

The Language Organism

Lecture 6: Learning bias

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- A big difference between animal signalling and human language
 - Animals typically are born with the relationship between meanings and signals given innately in their genes (as a first approximation)
 - Humans *acquire* this relationship during development
- In our model, the relationship between meanings and signals is represented by connection weights in a network
 - Our animal model has these fixed in each agent, with the possibility of biological evolution
 - Our human model is born with all weights set to zero, with the possibility of changing them in response to hearing utterances (i.e. learning)

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 - A third answer: will two agents given the same data be able to communicate?
- Our training data is meaning-signal pairs, so an obvious test is whether meanings correctly map to signals (and vice versa) after learning
- So, some kinds of learner will be good at learning, and others will be bad, right?

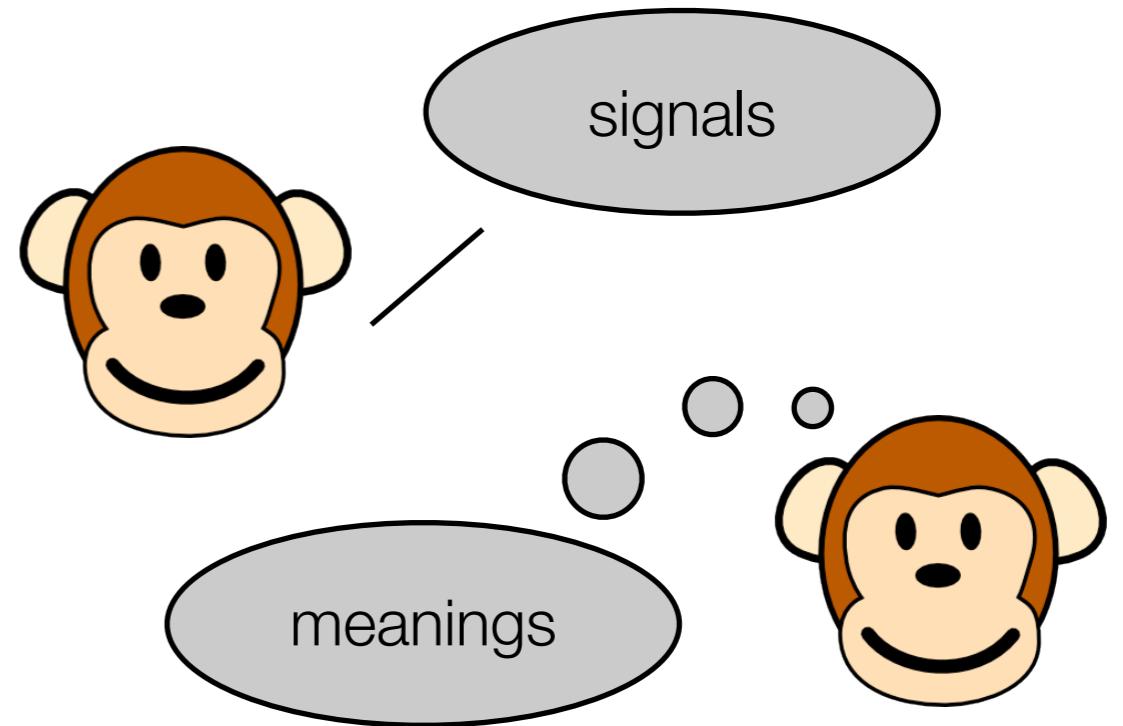
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- So, some kinds of learner will be good at learning, and others will be bad, right?
- Not as simple as that... **it will depend on what is being learned**

A new kind of question

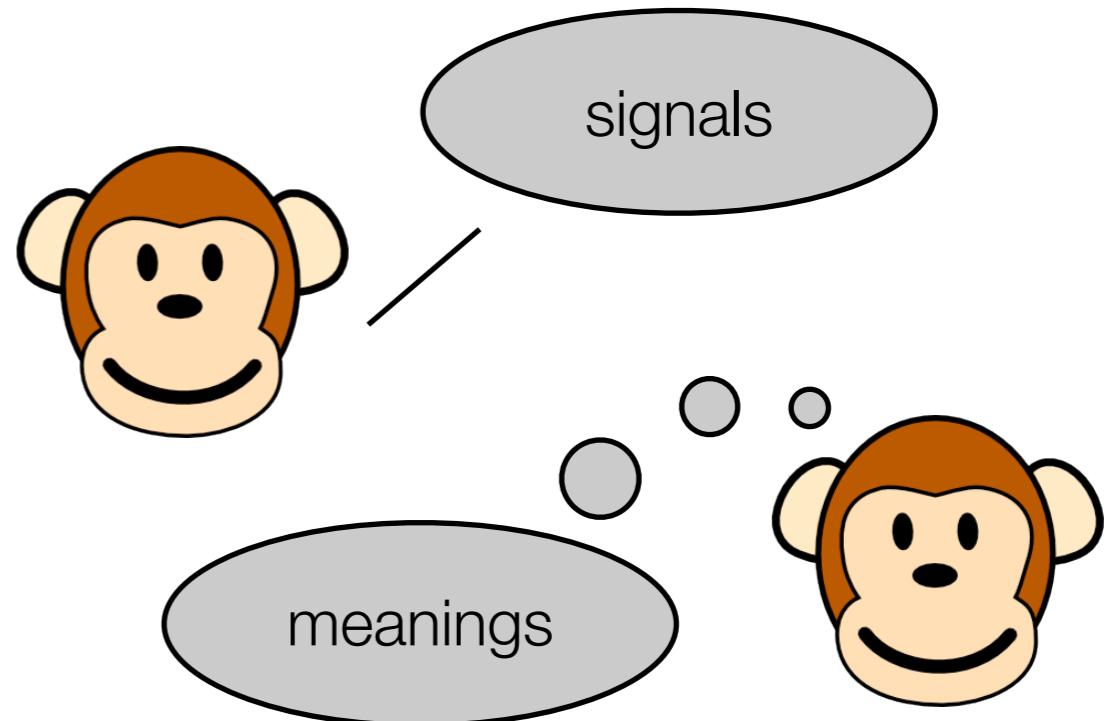
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- Previously, we were interested in how good two innate signalling systems were for communication

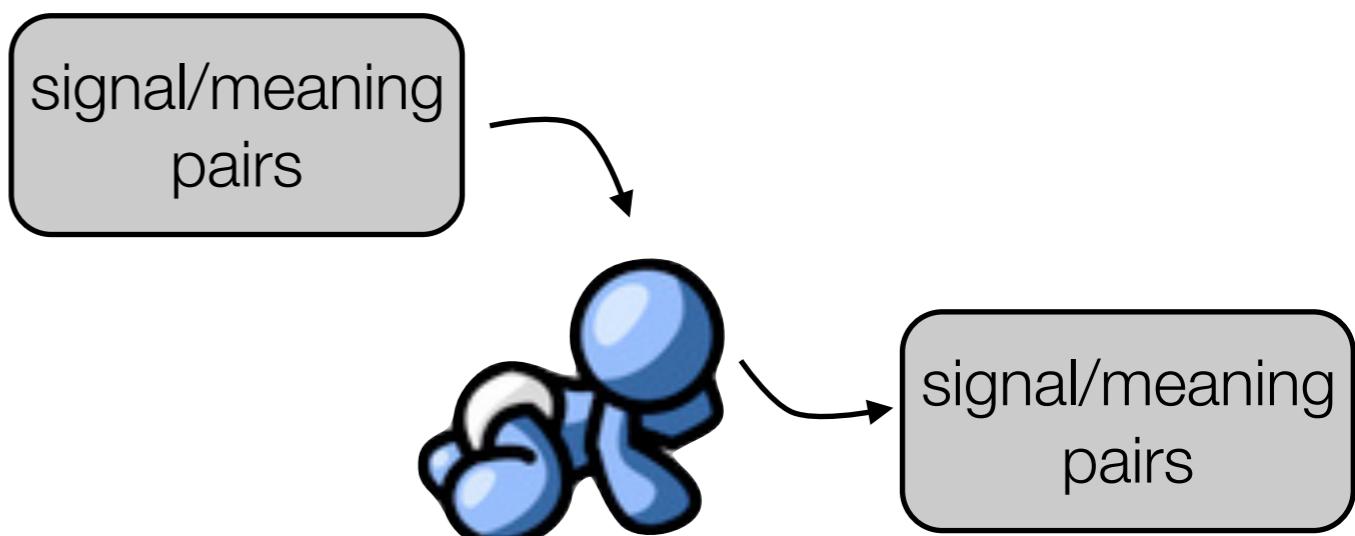


A new kind of question

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- Now, we want to know what kinds of errors a particular learner makes with a particular language



An aside: how to do this with our code

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- Use **train** to train a particular network with a set of data. e.g.:

```
>>> net = [[0, 0, 0], [0, 0, 0], [0, 0, 0]]  
>>> train(net, [[0, 0], [1, 1], [2, 1]])  
>>> net  
[[1, 0, 0], [0, 1, 0], [0, 1, 0]]
```

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```

- Then you can test what the resulting network's reception/production behaviour is using **wta** in combination with **production_weights** and **reception_weights**. e.g.:

```
>>> wta(production_weights(net, 0))  
0  
>>> wta(production_weights(net, 2))  
1  
>>> wta(reception_weights(net, 2))  
0
```

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- Given an optimal language, it learns well:

TRAINING

$m_1 \rightarrow s_1$

$m_2 \rightarrow s_2$

$m_3 \rightarrow s_3$

0	0	0
0	0	0
0	0	0

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RESULT

$m_1 \rightarrow s_1$
 $m_2 \rightarrow s_2$
 $m_3 \rightarrow s_3$

What about our learner?

- How well does it learn?
- Given a language with synonymy, production behaviour depends on frequency of items in training:

TRAINING

$m_1 \rightarrow s_1$

$m_1 \rightarrow s_2$

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0	0	0
0	0	0
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TRAINING

$m_1 \rightarrow s_1$

$m_1 \rightarrow s_2$

$m_1 \rightarrow s_2$

1	2	0
0	0	0
0	0	0

RESULT

$m_1 \rightarrow s_2$ only

What about our learner?

- How well does it **generalise**?
- Unable to correctly generalise an optimal language:

TRAINING

$m_1 \rightarrow s_1$

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$\cancel{m_3 \rightarrow s_3}$

RESULT

1	0	0
0	1	0
0	0	0

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~~$m_3 \rightarrow s_3$~~

1	0	0
0	1	0
0	0	0

RESULT

$m_1 \rightarrow s_1$

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$m_3 \rightarrow s_1, s_2, s_3$

What about our learner?

- How well does it **generalise**?
- Unable to correctly generalise to a maximally ambiguous language:

TRAINING

$m_1 \rightarrow s_1$

$m_2 \rightarrow s_1$

~~$m_3 \rightarrow s_1$~~

1	0	0
1	0	0
0	0	0

RESULT

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Bias

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- What features could we modify?
- One possibility: the way we update the weights...

Our weight-update rule

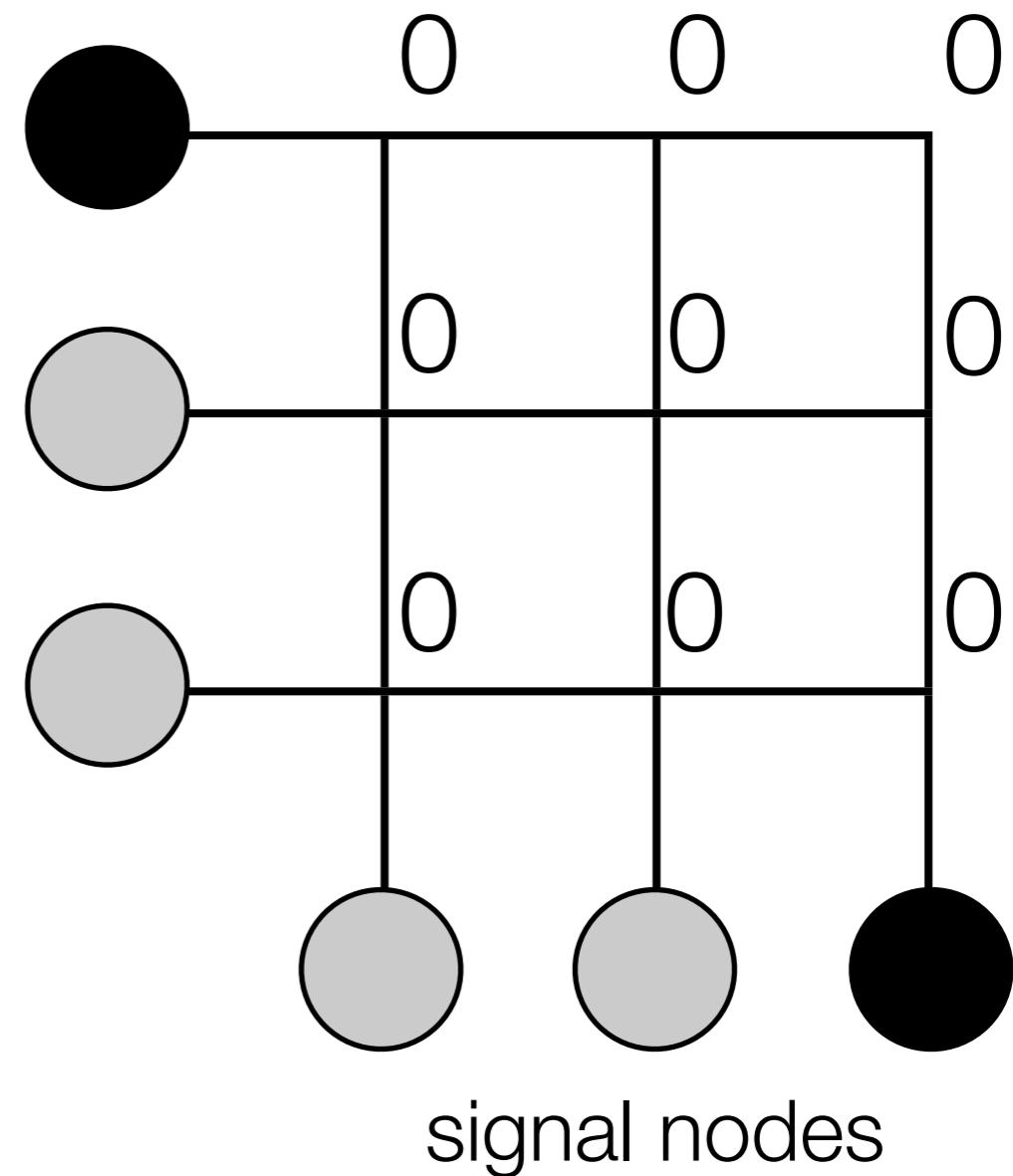
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Observation:
 $m_1 \leftrightarrow s_3$

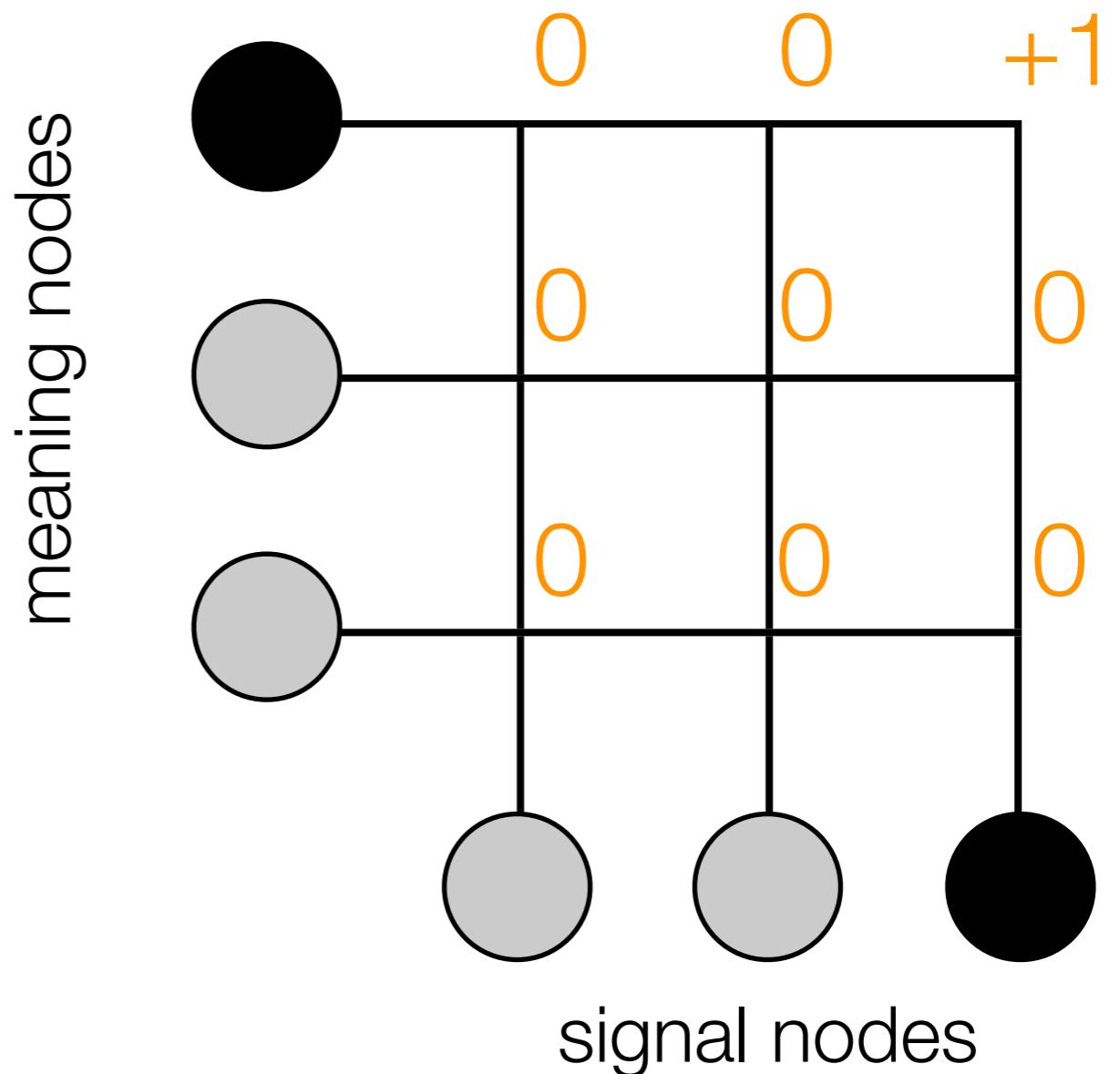
meaning nodes



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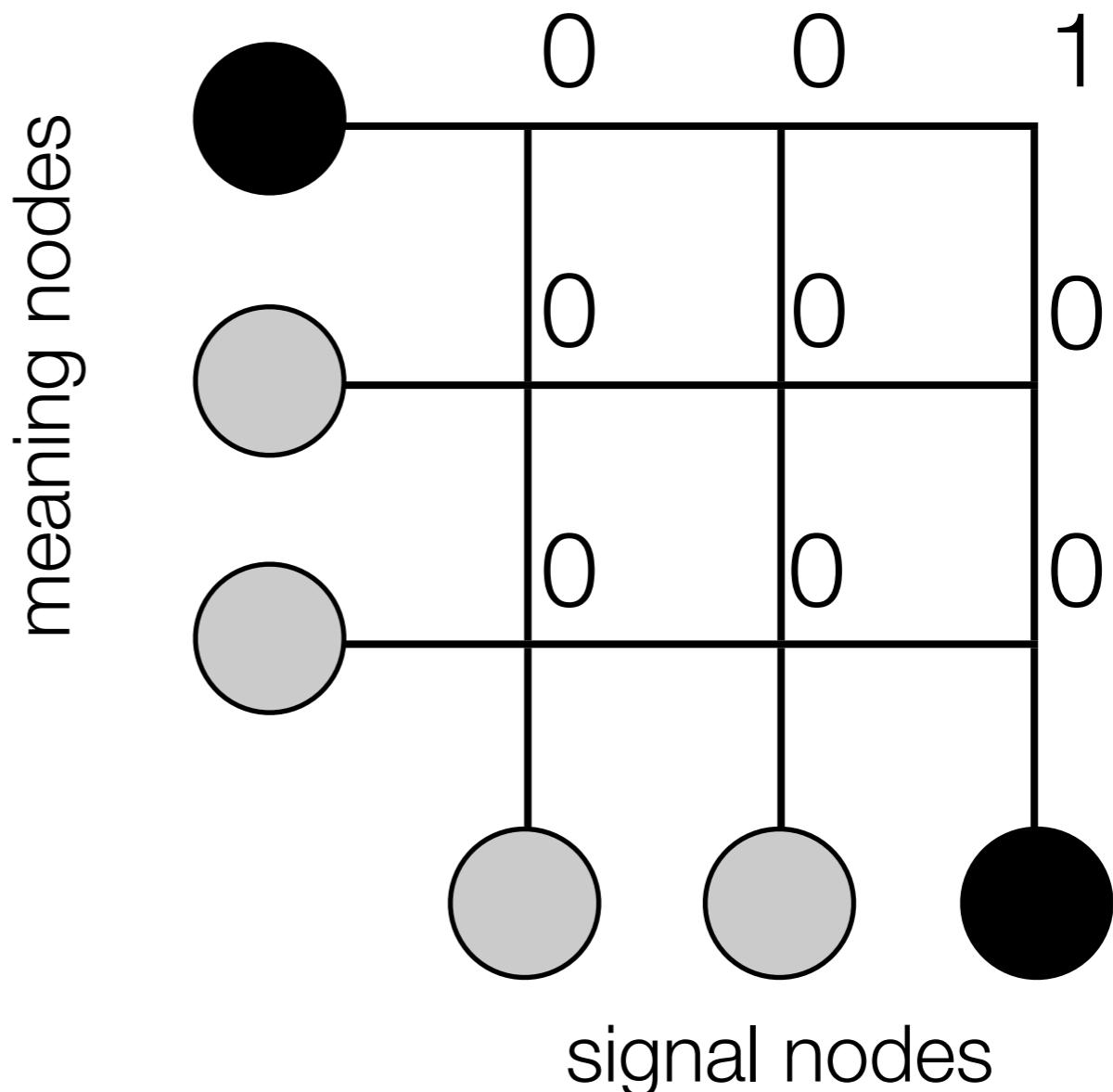
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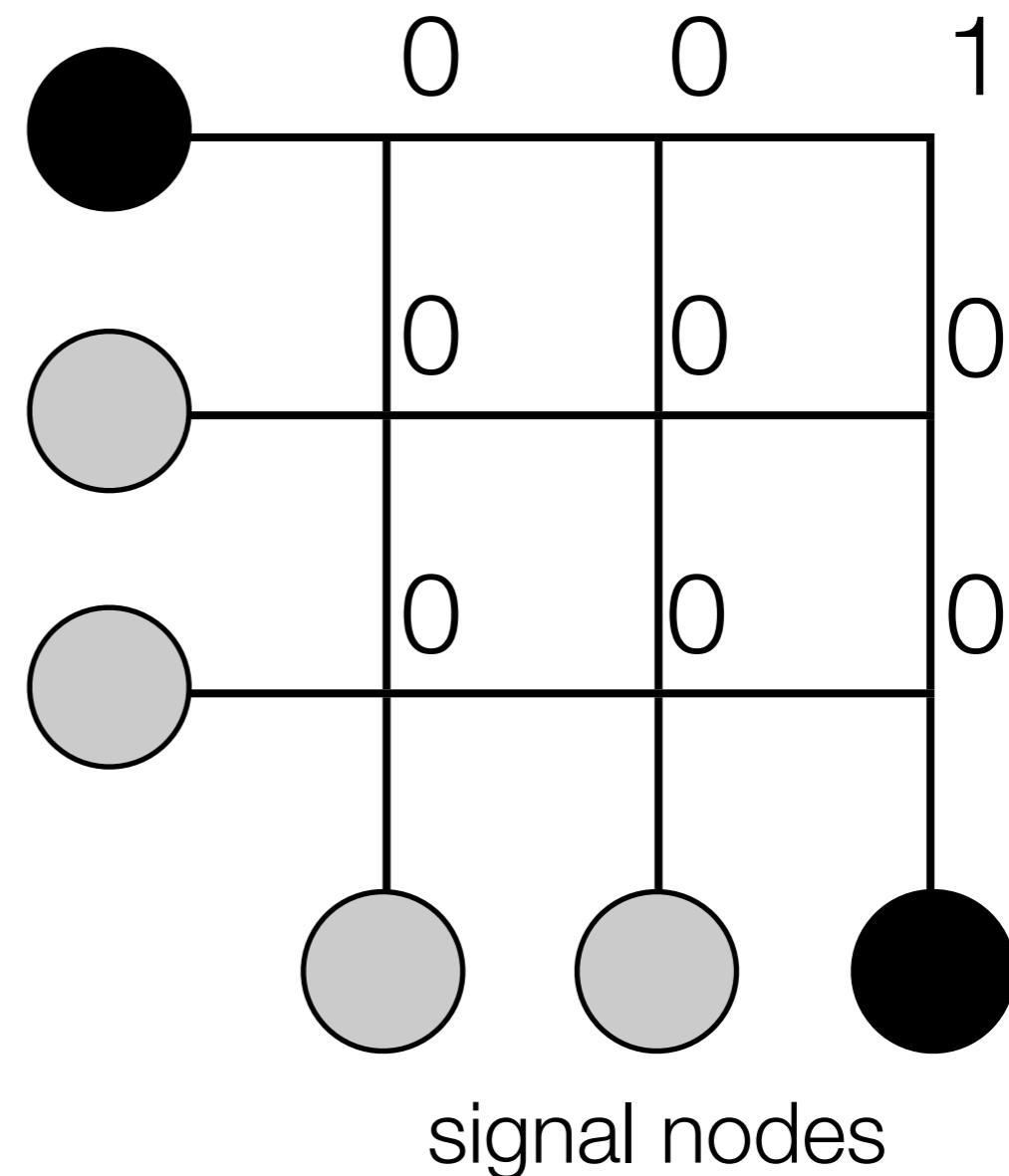


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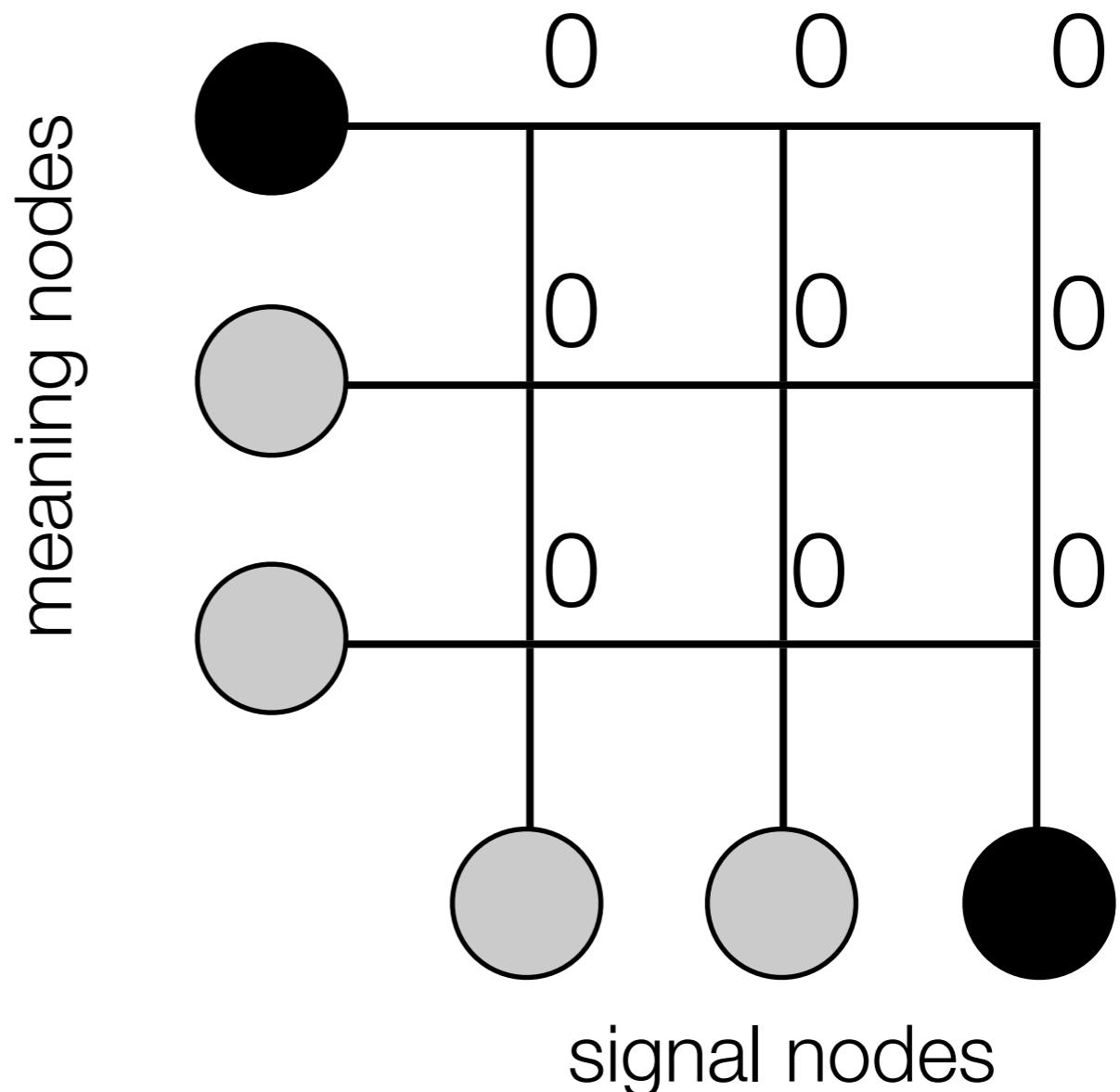


What else could we do?

There are other possibilities

- Some of you wondered if it was possible to *reduce* connection weights between nodes that were ‘competing’ for the same meaning or signal

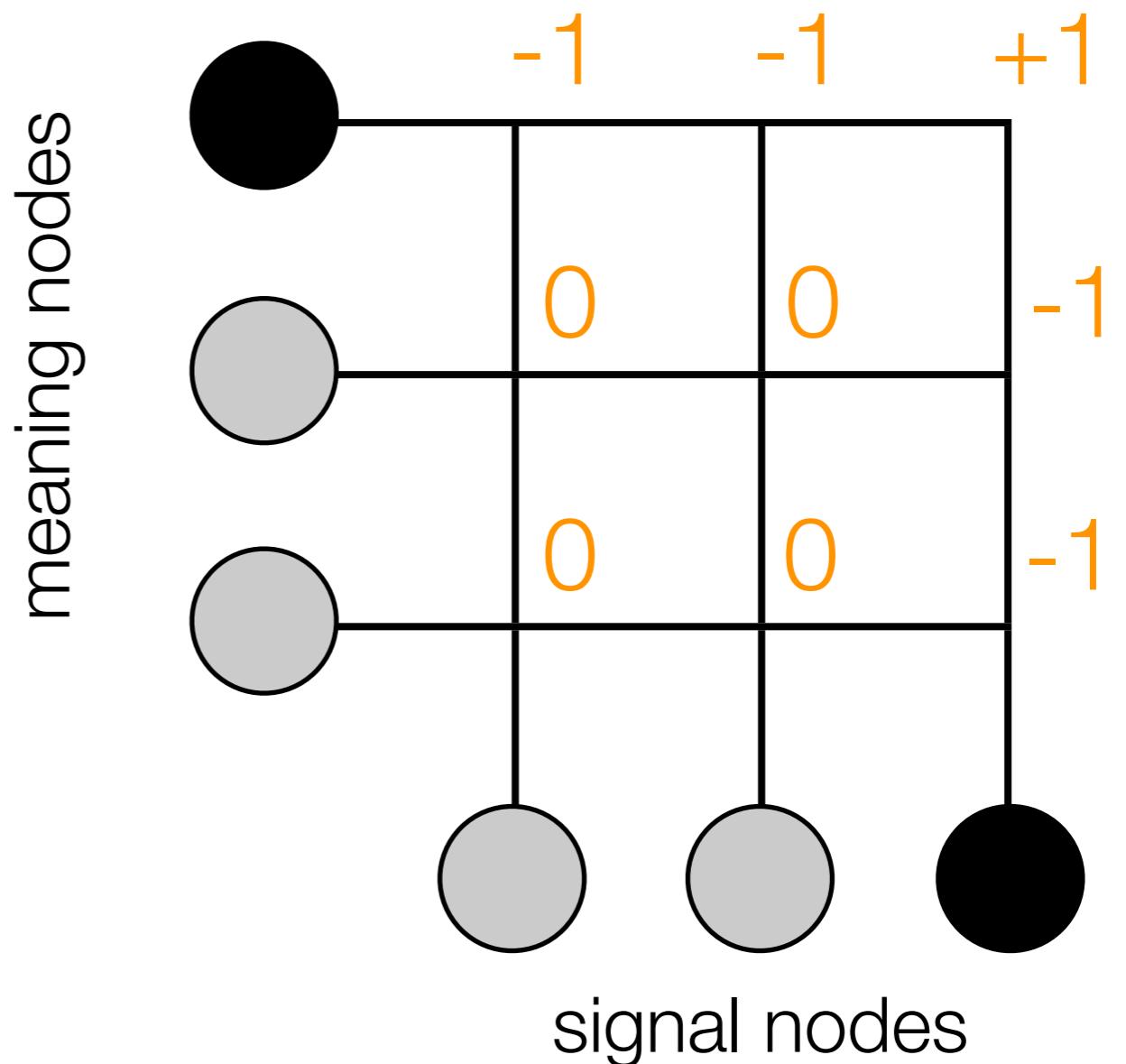
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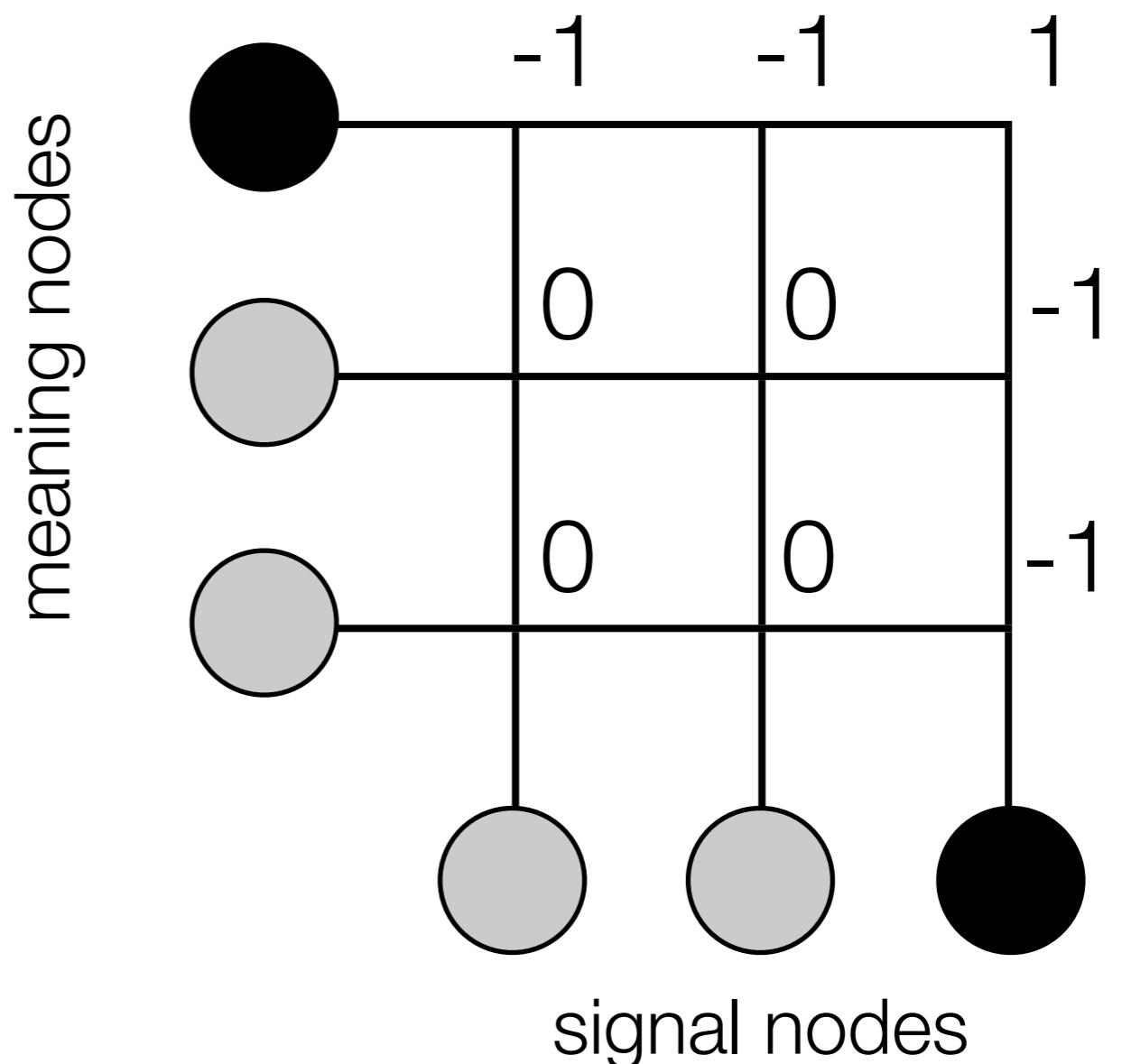
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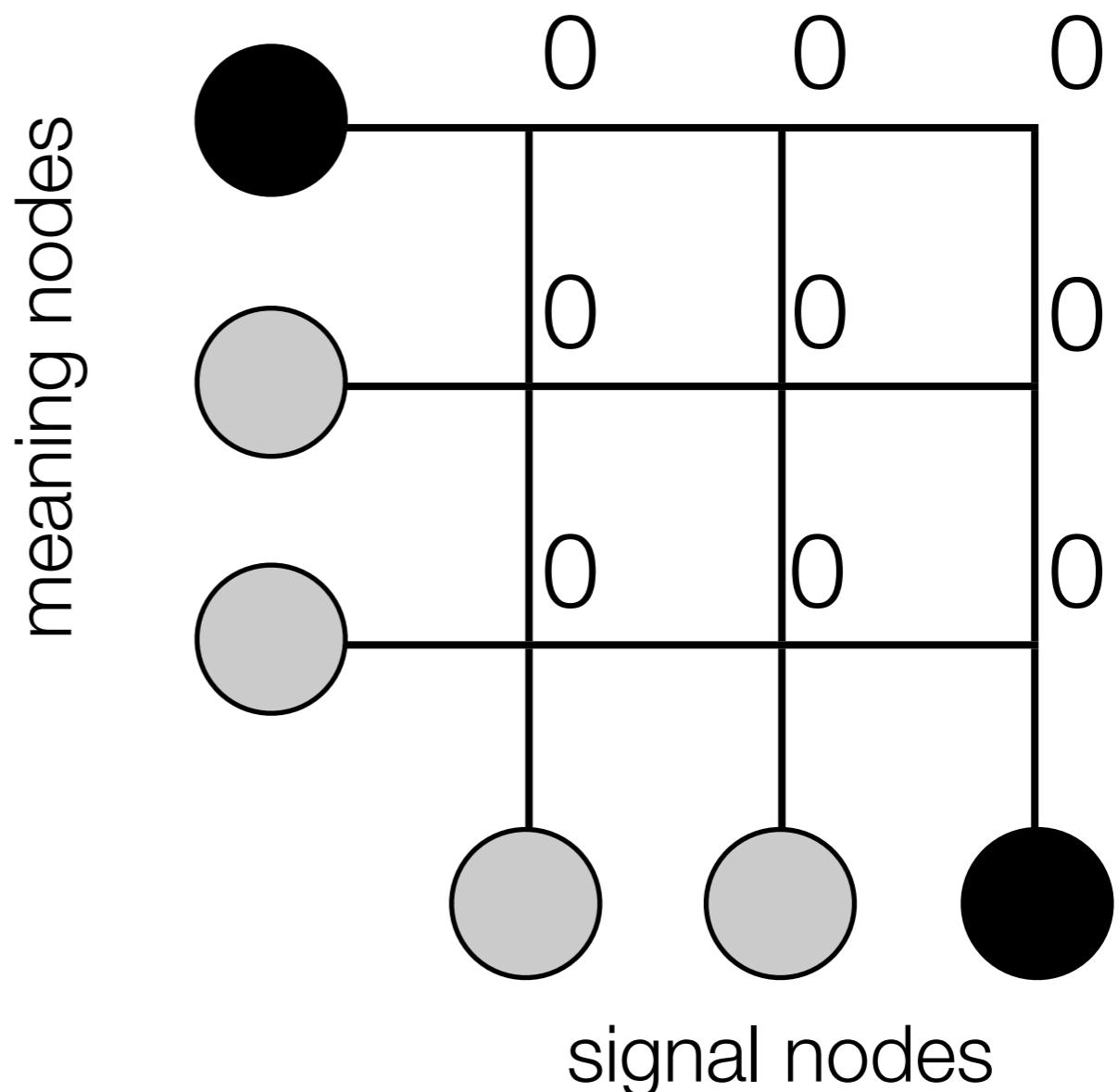
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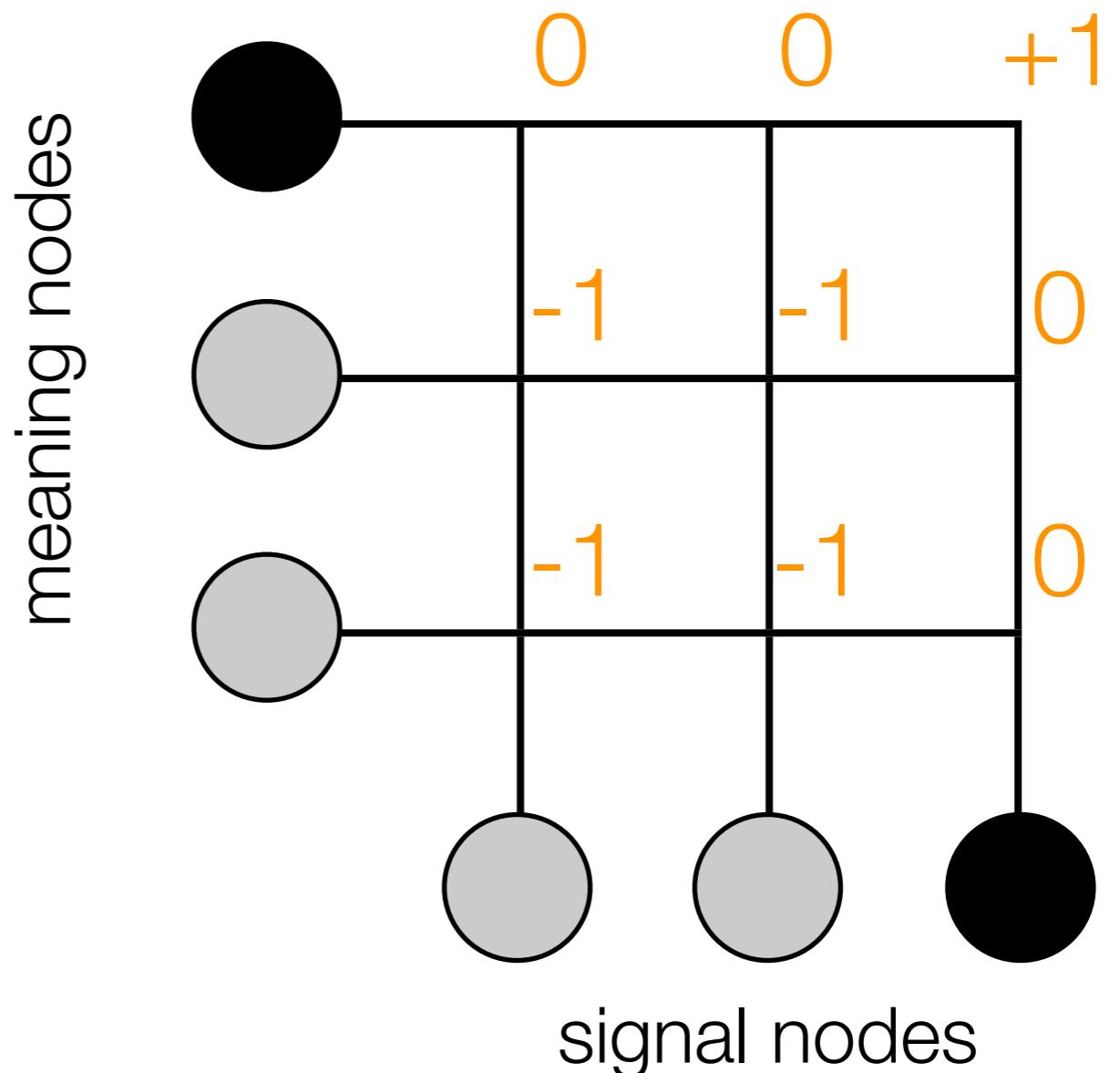
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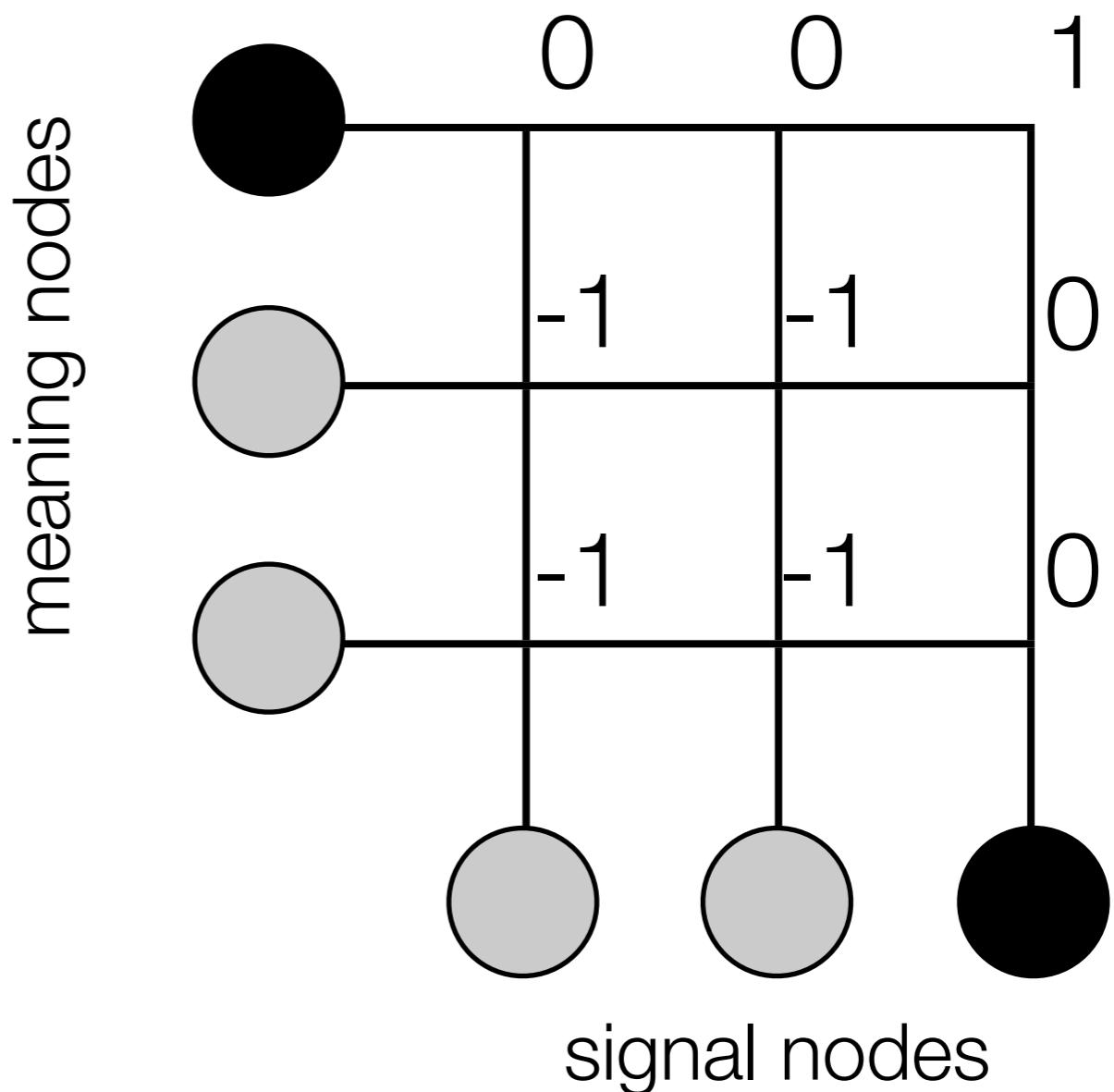
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A set of possible *weight update rules*

- We need to specify what will happen to a weight in four different situations:

$\Delta w_{m_i s_j} = ?$ if both m_i and s_j are active

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A set of possible *weight update rules*

- We need to specify what will happen to a weight in four different situations:

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Yet another rule

A set of possible *weight update rules*

- We need to specify what will happen to a weight in four different situations:

$\Delta w_{m_i s_j} = \alpha$ if both m_i and s_j are active

$\Delta w_{m_i s_j} = \beta$ if m_i is active and s_j is inactive

$\Delta w_{m_i s_j} = \gamma$ if m_i is inactive and s_j is active

$\Delta w_{m_i s_j} = \delta$ if both m_i and s_j are inactive

General specification of rules: $[\alpha, \beta, \gamma, \delta]$

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 - How well does it generalise to unseen data for each of these languages?
 - How well will a pair of agents with the rule communicate after being trained on these languages?

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- What do they correspond to in reality?
 - They are a feature that an agent is born with that changes the learnability of different kinds of languages. A different kind of innateness.
- What are the consequences for language of this kind of innateness?
 - For the animal model, there's a simple relationship between genes and behaviour (i.e. signalling)
 - For the learning model, the relationship between genes and behaviour (i.e. language) is much more complex

Worksheet Q3: Other ways of learning

- One other way (discussed today): adjust weights in a more interesting fashion
- Are there others?

Reading

Reading

- Reading: Christiansen & Devlin (1997) *Proc Cog Sci Soc* 113-118.

A very different kind of neural network model that learns to predict the next word in a sequence, but the point of the paper is the same: learning bias means some languages are more learnable than others