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► To cite this version:

Julien Pourcel, Cédric Colas, Pierre-Yves Oudeyer, Laetitia Teodorescu. ACES: generating diverse programming puzzles with autotelic language models and semantic descriptors. Neurips 2023 - The 37th Annual Conference on Neural Information Processing Systems, Dec 2023, Nouvelle Orleans, United States. hal-04366773

HAL Id: hal-04366773

<https://inria.hal.science/hal-04366773>

Submitted on 29 Dec 2023

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



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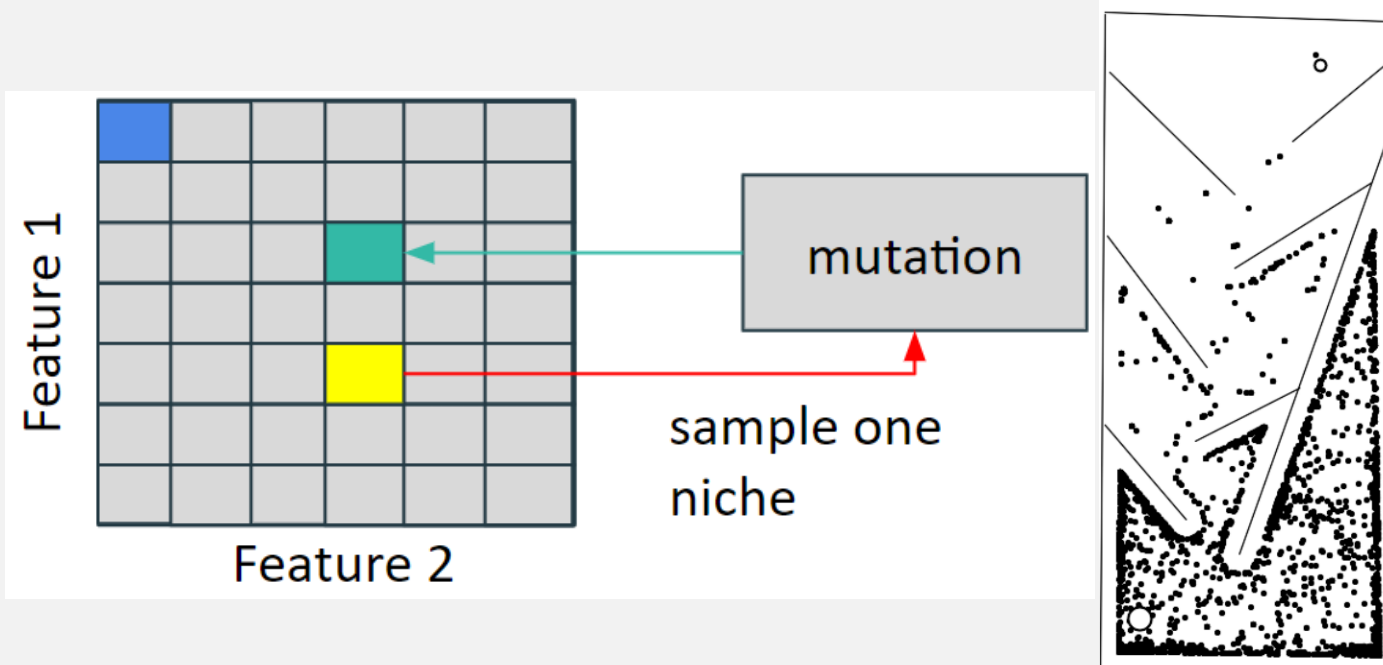


Background

- 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

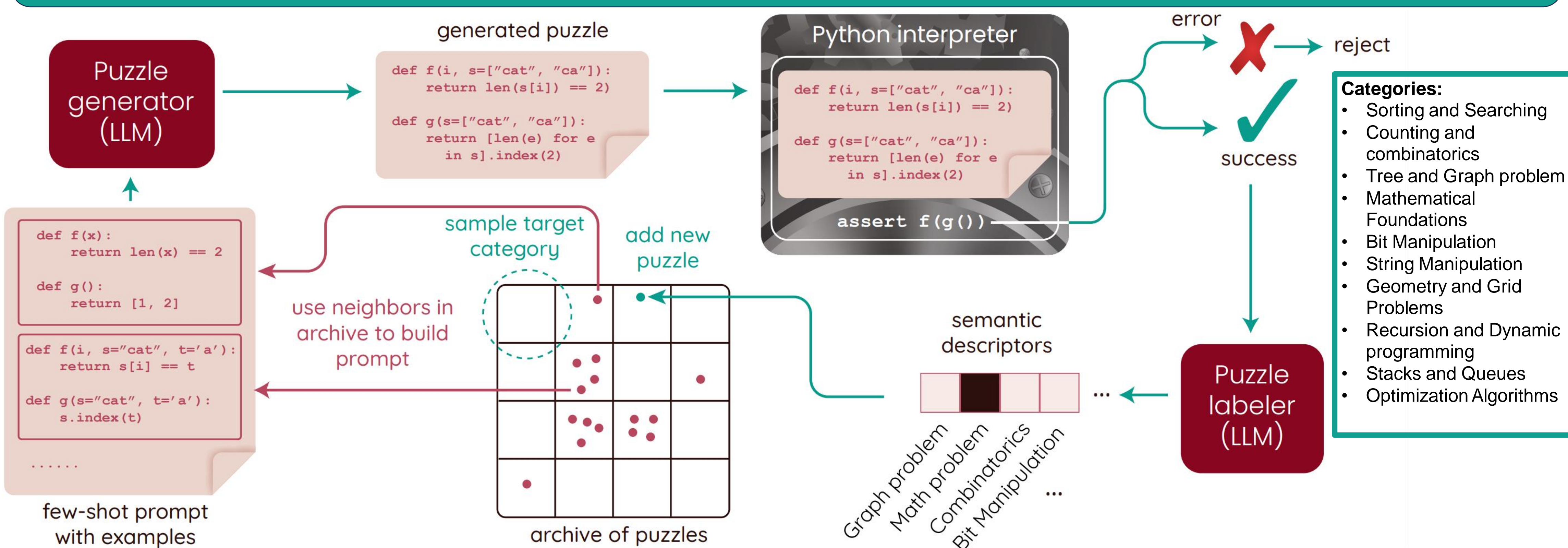
```
assert f(g()) == True
```

Check syntax of the puzzle and correctness

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

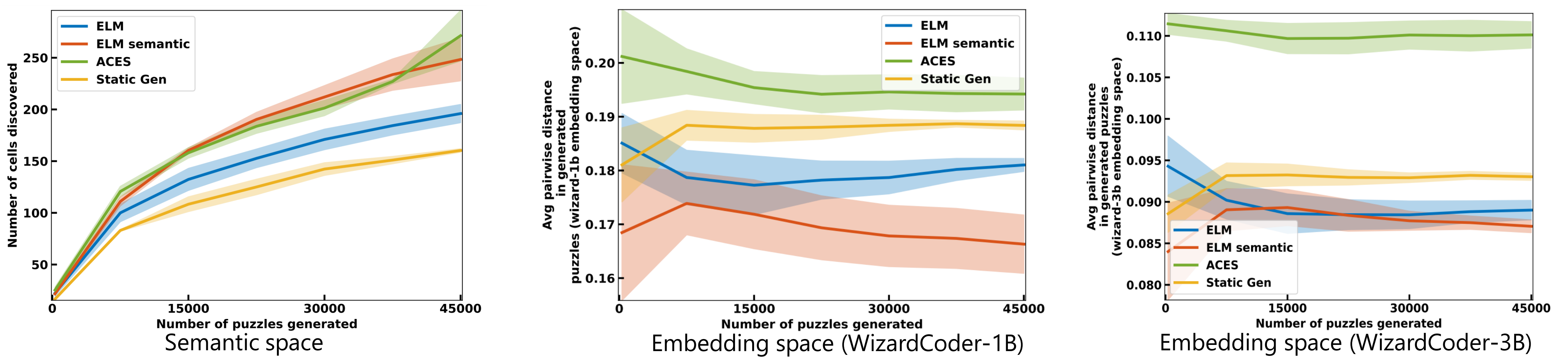
Methods

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



Results

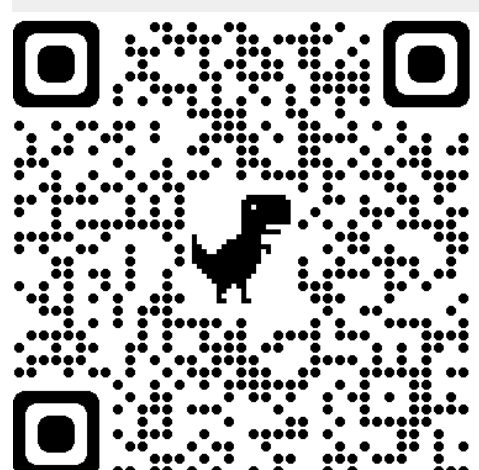
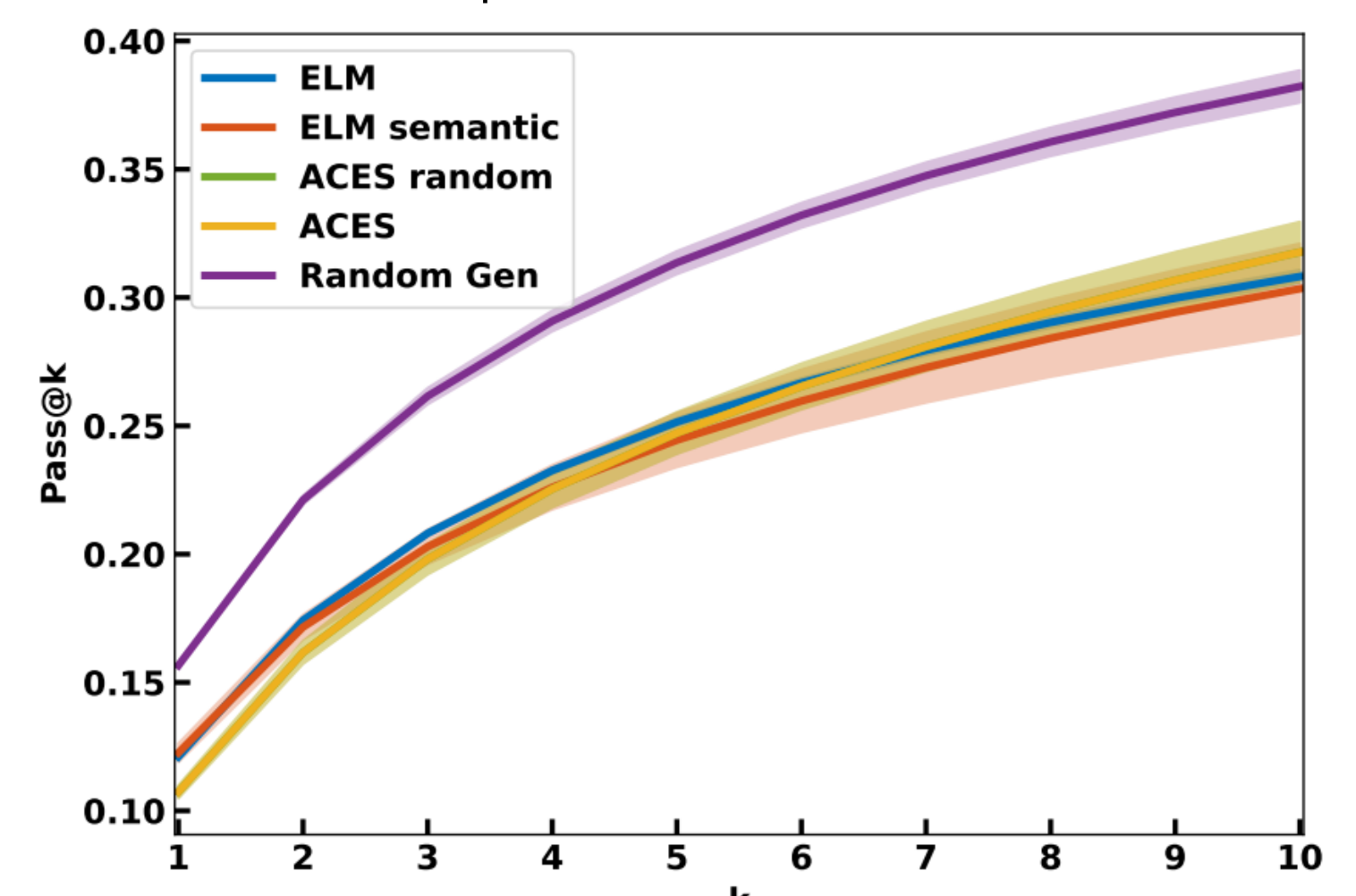
Result 1: Diversity of generated puzzles in semantic and embedding (WizardCoder-1B and 3B) space



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.