### Simulating Language 6: Evolving innate signalling systems

Simon Kirby <a href="mailto:simon@ling.ed.ac.uk">simon@ling.ed.ac.uk</a>





	s1	s2	s3
m1	٦-	2	0
m2	0	1	1
m3	0	3	4

Which signal would this sender produce for m3?

**A:** s1

**B**: s2

**C:** s3

**D**: s4

	s1	s2	s3
m1	1	2	O
m2	0	1	1
m3	0	3	4

How would you access the row of association strengths for m1?

A: my\_matrix[0]

**B:** my\_matrix[1]

	s1	s2	s3
m1	1	2	О
m2	0	1	1
m3	0	3	4

How would you access the strength of association between m2 and s1?

**A:** my\_matrix[0][1]

**B:** my\_matrix[1][0]

	s1	s2	s3
m1	1	2	O
m2	0	1	1
m3	0	3	4

 Can you tell, by looking at the python code, that this is a production matrix rather than a reception matrix?

A: No

B: Yes

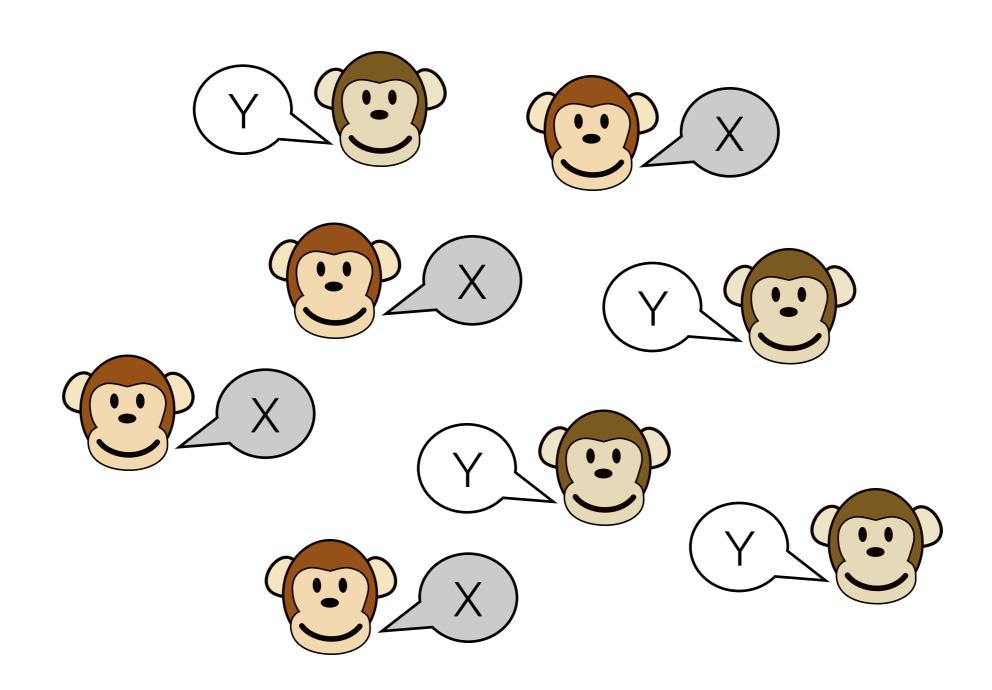
### Moving on

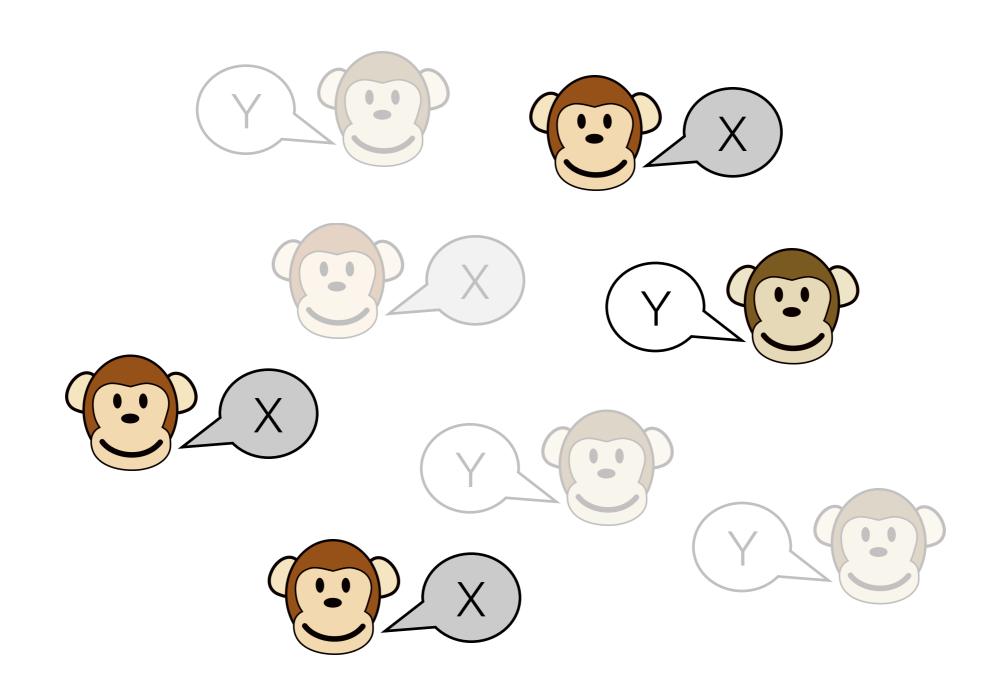
#### Where do these signalling matrices come from?

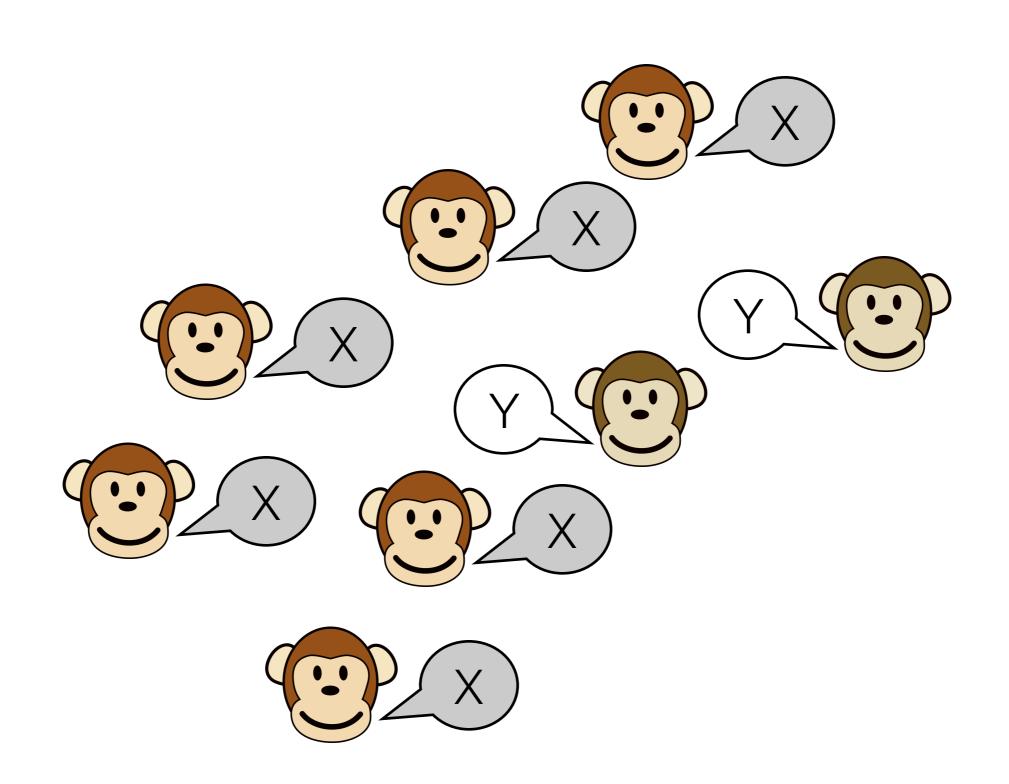
- Alarm calling systems are typically innate: they are somehow the result of the organism's genes
- How would an organism end up with a set of genes that gives them a good communicative accuracy score?
- **Theory**: natural selection will give us organisms with genes that specify signalling systems which have high communicative accuracy
- But can we be sure this is right?
- We need to model it...
- ...but first, quick recap on some basic theory

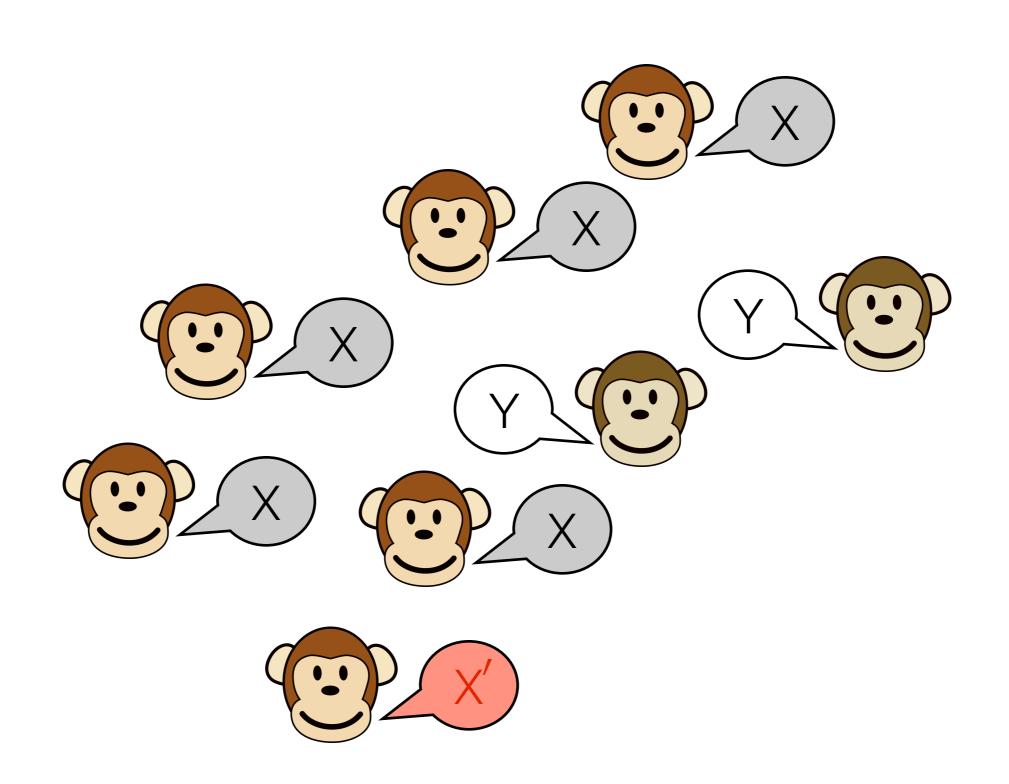
#### Evolution by natural selection

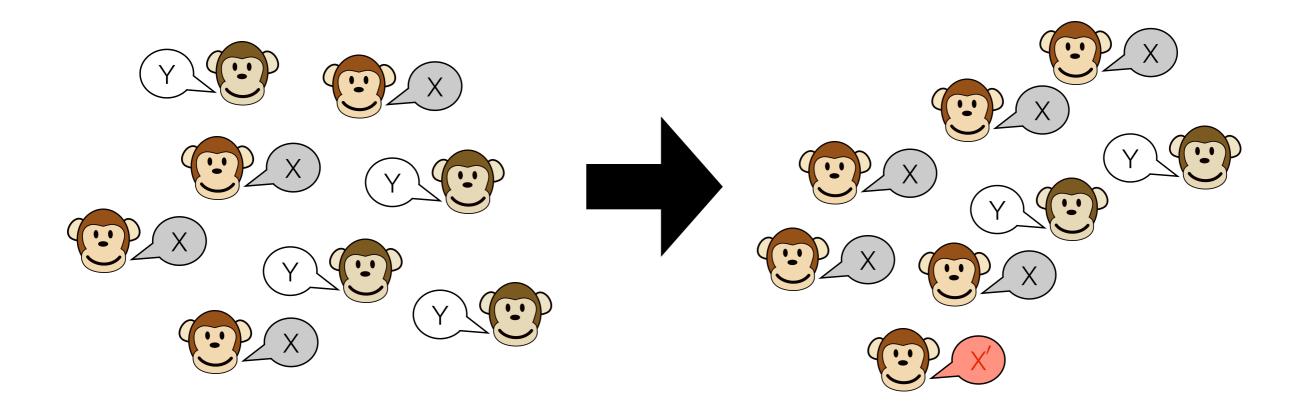
- Natural selection: the process by which genotypes with higher fitness increase in frequency in a population
- The inevitable consequence of heritable variation in fitness











# Evolution by natural selection, adaptation and the appearance of design

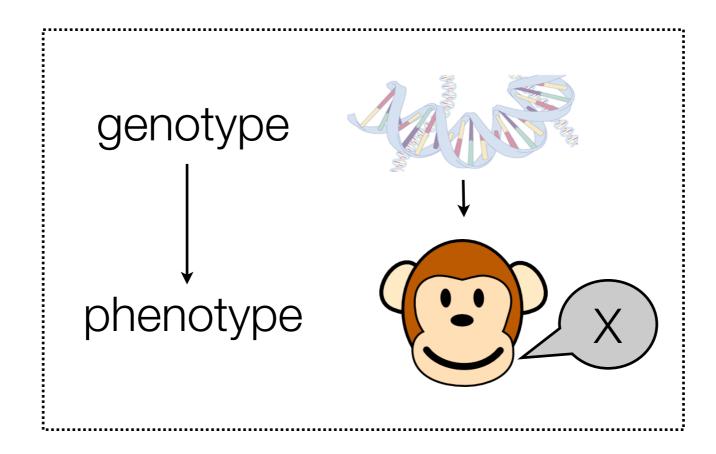
- Natural selection leads to adaptation
  - "'design' in life those properties of living things that enable them to survive and reproduce in nature." (Ridley, 1996, p. 5)
- Only natural selection produces adaptations (let's come back to that!)

Interlude: human language is an adaptation, true or false?

When answering, think about what it means for a trait to be an adaptation

#### Modelling evolution

- Many ways of modelling evolution. One approach: genetic algorithms
- Key ingredients:



#### Modelling evolution

- · Many ways of modelling evolution. One approach: genetic algorithms
- Key ingredients:

- 1. A population of organisms
- 2. A task they are trying to succeed at
- 3. A measure of how fit they are at this task
- 4. A way of selecting the fittest
- 5. A way of allowing the genes of the fittest to survive
- 6. A mechanism for introducing variation into the gene pool

#### Our model

 Simplify things a bit: Treat genes and phenotype as equivalent and get rid of sex

#### The simulation:

- 1. Create a population of random signal matrices
- 2. Assess each member of population for fitness (based on communication)
- 3. Pick a parent based on fitness
- 4. Copy parent (with chance of mutation) to create new offspring
- 5. Do 3 & 4 enough times to come up with a new population that's the same size as the old one
- 6. Replace old population with new one
- 7. Repeat steps 2 to 6 many times

#### Main research question

- Under what conditions will we see the emergence of "optimal" communication systems? (i.e. when will we see a stable population of agents in which any pair of agents would have a communicative accuracy of 1.0)
- Main parameter: how do we assess fitness?
- What is the fitness function?
- Key considerations:

How do you pick communicative partners?
Who gets rewarded for successful communication?

Find out answers in the labs on Tuesday and Thursday