

Measure and cost dependent properties of information structures

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- Info structures capture the design difficulties of decentralized control

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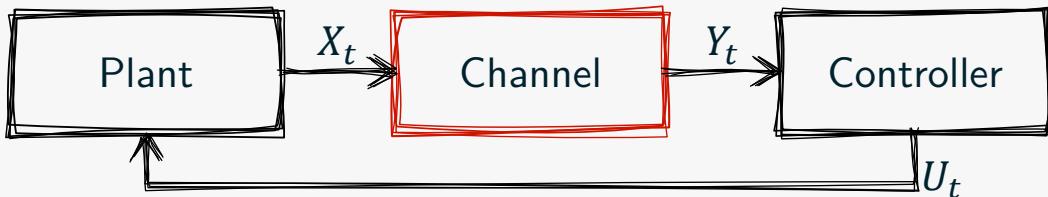
- Info structures capture the design difficulties of decentralized control
- Classical info structures are centralized systems, hence easy to design
- Non-classical info structures are decentralized systems, hence hard to design

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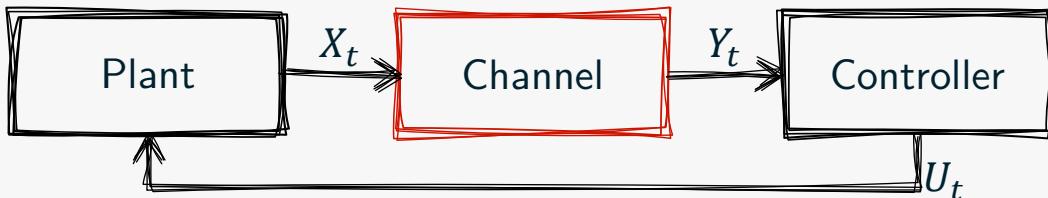
Is this really true? Can we have two systems with identical information structures that behave differently?

A controller with no memory



- State Equation: $X_{t+1} = f_t(X_t, U_t, W_t)$
- Observation Equation: $Y_t = h_t(X_t, N_t)$
- Controller with no memory: $U_t = g_t(Y_t)$

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When the channel is noiseless, the system
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Two systems with identical info structures

Perfect observations \Rightarrow centralized

Imperfect observations \Rightarrow decentralized

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We present a generalization of information structures, which we call ***P*-generalization**, that captures the usefulness of information.

This generalization depends on the **coupling of the cost function** and the **independence properties of the probability measure**

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- Defined a P -generalization of an info structure

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- Implications: Follow a two step approach
 - ▶ Define info structure in the usual manner (keeps analysis simple)
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We get the solution technique for P -generalized info structure for free!
- Present coupled dynamic programs to find pbpo solution of quasiclassical info structures
 - ▶ Works for non-linear systems
 - ▶ Need to only solve parametric optimization problem

Outline of the paper

- Model
- Information Structures
- P -generalization of info structures
- Coupled dynamic programs for quasiclassical info structure
- Example

The intrinsic model

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- Objective: Choose (g_1, \dots, g_N) to minimize expected cost

Salient Features

Agents are coupled in two ways:

■ Coupling through dynamics

- ▶ D_n^* : set of agents that can influence the observations of agent n
- ▶ $m \in D_n^* \Rightarrow$ there exist $m = m_0, m_1, \dots, m_\ell = n$ such that

$$m_{i-1} \in D_{m_i}, \quad i = 1, \dots, \ell$$

■ Coupling through cost

\mathcal{C}_n^* : agents coupled to agent n through cost

$$\mathcal{C}_n^* = \bigcup_{k=1}^K \mathcal{C}_k \mathbb{1}\{n \in \mathcal{C}_k\}$$

Information Structures

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Collection of **information** known to each agent

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■ Classification of info structures

- ▶ **Classical info structure**

Each agent knows the **data** available to all agents that act before it

- ▶ **Quasiclassical info structure**

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- ▶ **Strictly classical info structures**

Each agent . . . data and control actions . . .

- ▶ **Strictly quasiclassical info structure**

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Expansion of info structures

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A new system obtained by

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■ Quasiclassical expansion of info structure

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Dynamic programming works only for strictly classical info structure.

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P-classical info structure:

$$\text{Let } Q_n := \sum_{k=1}^K \rho_k(\omega, U_{C_k}) \mathbb{1}\{\{n \in C_k\} \cup \{\exists m \in C_k : n \in D_m^*\}\}.$$

Then, an info structure is *P*-classical if

$$\mathbb{E}\{Q_n \mid Y_n, U_n\} = \mathbb{E}\{Q_n \mid Y_{[n]}, U_{[n]}\}$$

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The main idea (2)

We ask a similar question for quasiclassical info structures.

- What is the most relaxed info structure that we can start with such that
 - ▶ if we take its quasiclassical expansion
 - ▶ find the optimal policy for the quasiclassical expansion
 - ▶ then, can find a corresponding optimal policy that is implementable in the original system

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- Difficulty: No appropriate solution technique for quasiclassical systems
 - ▶ Solutions for LQG quasiclassical systems rely convexity of static LQG teams. These results do not extend to non-LQG systems.
 - ▶ Sequential decomposition for optimal design gives a functional optimization problem. This makes it extremely hard to find a corresponding policy
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P-quasiclassical info structure:

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Proof outline

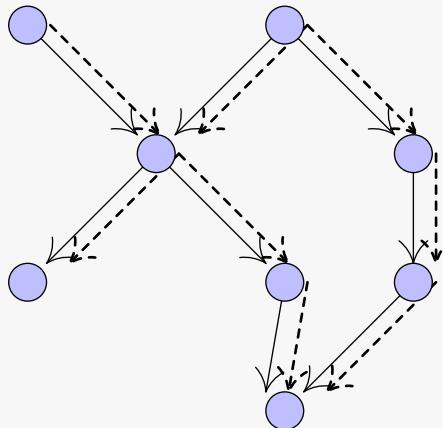
- The proof for both cases is constructive
 - ▶ Take expanded info structure
 - ▶ Find an optimal (or pbpo) policy
 - ▶ Construct a corresponding policy that is implementable in original system
- The details of each step conceptually simple, but notationally cumbersome due to generality of the model

Coupled Dynamic programs for quasiclassical info structure

Any quasiclassical system can be broken into a collection of coupled systems where each subsystem has a classical info structure

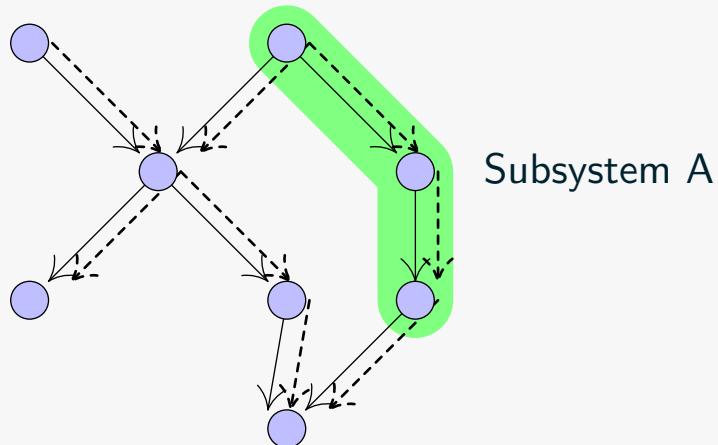
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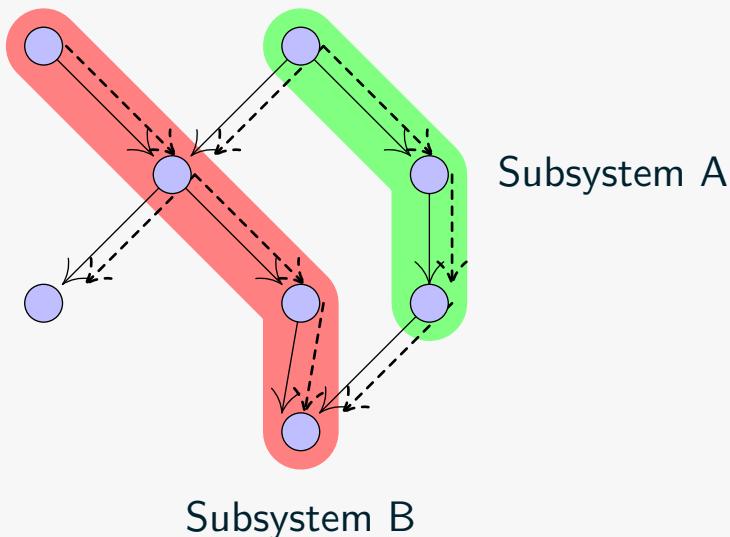
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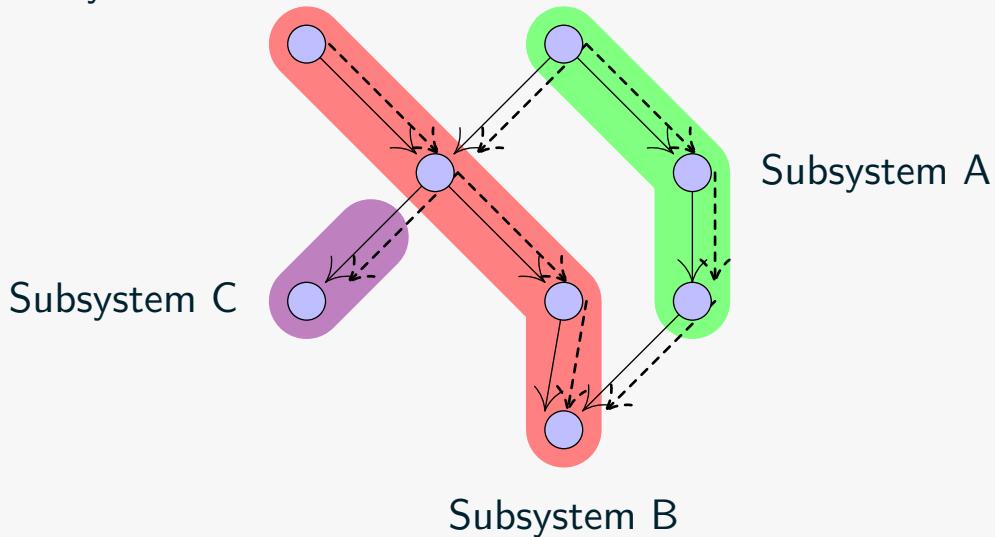
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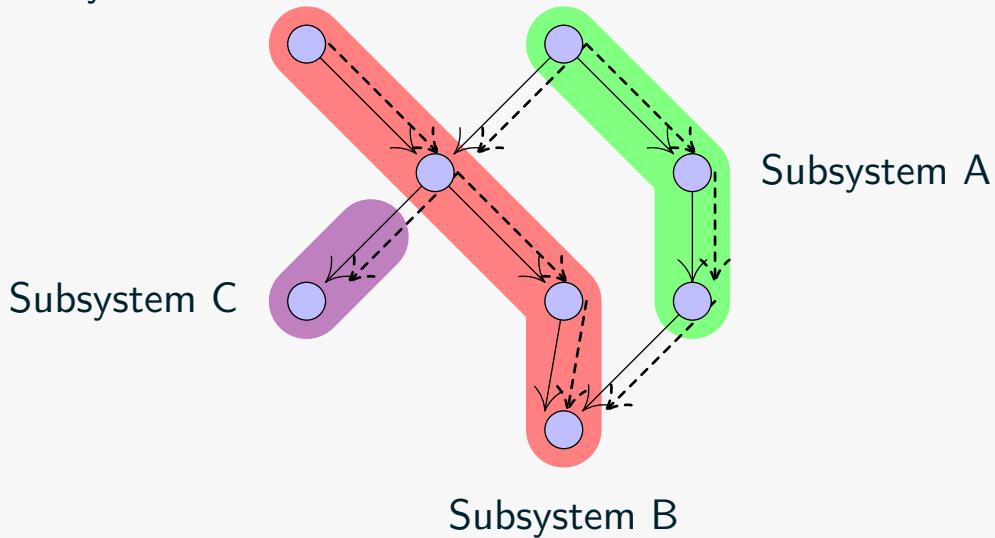
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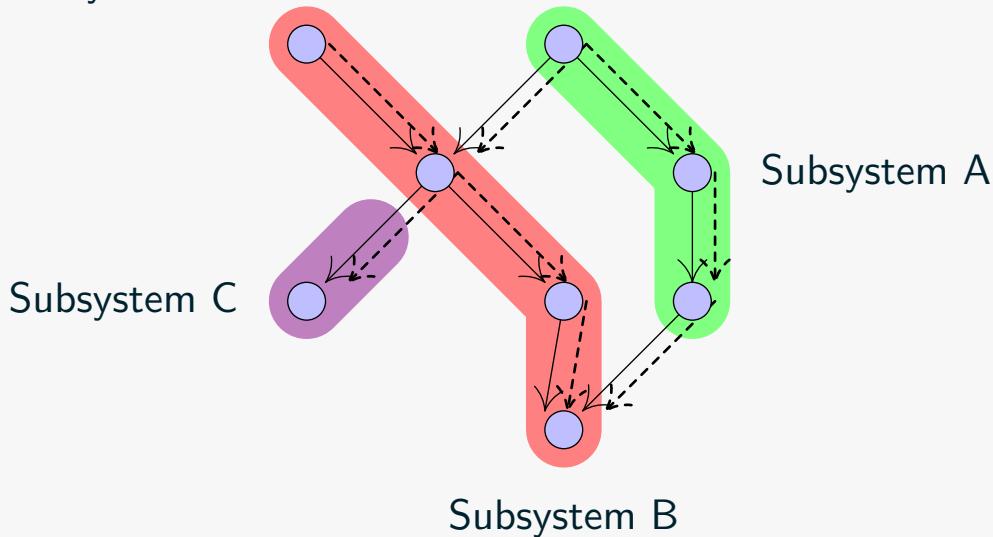
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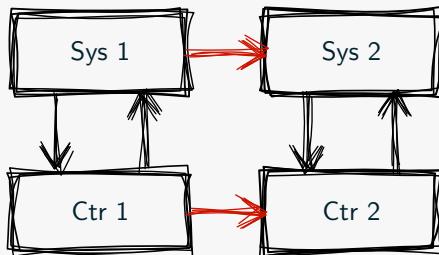
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- Subsystems A, B, and C are classical
- Write a DP for each subsystem and solve them iteratively
Idea originally proposed in Teneketzis and Ho, 1987

An Example



$$x_{t+1}^1 = f^1(x_t^1, u_t^1, w_t^1) \quad x_{t+1}^2 = f^2(\textcolor{red}{x_t^1}, x_t^2, u_t^2, w_t^2)$$

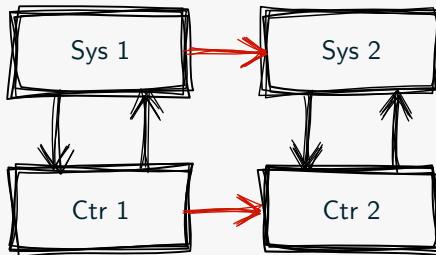
$$y_t^1 = h^1(x_t^1, n_t^1) \quad y_t^2 = h^2(x_t^2, n_t^2)$$

$$u_t^1 = g_t^1(y_{[t]}^1, u_{[t-1]}^1) \quad u_t^2 = g_t^2(\textcolor{red}{y_{[t]}^1}, y_{[t]}^2, \textcolor{red}{u_{[t-1]}^1}, u_{[t-1]}^2)$$

Choose $G^1 := (g_1^1, \dots, g_T^1)$ and $G^2 := (g_1^2, \dots, g_T^2)$ to minimize

$$\mathbb{E} \left\{ \sum_{t=1}^T \rho(x_t^1, x_t^2, u_t^1, u_t^2) \right\}$$

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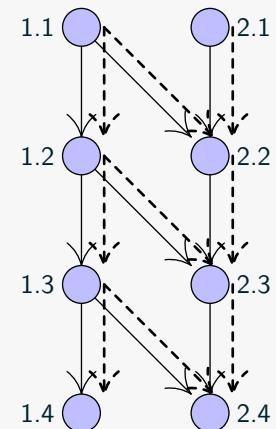
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- Quasiclassical info structure
- Non-linear dynamics
- Noisy observations

An Example



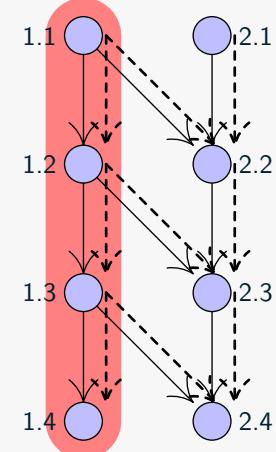
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Subsystem 1

Fix policy G^2 and solve for G^1

$$V_T^1(y_{[T]}^1, u_{[T-1]}^1) = \mathbb{E}\left\{\rho(x_T^1, x_T^2, u_T^1, u_T^2) \mid y_{[T]}^1, u_{[T-1]}^1\right\}$$

$$\begin{aligned} V_t^2(y_{[t]}^1, u_{[t-1]}^1) = \mathbb{E}\left\{\rho(x_t^1, x_t^2, u_t^1, u_t^2) \right. \\ \left. + V_{t+1}^1(y_{[t+1]}^1, u_{[t]}^1) \mid y_{[t]}^1, u_{[t-1]}^1\right\} \end{aligned}$$



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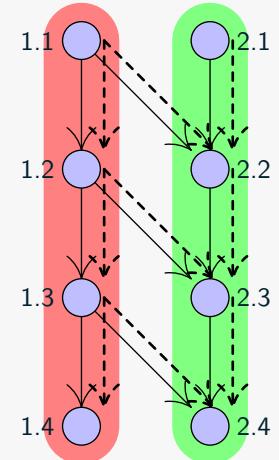
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Subsystem 2

Fix policy G^1 and solve for G^2

$$V_T^2(y_{[T]}^1, y_{[T]}^2, u_{[T-1]}^1, u_{[T-1]}^2) = \mathbb{E}\left\{\rho(x_T^2, x_T^2, u_T^2, u_T^2) \middle| y_{[T]}^1, y_{[T]}^2, u_{[T-1]}^1, u_{[T-1]}^2\right\}$$

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Conclusion

- Defined a P -generalization of info structure

The solution technique for any info structure
is also applicable to its P -generalization

- Present coupled dynamic programs to find person by person optimal solution of quasiclassical info structures

Thank you