
Cooperation in Multi-Agent Reinforcement Learning

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Abstract

Advancements in Multi-Agent Reinforcement Learning (MARL) are motivated by cooperation in agents arising from Game Theory (GT). Agents must collaborate in practical scenarios in order to achieve complex objectives and attain strategies which depict optimal behavior. The need for cooperation is further highlighted in the case of partially-observed settings wherein agents have restricted access to environment observations. We revisit cooperation in MARL from the viewpoint of GT and stochastic dynamics of environments. The contributions of our work are twofold. (1) We analyze and demonstrate the effectiveness of cooperative MARL in the case of complex and partially-observed tasks consisting of high-dimensional action spaces and stochastic dynamics. (2) We leverage the empirical demonstrations to construct a novel optimization objective which addresses the detrimental effects of spurious states across agents. Our large-scale experiments carried out on the StarCraft II benchmark depict the effectiveness of cooperative MARL and our novel objective for obtaining optimal strategies under stochastic dynamics.

1 Introduction

Reinforcement Learning (RL) has seen tremendous growth in applications such as arcade games [1], board games [2, 3], robot control tasks [4, 5] and lately, real-time games [6]. The rise of RL has led to an increasing interest in the study of multi-agent systems [7, 8], commonly known as Multi-Agent Reinforcement Learning (MARL). MARL provides significant benefits in comparison to contemporary single-agent methods [9]. The Multi-Agent framework allows the modelling of complex real-world systems which consist of dynamic and large-scale interactions between multiple agents [10]. Additionally, MARL enables the learning of diverse strategies which are essential for executing variable tasks by a set of agents.

In the case of partially observable settings, MARL enables the learning of strategies from a GT perspective by utilizing cooperation across agents [11]. Agents collaborate with each other in a given environment to optimize the cumulative payoffs by means of a single utility function. Optimization of the joint utility function leads to optimal behavior [12, 13] in the long-horizon

which is characterized by each agent executing its optimal strategy irrespective of other agents in the multi-agent system. Such a framework of learning strategies with collaborators and executing behaviors independently is often referred to as centralized training with decentralized control [14].

The regime of decentralized control is hindered by intrinsic stochasticity in the environment. Spurious states are a common phenomenon observed in the case of single-agent RL methods. In the case of model-based RL [15], agents build a model of the environment which learns the dynamics of the environment. Such a scheme is used as an effective planning tool in the case of long-horizon tasks [16]. In the case of model-free RL methods, environment stochasticity is addressed by utilizing robust utility functions [17, 18] and effective exploration strategies [19]. On the other hand, MARL does not account for spurious states across agents as a result of which the system remains unaware of drastic changes in the environment [20]. Thus, addressing the learning of stochastic dynamics in the case of multi-agent settings requires attention from a critical standpoint.

2 Related Work

2.1 Learning in Games

2.2 Multi-Agent Learning

3 Preliminaries

3.1 Stochastic Markov Games

3.2 Q-Learning

3.3 Multi-Agent Learning

4 Cooperation in Multi-Agent Learning

4.1 The Partial Observability Setting

4.2 Learning Model-Free Behaviors

5 Tackling Spurious Dynamics

6 Experiments

6.1 The StarCraft II Benchmark

6.2 Performance

6.3 Spurious Dynamics

7 Conclusion

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