



Research Group on Intelligent Engineering and Computing for Advanced Innovation and Development

Agent-based machine learning

Tutorial

Cyber-physical multi-agent systems

Tiago Pinto Polytechnic of Porto

tcp@isep.ipp.pt



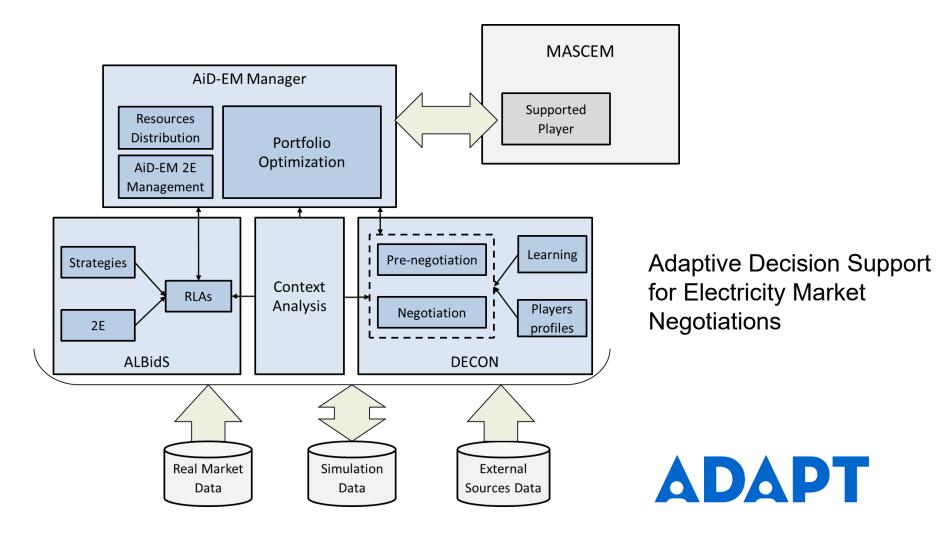




EUROPEAN UNION

1

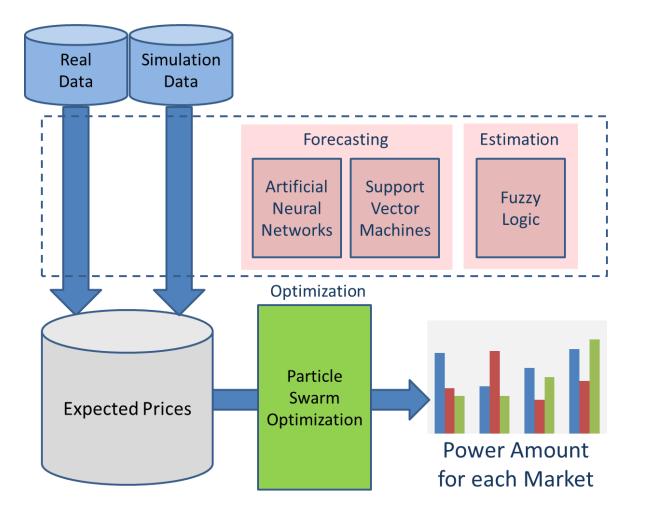
AiD-EM







Portfolio Optimization







ALBidS

Adaptive Learning Strategic Bidding System





ALBidS

– Main Agent

A simple reinforcement learning algorithm

$$C_{t+1} = C_t - \left| \left(R - P \right) \right|$$

 The revised Roth-Erev reinforcement learning algorithm, including a weight value W for the definition of the importance of past experience

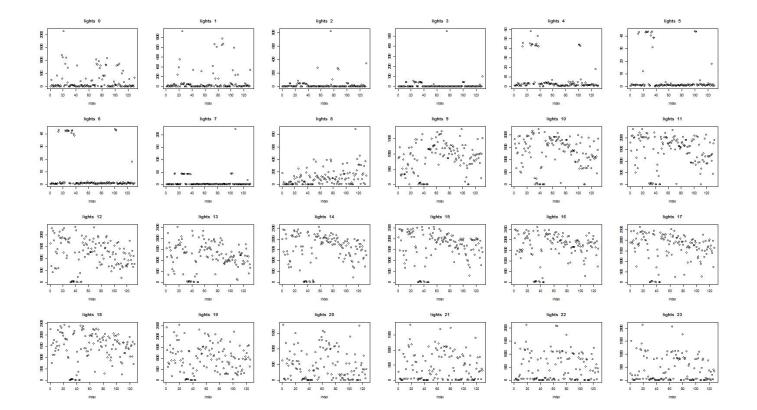
$$C_{t+1} = C_t \times W - \left| \left(R - P \right) \right| \times \left(1 - W \right)$$

A learning algorithm based on the Bayes theorem of probability

$$EU(A|E) = \sum_{i} P(O_i | E, A) \times U(O_i | A)$$



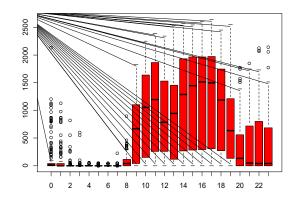




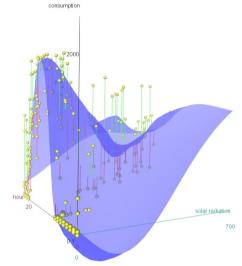




Boxplot shows that consumption between hours 9 and 23 is very variable



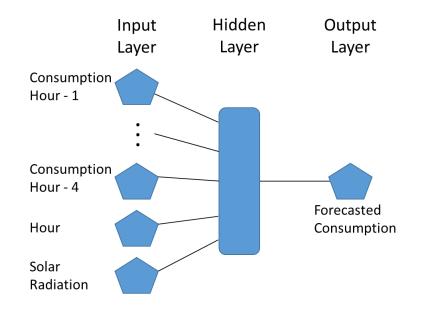
When the solar radiation is lower the consumption of lights is higher in most hours







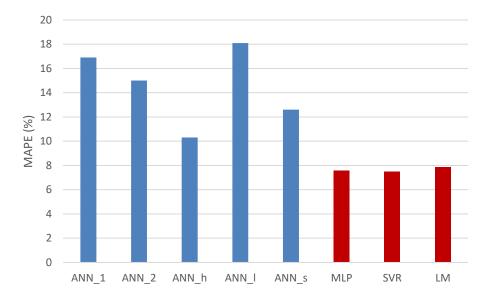
• Feedforward ANN







Method	MAPE(%)	Description
ANN_1	16.9	Input: Contextual data Output (1): Total consumption
ANN_2	15.0	Input: Contextual data Outputs (3): Consumption of HVAC, lights, sockets
ANN_h	10.3	Input: Contextual data and external data Output: Consumption of HVAC
ANN_I	18.1	Input: Contextual data and external data Output: Consumption of lights
ANN_s	12.6	Input: Contextual data and external data Output: Consumption of sockets
MLP	7.57	Input: Hour, solar radiation, consumption Output: Consumption of lights
SVR	7.48	Input: Hour, solar radiation, consumption Output: Consumption of lights
LM	7.87	Input: Hour, solar radiation, consumption Output: Consumption of lights



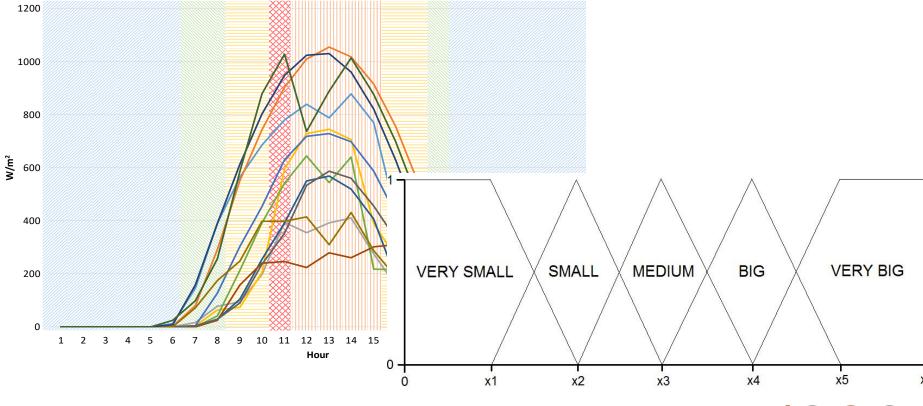
• The three methods present lower forecasting errors than previous approaches





Fuzzy Rule-Based Systems (FRBS)

- Combines Fuzzy Logic with forecasting
- Generates fuzzy rules from numeric input data
- Decreases the time spent in the learning process

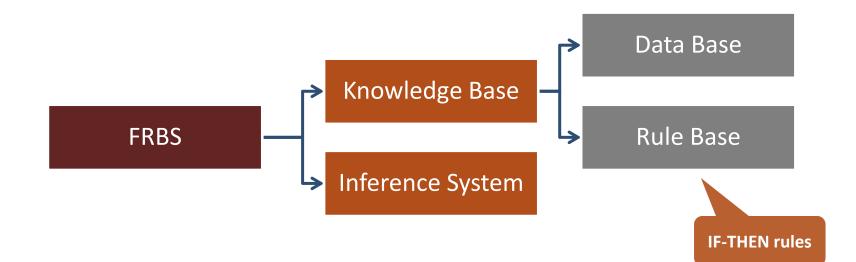


10



Fuzzy Rule-Based Systems (FRBS)

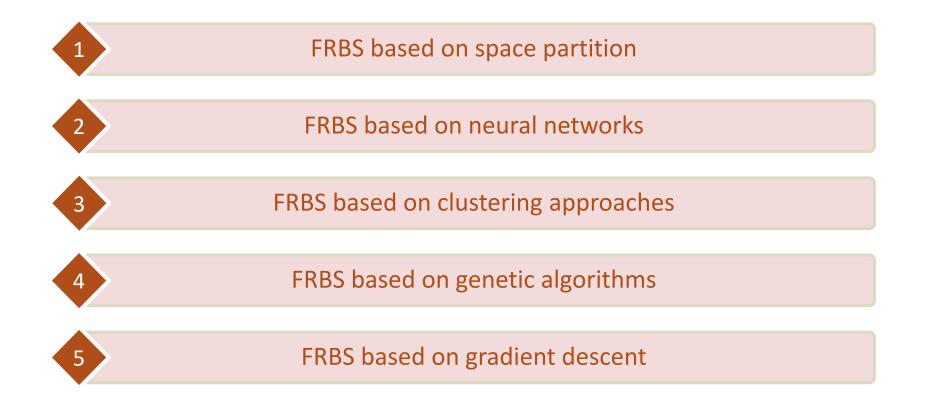
• The architecture is essentialy composed by knowledge base module and inference system module







Fuzzy Rule-Based Systems (FRBS)



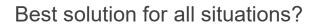




Contextual Learning

Generic *F(x)*

a)



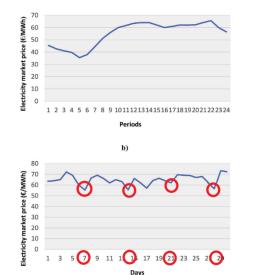


Negotiation context analysis in electricity markets

Tiago Pinto^{*}, Zita Vale¹, Tiago M. Sousa, Isabel Praça

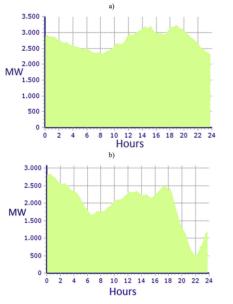
GECAD - Knowledge Engineering and Decision Support Research Centre - Polytechnic of Porto (IPP), R. Dr. António Bernardino de Almeida, 431, 4200-072 Porto, Portugal

al









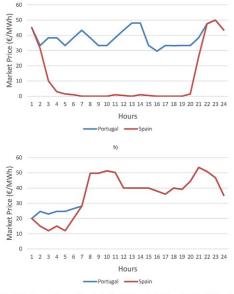
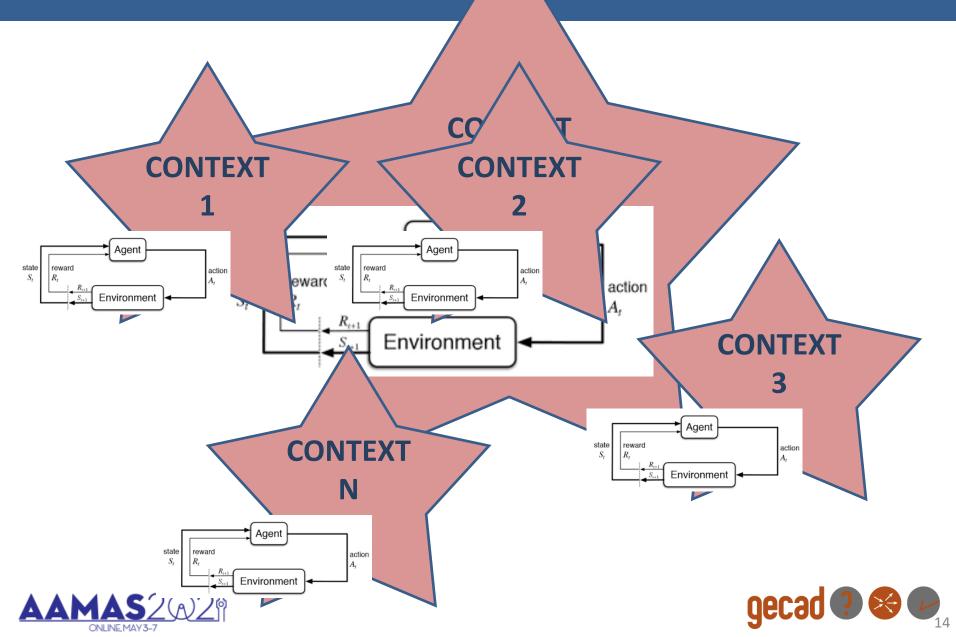


Fig. 3. Wind power generation in the Iberian Peninsula during the 24 h of: a) April, 15th 2012, b) October, 17th 2012. Adapted from Ref. [44].

Fig. 4. Variation of the market price in Portugal and Spain throughout the 24 hourly of: a) April, 15th 2012, b) October, 17th 2012. Adapted from Ref. [8].



Contextual Learni

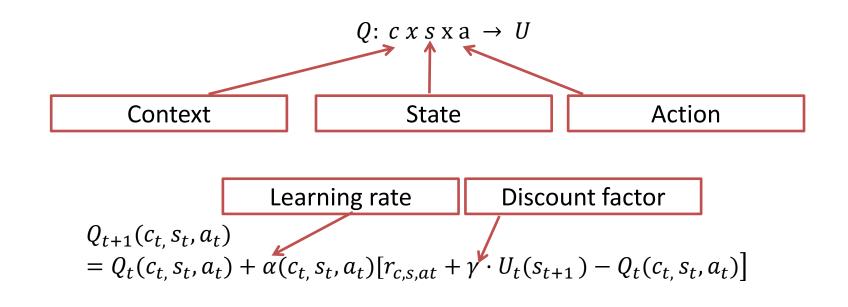


Contextual Learning

24th European Conference on Artificial Intelligence - ECAI 2020 Santiago de Compostela, Spain

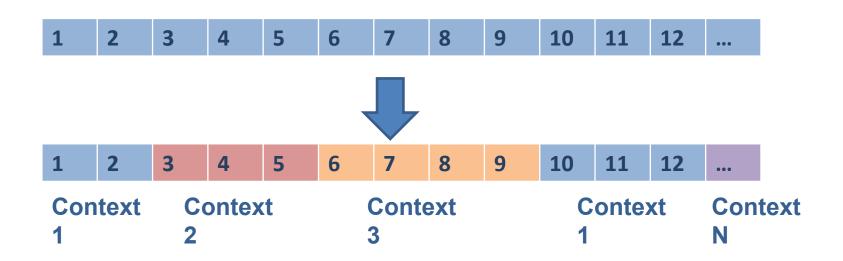
Contextual Q-Learning

Tiago Pinto¹ and Zita Vale²









Leads to a smaller number of observations (per context)

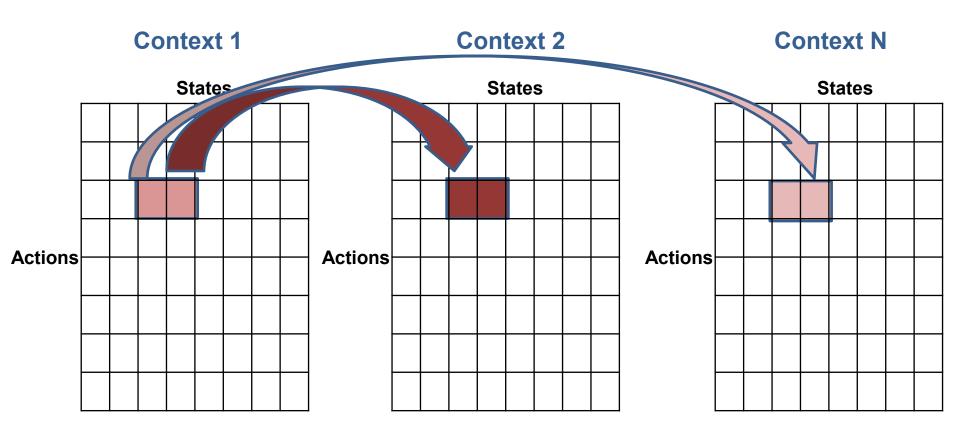
Slower learning convergence





Contextual Learning

Transfer learning







Contextual Learning

Contextual simulated annealing Q-learning for prenegotiation of agent-based bilateral negotiations

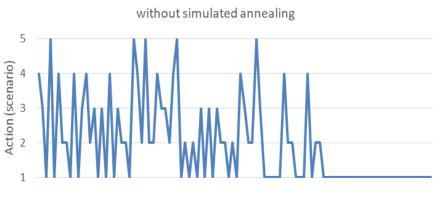
Tiago Pinto^{1,2}, Zita Vale²

¹ GECAD – Research Group on Intelligent Engineering and Computing for Advanced Innovation and Development
² Institute of Engineering, Polytechnic of Porto (ISEP/IPP), Portugal {tcp, zav}@isep.ipp.pt

Abstract. Electricity markets are complex environments, which have been suffering continuous transformations due to the increase of renewable based gen5 4 3 2 1

with simulated annealing

Observations



Observations



Faster convergence with simulated annealing



Efficiency/Effectiveness (2E)

Case-based reasoning for dynamic application of optimization algorithms

Ricardo Faia^{1,2}, Tiago Pinto¹, Tiago Sousa³, Zita Vale⁴ and Juan Manuel Corchado²

¹GECAD research group, Polytechnic of Porto, Porto, Portugal ²BISITE research center, University of Salamanca, Spain ³Department of Electrical Engineering, Technical University of Denmark (DTU), Lyngby, Denmark ⁴Polytechnic of Porto, Portugal

1 Introduction

This paper is an extended abstract from [Faia *et al.*, 2017], presented at the International Conference on Case Based Reasoning (ICCBR) 2017.

With the increase of distributed renewable energy sources

Table 1. Case structure		
Type of parameter		Designation
		ID
	A1	ORS problem
	AI	ORS function

1084

IEEE SYSTEMS JOURNAL, VOL. 13, NO. 1, MARCH 2019

Multi-Agent-Based CBR Recommender System for Intelligent Energy Management in Buildings

Tiago Pinto[®], *Member, IEEE*, Ricardo Faia[®], Maria Navarro-Caceres, Gabriel Santos[®], Juan Manuel Corchado[®], and Zita Vale[®], *Senior Member, IEEE*

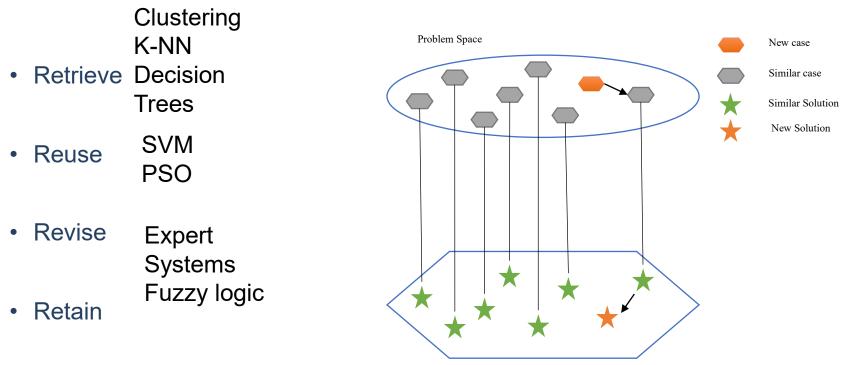
Abstract—This paper proposes a novel case-based reasoning (CBR) recommender system for intelligent energy management in buildings. The proposed approach recommends the amount of

communication between all devices allowing the control, monitoring, and remote access of the management system [5]. Several works deal with the smart home as a house management system





Efficiency/Effectiveness (2E)

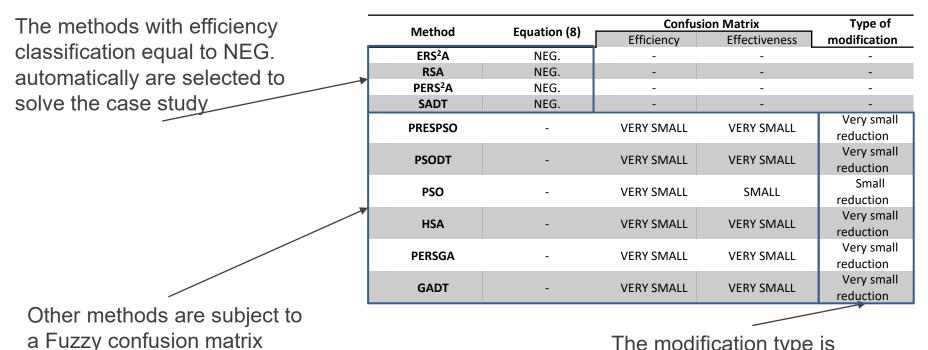


Solution Space





Efficiency/Effectiveness (2E)



The modification type is applied in method parameters





Results

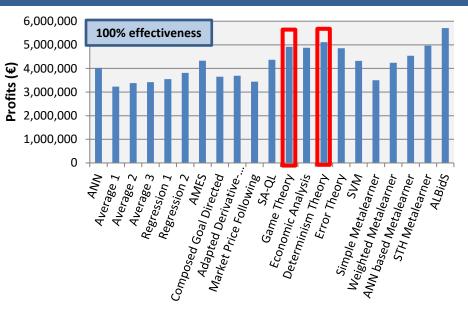
40 300 Number of times chosen Context 1 – peak, business Context 2 - offpeak, business Number of times chosen 35 250 30 200 25 20 150 15 100 10 50 5 Determinism Theon 0 Adapted Derivative... Composed Goal... Adapted Derivative... Market Price... Weighted.. ANN based ... Simple Metalearner STH Metalearner Economic Analysis Market Price Following Determinism Theory ANN based Metalearner Composed Goal ... ^{Game Theory} ^{Err}or Theory Simple Metalearner Weighted Metalearner Re_{Bression 2} Economic Analysis ^{STH} M_{etalearner} SA-Ql Error Theory Average 1 Average 2 Average 3 Regression 1 Average 3 Regression 1 Re_{Bression 2} ^{Game Theory} ANN ANN Average 2 SA-QL Average 1 25 140 Number of times chosen Context 3 - peak, non-business Number of times chosen Context 4 - offpeak, non-business 120 20 100 15 80 10 60 40 5 20 Composed Goal... Adapted Derivative... 0 Composed Goal. Adapted Derivative... Market Price Following Determinism Theory ANN based Metalearner ^{STH} Metalearne, Weighted Metalearner ^{Economic Analysis} ^{Simple} Metalearner Weighted Metalearner Market Price Following ANN based Metalearner Regression 2 Determinism Theory Simple Metalearner Regression 1 ^{Game Theory} ^{Err}or Theory ANN Average 2 Average 3 ^{Game Theory} Economic Analysis ^{STH} Metalearner Average 1 SA-Ql Average 3 Re_{Bression 2} Error Theory Regression 1 ANN Average 1 Average 2 sy-di

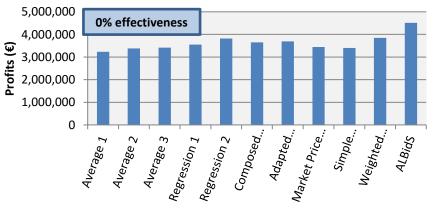
In different contexts, different strategies are chosen

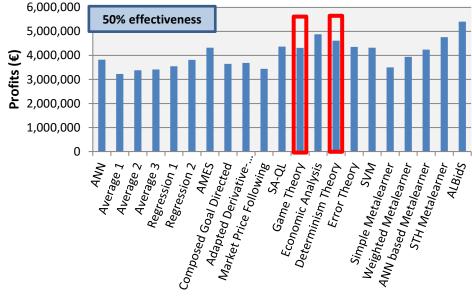




Results







- **100% effectiveness:** all strategies are executed at their full potential
- 50% effectiveness: all strategies are executed with a reduction in execution times

 reflected in their performance (e.g. game theory and determinism theory)
- **0% effectiveness :** only the fastest strategies are executed





Results





www.MASCEM.com/casos.aspx



Thank you

Please contact me for any questions or comments

tcp@isep.ipp.pt

https://scholar.google.com/citations?user= RfV9O88AAAAJ&hl=pt-PT&oi=ao

P.PORTO



Research Group on Intelligent Engineering and Computing for Advanced Innovation and Development











Research Group on Intelligent Engineering and Computing for Advanced Innovation and Development

Agent-based machine learning

Tutorial

Cyber-physical multi-agent systems

Tiago Pinto Polytechnic of Porto

tcp@isep.ipp.pt







26

EUROPEAN UNION