

# The Language Organism

## Lecture 5: From evolution to learning

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- Innately coded (i.e. given by genes)
- Evolution by natural selection can lead to *adaptation* of these genes
- Research question: under what condition will genes giving optimal signalling evolve?

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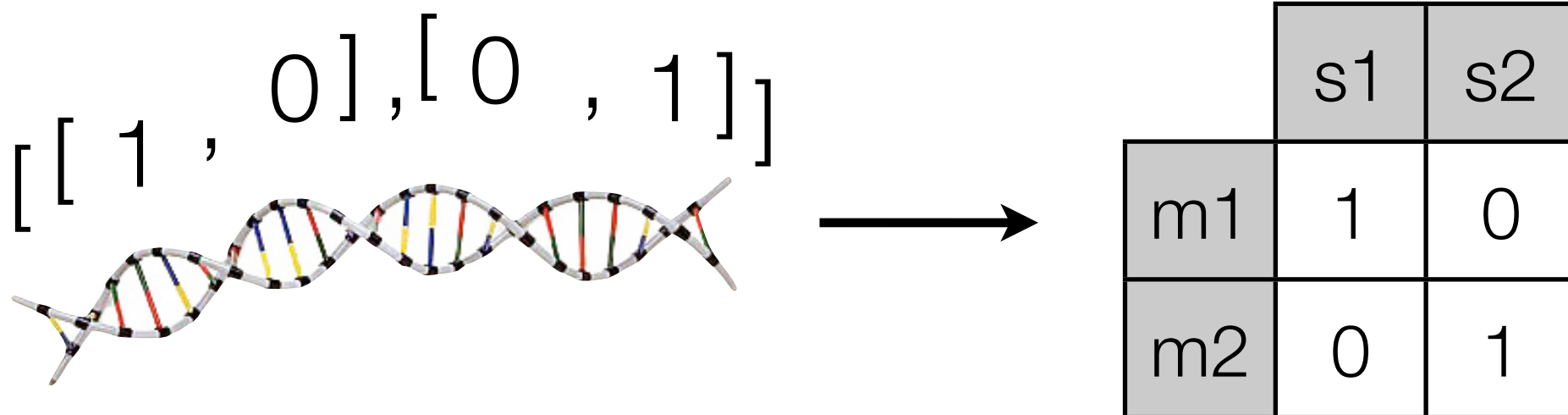
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- What relation does a model like this have to human language?
- Are there ways of getting “good numbers” other than by natural selection?
- We have equated genes and phenotype, but is this justified? If not, then what’s missing?



# Neural networks

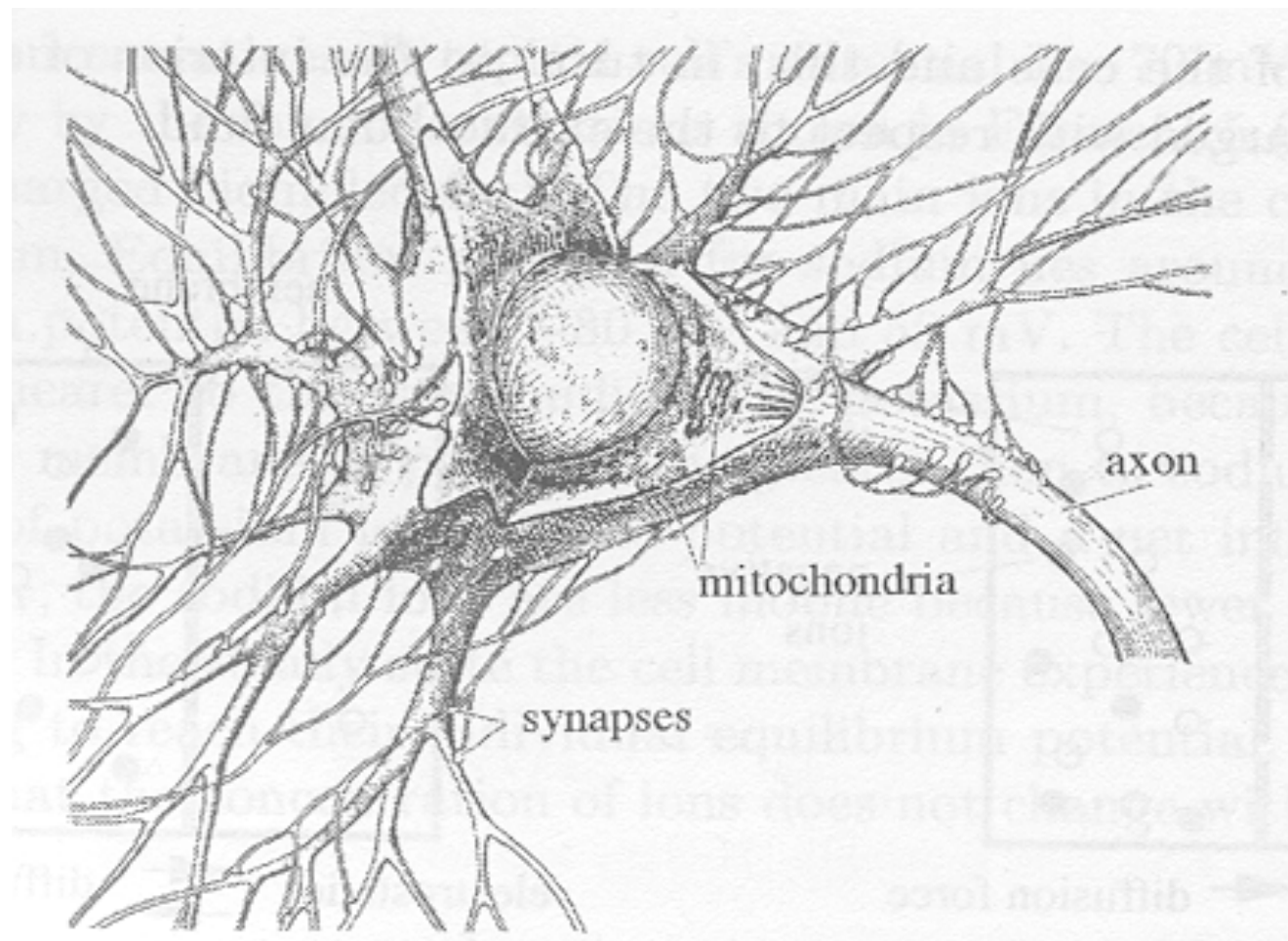
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- A prominent approach to modelling cognition is called *connectionism*
- Principal tool is *artificial neural networks*: a (very) abstract model loosely based on how the brain works

# Neural networks

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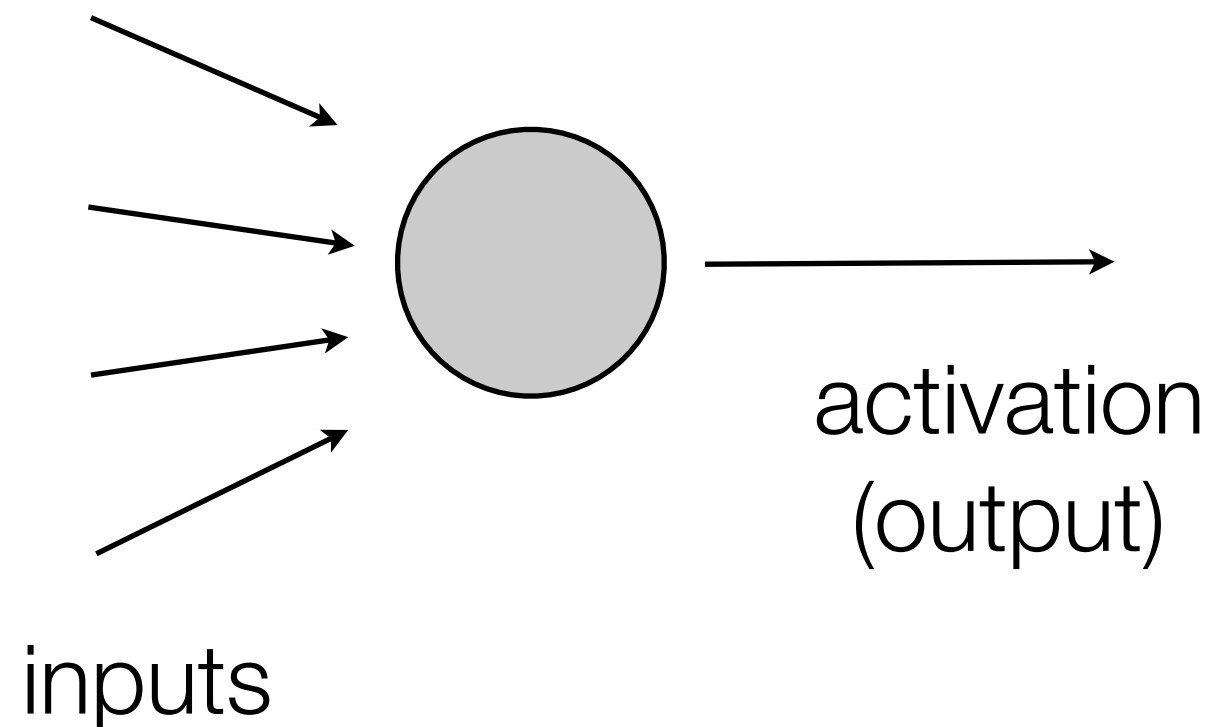
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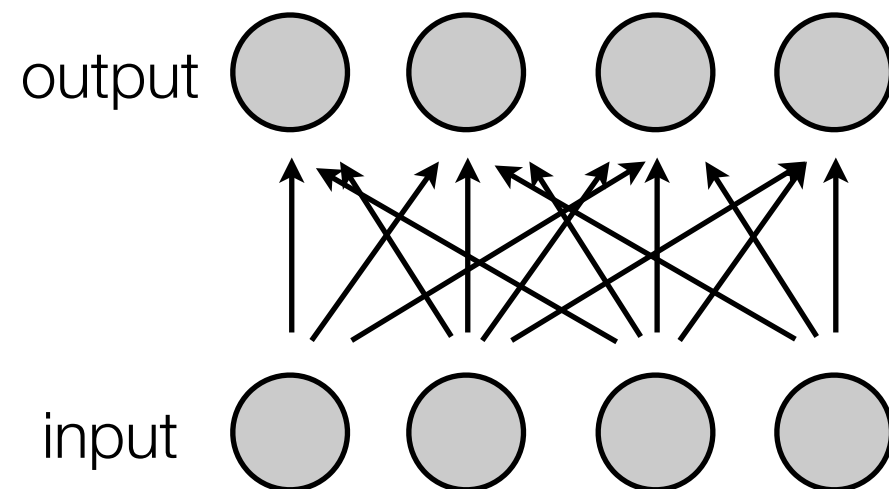
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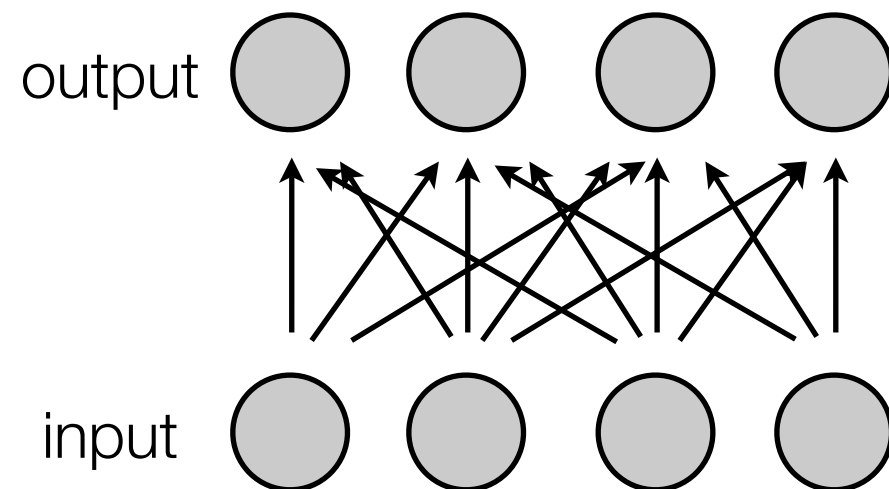
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- Connections are *weighted*. In other words, they modify the signals passing along them. Think of this as representing the knowledge encoded by the network



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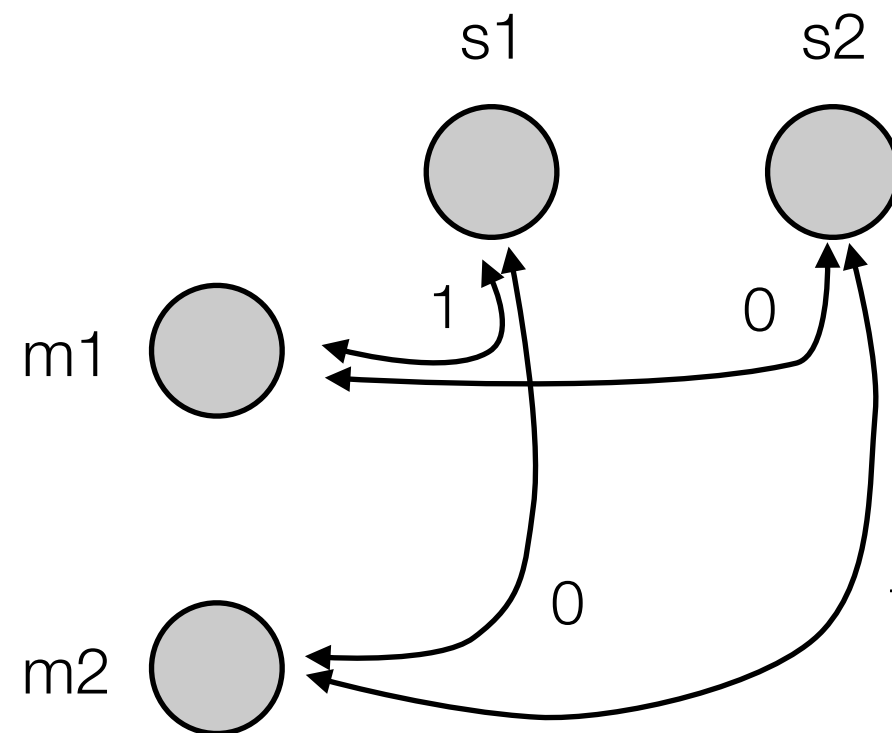
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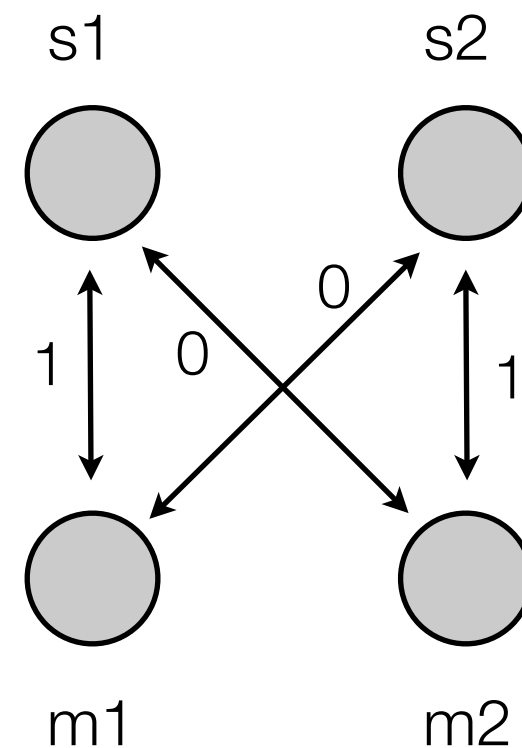


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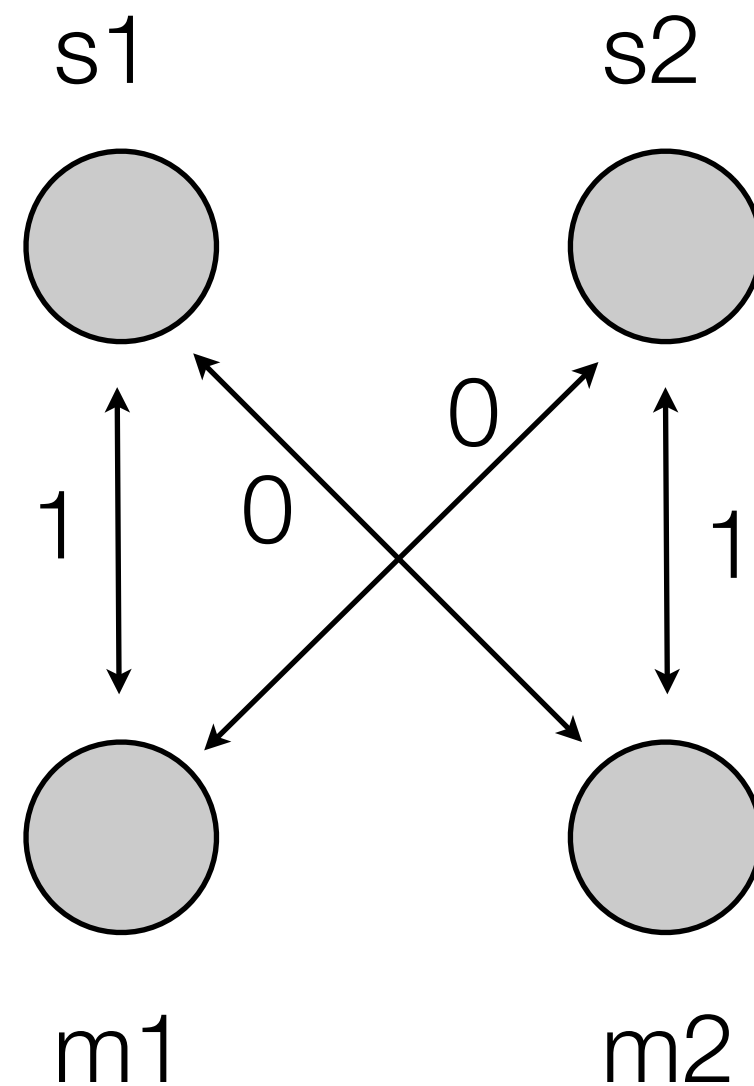
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# How the network works

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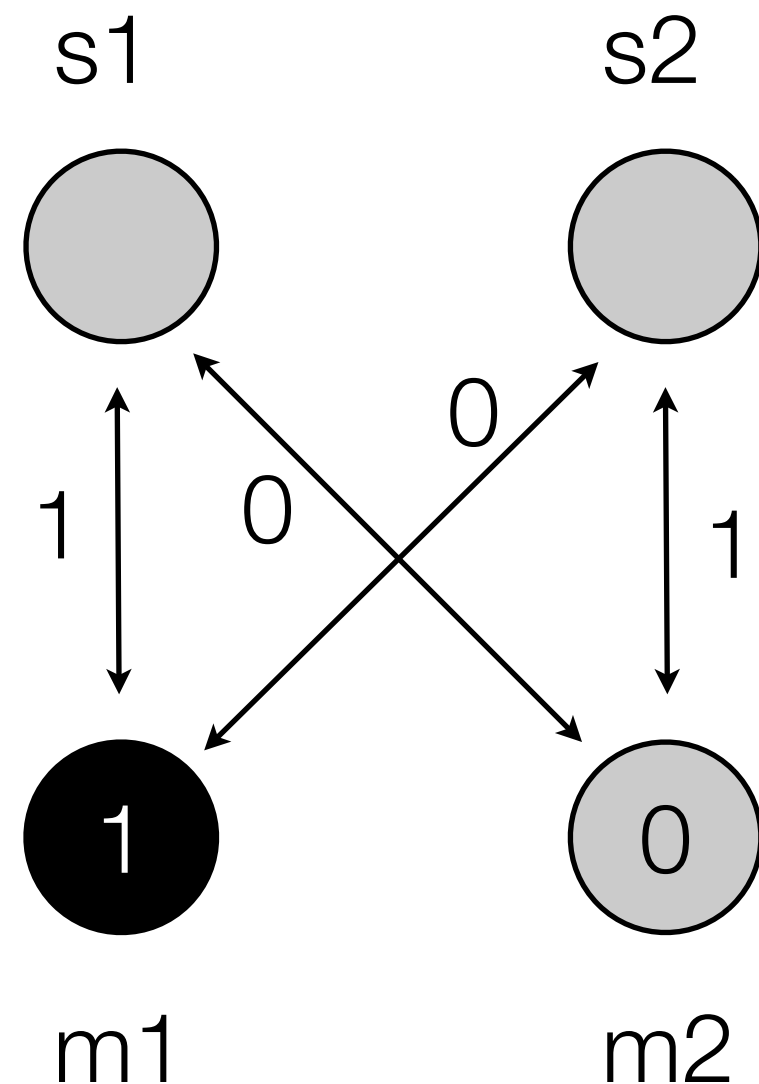
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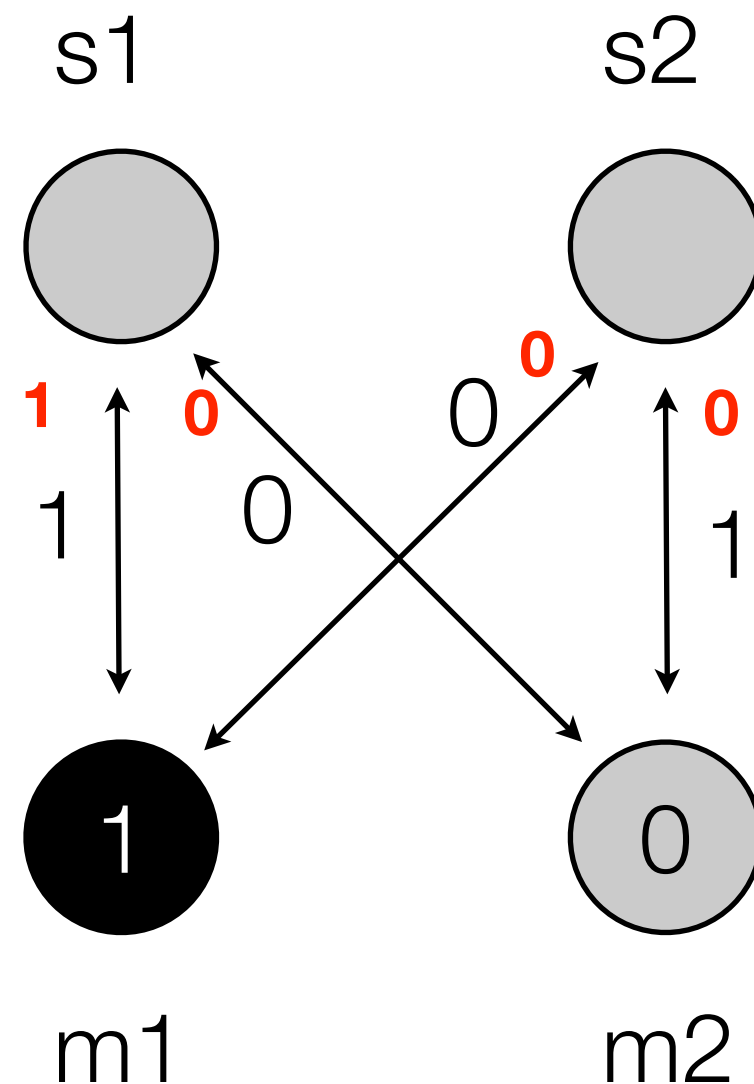
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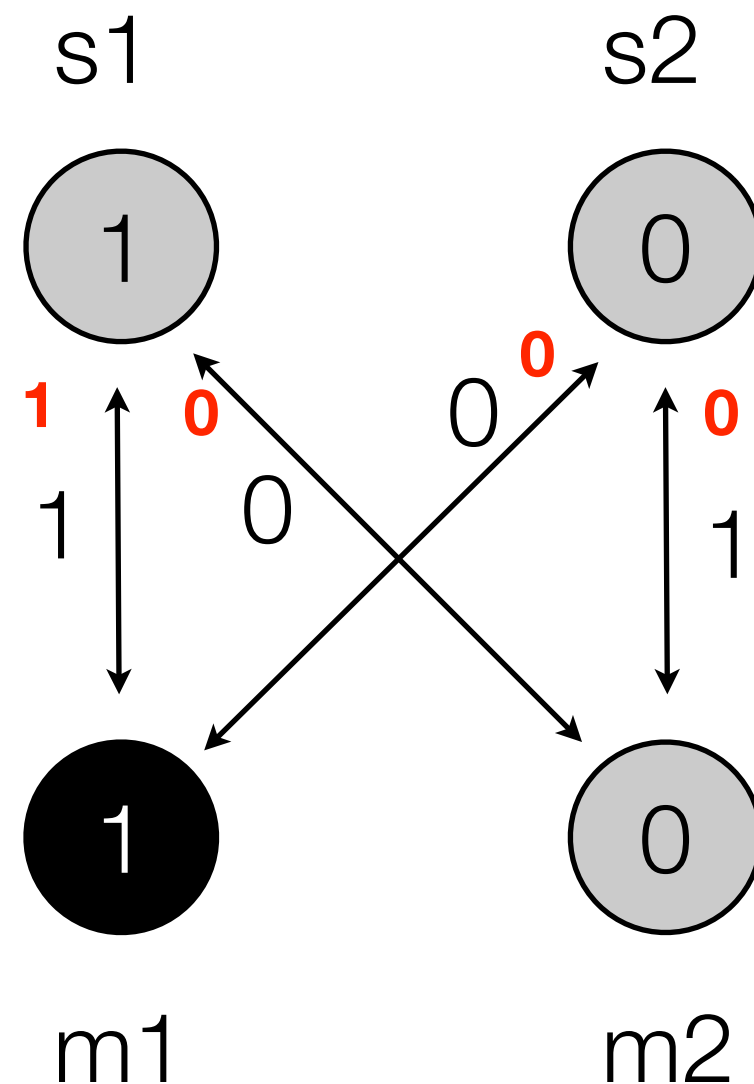
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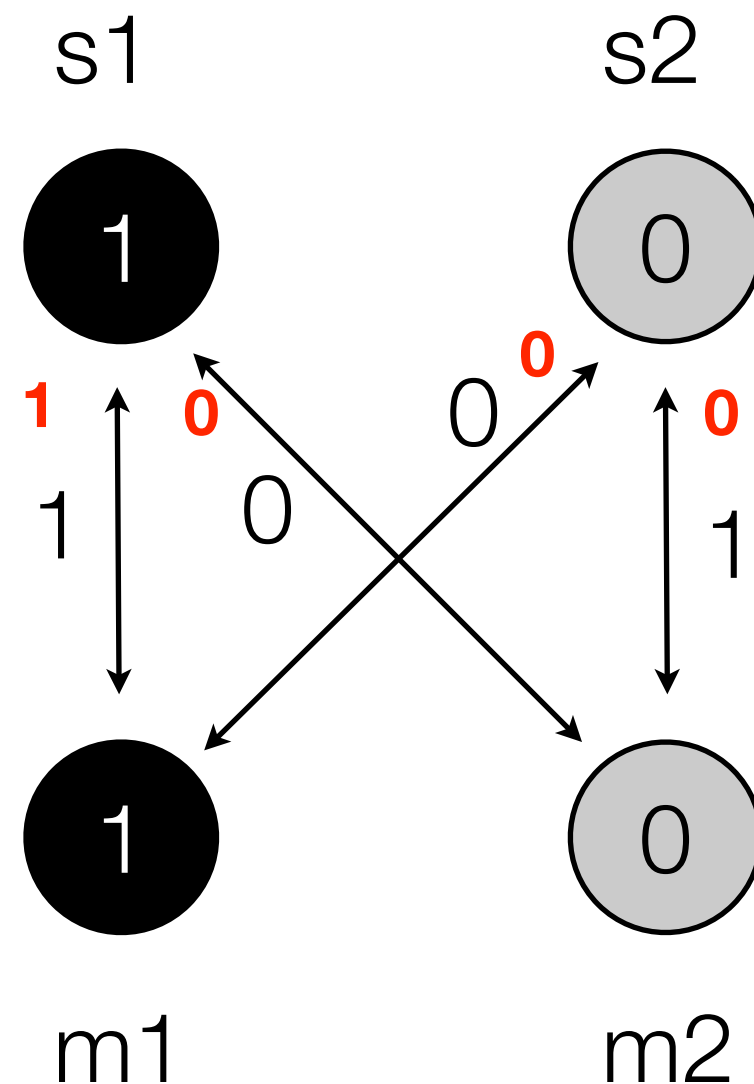
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- Added up to give signal activations
- Signal activations converted into an actual signal output (e.g. pick the most activated node)



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- But, there's another way... *learning*
- What is learning?
  - One view: learning occurs when an organism changes its internal state on the basis of experience
- Neural networks (and brains!) are designed so that connections change with experience. Learning breaks the simple connection between genes and phenotype.

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“any two cells or systems of cells that are repeatedly active at the same time will tend to become ‘associated’, so that activity in one facilitates activity in the other.” (Hebb 1949)

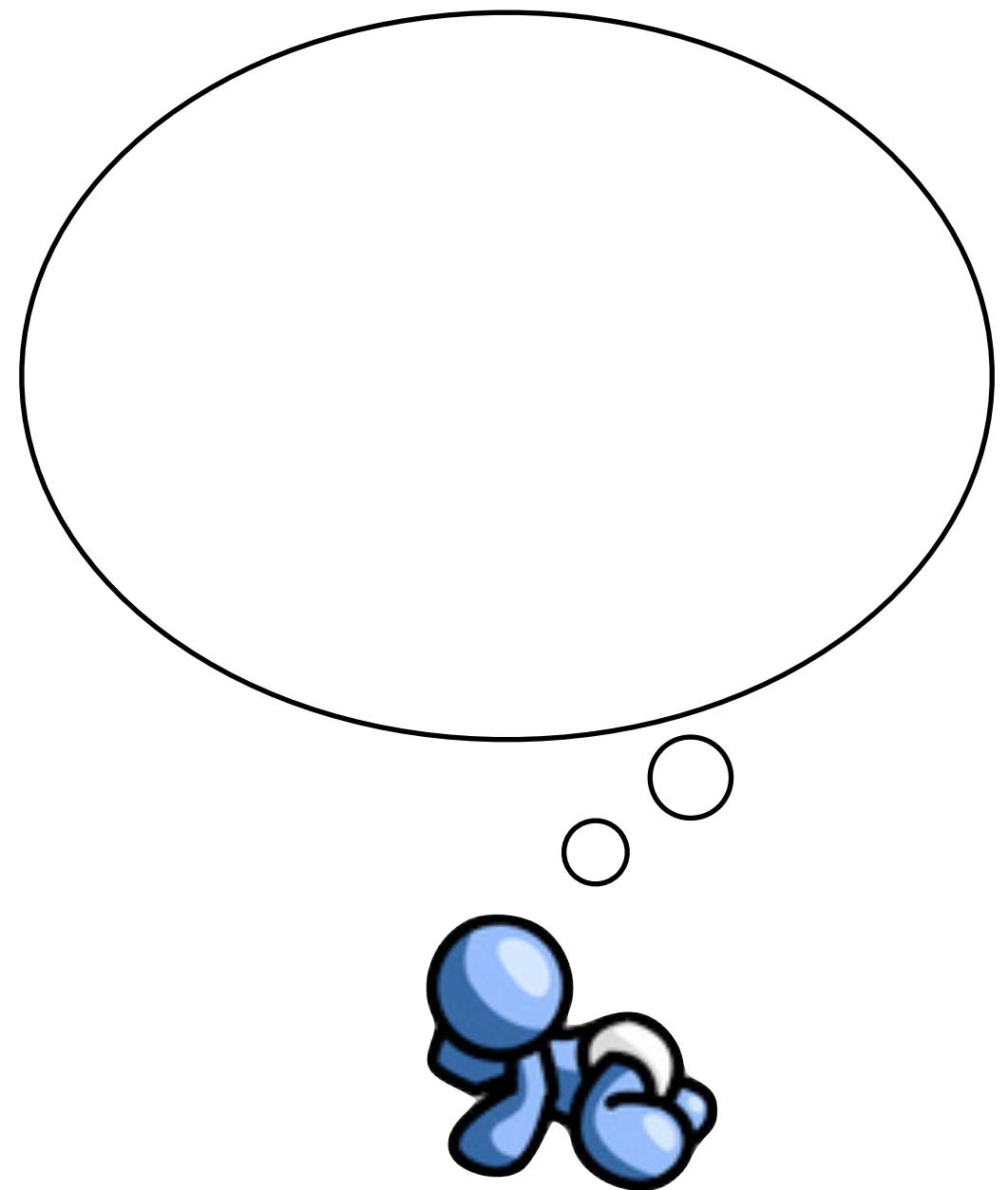
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- Simple approach:  
Start with all weights zero, and increase connection weight whenever two nodes fire together

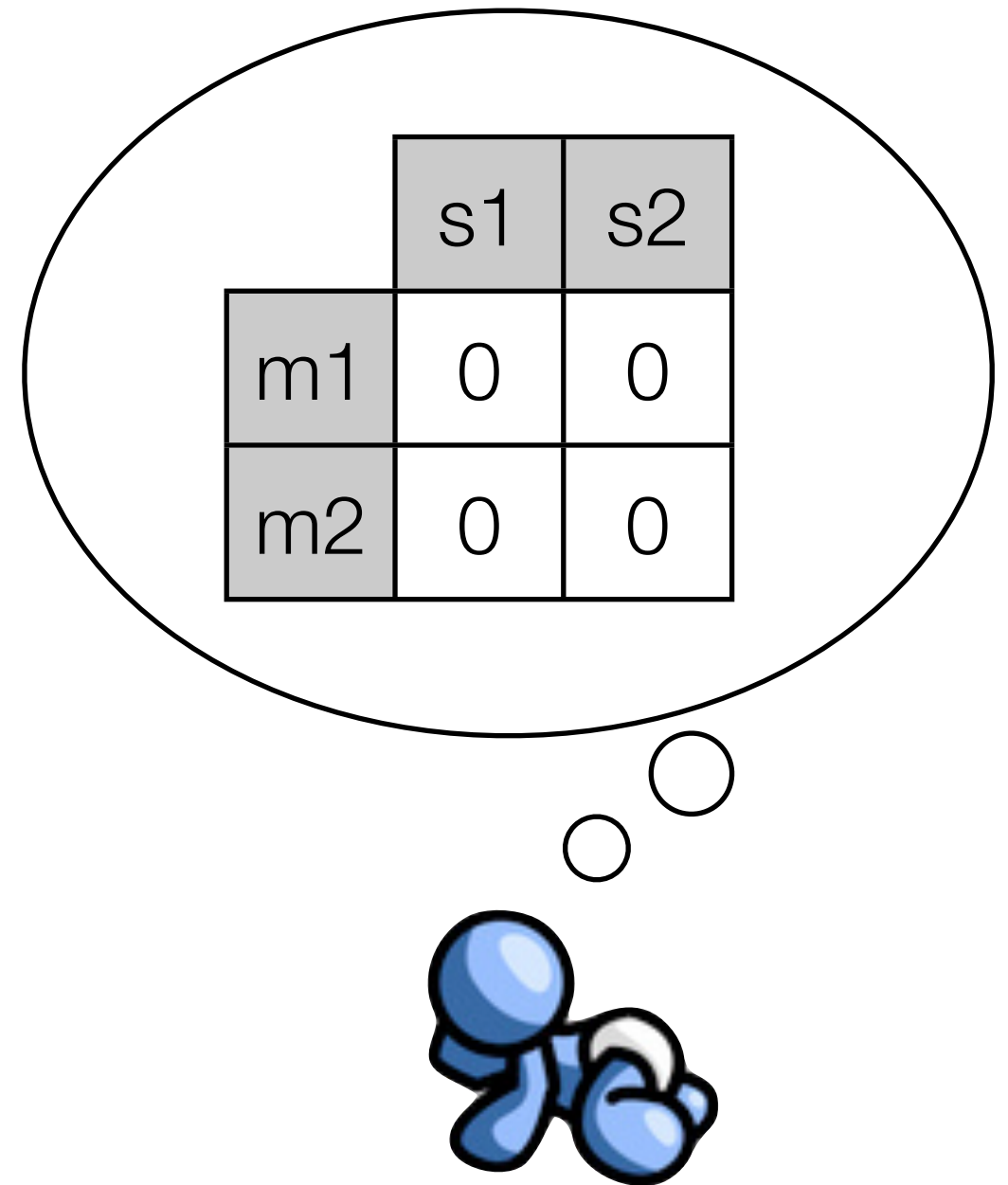
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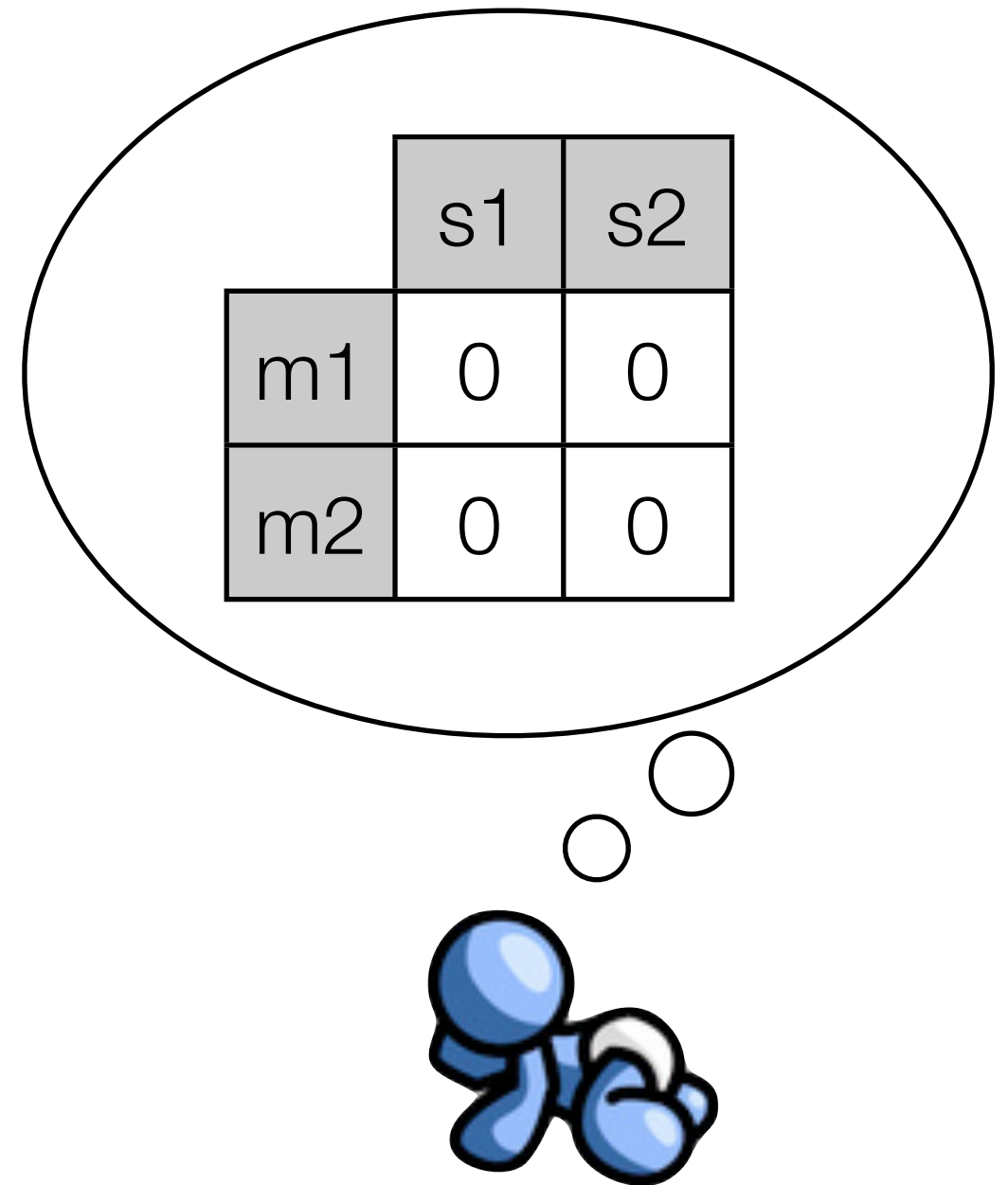


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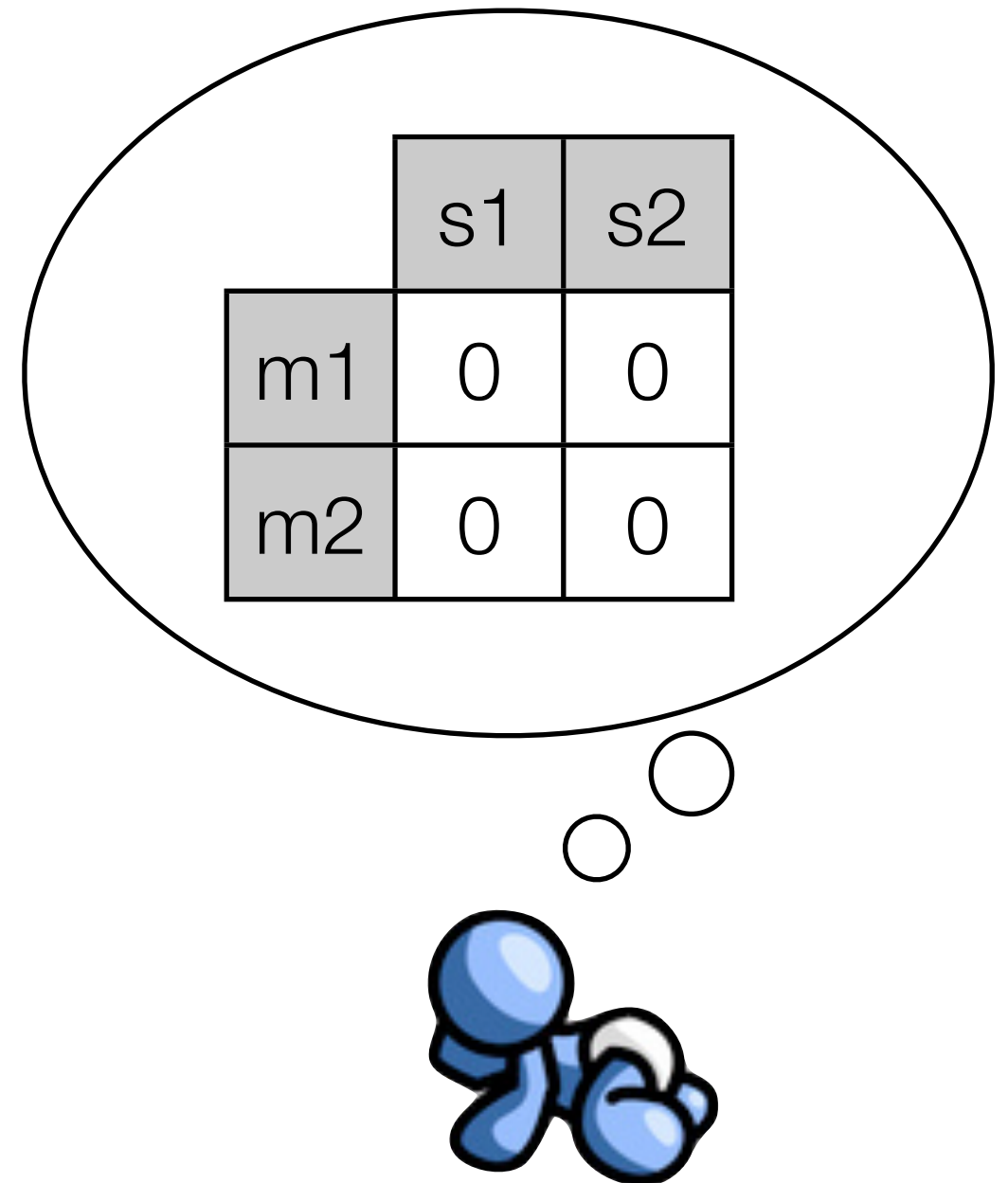
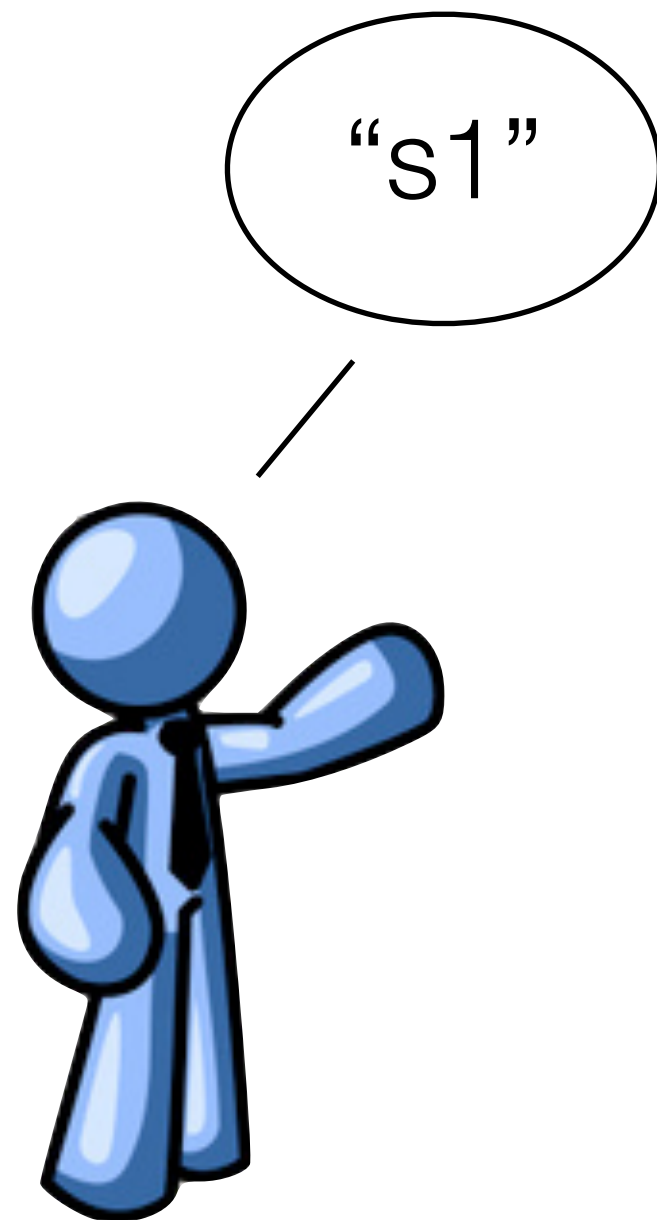


m1



# Example

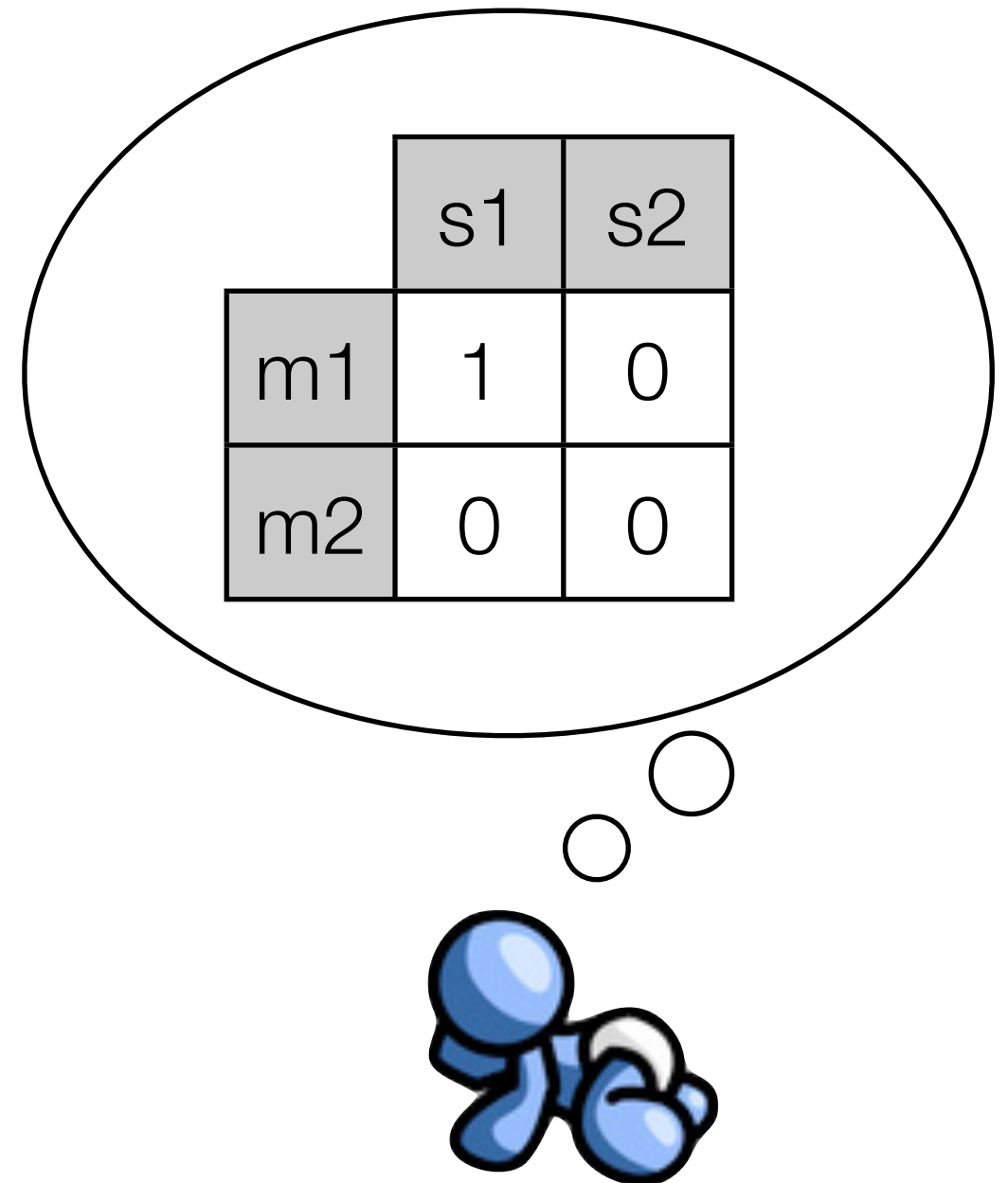
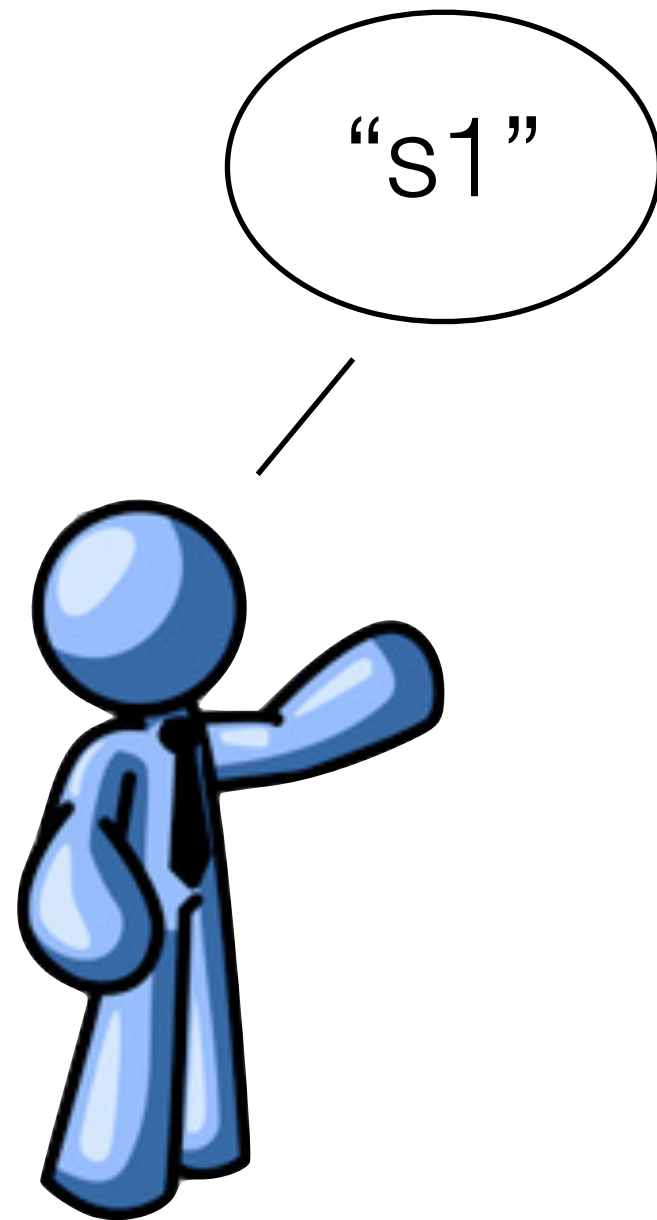
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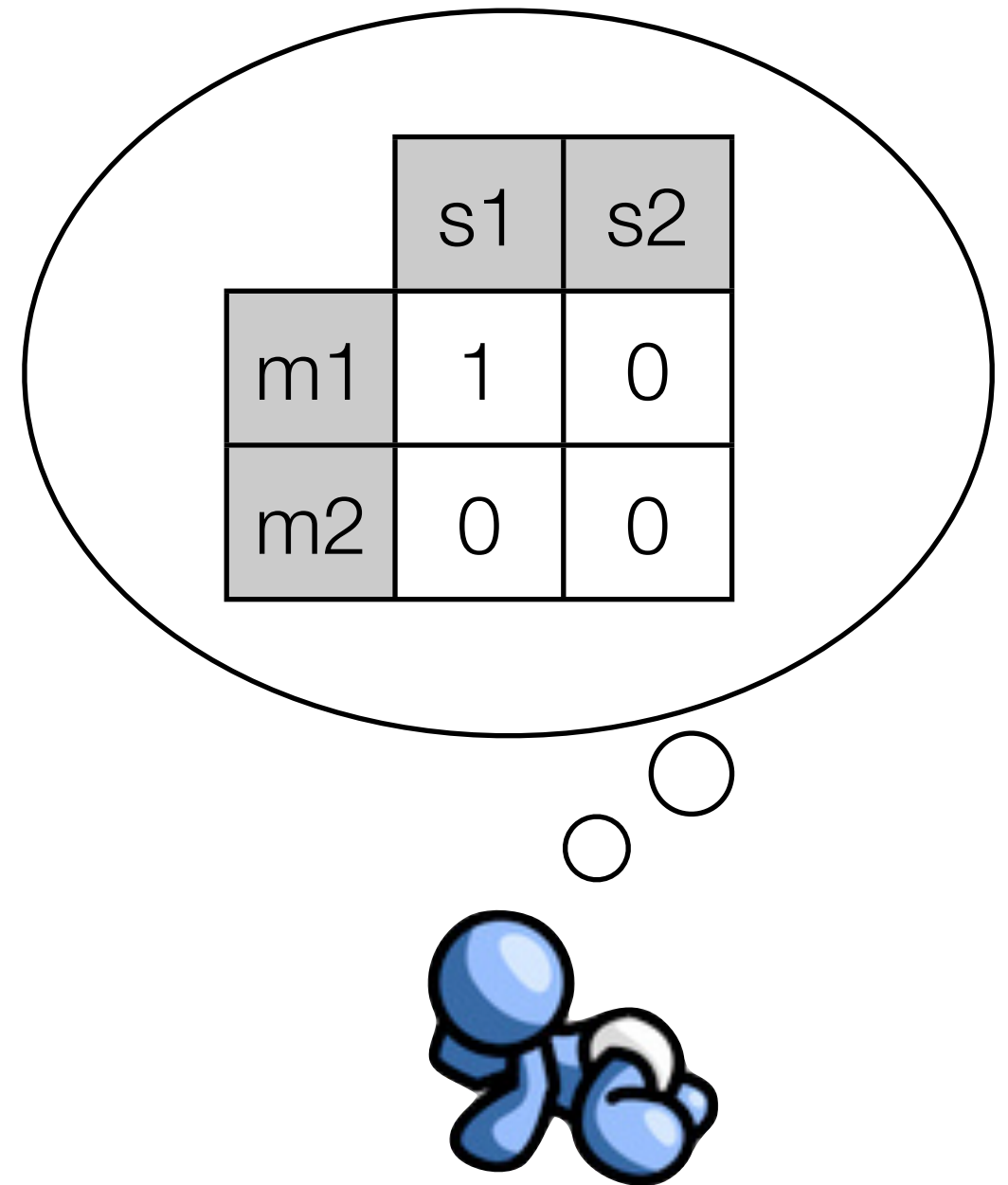
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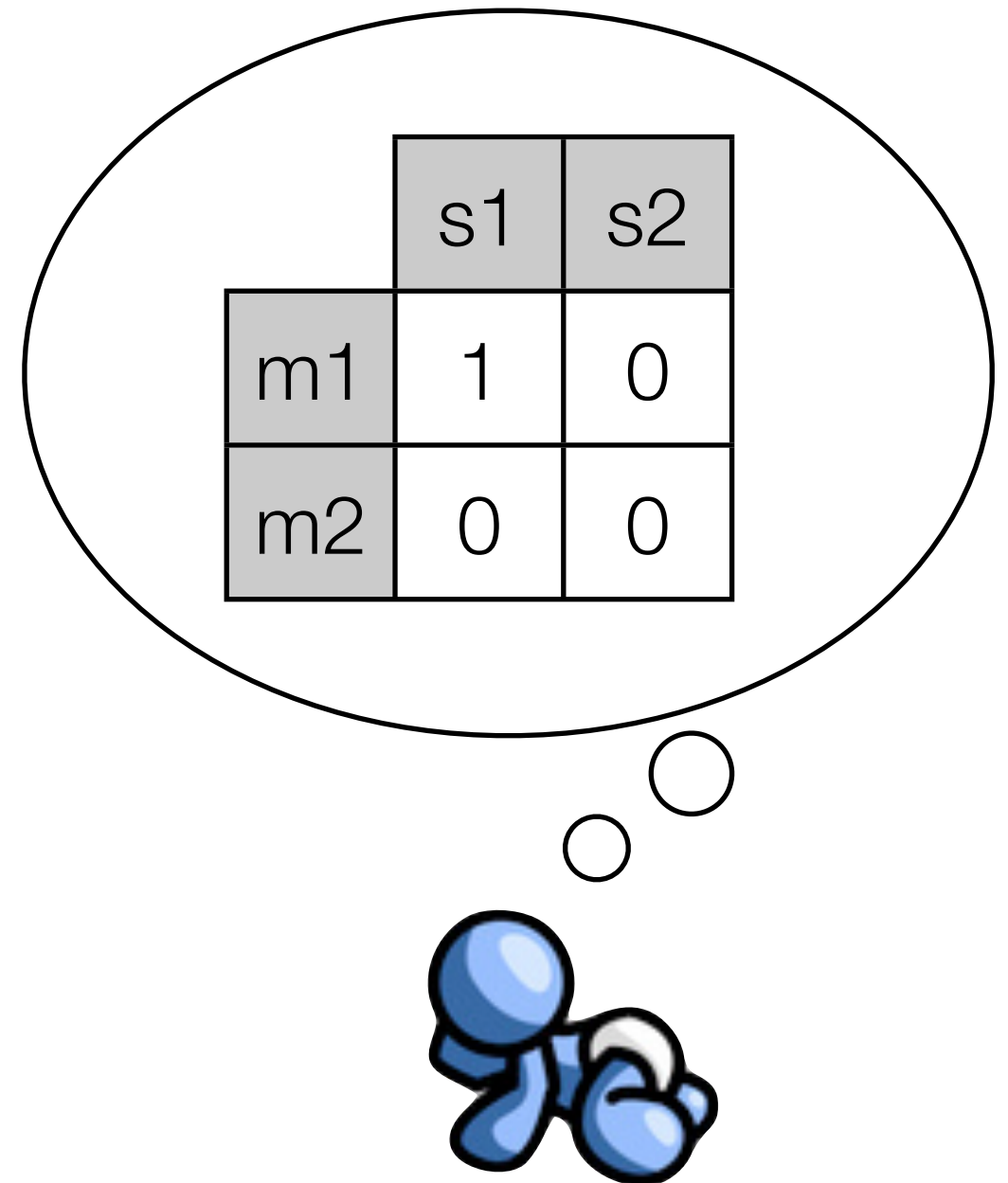
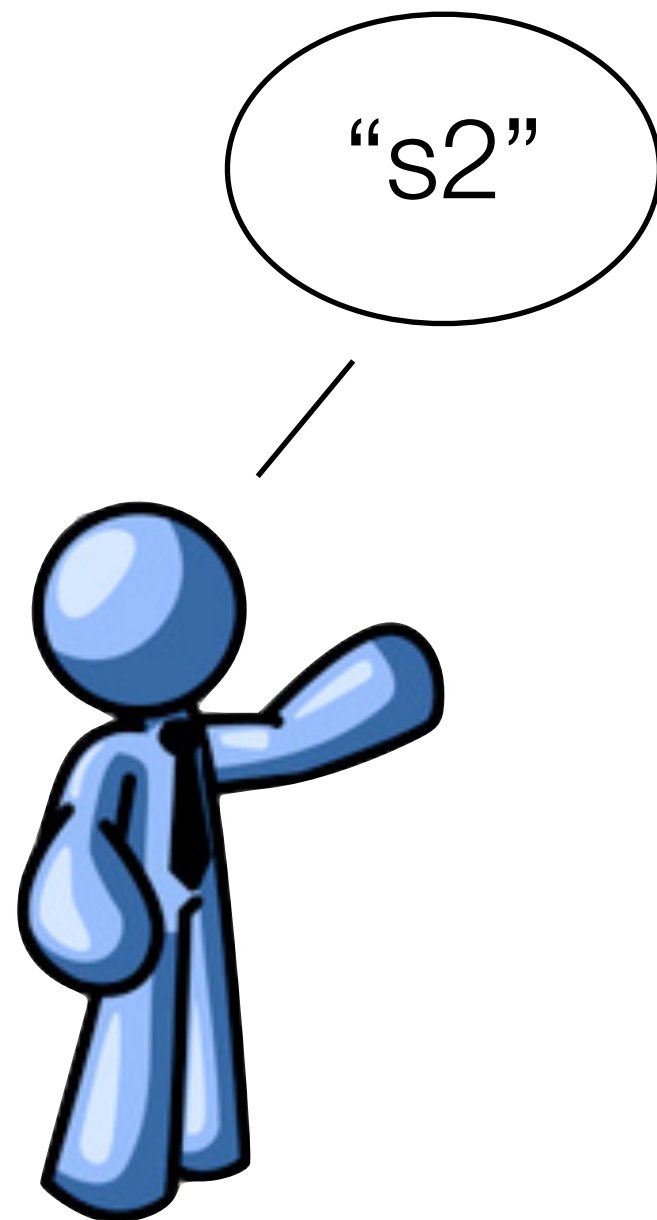
m2





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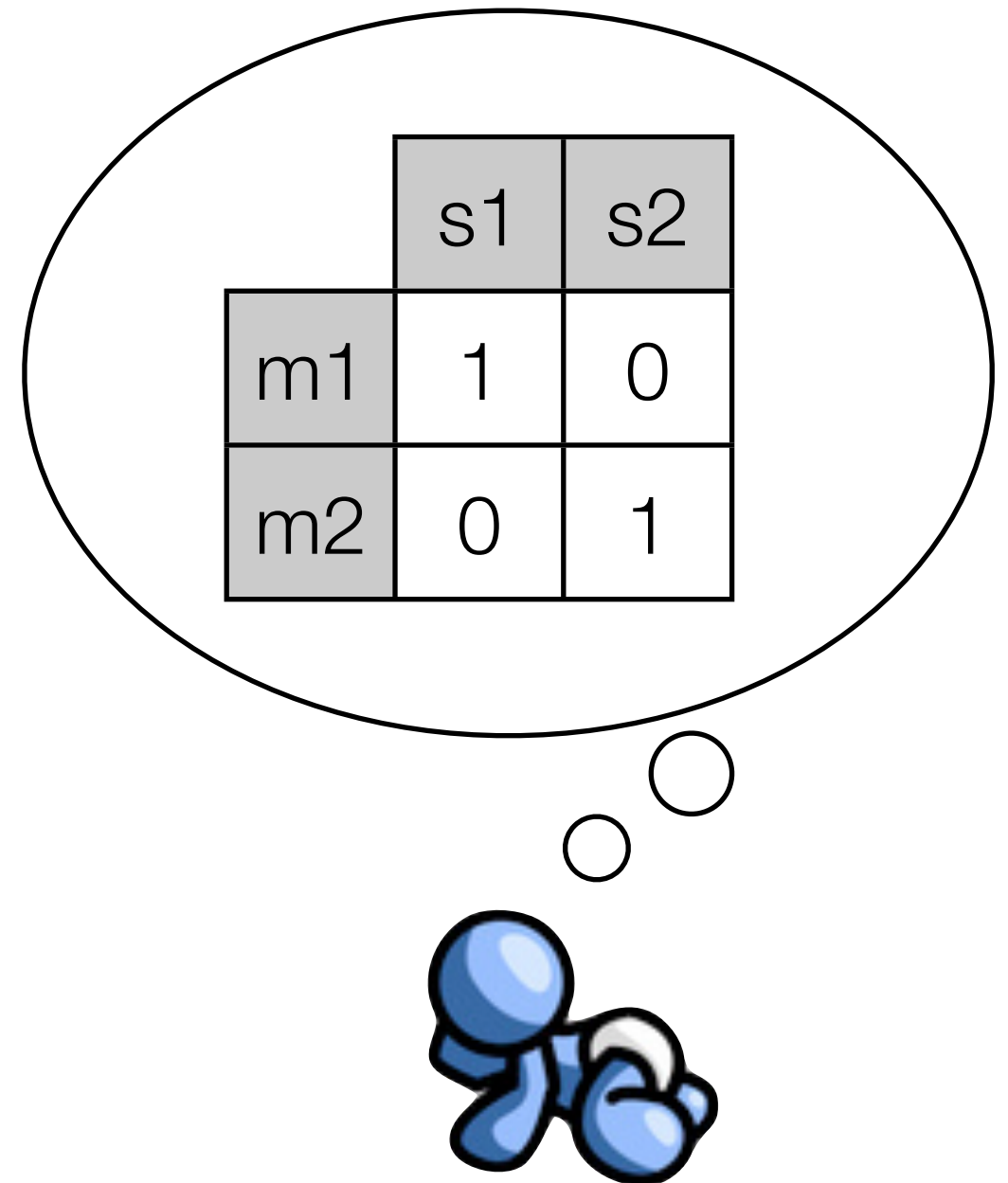
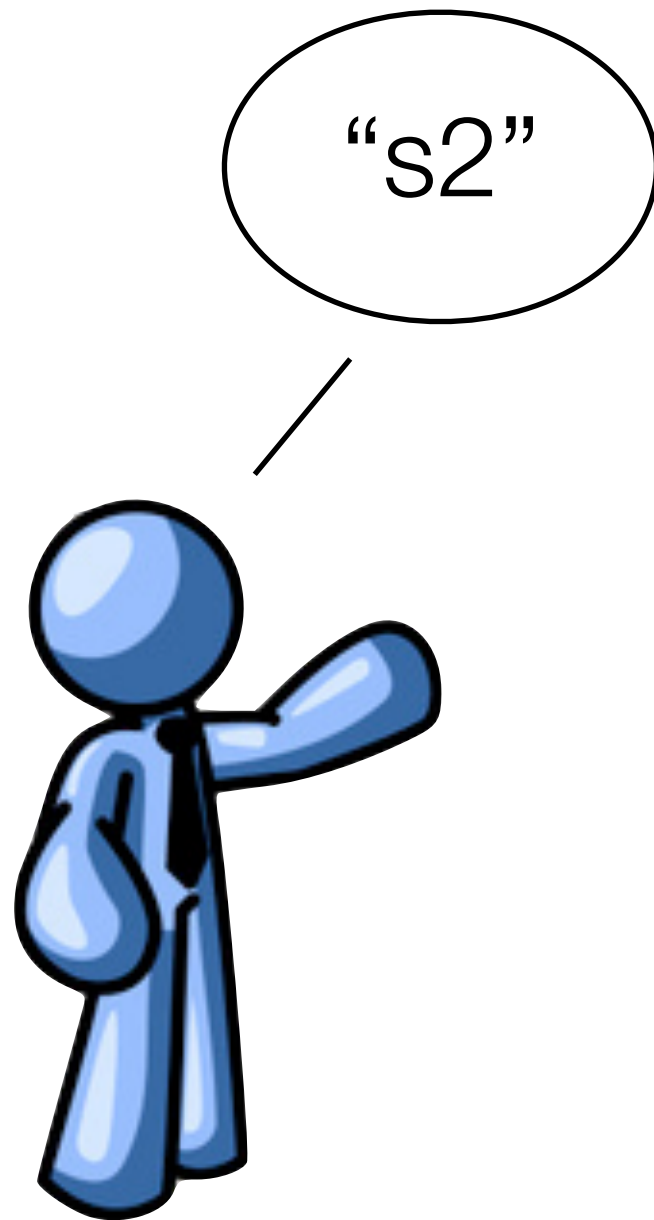
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m2

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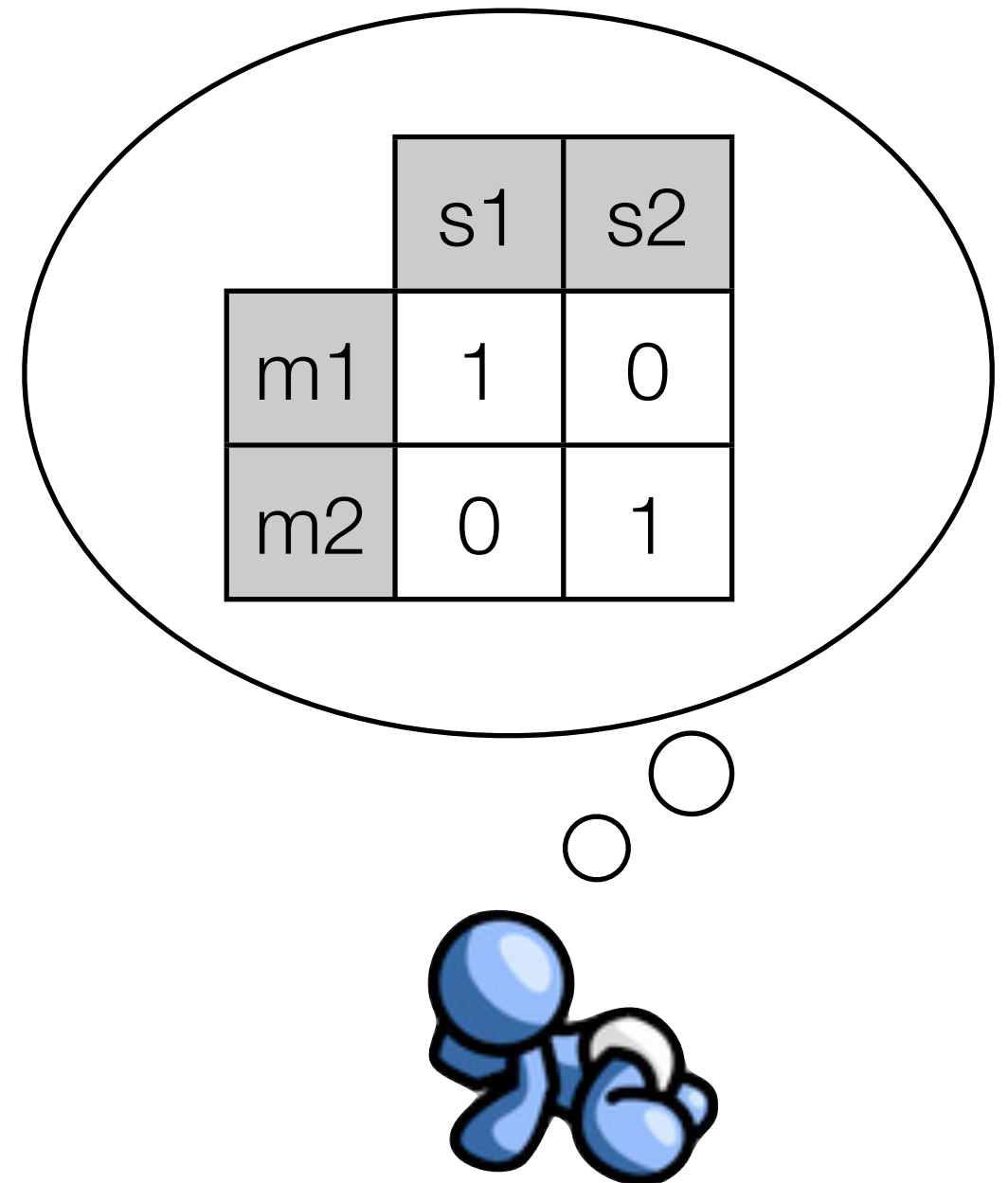
m2

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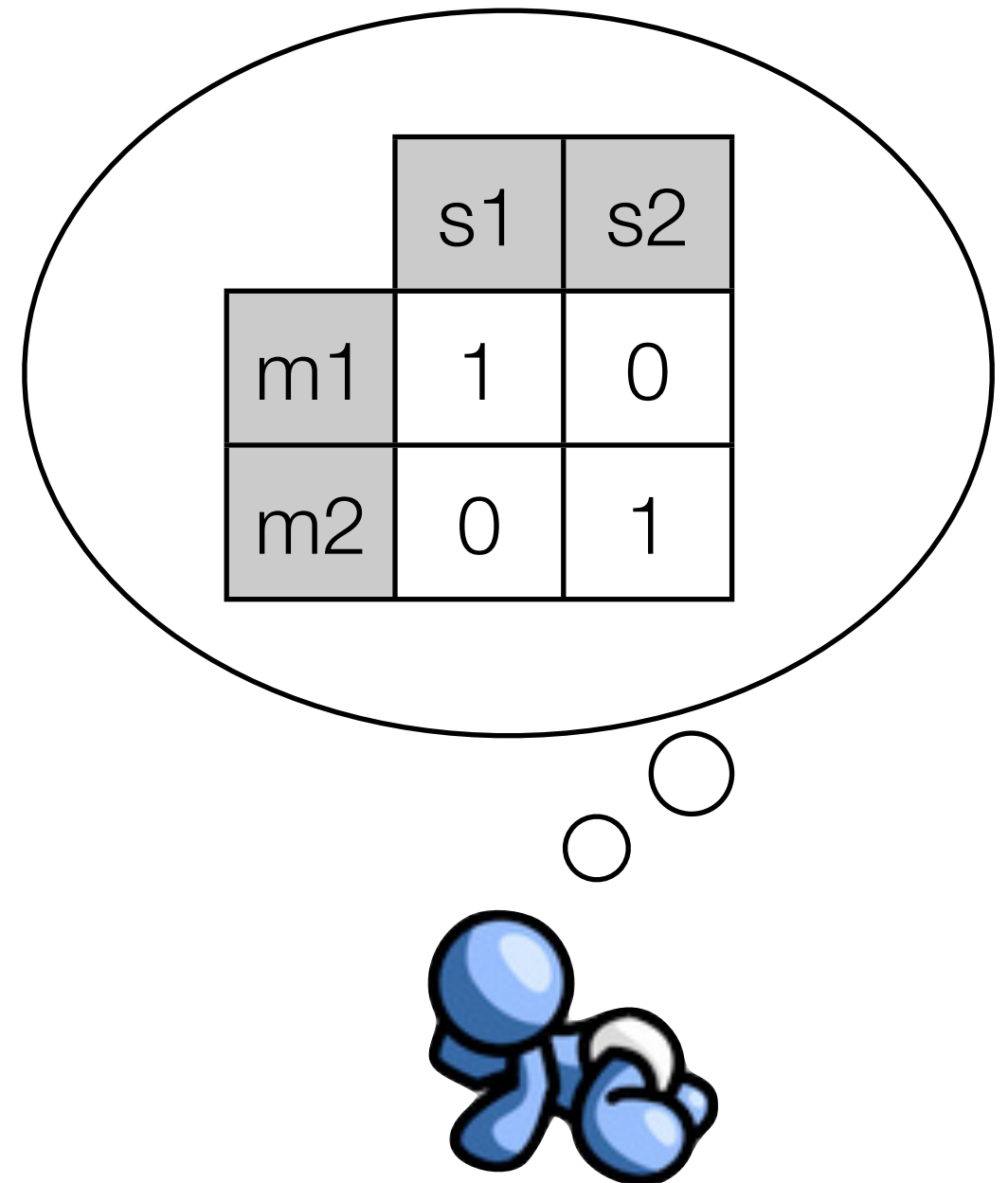
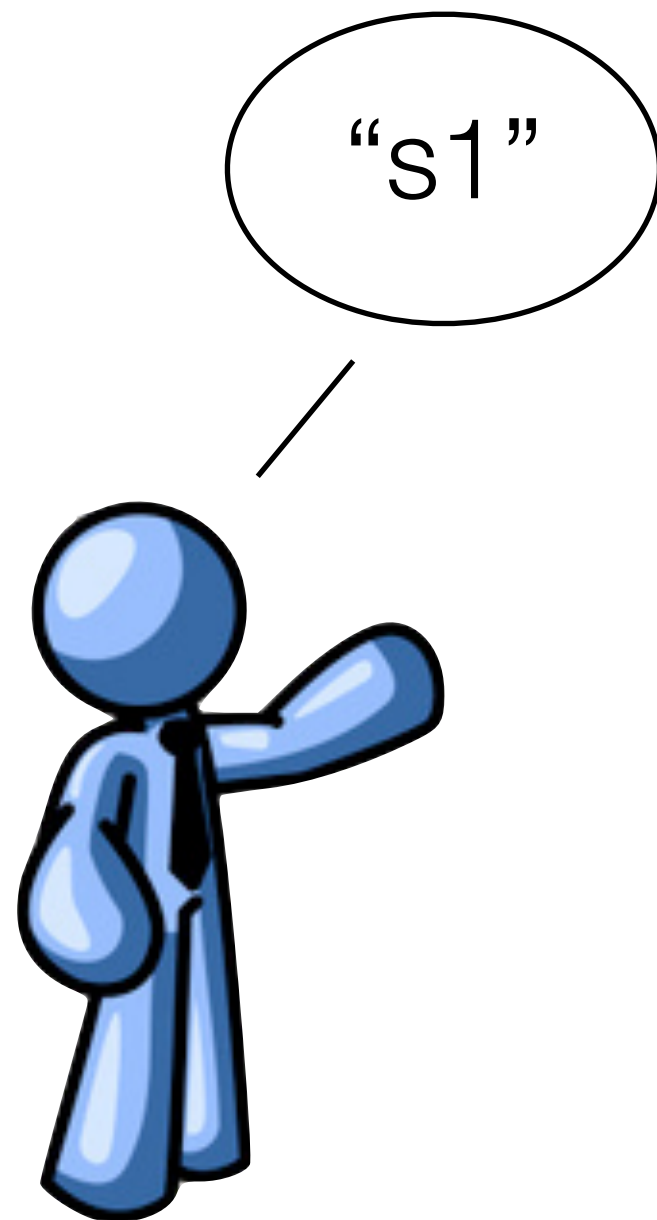


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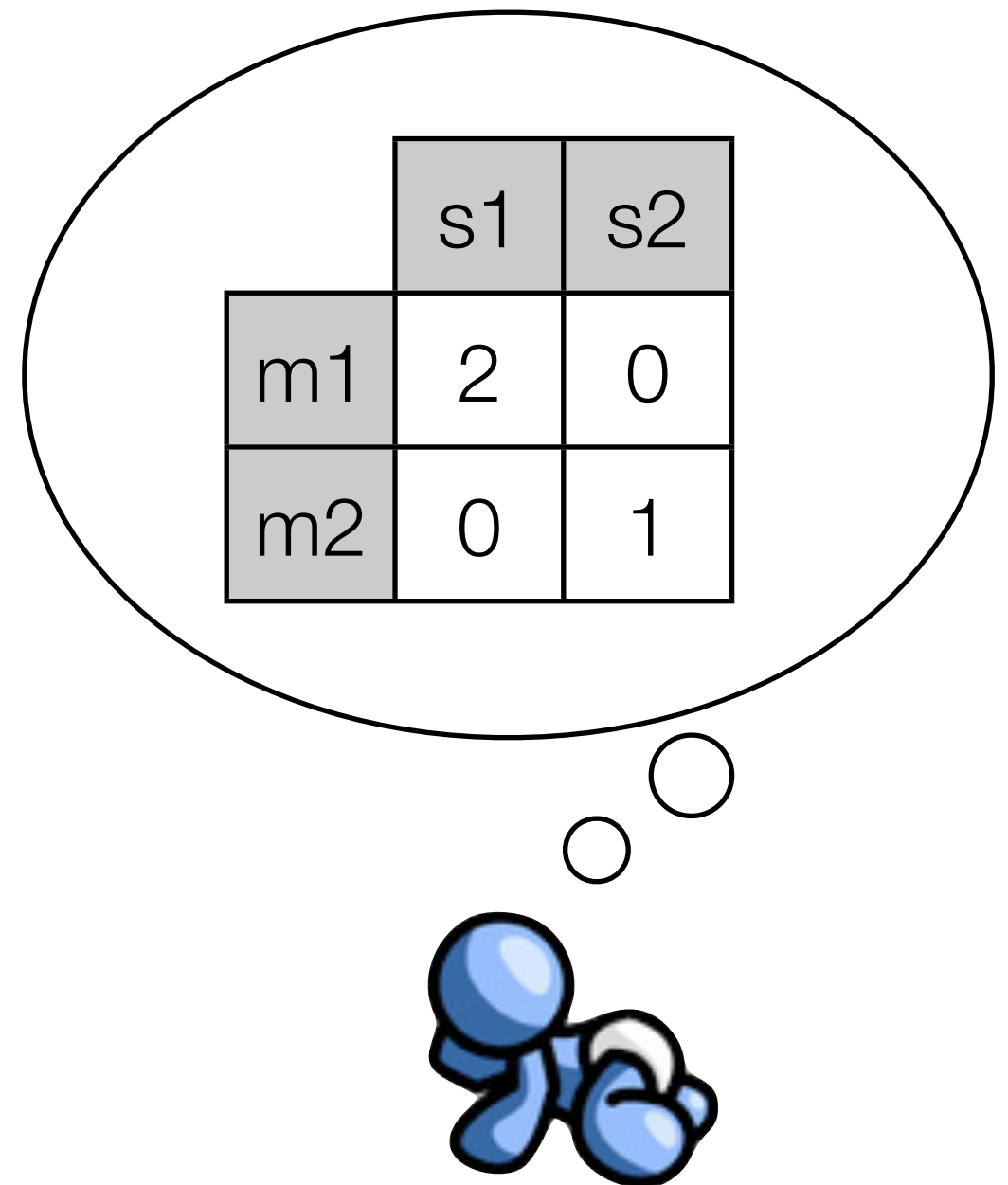
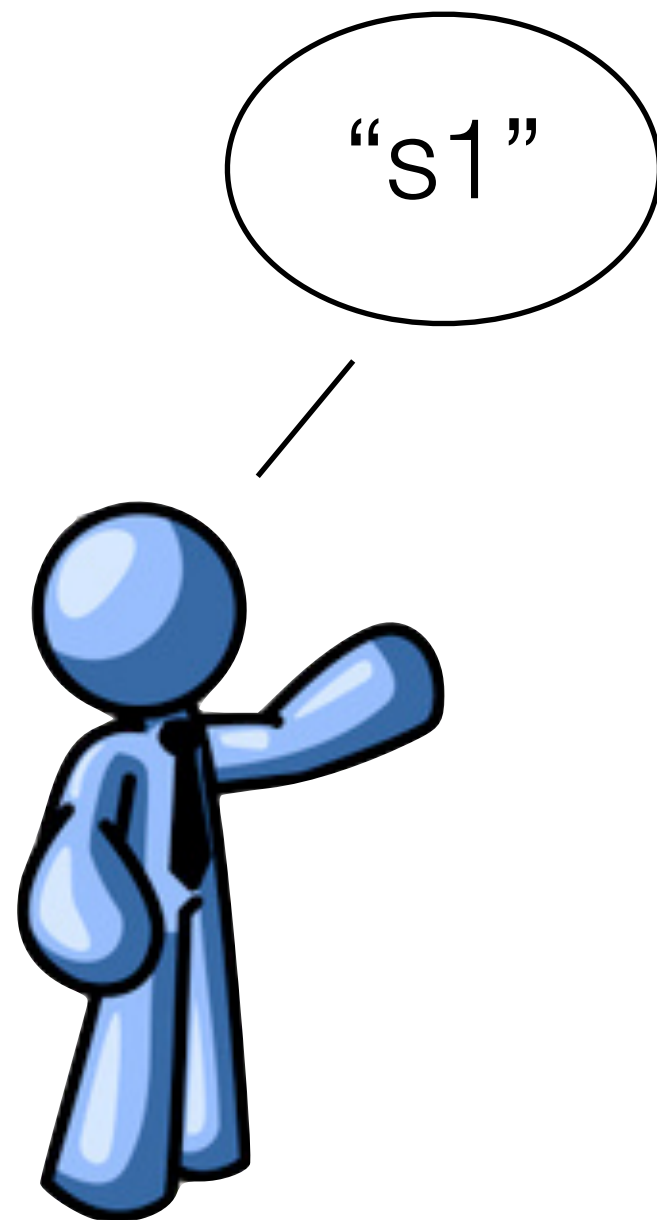
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  - Plus a little bit of other stuff to go to a single-matrix model of production/reception
- Key questions: is this model of learning sufficient? What can an agent with this learning algorithm actually acquire? Does it give another route to explaining where optimal signalling comes from?