

Shared Tokens for Multi-Agent Systems

More forms of communication between agents

- In ReDel, each agent is self-contained; aside from the task it receives from its parent, it has no knowledge of the high-level task or what its siblings are doing

- This can lead to duplicated work or "losing the plot" at deeper levels of delegation

- What is the most effective way for agents to be aware of what other agents are doing?

- Given a hierarchical RL policy (last slide), could this be implemented in vector space and learned?

3

4

Shared Tokens for Multi-Agent Systems

More forms of communication between agents

- In ReDel, each agent is self-contained; aside from the task it receives from its parent, it has no knowledge of the high-level task or what its siblings are doing
- This can lead to duplicated work or "losing the plot" at deeper levels of delegation
- What is the most effective way for agents to be aware of what other agents are doing?
- Given a hierarchical RL policy (last slide), could this be implemented in vector space and learned?

Better Stories With Tools

Using tools for listen-along assistants in games