

# Multi-Agent Reinforcement Learning

Deep Reinforcement Learning

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Stefano V. Albrecht, Filippos Christianos, Lukas Schäfer

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## **Multi-Agent Reinforcement Learning: Foundations and Modern Approaches**

Stefano V. Albrecht, Filippos Christianos, Lukas Schäfer

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This lecture is based on *Multi-Agent Reinforcement Learning: Foundations and Modern Approaches* by Stefano V. Albrecht, Filippos Christianos and Lukas Schäfer

The book can be downloaded for free  
[here](#).

# Lecture Outline

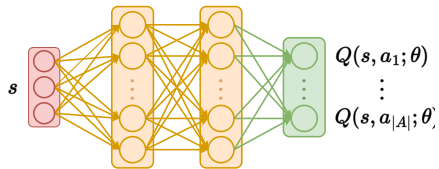
- Deep-Q learning
- Moving target problem
- Addressing correlations in consecutive experiences
- Policy gradient algorithms
- Concurrent training

# Deep Q-Learning

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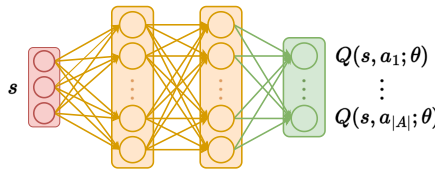
For **deep** Q-learning, we use a neural network to approximate the Q function.



- To train this we could define a loss function
$$\mathcal{L}(\theta) = (y^t - Q(s^t, a^t; \theta))$$
- But unlike supervised learning, we are not given  $y^t$  beforehand

# Deep Q-Learning

For **deep** Q-learning, we use a neural network to approximate the Q function.



- To train this we could define a loss function  $\mathcal{L}(\theta) = (y^t - Q(s^t, a^t; \theta))$
- But unlike supervised learning, we are not given  $y^t$  beforehand
- We can use the Q-learning update rule to define our  $y^t$

$$y^t = \begin{cases} r^t & \text{if } s^{t+1} \text{ is terminal} \\ r^t + \gamma \max_{a'} Q(s^{t+1}, a'; \theta) & \text{otherwise} \end{cases}$$

# Naive Deep Q-Learning Pseudo-Code

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## Algorithm Deep Q-learning

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  - 2: **for** every episode **do**
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This naive application of neural networks to RL algorithms suffers from several challenges.



# The Moving Target Problem

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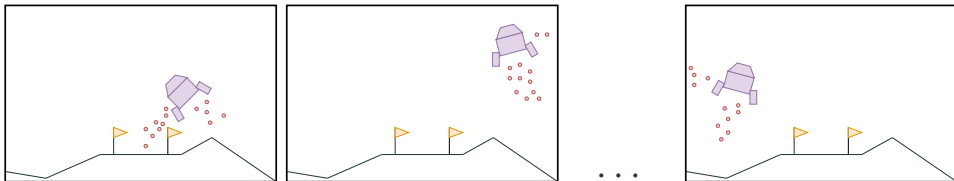
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## Solution

One potential solution is to use a **target network** with parameters  $\bar{\theta}$ , which are updated less frequently than our  $Q$  network's parameters  $\theta$

# Correlation of Consecutive Experiences

- Most ML algorithms using NNs assume i.i.d data
- In RL, we collect data by interacting with an MDP with  $s^{t+1} \sim \mathcal{T}(s^t, a^t) \rightarrow$  **not** i.i.d



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## Problem

This correlated data can lead to **overfitting** of the value function to recent experiences, and result in **catastrophic forgetting** of previously learned estimates.

## Solution

We train on samples of previous experiences stored in a **replay buffers**.

# Deep Q-Networks

**Deep Q-networks** (DQN) is a foundational deep RL algorithm based on Q-learning.

- Tabular value function  $\longrightarrow$  neural network
- Moving target problem  $\longrightarrow$  target networks
- Correlated experiences  $\longrightarrow$  replay buffer

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Target networks:

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- Update the "main" value network parameters  $\theta$  by minimizing the DQL loss  $\mathcal{L}(\theta)$
- Update the **target network** parameters in regular intervals  $\bar{\theta} \leftarrow \theta$

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Replay buffers:

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## Note

Replay buffers can only be used for **off-policy** algorithms. We use experiences collected from previous (different) policies, which change as we update  $\theta$ .



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**Algorithm** Deep Q-networks (DQN)

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- 1: Initialize value network  $Q$  with random parameters  $\theta$
  - 2: Initialize target network with parameters  $\bar{\theta} = \theta$
  - 3: Initialize an empty replay buffer  $\mathcal{D} = \{\}$
  - 4: **for** every episode **do**
  - 5:     **for** time step  $t = 0, 1, 2, \dots$  **do**
  - 6:         Observe current state  $s^t$
  - 7:         With probability  $\epsilon$ : choose random action  $a^t \in A$
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  - 9:         Apply action  $a^t$ ; observe reward  $r^t$  and next state  $s^{t+1}$
  - 10:         Store transition  $(s^t, a^t, r^t, s^{t+1})$  in replay buffer  $\mathcal{D}$
  - 11:         Sample random mini-batch of  $B$  transitions  $(s^k, a^k, r^k, s^{k+1})$  from  $\mathcal{D}$
  - 12:         **if**  $s^{k+1}$  is terminal **then**
  - 13:             Targets  $y^k \leftarrow r^k$
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  - 15:             Targets  $y^k \leftarrow r^k + \gamma \max_{a'} Q(s^{k+1}, a'; \bar{\theta})$
  - 16:         Loss  $\mathcal{L}(\theta) \leftarrow \frac{1}{B} \sum_{k=1}^B (y^k - Q(s^k, a^k; \theta))^2$
  - 17:         Update parameters  $\theta$  by minimising the loss  $\mathcal{L}(\theta)$
  - 18:         In a set interval, update target network parameters  $\bar{\theta}$
-

## Problem

DQN tends to **overestimate** values with 1-step targets

$$y^k \leftarrow r^k + \gamma \max_{a'} Q(s^{k+1}, a'; \bar{\theta})$$

- Using the **max** operator, select the maximum value estimate for the target
- Since our value estimates do not necessarily reflect the true value function, the **max** operation will likely select an overestimated action-value estimate
- This can slow down the convergence of the algorithm as the agent spends too much time exploring states with overestimated values

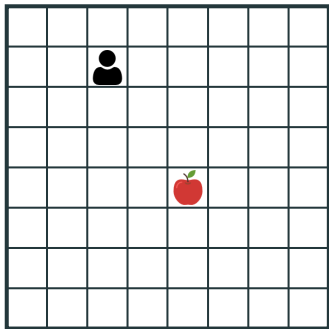
## Solution

**Double Q-learning** reduces this overestimation bias by decoupling the action selection from value estimation using separate function approximations.

- This can be achieved with minimal changes in DQN
- DDQN uses the primary Q-network (with parameters  $\theta$ ) to select actions while using the target network (with parameters  $\bar{\theta}$ ) to estimate the value of actions
- The target thus becomes:

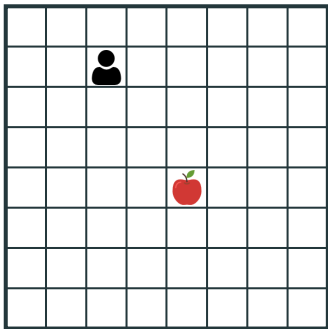
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# Deep Q-learning in Practice

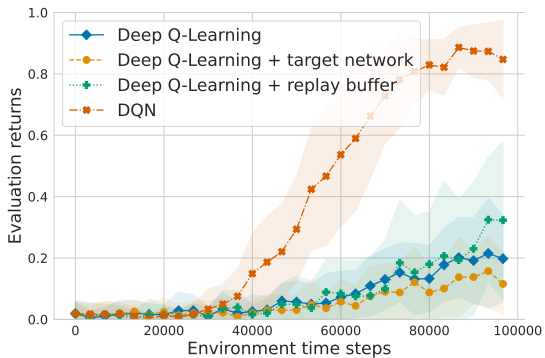


(a) Single-agent level-based foraging environment

# Deep Q-learning in Practice

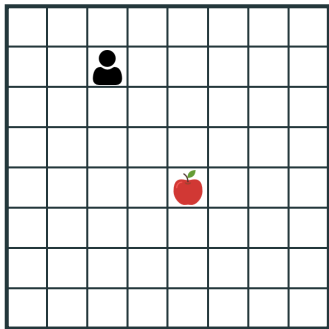


(a) Single-agent level-based foraging environment

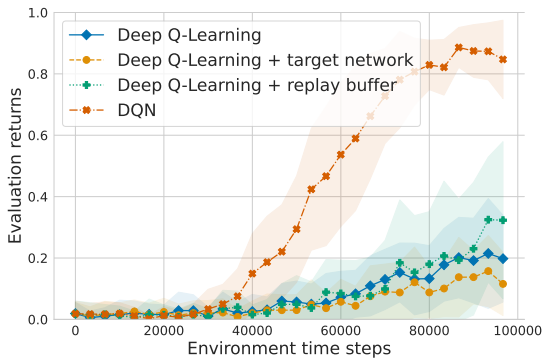


(b) Learning curves

# Deep Q-learning in Practice



(a) Single-agent level-based foraging environment



(b) Learning curves

Note that in isolation, neither the addition of **target networks** nor of a **replay buffer** are sufficient to stably train the agent with deep Q-learning in this environment.

# Policy Gradient Algorithms

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# Policy Gradients

So far, we have considered a parameterized value function, but we can also directly parameterize the policy  $\pi$ .

- For instance, we can use a NN for our policy  $\pi$  with parameters  $\phi$ .
- The policy network receives a state  $s$  as input and outputs a scalar value for each action
- These scalars  $l(s, a)$  represent the preference of the policy to select action  $a$  in state  $s$



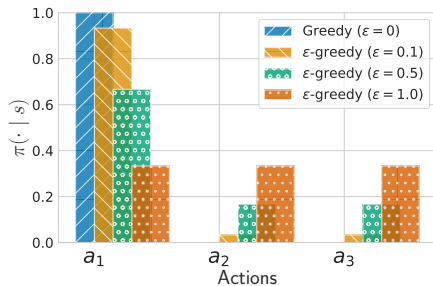
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- These scalars  $l(s, a)$  represent the preference of the policy to select action  $a$  in state  $s$
- These preferences are then transformed into a probability distribution across the action space using a **softmax** function:

$$\pi(a \mid s; \phi) = \frac{e^{l(s, a; \phi)}}{\sum_{a' \in A} e^{l(s, a'; \phi)}}$$

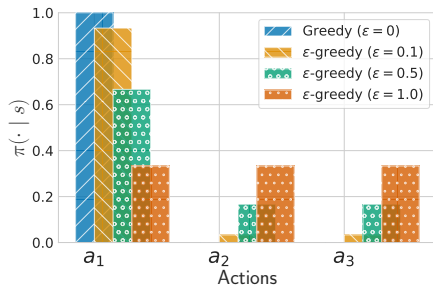
# Advantages of Learning a Policy



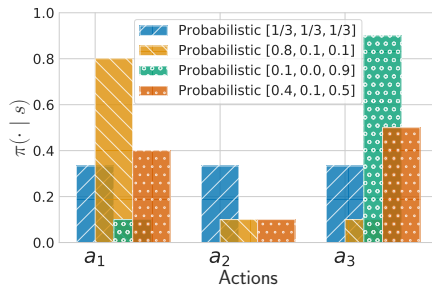
$\epsilon$ -greedy policies

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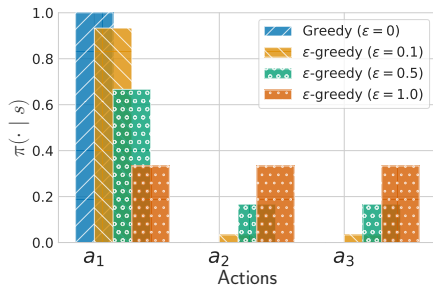
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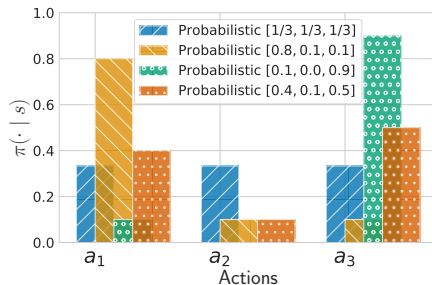
Probabilistic policies

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# Advantages of Learning a Policy



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Probabilistic policies

- $\epsilon$ -greedy policies struggle to represent diverse probabilistic policies
- Policy gradient algorithms allow us to represent **any** probabilistic policy
- Policy gradients are also effective for representing continuous action spaces

# Policy Gradient Theorem

How do we update parameters  $\phi$  of the policy? Using the **policy gradient theorem**, we can express the gradient of the performance of a policy with respect to the parameter  $\phi$  of the policy.

$$\nabla_{\phi} J(\phi) \propto \sum_{s \in S} \Pr(s \mid \pi) \sum_{a \in A} Q^{\pi}(s, a) \nabla_{\phi} \pi(a \mid s; \phi)$$

- $J$  represents a function measuring the quality policy  $\pi$
- $\Pr(s \mid \pi)$  is the state-visitation distribution for policy  $\pi$
- $Q^{\pi}(s, a)$  is the value for a given action and state under  $\pi$
- The  $J$  function is similar to a loss function with the key difference that we aim to **maximize** rather than minimize it

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## Note

The policy gradient theorem assumes that  $\Pr(s \mid \pi)$  are given under the currently optimized policy  $\pi \rightarrow$  needs **on-policy** data

## Policy Gradient Theorem – Continued

The assumption that  $Pr(s \mid \pi)$  is **on-policy** becomes apparent through a simple derivation.

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# Policy Gradient Theorem – Continued

## Intuition

$$\nabla_{\phi} J(\phi) \propto \mathbb{E}_{a \sim \pi(\cdot | s; \phi)} \left[ Q^{\pi}(s, a) \frac{\nabla_{\phi} \pi(a | s; \phi)}{\pi(a | s; \phi)} \right]$$

We can interpret the components of the policy gradient theorem as follows:

- $\nabla_{\phi} \pi(a | s; \phi)$ : gradient of  $\phi$  pointing in the direction that most increase the probability of taking action  $a$  when in state  $s$

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- $Q^{\pi}(s, a)$ : expected returns as a quality measure of taking action  $a$  in state  $s$
- $\frac{1}{\pi(a | s; \phi)}$ : normalization coefficient to account for varying probabilities of different actions under the policy

## REINFORCE: Monte Carlo

To apply the policy gradient theorem we must find a way to derive expected returns, one way to do this is to use Monte Carlo (MC) methods.

- **REINFORCE** is a policy gradient algorithm that uses MC to estimate the expected returns of a policy

## REINFORCE: Monte Carlo

To apply the policy gradient theorem we must find a way to derive expected returns, one way to do this is to use Monte Carlo (MC) methods.

- **REINFORCE** is a policy gradient algorithm that uses MC to estimate the expected returns of a policy
- The algorithms minimize the following loss for an episodic history  $h = \{s^0, a^0, r^0, \dots, s^{T-1}, a^{T-1}, r^{T-1}, s^T\}$ :

$$\mathcal{L}(\phi) = -\frac{1}{T} \sum_{t=0}^{T-1} \left( \sum_{\tau=1}^{t-1} \gamma^{\tau-1} \mathcal{R}(s^\tau, a^\tau, s^{\tau+1}) \right) \log \pi(a^t | s^t; \phi)$$



## REINFORCE: Monte Carlo

To apply the policy gradient theorem we must find a way to derive expected returns, one way to do this is to use Monte Carlo (MC) methods.

- **REINFORCE** is a policy gradient algorithm that uses MC to estimate the expected returns of a policy
- The algorithms minimize the following loss for an episodic history  $h = \{s^0, a^0, r^0, \dots, s^{T-1}, a^{T-1}, r^{T-1}, s^T\}$ :

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- Note the to-be-minimized loss has a prepended negative sign, as we want to **maximize** expected returns

---

## Algorithm REINFORCE

---

- 1: Initialize policy network  $\pi$  with random parameters  $\phi$
  - 2: **for** every episode **do**
  - 3:     **for** time step  $t = 0, 1, 2, \dots, T - 1$  **do**
  - 4:         Observe current state  $s^t$
  - 5:         Sample action  $a^t \sim \pi(\cdot \mid s^t; \phi)$
  - 6:         Apply action  $a^t$ ; observe reward  $r^t$  and next state  $s^{t+1}$
  - 7:     Loss  $\mathcal{L}(\phi) \leftarrow -\frac{1}{T} \sum_{t=0}^{T-1} \left( \sum_{\tau=t}^{T-1} \gamma^{\tau-t} r^\tau \right) \log \pi(a^t \mid s^t; \phi)$
  - 8:     Update parameters  $\phi$  by minimizing the loss  $\mathcal{L}(\phi)$
-

## Baseline to Reduce Variance

### Problem

High variance of MC estimates causes unstable gradients and training.

# Baseline to Reduce Variance

## Problem

High variance of MC estimates causes unstable gradients and training.

## Solution

- One way to reduce variance is subtract a **baseline** from the return estimates
- A common choice of baseline is a state-value function  $V(s)$  which can be trained to minimize the loss  $\mathcal{L}(\theta) = \frac{1}{T} \sum_{t=1}^{T-1} (u(h^t) - V(s^t; \theta))^2$
- The REINFORCE policy loss would then become

$$\mathcal{L}(\phi) = -\frac{1}{T} \sum_{t=0}^{T-1} (u(h^t) - v(s^t; \theta)) \log \pi(a^t | s^t; \phi)$$

## Baselines Continued

The inclusion of the baseline does not affect the gradients in expectation:

$$\nabla_{\phi} J(\phi) \propto \sum_{s \in S} \Pr(s \mid \pi) \sum_{a \in A} (Q^{\pi}(s, a) - b(s)) \nabla_{\phi} \pi(a \mid s; \phi)$$

## Baselines Continued

The inclusion of the baseline does not affect the gradients in expectation:

$$\begin{aligned}\nabla_{\phi} J(\phi) &\propto \sum_{s \in S} \Pr(s \mid \pi) \sum_{a \in A} (Q^{\pi}(s, a) - b(s)) \nabla_{\phi} \pi(a \mid s; \phi) \\ &= \mathbb{E}_{\pi} [(Q^{\pi}(s, a) - b(s)) \nabla_{\phi} \log \pi(a \mid s; \phi)]\end{aligned}$$

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The inclusion of the baseline does not affect the gradients in expectation:

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## Baselines Continued

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## Baselines Continued

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# Actor-Critic Algorithms

The policy gradient theorem allows us to optimize our parameterized policy; we still need to approximate expected returns.

- MC methods have high variance and require an entire episode to compute estimates
- **Actor-critic** algorithms aim to reduce variance and update more often by using **bootstrapped return estimates**

$$\begin{aligned}\mathbb{E}_{\pi} [u(h^t) \mid s^t] &= \mathbb{E}_{\pi} [R(s^t, a^t, s^{t+1}) + \gamma u(h^{t+1}) \mid s^t, a^t \sim \pi(\cdot \mid s^t)] \\ &= \mathbb{E}_{\pi} [R(s^t, a^t, s^{t+1}) + \gamma V(s^{t+1}) \mid s^t, a^t \sim \pi(\cdot \mid s^t)]\end{aligned}$$

- We now train a **critic** (value function approximator) alongside the **actor** (parameterized policy) which acts as a baseline

# Balancing Bias and Variance

## Problem

MC estimates have high **variance** and bootstrapping introduces **bias** since the value function might not yet approximate the true expected returns.

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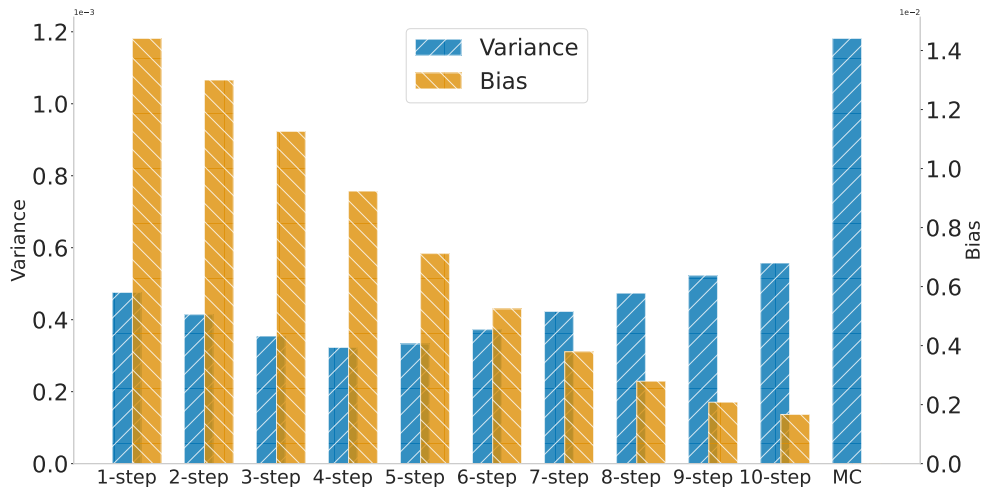
## Solution

**N-step returns** allow us to balance between bias and variance:

$$\mathbb{E}_{\pi}[u(h^t) \mid s^t] = \mathbb{E}_{\pi} \left[ \left( \sum_{\tau=0}^{N-1} \gamma^{\tau} \mathcal{R}(s^{t+\tau}, a^{t+\tau}, s^{t+\tau+1}) \right) + \gamma^N V(s^{t+N}) \middle| s^t, a^{\tau} \sim \pi(\cdot \mid s^{\tau}) \right]$$

$N = 1 \rightarrow$  one-step bootstrapped returns ...  $N = T \rightarrow$  MC returns

## Balancing Bias and Variance – Continued



## Advantage Actor Critic (A2C)

Advantage actor-critic is a foundation actor-critic algorithm which uses the **advantage** of a policy to guide the policy gradients.

- The advantage is defined as

$$Adv^{\pi}(s, a) = Q^{\pi}(s, a) - V^{\pi}(s) = r +$$



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- We can compute the advantage using only a state-value function:

$$Adv(s^t, a^t) = Q(s^t, a^t) - V(s^t) = \begin{cases} r^t - V(s^t) & \text{if } s^{t+1} \text{ is terminal} \\ r^t + \gamma V(s^{t+1}) - V(s^t) & \text{otherwise} \end{cases}$$

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- We can also still use N-step returns to reduce bias during the advantage computation

---

## Algorithm A2C

---

```
1: Initialize actor network  $\pi$  with random parameters  $\phi$ 
2: Initialize critic network  $V$  with random parameters  $\theta$ 
3: for every episode do
4:   for time step  $t = 0, 1, 2, \dots$  do
5:     Observe current state  $s^t$ 
6:     Sample action  $a^t \sim \pi(\cdot \mid s^t; \phi)$ 
7:     Apply action  $a^t$ ; observe reward  $r^t$  and next state  $s^{t+1}$ 
8:     if  $s^{t+1}$  is terminal then
9:       Advantage  $Adv(s^t, a^t) \leftarrow r^t - V(s^t; \theta)$ 
10:      Critic target  $y^t \leftarrow r^t$ 
11:    else
12:      Advantage  $Adv(s^t, a^t) \leftarrow r^t + \gamma V(s^{t+1}; \theta) - V(s^t; \theta)$ 
13:      Critic target  $y^t \leftarrow r^t + \gamma V(s^{t+1}; \theta)$ 
14:      Actor loss  $\mathcal{L}(\phi) \leftarrow -Adv(s^t, a^t) \log \pi(a^t \mid s^t; \phi)$ 
15:      Critic loss  $\mathcal{L}(\theta) \leftarrow (y^t - V(s^t; \theta))^2$ 
16:      Update parameters  $\phi$  by minimizing the actor loss  $\mathcal{L}(\phi)$ 
17:      Update parameters  $\theta$  by minimizing the critic loss  $\mathcal{L}(\theta)$ 
```

---

# Proximal Policy Optimization (PPO)

## Problem

Policy gradient methods can cause significant shifts in the policy with a single update which can worsen the policy!

## Solution

Limit the change of the policy in a single update → **trust region** of a policy

Proximal policy optimization (PPO) computes an efficient surrogate objective to limit the change in the policy when executing multiple updates:

$$\mathcal{L}(\phi) = - \min \left( \begin{array}{l} \rho(s^t, a^t) \text{Adv}(s^t, a^t), \\ \text{clip}(\rho(s^t, a^t), 1 - \epsilon, 1 + \epsilon) \text{Adv}(s^t, a^t) \end{array} \right)$$

## PPO Surrogate Objective

$$\mathcal{L}(\phi) = -\min \left( \begin{array}{l} \rho(s^t, a^t) \text{Adv}(s^t, a^t), \\ \text{clip}(\rho(s^t, a^t), 1 - \epsilon, 1 + \epsilon) \text{Adv}(s^t, a^t) \end{array} \right)$$

- $\rho$  represents the importance sampling ratio  $\rho(s, a) = \frac{\pi(a|s; \phi)}{\pi_\beta(a|s)}$
- $\pi_\beta$  represents the behavior policy followed to select action  $a^t$  in state  $s^t$
- $\epsilon$  is a hyperparameter that determines the allowed change of the policy

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Importance sampling ratios serves multiple purposes:

- Correct for differences in data distributions of  $\pi_\beta$  and  $\pi$
- Represent measure of divergence between  $\pi_\beta$  and  $\pi \rightarrow$  can be clipped to limit divergence

# PPO Pseudocode

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**Algorithm** Simplified proximal policy optimization (PPO)

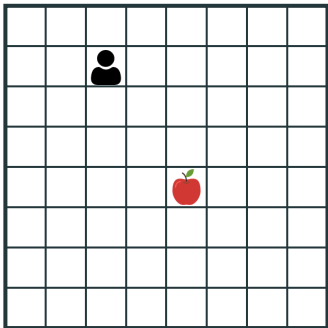
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```
1: Initialize actor network  $\pi$  with random parameters  $\phi$ 
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6:     Sample action  $a^t \sim \pi(\cdot \mid s^t; \phi)$ 
7:     Apply action  $a^t$ ; observe reward  $r^t$  and next state  $s^{t+1}$ 
8:      $\pi_\beta(a^t \mid s^t) \leftarrow \pi(a^t \mid s^t; \phi)$ 
9:     for epoch  $e = 1, \dots, N_e$  do
10:       $\rho(s^t, a^t) \leftarrow \pi(a^t \mid s^t; \phi) \div \pi_\beta(a^t \mid s^t)$ 
11:      if  $s^{t+1}$  is terminal then
12:        Advantage  $\text{Adv}(s^t, a^t) \leftarrow r^t - V(s^t; \theta)$ 
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14:      else
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18:      Critic loss  $\mathcal{L}(\theta) \leftarrow (y^t - V(s^t; \theta))^2$ 
19:      Update parameters  $\phi$  by minimising the actor loss
20:      Update parameters  $\theta$  by minimising the critic loss  $\mathcal{L}(\theta)$ 
```

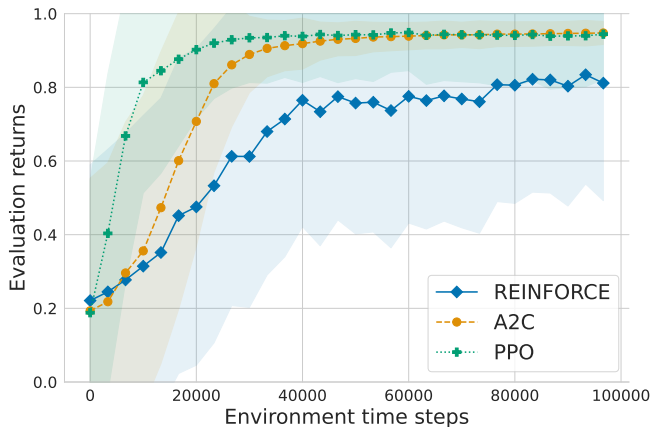
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- PPO executes multiple epochs of updates!
- For first epoch,  $\pi = \pi_\beta$   
 $\rightarrow \rho = 1$
- After first epoch,  $\pi \neq \pi_\beta$   
 $\rightarrow$  needs  $\rho$  to correct for off-policy data

# Policy Gradient Algorithms in Practice



(a) Single-agent level-based foraging environment



(b) Learning curves



# Concurrent Training

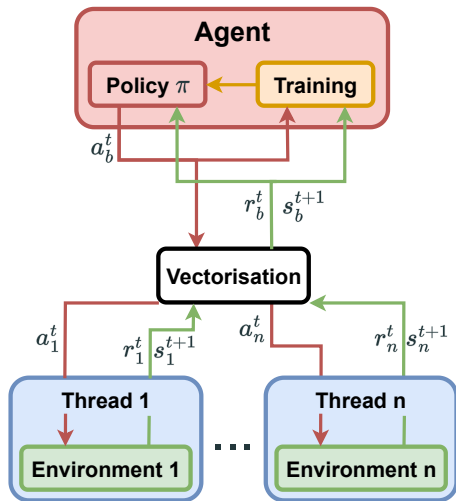
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# Concurrent Training of Policies

Policy gradient algorithms rely on on-policy data, which raises the question of how to deal with correlation in the collected data and how to increase sample efficiency.

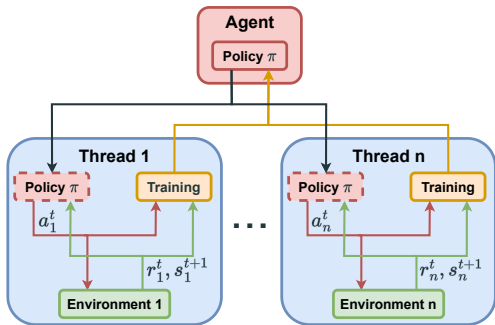
- Concurrent training of policies speeds up training by getting more samples (in parallel), leading to better gradients and breaking of correlation of data
- There are many ways to achieve this, but there are two simple methods commonly used, **synchronous training** and **asynchronous training**

# Synchronous Training



- Initiates separate instances of the environment in separate threads
- At each timestep, the agent receives a batch of states and rewards from each thread
- The agent then independently chooses an action for each thread/environment
- Aggregate gradients across batch of experiences  $\rightarrow$  more stable and efficient optimization

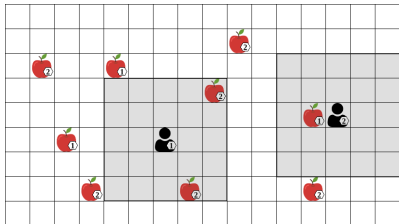
# Asynchronous Training



- Asynchronous training parallelizes the optimization of the agent.
- Each thread separately computes the loss and gradients and optimizes the parameters of the agent's network
- Once gradients are computed, the central agent's network is updated
- Asynchronous training is particularly effective if multiple accelerators (e.g. GPUs) are available

# Observation, States, and Histories in Practice

We have thus far only considered algorithms that condition on the entire states of the environment, in practice we however often have **partial observability**.

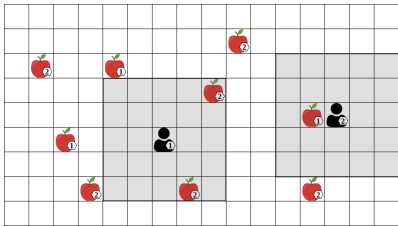


We want to condition value functions and policies on observation history

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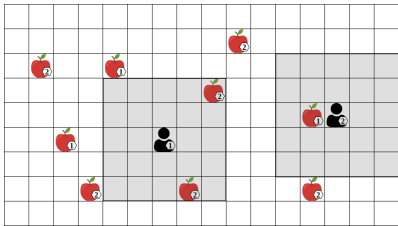
- Feedforward NN assume constant input size, this would require zero-padding vectors to the maximum episode length
- Zero-padding requires knowledge about maximum episode length and results in high-dimensional and sparse inputs

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- Feedforward NN assume constant input size, this would require zero-padding vectors to the maximum episode length
- Zero-padding requires knowledge about maximum episode length and results in high-dimensional and sparse inputs
- To avoid this we can use RNNs that process sequences of observations with one observation at a time while maintaining the previous history in the hidden state

# Summary

## We covered:

- Deep Q-learning
- The moving target problem and correlations of consecutive experiences
- Policy gradient algorithms
- Concurrent training of policies
- Observation, states, and histories under partial observability

## Next we'll cover:

- Deep **multi agent** reinforcement learning