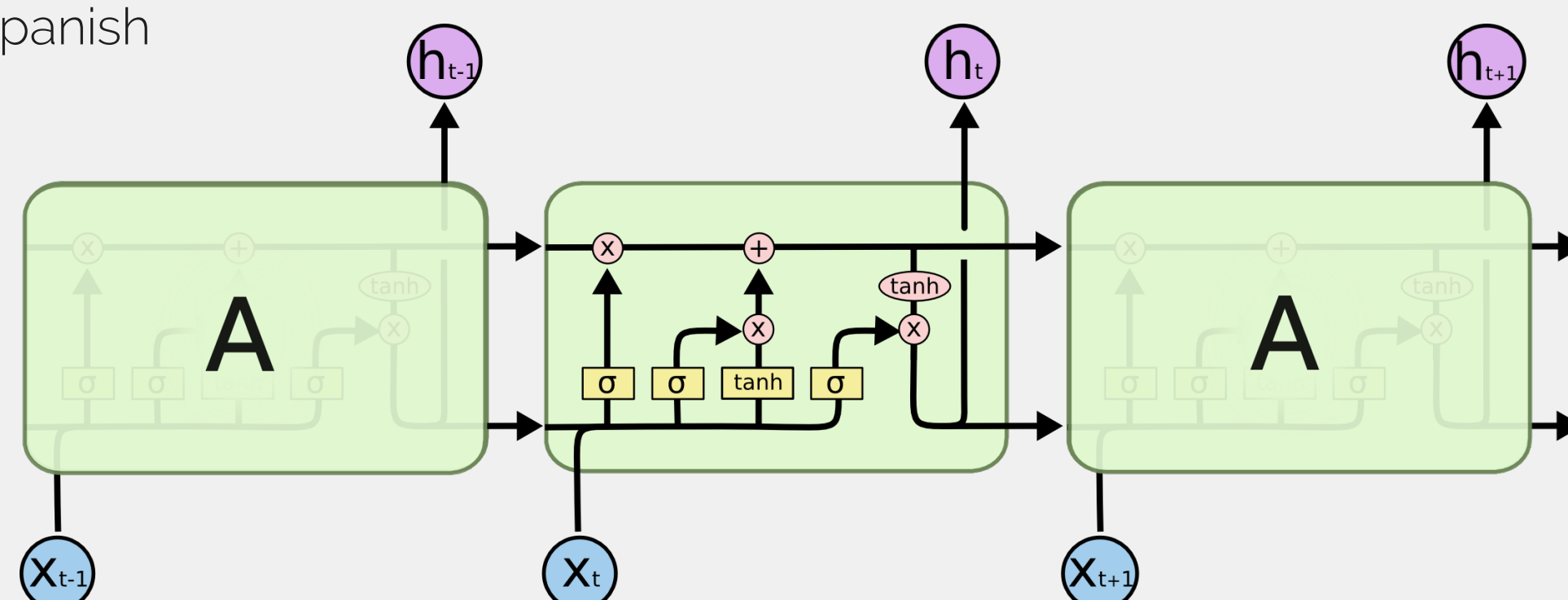


Introduction

- Word-Predictability (i.e. how predictable is a word in a context) is one of the most important variables to explain human behavior and information processing during reading.
- Predicting future words correctly can speed up and ease its processing.
- Understanding how predictions are generated during reading would allow us to better understand more general cognitive mechanisms.
- To estimate it an experiment called Cloze-Task [see posters #255 Bianchi et al. and #115 Peroni et al.] is used.
- Cloze-Predictability is known to correlate with Eye Movements metrics [Kliegl et al. (2006)].
- Since Cloze-task is an expensive experiment it is difficult to deeply explore predictions. Thus, computer-based Predictability can become a useful tool for the neurolinguistic field.
- A good model has to have similar properties to the cloze-task values. In [Bianchi et al. (2020)] used some models to estimate achieving a partial modeling and use it to model the human eye movements while reading.
- In recent years, advances in computing capacity and data availability allowed us to use more complex neural models, such as Deep Neural Networks.
- Within these models, Recurrent Neural Networks (RNN) are useful to resolve problems involving sequential data.
- The introduction of Long Short-Term Memory (LSTM) models solved problems like the vanishing gradient (i.e. losing long-term information in long sequences), and has allowed great advances in the Natural Language Processing field (NLP)

Computational models of Predictability

- N-Grams and embeddings (LSA and FastText) were previously used to estimate the next word predictability.
- Here we will use Recurrent Neural Network (RNN) to try to improve our previous results.
- LSTM is a RNN architecture with feedback connections, which means that information about previous words can be used to predict the predictability of the next word.
- Like any neural network architecture, LSTM models have multiple parameters that are optimized while training it.
- Here we used AWD-LSTM [Merity, S., 2017; Merity, S., 2018]. It consists of three layers of LSTM cells with dropout layers.
- Given the size of the model, small datasets are not enough to get good results since they are likely to get overfitted, so they are trained first on a large corpus and **fine-tuned using the target corpus**.
- For the training we used 444,571 documents from Spanish wikipedia, and later this model was fine tuned using a corpus of 2081 books in Spanish



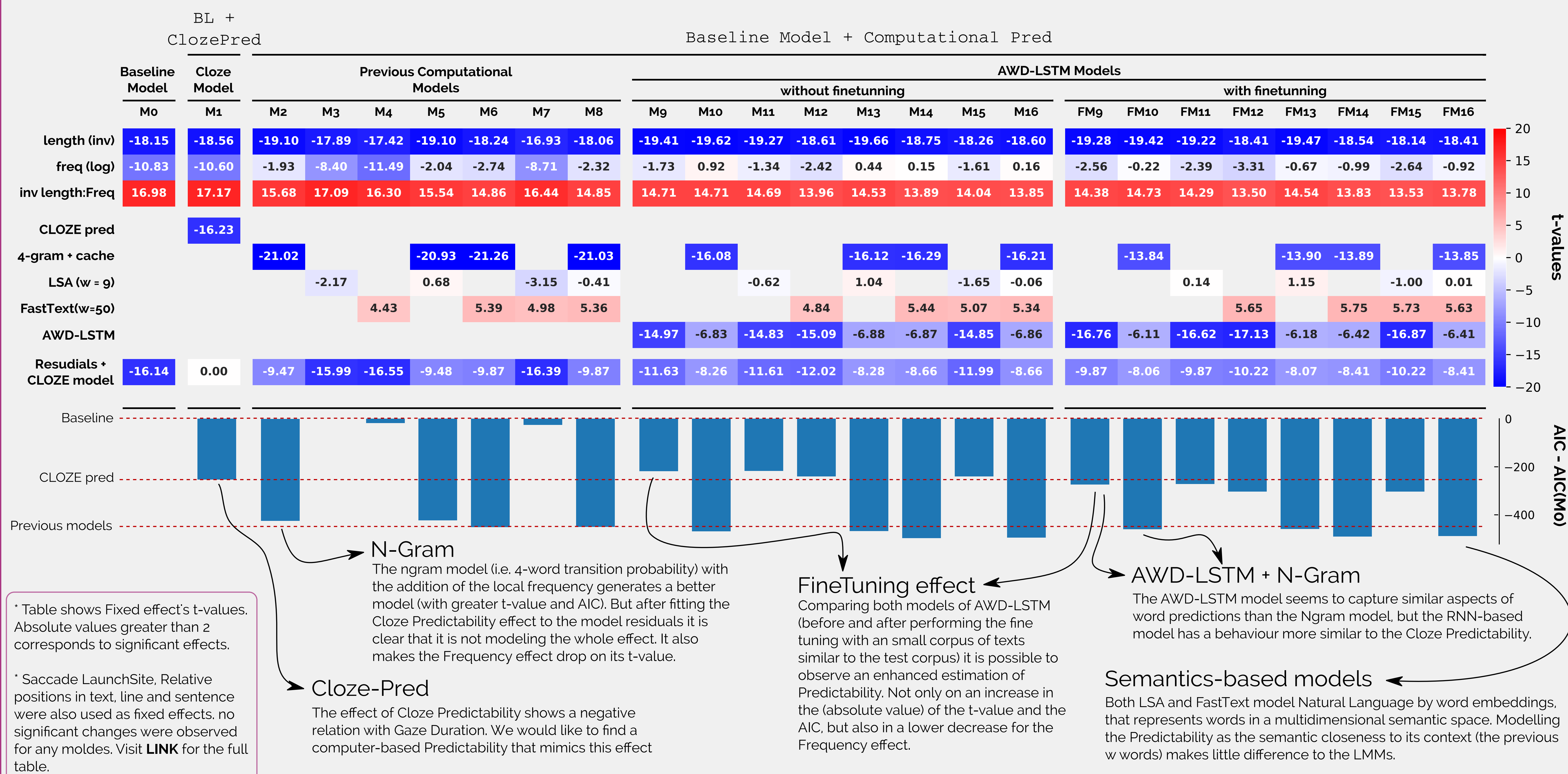
Eye movements analysis

- While reading our eyes move across words, stopping on them for a variable amount of time.
- Time spent on a word (i.e. Gaze Duration -GD-) reflects processing cost.
- Processing cost depends on word and text properties.
- We analyzed the dependency between GD and some of these properties using Linear Mixed Models (LMM).
- Analyzing LMM t-values for each fixed effect and their changes when fitting nested models allows us to better understand how these properties are involved in brain processes that underlie reading.



Eye Movement and Computational Models

Baseline Linear Mixed Model: $\log(GD) \sim \text{LinePos} + \text{SentencePos} + \text{TextPos} + \text{LaunchSite} + \log(\text{Freq}) \times \text{inv}(\text{Length}) + (1|\text{Subj}) + (1|\text{word})$



Conclusions

- AWD-LSTM captures some of the Cloze Predictability effect.
- How much Cloze Predictability effect is captured by the AWD-LSTM depends on its training:
 - Training only with a general corpus (like Wikipedia) generates a model that captures much of the Frequency Effect.
 - When fine tuning the model with a more specific corpus (similar to those in the test corpus), the drop in the Frequency Effect is lower.
- The AWD-LSTM effect is partially overlapped with the previously observed N-Gram effect.
- The N-Gram model has the advantage of being completely transparent on its functioning. But it also tends to capture the whole Frequency Effect, despite being trained only on the specific corpus.

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