Noncooperative Game Theory for Resource Scheduling and Planning in Renewable Energy Community

Louise Sadoine¹, Zacharie De Grève², Thomas Brihaye¹

¹UMons, Effective Mathematics Department, Mons, Belgium - ² UMons, Power Systems and Market Research Group, Mons, Belgium

Context

Renewable Energy Community (REC):

- Organized entity of consumer and prosumers of electricity established on the public electricity distribution network.
- Members can buy electricity from the local pool of excess renewable production or from their retailer.
- Members may benefit from economic, environmental or social advantages. $\frac{1}{REC}$

Formalized by the EU Commission:

- Enabling citizens to play an active and central role in the electricity supply chain.
- Creating a local stable economic framework, less subject to market price spikes.

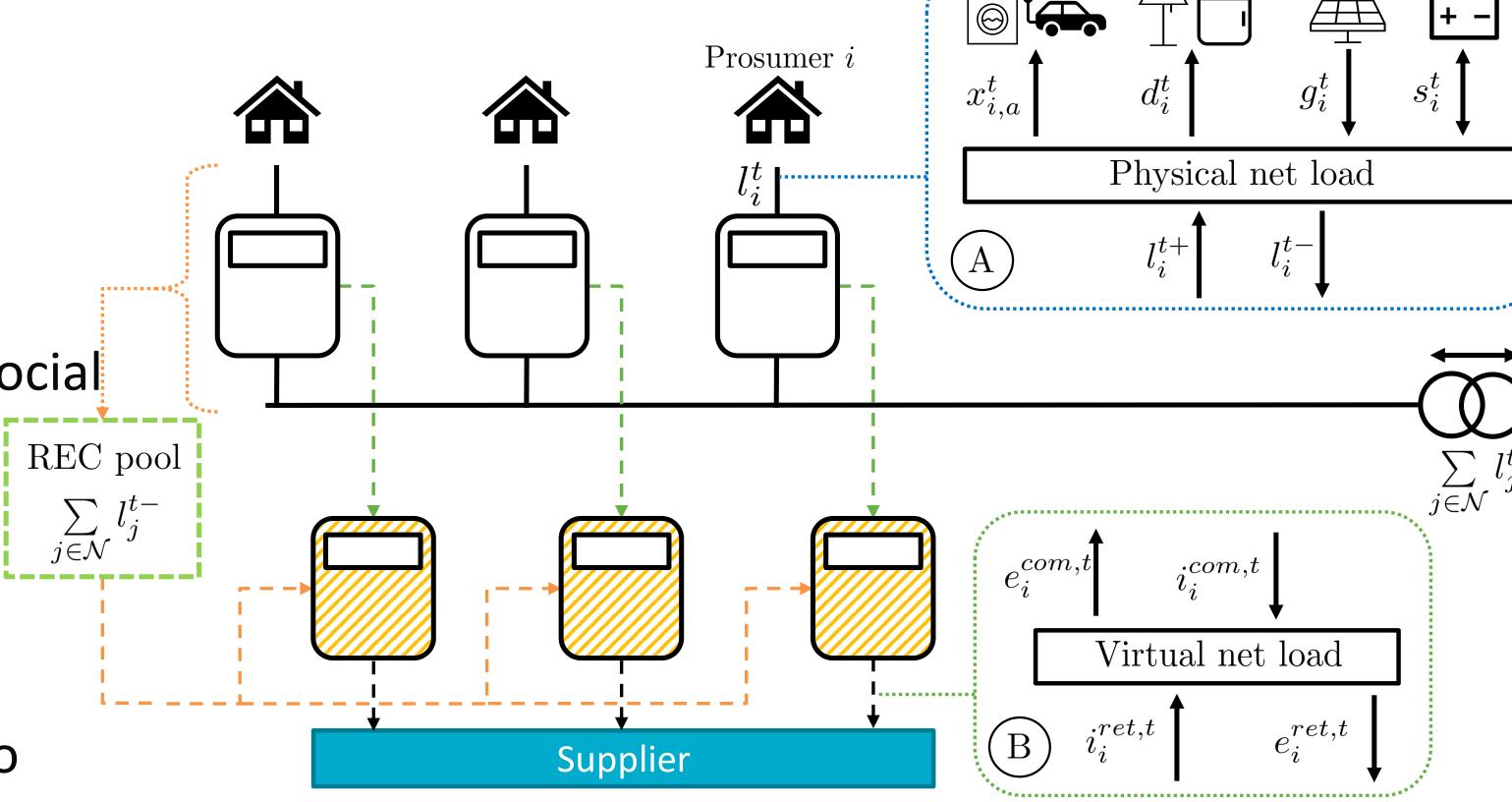


Figure 1 – Renewable Energy Community Model

Objectives Modelling scheduling and resource planning in the REC

Short-term (ST) operational management:

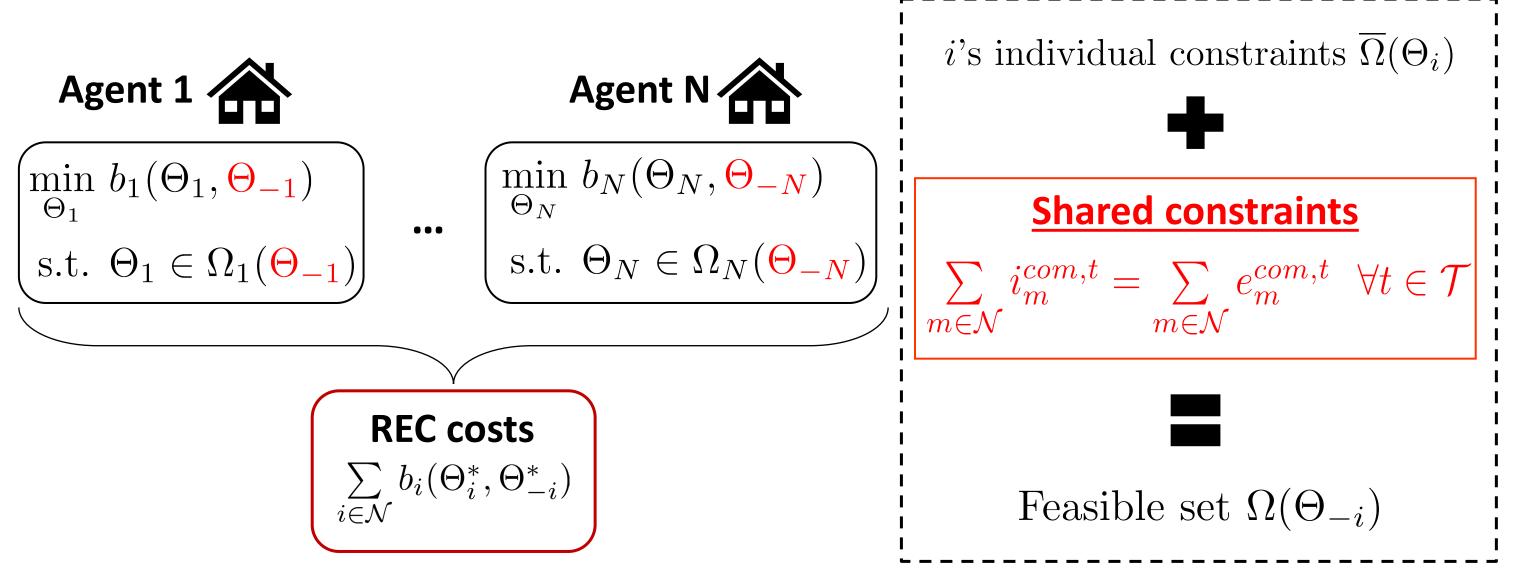
- How to optimally allocate daily energy and costs among REC members?
- How do the retail electricity price and grid tariff structure impact the problem?

Long-term (LT) planning:

- How to model the user entry/exit in a pre-existing REC?
- Does users' non-rationality deviate the SPEs obtained?

Short-term

Generalized Nash Equilibrium Problem (GNEP)

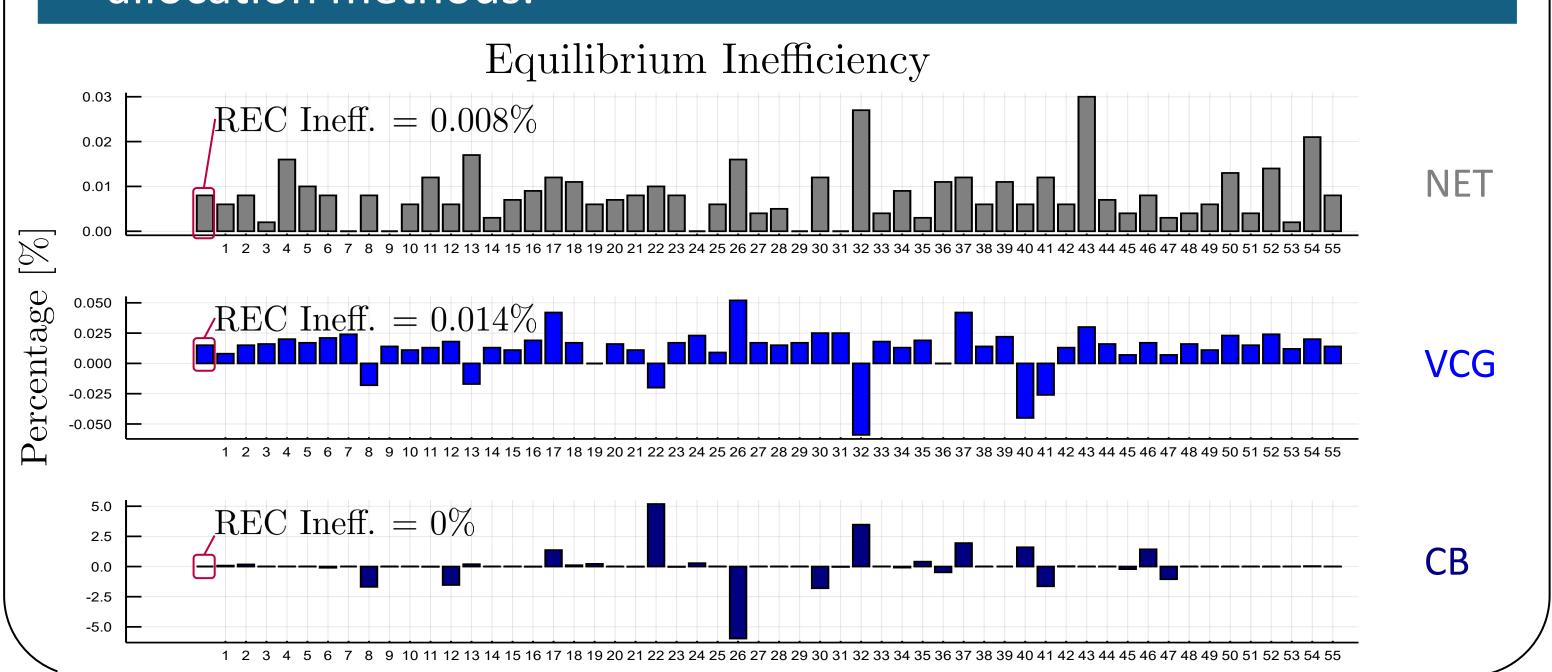


<u>Decision variables</u>: Physical and virtual power flows, Flexible appliance consumption, Battery charging/discharging power.

Goal: Minimizing her own daily electricity bill.

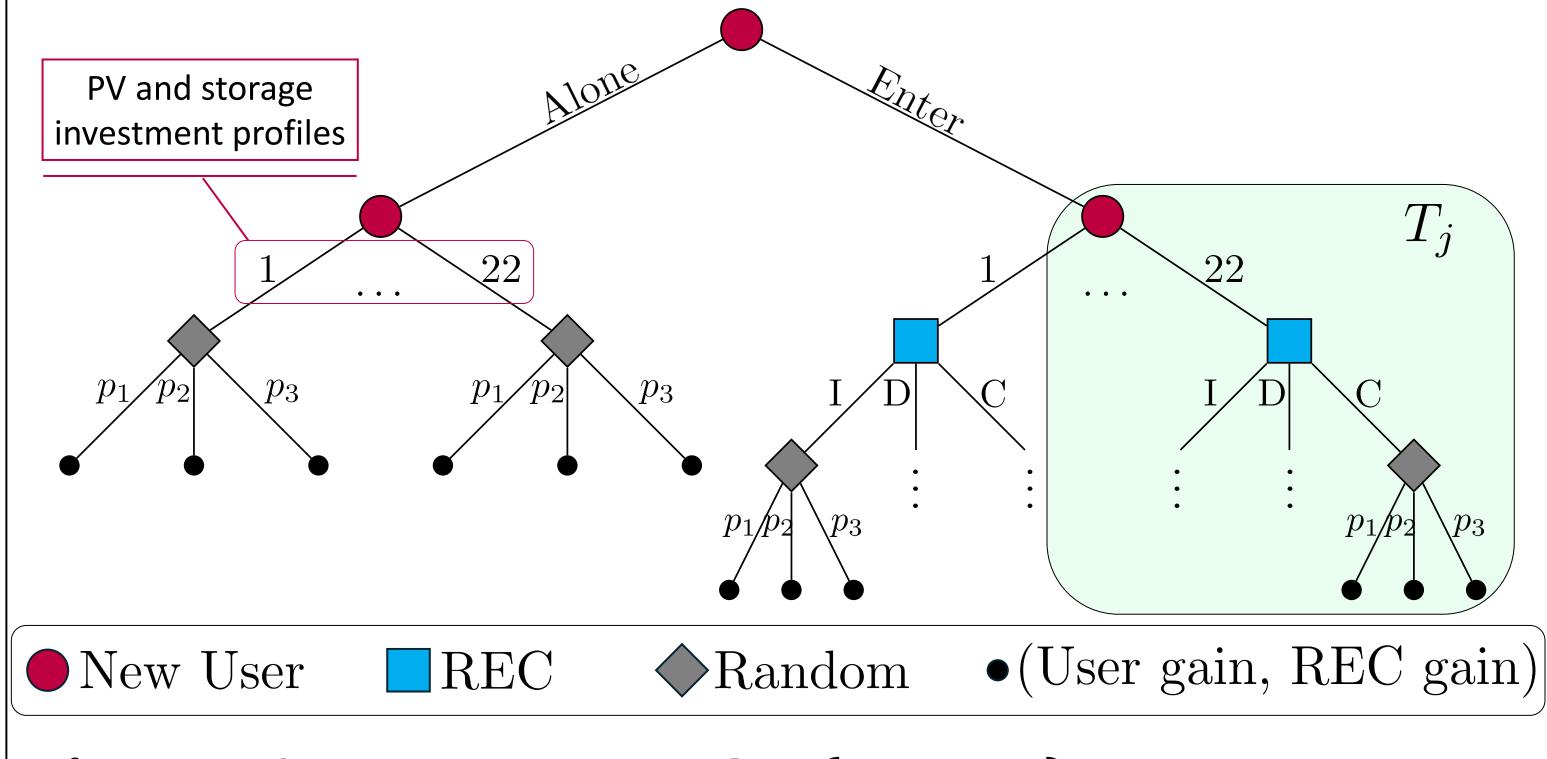
Conclusion:

- There always exists an equilibrium that is a social optimum.
- Community and individuals' bills obtained with the centralized and decentralized approaches are equivalent for the 4 cost allocation methods.

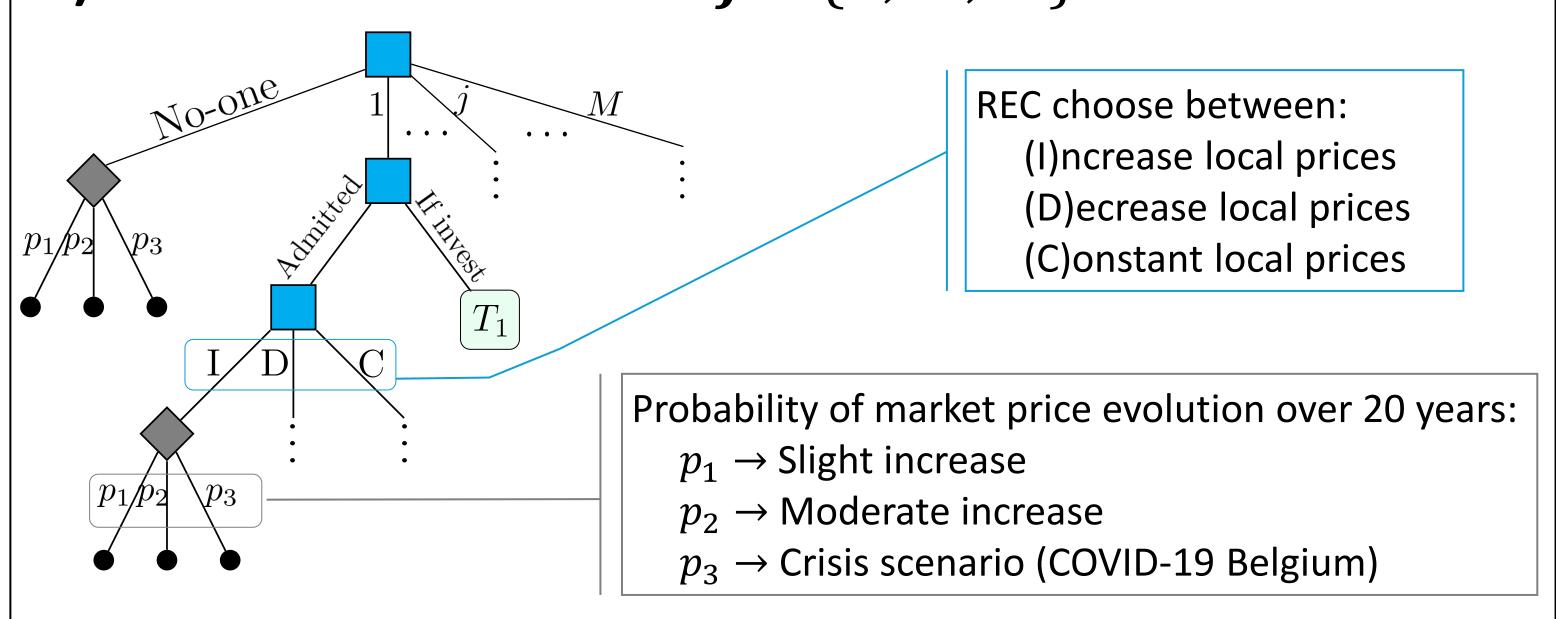


Long-term

1) New User's point of view



2) REC selects a new user $j \in \{1, ..., M\}$



Ongoing work:

- 3 types of 55-member REC (deficit, surplus and stable).
- Gains obtained with ST problems over 20 years (264 leaves, 26 880 optimizations).
- There always exists a subgame perfect equilibrium (SPE).

Perspectives

ST:

- Interactions with other power system actors.
- Other types of preference (e.g., self-consumption or CO2).
- LT: Computed SPEs according to different type of user gain (economic, technical, environmental).
 - Compared SPEs with those obtained with Prospect Theory.