

# Revisiting Some Common Practices in Cooperative Multi-Agent Reinforcement Learning

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# Goal

Revisiting common design principles in  
**Cooperative Multi-Agent ML**

- Value Decomposition (VD)
- parameter sharing

Propose method to resolve limitation of common methods

# Background: Value-Decomposition (VD)

$$Q_{\text{tot}}(s, \mathbf{a}) = f_{\text{mix}}(Q_1(o^1, a^1), \dots, Q_n(o^n, a^n); s),$$

XOR game:

	1	2
1	0	1
2	1	1

Can't solve multi-modal problem

# Policy Gradient

- parameter sharing → can't solve
- Individual policy → single optimal mode & may challenge optimization
- ID-conditioned policy → single optimal mode

# Policy for Multi-modal

Executing Individual PG with every agent order can achieve this,  
but need large computation

Covering all modes with single policy??

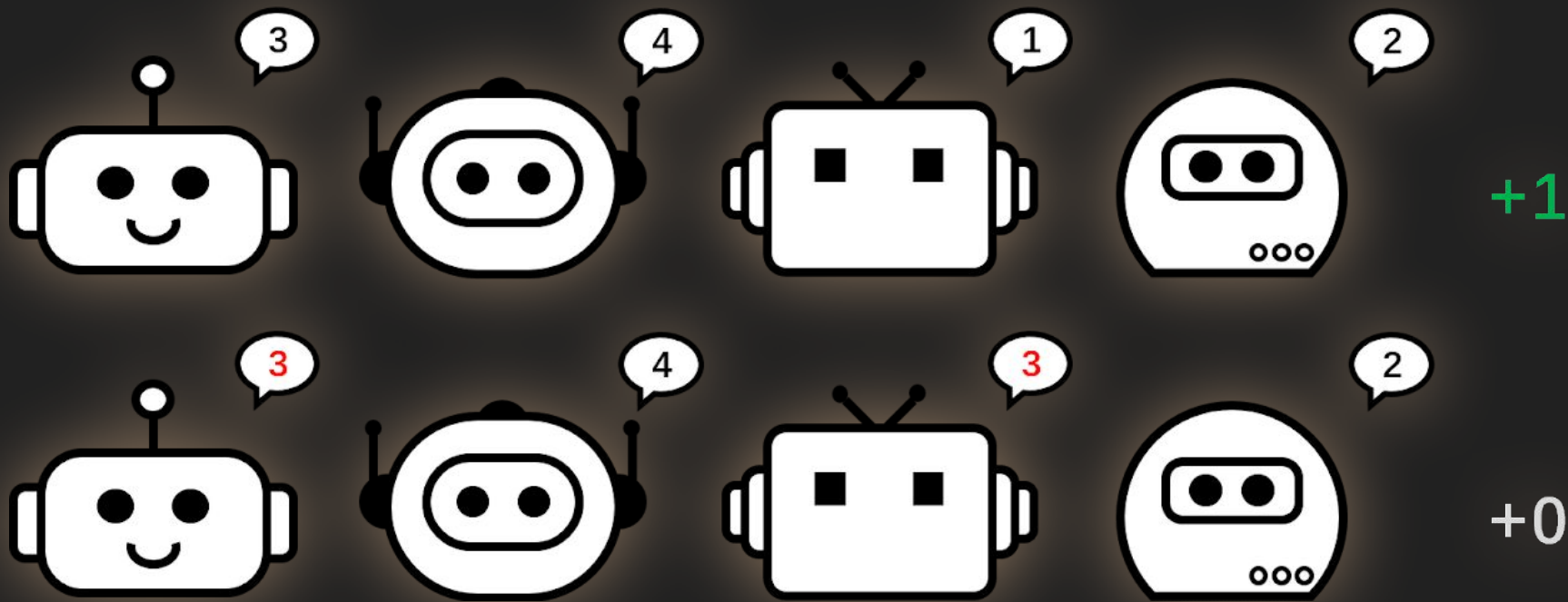
# PG-AR (Auto-Regressive)

**Individual:**  $\pi(\mathbf{a} \mid \mathbf{o}) \approx \prod_{i=1}^n \pi_{\theta_i} (a^i \mid o^i)$

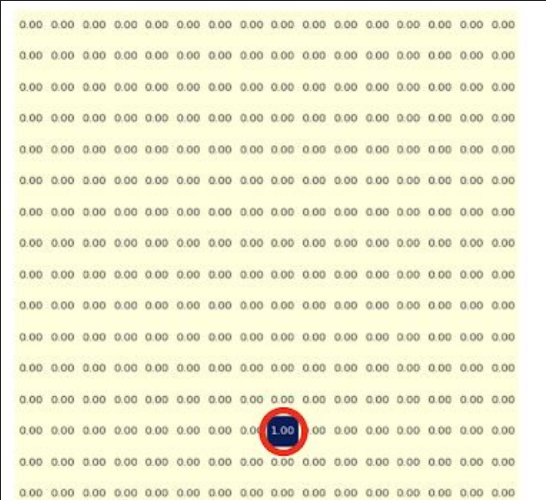
**PG-AR:**  $\pi_{\theta}(\mathbf{a} \mid \mathbf{o}) \approx \prod_{i=1}^n \pi_{\theta^{x_i}} (a^{x_i} \mid o^{x_i}, a^{x_1}, \dots, a^{x_{i-1}})$

**PG-AR**  
**In XOR game:**  $\pi(a^1, a^2) = \pi(a^1) \pi(a^2 \mid a^1)$

# Permutation game



# Individual policy: 4-agent permutation game



Individual

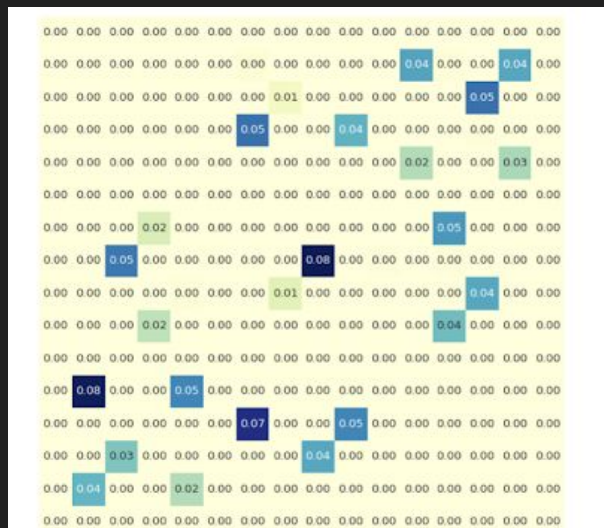


Payoff



# PG-AR (Auto-Regressive)

Multi-modal policy



Auto-Regressive



Payoff

# Training Paradigms

- Multi-step optimization  
minimize calculation
- Randomized execution order  
prevent overfitting

# PG-AR on Popular Testbeds

## StarCraft

- Alternate attacking with other agents



Enemy



## Google Research Foot-ball

- keeps short passing the ball to other

It took a lot to optimize, but learned new behavior

# Conclusion

In multi-modal scenarios, Value-decomposition and parameter sharing can lead unsatisfying behavior.

Policy gradient can learn multi-modal behavior by using auto-regressive.

Thank you for your attention.