

# Simulating language change

## in an artificial-intelligence computational model

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Grammatical argument marking is shown to emerge spontaneously, from general cognitive and communicative principles.

### General principles

**Activation:** influence of frequency and recency:

(Balota and Chumbley 1985)

(1) DODGE COLT: CAR  $\leftarrow$  DODGE COLT

**Check:** make sure you're understood

(Grice 1975, Levelt 1983;  
Aristar 1997, de Swart 2011, Lestrade 2010)

{COMPUTER, BOOK, **PEN**, MUG, ...}



{**pen**, ballpoint, it, fountain pen, ...}

(2) Apatani (after Abraham 1985: 38-40)

- a. *mó sihini pabine*  
3SG cow killed  
'He killed the cow.'
- b. *sihini mó **mi** alitubine*  
cow 3SG **DAT** kicked  
'The cow kicked him.'

**Proximity:** stand together, belong together:

(Givón 1995)

(3) *book yellow and man big*  
'yellow book and big man' (not other way around)

**Reduction:** shortening of automatized forms:

(Jurasky et al. 2001, Heine and Kuteva 2007)

(4) *eigenlijk* → *eik* 'actually'

**Erosion:** actual storage of shortened forms &  
**Bleaching:** loss of meaning specificity:

(Nettle 1999; Bybee 2010, Heine and Kuteva 2007)

(5) *ēwa-haft* 'century-like' → *echt* 'real'  
(van der Sijs 2010)

**Fusion:** attachment of attenuated forms:

(Bybee 1985)

(6) *ik loop* → '*k=loop* 'I walk'

**Recruitment:** use of supporting expression:

(Ariel 1999)

(7) French (Heine & Kuteva, 2002, 234)

a. *La jeune [...] Elle est danseuse.*  
'The girl [...]. She is a dancer.'

b. ***Ma femme** il=est venu.*  
my:F wife AGR=is come  
'My wife has come.'

**FirstInFirstOut:** incremental production:

(van Bergen 2011)

(8) {BALL, TAKE, I}: *I*  $\leftarrow$  *ball*  $\leftarrow$  *take*

### Abbreviations

123 person; AGR agreement; D1:9 meaning dimensions, Ext1:9 ~ external role, Int1:9 ~ internal role; DAT dative; SG singular; *tgt* target event; V1:V9 referential properties of actions, A1:A9 ~ actors, U1:U9 ~ undergoers.

### Decomposing meaning

CAT:

entity=1, animate=1, ..., covering=fur, legs=4.

HIT:

action=1, participants=2, ...;

role 1: cause=1, volitional=1, ..., means=hands;

role 2: affected=1, control=0, ..., result=pain.

(Guiraud 1968, Wierzbicka 1996, Gärdenfors 2000)

### Modeling meaning

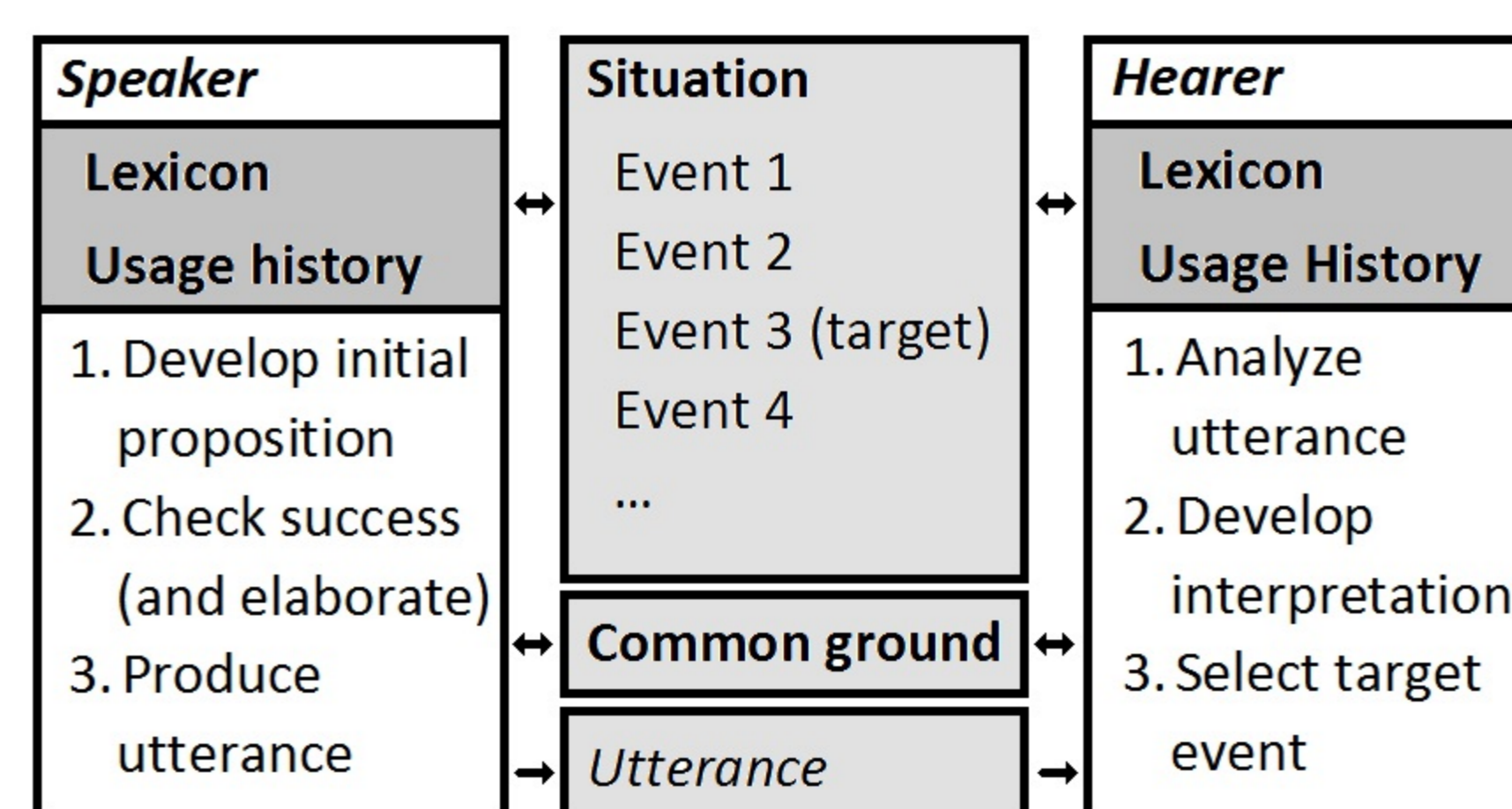
D1	D2	D3	D4	D5	D6	D7	D8	D9	form
1.00	0.00	1.00	1.00	0.00	0.75	0.25	1.00	1.00	<i>atadoso</i>
1.00	1.00	0.00	1.00	0.00	0.38	0.38	0.62	0.88	<i>nimator</i>
1.00	1.00	0.00	0.00	0.00	0.62	0.50	0.25	0.62	<i>umimota</i>
1.00	0.00	1.00	0.00	1.00	1.00	0.12	1.00	0.62	<i>isomera</i>
0.00	0.00	1.00	1.00	1.00	0.00	0.25	0.75	0.00	<i>enolate</i>
1.00	1.00	1.00	0.00	0.00	0.88	0.75	0.75	0.12	<i>romutil</i>

Table 1: First entries of noun lexicon (abbreviated)

D1	...	D9	Ext1	...	Int1	...	Int9	type	form
1.00	...	0.50	1.00	...	0.00	...	0.00	twoPlace	<i>rirunes</i>
1.00	...	0.50	1.00	...	0.00	...	1.00	twoPlace	<i>amumali</i>
1.00	...	0.75	0.00	...	1.00	...	0.62	twoPlace	<i>emimano</i>
0.00	...	0.75	0.00	...	...	...	...	onePlace	<i>litaril</i>
1.00	...	1.00	1.00	...	0.00	...	0.25	twoPlace	<i>adasumu</i>
0.00	...	0.75	1.00	...	1.00	...	0.12	twoPlace	<i>edesito</i>

Table 2: First entries of verb lexicon (abbreviated)

### Communication procedure



(Grice 70s, Levelt 80s, Steels 90s)

### Situation

V1	...	V9	A1	...	A9	123	U1	...	U9	123	tgt
1	...	0.625	0	...	0.375	3	...	...	...	...	0
1	...	0.000	1	...	0.875	3	1	...	0.375	3	0
0	...	0.625	1	...	0.500	3	1	...	0.500	3	0
0	...	0.625	1	...	0.375	3	1	...	0.250	3	0
0	...	<b>0.875</b>	<b>1</b>	...	<b>0.000</b>	<b>3</b>	<b>1</b>	...	<b>0.750</b>	<b>1</b>	<b>1</b>
1	...	0.375	1	...	0.250	3	0	...	0.375	3	0

Table 3: First six events of a situation (abbreviated)

### Step 1: initial proposition

U: D1 D2 D3 D4 D5 D6 D7 D8 D9 person ID form freq  
1 1 1 1 1 1 0.25 1 1 1 697 nosonen 444  
arg NM VM recency prodEffort weight match coll typing  
444 0 0 0 24 0.889 0.598 0 0.622

V: D1 ... D9 Ext1 ... Ext9 Int1 ... Int9 type ID form  
0 ... 1 1 ... 1 1 ... 0 twoPlace 335 naronol  
freq recency prodEffort weight match coll  
1 781 18 1 0.986 0

A: D1 D2 D3 D4 D5 D6 D7 D8 D9 person ID form freq  
1 1 0 1 0 0.25 0.625 0.5 0 3 575 otesere 0  
arg NM VM recency prodEffort weight match coll typing  
0 0 0 1013 24 1 0.986 0 0.664

### Step 2: check and elaborate

	Ext	Int
A	.664	.642
U	<b>.939</b>	.622

Table 4: Argument-role qualifications ("typing")

Best marker available to disambiguate:

(9) ID form  
69 *emomene*  
'naronoler'

### Step 3: produce utterance

First generations: random word order, lexical ad-hoc marking, no verb agreement:

(10) *nosonen naronol otesere emomene*  
1 naronol.V otesere naronoler  
'Otesere naronols me.'

### Results

After 150 generations...

development of grammatical word order (SOV) and morphological case marking:

(11) *nelalor eremeso-ol osonename*  
lelalor eremeso-U osonename.V  
'Lelalor osonenames eremeso.'

development of verb agreement and recruitment of local pronouns:

(12) *momel arelom-ol sosolal-ma*  
2 arelomol-U sosolal.V-2  
'You sosolalm arelomol.'

(13) *etosan tolosam-ol somenom-na*  
1 tolosam-U somenom.V-1A  
'I somenom tolosam.'

(14) *erorese etosan asatason-ol*  
erorese 1 asatason.V-1U  
'Erorese asatasons me.'

### References

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