
Algorithm 1 Priority Experience Replay Constrained Stackelberg Q-Learning with MIP action selection (MIP-PCSQ)

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1: Input: thresholds  $d_1, d_2$ , discount  $\gamma$ , soft-update rate  $\rho$ , exploration  $\varepsilon$ ; PER hyper-
   parameters  $\alpha, \beta_{\text{start}}, \varepsilon_p$ ; updates per step  $K$ ; buffer capacity  $N$ 
2: Init: critics  $\phi_i$  (for  $Q_i$ ), cost-critics  $\zeta_i$  (for  $G_i$ ),  $i \in \{1, 2\}$ ; targets  $\phi_i^{\text{targ}} \leftarrow \phi_i$ ,  $\zeta_i^{\text{targ}} \leftarrow \zeta_i$ ;
   replay buffer  $D$  with PER; set  $\beta \leftarrow \beta_{\text{start}}$ 
3: for  $t = 1, 2, \dots$  do
4:   Observe state  $s$ 
5:   Build tables (online):  $Q_1^{ij}(s), Q_2^{ij}(s), G_1^{ij}(s), G_2^{ij}(s)$ ; define safe sets  $\mathcal{S}_i(s) = \{j \mid$ 
      $G_1^{ij}(s) \leq d_1, G_2^{ij}(s) \leq d_2\}$ 
6:   if  $\text{rand}() < \varepsilon$  then
7:     pick  $(a_1, a_2)$  uniformly from  $\bigcup_i \{(a_1^i, a_2^j) \mid j \in \mathcal{S}_i(s)\}$ 
8:   else
9:     Solve MIP (1) at  $s$  (use (13a)–(13h)) to get  $(a_1, a_2)$ 
10:  end if
11:  Execute  $(a_1, a_2)$ ; observe  $r_i, c_i, s', d$ 
12:  Push  $(s, a_1, a_2, r_i, c_i, s', d)$  into  $D$  with priority  $p_{\text{max}}$ 
13:  for  $k = 1$  to  $K$  do ▷  $K$  critic updates per env-step
14:     $(\text{idx}, B, P) \leftarrow \text{PER.Sample}(D, |B|, \text{stratified} = \text{true})$ 
15:     $w \leftarrow \left(\frac{1/N}{P}\right)^\beta$ ;  $\tilde{w} \leftarrow w / \max(w)$ 
16:    Build  $Q_1^{ij}(s'), Q_2^{ij}(s'), G_1^{ij}(s'), G_2^{ij}(s')$  (online); define  $\mathcal{S}_i(s')$ 
17:    Solve MIP (1) at  $s'$  to get  $(a'_1, a'_2)$ 
18:    Targets (use target nets):  $y_i = r_i + \gamma(1 - d)Q_i^{\text{targ}}(s', a'_1, a'_2)$ ,  $g_i = c_i + \gamma(1 -$ 
      $d)G_i^{\text{targ}}(s', a'_1, a'_2)$ 
19:    Residuals:  $dQ_i \leftarrow Q_i(s, a_1, a_2) - y_i$ ,  $dG_i \leftarrow G_i(s, a_1, a_2) - g_i$ 
20:    Losses (weighted mean over  $B$ ):  $\mathcal{L}_{Q_i} = \frac{1}{|B|} \sum_{u \in B} \tilde{w}(u) [dQ_i(u)]^2$ ,  $\mathcal{L}_{G_i} =$ 
      $\frac{1}{|B|} \sum_{u \in B} \tilde{w}(u) [dG_i(u)]^2$ 
21:    GD steps:  $\phi_i \leftarrow \phi_i - \eta_Q \nabla_{\phi_i} \mathcal{L}_{Q_i}$ ,  $\zeta_i \leftarrow \zeta_i - \eta_G \nabla_{\zeta_i} \mathcal{L}_{G_i}$ 
22:    Priority update (PER):  $\Delta \leftarrow \lambda_{Q_1}|dQ_1| + \lambda_{Q_2}|dQ_2| + \lambda_{G_1}|dG_1| + \lambda_{G_2}|dG_2|$ ;
      $p_{\text{new}} \leftarrow (\Delta + \varepsilon_p)^\alpha$ ;  $\text{PER.Update}(\text{idx}, p_{\text{new}})$ 
23:    Soft-update targets:  $\phi_i^{\text{targ}} \leftarrow \rho \phi_i^{\text{targ}} + (1 - \rho)\phi_i$ ;  $\zeta_i^{\text{targ}} \leftarrow \rho \zeta_i^{\text{targ}} + (1 - \rho)\zeta_i$ 
24:  end for
25:  if  $d = 1$  then reset environment
26:  end if
27: end for

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MIP (13a–13h) at state \mathbf{x} ($x \in \{s, s'\}$):

$$\mathcal{S}_i(x) = \{j \mid G_1^{ij}(x) \leq d_1, G_2^{ij}(x) \leq d_2\};$$

$$\max_{x,y,v} \sum_{i=1}^{m_1} \sum_{j=1}^{m_2} Q_1^{ij}(x) y_{ij} \quad (13a)$$

$$\text{s.t.} \quad \sum_{i=1}^{m_1} \sum_{j=1}^{m_2} y_{ij} = 1 \quad (13b)$$

$$\sum_{j=1}^{m_2} y_{ij} = x_i, \quad \forall i \quad (13c)$$

$$x_i = 1 \Rightarrow v_i \geq Q_2^{i\ell}(x), \quad \forall i, \quad \forall \ell \in \mathcal{S}_i(x) \quad (13d)$$

$$y_{ij} = 1 \Rightarrow v_i \geq Q_2^{ij}(x), \quad \forall i, j \quad (13e)$$

$$y_{ij} = 1 \Rightarrow v_i \leq Q_2^{ij}(x), \quad \forall i, j \quad (13f)$$

$$y_{ij} = 1 \Rightarrow G_1^{ij}(x) \leq d_1, \quad \forall i, j \quad (13g)$$

$$y_{ij} = 1 \Rightarrow G_2^{ij}(x) \leq d_2, \quad \forall i, j \quad (13h)$$