

Meeting Summaries

01.09.2022

- present idea of the algorithm MADDPG for overcooked
- misunderstanding of discrete and deterministic → MADDPG is for continuous action spaces, overcooked has a discrete space
- use RIAL instead, that also adds communication
- question: usage of GPU Cluster → contact to Stefan Wartekin who works with it and may help how to set it up
- overcooked is very complex, high risk that it doesn't work → implement RIAL first for a simpler environment as a milestone
- an international student (Elif) is still searching a group and can join this group

22.09.2022

- current status: simple environment chosen: Simple Spread from PettingZoo
 - communication is not part of the environment, implemented by ourselves
 - RIALs algorithm is roughly finished, some details like tracking training process and saving/loading the model are missing
 - DIAL should work for Simple Spread too
- current training stuck between two scores
 - took a closer look at the reward structure → score may already be good, because the average total return is way worse than our score, where it is stuck
 - render some episodes to look how the agents behave and if it is already good