

DEMAND RESPONSE GAMING AND BASELINES:

TOWARD INSIGHT TO DESIGN REMEDIES

Prepared for MADRI

27 June 2008

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How to see the forest for the trees? We need collective vision



The Problem of Demand Response Baselines

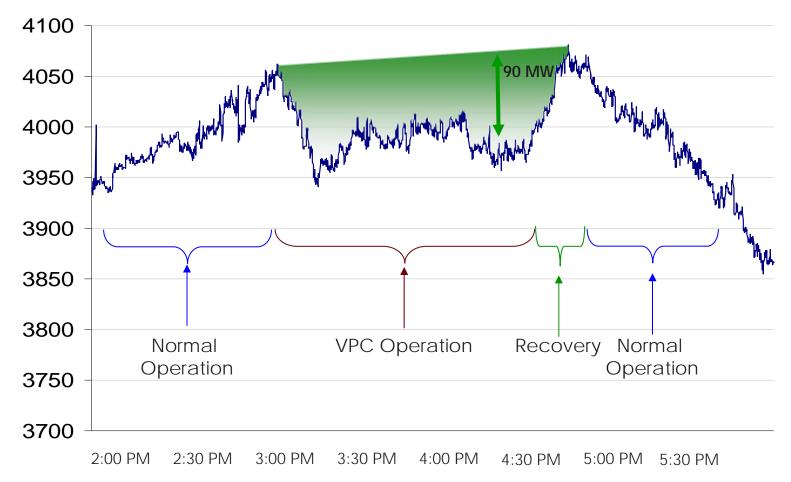
Gaming of Demand Response (DR):

- Overstate the baseline and DR results
 - "Load was very high"
 - And, "the resulting demand was very low..."
- How much of the problem is the baseline?
 - Baseline can be gamed but is this over stated?
 - Metered DR result cannot...
- => Baseline the major source of gaming however...



Residential Uses Clear Control Group

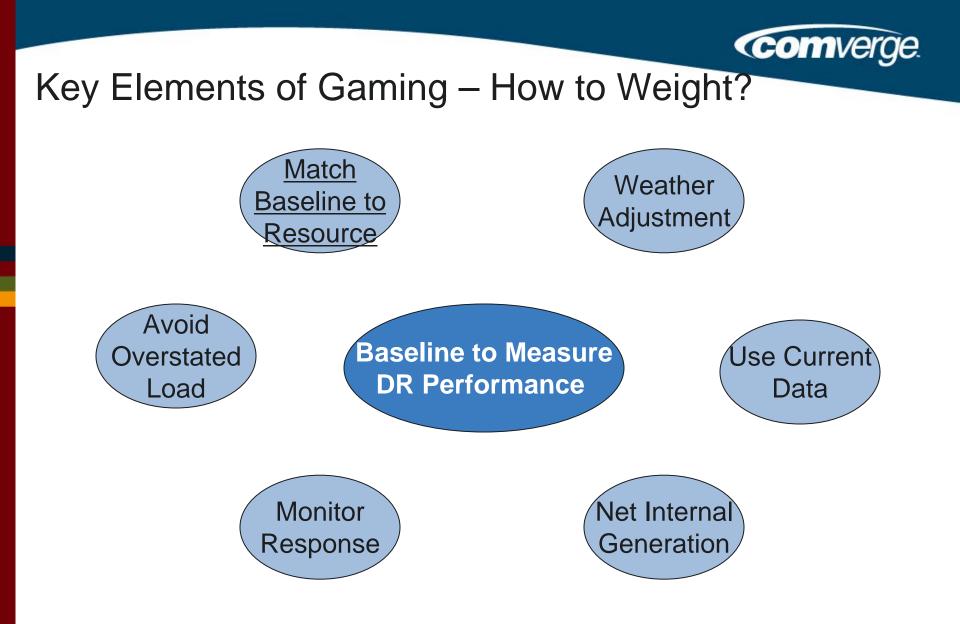
Direct load control and largely homogenous population





C/I DR Space is More Anomalous

- Very different loads based on different customer end-uses
- Control groups may work for small commercial customers
- Baselines should reflect the customer loads they mimic
- Multiple baselines may be complicated and costly to administer
 - Proper match of customers and baselines not so easy
 - Related settlement costs
 - Related DR system costs
- Tradeoffs exist between accuracy/validity and complexity
- So what is the right balance more study is needed





Mismatch of Baseline With DR Resource?

- Method to define baseline load profile should match the resource
- The suggestion is to study the fit between baseline methods and DR resource types
- This is just one source of gaming, which suggests study of other problems that allow gaming
- Can most any kind of baseline be gamed?
 - What mechanisms can be used to reduce potential gaming?
- This suggests further review and analysis of gaming
 - Interview DR practitioners that have detailed insight
 - Review internal DR practitioner operations

Comverge

Recommendations

- Study the match of baselines and specific DR resources
- Analyze all sources of gaming in DR
 - Interview DR practitioners that have detailed insight
 - Review internal DR practitioner operations
 - Target specific gaming behaviors and advise on mitigation mechanisms
- Form an advisory committee to guide this review and analysis
 - Market monitors and regulators
 - DR customers and practitioners
- Fund and procure consultant assistance to address potential DR gaming head-on



Comments and Questions?

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