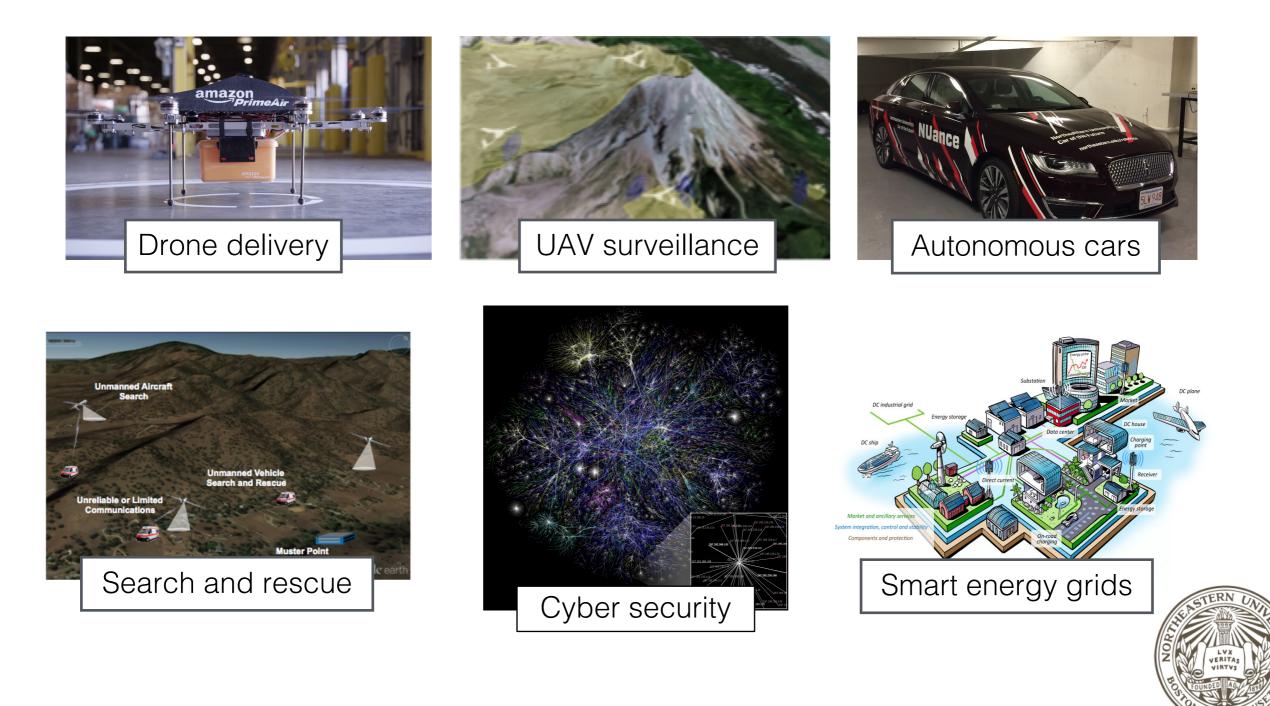
Decision-Making Under Uncertainty in Multi-Agent and Multi-Robot Systems: Planning and Learning

Chris Amato Northeastern University



Northeastern University College of Computer and Information Science

Multi-agent systems are (going to be) everywhere



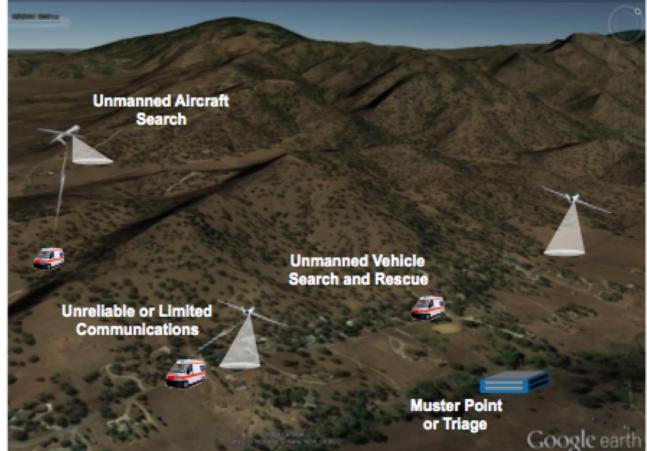
Uncertainties

- These real-world problems have several forms of uncertainty:
 - Outcome uncertainty
 - Sensor uncertainty
 - Communication uncertainty



Uncertainties: Search and Rescue

- A team of ground and aerial robots searching for people after a disaster:
 - Outcome uncertainty: movement of robots and people is uncertain
 - Sensor uncertainty: location of people and obstacles is uncertain

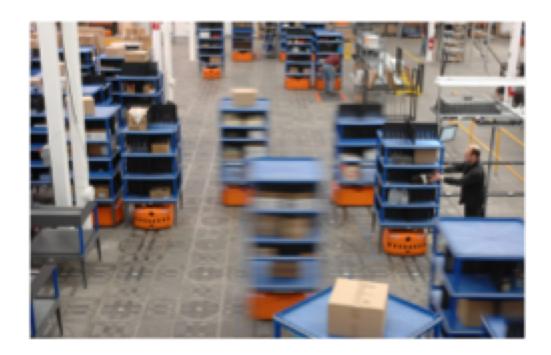


 Communication uncertainty: communication range is limited, so location and choices of other robots is uncertain



Uncertainties

 Many other real-world problems have outcome, sensor and communication uncertainty

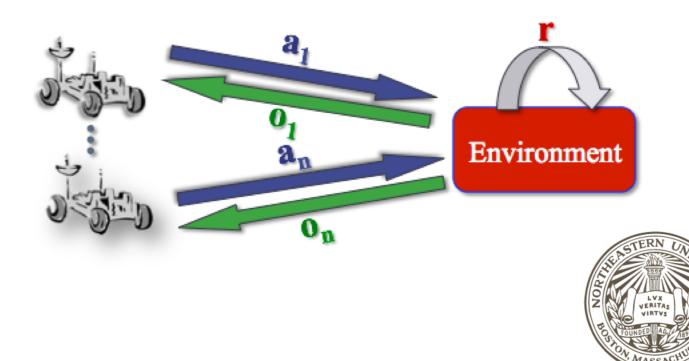






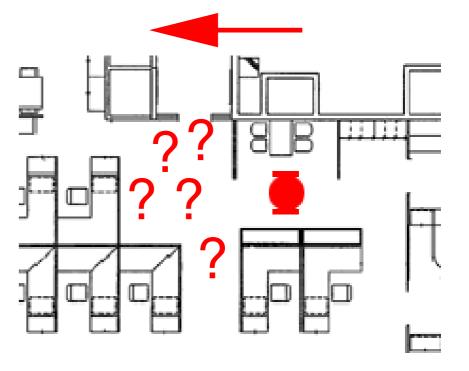
Multiple cooperating agents

- Decentralized partially observable Markov decision process (Dec-POMDP) Bernstein et al., 02
 - Extension of the single agent MDP and POMDP models
 - Multiagent sequential decision-making under uncertainty
- At each stage, each agent takes an action and receives:
 - A local observation
 - A joint immediate reward



Dec-POMDP

- Decision-theoretic model of multi-agent systems
- We need to model:
 - Each agent's actions, A_i , for each agent *i*
 - The environment states, S
 - The environment dynamics, $\Pr(s'|s,a)$
 - Each agent's sensor and communication observations, Ω_i
 - The observation function, $\Pr(o|s', a)$
 - The reward function, R(s, a)
- A solution seeks to maximize the expected sum of rewards from policies that only consider *local* observations





Dec-POMDPs are general

• Any real-world problem with outcome, sensor and communication uncertainty



• If we can solve the Dec-POMDP optimally, we get an optimal solution to our problem



Now what?

- Any cooperative multi-agent problem is a Dec-POMDP
- But, modeling and solving is hard
- Solutions: approximate the model or approximate the solution



Our solutions (so far)

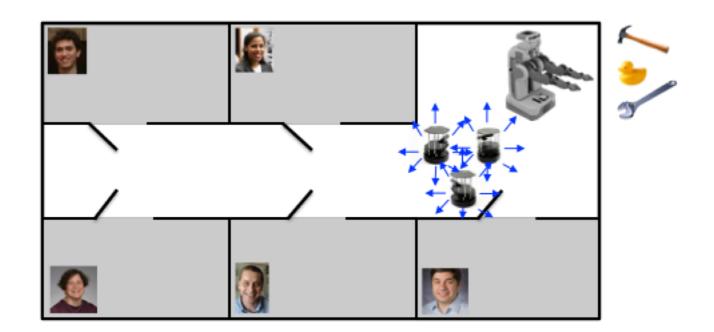
- Making limited approximations by:
 - Planning using hierarchy and sample-based methods
 - Learning solutions directly from data



Scaling up: macro-actions

Amato, Konidaris and Kaelbling - AAMAS 14

• Dec-POMDP methods model and solve at a low level (actions as control inputs)

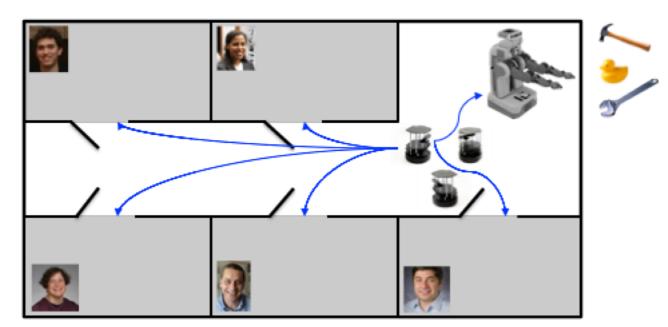




Scaling up: macro-actions

Amato, Konidaris and Kaelbling - AAMAS 14

- Dec-POMDP methods model and solve at a low level (actions as control inputs)
- This is intractable (and unnecessary!) for real-world systems
- Often easy to plan for subgoals/subtasks
 - Set initial and terminal conditions (i.e., states)
 - Have expertly programmed controllers
- Allows for asynchronous decision-making
- Resulting model: MacDec-POMDP (macro-action Dec-POMDP)

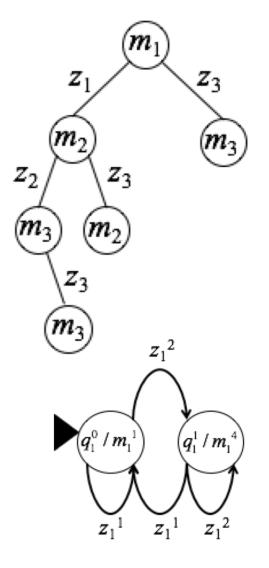




Macro-action solution representations

- Can extend policy representations to macro-action case
 - m = macro-action
 - z = high-level observation
- Finite-state controllers μ for each agent *i* defined with node set Qi:
 - Action selection, $\lambda: Q_i \rightarrow M_i$
 - Node transitions, $\delta: Q_i \times Z_i \rightarrow Q_i$
 - An initial node: $q_{i^0} \in Q_i$
- But macro-actions finish at different times!
- Developed semi-Markov model, decentralized partially observable semi-Markov decision process (Dec-POSMDP)
 Omidshafiei, Agha-mohammadi, Amato, Liu and How - IJRR 17

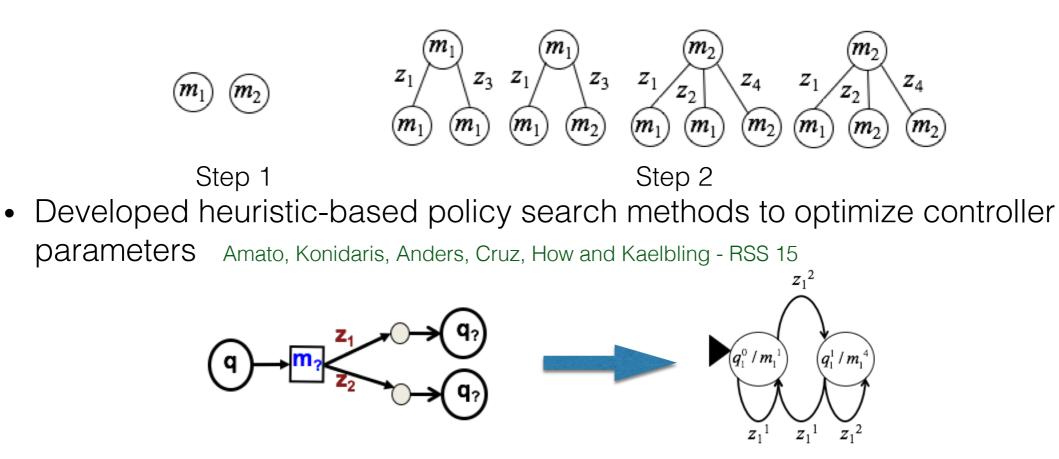
$$V^{\mu}(q,s) = R(s,\lambda(q)) + \sum_{k}^{\infty} \gamma^{k} \sum_{s',o} \Pr(s',k|s,\lambda(q)) \Pr(o|s',\lambda(q)) V^{\mu}(\delta(q,o),s')$$





Generating solutions

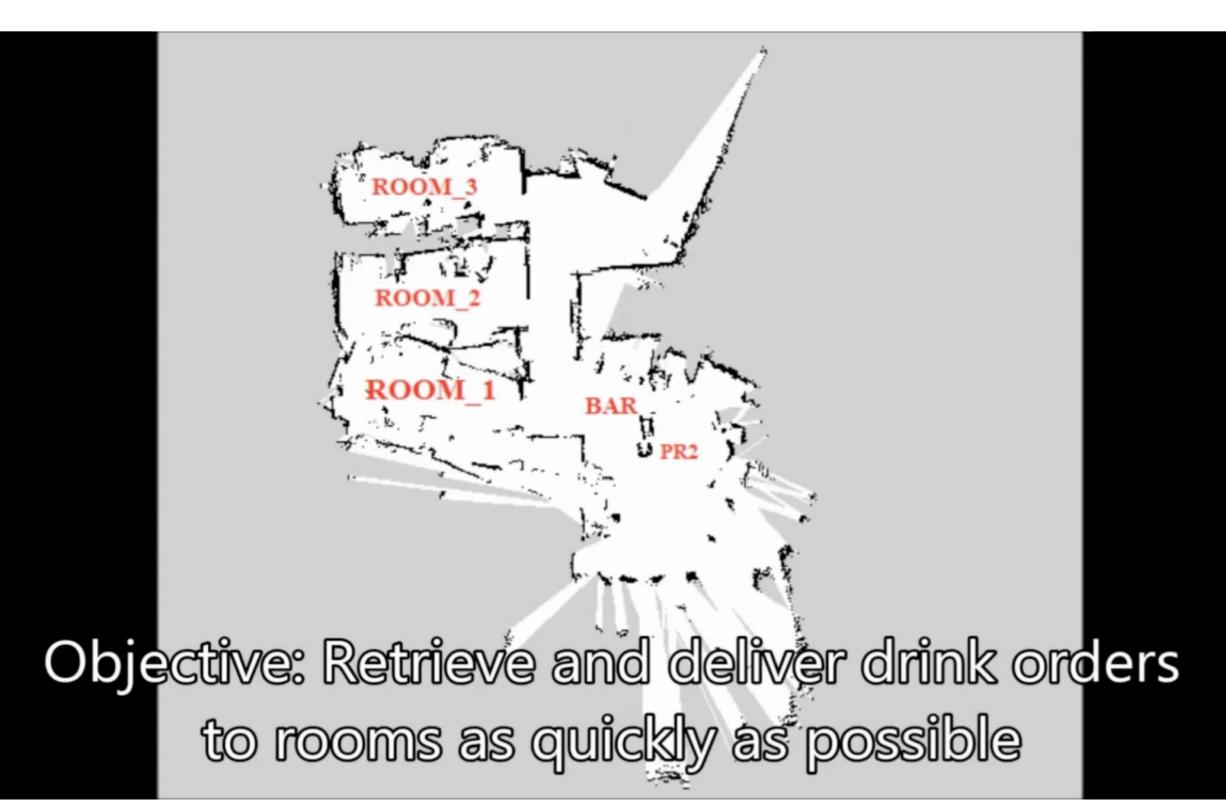
• Extended dynamic programming methods from Dec-POMDPs to build up trees Amato, Konidaris and Kaelbling - AAMAS 14



- Perform evaluation using samples from simulator rather than have full model
- Orders of magnitude faster and can solve problems that are orders of magnitude larger than previous Dec-POMDP methods (including robotics problems)

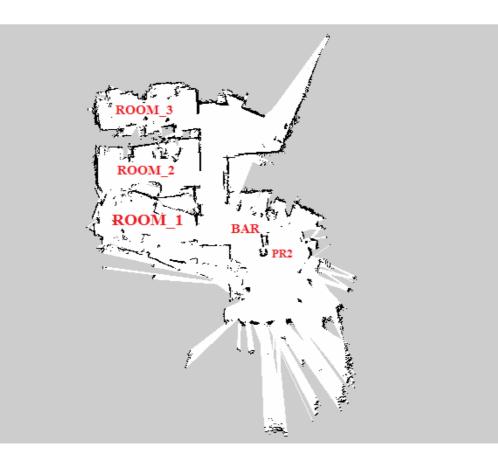


Cooperative beer delivery



Cooperative beer delivery

- Controller values
 - 1-node controllers: 1231 (~13.98 drinks delivered)
 - 5-node controllers: 1296 (~14.56 drinks delivered)
 - Hand-coded solution: 917 (~11.13 drinks delivered)





Generating the 'macro'-observations

Omidshafiei, Liu, Everett, Lopez, Amato, Liu, How, Vian - ICRA 17

Learning the solutions

- We may not have a model of the problem
- Want to learn solutions directly from data
- E.g., Learning a set of controllers from limited demonstrations Liu, Amato, Anesta, Griffith and How, AAAI 16



• Scalable to large state, macro-action and observation sets



Why can't we just use deep RL?

- Using deep RL for Dec-POMDPs has become a hot topic (e.g., Omidshafiei, Pazis, Amato, How and Vian, ICML 17, Foerster, Assael, de Freitas, and Whiteson, NIPS 16, Gupta, Egorov, Kochenderfer ICML 17)
- Some good results, but many open questions
 - Centralized vs. decentralized learning
 - Sample efficiency/online learning
 - Dealing with nonstationarity
 - Dealing with partial observability



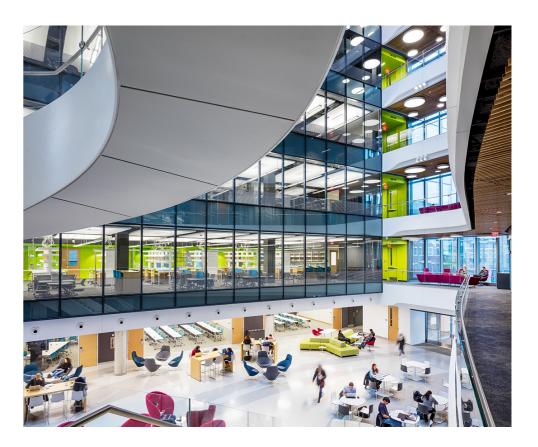
Conclusions

- Dec-POMDPs represent a powerful probabilistic multi-agent framework
 - Considers outcome, sensor and communication uncertainty in a single framework
 - Can model any multi-agent coordination problem
 - Need to think about how to solve them
- Macro-actions provide an abstraction to improve scalability
- Learning methods can remove the need to generate a detailed multi-agent model
- Begun demonstrating scalability and quality in a number of domains, but a lot of great open questions to solve!
- A lot of great work by us and others as well (go see Frans Oliehoek!)



Postdoc(s) wanted!

- Come postdoc with me (or others) at Northeastern
 - Multi-agent RL
 - Deep RL
 - RL for robotic manipulation



Come talk to or email me

