

Semantics 1

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Signaling games

- sequential game:
 - ① **nature** chooses a world w
 - out of a pool of possible worlds W
 - according to a certain probability distribution p^*
 - ② nature shows w to sender **S**
 - ③ S chooses a message m out of a set of possible signals M
 - ④ S transmits m to the receiver **R**
 - ⑤ R chooses an action a , based on the sent message.
- Both S and R have preferences regarding R's action, depending on w .
- S might also have preferences regarding the choice of m (to minimize signaling costs).

Tea or coffee?

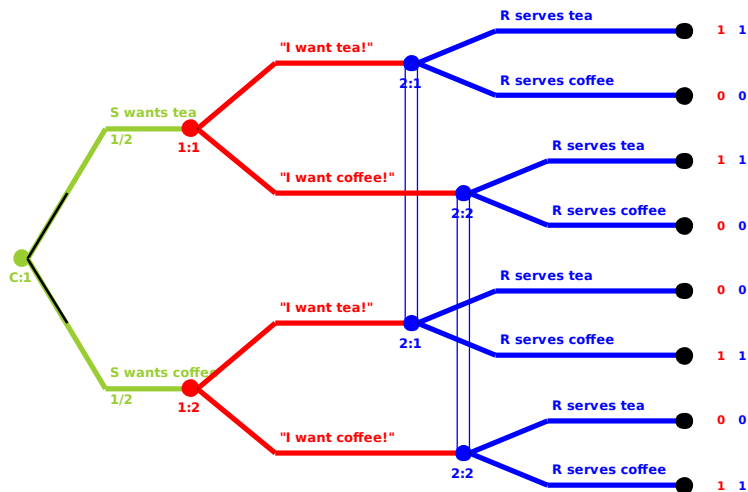
An example

- Sally either prefers tea (w_1) or coffee (w_2), with $p^*(w_1) = p^*(w_2) = \frac{1}{2}$.
- Robin either serves tea (a_1) or coffee (a_2).
- Sally can send either of two messages:
 - m_1 : *I prefer tea.*
 - m_2 : *I prefer coffee.*
- Both messages are costless.

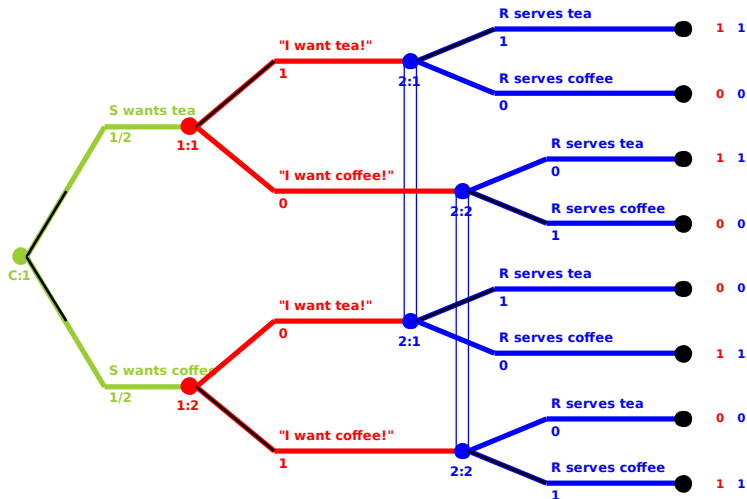
	a_1	a_2
w_1	1, 1	0, 0
w_2	0, 0	1, 1

Table: utility matrix

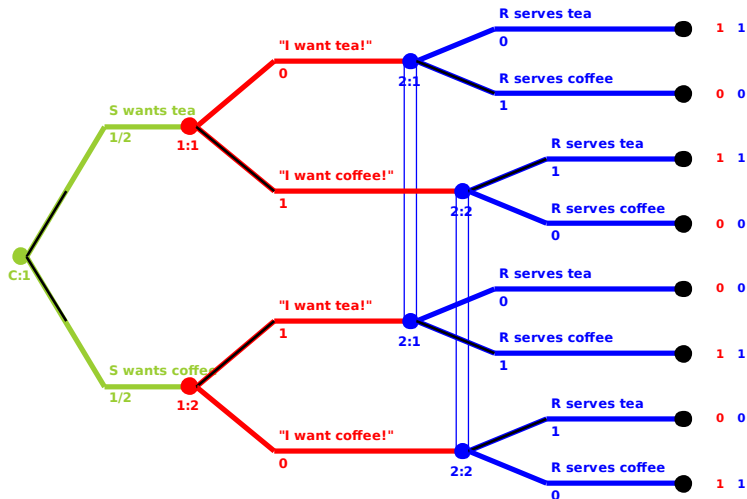
Extensive form



Extensive form



Extensive form



A coordination problem

- two strict Nash equilibria
 - S always says the truth and R always believes her.
 - S always says the opposite of the truth and R interprets everything ironically.
- Both equilibria are equally rational.
- Still, first equilibrium is more reasonable because it employs exogenous meanings of messages for equilibrium selection.
- Criterion for equilibrium selection:

Always say the truth, and always believe what you are told!

- What happens if it is not always rational to be honest/credulous?

Partially aligned interests

Rabin's (1990) example

- In w_1 and w_2 , S and R have identical interests.
- In w_3 , S would prefer R to believe in w_2 .
- The propositions $\{w_1\}$ and $\{w_2, w_3\}$ are *credible*.
- The propositions $\{w_2\}$ and $\{w_3\}$ are *not credible*.

	a_1	a_2	a_3
w_1	10, 10	0, 0	0, 0
w_2	0, 0	10, 10	5, 7
w_3	0, 0	10, 0	5, 7

Table: Partially aligned interests

Partially aligned interests

Rabin's (1990) example

- Suppose there are three messages:
 - m_1 : We are in w_1 .
 - m_2 : We are in w_2 .
 - m_3 : We are in w_3 .
- reasonable S will send m_1 if and only if w_1
- reasonable R will react to m_1 with a_1
- nothing else can be inferred

	a_1	a_2	a_3
w_1	10, 10	0, 0	0, 0
w_2	0, 0	10, 10	5, 7
w_3	0, 0	10, 0	5, 7

Table: Partially aligned interests

**Always say the truth,
and always believe what you are told,
unless you have reasons to do otherwise!**

But what does this mean?

IBR sequence for Rabin's example

σ_0	m_1	m_2	m_3	ρ_0	a_1	a_2	a_3
w_1	1	0	0	m_1	1	0	0
w_2	0	1	0	m_2	0	1	0
w_3	0	0	1	m_3	0	0	1

σ_1	m_1	m_2	m_3	ρ_2	a_1	a_2	a_3
w_1	1	0	0	m_1	1	0	0
w_2	0	1	0	m_2	0	0	1
w_3	0	1	0	m_3	0	0	1

σ_2	m_1	m_2	m_3	ρ_1	a_1	a_2	a_3
w_1	1	0	0	m_1	1	0	0
w_2	0	$\frac{1}{2}$	$\frac{1}{2}$	m_2	0	0	1
w_3	0	$\frac{1}{2}$	$\frac{1}{2}$	m_3	0	0	1

$$F = (\sigma_2, \rho_1)$$

Interpretation games

- How does this relate to linguistic examples?
- There is a quasi-algorithmic procedure (due to Franke 2009) how to construct a game from an example sentence.

What is given?

- example sentence
- set of expression alternatives
- jointly form set of messages
- question under discussion QUD
- set of complete answers to QUD is the set of possible worlds

What do we need?

- interpretation function $\| \cdot \|$
- prior probability distribution p^*
- set of actions
- utility functions

Interpretation games

QUD

- often QUD is not given explicitly
- procedure to construct QUD from expression m and its alternatives $ALT(m)$:
 - Let ct be the context of utterances, i.e. the maximal set of statements that is common knowledge between Sally and Robin.
 - any subset w of $ALT(m) \cup \{\neg m' \mid m' \in ALT(m)\}$ is a possible world iff
 - w and ct are consistent, i.e. $w \cup ct \not\vdash \perp$
 - for any set $X : w \subset X \subseteq ALT(m) \cup \{\neg m' \mid m' \in ALT(m)\}$, $ct \cup X$ is inconsistent

Interpretation games

Game construction

- interpretation function:

$$\|m'\| = \{w \mid w \vdash m\}$$

- p^* is uniform distribution over W
- justified by principle of insufficient reason
- set of actions is W
- intuitive idea: Robin's task is to figure out which world Sally is in
- utility functions:

$$u_{s/r}(w, a) = \begin{cases} 1 & \text{iff } w = a \\ 0 & \text{else} \end{cases}$$

- both players want Robin to succeed

Example: Quantity implicatures

- (1)
- a. Who came to the party?
 - b. SOME: Some boys came to the party.
 - c. NO: No boys came to the party.
 - d. ALL: All boys came to the party.

- interpretation function:

$$\|\text{SOME}\| = \{w_{\exists \neg \forall}, w_{\forall}\}$$

$$\|\text{NO}\| = \{w_{\neg \exists}\}$$

$$\|\text{ALL}\| = \{w_{\forall}\}$$

Game construction

- $ct = \emptyset$
- $W = \{w_{\neg \exists}, w_{\exists \neg \forall}, w_{\forall}\}$
- $w_{\neg \exists} = \{\text{NO}\}, w_{\exists \neg \forall} = \{\text{SOME}\}, w_{\forall} = \{\text{SOME}, \text{ALL}\}$
- $p^* = (\frac{1}{3}, \frac{1}{3}, \frac{1}{3})$

- utilities:

	$a_{\neg \exists}$	$a_{\exists \neg \forall}$	a_{\forall}
$w_{\neg \exists}$	1, 1	0, 0	0, 0
$w_{\exists \neg \forall}$	0, 0	1, 1	0, 0
w_{\forall}	0, 0	0, 0	1, 1

Interpretation games

- utility functions are identity matrices
- therefore the step *multiply with utility matrix* can be omitted in best response computation
- also, restriction to uniform priors makes simplifies computation of posterior distribution
- simplified IBR computation:

Interpretation games

Sally

- 1 flip ρ along diagonal
- 2 place a 0 in each cell that is non-maximal within its row
- 3 normalize each row

Robin

- 1 flip σ along diagonal
- 2 if a row contains only 0s, fill in a 1 in each cell corresponding to a true world-message association
- 3 place a 0 in each cell that is non-maximal within its row
- 4 normalize each row

Example: Quantity implicatures

σ_0	NO	SOME	ALL
$w_{\neg\exists}$	1	0	0
$w_{\exists\neg\forall}$	0	1	0
w_{\forall}	0	$\frac{1}{2}$	$\frac{1}{2}$

σ_1	NO	SOME	ALL
$w_{\neg\exists}$	1	0	0
$w_{\exists\neg\forall}$	0	1	0
w_{\forall}	0	0	1

ρ_0	$w_{\neg\exists}$	$w_{\exists\neg\forall}$	w_{\forall}
NO	1	0	0
SOME	0	1	0
ALL	0	0	1

ρ_1	$w_{\neg\exists}$	$w_{\exists\neg\forall}$	w_{\forall}
NO	1	0	0
SOME	0	1	0
ALL	0	0	1

$$F = (\rho_0, \sigma_1)$$

In the fixed point, SOME is interpreted as entailing \neg ALL, i.e. exhaustively.

Lifted games

- So far, it is hard-wired in the model that Sally has complete knowledge (or, rather, complete belief — whether or not she is right is inessential for IBR) about the world she is in.
- corresponds to strong version of **competence assumption**
- Sometimes this assumption is too strong:

Lifted games

- 1
 - a. Ann or Bert showed up. (= OR)
 - b. Ann showed up. (= A)
 - c. Bert showed up. (= B)
 - d. Ann and Bert showed up. (= AND)

- w_a : Only Ann showed up.
- w_b : Only Bert showed up.
- w_{ab} : Both showed up.

Utility matrix

	a_a	a_b	a_{ab}
w_a	1	0	0
w_b	0	1	0
w_{ab}	0	0	1

Lifted games

IBR sequence

σ_0	OR	A	B	AND
w_a	$\frac{1}{2}$	$\frac{1}{2}$	0	0
w_b	$\frac{1}{2}$	0	$\frac{1}{2}$	0
w_{ab}	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$

σ_1	OR	A	B	AND
w_a	0	1	0	0
w_b	0	0	1	0
w_{ab}	0	0	0	1

ρ_0	w_a	w_b	w_{ab}
OR	$\frac{1}{2}$	$\frac{1}{2}$	0
A	1	0	0
B	0	1	0
AND	0	0	1

ρ_1	w_a	w_b	w_{ab}
OR	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$
A	1	0	0
B	0	1	0
AND	0	0	1

OR comes out as a message that would never be used!

Lifted games

- full competence assumption is arguably too strong
- weaker assumption (Franke 2009):
 - Sally's information states are **partial answers to QUD**, ie. **sets** of possible worlds
 - Robin's task is to figure out which information state Sally is in.
 - *ceteris paribus*, Robin receives slightly higher utility for smaller (more informative) states

Costs

- Preferences that are independent from correct information transmission are captured via *cost functions* for sender and receiver.
- For the sender this might be, *inter alia*, a preference for simpler expressions.
- For the receiver, the *Strongest Meaning Hypothesis* is a good candidate.

Lifted games

Formally

- cost functions $c_s, c_r: POW(W) - \{\emptyset\} \times M \mapsto \mathbb{R}^+$
- costs are **nominal**:

$$0 \leq c_s(i, m), c_r(i, m) < \min\left(\frac{1}{|POW(W) - \emptyset|^2}, \frac{1}{|ALT(m)|^2}\right)$$

- guarantees that cost considerations never get in the way of information transmission considerations
- new utility functions:

$$u_s(i, m, a) = -c_s(i, m) + \begin{cases} 1 & \text{if } i = a, \\ 0 & \text{else,} \end{cases}$$
$$u_r(i, m, a) = -c_r(a, m) + \begin{cases} 1 & \text{if } i = a, \\ 0 & \text{else.} \end{cases}$$

Modified IBR procedure

Sally

- flip ρ along the diagonal
- subtract c_s
- place a 0 in each cell that is non-maximal within its row
- normalize each row

Robin

- flip σ along diagonal
- if a row contains only 0s,
 - fill in a 1 in each cell corresponding to a true world-message association
- else
 - subtract c_r^T
- place a 0 in each cell that is non-maximal within its row
- normalize each row

The Strongest Meaning Hypothesis

- if in doubt, Robin will assume that Sally is competent
- captured in following cost function:

$$c_r(a, m) = \frac{|a|}{\max(|M|, 2^{|W|})^2}$$

$$c_r(\{w_a\}, \cdot) = \frac{1}{49} \quad c_r(\{w_a, w_{ab}\}, \cdot) = \frac{2}{49}$$

$$c_r(\{w_b\}, \cdot) = \frac{1}{49} \quad c_r(\{w_b, w_{ab}\}, \cdot) = \frac{2}{49}$$

$$c_r(\{w_{ab}\}, \cdot) = \frac{1}{49} \quad c_r(\{w_a, w_b, w_{ab}\}, \cdot) = \frac{3}{49}$$

$$c_r(\{w_a, w_b\}, \cdot) = \frac{2}{49}$$

Lifted games

IBR sequence: 1

σ_0	OR	A	B	AND
$\{w_a\}$	$\frac{1}{2}$	$\frac{1}{2}$	0	0
$\{w_b\}$	$\frac{1}{2}$	0	$\frac{1}{2}$	0
$\{w_{ab}\}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$
$\{w_a, w_b\}$	1	0	0	0
$\{w_a, w_{ab}\}$	$\frac{1}{2}$	$\frac{1}{2}$	0	0
$\{w_b, w_{ab}\}$	$\frac{1}{2}$	0	$\frac{1}{2}$	0
$\{w_a, w_b, w_{ab}\}$	1	0	0	0

Lifted games

IBR sequence: flipping and subtracting costs

ρ_0	$\{w_a\}$	$\{w_b\}$	$\{w_{ab}\}$	$\{w_a, w_b\}$	$\{w_a, w_{ab}\}$	$\{w_b, w_{ab}\}$	$\{w_a, w_b, w_{ab}\}$
OR	0.48	0.48	0.23	0.96	0.46	0.46	0.94
A	0.48	-0.02	0.23	-0.04	0.46	-0.04	-0.06
B	-0.02	0.48	0.23	-0.04	-0.04	0.46	-0.06
AND	-0.02	-0.02	0.23	-0.04	-0.04	-0.04	-0.06

Lifted games

IBR sequence: 2

ρ_0	$\{w_a\}$	$\{w_b\}$	$\{w_{ab}\}$	$\{w_a, w_b\}$	$\{w_a, w_{ab}\}$	$\{w_b, w_{ab}\}$	$\{w_a, w_b, w_{ab}\}$
OR	0	0	0	1	0	0	0
A	1	0	0	0	0	0	0
B	0	1	0	0	0	0	0
AND	0	0	1	0	0	0	0

Lifted games

IBR sequence: 3

σ_1	OR	A	B	AND
$\{w_a\}$	0	1	0	0
$\{w_b\}$	0	0	1	0
$\{w_{ab}\}$	0	0	0	1
$\{w_a, w_b\}$	1	0	0	0
$\{w_a, w_{ab}\}$	$\frac{1}{2}$	$\frac{1}{2}$	0	0
$\{w_b, w_{ab}\}$	$\frac{1}{2}$	0	$\frac{1}{2}$	0
$\{w_a, w_b, w_{ab}\}$	1	0	0	0

Lifted games

- OR is only used in $\{w_a, w_b\}$ in the fixed point
- this means that it carries two implicatures:
 - exhaustivity: Ann and Bert did not both show up
 - ignorance: Sally does not know which one of the two disjuncts is true

Sender costs

- ②
 - a. Ann or Bert or both showed up. (= AB-OR)
 - b. Ann showed up. (= A)
 - c. Bert showed up. (= B)
 - d. Ann and Bert showed up. (= AND)
 - e. Ann or Bert showed up. (= OR)
 - f. Ann or both showed up. (= A-OR)
 - g. Bert or both showed up. (= B-OR)
- Message (e) is arguably more efficient for Sally than (a)
- Let us say that $c_s(\cdot, \text{AB-OR}) = \frac{1}{50}$, $c_s(\cdot, \text{A-OR}) = c_s(\cdot, \text{B-OR}) = \frac{1}{75}$, $c_s(\cdot, \text{OR}) = c_s(\cdot, \text{AND}) = \frac{1}{100}$, and $c_s(\cdot, \text{A}) = c_s(\cdot, \text{B}) = 0$.

More ignorance implicatures

IBR sequence: 1

σ_0	AB-OR	A	B	AND	OR	A-OR	B-OR
$\{w_a\}$	$\frac{1}{4}$	$\frac{1}{4}$	0	0	$\frac{1}{4}$	$\frac{1}{4}$	0
$\{w_b\}$	$\frac{1}{4}$	0	$\frac{1}{4}$	0	$\frac{1}{4}$	0	$\frac{1}{4}$
$\{w_{ab}\}$	$\frac{1}{7}$	$\frac{1}{7}$	$\frac{1}{7}$	$\frac{1}{7}$	$\frac{1}{7}$	$\frac{1}{7}$	$\frac{1}{7}$
$\{w_a, w_b\}$	$\frac{1}{2}$	0	0	0	$\frac{1}{2}$	0	0
$\{w_a, w_{ab}\}$	$\frac{1}{4}$	$\frac{1}{4}$	0	0	$\frac{1}{4}$	$\frac{1}{4}$	0
$\{w_b, w_{ab}\}$	$\frac{1}{4}$	0	$\frac{1}{4}$	0	$\frac{1}{4}$	0	$\frac{1}{4}$
$\{w_a, w_b, w_{ab}\}$	$\frac{1}{2}$	0	0	0	$\frac{1}{2}$	0	0

More ignorance implicatures

IBR sequence: 1

ρ_0	$\{w_a\}$	$\{w_b\}$	$\{w_{ab}\}$	$\{w_a, w_b\}$	$\{w_a, w_{ab}\}$	$\{w_b, w_{ab}\}$	$\{w_a, w_b, w_{ab}\}$
AB-OR	0	0	0	1	0	0	0
A	1	0	0	0	0	0	0
B	0	1	0	0	0	0	0
AND	0	0	1	0	0	0	0
OR	0	0	0	1	0	0	0
A-OR	1	0	0	0	0	0	0
B-OR	0	1	0	0	0	0	0

More ignorance implicatures

IBR sequence: 2

σ_1	AB-OR	A	B	AND	OR	A-OR	B-OR
$\{w_a\}$	0	1	0	0	0	0	0
$\{w_b\}$	0	0	1	0	0	0	0
$\{w_{ab}\}$	0	0	0	1	0	0	0
$\{w_a, w_b\}$	0	0	0	0	1	0	0
$\{w_a, w_{ab}\}$	0	1	0	0	0	0	0
$\{w_b, w_{ab}\}$	0	0	1	0	0	0	0
$\{w_a, w_b, w_{ab}\}$	0	0	0	0	1	0	0

More ignorance implicatures

IBR sequence: 2

ρ_1	$\{w_a\}$	$\{w_b\}$	$\{w_{ab}\}$	$\{w_a, w_b\}$	$\{w_a, w_{ab}\}$	$\{w_b, w_{ab}\}$	$\{w_a, w_b, w_{ab}\}$
ORBOTH	$\frac{1}{7}$	$\frac{1}{7}$	$\frac{1}{7}$	$\frac{1}{7}$	$\frac{1}{7}$	$\frac{1}{7}$	$\frac{1}{7}$
A	1	0	0	0	0	0	0
B	0	1	0	0	0	0	0
AND	0	0	1	0	0	0	0
OR	0	0	0	1	0	0	0
A-OR	$\frac{1}{3}$	0	$\frac{1}{3}$	0	$\frac{1}{3}$	0	0
B-OR	0	$\frac{1}{3}$	$\frac{1}{3}$	0	0	$\frac{1}{3}$	0

More ignorance implicatures

IBR sequence: 3

σ_2	AB-OR	A	B	AND	OR	A-OR	B-OR
$\{w_a\}$	0	1	0	0	0	0	0
$\{w_b\}$	0	0	1	0	0	0	0
$\{w_{ab}\}$	0	0	0	1	0	0	0
$\{w_a, w_b\}$	0	0	0	0	1	0	0
$\{w_a, w_{ab}\}$	0	0	0	0	0	1	0
$\{w_b, w_{ab}\}$	0	0	0	0	0	0	1
$\{w_a, w_b, w_{ab}\}$	1	0	0	0	0	0	0

More ignorance implicatures

IBR sequence: 3

ρ_2	$\{w_a\}$	$\{w_b\}$	$\{w_{ab}\}$	$\{w_a, w_b\}$	$\{w_a, w_{ab}\}$	$\{w_b, w_{ab}\}$	$\{w_a, w_b, w_{ab}\}$
ORBOTH	0	0	0	0	0	0	1
A	1	0	0	0	0	0	0
B	0	1	0	0	0	0	0
AND	0	0	1	0	0	0	0
OR	0	0	0	1	0	0	0
A-OR	0	0	0	0	1	0	0
B-OR	0	0	0	0	0	1	0

I-implicatures

- (2) a. John opened the door. (= OPEN)
b. John opened the door using the handle. (= OPEN-H)
c. John opened the door with an axe. (= OPEN-A)

formally

- $W = \{w_h, w_a\}$
- $p^*(w_1) = \frac{2}{3}, p^*(w_2) = \frac{1}{3}$
- $\|\text{OPEN-H}\| = \{w_h\}, \|\text{OPEN-A}\| = \{w_a\},$
and $\|\text{OPEN}\| = \{w_h, w_a\}$
- $c(m_1) = c(m_2) \in \frac{1}{20}, c(m_3) = 0$

	a_h	a_a
w_h	1, 1	0, 0
w_a	0, 0	1, 1

I-implicatures

σ_0	OPEN	OPEN-H	OPEN-A
w_h	$\frac{1}{2}$	$\frac{1}{2}$	0
w_a	$\frac{1}{2}$	0	$\frac{1}{2}$

ρ_0	w_h	w_a
OPEN	1	0
OPEN-H	1	0
OPEN-A	0	1

σ_1	OPEN	OPEN-H	OPEN-A
w_h	1	0	0
w_a	0	0	1

ρ_1	w_h	w_a
OPEN	1	0
OPEN-H	1	0
OPEN-A	0	1

$$F = (\sigma_1, \rho_0)$$

Measure terms

Krifka (2002,2007) notes that measure terms can be used in a precise or in a vague way, and that more complex expressions are less likely to be used in a vague way. Here is a schematic analysis:

- w_1, w_3 : 100 meter, w_2, w_4 : 101 meter
- m_{100} : “one hundred meter”
 m_{101} : “one hundred and one meter”
 m_{ex100} : “exactly one hundred meter”
- $\|m_{100}\| = \|m_{ex100}\| = \{w_1, w_3\}$,
 $\|m_{101}\| = \{w_2, w_4\}$
- $c(m_{100}) = 0$,
 $c(m_{101}) = c(m_{ex100}) = 0.15$
- a_1, a_3 : 100, a_2, a_4 : 101

- in w_1, w_2 precision is important
- in w_3, w_4 precision is not important

	a_1	a_2	a_3	a_4
w_1	1	0.5	1	0.5
w_2	0.5	1	0.5	1
w_3	1	0.9	1	0.9
w_4	0.9	1	0.9	1

Measure terms

σ_0	m_{100}	m_{101}	m_{ex100}
w_1	$\frac{1}{2}$	0	$\frac{1}{2}$
w_2	0	1	0
w_3	$\frac{1}{2}$	0	$\frac{1}{2}$
w_4	0	1	0

ρ_0	a_1	a_2	a_3	a_4
m_{100}	$\frac{1}{2}$	0	$\frac{1}{2}$	0
m_{101}	0	$\frac{1}{2}$	0	$\frac{1}{2}$
m_{ex100}	$\frac{1}{2}$	0	$\frac{1}{2}$	0

σ_1	m_{100}	m_{101}	m_{ex100}
w_1	1	0	0
w_2	0	1	0
w_3	1	0	0
w_4	1	0	0

ρ_1	a_1	a_2	a_3	a_4
m_{100}	$\frac{1}{3}$	0	$\frac{1}{3}$	$\frac{1}{3}$
m_{101}	0	1	0	0
m_{ex100}	$\frac{1}{2}$	0	$\frac{1}{2}$	0

σ_2	m_{100}	m_{101}	m_{ex100}
w_1	0	0	1
w_2	0	1	0
w_3	1	0	0
w_4	1	0	0

ρ_2	a_1	wa_2	a_3	a_4
m_{100}	0	0	$\frac{1}{2}$	$\frac{1}{2}$
m_{101}	0	1	0	0
m_{ex100}	1	0	0	0

M-implicatures

- 3
- a. John stopped the car. (= STOP)
 - b. John made the car stop. (= MAKE-STOP)

- w_1 : John used the foot brake.

- w_2 : John drove the car against a wall.

- $\| \text{STOP} \| =$
 $\| \text{MAKE-STOP} \| =$
 $\{w_1, w_2\}$

- $c(\text{STOP}) = 0;$
 $c(\text{MAKE-STOP}) = 0.1$

- $p^*(w_1) = .8;$
 $p^*(w_2) = .2.$

Utility matrix

	a_1	a_2
w_1	1	0
w_2	0	1

M-implicatures

IBR sequence

σ_0	STOP	MAKE-STOP
w_1	$\frac{1}{2}$	$\frac{1}{2}$
w_2	$\frac{1}{2}$	$\frac{1}{2}$

σ_1	STOP	MAKE-STOP
w_1	1	0
w_2	1	0

σ_2	STOP	MAKE-STOP
w_1	1	0
w_2	0	1

ρ_0	a_1	a_2
STOP	1	0
MAKE-STOP	1	0

ρ_1	a_1	a_2
STOP	1	0
MAKE-STOP	$\frac{1}{2}$	$\frac{1}{2}$

ρ_2	a_1	a_2
STOP	1	0
MAKE-STOP	0	1