

Learning Novel Categories through Background Knowledge Using Generic Statements

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Hypothesis

In a speaker-listener interaction scenario, where the speaker utters a true generic statement ‘ C (category) are F (feature),’ we hypothesize that, when C is a novel category, the listener uses her own background knowledge to infer the prevalence rate of feature F in category C upon hearing the generic. In our current paradigm, we provide participants a familiar category $C_{familiar}$, $C_{familiar}$ serving as background knowledge.

Conditions

The table below includes our feature selection, its corresponding comparison categories (chosen based on our estimate of their low, medium, and high prevalence rate) and novel categories.

Feature	Alternative Comparison Categories	Novel Category
friendly	Puppies (H), Goats (M), Squirrels (L)	Feps
tasty	Pizzas (H), Fruits (M), Vegetables (L)	Kobas
heavy	Trucks (H), Stones (M), Bikes (L)	Dands


(H = high prevalence, M = medium prevalence, L = low prevalence)

Setup

We run three separate survey studies on Amazon Mechanical Turk. All three surveys provide participants a narrative that introduces them to an imaginary country, Akar. Sample questions from all three surveys are provided in the section below. The first survey recorded participants’s evaluation of a given generic statement as True or False as well as their prevalence rate estimates for all abovementioned 9 categories (3 per feature.) The second survey introduced a novel category C_{novel} along with a familiar comparison category $C_{familiar}$, then asked participants to estimate the prevalence rate of the feature F in novel category C_{novel} . The third survey is similar to the second, with the difference that we only stated ‘ C_{novel} are like $C_{familiar}$.’ before asking participants to estimate the prevalence rate of feature F for C_{novel} . This survey serves as a sanity check, checking whether participants treat C_{novel} as equivalent to $C_{familiar}$ and provide a similar rather than higher estimate for C_{novel} comparing to estimates for $C_{familiar}$.

Below are two examples of the MTurk survey that we run:

1. Getting the baseline prevalence rate for familiar comparison categories.

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Imagine you are visiting a new country called Akar for the first time. People in Akar don't know any thing about what is going on in your country and are interested to learn more. In this game, you'll be asked to make judgements on some statements .

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An Akarian tells you: "I heard that in your country you have something called puppies."

Would you say that "Puppies are friendly?"

Yes ☐ No ☐

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What percent of puppies do you think are friendly?

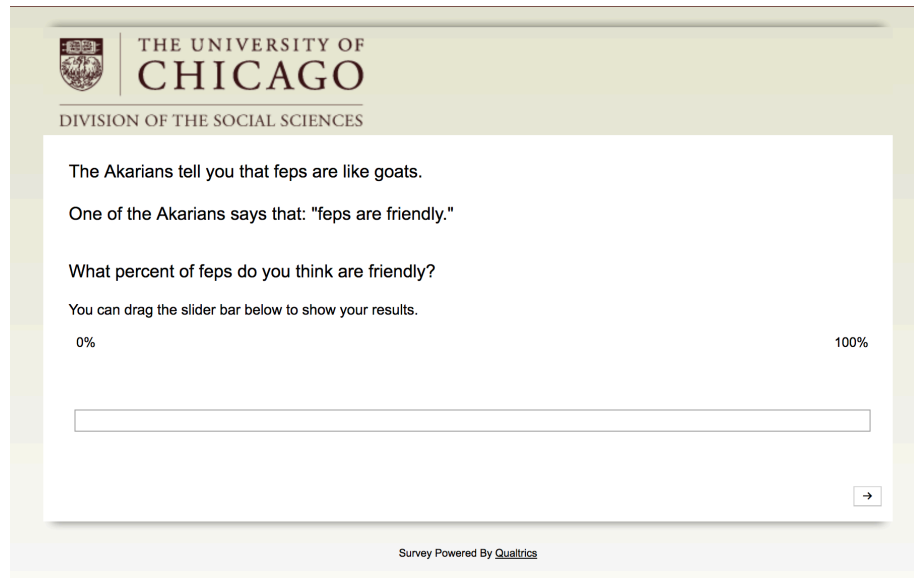
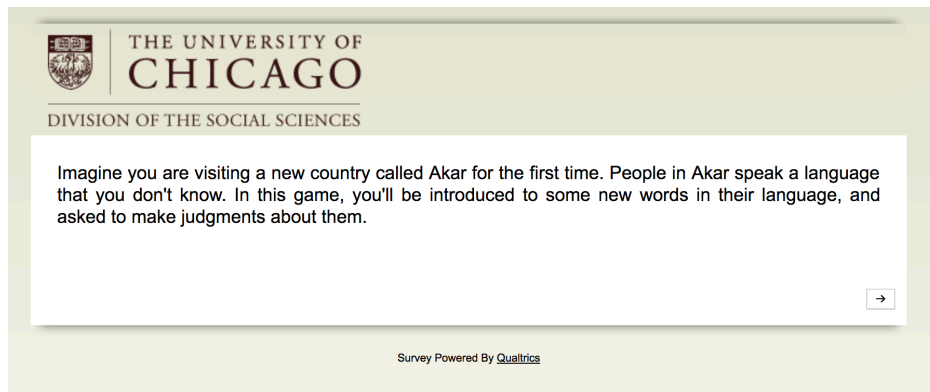
0% 100%

Please drag the slider bar to the percent you find appropriate.

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- Introducing a novel category with a generic statement, providing participants familiar comparison categories.



Results

