### From sounds to words: Bayesian modelling of early language acquisition [Excerpted and annotated by Henry S. Thompson 15 March 2013]

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# **Bayesian learning**

- The Bayesian learner seeks to identify an explanatory linguistic hypothesis that
  - accounts for the observed data.
  - conforms to prior expectations.



- Focus is on the goal of computation, not the procedure (algorithm) used to achieve the goal.
  - As in Marr's layering of computation-algorithmimplementation

#### Data:

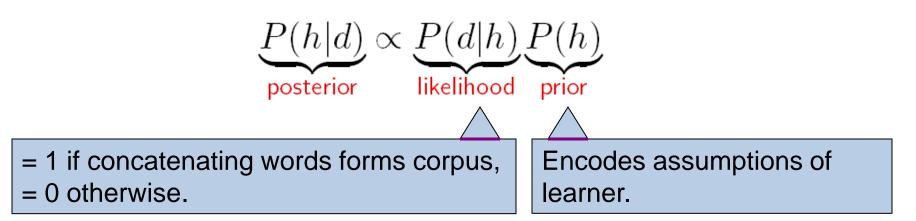
lookatthedoggie seethedoggie shelookssofriendly ...

#### Hypotheses:

lookatthedoggie lookatthedoggie seethedoggie seethedoggie shelookssofriendly shelookssofriendly P(d/h)=1. . . . . . look at thed oggi e look at the doggie se e thed oggi e see the doggie sh e look ssofri e ndly she looks so friendly . . . . . . i like pizza abc def gh what about you ijklmn opqrst uvwx P(d/h)=0. . . . . .

## **Bayesian segmentation**

- In the domain of segmentation, we have:
  - Data: unsegmented corpus (transcriptions).
  - Hypotheses: sequences of word tokens.



- Optimal solution is the segmentation with highest prior probability.
  - Because the likelihood is just a binary switch

### Bayesian model

Assumes word  $w_i$  is generated as follows:

1. Is  $w_i$  a novel lexical item?

$$P(yes) = \frac{\alpha}{n+\alpha}$$

Fewer word types = Higher probability

$$P(no) = \frac{n}{n+\alpha}$$

[n is the number of words (types) we've learned]

 $[\alpha \text{ is a model parameter, in practice around 100}]$ 

[Note that the above correctly mean that at the *very* beginning, when n is 0, p(yes) == 1 and p(no)==0]

## Bayesian model

### Assume word $w_i$ is generated as follows:

**2.** If novel, generate phonemic form  $x_1...x_m$ :

$$P(w_i = x_1...x_m) = \prod_{i=1}^m P(x_i)$$

Shorter words = Higher probability

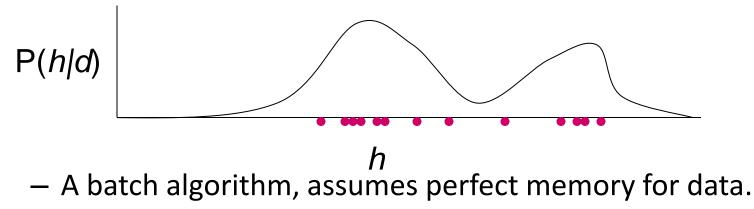
If not, choose lexical identity of  $w_i$  from previously occurring words:

$$P(w_i = w) = \frac{n_w}{n}$$

Power law = Higher probability [the rich get richer and the poor stay poor]

# Learning algorithm

- Model defines a distribution over hypotheses.
   We use Gibbs sampling to find a good hypothesis.
  - Iterative procedure produces samples from the posterior distribution of hypotheses.



- A kind of **Monte Carlo** algorithm
  - Intelligent semi-random hill-climbing

# Unigram model: simulations

- Same corpus as Brent (Bernstein-Ratner, 1987):
  - 9790 utterances of phonemically transcribed child-directed speech (19-23 months).
  - Average utterance length: 3.4 words.
  - Average word length: 2.9 phonemes.
- Example input:

yuwanttusiD6bUk lUkD\*z6b7wIThIzh&t &nd6dOgi yuwanttulUk&tDIs

## Results

• Example segmentation:

```
youwant to see thebook
look theres aboy with his hat
and adoggie
you wantto lookatthis
lookatthis
havea drink
okay now
whatsthis
whatsthat
whatisit
look canyou take itout
....
```

# What happened?

• Model assumes (falsely) that words have the same probability regardless of context.

P(that) = .024 P(that|whats) = .46 P(that|to) = .0019

- Positing amalgams allows the model to capture word-to-word dependencies.
- Empirical and theoretical analysis: undersegmentation is the optimal solution for any (reasonable) unigram model.

### Results after extension to bigram prior

• Example segmentation:

```
you want to see the book
look theres a boy with his hat
and a doggie
you want to lookat this
lookat this
have a drink
okay now
whats this
whats this
whats that
whatis it
look canyou take it out
...
```

# Summary

- More sophisticated use of available statistical information leads to better segmentation.
- Good segmentations of naturalistic data can be found using fairly weak prior assumptions.
  - Utterances are composed of discrete units (words).
  - Units tend to be short.
  - Some units occur frequently, most do not.
  - Unit boundaries have properties distinct (at least to some extent) from unit internals.