

VAST: Value Function Factorization with Variable Agent Sub-Teams

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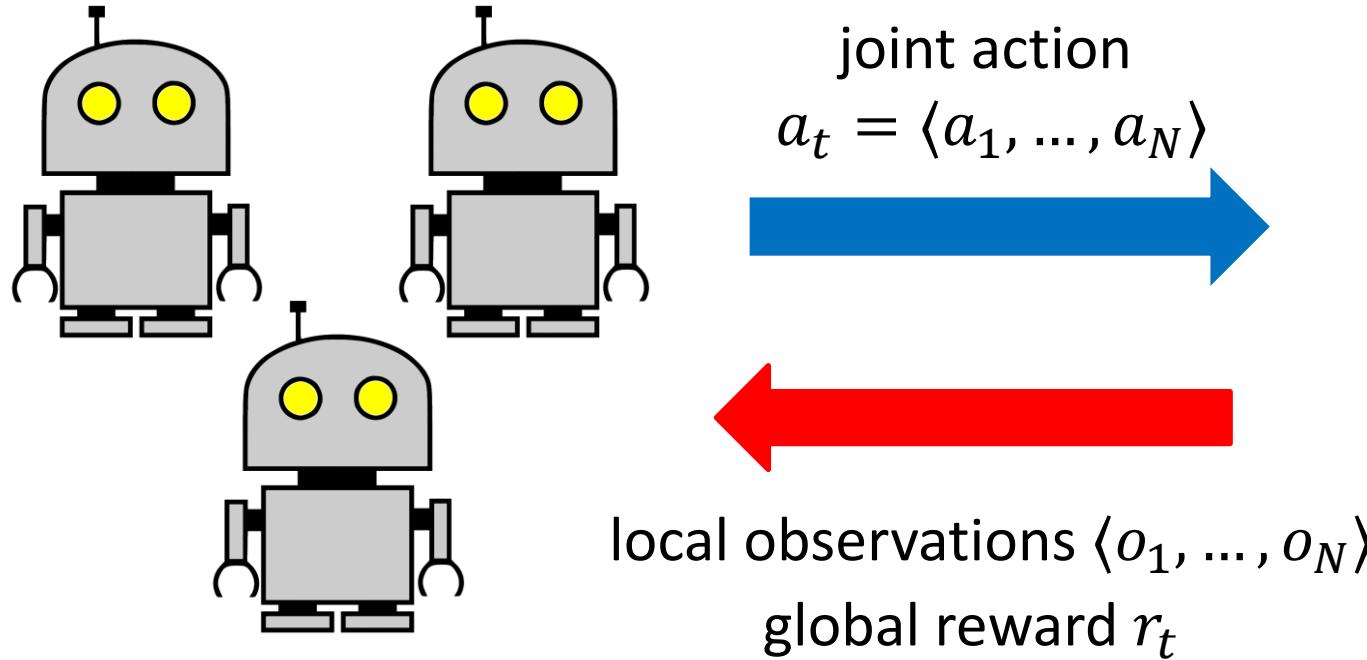
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Preliminaries

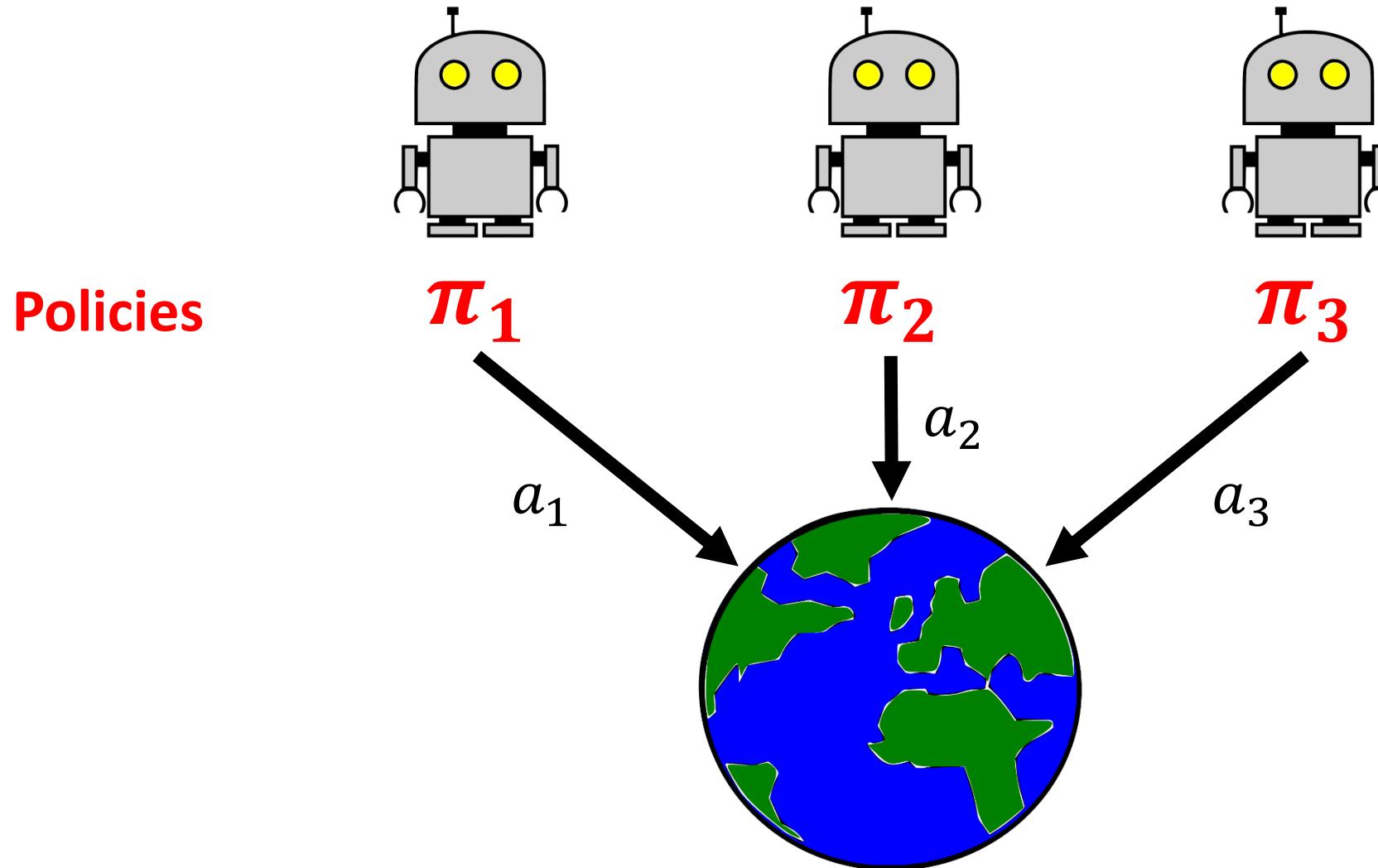


Cooperative Multi-Agent Systems (MAS)

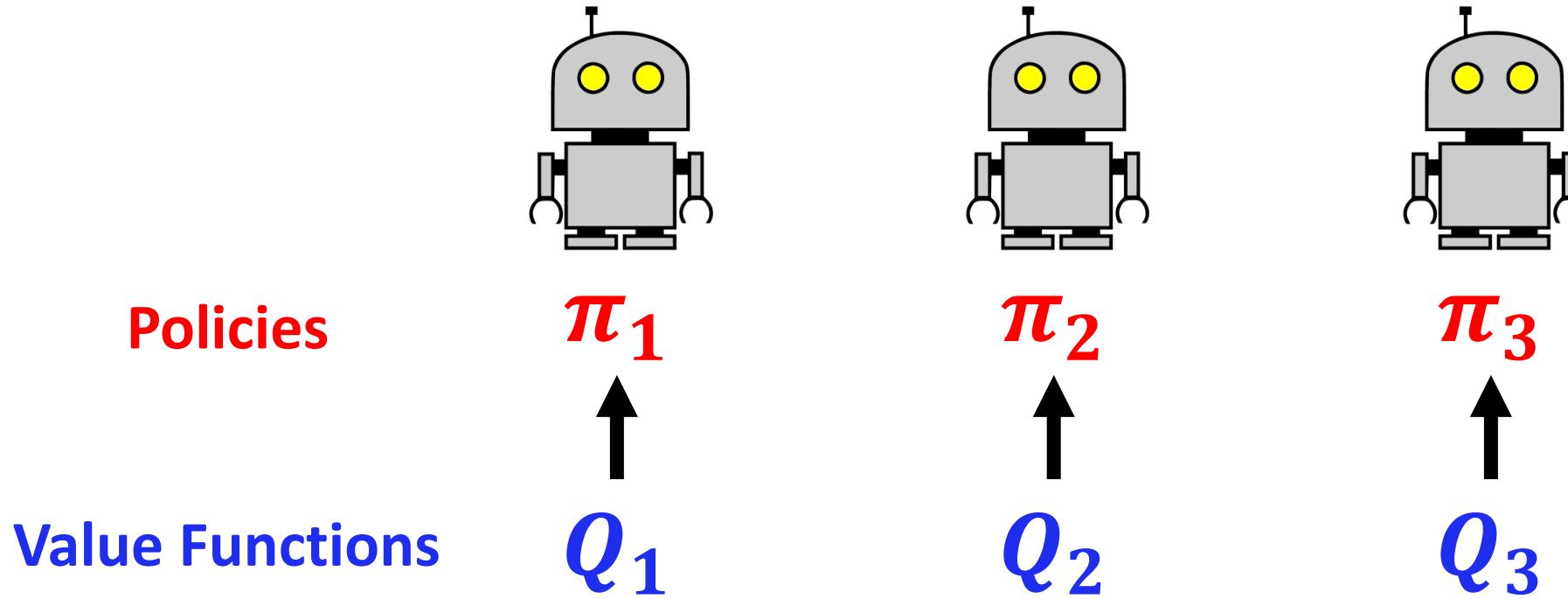


Goal: Maximize expectation of the return $\sum_{k=1}^{\infty} \gamma^k r_{t+k}$

Multi-Agent Reinforcement Learning

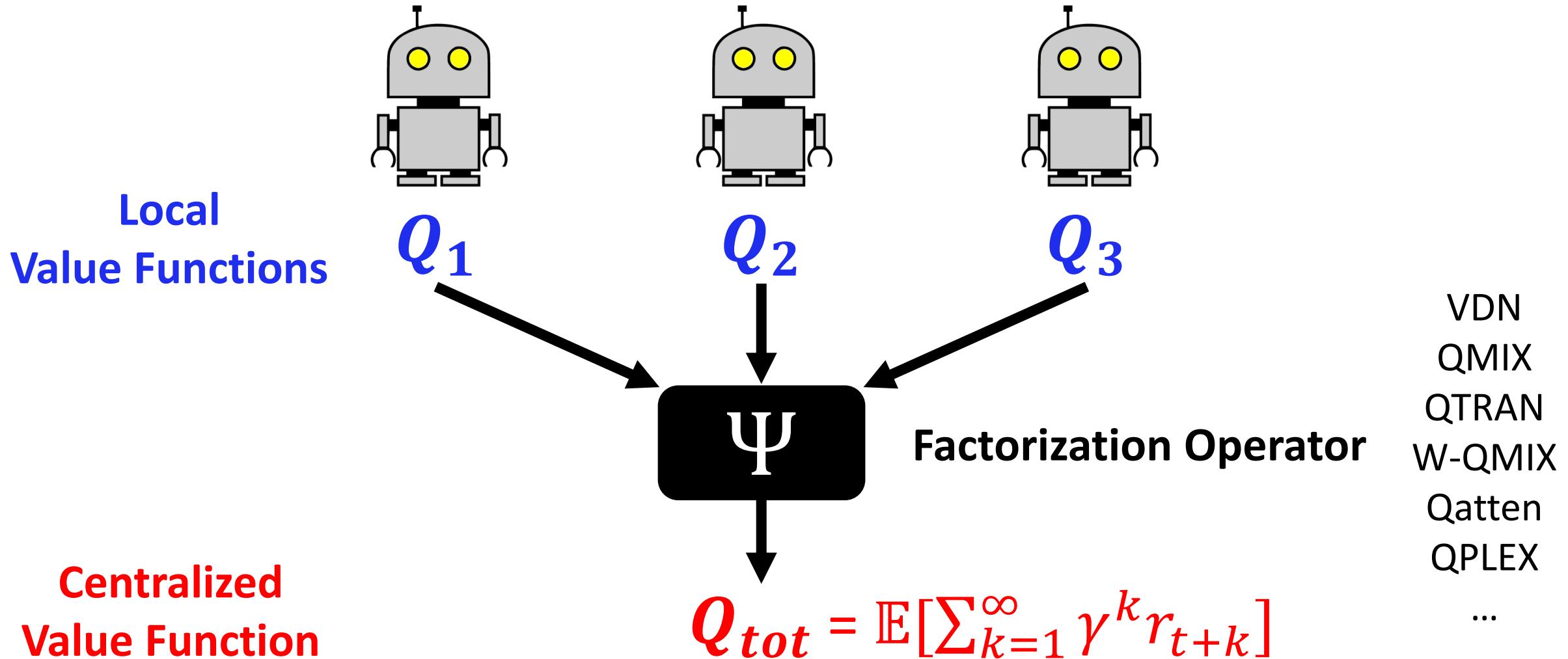


Value-based Multi-Agent Reinforcement Learning



$$Q_i(\tau_i, a_i) = \mathbb{E}\left[\sum_{k=1}^{\infty} \gamma^k r_{t+k}\right]$$

Value Function Factorization

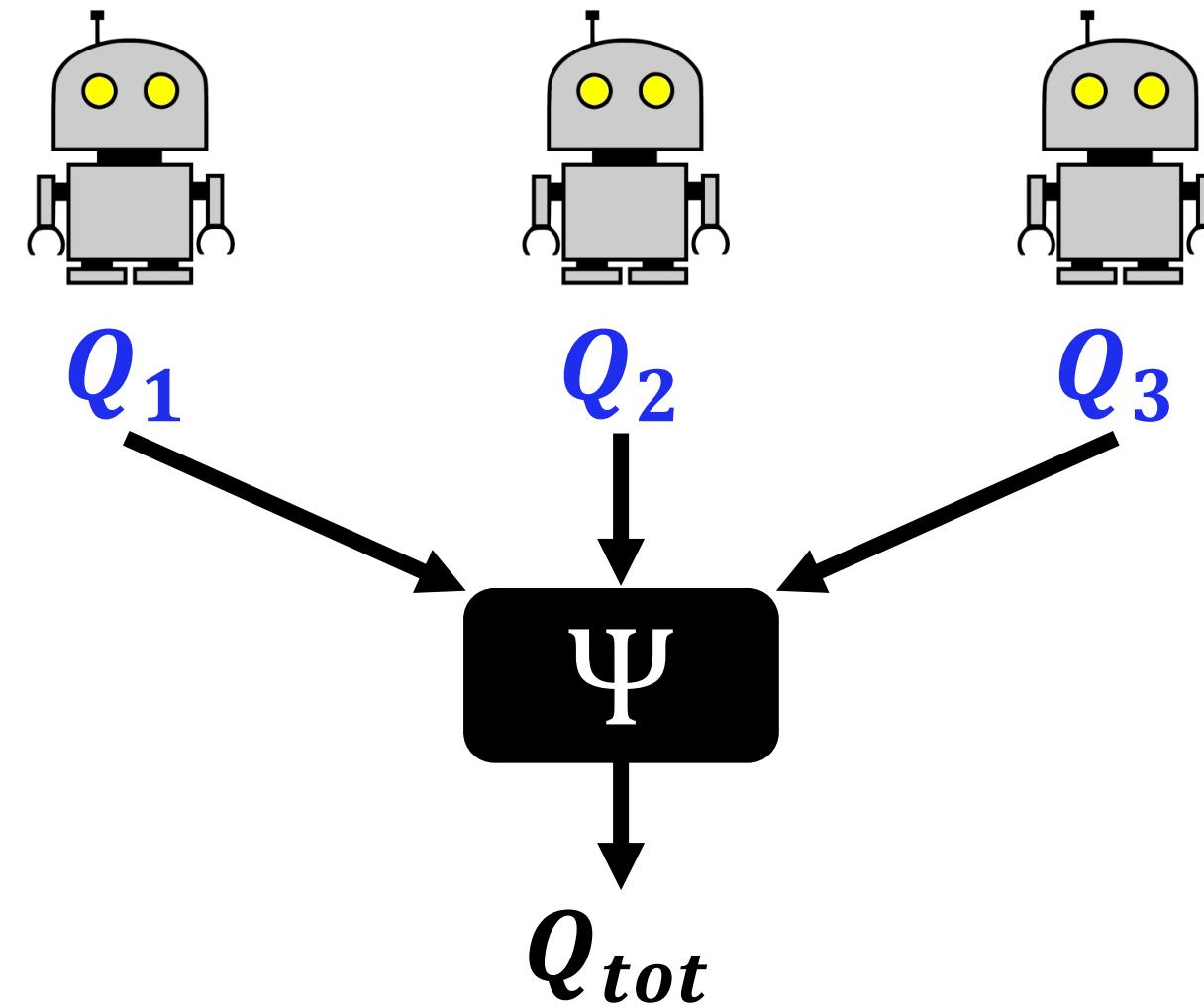


Individual-Global-Max (IGM) Consistency

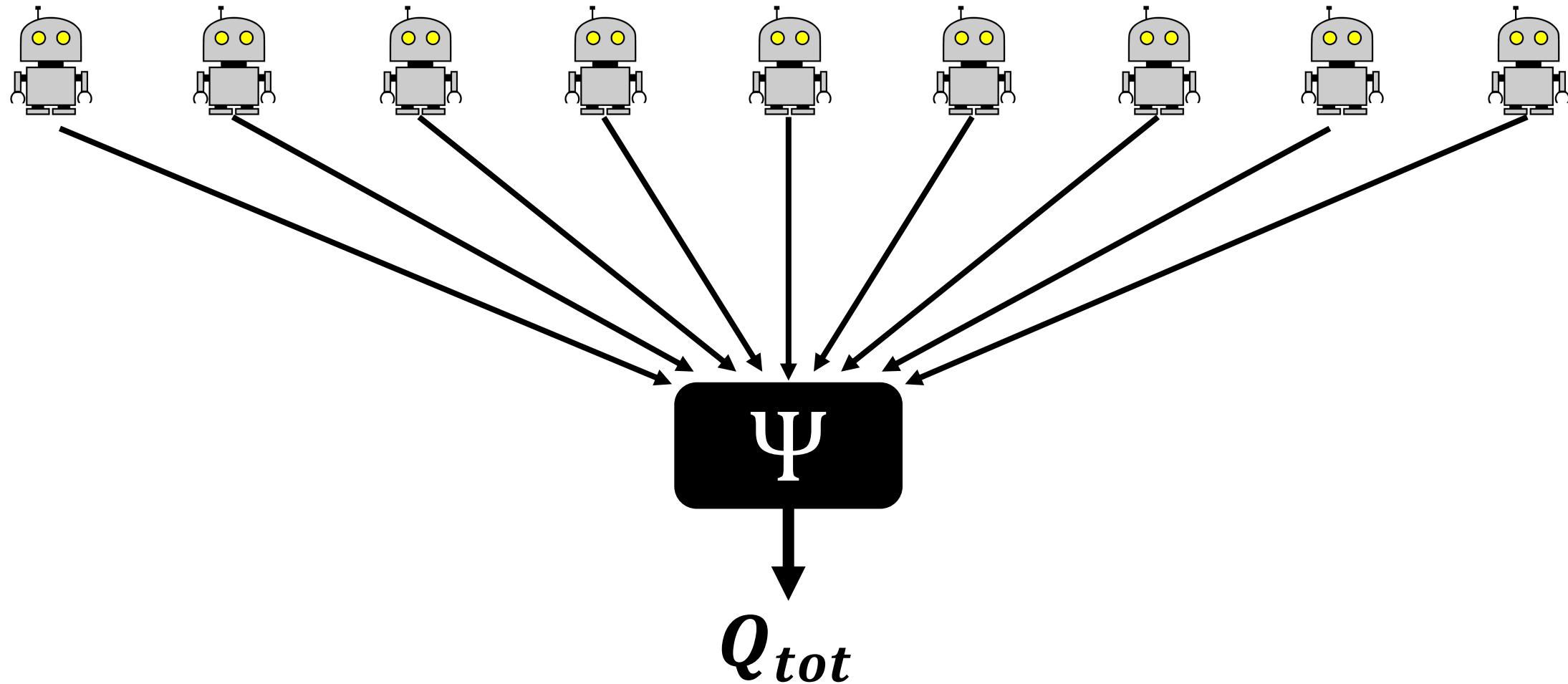
$$\operatorname{argmax}_{a_t} Q_{tot}(\tau_t, a_t) = \begin{pmatrix} \operatorname{argmax}_{a_{t,1}} Q_1(\tau_{t,1}, a_{t,1}) \\ \dots \\ \operatorname{argmax}_{a_{t,N}} Q_N(\tau_{t,N}, a_{t,N}) \end{pmatrix}$$

Factorization operators must ensure IGM consistency

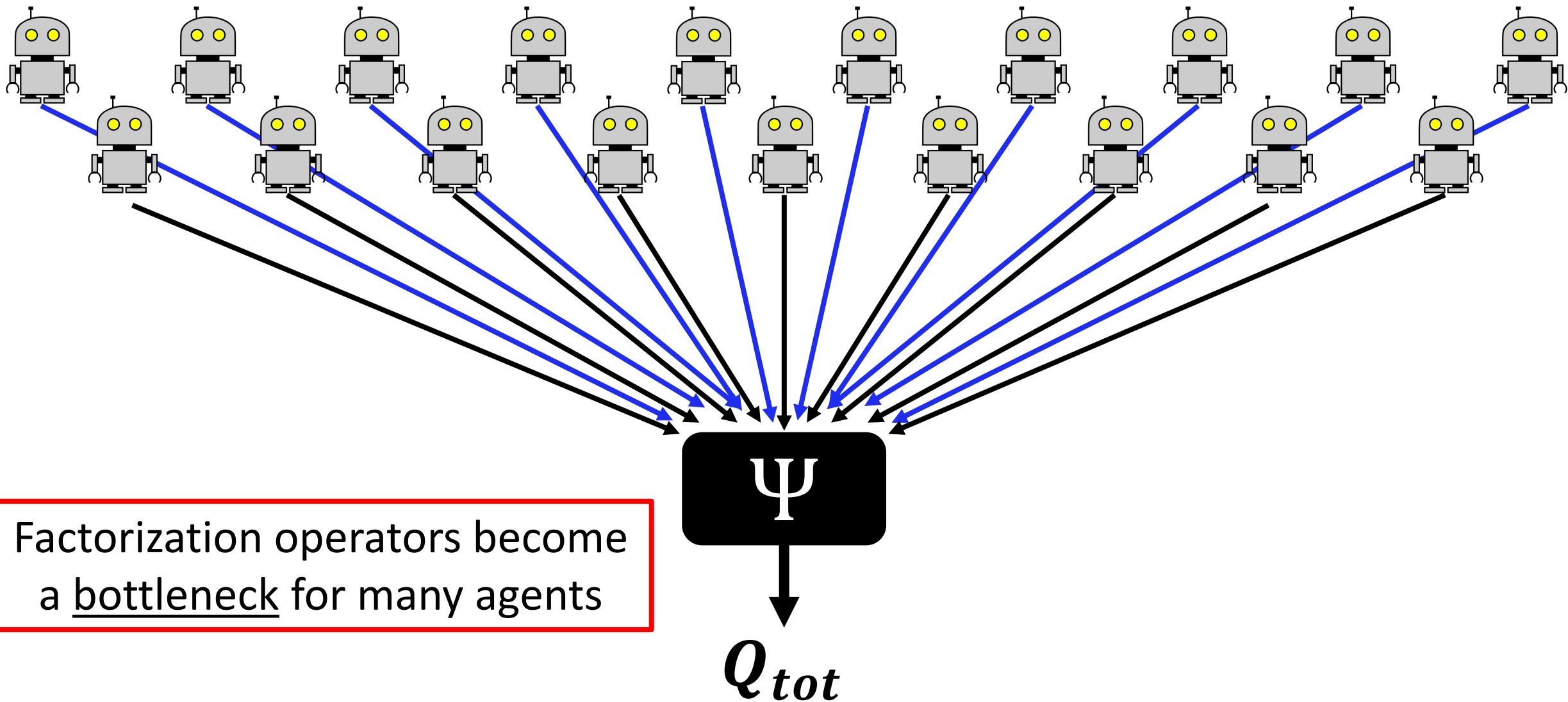
Scalability of Value Function Factorization



Scalability of Value Function Factorization



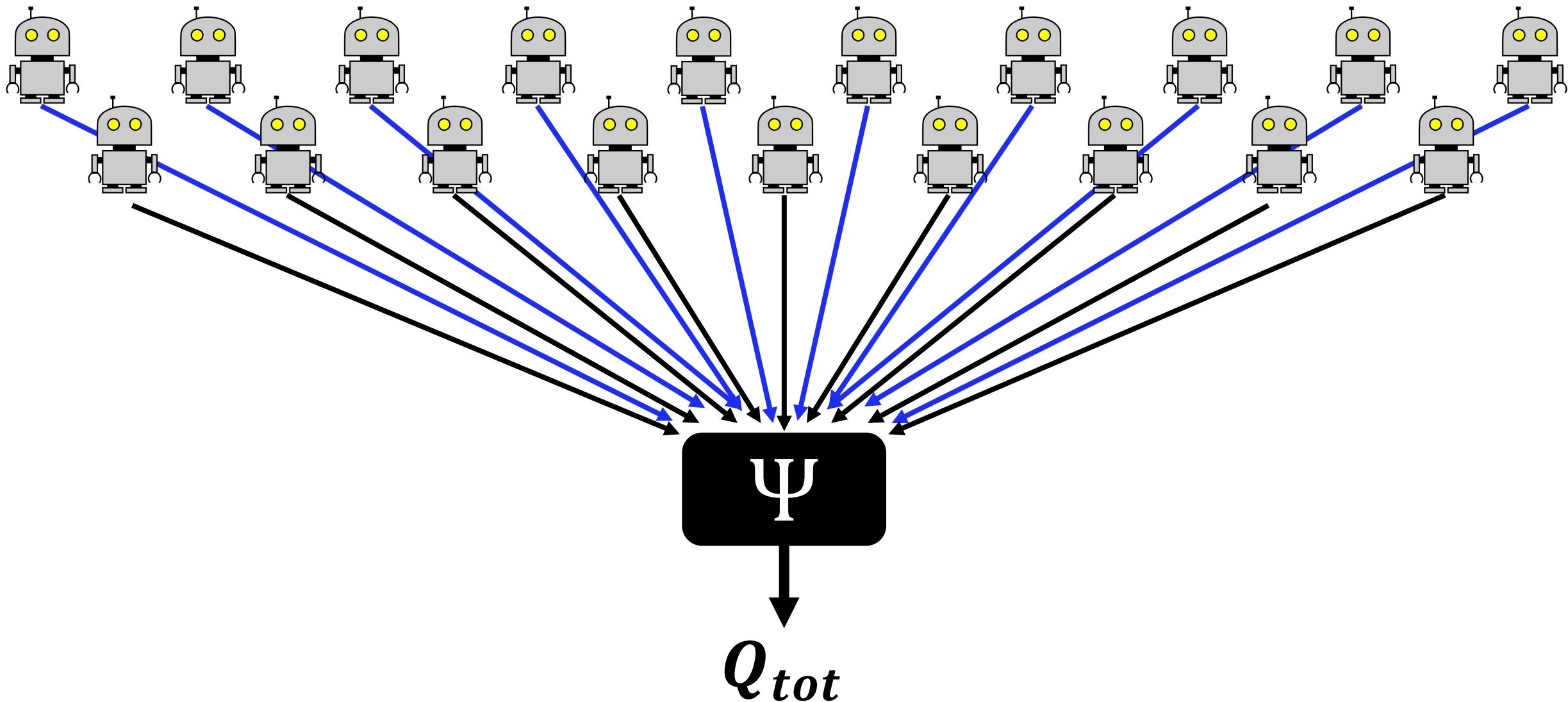
Scalability of Value Function Factorization



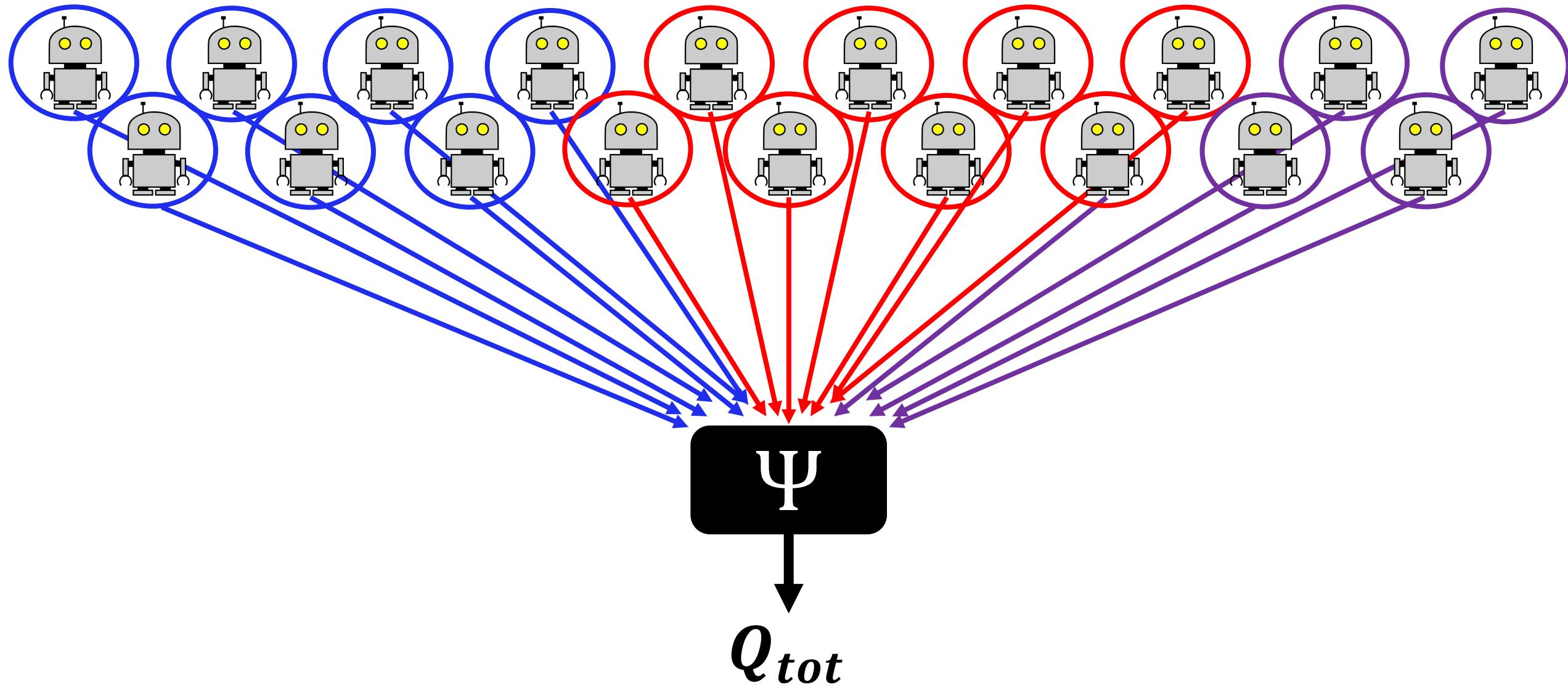
Value Function Factorization with Variable Agent Sub-Teams (VAST)



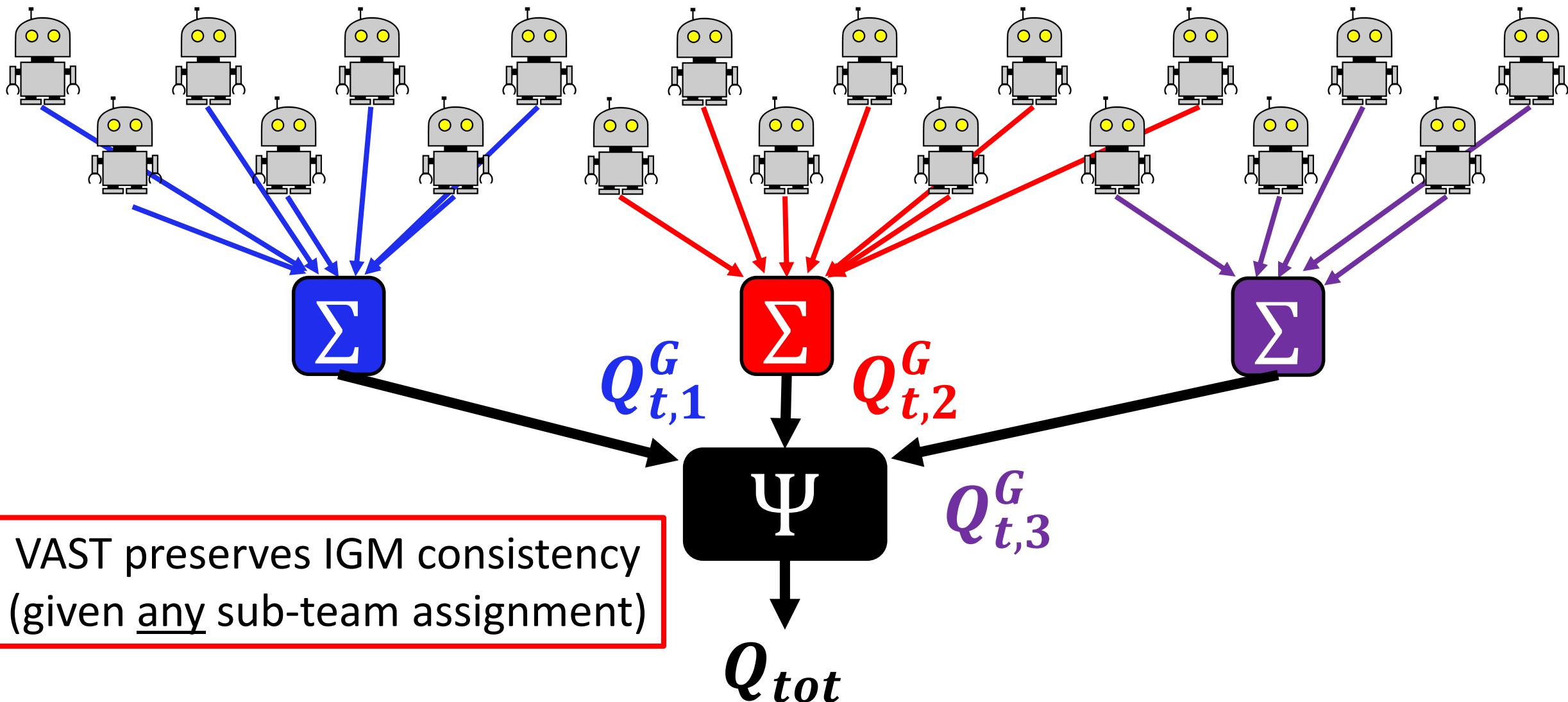
Idea of VAST



Idea of VAST: Sub-Team Assignment



Idea of VAST: Factorization on Sub-Team Values



Meta-Gradient Learning for Sub-Team Assignment

- **Idea:** Optimize sub-team assignments using a high-level objective J
 - Decide at each state s_t which sub-team k agent i should be assigned to
 - Learn meta-policy $\mathcal{X}(k|s_t, i, \tau_{t,i})$ via gradient ascent w.r.t. objective J

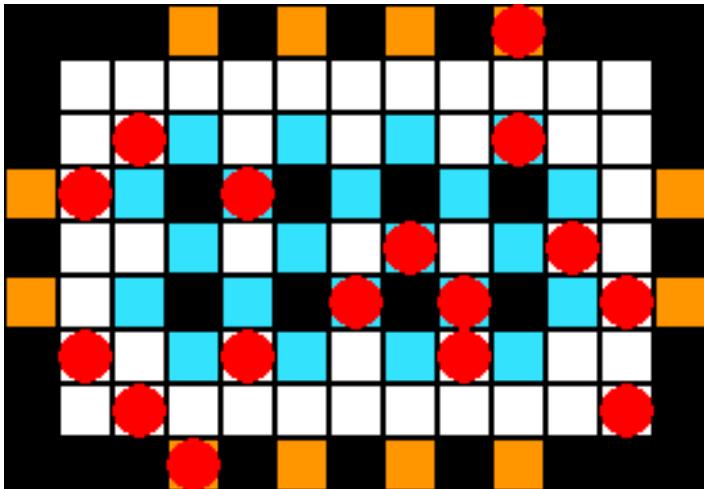
$$\hat{A}(k, i, s_t, \tau_{t,i}) \nabla \log \mathcal{X}(k|s_t, i, \tau_{t,i})$$

- Advantage function \hat{A} can be defined using domain knowledge or reward-based metrics (e.g., return, TD-error, ...)

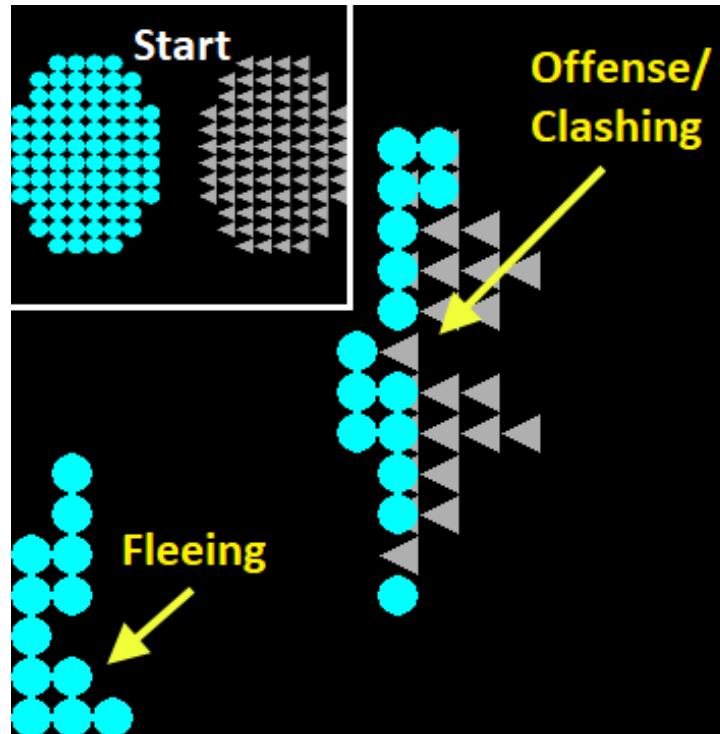
Results



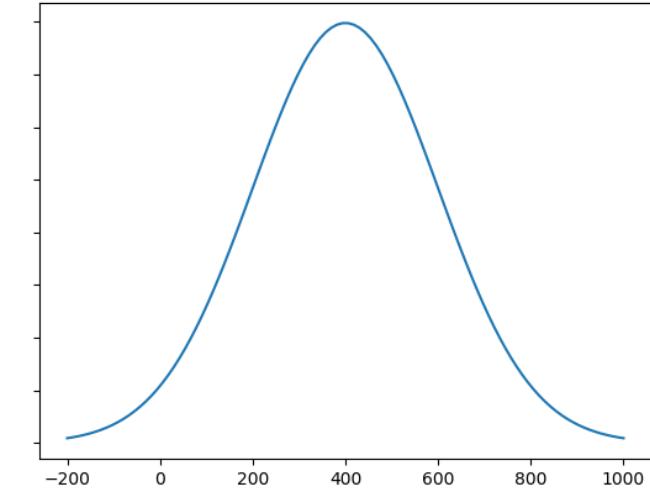
Evaluation Domains



Warehouse
(4 – 16 agents)

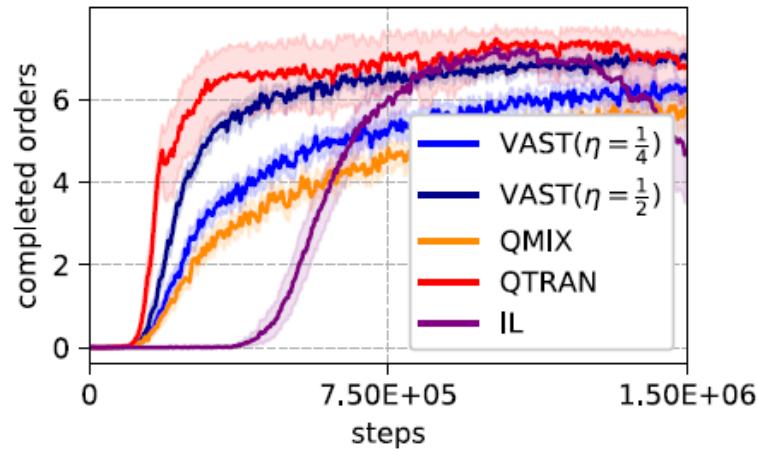
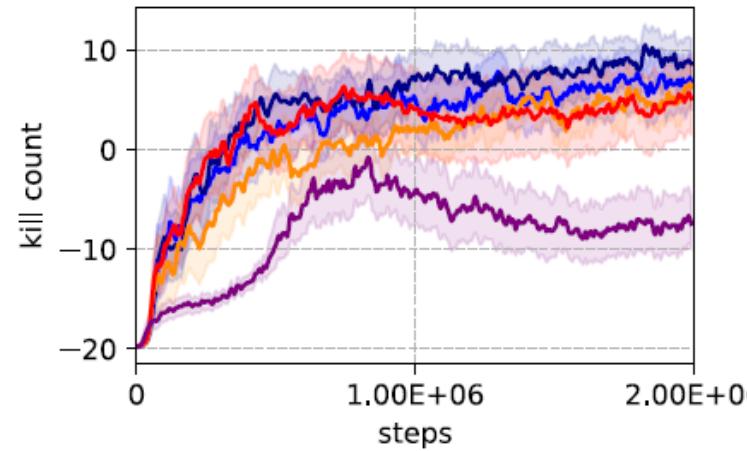
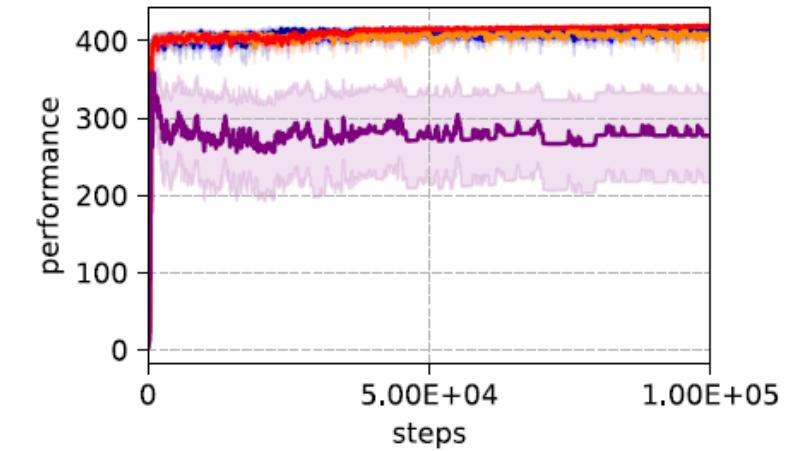
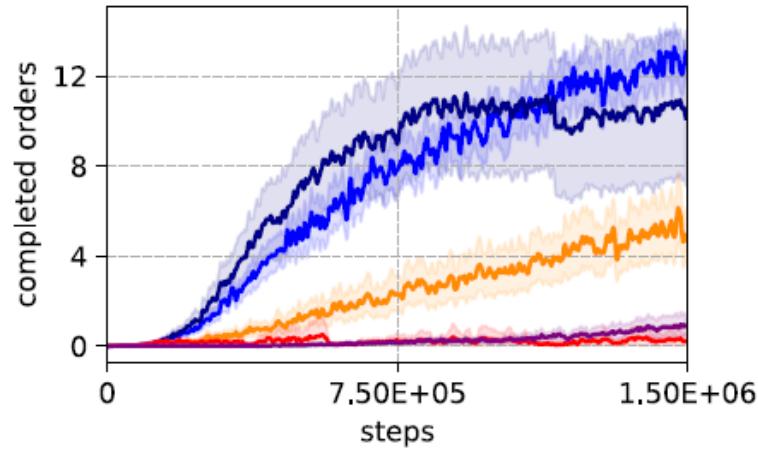
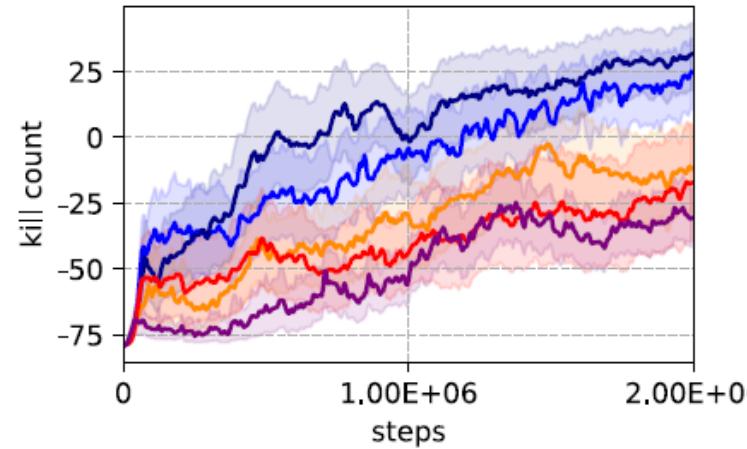
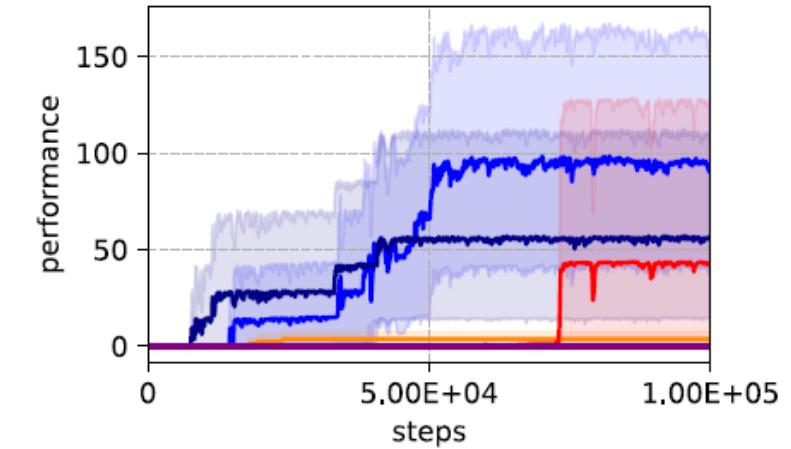


Battle
(20 – 80 agents)

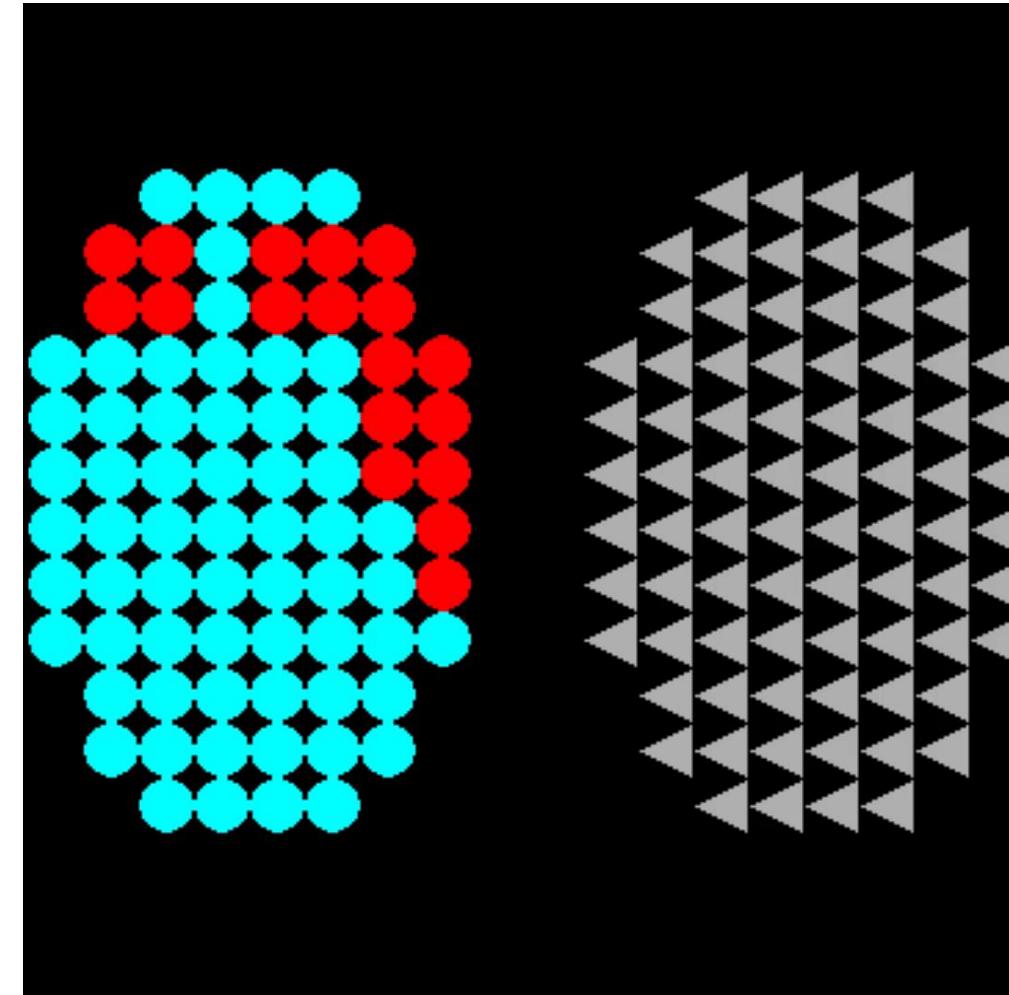


Gaussian Squeeze
(200 – 800 agents)

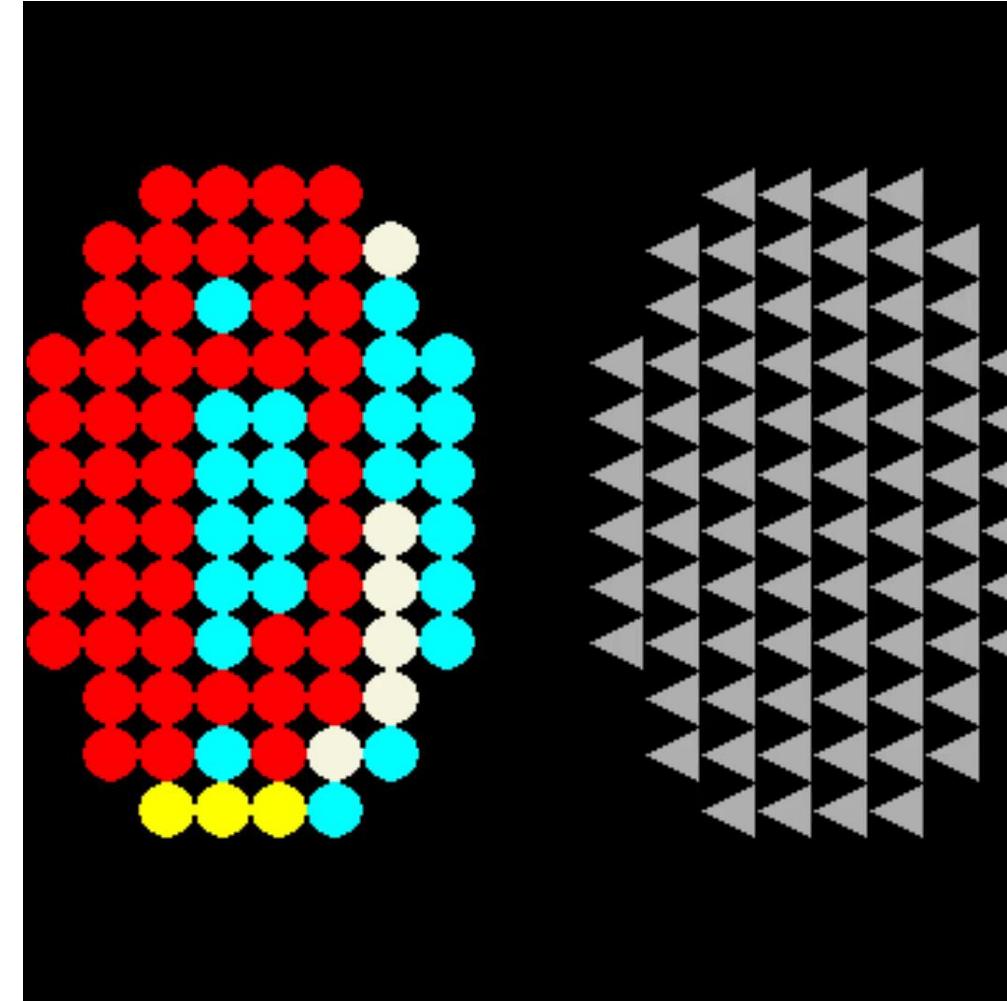
State-of-the-Art Comparison

(a) *Warehouse[4]*(b) *Battle[20]*(c) *GaussianSqueeze[200]*(d) *Warehouse[16]*(e) *Battle[80]*(f) *GaussianSqueeze[800]*

Meta-Gradient Generated Sub-Teams in Battle[80]



Meta-Gradient Generated Sub-Teams in Battle[80]



Conclusion

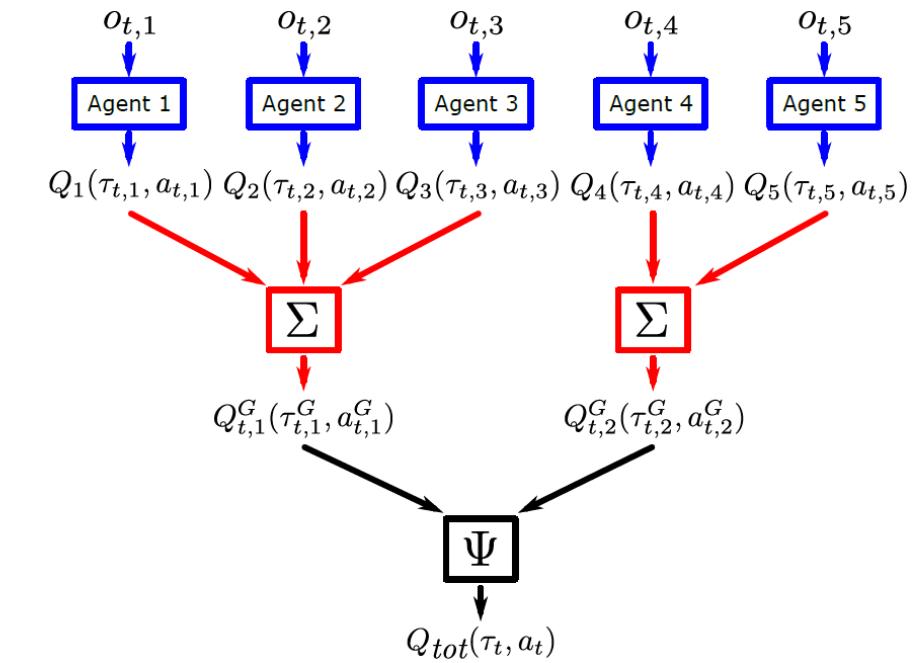


Conclusion and Future Work

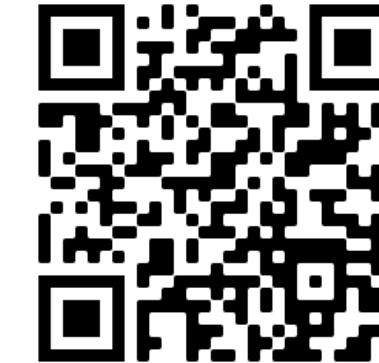
- VAST can improve scalability of value factorization w.r.t. many agents
- IGM consistency is preserved by VAST
- Meta-gradient based sub-teams can improve performance of VAST

Future Work

- Deeper hierarchies of sub-teams
- Non-linear factorization of sub-team values



Code available at 



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