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ACES: Generating Diverse Programming Puzzles With Autotelic Language Models And Semantic Descriptors



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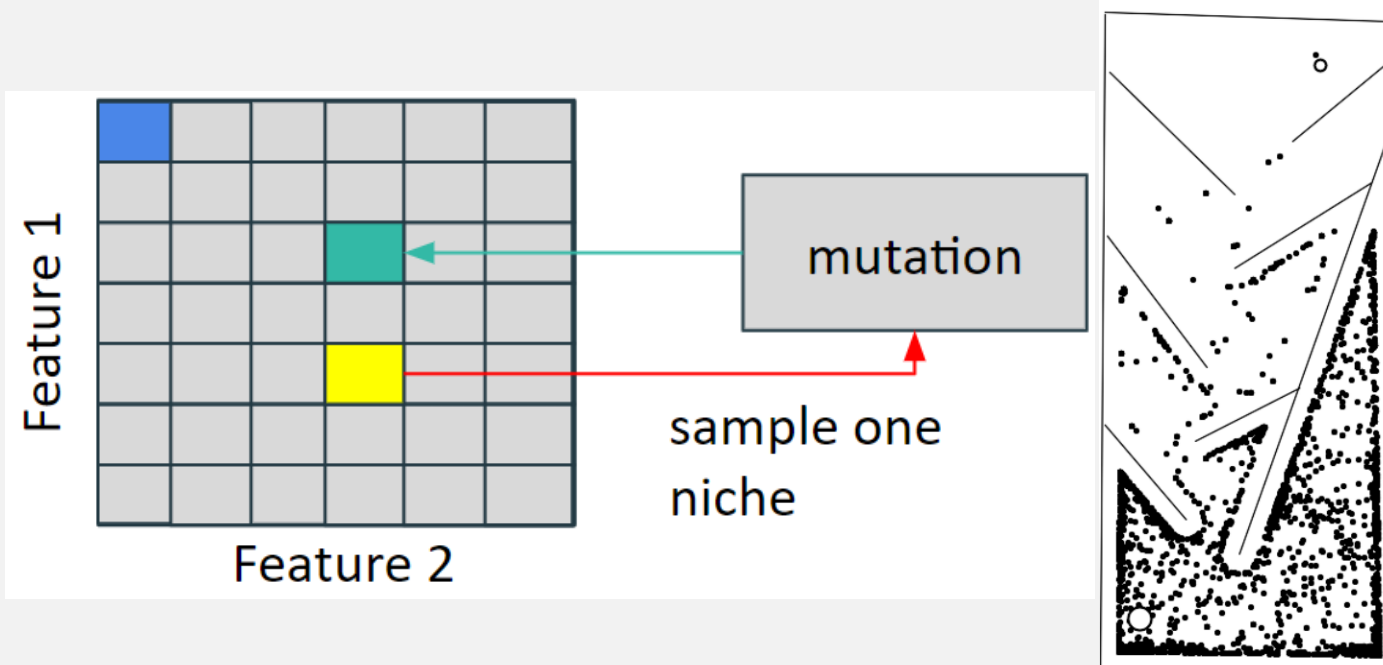


Background

- Generative models usually aim to replicate a reference distribution.
- They generally do not focus on enhancing diversity.
- Methods that do target diversity are limited to narrow or uninterpretable space (embedding space).

Diversity algorithm:

- Define a meaningful features space
- Try to maximize coverage of that space



Python Programming Puzzles (P3)

```
def f(x: float, a=1020) -> bool:
    """Find a number that when squared is close to a."""
    return abs(x ** 2 - a) < 10 ** -3
```

Problem to solve and test function (test units) return True/False
True: correct solution, False: incorrect solution

```
def g(a=1020) -> float:
    return a ** 0.5
```

Solution function
return a solution

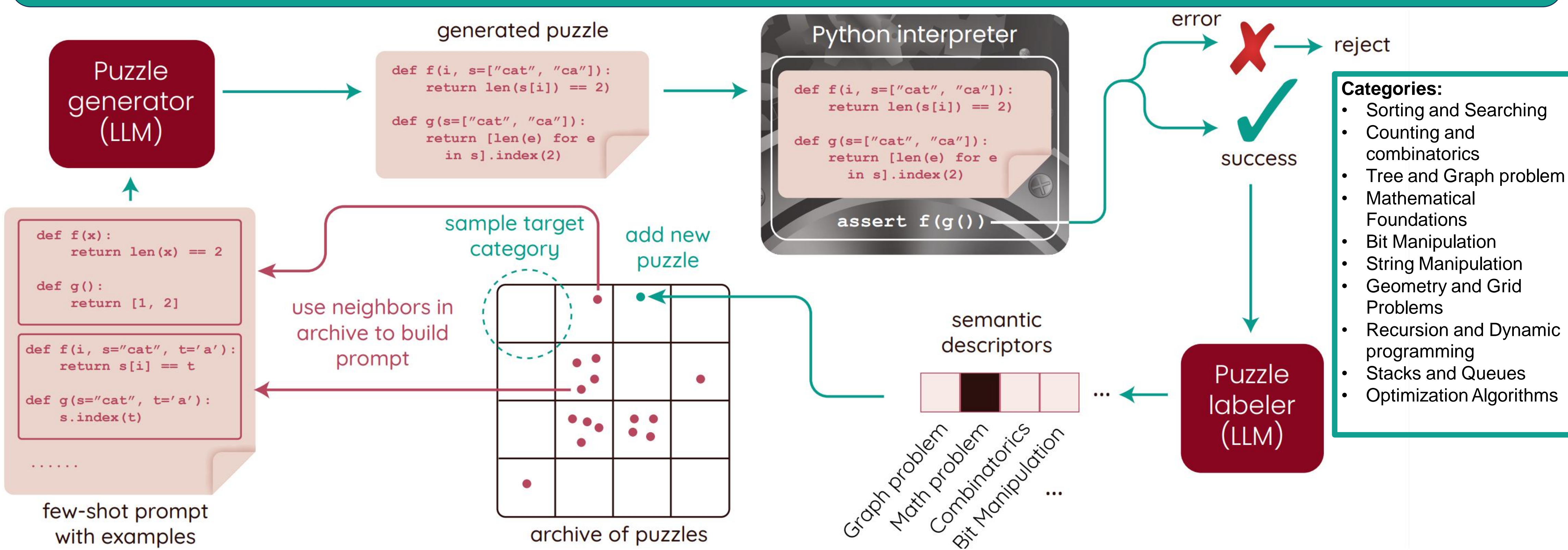
```
assert f(g()) == True
```

Check syntax of the puzzle and correctness

- What Behavioral Characterization space can we use for P3 ?
- How to maximize diversity given limited resources ?

Methods

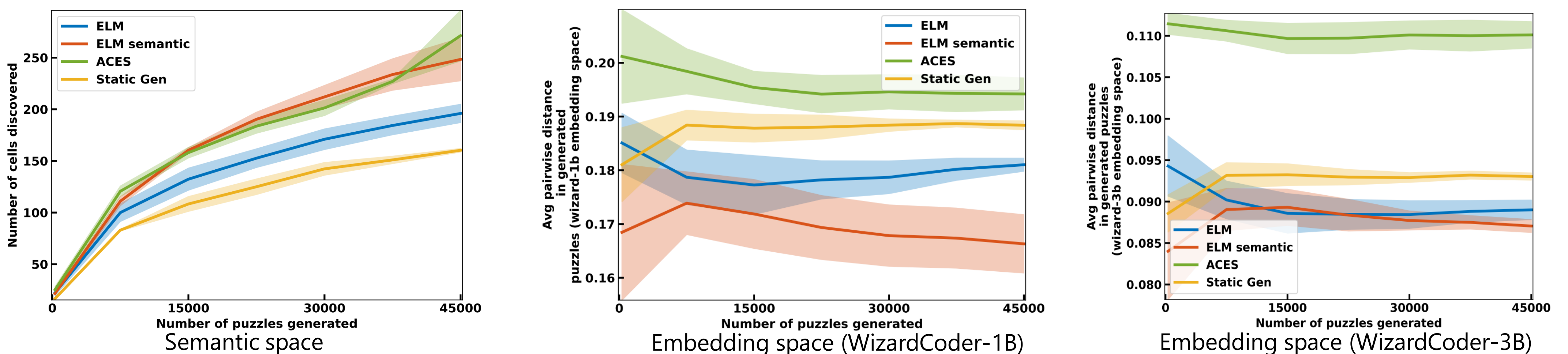
Use language model feedback to create rich human-relevant and interpretable Behavioral Characterization space



- Categories:**
- Sorting and Searching
 - Counting and combinatorics
 - Tree and Graph problem
 - Mathematical Foundations
 - Bit Manipulation
 - String Manipulation
 - Geometry and Grid Problems
 - Recursion and Dynamic programming
 - Stacks and Queues
 - Optimization Algorithms

Results

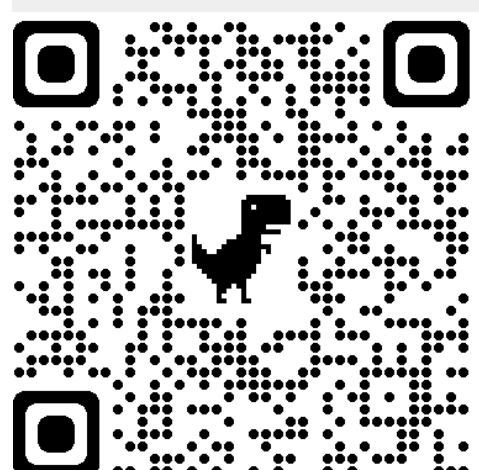
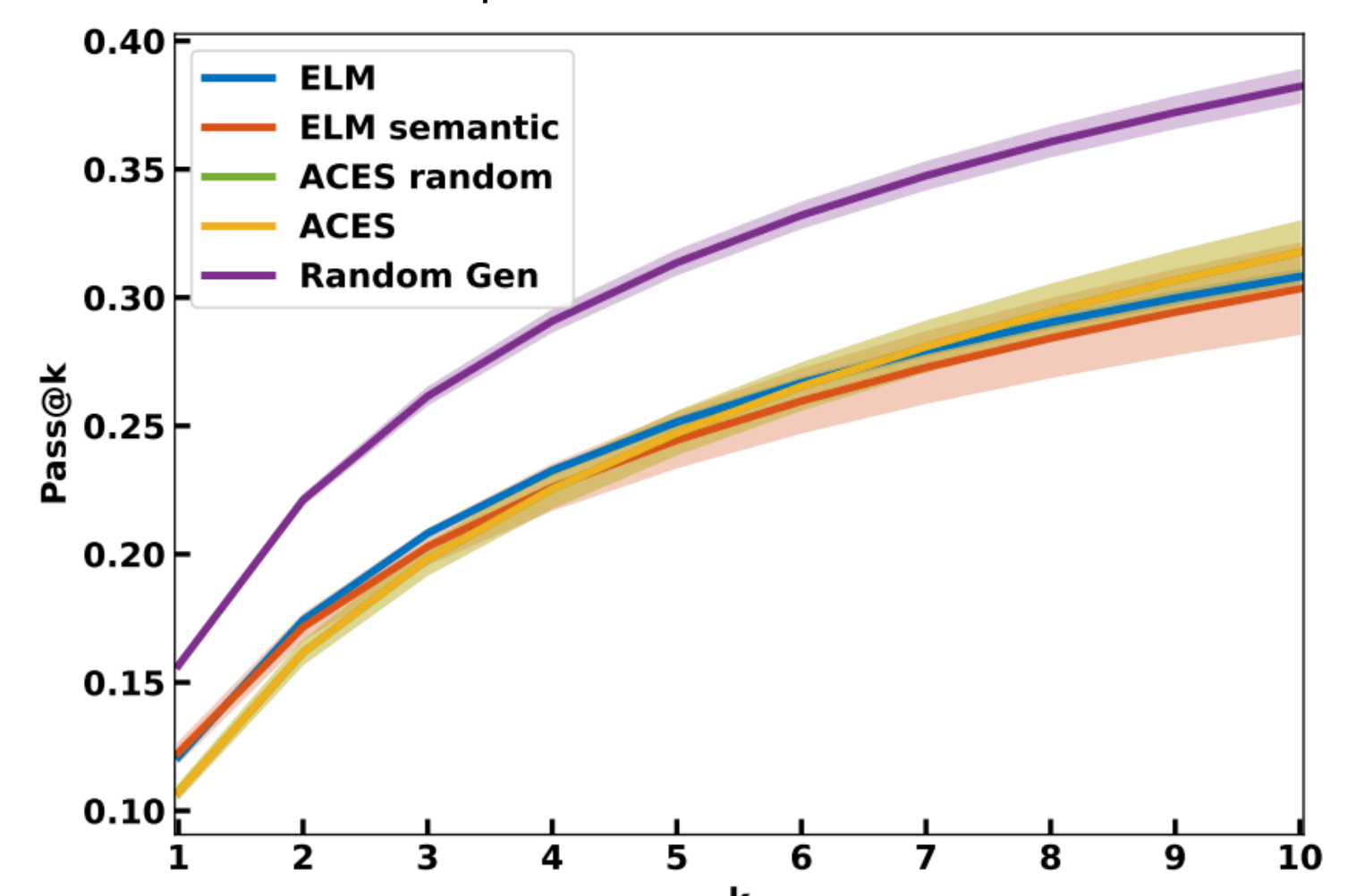
Result 1: Diversity of generated puzzles in semantic and embedding (WizardCoder-1B and 3B) space



Discussion

- Discover richer diversity on a range of metrics
- Semantic space is more interpretable
- Diversity doesn't correlate with downstream performance when fine-tuning language model
 - Quality problem? How can we define quality? (difficulty, ...)
 - Imperfect skills labelling ?

Pass@k on Python Programming Puzzles (P3) test set (number of puzzles solved for k trials)



References:
Lehman, et al. "Evolution through large models." *Handbook of Evolutionary Machine Learning*. Singapore: Springer Nature Singapore (2023). 331-366.
Colas, et al. "Language as a cognitive tool to imagine goals in curiosity driven exploration." *Advances in Neural Information Processing Systems* (2020): 3761-3774.