

AdverSAR – An Attentive Reasoning Framework for Multi Agent Cooperative Navigation under Adversarial Communication

INTRODUCTION

- Communication is a critical aspect of Multi-Agent Reinforcement Learning (MARL) for cooperative tasks
- Communication based policies are prone to severe issues due to noise or attacks on the communication channels



Figure 1: Multi-Agent Cooperative Navigation Scenario

MARL FRAMEWORK

- Centralized Training and Decentralized Execution (CTDE) for learning communication-based policies

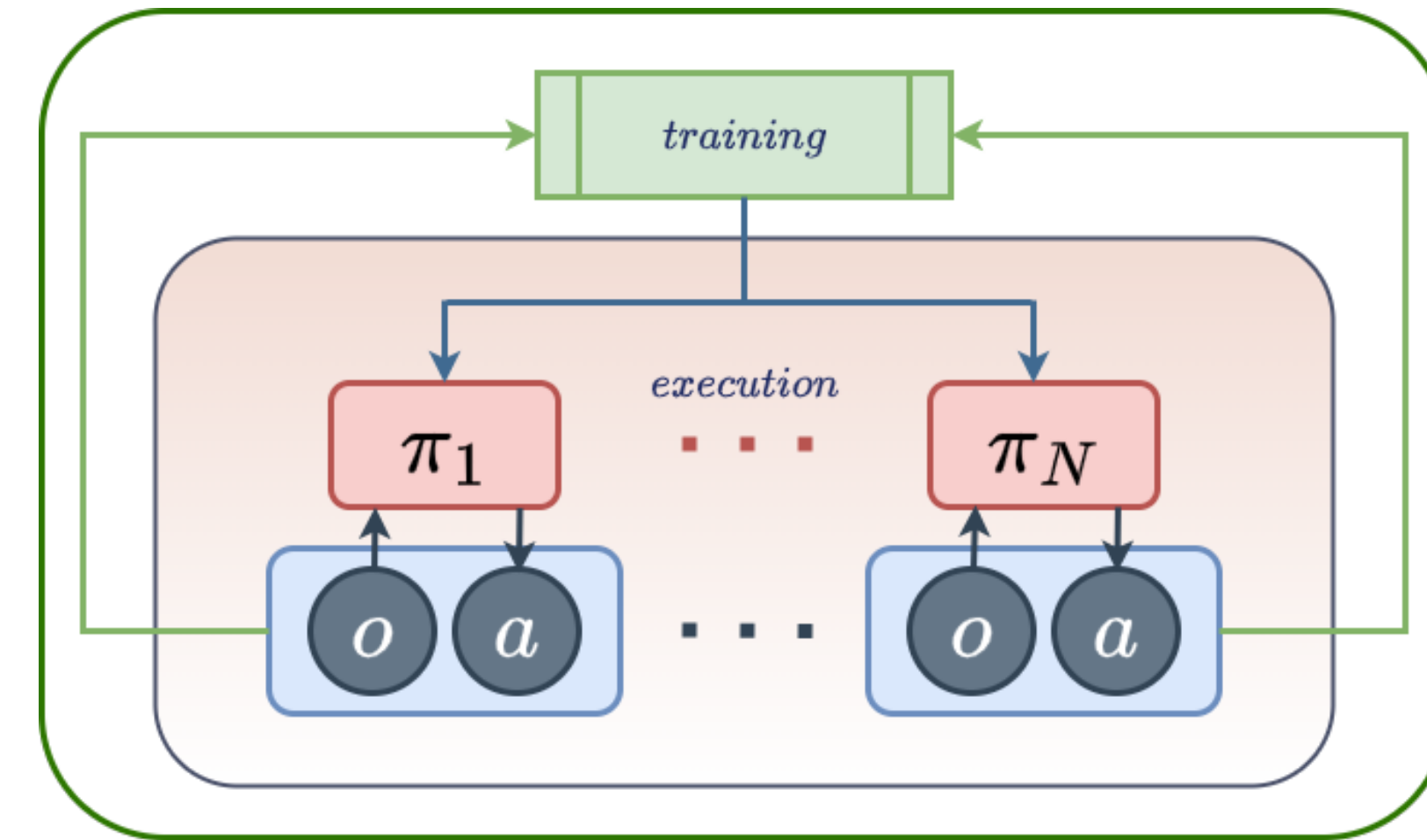


Figure 2: Centralized Actor-Critic Reinforcement Learning

- Central critic receives local actions of all agents and evaluates a centralized action-value function

ATTENTIVE REASONING NETWORK

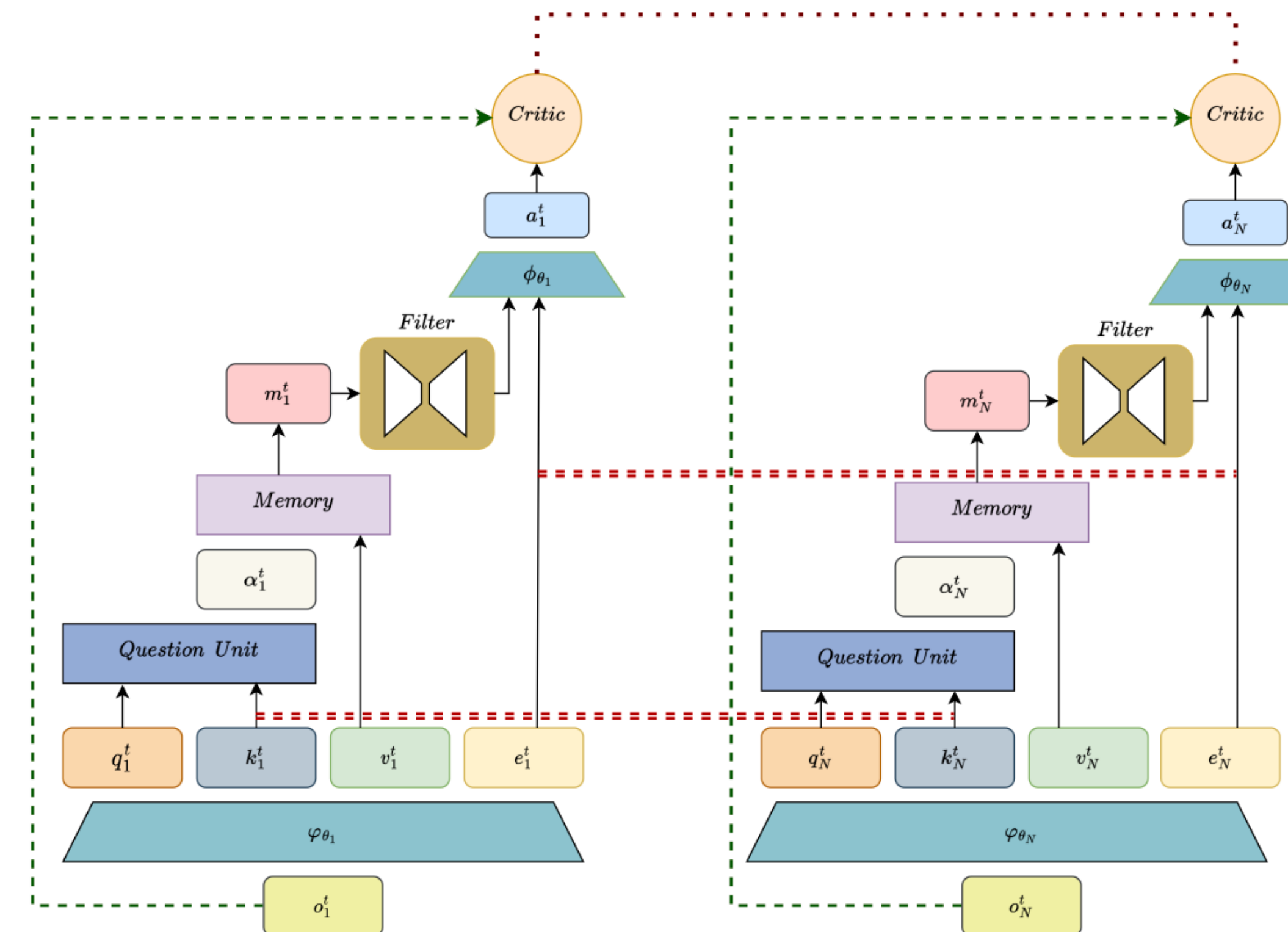


Figure 3: Network Architecture - Multi-Agent Structured Attentive Reasoning Network for Adversarial Communication (Adver-SAR)

ADVERSARIAL COMMUNICATION

- Agents are cooperative and have no adversarial intent (adversaries are external only)
- Inter-agent communication is potentially corrupted by noise in the communication channels
- Filter unit has an Auto-Encoder for anomaly detection.

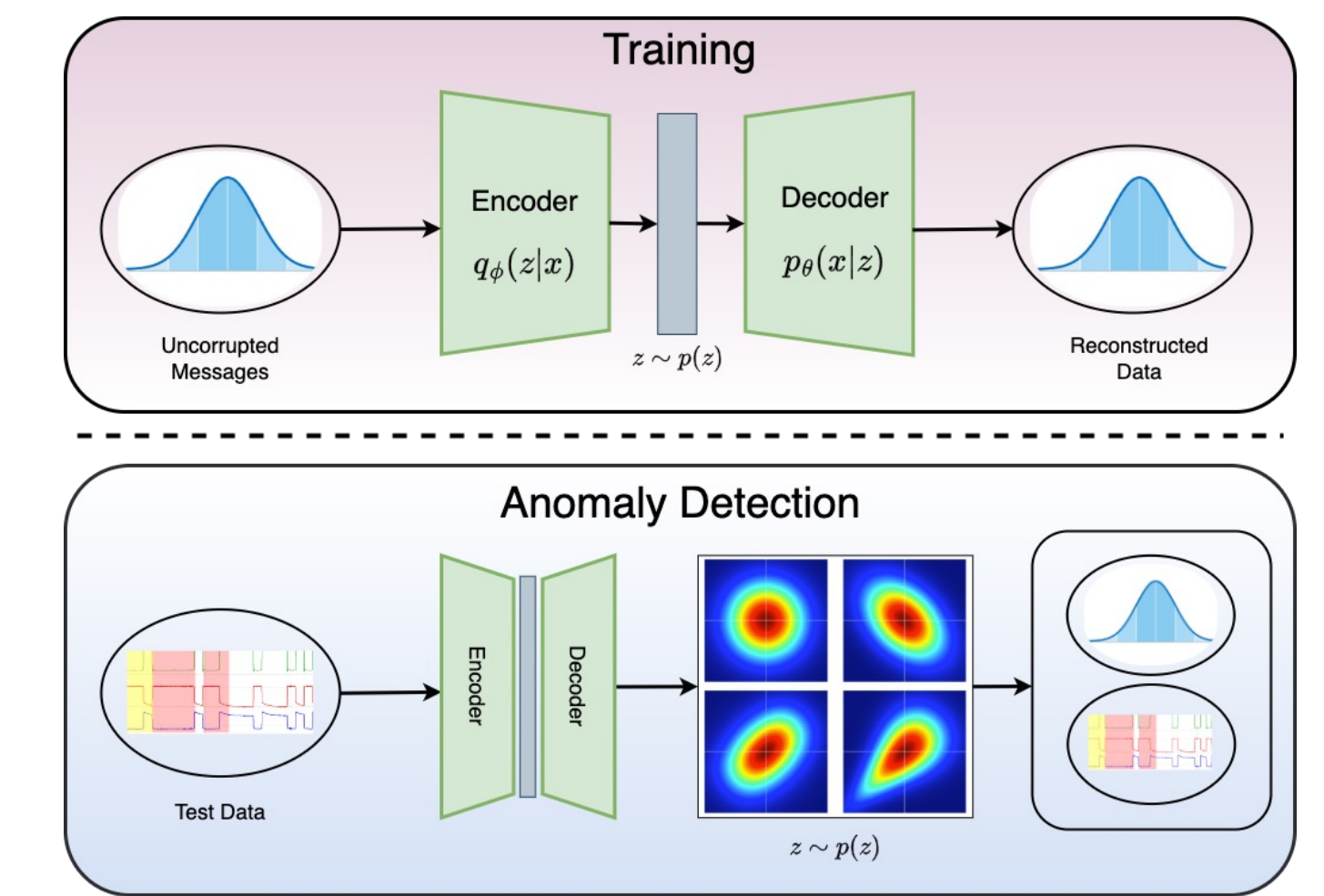


Figure 4: Anomaly Detection using Generative Models

EXPERIMENTS

- Empirical evaluation: Cooperative navigation tasks of varying levels of difficulty
- Environment: OpenAI Gym Traffic Junction v0
- Difficulty Levels: Easy (1 junction), Medium (4 junctions) and Hard (8 junctions)
- Noise Model: Zero-Mean Gaussian Noise
- **Evaluation Baseline:** SARNet - State of the art attention-based MARL framework
- **Evaluation Metric:** Success Rate (% of collision free episodes)
- Message Sizes: 8-bit, 16-bit and 32-bit messages
- Number of Agents: 3, 6, 10 agents

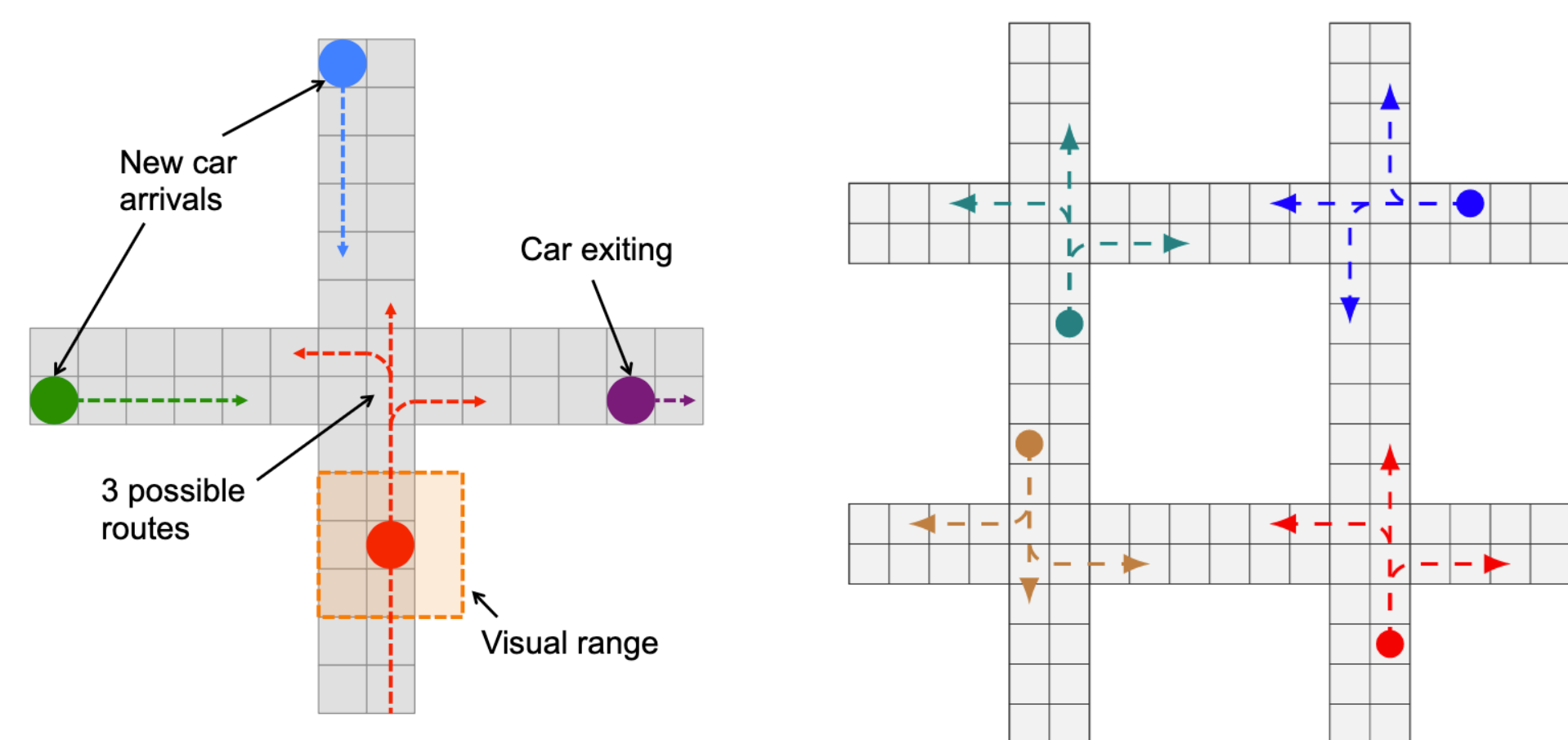


Figure 5: Traffic Junction Environment – (left) Easy, (right) Medium

Msg Size →	8 bit		16 bit		32 bit	
	SARNet	AdverSAR	SARNet	AdverSAR	SARNet	AdverSAR
Num Agents ↓						
3	84.41 ± 3.83	86.26 ± 1.30	77.34 ± 2.06	80.94 ± 3.03	85.61 ± 2.14	88.15 ± 2.45
6	61.03 ± 1.28	66.47 ± 2.35	72.53 ± 1.60	76.83 ± 3.23	78.31 ± 1.79	80.02 ± 2.50
10	58.10 ± 2.10	59.23 ± 1.39	65.42 ± 2.38	69.36 ± 3.21	72.70 ± 3.72	78.73 ± 1.03

Table 1: Comparison of Success Rate (%) for SARNet vs. AdverSAR with varying message sizes and number of agents with difficulty level Medium

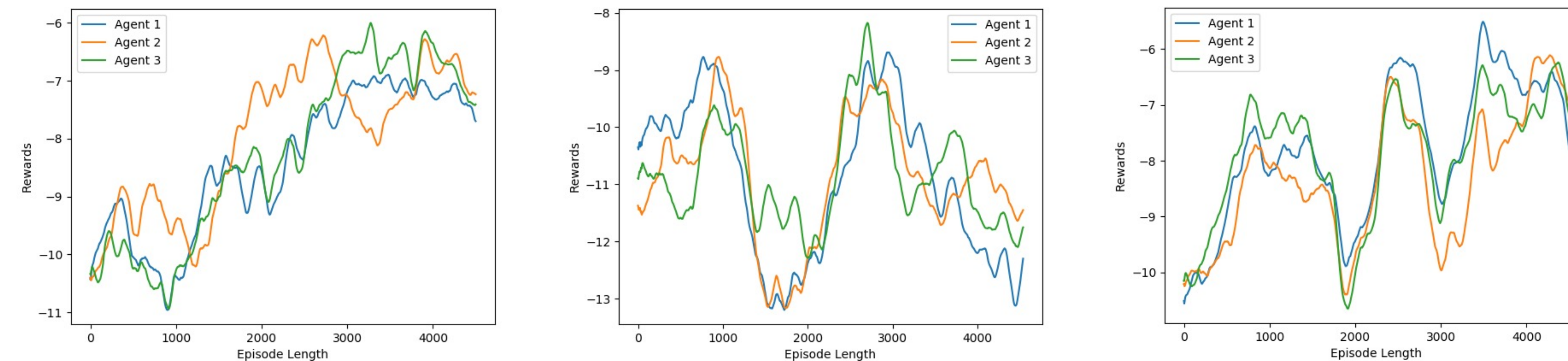


Figure 6: Reward Curves – (left) No Noise, (center) SARNet with Noise, (right) AdverSAR with noise

CONCLUSIONS & FUTURE WORK

Conclusions:

- Proposed a novel framework for multi-agent cooperative navigation under corrupted communication
- Demonstrated improve performance on cooperative navigation tasks with increasing levels of difficulty

Future Work:

- Test the framework on a variety of multi-agent cooperative tasks like Predator-Prey, StarCraft etc.
- Extend the framework to multi-agent tasks with adversarial agents and competitive tasks

REFERENCES

1. Rangwala, Murtaza, and Ryan Williams. "Learning multi-agent communication through structured attentive reasoning." Advances in Neural Information Processing Systems 33 (2020).
2. Singh, Amanpreet, Tushar Jain, and Sainbayar Sukhbaatar. "Learning when to Communicate at Scale in Multiagent Cooperative and Competitive Tasks." International Conference on Learning Representations (2018).
3. Sukhbaatar, Sainbayar, and Rob Fergus. "Learning multiagent communication with backpropagation." Advances in Neural Information Processing Systems 29 (2016).