Graph Convolutional Reinforcement Learning for Active Wake Control in Windfarms

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1. Background

Windfarm and Turbine Wake Loss

Windfarms play an increasingly critical role for renewable wind energy production. But their efficiency suffer from wake induced power losses.

- Wakes (Figure 1) are a region of high turbulence and low wind speed created when wind passes through a turbine.
- Wake causes downstream turbines to suffer efficiency losses.



Figure 1: Turbine wake interaction, image adapted from Dong [1]

Active Wake Control (AWC)

Wake losses can be reduced by yawing upstream turbines to steer the wake away from downstream turbines. Energy production gains in downstream turbines can outweigh the losses in the upstream turbine. AWC is the active yawing of turbines (Figure 1b). Existing methods include:

- Model-based classical control → over reliant on accurate system model.
- Singe Agent Reinforcement Learning (SARL) → windfarm size scalability issues due to combinatorial explosion.

Multi-Agent Reinforcement Learning (MARL)

- One turbine per agent \rightarrow no combinatorial explosion.
- Fully cooperative, shared reward (windfarm output).

Paper Focus: Graph Convolutional Reinforcement Learning (DGN) [2]

- Agent graph representation, promote collaboration between agent and neighbors \rightarrow Windfarm and turbines naturally topological
- Windfarm representation have many modelling approaches and information encapsulation.

2. Research Questions

How can DGN be efficiently applied to the Active Wake Control of windfarms?

- How does the learning rate influence the performance of DGN when applied to AWC of windfarms?
- 2. How does the performance of DGN scale with increasing windfarm sizes?
- 3. How can the modelling of directionality in windfarm topological features be exploited by DGN to improve the windfarm performance?



CSE3000 Research Project - EEMCS, Delft University of Technology

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