Mindstorms in

Natural Language-Based Societies of Mind

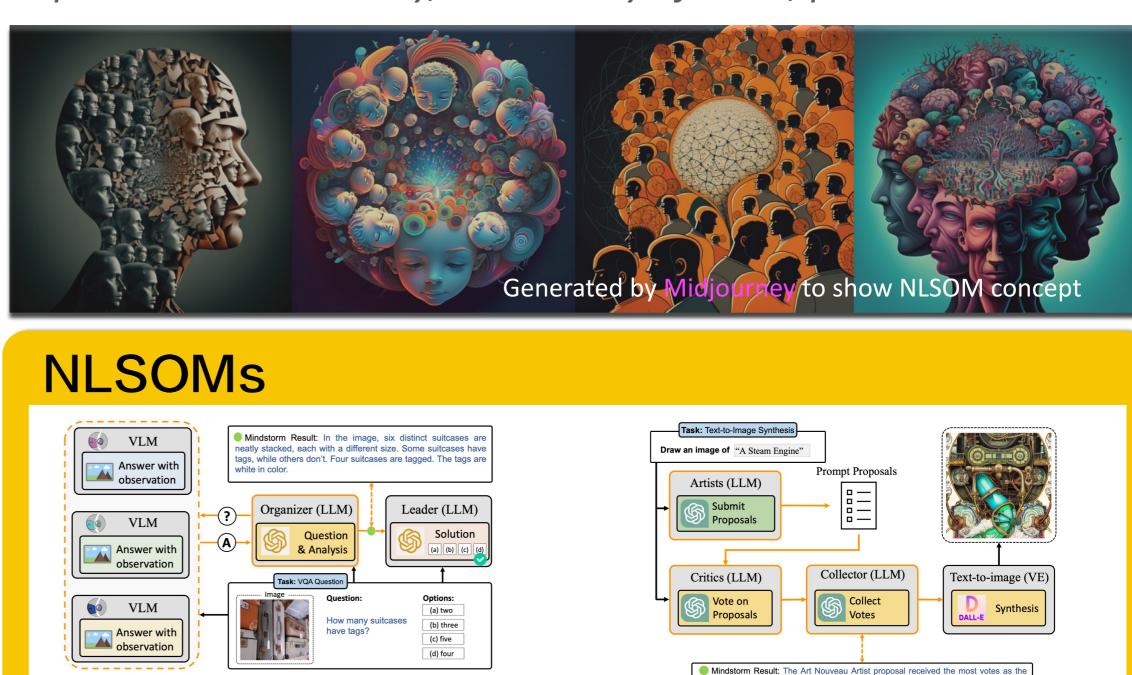
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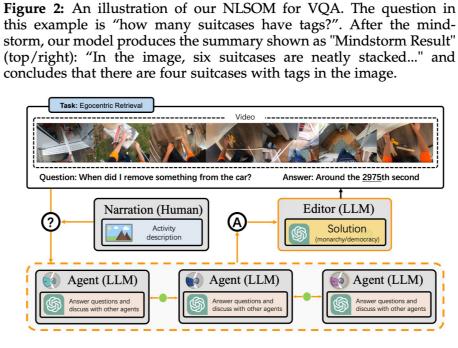
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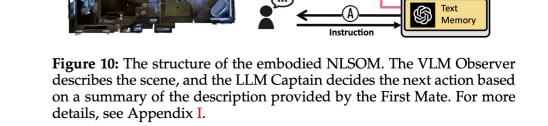
What magical trick makes us intelligent? The trick is that there is no trick. The power of intelligence stems from our vast diversity, not from any single, perfect principle. — Marvin Minsky, The Society of Mind, p. 308

Abstract

Both Minsky's "society of mind" and Schmidhuber's "learning to think" inspire diverse societies of large multimodal neural networks (NNs) that solve problems by interviewing each other in a "mindstorm." Recent implementations of NN-based societies of minds consist of large language models (LLMs) and other NN-based experts communicating through a natural language interface. In doing so, they overcome the limitations of single LLMs, improving multimodal zero-shot reasoning. In these natural language-based societies of mind (NLSOMs), new agents—all communicating through the same universal symbolic language—are easily added in a modular fashion. To demonstrate the power of NLSOMs, we assemble and experiment with several of them (having up to 129 members), leveraging mindstorms in them to solve some practical Al tasks: visual question answering, image captioning, text-toimage synthesis, 3D generation, egocentric retrieval, embodied Al, and general language-based task solving. We view this as a starting point towards much larger NLSOMs with billions of agents—some of which may be humans. And with this emergence of great societies of heterogeneous minds, many new research questions have suddenly become paramount to the future of artificial intelligence. What should be the social structure of an NLSOM? What would be the (dis)advantages of having a monarchical rather than a democratic structure? How can principles of NN economies be used to maximize the total reward of a reinforcement learning NLSOM? In this work, we identify, discuss, and try to answer some of these questions.





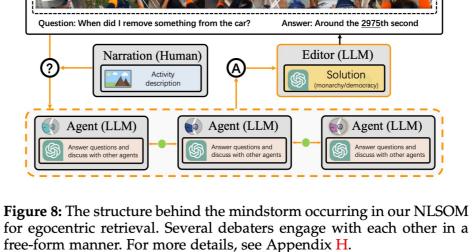


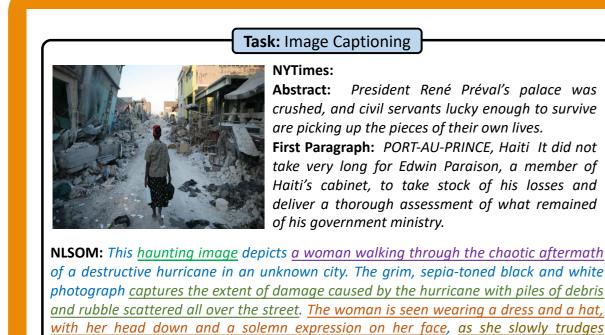
Captain (LLM)

olves incorporating organic lines, floral motifs, curved shapes, decadent details, and armonious color schemes to create a visually appealing and unique image the ccurately represents the steam engine.

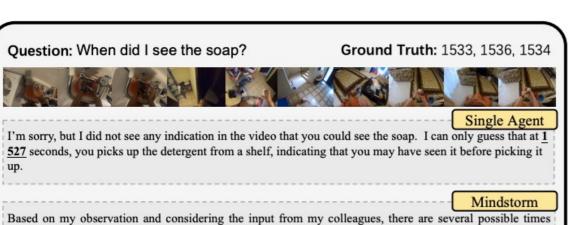
Figure 4: An illustration of our NLSOM for prompt generation for text-

to-image synthesis. For more details, see Appendix F.





through the deserted streets, searching for help in the wake of this tragedy.

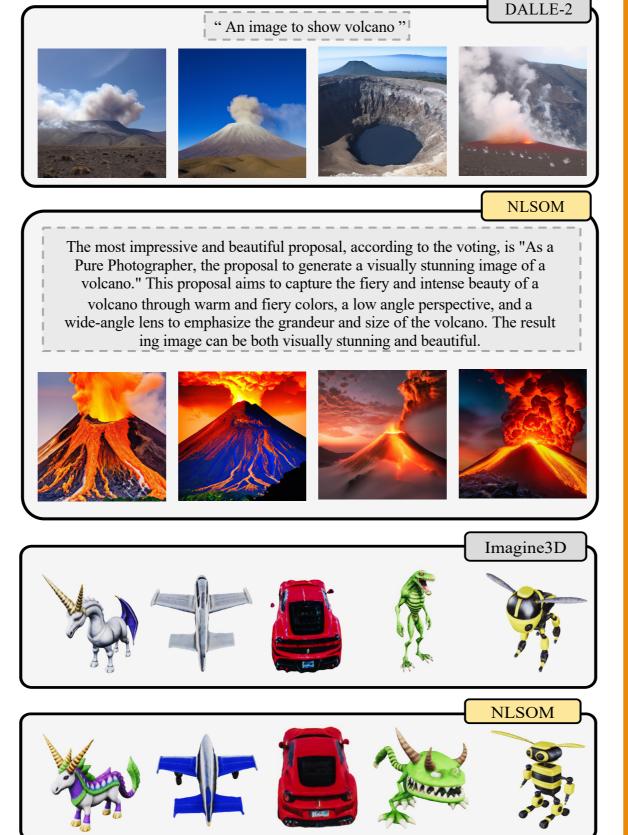


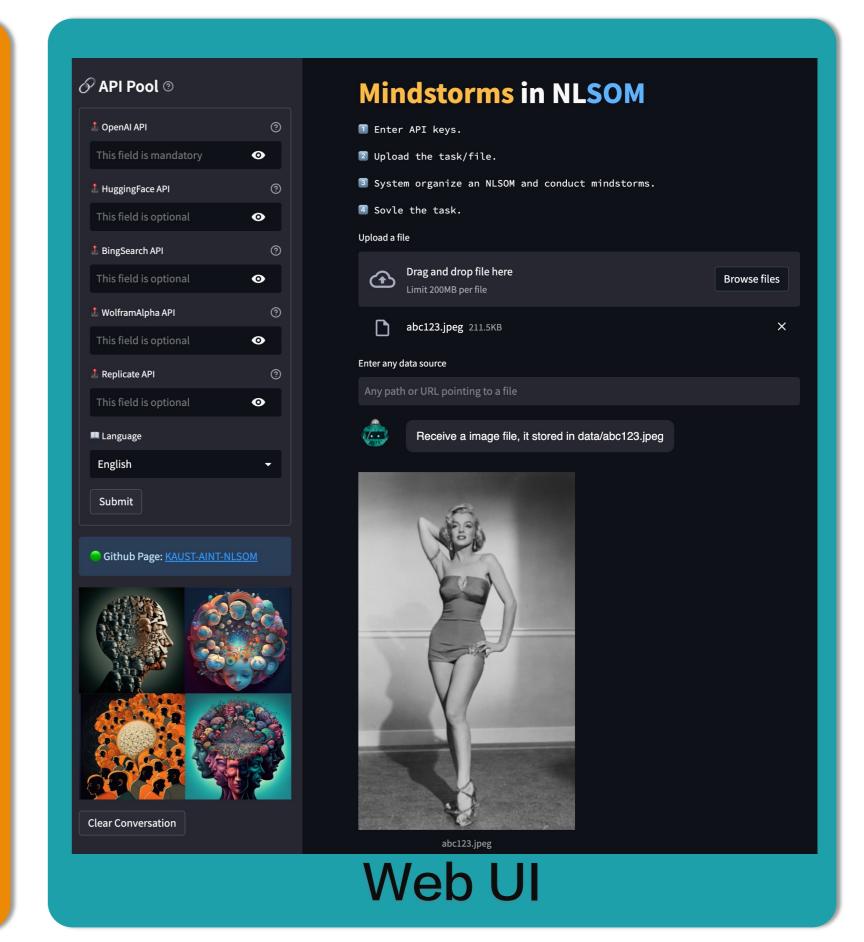
Examples

. At time 1533 seconds, when you puts the socks on a basin, she could have noticed the soap nearby At time 1534 seconds, when she picks up the detergent from a shelf, it's possible that she saw the soap

At time 1536 seconds, when she opens the detergent, she may have also noticed the soap nearby

4. At time 1540 seconds, when you closes the detergent, she could have seen the soap .







when you may have seen the soap in the video:





























