

# Mechanism Design for Wholesale Electricity Markets

with piece-wise linear costs and quadratic externalities

Benjamin Heymann<sup>1</sup>  
Alejandro Jofré<sup>2</sup>

<sup>1</sup>INRIA and Ecole polytechnique, France

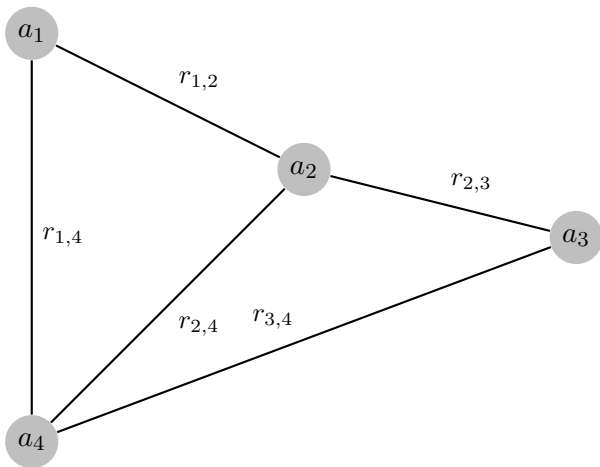
<sup>2</sup>CMM and Universidad de Chile

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# My three objectives in this talk

- Present the **market model**.
- Convince you that in this model producers exercise **market power**.
- Show you how we can deal with this market power using **mechanism design**. The final formulation we get is surprisingly **simple**.

# The market



# The actors of the market



(a) The ISO  
minimizes supply  
cost s.t. supply meet  
demand



(b) a producer wants  
to make some profit



(c) another producer  
competes with (b)

Figure : Some actors of the market

# The auction rules

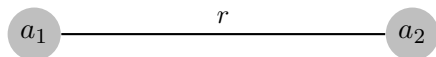
## The auction

- Each producer  $i$  bids a marginal price  $b_i$
- The ISO decides the production allocation  $q_i(b)$  so that supply  $\geq$  demand and total cost is minimized
- Producers get paid  $x$  according to their bid and the production they had to supply individually (pay as bid market):  $x_i(b) = b_i q_i(b)$
- Electricity can travel through the lines, **but quadratic loss**



# The ISO problem

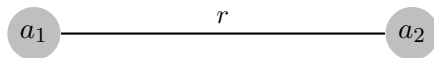
## The binodal example



- Demand =  $d$  at each node.
- Assume the bids are  $b_1$  and  $b_2$ .
- The operator has to decide the production levels  $q_1$  and  $q_2$ .
- The operator can send  $h_{12}$  of electricity from 1 to 2 (lose  $rh_{12}^2$ ).
- The operator can send  $h_{21}$  of electricity from 2 to 1 (lose  $rh_{21}^2$ ).
- At optimality,  $h_{12}h_{21} = 0$ .
- At optimality electricity will flow from the cheapest node to the most expensive.



# The binodal example



The ISO solves

$$\text{minimize } b_1 q_1 + b_2 q_2$$

$q, h$

subject to:

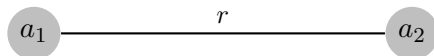
$$q_1 - h_{12} + h_{21} \geq \frac{r}{2}[h_{12}^2 + h_{21}^2] + d$$

$$q_2 - h_{21} + h_{12} \geq \frac{r}{2}[h_{12}^2 + h_{21}^2] + d$$

$$q_i, h_i \geq 0 \text{ for } i = 1, 2$$



# The binodal example



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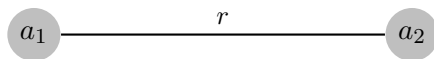
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# The binodal example



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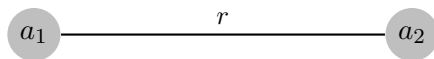
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More generally, the ISO solves

*ISO*(*b*)

$$\text{minimize}_{(q,h)} \quad \sum_{i \in \{Agents\}} \sum_{j \in \{Slopes\}} q_i^j b_i^j$$

$$\text{subject to} \quad \sum_{j \in \{Slopes\}} q_i^j + \sum_{i' \in V(i)} h_{i',i} - h_{i,i'} - \frac{h_{i,i'}^2 + h_{i',i}^2}{2} r_{i,i'} \geq d_i$$

$$h_{i,i'} \geq 0$$

$$q_i^j \geq 0$$

$$q_i^j \leq \bar{q}.$$

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In this talk I won't discuss the general ISO(b) resolution, but we will get some insights from the binodal linear case (and I will be happy to answer any related questions at the end of my presentation).

## Solution of ISO(b) for the linear binodal setting

If  $q_1$  and  $q_2$  are positive, then  $q_1 = F(b_1, b_2)$  and  $q_2 = F(b_2, b_1)$ , where

$$F(\lambda_1, \lambda_2) = d + \frac{1}{2r} \left( \frac{\lambda_1 - \lambda_2}{\lambda_1 + \lambda_2} \right)^2 - \frac{1}{r} \left( \frac{\lambda_1 - \lambda_2}{\lambda_1 + \lambda_2} \right).$$



## Solution of ISO(b) for the linear binodal setting

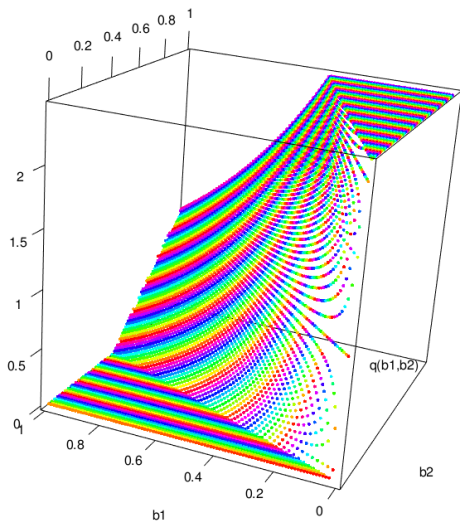
$$F(\lambda_1, \lambda_2) = d + \frac{1}{2r} \left( \frac{\lambda_1 - \lambda_2}{\lambda_1 + \lambda_2} \right)^2 - \frac{1}{r} \left( \frac{\lambda_1 - \lambda_2}{\lambda_1 + \lambda_2} \right) \quad \tilde{q} = 2 \left[ \frac{1 - \sqrt{1 - 2dr}}{r} \right]$$

Then

$$q_i(b_i, b_{-i}) = \begin{cases} F(b_i, b_{-i}) & \text{if } F(b_i, b_{-i}) \geq 0 \text{ and } F(b_{-i}, b_i) \geq 0 \\ \tilde{q} & \text{if } F(b_{-i}, b_i) < 0 \text{ and } F(b_i, b_{-i}) \geq 0 \\ 0 & \text{if } F(b_i, b_{-i}) < 0 \text{ and } F(b_{-i}, b_i) \geq 0 \end{cases}$$

And the payments are  $x_i(b) = b_i q_i(b_i, b_{-i})$  (pay-as-bid).

## Plot of the solution with respect to $b_1$ and $b_2$



What if I cut the line? ( $r = +\infty$ )

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→Then I get two monopolies that I need to regulate

# Market Power

- Assume each producer has a linear production cost of slope  $c$
- Assume that this is common knowledge
- Profit for a producer 1:  $(b_1 - c)F(b_1, b_2)$
- Profit for a producer 2:  $(b_2 - c)F(b_2, b_1)$
- We get the Nash equilibrium strategies:

### Market power

$$b^* = \frac{c}{1 - 2dr} > c$$

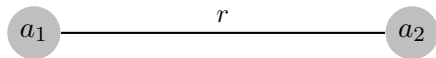
What if  $r = 0$  ?

What if  $r = 0$  ?  $\rightarrow$  bids =  $c$ , earns 0.



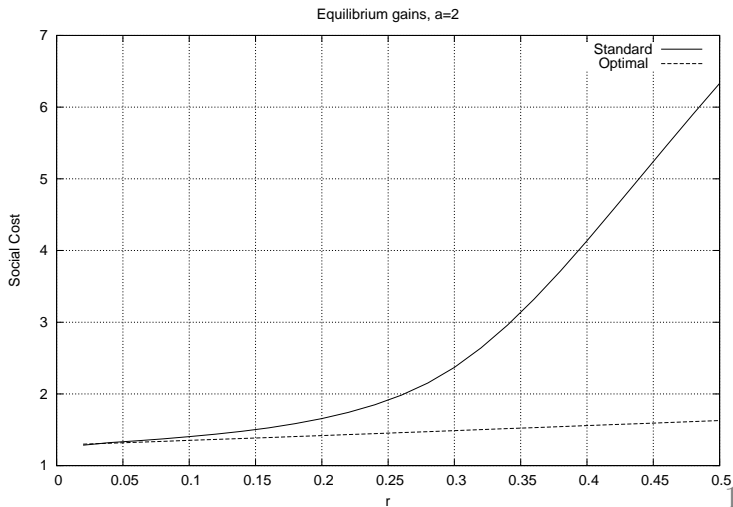
# Mechanism Design

Just to recap, why are we doing this?

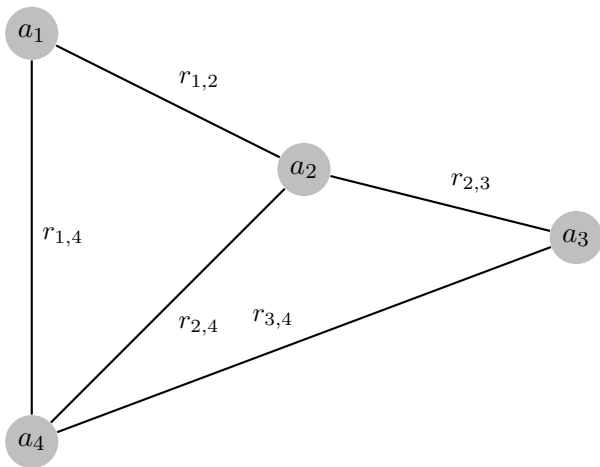


# To minimize tax money overspending !!!

Social cost: Optimal Mechanism (dotted line) vs Standard Setting



# The market



# The New Mechanism

- Producers bid
- (before) They receive production allocation and payments (from the ISO allocation problem)  $(x_i(b) = b_i q_i(b))$
- (in the next slides) They receive production allocation and payments (BUT a new rule  $(q_i(b), x_i(b))$  )

What if the ISO knew the  $c_i$  ?

- At each node  $i$ :
  - There is a fixed demand for electricity  $d_i$
  - There is an electricity producer whose production cost is piecewise-linear of slopes  $(c_i^1, \dots, c_i^N)$  such that for a production level between  $j\bar{q}$  and  $(j+1)\bar{q}$ , the marginal cost is  $c_i^j$
  - $c_i$  is unknown to the ISO and the other producers, but they have a prior (probability distribution)  $f_i(c_i)$  on it.
  - This probability distribution corresponds to some common knowledge on  $i$ .
  - From a technical perspective,  $f_i$  needs to satisfy some properties to make the forthcoming construction possible.
- The nodes are connected by edges
- When a quantity  $h_{i,j}$  of electricity is sent from node  $i$  to node  $j$  we lose,  $r_{i,j}h_{i,j}^2$  in the process
- **Objective for the operator (ISO): To produce enough electricity to meet demand while minimizing the total cost**



### Theorem (Revelation Principle)

*To any Bayesian Nash equilibrium of a game of incomplete information, there exists a payoff-equivalent direct revelation mechanism that has an equilibrium where the players truthfully report their types.*



# Mechanism Design

## Revelation Principle

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*"We can limit our search of new  $(x, q)$  to those such that the mechanism is truthful"*

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*"We can limit our search of new  $(x, q)$  to those such that the mechanism is truthful"*

- Idea: change the ISO behaviors
- Tool: the revelation principle
- So: we perform an optimization over the truthful direct mechanisms

# Construction of the Mechanism

# The optimization problem

## Problem

*minimize*  $\sum_{i \in \{\text{Producers}\}}$  *Average Payment for producer*  $i$   
 $(q, x, h)$

*subject to*

*Supply is greater than demand.*

*It's optimal for all producers to tell the truth.*

*Every producer wants to participate in the market.*

# The Optimization Problem

## Problem

$$\underset{(q,x,h)}{\text{minimize}} \quad \sum_{i \in \{\text{Producers}\}} \mathbb{E}x_i(c)$$

*subject to*

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*It's optimal for all producers to tell the truth*

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# The optimization problem

## Problem

$$\underset{(q,x,h)}{\text{minimize}} \quad \sum_{i \in \{\text{Producers}\}} \mathbb{E}x_i(c)$$

subject to

$$q_i(c) + \sum_{i' \in V(i)} h_{i',i}(c) - h_{i,i'}(c) - \frac{h_{i,i'}^2(c) + h_{i',i}^2(c)}{2} r_{i,i'} \geq d_i$$

*It's optimal for all producers to tell the truth*

*The producer want to participate in the market.*

# The optimization problem

## Problem

$$\underset{(q,x,h)}{\text{minimize}} \quad \sum_{i \in \{\text{Producers}\}} \mathbb{E}x_i(c)$$

subject to  $(c, c')$

$$q_i(c) + \sum_{i' \in V(i)} h_{i',i}(c) - h_{i,i'}(c) - \frac{h_{i,i'}^2(c) + h_{i',i}^2(c)}{2} r_{i,i'} \geq d_i$$

$$U_i(c_i, c_i) \geq U_i(c_i, c'_i)$$

*The producer want to participate in the market.*

# The optimization problem

## Problem

$$\underset{(q,x,h)}{\text{minimize}} \quad \sum_{i \in \{\text{Producers}\}} \mathbb{E}x_i(c)$$

subject to for all  $(c, c')$

$$q_i(c) + \sum_{i' \in V(i)} h_{i',i}(c) - h_{i,i'}(c) - \frac{h_{i,i'}^2(c) + h_{i',i}^2(c)}{2} r_{i,i'} \geq d_i$$

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$$U_i(c_i, c_i) \geq U_i(c_i, c'_i) \quad \text{HARD}$$

$$U_i(c_i, c_i) \geq 0. \quad \text{HARD}$$

# The Reformulation

$$\underset{(q,h)}{\text{minimize}} \quad \mathbb{E} \sum_{i \in \{\text{Producers}\}} \sum_{j \in \{\text{Slopes}\}} q_i^j(c) \hat{c}_i^j$$

subject to for all  $c$

$$q_i(c) + \sum_{i' \in V(i)} h_{i',i}(c) - h_{i,i'}(c) - \frac{h_{i,i'}^2(c) + h_{i',i}^2(c)}{2} r_{i,i'} \geq d_i$$

And set  $x_i(c) = \sum_{j \in \{\text{Slopes}\}} q_i^j(c) c_i^j + \int_{c_i^j}^{\bar{c}_i^j} q_i^j(t; c_{-i}) dt$ .

Where  $\hat{c}_i^j = (c_i^j + K_i^j(c_i^j))$  can be computed from the data.

# The ISO allocation problem

*ISO*( $b$ )

$$\underset{(q,h)}{\text{minimize}} \quad \sum_{i \in \{Agents\}} \sum_{j \in \{Slopes\}} q_i^j b_i^j$$

$$\text{subject to} \quad \sum_{j \in \{Slopes\}} q_i^j + \sum_{i' \in V(i)} h_{i',i} - h_{i,i'} - \frac{h_{i,i'}^2 + h_{i',i}^2}{2} r_{i,i'} \geq d_i$$

$$h_{i,i'} \geq 0$$

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# The Reformulation

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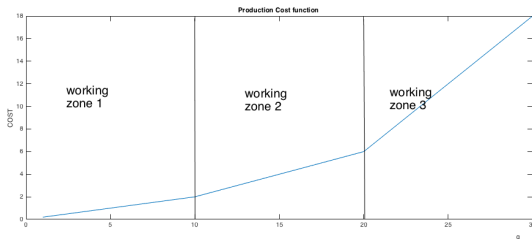
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Where  $\hat{c}_i^j = (c_i^j + K_i^j(c_i^j))$  can be computed from the data.

# The assumptions on $f_i$



- NON OVERLAPPING WORKING ZONES:

$$\mathbf{C}_i = [c_i^{1-}, c_i^{1+}] \times \dots \times [c_i^{N-}, c_i^{N+}]$$

- DISCERNABILITY ASSUMPTION: the virtual cost

$$J_{i,j}(c_i^j) = c_i^j + K_i^j(c_i^j) \text{ is increasing in } j$$

- MONOTONE LIKELIHOOD RATIO PROPERTY:

$$c_i^j \rightarrow c_i^j + K_j^i(c_i^j) \text{ is increasing in } c_i^j$$

## Other aspects

- Robustness
- Allocation algorithm and fixed point
- Bayesian game equilibrium computation and fictitious play ODE
- Generalizable to other networks

## Conclusion

I presented a mechanism to deal with market power in power markets.



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## Some definitions

- A *direct mechanism* is a triple  $(q, x, h) \in (\mathcal{Q}, \mathcal{X}, \mathbb{H})$
- BAYESIAN NASH EQUILIBRIUM = strategy profile such that each player maximizes his expected payoff given his belief about the other players' types and given the strategies played by the other players.
- $K_i^j(c_i^j) = \int_{c_i^{j-}}^{c_i^j} f_i^j(s) ds / f_i^j(c_i^j)$
- $Q_i^j(c_i) = \mathbb{E}_{-i} \min((q_i(c_i, c_{-i}) - (j-1)\bar{q})^+, \bar{q})$
- $X_i(c_i) = \mathbb{E}_{-i} x_i(c_i, c_{-i})$
- $U_i(c_i, c'_i) = X_i(c'_i) - \sum_{j \in J} c_i^j Q_i^j(c'_i)$