The spontaneous emergence of discrete and compositional messages

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Abstract

blah blah blah

1 Introduction

2 Function Games

3 Experiment

3.1 Model

3.2 Game Parameters

- strict vs. non-strict context
  - num objects for non-strict
- equal vs. not equal
- object size (num properties)
- latent space (msg) dimension [didn't vary this]

4 Results

4.1 Communicative success

4.2 Discrete signals

4.3 Compositionality

5 Discussion

6 Conclusion

(Aho and Ullman, 1972)

References

Alfred V. Aho and Jeffrey D. Ullman. 1972. *The Theory of Parsing, Translation and Compiling*, volume 1. Prentice-Hall, Englewood Cliffs, NJ.