Semantic Encoders Enable Robust Communication-Aware Reinforcement Learning Policies

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Abstract

Natural language serves as a powerful medium for coordination, information sharing, instruction, and building a theory of mind in teams. However, training agents to interpret such communication often relies on either rigid, templated, or symbolic messages that are not robust or on large language models (LLMs), which introduce significant inference delays. We address this with a framework to bridge the gap between high-dimensional unrestricted natural language messages and low-dimensional representations suited for training communication-aware reinforcement learning (RL) agents. Our approach follows a two-stage training process: (1) training an encoder on diverse communication logs generated by LLM-powered agents to learn a low-dimensional representation of messages, and (2) integrating this encoder to train RL agents in multi-agent collaboration scenarios. We evaluate our framework in the adapted Lunar Lander and Merge, two long-horizon environments, and show improved performance with communication. Furthermore, we show that the trained RL agents can interpret messages phrased in previously unseen ways, demonstrating the robustness of our framework.

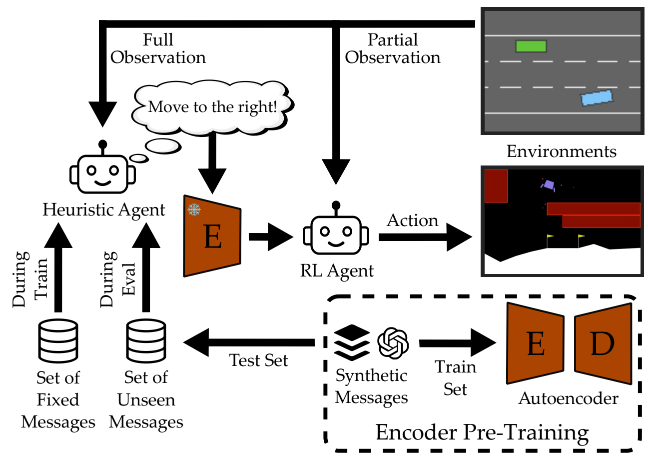

Figure 1: Summary of our proposed framework. We pretrain an autoencoder with synthetic communication data generated by an LLM. Then, we integrate the encoder into RL training to obtain a communication-aware RL policy capable of understanding unseen messages as well.

1 Introduction

Natural language enables humans to share information, adapt plans, and build a theory of mind (ToM) in collaborative settings, making it ideal for robot teammates to also understand natural language messages. Large language models (LLMs) make it feasible to parse varied phrasing (e.g., "bring me water" vs. "get me a glass of water") that a user might say. However, in dynamic situations, e.g., "don't turn left; a child just stepped out", their longer inference time can slow the decision loop. Moreover, these models are not trained to be optimal or collaborative, especially when interacting with human teammates. On the other hand, reinforcement learning (RL) agents can act faster with smaller policies, but typically lack the capability to understand and act on unconstrained natural language (Luketina et al. 2019). In this work, we address the problem of *training communication-aware RL policies for human-machine teaming* to maintain low-latency decision-making while equipping agents with an understanding of natural language messages.

Agents capable of collaborating with explicit communication have previously been studied in the context of multi-agent reinforcement learning (Lazaridou and Baroni 2020; Zhu, Dastani, and Wang 2024). However, such works focused on symbolic communication, in which agents communicated via symbols that were not necessarily grounded in natural language (Evtimova et al. 2018; Havrylov and Titov 2017; Kottur et al. 2017; Lazaridou et al. 2018). Subsequent works also extended symbolic communication to partially observable domains and showed that communication was key to bridging the information gap between agents (Jaques et al. 2018; Eccles et al. 2019).

One way to integrate symbolic and natural language communication is to manually design symbols and train RL policies to interpret and communicate with them. However, this process is tedious and does not scale well (Tellex et al. 2020; Tabrez, Leonard, and Hayes 2025). Alternatively, one could learn these behaviors from large-scale human-human or human-robot data collection, but collecting such data is expensive and challenging (Rogers and Marshall 2017). Recent work suggests that LLM-powered agents exhibit human-like behavior (Zhou et al. 2024; Li et al. 2023; Xie et al. 2024; Yang et al. 2024; Srikanth et al. 2025), making them a good proxy for humans.

Our key insight is that *by learning to encode synthetic* *communication data, we can train RL policies capable of understanding messages in natural language*. We achieve this via a two-step process. First, we pre-train an autoencoder on the communication data to obtain an encoder that converts high-dimensional natural language messages to a low-dimensional embedding. Then, we integrate this encoder into RL training to obtain a message-conditioned policy. Our results show that the learned RL policy generalizes robustly to novel, unseen messages, as it was exposed to diverse communication data during training.

2 Method

Stage 1: Learning Low-Dimensional Representations of Natural Language Messages Directly learning an RL policy conditioned on a high-dimensional message input is challenging, as it requires the policy to simultaneously learn a good representation of the message and a good mapping to actions. Hence, we employ a Variational Autoencoder (VAE) (Kingma and Welling 2014) to convert the high-dimensional message inputs to low-dimensional representations that are more suitable as observations to the RL agent. First, we query an LLM to generate a set of diverse phrasings of messages an agent could send in the domain, based on the available actions. Then, we obtain the sentence embeddings, i.e., a high-dimensional representation, of these messages by passing them through Sentence-BERT (Reimers and Gurevych 2019). Finally, we train the VAE with a low-dimensional latent space to encode and reconstruct the sentence embeddings. The diverse messages in its training set enable the VAE to encode incoming natural language messages into their corresponding low-dimensional representation during RL agent execution.

Stage 2: Training Communication-Aware Policies We assume a training setup with a communication-aware RL agent paired with a fixed heuristic agent sending natural language messages selected from a message set. During training, the pre-trained encoder converts the received message to its low-dimensional representation, which the RL agent receives as an additional input along with observations from the environment. We then train the RL policy, now conditioned on both messages and observation, to maximize the discounted return. While our framework makes no assumptions about the RL algorithm, we use Proximal Policy Optimization (Schulman et al. 2017) in our experiments.

3 Results

Table 1: Performance comparison across domains with and without communication. Communication, even with unseen wording, results in significant performance improvements. Effect size reported as Cohen's d.

Domain	w/ Comm	w/o Comm	Effect Size
Lander	$-\mathbf{3.36}_{0.41}$	$-7.40_{0.46}$	0.466
Merge	$\mathbf{18.17}_{0.58}$	$13.98_{0.75}$	0.312

Domains. We evaluated the communication-aware policies in two domains modified (Hsu et al. 2025) to include communication: Lunar Lander (Brockman et al. 2016) and Merge (Leurent 2018). In the Lunar Lander domain, the objective is to land the lander while avoiding certain areas of space marked as "danger zones", which are not observable to the RL agent and would reduce the RL agent's reward when entering. The heuristic agent provides language instructions on where the danger zones are located to the RL agent. In the Merge domain (Leurent 2018), the RL agent's task is to avoid collisions with merging traffic whose merge intent is unobserved by the RL agent. The heuristic agent indicates which side the merging vehicle is approaching from.

Results. Table 1 compares RL agents' performance with and without communication. Adding communication understanding capabilities significantly improves performance ($p < 0.01$), highlighting the benefits of our framework. By training an autoencoder on diverse communication logs, our framework enables RL agents to infer the latent intent of their partners from unrestricted natural language input.

3.1 Proposed Future Evaluation.

We outline the following future evaluation extensions:

Unseen scenarios. We will evaluate our framework on unseen scenarios in two domains. In Lunar Lander, we test danger-zone configurations not encountered during training; in Merge, we vary where vehicles that are initially unseen by the ego vehicle enter the highway.

Multi-agent domain. We propose evaluating our framework on a multi-agent collaborative domain, Overcooked AI (ove 2018; Carroll et al. 2019). We will modify this domain to have both agents communicate with each other in natural language and train them with our framework.

4 Discussion

Future work Here, we outline our proposed improvements and extensions. Prior work has explored training losses to facilitate communication in RL agents (Eccles et al. 2019), and we plan to incorporate similar strategies into our framework. Additionally, we assume that the heuristic agent sends perfect messages. In human-agent teaming scenarios, messages may be noisy or even adversarial (e.g., deceptive or misleading), necessitating mechanisms to detect and filter such inputs. We plan to integrate learnable message filtering in our framework in the future. By leveraging ideas from prior work (e.g., (Strouse et al. 2021)) to generate a population of partners that vary in terms of their messaging behavior, the RL agent can learn a robust filtering mechanism.

Conclusion We present a framework for training RL agents that understand natural language messages. These agents can adapt to unseen messages during evaluation in two long-horizon environments. Such communication-aware RL agents enable effective ToM by leveraging partners' private knowledge and intent conveyed through natural language.

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A Domains

We address the problem of training communication-aware RL policies in collaborative sequential decision-making environments. We formulate the environment as a decentralized Partially Observable Markov Decision Process (dec-POMDP (Bernstein et al. 2002)) $\langle \mathcal{S}, \mathcal{A}, \mathcal{R}, \mathcal{P}, O, \gamma \rangle$ with N agents, where $\mathcal{S}$ is the state space, $\mathcal{A} = \Pi_i^N \mathcal{A}_i$ is the joint action space of all agents, $\mathcal{R} : \mathcal{S} \times \mathcal{A} \to \mathbb{R}$ is the common reward function that all agents receive, $\mathcal{P} : \mathcal{S} \times \mathcal{A} \times \mathcal{S} \to [0, 1]$ is the transition function, O is the observation function, and γ is the discount factor. The agents' goal is to maximize the discounted sum of rewards, $J = \Sigma_t \gamma^t r_t$, where r_t is the reward obtained at timestep t.

A.1 Lunar Lander

Each policy is trained for 5,000,000 timesteps, with a maximum episode duration of 600 timesteps. The dimension of the message vector is 2.

A.2 Merge

Each policy was trained for 200,000 timesteps, with a maximum episode duration of 256 timesteps. The dimension of the message vector is 32.

B Algorithm

B.1 Pseudocode

We train the RL agent with PPO (Schulman et al. 2017), using the implementation and default hyperparameters from CleanRL (Huang et al. 2022).

Algorithm 1: PPO with Communication

Input: POMDP $\langle \mathcal{S}, \mathcal{A}, \mathcal{R}, \mathcal{P}, O, \gamma \rangle$; initial policy parameters θ_0; episode horizon T; total iterations N

Output: Trained policy π_θ

$\theta \leftarrow \theta_0$
for $i \in \{1 \dots N\}$ **do**
    Get initial state s_0
    $o_0 \leftarrow O(s_0)$
    for $t \in \{0 \dots T\}$ **do** `// Rollout`
        $m_t \leftarrow$ heuristic_agent_message(o_t)
        $\hat{m}_t \leftarrow$ encoder(m_t)
        $\tilde{o}_t \leftarrow [\, o_t \,;\, \hat{m}_t \,]$ `// Concat message`
        $a_t \sim \pi_\theta(a_t | \tilde{o}_t)$
        $r_t \sim \mathcal{R}(s_t, a_t)$
        $s_{t+1} \sim \mathcal{P}(s_t, a_t)$
        $o_{t+1} \leftarrow O(s_{t+1})$
    end
    Update θ with PPO
end