

## Questions

Our guiding questions are:

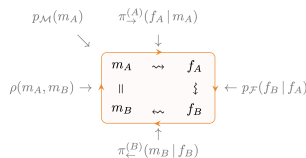
- **Why** are continuous meanings not always communicated using continuous forms?
- **What** is causing discretisation in regions with continuous meanings?
- **How** can we describe symbols with discrete and continuous properties in a unified way?

Previous research

- used mainly discrete **form** and **meaning** spaces (ours are **fully continuous**)
- did not explain the **emergence of discrete symbols** (we observe discretisation emerge and identify **two causes**)
- did not describe symbols with **both discrete and continuous** properties (we provide mathematical definitions) and/or
- did not investigate the effect of **different topologies** of the **form** and **meaning** space (we use several non-trivial topologies).

## Reinforcement Learning

We simulate communication games, in which two agents  $A$  and  $B$  repeatedly engage in communication by exchanging forms  $f \in \mathcal{F}$  to communicate meanings  $m \in \mathcal{M}$ . The form and meaning space ( $\mathcal{F}$  and  $\mathcal{M}$ ) are **fully continuous**; meanings are distributed as  $p_{\mathcal{M}}(m)$ ; forms are transmitted through a noisy channel  $p_{\mathcal{F}}(f|m)$ . The agents only receive a **reward feedback**  $\rho(m, m')$  about the quality of their communication. They improve their sender and receiver policies  $\pi_{\rightarrow}(f|m)$  and  $\pi_{\leftarrow}(m|f)$  by estimating and maximising the expected reward  $r(f, m)$ .



Exploratory policies:

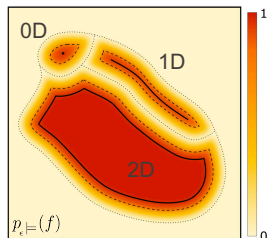
$$\pi_{\rightarrow}(f|m) = \frac{r(f, m)}{\int_{\mathcal{F}} r(f', m) df'}$$

$$\pi_{\leftarrow}(m|f) = \frac{r(f, m)}{\int_{\mathcal{M}} r(f, m') dm'}$$

## Discrete Symbols in Continuous Spaces

Discrete symbols are embedded in continuous form-meaning space:

A symbol is a **connected region** in form space, in which all forms can be **effectively used in communication** and that is **separated** from other symbols.



- $f$  is near-optimal for some meaning  $m$  ( $f_{\epsilon} \dashv m$ ):

$$\frac{1}{|\mathcal{F}|} \int_{\mathcal{F}} \mathbb{1}[r(f', m) > r(f, m)] df' \leq \epsilon$$

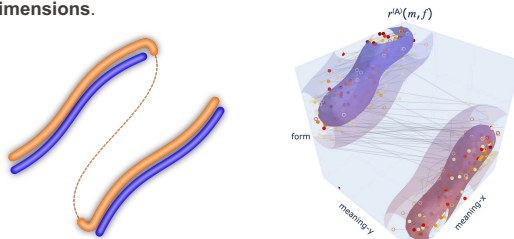
- these meanings are likely to occur:

$$p_{\epsilon}(f) = \int \mathbb{1}[f_{\epsilon} \dashv m] p_{\mathcal{M}}(m) dm$$

## Results

### Cause 0): Modal Worlds

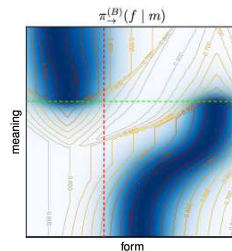
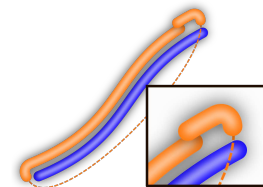
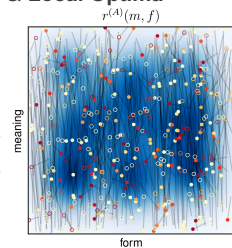
If the **meaning** space has multiple distinct modes (blue lines), the continuous **form** space has to be cut (dashed line) and contains **separate symbols**, each having additional internal **continuous dimensions**.



### Cause 1): Sub-Optimal Solutions & Local Optima

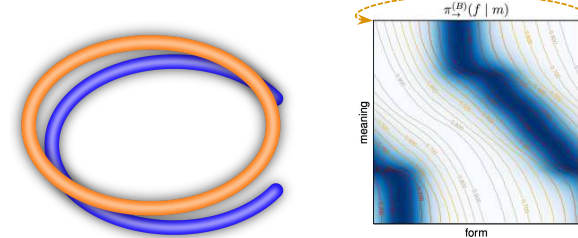
If the **form** and **meaning** space have the same topology (here 1D), a continuous mapping is possible.

But the optimal solution is not guaranteed to be found. Especially, **premature convergence** under **low transmission noise** is likely to produce fragmented sub-optimal solutions.



### Cause 2): Topological Mismatch

If the **form** and **meaning** space have **incompatible topologies** (here, a circle and a line), a continuous mapping is impossible. This is highly plausible to be the case in complex real-world scenarios.



[1] Steels L (1997) The synthetic modeling of language origins. Evolution of communication  
 [2] Zuidema W, Westermann G (2003) Evolution of an optimal lexicon under constraints from embodiment. Artificial Life 9:387–402

[3] Nolli S, Mirolli M (2010) Evolution of Communication and Language in Embodied Agents. Springer, Berlin, Heidelberg  
 [4] de Boer B, Verhoef T (2012) Language dynamics in structured form and meaning spaces. Advances in Complex Systems 15:1150021

[5] Feldman J (2012) Symbolic representation of probabilistic worlds. Cognition 123:61–83.  
 [6] Van Eecke P, Beuls K (2020) Re-conceptualising the Language Game Paradigm in the Framework of Multi-Agent Reinforcement Learning. Palo Alto, USA