

# Derivation Write Up

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## 1 Introduction

- For use in Multi-Agent Reinforcement Learning
- Requirement to get some desired behaviours out of the system (e.g. conforming to predefined values or constraints)
- For this, it is required that we are able to predict the outcome of the learning behaviour
- Work done on determining the dynamics of MARL gives an indication of what solutions an algorithm will produce
- We can use this, alongside stability theory, to understand the nature of the games which result in stable behaviours and which result in chaotic behaviours.
- Largely follows the work presented by Sanders et al. However, whilst they consider EWA, we consider Q-Learning, which is more popular in RL communities.

### 1.1 Problem Statement

Given a particular learning algorithm and game, is it possible to determine whether the game is likely to reach a unique fixed point or exhibit more complex behaviour? What are the factors which affect this resulting behaviour?

### 1.2 Objectives and Scope

Analyse the stability of Multiagent Q-Learning on iterated games. Brings the work presented by Sanders et al to the reinforcement learning community.

Assumptions:

- Focuses on stateless games
- Homogeneous agents
- Discrete action spaces
- Small, finite number of agents.