# The role of semantics in learning morphological systems. An artificial lexicon experiment

F.Franzon - A.Zampieri - D.Crepaldi International School for Advanced Studies (SISSA) Neuroscience Area- Language Learning Reading Lab ffranzon@sissa.it





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## Introduction

- Whereas lexical words can encode potentially any meaning about the referential world, inflectional morphology encodes only a limited set of semantic features [1, 2]
- Such features are cross-linguistically consistent and seem closely related to salient aspects of the environment processed by core knowledge systems
  - (time perception > Tense; proprioception > deixis; numerosity > Number...) [3, 4]
- It has been suggested that morphology developed in a way that allows prompt communication of this salient information [5, 6].
- Does this salience also affect the learning of morphological oppositions?
- Are typologically attested inflectional oppositions (animate vs. inanimate) easier to learn with respect to unattested morphological oppositions (light vs. dark)?

Procedure	1 learning	2 recall	3 testing	4 generalization
1 - Copy the word	<b>E1 E2</b> : 8 words x3	"seen" words	"seen" words	"new" words
corresponding to entities	<b>E3</b> : 16 words x4	x3 rep	x3 rep	E1 E2: x3 rep
2 - Type it				<b>E3</b> : x4 rep
3, 4 - Choose among 4 alternative words			<b>E</b>	
In testing E1, E2:				
2 stems, 2 suffixes.	zartiz			
In testing E3:			zartiz zarteb	zartiz zartiz
same stem, 4 suffixes		5	norliz norleb	gembiz gembeb
			II Ā	II Ā
Participants: 24, 19, 39				
Italian native speakers				

# E1 - Animacy

16 pics of animate novel creatures



16 pics of inanimate

novel objects

Nouns consistently ending in -iz

Nouns consistently ending in -eb

Counterbalanced

Each entity is paired with a unique stem

# **E2 - Brightness**

16 pics of **light** 

ending in -iz

novel entities

16 pics of **dark** novel entities



Nouns consistently Nouns consistently ending in -eb

Counterbalanced Each entity is paired with a unique stem

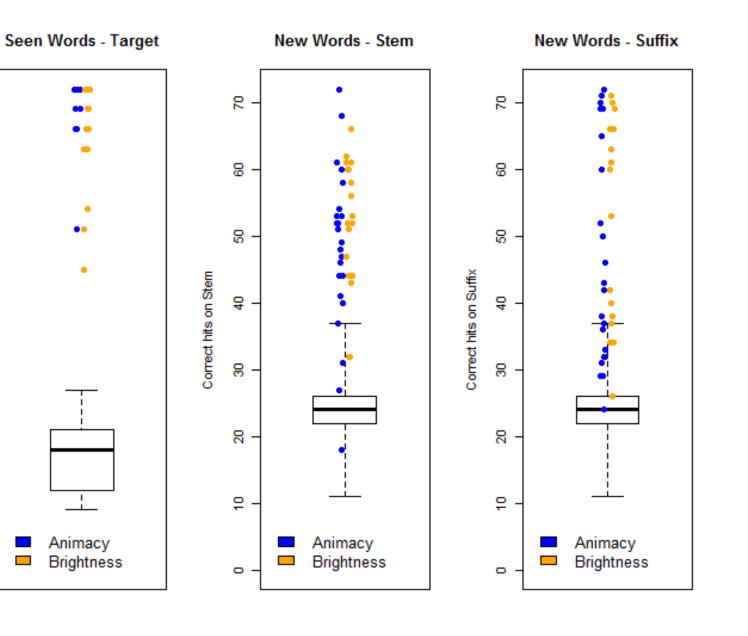
# **Results E1, E2**

Most participants learn the morphological suffixes above chance: E1: 62,5% E2: 68,4%

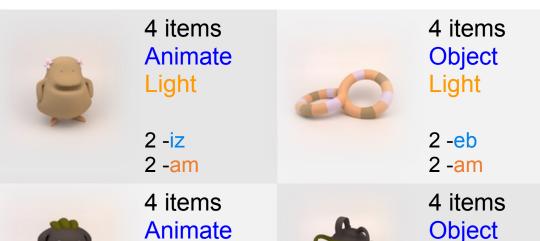
No difference between animacy and color in comparing the performance in E1 and E2 in a mixedeffects model (X<sup>2</sup>[1]=0.3429 (1), p=0.55).

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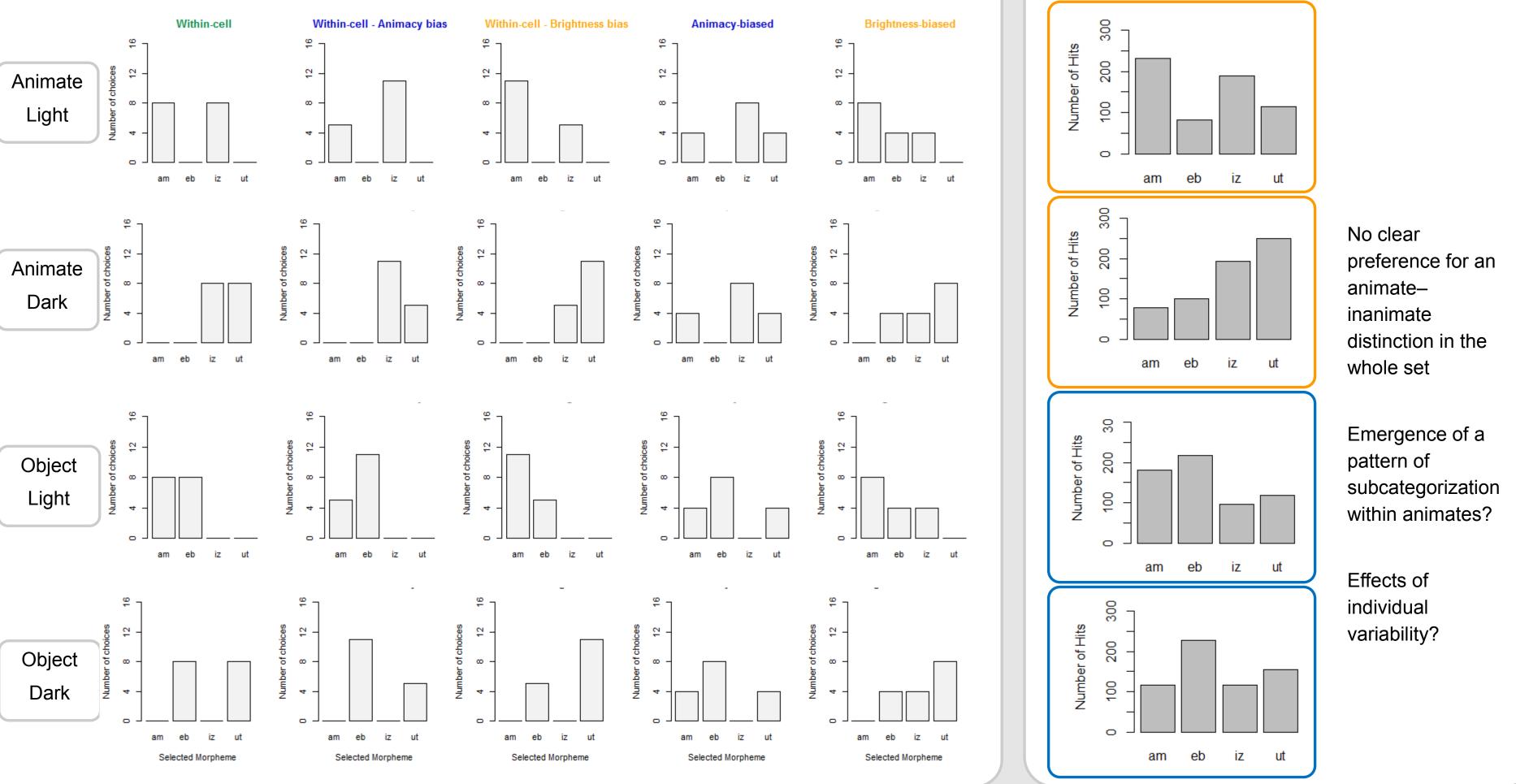
Random= 0.25



E3 - Conflicting cues

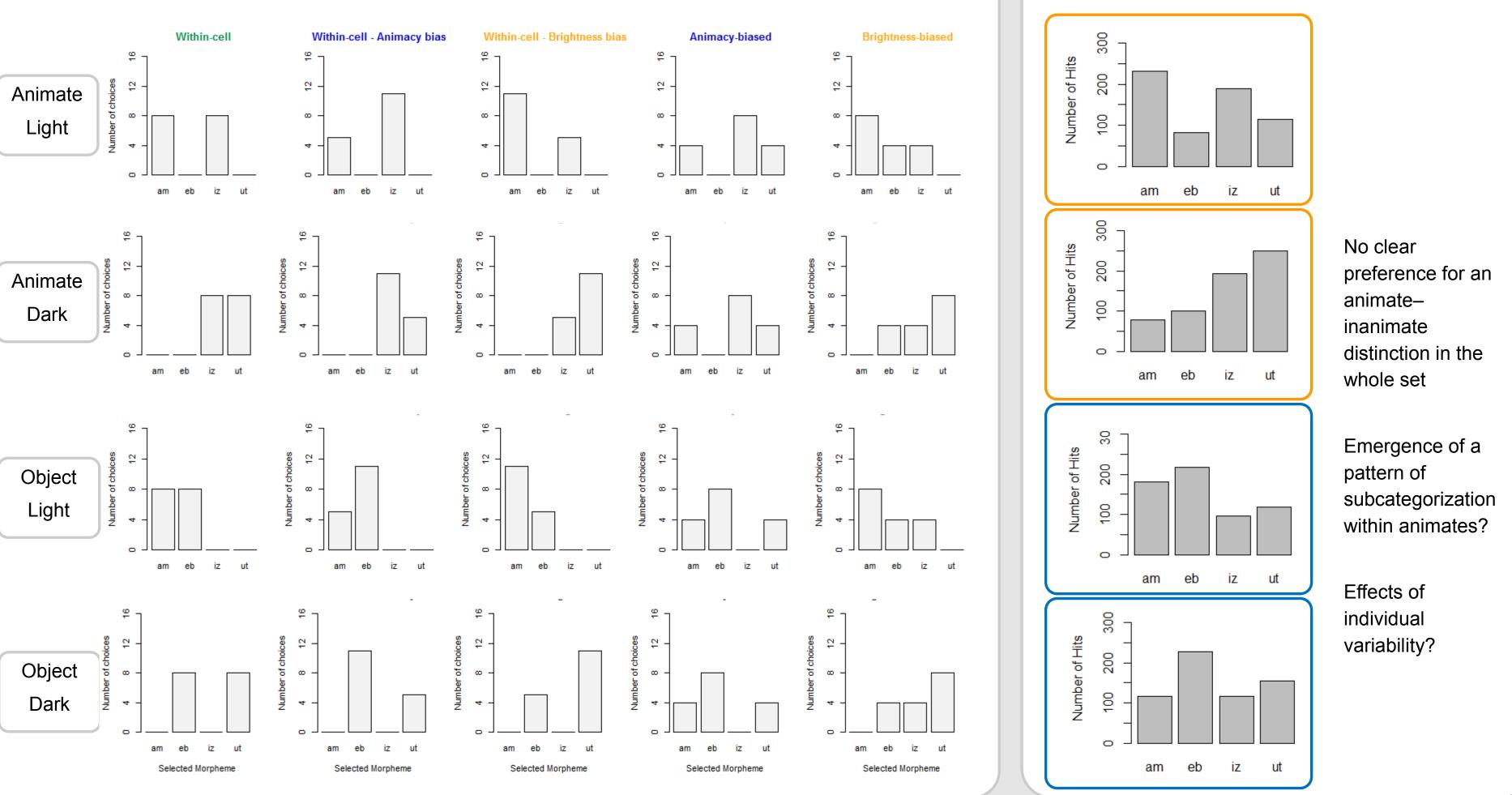


**Predictions** Different strategies of learning can lead to different response patterns.



**Results Testing**. Mean acc. 0.925

#### Generalization





Counterbalanced

Each entity is paired with a unique stem Associations between entities and morphemes are not 100% consistent A bias for animacy or brightness can emerge as a conflict resolution in generalization

Frequency of association Feature	50%	25%	25%	0%
Animate	iz	am	ut	eb
Object	eb	am	ut	iz
Light	am	iz	eb	ut
Dark	ut	iz	eb	am

## Discussion

- . Consistent associations between semantic features and morpheme-like sublexical units are easily learned by participants and can be generalized to new words.
- Also non-attested morphological systems can be easily learned in the presence of consistent associations.
- In the presence of conflicting cues, no evident bias seems to emerge for animacy when generalizing to new words.
- Possible critical points: implicit or explicit learning? Effects of individual strategies? Are the two features too different from a cognitive perspective?



