

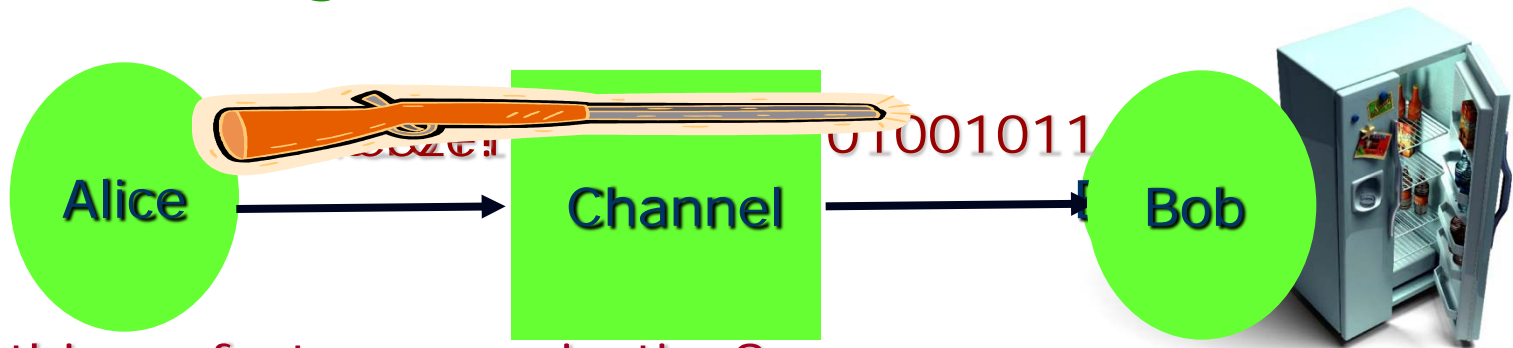
Universal Semantic Communication

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Joint with **Oded Goldreich** (Weizmann) and **Brendan Juba** (MIT).

The Meaning of Bits



- Is this perfect communication?
- What if Alice is trying to send instructions?
 - Aka, an algorithm
 - Does Bob understand the correct algorithm?
 - What if Alice and Bob speak in different (programming) languages?

Part I: Context/Motivation

What? Why?

- Example 1: I have a presentation that used to work well on my last laptop.

- Distance: $\delta(f, g) = \Pr_{x \in D}[f(x) \neq g(x)]$
 $\delta(f, \mathcal{F}) = \min_{g \in \mathcal{F}} \{\delta(f, g)\}$
 $f \approx_{\epsilon} g$ if $\delta(f, g) \leq \epsilon$.
- Definition:
 \mathcal{F} is (q, α) -locally testable if

- I transferred the file to my new laptop and it looks like this.

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- ... but the bits are intact!

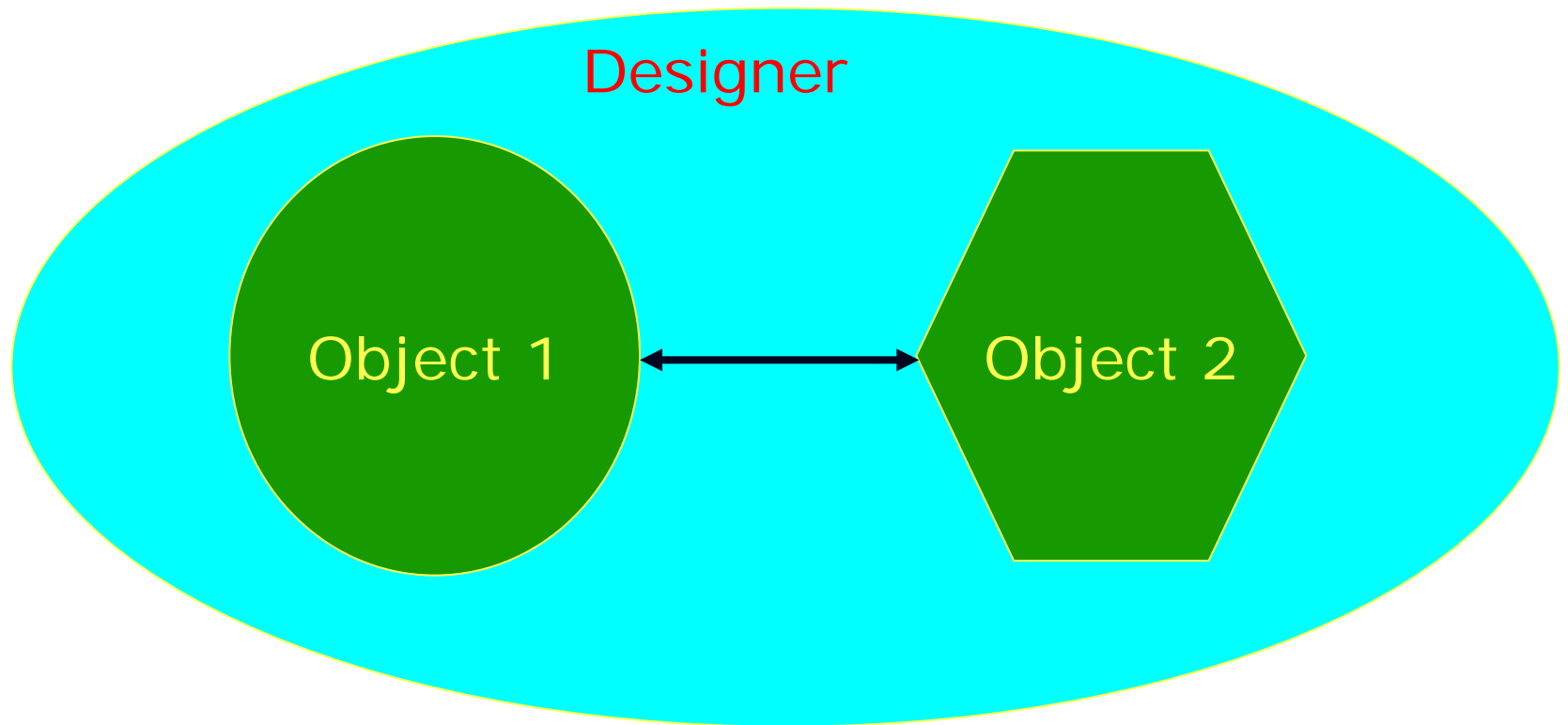
What? Why?

- Example 2: I would like to print some document on some printer.
 - You can do it.
 - I have same permissions as you.
 - But I don't have the printer installed.
- I have the information ... I don't know how to translate to printer's language.

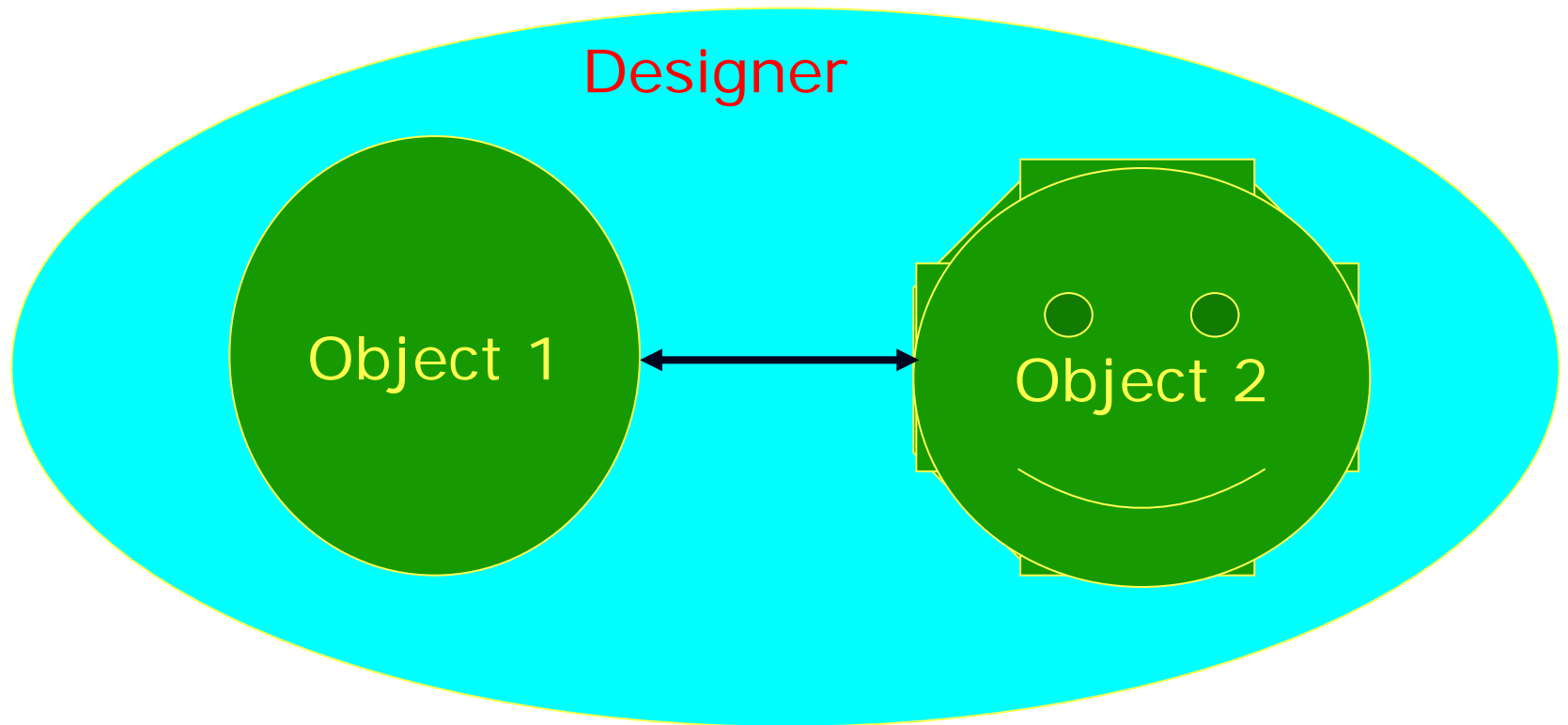
Motivation: Better Computing

- Computers are constantly communicating.
- Networked computers use common languages:
 - Interaction between computers (getting your computer onto internet).
 - Interaction between pieces of software.
 - Interaction between software, data and devices.
- Getting two computing environments to “talk” to each other is getting problematic:
 - time consuming, unreliable, insecure.
- Can we communicate more like humans do?

Classical Paradigm for interaction



New paradigm



Bits vs. their meaning

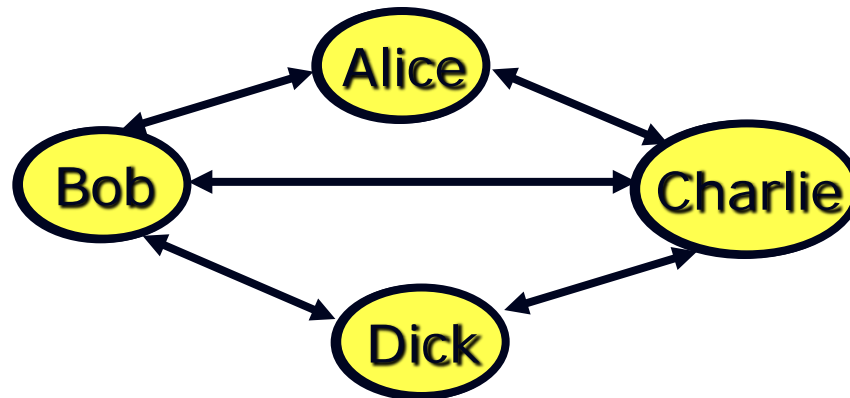
- Say, Alice and Bob know different programming languages. Alice wishes to send an algorithm A to Bob.
 - A = sequence of bits ... (relative to prog. language)
- **Bad News:** Can't be done
 - For every Bob, there exist algorithms A and A' , and Alices, Alice and Alice', such that Alice sending A is indistinguishable (to Bob) from Alice' sending A'
- **Good News:** Need not be done.
 - From Bob's perspective, if A and A' are indistinguishable, then they are equally useful to him.
- What should be communicated? Why?

Aside: Why communicate?

- Classical "Theory of Computing"



- Issues: Time/Space on DFA? Turing machines?
- Modern theory:



- Issues: Reliability, Security, Privacy, Agreement?
- If communication is so problematic, then why not "Not do it"?

Motivations for Communication

- Communicating is painful. There must be some compensating gain.
- What is Bob's Goal?
 - "Control": Wants to alter the state of the environment.
 - "Intellectual": Wants to glean knowledge (about universe/environment).
- Claim: By studying the goals, can enable Bob to overcome linguistic differences (and achieve goal).

Part II: Computational Motivation

Computational Goal for Bob

- Why does Bob want to learn algorithm?
 - Presumably to compute some function f
(A is expected to compute this function.)
 - Lets focus on the function f .
- Setting:
 - Bob is prob. poly time bounded.
 - Alice is computationally unbounded, does not speak same language as Bob, but is "helpful".
 - What kind of functions f ?
 - E.g., uncomputable, PSPACE, NP, P?

Setup

~~Bob~~ User

$f(x) = 0/1?$

$R \leftarrow \text{\$}\text{\$}\text{\$}$

~~Alice~~ Server

q_1



Different from interactions in cryptography/security:
There, User does not trust Server,
while here he does not understand her.



Computes $P(x, R, a_1, \dots, a_k)$

Hopefully $P(x, \dots) = f(x)$!

Intelligence & Cooperation?

- For User to have a non-trivial interaction, Server must be:
 - Intelligent: Capable of computing $f(x)$.
 - Cooperative: Must communicate this to User.
- Formally:
 - Server S is helpful (for f) if
 - \exists some (other) user U' s.t.
 - $\forall x$, starting states σ of the server
($U'(x) \leftrightarrow S(\sigma)$) outputs $f(x)$

Successful universal communication

- Universality: **Universal User U** should be able to talk to any (every) helpful server **S** to compute **f**.
- Formally:
 - U is **f-universal**, if
$$\forall \text{ helpful } S, \forall \sigma, \forall x$$
$$(U(x) \leftrightarrow S(\sigma)) = f(x) \text{ (w.h.p.)}$$
- What happens if **S** is not helpful?
 - Paranoid view \Rightarrow output "**f(x)**" or "?"
 - Benign view \Rightarrow Don't care (everyone is helpful)

Main Theorems [Juba & S. '08]

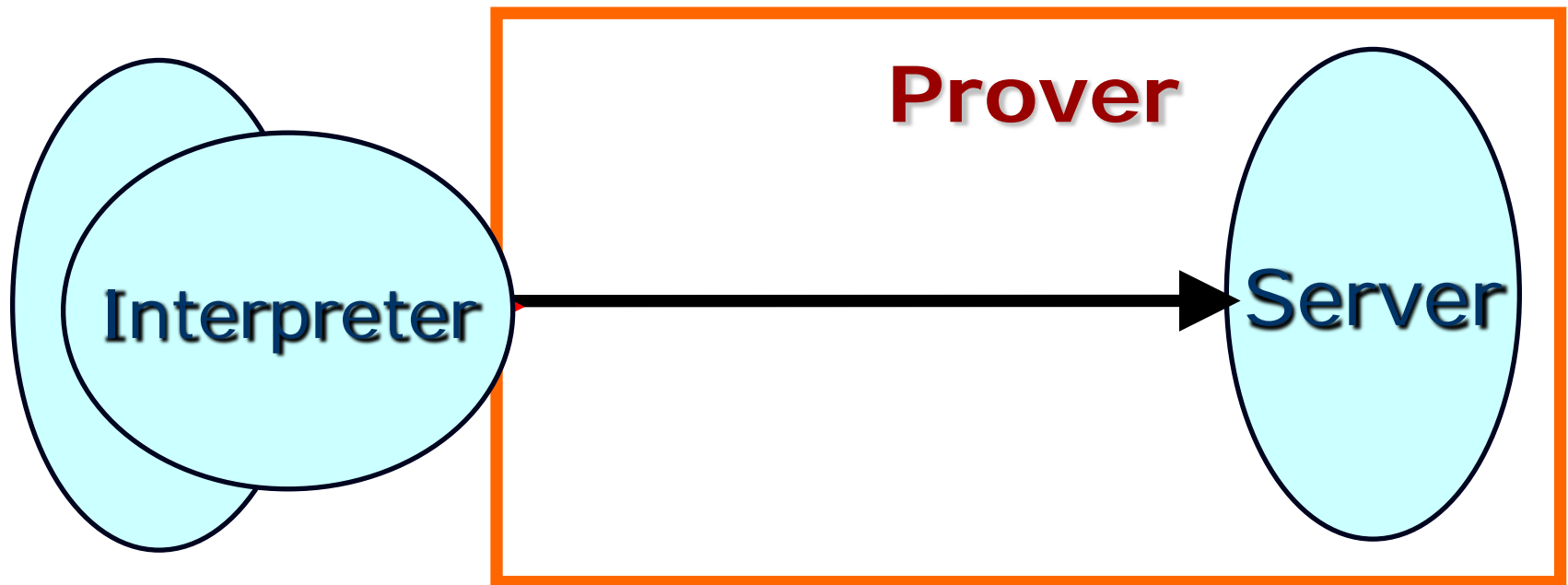
- If f is PSPACE-complete, then there exists a f -universal user who runs in probabilistic polynomial time.
 - Extends to checkable problems
 - $(NP \cap \text{co-NP})$, breaking cryptosystems)
 - S not helpful \Rightarrow output is safe
- Conversely, if there exists a f -universal user, then f is PSPACE-computable.
 - Scope of computation by communication is limited by misunderstanding (alone).

Implications

- No universal communication protocol ☹
 - If there were, should have been able to solve every problem (not just (PSPACE) computable ones).
- But there is gain in communication:
 - Can solve more complex problems than on one's own, but not every such problem.
- Resolving misunderstanding? Learning Language?
 - Formally **No!** No such guarantee.
 - Functionally **Yes!** If not, how can user solve such hard problems?

Few words about the proof: Positive result

- Positive result: Enumeration + Interactive Proofs
- Guess: Interpreter; $b \in \{0,1\}$ (value of $f(x)$)



- Proof works $\Rightarrow f(x) = b$.
- If it doesn't $\Rightarrow \{\text{Interpreter or } b\}$ incorrect.

Proof of Negative Result

- L not in PSPACE \Rightarrow User makes mistakes.
 - Suppose Server answers every question so as to minimize the conversation length.
 - (Reasonable effect of misunderstanding).
 - Conversation comes to end quickly.
 - User has to decide.
 - Conversation + Decision simulatable in PSPACE (since Server's strategy can be computed in PSPACE).
 - f is not PSPACE-computable \Rightarrow User wrong.
 - **Warning:** Only leads to finitely many mistakes.

Principal Criticisms

- Solution is no good.
 - Enumerating interpreters is too slow.
 - Approach distinguishes **right/wrong**; does not solve search problem.
 - Search problem needs new definitions to allow better efficiency.
 - Can find better definitions [Juba+S, ICS'11]
- Problem is not the right one.
 - Computation is not the goal of communication. Who wants to talk to a PSPACE-complete server?



Next part of talk

Part III: Generic Goals

Generic Communication [Goldreich, J., S.]

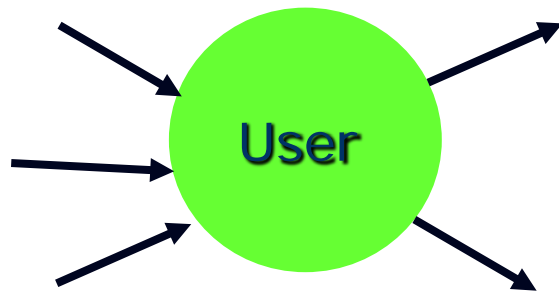
- Still has goals. Goals more diverse.
 - Should be studied; defined formally.
- Major types:
 - Control, e.g.
 - Laptop wants to print on printer.
 - Buy something on Amazon.
 - Sensing/Informational:
 - Computing some (hard) function.
 - Learning/Teaching.
 - Coming to this talk.
 - Mix of the two.

Universal Semantics in Generic Setting?

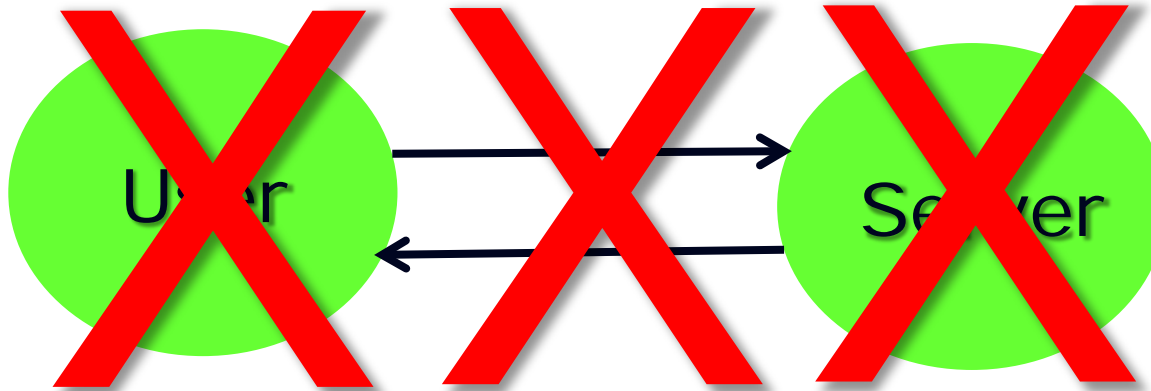
- Can we still achieve goal without knowing common language?
 - Seems feasible ...
 - If user can detect whether goal is being achieved (or progress is being made).
 - Just need to define
 - Sensing Progress?
 - Helpful + Universal?
 - ...
 - Goal?
 - User?

Modelling User/Interacting agents

- (standard AI model)
- User has state and input/output wires.
 - Defined by the map from current state and input signals to new state and output signals.



Generic Goal?

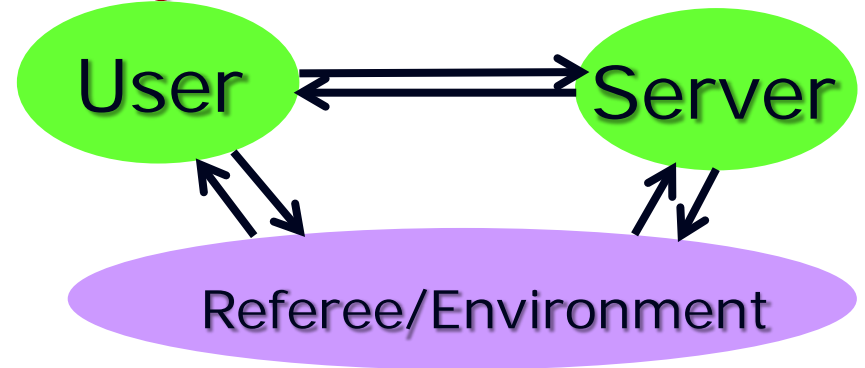


- Goal = function of ?
 - User? – But user wishes to change actions to achieve universality!
 - Server? – But server also may change behaviour to be helpful!
 - Transcript of interaction? – How do we account for the many different languages?

Generic Goals

- Key Idea: Introduce 3rd entity: Referee

- Poses tasks to user.
- Judges success.



- Generic Goal specified by

- Referee (just another agent)
- Boolean Function determining if the state evolution of the referee reflects successful achievement of goal.
- Class of users/servers.

- Results generalize, assuming "sensing"

Language Learning

- Meaning = end effect of communication.
 - [Dewey 1920s, Wittgenstein 1950s]
- What would make learning more efficient?
 - What assumptions about "language"?
 - How to do encapsulate it as "class" restrictions on users/servers.
 - What learning procedures are efficient?
- Time to get back to meaningful conversation!

Part IV: Some recent works

Efficient Learning & Compatible Beliefs

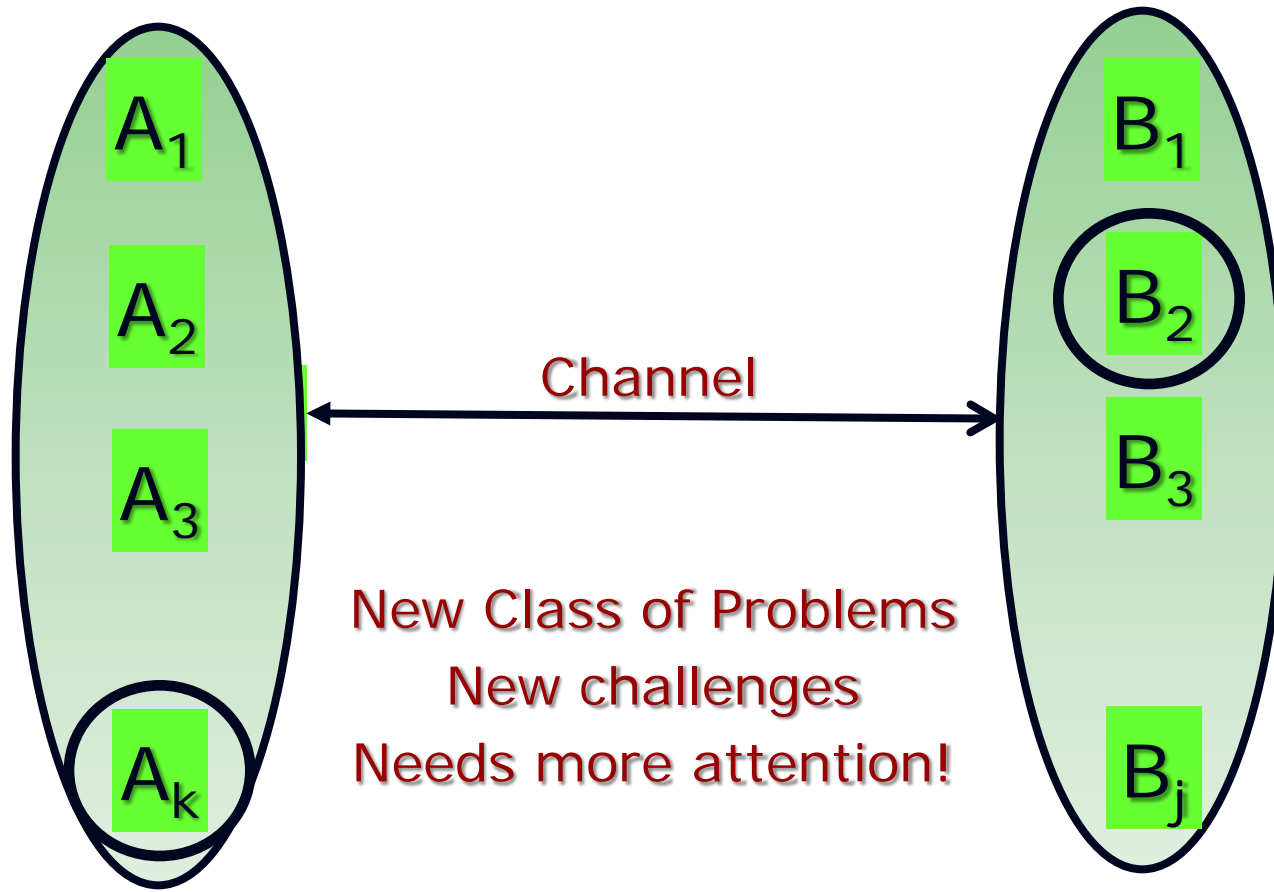
- Generically:
 - Efficient learning of server not possible.
 - E.g., Password protected server.
- However, if:
 - Server is "broad-minded"
 - User & Server's beliefs about each other are "compatible"
 - Then efficient learning is possible.
- [Juba+S., ICS '11]:
 - Provide definitions of broad-minded, compatible, prove efficiency.

Compression in natural settings

- Human-Human communication:
 - Robust, ambiguous, redundant.
- Explored in [Juba, Kalai, Khanna, S. ICS '11]
 - Thesis: Reason is diversity of audiences/their priors.
 - Leads to compression for “uncertain” priors.
 - Reveals same phenomena:
 - Novel redundancy (increases with uncertainty), still ambiguous, but robust.

Conclusion: A new model

Semantic Communication Model



References

- Juba & S.
 - ECCC TR07-084: <http://eccc.uni-trier.de/report/2007/084/>
- Goldreich, Juba & S.
 - ECCC TR09-075: <http://eccc.uni-trier.de/report/2009/075/>
- Juba & S.
 - ICS '11: <http://people.csail.mit.edu/madhu/papers/beliefs.pdf>
- Juba, Kalai, Khanna & S.
 - ICS '11: <http://people.csail.mit.edu/madhu/papers/ambiguity.pdf>

Thank You!