

## Stochastic modelling of occupants' presence, activities and electrical appliance use: No-MASS

- Jacob Chapman
- Peer-Olaf Siebers
- Darren Robinson
  
- The University of Nottingham





# The Performance Gap

- Deviations between predicted and real world performance
  - Uncertainties of model/ algorithms
  - Climate
  - Occupants
- Lead to stochastic models of behaviour
- Generic method integrating them
- Coupled with performance building simulation



# Stochasticity in peoples' behaviours

- Peoples' decisions depend on both deterministic and random responses to stimuli: they are **stochastic** in nature.
- The **same occupant may respond differently**, on different occasions, even in response to identical stimuli.
- We may also encounter considerable **differences** in response **between individuals** to identical stimuli.
- This randomness can have significant **implications for comfort and for buildings' energy and other resource demands**.



# Stochastic simulation

We want **stochastic** models that will account for:

- the **variety of behaviours** (investments, occupants' presence and activities, appliance use, comfort adaptations: personal & envelope)
- the **variation over time** of these behaviours,
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To provide more precise **inputs** to our simulations.

- More **robust** renovation and design solutions.
- Better **load profiles** for the **sizing and control** of energy conversion systems and supply networks: building-embedded and district-wide.
- Better **energy use** and **comfort** prediction.



# Current approaches to behavioural modelling

**Deterministic** representations:

- Time schedules (e.g. for occupation and use of lights & appliances)
- Simple rules (e.g. for blinds and windows)

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These methods **lack generality and extensibility**



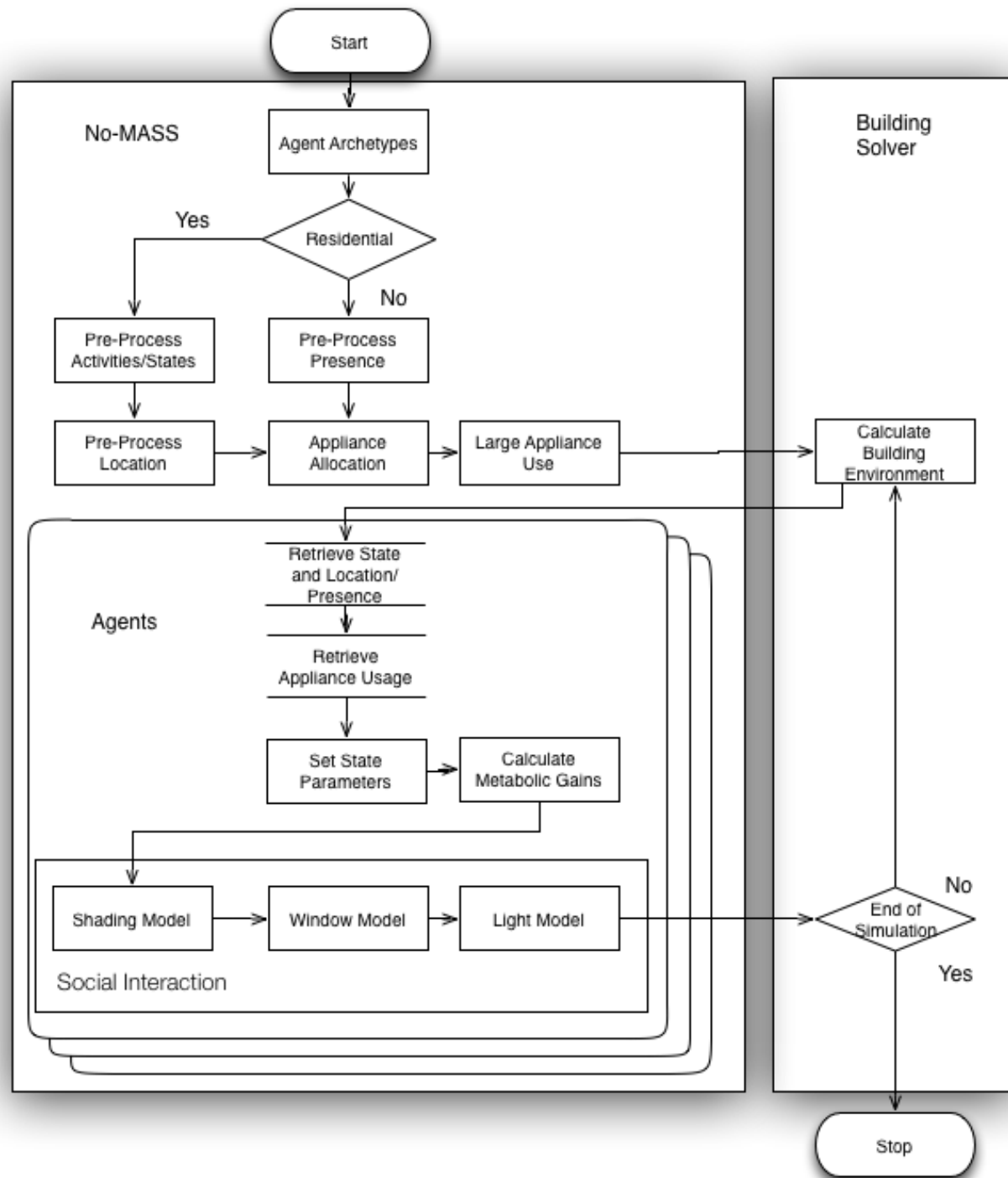
# Aims

- Improve simulated building performance in response to agents' stochastic decisions

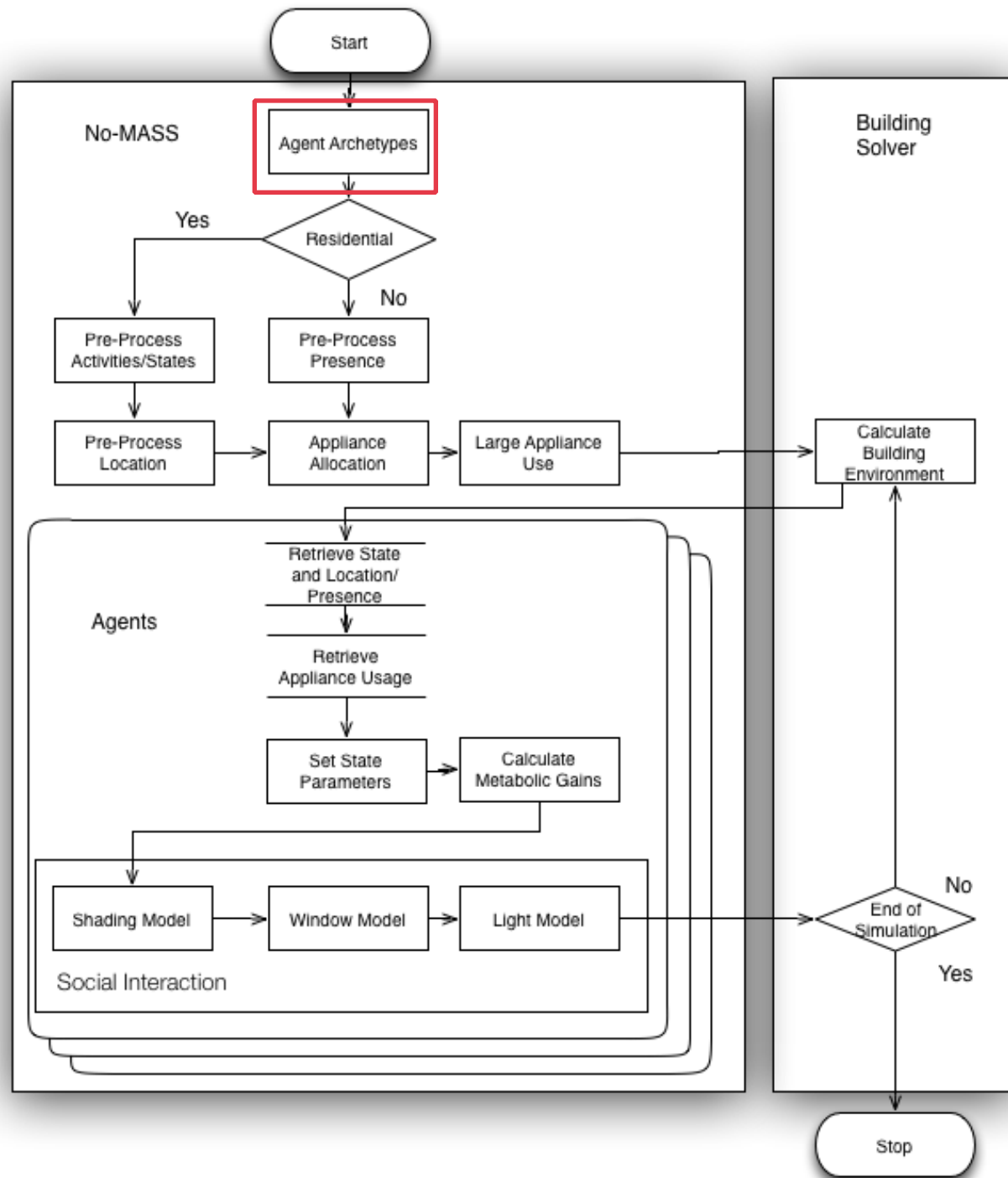
# Objectives

- Present a framework for the integration of stochastic models
- Be able to assign archetypes to an agent template
- Integrate framework within a building simulation environment

# Framework



# Diversity Between Agents

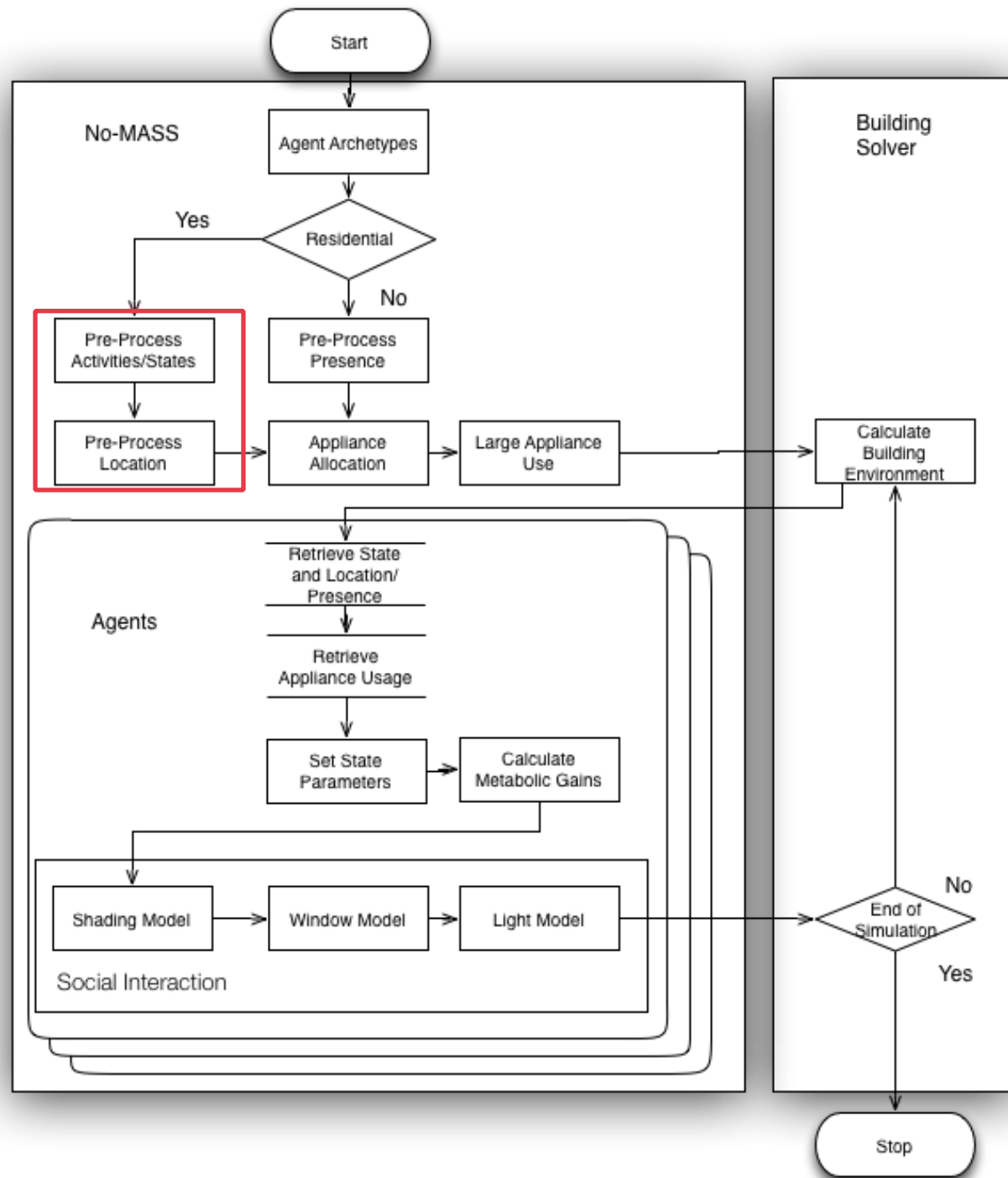


## Diversity Between Agents

<i>age</i>	<i>&lt;36</i>	<i>36-59</i>	<i>&gt;=59</i>
<i>family</i>	<i>with child</i>	<i>with teenager</i>	<i>...</i>
<i>married</i>	<i>TRUE</i>	<i>FALSE</i>	
<i>day</i>	<i>Monday</i>	<i>Tuesday</i>	<i>...</i>
<i>season</i>	<i>Summer</i>	<i>Spring</i>	<i>...</i>
<i>gender</i>	<i>male</i>	<i>female</i>	
<i>employed</i>	<i>TRUE</i>	<i>FALSE</i>	
<i>computer</i>	<i>TRUE</i>	<i>FALSE</i>	
<i>retired</i>	<i>TRUE</i>	<i>FALSE</i>	
<i>education</i>	<i>&lt;</i>	<i>middel school</i>	<i>&lt;</i>

# Activities

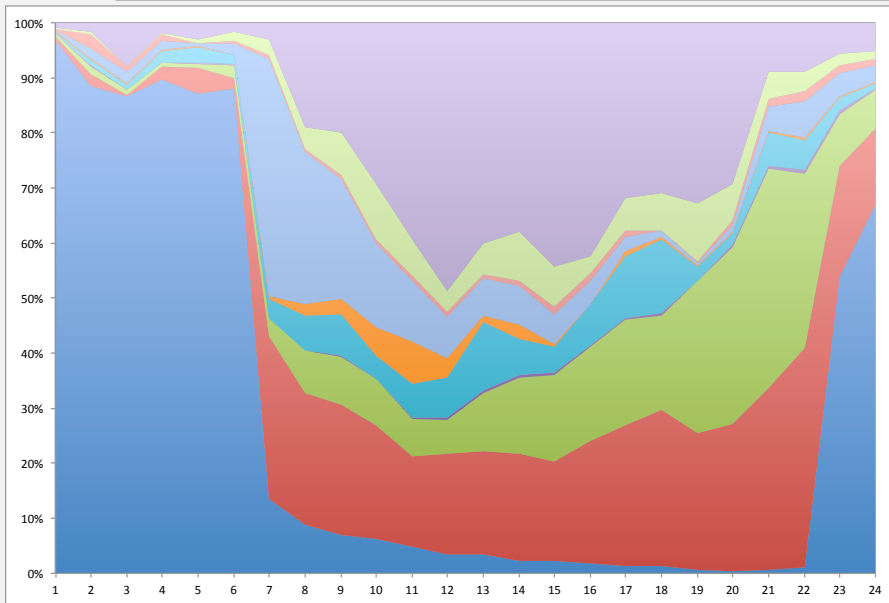
- Agent State
- Location



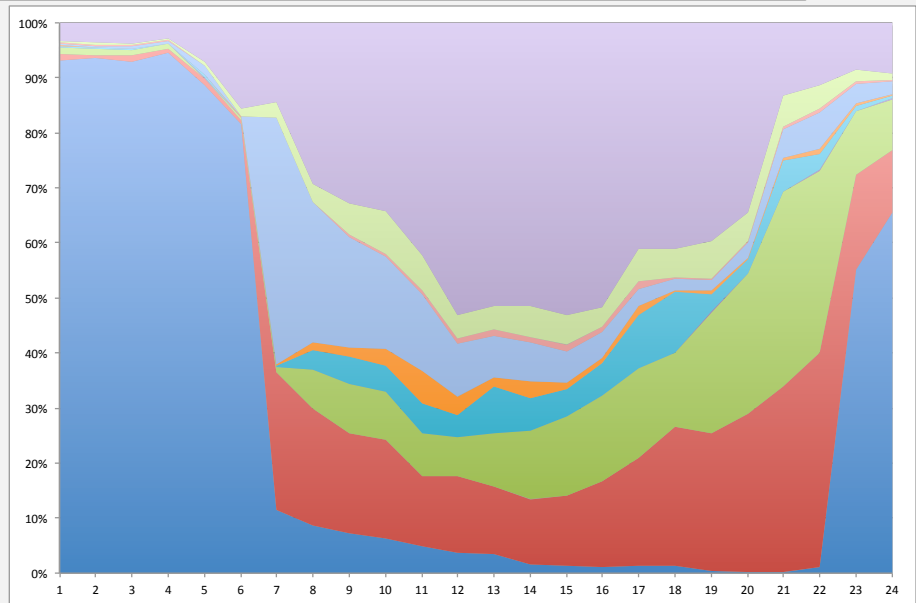


# Diversity Between Agents

■ Sleep 
 ■ Passive 
 ■ audio 
 ■ IT 
 ■ Cooking 
 ■ Clean 
 ■ Other wash 
 ■ Metabolic 
 ■ Washing Appliance 
 ■ Out

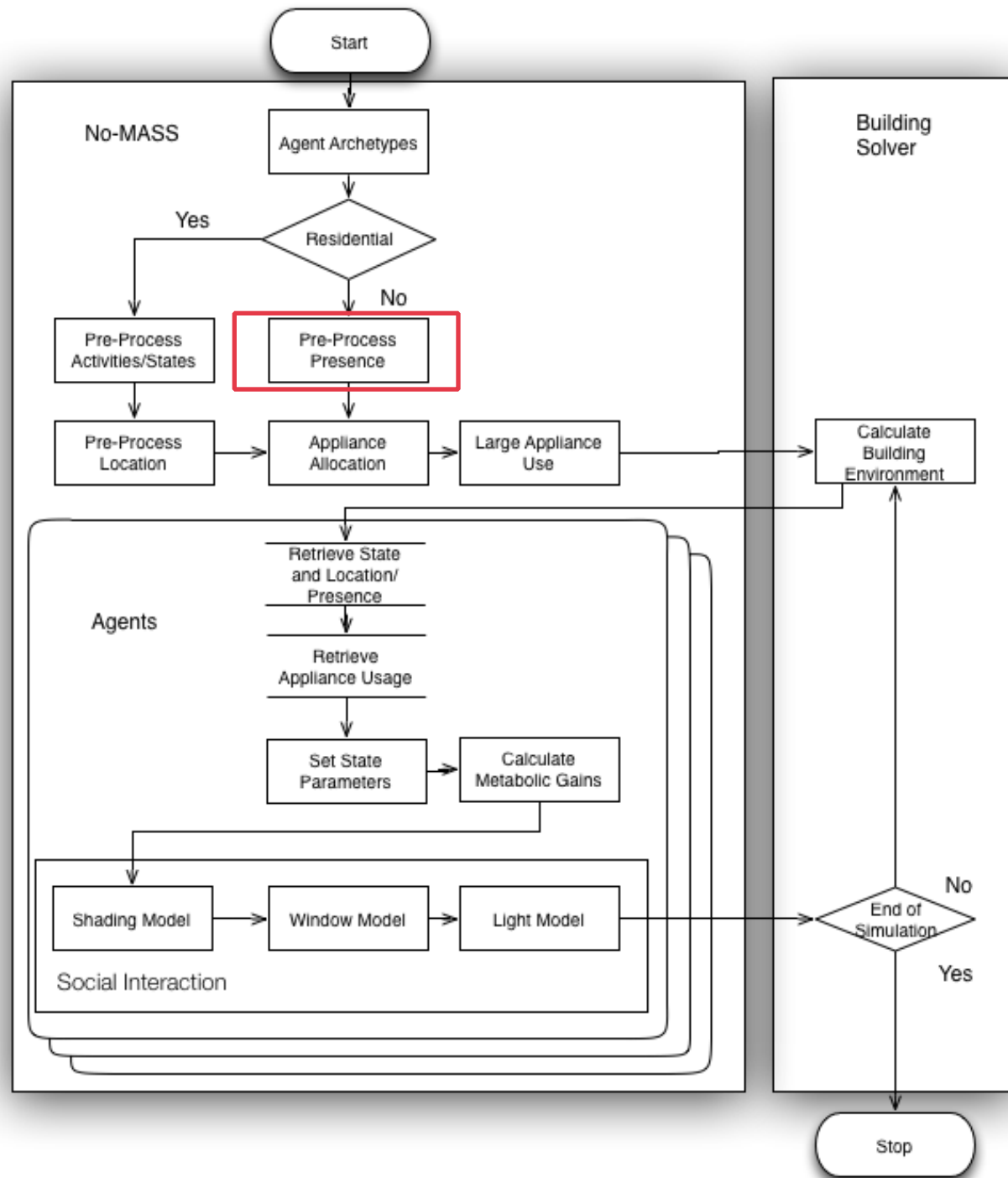


Retired



Not Retired

# Presence



# Laboratory of Urban Complexity And Sustainability (LUCAS)

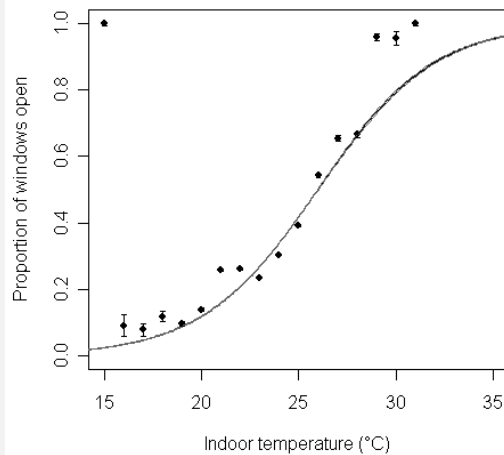
Faculty of Engineering, University of Nottingham, UK.



The University of  
**Nottingham**

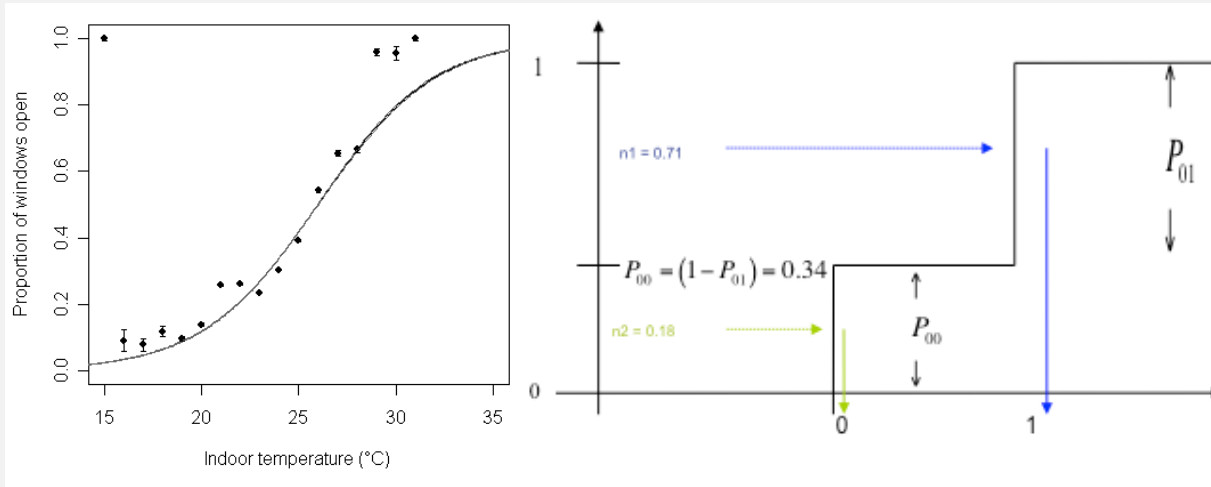
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- Three modelling tools:
  - **Bernoulli process**

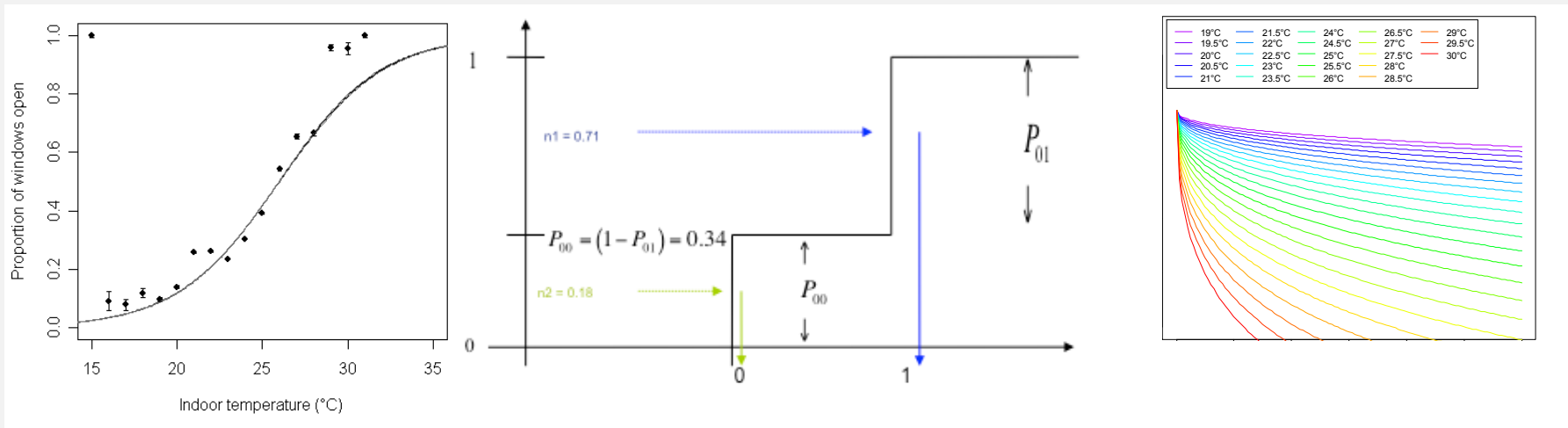




- Three modelling tools:
  - **Bernoulli process**
  - Discrete time random process: **Markov chain**

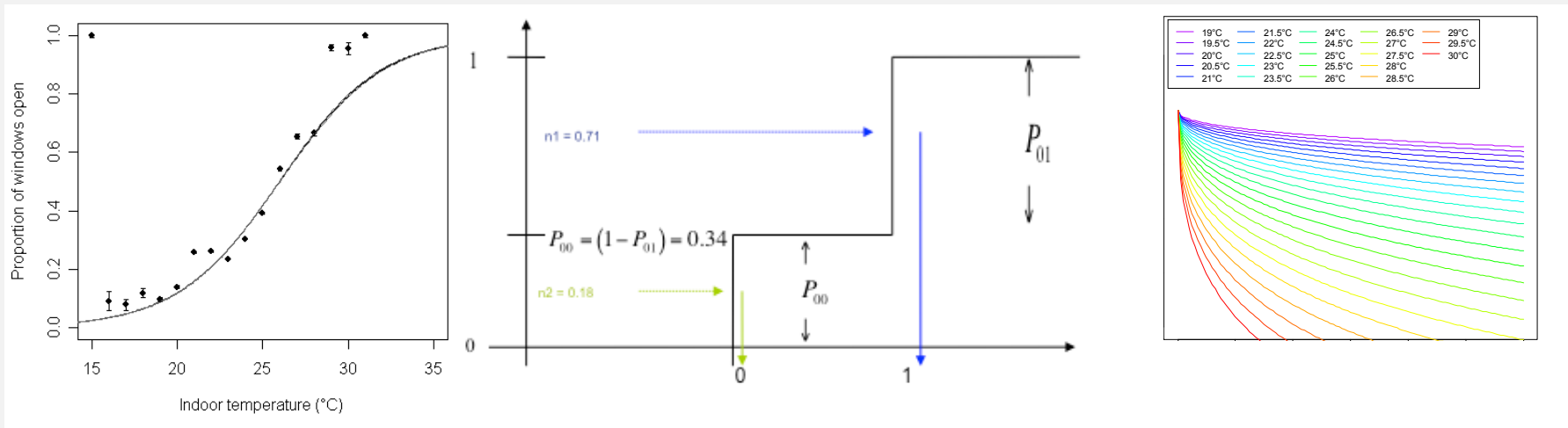


- Three modelling tools:
  - **Bernoulli process**
  - Discrete time random process: **Markov chain**
  - Continuous time random process: **Survival analysis**



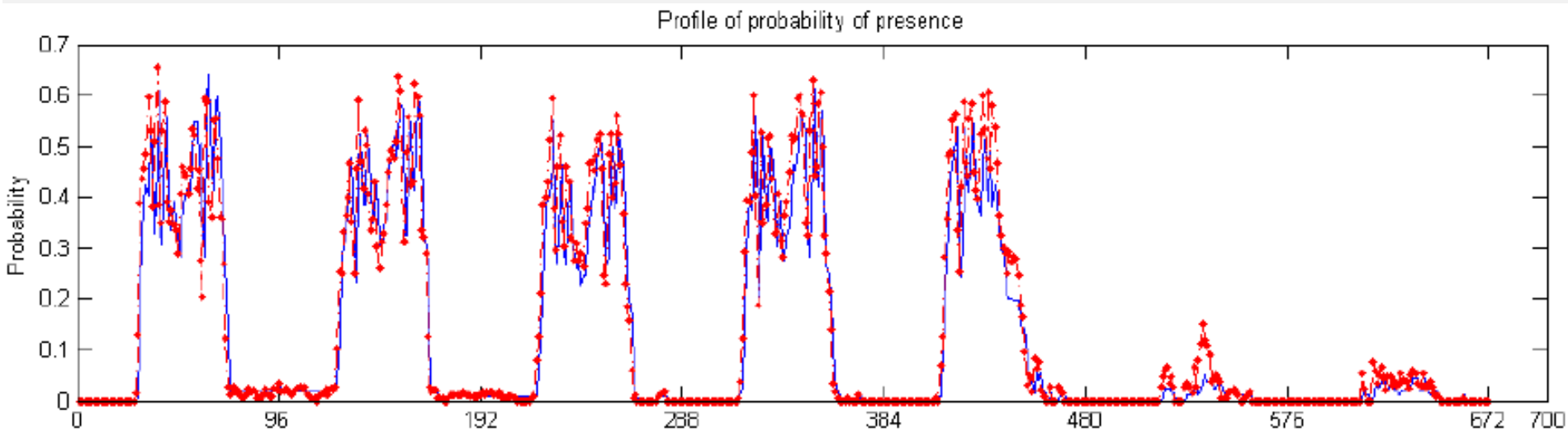
- Applying:

- Three modelling tools:
  - **Bernoulli process**
  - Discrete time random process: **Markov chain**
  - Continuous time random process: **Survival analysis**



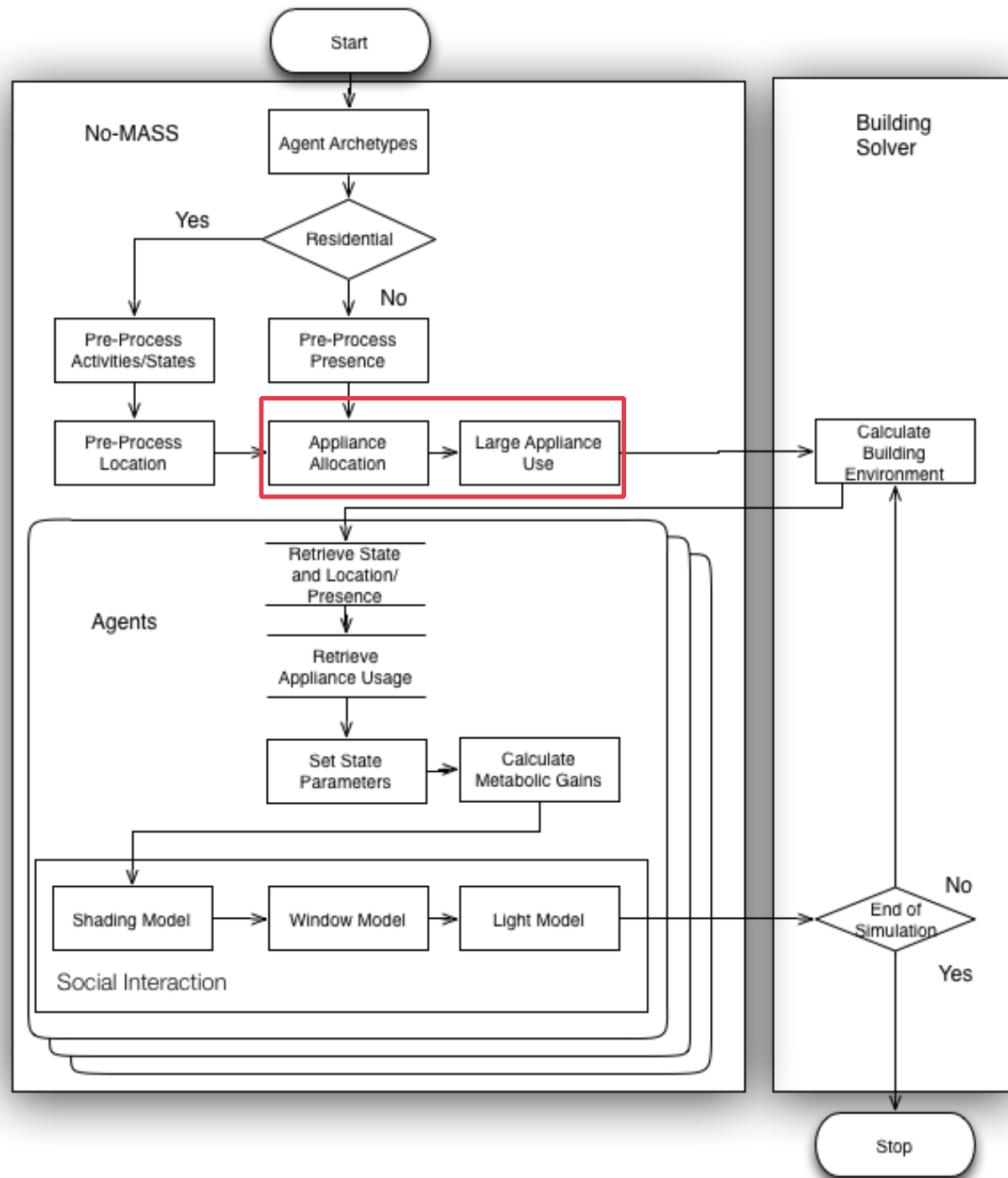
- Applying:
  - **Cluster analysis** and/or **Forward selection**
  - k-fold **cross validation**

## Short-term Presence profile: $P_{ij}(t)$



*Page, Robinson, Morel and Scartezzini, Energy & Buildings 40(2), 2008  
(5<sup>th</sup> most cited paper: 2008-13)*

# Appliance



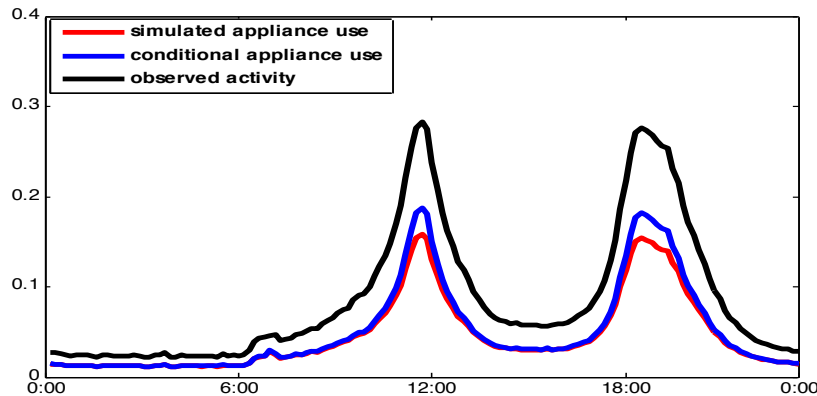
## Electrical appliances ownership

	Model	TPR	FPR	ACC	AUC	Dxy
1	w'machine	0.890	0.738	0.881	0.819	0.638
2	t'dryer	0.917	0.711	0.720	0.717	0.434
3	dishwasher	0.879	0.540	0.743	0.785	0.570
4	s'instant	0.845	0.625	0.702	0.609	0.218
5	s'pumped	0.273	0.115	0.704	0.607	0.214
6	c'relectric	0.919	0.742	0.762	0.621	0.242
7	el'heater	0.134	0.041	0.710	0.663	0.326
8	freezer	0.615	0.393	0.611	0.650	0.300
9	w'pump	0.270	0.065	0.805	0.678	0.356
10	immersion	0.918	0.721	0.772	0.614	0.228
11	tvless21	0.906	0.813	0.660	0.593	0.186
12	tvmore21	0.914	0.530	0.846	0.721	0.442
13	desktop	0.801	0.386	0.703	0.773	0.546
14	laptop	0.827	0.314	0.763	0.820	0.640
15	g'console	0.614	0.132	0.781	0.701	0.402

## Activity-dependent appliance modelling

**Following appliance assignment**, model its use:

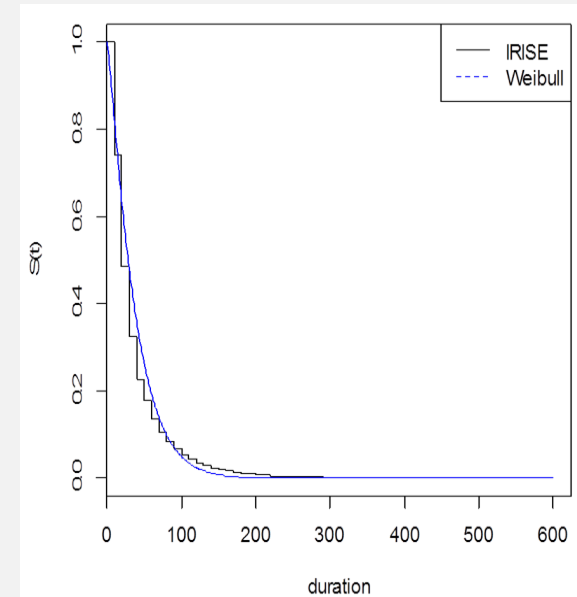
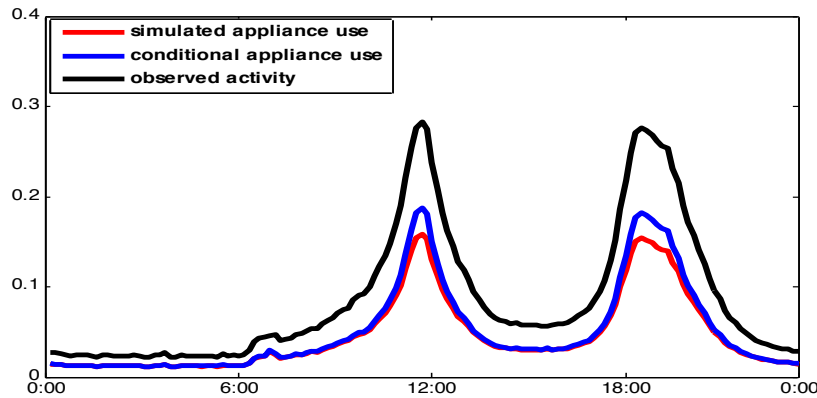
$$\text{logit}(P_a(t)) = \alpha_{a0} + \beta_{aj} \text{logit}(P_j(t))$$



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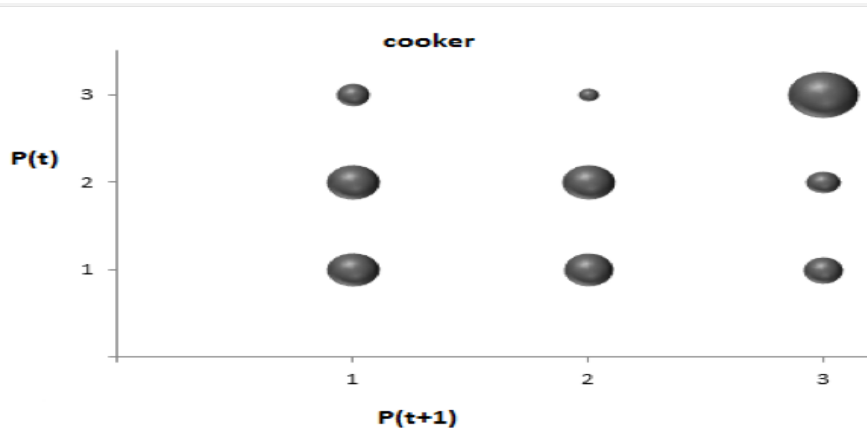
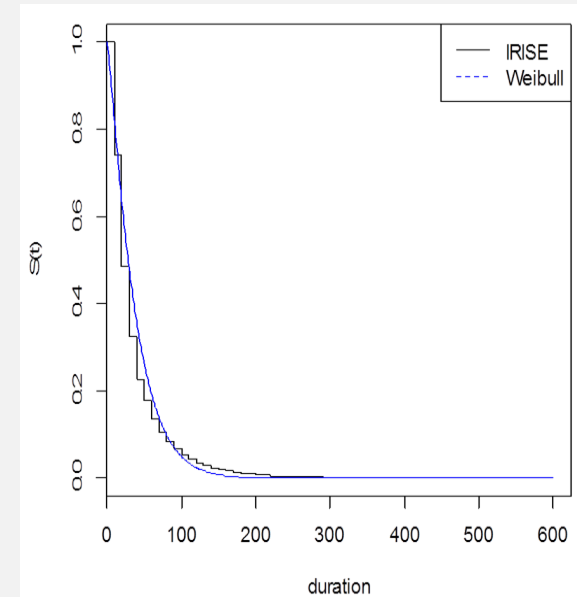
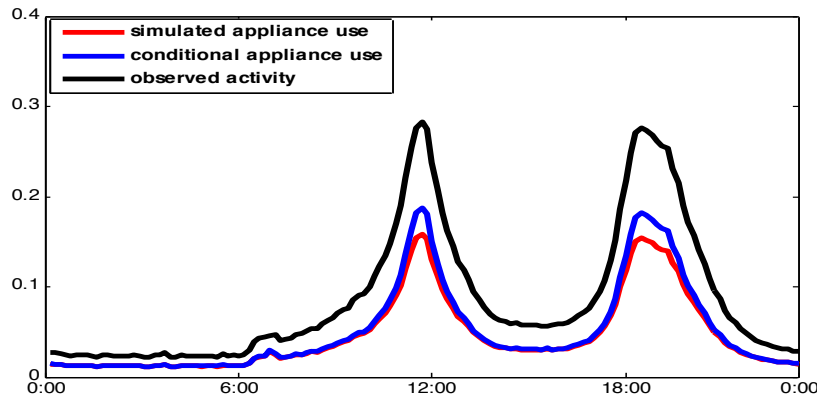




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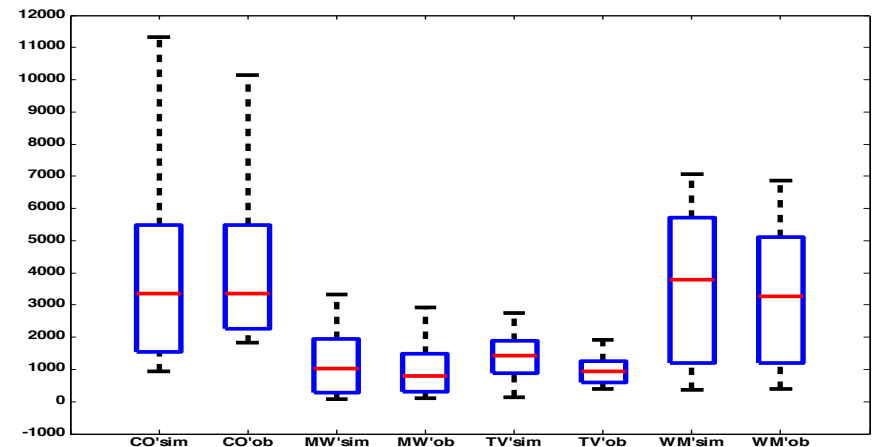
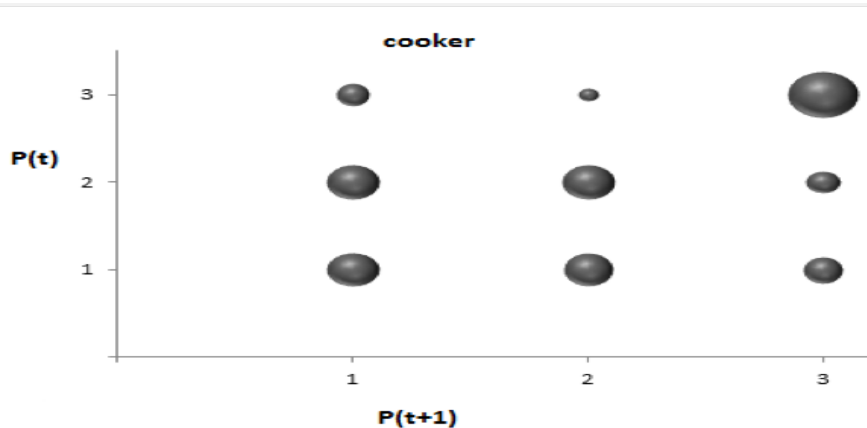
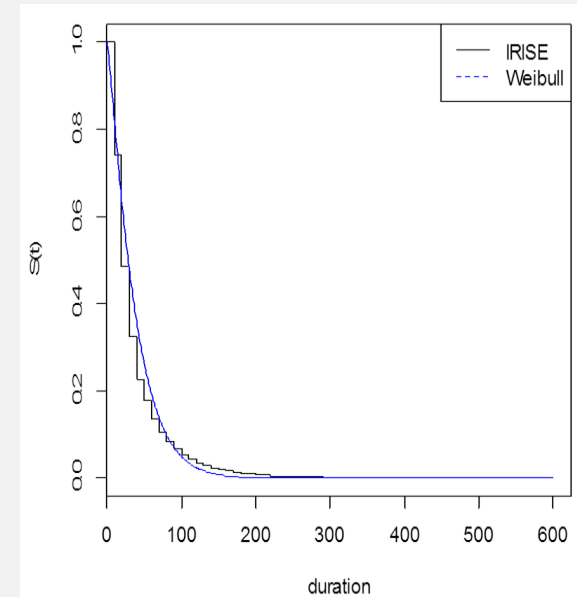
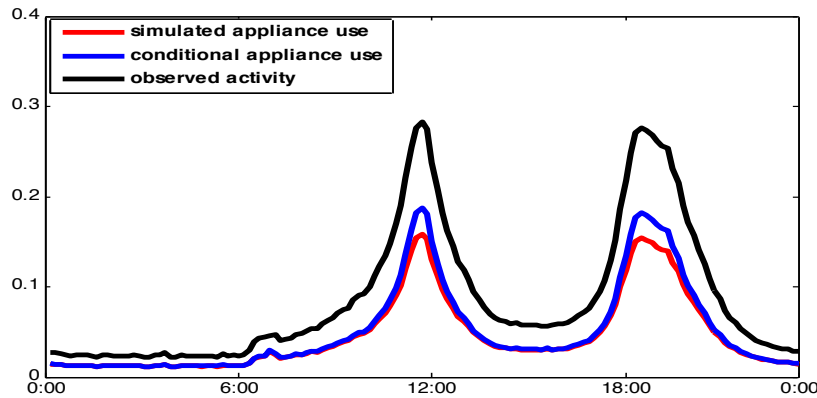
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## Activity-dependent appliance modelling

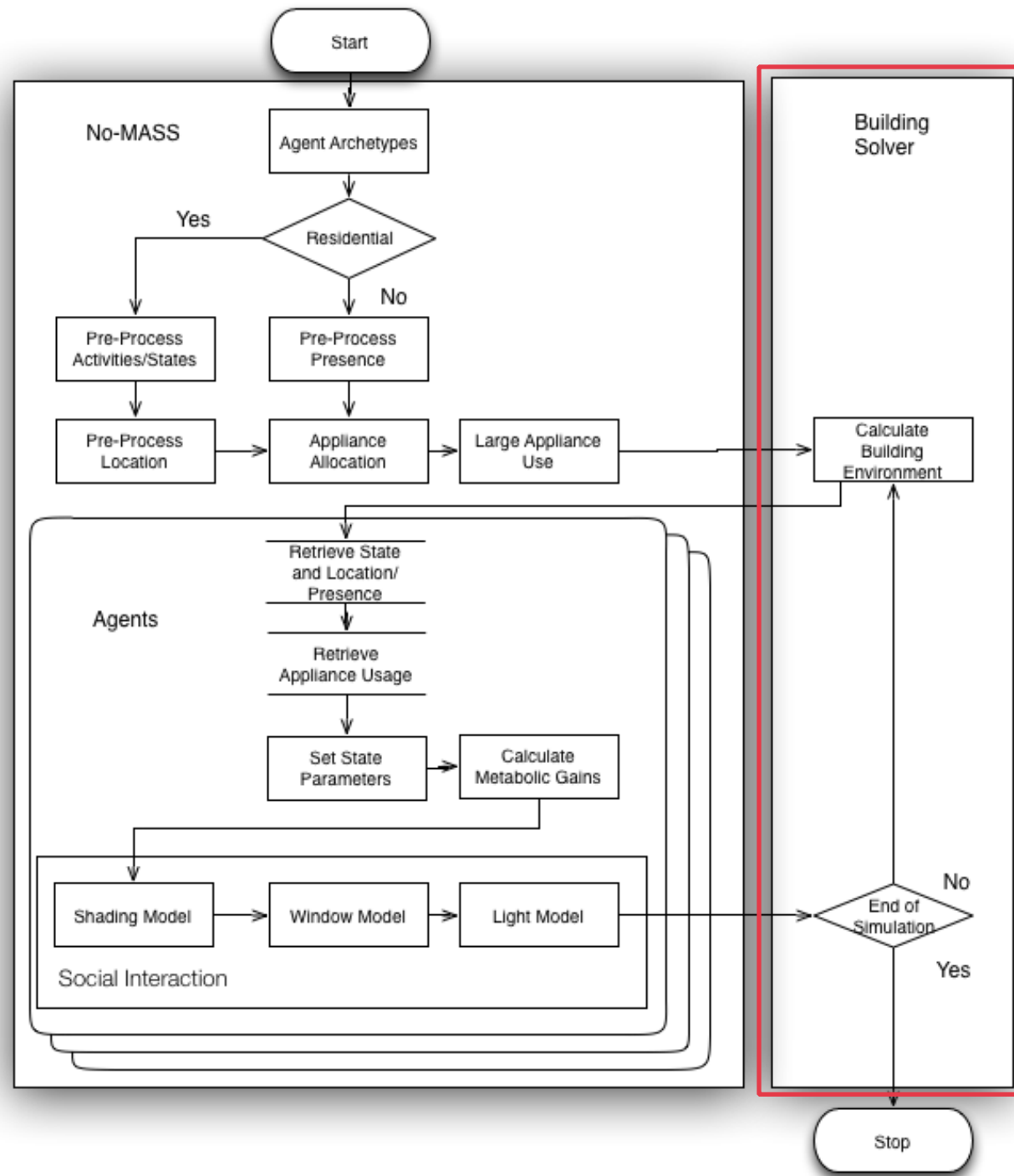
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# Building Environment

- EnergyPlus
- Uses FMI
- Can be coupled with other tools



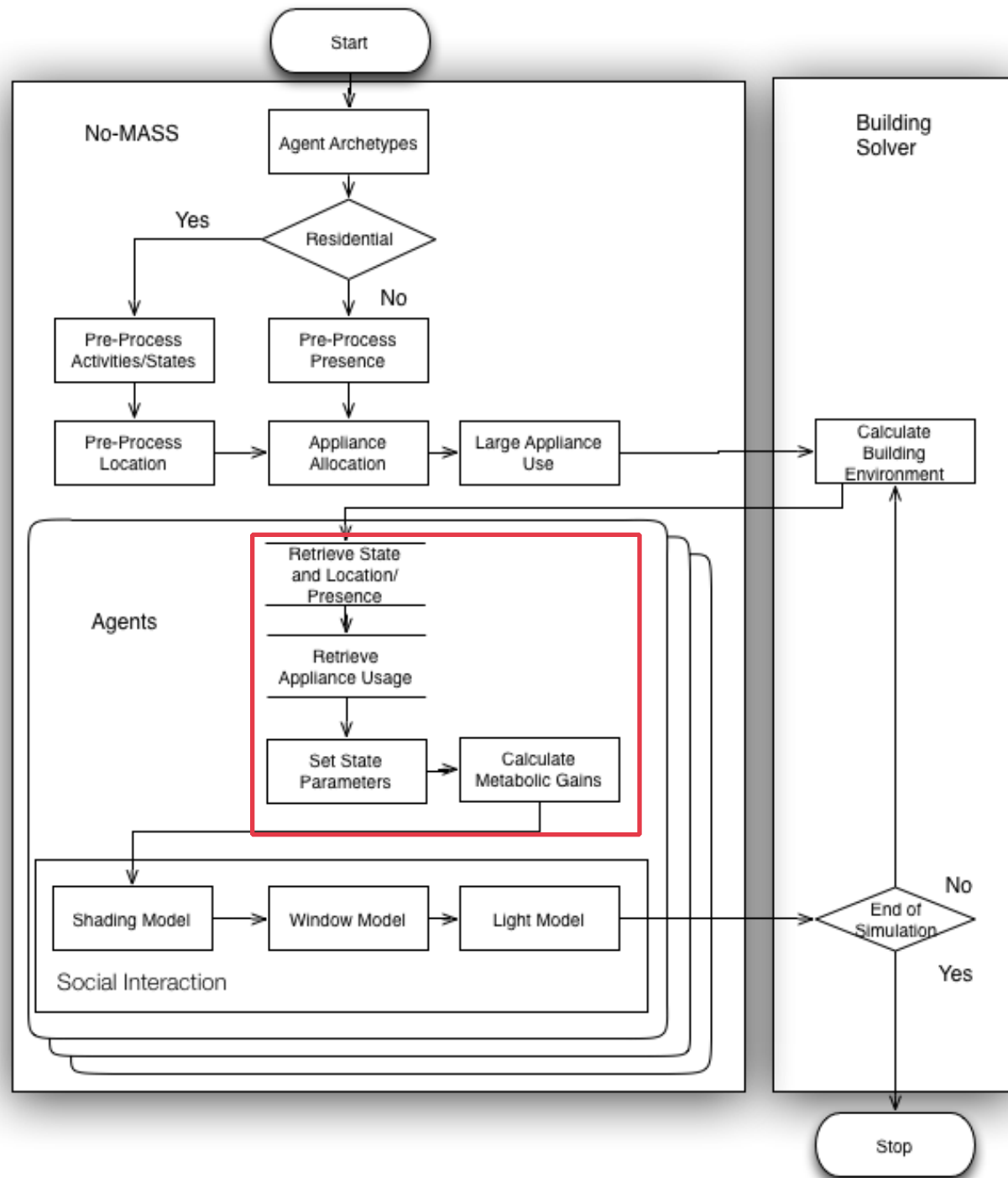


# FMI - Functional Mockup Interface

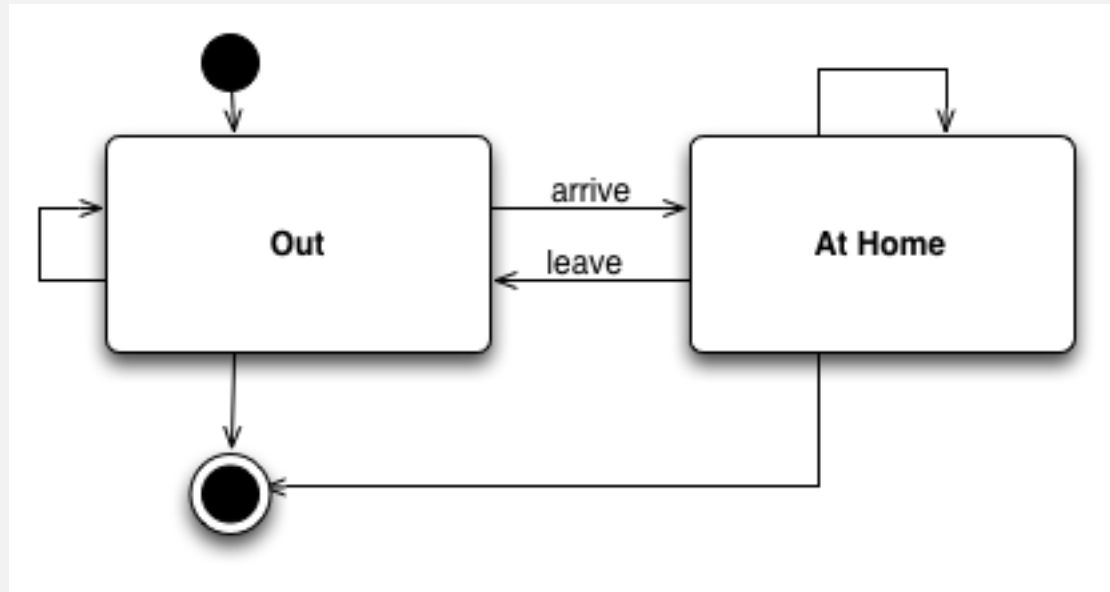
- Generic programming interface
- Allows for a Co-Simulation environment
- XML defines the schema of coupling
- C++ arrays to pass data
- Timestep intervals
- Readily Available in EnergyPlus and other simulation tools
- Portable

# States

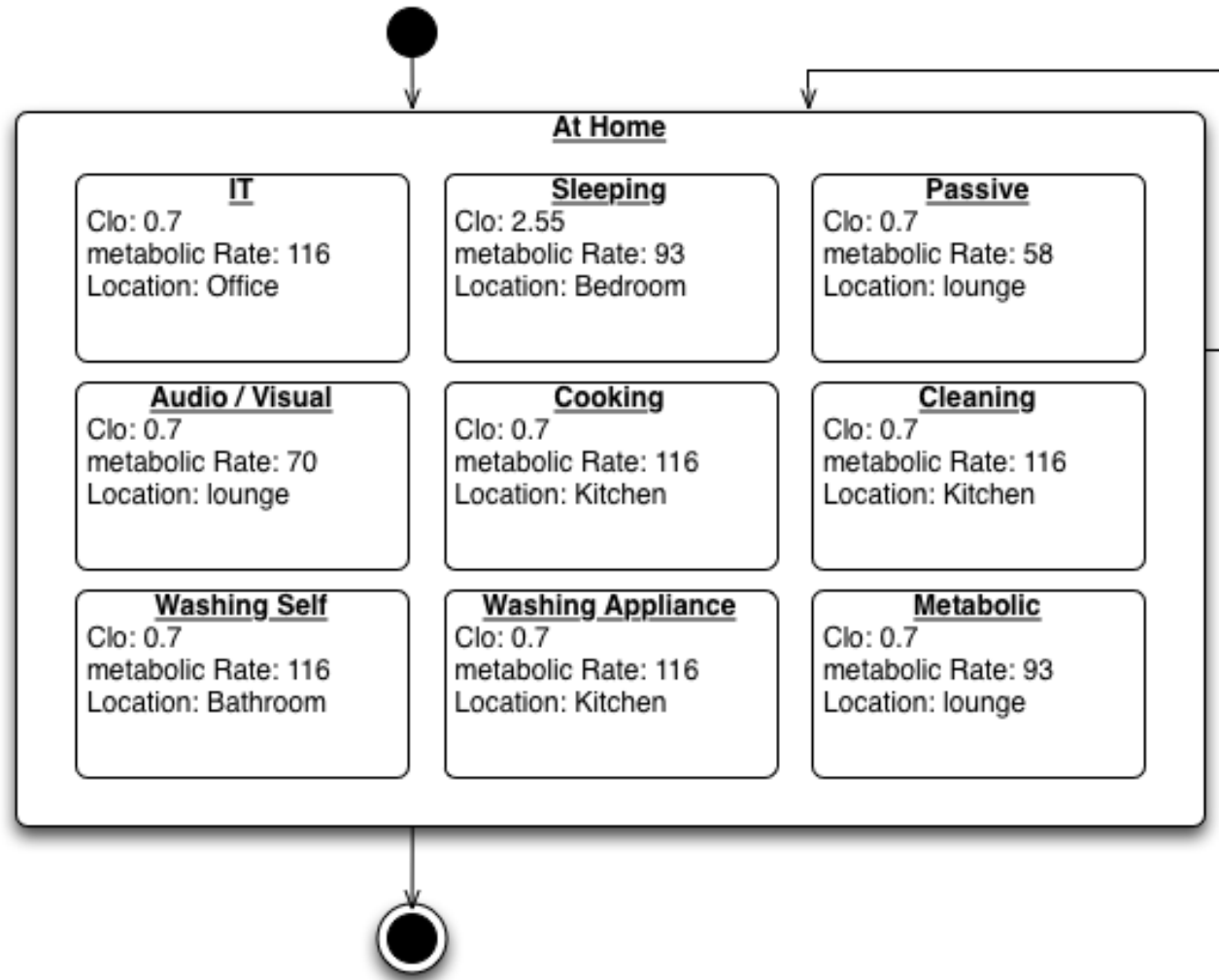
- Timestep
- Set parameters



## Occupant States - House

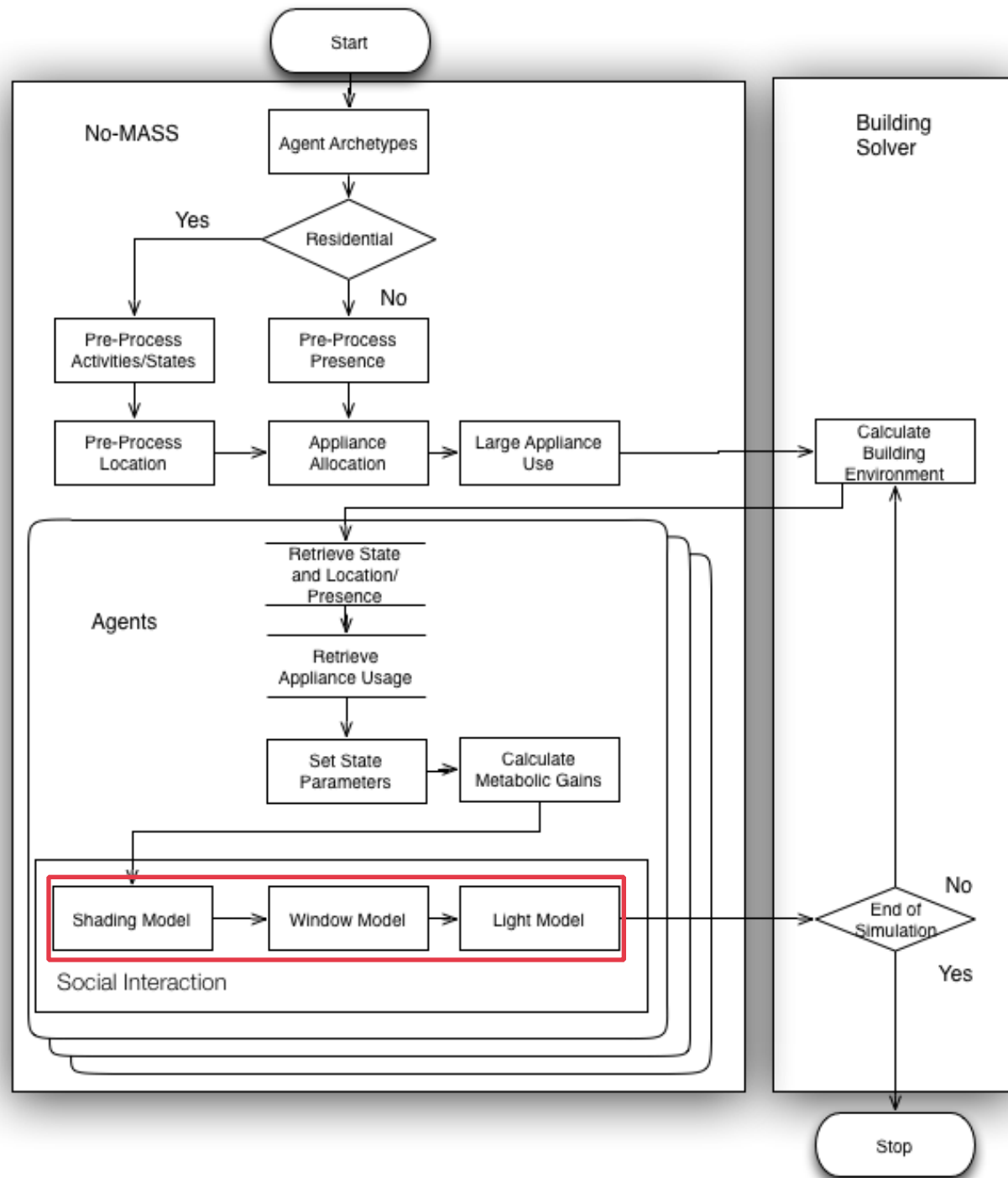


## Occupant States - House Sub States



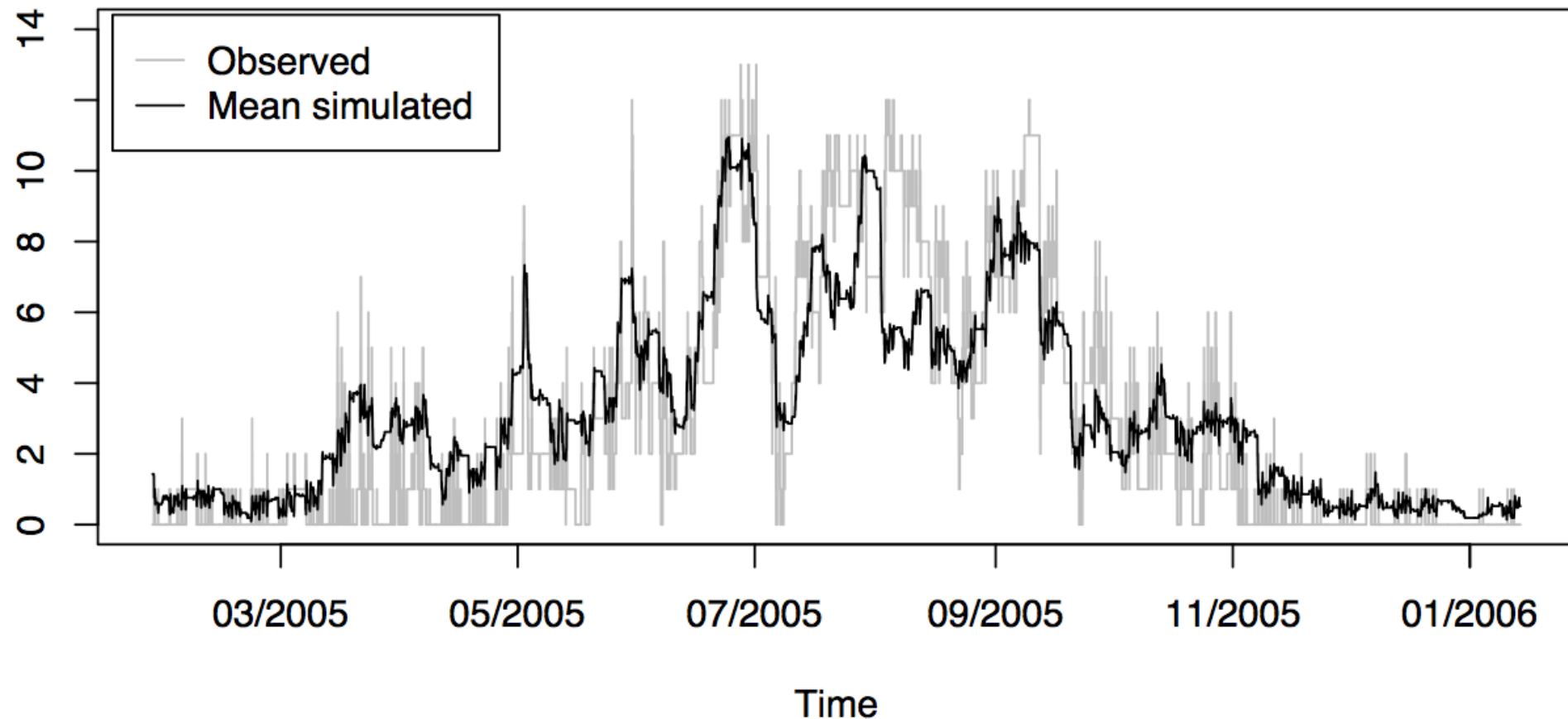
# Interactions

- Shades
- Windows
- Lights

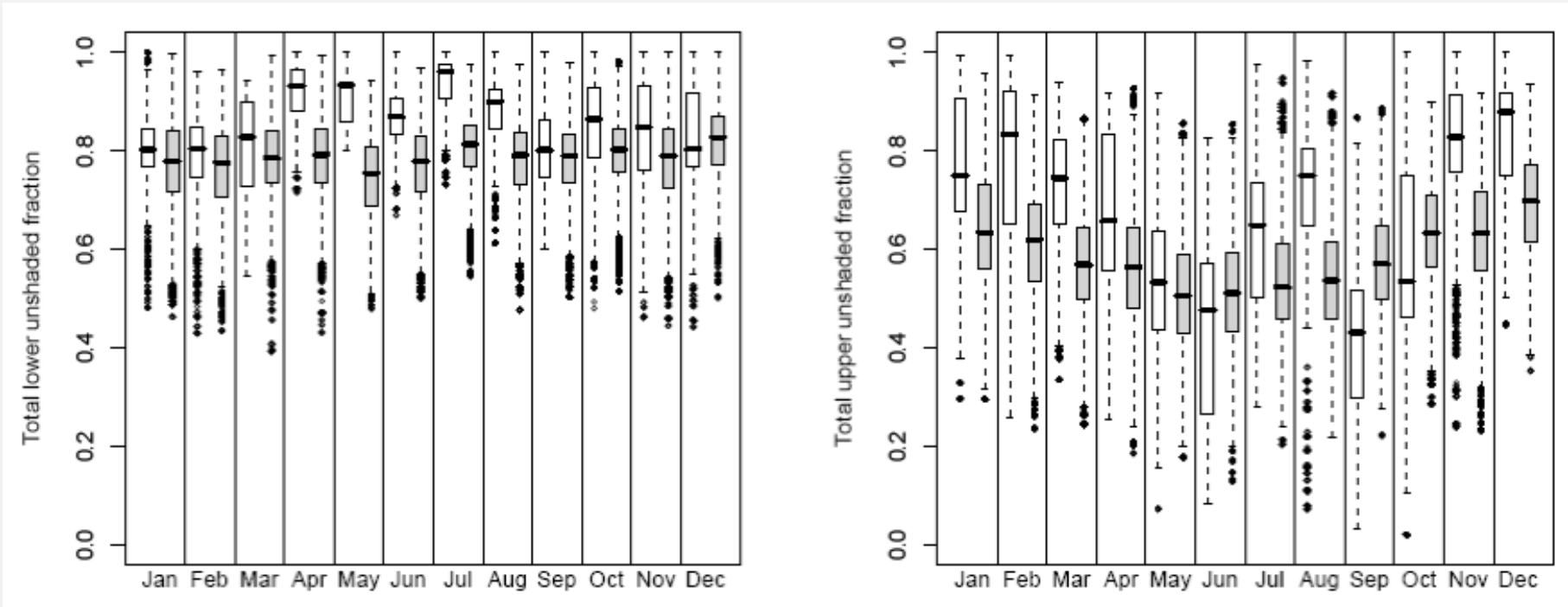




## Window openings: $P_{ij}(\text{occ})$ , $D_{ij}|P(t)=1$



## Blind position: $P_{ij}(t)$ ...



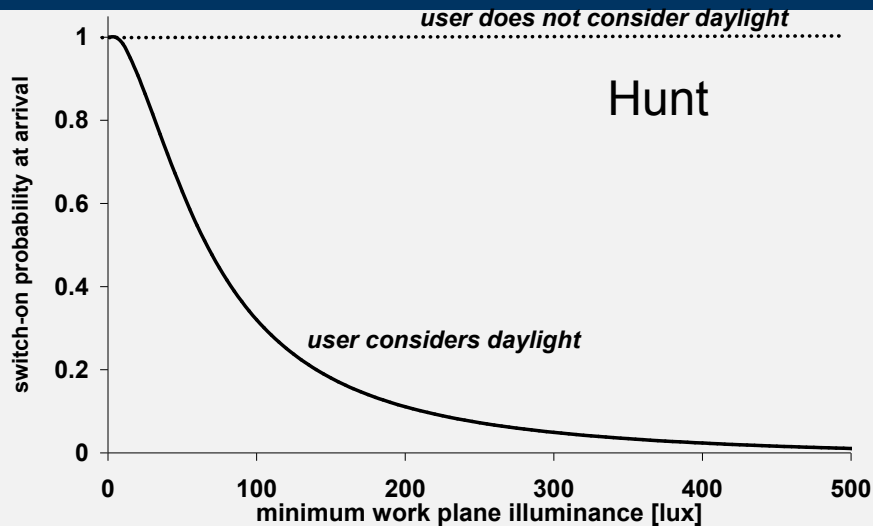
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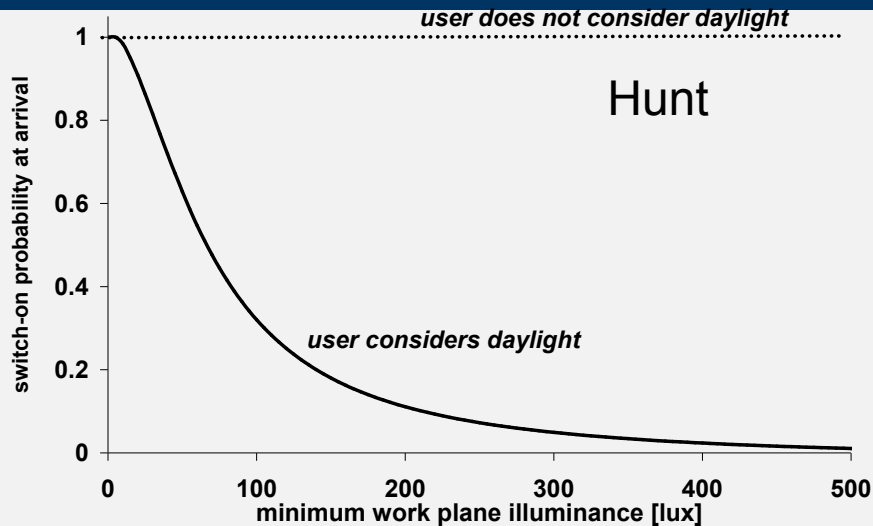
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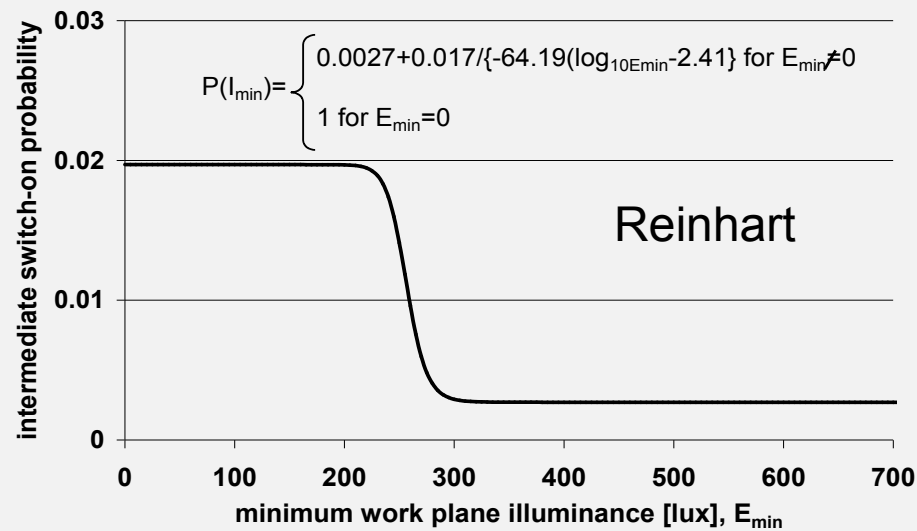
On arrival switch-on probabilities

## Lights

(Lightswitch 2002):  $P_i(t)$ ...



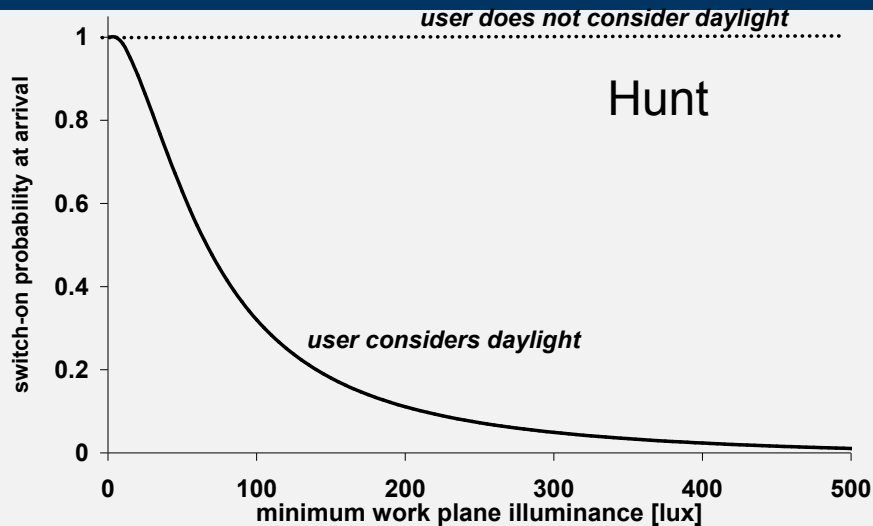
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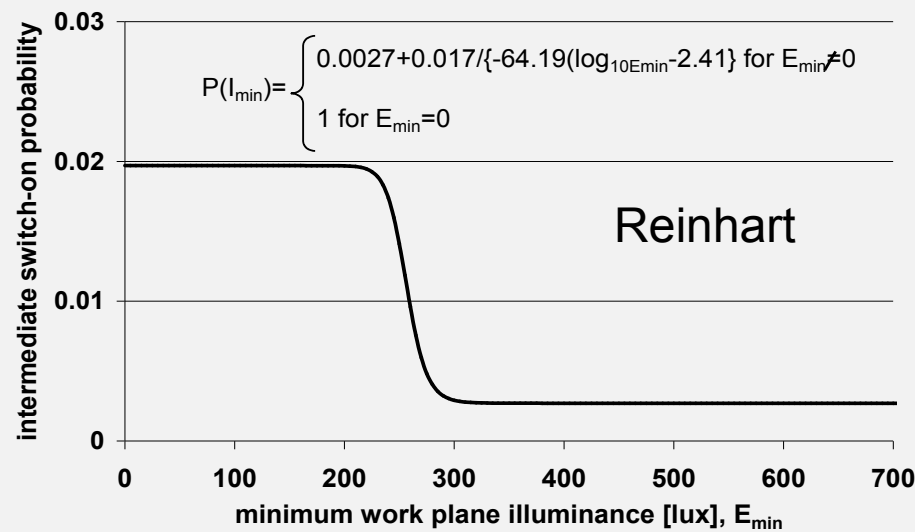
Within-day switch-on probabilities

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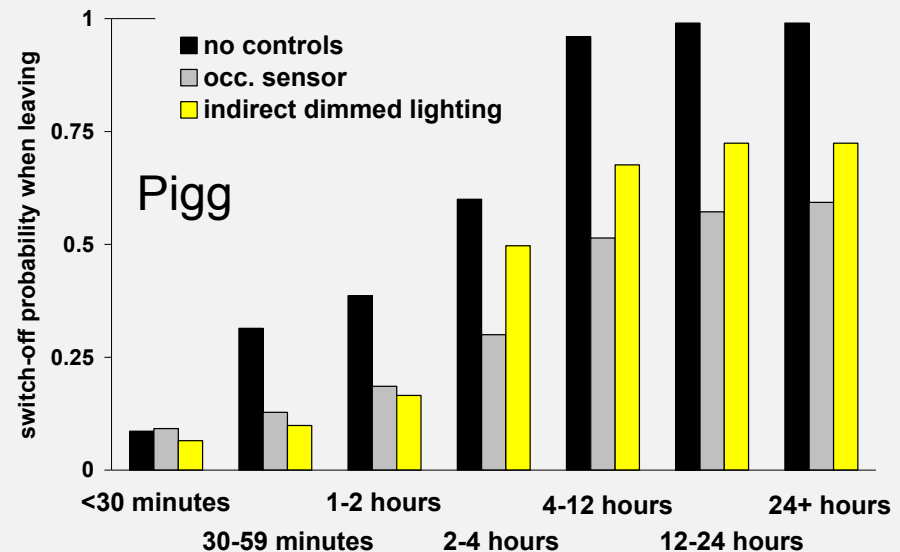
On arrival switch-on probabilities



Within-day switch-on probabilities

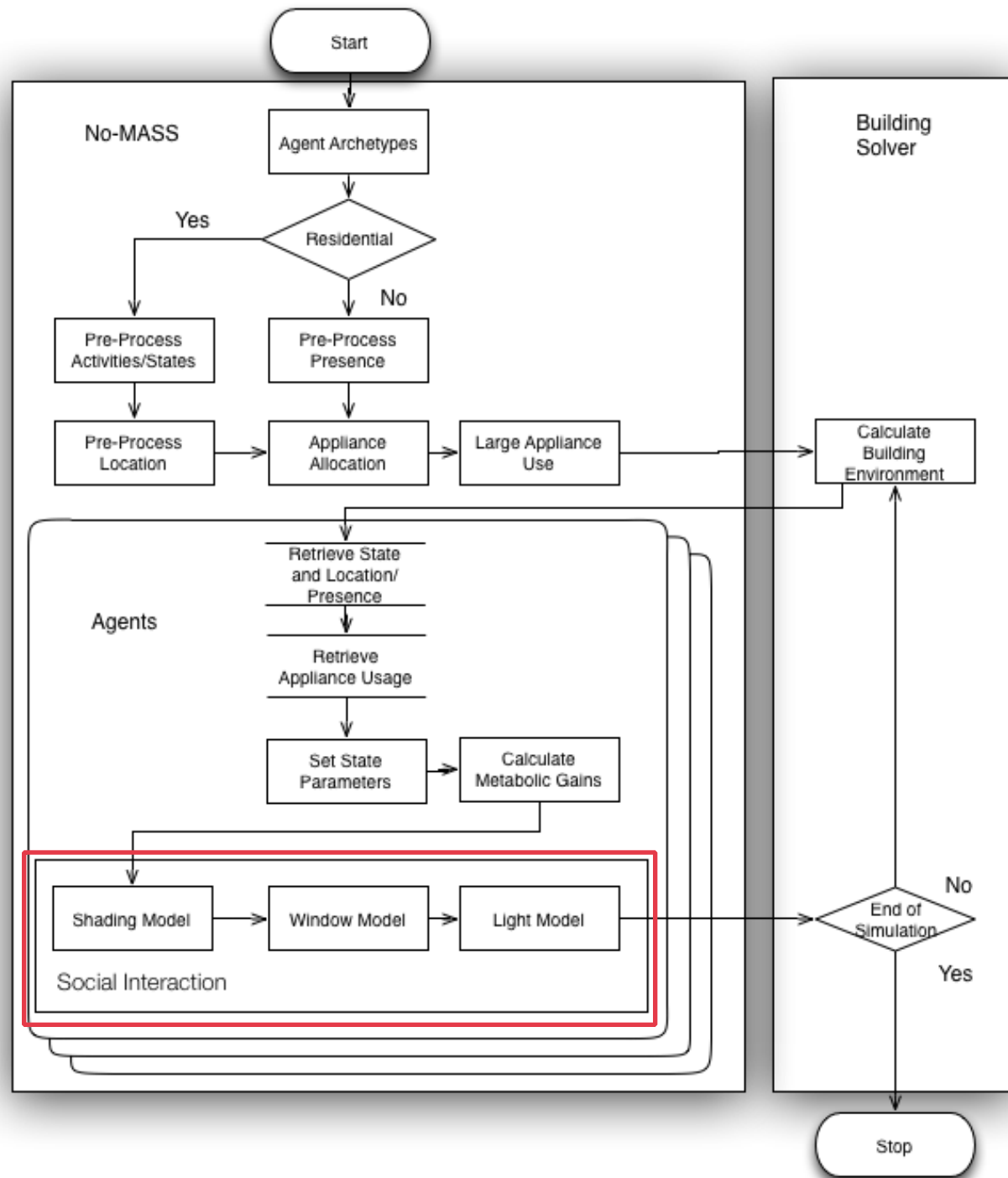
## Lights

(Lightswitch 2002):  $P_i(t)$ ...



Measured switch-off probabilities as a function of absence duration

# Social Interactions



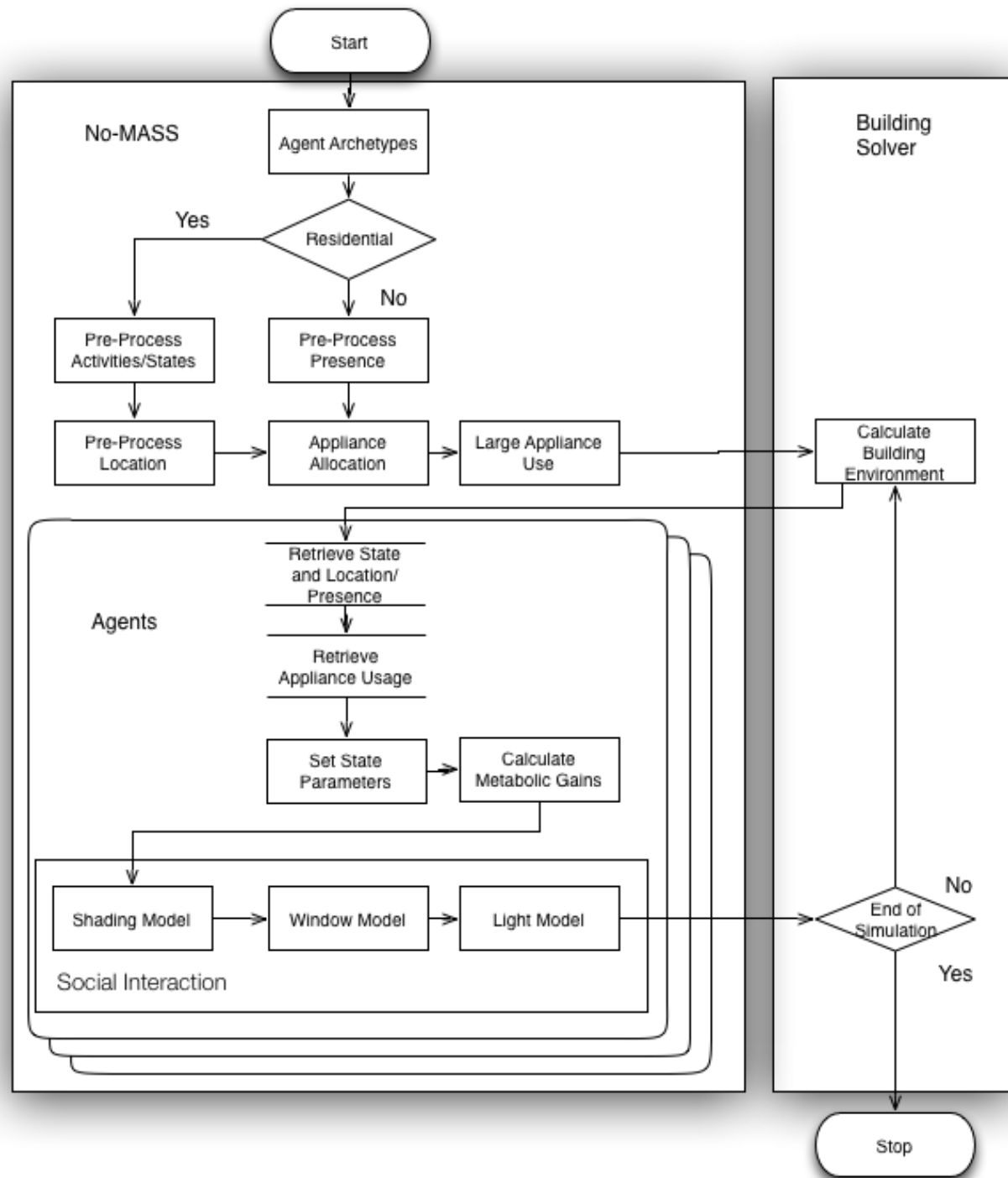


# Social Interactions

- Assign each agent with a power
- Each agent makes a vote for the action that they want to perform
- The action with the most votes is performed
  - Authoritarian Boss/ Family member
  - Everyone with equal voting power

# No-MASS

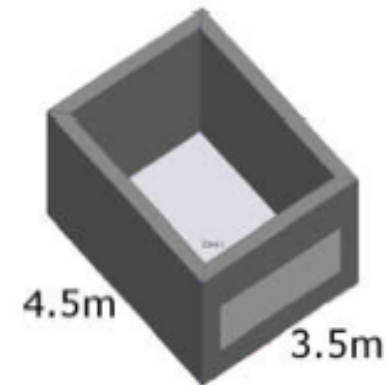
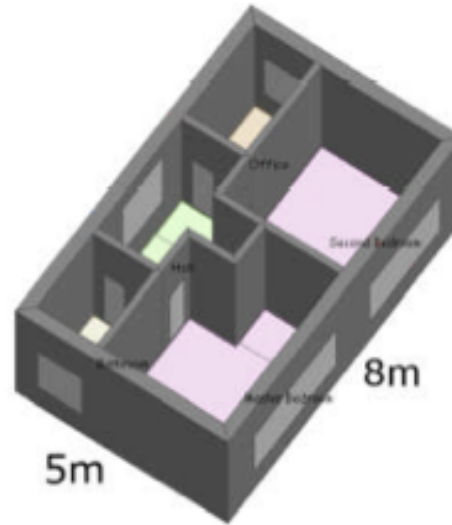
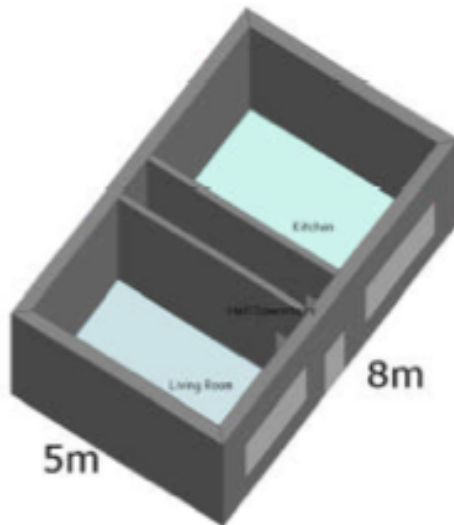
- » Interactive / reactive occupants
- » Empirically informed
- » Diverse population





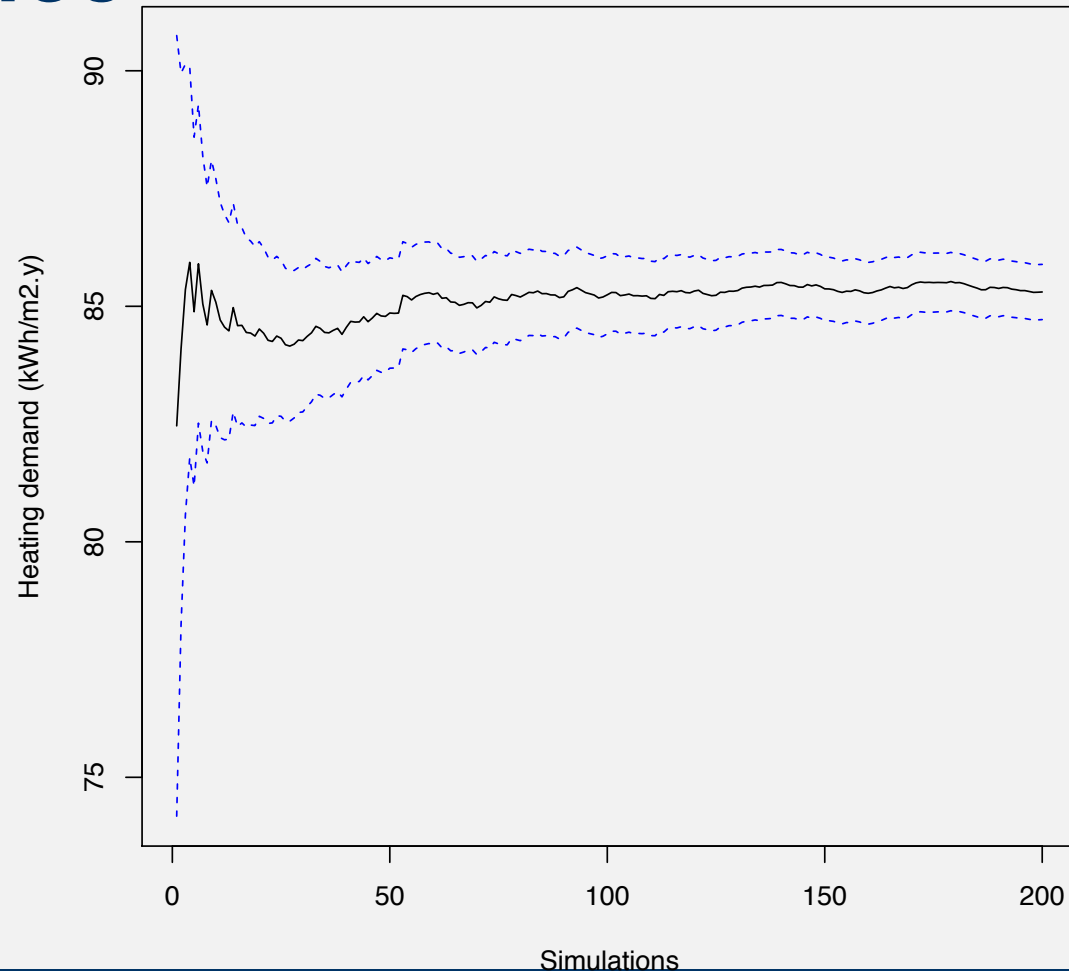
## Case Study

- House and office
- Based in Nottingham, UK and Geneva, Switzerland
- Two agents, profile of adults no children

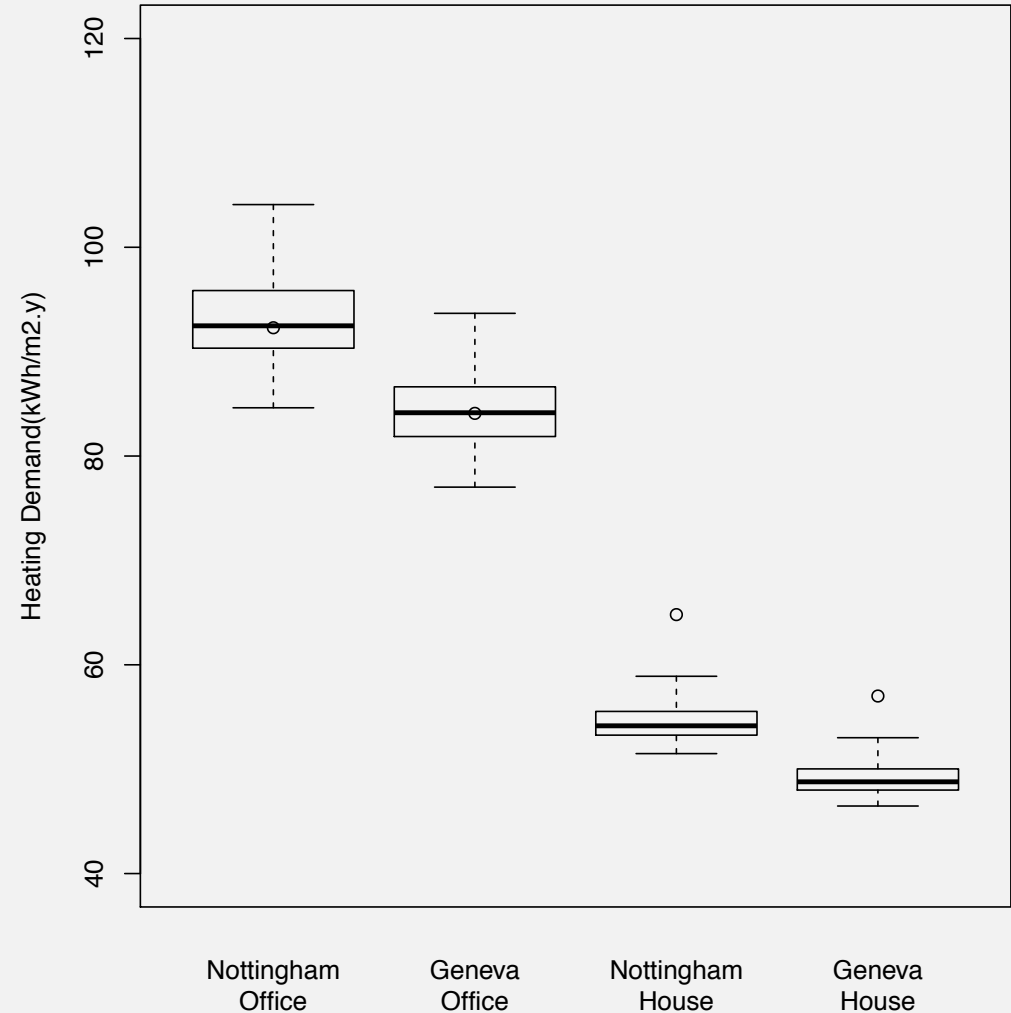


## Mean Convergence

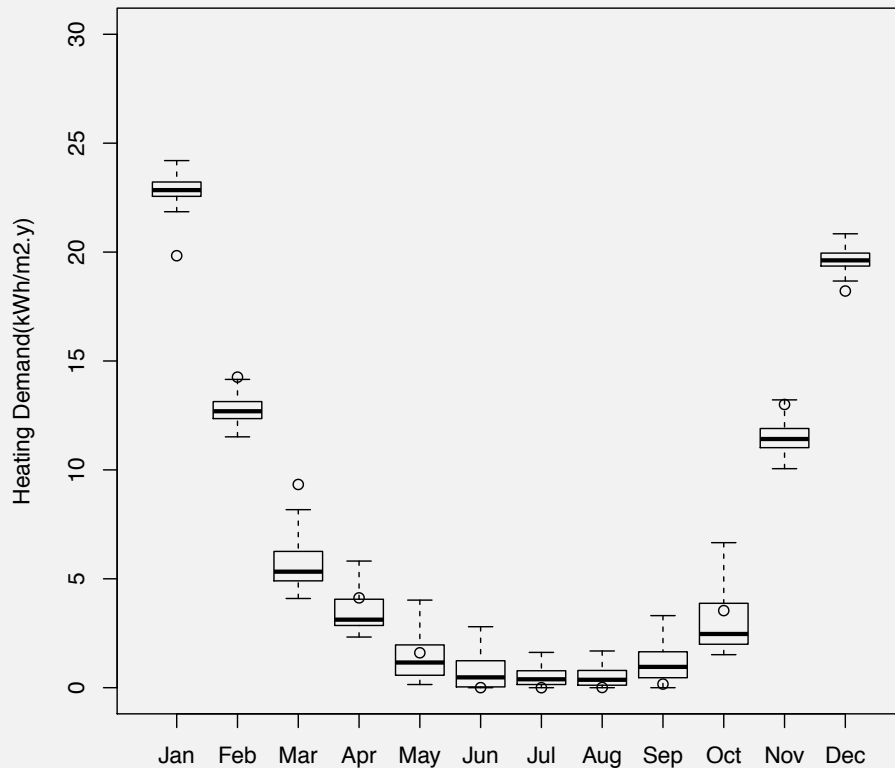
- Convergence at 80 simulations



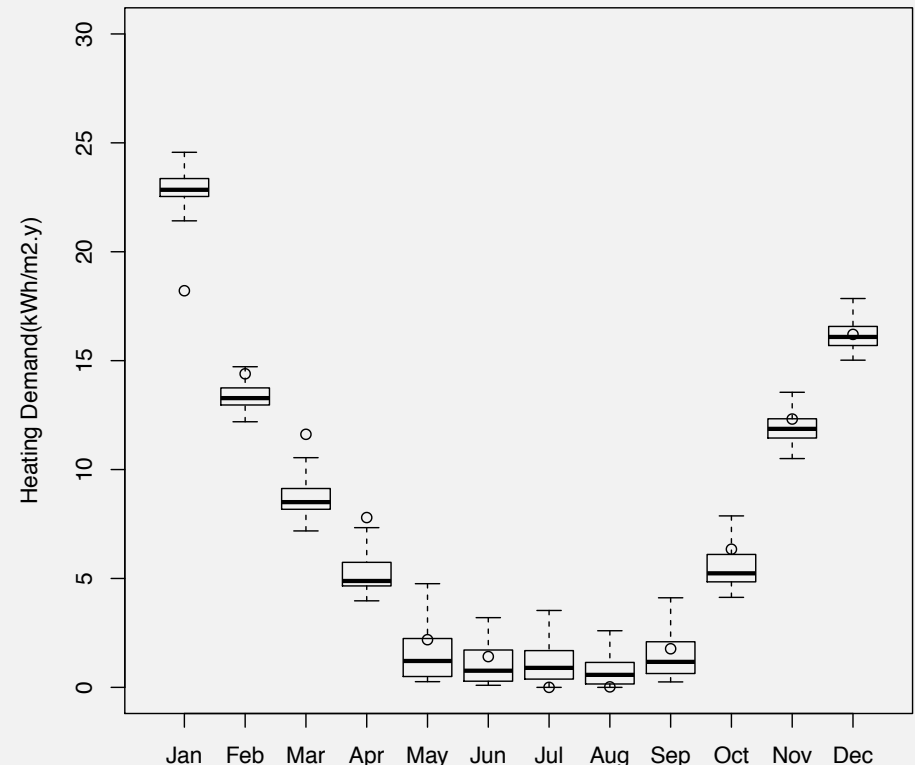
## Results



# Results - Office

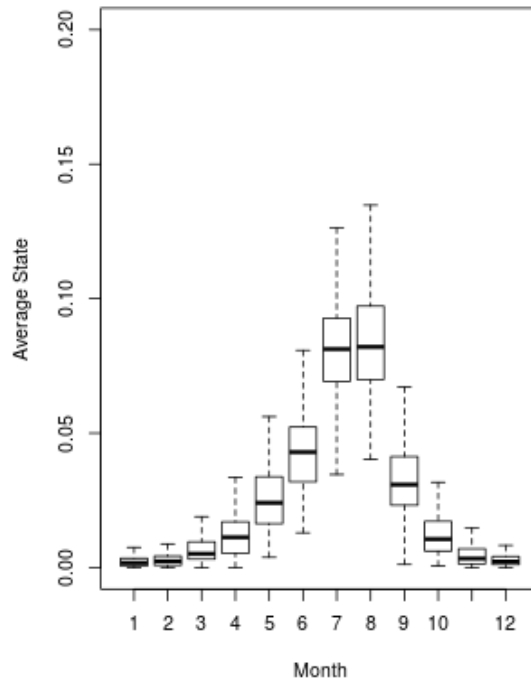


Nottingham

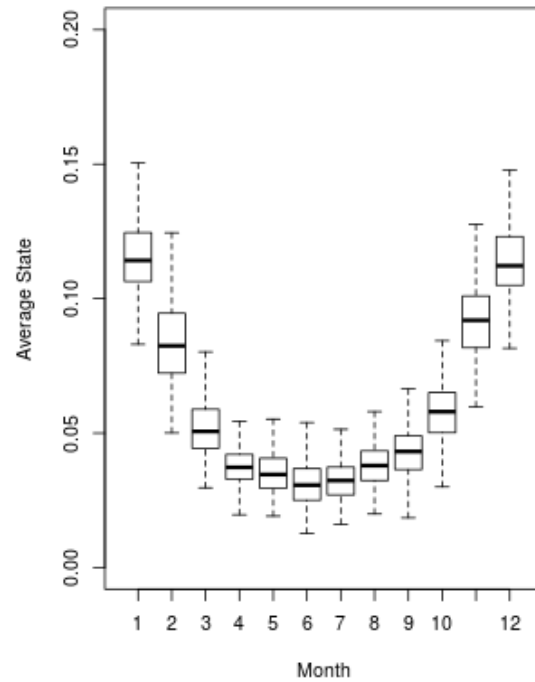


Geneva

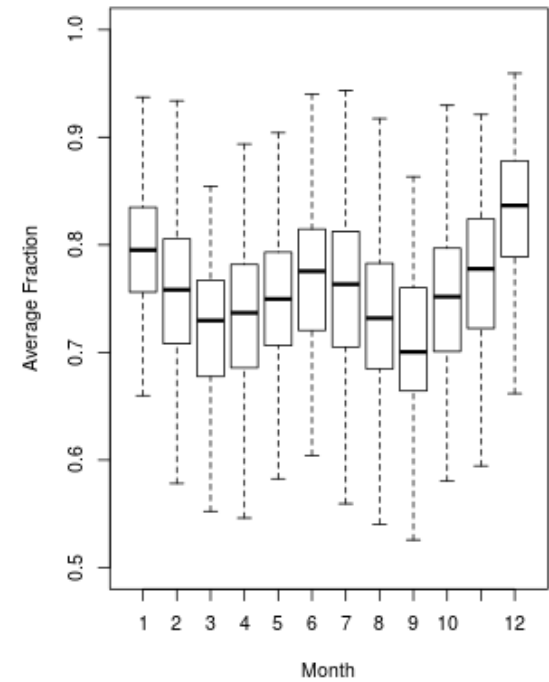
## Results - Geneva States



Windows

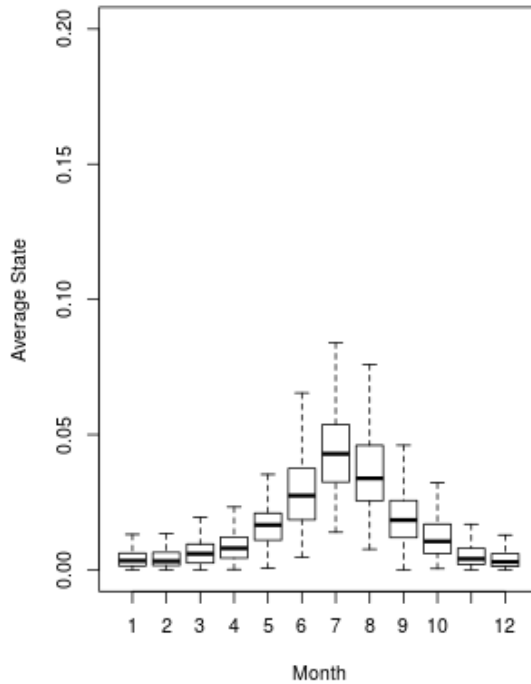


Lights

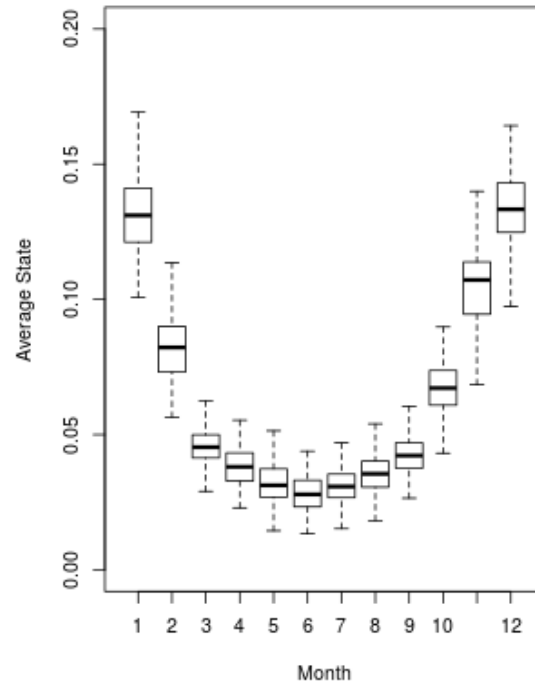


Shading

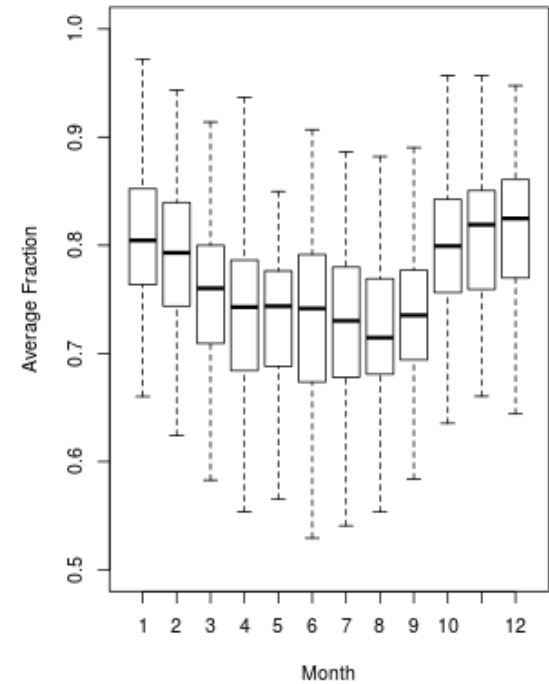
## Results - Nottingham States



Windows



Lights



Shading

# DesignBuilder



- Internship
- To integrate the No-MASS platform into design builder
- Allow practitioners to use the new representation of occupants to make informed decisions about how occupants actually use buildings

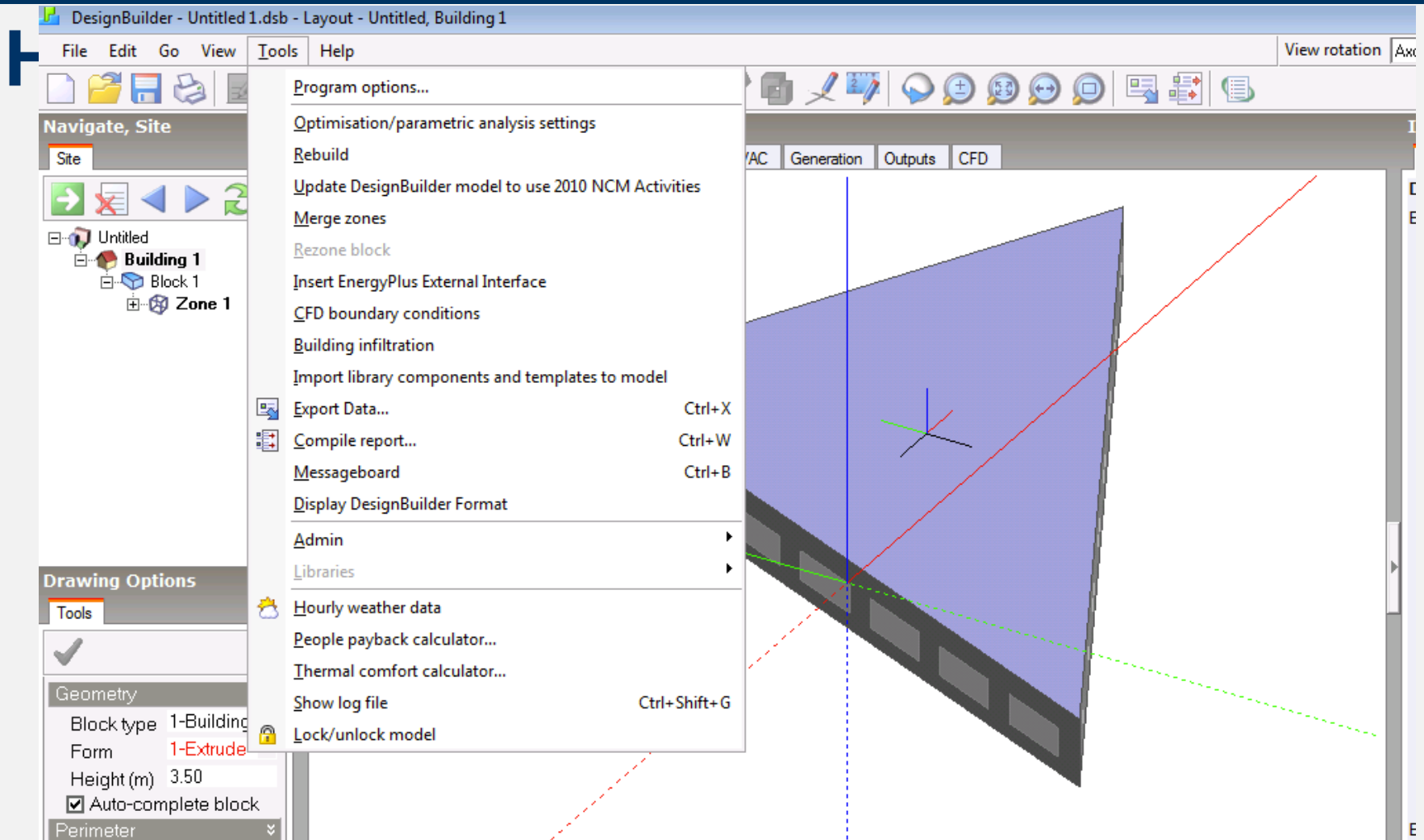
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# Workshop

- Office construction
- Setting up parameters
- Setup agent simulation
- Analyse results
- House construction
- Setting up parameters
- Setup agent simulation
- Analyse results



**Thank You**