

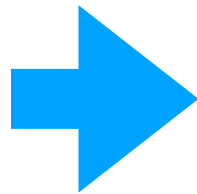
Sub-minute PV generation prediction from sky image sequences

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[IEEE PVSC-44, Washington DC, 2017]
[MIRU, Hiroshima, 2017]

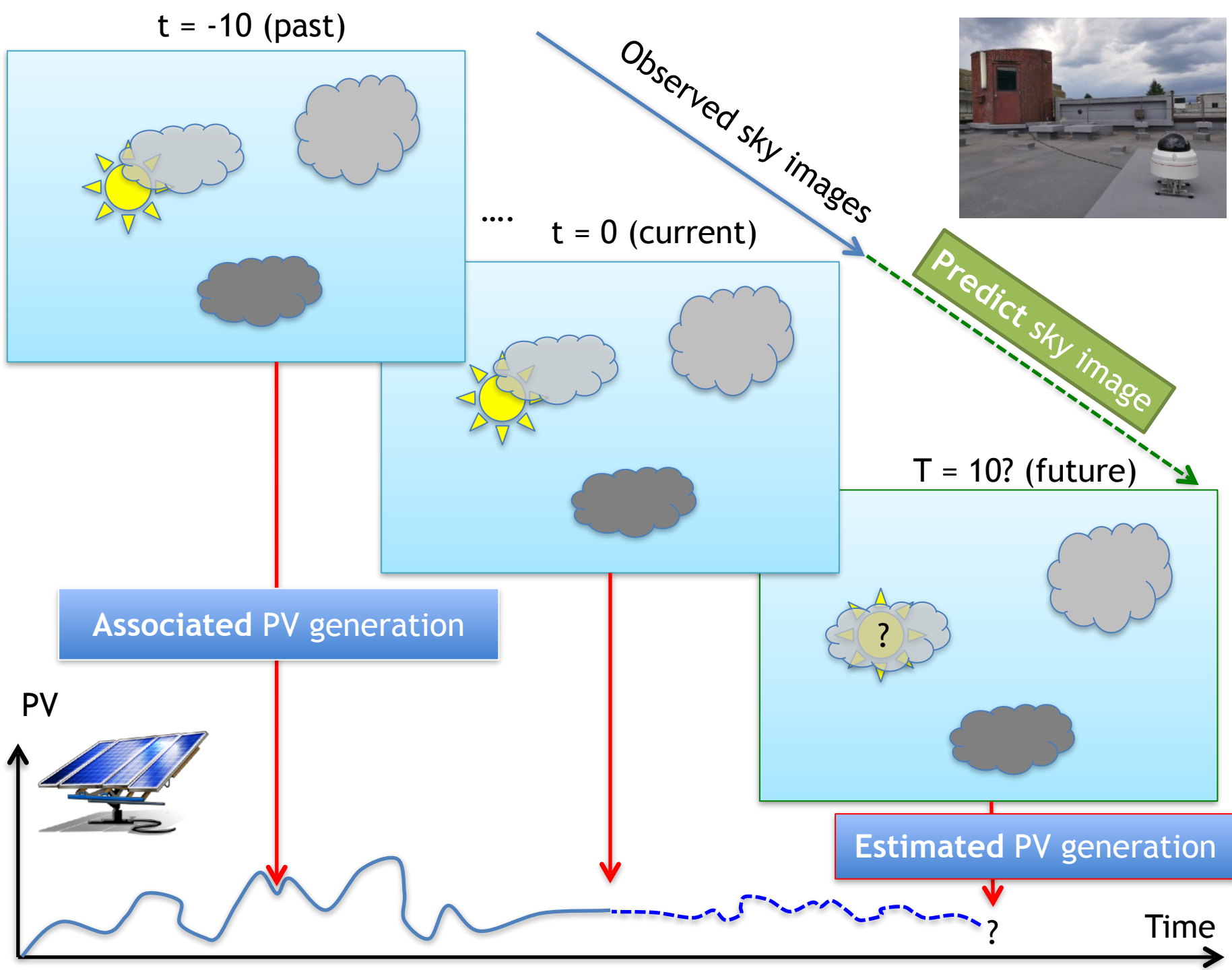
Motivation

- Need of PV Prediction for Energy Management:
 - Local
 - Sub-minute
 - Accurate
 - Low-cost



**Sky Image-based
prediction**

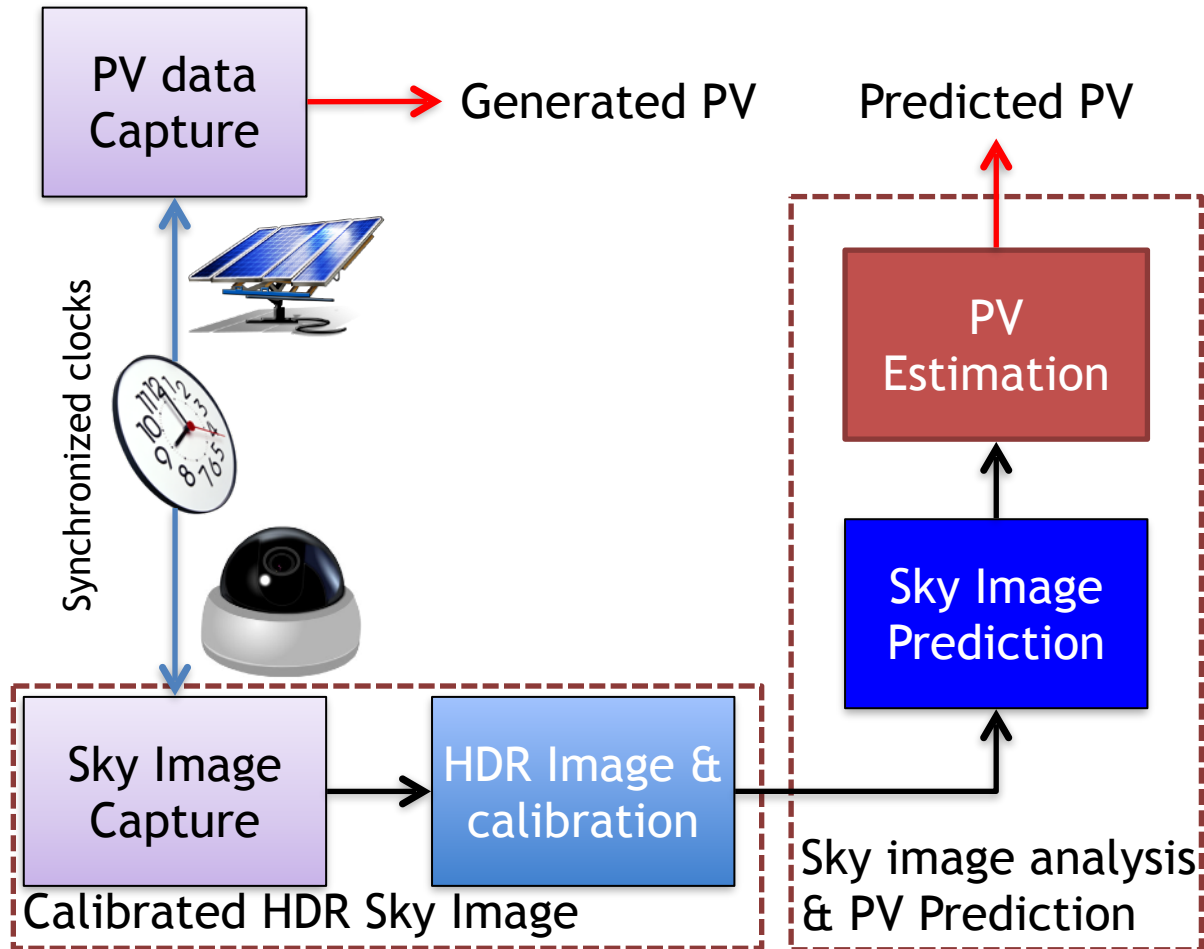




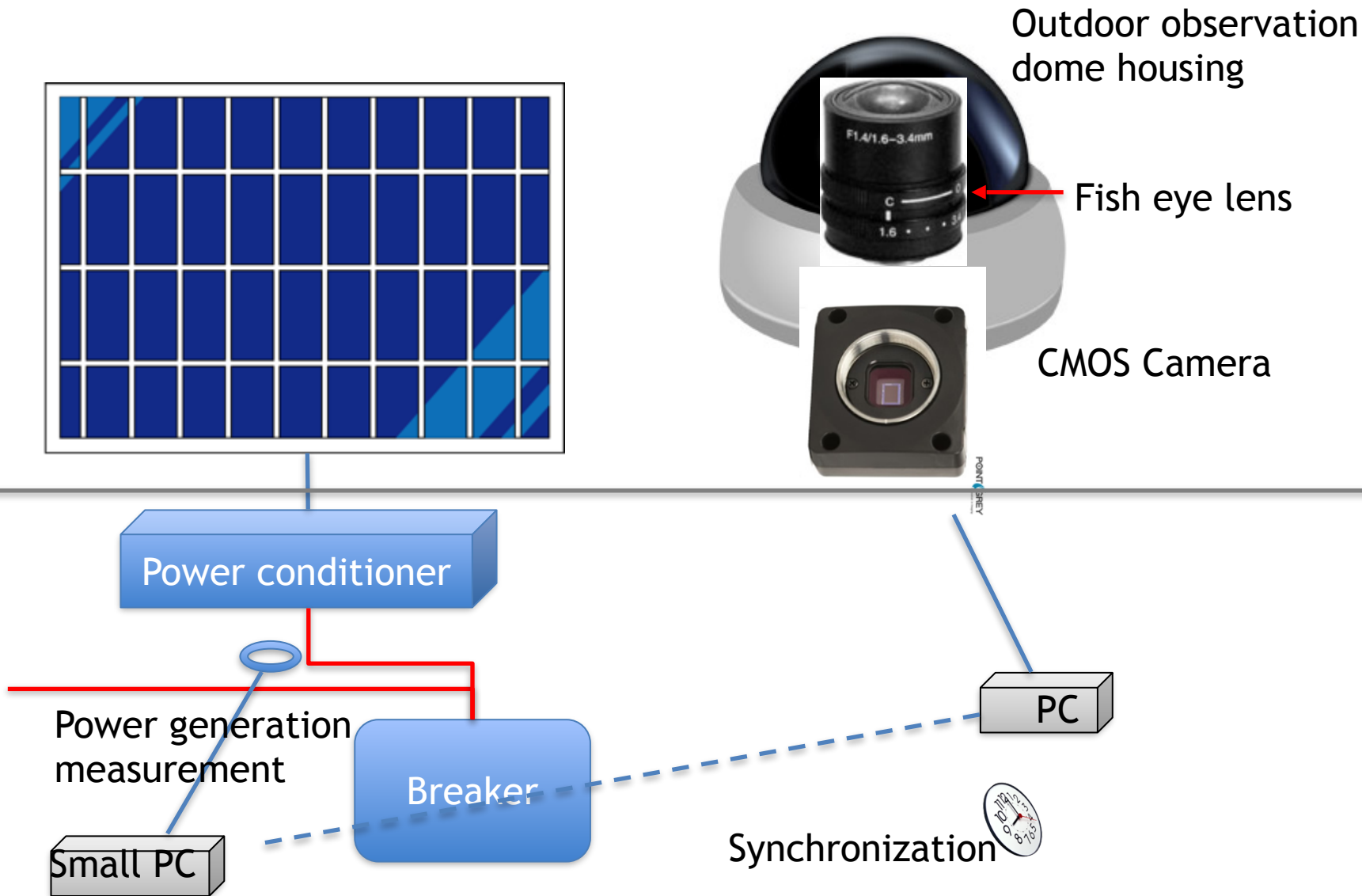
Main Challenges

- Dynamic cloud motion
- Cloud “transparency”
- Image saturation

System diagram



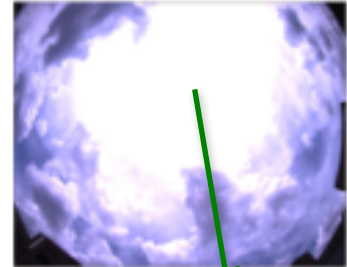
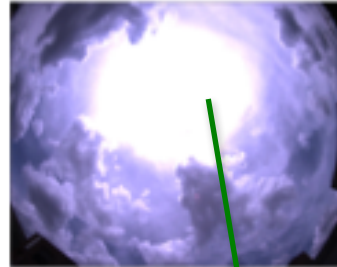
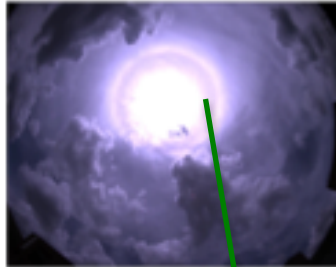
Solar power & sky image measurement



Camera comparison (sunny day)

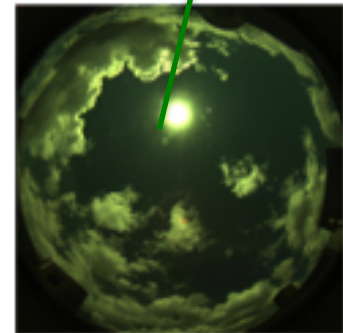
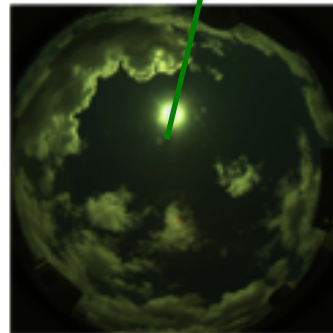
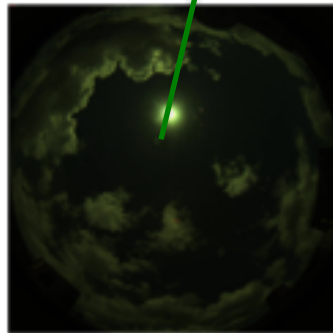
First system

2016/07/10, 12am

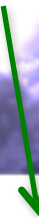
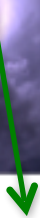


Updated system

2016/07/30, 11am



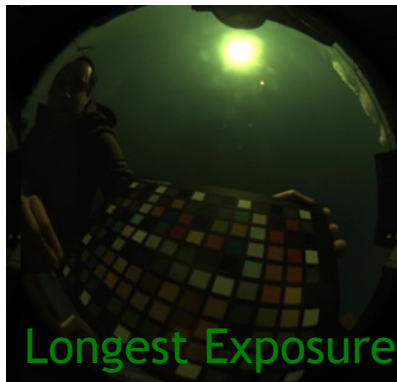
Reduced saturation at non-sun pixels



Color Calibration

Color checker image

Calibration Target



No.	Number	sRGB			CIE L*a*b*			Munsell Notation	
		R	G	B	L*	a*	b*	Hue Value / Chroma	
1.	dark skin	115	82	68	37.986	13.555	14.059	3 YR	3.7 / 3.2
2.	light skin	194	150	130	65.711	18.13	17.81	2.2 YR	6.47 / 4.1
3.	blue sky	98	122	157	49.927	-4.88	-21.925	4.3 PB	4.95 / 5.5
4.	foliage	87	108	67	43.139	-13.095	21.905	6.7 GY	4.2 / 4.1
5.	blue flower	133	128	177	55.112	8.844	-25.399	9.7 PB	5.47 / 6.7
6.	bluish green	103	189	170	70.719	-33.397	-0.199	2.5 BG	7 / 6
7.	orange	214	126	44	62.661	36.067	57.096	5 YR	6 / 11
8.	purplish blue	80	91	166	40.02	10.41	-45.964	7.5 PB	4 / 10.7
9.	moderate red	193	90	99	51.124	48.239	16.248	2.5 R	5 / 10
10.	purple	94	60	108	30.325	22.976	-21.587	5 P	3 / 7
11.	yellow green	157	188	64	72.532	-23.709	57.255	5 GY	7.1 / 9.1
12.	orange yellow	224	163	46	71.941	19.363	67.857	10 YR	7 / 10.5
13.	blue	56	61	150	28.778	14.179	-50.297	7.5 PB	2.9 / 12.7
14.	green	70	148	73	55.261	-38.342	31.37	0.25 G	5.4 / 8.65
15.	red	175	54	60	42.101	53.378	28.19	5 R	4 / 12
16.	yellow	231	199	31	81.733	4.039	79.819	5 Y	8 / 11.1
17.	magenta	187	86	149	51.935	49.986	-14.574	2.5 RP	5 / 12
18.	cyan	8	133	161	51.038	-28.631	-28.638	5 B	5 / 8
19.	white (.05*)	243	243	242	96.539	-0.425	1.186	N	9.5 / 1
20.	neutral 8 (.23*)	200	200	200	81.257	-0.638	-0.335	N	8 / 1
21.	neutral 6.5 (.44*)	160	160	160	66.766	-0.734	-0.504	N	6.5 / 1
22.	neutral 5 (.70*)	122	122	121	50.867	-0.153	-0.27	N	5 / 1
23.	neutral 3.5 (1.05*)	85	85	85	35.656	-0.421	-1.231	N	3.5 / 1
24.	black (1.50*)	52	52	52	20.461	-0.079	-0.973	N	2 / 1

Annotation & expected output

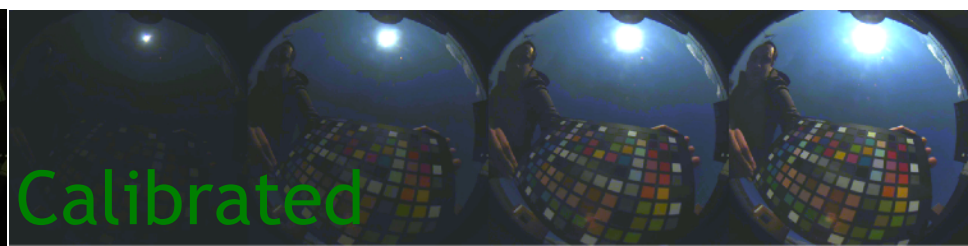
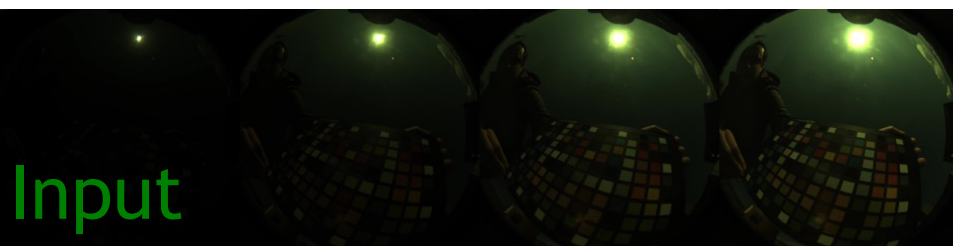
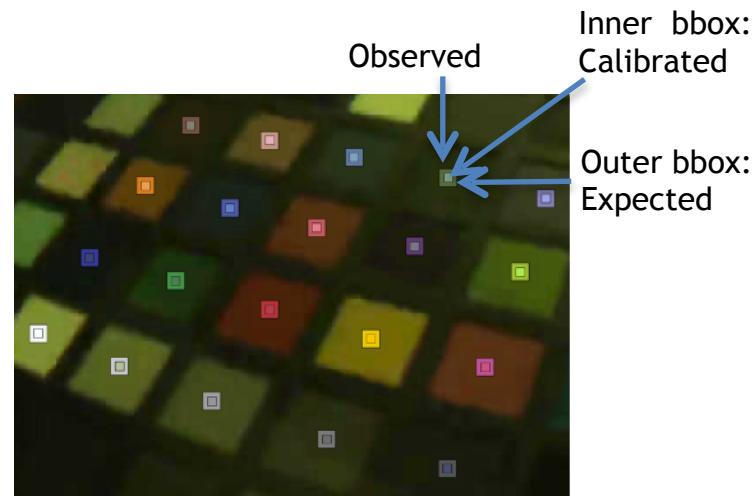
Linear Model

Calibration results

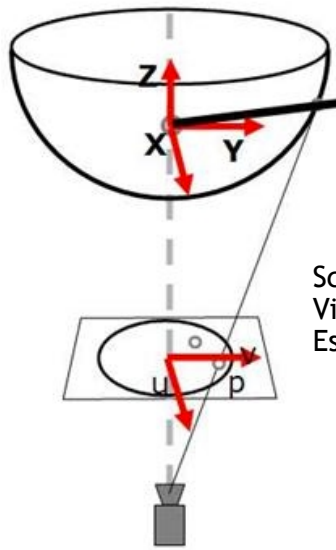


$$y_c = A_c x + b_c$$

$$c \in \{r, g, b\}$$



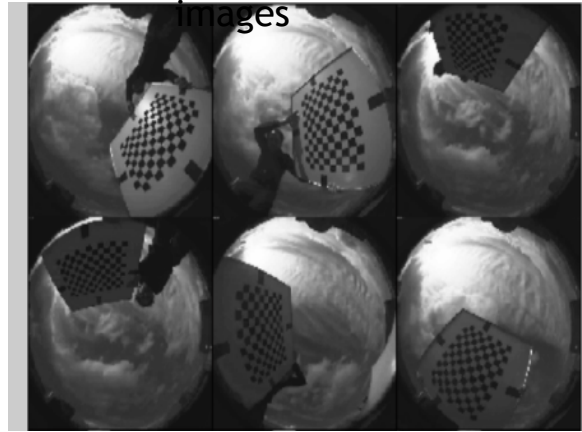
Camera model



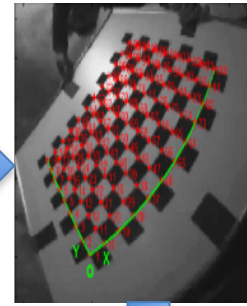
$$\mathbf{p} = \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} u \\ v \\ f(u,v) \end{bmatrix} = \begin{bmatrix} u \\ v \\ f(\rho) \end{bmatrix}$$

Scaramuzza, D. (2008). Omnidirectional Vision: from Calibration to Robot Motion Estimation

Check board

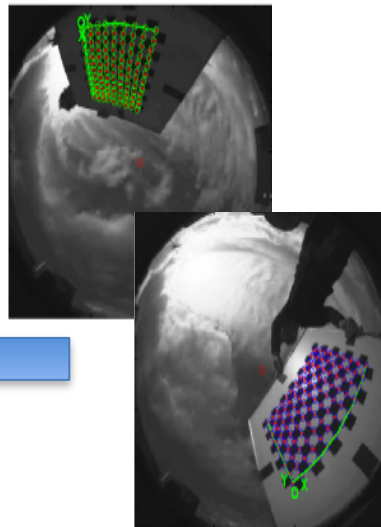
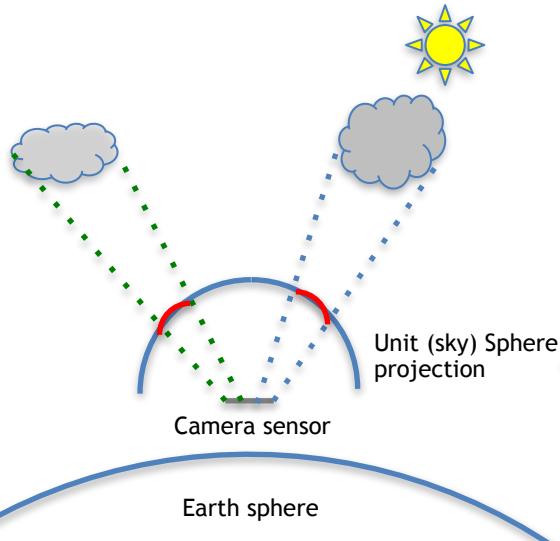
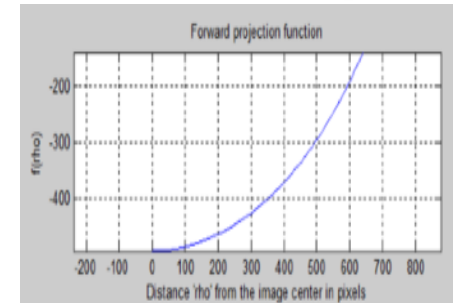


Extracted Corners

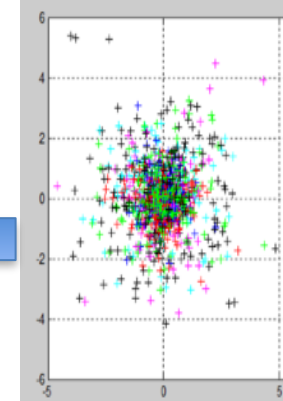


Polynomial model

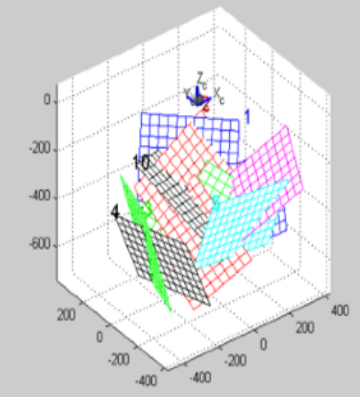
$$f(\rho) = a_0 + a_1\rho + a_2\rho^2 + a_3\rho^3 + a_4\rho^4 + \dots$$



Error



Extrinsic Parameters

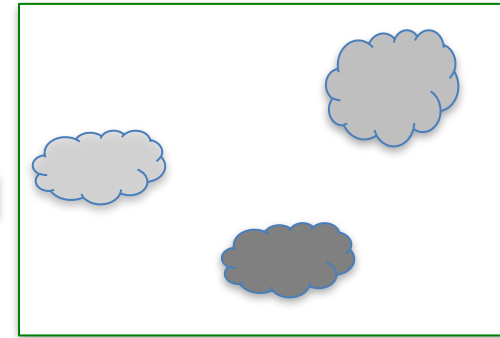
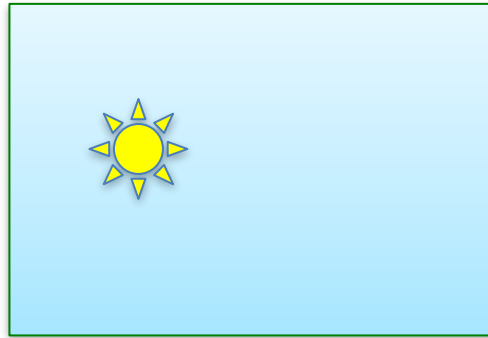
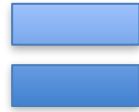
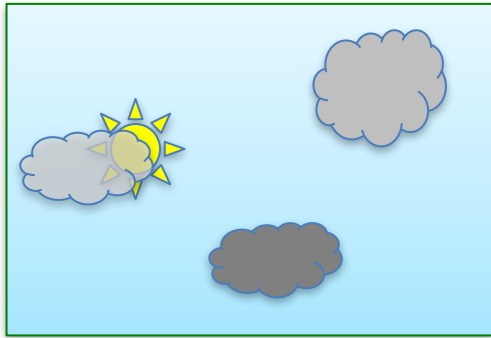


SKY MODEL

Sky Model

Sky + sun

Cloud

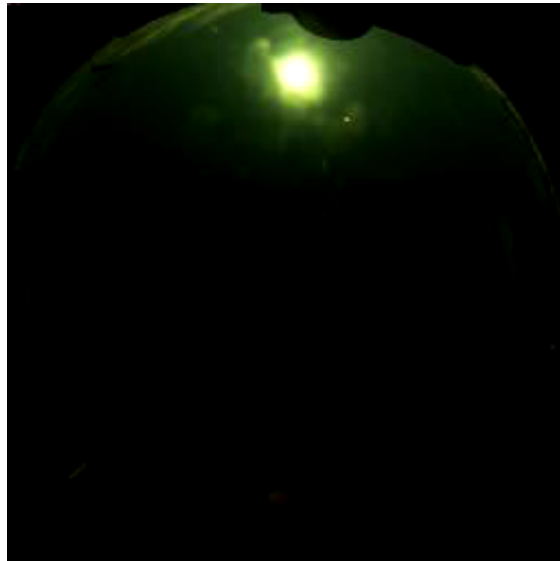


Robust PCA for movement decomposition

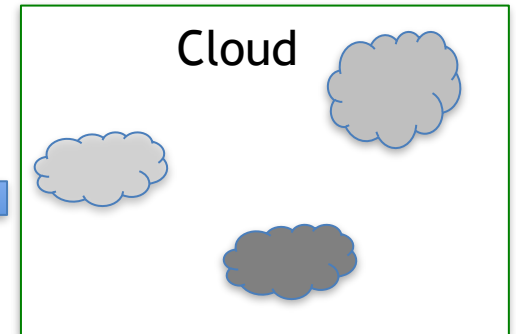
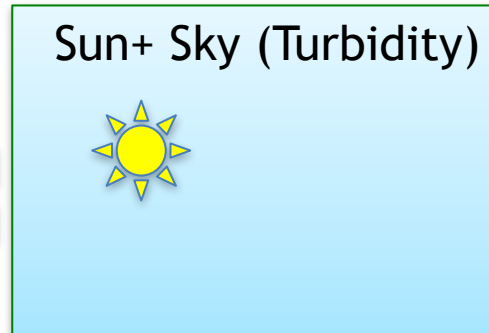
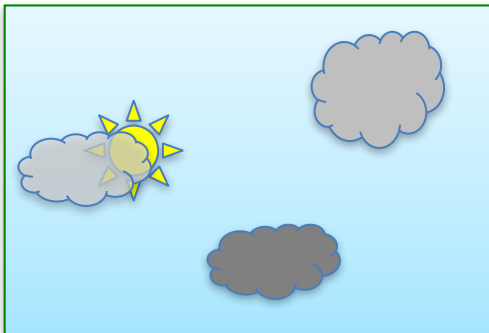
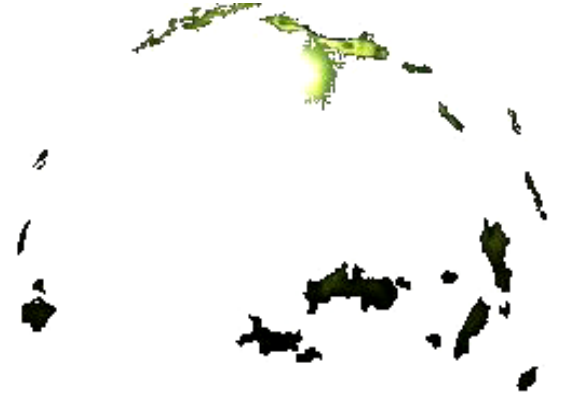
Input



Background (sun+sky)



Foreground (cloud)



Sky model (Preetham model)

(Needs color corrected image)

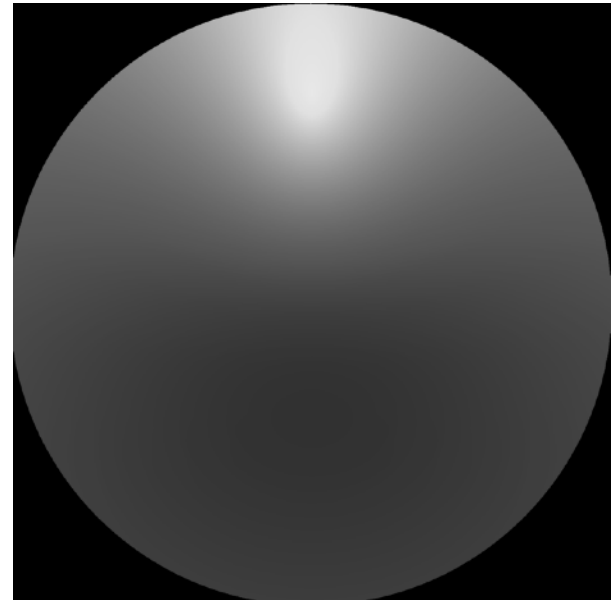
$$f_{sky}(\theta, \gamma, t) = (1 + t_1 e^{t_2/\cos\theta}) (1 + t_3 e^{t_4\gamma} + t_5 \cos^2 \gamma)$$

θ : zenith angle

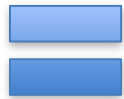
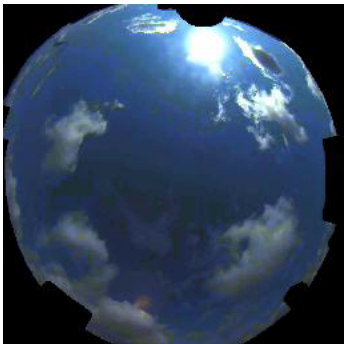
γ : angular different with sun

t : turbidity

$$\begin{bmatrix} t_1 & t_2 & t_3 & t_4 & t_5 \end{bmatrix} = f(t)$$



Input
(saturated)



Clouds
(foreground)



Sky + Sun
(background)



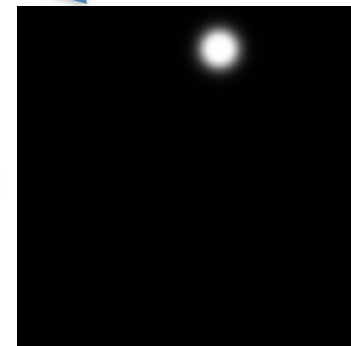
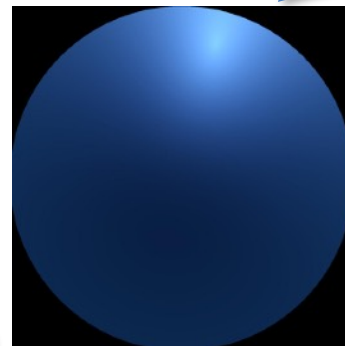
Sky



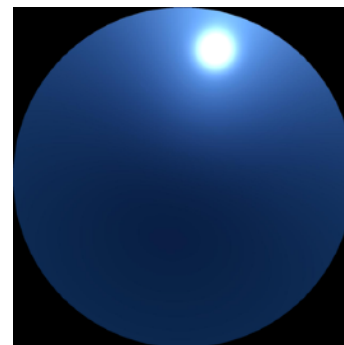
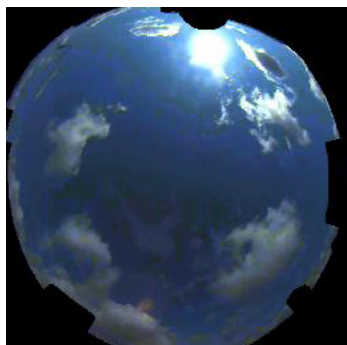
Sun



Sky model
decomposition



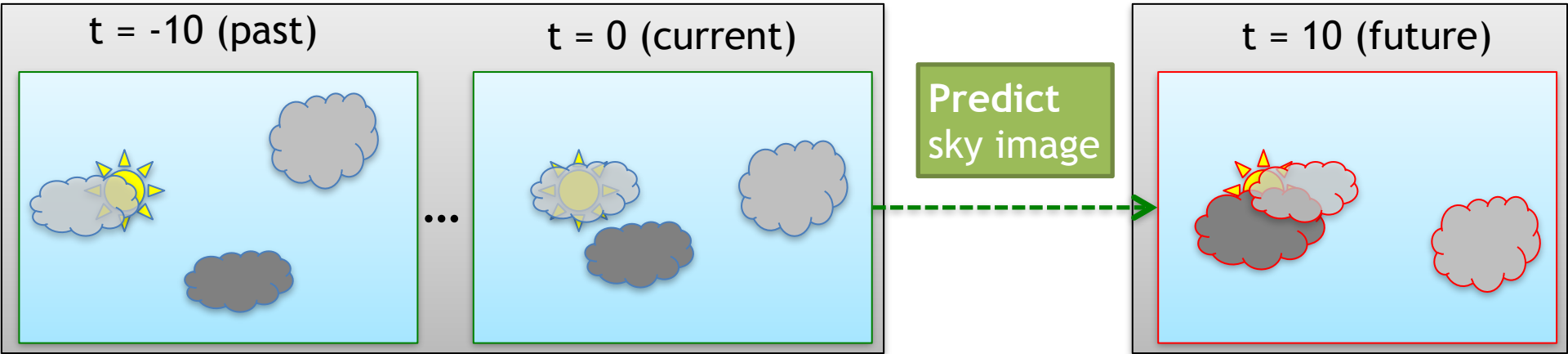
Sky + Sun (unsaturated)



SKY IMAGE PREDICTION

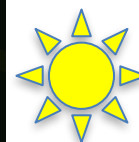
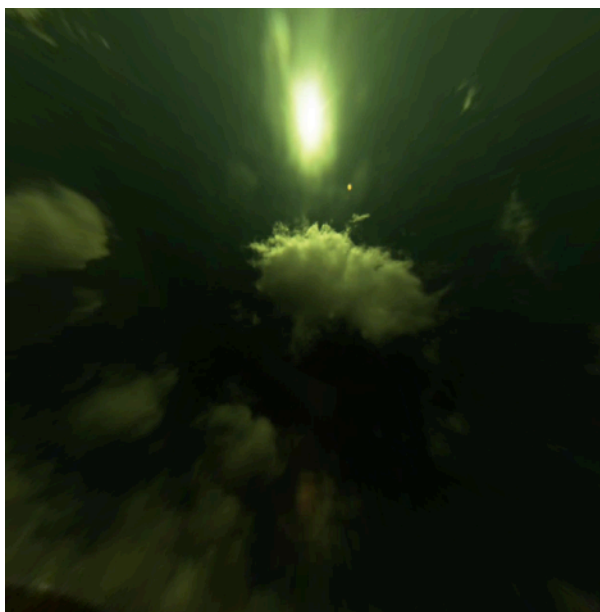
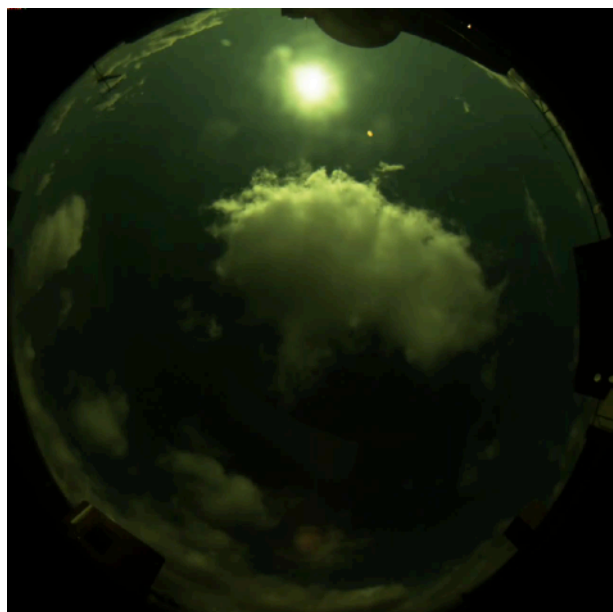
Sky Image Prediction

- From observed sky image sequence



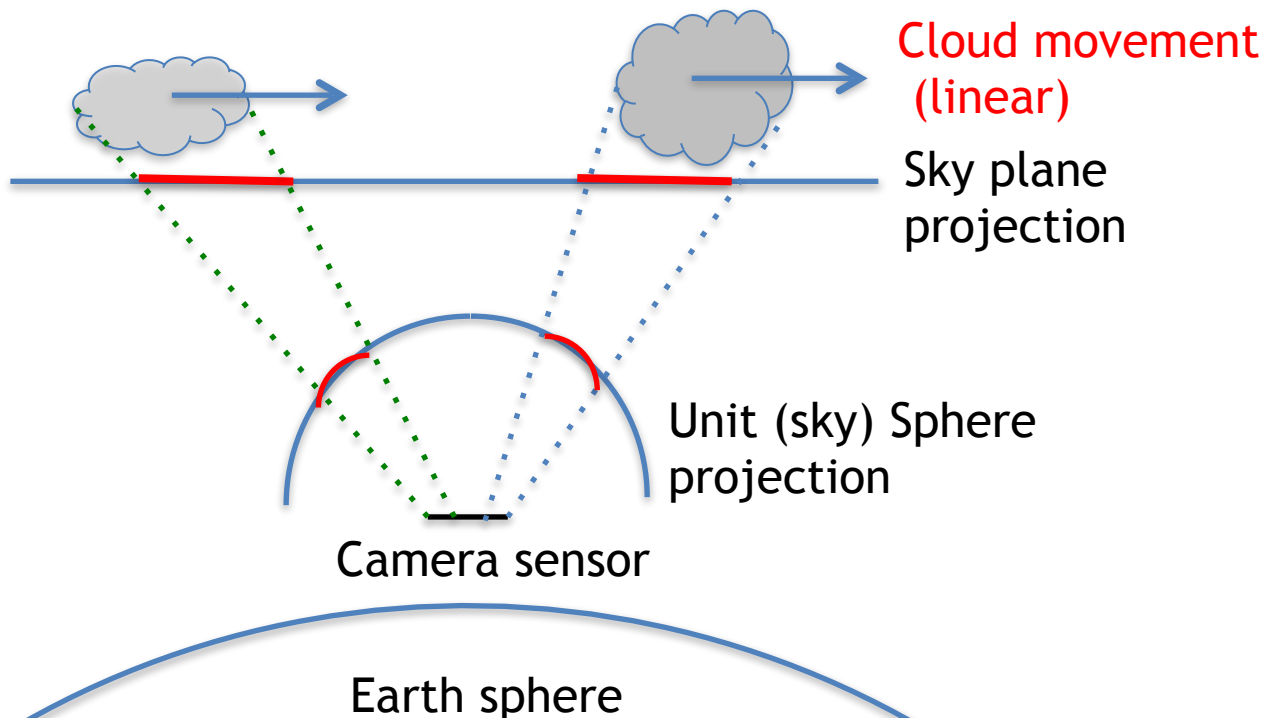
Original video (1280 x 1280)

Projected video (2560 x 2560)



No sun movement
(short time)

Sky Plane
Projection &
cloud
movement



Cloud movement
(linear)

Sky plane
projection

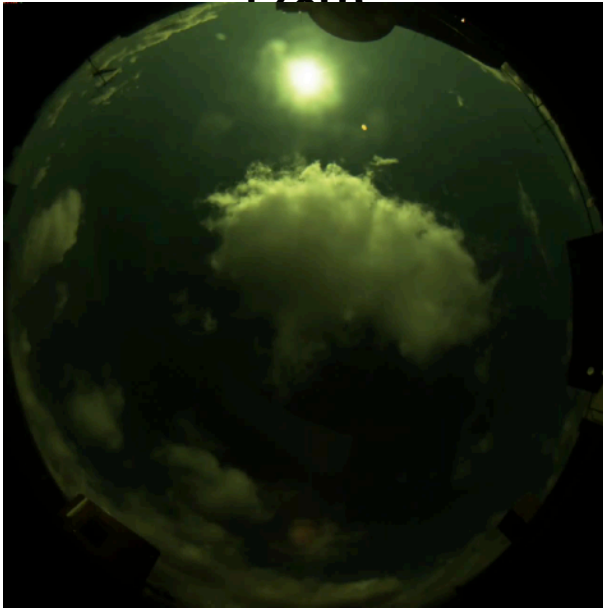
Unit (sky) Sphere
projection

Camera sensor

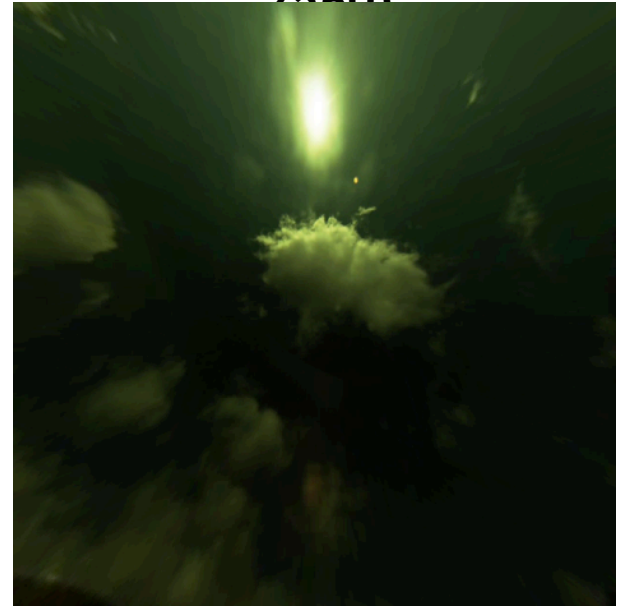
Earth sphere

Sky Plane Projection

Original video (1280 x 1280)



Projected video (2560 x 2560)



Cloud movement is linear

Robust PCA movement decomposition + prediction in Sky plane projection (10 sec)

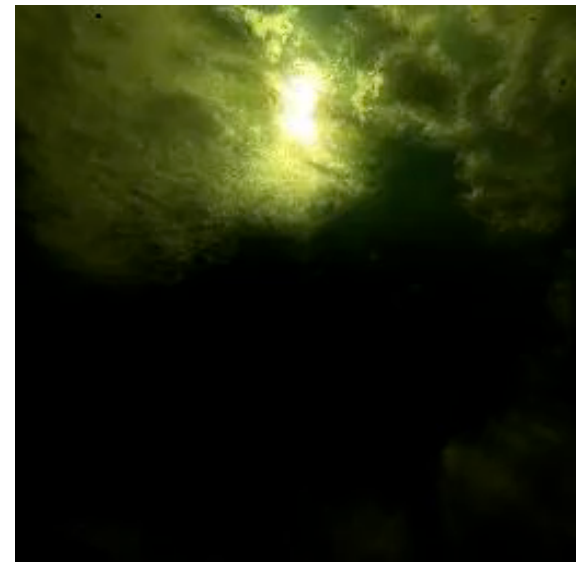
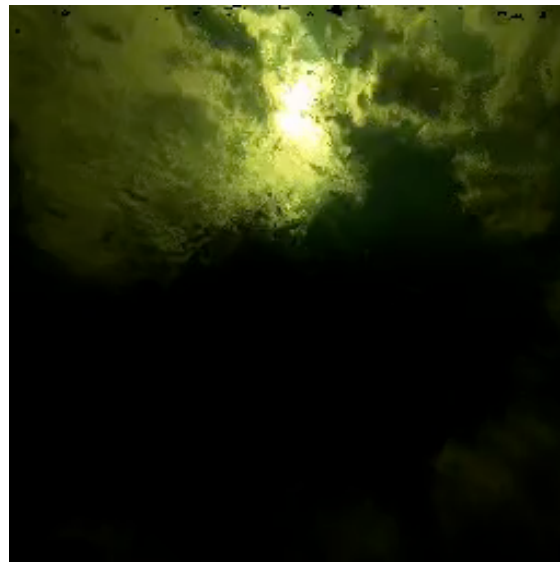
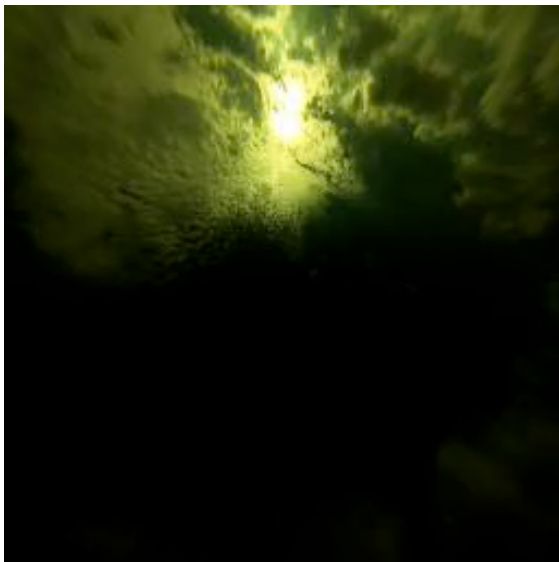
Ground truth

Directly Predicted

Prediction with Sky+Cloud decomposition

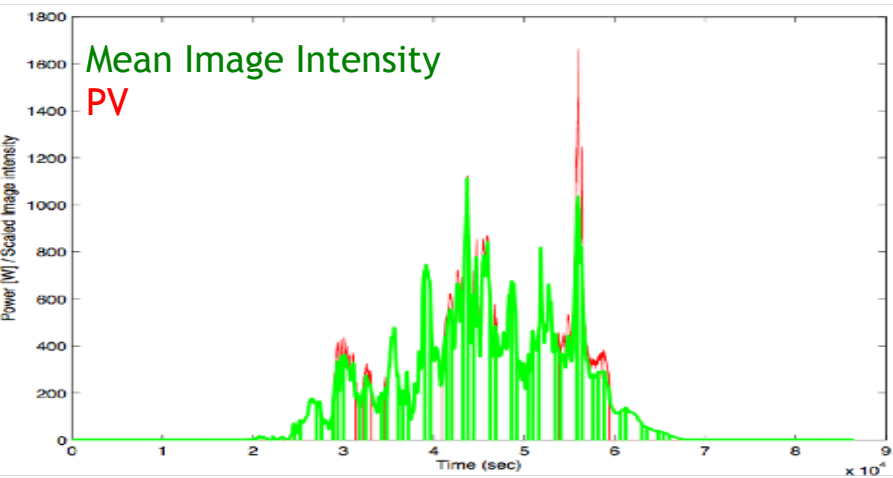
Average error: , SSIM

Average error: , SSIM

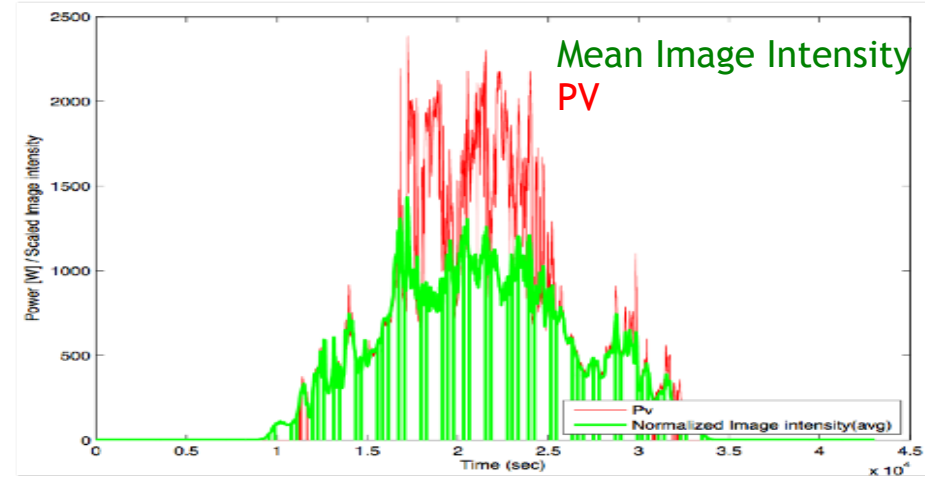


PV ESTIMATION FROM SKY IMAGE

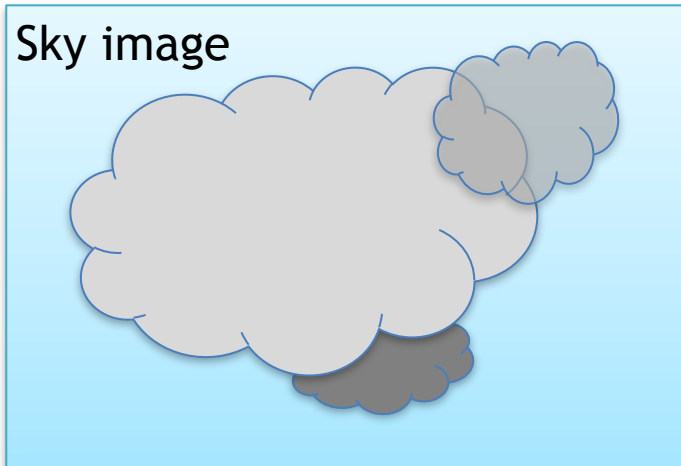
Cloudy, 2016/07/12



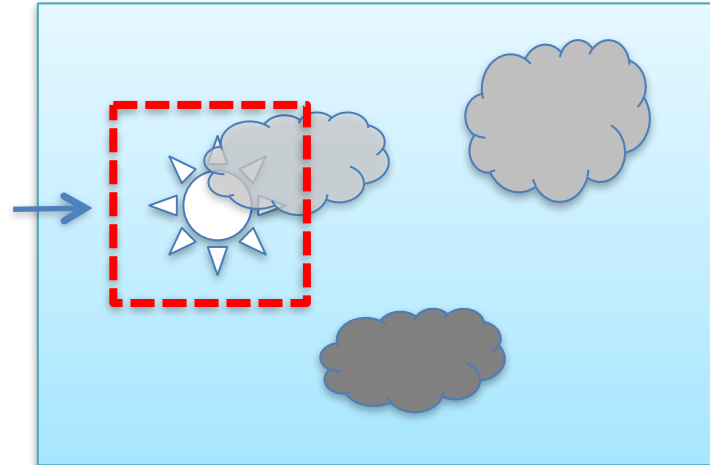
Sunny, 2016/07/10



Sky image

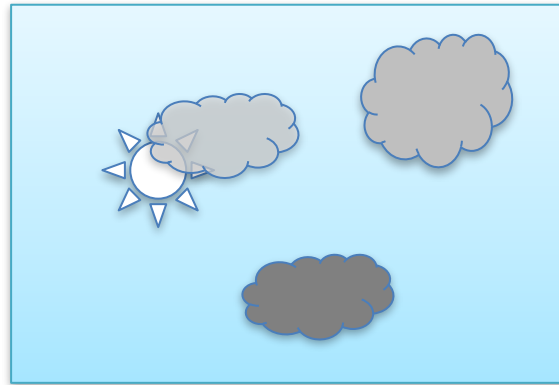


Sun pixels saturate the camera sensor

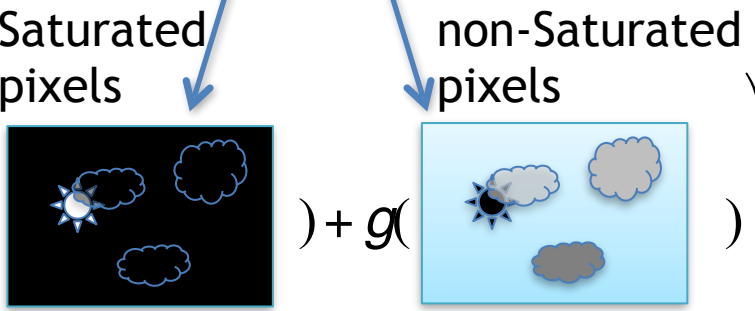


Estimation Approach

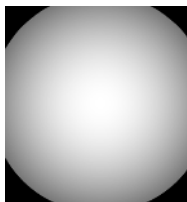
- SKY image



- PV Estimation

$$PV = \alpha \left(f(\text{Saturated pixels}) + g(\text{non-Saturated pixels}) \right)$$
The diagram illustrates the process of PV estimation. It shows the original sky image being split into two components: 'Saturated pixels' and 'non-Saturated pixels'. The 'Saturated pixels' component is a black image where the sun and clouds are represented by white outlines. The 'non-Saturated pixels' component is a light blue image where the sun and clouds are represented by their original colors and shapes. The equation shows that the PV is calculated as a weighted sum of these two components, with the weight being alpha.

PV estimation



Weight of pixel (u,v)

$$w(u, v) = w_a(u, v)w_b(u, v)$$

Linear model

$$PV_{sp} = \sum_{c \in \mathbb{C}} \alpha_c \sum_{(u,v)} I_c(u, v) w(u, v)$$

Color Channel weight

Pixel intensity

Depends on PV cell angle

Depends on lens model (constant in our case)

$$w_a(u, v) = \cos \theta$$

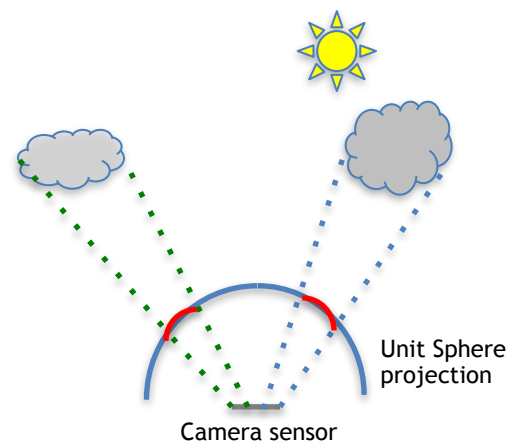
with $\tan(\theta) = \rho/f(\rho)$

But, pixel saturation?

$\mathbb{S}_c = \{(u, v) | I(u, v) = I_{max}\}$ Set of saturated pixels

$$PV_s = PV_{sp} + \sum_{c \in \mathbb{C}} \alpha_c \sum_{(u,v) \in \mathbb{S}_c} (\tilde{I}_c(u, v) - I_{max}) w(u, v)$$

Unknown saturated values



Non-Linear model

$$\hat{y} = F \left(\underbrace{\sum_{(u,v) \in \mathbb{N}_c} I_c(u, v) w(u, v)}_{PV_{sp}}, \underbrace{\left(\sum_{(u,v) \in \mathbb{S}_c} w(u, v), |\mathbb{S}_c| \right)}_{\text{Weight of saturated values}} \right)$$



PV_{sp}

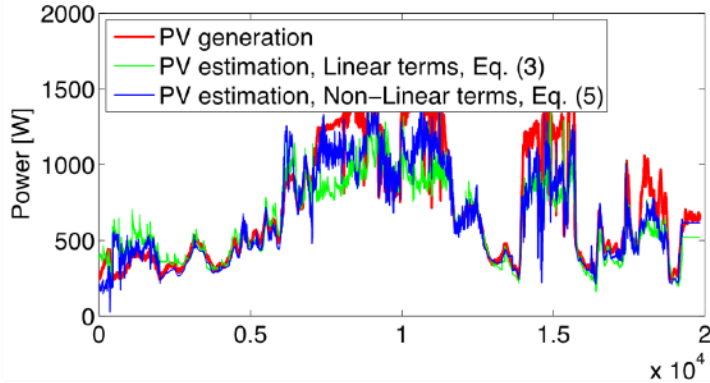


Number of saturated values

PV Estimation results (large data set)

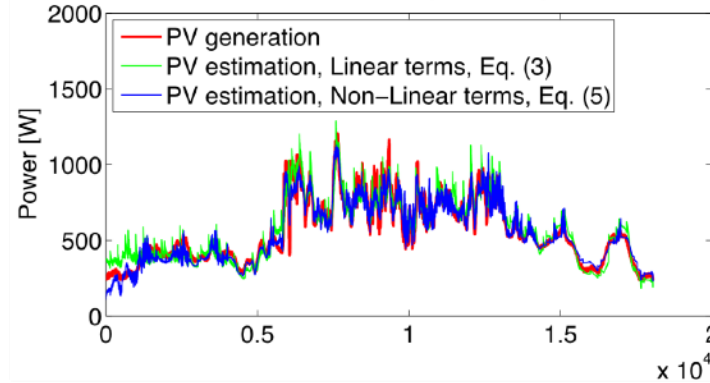
Mostly cloudy

PV estimation (20170114)



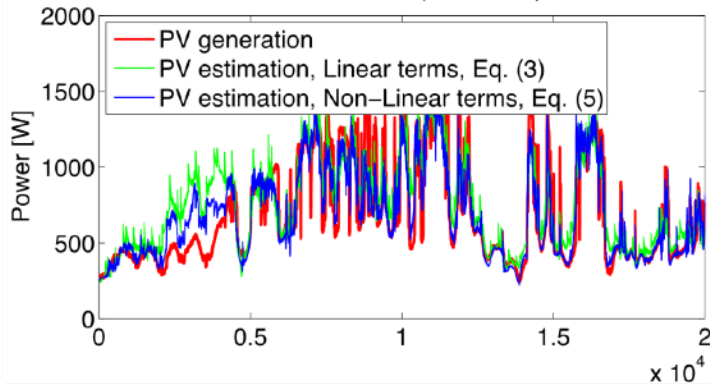
Partly Cloudy

PV estimation (20170129)



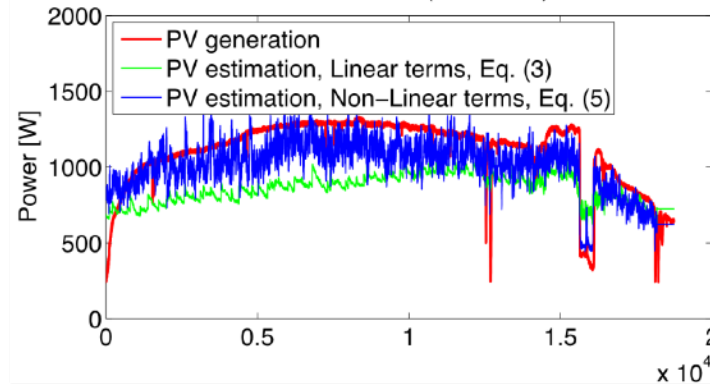
Partly Sunny

PV estimation (20170119)



Mostly Sunny

PV estimation (20170126)



Data (Figure)	RAE E_1 [%]		RMSE E_2 [%]	
	Linear	Non-Linear	Linear	Non-Linear
Cloudy (7a)	11.85	7.78	13.71	9.68
Partly cloudy (7b)	20.11	14.14	30.97	22.58
Partly cloudy (7c)	24.67	14.34	28.64	20.11
Sunny (7d)	25.63	13.36	26.59	14.37
Complete test set	25.52	18.27	32.9	24.16

(Model learnt
using ~70 days)

Summary

- Capturing system:
 - Camera, lens, software, PC
 - Lens model calibration & Color calibration
- Approach: Sky image prediction + PV Estimation
 - Movement analysis:
 - Interpolation, Sky plane projection, Prediction,
 - Sky / Sun / Cloud decomposition
 - Model based PV estimation
 - Taking into account saturated pixels & lens model