

# Fully-Decentralised Reinforcement Learning in Fog-based Internet-of-Things

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**Abstract**—Reinforcement learning (RL) algorithms offers more insights about the overall futuristic functionalities for intelligent Internet-of-Things (IoT) devices. With the explosive growth in the number of IoT devices, as well as the highly-distributed deployments of these devices today, managing the IoT devices centrally becomes infeasible. As such, several disruptive paradigms have emerged, one of which is the fog computing-based IoT, which aim towards shifting computation, control, and decision-making closer to the network edge. However, mobility and power-constrain of these fog devices remains an issue of concern. In this paper, we aim to minimize the global outage in communication within a fog-based IoT network, by optimizing the power-control parameter of each potential mobile fog-relay agent (MFRA), as well as optimizing the physical position. As such, each MFRA is compelled to take certain actions that may influence its environment. We optimize the communication performance by applying a decentralized q-learning approach, with each MFRA acting independently, but contributing towards a global local-optimal policy. Furthermore, we show that our algorithm is scalable even with very large number of devices.

**Index Terms**—Reinforcement learning (RL), Internet-of-Things (IoT), Fog-based IoT, Markov decision process (MDP), machine learning (ML).

## I. BACKGROUND

Several disruptive paradigms have emerged, one of which is the fog computing-based IoT, which targets shifting computation, control, and decision-making closer to the network edge [2]. Fog devices, which may be mobile or static, energy-constrained or not, are expected to play a key role in to the success of future IoT systems [5], one of which is overcoming outages as a result of link failures caused by obstacles or long distances between a source node and a remote destination where IoT services may be rendered. In addition to energy expended by these power-constrained devices when communicating, these devices are at risk of draining most of their energy on movement. However, since mobility is critical in minimizing outages in communication, these devices should be able to learn what actions will yield long-term expected return. More so, near-optimal actions from these devices are required to drive several smart cities applications, most importantly the Industrial IoT (IIoT), where industrial robots are deployed to carry out actions based on their interaction with the environment, and Intelligent monitoring, where surveillance drones are deployed in militarised zones to meet stringent quality-of-service (QoS) requirements [3]. In Fig. 1, we present micro-view of randomly deployed IoT sensors trying to send/receive data/service request to a remote fog device via a potential

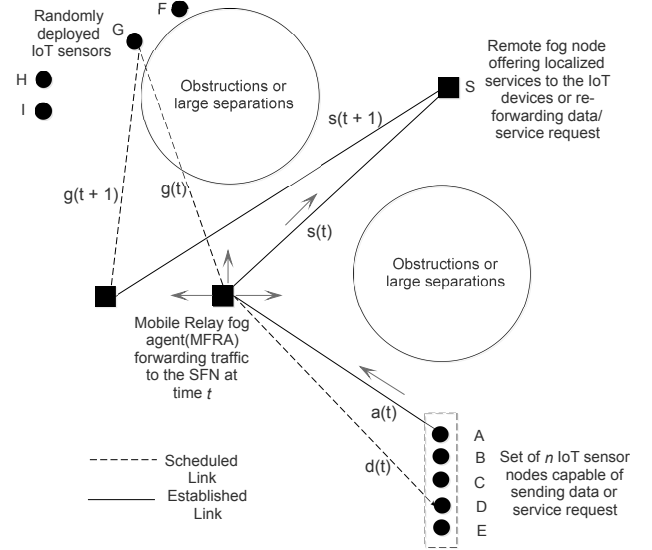


Fig. 1. Micro-view of the proposed fog-based IoT system.

mobile fog-relay agent (MFRA). Intuitively, if a fog device does not have the required computational/processing capability, it may decide to forward the data/service request to other available fog devices.

Considering the highly-distributed nature of deployed IoT devices, it becomes infeasible to manage devices centrally [4]. As such, reinforcement learning can be effectively deployed on fog devices to allow them act independently based on their local experiences in the environment. Moreover, the dynamic IoT environment increases the complexity in system design, as such, many classical approaches will fail when domain knowledge of the environment mismatches the actual environment [43].

## II. RELATED WORKS: IDEA 1

Considering the dynamics and heterogeneity within the ultra-distributed IoT environment, it is important for communication devices which are mobile to move seamlessly without degrading quality of service (QoS). More so, the constrained devices should communicate efficiently without depleting all their energy by transmitting at high-power, which may have long-term consequences to the network. Several non-RL-based approaches have been proposed to optimize the communication performance in IoT based networks, however, when some parameters in the network are changed, these approaches may fail. The work in [3] considered a multi-tier fog-based IoT architecture where a mobile/static fog node acts as an amplify and forward relay that transmits received

information from a IoT sensor node to a higher hierarchically-placed fog device, which offers some localized services. In order to minimize the outage in communication, an iterative algorithm based on the steepest descent method (SDM) was proposed to jointly optimize the mobility pattern and power-control parameters. However, the single-agent based work did not take into consideration the performance of the approach in a highly-decentralised IoT environment. Furthermore, each time the topology is changed, the agent will need to recompute the model in order to act optimally.

RL can be applied to a new environment, since it allows the agent to learn, by taking actions that will improve its long-term return. Furthermore, RL can be applied to multiple agents. In [4], a fully-decentralised, multi-agent-based stateless Q-learning approach was proposed, where no information about neighbouring nodes is available to agents. Though the paper was able to improve aggregate throughput in the network, by allowing the networks to modify both the transmission power and the channel used, however, high variability was observed in the throughput of the individual networks. Only eight agents were observed using a stateless Q-learning approach. The work did not adequately depict the distributed nature of the IoT network. Moreover, mobility of agents was completely ignored.

Several works in WSN have applied the decentralised RL technique. In [38], a multi-agent reinforcement learning-based multi-hop mesh cooperative (MRL-CC) mechanism for the improvement of some QoS metrics in the WSNs. Though the mobility of the cooperative nodes was taken into account when learning the optimal policy, the MRL-CC failed to consider the power dissipated by the power-constrained devices, as well as the overall outage in communication.

In [36], a reliable and energy-efficient routing (REER) protocol was proposed using a geographic routing approach. The work considered the idea of a central entity, called a reference node (RN), which is assumed to be situated at an ideal location between source and destination. Several other cooperative nodes, which contend to relay data, are assumed to be situated around the RN. The work was able to examine the trade-off between reliability and energy-efficiency when the distances between RNs was adjusted.

We present a fully-decentralised multi-agent reinforcement learning approach that adequately addresses some performance issues in IoT. The main task of our work is to minimize global outage in communication within a fog-based IoT network, by optimizing the power-control parameter of the potential mobile fog-relay agent (MFRA), as well as optimizing the position of each relaying agents in the network. As such, each MFRA is compelled to take certain actions that may influence its environment. However, the duration it takes the MFRA to learn is significantly influenced by the state space, as well as the possible set of actions [15]. The variables for the state, action and reward of an agent may be discrete or continuous, with the former represented as small interval of values which imply distinct levels [43], and can easily be represented in a tabular form. However, it is difficult to represent continuous space using Q-learning tables. The work in [49] considered a RL agent that explores continuous state and action space

using Gaussian unit search behaviour. Other works [15], [51] considered the reduction of states by eliminating states that are unlikely to occur. However, this may pose a big risk especially in a highly dynamic environment. RL can be effective for learning action policies in discrete stochastic environments, but its efficiency can decay exponentially with increasing state space [50]. Our proposed problem can be observed to have continuous state-action pairs, and is approached by discretizing the state and action space.

It is noteworthy that agents in a multi-agent system (MAS) may take actions that can have direct consequences on neighbouring agents, which may have further impact on other agents within the network. For instance, if a relaying agent decides to increase the transmit power beyond some threshold value, in order to boost its communication capabilities, its action may result in channel interference to its immediate neighbours, and worst, it may deplete its energy fast, and die-out, leading to link failure that can affect the performance of the entire network. Issues like this may arise in a typical multi-agent IoT network, as such, we present a fully-decentralised MAS where each agent learns to follow a local policy that improves the global objective. To the best of our knowledge, this is the first approach that employs a decentralised RL technique to minimize global outage in communication within a fog-based IoT network, taking into consideration the wireless channel conditions, by jointly optimizing the location of each relaying agent and the power-control parameter.

In this paper, we assume the following.

- 1) The MFRA is completely oblivious of its environment, and as such, has no prior knowledge of the overall cost function.
- 2) The RN may lower/increase its power level to save energy or increase it to ensure better communication. Also, the MFRA may change its position (2D/3D) depending on the scenario considered.
- 3) The MFRA has an objective of learning to make actions that yield better outcomes within its local view of the environment.
- 4) The states are to be divided into discrete levels to overcome the exponential decay in the efficiency of the proposed approach due to infinite state space.
- 5) Each MFRA independently tries to optimize power usage and moves in a direction that maximizes the communication outage.

#### A. Problem Formulation

States: The states can be categorized by the following:

- No communication possible and far away from IoT device (NC/FD)
- No communication possible and static (NC/S)
- No communication possible and near IoT device (NC/ND)
- Poor communication and far away from IoT device (PC/FD)
- Poor communication and static (PC/S)
- Poor communication and near IoT device (PC/ND)

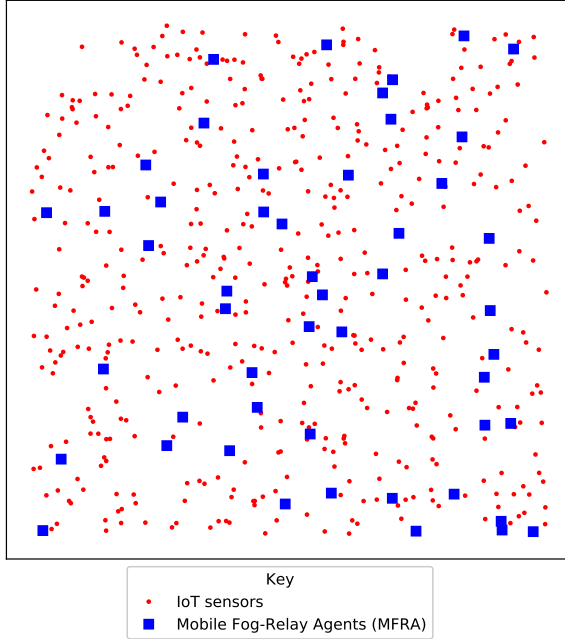


Fig. 2. A pictorial view of how MFRA and IoT sensors are randomly deployed.

- Good communication and far away from IoT device (GC/FD)
- Good communication and static (GC/S)
- Good communication and near IoT device (GC/ND)
- Excellent communication and far away from IoT device (EC/FD)
- Excellent communication and static (EC/S)
- Excellent communication and near IoT device (EC/ND)

Actions/rewards: The actions and reward/action are listed below.

- move closer to end device ( $-d$ ), gains 2J of energy
- Mover away from end device ( $+d$ ), loses 1J of energy
- stop and transmit ( $d^0$ ), loses 0.1J of energy
- increase power to transmit ( $\uparrow p$ ), loses 1J of energy
- decrease power to transmit ( $\downarrow p$ ), gains 1J of energy
- maintain transmit power ( $p^0$ ), loses 0.1J of energy

Goal: The goal is for the agent to learn to reach the EC/ND state with a goal of 100J.

Metrics: Energy, Mobility, Efficient communication.

In Fig. 1, we present a situation where different IoT end-devices, inclusive of smart things embedded with sensors (smart-meters, smart-watches, traffic lights, washing machine, dish-washers, herds, or even a sick patient being monitored, etc.), which can send data/service request to a remote fog service provider via a MFRA. However, there may be change in the topology of the network or even in the environment, making it difficult for data collection or service provision. Furthermore, the environment may be too hazardous for human control and as such, some level of intelligence is expected from the MFRA. The MFRA learns to optimize its position

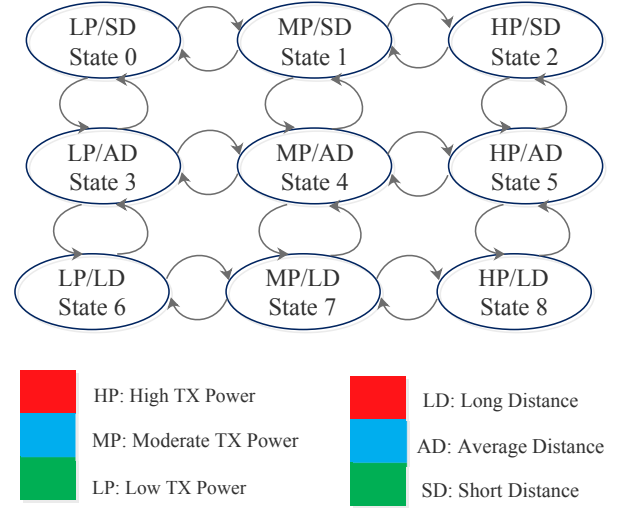


Fig. 3. MDP of proposed model showing possible action range.

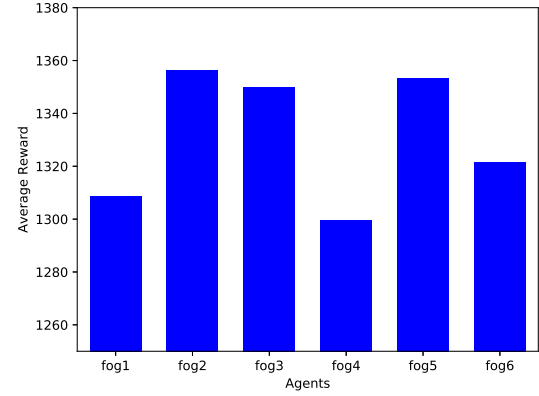


Fig. 4. Average reward for each agent over 2000 episodes.

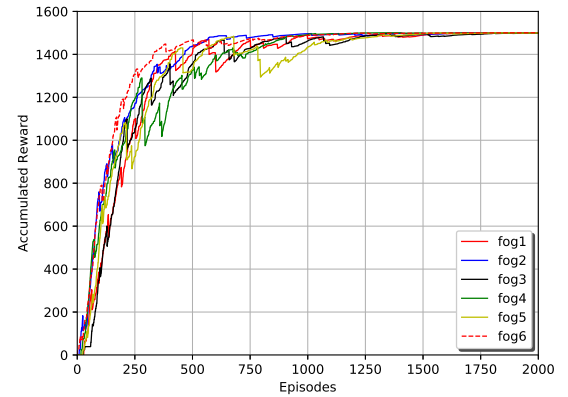


Fig. 5. Accumulated reward for each agent over 2000 episodes.

and adjust its power-level to minimize the communication outage. In Fig. 3, we go further to define a finite state space where the MFRA acts.

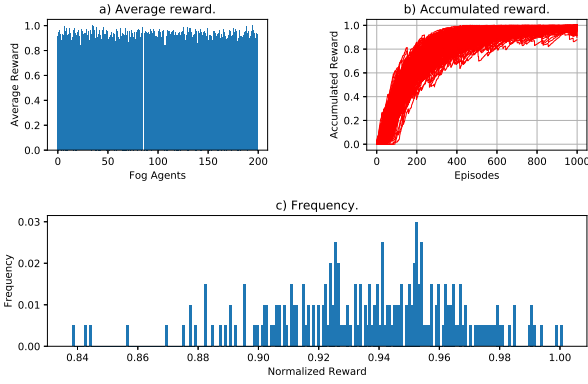


Fig. 6. Learning of 200 agents over 1000 episodes.

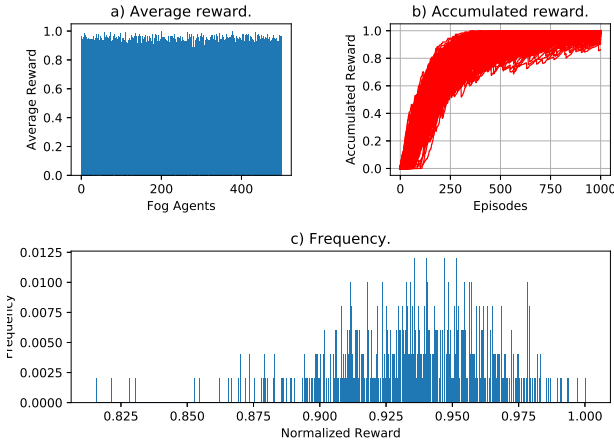


Fig. 7. Learning of 500 agents over 1000 episodes.

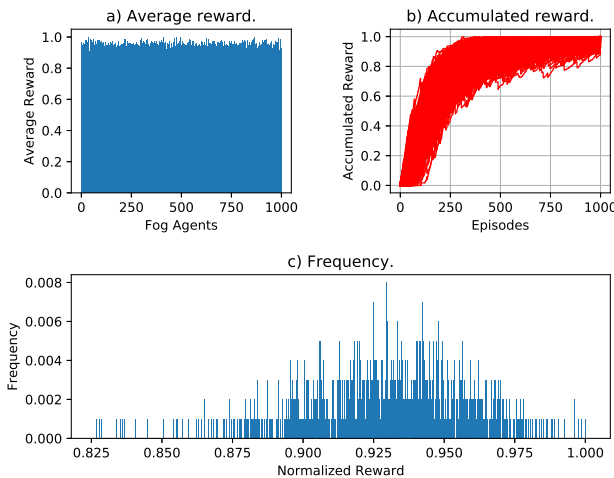


Fig. 8. Learning of 1000 agents over 1000 episodes.

### III. IDEA 2

#### A. Problem Formulation

Devices/agents in an IoT network are resource-constrained, as such, it will be proper to deploy lightweight RL-based techniques that will improve the performance of the network. Furthermore, we may have to experiment on a very dynamic

environment considering factors that depict a realistic IoT scenario to meet strict quality-of-service requirements.

In this work, a finite-horizon MDP is considered with continuous state and action spaces defined by the tuple  $\langle \mathcal{S}, \mathcal{A}, p, p_0, \mathcal{P}_{out}, \gamma \rangle$ , where  $\mathcal{S}$  is the set of states,  $\mathcal{A}$  is the set of actions,  $p : \mathcal{S} \times \mathcal{A} \times \mathcal{S} \rightarrow \mathbb{G}^+$  is the conditional probability density over successor states given the current state and action,  $p_0 : \mathcal{S} \rightarrow \mathbb{G}^+$  is the probability density over initial states,  $\mathcal{P}_{out}$  is a function that maps state to cost, and the discount factor is  $\gamma \in (0, 1]$ . In the RL techniques, the agent has a choice to take certain actions in each time step, causing the environment to respond with new conditions, and consequently, the agent receives reward for that action as a form of feedback. The reward could be positive, negative or even zero, and the main objective of the agent is to maximize the positive reward or minimize the negative reward (often the cost) over the entire time step  $N$ .

Our objective is to learn a stochastic policy  $\pi^* : \mathcal{S} \times \mathcal{A} \rightarrow \mathbb{G}^+$ , which is a conditional probability density over the present state, in such a way as to minimize the expected cumulative cost.

$$\pi^* = \arg \min_{\pi} \mathbb{E}_{s_0, a_0, s_1, a_1, \dots, s_N} \left[ \sum_{i=0}^N \gamma^i \mathcal{P}_{out}(s_i) \right], \quad (1)$$

We take the expectation over the joint distribution of all state-action pairs, with the density give as,

$$q(s_0, a_0, s_1, a_1, \dots, s_N) = p_0(s_0) \prod_{i=0}^{N-1} \pi(a_i | s_i) p(s_{i+1} | s_i, a_i). \quad (2)$$

Fig. ?? shows a dynamic IoT environment with an IoT sensor attempting to request some services from a remote target fog agent/node through randomly deployed fog devices. The devices act as relays to forward traffic from the source to the destination. However, based on their position, line-of-sight(LoS) obstruction, which affect the conditions of the wireless channel, some degree of communication outage may occur. Our aim is to ensure that the agents are able to learn the optimal route to take through their experience with the environment.

#### IV. IDEAS2

#### V. IDEAS3

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