

Contents

<i>Introduction</i>	I
i. Signals	5
2. Signals in Nature	20
3. Information	33
4. Evolution	48
5. Evolution in Lewis Signaling Games	63
6. Deception	73
7. Learning	83
8. Learning in Lewis Signaling Games	93
9. Generalizing Signaling Games: Synonyms, Bottlenecks, Category Formation	106
10. Inventing New Signals	118
11. Networks I: Logic and Information Processing	136
12. Complex Signals and Compositionality	US
13. Networks II: Teamwork	149
14. Learning to Network	161
<i>Postscript</i>	177
<i>References</i>	179
<i>Index</i>	197