The Neural Basis of Thought and Language

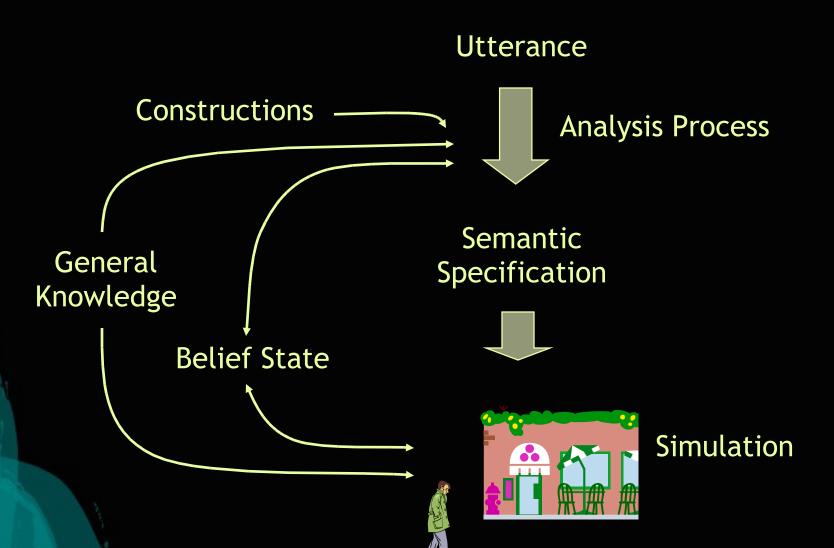
Week 14



Administrivia

- Final exam review session tonight
 - 6-8pm Evans 75
- Final in class next Tuesday, May 8th
- Be there on time!
- Format:
 - closed books, closed notes
 - short answers, no blue books
- Final paper due on bSpace on Friday, May 11

"Harry walked into the café."



The HARRY construction

```
construction HARRY
subcase of Ref-Expr
form
self<sub>f</sub> .orth ← "Harry"
meaning: Harry
```

```
schema Harry
subcase of Human
gender ← male
name ← "Harry"
address ← 42 Tall Elf Dr.
```

The CAFE construction

```
construction CAFE subcase of Ref-Expr form self_f .orth \leftarrow "cafe" meaning: Cafe
```

schema Cafe subcase of Building

schema Building subcase of Container

The INTO construction

```
construction INTO
 subcase of Spatial-Relation
  form
    self_f .orth \leftarrow "into"
  meaning: Trajector-Landmark
    evokes Container as cont
    evokes Source-Path-Goal as spg
    trajector ↔ spg.trajector
    landmark ↔ cont
    cont.interior ↔ spg.goal
    cont.exterior ↔ spg.source
```

The WALKED construction

```
construction WALKED
subcase of Motion-Verb
form
self<sub>f</sub> .orth ← "walked"
meaning: Walk
self<sub>m</sub>.aspect ← simple_past
```

The Spatial-Phrase construction

```
construction SPATIAL-PHRASE constructional constituents sr: Spatial-Relation Im: Ref-Expr form sr_f before Im_f meaning sr_m.landmark \leftrightarrow Im_m
```

The Directed-Motion construction

```
construction DIRECTED-MOTION
  constructional
     constituents
          a: Ref-Exp
          m: Motion-Verb
          p : Spatial-Phrase
  form
      a, before m,
      m<sub>f</sub> before p<sub>f</sub>
  meaning
     evokes Directed-Motion as dm
     self_m.scene \leftrightarrow dm
     dm.agent \leftrightarrow a<sub>m</sub>
     dm.motion \leftrightarrow m
     dm.path \leftrightarrow p<sub>m</sub>
```

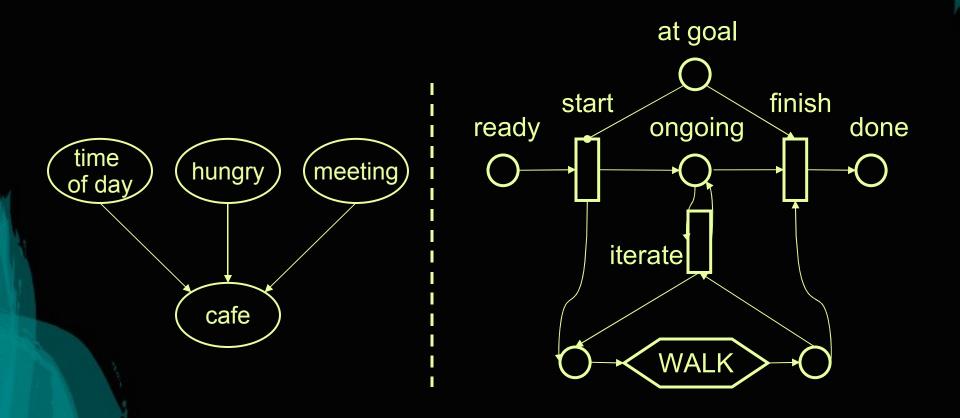
schema Directed-Motion roles agent : Entity

motion : Motion

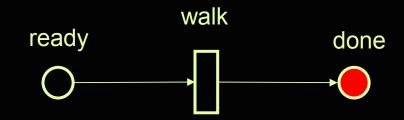
path: SPG

What exactly is simulation?

Belief update and/or X-schema execution



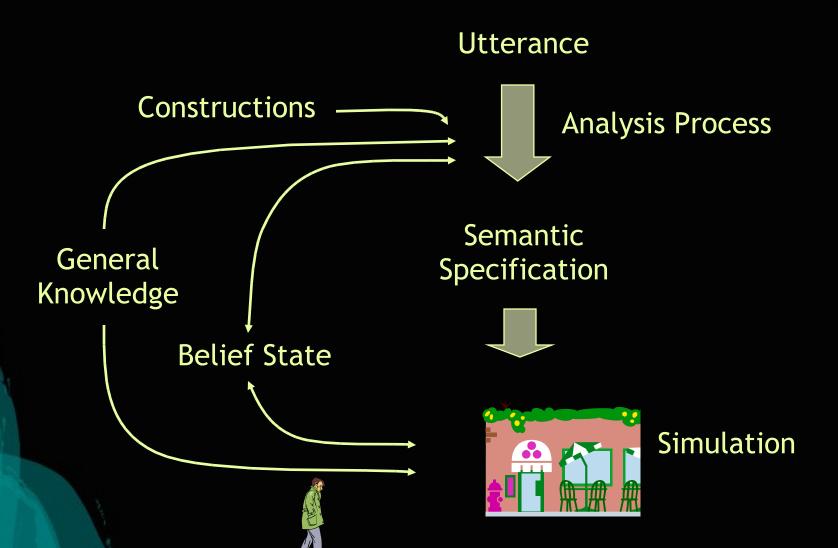
"Harry walked into the café."



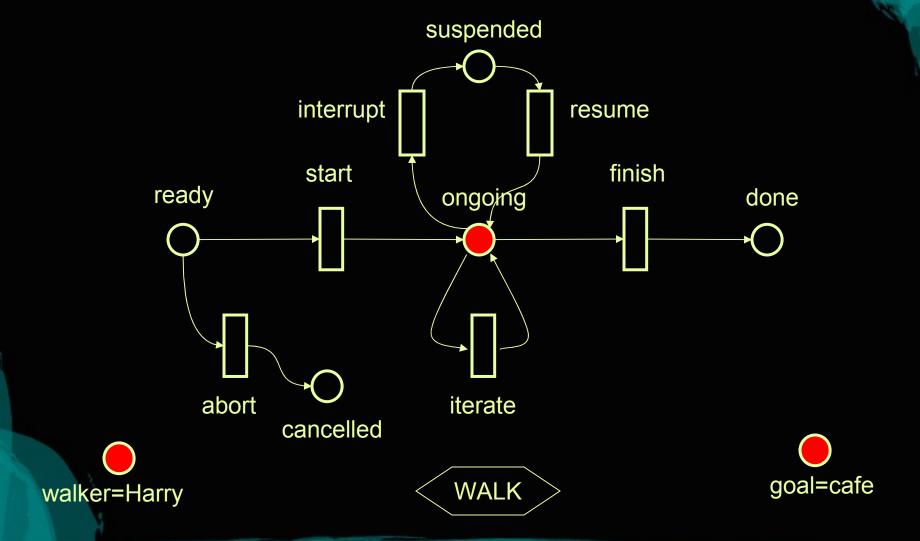




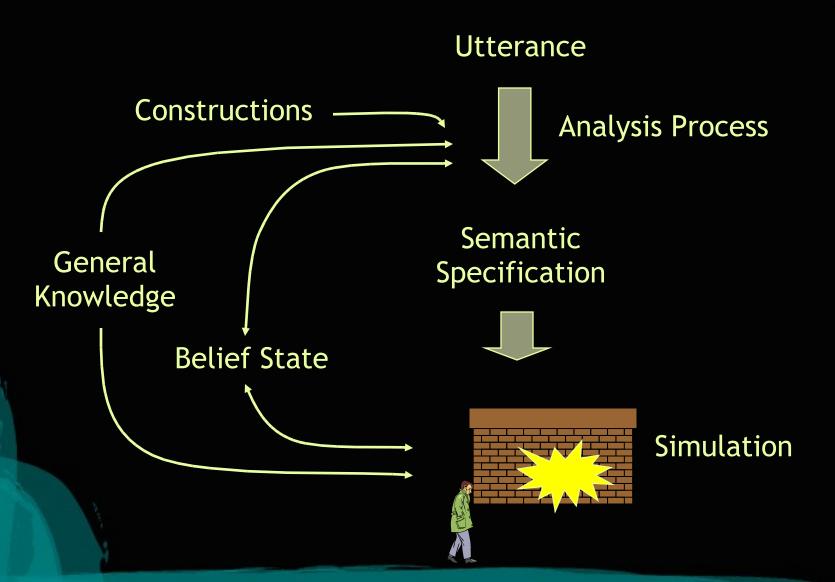
"Harry is walking to the café."



"Harry is walking to the café."



"Harry has walked into the wall."

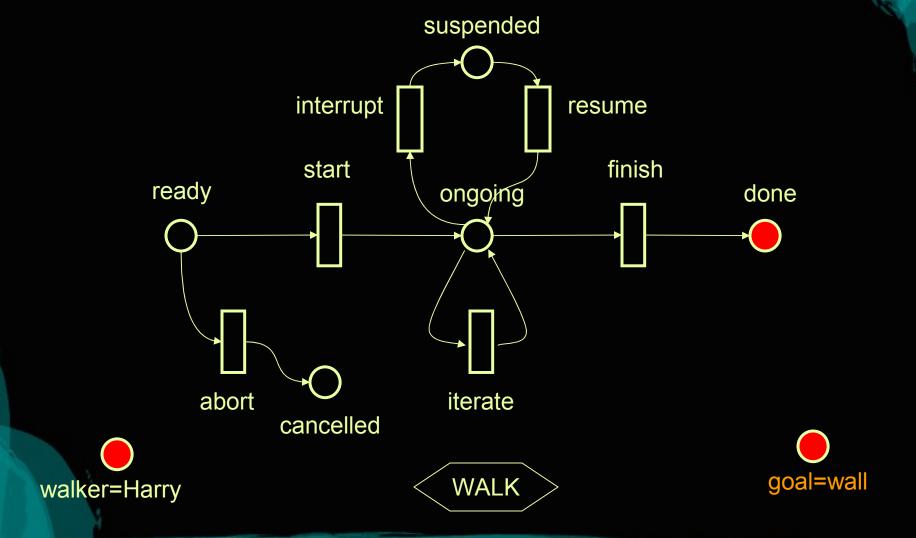


Perhaps a different sense of INTO?

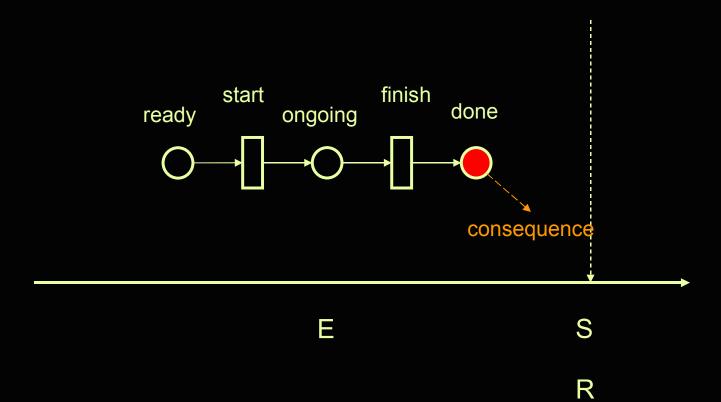
```
construction INTO
 subcase of spatial-prep
  form
    self<sub>f</sub> .orth ← "into"
  meaning
    evokes Trajector-Landmark as tl
    evokes Container as cont
    evokes Source-Path-Goal as spg
    tl.trajector ↔ spg.trajector
    tl.landmark ↔ cont
    cont.interior ↔ spg.goal
    cont.exterior ↔ spg.source
```

```
construction INTO
 subcase of spatial-prep
  form
    self_f .orth \leftarrow "into"
  meaning
    evokes Trajector-Landmark as tl
    evokes Impact as im
    evokes Source-Path-Goal as spg
    tl.trajector ↔ spg.trajector
    tl.landmark ↔ spg.goal
    im.obj1 ↔ tl.trajector
    im.obj2 ↔ tl.landmark
```

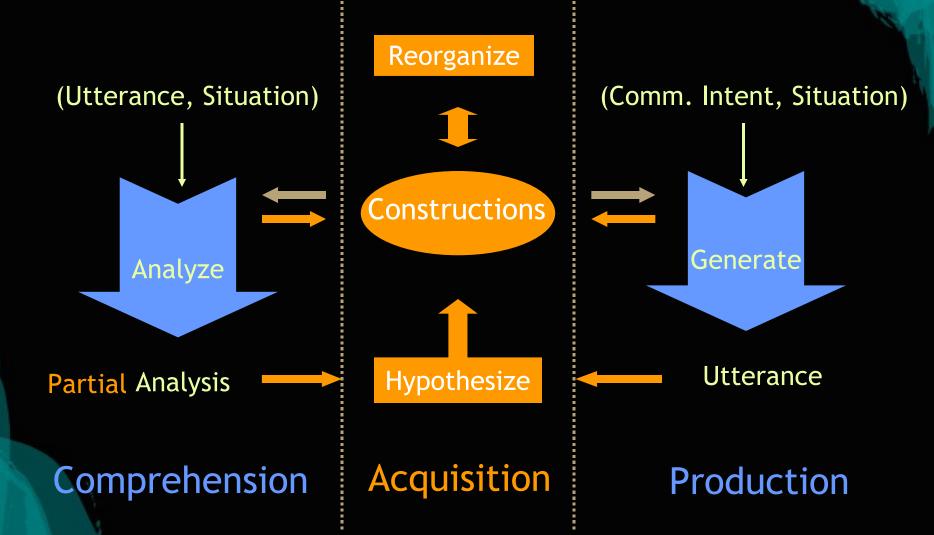
"Harry has walked into the wall."



Map down to timeline



Usage-based Language Learning



Main Learning Loop

```
while <utterance, situation> available and cost > stoppingCriterion
    analysis = analyzeAndResolve(utterance, situation, currentGrammar);
    newCxns = hypothesize(analysis);
    if cost(currentGrammar + newCxns) < cost(currentGrammar)
        addNewCxns(newCxns);
    if (re-oganize == true) // frequency depends on learning parameter
        reorganizeCxns();</pre>
```

Three ways to get new constructions

- Relational mapping
 - throw the ball

```
THROW < BALL
```

- Merging
 - throw the block
 - throwing the ball

```
THROW < OBJECT
```

- Composing
 - throw the ball
 - ball off
 - you throw the ball off

THROW < BALL < OFF

Minimum Description Length

- Choose grammar G to minimize cost(G|D):
 - $cost(G|D) = \alpha \cdot size(G) + \beta \cdot complexity(D|G)$
 - Approximates Bayesian learning;
 cost(G|D) ≈ posterior probability P(G|D)
- Size of grammar = size(G) ≈ 1/prior P(G)
 - favor fewer/smaller constructions/roles; isomorphic mappings
- Complexity of data given grammar ≈ 1/likelihood P(D|G)
 - favor simpler analyses
 (fewer, more likely constructions)
 - based on derivation length + score of derivation

Human Sentence Processing

Can we use any of the mechanisms we just discussed

to predict reaction time / behavior

when human subjects read sentences?



Good and Bad News

Bad news:

- No, not as it is.
- ECG, the analysis process and simulation process are represented at a higher computational level of abstraction than human sentence processing (lacks timing information, requirement on cognitive capacity, etc)

Good news:

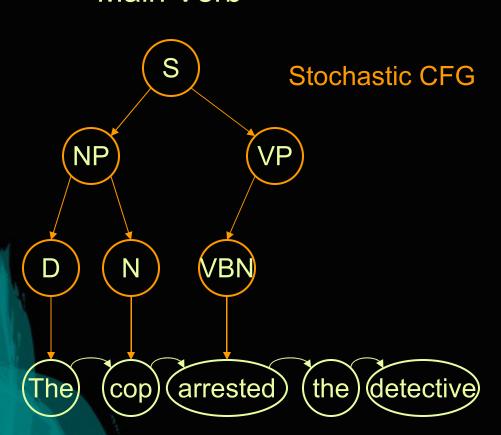
 we can construct bayesian model of human sentence processing behavior borrowing the same insights

Bayesian Model of Sentence Processing

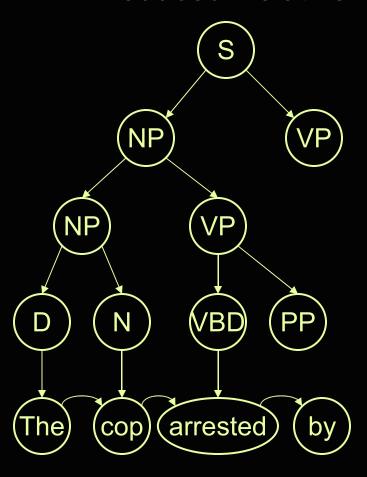
- Do you wait for sentence boundaries to interpret the meaning of a sentence? No!
- As words come in, we construct
 - partial meaning representation
 - some candidate interpretations if ambiguous
 - expectation for the next words
- Model
 - Probability of each interpretation given words seen
 - Stochastic CFGs, N-Grams, Lexical valence probabilities

SCFG + N-gram

Main Verb

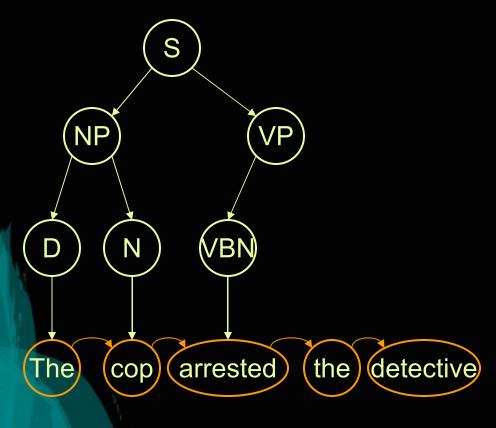


Reduced Relative

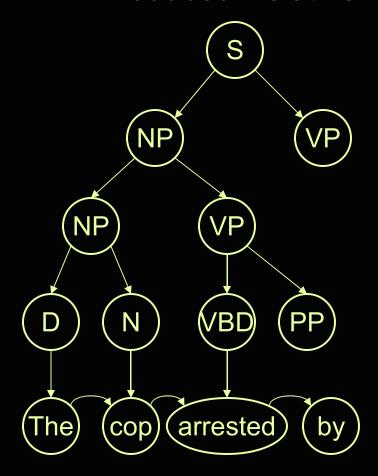


SCFG + N-gram

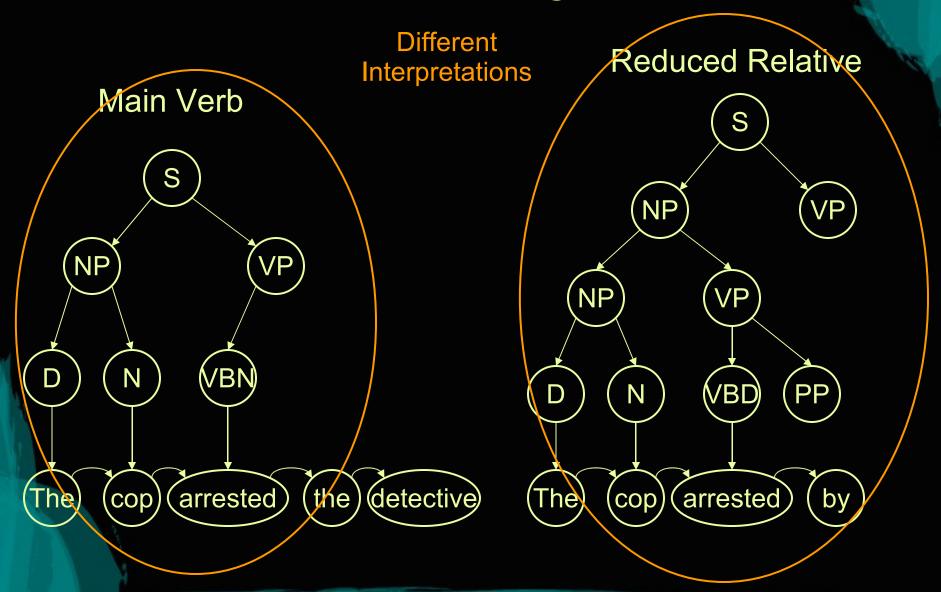
Main Verb



Reduced Relative



SCFG + N-gram



Predicting effects on reading time

- Probability predicts human disambiguation
- Increase in reading time because of...
 - Limited Parallelism
 - Memory limitations cause correct interpretation to be pruned
 - The horse raced past the barn fell
 - Attention
 - Demotion of interpretation in attentional focus
 - Expectation
 - Unexpected words