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2013-2018 ● Student (University Ulm)
Mathematics & Biology
State examination

2018-2021 ● Student (University Heidelberg)
Mathematics
Master of Science

2021-present ● Data Scientist (Salzburg Research)
PhD Student (University Salzburg)
Machine Learning in Network communication

Involvement in RL:

- RL for network communications
- Multi-Agent RL
 - Game Theoretical approaches for Multi-Agent Systems
 - Multi-Agent RL applied to wireless communication

I'm interested in:

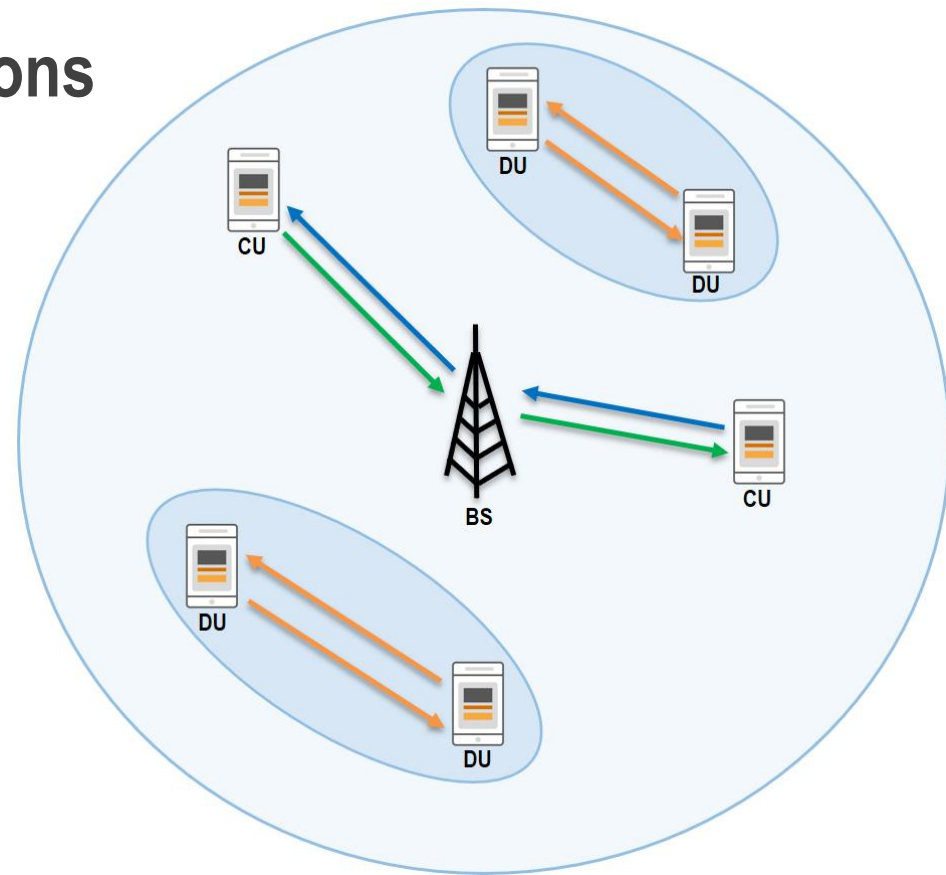
- Deep learning algorithms
- Real life applications of RL
- Advanced RL algorithms (Hierarchical RL, Multi-Agent RL, Meta RL, Inverse RL, mix with other algorithms)
- Exciting ML stuff

RL for Network Communications

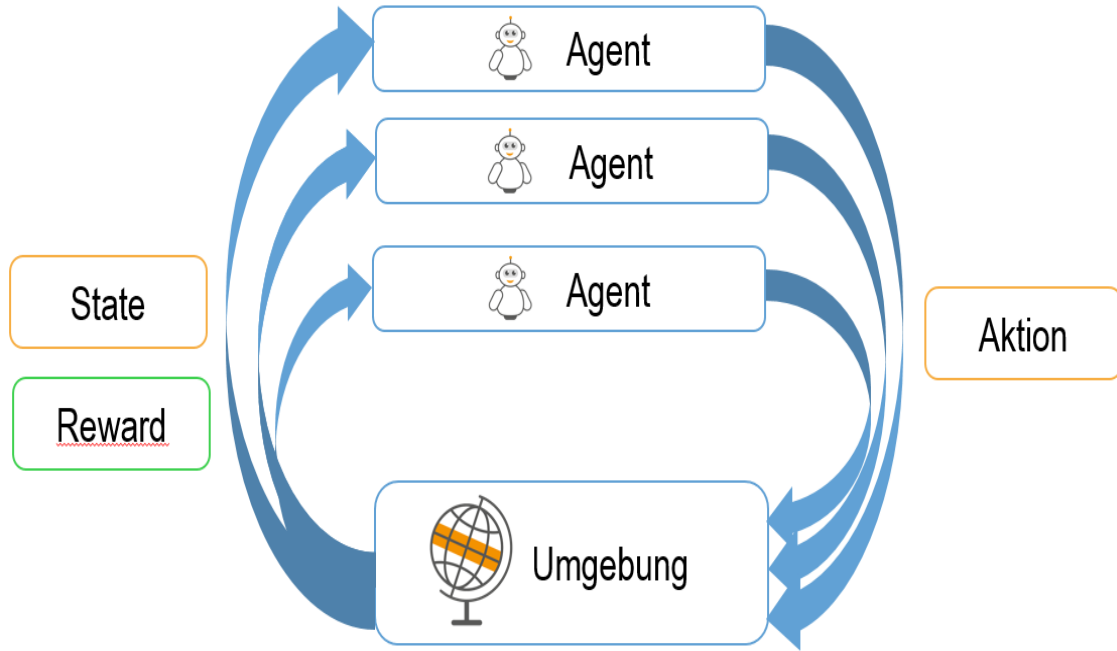
Problem:
Reliable Communication
without regulation of BS

Solution:
Multi-Agent RL

- **Environment:** Communication cell
- **Agents:** Devices
- **Action:** Choice of Frequencyband
- **State:**
 - Own Frequencyband
 - Satisfaction (QoS)
 - Neighbors
 - Frequencyband of Neighbors
- **Reward:** Satisfaction (QoS) of all devices



Multi-Agent RL



Challenges

- Non-Unique Learning Goals
- Non-Stationarity
- Scalability Issue
- Various Information Structures

Game Theory for MARL

- Interaction of many player
- Searching for Equilibria
- NashQ