

The spontaneous emergence of discrete and compositional messages

Anonymous ACL submission

Abstract

blah blah blah

1 Introduction

In a signalling game, artificial agents communicate to achieve a common goal: a sender sees some piece of information and produces a message, this message is then sent to a receiver that must take some action. If the action is appropriate, the whole communication stream, and in particular the choice of the message, is reinforced. For instance, in a referential game, sender and receiver see a set of objects, and the sender must send a message to the receiver, so that the receiver can pick up the right object, as determined in advance for the sender, but unbeknownst to the receiver.

2 Function Games

We here introduce a general communication game setting, which we call Function Games. Our games contain three basic components: (i) a set of contexts C , (ii) a set of actions A , (iii) a family of functions F , from contexts to actions. One play of a Function Game runs as follows:

1. Nature chooses $f \in F$ and a context $c \in C$.
2. Sender sees the context c and f . I like $f(c)$ here, but f is a bit more appropriate. What do you all think? Nur: Given the situation, f is the only choice, no?
3. Sender sends a message m to Receiver.
4. Receiver sees a possibly different context c' and the message m and chooses an action a' .
5. Both are 'rewarded' iff $a' = f(c')$.

Two concrete interpretations will be helpful in illustrating the various components.

Generalized referential games. A reference game is one in which Sender tries to get Receiver to pick the correct object out of a given set (Skyrms, 2010; Lazaridou et al., 2017, 2018; Havrylov and Titov, 2017; Chaabouni et al., 2019). Here, contexts are sets of objects (i.e. an $m \times n$ matrix, with m objects represented by n features). Normally (though we will drop this assumption later), $c' = \text{shuffled}(c)$: Sender and Receiver see the same objects, but in a different arrangement. Actions are the objects, and the functions $f \in F$ are *choice functions*: $f(c) \in c$ for every context c .

Belief update games. Contexts can represent possible belief states for the agents. Letting $A = C$, the functions will then be 'belief update' functions, representing e.g. how to update an agent's beliefs in the light of learning a new piece of information.

What should we cite here? Something from dynamic semantics?

3 Experiment

Because we are interested in the simultaneous emergence both of discrete signals and of compositional messages, we use a Function Game called the Extremity Game designed to incentivize compositionality (Steinert-Threlkeld, 2019). This is a generalized referential game, where objects are represented as n -dimensional vectors, with each value corresponding to the degree to which it has a gradable property. For instance, objects could be shaded circles, with two values, one for their diameter and one for their darkness. For the functions, we set $F = \{\arg \min_i, \arg \max_i : 0 \leq i < n\}$. These may incentivize the emergence of communication protocols with messages like 'small + EST' and 'dark + EST'.

3.1 Model

Our model resembles an encoder-decoder architecture, with the Sender encoding the context/target pair into a message, and the Receiver decoding the

message (together with its context c') into an action. Both the encoder and decoder are multi-layer perceptrons with two hidden layers of size 64 and rectified linear activation (ReLU) (Nair and Hinton, 2010; Glorot et al., 2011). A smaller, intermediate layer without an activation function bridges the encoder and decoder and represents the transformation of the input information to messages. Figure 1 depicts this architecture.

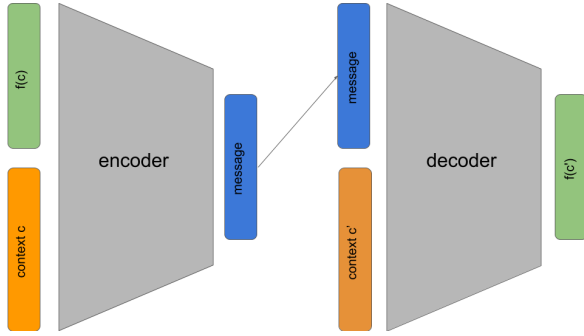


Figure 1: Model architecture caption Do we really need this? It isn't super informative and might use too much space. I can also do something in TikZ if we think it's important and that this one is ugly.

3.2 Game Parameters

In our experiments, we manipulated the following parameters of the Extremity Game:

- Context strictness. In *strict* contexts, every object is the arg max or arg max of exactly one dimension. This means that there is a one-to-one (and onto) correspondence between F and $A = C$.¹ In *non-strict* contexts, no such restriction is imposed.

We considered strict contexts with 10 objects (i.e. each object consists of 5 dimensions) and non-strict contexts with 5, 10, and 15 objects.

- Context identity. In the *shared* setting, Receiver sees a shuffled version of Sender's context ($c' = \text{shuffled}(c)$). In the *non-shared* setting, Receiver's context c' is entirely distinct from Sender's. This may incentivize compositional messages, since Sender cannot rely on the raw properties of the target object in communication.
- Object size: in all experiments, objects had 5 dimensions.

¹These are the contexts used in (?).

- Latent space (message) dimension: in all experiments, the latent space had 2 dimension².

3.3 Training Details

By using a continuous latent space, the entire model, including the communication channel, is differentiable and so can be trained end-to-end using backpropagation to compute gradients. We used the Adam optimizer (Kingma and Ba, 2015) with learning rate 0.001, $\beta_1 = 0.9$, and $\beta_2 = 0.999$. The model was trained for 5,000 epochs by feeding the network with mini-batches of 64 contexts concatenated with one-hot function selectors. The network's loss was the MSE between the target object $f(c')$ and the object generated by the Receiver. For each setting of the above parameters, we ran 20 trials with different random seeds.

Code and data will be made available once the paper can be de-anonymized.

4 Results

We measure the communicative success of the network by calculating the accuracy of recovering the correct object from c' . The Receiver's prediction is considered correct if the output is closest to $f(c')$ than to all other objects in c' . The recovery accuracy of the different settings is reported in Table ???. Note that although accuracy is not 100%, it is still well above chance, since e.g. for a context of 10 objects random guessing will yield an expected accuracy of 10%.

4.1 Discrete signals

The model's ability to discretize the communication is measured by inspecting the information generated by the intermediate layer, at which point it represents the messages being transmitted. Figure 2 depicts message vectors sampled at this layer. The same is depicted for an untrained network, in which case the information is visibly not clustered.

We make the discretization measure concrete by calculating the F1 score between the cluster labels for transmitted messages and the target functions for which they were generated. For this, an unsupervised clustering algorithm is first applied to the message vectors, giving an expected number of clusters (DBSCAN, Ester et al., 1996, $\epsilon = 0.5$). The cluster labels are then

²The model also performed well with messages of size 1, not reported here. Using messages of size 2 allows for interpretable 2-D visualization of the latent space.

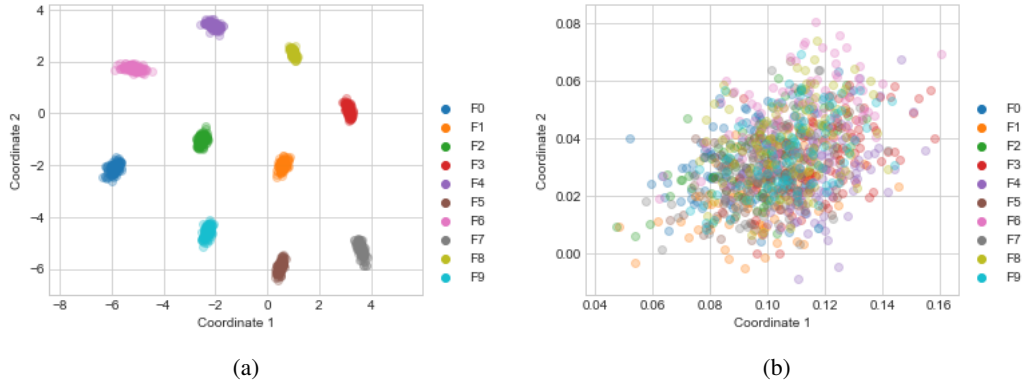


Figure 2: (a) Messages sampled from latent space of a trained network, for objects of size 5 and contexts of 10 objects. (b) Messages sampled from an untrained network. Colors represent the $f_i \in F$ input part of the Sender.

matched with the respective function labels by taking the most common function in each cluster. If message clusters are well separated from one another, the labeling will have less to no confusion and an F1 score closer to 1. The F1 scores for the different model settings are given in Figure ???. The model reached near-optimal clusterization measures for both shared and non-shared contexts, and for strict and non-strict contexts.

Given the clusterization of the message space, we are able to sample unseen messages from each cluster, and test the Receiver’s perception of ‘artificial’ messages. 10 messages are sampled from each cluster, and their average value is fed to the Receiver. The output object accuracy for unseen messages is given in Figure ??. The model achieves recovery accuracy similar to messages generated for true inputs. This can be paralleled with the phenomenon of Categorical Perception in humans, in which signals in continuous spaces, such as phonemes in an acoustic space, are perceived in a categorical way even when the signal is gradually shifted.

4.2 Compositionality

5 Discussion

6 Conclusion

References

- Rahma Chaabouni, Eugene Kharitonov, Emmanuel Dupoux, and Marco Baroni. 2019. [Anti-efficient encoding in emergent communication](#). In *Proceedings of the 33rd Conference on Neural Information Processing Systems (NeurIPS 2019)*.
- Martin Ester, Hans-Peter Kriegel, Jörg Sander, and Xiaowei Xu. 1996. A density-based algorithm for

discovering clusters in large spatial databases with noise. In *Kdd*, volume 96, pages 226–231.

Xavier Glorot, Antoine Bordes, and Yoshua Bengio. 2011. [Deep Sparse Rectifier Neural Networks](#). In *14th International Conference on Artificial Intelligence and Statistics (AISTATS)*, pages 315–323.

Serhii Havrylov and Ivan Titov. 2017. [Emergence of Language with Multi-agent Games: Learning to Communicate with Sequences of Symbols](#). In *Proceedings of the 31st Conference on Neural Information Processing Systems (NeurIPS 2017)*.

Diederik P. Kingma and Jimmy Ba. 2015. [Adam: A Method for Stochastic Optimization](#). In *International Conference of Learning Representations (ICLR)*.

Angeliki Lazaridou, Karl Moritz Hermann, Karl Tuyls, and Stephen Clark. 2018. [Emergence of Linguistic Communication from Referential Games with Symbolic and Pixel Input](#). In *International Conference of Learning Representations (ICLR 2018)*.

Angeliki Lazaridou, Alexander Peysakhovich, and Marco Baroni. 2017. [Multi-Agent Cooperation and the Emergence of \(Natural\) Language](#). In *International Conference of Learning Representations (ICLR2017)*.

Vinod Nair and Geoffrey E Hinton. 2010. [Rectified Linear Units Improve Restricted Boltzmann Machines](#). In *Proceedings of the 27th International Conference on Machine Learning (ICML)*.

Brian Skyrms. 2010. *Signals: Evolution, Learning, and Information*. Oxford University Press.

Shane Steinert-Threlkeld. 2019. [Paying Attention to Function Words](#). In *Emergent Communication Workshop @ NeurIPS 2018*.