 to solve cons. load scheduling pb
- Imbalance cost
- Aggregator problem

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Proposed model: mix bilevel/coalitional games

Sketch of the model Algo 1 to solve cons. load scheduling pb Imbalance cost Aggregator problem

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Sketch of the model

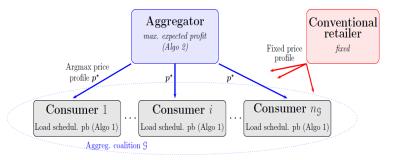


Figure: Global - bilevel - scheme of proposed approach. At the lower level, a colational game problem.

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At the beginning of a temporal period of n days, each discretized in T time-slots: a sequential decision-making

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At the beginning of a temporal period of n days, each discretized in T time-slots: a sequential decision-making

• aggregator - leader (upper-level) determines a price profile $\mathbf{p}^* = (p^*(t))_{t=0}^{nT-1}$ over *n* days to come

 \rightarrow reach a targeted profit Π_{agg}

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each consumer - follower (lower-level), observing aggregator's price profile, chooses his load profile x_{i,l} for each l ∈ L_i

 \rightarrow schedule max. number of loads while minimizing cost under constraints (in next slide)

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End of temp. period: each consumer decide whether stay/quit coalition \mathcal{G} (or join for player with conv. retailer)

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And repeat, period after period ...

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- constant power (resp. duration) $w_{i,l}$ ($\mu_{i,l}$)

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- constant power (resp. duration) $w_{i,l}$ ($\mu_{i,l}$)
- per-unit reservation price $r_{i,l}$, chosen privately by i

 $\sum_{t=0}^{nT-1} p^{\star}(t) x_{i,t} \leq r_{i,l} w_{i,l} \mu_{i,l}$ (1)

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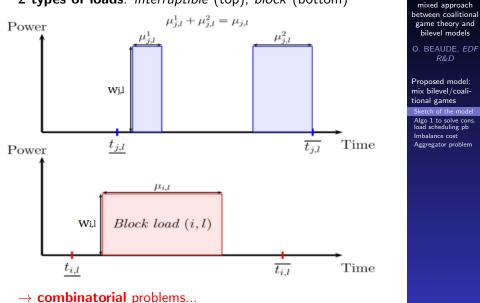
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Structuring assumption: constant power profiles

2 types of loads: *interruptible* (top), *block* (bottom)



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Load scheduling for a flexible consumer: Algo 1

Algo 1: exhaustive search, block by block (independent)

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Load scheduling for a flexible consumer: Algo 1

Algo 1: <u>exhaustive search</u>, block by block (independent)

For block load $l \in \mathcal{B}_i$

• Sort
$$\tau \in \{\underline{t}_{i,l}, \overline{t}_{i,l} - \mu_{i,l} + 1\}$$
 by increasing

$$\sum_{t= au+\mu_{i,l}-1}^{t= au+\mu_{i,l}-1} p^{\star}(t)$$

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Pollowing this order,

• If $\sum_{t=\tau}^{t=\tau+\mu_{i,l}-1} p^{\star}(t) \le r_{i,l}\mu_{i,l}$, schedule load on time-slots τ , $\tau + 1$, ..., $\tau + \mu_{i,l} - 1$. **STOP**

2) Else, while $\tau < \overline{t}_{i,l} - \mu_{i,l} + 1$, $\tau = \tau + 1$, GO TO 2)1).

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Load scheduling for a flexible cons.: Algo 1 (2)

Algo 1: exhaustive search, block by block (independent)

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If $\sum_{\tau=0}^{\tau=\mu_{i,l}-1} p^{\star}(t_{\tau}) ≤ r_{i,l}\mu_{i,l}$, schedule the load on time slots $t_0, t_1, ..., t_{\mu_{i,l}-1}$

Otherwise, do not schedule the load

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Imbalance = aggreg. diff. between (day ahead) estimation $\hat{d}_i(t)$ and (real time) realization $d_i(t)$ of demand of *i*

$$\Delta = \sum_{i \in \mathcal{G}} \hat{d}_i(t) - d_i(t)$$

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- balancing cost of aggregator
 - aggreg. over-estim.: "loss" $(p^{f}(t) p^{+}(t))(\Delta)_{+} > 0$

• aggreg. under-estim.: pay $p^{-}(t)(\Delta)_{-} > 0$

with $p^+(t)$ (resp. $p^-(t)$) unit price to sell (resp. buy) on balancing at t, with $p^+(t) < p^f(t) < p^-(t)$ [1]; $p^f(t)$ day-ahead energy price Designing fair and stable pricing mechanisms for consumers: a mixed approach between coalitional game theory and bilevel models

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- balancing cost of consumer *i*:
 - indiv. over-estim.: pay $(p^f(t) - p^+(t)) \left(\hat{d}_i(t) - d_i(t) \right)_+ > 0$
 - indiv. under-estim.: pay $p^-(t) \Big(\hat{d}_i(t) d_i(t) \Big) > 0$

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• balancing cost for consumer *i*

$$egin{array}{rcl} B_i(t) &=& p^-(t) \Big(\hat{d}_i(t) - d_i(t) \Big)_- \ &+& \Big(p^f(t) - p^+(t) \Big) \Big(\hat{d}_i(t) - d_i(t) \Big)_+ \end{array}$$

random variable at the beginning of period n * T

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Aggregator problem

• cost: buy in day-ahead... balancing cost (or profit)

$$egin{array}{rcl} c\left(\mathcal{G},t
ight) &=& p^f(t)\sum_{i\in\mathcal{G}}\left(\sum_{l\in\mathcal{L}_i}x_{i,l}(t)+\hat{d}_i(t)
ight)\ &+& p^-(t)\left(\sum_{i\in\mathcal{G}}(\hat{d}_i(t)-d_i(t))
ight)\ &-& p^+(t)\left(\sum_{i\in\mathcal{G}}(\hat{d}_i(t)-d_i(t))
ight)\ &+& \end{array}$$

• expected profit over horizon nT

$$\Pi(\mathbf{p}^{\star}) = \sum_{t=0}^{nT-1} \left\{ p^{\star}(t) \sum_{i \in \mathcal{G}} \left(\sum_{l \in \mathcal{L}_i} x_{i,l}(t) + \hat{d}_i(t) \right) \right. \\ \left. + \sum_{i \in \mathcal{G}} \mathbb{E} \left[B_i(t) \right] - \mathbb{E} \left[c \left(\mathcal{G}, t \right) \right] \right\}$$

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Aggregator problem (2)

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Aggregator problem (2)

... reach a targeted profit Π_{agg} is equivalent to following equation

$$\Pi_{agg} = \Pi(\mathbf{p}^{\star})$$

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denoted generically $\mathbf{A}\mathbf{p}^{\star} = \mathbf{b}$

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Aggregator problem (2)

... reach a targeted profit Π_{agg} is equivalent to following equation

$$\mathsf{\Pi}_{\mathsf{agg}} = \mathsf{\Pi}(\mathbf{p}^{\star})$$

denoted generically $\mathbf{A}\mathbf{p}^{\star} = \mathbf{b}$

Casted as an optimization problem

$$\min_{\mathbf{p}^{\star}} \left\| \mathbf{A} \left((\mathbf{x}_{\mathbf{i}})_{i \in \mathcal{G}}, \left(\hat{d}_{i}(t) \right)_{t=0, i \in \mathcal{G}}^{nT-1} \right) \mathbf{p}^{\star} - \mathbf{b} \left((\mathbf{x}_{\mathbf{i}})_{i \in \mathcal{G}}, \left(\hat{d}_{i}(t) \right)_{t=0, i \in \mathcal{G}}^{nT-1} \right) \right\|$$

s.t.
$$p^{\star}(t) \geq 0, \forall t \in \{0, \cdots, nT-1\}$$

<u>Remark</u>: problem solved with a (biased) estimation of reservation prices $(\hat{\mathbf{r}}_i)_{i \in \mathcal{G}}$

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Backward induction

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Proposed model: mix bilevel/coalitional games Sketch of the model Algo 1 to solve cons. load scheduling pb Imbalance cost Aggregator problem

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Backward induction

If aggregator prices are strictly ordered (wlog $p^{\star}(0) < \cdots < p^{\star}(nT - \overline{1})$)

 consumer reaction: function x_i (p*) uniquely by p* (unique solution in Algo 1)

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- consumer reaction: function x_i (p*) uniquely by p* (unique solution in Algo 1)
- Solve aggregator quadratic pb under a "Moore-Penrose" reformulation allowing keeping only positive "components" corresponding to scheduled appliances in 1) (*l* : ∑ *tx_{i,l}(t)* > 0)

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If aggregator prices are <u>not strictly ordered</u>: not clear... (pessimistic versus optimistic) Designing fair and stable pricing mechanisms for consumers: a mixed approach between coalitional game theory and bilevel models

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Work in progress:

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Proposed model: mix bilevel/coalitional games Sketch of the model Algo 1 to solve cons. load scheduling pb Imbalance cost Aggregator problem

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Work in progress:

 learning reservation prices: by aggregator's regret minimization

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THANK YOU FOR YOUR ATTENTION!

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