

Player in Game \equiv Monolingual Language Model

Consider a Monolingual LM L_1 and its vocabulary V_1 . Then the corresponding player can generate the following tokens:

• $\sqrt{1}$ (For words in L_1)

• $\langle sw \rangle$ (For switching to other LLM L_2)

• `</s>` (For terminating the sentence)

The Game and DLM

Consider a Monolingual L_1 and its vocabulary V_1 . Then the

corresponding player can generate the following tokens:

• $\langle sw \rangle$ (For switching to other LLM L₂)

• V_1 (For words in L_1)

• `</s>` (For terminating the sentence)



The Game and DLM



