

# Graph topology search for power grids

Koen van Walstijn

PI: Philippe Jacquod



September 15th, 2022

- ◀ ◻ ▶ ◀ ◻ ▶ ◀ ≡ ▶ ◀ ≡ ▶ ≡ ≡ ↺ 🔍 ↻

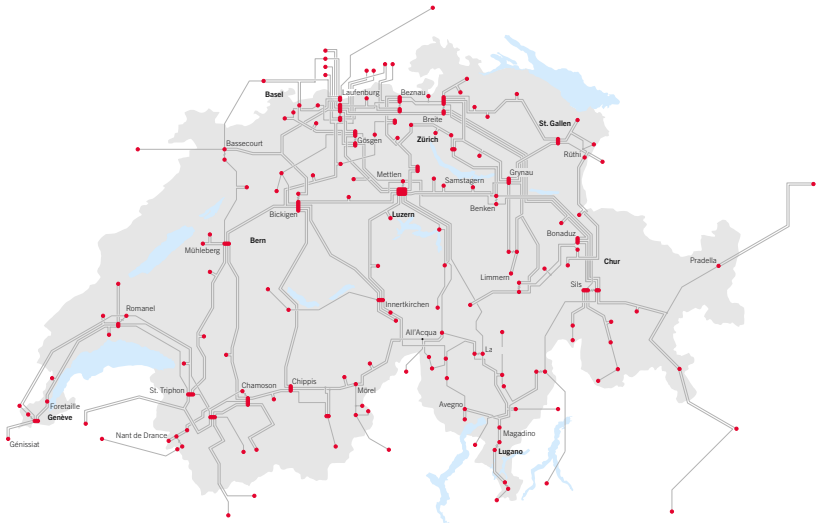
# Outline

## 1 Big picture

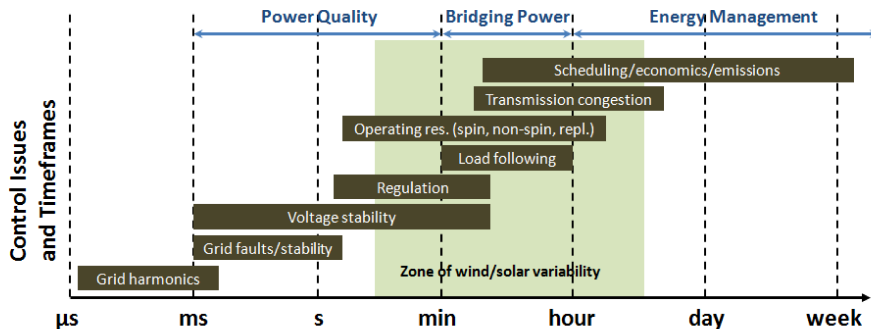
## 2 Topology search

## 3 Conclusion

# High voltage power grids



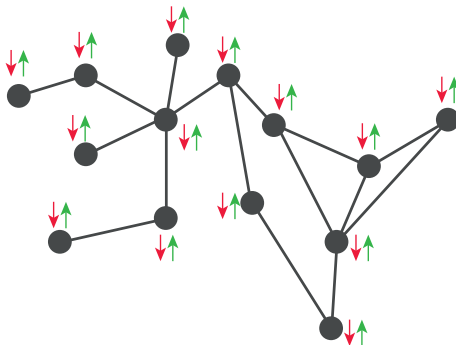
# Context: contingency planning



Adapted from [1]

- Focus: the 'congestion' time scale, ranging from **minutes to hours**

# Sources of uncertainty



Roughly speaking, two categories:

- 1 Uncertainty related to power flows **into and out of** the network
- 2 Uncertainty related to the **network itself**, e.g. component failures

# Outline

1 Big picture

2 Topology search

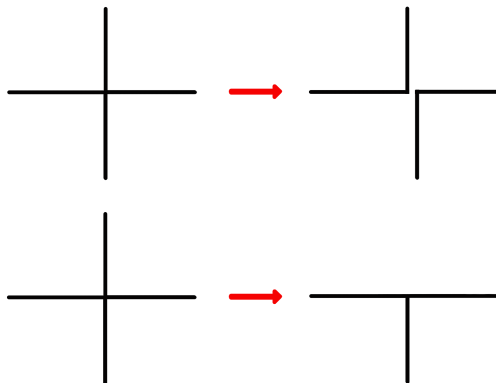
3 Conclusion

# Power flow equations

$$P_i = \sum_j |V_i| |V_j| [B_{ij} \sin(\theta_i - \theta_j) + G_{ij} \cos(\theta_i - \theta_j)]$$
$$Q_i = \sum_j |V_i| |V_j| [G_{ij} \sin(\theta_i - \theta_j) - B_{ij} \cos(\theta_i - \theta_j)]$$



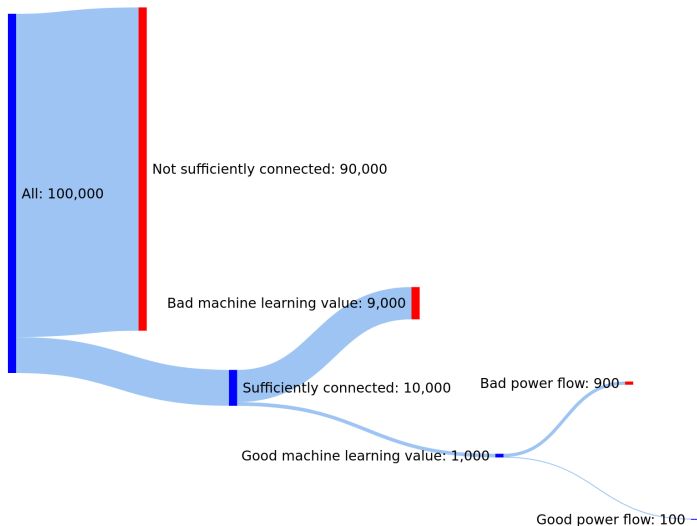
# Busbar splits and line switches



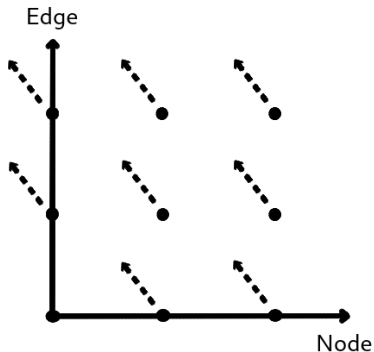
Exponential blow-up:

- ▶ On a medium-sized regional grid, around  $10^{20}$  possibilities

# Filtering possibilities

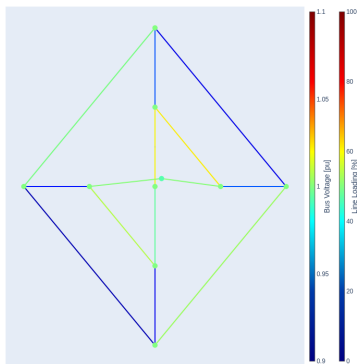
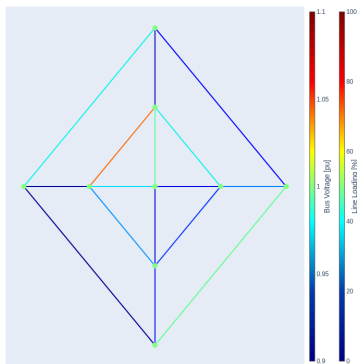


# Framework for exploring



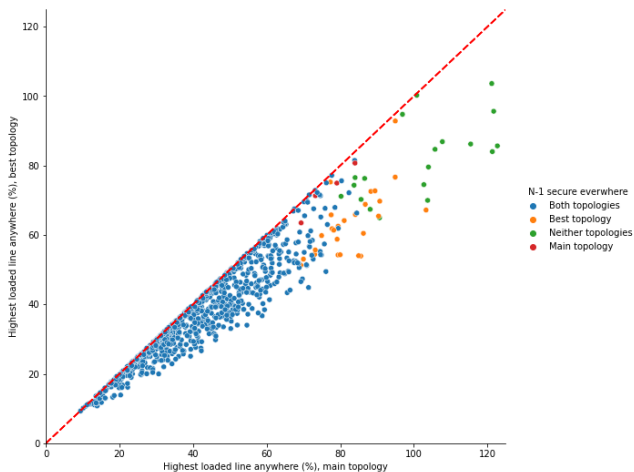
- ▶ Edge coordinate:  $\{1, 3, 5\}$
- ▶ Node coordinate:  $\{(1, \{2, 4\}, \{6, 7\}), (3, \{8, 9\}, \{10, 12\})\}$

# Brute-forcing a toy model (1)



# Toy model results (1)

Selection criterion : Highest loaded line anywhere (%)



# Outline

1 Big picture

2 Topology search

3 Conclusion

# Conclusion

## Results:

- ▶ **Coordinate framework** for exploring the space of grid topologies
- ▶ **Fast power flow computation** for many scenarios and topologies
- ▶ **Promising results on toy model:** often able to solve or decrease congestion, even when accounting for component failure

## Future work:

- ▶ Finish up brute-force work with a small real-world grid
- ▶ Beyond brute force: search strategies, graph neural network

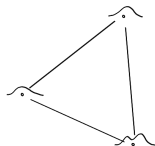
Thank you!



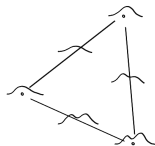
# References

- [1] Vladimir Koritarov, Tao Guo, Erik Ela, Bruno Trouille, James Feltes, and Michael Reed.  
Modeling and simulation of advanced pumped-storage hydropower technologies and their contributions to the power system.  
*Proc. HydroVision*, pages 22–25, 2014.

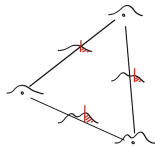
# Appendix



- 1 Forecasting probability distributions of the power injections



- 2 Proposing alternative topologies and translating injections to power flows on grid components for each topology



- 3 Quantifying risks of overloading grid components and selecting an optimal topology

The space of grid topologies is enormous. As an example, let's say:

- ▶ Around 10 ways to configure a substation
- ▶ Around 10 substations
- ▶ Around 30 lines

Result:

- ▶  $10^{10}$  for the substations,  $2^{30} \approx 10^{10}$  for the lines
- ▶  **$10^{20}$  possibilities in total**

Industry:

- ▶ Operator relies mostly on intuition and experience

Academic work mainly done in either of two directions:

- ▶ From the '80s: include one or two lines in optimization
- ▶ Present: machine learning on fully automating grid operation

Seemingly, not much done in the middle:

- ▶ **Exploring and pruning** the 'tree of possibilities'

For N-1 security, we need to maintain **at least two independent paths** between every grid element, regardless of the scenario.

This translates to the following graph-theoretical notions:

- ▶ The graph needs to be **2-edge connected**: you need to remove at least two edges in order to disconnect the graph
- ▶ A necessary condition for this is that the degree at every node needs to be 2 or higher (this is easier to check)

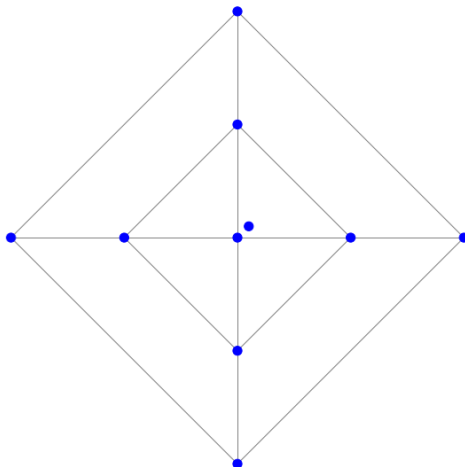
Exploring the 'graph of graphs':

- 1 Map out vicinity of operating state
- 2 Filter topologies and store relevant results
- 3 Map out further from the most promising topologies

Potential filters beyond 'connectedness':

- ▶ Graph neural network mapping topology plus scenario to a value
- ▶ Other graph theoretical measures
- ▶ Heuristics based on power flow quantities
- ▶ Strategies discovered empirically

# Brute-forcing a toy model (2)





# Brute-forcing a toy model (3)

Without filters:

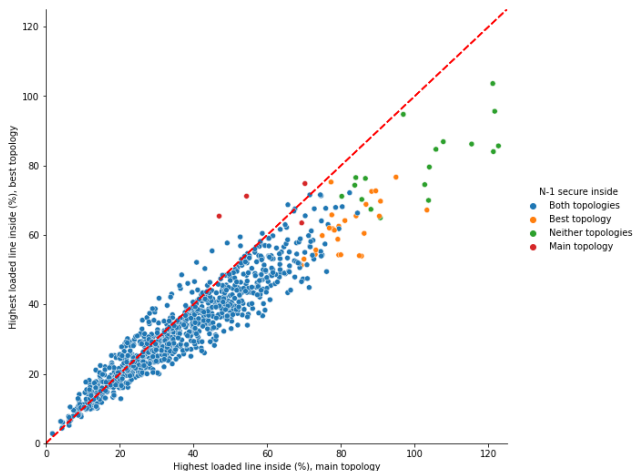
- ▶ 8 lines to switch on or off:  $2^8$  possibilities
- ▶ 4 lines on one or the other bus at substation:  $2^4$  possibilities
- ▶ 1 generator and 1 load on one or the other bus:  $2^2$  possibilities
- ▶ Total of  $2^{14} = \mathbf{16384}$  configurations.

With 'connectedness' filter:

- ▶ **89 configurations**

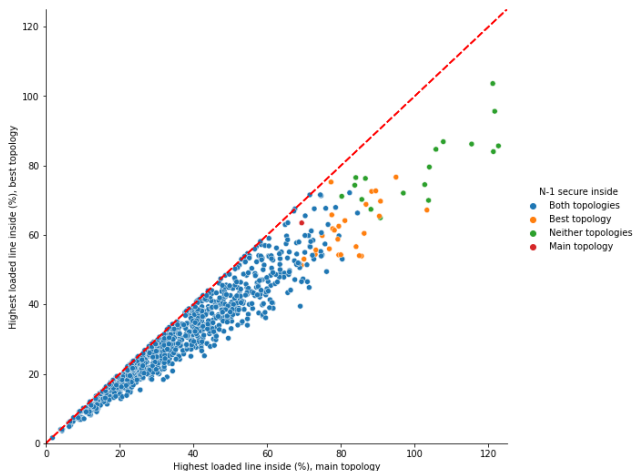
# Toy model results (2)

Selection criterion : Highest loaded line anywhere (%)



# Toy model results (3)

Selection criterion : Highest loaded line inside (%)



# Toy model results (4)

Selection criterion : Highest loaded line inside (%)

