#### Artificial language learning workshop: Lecture 3

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# PsychoPy

http://psychopy.org/installation.html



PsychoPy » Documentation »

#### Supported by



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#### Installation ¶

#### **Download**

For the easiest installation download and install the Standalone package for your system:

The latest stable release (the version we recommend you install is 1.90.1) and you can get that here:

- PsychoPy 1.90.1
- Ubuntu or debian-based systems:
  - sudo ant grant install psychopy
  - NB: the neurodebian package has newer versions than the default debian package: http://neuro.debian.net/

For previous recent versions see the PsychoPy releases on github

#### **Table Of Contents**

#### Installation

- Download
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#### Manual install

- Dependencies
- Anaconda and Miniconda
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#### **Previous topic**

Classon

James Brand August 2018

SSoL Kroměříž

♦ 1.90.0

**-** b8e9449

Verified

#### Release 1.90.0

peircej released this on 15 Mar · 687 commits to master since this release

#### Assets 7

© PsychoPy-1.90.0.zip 12.9 MB

The Standalone Psychopy 2-1.90.0 - MacOS.dmg 303 MB

The StandalonePsychoPy2-1.90.0-win32.exe 280 MB

The StandalonePsychoPy2\_PY3-1.90.0-MacOS.dmg 332 MB

The StandalonePsychoPy2\_PY3-1.90.0-win32.exe 255 MB

Source code (zip)

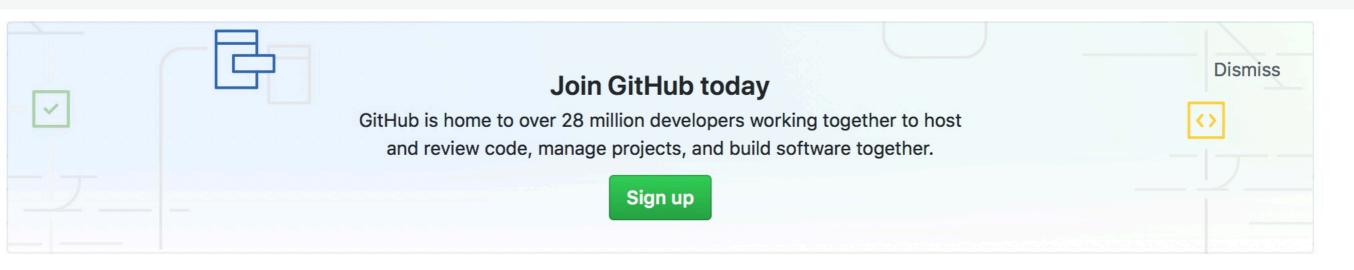
Source code (tar.gz)

## Materials

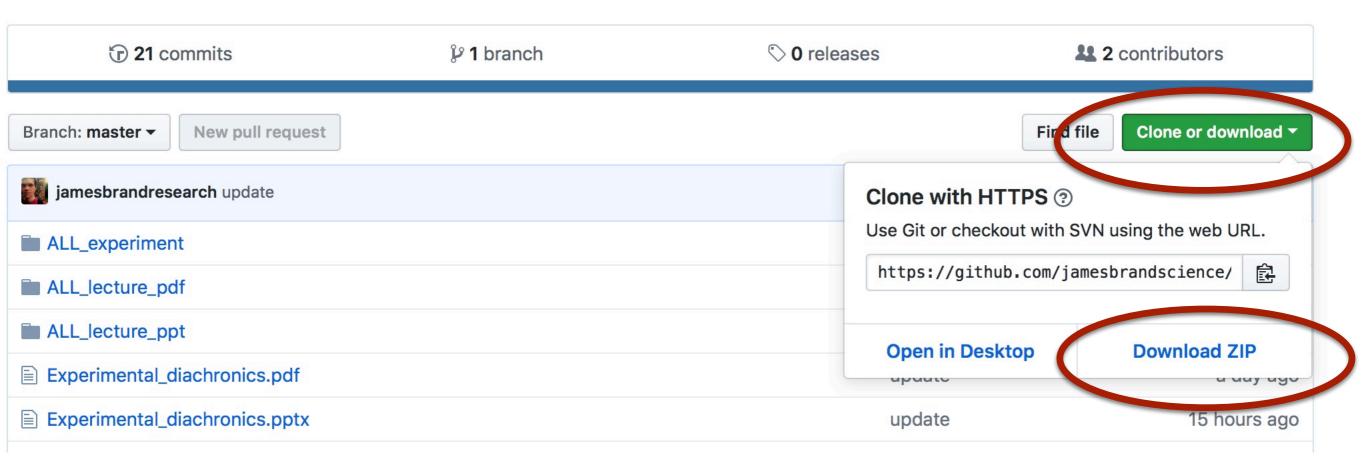
https://github.com/jamesbrandscience/SSoL 2018

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#### Materials for students



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## Recap

What ALL is and why it is useful Validity of ALL paradigm
Different types of ALL experiments

## Still to do

A few more examples of ALL
Taking part in an ALL experiment (PsychoPy)
Understanding the design and architecture
Interpreting the output and looking at results

#### ALL and communication

# Part V: ALL and communication

#### ALL and communication

A question...

# How does communication affect the evolution of language

#### ALL and communication

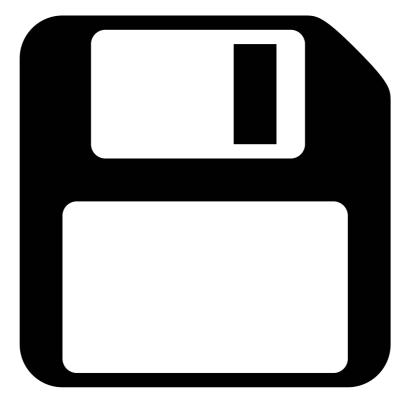
A prediction...

# We start off with icons that evolve to become symbolic

Garrod et al. (2007)

#### ALL and communication

# An example...



Garrod et al. (2007)

#### ALL and communication

# An example...





Garrod et al. (2007)

#### ALL and communication

A theory...

Pressures for efficient communication result in the evolution of more symbolic graphical forms

Garrod et al. (2007)

#### ALL and communication

A problem...

Using pre-existing character systems may not provide a clear understanding of what is actually going on

Garrod et al. (2007)

#### ALL and communication

A solution...

Get participants into a laboratory and see how communication influences the evolution of graphical systems

Garrod et al. (2007)

#### ALL and communication

An experiment...



Garrod et al. (2007)

#### ALL and communication

# An experiment...



Garrod et al. (2007)

#### ALL and communication

# An experiment...





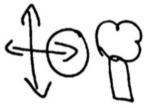
Garrod et al. (2007)

#### ALL and communication

# An experiment...







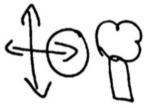
Garrod et al. (2007)

#### ALL and communication

# An experiment...









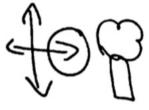
Garrod et al. (2007)

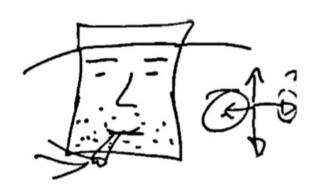
#### ALL and communication

# An experiment...











Garrod et al. (2007)

#### ALL and communication

# An experiment...

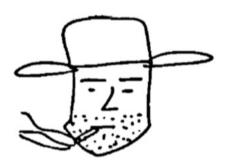












Garrod et al. (2007)

#### ALL and communication

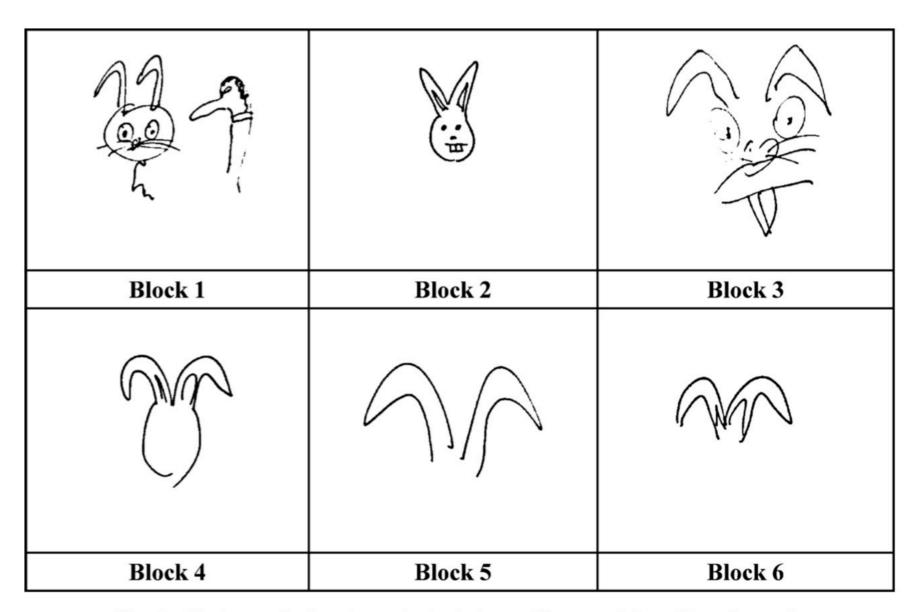


Fig. 2. Six increasingly schematic depictions of "cartoon" from Experiment 1.

Garrod et al. (2007)

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#### ALL and communication

# A design...

- Make participants generate their own graphical representations of concepts
- Impose a pressure to communicate efficiently and accurately
- Observe how repeated communication influences graphical representations

Garrod et al. (2007)

#### ALL and communication

## A result...

- Representations start off being iconic and complex
- But with repeated communication trials, they become less complex but more symbolic
- Graphical systems evolve from icons to symbols as a result of communicative pressures

Garrod et al. (2007)

#### ALL and communication

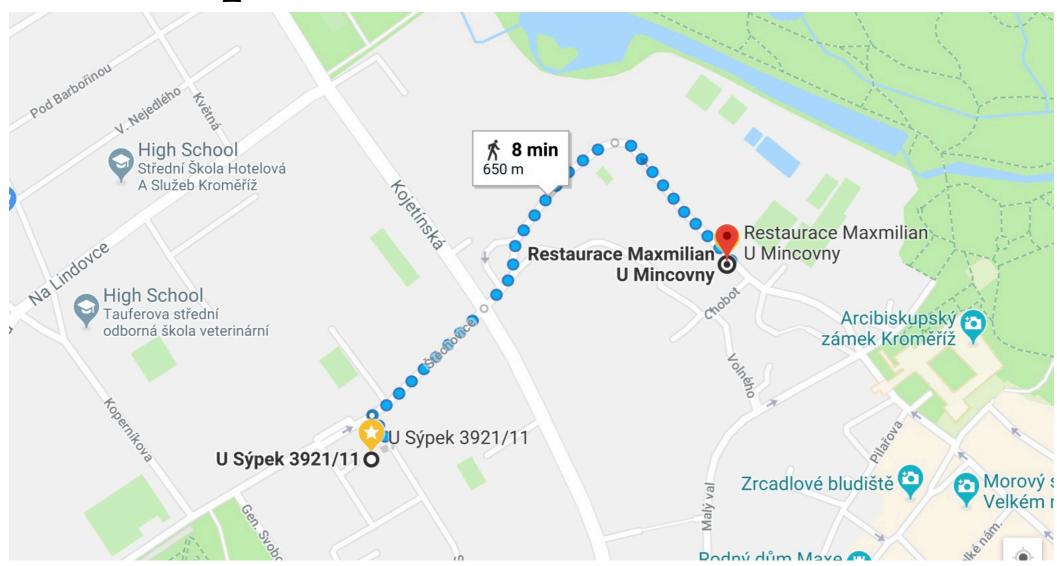
A prediction...

# Language has evolved to become learnable and communicatively efficient

Kirby et al. (2015)

#### ALL and communication

# An example...



#### ALL and communication

# An example...



#### ALL and communication

A theory...

We need to use language that is efficient to understand but also easy to acquire

Kirby et al. (2015)

#### ALL and communication

A problem...

We do not know how this trade-off between language learning and language use comes from

#### ALL and communication

A solution...

# Test how languages evolve by placing communicative and learning pressures on the participants

Kirby et al. (2015)

#### ALL and communication

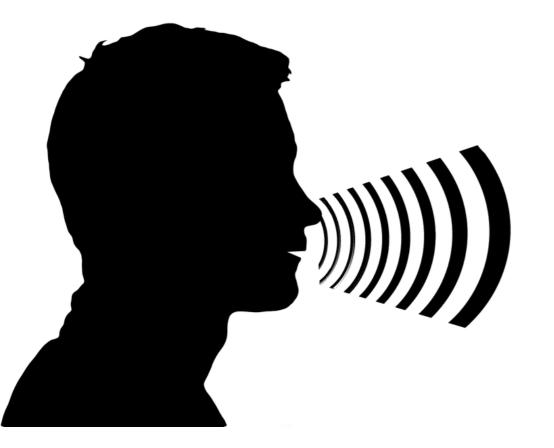
# An experiment...

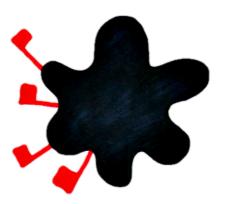
9	pihino	**	kapa	****	newhomo
	nemone	<b>103</b>	gakho		kamone
٩	piga	S	wuwele		gaku
T	kawake	25	nepi	3000	hokako

Kirby et al. (2015)

#### ALL and communication

# An experiment...





kapa



Kirby et al. (2015)

#### ALL and communication

# An experiment...

9	ege-wawu	*	mega	13	gamene-wawu
	ege-wawa		mega-wawa		gamene-wawa
٩	ege-wuwu	S	mega-wuwu		gamene-wuwu
T	ege	25	wulagi	300	gamane

Kirby et al. (2015)

#### ALL and communication

# A design...

- Pairs of participants learn the same language
- They then have to communicate that language with a partner
- Pass on the newly communicated language to the next pair of participants

Kirby et al. (2015)

#### ALL and communication

## A result...

- Systems emerge that can be learnt more easily
- Systems emerge that can be communicatively effective i.e. expressivity

Kirby et al. (2015)

#### ALL without the language

# Part VI: ALL without the language

#### ALL without the language

A question...

How can we test predictions about language without using language

#### ALL without the language

A prediction...

There are ways to communicate non-linguistically but still incorporate linguistic properties

#### ALL without the language

An example...

https://www.youtube.com/watch?v=-7ijI-g4jHg

#### ALL without the language

A theory...

We can use non-linguistic sounds to communicate meanings to each other

#### ALL without the language

A problem...

We tend to use non-linguistic communication in everyday speech

#### ALL without the language

A solution...



Give participants a slide whistle so they have a novel communication modality

Verhoef et al. (2015)

#### ALL without the language

# An experiment...







Verhoef et al. (2015)

#### ALL without the language

# An experiment...







Verhoef et al. (2015)

#### ALL without the language

# An experiment...







Verhoef et al. (2015)

#### ALL without the language

## A design...

- Participants create their own non-linguistic signals to communicate meanings
- These signals are recorded and passed onto the next generation of learners
- Meaning stimuli are either easy or difficult to communicate with iconic whistles

Verhoef et al. (2015)

#### ALL without the language

### A result

- Iconic whistles emerge over the course of iterated learning, but only for the easy to represent meanings
- Participants can utilise theoretically motivated communication without linguistic sounds

Verhoef et al. (2015)