

Evaluating Machine-Learning-Based V2G Control Using a HIL Test Bench

The Goal of the Project

Use a *real-time simulator* to evaluate and test *MLS*, map what information *MLS* can be assumed to need, map how *MLS* complies with regulations and standards, and design V2G test cases at the system level.

*MLS=Machine Learning Strategy

*A real-time simulator emulates a physical system at the same speed as reality, so real hardware can be tested under realistic conditions.

Expected Result

Closed-loop testing of the proposed V2G control strategy and assessment of compliance with relevant standards. The project will indicate the feasibility of applying the proposed *MLS* approach and provide grid simulation results for large-scale V2G implementation.



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