

Simulating the Emergence of Dependency Length Minimization Using Neural-network based Learning and Communication

Yuqing Zhang, Tessa Verhoef, Gertjan van Noord, Arianna Bisazza



Who am I?

- Second-year PhD student of the computational linguistics group




How internal (e.g. cognitive) and/or external (e.g. language contact, communication) pressures shape the emergence of language universals

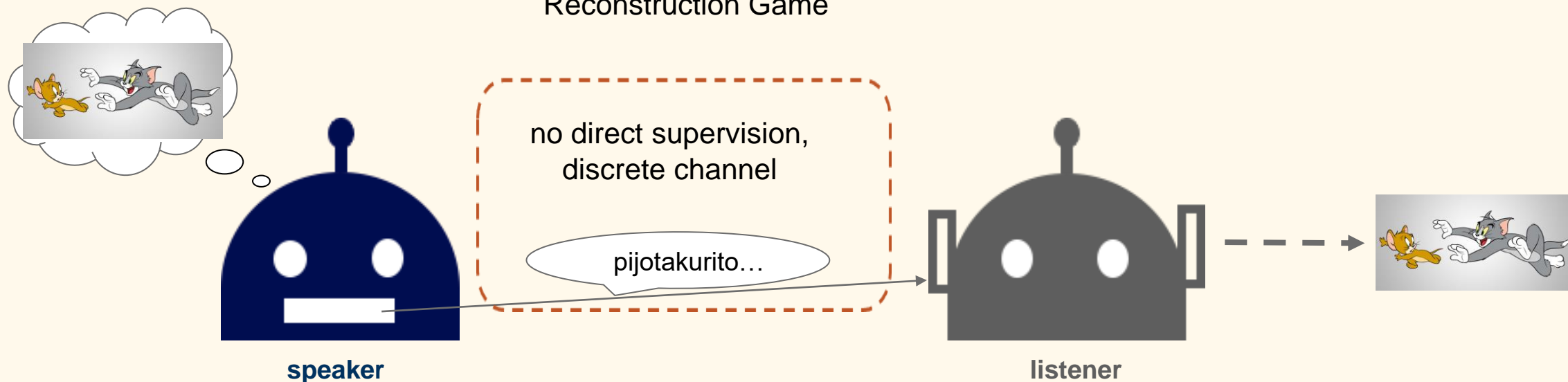





Neural network agent based simulation (frequently used in multi-agent emergent communication field)

What is emergent communication?


- Experimental framework for a better understanding of human language emergence & evolution 
- Standard setup: the communication game

Reconstruction Game

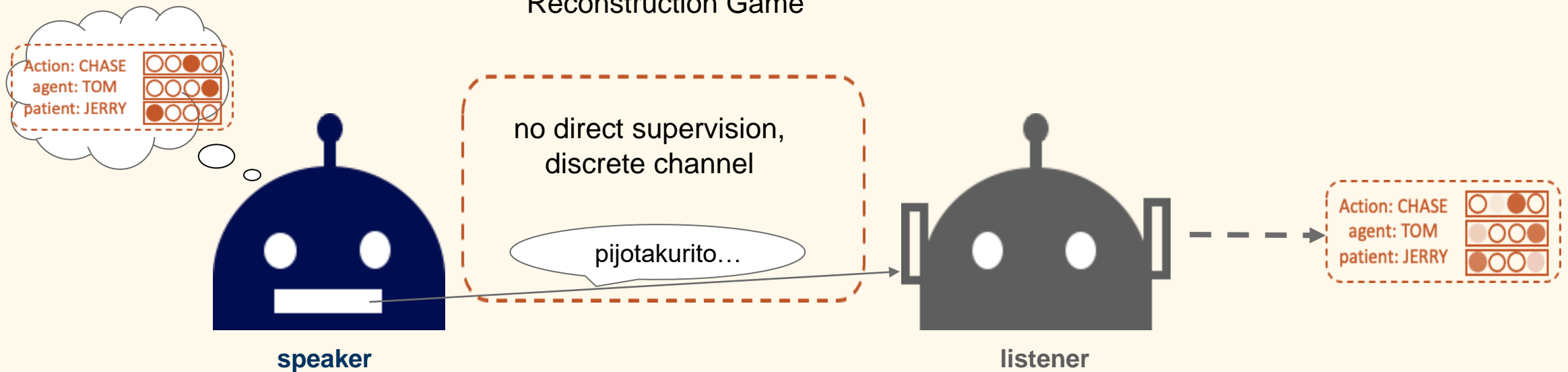





 observation  message  prediction

What is emergent communication?


- Experimental framework for a better understanding of human language emergence & evolution 
- Standard setup: the communication game

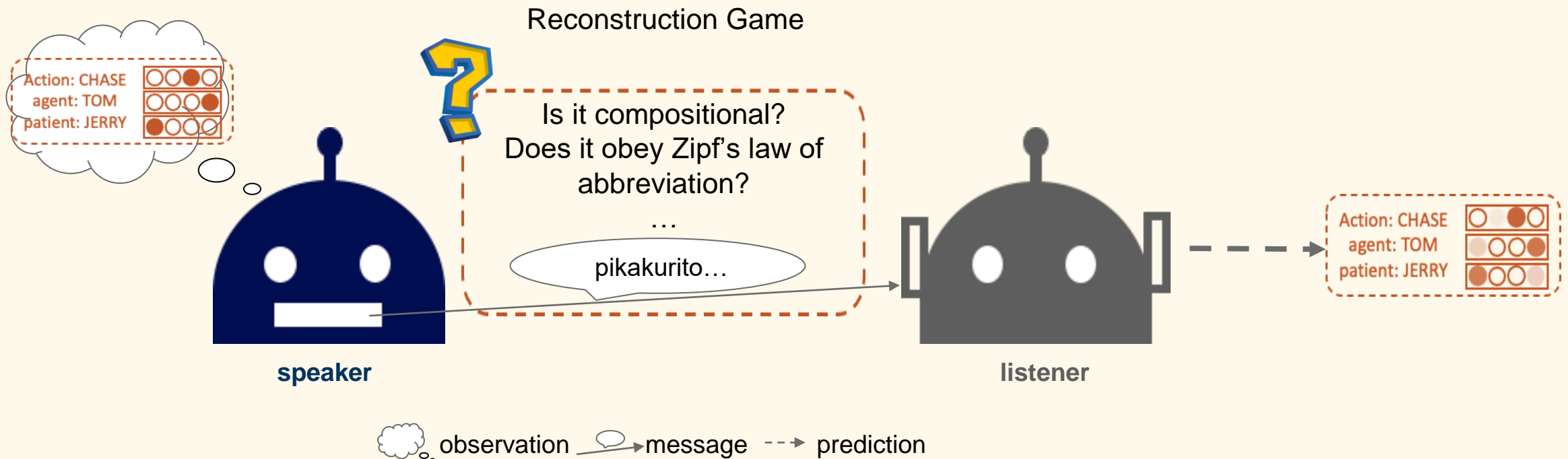
Reconstruction Game



 observation  message  prediction

What is emergent communication?

- Experimental framework for a better understanding of human language emergence & evolution 
- Standard setup: the communication game



Simulating the emergence of a human-like language with statistical agents is hard...

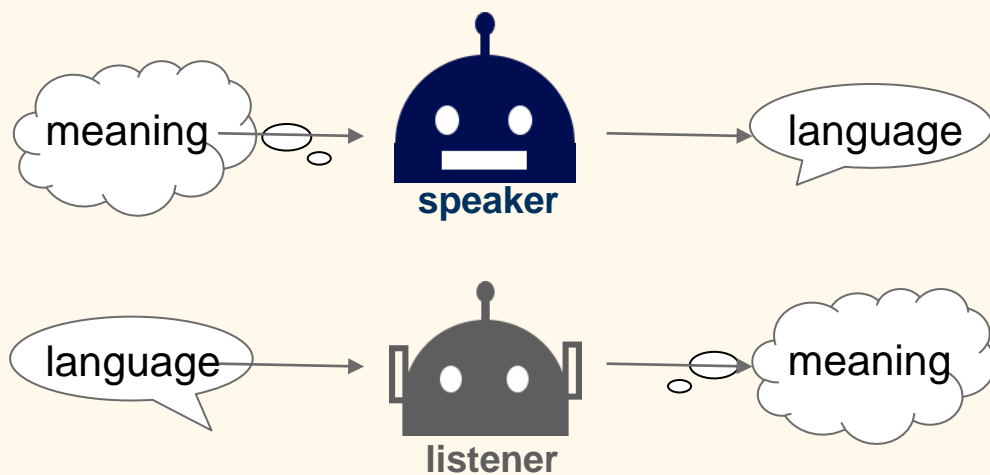
(Lowe et al., 2017; Lowe et al., 2020)



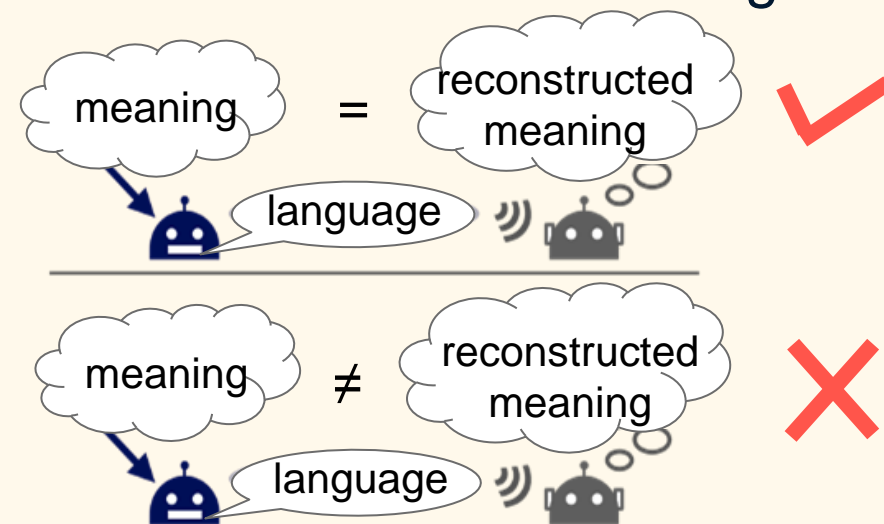
Initial supervision + communication

- Neural-agent Language Learning and Communication (NeLLCom): A New Framework for Studying the Emergence of Language Universals with Neural Agents (Lian, Bisazza & Verhoef, 2023)

Phase 1: Supervised Learning



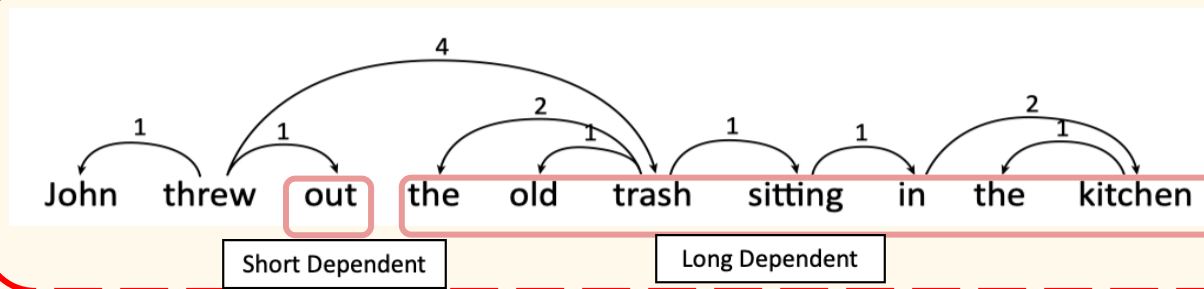
Phase 2: Communication Learning



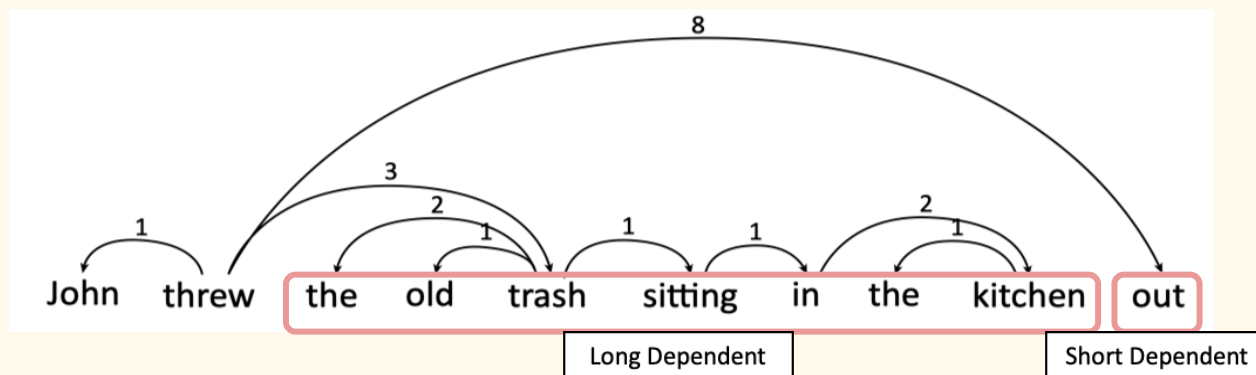
- How a predefined language w/ certain properties evolves after learning & communication 9

What are language universals?

- Typological studies show **some linguistic features occur more frequently than expected by chance.**
- Our case study- **Dependency Length Minimization (DLM)**
 - Verb-initial languages/verb-medial languages(e.g. English)
 - ◆ **short-before-long preferences**



Total dependency length: 14 ✓



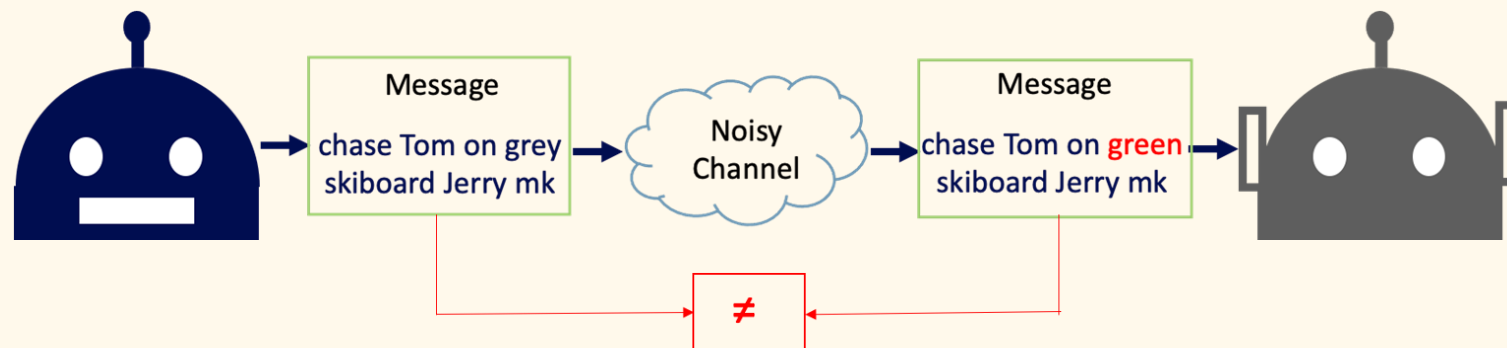
Total dependency length: 20

Outline

1. Emergent communication
2. Language universals (e.g. dependency length minimization)
- 3. More realistic settings**
 - **Noisy communication**
 - More realistic distributions in predefined languages
 - Incremental sentence processing
4. Results & summary

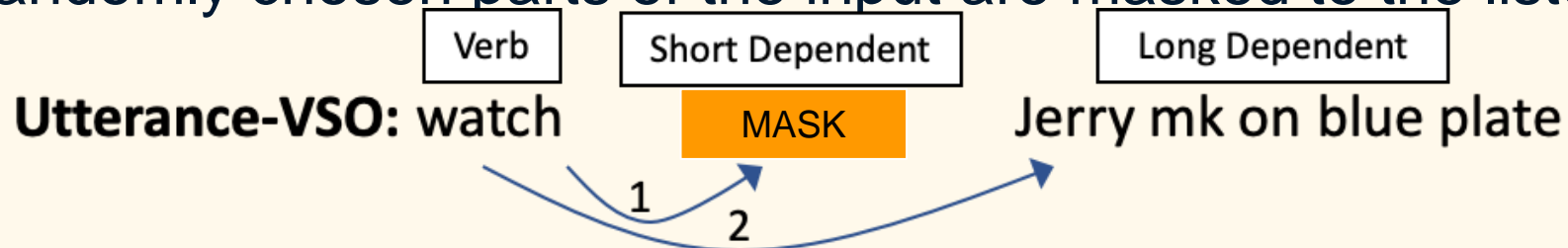
Noisy communication

- Real-life communication: transmission errors, limited listener attention...



- Word dropout

- randomly chosen parts of the input are masked to the listener

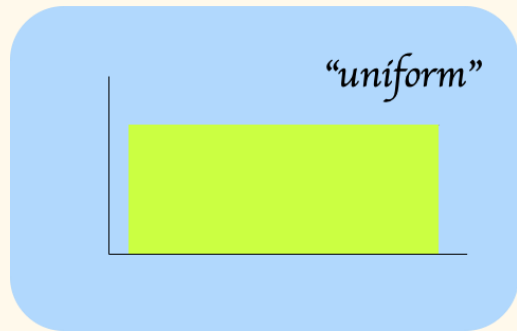


- ◆ dropout rate $\delta \sim \text{Bernoulli}(p)$, $p=[0, 0.1, 0.2]$
- both training & testing

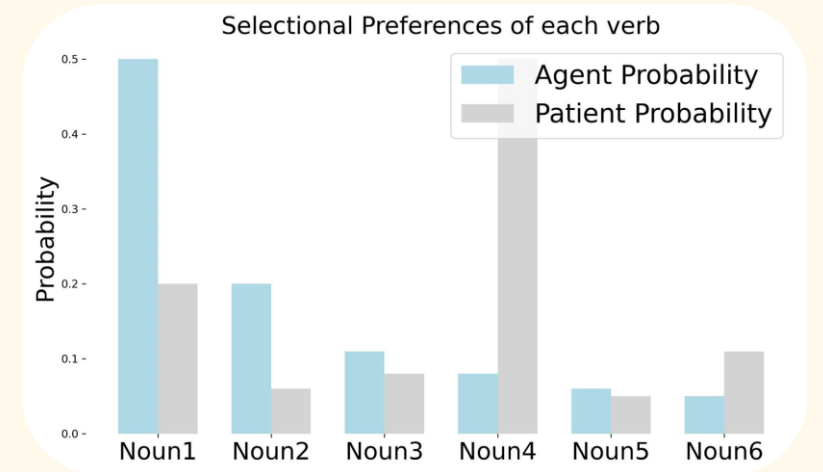
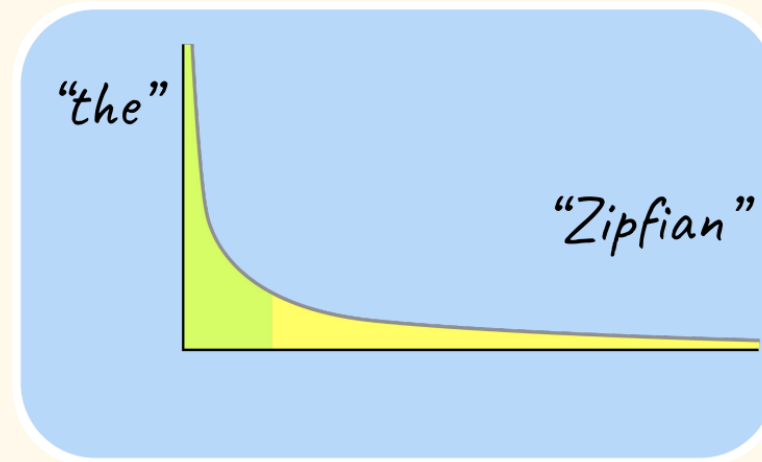
Outline

1. Emergent communication
2. Language universals (e.g. dependency length minimization)
- 3. More realistic settings**
 - Noisy communication
 - More realistic distributions in predefined languages**
 - Incremental sentence processing
4. Results & summary

More realistic distributions in predefined languages



Languages used in artificial language learning experiments with human participants or neural agents



Human languages

- We model **selectional preferences of verbs** via skewed **conditional word distributions** in our artificial language design.
 - strength of association/dependency of one action with one agent or patient

1. Emergent communication
2. Language universals (e.g. dependency length minimization)

Outline

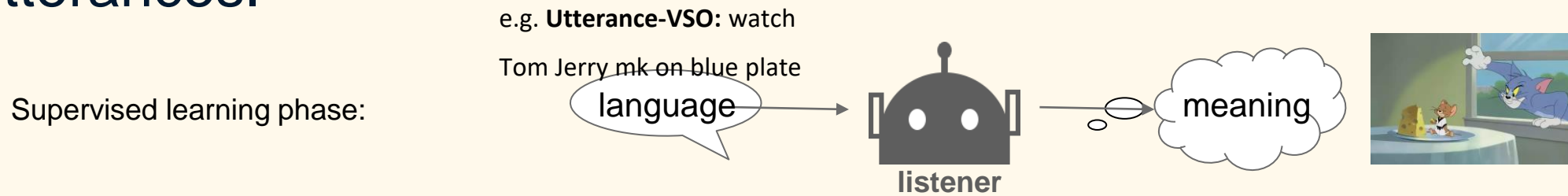
3. More realistic settings

- More realistic distributions in predefined languages
- Noisy communication
- **Incremental sentence processing**

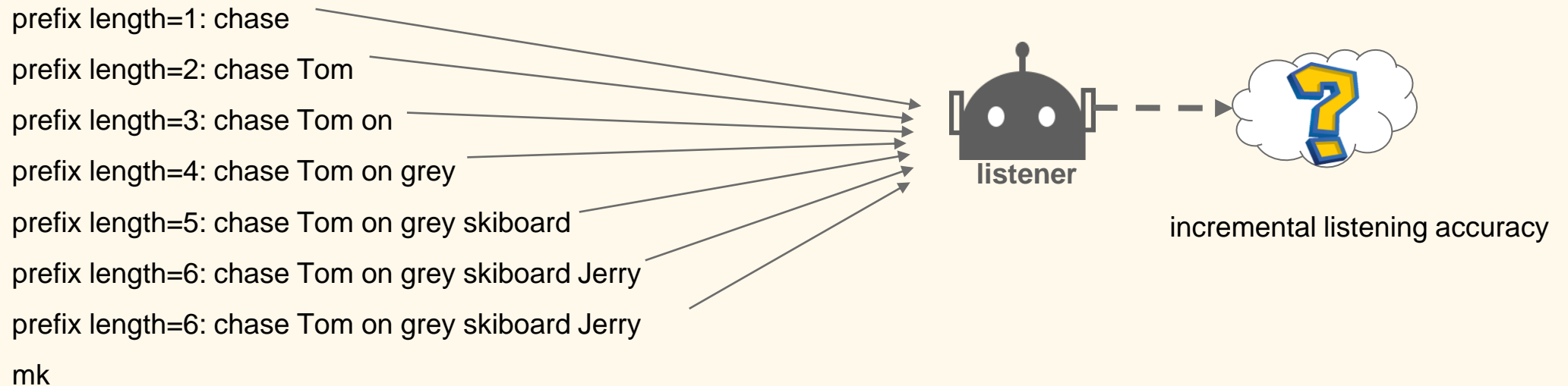
4. Results & summary

Incremental sentence processing

- **Trained listeners process varying-length prefixes of the utterances.**



Test phase:

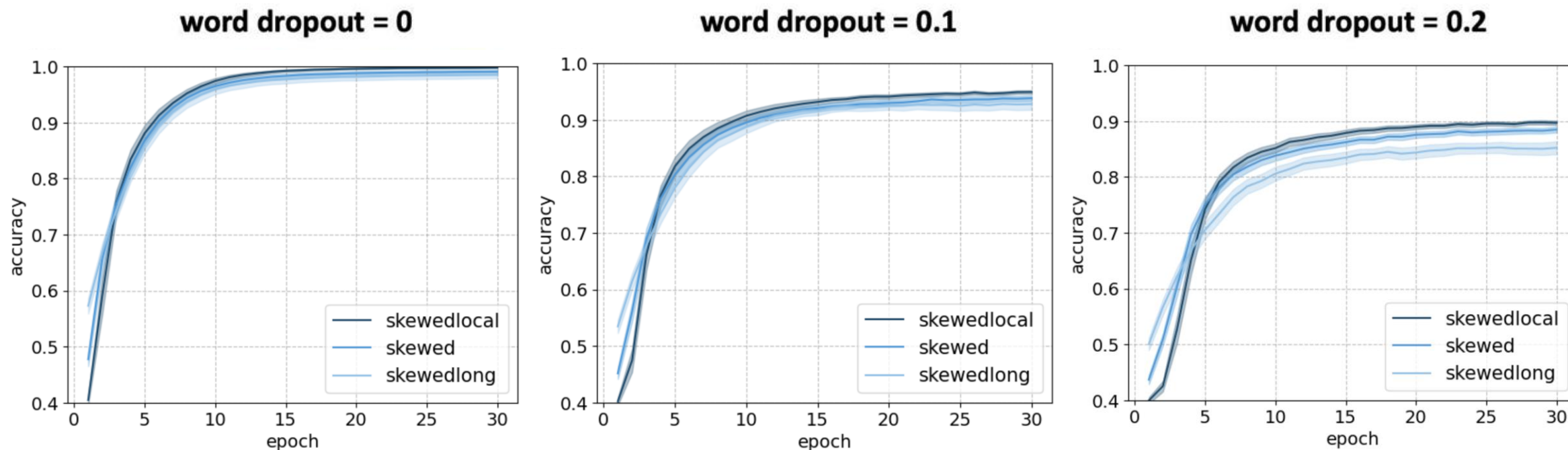


Outline

1. Emergent communication
2. Language universals (e.g. dependency length minimization)
3. More realistic settings
 - Noisy communication
 - More realistic distributions in predefined languages
 - Incremental sentence processing
4. Results & summary

Are short/local dependency languages easier to learn?

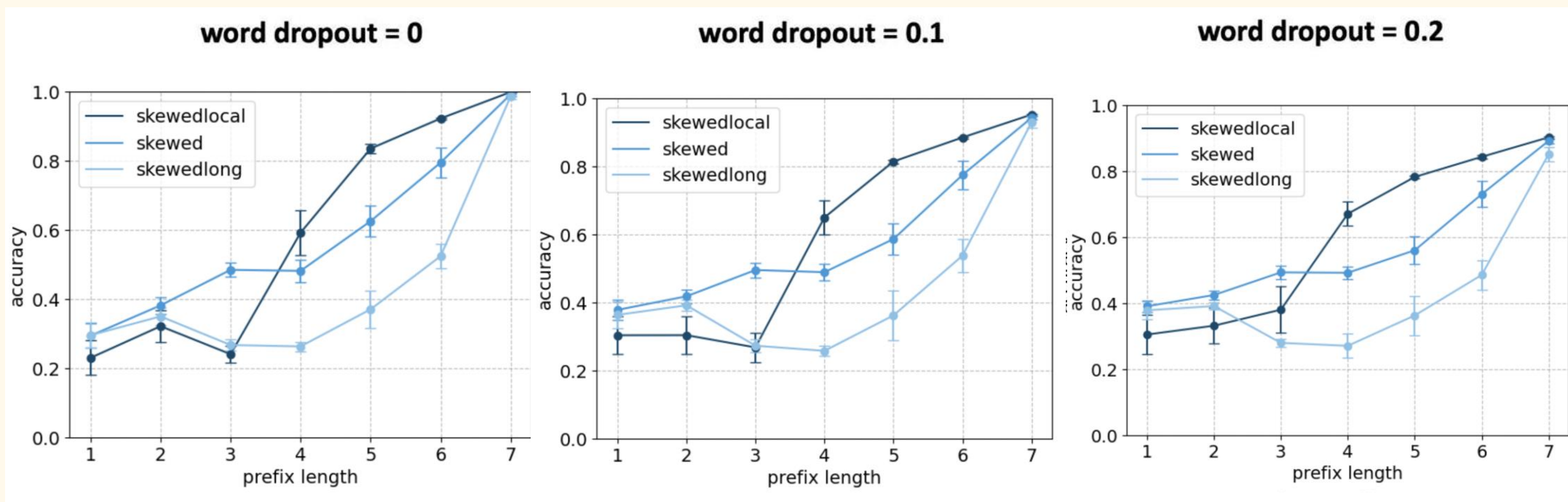
Listening Accuracy



- noise \uparrow listening accuracy: (skewed_local > skewed (mixed w/ long & local) > skewed_long)
- Languages with shorter dependency length might be easier to learn for neural network agents when realistic noisy conditions are provided.

Incremental Listening Accuracy

- **Trained listeners process varying-length prefixes of the utterances.**

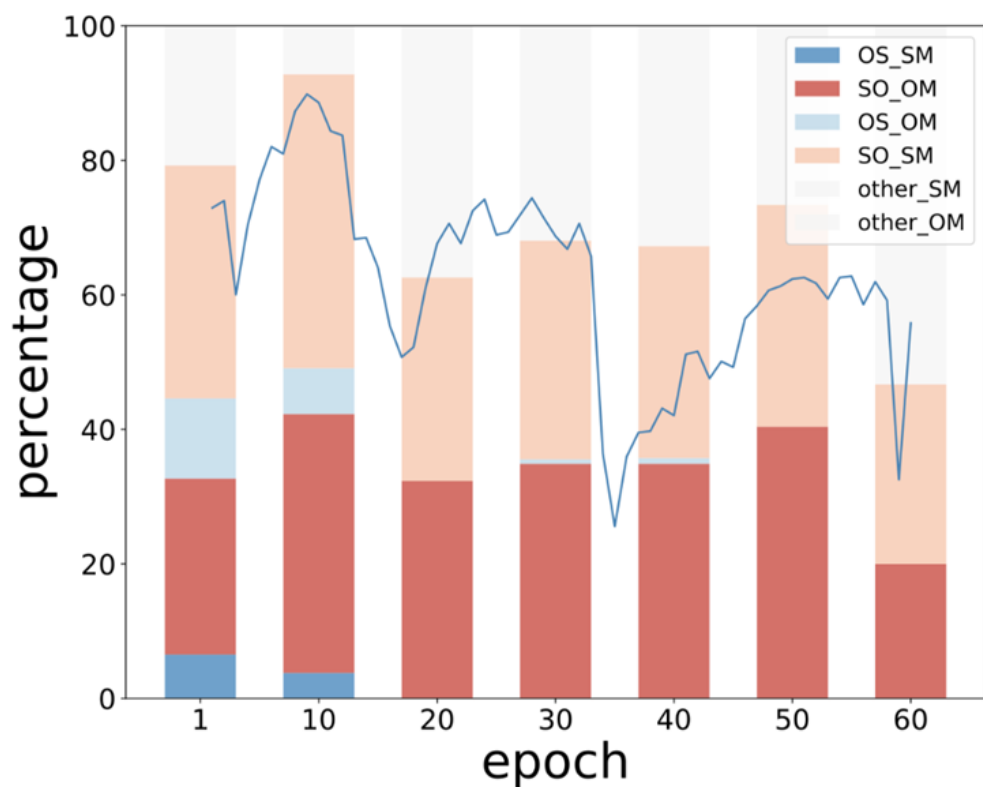


- The disambiguation of meanings of shorter dependency language tends to occur earlier in the sentence.

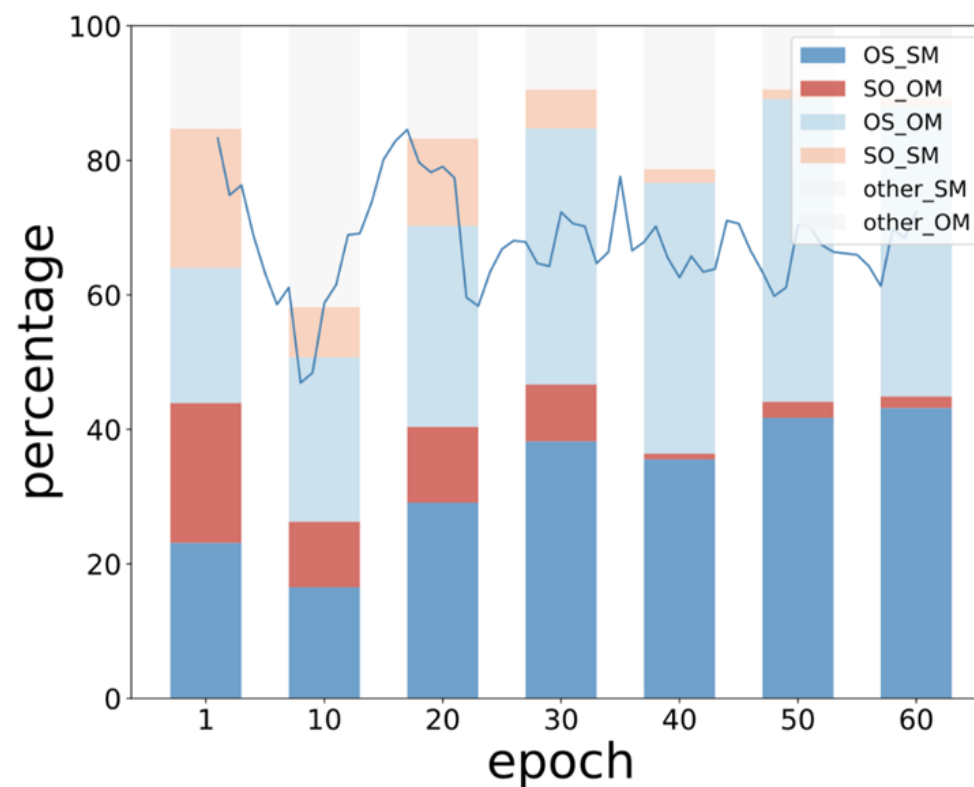
Will speakers produce more short-dependency utterances after communication?

Speaker's production after communication

Regularize towards one word order, but not towards shorter dependencies.



(a) regularize to SO



(b) regularize to OS

Summary

- We add three factors to the standard neural-agent language learning and communication framework to make the simulation more realistic.
 - (i) the presence of noise during listening,
 - (ii) context-sensitivity of word use through non-uniform conditional word distributions,
 - (iii) incremental sentence processing
- We simulate the emergence of DLM and find that the proposed factors can contribute to a **small but consistent learning advantage of DLM** for listeners of the verb-initial languages.

Thank you!