



Reinfocement Learning for Automated Negotiation

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Data Science Labs
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Outline

Timeline

- ▶ 8:30 - 10:00: Theoretical Foundations
- ▶ 10:00 - 10:45: Coffee Break
- ▶ 10:45 - 11:45: Recent Advances
- ▶ 10:45 - 12:30: Developing a negotiator using RL

More Information

- ▶ Tutorial website:
<http://www.yasserm.com/tutorials/aams2025.html>
- ▶ NegMAS Documentation:
<https://negmas.readthedocs.io/en/latest/>



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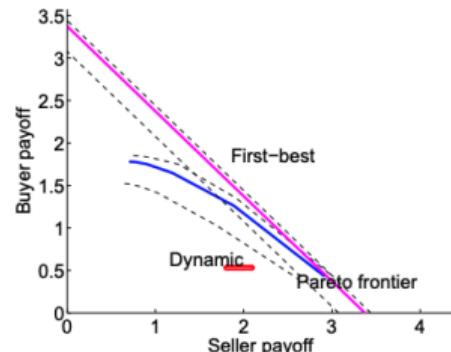
Automated Negotiation

Motivation

- ▶ Negotiation is ubiquitous in societal and business interactions.
- ▶ Increased utilization of AI agents in businesses → higher **need** and **opportunity** for automating negotiation.
- ▶ People are not very good at negotiation. Market studies routinely reveal somewhere between **9%** to **20%** value loss due to negotiation inefficiencies..

Automated negotiation can lead to

- ▶ **Better** agreements → Less money on the table.
- ▶ **Faster** agreements → More dynamic markets.
- ▶ **New Opportunities** → New applications.



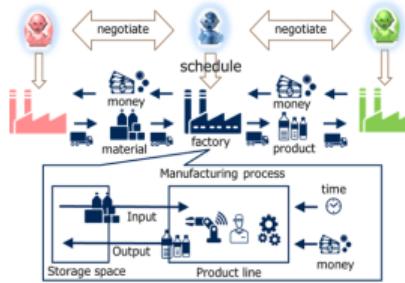
Bradley J Larsen. "The efficiency of real-world bargaining: Evidence from wholesale used-auto auctions". In: *The Review of Economic Studies* 88.2 (2021), pp. 851–882

9-20% loss based on 27,000 negotiations¹

RL Motivation: For Automated Negotiation Researchers

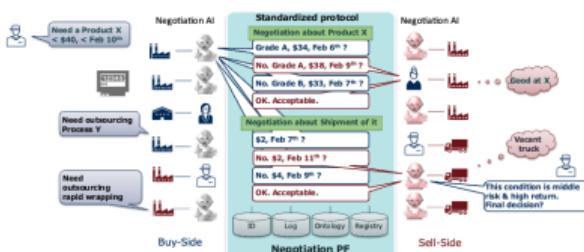
The need

- ▶ No general-purpose AN solution.
- ▶ No known equilibrium for bargaining with incomplete information ².



The opportunity

- ▶ RL has been successfully applied to various domains, including games, robotics, and finance.
- ▶ AN can be cast as a multi-agent RL problem (or a single-agent RL problem).



² Except in a vanishingly small set of scenarios.

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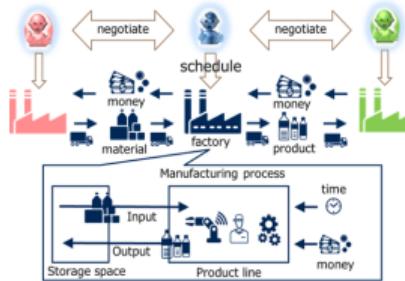
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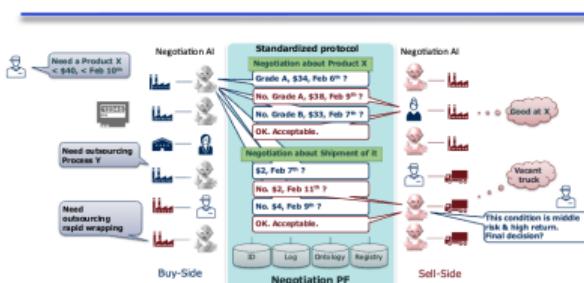
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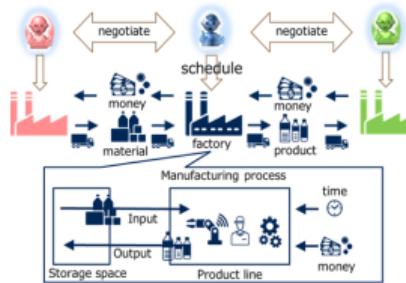
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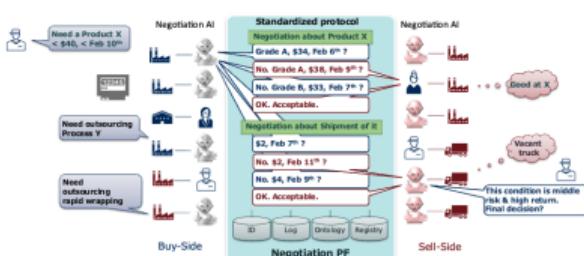
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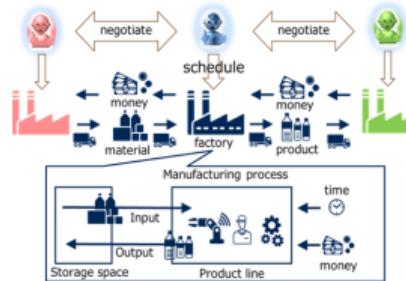
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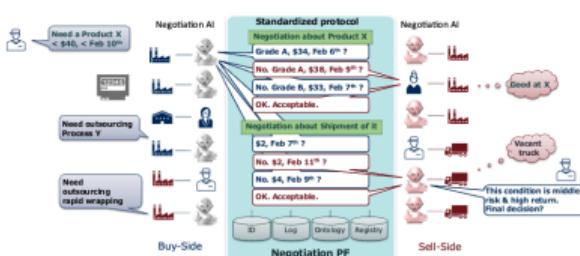
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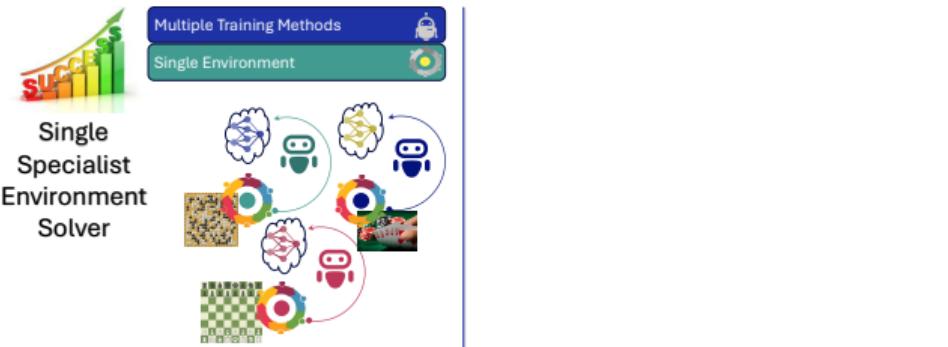
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AN Motivation: For Reinforcement Learning Researchers

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- ▶ Most successful RL applications focused on a single environment/game.
- ▶ Some work have been done in generalizing over environments.
- ▶ The **holly-grail** general game playing.
- ▶ A missing middle ground is a single environment that generate several **related** games.
- ▶ This regimes is very common in real-world business applications.

- ▶ Automated negotiation provides an environment that fits this missing quadrant.
- ▶ We already have simple baseline solutions

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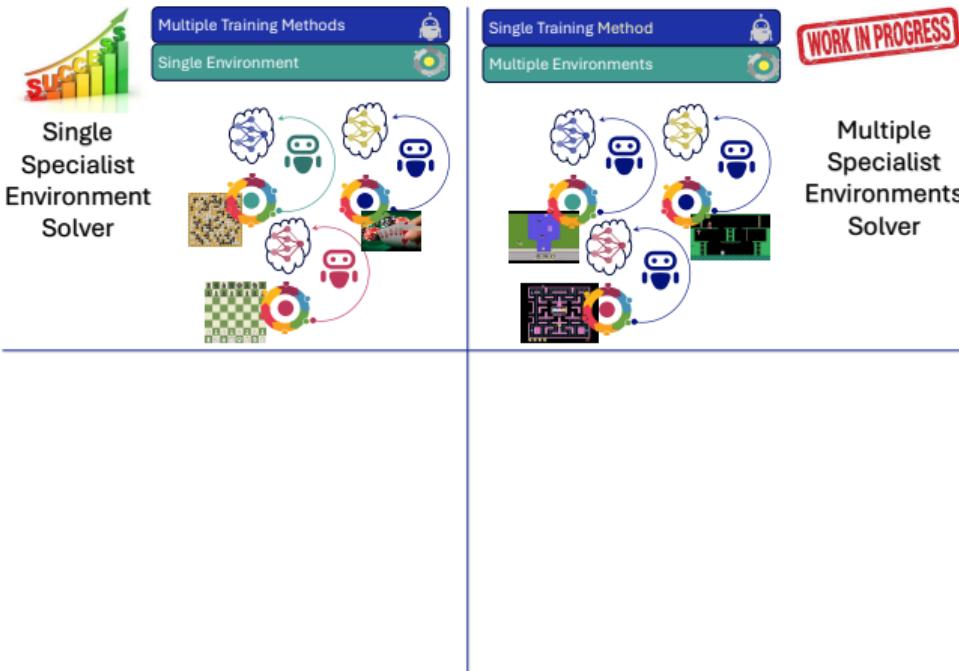
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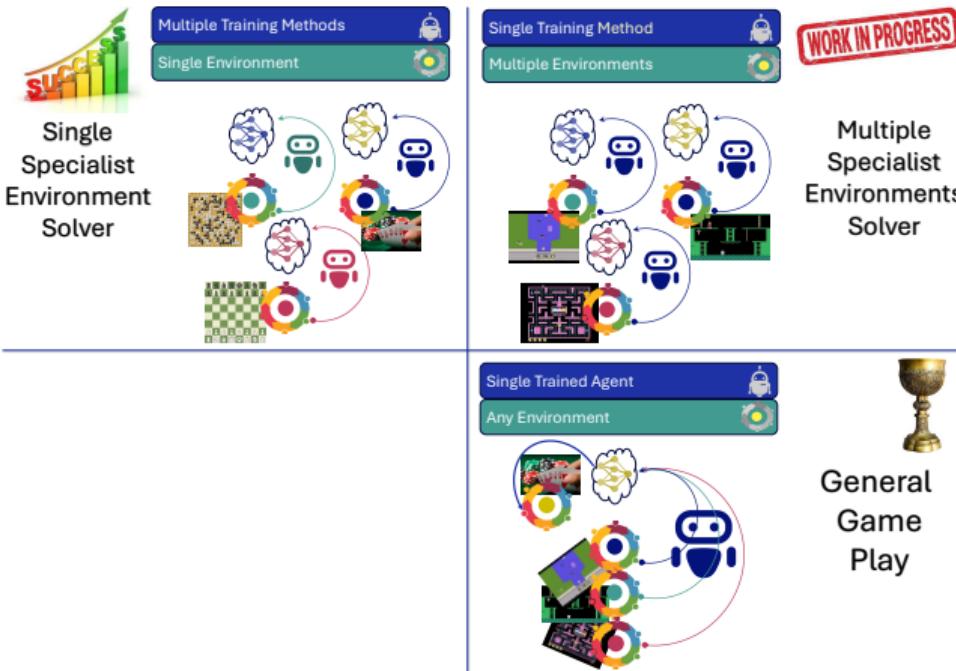
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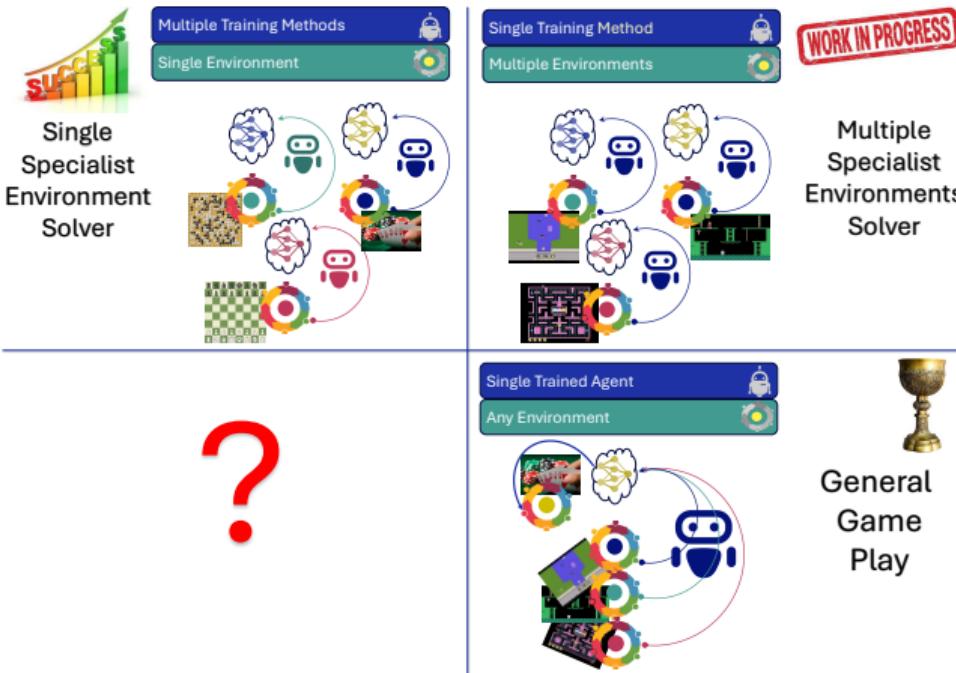
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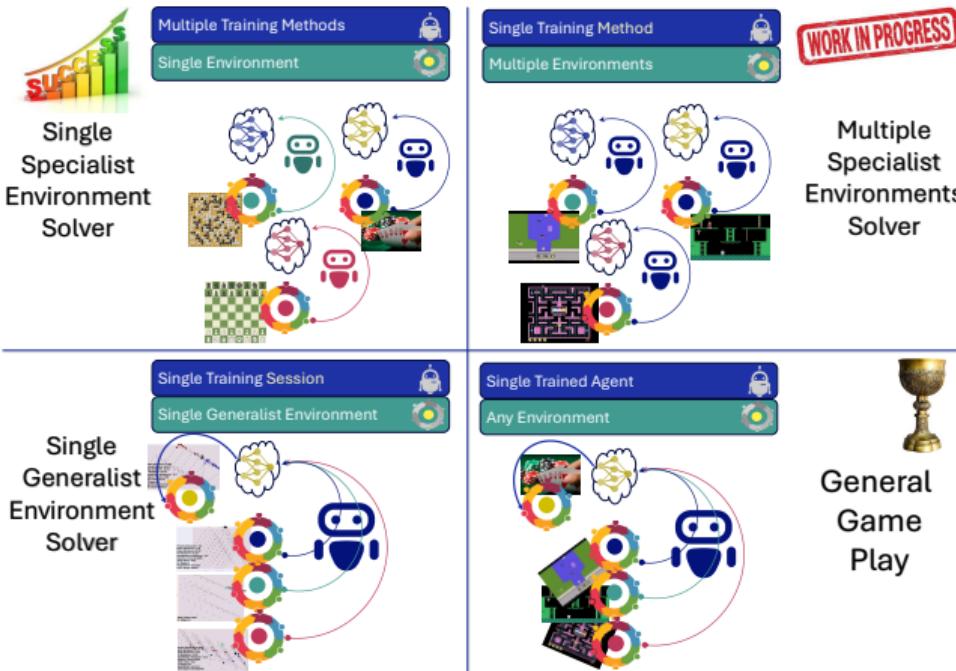
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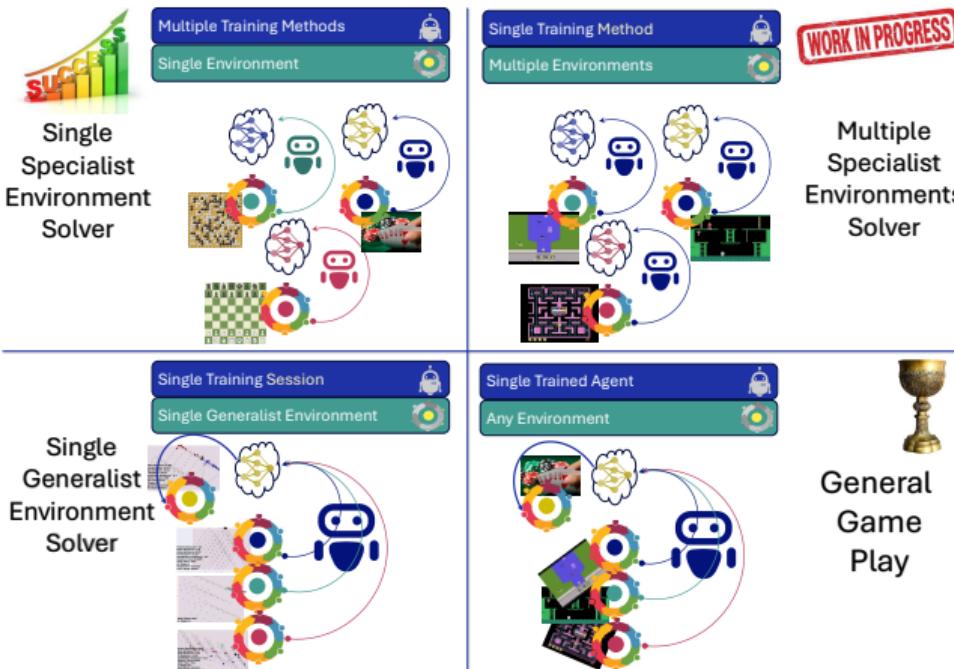
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- ▶ Automated negotiation provides an environment that fits this missing quadrant.
- ▶ We already have simple baseline solutions
 - ▶ both using and not using RL.

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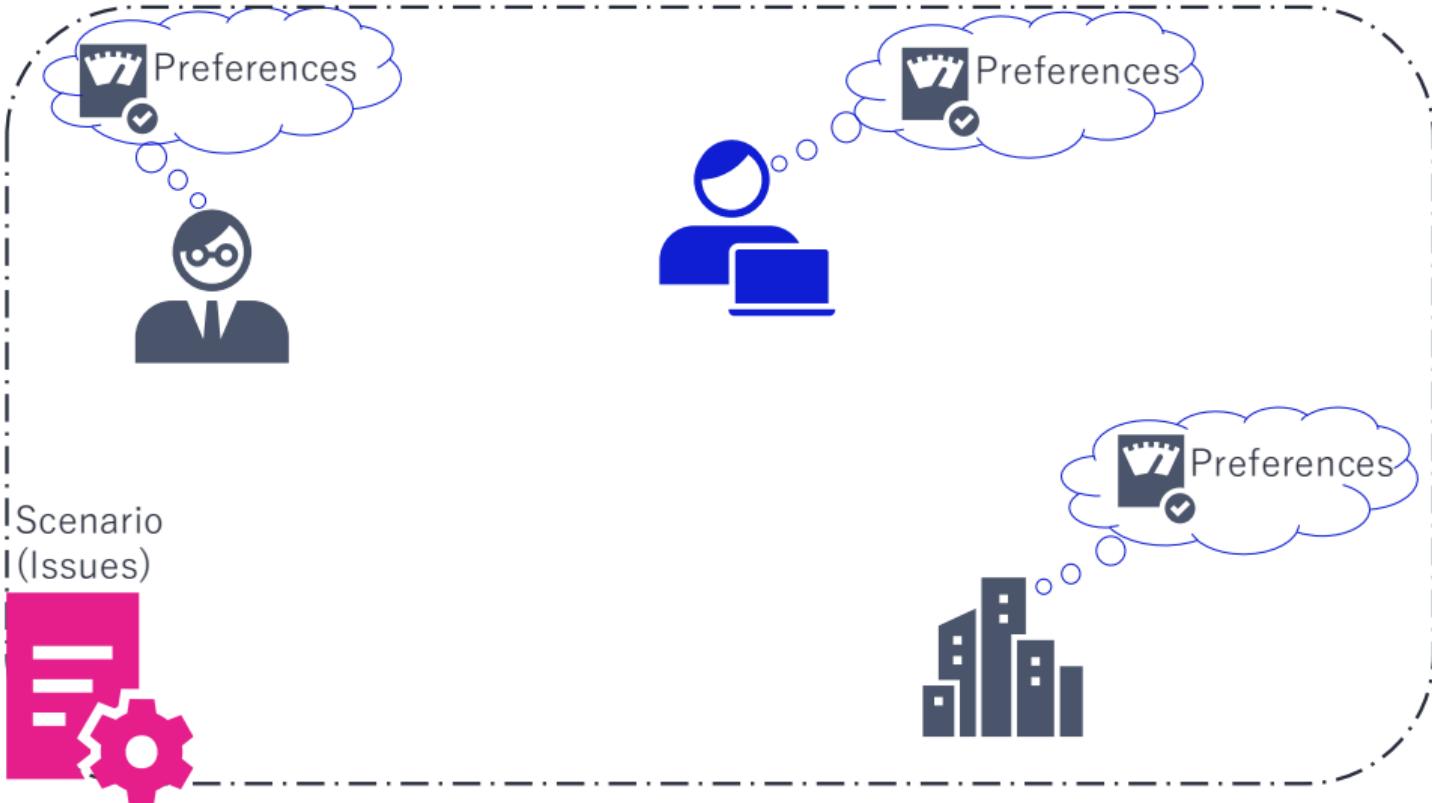
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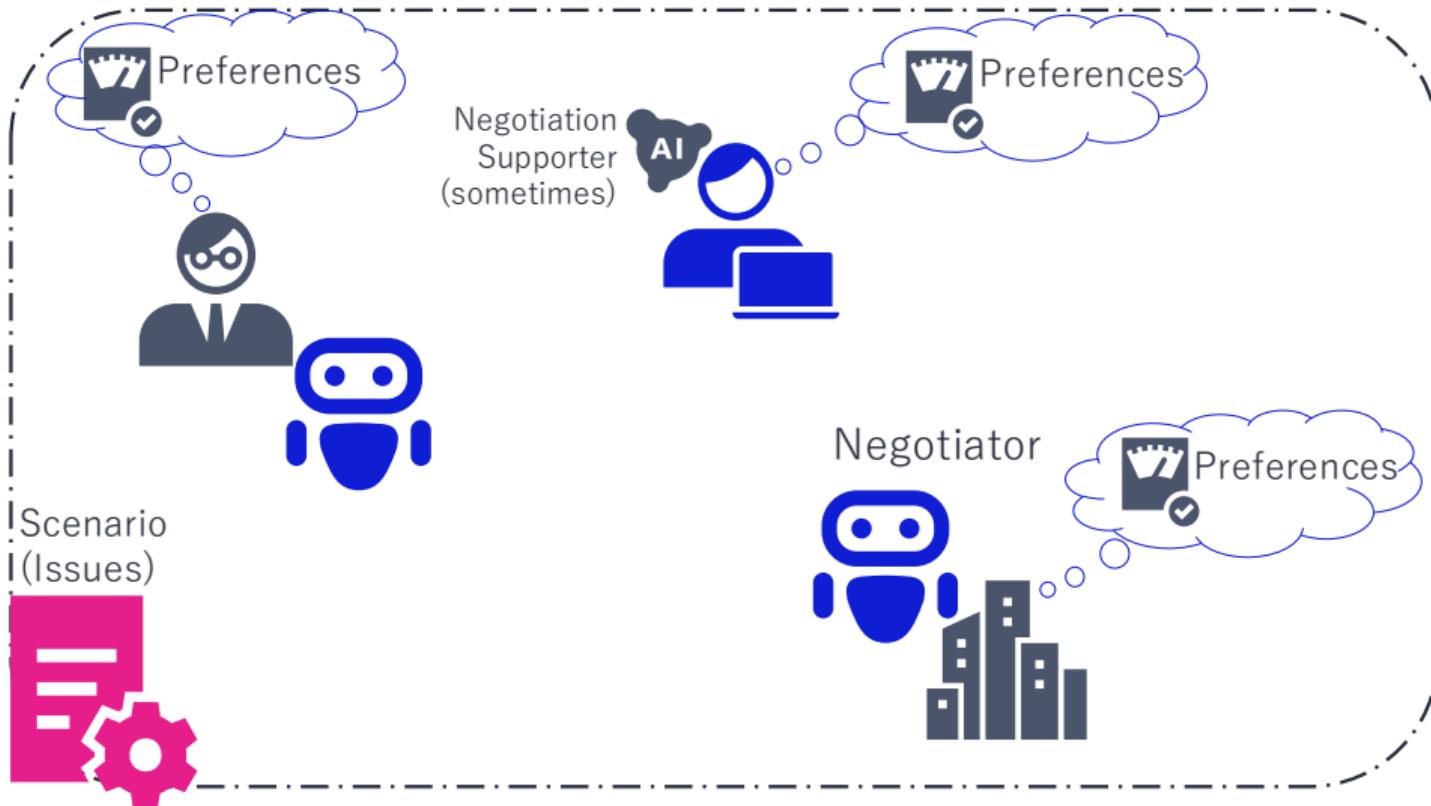
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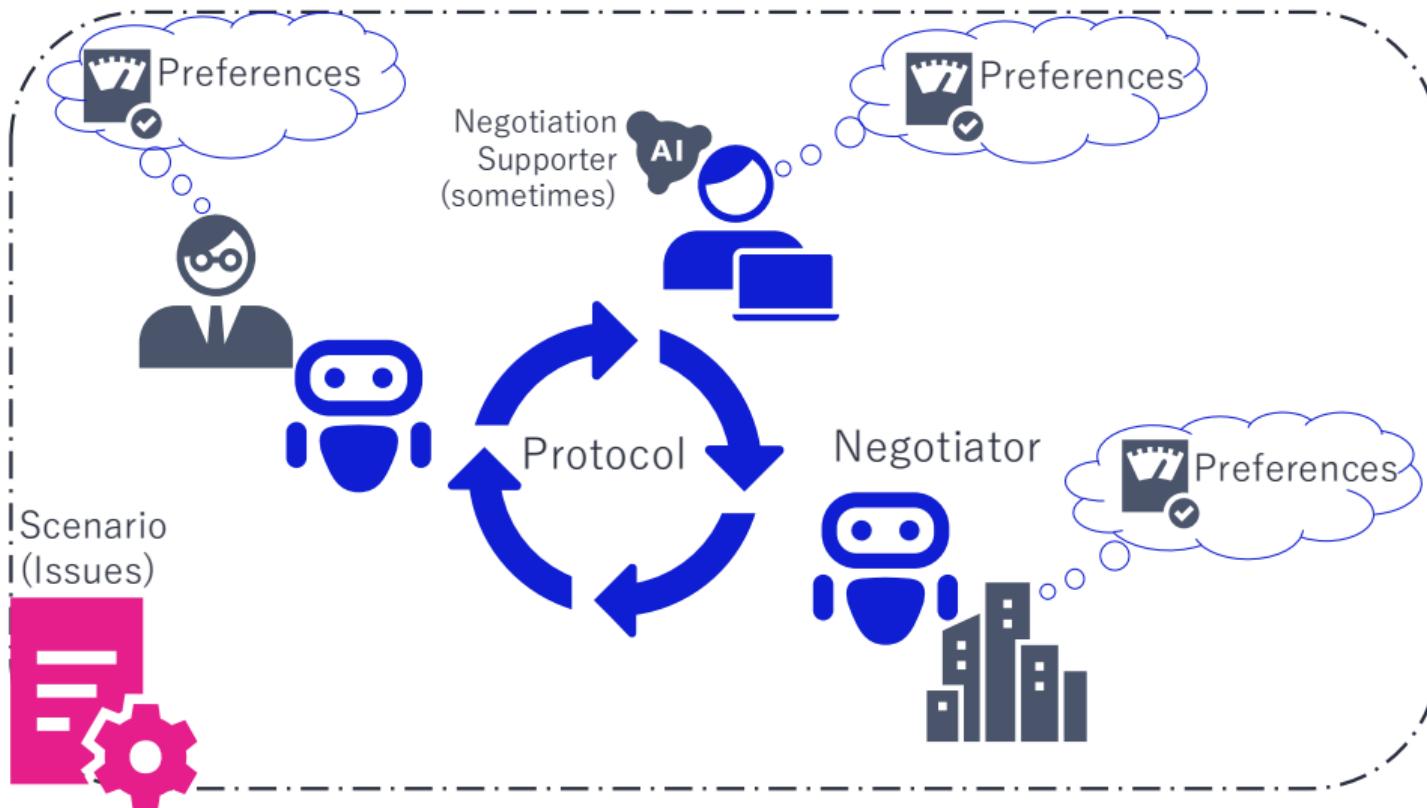
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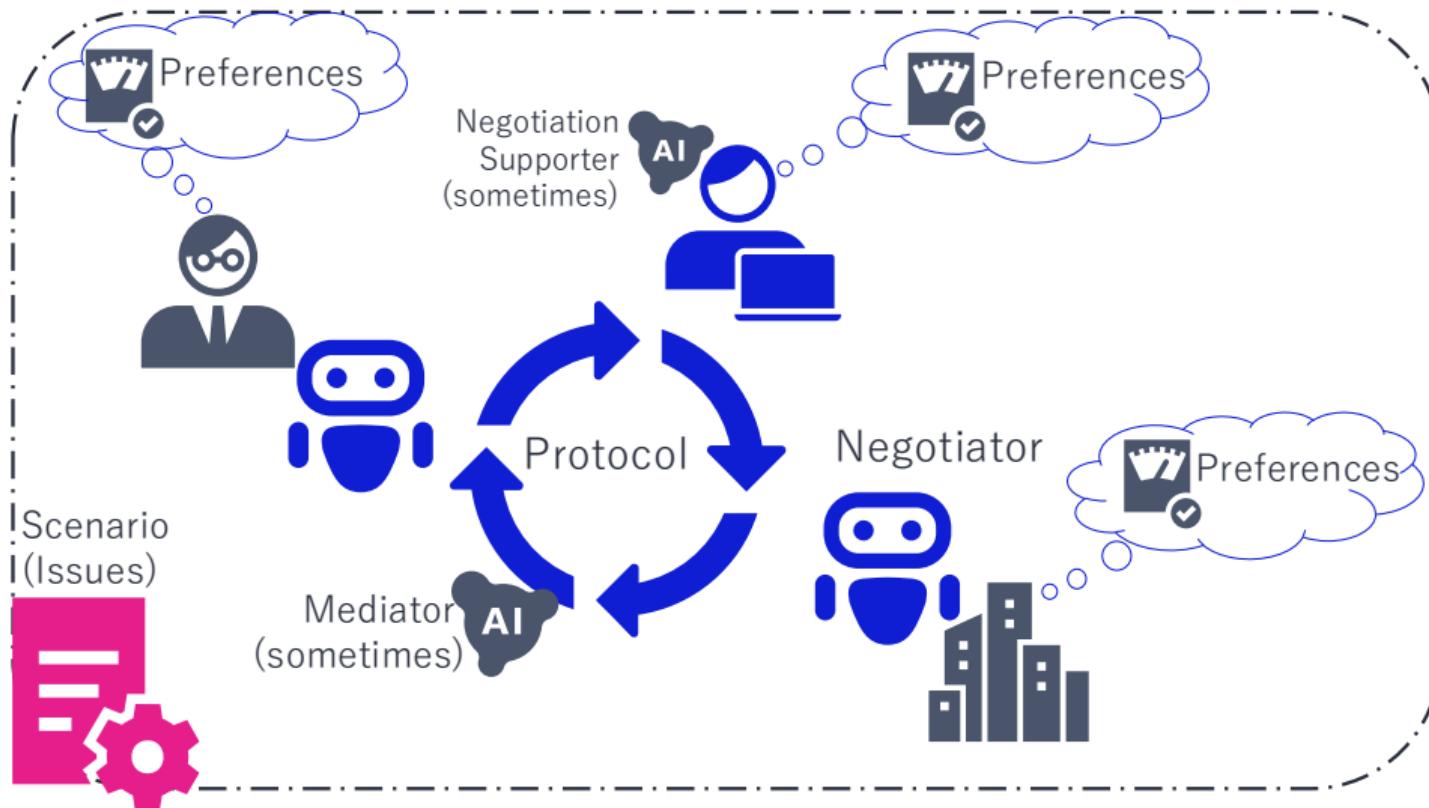
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What is negotiation?



When do we need to negotiate?

- ▶ More than one actor (multiagent system).
- ▶ Actors have different **interests** represented by different **preferences**.
- ▶ There is a boundary: Actors cannot share information freely.
- ▶ Each actor thinks it may benefit from an agreement with the others.
- ▶ Actors can agree on a protocol and agenda for the negotiation.

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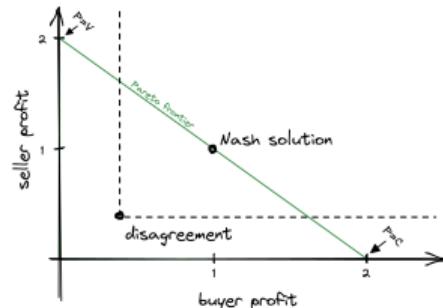
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A Simple Trading Problem

- ▶ A buyer values a good at V
- ▶ A seller can create the good at cost C
- ▶ If $V > C$, then there is surplus $V - C$ to be gained (**value creation**)
- ▶ **Bargaining problem:** how much should the buyer pay the seller for the good? (**value division**)

- ▶ We might also assume there is an outside option (e.g., eBay), if the negotiation breaks down (i.e., they do not reach an agreement):
 - ▶ The buyer (seller) can buy (sell) the good elsewhere for slightly less than V (more than C)



Sketch by Jackson de Campos

Slide by Amy Greenwald

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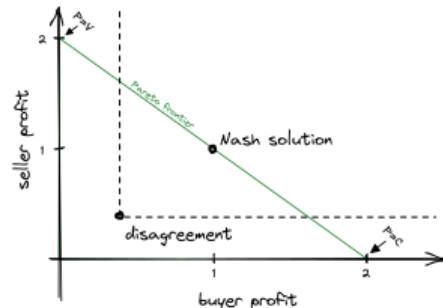
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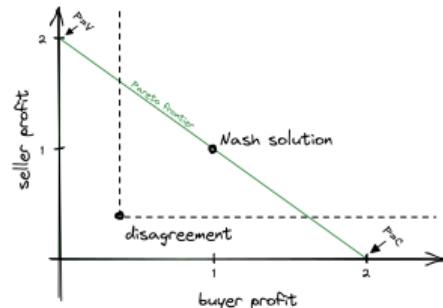
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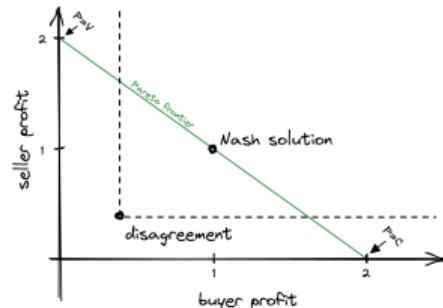
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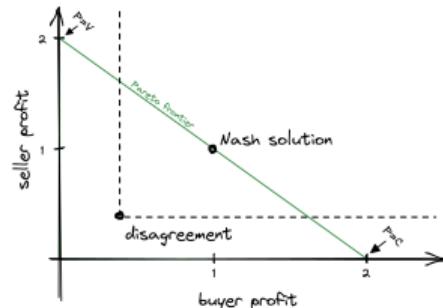
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A Simple Trading Problem

- ▶ A buyer values a good at V
- ▶ A seller can create the good at cost C
- ▶ If $V > C$, then there is surplus $V - C$ to be gained (**value creation**)
- ▶ **Bargaining problem:** how much should the buyer pay the seller for the good? (**value division**)

- ▶ We might also assume there is an outside option (e.g., eBay), if the negotiation breaks down (i.e., they do not reach an agreement):
 - ▶ The buyer (seller) can buy (sell) the good elsewhere for slightly less than V (more than C)



Sketch by Jackson de Campos

Slide by Amy Greenwald

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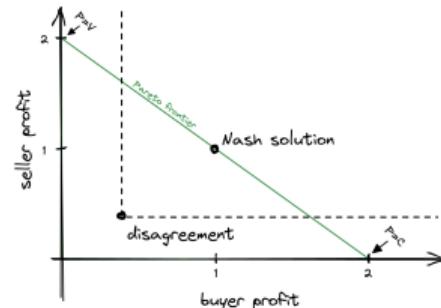
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Abstract Bargaining Problem

The two-agent bargaining problem can be defined abstractly by

- ▶ A set $F \subset \Omega$ of **feasible** outcomes
- ▶ Two agents with utility functions $u_1, u_2 : \Omega \rightarrow \mathbb{R}$
- ▶ A disagreement point $\phi \in \Omega$, also called the **status quo**.
The value $u_i(\phi)$ is called agent i 's **reservation value**.

Individual rationality assumption: No agent will ever agree to a utility below their reservation value.

An efficient outcome is one on the Pareto frontier, where neither agent can be made strictly better off without making the other worse off

Challenge: We seek a cooperative outcome (i.e., an efficient one) in a non-cooperative game

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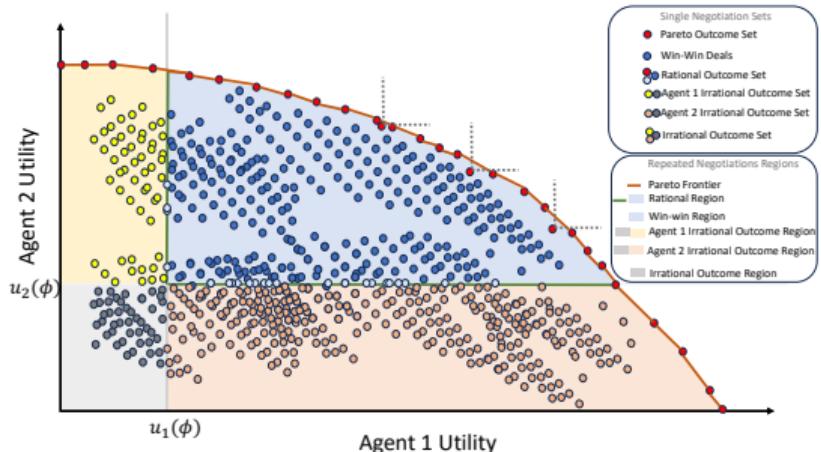
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Pareto Frontier Outcomes that cannot be improved for one actor without making another worse off.

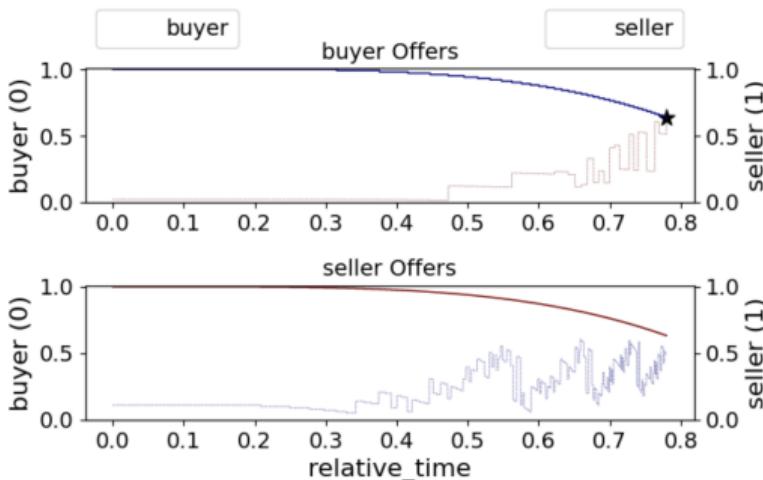
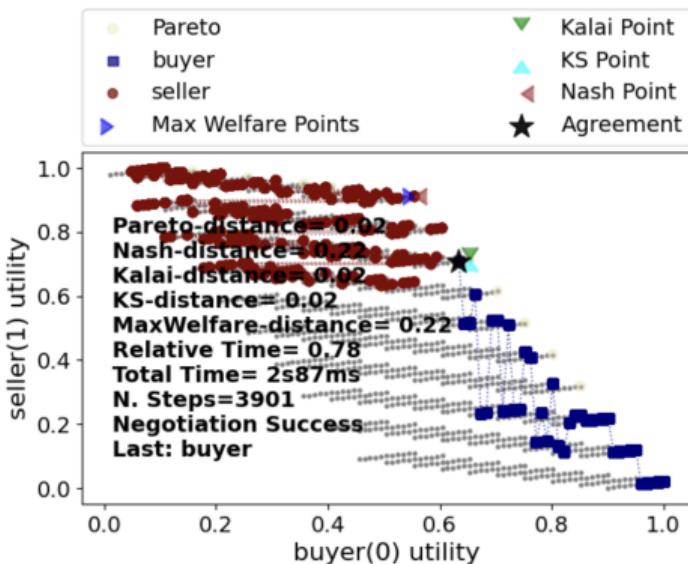
Welfare Total utility received by all actors.

Surplus utility Utility above disagreement utility.

Nash Equilibrium Strategies that are best responses to each other.



Visualizing a Negotiation

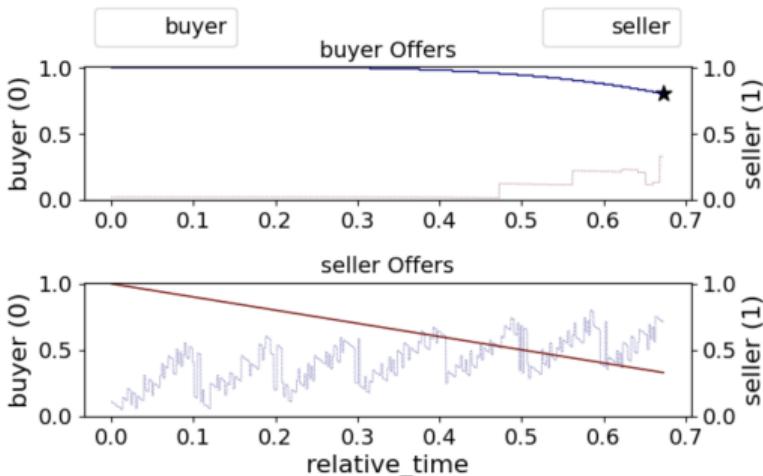
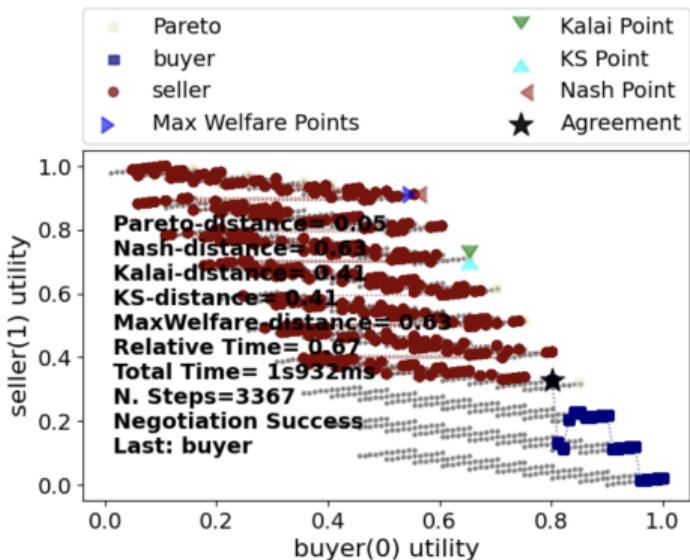


A **buyer** and a **seller** negotiating price, quantity and delivery date.

- ▶ Is this a zero-sum game?
- ▶ Is this a **good** result?
- ▶ What are the reservation values?

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von Neumann-Morgenstern Utility Theorem

It is natural to express agent's preferences as comparisons: e.g., "I prefer apples to bananas."

We can also compare lotteries (i.e., randomized outcomes): e.g., when I am very hungry, "I prefer a banana with probability 90% to an apple with probability 50%."

Theorem³ Given an agent with preferences over randomized outcomes that satisfy various axioms, there exists a unique **utility function** $u : \Omega \rightarrow \mathbb{R}$ s.t. $\sigma \succ \tau$ iff $\mathbb{E}[u(\sigma)] > \mathbb{E}[u(\tau)]$, up to scaling.

The axioms are completeness, transitivity, continuity, and IIA.

Why is this relevant?

- ▶ Justifies focusing on bargaining assuming utility functions (hereafter, **ufuns**).
- ▶ Justifies modelling the preferences of negotiation partners (hereafter, **opponents**) via ufun.

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Nash Bargaining Game: Description

A single-step full-information bilateral negotiation with $\Omega = [0, 1]^2$ and two utility functions $(\tilde{u}_1, \tilde{u}_2)$ such that:

- ▶ A feasible set of agreements F . A common example is to define F as all the outcomes for which the total utility received by negotiators is less than or equal to one:
$$F = \{(\omega_1, \omega_2) | \tilde{u}_2(\omega_2) + \tilde{u}_1(\omega_1) \leq 1\}.$$

- ▶ A disagreement point $d \equiv \tilde{u}_1(\phi) + \tilde{u}_2(\phi) \in \mathbb{R}^2$ which is the utility value received by the two players in case of disagreement (reserved values).

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Other Bargaining Solutions

- **Nash Point (1950):** The point at which the product of surplus utility (above reservation value) of negotiators is maximized

$$\arg \max_{\omega_1, \omega_2} \prod_{i=1}^2 (u_i(\omega_i) - u_i(\phi))$$

- **Kalai-Smorodinsky Point (1975):** The Pareto outcome with equal ratios of achieved surplus utility and maximum feasible surplus utility

$$\arg \max_{\omega_1, \omega_2 \in F} (\omega_1 + \omega_2) \text{ s.t. } \left(\frac{u_1(\omega_1) - u_1(\phi)}{u_2(\omega_2) - u_2(\phi)} = \frac{\max_{v \in F} (u_1(v)) - u_1(\phi)}{\max_{v \in F} (u_2(v)) - u_2(\phi)} \right)$$

- **Kalai Point (1977):** The Pareto outcome maximizing the utility for the unfortunate player. Defining P as the Pareto front

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Rubinstein's Bargaining Protocol: Description

The Game

- ▶ Two agents sharing a pie.
- ▶ Each agent is under a different time-pressure: $u_i^{t+\Delta}(\omega) < u_i^t(\omega)$. Examples of time-pressure:
 - Exponential $u_i^{t+\Delta}(\omega) = \delta_i^\Delta u_i^t(\omega)$.
 - Linear $u_i^{t+\Delta}(\omega) = u_i^t(\omega) - \Delta c_i$
- ▶ Agent's initial utility is the assigned part of the pie: $u_i^0 = \omega_i$.
- ▶ Time pressure and utility information are common knowledge.
- ▶ No externally imposed time-limit.
- ▶ Zero reservation value: $u_i^\tau(\phi) = 0 \forall \tau$.

Main Result

There is a unique *sub-game perfect equilibrium* that requires a single negotiation step in most cases.

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Rubinstein's Bargaining Protocol: Equilibrium

Exponential Discounting

The negotiation ends in **one step** with the first agent proposing and the second agent accepting *for asymmetric cases*:

$$(\omega_1^*, \omega_2^*) = \left(\frac{1 - \delta_2}{1 - \delta_1 \delta_2}, \frac{\delta_2 (1 - \delta_1)}{1 - \delta_1 \delta_2} \right)$$

Linear Discounting

The negotiation ends in **one step** with the first agent proposing and the second agent accepting:

$$(\omega_1^*, \omega_2^*) = \begin{cases} (c_2, 1 - c_2) & c_1 > c_2 \\ (x, 1 - x) \quad \forall x \in [c_1, 1] & c_1 = c_2 \\ (1, 0) & c_1 < c_2 \end{cases}$$

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Myerson-Satterthwaite Impossibility Result

Desirata

- ▶ Ex-post Efficient outcome.
- ▶ Individual rationality (IR).
- ▶ (Nash Equilibrium) Incentive compatible (IC).
- ▶ Budget balance (BB).

Theorem

No mechanism can achieve all four of these desiderata.

- ▶ A buyer values a good at V .
- ▶ A seller can create the good at cost C .
- ▶ V (C) is private information, known only to the buyer (seller).
- ▶ There is no IR, IC, and BB mechanism that results in agreement, for all $V > C$ values.

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Summary of Classical Results

Solved

- ▶ Single-shot bilateral negotiation with complete information (Nash/Kalai/Kalai-Smorodinsky Solutions).
- ▶ Infinite horizon bilateral negotiation with time-pressure and complete information (Rubinstein's SPE).
- ▶ Sometimes we still need negotiations even with complete information (Hick's Paradox).
- ▶ Incomplete information: Myerson-Satterthwaite Impossibility Result.

Open

- ▶ What is the PBE of time-limited bargaining with unknown partner utility function?
- ▶ What is the PBE of time-limited bargaining with partially-known partner utility function?

Issues and Outcomes

Cartesian Outcome Space

The Cartesian product of a set of issues:

$$\Omega = I_0 \times I_1 \times \cdots \times I_{N-1}.$$

Issue Types

Categorical Set of values: $\{v_i | v_i \in I\}$

Ordinal with defined order

Cardinal with defined difference

Numeric with defined numeric value (integer/real)

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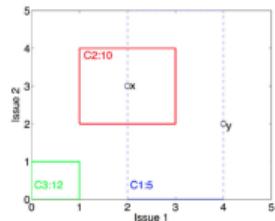
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Preferences and Utility Functions

- ▶ Partial Ordering $\omega_i \succeq \omega_j \forall \omega_i, \omega_j \in \Omega$
- ▶ Full Ordering $\omega_i \succ \omega_j \forall \omega_i, \omega_j \in \Omega$
- ▶ Cardinal $\delta_{ij} = \omega_i - \omega_j \in \mathbb{R} \forall \omega_i, \omega_j \in \Omega$
- ▶ Utility Function $u(\omega) \in \mathbb{R} \forall \omega \in \Omega$
- ▶ Normalized Utility Function $u(\omega) \in [0, 1] \forall \omega \in \Omega$
- ▶ Linear UFuns $u(\omega) = \sum_{i=0}^{|\omega|} \alpha_i \times \omega_i$
- ▶ Linear Additive UFuns $u(\omega) = \sum_{i=0}^{|\omega|} \omega_i \times f_i(\omega_i)$
- ▶ Generalized Additive UFuns $u(\omega) = \sum_{i=0}^K \omega_k \times f_k(\omega_j \forall j \in G_k)$
- ▶ Hyper Rectangle UFuns $u(\omega) = \sum_{k=0}^K c_k \times \delta[\omega \in C_k]$
- ▶ Genrealized Hyper Rectangle UFuns
$$u(\omega) = \sum_{k=0}^K f_k(\omega) \times \delta[\omega \in C_k]$$

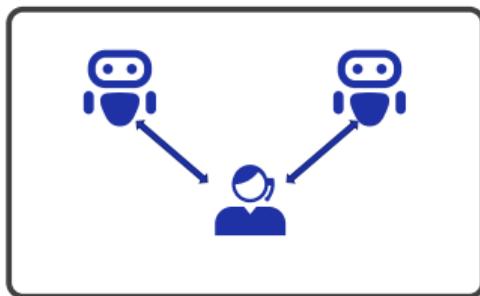


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Main Features

- ▶ Has A central *mediator*.
- ▶ Agents negotiate by exchanging *messages* with the *mediator*.
- ▶ Proposals can come from the mediator or the negotiators.



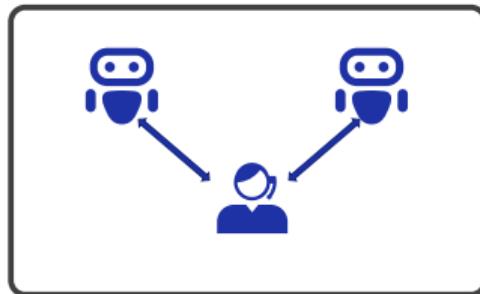
Examples

Single Text Protocol The mediator proposes a single hypothetical agreements, gets feedback about it and modifies it based on this feedback.

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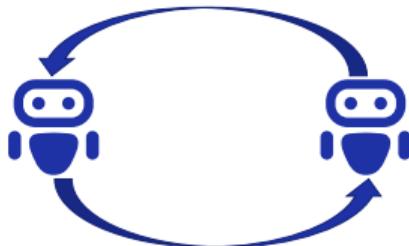
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Unmediated Protocols

Main Features

- ▶ No central coordinator.
- ▶ Agents negotiate by exchanging *messages*.
- ▶ All proposals come from negotiators.



Examples

Nash Bargaining Game Single iteration, single issue, bilateral protocol with complete information.

Rubinstein Bargaining Protocol Infinite horizon, single issue, bilateral protocol with complete information⁴.

Alternating Offers Protocol Finite horizon, multi-issue, multilateral protocol with partial information⁵.

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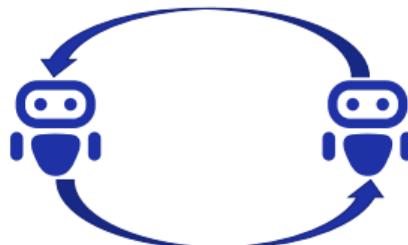
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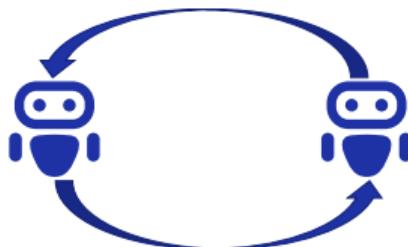
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Stacked Alternating Offers Protocol

```
n_agreed, current = 0, randint(0, n_agents)
offer = agents[current].offer()
while not timeout():
    current = (current + 1) % n_agents
    response = agents[current].respond(offer)
    if response == 'accept':
        n_agreed += 1
    if n_agreed == n_agents:
        return offer
    elif response == 'end_negotiation':
        return 'failed'
    elif response == 'reject':
        offer = agents[current].offer()
return "timedout"
```

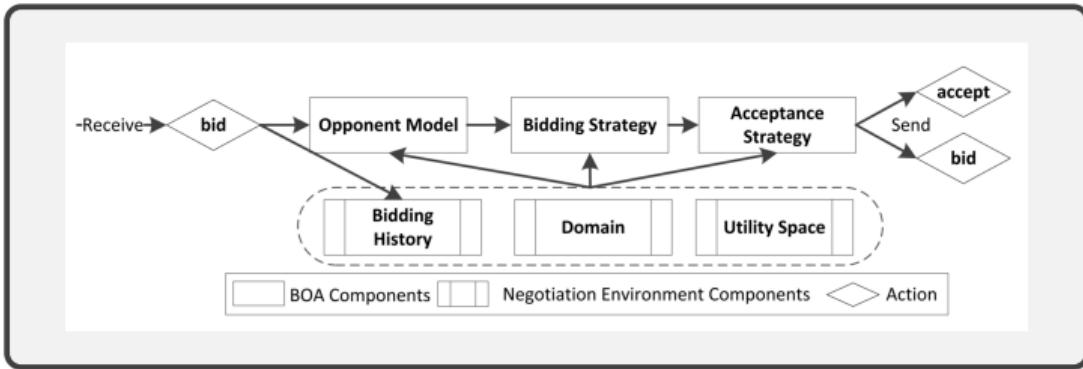


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Negotiator Components

Reinforcement Learning for Automated Negotiation

Y. Mohammad



BOA Architecture

Opponent Model Learns about the partner/opponent.

Offer Policy Generates new bids, Also called **Offer Policy**

Acceptance Policy Decides when to accept, Also called **Acceptance Policy**.

Tim Baarslag et al. "Decoupling Negotiating Agents to Explore the Space of Negotiation Strategies". In: *Novel Insights in Agent-based Complex Automated Negotiation*. Ed. by Ivan Marsa-Maestre et al. Tokyo: Springer Japan, 2014, pp. 61–83. ISBN: 978-4-431-54758-7.
DOI: 10.1007/978-4-431-54758-7_4. URL: https://doi.org/10.1007/978-4-431-54758-7_4

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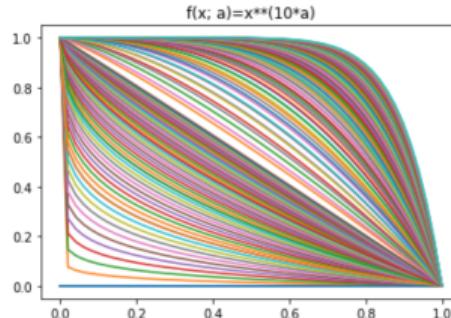
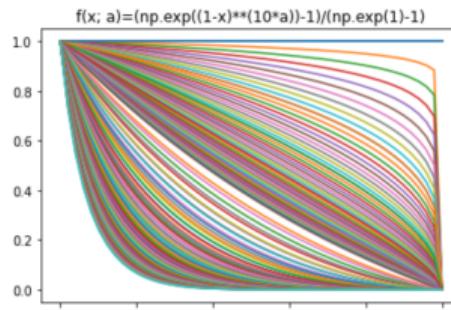
Time-based Offer Policy

Time-based strategies

- ▶ The negotiator's offers and decisions (acceptance, ending) depend **only** on the relative negotiation time.
- ▶ Monotonically decreasing utility (usually).
- ▶ Usually requires an inverse utility function.

Common TB Strategies

- ▶ Boulware: Slow then fast concession (i.e. $a > 1$)
- ▶ Linear: Linear concession (i.e. $a = 1$)
- ▶ Conceder Fast then slow concession (i.e. $a < 1$)

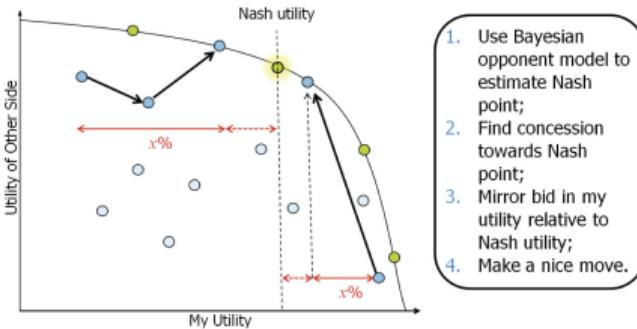


Behavior Based Strategies

- ▶ Responds to the opponent offers.
- ▶ Usually Tit-for-Tat.
- ▶ Usually requires an opponent model.

(Nice) Tit-for-Tat (bilateral)⁶

Concede as much as the opponent toward the estimated nash-point and do not retaliate.



Tim Baarslag, Koen Hindriks, and Catholijn Jonker. "A tit for tat negotiation strategy for real-time bilateral negotiations". In: *Complex Automated Negotiations: Theories, Models, and Software Competitions*. Springer, 2013, pp. 229–233

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Acceptance Policy

Y. Mohammad

Accept if $\alpha u(\omega) + \beta$ is greater than:

Threshold a utility threshold (τ).

Constant May be a fraction of maximum utility ($AC_{const}(\gamma)$).

Time-based Monotonically non-increasing with time
($AC_{monotonic}(t)$).

Last my last offer (AC_{last}).

Next what I am about to offer (AC_{next}).

Best the best offer I received in a given window ($AC_{best}(K)$).

Average the average utility I received in a given window ($AC_{avg}(K)$).

Time the reserved value and $T \in [0, 1]$ fraction of the negotiation have passed ($AC_{time}(T)$)

Expected the best offer I expect to receive (e.g. Gaussian Processes, needs opponent offer and acceptance policies).

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Combining Acceptance Policies

Combined Acceptance Strategy⁷

Y. Mohammad

- ▶ Combines multiple simple acceptance policies.
- ▶ $AC_{combi}(\tau, \gamma) = AC_{next} \vee (AC_{time}(\tau) \wedge AC_{const}(\gamma))$
- ▶ $AC_{combi}^{best}(\tau, W) = AC_{next} \vee (AC_{time}(\tau) \wedge AC_{best}(W))$
- ▶ $AC_{combi}^{avg}(\tau, W) = AC_{next} \vee (AC_{time}(\tau) \wedge AC_{avg}(W))$
- ▶ $AC_{combi}^{best}(\tau) = AC_{next} \vee (AC_{time}(\tau) \wedge AC_{best}(T))$

NegMAS

```
ACCombi = ACNext() or (ACTime(tau) and ACConst(gamma))
```

```
ACBest = ACNext() or (ACTime(tau) and ACBest(w))
```

```
ACAvg = ACNext() or (ACTime(tau) and ACLastKReceived(K, op=math.mean))
```

```
ACBestAll = ACNext() or (ACTime(tau) and ACBest())
```

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Opponent Modeling

Opponent Components

- ▶ Opponent preferences $u^o(\omega) \forall \omega \in \Omega$
- ▶ Offer Policy $\pi^o(s)$
- ▶ Acceptance Policy $a(\omega, s)$

When is it modeled?

- ▶ Before the negotiation: Static Model.
- ▶ During the negotiation: Dynamic Model.

Data

- ▶ This opponent vs. this opponent group vs. all opponents.
- ▶ Only agreements vs. All exchanged offers.

What is being modeled?

- ▶ Any of the 3 components.
- ▶ Opponent Type.

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When is it modeled?

- ▶ Before the negotiation: Static Model.
- ▶ During the negotiation: Dynamic Model.

Data

- ▶ This opponent vs. this opponent group vs. all opponents.
- ▶ Only agreements vs. All exchanged offers.

What is being modeled?

- ▶ Any of the 3 components.
- ▶ Opponent Type.

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Opponent Modeling

Opponent Components

- ▶ Opponent preferences $u^o(\omega) \forall \omega \in \Omega$
- ▶ Offer Policy $\pi^o(s)$
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When is it modeled?

- ▶ Before the negotiation: Static Model.
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Some Automated Negotiation Platforms

Genius⁸

a Java-based negotiation platform to develop general negotiating agents and create negotiation scenarios.

GeniusWeb

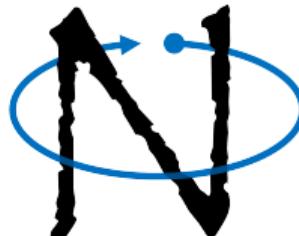
A distributed platform for automated negotiation on the internet

NegMAS⁹

a Python-based negotiation platform for developing autonomous negotiation agents embedded in simulation environments.

GENIUS

>> General Environment for Negotiation with Intelligent multi-purpose Usage Simulation.



Raz Lin et al. "Genius: An Integrated Environment for Supporting the Design of Generic Automated Negotiators". In: *Computational Intelligence* 30.1 (2014), pp. 48–70. ISSN: 1467-8640. DOI: 10.1111/j.1467-8640.2012.00463.x. URL: <http://dx.doi.org/10.1111/j.1467-8640.2012.00463.x>

Yasser Mohammad, Amy Greenwald, and Shinji Nakadai. "NegMAS: A platform for situated negotiations". In: *Twelfth International Workshop on Agent-based Complex Automated Negotiations (ACAN2019) in conjunction with IJCAI*. Macau, China, 2019. URL: <https://github.com/yasserp/negmas>

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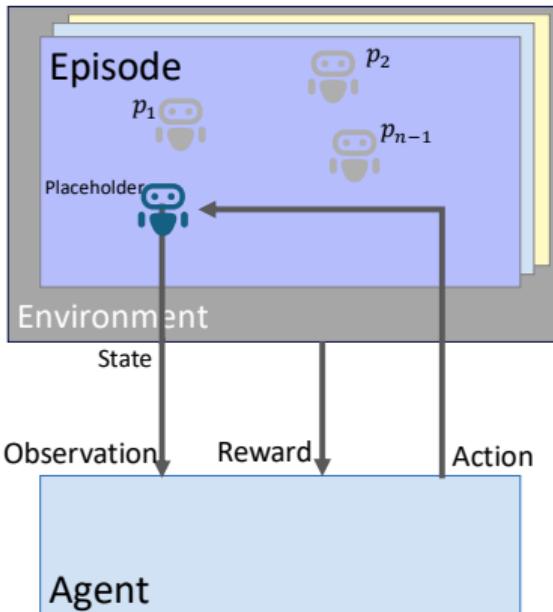
Wrap up

Reinforcement Learning

What is Reinforcement Learning?

- ▶ The agent receives **state** for an environment and sends back an **action**. It then receives a **reward**.
- ▶ Training consists of learning a **strategy** for maximizing expected accumulated rewards.
- ▶ DLR uses deep learning to train neural models that represent the strategy and/or the value of stats or stat/action pairs (Q-functions).
- ▶ MARL: Multiple agents are trained together:

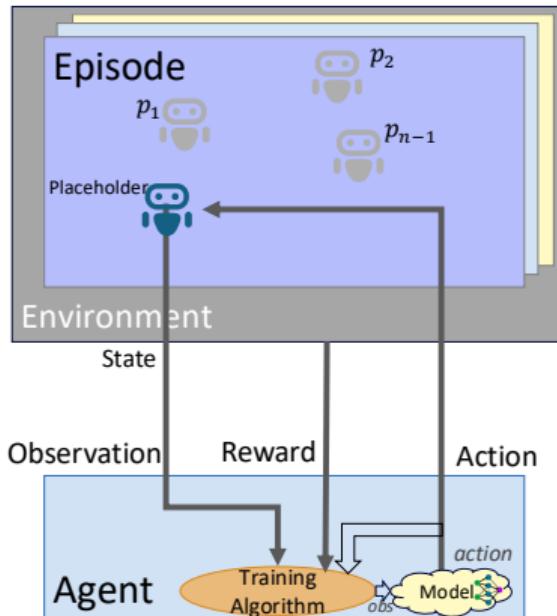
▶ Central Training Distributed Execution.



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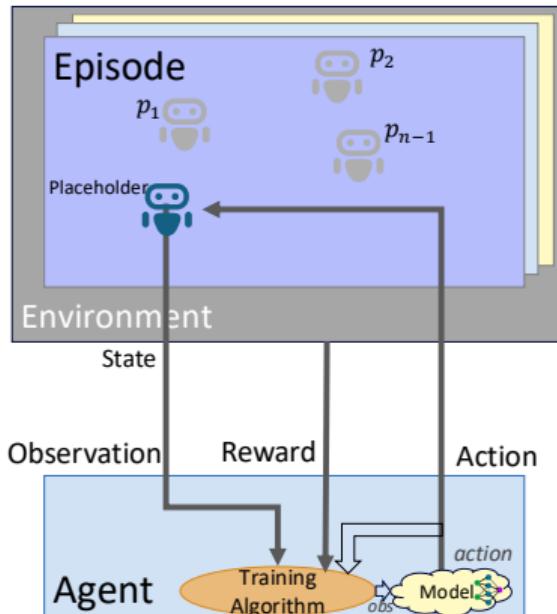


Training

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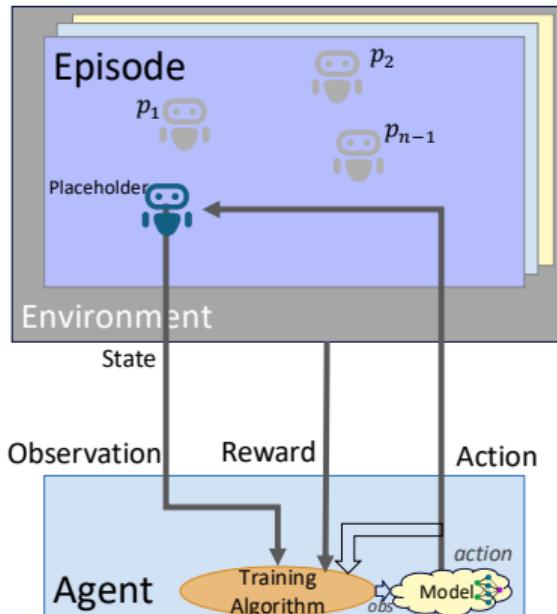
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Training

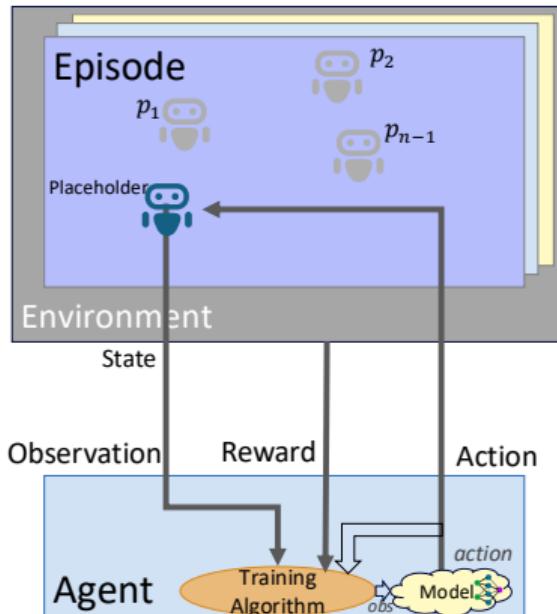
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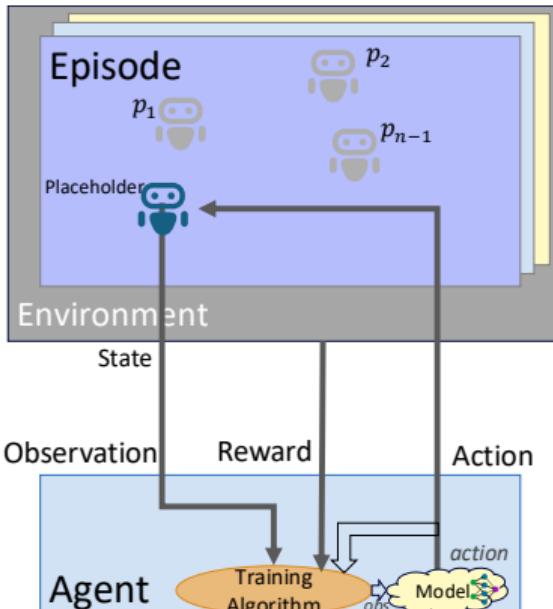


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Training



Training

A little more formal

Fully Observable Environment

A 4-tuple (S, A, P, R)

S State space.

A Action space.

$P(s, s')$ State transition function.

$R(s, a, s')$ Reward function.

The agent receives a state $s_t \in S$ and sends an action $a_t \in A$. It then receives a reward $r_t = R(s_t, a_t, s_{t+1})$ and the next state $s_{t+1} \sim P(s_t, a_t)$.

Objective

$$\arg \max_{\pi} \left[\sum_{t=0}^{\infty} \gamma^t R(s_t, a_t, s_{t+1}) \right]$$

$$\arg \max_{\pi} \left[\sum_{t=0}^H R(s_t, a_t, s_{t+1}) \right]$$

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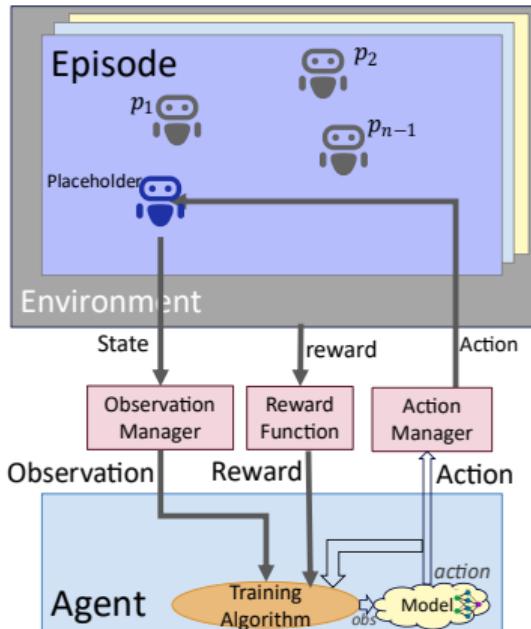
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Training

A little more formal

Partially Observable Environment

A 6-tuple $(S, A, P, R, \Omega, \mathcal{O})$

Ω Observation space.

$\mathcal{O}(\omega|s)$ Observation model.

The agent receives an observation ω_t (sampled from the observation model) ...

Objective

$$\arg \max_{\pi} [\sum_{t=0}^{\infty} \gamma^t R(s_t, a_t, s_{t+1})]$$

$$\arg \max_{\pi} \left[\sum_{t=0}^H R(s_t, a_t, s_{t+1}) \right]$$

(Practical) Stages of RL

Reinforcement Learning for Automated Negotiation

Y. Mohammad

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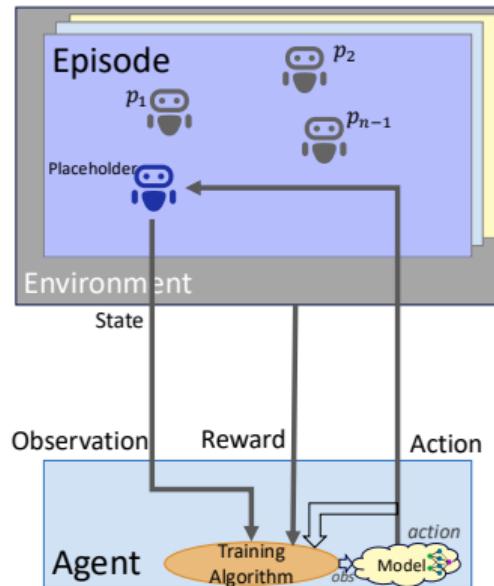
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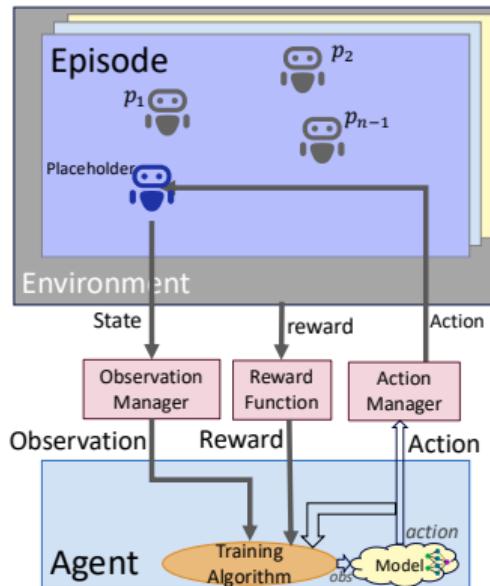
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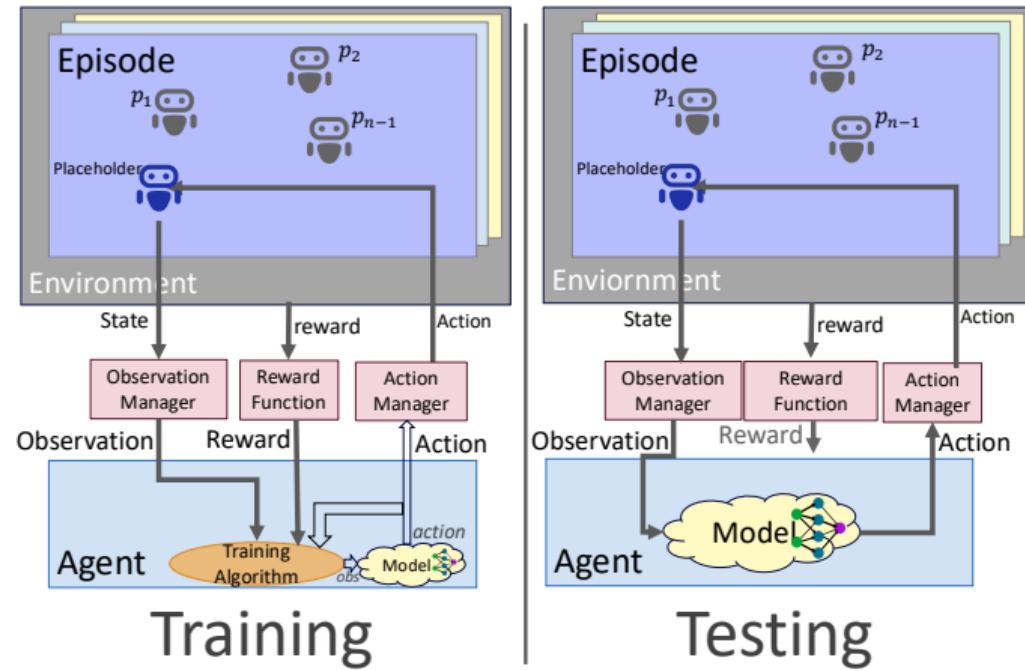
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(Practical) Stages of RL

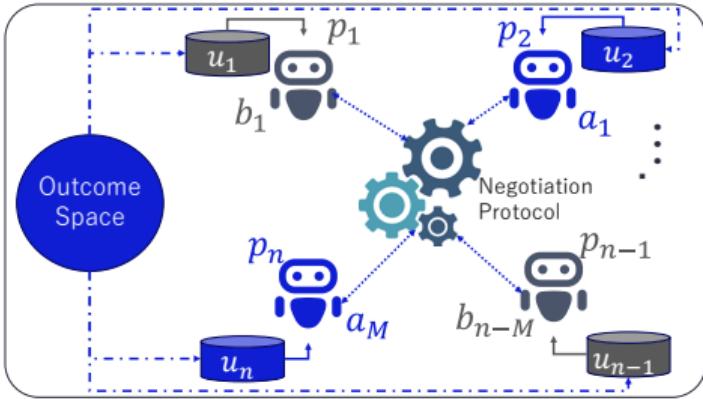


Automated Negotiation as an RL Problem

The Negotiation Environment

Reinforcement Learning for Automated Negotiation

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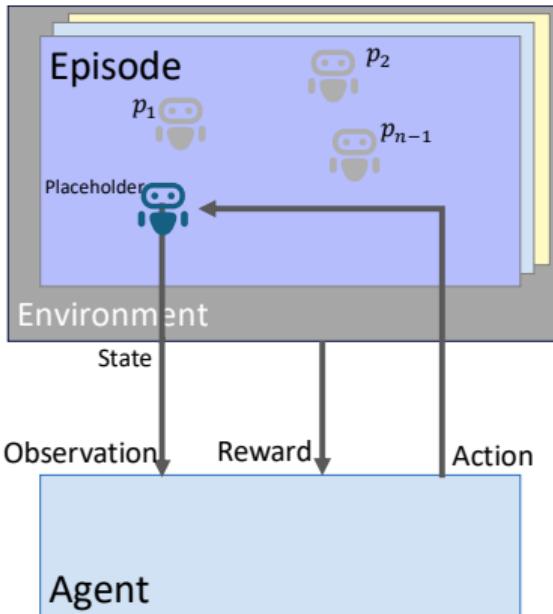
- ▶ A negotiation **session** is defined by the **outcome-space**, **protocol**, **preferences**, and **agent strategies**.
- ▶ We can separate the partners ($p_{1:N}$) into:
 - ▶ Learners $a_{1:M}$ trained to improve their performance.
 - ▶ Background Agents $b_{1:N-M}$ not allowed to learn.

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Automated Negotiation as an RL Problem

Mapping

- ▶ Environment \leftrightarrow Protocol + Partner strategies
- ▶ Agent \leftrightarrow Negotiator
- ▶ State \leftrightarrow Complete negotiation history (trace)
- ▶ Reward \leftrightarrow Utility (if not shaped)
- ▶ Action \leftrightarrow Action: Offer/Acceptance/Leaving (for AOP)
- ▶ Transition Function \leftrightarrow Protocol step
- ▶ Episode \leftrightarrow Negotiation Session
- ▶ Observation Function \leftrightarrow ObservationManager



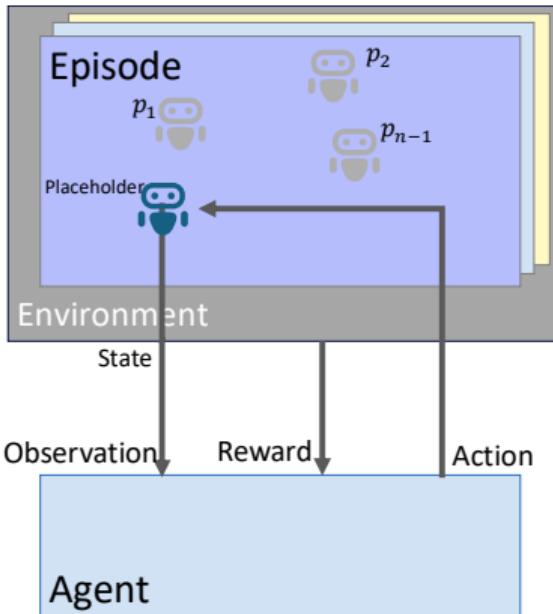
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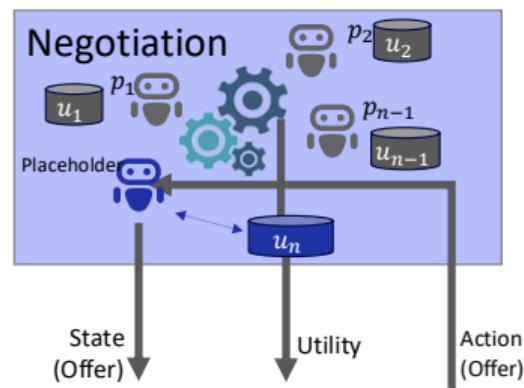
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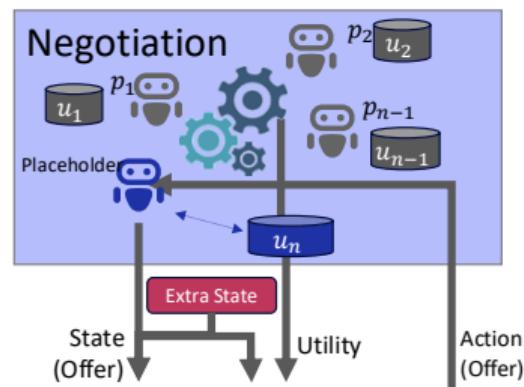
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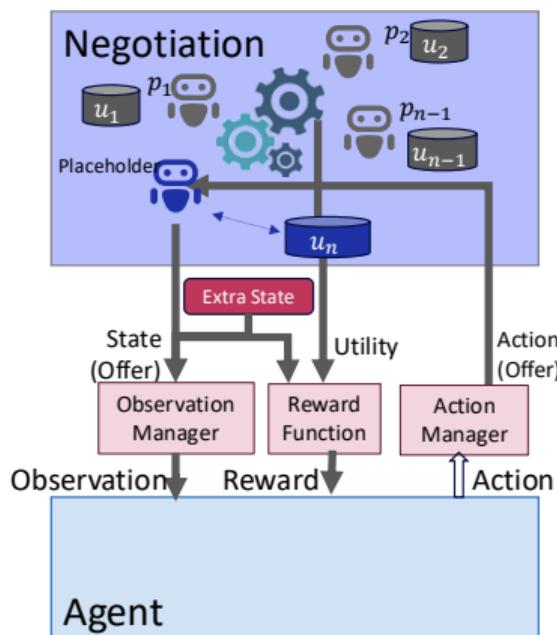


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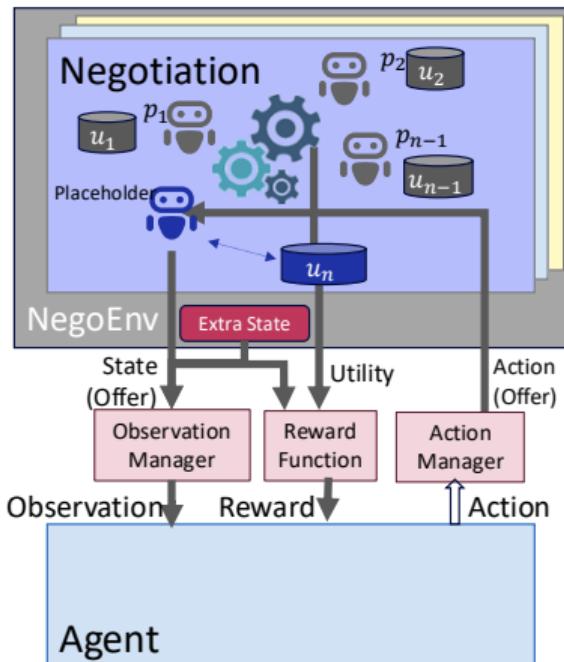
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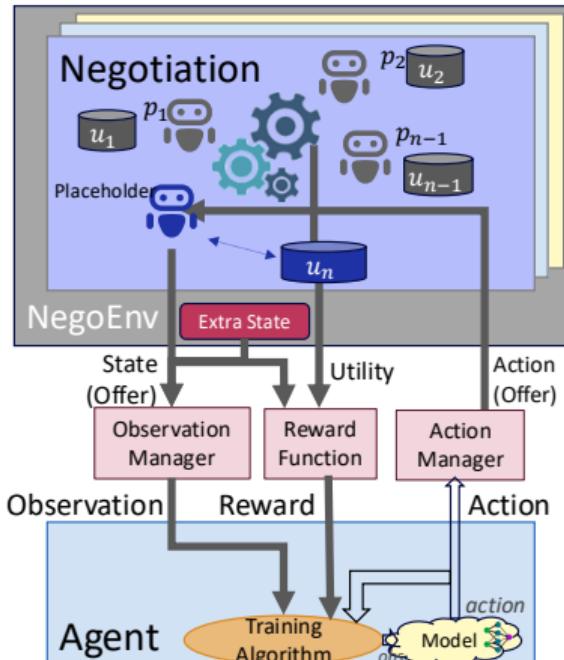
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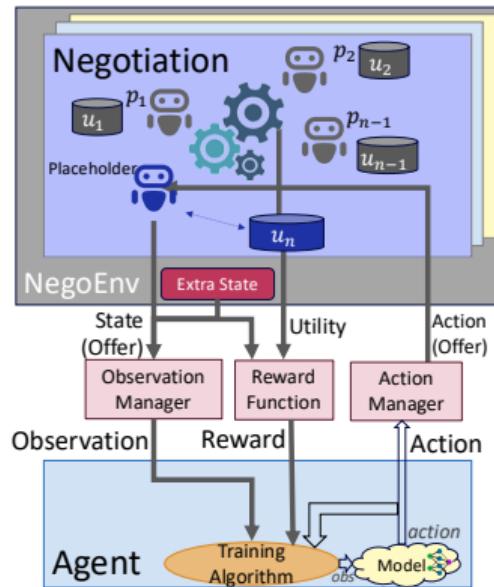
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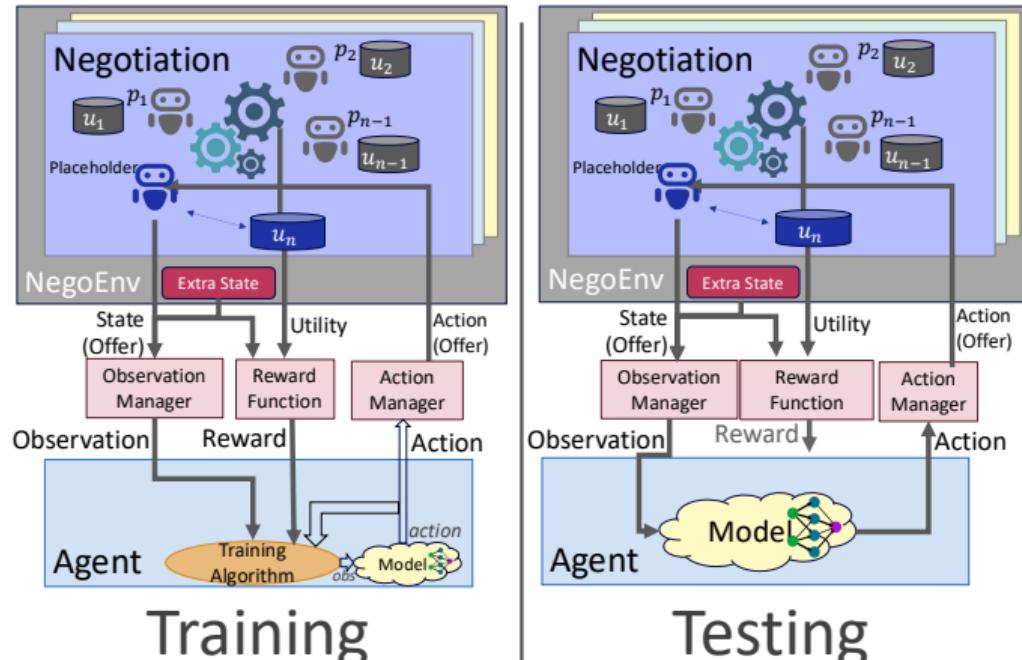
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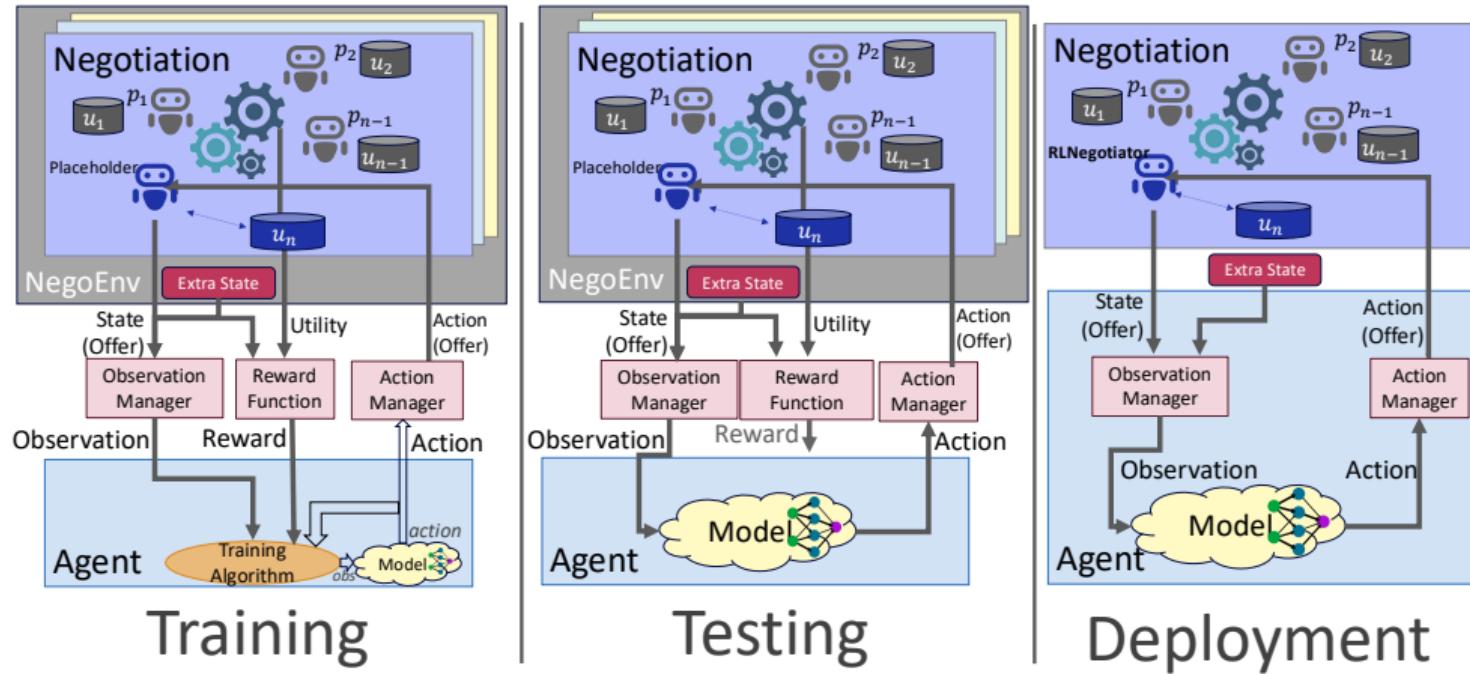
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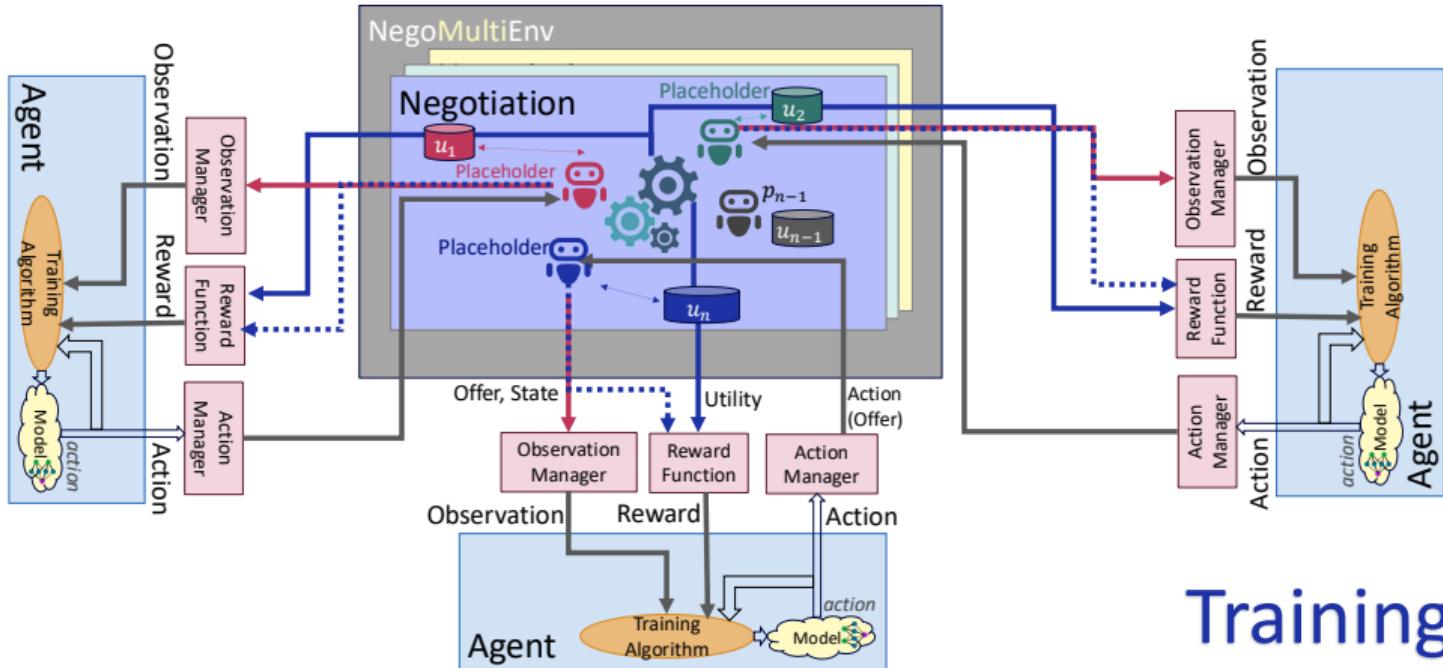
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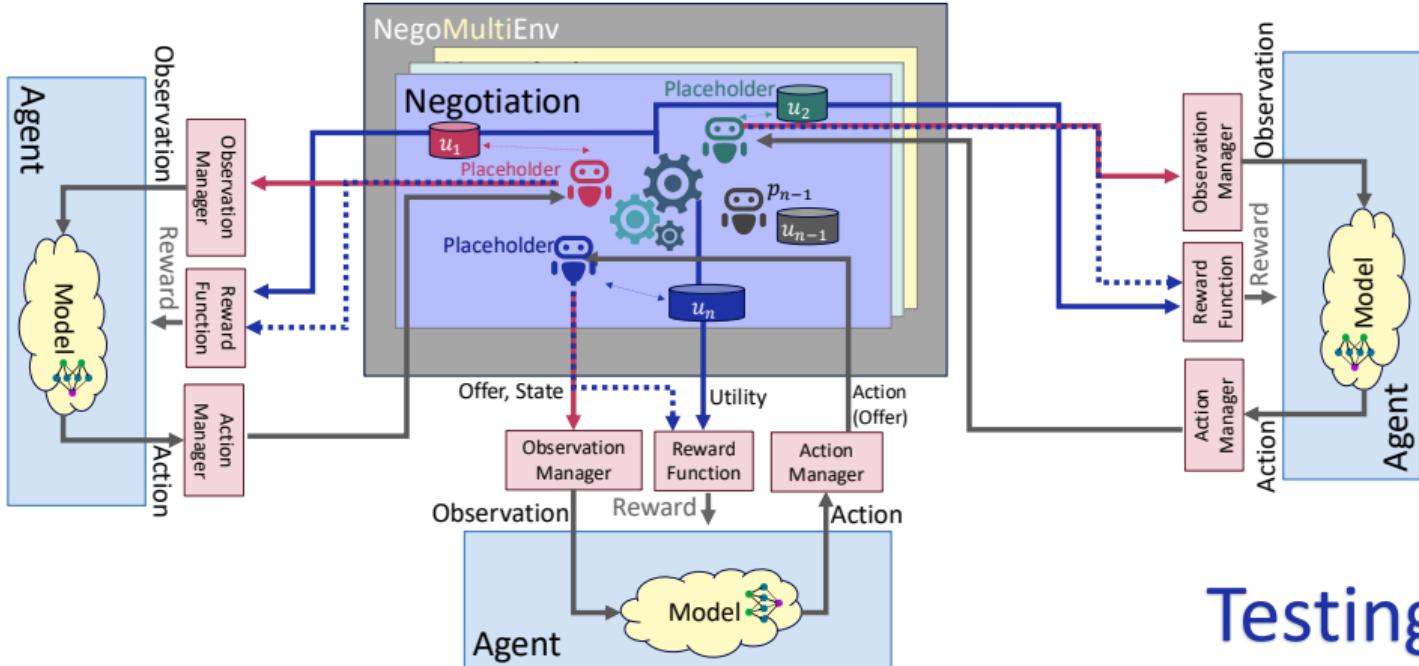
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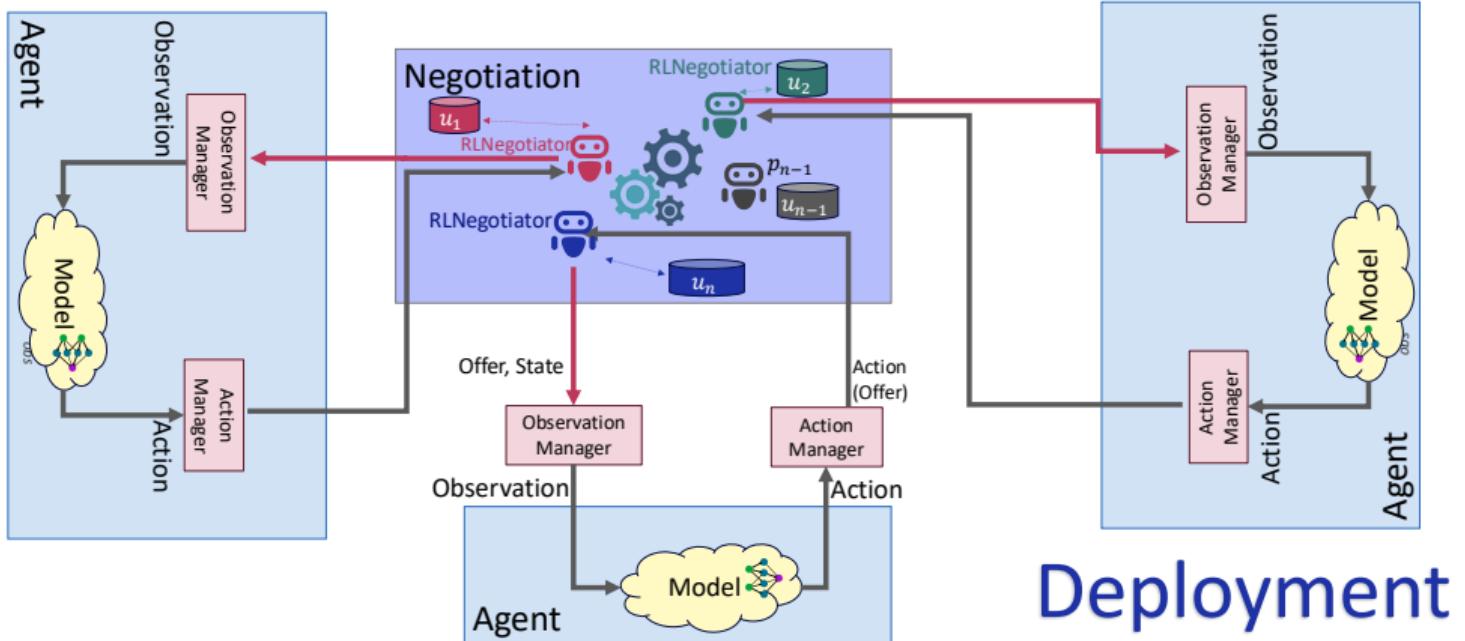
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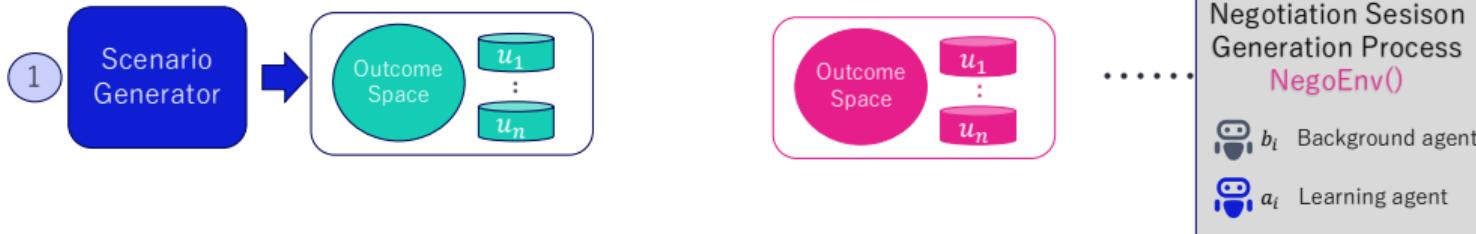
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Generating Negotiation Scenarios for Training/Testing



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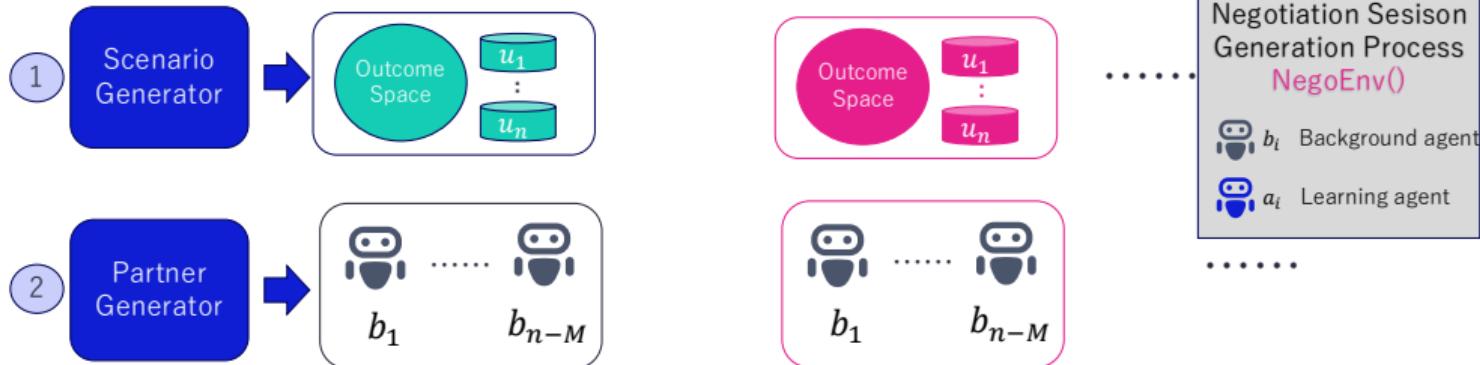
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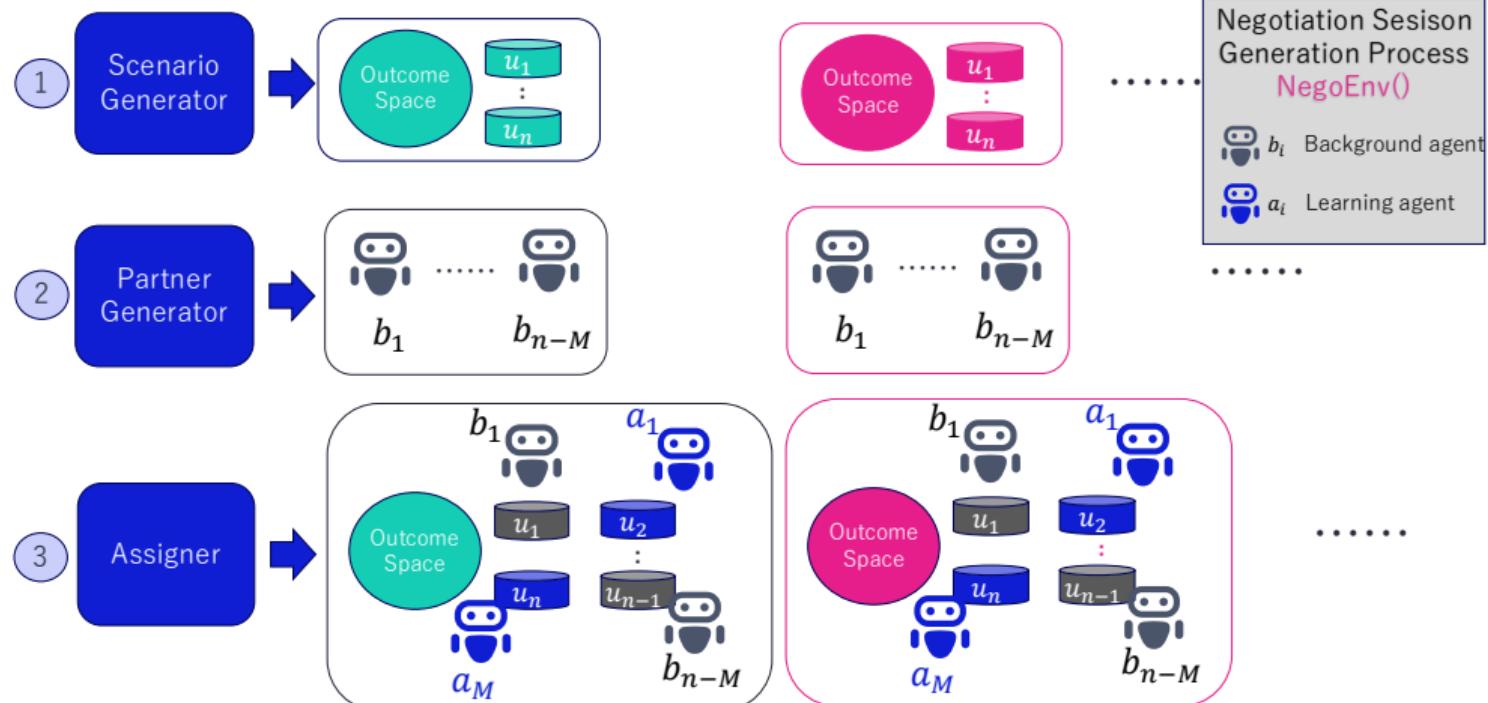
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Generating Negotiation Scenarios for Training/Testing

Reinforcement Learning for Automated Negotiation

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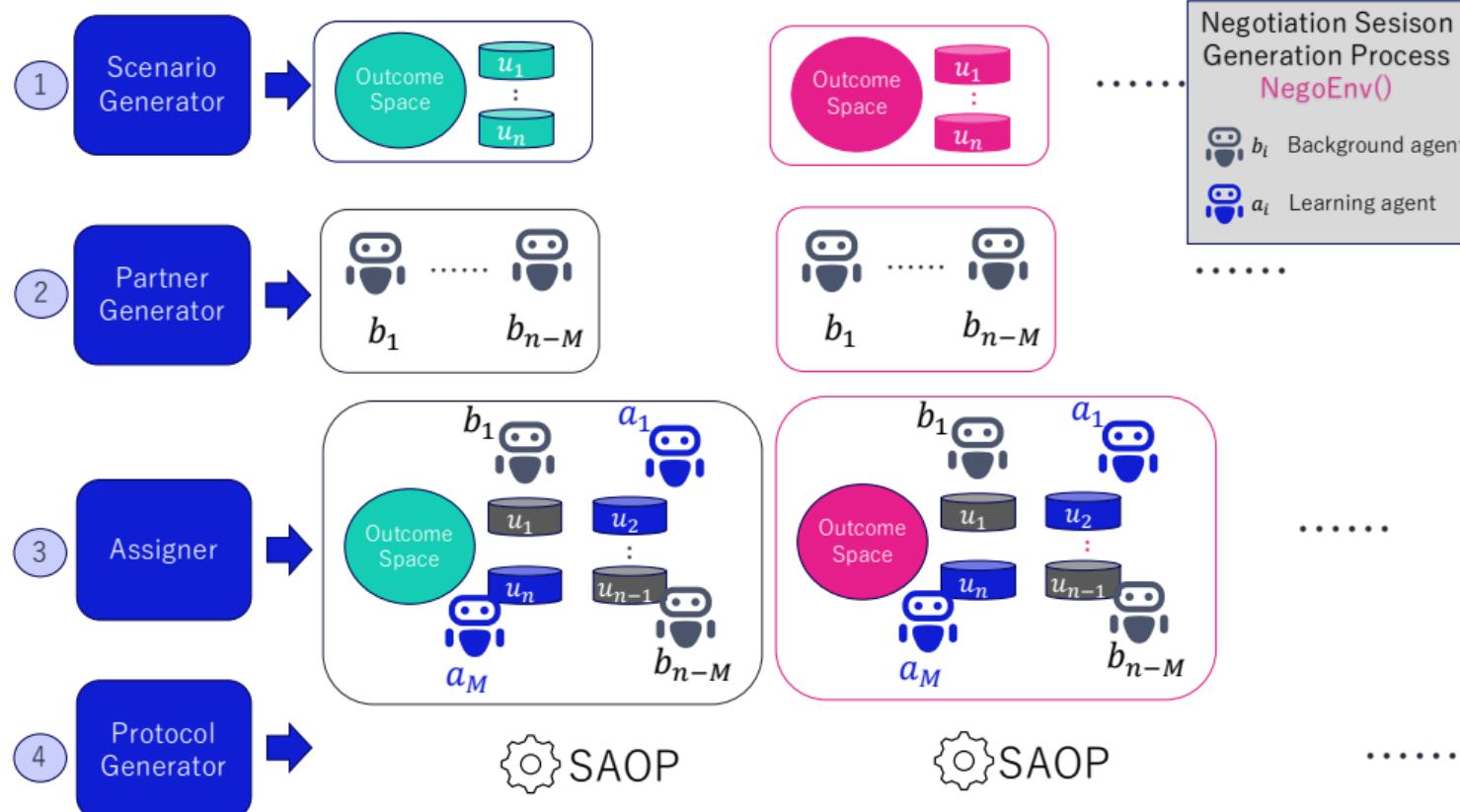
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Observation Manager

Responsibilities

- ▶ Decides what is being observed.
- ▶ Maps the observation **to** the model's **Space**.

Examples

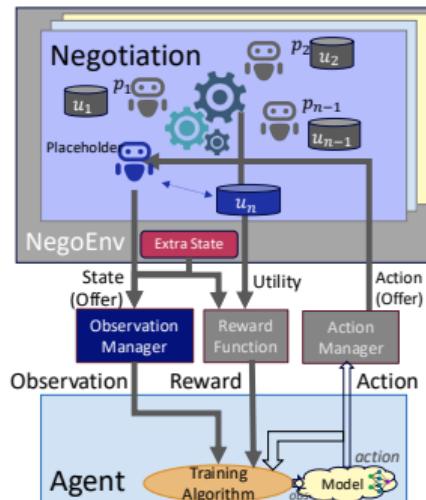
Received Last partner offer.

ReceivedU Utility of last partner offer.

LastU Utility of last two offers.

Window(K) Last K partner offers.

WindowU(K) Utilities of last K partner offers.



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Action Manager

Responsibilities

- ▶ Defines what the agent can control (e.g. acceptance decision, offer, etc).
- ▶ Maps from the model's **Space**.

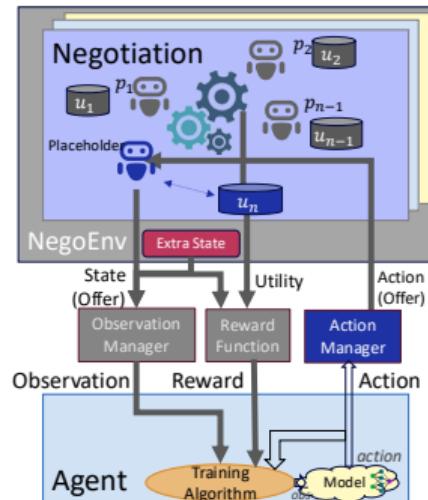
Examples

Offer Next offer.

Strategy Next Strategy (switcher).

Utility Utility of the next offer (an inverse ufun is needed).

Utility Range A range of utilities to sample from.



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Reward Function

Responsibilities

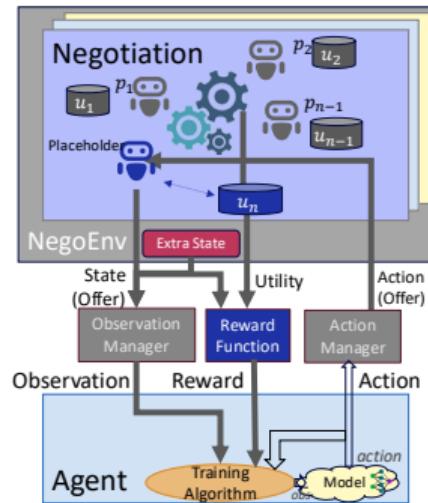
- ▶ Defines how the agent is being rewarded.

Examples

Utility Simplest option.

Time Penalize longer (shorter) negotiations.

Partner Utility Needs an opponent model.



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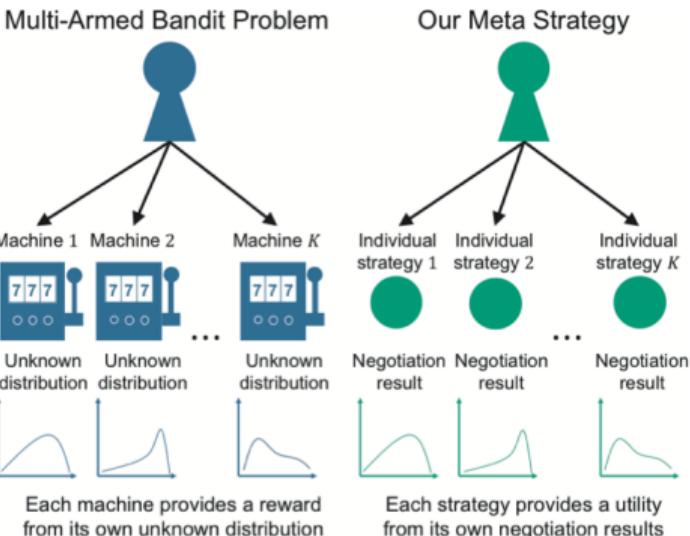
Multiarmed Bandits for Repeated Negotiations

Treat sub-negotiators as bandits in a standard multi-armed bandits problem.

- ▶ Base Strategies: Atlas3, CaduceusDC16, Kawaii, ParsCat, Rubick, YXAgent
- ▶ Method:
 - ▶ After every negotiation update the corresponding $\hat{\mu}_s$.
 - ▶ Use the slot machine (negotiator) that maximizes

$$UCB(s) = \hat{\mu}_s + c \sqrt{\frac{\ln N}{N_s}}$$

Ryohei Kawata and Katsuhide Fujita. "Meta-Strategy Based on Multi-Armed Bandit Approach for Multi-Time Negotiation". In: *IEICE TRANSACTIONS on Information and Systems* 103.12 (2020), pp. 2540–2548



Multiarmed Bandits for Repeated Negotiations

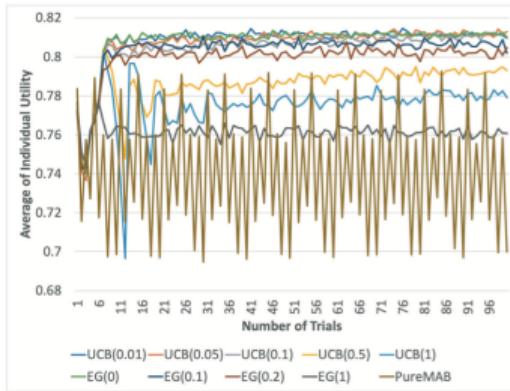
Reinforcement Learning for Automated Negotiation

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Ryohei Kawata and Katsuhide Fujita. "Meta-Strategy Based on Multi-Armed Bandit Approach for Multi-Time Negotiation". In: IEICE TRANSACTIONS on Information and Systems 103.12 (2020), pp. 2540–2548



Agent	Individual utility	Social welfare
UCB(0.01)	0.7734	1.4575
<i>Agent33</i>	0.6901	1.4579
<i>AgentNP2018</i>	0.7082	1.4362
<i>Appaloosa</i>	0.7067	1.3706
<i>Ellen</i>	0.6083	1.2223
<i>TimeTraveler</i>	0.7142	1.4573

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Multiarmed Bandits: Mapping

Reinforcement Learning for Automated Negotiation

Components

ObservationManager N/A

RewardFunction utility

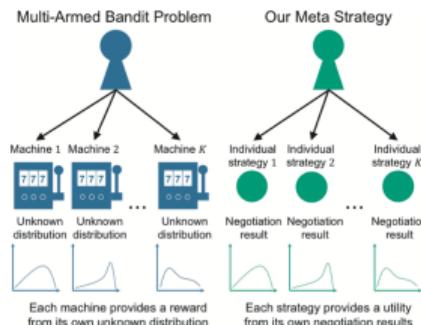
ActionManager strategy index

Supporting components

- ▶ Base strategies Atlas3, CaduceusDC16, Kawaii, ParsCat, Rubick, YXAgent

Training Method

- ▶ After every negotiation update the corresponding $\hat{\mu}_s$.
- ▶ Use the slot machine (negotiator) that maximizes $UCB(s) = \hat{\mu}_s + c\sqrt{\frac{\ln N}{N_s}}$.



- ▶ Applies to **repeated** negotiations.

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RLBOA: Learning Offering Strategy

Reinforcement Learning for Automated Negotiation

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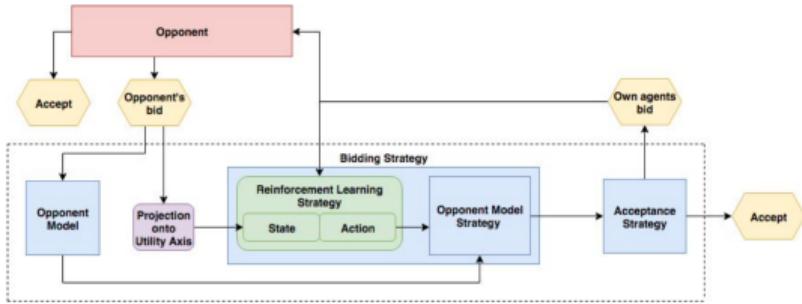
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Main Points

- ▶ Extends the BOA architecture.
- ▶ Learns only a bidding strategy:
 - ▶ The agent learns how to move *in its own utility axis*.

Jasper Bakker et al. "RLBOA: A modular reinforcement learning framework for autonomous negotiating agents". In: *Proceedings of the 18th international conference on autonomous agents and multiagent systems*. 2019, pp. 260–268

RLBOA: The details

► State Space:

$$\{\hat{u}(\omega_t^s), \hat{u}(\omega_{t-1}^s), \hat{u}(\omega_t^p), \hat{u}(\omega_{t-1}^p), t\}.$$

► $\hat{u}(\omega) = [N \times u(\omega)]^{10}$

► Action Space: $\leftarrow, -, \rightarrow$.

► First step $\rightarrow i \in [0, N - 1]$

► Out-of-boundary correction: $-$.

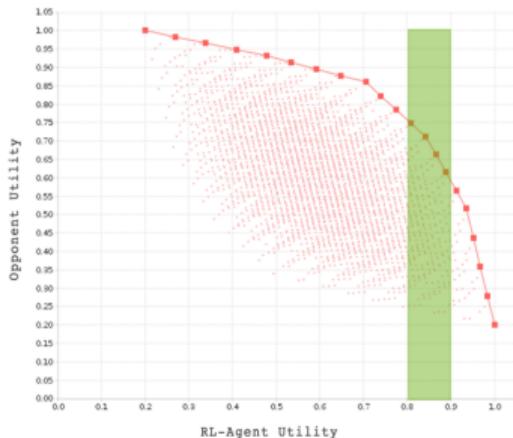
► Training Method: Q-learning

► Acceptance Strategy

[Recommended]:

$$AC_{next}(\alpha = 1, \beta = 0)^{11}$$

$$a(\omega) = \begin{cases} \text{Accept,} & \text{if } \alpha u(\omega) + \beta \geq u(o(s)) \\ \text{Reject,} & \text{otherwise} \end{cases}$$



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RLBOA: Mapping

Components

ObservationManager Utility range (discrete).

RewardFunction utility

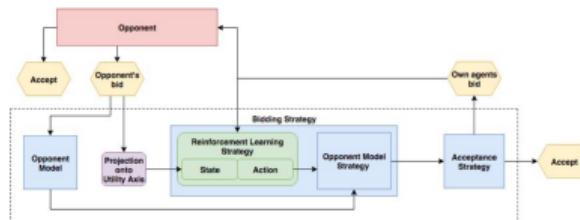
ActionManager Up to one utility band (3 valued).

Supporting components

- ▶ **Utility Inverter** Opponent model.
- ▶ **Utility Inverter** Samples an outcome in a range of utilities that maximizes the partner's utility.

Training Method

- ▶ Q-learning.



- ▶ Applies within a single negotiation.

RLBOA: Observation Manager Code

```
@define
class RLBoaEncoder(DictEncoder):
    """The observation encoder of RLBOA according to the paper."""
    children: tuple[ObservationEncoder, ...] = field(init=False, factory=tuple)
    names: tuple[str, ...] = field(init=False, factory=tuple)

    def __attrs_post_init__(self):
        self.names = ("time", "utility")
        self.children = (
            DTimeEncoder(n_levels=5),
            DWindowedUtilityEncoder(
                n_offers=4,
                n_levels=10,
            ),
        )
```

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RLBOA: Evaluation and Results

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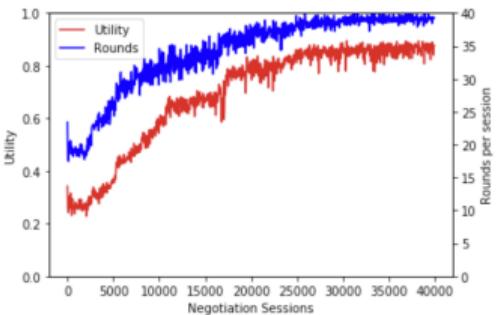
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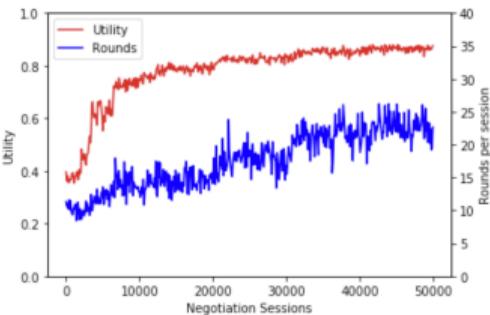
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(a) Scenario generality experiment against the Boulware agent.



(b) Opponent generality experiment in the medium sized domain with low opposition.

- ▶ Partners: TFT, Boulware TB
- ▶ Projection into one's utility space is surprisingly effective.
- ▶ Faster and better agreements!

Domain	Outcome space	Low opp.	High opp.
Small	256	0.2615	0.5178
Medium	3.125	0.3111	0.5444
Large	46.656	0.2595	0.5250

A Framework for Learning Offer Strategies

Main Idea¹²

- ▶ Uses RL for learning **approximate best responses** to some agents.
- ▶ Uses Supervised Learning to learn a **realtime switching strategy** between learned best responses.
- ▶ Uses a form of Unsupervised Learning for **adapting the system to new partner types**.

Phases

- ▶ **Before** Learn approximate best responses to **a few** agents.
- ▶ **During** Switch to the most appropriate **learned app. best response**
- ▶ **After** Decide whether to add a new **best response**.

Ayan Sengupta, Yasser Mohammad, and Shinji Nakadai. "An Autonomous Negotiating Agent Framework with Reinforcement Learning Based Strategies and Adaptive Strategy Switching Mechanism". In: *Proceedings of the 20th International Conference on Autonomous Agents and MultiAgent Systems*. AAMAS '21. Virtual Event, United Kingdom: International Foundation for Autonomous Agents and Multiagent Systems, 2021, pp. 1163–1172. ISBN: 9781450383073



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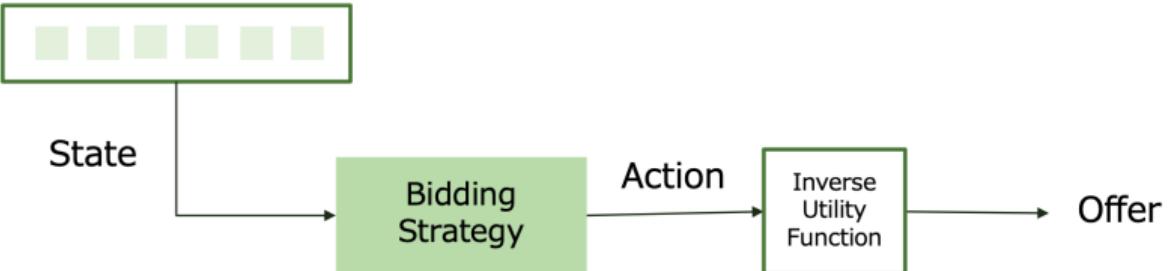
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Before: Learning Approximate Best Response



The RL Component

State Self utility of last N offers plus relative time.

$$s_t = \{t_r, U_s(\omega_s^{t-2}), U_s(\omega_o^{t-2}), U_s(\omega_s^{t-1}), \\ U_s(\omega_o^{t-1}), U_s(\omega_s^t), U_s(\omega_o^t)\}$$

$$a_t = u_s^{t+1} \text{ such that } u_r < u_s \leq 1$$

Action Utility of next offer $\in [0, 1]$.

Reward Agreement/disagreement utility.

$$U_s^{-1}(u_s) = \underset{\omega}{\operatorname{argmin}} f(\omega), \text{ where}$$

Trainer Soft Actor Critic (SAC)

$$f(\omega) = (U_s(\omega) - u_s)^2 \quad \forall \omega \in \Omega.$$

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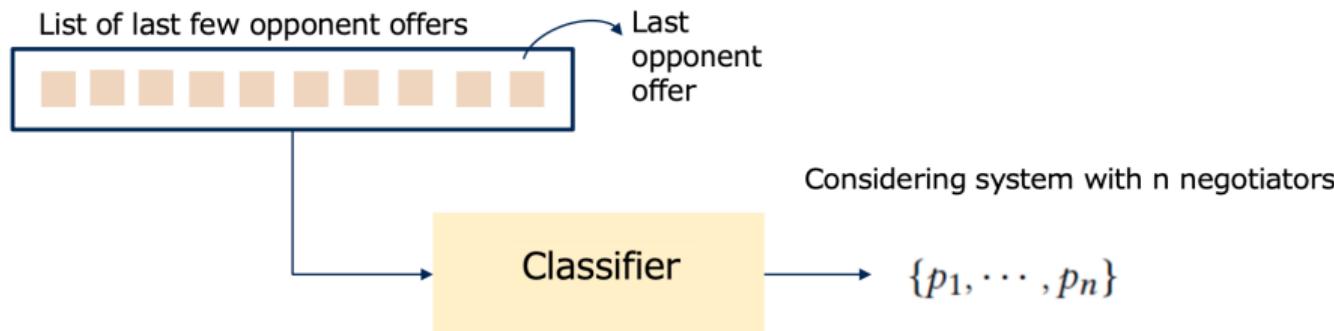
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During: Learning realtime Partner Classification



The SL Components

Features Opponent last K offers.

Target Opponent Type (discrete set)

After: Reviewing New Pairs

New Partner Type (N_{new}) Encountered

Y. Mohammad

- ▶ Train a best response (using SAC) $\rightarrow S_{new}$.
- ▶ Evaluate S_{new} against $N_{new} \rightarrow U(S_{new})$
- ▶ Evaluate $Current$ against $N_{new} \rightarrow U(Current)$
- ▶ Add (S_{new}, N_{new}) iff $\beta U(Current) < U(S_{new})$
- ▶ Update best responses ↓.

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Update Best Responses

- ▶ For every learned ABR, negotiator pair (S, N) :
 - ▶ Evaluate S_{new} against $N \rightarrow U(S_{new})$
 - ▶ Evaluate S against $N \rightarrow U(S)$
 - ▶ Replace S with S_{new} iff $\alpha U(S) < U(S_{new})$

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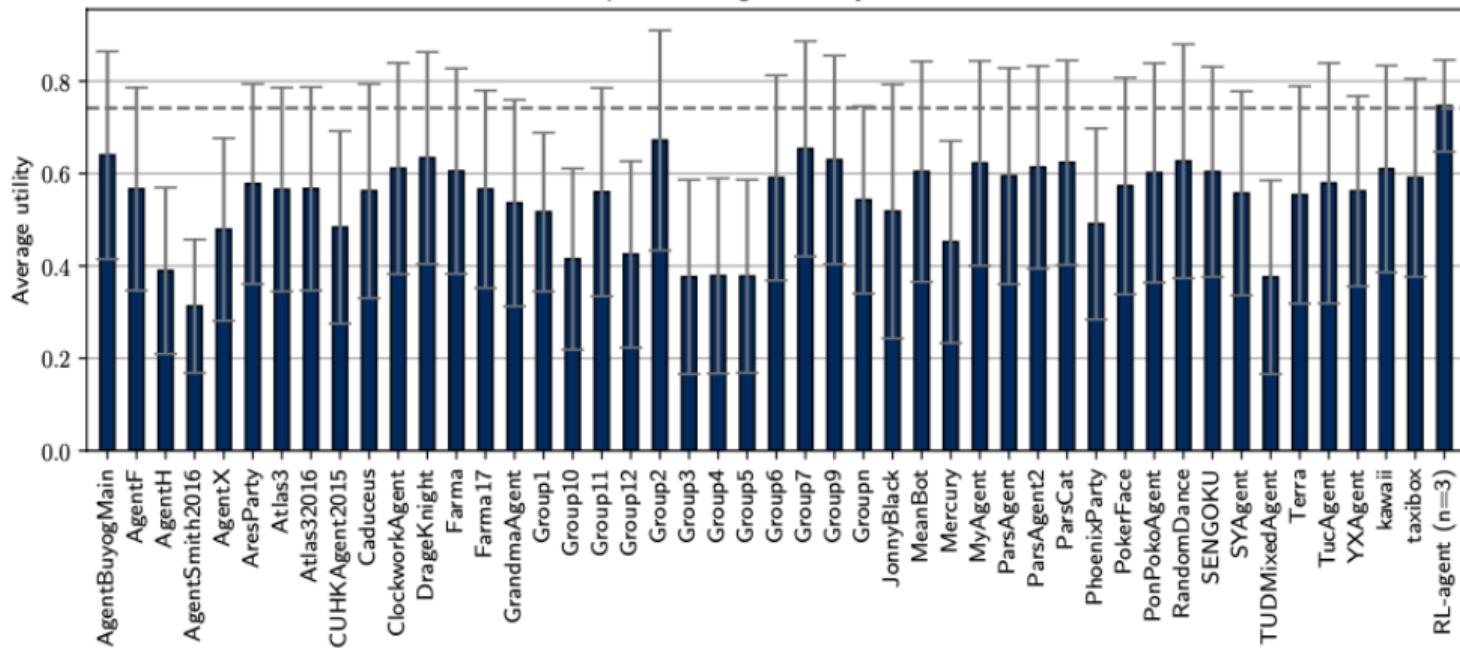
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Results: Against Different Opponents

Comparison using self utility benchmark



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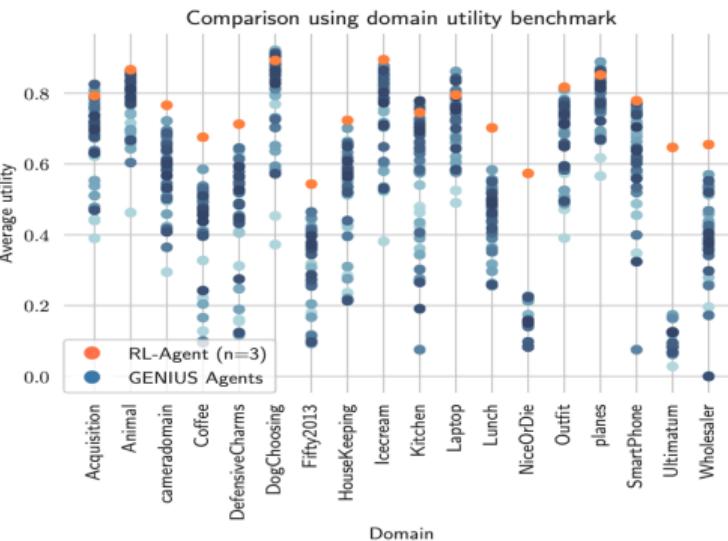
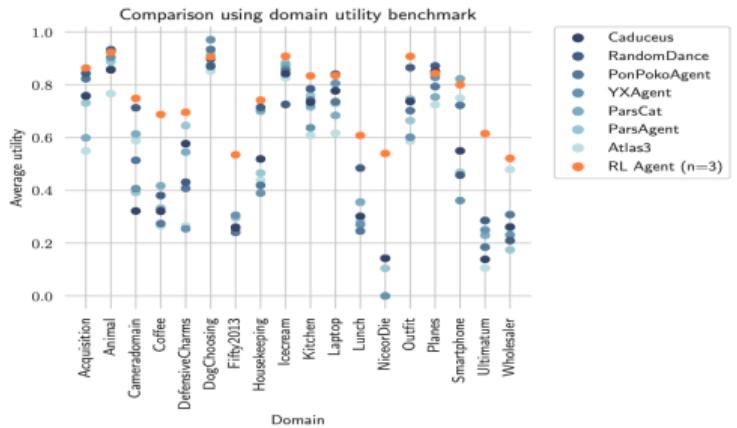
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Results: In Different Domains



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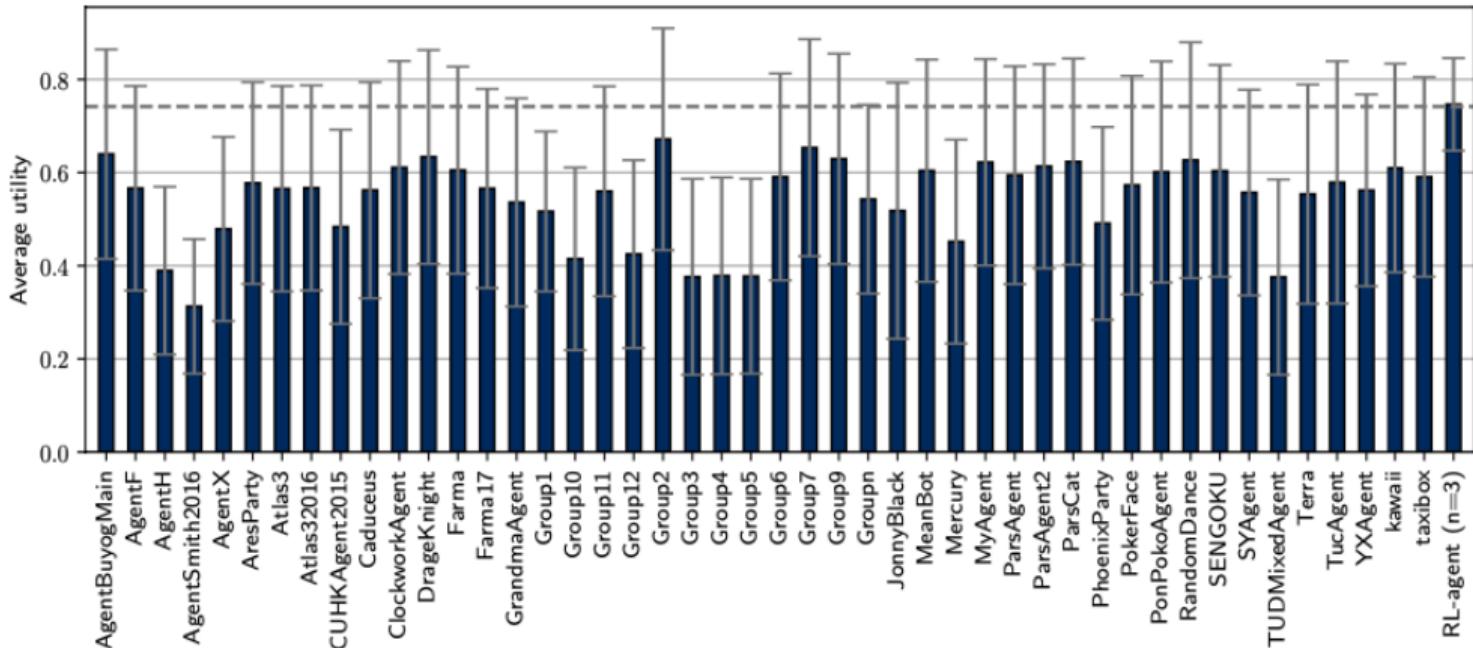
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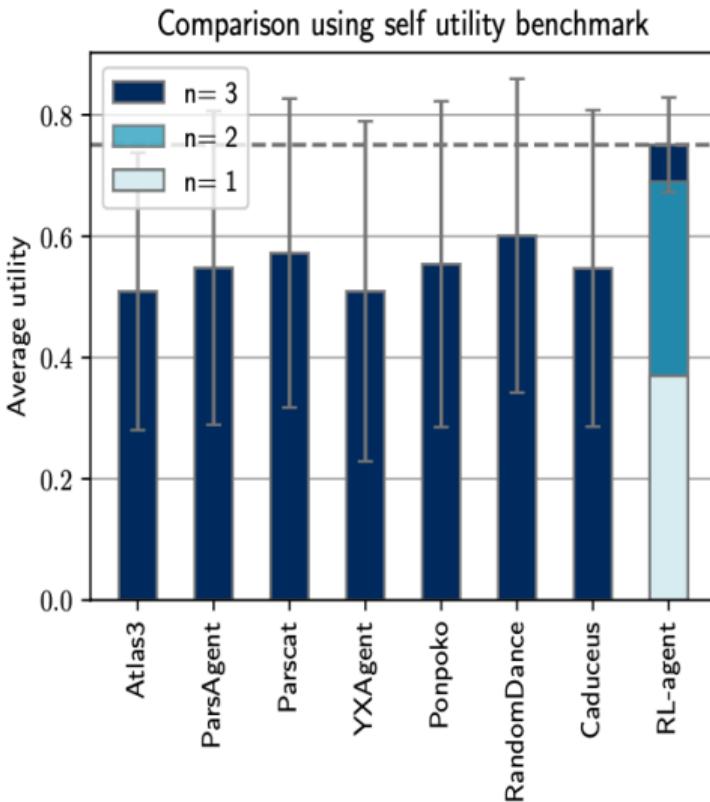
Results: Compared with SOTA Agents

Comparison using self utility benchmark



Results: Improvement with new best responses

- ▶ Training against **Boulware** approaches but cannot exceed SOTA strategies.
- ▶ Adding **Atlas3**, outperforms SOTA strategies.
- ▶ Adding **AgentK**, further improves performance.
- ▶ Interestingly, the performance saturates at this point.



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DQN for learning Acceptance Strategy

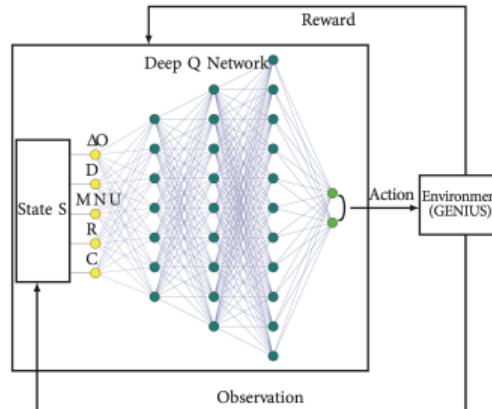
Main Idea

- ▶ Learning the acceptance strategy for a fixed offering strategy.

Settings

- ▶ State Space $u(\omega) - u(\phi), 1 - t, u(o(s)), u_t, u(\omega)$
 - ▶ u_t is a relatively large target utility (e.g. 0.8).
- ▶ Action Space Accept/Reject
- ▶ Reward

$$r = \begin{cases} -2|u_t - u_f|, & \text{if } u_t > u(\omega_a) \\ +2|u_t - u_f|, & \text{if } u_t < u(\omega_a) \\ 0 & \text{if non-terminal} \end{cases}$$



Yousef Razeghi, Celal Ozan Berk Yavuz, and Reyhan Aydoğan. "Deep reinforcement learning for acceptance strategy in bilateral negotiations". In: *Turkish Journal of Electrical Engineering & Computer Sciences* 28.4 (2020), pp. 1824–1840

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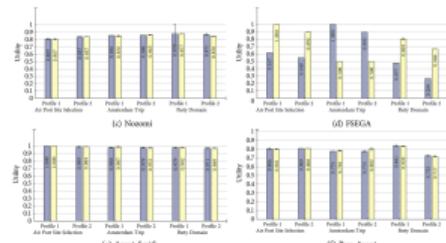
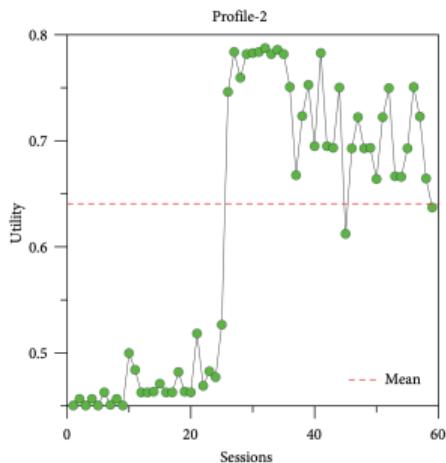
Evaluation

Training

- Domain England-Zimbabwe (576 outcomes)
- Partner Gahboninho
- Offering Strategy AgentK
- Opponent Model AgentLG, Not TFT.

Testing

- Domains Party (3072), Amsterdam (3024), Airport (420)
- Partners Agent Smith, Yushu, FSEGA, IAMHaggler, ParsAgent, Nozomi
- Baseline ACnext

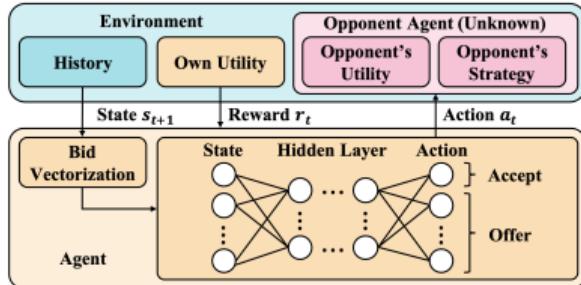


Learning Offer and Acceptance Policies

Reinforcement Learning for Automated Negotiation

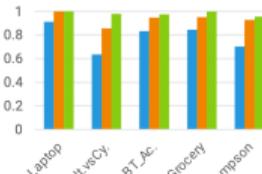
- ▶ Fixed domain (i/o using outcomes).
- ▶ Discrete Issues: One hot encoding per issue.
- ▶ State Space $\omega^s, \omega^o, t, \eta_t$
- ▶ Action Space $\Omega \wedge \text{Accept}$
- ▶ Reward = $\begin{cases} u(\omega_a), & \text{At the end} \\ 0 & \text{non terminal state} \end{cases}$

VeNAS: Versatile Negotiating Agent Strategy



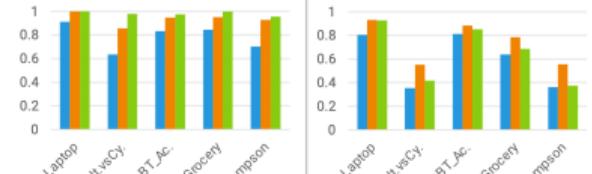
Simple strategies

Time-dependent ($\epsilon = 0.1, 1.0, 5.0$)
Behavior-dependent ($\gamma = 1, 2$)



ANAC champions

AgentK (2010), HardHeaded (2011)
Atlas3 (2015), AgentGG (2019)



VeNAS > DRBOA > Baseline

DRBOA > VeNAS > Baseline

Toki Takahashi et al. "VeNAS: Versatile Negotiating Agent Strategy via Deep Reinforcement Learning". In: AAAI 2022. 2022

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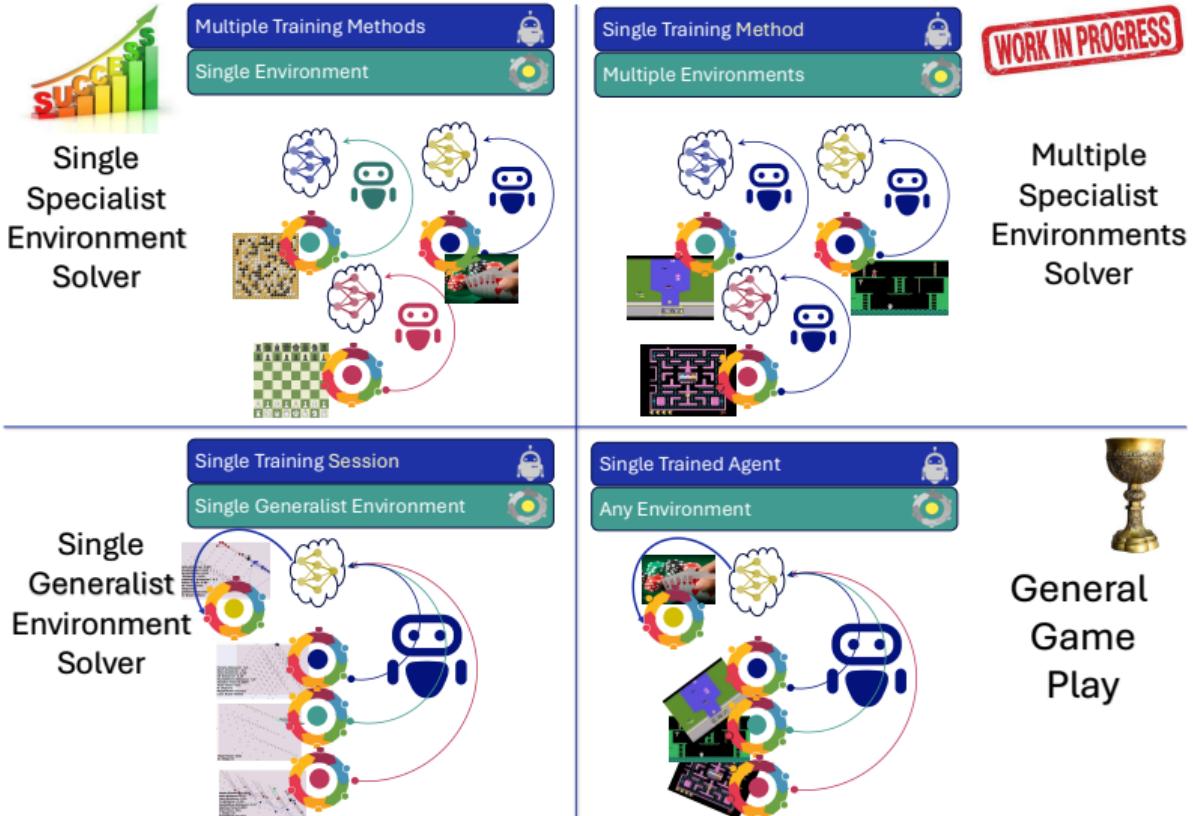
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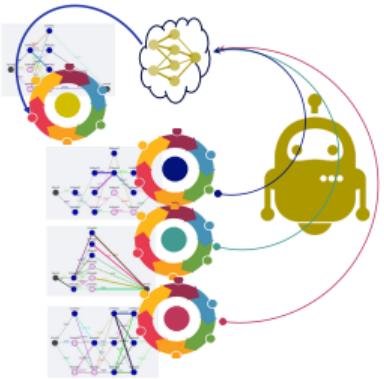
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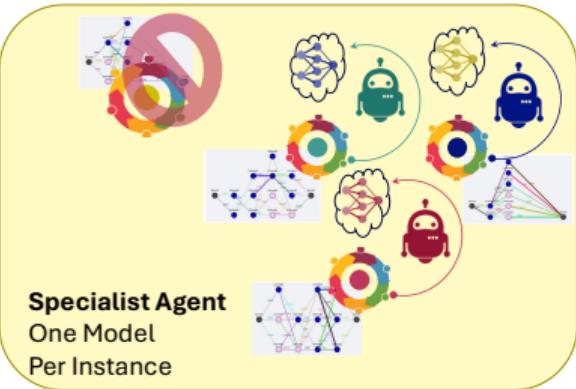
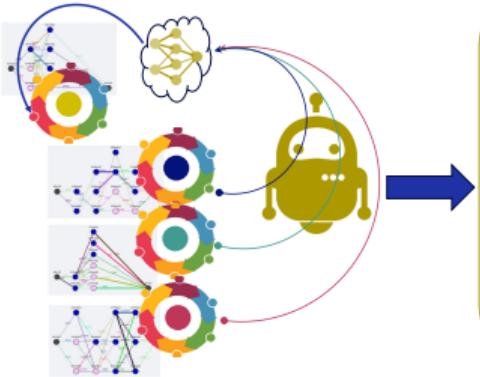
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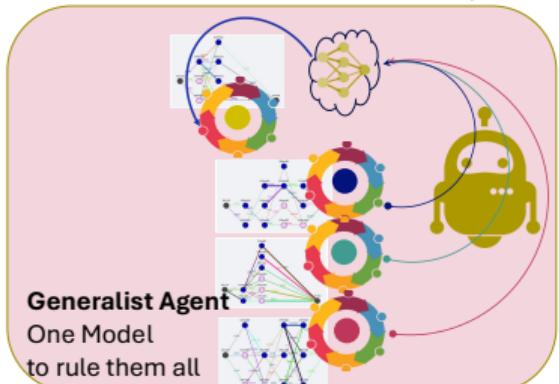
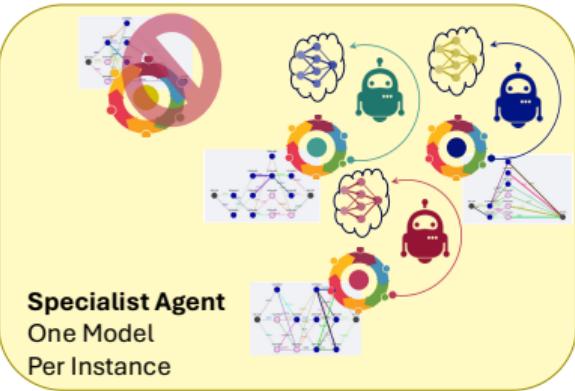
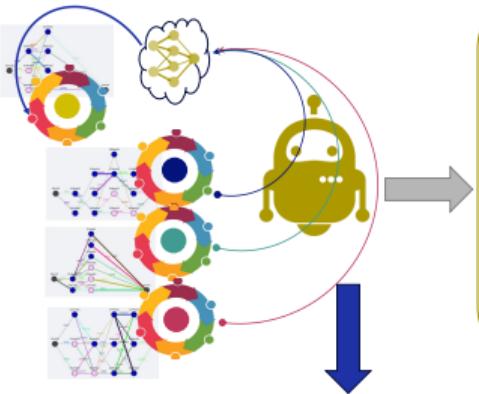
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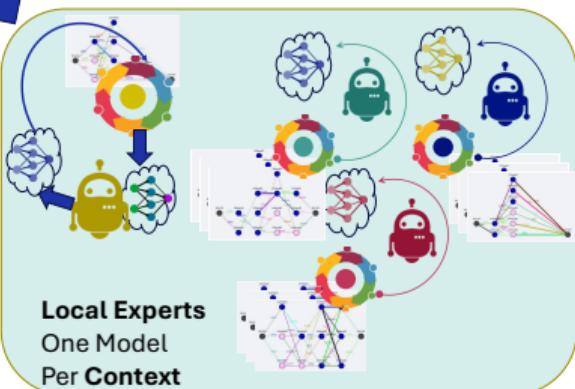
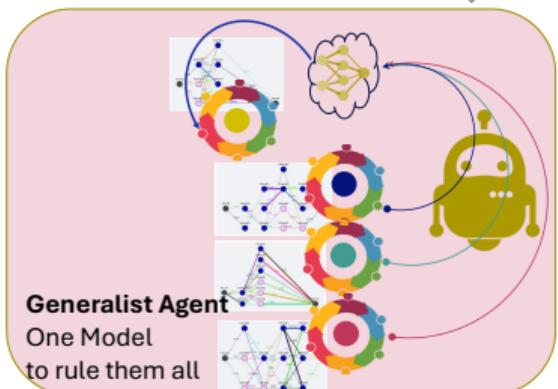
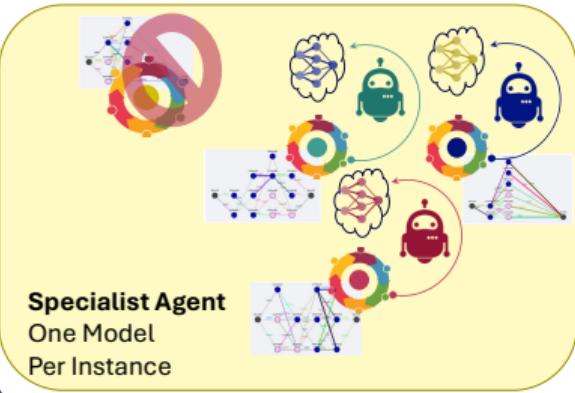
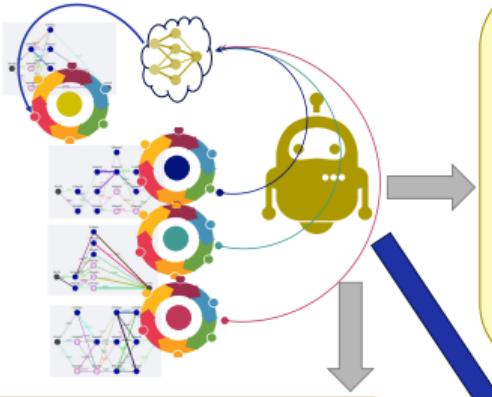
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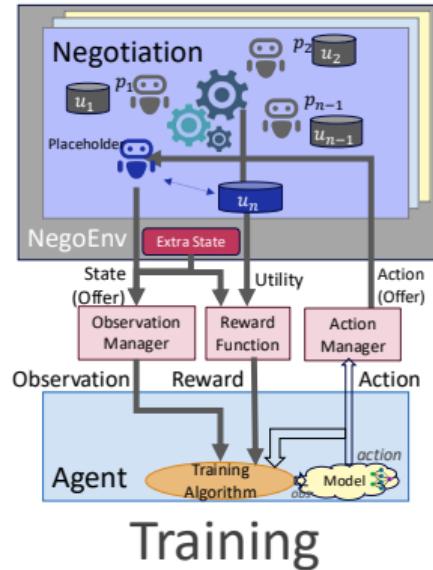
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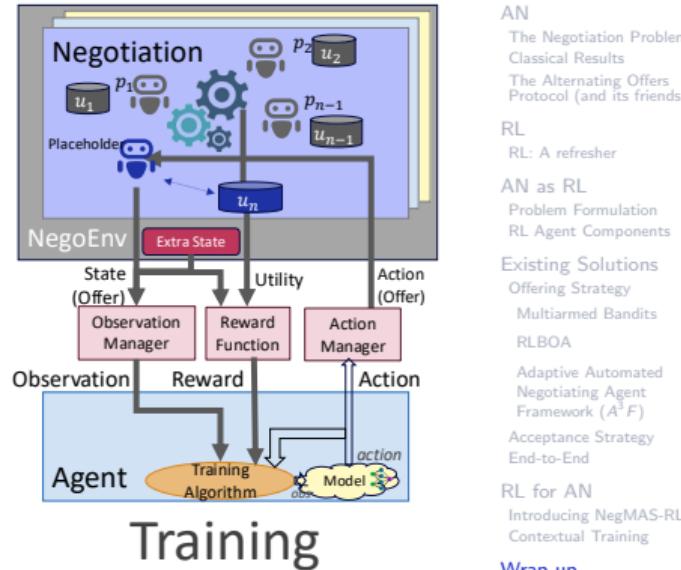
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- ▶ Automated negotiation (AN) is a well-defined long-standing challenging problem in multi-agent coordination.
- ▶ AN is becoming more relevant to real world business applications due to the faster pace of automation.
- ▶ Reinforcement learning (and MARL) provide a potential effective method for strategy learning in AN.
- ▶ Automated negotiation is a challenging (and directly applicable) problem for RL.
- ▶ negmas-rl simplifies the process of developing negotiators using RL.



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Thank you

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