

QMIX:

Monotonic Value Function Factorisation
for Deep Multi-Agent Reinforcement Learning

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Motivation: Improve VDN

In Value-Decomposition Network:

$$1. \quad Q((h^1, h^2, \dots, h^d), (a^1, a^2, \dots, a^d)) \approx \sum_{i=1}^d \tilde{Q}_i(h^i, a^i)$$

$$2. \quad Q^\pi(\mathbf{s}, \mathbf{a}) =: \bar{Q}_1^\pi(\mathbf{s}, \mathbf{a}) + \bar{Q}_2^\pi(\mathbf{s}, \mathbf{a}) \approx \tilde{Q}_1^\pi(h^1, a^1) + \tilde{Q}_2^\pi(h^2, a^2)$$

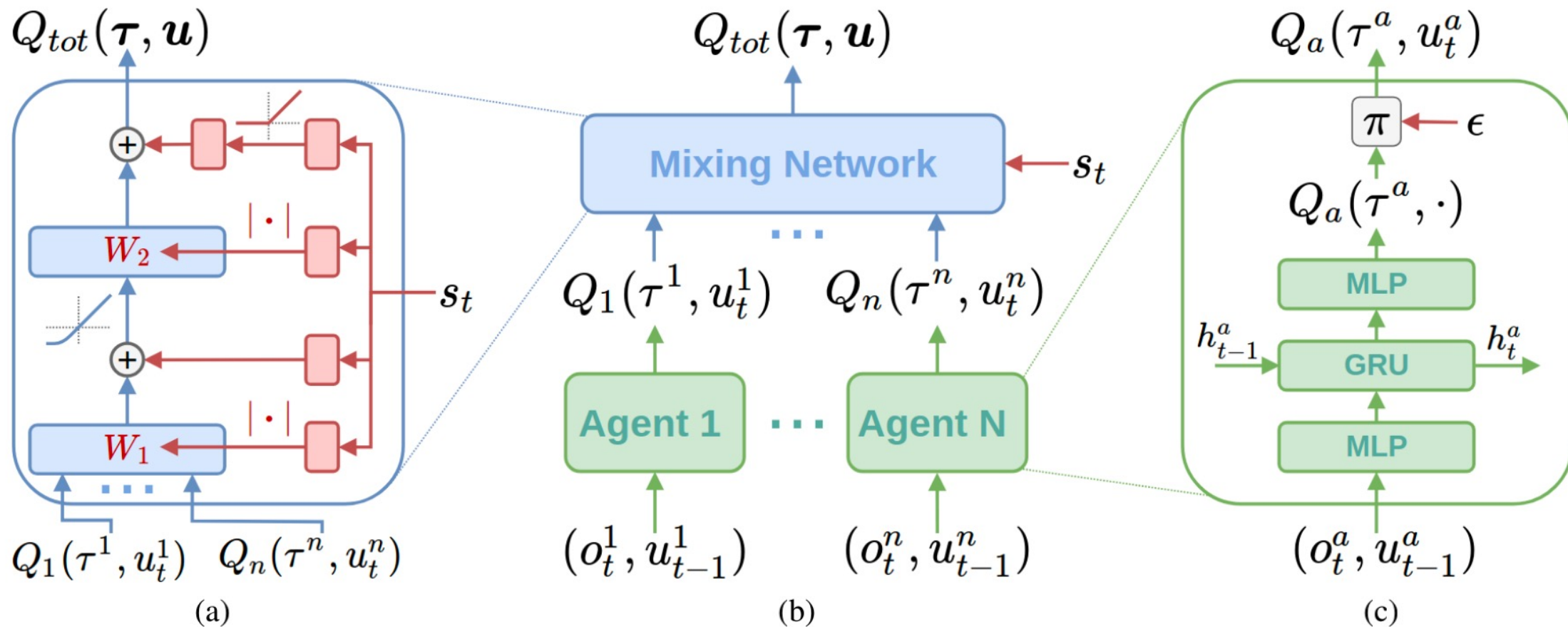
Motivation: Improve VDN

In QMIX :

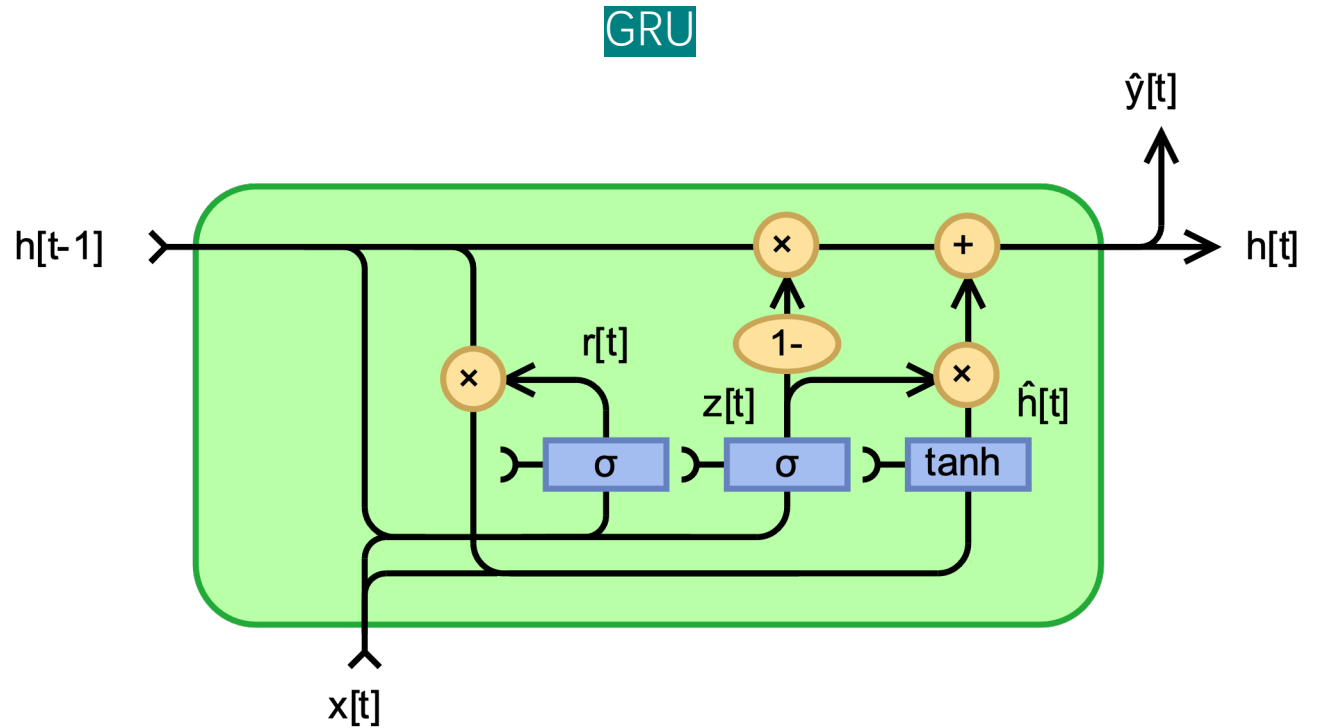
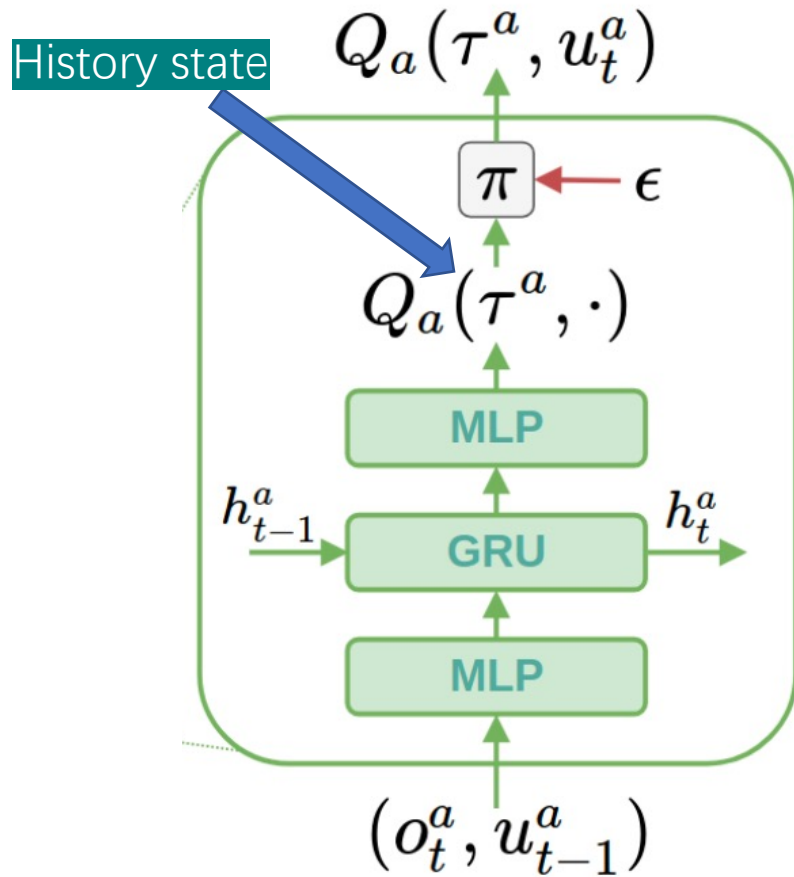
$$1. \quad \operatorname{argmax}_{\mathbf{u}} Q_{tot}(\boldsymbol{\tau}, \mathbf{u}) = \begin{pmatrix} \operatorname{argmax}_{u^1} Q_1(\tau^1, u^1) \\ \vdots \\ \operatorname{argmax}_{u^n} Q_n(\tau^n, u^n) \end{pmatrix}$$

$$2. \quad \frac{\partial Q_{tot}}{\partial Q_a} \geq 0, \quad \forall a \in A.$$

QMIX: Overall Structure

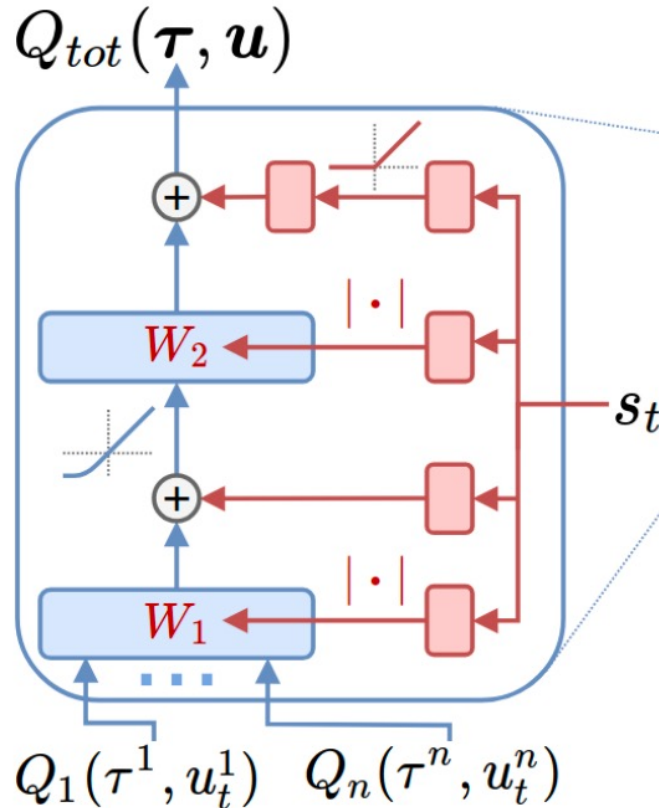


QMIX: Agent Network(DRQN)



QMIX: Mixing Network and Hypernetwork

Implementation Detail:



1. The weights of the mixing network are produced by **separate hypernetworks**.
2. Each hypernetwork consists of a **single linear layer**, followed by an **absolute activation function**.
3. The **biases** are produced in the same manner but are not restricted to being non-negative. The final bias is produced by a **2 layer hypernetwork with a ReLU non-linearity**.
4. **s_t** is full state.

QMIX: Loss Function

$$\mathcal{L}(\theta) = \sum_{i=1}^b \left[(y_i^{tot} - Q_{tot}(\boldsymbol{\tau}, \mathbf{u}, s; \theta))^2 \right]$$

Where: $y^{tot} = r + \gamma \max_{\mathbf{u}'} Q_{tot}(\boldsymbol{\tau}', \mathbf{u}', s'; \theta^-)$