Stackelberg ILQGames Writeup

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In this document, we describe the alterations made to the ILQGames algorithm described in *Efficient Iterative Linear-Quadratic Approximations for Nonlinear Multi-Player General-Sum Differential Games* (Fridovich-Keil et al. 2020) made to adapt it to solve nonlinear, non-quadaratic 2-player Stackelberg games.

We assume no affine terms in this initial draft. TODO: adjust to include affine terms.

1 Steps

The algorithm accepts a number of inputs:

- initial state x_0 ,
- a horizon T over which the game is played,
- cost functions $g_t^i, i \in \{1, 2\}$ at each time step t,
- initial control strategies $\gamma_{k=0}^i$ described by the gain matrix $S_{t,k=0}^i$ and the recursive cost matrix $L_{t,k=0}^i$, $i \in \{1,2\}$.

We pre-select arbitrary reference state and controls to be

$$x_t = 0, \ u_t^i = 0 \quad \forall i \in \{1, 2\}$$

and $\eta \in (0,1]$.

At each iteration $k=1,2,\ldots$ until convergence condition $\|\Delta\gamma_k^i\|<$ threshold $\epsilon,$

- 1. Propagate γ_{k-1}^i forward in time from \boldsymbol{x}_0 to get $\xi_k \equiv \{\hat{\boldsymbol{x}}_{1:T}, \hat{\boldsymbol{u}}_{1:T}^i\}$.
- 2. Compute errors

$$\delta oldsymbol{x}_t = oldsymbol{x}_t - oldsymbol{\hat{x}}_{1:T}, \quad \delta oldsymbol{u}_t^i = oldsymbol{u}_t^i - oldsymbol{\hat{u}}_{1:T}^i.$$

3. Linearize the dynamics and quadraticize about the error state and controls.

$$A_{t} = \frac{\partial f_{t}(\hat{\boldsymbol{x}}_{t}, \hat{\boldsymbol{u}}_{t}^{i})}{\partial \hat{\boldsymbol{x}}_{t}}, \quad B_{t}^{i} = \frac{\partial f_{t}(\hat{\boldsymbol{x}}_{t}, \hat{\boldsymbol{u}}_{t}^{i})}{\partial \hat{\boldsymbol{u}}_{t}^{i}}$$
$$Q_{t}^{i} = \nabla_{\hat{\boldsymbol{x}}\hat{\boldsymbol{x}}}g_{t}^{i}, \quad R_{t}^{ii} = \nabla_{\hat{\boldsymbol{u}}^{i}}\hat{\boldsymbol{u}}^{i}g_{t}^{i}$$

- 4. Solve LQ Stackelberg game $\gamma_k^i = \mathcal{S}_t^1(A_t, B_t, \{Q_t^i\}, \{R_t^{ij}\}, T; \boldsymbol{x}_0) = \left\{S_{t,k}^i, L_{t,k}^i\right\}.$
- 5. Adjust the control strategies based on this approximate solution:

$$\gamma_k^i = \hat{\boldsymbol{u}}_t^i - S_{t,k}^i \delta \boldsymbol{x}_t.$$