The impact of frequency on the evolution of category systems

Vanessa Ferdinand, Charles Kemp, Amy Perfors University of Melbourne

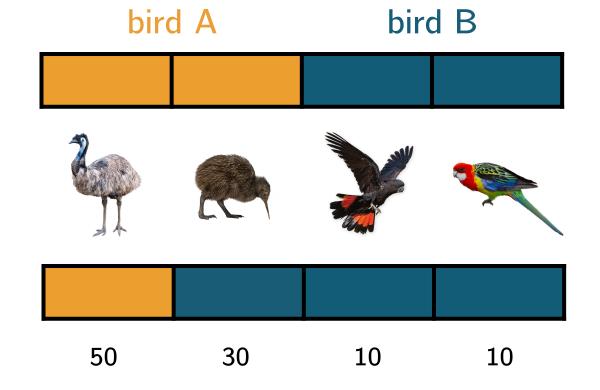
Information theory

Having a category boundary is like getting one question about the structure of the world for free.

A "good" system divides the possibilities in half.

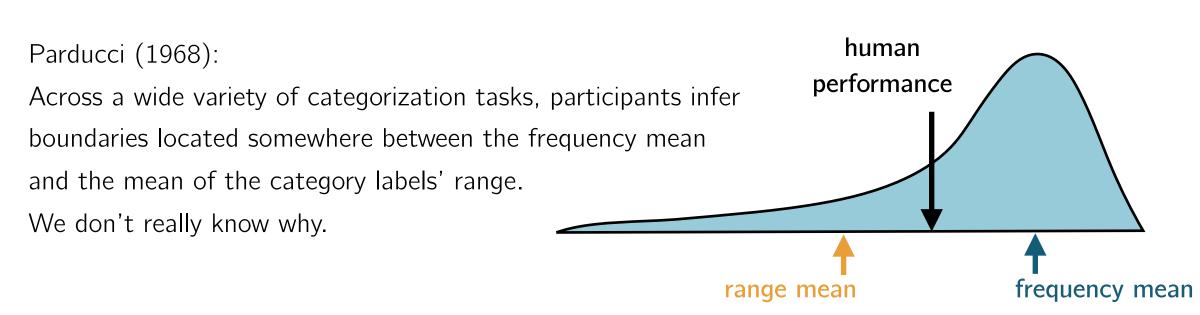
A "bad" system doesn't.

But the underlying frequency distribution affects the optimal placement of category boundaries.



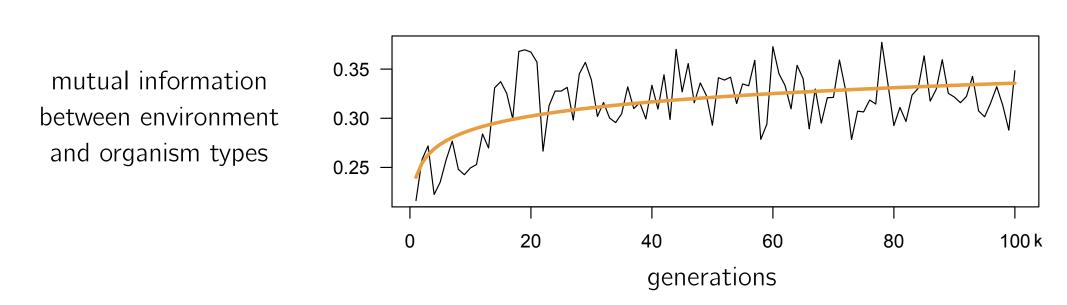
Range-frequency theory

People don't perform at the information-theoretic optimum.



Evolution and information

Evolving populations acquire information about their environment via natural selection. (e.g. Bergstrom & Rosvall 2009, Adami 2012, Ferdinand in prep)



Learning and evolution are similar: (Harper 2009, Shalizi 2009, Ferdinand 2018) both are methods of extracting information from environments.

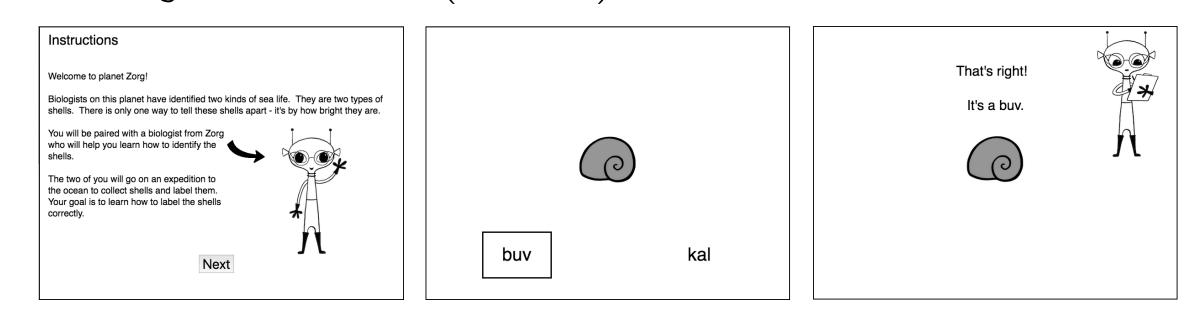
One way environments contain info is in different object frequencies:

$$H($$
 $H($ $) = 2.85 \ bits$ $H($ $) = 3.32 \ bits$

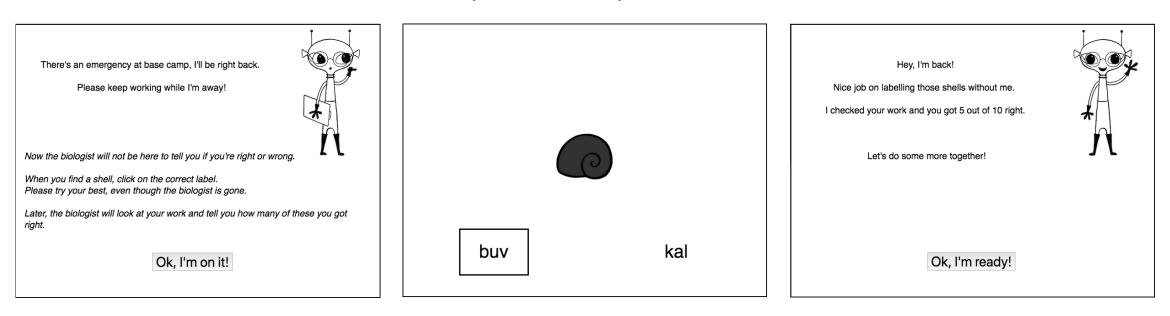
Do individual learning and cultural evolution play different roles in getting environmental information into category systems?

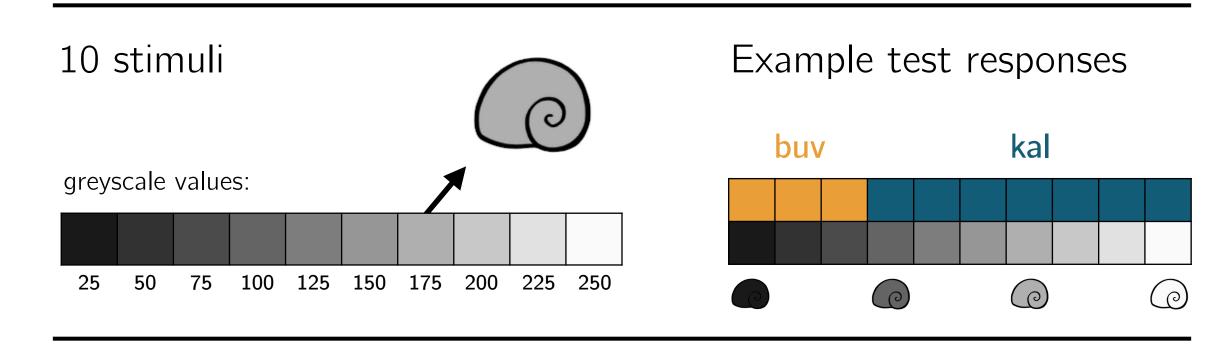
Experimental Design

Training with feedback (30 trials)



Testing without feedback (10 trials)

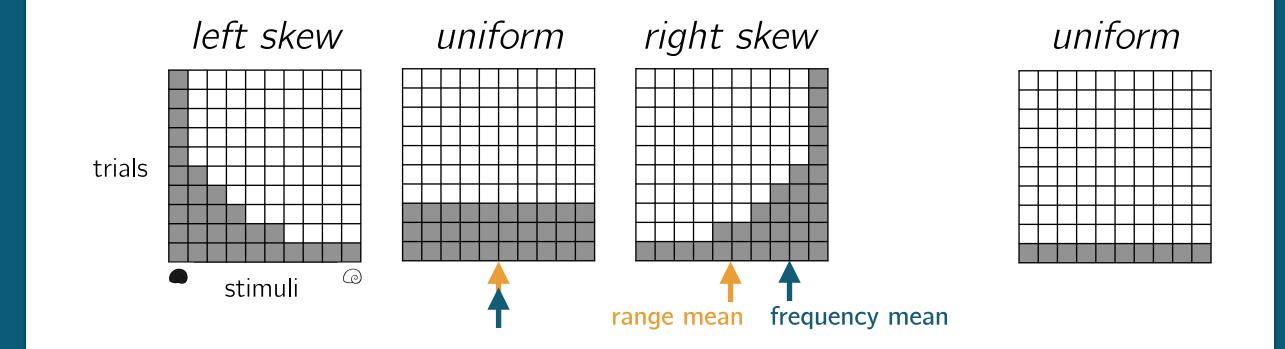




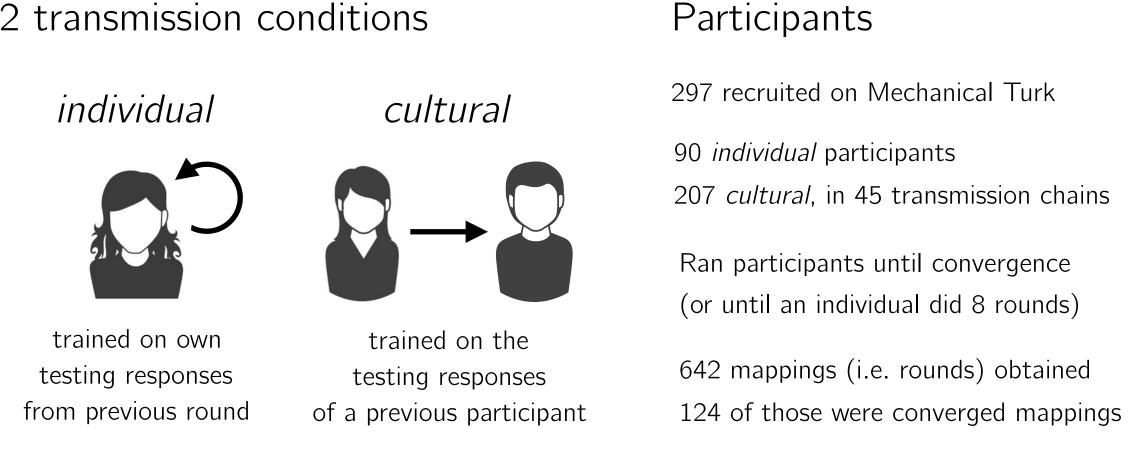
3 training distribution conditions

1 testing distribution

Next round...

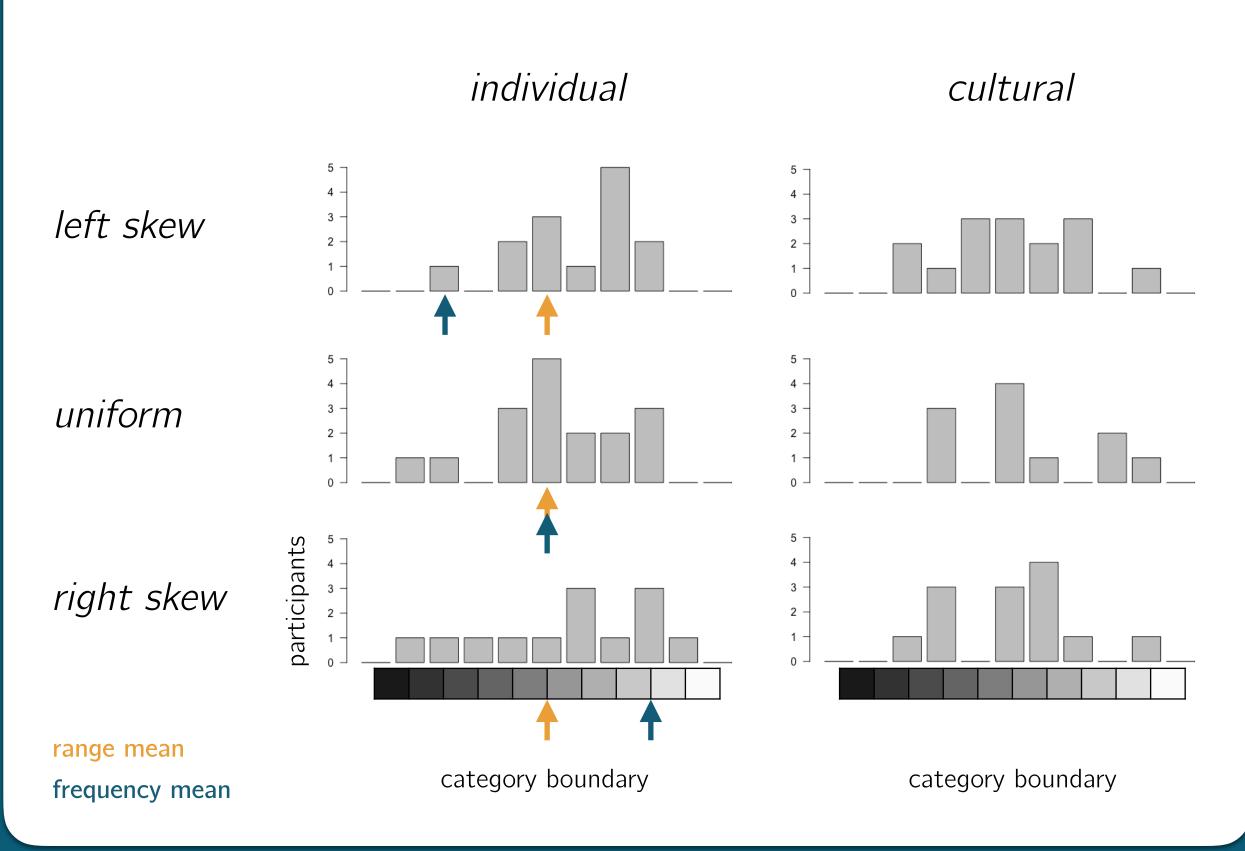


2 transmission conditions



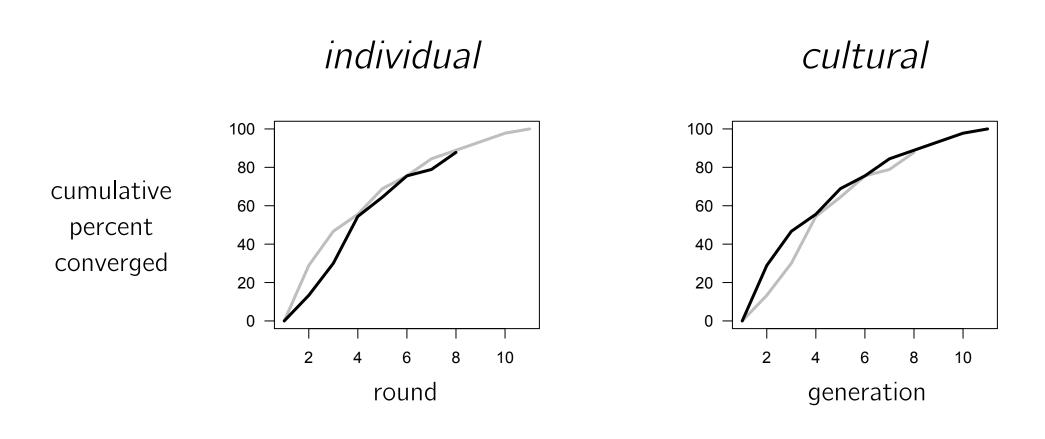
Main question

Do different frequency distributions and type of evolutionary regime affect category boundary location?



Other results

How long did it take participants to converge on a mapping?



What type of mappings did participants converge on?

