# Can Reinforcement Learning Find Stackelberg-Nash Equilibria in General-Sum Markov Games with Myopically Rational Followers?

Han Zhong Hanzhong@stu.pku.edu.cn

Center for Data Science Peking University Beijing 100871, China

Zhuoran Yang Zhuoran.yang@yale.edu

Department of Statistics and Data Science Yale University New Haven, CT 06511, USA

Zhaoran Wang Zhaoranwang@gmail.com

Department of Industrial Engineering and Management Sciences Northwestern University Evanston, IL 60201, USA

Michael I. Jordan JORDAN@CS.BERKELEY.EDU

Division of Computer Science and Department of Statistics University of California Berkeley, CA 94720-1776, USA

Editor: Francesco Orabona

#### Abstract

We study multi-player general-sum Markov games with one of the players designated as the leader and the other players regarded as followers. In particular, we focus on the class of games where the followers are myopically rational; i.e., they aim to maximize their instantaneous rewards. For such a game, our goal is to find a Stackelberg-Nash equilibrium (SNE), which is a policy pair  $(\pi^*, \nu^*)$  such that: (i)  $\pi^*$  is the optimal policy for the leader when the followers always play their best response, and (ii)  $\nu^*$  is the best response policy of the followers, which is a Nash equilibrium of the followers' game induced by  $\pi^*$ . We develop sample-efficient reinforcement learning (RL) algorithms for solving for an SNE in both online and offline settings. Our algorithms are optimistic and pessimistic variants of least-squares value iteration, and they are readily able to incorporate function approximation tools in the setting of large state spaces. Furthermore, for the case with linear function approximation, we prove that our algorithms achieve sublinear regret and suboptimality under online and offline setups respectively. To the best of our knowledge, we establish the first provably efficient RL algorithms for solving for SNEs in general-sum Markov games with myopically rational followers.

**Keywords:** Reinforcement learning, Stackelberg-Nash equilibria, general-sum Markov games, myopically rational followers

©2023 Han Zhong, Zhuoran Yang, Zhaoran Wang and Michael I. Jordan.

License: CC-BY 4.0, see https://creativecommons.org/licenses/by/4.0/. Attribution requirements are provided at http://jmlr.org/papers/v24/22-0203.html.

## 1. Introduction

Reinforcement learning (RL) has achieved striking empirical successes in solving real-world sequential decision-making problems (Mnih et al., 2015; Duan et al., 2016; Silver et al., 2016, 2017, 2018; Agostinelli et al., 2019; Akkaya et al., 2019). Motivated by these successes, multi-agent extensions of RL algorithms have recently become popular in decision-making problems involving multiple interacting agents (Busoniu et al., 2008; Hernandez-Leal et al., 2018, 2019; OroojlooyJadid and Hajinezhad, 2019; Zhang et al., 2019). Multi-agent RL is often modeled as a Markov game (Littman, 1994) where, at each time step, given the state of the environment, each player (agent) takes an action simultaneously, observes her own immediate reward, and the environment evolves into a next state. Here both the reward of each player and the state transition depend on the actions of all players. From the perspective of each player, the goal is to find a policy that maximizes their expected total reward in the presence of other agents.

In Markov games, depending on the structure of the reward functions, the relationship among the players can be either collaborative, where each player has the same reward function, or competitive, where the sum of the reward function is equal to zero, or mixed, which corresponds to a general-sum game. While most of the existing theoretical results focus on the collaborative or two-player competitive settings, the mixed setting is often more pertinent to real-world multi-agent applications.

Moreover, in addition to having diverse reward functions, the players might also have asymmetric roles in the Markov game—the players might be divided into leaders and followers, where the leaders' joint policy determines a general-sum game for the followers. Games with such a leader-follower structure are popular in applications such as mechanism design (Conitzer and Sandholm, 2002; Roughgarden, 2004; Garg and Narahari, 2005; Kang and Wu, 2014), security games (Tambe, 2011; Korzhyk et al., 2011), incentive design (Zheng et al., 1984; Ratliff et al., 2014; Chen et al., 2016; Ratliff and Fiez, 2020), and model-based RL (Rajeswaran et al., 2020). Consider a simplified economic system that consists of a government and a group of companies, where the companies purchase or sell goods, and the government collects taxes from transactions. Such a problem can be viewed as a multiplayer general-sum game, where the government serves as the leader and the companies are followers (Zheng et al., 2020). In particular, when the government sets a tax rate, the companies play a general-sum game among themselves with a reward function that depends on the tax rate. Each company aims to maximize its own revenue, and ideally they jointly achieve a Nash equilibrium (NE) of the induced game. The goal of the government might be to achieve maximum social welfare, which can be measured via appropriate fairness metrics associated with the revenues of the companies.

In multi-player Markov games with such a leader-follower structure, symmetric solution concepts such as Nash equilibria (NE), coarse correlated equilibria (CCE), and corrected equilibria (CE) are not appropriate. Instead, the desired solution concept is the Stackelberg-Nash equilibrium (SNE)—the leader's optimal policy assuming that the followers execute the best-response (NE) policy to the leader (Başar and Olsder, 1998). In the setting where there is a single leader, SNE corresponds to a pair of a leader's policy  $\pi^*$  and the followers' joint policy  $\nu^*$  that satisfies the following two properties: (i) when the leader adopts  $\pi^*$ ,  $\nu^*$  is the best-response policy of the followers, i.e.,  $\nu^*$  is a Nash equilibrium of the followers'

subgame induced by  $\pi^*$ ; and (ii)  $\pi^*$  is the optimal policy of the leader assuming the followers always adopt the best response.

We are interested in finding an SNE in a multi-player Markov game when the reward functions and Markov transition kernel are unknown. In particular, we focus on the setting with a single leader and multiple myopically rational followers. That is, at no step of the game do the followers take into account the future rewards; rather, they only consider the rewards at the current step. The formal definition of myopically rational followers is given in §3.3. This setting is a natural formalization of many real-world problems such as marketing and supply chain management. For example, in a market, the leader is an established firm and the followers are entrants. The entrants are not sure whether the firm is going to exist in the future, so they might just want to maximize instantaneous rewards. See Li and Sethi (2017); Kańska and Wiszniewska-Matyszkiel (2021) and references therein for more examples. For such a game, we are interested in the following question:

Can we develop sample-efficient reinforcement learning methods that provably find Stackelberg-Nash equilibria in general-sum Markov games with myopically rational followers?

To this end, we consider both online and offline RL settings, where in the former, we learn the SNE in a trial-and-error fashion by interacting with the environment and generating data, and in the latter, we learn the SNE from a given dataset that is collected a priori. For the online setting, as the transition model is unknown, to achieve sample efficiency the equilibrium-finding algorithm needs to take an exploration-exploitation tradeoff into consideration. Although a similar challenge has been studied in zero-sum Markov game, it seems unclear how to incorporate popular exploration mechanisms such as optimism in the face of uncertainty (Sutton and Barto, 2018) into the SNE solution concept. Meanwhile, in the offline setting, as the RL agent has no control of data collection, it is necessary to design an RL algorithm with theoretical guarantees for an arbitrary dataset that might not be sufficiently explorative.

Our contributions. Our contributions are three-fold. First, for the episodic generalsum Markov game with myopically rational followers, under the online and offline settings respectively, we propose optimistic and pessimistic variants of the least-squares value iteration (LSVI) algorithm. In particular, in our version of LSVI, we estimate the optimal action-value function of the leader via least-squares regression and construct an estimate of the SNE by solving for the SNE of the multi-matrix game for each state, whose payoff matrices are given by the leader's estimated action-value function and the followers' reward functions. Moreover, we add a UCB exploration bonus to the least-squares solution to achieve optimism in the online setting. In the offline setting, pessimism is achieved by subtracting a penalty function constructed using the offline data which is equal to the negative bonus function. These algorithms are readily able to incorporate function approximators and we showcase a version with linear function approximation. Second, in the online setting, we prove that our optimistic LSVI algorithm achieves a sublinear  $\mathcal{O}(H^2\sqrt{d^3K})$  regret, where K is the number of episodes, H is the horizon, d is the dimension of the feature mapping, and  $\mathcal{O}(\cdot)$  omits logarithmic terms. Finally, in the offline setting, we establish an upper bound on the suboptimality of the proposed algorithm for an arbitrary dataset with K trajectories. Our upper bound yields a sublinear  $\tilde{\mathcal{O}}(H^2\sqrt{d^3/K})$  rate as long as the dataset has sufficient coverage over the trajectory induced by the desired SNE. In summary, we first identify a concrete subclass of Markov games where the SNE solution concept is tractable for learning in both the online and offline setting.

### 2. Related Work

In this section, we provide an overview of related work on a number of different topics in game theory and machine learning.

RL for solving NE in Markov games. Our work contributes to the growing body of literature on RL for finding Nash equilibria in Markov games. In particular, there is a line of work that generalizes single-agent RL algorithms to Markov games under either a generative model (Azar et al., 2013) or offline settings with well-explored datasets (Littman, 2001; Greenwald et al., 2003; Hu and Wellman, 2003; Lagoudakis and Parr, 2012; Hansen et al., 2013; Perolat et al., 2015; Jia et al., 2019; Sidford et al., 2020; Cui and Yang, 2020; Fan et al., 2020; Daskalakis et al., 2021; Zhao et al., 2021). These works all aim to find the Nash equilibrium and their algorithms are generalizations of single-agent RL algorithms. In particular, Littman (2001, 1994); Greenwald et al. (2003) and Hu and Wellman (2003) generalize Q-learning (Watkins and Dayan, 1992) to Markov games and establish asymptotic convergence guarantees. Jia et al. (2019); Sidford et al. (2020); Zhang et al. (2020a) and Cui and Yang (2020) propose variants of Q-learning or value iteration (Shapley, 1953) algorithms under a generative model setting. Also, Perolat et al. (2015) and Fan et al. (2020) study the sample efficiency of fitted value iteration (Munos and Szepesvári, 2008) for zero-sum Markov games in an offline setting. They assume the behavior policy is explorative in the sense that the concentrability coefficients (Munos and Szepesvári, 2008) are uniformly bounded. Under similar assumptions, Daskalakis et al. (2021) and Zhao et al. (2021) study the sample complexity of policy gradient (Sutton et al., 1999) under the well-explored offline setting.

In the online setting, there is a recent line of research that proposes provably efficient RL algorithms for zero-sum Markov games. See, e.g., Wei et al. (2017); Bai et al. (2020); Bai and Jin (2020); Liu et al. (2020a); Tian et al. (2020); Xie et al. (2020); Chen et al. (2021b) and the references therein. These works propose optimism-based algorithms and establish sublinear regret guarantees for finding NE. Among these works, our work is particularly related to Xie et al. (2020) and Chen et al. (2021b), whose algorithms also incorporate linear function approximation.

Compared with these aforementioned works, we focus on solving for Stackelberg-Nash equilibria, which involve a bilevel structure and are fundamentally different from Nash equilibria. Thus, our work is not directly comparable.

Learning Stackelberg games. Most of the existing results for Stackelberg-Nash equilibria focus on the normal form game, which is equivalent to our Markov game with H=1. Letchford et al. (2009); Blum et al. (2014) and Peng et al. (2019) study learning of Stackelberg equilibria with a best response oracle. Fiez et al. (2019) study the local convergence of first-order methods for finding Stackelberg equilibria in general-sum games with differentiable reward functions, and Ghadimi and Wang (2018); Chen et al. (2021a) and Hong et al. (2020) analyze the global convergence of first-order methods for achieving global optimality

of bilevel optimization. A more closely related paper is Bai et al. (2021), which studies the matrix Stackelberg game with bandit feedback. This work also studies a bandit-RL extension where the leader has a finite action set and the follower is faced with an MDP specified by the leader's action. In comparison, we consider the more challenging generalsum Markov game where the leader acts throughout the entire game rather than at the beginning of the game only as in Bai et al. (2021). Moreover, we allow multi-followers and identify a concrete subclass of Markov games where SNE are tractable to learn. Due to the difference in problem setups, our algorithm design and theoretical analysis are fundamentally different from those in Bai et al. (2021). Specifically, our algorithms leverage the optimism/pessimism principle to find Stackelberg-Nash equilibria in the online/offline setting, while Bai et al. (2021) use the empirical mean (or least-squares estimators) to estimate the payoff matrix and then compute the approximate Stackelberg equilibria directly. Our algorithms also involve novel mechanisms such as the  $\epsilon$ -SNE routine; see Sections 4.2 and 5.2 for details. In terms of the theoretical analysis, we provide a new regret decomposition result (Lemma 11) which relates the suboptimality to the computational error, statistical error, and randomness, and then analyze these three types of errors using RL and multiarmed bandit tools. This style of analysis is quite different from Bai et al. (2021). more directly relevant work is Bucarey et al. (2019b), who derive a Bellman equation and a value iteration algorithm for solving for SNE in Markov games. In comparison, we establish modifications of least-squares value iteration that are tailored to online and offline settings.

Learning general-sum Markov games. Liu et al. (2020a) present the first result of finding correlated equilibrium (CE) and coarse correlated equilibrium (CCE) in general-sum Markov games. However, their centralized algorithms suffer from the curse of many agents, that is, their sample complexity scales exponentially in the number of agents. Recently, Song et al. (2021); Mao and Başar (2021) and Jin et al. (2021) escape the curse of many agents via the decentralized structure of the V-learning algorithm (Bai et al., 2020).

Related single-agent RL methods. Our work is also related to recent work that achieves sample efficiency in single-agent RL under an online setting. See, e.g., Azar et al. (2017); Jin et al. (2018); Yang and Wang (2019); Zanette and Brunskill (2019); Jin et al. (2020b); Zhou et al. (2020); Ayoub et al. (2020); Yang and Wang (2020); Zanette et al. (2020b,a); Zhang et al. (2020c,b); Agarwal et al. (2020) and the references therein. In particular, following the optimism in the face of uncertainty principle, these works achieve near-optimal regret under either tabular or function approximation settings. Meanwhile, for offline RL with an arbitrary dataset, various recent works propose to utilize pessimism for achieving robustness. See, e.g., Yu et al. (2020); Kidambi et al. (2020); Kumar et al. (2020); Jin et al. (2020c); Liu et al. (2020b); Buckman et al. (2020); Rashidinejad et al. (2021) and the references therein. These aforementioned works all focus on the single-agent setting. We show that optimism and pessimism also play an indispensable role in achieving sample efficiency in finding SNE.

**Notation.** We denote by  $\|\cdot\|_2$  the  $\ell_2$ -norm of a vector or the spectral norm of a matrix. We also let  $\|\cdot\|_{\text{op}}$  denote the matrix operator norm. Furthermore, for a positive definite matrix A, we denote by  $\|x\|_A$  the weighted norm  $\sqrt{x^\top Ax}$  of a vector x. Also, we denote by  $\Delta(A)$  the set of probability distributions on a set A. For some positive integer K, [K] denotes the index set  $\{1, 2, \dots, K\}$ . Moreover, for any non-negative integer h, we define

the operator  $\Pi_h$  as the projection onto [0, h]; i.e,  $\Pi_h(x) = \max\{0, \min\{x, h\}\}$  for any real number x.

## 3. Preliminaries

In this section, we present a formulation of general-sum simultaneous-move Markov games and provide a formal definition of Stackelberg-Nash equilibrium. We also describe the linear Markovian structure that we study in this paper.

#### 3.1 General-Sum Simultaneous-Move Markov Games

In this setting, two levels of hierarchy in decision making are considered: a single leader l and N followers  $\{f_i\}_{i\in[N]}$ . Specifically, we define an episodic version of general-sum simultaneous-moves Markov game by the tuple  $(\mathcal{S}, \mathcal{A}_l, \mathcal{A}_f = \{\mathcal{A}_{f_i}\}_{i\in[N]}, H, r_l, r_f = \{r_{f_i}\}_{i\in[N]}, \mathcal{P})$ , where  $\mathcal{S}$  is the state space,  $\mathcal{A}_l$  and  $\mathcal{A}_f$  are the sets of actions of the leader and the followers, respectively, H is the number of steps in each episode,  $r_l = \{r_{l,h} : \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f \to [-1,1]\}_{h=1}^H$  and  $r_{f_i} = \{r_{f_i,h} : \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f \to [-1,1]\}_{h=1}^H$  are reward functions of the leader and the followers, respectively, and  $\mathcal{P} = \{\mathcal{P}_h : \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f \times \mathcal{S} \to [0,1]\}_{h=1}^H$  is a collection of transition kernels. Here  $\mathcal{A}_l \times \mathcal{A}_f = \mathcal{A}_l \times \mathcal{A}_{f_1} \times \cdots \times \mathcal{A}_{f_N}$ . Throughout this paper, we also let  $\star$  be some element in  $\{l, f_1, \cdots, f_N\}$ . Finally, for any  $(h, x, a) \in [H] \times \mathcal{S} \times \mathcal{A}_l$  and  $b = \{b_i \in \mathcal{A}_{f_i}\}_{i \in [N]}$ , we use the shorthand  $r_{\star,h}(x,a,b) = r_{\star,h}(x,a,b_1,\cdots,b_N)$  and  $\mathcal{P}_h(\cdot \mid x,a,b) = \mathcal{P}_h(\cdot \mid x,a,b_1,\cdots,b_N)$ .

**Policy and Value Function.** A stochastic policy  $\pi = \{\pi_h : \mathcal{S} \to \Delta(\mathcal{A}_l)\}_{h=1}^H$  of the leader is a set of probability distributions over actions given the state. Meanwhile, a stochastic joint policy of the followers is defined by  $\nu = \{\nu_{f_i}\}_{i \in [N]}$ , where  $\nu_{f_i} = \{\nu_{f_i,h} : \mathcal{S} \to \Delta(\mathcal{A}_{f_i})\}_{h=1}^H$ . We use the notation  $\pi_h(a \mid x)$  and  $\nu_{f_i,h}(b_i \mid x)$  to denote the probability of taking action  $a \in \mathcal{A}_l$  or  $b_i \in \mathcal{A}_{f_i}$  for state x at step h under policy  $\pi, \nu_{f_i}$  respectively. Throughout this paper, for any  $\nu = \{\nu_{f_i}\}_{i \in [N]}$  and  $b = \{b_i\}_{i \in [N]}$ , we use the shorthand  $\nu_h(b \mid x) = \nu_{f_i,h}(b_1 \mid x) \times \cdots \times \nu_{f_N,h}(b_N \mid x)$ .

Given policies  $(\pi, \nu = {\{\nu_{f_i}\}_{i \in [N]}})$ , the action-value (Q) and state-value (V) functions for the leader and followers are defined by

$$Q_{\star,h}^{\pi,\nu}(x,a,b) = \mathbb{E}_{\pi,\nu,h,x,a,b} \left[ \sum_{t=h}^{H} r_{\star,h}(x_t,a_t,b_t) \right], \quad V_{\star,h}^{\pi,\nu}(x) = \mathbb{E}_{a \sim \pi_h(\cdot \mid x), b \sim \nu_h(\cdot \mid x)} Q_{\star,h}^{\pi,\nu}(x,a,b), \quad (1)$$

where the expectation  $\mathbb{E}_{\pi,\nu,h,x,a,b}$  is taken over state-action pairs induced by the policies  $(\pi,\nu=\{\nu_{f_i}\}_{i\in[N]})$  and the transition probability, when initializing the process with the triplet  $(s,a,b=\{b_i\}_{i\in[N]})$  at step h. For notational simplicity, when h,x,a,b are clear from the context, we omit h,x,a,b from  $\mathbb{E}_{\pi,\nu,h,x,a,b}$ . By the definition in (1), we have the Bellman equation

$$V_{\star h}^{\pi,\nu} = \langle Q_{\star h}^{\pi,\nu}, \pi_h \times \nu_h \rangle_{\mathcal{A}_l \times \mathcal{A}_f}, \quad Q_{\star h}^{\pi,\nu} = r_{\star,h} + \mathbb{P}_h V_{\star h+1}^{\pi,\nu}, \quad \forall \star \in \{l, f_1, \cdots, f_N\},$$
 (2)

where  $\pi_h \times \nu_h$  represents  $\pi_h \times \nu_{f_1,h} \times \cdots \times \nu_{f_N,h}$ . Here  $\mathbb{P}_h$  is the operator which is defined by

$$(\mathbb{P}_h f)(x, a, b) = \mathbb{E}[f(x') \mid x' \sim \mathcal{P}_h(x' \mid x, a, b)]$$
(3)

for any function  $f: \mathcal{S} \to \mathbb{R}$  and  $(x, a, b) \in \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f$ .

## 3.2 Stackelberg-Nash Equilibrium

Given a leader policy  $\pi$ , a Nash equilibrium (Nash, 2016) of the followers is a joint policy  $\nu^* = \{\nu_{f_i}^*\}_{i \in [N]}$ , such that for any  $x \in \mathcal{S}$  and  $(i, h) \in [N] \times [H]$ , we have

$$V_{f_i,h}^{\pi,\nu^*}(x) \ge V_{f_i,h}^{\pi,\nu_{f_i},\nu_{f_{-i}}^*}(x), \quad \forall \nu_{f_i}. \tag{4}$$

Here -i represents all indices in [N] except i. For each leader policy  $\pi$ , we denote the set of best-response policies of the followers by  $BR(\pi)$ , which is defined by

$$BR(\pi) = \{ \nu \mid \nu \text{ is the NE of the followers given the leader policy } \pi \}.$$
 (5)

Given the best-response set BR( $\pi$ ), we denote by  $\nu^*(\pi)$  the best-case responses, which break ties in favor of the leader. This is also known as optimistic tie-breaking (Breton et al., 1988; Bucarey et al., 2019a). We will discuss pessimistic tie-breaking (Conitzer and Sandholm, 2006) in Appendix D. Specifically, we define  $\nu^*(\pi)$  by

$$\nu^*(\pi) = \{ \nu \in BR(\pi) \mid V_{l,h}^{\pi,\nu}(x) \ge V_{l,h}^{\pi,\nu'}(x), \forall x \in \mathcal{S}, h \in [H], \nu' \in BR(\pi) \}.$$
 (6)

The Stackelberg-Nash equilibrium for the leader is the "best response to the best response." In other words, we want to find a leader policy  $\pi$  that maximizes the value function under the assumption that the followers always adopt  $\nu^*(\pi)$ , i.e.,

$$SNE_{l} = \{ \pi \mid V_{l,h}^{\pi,\nu^{*}(\pi)}(x) \ge V_{l,h}^{\pi',\nu^{*}(\pi')}(x), \forall x \in \mathcal{S}, h \in [H], \pi' \}$$
 (7)

A Stackelberg-Nash equilibrium of the general-sum game is a policy pair  $(\pi^*, \nu^* = \{\nu_{f_i}^*\}_{i \in [N]})$  such that  $\nu^* \in \nu^*(\pi^*)$  and  $\pi^* \in \text{SNE}_l$ .

Our goal is to find the Stackelberg equilibrium—the leader's optimal strategy under the assumption that the followers always play their best response (Nash equilibrium) to the leader. Equivalently, we need to solve the following optimization problem:

$$\max_{\pi,\nu} V_{l,1}^{\pi,\nu}(x) \qquad \text{s.t. } \nu \in BR(\pi). \tag{8}$$

We study this challenging bilevel optimization problem in both the online setting (Section 4) and the offline setting (Section 5) respectively.

## 3.3 Linear Markov Games with Myopically Rational Followers

**Linear Markov Games.** We study linear Markov games (Xie et al., 2020), where the transition dynamics are linear in a feature map.

Assumption 1 (Linear Markov Games) Markov game  $(S, A_l, A_f = \{A_{f_i}\}_{i \in [N]}, H, r_l, r_f = \{r_{f_i}\}_{i \in [N]}, P)$  is a linear Markov game if there exists a feature map,  $\phi : S \times A_l \times A_f \to \mathbb{R}^d$ , such that

$$\mathcal{P}_h(\cdot \mid x, a, b) = \langle \phi(x, a, b), \mu_h(\cdot) \rangle$$

for any  $(x, a, b) \in \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f$  and  $h \in [H]$ . Here  $\mu_h = (\mu_h^{(1)}, \mu_h^{(2)}, \cdots, \mu_h^{(d)})$  are d unknown signed measures over  $\mathcal{S}$ . Without loss of generality, we assume that  $\|\phi(\cdot, \cdot, \cdot)\|_2 \leq 1$  and  $\|\mu_h(\mathcal{S})\| \leq \sqrt{d}$  for all  $h \in [H]$ .

This linear Markov game is an extension of the linear MDP studied in Jin et al. (2020b) for single-agent RL. Specifically, when the followers play fixed and known policies, the linear Markov game reduces to the linear MDP. We also remark that Chen et al. (2021b) recently studied another variant of linear Markov games. These two variants are incomparable in the sense that one does not imply the other.

Myopically Rational Followers. Throughout this paper, we make the following assumption.

Assumption 2 (Myopically Rational Followers) We assume that the followers are myopically rational. Specifically, the followers at any step of the game do not consider the future rewards, but only the instantaneous rewards. Formally, given a leader's policy  $\pi$ , the NE of the myopically rational followers is defined by the joint policy  $\nu^* = \{\nu_{f_i}^*\}_{i \in [N]}$ , such that for any  $x \in \mathcal{S}$  and  $(i,h) \in [N] \times [H]$ 

$$r_{f_i,h}^{\pi,\nu^*}(x) \ge r_{f_i,h}^{\pi,\nu_{f_i},\nu_{f_{-i}}^*}(x), \quad \forall \nu_{f_i}.$$
 (9)

In other words, at each state x, the followers play a normal form game where the payoff matrices are determined only by the immediate reward functions and the leader's policy. Then, with slight abuse of notation, the best response set of the leader's policy  $\pi$  is

$$BR(\pi) = \{ \nu \mid \nu \text{ is the NE of the myopically rational followers given the leader policy } \pi \}.$$
(10)

The best-case response  $\nu^*(\pi)$  and Stackelberg-Nash equilibria  $SNE_l$  follow the definitions in (6) and (7).

**Leader-Controller Linear Markov Games.** A special case of the Markov games with myopically rational followers is leader-controller Markov games (Filar and Vrieze, 2012; Bucarey et al., 2019a), where the future state only depends on the current state and the leader's action. Such a setting is also well-motivated; one can consider a game where the leader is the government that dictates prices and the followers are companies. This is a leader-controller Markov game because the future state (price) is determined by the current state (price) and the leader (government). Formally, it holds that  $\mathcal{P}_h(\cdot | x, a, b) = \mathcal{P}_h(\cdot | x, a)$  for any  $(x, a, b) \in \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f$  and  $h \in [H]$ . Hence, with slight abuse of notation, it is natural to make the following assumption.

Assumption 3 (Leader-Controller Linear Markov Games) We say the Markov game  $(S, A_l, A_f = \{A_{f_i}\}_{i \in [N]}, H, r_l, r_f = \{r_{f_i}\}_{i \in [N]}, \mathcal{P})$  is a leader-controller linear Markov game if we assume the existence of a feature map  $\phi : S \times A_l \to \mathbb{R}^d$  such that

$$\mathcal{P}_h(\cdot \mid x, a, b) = \langle \phi(x, a), \mu_h(\cdot) \rangle, \tag{11}$$

for any  $(x, a, b) \in \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f$ , where  $\|\phi(\cdot, \cdot)\|_2 \leq 1$  and  $\|\mu_h(\mathcal{S})\| \leq \sqrt{d}$  for all  $h \in [H]$ .

Notably, Markov games with myopically rational followers subsume leader-controller Markov games as a special case. Specifically, since the followers' policies cannot affect the following state, then the NE defined in (4) is the same as (9), which further implies that the best-response set defined in (5) is the same as (10).

## 4. Main Results for the Online Setting

In this section, we study the online setting, where a central controller controls one leader l and N followers  $\{f_i\}_{i\in[N]}$ . Our goal is to learn a Stackelberg-Nash equilibrium. In what follows, we formally describe the setup and learning objectives, and then present our algorithm and provide theoretical guarantees.

### 4.1 Setup and Learning Objective

We consider the setting where the reward functions  $r_l$  and  $r_f = \{r_{f_i}\}_{i \in [N]}$  are revealed to the learner before the game. This is reasonable since in practice the reward functions are often artificially designed. Moreover, we focus on the episodic setting. Specifically, a Markov game is played for K episodes, each of which consists of H timesteps. At the beginning of the k-th episode, the leader and followers determine their policies  $(\pi^k, \nu^k = \{\nu_{f_i}^k\}_{i \in [N]})$ , and a fixed initial state  $x_1^k = x_1$  is chosen. Here we assume a fixed initial state for ease of presentation—our subsequent results can be readily generalized to the setting where  $x_1^k$  is picked from a fixed distribution. The game proceeds as follows. At each step  $h \in [H]$ , the leader and the followers observe state  $x_h^k \in \mathcal{S}$  and pick their own actions  $a_h^k \sim \pi_h^k(\cdot | x_h^k)$  and  $b_h^k = \{b_{i,h}^k \sim \nu_{f_i,h}^k(\cdot | x_h^k)\}_{i \in [N]}$ . Subsequently, the environment transitions to the next state  $x_{h+1}^k \sim \mathcal{P}_h(\cdot | x_h^k, a_h^k, b_h^k)$ . Each episode terminates after H timesteps.

**Learning Objective.** Let  $(\pi^k, \nu^k = \{\nu_{f_i}^k\}_{i \in [N]})$  denote the policies executed by the algorithm in the k-th episode. By the definition of the bilevel optimization problem in (8), we expect that  $\nu^k \in \mathrm{BR}(\pi^k)$  and that  $V_{l,1}^{\pi^*,\nu^*}(x_1^k) - V_{l,1}^{\pi^k,\nu^k}(x_1^k)$  is small for any  $k \in [K]$ . Hence, we evaluate the suboptimality of our algorithm by the following form of regret:

$$Regret(K) = \sum_{k=1}^{K} V_{l,1}^{\pi^*,\nu^*}(x_1^k) - V_{l,1}^{\pi^k,\nu^k}(x_1^k).$$
(12)

The goal is to design algorithms with regret that is sublinear in K, and polynomial in d and H. Here K is the number of episodes, d is the dimension of the feature map  $\phi$ , and H is the episode horizon.

## 4.2 Algorithm

Solving for SNE in Markov games is a challenging bilevel optimization problem. Even under the myopically rational followers assumption, existing work only provides theoretical results for the setting of known transitions (Bucarey et al., 2019a,b). Moreover, the rewards depend on all players' actions, and thus leader's policy should take the followers' policies into consideration when improving her own policy. Hence our setting is much harder than the single-agent MDP, even though the followers always execute the best-response policies. Moreover, most existing work is limited to the tabular case and it remains elusive to incorporate function approximation. To tackle these challenges, we propose a novel algorithm that adopts the optimistic estimation of the leader's value function for exploration and solves the bilevel optimization problem for policy optimization.

We now present our algorithm, Optimistic Value Iteration to Find Stackelberg-Nash Equilibria (OVI-SNE), which is given in Algorithm 1.

At a high level, in each episode our algorithm first constructs the policies for all players through backward induction with respect to the timestep h (Line 4-11), and then executes the policies to play the game (Line 12-16).

In detail, at the h-th step of the k-th episode, OVI-SNE estimates the leader's Q-function based on the (k-1) historical trajectories. Inspired by previous optimistic least square value iteration (LSVI) algorithms (Jin et al., 2020b), for any  $h \in [H]$ , we estimate the linear coefficients by solving the following ridge regression problem:

$$w_{h}^{k} \leftarrow \underset{w \in \mathbb{R}^{d}}{\operatorname{argmin}} \sum_{\tau=1}^{k-1} [V_{h+1}^{k}(x_{h+1}^{\tau}) - \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau})^{\top} w]^{2} + \|w\|_{2}^{2},$$
where  $V_{h+1}^{k}(\cdot) = \langle Q_{h+1}^{k}(\cdot, \cdot, \cdot), \pi_{h+1}^{k}(\cdot \mid \cdot) \times \nu_{h+1}^{k}(\cdot \mid \cdot) \rangle_{\mathcal{A}_{l} \times \mathcal{A}_{f}}.$ 
(13)

This yields the following solution:

$$w_{h}^{k} = (\Lambda_{h}^{k})^{-1} \left( \sum_{\tau=1}^{k-1} \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \cdot V_{h+1}^{k}(x_{h+1}^{\tau}) \right),$$
where  $\Lambda_{h}^{k} = \sum_{\tau=1}^{k-1} \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau})^{\top} + I.$  (14)

To encourage exploration, we additionally add a bonus function in estimating the leader's Q-function:

$$Q_h^k(\cdot,\cdot,\cdot) \leftarrow r_{l,h}(\cdot,\cdot,\cdot) + \Pi_{H-h}\{\phi(\cdot,\cdot,\cdot)^\top w_h^k + \Gamma_h^k(\cdot,\cdot,\cdot)\},$$
where  $\Gamma_h^k(\cdot,\cdot,\cdot) = \beta \cdot \sqrt{\phi(\cdot,\cdot,\cdot)^\top (\Lambda_h^k)^{-1} \phi(\cdot,\cdot,\cdot)},$ 
(15)

where  $\Gamma_h^k: \mathcal{S} \times \mathcal{A}_l \to \mathbb{R}$  is a bonus and  $\beta > 0$  is a parameter which will be specified later. This form of bonus function is common in the literature of linear bandits (Lattimore and Szepesvári, 2020) and linear MDPs (Jin et al., 2020b).

Next, we construct policies for the leader and followers by the subroutine  $\epsilon$ -SNE (Algorithm 2). Specifically, let  $\mathcal{Q}_h^k$  be the class of functions  $Q: \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f \to \mathbb{R}$  that takes the form

$$Q(\cdot,\cdot,\cdot) = r_{l,h}(\cdot,\cdot,\cdot) + \Pi_{H-h} \{ \phi(\cdot,\cdot,\cdot)^{\top} w + \beta \cdot (\phi(\cdot,\cdot,\cdot)^{\top} \Lambda^{-1} \phi(\cdot,\cdot,\cdot))^{1/2} \},$$
 (16)

where the parameters  $(w, \Lambda) \in \mathbb{R}^d \times \mathbb{R}^{d \times d}$  satisfy  $||w|| \leq H\sqrt{dk}$  and  $\lambda_{\min}(\Lambda) \geq 1$ . Let  $\mathcal{Q}_{h,\epsilon}^k$  be a fixed  $\epsilon$ -covering of  $\mathcal{Q}_h^k$  with respect to the  $\ell_{\infty}$  norm. By Lemma 23, we have  $Q_h^k \in \mathcal{Q}_h^k$ , which allows us to pick a  $\tilde{Q} \in \mathcal{Q}_{h,\epsilon}^k$  such that  $||\tilde{Q} - Q_h^k||_{\infty} \leq \epsilon$  and calculate policies by

$$(\pi_h^k(\cdot | x), \{\nu_{f_i,h}^k(\cdot | x)\}_{i \in [N]}) \leftarrow \text{SNE}(\tilde{Q}(x,\cdot,\cdot), \{r_{f_i,h}(x,\cdot,\cdot)\}_{i \in [N]}), \forall x.$$
 (17)

When there is only one follower, (17) requires finding a Stackelberg equilibrium in the matrix game. Such a problem can be transformed to a linear programming (LP) problem (Conitzer and Sandholm, 2006; Von Stengel and Zamir, 2010), and thus can be solved efficiently. For the multi-follower case (i.e.,  $N \geq 2$ ), however, solving such a matrix game in general is hard (Conitzer and Sandholm, 2006; Basilico et al., 2017a,b; Coniglio et al., 2020). Given this computational hardness, we focus on the sample complexity and explicitly assume access to the following computational oracle:

**Assumption 4** We assume access to an oracle that implements Line 3 of Algorithm 2.

Finally, the leader and the followers play the game according to the obtained policies.

## Algorithm 1 Optimistic Value Iteration to Find Stackelberg-Nash Equilibria

```
1: Initialize V_{l,H+1}(\cdot) = V_{f,H+1}(\cdot) = 0.
   2: for k = 1, 2, \dots, K do
                  Receive initial state x_1^k.
                 for step h = H, H - 1, \dots, 1 do
\Lambda_h^k \leftarrow \sum_{\tau=1}^{k-1} \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau})^{\top} + I.
w_h^k \leftarrow (\Lambda_h^k)^{-1} \sum_{\tau=1}^{k-1} \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \cdot V_{h+1}^k(x_{h+1}^{\tau}).
   4:
   5:
   6:

\Gamma_{h}^{k}(\cdot,\cdot,\cdot) \leftarrow \beta \cdot (\phi(\cdot,\cdot,\cdot)^{\top}(\Lambda_{h}^{k})^{-1}\phi(\cdot,\cdot,\cdot))^{1/2}.

Q_{h}^{k}(\cdot,\cdot,\cdot) \leftarrow r_{l,h}(\cdot,\cdot,\cdot) + \Pi_{H-h}\{\phi(\cdot,\cdot,\cdot)^{\top}w_{h}^{k} + \Gamma_{h}^{k}(\cdot,\cdot,\cdot)\}.

(\pi_{h}^{k}(\cdot \mid x), \{\nu_{f_{i},h}^{k}(\cdot \mid x)\}_{i \in [N]}) \leftarrow \epsilon - \text{SNE}(Q_{h}^{k}(x,\cdot,\cdot), \{r_{f_{i},h}(x,\cdot,\cdot)\}_{i \in [N]}), \ \forall x. \ (\text{Alg. 2})

   7:
   8:
   9:
                          V_h^k(x) \leftarrow \mathbb{E}_{a \sim \pi_h^k(\cdot \mid x), b_1 \sim \nu_{f_1, h}^k(\cdot \mid x), \cdots, b_N \sim \nu_{f_N, h}^k(\cdot \mid x)} Q_h^k(x, a, b_1, \cdots, b_N), \ \forall x.
10:
                  end for
11:
                  for h=1,2,\cdot,H do
12:
                         Sample a_h^k \sim \pi_h^k(\cdot \mid x_h^k), b_{1,h}^k \sim \nu_{f_1,h}^k(\cdot \mid x_h^k), \cdots, b_{N,h}^k \sim \nu_{f_N,h}^k(\cdot \mid x_h^k).
Leader takes action a_h^k; Followers take actions b_h^k = \{b_{i,h}^k\}_{i \in [N]}.
13:
14:
                          Observe next state x_{h+1}^k.
15:
                   end for
16:
17: end for
```

## Algorithm 2 $\epsilon$ -SNE

- Input: Q<sub>h</sub><sup>k</sup>, x, and parameter ε.
   Select Q̃ from Q<sub>h,ε</sub><sup>k</sup> satisfying ||Q̃ Q<sub>h</sub><sup>k</sup>||<sub>∞</sub> ≤ ε.
   For the input state x, let (π<sub>h</sub><sup>k</sup>(·|x), {ν<sub>f<sub>i</sub>,h</sub><sup>k</sup>(·|x)}<sub>i∈[N]</sub>) be the Stackelberg-Nash equilibrium for the matrix game with payoff matrices (Q̃(x,·,·), {r<sub>f<sub>i</sub>,h</sub>(x,·,·)}<sub>i∈[N]</sub>).
- 4: Output:  $(\pi_h^k(\cdot \,|\, x), \{\nu_{f_i,h}^k(\cdot \,|\, x)\}_{i\in [N]}).$

We additionally explain the motivation for using the subroutine  $\epsilon$ -SNE to construct policies instead of solving the matrix games with payoff matrices  $(Q_h^k(x,\cdot,\cdot),\{r_{f_i,h}(x,\cdot,\cdot)\}_{i\in[N]})$  directly. By the definition of  $Q_h^k$  in (15), we know that  $Q_h^k$  relies on the previous data via the estimated value function  $V_{h+1}^k$  and feature maps  $\{\phi(x_h^\tau,a_h^\tau,b_h^\tau)\}_{\tau=1}^{k-1}$ . Similar to the analysis for linear MDPs (Jin et al., 2020b), we need to use a covering argument to establish uniform concentration bounds for all value  $V_{h+1}^k$ . Jin et al. (2020b) directly construct an  $\epsilon$ -net for the value functions and establish a polynomial log-covering number for this  $\epsilon$ -net. This analysis, however, relies on an assumption that the policies executed by the players are greedy (deterministic), which is not valid for our setting. To overcome this technical issue, we construct an  $\epsilon$ -net for Q-functions and solve an approximate matrix game. Fortunately, by choosing a small enough  $\epsilon$ , we can handle the errors caused by this approximation. See Section 6.1 for more details. Moreover, as shown in Xie et al. (2020), this subroutine can be implemented efficiently without explicitly computing the exponentially large  $\epsilon$ -net.

#### 4.3 Theoretical Results

Our main theoretical result is the following bound on the regret incurred by Algorithm 1. Recall that the regret is defined in (12) and T = KH is the total number of timesteps.

**Theorem 5** Under Assumptions 1, 2, and 4, there exists an absolute constant C > 0 such that, for any fixed  $p \in (0,1)$ , by setting  $\beta = C \cdot dH\sqrt{\iota}$  with  $\iota = \log(2dT/p)$  in Line 7 of Algorithm 1 and  $\epsilon = \frac{1}{KH}$  in Algorithm 2, we have  $\nu^k \in BR(\pi^k)$  for any  $k \in [K]$ . Meanwhile, with probability at least 1 - p, the regret incurred by OVI-SNE satisfies

$$\operatorname{Regret}(K) \leq \mathcal{O}(\sqrt{d^3H^3T\iota^2}).$$

**Proof** See Section 6.1 for a detailed proof.

Learning Stackelberg Equilibria. When there is only one follower, the Stackelberg-Nash equilibrium reduces to the Stackelberg equilibrium (Simaan and Cruz, 1973; Conitzer and Sandholm, 2006; Bai et al., 2021). Thus, we partly answer the open problem in Bai et al. (2021) on how to learn Stackelberg equilibria in general-sum Markov games (with myopically rational followers).

Optimality of the Bound. Assuming that the action of the follower won't affect the transition kernel and reward function, the linear Markov games reduces to the linear MDP (Jin et al., 2020b). Meanwhile, the lower bound established in Azar et al. (2017) and Jin et al. (2018) for tabular MDPs and the lower bound established in Lattimore and Szepesvári (2020) for linear bandits directly imply a lower bound  $\Omega(dH\sqrt{T})$  for the linear MDPs, which further yields a lower bound  $\Omega(dH\sqrt{T})$  for our setting. Ignoring the logarithmic factors, there is only a gap of  $\sqrt{dH}$  between this lower bound and our upper bound. We also point out that, by using the "Bernstein-type" bonus (Azar et al., 2017; Jin et al., 2018; Zhou et al., 2020), we can improve our upper bound by a factor of  $\sqrt{H}$ . Here we do not apply this technique for the clarity of the analysis.

#### 4.4 Extension to Unknown Reward Setting

In this subsection, we extend our results to the unknown reward setting. In this setting, even with the myopically rational followers assumption, the followers cannot obtain the best-response policies by solving for the SNE of a matrix game.

Fortunately, we can extent our previous result to the unknown rewards setting by an additional reward-free exploitation mechanism. At a high level, we first conduct a reward-free exploration algorithm (Algorithm 3), a variant of Reward-Free RL-Explore algorithm in Jin et al. (2020a), to obtain estimated reward functions  $\{\hat{r}_l, \hat{r}_{f_1}, \dots \hat{r}_{f_N}\}$ . As asserted before, we can use Algorithm 1 to find the SNE with respect to the *known* estimated reward functions  $\{\hat{r}_l, \hat{r}_{f_1}, \dots \hat{r}_{f_N}\}$ . Hence, we can obtain the approximate SNE if the value functions of estimated value functions are good approximation of the true value functions.

We focus on the tabular case for simplicity, with the extension to the linear case left as future work. We assume that  $S = |\mathcal{S}|$ ,  $A_l = |\mathcal{A}_l|$  and  $A_f = |\mathcal{A}_f| = |\mathcal{A}_{f_1} \times \cdots \times \mathcal{A}_{f_N}|$ . For simplicity, we use the shorthand  $V_{\star}^{\pi,\nu} = V_{\star,1}^{\pi,\nu}(x_1)$ , where  $x_1 \in \mathcal{S}$  is the fixed initial state.

We present the pseudocode of Reward-Free Explore algorithm (Jin et al., 2020a) below.

## **Algorithm 3** Reward-Free Explore

- 1: **Input:** iteration number  $K_0$  and K.
- 2: Let policy class  $\Phi = \emptyset$ .
- 3: for  $(x,h) \in \mathcal{S} \times [H]$  do
- 4:  $r_{h'}(x', a', b') \leftarrow \mathbf{1}[x' = x \text{ and } h' = h] \text{ for all } (x', a', b', h') \in \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f \times [H].$
- 5:  $\Phi^{(x,h)} \leftarrow \text{EULER}(r, K_0)$ . 1
- 6:  $\pi_h(\cdot | x) \leftarrow \text{Uniform}(\mathcal{A}_l)$  and  $\nu_h(\cdot | x) \leftarrow \text{Uniform}(\mathcal{A}_f)$  for all  $(\pi, \nu) \in \Phi^{(x,h)}$ .
- 7:  $\Psi \leftarrow \Psi \cup \Phi^{(x,h)}$ .
- 8: end for
- 9: **for**  $k = 1, \dots, K$  **do**
- 10: Sample policy  $(\pi, \nu) \sim \text{Uniform}(\Psi)$ .
- 11: Play the game  $\mathcal{M}$  using policy  $\pi$  and  $\nu$ , and observe the trajectory  $\{x_h^k, a_h^k, b_h^k\}_{h \in [H]}$  and rewards  $\{r_{\star,h}(x_h^k, a_h^k, b_h^k)\}_{h \in [H]}$ .
- 12: **end for**
- 13: Calculate the empirical reward as

$$\hat{r}_{\star,h}(x,a,b) = \frac{\sum_{k=1}^{K} r_{\star,h}(x,a,b) \cdot \mathbf{1}[x_h^k = x, a_h^k = a, x_{h+1}^k = x']}{\sum_{k=1}^{K} \mathbf{1}[x_h^k = x, a_h^k = a, x_{h+1}^k = x']}.$$

For Algorithm 3, we have the following theoretical guarantees to ensure that we obtain good estimators of reward functions.

**Lemma 6** Fix  $\varepsilon, p > 0$ . If we set  $K_0 \ge \Omega(H^7 S^4 A_l/\varepsilon)$  and  $K \ge \Omega(H^3 S^2 A_l A_f/\varepsilon^2)$  in Algorithm 3, then we have that the empirical rewards  $\{\hat{r}_l, \hat{r}_{f_1}, \dots \hat{r}_{f_N}\}$  and corresponding value functions  $(\hat{V}_l, \hat{V}_{f_1}, \dots, \hat{V}_{f_N})$  satisfy

$$\sup_{\pi,\nu} |\hat{V}_{\star}^{\pi,\nu} - V_{\star}^{\pi,\nu}| \le \varepsilon,$$

with probability at least 1-p. Here  $\Omega(\cdot)$  hides some logarithmic factors.

**Proof** This lemma is an extension of Lemma D.1 in Bai et al. (2021). They focus on the MDP setting and we consider the more complex setting of Markov games. For completeness, we present a detailed proof in Appendix A.6.

Lemma 6 states that we can obtain estimated reward functions and the associated value functions are an  $\varepsilon$ -approximation of the true value functions, which further implies that the SNE with respect to the estimated reward functions is a good approximation of the SNE in the original problem. We also remark that if we consider the Markov games with only one follower and aim to find the Stackelberg equilibria, we can provide a more refined analysis. See Appendix B for more details.

<sup>2.</sup> Here EULER is a single-agent RL algorithm proposed in Zanette and Brunskill (2019).

## 5. Main Results for the Offline Setting

In this section, we study the offline setting, where the central controller aims to find a Stackelberg-Nash equilibrium by analyzing an offline dataset. Below we describe the setup and learning objective, followed by our algorithm and theoretical results.

### 5.1 Setup and Learning Objective

We now assume that the learner has access to the reward functions  $(r_l, r_f = \{r_{f_i}\}_{i=1}^N)$  and a dataset  $\mathcal{D} = \{(x_h^\tau, a_h^\tau, b_h^\tau = \{b_{i,h}^\tau\}_{i=1}^N)\}_{\tau,h=1}^{K,H}$ , which is collected a priori by some experimenter. We make the following minimal assumption for the offline dataset.

**Assumption 7 (Compliance of Dataset)** We assume that the dataset  $\mathcal{D}$  is compliant with the underlying Markov game  $(\mathcal{S}, \mathcal{A}_l, \mathcal{A}_f, H, r_l, r_f, \mathcal{P})$ , that is, for any  $x' \in \mathcal{S}$  at step  $h \in [H]$  of each trajectory  $\tau \in [K]$ ,

$$P_{\mathcal{D}}(x_{h+1}^{\tau} = x' \mid \{x_h^j, a_h^j, b_h^j, x_{h+1}^j\}_{i=1}^{\tau-1} \cup \{x_h^{\tau}, a_h^{\tau}, b_h^{\tau}\}) = P(x_{h+1} = x' \mid x_h = x_h^{\tau}, a_h = a_h^{\tau}, b_h = b_h^{\tau}).$$

Here the probability on the left-hand side is with respect to the joint distribution over the dataset  $\mathcal{D}$  and the probability on the right-hand side is with respect to the underlying Markov game.

Assumption 7 is adopted from Jin et al. (2020c), and it indicates the Markov property of the dataset  $\mathcal{D}$  and that  $x_{h+1}^{\tau}$  is generated by the underlying Markov game conditioned on  $(x_h^{\tau}, a_h^{\tau}, b_h^{\tau})$ . As a special case, Assumption 7 holds when the experimenter follows fixed behavior policies. More generally, Assumption 7 allows the experimenter to choose actions  $a_h^{\tau}$  and  $b_h^{\tau}$  arbitrarily, even in an adaptive or adversarial manner. In particular, we can assume that  $a_h^{\tau}$  and  $b_h^{\tau}$  are interdependent across each trajectory  $\tau \in [K]$ . For instance, the experimenter can sequentially improve the behavior policy using any online algorithm for Markov games.

**Learning Objective.** Similar to the online setting, we define the following performance metric

SubOpt
$$(\pi, \nu, x) = V_{l,1}^{\pi^*, \nu^*}(x) - V_{l,1}^{\pi, \nu}(x),$$
 (18)

which evaluates the suboptimality of policies  $(\pi, \nu = {\{\nu_{f_i}\}_{i=1}^N})$  given the initial state  $x \in \mathcal{S}$ .

#### 5.2 Algorithm

While the challenge of managing the exploration-exploration tradeoff disappears in the offline setting, another statistical challenge arises: we only have access to a limited data sample. To tackle this challenge, we need add a penalty function to achieve statistical efficiency and robustness. Such a penalty can be viewed as a form of "pessimism" (Yu et al., 2020; Jin et al., 2020c; Liu et al., 2020b; Buckman et al., 2020; Kidambi et al., 2020; Kumar et al., 2020; Rashidinejad et al., 2021). Here we simply flip the sign of bonus functions defined in (15) to serve as pessimistic penalty functions. See Algorithm 4 for details.

## Algorithm 4 Pessimistic Value Iteration to Find Stackelberg-Nash Equilibria

```
1: Input: \mathcal{D} = \{x_h^{\tau}, a_h^{\tau}, b_h^{\tau} = \{b_{i,h}^{\tau}\}_{i \in [N]}\}_{\tau,h=1}^{K,H} and reward functions \{r_l, r_f = \{r_{f_i}\}_{i \in [N]}\}.

2: Initialize \hat{V}_{H+1}(\cdot) = 0.

3: for step h = H, H - 1, \dots, 1 do

4: \Lambda_h \leftarrow \sum_{\tau=1}^K \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau})^{\top} + I.

5: w_h \leftarrow (\Lambda_h)^{-1} \sum_{\tau=1}^K \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \cdot \hat{V}_{h+1}(x_{h+1}^{\tau}).

6: \Gamma_h(\cdot, \cdot, \cdot) \leftarrow \beta' \cdot (\phi(\cdot, \cdot, \cdot)^{\top}(\Lambda_h)^{-1}\phi(\cdot, \cdot, \cdot))^{1/2}.

7: \hat{Q}_h(\cdot, \cdot, \cdot) \leftarrow r_{l,h}(\cdot, \cdot, \cdot) + \Pi_{H-h}\{\phi(\cdot, \cdot, \cdot)^{\top}w_h - \Gamma_h(\cdot, \cdot, \cdot)\}.

8: (\hat{\pi}_h(\cdot|x), \{\hat{\nu}_{f_i,h}(\cdot|x)\}_{i \in [N]}) \leftarrow \epsilon-SNE(\hat{Q}_h(x, \cdot, \cdot), \{r_{f_i,h}(x, \cdot, \cdot)\}_{i \in [N]}), \forall x. (Alg. 2)

9: \hat{V}_h(x) \leftarrow \mathbb{E}_{a \sim \hat{\pi}_h(\cdot|x), b_1 \sim \hat{\nu}_{f_1,h}(\cdot|x), \dots, b_N \sim \hat{\nu}_{f_N,h}(\cdot|x)} \hat{Q}_h(x, a, b_1, \dots, b_N), \forall x.

10: end for

11: Output: (\hat{\pi} = \{\hat{\pi}_h\}_{h=1}^H, \hat{\nu} = \{\hat{\nu}_{f_i} = \{\nu_{f_i,h}\}_{h=1}^H\}_{i=1}^N).
```

#### 5.3 Theoretical Results

Suppose that  $(\hat{\pi} = \{\hat{\pi}_h\}_{h=1}^H, \hat{\nu} = \{\hat{\nu}_{f_i} = \{\nu_{f_i,h}\}_{h=1}^H\}_{i=1}^N)$  are the output policies of Algorithm 4. We evaluate the performance of  $(\hat{\pi}, \hat{\nu})$  by establishing an upper bound for the optimality gap defined in (18).

**Theorem 8** Under Assumptions 1, 2, 4, and 7, there exists an absolute constant C > 0 such that, for any fixed  $p \in (0,1)$ , by setting  $\beta' = C \cdot dH \sqrt{\log(2dHK/p)}$  in Line 6 of Algorithm 4 and  $\epsilon = \frac{d}{KH}$  in Algorithm 2, then it holds that  $\hat{\nu} \in BR(\hat{\pi})$ . Meanwhile, for sufficiently large K, it holds with probability at least 1 - p that

SubOpt
$$(\hat{\pi}, \hat{\nu}, x) \le 3\beta' \sum_{h=1}^{H} \mathbb{E}_{\pi^*, \nu^*, x} \left[ \left( \phi(s_h, a_h, b_h)^{\top} (\Lambda_h)^{-1} \phi(s_h, a_h, b_h) \right)^{1/2} \right],$$
 (19)

where  $\mathbb{E}_{\pi^*,\nu^*,x}$  is taken with respect to the trajectory incurred by  $(\pi^*,\nu^*)$  in the underlying Markov game when initializing the progress at x. Here  $\Lambda_h$  is defined in Line 4 of Algorithm 4.

**Proof** See Section 6.2 for a detailed proof.

We provide some discussion of the implications of Theorem 8:

Minimal Assumption Requirement: Theorem 8 only relies on the compliance of the dataset with linear Markov games. Compared with existing literature on offline RL (Bertsekas and Tsitsiklis, 1996; Antos et al., 2007, 2008; Munos and Szepesvári, 2008; Farahmand et al., 2010, 2016; Scherrer et al., 2015; Liu et al., 2018; Chen and Jiang, 2019; Fan et al., 2020; Xie and Jiang, 2020), we impose no restrictions on the coverage of the dataset. Meanwhile, we need no assumption on the affinity between  $(\hat{\pi}, \hat{\nu})$  and the behavior policies that induce the dataset, which is often employed as a regularizer (Fujimoto et al., 2019; Laroche et al., 2019; Jaques et al., 2019; Wu et al., 2019; Kumar et al., 2019; Wang et al., 2020; Siegel et al., 2020; Nair et al., 2020; Liu et al., 2020b).

**Dataset with Sufficient Coverage:** In what follows, we specialize Theorem 8 to the setting where we assume the dataset with good "coverage." Note that  $\Lambda_h$  is determined by

the offline dataset  $\mathcal{D}$  and acts as a fixed matrix in the expectation; that is, the expectation in (19) is only taken with the trajectory induced by  $(\pi^*, \nu^*)$ . As established in the following theorem, when the trajectory induced by  $(\pi^*, \nu^*)$  is "covered" by the dataset  $\mathcal{D}$  sufficiently well, we can establish that the suboptimality incurred by Algorithm 4 diminishes at rate of  $\tilde{\mathcal{O}}(1/\sqrt{K})$ .

**Corollary 9** Suppose it holds with probability at least 1 - p/2 that

$$\Lambda_h \succeq I + c \cdot K \cdot \mathbb{E}_{\pi^*, \nu^*, x} [\phi(s_h, a_h, b_h) \phi(s_h, a_h, b_h)^\top],$$

for all  $(x,h) \in \mathcal{S} \times [H]$ . Here c>0 is an absolute constant and  $\mathbb{E}_{\pi^*,\nu^*,x}$  is taken with respect to the trajectory incurred by  $(\pi^*,\nu^*)$  in the underlying Markov game when initializing the progress at x. Under Assumptions 1, 2, 4 and 7, there exists an absolute constant C>0 such that, for any fixed  $p \in (0,1)$ , by setting  $\beta' = C \cdot dH \sqrt{\log(4dHK/p)}$  in Line 6 of Algorithm 4 and  $\epsilon = \frac{d}{KH}$  in Algorithm 2, then it holds with probability at least 1-p that

SubOpt
$$(\hat{\pi}, \hat{\nu}, x) \leq \bar{C} \cdot d^{3/2} H^2 \sqrt{\log(4dHK/p)/K}$$
,

for all  $x \in S$ . Here  $\bar{C}$  is another absolute constant that only depends on c and C.

**Proof** See Appendix C.2 for a detailed proof.

Note that, unlike the previous literature which relies on a "uniform coverage" assumption (Antos et al., 2007; Munos and Szepesvári, 2008; Farahmand et al., 2010, 2016; Scherrer et al., 2015; Liu et al., 2018; Chen and Jiang, 2019; Fan et al., 2020; Xie and Jiang, 2020), Corollary 9 only assumes that the dataset has good coverage of the trajectory incurred by the policies  $(\pi^*, \nu^*)$ .

Optimality of the Bound: Fix  $x \in \mathcal{S}$ . Assuming  $r_l = r_{f_i}$  for any  $i \in [N]$ , we know  $(\pi^*, \nu^*) = \operatorname{argmax}_{\pi, \nu} V_{l,1}^{\pi, \nu}(x)$ . Then the information-theoretic lower bound for offline single-agent RL (e.g., Theorem 4.7 in Jin et al. (2020c)) can imply the information-theoretic lower bound  $\Omega(\sum_{h=1}^H \mathbb{E}_{\pi^*, \nu^*, x}[(\phi(s_h, a_h, b_h)^\top (\Lambda_h)^{-1} \phi(s_h, a_h, b_h))^{1/2}])$  for our setting. In particular, our upper bound established in Theorem 8 matches this lower bound up to  $\beta'$  and absolute constants and thus implies that our algorithm is nearly minimax optimal.

## 6. Proof of Main Results

## 6.1 Proof of Theorem 5

**Proof** [Proof of Theorem 5] By the myopically rational followers assumption, we have the following lemma.

**Lemma 10** For any  $k \in [K]$ , we have  $\nu^k \in BR(\pi^k)$ . Here  $BR(\cdot)$  is defined in (10).

**Proof** Combining the definition of  $(\pi^k, \nu^k)$  in Line 9 of Algorithm 1 and the definition of the best response set in the Markov games with myopically rational followers in (10), we conclude the proof.

We now establish an upper bound for the regret defined in (12). Recall the regret takes the following form

Regret(K) = 
$$\sum_{k=1}^{K} V_{l,1}^{\pi^*,\nu^*}(x_1^k) - V_{l,1}^{\pi^k,\nu^k}(x_1^k).$$
 (20)

To facilitate our analysis, for any  $(k,h) \in [K] \times [H]$  we define the model prediction error by

$$\delta_h^k = r_{l,h} + \mathbb{P}_h V_{h+1}^k - Q_h^k. \tag{21}$$

Moreover, for any  $(k,h) \in [K] \times [H]$ , we define  $\zeta_{k,h}^1$  and  $\zeta_{k,h}^2$  as

$$\begin{split} \zeta_{k,h}^1 &= [V_h^k(x_h^k) - V_{l,h}^{\pi^k,\nu^k}(x_h^k)] - [Q_h^k(x_h^k,a_h^k,b_h^k) - Q_{l,h}^{\pi^k,\nu^k}(x_h^k,a_h^k,b_h^k)], \\ \zeta_{k,h}^2 &= [(\mathbb{P}_h V_{h+1}^k)(x_h^k,a_h^k,b_h^k) - (\mathbb{P}_h V_{l,h+1}^{\pi^k,\nu^k})(x_h^k,a_h^k,b_h^k)] - [V_{h+1}^k(x_{h+1}^k) - V_{l,h+1}^{\pi^k,\nu^k}(x_{h+1}^k)]. \end{split} \tag{22}$$

Recall that  $(\pi^k, \nu^k = \{\nu_{f_i}^k\}_{i \in [N]})$  are the policies executed by the leader and the followers in the k-th episode, which generate a trajectory  $\{x_h^k, a_h^k, b_h^k = \{b_{i,h}^k\}_{i \in [N]}\}_{h \in [H]}$ . Thus, we know that  $\zeta_{k,h}^1$  and  $\zeta_{k,h}^2$  characterize the randomness of choosing actions  $a_h^k \sim \pi_h^k(\cdot | x_h^k)$  and  $b_h^k \sim \nu_h^k(\cdot | x_h^k)$  and the randomness of drawing the next state  $x_{h+1}^k \sim \mathcal{P}_h(\cdot | x_h^k, a_h^k, b_h^k)$ , respectively.

To establish an upper bound for (20), we introduce the following lemma, which decomposes this term into three parts using the notation defined above.

### Lemma 11 (Regret Decomposition) We can decompose (20) as follows.

$$\operatorname{Regret}(K) = \underbrace{\sum_{k=1}^{K} \sum_{h=1}^{H} \mathbb{E}_{\pi^*,\nu^*} [\langle Q_h^k(x_h^k,\cdot,\cdot), \pi_h^*(\cdot \mid x_h^k) \times \nu_h^*(\cdot \mid x_h^k) - \pi_h^k(\cdot \mid x_h^k) \times \nu_h^k(\cdot \mid x_h^k) \rangle]}_{(l.1): \ Computational \ Error} + \underbrace{\sum_{k=1}^{K} \sum_{h=1}^{H} (\mathbb{E}_{\pi^*,\nu^*} [\delta_h^k(x_h, a_h, b_h)] - \delta_h^k(x_h^k, a_h^k, b_h^k))}_{(l.2): \ Statistical \ Error} + \underbrace{\sum_{k=1}^{K} \sum_{h=1}^{H} (\zeta_{k,h}^1 + \zeta_{k,h}^2),}_{(l.3): \ Randomness}$$

$$\begin{aligned} & where \ \langle Q_h^k(x_h^k,\cdot,\cdot), \pi_h^*(\cdot\,|\,x_h^k) \times \nu_h^*(\cdot\,|\,x_h^k) - \pi_h^k(\cdot\,|\,x_h^k) \times \nu_h^k(\cdot\,|\,x_h^k) \rangle = \langle Q_h^k(x_h^k,\cdot,\cdot,\cdot,\cdot\cdot\cdot,\cdot), \pi_h^*(\cdot\,|\,x_h^k) \times \nu_{f_1,h}^*(\cdot\,|\,x_h^k) \times \dots \\ & \nu_{f_1,h}^*(\cdot\,|\,x_h^k) \times \dots \\ & \nu_{f_N,h}^*(\cdot\,|\,x_h^k) \times \dots$$

**Proof** See Appendix A.1 for a detailed proof.

Remark 12 Similar regret decomposition results appear in the single-agent RL literature (Cai et al., 2020; Efroni et al., 2020; Yang et al., 2020), and they can be regarded as the special case of Lemma 11. Moreover, our regret decomposition lemma is independent of the myopically rational followers assumption, and thus can be applied to more general settings.

Lemma 11 states that the regret has three sources: (i) computational error, which represents the convergence of the algorithm with the known model, (ii) statistical error, that is, the error caused by the inaccurate estimation of the model, and (iii) randomness, as aforementioned, which comes from executing random policies and interaction with random environment.

Returning to the main proof, we only need to characterize these three types of errors, respectively. We first characterize the computational error by the following lemma.

### Lemma 13 (Optimization Error) It holds that

$$\sum_{k=1}^{K} \sum_{h=1}^{H} \mathbb{E}_{\pi^*,\nu^*} [\langle Q_h^k(x_h^k,\cdot,\cdot), \pi_h^*(\cdot \,|\, x_h^k) \times \nu_h^*(\cdot \,|\, x_h^k) - \pi_h^k(\cdot \,|\, x_h^k) \times \nu_h^k(\cdot \,|\, x_h^k) \rangle] \le \epsilon K H.$$

**Proof** See Appendix A.2 for a detailed proof.

Next, we establish an upper bound for the statistical error. Due to the uncertainty that arises from only observing limited data, the model prediction errors can be possibly large for the triple (x, a, b) that are less visited or even unseen. Fortunately, however, we have the following lemma which characterizes the model prediction errors defined in (21).

**Lemma 14 (Optimism)** It holds with probability at least 1 - p/2 that

$$-2\min\{H,\Gamma_h^k(x,a,b)\} \le \delta_h^k(x,a,b) \le 0$$

for any  $(k,h) \in [K] \times [H]$  and  $(x,a,b) \in \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f$ .

**Proof** See Appendix A.3 a detailed proof.

Lemma 14 states that  $\delta_h^k(x, a, b) \leq 0$  for any  $(x, a, b) \in \mathcal{S} \times \mathcal{A} \times \mathcal{A}$ . Combining the definition of model prediction error in (21), we obtain

$$Q_h^k(x, a, b) \ge r_{l,h}(x, a, b) + (\mathbb{P}_h V_{h+1}^k)(x, a, b),$$

which further implies that the estimated Q-function  $Q_{\star,h}^k$  is "optimistic in the face of uncertainty." Moreover, Lemma 14 implies that  $-\delta_h^k(x,a,b) \leq 2\min\{H,\Gamma_h^k(x,a,b)\}$ . Thus we only need to establish an upper bound for  $2\sum_{k=1}^K\sum_{h=1}^H\min\{H,\Gamma_h^k(x_h^k,a_h^k,b_h^k)\}$ , which is the total price paid for the optimism. As shown in the following lemma, we can derive an upper bound for this term by the elliptical potential lemma (Abbasi-Yadkori et al., 2011).

**Lemma 15** For the bonus function  $\Gamma_h^k$  defined in Line 7 of Algorithm 1, it holds that

$$2\sum_{k=1}^{K}\sum_{h=1}^{H}\min\{H,\Gamma_{h}^{k}(x_{h}^{k},a_{h}^{k},b_{h}^{k})\} \leq \mathcal{O}(\sqrt{d^{3}H^{3}T\iota^{2}}).$$

Here  $p \in (0,1)$  and  $\iota = \log(2dT/p)$  are defined in Theorem 5.

**Proof** See Appendix A.4 for a detailed proof.

It remains to analyze the randomness, which is the purpose of the following lemma.

**Lemma 16** For the  $\zeta_{k,h}^1$  and  $\zeta_{k,h}^2$  defined in Lemma 11 and any  $p \in (0,1)$ , it holds with probability at least 1 - p/2 that

$$\sum_{k=1}^{K} \sum_{h=1}^{H} (\zeta_{k,h}^{1} + \zeta_{k,h}^{2}) \le \sqrt{16KH^{3} \cdot \log(4/p)}.$$

**Proof** See Appendix A.5 for a detailed proof.

Putting above lemmas together, we obtain

$$\operatorname{Regret}(K) \le \mathcal{O}(\sqrt{d^3 H^3 T \iota^2})$$
 (23)

with probability at least 1-p, which concludes the proof of Theorem 5.

## 6.2 Proof of Theorem 8

To facilitate our analysis, we first define the prediction error

$$\delta_h = r_{l,h} + \hat{Q}_h - \mathbb{P}_h \hat{V}_h, \tag{24}$$

for any  $h \in [H]$ . Then we show the proof of Theorem 8.

**Proof** [Proof of Theorem 8] Similar to Lemma 10, we have the following lemma.

**Lemma 17** It holds that  $\hat{\nu} \in BR(\hat{\pi})$ . Here  $BR(\cdot)$  is defined in (10).

**Proof** This is implied by the definitions of  $(\hat{\pi}, \hat{\nu})$  and the assumption that the followers are myopic.

Recall that the definition of optimality gap defined in (18) takes the following form

SubOpt(
$$\hat{\pi}, \hat{\nu}, x$$
) =  $V_{l,1}^{\pi^*, \nu^*}(x) - V_{l,1}^{\hat{\pi}, \hat{\nu}}(x)$ . (25)

We decompose this expression by the following lemma.

**Lemma 18** For the  $\hat{V}_1$  defined in Line 9 of Algorithm 4 and any  $(\pi, \nu)$ , it holds that

$$V_{l,1}^{\pi,\nu}(x) - \hat{V}_{1}(x) = \mathbb{E}_{\pi,\nu} \left[ \sum_{h=1}^{H} \langle \hat{Q}_{h}(x_{h},\cdot,\cdot), \pi_{h}(\cdot \mid x_{h}) \times \nu_{h}(\cdot \mid x_{h}) - \hat{\pi}_{h}(\cdot \mid x_{h}) \times \hat{\nu}_{h}(\cdot \mid x_{h}) \rangle \right] + \mathbb{E}_{\pi,\nu} \left[ \sum_{h=1}^{H} \delta_{h}(x_{h}, a_{h}, b_{h}) \right].$$

**Proof** The proof of this lemma is contained in the proof of Lemma 11. See the derivation of (39) in Appendix A.1 for details.

Applying Lemma 18 with  $(\pi, \nu) = (\pi^*, \nu^*)$ , we have

$$V_{l,1}^{\pi^*,\nu^*}(x) - \hat{V}_1(x) = \mathbb{E}_{\pi^*,\nu^*} \left[ \sum_{h=1}^{H} \langle \hat{Q}_h(x_h,\cdot,\cdot), \pi_h^*(\cdot \mid x_h) \times \nu_h^*(\cdot \mid x_h) - \hat{\pi}_h(\cdot \mid x_h) \times \hat{\nu}_h(\cdot \mid x_h) \rangle \right] + \mathbb{E}_{\pi^*,\nu^*} \left[ \sum_{h=1}^{H} \delta_h(x_h, a_h, b_h) \right].$$
(26)

Similarly, applying Lemma 18 with  $(\pi, \nu) = (\hat{\pi}, \hat{\nu})$  gives that

$$\hat{V}_1(x) - V_{l,1}^{\hat{\pi},\hat{\nu}}(x) = -\mathbb{E}_{\hat{\pi},\hat{\nu}} \left[ \sum_{h=1}^{H} \delta_h(x_h, a_h, b_h) \right]. \tag{27}$$

Combining (26) and (27), we obtain

$$V_{l,1}^{\pi^*,\nu^*}(x) - V_{l,1}^{\hat{\pi},\hat{\nu}}(x) = \mathbb{E}_{\pi^*,\nu^*} \left[ \sum_{h=1}^{H} \langle \hat{Q}_h(x_h,\cdot,\cdot), \pi_h^*(\cdot \mid x_h) \times \nu_h^*(\cdot \mid x_h) - \hat{\pi}_h(\cdot \mid x_h) \times \hat{\nu}_h(\cdot \mid x_h) \rangle \right] + \mathbb{E}_{\pi^*,\nu^*} \left[ \sum_{h=1}^{H} \delta_h(x_h, a_h, b_h) \right] - \mathbb{E}_{\hat{\pi},\hat{\nu}} \left[ \sum_{h=1}^{H} \delta_h(x_h, a_h, b_h) \right].$$
(28)

As stated in Section 6.2, these two terms characterize the optimization error and the statistical error, respectively. Similar to Lemmas 13 and 14, we introduce the following two lemmas to analyze these two errors.

Lemma 19 It holds that

$$\mathbb{E}_{\pi^*,\nu^*} \left[ \sum_{h=1}^H \langle \hat{Q}_h(x_h,\cdot,\cdot), \pi_h^*(\cdot \mid x_h) \times \nu_h^*(\cdot \mid x_h) - \hat{\pi}_h(\cdot \mid x_h) \times \hat{\nu}_h(\cdot \mid x_h) \rangle \right] \leq \epsilon H.$$

**Proof** This proof is similar to the proof of Lemma 13, and we omit it to avoid repetition. ■

**Lemma 20** It holds with probability at least 1 - p/2 that

$$0 < \delta_h(x, a, b) < 2\Gamma_h(x, a, b)$$

for any  $h \in [H]$  and  $(x, a, b) \in \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f$ .

**Proof** See Appendix C.1 for a detailed proof.

Combining (28) and Lemmas 19 and 20, we further obtain that

$$V_{l,1}^{\pi^*,\nu^*}(x) - V_{l,1}^{\hat{\pi},\hat{\nu}}(x) \le \epsilon H + 2\mathbb{E}_{\pi^*,\nu^*,x} \left[ \sum_{h=1}^{H} \Gamma_h(x_h, a_h, b_h) \right]$$

$$\le 3\beta' \sum_{h=1}^{H} \mathbb{E}_{\pi^*,\nu^*,x} \left[ \left( \phi(s_h, a_h, b_h)^{\top} (\Lambda_h)^{-1} \phi(s_h, a_h, b_h) \right)^{1/2} \right], \tag{29}$$

where the last inequality is obtained by the definition of  $\Gamma_h$  in Line 6 of Algorithm 4 and the fact that  $\epsilon = d/KH$ . Therefore, we conclude the proof of Theorem 8.

## 7. Conclusion

In this paper, we investigate the question of can we efficiently find SNE in general-sum Markov games with myopically rational followers and linear function approximation. To the best of our knowledge, our work provides the first sample-efficient reinforcement learning algorithms for solving SNE in both online and offline settings. We believe our work opens up many interesting directions for future work. For example, we can ask the following questions: Can we find SNE in general-sum Markov games without the myopically rational followers assumption? Can we design more computationally efficient algorithms for solving SNE in general-sum Markov games? Can we find SNE in general-sum Markov games with general function approximation?

## Appendix Appendix A. Missing Proofs for Online Setting

#### A.1 Proof of Lemma 11

First, we establish a more general regret decomposition lemma, which immediately implies Lemma 11.

Lemma 21 (General Decomposition for One Episode) Fix  $k \in [K]$ . Suppose  $(\pi^k, \nu^k = \{\nu_{f_i}^k\}_{i \in [N]})$  are the policies executed by the leader l and the followers  $\{f_i\}_{i \in [N]}$  in the k-th episode. Moreover, suppose that  $Q_{\star,h}^k$  and  $V_{\star,h}^k = \langle Q_{\star,h}^k, \pi_h^k \times \nu_h^k \rangle$  are the estimated Q-function and value function for any  $\star \in \{l, f_1, \dots, f_N\}$  at h-th step of k-th episode. Then, for any policies  $(\pi, \nu = \{\nu_{f_i}\}_{i \in [N]})$  and  $\star \in \{l, f_1, \dots, f_N\}$ , we have

$$V_{\star,1}^{\pi,\nu}(x_1^k) - V_{\star,1}^{\pi^k,\nu^k}(x_1^k) = \underbrace{\sum_{h=1}^{H} \mathbb{E}_{\pi,\nu}[\langle Q_{\star,h}^k(x_h^k,\cdot,\cdot), \pi_h(\cdot\,|\,x_h^k) \times \nu_h(\cdot\,|\,x_h^k) - \pi_h^k(\cdot\,|\,x_h^k) \times \nu_h^k(\cdot\,|\,x_h^k) \rangle]}_{Computational\ Error} + \underbrace{\sum_{h=1}^{H} (\mathbb{E}_{\pi,\nu}[\delta_{\star,h}^k(x_h,a_h,b_h)] - \delta_{\star,h}^k(x_h^k,a_h^k,b_h^k))}_{Statistical\ Error} + \underbrace{\sum_{h=1}^{H} (\zeta_{\star,h}^1 + \zeta_{\star,h}^2)}_{Randomness},$$

where  $\langle Q_{\star,h}^k, \pi_h^k \times \nu_h^k \rangle = \langle Q_{\star,h}^k, \pi_h^k \times \nu_{f_1,h}^k \times \cdots \times \nu_{f_N,h}^k \rangle_{\mathcal{A}_l \times \mathcal{A}_f}$  and  $\langle Q_h^k(x_h^k, \cdot, \cdot), \pi_h^*(\cdot \mid x_h^k) \times \nu_h^*(\cdot \mid x_h^k) \times \nu_h^k(\cdot \mid x_h^k) \rangle = \langle Q_h^k(x_h^k, \cdot, \cdot, \cdots, \cdot), \pi_h^*(\cdot \mid x_h^k) \times \nu_{f_1,h}^*(\cdot \mid x_h^k) \times \cdots \nu_{f_N,h}^*(\cdot \mid x_h^k) - \pi_h^k(\cdot \mid x_h^k) \times \nu_{f_1,h}^k(\cdot \mid x_h^k) \times \cdots \nu_{f_N,h}^k(\cdot \mid x_h^k) \rangle_{\mathcal{A}_l \times \mathcal{A}_f}$ . Here  $\delta_{\star,h}^k$  is the model prediction error defined by

$$\delta_{\star,h}^k = r_{\star,h} + \mathbb{P}_h V_{\star,h+1}^k - Q_{\star,h}^k, \tag{30}$$

and  $\zeta^1_{\star,k,h}$  and  $\zeta^2_{\star,k,h}$  are defined by

$$\zeta_{\star,k,h}^{1} = [V_{\star,h}^{k}(x_{h}^{k}) - V_{\star,h}^{\pi^{k},\nu^{k}}(x_{h}^{k})] - [Q_{\star,h}^{k}(x_{h}^{k}, a_{h}^{k}, b_{h}^{k}) - Q_{\star,h}^{\pi^{k},\nu^{k}}(x_{h}^{k}, a_{h}^{k}, b_{h}^{k})],$$

$$\zeta_{\star,k,h}^{2} = [(\mathbb{P}_{h}V_{\star,h+1}^{k})(x_{h}^{k}, a_{h}^{k}, b_{h}^{k}) - (\mathbb{P}_{h}V_{\star,h+1}^{\pi^{k},\nu^{k}})(x_{h}^{k}, a_{h}^{k}, b_{h}^{k})] - [V_{\star,h+1}^{k}(x_{h+1}^{k}) - V_{\star,h+1}^{\pi^{k},\nu^{k}}(x_{h+1}^{k})].$$

$$(31)$$

**Proof** [Proof of Lemma 21] To facilitate our analysis, for any  $\nu = \{\nu_{f_i}\}_{i \in [N]}$  and  $(h, x) \in [H] \times \mathcal{S}$ , we denote  $\nu_{f_1,h}(\cdot \mid x) \times \cdots \nu_{f_N,h}(\cdot \mid x)$  by  $\nu_h(\cdot \mid x)$ . Moreover, we define two operators  $\mathbb{J}_h$  and  $\mathbb{J}_{k,h}$  respectively by

$$(\mathbb{J}_h f)(x) = \langle f(x, \cdot, \cdot), \pi_h(\cdot \mid x) \times \nu_h(\cdot \mid x) \rangle,$$
  

$$(\mathbb{J}_{k,h} f)(x) = \langle f(x, \cdot, \cdot), \pi_h^k(\cdot \mid x) \times \nu_h^k(\cdot \mid x) \rangle$$
(32)

for any  $h \in [H]$  and any function  $f : \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f \to \mathbb{R}$ . Also, we define

$$\xi_{\star,h}^{k}(x) = (\mathbb{J}_{h}Q_{\star,f}^{k})(x) - (\mathbb{J}_{k,h}Q_{\star,f}^{k})(x)$$

$$= \langle Q_{\star,h}^{k}(x,\cdot,\cdot), \pi_{h}(\cdot \mid x) \times \nu_{h}(\cdot \mid x) - \pi_{h}^{k}(\cdot \mid x) \times \nu_{h}^{k}(\cdot \mid x) \rangle$$
(33)

for any  $(h, x) \in [H] \times \mathcal{S}$  and  $\star \in \{l, f_1, \dots, f_N\}$ .

Using the above notation, we decompose the regret at the k-th episode into the following two terms,

$$V_{\star,1}^{\pi,\nu}(x_1^k) - V_1^{\pi^k,\nu^k}(x_1^k) = \underbrace{V_{\star,1}^{\pi,\nu}(x_1^k) - V_{\star,1}^k(x_1^k)}_{\text{(i)}} + \underbrace{V_{\star,1}^k(x_1^k) - V_1^{\pi^k,\nu^k}(x_1^k)}_{\text{(ii)}}.$$
 (34)

Then we characterize these two terms respectively.

**Term (i).** By the Bellman equation in (2) and the definition of the operator  $\mathbb{J}_h$  in (32), we have  $V_{\star,h}^{\pi,\nu} = \mathbb{J}_h Q_{\star,h}^{\pi,\nu}$ . Similar, by the definition of  $V_{\star,h}^k$  and the definition of the operator  $\mathbb{J}_{k,h}$  in (32), we have  $V_{\star,h}^k = \mathbb{J}_{k,h} Q_{\star,h}^k$ . Hence, for any  $h \in [H]$ , we have

$$V_{\star,h}^{\pi,\nu} - V_{\star,h}^{k} = \mathbb{J}_{h} Q_{\star,h}^{\pi,\nu} - \mathbb{J}_{k,h} Q_{\star,h}^{k} = (\mathbb{J}_{h} Q_{\star,h}^{\pi,\nu} - \mathbb{J}_{h} Q_{\star,h}^{k}) + (\mathbb{J}_{h} Q_{\star,h}^{k} - \mathbb{J}_{k,h} Q_{\star,h}^{k})$$

$$= \mathbb{J}_{h} (Q_{\star,h}^{\pi,\nu} - Q_{\star,h}^{k}) + \xi_{\star,h}^{k},$$
(35)

where the last inequality is obtained by the fact that  $\mathbb{J}_h$  is a linear operator and the definition of  $\xi_{\star,h}^k$  in (33). Meanwhile, by the Bellman equation in (2) and the definition of the prediction error  $\delta_{\star,h}^k$  in (21), we obtain

$$Q_{\star,h}^{\pi,\nu} - Q_{\star,h}^{k} = (r_{\star,h} + \mathbb{P}_{h} V_{\star,h+1}^{\pi,\nu}) - (r_{\star,h} + \mathbb{P}_{h} V_{\star,h+1}^{k} - \delta_{\star,h}^{k})$$

$$= \mathbb{P}_{h} (V_{\star,h+1}^{\pi,\nu} - V_{\star,h+1}^{k}) + \delta_{\star,h}^{k}.$$
(36)

Putting (35) and (36) together, we further obtain

$$V_{\star,h}^{\pi,\nu} - V_{\star,h}^{k} = \mathbb{J}_{h} \mathbb{P}_{h} (V_{\star,h+1}^{\pi,\nu} - V_{\star,h+1}^{k}) + \mathbb{J}_{h} \delta_{\star,h}^{k} + \xi_{\star,h}^{k}$$
(37)

for any  $h \in [H]$  and  $\star \in \{l, f_1, \dots, f_N\}$ . By recursively applying (37) for all  $h \in [H]$ , we have

$$V_{\star,1}^{\pi,\nu} - V_{\star,1}^{k} = \left(\prod_{h=1}^{H} \mathbb{J}_{h} \mathbb{P}_{h}\right) \left(V_{\star,H+1}^{\pi,\nu} - V_{\star,H+1}^{\pi^{k},\nu^{k}}\right) + \sum_{h=1}^{H} \left(\sum_{i=1}^{h} \mathbb{J}_{i} \mathbb{P}_{i}\right) \mathbb{J}_{h} \delta_{\star,h}^{k} + \sum_{h=1}^{H} \left(\sum_{i=1}^{h} \mathbb{J}_{i} \mathbb{P}_{i}\right) \xi_{\star,h}^{k}$$

$$= \sum_{h=1}^{H} \left(\sum_{i=1}^{h} \mathbb{J}_{i} \mathbb{P}_{i}\right) \mathbb{J}_{h} \delta_{\star,h}^{k} + \sum_{h=1}^{H} \left(\sum_{i=1}^{h} \mathbb{J}_{i} \mathbb{P}_{i}\right) \xi_{\star,h}^{k}, \tag{38}$$

where the last equality follows from the fact that  $V_{\star,H+1}^{\pi,\nu} = V_{\star,H+1}^{\pi^k,\nu^k} = 0$ . Thus, by utilizing the definition of  $\xi_{\star,h}^k$  in (33), we further obtain

$$V_{\star,1}^{\pi,\nu}(x_1^k) - V_{\star,1}^k(x_1^k) = \mathbb{E}_{\pi,\nu} \left[ \sum_{h=1}^H \langle Q_{\star,h}^k(x_h^k, \cdot, \cdot), \pi_h(\cdot \mid x_h^k) \times \nu_h(\cdot \mid x_h^k) - \pi_h^k(\cdot \mid x_h^k) \times \nu_h^k(\cdot \mid x_h^k) \rangle \right] + \mathbb{E}_{\pi,\nu} \left[ \sum_{h=1}^H \delta_{\star,h}^k(x_h, a_h, b_h) \right]$$
(39)

for any  $k \in [K]$  and  $\star \in \{l, f_1, \dots, f_N\}$ .

**Term (ii).** Recall that we denote  $\{b_{f_i,h}^k\}_{i\in[N]}$  by  $b_h^k$  for any  $h\in[H]$ . Then, for any  $h\in[H]$  and  $\star\in\{l,f_1,\cdots,f_N\}$ , by the definition of model prediction error in (30), we have

$$\begin{split} \delta_{\star,h}^{k}(x_{h}^{k},a_{h}^{k},b_{h}^{k}) &= r_{\star,h}^{k}(x_{h}^{k},a_{h}^{k},b_{h}^{k}) + (\mathbb{P}_{h}V_{\star,h+1}^{k})(x_{h}^{k},a_{h}^{k},b_{h}^{k}) - Q_{\star,h}^{k}(x_{h}^{k},a_{h}^{k},b_{h}^{k}) \\ &= [r_{\star,h}^{k}(x_{h}^{k},a_{h}^{k},b_{h}^{k}) + (\mathbb{P}_{h}V_{\star,h+1}^{k})(x_{h}^{k},a_{h}^{k},b_{h}^{k}) - Q_{\star,h}^{\pi^{k},\nu^{k}}(x_{h}^{k},a_{h}^{k},b_{h}^{k})] \\ &+ [Q_{\star,h}^{\pi^{k},\nu^{k}}(x_{h}^{k},a_{h}^{k},b_{h}^{k}) - Q_{\star,h}^{k}(x_{h}^{k},a_{h}^{k},b_{h}^{k})] \\ &= (\mathbb{P}_{h}V_{\star,h+1}^{k} - \mathbb{P}_{h}V_{\star,h+1}^{\pi^{k},\nu^{k}})(x_{h}^{k},a_{h}^{k},b_{h}^{k}) + (Q_{\star,h}^{\pi^{k},\nu^{k}} - Q_{\star,h}^{k})(x_{h}^{k},a_{h}^{k},b_{h}^{k}), \end{split} \tag{40}$$

where the last equation is obtained by the Bellman equation in (2). Thus, by (40), we have

$$\begin{split} V_{\star,h}^{k}(x_{h}^{k}) - V_{\star,h}^{\pi^{k},\nu^{k}}(x_{h}^{k}) \\ &= V_{\star,h}^{k}(x_{h}^{k}) - V_{\star,h}^{\pi^{k},\nu^{k}}(x_{h}^{k}) + (Q_{\star,h}^{\pi^{k},\nu^{k}} - Q_{\star,h}^{k})(x_{h}^{k}, a_{h}^{k}, b_{h}^{k}) \\ &+ (\mathbb{P}_{h}V_{\star,h+1}^{k} - \mathbb{P}_{h}V_{\star,h+1}^{\pi^{k},\nu^{k}})(x_{h}^{k}, a_{h}^{k}, b_{h}^{k}) - \delta_{\star,h}^{k}(x_{h}^{k}, a_{h}^{k}, b_{h}^{k}) \\ &= V_{\star,h}^{k}(x_{h}^{k}) - V_{\star,h}^{\pi^{k},\nu^{k}}(x_{h}^{k}) - (Q_{\star,h}^{k} - Q_{\star,h}^{\pi^{k},\nu^{k}})(x_{h}^{k}, a_{h}^{k}, b_{h}^{k}) \\ &+ (\mathbb{P}_{h}(V_{\star,h+1}^{k} - V_{\star,h+1}^{\pi^{k},\nu^{k}}))(x_{h}^{k}, a_{h}^{k}, b_{h}^{k}) - (V_{\star,h+1}^{k} - V_{\star,h+1}^{\pi^{k},\nu^{k}})(x_{h}^{k}) \\ &+ (V_{\star,h+1}^{k} - V_{\star,h+1}^{\pi^{k},\nu^{k}})(x_{h}^{k}) - \delta_{\star,h}^{k}(x_{h}^{k}, a_{h}^{k}, b_{h}^{k}) \end{split} \tag{41}$$

for any  $h \in [H]$  and  $\star \in \{l, f_1, \dots, f_N\}$ . By the definitions of  $\zeta_{\star,k,h}^1$  and  $\zeta_{\star,k,h}^2$  in (31), (41) can be written as

$$V_{\star,h}^{k}(x_{h}^{k}) - V_{\star,h}^{\pi^{k},\nu^{k}}(x_{h}^{k}) = \left[V_{\star,h+1}^{k}(x_{h}^{k}) - V_{\star,h+1}^{\pi^{k},\nu^{k}}(x_{h}^{k})\right] + \zeta_{\star,k,h}^{1} + \zeta_{\star,k,h}^{2} - \delta_{\star,h}^{k}(x_{h}^{k}, a_{h}^{k}, b_{h}^{k}). \tag{42}$$

For any  $\star \in \{l, f_1, \dots, f_N\}$ , recursively expanding (42) across  $h \in [H]$  yields

$$V_{\star,1}^{k}(x_{1}^{k}) - V_{\star,1}^{\pi^{k},\nu^{k}}(x_{1}^{k})$$

$$= V_{\star,H+1}^{k}(x_{H+1}^{k}) - V_{\star,H+1}^{\pi^{k},\nu^{k}}(x_{H+1}^{k}) + \sum_{h=1}^{H} (\zeta_{\star,k,h}^{1} + \zeta_{\star,k,h}^{2}) - \sum_{h=1}^{H} \delta_{\star,h}^{k}(x_{h}^{k}, a_{h}^{k}, b_{h}^{k})$$

$$= \sum_{h=1}^{H} (\zeta_{\star,k,h}^{1} + \zeta_{\star,k,h}^{2}) - \sum_{h=1}^{H} \delta_{\star,h}^{k}(x_{h}^{k}, a_{h}^{k}, b_{h}^{k}),$$

$$(43)$$

where the last equality follows from the fact that  $V_{\star,H+1}^k(x_{H+1}^k) = V_{\star,H+1}^{\pi^k,\nu^k}(x_{H+1}^k) = 0$ . Plugging (39) and (43) into (34), we obtain

$$V_{\star,1}^{\pi,\nu}(x_1^k) - V_{\star,1}^{\pi^k,\nu^k}(x_1^k) = \underbrace{\sum_{h=1}^{H} \mathbb{E}_{\pi,\nu}[\langle Q_{\star,h}^k(x_h^k,\cdot,\cdot), \pi_h(\cdot\,|\,x_h^k) \times \nu_h(\cdot\,|\,x_h^k) - \pi_h^k(\cdot\,|\,x_h^k) \times \nu_h^k(\cdot\,|\,x_h^k) \rangle]}_{\text{Computational Error}} + \underbrace{\sum_{h=1}^{H} \left(\mathbb{E}_{\pi,\nu}[\delta_{\star,h}^k(x_h,a_h,b_h)] - \delta_{\star,h}^k(x_h^k,a_h^k,b_h^k)\right)}_{\text{Statistical Error}} + \underbrace{\sum_{h=1}^{H} \left(\xi_{\star,h}^1(x_h,a_h,b_h)\right) - \xi_{\star,h}^1(x_h^k,a_h^k,b_h^k)}_{\text{Bandomness}} + \underbrace{\sum_{h=1}^{H} \left(\xi_{\star,h}^1(x_h^k,a_h^k,b_h^k)\right) - \xi_{\star,h}^1(x_h^k,a_h^k,b_h^k)}_{\text{Bandomness}} + \underbrace{\sum_{h=1}^{H} \left(\xi_{\star,h}^1(x_h^k,a_h^k,b_h^k,b_h^k,b_h^k)\right) - \xi_{\star,h}^1(x_h^k,a_h^k,b_h^k)}_{\text{Bandomness}} +$$

for any  $(\pi, \nu)$  and  $\star \in \{l, f_1, \dots, f_N\}$ . Therefore, we conclude the proof of Lemma 11.

**Proof** [Proof of Lemma 11] For any  $k \in [K]$ , applying Lemma 21 with  $(\pi, \nu) = (\pi^*, \nu^*)$ , we obtain

$$\begin{split} V_{l,1}^{\pi^*,\nu^*}(x_1^k) - V_{l,1}^{\pi^k,\nu^k}(x_1^k) \\ &= \sum_{h=1}^H \mathbb{E}_{\pi^*,\nu^*}[\langle Q_h^k(x_h^k,\cdot,\cdot), \pi_h^*(\cdot\,|\,x_h^k) \times \nu_h^*(\cdot\,|\,x_h^k) - \pi_h^k(\cdot\,|\,x_h^k) \times \nu_h^k(\cdot\,|\,x_h^k) \rangle] \\ &+ \sum_{h=1}^H \left( \mathbb{E}_{\pi^*,\nu^*}[\delta_h^k(x_h,a_h,b_h)] - \delta_h^k(x_h^k,a_h^k,b_h^k) \right) + \sum_{h=1}^H (\zeta_{k,h}^1 + \zeta_{k,h}^2). \end{split}$$

Taking a summation over  $k \in [K]$ , we decompose (20) as desired, which concludes the proof of Lemma 11.

## A.2 Proof of Lemma 13

**Proof** [Proof of Lemma 13] By the myopic followers assumption, we have that, for the matrix game with payoff matrices  $(\tilde{Q}(x_h^k,\cdot,\cdot),\{r_{f_i,h}^k(x_h^k,\cdot,\cdot)\}_{i\in[N]}), \nu_h^*(\cdot\,|\,x_h^k)$  belongs to the best response set of  $\pi_h^*(\cdot\,|\,x_h^k)$ . Moreover, we define  $\tilde{\nu}_h^*(\cdot\,|\,x_h^k)$  as the policy belongs to the best response set of  $\pi_h^*(\cdot\,|\,x_h^k)$  and breaks ties in favor of the leader.

Recall that  $(\pi_h^k(\cdot|x_h^k), \nu_h^k(\cdot|x_h^k)) = \{\nu_{f_i,h}^k(\cdot|x_h^k)\}_{i\in[N]})$  is the Stackelberg-Nash equilibrium of the matrix game with payoff matrices  $(\tilde{Q}(x_h^k,\cdot,\cdot,\cdot),\{r_{f_i,h}^k(x_h^k,\cdot,\cdot,\cdot)\}_{i\in[N]})$ , which implies that  $\pi_h^k(\cdot|x_h^k)$  is the "best response to the best response," which further implies that

$$\langle \tilde{Q}(x_h^k, \cdot, \cdot), \pi_h^*(\cdot \mid x_h^k) \times \tilde{\nu}_h^*(\cdot \mid x_h^k) - \pi_h^k(\cdot \mid x_h^k) \times \nu_h^k(\cdot \mid x_h^k) \rangle \le 0 \tag{44}$$

for any  $(k,h) \in [K] \times [H]$ . Thus, for any  $(k,h) \in [K] \times [H]$ , we have

$$\begin{aligned}
\langle Q_{h}^{k}(x_{h}^{k},\cdot,\cdot),\pi_{h}^{*}(\cdot\mid x_{h}^{k})\times\nu_{h}^{*}(\cdot\mid x_{h}^{k})-\pi_{h}^{k}(\cdot\mid x_{h}^{k})\times\nu_{h}^{k}(\cdot\mid x_{h}^{k})\rangle \\
&=\langle \tilde{Q}(x_{h}^{k},\cdot,\cdot),\pi_{h}^{*}(\cdot\mid x_{h}^{k})\times\nu_{h}^{*}(\cdot\mid x_{h}^{k})-\pi_{h}^{k}(\cdot\mid x_{h}^{k})\times\nu_{h}^{k}(\cdot\mid x_{h}^{k})\rangle \\
&+\langle Q_{h}^{k}(x_{h}^{k},\cdot,\cdot)-\tilde{Q}(x_{h}^{k},\cdot,\cdot),\pi_{h}^{*}(\cdot\mid x_{h}^{k})\times\nu_{h}^{*}(\cdot\mid x_{h}^{k})-\pi_{h}^{k}(\cdot\mid x_{h}^{k})\times\nu_{h}^{k}(\cdot\mid x_{h}^{k})\times\nu_{h}^{k}(\cdot\mid x_{h}^{k})\rangle \\
&\leq \langle \tilde{Q}(x_{h}^{k},\cdot,\cdot),\pi_{h}^{*}(\cdot\mid x_{h}^{k})\times\tilde{\nu}_{h}^{*}(\cdot\mid x_{h}^{k})-\pi_{h}^{k}(\cdot\mid x_{h}^{k})\times\nu_{h}^{k}(\cdot\mid x_{h}^{k})\rangle \\
&+\langle Q_{h}^{k}(x_{h}^{k},\cdot,\cdot)-\tilde{Q}(x_{h}^{k},\cdot,\cdot),\pi_{h}^{*}(\cdot\mid x_{h}^{k})\times\nu_{h}^{*}(\cdot\mid x_{h}^{k})-\pi_{h}^{k}(\cdot\mid x_{h}^{k})\times\nu_{h}^{k}(\cdot\mid x_{h}^{k})\rangle \\
&\leq \epsilon, \end{aligned} (46)$$

where the first inequality follows from the definition of  $\tilde{\nu}_h^k(\cdot | x_h^k)$  and the last inequality uses (44) and the fact that  $\|Q_h^k - \tilde{Q}\|_{\infty} \leq \epsilon$ . By taking summation over  $(k, h) \in [K] \times [H]$ , we conclude the proof of Lemma 13.

25

## A.3 Proof of Lemma 14

**Proof** [Proof of Lemma 14] Recall that the estimated Q-function  $Q_h^k$  defined in Line 8 of Algorithm 1 takes the following form:

$$Q_{h}^{k}(\cdot,\cdot,\cdot) \leftarrow r_{l,h}(\cdot,\cdot,\cdot) + \Pi_{H-h}\{\phi(\cdot,\cdot,\cdot)^{\top}w_{h}^{k} + \Gamma_{h}^{k}(\cdot,\cdot,\cdot)\},$$
where  $w_{h}^{k} = (\Lambda_{h}^{k})^{-1} \left(\sum_{\tau=1}^{k-1} \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \cdot V_{h+1}^{k}(x_{h+1}^{\tau})\right).$ 

$$(47)$$

Here  $\Lambda_h^k$  and  $\Gamma_h^k$  are defined in Lines 5 and 7 of Algorithm 1, respectively. Meanwhile, by Assumption 1, we have

$$(\mathbb{P}_h V_{h+1}^k)(x, a, b) = \phi(x, a, b)^\top \langle \mu_h, V_{h+1}^k \rangle$$
$$= \phi(x, a, b)^\top (\Lambda_h^k)^{-1} \Lambda_h^k \langle \mu_h, V_{h+1}^k \rangle$$
(48)

for any  $(k, h, x, a, b) \in [K] \times [H] \times \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f$ . Here  $\langle \mu_h, V_{h+1}^k \rangle = \int_{\mathcal{S}} V_{h+1}^k(x') d\mu_h(x')$ . Together with the definition of  $\Lambda_h^k$  in Line 5 of Algorithm 1, we further obtain

$$(\mathbb{P}_{h}V_{h+1}^{k})(x,a,b) = \phi(x,a,b)^{\top}(\Lambda_{h}^{k})^{-1} \left( \sum_{\tau=1}^{k-1} \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau})^{\top} \langle \mu_{h}, V_{h+1}^{k} \rangle + \langle \mu_{h}, V_{h+1}^{k} \rangle \right)$$

$$= \phi(x,a,b)^{\top}(\Lambda_{h}^{k})^{-1} \left( \sum_{\tau=1}^{k-1} \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \cdot (\mathbb{P}_{h}V_{h+1}^{k})(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) + \langle \mu_{h}, V_{h+1}^{k} \rangle \right),$$

$$(49)$$

for any  $(k, h, x, a, b) \in [K] \times [H] \times S \times A_l \times A_f$ . Here the last equality uses (48). Putting (47) and (49) together, we have

$$\phi(x, a, b)^{\top} w_{h}^{k} - (\mathbb{P}_{h} V_{h+1}^{k})(x, a, b)$$

$$= \underbrace{\phi(x, a, b)^{\top} (\Lambda_{h}^{k})^{-1} \left( \sum_{\tau=1}^{k-1} \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \cdot \left( V_{h+1}^{k}(x_{h+1}^{\tau}) - (\mathbb{P}_{h} V_{h+1}^{k})(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \right) \right)}_{\text{(i)}} - \underbrace{\phi(x, a, b)^{\top} (\Lambda_{h}^{k})^{-1} \langle \mu_{h}, V_{h+1}^{k} \rangle}_{\text{(ii)}},$$
(50)

for any  $(k, h, x, a, b) \in [K] \times [H] \times S \times A_l \times A_f$ . Next we upper bound these two terms. **Term (i).** By the Cauchy-Schwarz inequality, we have

$$|(\mathbf{i})| \leq \|\phi(x, a, b)\|_{(\Lambda_h^k)^{-1}} \cdot \left\| \sum_{\tau=1}^{k-1} \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \cdot \left( V_{h+1}^k(x_{h+1}^{\tau}) - (\mathbb{P}_h V_{h+1}^k)(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \right) \right\|_{(\Lambda_h^k)^{-1}}$$

$$(51)$$

for any  $(k, h, x, a) \in [K] \times [H] \times S \times A_l$ . Under the event  $\mathcal{E}$  defined in Lemma 22, we further have

$$|(i)| \le C' dH \sqrt{\log(2dT/p)} \cdot \|\phi(x, a)\|_{(\Lambda_h^k)^{-1}}$$
 (52)

for any  $(k, h, x, a) \in [K] \times [H] \times S \times A_l$ .

**Term (ii).** Similarly, by the Cauchy-Schwarz inequality, we obtain

$$|(ii)| \leq \|\phi(x, a, b)\|_{(\Lambda_h^k)^{-1}} \cdot \|\langle \mu_h, V_{h+1}^k \rangle\|_{(\Lambda_h^k)^{-1}}$$

$$\leq \|\phi(x, a, b)\|_{(\Lambda_h^k)^{-1}} \cdot \|\langle \mu_h, V_{h+1}^k \rangle\|_2 \leq \sqrt{d} H \cdot \|\phi(x, a, b)\|_{(\Lambda_h^k)^{-1}},$$
(53)

for any  $(k, h, x, a, b) \in [K] \times [H] \times S \times A_l \times A_f$ . Here the second inequality follows from the fact that  $\Lambda_h^k \succeq I$  and the last inequality is obtained by

$$\|\langle \mu_h, V_{h+1}^k \rangle\|_2 \le \|\mu_h(\mathcal{S})\|_2 \cdot \|V_{h+1}^k\|_{\infty} \le \sqrt{d}H.$$

Here we use the fact that  $||V_{h+1}^k||_{\infty} \leq H$  and Assumption 1, which assumes  $||\mu_h(\mathcal{S})||_2 \leq \sqrt{d}$ . Plugging (52) and (53) into (50), we obtain that

$$|\phi(x, a, b)^{\top} w_h^k - (\mathbb{P}_h V_{h+1}^k)(x, a, b)| \le C dH \sqrt{\log(2dT/p)} \cdot \|\phi(x, a, b)\|_{(\Lambda_h^k)^{-1}}, \tag{54}$$

for any  $(k, h, x, a, b) \in [K] \times [H] \times S \times A_l \times A_f$  under the event  $\mathcal{E}$ . Here C > 0 is a constant. By setting

$$\beta = CdH\sqrt{\log(2dT/p)} \tag{55}$$

in Line 7 of Algorithm 1, (54) gives

$$|\phi(x, a, b)^{\top} w_h^k - (\mathbb{P}_h V_{h+1}^k)(x, a, b)| \le \Gamma_h^k(x, a, b)$$
 (56)

for any  $(k, h, x, a, b) \in [K] \times [H] \times S \times A_l \times A_f$  under the event  $\mathcal{E}$ . Meanwhile, by the truncation in Line 8 of Algorithm 1 and the fact that  $r_{l,h} \in [-1, 1]$ , we have  $Q_h^k \in [-(H - h + 1), H - h + 1]$ , which further implies that

$$V_h^k \in [-(H-h+1), H-h+1], \tag{57}$$

for any  $(k,h) \in [K] \times [H]$ . Hence, by (56), we have

$$\phi(x, a, b)^{\top} w_h^k + \Gamma_h^k(x, a, b) \ge (\mathbb{P}_h V_{h+1}^k)(x, a, b) \ge H - h, \tag{58}$$

for any  $(k, h, x, a, b) \in [K] \times [H] \times S \times A_l \times A_f$  under the event  $\mathcal{E}$ , where the last inequality is obtained by (57). Thus, for the model prediction error defined in (21), we have

$$-\delta_{h}^{k}(x, a, b) = Q_{h}^{k}(x, a, b) - r_{l,h}(x, a, b) - \mathbb{P}_{h}V_{h+1}^{k}(x, a, b)$$

$$\leq \phi(x, a, b)^{\top}w_{h}^{k} + \Gamma_{h}^{k}(x, a, b) - \mathbb{P}_{h}V_{h+1}^{k}(x, a, b)$$

$$\leq 2\Gamma_{h}^{k}(x, a, b), \tag{59}$$

for any  $(k, h, x, a, b) \in [K] \times [H] \times S \times A_l \times A_f$  under the event  $\mathcal{E}$ . Moreover, by the definition of the model prediction error, we have  $-\delta_h^k(\cdot, \cdot, \cdot) \leq 2H$ . Together with (59), we have

$$-\delta_b^k(x, a, b) \le 2\min\{H, \Gamma_b^k(x, a, b)\},\tag{60}$$

for any  $(k, h, x, a, b) \in [K] \times [H] \times S \times A_l \times A_f$  under the event  $\mathcal{E}$ . On the other hand, by (15), we have

$$\delta_{h}^{k}(x, a, b) = r_{l,h}(x, a, b) + \mathbb{P}_{h}V_{h+1}^{k}(x, a, b) - Q_{h}^{k}(x, a, b) 
\leq \mathbb{P}_{h}V_{h+1}^{k}(x, a, b) - \min\{\phi(x, a, b)^{\top}w_{h}^{k} + \Gamma_{h}^{k}(x, a, b), H - h\} 
= \max\{\mathbb{P}_{h}V_{h+1}^{k}(x, a, b) - \phi(x, a, b)^{\top}w_{h}^{k} - \Gamma_{h}^{k}(x, a, b), \mathbb{P}_{h}V_{h+1}^{k}(x, a, b) - (H - h)\} 
\leq 0,$$
(61)

for any  $(k, h, x, a, b) \in [K] \times [H] \times S \times A_l \times A_f$  under the event  $\mathcal{E}$ . Here the last inequality follows from (56) and the fact that  $V_{h+1}^k \leq H - h$ . Combining (60) and (61), we conclude the proof of Lemma 14.

**Lemma 22** For any  $p \in (0,1]$ , the event  $\mathcal{E}$  that, for any  $(k,h) \in [K] \times [H]$ ,

$$\left\| \sum_{\tau=1}^{k-1} \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \cdot \left( V_{h+1}^k(x_{h+1}^{\tau}) - (\mathbb{P}_h V_{h+1}^k)(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \right) \right\|_{(\Lambda_h^k)^{-1}} \le C' dH \sqrt{\log(2dT/p)}$$

happens with probability at least 1 - p/2, where C' > 0 is an absolute constant.

**Proof** [Proof of Lemma 22] Fix  $(k,h) \in [K] \times [H]$ . By Lemma 23, we have  $w_{h+1}^k \leq H\sqrt{dk}$ , which implies that  $Q_{h+1}^k \in \mathcal{Q}_{h+1,\epsilon}^k$ . Here  $\mathcal{Q}_{h+1,\epsilon}^k$  is defined in (16). Moreover, as shown in Algorithm 2, we find a  $\tilde{Q}$  in the  $\epsilon$ -net  $\mathcal{Q}_{h+1,\epsilon}^k$  such that  $\|Q_{h+1}^k - \tilde{Q}\|_{\infty} \leq \epsilon$ . For any  $x \in \mathcal{S}$ , let  $(\tilde{\pi}(\cdot|x), \tilde{\nu} = \{\nu_{f_i}\}_{i=1}^N)$  be the Stackelberg-Nash equilibrium of the matrix game with payoff matrices  $(\tilde{Q}(x,\cdot,\cdot), \{r_{f_i,h+1}(x,\cdot,\cdot)\}_{i=1}^N)$ . Moreover, we define  $\tilde{V}(x) = \mathbb{E}_{a \sim \hat{\pi}(\cdot|x), b \sim \hat{\nu}(\cdot|x)}[\tilde{Q}(x,a,b)]$  for any  $x \in \mathcal{S}$ . Then, we have

$$\left\| \sum_{\tau=1}^{k-1} \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \cdot \left( V_{h+1}^{k}(x_{h+1}^{\tau}) - (\mathbb{P}_{h}V_{h+1}^{k})(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \right) \right\|_{(\Lambda_{h}^{k})^{-1}}$$

$$\leq \underbrace{\left\| \sum_{\tau=1}^{k-1} \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \cdot \left( \tilde{V}(x_{h+1}^{\tau}) - (\mathbb{P}_{h}\tilde{V})(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \right) \right\|_{(\Lambda_{h}^{k})^{-1}}}_{\text{(i)}}$$

$$+ \underbrace{\left\| \sum_{\tau=1}^{k-1} \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \cdot \left( [V_{h+1}^{k}(x_{h+1}^{\tau}) - \tilde{V}(x_{h+1}^{\tau})] - \left( \mathbb{P}_{h}(V_{h+1}^{k} - \tilde{V}) \right)(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau}) \right) \right\|_{(\Lambda_{h}^{k})^{-1}}}_{\text{(ii)}}.$$

By Lemma 30 and a union bound argument, it holds for any  $\tilde{Q} \in \mathcal{Q}_{h+1,\epsilon}^k$  with probability at least 1-p/2 that

$$|(i)| \le 4H^2 \left(\frac{d}{2}\log(k+1) + \log\frac{2\mathcal{N}_{\epsilon}}{p}\right),\tag{63}$$

where  $\mathcal{N}_{\epsilon}$  is the covering number of  $Q_{h+1,\epsilon}$ . Moreover, by applying Lemma 32 with  $L = H\sqrt{dk}$  and  $\lambda = 1$ , (63) gives that

$$|(i)| \le C' dH \sqrt{\log(dT/p)},\tag{64}$$

with probability at least 1 - p/2. Here C' is a constant. Meanwhile, by the definition of  $V_{h+1}^k$  in Line 10 of Algorithm 1, we have  $V_{h+1}^k(x) = \mathbb{E}_{a \sim \hat{\pi}(\cdot \mid x), b \sim \hat{\nu}(\cdot \mid x)}[Q_{h+1}^k(x, a, b)]$ , which yields that

$$\begin{aligned} |V_{h+1}^{k}(x) - \tilde{V}(x)| &= \left| \mathbb{E}_{a \sim \hat{\pi}(\cdot \mid x), b \sim \hat{\nu}(\cdot \mid x)} [Q_{h+1}^{k}(x, a, b) - \tilde{Q}(x, a, b)] \right| \\ &\leq \mathbb{E}_{a \sim \hat{\pi}(\cdot \mid x), b \sim \hat{\nu}(\cdot \mid x)} |Q_{h+1}^{k}(x, a, b) - \tilde{Q}(x, a, b)| \leq \epsilon, \end{aligned}$$

for any  $x \in \mathcal{S}$ , which further implies that

$$|(ii)| \le \epsilon \cdot \sum_{\tau=1}^{k-1} \|\phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau})\|_{(\Lambda_h^k)^{-1}} \le \epsilon k,$$
 (65)

where the last inequality follows from the fact that  $\|\phi(\cdot,\cdot,\cdot)\|_{(\Lambda_h^k)^{-1}} \leq \|\phi(\cdot,\cdot,\cdot)\|_2 \leq 1$  for any  $(k,h) \in [K] \times [H]$ . Plugging (64) and (65) into (62), together with the fact that  $\epsilon = 1/KH$ , we conclude the proof of Lemma 22.

**Lemma 23 (Bounded Weight of Value Functions)** For all  $(k, h) \in [K] \times [H]$ , the linear coefficient  $w_h^k$  defined in (14) satisfies  $||w_h^k|| \le H\sqrt{kd}$ .

**Proof** [Proof of Lemma 23] By the definition of  $w_h^k$  in (14) and the triangle inequality, we have

$$||w_h^k|| = \left\| (\Lambda_h^k)^{-1} \left( \sum_{\tau=1}^{k-1} \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \cdot V_{h+1}^k(x_{h+1}^{\tau}) \right) \right\|$$

$$\leq \sum_{\tau=1}^{k-1} ||(\Lambda_h^k)^{-1} \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \cdot V_{h+1}^k(x_{h+1}^{\tau})||.$$
(66)

Together with the fact that  $|V_h^k(\cdot)| \leq H$  for any  $(k,h) \in [K] \times [H]$ , (66) gives

$$||w_{h}^{k}|| \leq H \cdot \sum_{\tau=1}^{k-1} ||(\Lambda_{h}^{k})^{-1} \phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau})||$$

$$\leq H \cdot \sum_{\tau=1}^{k-1} ||(\Lambda_{h}^{k})^{-1/2}|| \cdot ||\phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau})||_{(\Lambda_{h}^{k})^{-1}}$$

$$\leq H \cdot \sum_{\tau=1}^{k-1} ||\phi(x_{h}^{\tau}, a_{h}^{\tau}, b_{h}^{\tau})||_{(\Lambda_{h}^{k})^{-1}},$$
(67)

where the second inequality uses the Cauchy-Schwarz inequality and the last inequality follows from the fact that  $\Lambda_h^k \succeq I$  for any  $(k,h) \in [K] \times [H]$ . Then, by the Cauchy-Schwarz inequality, we obtain

$$\sum_{\tau=1}^{k-1} \|\phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau})\|_{(\Lambda_h^k)^{-1}} \leq \sqrt{k} \cdot \left(\sum_{\tau=1}^{k-1} \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau})^{\top} (\Lambda_h^k)^{-1} \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau})\right)^{1/2} 
= \sqrt{k} \cdot \left(\sum_{\tau=1}^{k-1} \operatorname{Tr} \left(\phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau})^{\top} (\Lambda_h^k)^{-1} \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau})\right)\right)^{1/2} 
= \sqrt{k} \cdot \left(\operatorname{Tr} \left((\Lambda_h^k)^{-1} \sum_{\tau=1}^{k-1} \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau})^{\top}\right)\right)^{1/2}.$$
(68)

Finally, recall that  $\Lambda_h^k = \sum_{\tau=1}^{k-1} \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau})^{\top} + I$ , we have

$$\operatorname{Tr}\left((\Lambda_h^k)^{-1} \sum_{\tau=1}^{k-1} \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau}) \phi(x_h^{\tau}, a_h^{\tau}, b_h^{\tau})^{\top}\right) \le \operatorname{Tr}(I) = d. \tag{69}$$

Plugging (68) and (69) into (67), we conclude the proof of Lemma 23.

## A.4 Proof of Lemma 15

**Proof** [Proof of Lemma 15] Recall the definition of  $\Gamma_h^k$  in Line 7 of Algorithm 1, we have

$$2\sum_{k=1}^{K}\sum_{h=1}^{H}\min\{H,\Gamma_{h}^{k}(x_{h}^{k},a_{h}^{k},b_{h}^{k})\} = 2\beta \cdot \sum_{k=1}^{K}\sum_{h=1}^{H}\min\{H/\beta, \|\phi(x_{h}^{k},a_{h}^{k},b_{h}^{k})\|_{(\Lambda_{h}^{k})^{-1}}\}$$

$$\leq 2\beta \cdot \sum_{k=1}^{K}\sum_{h=1}^{H}\min\{1, \|\phi(x_{h}^{k},a_{h}^{k},b_{h}^{k})\|_{(\Lambda_{h}^{k})^{-1}}\}. \tag{70}$$

Here the last inequality uses the fact that  $\beta = CdH\sqrt{\log(2dT/p)}$ , where C > 1 is a constant. By the Cauchy-Schwarz inequality, we further obtain that

$$\sum_{k=1}^{K} \sum_{h=1}^{H} \min\{1, \|\phi(x_h^k, a_h^k, b_h^k)\|_{(\Lambda_h^k)^{-1}}\} \leq \sum_{h=1}^{H} \left(K \cdot \sum_{k=1}^{K} \min\{1, \|\phi(x_h^k, a_h^k, b_h^k)\|_{(\Lambda_h^k)^{-1}}^2\}\right) \\
\leq \sum_{h=1}^{H} \sqrt{K} \cdot \left(2 \log\left(\frac{\det(\Lambda_h^{K+1})}{\det(\Lambda_h^1)}\right)\right)^{1/2}, \tag{71}$$

where the last inequality follows from Lemma 29. Moreover, Assumption 1 gives that

$$\|\phi(x, a, b)\|_2 \le 1,$$

for any  $(k, h, x, a, b) \in [K] \times [H] \times \mathcal{S} \times \mathcal{A}$ , which further implies that

$$\Lambda_h^{K+1} = \sum_{k=1}^K \phi(x_h^k, a_h^k, b_h^k) \phi(x_h^k, a_h^k, b_h^k)^\top + I \preceq (K+1) \cdot I, \tag{72}$$

for any  $h \in [H]$ . Combining (72) and the fact that  $\Lambda_h^1 = I$ , we obtain

$$2\log\left(\frac{\det(\Lambda_h^{K+1})}{\det(\Lambda_h^1)}\right) \le 2d \cdot \log(K+1) \le 4d \cdot \log(K). \tag{73}$$

Combining (70), (71), (72) and (73), it holds that

$$2\sum_{k=1}^{K}\sum_{h=1}^{H}\min\{H,\Gamma_{h}^{k}(x_{h}^{k},a_{h}^{k},b_{h}^{k})\} \leq 2\beta\sqrt{dHT\cdot\log(K)} \leq \mathcal{O}(\sqrt{d^{3}H^{3}T\iota^{2}}),$$

where  $\iota = \log(2dT/p)$ . Therefore, we conclude the proof of Lemma 15.

#### A.5 Proof of Lemma 16

**Proof** [Proof of Lemma 16] First, we show that  $\{\zeta_{k,h}^1, \zeta_{k,h}^2\}_{(k,h)\in[K]\times[H]}$  can be written as a bounded martingale difference with respect to a filtration. Similar to Cai et al. (2020), we construct the following filtration. For any  $(k,h)\in[K]\times[H]$ , we define  $\sigma$ -algebras  $\mathcal{F}_{k,h}^1$  and  $\mathcal{F}_{k,h}^2$  as follows:

$$\mathcal{F}_{k,h}^{2} = \sigma(\{x_{i}^{\tau}, a_{i}^{\tau}, b_{1,i}^{\tau}, \cdots, b_{N,i}^{\tau}\}_{(\tau,i)\in[k-1]\times[h]} \cup \{x_{i}^{k}, a_{i}^{k}, b_{1,i}^{k}, \cdots, b_{N,i}^{k}\}_{i\in[h]}), 
\mathcal{F}_{k,h}^{2} = \sigma(\{x_{i}^{\tau}, a_{i}^{\tau}, b_{1,i}^{\tau}, \cdots, b_{N,i}^{\tau}\}_{(\tau,i)\in[k-1]\times[h]} \cup \{x_{i}^{k}, a_{i}^{k}, b_{1,i}^{k}, \cdots, b_{N,i}^{k}\}_{i\in[h]} \cup \{x_{h+1}^{k}\}),$$
(74)

where  $x_{H+1}$  is a null state for any  $k \in [K]$ . Here  $\sigma(\cdot)$  denotes the  $\sigma$ -algebra generated by a finite set. Moreover, for any  $(k, h, m) \in [K] \times [H] \times [2]$ , we define the timestep index t(k, h, m) as

$$t(k, h, m) = (k-1) \cdot 2H + (h-1) \cdot 2 + m. \tag{75}$$

By the definitions of the  $\sigma$ -algebras in (74), we have  $\mathcal{F}_{k,h}^m \subset \mathcal{F}_{k',h'}^{m'}$  for any  $t(k,h,m) \leq t(k',m',h')$ , which implies that the  $\sigma$ -algebra sequence  $\{\mathcal{F}_{k,h}^m\}_{(k,h,m)\in[K]\times[H]\times[2]}$  is a filtration. Moreover, by the definitions of  $\{\zeta_{k,h}^1,\zeta_{k,h}^2\}_{(k,h)\in[K]\times[H]}$  in (22), we have

$$\zeta_{k,h}^1 \in \mathcal{F}_{k,h}^1, \quad \zeta_{k,h}^2 \in \mathcal{F}_{k,h}^2, \quad \mathbb{E}[\zeta_{k,h}^1 \mid \mathcal{F}_{k,h-1}^2] = 0, \quad \mathbb{E}[\zeta_{k,h}^2 \mid \mathcal{F}_{k,h}^1] = 0,$$
(76)

for any  $(k,h) \in [K] \times [H]$ . Here we identify  $\mathcal{F}_{k,0}^2$  with  $\mathcal{F}_{k-1,H}^2$  for any  $k \geq 2$  and define  $\mathcal{F}_{1,0,2}$  be the empty set. Hence, we can define the martingale

$$\mathcal{M}_{k,h}^{m} = \left\{ \sum_{k',h',m'} \zeta_{k',h'}^{m'} : t(k',h',m') \le t(k,h,m) \right\}.$$
 (77)

Such a martingale is adapted to the filtration  $\{\mathcal{F}_{k,h}^m\}_{(k,h,m)\in[K]\times[H]\times[2]}$ . In particular, we have

$$\mathcal{M}_{K,H}^2 = \sum_{k=1}^K \sum_{h=1}^H (\zeta_{k,h}^1 + \zeta_{k,h}^2). \tag{78}$$

Moreover, note the fact that  $V_h^k, Q_h^k, V_{l,h}^{\pi^k, \nu^k}, Q_{l,h}^{\pi^k, \nu^k} \in [-H, H]$ , we further obtain  $|\zeta_{k,h}^m| \leq 2H$ , for any  $(k, h, m) \in [K] \times [H] \times [2]$ . Finally, by applying the Azuma-Hoeffding inequality to  $\mathcal{M}_{K,H}^2$  defined in (78), we have

$$\sum_{k=1}^{K} \sum_{h=1}^{H} (\zeta_{k,h}^{1} + \zeta_{k,h}^{2}) \le \sqrt{16H^{3}K \cdot \log(4/p)},$$

with probability at least 1 - p/2, which concludes the proof of Lemma 16.

#### A.6 Proof of Lemma 6

Before our proof of Lemma 6, we present a useful lemma.

**Lemma 24** We define the set of  $\delta$ -significant states as

$$\mathcal{S}_h^{\delta} = \{ s : \max_{\pi, \nu} \mathbb{P}_h^{\pi, \nu}(x) \ge \delta \}, \tag{79}$$

where  $\mathbb{P}_h^{\pi,\nu}(x)$  is the probability of visiting x at h-th step under policies  $(\pi,\nu)$ . Then we have

$$\max_{\pi,\nu} \frac{\mathbb{P}_{h}^{\pi,\nu}(x)}{\frac{1}{K_{0}} \sum_{(\pi,\nu) \in \Phi^{(x,h)}} \mathbb{P}_{h}^{\pi,\nu}(x)} \le 2$$

for any  $s \in \mathcal{S}_h^{\delta}$ . Here  $\mathbb{P}_h^{\pi}(x, a)$  is the probability of visiting (x, a) at h-th step under policy  $\pi$ .

**Proof** See the proof of Theorem 3.3 in Jin et al. (2020a) for more details.

Now, we are ready to prove Lemma 6.

**Proof** [Proof of Lemma 6] For any  $(\pi, \nu)$ , we denote  $\mathbb{P}_h^{\pi, \nu}(x, a, b)$  as the probability of visiting (x, a, b) at h-th step under policies  $(\pi, \nu)$ . Under this notion, by Lemma 24 and the fact that all policies in  $\Phi^{(x,h)}$  are uniform at (x,h), we have

$$\max_{\pi,a,b} \frac{\mathbb{P}_{h}^{\pi,\nu}(x,a,b)}{\frac{1}{K_0} \sum_{\pi \in \Phi^{(x,h)}} \mathbb{P}_{h}^{\pi,\nu}(x,a,b)} \le 2A_l A_f,$$

where  $|\mathcal{A}_l| = A_l$  and  $A_f = |\mathcal{A}_f| = |\mathcal{A}_{f_1} \times \cdots \times \mathcal{A}_{f_N}|$ . Thus, for any  $\delta$ -significant (x, h), we have

$$\max_{\pi,\nu,a,b} \frac{\mathbb{P}_h^{\pi,\nu}(x,a,b)}{\frac{1}{K_0SH}\sum_{(\pi,\nu)\in \cup\{\Phi^{(x,h)}\}_{(x,h)}} \mathbb{P}_h^{\pi,\nu}(x,a,b)} \leq 2SA_lA_fH.$$

Then the data obtained from Algorithm 3 is sampled i.i.d. from some distribution  $\zeta_h$ , such that

$$\max_{\pi,\nu,a,b} \frac{\mathbb{P}_h^{\pi,\nu}(x,a,b)}{\zeta_h(x,a,b)} \le 2SA_l A_f H. \tag{80}$$

for any  $s \in \mathcal{S}_h^{\delta}$ . Back to our proof, we have

$$|\hat{V}_{\star}^{\pi,\nu} - V_{\star}^{\pi,\nu}| = \left| \sum_{h=1}^{H} \sum_{x,a,b} \mathbb{P}_{h}^{\pi,\nu}(x,a,b) \cdot \left( \hat{r}_{\star,h}(x,a,b) - r_{\star,h}(x,a,b) \right) \right|$$

$$= \left| \sum_{h=1}^{H} \sum_{x,a,b} \mathbb{P}_{h}^{\pi,\nu}(x,a,b) \cdot \left( \hat{r}_{\star,h}(x,a,b) - r_{\star,h}(x,a,b) \right) \right|$$

$$\leq \left| \underbrace{\sum_{h=1}^{H} \sum_{x \notin S_{h}^{\delta},a,b} \mathbb{P}_{h}^{\pi,\nu}(x,a,b) \cdot \left( \hat{r}_{\star,h}(x,a,b) - r_{\star,h}(x,a,b) \right) \right|}_{(i)}$$

$$+ \left| \underbrace{\sum_{h=1}^{H} \sum_{x \in S_{h}^{\delta},a,b} \mathbb{P}_{h}^{\pi,\nu}(x,a,b) \cdot \left( \hat{r}_{\star,h}(x,a,b) - r_{\star,h}(x,a,b) \right) \right|}_{(ii)}. \tag{81}$$

Clearly,

$$(i) \le \sum_{h=1}^{H} \sum_{x \notin \mathcal{S}_h^{\delta}, a, b} \mathbb{P}_h^{\pi, \nu}(s, a, b) = \sum_{h=1}^{H} \sum_{x \notin \mathcal{S}_h^{\delta}} \mathbb{P}_h^{\pi}(x) \le HS\delta \le \varepsilon/2, \tag{82}$$

where the second inequality uses the definition of  $\delta$ -significant set in (79) and the last inequality is implied by the fact that  $\delta = \varepsilon/2H^2S$ . Meanwhile, we have

$$(ii) \leq \sum_{h=1}^{H} \left| \sum_{x \in \mathcal{S}_{h}^{\delta}, a, b} \mathbb{P}_{h}^{\pi, \nu}(x, a, b) \cdot \left( \hat{r}_{\star, h}(x, a, b) - r_{\star, h}(x, a, b) \right) \right|$$

$$\leq \sum_{h=1}^{H} \left( \sum_{x \in \mathcal{S}_{h}^{\delta}, a, b} \mathbb{P}_{h}^{\pi, \nu}(x, a, b) \cdot \left( \hat{r}_{\star, h}(x, a, b) - r_{\star, h}(x, a, b) \right)^{2} \right)^{1/2}.$$

$$(83)$$

Note that  $\mathbb{P}_h^{\pi,\nu}(x,a,b) = \mathbb{P}_h^{\pi,\nu}(x) \cdot \pi_h(a|x) \cdot \nu_h(b|x)$ , together with the Cauchy-Schwarz inequality, we further have

$$\Delta_{h} \leq \max_{\pi': \mathcal{S} \to \mathcal{A}_{l}, \nu': \mathcal{S} \to \mathcal{A}_{f}} \left( \sum_{x \in \mathcal{S}_{h}^{\delta}, a, b} \mathbb{P}_{h}^{\pi}(x) \cdot \left( \hat{r}_{\star, h}(x, a, b) - r_{\star, h}(x, a, b) \right)^{2} \mathbf{1}[a = \pi'(s), b = \nu'(s)] \right)^{1/2}$$

$$\leq \max_{\pi': \mathcal{S} \to \mathcal{A}_{l}, \nu': \mathcal{S} \to \mathcal{A}_{f}} \left( \sum_{x \in \mathcal{S}_{h}^{\delta}, a, b} \mathbb{P}_{h}^{\pi}(x) \cdot \left( \hat{r}_{\star, h}(x, a, b) - r_{\star, h}(x, a, b) \right)^{2} \mathbf{1}[a = \pi'(s), b = \nu'(s)] \right)^{1/2}$$

$$\leq \max_{\pi': \mathcal{S} \to \mathcal{A}_{l}, \nu': \mathcal{S} \to \mathcal{A}_{f}} \left( 2SA_{l}A_{f}H \right)^{1/2}$$

$$\times \left( \sum_{x \in \mathcal{S}_{h}^{\delta}, a, b} \zeta_{h}(x, a, b) \cdot \left( \hat{r}_{\star, h}(x, a, b) - r_{\star, h}(x, a, b) \right)^{2} \mathbf{1}[a = \pi'(s), b = \nu'(s)] \right)^{1/2}, \quad (84)$$

where the last inequality follows from (80). Moreover, by the Hoeffding inequality and a union bound for the reward estimates we have

$$\left(\sum_{x \in \mathcal{S}_{h}^{\delta}, a, b} \zeta_{h}(x, a, b) \cdot \left(\hat{r}_{\star, h}(x, a, b) - r_{\star, h}(x, a, b)\right)^{2} \mathbf{1}[a = \pi'(s), b = \nu'(s)]\right)^{1/2}$$

$$\leq \left(\sum_{x \in \mathcal{S}_{h}^{\delta}, a, b} \zeta_{h}(x, a, b) \cdot \tilde{\mathcal{O}}\left(\frac{1}{N_{h}(s, a, b)}\right) \mathbf{1}[a = \pi'(s), b = \nu'(s)]\right)^{1/2}.$$
(85)

Choose  $\delta = \varepsilon/2H^2S$ . Together with (80), we have  $\zeta_h(s,a,b) \ge \varepsilon/4H^3S^2A_lA_f$  for any  $s \in \mathcal{S}_h^{\delta}$ . Hence, we have  $K \ge \Omega(H^3S^2A_lA_f/\varepsilon) \ge \Omega(1/\min_{s,a,b}\zeta_h(s,a,b))$ . Applying a multiplicative Chernoff bound for the counter  $N_h(s,a,b) \sim \text{Bin}(K,\zeta_h(s,a,b))$ , we have

$$\left(\sum_{x \in \mathcal{S}_{h}^{\delta}, a, b} \zeta_{h}(x, a, b) \cdot \tilde{\mathcal{O}}\left(\frac{1}{N_{h}(s, a, b)}\right) \mathbf{1}[a = \pi'(s), b = \nu'(s)]\right)^{1/2}$$

$$\leq \left(\sum_{x \in \mathcal{S}_{h}^{\delta}, a, b} \zeta_{h}(x, a, b) \cdot \tilde{\mathcal{O}}\left(\frac{1}{K\zeta_{h}(s, a, b)}\right) \mathbf{1}[a = \pi'(s), b = \nu'(s)]\right)^{1/2}$$

$$= \tilde{\mathcal{O}}\left(\sqrt{\frac{S}{K}}\right). \tag{86}$$

Plugging (84), (85), and (85) into (83), we have

(ii) 
$$\leq \tilde{\mathcal{O}}\left(\sqrt{\frac{H^3S^2A_lA_f}{K}}\right) \leq \varepsilon/2,$$
 (87)

where the last inequality follows from our choice that  $K \geq \Omega(H^3S^2A_lA_f/\varepsilon^2)$ . Combining (81), (82) and (87), we have  $|\hat{V}_{\star}^{\pi,\nu} - V_{\star}^{\pi,\nu}| \leq \varepsilon$  for any  $(\pi,\nu)$ , which concludes the proof of Lemma 6.

## Appendix Appendix B. Learning Stackelberg Equilibria

In this section, we analyze the sample efficiency of learning Stackelberg equilibria in twoplayer tabular Markov games without the known reward assumption.

For simplicity, we use the shorthand  $f = f_1$  and  $V_{\star}^{\pi,\nu} = V_{\star,1}^{\pi,\nu}(x_1)$ , where  $x_1 \in \mathcal{S}$  is the fixed initial state. Meanwhile, for any  $\varepsilon > 0$ , we define the  $\varepsilon$ -approximate value of the best-case response by

$$\begin{split} V_{\varepsilon}^{\pi} &= \max_{\nu \in \mathrm{BR}_{\varepsilon}(\pi)} V_{l}^{\pi,\nu}, \\ \mathrm{BR}_{\varepsilon}(\pi) &= \{ \nu : V_{f}^{\pi,\nu} \geq \max_{\nu'} V_{f}^{\pi,\nu'} - \varepsilon \}. \end{split}$$

We immediately obtain that  $BR(\pi) \subseteq BR_{\varepsilon}(\pi)$ , which further implies  $V_{\varepsilon}^{\pi} \geq V_{l}^{\pi,\nu^{*}(\pi)}$ . Thus we can define the gap

$$\operatorname{gap}_{\varepsilon} = \max_{\pi \in \Pi_{\varepsilon}} [V_{\varepsilon}^{\pi} - V_{l}^{\pi, \nu^{*}(\pi)}],$$

$$\Pi_{\varepsilon} = \{\pi : V_{\varepsilon}^{\pi} \ge V^{\pi^{*}, \nu^{*}} - \varepsilon\}.$$
(88)

## B.1 Algorithm

As stated before, we first conduct a Reward-Free Explore algorithm (Algorithm 3) to obtain the estimated rewards  $(\hat{r}_l, \hat{r}_f)$ . We also define  $(\hat{V}_l, \hat{V}_f)$  as the corresponding value functions. Then we use Algorithm 1 to solve the SNE with respect to the *known* reward functions  $(\hat{r}_l, \hat{r}_f)$ . Specifically, we consider the following optimization problem of finding approximation Stackelberg equilibria with respect to the empirical rewards  $(\hat{r}_l, \hat{r}_f)$ :

$$\underset{\pi}{\operatorname{argmax}} \hat{V}_{3\varepsilon/4}(\pi) = \underset{\pi}{\operatorname{argmax}} \hat{V}_{l}^{\pi,\nu(\pi)},$$

$$\nu(\pi) = \underset{\nu \in \hat{B}R_{3\varepsilon/4}(\pi)}{\operatorname{argmax}} \hat{V}_{l}^{\pi,\nu},$$

$$\hat{B}R_{3\varepsilon/4}(\pi) = \left\{\nu : \hat{V}_{f}^{\pi,\nu} \ge \max_{\nu} \hat{V}_{f}^{\pi,\nu} - 3\varepsilon/4\right\}.$$
(89)

Since  $(\hat{r}_l, \hat{r}_f)$  are known to us, we can use Algorithm 1 to obtain the solution  $(\hat{\pi}, \hat{\nu} = \nu(\hat{\pi}))$ , which is our approximate solution. See Algorithm 5 for more details.

## Algorithm 5 Reward-Free Explore then Commit

- 1: **Input:** Accuracy coefficient  $\varepsilon > 0$ .
- 2: Run the Reward-Free Explore algorithm (Algorithm 3) with  $K_0 \ge \Omega(H^7 S^4 A_l/\varepsilon)$  and  $K \ge \Omega(H^3 S^2 A_l A_f/\varepsilon^2)$ , and obtain empirical rewards  $(\hat{r}_l, \hat{r}_f)$ .
- 3: Use Algorithm 1 as an oracle to solve the problem defined in (89) and obtain the solution  $(\hat{\pi}, \hat{\nu} = \nu(\pi))$ .
- 4: Output:  $(\hat{\pi}, \hat{\nu})$ .

## **B.2** Theoretical Results

The performance of Algorithm 5 is guaranteed by the following theorem.

**Theorem 25** Suppose Algorithm 5 outputs  $(\hat{\pi}, \hat{\nu})$ . Then it holds with probability at least 1-p that

$$V_l^{\hat{\pi},\nu^*(\hat{\pi})} \geq V_l^{\pi^*,\nu^*} - gap_{\varepsilon} - \varepsilon, \qquad V_f^{\hat{\pi},\hat{\nu}} \geq V_f^{\hat{\pi},\nu^*(\hat{\pi})} - \varepsilon.$$

**Proof** A similar analysis appears in Bai et al. (2021). As stated earlier, however, their setting is different from ours. For completeness, we provide a detailed proof here. First, we show that

$$BR_{\varepsilon/2}(\pi) \subseteq \widehat{BR}_{3\varepsilon/4}(\pi) \subseteq BR_{\varepsilon}(\pi).$$
 (90)

By choosing a large absolute constant in K, together with Lemma 6, it holds for any  $\star \in \{l, f\}$  that

$$\sup_{\pi,\nu} |\hat{V}_{\star}^{\pi,\nu} - V_{\star}^{\pi,\nu}| \le \varepsilon/8. \tag{91}$$

Meanwhile, for the empirical rewards  $(\hat{r}_l, \hat{r}_f)$ , we define the best response of leader's policy  $\pi$  as  $\nu^*(\pi)$ . Using this notation, for any  $\nu \in \hat{BR}_{3\varepsilon/4}(\pi)$ , we have

$$V_{f}^{\pi,\nu^{*}(\pi)} - V_{f}^{\pi,\nu}$$

$$= \underbrace{(V_{f}^{\pi,\nu^{*}(\pi)} - \hat{V}_{f}^{\pi,\nu^{*}(\pi)})}_{(\mathrm{ii})} + \underbrace{(\hat{V}_{f}^{\pi,\nu^{*}(\pi)} - \hat{V}_{f}^{\pi,\nu^{*}(\pi)})}_{(\mathrm{iii})} + \underbrace{(\hat{V}_{f}^{\pi,\nu^{*}(\pi)} - \hat{V}_{f}^{\pi,\nu})}_{(\mathrm{iiii})} + \underbrace{(\hat{V}_{f}^{\pi,\nu} - V_{f}^{\pi,\nu})}_{(\mathrm{iv})}$$

$$\leq \varepsilon/8 + 0 + 3\varepsilon/4 + \varepsilon/8 \leq \varepsilon. \tag{92}$$

where (i)  $\leq \varepsilon/8$  and (iv)  $\leq \varepsilon/8$  is implied by the uniform convergence in (91), (ii)  $\leq 0$  uses the definition of  $\nu^*(\pi)$ , and (iii)  $\leq 0$  follows from the fact that  $\nu \in \hat{BR}_{3\varepsilon/4}(\pi)$ .

Similarly, for any  $\nu \in \mathrm{BR}_{\varepsilon/2}(\pi)$ , we can show that

$$\hat{V}_{f}^{\pi,\nu^{*}(\pi)} - \hat{V}_{f}^{\pi,\nu} \\
= (\hat{V}_{f}^{\pi,\nu^{*}(\pi)} - V_{f}^{\pi,\nu^{*}(\pi)}) + (V_{f}^{\pi,\nu^{*}(\pi)} - V_{f}^{\pi,\nu^{*}(\pi)}) + (V_{f}^{\pi,\nu^{*}(\pi)} - V_{f}^{\pi,\nu}) + (V_{f}^{\pi,\nu^{*}(\pi)} - V_{f}^{\pi,\nu}) \\
\leq \varepsilon/8 + 0 + \varepsilon/2 + \varepsilon/8 = 3\varepsilon/4.$$
(93)

Combining (92) and (93), we obtain  $BR_{\varepsilon/2}(\pi) \subseteq \hat{BR}_{3\varepsilon/4}(\pi) \subseteq BR_{\varepsilon}(\pi)$  as desired.

Back to our proof, by the fact that  $\hat{\pi}$  maximizes  $\hat{V}_{3\varepsilon/4}^{\pi} = \max_{\nu \in \hat{BR}_{3\varepsilon/4}(\pi)} \hat{V}_l(\pi, \nu)$ , we have

$$\max_{\nu \in \hat{\text{BR}}_{3\varepsilon/4}(\hat{\pi})} \hat{V}_l^{\hat{\pi},\nu} = \hat{V}_{3\varepsilon/4}^{\hat{\pi}} \ge \hat{V}_{3\varepsilon/4}^{\pi} = \max_{\nu \in \hat{\text{BR}}_{3\varepsilon/4}(\pi)} V_l^{\pi,\nu} \ge \max_{\nu \in \hat{\text{BR}}_{\varepsilon/2}(\pi)} \hat{V}_l^{\pi,\nu}, \tag{94}$$

for any  $\pi$ . Here the last inequality uses the fact  $BR_{\varepsilon/2}(\pi) \subseteq \widehat{BR}_{3\varepsilon/4}(\pi)$  in (90). Together with the uniform convergence in (91), (94) yields

$$\max_{\nu \in \hat{\mathrm{BR}}_{3\varepsilon/4}(\hat{\pi})} V_l^{\hat{\pi},\nu} \ge \min_{\nu \in \mathrm{BR}_{\varepsilon/2}(\pi)} V_l^{\pi,\nu} - \varepsilon/8 \ge V_{\varepsilon/2}^{\pi} - \varepsilon. \tag{95}$$

Meanwhile, by the fact  $BR_{3\varepsilon/4}(\pi) \subseteq BR_{\varepsilon}(\pi)$  in (91), we have

$$V_{\varepsilon}^{\hat{\pi}} = \min_{\nu \in \mathrm{BR}_{\varepsilon}(\hat{\pi})} V_{l}^{\hat{\pi},\nu} \ge \min_{\nu \in \mathrm{BR}_{3\varepsilon/4}(\hat{\pi})} V_{l}^{\hat{\pi},\nu}. \tag{96}$$

Combining (95) and (96), we have

$$V_{\varepsilon}^{\hat{\pi}} \ge \max_{\pi} V_{\varepsilon/2}^{\pi} - \varepsilon \ge \max_{\pi} V_{l}^{\pi, \nu^{*}(\pi)} - \varepsilon, \tag{97}$$

which implies that  $\hat{\pi} \in \Pi_{\varepsilon}$ . Furthermore, (97) is equivalent to

$$V_l^{\hat{\pi},\nu^*(\hat{\pi})} \ge V_l^{\pi^*,\nu^*} - [V_{\varepsilon}^{\hat{\pi}} - V_l^{\hat{\pi},\nu^*(\hat{\pi})}] - \varepsilon \ge V_l^{\pi^*,\nu^*} - \operatorname{gap}_{\varepsilon} - \varepsilon,$$

where the equality uses the definition of  $\operatorname{gap}_{\varepsilon}$  in (88). as desired. Meanwhile, by the facts that  $\hat{\nu} \in \hat{\operatorname{BR}}_{3\varepsilon/4}(\hat{\pi})$  and  $\hat{\operatorname{BR}}_{3\varepsilon/4}(\hat{\pi}) \subseteq \operatorname{BR}_{\varepsilon}(\hat{\pi})$ , we have

$$V_f^{\hat{\pi},\hat{\nu}} \ge V_f^{\hat{\pi},\nu^*(\hat{\pi})} - \varepsilon.$$

Therefore, we conclude the proof of Theorem 25.

# Appendix Appendix C. Missing Proofs for Offline Setting

### C.1 Proof of Lemma 20

**Proof** [Proof of Lemma 20] Similar to (56), it holds with probability at least 1 - p/2 that

$$|\phi(x, a, b)^{\top} w_h - (\mathbb{P}_h \hat{V}_{h+1})(x, a, b)| \le \Gamma_h(x, a, b)$$
 (98)

for any  $h \in [H]$ . The only exception is that we use Lemma 31 instead of the classical concentration lemma (Lemma 30) for the self-normalized process. We omit the detailed proof.

By (98) and the fact that  $\hat{V}_{h+1}(\cdot) \leq H - h$ , we obtain

$$\phi(x, a, b)^{\top} w_h - \Gamma_h(x, a, b) \le (\mathbb{P}_h \hat{V}_{h+1})(x, a, b) \le H - h. \tag{99}$$

Thus, we have  $\hat{Q}_h \geq \phi^{\top} w_h - \Gamma_h$ , which further implies that

$$\delta_{h}(x, a, b) = r_{l,h}(x, a, b) + \mathbb{P}_{h}\hat{V}_{h+1}(x, a, b) - \hat{Q}_{h}(x, a, b)$$

$$\leq \mathbb{P}_{h}\hat{V}_{h+1}(x, a, b) - \phi(x, a, b)^{\top}w_{h} + \Gamma_{h}(x, a, b)$$

$$\leq 2\Gamma_{h}(x, a, b), \tag{100}$$

where the last inequality uses (98). Meanwhile, it holds that

$$\delta_{h}(x, a, b) = r_{l,h}(x, a, b) + \mathbb{P}_{h}\hat{V}_{h+1}(x, a, b) - \hat{Q}_{h}(x, a, b)$$

$$\geq \mathbb{P}_{h}\hat{V}_{h+1}(x, a, b) - \max\{\phi(x, a, b)^{\top}w_{h} - \Gamma_{h}^{k}(x, a, b), -(H - h)\}$$

$$= \min\{\mathbb{P}_{h}V_{h+1}^{k}(x, a, b) - \phi(x, a, b)^{\top}w_{h}^{k} + \Gamma_{h}^{k}(x, a, b), \mathbb{P}_{h}V_{h+1}^{k}(x, a, b) + (H - h)\}$$

$$\geq 0,$$
(101)

where the last inequality follows from (98). Combining (100) and (101), we conclude the proof of Lemma 20.

### C.2 Proof of Corollary 9

**Proof** [Proof of Corollary 9] The proof is an extension of Corollary 4.5 in Jin et al. (2020c). For notational simplicity, we define

$$\Sigma_h(x) = \mathbb{E}_{\pi^*, \nu^*, x} [\phi(s_h, a_h, b_h) \phi(s_h, a_h, b_h)^\top],$$

for all  $x \in \mathcal{S}$  and  $h \in [H]$ . With this notation and the Cauchy-Schwarz inequality, we have

$$\mathbb{E}_{\pi^*,\nu^*,x} \left[ \sqrt{\phi(s_h, a_h, b_h)^{\top} \Lambda_h^{-1} \phi(s_h, a_h, b_h)} \right] = \mathbb{E}_{\pi^*,\nu^*,x} \left[ \sqrt{\operatorname{Tr} \left( \phi(s_h, a_h, b_h)^{\top} \Lambda_h^{-1} \phi(s_h, a_h, b_h) \right)} \right] \\
= \mathbb{E}_{\pi^*,\nu^*,x} \left[ \sqrt{\operatorname{Tr} \left( \phi(s_h, a_h, b_h) \phi(s_h, a_h, b_h)^{\top} \Lambda_h^{-1} \right)} \right] \\
= \mathbb{E}_{\pi^*,\nu^*} \left[ \sqrt{\operatorname{Tr} \left( \Sigma_h(x) \Lambda_h^{-1} \right)} \right]. \tag{102}$$

Plugging (102) into Theorem 8, together with the assumption that  $\Lambda_h \succeq I + c \cdot K \cdot \mathbb{E}_{\pi^*,\nu^*,x}[\phi(s_h,a_h,b_h)\phi(s_h,a_h,b_h)^{\top}]$  with probability at least 1-p/2 and a union bound argument, we further with probability at least 1-p have

SubOpt
$$(\hat{\pi}, \hat{\nu}, x) \leq 3\beta' \sum_{h=1}^{H} \mathbb{E}_{\pi^*, \nu^*} \left[ \sqrt{\text{Tr} \left( \Sigma_h(x) \left( I + c \cdot K \cdot \Sigma_h(x) \right)^{-1} \right)} \right]$$

$$= 3\beta' \sum_{h=1}^{H} \sqrt{\sum_{j=1}^{d} \frac{\lambda_{h,j}(x)}{1 + cK\lambda_{h,j}(x)}}$$
(103)

for all  $x \in \mathcal{S}$ . Here  $\{\lambda_{h,j}(x)\}_{j=1}^d$  are the eigenvalues of  $\Sigma_h(x)$ . Meanwhile, by Jensen's inequality, we obtain

$$\|\Sigma_h(x)\|_{\text{op}} \le \mathbb{E}_{\pi^*,\nu^*,x}[\|\phi(s_h, a_h, b_h)\phi(s_h, a_h, b_h)^\top\|_{\text{op}}] \le 1,$$
(104)

where the last inequality follows from the fact that  $\|\phi(\cdot,\cdot,\cdot)\|_2 \leq 1$ . Combining (103) and (104), it holds with probability at least 1-p that

SubOpt(
$$\hat{\pi}, \hat{\nu}, x$$
)  $\leq 3\beta' \sum_{h=1}^{H} \sqrt{\sum_{j=1}^{d} \frac{1}{1 + cK}}$   
 $\leq \bar{C} \cdot d^{3/2} H^2 \sqrt{\log(4dHK/p)/K},$ 

where  $\bar{C} = 3C/\sqrt{c}$ , which concludes the proof of Corollary 9.

## Appendix Appendix D. Results with Pessimistic Tie-breaking

### D.1 Stackelberg-Nash Equilibria in Pessimistic Tie-breaking Setup

For any leader policy  $\pi$ , we can define

$$\nu^{\dagger}(\pi) = \{ \nu \in BR(\pi) \mid V_{l,h}^{\pi,\nu}(x) \le V_{l,h}^{\pi,\nu'}(x), \forall x \in \mathcal{S}, h \in [H], \nu' \in BR(\pi) \},$$
 (105)

where  $BR(\pi)$  is the best-response set defined in (10). That is,  $\nu^{\dagger}(\pi)$  is the worst-case response in the set  $BR(\pi)$ . Then we define the Stackelberg-Nash equilibria by

$$SNE_{l}^{\dagger} = \{ \pi \mid V_{l,h}^{\pi,\nu^{*}(\pi)}(x) \ge V_{l,h}^{\pi',\nu^{\dagger}(\pi')}(x), \forall x \in \mathcal{S}, h \in [H], \pi' \}.$$
 (106)

We point out that finding the Stackelberg-Nash equilibria in the pessimistic tie-breaking setting is harder. Specifically, compared with optimistic tie-breaking setting (cf. (8)), we need to solve a more complicated constrained max-min optimization problem:

$$\max\min_{l,1} V_{l,1}^{\pi,\nu}(x) \qquad \text{s.t. } \nu \in \text{BR}(\pi).$$

Under this more challenging setting, we focus on the leader-controller linear Markov games setting (Assumption 3). Similar to Theorems 5 and 8, we obtain the following two theorems in the online and offline settings respectively.

### D.2 Main Results for the Online Setting

**Theorem 26** Under Assumptions 1, 3, and 4, there exists an absolute constant C > 0 such that, for any fixed  $p \in (0,1)$ , by setting  $\beta = C \cdot dH\sqrt{\iota}$  with  $\iota = \log(2dT/p)$  in Line 7 of Algorithm 6 and  $\epsilon = \frac{1}{KH}$  in Algorithm 7, then have  $\nu^k = \nu^{\dagger}(\pi^k)$  for any  $k \in [K]$ . Meanwhile, with probability at least 1 - p, the regret incurred by Algorithm 6 satisfies that

Regret(K) = 
$$\sum_{k=1}^{K} V_{l,1}^{\pi^*,\nu^*}(x_1^k) - V_{l,1}^{\pi^k,\nu^k}(x_1^k) \le \mathcal{O}(\sqrt{d^3H^3T\iota^2}).$$

**Proof** See Appendix D.4 for a detailed proof.

**Misspecification.** When the transitions do not ideally satisfy the leader-controller assumption, we can potentially consider cases that transitions satisfy, for instance,  $|\mathcal{P}_h(\cdot|x,a,b) - \mathcal{P}_h(\cdot|x,a)||_{\infty} \leq \varrho$  for any  $(h,x,a,b) \in [H] \times \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f$ , Here  $\varrho$  is the misspecification error. We can still follow the above method to tackle the misspecified cases. However, because of the misspecification error cumulated during T steps, an extra term  $\mathcal{O}(\varrho T)$  will appear in the final result. In particular, When  $\varrho$  is small, that is the Markov games have approximately leader-controller transitions, the extra term  $\mathcal{O}(\varrho T)$  should be small, which further indicates that we can find SNEs efficiently in some misspecified general-sum Markov games.

**Algorithm 6** Optimistic Value Iteration to Find Stackelberg-Nash Equilibria (pessimistic tie-breaking version)

```
1: Initialize V_{l,H+1}(\cdot) = V_{f,H+1}(\cdot) = 0.
  2: for k = 1, 2, \dots, K do
                Receive initial state x_1^k.
                for step h = H, H - 1, \dots, 1 do
                      The step h = H, H = 1, \cdots, 1 as
\Lambda_h^k \leftarrow \sum_{\tau=1}^{k-1} \phi(x_h^\tau, a_h^\tau) \phi(x_h^\tau, a_h^\tau)^\top + I.
w_h^k \leftarrow (\Lambda_h^k)^{-1} \sum_{\tau=1}^{k-1} \phi(x_h^\tau, a_h^\tau) \cdot V_{h+1}^k(x_{h+1}^\tau).
\Gamma_h^k(\cdot, \cdot, \cdot) \leftarrow \beta \cdot (\phi(\cdot, \cdot)^\top (\Lambda_h^k)^{-1} \phi(\cdot, \cdot))^{1/2}.
   7:
                      Q_h^k(\cdot,\cdot,\cdot) \leftarrow r_{l,h}(\cdot,\cdot,\cdot) + \prod_{H-h} \{\phi(\cdot,\cdot)^\top w_h^k + \Gamma_h^k(\cdot,\cdot)\}.
(\pi_h^k(\cdot|x), \{\nu_{f_i,h}^k(\cdot|x)\}_{i\in[N]}) \leftarrow \epsilon\text{-SNE}(Q_h^k(x,\cdot,\cdot), \{r_{f_i,h}(x,\cdot,\cdot)\}_{i\in[N]}), \ \forall x. \ (Alg. 7)
  9:
                       V_h^k(x) \leftarrow \mathbb{E}_{a \sim \pi_h^k(\cdot \mid x), b_1 \sim \nu_{f_1, h}^k(\cdot \mid x), \cdots, b_N \sim \nu_{f_N, h}^k(\cdot \mid x)} Q_h^k(x, a, b_1, \cdots, b_N), \ \forall x.
10:
                end for
11:
                for h=1,2,\cdot,H do
12:
                      Sample a_h^k \sim \pi_h^k(\cdot | x_h^k), b_{1,h}^k \sim \nu_{f_1,h}^k(\cdot | x_h^k), \cdots, b_{N,h}^k \sim \nu_{f_N,h}^k(\cdot | x_h^k).
Leader takes action a_h^k; Followers take actions b_h^k = \{b_{i,h}^k\}_{i \in [N]}.
13:
14:
15:
                       Observe next state x_{h+1}^k.
                end for
16:
17: end for
```

## **Algorithm 7** $\epsilon$ -SNE (pessimistic tie-breaking version)

- 1: **Input:**  $Q_h^k, x$ , and parameter  $\epsilon$ . 2: Select  $\tilde{Q}$  from  $Q_{h,\epsilon}^k$  satisfying  $\|\tilde{Q} Q_h^k\|_{\infty} \le \epsilon$ .
- 3: For the input state x, let  $(\pi_h^k(\cdot | x), \{\nu_{f_i,h}^k(\cdot | x)\}_{i \in [N]})$  be the Stackelberg-Nash equilibrium for the matrix game with payoff matrices  $(\tilde{Q}(x,\cdot,\cdot),\{r_{f_i,h}(x,\cdot,\cdot)\}_{i\in[N]})$  in the pessimistic tie-breaking setting.
- 4: **Output:**  $(\pi_h^k(\cdot | x), \{\nu_{f_i,h}^k(\cdot | x)\}_{i \in [N]}).$

## D.3 Main Results for the Offline Setting

**Theorem 27** Under Assumptions 1, 3, 4, and 7, there exists an absolute constant C > 0such that, for any fixed  $p \in (0,1)$ , by setting  $\beta' = C \cdot dH \sqrt{\log(2dHK/p)}$  in Line 6 of Algorithm 8 and  $\epsilon = \frac{d}{KH}$  in Algorithm 7, then we have  $\hat{\nu} = \nu^{\dagger}(\hat{\pi})$ . Meanwhile, with probability at least 1 - p, we have

SubOpt
$$(\hat{\pi}, \hat{\nu}, x) = V_{l,1}^{\pi^*, \nu^*}(x) - V_{l,1}^{\hat{\pi}, \hat{\nu}}(x) \le 3\beta' \sum_{h=1}^{H} \mathbb{E}_{\pi^*, x} [(\phi(s_h, a_h)^{\top} (\Lambda_h)^{-1} \phi(s_h, a_h))^{1/2}],$$

where  $\mathbb{E}_{\pi^*,x}$  is taken with respect to the trajectory incurred by  $\pi^*$  in the underlying leadercontroller Markov game when initializing the progress at x. Here  $\Lambda_h$  is defined in Line 4 of Algorithm 8.

**Proof** Combining the proofs of Theorems 8 and 26, we can conclude the proof of Theorem 27. To avoid repetition, we omit the detailed proof here.

Optimality of the Bound: Assuming dummy followers—that is, the actions taken by the followers won't affect the reward functions and transition kernels—the Markov game reduces to a linear MDP (Jin et al., 2020b). Together with the information-theoretic lower bound  $\Omega(\sum_{h=1}^{H} \mathbb{E}_{\pi^*,x}[(\phi(s_h,a_h)^{\top}(\Lambda_h)^{-1}\phi(s_h,a_h))^{1/2}])$  established in Jin et al. (2020c) for linear MDPs, we immediately obtain the same lower bound for our setting. In particular, our upper bound established in Theorem 27 matches this lower bound up to  $\beta'$  and absolute constants and thus implies that our algorithm is nearly minimax optimal.

**Algorithm 8** Pessimistic Value Iteration to Find Stackelberg-Nash Equilibria (pessimistic tie-breaking version)

```
1: Input: \mathcal{D} = \{x_h^{\tau}, a_h^{\tau}, b_h^{\tau} = \{b_{i,h}^{\tau}\}_{i \in [N]}\}_{\tau,h=1}^{K,H} and reward functions \{r_l, r_f = \{r_{f_i}\}_{i \in [N]}\}.

2: Initialize \hat{V}_{H+1}(\cdot) = 0.

3: for step h = H, H - 1, \dots, 1 do

4: \Lambda_h \leftarrow \sum_{\tau=1}^K \phi(x_h^{\tau}, a_h^{\tau}) \phi(x_h^{\tau}, a_h^{\tau})^{\top} + I.

5: w_h \leftarrow (\Lambda_h)^{-1} \sum_{\tau=1}^K \phi(x_h^{\tau}, a_h^{\tau}) \cdot \hat{V}_{h+1}(x_{h+1}^{\tau}).

6: \Gamma_h(\cdot, \cdot) \leftarrow \beta' \cdot (\phi(\cdot, \cdot)^{\top}(\Lambda_h)^{-1}\phi(\cdot, \cdot))^{1/2}.

7: \hat{Q}_h(\cdot, \cdot, \cdot) \leftarrow r_{l,h}(\cdot, \cdot, \cdot) + \Pi_{H-h}\{\phi(\cdot, \cdot)^{\top}w_h - \Gamma_h(\cdot, \cdot)\}.

8: (\hat{\pi}_h(\cdot \mid x), \{\hat{\nu}_{f_i,h}(\cdot \mid x)\}_{i \in [N]}) \leftarrow \epsilon-SNE(\hat{Q}_h(x, \cdot, \cdot), \{r_{f_i,h}(x, \cdot, \cdot)\}_{i \in [N]}), \forall x. (Alg. 7)

9: \hat{V}_h(x) \leftarrow \mathbb{E}_{a \sim \hat{\pi}_h(\cdot \mid x), b_1 \sim \hat{\nu}_{f_1,h}(\cdot \mid x), \dots, b_N \sim \hat{\nu}_{f_N,h}(\cdot \mid x)} \hat{Q}_h(x, a, b_1, \dots, b_N), \forall x.

10: end for

11: Output: (\hat{\pi} = \{\hat{\pi}_h\}_{h=1}^H, \hat{\nu} = \{\hat{\nu}_{f_i} = \{\nu_{f_i,h}\}_{h=1}^H\}_{i=1}^N).
```

### D.4 Proof of Theorem 26

**Proof** [Proof of Theorem 26] For leader-controller Markov games, we have a stronger version of Lemma 10.

**Lemma 28** For any  $k \in [K]$ , we have  $\nu^k = \nu^{\dagger}(\pi^k)$ . Here  $\nu^{\dagger}(\cdot)$  is defined in (105).

**Proof** Fix  $k \in [K]$ , by the definition of the best response in (5), we have

$$BR(\pi^k) = \{ \nu = \{ \nu_{f_i} \}_{i \in [N]} \mid \nu \text{ is the NE of the followers given the leader policy } \pi^k \}$$

$$= \{ \nu = \{ \nu_{f_i} \}_{i \in [N]} \mid \nu \text{ is the NE of } \{ V_{f_i,h}^{\pi^k,\nu}(x) \}_{i \in [N]}, \forall h \in [H] \text{ and } x \in \mathcal{S} \}$$

$$= \{ \nu = \{ \nu_{f_i} \}_{i \in [N]} \mid \nu \text{ is the NE of } \{ r_{f_i,h}^{\pi^k,\nu}(x) \}_{i \in [N]}, \forall h \in [H] \text{ and } x \in \mathcal{S} \}, \quad (107)$$

where  $r_{f_i,h}^{\pi^k,\nu}(x) = \langle r_{f_i,h}(x,\cdot,\cdot,\cdot,\cdot,\cdot), \pi_h^k(\cdot \mid x) \times \nu_{f_1,h}(\cdot \mid x) \times \cdots \times \nu_{f_N,h}(\cdot \mid x) \rangle_{\mathcal{A}_l \times \mathcal{A}_f}$ . Here the last inequality uses Bellman equality (2) and the leader-controller assumption. Moreover, by the definition of  $\nu^{\dagger}(\pi^k)$  defined in (6), we have that

$$\nu_h^{\dagger}(\pi^k) = \{\nu_{f_i,h}^{\dagger}(\pi^k)\}_{i \in [N]} \in \underset{\nu \in BR(\pi^k)}{\operatorname{argmin}} V_{l,h}^{\pi^k,\nu}(x) = \underset{\nu \in BR(\pi^k)}{\operatorname{argmin}} r_{l,h}^{\pi^k,\nu}(x), \tag{108}$$

where  $r_{l,h}^{\pi^k,\nu}(x) = \langle r_{l,h}(x,\cdot,\cdot,\cdot,\cdot,\cdot), \pi_h^k(\cdot | x) \times \nu_{f_1,h}(\cdot | x) \times \cdots \times \nu_{f_N,h}(\cdot | x) \rangle_{\mathcal{A}_l \times \mathcal{A}_f}$ . Here the last equality uses the single-controller assumption.

Recall that, in the subroutine  $\epsilon$ -SNE (Algorithm 2), we pick the function  $\tilde{Q} \in \mathcal{Q}_{h,\epsilon}^k$  such that  $\|Q_h^k - \tilde{Q}\|_{\infty} \leq \epsilon$  and solve the matrix game defined in (17). Here  $\mathcal{Q}_{h,\epsilon}^k$  is the class of functions  $Q: \mathcal{S} \times \mathcal{A}_l \times \mathcal{A}_f \to \mathbb{R}$  that takes form

$$Q(\cdot,\cdot,\cdot) = r_{l,h}(\cdot,\cdot,\cdot) + \Pi_{H-h} \{ \phi(\cdot,\cdot)^{\top} w + \beta \cdot (\phi(\cdot,\cdot)^{\top} \Lambda^{-1} \phi(\cdot,\cdot))^{1/2} \}, \tag{109}$$

where  $||w||_2 \le H\sqrt{dk}$  and  $\lambda_{\min}(\Lambda) \ge 1$ . Thus, given the leader policy  $\pi^k$ , the best response of the followers for the matrix game defined in (17) takes the form

$$BR'(\pi^k) = \{ \nu \mid \nu \text{ is the NE of } \{ \langle r_{f_i,h}(x,\cdot,\cdot), \pi_h^k(\cdot \mid x) \times \nu_h(\cdot \mid x) \rangle \}_{i \in [N]}, \forall h \in [H] \text{ and } x \in \mathcal{S} \}$$
$$= BR(\pi^k)$$
(110)

where  $\langle r_{f_i,h}(x,\cdot,\cdot), \pi_h^k(\cdot \mid x) \times \nu_h(\cdot \mid x) \rangle$  is the shorthand of  $\langle r_{f_i,h}(x,\cdot,\cdot,\cdot,\cdot), \pi_h^k(\cdot \mid x) \times \nu_{f_1,h}(\cdot \mid x) \times \cdots \times \nu_{f_N,h}(\cdot \mid x) \rangle_{\mathcal{A}_l \times \mathcal{A}_f}$ . Here the last equality uses (107). Similarly, by the definition of  $\mathcal{Q}_{h,\epsilon}^k$  in (109), we can obtain that

$$\underset{\nu_h}{\operatorname{argmin}} \langle \tilde{Q}(x,\cdot,\cdot), \pi_h^k(\cdot \mid x) \times \nu_h(\cdot \mid x) \rangle = \underset{\nu_h}{\operatorname{argmin}} \langle r_{l,h}(x,\cdot,\cdot), \pi_h^k(\cdot \mid x) \times \nu_h(\cdot \mid x) \rangle, \quad (111)$$

where  $\langle r_{l,h}(x,\cdot,\cdot), \pi_h^k(\cdot \mid x) \times \nu_h(\cdot \mid x) \rangle$  is the abbreviation of  $\langle r_{f_i,h}(x,\cdot,\cdot,\cdot,\cdot,\cdot), \pi_h^k(\cdot \mid x) \times \nu_{f_i,h}(\cdot \mid x) \times \cdots \times \nu_{f_N,h}(\cdot \mid x) \rangle_{A_l \times A_f}$  Together with (108) and (110), we have that, for the matrix game with payoff matrices  $(\tilde{Q}(x_h^k,\cdot,\cdot),\{r_{f_i,h}^k(x_h^k,\cdot,\cdot)\}_{i\in[N]})$ , the policy  $\nu_h^k(\cdot \mid x_h^k) = \{\nu_{f_i,h}^k(\cdot \mid x_h^k)\}_{i\in[N]}$  is also the best response of  $\pi_h^k(\cdot \mid x_h^k)$  and breaks ties against favor of the leader. Therefore, we have  $\nu^k = \nu^{\dagger}(\pi^k)$  for any  $k \in [K]$ , which concludes the proof of Lemma 28.

Then we only need to bound the quantity  $\sum_{k=1}^K \sum_{k=1}^K V_{l,1}^{\pi^*,\nu^*}(x_1^k) - V_{l,1}^{\pi^k,\nu^k}(x_1^k)$ . By Lemma 11, we have

$$\operatorname{Regret}(K) = \underbrace{\sum_{k=1}^{K} \sum_{h=1}^{H} \mathbb{E}_{\pi^*,\nu^*} [\langle Q_h^k(x_h^k,\cdot,\cdot), \pi_h^*(\cdot \mid x_h^k) \times \nu_h^*(\cdot \mid x_h^k) - \pi_h^k(\cdot \mid x_h^k) \times \nu_h^k(\cdot \mid x_h^k) \rangle]}^{(l.1): \text{ Computational Error}} + \underbrace{\sum_{k=1}^{K} \sum_{h=1}^{H} (\mathbb{E}_{\pi^*,\nu^*} [\delta_h^k(x_h, a_h, b_h)] - \delta_h^k(x_h^k, a_h^k, b_h^k))}_{(l.2): \text{ Statistical Error}} + \underbrace{\sum_{k=1}^{K} \sum_{h=1}^{H} (\zeta_{k,h}^1 + \zeta_{k,h}^2),}_{(l.3): \text{ Randomness}}$$

where  $\langle Q_h^k(x_h^k,\cdot,\cdot),\pi_h^*(\cdot\,|\,x_h^k)\times\nu_h^*(\cdot\,|\,x_h^k)-\pi_h^k(\cdot\,|\,x_h^k)\times\nu_h^k(\cdot\,|\,x_h^k)\rangle=\langle Q_h^k(x_h^k,\cdot,\cdot,\cdot,\cdot,\cdot),\pi_h^*(\cdot\,|\,x_h^k)\times\nu_{f_1,h}^*(\cdot\,|\,x_h^k)\times\cdots\nu_{f_N,h}^*(\cdot\,|\,x_h^k)\times\nu_{f_1,h}^*(\cdot\,|\,x_h^k)\times\cdots\nu_{f_N,h}^k(\cdot\,|\,x_h^k)\rangle_{\mathcal{A}_l\times\mathcal{A}_f}.$  By the same argument of Lemma 28, we have that, for the matrix game with pay-

By the same argument of Lemma 28, we have that, for the matrix game with payoff matrices  $(\tilde{Q}(x_h^k,\cdot,\cdot),\{r_{f_i,h}^k(x_h^k,\cdot,\cdot)\}_{i\in[N]})$ ,  $\nu_h^*(\cdot\,|\,x_h^k)$  belongs to the best response set of  $\pi_h^*(\cdot\,|\,x_h^k)$  and breaks ties against favor of the leader. Recall that  $(\pi_h^k(\cdot\,|\,x_h^k),\nu_h^k(\cdot\,|\,x_h^k))=\{\nu_{f_i,h}^k(\cdot\,|\,x_h^k)\}_{i\in[N]})$  is the Stackelberg-Nash equilibrium of the matrix game with payoff matrices  $(\tilde{Q}(x_h^k,\cdot,\cdot,\cdot),\{r_{f_i,h}^k(x_h^k,\cdot,\cdot,\cdot)\}_{i\in[N]})$  in the pessimistic tie-breaking setting, which implies that  $\pi_h^k(\cdot\,|\,x_h^k)$  is the "worst response to the best response," which further implies that

$$\langle \tilde{Q}(x_h^k, \cdot, \cdot), \pi_h^*(\cdot \mid x_h^k) \times \nu_h^*(\cdot \mid x_h^k) - \pi_h^k(\cdot \mid x_h^k) \times \nu_h^k(\cdot \mid x_h^k) \rangle \le 0 \tag{112}$$

for any  $(k,h) \in [K] \times [H]$ . Thus, for any  $(k,h) \in [K] \times [H]$ , we have

$$\langle Q_{h}^{k}(x_{h}^{k},\cdot,\cdot),\pi_{h}^{*}(\cdot\mid x_{h}^{k})\times\nu_{h}^{*}(\cdot\mid x_{h}^{k})-\pi_{h}^{k}(\cdot\mid x_{h}^{k})\times\nu_{h}^{k}(\cdot\mid x_{h}^{k})\rangle 
=\langle \tilde{Q}(x_{h}^{k},\cdot,\cdot),\pi_{h}^{*}(\cdot\mid x_{h}^{k})\times\nu_{h}^{*}(\cdot\mid x_{h}^{k})-\pi_{h}^{k}(\cdot\mid x_{h}^{k})\times\nu_{h}^{k}(\cdot\mid x_{h}^{k})\rangle 
+\langle Q_{h}^{k}(x_{h}^{k},\cdot,\cdot)-\tilde{Q}(x_{h}^{k},\cdot,\cdot),\pi_{h}^{*}(\cdot\mid x_{h}^{k})\times\nu_{h}^{*}(\cdot\mid x_{h}^{k})-\pi_{h}^{k}(\cdot\mid x_{h}^{k})\times\nu_{h}^{k}(\cdot\mid x_{h}^{k})\rangle 
\leq \epsilon,$$
(113)

where the last inequality uses (44) and the fact that  $||Q_h^k - \tilde{Q}||_{\infty} \le \epsilon$ . By taking summation over  $(k, h) \in [K] \times [H]$ , we bound the computational error as desired. Moreover, we can

characterize statistical error by Lemmas 14 and 15. The remaining randomness term can be bounded by Lemma 16. Putting these together, we have  $\operatorname{Regret}(K) \leq \mathcal{O}(\sqrt{d^3H^3T\iota^2})$ , which concludes the proof of Theorem 26.

# Appendix Appendix E. Supporting Lemmas

**Lemma 29 (Elliptical Potential Lemma)** Let  $\{\phi_t\}_{t=1}^{\infty}$  be an  $\mathbb{R}^d$ -valued sequence. Meanwhile, let  $\Lambda_0 \in \mathbb{R}^{d \times d}$  be a positive-definite matrix and  $\Lambda_t = \Lambda_0 + \sum_{j=1}^{t-1} \phi_j \phi_j^{\top}$ . It holds for any  $t \in \mathbb{Z}_+$  that

$$\sum_{j=1}^{t} \min\{1, \|\phi_j\|_{\Lambda_j^{-1}}^2\} \le 2 \log \left(\frac{\det(\Lambda_{t+1})}{\det(\Lambda_1)}\right).$$

**Proof** See Lemma 11 of Abbasi-Yadkori et al. (2011) for a detailed proof.

**Lemma 30 (Concentration of Self-Normalized Process)** Let  $\{\tilde{\mathcal{F}}_t\}_{t=0}^{\infty}$  be a filtration and  $\{\eta_t\}_{t=1}^{\infty}$  be an  $\mathbb{R}$ -valued stochastic process such that  $\eta_t$  is  $\tilde{\mathcal{F}}_t$ -measurable for any  $t \geq 0$ . We also assume that, for any  $t \geq 0$ , conditioning on  $\tilde{\mathcal{F}}_t$ ,  $\eta_t$  is a zero-mean and  $\sigma$ -sub-Gaussian random variable, that is,

$$\mathbb{E}[\eta_t \,|\, \tilde{\mathcal{F}}_t] = 0, \qquad \mathbb{E}[e^{\lambda \eta_t} \,|\, \tilde{\mathcal{F}}_t] \le e^{\lambda^2 \sigma^2 / 2}, \tag{114}$$

for any  $\lambda \in \mathbb{R}$ . Let  $\{X_t\}_{t=1}^{\infty}$  be an  $\mathbb{R}^d$ -valued stochastic process such that  $X_t$  is  $\tilde{\mathcal{F}}_t$ -measurable for any  $t \geq 0$ . Also, let  $Y \in \mathbb{R}^{d \times d}$  be a deterministic and positive-definite matrix. For any  $t \geq 0$ , we define

$$\overline{Y}_t = Y + \sum_{s=1}^t X_s X_s^{\top}, \quad S_t = \sum_{s=1}^t \eta_s \cdot X_s.$$

For any  $\delta > 0$  and  $t \geq 0$ , it holds with probability at least  $1 - \delta$  that

$$||S_t||_{\overline{Y}_t^{-1}}^2 \le 2\sigma^2 \cdot \log \left(\frac{\det(\overline{Y}_t)^{1/2} \det(Y)^{-1/2}}{\delta}\right).$$

**Proof** See Theorem 1 of Abbasi-Yadkori et al. (2011) for a detailed proof.

**Lemma 31** For any fixed  $h \in [H]$ , let  $V : \mathcal{S} \to [0, H]$  be any fixed value function. Under Assumption 7, for any fixed  $\delta > 0$ , we have

$$P_{\mathcal{D}}\bigg(\bigg\|\sum_{k=1}^{K}\phi(x_{h}^{\tau},a_{h}^{\tau},b_{h}^{\tau})\cdot \big(V(x_{h+1}^{\tau})-\mathbb{P}_{h}V(x_{h}^{\tau},a_{h}^{\tau},b_{h}^{\tau})\big)\bigg\|_{\Lambda_{h}^{-1}}>H^{2}\cdot \big(2\log(1/\delta)+d\cdot\log(1+K)\big)\bigg)\leq \delta.$$

**Proof** See Lemma B.2 of Jin et al. (2020c) for a detailed proof.

**Lemma 32 (Covering)** Let  $Q_h$  be the class of value functions  $Q : S \times A_l \times A_f \to \mathbb{R}$  that takes the form

$$Q(\cdot,\cdot,\cdot) = r_{l,h}(\cdot,\cdot,\cdot) + \Pi_{H-h}\{(\phi(\cdot,\cdot,\cdot)^{\top}w + \beta \cdot (\phi(\cdot,\cdot,\cdot)^{\top}\Lambda^{-1}\phi(\cdot,\cdot,\cdot))^{1/2}\},$$

which are parameterized by  $(w, \Lambda) \in \mathbb{R}^d \times \mathbb{R}^{d \times d}$  such that  $||w|| \leq L$  and  $\lambda_{min}(\Lambda) \geq \lambda$ . We assume that  $\beta$  is fixed and satisfy that  $\beta \in [0, B]$ , and the feature map  $\phi : \mathcal{S} \times \mathcal{A} \to \mathbb{R}^d$  satisfies that  $||\phi(\cdot, \cdot)||_2 \leq 1$ . We have that, for any  $L, B, \epsilon > 0$ , there exists an  $\epsilon$ -covering of  $\mathcal{Q}_h$  with respect to the  $\ell_{\infty}$  norm such that the covering number  $\mathcal{N}_{\epsilon}$  satisfies

$$\log \mathcal{N}_{\epsilon} \le d \cdot \log(1 + 4L/\epsilon) + d^2 \cdot \log(1 + 8B^2 \sqrt{d}/(\epsilon^2 \lambda)).$$

**Proof** See Jin et al. (2020b) for a detailed proof.

### References

Yasin Abbasi-Yadkori, Dávid Pál, and Csaba Szepesvári. Improved algorithms for linear stochastic bandits. In *NIPS*, volume 11, pages 2312–2320, 2011.

Alekh Agarwal, Sham Kakade, and Lin F Yang. Model-based reinforcement learning with a generative model is minimax optimal. In *Conference on Learning Theory*, pages 67–83. PMLR, 2020.

Forest Agostinelli, Stephen McAleer, Alexander Shmakov, and Pierre Baldi. Solving the rubik's cube with deep reinforcement learning and search. *Nature Machine Intelligence*, 1(8):356–363, 2019.

Ilge Akkaya, Marcin Andrychowicz, Maciek Chociej, Mateusz Litwin, Bob McGrew, Arthur Petron, Alex Paino, Matthias Plappert, Glenn Powell, Raphael Ribas, et al. Solving rubik's cube with a robot hand. arXiv preprint arXiv:1910.07113, 2019.

András Antos, Csaba Szepesvári, and Rémi Munos. Fitted Q-iteration in continuous actionspace MDPs. Advances in neural information processing systems, 20, 2007.

András Antos, Csaba Szepesvári, and Rémi Munos. Learning near-optimal policies with Bellman-residual minimization based fitted policy iteration and a single sample path. *Machine Learning*, 71(1):89–129, 2008.

Alex Ayoub, Zeyu Jia, Csaba Szepesvari, Mengdi Wang, and Lin Yang. Model-based reinforcement learning with value-targeted regression. In *International Conference on Machine Learning*, pages 463–474. PMLR, 2020.

Mohammad Gheshlaghi Azar, Rémi Munos, and Hilbert J Kappen. Minimax PAC bounds on the sample complexity of reinforcement learning with a generative model. *Machine Learning*, 91(3):325–349, 2013.

Mohammad Gheshlaghi Azar, Ian Osband, and Rémi Munos. Minimax regret bounds for reinforcement learning. In *International Conference on Machine Learning*, pages 263–272. PMLR, 2017.

- Yu Bai and Chi Jin. Provable self-play algorithms for competitive reinforcement learning. In *International Conference on Machine Learning*, pages 551–560. PMLR, 2020.
- Yu Bai, Chi Jin, and Tiancheng Yu. Near-optimal reinforcement learning with self-play. arXiv preprint arXiv:2006.12007, 2020.
- Yu Bai, Chi Jin, Huan Wang, and Caiming Xiong. Sample-efficient learning of Stackelberg equilibria in general-sum games. arXiv preprint arXiv:2102.11494, 2021.
- Tamer Başar and Geert Jan Olsder. Dynamic Noncooperative Game Theory. SIAM, 1998.
- Nicola Basilico, Stefano Coniglio, and Nicola Gatti. Methods for finding leader–follower equilibria with multiple followers. arXiv preprint arXiv:1707.02174, 2017a.
- Nicola Basilico, Stefano Coniglio, Nicola Gatti, and Alberto Marchesi. Bilevel programming approaches to the computation of optimistic and pessimistic single-leader-multi-follower equilibria. In SEA, volume 75, pages 1–14. Schloss Dagstuhl-Leibniz-Zentrum fur Informatik GmbH, Dagstuhl Publishing, 2017b.
- Dimitri P Bertsekas and John N Tsitsiklis. *Neuro-dynamic programming*. Athena Scientific, 1996.
- Avrim Blum, Nika Haghtalab, and Ariel D Procaccia. Learning optimal commitment to overcome insecurity. Advances in Neural Information Processing Systems, 27, 2014.
- Michele Breton, Abderrahmane Alj, and Alain Haurie. Sequential Stackelberg equilibria in two-person games. *Journal of Optimization Theory and Applications*, 59(1):71–97, 1988.
- Víctor Bucarey, Eugenio Della Vecchia, Alain Jean-Marie, and Fernando Ordóñez. Stationary Strong Stackelberg Equilibrium in Discounted Stochastic Games. PhD thesis, INRIA, 2019a.
- Víctor Bucarey, Alain Jean-Marie, Eugenio Della Vecchia, and Fernando Ordóñez. On the value iteration method for dynamic strong Stackelberg equilibria. In ROADEF 2019-20ème congrès annuel de la société Française de Recherche Opérationnelle et d'Aide à la Décision, 2019b.
- Jacob Buckman, Carles Gelada, and Marc G Bellemare. The importance of pessimism in fixed-dataset policy optimization. arXiv preprint arXiv:2009.06799, 2020.
- Lucian Busoniu, Robert Babuska, and Bart De Schutter. A comprehensive survey of multiagent reinforcement learning. *IEEE Transactions on Systems, Man, and Cybernetics, Part C (Applications and Reviews)*, 38(2):156–172, 2008.
- Qi Cai, Zhuoran Yang, Chi Jin, and Zhaoran Wang. Provably efficient exploration in policy optimization. In *International Conference on Machine Learning*, pages 1283–1294. PMLR, 2020.
- Jinglin Chen and Nan Jiang. Information-theoretic considerations in batch reinforcement learning. In *International Conference on Machine Learning*, pages 1042–1051. PMLR, 2019.

- Tianyi Chen, Yuejiao Sun, and Wotao Yin. A single-timescale stochastic bilevel optimization method. arXiv preprint arXiv:2102.04671, 2021a.
- Zhuoqun Chen, Yangyang Liu, Bo Zhou, and Meixia Tao. Caching incentive design in wireless d2d networks: A Stackelberg game approach. In 2016 IEEE International Conference on Communications (ICC), pages 1–6. IEEE, 2016.
- Zixiang Chen, Dongruo Zhou, and Quanquan Gu. Almost optimal algorithms for two-player Markov games with linear function approximation. arXiv preprint arXiv:2102.07404, 2021b.
- Stefano Coniglio, Nicola Gatti, and Alberto Marchesi. Computing a pessimistic Stackelberg equilibrium with multiple followers: The mixed-pure case. *Algorithmica*, 82(5):1189–1238, 2020.
- Vincent Conitzer and Tuomas Sandholm. Complexity of mechanism design. arXiv preprint cs/0205075, 2002.
- Vincent Conitzer and Tuomas Sandholm. Computing the optimal strategy to commit to. In *Proceedings of the 7th ACM conference on Electronic commerce*, pages 82–90, 2006.
- Qiwen Cui and Lin F Yang. Minimax sample complexity for turn-based stochastic game. arXiv preprint arXiv:2011.14267, 2020.
- Constantinos Daskalakis, Dylan J Foster, and Noah Golowich. Independent policy gradient methods for competitive reinforcement learning. arXiv preprint arXiv:2101.04233, 2021.
- Yan Duan, Xi Chen, Rein Houthooft, John Schulman, and Pieter Abbeel. Benchmarking deep reinforcement learning for continuous control. In *International conference on machine learning*, pages 1329–1338. PMLR, 2016.
- Yonathan Efroni, Lior Shani, Aviv Rosenberg, and Shie Mannor. Optimistic policy optimization with bandit feedback. arXiv preprint arXiv:2002.08243, 2020.
- Jianqing Fan, Zhaoran Wang, Yuchen Xie, and Zhuoran Yang. A theoretical analysis of deep Q-learning. In *Learning for Dynamics and Control*, pages 486–489. PMLR, 2020.
- Amir Massoud Farahmand, Rémi Munos, and Csaba Szepesvári. Error propagation for approximate policy and value iteration. In *Advances in Neural Information Processing Systems*, 2010.
- Amir-massoud Farahmand, Mohammad Ghavamzadeh, Csaba Szepesvári, and Shie Mannor. Regularized policy iteration with nonparametric function spaces. *The Journal of Machine Learning Research*, 17(1):4809–4874, 2016.
- Tanner Fiez, Benjamin Chasnov, and Lillian J Ratliff. Convergence of learning dynamics in Stackelberg games. arXiv preprint arXiv:1906.01217, 2019.
- Jerzy Filar and Koos Vrieze. Competitive Markov decision processes. Springer Science & Business Media, 2012.

- Scott Fujimoto, David Meger, and Doina Precup. Off-policy deep reinforcement learning without exploration. In *International Conference on Machine Learning*, pages 2052–2062. PMLR, 2019.
- Dinesh Garg and Yadati Narahari. Design of incentive compatible mechanisms for Stackelberg problems. In *International Workshop on Internet and Network Economics*, pages 718–727. Springer, 2005.
- Saeed Ghadimi and Mengdi Wang. Approximation methods for bilevel programming. arXiv preprint arXiv:1802.02246, 2018.
- Amy Greenwald, Keith Hall, and Roberto Serrano. Correlated Q-learning. In *ICML*, volume 3, pages 242–249, 2003.
- Thomas Dueholm Hansen, Peter Bro Miltersen, and Uri Zwick. Strategy iteration is strongly polynomial for 2-player turn-based stochastic games with a constant discount factor. *Journal of the ACM (JACM)*, 60(1):1–16, 2013.
- Pablo Hernandez-Leal, Bilal Kartal, and Matthew E Taylor. Is multiagent deep reinforcement learning the answer or the question? a brief survey. *Learning*, 21:22, 2018.
- Pablo Hernandez-Leal, Bilal Kartal, and Matthew E Taylor. A survey and critique of multiagent deep reinforcement learning. Autonomous Agents and Multi-Agent Systems, 33(6):750–797, 2019.
- Mingyi Hong, Hoi-To Wai, Zhaoran Wang, and Zhuoran Yang. A two-timescale framework for bilevel optimization: Complexity analysis and application to actor-critic. arXiv preprint arXiv:2007.05170, 2020.
- Junling Hu and Michael P Wellman. Nash q-learning for general-sum stochastic games. Journal of machine learning research, 4(Nov):1039–1069, 2003.
- Natasha Jaques, Asma Ghandeharioun, Judy Hanwen Shen, Craig Ferguson, Agata Lapedriza, Noah Jones, Shixiang Gu, and Rosalind Picard. Way off-policy batch deep reinforcement learning of implicit human preferences in dialog. arXiv preprint arXiv:1907.00456, 2019.
- Zeyu Jia, Lin F Yang, and Mengdi Wang. Feature-based q-learning for two-player stochastic games. arXiv preprint arXiv:1906.00423, 2019.
- Chi Jin, Zeyuan Allen-Zhu, Sebastien Bubeck, and Michael I Jordan. Is Q-learning provably efficient? arXiv preprint arXiv:1807.03765, 2018.
- Chi Jin, Akshay Krishnamurthy, Max Simchowitz, and Tiancheng Yu. Reward-free exploration for reinforcement learning. In *International Conference on Machine Learning*, pages 4870–4879. PMLR, 2020a.
- Chi Jin, Zhuoran Yang, Zhaoran Wang, and Michael I Jordan. Provably efficient reinforcement learning with linear function approximation. In *Conference on Learning Theory*, pages 2137–2143. PMLR, 2020b.

- Chi Jin, Qinghua Liu, Yuanhao Wang, and Tiancheng Yu. V-learning—a simple, efficient, decentralized algorithm for multiagent rl. arXiv preprint arXiv:2110.14555, 2021.
- Ying Jin, Zhuoran Yang, and Zhaoran Wang. Is pessimism provably efficient for offline RL? arXiv preprint arXiv:2012.15085, 2020c.
- Xin Kang and Yongdong Wu. Incentive mechanism design for heterogeneous peer-to-peer networks: A Stackelberg game approach. *IEEE Transactions on Mobile Computing*, 14 (5):1018–1030, 2014.
- Katarzyna Kańska and Agnieszka Wiszniewska-Matyszkiel. Dynamic Stackelberg duopoly with sticky prices and a myopic follower. *Operational Research*, pages 1–32, 2021.
- Rahul Kidambi, Aravind Rajeswaran, Praneeth Netrapalli, and Thorsten Joachims. Morel: Model-based offline reinforcement learning. arXiv preprint arXiv:2005.05951, 2020.
- Dmytro Korzhyk, Zhengyu Yin, Christopher Kiekintveld, Vincent Conitzer, and Milind Tambe. Stackelberg vs. Nash in security games: An extended investigation of interchangeability, equivalence, and uniqueness. *Journal of Artificial Intelligence Research*, 41:297–327, 2011.
- Aviral Kumar, Justin Fu, George Tucker, and Sergey Levine. Stabilizing off-policy Q-learning via bootstrapping error reduction. arXiv preprint arXiv:1906.00949, 2019.
- Aviral Kumar, Aurick Zhou, George Tucker, and Sergey Levine. Conservative q-learning for offline reinforcement learning. arXiv preprint arXiv:2006.04779, 2020.
- Michail Lagoudakis and Ron Parr. Value function approximation in zero-sum Markov games. arXiv preprint arXiv:1301.0580, 2012.
- Romain Laroche, Paul Trichelair, and Remi Tachet Des Combes. Safe policy improvement with baseline bootstrapping. In *International Conference on Machine Learning*, pages 3652–3661. PMLR, 2019.
- Tor Lattimore and Csaba Szepesvári. Bandit Algorithms. Cambridge University Press, 2020.
- Joshua Letchford, Vincent Conitzer, and Kamesh Munagala. Learning and approximating the optimal strategy to commit to. In *International Symposium on Algorithmic Game Theory*, pages 250–262. Springer, 2009.
- Tao Li and Suresh P Sethi. A review of dynamic Stackelberg game models. Discrete & Continuous Dynamical Systems-B, 22(1):125, 2017.
- Michael L Littman. Markov games as a framework for multi-agent reinforcement learning. In *Machine Learning Proceedings* 1994, pages 157–163. Elsevier, 1994.
- Michael L Littman. Friend-or-foe Q-learning in general-sum games. In *ICML*, volume 1, pages 322–328, 2001.

- Qiang Liu, Lihong Li, Ziyang Tang, and Dengyong Zhou. Breaking the curse of horizon: Infinite-horizon off-policy estimation. arXiv preprint arXiv:1810.12429, 2018.
- Qinghua Liu, Tiancheng Yu, Yu Bai, and Chi Jin. A sharp analysis of model-based reinforcement learning with self-play. arXiv preprint arXiv:2010.01604, 2020a.
- Yao Liu, Adith Swaminathan, Alekh Agarwal, and Emma Brunskill. Provably good batch reinforcement learning without great exploration. arXiv preprint arXiv:2007.08202, 2020b.
- Weichao Mao and Tamer Başar. Provably efficient reinforcement learning in decentralized general-sum Markov games. arXiv preprint arXiv:2110.05682, 2021.
- Volodymyr Mnih, Koray Kavukcuoglu, David Silver, Andrei A Rusu, Joel Veness, Marc G Bellemare, Alex Graves, Martin Riedmiller, Andreas K Fidjeland, Georg Ostrovski, et al. Human-level control through deep reinforcement learning. *nature*, 518(7540):529–533, 2015.
- Rémi Munos and Csaba Szepesvári. Finite-time bounds for fitted value iteration. *Journal* of Machine Learning Research, 9(5), 2008.
- Ashvin Nair, Murtaza Dalal, Abhishek Gupta, and Sergey Levine. Accelerating online reinforcement learning with offline datasets. arXiv preprint arXiv:2006.09359, 2020.
- John F Nash. Non-Cooperative Games. Princeton University Press, 2016.
- Afshin OroojlooyJadid and Davood Hajinezhad. A review of cooperative multi-agent deep reinforcement learning. arXiv preprint arXiv:1908.03963, 2019.
- Binghui Peng, Weiran Shen, Pingzhong Tang, and Song Zuo. Learning optimal strategies to commit to. In *Proceedings of the AAAI Conference on Artificial Intelligence*, pages 2149–2156, 2019.
- Julien Perolat, Bruno Scherrer, Bilal Piot, and Olivier Pietquin. Approximate dynamic programming for two-player zero-sum Markov games. In *International Conference on Machine Learning*, pages 1321–1329. PMLR, 2015.
- Aravind Rajeswaran, Igor Mordatch, and Vikash Kumar. A game theoretic framework for model based reinforcement learning. In *International Conference on Machine Learning*, pages 7953–7963. PMLR, 2020.
- Paria Rashidinejad, Banghua Zhu, Cong Ma, Jiantao Jiao, and Stuart Russell. Bridging offline reinforcement learning and imitation learning: A tale of pessimism. arXiv preprint arXiv:2103.12021, 2021.
- Lillian J Ratliff and Tanner Fiez. Adaptive incentive design. *IEEE Transactions on Automatic Control*, 2020.

- Lillian J Ratliff, Ming Jin, Ioannis C Konstantakopoulos, Costas Spanos, and S Shankar Sastry. Social game for building energy efficiency: Incentive design. In 2014 52nd Annual Allerton Conference on Communication, Control, and Computing (Allerton), pages 1011–1018. IEEE, 2014.
- Tim Roughgarden. Stackelberg scheduling strategies. SIAM Journal on Computing, 33(2): 332–350, 2004.
- Bruno Scherrer, Mohammad Ghavamzadeh, Victor Gabillon, Boris Lesner, and Matthieu Geist. Approximate modified policy iteration and its application to the game of Tetris. Journal of Machine Learning Research, 16:1629–1676, 2015.
- Lloyd S Shapley. Stochastic games. Proceedings of the national academy of sciences, 39 (10):1095–1100, 1953.
- Aaron Sidford, Mengdi Wang, Lin Yang, and Yinyu Ye. Solving discounted stochastic twoplayer games with near-optimal time and sample complexity. In *International Conference* on *Artificial Intelligence and Statistics*, pages 2992–3002. PMLR, 2020.
- Noah Y Siegel, Jost Tobias Springenberg, Felix Berkenkamp, Abbas Abdolmaleki, Michael Neunert, Thomas Lampe, Roland Hafner, Nicolas Heess, and Martin Riedmiller. Keep doing what worked: Behavioral modelling priors for offline reinforcement learning. arXiv preprint arXiv:2002.08396, 2020.
- David Silver, Aja Huang, Chris J Maddison, Arthur Guez, Laurent Sifre, George Van Den Driessche, Julian Schrittwieser, Ioannis Antonoglou, Veda Panneershelvam, Marc Lanctot, et al. Mastering the game of Go with deep neural networks and tree search. nature, 529(7587):484–489, 2016.
- David Silver, Julian Schrittwieser, Karen Simonyan, Ioannis Antonoglou, Aja Huang, Arthur Guez, Thomas Hubert, Lucas Baker, Matthew Lai, Adrian Bolton, et al. Mastering the game of Go without human knowledge. *nature*, 550(7676):354–359, 2017.
- David Silver, Thomas Hubert, Julian Schrittwieser, Ioannis Antonoglou, Matthew Lai, Arthur Guez, Marc Lanctot, Laurent Sifre, Dharshan Kumaran, Thore Graepel, et al. A general reinforcement learning algorithm that masters chess, shogi, and Go through self-play. *Science*, 362(6419):1140–1144, 2018.
- Marwaan Simaan and Jose B Cruz. On the Stackelberg strategy in nonzero-sum games. Journal of Optimization Theory and Applications, 11(5):533–555, 1973.
- Ziang Song, Song Mei, and Yu Bai. When can we learn general-sum Markov games with a large number of players sample-efficiently? arXiv preprint arXiv:2110.04184, 2021.
- Richard S Sutton and Andrew G Barto. Reinforcement Learning: An Introduction. MIT press, 2018.
- Richard S Sutton, David A McAllester, Satinder P Singh, Yishay Mansour, et al. Policy gradient methods for reinforcement learning with function approximation. In *NIPs*, volume 99, pages 1057–1063. Citeseer, 1999.

- Milind Tambe. Security and game theory: algorithms, deployed systems, lessons learned. Cambridge university press, 2011.
- Yi Tian, Yuanhao Wang, Tiancheng Yu, and Suvrit Sra. Provably efficient online agnostic learning in Markov games. arXiv preprint arXiv:2010.15020, 2020.
- Bernhard Von Stengel and Shmuel Zamir. Leadership games with convex strategy sets. Games and Economic Behavior, 69(2):446–457, 2010.
- Ziyu Wang, Alexander Novikov, Konrad Zołna, Jost Tobias Springenberg, Scott Reed, Bobak Shahriari, Noah Siegel, Josh Merel, Caglar Gulcehre, Nicolas Heess, et al. Critic regularized regression. arXiv preprint arXiv:2006.15134, 2020.
- Christopher JCH Watkins and Peter Dayan. Q-learning. *Machine learning*, 8(3-4):279–292, 1992.
- Chen-Yu Wei, Yi-Te Hong, and Chi-Jen Lu. Online reinforcement learning in stochastic games. arXiv preprint arXiv:1712.00579, 2017.
- Yifan Wu, George Tucker, and Ofir Nachum. Behavior regularized offline reinforcement learning. arXiv preprint arXiv:1911.11361, 2019.
- Qiaomin Xie, Yudong Chen, Zhaoran Wang, and Zhuoran Yang. Learning zero-sum simultaneous-move Markov games using function approximation and correlated equilibrium. In *Conference on Learning Theory*, pages 3674–3682. PMLR, 2020.
- Tengyang Xie and Nan Jiang.  $Q^*$ -approximation schemes for batch reinforcement learning: A theoretical comparison.  $arXiv\ preprint\ arXiv:2003.03924,\ 2020.$
- Lin Yang and Mengdi Wang. Sample-optimal parametric Q-learning using linearly additive features. In *International Conference on Machine Learning*, pages 6995–7004. PMLR, 2019.
- Lin Yang and Mengdi Wang. Reinforcement learning in feature space: Matrix bandit, kernels, and regret bound. In *International Conference on Machine Learning*, pages 10746–10756. PMLR, 2020.
- Zhuoran Yang, Chi Jin, Zhaoran Wang, Mengdi Wang, and Michael I Jordan. Bridging exploration and general function approximation in reinforcement learning: Provably efficient kernel and neural value iterations. arXiv preprint arXiv:2011.04622, 2020.
- Tianhe Yu, Garrett Thomas, Lantao Yu, Stefano Ermon, James Zou, Sergey Levine, Chelsea Finn, and Tengyu Ma. Mopo: Model-based offline policy optimization. arXiv preprint arXiv:2005.13239, 2020.
- Andrea Zanette and Emma Brunskill. Tighter problem-dependent regret bounds in reinforcement learning without domain knowledge using value function bounds. In *International Conference on Machine Learning*, pages 7304–7312. PMLR, 2019.

- Andrea Zanette, David Brandfonbrener, Emma Brunskill, Matteo Pirotta, and Alessandro Lazaric. Frequentist regret bounds for randomized least-squares value iteration. In *International Conference on Artificial Intelligence and Statistics*, pages 1954–1964. PMLR, 2020a.
- Andrea Zanette, Alessandro Lazaric, Mykel Kochenderfer, and Emma Brunskill. Learning near optimal policies with low inherent Bellman error. In *International Conference on Machine Learning*, pages 10978–10989. PMLR, 2020b.
- Kaiqing Zhang, Zhuoran Yang, and Tamer Başar. Multi-agent reinforcement learning: A selective overview of theories and algorithms. arXiv preprint arXiv:1911.10635, 2019.
- Kaiqing Zhang, Sham M Kakade, Tamer Başar, and Lin F Yang. Model-based multiagent rl in zero-sum Markov games with near-optimal sample complexity. arXiv preprint arXiv:2007.07461, 2020a.
- Zihan Zhang, Xiangyang Ji, and Simon S Du. Is reinforcement learning more difficult than bandits? a near-optimal algorithm escaping the curse of horizon. arXiv preprint arXiv:2009.13503, 2020b.
- Zihan Zhang, Yuan Zhou, and Xiangyang Ji. Almost optimal model-free reinforcement learningvia reference-advantage decomposition. Advances in Neural Information Processing Systems, 33, 2020c.
- Yulai Zhao, Yuandong Tian, Jason D Lee, and Simon S Du. Provably efficient policy gradient methods for two-player zero-sum Markov games. arXiv preprint arXiv:2102.08903, 2021.
- Stephan Zheng, Alexander Trott, Sunil Srinivasa, Nikhil Naik, Melvin Gruesbeck, David C Parkes, and Richard Socher. The AI economist: Improving equality and productivity with AI-driven tax policies. arXiv preprint arXiv:2004.13332, 2020.
- Ying-Ping Zheng, Tamer Basar, and Jose B Cruz. Stackelberg strategies and incentives in multiperson deterministic decision problems. *IEEE Fransactions on Systems, Man, and Cybernetics*, pages 10–24, 1984.
- Dongruo Zhou, Quanquan Gu, and Csaba Szepesvari. Nearly minimax optimal reinforcement learning for linear mixture Markov decision processes. arXiv preprint arXiv:2012.08507, 2020.