Corrigendum for: R. Kamalapurkar, J. R. Klotz, and W. E. Dixon, "Model-based reinforcement learning for on-line feedback-Nash equilibrium solution of N-player nonzero-sum differential games," in *Proc. Am. Control Conf.*, 2014, pp. 3000–3005. DOI: `10.1109/acc.2014.6859092`

Rushikesh Kamalapurkar

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Correction: This conference paper makes the false claim that the value function of an agent in the network depends only on states of its one-hop neighbors. This claim is incorrect. For a correct treatment of diffrential graphical games, please see R. Kamalapurkar, J. R. Klotz, P. Walters, and W. E. Dixon, "Model-based reinforcement learning in differential graphical games," *IEEE Trans. Control Netw. Syst.*, vol. 5, no. 1, pp. 423–433, 2018. DOI: `10.1109/TCNS.2016.2617622`