

# Implementing Reinforcement Learning via Markov Decision Process (MDP) for Wind Shelter Modelling: **A Precursor to the Dynamic Line Rating (DLR) Technology Trial in Queensland's Transmission Network**

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# Outline of Presentation

- Introduction
- Methodology
  - Data Requirements
    - PQ Infrastructure – Built Section, Conductor Height, Ground Span
    - Vegetation
    - Wind
    - Aspect
    - Relative Topographic Position
  - Analytical Framework
    - Ground Span Level – Wind Shelter Scoring
    - Pixel Level – Finding Optimal Criticality
- Results
- Accuracy Assessment
- Challenges & Limitations
- Takeaway Message



# Introduction

## Powerlink QLD

- **Queensland Government owned corporation** – one of Australia's leading transmission network companies.
- We own, develop, operate and maintain the **high voltage transmission** network.
- We provide electricity to more than **five million Queenslanders** and **250,000 businesses**.
- Our network runs **1,700km** from north of Cairns to the New South Wales border.
- Comprises **16,500** circuit kilometres of transmission lines and **196** substations





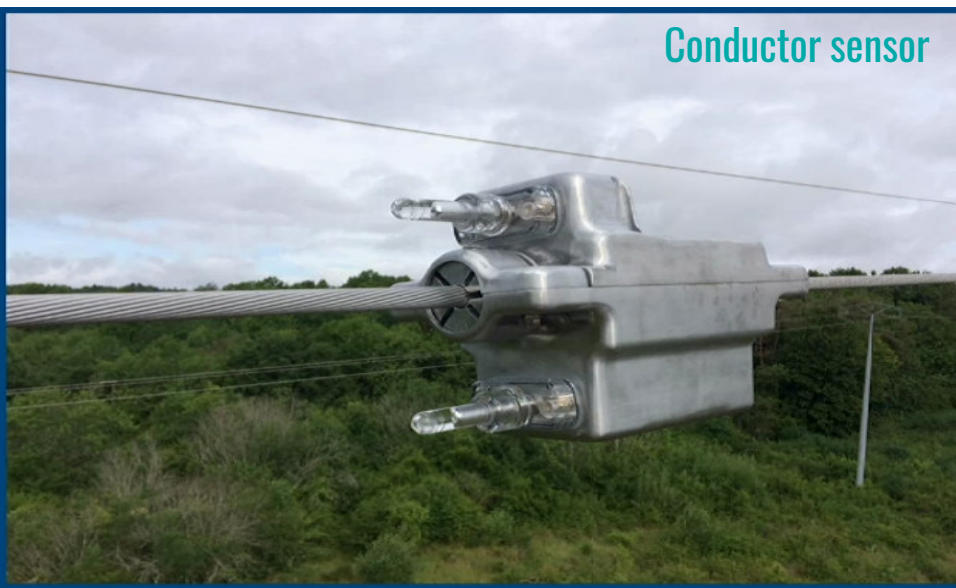
# Introduction

- Develop network-wide spatial modelling tool that will assist in identifying critical spans
- Real-Time Ratings Technology Trial Project
  - to identify critical locations of sensor technology and weather stations along transmission lines and corridors

Ground-mounted weather station



Conductor sensor



# Methodology

## ■ Data Requirements

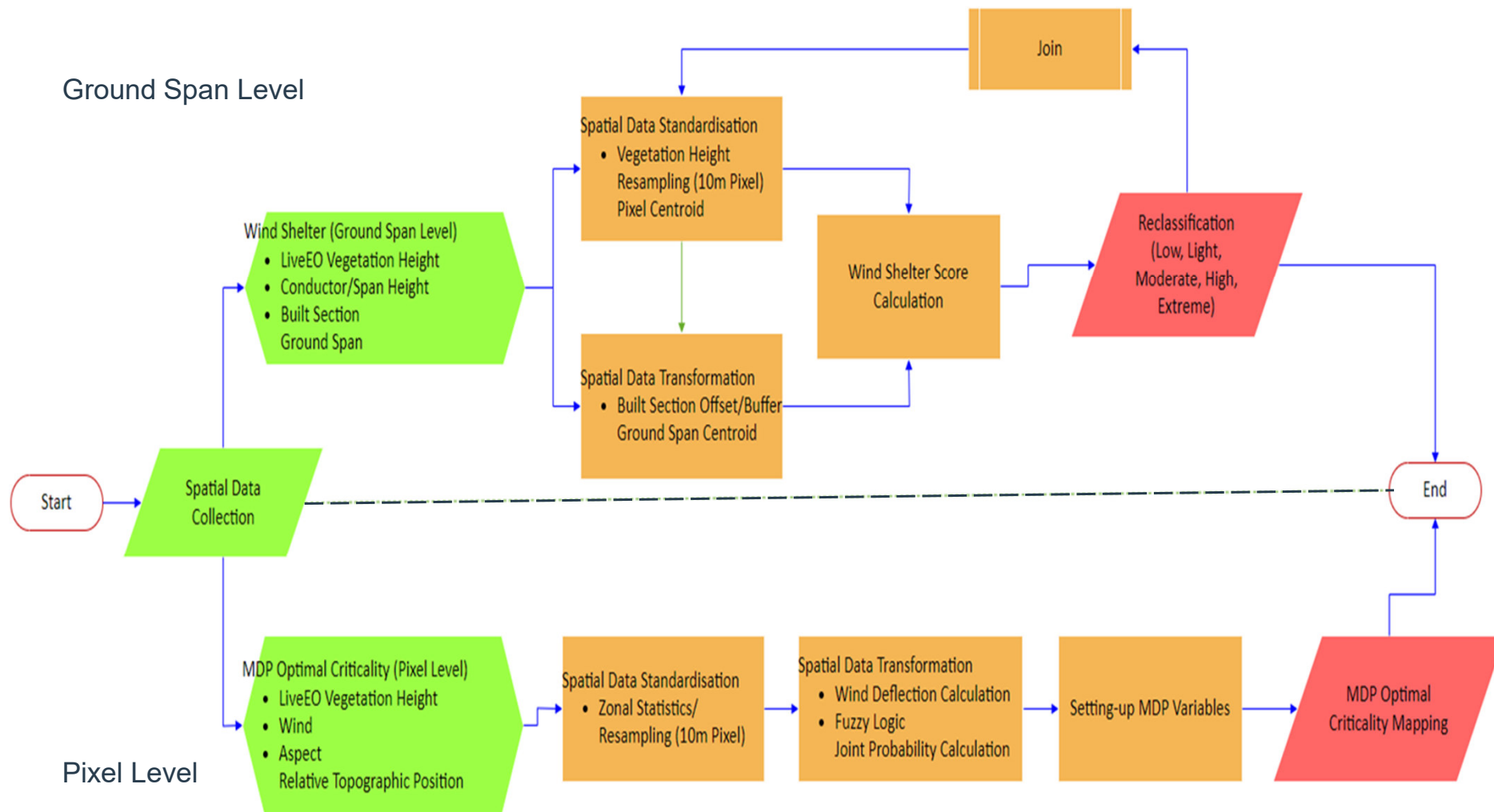
Table 1. Spatial data availability, resolution, and respective sources

Data/Factors	Associated Data	Source	Temporal Statistics	Spatial Resolution
PQ Infrastructure Data	Built Section, Span Height, Ground Span	PQ Enterprise Spatial Database		NA
Vegetation	Foliage Projective Cover	<a href="#">TERN QLD-Long Paddock</a>	Annual (2021)	10m
	Vegetation Height	PQ/Live-EO	Annual (2023)	NA
Relative Topographic Position	Topographic Position	<a href="#">Geoscience Australia</a>	(2018)	~90m
Elevation	DEM	<a href="#">Geoscience Australia</a>	(2000)	1 Second Grid (~30m)
	Slope	Generated		1 Second Grid (~30m)
	Aspect	Generated		1 Second Grid (~30m)
Wind	Eastward Wind Speed	<a href="#">ECMWF*</a>	36 years of monthly ERA5 (1985-2020)	0.25° x 0.25°
	Northward Wind Speed	<a href="#">ECMWF*</a>	36 years of monthly ERA5 (1985-2020)	0.25° x 0.25°
	Wind Direction	Calculated		

\*Bureau of Meteorology (BoM) has partnered with the European Centre for Medium-Range Weather Forecasts (ECMWF) to collaborate and share data, knowledge sharing and capabilities exchange (Source: [Australian Bureau of Meteorology partners with ECMWF | Meteorological Technology International](#)).

# Methodology

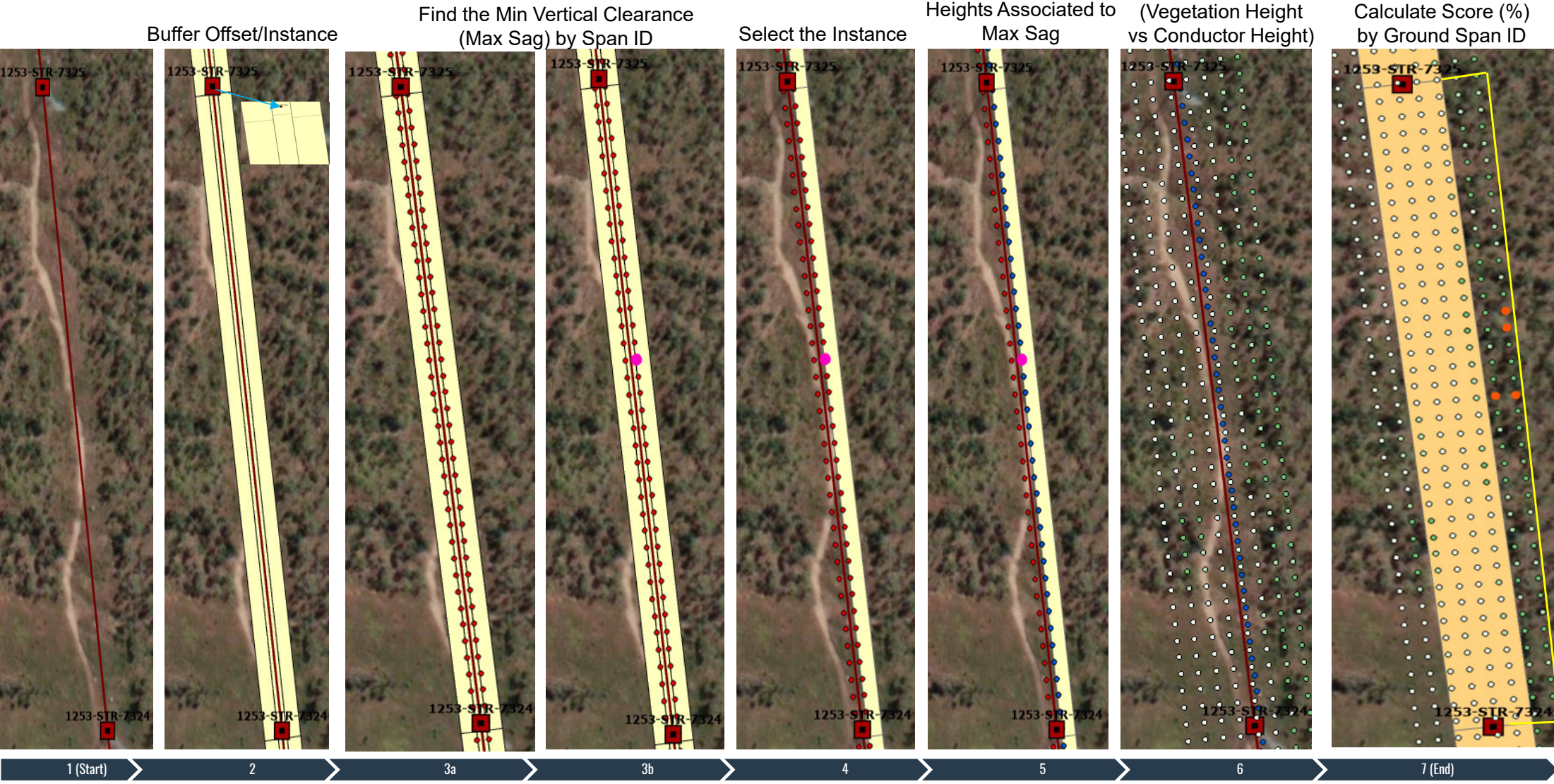
## Overall Analytical Framework





# Ground Span Level

- Wind Shelter Scoring and Classification by Ground Span

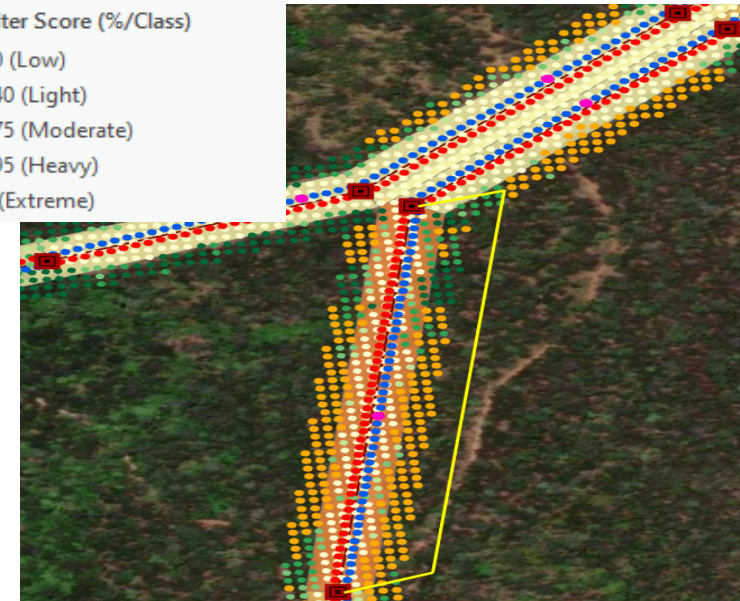
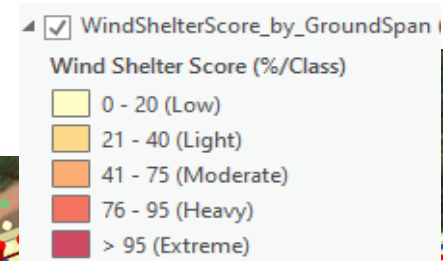
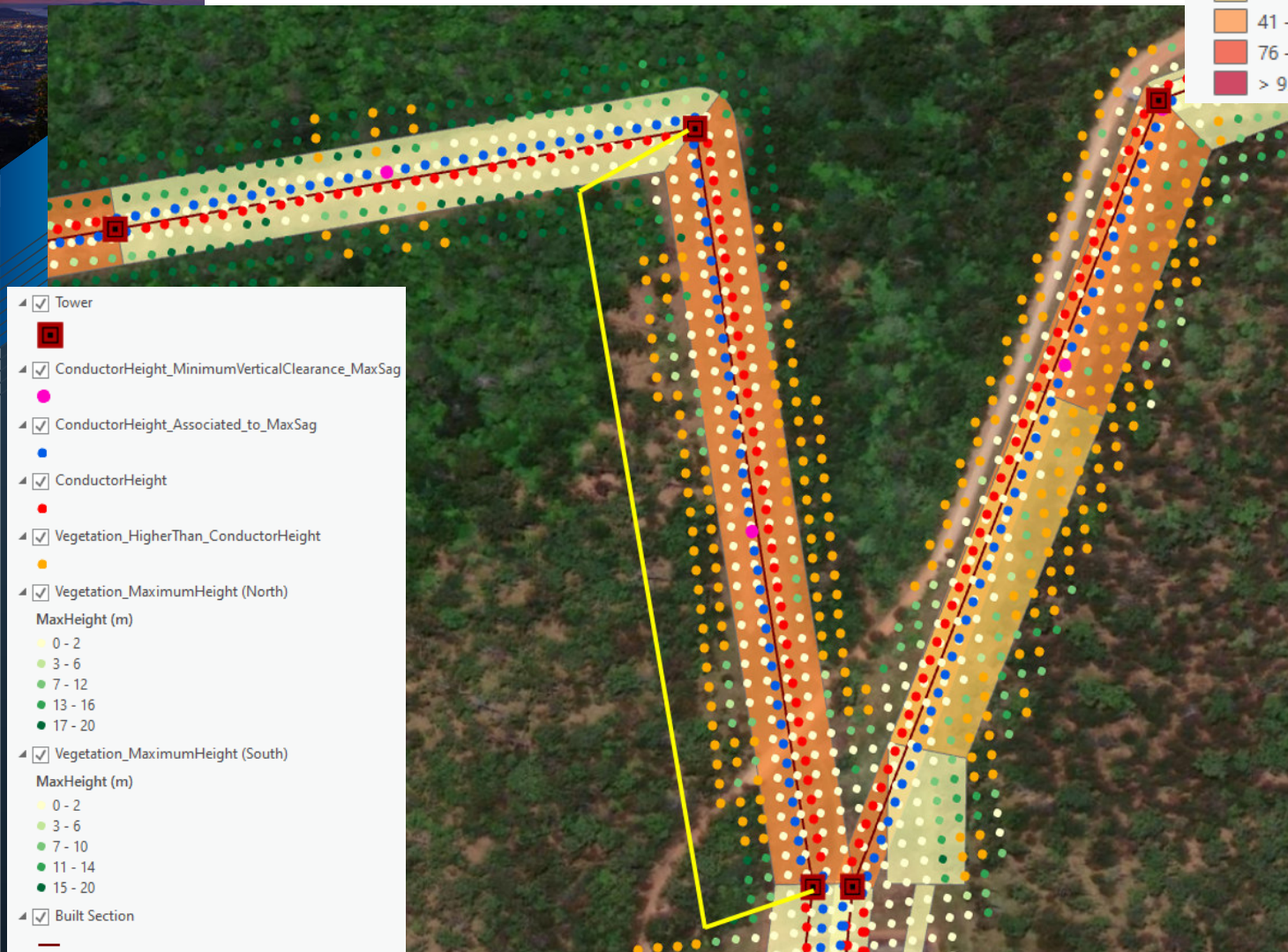






# Ground Span Level

## Wind Shelter Scoring and Classification

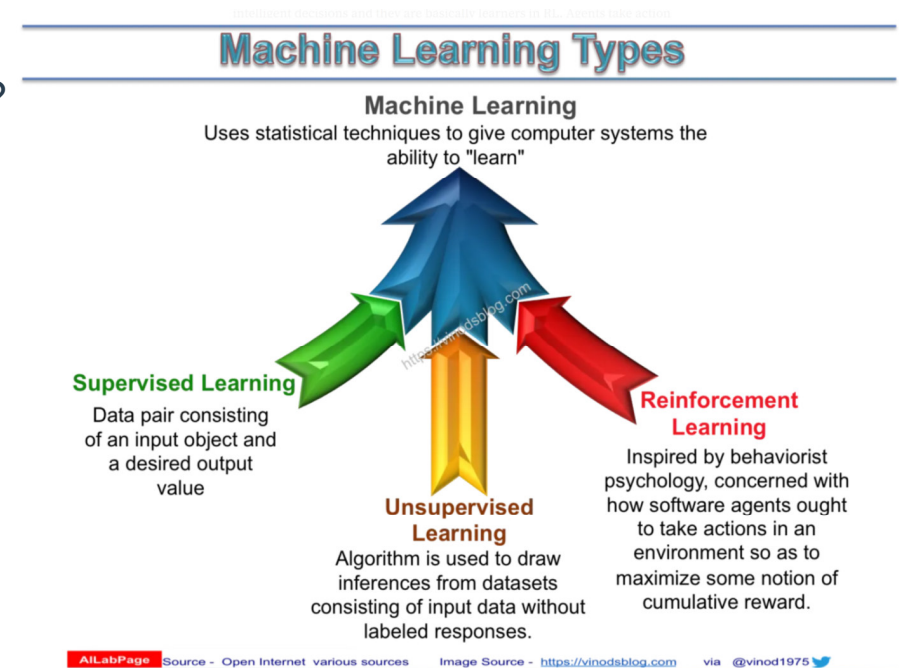


Project is after heavy to extremely wind-sheltered ground spans



# What's going on within & around Ground Span?

- Ground span is a scene-level analysis
  - aimed at labelling each patch/ground span polygon with a semantic class based on its content (i.e. scoring & degree of sheltering)
- Can we further label each pixel with a class to refine our action/decision and find optimal policy?
- Implement Reinforcement Learning (RL) using Markov Decision Process (MDP)
  - stochastic dynamic programming to model sequential decision-making
  - applied in robotics, engineering, energy regulation, hydropower-reservoir operations, risk management, land-use planning, etc.



Source: per link above

# Pixel Level (Solving Optimisation Problem)

- Finding Optimal Policy using Markov Decision Process (MDP)

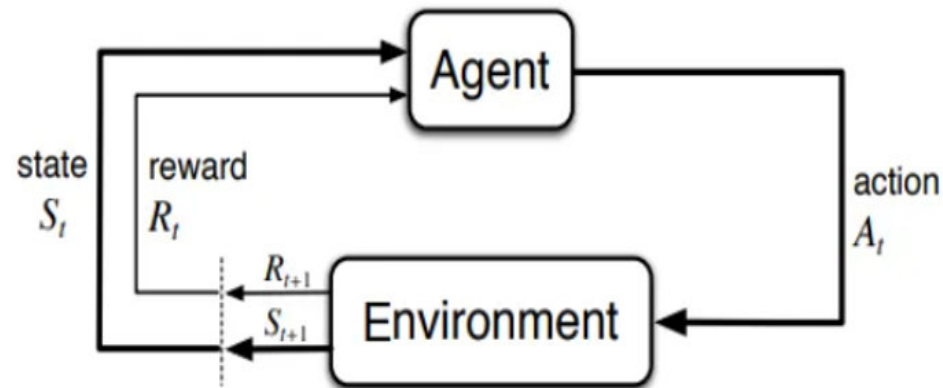


Figure 2. The agent-environment interaction characterizing the Markov Decision Processes (MDP)

Source: [Sutton and Barto \(2017\). Reinforcement Learning: An Introduction](#)

- MDP Variables (SATR)

- a finite set of **states**  $\mathbf{s} \in \mathbf{S}$ .
- a finite set of **actions**  $\mathbf{a} \in \mathbf{A}$
- a **transition** function  $\mathbf{T}(\mathbf{s}'|\mathbf{s},\mathbf{a})$  returning the probability of reaching state  $\mathbf{s}'$ , given the current state  $\mathbf{s}$ , the current action  $\mathbf{a}$
- a **reward** function  $\mathbf{R}(\mathbf{s},\mathbf{a},\mathbf{s}')$  returning a scalar reward based on reaching the new/next state  $\mathbf{s}'$ , after being in state  $\mathbf{s}$ , and taking action  $\mathbf{a}$ .



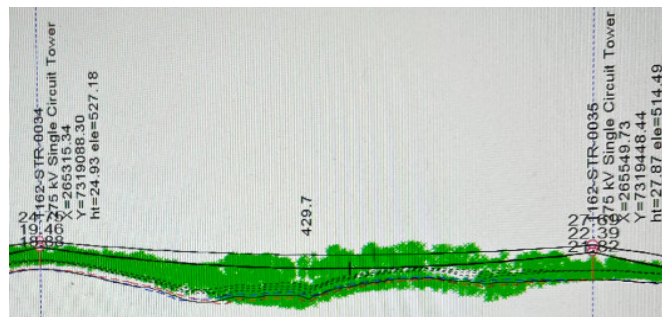
# Pixel Level

## Defining the MDP Variables

### Wind Shelter Score

- Current and New State Variables
  - Wind shelter scores and classification as the **current State/Condition (s)**
  - Scoring was generally guided (not all) by EPRI's technical documentation
  - Classification from Debashis

Wind Shelter Score (%)	Classification
0 – 25	Low
26 – 40	Light
41 – 75	Moderate
76 – 95	Heavy
> 95	Extreme



Source/Acknowledgment: Debashis Paul

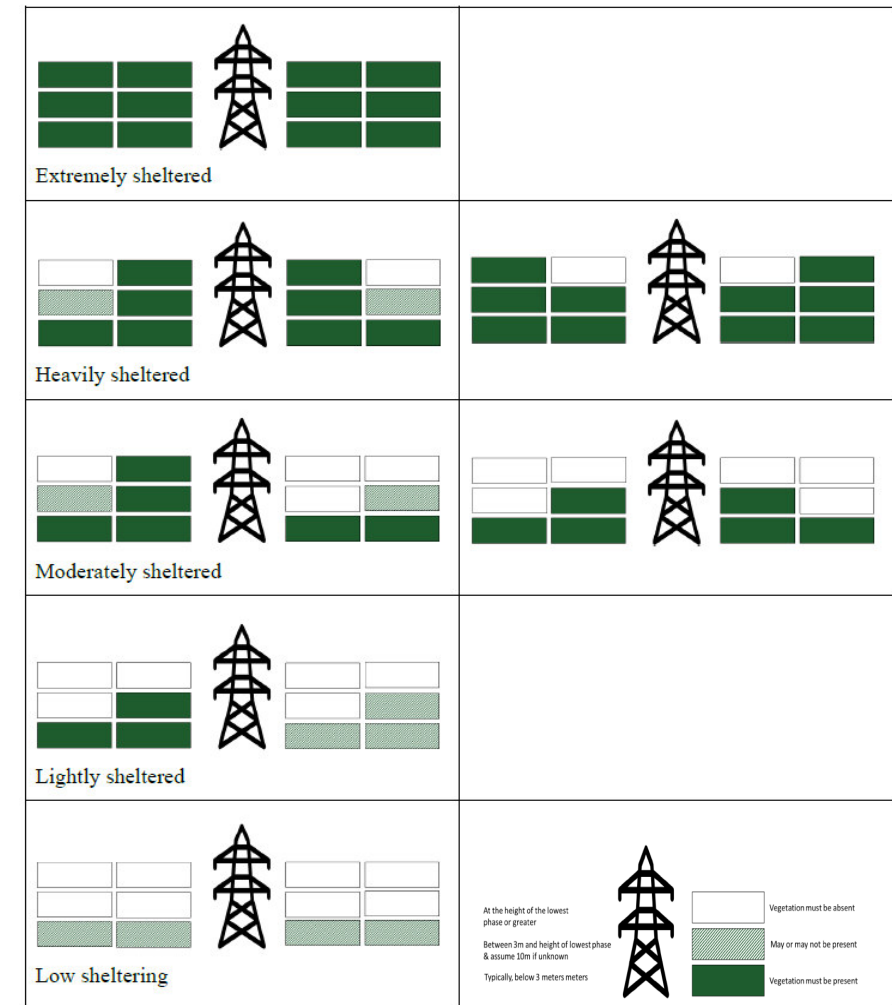


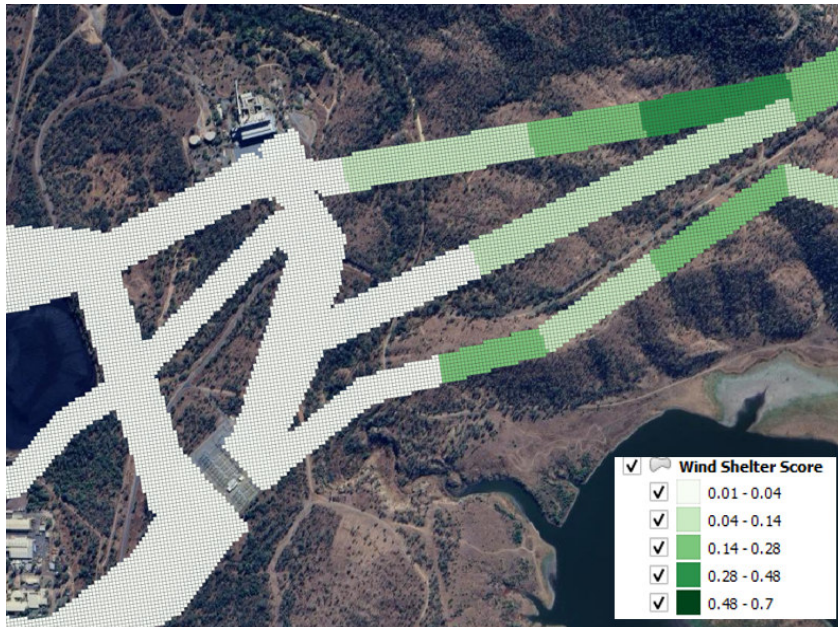
Figure 3. Obstruction based on vegetation height and radial distance  
(Adopted from EPRI Technical Update, 2023)

# Pixel Level

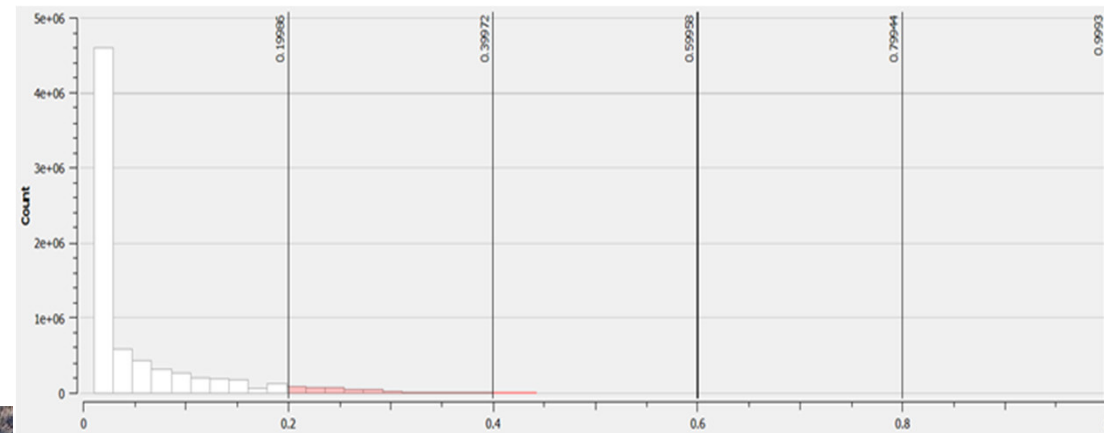
## Defining the MDP Variables

### Wind Shelter Score

- Current State Variable (s)
  - 5 current states/conditions
    - Low
    - Light
    - Moderate
    - High
    - Extreme



### Wind shelter score histogram



Low  
Sheltering

Extreme  
Sheltering

Low  
Preference

High  
Preference

- Real-time rating sensor requires heavily sheltered or vegetated areas



# Pixel Level

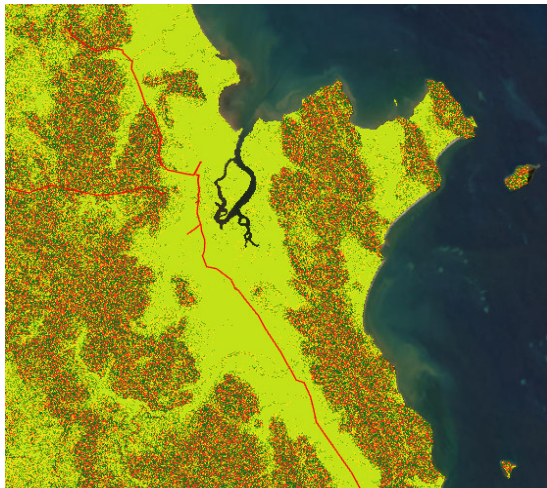
## WAR Variables

- New State Variable ( $s'$ )
  - 5 new states/conditions
    - Low
    - Light
    - Moderate
    - High
    - Extreme

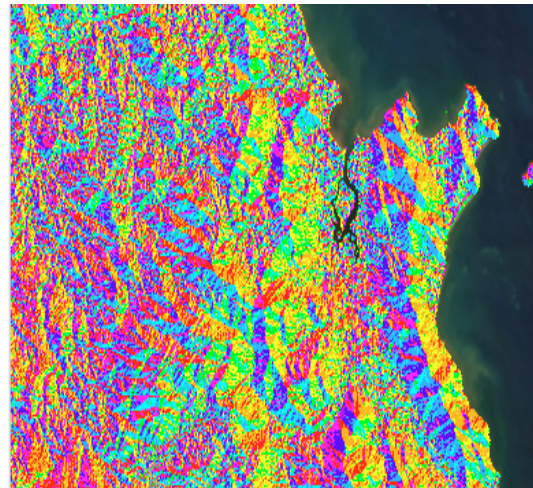
## Defining the MDP Variables

Real-time rating sensor requires:

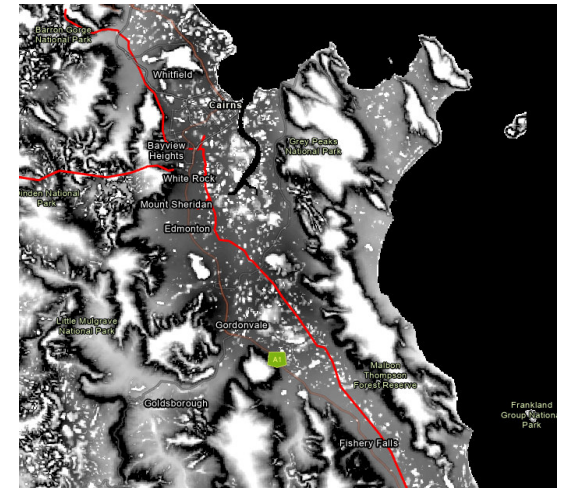
- Uneven topography
- Steep slopes & rough terrains (i.e. leeward/windward sides) – winds must deflect/flow freely.
- South-facing slopes with low influx of solar energy



Wind Deflection (**W**)



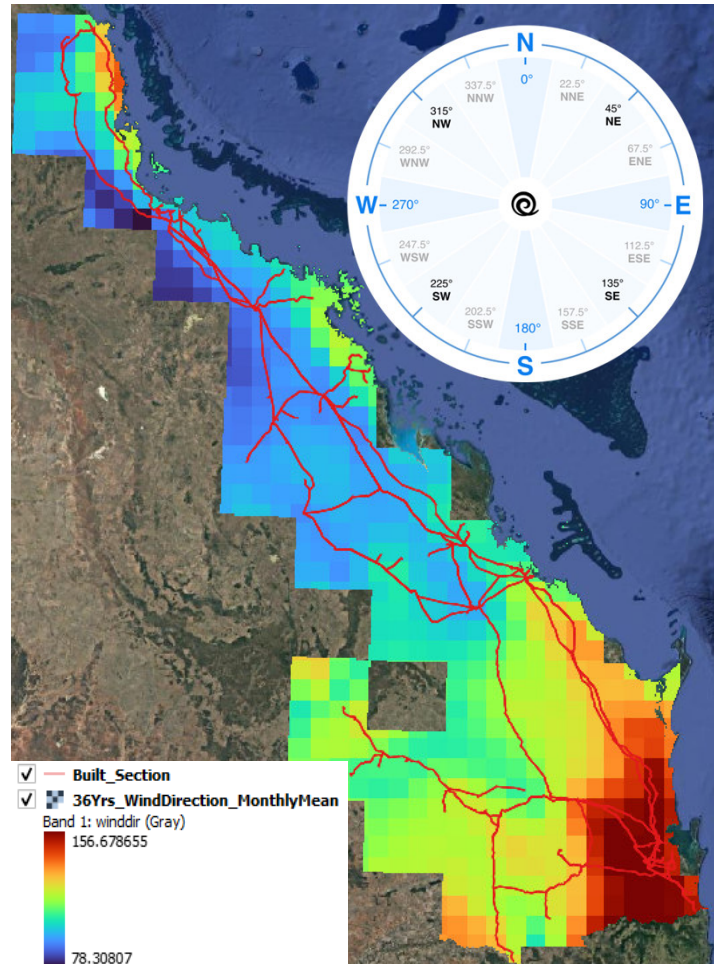
Aspect (**A**)



Relative Topographic Position (**R**)

# Pixel Level

## Wind Variable



## Defining the MDP Variables

- BoM – ECMWF partnership
- ERA5 - 36 years

Date Coverage (1985-2020)

ECMWF ERA5 Monthly

Area of Interest

Calculate Wind Direction

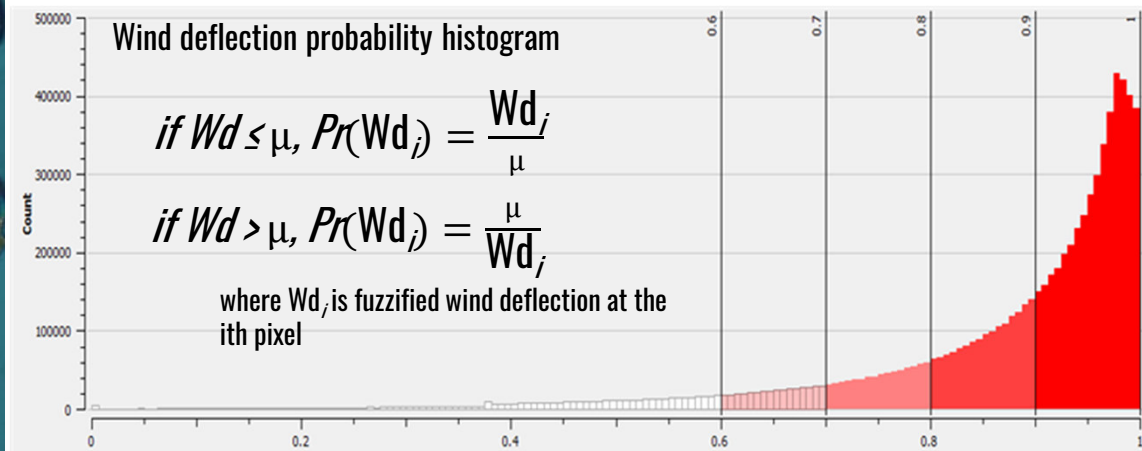
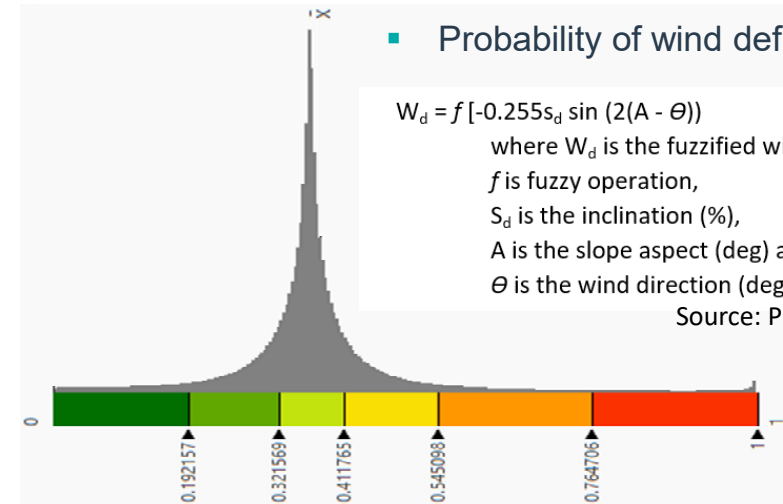
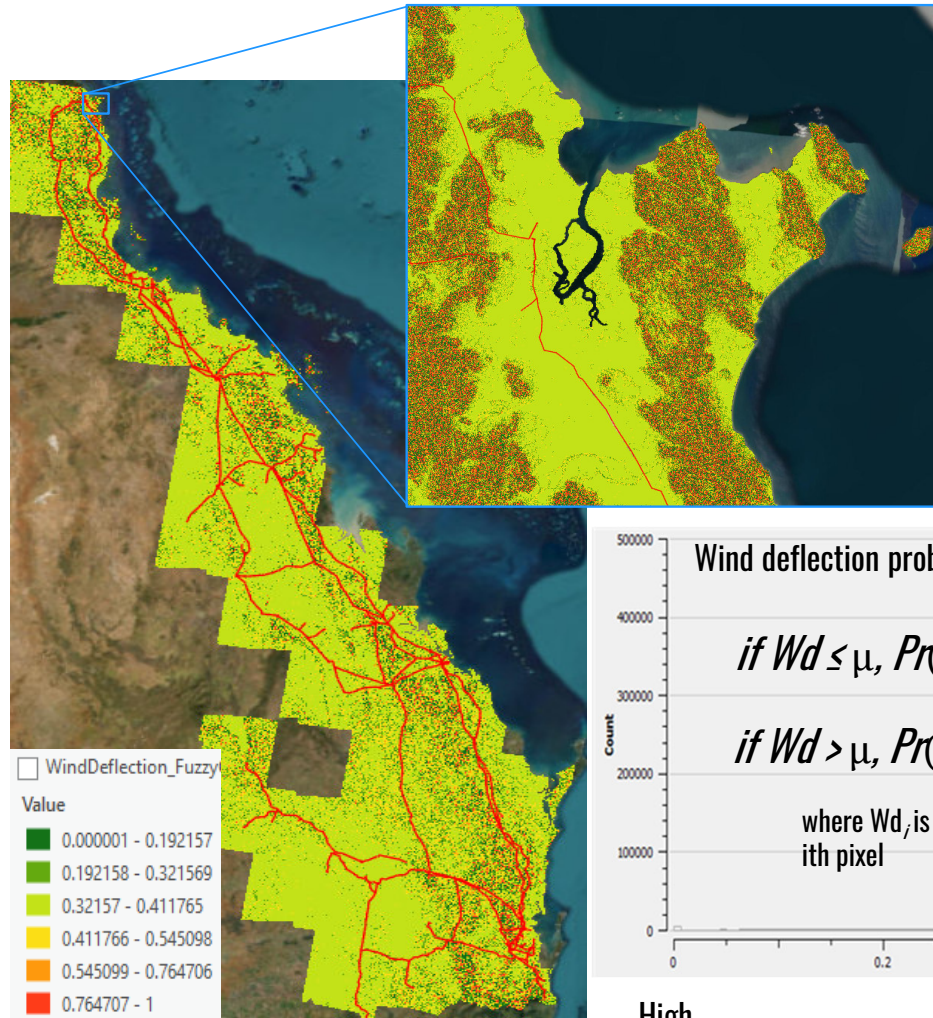
- $u10$  component (m/s – 10m)
- $v10$  component (m/s – 10m)

Get the Monthly Mean



# Pixel Level Defining the MDP Variables

## Wind Variable



High Preference ← → Low Preference

# Pixel Level

## Defining the MDP Variables

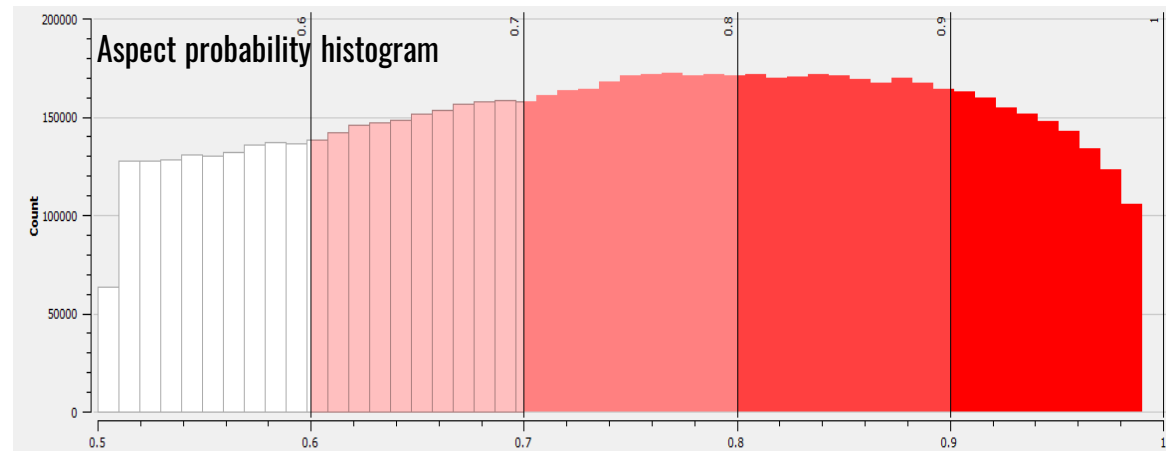
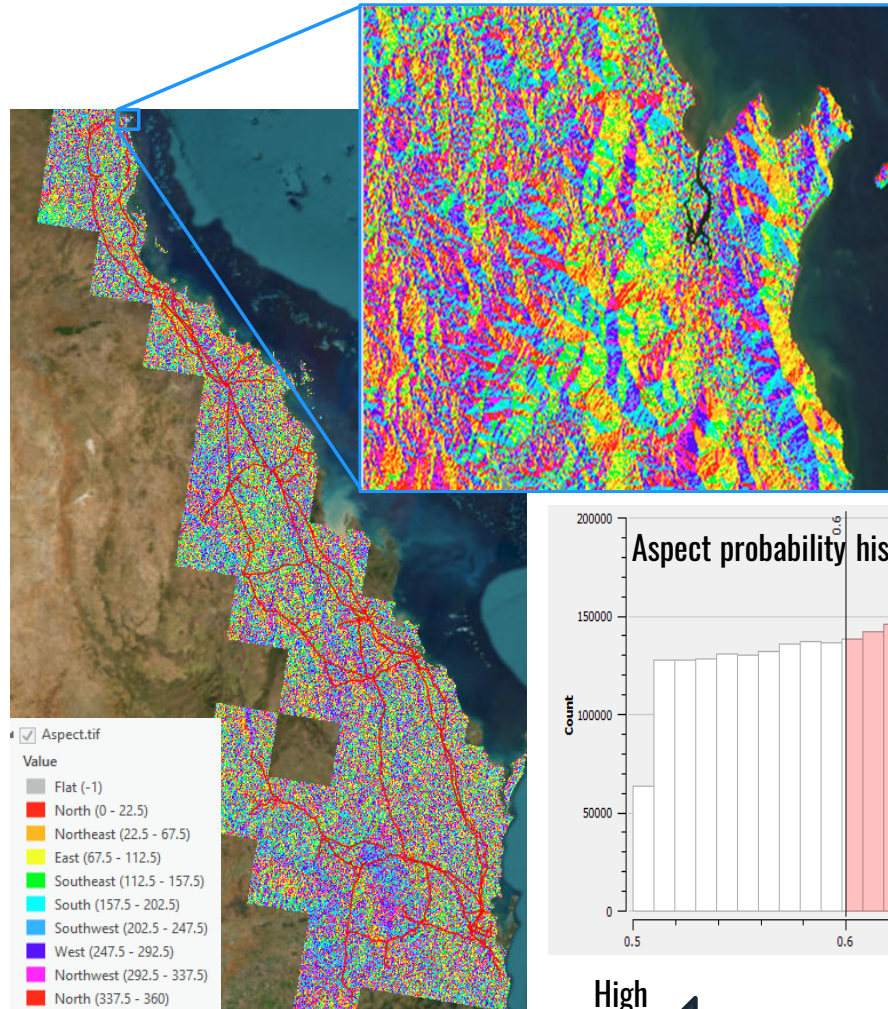
### Aspect Variable

- Aspect probability

$$\text{if } \text{Aspect} < 180, \Pr(A_i) = 1 - \frac{A_i}{360}$$

$$\text{if } \text{Aspect} \geq 180, \Pr(A_i) = \frac{A_i}{360}$$

where  $A_i$  is the aspect value at the  $i$ th pixel



High  
Preference

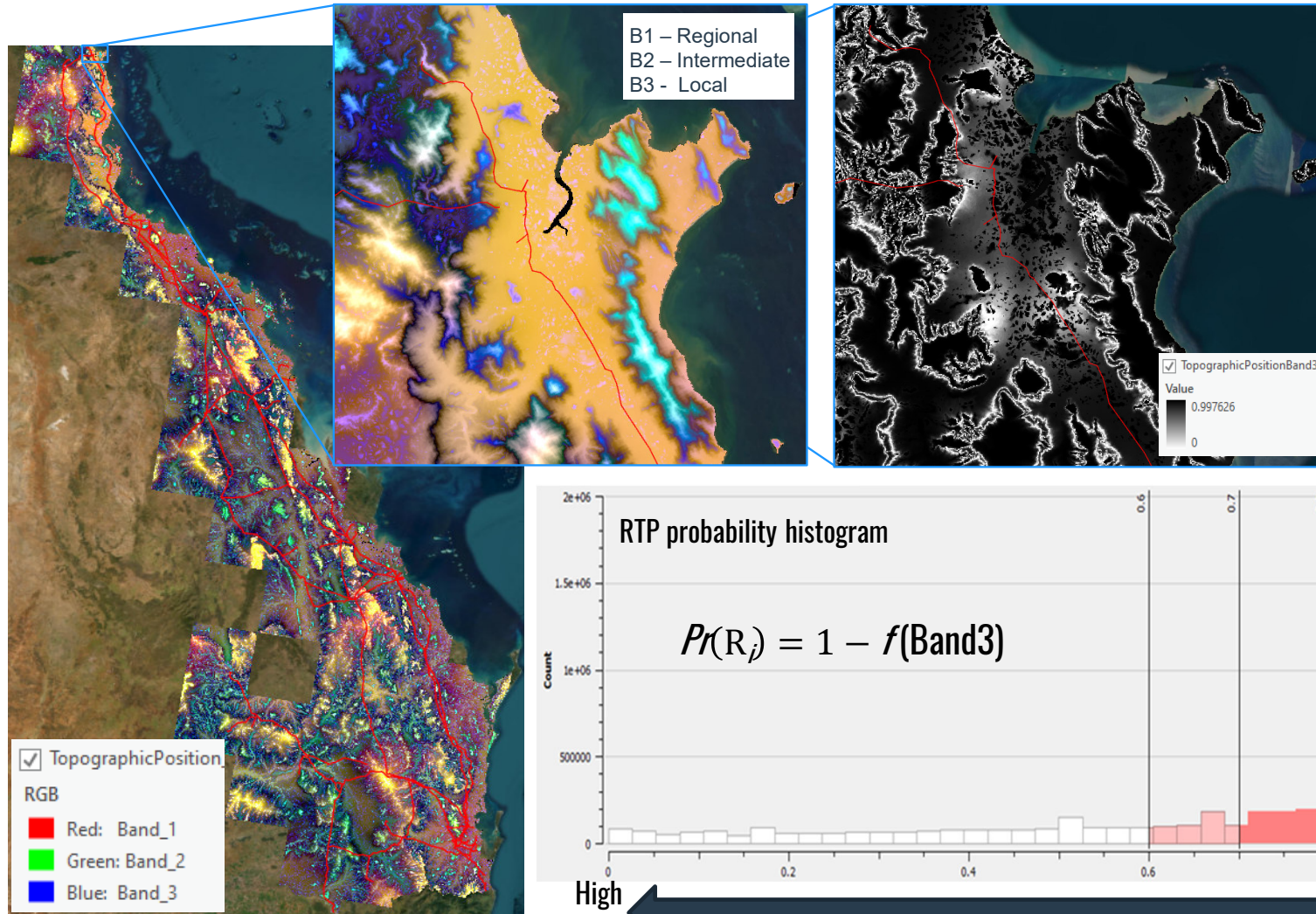
Low  
Preference



# Pixel Level

## Defining the MDP Variables

### Relative Topographic Position (RTP) Variable



- Local scale position of landforms
- RTP probability



# Pixel Level

## Defining the MDP Variables

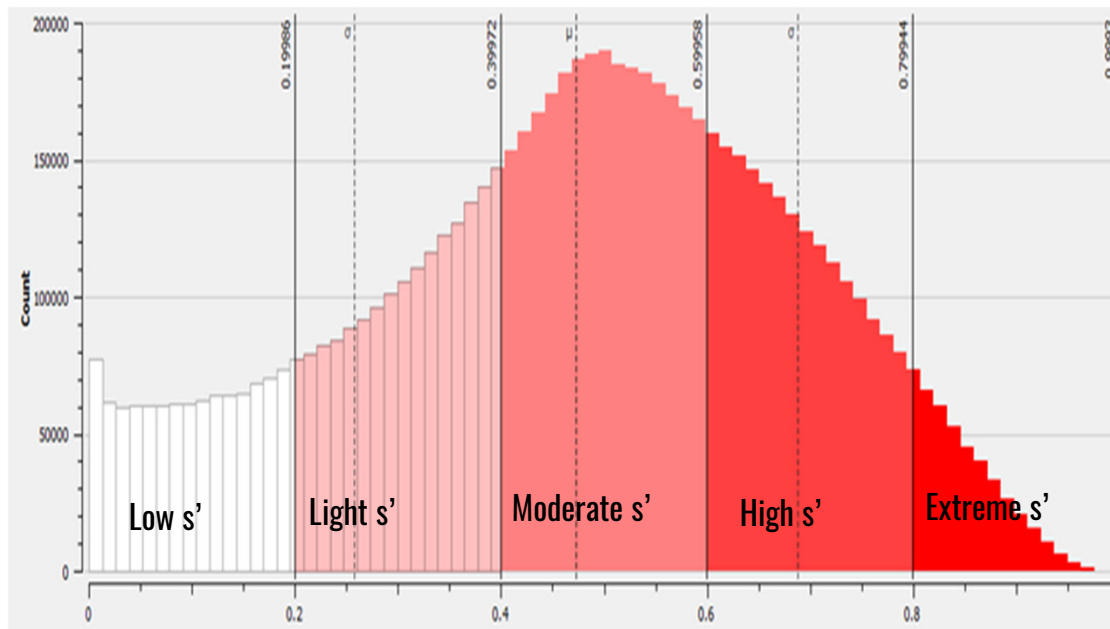
- Transition Probability  $[T(s,a,s')]$

$$T_i(s_{i,a} | s_i) = [1 - WS_i] \cap [Pr(WAR_i)]$$

where

$WS_i$  is current state wind shelter score at the  $i$ th pixel

$Pr(WAR_i) = Pr(Wd_i) \cap Pr(A_i) \cap Pr(R_i)$  at the  $i$ th pixel



Transition probability histogram

## What to do with WAR probabilities and preferences?

New State/Condition (s')	Description
Low	Low WS, Wd, even RTP & north-facing aspect
Light	Light WS, Wd, RTP & NE/NW-facing aspect
Moderate	Moderate WS, Wd, RTP & E/W-facing aspect
High	High WS, WD, RTP & SE/SW-facing aspect
Extreme	Extreme WS, Wd, RTP & south-facing aspect

# Pixel Level

## Defining the MDP Variables

- Actions ( $a_i$ ) and Rewards ( $R(s_i, a_i, s'_i)$ )
- Discounting Factor [ $\gamma \in [0, 1]$ ] = 0.9

- Organised & processed the MDP matrix in R
- Value iteration
- Finding optimal policy/criticality

New State/ Condition ( $s'$ )	Description	Reward ( $R(s_i, a_i, s'_i)$ )	Actions/ Assigned Criticality ( $a_i$ )
Low	Low WS, Wd, even RTP and north-facing aspect	-10	Low-Critical
Light	Light WS, Wd, RTP and NE/NW-facing aspect	-5	Lightly Critical
Moderate	Moderate WS, Wd, RTP and E/W-facing aspect	0	Moderately Critical
High	High WS, WD, RTP and SE/SW-facing aspect	+5	High-Critical
Extreme	Extreme WS, Wd, RTP and south-facing aspect	+10	Extremely Critical

## Bellman Equation

Initialize  $V(s)$  arbitrarily, for all  $s \in \mathcal{S}$

Initialize  $\theta$  to a small positive value

**Loop:**

$\Delta \leftarrow 0$

Loop for each  $s \in \mathcal{S}$ :

$v \leftarrow V(s)$

$V(s) \leftarrow \max_a \sum_{s',r} p(s',r|s,a)[r + \gamma V(s')]$

$\Delta \leftarrow \max(\Delta, |v - V(s)|)$

**Until**  $\Delta < \theta$

Output a deterministic policy,  $\pi \approx \pi^*$ , such that

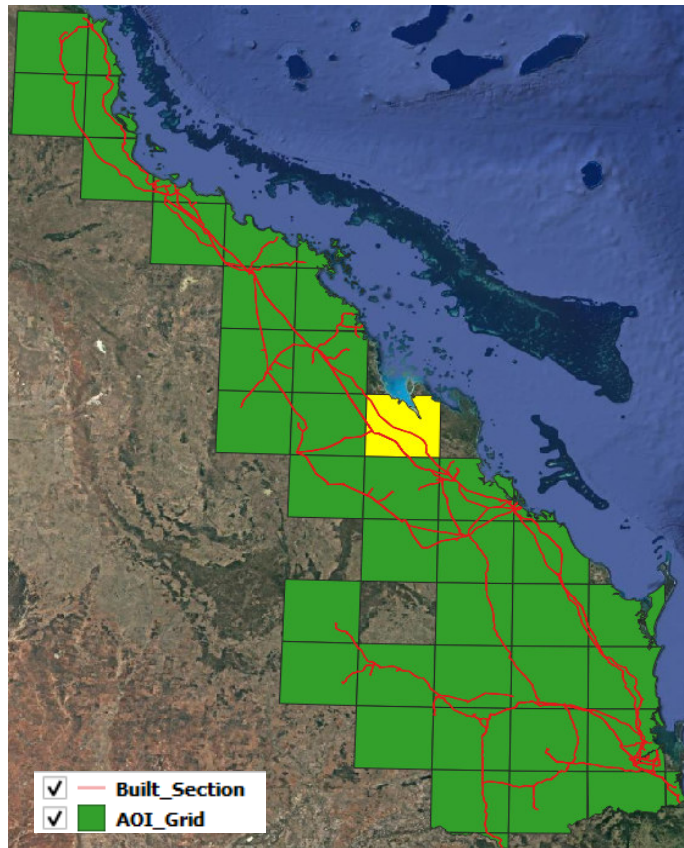
$\pi(s) \leftarrow \operatorname{argmax}_a \sum_{s',r} p(s',r|s,a)[r + \gamma V(s')]$

Source: Bettosi (2023)

Completed MDP Matrix

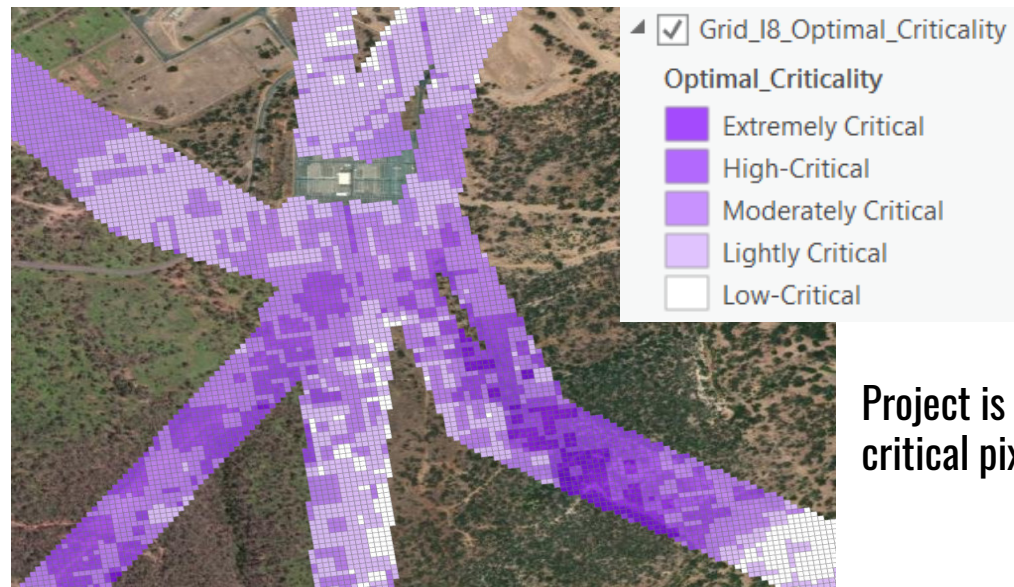
# Pixel Level

- Solving MDP Optimal Criticality
  - 41 MDP grids



```

Console Terminal Background Jobs
R - R 4.4.2 - Z:/Spatial/GIS_FME/Topic/Easement_Maintenance/WORK/20240507_SM_WindShelter/MDP_Optimal_Criticality/
> #Load the data
I8_data <- ZonalStat_Grid_I8
# Group data by unique ID
I8_grouped_data <- I8_data %>% group_by(pointid)
# Function to create the transition and reward matrices
I8_create_matrices <- function(I8_grouped_data) {
  states <- unique(c(I8_grouped_data$curState, I8_grouped_data$newState))
  actions <- unique(I8_grouped_data$Crit_Level)
  # Initialize transition and reward matrices
  P <- array(0, dim = c(length(states), length(states), length(actions))) # 3D matrix for transitions
  R <- matrix(0, nrow = length(states), ncol = length(actions)) # 2D matrix for rewards
  for (i in 1:nrow(I8_grouped_data)) {
    current_state <- I8_grouped_data$curState[i]
    action <- I8_grouped_data$Crit_Level[i]
    new_state <- I8_grouped_data$newState[i]
    reward <- I8_grouped_data$Reward[i]
    trans_prob <- I8_grouped_data$Trans_Pr[i]
    # Map states and actions/criticalities to indices
    state_idx <- which(states == current_state)
    new_state_idx <- which(states == new_state)
    action_idx <- which(actions == action)
    # Populate transition matrix and reward matrix
    P[state_idx, new_state_idx, action_idx] <- trans_prob
    R[state_idx, action_idx] <- reward
  }
  return(list(P = P, R = R, states = states, actions = actions))
}
# Function to perform value iteration for a given ID
I8_value_iteration <- function(P, R, discount = 0.9, tol = 1e-6) {
  num_states <- dim(P)[1]
  num_actions <- dim(P)[3]
  V <- rep(0, num_states) # Initialize value function
  Q <- matrix(0, nrow = num_states, ncol = num_actions) # Initialize Q values (state-action/criticality values)
  delta <- tol + 1
}
    
```



Project is after extremely critical pixels (areas)

- [Wind Shelter Web Map](#)



# Accuracy Assessment

- Ground Span Level
  - missed 180 out of 27,001 spans (99.33% capture ratio)
  - manual corrections



Before manual correction



After manual correction

- Pixel Level
  - 1:1 match/correspondence between pre-defined actions and the resulting optimal criticalities
  - Subject to interpretation and decision appetite



# Challenges & Limitations

- Complex process and computationally intensive
- Up-to-date availability of spatial data
- Use of variable spatial data resolution
  - Data were resampled to 10m pixel size
- LiveEO's vegetation height
  - maximum value of the data range was used as the height of pixel centroid
- MDP action-reward pairing and optimal criticality are subject to interpretation.



# Takeaways

- Integral part of project policy and decision-making (where, how many sensors, how much \$\$\$)
- Strengthened collaboration between Spatial and Transmission Line Strategies



Thank you!

