

Transformation in three/four-phase power system using GA

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Losses in three-phase power system

We are dealing with three-phase power system. The currents i_a, i_b, i_c at these phases can be represented as a vector $\mathbf{i} = i_a \mathbf{e}_1 + i_b \mathbf{e}_2 + i_c \mathbf{e}_3$ or a point I . Similarly the voltage can be seen as a vector $\mathbf{v} = v_a \mathbf{e}_1 + v_b \mathbf{e}_2 + v_c \mathbf{e}_3$ or a point V .

Real part of power is given by $p = \mathbf{v} \cdot \mathbf{i}$ and losses of such (4-wire) system depend on current losses $(\mathbf{i}) = \mathbf{i} \cdot \mathbf{i} + (i_a + i_b + i_c)^2$.

We are given some current \mathbf{i}_{orig} (I_{orig}) and voltage \mathbf{v} . We seek I that would be optimal. It means that I preserves the original power $p = \mathbf{v} \cdot \mathbf{i}_{orig}$ and gives the minimal losses.

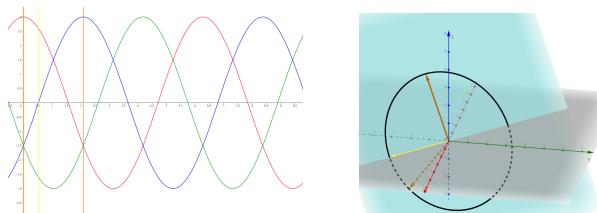


Figure: Ideal three-phase power system

Classical approach - method of Lagrange multipliers

We are looking for $\mathbf{i} = i_a \mathbf{e}_1 + i_b \mathbf{e}_2 + i_c \mathbf{e}_3$ such that we minimize:

$$\min_{\mathbf{i}} \{ \mathbf{i} \cdot \mathbf{i} + (i_a + i_b + i_c)^2 \}$$

under the constraint

$$\mathbf{i} \cdot \mathbf{v} = \rho,$$

where ρ and $\mathbf{v} = v_a \mathbf{e}_1 + v_b \mathbf{e}_2 + v_c \mathbf{e}_3$ are given.

Lagrange function

$$L(\mathbf{i}, \lambda) = \mathbf{i} \cdot \mathbf{i} + (i_a + i_b + i_c)^2 - \lambda(\mathbf{i} \cdot \mathbf{v} - \rho)$$

Defining $\bar{\mathbf{n}} = 1/\sqrt{3}(\mathbf{e}_1 + \mathbf{e}_2 + \mathbf{e}_3)$, the conditions for \mathbf{i} are:

$$L'_i = 2\mathbf{i} + 6(\bar{\mathbf{n}} \cdot \mathbf{i})\bar{\mathbf{n}} - \lambda\mathbf{v} = \mathbf{0}, \quad (1)$$

$$L'_\lambda = \mathbf{i} \cdot \mathbf{v} - \rho = 0. \quad (2)$$

Classical approach - method of Lagrange multipliers

$P_{\bar{n}}$ denotes orthogonal projection of \mathbf{i} onto $\bar{\mathbf{n}}$.

$$2(\text{Id} + 3P_{\bar{n}})\mathbf{i} = \lambda\mathbf{v}$$

$$\mathbf{i} = 1/2\lambda(\text{Id} + 3P_{\bar{n}})^{-1}\mathbf{v}$$

To avoid the inverse, we use $(\text{Id} + 3P_{\bar{n}})^{-1} = 1/4(\text{Id} + 3P_{\rho})$, where P_{ρ} is projection onto the plane ρ perpendicular to $\bar{\mathbf{n}}$.

$$\mathbf{i} = 1/8\lambda(\text{Id} + 3P_{\rho})\mathbf{v}$$

To find λ we use the second condition:

$$\mathbf{i} \cdot \mathbf{v} = p$$

$$1/8\lambda(\text{Id} + 3P_{\rho})\mathbf{v} \cdot \mathbf{v} = p$$

$$\lambda = \frac{8p}{((\text{Id} + 3P_{\rho})\mathbf{v}) \cdot \mathbf{v}}$$

Classical approach - method of Lagrange multipliers

Finally, we get

$$\mathbf{i} = \rho \frac{(\mathbf{I}d + 3P_\rho)\mathbf{v}}{((\mathbf{I}d + 3P_\rho)\mathbf{v}) \cdot \mathbf{v}}.$$

$$P_{\bar{\mathbf{n}}} = \bar{\mathbf{n}}\bar{\mathbf{n}}^T = 1/3 \begin{bmatrix} 1 & 1 & 1 \\ 1 & 1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

$$P_\rho = \mathbf{I}d - P_{\bar{\mathbf{n}}} = 1/3 \begin{bmatrix} 2 & -1 & -1 \\ -1 & 2 & -1 \\ -1 & -1 & 2 \end{bmatrix}$$

$$\mathbf{i} = \rho \frac{\begin{bmatrix} 3 & -1 & -1 \\ -1 & 3 & -1 \\ -1 & -1 & 3 \end{bmatrix} \mathbf{v}}{\mathbf{v}^T \begin{bmatrix} 3 & -1 & -1 \\ -1 & 3 & -1 \\ -1 & -1 & 3 \end{bmatrix} \mathbf{v}} = \rho \frac{\begin{bmatrix} 3 & -1 & -1 \\ -1 & 3 & -1 \\ -1 & -1 & 3 \end{bmatrix} \begin{bmatrix} v_a \\ v_b \\ v_c \end{bmatrix}}{\begin{bmatrix} v_a & v_b & v_c \end{bmatrix} \begin{bmatrix} 3 & -1 & -1 \\ -1 & 3 & -1 \\ -1 & -1 & 3 \end{bmatrix} \begin{bmatrix} v_a \\ v_b \\ v_c \end{bmatrix}}$$

Adding a dimension

We are looking for $\mathbf{i} = i_a \mathbf{e}_1 + i_b \mathbf{e}_2 + i_c \mathbf{e}_3$ such that we minimize:

$$\min_{\mathbf{i}} \{ \mathbf{i} \cdot \mathbf{i} + (i_a + i_b + i_c)^2 \}$$

under the constraint

$$\mathbf{i} \cdot \mathbf{v} = \rho.$$

We switch to \mathbb{R}^4 . We encode the sum of coordinates into the fourth dimension. So we will seek the current in a form

$$\mathbf{i}_{4D} = \mathbf{i} - (i_a + i_b + i_c) \mathbf{e}_4$$

Then all points that are relevant lie in the plane ρ_{4D} with the normal $\mathbf{n}_{4D} = \mathbf{e}_1 + \mathbf{e}_2 + \mathbf{e}_3 + \mathbf{e}_4$. Reformulation: We minimize \mathbf{i}_{4D}^2 under the constraint

$$\mathbf{i}_{4D} \cdot \mathbf{v} = \rho.$$

That gives us the hyperplane τ_{4D} . We are looking for the minimum on the intersection of ρ_{4D} and τ_{4D} . To minimize the norm we use orthogonal projection of the origin.

PGA as a suitable algebra

We need hyperplanes, intersections and orthogonal projection. We seek a point

$$l_{4D} = (\mathbf{i} - (i_a + i_b + i_c)e_4 + e_0)^*.$$

The solution has to lie on $\rho_{4D} = e_1 + e_2 + e_3 + e_4$. Feasible solutions lie on the plane $\tau_{4D} = \mathbf{v} + \rho e_0$. So we seek the minimum of a set

$$k_{4D} = \rho_{4D} \wedge \tau_{4D}.$$

Clearly losses can be expressed as a square of l_{4D} (the distance from origin to l_{4D}) $losses(\mathbf{i}) = \mathbf{i}_{4D} \cdot \mathbf{i}_{4D}$. l_{4D} we get by orthogonal projection of origin to the k_{4D} :

$$l_{4D} = (k_{4D} \cdot e_{1234}) \wedge k_{4D}.$$

After omitting the fourth coordinate:

$$\mathbf{i} = \rho \frac{(3v_a - v_b - v_c)e_1 + (3v_b - v_a - v_c)e_2 + (3v_c - v_a - v_b)e_3}{3(v_a^2 + v_b^2 + v_c^2) - 2(v_a v_b + v_b v_c + v_a v_c)} \in \mathbb{R}^3.$$

Three-phase power system in time

We consider the harmonic three-phase voltage input:

$$v_a(t) = V_{max} \cos(\omega t)$$

$$v_b(t) = V_{max} \cos\left(\omega t + \frac{2}{3}\pi\right)$$

$$v_c(t) = V_{max} \cos\left(\omega t - \frac{2}{3}\pi\right)$$

The original current is the same, just delayed by angle φ and instead of V_{max} we have I_{max} . In that case, I is simply projection of the origin onto plane τ .

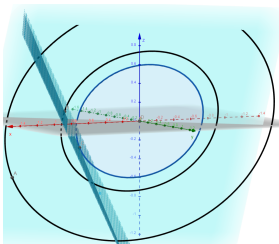


Figure: Three-phase power system

Compensation

If we use translation it is time-dependent. Combination of \mathcal{DR} is constant.
We use 3D CGA.

We rotate in the plane ρ the angle of rotation is φ and then shrink circle (of $l_{orig}(t)$) to circle (of $l(t)$). The ratio of their radius is $\cos(\varphi)$.

$$\mathcal{R} = \cos(\varphi/2) - \sin(\varphi/2) \frac{\mathbf{n}e_{123}}{\|\mathbf{n}\|}$$

$$\mathcal{D} = 1 + \frac{1 - |\cos(\varphi)|}{1 + |\cos(\varphi)|} e_\infty \wedge e_0$$

$$l = \mathcal{DR}l_{orig}\mathcal{R}^{-1}\mathcal{D}^{-1}$$

It can be useful to express in terms of $\exp()$:

$$\mathcal{R} = \exp\left(-\frac{1}{2}\varphi \frac{e_{23} + e_{31} + e_{12}}{\sqrt{3}}\right)$$

$$\mathcal{D} = \exp(-0.5 \ln(|\cos(\varphi)|)) e_\infty \wedge e_0$$

This holds for $|\varphi| < \pi/2$.

Four-phase system

We want to transform

$$\begin{aligned}i_1(t) &= I_m \cos(t\omega), & i_2(t) &= I_m \sin(t\omega), \\i_3(t) &= -I_m \cos(t\omega), & i_4(t) &= -I_m \sin(t\omega)\end{aligned}\tag{3}$$

to the signal

$$\begin{aligned}i'_1(t) &= I'_m \cos(t\omega + \varphi), & i'_2(t) &= I'_m \sin(t\omega + \varphi), \\i'_3(t) &= -I'_m \cos(t\omega + \varphi), & i'_4(t) &= -I'_m \sin(t\omega + \varphi).\end{aligned}\tag{4}$$

We want to transform points $I(t) = [i_1(t), i_2(t), i_3(t), i_4(t)]$ from circle(3) to points $I'(t) = [i'_1(t), i'_2(t), i'_3(t), i'_4(t)]$ from circle (4) for any time t .

Compensation

Using the ideas above, in 4D CGA that transformation can be represented as composition of two commutative rotations

$$\mathcal{R} = \mathcal{R}_\sigma \mathcal{R}_\pi,$$

where the angle of rotation is φ :

$$\mathcal{R}_\pi = \cos(\varphi/2) - \sin(\varphi/2)e_{12},$$




$$\mathcal{R}_\sigma = \cos(\varphi/2) - \sin(\varphi/2)e_{34},$$






so

$$\begin{aligned}\mathcal{R} &= \mathcal{R}_\pi \mathcal{R}_\sigma = \mathcal{R}_\sigma \mathcal{R}_\pi = (\cos(\varphi/2) - \sin(\varphi/2)e_{12})(\cos(\varphi/2) - \sin(\varphi/2)e_{34}) \\ &= \cos^2(\varphi/2) - \cos(\varphi/2)\sin(\varphi/2)(e_{12} + e_{34}) + \sin^2(\varphi/2)e_{1234}.\end{aligned}$$

And also the dilation.

Literature

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Thank you for your attention.