Referential entropy influences overspecification: Evidence from production



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Introduction & Hypothesis

Specificity in referential communication

- Grice's Maxim of Quantity [1]: Speakers should produce only information that is strictly necessary for identifying the target
- However, it is possible to establish reference with either minimally-specified (MS; precise) or over-specified (OS; redundant) expressions
- Moreover, **speakers overspecify frequently** and systematically [e.g., 2-6]

Referential Entropy

- A measure of visual scene complexity based on number of potential targets that are consistent with the description at a given point in the referring expression
- Incoming words can reduce referential entropy to a greater or lesser extent [7]
- **Overspecification facilitates processing**, in general, and even more so when it reduces entropy efficiently [8]

Hypothesis: Speakers may include redundant

Participants

 Current status: 41 pairs of native German speakers (mean age = 24.1, 48 female)

Methods

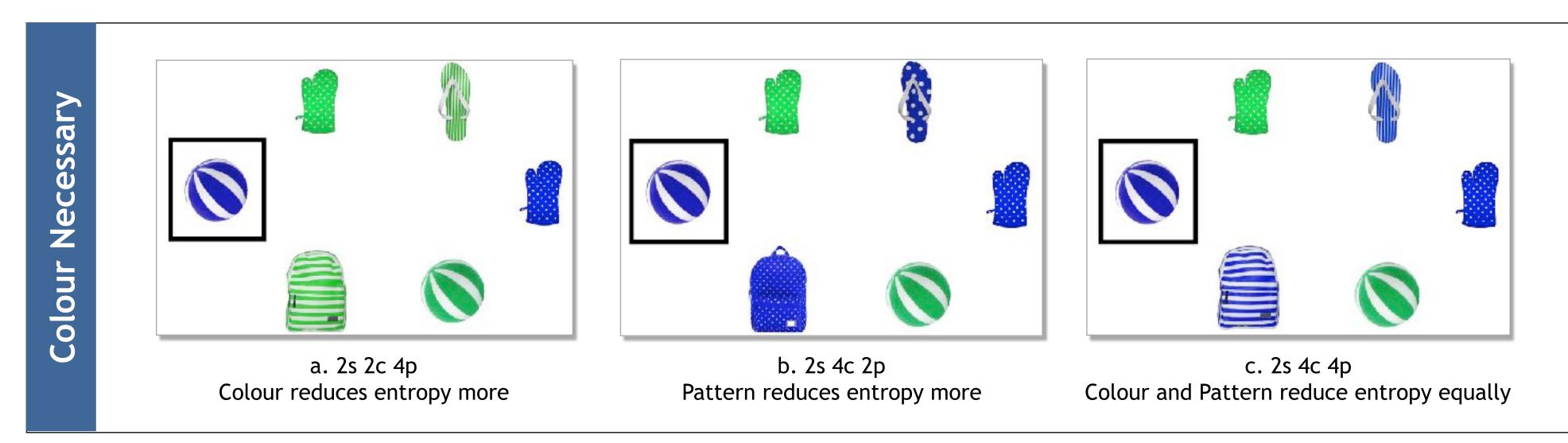
• Randomly assigned as Speaker or Listener

Task

- Speaker and Listener see same set of objects, but in different spatial arrangements
- Speaker's task: Ask which side of the Listener's screen

Q: Why do people overspecificy?

information in order to help listeners restrict search space, and thereby reduce cognitive effort





Stimuli

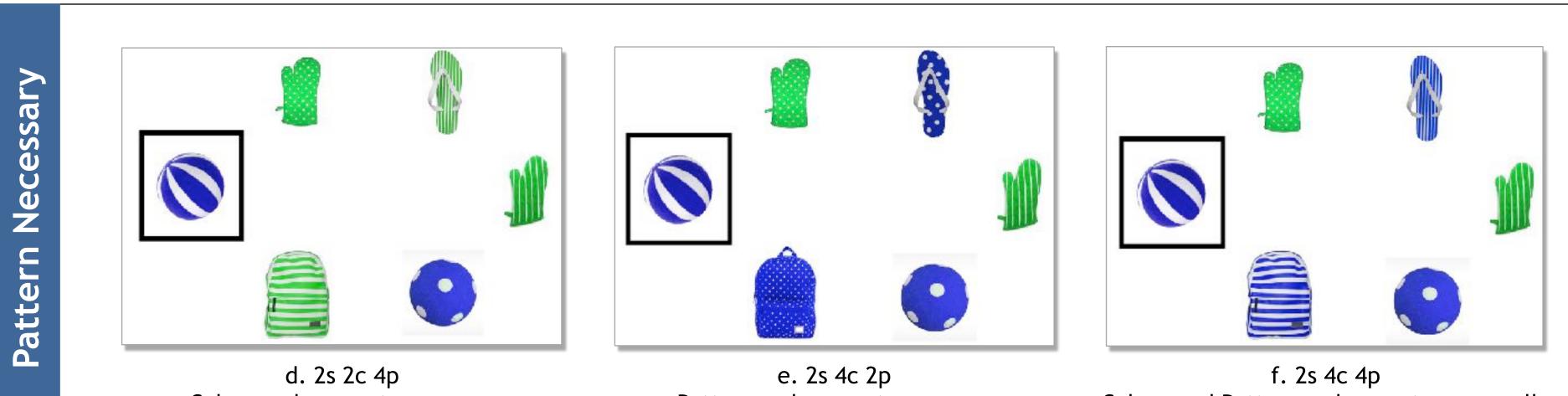
- Crossed Necessary Adjective (Colour, Pattern) X
 Entropy Reduction Advantage (Colour, Pattern, Equal)
 (6 items per condition)
- Intermixed with 3 kinds of fillers for total of 144 trials

Predictions

 Greatest OS rate should be found when redundant adjective reduces entropy more than necessary adjective (b & d)

Exclusion Criteria

- 4 speakers > 90% minimal specifications
- 2 speakers > 15 % underspecifications (cf. <5%)
- Trials containing underspecifications or self-repairs of adjective/noun or order/amount of information conveyed (8.8%)
- Overspecifications primed by the immediately previous trial (i.e. identical word order) (32.6%)



Colour reduces entropy more

Preliminary Results

Listener Accuracy

Speaker Productions

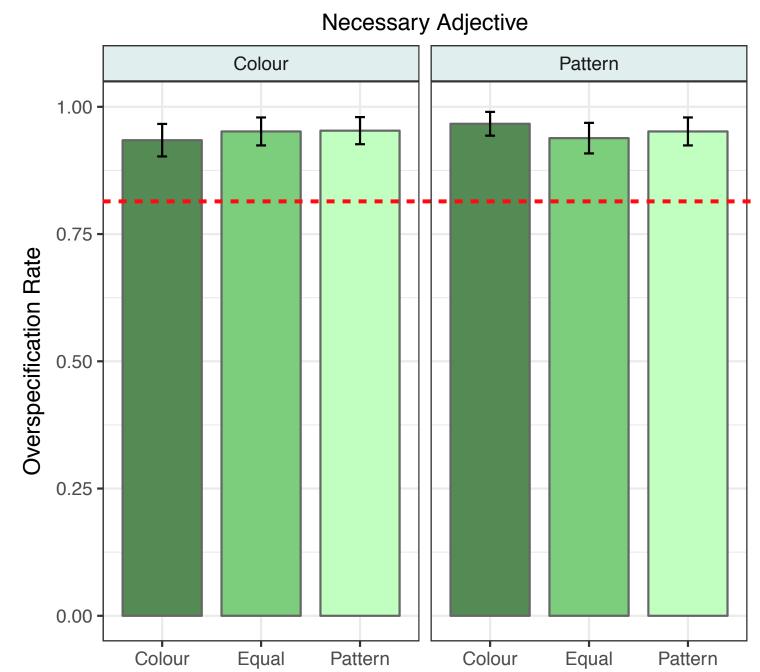
• Mean = 98.3%

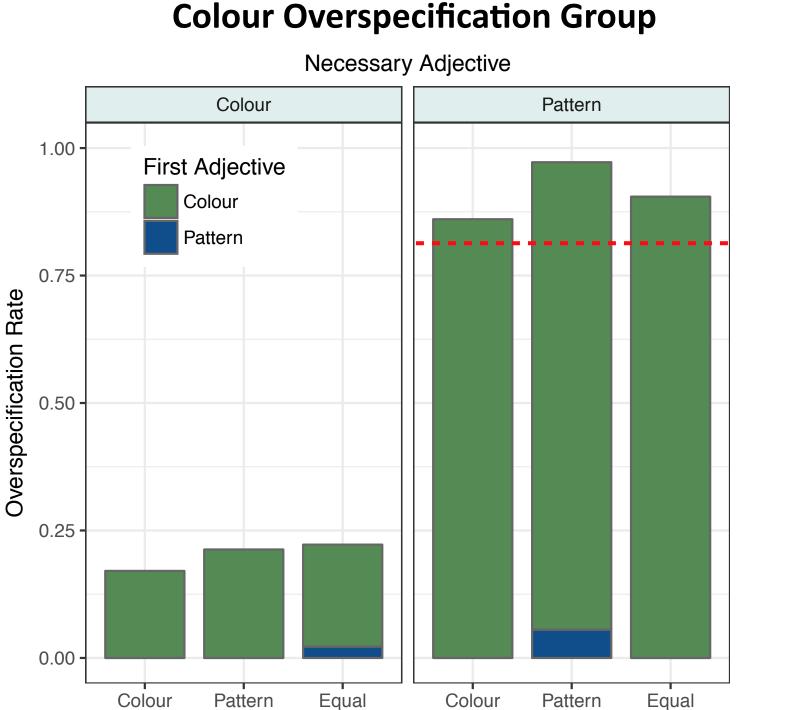
Speakers were categorised into 3 groups

- Universal OS Group (N=14): OS rate > 80% for both Colour and Pattern Necessary items
- Colour OS Group (N=10): OS rate > 80% for Pattern Necessary items
- Rational OS Group (N=11): remainder of speakers

• OS = 22.4%

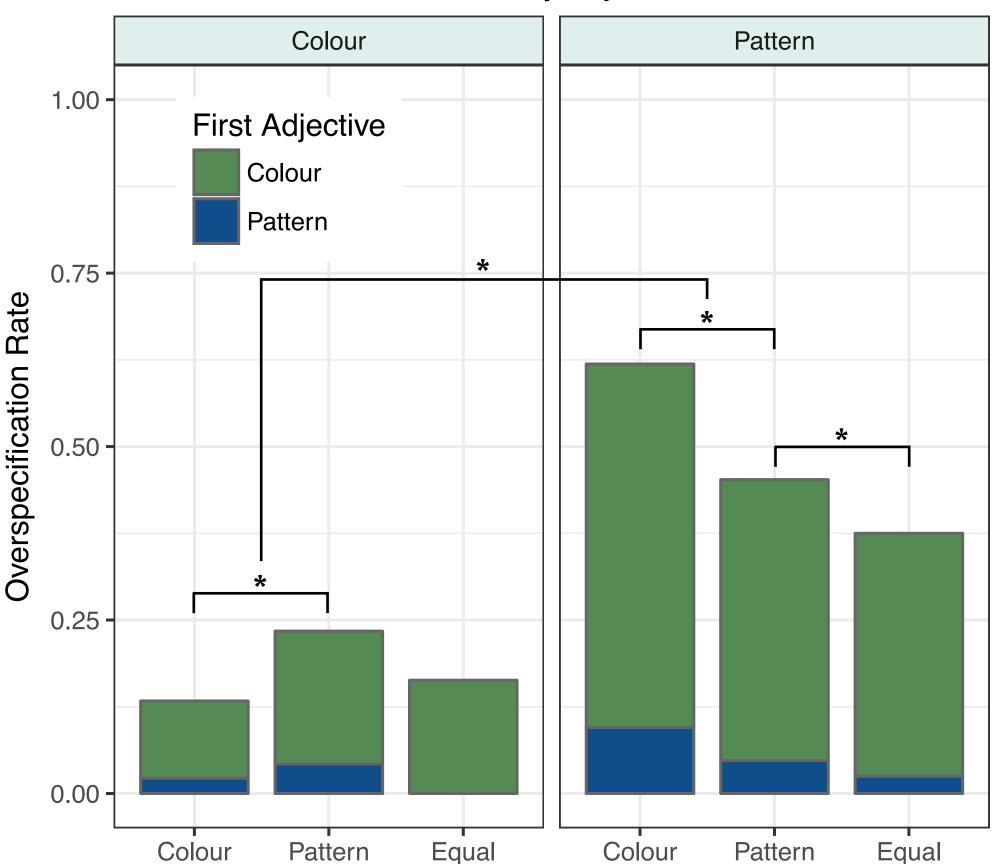
• MS = 77.6%





Rational Overspecification Group

Necessary Adjective



Universal Overspecification Group

Conclusion & Discussion

References

[1] Grice (1975) in Cole & Morgan
[2] Pechmann (1989) *Linguistics*[3] Arts et al. (2011) *J Pragmat*[4] Koolen et al. (2013) *Cognitive Sci*[5] Tarenskeen et al. (2015) *Front Psych*[6] Rubio-Fernández (2016) *Front Psych*[7] Hale (2003) *J Psycholing Res*[8] Tourtouri et al. (2017) *CogSci*[9] Frank & Goodman (2012) *Science*

- Results contribute to growing evidence that speakers frequently use redundant information, and that this does not adversely affect listeners' performance (listener accuracy at ceiling)
- Individual differences in use of redundant information may reflect differing strategies
 - Universal OS may be a strategy to minimise speaker effort
 - Colour OS may be "low cost" for both Speakers and Listeners due to language-wide frequency of colour modification and/or visual salience of colour
 - OS may be a rational strategy when redundant information reduces entropy [cf. 9]

Ongoing Analyses

• Does the Entropy Reduction Advantage manipulation influence word order preferences?

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- For instance, fronting the maximally entropy reducing word (noun or adjective)?
- Data collection is under way, so stay tuned!

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