Getting to know the concepts



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Glossary

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Familiarize yourself with the basic concepts





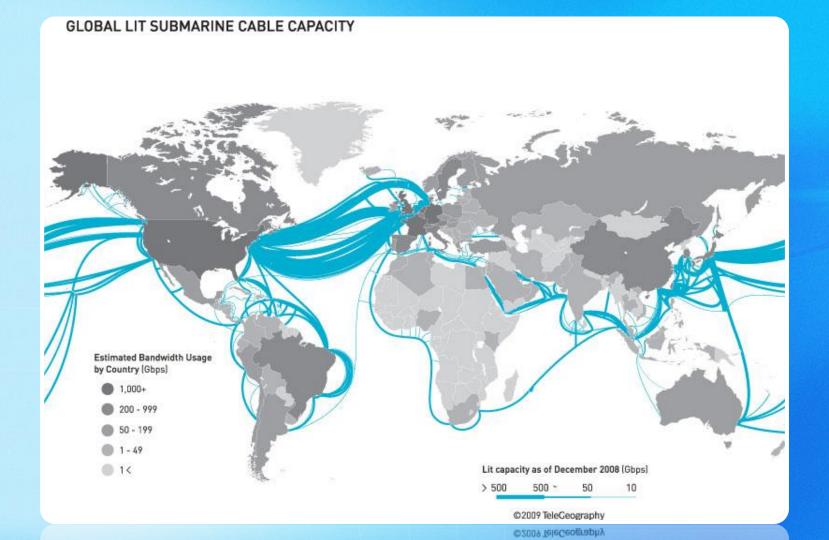


Useful definition of infrastructure









Physical reality

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- Megastructures of modern time
- Complex physical networks
- Engineering knowledge

Social reality

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- Millions of interconnected users
- System of connected producers and consumers
- Physical and Social reality

Socio -technical systems

Physical dimension

Social dimension

Importance of infrastructures



Supply public services

Examples:

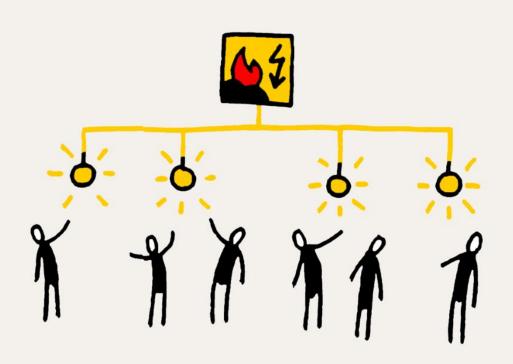
- Energy
- Transport of People and Goods
- Information and Telecommunication
- Water supply
- Waste (water) removal

Importance of infrastructures

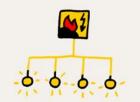
Criteria for 'good' infrastructures:

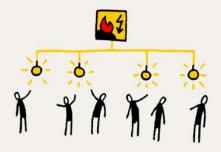
Availability Accessibility

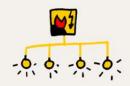
Affordability Acceptability

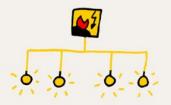


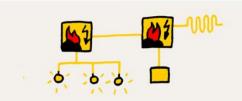




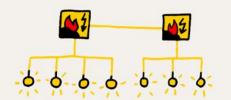


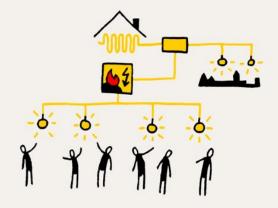


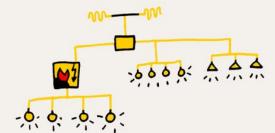


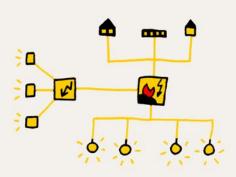


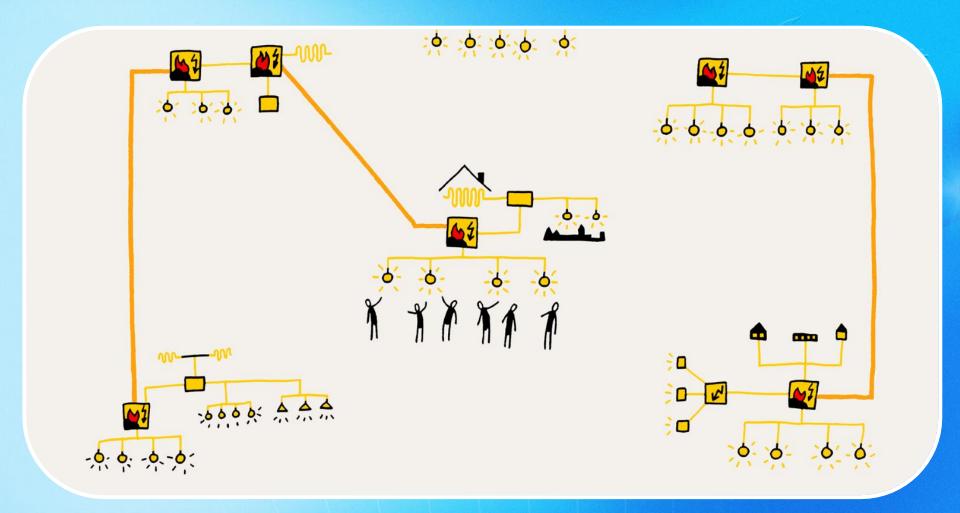


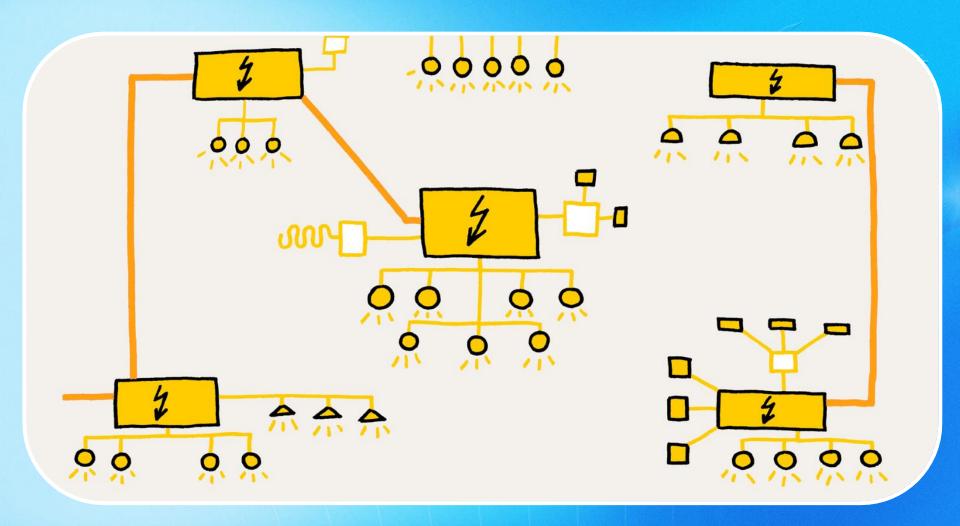


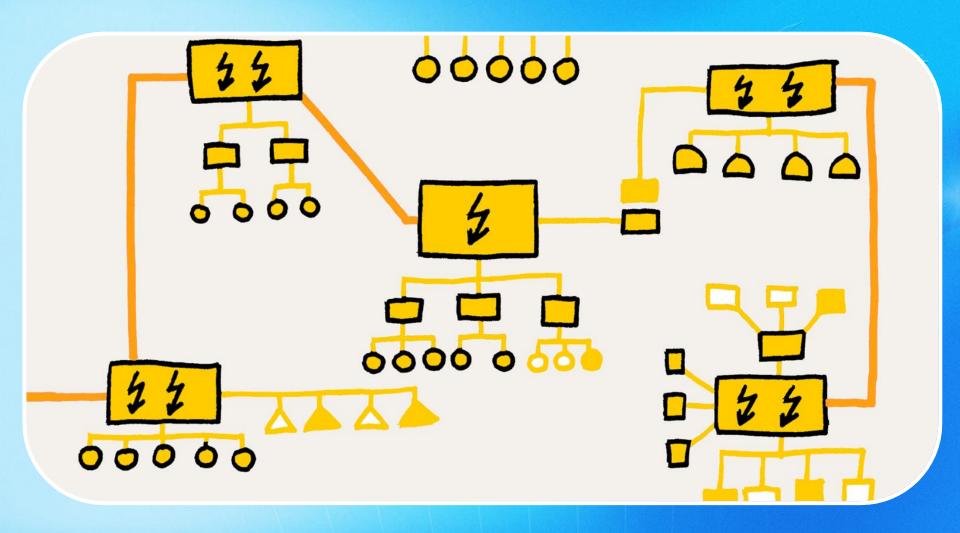


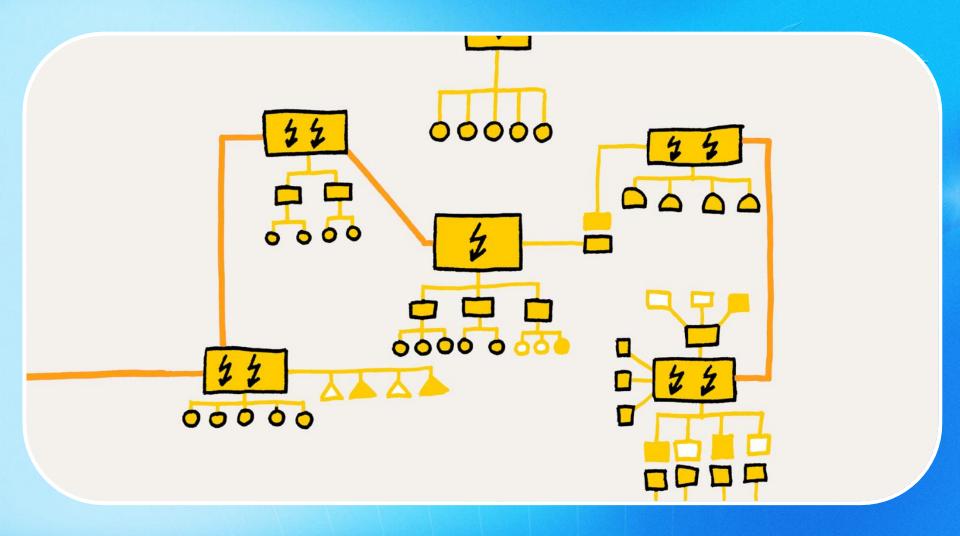


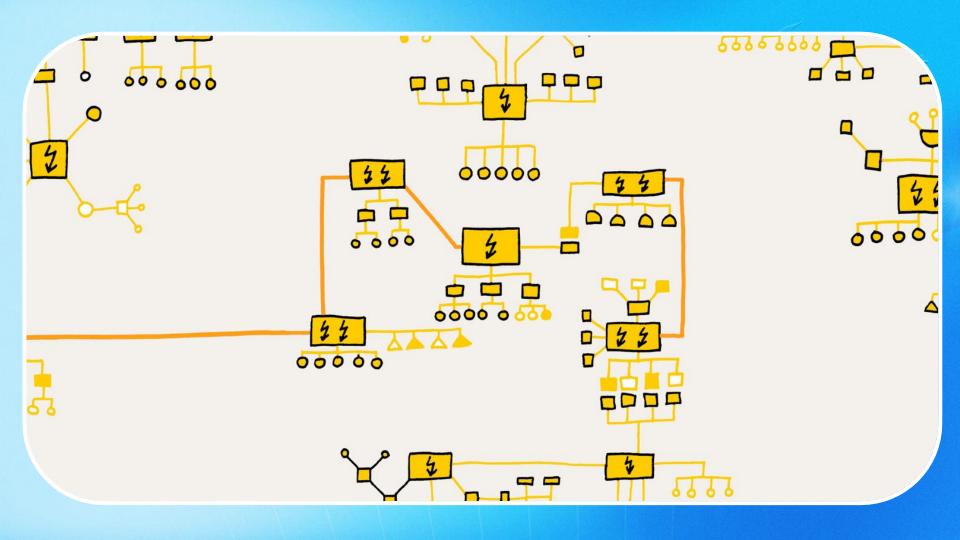


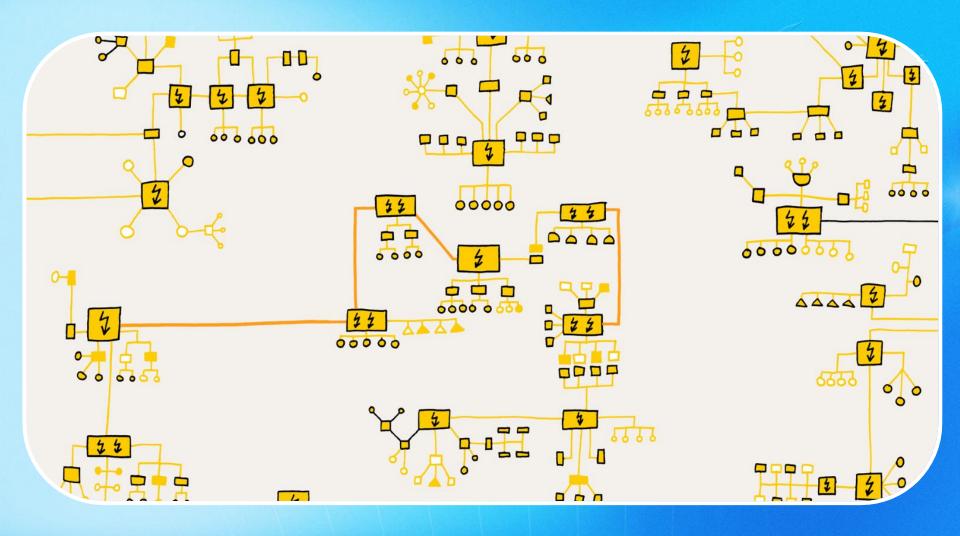


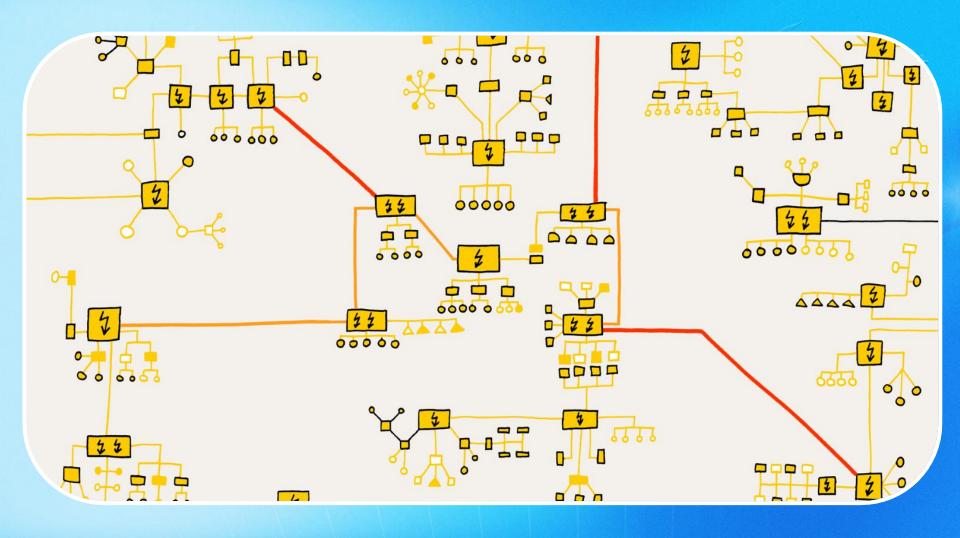




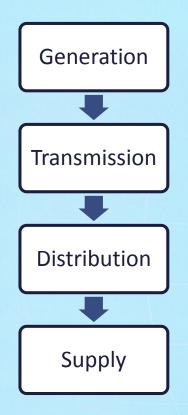








Value chain of electricity sector was:



- Vertically integrated companies
- Often public or private monopolies
- Regulation to safeguard public values

Value chain is changing



Vertical unbundling

New players enter the scene

Competition in:

- Generation
- Supply

Monopolistic system operators:

- TSO
- DSO

Natural monopoly



Due to high capital costs infrastructure networks are often natural monopolies

However, new technologies might change that

→ E.g. Competing networks in ICT sector



Drives change in physical and social reality

Impact of renewables:

Scale of power generation





Drives change in physical and social reality

Impact of renewables:

Scale of power generation





Drives change in physical and social reality

Impact of renewables:

- Scale of power generation
- Emergence of 'prosumers'







New governance structures needed to ensure grid stability

Mismatch



Mismatch between evolution of infrastructures and requirements

- Recall animation of evolution of the electricity infrastructure
- No master plan for integration
- Infrastructures are expected to function as integrated systems





Infrastructure failures

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Caused by, for example:

- Mundane causes like wear and tear
- A failure far away in the integrated infrastructure system
- A failure in another infrastructure on which it depends
 - Interdependencies

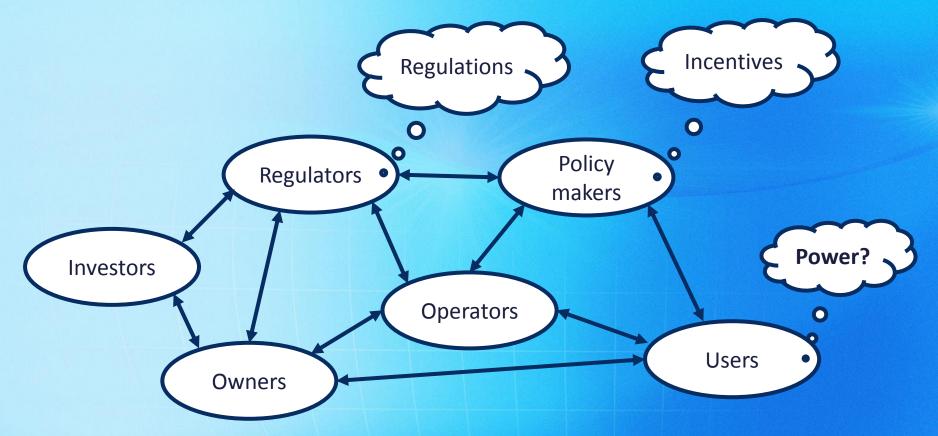
Next Generation Infrastructures



During the course we will:

Capture the socio-technical complexity using Complex Adaptive Systems theory ??

Dynamics in infrastructures





Thank you for your attention!

Please post any questions you may have on our discussion forum

References



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The European electricity grid map was kindly provided by the European Network of Transmission System Operators for Electricity (ENTSO-E): https://www.entsoe.eu/

http://www.newscientist.com/gallery/mg20227061900-exploring-the-exploding-internet/2

Artwork on electricity network evolution by Mark van Huystee

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