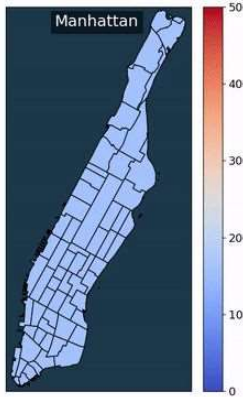
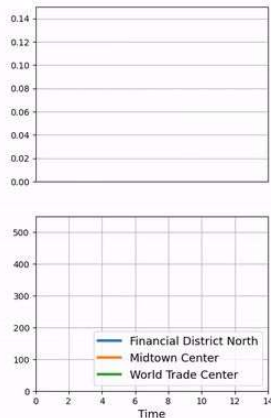


## Incentivizing Preferential Group Behavior



## Research objective

Enable autonomous vehicles to **safely** co-exist at **scale** in competitive and human-interactive environments

Tremendous advances in autonomy has enabled aerospace vehicles to achieve high precision and accuracy under self-guidance in isolated environments. As autonomous technology rapidly matures, we must consider how aerospace vehicles can be deployed in **shared spaces** and supported by **existing infrastructure**.

## Robust decision-making against uncoordinated vehicles

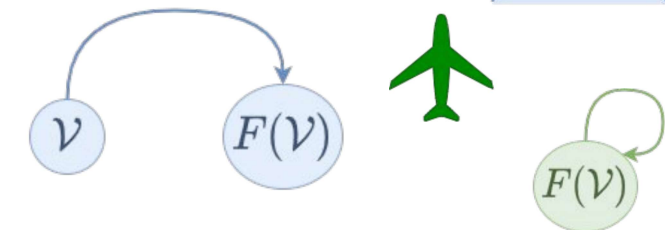
With no information on an uncoordinated player's actions, players experience **cost uncertainty** in their learning.

Value function set

$$[F(\mathcal{V})]_s = \bigcup_{\mathcal{C} \times \mathcal{V}} \min_a C_{sa} + \gamma \sum_{s'} P_{s'sa} V_{s'}$$

Cost uncertainty set

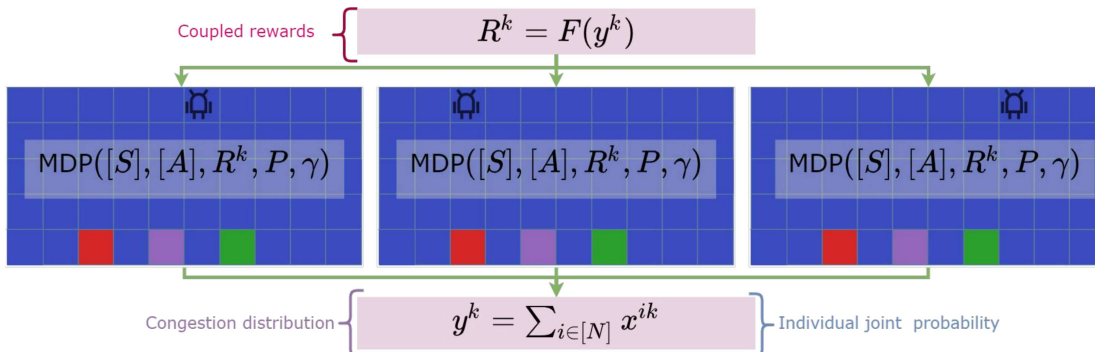
We develop a set-based Bellman operator and derive a fixed value function set that remains **invariant** with respect to cost uncertainties during learning.



## Competitive urban transportation

- Players:** ride-share drivers
- Actions:** wait for a rider or go to neighboring zone
- Objectives:** earn maximum profit
- Random factor:** zone-based stochastic ride demand with unknown destinations

We can iteratively find the minimum toll needed to ensure any linear constraint on the competitive population.



## Competitive policy synthesis at scale

We developed a distributed algorithm that solves **congested Markov decision processes**

- Individual optimization complexity is **constant**
- Total optimization is **linear**

Warehouse path planning with **uncertain package drop off times**

- Players:** warehouse robots
- Actions:** up/down/left/right
- Objectives:** ensure all packages are dropped off while avoiding collision
- Random factor:** stochastic package arrival time



## ADVISERS: Behcet Acikmese, Pierre-Loic Garoche, Mehran Mesbahi

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