

# Task Generalisation in Multi-Agent Reinforcement Learning

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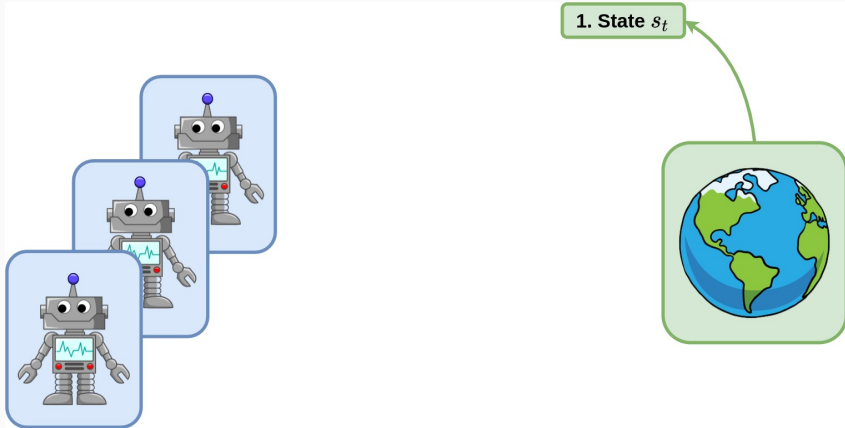
May 9, 2022



# 1. Multi-Agent Reinforcement Learning

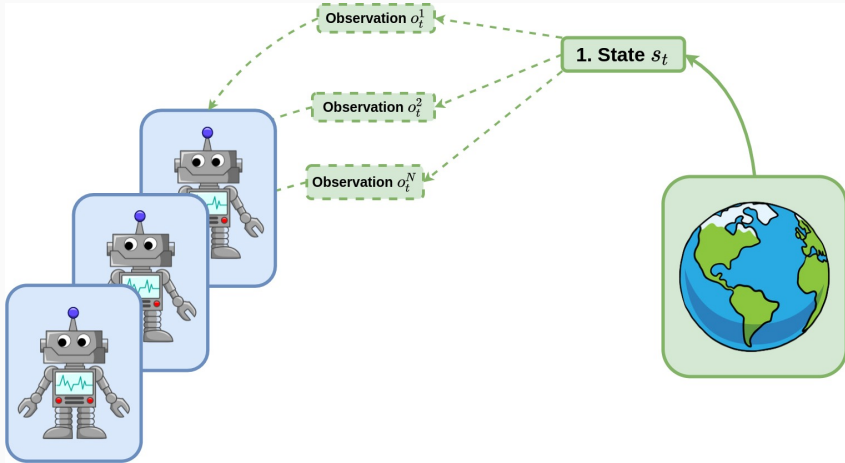
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# Multi-Agent Reinforcement Learning (MARL)



**Figure 1:** Multi-agent reinforcement learning loop

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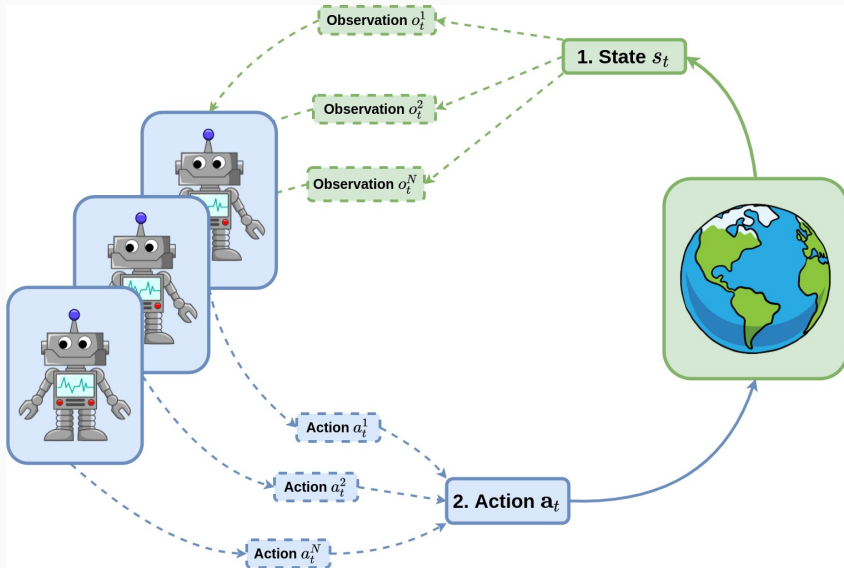


Figure 1: Multi-agent reinforcement learning loop

# Multi-Agent Reinforcement Learning (MARL)

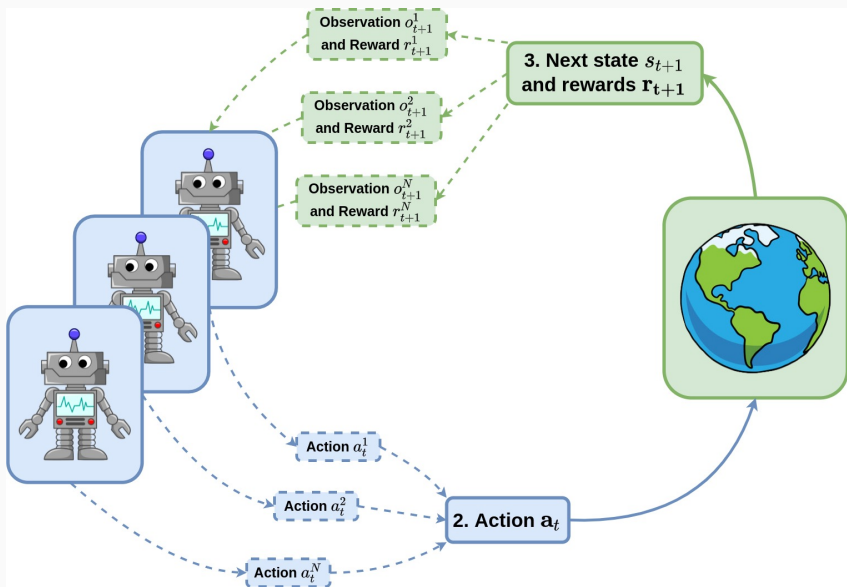


Figure 1: Multi-agent reinforcement learning loop

## 2. Generalisation in MARL

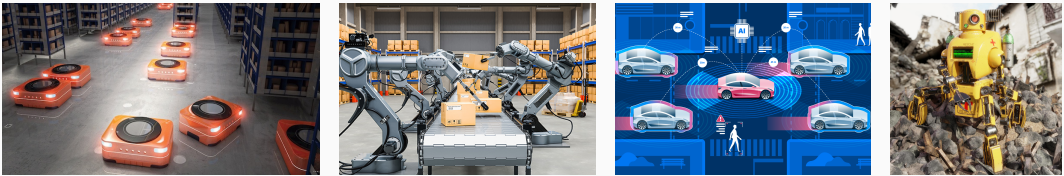
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- Learned behaviour typically highly task-specific
- Can be desirable, but often limiting applicability in real-world tasks



# Motivation

- Learned behaviour typically highly task-specific
- Can be desirable, but often limiting applicability in real-world tasks
- Tasks require robustness and generalisation capabilities to varying circumstances



**Figure 2:** Applications: distributed robotic logistics, autonomous vehicles and rescue robots.

# What Does Generalisation Mean?

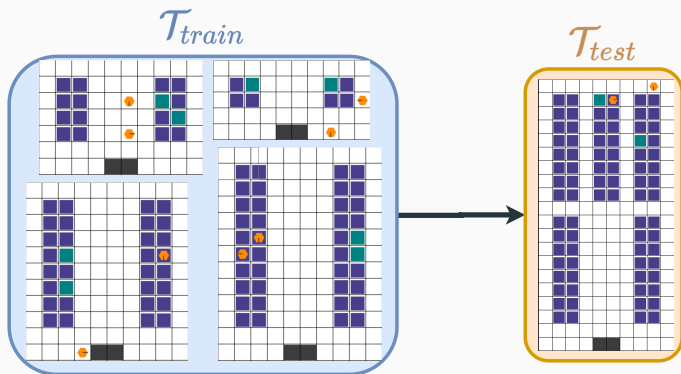


- (MA)RL lacks unified view on generalisation
- Train joint policy  $\pi$  in a set of training tasks and generalise to testing tasks
- But what is the relationship between tasks in  $\mathcal{T}_{train}$  and  $\mathcal{T}_{test}$ ?  
→ need assumptions on task similarity

# Task Generalisation in MARL

**Challenge task:** Multi-robot warehouse navigation <sup>1</sup>

- Agents need to navigate a warehouse to collect and deliver shelves
- Generalise to different layouts of warehouses



<sup>1</sup>Environment available at <https://github.com/ueo-agents/robotic-warehouse>

## **3. Preliminary Experiments**

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- **Goal:** identify the limitations of existing approaches

# Generalisation Experiments

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- Train agents using independent synchronous Advantage Actor-Critic (IA2C)
- Train in tasks of similar layout but varying height of blocks of shelves
- Evaluate based on zero-shot generalisation after 50M timesteps of training

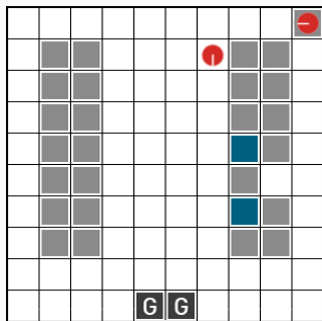
# Generalisation Experiments

- **Goal:** identify the limitations of existing approaches
- Train agents using independent synchronous Advantage Actor-Critic (IA2C)
- Train in tasks of similar layout but varying height of blocks of shelves
- Evaluate based on zero-shot generalisation after 50M timesteps of training
- Investigate the impact on generalisation of
  1. Observation encoding
  2. Domain randomisation (train in set of tasks)
  3. Neural network architectures

# Generalisation Experiments - Observation Encoding

## Default observations

- Absolute x- and y-coordinate of agent
- $3 \times 3$  grid centered on agent including
  - Agents: load, direction, on "highway"
  - Shelves: requested

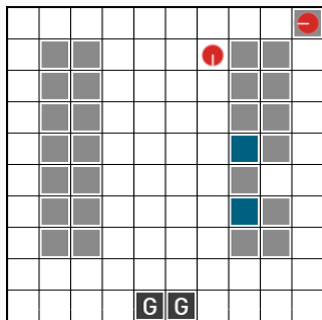




# Generalisation Experiments - Observation Encoding

## Default observations

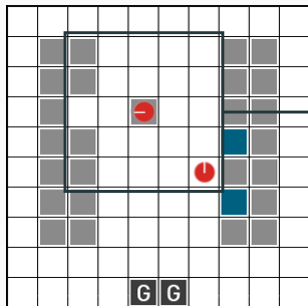
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# Generalisation Experiments - Observation Encoding

## Default observations

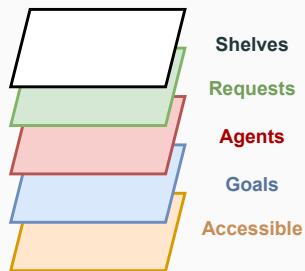
- Absolute x- and y-coordinate of agent
- $3 \times 3$  grid centered on agent including
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## Image observations

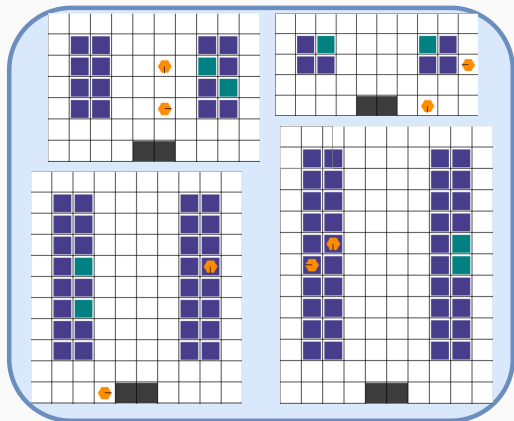
- Stack of binary information
- All information is relative

### "Image" Stack



# Generalisation Experiments - Domain Randomisation

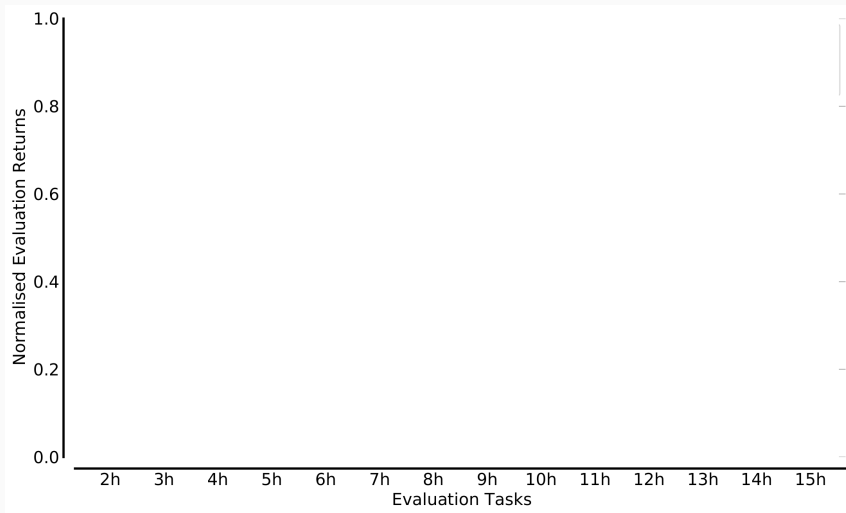
$\mathcal{T}_{train}$



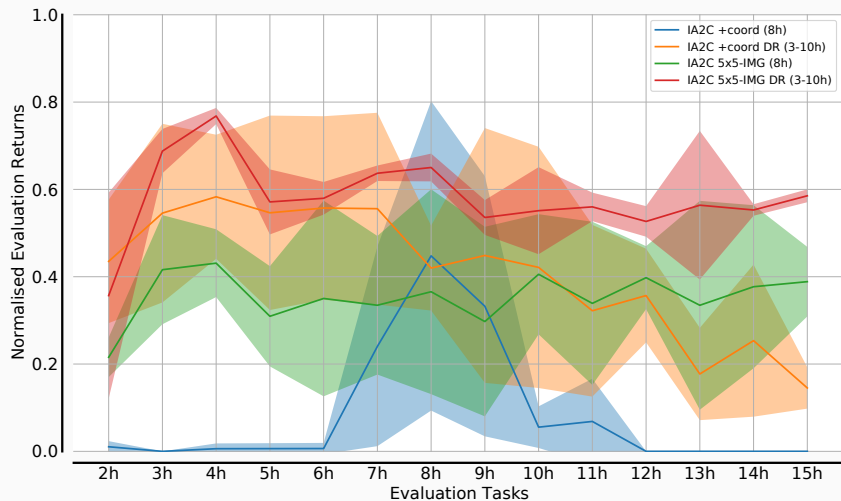
**No DR:** train in single task (column height of 8 - bottom left)

**DR:** train in set of tasks with column height 3 – 10

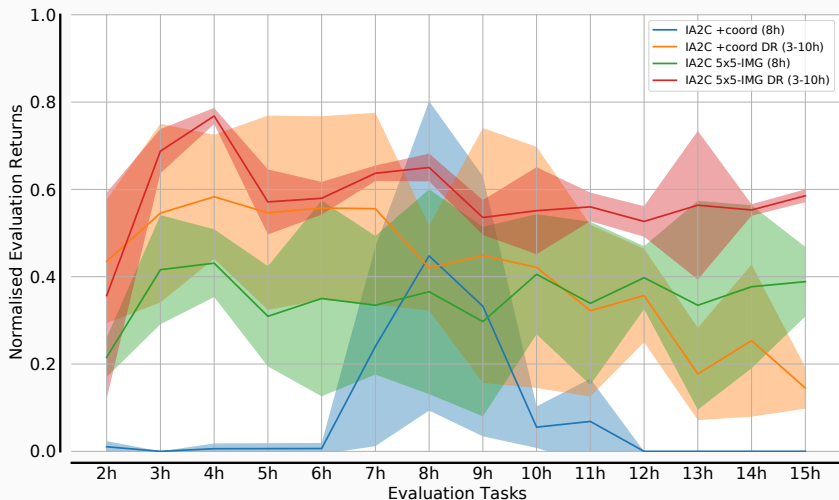
# Generalisation Experiments - Observations and DR Results



# Generalisation Experiments - Observations and DR Results



# Generalisation Experiments - Observations and DR Results



- Observations with coordinates only generalise with DR unlike image observations
- DR improves generalisation in all cases

# Generalisation Experiments - Network Architecture Results

- **Recurrent networks**
  - Commonly applied in partially observable tasks
  - Improve performance of agents (but not generalisation specific)

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  - Improve performance of agents (but not generalisation specific)
- **Convolution neural networks**
  - CNNs did not make significant difference by themselves



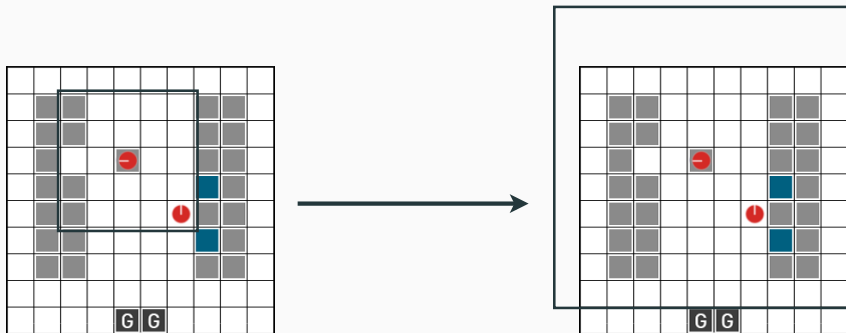
# Generalisation Experiments - Network Architecture Results

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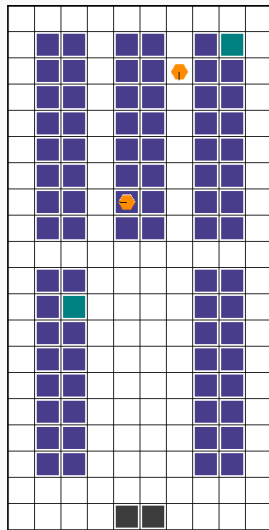
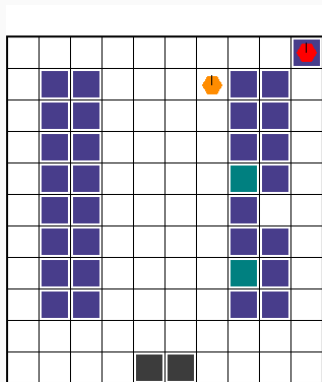
- Commonly applied in partially observable tasks
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- **Convolution neural networks**

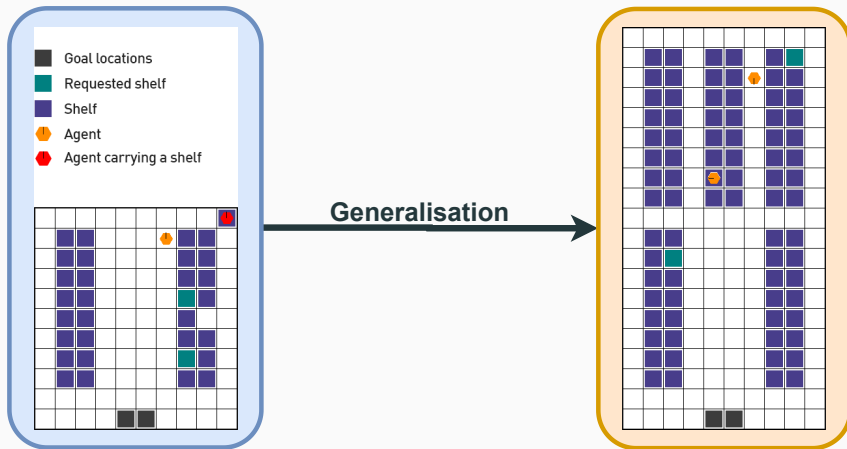
- CNNs did not make significant difference by themselves
- But CNNs allowed to train on larger image observations



# Generalisation Experiments - Failure Case



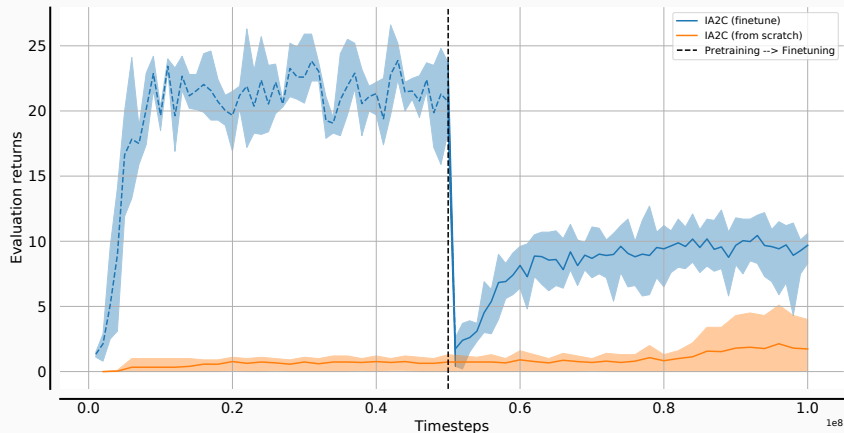
# How To Bridge This Gap?



## Promising directions:

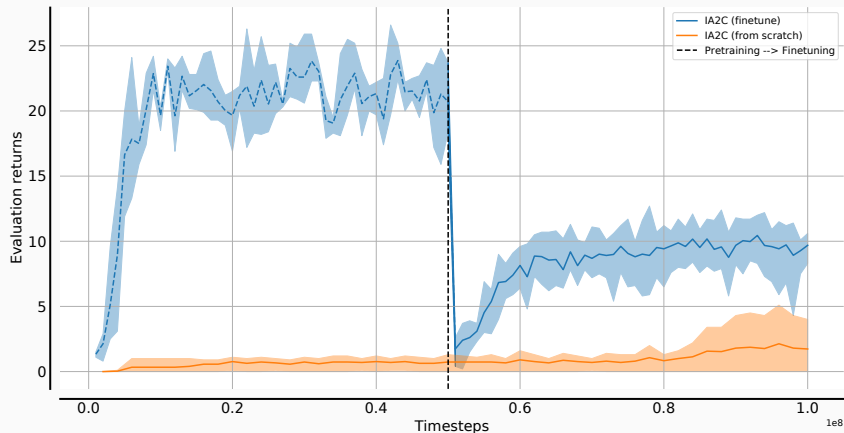
1. Reason over **high-level** information (relational/ neurosymbolic and hierarchical RL)
2. Allow for limited **finetuning** in testing tasks

# Generalisation Finetuning Result



→ Opportunity for **curriculum learning**

# Generalisation Finetuning Result



- Representations are valuable and generalise with limited finetuning!
- Finetuned agents outperform agents trained in harder task from scratch

→ Opportunity for **curriculum learning**

## **4. Conclusion**

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- We demonstrated the challenge of generalisation in MARL
- Existing approaches are sensitive to task-specific details in observations  
→ Zero-shot generalisation quickly reaches its limits
- Finetuning experiments demonstrate representations can generalise with limited training in new tasks
- Future directions
  1. Few-shot generalisation with finetuning in testing tasks (e.g. meta RL)
  2. Condition policy on high-level information (hierarchical and relational RL, neurosymbolic models)

**Feel free to reach out to me!**

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