

Umm, I have a strong urge to reply "wait, didn't you date (name) that year?" to anyone that caption "together since (year)... Anyway, happy bitter day to singles out there.

fillers (a.k.a. discourse markers and filled pauses)

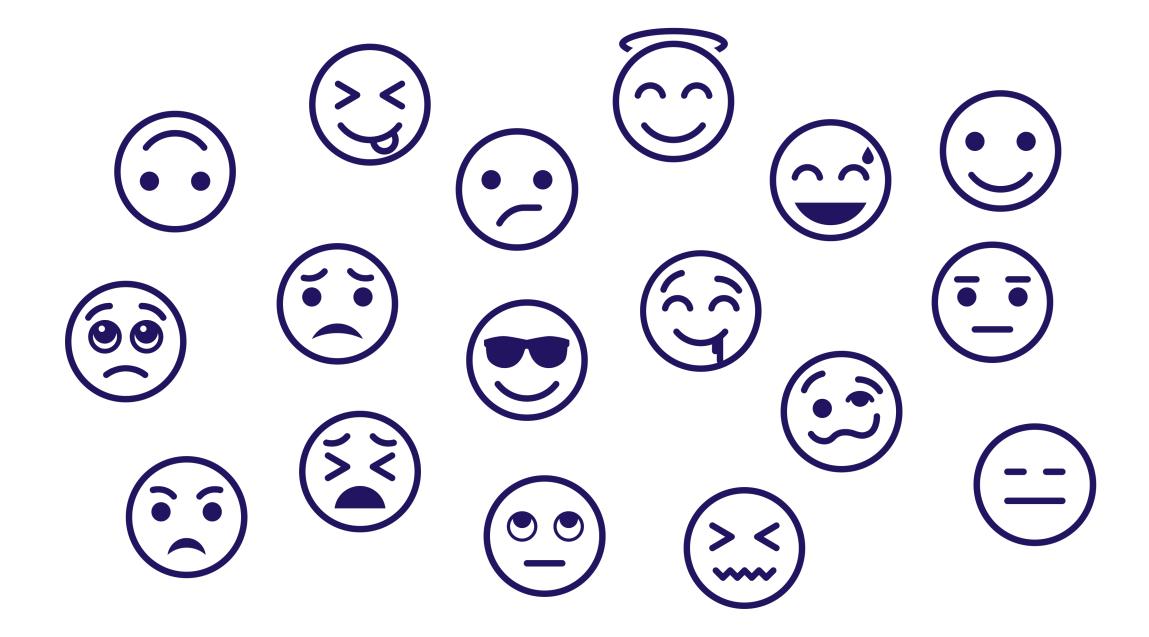
um
uh
er
er
hmm
er

Perspectives on Language Model and Human Handling of Written Disfluency and Nonliteral Meaning

Aida Tarighat

with Patrick Sturt & Martin Corley





When written, disfluencies are intentional.



I coughed up a great amount of blood just now- umm....



I coughed up a great amount of blood just now- umm....

prosodic cues

gestures

facial expressions



not using or interpreting words in their typical, literal, or most basic meanings

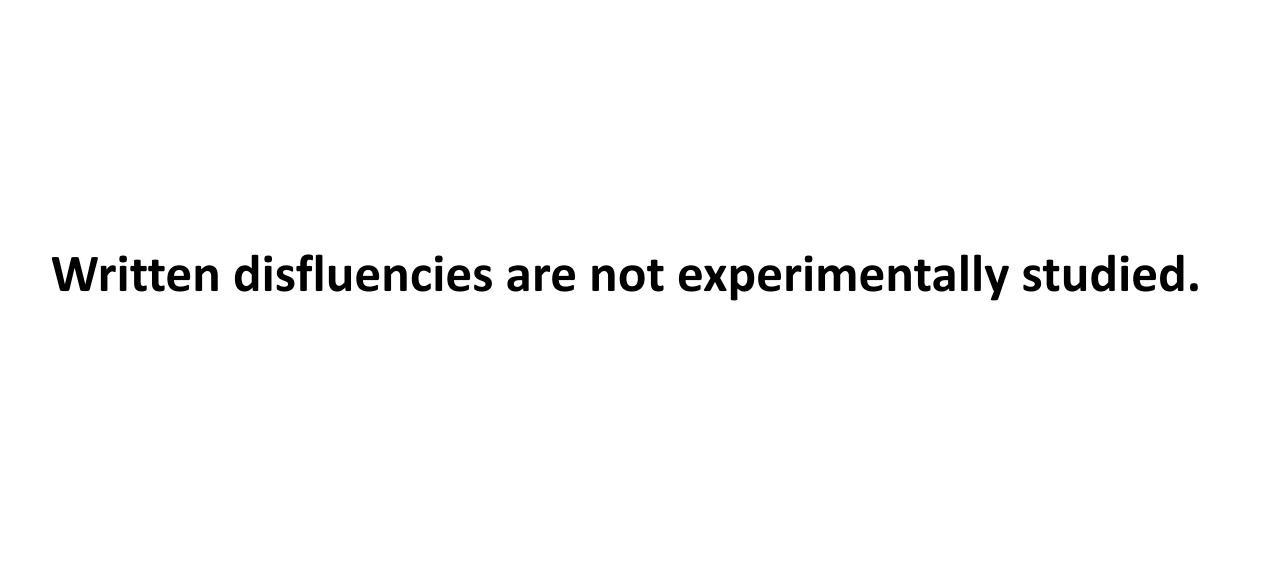
not using or interpreting words in their typical, literal, or most basic meanings

sarcasm









spoken disfluencies can affect interpretation

Fillers like um and uh speed up the processing of the word which follows them.

Fillers help with the integration of unexpected words into their discourse.

Fillers bias expectations toward new rather than given information.

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fillers could potentially signal nonliteral meaning

Spoken fillers influence listeners' pragmatic interpretations, guiding them toward particular meanings.

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Fillers help with the integration of unexpected words into their discourse.

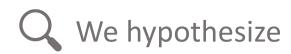
Fillers bias expectations toward new rather than given information.

fillers could potentially signal nonliteral meaning

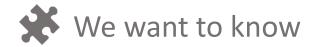
Spoken fillers influence listeners' pragmatic interpretations, guiding them toward particular meanings.

fillers are being written online

Humans have difficulty understanding nonliteral meaning because salient (default) meanings have cognitive priority in language comprehension, and accessing an alternative (such as an ironic or sarcastic interpretation) is cognitively effortful.



The use of *um* in a sarcastic context (in speaking or in writing) signals an interruption of the salient context, making it easier for listeners or readers to access the intended, nonliteral, meaning.



how well LMs could handle written disfluencies,



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whether written disfluencies could signal nonliteral meaning,



how well LMs could handle written disfluencies,

whether written disfluencies could signal nonliteral meaning,

whether they could influence the ways in which readers interpret what they are reading.

1 Compare LM and human treatment of written disfluency and predicting nonliteral meanings

Compare LM and human treatment of written disfluency and predicting nonliteral meanings

Study human reading behavior for written disfluency and literal/nonliteral meanings

I'm sure negative peer pressure leads to mostly dumb decisions. I know from experience.

I'm sure negative peer pressure leads to mostly wise decisions. I know from experience.

literal

I'm sure negative peer pressure leads to mostly dumb decisions. I know from experience.

nonliteral

I'm sure negative peer pressure leads to mostly wise decisions. I know from experience.

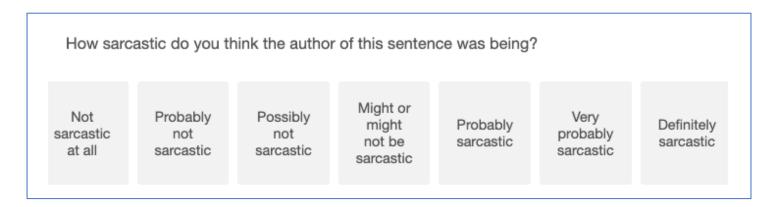
literal

I'm sure negative peer pressure leads to mostly dumb decisions. I know from experience.

nonliteral

I'm sure negative peer pressure leads to mostly wise decisions. I know from experience.

norming: each participant would only rate one version of each item



self-paced reading

24 items

BERTweet / cloze test / eye-tracking reading 48 counterbalanced items

self-paced reading merry (literal)/feral (nonliteral) stupid (literal)/smart (nonliteral)

BERTweet / cloze test / eye-tracking reading 48 counterbalanced items

self-paced reading 24 items merry (literal)/feral (nonliteral) stupid (literal)/smart (nonliteral)

BERTweet / cloze test / eye-tracking reading 48 counterbalanced items

> Literal and nonliteral readings of each word are counterbalanced.

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self-paced reading
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merry (literal)/feral (nonliteral)
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- > The literal and nonliteral words have the same number of characters.

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merry (literal)/feral (nonliteral)
 feral (literal)/merry (nonliteral)
stupid (literal)/brainy (nonliteral)
brainy (literal)/stupid (nonliteral)
```

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self-paced reading
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24 items

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merry (literal)/feral (nonliteral)
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BERTweet / cloze test / eye-tracking reading 48 counterbalanced items

- > Literal and nonliteral readings of each word are counterbalanced.
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merry (literal)/feral (nonliteral)
 feral (literal)/merry (nonliteral)
stupid (literal)/brainy (nonliteral)
brainy (literal)/stupid (nonliteral)
```

> Commas are added before and after um and the items are longer.

```
... be, um, merry when ...
```

materials in 4 conditions based on fluency and meaning

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literal fluent

Sitting through an hour of sermon would make most children feral on any day. You can ask them.

nonliteral fluent

Sitting through an hour of sermon would make most children merry on any day. You can ask them.

materials in 4 conditions based on fluency and meaning

literal fluent

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literal disfluent

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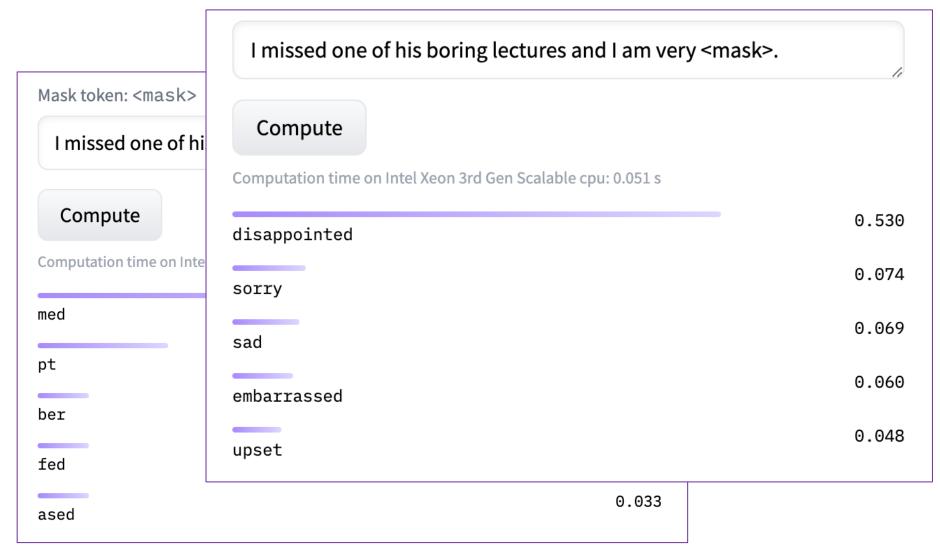
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1 Compare LM and human treatment of written disfluency and predicting nonliteral meanings

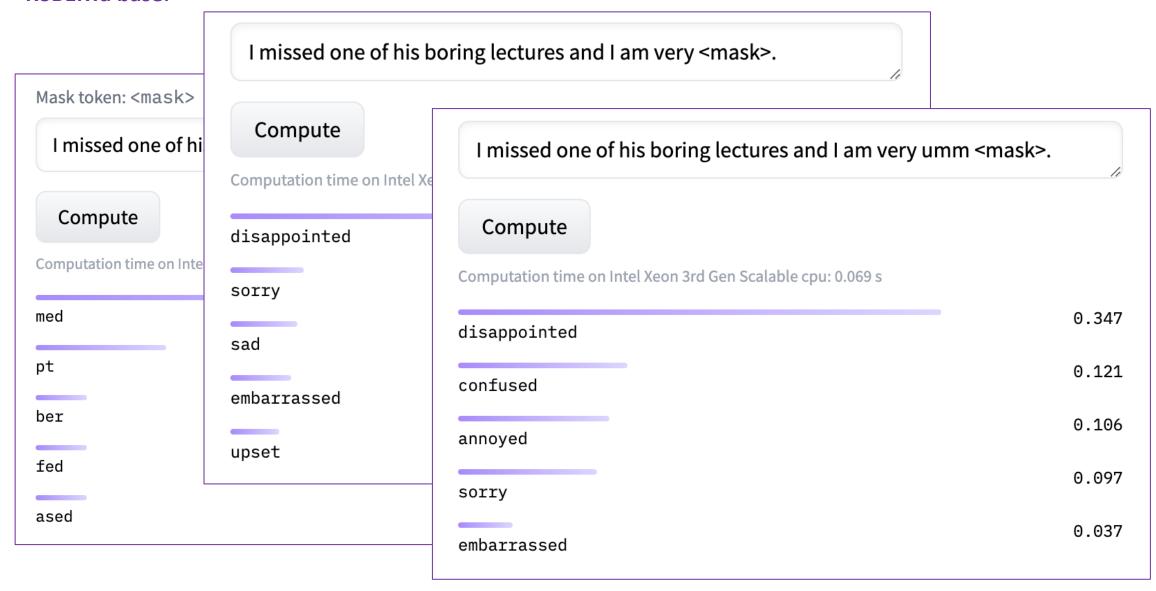
RoBERTa base:

| Mask token: <mask></mask> | |
|---|-------|
| I missed one of his boring lectures and I am very um <mask>.</mask> | // |
| Compute | |
| Computation time on Intel Xeon 3rd Gen Scalable cpu: 0.050 s | |
| med | 0.307 |
| pt | 0.085 |
| ber | 0.034 |
| fed | 0.034 |
| ased | 0.033 |

RoBERTa base:



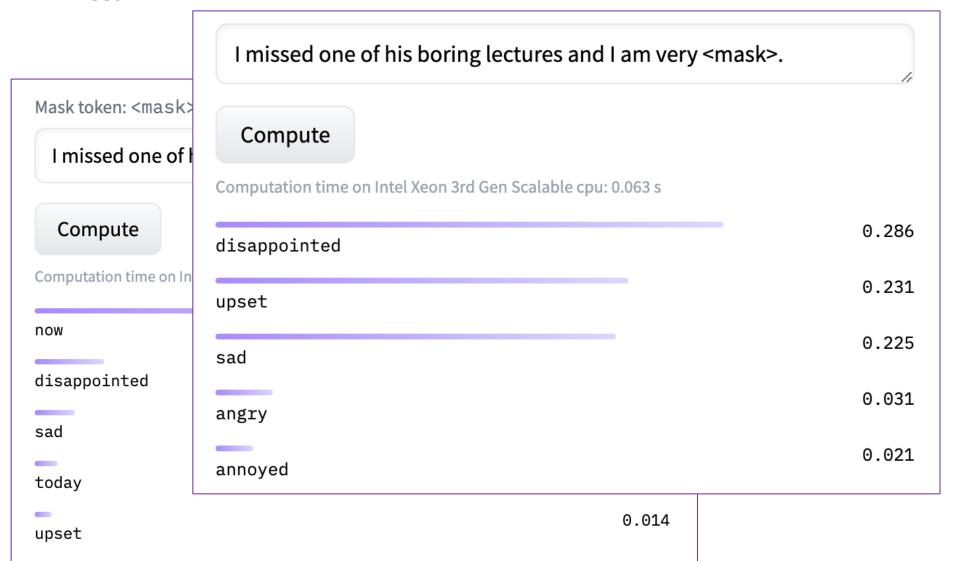
RoBERTa base:



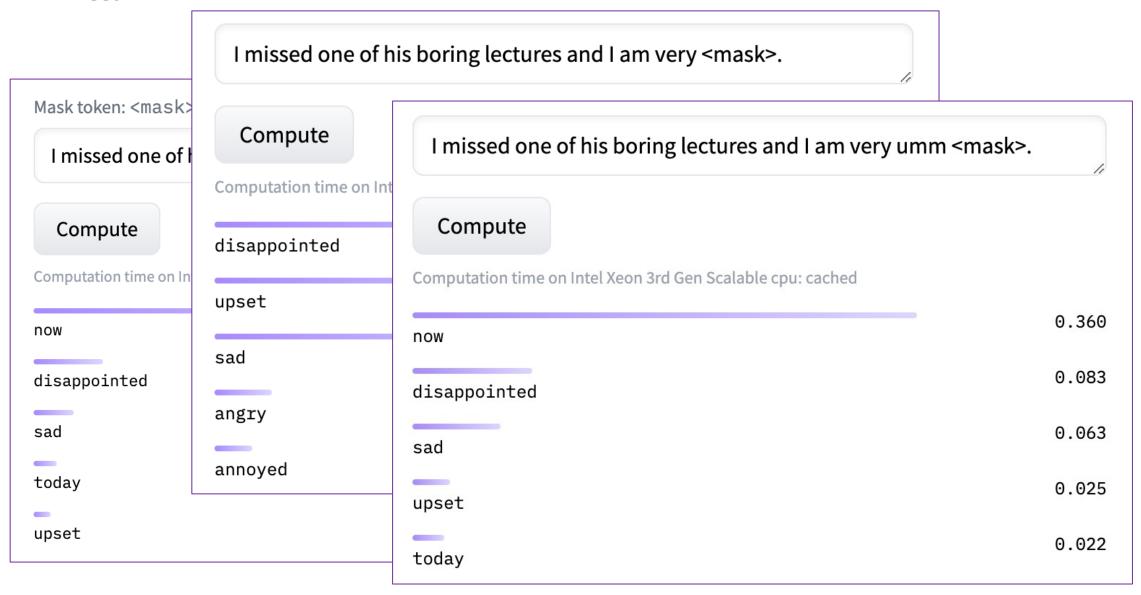
BERTweet:

| Mask token: <mask></mask> | |
|---|-------|
| I missed one of his boring lectures and I am very um <mask>.</mask> | , |
| Compute | |
| Computation time on Intel Xeon 3rd Gen Scalable cpu: 0.060 s | |
| now | 0.526 |
| disappointed | 0.075 |
| sad | 0.040 |
| today | 0.025 |
| upset | 0.014 |
| | |

BERTweet:



BERTweet:



masked language modeling: BERTweet

masked language modeling: BERTweet

fluent stupid

Keep speaking nonsense and people will think you are <mask> at some point. I'm telling you.

disfluent brainy

Keep speaking nonsense and people will think you are, um, <mask> at some point. I'm telling you.

masked language modeling: BERTweet

fluent stupid

Keep speaking nonsense and people will think you are <mask> at some point. I'm telling you.

disfluent brainy

Keep speaking nonsense and people will think you are, um, <mask> at some point. I'm telling you.

- 1. See what's happening in the top 10 predictions. (Does it get nonsensical at some point?)
- 2. Compare the top one to the most frequent cloze completion token.

cloze completion: humans

160 participants: 80 in each condition

First word that comes to mind – only one word, no hyphens

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| 1/48 | |
|---|---------------------|
| Keep speaking nonsense and people will think you are, um, at some point. I'm telling you. | disfluent stupid |
| 1/48 | |
| Keep speaking nonsense and people will think you are at some point. I'm telling you. | fluent brainy |
| Word count: 0/1 | |

Latent Semantic Analysis (LSA) scores

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by utilizing pairwise comparisons using word2vec (Google News, 300 dimensions) for word embedding analysis

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similarity score between cloze completions and BERTweet predictions for each item

by multiplying the number of identical cloze completions by the BERTweet confidence scores and then by the LSA cosine similarity between words

poor (literal)/good (nonliteral)

poor (literal)/good (nonliteral)

The most popular cloze completion word chosen by 30 participants was **bad**.

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The highest ranked LM completion was *good*, which had a confidence rating of 0.333.

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The word2vec similarity score between **bad** and **good** was 0.719.

poor (literal)/good (nonliteral)

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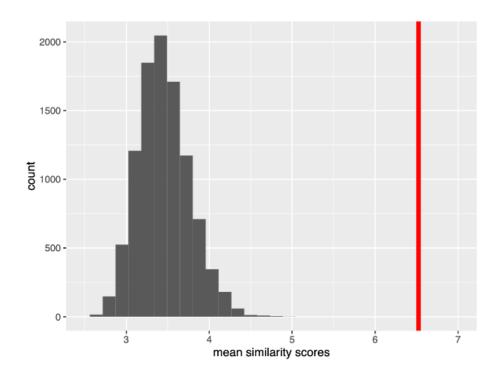
overall score:

 $30 \times 0.333 \times 0.719 = 7.183$

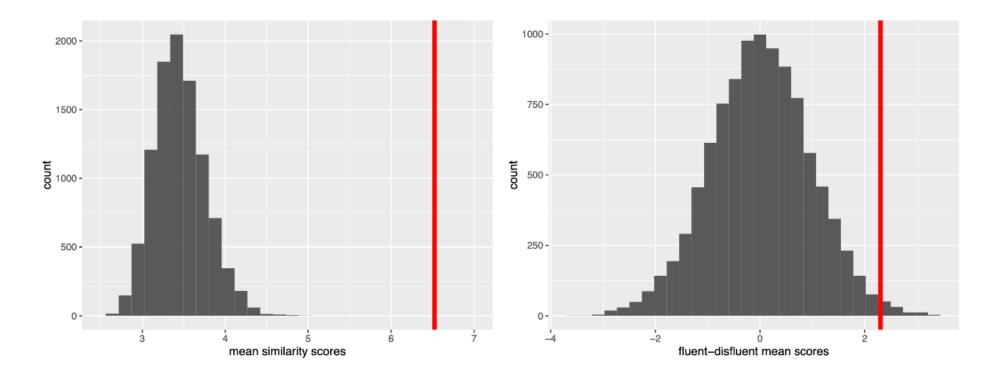
The mean similarity score between BERTweet and human cloze completions was **6.52**.

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To assess BERTweet's performance against chance, we ran 10,000 permutations of the scores and recalculated the mean similarity.

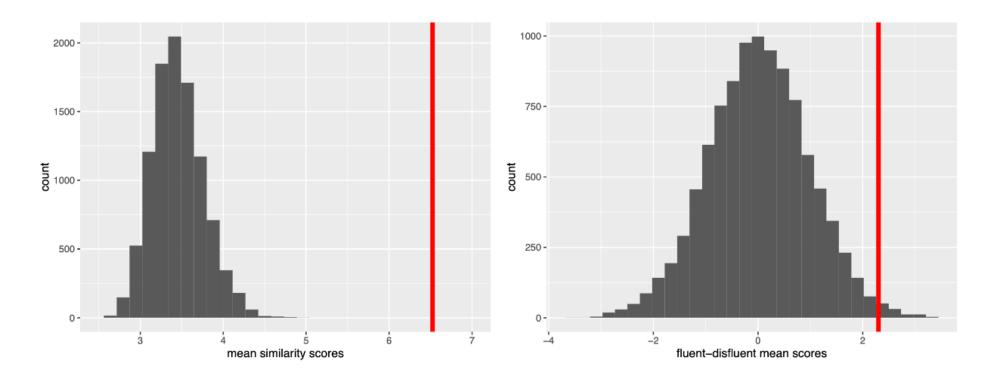


Recalculated mean similarity scores after 10k permutations, with the red vertical line indicating the mean similarity score of 6.52.



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Recalculated fluent-disfluent mean similarity scores after 10k permutations, with the red vertical line indicating the difference in similarity score of 2.30.



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Recalculated fluent-disfluent mean similarity scores after 10k permutations, with the red vertical line indicating the difference in similarity score of 2.30.

BERTweet's continuations were better matches to human continuations following fluent items compared to disfluent items.

2 Study human reading behavior for written disfluency and literal/nonliteral meanings

1. Words compatible with a nonliteral/sarcastic reading of a sentence should be easier to read when preceded by *um* than when not preceded by *um*.

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...hunting blue whales is a really WISE move ...hunting blue whales is a really UM WISE move
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2. Words compatible with a literal reading of a sentence might be harder to read when preceded by *um* than when not preceded by *um*.

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...hunting blue whales is a really WISE move ...hunting blue whales is a really UM WISE move
```

2. Words compatible with a literal reading of a sentence might be harder to read when preceded by *um* than when not preceded by *um*.

```
...hunting blue whales is a really BAD move ...hunting blue whales is a really UM BAD move
```

longer reading times and/or more regressions for fluent literal items than disfluent nonliteral ones

There would be an interaction between fluency and meaning: i.e., *um* would signal a shift toward nonliteral meaning.





literal fluent

I'm sure negative peer pressure leads to mostly idiotic decisions.

sarcastic fluent

I'm sure negative peer pressure leads to mostly clever decisions.



literal fluent

I'm sure negative peer pressure leads to mostly idiotic decisions.

literal disfluent

I'm sure negative peer pressure leads to mostly um idiotic decisions.

sarcastic fluent

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sarcastic disfluent

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- I'm sure negative peer pressure leads to mostly um clever decisions.

Follows the structure of an ILS Labs moving window experiment using jsPsych.

101 participants: L1-English, UK-based, and non-dyslexic

26 items: 2 practice items and 24 experimental items

6 items in each experimental condition

8 attention checks



P2 | I'm



P2 sure



negative



P2 peer



P2 pressure



P2 leads



P2 to



P2 mostly



P2 um



P2 idiotic



P2 decisions.

I'm sure negative peer pressure leads to mostly um idiotic decisions.

target + next
spill-over

reading times in milliseconds



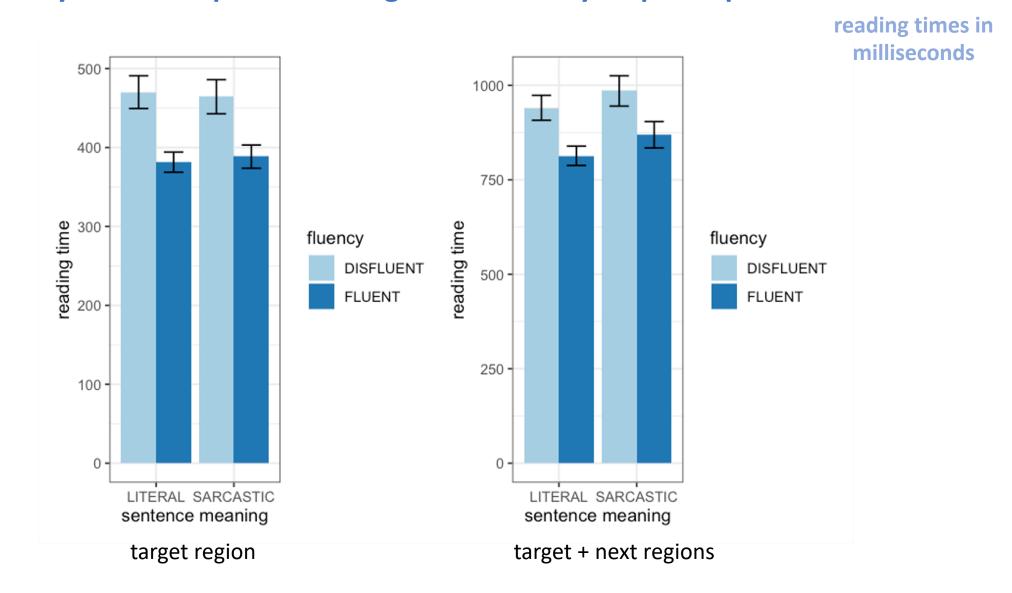
When preceded by um, the nonliteral sentences were not faster to read.

Literal sentences were faster to read than nonliteral sentences.

✓ Disfluent sentences were slower to read than fluent sentences.

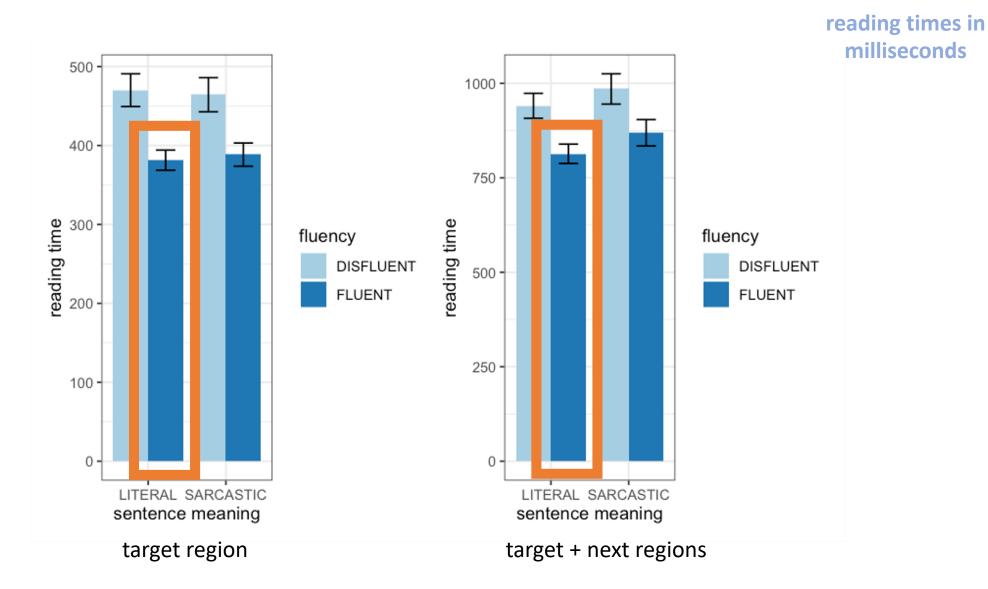


word-by-word self-paced reading of 24 items by 99 participants





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The SPR experiment didn't show that written disfluency indexes nonliteral meaning, at least, in the form of sarcasm.

But it did show that readers were sensitive to written um.

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But it did show that readers were sensitive to written um.

It could be that the artificial segmentation needed for self-paced reading disrupted the rhythm with which readers might have read the experimental sentences, reducing any interruption effect that the traditionally spoken element *um* might have had in writing.



literal fluent

Sitting through an hour of sermon would make most children feral on any day. You can ask them.

literal disfluent

Sitting through an hour of sermon would make most children, um, feral on any day. You can ask them.

nonliteral fluent

Sitting through an hour of sermon would make most children merry on any day. You can ask them.

nonliteral disfluent

Sitting through an hour of sermon would make most children, um, merry on any day. You can ask them.

- Sitting through an hour of sermon would make most children feral on any day.
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Uses Experiment Builder to present items on an EyeLink 1000 Plus tracker for in-person data collection.

60 participants: neurotypical, L1-English, 18-34 years old, no reported reading disorders, normal/surgically-corrected-to-normal vision

152 items: 2 practice items, 48 experimental items, 102 filler items

12 items in each experimental condition

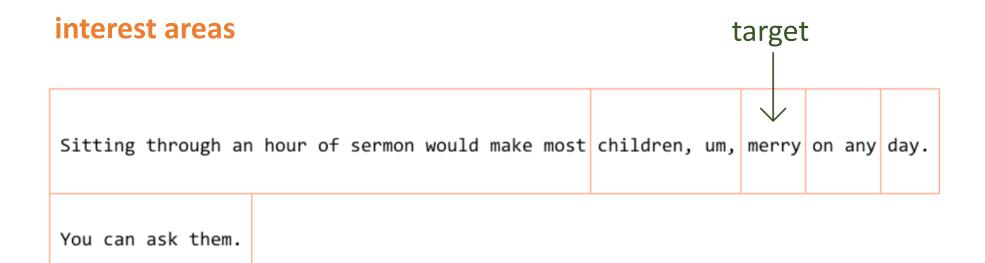
32 attention checks: 16 for experimental items and 16 for filler items



interest areas

Sitting through an hour of sermon would make most children, um, merry on any day.

You can ask them.





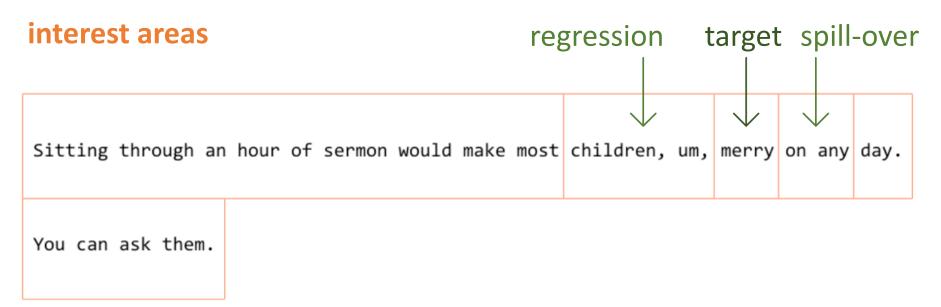
interest areas

target spill-over

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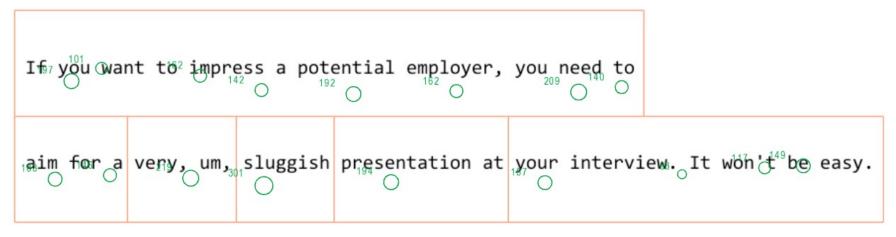
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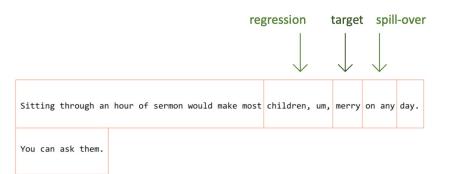
reading times in milliseconds



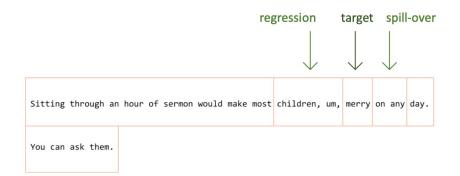
fixations right eye





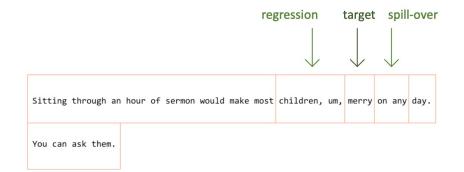






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- 2. **first pass time** which is the sum of the duration of all fixations before the interest area is exited for the first time



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3. **total dwell time** which is the summation of the duration across all fixations on the current interest area



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- 2. **first pass time** which is the sum of the duration of all fixations before the interest area is exited for the first time

3. **total dwell time** which is the summation of the duration across all fixations on the current interest area

4. **first pass regressions out** (target and next regions) indicating whether regression(s) were made from the current interest area to the earlier interest area prior to leaving the interest area in a forward direction

regression path time:

(go-past time) the summed fixation duration from when the current interest area is first fixated until the eyes enter a later interest area

target interest area – the effect of meaning (β = 0.06, SE = 0.02, p = .01) target + next interest areas – the effect of meaning (β = 0.10, SE = 0.03, p < .001)

Literal words were faster to read than nonliteral ones.

first pass time:

sum of the duration of all fixations before the interest area is exited for the first time

target interest area – the effect of fluency (β = -0.10, SE = 0.02, p < .001)

Fluent items were faster to read than disfluent ones.

first pass time:

sum of the duration of all fixations before the interest area is exited for the first time

target interest area – the effect of fluency (β = -0.10, SE = 0.02, p < .001)

Fluent items were faster to read than disfluent ones.

target + next interest areas – the effect of fluency (β = -0.07, SE = 0.01, p < .001) target + next interest areas – the effect of meaning (β = 0.06, SE = 0.02, p = .004)

Fluent items were faster to read than disfluent ones.

Literal words were faster to read than nonliteral ones.

total dwell time:

the summation of the duration across all fixations on the current interest area

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```
target + next interest areas – the effect of fluency (\beta = -0.07, SE = 0.02, p < .001) target + next interest areas – the effect of meaning (\beta = 0.11, SE = 0.03, p < .001)
```

Fluent items were faster to read than disfluent ones.

Literal words were faster to read than nonliteral ones.

logistic mixed-effects models

first pass regression out:

whether regression(s) were made from the current interest area to the earlier interest area prior to leaving the interest area in a forward direction

target interest area – the effect of fluency (β = 1.01, SE = 0.16, p < .001)

Regressions were more likely to be made following a fixation on the target word when the items were fluent.



There was no interaction between fluency and meaning: um didn't signal nonliteral meaning.



There was no interaction between fluency and meaning: um didn't signal nonliteral meaning.



But we found the effects of fluency and meaning on reading: Literal words were read faster, and disfluency slowed reading.







Our reading experiments showed that readers were sensitive to fluency and to meaning.



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BERTweet's difficulty with written disfluencies may be due to training on filtered data that excludes disfluencies.



Our reading experiments showed that readers were sensitive to fluency and to meaning.

BERTweet's difficulty with written disfluencies may be due to training on filtered data that excludes disfluencies.

Maybe we should recognize the communicative value of disfluencies in online writing and not dismiss them as irrelevant noise.







Our results may have been influenced by the specific design and sample size.



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We have established that written disfluencies are worth investigating, with LMs as well as humans sensitive to their presence, but this study is just a starting point.



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We have established that written disfluencies are worth investigating, with LMs as well as humans sensitive to their presence, but this study is just a starting point.

To gain a more complete picture, we should pay attention to the naturalness of the stimuli used, and should aim to generalize the work to other languages and disfluencies.





Remaining work on BERTweet:

Remove commas.

Manipulate filler placements.

Further pre-train the model using our tweet data set.



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Testing disfluencies on an LLM:

Do set parameters and/or training data affect model performance?



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Diversifying disfluency and nonliteral interpretation research:

What is the effect of neurodiversity and sociocultural factors?

questions and comments?

Get in touch!





https://martincorley.org/

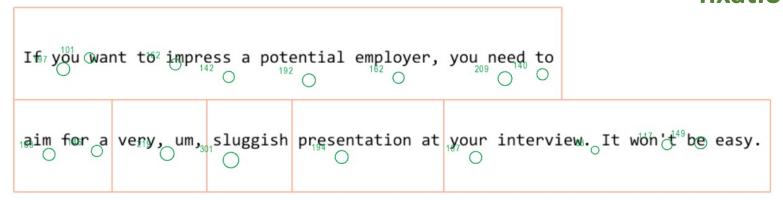


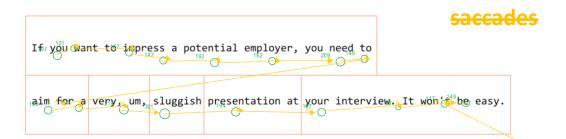
Patrick 🖂

patrick.sturt@ed.ac.uk



fixations







cleanup on Data Viewer:



cleanup on Data Viewer:

automatic:

- 1. remove the filler trials
- 2. merge nearby fixations
- 3. remove fixations less than 80 milliseconds



cleanup on Data Viewer:

automatic:

- 1. remove the filler trials
- 2. merge nearby fixations
- 3. remove fixations less than 80 milliseconds



manual:

- 1. align the fixations vertically within the preassigned interest area bounds
- 2. monitor the number of horizontally misaligned trials for each participant for removal

Previous study*

- > We looked into how users were writing um, uh, hmm, erm, and er on Twitter.
- > Participants rated 36 randomly selected tweets with and without um and hmm for their sarcastic tone, offensiveness, language formality, and the emotions associated with them.

With um and hmm,

- sarcasm scores were slightly, although not significantly, higher.
- tweets were perceived as more offensive, less formal, and more surprising.

^{*}Tarighat, F. S., Magdy, W., & Corley, M. (2022). *Understanding Fillers May Facilitate Automatic Sarcasm Comprehension: A Structural Analysis of Twitter Data and a Participant Study*. Proceedings of the 26th Workshop on the Semantics and Pragmatics of Dialogue, Dublin.