

Non-Neutral Decision Making in Control and Dynamic Games

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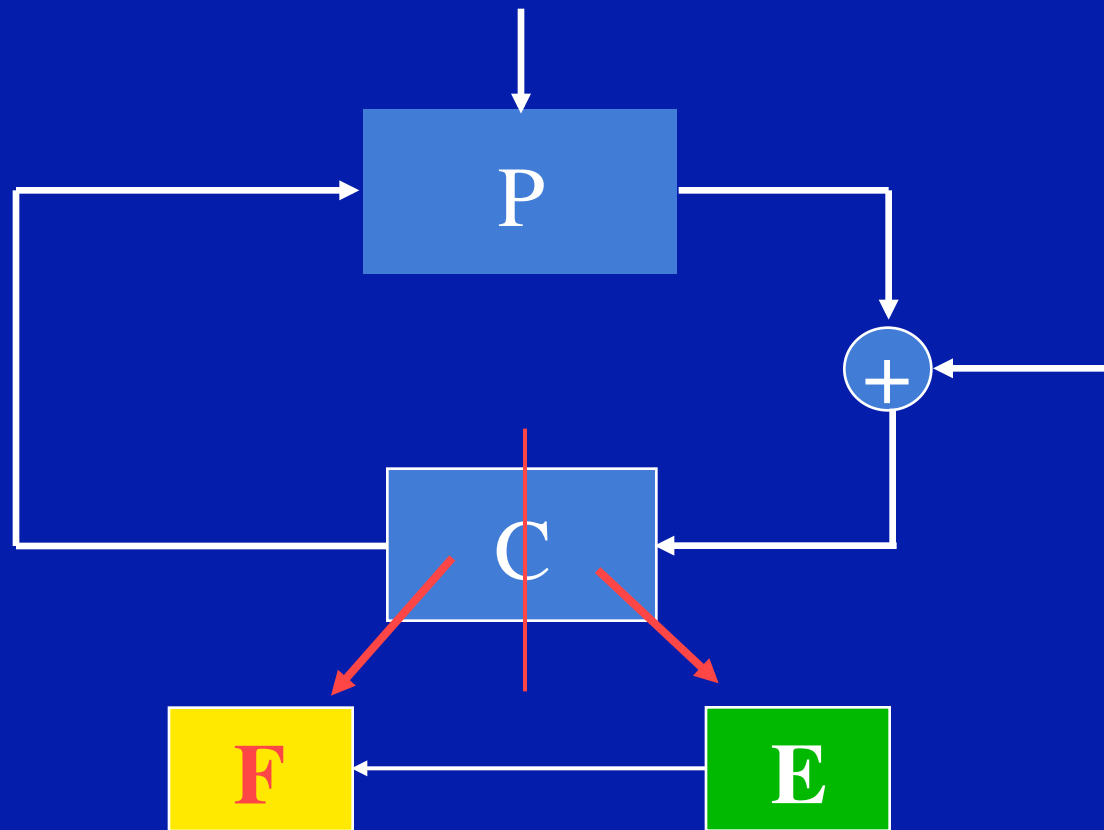
OUTLINE

- **Neutrality and non-classical information in control and dynamic games**
- **WCE and casting it in a larger class of problems**
- **Tractable problems with non-classical information**
- **Joint sensor/controller design**
- **Subtleties in games with noisy information channels (even with classical information)**
- **Conclusions**

Neutrality

A stochastic control problem is **neutral** if, roughly speaking, the *quality* of information carried to future stages is independent of past controls. If control policies can shape future information, then problem is non-neutral. In this case, there is generally a conflict between *action* and *probing* roles of control -- dual control.

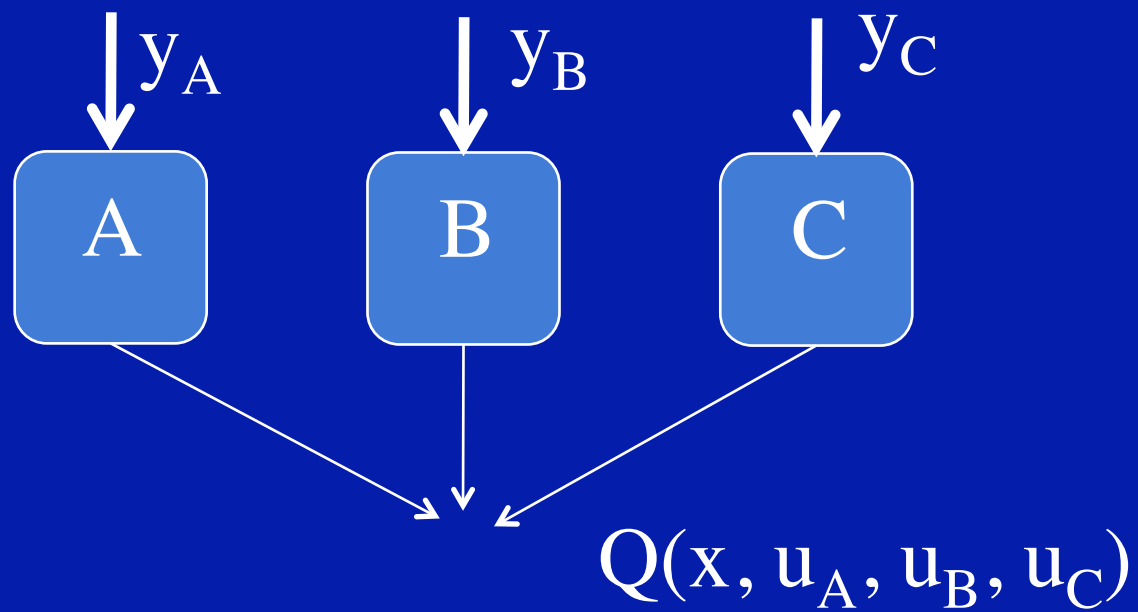
Separation / Neutrality

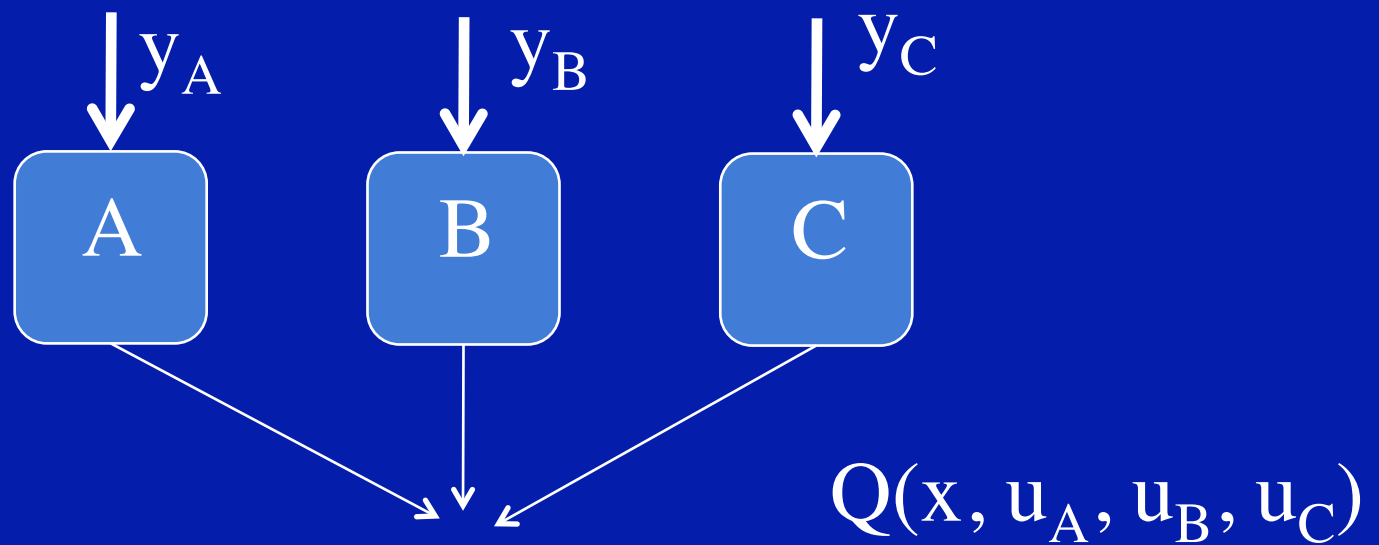


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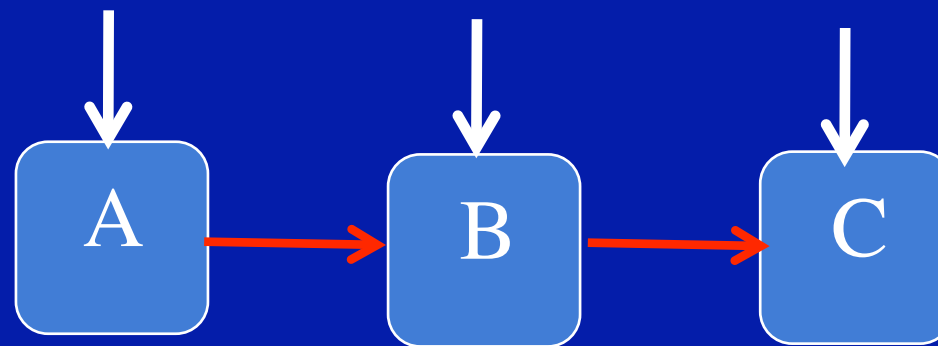
A stochastic decision problem is one with *non-classical information*, if a decision unit, **B**, that *follows* another one, **A**, and *whose actions are coupled*, does not have all the information acquired and used by **A**.

A stochastic decision problem is one with *non-classical information*, if a decision unit, **B**, that *follows* another one, **A**, and *whose actions are coupled*, does not have all the information acquired and used by **A**.

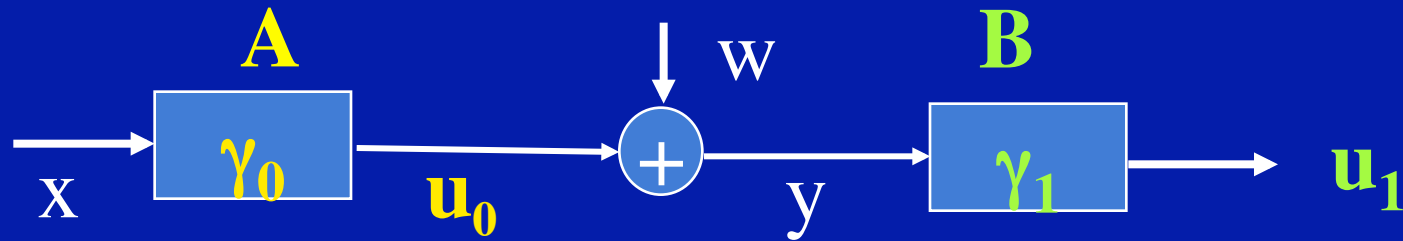




versus



Non-classical



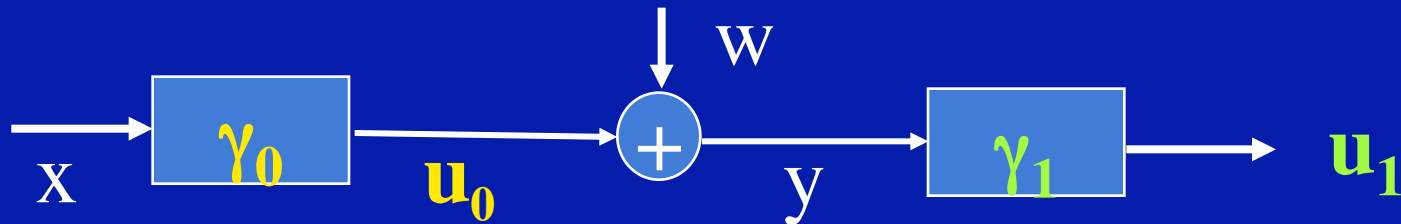
$$x \sim N(0, \sigma_x^2)$$

$$w \sim N(0, \sigma_w^2)$$

$$J(\gamma_0, \gamma_1) = E [Q(x, u_0, u_1) \mid \gamma_0, \gamma_1]$$

$$J^* = \min \min J(\gamma_0, \gamma_1)$$

Witsenhausen (1968)



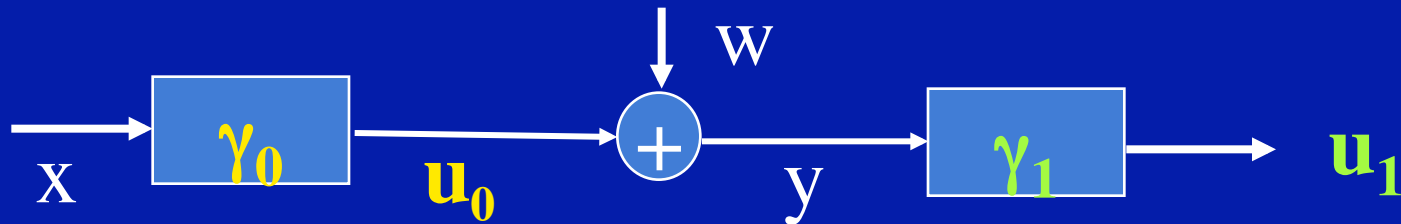
$$Q_w(x, u_0, u_1) = k_0 (u_0 - x)^2 + (u_0 - u_1)^2$$



optimal control law exists, but
its structure is not known

-- roles of γ_0 and γ_1 are not aligned

Witsenhausen (1968)



$$Q_W(x, u_0, u_1) = k_0 (u_0 - x)^2 + (u_0 - u_1)^2$$

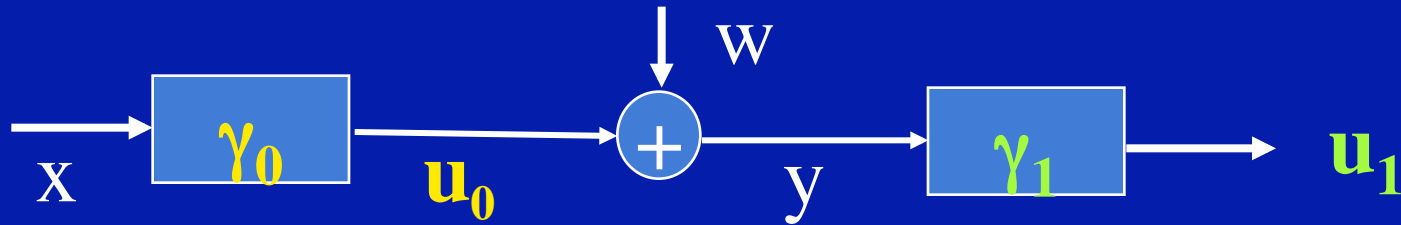
A control law that beats the best linear one:

$$u_0 = \gamma_0(x) = \varepsilon \operatorname{sgn}(x) + \lambda x$$

$$u_1 = \gamma_1(y) = E[\varepsilon \operatorname{sgn}(x) + \lambda x \mid y]$$

optimize wrt ε and λ

Gaussian Test Channel



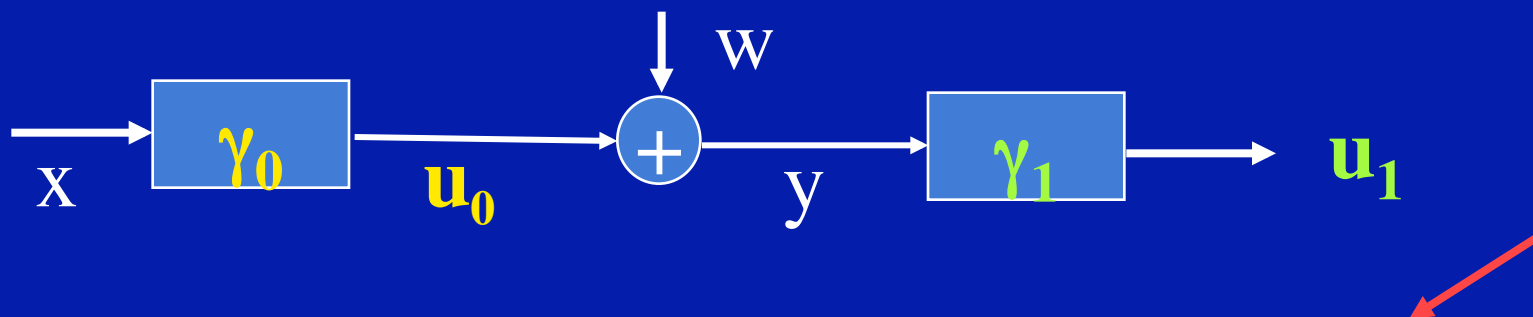
$$Q_{\text{TC}}(x, u_0, u_1) = k_0 (u_0)^2 + (u_1 - x)^2$$



optimal control law (encoder/decoder) exists, and is linear

-- roles of γ_0 and γ_1 are aligned

Generalized Gaussian Test Channel



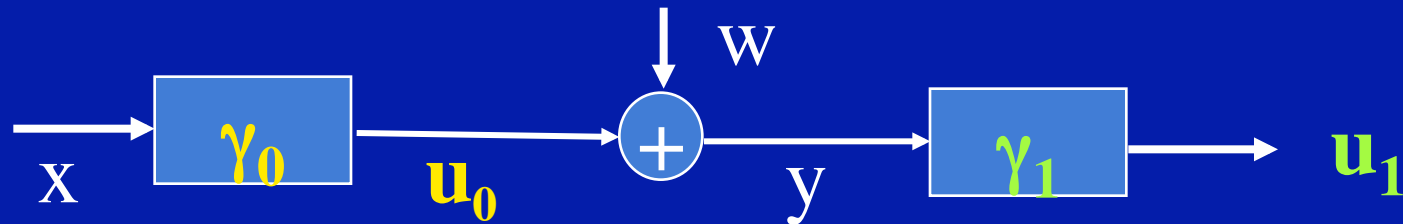
$$Q_{\text{GTC}}(x, u_0, u_1) = k_0 (u_0)^2 + (u_1 - x)^2 + b_0 u_0 x$$



optimal control law (encoder/decoder) exists, and is linear

-- roles of γ_0 and γ_1 are aligned

Generalized Gaussian Test Channel

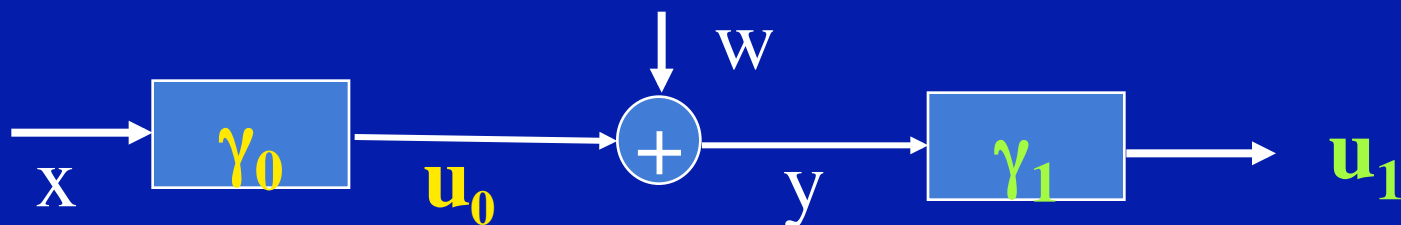


$$Q(x, u_0, u_1) = k_0 (u_0)^2 + (u_1 - x)^2 + b_0 u_0 x$$

$$E[Q] = F(\gamma_0, \gamma_1) \geq k_0 \alpha + \beta + \inf_{\gamma} b_0 E[\gamma_0(x)x]$$

$$\geq k_0 \alpha + \beta - \text{sgn}(b_0) \sigma_x \sqrt{\alpha}$$

Generalized Gaussian Test Channel



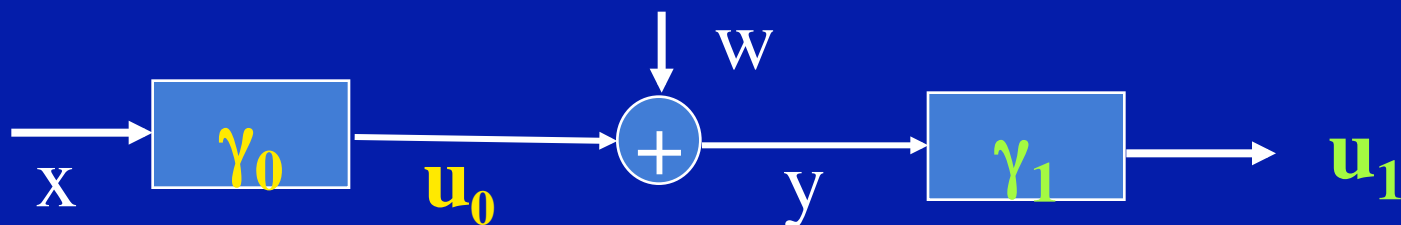
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DPT: $I(U_0; Y) \geq I(X; U_1)$

Generalized Gaussian Test Channel



$$Q(x, u_0, u_1) = k_0 (u_0)^2 + (u_1 - x)^2 + b_0 u_0 x$$

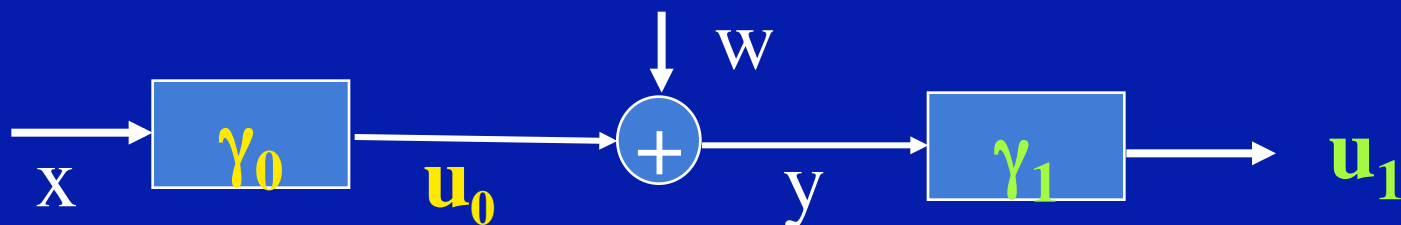
$$E[Q] = F(\gamma_0, \gamma_1) \geq k_0 \alpha + \beta + \inf_{\gamma} b_0 E[\gamma_0(x)x]$$

$$\geq k_0 \alpha + \beta - \text{sgn}(b_0) \sigma_x \sqrt{\alpha}$$

$$(1/2) \log (1 + (\alpha / \sigma_w^2)) \geq I(U_0; Y) \geq I(X; U_1) \geq (1/2) \log (\sigma_x^2 / \beta)$$

$C(\alpha)$
 $R(\beta)$

Generalized Gaussian Test Channel



$$Q(x, u_0, u_1) = k_0 (u_0)^2 + (u_1 - x)^2 + b_0 u_0 x$$

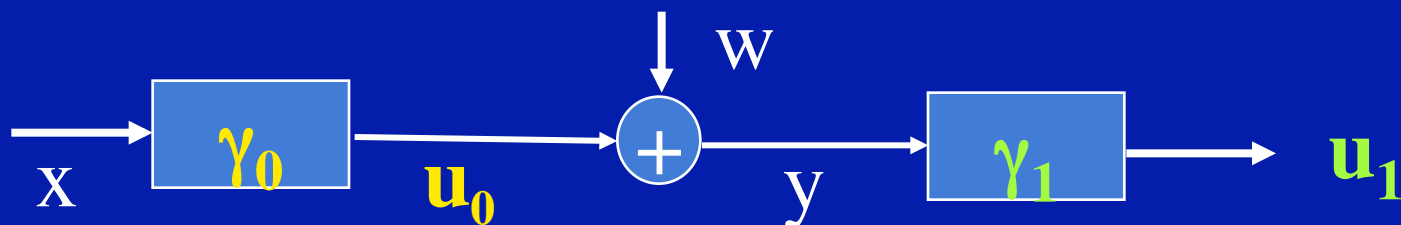
$$E[Q] = F(\gamma_0, \gamma_1) \geq k_0 \alpha + \beta + \inf_{\gamma} b_0 E[\gamma_0(x)x]$$

$$\geq k_0 \alpha + \beta - \text{sgn}(b_0) \sigma_x \sqrt{\alpha}$$

$$(1/2) \log (1 + (\alpha / \sigma_w^2)) \geq I(U_0; Y) \geq I(X; U_1) \geq (1/2) \log (\sigma_x^2 / \beta)$$

$$\implies \beta \geq \sigma_w^2 \sigma_x^2 / (\sigma_w^2 + \alpha)$$

Generalized Gaussian Test Channel



$$Q(x, u_0, u_1) = k_0 (u_0)^2 + (u_1 - x)^2 + b_0 u_0 x$$

$$E[Q] = F(\gamma_0, \gamma_1) \geq k_0 \alpha + \beta + \inf_{\gamma} b_0 E[\gamma_0(x)x]$$

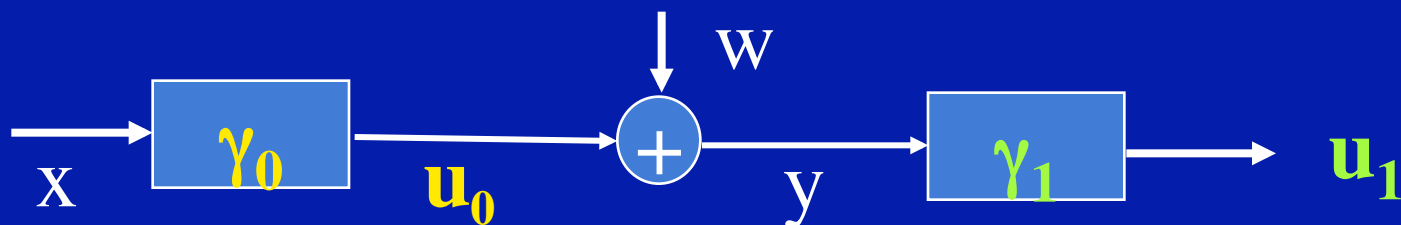
$$\geq k_0 \alpha + \beta - \text{sgn}(b_0) \sigma_x \sqrt{\alpha}$$

==>

$$\beta \geq \sigma_w^2 \sigma_x^2 / (\sigma_w^2 + \alpha)$$

Inequality is tight with $\gamma_0(x) = -\text{sgn}(b_0)(\sqrt{\alpha} / \sigma_x) x$

Generalized Gaussian Test Channel



$$Q(x, u_0, u_1) = k_0 (u_0)^2 + (u_1 - x)^2 + b_0 u_0 x$$

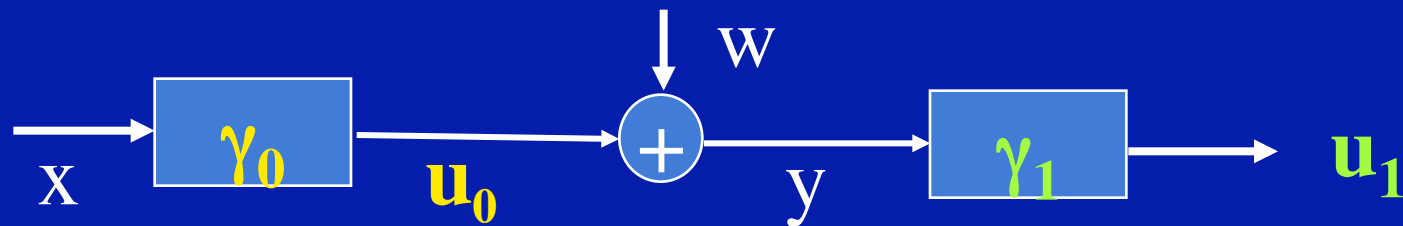
$$E[Q] = F(\gamma_0, \gamma_1) \geq k_0 \alpha + \beta - |b_0| \sigma_x \sqrt{\alpha}$$

$$\geq k_0 \alpha + \sigma_w^2 \sigma_x^2 / (\sigma_w^2 + \alpha) - |b_0| \sigma_x \sqrt{\alpha}$$

Obtain the α that minimizes the bound $\rightarrow \alpha^*$

Then, $\gamma_0^*(x) = -\text{sgn}(b_0)(\sqrt{\alpha^*} / \sigma_x) x$, $\gamma_1^*(y) = E[x|y]$

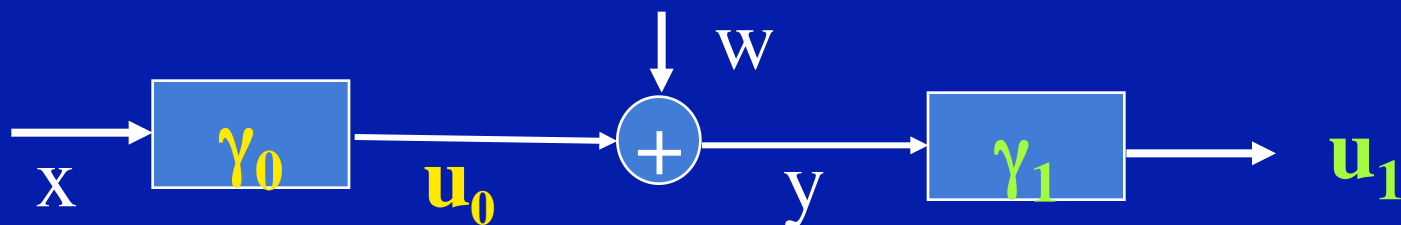
Generalized Gaussian Test Channel



$$Q(x, u_0, u_1) = k_0 (u_0)^2 + (u_1 - x)^2 + b_0 u_0 x$$

One of the *few* instances when static/causal coding (and linear in this case) leads to attainment of equality in $C(\alpha) \geq R(\beta)$

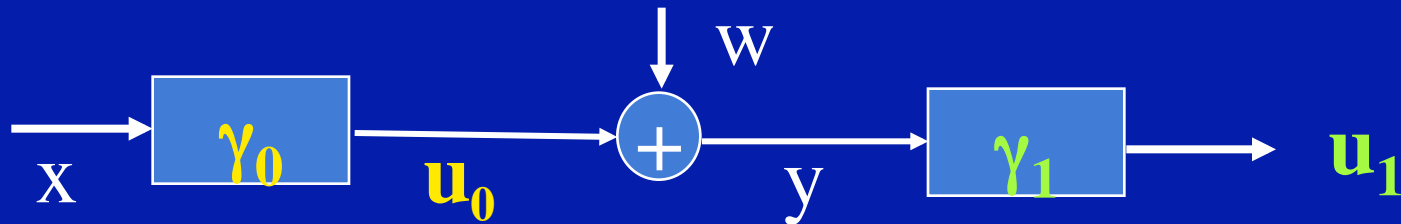
Revisit: Witsenhausen (1968)



$$Q(x, u_0, u_1) = k_0 (u_0 - x)^2 + (u_0 - u_1)^2$$

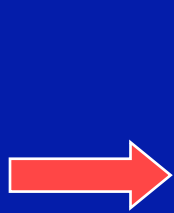
Because of the product term $u_0 u_1$
the preceding analysis does not
apply here

However, with Conflicting Objectives



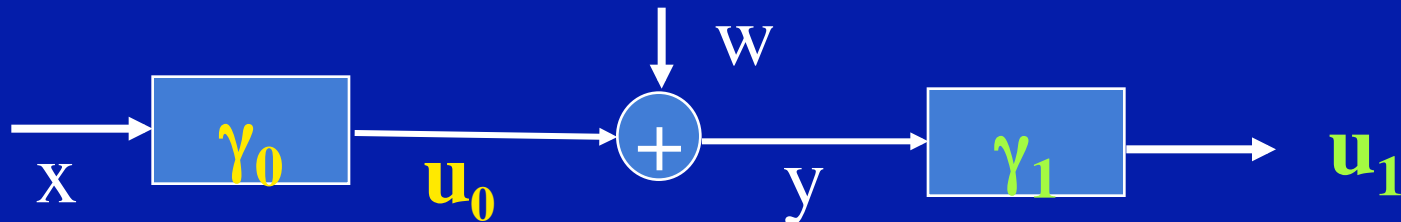
$$Q_G(x, u_0, u_1) = -k_0 (u_0 - x)^2 + (u_0 - u_1)^2$$

$$J_* = \min_{\gamma_1} \max_{\gamma_0} J(\gamma_0, \gamma_1)$$



Unique saddle-point solution,
control laws are linear

However, with Conflicting Objectives



$$Q_G(x, u_0, u_1) = -k_0 (u_0 - x)^2 + (u_0 - u_1)^2$$

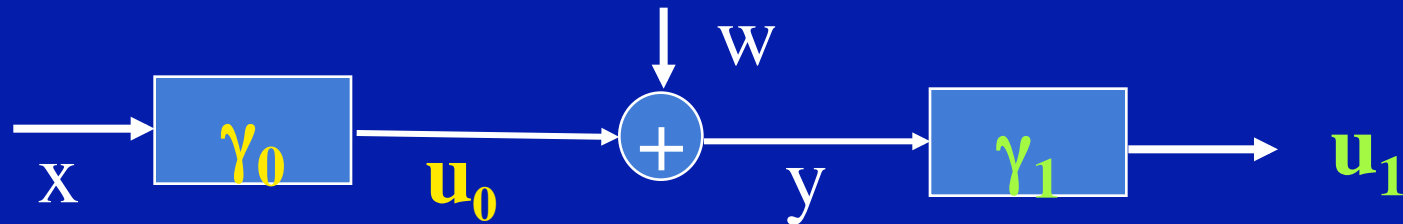
$$\gamma_0^*(x) = - [k_0 / (k_0 - (\lambda^* - 1)^2)]x, \gamma_1^*(y) = \lambda^* y$$

where λ^* uniquely solves the polynomial eq

$$f(\lambda) = (\sigma_w^2 / \sigma_x^2) \lambda [k_0 - (\lambda - 1)^2]^2 - k_0^2 (1 - \lambda) = 0$$

in the open interval $(\max(0, 1 - \sqrt{k_0}), 1)$

Recap



$$Q_W = k_0 (u_0 - x)^2 + (u_0 - u_1)^2$$

conflicting roles

$$Q_G = -k_0 (u_0 - x)^2 + (u_0 - u_1)^2$$

aligned roles

$$Q_{TC} = k_0 (u_0)^2 + (u_1 - x)^2$$

aligned roles

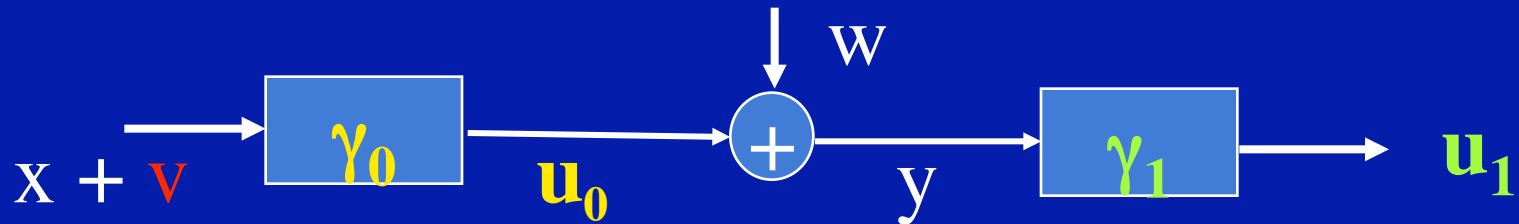


Not only the information structure but also the cost function is a determining factor

Extensions of the Paradigm

- Noise corrupted access to initial state
- Vector-valued variables
- Stochastic LQG teams
- Non-cooperative games
- Multi-stage joint sensor-controller design

Noise Corrupted IS

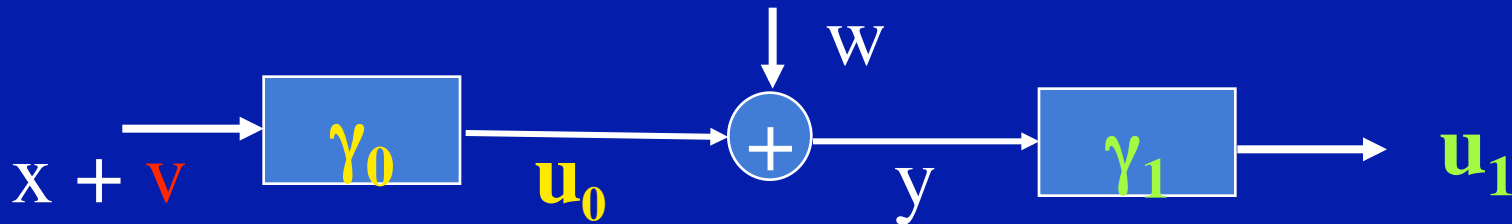


$$x \sim \mathcal{N}(0, \sigma_x^2), \quad w \sim \mathcal{N}(0, \sigma_w^2), \quad v \sim \mathcal{N}(0, \sigma_v^2)$$

$$J(\gamma_0, \gamma_1) = \mathbb{E} [Q(x, u_0, u_1) \mid \gamma_0, \gamma_1]$$

→ Similar structural results

Noise Corrupted IS



GTC: for some unique positive α^*

$$\gamma_0^*(z) = \alpha^* z, \quad \gamma_1^*(y) = E[x|y]; \quad z := x + v$$

ZSSG: for some λ^* , root of a 5th-order polynomial

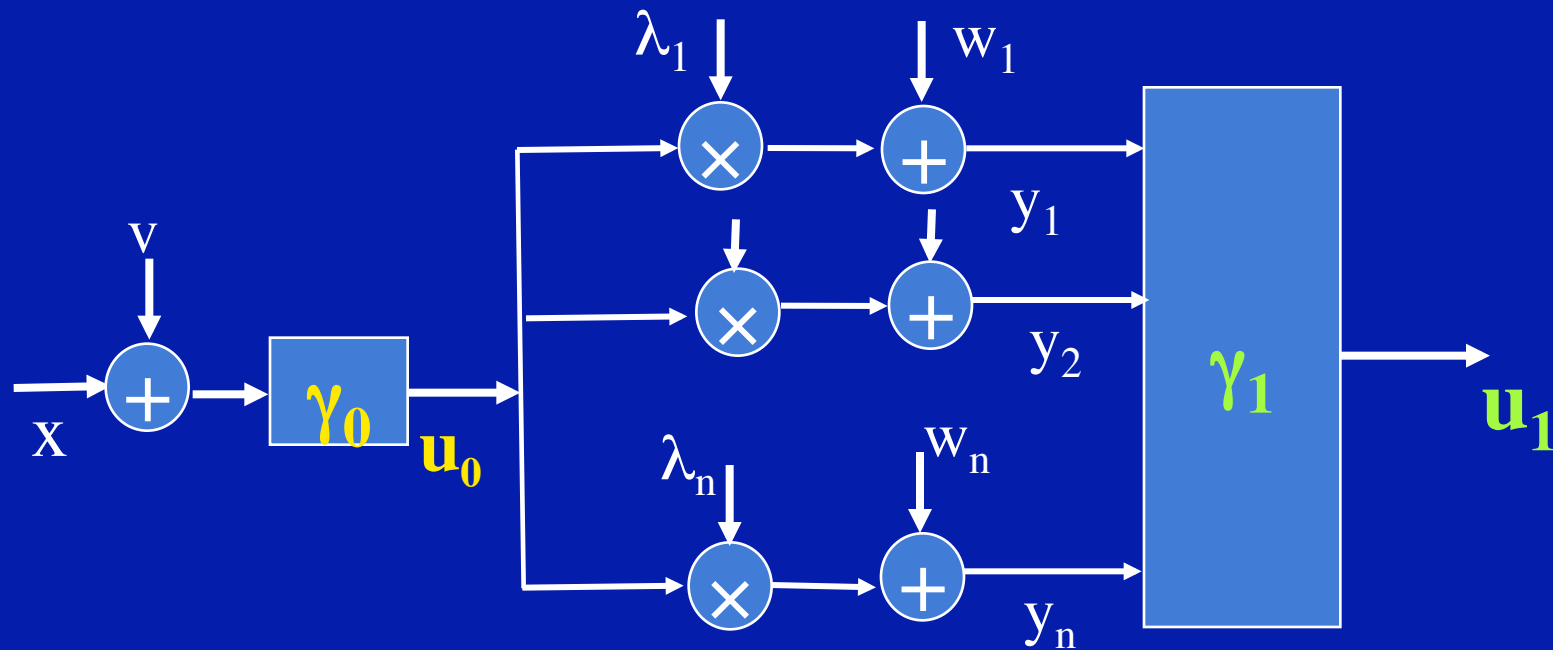
$$\gamma_0^*(z) = - [k_0 / (k_0 - (\lambda^* - 1)^2)] [\sigma_x^2 / (\sigma_x^2 + \sigma_v^2)] z$$

$$\gamma_1^*(y) = \lambda^* y$$

Vector-Valued Variables

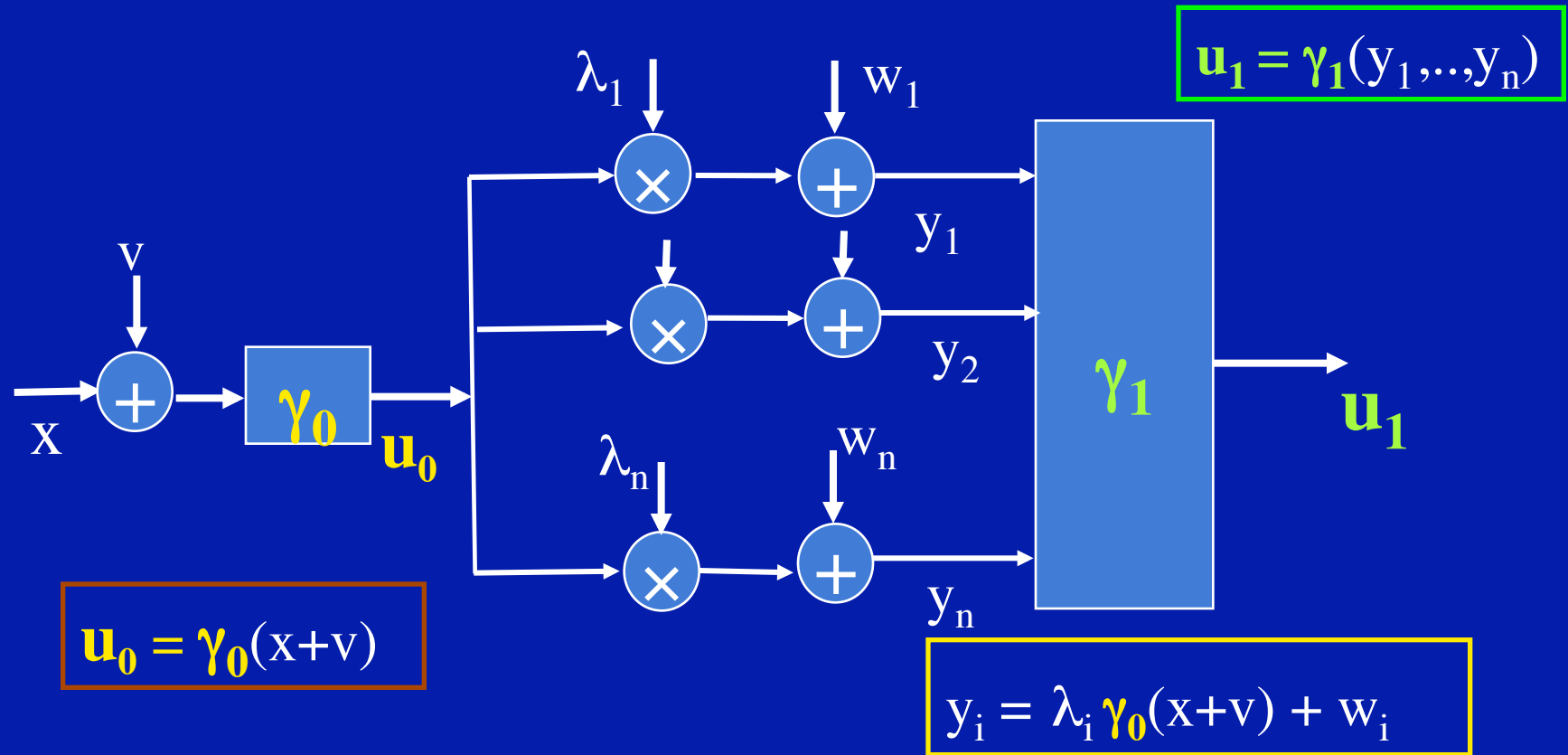
- Additional difficulties even for GTC, unless decision variables are scalar but channels are vector-valued (next)
- ZSSG is still tractable, and unique SP solution is linear

A multi-channel extension to GTC

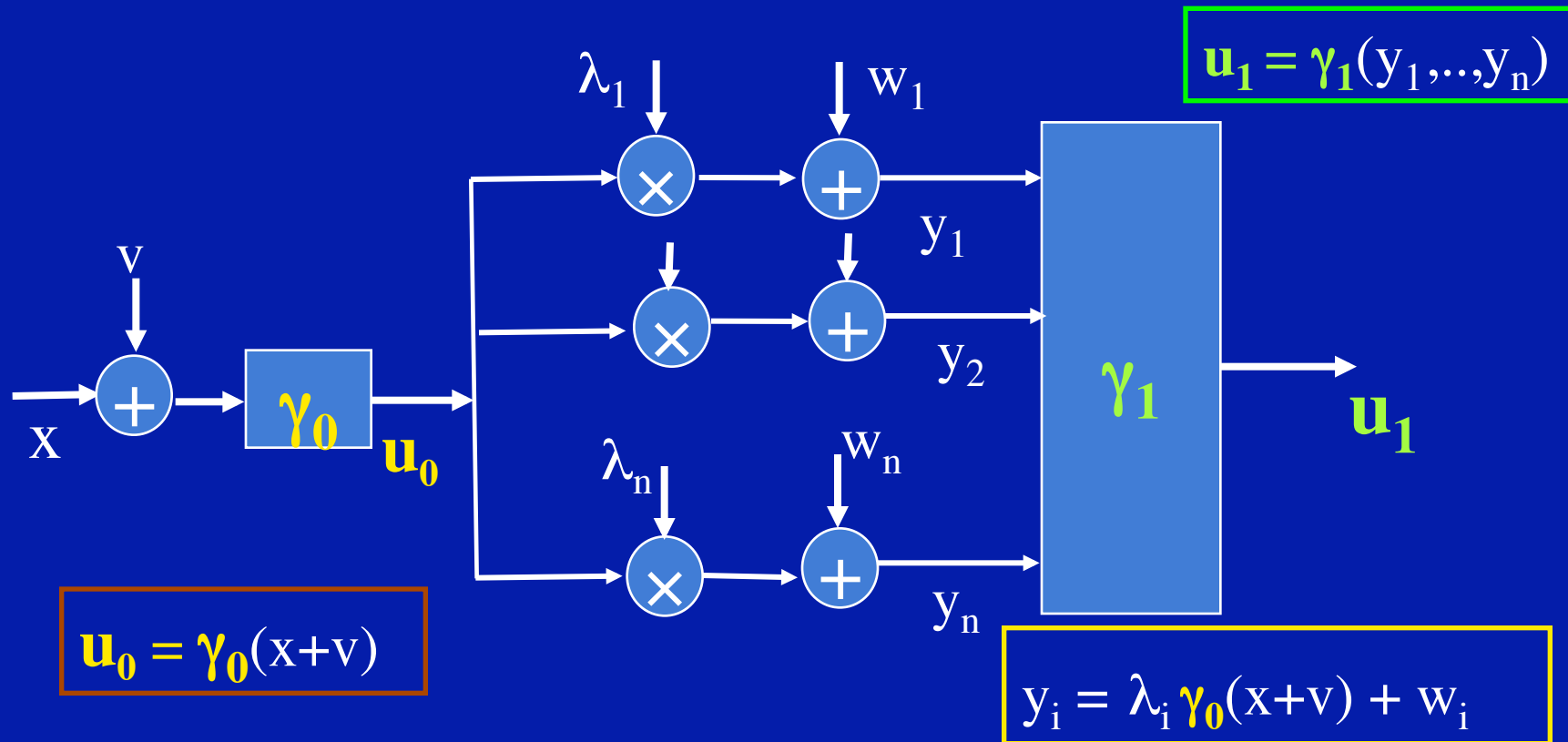


λ_i 's are nonzero constants (gains);
 x, v, w_i 's are independent, Gaussian random variables

A multi-channel extension to GTC



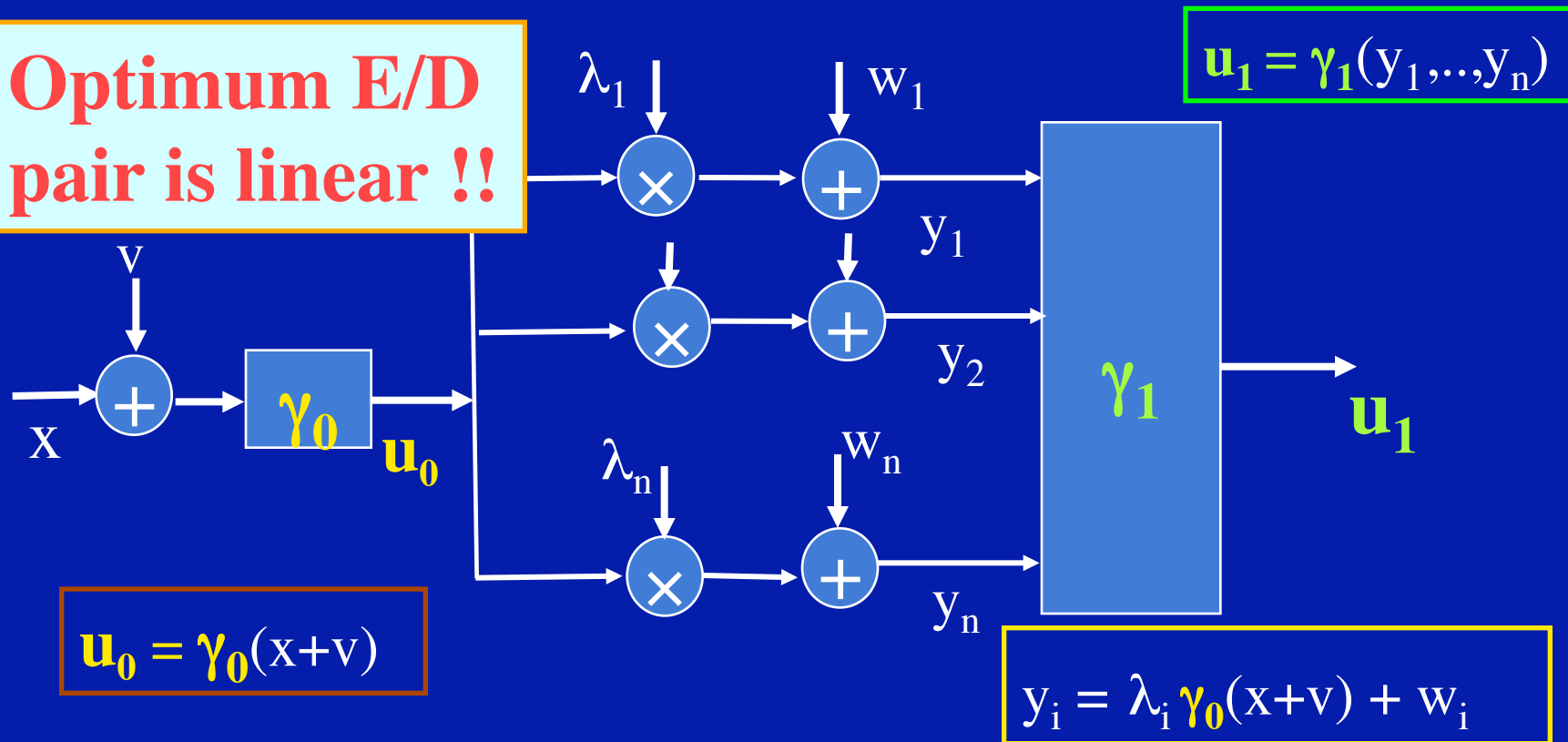
A multi-channel extension to GTC



$$Q_{\text{GTC}} = k_0 (\mathbf{u}_0)^2 + (\mathbf{u}_1 - x)^2 + b_0 \mathbf{u}_0 x$$

A multi-channel extension to GTC

Optimum E/D pair is linear !!

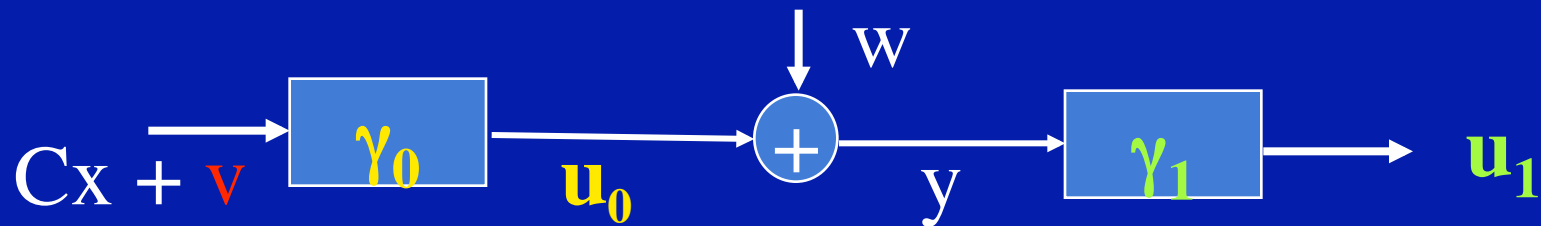


$$Q_{GTC} = k_0 (u_0)^2 + (u_1 - x)^2 + b_0 u_0 x$$

Stochastic LQG Teams

- To make tractable, one needs a *forward* channel that informs agents at the front end on garbled decentralized information received at the back end \rightarrow *quasi-classical*
- $\gamma_{0i}(z_i)$ at back end, $i=1, \dots, n$
- $\gamma_{1i}(y_i, z)$ at front end $i=1, \dots, n$
- For quadratic teams invoke *Radner (62) and extensions*

Vector-Valued Decision Variables (Decentralized)



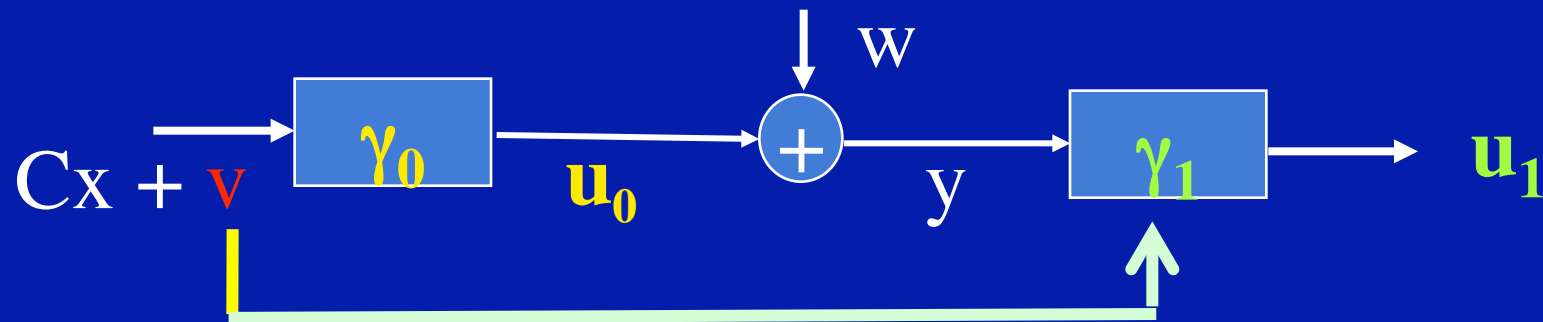
$$u_{0i} = \gamma_{0i}(z_i) , z_i = C_i x + v_i, \quad i=1, \dots, n$$

$$u_{1i} = \gamma_{1i}(z, y_i) , y_i = D_i u_0 + w_i, \quad i=1, \dots, n$$

$z = (z_1, \dots, z_n)$; w correlated with x

$$J(\gamma_0, \gamma_1) = E [Q(x, u_0, u_1) | \gamma_0, \gamma_1]$$

Vector-Valued Decision Variables (Decentralized)

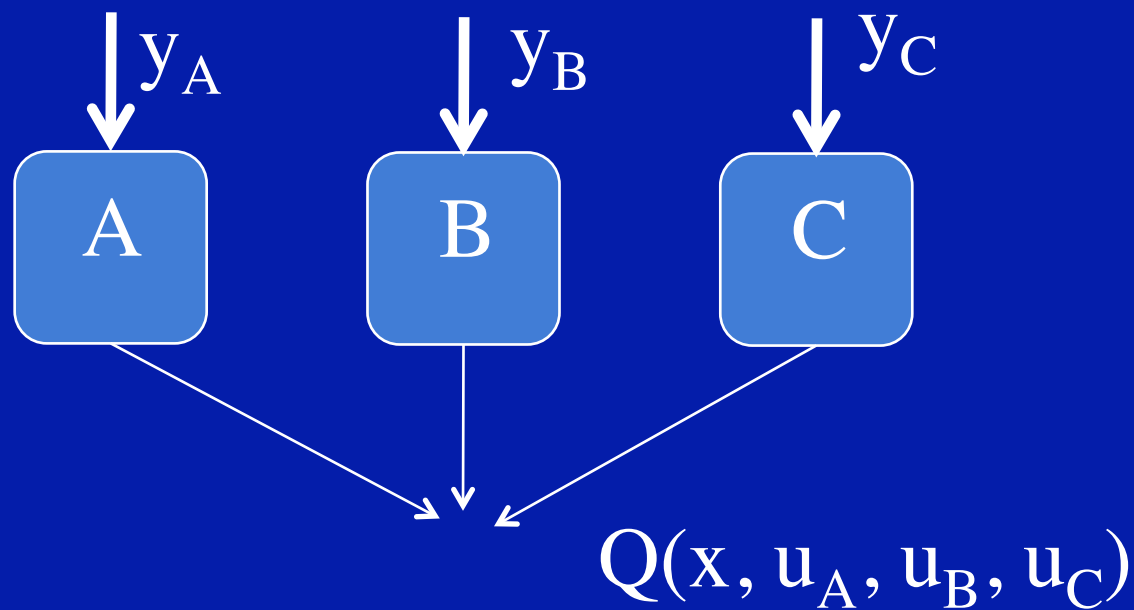


$$u_{0i} = \gamma_{0i}(z_i) , z_i = C_i x + v_i, \quad i=1, \dots, n$$

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$z = (z_1, \dots, z_n)$; w correlated with x

$$J(\gamma_0, \gamma_1) = E [Q(x, u_0, u_1) | \gamma_0, \gamma_1]$$

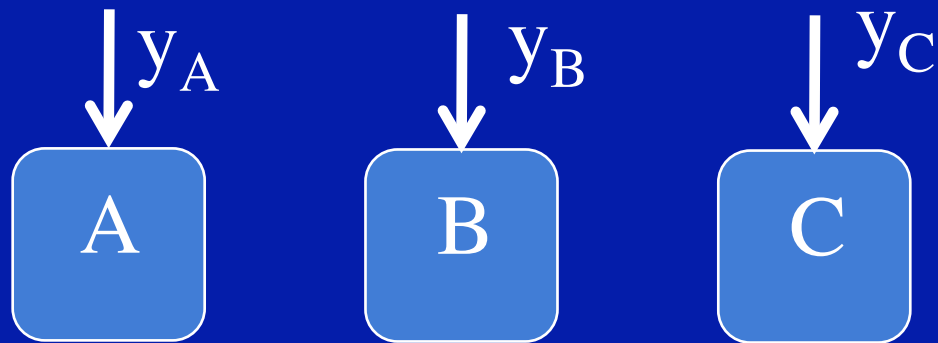


Radner (62): y 's jointly Gaussian distributed,
Q strictly (jointly) convex
→ unique team optimal solution

Stochastic Nash Games

- Again one needs a *forward* channel that informs agents at the front end on garbled decentralized information received at the back end (**but not actions**) \rightarrow *quasi-classical*
- $\gamma_{0i}(z_i)$ at back end, $i=1, \dots, n$
- $\gamma_{1i}(y_i, z)$ at front end $i=1, \dots, n$
- For quadratic games use *TB (74, 75, 78) as extension of Radner (62)*

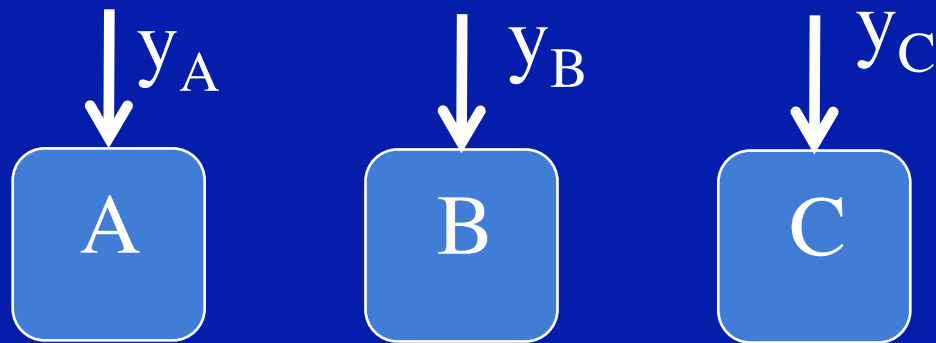
Stochastic Nash Games



$$Q_i(x, u_A, u_B, u_C), \quad i = A, B, C$$

Nash eqm: $(\gamma_A, \gamma_B, \gamma_C)$
 γ_A minimizes $J_A(\gamma_A, \gamma_B, \gamma_C)$;
likewise for B, C

Stochastic Nash Games



$$Q_i(x, u_A, u_B, u_C), \quad i = A, B, C$$

TB (74, 75, 78): y 's jointly Gaussian distributed, Q_i strictly convex + technical condition

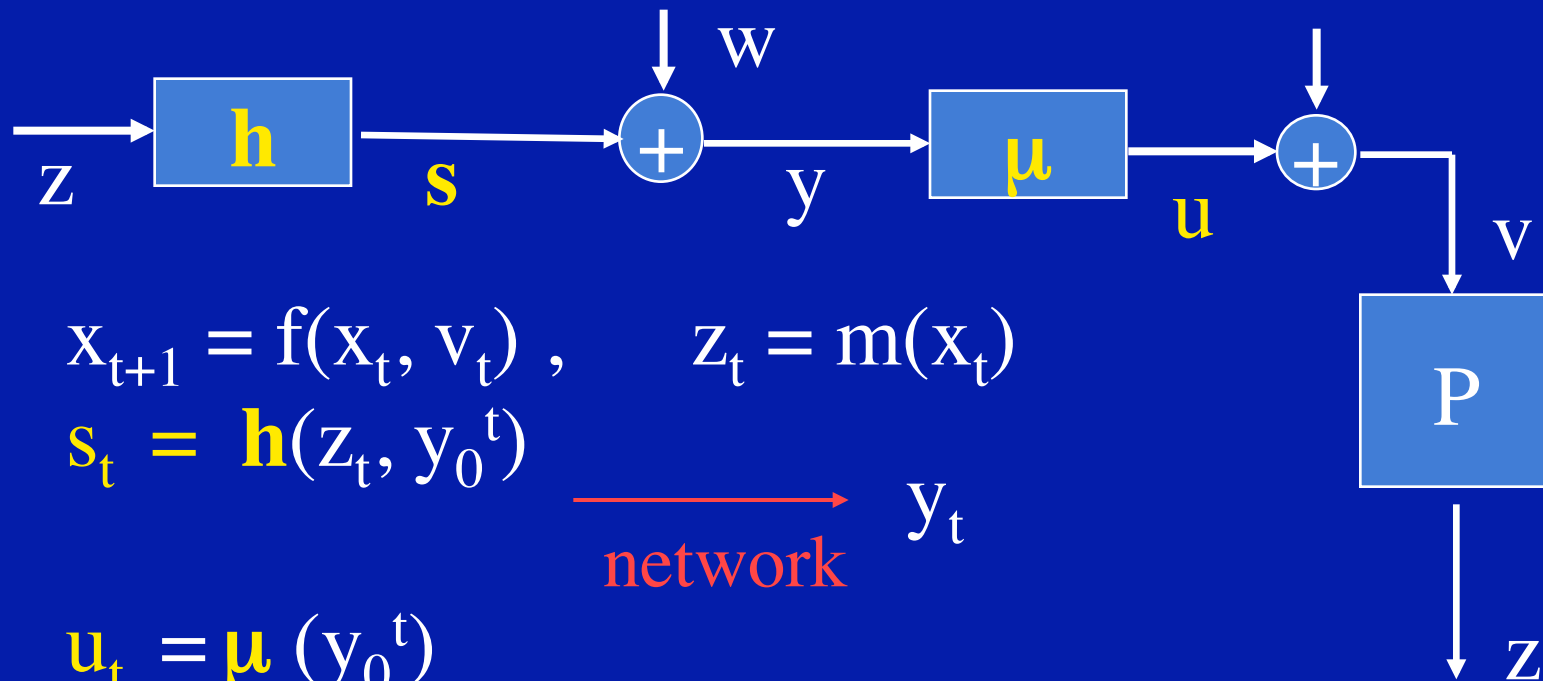
→ unique Nash eqm solution; linear

Extension to Multi-Stage Scenarios **Dynamic Systems**

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Joint Sensor/Controller Design

Discrete Time



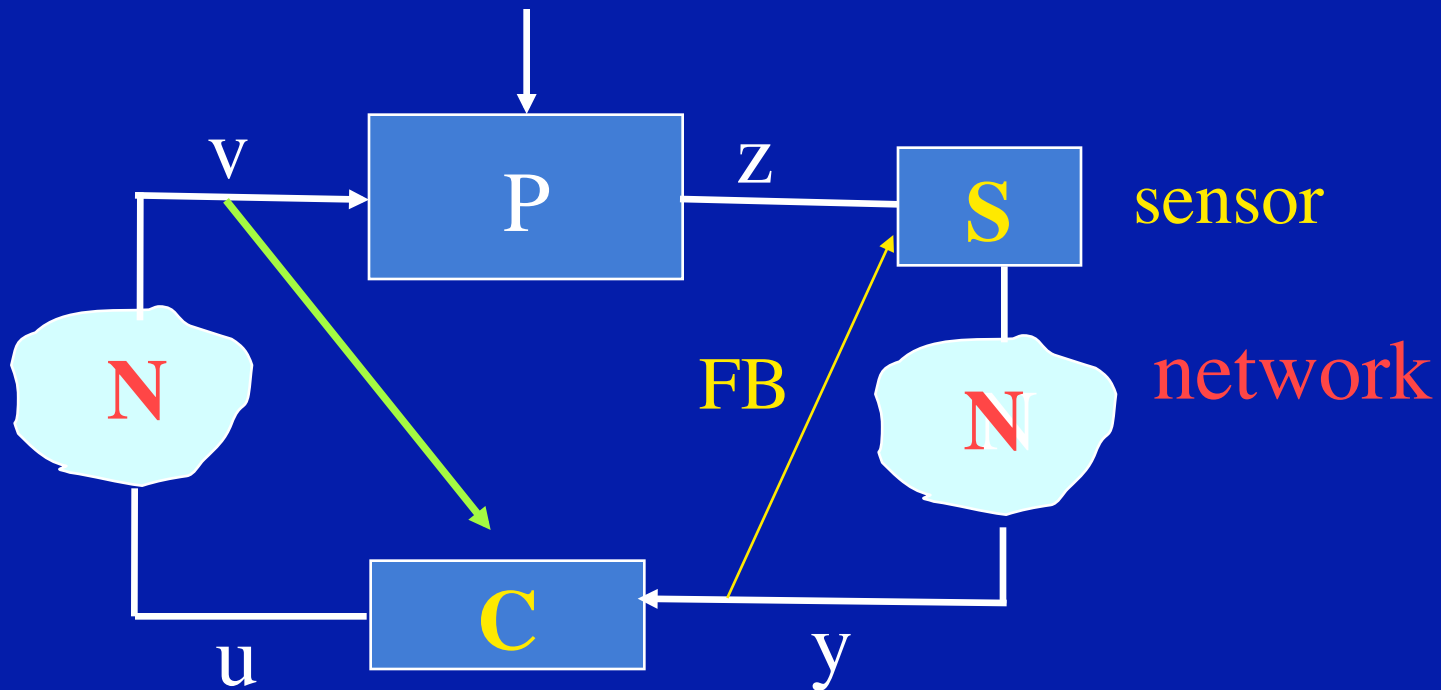
$$x_{t+1} = f(x_t, v_t), \quad z_t = m(x_t)$$

$$s_t = \mathbf{h}(z_t, y_0^t) \xrightarrow{\text{network}} y_t$$

$$u_t = \boldsymbol{\mu}(y_0^t) \xrightarrow{\text{network}} v_t$$

$$PI = E\left\{\sum_t a_{t+1}(x_{t+1})^2 + b_t(u_t)^2 + q_t(s_t)^2\right\}$$

Remote Control Paradigm



PI (S, C) \rightarrow optimize
Non-classical information!

Joint Sensor/Controller Design

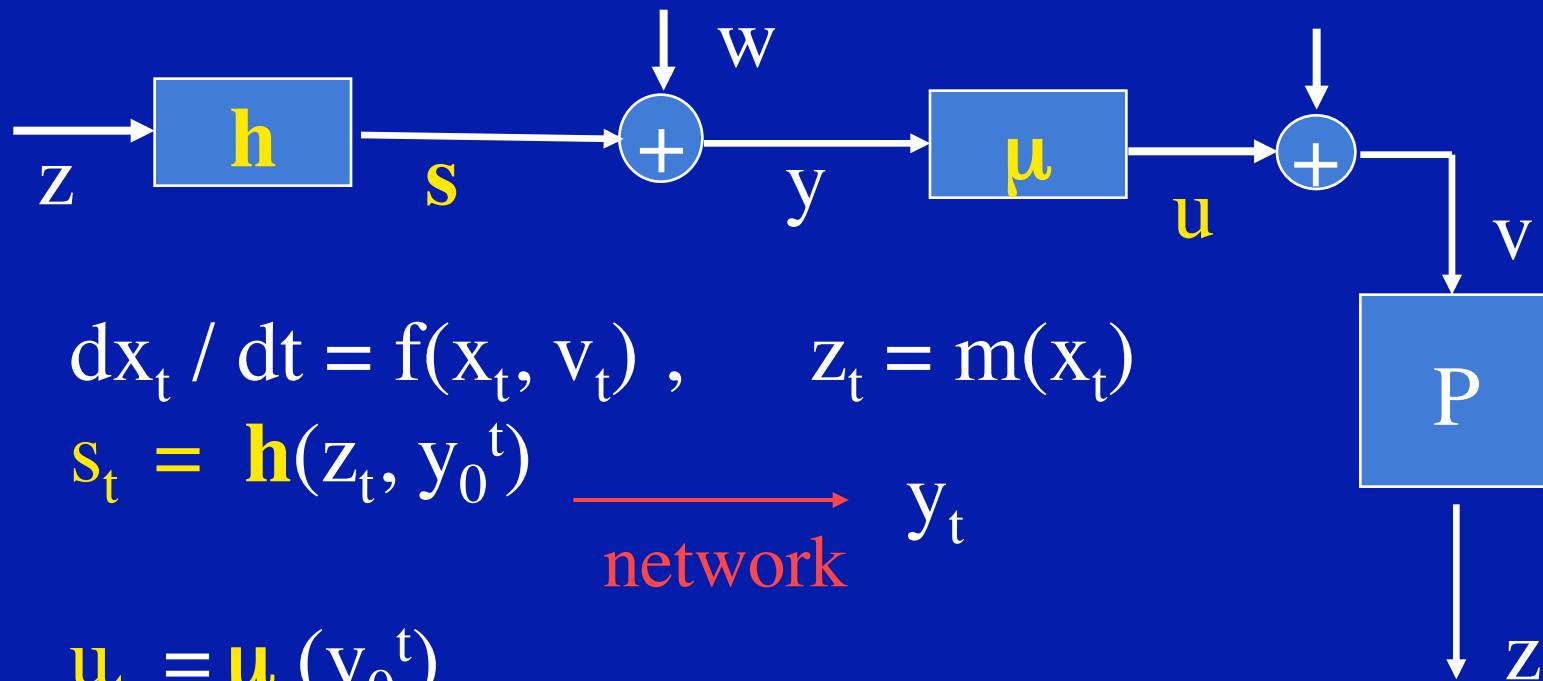
Discrete Time

When plant is linear (scalar), and additive noises are independent Gaussian, the optimum sensor/controller pair is linear in the available information; sensor structure leads to an innovation process, independent from one stage to the next. Employs DPT recursively.*

* R. Bansal and TB, Automatica, 25(5):679-694, 1989.

Joint Sensor/Controller Design

Continuous Time



$$\frac{dx_t}{dt} = f(x_t, v_t), \quad z_t = m(x_t)$$

$$s_t = \mathbf{h}(z_t, y_0^t) \xrightarrow{\text{network}} y_t$$

$$u_t = \boldsymbol{\mu}(y_0^t) \xrightarrow{\text{network}} v_t$$

$$PI = E\{\|x\|^2 + \|u\|^2 + \|s\|^2\}$$

Details for a Special Case

$$dx_t = (Ax_t + Bu_t) dt + F d\xi_t, \quad t \geq 0$$

$$dy_t = h_t(x_t, y_0^t) dt + G dw_t, \quad y_0 = 0$$

$$PI = E\left\{ \int_0^{t_f} e^{-\beta t} [|x_t|_Q^2 + |u_t|^2 + |s_t|_N^2] dt + |x_{t_f}|_{Q_f}^2 \right\}$$

$$u_t = \mu_t(y_0^t)$$

$$s_t = h_t(x_t, y_0^t)$$

Details for a Special Case (scalar)

$$dx_t = (ax_t + bu_t) dt + f d\xi_t, \quad t \geq 0$$

$$dy_t = h_t(x_t, y_0^t) dt + g dw_t, \quad y_0 = 0$$

$$PI = E\left\{ \int_0^{tf} e^{-\beta t} [|x_t|_q^2 + |u_t|^2 + |s_t|_n^2] dt + |x_{tf}|_{qf}^2 \right.$$

Solution : $s_t = h_t(x_t, y_0^t) = H_t \cdot (x_t - \zeta_t)$

$$d\zeta_t = (a\zeta_t + bu_t) dt + K_t dy_t, \quad K_t = H_t \sigma_t / g^2$$

$$d\sigma_t / dt = 2a \sigma_t + f^2 - H_t^2 \sigma_t^2 / g^2 \quad \text{IC: } \sigma_0$$

$$u_t = \mu_t(y_0^t) = -b p_t \zeta_t$$

$$dp_t / dt = -(2a - \beta) p_t + p_t^2 b^2 - q; \quad \text{TC: } p_{tf} = q_f$$

Solution for the Scalar Case

$$\mathbf{s}_t = \mathbf{h}_t(\mathbf{x}_t, y_0^t) = \mathbf{H}_t \cdot (\mathbf{x}_t - \zeta_t)$$

$$d\zeta_t = (a\zeta_t + b\mathbf{u}_t) dt + \mathbf{K}_t dy_t, \quad \mathbf{K}_t = \mathbf{H}_t \sigma_t / g^2$$

$$d\sigma_t / dt = 2a \sigma_t + f^2 - \mathbf{H}_t^2 \sigma_t^2 / g^2 \quad \text{IC: } \sigma_0$$

$$\mathbf{u}_t = \mu_t(y_0^t) = -b p_t \zeta_t$$

$$dp_t / dt = -(2a - \beta) p_t + p_t^2 b^2 - q; \quad \text{TC: } p_{tf} = q_f$$



$$\text{PI} = ng^2 \int_0^{tf} e^{-\beta t} [(m_t + \mathbf{c}_t') \sigma_t] dt + \text{constant}$$

$$\mathbf{c}_t' := \mathbf{H}_t^2 / g^2 \quad m_t := b^2 p_t^2 / ng^2$$

Solution for the Scalar Case (continued)

Computation of Sensor Gain

$$\min \left\{ n g^2 \int_0^{t_f} e^{-\beta t} [m_t \sigma_t + c_t] dt \right\} \quad \text{wrt } c_t \geq 0$$

$$d\sigma_t / dt = 2a \sigma_t + f^2 - c_t \sigma_t \quad \text{IC: } \sigma_0$$



Singular control

with (possibly) multiple switches between
 $c = 0$ and $c > 0$

→ optimum scheduling of sensing

Solution for the Scalar Case (continued)

Computation of Sensor Gain (2)

$\Rightarrow \exists t_2$ such that gain is zero in $(t_2, t_f]$

\Rightarrow If $\sigma_0 = 0$, $\exists t_1$ such that gain is zero in $[0, t_1)$

\Rightarrow when not zero,

$$c_t = \frac{[\beta^2 + 2f^2m + \sigma_t m(4a - \beta) + \sigma_t (dm/dt) - 2a\beta]}{(2\sigma_t m - \beta)}$$

$$\sigma_t = \left[\beta + \sqrt{(\beta^2 + 2f^2m)} \right] / 2m$$

Solution for the Scalar Case (continued)

Numerical Example

$$a=\beta=q=\sigma_0=0, \quad b=n=g=q_f=t_f=1 \implies p(t) = 1/(2-t)$$

Case 1: $f=1$ (control-to-plant channel not that noisy)

$$\implies H_t = 0 \quad \forall t \quad \sigma_t = t$$

Solution for the Scalar Case (continued)

Numerical Example

$$a=\beta=q=\sigma_0 = 0, \quad b=n=g=q_f=t_f=1 \implies p(t) = 1/(2-t)$$

Case 1: $f=1$ (control-to-plant channel not that noisy)

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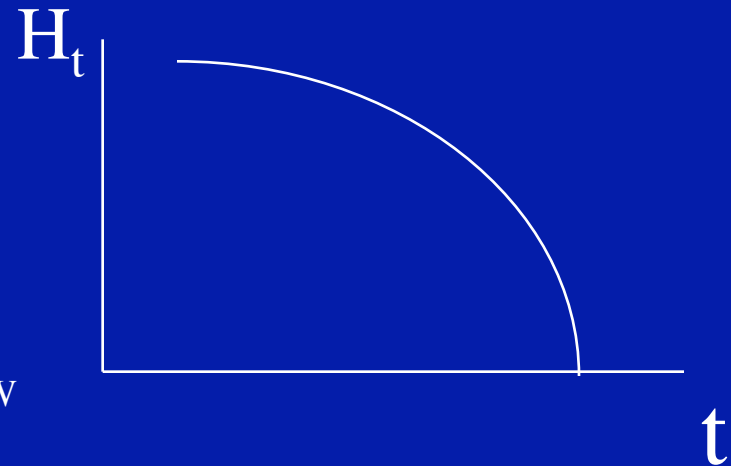
Case 2: $f=3$ (control-to-plant channel “more noisy”)

switches at

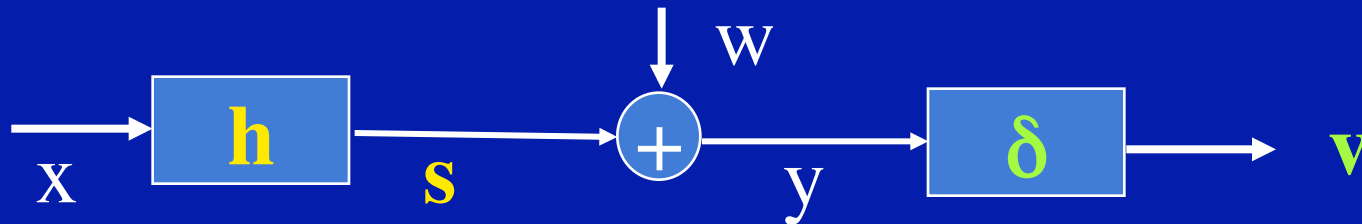
$$t_1 = 0.25158 \quad \text{and} \quad t_2 = 2/3$$

$$H_t = \sqrt{[(9(1-t)^2 - 1) / (2-t)]}$$

$$\text{for } t_1 < t < t_2$$



Optimality of Linear Sensor Structure



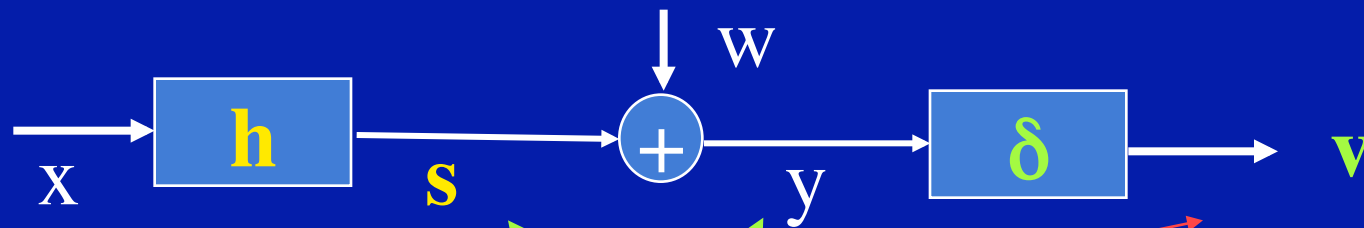
Minimize $L(\mathbf{h}, \delta)$ over $\mathbf{h}, \delta, E\{\|\mathbf{h}\|^2\} \leq P^2$
with feedback from y to \mathbf{h}

$$L(\mathbf{h}, \delta) = E\{\|\mathbf{v} - \mathbf{x}\|^2\}$$

$$d\mathbf{x}_t = \mathbf{a} \mathbf{x}_t dt + \mathbf{f} d\xi_t$$

$$dy_t = s_t dt + g dw_t$$

Optimality of Linear Sensor Structure



$$I(x; v) \leq I(s; y)$$

inversely proportional with $L \implies L \geq K(P)$
bound does not change with feedback from y ,
and is tight when h is linear in the innovation

Back to the Vector Case

$$dx_t = (Ax_t + Bu_t) dt + F d\xi_t, \quad t \geq 0$$

$$dy_t = h_t(x_t, y_0^t) dt + G dw_t, \quad y_0 = 0$$

$$PI = E \left\{ \int_0^{t_f} e^{-\beta t} [|x_t|_Q^2 + |u_t|^2 + |s_t|_N^2] dt + |x_{t_f}|_{Q_f}^2 \right\}$$

$$u_t = \mu_t(y_0^t)$$

$$s_t = h_t(x_t, y_0^t)$$

Linear Solution to Vector Case

$$dx_t = (Ax_t + Bu_t) dt + F d\xi_t, \quad t \geq 0$$

$$dy_t = h_t(x_t, y_0^t) dt + G dw_t, \quad y_0 = 0$$

$$PI = E\left\{ \int_0^{tf} e^{-\beta t} [|x_t|_Q^2 + |u_t|^2 + |s_t|_N^2] dt + |x_{tf}|_{Q_f}^2 \right\}$$

Solution : $s_t = h_t(x_t, y_0^t) = H_t \cdot (x_t - \zeta_t)$

$$d\zeta_t = (A\zeta_t + Bu_t) dt + K_t dy_t, \quad K_t = H_t \Sigma_t (GG^T)^{-1}$$

$$d\Sigma / dt = A\Sigma + \Sigma A + FF^T - H_t \Sigma (GG^T)^{-1} \Sigma H_t^T$$

$$u_t = \mu_t(y_0^t) = -B^T P_t \zeta_t$$

$$dP / dt = -A_\beta^T P - PA_\beta + PBB^T P - Q; \quad P_{tf} = Q_f$$

Optimum Sensor Gain Computation

$$\min \left\{ \int_0^{t_f} e^{-\beta t} \text{Tr}[\Sigma_t M_t + \Sigma_t H_t^T N H_t] dt \right\} \quad \text{wrt } \{H_t\}$$

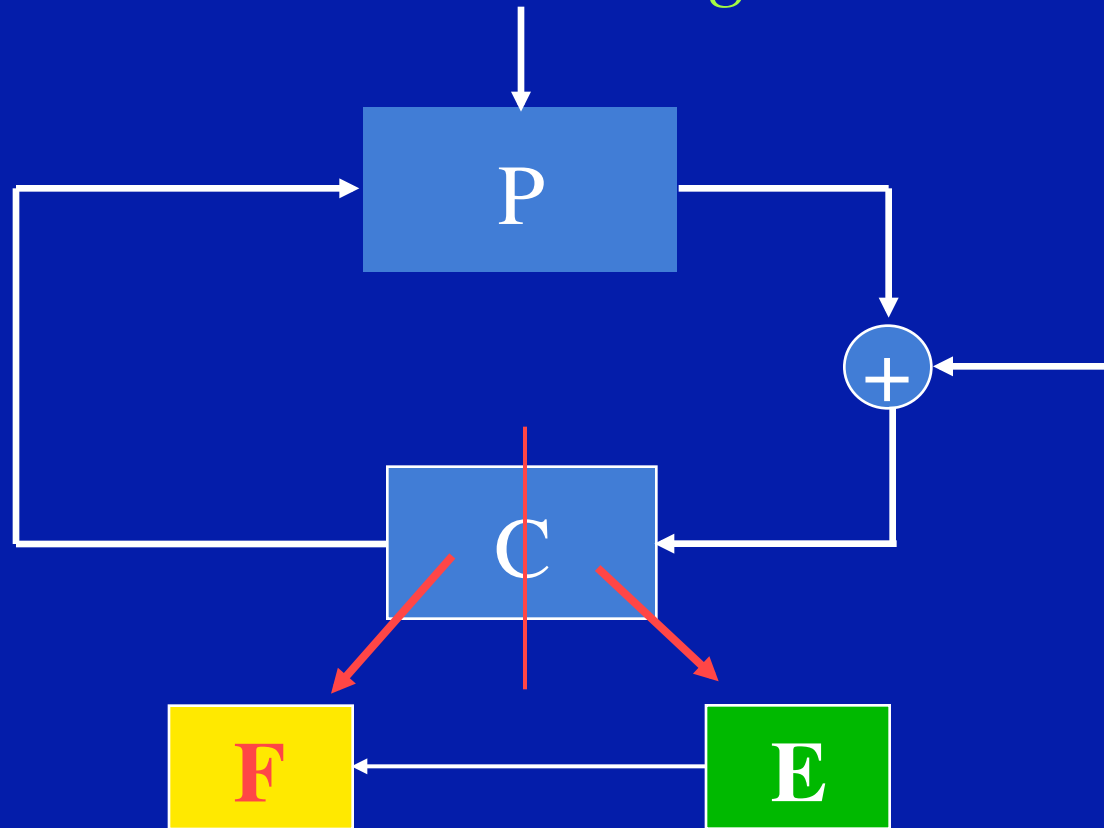
$$M_t := P_t B B^T P_t$$

$$d \Sigma / dt = A \Sigma + \Sigma A + F F^T - H_t \Sigma (G G^T)^{-1} \Sigma H_t^T$$

- Singular as well as impulsive controls
- Improvement is possible with nonlinear structure

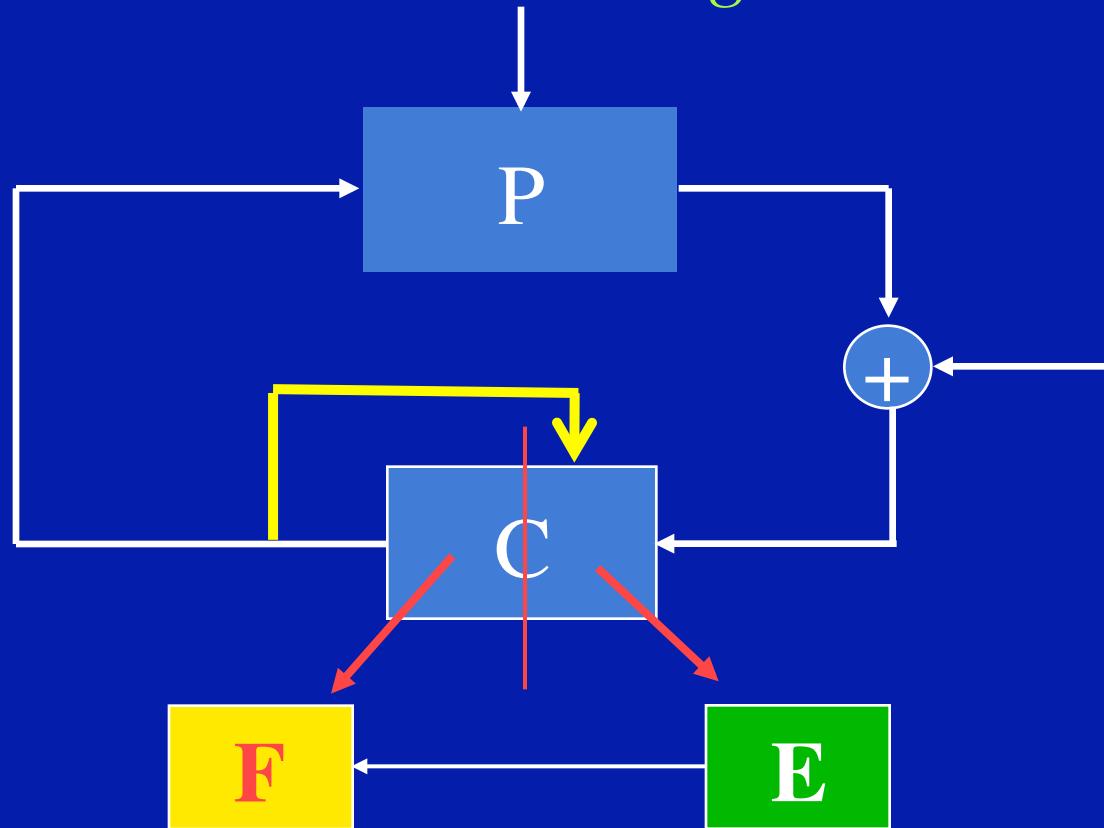
Back to Separation / Neutrality

Does it hold in games?



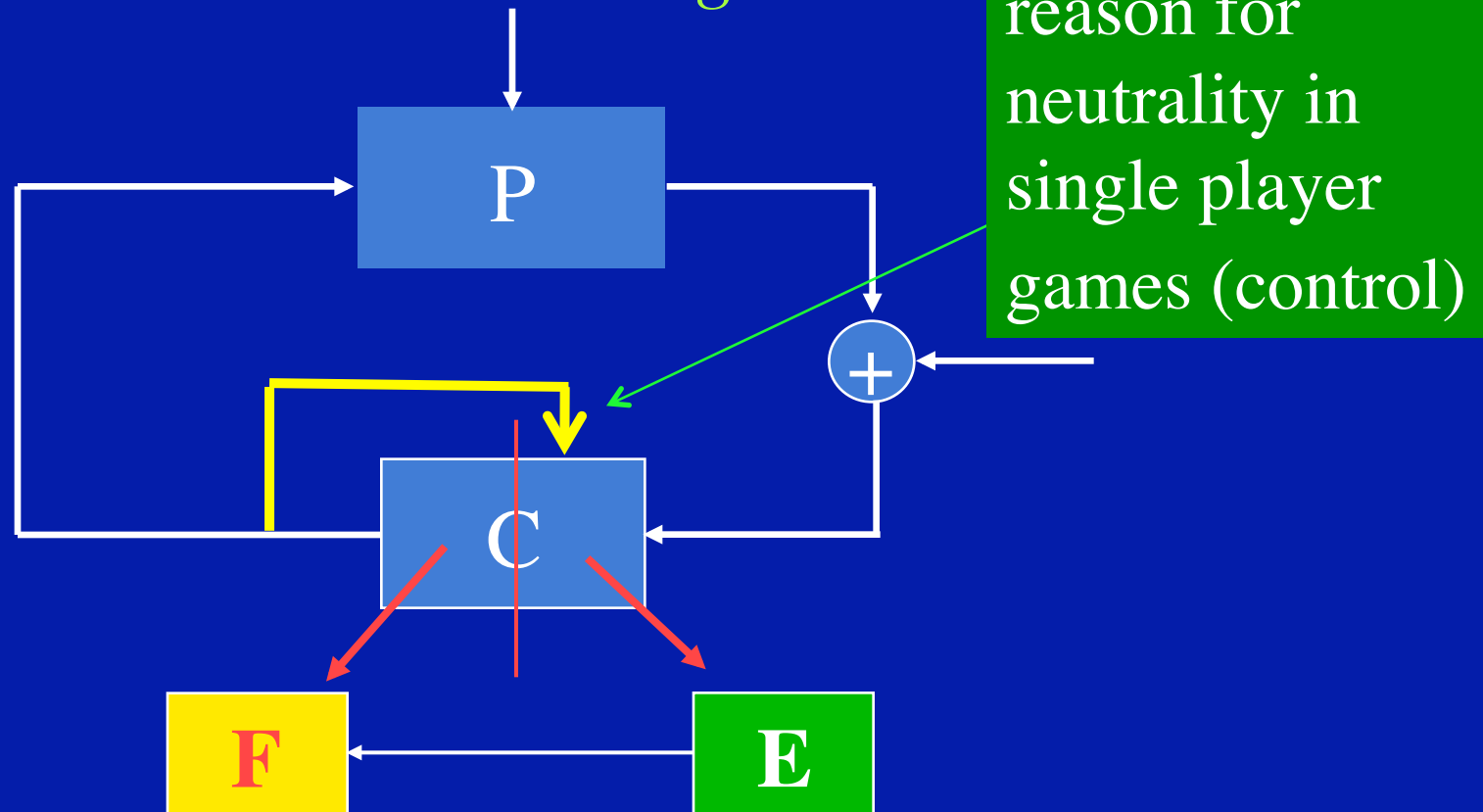
Back to Separation / Neutrality

Does it hold in games?



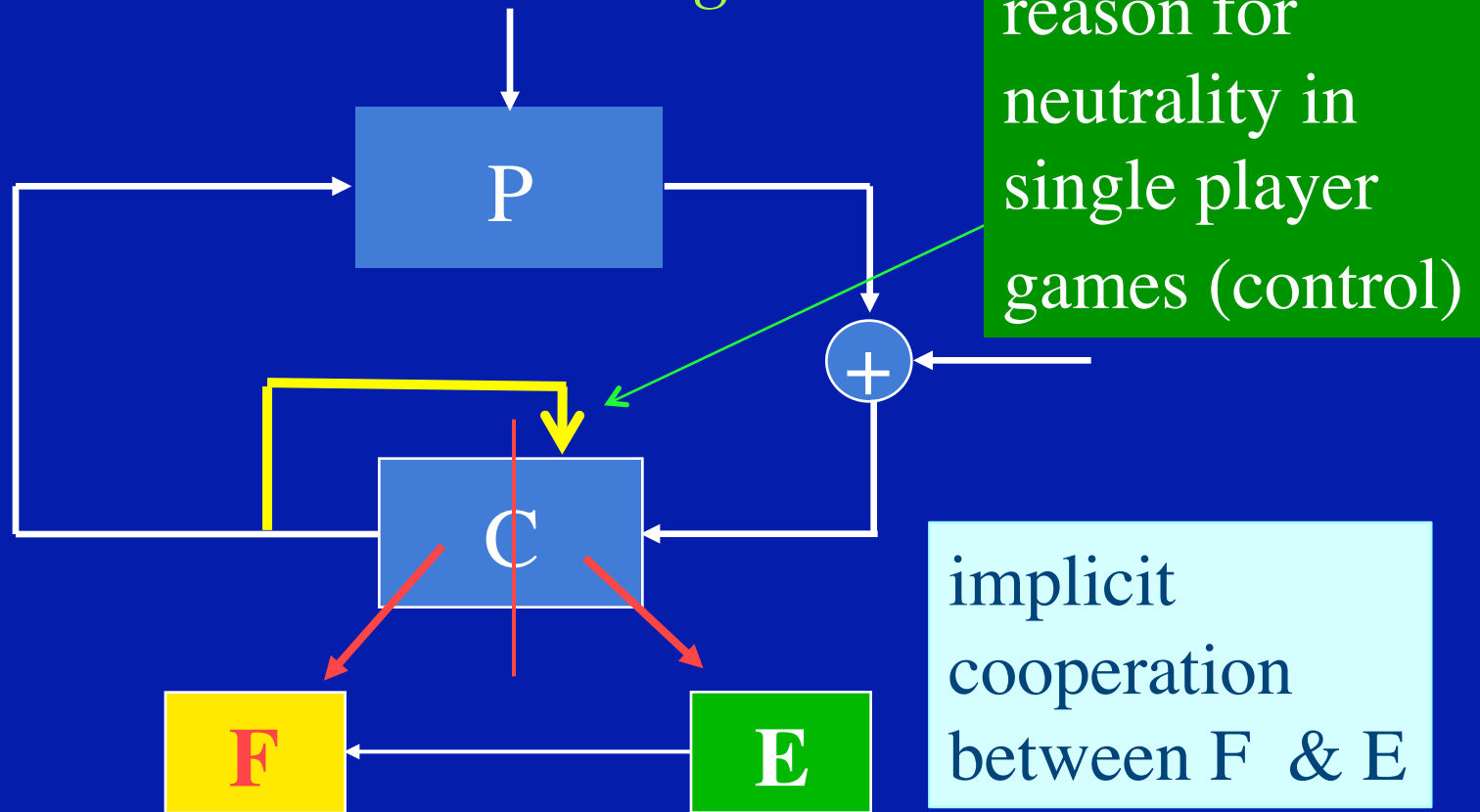
Back to Separation / Neutrality

Does it hold in games?



Back to Separation / Neutrality

Does it hold in games?



ZSSDG with common measurements

$$dx_t = (Ax_t + Bu_t + Dv_t) dt + F d\xi_t, \quad t \geq 0$$

$$dy_t = Hx_t dt + G dw_t, \quad y_0 = 0 \quad (\text{common measurement})$$

$$u_t = \gamma_t (y_0^t) \qquad v_t = \mu_t (y_0^t)$$

$$PI = E \left\{ \int_0^{t_f} [|x_t|_Q^2 + |u_t|^2 - |v_t|^2] dt + |x_{t_f}|_{Q_f}^2 \right\}$$

$$\min_{\gamma} \max_{\mu} J(\gamma, \mu) \rightarrow (\gamma^*, \mu^*) \text{ say SP}$$

ZSSDG with common measurements

$$dx_t = (Ax_t + Bu_t + Dv_t) dt + F d\xi_t, \quad t \geq 0$$

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$$\min_{\gamma} \max_{\mu} J(\gamma, \mu) \rightarrow (\gamma^*, \mu^*)$$

Does certainty equivalence hold?

-- can SP policies from deterministic game be used?

ZSSDG with common measurements

$$dx_t = (Ax_t + Bu_t + Dv_t) dt + F d\xi_t, \quad t \geq 0$$

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$$\min_{\gamma} \max_{\mu} J(\gamma, \mu) \rightarrow (\gamma^*, \mu^*)$$

Does certainty equivalence hold? *Qualified NO*

Building a common filter with u, v requires cooperation

ZSSDG with common measurements

$$dx_t = (Ax_t + Bu_t + Dv_t) dt + F d\xi_t, \quad t \geq 0$$

$$dy_t = Hx_t dt + G dw_t, \quad y_0 = 0 \quad (\text{common measurement})$$

$$u_t = \gamma_t (y_0^t) \qquad v_t = \mu_t (y_0^t)$$

$$PI = E \left\{ \int_0^{t_f} [|x_t|_Q^2 + |u_t|^2 - |v_t|^2] dt + |x_{t_f}|_{Q_f}^2 \right\}$$

$$\min_{\gamma} \max_{\mu} J(\gamma, \mu) \rightarrow (\gamma^*, \mu^*)$$

Still, there exists a common compensator, and restricted CE/separation holds -- but not complete

NZSSDG with common measurements

$$dx_t = (Ax_t + Bu_t + Dv_t) dt + F d\xi_t, \quad t \geq 0$$

$$dy_t = Hx_t dt + G dw_t, \quad y_0 = 0 \quad (\text{common measurement})$$

$$u_t = \gamma_t (y_0^t) \qquad v_t = \mu_t (y_0^t)$$

$$PI_i = E \left\{ \int_0^{t_f} [|x_t|_{Q_i}^2 + |u_t|_{R_i}^2 + |v_t|_{M_i}^2] dt + |x_{t_f}|_{Q_{fi}}^2 \right\}$$

$$\rightarrow J_i(\gamma, \mu) \rightarrow \text{Nash eqm } (\gamma^*, \mu^*)$$

NZSSDG with common measurements

$$dx_t = (Ax_t + Bu_t + Dv_t) dt + F d\xi_t, \quad t \geq 0$$

$$dy_t = Hx_t dt + G dw_t, \quad y_0 = 0 \quad (\text{common measurement})$$

$$u_t = \gamma_t (y_0^t) \qquad v_t = \mu_t (y_0^t)$$

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$$\rightarrow J_i(\gamma, \mu) \rightarrow \text{Nash eqm } (\gamma^*, \mu^*)$$

CE/separation does not hold -- NE of deterministic NZSDG cannot be used; not neutral

Recap

- No general theory/approach to non-neutrality
- Not all problems with non-classical information are intractable
- It is not only the information structure but also the structure of the performance index that plays an important role
- With battery limitations and energy conservation in remote control applications, further research on problems with non-classical information is needed