

# CS288 HW6: Grounding and Pragmatics

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Due: 6 May 2022, 11:59PM PST

## Overview

This homework will involve building a grounded language learning model for a reference game using the Colors in Context dataset. Once again, this homework has a large amount of stencil code, which we recommend reading carefully to make sure you're understanding the material. Code for this homework is adapted from Stanford CS224U, taught by Christopher Potts.

## Background Reading

Feel free to consult with the following resources before beginning this assignment:

- Grounded language understanding: <https://web.stanford.edu/class/cs224u/2019/materials/cs224u-2019-grounding.pdf>
- Colors in Context: <https://arxiv.org/abs/1703.10186>

## Assignment

Notebook: <https://www.kaggle.com/nickatomlin/cs288-hw6-public>

- Complete the the notebook and save it, along with cell outputs
- Write a report on the topic of your choice, following instructions in the notebook

## Submission to Gradescope

Please submit the assignment to: <https://www.gradescope.com/courses/361823/> (code: 4PBP57)

This homework will be manually graded. Target accuracies are described in the assignment notebook, and thresholds for partial credit will be determined later. *Grading for this homework will be especially lenient given the compressed timeline.* Please do not modify the evaluation code, and make sure the outputs of your Jupyter notebooks are preserved when you save the notebook. Please only submit the following files:

- `hw6.ipynb`
- `report.pdf`