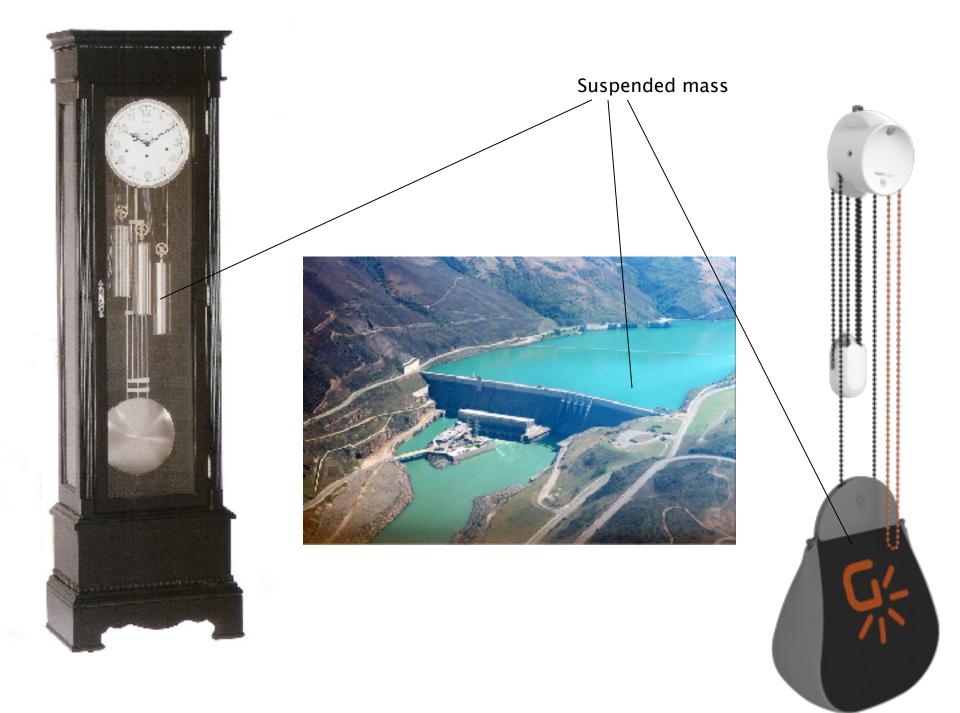


15

Energy NYU / ITP / Feddersen

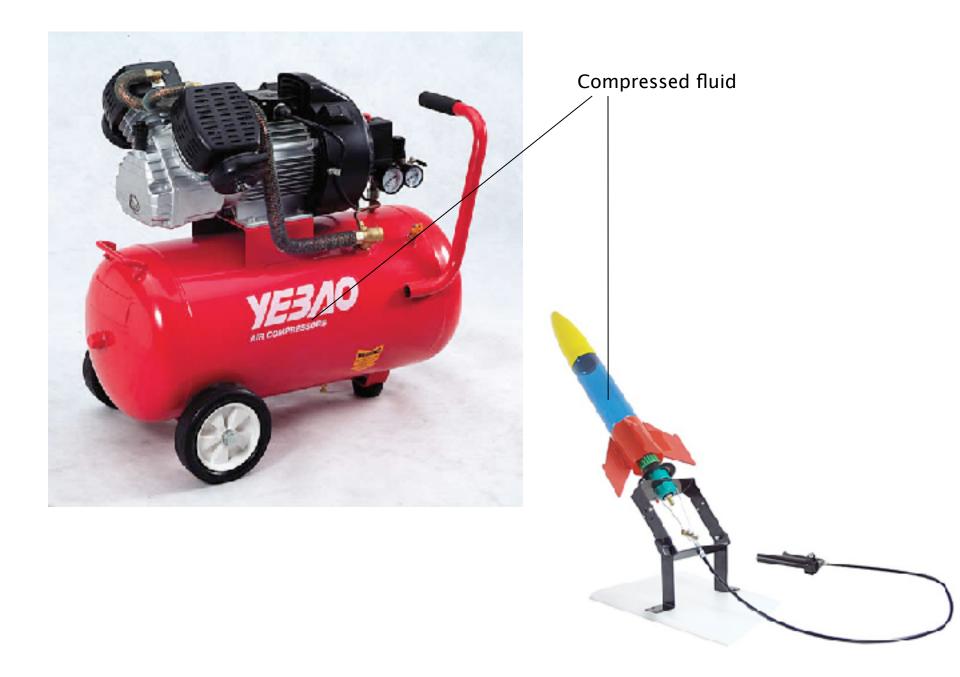
### Energy can be stored in many forms

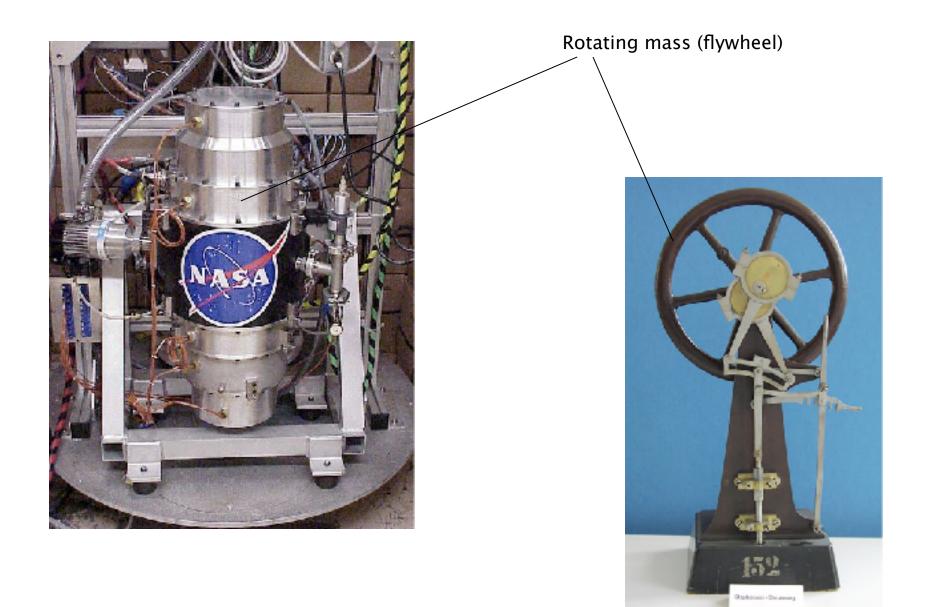


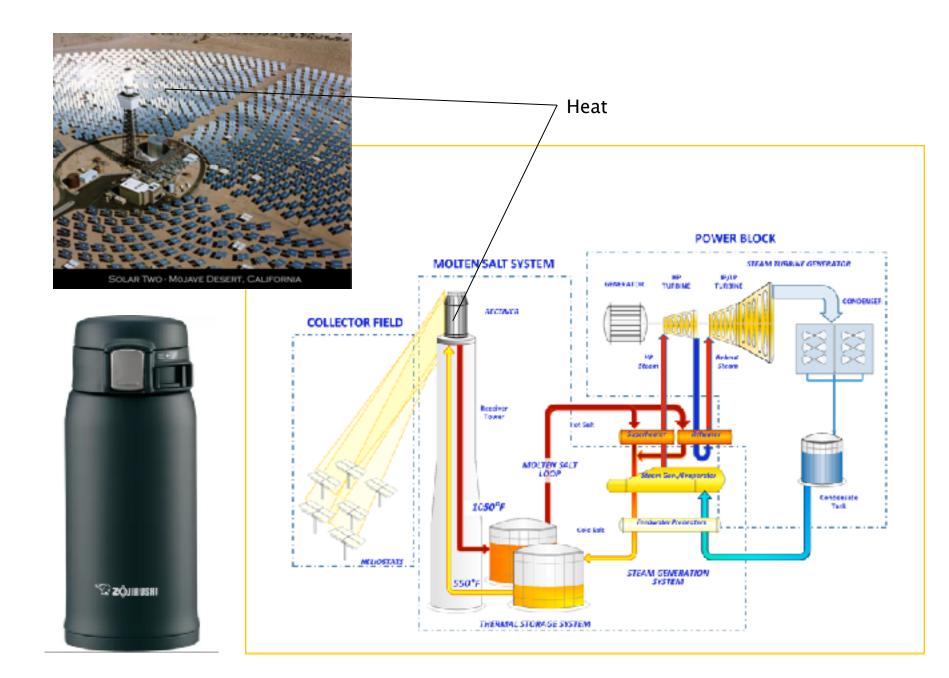


















Electrical potential



Basic concepts for any energy storage:

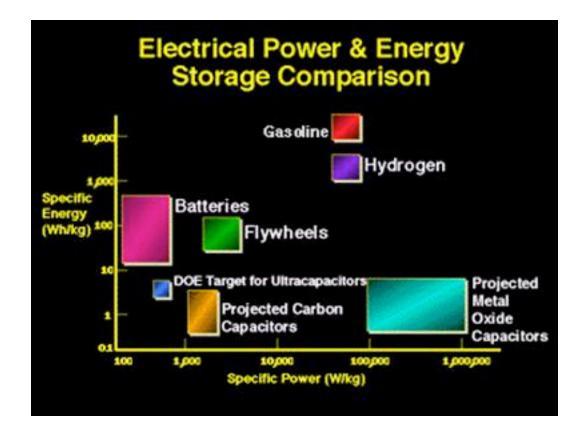
**Specific Energy** : energy / mass

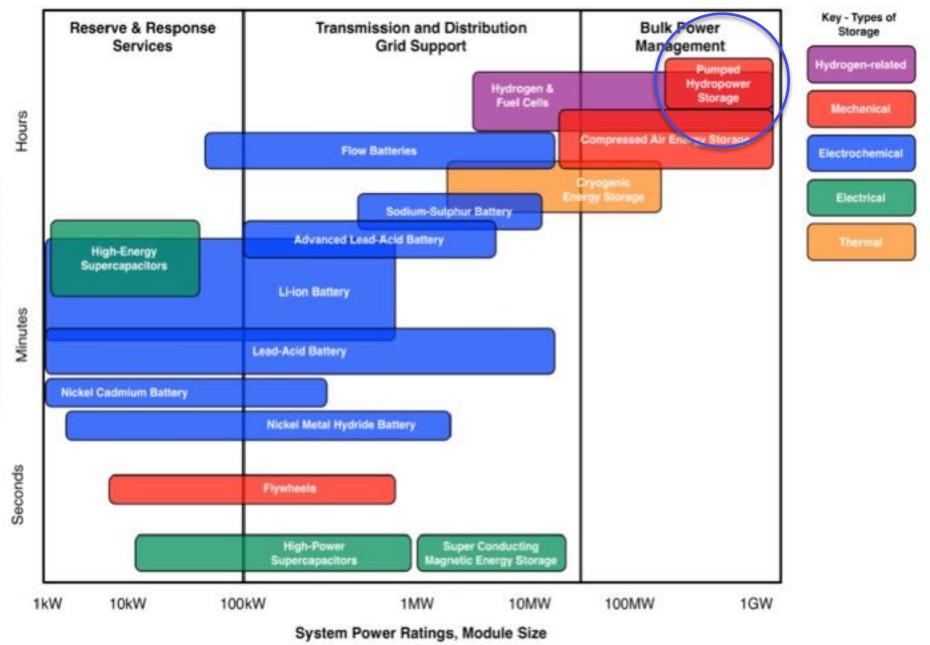
**Energy Density** : energy / volume

**Specific Power** : power (input or output) / mass

**Power Density** : power (input or output) / volume

Efficiency: energy in / energy out





http://energystoragesense.com/energy-storage-technologies/

**Discharge Time at Rated Power** 

# Pumped Hydro

### 40 plants in US 22GW (2% of grid capacity)\* 96% of global tracked storage\*\*

\*<u>https://www.eia.gov/</u> https://en.wikipedia.org/wiki/Pumped-storage\_hydroelectricity image: https://www.masterbuilder.co.in/india-improve-renewable-power-storage-pumped-storage-system/

## Grid-tied batteries starting to make a dent GTM forecast: 1.6GW in US by 2020 This was built in 2017 in West Caldwell, NJ

896kW solar

More data: http://css.umich.edu/sites/default/files/U.S.\_Grid\_Energy\_Storage\_Factsheet\_CSS15-17\_e2017.pdf

# Coal storage

660MW

This Was shuttered in 2017 in Jersey City

-2.2

# **DOE Storage Database**



Search Filters >

1651 Projects, 193514 Megawatts

A sustainable system by definition uses energy at or below the rate it is generally available from the environment.

However, it may be necessary for a system to:

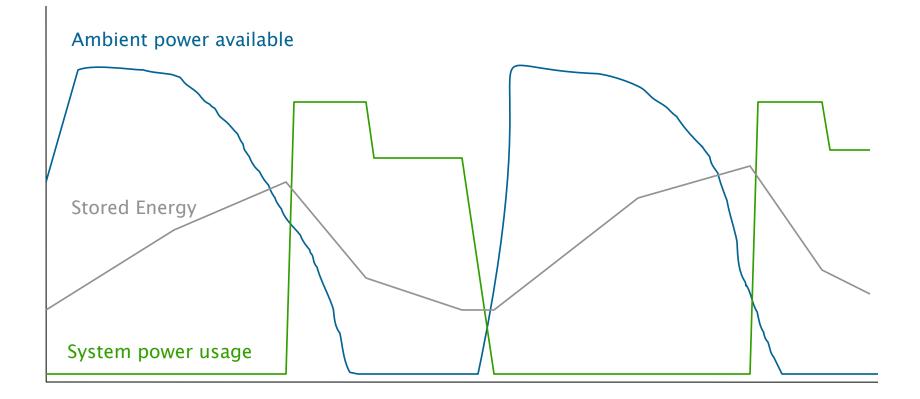
•time shift energy usage independent of fluctuating ambient availability

- •momentarily exceed the ambient power available
- and/or handle momentary power interruptions

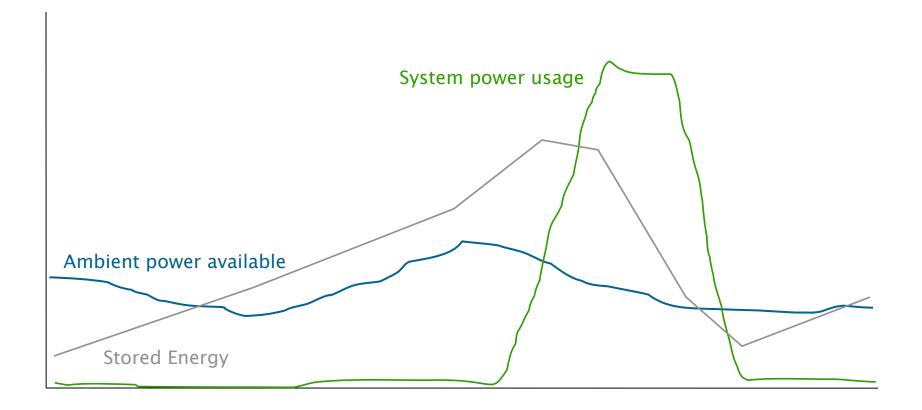
In these cases, energy storage will be necessary.

#### **Time shift**

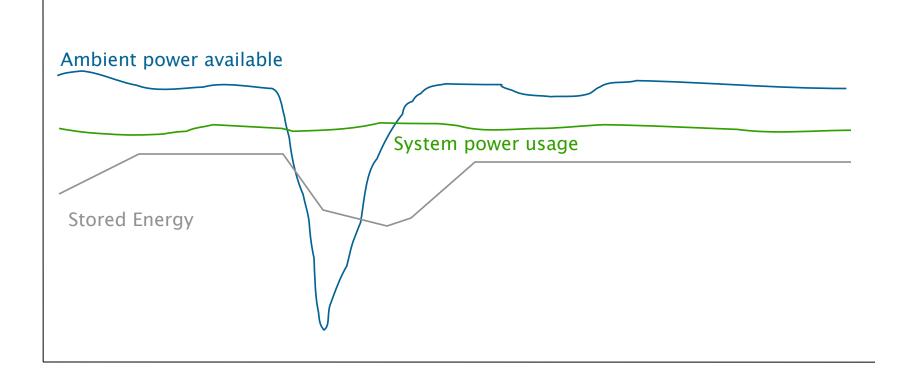
Energy usage is out of phase with ambient availability:

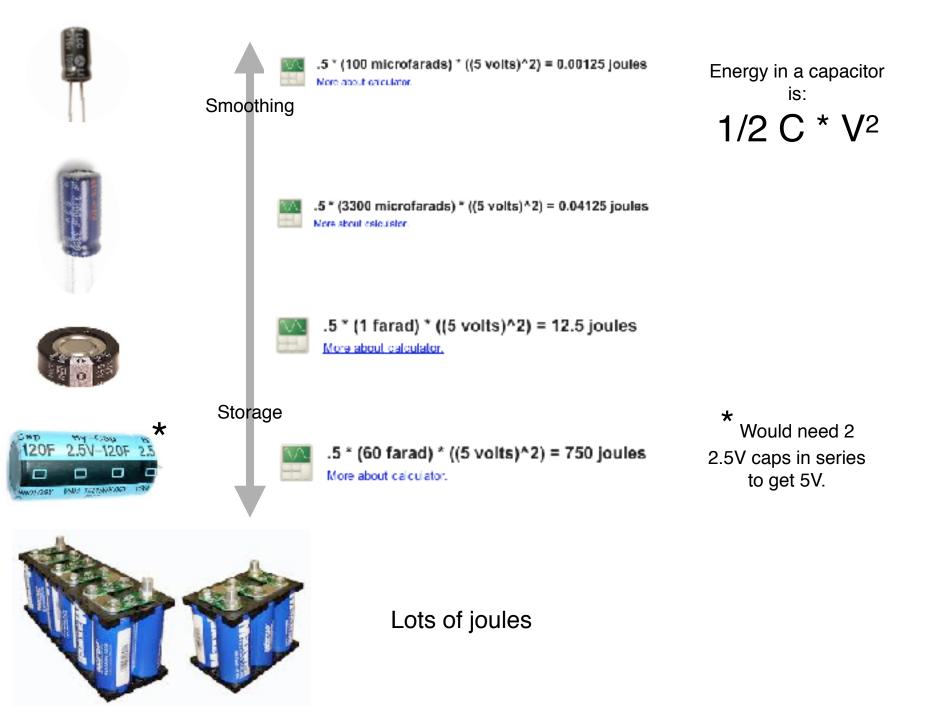


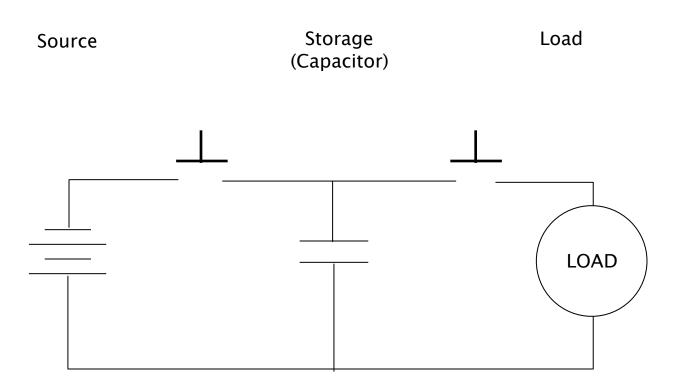
# System requires higher momentary power than is available from the environment:



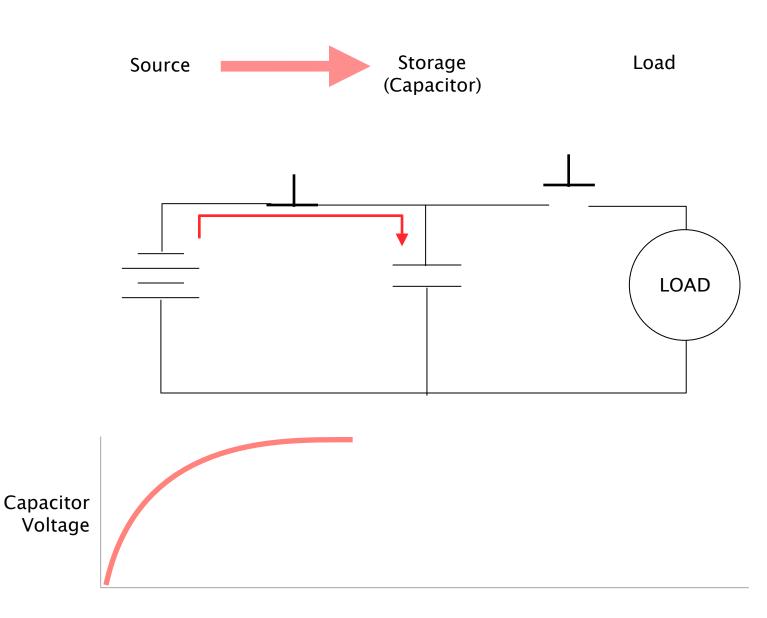
#### System must handle power fluctuations:



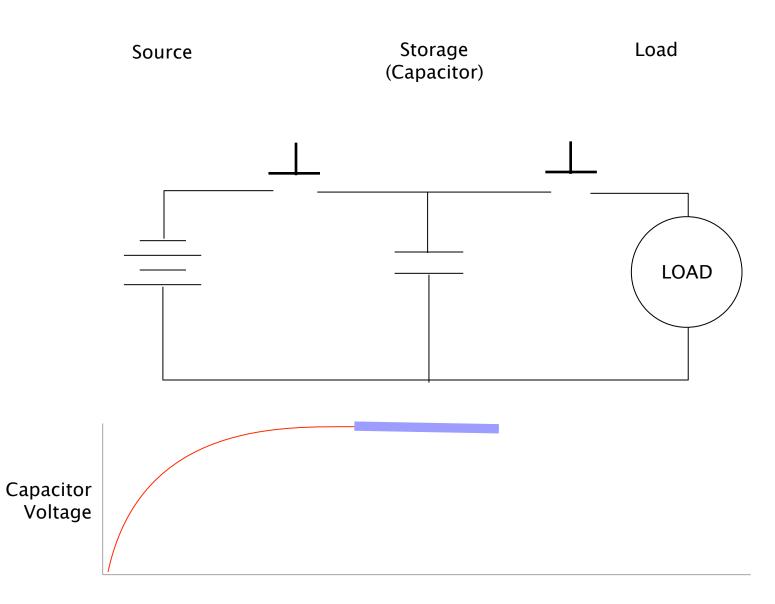




### Charging



#### Stasis



#### Discharge

