

# Appendix - Emergent Naming System in an Unknown Dynamic Environment: a Collective Perception Scenario

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This appendix demonstrates how the quality estimation strategy presented in the paper favours recent experiences and has a rubberband-like behaviour.

Let  $x_i$  be options present in the environment; in our scenario,  $i \in \{0, 1\}$ .  
Let  $q_T[x_i]$  denotes the estimated quality for option  $i$  at  $T$ , we have:

$$q_T[x_0] = 1 - q_T[x_1]$$

At time  $T$ , suppose that the agent senses option  $x_0$ , or received an opinion signal for option  $x_0$ , the agent increments the quality of the option by  $\epsilon$ , the qualities are then normalized:

$$q_{t+1}[x_0] = \frac{q_t[x_0] + \epsilon}{q_t[x_0] + \epsilon + q_t[x_1]} = \frac{q_t[x_0] + \epsilon}{q_t[x_0] + \epsilon + 1 - q_t[x_0]} = \frac{q_t[x_0] + \epsilon}{\epsilon + 1}$$

$$q_{t+1}[x_1] = \frac{q_t[x_1]}{q_t[x_0] + \epsilon + q_t[x_1]} = \frac{q_t[x_1]}{q_t[x_0] + \epsilon + 1 - q_t[x_0]} = \frac{q_t[x_1]}{\epsilon + 1}$$

Let  $r_{x_i}$  be the absolute difference between qualities of the previous and current timestep:

$$\begin{aligned} r_{x_0} &= q_{t+1}[x_0] - q_t[x_0] = \frac{q_t[x_0] + \epsilon - (q_t[x_0] * \epsilon) - q_t[x_0]}{\epsilon + 1} = \frac{\epsilon - (q_t[x_0] * \epsilon)}{\epsilon + 1} \\ &\implies \frac{d(r_{x_0})}{d(q_t[x_0])} = \frac{-\epsilon}{\epsilon + 1} < 0, \forall \epsilon > 0 \end{aligned} \tag{1}$$

$$\begin{aligned} r_{x_1} &= q_t[x_1] - q_{t+1}[x_1] = \frac{(q_t[x_1] * \epsilon) + q_t[x_1] - q_t[x_1]}{\epsilon + 1} = \frac{(q_t[x_1] * \epsilon)}{\epsilon + 1} \\ &\implies \frac{d(r_{x_1})}{d(q_t[x_1])} = \frac{\epsilon}{\epsilon + 1} > 0, \forall \epsilon > 0 \end{aligned} \tag{2}$$

(1)  $\Rightarrow$  the higher a quality is, the smaller subsequent increases to it is.

(2)  $\Rightarrow$  the lower a quality is, the smaller subsequent decreases to it is.

At time  $T + 1$ , suppose now that the agent senses/receives signal for option  $x_1$ :

$$q_{t+2}[x_0] = \frac{q_{t+1}[x_0]}{q_{t+1}[x_0] + q_{t+1}[x_1] + \epsilon} = \frac{q_{t+1}[x_0]}{\epsilon + 1} = \frac{q_t[x_0]}{(\epsilon + 1)^2} + \frac{\epsilon}{(\epsilon + 1)^2} \tag{3}$$

$$q_{t+2}[x_1] = \frac{q_{t+1}[x_1] + \epsilon}{q_{t+1}[x_0] + q_{t+1}[x_1] + \epsilon} = \frac{q_{t+1}[x_1] + \epsilon}{\epsilon + 1} = \frac{q_t[x_1]}{(\epsilon + 1)^2} + \frac{\epsilon}{(\epsilon + 1)} \tag{4}$$

Observe that, compared to time  $T$ , by  $T + 2$ , the amount that the quality of the option  $x_0$  sensed at  $T + 1$  gets incremented by is  $\epsilon + 1$  less than that of the option  $x_1$  sensed at  $T + 2$  (4,3)  $\Rightarrow$  gives more weight to the more recently sensed/received options.