# Adversarial LQ Mean-Field Games over Multigraphs

Muhammad Aneeq uz Zaman, Sujay Bhatt and Tamer Başar





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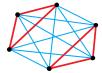


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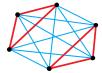


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- Assumption: Local graphs are non-overlapping.



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- Risk-sensitive and robust MFGs<sup>3</sup> considers adversarial agents but does not consider sparse graph structure.

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#### Definition (Nash Equilibrium)

The set  $\pi^* = (\pi^{1*}, \dots, \pi^{N*})$  and adversary policy  $V^* = (V_0^*, \dots, V_{T-1}^*)$  constitute Nash equilibrium if,

$$J_N^i(\pi^{i*}, \pi^{-i*}, V^*) \le J_N^i(\pi^i, \pi^{-i*}, V^*), \quad \pi^i \in \Pi^i, i \in [N]$$
  
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•  $\bar{Z} = (\bar{Z}_0, \dots, \bar{Z}_T)$  represents global mean-field,  $Y = (Y_0, \dots, Y_T)$  represents local mean-field.



<sup>&</sup>lt;sup>4</sup>P. Turnes Jr and L. Monteiro, "An epidemic model to evaluate the homogeneous mixing assumption," Communications in Nonlinear Science and Numerical Simulation,vol. 19, no. 11, pp. 4042–4047,2014.

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The local mean-field  $Y_t$  is assumed to be an exogenous noise process with mean  $\mathbb{E}[Y_t] = \bar{Z}_t$ .

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#### Definition (Mean-Field Equilibrium)

The tuple  $(\mu^*, V^*, \bar{Z}^*, Y^*)$  is a mean-field equilibrium if, **Optimality**:  $\mu^* = \operatorname{argmin}_{\mu} J(\mu, \bar{Z}^*, V^*), \quad V^* = \operatorname{argmin}_{V} J^0(V, \mu^*, \bar{Z}^*),$ **Consistency**:  $\bar{Z}^*$  and  $Y^*$  are aggregate behaviors *consistent* with  $\mu^*$  and  $V^*$ .

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# Form of generic agent's equilibrium control

### Form of generic agent's equilibrium control

#### **Theorem**

The generic agent's equilibrium control adapted to filtration  $\mathcal{F}_t^Z \vee \mathcal{F}_t^Y$  is given by

$$U_t^* = -R_t^{-1}B^T\zeta_{t+1}$$

where  $\zeta_t$  can be constructed as

$$\begin{split} \zeta_t &= A^T \zeta_{t+1} + (Q_t + \bar{Q}_t + \tilde{Q}_t) Z_t - \bar{Q}_t \bar{Z}_t - \tilde{Q}_t Y_t - M_t^{\zeta}, \\ \zeta_T &= (Q_T + \bar{Q}_T + \tilde{Q}_T) Z_T - \bar{Q}_T \bar{Z}_T - \tilde{Q}_T Y_T, \\ M_t^{\zeta} &= A^T \zeta_{t+1} - A^T \mathbb{E} \big[ \zeta_{t+1} \mid \mathcal{F}_t^Z \vee \mathcal{F}_t^Y \big]. \end{split}$$

where  $M_t^{\zeta}$  is a martingale difference sequence adapted to filtration  $\mathcal{F}_t^Z \vee \mathcal{F}_t^Y$ .

# Form of adversary's equilibrium control

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#### **Theorem**

If the following condition is satisfied

$$S_t - C^T \hat{P}_{t+1} C > 0, \tag{1}$$

where the matrix  $\hat{P}_t$  is defined recursively by

$$\hat{P}_{t} = Q_{t} + A^{T} \hat{P}_{t+1} A + A^{T} \hat{P}_{t+1} C (S_{t} - C^{T} \hat{P}_{t+1} C)^{-1} C^{T} \hat{P}_{t+1} A, \quad \hat{P}_{T} = Q_{T},$$

then the equilibrium control policy of the adversary is,

$$V_t^* = -S_t^{-1} C^T \bar{\zeta}_{t+1}^0, \, \bar{\zeta}_t^0 = A^T \bar{\zeta}_{t+1}^0 - Q_t \bar{Z}_t, \, \bar{\zeta}_T^0 = -Q_T \bar{Z}_T, \quad (2)$$

where  $\bar{\zeta}_t^0$  is the adversary's co-state and  $\bar{Z}$  is the global MF of the agents.

## Equilibrium Global MF dynamics

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#### Theorem

If the preceding assumptions are satisfied, then equilibrium global MF follows linear dynamics,

$$\bar{Z}_{t+1}^* = E_t^{-1} A \bar{Z}_t^* = \bar{F}_t \bar{Z}_t^*,$$
 (3)

where  $E_t = (I + BR_t^{-1}B^T\bar{P}_{t+1} - CS_t^{-1}C^T\bar{P}_{t+1})$  and  $\bar{P}_t$  is given by the Riccati equation,

$$\bar{P}_t = A^T \bar{P}_{t+1} E_t^{-1} A + Q_t, P_T = Q_T$$

and the equilibrium adversarial policy,

$$V_t^* = S_t^{-1} C^T \bar{P}_t \bar{F}_t \bar{Z}_t^*. \tag{4}$$

is linear in the equilibrium global MF.

## Equilibrium Local MF dynamics

### Equilibrium Local MF dynamics

and  $\tilde{H}_{t} = A^{T}(I - \tilde{P}_{t+1}\tilde{E}_{t}^{-1}BR^{-1}B^{T}).$ 

#### Theorem

If the preceding assumptions are satisfied, then local equilibrium MF has linear Gaussian dynamics driven by the equilibrium global MF:

$$Y_{t+1}^* = \tilde{F}_t^1 Y_t^* + \tilde{F}_t^2 \bar{Z}_t^* + \tilde{E}_t^{-1} \tilde{W}_t$$
 (5)

where 
$$\tilde{W}_t = \sum_{j \in \mathcal{N}} W_t^j / |\mathcal{N}|$$
,  
 $\tilde{E}_t = (I + BR^{-1}B^T\tilde{P}_{t+1} - CS_t^{-1}C^T\tilde{P}_{t+1}), \tilde{F}_t^1 = \tilde{E}_t^{-1}A,$ 
 $\tilde{F}_t^2 = \tilde{E}_t^{-1}(BR_t^{-1}B^T - CS_t^{-1}C^T)) \sum_{i=0}^{T-t} \prod_{j=1}^{i} \tilde{H}_{t+j}\bar{Q}_{t+i}\bar{F}_{t+j}$ 
 $\tilde{P}_t = A^T\tilde{P}_{t+1}\tilde{E}_t^{-1}A + Q_t + \bar{Q}_t, \quad \tilde{P}_T = Q_T + \bar{Q}_T,$ 

 Generic agent's problem can be cast as time varying linear quadratic regulator (TV-LQR) problem.

$$U_t^* = \mu_t^*(Z_t, Y_t^*, \bar{Z}_t^*) = \bar{K}_t^* \begin{pmatrix} Z_t \\ Y_t^* \\ \bar{Z}_t^* \end{pmatrix}$$

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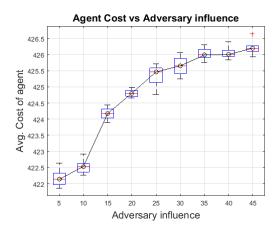
- Then global mean-field (at equilibrium) has deterministic dynamics, so can be computed offline.
- The adversary actions (at equilibrium) depend *only* on the global mean-field.

#### **Conclusion:**

- Then global mean-field (at equilibrium) has deterministic dynamics, so can be computed offline.
- The adversary actions (at equilibrium) depend *only* on the global mean-field.
- The agent's actions (at equilibrium) have linear dependence on,
  - the agent's state,
  - the local mean-field,
  - the global mean-field.

## Numerical Results (Affect of Adversary)

- Number of agents N = 10,000
- Neighborhood size  $|\mathcal{N}(i)| = 1000$ .



#### **Future Directions**

- $\epsilon$ -Nash analysis of the MFE.
- More general local network structure given homogenous mixing hypothesis,
  - Overlapping local graphs,
  - Agents can have types specifying local connectivity.
- Multiple adversaries.