





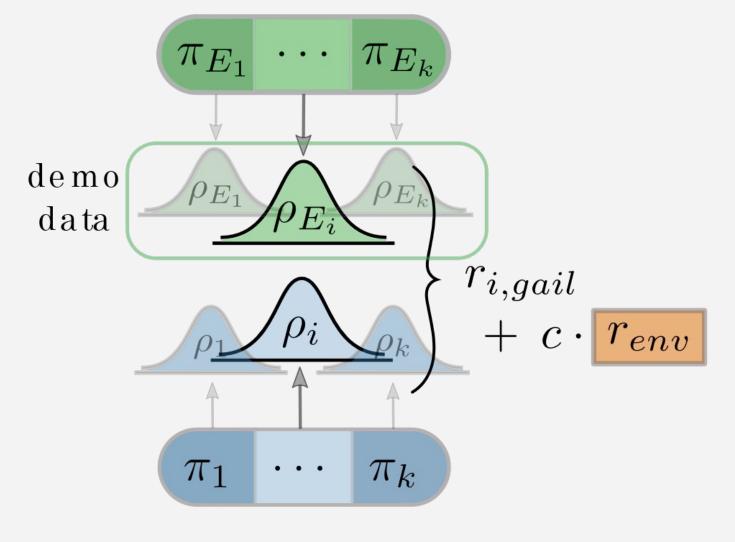
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## Overview

- Studies problem of **decentralized**, cooperative multi-agent learning without explicit communication
- Independent agent updates induce a nonstationary environment for other agents
- Proposes **DM2**, a decentralized MARL algorithm that performs distribution matching against expert demonstrations to facilitate coordination
- Theoretical analysis shows that...
  - Individual distribution matching against coordinated expert demonstrations improves a lower bound on a joint imitation learning objective, leading to **convergence**
  - Expert policies are a Nash equilibrium for mixed task and distribution matching reward
- Experimental validation on StarCraft shows that the combined imitation and task reward improve on a fully decentralized baseline

## $DM^2$

• Each agent independently learns from a mixed reward that consists of the environment task reward and a distribution matching reward from GAIL [1]



- Agent and expert policies trained with IPPO [2]
- Expert demonstrations (state-only trajectories) are compatible (sampled concurrently from co-trained experts)

# DM<sup>2</sup>: Decentralized Multi-Agent Reinforcement Learning via Distribution Matching

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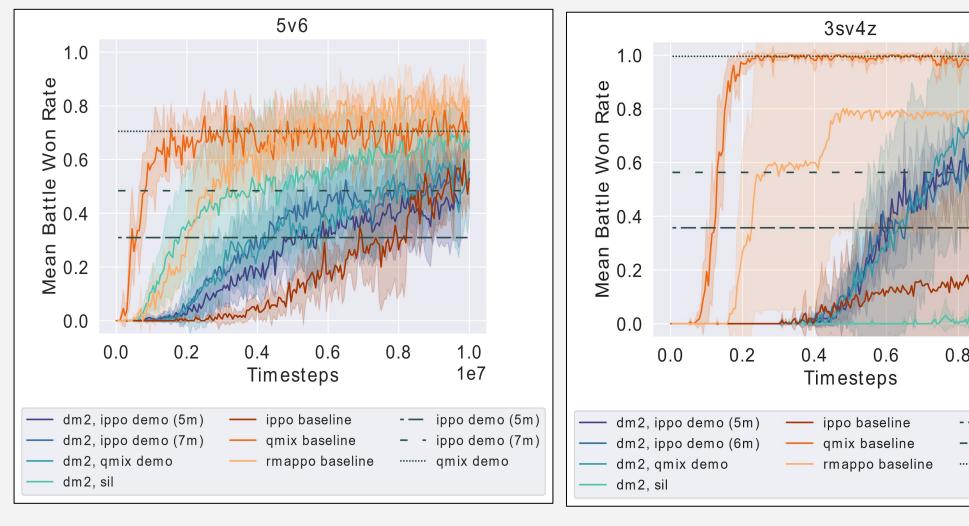
DM<sup>2</sup> allows a team of RL agents to learn a cooperative task by independently imitating corresponding demonstrations from an expert team.

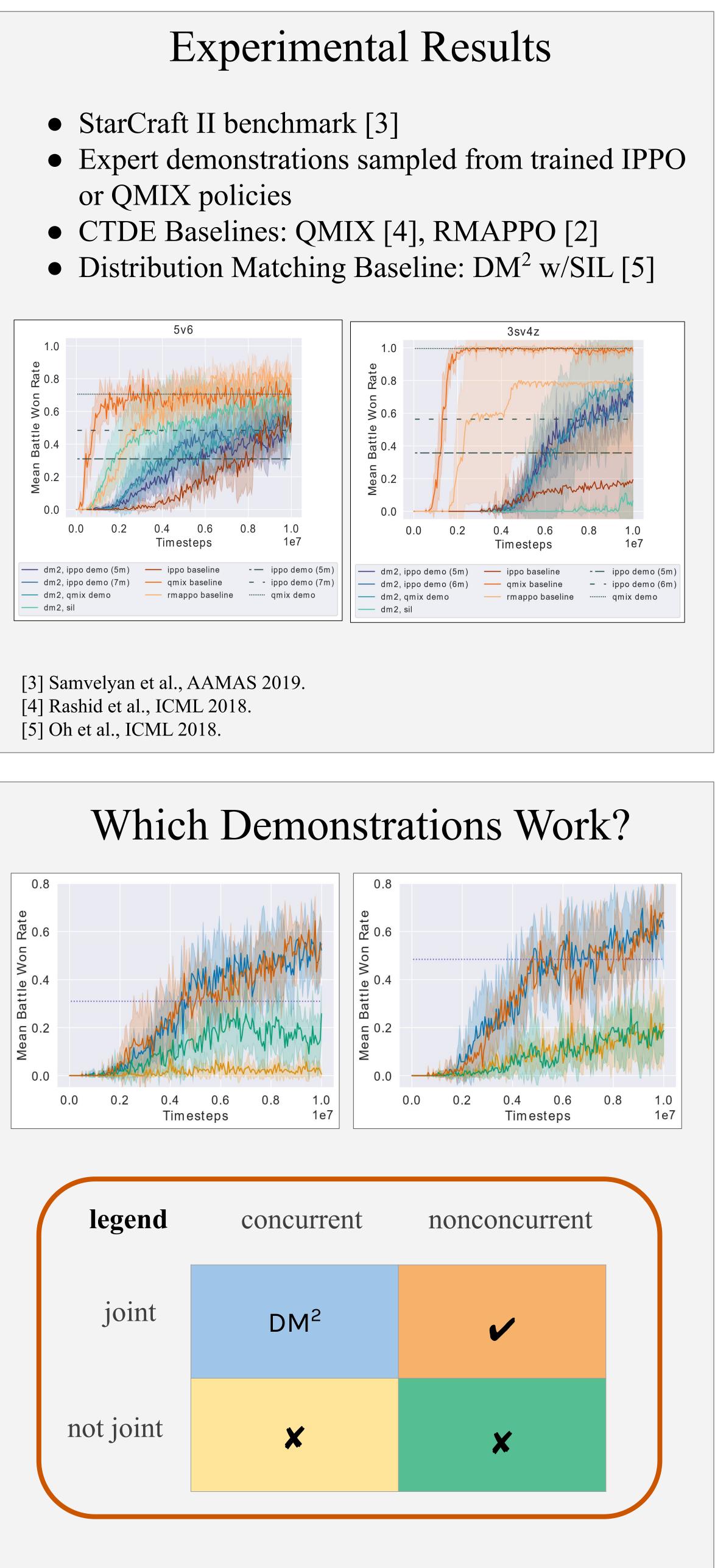
### **Peter Stone**

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- or QMIX policies





<sup>[1]</sup> Ho and Ermon, NeurIPS 2016. [2] Yu et al., ArXiv 2021.