

Learning in Stackelberg Markov Games: Equitable Energy Price Design

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Motivation & Problem Formulation

Tackling Climate Change via Hierarchical Decision Making

- Climate and energy systems involve a leader (utility company) and followers (prosumers, consumers).
- Coordinating such systems efficiently requires anticipatory strategies – i.e., leaders account for how others respond.
- Example: utilities set energy prices $\rightarrow$ households respond by adjusting charging, usage, or storage.

Research Question

- Can we learn equilibrium policies for hierarchical, multi-agent systems that model real-world climate and energy interactions?

Stackelberg Markov Game Formulation

- Two levels:** leader-follower agents.
- State dynamics:** energy demand, renewable generation, price dynamics.
- Objective:** design equitable electricity rates for different income groups to promote renewable energy adoptions.

Stackelberg Markov Games

What is a Stackelberg Game?

- Sequential-move game:**
- Leader:** commits a strategy first.
- Followers:** commit strategies after knowing leader's strategy.

Classical vs. Markovian Formulations

- Classical:** (i) static, one-shot interaction, (ii) complete information, and (iii) equilibrium over single move
- This work:** (i) infinite-horizon Markov game, (ii) stochastic, partially observed dynamics, and (iii) repeated interactions via state transitions.

Single Leader Single Follower

- Index:** $i \in \{L, F\}$, and $-i$ refers to the opponent of i
- State & action spaces:** S_i, A_i
- Probability transition kernels:** $P_i: S_i \times A_i \times A_{-i} \rightarrow S_i$
- Rewards:** $r_i: S_i \times S_{-i} \times A_i \times A_{-i} \rightarrow \mathbb{R}$
- Discount factors:** $\gamma_i \in (0, 1]$
- Policies:** $\pi_i: S_i \rightarrow \mathbb{P}(A_i)$
- Value functions:** $V_i(s_i, s_{-i}, \pi_i, \pi_{-i}) = \mathbb{E}[\sum_{t=0}^{\infty} \gamma_i^t r_i(s_{i,t}, s_{-i,t}, a_{i,t}, a_{-i,t}) | s_{i,0} = s_i, s_{-i,0} = s_{-i}]$

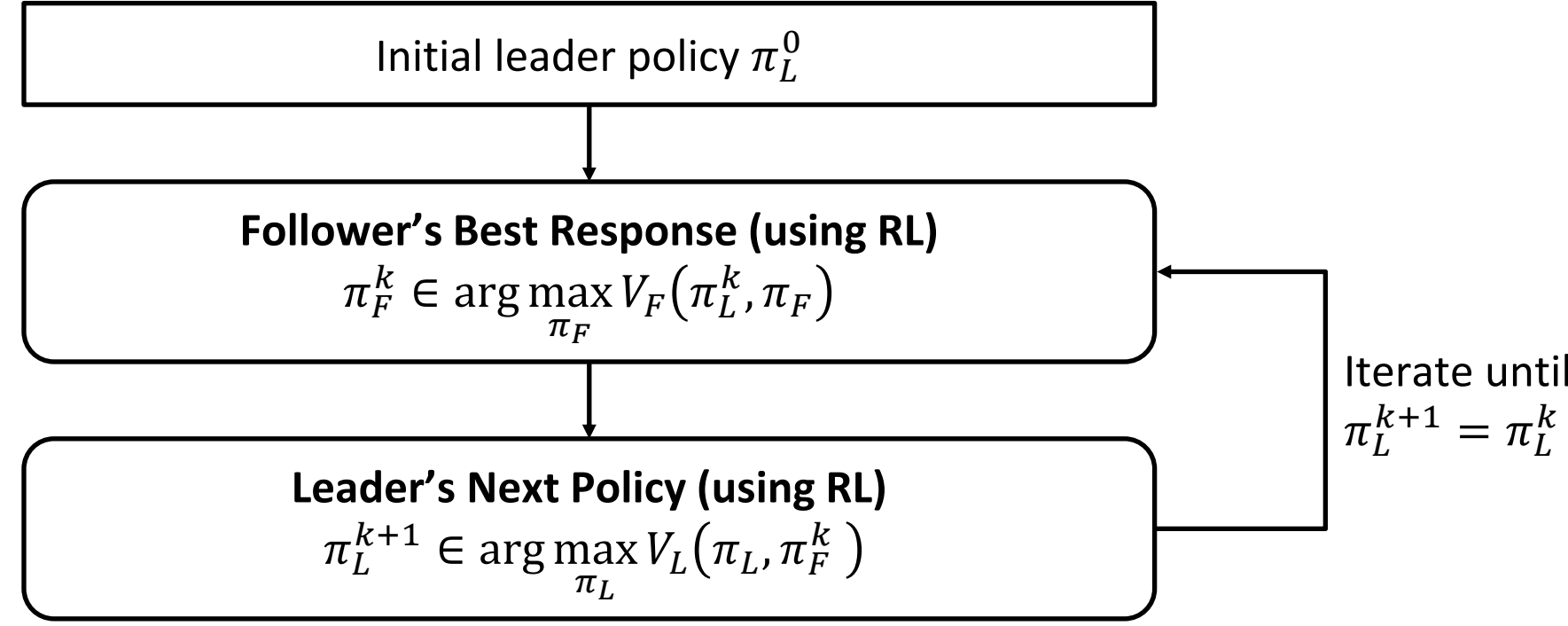
Follower's Best Response

- Given leader's policy π_L , follower finds $\text{BR}_F(\pi_L) := \arg \max_{\pi_F} V_F(\pi_L, \pi_F)$

Leader's Optimal Policy (Stationary Stackelberg Equilibrium / SSE)

- Leader anticipates follower will take its best response to π_L
- Leader finds optimal policy $\pi_L^{\text{SSE}} \in \arg \max_{\pi_L} V_L(\pi_L, \text{BR}_F(\pi_L))$
- As a result: $\pi_F^{\text{SSE}} \in \text{BR}_F(\pi_L^{\text{SSE}})$

Equilibrium Learning Framework



Solving with Reinforcement Learning (RL)

- Boltzmann policy:** $\pi_i := \text{softmax}_{\alpha_i}(\cdot | s_i) = \frac{e^{\alpha_i Q^*, \pi_{-i}(s_i)}}{\sum_{a_i} e^{\alpha_i Q^*, \pi_{-i}(s_i, a_i)}}$
- ϵ -net:** discretize $\mathbb{P}(A_i)$ into $\mathcal{N}_i^\epsilon$ & project $\text{proj}_\epsilon(\pi_i) := \arg \min_{\pi'_i \in \mathcal{N}_i^\epsilon} \|\pi_i - \pi'_i\|_1$
- Follower's best response:** $\hat{\pi}_F^k = \text{proj}_\epsilon(\text{softmax}_{\alpha_F}(\hat{Q}^*, \hat{\pi}_L^k))$
- Leader's next policy:** $\hat{\pi}_L^{k+1} = \text{proj}_\epsilon(\text{softmax}_{\alpha_L}(\hat{Q}^*, \hat{\pi}_F^k))$

Convergence Guarantee (Sketch)

- Under mild assumptions (reward & transition continuity, boundedness, Lipschitz condition best response with $d_L d_F \leq 1$), if $\alpha_i = \log(1/\epsilon)/\phi(\epsilon)$ and when $K \geq \log_{1/d_L d_F}(2/\epsilon)$, the leader's policy satisfies $\|\hat{\pi}_L^K - \pi_L^{\text{SSE}}\|_1 \leq O(\epsilon)$.

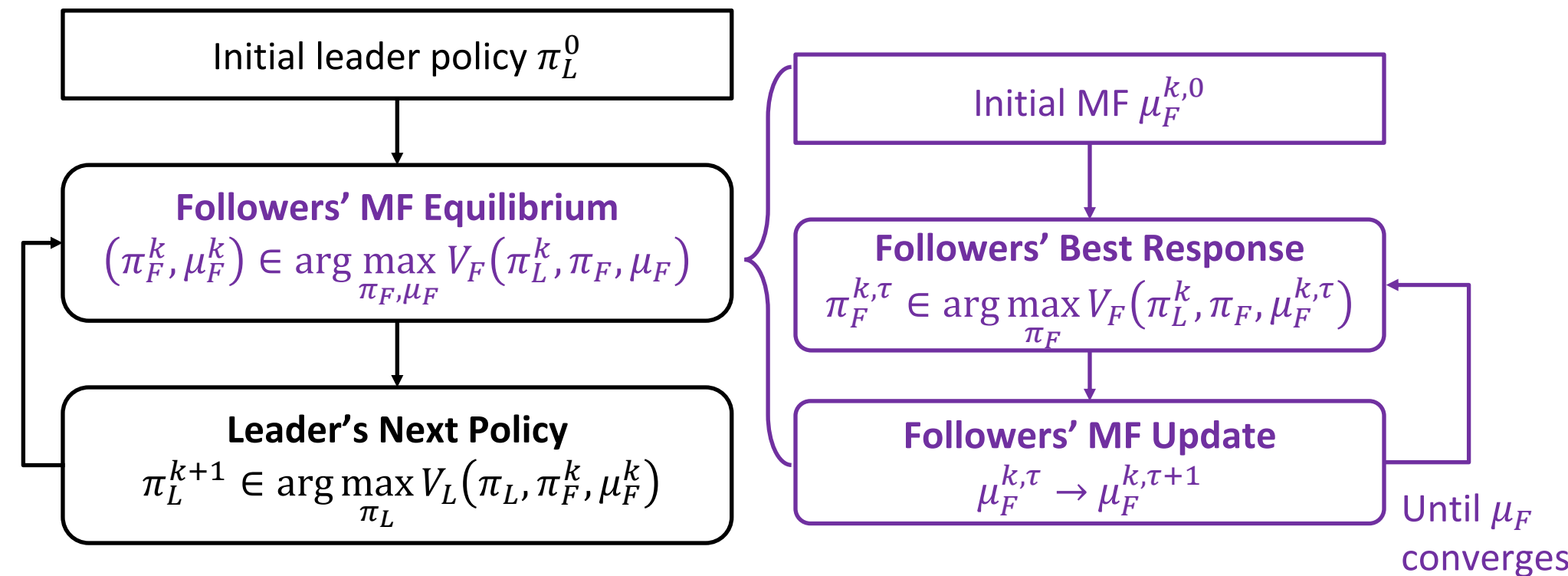
Reward Regularization

- Add a strongly concave function:** $r_i^{\text{REG}} = r_i + H(\pi_i(\cdot | s_i))$
- Smooth & unique best response:** Lipschitz continuity guaranteed.
- Policy updates converge to a **unique fixed point**.

Extension to Infinite Followers

Single Leader Infinite Followers

- Real-world scenarios with a central authority interacting with a large agent population.
- Each follower's impact is negligible; collective behavior shapes dynamics.
- Followers are assumed **homogeneous & interchangeable**.
- In the limit as population size $\rightarrow \infty$: each agent faces a **mean-field (MF) distribution** over states and actions; interactions reduce to a representative agent and the MF.



Numerical Experiment

IEEE 3-Node Example

Motivation

- Real-world challenge:** electricity pricing in presence of Distributed Energy Resources (DERs).
- Risk of a **utility death spiral**: wealthier prosumers reduce grid usage, leaving higher costs for low-income users.
- Goal:** Learn tariffs to promote equity, stability & efficiency, and eventually renewable adoption.

Model Overview

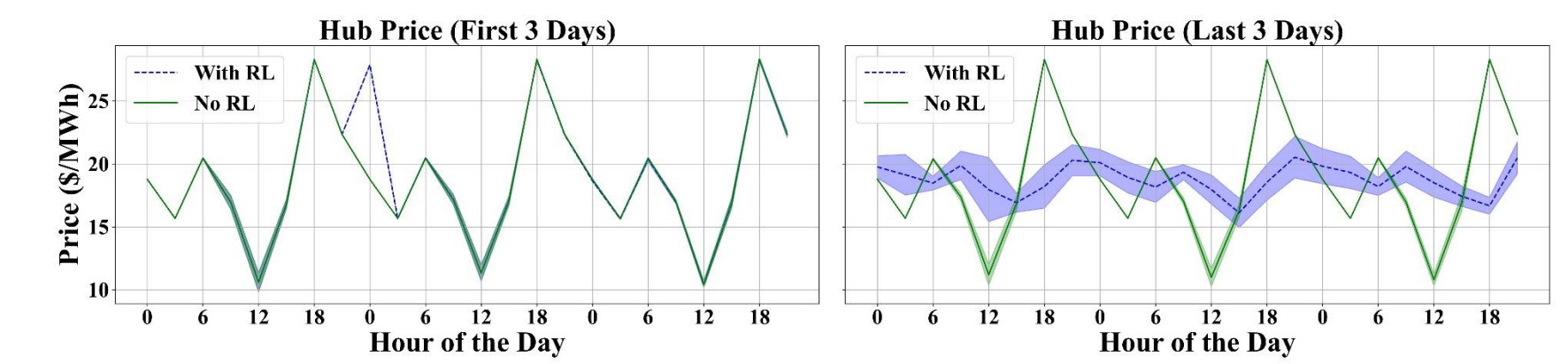
- Leader:** utility sets rates per-MWh and fixed charges.
- Followers:** 3 aggregators, manage prosumers + consumers.
- Aggregators** learn battery policies under MF game setup.
- Learning with PPO:** 8 timesteps/day; 100 days; 5 random seeds

Power Network Configuration & Population

- 3-node grid with 4 generators and 3 transmission lines.
- Each node has 3,000 pure **consumers** (income: \$15k).
- Prosumers:** 1000 low- (\$25k), 500 middle- (\$45k), and 300 high-income (\$65k) at Node 1, 2 and 3, respectively.
- Objective:** the leader minimizes inequality in **energy expenditure incidence (EEI)** = Electricity spending $\div$ Household income.

Results: Price Stability

- RL-based learning **reduces volatility** in nodal prices.
- Daily LMP patterns become more stable over time



Results: Learned Tariffs

- Per-MWh rates stabilize.
- Fixed charges increase with income.
- Promotes **fairness**: align cost burden with ability to pay (EEI difference shrinks).

