

# Cultural language evolution: acquisition or usage?

Gerhard Jäger

gjaeger@stanford.edu

Stanford/Potsdam

Cultural language evolution: acquisition or usage? - p.1

# Introduction



- 6 language is self-replicating system
- 6 two modes of replication:
  - 1. (first) language acquisition
  - 2. language usage
- 6 the modes differ in
  - selection pressure
  - source of variation
  - ▲ time scale

How do they interact?



- *replicator:* I-language in its entirety
- *interactors:* "teacher" (adult) and "student" (infant)
- *source of variation:* imperfect learning
- *time scale:* measured in decades

# Usage dynamics



- *replicator:* components of I-language (lexical entries, constructions, ...)
- *interactors:* (mainly adult) language users
- *source of variation:* errors, language contact, ...
- *time scale:* detectable even within single text

# The Iterated Learning Model



- 6 formal model of acqusition dynamics
- 6 many computational implementations (Hurford, Kirby, Briscoe, Niyogi, Berwick, ...)
- 6 analytical mathematical formulation by Nowak (with various co-authors):

#### The Iterated Learning Model (cont.)

(1) 
$$\frac{dx_i}{dt} = \sum_j x_j f_j(\mathbf{x}) Q_{ji} - x_i \sum_j x_j f_j(\mathbf{x})$$
  
(2) 
$$f_j(\mathbf{x}) \doteq \sum_k x_k U_{jk}$$

- 6 main components:
  - $\checkmark$  fitness function f
  - $\checkmark$  learning matrix Q





- *Biology:* fitness  $\doteq$  expected number of fertile offspring
- *Linguistics:* communicative functionality, efficiency, social prestige, ...

# Fitness (cont.)



- 6 first approximation
  - ▲ finite number of languages  $L_1, \dots, L_n$
  - $\sigma_{ij}$  ... average probability that a speaker using  $L_i$  is understood by a listener using  $L_j$
  - $c_i$  ... average complexity of utterances of  $L_i$  (length, entropy, whatever)
  - utility of communication between users of  $L_i$  and  $L_j$ :

$$U_{ij} = \frac{1}{2}(\sigma_{ij} + \sigma_{ji} - r(c_i + c_j))$$

# Fitness (cont.)



•  $x_i$  ... relative frequency of users of  $L_i$  in proportion to total population

$$\sum_{i} x_i = 1$$

- $\mathbf{x}$  ... vector of relative frequencies  $x_1, x_2, \cdots, x_n$
- 6 fitness = average utility:

$$f_j(\mathbf{x}) \doteq \sum_k x_k U_{jk}$$

# The learning matrix



- ont every language is perfectly learnable
- 6  $Q_{ij}$  ... probability that an infant growing up in an  $L_i$ -environment acquires  $L_j$

$$\sum_{j} Q_{ij} = 1$$

# The learning matrix (cont.)



- simplest case:
  - identity matrix
  - infant always acquires language of environment

	$L_1$	$L_2$	$L_3$	• • •
$L_1$	1	0	0	•••
$L_2$	0	1	0	•••
$L_3$	0	0	1	•••
:		:	÷	



$$\frac{dx_i}{dt} = \sum_j x_j f_j(\mathbf{x}) Q_{ji} - x_i \sum_j x_j f_j(\mathbf{x})$$



$$\frac{dx_i}{dt} = \sum_j x_j f_j(\mathbf{x}) Q_{ji} - x_i \sum_j x_j f_j(\mathbf{x})$$

6 probability to learn  $L_i$  from an  $L_j$ -environment



$$\frac{dx_i}{dt} = \sum_j x_j f_j(\mathbf{x}) Q_{ji} - x_i \sum_j x_j f_j(\mathbf{x})$$

- 6 probability to learn  $L_i$  from an  $L_j$ -environment
- 6 fitness (= abundance of offspring of users) of  $L_j$



$$\frac{dx_i}{dt} = \sum_j x_j f_j(\mathbf{x}) Q_{ji} - x_i \sum_j x_j f_j(\mathbf{x})$$

- 6 probability to learn  $L_i$  from an  $L_j$ -environment
- 6 fitness (= abundance of offspring of users) of  $L_j$
- 6 abundance of infants that acquire  $L_i$



$$\frac{dx_i}{dt} = \sum_j x_j f_j(\mathbf{x}) Q_{ji} - x_i \sum_j x_j f_j(\mathbf{x})$$

- 6 probability to learn  $L_i$  from an  $L_j$ -environment
- 6 fitness (= abundance of offspring of users) of  $L_j$
- 6 abundance of infants that acquire  $L_i$
- 6 death rate



$$\frac{dx_i}{dt} = \sum_j x_j f_j(\mathbf{x}) Q_{ji} - x_i \sum_j x_j f_j(\mathbf{x})$$

- 6 probability to learn  $L_i$  from an  $L_j$ -environment
- 6 fitness (= abundance of offspring of users) of  $L_j$
- 6 abundance of infants that acquire  $L_i$
- 6 death rate
- 6 velocity of change of abundance of  $L_i$ -speakers



$$\frac{dx_i}{dt} = \sum_j x_j f_j(\mathbf{x}) Q_{ji} - x_i \sum_j x_j f_j(\mathbf{x})$$

- 6 probability to learn  $L_i$  from an  $L_j$ -environment
- 6 fitness (= abundance of offspring of users) of  $L_j$
- 6 abundance of infants that acquire  $L_i$
- 6 death rate
- velocity of change of abundance of L<sub>i</sub>-speakers
  Selection for learnability and fitness

#### Iterated language usage



- 6 dynamics of E-language (= population of utterances)
- each utterance is produced and perceived by language users by means of underlying grammars (= I-languages)
- 6 replication via imitation
- dynamics describes development of I-grammar frequencies within population of utterances





$$\frac{dx_i}{dt} = x_i f_i(\mathbf{x}) - x_i \sum_j x_j f_j(\mathbf{x})$$



simplest implementation: replicator dynamics

$$\frac{dx_i}{dt} = x_i f_i(\mathbf{x}) - x_i \sum_j x_j f_j(\mathbf{x})$$

6 fitness of  $L_i$  (= expected number of imitations of an utterance from  $L_i$ )



$$\frac{dx_i}{dt} = x_i f_i(\mathbf{x}) - x_i \sum_j x_j f_j(\mathbf{x})$$

- 6 fitness of  $L_i$  (= expected number of imitations of an utterance from  $L_i$ )
- 6 abundance of utterances from  $L_i$  in next generation



$$\frac{dx_i}{dt} = x_i f_i(\mathbf{x}) - x_i \sum_j x_j f_j(\mathbf{x})$$

- 6 fitness of  $L_i$  (= expected number of imitations of an utterance from  $L_i$ )
- 6 abundance of utterances from  $L_i$  in next generation
- 6 abundance of utterances from  $L_i$  in current generation



$$\frac{dx_i}{dt} = x_i f_i(\mathbf{x}) - x_i \sum_j x_j f_j(\mathbf{x})$$

- 6 fitness of  $L_i$  (= expected number of imitations of an utterance from  $L_i$ )
- 6 abundance of utterances from  $L_i$  in next generation
- 6 abundance of utterances from  $L_i$  in current generation
- 6 velocity of change of abundance of  $L_i$ -utterances



- selection only for fitness ignores learnability
- 6 only homogeneous populations can be attractors
- → natural languages display high amount of optionality and non-determinism

# Hybrid dynamics



- both modes of replication play a role in (cultural) language evolution
- adequate dynamics should capture both
- 6 fitness of language is arguably negligible as factor for biological reproduction rate (at least on historical time scale)
- 6 acqusition dynamics thus simplifies to

$$\frac{dx_i}{dt} = \sum_j x_j Q_{ji} - x_i$$

# Hybrid dynamics (cont.)



- some fraction b ( $0 \le b \le 1$ ) of all utterances are uttered by language acquiring infants
- orest of utterances is uttered by adults and underlies the utterance dynamics
- Ieads to hybrid utterance dynamics:

$$\frac{dx_i}{dt} = (1-b)(x_i f_i - x_i \sum_j x_j f_j) + b(\sum_j x_j Q_{ji} - x_i)$$

selection for functionality and learnability

# An example: Binding Theory



- 6 Modern English: restrictions on coreference
- (1) a. Peter<sub>i</sub> sees him<sub>j</sub> b. \*Peter<sub>i</sub> sees him<sub>i</sub>
  - 6 in Old English, (1b) is okay
  - until a certain age, Modern English learning infants accept/produce structures like (1b)
  - o unlikely that OE infants underwent a stage corresponding to ME
  - 6 ME has less ambiguity and thus higher utility though





6 Q-matrix

	OE	ME
OE	1.0	0.0
ME	0.2	0.8



6 U-matrix

	OE	ME
OE	0.9	0.8
ME	0.8	1

$$b = 0.05$$



- 6 two attractors (i.e. stable states)
  - 1. pure OE
  - 2. predominant ME (with a low probability of OE)



time



- acquisition dynamics also selects for high utility and high learnability
- 6 learnability overrides utility though only one attractor



# Typology of case marking



- two kinds of accusative marking languages
  - 1. accusative is obligatory for all direct objects

like Hungarian

- (2) a. Szeretem a könyv**et**. I-LIKE THE BOOK-ACC "I like the book."
  - b. Egy házat akarok.
    A HOUSE-ACC I-WANT "I want a house."



like Hebrew: only definites have accusative

- (3) a. Ha-seret her?a **?et**-ha-milxama THE-MOVIE SHOWED ACC-THE-WAR
  - b. Ha-seret her?a (\*?et-)milxama THE-MOVIE SHOWED (\*ACC-)WAR (from Aissen 2003)

 utility matrix for competition between Hebrew and Hungarian type (based on corpus studies; see Jäger (2004))

	Hun	Heb
Hun	.1100	.1060
Heb	.1060	.1734



- complicating factor: Hungarian styly production grammar + Hebrew style comprehension grammar is also a possible language
- utility matrix for competition between Hebrew and Hungarian type (based on corpus studies; see Jäger (2004))

	Hun	Hun/Heb	Heb
Hun	.1100	.1100	.1060
Hun/Heb	.1100	.1100	.1417
Heb	.1060	.1417	.1734



o usage dynamics predicts only Hebrew to be stable



time



- Hungarian system ("All objects have accusative!") is arguably simpler than Hebrew system ("All definite objects have accusative!")
- 6 acquistion matrix something like

	Hun	Hun/Heb	Heb
Hun	1.0	0.0	0.0
Hun/Heb	0.0	1.0	0.0
Heb	0.1	0.0	0.9

$$b = 0.1$$



 under hybrid dynamics (as under acqisition dynamics) both Hungarian and Hebrew style case systems are evolutionarily stable







- 6 natural languages are shaped both by selection for learnability and selection for usability
- 6 corresponds to replication via acquisition and replication via usage
- 6 combined dynamics leads to refined typological predictions

# Conclusion (cont.)



#### **Question for future research**

- 6 How can the parameters of these equations (fitness, learnability matrix) be determined in a non-circular way?
- 6 Can we observe micro-evolution directly (psycholinguistics, corpus linguistics, ...) to validate formal models?

#### References

- Aissen, J. (2003). Differential object marking: Iconicity vs. economy. *Natural Language and Linguistic Theory*, **21**(3), 435–483.
- Jäger, G. (2004). Evolutionary Game Theory and typology: a case study. manuscript, University of Potsdam and Stanford University, available from www.ling.uni-potsdam.de/~jaeger/games\_dcm.pdf.
- Nowak, M. A., Komarova, N. L., and Niyogi, P. (2002). Computational and evolutionary aspects of language. *Nature*, **417**, 611–617.
- van Rooij, R. (2004). Signalling games select Horn strategies. *Linguistics and Philosophy*, **27**, 493–527.