DeepThermal: Combustion Optimization for Thermal Power Generating Units Using Offline Reinforcement Learning

Presentation by Jacob Barkovitch



Background

- Markov Decision Process (MDP)
 - Mathematical framework for modeling decision making
 - 4 tuple set (*S*, *A*, *P*, *R*, *y*) where:
 - S is set of states
 - A is set of actions
 - P is set of transition probabilities to the next state
 - R is reward after moving to the next state
 - y is discount factor applied on back-propagated future rewards
- Constrained Markov Decision Process (CMDP)
 - Adds an extra parameter *c*
 - Keeps costs of actions under a specified threshold



Background Cont.

- Reinforcement Learning (RL)
 - Agent that interacts with a MDP (environment)
 - Chooses actions based on probabilities
 - Updates probabilities based on rewards
 - Learns an optimal policy for the environment
- Offline Reinforcement Learning
 - Agent that interacts with only collected data from an MDP
 - Normally can only take actions that occurred in the data
 - Difficult to improve on the policy already present in the data
- Long Short-Term Memory Neural Network (LSTM)
 - Predicts future states based on time series data





An MDP Example

• Powerplant furnace environment with:

- states: flame temp, efficiency, emissions, air intake, supplied fuel, heat demand
- Actions: supply fuel (time), change air intake (%)
- Rewards: limit fuel, lower emissions, keep temp high

• Normal RL approach would not work

- RL involves learning from mistakes
- Could blow up the furnace during training
- Solution: offline approach on collected data

Гime	RoofTem	EspTemp	EspTemp	AirHum	AirTemp	StackO2	EspOpac	AvgDraft	BoilEff	FanFlow	WaterFlo	HeatGen	Demand	DraftA	DraftB	DraftC	Shaker1	Shaker2	FlueOut	WaterTe	WaterTe	FlameTer	GatePos
3/28/2022 7:40	187.62	354.68	316.48	39.864	16.061	11.402	16.031	-0.5789	57.215	0.3129	1217.7	14.351	15.854	-0.1507	-0.1077	-0.1109	11.402	11.402	437.06	322.72	349.51	323.89	11.402
3/28/2022 7:40	187.57	354.61	316.49	39.919	16.061	11.402	16.009	-0.5786	57.385	0.3449	1234.2	14.378	15.836	-0.1507	-0.1077	-0.1109	11.402	11.402	437.07	322.71	349.52	323.89	11.402
3/28/2022 7:41	187.52	354.89	316.5	39.974	16.061	11.401	15.986	-0.5784	56.713	0.3769	1221.8	14.405	15.817	-0.1507	-0.1077	-0.1109	11.401	11.401	437.09	322.7	349.53	323.88	11.401
3/28/2022 7:41	187.47	354.89	316.52	39.973	16.061	11.401	15.963	-0.5782	56.733	0.4089	1228.7	14.431	15.798	-0.1507	-0.1077	-0.1109	11.401	11.401	437.11	322.69	349.54	323.88	11.401
3/28/2022 7:41	187.42	354.69	316.54	39.923	16.061	11.4	15.94	-0.5779	56.536	0.4409	1225.5	14.458	15.78	-0.1507	-0.1077	-0.1109	11.4	11.4	437.12	322.69	349.55	323.87	11.4
3/28/2022 7:41	187.37	354.17	316.55	39.873	16.061	11.4	15.918	-0.5777	56.421	0.4645	1221.6	14.484	15.761	-0.1507	-0.1077	-0.1109	11.4	11.4	437.14	322.68	349.56	323.87	11.4
3/28/2022 7:41	187.32	355.15	316.57	39.823	16.061	11.399	15.895	-0.5775	56.501	0.3447	1228	14.511	15.785	-0.1507	-0.1077	-0.1109	11.399	11.399	437.16	322.67	349.56	323.87	11.399

Solution

• DeepThermal

- Propose Model-based Offline RL with Restrictive Exploration (MORE)
- Offline RL approach to thermal power generating unit (TPGU) optimization
 - a constrained Markov decision process
 - Problem: not all possible actions are taken by human agents
- Solve offline RL problems with a simulated system
 - LSTM trained on dataset to predict unknown future states!
 - Can approximate unseen states based on unseen actions
- MORE can learn optimal actions to lower harmful emissions!

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Solution Details

• DeepThermal Constrained Markov Decision Process

- States:
 - Chemical property of fuel (fuel strength)
 - Sensor data (temp, pressure, humidity, demand)
- Actions:
 - Adjustments of control variables
 - Valves, intakes, baffles, shakers (continuous)
- Rewards:
 - Increase efficiency *Effi*
 - Reduce NOx Emi
 - $r_t = a_r Effi_t + (1 a_r) Emi_t$
- Costs:
 - Safety constraints
 - Load, internal pressure, temperature

Solution Details Cont.

- Dataset
 - $\beta = (s, a, s', r, c)$
 - Generated by unknown behavior policies (humans)
- Simulator
 - Add simulated data to allow exploration
- Goal:
 - Learn policy $\pi^*(s)$ from β that maximizes reward $R(\pi)$
 - Control costs $C(\pi)$ below a threshold l
 - $\pi^* = ar \overline{gmax R(\pi)}$ s.t. $C(\pi) \le l$

Combustion Process Simulator

- Customized deep recurrent neural network
 - Structured like physical combustion process
 - LSTM to capture temporal correlations
 - Predicts future states
 - Techniques:
 - MSE, Seq2seq, Scheduled sampling, Data augmentation
- Drawbacks
 - Loses accuracy over increased time
 - Loses accuracy based on unseen actions



MORE Framework

- MORE policy optimization uses Q-functions
 - Q_r : reward maximization
 - Q_c : cost evaluation
 - Q(x): probability that a normal random variable takes a value larger than x
- Hybrid training approach
 - Mostly trained on original dataset
 - Occasionally interacts with simulator
 - Restrictive exploration
 - Reduces out-of-distribution states and actions

Algorithm 2: Complete algorithm of MORE

- 1: **Require:** Offline dataset \mathcal{B}
- 2: Pre-train actor π_{θ} , reward critic ensemble $\{Q_{r_i}(s,a|\phi_{r_i})\}_{i=1,2}$ and cost critic $Q_c(s,a|\phi_c)$ with real data. Initialize target networks $\{Q'_{r_i}\}_{i=1}^2$ and Q'_c with $\phi'_{r_i} \leftarrow \phi_{r_i}$ and $\phi'_c \leftarrow \phi_c$
- 3: for Training step: t = 1, ..., T do
- Random sample mini-batch transitions τ_n from \mathcal{B} 4:
- Obtain (τ^+, τ^-) using restrictive exploration (Alg. 1) 5:
- Construct local buffer $\mathcal{R} = \{(s, a, r, c, s')\}$ using 6: τ^+, τ^- and τ_n , as well as Eq.8
- Set $y = \min_{i=1,2} Q'_{r_i}(s', \pi(s')), z = Q'_c(s', \pi(s'))$ 7:
- Update Q_{r_i} by minimizing $(Q_{r_i} (r + \gamma y))^2$ Update Q_c by minimizing $(Q_c (c + \gamma z))^2$ 8:
- 9:
- Update policy π_{θ} by Eq.3 using policy gradient 10:
- Update λ by Eq.4 using dual gradient ascent 11:
- Update target cost critic: $\phi'_c \leftarrow \rho \phi_c + (1 \rho) \phi'_c$ 12:
- Update target reward critics: $\phi'_{r_i} \leftarrow \rho \phi_{r_i} + (1-\rho) \phi'_{r_i}$ 13:
- 14: **end for**

Experiments

- Time-series simulator comparisons
 - ARIMA
 - GBRT
 - DNN
 - Stacked LSTM
- MORE vs human policy on TPGUs
 - With different load settings
- MORE vs state-of-the-art offline RL models
 - Standard offline RL benchmark D4RL (Fu et al. 2020)
 - Other models:
 - BCQ, BEAR, BRAC-v, MOPO, MBPO



Results

• Simulator results:

Model	ARIMA	GBRT	DNN	LSTM	Ours
RMSE	3.05e-1	1.97e-1	2.05e-2	1.69e-3	6.54e-4
MAE	2.66e-1	2.65e-1	2.73e-2	2.50e-2	1.55e-3

• MORE results

Dataset	Batch Mean	Batch Max	BC	BEAR	BRAC-v	BCQ	MBPO	MOPO	MORE (Ours)
halfcheetah-medium	3953	4410.7	4202.7	4513.0	5369.5	4767.9	3234.4	4972.3	5970
hopper-medium	1021.7	3254.3	924.1	1674.5	1031.4	1752.4	139.9	891.5	1264
walker2d-medium	498.4	3752.7	302.6	2717.0	3733.4	2441.3	582.8	817.0	3649
halfcheetah-mixed	2300.6	4834.2	4488.2	4215.1	5419.2	4463.9	5593.0	6313.0	5790
hopper-mixed	470.5	1377.9	364.4	331.9	9.7	688.7	1600.8	2176.8	2100
walker2d-mixed	358.4	1956.5	518.5	1161.4	36.2	1057.8	1019.1	1790.7	1947

Conclusion

- MORE outperforms state-of-the-art offline RL models
 - Leverages generalizability of imperfect models
 - Avoids exploitation errors on out-of-distribution samples
- DeepThermal is the first offline RL model deployed on real world tasks
 - More has been successfully deployed in four real world powerplants in China
- Technology could be used in many different mission-critical industries
 - Self driving cars
 - Robotics
 - Healthcare

References

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