## Causal Explanations for Sequential Decision-Making in Multi-Agent Systems

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In 23rd International Conference on Autonomous Agents and Multi-Agent Systems



explainable AI · human-centric design · multi-agent systems · cognitive science · natural language processing

#### **ILLUSTRATIVE SCENARIO**













CAUSAL EXPLANATIONS FOR MULTI-AGENT SYSTEMS (CEMA)

# CEMA

#### Causal Explanations for Multi-Agent Systems

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#### Why multi-agent systems?

- Coupled interactions;
- Conflicting goals;
- Partial observability;
- Communication;

#### Often difficult to explain, even for humans.





#### **Critical environments:**

Socially: Others react to our agents and change their behaviour; Epistemically: Partial observability and shared rules; Safety: Actions can harm agents/humans/environment;

#### **Explanations help:**

Explain confusing behaviour; Highlight occluded information; Calibrate trust.



#### Theory tells us that explanations should be:

Causal; Contrastive;

Selected;

Conversational;

[2] Miller, T. (2019). Explanation in artificial intelligence: Insights from the social sciences.







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#### Based on how people could select causes to explain;

#### People simulate worlds to select causes:

Using some prior (cognitive) distribution; But anchored to observations;

#### People <u>use correlation</u> to select among causes:

C caused E if C is highly correlated with E across worlds.

[1] Quillien, T., & Lucas, C. G. (2023, June 8). Counterfactuals and the Logic of Causal Selection.



#### **Counterfactual Effect Size Model in CEMA**

## Rollback $\rightarrow$ Simulate $\rightarrow$ Correlate



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#### **Observed trajectory:** $s_{1:t}$



**Rollback**  $\rightarrow$  Simulate  $\rightarrow$  Correlate





#### **Rolled back trajectory:** $s_{1:\tau}$



**Rollback**  $\rightarrow$  Simulate  $\rightarrow$  Correlate



#### Simulate (counter)factual worlds









#### Action presence: Lane change (1)

#### **Rewards:**

Time-to-goal: 7 s Comfort (jerk): 0.5 m/s<sup>3</sup> Collision: No

#### Features from trajectory:

{Decelerate, Turn, Slower, etc...}

#### Rollback → Simulate → Correlate





#### Action presence: No lane change (0)

#### **Rewards:**

Time-to-goal: 5 s Comfort (jerk): 0.1 m/s<sup>3</sup> Collision: No

#### Features from trajectory:

{Accelerate, Continue, Faster, etc...}

#### Rollback $\rightarrow$ Simulate $\rightarrow$ Correlate





#### **Process for teleological causes;**

#### **Difference of expected rewards between:**

Worlds where queried action happened; Where queried action did not happen.

#### Rollback $\rightarrow$ Sample $\rightarrow$ Correlate







#### **Process for mechanistic causes:**

- 1. Fit interpretable model to trajectory features;
- 2. Predict presence of queried action;
- 3. Extract feature importance;

#### **Counterfactual effect size of features.**

#### $\mathsf{Rollback} \rightarrow \mathsf{Sample} \rightarrow \mathsf{Correlate}$





#### **CEMA – CORRELATE – MECHANISTIC CAUSES**



Rollback  $\rightarrow$  Sample  $\rightarrow$  Calculate





#### **CEMA** is robust



Rollback  $\rightarrow$  Sample  $\rightarrow$  Calculate













#### FOUR SCENARIOS









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### **User study:**

Generate human-like explanations at least as good as humanwritten explanations;

## Method:

- 1. Elicit explanations from people (*HEADD: Human Explanations for AD Decisions* dataset [3]);
- 2. Compare human explanations to CEMA.

[3] Gyevnar, B., et al. (2024) People Attribute Purpose to Autonomous Vehicles When Explaining Their Behavior. (arXiv:2402.10086).



#### **Independent variables:**

Scenarios (1-4) Explanation type (CEMA/Human) Highlighting CEMA (Y/N)





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- Generally applicable simple (3-step) framework;
- No explicit assumption on causal structure: No need to model world with DAGs;
- Robust causal selection based on CESM;
- Works for large number of agents: Tested with up to 20 agents in 4 scenarios.





# Causal Explanations for Sequential Decision-Making in Multi-Agent Systems



https://arxiv.org/abs/2302.10809

#### **Contributions:**

- CEMA: General framework for causal explanations of behaviour: <u>Rollback</u> time → <u>Simulate</u> worlds → <u>Correlate</u> variables with outcomes;
- Robustly generated intelligible explanations through natural language.



