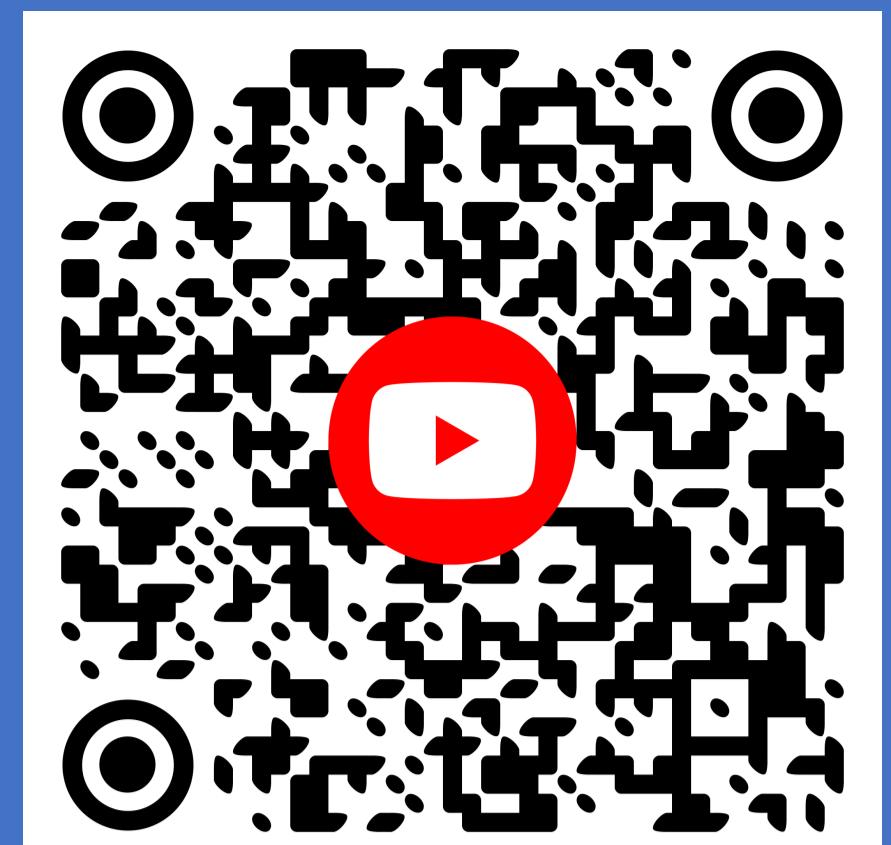




# Heterogeneous Multi-Robot Reinforcement Learning

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Paper

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Video

## Taxonomy

How is a system heterogeneous?

We introduce a **taxonomy to classify heterogeneous systems**

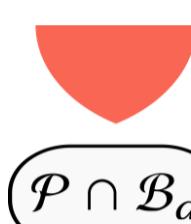
Robots can have *differences*:

- **Physical** differences  $\mathcal{P}$
- **Behavioral** differences  $\mathcal{B}$ 
  - Due to different objectives  $\mathcal{B}_d$
  - Even with same objective  $\mathcal{B}_s$

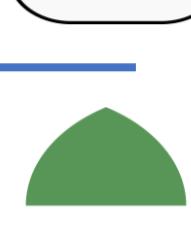
Agents are physically different but share the same behavioral model



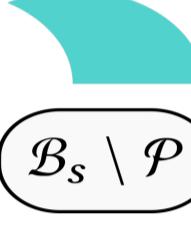
Agents are physically different and differ in behavioral models and objectives



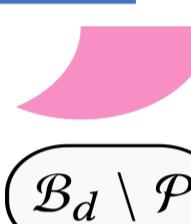
Agents are physically different and differ in behavioral models, but share the same objective



Agents are physically identical and share the same objective, but differ in behavioral models



Agents are physically identical but differ in behavioral models and objectives

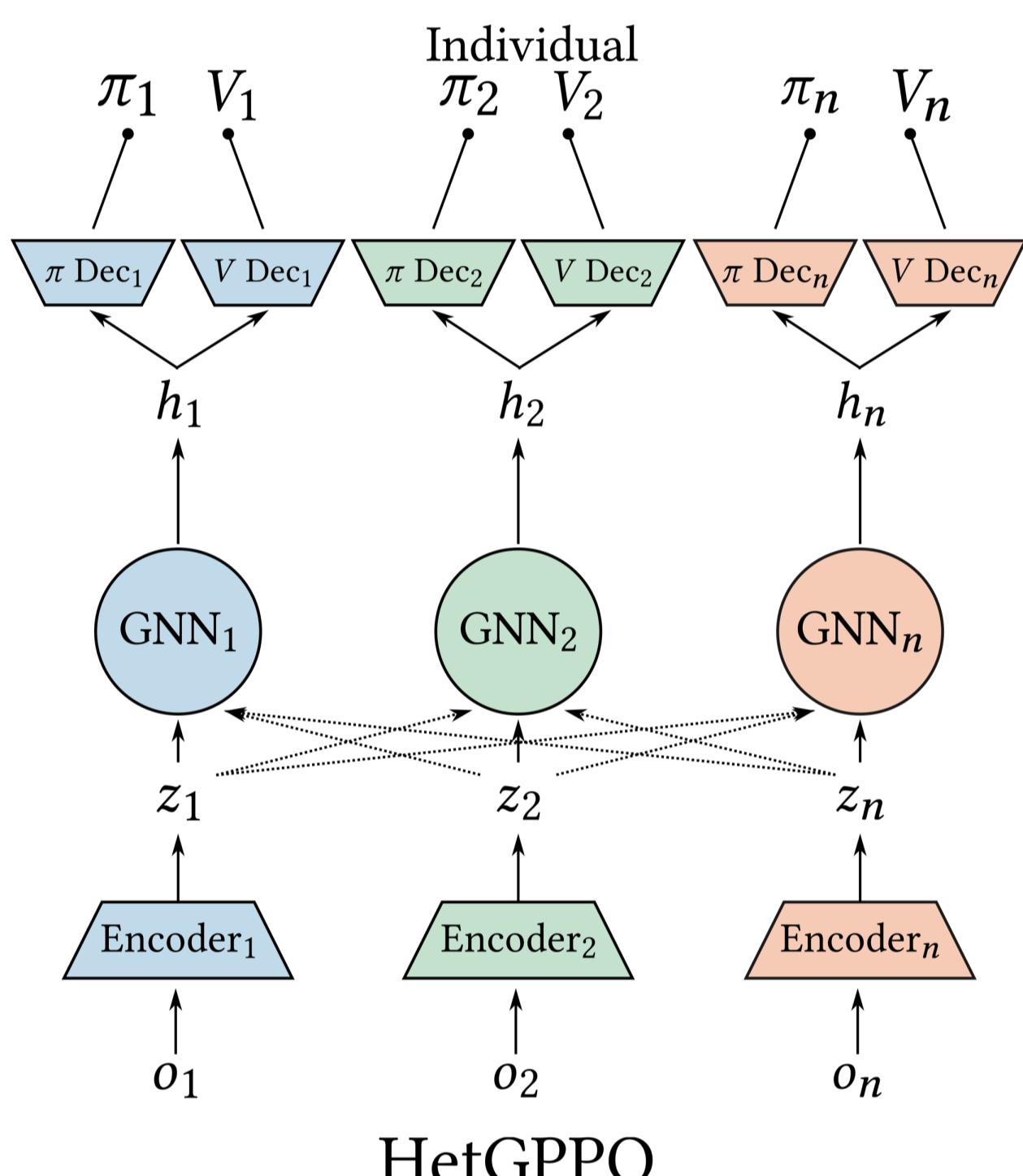
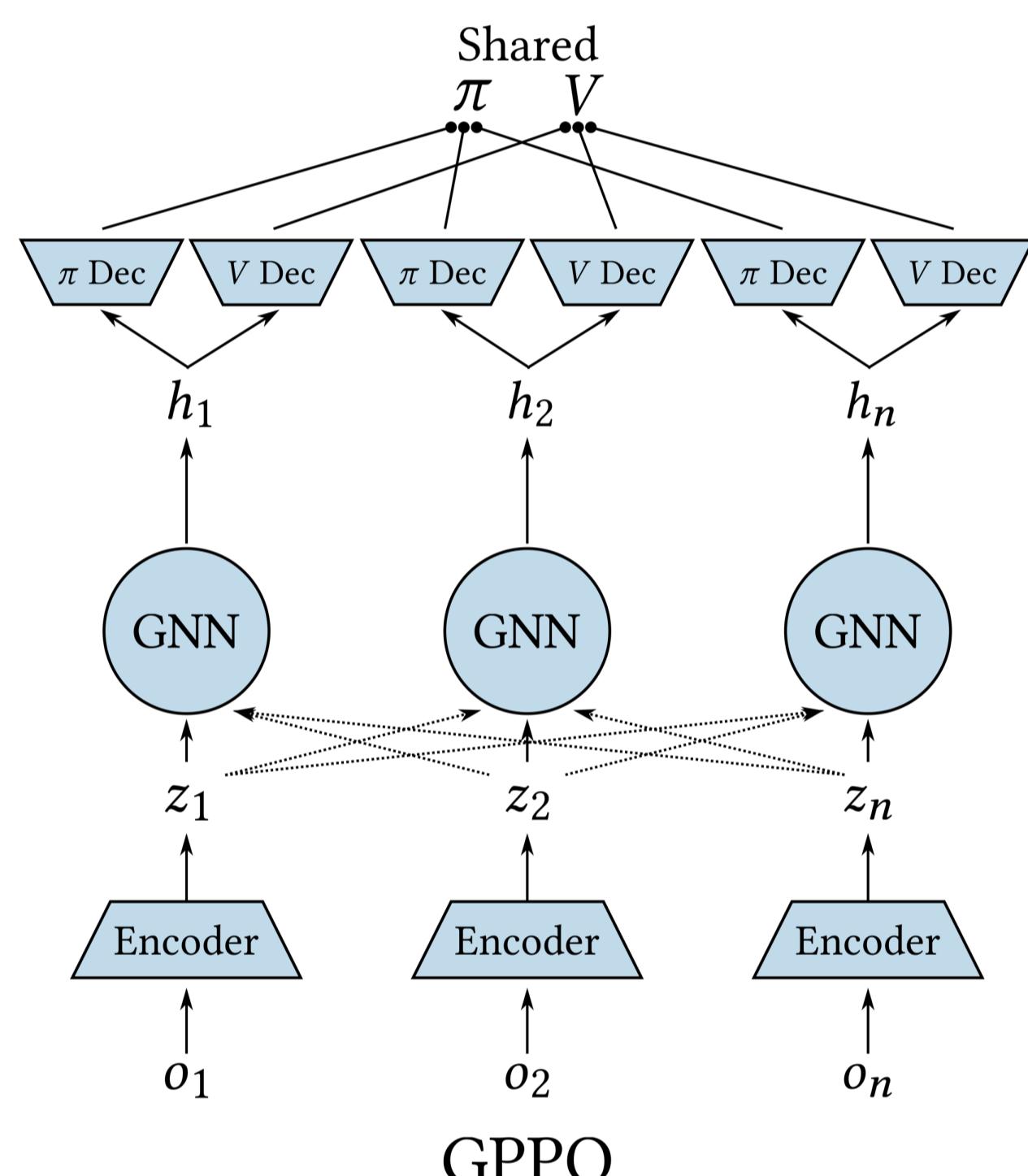


*Heterogeneous systems*

Same objective ( $\mathcal{B}_s$ )

Behavioral ( $\mathcal{B}$ )

Different objective ( $\mathcal{B}_d$ )



Each agent has:

- a stochastic **policy**  $\pi_i(a_i|o_{\mathcal{N}_i})$
- a **value** function  $V_i(o_{\mathcal{N}_i})$

For a given observation  $o$ ,  
for all robots  $i, j$  in the system

$$\pi_i(o) = \pi_j(o) \quad \text{GPPO}$$

$$\pi_i(o) \neq \pi_j(o) \quad \text{HetGPOO}$$

## Model

How we learn heterogenous policies

We introduce **GPOO** and **HetGPOO**,  
two actor-critic models for **Multi-Agent Reinforcement Learning**

HetGPOO learns *individual* agent policies

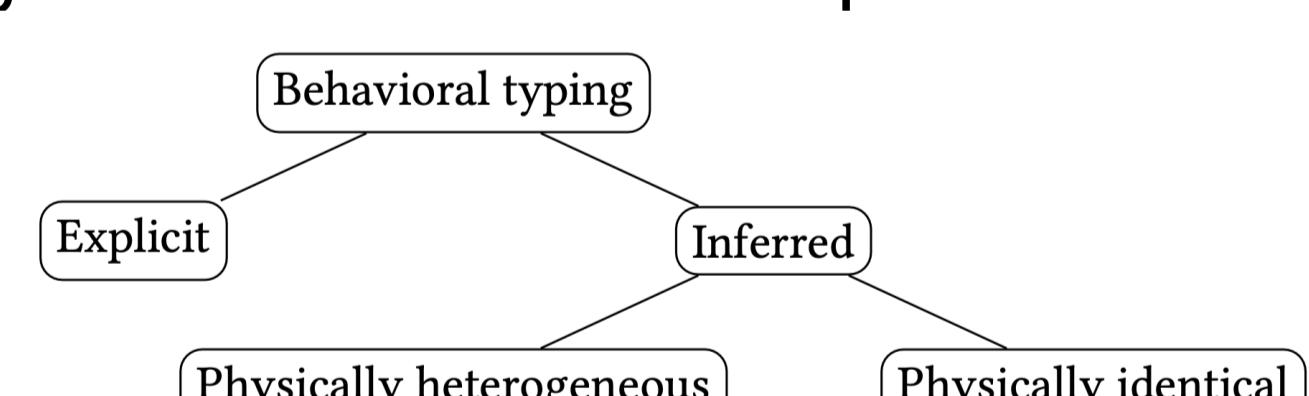
- Uses neighborhood communication to **overcome partial observability**
- Allows **decentralized training** of Graph Neural Networks (GNNs)

## Behavioral typing

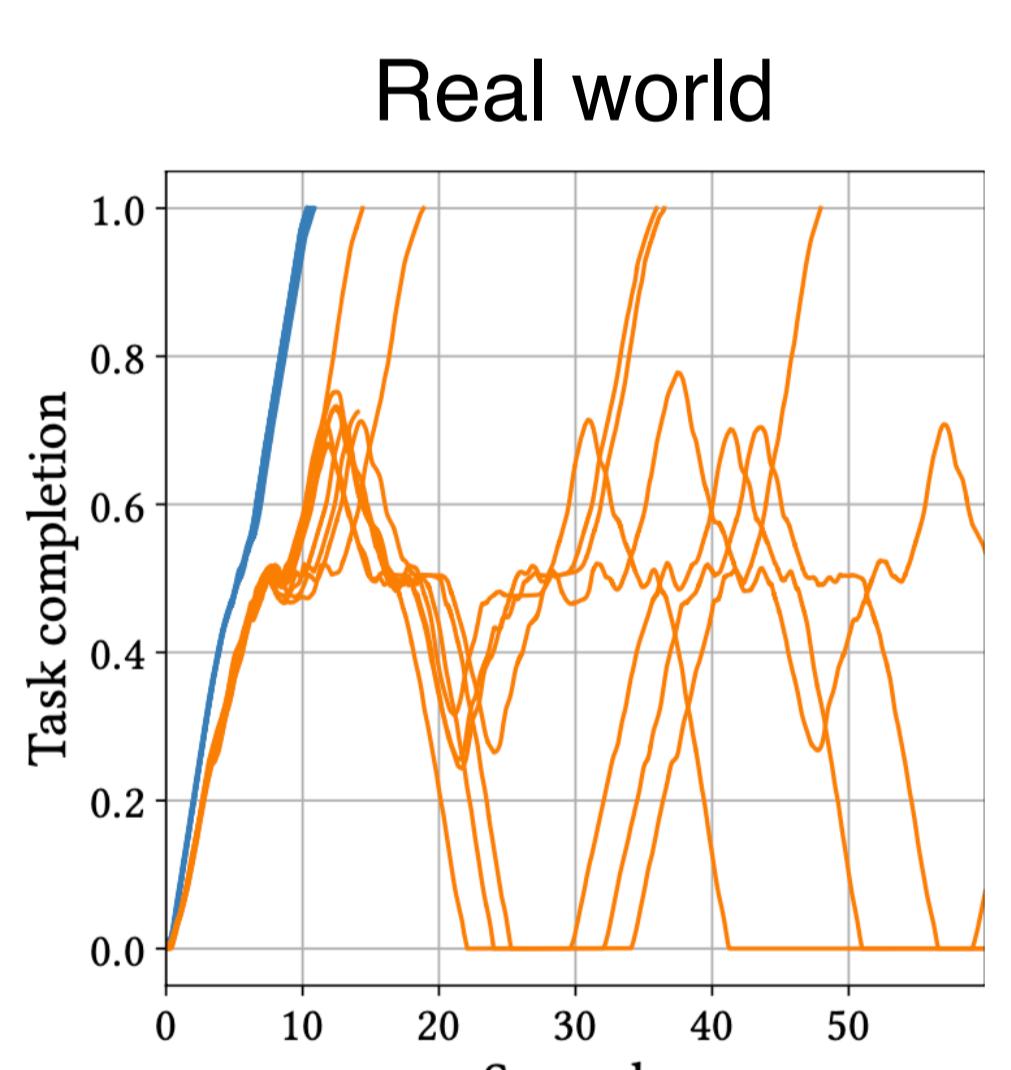
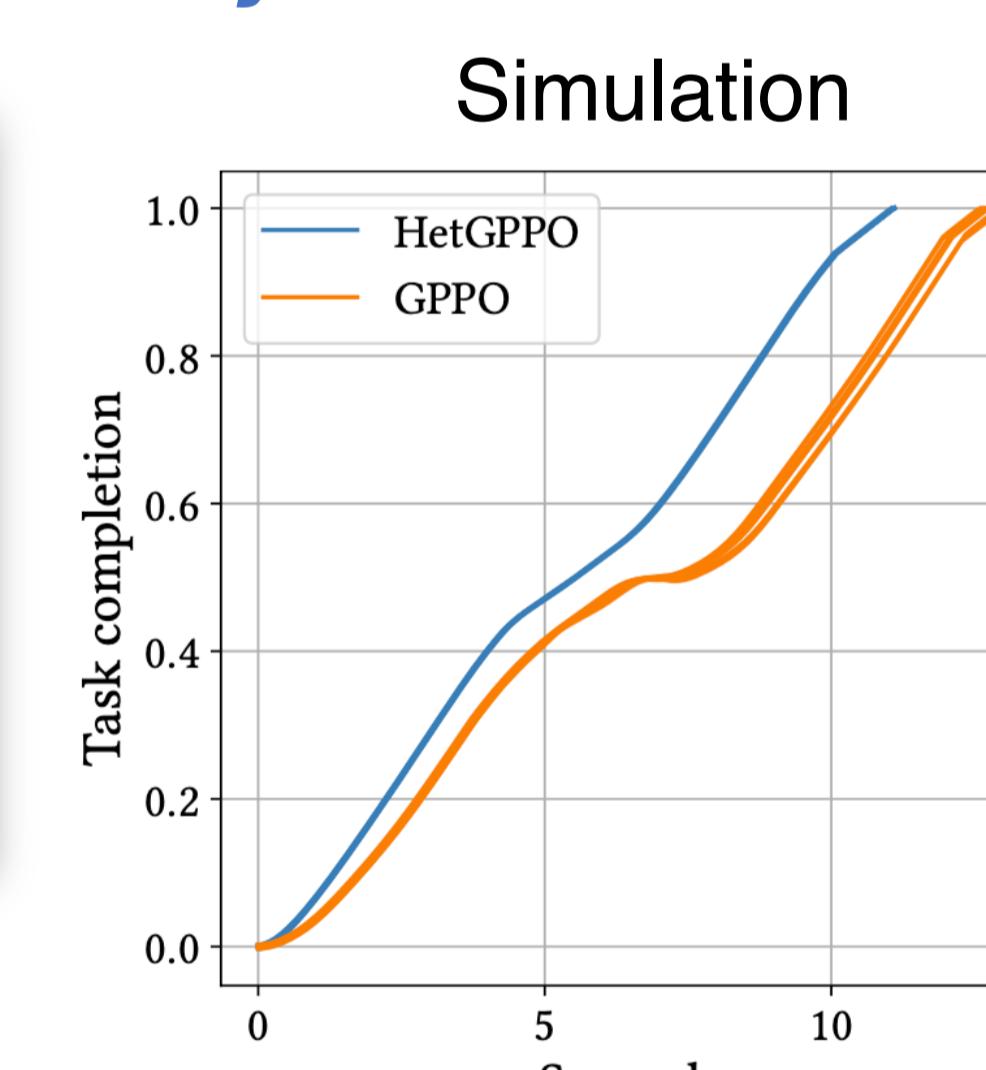
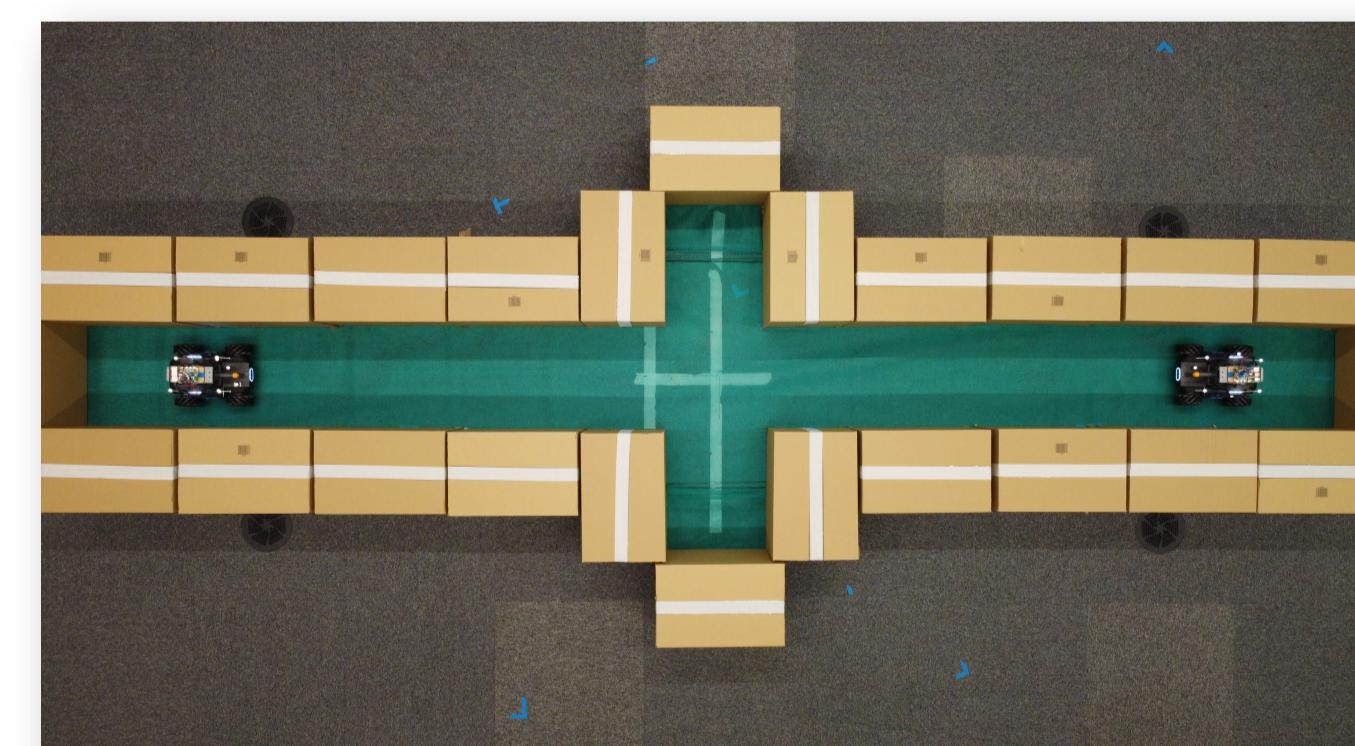
How homogeneous robots emulate heterogeneous behavior

We find that **homogeneous robots are able to infer behavioral roles** through observations, emulating heterogeneous behaviors

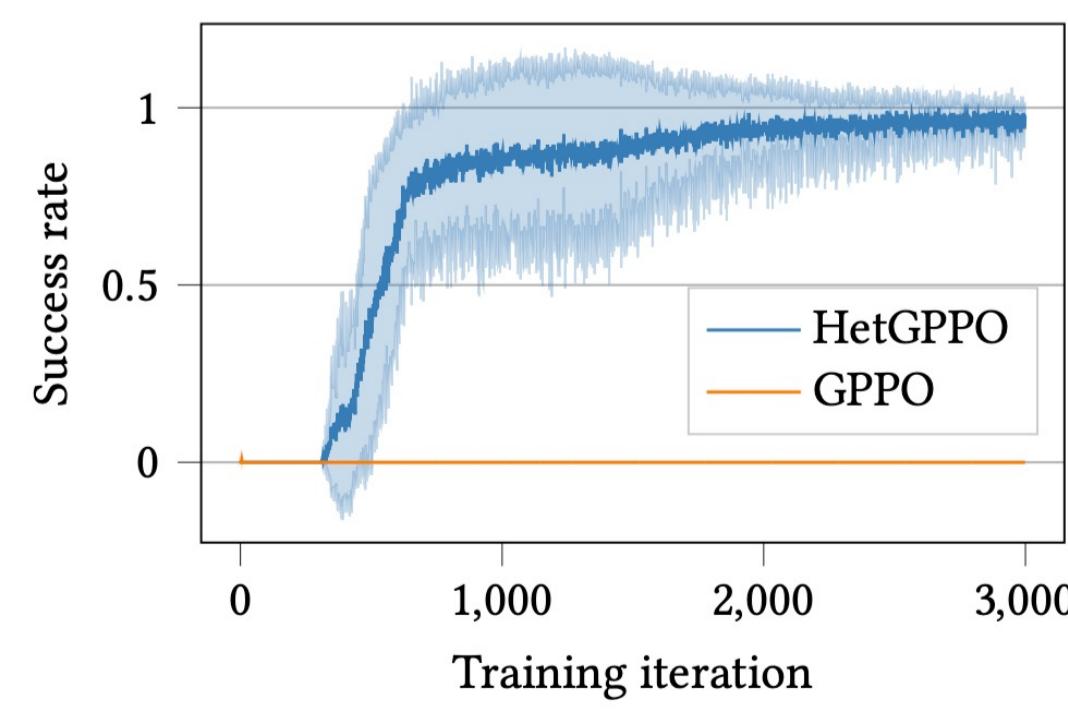
They **encode multiple roles in the same policy**, activating them based on the input observation



## Behavioral typing is disrupted by sim-to-real transfer



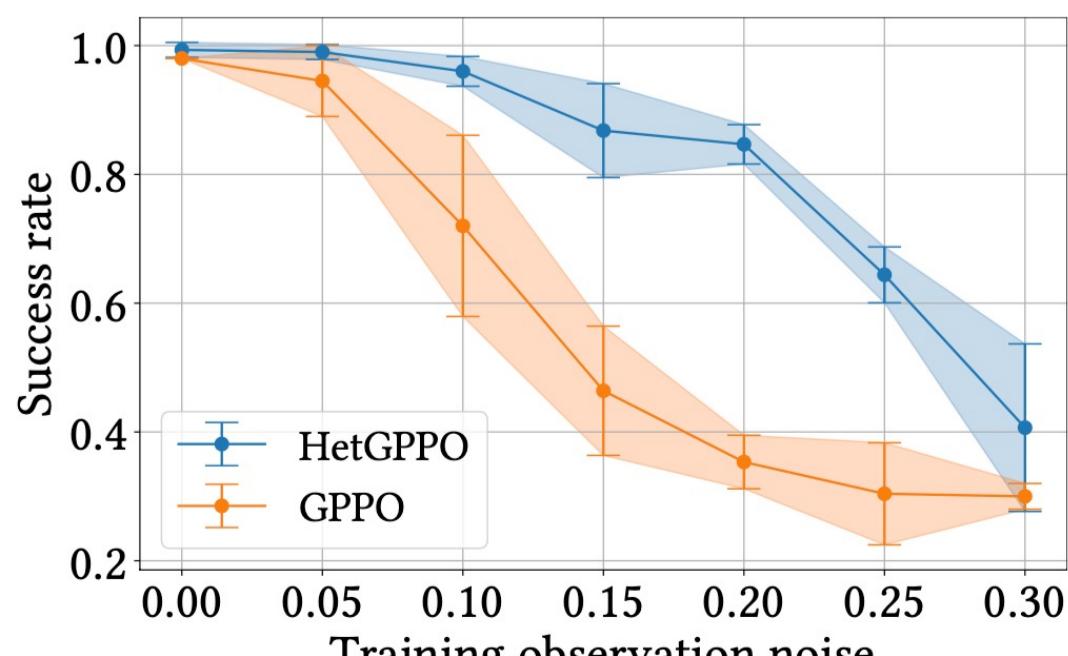
Heterogeneous behavior is vital for performance



### Task: Different Size Joint Passage

Different sized robots, connected by a linkage through revolute joints, need to cross a passage with different sized gaps while keeping the linkage parallel to it.

Heterogeneous behavior achieves better resilience



### Task: Asym. Payload Joint Passage

Physically identical robots, connected by a linkage through revolute joints, need to cross the passage while transporting a payload placed on one side of the linkage.

## Results

Tasks where heterogeneous robots achieve better performance and resilience

We perform evaluations of our heterogeneous (**HetGPOO**) and homogeneous (**GPOO**) models in **multi-robot cooperative scenarios**

We demonstrate the benefits of heterogeneous behavior in terms of **performance** and **resilience** in tasks with a shared global objective ( $\mathcal{B}_s$ )

Our results highlight the need for heterogeneity to achieve **collective intelligence**