

PROROKLAB



Benchmarking Multi-Agent Reinforcement Learning

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Or PyTorch Or Meta

Mix & match your *model*, *algorithm*, and *task* and start to BenchMARL!

Models

Models are neural network blueprints that can be chained to make actors and critics with or without parameter sharing.



Algorithms

Algorithms are an ensemble of components (e.g., loss, replay buffer, exploration strategy) that determine the training strategy.



Tasks

Tasks are scenarios from a simulated environment which constitute the MARL challenge to solve.



Reporting and plotting

Automatically report and plot your BenchMARL results using statistically-strong integrated tools [1,2].

Interactively log your results on Wandb and compare with the publicly available benchmarks:



Vmas results - per task





We are benchmarking and releasing results for BenchMARL tasks.

Check out the results in the VMAS environment

[1] Agarwal, Rishabh, et al. "Deep reinforcement learning at the edge of the statistical precipice." Advances in neural information processing systems 34 (2021): 29304-29320.

[2] Gorsane, Rihab, et al. "Towards a standardised performance evaluation protocol for cooperative marl." Advances in Neural Information Processing Systems 35 (2022): 5510-5521

Configuring

BenchMARL uses Hydra to load configurations from YAML files into Python dataclasses. This allows to easily override and sweep parameters while decoupling them from the codebase.

Extending

Each component in the library has an associated abstract class. This makes it easy to integrate custom algorithms, models, and tasks, allowing to compare them against the wide repository of already implemented ones.

Callbacks and checkpointing

We support custom callbacks in various phases of training. Experiments can also be checkpointed and reloaded for evaluation or deployment on robotic platforms.

Documentation and tests

Component documentation is available online and full training integration tests are run for each task-algorithm combination.

