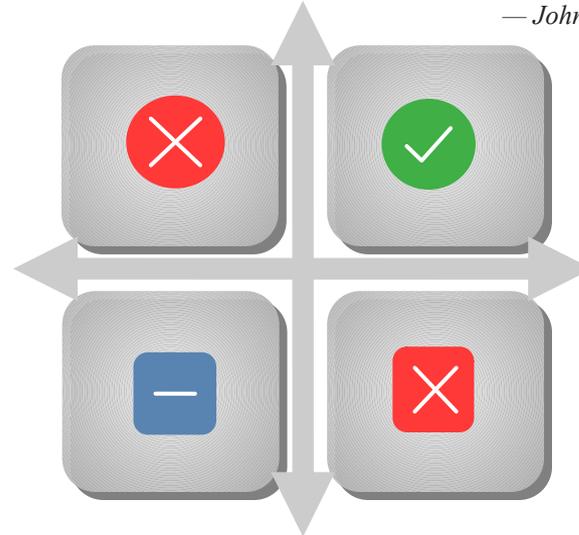


# IEA Wind Task 36 “Probabilistic Forecasting Games and Experiments” initiative

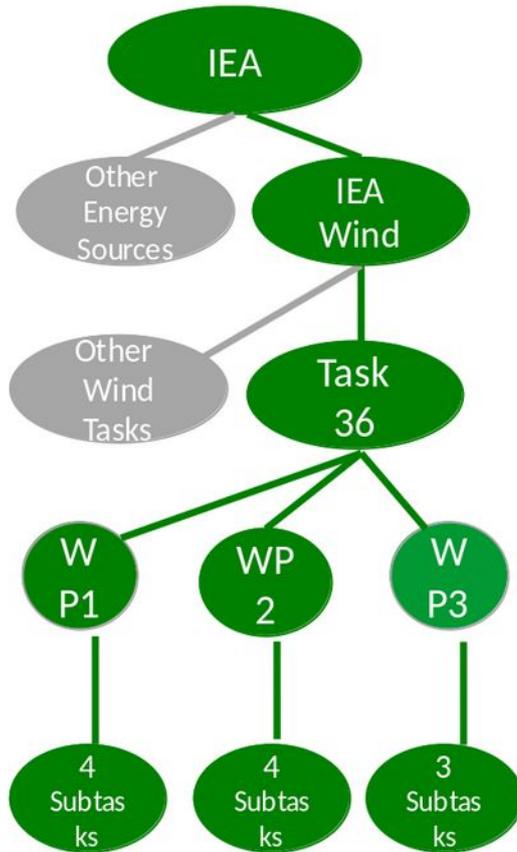
EMS Annual Meeting 2021: Session E2.2 “Dealing with Uncertainties”  
– 6<sup>t</sup> September 2021 –

*‘It is better to be roughly right than precisely wrong.’*  
— John Maynard Keynes (attributed)

Corinna Möhrten, WEPROG  
Ricardo Bessa, INESC TEC  
Gregor Giebel, DTU  
Nadine Fleischhut, MPI



# IEA Task 36 - Forecasting for Wind Energy



## What is the IEA (International Energy Agency)? ([www.iea.org](http://www.iea.org))

- International organization within OECD with 30 members countries and 8 associates
- Promotes global dialogue on energy, providing authoritative analysis through a wide range of publications
- **One activity: convenes panels of experts to address specific topics/issues**

## Task 36: Forecasting for Wind Energy: ([www.ieawindforecasting.dk](http://www.ieawindforecasting.dk))

- One of 17 Tasks of IEA Wind: <https://community.ieawind.org/home>
- Phase 1: 2016-2018; Phase 2: 2019-2021
- Operating Agent: Gregor Giebel of DTU Wind Energy
- Objective: facilitate international collaboration to **improve wind energy forecasts**
- Participants: (1) research organization and projects, (2) forecast providers, (3) policy-makers and (4) end-users & stakeholders

## Task 36 Scope: Three “Work Packages”

- WP1: Global Coordination in Forecast Model Improvement
- WP2: Benchmarking, Predictability and Model Uncertainty
- **WP3: Optimal Use of Forecasting Solutions**

**Task homepage:** <http://www.ieawindforecasting.dk/>

**...the overarching goal is to demonstrate the value of using probabilistic forecasts in the Renewable Energy Sector**

- **What we develop: unified and inter-disciplinary approaches**
- **How we work: merge of separate fields and competencies**
  - Energy-Meteorology
  - Statistical Mathematics
  - Behavioural & Cognitive Science
- **What us use: behavioural decision experiments**
  - \* simulate real-time problems ("gamification") for specific user groups
  - \* formulate strategies for applications & research
  - \* design experiments to study communication and knowledge gaps

# Forecast Games and Experiments Initiative

## Research Questions

### **How are probabilistic forecasts used & when do they benefit decisions?**

- Decision outcomes: Do users make better decisions and in which forecast situations?
- Risk preferences: Do they decide more risk averse or risk seeking?
- Decision strategies: What cues ("predictors") do they use and how?
- Representation format: Which representations work best?

### **Do probabilistic forecasts allow better learning from feedback?**

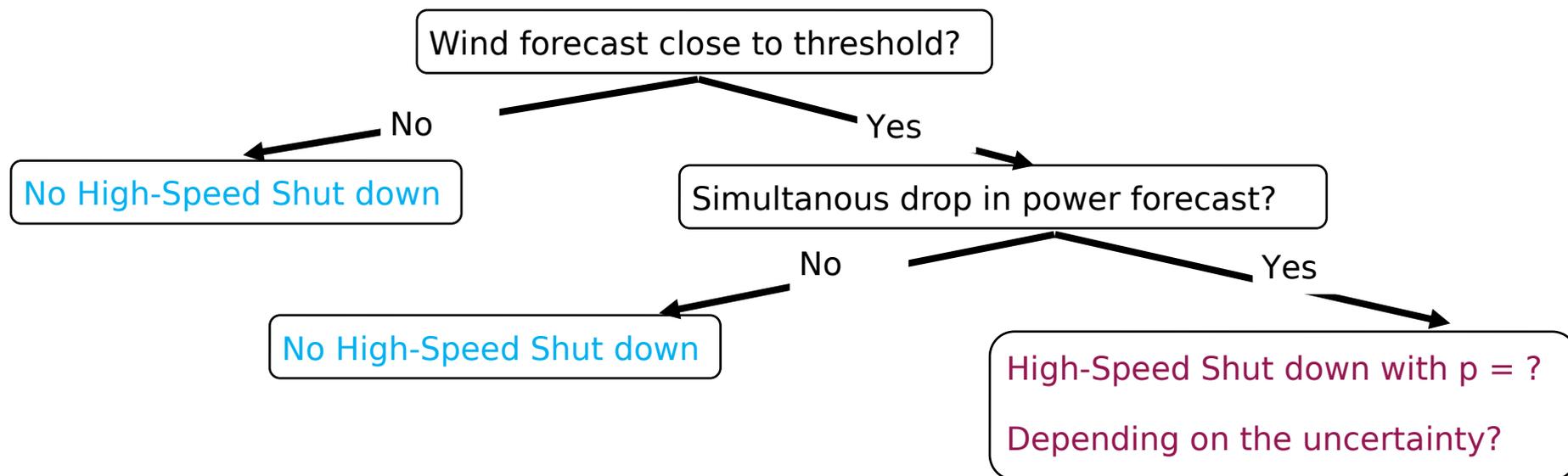
- How confident are users in their decisions?
- How well can they learn to calibrate their confidence? (Knowing when you don't know)
- How do users react to failure?

### **Do probabilistic forecast allow better adaptation to new environments?**

- Train in one environment and test behavior in new environment

Which cues (“predictors”) do people use and why?

## Simple heuristic decision tree?

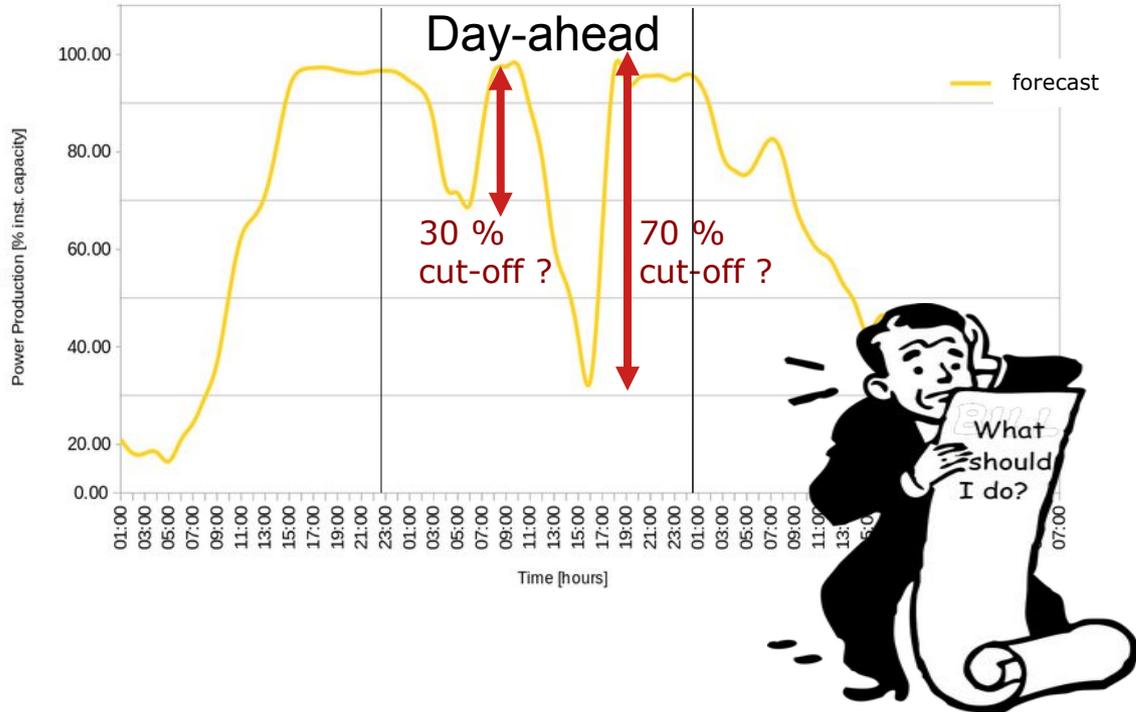




# Is it all about “dealing with extremes....” ?

iea wind  
task 36

Scene: Decision to be made for Day-ahead:  
Wind Power Forecast

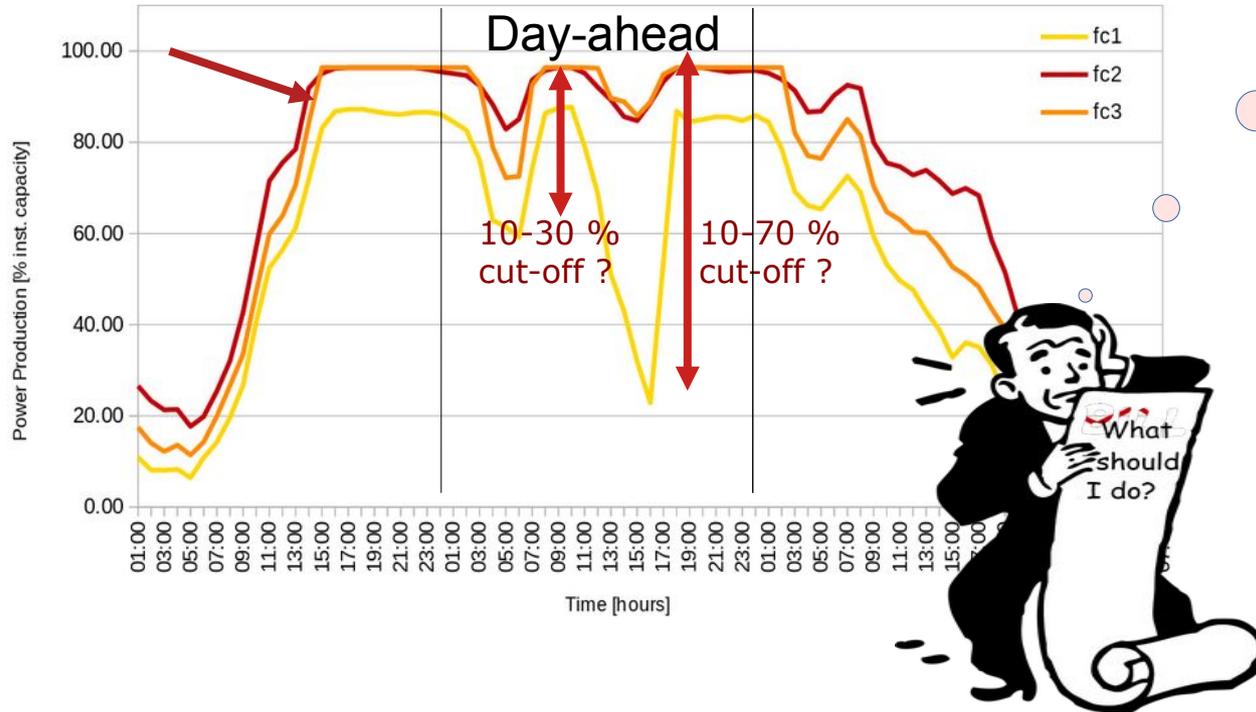


## Situation

- Deterministic methods  
**“hide”** inherent uncertainty of forecast
- Climate change requires more focus on **extremes**
- **Increasing penetration levels** change system security levels

# Dealing with Extremes....

Scene: Decision to be made for Day-ahead:  
Wind Power Forecast



...these extra forecasts do not help me at all...

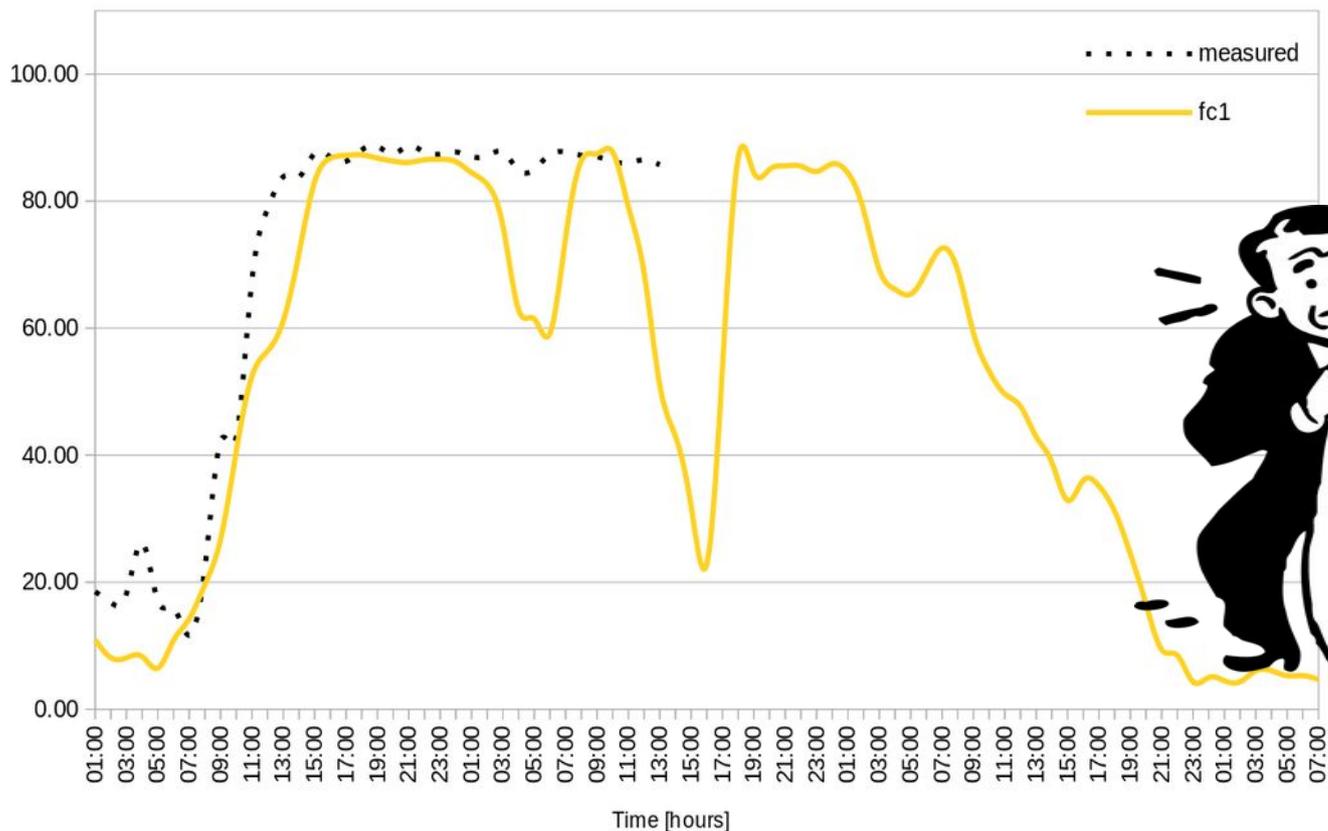
## Situation

**Randomly selected** deterministic forecasts do not provide a realistic uncertainty!

Deterministic forecasts can deviate a lot or provide confidence, where there is no reason for confidence...!

# Dealing with Extremes....

Scene: Decision to be made for Intra-day:  
Wind Power Forecast



..if the power last night didn't cut off, it will probably also not do so now...

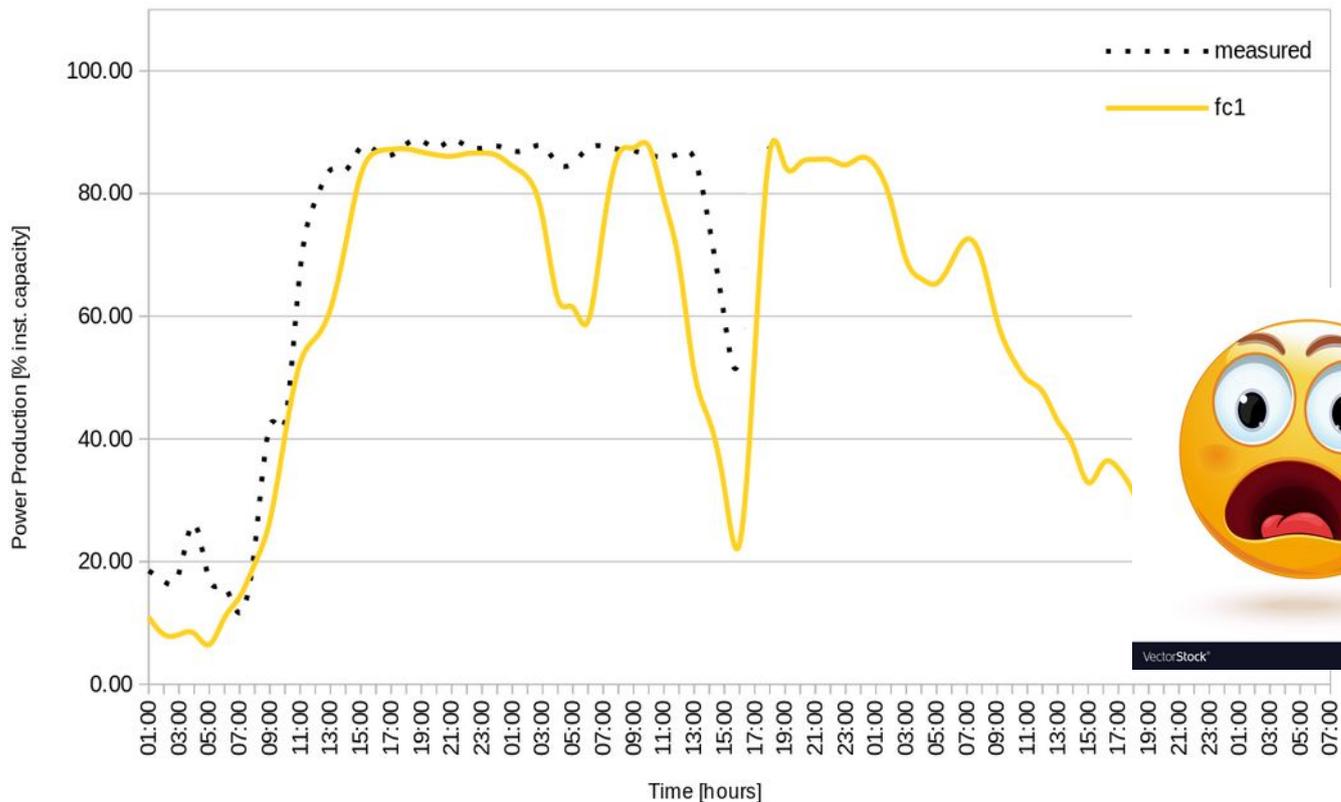


What worked yesterday does not automatically also work today... when it comes to weather uncertainty ...



# Dealing with Extremes....

Scene: Decision to be made for Intra-day:  
Wind Power Forecast



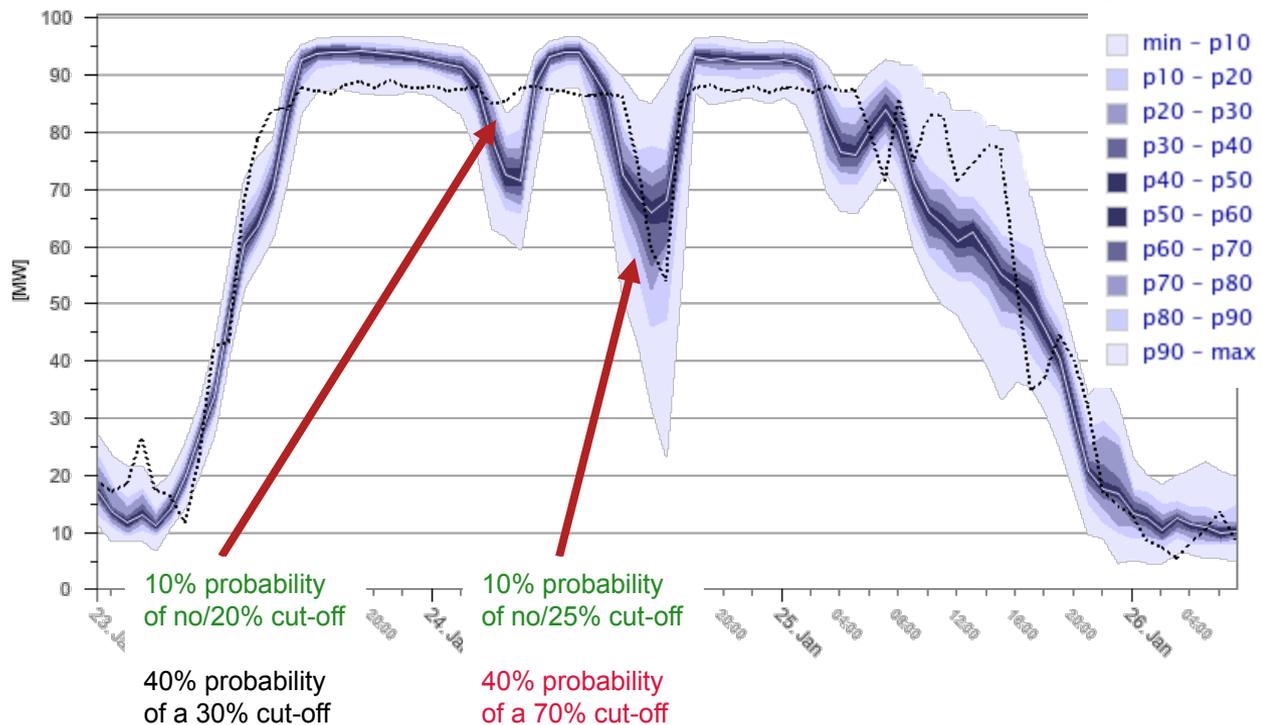
Decisions should not be made in extreme situations on the basis of a deterministic power forecast alone... !



Non-informed decision

# Dealing with Extremes....

Scene: Decision to be made for Intra-day:  
Wind Power Forecast + **Uncertainty**



## Situation:

In short-term balancing or grid operation:

Using uncertainty forecasts...

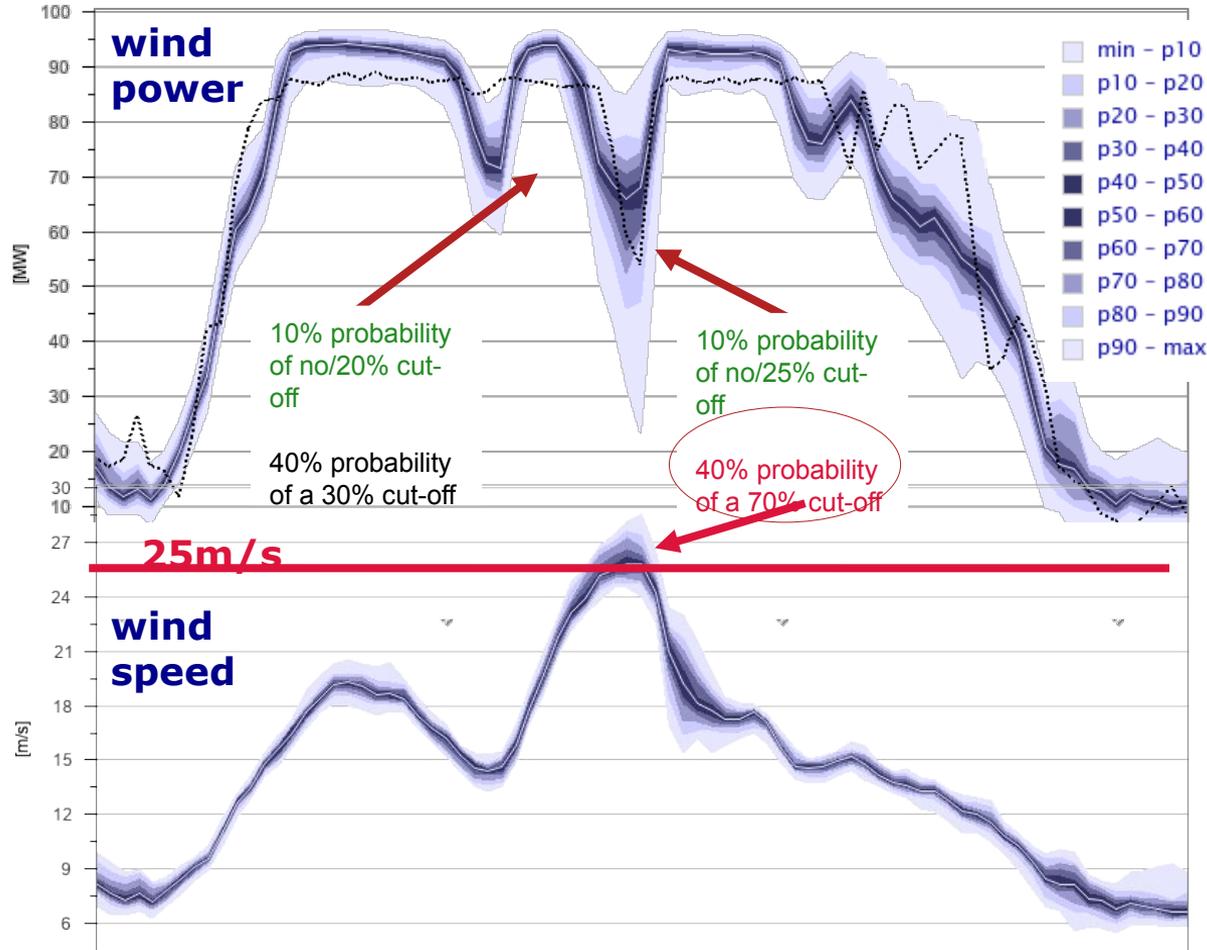
**Does the uncertainty forecast alone give confidence and will I always make the correct decision.. ?**



# Dealing with Extremes....

Scene: Decision to be made for Intra-day:

Wind Power + Wind Speed Forecast + **Uncertainty**



**Solution ?**

**Does the uncertainty forecast alone solve the problem...**



## *Decision-making in extreme events*

### 1. Experiment (2020)

**Game:** Decisions were to be made

- whether or not a high-speed cut-off takes place within the forecast time in 12 cases
- whether to trade 50% or 100% of the generating power of an offshore wind park

**Decision Tools:**

- 3 deterministic forecasts showing the wind power & wind speed
- probabilistic forecast showing wind power and wind speed inclusive uncertainty bands

### 2. Experiment (2021)

**Game:**

- 2 x times 20 cases (20 deterministic and 20 probabilistic cases)
- the participants make decisions based on either deterministic or probabilistic forecasts
- request on participant's confidence level regarding their decision
- real-time environment, e.g. participants may be surprised by forecasts that fail to warn or over-predict

**Decision Tools:**

Same as in 2020

## Value of probabilistic power forecasts

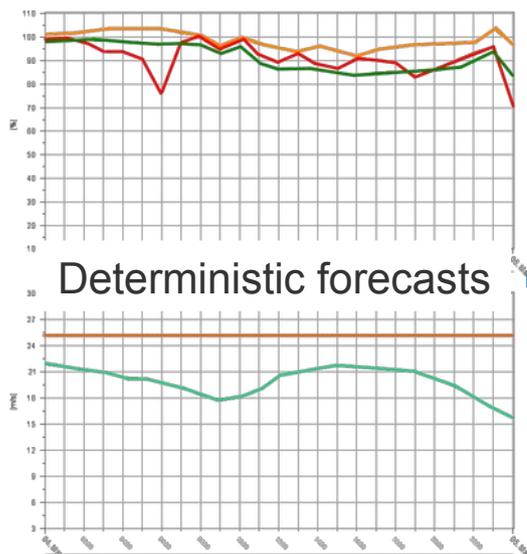
How do professionals decide based on probabilistic wind & power forecasts?

Design & Analysis: Dr. Nadine Fleischhut\*, Dr. Corinna Möhrlein\*\* & Dr. Ricardo Bessa (INESCTEC)

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Trade 100% or only 50% wind energy – given the risk of high-speed shutdown?

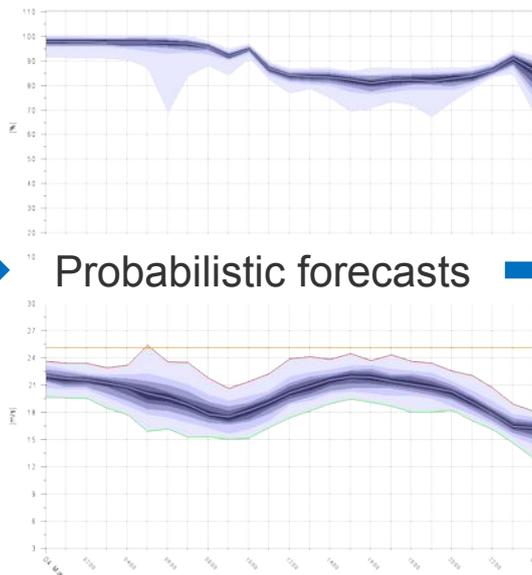


Power forecasts

Deterministic forecasts

Wind forecasts

→ 1<sup>st</sup> Decision



Probabilistic forecasts

→ 2<sup>nd</sup> Decision

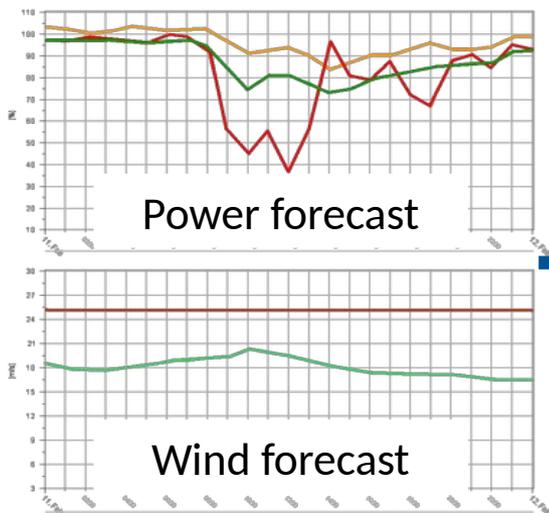
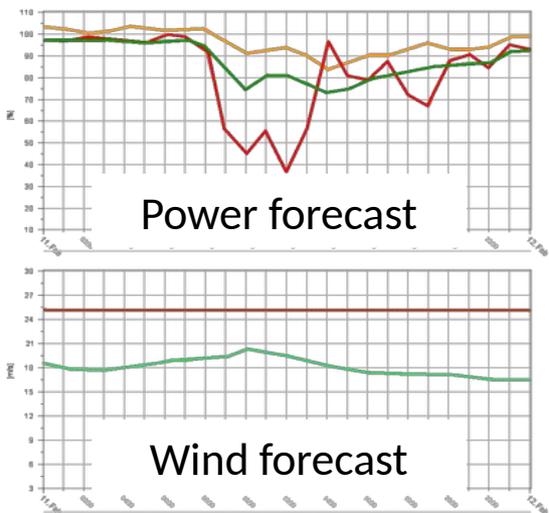
Cost function

	HSSD	No HSSD
Trading 100%	-5000	5000
Trading 50%	0	2500

# How do professionals decide based on probabilistic wind/power forecasts?

**Trade 100% or only 50% wind energy  
- given the risk of high-speed shutdown?**

	HSSD	No HSSD
Trading 100%	-5000	5000
Trading 50%	0	2500



**High-speed shutdown occurred.**

If you traded 100%, you loose 5000 EUR  
If you traded 50%, you neither loose or gain anything.

You chose to trade 100%.  
You current balance therefore is: **-5000**

Trade 100%

Trade 50%

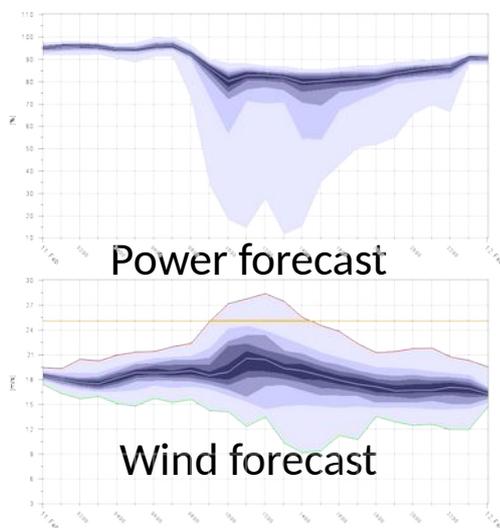
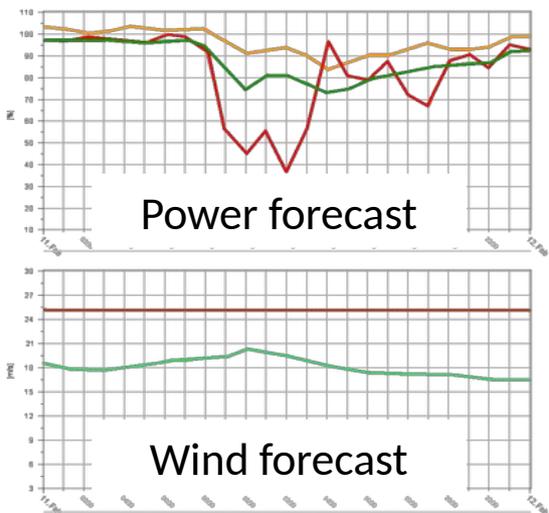
How confident are you?

Feedback

# How do professionals decide based on probabilistic wind/power forecasts?

**Trade 100% or only 50% wind energy  
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	HSSD	No HSSD
Trading 100%	-5000	5000
Trading 50%	0	2500



**High-speed shutdown occurred.**

If you traded 100%, you loose 5000 EUR  
If you traded 50%, you neither loose or gain anything.

You chose to trade 50%.  
You current balance therefore is: 0

Trade 100%

Trade 50%

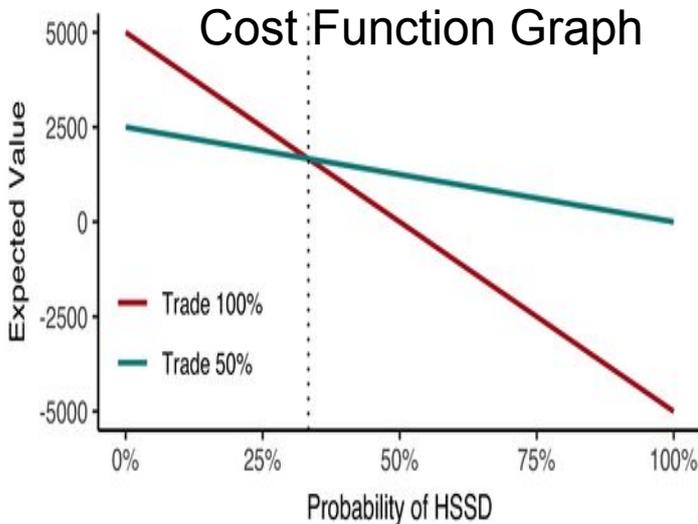
How confident are you?

Feedback

# Aspects on Cost Functions from 1<sup>st</sup> Experiment: "Offshore wind power trading in extreme events"

Cost Function Table

Trading	HSSD*	No HSSD*
100%	-5.000	5.000
50%	0	2.500



## Percentiles in Forecast graphs

- min - p10
- p10 - p20
- p20 - p30
- p30 - p40
- p40 - p50
- p50 - p60
- p60 - p70
- p70 - p80
- p80 - p90
- p90 - max

Some interesting aspects of the cost function:

- if the probability of a HSSD exceeds 33% trading 50% will give higher payoff
- if the probability of a HSSD < 33% trading 100% will give higher payoff

## Could participants read this out ?

Deterministic forecasts: no information

Probabilistic forecasts:

- percentiles provided information about the probability in wind and power !

## ANALYSIS SUMMARY

**For the game and this group of 120 participants\*, using probabilistic Forecasts lead to...**

- Slightly higher income
- More correct decisions
- Less risky decisions

significance needs  
further testing

- Participants changed their mind in 16% of the cases
- 91% of participants changed their mind at least once

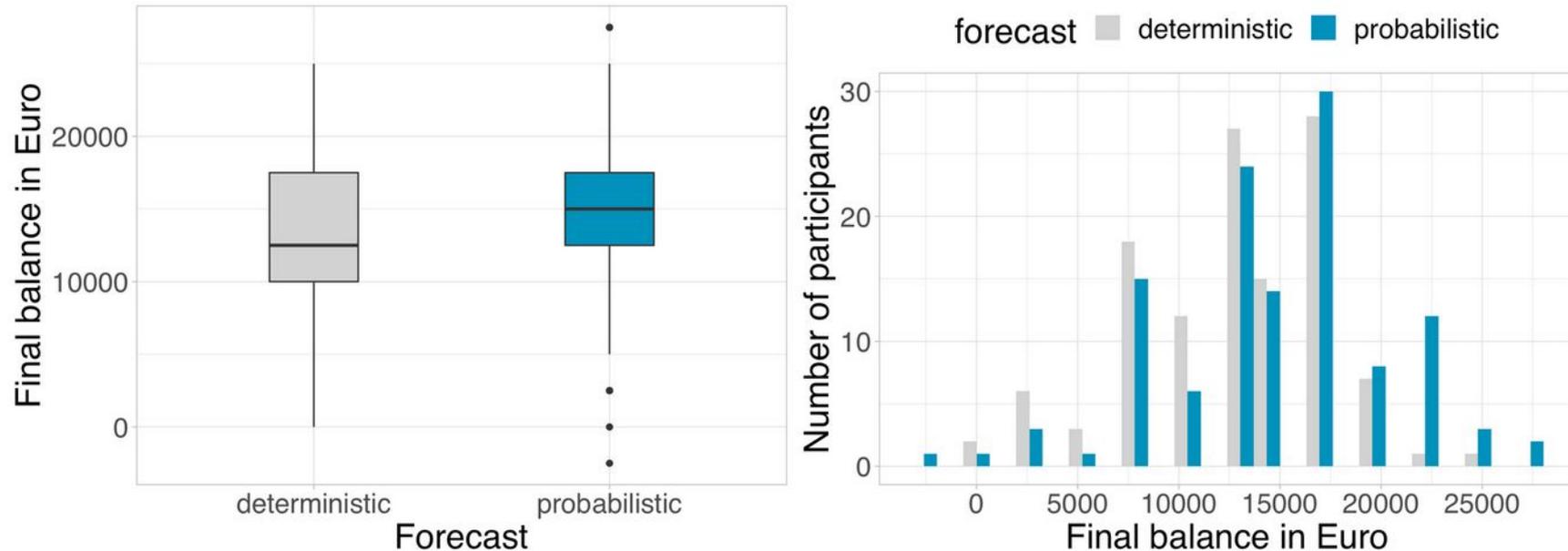
- Noticable: no one wanted to make decisions with deterministic forecasts alone!

Results in line with research, indicate benefits of probabilistic forecasts, but remember... this was only a first game, not yet a structured experiment...

# Forecast Game No. 1: Offshore wind power decision making in extreme events

## ANALYSIS – final balance –

Distribution and histogram of participants' final balance based on deterministic vs. probabilistic forecasts



## ANALYSIS – and the winner is.... -

The 2 best players with the highest income of 27.500€ have achieved this with the probabilistic forecasts. The best player with deterministic forecasts has achieved 25.000 €.

The table can be sorted by how much a participant made based on the deterministic or probabilistic forecast.

Show 75 entries Search:

userID	probabilistic	deterministic
fcstX1_30	27500	17500
Kassandra_51	27500	17500
Oleaster_53	25000	17500
Howareyafrancis_37	25000	15000
Auracle_1	25000	10000
statwars_36	22500	20000
Gggrte_51	22500	20000
Tester101_18	22500	17500
GatForecast_25	22500	17500
xinloi_52	22500	15000
argument_16	22500	12500
WindGuy_41	22500	12500
ads1512_19	22500	12500
SmartyGuy_30	22500	12500
jbl234_32	22500	12500

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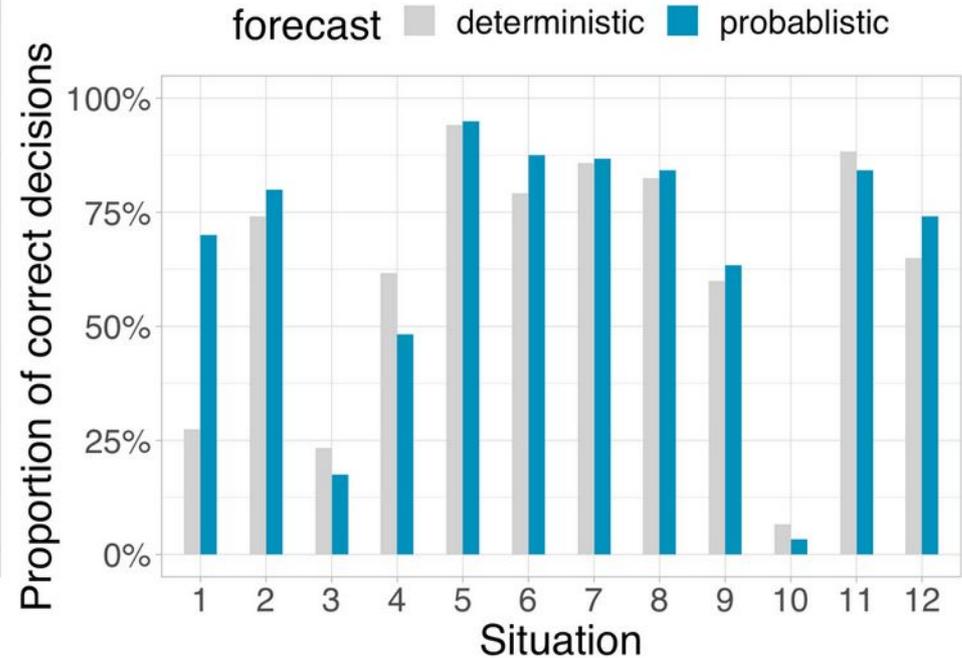
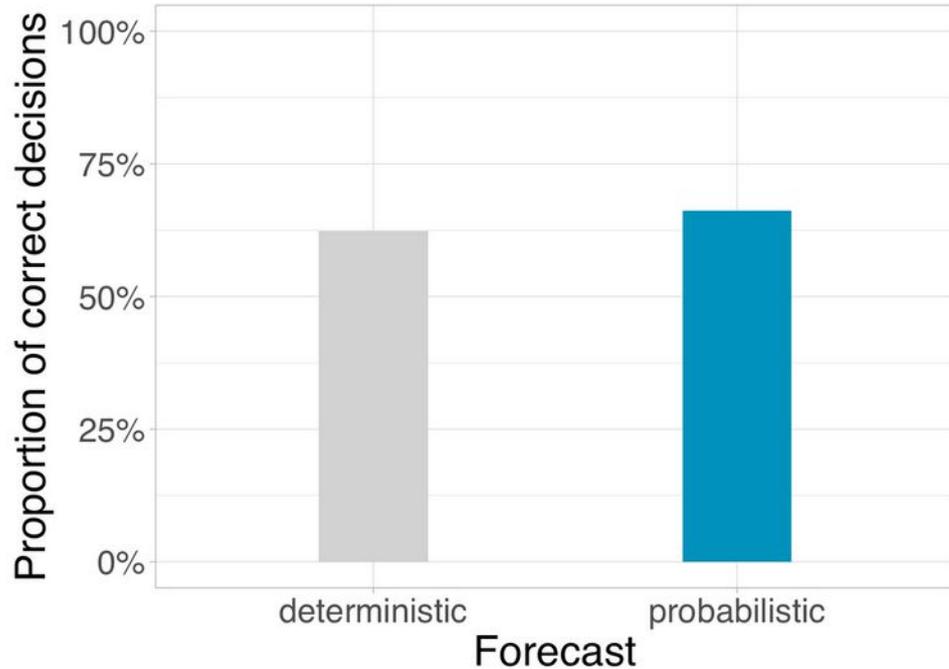
Show 75 entries Search:

userID	probabilistic	deterministic
yggdrasil_34	12500	25000
testtest_47	17500	22500
statwars_36	22500	20000
Gggrte_51	22500	20000
itzybilitzy_35	20000	20000
NikNik_9	17500	20000
mattttt_1	15000	20000
Anemoi_11	12500	20000
qwerty_5	12500	20000
fcstX1_30	27500	17500
Kassandra_51	27500	17500
Oleaster_53	25000	17500
Tester101_18	22500	17500
GatForecast_25	22500	17500
Sidhe1_27	20000	17500
Trader_48	20000	17500

# Forecast Game: Offshore wind power decision making in extreme events

## ANALYSIS – correct decisions –

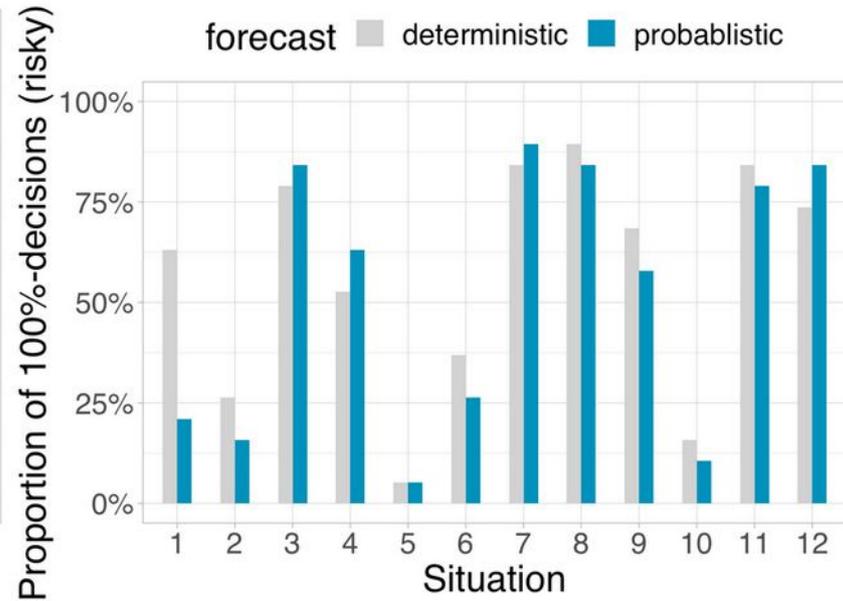
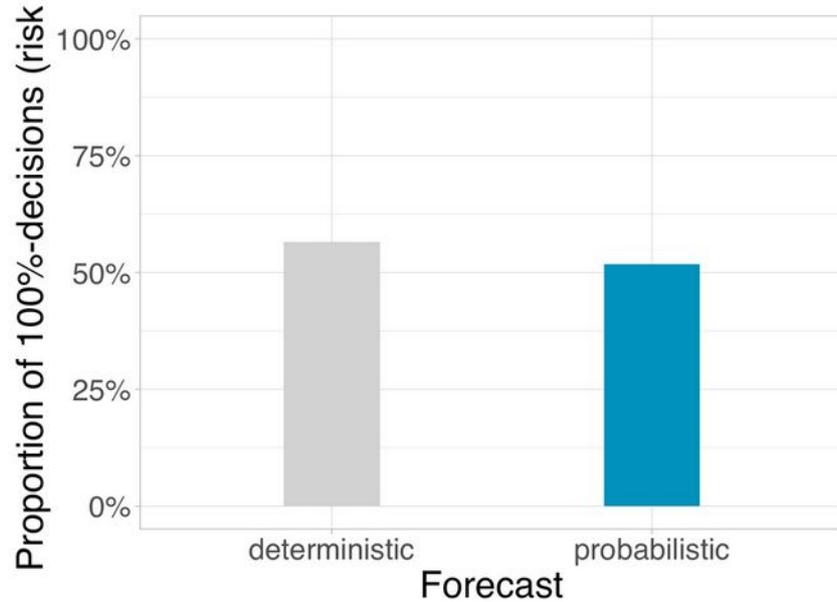
Proportion of correct decisions based on deterministic vs. probabilistic forecasts



# Forecast Game: Offshore wind power decision making in extreme events

## ANALYSIS – risky decisions –

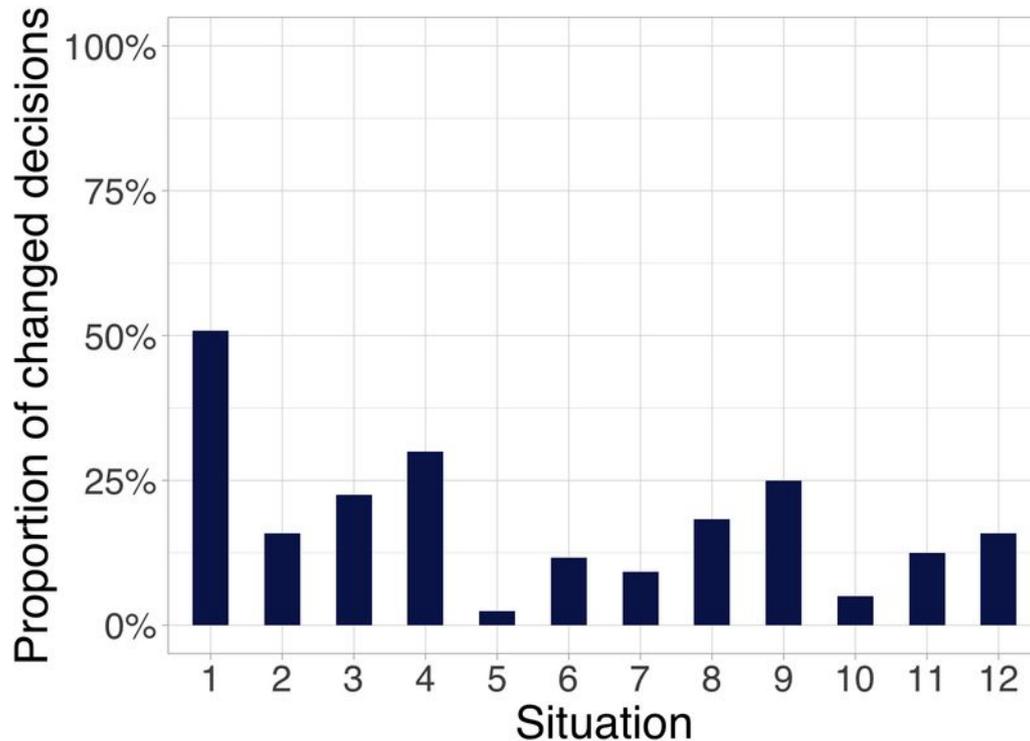
Proportion of risky decisions ("trading 100%")



# Forecast Game: Offshore wind power decision making in extreme events

## ANALYSIS – changed decisions –

Proportion of changed decisions based on the probabilistic forecast



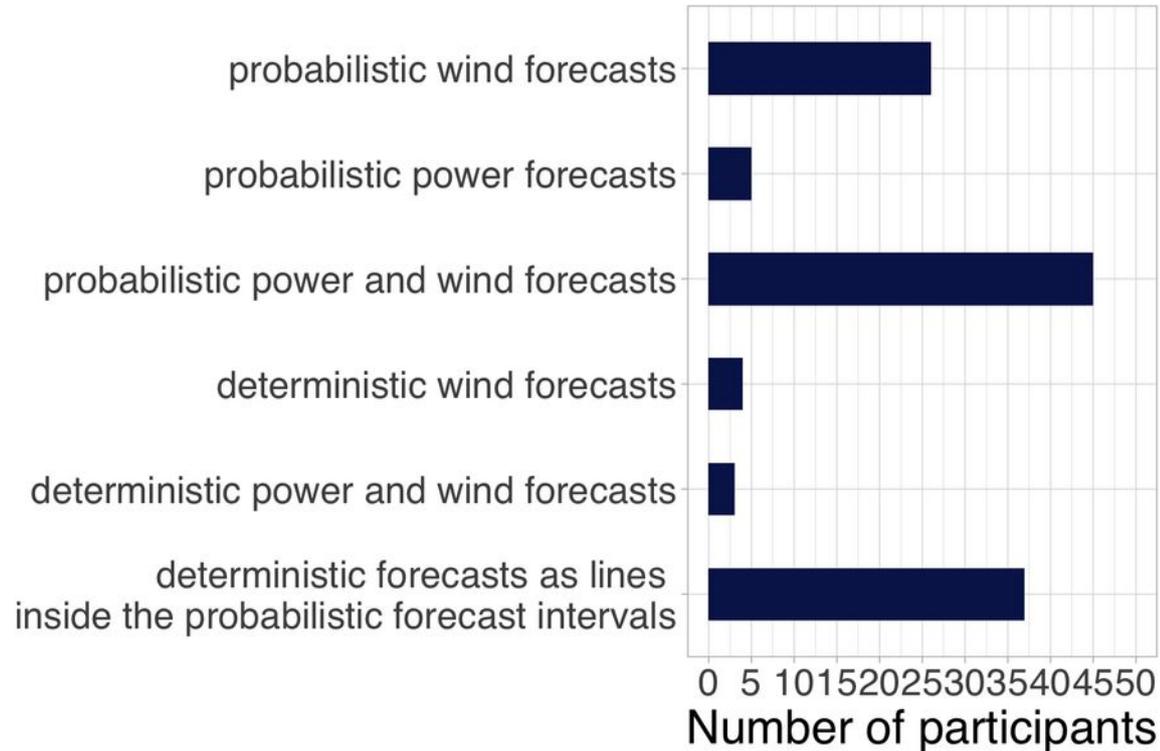
Across all decisions, **participants changed their mind in 18 % of the situations.**

On an individual level, **91 % of the participants changed their mind at least once** based on the probabilistic forecast.

task 36

## ANALYSIS of Questions – preferred information -

Histogram of participants' preferred information



**No one preferred to make decisions based on deterministic power forecast alone.**

# 2<sup>nd</sup> Experiment Design (2021)

## Value of probabilistic power forecasts

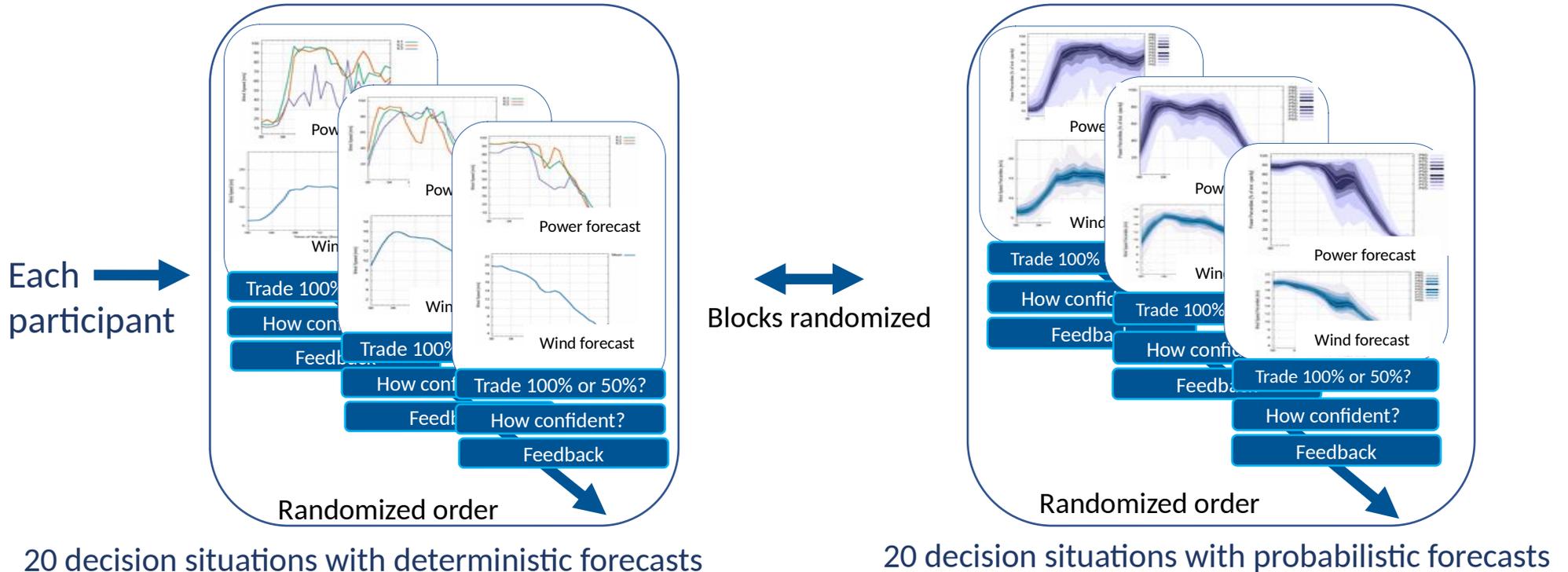
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Trade 100% or only 50% wind energy - given the risk of high-speed shutdown?



# 2<sup>nd</sup> Experiment Design (2021)

## Value of probabilistic power forecasts

Wind Power Trading: What is the value of probabilistic forecasts for decision making?

How well can you use probabilistic or deterministic forecasts for simple trading decisions?

Find out by participating in a short decision experiment (ca. 20-30 minutes).



The study is a cooperation of the [IEA Task 36 WP3](#) and project [WEXICOM](#) at the Max Planck Institute for Human Development.

Start

Link for the 2<sup>nd</sup> experiment

BETA Version **Open to Play!**

<https://arc-vlab.mpib-berlin.mpg.de/wind-power/experiment/>



# Summary and Take-away

## How can probabilistic wind/power forecasts benefit decision making?

**Tailor information:** Probabilistic information can improve decisions

- Define the decisions that have to be made precisely

**Risk communication:** Improve risk perception via transparent representations

- Evidence-based design and evaluation of different representations

**Decision support:** Define how to decide based on probabilistic information

- Provide cues for interpretation (e.g. highlight critical thresholds)
- Put information in perspective (e.g. comparison, typical distribution)
- Allow users to develop decision strategies based on realistic experience
- Provide simple and robust heuristics /decision strategies for users



# THANK YOU

Follow us:

Project webpage <http://www.ieawindforecasting.dk/>

**Task-page:** <https://www.ieawindforecasting.dk/work-packages/workpackage-3>

Publications: <https://www.ieawindforecasting.dk/publications>

YouTube Channel: <https://www.youtube.com/channel/UCsP1rLoutSXP0ECZKicczXg>

**Contact WP Leader:**

Dr. Corinna Möhrle, WEPROG  
[com@weprog.com](mailto:com@weprog.com)



Dr. Ricardo Bessa, INESC TEC  
[ricardo.j.bessa@inesctec.pt](mailto:ricardo.j.bessa@inesctec.pt)



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Max-Planck-Institut für Bildungsforschung  
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