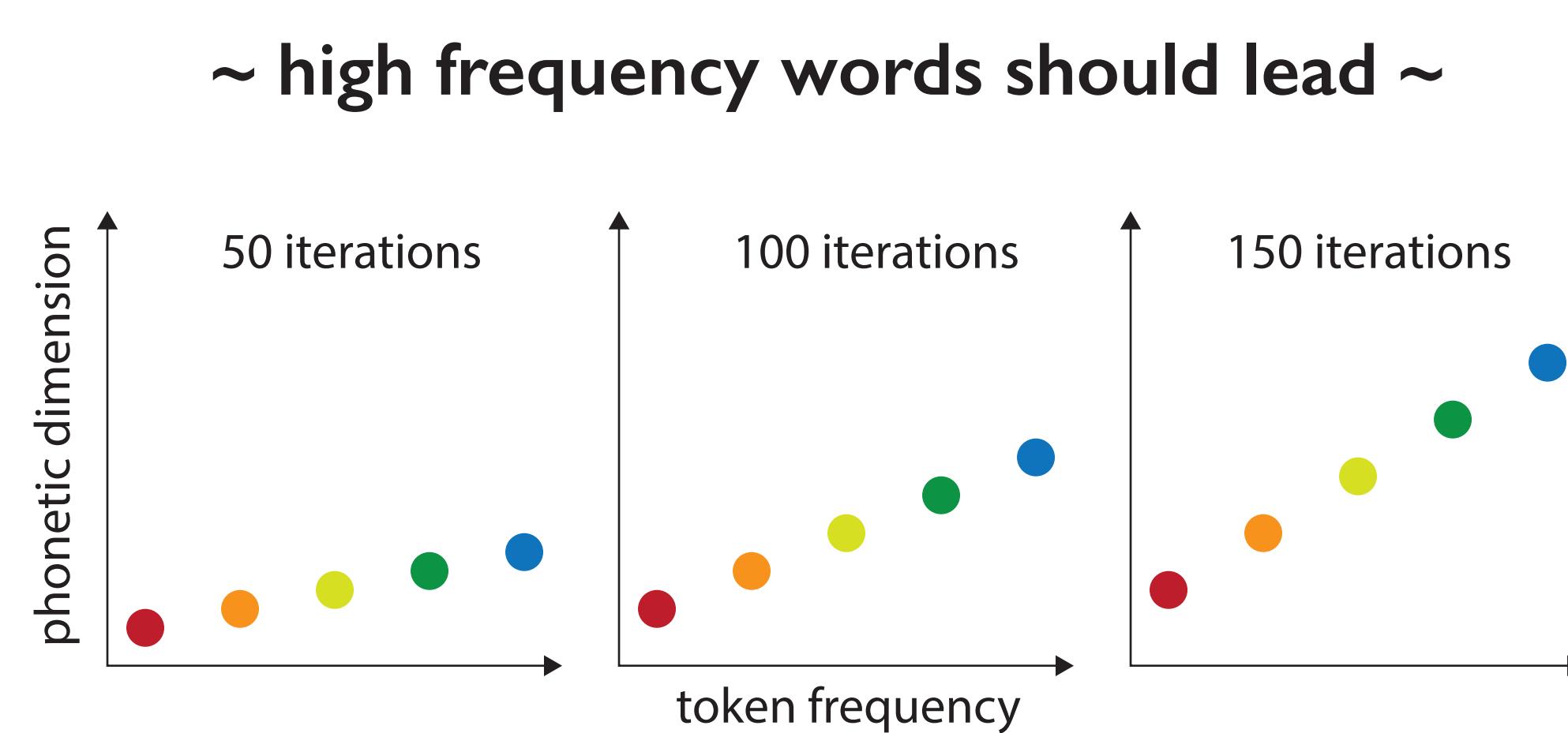


Sound change, lexical frequency, and ambiguous input: a computational implementation

I. Background

1.1 Sound change

- exemplar theory:** each token of experience is stored in memory (Hintzman 1986, Nosofsky 1988)
- sound change:** lexical (token) frequency plays a role (Bybee 2002)



Hay et al. 2015 found that low frequency words were changing at a higher rate!

1.2 NZE vowel shift

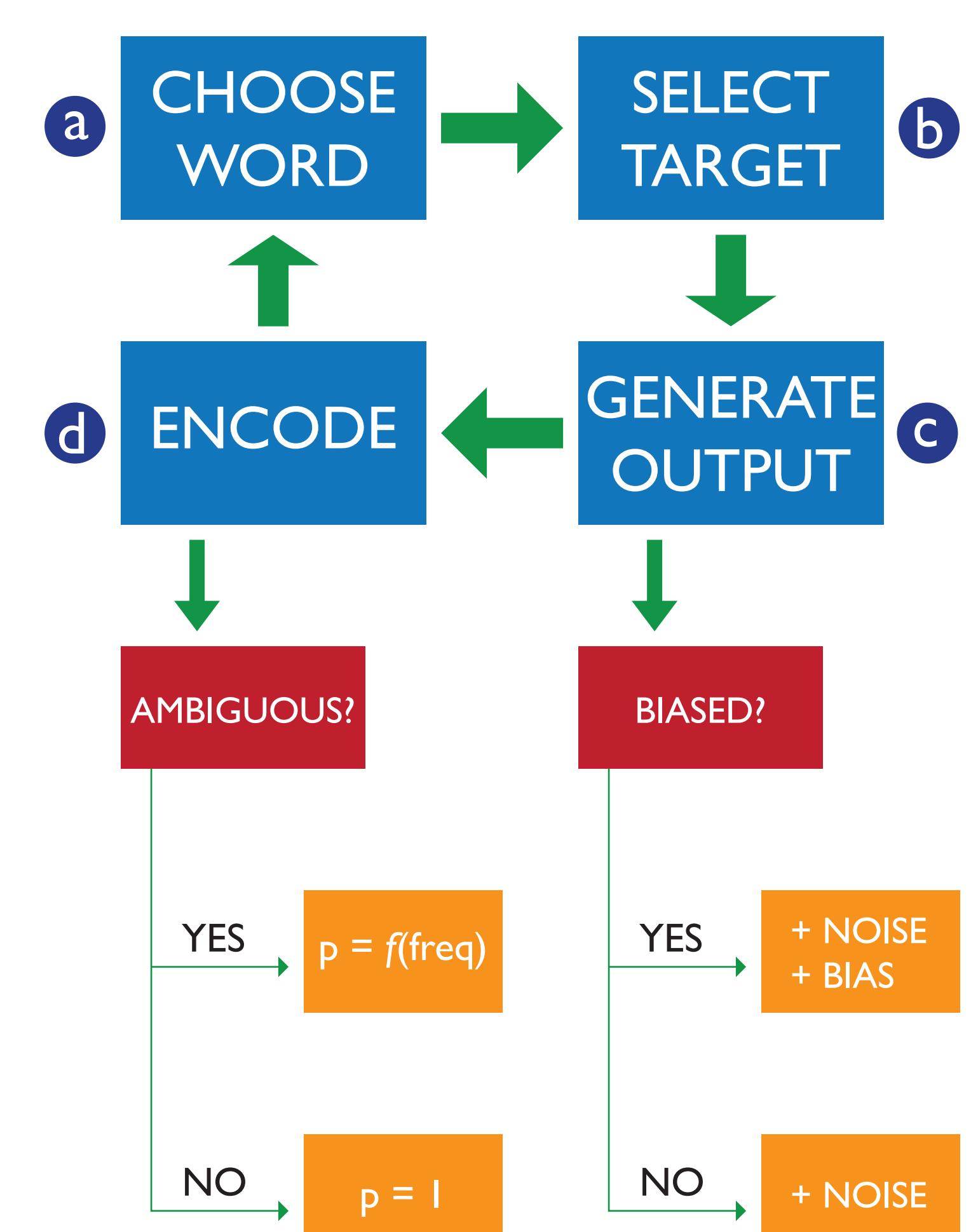
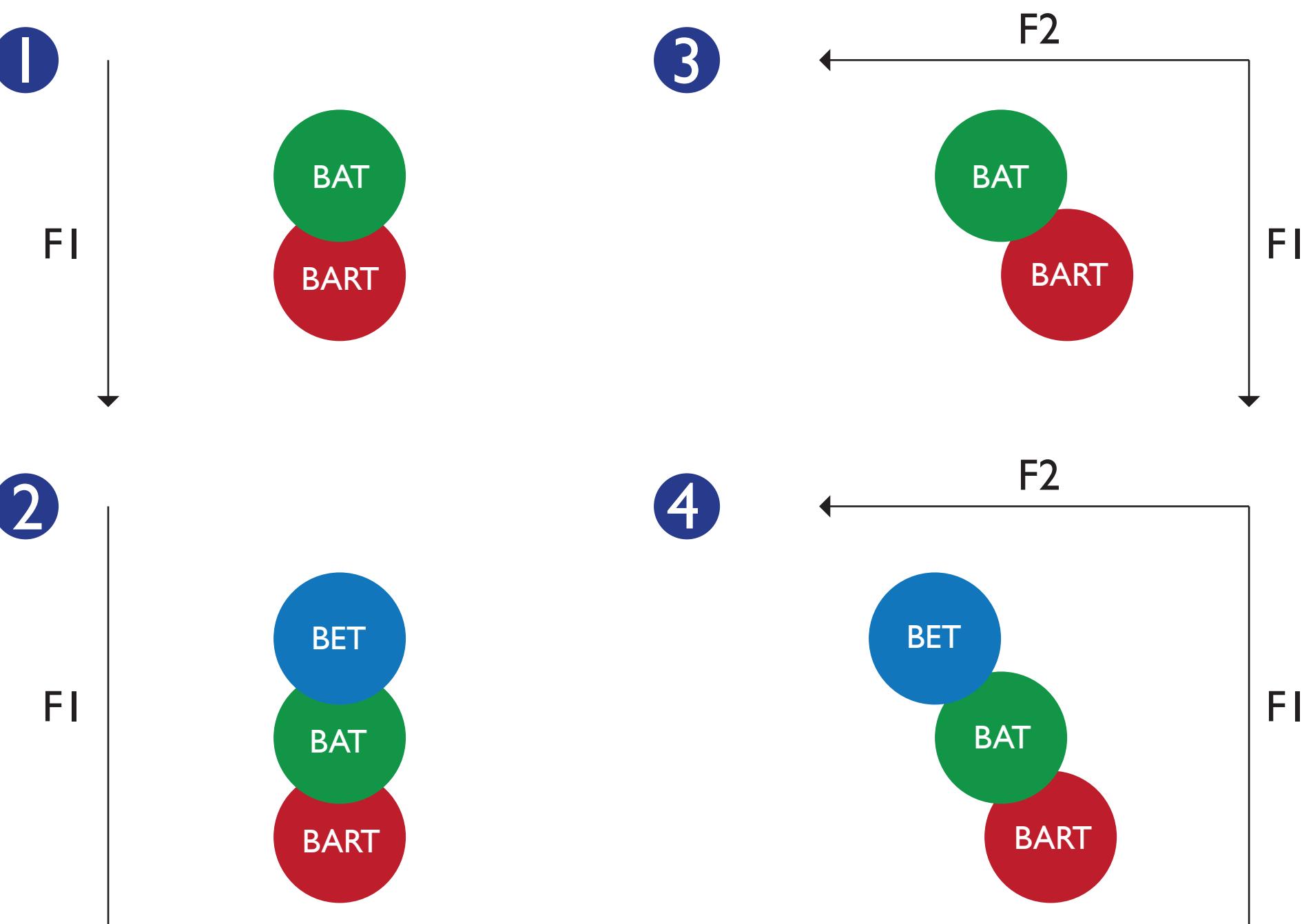
- New Zealand English:** historical change whereby the BAT and BET vowel raise and the BIT vowel is backer and lower
- push chain shift,** perhaps initiated by BART fronting
- low frequency words were ahead and changed at a higher rate

1.3 Encoding of ambiguous input

- Hay et al. 2015 propose an encoding algorithm that discards ambiguous input based on its **lexical frequency**
- ambiguous input** has less chance to be encoded in memory

3. Methodology

- single-agent simulations (feedback loop)
- 4 simulations of the NZE vowel shift in R (R Core Team 2017)
- only BART vowel is subject to bias
- simplified scenarios to keep computational effort low



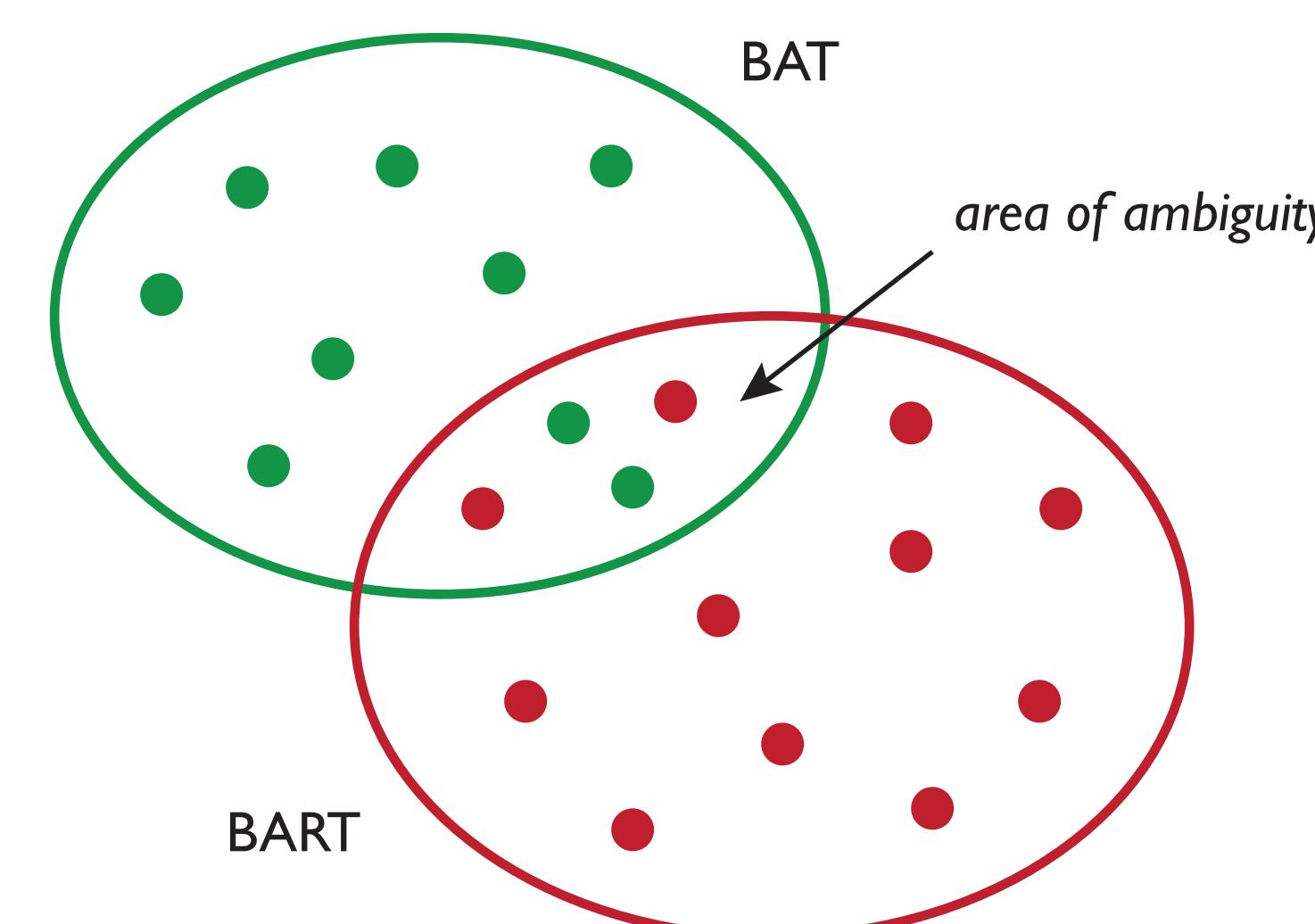
Encoding Probability Function

if x is ambiguous

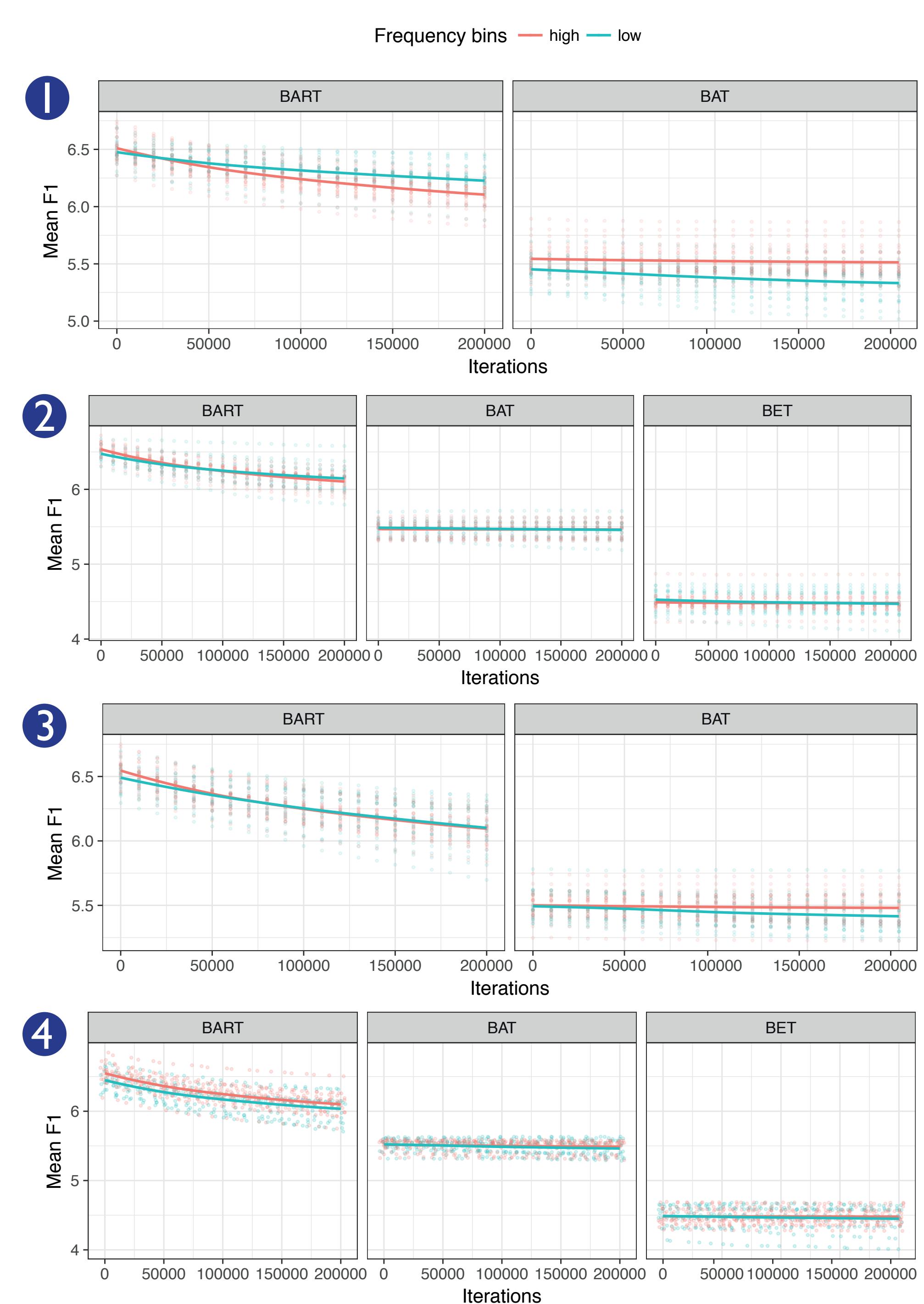
$$p(x|M) = \text{freq}(x) / \text{maximum(freq)}$$

if x is not ambiguous

$$p(x|M) = 1$$

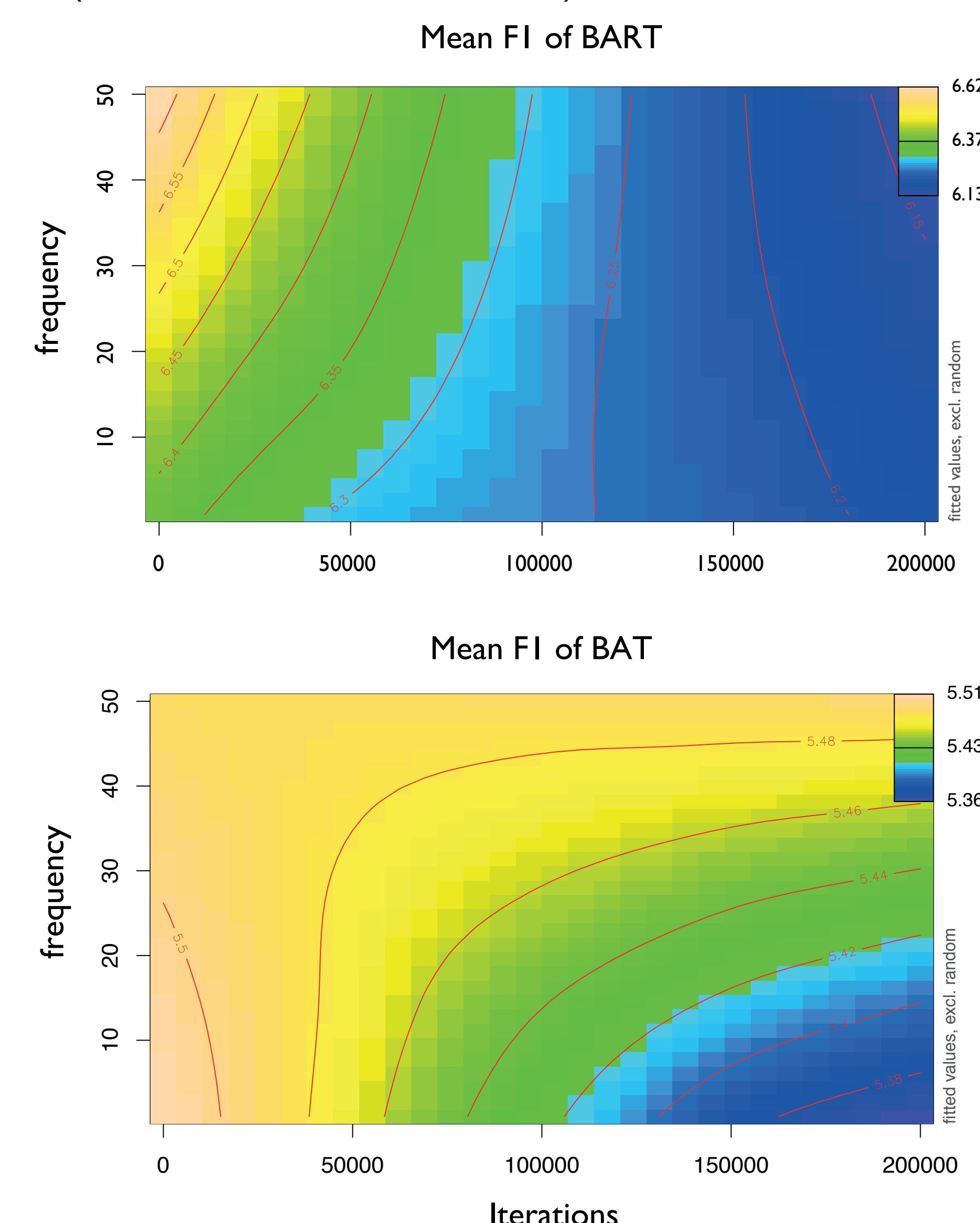


4. Results



4.1 Statistical analysis

- generalised additive mixed models (GAMM) fitted to the output of the simulations (Wood 2006, Zuur 2012)



5. Conclusions

- low frequency words change at a higher rate in the *pushed* categories (BAT, BET)
- high frequency words change at a higher rate in the *pushing* category (BART); not discussed in Hay et al. 2015
- future directions: increase complexity; include memory decay; try non-chain sound changes

The code is available at
<http://github.com/stefanocoretta/2017-esiph>