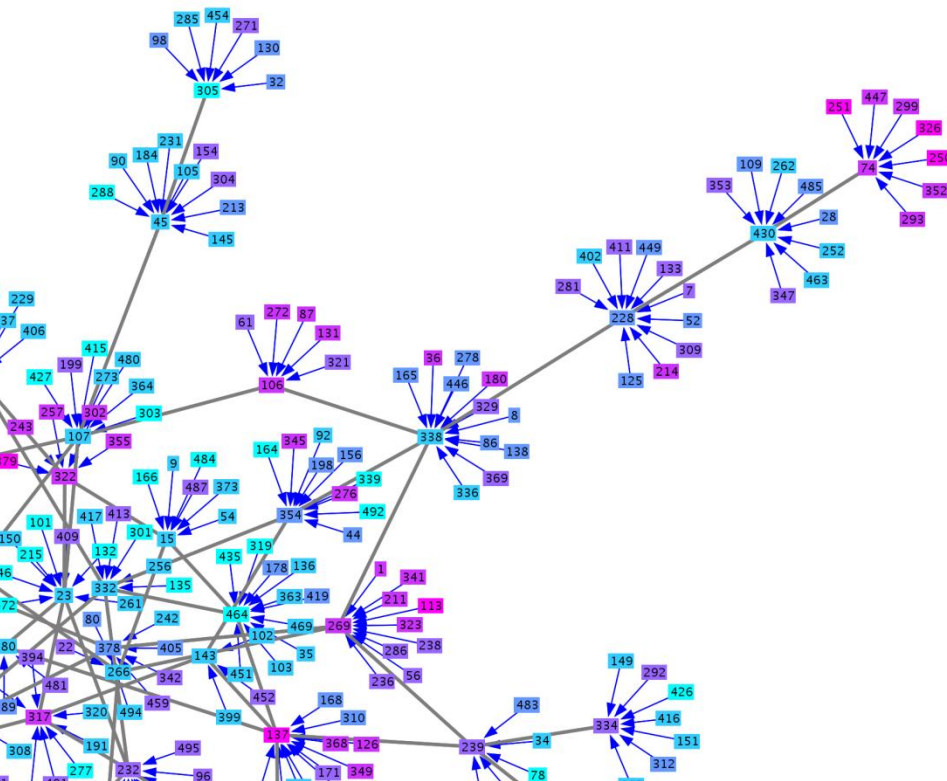


# Generation of realistic consumer populations for electrical demand simulation in the context of the smart grid



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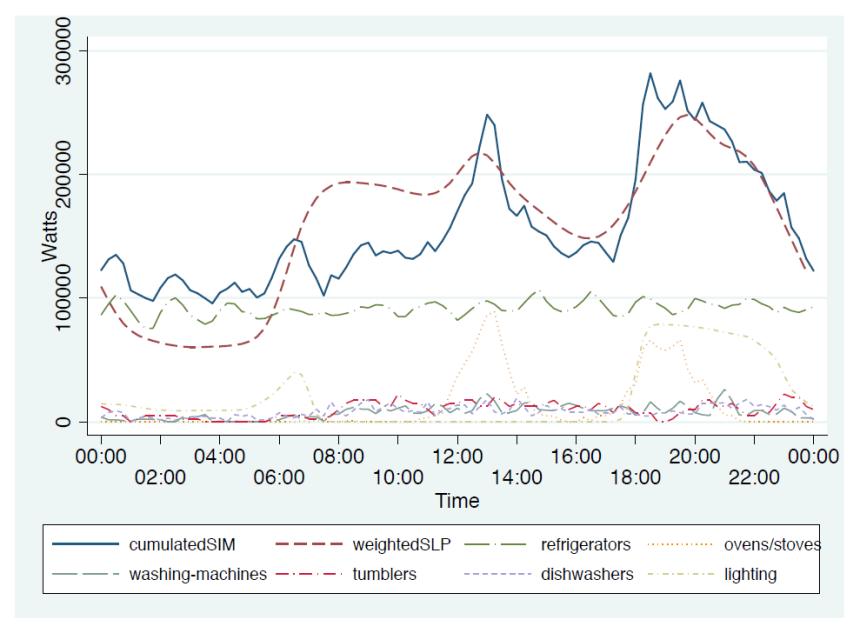
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# Introduction

- Agent-based simulations for energy systems require as an input both:
  - the **structure of the system** (a network or graph) and
  - the **attributes of the agents** (or nodes)
- Moreover, the agents are positionned over the network according to their characteristics
- Generation of synthetic, networked populations involve two steps:
  - **generate a population of agents** (that represent energy consumers) with realistic attributes
  - **position them over a network** according to their attributes

## Use case

- In a previous work, authors proposed a **model of energy consumption** that reconstructs the load curve from the bottom up [3,6]

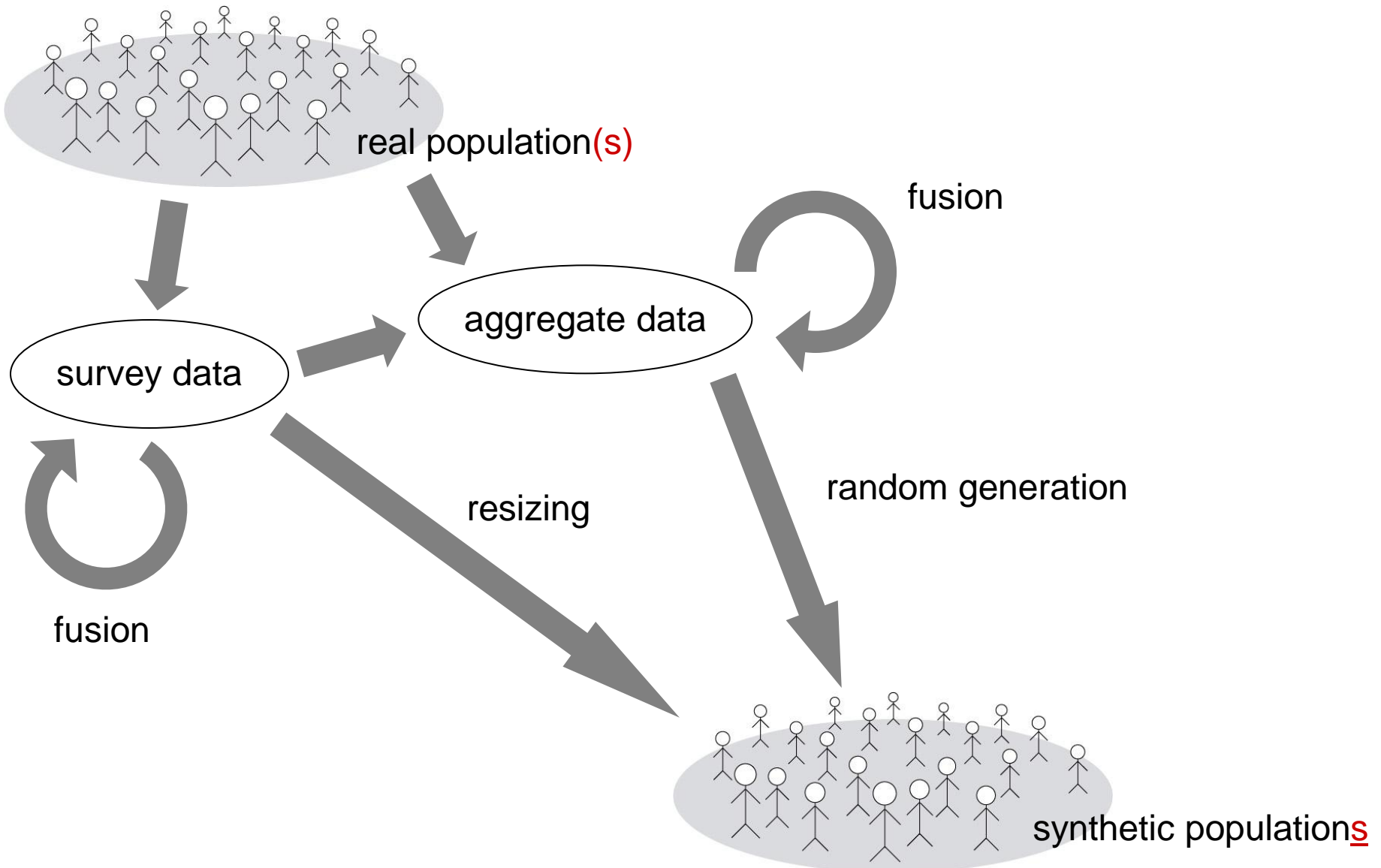


- Parameters of this model include a list of the devices of each household, and the corresponding usage of these appliances (the « synthetic population »)
- Data:
  - ✎ we previously conducted **a survey on 769 households** [3]. Data includes household usage rates, sociodemographics and lifestyle issues.
  - ✎ Objective: extrapolate « smartly » this sample to large synthetic population sizes to be used into simulations
- This case is representative of most data-driven agent-based simulations in which data is rare and costly

# First approach:

Hand-made generation of attributes  
(without network)

# Main approaches to population generation



# Aggregating data

- We **rejected population resizing** in order to avoid errors caused by the low size of our sample.
  - for instance, this ~700 sample contains a household with 1 adult and 12 children
  - extrapolated to 10,000 households => 15 of such an household, which is actually rare in the actual population.
- We aggregate data by detecting correlations, based on:
  - **common sense**: « the number of showers may probably depends on the number of people in the household or the number of children »
  - **statistical analysis**: « does the income determines the number of showers ? »
  - **number of samples in the cross analysis**: too few correlations, reject the correlation

nrshowers_class * npers Crosstabulation										
			npers						Total	
			1	2	3	4	5	6		
nrshowers_class		Count	12	22	1	6	1	0	42	
		% within npers	4,2%	4,5%	,7%	4,2%	2,6%	,0%	3,8%	
	0_to_4	Count	108	137	15	18	2	2	282	
		% within npers	37,6%	28,0%	10,6%	12,7%	5,1%	16,7%	25,4%	
	10_to_14	Count	18	188	41	25	10	3	285	
		% within npers	6,3%	38,4%	28,9%	17,6%	25,6%	25,0%	25,6%	
	15_to_19	Count	1	12	28	15	7	0	63	
		% within npers	,3%	2,4%	19,7%	10,6%	17,9%	,0%	5,7%	
	20_to_24	Count	0	3	26	25	6	1	61	
		% within npers	,0%	,6%	18,3%	17,6%	15,4%	8,3%	5,5%	
	25_to_29	Count	0	0	2	23	3	1	29	
		% within npers	,0%	,0%	1,4%	16,2%	7,7%	8,3%	2,6%	
	30_to_34	Count	0	1	0	4	1	1	7	
		% within npers	,0%	,2%	,0%	2,8%	2,6%	8,3%	,6%	
	35_to_39	Count	0	0	0	0	6	0	6	
		% within npers	,0%	,0%	,0%	,0%	15,4%	,0%	,5%	
	40_more	Count	0	0	0	1	1	1	3	
		% within npers	,0%	,0%	,0%	,7%	2,6%	8,3%	,3%	
	5_to_9	Count	148	127	29	25	2	3	334	
		% within npers	51,6%	25,9%	20,4%	17,6%	5,1%	25,0%	30,0%	
Total		Count	287	490	142	142	39	12	1112	
		% within npers	100,0%	100,0%	100,0%	100,0%	100,0%	100,0%	100,0%	

- Example of crosstabulation using SPSS; note the low number of cases in some cells

# Choice of correlations

- The survey data is processed using the SPSS software
- for instance, for computing the number of showers, we detected:
  - $p(\text{nbshowers} \mid \text{nbpeople})$ : the number of showers mainly depend on the number of people
  - $p(\text{nbpeople})$ : for generating a population, we will use the frequency distribution of the number of people
- Feedback:
  - on small samples (even for 700 households !), we have to rely **only on first-order correlations**
  - The use of aggregate statistics facilitates the **correction of aberrant cases** (by manually correcting some probabilities)



# Application

- Algorithm: monte-Carlo sampling:
  - for each household to create
    - randomly select the value of the lifestyle according to  $p(\text{lifestyle})$ ,
    - randomly select the value of the number of showers according to  $p(\text{nbshowers} \mid \text{lifestyle})$
- Does work, but:
  - we have to encode the generation of the population by ourself; this **increase the risk of programming errors or artifacts**
  - it provides **no solution for the generation of the network** according to agents' attributes
  - => we explore the use of a standalone generic tool for the generation of networked populations [2]

# Second approach:

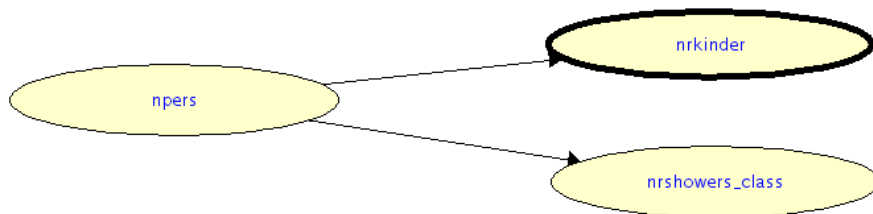
use of a generic tool to generate both attributes and a network

# The YANG approach

- The YANG approach [2] is devoted to the generation of synthetic networked populations.
- It provides:
  - a **meta-model** for describing the **attributes of individuals** and probabilistic generation rules for creating links according to the properties of agents
  - **an algorithm** for the generation (we ignore the generation of networks in the frame of this study), and an open-source graphical tool for using it
  - a measure of generation errors

# Encoding of attributes

- Attributes are encoded as **random variables with conditional probabilities into a Bayesian network** (same principle with a graphical representation)



The image shows a software window titled 'nrkinder Properties'. It has three tabs: 'Properties', 'Probabilities', and 'Attributes'. The 'Attributes' tab is selected. Below the tabs is a 'Conditional Probability Table' dropdown menu. To the right of the dropdown are four buttons: 'Resize', 'Complement', 'Normalize', and 'Select All'. The table itself has four columns: 'npers', '4', '5', and '6'. The rows are indexed from 0 to 12. The table contains numerical values representing conditional probabilities.

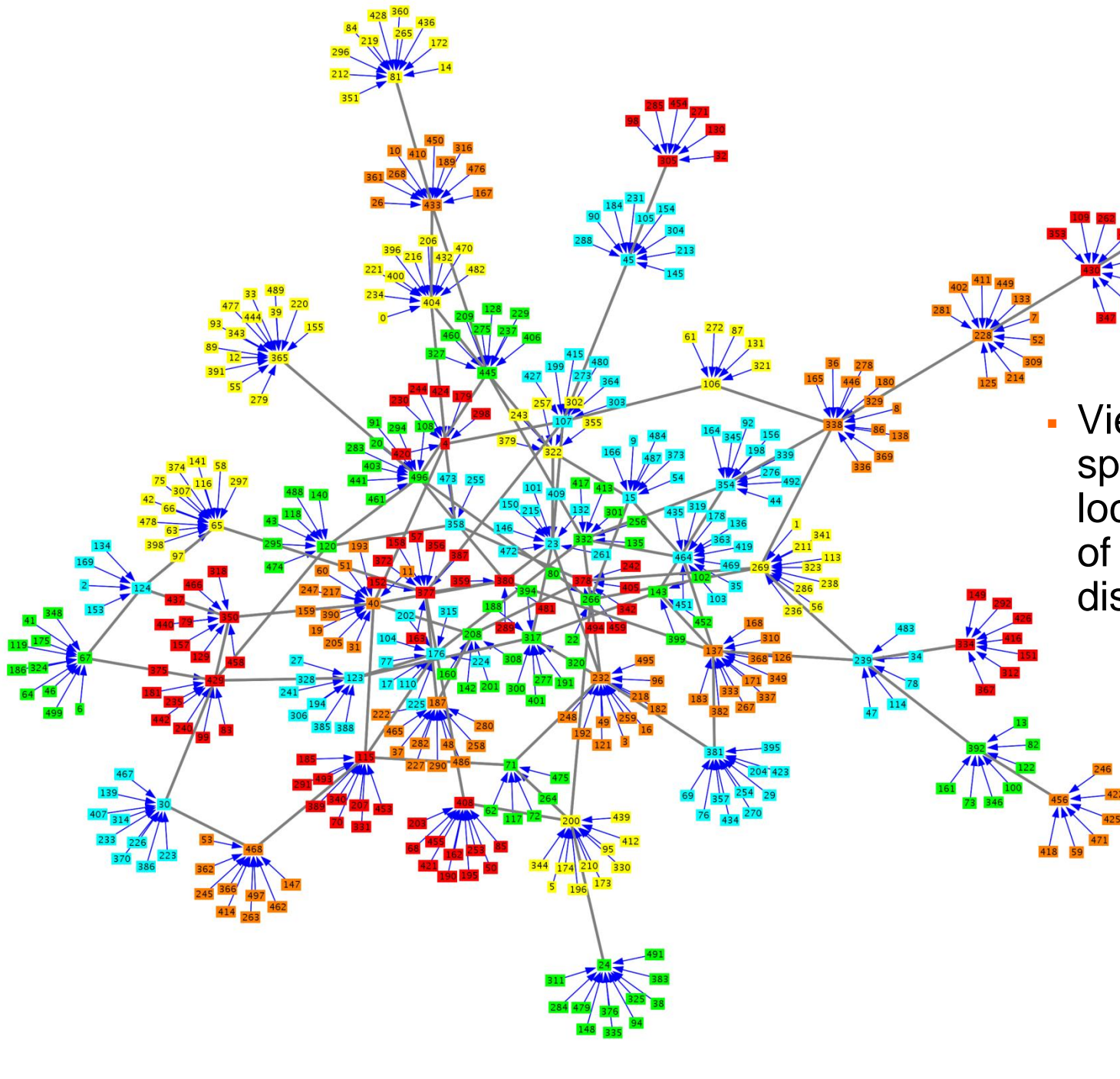
npers	4	5	6
0	0,25	0,105	0,0
1	0,088	0,079	0,10000000000000002
2	0,64	0,132	0,10000000000000002
3	0,02200000000000002	0,605	0,20000000000000004
4	0,0	0,0	0,19999999999999998
5	0,0	0,053	0,10000000000000002
6	0,0	0,0259999999999999912	0,10000000000000002
7	0,0	0,0	0,10000000000000002
8	0,0	0,0	0,0
9	0,0	0,0	0,0
10	0,0	0,0	0,0
11	0,0	0,0	0,0
12	0,0	0,0	0,10000000000000002

At the bottom right of the dialog are two buttons: 'Annuler' (with a red circle icon) and 'OK' (with a blue arrow icon).

- Then YANG uses the same Monte-Carlo principe as ours for generating the population

# Generation of networks

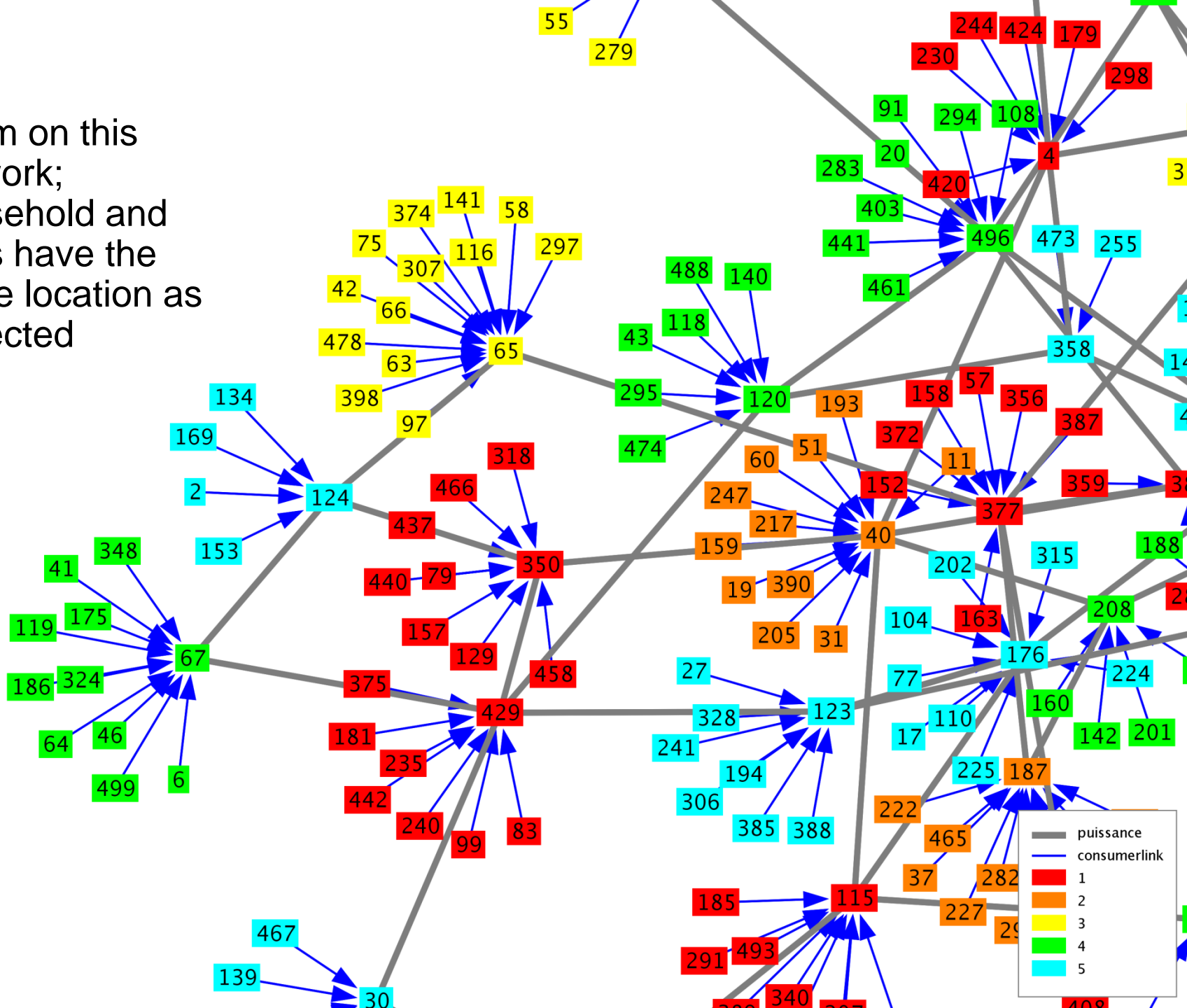
- principle: **households are not positioned randomly over the distribution network**; for instance, rural areas often contain bigger households
- YANG enables the description of rules for creating links; these rules describe the probability to create a link given the attributes of individuals
- First experiment:
  - we add agents that represent **distribution hubs** of the network,
  - all the agents are spatialized over **5 fictive spatial areas**,
  - households are connected to distribution hubs of their area,
  - distribution hubs are interconnected by a **random electric grid**
  - household size depends on the spatial location
- Let's browse an example of generated network



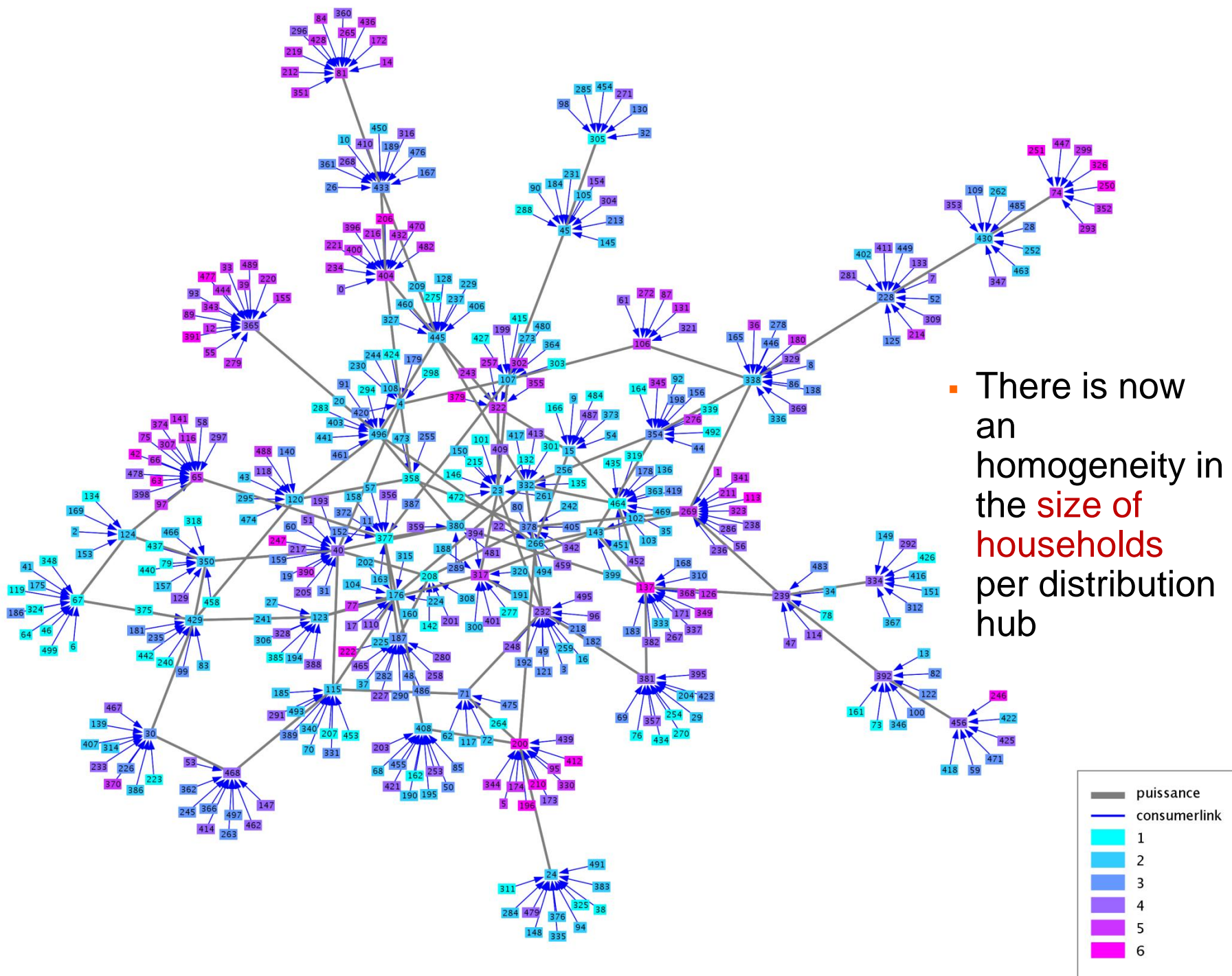
View of the 5 spatial locations, and of the random distribution grid



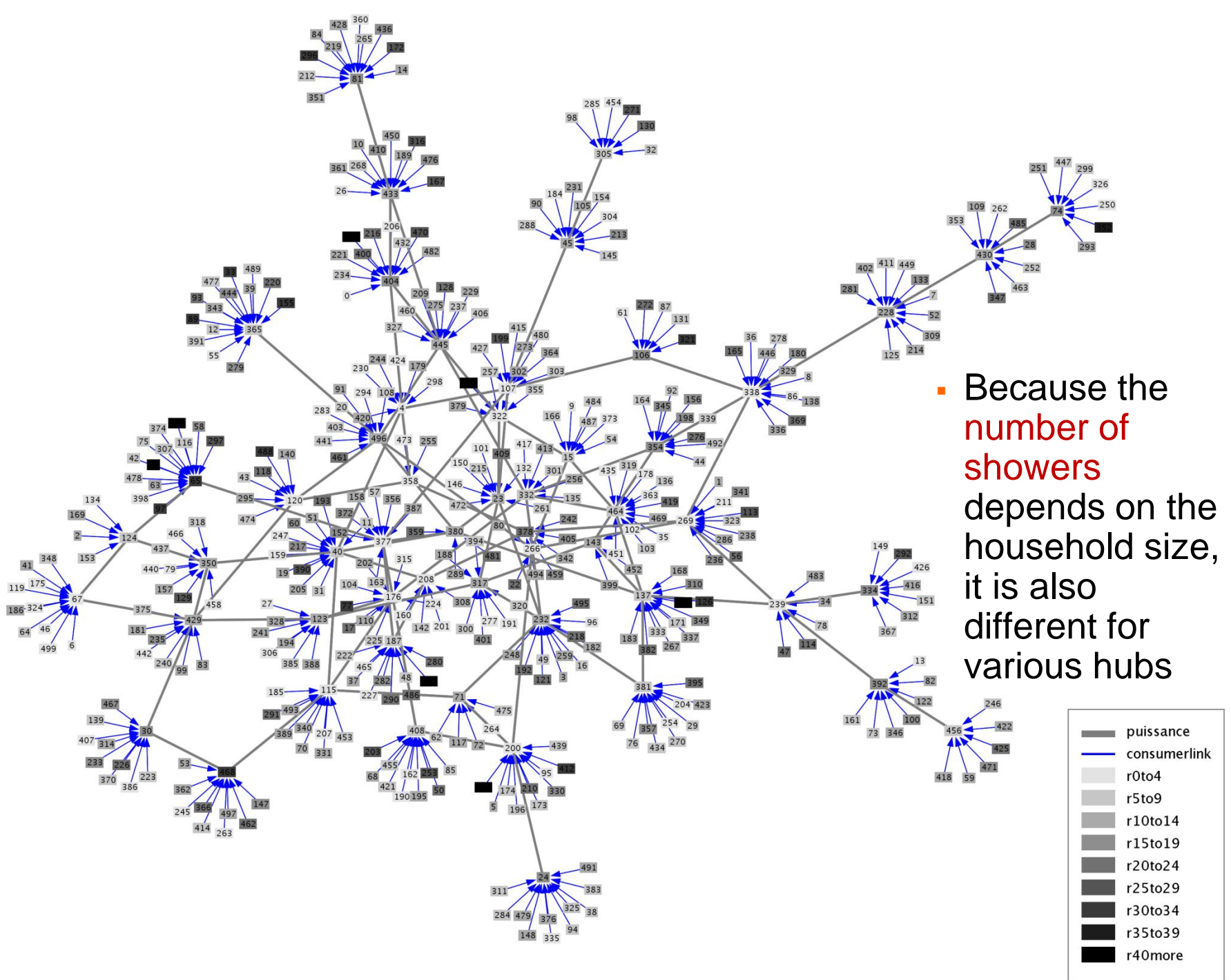
- Zoom on this network; household and hubs have the same location as expected











# Discussion

and future work

# Discussion

- In short:
  - the use of aggregate statistics facilitate the correction of data (reduce the statistical impact of aberrant cases)
  - however, on such a small sample, we can **rarely correlate more than two variables**
  - the use of a generic tool facilitates **prototyping of networks** by positioning the agents according to their characteristics
- This **opens the way to the reproduction of load curves at the meso level** (hubs, spatial areas);
- Next steps:
  - **retrieve data** on the correlation between household types and their location over a distribution network,
  - reproduce the differences in lifestyles at this local scale (heterogeneity in building isolation, work periods, etc.) and its impact on the load curve

# Thanks.

questions/comments/critics  
warmly welcomed !

