

## Communication Network Modeling for Real-Time HIL Power System Protection Test Bench

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## Outline

### Introduction

Challenges & Motivation

## Network emulator design & functionalities

- Architecture & Features
- Integration of emulator and HIL Test bed
- New elements

## Case Studies, Results & Evaluations

## 1. Introduction

- Challenges & Motivation
  - Hardware-in-the-loop & Protection relay testing
  - Deploying power system protection applications with communication technology
  - OPAL-RT simulator limited in the ability to simulate communication network impairments
- Need to factor communication effects in power system protection applications

## **Proposed Solution**

- Communication network emulation
  - Click Modular Router as the tool

# Network Emulator Design & Functionalities

- Emulator enable us to change delay, jitter and packet corruption as a function of time.
- Control communication properties between multiple source relays and destination relays
- Impairing specific subsets of the network traffic
- Vary the properties of communication parameters in real time using - using handlers
- Bandwidth restriction
- Emulate different queueing schemes and traffic priorities

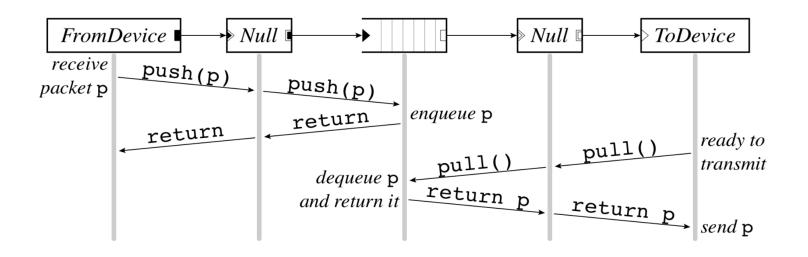
#### **Protection application use cases**

- Investigate effects of packet delays, packet delay variations on power system protection applications.
- Investigate effects of message lost (SMV/GOOSE) in protection application

## Motivation for choice of tool: Click Modular Router

- Flexibility
  - Adding new features to enable experimentation
- Openness
  - Allow users to build and extend
- Modularity
  - Simplify the composition of existing features & addition of new features
- Speed
  - User does not need to know internals of operating system operations.

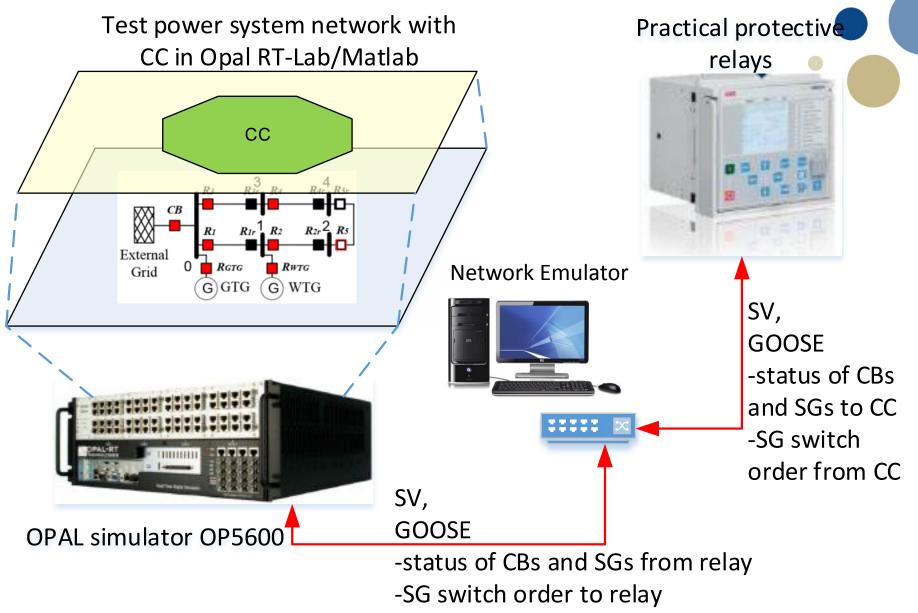
## Router as a Graph of Elements & Push and Pull Connections



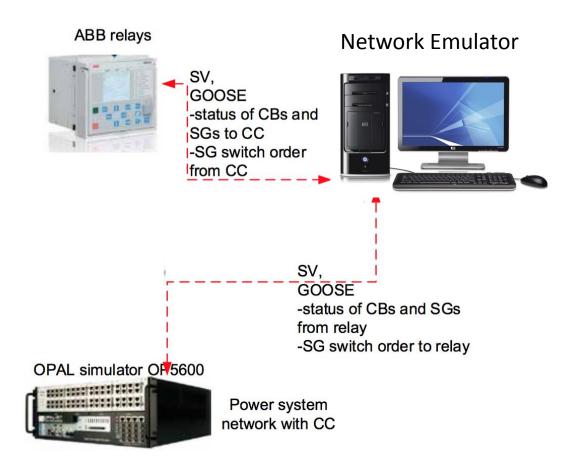
- Push connection
  - Source pushes packets downstream
  - Triggered by event, such as packet arrival
  - Denoted by filled square or triangle

- Pull connection
  - Destination pulls packets from upstream
  - Packet transmission or scheduling
  - Denoted by empty square or triangle
- Agnostic connection
  - Becomes push or pull depending on peer
  - Denoted by double outline

#### Integration of Emulator and HIL : Setup



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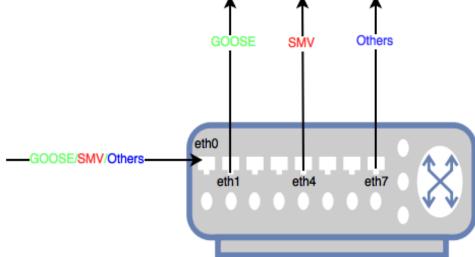


## Composing new elements: Emulator with IEC 61850 Capabilities

• Classifying IEC 61850 GOOSE & SMV packets

```
require(clicklocal);
```

```
FromDevice(eth1)-> ic :: IECClassifier(GOOSE, SMV, -)
ic[0]-> Queue(10000)-> ToDevice(eth0);
ic[1]-> Discard;
ic[2]-> Discard;
ClickyInfo(STYLE @import test-clicky.ccss);
```



#### **Composing new elements : GOOSE Classifier**

require(clicklocal);

```
FromDevice(eth0)
```

-> ic :: IECClassifier(GOOSE, SMV, -)

ic[0]-> Strip(14)

- -> CheckGOOSEHeader()
- -> gc :: GOOSEClassifier(GOOSE\_TRIP1, GOOSE\_OV2PTOV, -)

{

```
gc[0]-> ToDevice(eth1);
```

- qc[1]-> ToDevice(eth2);
- gc[2] -> Discard;
- ic[1]->Discard; ic[2]->Discard;

```
CLICK_DECLS
GOOSEClassifier::GOOSEClassifier() { };
GOOSEClassifier::-GOOSEClassifier() { };
int
GOOSEClassifier::initialize(ErrorHandler *errh)
    return 0;
void GOOSEClassifier::push(int,Packet *p) {
       unsigned _textlength = TEXTLENGTH;
       int out_port = 2; // Default output for others
           const unsigned char *data = (p->data()+_textlength);
          unsigned goCBRefLength=0;
// sa<<((*(data-1)) & 0xff);
if((*data & 0xff) == goCBRefTag){
    data++;
           data+;
gocBRefLength = ((*data) & 0xff);
// unsigned char gocBRefData[gocBRefLength];
/* for (unsigned i = 0; i < gocBRefLength ; i++){</pre>
               data++:
             goCBRefData[i] = { (*data)};
             3*/
          const unsigned char *data2 = (p->data()+_textlength+2+goCBRefLength);
          unsigned talLength=0;
if((*data2 & 0xff) == talTag){
             data2++;
             talLength = ((*data2) & 0xff);
           3
        const unsigned char *data3 = (p->data()+_textlength+4+goCBRefLength+talLength);
         unsigned datsetLength=0;
          if((*data3 & 0xff) == datsetTag){
             data3++;
             datsetLength = ((*data3) & 0xff);
          3
```

#### **Composing new elements : Random Delay Element**

- An element that applies random delay time on packets passing the router
- Assumes uniform distribution

```
require(clicklocal);

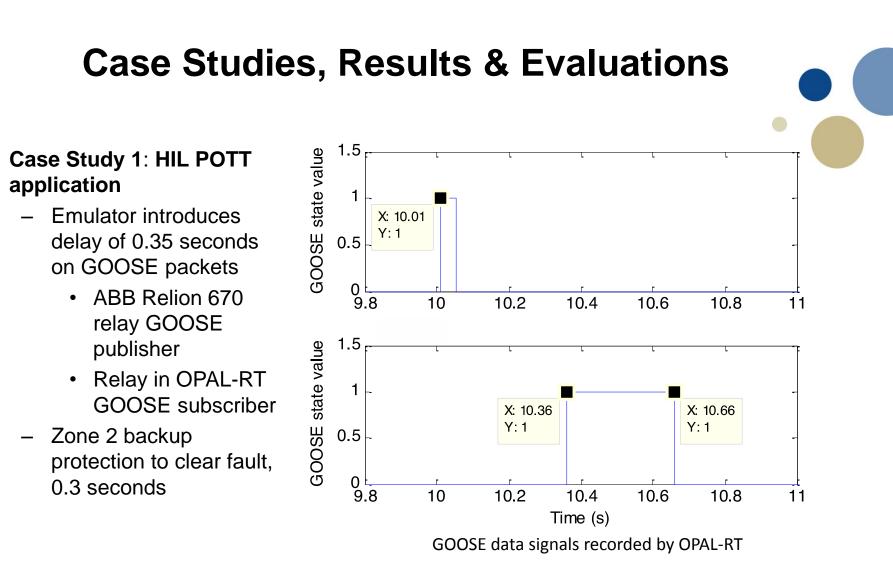
FromDump(/home/charles/Documents/tracedumps/udpsample1.pcap, STOP true)
-> Strip(14)-> CheckIPHeader()

-> ip :: IPClassifier(udp,tcp,icmp,-)
ip[0] -> tp :: Tee(2)
tp[0] -> q1::Queue(1000);

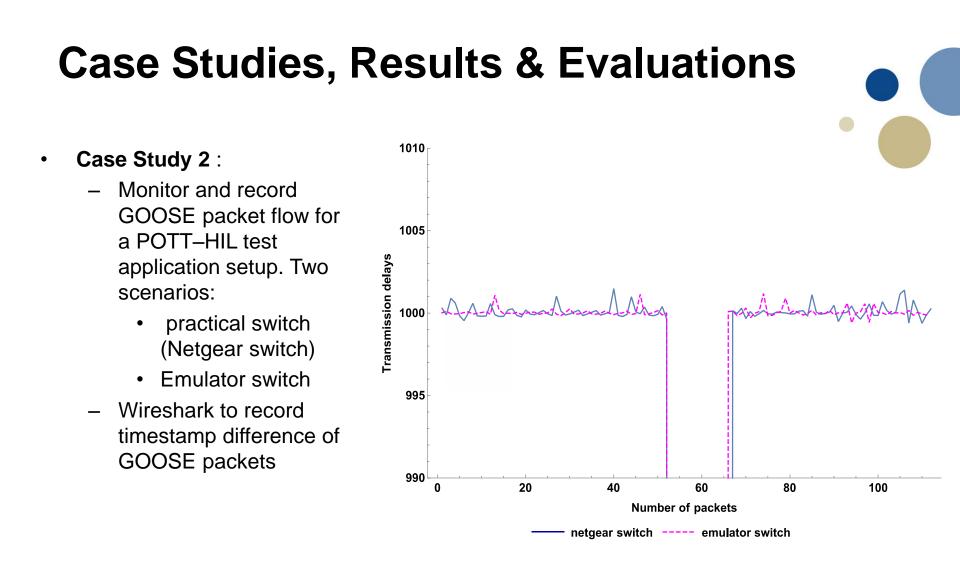
tp[1] -> Queue(1000) -> RandomDelay(1,5)-> q1;

q1 -> Unstrip(14) -> ToDump(/home/charles/Documents/tracedumps/drop.pcap);
ip[1] -> Discard;
ip[2] -> Discard;
ip[3] -> Discard;
```

ClickyInfo(STYLE @import test-clicky.ccss);



- Normal operation: detected fault cleared by the permissive trip signal
- Abnormal operation( delay introduced); POTT failed to clear fault in time
  - Backup protection was triggered at 0.3s to clear fault



- State change behaviour as expected in both scenarios
- Stable retransmission of 1000msec in both scenarios

## Conclusion

- Emulator can be used to change communication properties of delay, jitter, packet loss, packet corruption and bandwidth for WAN power system applications
  - Investigate effects of network congestion and packet loss on different protection algorithms
  - Model time delays and data loss to study effects of relay performance compromised by distributed generation and non-zero fault impedances.

#### Thanks for the attention