

# Computational Psycholinguistics

## Lecture 1: Introduction

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(based on slides by Matthew Crocker)

# What is Comp. Psycholinguistics?

- Using computational methods to model cognitive processes of language
- Study these processes through simulation
  - **Evaluate** existing theories of language understanding
  - **Explain** the observed human behavior
  - **Predict** behavioral patterns that have not been experimentally investigated
- Provide insight on how people process language

# Areas of Comp. Psycholinguistics

- Speech perception and articulation
- Representation of the mental lexicon
- Lexical access and lexical choice
- Sentence processing: syntactic, semantic, pragmatic
- Situated language processing: interaction of language with task / context
- Embodied language processing: intertwining of language with other cognitive and perceptual systems

# The Focus of This Course

- How we learn the knowledge of language:  
**Human Language Acquisition**
- How we use the acquired knowledge in developing an interpretation for a sentence:  
**Human Sentence Processing**

# Human Language Acquisition

- **Representation** of the linguistic knowledge
  - What is innate, what is learnable?
  - How is the knowledge organized in mind and brain?
    - Are there separate areas / levels for representing lexical / syntactic / semantic knowledge?
- **Acquisition** of the linguistic knowledge
  - What are the processes involved in language learning?
  - Are different types of knowledge acquired in order?

# Learnability in Acquisition

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# Computational Lang. Acquisition

- **Computational** modeling of human language acquisition:
  - Providing cognitively plausible formalisms for representing linguistic knowledge
  - Developing algorithms that can acquire knowledge of language from exposure to linguistic data



# Human Sentence Processing

- Construction of an **interpretation** for a sentence
  - How does the human language processor work?
  - How is it realized in the brain?
  - How does language interact with other cognitive systems and the environment?

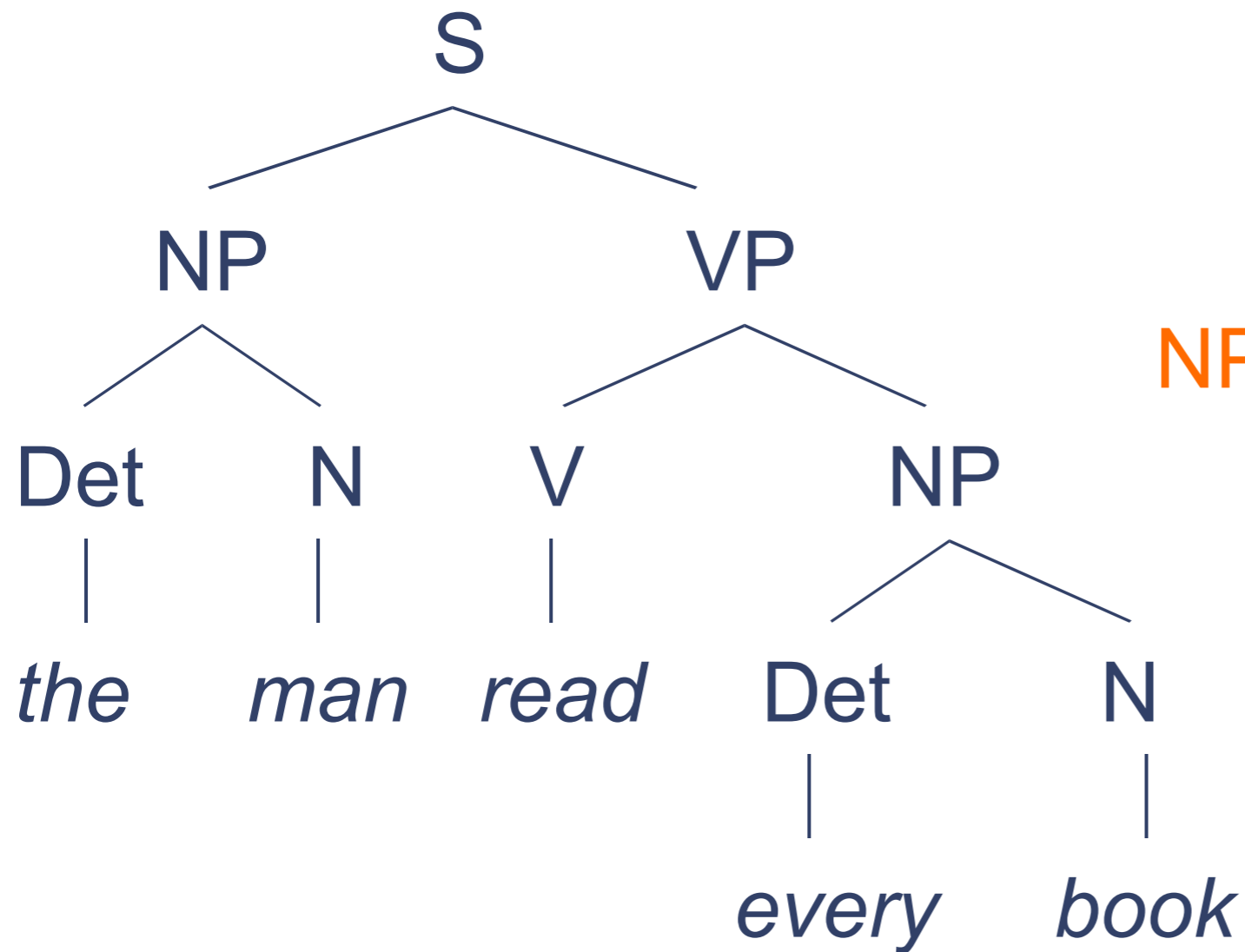
# Mechanisms in HSP

- Construction of an interpretation for a sentence
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# Modularity in HSP

- Construction of an interpretation for a sentence
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# A Simple Example



$S \rightarrow NP VP$

$NP \rightarrow Det N$      $VP \rightarrow V NP$

$NP \rightarrow Det N$

# Characteristics of HSP

- People are highly accurate in understanding language
- People process language rapidly, in real-time
- People understand and produce language incrementally
- People rapidly adjust to context, and are robust
- People achieve this despite limitations on processing resources

# Characteristics of HSP

- People are highly **accurate** in understanding language
- People process language **rapidly**, in **real-time**
- People understand and produce language **incrementally**
- People rapidly adjust to **context**, and are **robust**
- People achieve this despite **limitations** on processing resources

# Computational HSP

- **Computational** modeling of human sentence processing:
  - Development of algorithms that can
    - recover the intended meaning of a sentence from its spoken or textual realization
    - reflect the characteristics of human sentence processing

# Acquisition vs. Processing

- How is acquisition related to processing?
- **Competence**: what it means to “know” a language
  - syntactic and semantic rules and representations provided by a linguistic theory
- **Performance**: how is such knowledge used on-line to recover the meaning for a given sentence
  - a psychologically plausible parsing algorithm



# The Competence Hypothesis

- Assumptions:
  - Linguistic theory is isomorphic to human linguistic knowledge
  - Comprehension and production share same knowledge
- Variations
  - **Weak competence:** people recover *representations* that are isomorphic to those of linguistic theories
  - **Strong competence:** people *directly* use grammatical knowledge and principles of linguistic theories

# Competence vs. Performance

*The horse raced past the barn fell.*

- The sentence is perfectly grammatical according to grammar rules (*competence*)
- Many readers are unable to recover the correct meaning (*performance*)
- Compare with:

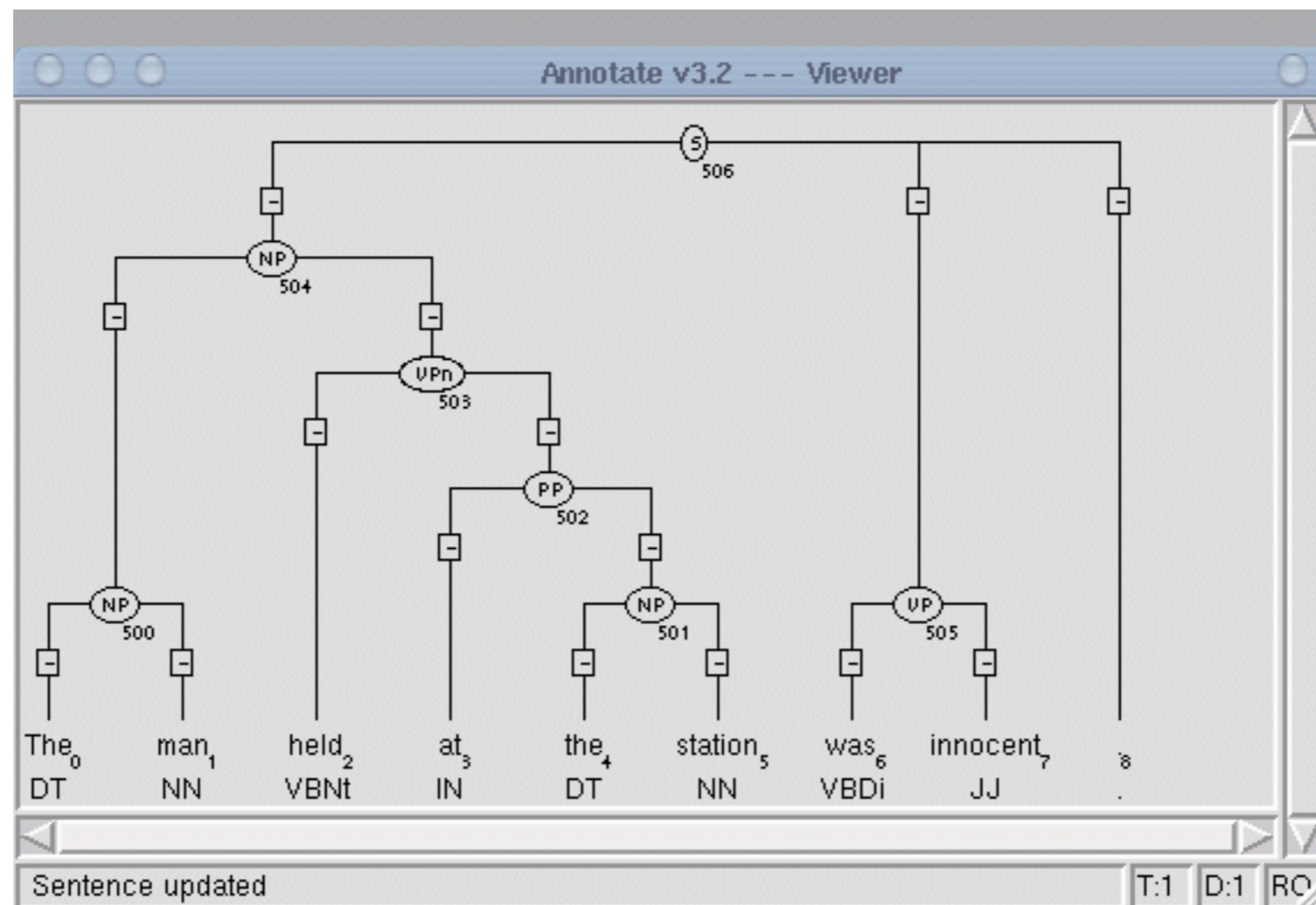
*The patient sent the flowers was pleased.*

# Why Computational Modeling?

- Implemented models are essential because
  - human language processing is highly complex
  - it involves interaction of diverse linguistic and non-linguistic constraints
  - it is inherently a dynamic process: recovery of meaning happens in real-time and is influenced by various sources of information
- Computational cognitive models should conform to psychological plausibility criteria.

# Psychological Plausibility

- Incrementality: interpretations and expectations are developed word by word

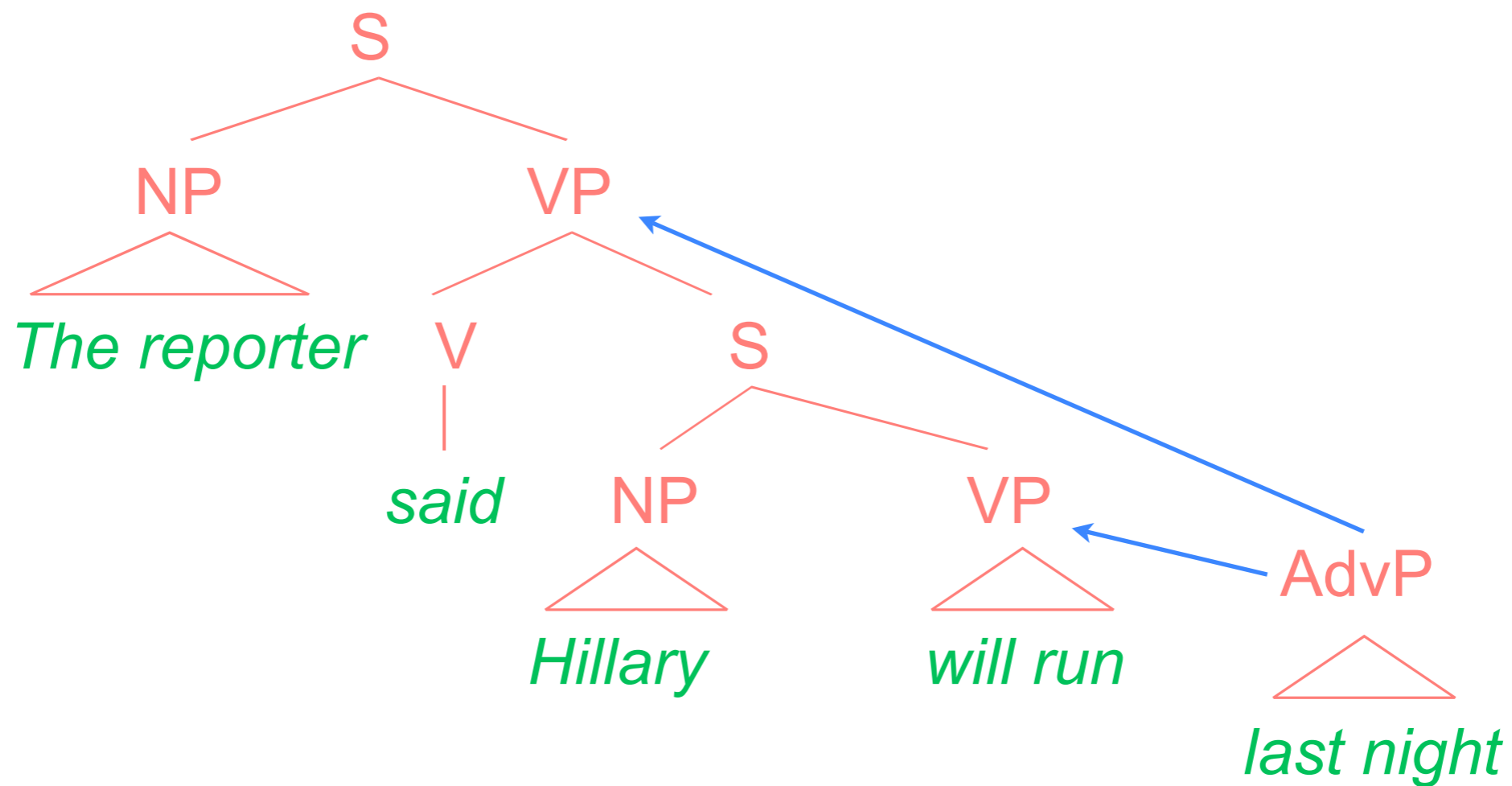


“The man held at the station was innocent”

Crocker & Brants, *Journal of Psycholinguistic Research*, 2000.

# Psychological Plausibility

- Handling local and global ambiguity



# Psychological Plausibility

- Memory limitations:

*The mouse that the cat that the dog chased bit died.*



[the mouse [that the cat [that the dog chased] bit] died]

# Cognitive Modeling and NLP

- Early NLP (e.g. Winograd, 1983) viewed itself as building models of human understanding
- Proposals were heavily informed by intuitions about how people understand language
- Both shared assumptions regarding linguistic competence; concerned with developing algorithms which recover a linguistically adequate representation of a sentence as defined by current syntactic and semantic theories

# Cognitive Modeling and NLP

- Modern NLP has shifted emphasis
  - Focus on applications: do limited tasks accurately and robustly, often without real understanding (e.g., spam filtering, document clustering, text summarization, ...)
  - Deep NLU emphasizes on representations, coverage and efficiency, and is not concerned with cognitive plausibility



# Cognitive Modeling and NLP

- However, cognitive modeling of language is heavily informed by research in NLP
- Human syntactic processing is influenced by computational linguistics, specifically natural language parsing
- Computational modeling of language acquisition is influenced by machine learning techniques

# Cognitive Modeling: Evaluation

- Cognitive models cannot be solely evaluated based on their accuracy in performing a task
- The **behavior** of the model must be compared against observed human behavior
- The **errors** made by humans must be replicated and explained
- Evaluation of cognitive models depends highly on **experimental studies of language**

# Experimental Studies

- Collected data on child language development
  - CHILDES database (MacWhinney, 1995)
- Experimental methods
  - Reading times
  - Neuroscientific methods
  - Situated spoken sentence comprehension

Visual Processes

Memory

Attention

Cognitive Resources

Reading Times

Experience

Event Potentials

Discourse/Dialogue

Visual Attention

Environment

Imaging

Task

Cognitive Computational Model

Competence

Interpretation

Linguistic Complexity

Broad Coverage

Performance

Context

# Marr's Levels of Modeling

- Theories often provide a relatively high-level characterization of a process
- Marr (1982) identifies three levels of describing cognitive processes:
  - **Computational** level: defines *what* is computed
  - **Algorithmic** level: specifies *how* computation takes place
  - **Implementation** level: states how the algorithms are actually *realized* in brain

# What if the Model is Flawed?

(stated at computational level)

**Theory**



**Model**

(built at algorithmic level, therefore  
details of processing have to be specified)

# Modeling Paradigms

- Symbolic models
  - computationally well-understood, transparent with respect to their linguistic basis, and scalable
- Connectionist networks
  - inspired by the structure of brain, can learn from sufficient exposure to language, use distributed representations that are hard to interpret
- Probabilistic models
  - transparent linguistic basis, combined with an experience-based mechanism

# Roadmap

- Modularity in acquisition and processing
- Experimental studies / methods
- Parsing mechanisms
- Handling ambiguity in parsing
- Probabilistic accounts of language processing
- Multiple-constraint accounts of language processing
- Language acquisition
- Connectionist models of acquisition and processing



# Course Details

- Weekly lectures: Monday 14:00-16:00
- Weekly tutorials: Wednesday 14:00-16:00 (CIP Room)
- Assessment
  - Final exam: 100%, week of February 15
  - Make-up exam: mid April 2009
  - *Tutorial assignments must be completed to sit the exam*
- Course materials (lecture slides and most readings) will be made available on the course homepage