

Fast Charging Stations: Simulating Entry and Location in a Game of Strategic Interaction

V. Bernardo, J.R. Borrell, J. Perdiguero

Economics for Energy
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Outline

- 1 Motivation
- 2 Objectives
- 3 Contributions
- 4 The Free Entry Game of Strategic Interaction
- 5 The Data
- 6 Methodology
- 7 Results
- 8 Concluding Remarks

Some background

- **Reduction of carbon dioxide emissions**
- **Decarbonization of road transport**
 - Road transport contributes around one-fifth of the total Eu's total emissions of CO_2
- Transportation white paper 2011. By 2050:
 - **No more conventionally fueled cars in the cities**
 - 50% shift of intercity passenger and freight from road to rail and waterborne transport

Main alternative to conventional cars: Electric Vehicle

Main barriers perceived by consumers:

- High price of vehicles (Larson et al., 2014; Helveston et al. 2015)
- Development of a network of fast charging stations. "Range anxiety" (Dumortier et al. 2015; Gnann et al. 2015)
- Battery life (Morgan Stanley 2017)



Publicly available stations:

	Existing Infrastructure (2011)	Proposed targets of publicly accessible infrastructure by 2020	Plans for EV by 2020
Austria	489	12,000	250,000
Belgium	188	21,000	-
Bulgaria	1	7,000	-
Cyprus	-	2,000	-
Czech Republic	23	13,000	-
Germany	1,937	150,000	1,000,000
Denmark	280	5,000	200,000
Estonia	2	1,000	-
Greece	3	13,000	-
Finland	1	7,000	-
France	1,600	97,000	2,000,000
Hungary	7	7,000	-
Ireland	640	2,000	350,000
Italy	1,350	125,000	130000 (by 2015)
Lithuania	-	4,000	-
Luxembourg	7	1,000	40,000
Latvia	1	2,000	-
Malta	-	1,000	-
Netherlands	1,700	32,000	200,000
Poland	27	46,000	-
Portugal	1,350	12,000	200,000
Romania	1	10,000	-
Spain	1,356	82,000	2,500,000
Slovakia	3	4,000	-
Slovenia	80	3,000	14,000
Sweden	-	14,000	600,000
United Kingdom	703	122,000	1,550,000

Source: European Comission MEMO 24-01-2013

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Objectives

- **The research questions:**

- Is it necessary to establish a **system of incentives** to have a network of fast charging stations?
- In a free market scenario firms would tend to **cluster** or to **spatially differentiate** from competitors?
- Does **free market** lead to achieve maximum **social welfare**?

- **What we do:**

- Simulation of the localization of the fast charge stations by the means of a Free Entry Game of Strategic Interaction.
- Comparison of localization between:
 - individual competitors and monopoly entry.
 - free and regulated homogeneous price settings.
- Comparison of welfare in a free and in a regulated homogeneous price settings.

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Previous literature. Network planning for EV

Common feature: Central planner view

- Ip et al. (2010): two stage method. In stage 1 demand is identify by hierarchical cluster and in stage 2 charging stations are assigned to the demand clusters such as to minimize the total operational cost.
- Xi et al. (2013): maximize their use by private owners and account for the impact of EV driving patterns.
- Dong et al. (2014): locate facilities as to minimize the 'missed trips' (trips that couldn't be done without the existence of public charging) subject to a budget constraint.
- Wang and Lin (2009): minimizing the total costs of locating fast charging stations for inter-city trips.
- Wang and Wang (2010): new hybrid set-covering model where not only location costs are minimized but also population coverage is maximized.

Previous literature. Clustering or Spatial differentiation?

- Theory: ambiguous
 - Minimum differentiation (Hotelling, 1929)
 - Maximum differentiation (D'Aspremont and Thisse, 1979)
 - For oligopolies with heterogeneous consumers: minimum differentiation (Anderson, DePalma and Thisse, 1992)
- Empirical papers: mixed results.

Netz and Taylor (2002): *'Any equilibrium can be obtained depending on the assumptions of the model'*

 - Clustering (Borenstein and Netz, 1999; Salvanes et. al., 2005; Pinske and Slade, 1998; Vitorino, 2011)
 - Spatial differentiation (Netz and Taylor, 2002; Seim, 2004)

Our contributions

1. **We answer whether is feasible or not the entry of independent firms to a market of fast charging stations without public transfers or subsidies**
2. **We study clustering and spacial differentiation**

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Main features

- Set of j **feasible locations**
- **Mobility of consumers** is taken into account (*Houde, 2012*)
- **Individuals** i are heterogeneous regarding **commuting path** (o_i, d_i) and **income** (Y_i) (**BLP, 1995**)
- The feasible **locations** j are differentiated regarding **costs** and **attractiveness** for the demand (common knowledge)
- **Unobserved idiosyncratic tastes across consumers and unobserved cost shifter across locations** are independent and identically distributed

Main components- Supply side

Probability of entry to location $j \rightarrow$

$$\sigma_j = \frac{\exp[E(\pi_j)]}{1 + \exp[E(\pi_j)]} \quad (1)$$

$E(\pi_j)$ different components:

- *fixed costs*

{ Common component in equipment (f)
greed reinforcement cost ($\sum_{r=1}^R \mu^r z_j^r$)
localization cost (ω_j) and random draw

- *expected mg costs: depend on the expected sales*
- *expected sales*

{ Price at j (p_j)
Probability of i of recharging at j (Φ_{ij})
Energy needs (e_i)

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Main components- Expected sales

- 1- Firms compete a la *Bertrand* (p_j)
- 2- Probability of i of recharging at j :

$$\Phi_{ij} = \frac{\exp[\phi_{ij}]}{1 + \exp[\phi_{ij}] + \sum_{k=1, k \neq j}^J \sigma_k \exp[\phi_{ik}]} \quad (2)$$

Indirect utility of recharging at j components:

- Disutility of deviation from commuting path
- utility from amenities at j
- disutility of paying posted prices p_j
- interaction $Y_i p_j$
- idiosyncratic tastes of consumers (ε_{ij})

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Main components- Expected sales

3- Energy needs:

- kilometers/year $D(o_i, d_i)$
- energy consumption per kilometre (C_0)
- share of the electric vehicle (v)
- share of consumption of the electric vehicle recharged on the go (τ)

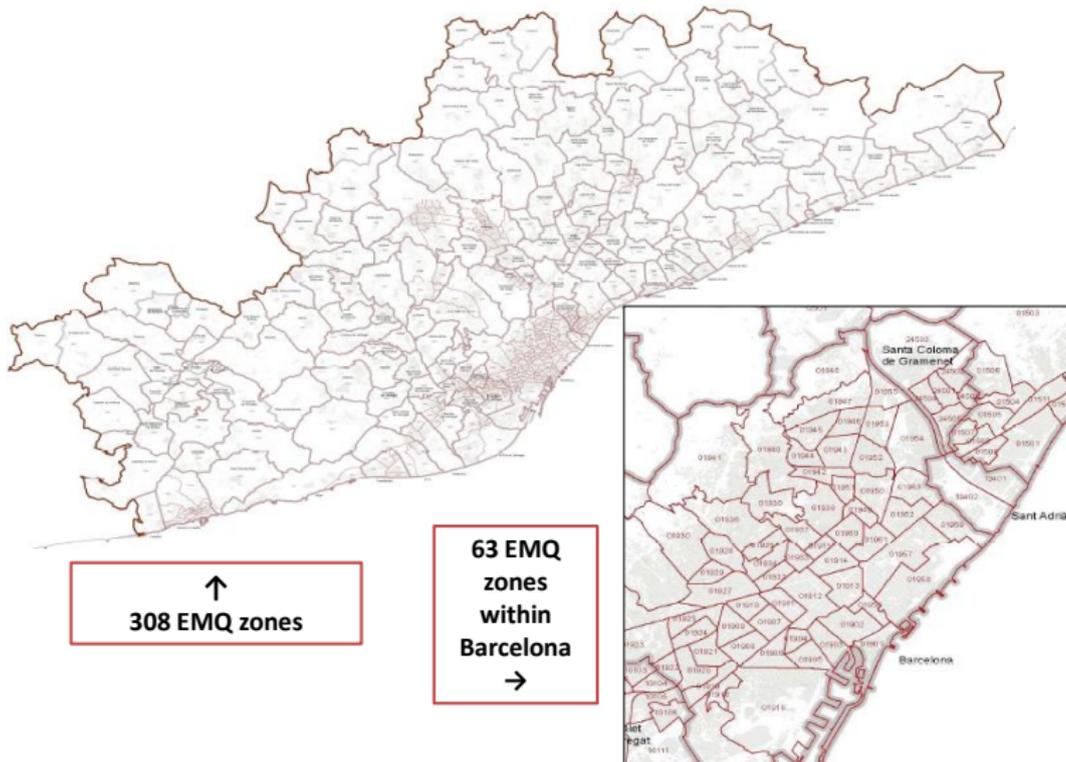
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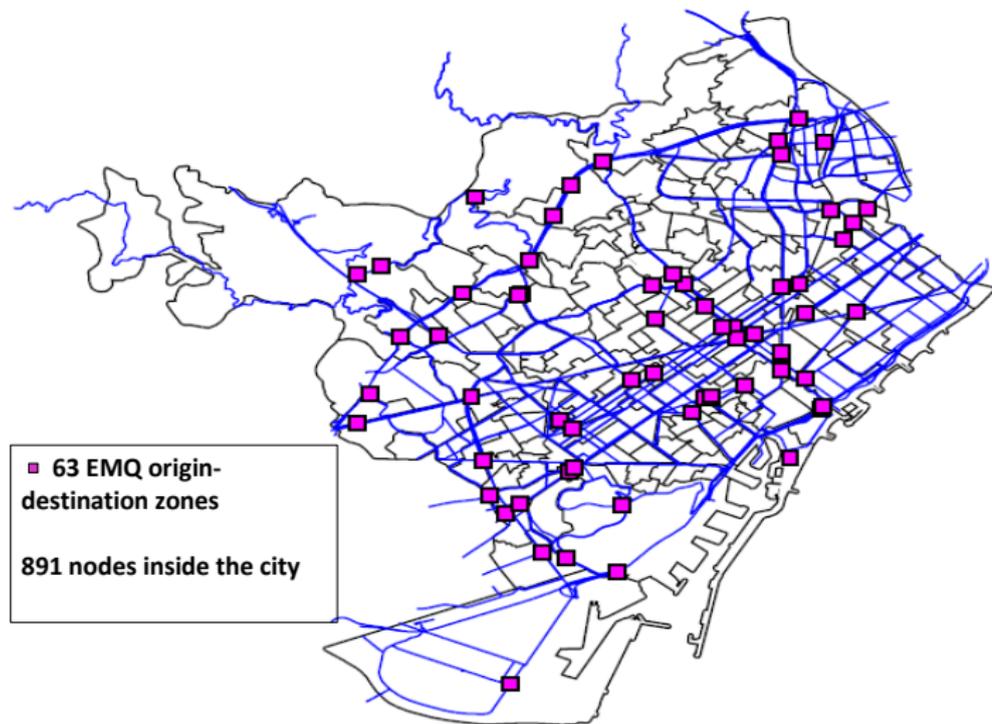
Case of study: Barcelona



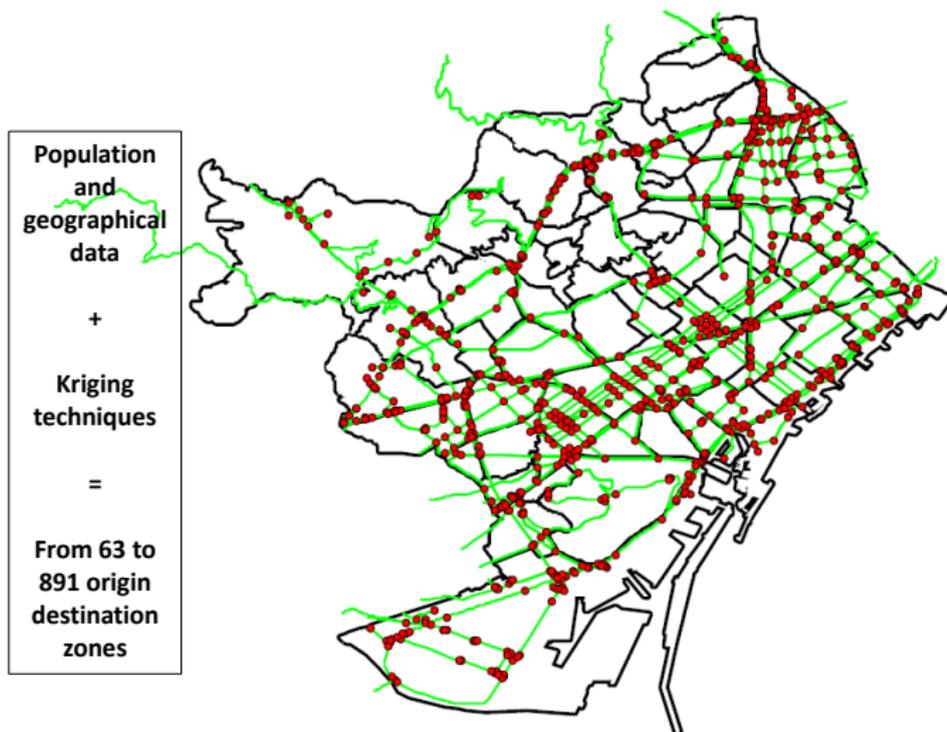
Mobility Survey from AMT and GenCat. Year 2006



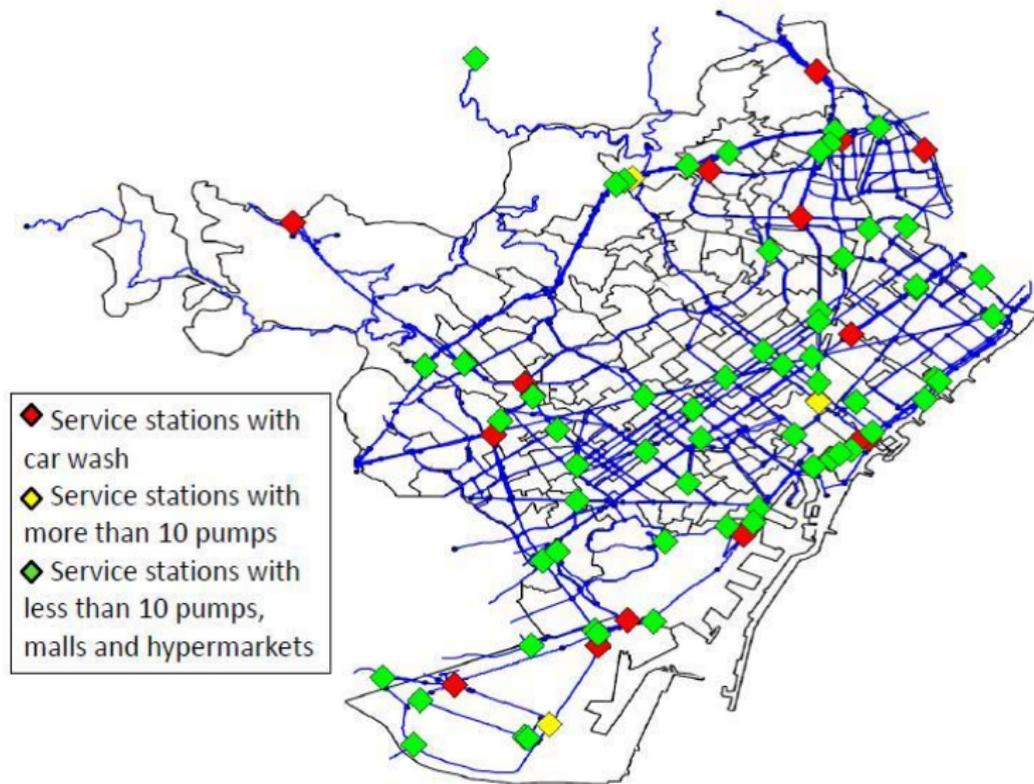
Simplified Catalonia Roads Graph. City of Barcelona



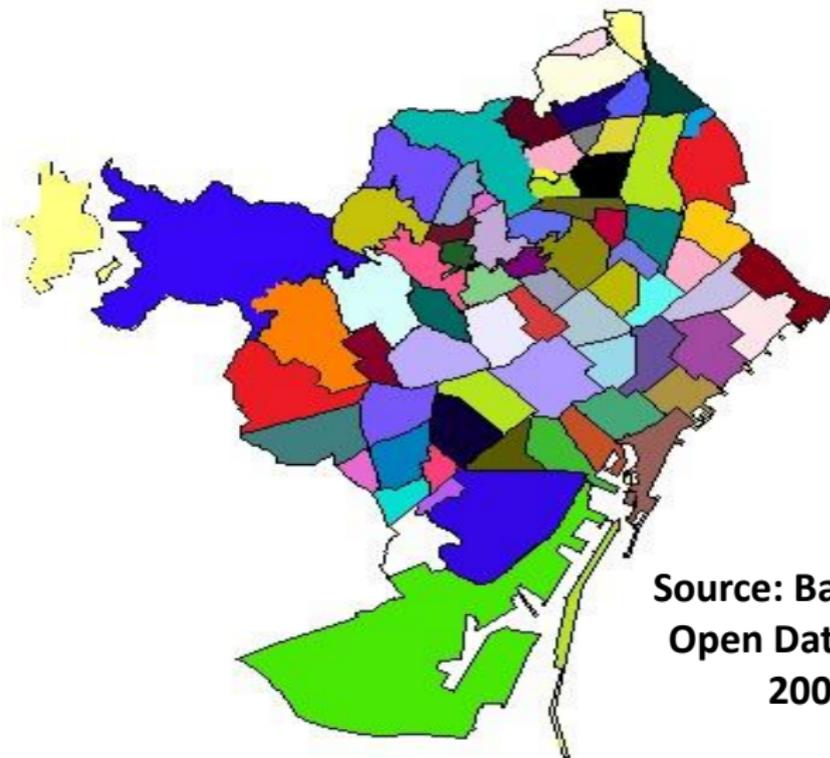
Neighborhoods of Barcelona and Censal Zones Maps



Map of fuel stations, hypermarkets and malls



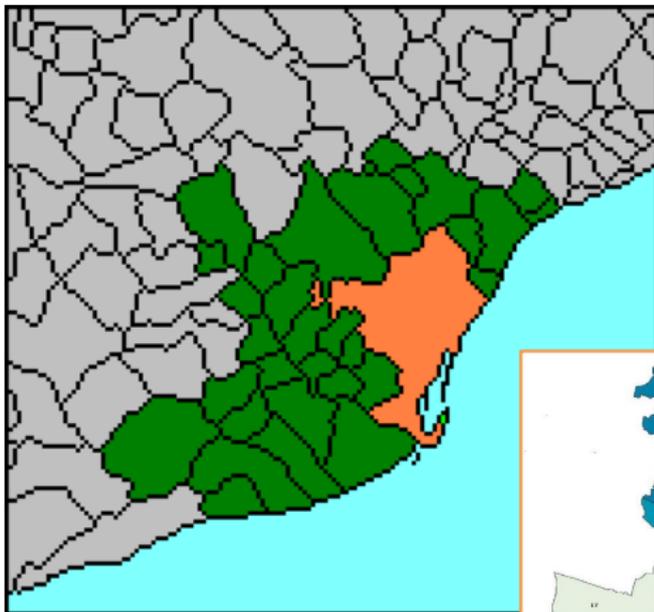
Rent of commercial property in the different neighborhoods



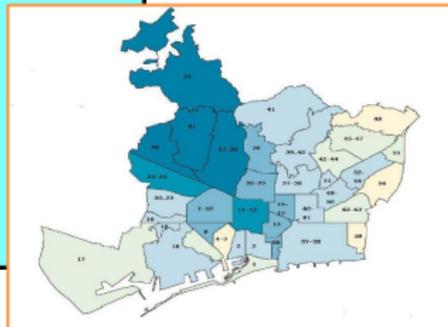
**Source: Barcelona
Open Data, year
2008**

Income Data

Income of commuters with Diputacio
de Barcelona and GenCat (Idescat) data



38 Income areas
within Barcelona
from a study of
the Ajuntament de
Barcelona, year
2005



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The simulation process

- Integrate logit demand using a sample of 100 representative individuals *a la* BLP.
- Probability of entry obtained by a simulation process including the simultaneous determination of:
 - *probability for individual i of recharging at j*
 - *the Bertrand equilibrium price at each feasible location j*
 - *the probability of entry at j*
- The simultaneous non-linear entry-game problem was solved in Matlab by iterations

Searching for multiple equilibria

- Obtain the vector of entry probabilities in equilibrium starting iterations with $\sigma_1 = \dots = \sigma_k = \dots = \sigma_J = 1$ as if consumers were expecting to find a fast charging station in all nodes and entrants expect to have a competitor in all other nodes;
- Obtain the vector of entry probabilities in equilibrium starting iterations with $\sigma_1 = \dots = \sigma_k = \dots = \sigma_J = 0$ as if consumers were expecting to find only one fast charging station and entrants at each node expect to be monopolists;
- Run the entry game from both extreme solutions to look for the equilibria: Herculean equilibrium, Sanchez-Espin & Parra (2018)

Monopoly

System of price equations from the FOCs:

$$p_j = c_j + \Delta^{-1} \sum_{i=1}^I \Phi_{ij} q_i \quad (3)$$

where Δ is a J by J matrix, whose (j, k) element are given by:

$$\Delta_{j,k} = \frac{-\partial(\sum_{i=1}^I \Phi_{ik} q_i)}{\partial p_j} \quad (4)$$

and the (j, j) elements are given by the facility j own price elasticity:

$$\Delta_{j,j} = \frac{-\partial(\sum_{i=1}^I \Phi_{ij} q_i)}{\partial p_j} \quad (5)$$

Social welfare

$$E(W) = E(CS_i) + E(\pi_j) \quad (6)$$

$$E(CS_i) = \frac{Y_i}{\alpha_i p_j} E[\max_j(\phi_{ij} + \varepsilon_{ij})] \quad (7)$$

- $\frac{\alpha_i p_j}{Y_i}$ marginal utility of income;
- $\max_j(\phi_{ij} + \varepsilon_{ij})$ alternative that provides the greatest utility to consumer i .

The results presented are from simulating 100 times ε_{ij} following a type-one extreme value distribution.

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The Equilibria Description

Table 1: Equilibria at 1%, 3% and 5% of penetration of EV

<i>Variable/ Share EV</i>	<i>1%</i>	<i>3%</i>	<i>5%</i>
<i>Number of entrants</i>	2	51	83
<i>Share 'on the go' (%)</i>	0.482	8.06	9.47
<i>Mean Price (euros)</i>	25.09	18.87	18.55

Result: A network of fast charging stations overcome range anxiety from a 3% penetration rate

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The Equilibria Description

Table 2: Characterization of locations at 1%, 3% and 5% of penetration of EV

<i>Variable/ Share EV</i>	<i>1%</i>	<i>3%</i>	<i>5%</i>	<i>Total feasible locations</i>
<i>Number of locations</i>	2	51	83	891
<i>Amenities</i>	100%	100%	75%	8.4% (75)
<i>Grid reinforcement costs</i>				
<i>Type 1 (0 cost)</i>	0%	23.5%	19%	2.24% (20)
<i>Type 2 (half cost)</i>	0%	4%	4%	0.45% (4)
<i>Type 3 (full cost)</i>	100%	72.5%	77%	97.3% (867)
<i>Localization costs (average euros)</i>	2250	1786	1791	1811

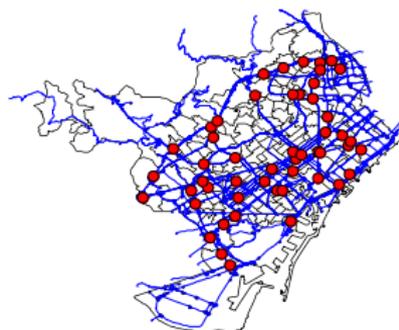
Result: Demand drivers are more important in determining location

Localization within Equilibria

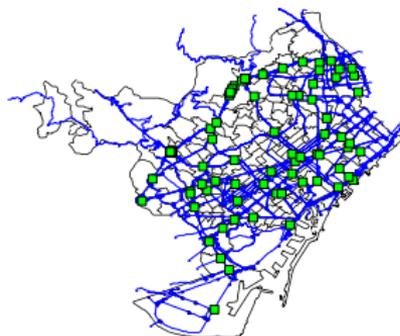
1% Share Electric Vehicle



3% Share Electric Vehicle



5% Share Electric Vehicle



Counterfactual Clustering vs. Spatial Differentiation

Table 3: Distance between competitors measured in deviations of the consumers

<i>Share EV- Entrants</i>	<i>5%- 83</i>		
	<i>Free</i>	<i>Regulated</i>	<i>Monopoly</i>
<i>Average deviation (m)</i>	144.84	127.23	9.67
<i>ttest</i>		1.7724*	17.9419***

Note: statistical significance at 1% (***), 5% (**) and 10% (*).

Result: Free > Regulated > Monopoly

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Table 4: Distance among competitors measured in Euclidean and shortest path distances

<i>Distance</i>	<i>In space -Euclidean-</i>			<i>In the network -shortest path-</i>		
	<i>half</i>	<i>one</i>	<i>two</i>	<i>half</i>	<i>one</i>	<i>two</i>
<i>Miles</i>						
<i>Regulated price</i>	479.3	938.8	1787.9	480.9	910.2	1822.7
<i>Independent firms</i>	457.8	902.9	1748.5	461.0	872.9	1776.5
<i>ttest</i>	-0.63	-0.77	-0.85	-0.51	-0.69	-0.75
<i>Monopoly</i>	361.8	720.6	1052.5	373.4	702.4	1088.2
<i>Independent firms</i>	457.8	902.9	1748.5	461.0	872.9	1776.5
<i>ttest</i>	3.3***	4.3***	12.0***	2.7***	3.7***	10.7***

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Result: → Free vs Regulated not conclusive → Free > Monopoly

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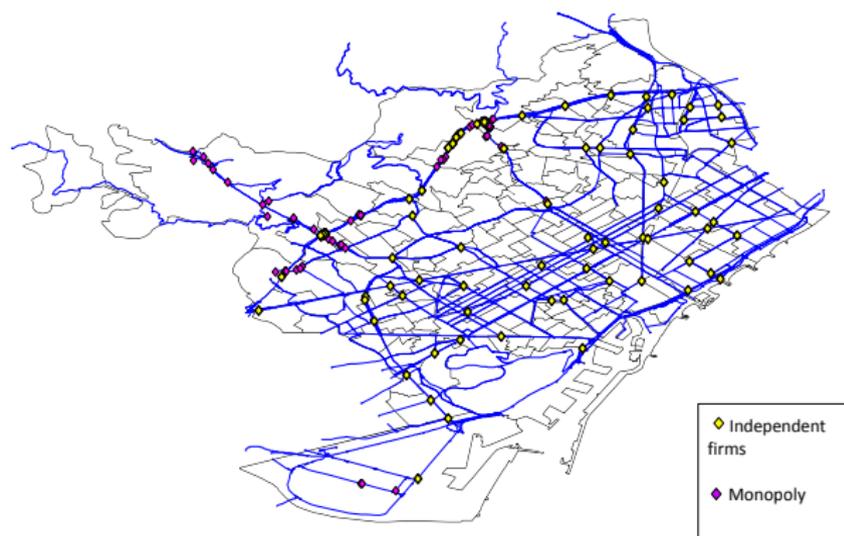
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Counterfactual Clustering vs. Spatial Differentiation

Figure 1: Locations equilibria at 5% penetration rate: monopoly vs. independent competitors



Counterfactual Welfare

Table 5: Welfare decomposition and evolution. Free vs Regulated Pricing

<i>Share EV</i>	<i>3%</i>		<i>5%</i>	
	<i>Free</i>	<i>Regulated</i>	<i>Free</i>	<i>Regulated</i>
<i>Price (euros)</i>	18.87	16	18.55	26
<i>Number of entrants</i>	51	51	83	83
<i>Utility (million euros)</i>	2,023.3	3,573.6	3,519.0	2,552.8
<i>St. dev. (million euros)</i>	69.3	80.2	124.9	127.7
<i>Expected Profits (euros)</i>	784,253	587,677	1,679,874	2,238,592
<i>Total Welfare (million euros)</i>	2,024.1	3,654.3	3,520.7	2,555.0

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Result: → 3% Free < Regulated → 5% Free > Regulated

Table 6: Welfare decomposition. Free setting vs regulated locations. 3% scenario

<i>Setting</i>	<i>Free</i>	<i>Gasoline st.</i>	<i>Random</i>	<i>One zone</i>
<i>Number of entrants</i>	51	74	51	51
<i>Utility (million euros)</i>	2,023.3	1,969.5	405.1	390.0
<i>St.dev.(million euros)</i>	69.4	76.2	62.8	37.1
<i>Expected Profits (euros)</i>	784,253	553,340.37	56,495	-98,981
<i>Total Welfare (million euros)</i>	2,024.1	1,970.0	405.1	389.9

Result: → Free > Gasoline st. > Random > One zone

Table 6: Welfare decomposition. Free setting vs regulated locations. 3% scenario

<i>Setting</i>	<i>Free</i>	<i>Gasoline st.</i>	<i>Random</i>	<i>One zone</i>
<i>Number of entrants</i>	51	74	51	51
<i>Utility (million euros)</i>	2,023.3	1,969.5	405.1	390.0
<i>St.dev.(million euros)</i>	69.4	76.2	62.8	37.1
<i>Expected Profits (euros)</i>	784,253	553,340.37	56,495	-98,981
<i>Total Welfare (million euros)</i>	2,024.1	1,970.0	405.1	389.9

Result: → **Free** > **Gasoline st.** > **Random** > **One zone**

Table 7: Welfare decomposition. Independent competitors vs Monopoly

<i>Setting</i>	<i>Independent firms</i>	<i>Monopoly</i>
<i>Number of entrants</i>	83	361
<i>Utility (euros)</i>	3,519,014,534	1,339,784,013
<i>Standard deviation</i>	69,347,928	180,872,477
<i>Expected Profits (euros)</i>	784,253	86,481,175
<i>Total Welfare (euros)</i>	3,520,694,408	1,426,265,188

Result: → Free > Monopoly

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<i>Setting</i>	<i>Independent firms</i>	<i>Monopoly</i>
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Robustness checks

- **Demand parameters:**
 - Travel cost
 - Price elasticity at j
 - Price elasticity of recharging on the go respect to at home
 - Consumers price sensitivity
 - Consumers amenities preference
- **Sample:**
 - Six additional random samples
 - One young and reach sample
- **Comparison of results with 5 European cities**

Outline

- 1 Motivation
- 2 Objectives
- 3 Contributions
- 4 The Free Entry Game of Strategic Interaction
- 5 The Data
- 6 Methodology
- 7 Results
- 8 Concluding Remarks**

Conclusions (I)

- A network of fast charging stations has proved to offer a solution for "range anxiety" when a 3% penetration rate of the electric vehicle is reached.
 - From 3% there is no need of fiscal transfers
 - The threshold is around 15 times higher than the current penetration rate in Barcelona
- Demand drivers seem to have a stronger influence than entry costs in determining the localization of the fast charging stations.
- When competing in terms of location and price firms seem to differentiate from competitors more in spatial terms than when they are in the same setting with a uniform price or in the monopoly case.
 - "Market power effect" and "market expansion effect" seem stronger than "business stealing effect"

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Conclusions (II)

- Consumers show a preference for variety. The market expands with the rise in penetration of electric vehicles in two ways:
 - In response to the growth in the need of electricity
 - More demand of recharges on the go
- Policy intervention in terms of price regulation is not found to improve welfare for every level of penetration of electric vehicles.
- Policy intervention in terms of location regulation is found to decrease welfare in the 3% level of penetration of electric vehicles.
- Having only one firm in the market decreases welfare

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Further Research

Asses if different combinations of transfers and price regulations would provide better outcomes in terms of social welfare