

Navigating a quasiregular system: Efficiency and generalization in the early stages of learning to read

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An enduring challenge

- Children learn within constraints (Chomsky, 1965; Griffiths, 2020; Hart & Risley, 1995; Seidenberg & MacDonald, 1999)
 - Memory (MacDonald, Just, & Carpenter, 1992)
 - Environment (Hart & Risley, 1995; Hoff, 2013)
 - Instruction (Darling-Hammond, 2000; Seidenberg, 2017)
 - Educational opportunity (Reardon, 2013)
 - Time (Fisher et al., 1981)
- Those that teach children are constrained too
- Constraints permeate how we understand kids, learning, education
- Especially in learning about print

The special case of learning about print

- Children must learn how print and speech relate
- Necessary but not sufficient for learning to read
- Short term: as much knowledge about print as possible
 - Crack the code
 - Achieve escape velocity
- Long term: comprehension
- Therefore: the goal is efficiency

Get the child as much knowledge as possible to enable them to read words (they have not yet seen)

Existing solutions?

- Enhance the child's skills with phonemes
- Teach the child about stable relations between print and speech
- Increase practice with print
- Rinse, repeat until the goal is accomplished *or we run out of time*

The problem?

- Which patterns matter most?
- Resources are limited
- Time

A different approach

- Learning is computational (Seidenberg & McClelland, 1989; Seidenberg et al., 2020)
- Embodiment learning in neurobiologically plausible learner
- Maps printed word to a spoken word
 - Seidenberg & McClelland (1989); Plaut et al. (1996)
- Expose the learner to many different learning environments
 - Sets of different single-syllable words
- Select sets of words that have good properties
 - Learning
 - Generalization

Study 1

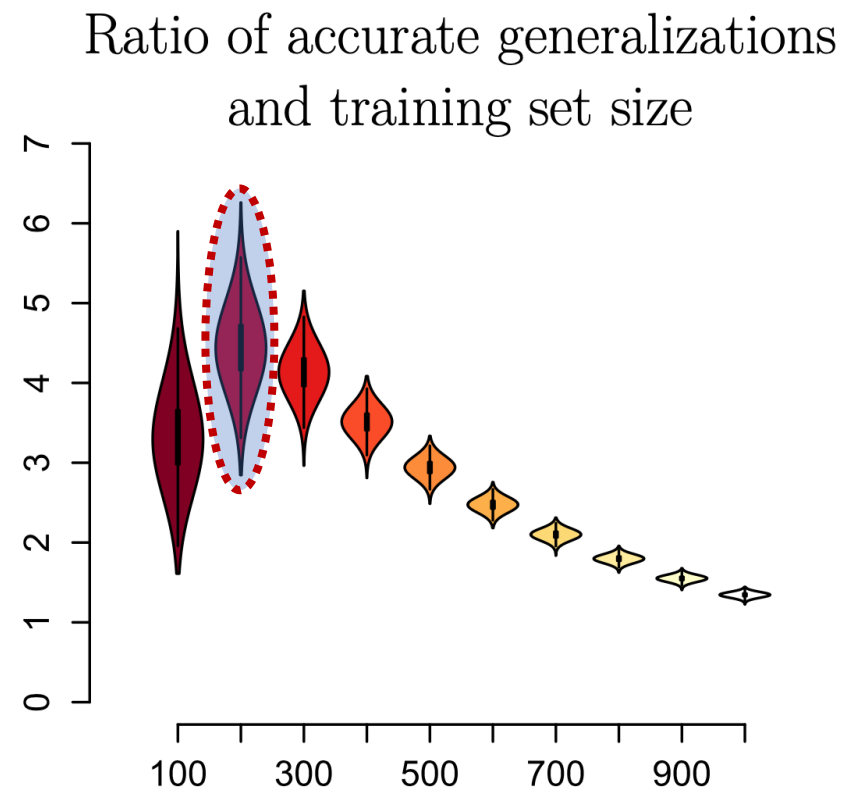
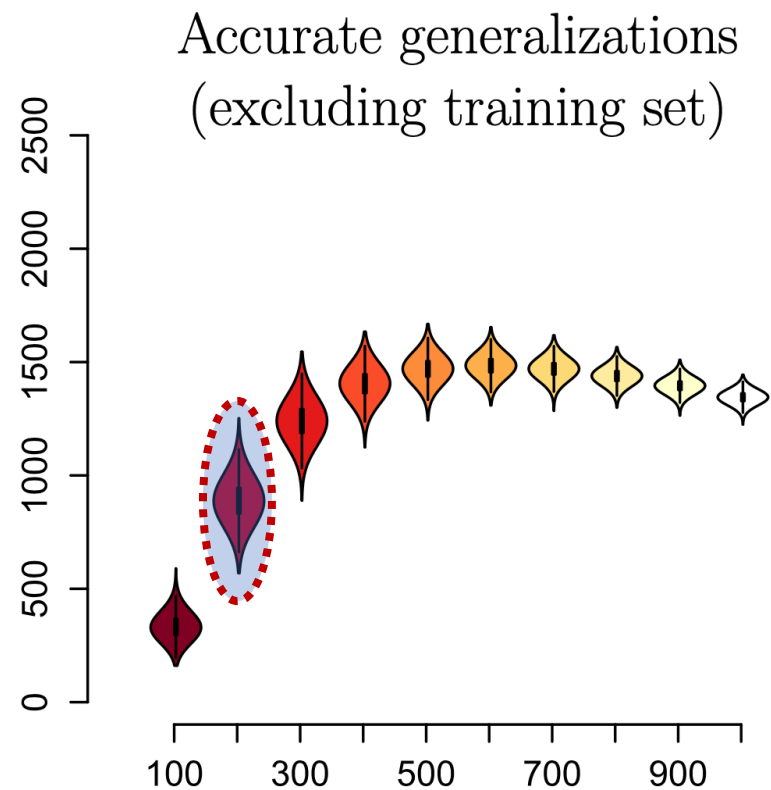
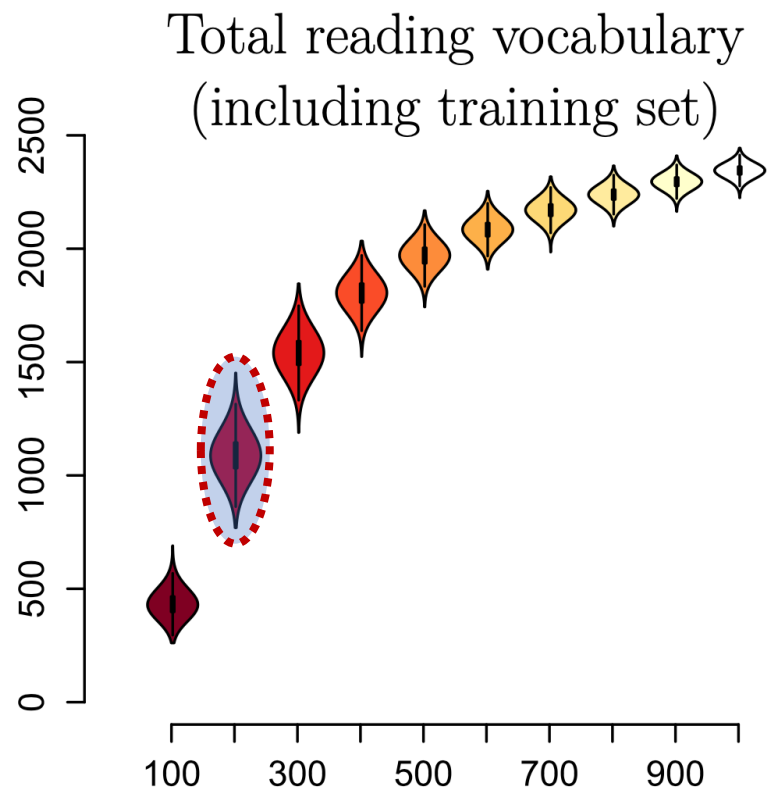
REMEMBER:
Computer simulations,
not humans!

- How much generalization can you get from a subset of large pool of words
 - Selection pool: corpus of 2881 monosyllabic words
 - Subsets: range from 100 to 1000, increments of 100 (k)
- Randomly select k words from the selection pool
- Train the learner until it gets all those words right
- Test the model on the rest of the words
- Repeat for many, many samples of words

- A large pool of words
- Take random samples (100, 200...1000)
- Train the computational learner on random sample
- See how well it does on the set of words it hasn't been taught

What are we looking for?

- For a set of k words, how much generalization can you get?
- How much more generalization do you get for more words (as k increases)



Model Level	η_p^2	ΔR^2
<i>Word length</i>	0.002	0.001
<i>Orth. Neighbors</i>	0.006	0.005
<i>Phon. Neighbors</i>	0.000	0.000
<i>Consistency</i>	0.137	0.136

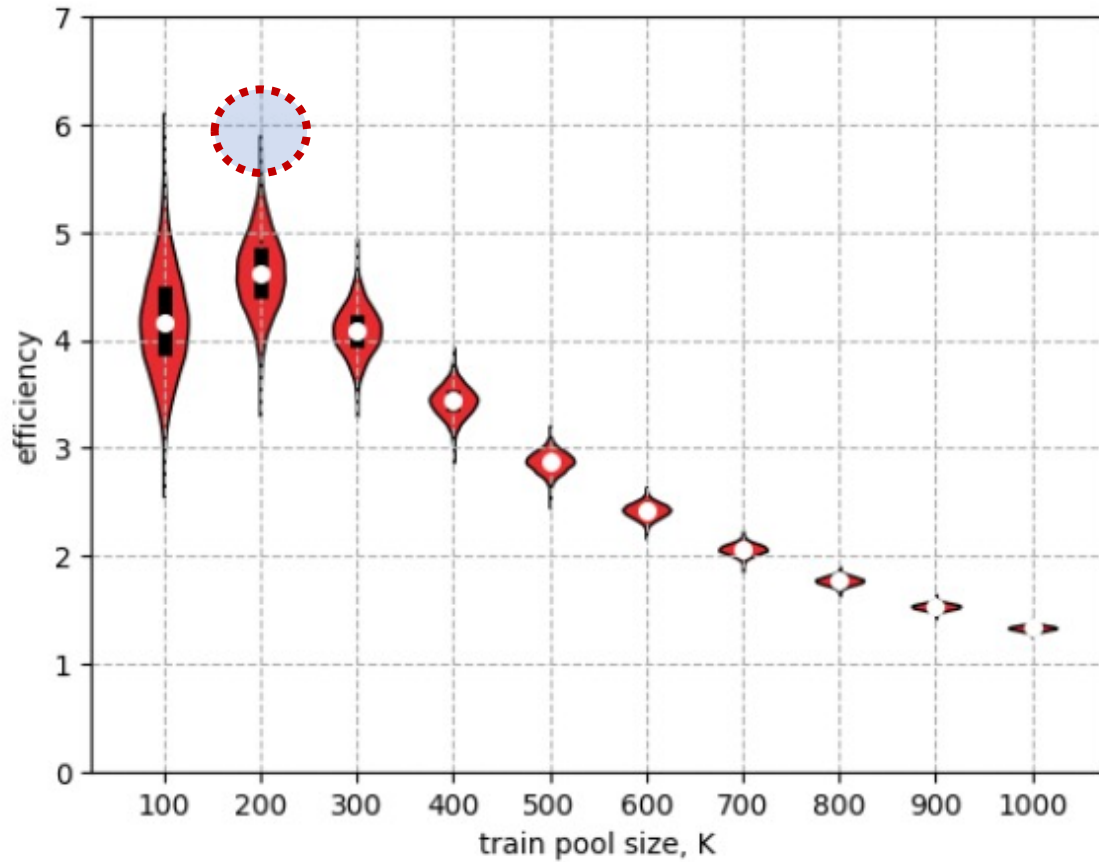
Study 2

- Sets of words vary in how good their structure is
- Good = generalizable
- But can sets be arranged sequentially to promote generalization?

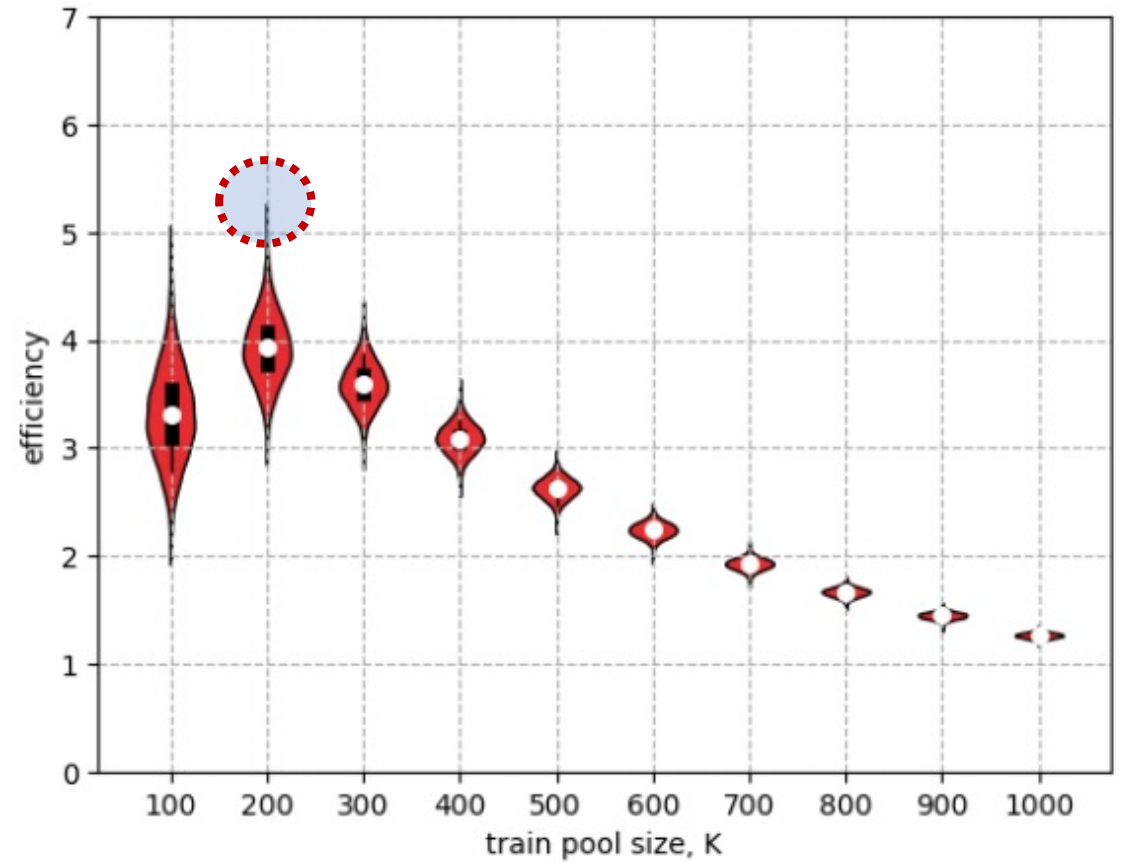
Procedure

- Optimize the sequence in which they are learned
- A two step approach
- Step 1: select a good set from a large corpus (Study 1)
- Step 2: manipulate the sequence to enhance generalization

Step 1: Find a good set (same as study 1)



Kid words

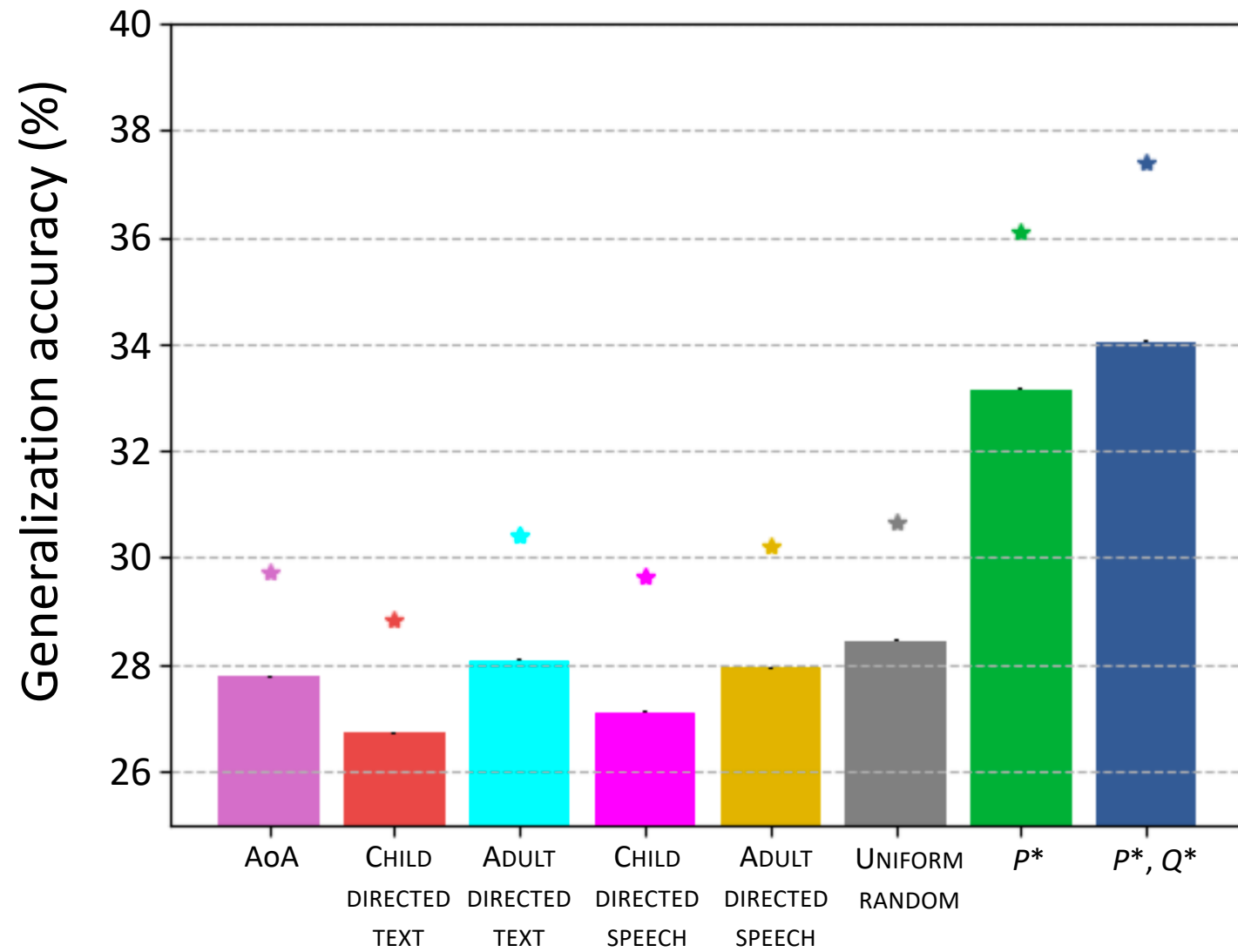


Adult words

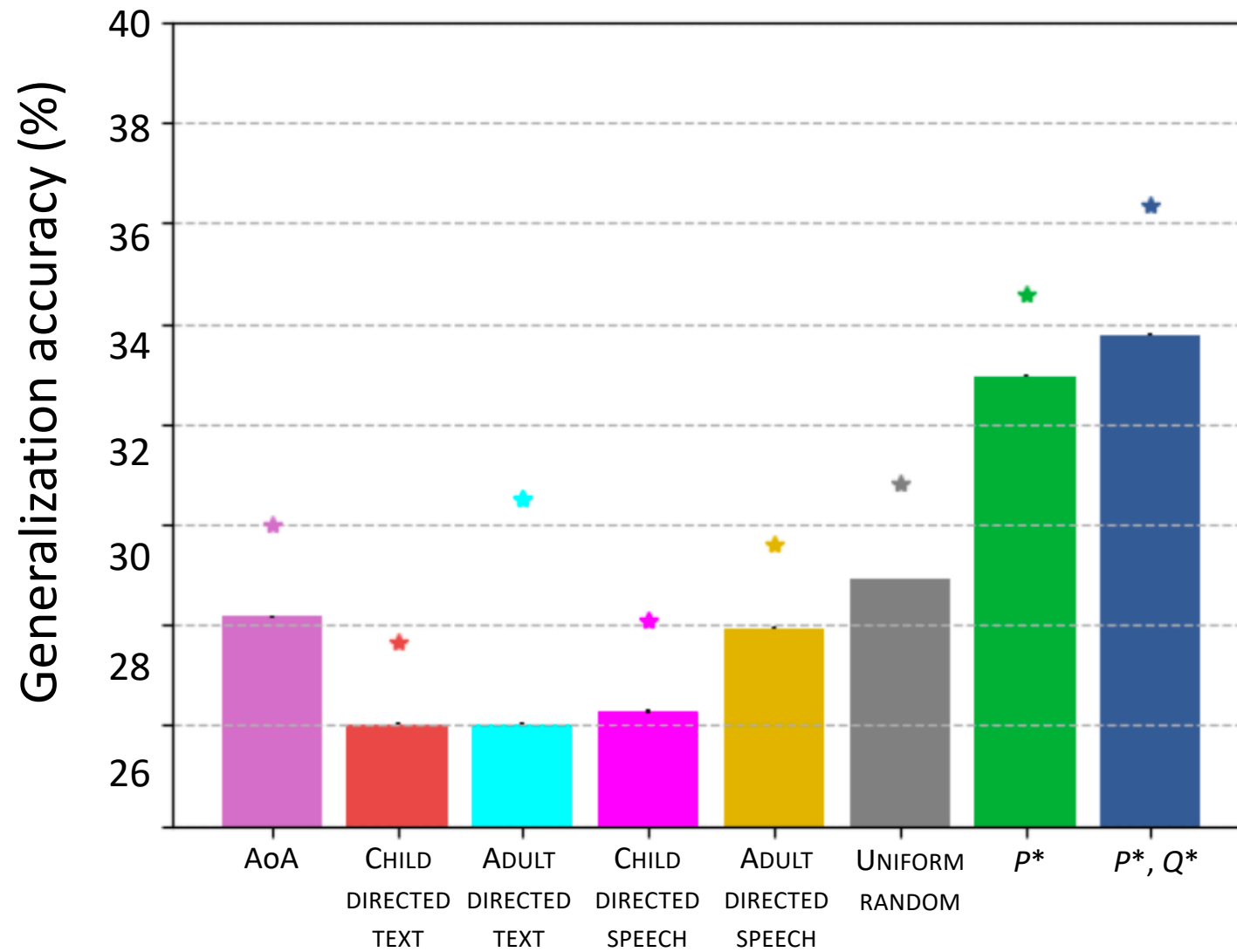
Step 2: Sequential optimization

- Start with a good set to build a good sequence
 - Kid words (set of 200 words)
 - Adult words (set of 200 words)
- Assign a probability to each word at the start of training (called P)
- And to each word at the end of training (called Q)
- Titrate the starting value with the ending value
- Train over a finite number of learning trials (10k)
- Adjust P , Q so they point towards better and better generalization
- Continue to adjust, until generalization plateau

Kid words ($k = 200$)



Adult words ($k = 200$)



Summary

- Sets of words vary in their capacity to generalize
- Num of words selected for teaching can be adjusted intelligently
- Good sets = “bang for your buck” (efficiency)
- Sequencing can enhance learning, generalization
- The properties of good sets of words are multifaceted (quasiregular)
- Good words (in terms of structure) aren’t those that are in naturalistic environments (AoA, child directed text)

Takeaways

- Embrace efficient instruction
- Use corpora of words that are relevant for learning (Compton et al., 2014; Seidenberg et al., 2020)
- Constraints *should be* built into constructing learning environments
- Estimate what is realistic given the amount of time allocated
- Isolate smaller number of valuable words, increase efficiency

Thank you



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