

Deal-or-No-Deal: Environment, Prompting, and RL Training Summary

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1 Environment

Env ID: DealOrNoDialog-v0

Implementation: `deal_or_no_deal_env/env.py` (`NegotiationEnv`).

1.1 Game Description

This environment simulates a two-agent, multi-issue bargaining problem based on Lewis et al. (2017). The two agents (the learning agent and a partner) must negotiate the division of a fixed pool of items, which are available in three distinct types (e.g., books, hats, balls) with given counts.

Each agent has its own private **utility function** (a vector of values, one for each item type), which determines their preference and potential score. The agents negotiate over a limited number of turns (`max_turns`) by exchanging dialogue acts (PROPOSE, INSIST, AGREE, DISAGREE, END).

A successful negotiation—a “deal”—is reached if both agents AGREE on an allocation (o_A, o_B) that perfectly conserves the total item pool i (i.e., $o_A + o_B = i$). In this case, the agent receives a reward equal to the dot product of its utility vector and the items it receives: $r_A = u_A \cdot o_A$. The partner receives its own score $r_B = u_B \cdot o_B$. The episode terminates (often with zero reward) if an agent decides to END the negotiation, if a DISAGREE occurs, or if the turn limit is reached. The agent’s goal is to maximize its own utility r_A while ensuring the partner also agrees to the deal.

1.2 State (Observation)

Dictionary with:

- **counts** (MultiDiscrete, size 3): total item counts.
- **my_utilities** (MultiDiscrete, size 3): agent utilities $u_A \in \{0..10\}^3$.
- **partner_utilities** (MultiDiscrete, size 3): included if `reveal_partner_utilities=true`, else zeros.
- **last_partner_act** (Discrete(5)): last partner dialogue act.
- **last_partner_offer_for_me** (MultiDiscrete, size 3): last partner offer for agent.
- **turns_remaining** (Discrete): remaining turns up to `max_turns`.

1.3 Actions

Dict: {`act_type` (Discrete(5)), `oA` (MultiDiscrete, size 3)}. Acts:

- 0: PROPOSE(`oA`) 1: INSIST(`oA`) 2: AGREE 3: DISAGREE 4: END

Action masking provided in `info[action_mask]` (AGREE valid only if partner proposed/insisted). Per-dimension caps for `oA` are exposed via `info[oA_max]`.

1.4 Rewards and Termination

- If both agree on a valid allocation with conservation $o_A + o_B = i$: reward $r_A = u_A \cdot o_A$, partner receives $u_B \cdot o_B$.
- Episodes terminate on AGREE, END (final selection), or when `turns_remaining` reaches zero.

A simple heuristic partner policy accepts offers meeting a utility ratio threshold (0.55 default; 0.5 if the agent used INSIST), else counter-proposes greedily.

1.5 Context Sampling and Dataset

By default, contexts are sampled uniformly over counts/utilities. If `use_dataset=true`, contexts are loaded from `deal_or_no_dialog.py` (`self_play` or `dialogues`); optional normalization enforces a points budget.

2 LLM Prompt and Hinting Mechanism

2.1 Prompt Template

Path: `configs/llm_prompt.txt`. The template enforces a strict single-line JSON output with keys `act_type`, `oA`, and `confidence`, and embeds current observation/context fields. Example lines from the template:

“Return ONLY one JSON object on a single line with keys: `act_type` (0–4), `oA` ([3 ints]), `confidence` (0–1).”

Template variables include: `counts_csv`, `my_utils_csv`, `last_partner_act_token`, `last_offer_csv`, `turns`, `p`, `history_str`. Prompt rendering performed by `llm/prompt.py` with optional history length capping.

2.2 Hint Injection Wrapper

Wrapper: `env_wrappers/hint_injector.py` (`HintInjectorEnv`). Every k steps (and on reset), a hint is requested and converted to features:

- **act_onehot** (5), **oA_norm** (3, normalized by caps), **confidence** (1), **h_avail** (1)

These are placed into `info[hint_features]` and concatenated to base features by the `HintAdapter`. Providers:

- **random:** uniformly legal actions and capped `oA`.
- **expert:** uses a PPO or supervised expert checkpoint if available; greedy fallback otherwise.
- **llm:** uses GROQ or local HF client; strict JSON parsing and legality checks vs. `action_mask`.

Retry/backoff with exponential delays; illegal or failed hints yield neutral features.

3 RL Training Setup

3.1 Algorithms

PPO and **REINFORCE** implementations consume concatenated base + hint features via a shared policy network with heads for act type, three oA categoricals, and value.

3.2 Configs and Hyperparameters

Default config files: `configs/ppo_config.yaml`, `configs/reinforce_config.yaml`. Key fields:

- **Env:** `id=DealOrNoDialog-v0`, `max_turns=10`.
- **Hints:** `mode` $\in \{none, random, llm, expert\}$, `cadencek`, `prompt path`, `provider`, and `models`.
- **Training (PPO):** `lr=3e-4`, $\gamma = 0.99$, $\lambda = 0.95$, `clip=0.2`, `epochs=4`, `minibatch=64`, `ent=0.0`, `vf=0.5`, `grad_norm=0.5`, `rollout=128`; steps via `num_train_steps`.
- **Training (REINFORCE):** `lr=3e-4`, $\gamma = 0.99$, `ent=0.01`; steps via `num_train_steps`.
- **Logging:** `output dir`, `CSV/TensorBoard`, `save cadence`.

3.3 Feature Wiring

The `HintAdapter` builds base features from observation: counts (3), my utilities (3), optional partner utilities (3), last act one-hot (5), last partner offer (3), turns (1). Hint features add 10 dims. Action masking and oA caps are applied in both sampling and loss.

3.4 Opponents and Curriculum

The built-in partner is a heuristic (accepts above a ratio threshold, else greedy counter-offer). No staged curriculum is implemented by default; curricula can be emulated by varying `max_turns`, dataset usage, hint mode/provider, or switching opponent to `expert`.

3.5 Typical Runs

- PPO example: `--algo ppo --hint llm --config configs/ppo_config.yaml`
- REINFORCE example: `--algo reinforce --hint none --config configs/reinforce_config.yaml`

4 Prompt Examples

Template includes inlined examples; e.g., when partner proposes the full allocation and it matches the agent’s utilities, the model should output AGREE with high confidence. The system additionally adds a strict system message in remote calls to force a single-line JSON.

5 References

Main: 2303.00001v1 (attached). See also Lewis et al. (2017), Kwon et al. (2021).