

Simulating Language

4: Iterated Learning

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Code for the videos and figures in today's lecture is on GitHub as `lecture4_figures.ipynb`

Lab 3, Question 1

“Can you produce a result like the Hudson Kam & Newport (2005) results *for adults*, i.e. that adult learners fairly accurately track the frequency of a linguistic variant in their input? What kinds of priors and what kinds of data does this work for?”

- What would “tracking the frequency of a linguistic variant in the input” look like in our model?
- Under what conditions does this occur?

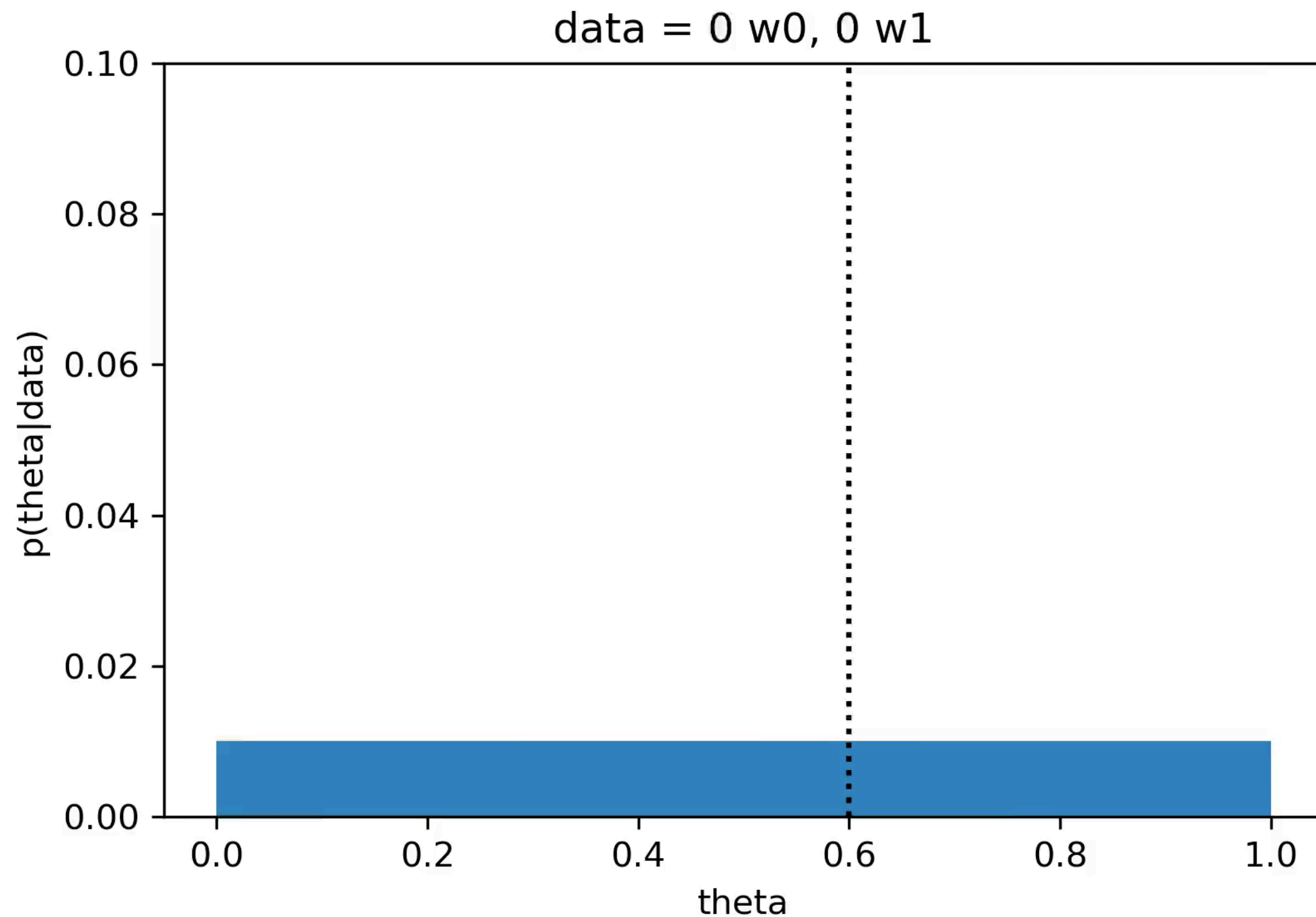
Lab 3, Question 2

“Can you produce a result like the Hudson Kam & Newport (2005) results *for children*, i.e. that children tend to regularise, sometimes producing only one variant even when their data contains variation? Again, what kinds of priors and what kinds of data does this work for?”

- What would regularisation look like in our model?
- Under what conditions does this occur?

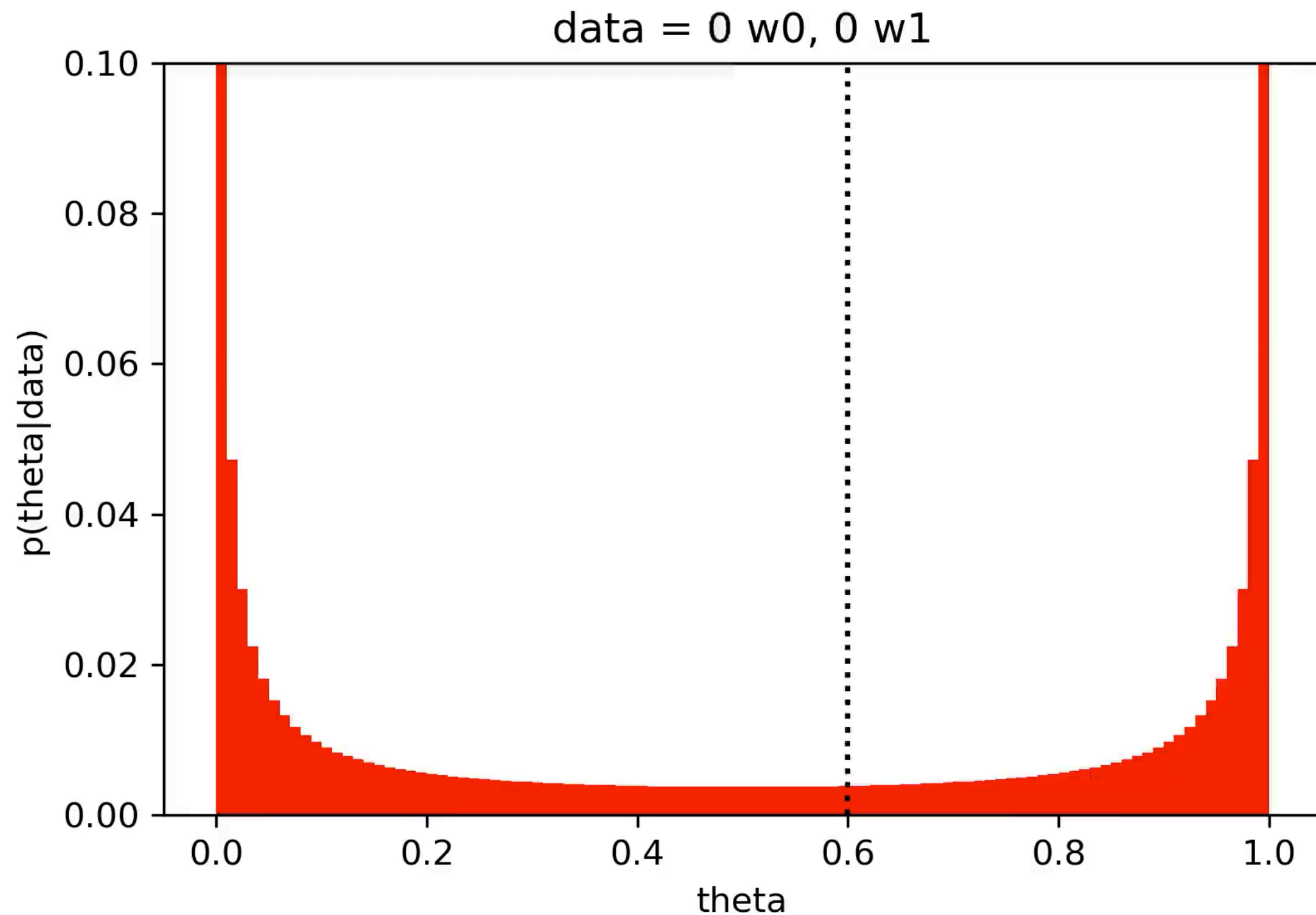
N.B. For this slide, watch the videos linked on website!

Uniform prior (alpha=1)



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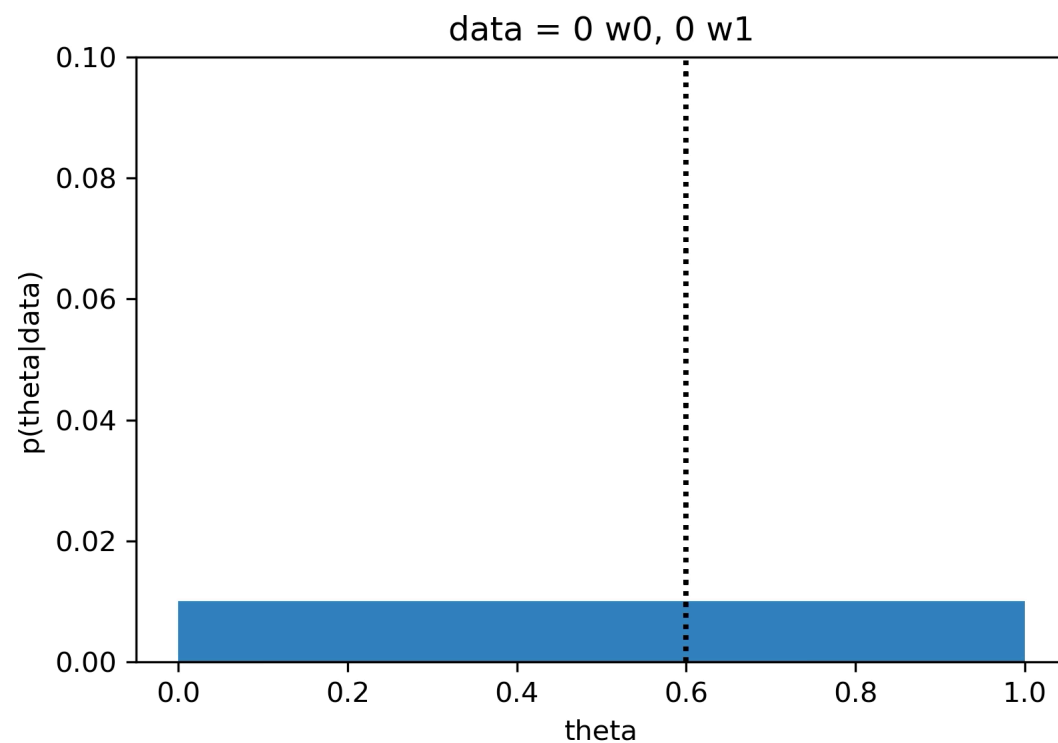
Regularity prior (alpha=0.1)



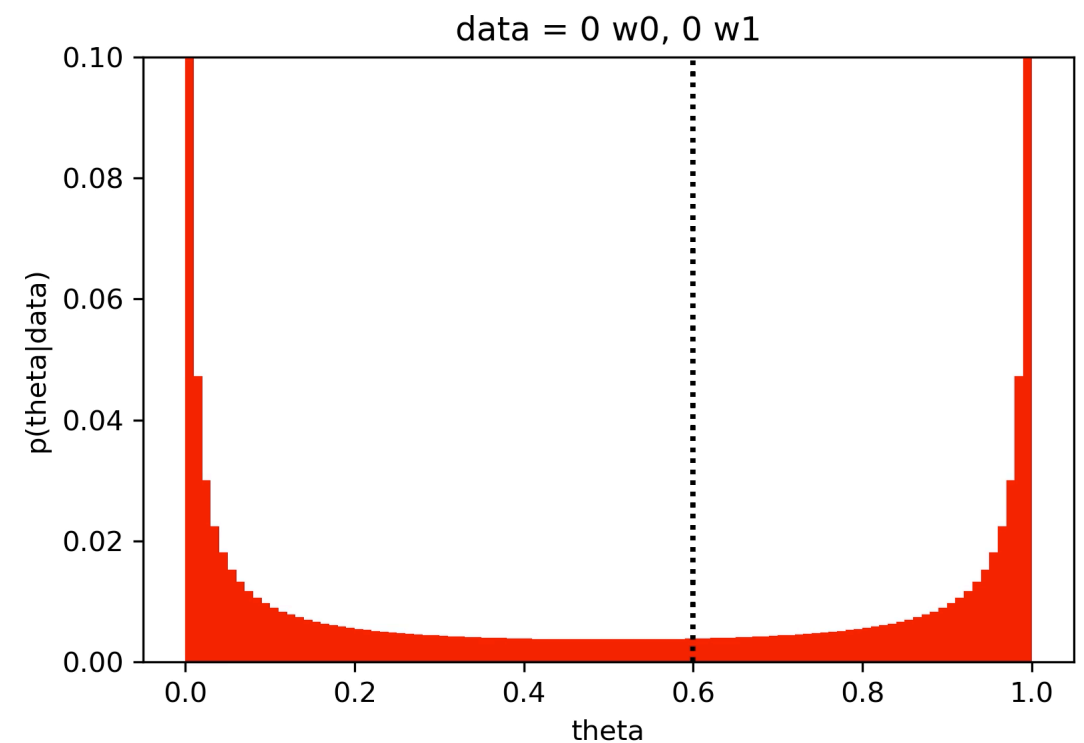
Data obscures the prior

$$P(\theta|d) \propto P(d|\theta)P(\theta)$$

Unbiased learner



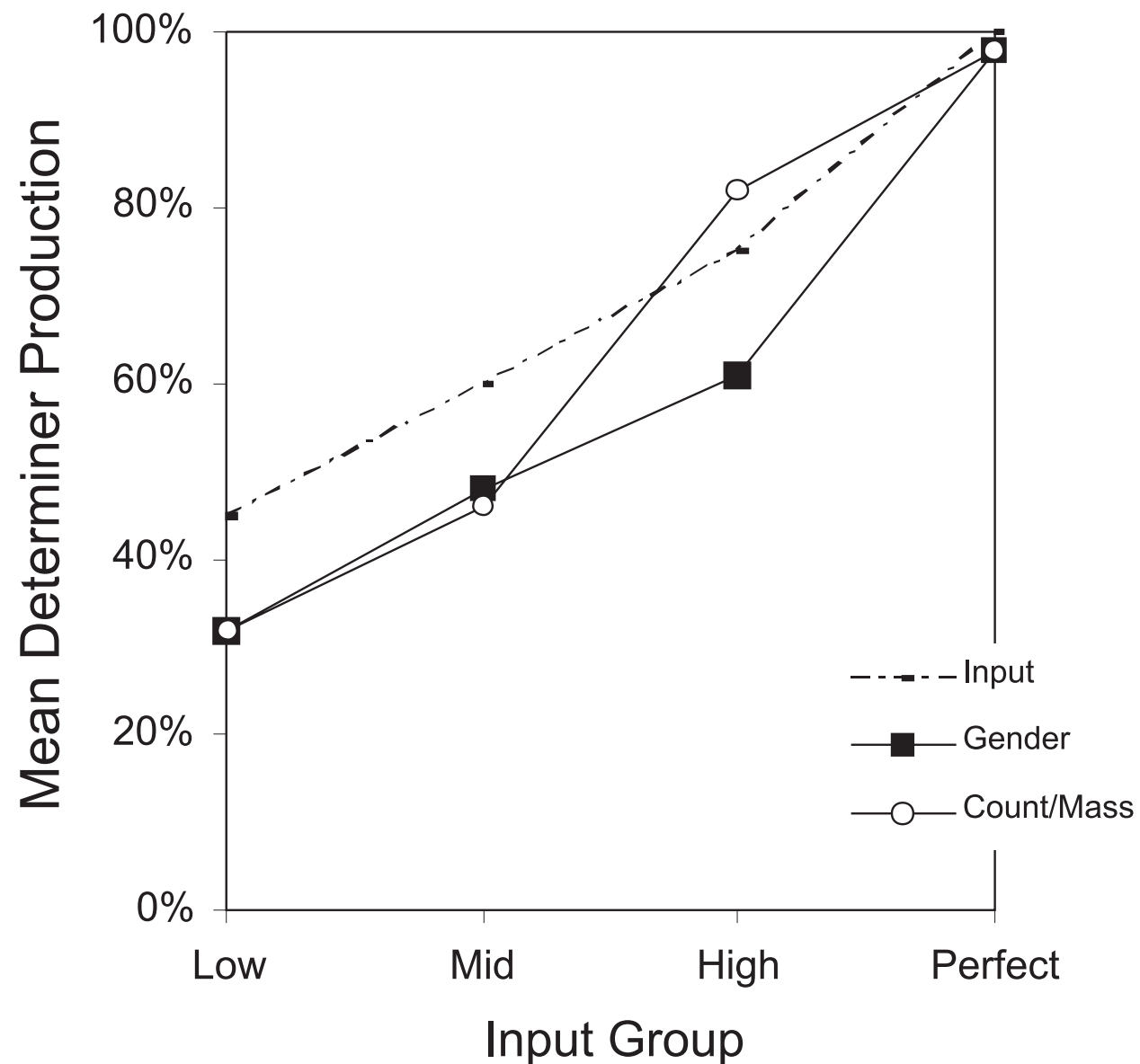
Biased learner



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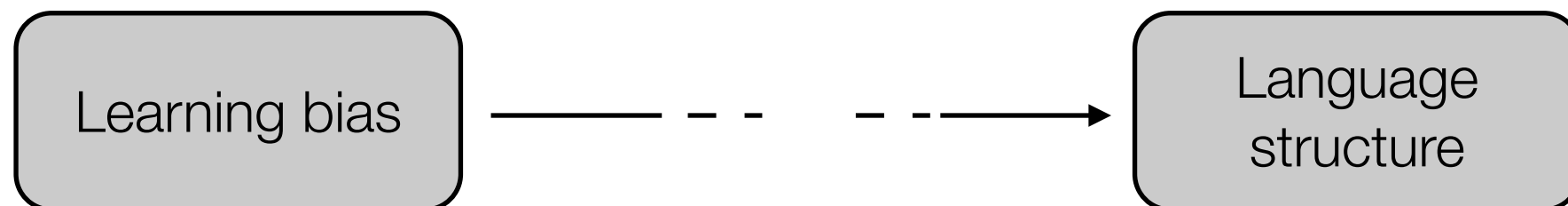
Data obscures the prior $P(\theta|d) \propto P(d|\theta)P(\theta)$

Unbiased learner? Biased learner?

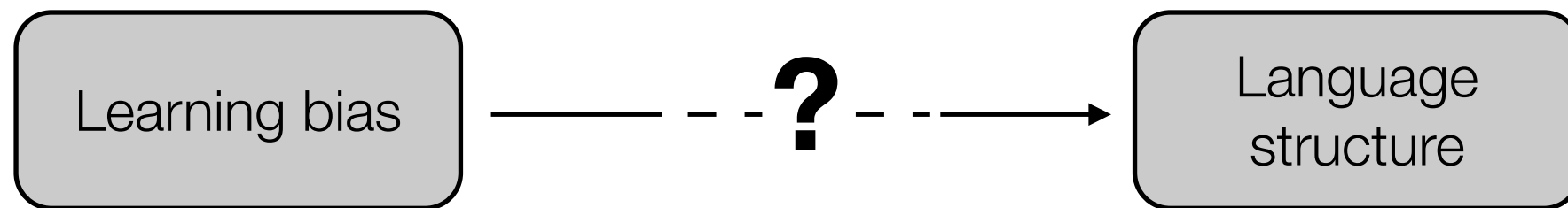


What makes languages regular?

- We're interested in explaining why languages are the way they are (e.g. regular)
- We're arguing it's due to something about our learning bias (e.g. learners prefer regular languages)



The problem of linkage

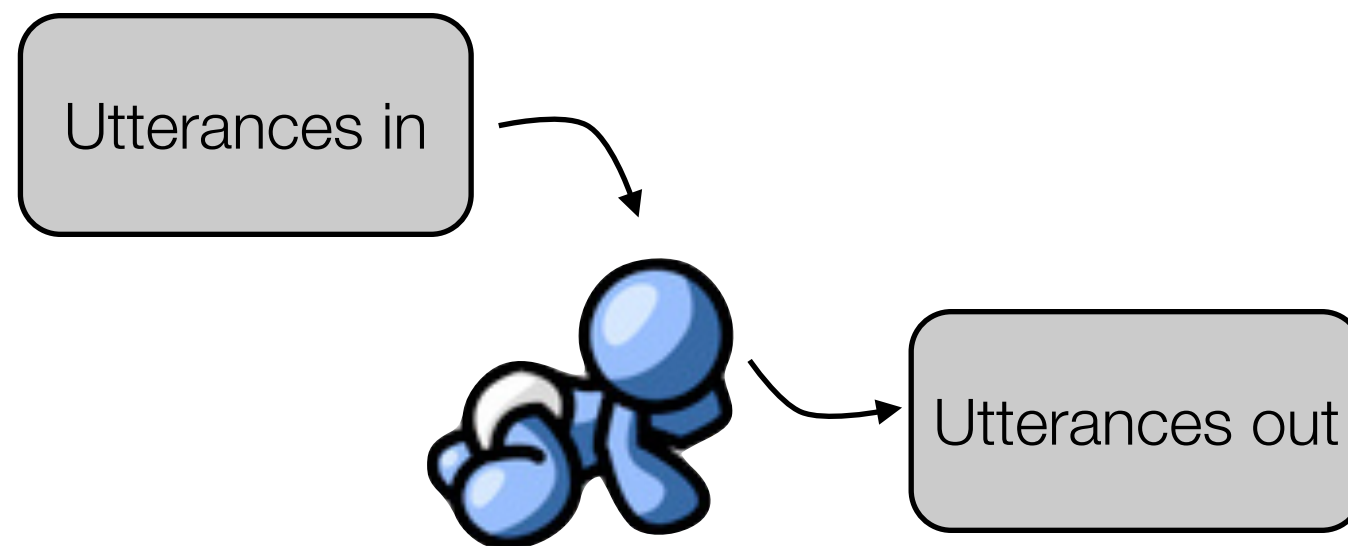


THE PROBLEM OF LINKAGE

- But there's something wrong here. Given enough data, the different learning biases seem to lead to the same outcome.
- Two problems:
 - Where does the data come from in the first place?
 - And **how exactly** does learning bias (a property of an individual's cognition) lead to language structure (a universal property of population behaviour)?

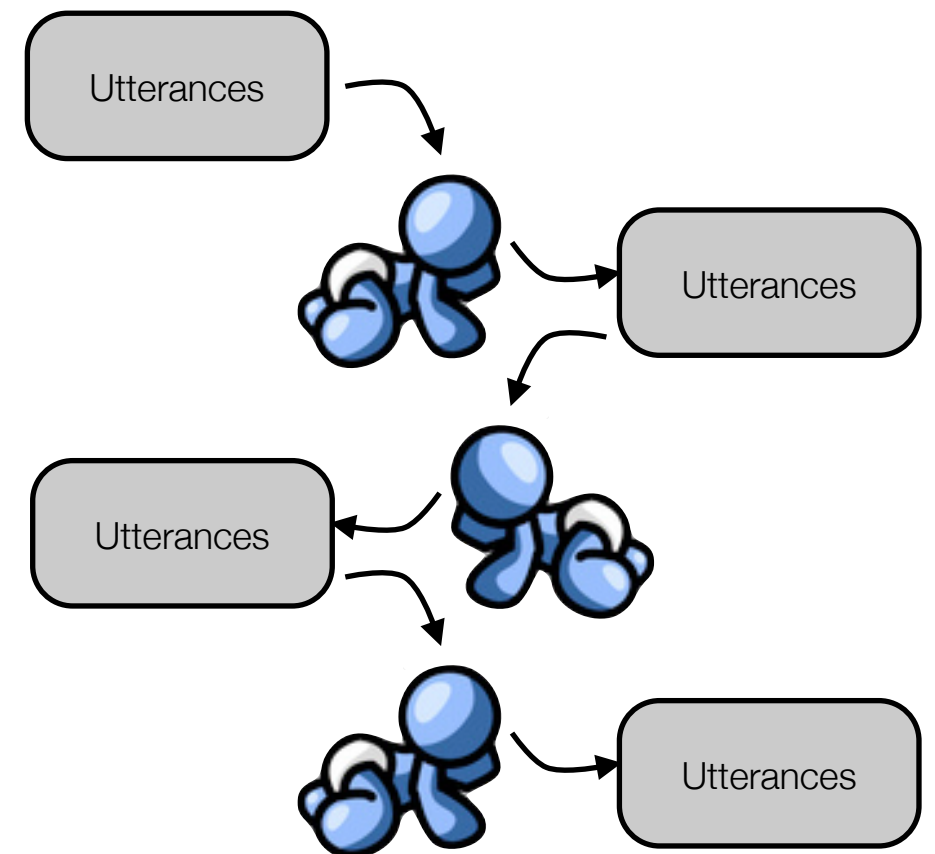
Solving the problem of linkage

- Where does the language data come from that our learners have to acquire?



Solving the problem of linkage

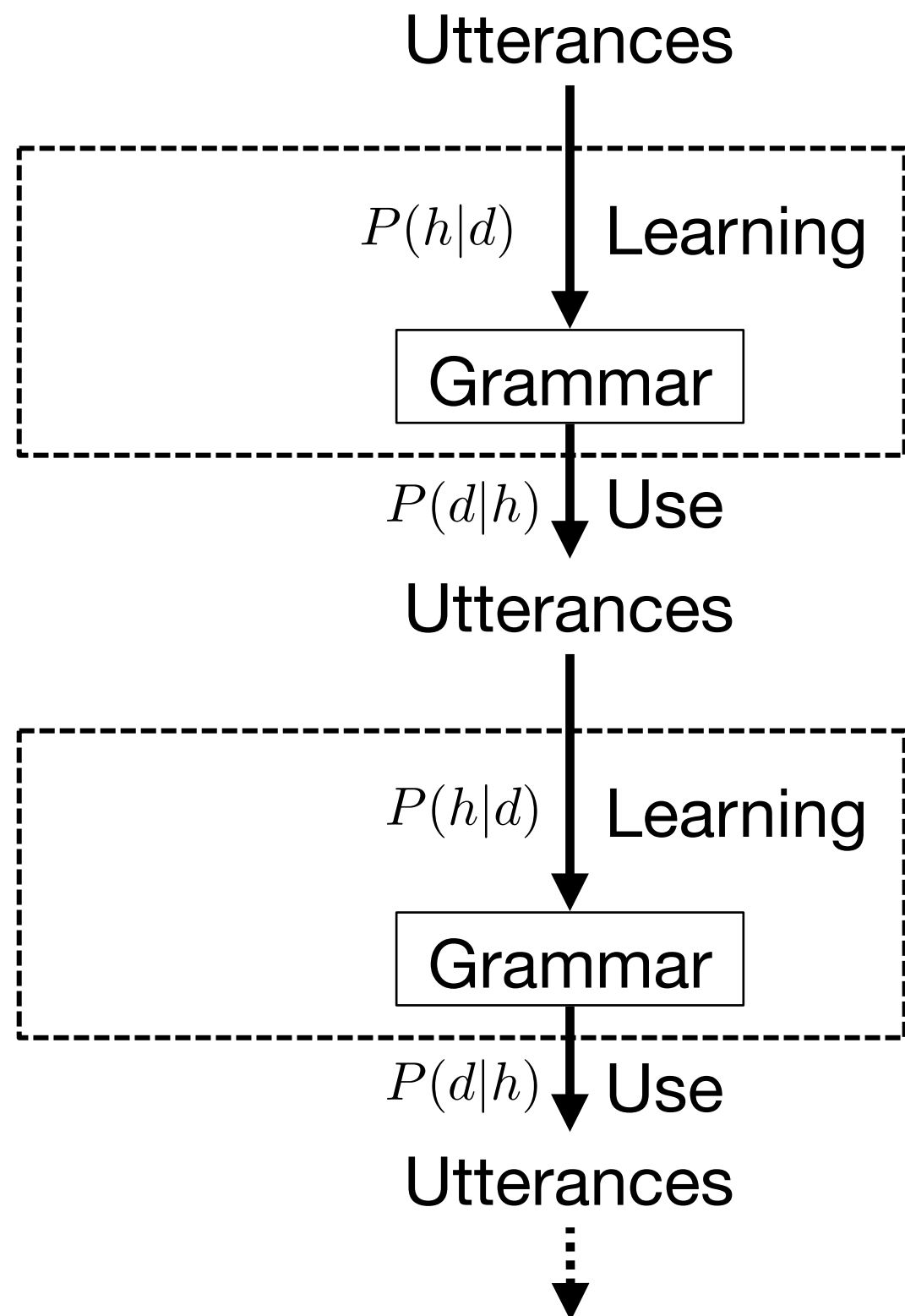
- Where does the language data come from that our learners have to acquire?
- From other learners!
- Language persists over time by repeatedly being learned and used by multiple individuals in a population
- It is out of this continual process of *iterated learning* that the structure of language emerges
- Note, this is *cultural* rather than biological evolution



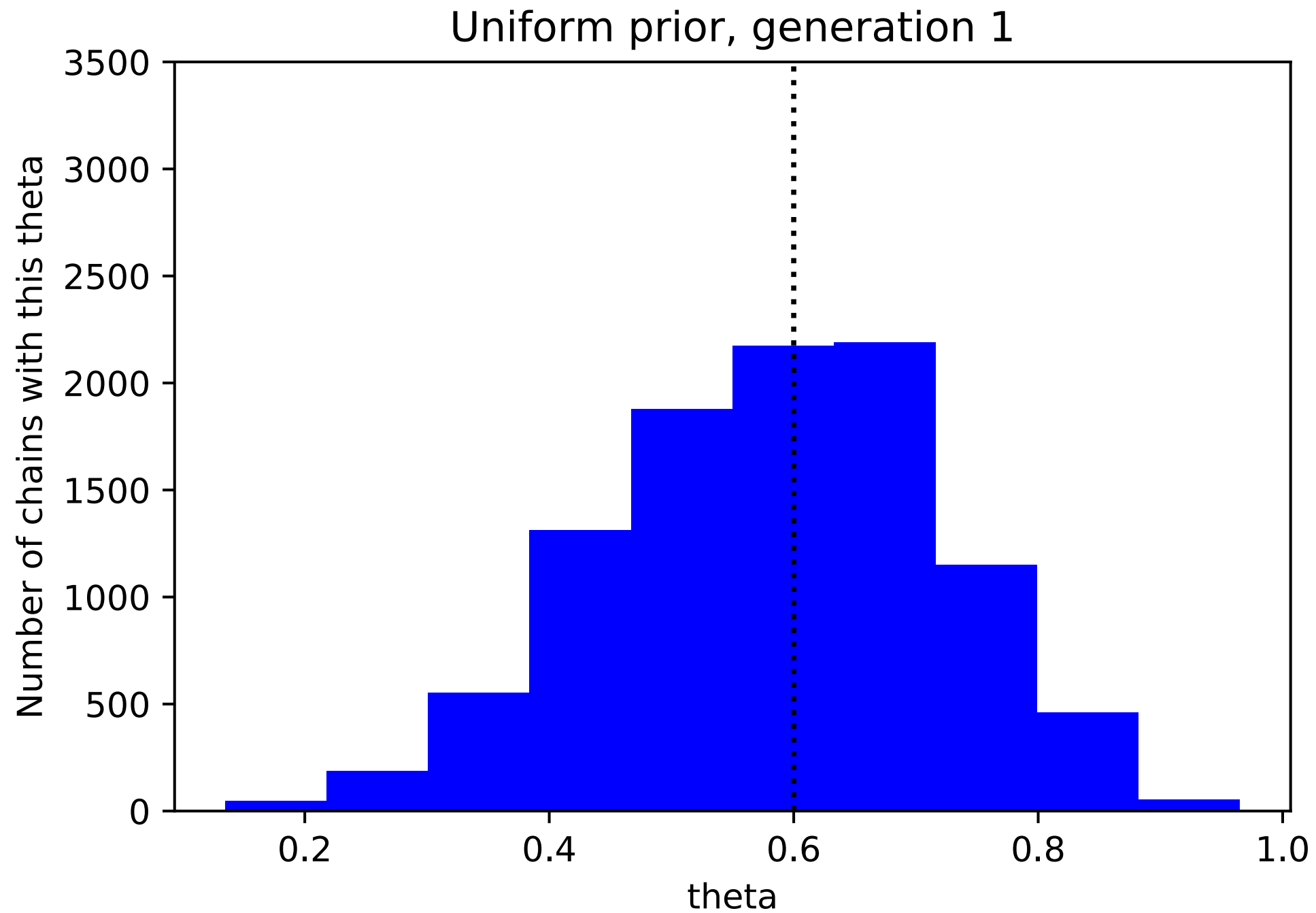
Modelling **iterated learning**

Simulate language transmission from learner to learner.

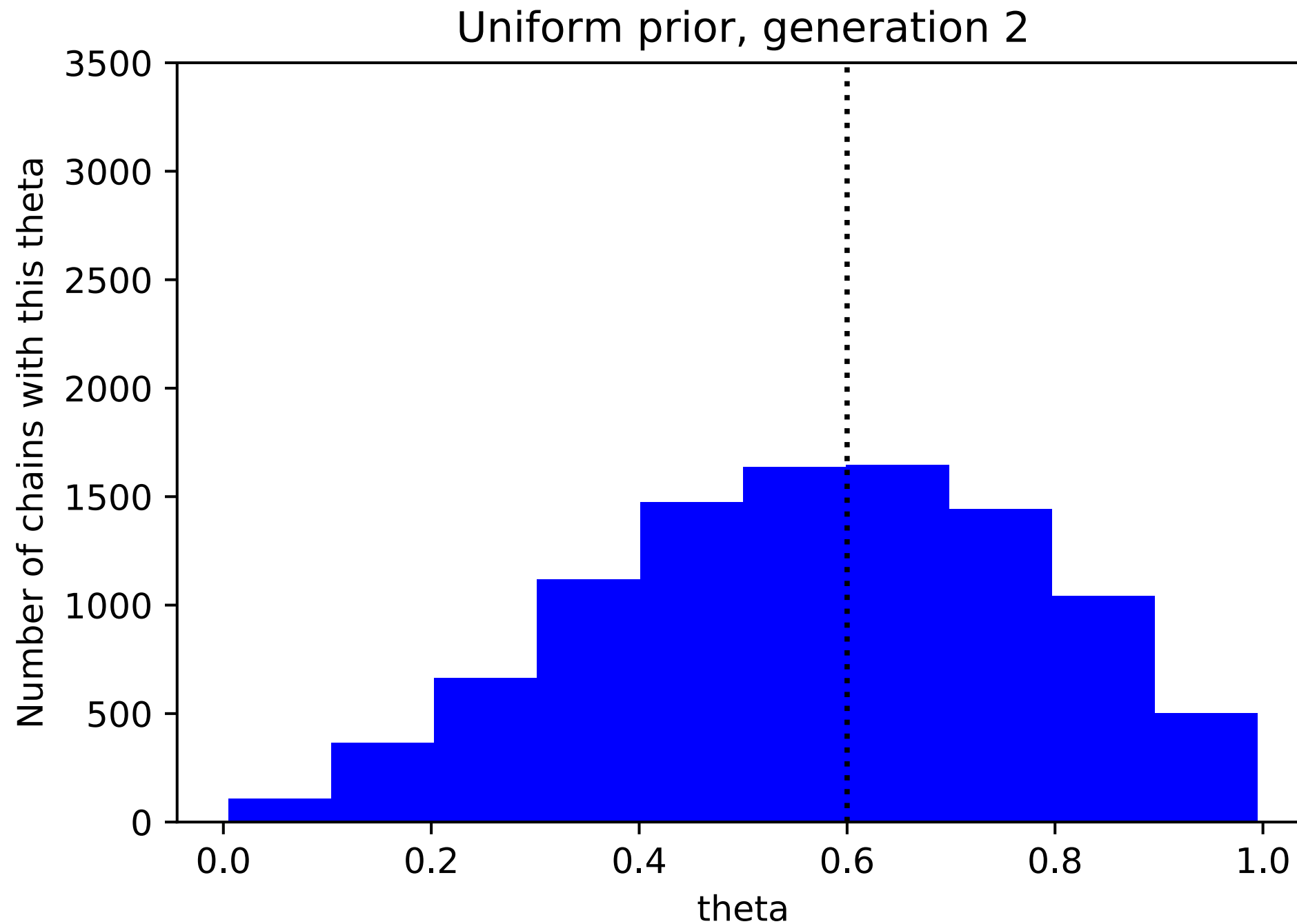
How does the bias affect the end result of iterated learning?



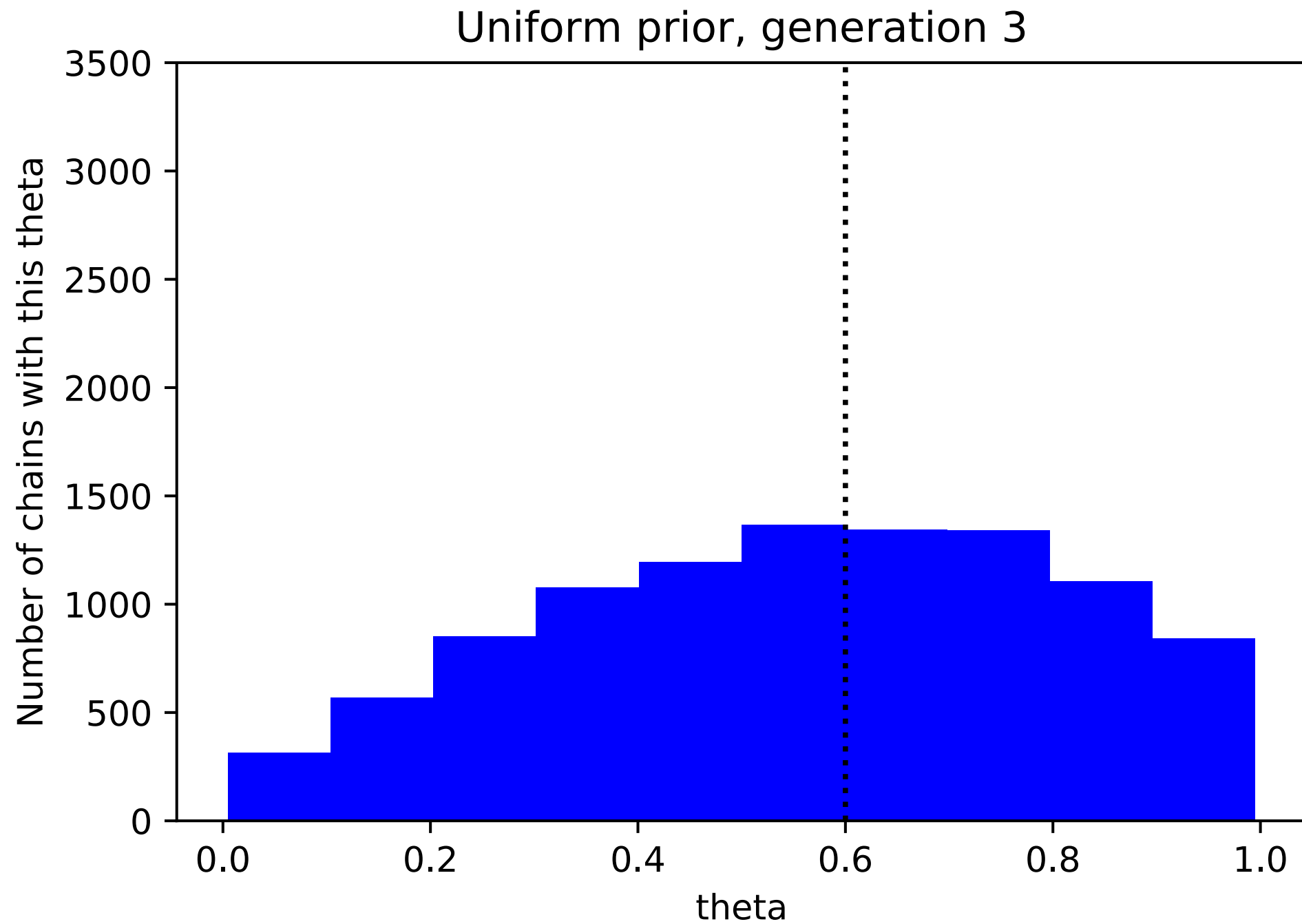
Watching the prior reveal itself



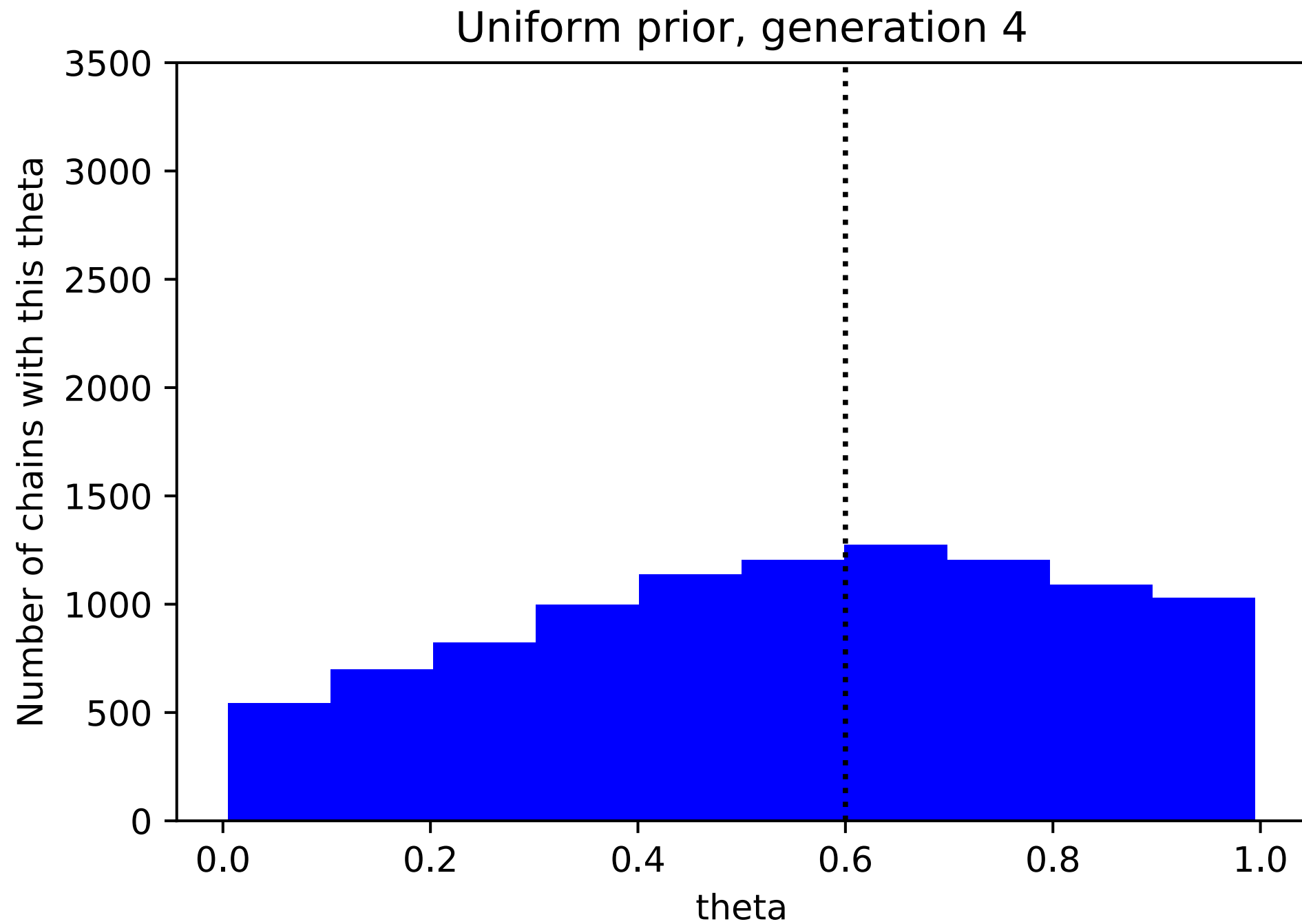
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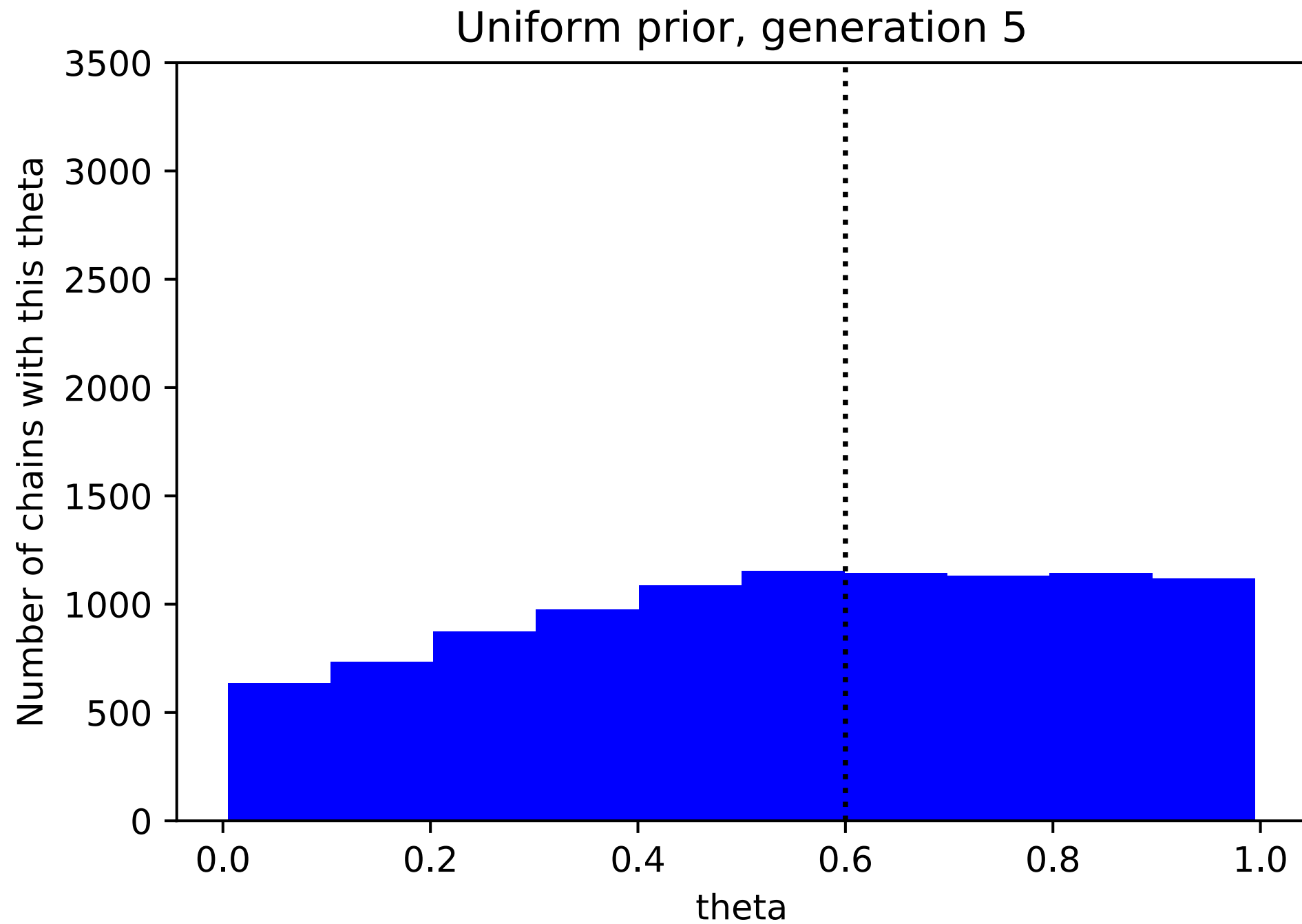
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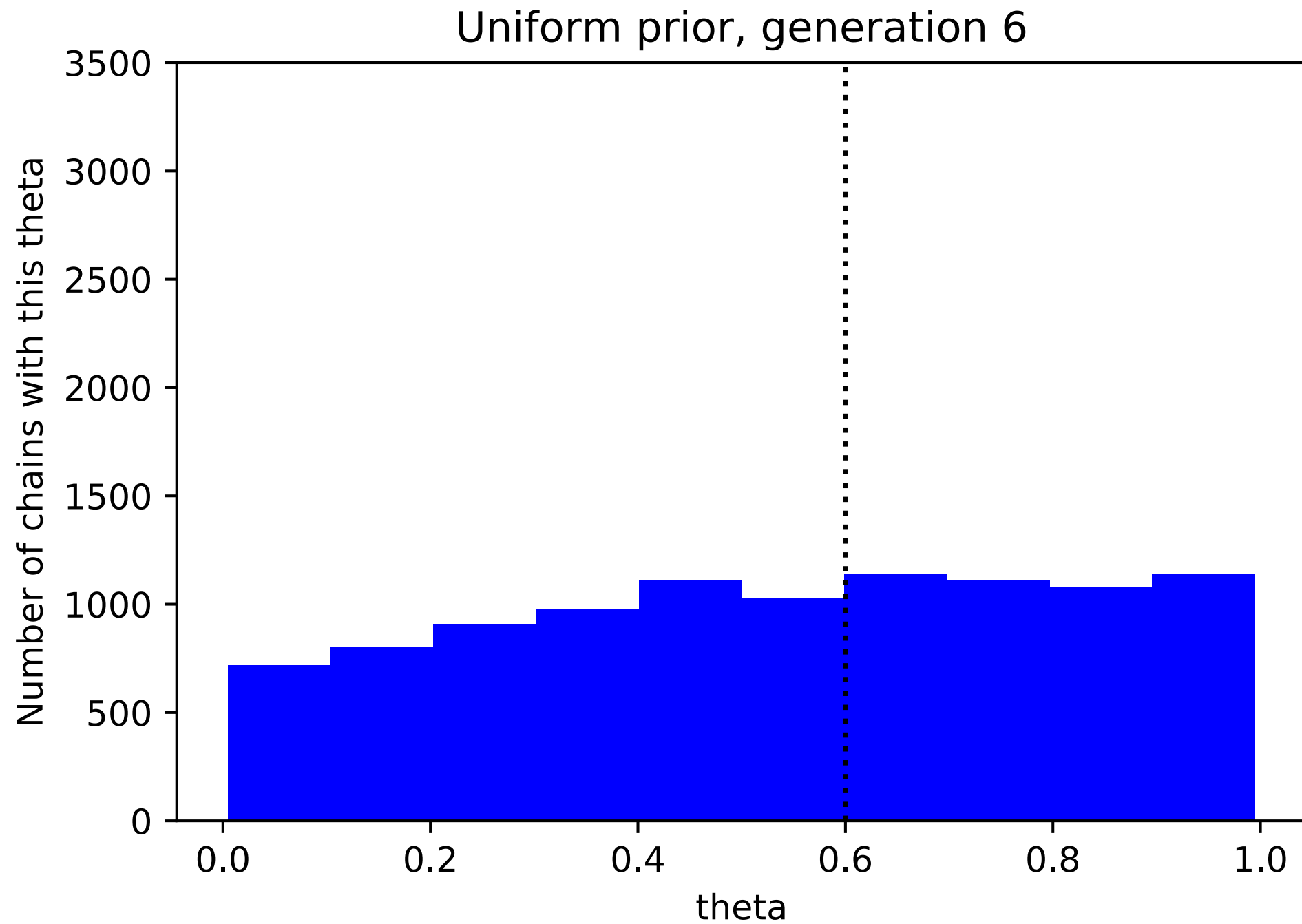
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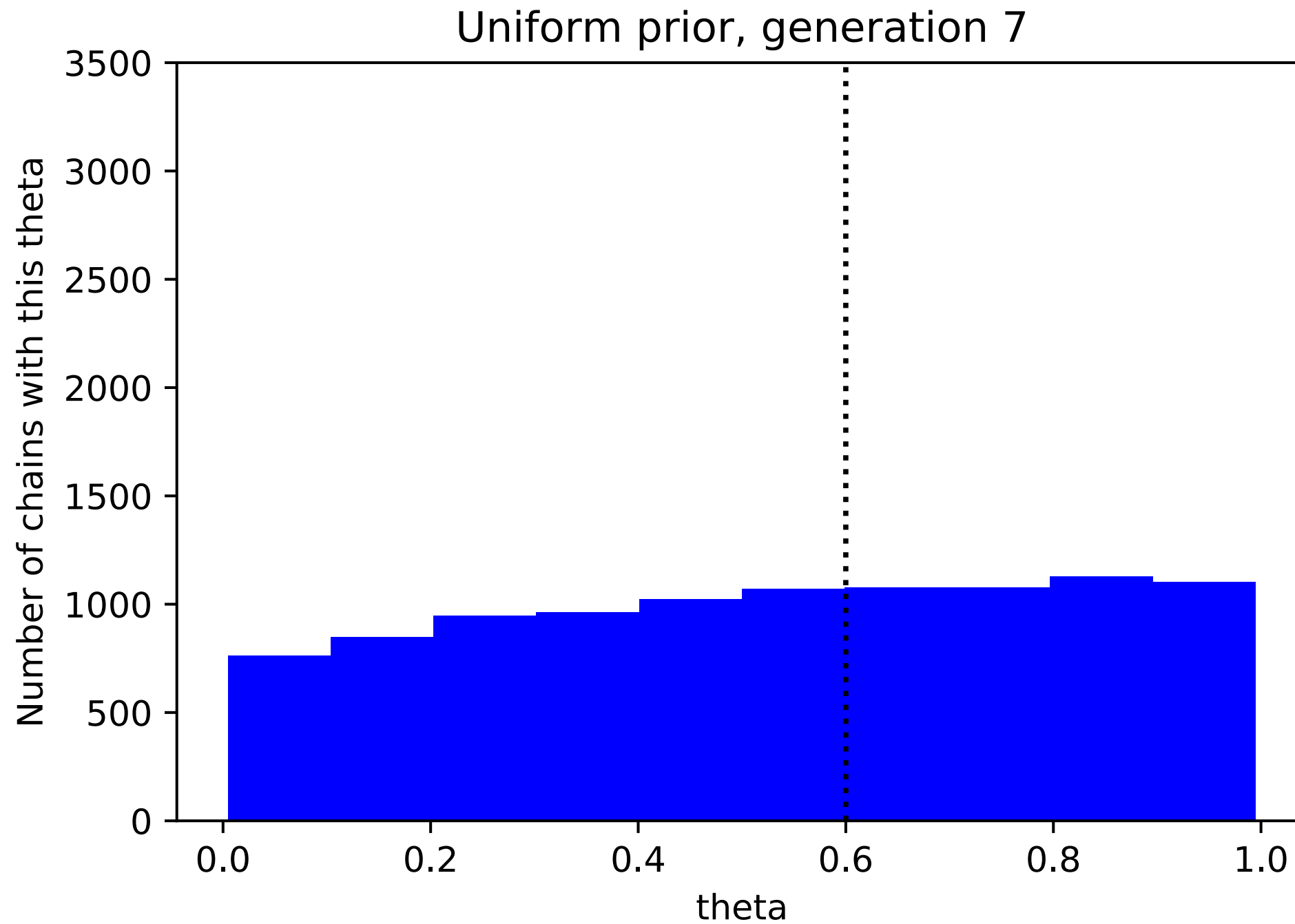
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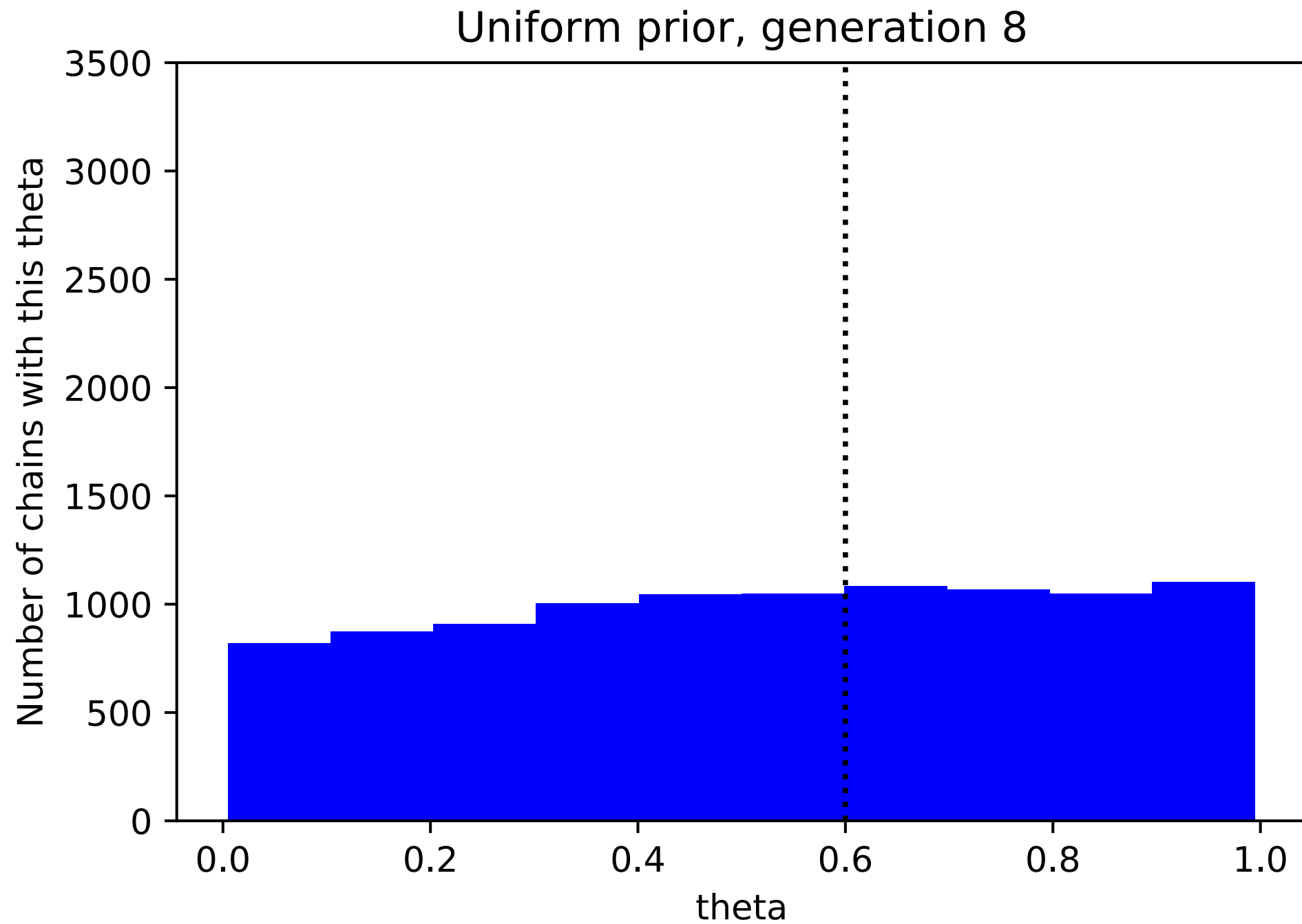
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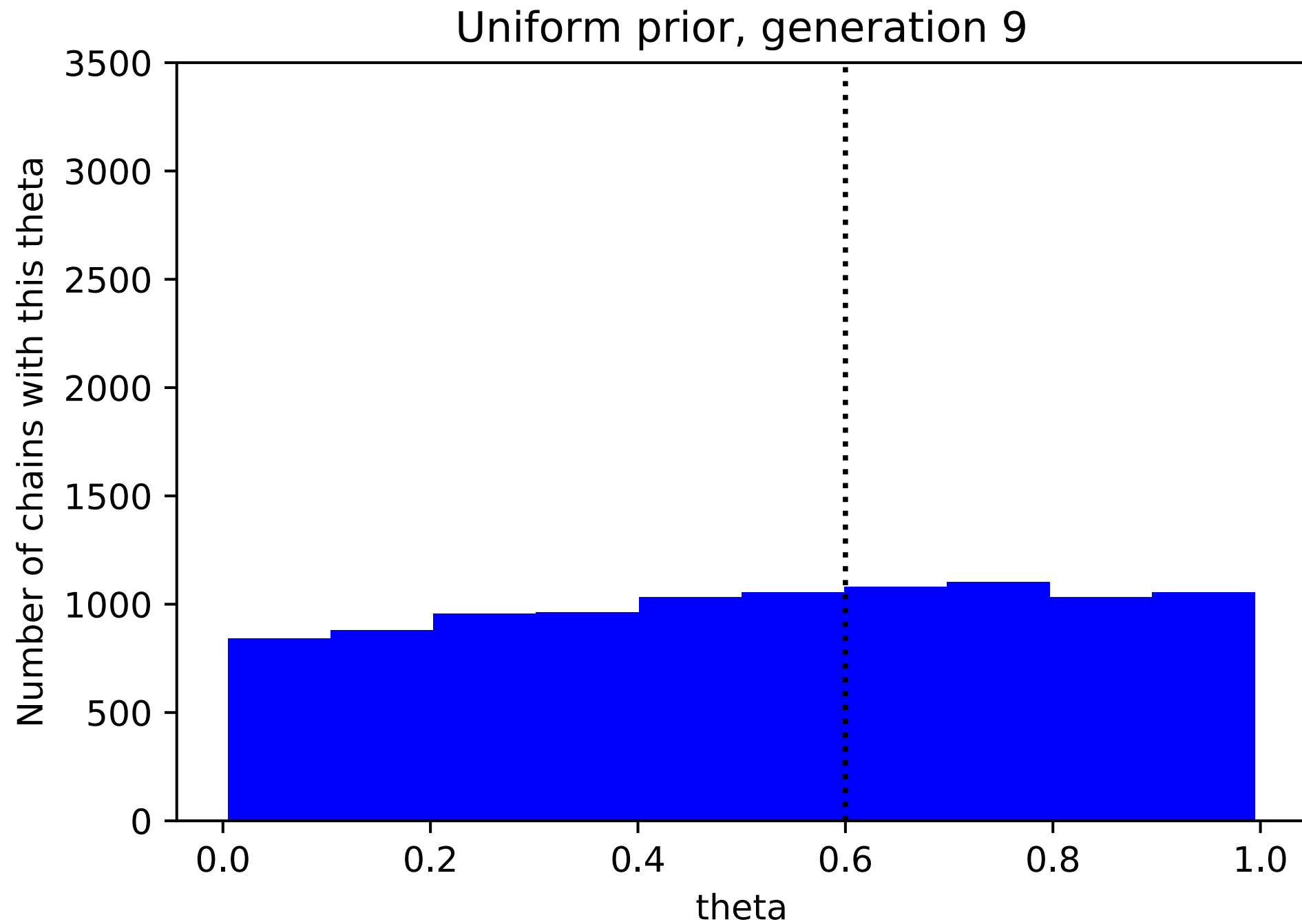
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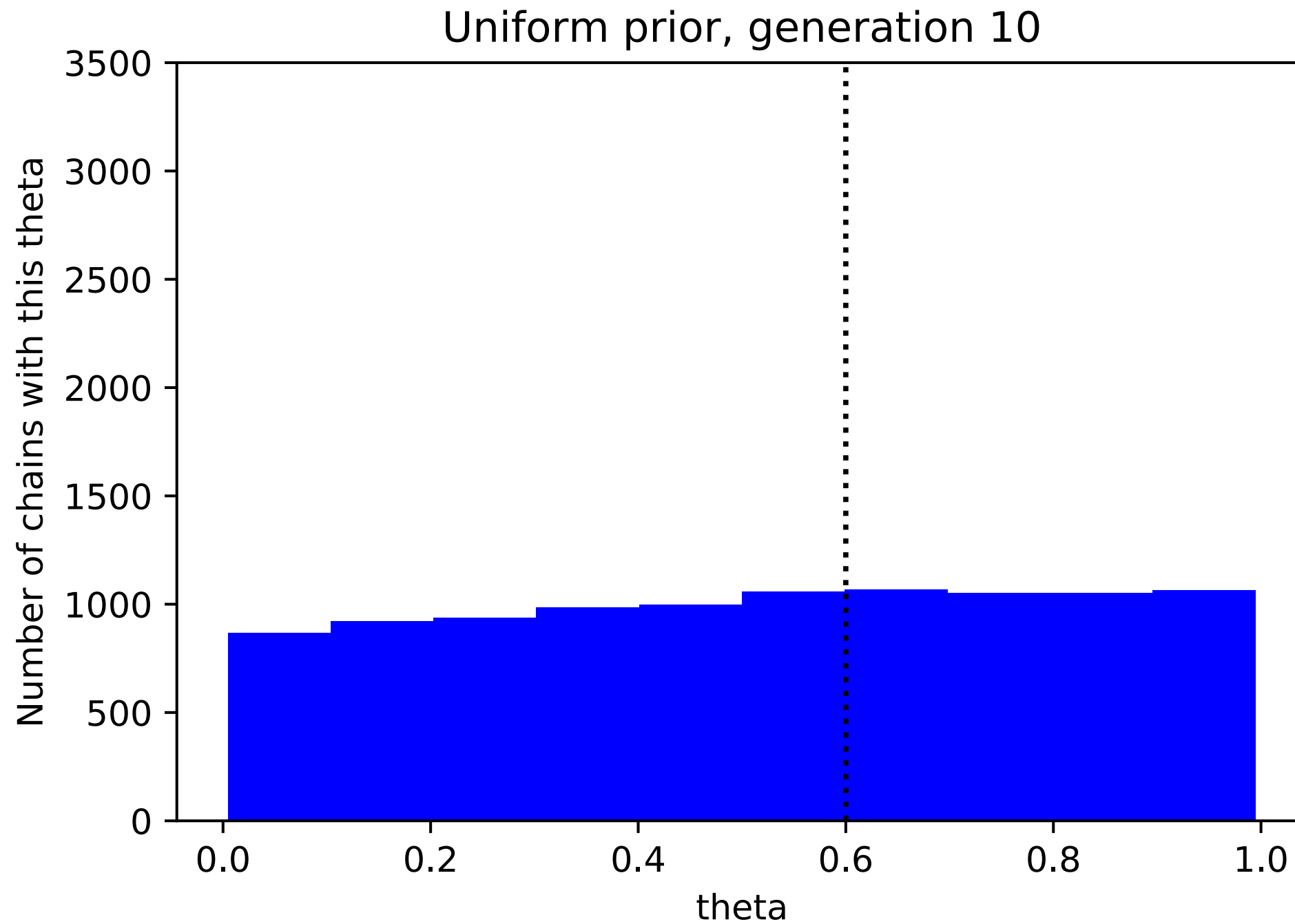
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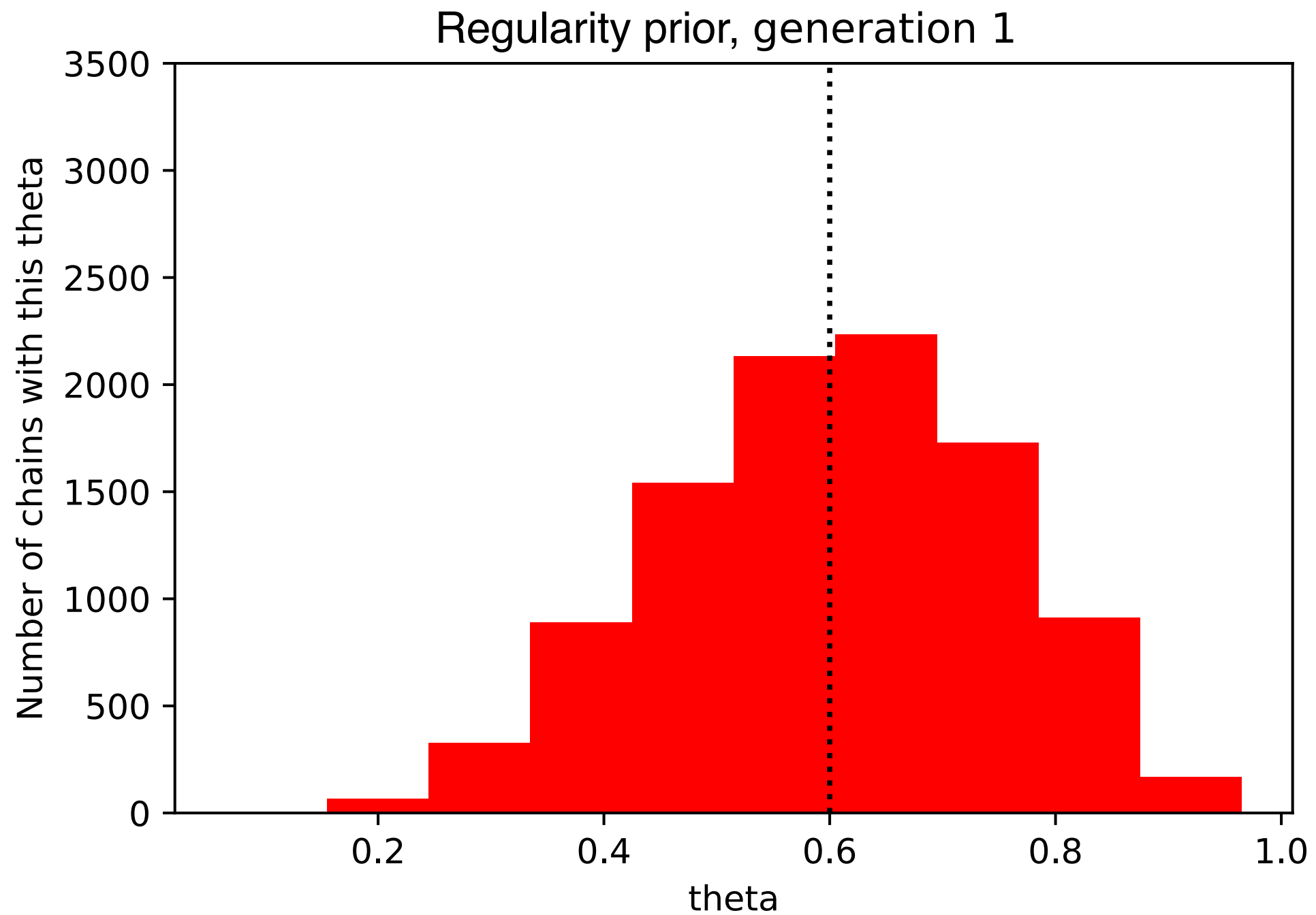
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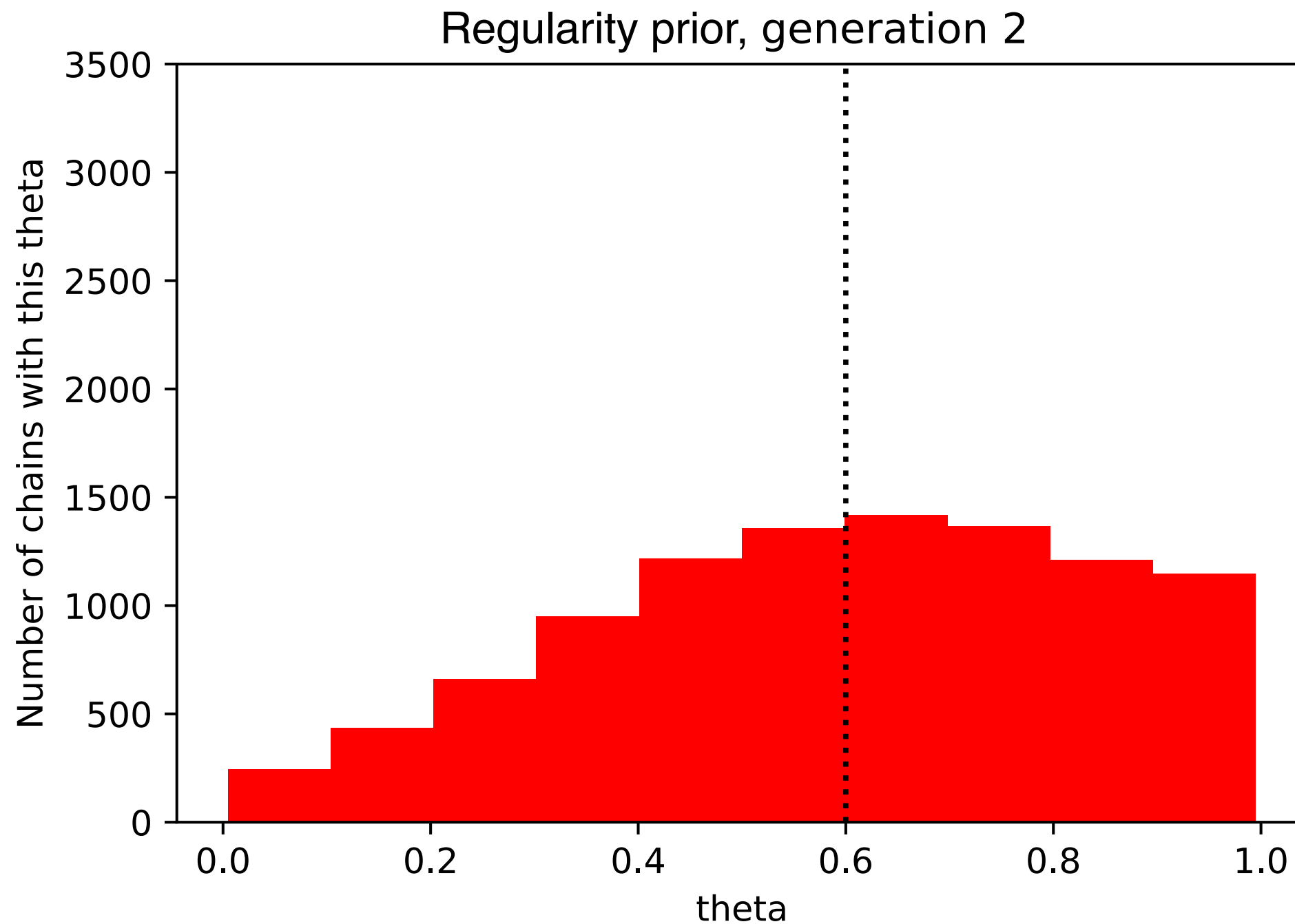
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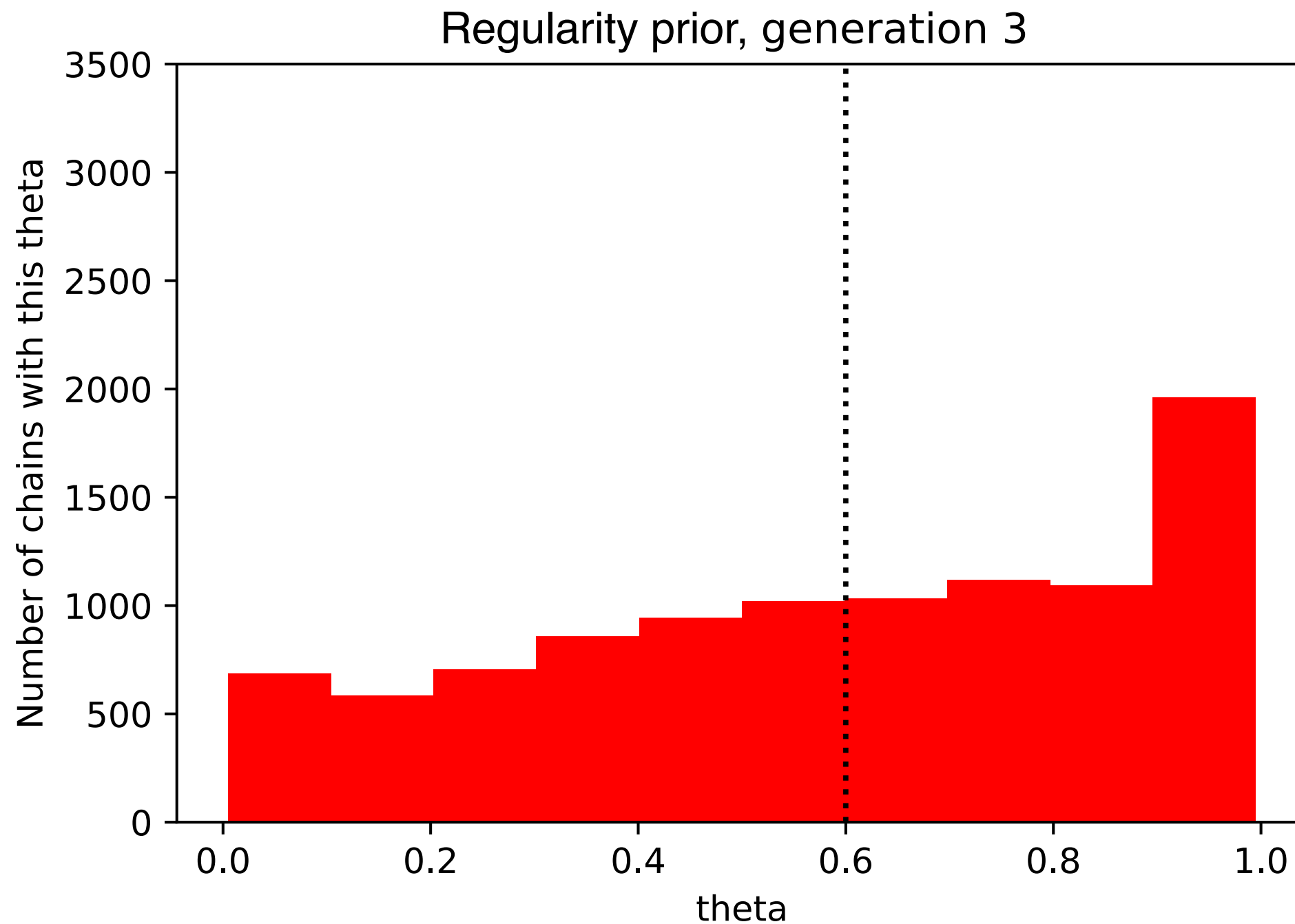
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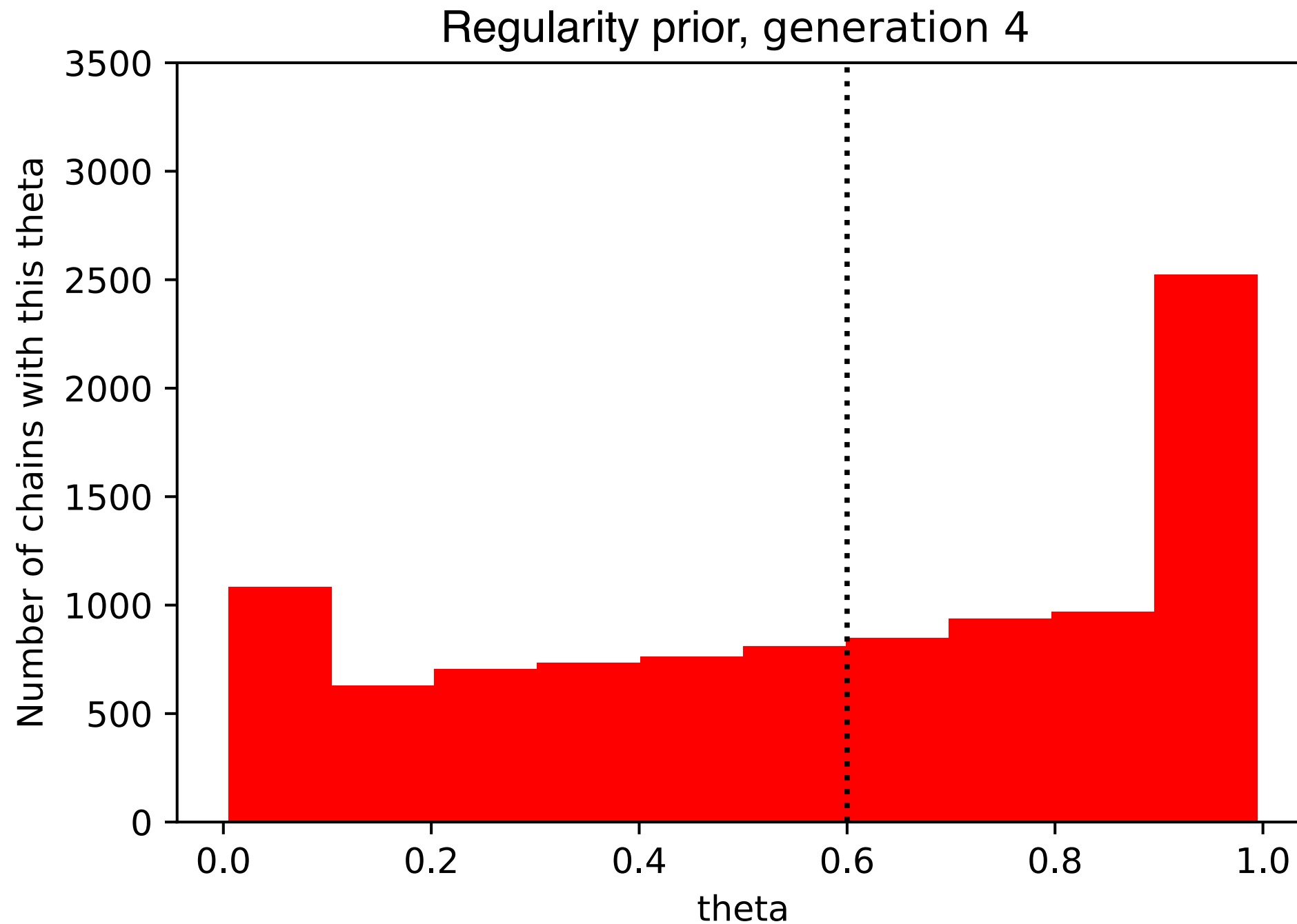
Watching the prior reveal itself



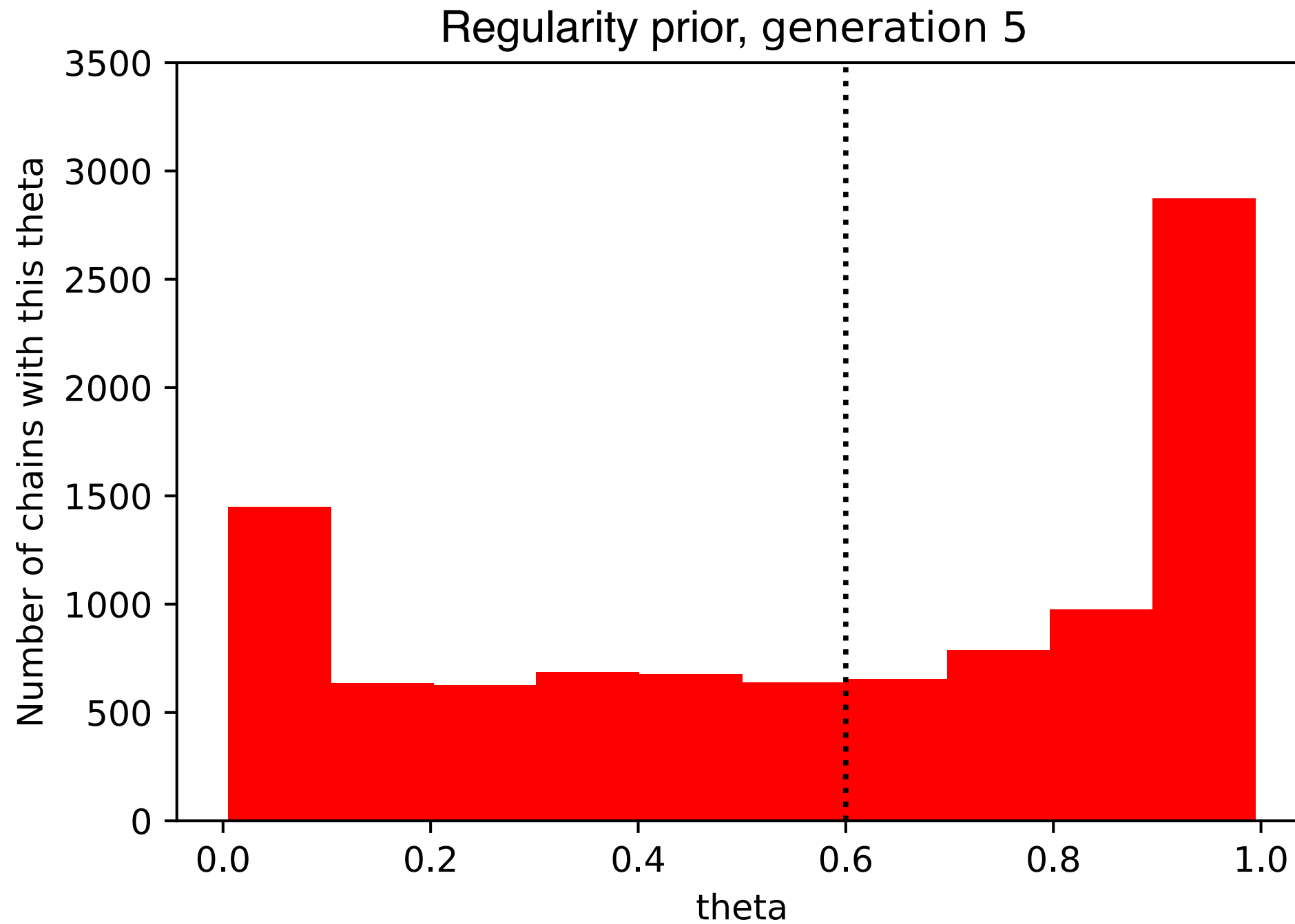
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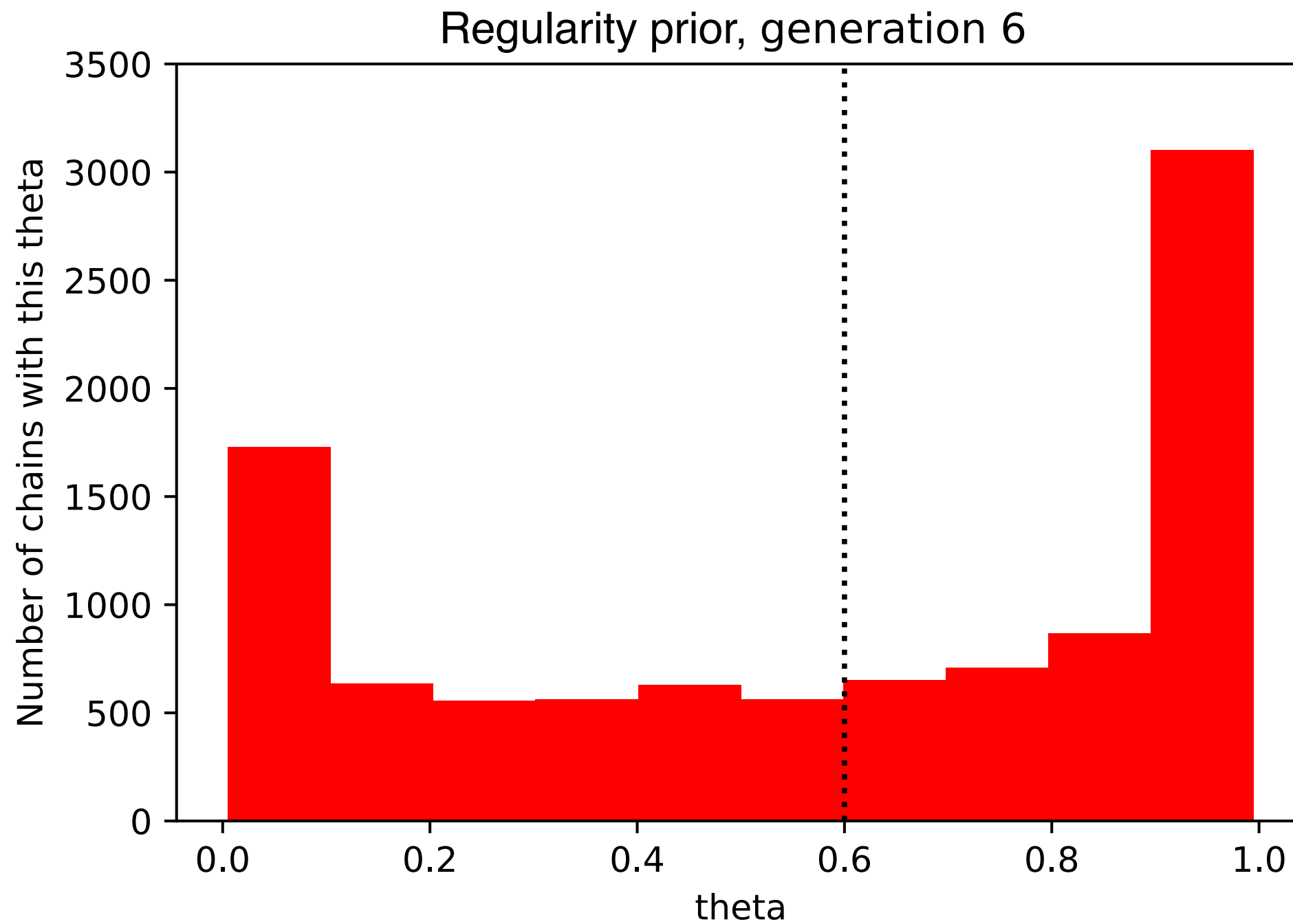
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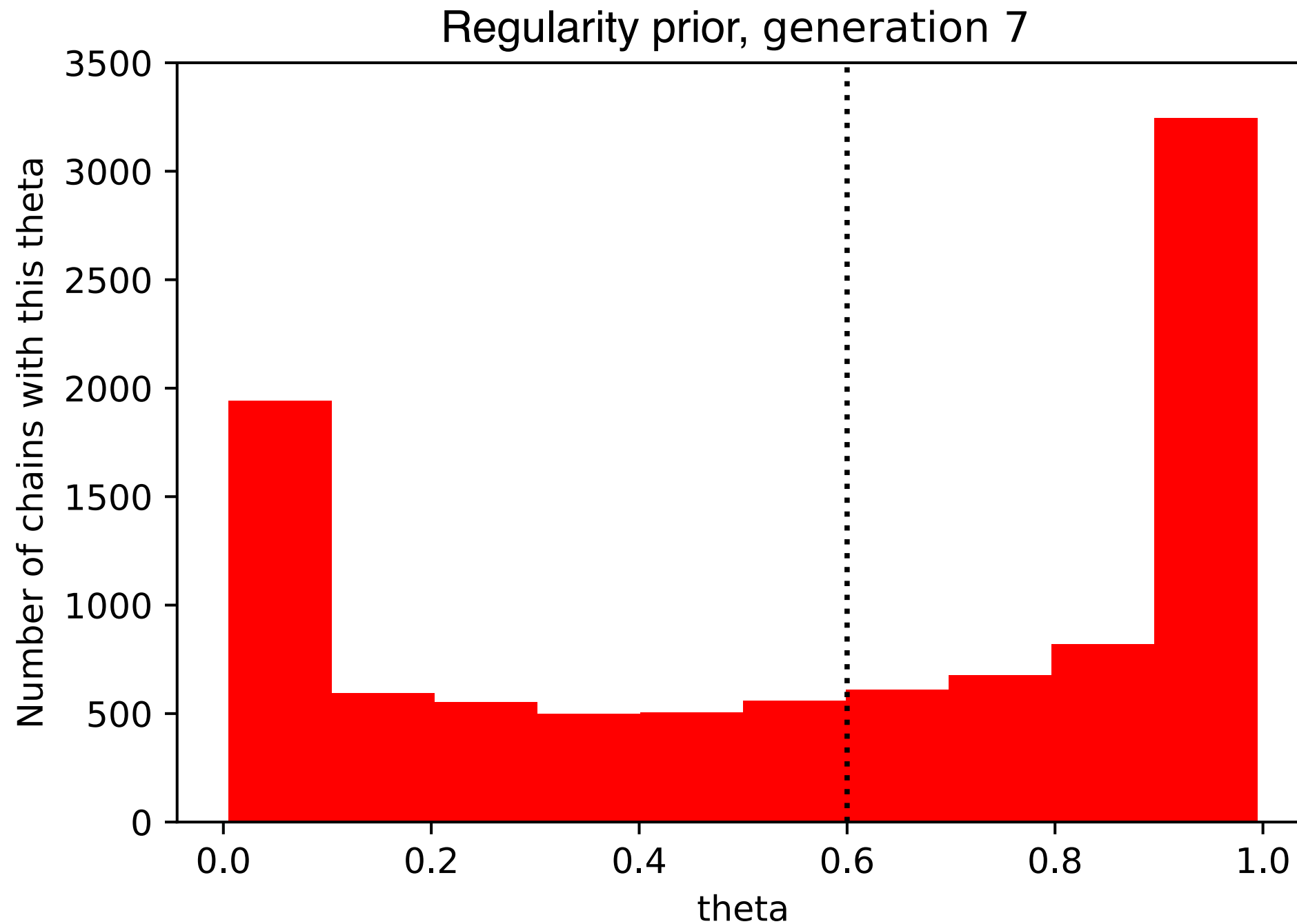
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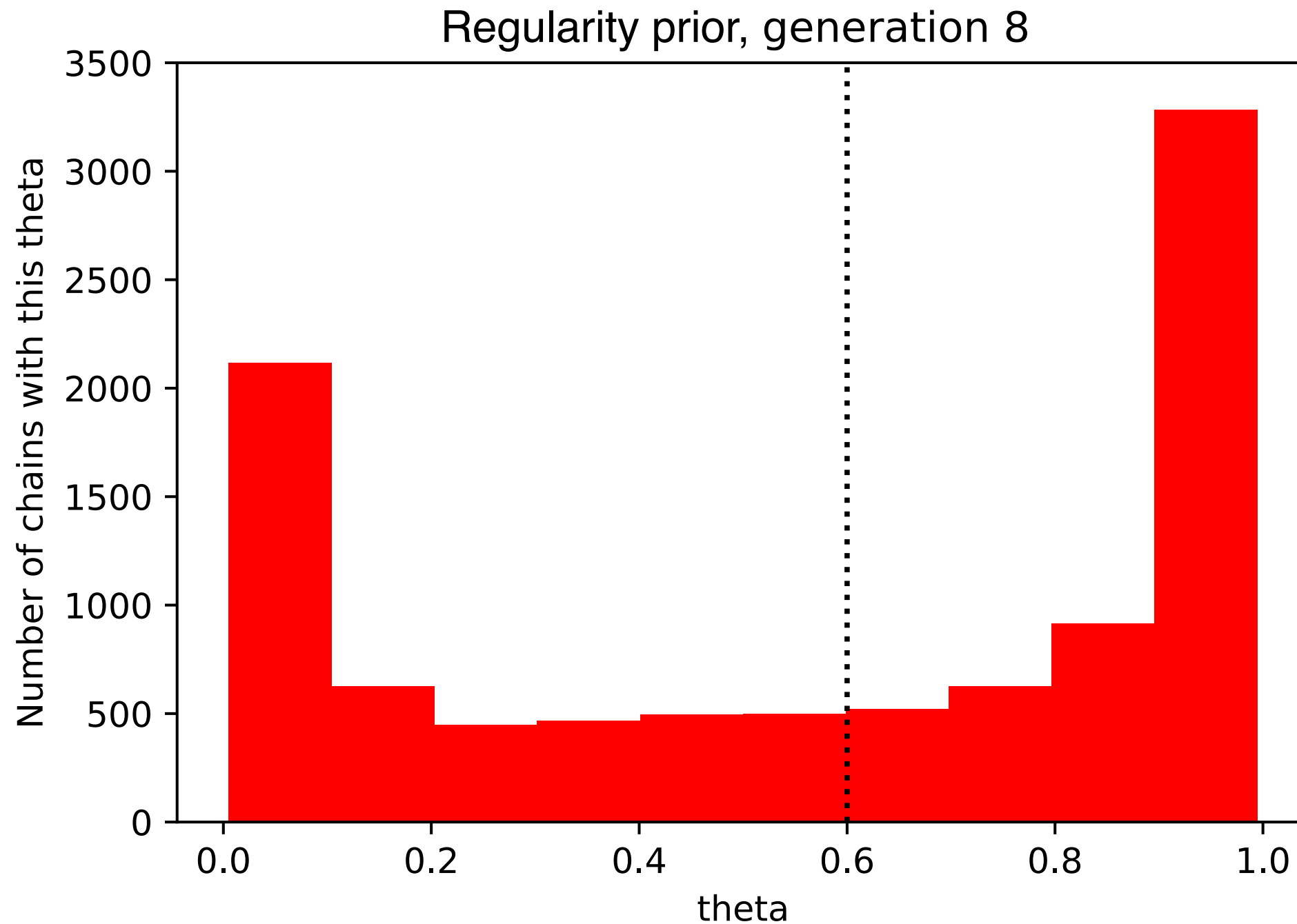
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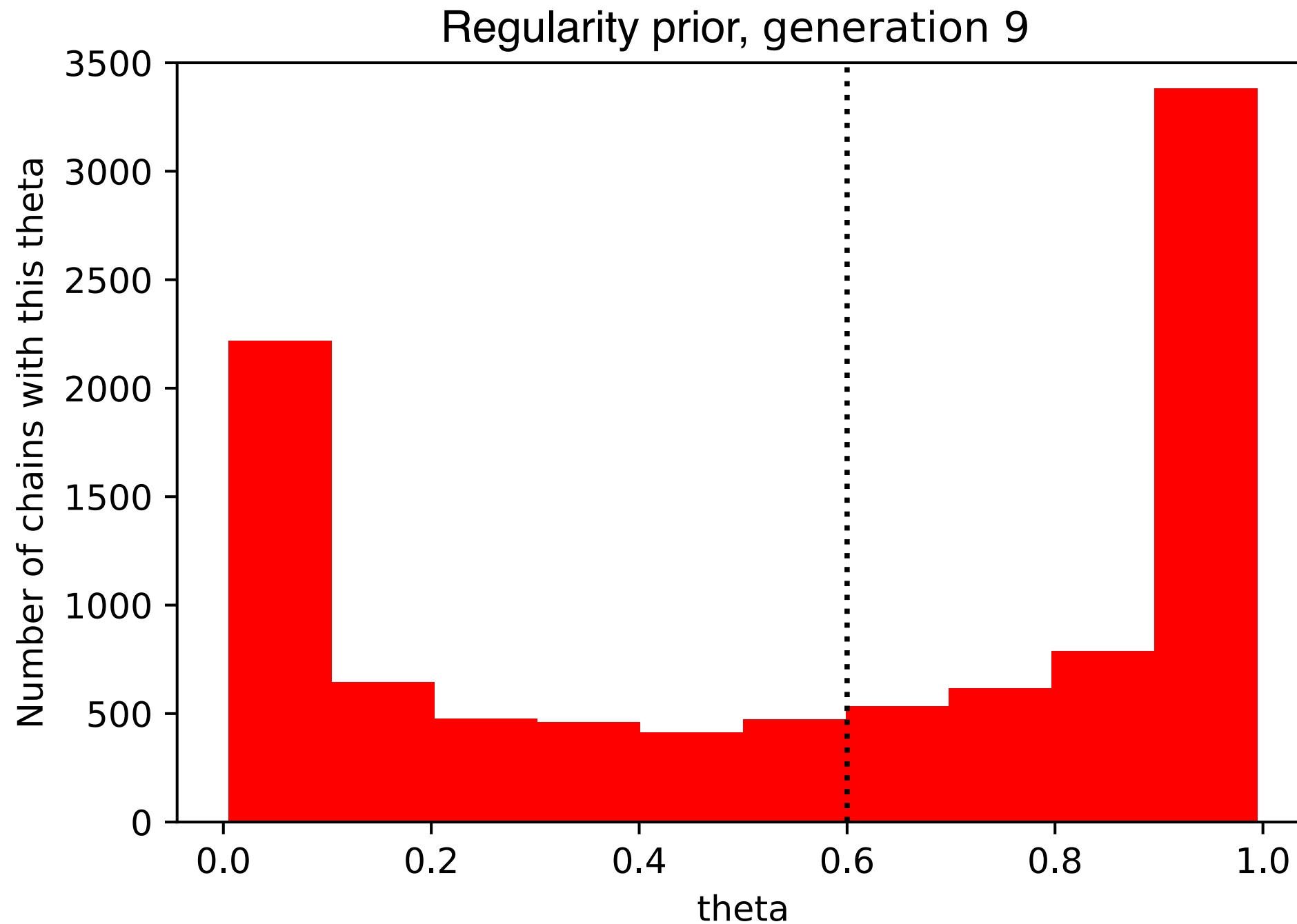
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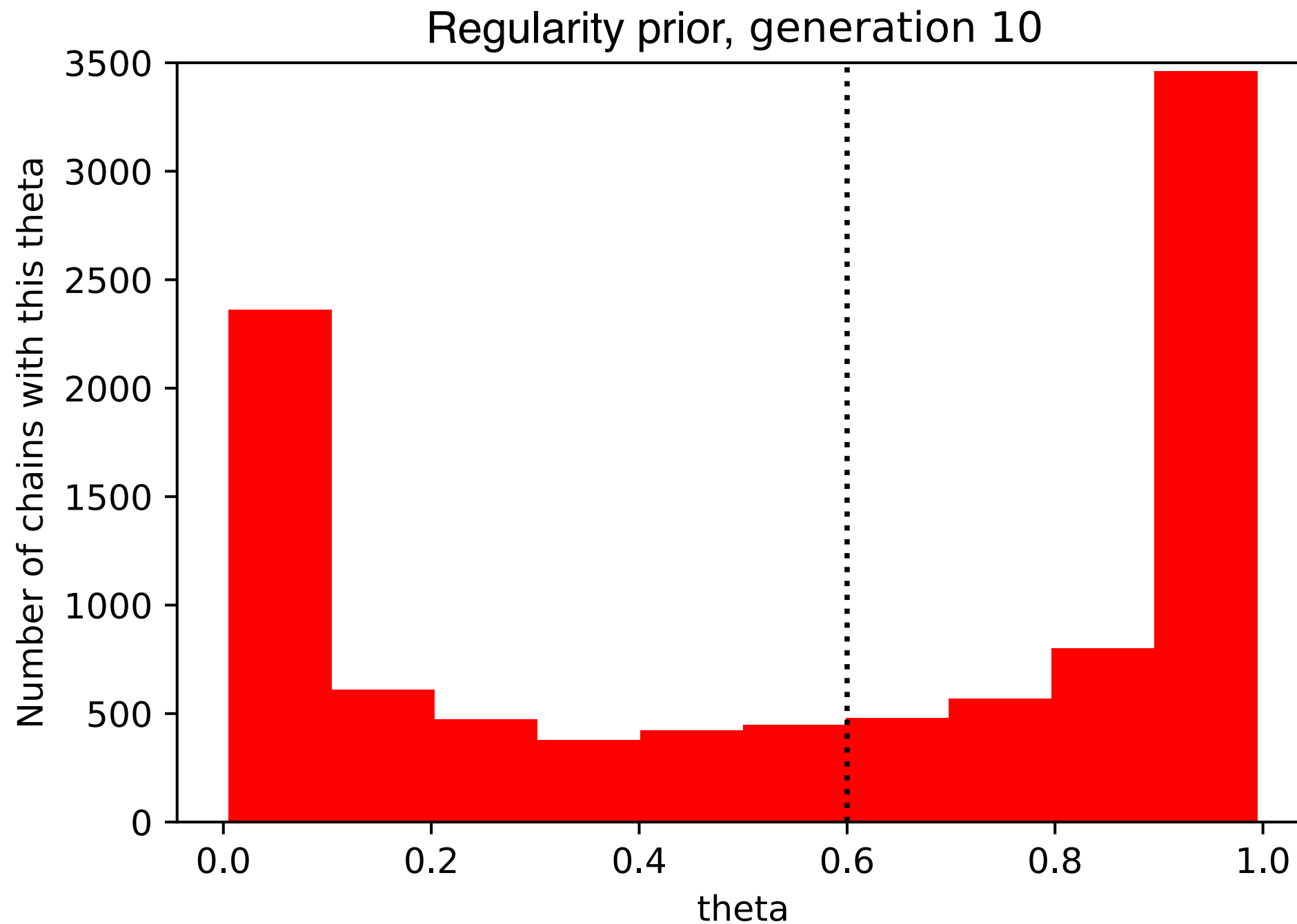
Watching the prior reveal itself



Watching the prior reveal itself



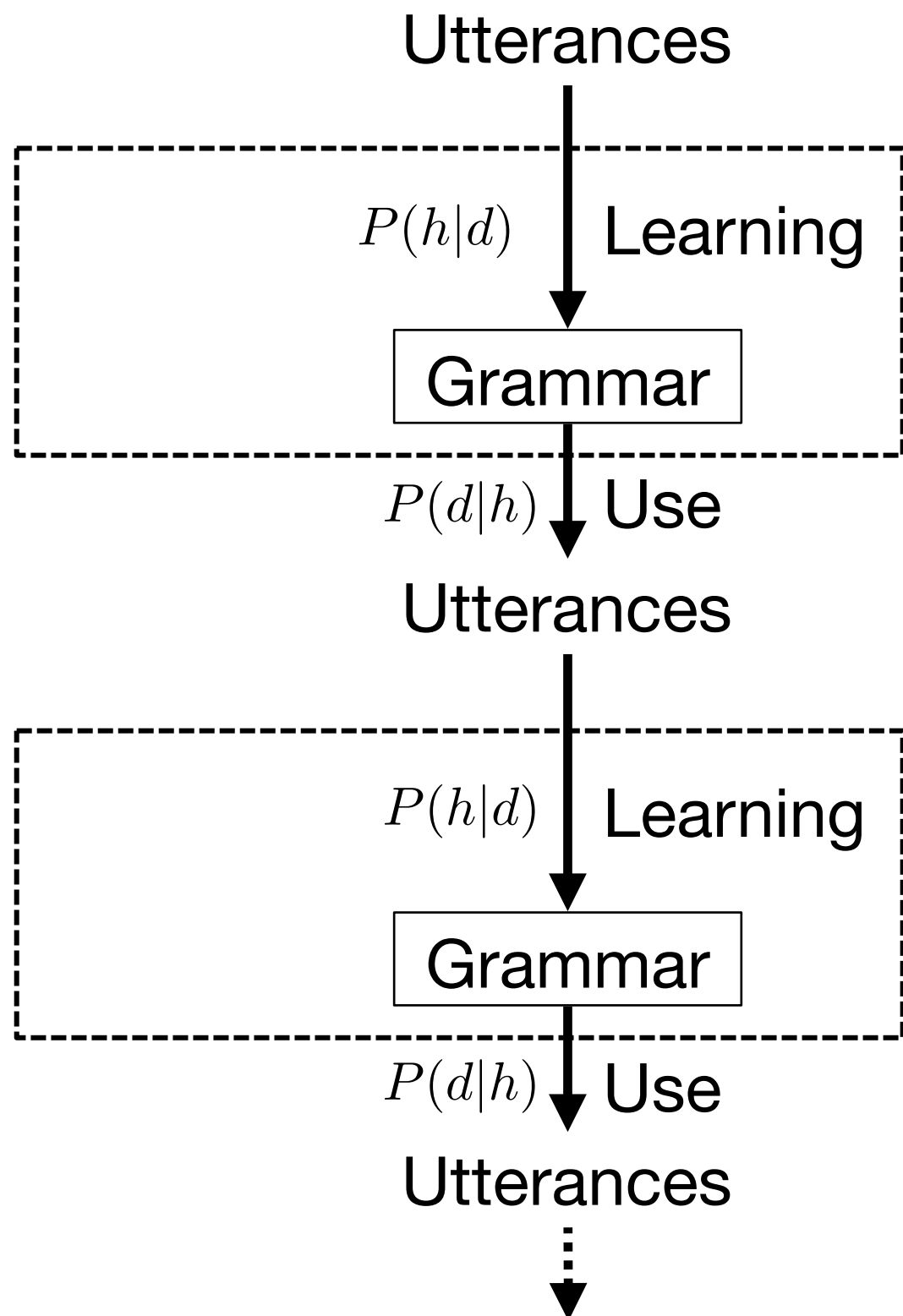
Watching the prior reveal itself



Modelling **iterated learning**

Simulate language transmission from learner to learner.

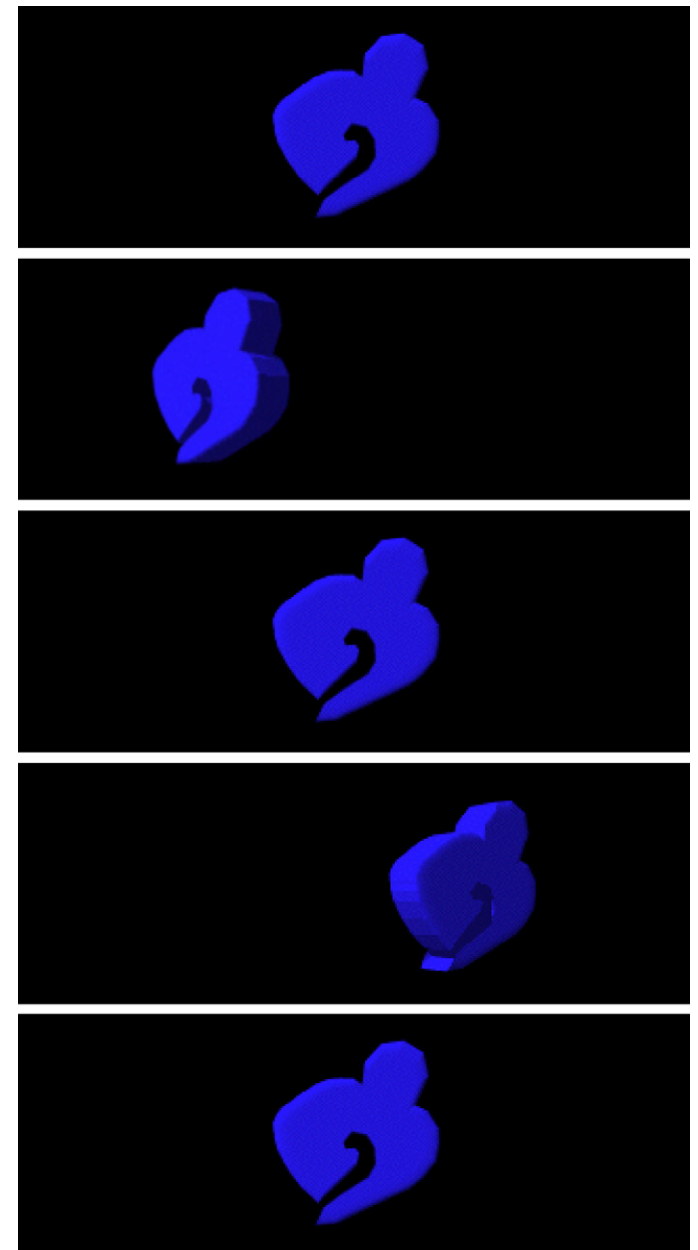
Over time, the bias reveals itself

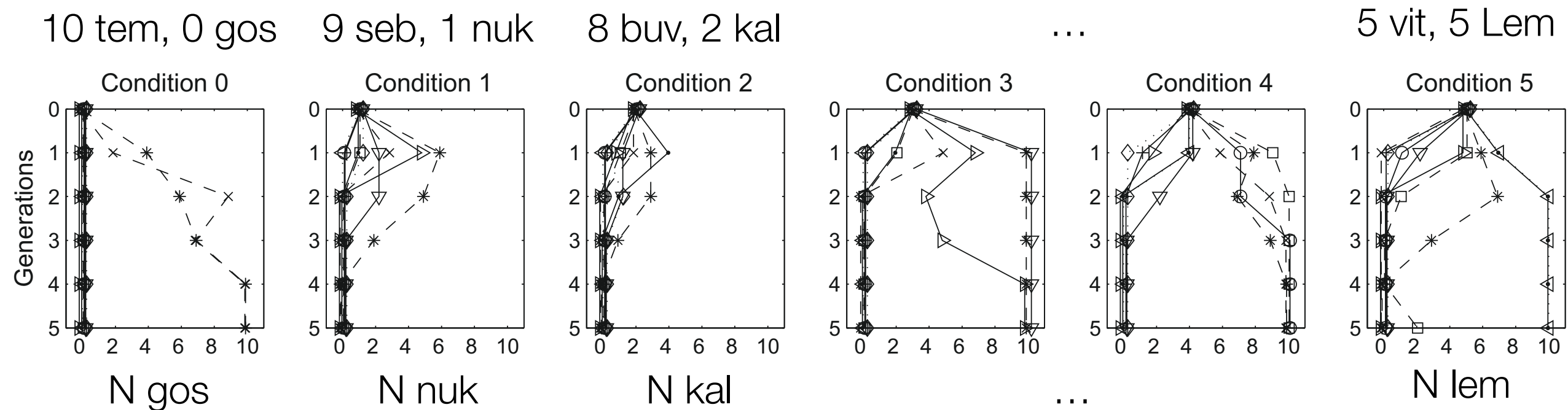


Reali, F., & Griffiths, T. L. (2009). The evolution of frequency distributions: Relating regularization to inductive biases through iterated learning. Cognition, 111, 317–328.

An iterated vocabulary learning experiment

- 6 objects, each object has two labels
- Training: see objects labelled 10 times each
- Testing: label each object 10 times
- Initial language:
 - Object 1: “tef” 10 times, “gos” 0 times
 - Object 2: “seb” 9 times, “nuk” 1 time
 - Object 3: “buv” 8 times, “kal” 2 times
 - ...
 - Object 6: “vit” 5 times, “lem” 5 times

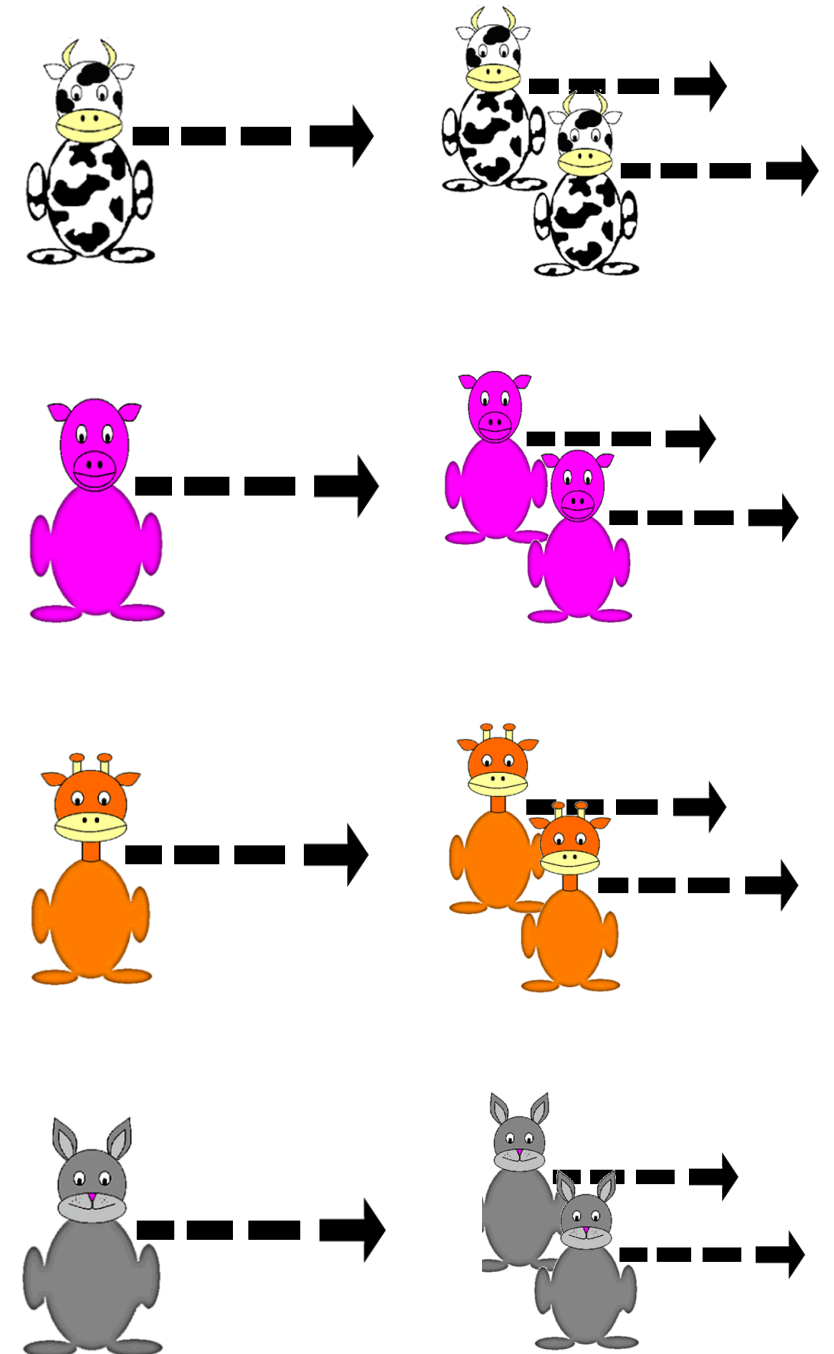
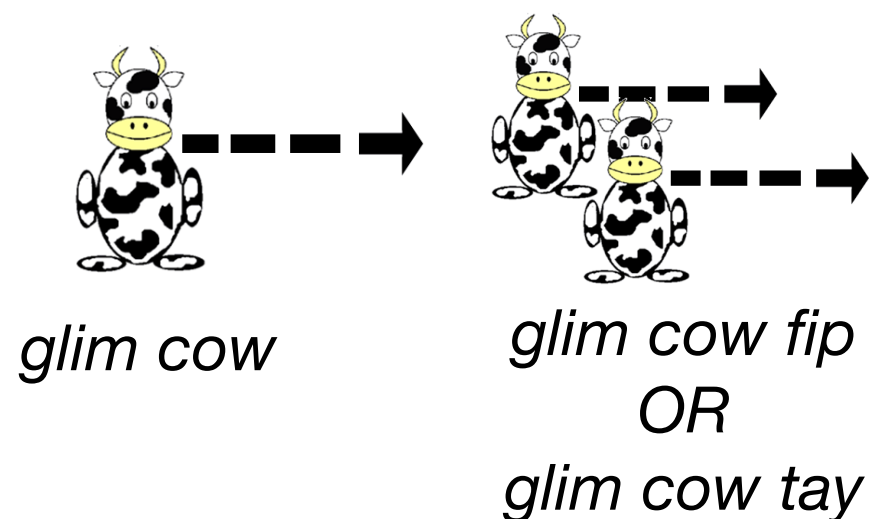




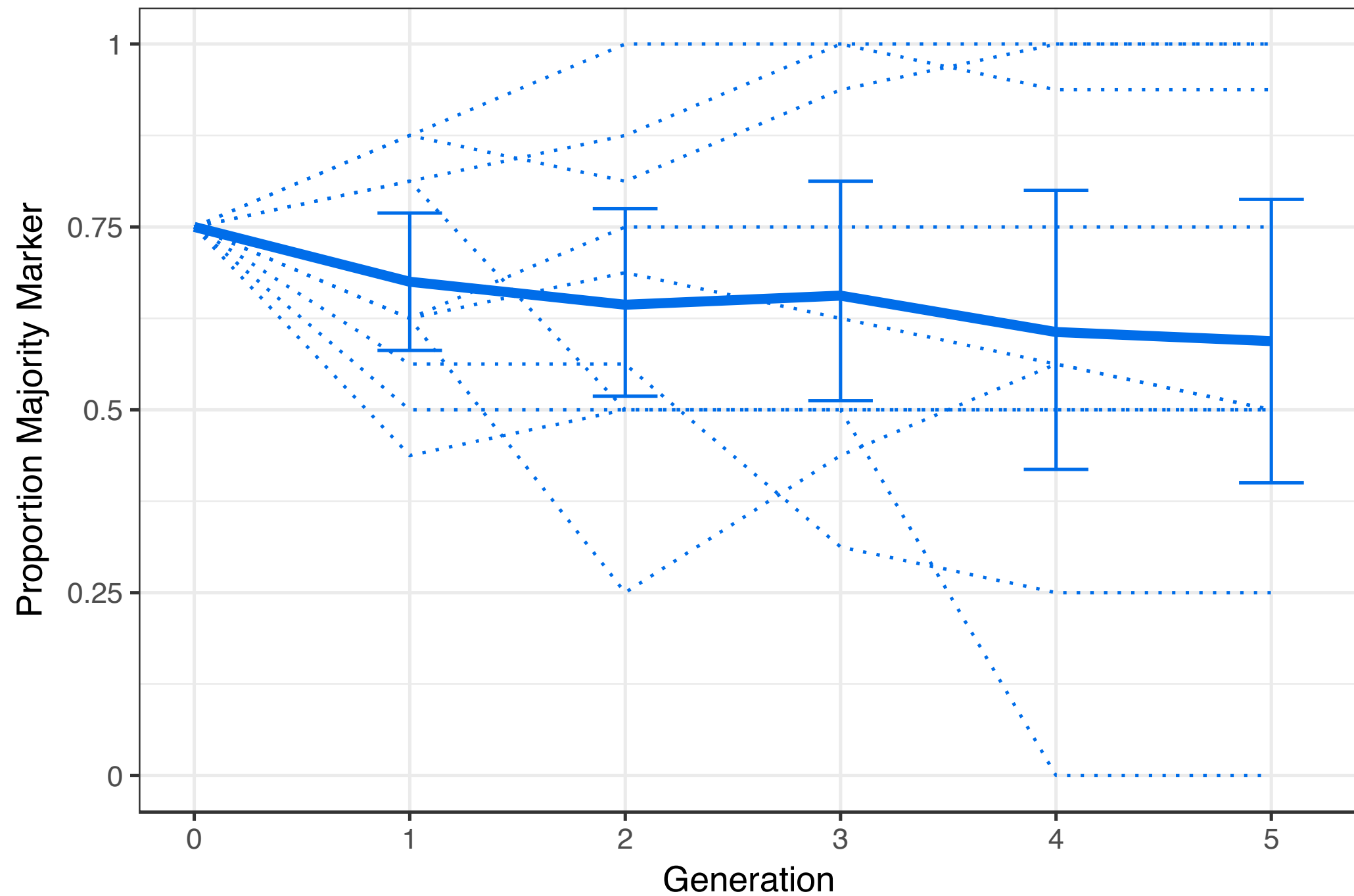
Smith, K., & Wonnacott, E. (2010). Eliminating unpredictable variation through iterated learning. Cognition, 116, 444–449.

An iterated artificial language learning experiment

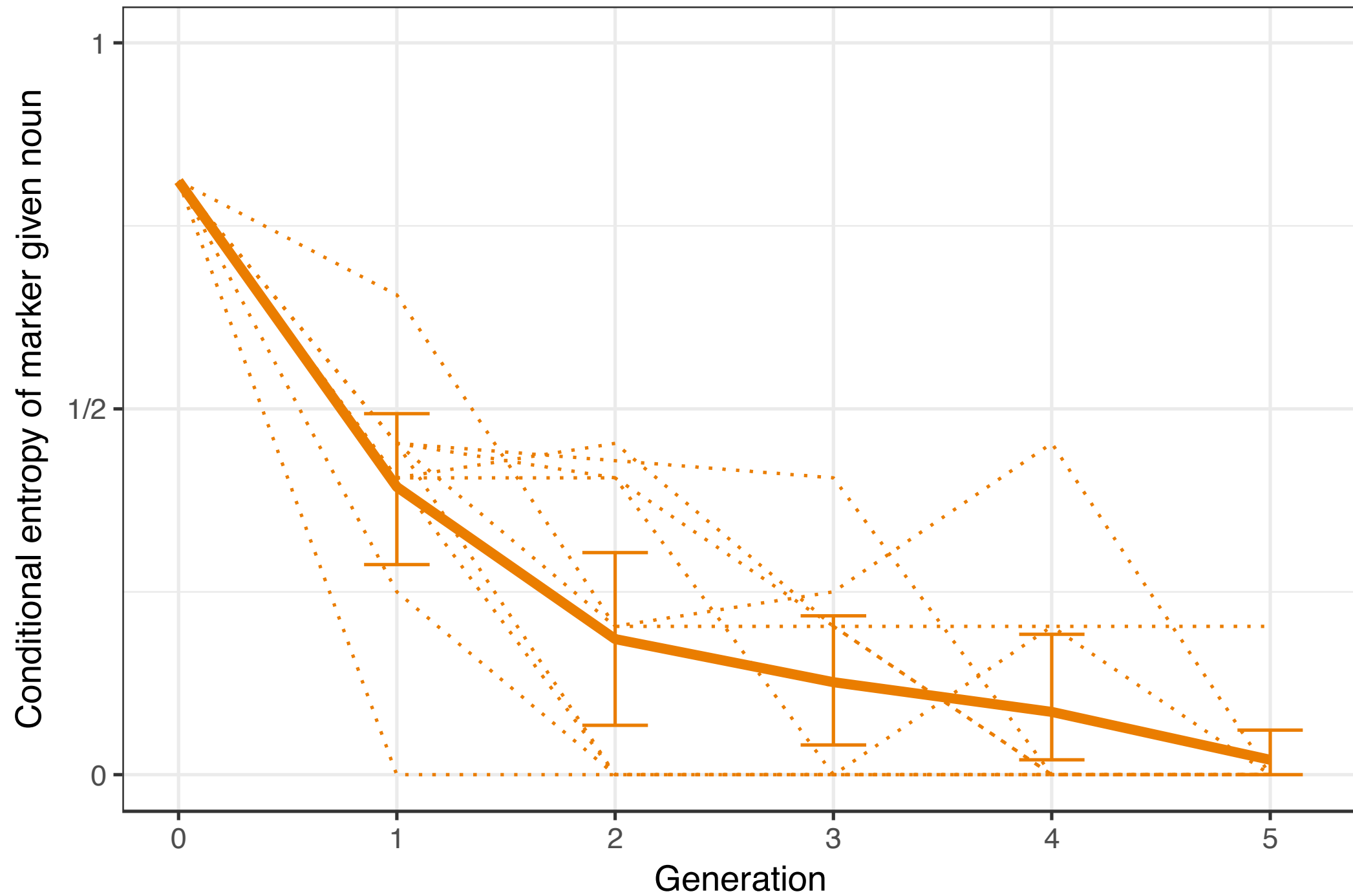
- 4 animals, presented in singular or plural
- Training: see scenes plus descriptions
- Testing: produce descriptions
- Initial language:



Variation usually maintained...

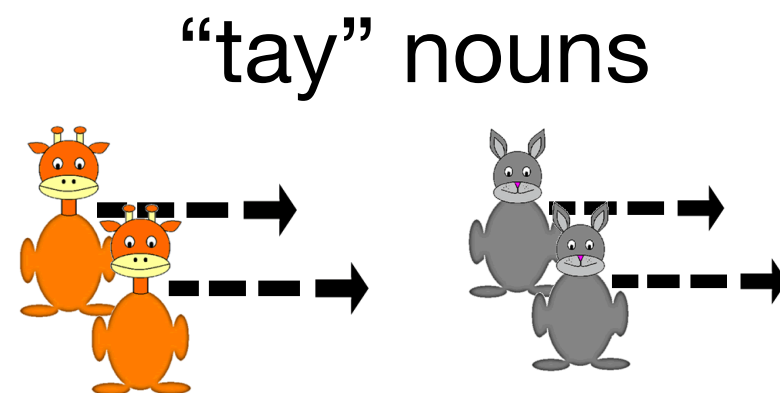
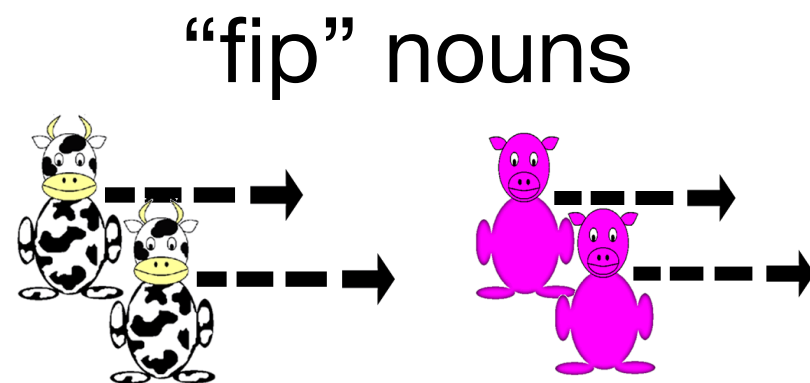


... but becomes predictable



Simple system of conditioned variation

Predictable variation, rather than zero variability,
gradually develops: a simple **noun class** system



Summary and next up

- **Beta-binomial model** allows us to model how learners respond to variability
- Two important insights:
 - If you study learning in individuals, data can obscure the prior
 - The prior can reveal itself over iterated learning
- Lab experiments show this same cumulative, gradual regularization can produce patterns of conditioned variation, like we see in natural languages
- This week: lab on iterated Bayesian learning
- Next week: no class
- Week 6: Communication and the Rational Speech Act model
- Week 7: Compositionality