# Storage & computation in language production LING 611 Spring 2021

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#### Levels of representation

- Sentences consist of phrases, which consist of words, which consist of morphemes, which consist of syllables, which consist of phonemes, which consist of phonological features...
- Possible intermediate levels between these levels (e.g., biphones)

#### Levels of representation: a big question

- Linguistic units are often complex.
- How do we represent and process complex linguistic units?

 Computation: use combinatorial mechanism to generate complex representations

 Memory: store complex unit as a whole and access them from memory

- Computation: use combinatorial mechanism to generate complex representations
  - The very fact that we can comprehend/ produce novel forms (e.g., the wug test)
- Memory: store complex unit as a whole and access them from memory
  - We see the effect of experience/frequency with multiple granularity of representations.

 Higher-order units can be computed "on the fly" by combining lower-order units according to certain set of rules/constraints.

 But higher-order units may be stored as a unit in memory for later reuse as well.

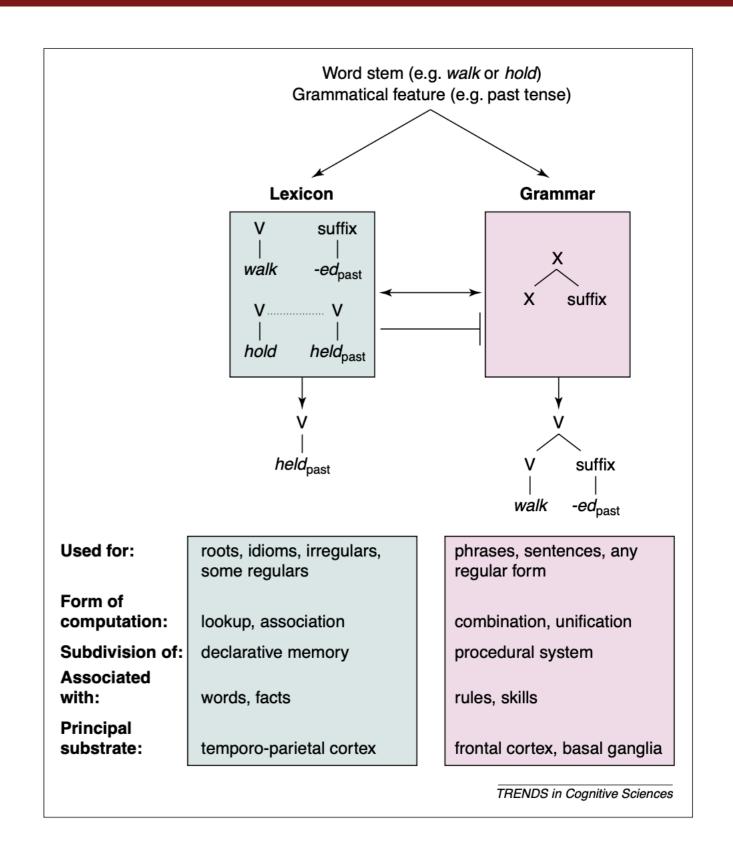
- Higher-order units can be computed "on the fly" by combining lower-order units according to certain set of rules/constraints.
  - Efficient storage, not so efficient process.
- But higher-order units may be stored as a unit in memory for later reuse as well.
  - Efficient process, not so efficient storage.

#### Storage and computation: past tense

 Discuss: comprehension/production of 'walked' (past tense of 'walk') and 'held' (past tense of 'hold') in terms of storage vs. computation.

#### Storage and computation: past tense

- Possibility of having both lookup-table like memory AND rulebased computations.
- People may efficiently use both mechanisms to deal with predictables and unpredictables?



#### Storage and computation: idioms

- "kick the bucket", "pop the question", etc.
- Idioms are (seemingly) complex linguistic object
   -> possible involvement of combinatorial mechanisms?
- But idiom meanings are not predictable from the meaning of their parts -> clear involvement of memory as a whole.

Memorize two phrases.

If you see '1', recall the first phrase.

If you see '2', recall the second phrase.

- 1. Kick the bucket
- 2. Meet your maker

1

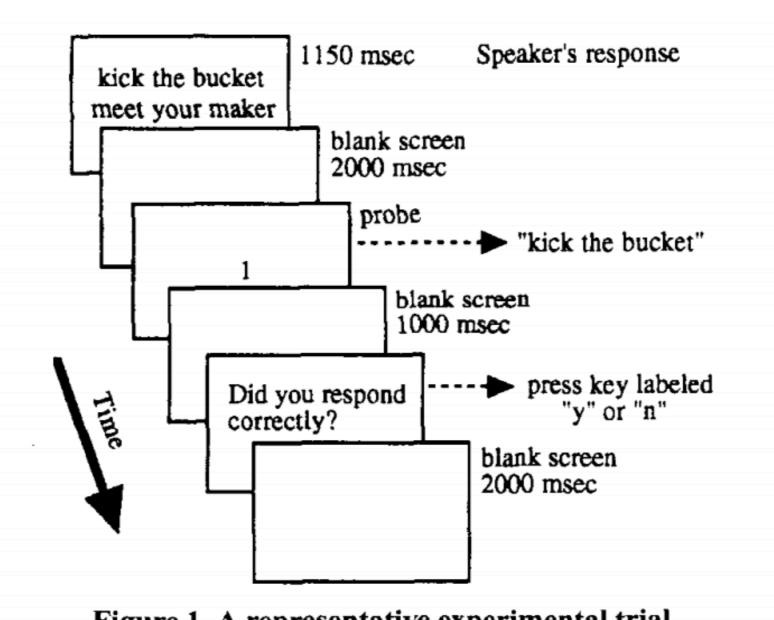


Figure 1. A representative experimental trial.

Table 2
Examples of Error Categories for the Idiom Pair
"Kick the Bucket" and "Meet Your Maker"

Error Category	Example Errors	
Idiom blend		
Addition	kick the bucket maker	
Substitution	kick the maker	
Intra-idiom		
Addition	kick the bucket over	
Deletion	kick bucket	
Movement	bucket the kick	
Substitution	kick the rock	
Intertrial		
Addition	kick the bucket around*	
Substitution	kick the millstone*	
Complex	kick the big rock	
Miscellaneous	kick the something	

<sup>\*</sup>The idiom *millstone around your neck* occurred in one of the previous three trials.

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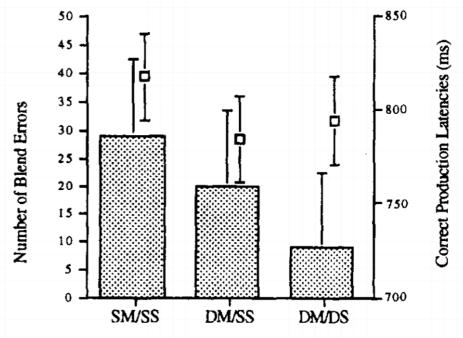


Figure 2. Correct response latencies and idiom blends in Experiment 1. The three conditions are same meaning—same syntax (SM/SS), different meaning—same syntax (DM/SS), and different meaning—different syntax (DM/DS). The bars represent the blend errors, and the individual box points represent the naming times. The error bars reflect confidence intervals for the Tukey tests.

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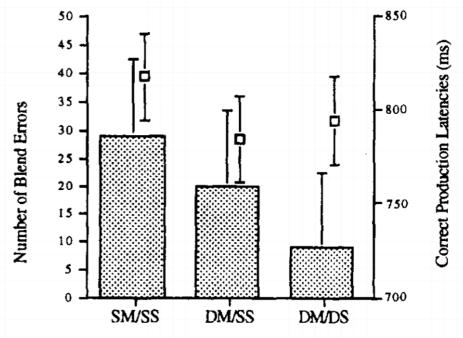


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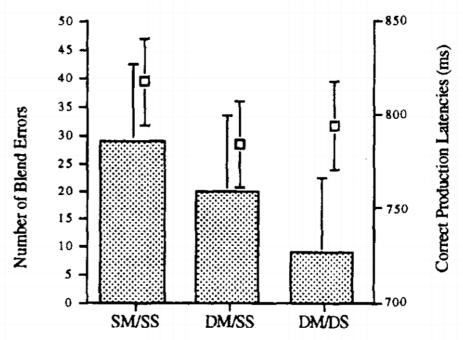


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- Blend errors more likely for syntactically (and semantically) similar idioms.
- The overwhelming majority of substitution cases involve substitutions of the words of the same syntactic category.
- Internal syntactic structures are generated and represented in idiom production?

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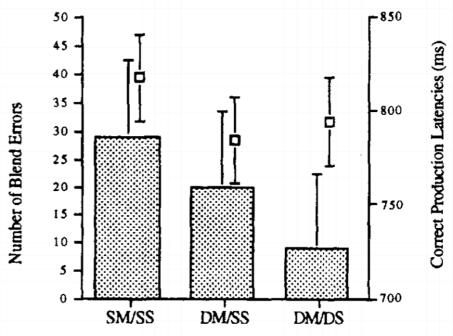


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- Speech error data should be treated with cautions, as they do not necessarily generalize to non-erroneous production.
- How do you test the same idea in non-erroneous production?

Learn the following word-phrase pair. Later in the test phrase, you will be provided with the first word later, based on which you need to recall the paired phrase ASAP.

John - used the bucket

Emily - bit the bullet

Mary - rode the boat

Bill - zipped your lip

\*In the actual experiment, it was in Dutch, and people had to memorize 8 pairs, but they studied those pairs more extensively.

Recall the associated phrase ASAP.

**Emily** 

Recall the associated phrase ASAP.

Bill

Recall the associated phrase ASAP.

Mary

Recall the associated phrase ASAP.

John

	Cue	Target	Prime
Literal Idiom		used the bucket bit the bullet	mail (unrelated) table (unrelated)
Literal Idiom		rode the boat zipped your lip	boat (identical) lip (identical)

	Cue	Target	Prime
Idiom Literal		<ul><li>-kicked the bucket</li><li>-removed the bullet</li></ul>	,
Idiom Literal		<ul><li>missed the boat</li><li>cleaned your lip</li></ul>	boat (identical) lip (identical)

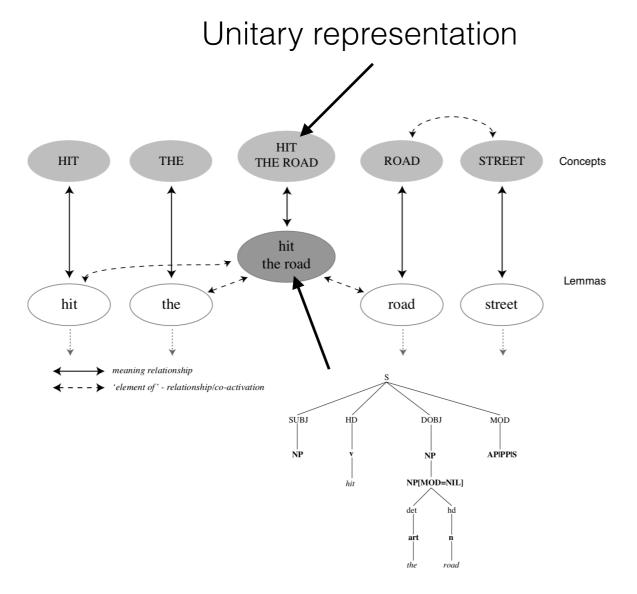
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Table 1 Mean production latencies and standard deviations in Experiment 1

Idiomaticity	Prime type	
	Unrelated	Identity
Literal	890 (155)	833 (156)
Idiomatic	922 (167)	807 (145)

57 ms priming effect115 ms priming effect

#### Storage and computation: idiom production



- Capturing the dual nature of idioms:
  - Unitary at conceptual level
  - Internally complex at lemma (syntactic) level
- Priming effect at the two levels can add up (= larger effect of identity priming in idioms).

Internally complex "superlemma" representation (connected to parts)

#### Storage and computation: idioms

- Idioms are complex linguistic object -> involvement of combinatorial mechanisms.
- But idiom meanings are not predictable from the meaning of their parts -> involvement of memory as a whole.

- Computation: use combinatorial mechanism to generate complex representations.
- Memory: store complex unit as a whole and access them from memory.

 Discussion: Can you think of other linguistic phenomena where the same/similar issues can be found?