

LEARNING-BASED AND PARAMETRIC OPTIMIZATION METHODS FOR SOLVING COMPETITIVE MULTI-AGENT DECISION-MAKING AND GAME-THEORETIC MPC PROBLEMS

Alberto Bemporad

`imt.lu/ab`



Funded by
the European Union



European Research Council
Established by the European Commission



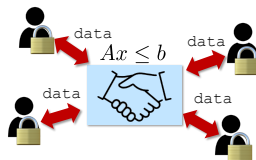
Workshop 13: Game Theory Meets MPC - Rio de Janeiro, Brazil, December 9, 2025

CONTENTS OF MY TALK

1. An **active learning** method to find generalized Nash equilibria from **best-response data**



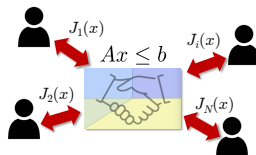
```
pip install gnep-learn
```



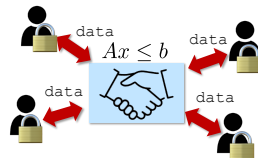
2. A **multiparametric solver** for **linear-quadratic** generalized Nash equilibrium problems



```
pip install nash-mpqp
```



LEARNING NASH EQUILIBRIA FROM DATA



Contents based on the following paper:

[1] F. Fabiani and A. Bemporad, “An active learning method for solving competitive multi-agent decision-making and control problems,” IEEE Transactions on Automatic Control, vol. 70, no. 4, pp. 2374–2389, 2025

GNP PROBLEM

- N (**non-cooperative**) agents, mutually interacting, each one solving

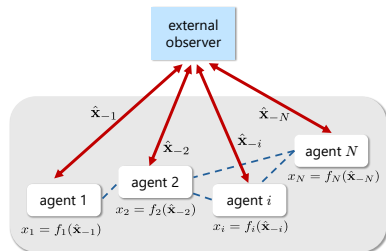
$$\begin{array}{ll} f_i(x_{-i}) = \arg \min_{x_i \in \mathcal{X}_i} & J_i(x_i, x_{-i}) \\ \text{s.t.} & (x_i, x_{-i}) \in \Omega \end{array} \quad \begin{array}{l} x_i \in \mathbb{R}^{n_i} \\ x_{-i} \in \mathbb{R}^{n-n_i} \end{array}$$

- **Objectives** J_i are **private**, **global constraint set** Ω is **shared**.
Possible local constraints $x_i \in \mathcal{X}_i$ are either private or handled in Ω
- **Best responses** $x_i = f_i(x_{-i})$ are single valued and can be **queried** at given x_{-i}
- **Goal**: learn a **stationary collective action profile** $x^* = (x_1^*, \dots, x_N^*) \in \Omega$:

$$x_i^* = f_i(x_{-i}^*) \quad \forall i = 1, \dots, N$$

ACTIVE-LEARNING APPROACH

- Have an **external observer** **query** each agent i at selected $\hat{x}_{-i}$ and collect best responses $x_i = f_i(\hat{x}_{-i})$
- Based on such data, **update** an **affine surrogate model** $\hat{f}_i$ of best-response f_i



$$\hat{f}_i(x_{-i}, \theta_i) = \Gamma_i \begin{bmatrix} x_{-i} \\ 1 \end{bmatrix} \quad \theta_i = \text{vec}(\Gamma_i)$$

- compute** an **approximate GNE**:
(constrained least-squares)

$$\hat{x}^* = \underset{x \in \Omega}{\operatorname{argmin}} \sum_{i=1}^N \left\| x_i - \hat{f}_i(x_{-i}, \theta_i^{k+1}) \right\|_2^2$$

(minimum norm solution taken if multiple solutions exist)

- Repeat** by querying each agent at $\hat{x}_{-i}^*$ until convergence (if any occurs)



ACTIVE-LEARNING APPROACH: KEY QUESTIONS

- How to **initialize** the affine models (θ_i) ?
- How to **update** the affine models?
- If **convergence** occurs, do we get a GNEP solution to the **original** problem?

Note: we only assume that best-response functions f_i are **continuous**, $\Omega \neq \emptyset$

No assumption on existence and uniqueness of equilibria, convexity of objectives, differentiability, etc.

We also assume **noise-free** best-response queries.

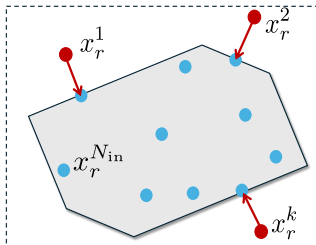
For misleading responses, see (Franci, Fabiani, Bemporad, CDC 2025)  **ThC13.7**

INITIALIZATION

- Select initial points x_r^k **randomly**, $k = 1, \dots, N_{\text{in}}$ in a hyper-box of interest (e.g., random or Latin-hypercube sampling)

- **Project** them onto Ω :

$$\hat{x}^k = \underset{x \in \Omega}{\operatorname{argmin}} \|x - x_r^k\|_2^2$$



- For each point $\hat{x}^k$, get each agent's **best response** $x_i^k = f_i(\hat{x}_{-i}^k)$
- Collect **initial dataset** $\{(\hat{x}_{-i}^k, x_i^k), k = 1, \dots, N_{\text{in}}\}$

RECURSIVE BR-MODEL LEARNING

- Use bank of **linear Kalman filters** to **estimate** model parameters θ_i **recursively**:

$$\phi_i^k = \begin{bmatrix} \hat{x}_{-i}^k \\ 1 \end{bmatrix}, a_i^k = P_i^k \phi_i^k$$

$$P_i^{k+1/2} = P_i^k - \frac{a_i^k (a_i^k)'}{1 + (\phi_i^k)' a_i^k}$$

$$\theta_i^{k+1} = \theta_i^k + P_i^{k+1/2} \phi_i^k (\mathbf{x}_i^k - (\phi_i^k)' \theta_i^k)$$

$$P_i^{k+1} = P_i^{k+1/2} + \beta I$$

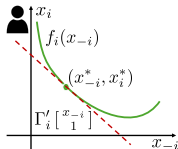
$$\theta_i = \text{vec}(\Gamma_i)$$

- β = **learning rate**. The larger β , the faster the estimator converges
- $P_0^i = \alpha I$. The smaller α , the larger the **ℓ_2 -regularization** on θ^i

CONVERGENCE PROPERTIES

- **Main result:** Assume $\lim_{k \rightarrow \infty} \theta_i^k = \tilde{\theta}_i$ for all $i = 1, \dots, N$. Then, $\lim_{k \rightarrow \infty} \hat{x}^k = x^*$ is an equilibrium of the **original** GNEP, i.e., $x_i^* = f_i(x_{-i}^*)$

- Each affine surrogate $\hat{f}_i$ coincides with f_i **pointwise** at x_{-i}^*



- ☹ **Weakness:** we cannot guarantee if $\lim_{k \rightarrow \infty} \theta_i^k$ exist for all i

- 😊 **Strength:** very **minimal assumptions** about the problem definition!
(best responses f_i continuous, Ω nonempty)

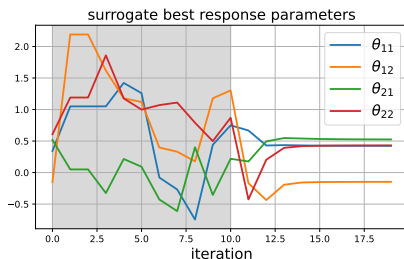
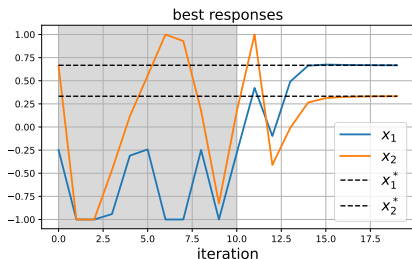
- **Generalization:** $x_i = g_i(w_i)$. Each w_i is a **private** local vector subject to local constraints, and only x_i is shared

SIMPLE NUMERICAL EXAMPLE

- Nash equilibrium problem:

$$\begin{aligned} f_1(x_2) &= \operatorname{argmin}_{-1 \leq x_1 \leq 1} x_1^4 - x_1 x_2 - x_1 \\ f_2(x_1) &= \operatorname{argmin}_{-1 \leq x_2 \leq 1} x_2^4 + x_1 x_2 - x_2 \end{aligned}$$

- Generate $N_{\text{in}} = 10$ initial random samples in $[-1, 1]^2$ and run active-learning algorithm for another 10 iterations
- Result: $x_1^* \approx 0.7077, x_2^* = 0.4181$



```
from gnep_learn import GNEP

n = 2 # number of agents
dim = [1, 1] # each agent optimizes one variable
N_init = 10 # number of initial random sampling iterations
N = 20 # total number of iterations

def J1(x1,x2):
    return x1**4 -x1*x2 - x1 # function minimized by agent #1
def J2(x2,x1):
    return x2**4 +x1*x2 - x2 # function minimized by agent #2

J = [lambda x1, x2: J1(x1,x2)[0],
     lambda x2, x1: J2(x2,x1)[0]] # agents' objectives

lbx = -1. * np.ones(2) # lower bound on x
ubx = 1. * np.ones(2) # upper bound on x

gnep = GNEP(J, dim, lbx=lbx, ubx=ubx) # create GNEP object

xeq, XX, XXeq, _ = gnep.learn(N=N, N_init=N_init) # learn equilibrium
```



```
pip install gnep-learn
```

```
github.com/bemporad/gnep-learn
```

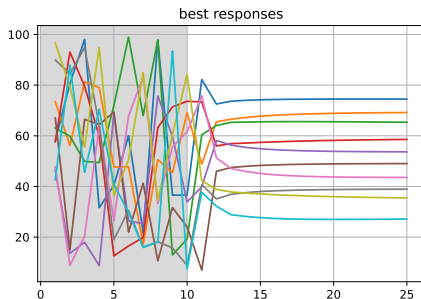
NUMERICAL EXAMPLE

(Salehisadaghiani, Shi, Pavel, 2017 - Example 1)

- Nash equilibrium problem with $N = 10$ agents:

$$J_i(x_i, x_{-i}) = N \left(1 + \frac{i-1}{2} \right) x_i - x_i(60N - \mathbf{1}'x) \quad \Omega = [7, 100]^N$$

- Generate $N_{\text{in}} = 10$ initial random samples in Ω and run active-learning algorithm for another 15 iterations
- Learning rate $\beta = 1$



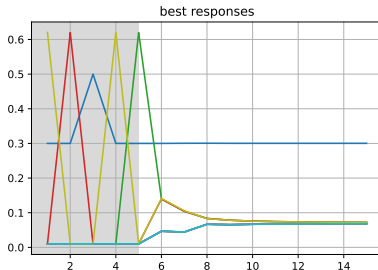
NUMERICAL EXAMPLE

(Facchinei, Kanzow, 2009 - Example 1)

- GNEP, $N = 10$ agents (internet switching behavior induced by selfish/ users)

$$J_i(x_i, x_{-i}) = -\frac{x_1}{\mathbf{1}'x} (1 - \mathbf{1}'x) \quad x_1 \in [0.3, 0.5], x_j \in [0.01, 100], \forall j > 1$$

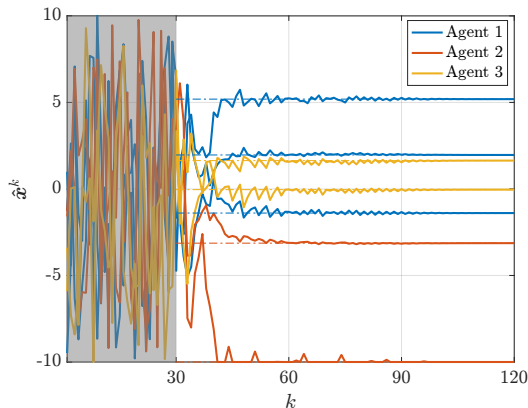
- Coupling constraint: $\mathbf{1}'x \leq 1$
- $N_{\text{in}} = 5$ initial random samples, active-learning algorithm run for 10 iterations
- Learning rate $\beta = 1$



NUMERICAL EXAMPLE

(Facchinei, Kanzow, 2009 - Example 3)

- GNEP with $N = 3$ agents of dimensions 3, 2, 2
- Coupling constraint: $\mathbf{1}'x \leq 1$
- $N_{\text{in}} = 30$ initial random samples, active-learning algorithm run for 90 iterations
- Learning rate $\beta = 1$



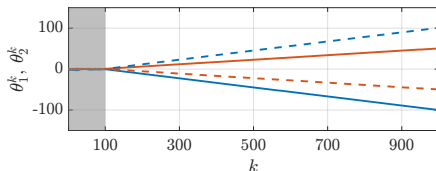
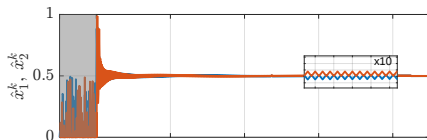
NUMERICAL EXAMPLE - NO NASH EQUILIBRIUM EXISTS

(Fabiani, Bemporad, 2025)

- Nash equilibrium problem with $N = 2$ agents, no equilibrium exists

$$\begin{aligned} f_1(x_2) &= \operatorname{argmin}_{0 \leq x_1 \leq 1} -x_1^2 + 2x_1x_2 \\ f_2(x_1) &= \operatorname{argmin}_{0 \leq x_2 \leq 1} x_2 - 2x_1x_2 \end{aligned}$$

- Learning rate $\beta = 1$
- Best response **oscillates** around $\frac{1}{2}$
- Parameter vector θ **diverges**



NUMERICAL EXAMPLE: COMPETING LQR CONTROLLERS

- **Square linear system** controlled by N agents

$$\begin{cases} z(k+1) = Az(k) + \sum_{i=1}^N B_i u_i(k) \\ y_i(k) = C_i z(k) \end{cases} \quad \text{A unstable}$$

- Each agent i controls input u_i with a **policy** $u_i = K_i z$ to influence output y_i , given the other agents' policies K_{-i}

$$z(k+1) = A_i z(k) + B_i u_i(k), \quad A_i \triangleq A + \sum_{j \neq i} B_j K_j$$

- Each agent i minimizes the infinite-horizon **LQR cost**

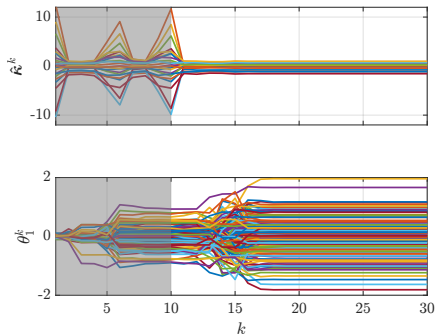
$$J_i(K_i, K_{-i}) = \sum_{k=0}^{\infty} y_i(k)' Q_i y_i(k) + u_i'(k) R_i u_i(k)$$

i.e., $K_i = f_i(K_{-i}) = \text{LQR gain for } (A_i, B_i, Q_i, R_i) (\Rightarrow \text{coupled Alg. Riccati eqns})$

NUMERICAL EXAMPLE: COMPETING LQR CONTROLLERS (CONT'D)

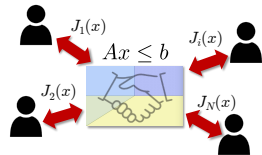
- **Init:** centralized LQR gains with $Q = I, R = I$, randomly perturbed system
- $N = 3$ agents. Agent $\#i$ weights n_{y_i} outputs out of n_y
- Highly nonlinear problem due to Riccati equations. Run algorithm 1000 times

Ex.	n_z	n_y	$n_{y_1}, n_{y_2}, n_{y_3}$	convergence
A	8	6	{5, 2, 5}	600/1000
B	7	4	{3, 2, 4}	493/1000
C	4	6	{2, 4, 2}	876/1000
D	5	6	{4, 5, 5}	825/1000
E	6	5	{2, 5, 3}	981/1000
F	4	6	{2, 3, 3}	895/1000
G	8	6	{2, 5, 4}	949/1000
H	4	3	{3, 3, 2}	986/1000
I	5	6	{2, 5, 2}	629/1000
J	8	5	{4, 5, 2}	947/1000



Note: if convergence occurs, K_i are always the same!

MULTIPARAMETRIC LINEAR QUADRATIC GNEP



Contents based on the following paper:

[1] S. Hall and A. Bemporad, "Solving Multiparametric Generalized Nash Equilibrium Problems and Explicit Game-Theoretic Model Predictive Control, arXiv 2512.05505, 2025

MULTIPARAMETRIC LINEAR QUADRATIC GAMES

- N agents with best responses

$$\begin{cases} x_i^*(x_{-i}, p) = \arg \min_{x_i} \frac{1}{2} x_i' Q_i x_i + (c_i + F_i p)' x_i \\ \text{s.t. } Ax \leq b + Sp \end{cases}$$

parameter $p \in \mathbb{R}^{n_p}$

- Best response = solution to a **multiparametric Quadratic Programming** (mpQP) problem with parameters (x_{-i}, p)
- Assume each QP # i is **strictly convex** wrt $x_i \Rightarrow$ best response is **unique**
- Possible **local constraints** on x_i embedded in global constraints $Ax \leq b + Sp$

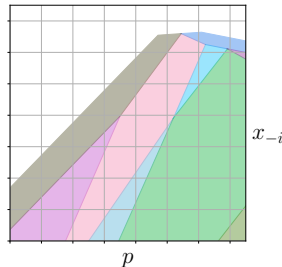
MULTIPARAMETRIC LINEAR QUADRATIC GAMES

- The best response $x_i^*(x_{-i}, p)$ is a **continuous piecewise affine** function of (x_{-i}, p) over a **polyhedral partition** of the (x_{-i}, p) -space

(Bemporad, Morari, Dua, Pistikopoulos, 2002)

$$x_i^*(x_{-i}, p) = \begin{cases} H_{-i}^1 x_{-i} + G_i^1 p + h_i^1 & \text{if } (x_{-i}, p) \in CR_i^1 \\ \vdots & \vdots \\ H_{-i}^{N_i} x_{-i} + G_i^{N_i} p + h_i^{N_i} & \text{if } (x_{-i}, p) \in CR_i^{N_i} \end{cases}$$

$$CR_i^j = \{(x_{-i}, p) : C_{-i}^j x_{-i} + D_i^j p \leq e_i^j\}$$
$$j = 1, \dots, N_i$$



- Each critical region CR_i^j corresponds to an optimal active set of QP # i
- We have N partitions, one per agent i , with N_i critical regions (CRs)

EQUILIBRIUM CONDITIONS

- Consider a **combination** $\mathcal{C}_k = (j_1, \dots, j_N)$ of agents' CRs, $k = 1, \dots, \prod_{i=1}^N N_i$
- A combination $\mathcal{C}_k$ is **valid** if, for each constraint involving agents i and j , either both have it active or both inactive
- Equilibrium condition** for $\mathcal{C}_k = (j_1, \dots, j_N)$:

$$\left\{ \begin{array}{lcl} x_1 & = & H_{-1}^{j_1} x_{-1} + G_1^{j_1} p + h_1^{j_1} \\ \vdots & & \vdots \\ x_N & = & H_{-N}^{j_N} x_{-N} + G_N^{j_N} p + h_N^{j_N} \end{array} \right. \quad \text{and} \quad \left\{ \begin{array}{l} C_{-1}^{j_1} x_{-1} + D_1^{j_1} p \leq e_1^{j_1} \\ \vdots \\ C_{-N}^{j_N} x_{-N} + D_N^{j_N} p \leq e_N^{j_N} \end{array} \right.$$

- A **critical region** for the **mp-GNEP** associated with $\mathcal{C}_k$ is the projection onto the p -space of the polyhedron defined by the above constraints

CRITICAL REGIONS WITH UNIQUE EQUILIBRIUM

- For each valid combination $\mathcal{C}_k$, rewrite the equilibrium condition as

$$M_x^k x = M_p^k p + M_1^k \quad M_x^k \in \mathbb{R}^{n \times n} \quad (\text{parametric linear system})$$

- If M_x^k is invertible, we get a **unique equilibrium** for all p :

$$x^*(p) = (M_x^k)^{-1} M_p^k p + (M_x^k)^{-1} M_1^k$$

with associated **polyhedral** critical region

$$CR_k = \left\{ p : C_{-i}^{j_i} x^*(p) + D_i^{j_i} p \leq e_i^{j_i}, \quad i = 1, \dots, N \right\}$$

- Only nonempty full-dimensional CR 's are stored (based on Chebyshev radius)
- Note:** CR_k 's may **overlap**  **multiple equilibria** exist for the same p

NO EQUILIBRIUM AND MULTIPLE EQUILIBRIA

- If M_x^k is singular, compute **SVD decomposition** $M_x^k = U\Sigma V'$
- Change variables $y_1 = V_1'x, y_2 = V_2'x$ to rewrite the equilibrium condition as

$$\begin{aligned} y_1 &= \Sigma_1^{-1}(U_1' M_p^k p + U_1' M_1^k) \\ 0 &= U_2' M_p^k p + U_2' M_1^k \end{aligned} \quad U = [U_1 \ U_2], \quad V = [V_1 \ V_2]$$

- Potential (**infinitely-many**) Nash equilibria:

$$x^*(p) = V_1 \Sigma^{-1}(U_1' M_p^k p + U_1' M_1^k) + V_2 y_2 \quad y_2 = \text{free vector}$$

- Conditions for existence of **full-dimensional** critical regions and equilibria:

$$U_2' M_p^k = 0, \quad U_2' M_1^k = 0$$

and the **projection** $CR_k = \left\{ p : \exists y_2 : C_{-i}^{j_i} x^*(p) + D_i^{j_i} p \leq e_i^{j_i}, i = 1, \dots, N \right\}$
is nonempty and full-dimensional

CHOOSING AMONG MULTIPLE EQUILIBRIA

- In CR_k 's with ∞ -many equilibria, we can select the **minimum-norm solution**:

$$\|x^*(p, y_2)\|_2^2 = \|\Sigma^{-1}U'_1(M_p^k p + U'_1 M_1^k)\|_2^2 + \|y_2\|_2^2$$

- We can split CR_k into **sub-regions** by solving the following mpQP for $p \in CR_k$:

$$\begin{aligned} y_2^*(p) = \arg \min & \|y_2\|_2^2 \\ \text{s.t. } & C_{-i}^{j_i} x^*(p, y_2) + D_i^{j_i} p \leq e_i^{j_i}, \quad i = 1, \dots, N \end{aligned}$$

- Alternative:** given a **social welfare cost** $f(x)$, solve instead the mpQP

$$\begin{aligned} y_2^*(p) = \arg \min & f(x^*(p, y_2)) \\ \text{s.t. } & C_{-i}^{j_i} x^*(p, y_2) + D_i^{j_i} p \leq e_i^{j_i} \\ & i = 1, \dots, N \end{aligned}$$

e.g.: $f(x)$ **utilitarian sum** of agents' objectives

$$f(x) = \sum_{i=1}^N \frac{1}{2} x' Q_i x + (c_i + F_i p)' x$$

- In both cases, set the unique equilibrium $x^*(p) = x^*(p, y_2^*(p))$ (PWA function)

VARIATIONAL GNES

- A **variational GNE** is an equilibrium where all the agents involved in a **shared constraint** have equal **dual variables** (=cost sensitivity for that constraint)
- From the **KKT conditions** of each agent's mpQP, we retrieve the **dual variables** $\lambda_i^*(x_{-i}, p) = \Lambda_x x_{-i} + \Lambda_p p + \lambda_1$ associated with coupling constraints
- To compute a variational GNE:
 - for each considered constraint c involving at least two agents, **add**

$$\Lambda_x^j x_{-j} + \Lambda_p^j p + \lambda_1^j = \Lambda_x^i x_{-i} + \Lambda_p^i p + \lambda_1^i, \quad \forall j \neq i$$

to the equilibrium conditions $M_x^k x = M_p^k p + M_1^k$

- recompute SVD and check if vGNE solutions $x^*(p)$ exist
- compute (sub)region $\overline{CR_k} \subseteq CR_k$ as before

- A way to partition $CR_k \setminus \overline{CR_k}$ is to solve the following mpQP for $p \in CR_k$:

$$\begin{aligned} \min_{y_2} \quad & \sum_c \sum_{i \in \mathcal{I}_c, i \neq i_1} \|\lambda_{c,i}^*(x_{-i}^*(p, y_2), p) - \lambda_{c,i_1}^*(x_{-i_1}^*(p, y_2), p)\|_2^2 \\ \text{s.t.} \quad & C_{-i}^{j_i} x_{-i}^*(p, y_2) + D_i^{j_i} p \leq e_i^{j_i}, \quad i = 1, \dots, N \end{aligned}$$

- $\overline{CR_k} \equiv$ critical region of the mpQP above corresponding to **unconstrained solution**, where the optimal cost is zero ($\lambda_{c,i}^* = \lambda_{c,i_1}^*, \forall i \neq i_1, \forall c \in I_c$)
- **Note:** other vGNE solutions may exist among the infinitely many, corresponding to different combinations of active local constraints

PYTHON PACKAGE

```
from nash_mqpq import NashMPQP

dim = [2,3,2] # number of variables for each agent
split = "variational" # or None, "min-norm", "welfare", "variational-split"

nash_mqpq = NashMPQP(dim, pmin, pmax, xmin, xmax,
                      Q, c, F, A, b, S, lb, ub, split = split)

nash_mqpq.solve()
```

lb,ub: bounds on variables (finite or $\pm\infty$)

pmin,pmax: range of parameters

xmin,xmax: range of variables



```
pip install nash-mqpq
```

```
github.com/bemporad/nash\_mqpq
```

EXAMPLE: SIMPLE 2-AGENT GNEP

- 2 agents, each controlling one variable x_1, x_2 (Rosen, 1965)

$$\begin{aligned} \min_{x_1 \geq 0} \quad & \frac{1}{2}(x_1)^2 - x_1 x_2 + p_2 x_1 \\ \text{s.t.} \quad & -x_1 - x_2 \leq p_1 \end{aligned}$$

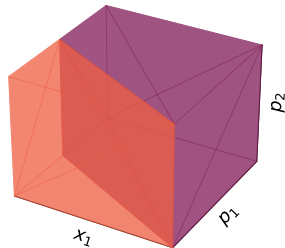
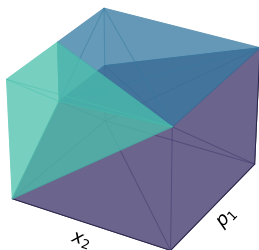
$$Q_1 = \begin{bmatrix} 1 & -1 \\ -1 & 0 \end{bmatrix}, F_1 = \begin{bmatrix} 0 & 1 \\ 0 & 0 \end{bmatrix}$$

$$\begin{aligned} \min_{x_2 \geq 0} \quad & (x_2)^2 + x_1 x_2 \\ \text{s.t.} \quad & -x_1 - x_2 \leq p_1 \end{aligned}$$

$$Q_2 = \begin{bmatrix} 0 & 1 \\ 1 & 2 \end{bmatrix}$$

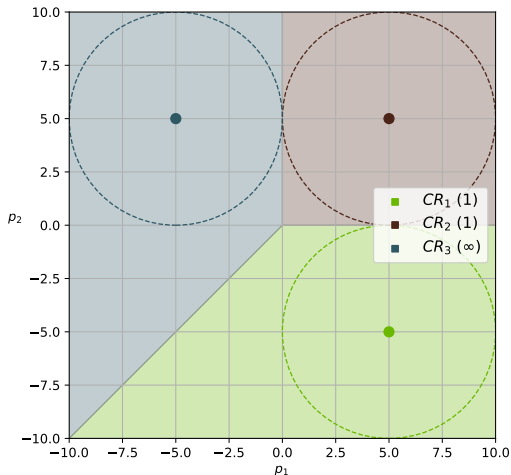
- Parameter vector: $p = [p_1 \ p_2]'$

- CRs of each agent's best-response mpQP:



EXAMPLE: SIMPLE 2-AGENT GNEP

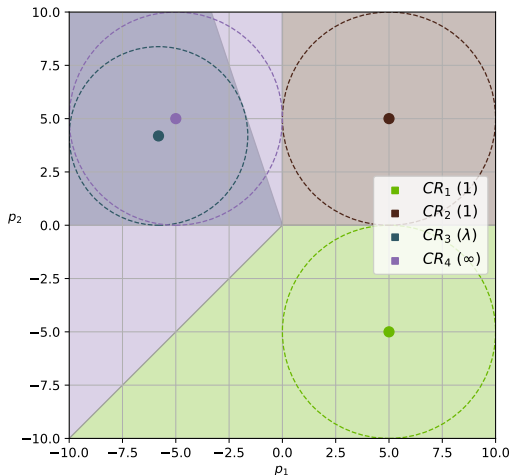
- Critical regions: **no splitting** in the case of **infinitely-many equilibria**



(1=single solution, ∞ = infinitely-many solutions)

EXAMPLE: SIMPLE 2-AGENT GNEP

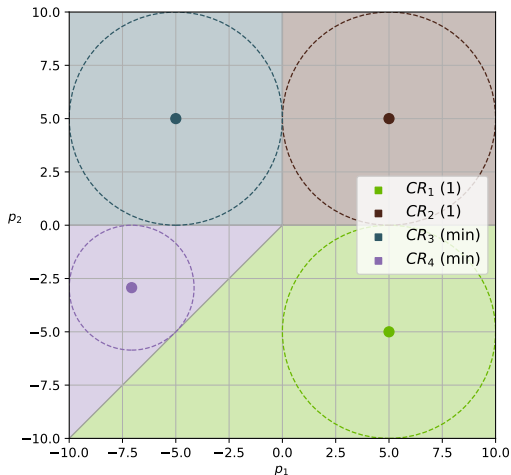
- Critical regions: adding **variational-GNE** regions



(1=single solution, ∞ = infinitely-many solutions, λ = variational GNE)

EXAMPLE: SIMPLE 2-AGENT GNEP

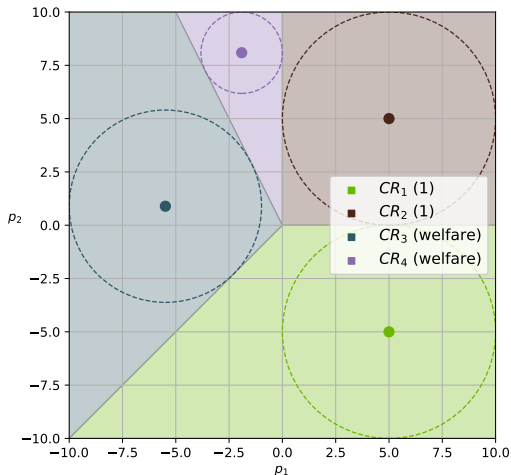
- Critical regions: use **min-norm GNE** solution criterion to split



(1=single solution, ∞ = infinitely-many solutions, min = min-norm GNE solution)

EXAMPLE: SIMPLE 2-AGENT GNEP

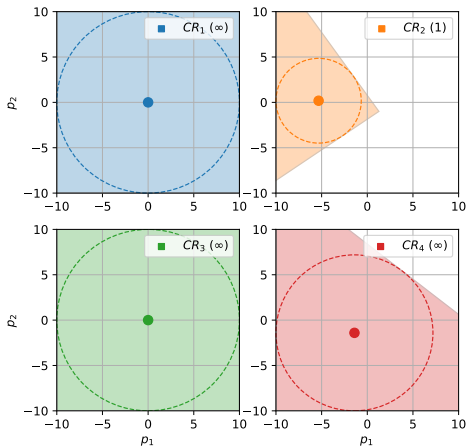
- Critical regions: use **welfare GNE** solution criterion to split



(1=single solution, ∞ = infinitely-many solutions, welfare = welfare GNE solution)

EXAMPLE: SIMPLE 3-AGENT GNEP

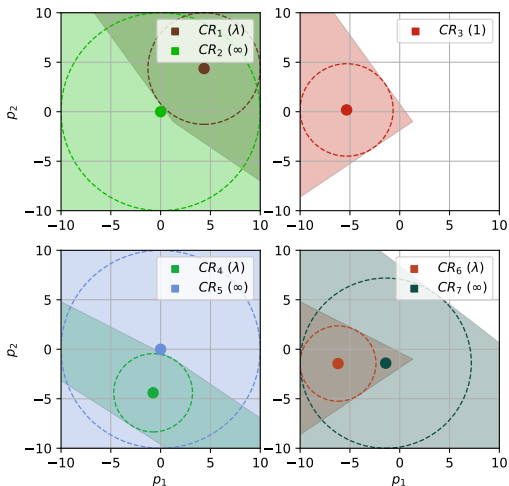
- **3 agents**, controlling variables $x_1 \in \mathbb{R}^2, x_2 \in \mathbb{R}^3, x_3 \in \mathbb{R}^2$
- **2 parameters** $p \in \mathbb{R}^2$
- randomly generated costs with random $Q_i \succ 0, c_i, F_i$
- **2 constraints**: random inequalities involving all agents, no local constraints



Note: critical regions are overlapping!

EXAMPLE: SIMPLE 3-AGENT GNEP

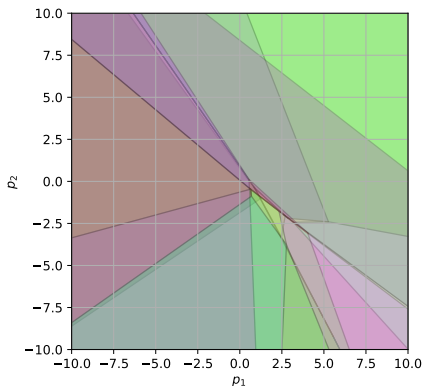
- Critical regions: adding **variational-GNE** regions



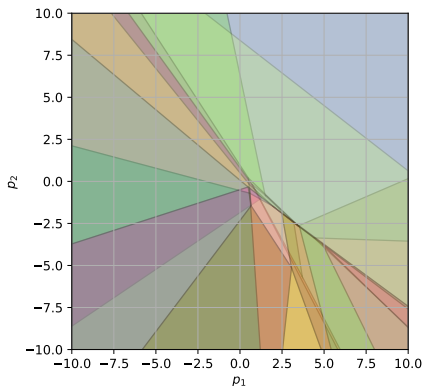
(1=single solution, ∞ = infinitely-many solutions, λ = variational GNE)

EXAMPLE: SIMPLE 3-AGENT GNEP

- **Critical regions:** use either **min-norm** or **welfare** GNE criterion to split CRs with infinitely-many equilibria



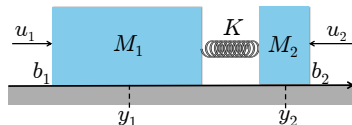
$$\min \|x^*(p)\|_2$$



$$\min \sum_{i=1}^3 J_i(x_i, x_{-i})$$

EXAMPLE: GAME-THEORETIC MPC

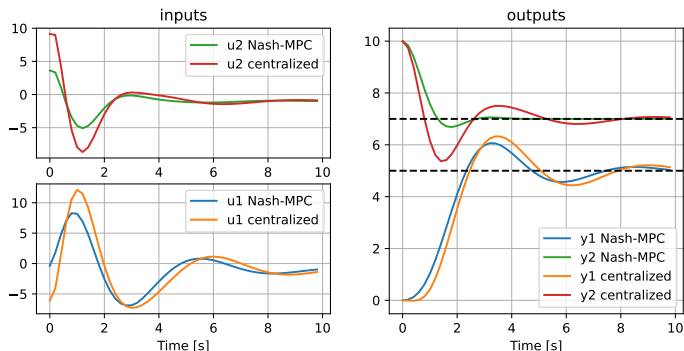
- **2-mass-spring-damper system** with $N = 2$ agents, each controlling one force (u_1 or u_2)



- $M_1 = 3, M_2 = 1, K = 0.5, \beta_1 = 1.5, \beta_2 = 1$ (MKS units)
- Each agent minimizes its own MPC cost over a horizon of $N = 10$ steps:
 - **Agent 1:** $\min \sum (e_1 - e_2)^2 + (\Delta u_1 + \Delta u_2)^2$ (same tracking error, opposite Δu 's)
 - **Agent 2:** $\min \sum e_2^2 + 0.1(\Delta u_2)^2$ (only on its own output and input increment)
- **State constraint:** $y_2 - y_1 \geq 1$ imposed over the first $N_c = 3$ steps
- **Parameters:** $p = (z(t), u(t-1), r(t)) \in \mathbb{R}^{4+2+2}$

EXAMPLE: GAME-THEORETIC MPC

- Solution: 4 critical regions with unique GNE, 3 with infinitely-many GNEs
- Split the latter using **minimum-norm criterion** -> **19 critical regions**
- Compare with **centralized MPC** minimizing sum of costs + state constraints



- Other criteria (v-GNE, minimum-norm, welfare) give similar closed-loop results

CONCLUSIONS

CONCLUSIONS

- **Active-learning** method can compute GNEs of a very broad class of problems, where **only best responses are measurable** and global constraints are known
- For the case of **parametric** quadratic costs and linear constraints, we can compute GNEs / vGNEs solutions **explicitly**
- **Current research:** **learn** approximate parametric **nonlinear** GNEP solutions

ERC Advanced Grant "COMPACT" (2024-2029)

