# **Mean-Field Multi Agent Reinforcement Learning for Active Wake Control**

## 1. Active Wake Control

Turbines placed behind one another are affected by the wake of the upstream turbine, which causes a reduction in power output and an increase in fatigue loads. This can be mitigated by turning the upstream turbine slightly out of the wind, which is called active wake control. The total power output is overall increased, and the fatigue loads are reduced.[1]

### 2. Reinforcement Learning

Reinforcement Learning is an ML technique that learns the best actions that an agent (turbine/wind farm) can take in a given situation (wind speed, wind direction, neighbouring turbines, etc.) to maximize a reward (power output). The single agent solution is effective for a small number of turbines. due to the combination explosion of possible states and actions.





#### 4. Methodology

The research uses FLORIS, a wind wake simulator. In the experiments below. I used a wind tunnel with 3 turbines, and 4 wind tunnels of 4 turbines in parallel. I run each experiment for 3000-4000 episodes (between 2h and 12h), with around 150 steps per episode. I varied the reward in different experiments, from the total power output to global delta between power output for each step, and, in the mean-field spirit, a limited delta.



[1] Kanev, S. K., Savenije, F. J., & Engels, W. P. (2018). Active wake control: An approach to optimize the lifetime operation of wind farms. Wind Energy, 21(7), 488-501. [2]Yang, Y., Luo, R., Li, M., Zhou, M., Zhang, W., & Wang, J. (2018, July). Mean field multi-agent reinforcement learning. In International conference on machine learning (pp. 5571-5580). PMLR.

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## 3. Mean-Field MARL

Mean-Field MARL is a technique that reduces the complexity by including only a subset of neighbors in each turbine's computation. It has been used for the Ising Model, and a 64 vs 64 battle agent.[2] The question for the Research Project is: Can Mean-Field MARL be used for Active Wake Control?, and How does it compare against TD3?. I've also researched how the reward and **view space** affect the performance (training time and power output) of the model.

# 5. Conclusion

After 3000-4000 episodes, the model converges to near-optimal yaw configuration. While these results are promising, they are limited to parallel wind tunnels. The next step is researching real-world layouts and changing wind directions.