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## Methods to reduce computing times of linear energy system optimization models

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IAEE 2019, Ljubljana

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### A PROJECT BY

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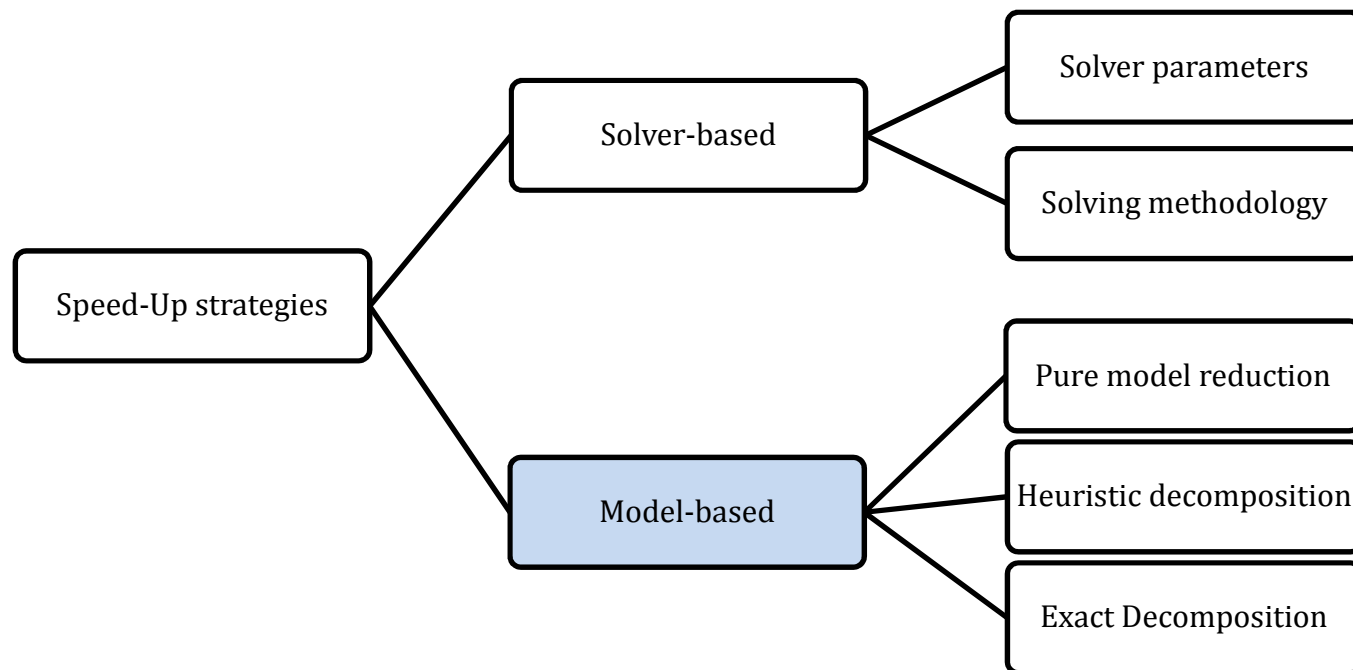


Deutsches Zentrum  
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German Aerospace Center



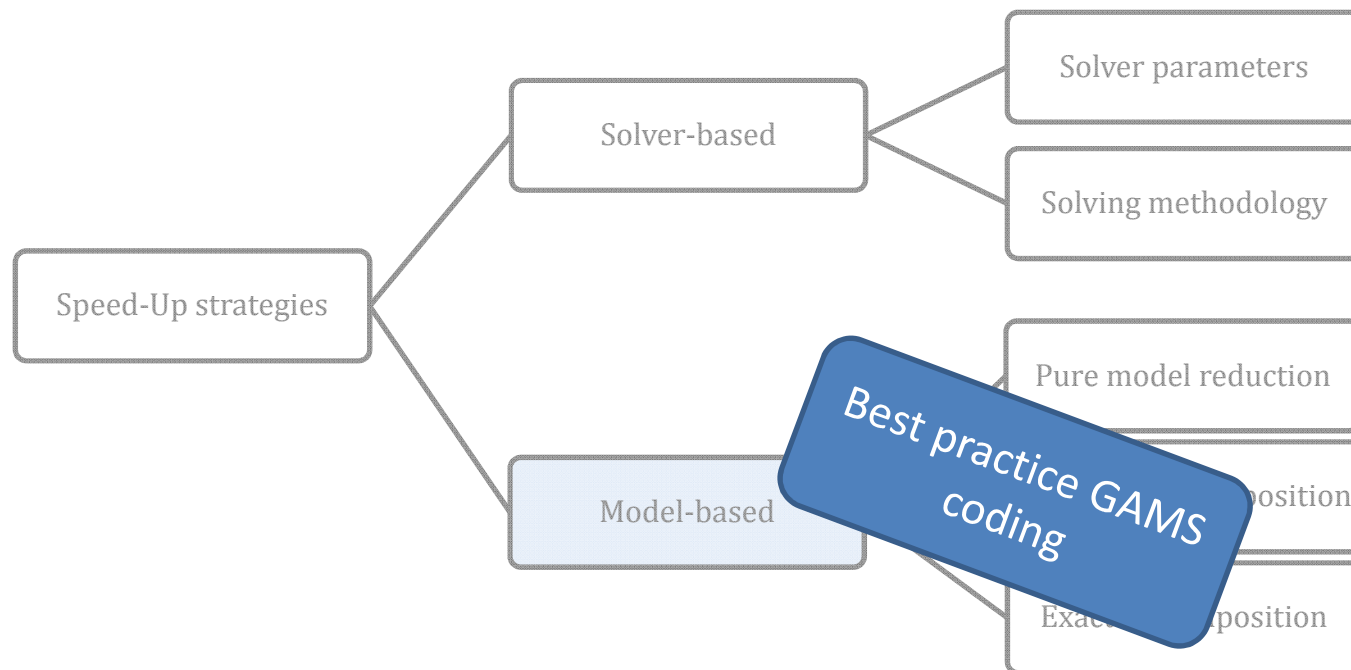
# Approach I: Model-based computing time reduction

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# „Low Hanging Fruits“

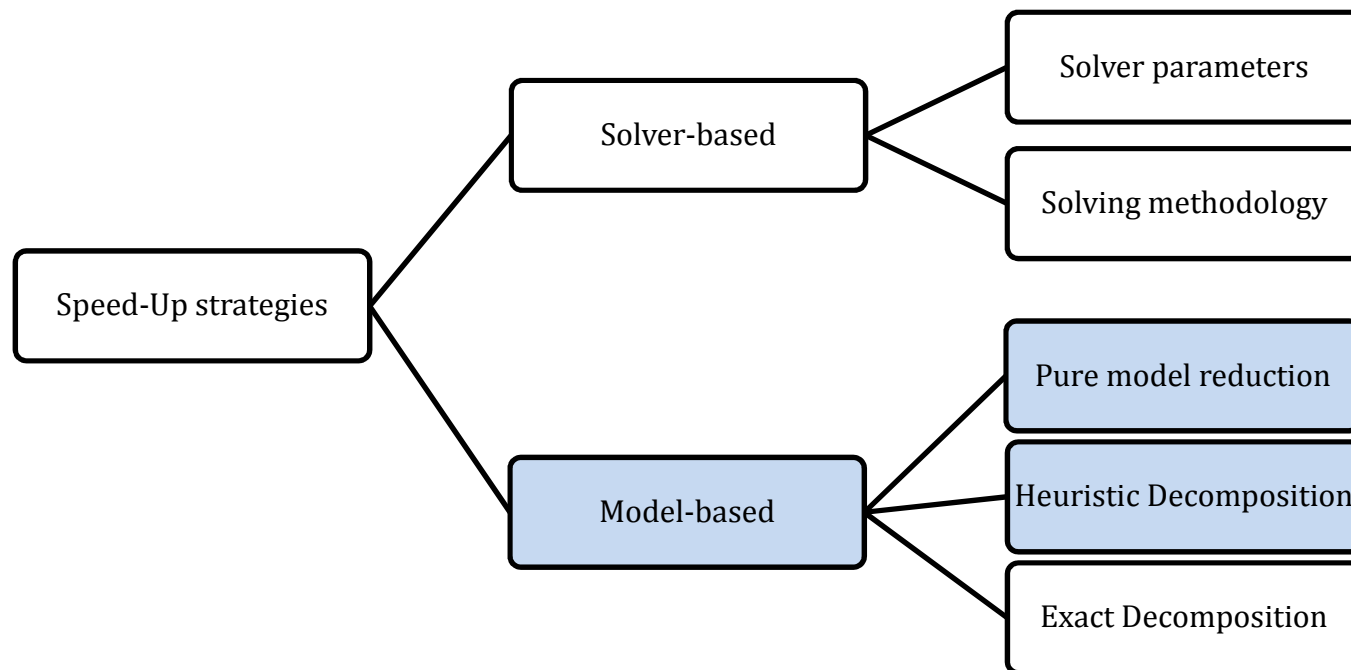
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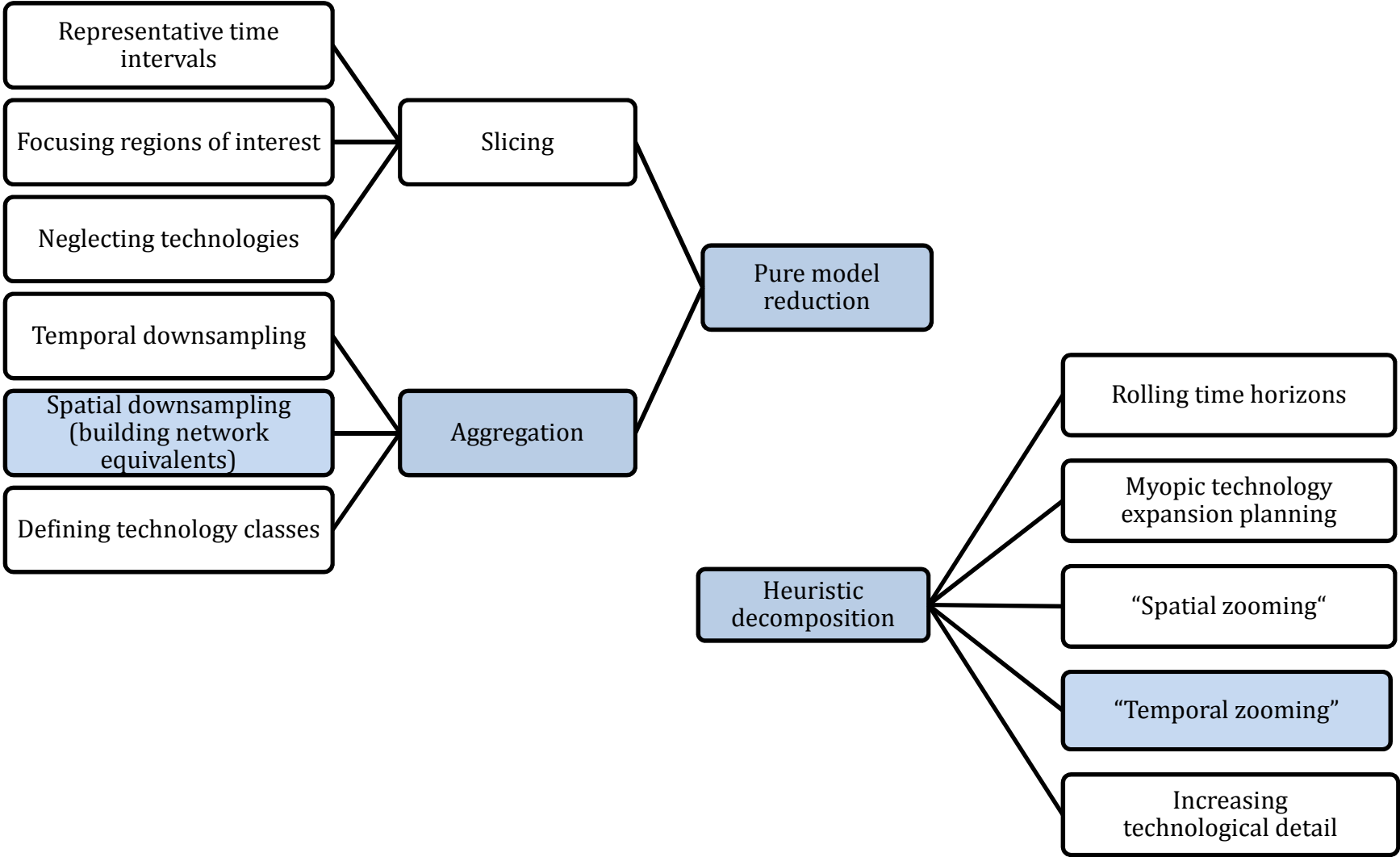
- Selection of measures (also useful to decrease memory need):
  - Input data should not differ much in its order of magnitude
  - Index order influences computing time
    - Useful, but not necessarily faster
    - Assignment statements with a different set order can be faster
    - It can be better to place large index sets at the beginning
  - Use of “option kill” , e.g. for long time-series input parameters saves memory
  - Abundant use of “Dollar Control over the Domain of Definition”
  - Consistent (and limited) use of defined variables
  - Avoid the consideration of technologies providing the same service at the same costs
  - Consider alternative formulation of model constraints (dense vs. sparse)
- Helpful references: “Speeding up GAMS Execution Time”  
by Bruce A. McCarl <https://www.gams.com/mccarl/speed.pdf>

# Approach I: Model-based computing time reduction

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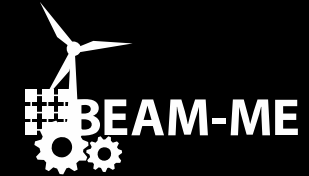
# Presented speed-up approaches



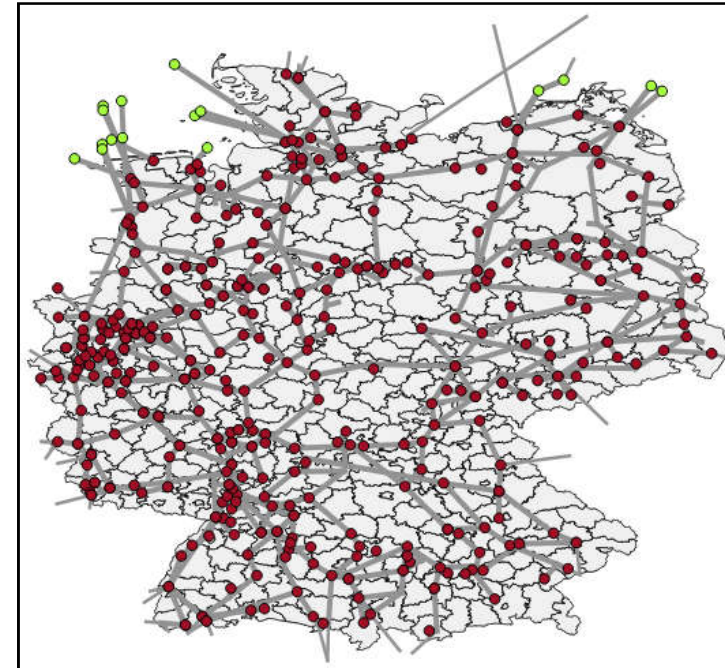
# Evaluation methodology

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# Evaluation: Overview



<b>Model name</b>	REMix
<b>Author (Institution)</b>	German Aerospace Center (DLR)
<b>Model type</b>	Linear programming minimization of total system costs <b>economic dispatch</b> / optimal dc power flow with <b>expansion of storage and transmission capacities</b>
<b>Sectoral focus</b>	Electricity
<b>Geographical focus</b>	Germany
<b>Spatial resolution</b>	488 nodes
<b>Analyzed year (scenario)</b>	2030
<b>Temporal resolution</b>	8760 time steps (hourly)



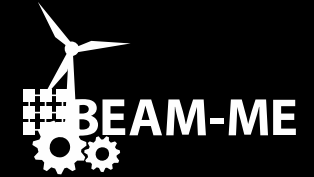
<b>Solver</b>	Commercial
<b>Algorithm</b>	Barrier
<b>Cross-over</b>	Disabled
<b>Max. parallel barrier threads</b>	16
<b>Scaling</b>	Aggressive



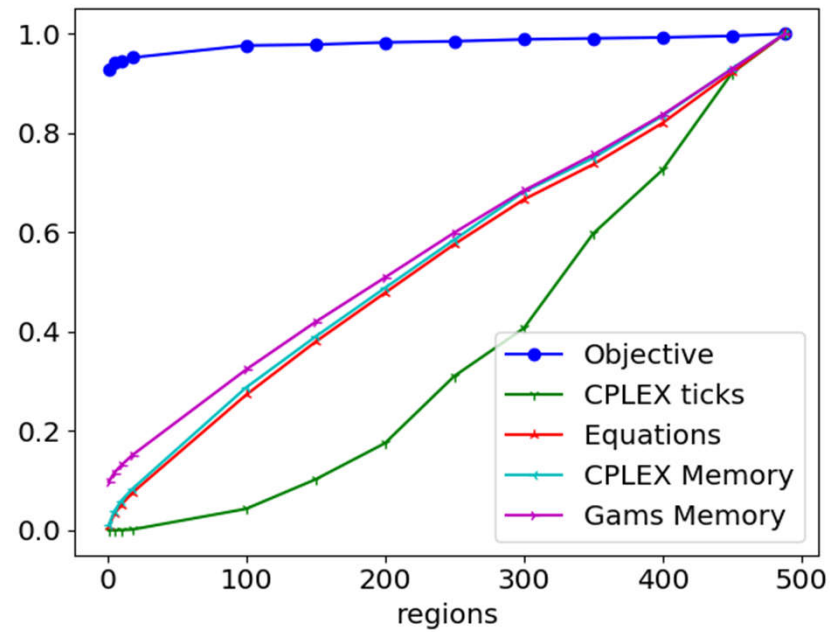
# Results

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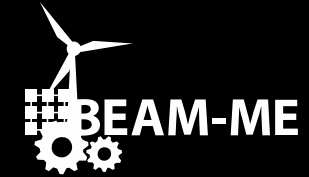
# Results: Spatial aggregation



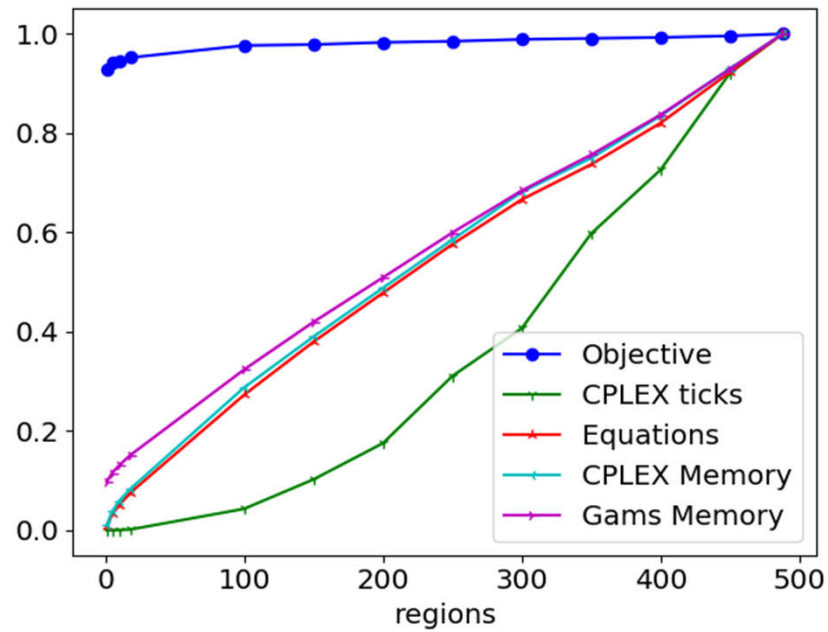
## Performance



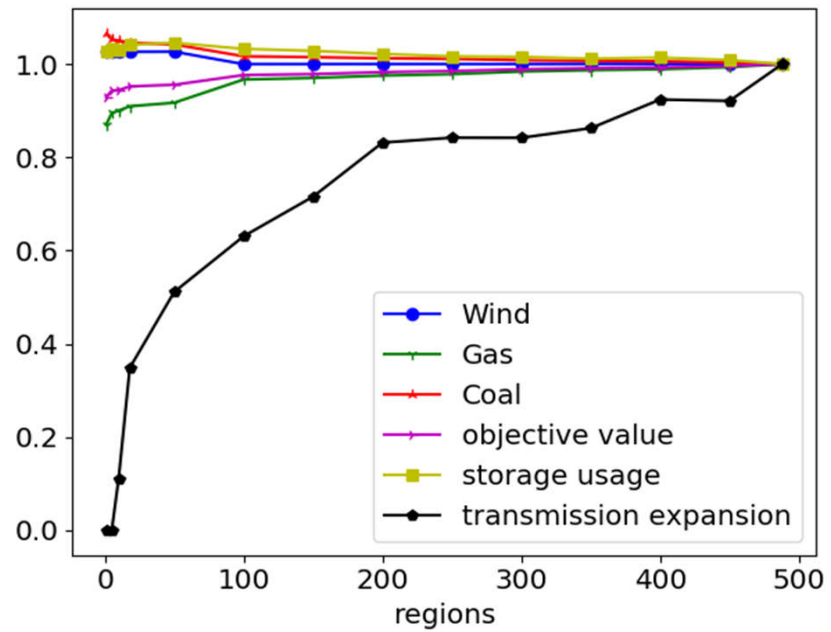
# Results: Spatial aggregation



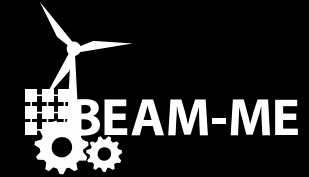
## Performance



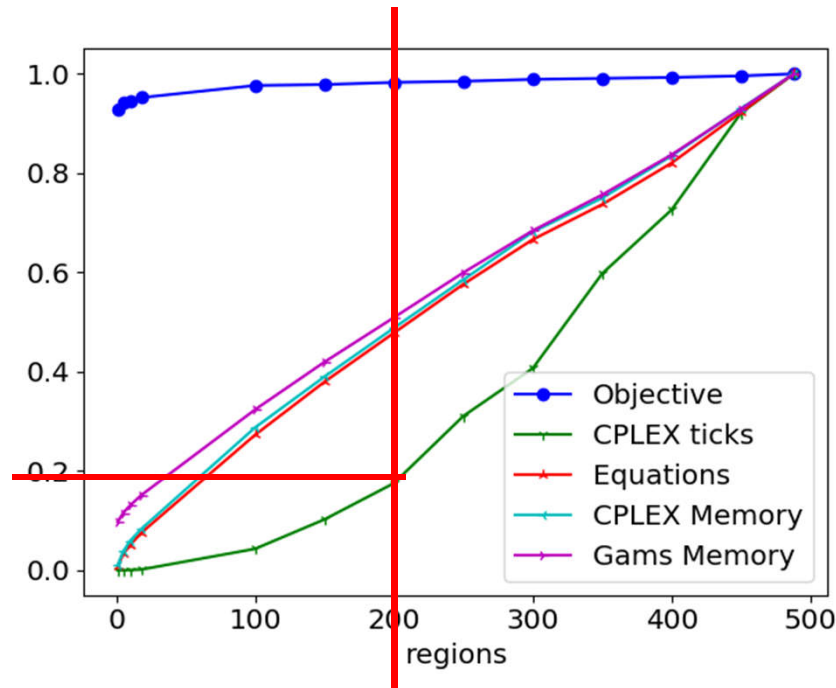
## Accuracy



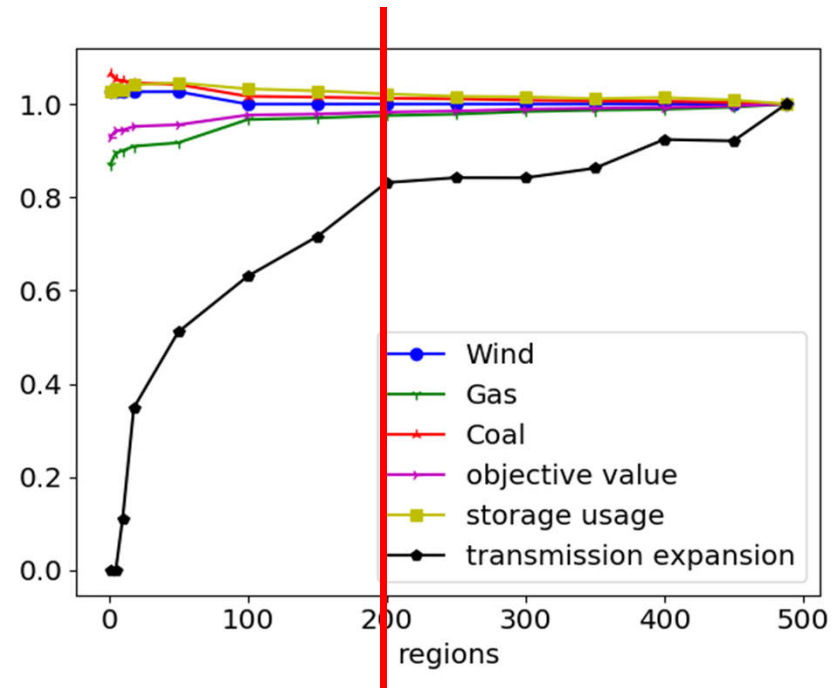
# Results: Spatial aggregation



## Performance

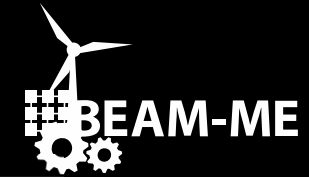


## Accuracy

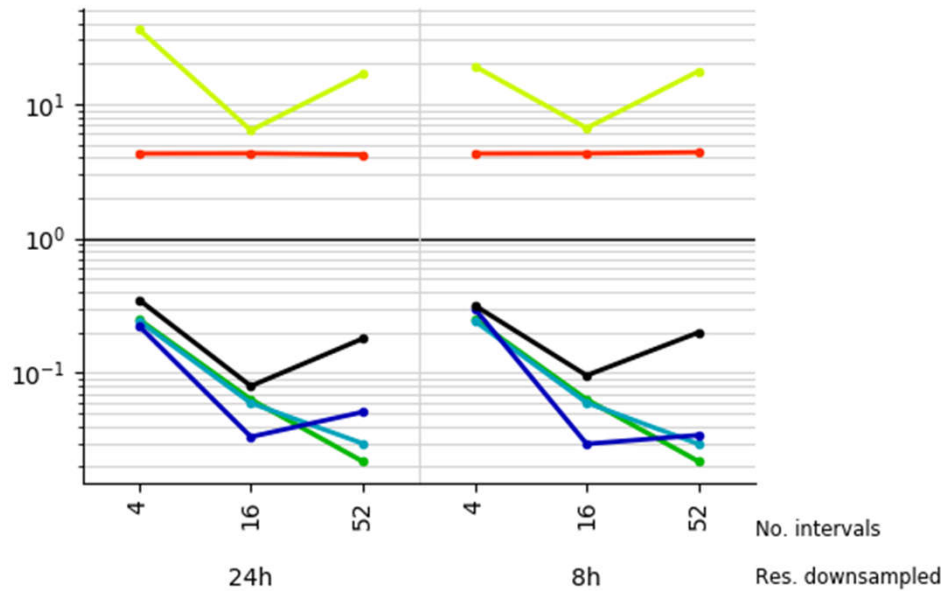


- Speed-up factor:  $\approx 5$
- Accuracy error mainly  $< 10\%$  (grids:  $\approx 20\%$ )

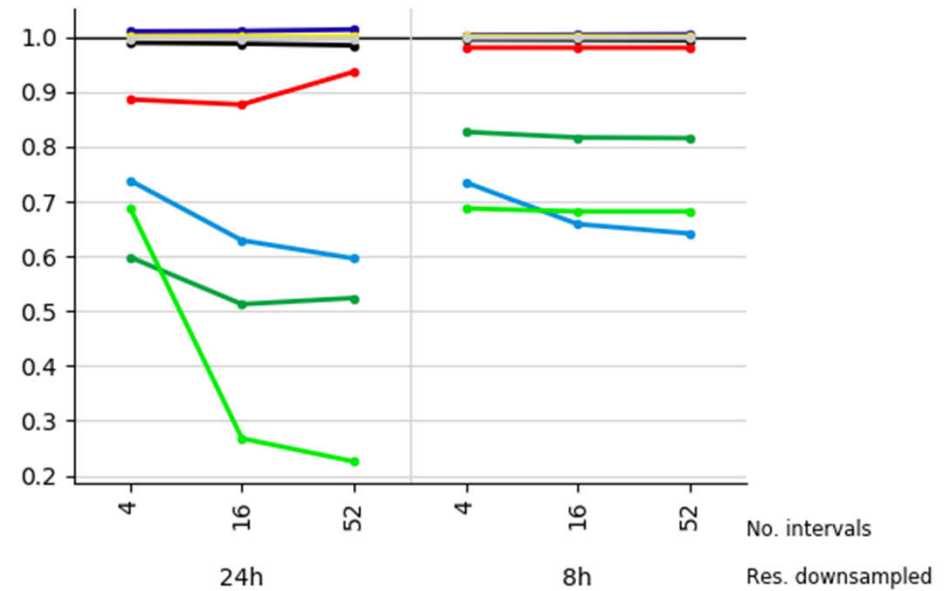
# Results: Temporal zooming



## Performance



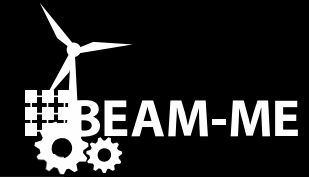
## Accuracy



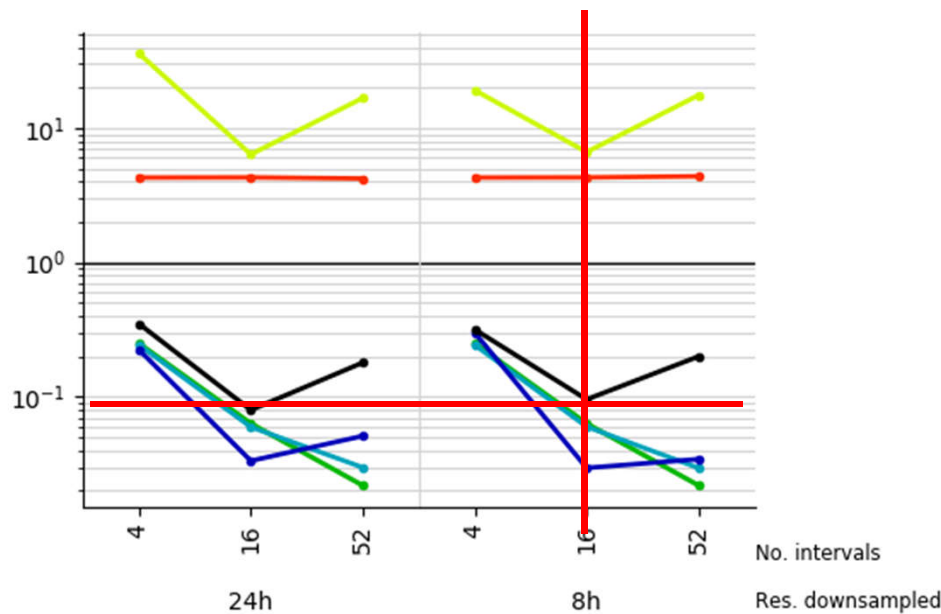
- Columns
- GAMS memory
- GAMS time
- Non-zeros
- Solver memory
- Solver time
- Total wall-clock time

- Hard coal / Lignite
- OCGT / CCGT
- Objective value
- Storage
- Storage Exp.
- Transmission Exp.
- Wind
- Transmission

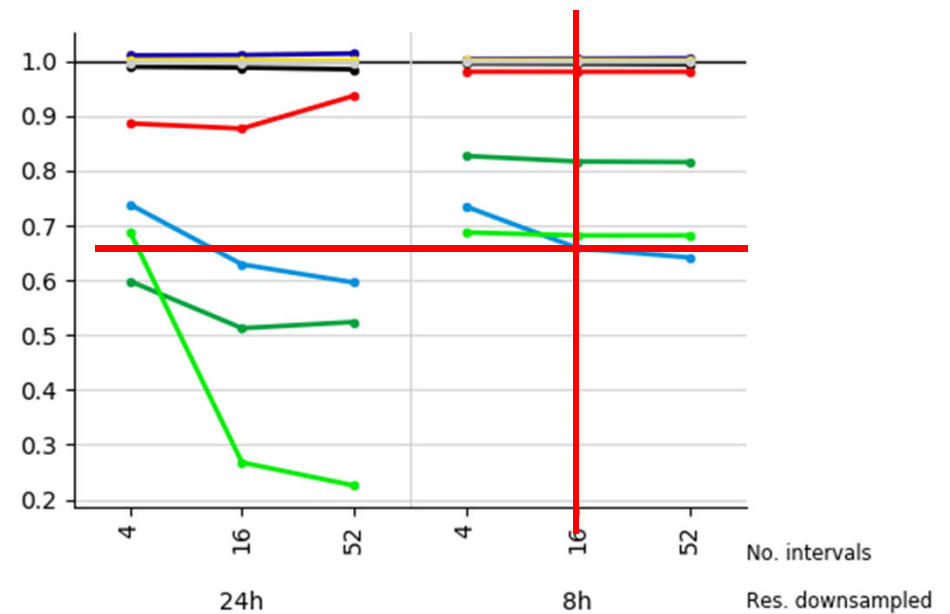
# Results: Temporal zooming



## Performance



## Accuracy



- Columns
- GAMS memory
- GAMS time
- Non-zeros
- Solver memory
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- Total wall-clock time

- Hard coal / Lignite
- OCGT / CCGT
- Objective value
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- Storage Exp.
- Transmission
- Transmission Exp.
- Wind

- Speed-up factor: >10 reachable
- Accuracy error of up to 35 %

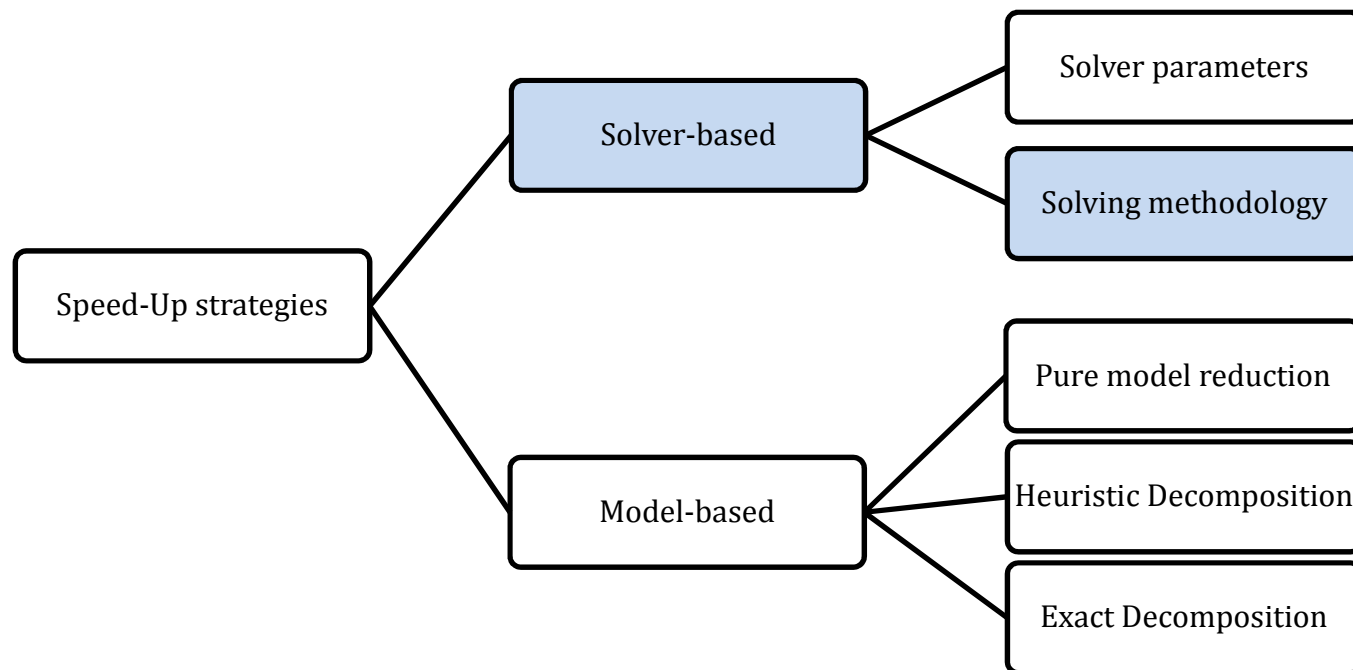
## Approach II: Hardware-based computing time reduction ...

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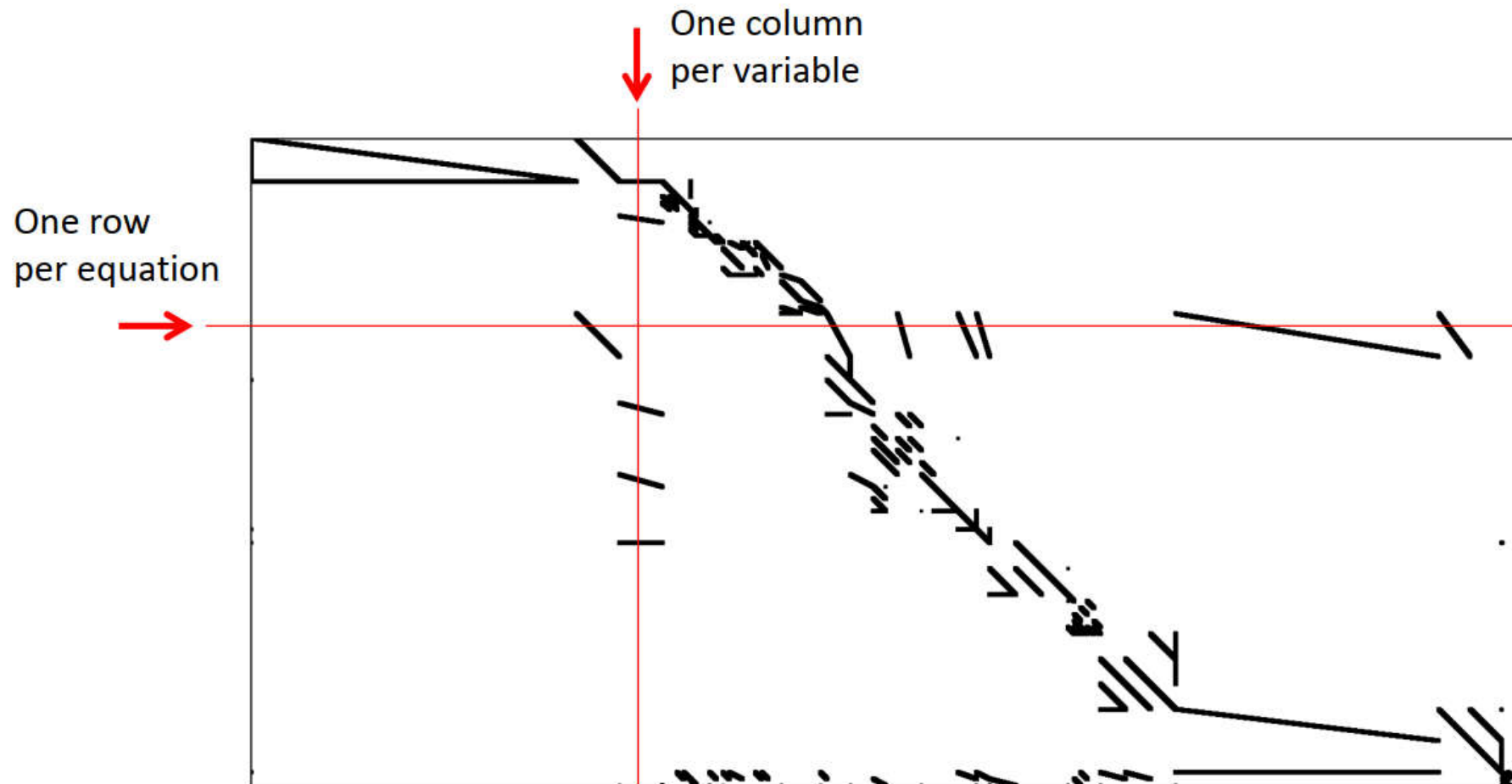
... and solver-based computing time reduction belong together!

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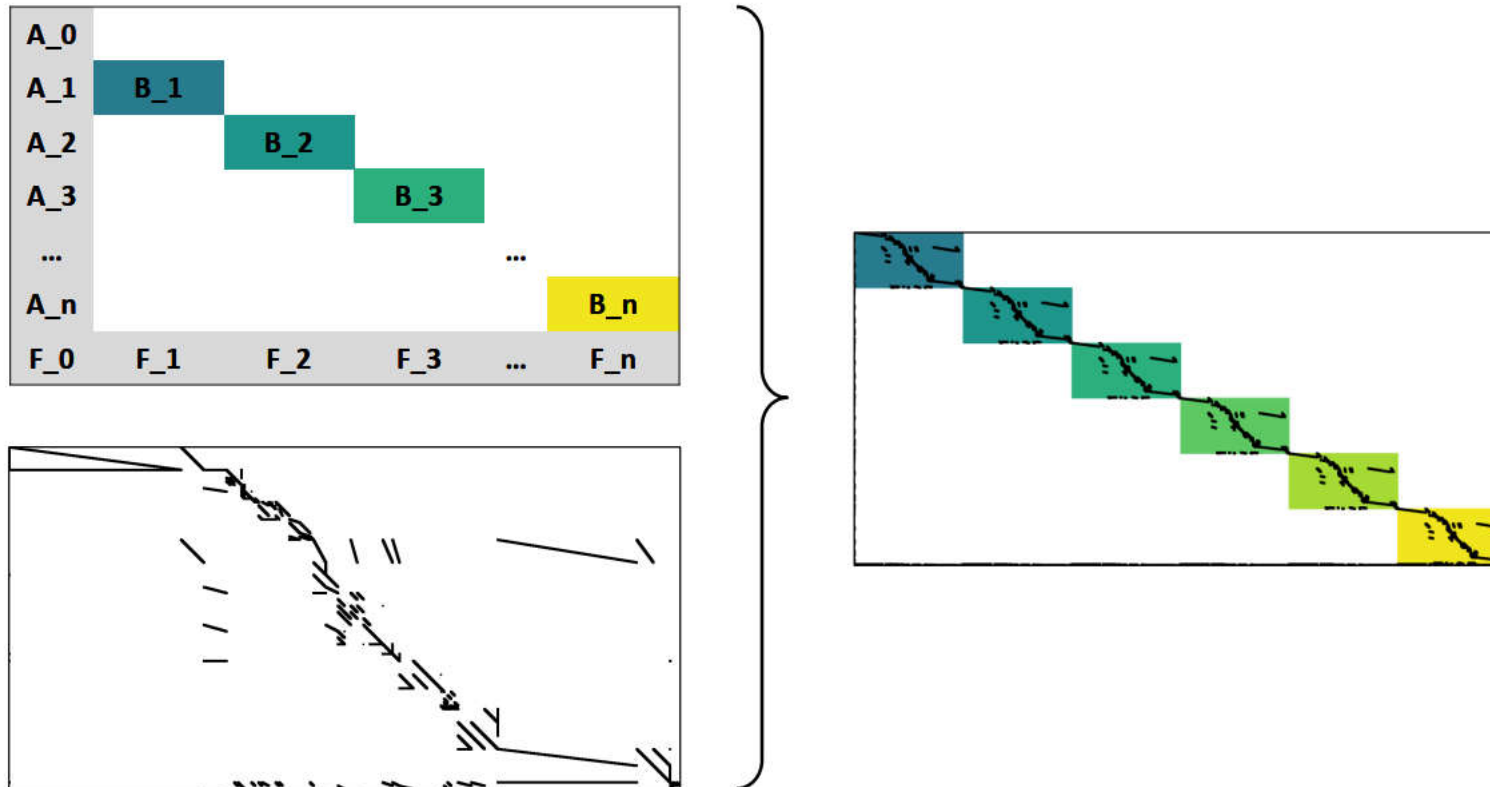


# Annotation I



**Rows and columns can be permuted without changing the optimization problem**

# Annotation II



- Annotation pre-structures the optimization problem
- The GAMS interface permutes the matrix and builds model blocks for PIPS-IPM
- The new solver PIPS-IPM can solve the problem parallelized on a supercomputer

# The new PIPS solver

## Commercial Solvers:

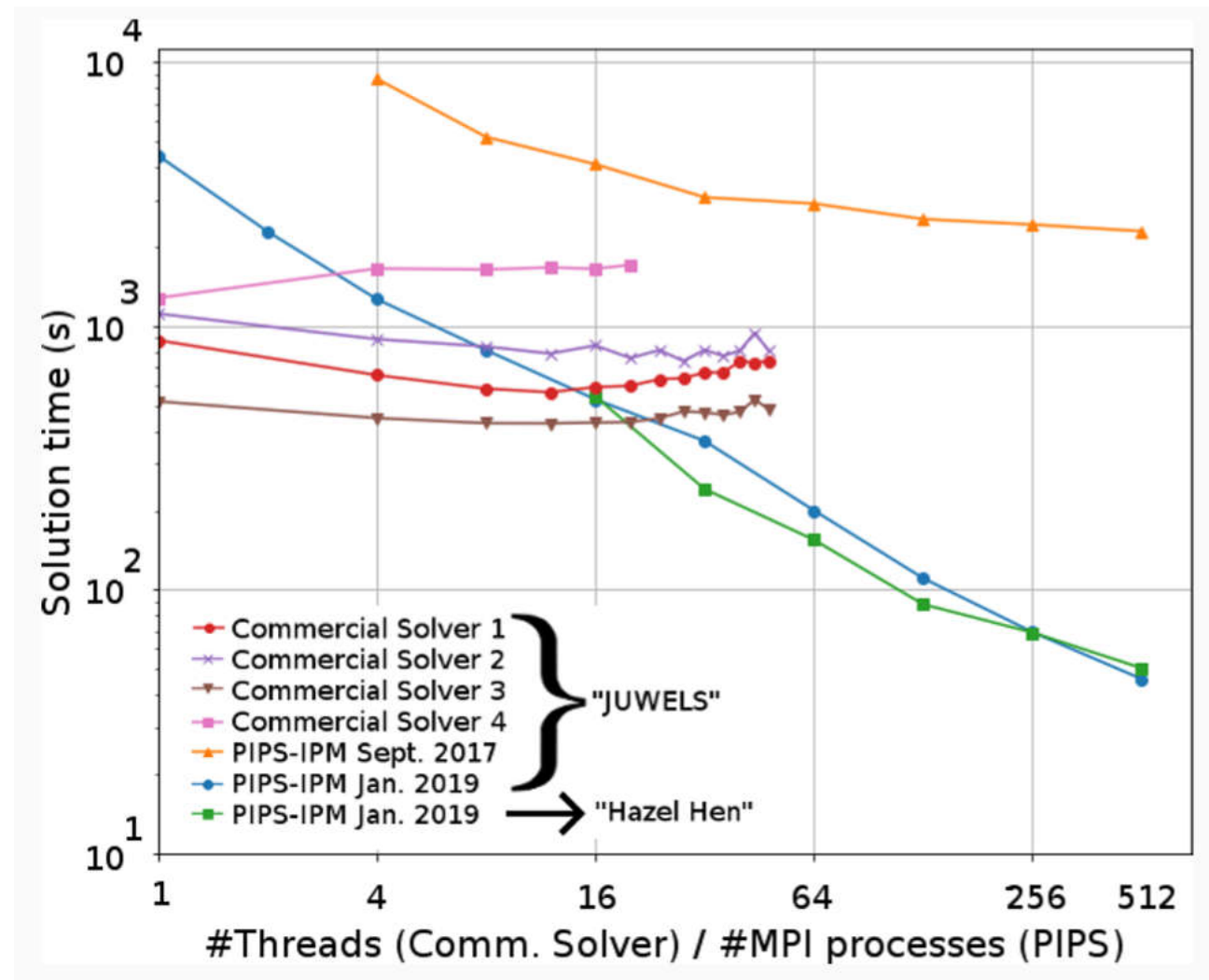
- ▶ Poor scaling
- ▶ Time strongly depends on selected solver

## PIPS:

- ▶ New version is much faster (note that original PIPS was developed for different problems!)
- ▶ Scaling is almost linear
- ▶ **Still in beta state!**

### Issues:

- ▶ parallel preprocessing
- ▶ not suitable for all LPs



# Conclusions

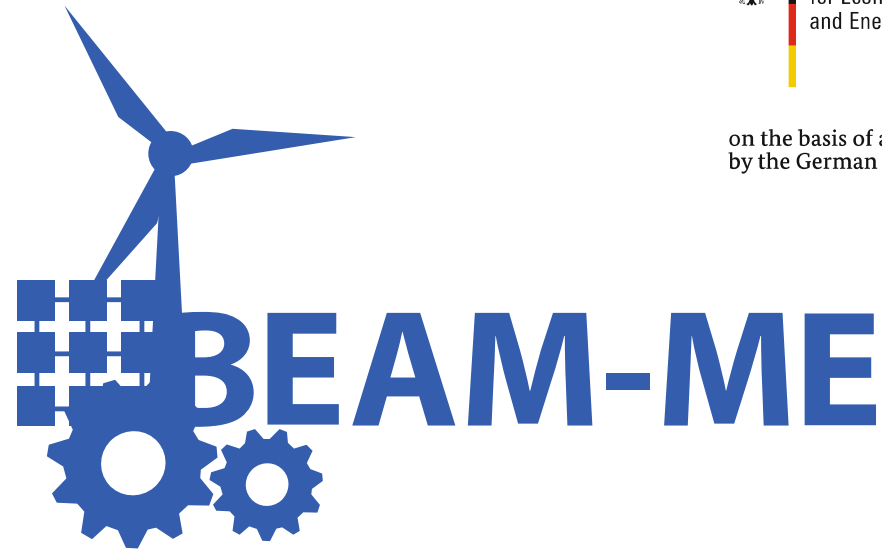
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- **Model based speed-up strategies**
  - Slicing / Aggregation / Heuristics / Decomposition
  - Computing time reduction up to factor 10
- **Solver based speed-up strategies**
  - ESM Annotation → GAMS interface → new PIPS solver → HPC
  - Computing time reduction can reach > factor 100
  - New PIPS solver still in beta state
- **BEAM-ME Best Practice Guide**
  - publication planned by the end of 2019
  - To be notified, subscribe to the mailing list:  
[beamme-news@dlr.de](mailto:beamme-news@dlr.de)  
subject: „subscribe“

# Project BEAM-ME

Thank you!

Contact  
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