

Game-theoretical Motion Planning

ICRA 2021 - Tutorial Session

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IEEE 2021 ICRA

NCCR Automation

FNSNF Swiss National Science Foundation

IEEE 2021

ICRA

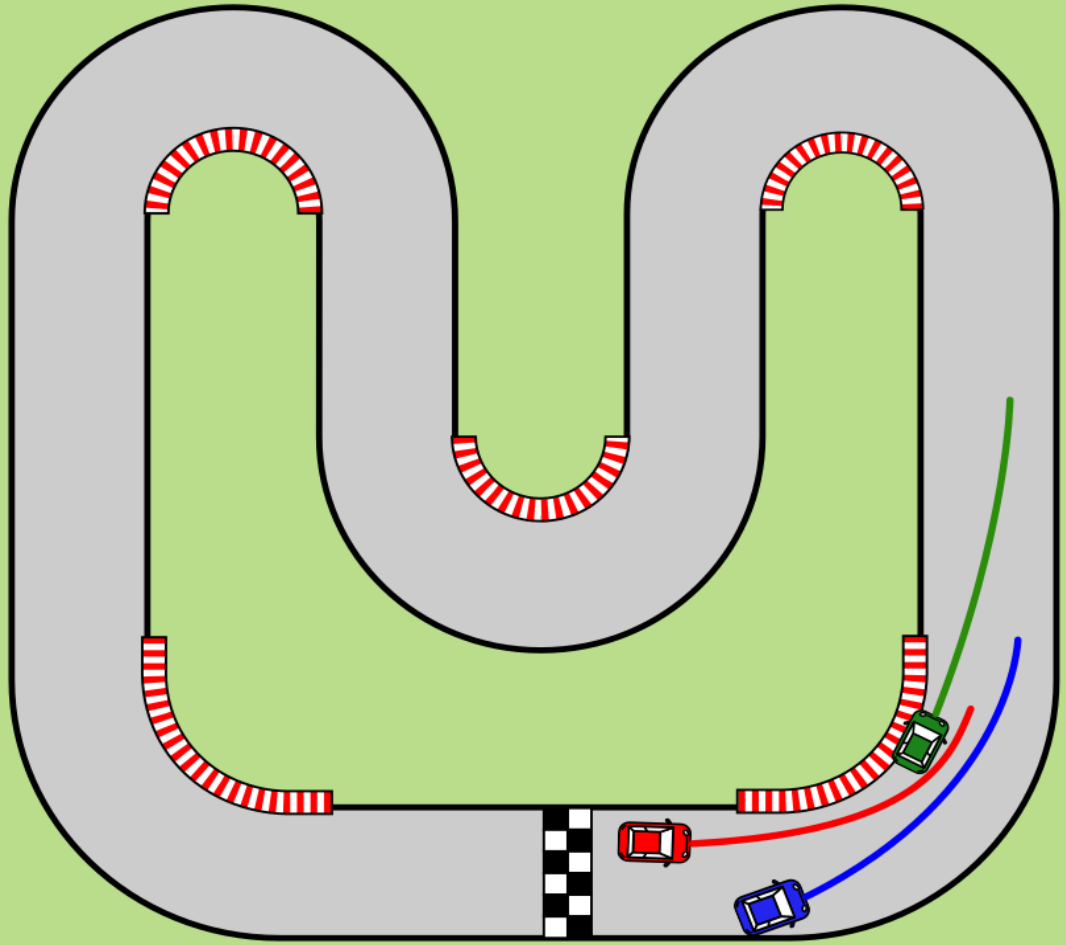
May 30 to June 5, 2021

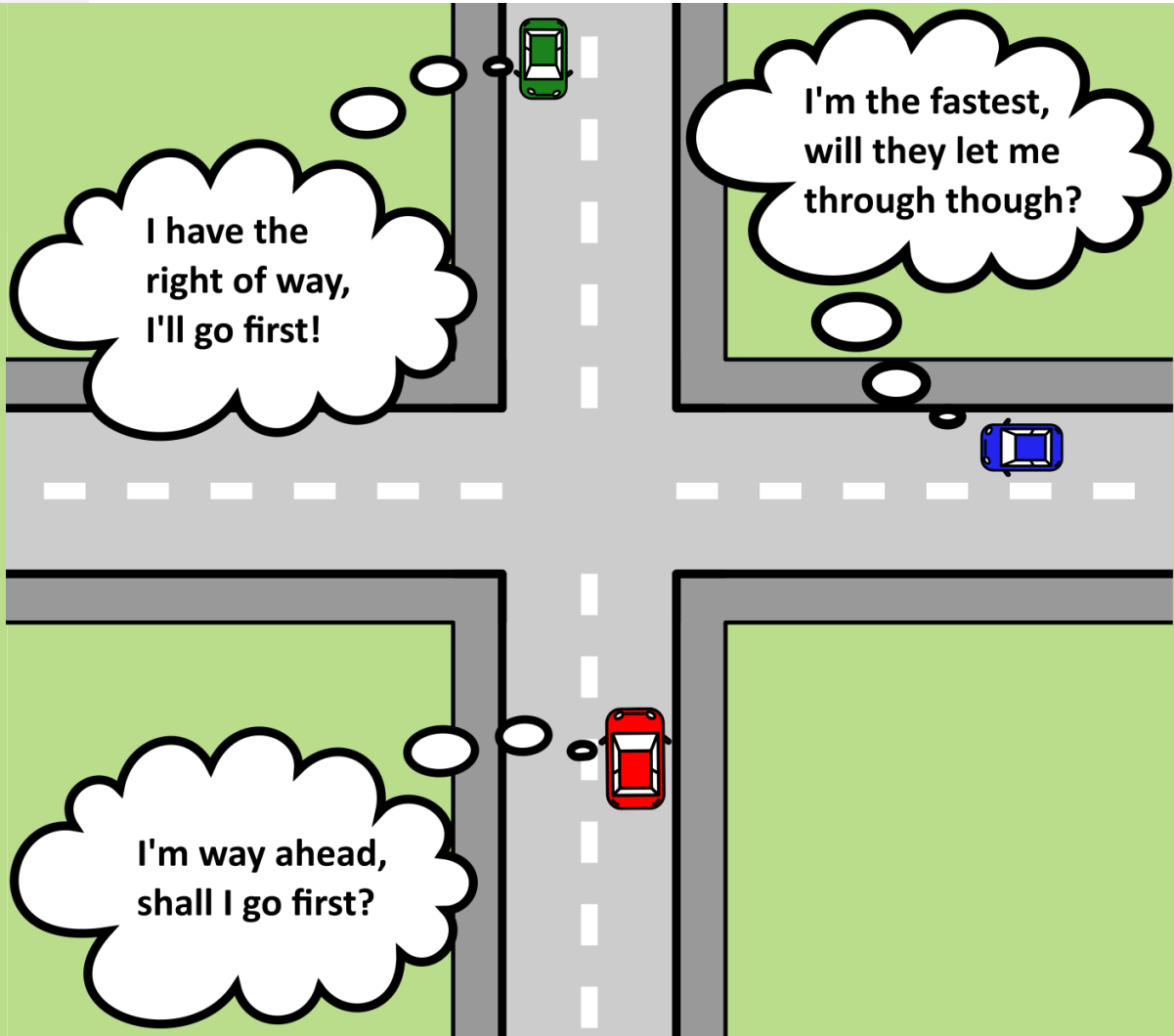
Xi'an 西安 China



"Game-theoretical Motion Planning" Tutorial Session

ICRA 2021





In this tutorial

Time	Speaker	Title
now	Dr. Andrea Censi	Introduction
14:00 - 14:45	Dr. Saverio Bolognani	Game-Theoretic Models of Dynamic Interaction (I)
15:00 - 15:45	Dr. Saverio Bolognani	Game-Theoretic Models of Dynamic Interaction (II)
16:00 - 16:40	Dr. Alex Liniger	Noncooperative Game Theory for Autonomous Racing
17:00 - 17:40	Prof. Mac Schwager	Augmented Lagrangian Methods for Online Game Theoretic Planning with Constraints
18:00 - 18:40	Alessandro Zanardi	Structure and Solution of non-zero-sum Urban Driving Games
19:00 - 19:30		Panel discussion

Tutorial [Part 1]

Game theory tutorial:



Saverio (ETH)

[Zoom webinar]

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Tutorial [Part 2]

Game theory tutorial:



Saverio (ETH)

[Zoom webinar]

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Invited talks:



Alex (ETH)



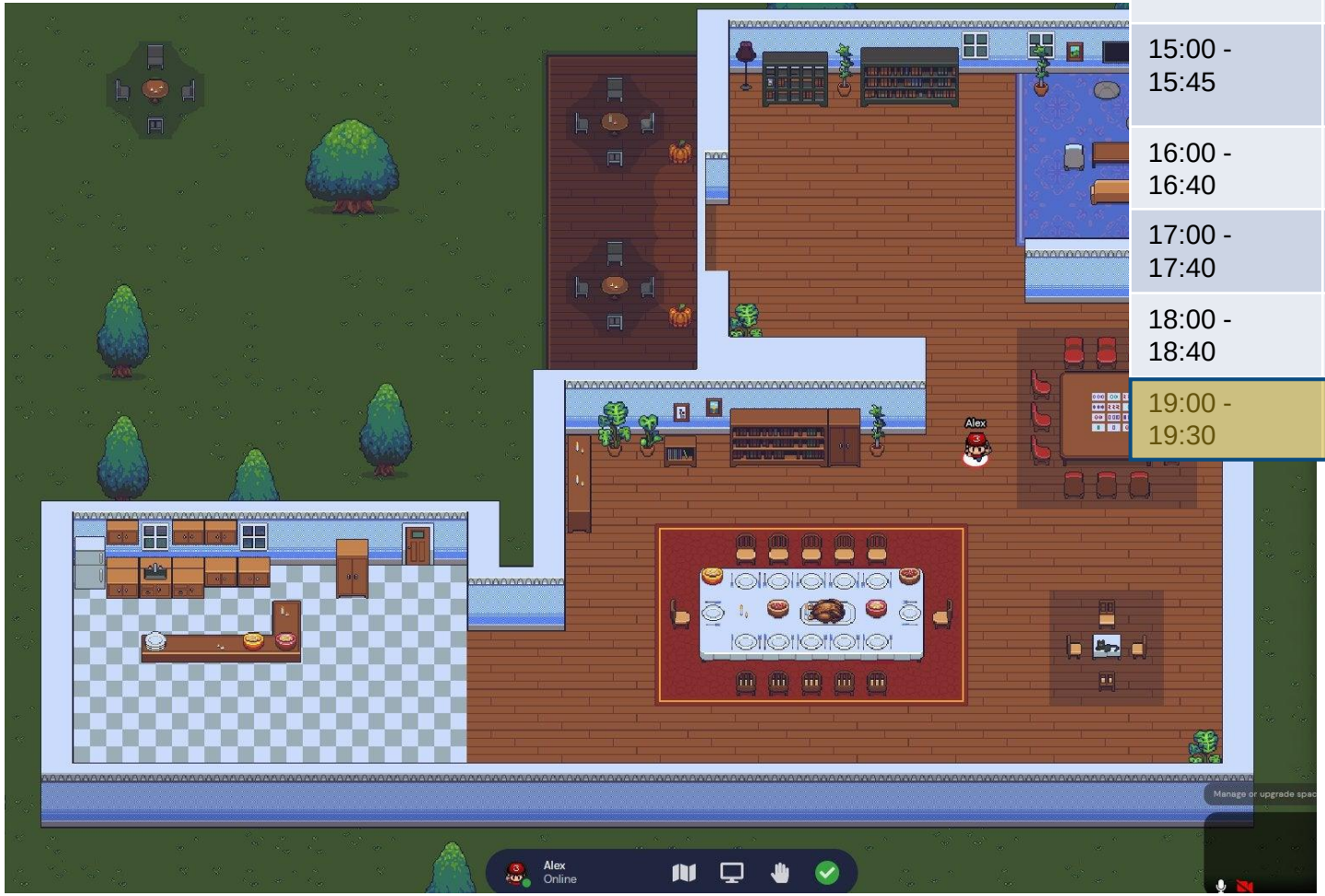
Mac (Stanford)



Alessandro (ETH)

Tutorial [Ending]

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See you in Gather.town!
LINK

Note: Gathertown will be open throughout the Tutorial session and more for breaks and chit-chat

Q&A



- **Format:**
  - Webinar
  - Type your questions in the google doc;
    they will be answered by moderators or at the end of the talk

- **Q&A doc: link** available **here**, **on the website** and in the **zoom chat:**

docs.google.com/document/d/1bmmYnLB2yRieZwyVIGxNz-czReSitwIMgeJR2tAS1nQ/edit?usp=sharing

Available Material Overview

- **Slides**
  (available on the website)



- **Recorded tutorial and talks**
  (will be made available after the event)



- **Monograph**
  (will be made available on the website)



idsc.ethz.ch/research-frazzoli/workshops/game-theoretical-planning-icra21.html

Thank you

Enjoy