# Language Evolution and Diachrony Generation Research Project Report Matthieu Boyer







Laboratoire Lattice

CNRS — ENS-PSL — Université Sorbonne Nouvelle

Under supervision of Mathieu Dehouck

#### Introduction

Few database available in diachrony:

- ► The Index Diachronica [ind]
- ▶ The  $\mathcal{E}$ vosem [FKD<sup>+</sup>25]

There is a need for less localized data.

## Plan

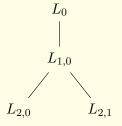
Idea

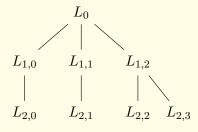
One Language Evolution

Results

## Evolution as Random Trees I

Consider a language  $L_0$ , which we will call our base language.





Idea

#### Evolution as Random Trees II

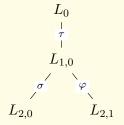
## Algorithm One Language Evolution

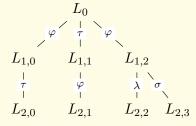
```
leaves \leftarrow \{L_0\}
\mathcal{T} \leftarrow \operatorname{Tree}\left(L_0,\varnothing\right)
for n \leq \operatorname{Epochs} do
for l \in \operatorname{Leaves} \mathcal{T} do
S \leftarrow \operatorname{Evolve} l
l \leftarrow \operatorname{Tree}\left(l,S\right)
return \mathcal{T}
```

 $\triangleright$  Here  $\mathcal T$  is modified in place.

# Specification of Evolve I

We want to choose between *evolution types*  $(\varphi, \sigma, \tau, \lambda)$  at computation :





# Specification of Evolve II

We want Evolve to be easily revertible:

$$\mathbb{P}\left(\text{Evolve}\left(l_{1}\right)=l_{2}\right)\neq0\Leftrightarrow\mathbb{P}\left(\text{Evolve}\left(l_{2}\right)=l_{1}\right)\neq0$$

# Collision Hypothesis I

We assume language interacting create evolutions :

Idea

# Collision Hypothesis II

#### Algorithm Two Language Evolution

```
\mathcal{T} \leftarrow \text{Tree}\left(L_0,\varnothing\right)
for n \leq \text{Epochs do}
       for l \in \text{Leaves } \mathcal{T} \text{ do}
               S \leftarrow \text{Evolve} I
              Push (Stack, l \leftarrow l \cup \text{Tree}(l, S))
       for l \in \text{Leaves } \mathcal{T} \text{ do}
              l^{\dagger} \leftarrow \mathcal{P}_l \left( \text{Leaves } \mathcal{T} \right)
              S \leftarrow \text{Collision}(l, l^{\dagger})
              Push (Stack, l \leftarrow l \cup \text{Tree}(l, S))
       Apply(Stack)
return T
```

# Specification of Collision

#### Collision should:

be *easily revertible*.

Idea

# Specification of Collision

#### Collision should:

- be easily revertible.
- provide a way to choose collision type, for each parent.

# Specification of Collision

#### Collision should:

- be easily revertible.
- provide a way to choose collision type, for each parent.
- take linguistic proximity of the parents into account.

# Specification of Collision

#### Collision should:

- be easily revertible.
- provide a way to choose collision type, for each parent.
- take linguistic proximity of the parents into account.
- ▶ take the probability distribution P as the strength of the collisions.



## References



Alexandre François, Siva Kalyan, Mathieu Dehouck, Martial Pastor, and David Kletz.

Evosem: A database of dialexification across language families.

Online database., 2025.



Index diachronica.

https://chridd.nfshost.com/diachronica/.