

The Mathematics of Smart Cities

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- System's engineer by education and my research looks like this

MARGELLOS *et al.*: DISTRIBUTED CONSTRAINED OPTIMIZATION AND CONSENSUS IN UNCERTAIN NETWORKS VIA PROXIMAL MINIMIZATION 1377

1) Naive Result: For any collection of agents' scenarios, it clearly holds that $d_{i,N} \leq d$ for all $i = 1, \dots, m$, for any scenario set. Thus, for each $i = 1, \dots, m$, Theorem 2 can be applied conditionally to the scenarios of all other agents to obtain a local, in the sense that it holds only for the constraints of agent i , feasibility characterization. Fix $\beta_i \in (0, 1)$ and let

$$\tilde{\varepsilon}_i = 1 - \sqrt[n_i]{\frac{\beta_i}{(d)}}. \quad (13)$$

We then have that

$$\mathbb{P}^N \left\{ S \in \Delta^N : \mathbb{P} \left\{ \delta \in \Delta : x_N^* \notin X_i(\delta) \right\} \leq \tilde{\varepsilon}_i \right\} \geq 1 - \beta_i. \quad (14)$$

By the subadditivity of \mathbb{P}^N and \mathbb{P} , (14) can be used to quantify the probabilistic feasibility of x_N^* with respect to the global constraint $\bigcap_{i=1}^m X_i(\delta)$. Following the proof of [54, Corollary 1], where a similar argument is provided, we have that

$$\begin{aligned} \mathbb{P}^N \left\{ S \in \Delta^N : \mathbb{P} \left\{ \delta \in \Delta : x_N^* \in \bigcap_{i=1}^m X_i(\delta) \right\} \leq \sum_{i=1}^m \tilde{\varepsilon}_i \right\} \\ = \mathbb{P}^N \left\{ S \in \Delta^N : \mathbb{P} \left\{ \delta \in \Delta : \exists i \in \{1, \dots, m\}, x_N^* \notin X_i(\delta) \right\} \right. \\ \left. \leq \sum_{i=1}^m \tilde{\varepsilon}_i \right\} \end{aligned}$$

$$\begin{aligned} &= \mathbb{P}^N \left\{ S \in \Delta^N : \mathbb{P} \left\{ \bigcup_{i=1}^m \left\{ \delta \in \Delta : x_N^* \notin X_i(\delta) \right\} \right\} \leq \sum_{i=1}^m \tilde{\varepsilon}_i \right\} \\ &\geq \mathbb{P}^N \left\{ S \in \Delta^N : \sum_{i=1}^m \mathbb{P} \left\{ \delta \in \Delta : x_N^* \notin X_i(\delta) \right\} \leq \sum_{i=1}^m \tilde{\varepsilon}_i \right\} \\ &\geq \mathbb{P}^N \left\{ \bigcap_{i=1}^m \left\{ S \in \Delta^N : \mathbb{P} \left\{ \delta \in \Delta : x_N^* \notin X_i(\delta) \right\} \leq \tilde{\varepsilon}_i \right\} \right\} \\ &\geq 1 - \sum_{i=1}^m \mathbb{P}^N \left\{ S \in \Delta^N : \mathbb{P} \left\{ \delta \in \Delta : x_N^* \notin X_i(\delta) \right\} > \tilde{\varepsilon}_i \right\} \\ &\geq 1 - \sum_{i=1}^m \beta_i \end{aligned} \quad (15)$$

which leads to the following proposition.

Proposition 1: Fix $\beta \in (0, 1)$ and choose $\beta_i, i = 1, \dots, m$, such that $\sum_{i=1}^m \beta_i = \beta$. For each $i = 1, \dots, m$, let $\tilde{\varepsilon}_i$ be as in (13) and set $\tilde{\varepsilon} = \sum_{i=1}^m \tilde{\varepsilon}_i$. We then have that

$$\mathbb{P}^N \left\{ S \in \Delta^N : \mathbb{P} \left\{ \delta \in \Delta : x_N^* \notin \bigcap_{i=1}^m X_i(\delta) \right\} \leq \tilde{\varepsilon} \right\} \geq 1 - \beta. \quad (16)$$

- ... but
 - will not show **any** equation
 - will give a **systems' perspective** to smart cities

What makes a city smart?

- (my) Definition: A city is **smart** if “it”
 - ▶ **exploits** technology to **advance** operations and services
 - ▶ Goals: **safety, efficiency and sustainability**

Figure taken from <https://newsroom.cisco.com/>



What makes a city smart?

- To achieve the goals of the future smart cities combine
 - ▶ **Information and communication** technology (ICT)
 - ▶ **Data** collection from citizens, devices, buildings ... and processing
 - ▶ **Connectedness**: vehicles + services + users

Smart city: key urban market verticals

UK's industry in the smart cities arena

- 1 Transportation management
- 2 Energy management
- 3 Water management
- 4 Waste management
- 5 Assisted living

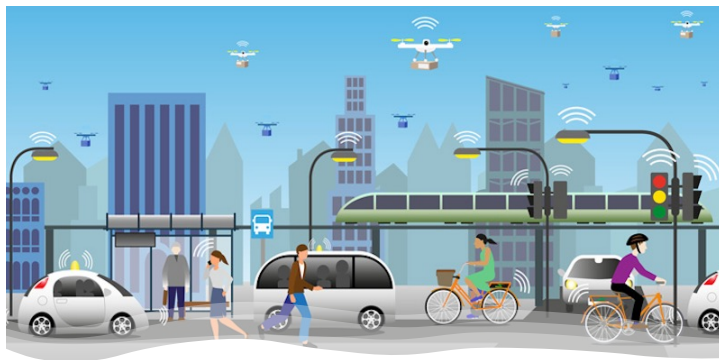
- Estimated global market of >\$400 Billion in 2020¹
- Catapult Connected Places: UK's innovation accelerator for cities, transport & place leadership²

¹ Report Ove Arup & Partners Ltd, Dept for Business Innovation & Skills

² <https://cp.catapult.org.uk/>

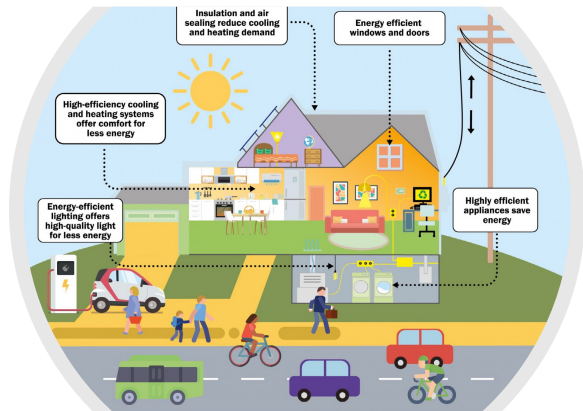
Transportation management

- **Connected transportation:** informed user choices of how and when they access transport, reduced congestion, ...
- Shift to **sustainable transportation:** limits carbon emissions and waste, uses renewable resources
- **Shared mobility systems:** reduce urban density



Energy management: Electricity, heating & cooling

- **Building energy management:** monitoring and control of heating, ventilation & air conditioning, lighting ...
- Consumption savings through **smart meters** and efficient appliances
- Consumers become **prosumers**

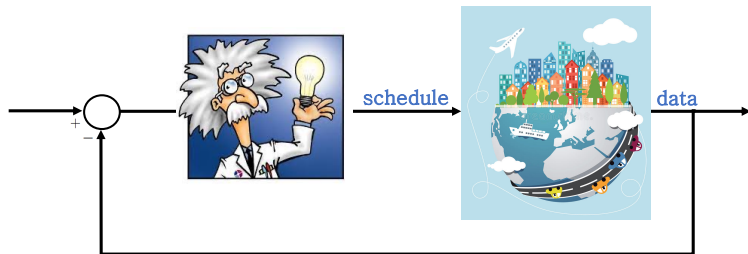


A systems' perspective



- **Smart city:** plant/process
- **Data:** output, sensors' measurements
- **Schedule:** input, actuation

A systems' perspective


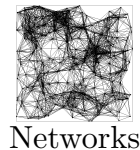
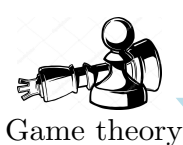


- **Smart city:** plant/process
- **Data:** output, sensors' measurements
- **Schedule:** input, actuation
- How to achieve **schedule** from seeing **data**? **Feedback!**

... but there are major challenges!

Math tools

- **Networks:** Increased levels of connectedness
- **Game theory:** Strategic behaviour and selfishness
- **Learning:** Randomness due to uncertainty but availability of data



Learning



Hybrid electric vehicle scheduling game

Mani players: Hybrid electric vehicles



- Find **optimal** schedule but **rational**
- **Price responsive**
- Keep local preferences/ limits **private**

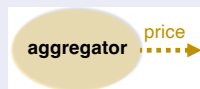
Hybrid electric vehicle scheduling game

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Main players: Aggregator



- Aggregates (sums) **total demand**
- **Sets price**
- **Broadcasts** price to vehicles

Hybrid electric vehicle scheduling game

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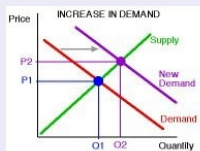
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Game rules: Price-demand curve



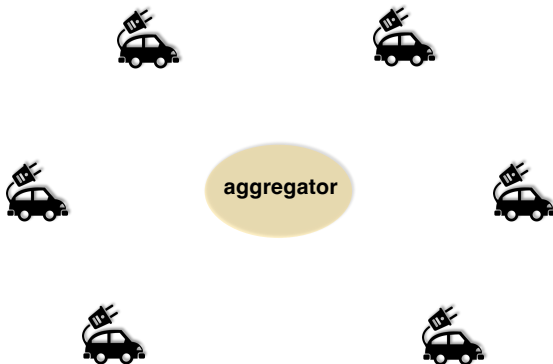
- **Increase in demand** leads to a **higher price**
- **Elastic demand**

Equilibrium seeking algorithm

Step 1: Local computation



Each vehicle computes in a best-response fashion a **tentative** charging schedule

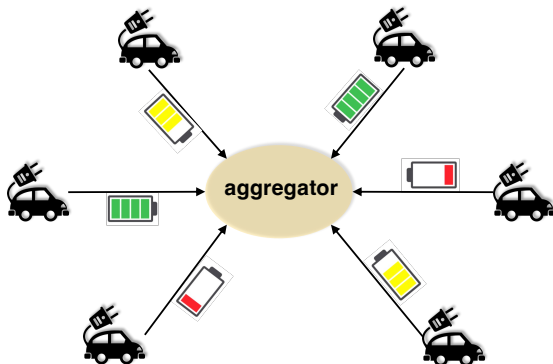


Equilibrium seeking algorithm

Step 2: Communication – from vehicles to aggregator



Electric vehicles **broadcast** their charging schedules to aggregator

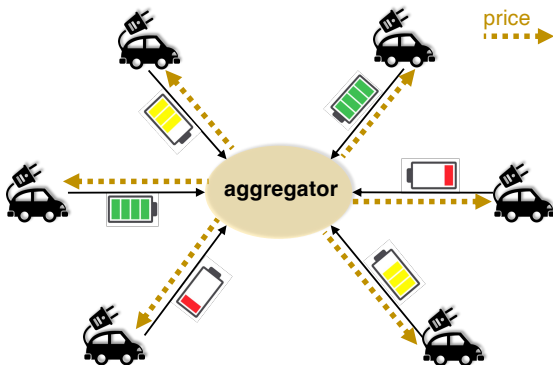


Equilibrium seeking algorithm

Step 3: Communication – from aggregator to vehicles

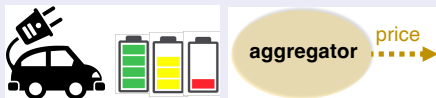


The aggregator broadcasts price according to total **demand-price curve**

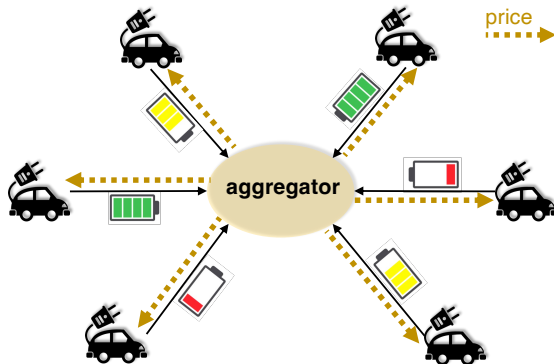


Equilibrium seeking algorithm

Step 4: GO TO Step 1 and REPEAT

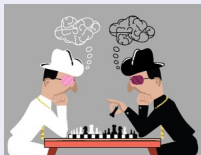


Vehicles compute charging schedules on the basis of price received

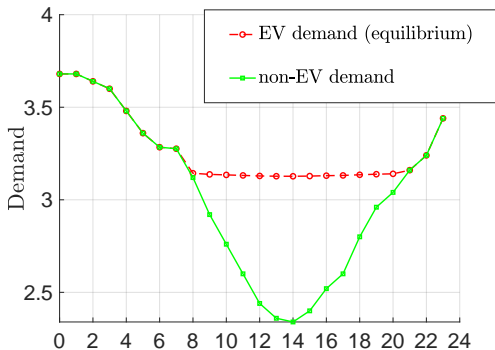


Do we reach an equilibrium? What does this mean?

Main result – Such an iteration:

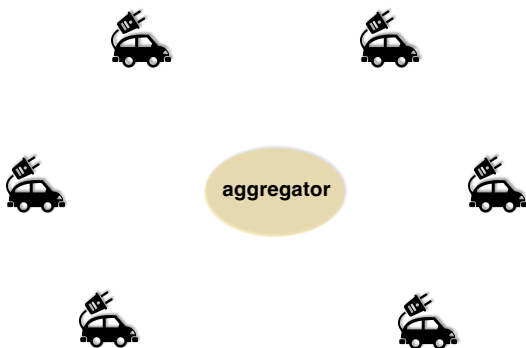


- Converges to an equilibrium charging schedule; no vehicle has incentive to deviate
- Respects **privacy** requirements
- Is “valley-filling”



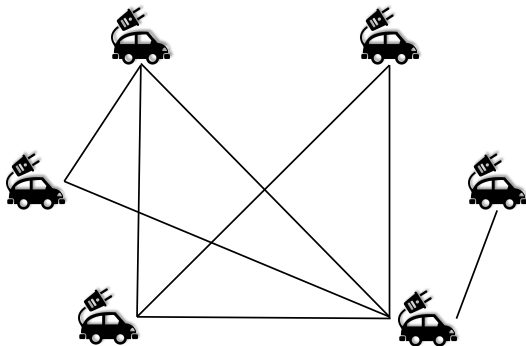
A fully distributed set-up

- No aggregator!
- Communication only with **neighboring** vehicles
- Maintain a **local price estimate** at the vehicle level



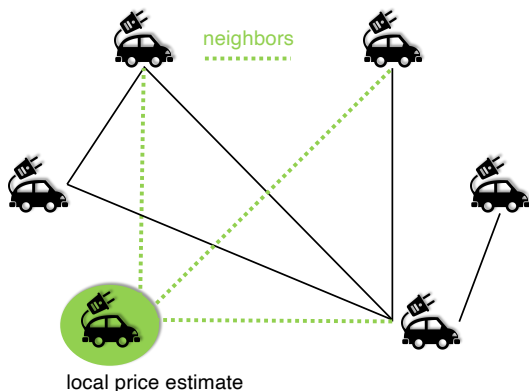
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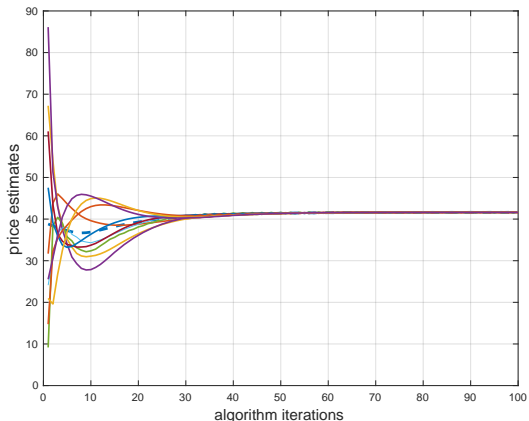
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Price estimates reach consensus!



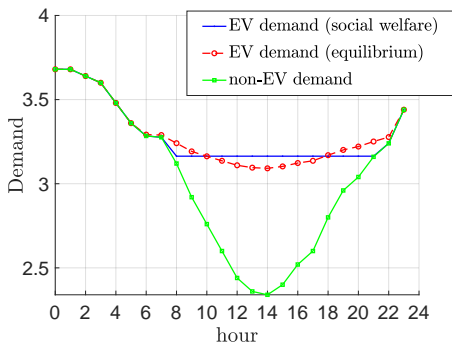
Equilibrium efficiency or else ... price of anarchy

- Motivation from fish or birds
 - ▶ Many individuals acting selfishly but the population could do something meaningful – the social welfare!
 - ▶ **Price of anarchy**: “distance” between individuality and social welfare
 - ▶ Price of anarchy in the limit, i.e. in **large** populations?

Equilibrium efficiency or else ... price of anarchy

- **Social welfare:** Optimum for population if all vehicles cooperate
- **Equilibrium:** No incentives for vehicles to change their schedule
- As number of vehicles increases, price of anarchy tends to zero!

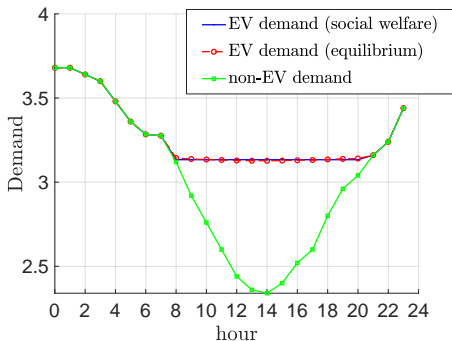
equilibrium $\xrightarrow{\#vehicles \uparrow}$ *social welfare*



Equilibrium efficiency or else ... price of anarchy

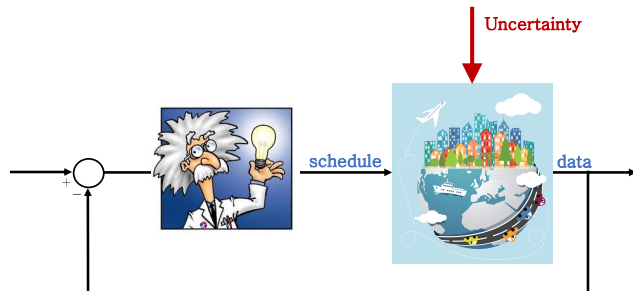
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equilibrium $\xrightarrow{\#vehicles \uparrow}$ *social welfare*



Uncertain environment and data

- Smart cities affected by endogenous and/or exogenous **uncertainty**



Uncertain environment and data

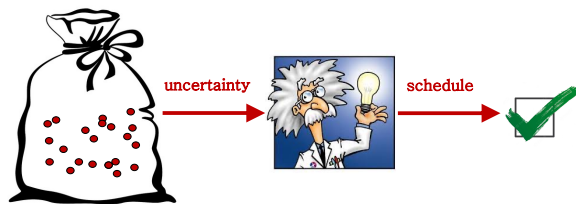
- Smart cities affected by endogenous and/or exogenous **uncertainty**
- ... but we have data!



- Schedule depends on data \implies **random!**
- Learning decisions from data!

Uncertain environment and data

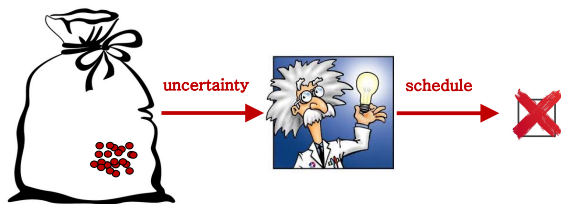
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- Schedule depends on data \implies **random!**
- Learning decisions from data!

Learning with guarantees

- What does a **good schedule** mean?
 - ▶ How well it performs when it comes to **new** data
- How likely is it to make **good schedules** for all data-bags?
 - ▶ Not possible, but we can guarantee this for **most of** the data-bags, i.e. in **probability**
 - ▶ *A priori* quantified **confidence** on the learned schedule!



Summary

- Moving to a smart-city paradigm exhibits several challenges that call for math tools

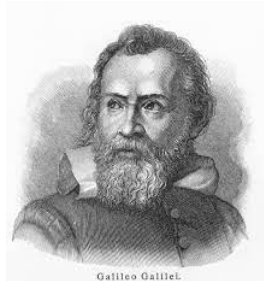


- Other key factors: Socio-political issues; poverty levels; ethical issues & interaction with humans



The book of nature is written in the language of mathematics.

– Galileo Galilei, 1564 – 1642



Thank you for your attention!

Contact at:

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