

# Instructions for \*ACL Proceedings

## Anonymous ACL submission

### Abstract

#### 1 Introduction

#### 2 Background and previous work

#### 3 Materials and methods

TODO:

- creation of dataset (CLEVR)
- building a language game using EGG
- based on feature extractors ResNet/VGG
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#### 4 Results

#### 5 Discussion

#### 6 Conclusions and further work

#### Acknowledgements

#### A Example Appendix