Coordination Problems in Cooperative Multi-agent Reinforcement Learning

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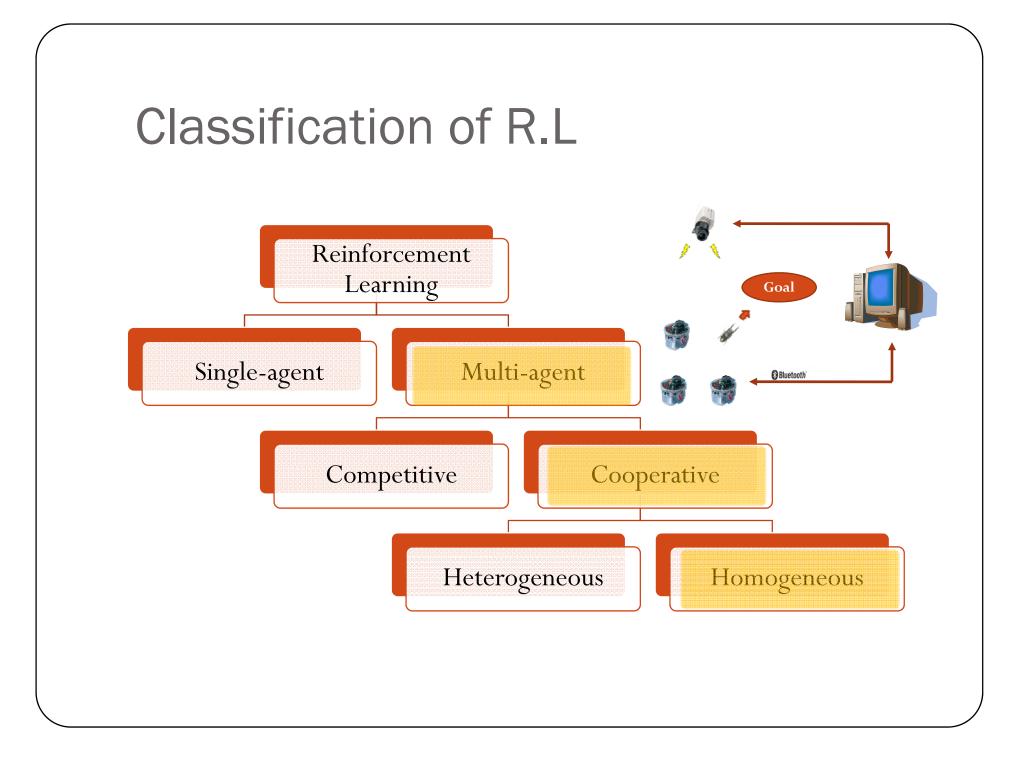
Multi-agent systems(MAS)

Cooperative MAS

Coordination Problems

Multi-agent Systems

- Why Multi-agent Systems?
 - Better performance then an individual agent
 - · In partially observable environments
 - · Distributed control
 - More faster and cheaper
- Multi-agent reinforcement learning
 - Agents learn to map from their states to their actions
 - They learn by rewards or payoffs obtained through interacting with their environment
 - State dynamics are unknown
 - Iterative process



Cooperative MAS

• All agents can together achieve ideal optimality if and only if they are rational by following a stationary joint deterministic policy

- Strongly Cooperative MAS : If at least one agent is not rational, then non of the agents in the system can achieve his ideal optimality.

- Weakly Cooperative MAS : There exists at least one joint policy by which some agents can achieve their ideal optimality while the others can not.

• The learning goal is to maximize the common discounted return.

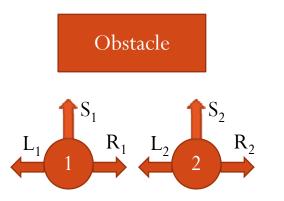
Cooperative MAS Algorithms

- Team Q
- Distributed-Q
- Optimal Adaptive Learning(OAL)
- Joint Action Learners(JAL)
- Frequency Maximum Q-value(FMQ)

Resource restriction

- **Communication**: Bandwidth, distance, and other limitations provide limited ability for agents to communicate
- **Bounded reasoning**: Complex domains require abstract representations and anytime reasoning techniques for reaching reasonable conclusions (locally and globally) in near real time
- Incomplete knowledge: Agents need models of what is known, not known, or known with limited confidence; active learning techniques for gathering the most critical information (for the team)

- In Cooperative MAS, coordination problem arises even if all the agents use the same algorithm.
- Example



Q	L ₂	S ₂	R ₂
L ₁	10	-5	0
S ₁	-5	-10	-5
R ₁	-10	-5	10

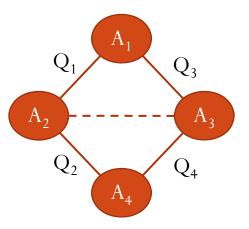
Coordination-Free Model

Team Q-learning algorithm avoids the coordination problem by assuming that the optimal joint actions are unique
Distributed Q-learning algorithm solves the cooperative task without assuming coordination and with limited computation. However, the algorithm only works in deterministic problems.

• Coordination-Based Methods

- Coordination graphs simplify coordination when the global Q-function can be additively decomposed into local Q-functions that only depend on the action of a subset of agents

 $Q = Q_1(a_1, a_2) + Q_2(a_2, a_4) + Q_3(a_1, a_3) + Q_4(a_3, a_4)$



Node : Agent's action choice Edge : Q-functions

- Indirect Coordination Methods
 - Indirect coordination methods bias action selection toward actions that are likely to result in good rewards or returns.
 - Static tasks
 - Joint Action Learners(JAL) : Employ empirically learned models of the other agents' behavior
 - Frequency Maximum Q-value(FMQ) : heuristic is based on the frequency with which actions yielded good values in the past
 - Dynamic tasks
 - Optimal Adaptive Learning(OAL) : the bias is towards recently chosen Nash equilibria.

