# Psych229: Language Acquisition

Lecture 16 Productivity - Modeling

### Yang (2005): Productivity

Rules & Exceptions

Linguistic knowledge is comprised of lots of rules - but there are exceptions, too Ex: Morphology kiss-kissed, dance-danced, ....sing-sang king-kings, goblin-goblins,...child-children, dwarf-dwarves





Chomsky & Halle, 1968: "...existence of exceptions does not prevent the systematic formulation of those regularities that remain"

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How does a child extract the regularity that's there? Big question: How does a child know what's systematic/productive?

### Yang (2005): Productivity

Built-In learning component that recognizes productivity

Mathematical formulation = Tolerance Principle Recognizes a productive process (way of defining what is productive from the child's perspective).



Dealing with noise in the data If something isn't productive, can just memorize it - rather than trying to account for it in the grammar

Test case: English past tense morphology kiss-kissed, dance-danced, ...., sing-sang, go-went, make-made

Need a way to decide which rules are productive rule 1: "+ed" (kiss-kissed) rule 2: no change (cut-cut)

### Yang (2005): Productivity

The errors kids make with the past tense

Most are over-regularizations: hold-holded (make up 10% of all irregular past tense forms: Marcus et al. 1992; Yang 2002)



( I holded the rabbit

Cross-linguistically: most errors are over-regularizations or omissions of past tense morphology (Phillips 1995; Guasti 2002)

The point: "Children recognize and generalize productive rules while memorizing the restricted use of unproductive ones"

### Yang (2005): Productivity

### Some definitions

Default: "when all else fails" When more specific rules fail to apply, use this rule (which by definition is the most general)

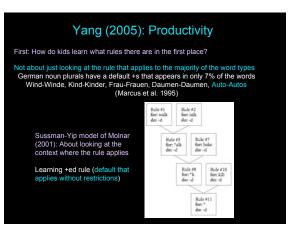
Productive: "predictable" or "generalizable" A rule automatically applies to a set of lexical items characterized by a certain context. It can extend to novel items that fit this context (though may not always)

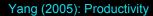
English past tense: kiss-kissed

Possible hypothesized rule: If a verb is monosyllabic and ends in -ing, change to -ang

sing-sang, spling-splang/**splinged** 

A default rule is always productive, but a productive rule can exist without being the default. Neither kind of rule needs to be exception-less.





Then: How do kids learn what rules are productive and what ones only apply to a restricted set (morpholexical)?

Productivity of a rule depends on knowledge of current items it applies to.

ring-rang....sing-sang... 

bring-brought...sting-stung...



Point: Productivity of rule depends on some kind of cost-benefit analysis, given the items that follow the rule and the items that don't.

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Idea: Cost-benefit analysis based on computational complexity

Empirical evidence points to time complexity as a sensible metric - how long does it take to access the right rule? (Morphological processing is oriented towards time efficiency.)

Question: What is the threshold for determining if a rule is productive or not?

We want some way a child could calculate this, some algorithm based on the time it takes to access the correct rule. This is what the Tolerance Principle is supposed to do.

The computational process of morphologically derived words: executed sequentially (Carmazza 1997; Levelt et al. 1999) 1) Word search (look up the word stem in the lexicon: *dance*) 2) Pulse active discretion (*darche interview deriver*)

- on (find the right rule to
- 3) Rule application (apply the rule to get the derived form: danced)

Productivity Assessment/Tolerance Principle deals with this part

### Yang (2005): Productivity

Rule selection: Lexical Search Theory (Rubenstein et al. 1970; Forster 1976) Lexical processing involves serial search that is sensitive to the token frequencies of the words.

search, listed by token frequency

Not so productive once more items are

encountered...

Elsewhere Condition Serial Search (ECSS) Rule: \*ing-\*ang

If word = sting then stung (freq 100) Else if word = *swing* then stung (freq 80) Else if word = *ding* then *dinged* (freq 80) Else if word = *cling* then *clung* (freq 8) Else Apply \*ing --> \*ang

### Yang (2005): Productivity

Rule selection: Lexical Search Theory (Rubenstein et al. 1970; Forster 1976) Lexical processing involves serial search that is sensitive to the token frequencies of the words.

Idea: Rule selection also involves serial search, listed by token frequency.

Elsewhere Condition Serial Search (ECSS) Rule: \*ing-\*ang

If word = sting then stung (freq 100) Else if word = swing then skung (freq 80) Else if word = ding then dinged (freq 80) Else if word = cling then clung (freq 8) Else Apply \*ing --> \*ang swing? --> swuna Time units: 2

### Yang (2005): Productivity

Rule selection: Lexical Search Theory (Rubenstein et al. 1970; Forster 1976) Lexical processing involves serial search that is sensitive to the token frequencies of the words.

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where Condition Serial Search (ECSS) Rule: \*ing-\*ang

If word = sting then stung (freq 100) Else if word = swing then swung (freq 80) Else if word = ding then dinged (freq 10) Else if word = cling then clung (freq 8) Else Apply \*ing -> \*ang ring?

Time units: 5+rule application

# Yang (2005): Productivity

Trade off: Storing individual exceptions + rules vs. exceptions only

Elsewhere Condition Serial Search (ECSS) Rule: \*ing-\*ang If there are few enough exceptions. then it's more efficient to store the exceptions and then have the rule as an

'elsewhere" options. If there are too many exceptions,

then it's more efficient to store the exceptions alone and not have a rule. If word = sting then stung (freq 100) Else if word = swing then swung (freq 80) Else if word = ding then dinged (freq 10) Else if word = cling then clung (freq 8) Else Apply \*ing --> \*ang Elsewhere Condition Serial Search (ECSS)

Rule: \*ake-\*ade (make-made) If word = bake then baked (freq 600) Else if word = take then took (freq 400) Else if word = shake then shook (freq 200) Else if word = rake then raked (freq 100)

Else if word = *slake* then *slaked* (freq 1)

### Yang (2005): Productivity

Tolerance Principle: How many is too many exceptions?

N = number of items that fit the context the rule applies to M = number of items that are exceptions to the rule

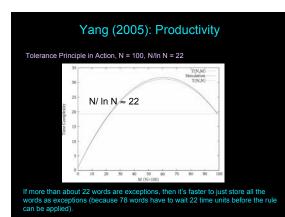
T(M, N) = time it takes to find out if a rule applies to a given word when there are M exceptions and N items that have the rule's context

T(N,N) = time it takes to find out if a rule applies to a given word when all words are stored as exceptions

When it takes longer if exceptions are stored along with a rule (T(M,N)) than it does if all words are stored as exceptions (T(N,N)), don't bother storing the rule. The rule is not productive.

If T(N,N) < T(M,N), rule is not productive. Don't store rule. (This happens when M = N/In N)

# Yang (2005): Productivity Tolerance Principle: Main Idea If the child knows a rule whose context fits N words, the child should only store the rule explicitly if the number of exceptions M is less than N/In N. Otherwise, the child should store the words the rule applies to on an individual basis M <= N/In N basis. M >= N/In N



### Yang (2005): Productivity

Tolerance Principle predictions for English past tense morphology

Default +ed rule can only be productive if it applies to the vast majority of types it could apply to. There are 150 irregular verbs (M=150), so there need to be at least 1000 regular verbs (N=1000) for it to be faster to have a rule + exceptions. This seems to be true (we have a lot of regular verbs).

Tolerance Principle for children learning 1) Child identifies possible rule. (\*ing --> \*ang)

- Child (unconsciously) checks current vocabulary with Tolerance Principle to see if it's better to store a rule + exceptions, or just exceptions.
- 3) Child repeats with each new word type red. (Productivity of rules can encounter change.)

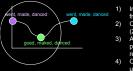


### Yang (2005): Productivity

### Tolerance Principle predictions for child acquisition

By the time the child has a productive rule (like +ed), the child should know a good deal more regular verbs than irregular verbs. This seems to be true (Marcus et al. 1992)

U-shaped development (in some children) - or at least the initial dip:



- Initially, irregular verbs learned first because they're frequent.
  Only a few regular verbs required to posit +ed rule (20-30)
- (20-30).
  At this point, kids may have rule but it may not be productive because they haven't learned enough regulars. (Too many exceptions.) (initial stage)
  Once they do see enough (M < N/in N), then they use the rule productively. [dip of U-curve]

U-shape based solely on child's vocabulary input (how many exceptions they're exposed to)

## Yang (2005): Productivity

Tolerance Principle predictions for English plural nouns

English plural nouns: Many regular nouns initially, few irregulars. +s rule (goblin-goblins) becomes productive very quickly. No initial good

performance with irregulars. Should never see U-shaped curve in development - only an increase in performance This seems to be true (Brown 1973, Falco & Yang 2005)

Tolerance Principle predictions for German plural nouns German plural nouns: many "irregular" regular rules Ex: +en for feminine nouns (Frau - Frauen)

M = 80 exceptions Tolerance Principle predicts at least N where N/ln N >= 80 to have a productive rule. There must be N = 500 feminine nouns (and 420 that follow the +en rule). There are at least 3600.

Therefore, this rule should be productive (and seems to be): Wiese 1996; Dressler 1999; Wunderlich 1999

