Iterated Communication Through Negotation

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Abstract

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1 Introduction

One of the first philosophers of language, Ludvig Wittgenstein, posited that "language is use" [**?**]. This idea, that the use of language is what gives it its meaning, is a profound statement that also has consequences for how we think of language. Wittgenstein saw language as wholly tied to its use, there could be no language separate from reality or possible use. To this end, he defined language games as games with simpler forms of language "consisting of language and the actions into which it is woven".

Recently, the AI community has taken this philosophy of language and sought to use it as the basis for the communication of autonomous agents [**?**]. The field of "emergent communication" seeks to understand language starting from the most basic of language games; the goal is to teach agents to communicate amongst themselves grounded in a simpler world described by some "game." This game can be one of

2 Related Work

3 Reproduction

3.1 Emergent Communication Through Negotation

3.2 Criticism

4 Exploratory Experiments

5 Iterative Negotation

5.1 Pareto Optimality

6 Conclusion

Acknowledgments

28 References