Receding Horizon Games for Dynamic Resource Allocation Problems

Sophie Hall, Giuseppe Belgioioso, Florian Dörfler, Dominic Liao-McPherson

S. Hall and F. Dörfler are with the Automatic Control Laboratory, ETH Zürich, Switzerland (e-mail: {shall, dorfler}@ethz.ch); G. Belgioioso is with the KTH Royal Institute of Technology, Sweden (e-mail: giubel@kth.se); D. Liao-McPherson is with the University of British Columbia, Canada, (e-mail:dliaomcp@mech.ubc.ca)

Keywords: game theory, model predictive control (MPC), input-to-state stability



Fig. 1. In RHG, control actions are generated by solving a finite-horizon dynamic game, in a receding-horizon fashion.

Our modern society is underpinned by a multitude of shared infrastructure and resources (e.g., traffic networks, power grids, and fish stocks). These systems and resources need to be carefully managed; if left unchecked, selfish behavior by users can lead to severe societal losses. In addition, in large scale infrastructure problems, decisions need to be made in realtime through control algorithms. Yet, controlling shared infrastructure and allocating resources in real-time is a challenging problem. One of the only systematic and tractable control frameworks for systems with these properties is Economic Model Predictive Control (EMPC) as it allows for general economic objectives and con-

straints as well as for distributed implementations [1]. However, EMPC implicitly assumes that agents accessing the shared resources are willing to cooperate to achieve a socially-optimal outcome which is an unreasonable assumption. Game-theory comes as a powerful tool for modeling conflict and cooperation between self-interested decision makers but existing works oftentimes solve for open-loop policies which are not robust against disturbances and model mismatch. One approach to introduce feedback is to solve the game in a receding-horizon fashion, measuring the state and recomputing the open-loop trajectory at every sampling time, à la MPC, as shown in Figure 1.

The combination of MPC and game theory, also called Receding Horizon Games (RHG) [2] or Game-Theoretic Planning [3,4], allows one to handle systems with dynamics, constraints, and self-interested agents. This control paradigm has been successfully employed in various engineering applications, including supply chains [5], robotics [6], autonomous driving [4,7,8], electric vehicle charging [9], and smart grids [2,10].

We will present Receding Horizon Games, focusing on three key aspects: (i) Motivate this novel control paradigm through dynamic resource allocation problems, using applications in energy and groundwater management; (ii) Present the general RHG framework and its solution concept based on variational Generalized Nash Equilibria, which ensure both strategic stability and economic fairness in resource allocation, (iii) Introduce the first formal stability analysis of RHG using dissipativity theory and monotone operator methods, extending beyond potential games, providing numerically verifiable certificates [11].

References

- Matthias A. Müller and Frank Allgöwer. Economic and distributed model predictive control: Recent developments in optimization-based control. SICE Journal of Control, Measurement, and System Integration, 10(2):39–52, March 2017.
- Sophie Hall, Giuseppe Belgioioso, Dominic Liao-McPherson, and Florian Dorfler. Receding horizon games with coupling constraints for demand-side management. In 2022 IEEE 61st Conference on Decision and Control (CDC), pages 3795–3800, 2022.
- Riccardo Spica, Eric Cristofalo, Zijian Wang, Eduardo Montijano, and Mac Schwager. A real-time game theoretic planner for autonomous two-player drone racing. *IEEE Trans. Robot.*, 36(5):1389–1403, October 2020.
- Mingyu Wang, Zijian Wang, John Talbot, J. Christian Gerdes, and Mac Schwager. Game-theoretic planning for self-driving cars in multivehicle competitive scenarios. *IEEE Transactions on Robotics*, pages 1–13, 2021.
- 5. Sophie Hall, Laura Guerrini, Florian Dörfler, and Dominic Liao-McPherson. Game-theoretic model predictive control for modelling competitive supply chains. arXiv preprint arXiv:2401.09853, 2024.
- Dongbing Gu. A differential game approach to formation control. *IEEE Trans. Control Syst. Technol.*, 16(1):85–93, January 2008.
- 7. Alexander Liniger and John Lygeros. A noncooperative game approach to autonomous racing. *IEEE Transactions on Control Systems Technology*, 28(3):884–897, May 2020.
- Simon Le Cleac'h, Mac Schwager, and Zachary Manchester. Algames: a fast augmented lagrangian solver for constrained dynamic games. *Autonomous Robots*, 46(1):201–215, 2022.
- Nicola Mignoni, Raffaele Carli, and Mariagrazia Dotoli. Distributed noncooperative mpc for energy scheduling of charging and trading electric vehicles in energy communities. *IEEE Transactions on Control Systems Technology*, 31(5):2159–2172, 2023.
- Antonio De Paola, Filiberto Fele, David Angeli, and Goran Strbac. Distributed coordination of priceresponsive electric loads: A receding horizon approach. In 2018 IEEE Conference on Decision and Control (CDC). IEEE, dec 2018.
- 11. Sophie Hall, Dominic Liao-McPherson, Giuseppe Belgioioso, and Florian Dörfler. Stability Certificates for Receding Horizon Games. April 2024.