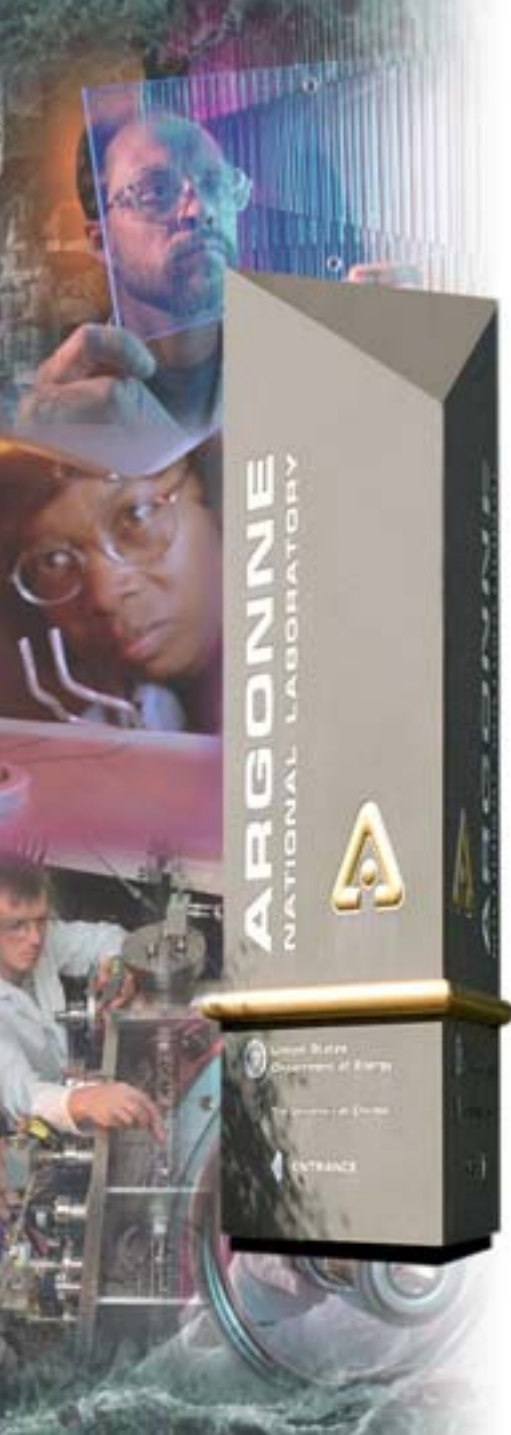


Agent-Based Modeling and Simulation (ABMS) for Hydrogen Transition Analysis

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Objectives and Scope for Phase 1

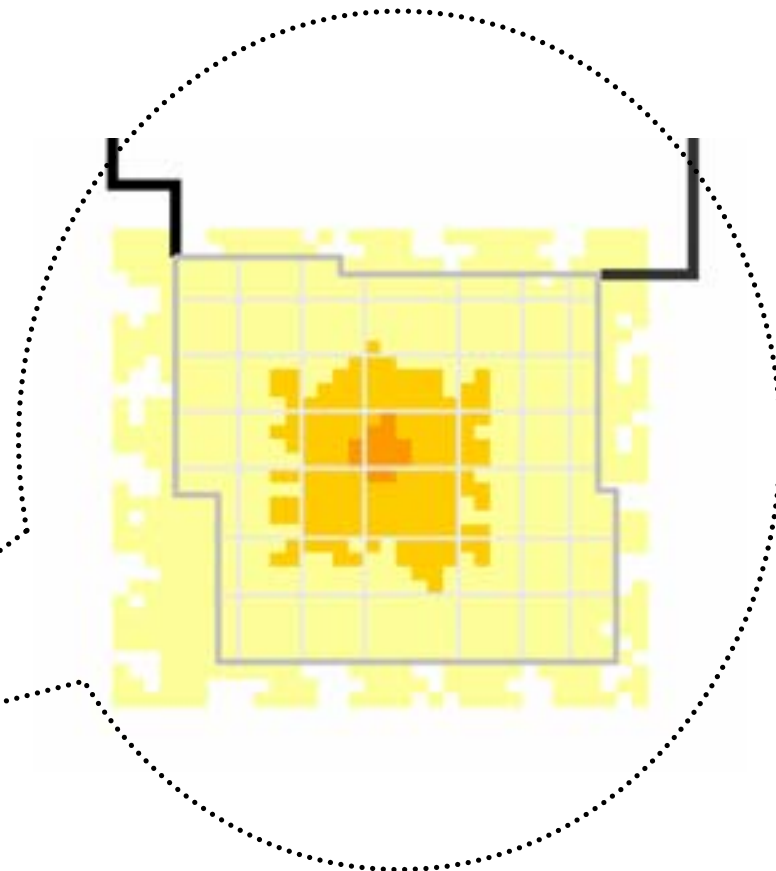
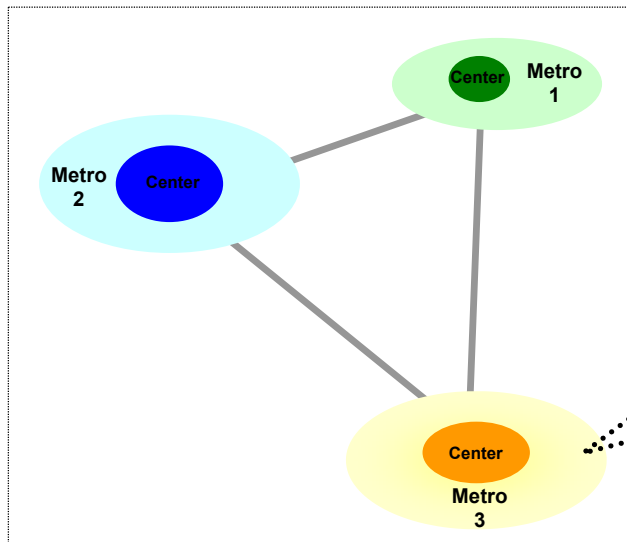
- Analyze the hydrogen infrastructure development as a complex adaptive system using an agent-based modeling and simulation (ABMS) approach
- Develop an ABMS model to simulate the evolution of that system, spanning the entire H2 supply chain from production to consumption
- Identify key factors that either promote or inhibit the growth of H2 infrastructure
- Apply ABMS to get new insights into transition, particularly early transition phase
 - Dynamic interplay between supply and demand
 - Chronological simulation of infrastructure build-up
 - Decentralized, independent decision-making
 - Agents maximize their own objectives and make decisions based on different expectations
 - Effects of uncertainties and different risk/strategy preferences
- Limited scope for FY06
 - Early transition
 - Stylized environment
 - Demand focused on transport

Phase 1 Model Will Include Several Agent Types

- Fuel production and delivery agents
 - 3 production options
 - *Decentralized (e.g., on-site reforming)*
 - *Medium centralized (e.g., centralized SMR)*
 - *Large centralized (e.g., coal or nuclear)*
 - 2 delivery options
 - *Low-volume, short-distance*
 - *High-volume long-distance*
- Retailing/refueling agents selling 2 products
 - H2
 - Gasoline
- Consumers
 - Transport demand
 - Purchasing and operating decisions
- Regulator
 - Passive agent; sets the market rules (e.g., level of tax credits)

The Initial Model Version Uses a “Stylized” Environment in which the Agents Interact

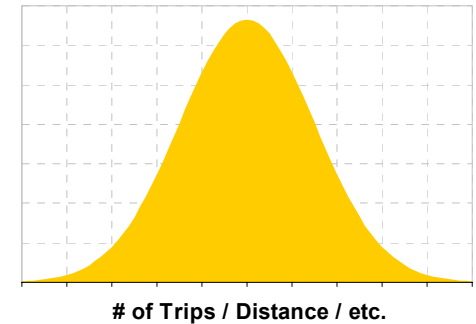
- 3 metropolitan areas with interconnecting transport corridors
- Ranges in population densities provide heterogeneous market environment
 - urban, sub-urban, rural
- Larger highway grid within metro areas connected to intra-city corridors
- Local roads considered ubiquitous
- Can be scaled up and populated in Phase 2 with data for real geographical region



Consumer Agents



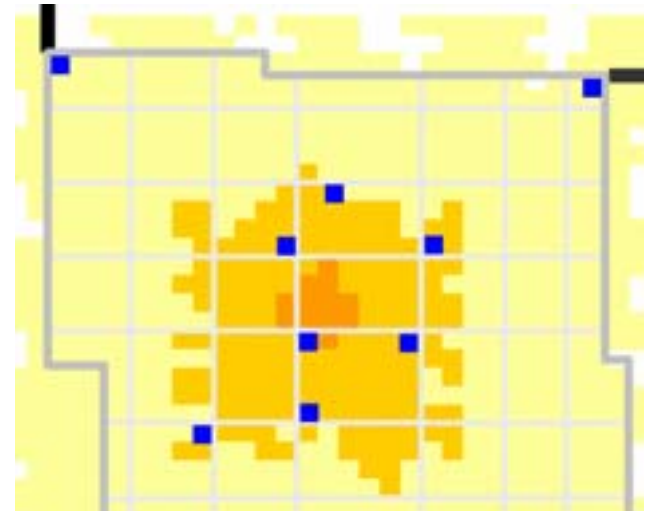
- Agents own and operate vehicles on road network
 - Number of agents: Low 1000s
 - Purchase car decision
 - *Initially, purchase options are limited to 2 vehicle choices (conventional, H2)*
 - *H2 vehicles assumed to meet DOE targets in performance and cost*
 - Vehicle operation and fuel purchase decision (price elastic demand)
- Randomly assigned locations (home, work)
- Have variety of attributes, such as income, income used for transportation, fuel price elasticity and lag, preferences, driving needs/patterns (randomly sampled)
 - *Short/medium-distance (commute, errands)*
 - *Long-distance (leisure)*
- Vehicle operation and purchase decisions try to maximize consumer utility with feedback on driving experience, word-of-mouth (social status), etc.





Retailing (Refueling Station Owner) Agents

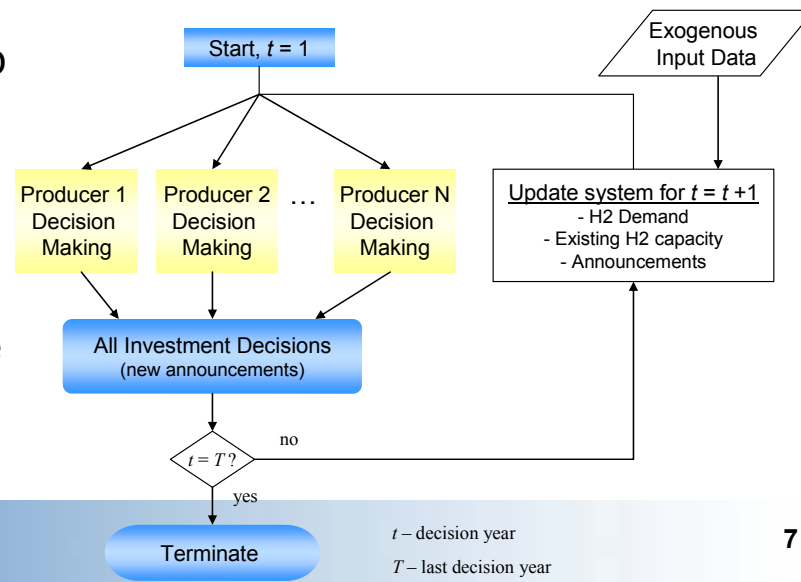
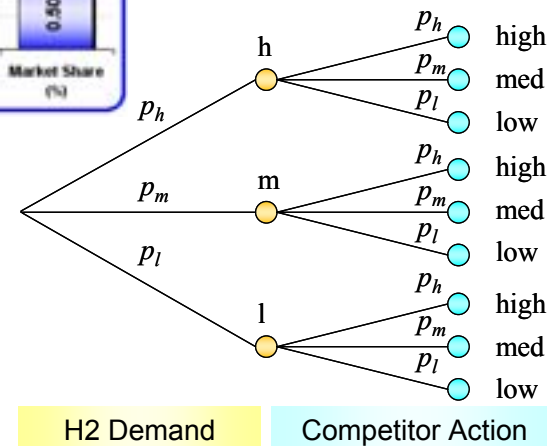
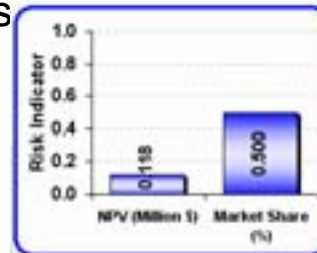
- Number of agents: Low 10s
 - Conventional fuel stations assumed to be universally available
- Initial seed
 - depending on volume/profitability, seed will either grow or decline
- Retailing agents monitor sales
 - Based on sales history, develop sales and profit expectations
 - If expectations meet targets, new stations will be added
 - If realized profits fall below threshold, station closes
- Model will allow to simulate the robustness and sustainability under various initial station seeds
 - Station density
 - Station dispersion





Production and Delivery Agents

- Producers make investment decisions at certain intervals
 - Each agent goes through its own decision making process by forecasting prices and profits for a number of years into the future
 - Choice of several production and delivery options
- Decisions can be based on multiple objectives
 - Profits, market share
- Decisions account for uncertainties, e.g.,
 - Demand/price of H2 (based on marginal production cost plus markup)
 - Action of competitors
- Decisions for all producers are aggregated and the system is updated before simulating the next time step
 - Producers first announce intended investments
 - Other agents learn this at the start of next decision interval and take into account in their decision routine
 - After construction delay, new facility comes online
 - The process is repeated for all simulation steps

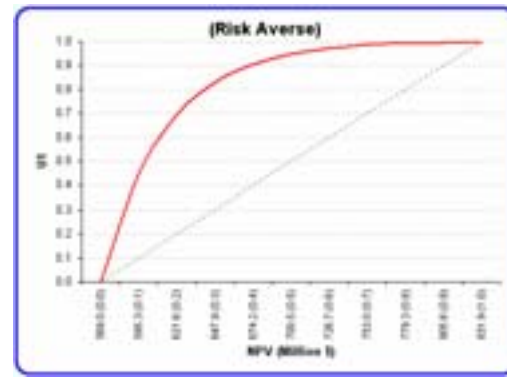
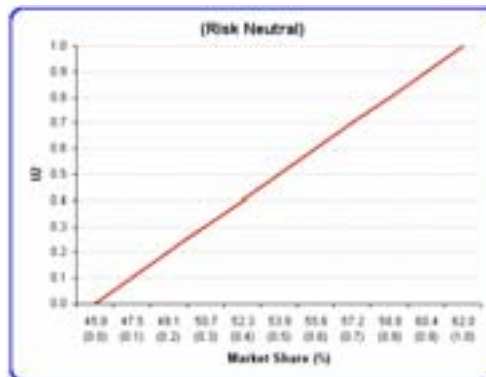




Production and Delivery Agents (cont'd)

- Number of agents: 2 – 5
- Agents have different preferences
 - Financial targets
 - Risk profiles
 - Time horizons
- Results for all decision criteria are computed for all possible combinations of scenarios over all forecast steps
 - Feeds into decision analysis that each agent uses to evaluate potential investment alternatives based on a producer's risk preferences and trade-offs among different decision criteria
- Initially, all producer agents use the same general decision model, differentiation occurs due to
 - Differences in risk and trade-off preferences
 - Available investment alternatives
 - Learning about competitors
- Producer agents look at portfolio profits (existing and potential new production)

Build Decision		Producer 1					NPV (Million \$)	Market Share (%)	
Expected Utility Value	Growth	Prob	Competition	Prob	Utility		1.000	0.000	
Decision	S1	50%	No Build	25%	0.981	741	0.981 (0.981)	52.34	
			One Unit	25%	0.146	576	0.146 (0.146)	47.66	
		S2	50%	No Build	25%	0.989	762	0.989 (0.989)	54.119
				One Unit	25%	0.402	592	0.402 (0.402)	45.88
	S1	50%	No Build	25%	0.998	811	0.998 (0.998)	62.01	
			One Unit	25%	0.000	569	0.000 (0.000)	52.34	
		S2	50%	No Build	25%	1.000	832	1.000 (1.000)	59.28
				One Unit	25%	0.374	590	0.374 (0.374)	54.12



Current Status

- Currently developing model environment
- Team is working on agent definitions
- Team has started reviewing and compiling model inputs