Modeling Conceptual Understanding in

Image Reference Games



Rodolfo Corona*



Stephan Alaniz*



Zeynep Akata





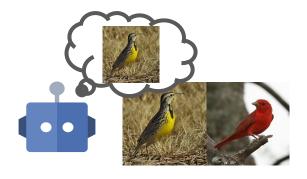








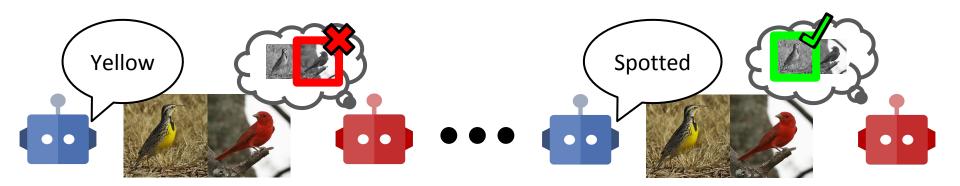




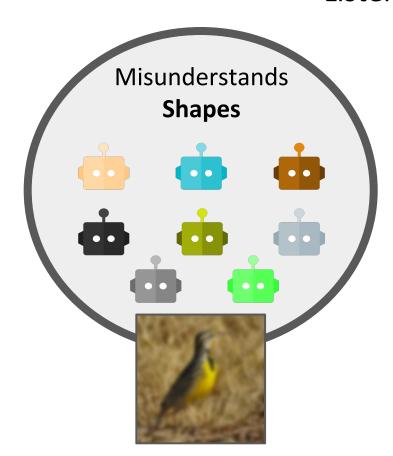


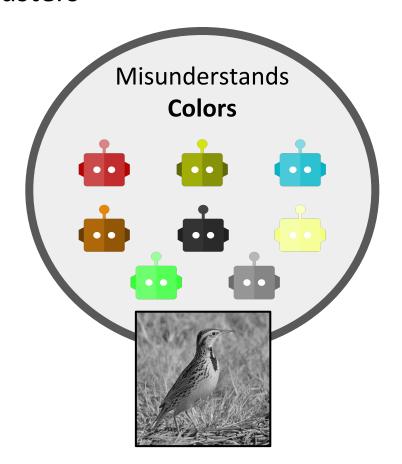


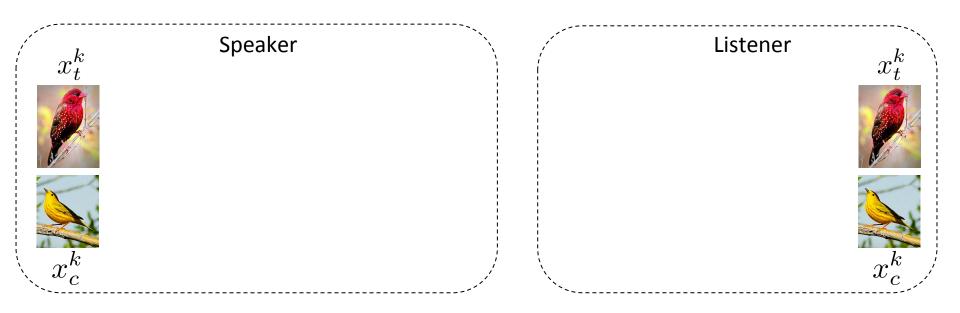


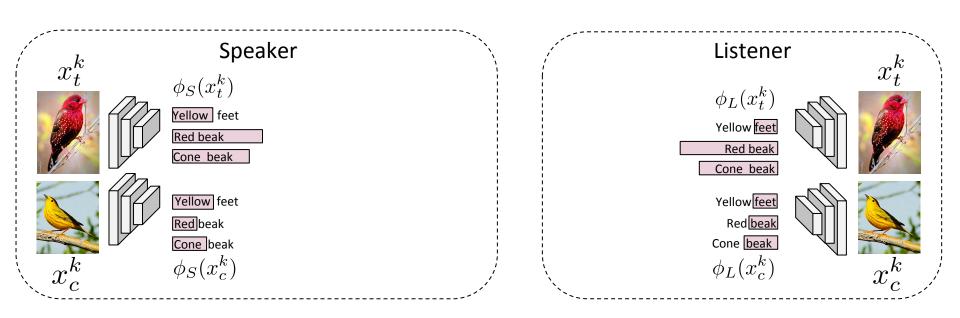


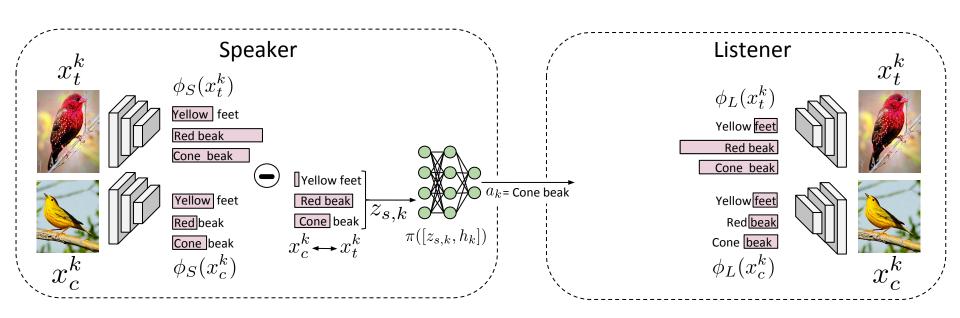
Listener Clusters

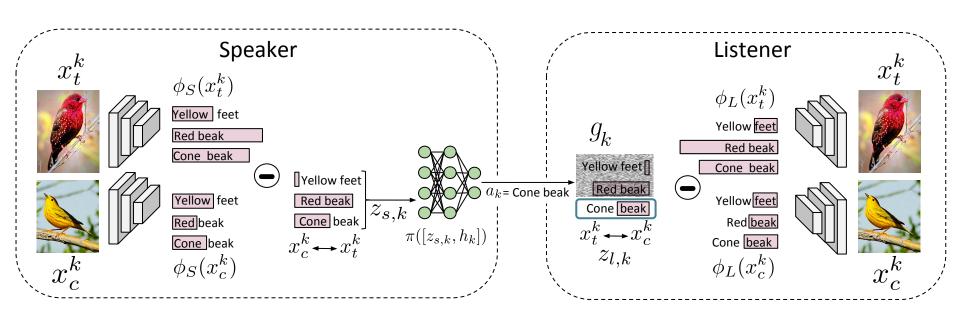


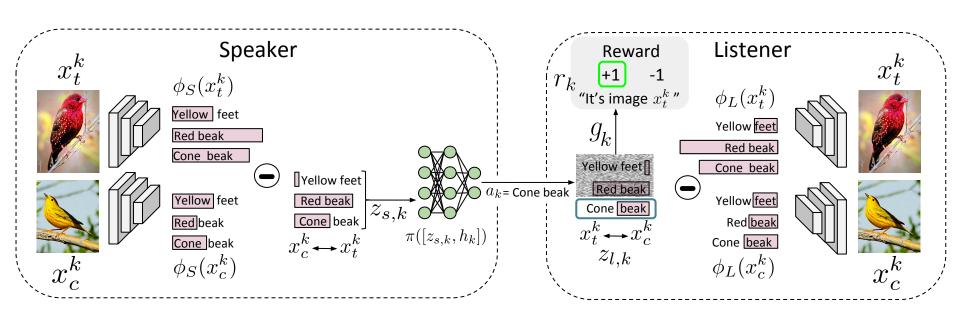




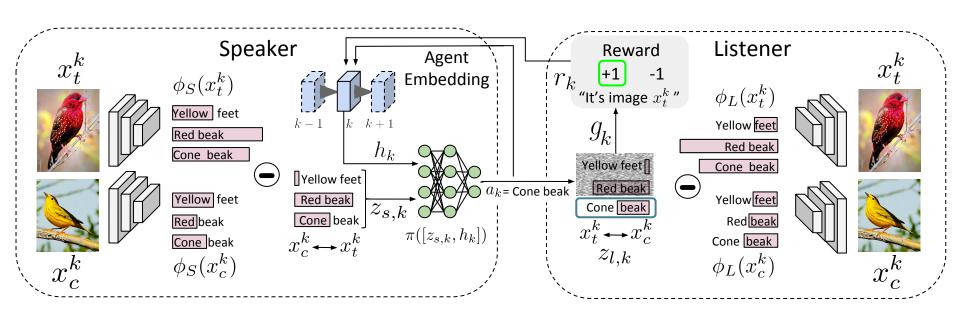


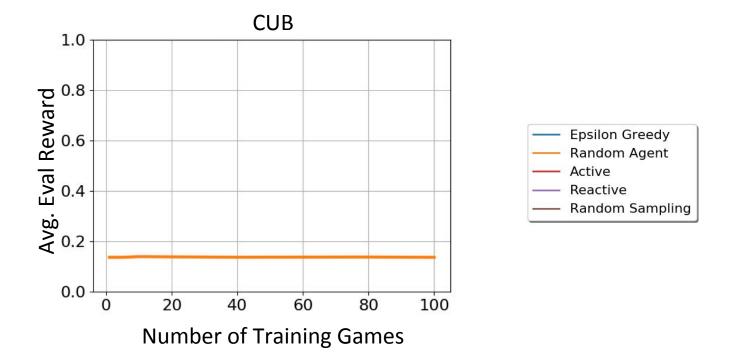


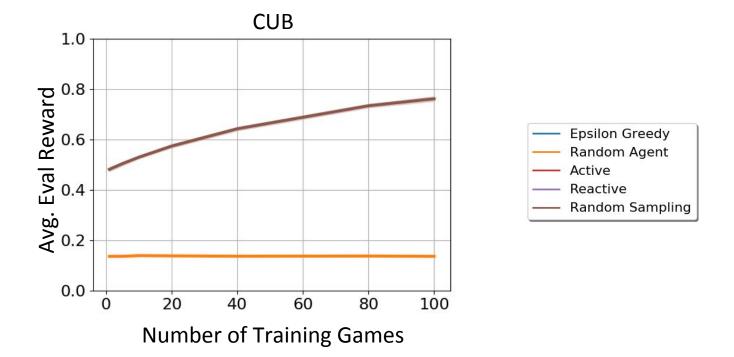


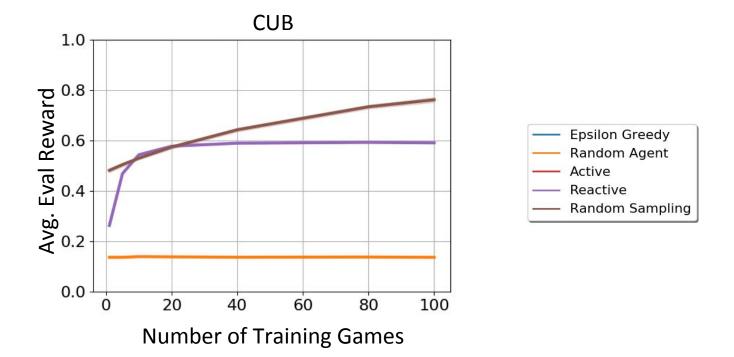


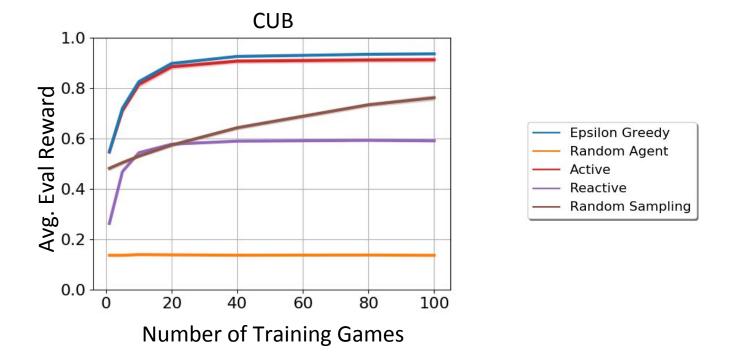
+1 match, -1 mismatch

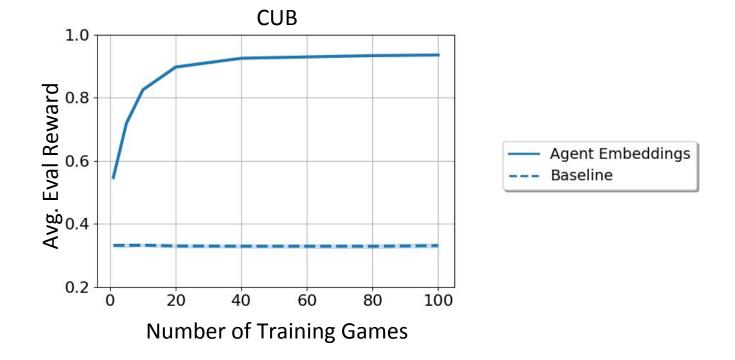




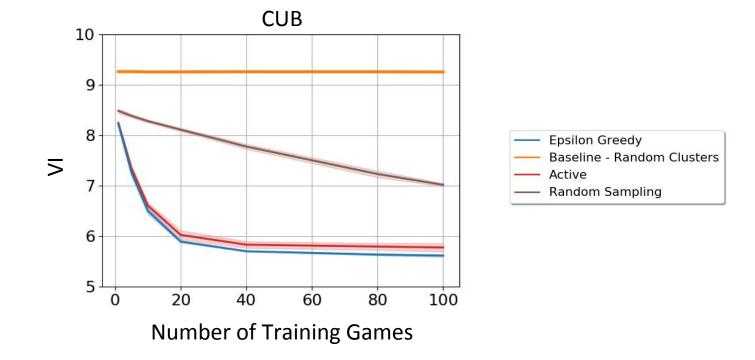








Modeling listener crucial for maximizing game performance.



Parameterized policies embed agents with greater correspondence to ground truth clusters.

$$VI(C, C') = H(C) + H(C') - 2I(C, C')$$

Discrim. Chosen Brown back Brown back Blue underparts Blue underparts Rufous belly Rufous belly Yellow wing Yellow wing

Game 1













Discrim. Chosen Brown back Brown back Blue underparts
Blue underparts

Rufous belly Rufous belly Yellow wing Yellow wing













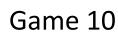
Discrim. Chosen

Orange leg
Spotted belly pattern

Yellow belly Spotted back pattern

Rufous crown Rufous crown

Yellow belly Solid belly pattern





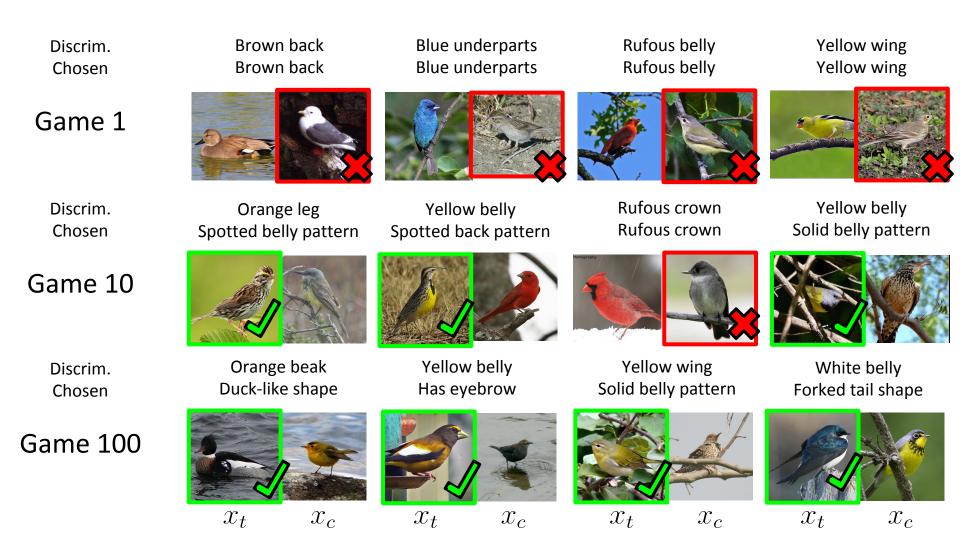












Modeling Conceptual Understanding in <u>East Hall B+C</u>

Image Reference Games **Poster #79**



Rodolfo Corona*



Stephan Alaniz*



Zeynep Akata







