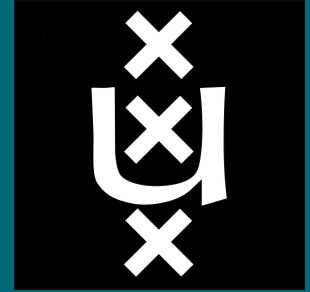


Emergent ImageNation

Image emergence in visual referential games



Nicolo' Brandizzi



Institute for Logic, Language and
Computation

&

Dipartimento di Ingegneria informatica,
automatica e gestionale Antonio Ruberti

Background

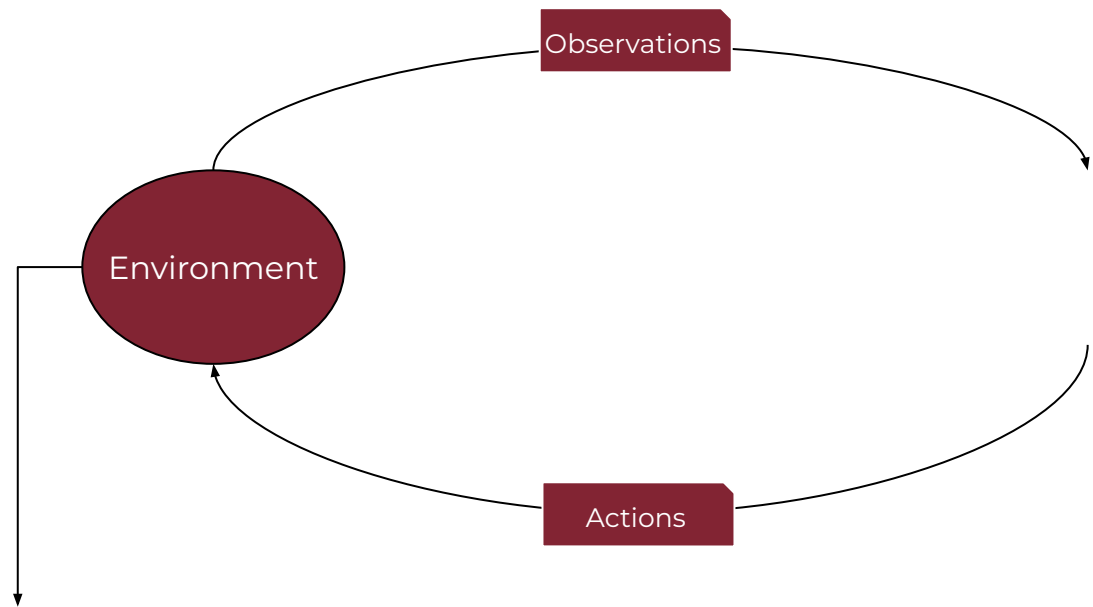
- **Reinforcement Learning**
- Emergent Communication
- Referential Games
- Architectures & Frameworks:
 - Image captioning
 - DALL-E: Creating Images from Text

Reinforcement Learning



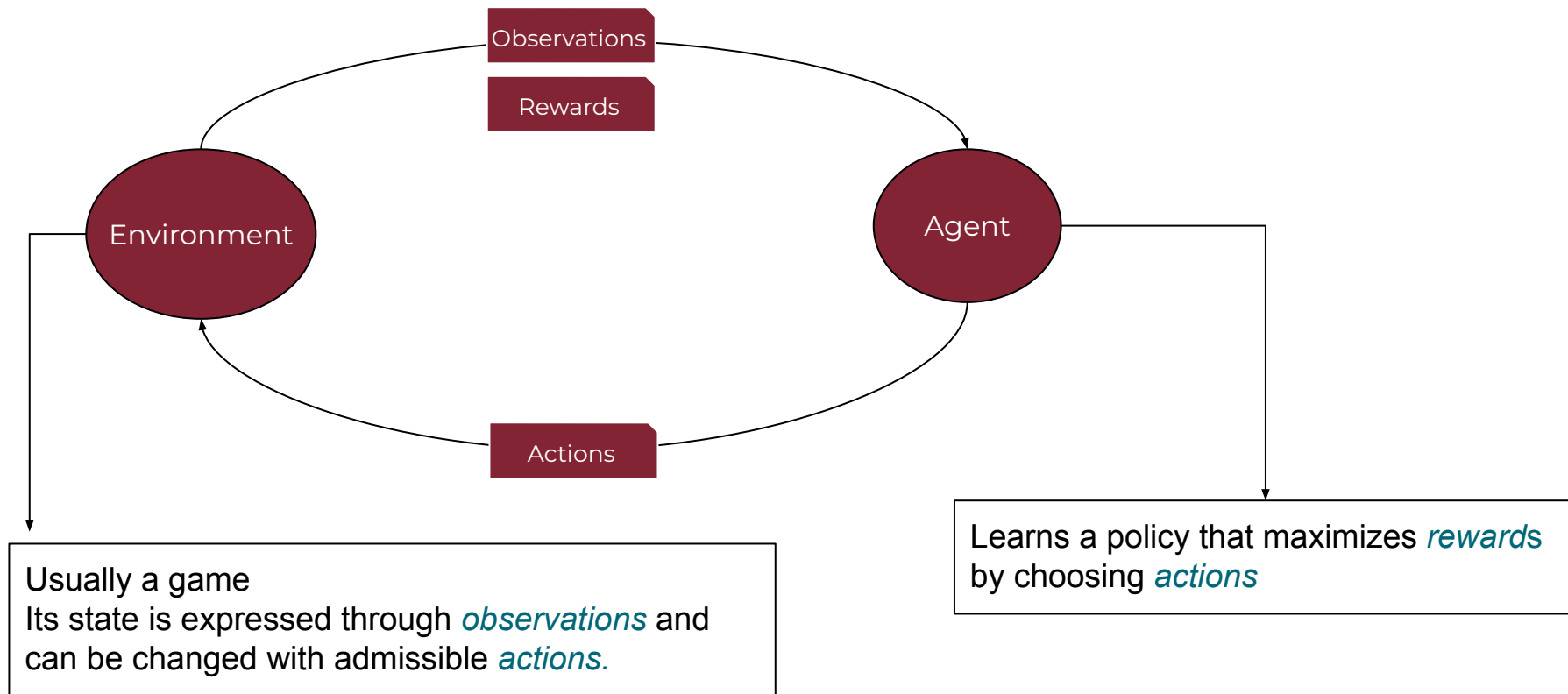
Usually a game
Its state is expressed through *observations* and
can be changed with admissible *actions*.

Reinforcement Learning



Usually a game
Its state is expressed through *observations* and
can be changed with admissible *actions*.

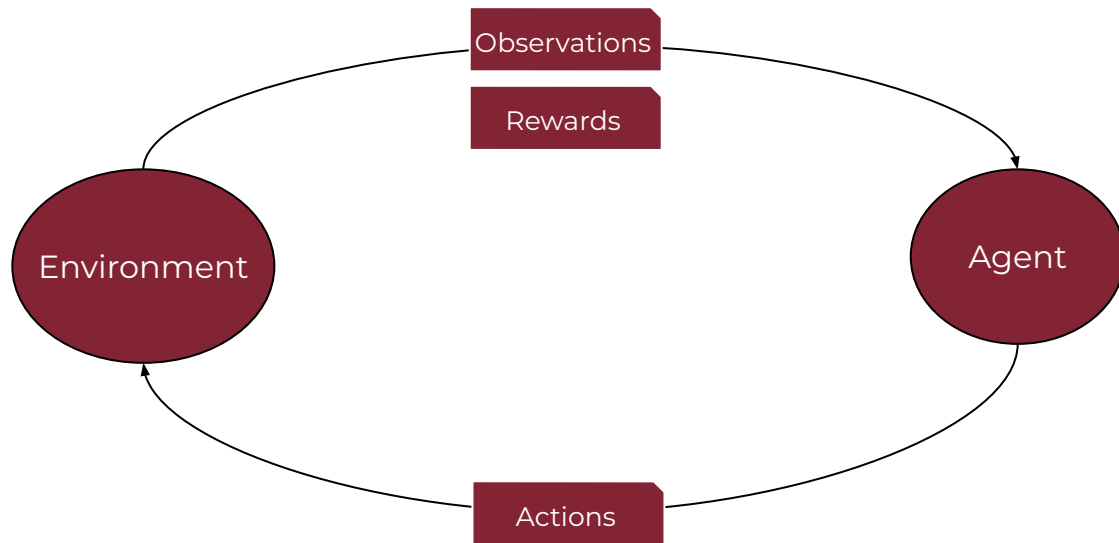
Reinforcement Learning



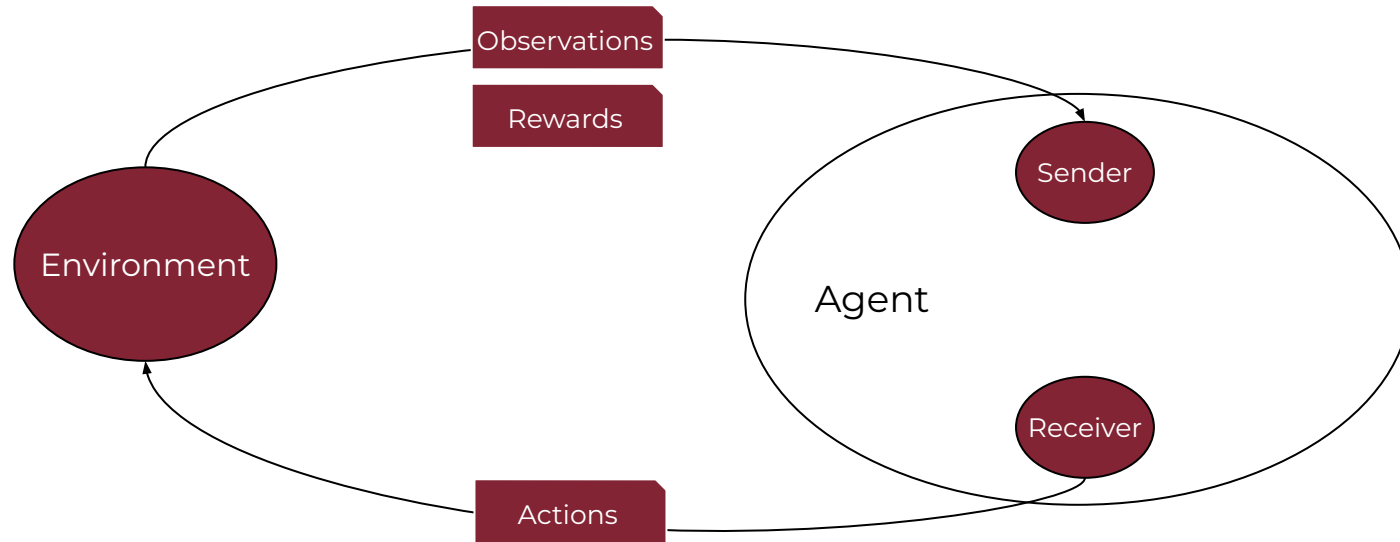
Background

- Reinforcement Learning
- **Emergent Communication**
- Referential Games
- Architectures & Frameworks:
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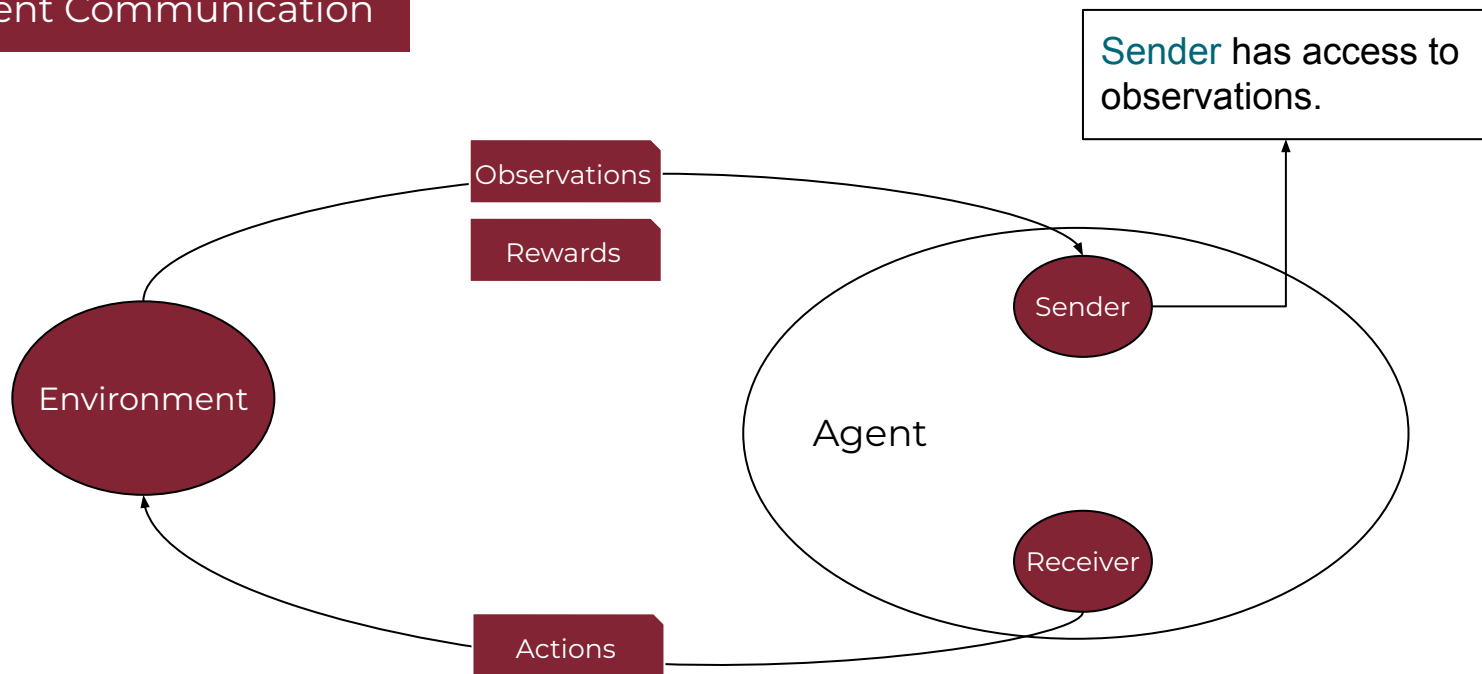
Reinforcement Learning



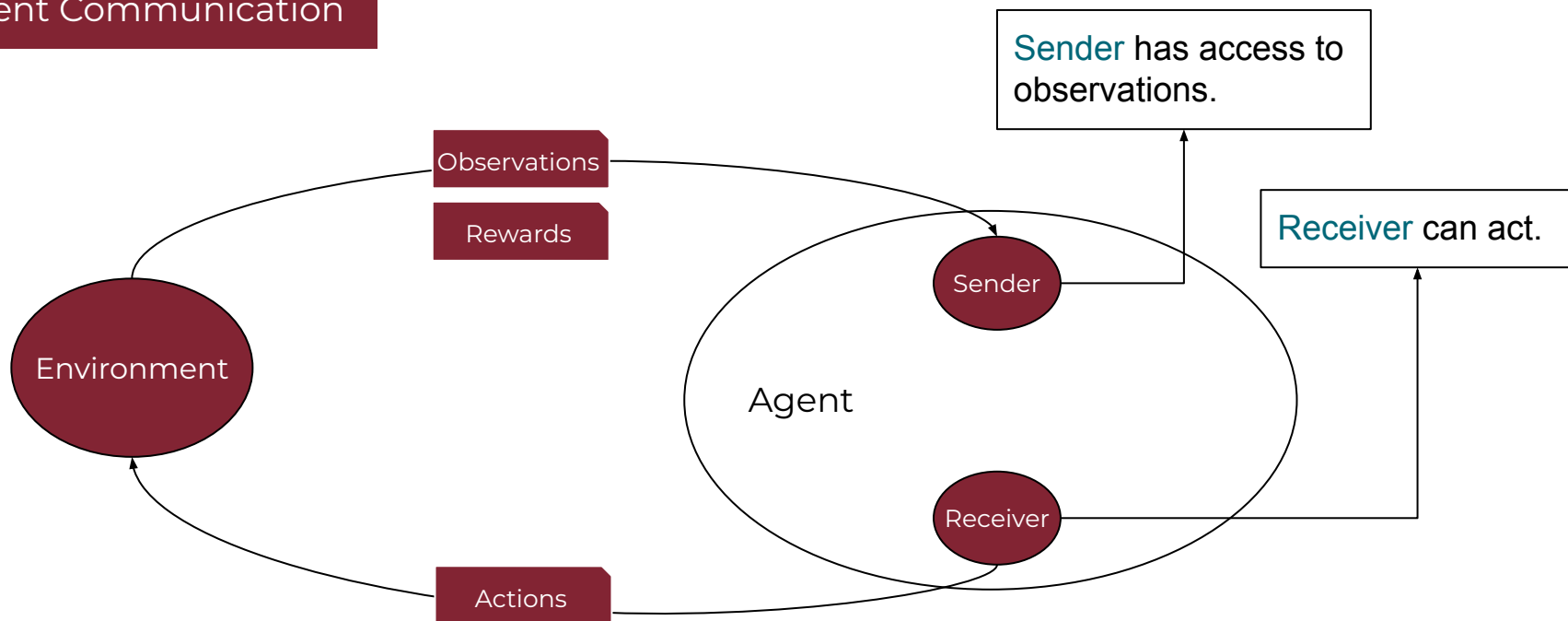
Emergent Communication



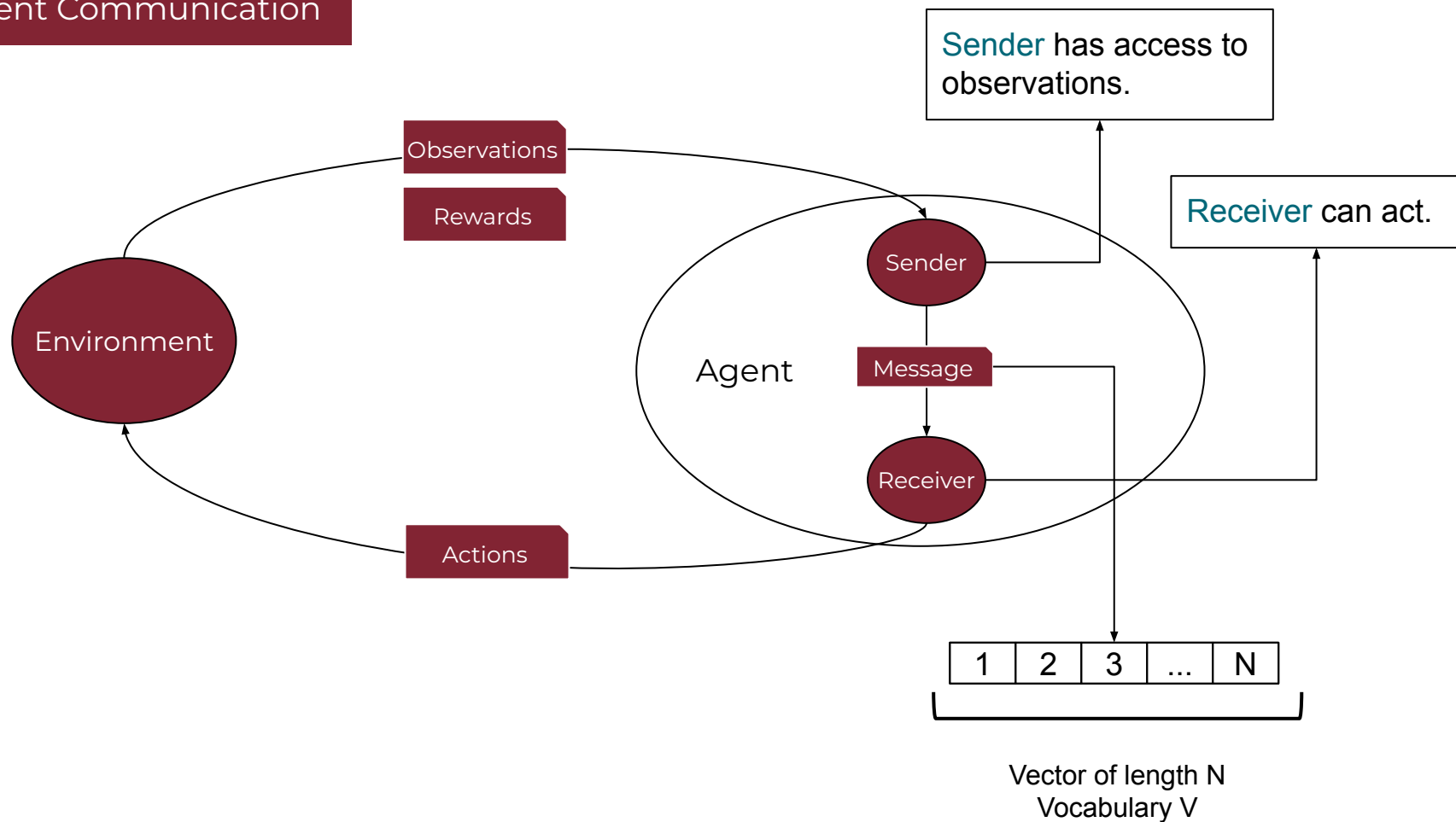
Emergent Communication



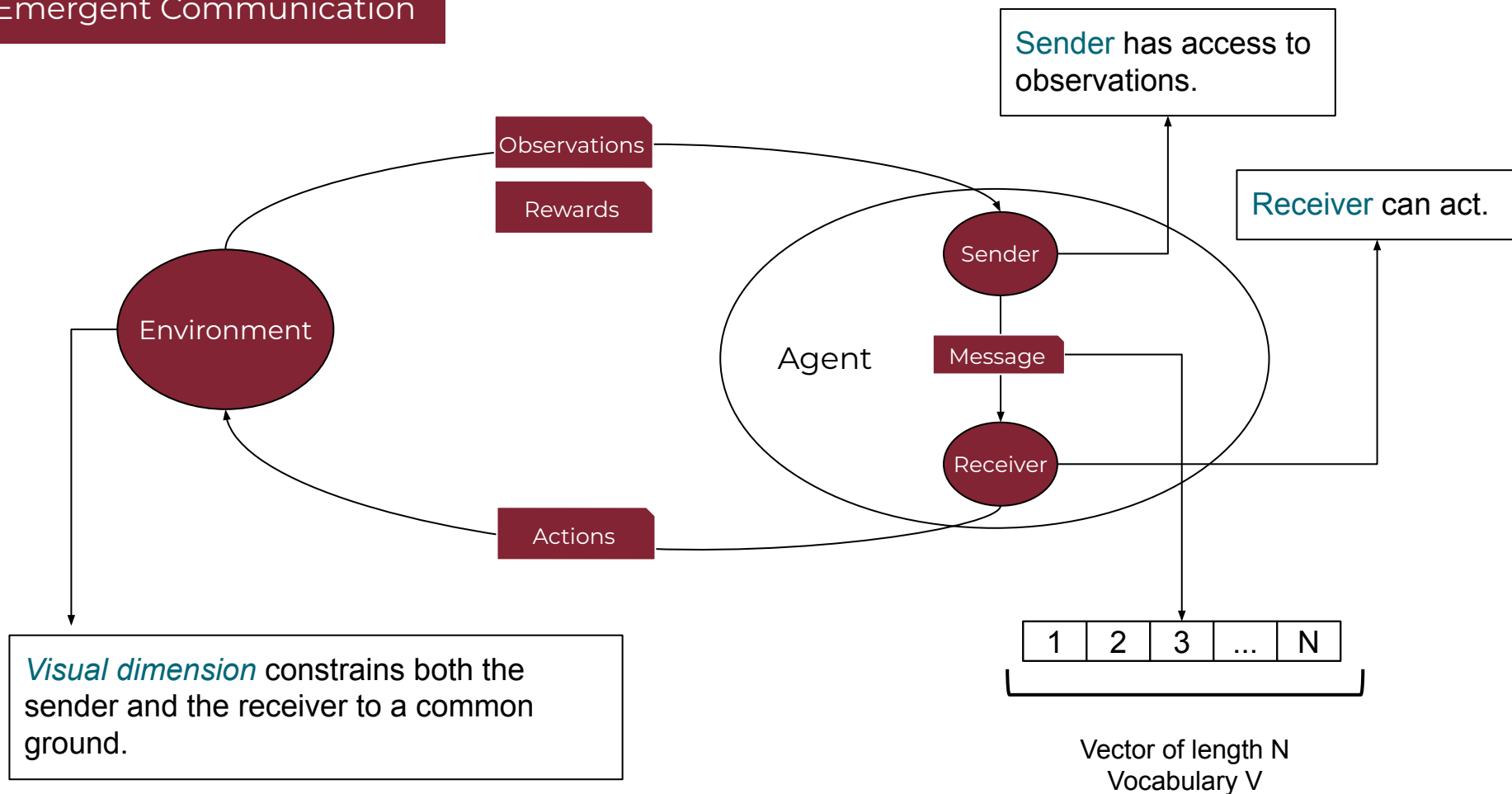
Emergent Communication



Emergent Communication



Emergent Communication



As humans, we do not learn languages by reading wikipedia.
Learning a language involves interaction with other humans in a shared environment.

Cooperation:

- Cooperative agents
- Explainable decision making
- Cooperation in mixed human-robot teams

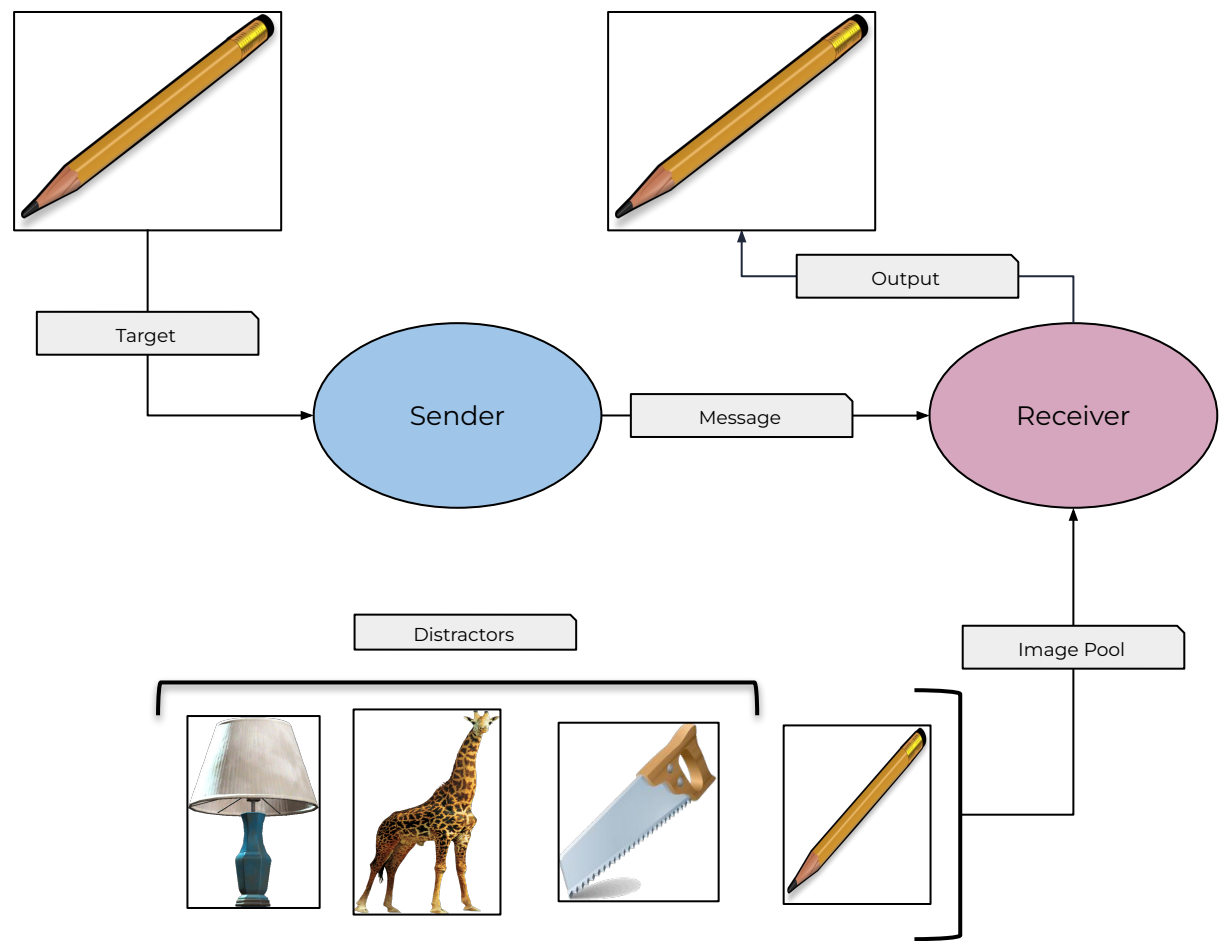
Language:

- Study language evolution in humans
- Emerge natural language properties in machines
- Understand learning difference between machines and humans

Background

- Reinforcement Learning
- Emergent Communication
- **Referential Games**
- Architectures & Frameworks:
 - Image captioning
 - DALL-E: Creating Images from Text

Referential Game [1]



Background

- Reinforcement Learning
- Emergent Communication
- Referential Games
- **Architectures & Frameworks:**
 - Image captioning
 - DALL-E: Creating Images from Text

Proprieties:

- Active field since 2014
- Strong and defined benchmarks
- Datasets and Pretrained models available

<p>A young boy is playing basketball.</p> 	<p>Two dogs play in the grass.</p> 	<p>A dog swims in the water.</p> 
<p>A group of people walking down a street.</p> 	<p>A group of women dressed in formal attire.</p> 	<p>Two children play in the water.</p> 

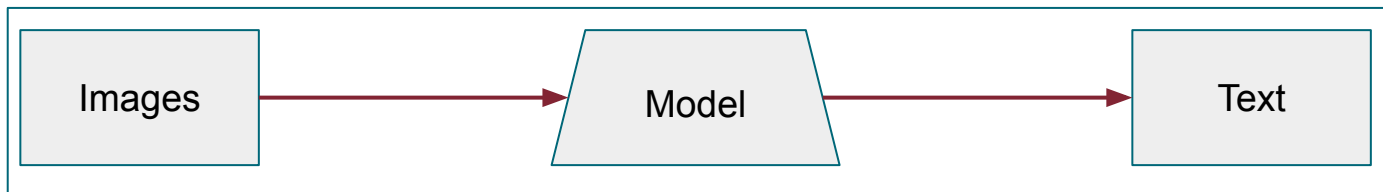
Image captioning

Proprieties:

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Pipeline



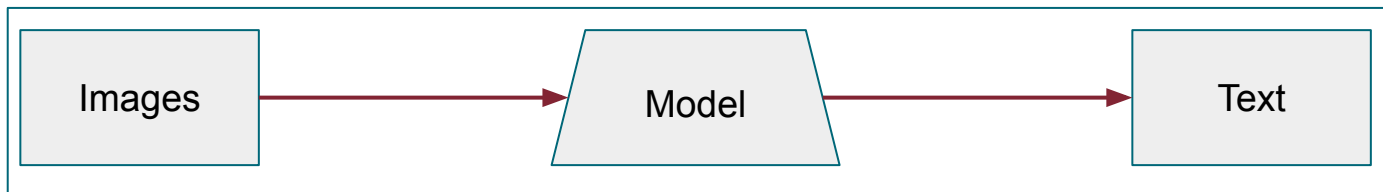
Datasets:

- COCO captions [6]
- SCICAP [7]
- VizWiz [11]
- Flickr30k [13]

Architectures:

- CNN+LSTM [7]
- LEMON [8] : CNN+Attention
- BLIP [9] : Visual Transformer + Encoder Decoder
- M2 [10] : Transformer
- ...

Pipeline



TEXT PROMPT an armchair in the shape of an avocado. . . .

AI-GENERATED
IMAGES



[Edit prompt or view more images ↓](#)

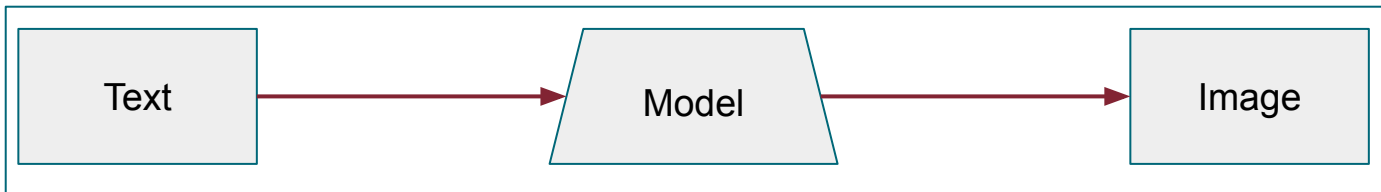
Architectures:

- GPT-3 [3]
- VQ-VAE [4]
- CLIP reranker [5]

Proprieties:

- 12-billion parameters
- Input text - output image
- Full dataset not disclosed

Pipeline



Architectures:

- GPT-3 [3]
- VQ-VAE [4]
- CLIP reranker [5]

Proprieties:

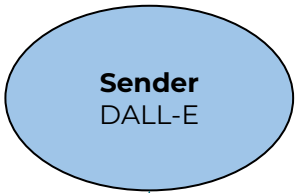
- 12-billion parameters
- Input text - output image
- Full dataset not disclosed

Emergent ImageNation [Emln]

- **Framework**
- Research lines:
 - Training for dalle
 - Population of speakers/listeners
 - Communicating through images
- Code is available
- Bibliography

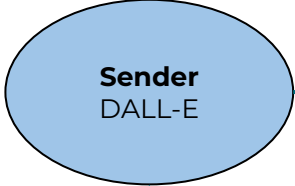


A yellow dog runs through the grass
A yellow dog is running through the grass
A brown dog is running through the grass



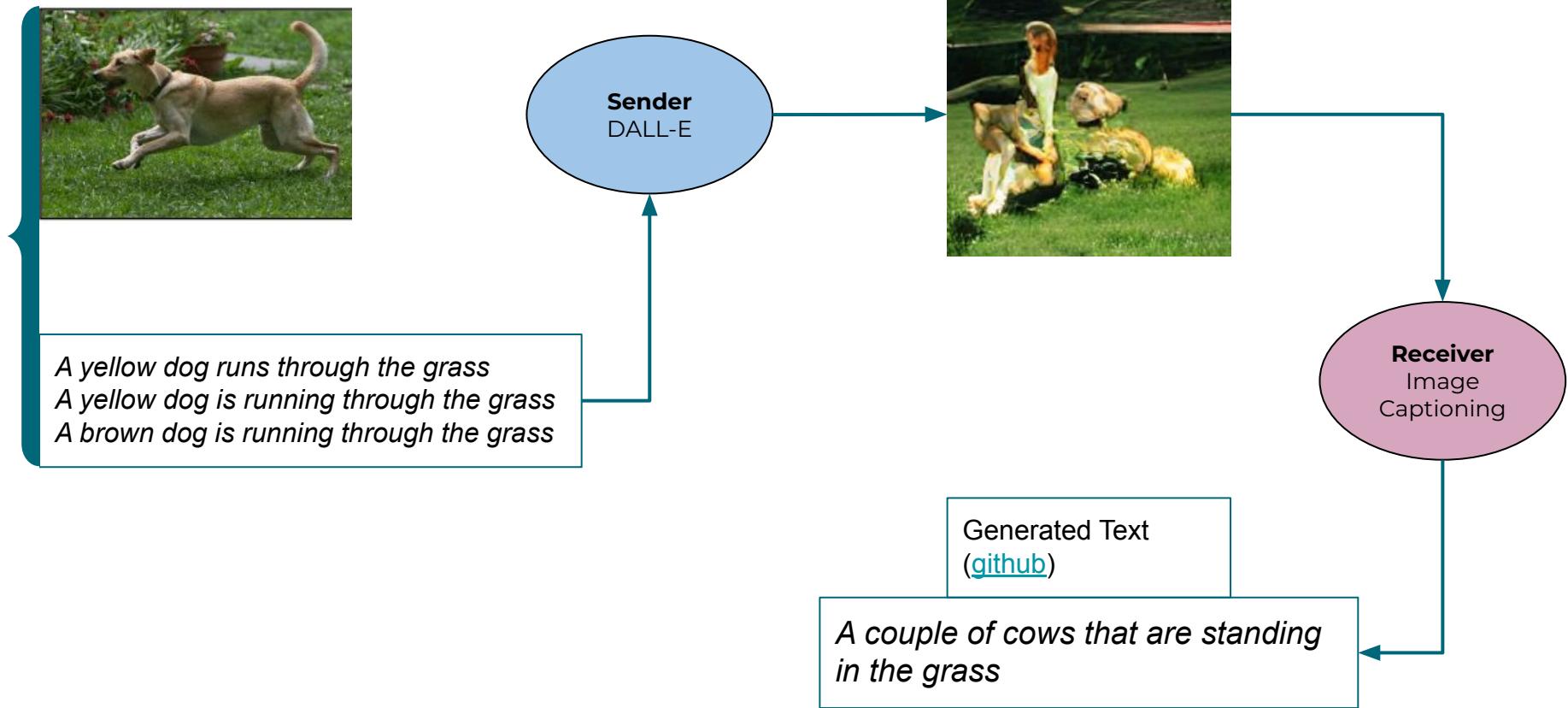


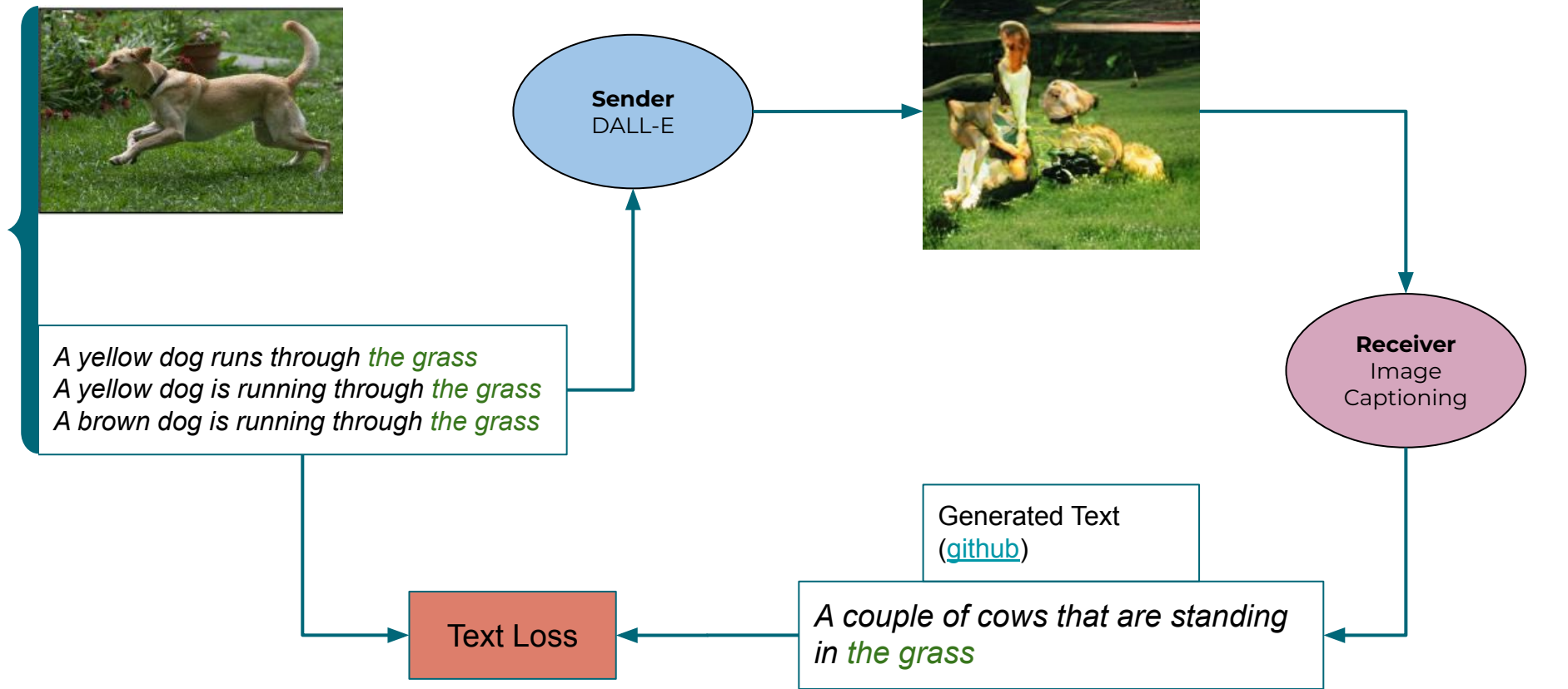
A yellow dog runs through the grass
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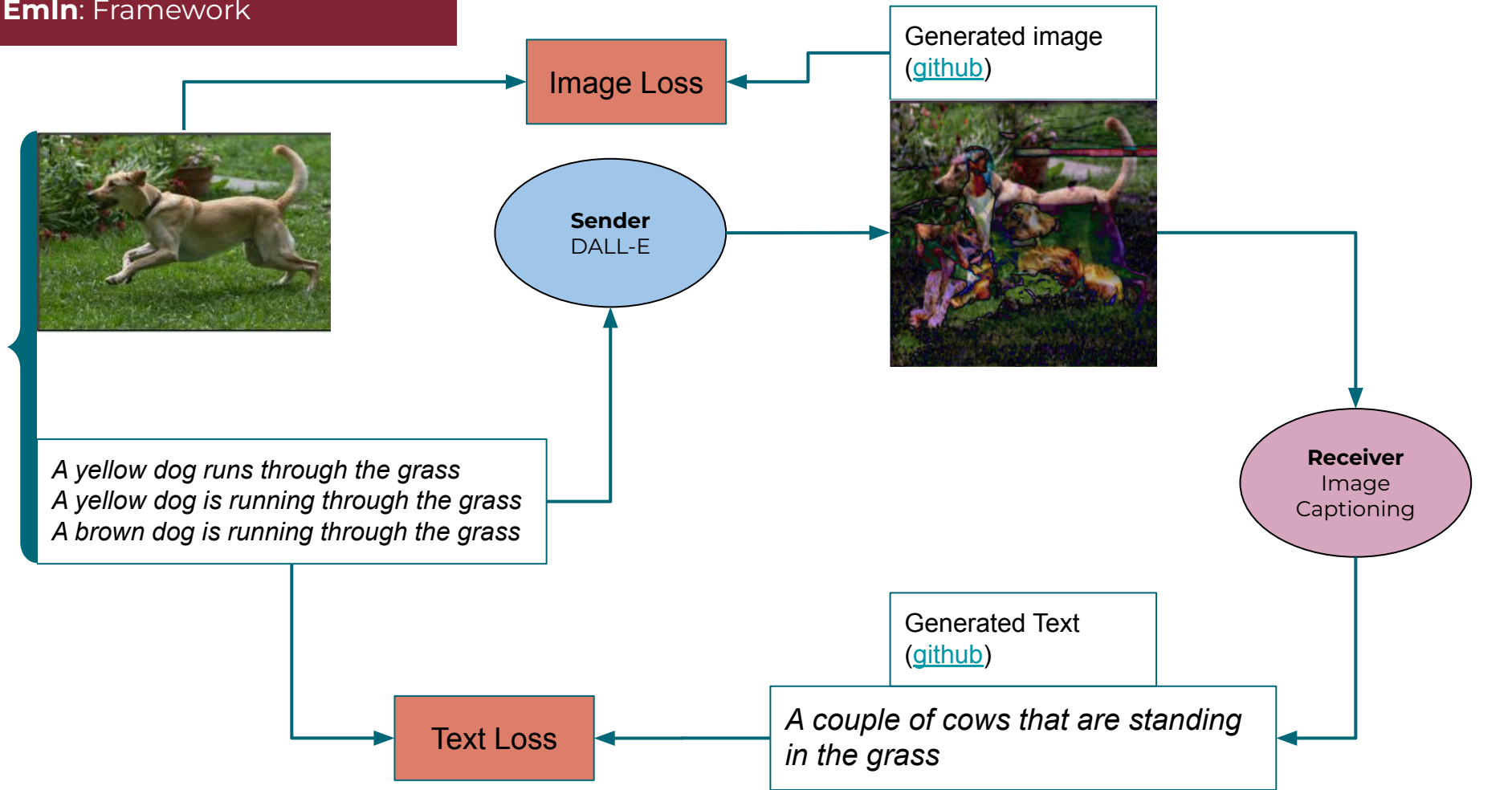
Generated image
([github](#))







Emln: Framework



EGG 🐣: Emergence of lanGuage in Games



Repository:

- 86 Fork
- 227 Star
- >15 Papers based on EGG

Features:

- Discrete / continuous Communication
- Single pair/ population of agents
- Optimization with Reinforce or Gumbel-Softmax
- Distributed training
- Cuda-aware command for grid-search

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OpenAI DALL-E Cons:

1. No pretrained model nor the dataset released
2. Working with image/language generation is computationally intensive



Solution with EmIn:

1. Additional information comes with multiple datasets/language models + interaction between speaker and listener
2. RL pipeline is faster to train

Emergent ImageNation [Emln]

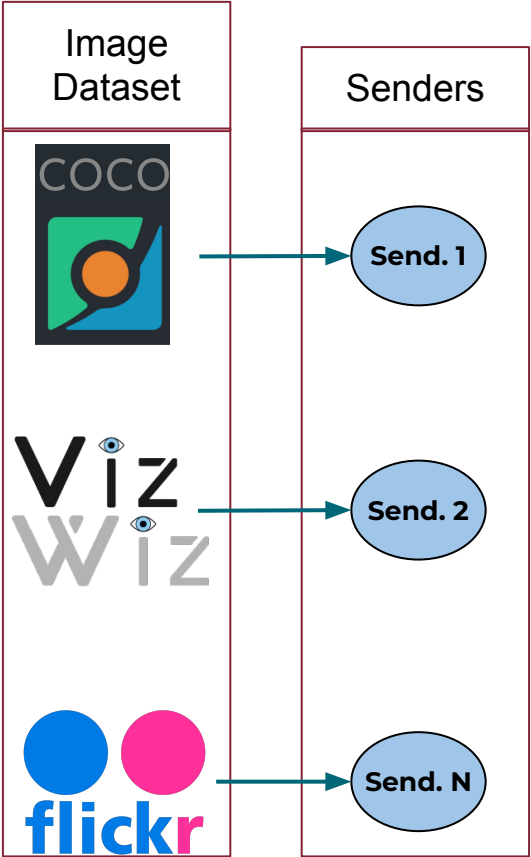
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Objective : Population

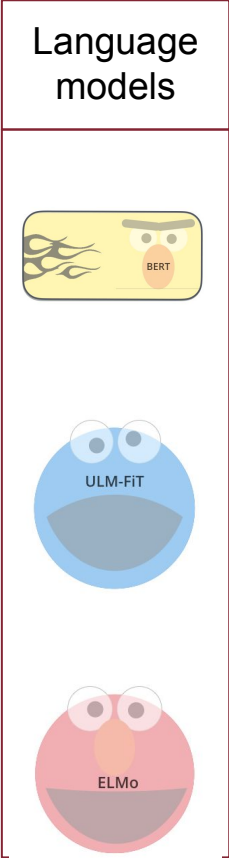
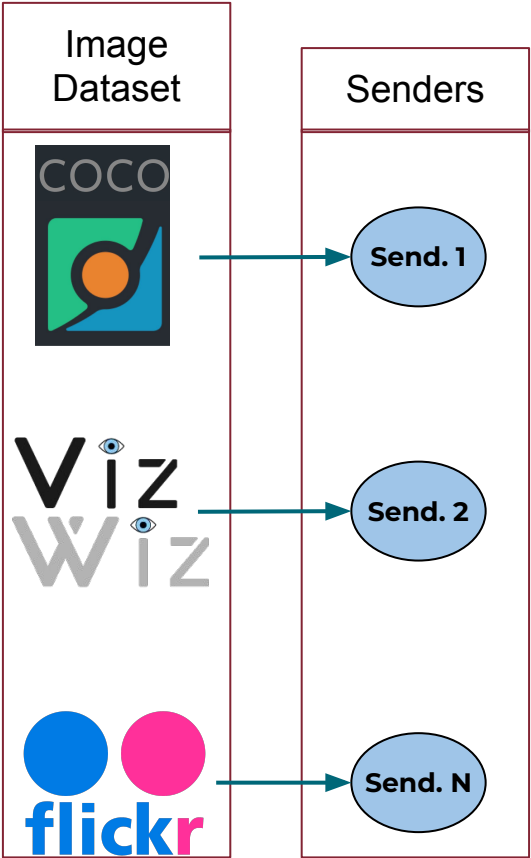
Image
Dataset



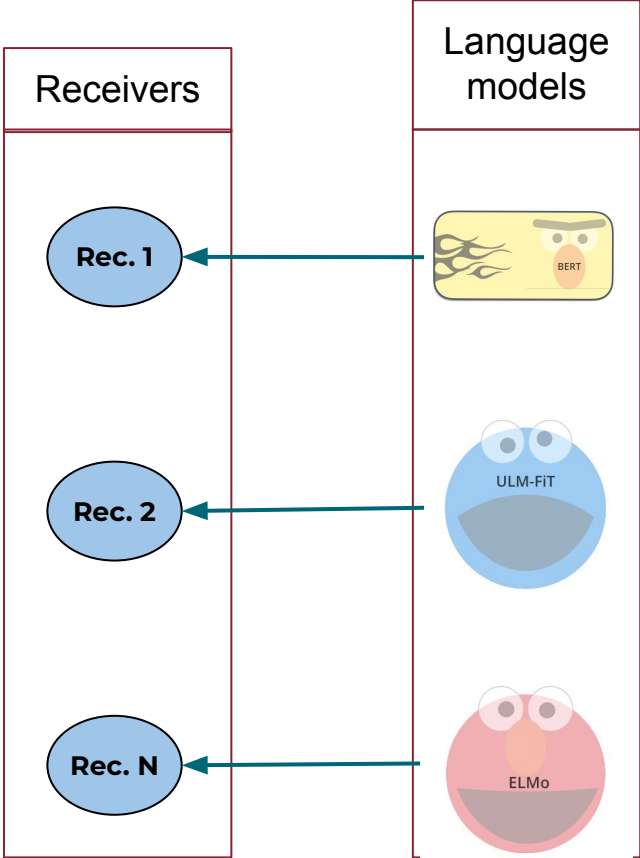
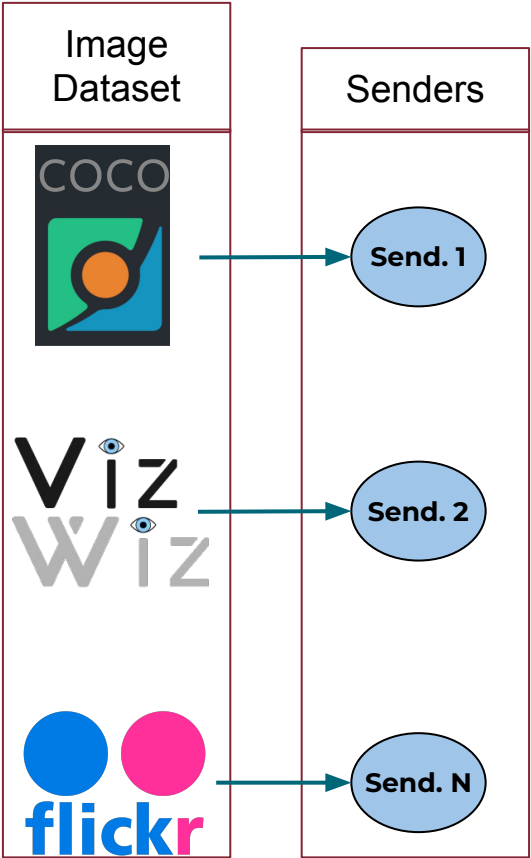
Objective : Population



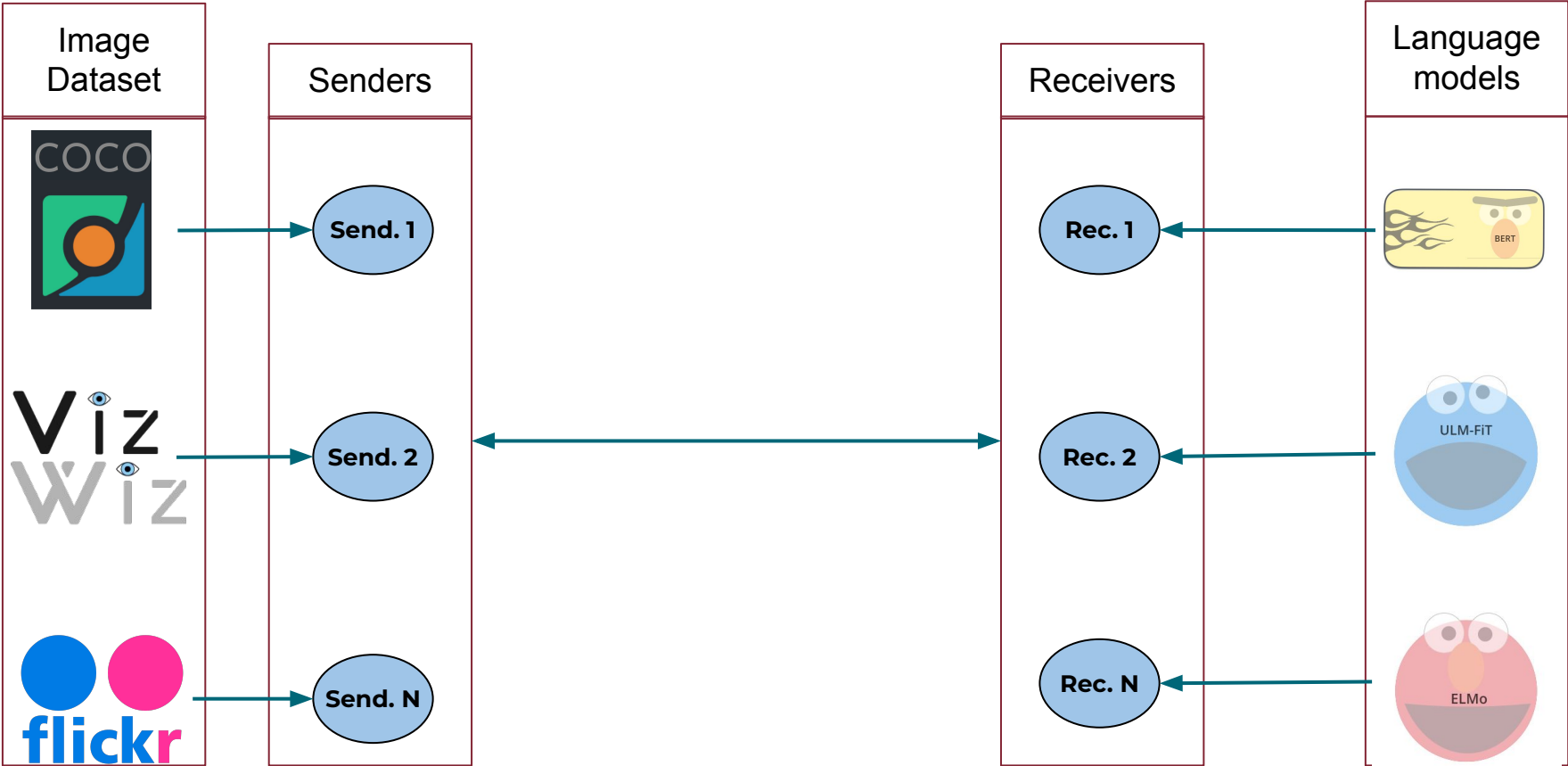
Objective : Population



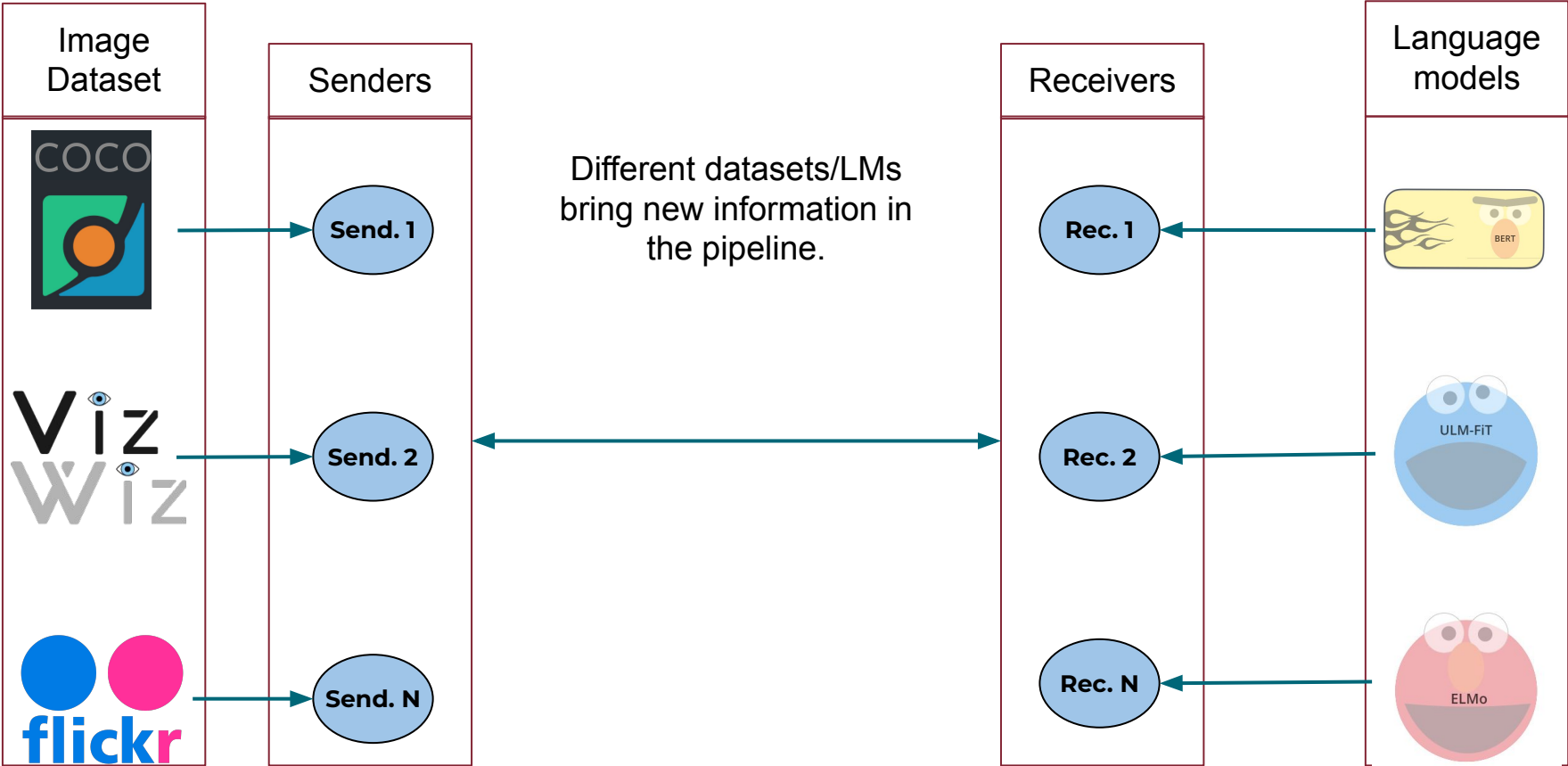
Objective : Population



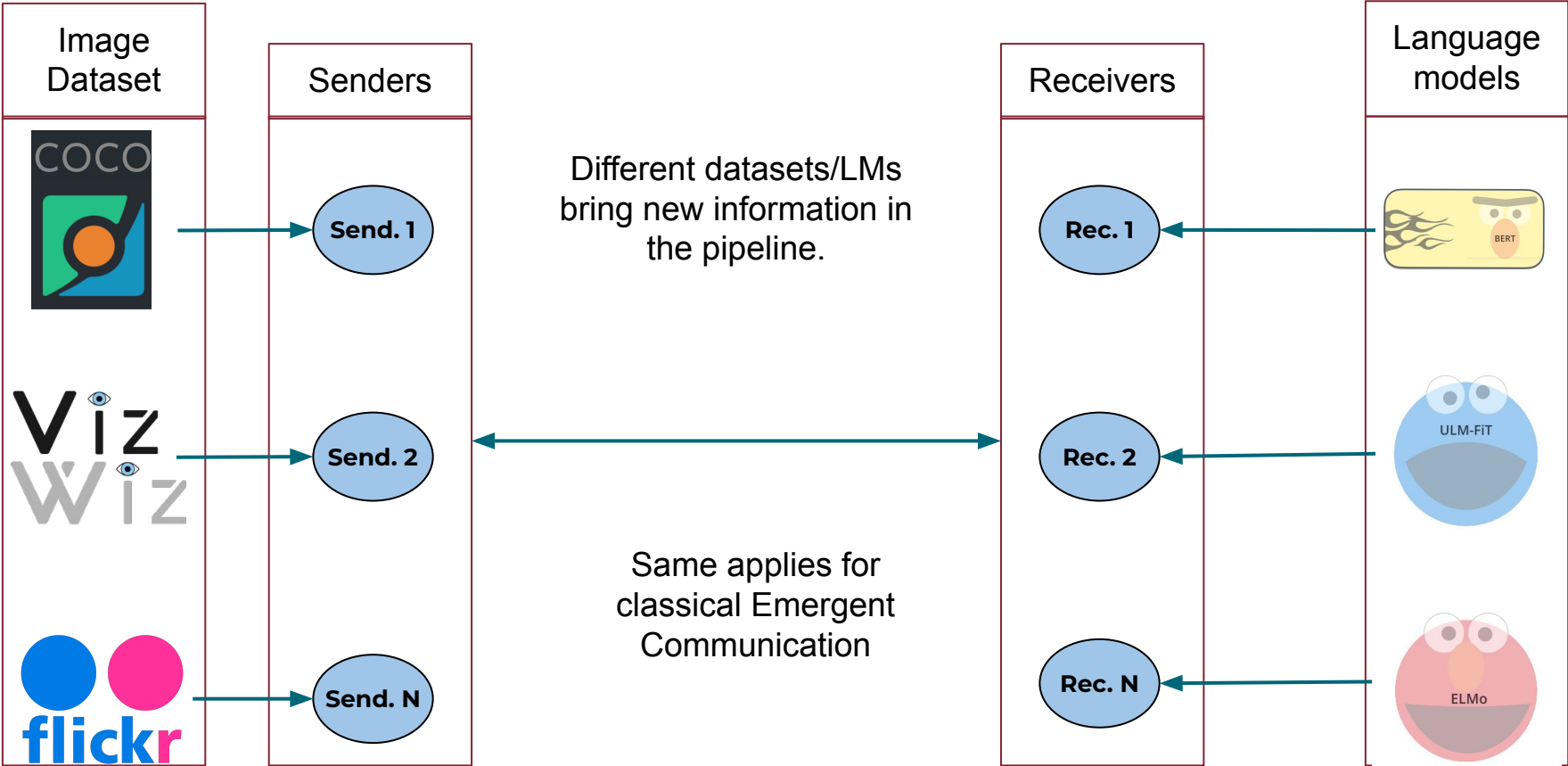
Objective : Population



Objective : Population



Objective : Population



Emergent ImageNation [Emln]

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Use a picture. It's worth
a thousand words.

Arthur Brisbane

quotefancy

“70 to 93 percent of all communication is nonverbal”

[12]

Pacioccone

(Italian) A plump person, with a jovial and good-natured appearance. A lover of the quiet life.



Tartle

(Scottish) If you've ever been talking to someone you've been introduced to before but their name has completely disappeared from your brain then you've tartled.



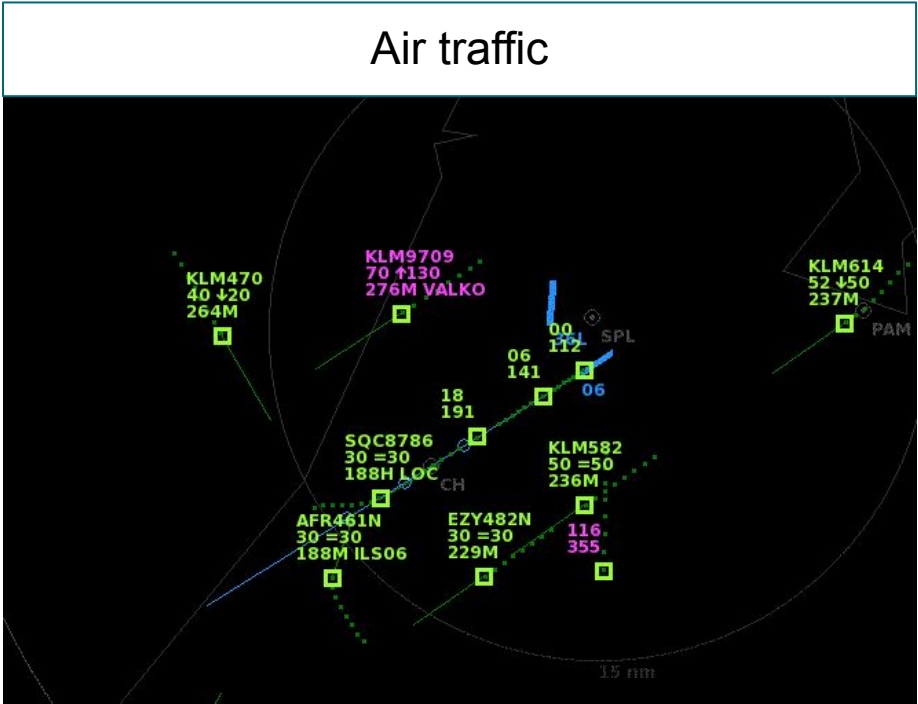
Sobremesa

(Spanish) The moment after eating a meal when the food is gone but the conversation is still flowing at the table.



Augmenting text with images

Air traffic is based on communication protocols with thousand of messages every hour.
Generating informative images aids the general organization.



Projecting interior design structure trough natural text prompts.



Emergent ImageNation [Emln]

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- **Code is available**
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Code available

<https://github.com/nicofirst1/Emergent-ImageNation>



- [1] David Lewis. *Convention: A philosophical study*. John Wiley & Sons, 2008.
- [2] Ramesh, Aditya, et al. "Zero-shot text-to-image generation." *International Conference on Machine Learning*. PMLR, 2021.
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