

### PFIA 2020 IoT for Supervision and Control of Water Distribution Systems Henrique DONÂNCIO and Laurent VERCOUTER INSA Rouen Normandie June 30, 2020

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## Project IoT.H2O



The topology of water distribution systems

#### **Reservoir - Pumps - Network - Tanks**



# Water distribution network



Which pressure is necessary to deliver a certain amount of water into the system?

- Water demand has to be delivered
- Storage tanks must not overflow or run out of water
- A minimum water reserve has to be in the tanks
- Pumps must be operated efficiently
- A minimum pressure must be guaranteed in the pipe network
- Guarantee water exchange in tanks

# Pump Scheduling: the demand of water

#### • The demand water change over time



# Pump scheduling: the system curve

- Static part: geodesic height difference
- Dynamic part: flow losses in pipe networks



Supply water to the system with high efficiency

- Water demand and system curve change over time
- Pumps of different size are necessary
- When to start which pump with which speed? Recent works use Evolutionary Algorithms

- Pros: cooperative sequential decision making under uncertainty
- Cons: high complexity
- Incremental Clustering and Expansion for Faster Optimal Planning in Dec-POMDPs. Oliehoek et al. 2013.
  - MADP Toolbox (http://www.fransoliehoek.net/madp/)
  - Several heuristics available: QMDP < QPOMDP < QBG

#### **EPANET**

- A tool for simulation and analysis of water distribution systems
  - Design water distribution networks: reservoir, tanks, pipes and pumps
  - Model patterns: demand, electricity tariff, head
  - Simulation: time steps and analysis granularity
  - Rule-based control: control the system given some conditions of the components

# Georgescu et al. 2015 - Modeling WDS using EPANET



#### Nodes the demand water: 11, 14, 16 and 18

### Model-based Dec-POMDP

- Model tanks and demand as states
- The actions are the pumping levels executed by pumps
- The observations are the water level of the tanks and information about the current demand

## **Discretization issue**

- How to discretize the continuous action-state space?
  - Reinforcement learning in continuous state and action spaces. Van Hasselt, Hado. 2012.
- Trade-off: granularity of the discretization x quality of the solution

### A Dec-POMDP for IoT.H2O

#### Model states as tanks and demand

- Water tank levels are the components of the environment that we want to change
- Sensors measuring the water tank levels provide observations



#### Discretization

- [shortage, low, medium, high, overflow] = For 3 tanks, 127 combinations
- [low, medium, high] = For 3 tanks, 27 combinations
- [enough to supply, not enough to supply] = For 3 tanks, 8 combinations

### A Dec-POMDP for IoT.H2O - Actions



US GALLONS PER MINUTE

# A Dec-POMDP for IoT.H2O - Peak hours

#### • The cost of electricity variety during the day

2am - 6am	6am - 10am	10am - 2pm	2pm - 6pm	6pm - 10pm	10pm - 2am
t1	t2	t3	t4	t5	t6

#### Actions

**[pumping level - NOP - get data from the sensors]** = The discretization of pumping levels and also the option to not operate and get data from sensors

The question is: which is the impact of the cycles in pumps?

## A Dec-POMDP for IoT.H2O - Rewards

For the Rewards, we have to consider the **supply of water**, **the efficiency of the pumps**, **the pressure constraints** and the **electricity cost** 

- Supply water depends of the water level in the tank
- The efficiency of the pumps can be extracted using the system curve



Can the agent make predictions about what the next state and reward will be before it takes each action?

- Using EPANET we are able to run simulations to extract a model for Dec-POMDP
- Using MADP Toolbox we are able to build policies to be evaluated and improve this model
- Learning  $S, A \rightarrow R$  is a regression problem

The reward can be modeled based on electricity consumption

• Learning  $S,A \rightarrow S'$  is a density estimation problem

- Model the water distribution system in EPANET to collect data
- The question resides on the best way to discretize the continuous action-space in a multi-agent setting. For that:
  - Deep Q Networks
  - Dyna-based algorithms
  - Binary Action Search for Learning Continuous-Action Control Policies. Jason Pazis and Michail G. Lagoudakis. 2009
  - Tree Based Discretization for Continuous State Space Reinforcement Learning. William T. B. Uther and Manuela M. Veloso. 1998

Thank you for the attention!