

A neural network sentence generator: Results from Māori, Slovak and English

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Our high-level research question

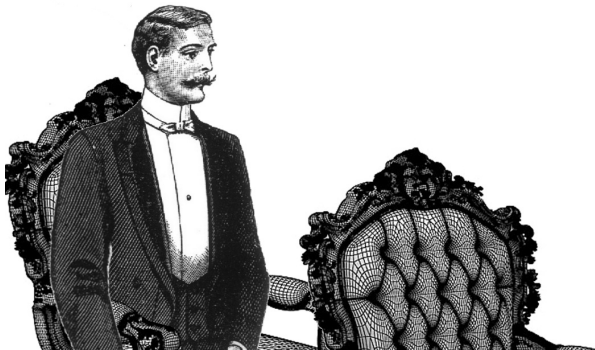
Our high-level research question

How can we talk about the things we see and do in the world?

Our high-level research question

How does **language** interface with the **sensorimotor (SM) system**?

An example SM process: AGENT grabs TARGET



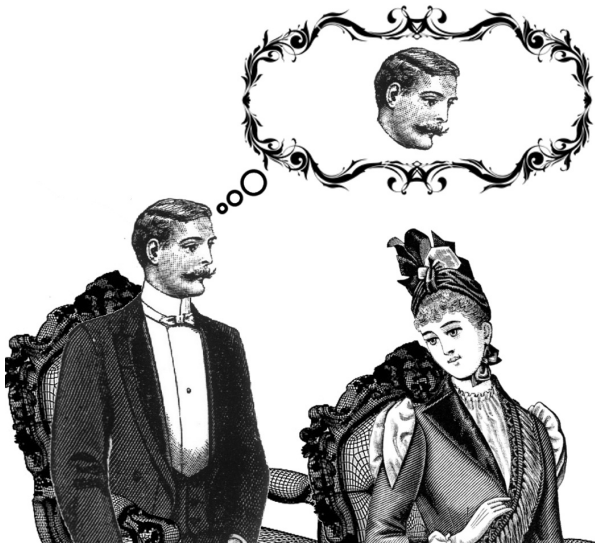
An example SM process: AGENT grabs TARGET



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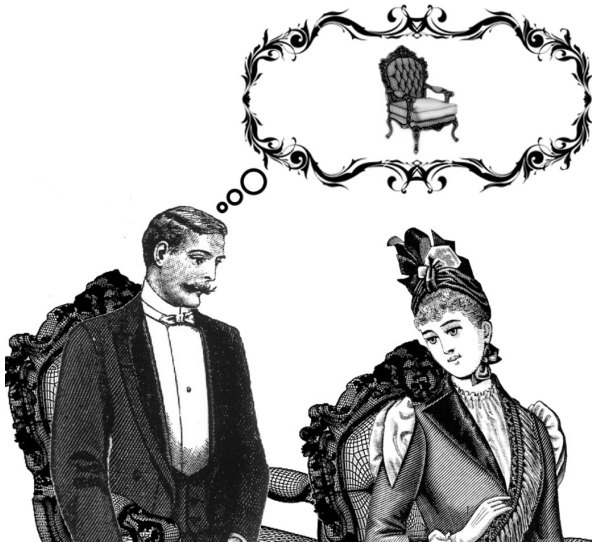
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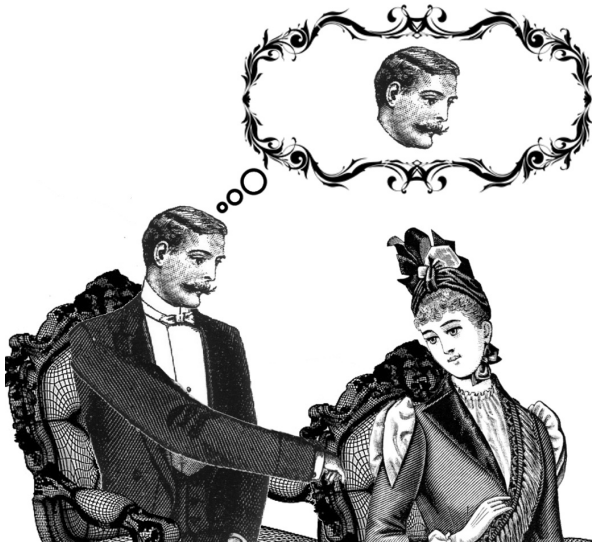
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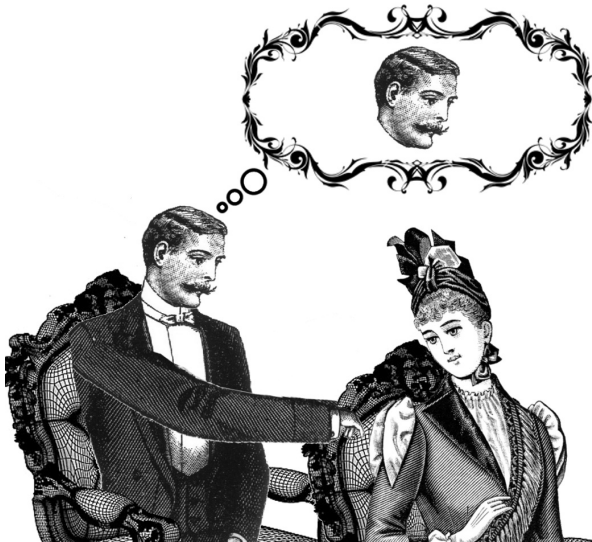
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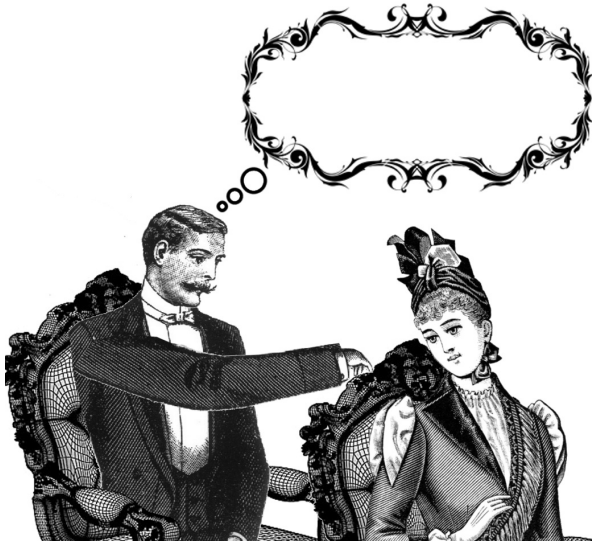
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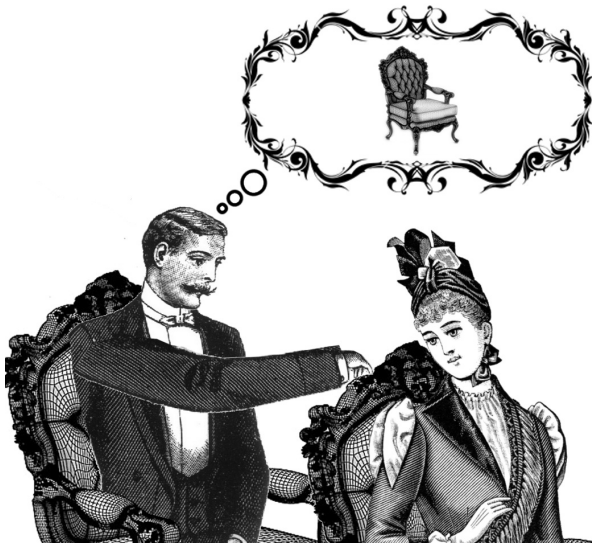
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A model of SM processing for transitive actions

In our model, experiencing any concrete episode involves a *sequence* of **SM operations**, interleaved with reafferent **sensory signals**.

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c_4		

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E.g. for a transitive episode $\langle \text{AGENT ACTION TARGET} \rangle$:

Context	SM operation	Reafferent signal
c_0	<i>select_time</i>	<i>time</i>
c_1	<i>attend_agent</i>	<i>agent</i>
c_2	<i>attend_target</i>	<i>target</i>
c_3	<i>action</i>	<i>agent</i>
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We propose that experienced episodes are stored in semantic working memory (WM) as *prepared SM routines*, that can be actively rehearsed (executed or simulated).

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The planned SM operations are active *in parallel* in the planning area of the brain. So during rehearsal there's a mixture of 'sustained' and 'transient' SM signals.

In our model, an agent produces a sentence by rehearsing a planned SM routine, **in a special mode where SM signals can activate words.**

A rehearsed transitive episode

Here are the brain areas involved in experiencing a transitive episode.

	Transient signals		
		SM operation	Reafferent signal
	c_0	<i>select_time</i>	<i>time</i>
	c_1	<i>attend_agent</i>	<i>agent</i>
	c_2	<i>attend_target</i>	<i>target</i>
	c_3	<i>action</i>	<i>agent</i>
	c_4		<i>target</i>

A rehearsed transitive episode

Here are the brain areas involved in *rehearsing* this experience.

Sustained signals	Transient signals		
		SM operation	Reafferent signal
<i>plan</i> _{select_time/attend_agent/attend_target/action}	<i>C</i> ₀	<i>select_time</i>	<i>time</i>
<i>plan</i> _{select_time/attend_agent/attend_target/action}	<i>C</i> ₁	<i>attend_agent</i>	<i>agent</i>
<i>plan</i> _{select_time/attend_agent/attend_target/action}	<i>C</i> ₂	<i>attend_target</i>	<i>target</i>
<i>plan</i> _{select_time/attend_agent/attend_target/action}	<i>C</i> ₃	<i>action</i>	<i>agent</i>
	<i>C</i> ₄		<i>target</i>

A rehearsed transitive episode

In our model, only some of these areas interface with phonology.

Sustained signals	Transient signals		
		SM operation	Reafferent signal
<i>select_time/attend_agent/attend_target/action</i>			
<i>select_time/attend_agent/attend_target/action</i>			<i>agent</i>
<i>select_time/attend_agent/attend_target/action</i>			<i>target</i>
<i>select_time/attend_agent/attend_target/action</i>			<i>agent</i>
			<i>target</i>

A rehearsed transitive episode

Rehearsal produces a *sequence* of SM signals:

Sustained signals	Transient signals		
		SM operation	Reafferent signal

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Sustained signals	Transient signals		
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			<i>agent</i>

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Rehearsal produces a *sequence* of SM signals:

Sustained signals	Transient signals		
		SM operation	Reafferent signal
<i>select_time / attend_agent / attend_target / action</i>			

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Rehearsal produces a *sequence* of SM signals:

Sustained signals	Transient signals		
		SM operation	Reafferent signal
			<i>target</i>

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Sustained signals	Transient signals		
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<i>select_time / attend_agent / attend_target / action</i>			

A rehearsed transitive episode

Rehearsal produces a *sequence* of SM signals:

Sustained signals	Transient signals		
		SM operation	Reafferent signal
			<i>target</i>

A rehearsed transitive episode

There are two opportunities to pronounce the agent:

Sustained signals	Transient signals		
		SM operation	Reafferent signal
			<i>agent</i>
			<i>agent</i>

A rehearsed transitive episode

There are two opportunities to pronounce the target:

Sustained signals	Transient signals		
		SM operation	Reafferent signal
			<i>target</i>
			<i>target</i>

A rehearsed transitive episode

And four opportunities to pronounce the planned SM routine.

Sustained signals	Transient signals		
		SM operation	Reafferent signal
<i>select_time/attend_agent/attend_target/action</i>			
<i>select_time/attend_agent/attend_target/action</i>			
<i>select_time/attend_agent/attend_target/action</i>			
<i>select_time/attend_agent/attend_target/action</i>			

A rehearsed transitive episode

An infant has to learn which opportunities to take.

Sustained signals	Transient signals		
		SM operation	Reafferent signal
<i>select_time/attend_agent/attend_target/action</i>			
<i>select_time/attend_agent/attend_target/action</i>			<i>agent</i>
<i>select_time/attend_agent/attend_target/action</i>			<i>target</i>
<i>select_time/attend_agent/attend_target/action</i>			<i>agent</i>
			<i>target</i>

A rehearsed transitive episode

Our hypothesis about the language-SM interface:

Sustained signals	Transient signals		
		SM operation	Reafferent signal
<i>select_time/attend_agent/attend_target/action</i>			
<i>select_time/attend_agent/attend_target/action</i>			<i>agent</i>
<i>select_time/attend_agent/attend_target/action</i>			<i>target</i>
<i>select_time/attend_agent/attend_target/action</i>			<i>agent</i>
			<i>target</i>

A rehearsed transitive episode

Our hypothesis about the language-SM interface:

- **Syntactic heads** in a clause are read from **sustained signals**...

Sustained signals	Transient signals		
		SM operation	Reafferent signal
<i>select_time/attend_agent/attend_target/action</i>			
<i>select_time/attend_agent/attend_target/action</i>			<i>agent</i>
<i>select_time/attend_agent/attend_target/action</i>			<i>target</i>
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A rehearsed transitive episode

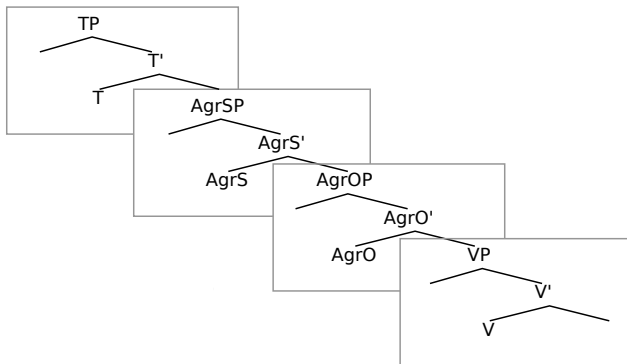
Our hypothesis about the language-SM interface:

- **Syntactic heads** in a clause are read from **sustained signals**...
- **Specifiers**—in particular DPs—are read from **transient signals**.

Sustained signals	Transient signals		
		SM operation	Reafferent signal
<i>select_time/attend_agent/attend_target/action</i>			
<i>select_time/attend_agent/attend_target/action</i>			<i>agent</i>
<i>select_time/attend_agent/attend_target/action</i>			<i>target</i>
<i>select_time/attend_agent/attend_target/action</i>			<i>agent</i>
			<i>target</i>

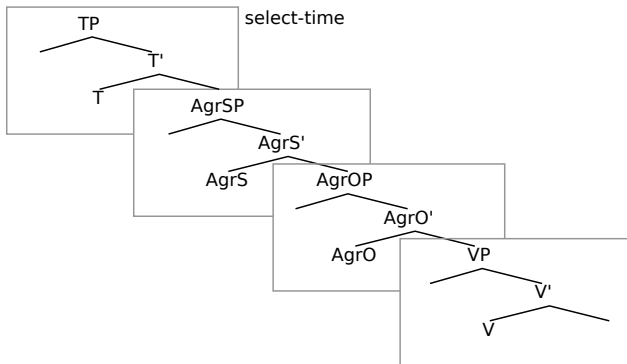
In syntactic terms

On this hypothesis, we can interpret Chomsky's 'logical form' (LF) structures in SM terms.



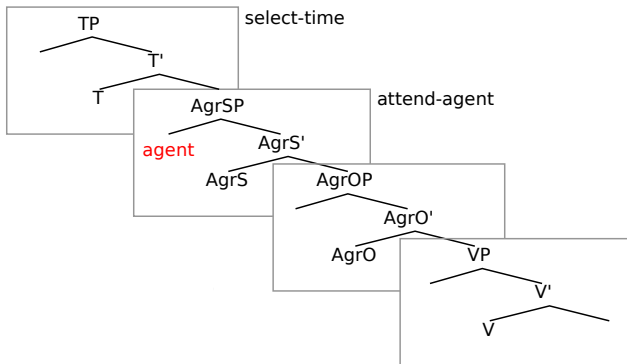
In syntactic terms

TP describes the operation of selecting a time (past or present)



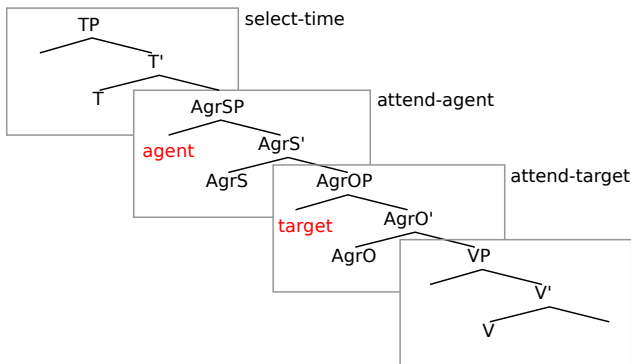
In syntactic terms

AgrSP describes the operation of attending to the agent



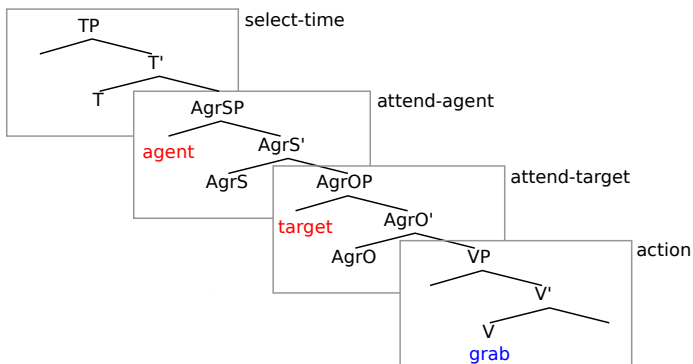
In syntactic terms

AgrOP describes the operation of attending to the target



In syntactic terms

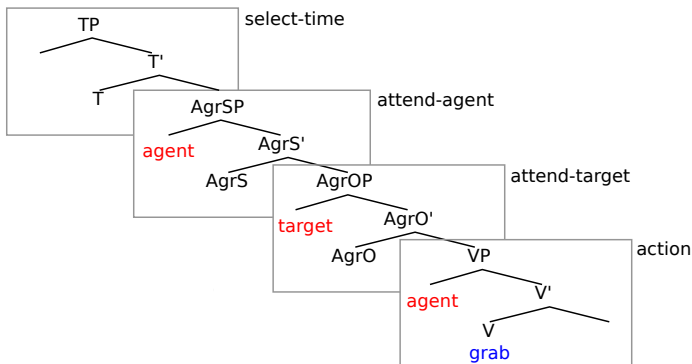
VP describes the motor operation. . .



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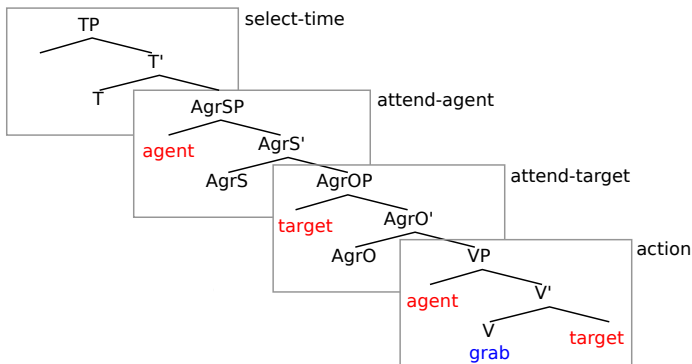
- with reattention to the agent. . .



In syntactic terms

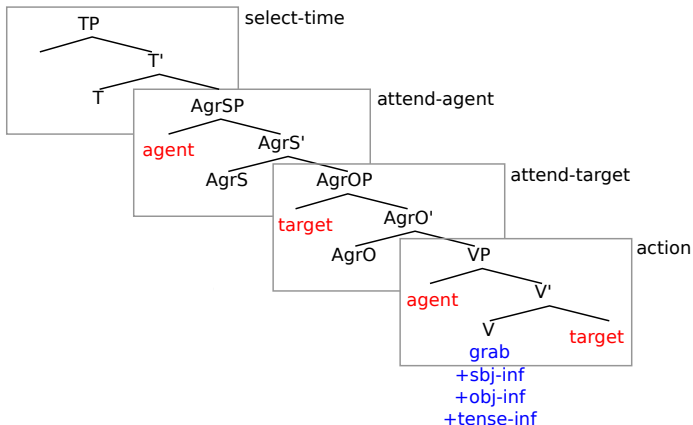
VP describes the motor operation. . .

- with reattention to the agent. . . and to the target.



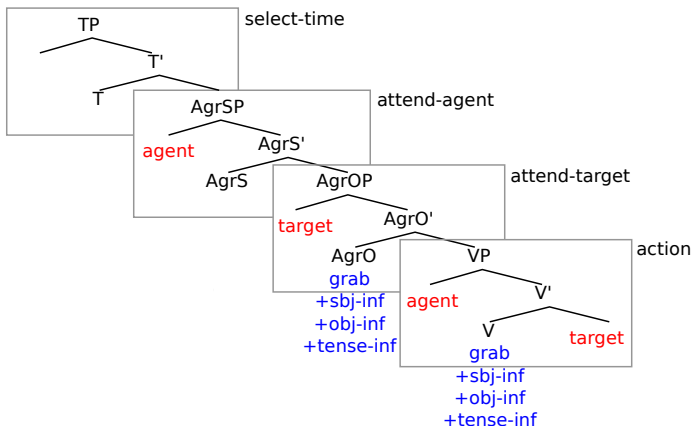
In syntactic terms

The verb can carry inflections signalling agent/target properties, and also tense...



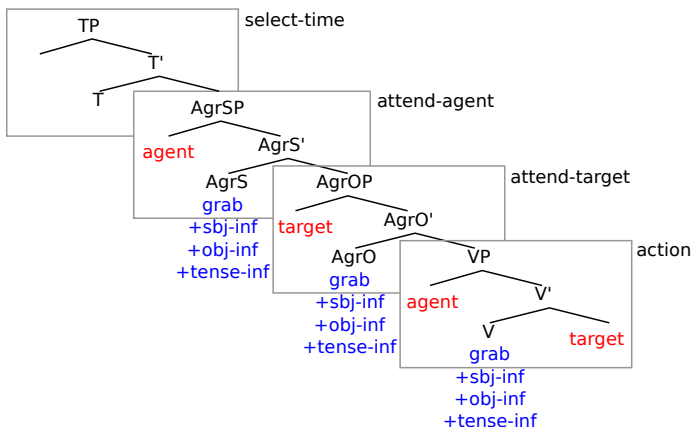
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If heads are read from the planning medium, we can read out information about *each* SM operation at *each* head position.



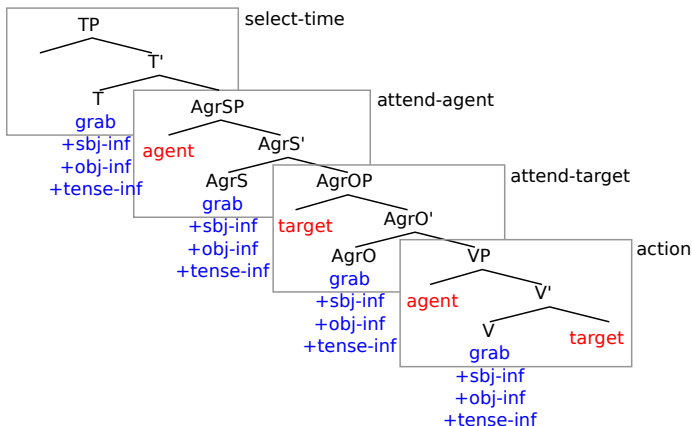
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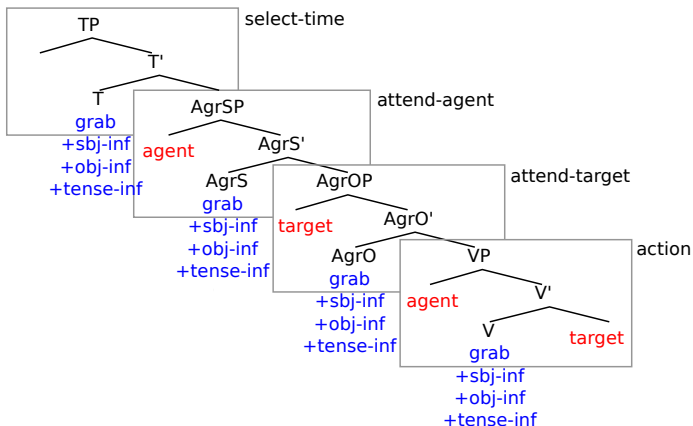


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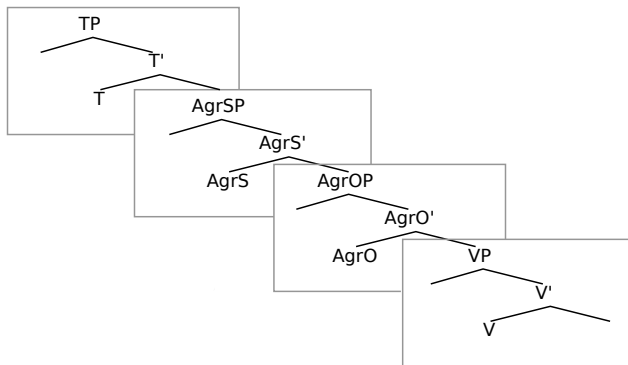
In syntactic terms



In SM terms

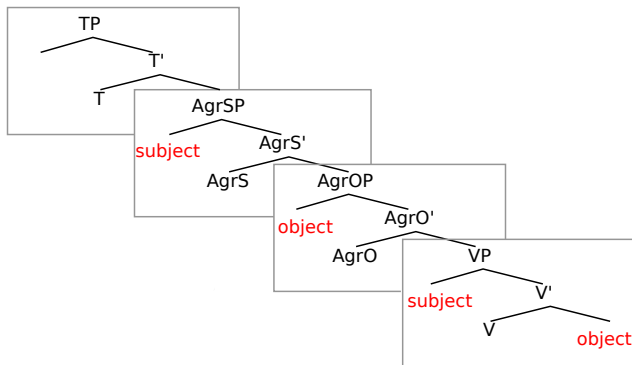
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Syntactic phenomena in the scope of our model



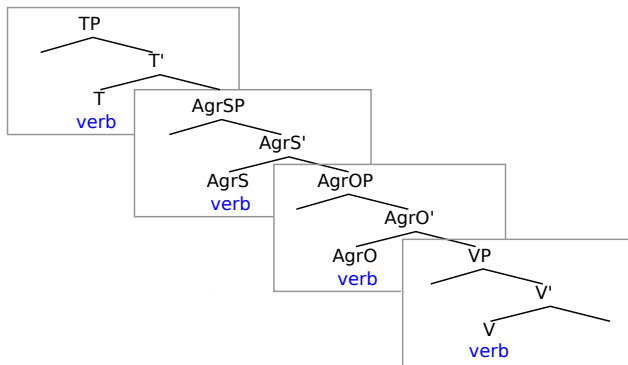
Syntactic phenomena in the scope of our model

Different subject/object positions



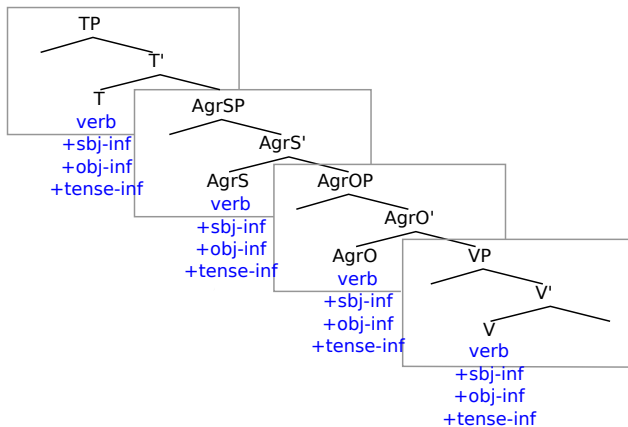
Syntactic phenomena in the scope of our model

Different verb positions



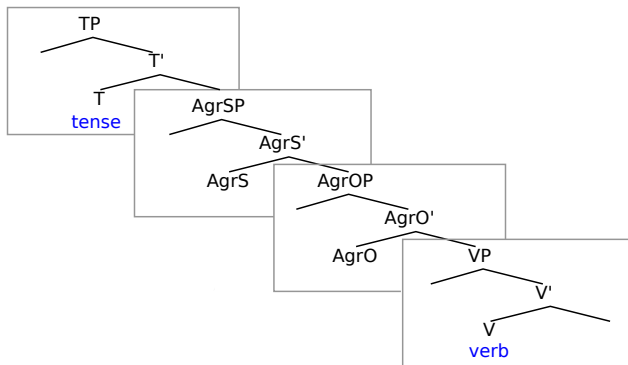
Syntactic phenomena in the scope of our model

Different patterns of verb inflection



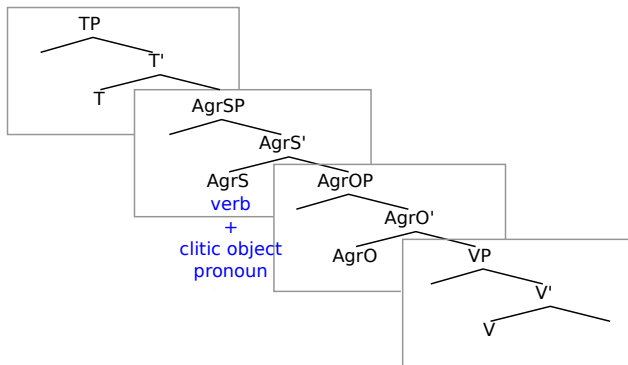
Syntactic phenomena in the scope of our model

Head features signalled separately from verbs (e.g. tense markers)



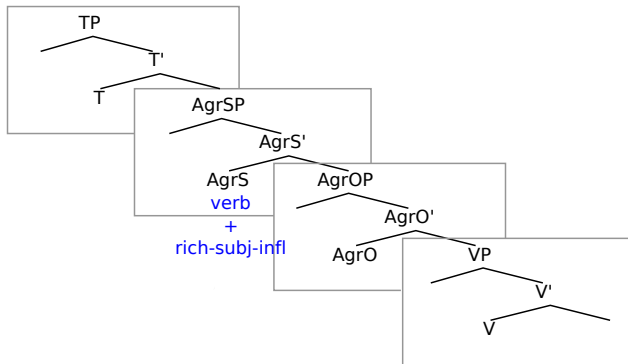
Syntactic phenomena in the scope of our model

Clitic pronouns



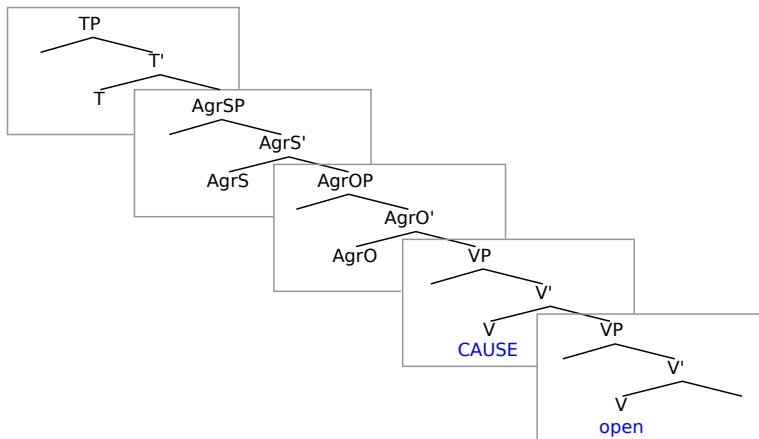
Syntactic phenomena in the scope of our model

Dropped subjects

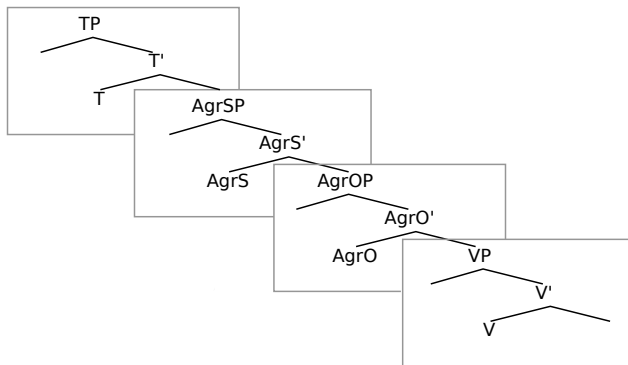


Syntactic phenomena in the scope of our model

Causative constructions

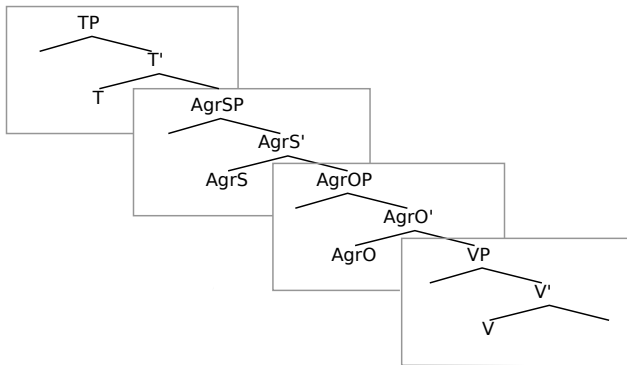


Hard phenomena for a Chomskyan model



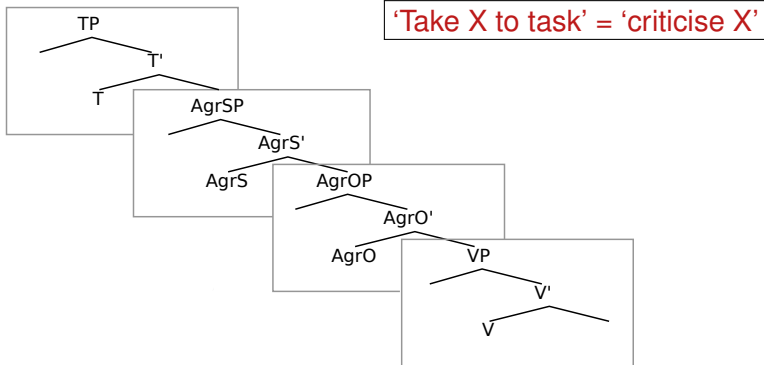
Hard phenomena for a Chomskyan model

Surface constructions in language—‘Idioms’.



Hard phenomena for a Chomskyan model

Surface constructions in language—‘Idioms’.



A neural network for sentence generation

We built a network that learns to map rehearsed SM routines onto surface sentences.

- The network simulates how a baby learns its mother tongue.
- It's trained on pairs of $\langle \text{SM-sequence, word-sequence} \rangle$.
- Three training languages were tried: English, Māori, Slovak.

A neural network for sentence generation

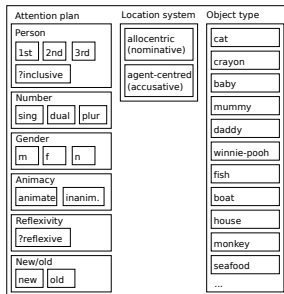
There are three parts to the model.

- A **word production network**, that learns to map SM signals onto surface words (stems/inflections).
- A **control network**, that learns *when* words should be pronounced.
- A **word sequencing network**, that learns surface patterns in sentences, and completes patterns when they are predictable.

SM inputs to the network

SM inputs to the network

An area holding a transient object representation. . .



TRANSIENT OBJECT REPRESENTATION

SM inputs to the network

An area holding a sustained WM episode representation. . .

Attention plan Person <input type="text"/> 1st <input type="text"/> 2nd <input type="text"/> 3rd <input type="text"/> ?inclusive Number <input type="text"/> sing <input type="text"/> dual <input type="text"/> plur Gender <input type="text"/> m <input type="text"/> f <input type="text"/> n Animacy <input type="text"/> animate <input type="text"/> inanim. Reflexivity <input type="text"/> ?reflexive New/old <input type="text"/> new <input type="text"/> old	Location system <input type="text"/> allocentric (nominative) <input type="text"/> agent-centred (accusative)	Object type <input type="text"/> cat <input type="text"/> crayon <input type="text"/> baby <input type="text"/> mummy <input type="text"/> daddy <input type="text"/> winnie-pooh <input type="text"/> fish <input type="text"/> boat <input type="text"/> house <input type="text"/> monkey <input type="text"/> seafood <input type="text"/> ...
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TRANSIENT OBJECT REPRESENTATION

Time/aspect <input type="text"/> present <input type="text"/> past <input type="text"/> progressive	Agent attention plan Person <input type="text"/> 1st <input type="text"/> 2nd <input type="text"/> 3rd <input type="text"/> ?inclusive Number <input type="text"/> sing <input type="text"/> dual <input type="text"/> plur Gender <input type="text"/> m <input type="text"/> f <input type="text"/> n Animacy <input type="text"/> animate <input type="text"/> inanim. Reflexivity <input type="text"/> ?reflexive New/old <input type="text"/> new <input type="text"/> old	Patient attention plan Person <input type="text"/> 1st <input type="text"/> 2nd <input type="text"/> 3rd <input type="text"/> ?inclusive Number <input type="text"/> sing <input type="text"/> dual <input type="text"/> plur Gender <input type="text"/> m <input type="text"/> f <input type="text"/> n Animacy <input type="text"/> animate <input type="text"/> inanim. Reflexivity <input type="text"/> ?reflexive New/old <input type="text"/> new <input type="text"/> old	Cause-netwk <input type="text"/> ?causative	Action <input type="text"/> hug <input type="text"/> tickle <input type="text"/> kiss <input type="text"/> give-five <input type="text"/> carry <input type="text"/> ... <input type="text"/> cry <input type="text"/> laugh <input type="text"/> ... <input type="text"/> squash <input type="text"/> stop <input type="text"/> drop <input type="text"/> ...
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SUSTAINED REPRESENTATION (WM episode plan)

SM inputs to the network

An area holding the current SM context.

c0
c1
c2
c3
c4

CONTEXT

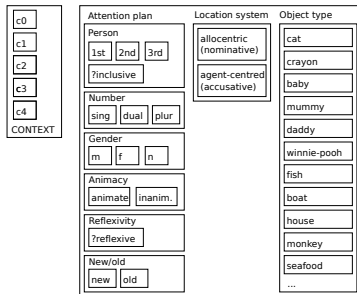
Attention plan	Location system	Object type
Person 1st 2nd 3rd ?inclusive	allocentric (nominative) agent-centred (accusative)	cat crayon baby mummy daddy winnie-pooh fish boat house monkey seafood ...
Number sing dual plur		
Gender m f n		
Animacy animate inanim.		
Reflexivity ?reflexive		
New/old new old		

TRANSIENT OBJECT REPRESENTATION

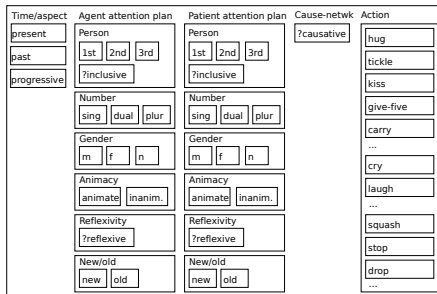
Time/aspect	Agent attention plan	Patient attention plan	Cause-netwk	Action
present	Person 1st 2nd 3rd ?inclusive	Person 1st 2nd 3rd ?inclusive	?causative	hug
past				tickle
progressive				kiss
	Number sing dual plur	Number sing dual plur		give-five
	Gender m f n	Gender m f n		carry
	Animacy animate inanim.	Animacy animate inanim.		...
	Reflexivity ?reflexive	Reflexivity ?reflexive		cry
	New/old new old	New/old new old		laugh
				...
				squash
				stop
				drop
				...

SUSTAINED REPRESENTATION (WM episode plan)

Network architecture



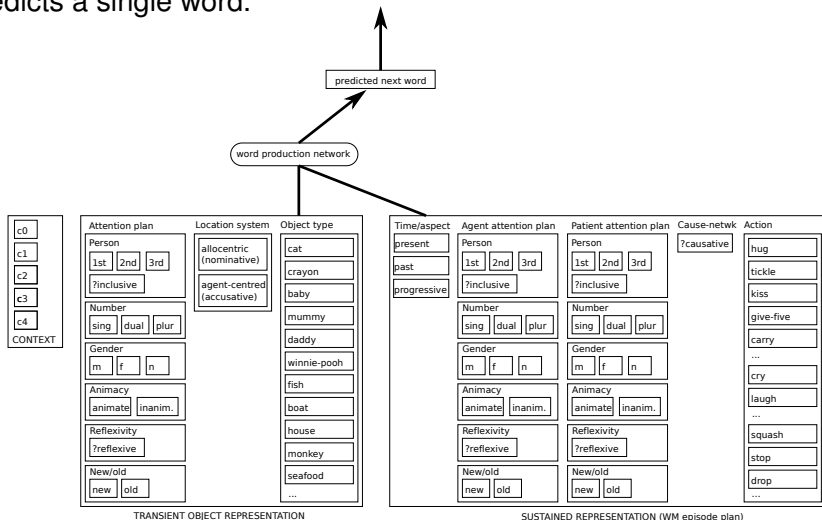
TRANSIENT OBJECT REPRESENTATION



SUSTAINED REPRESENTATION (WM episode plan)

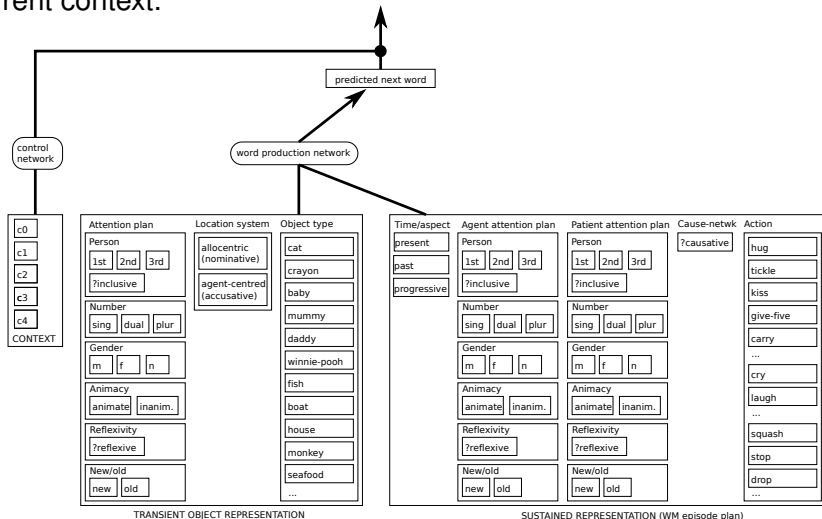
Network architecture

The **word production network** takes input from each area in turn, and predicts a single word.



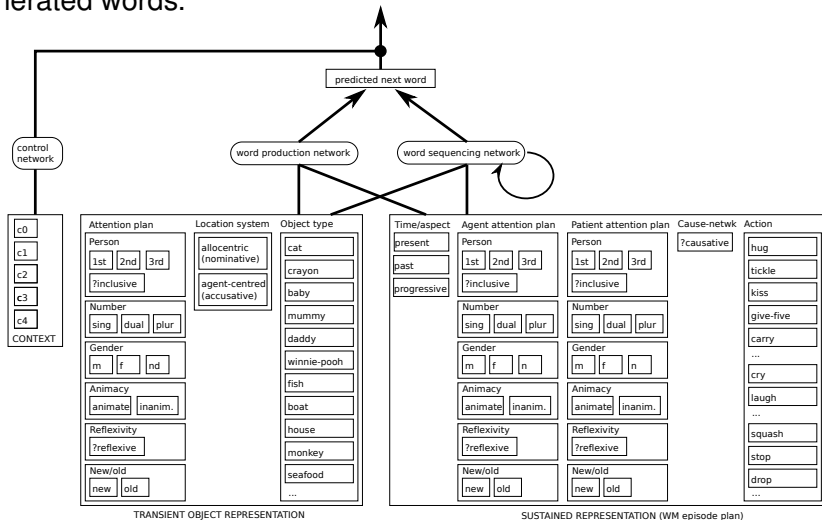
Network architecture

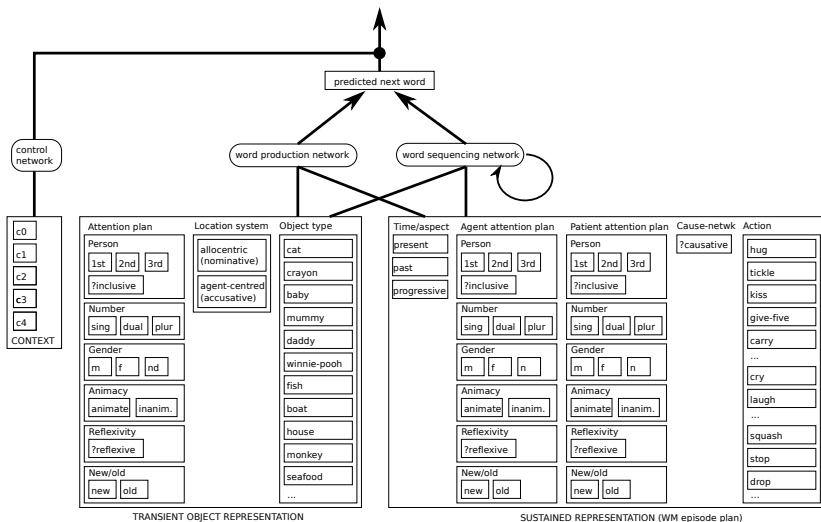
The **control network** decides whether to *pronounce* the word in the current context.



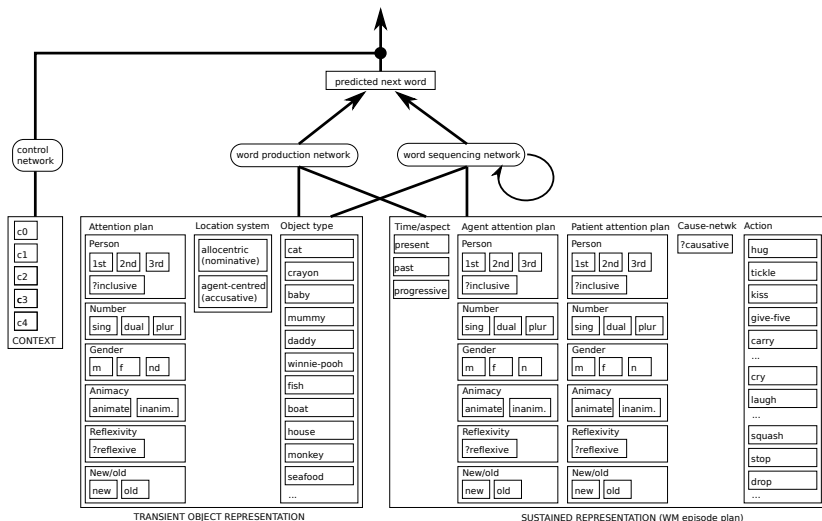
Network architecture

The **word sequencing network** produces idiomatic continuations of generated words.



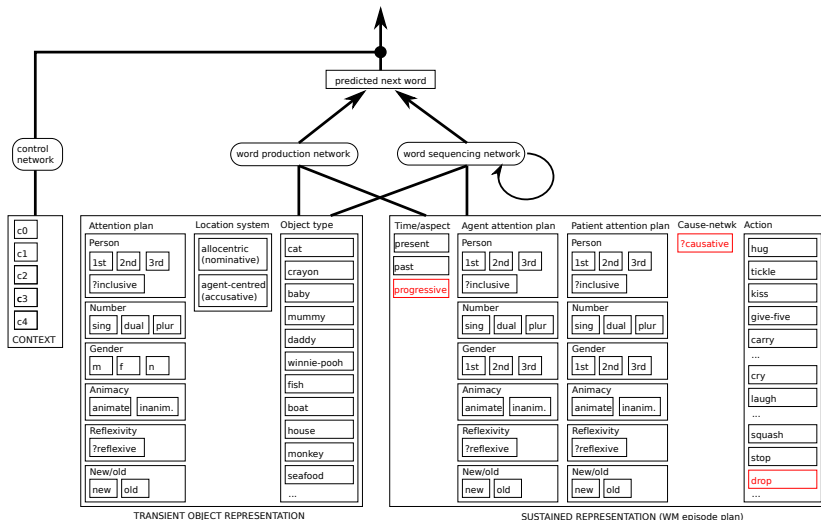


E whaka makere ana te ngeru i ngā ika



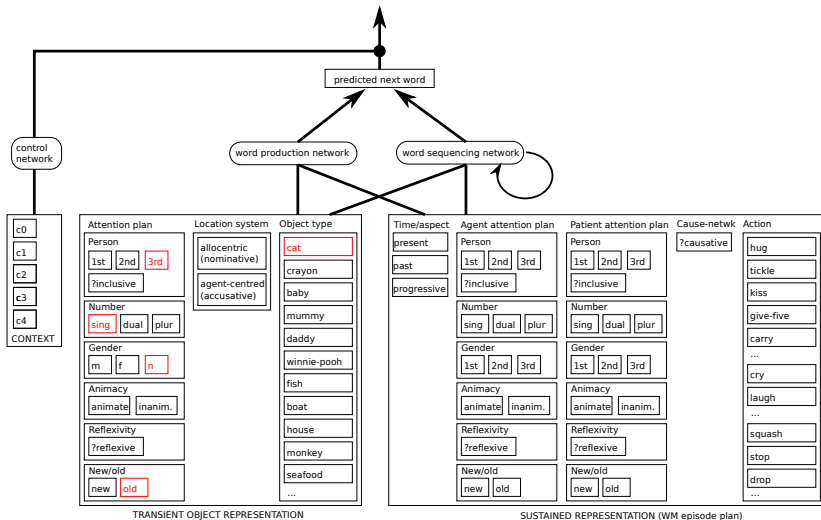
E whaka makere ana te ngeru i ngā ika

E, whaka, makere, ana...

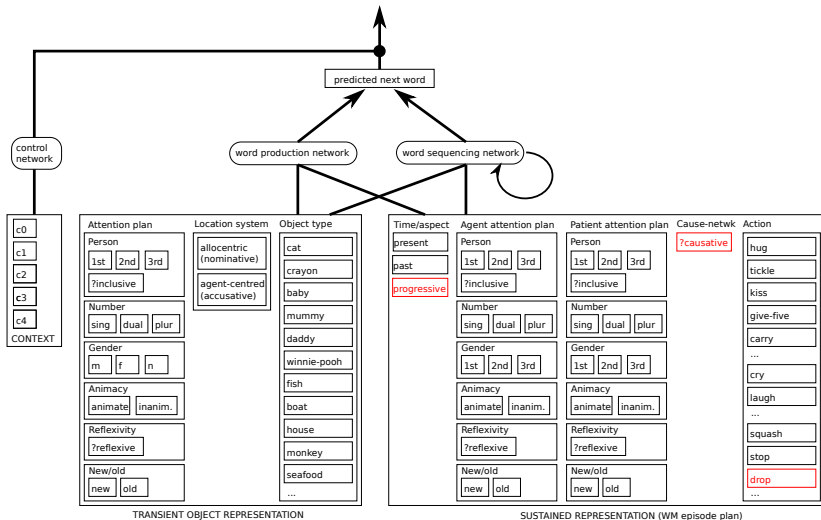


E whaka makere ana te ngeru i ngā ika

te, ngeru...

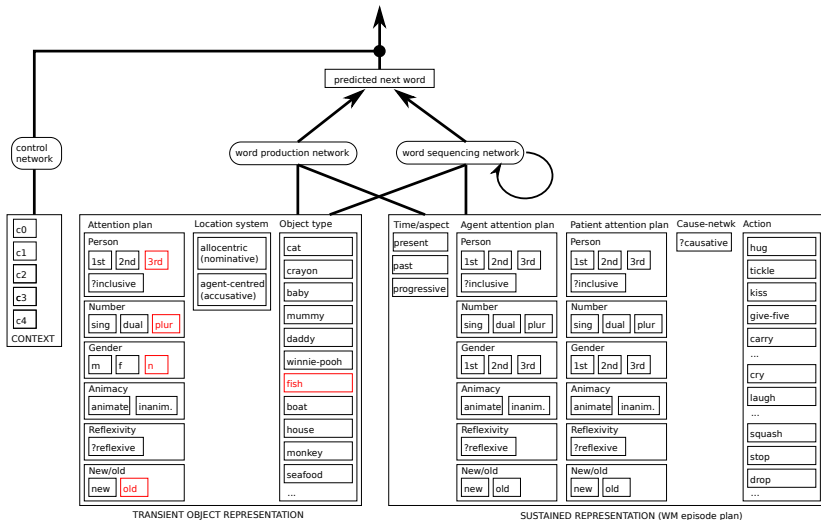


E whaka makere ana te ngeru i ngā ika

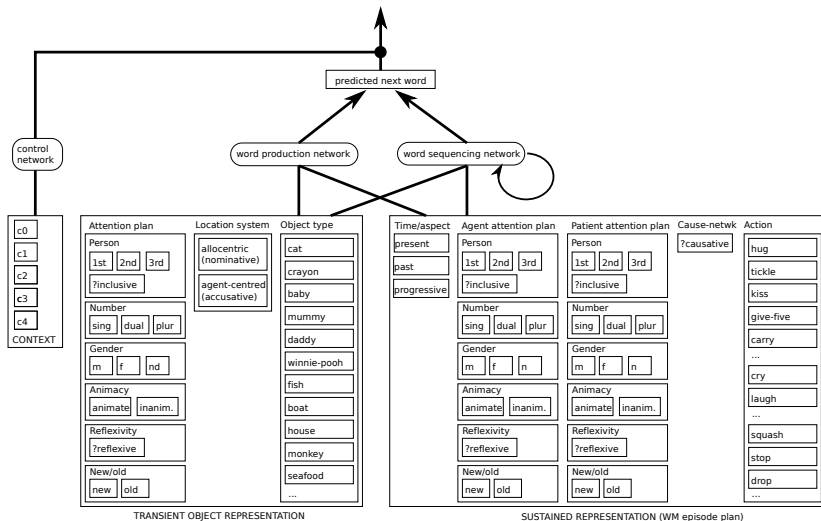


E whaka makere ana te ngeru i ngā ika

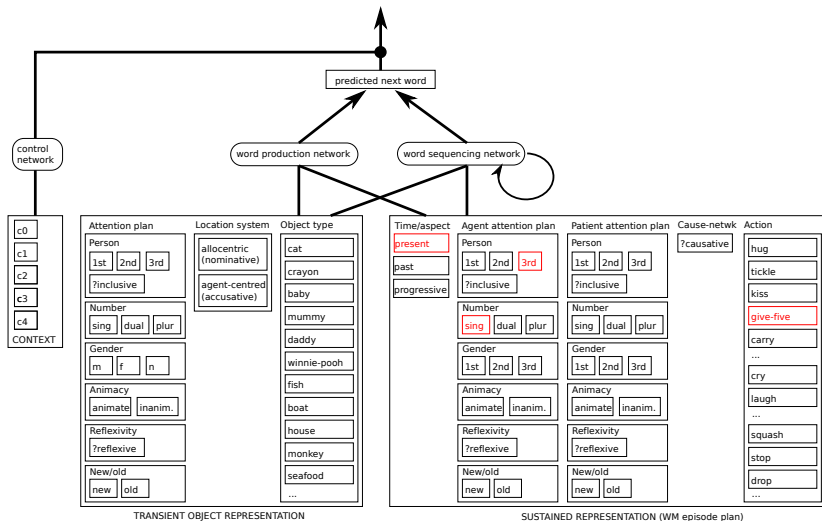
i, ngā, ika.



Mummy gives the baby five

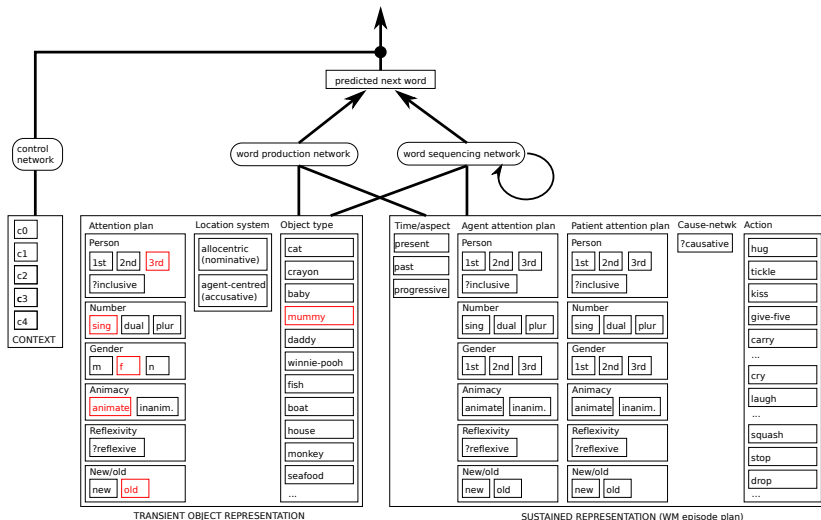


Mummy gives the baby five



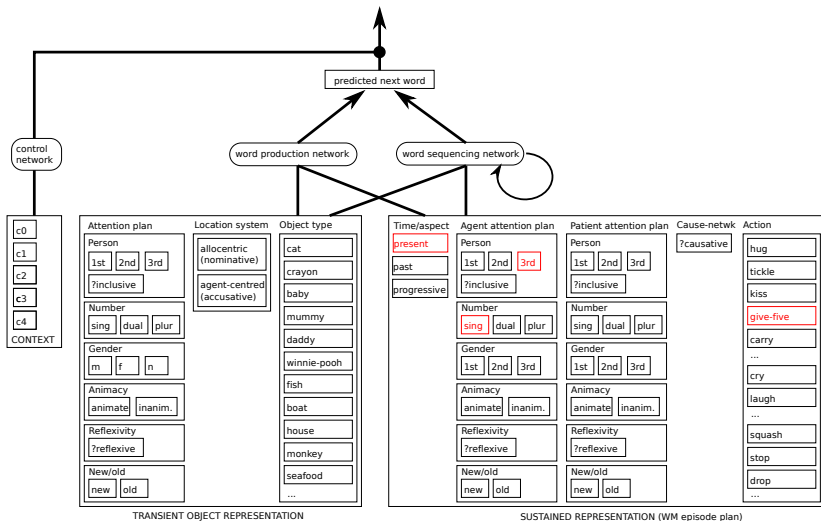
Mummy gives the baby five

mummy...



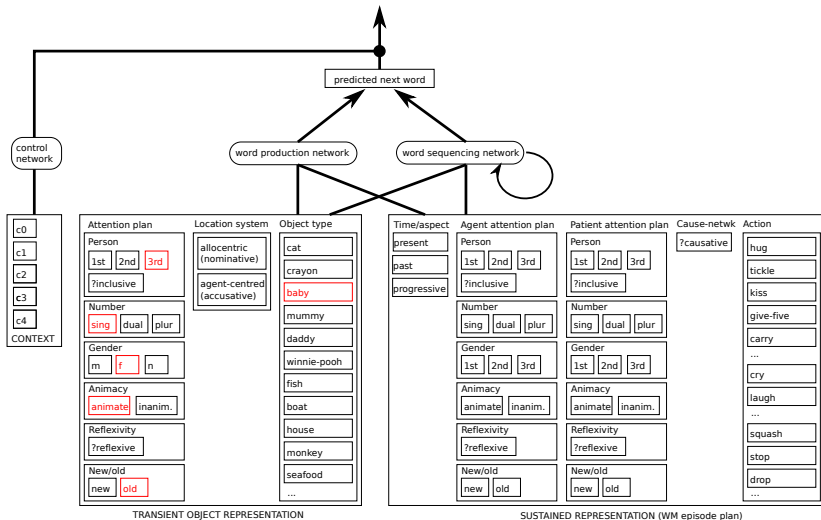
Mummy gives the baby five

give-s...



Mummy gives the baby five

the, baby, five.



Training and evaluation of the network

In each language:

- We trained the network on 10,000 sentences, in 16 epochs.
- Then we tested on 1000 'seen' and 1000 'unseen' sentences.

Results:

	English	Māori	Slovak
Performance for seen sentences	99.5%	99.2%	99.9%
Performance for new sentences	99.1%	98.5%	99.0%

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In each language, the system begins by learning single words, then idiomatic phrases, and finally, full syntax.