N-agent Ad Hoc Teamwork

Caroline Wang, Arrasy Rahman, Ishan Durugkar,
Elad Liebman, Peter Stone

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NEURAL INFORMATION PROCESSING SYSTEMS

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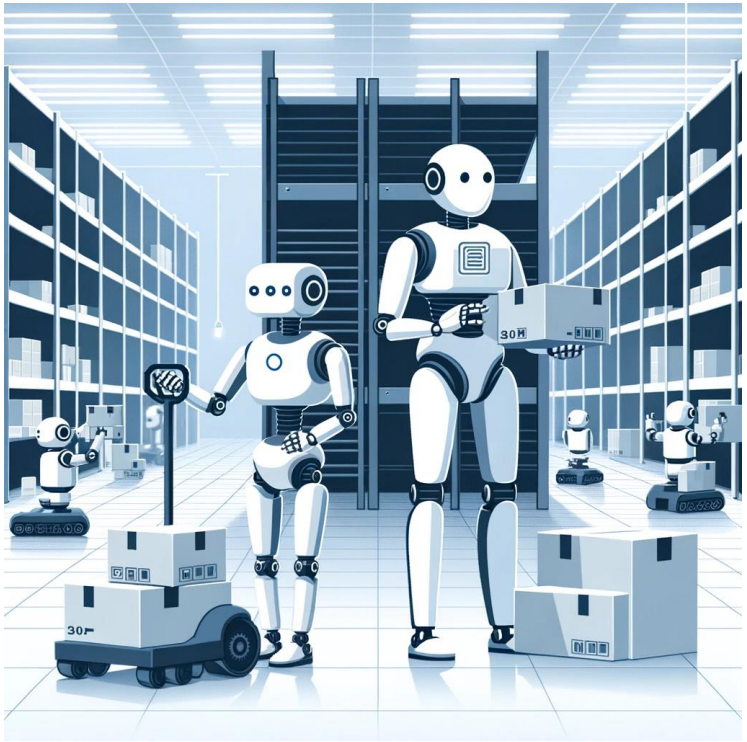
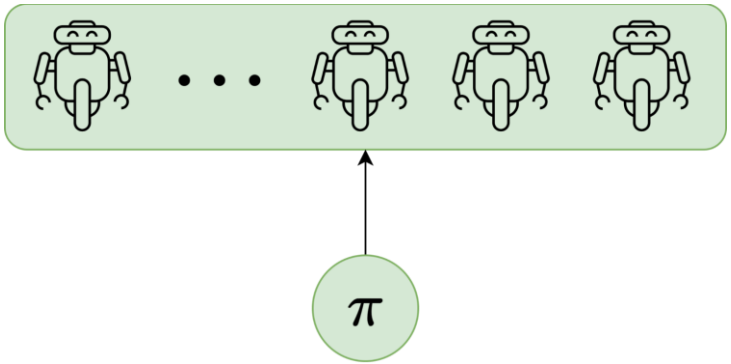


*generated by ChatGPT and DALL-E

Current multi-agent learning paradigms are not flexible enough.

- Cooperative Multi-Agent Reinforcement Learning[1] (C-MARL) assumes **all** agents are under control of learning algorithm
- Ad Hoc Teamwork[2] (AHT) & Zero Shot Coordination[3] (ZSC): assumes a **single** agent under control of learning algorithm



How can *sets* of agents coordinate with each other?

[1] Sunehag et al., Value Decomposition Networks for Cooperative Multiagent learning, AAMAS 2018.
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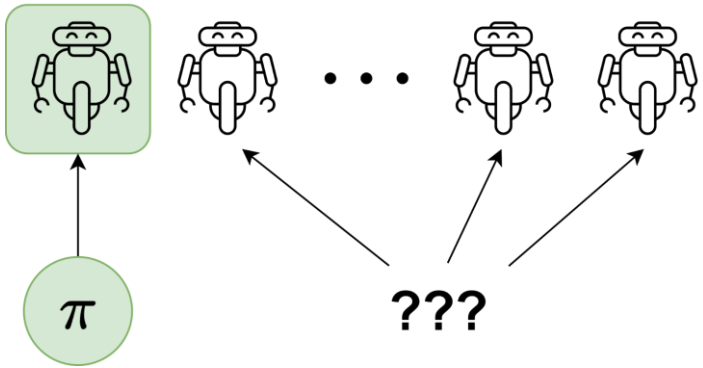

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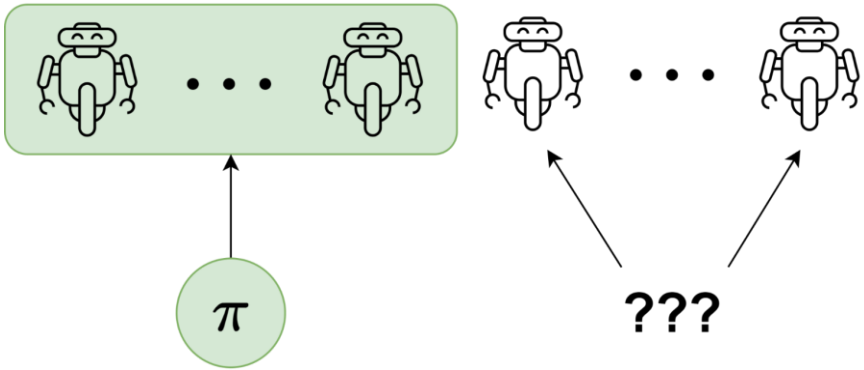

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Problem Statement

N-agent ad hoc teamwork (NAHT):

To create a **set** of autonomous agents that are able to efficiently and robustly collaborate with previously unknown teammates on tasks to which they are all individually capable of contributing as team members.

[1] Stone et al., Ad Hoc Autonomous Agent Teams: Collaboration without Pre-Coordination, AAAI 2018.

N-agent Ad Hoc Teamwork (NAHT)

Dec-POMDP

$$(M, \mathcal{S}, \mathcal{A}, \mathcal{O}_i, \mathcal{T}, r, T)$$

- M: team size
- $\mathcal{S}$: joint state space, $\mathcal{S} = \mathcal{S}_1 \times \cdots \times \mathcal{S}_M$
- $\mathcal{A}$: joint action space
- $\mathcal{O}_i$: per-agent observation function
- $\mathcal{T}$: transition function
- r: cooperative task reward
- T: horizon

$$(\mathcal{C}, \mathcal{U}, \mathcal{X})$$

N-agent Ad Hoc Teamwork

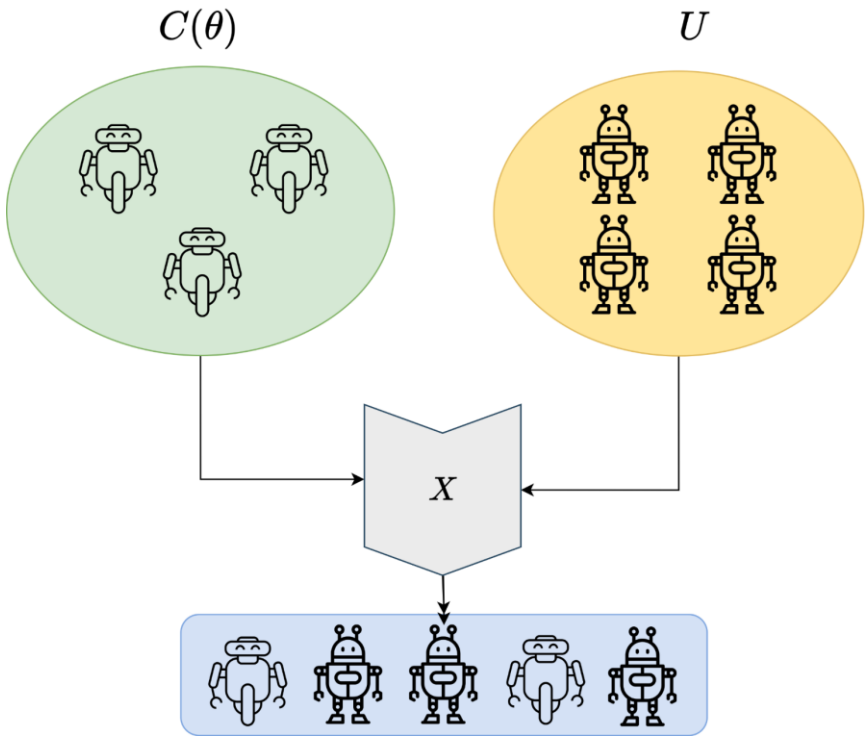
C(θ) - set of controlled agents, parameterized by *θ*

U - set of non-controlled agents

X - team sampling procedure

Objective:

$$\max_{\theta} \left(\mathbb{E}_{\boldsymbol{\pi}^{(M)} \sim X(U, C(\theta))} \left[\sum_{t=0}^{T} \gamma^t r_t \right] \right)$$



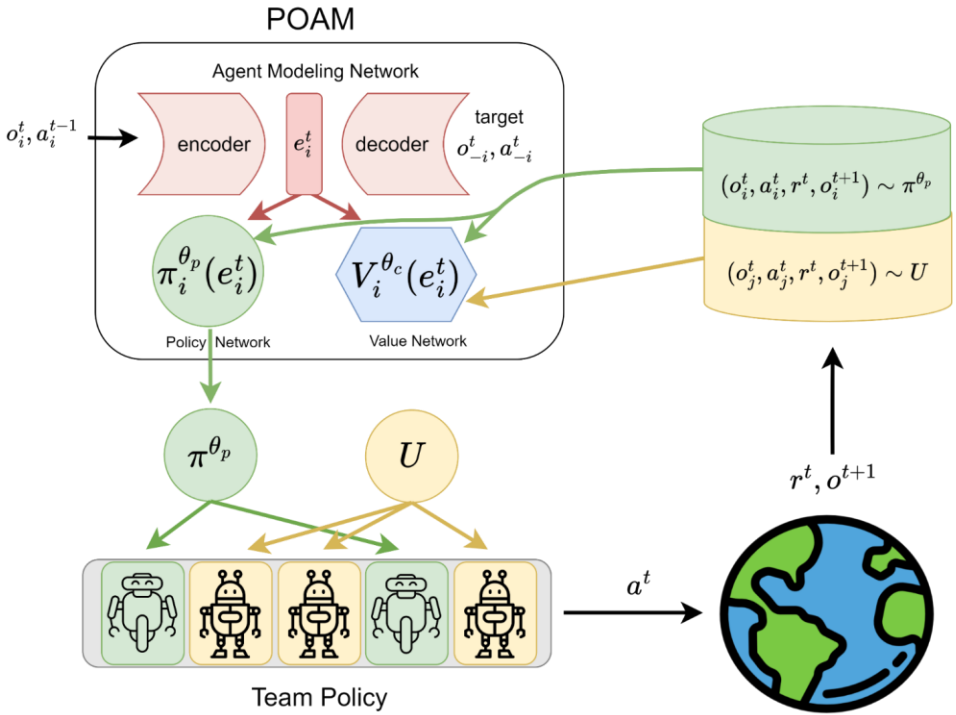
Challenges:

1) Generalization: Coordinating with non-controlled and potentially unknown teammates
2) Openness: coping with an unknown number of controlled teammates

Policy Optimization with Agent Modeling (POAM)

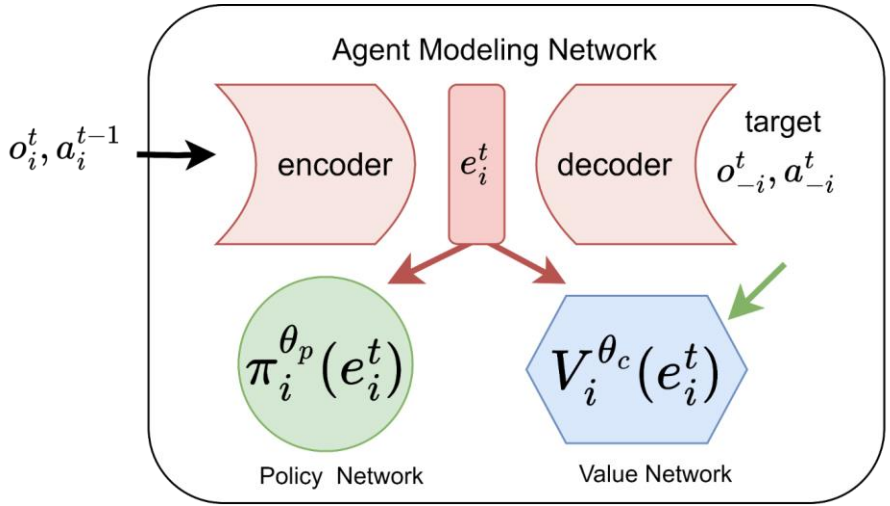
Key Ideas

- Independent PPO with parameter sharing
- Training critic with data from controlled and noncontrolled agents
- Teammate modelling



Policy Optimization with Agent Modelling (POAM)

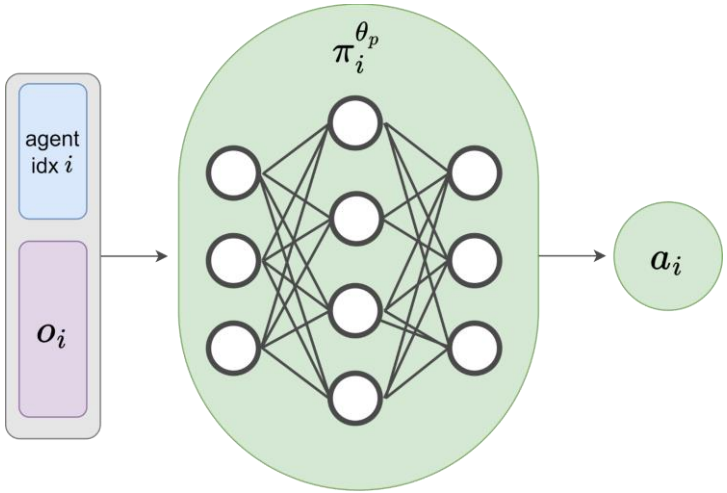
Teammate modelling via recurrent encoder-decoder architecture

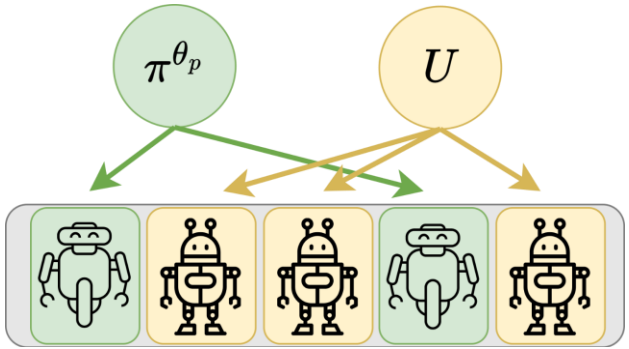


Policy Optimization with Agent Modelling (POAM)

Independent PPO with parameter sharing

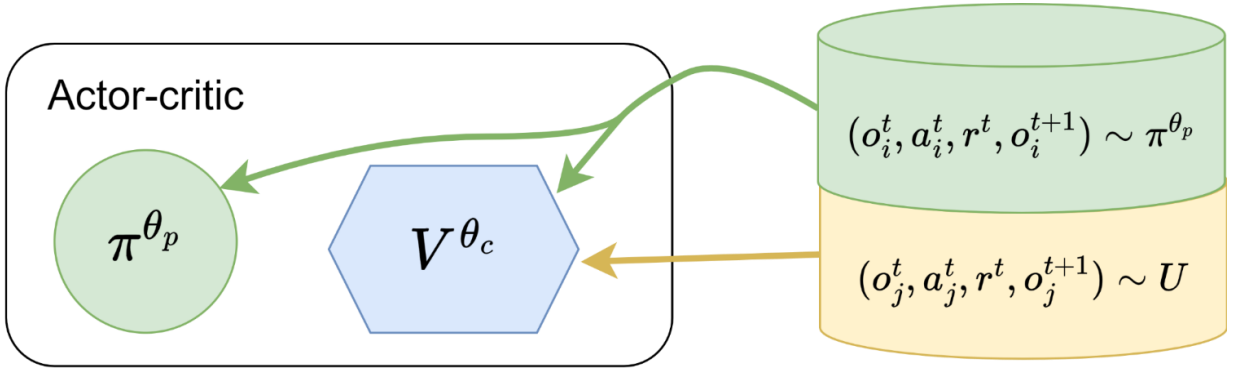
enables dealing with a changing number of teammates during training





Policy Optimization with Agent Modelling (POAM)

Training critic with data from controlled and uncontrolled agents



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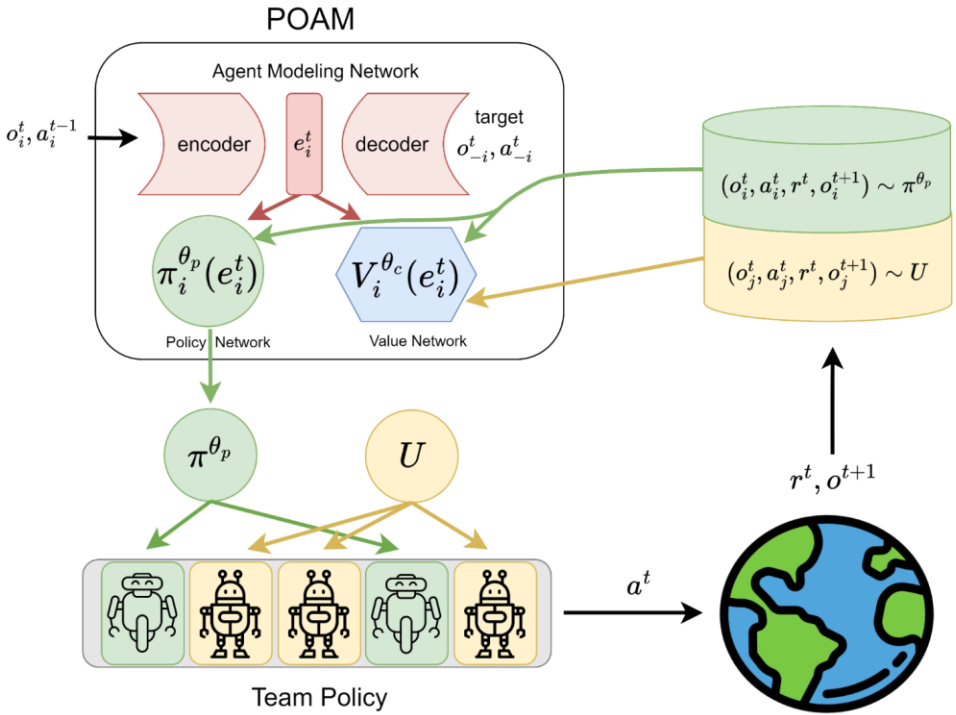


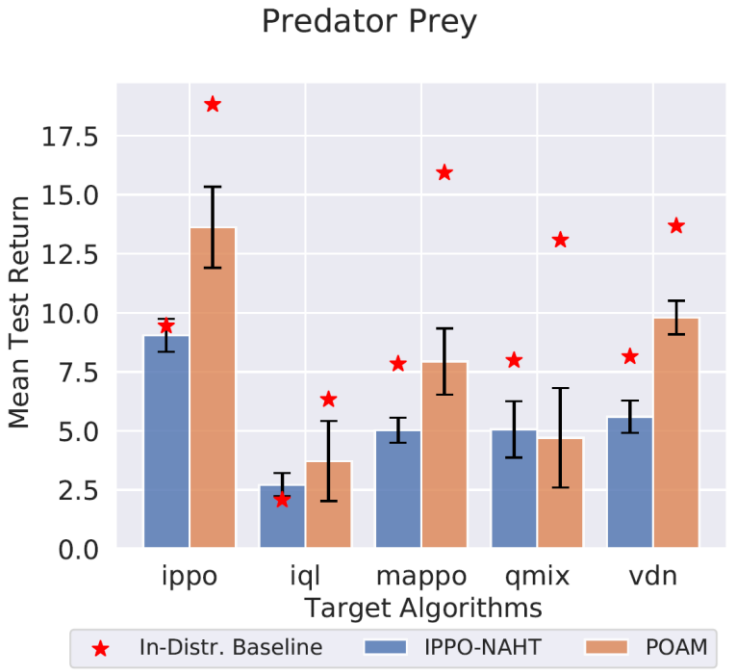
Experiments

- Domains:
  - StarCraft II Multi-Agent Challenge[1] : 5v6, 8v9, 3s5z, 10v11
  - Multi-agent particle environment[2] : Predator-prey task (MPE-PP)

- Uncontrolled teammates: IPPO, QMIX, VDN, IQL, MAPPO
- Baseline: IPPO-NAHT

[1] Samvelyan et al., The StarCraft Multi-Agent Challenge, AAMAS 2019.
[2] Lowe et al., Multi-Agent Actor-Critic for Mixed Cooperative-Competitive Environments, NeurIPS 2017.

Generalization to Unseen Agents



*Pictured: mean and 95% confidence intervals, computed over 5 trials

Thanks for listening!

Caroline Wang
caroline.l.wang@utexas.edu

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Collaborators:

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