Self-Organized and Resilient Distribution of Decisions over Dynamic Multi-Agent Systems

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Distributed Decision-making over Dynamic Multi-Agent Systems

Decisions

Distributed

Dynamic

- ConstraintsOptimizationProblem
- Decisions ≡ variables

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Distributed

- Multi-agents
- DCOP
- Efficient distribution of the decisions

Dynamic

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Decisions

- ConstraintsOptimizationProblem
- Decisions ≡ variables

Distributed

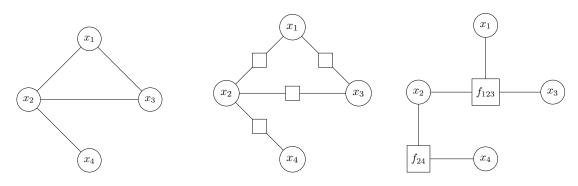
- Multi-agents
- DCOP
- Efficient distribution of the decisions

Dynamic

- Agents leave / join the system
- Decisions must be preserved
- Decisions must be migrated

Distribution of decision

- DCOP $\langle \mathcal{A}, \mathcal{X}, \mathcal{D}, \mathcal{C}, \mu \rangle$
- Several graph representations
- Nodes in the graph = computations
- Distribute computation on agents



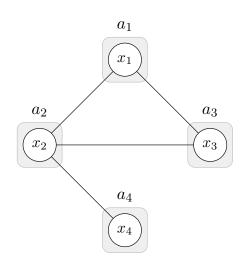
(a) Simple constraint graph

(b) Factor graph

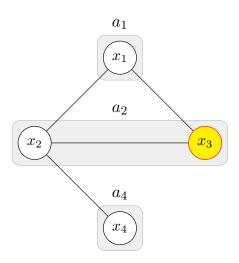
(c) Factor graph

Computations

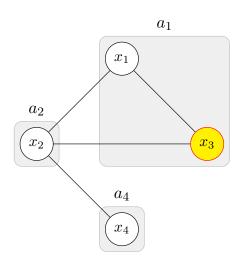
belong to an agent : "natural" link, problem characteristics



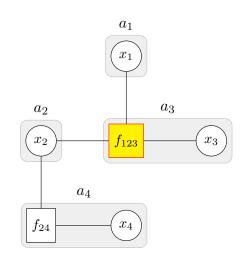
- belong to an agent
- shared decisions: modeling artifact, with no obvious agent relation (e.g. distributed meeting scheduling)



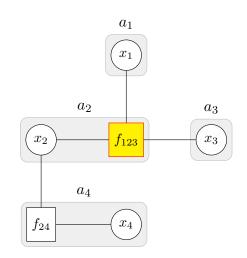
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- **belong** to an agent
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- factors, in a factor graph: not representing a decision variable



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Distribution impacts the system characteristics

- speed
- communication load
- hosting costs / preferences

Optimal distribution

- problem dependent
- optimization problem: find the best distribution for your problem criteria
- determining the optimal distribution = graph partitioning NP-hard in general [Boulle, 2004]

Optimal distribution definition

Generic definition

■ Meet agents' capacity limit & computation footprint

$$\forall a_m \in \mathbf{A}, \quad \sum_{x_i \in D} \mathbf{weigh}(x_i) \cdot x_i^m \le \mathbf{cap}(a_m)$$
 (1)

- Minimize communication load
- Minimize hosting costs

Optimal distribution definition

Generic definition

- Meet agents' capacity limit
- Minimize communication load : with different communication costs for different edges

Minimize hosting costs

Optimal distribution definition

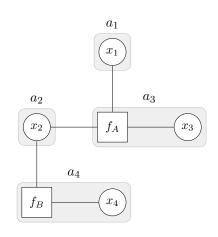
Generic definition

- Meet agents' capacity limit
- Minimize communication load
- Minimize hosting costs: can be used to model preferences, operational costs, etc.

$$\min_{x_i^m} \sum_{(x_i, a_m) \in X \times \mathbf{A}} x_i^m \cdot \mathbf{host}(a_m, x_i) \tag{1}$$

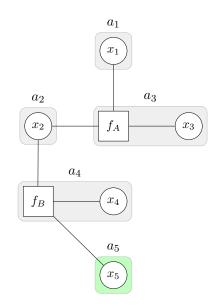
Optimal distribution

- NP-hard, but can be solved with branch-and-cut LP solvers are very good at this
- Useful to bootstrap a system
- Yet, only possible for relatively small instances
- When not solvable, still gives us a metrics to compare heuristics



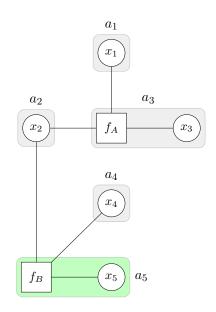
■ New agents may join the system

- Use the extra help / computing power ?
- ► Migrate computations ?

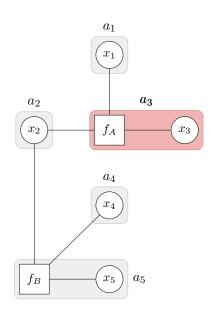


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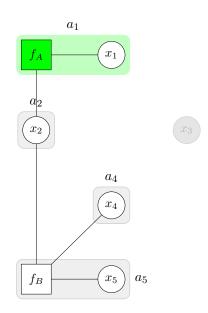
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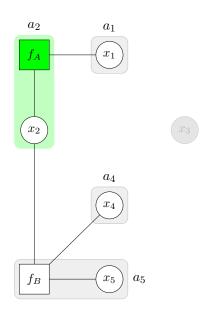
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 - How to ensure that the system still works as expected?
 - Migrate computation to remaining agents



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k-resilience

Definition (k-resilience)

Given a set of agents A, a set of computations X, and a distribution μ , the system is k-resilient if for any subset $F \subset A$, $|F| \le k$, a new distribution $\mu' : X \to A \setminus F$ exists.

Implementation

- Having decisions' definition available : **replication** of computations
- Migrate orphaned computations : **selection** of candidate

Replication for *k*-resilience

Replica placement

- Replicate computations on k agents
- Respect agents' capacity
- Optimize for communication and hosting costs

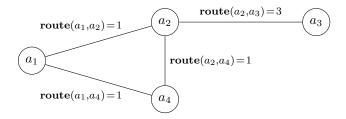
Optimal Replication?

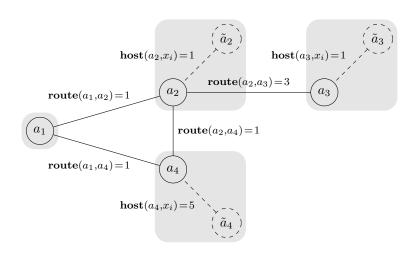
- Huge problem space = quadratic multiple knapsack problem (QMKP) [SARAÇ and SIPAHIOGLU, 2014], NP-hard.
- No clear definition of what would be optimal!

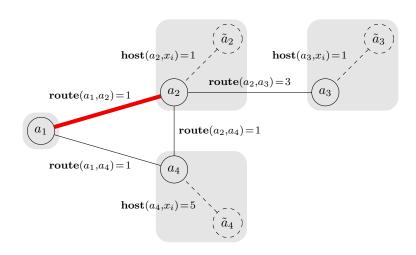
Replication for *k*-resilience (cont.)

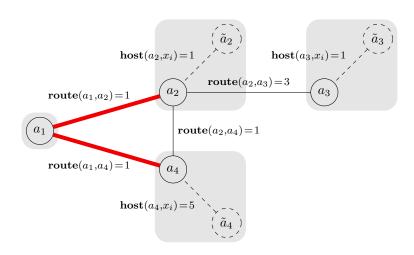
DPRM Heuristic

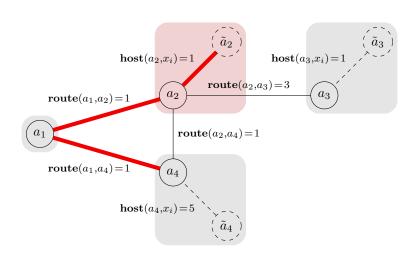
- Use the computation graph: communication costs
- Add extra nodes to account for hosting costs
- Use Iterative Lengthening / Uniform Cost Search on the graph
- Distributed implementation
- Initiated by each agent, for each of its computations to replicate

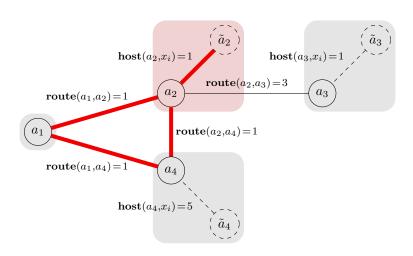


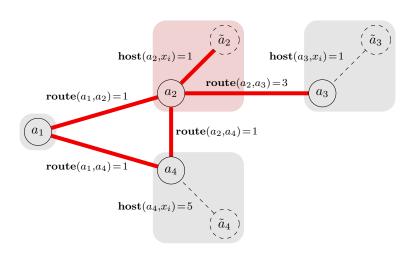


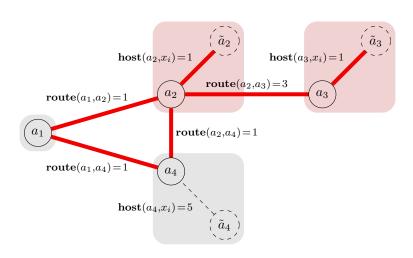








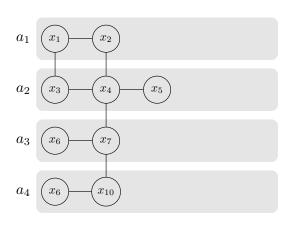




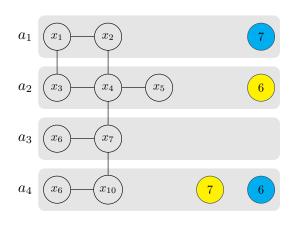
Repairing by migrating computations

- \blacksquare Orphaned computations X_c : hosted on a departed agent
- Candidate agents A_c : agents possessing replicas of orphaned computation ($\leq k$ for each computation)
- Select exactly one candidate agent for each orphaned computation
- Respect the agent's capacity
- Select the candidate that minimizes communication and hosting costs

Like the initial distribution problem, but on a very restricted subset of the graph

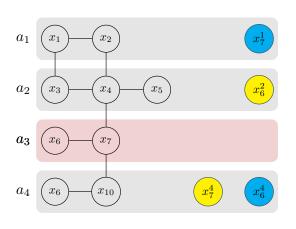


DCOP with 9 computations distributed on 4 agents



DCOP with 9 computations distributed on 4 agents

- Replicas for x_6 hosted on a_2 , a_4
- Replicas for x_7 hosted on a_1 , a_4



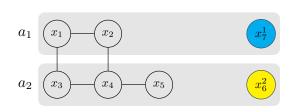
Agent a_3 leaves the system

- \blacksquare x_6 and x_7 must be moved
- Candidate agents :

$$x_6 : \{ a_2, a_4 \}$$

 $x_7 : \{ a_1, a_4 \}$

- lacksquare Binary variables for each replica : x_i^m
- Model the selection as an optimization problem

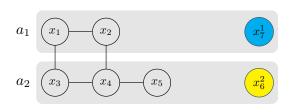


Model the selection as an optimization problem

All orphaned computation must be hosted:

$$\sum_{a_m \in A_c^i} x_i^m = 1 \tag{2}$$

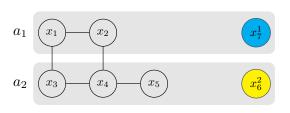
$$a_4$$
 x_6 x_{10} x_{10}



Capacity constraints

$$\begin{split} \sum_{x_i \in X_c^m} \mathbf{weigh}(x_i) \cdot x_i^m + \\ \sum_{x_j \in \mu^{-1}(a_m) \backslash X_c} \mathbf{weigh}(x_j) \\ \leq \mathbf{cap}(a_m) \quad (2) \end{split}$$

$$a_4$$
 x_6 x_{10} x_{6}



Minimize hosting costs

$$\sum_{x_i \in X_r^m} \mathbf{host}(a_m, x_i) \cdot x_i^m \tag{2}$$

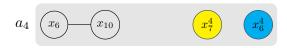




Minimize communication constraints

$$\sum_{\substack{(x_i, x_j) \in X_c^m \times N_i \setminus X_c}} x_i^m \cdot \mathbf{com}(i, j, m, \mu^{-1}(x_j))$$

$$+ \sum_{\substack{(x_i, x_j) \in X_c^m \times N_i \cap X_c}} x_i^m \cdot \sum_{a_n \in A_c^j} x_j^n \cdot \mathbf{com}(i, j, m, n))$$
(2)



Solving the selection problem

Optimization problem

- The candidate selection is modeled as a DCOP
- We use a DCOP to repair the distribution of the original DCOP!
 - ► original DCOP : variables = decisions for our problem
 - repair DCOP : variables = candidate selection

Resolution

- MGM2
- fast, lightweight, monotonous
- good behavior with soft / hard constraints
- no issue with distribution in that case

Experimental results - IoT-like setup

Problem

- 100 variables, Domain size 10
- Constraints graph: scale-free graph (Barabási–Albert), binary constraints
- Uniform random cost functions

Infrastructure

- 100 agents
- Hosting costs: x_i prefers a_i random
- Route costs: respect the scale free distribution of the graph

Disturbance scenario

every 30 seconds, 3 agents are removed

The original problem is solved using maxsum, the repair problems with MGM-2 Generate 20 instances, 5 run each Solve with and without disturbance

Experimental results

Average cost of the solution

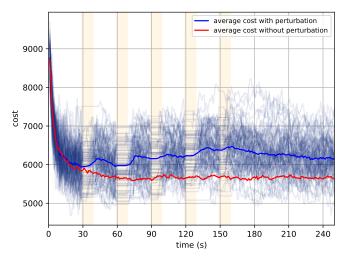


Figure: Average cost of MaxSum solution at runtime, on scale-free DCOPs, with (blue) and without perturbation (red).

Experimental results

Average cost of the distribution

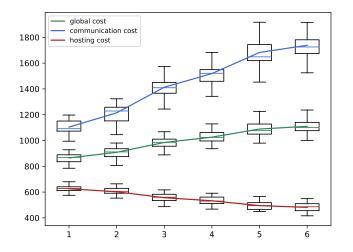


Figure: Cost of computation distribution after each event

Conclusion

Summary

- Definition of an optimal distribution of computations on a set of agents
- Distributed algorithm for computation replication (stateless)
- Distributed repair method, based on a DCOP

Future work

- Relax the requirements on the DCOP algorithm used for the original problem
- Test with other algorithms (only max-sum at the moment)
- More experimentations with other problem domain
 - more graph topologies (grid, random, etc.)
 - other types of problem (meeting scheduling, target tracking, etc.)
 - non-DCOP computation graph

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