

Supplementary Document

A Distributed Linear Quadratic Discrete-Time Game Approach to Multi-Agent Consensus

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Algorithm for Problem 1: Nash Strategy

Algorithm 1 Nash Equilibrium via coupled Riccati difference equations

Input: each agent position and velocity or the state x^i at current time k

Output: each control inputs u_k^i and its agent position and velocity x_{k+1}^i

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1: Initialization  $P_T^i = Q_T^i$ ,
2: for  $k = 1 : T - 1$  do
3:   for  $j = T - 1 : -1 : 1$  do
4:     for  $i = 1 : N$  do
5:        $S^i = G^i R^{ii^{-1}} G^{iT}$ 
6:        $\Lambda_k = I + \sum_{i=1}^N S^i P_{j+1}^i$ 
7:        $P_j^i = Q^i + F^T P_{j+1}^i \Lambda_k^{-1} F$ 
8:     end for
9:   end for
10:  for  $i = 1 : N$  do
11:     $u_k^i = -R^{ii^{-1}} G^{iT} P_{k+1}^i \Lambda_k^{-1} F x_k$ 
12:  end for
13:   $x_{k+1} = F x_k + \sum_{i=1}^N G^i u_k^i$ 
14: end for
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Algorithm for Problem 2: Distributed LQDTG via Receding Horizon

Algorithm 2 Receding horizon for the distributed framework

Input: agent's position and velocity or the state x_k at current time k , $\Phi^\dagger = \text{pinv}(\Phi)$, where $\Phi = (I_n \otimes (-D^T))$

Output: control inputs \hat{u}_k^i and state \hat{x}_k

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1: Initialization  $x(0) = x_k$ , prediction horizon  $N_p$ 
2: while consensus has not been achieved do
3:   form the relative dynamics  $z_k$ 
4:   obtain  $\tilde{P}_0^i$  (19) to calculate  $a_{k+\delta}^{i*}$  in (22)
5:   form  $a_{k+\delta}^* = [a_{k+\delta}^{i*T}, \dots, a_{k+\delta}^{M*T}]^T$ 
6:   calculate the values  $\hat{u}_{k+\delta}^* = \Phi^\dagger a_{k+\delta}^*$ 
7:   retrieve the values of  $\hat{u}_{k+\delta}^{i*}$  from  $\hat{u}_{k+\delta}^*$  and substitute the resulting value to the true state (5)  $\rightarrow \hat{x}_k$ 
8:    $k = k + \delta$ 
9: end while
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