OpenAI:

Emergent Tool Use from Multi-Agent Interaction

Iñigo Ortega & Andoni Rodríguez

Presenter: Iñigo Ortega

Introduction:

Hide and Seek

Seekers: Sight hiders

Hiders: Run away from seekers

Observation ability

Line of sight: 135º cone

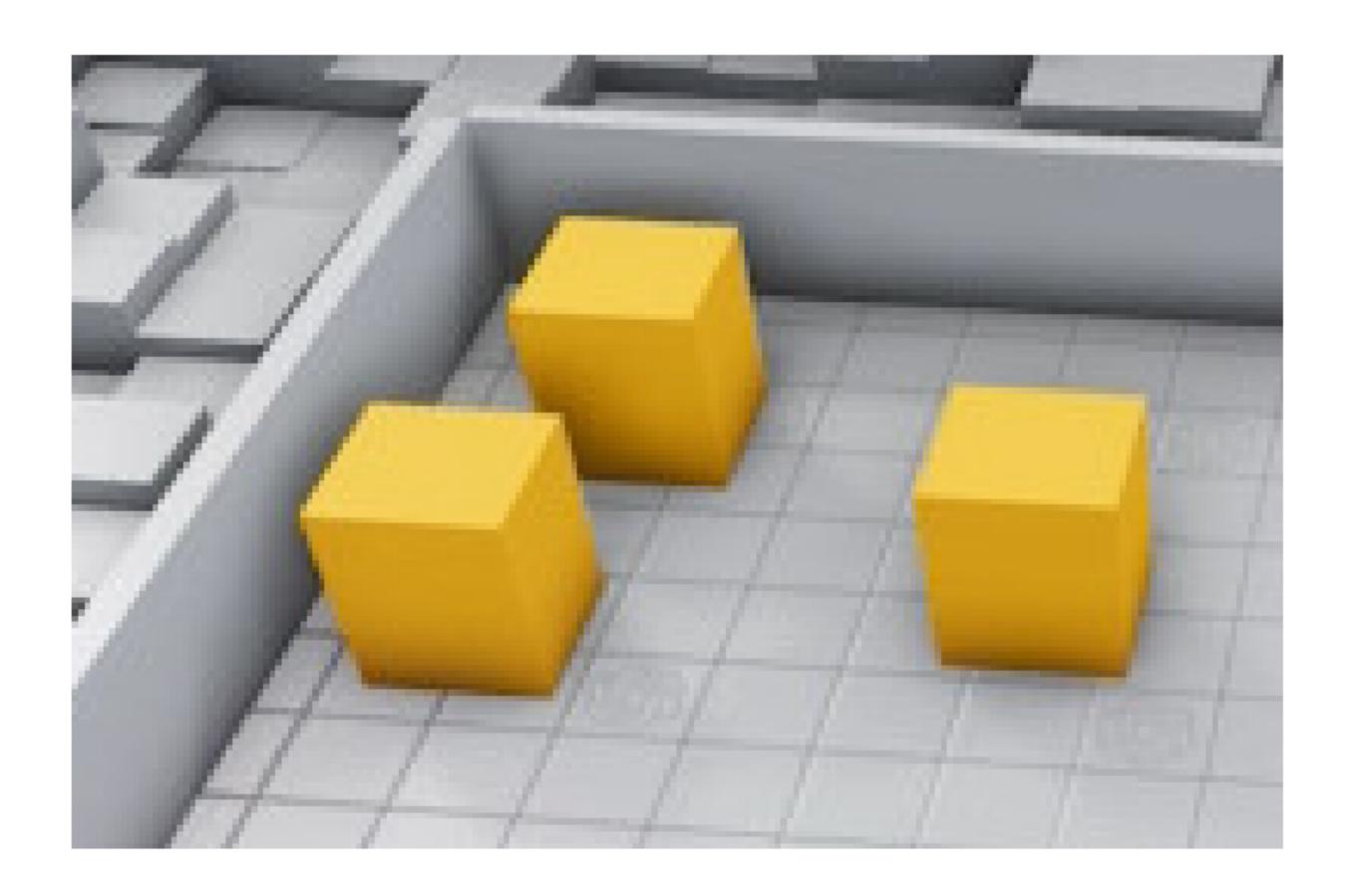
Lidar: 30 range sensors

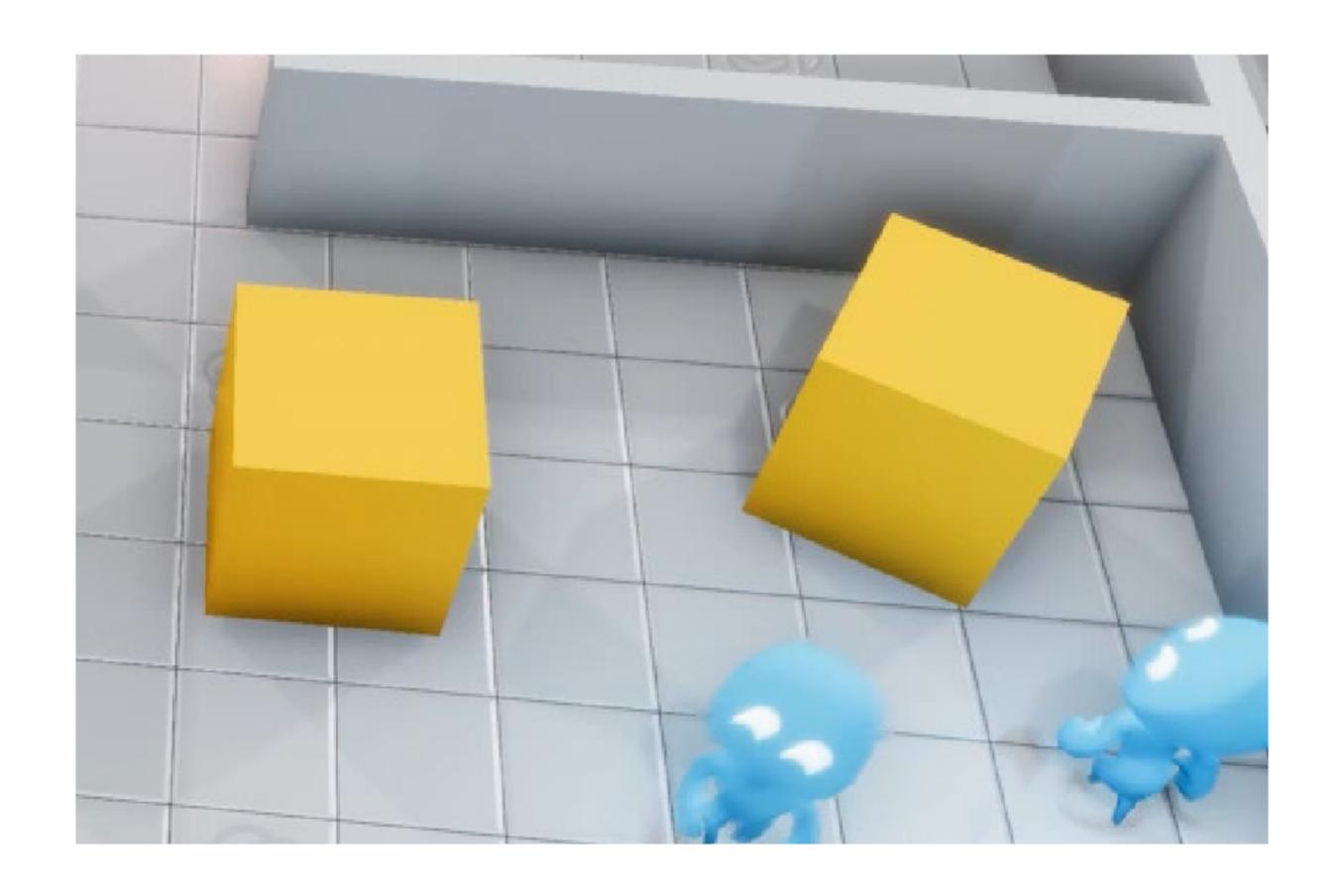
(Video)

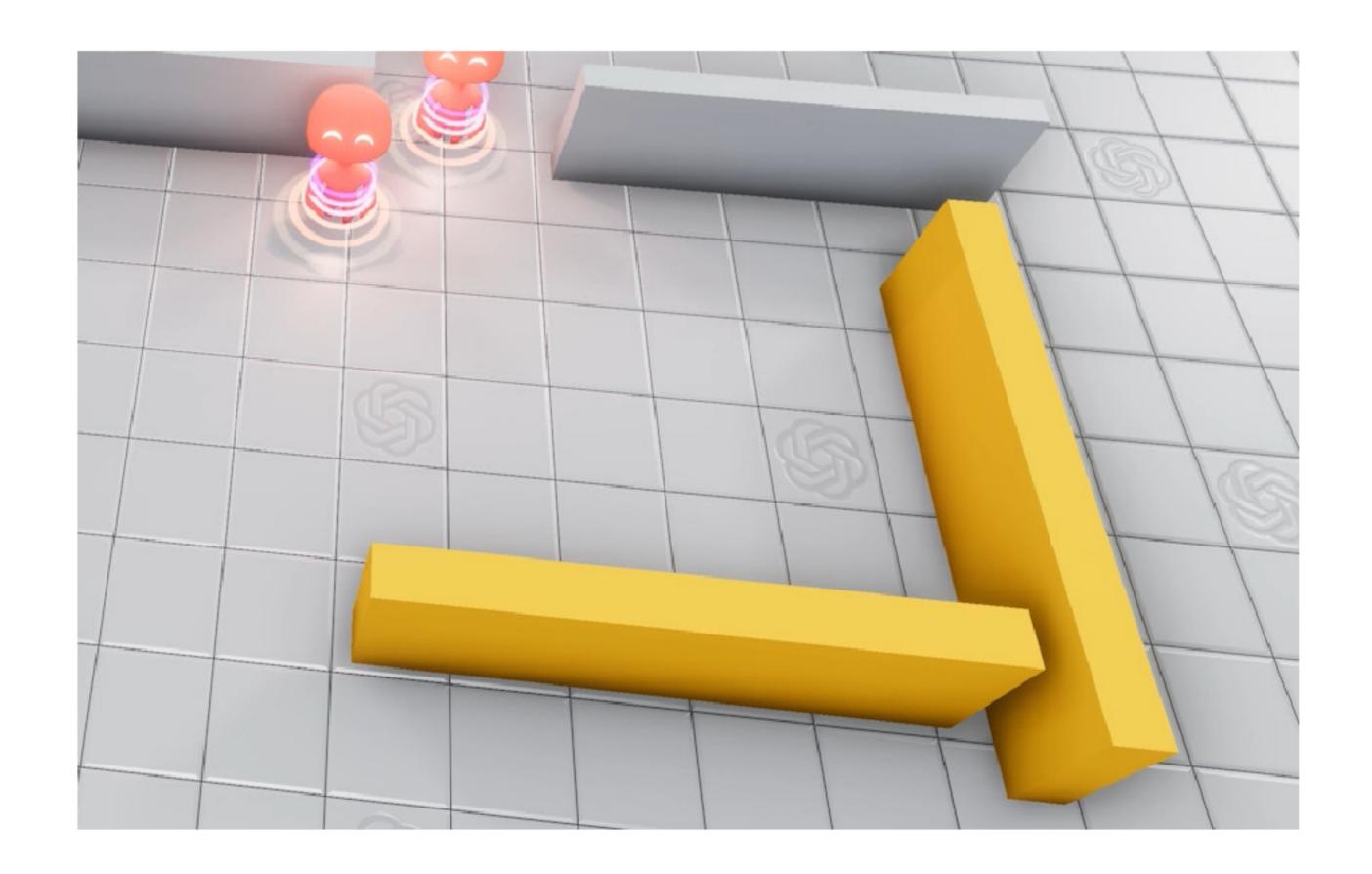
Environment objects

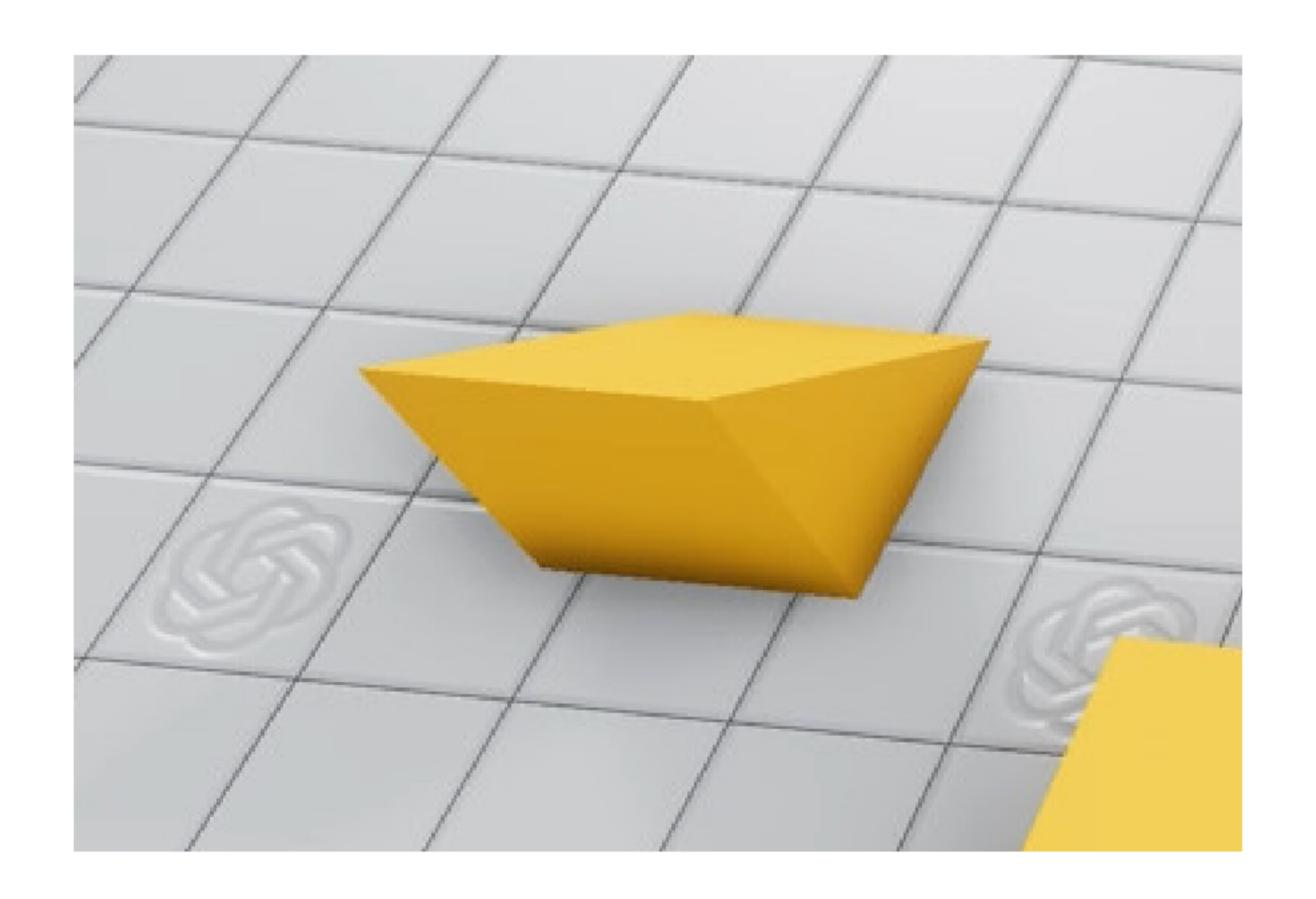
Movable:

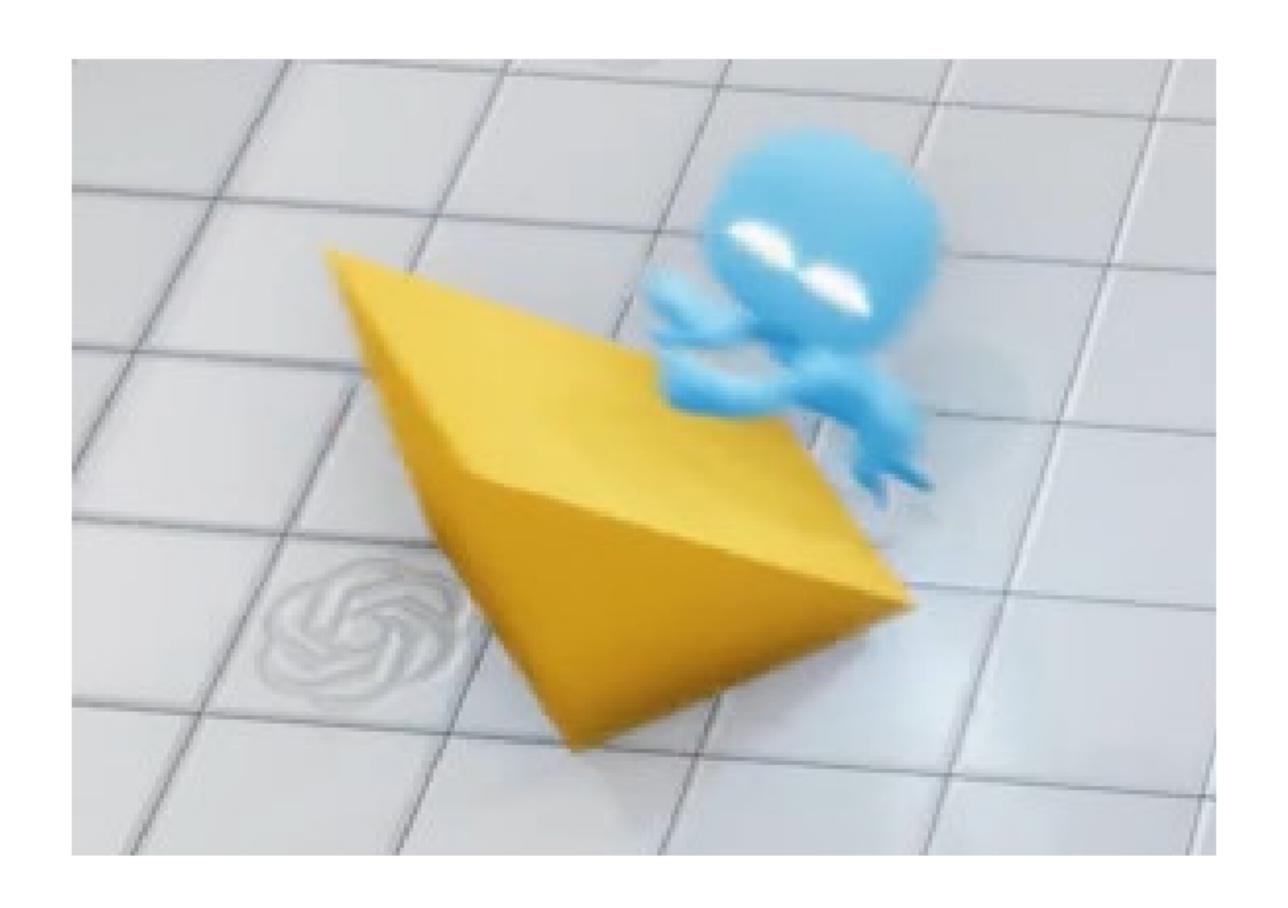
- Common boxes
- Elongated boxes
- Ramps







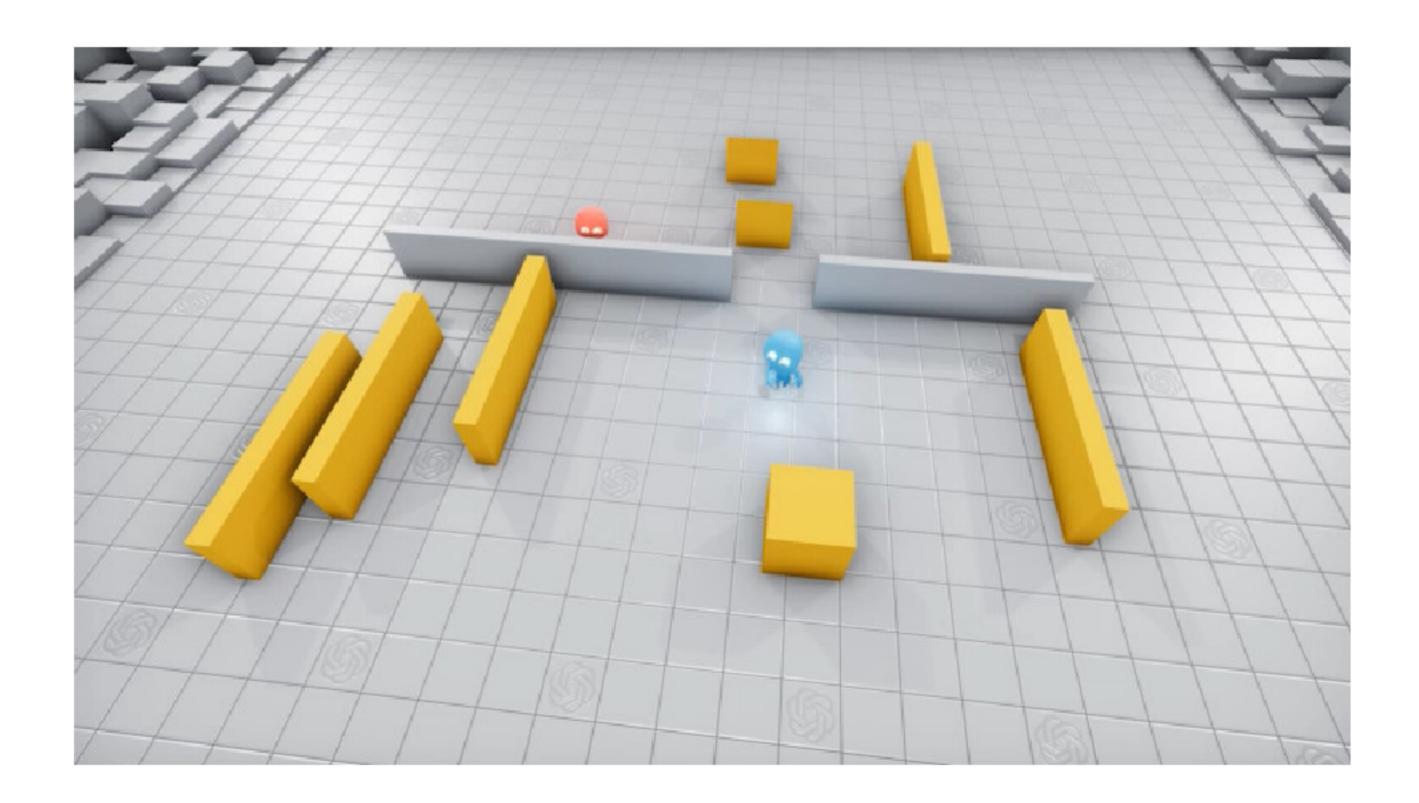


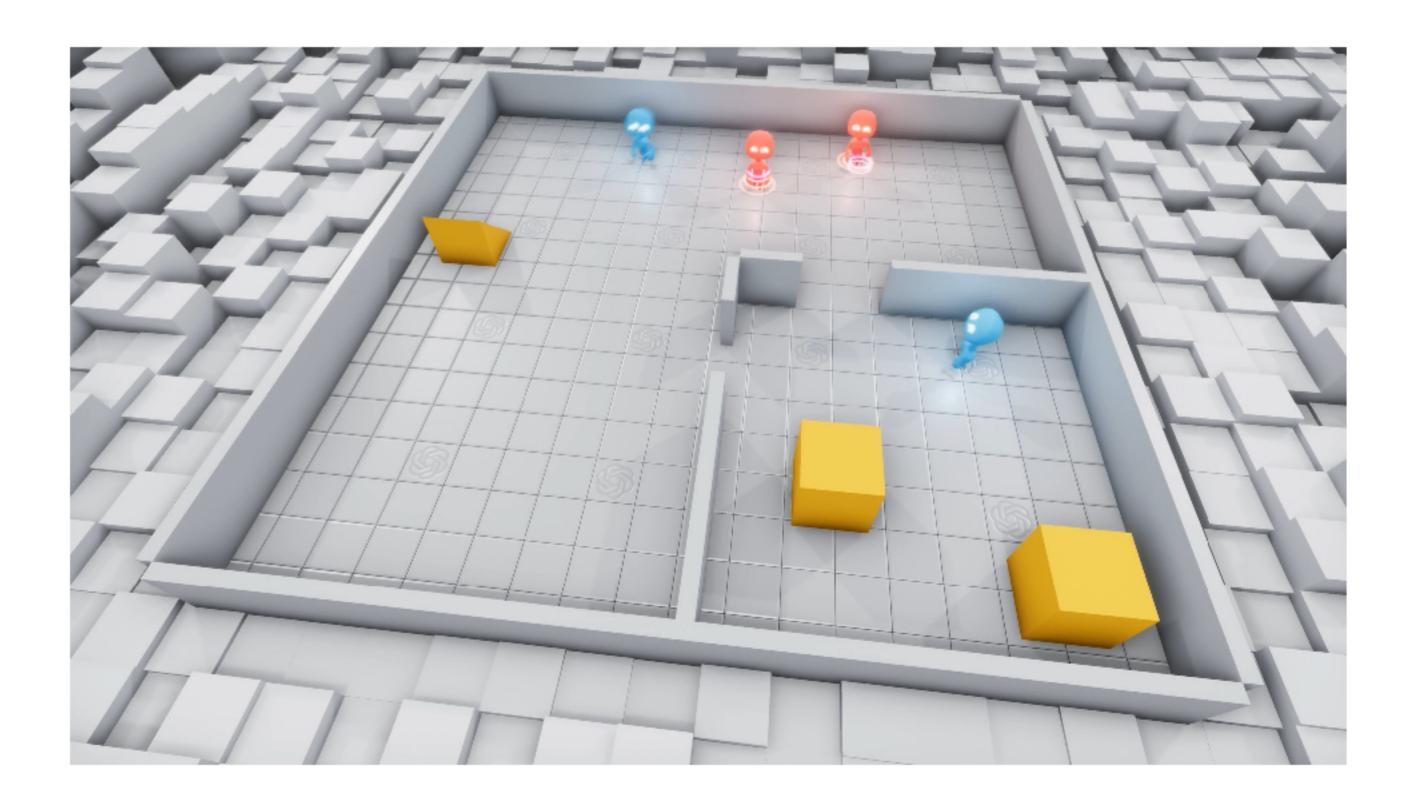


Static:

• Walls

• Rooms





Game specifications

Game instances: Episodes

Episode duration: 240 time steps

40% = Preparation phase

(Video)

Policy basics

Hide and Seek objective

Seekers: Sight hiders

Hiders: Run away from seekers

Agents completing task: +1 Otherwise: -1

Hiders task = not Seekers task

Environment specifications

MUJOCO physics engine

- 1-3 hiders
- 1-3 seekers
- 3-9 movable boxes

Agent actions

grab

(Video)

Policy specifications

self-play





Execution: Decentralized

Training: Centralized



Results

Simple environment

• Episode 0, Random

Episodes 0–2.69 million, Chasing

• Episodes 2.69-8.62 million, Door Blocking

• Episodes 8.62–14.5 million, Ramp Use

• Episodes 14.5-43.4 million, Ramp Defense

(Video)

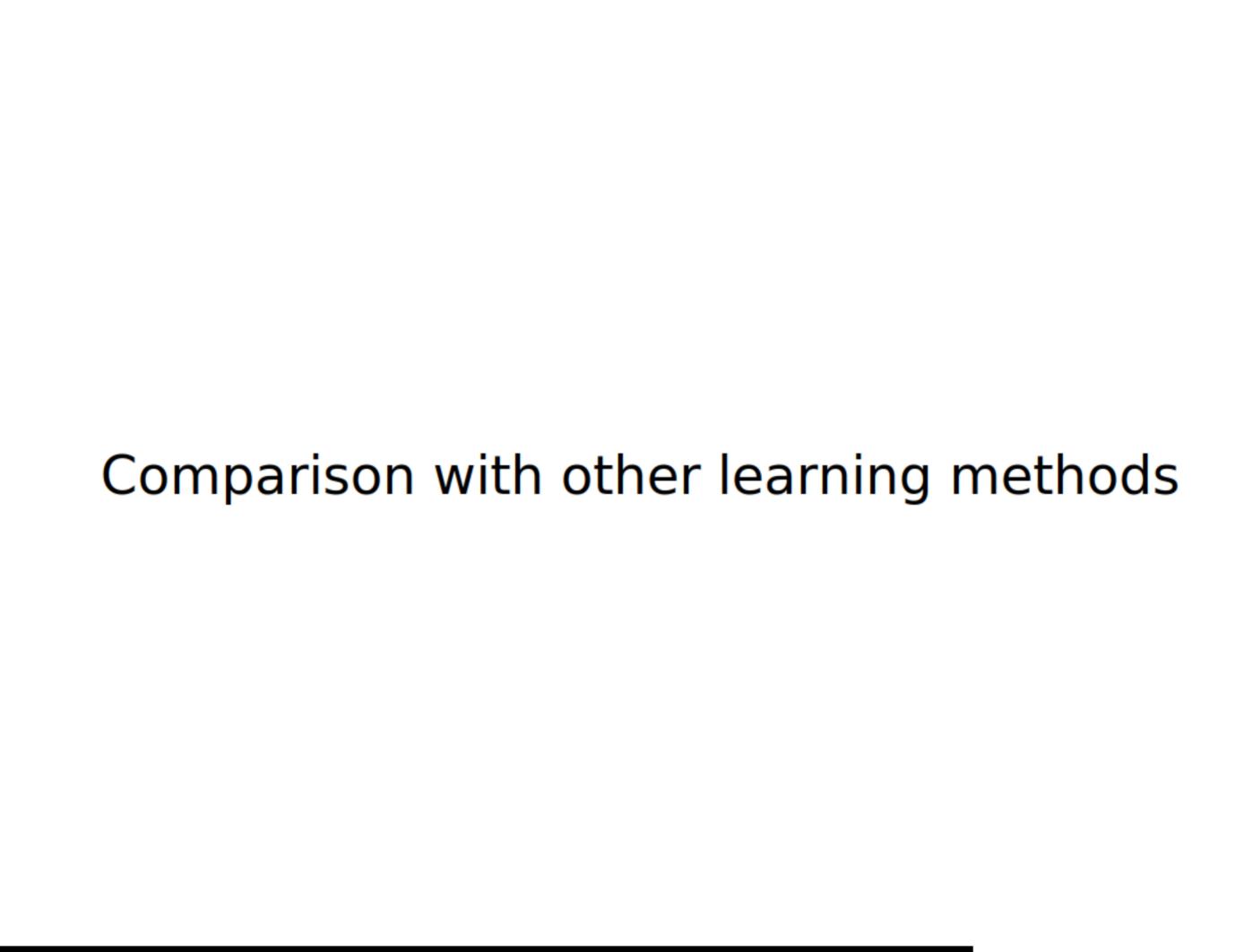
Full environment

- Episode 0, Random
- Episodes 0–22 million, Chasing
- Episodes 22–88 million, Door Blocking
- Episodes 88–115 million, Ramp Use
- Episodes 115–338 million, Ramp Defense
- Episodes 338–458 million, Box Surfing
- Episodes 458–481 million, Surf Defense

(Video)

Unexpected results

(Video)



Intrinsic motivation

(Video)

Experience

Installation

Suggestions:

Use Bourne-Again Shell (bash)

Use virtualenv

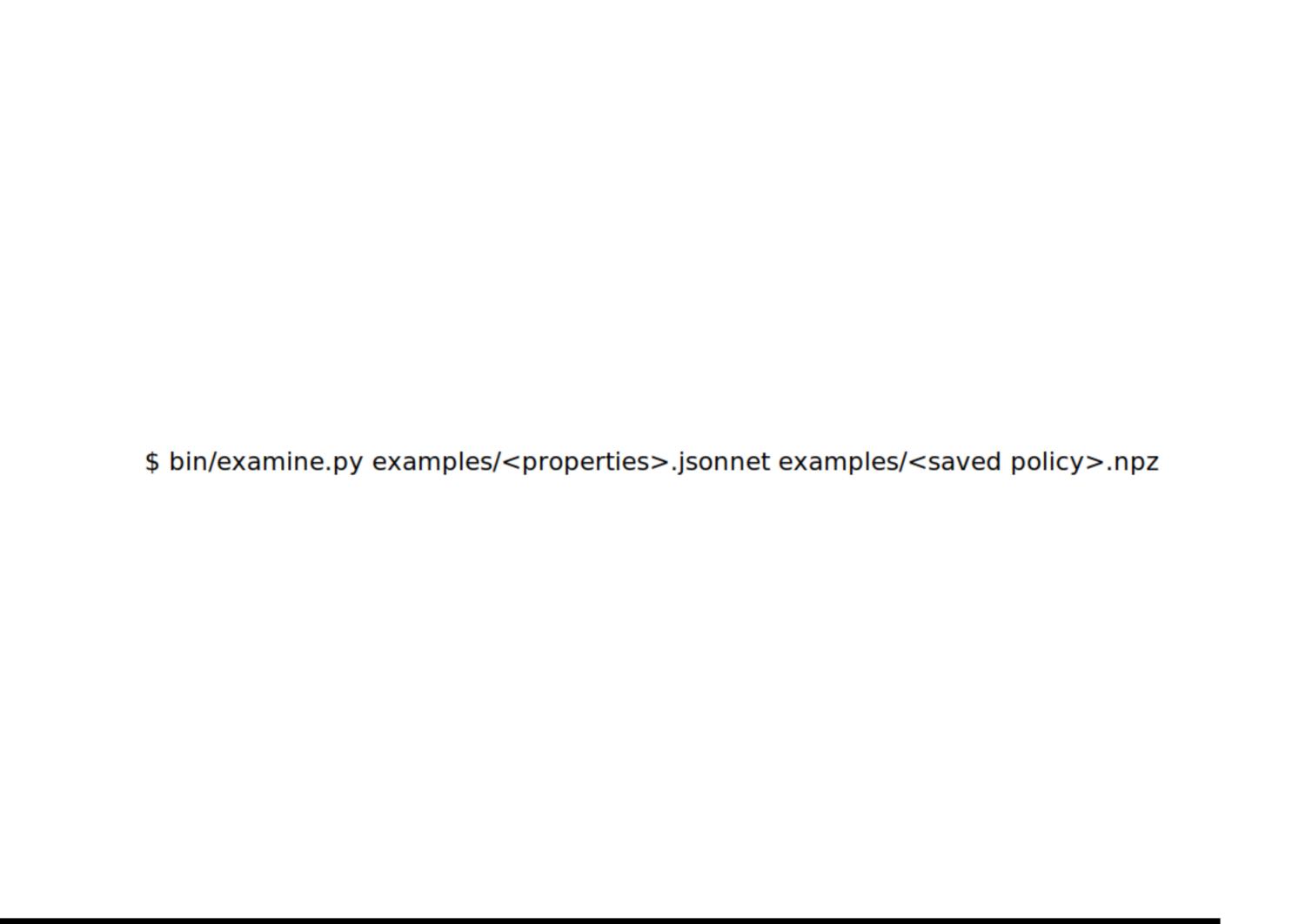
Packages needed:

MUJOCO engine patchelf mujoco-py 1.50.1

- \$ git clone "https://github.com/openai/mujoco-worldgen"
- \$ git clone "https://github.com/openai/multi-agent-emergence-environments"

Follow instructions on those pages

USAGE



Other problems



(By Sarmad Lillah)

TigerVNC

Personal Opinion

Where is the 0 episode policy?

Conclusion

Questions?

