

# Reward-Sharing Relational Networks in Multi-Agent Reinforcement Learning as a Framework for Emergent Behavior

AAMAS 2021, Adaptive and Learning Agents Workshop



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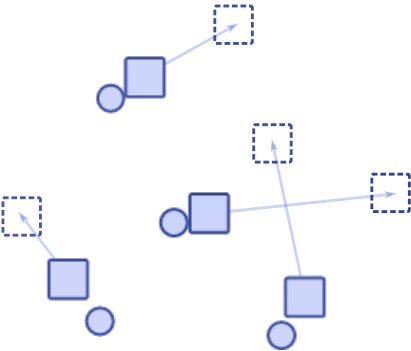
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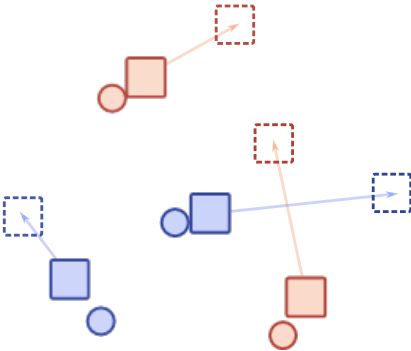
# Collaborative vs. Team-based vs. Self-interested MARL

- **Example:** Moving objects from point A to B

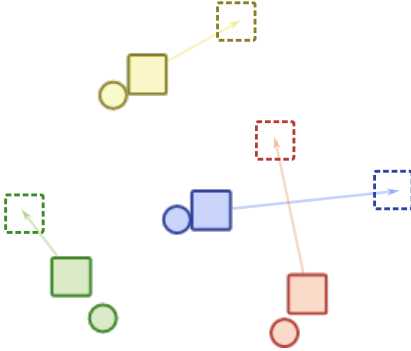
Collaborative (single task)  
(single global reward function)



Multiple teams  
(single global reward function)



Self-interested  
(Single reward function per agent)

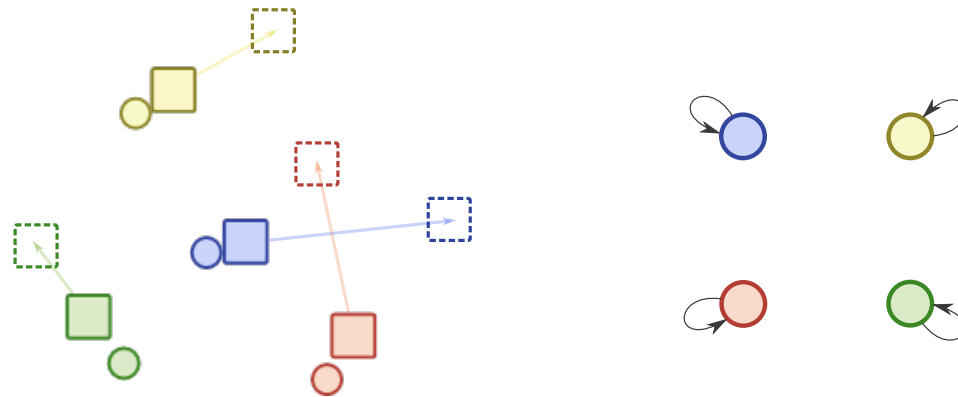


What about more  
complex social networks?

# Explicit implementation of networks for multi-agent RL systems

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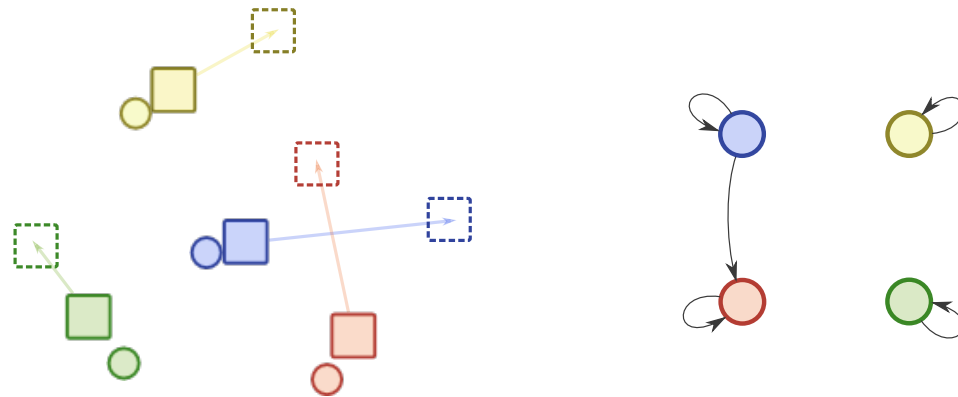
- Building Reward Sharing Relational Network (RSRN) which determines who 'cares' about whom
- If agent  $i$  is linked to agent  $j$  it means it receives reward according to agent  $j$ 's individual reward



# Explicit implementation of networks for multi-agent RL systems

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# Reward Sharing Relational Network (RSRN)

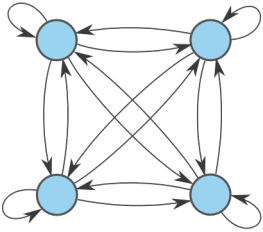
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- RSRN can be fully defined by the adjacency matrix  $W_G$

$$W_G = \begin{pmatrix} w_{1,1} & w_{1,2} & \cdots & w_{1,N} \\ w_{2,1} & w_{2,2} & \cdots & w_{2,N} \\ \vdots & \vdots & \ddots & \vdots \\ w_{N,1} & w_{N,2} & \cdots & w_{N,N} \end{pmatrix} \begin{array}{l} \longrightarrow \text{Agent 1's social orientation} \\ \longrightarrow \text{Agent 2's social orientation} \\ \longrightarrow \text{Agent } N\text{'s social orientation} \end{array}$$

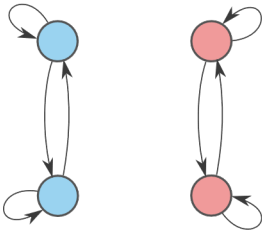
- Weights could be any real number in general (including negative values)

# Collaborative vs. Team-based vs. Self-interested vs. Complex MARL



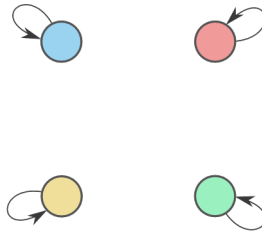
Collaborative

(single global reward function)



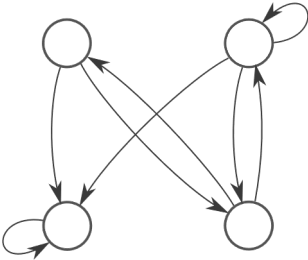
Multiple teams

(single global reward function)



Self-interested

(Single reward function per agent)



Complex Social Network

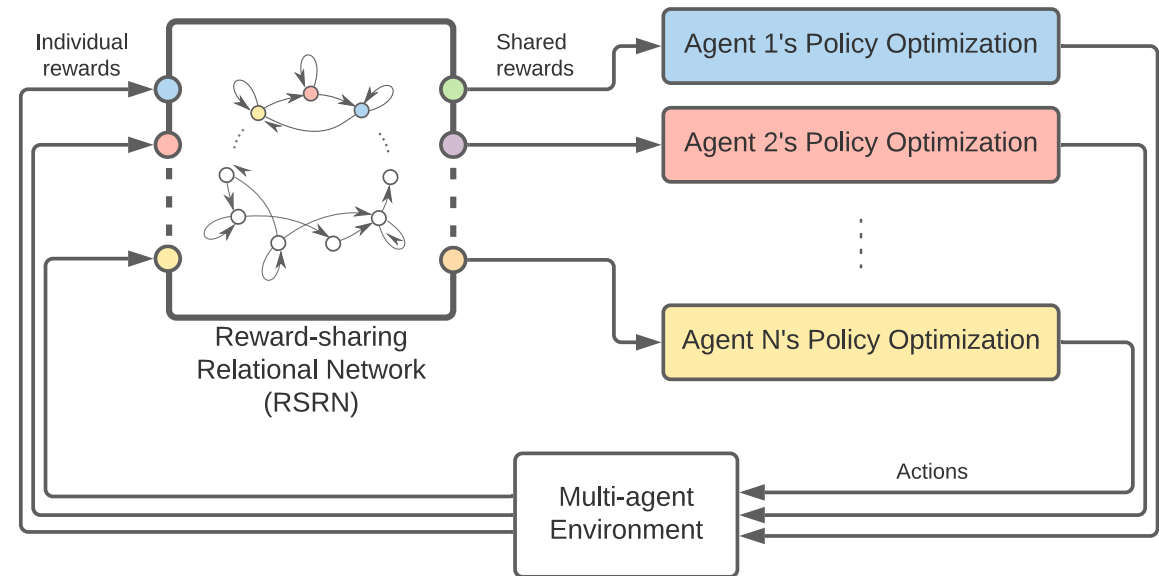
# Building composite rewards by scalarization

- Agents try to maximize their shared return  $\bar{R}_i$  by accumulating the discounted shared rewards:

$$\bar{R}_i = \mathbb{E} \left( \sum_{k=0}^T \gamma^k \bar{r}_{i,k} \right)$$

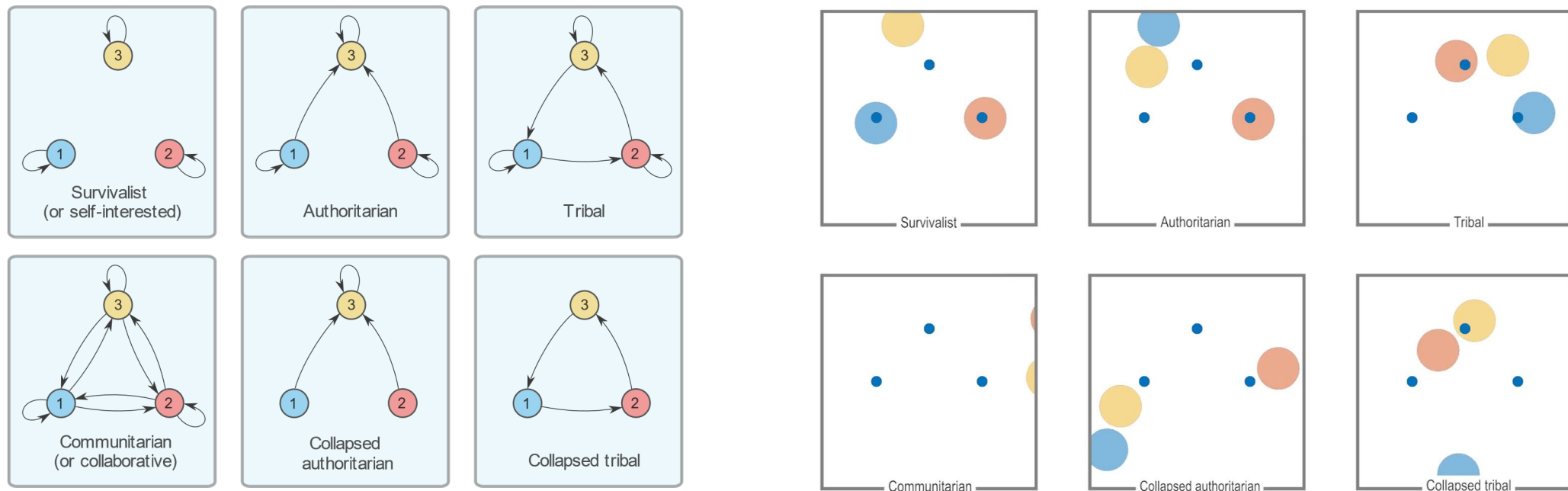
- Reward scalarization using Weighted Product Model (WPM)

$$\bar{r}_i = \prod_{j=1}^N r_j^{w_{i,j}}$$



# Evaluating RSRN using a 3-agent MARL environment

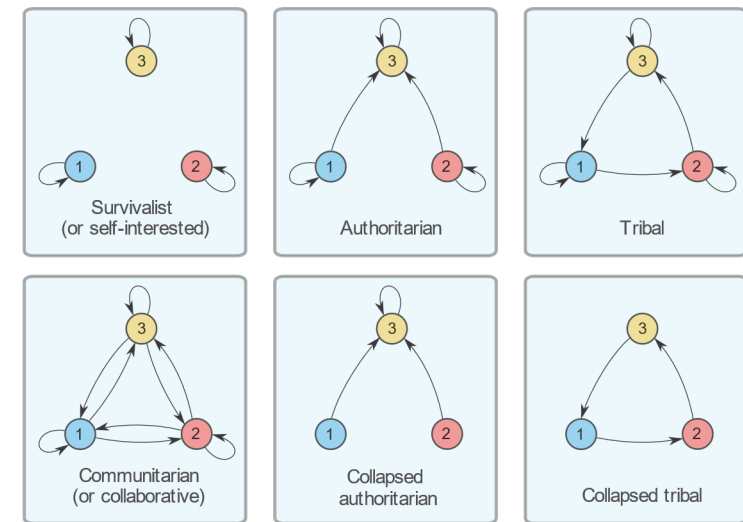
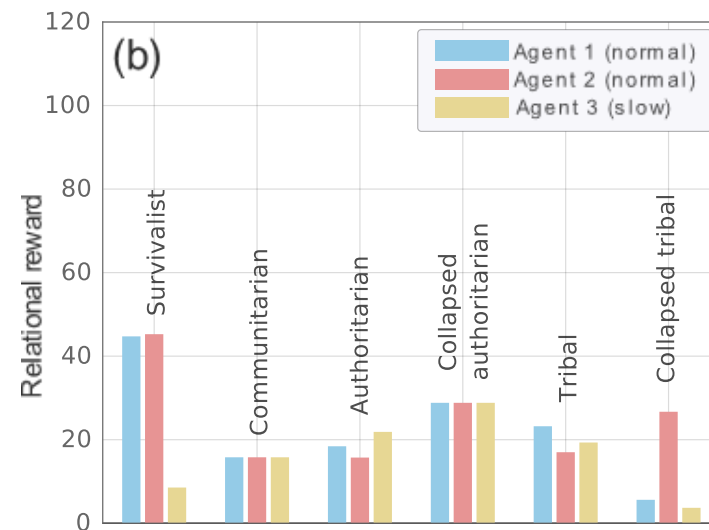
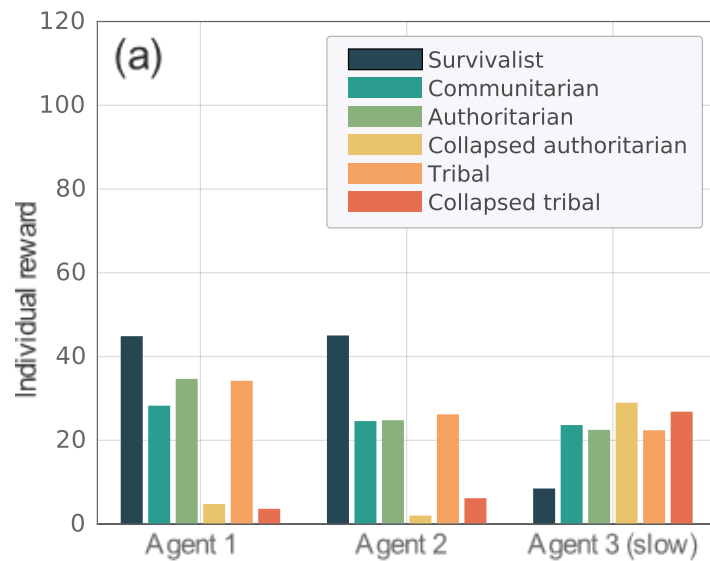
- **Scenario:** 3 agents try to get to the closest landmark as fast as possible (agent 3 is slower than others)





# Balancing agent performances towards RSRN

- Training agents using MADDPG<sup>1</sup> for 500K episodes
- We can measure individual performance of the trained agents using their individual rewards (averaged over 5K test episodes)



[1] Lowe, Ryan, et al. "Multi-agent actor-critic for mixed cooperative-competitive environments." arXiv preprint arXiv:1706.02275 (2017).

# Conclusions

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- RSRN can effectively balance A MARL system towards any arbitrary network
- Scalability to large number of agents
- Policy Intractability for agents with several out-going connections
  - Can be addressed by credit assignment approaches
  - Many real-social networks are sparse (small number of out-going connections)
  - We expect to have a sparse RSRN for large scale systems
- Choosing the right scalarization function

# Thank you!

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