

# My concern

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## Language production

- ▶ speaking
- ▶ writing

# Grammar and dictionary, two major resources

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« Without grammar very little can be conveyed,  
without vocabulary, nothing can be conveyed »

Wilkins, D. (1972). *Linguistics and Language Teaching*.  
London: Edward Arnold

# Some facts

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## Spontaneous speech

- ▶ **fast** (3-5 words per second)
- ▶ quite **robust** and **reliable** (few mistakes)

## Underlying process

- ▶ remarkably **efficient**
- ▶ search in a **huge** lexical data-base (50.-100.000 words),  
brain

# Some facts (continued)

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## Performance

- ▶ 3-5 words per second
- ▶ 300 words per minute
- ▶ 18.000 words per hour

## Comments

- ▶ that makes for a lot of look-ups, especially for talkative people (lecturers, politicians, typical southern-europeans)
- ▶ they never seem to get tired
- ▶ efficient **search**
- ▶ very efficient **organization** of the data-base (the mental lexicon)

# Questions

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1° How is this **possible** (online processing) i.e. how does our brain manage?

2° Can we achieve sth similar on computer (off-line processing; dictionary consultation)?

- ▶ speed
- ▶ accuracy
- ▶ success in wordfinding

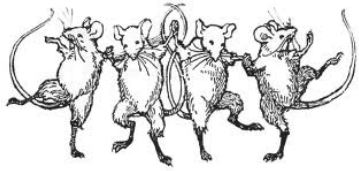
# Questions

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3° Why do we have problems?

4° Can we draw on the **mental lexicon** to improve the **electronic dictionaries** of tomorrow?

- ▶ If not, why so?
- ▶ If yes, on what specific aspects



# The 3 principal steps



**idea**

concepts

**form**

abstract words/lemma  
syntactic category  
morphology

**sound**

phonemes  
graphemes



The mice are dancing.

# The normal situation a cascaded flow of information

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# Yet, consider the following (too often overlooked) **facts**

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It is not because something is **stored** that it can readily be **accessed**

- ▶ people (amnesia, anomia, TOT, etc.)
- ▶ machines



# Can you name these objects?

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Navigational instrument



sextant

Instrument used in Asia  
for eating



chopsticks

Hat of a bishop



mitre

# Example : name of a person



# Name of **actor**

**Film:**

Silence of the lambs

**Role :**

Hannibal Lecter

**Name actor :**

???



# First name : Anthony

Look for actors whose first name is 'Anthony'



**Anthony**

Quinn?

Perkins?

Hopkins?

# Idea (intention of communication) – expression

**Idea :**


**request**

(make drawing\_of,  
make drawing, you  
make drawing, for me)



**Expression :** Will you draw me a **sheep!**

# The problem of finding the (rootform) of words

<b>Input</b>  Will you draw me a 	<b>Meaning</b>  woolly usually horned ruminant mammal related to the goat
<b>Semantic</b> candidates	mutton, ram, ewe, lamb, <b>sheep</b> , goat, bovid, ovis
<b>Phonological</b> candidates	cheap, jeep, schliep, seep, <b>sheep</b> , sleep, steep, streep, sweep
<b>Output</b>	/ʃi:p/ - <b>sheep</b>

# **Idea:** HAT OF A BISHOP

## **Meaning-related** associations

church, Vatican, abbot, monk, monastery, ceremony, ribbon,

## **Sound related** (rhyming words)

brighter, fighter, lighter, righter, tighter, writer,

possibly leading us to the **target word**: **mitre**



# Believe it or not, even machines can fail

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It all depends on the quality of

- the resource
- the query
- the search method

# Evaluation of system performance

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## Critical variables

- type of search algorithm
- nature of the **corpus**

## Relative success

- to find the desired target word
- speed
- accuracy

# Automatic comparison of output produced by various algorithms

Comparison of the number of steps required by each search method (algorithm) in order to find the target word. We consider a word to be found if it occurs among the top ten.

# WordFinder

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Welcome to the WORDFINDER webpage

Input

harvest wine grapes

send

Output

(found, related words): **23** hits

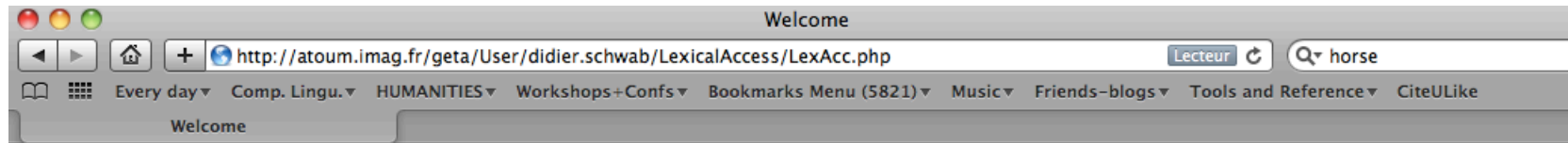
Beaujolais, regions, area, quality, between, vintage, well, usually, vineyards, south, various, year, growing, early, cru, low, north, following, aging, generally, time, potential, very



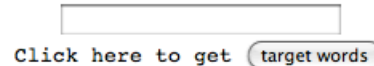
# Automatic comparison of output produced for different 'corpora'

- WordNet
- Wikipedia

# Comparison of different search algorithms



Input (successive input of trigger words) : honey



Search algorithms : (see [paper](#))

- basic weighting (A1)
- linear weighting (A2)
- indirect use with basic weighting(A3)
- indirect use with linear weighting (A4)

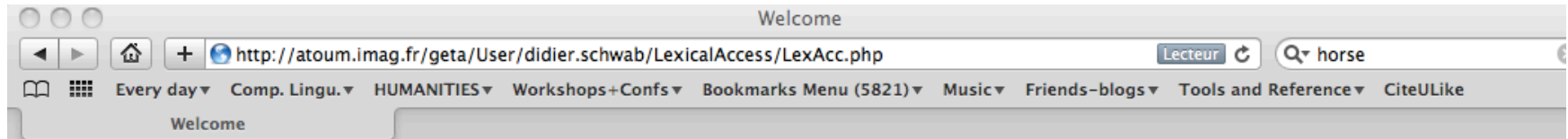
Reset

Target words (honey, 16384) (live, 6720) (bee, 6528) (hive, 5888) (nest, 5120) (refer, 4480)

(domesticate, 4480) (comb, 4480) (structure, 3968) (occupy, 3008) (raise, 2304) (store, 2304) (out, 2304) (enclose, 2240) (extract, 2240) (hollow, 2112) (destroy, 2112) (entrance, 2048) (do, 1856) (only, 1792) (keep, 1792) (find, 1792) (found, 1792) (reinforce, 1792) (beeswax, 1792) (single, 1728) (full, 1728) (describe, 1664) (brood, 1536) (frame, 1536) (smoke, 1344) (remove, 1344) (call, 1344) (give, 1344) (spin, 1344) (empty, 1344) (return, 1344) (estimate, 1344) (reuse, 1344) (increase, 1344) (species, 1280) (tree, 1280) (beehive, 1216) (site, 1152) (smooth, 1152) (require, 1152) (rock, 1024) (parallel, 1024) (uniform, 1024) (volume, 1024) (than, 1024) (ground, 1024) (face, 1024) (layer, 1024) (part, 1024) (lower, 1024) (design, 1024) (size, 1024) (take, 1024) (kill, 960) (include, 960) (set, 960) (number, 896) (issue, 896) (expose, 896) (compose, 896) (show, 896) (grind, 896) (favor, 896) (reference, 896) (bark, 896) (coat, 896) (thin, 896) (harden, 896) (plant, 896) (resin, 896) (attach, 896) (leave, 896) (queen, 896) (build, 896) (edge, 896) (sun, 896) (date, 896) (tomb, 896) (straw, 896) (provide, 896) (must, 896) (piece, 896) (place, 896) (eke, 896) (interest, 896) (spread, 896) (state, 896) (western, 768) (hives, 768) (other, 768) (prefer, 768) (avoid, 768) (small, 768)

(tend, 768) (wall, 768) (top, 768) (depict, 768) (there, 768) (less, 768) (often, 704) (specie, 640)

# Comparison of different search algorithms



**Input** (successive input of trigger words) : honey

Click here to get

**Search algorithms :** (see [paper](#))

- basic weighting (A1)
- linear weighting (A2)
- indirect use with basic weighting(A3)
- indirect use with linear weighting (A4)

**Target words** (hive, 99954) (honey, 62248) (brood, 26688) (bee, 25778) (top, 18850) (describe, 16824)

(nest, 14660) (comb, 14612) (box, 11138) (live, 9828) (straw, 7889) (size, 7276) (destroy, 6731)  
(domesticate, 6713) (refer, 6426) (structure, 6137) (out, 5859) (frame, 5312) (call, 5201) (full, 5130)  
(hollow, 5068) (smoke, 4648) (single, 4608) (entrance, 4595) (design, 4578) (fix, 4242) (provide, 4028)  
(find, 3822) (found, 3822) (give, 3784) (occupy, 3531) (volume, 3392) (take, 3375) (extract, 3346)  
(store, 3324) (harvest, 3065) (enclose, 2968) (parallel, 2832) (beeswax, 2828) (raise, 2815) (site,  
2763) (tree, 2762) (interest, 2702) (state, 2702) (do, 2638) (spread, 2604) (reinforce, 2513) (must,  
2499) (eke, 2478) (set, 2475) (build, 2373) (rock, 2344) (smooth, 2340) (keep, 2317) (uniform, 2224)  
(place, 2191) (ground, 2144) (face, 2144) (remove, 2108) (hand, 2072) (include, 2045) (part, 2026)  
(layer, 1992) (only, 1952) (lower, 1928) (issue, 1883) (there, 1820) (spin, 1799) (empty, 1750) (piece,  
1715) (return, 1701) (thin, 1673) (example, 1666) (total, 1648) (attach, 1638) (reuse, 1638) (bark,  
1631) (estimate, 1631) (number, 1610) (increase, 1596) (leave, 1575) (end, 1533) (coat, 1519) (winter,  
1512) (harden, 1498) (species, 1460) (plant, 1449) (resin, 1449) (advance, 1443) (upright, 1413) (even,  
1395) (short, 1377) (discover, 1372) (evidence, 1372) (exist, 1372) (kill, 1354) (say, 1281) (safety,  
1281) (quest, 1281)

# Comparison of two resources

<i>Input:</i>	<i>Output eXtended WordNet</i>	<i>Output Wikipedia</i>
wine	<b>488 words:</b> grape, sweet, serve, france, small, fruit, dry, bottle, produce, red, bread, hold...	<b>3045 words</b> name, lord characteristics, christian, grape, France, ... <u>vintage</u> (81 <sup>st</sup> ), ...
harvest	<b>30 words</b> month, fish, grape, revolutionary, calendar, festival, butterfish, dollar, person, make, wine, first,...	<b>4583 words</b> agriculture, spirituality, liberate, production, producing, ..., <u>vintage</u> (112 <sup>th</sup> ), ...
wine + harvest	<b>6 words</b> make, grape, fish, someone, commemorate, person, ...	<b>353 words</b> grape, France, <u>vintage</u> (3 <sup>d</sup> ), ...



# Getting back to people

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## Observation

We always know **something** about the eluding object  
(name, word)

- ▶ place where we've met
- ▶ role s/he played
- ▶ meaning
- ▶ number of syllables
- ▶ origine
- ▶ ...



# Hence...

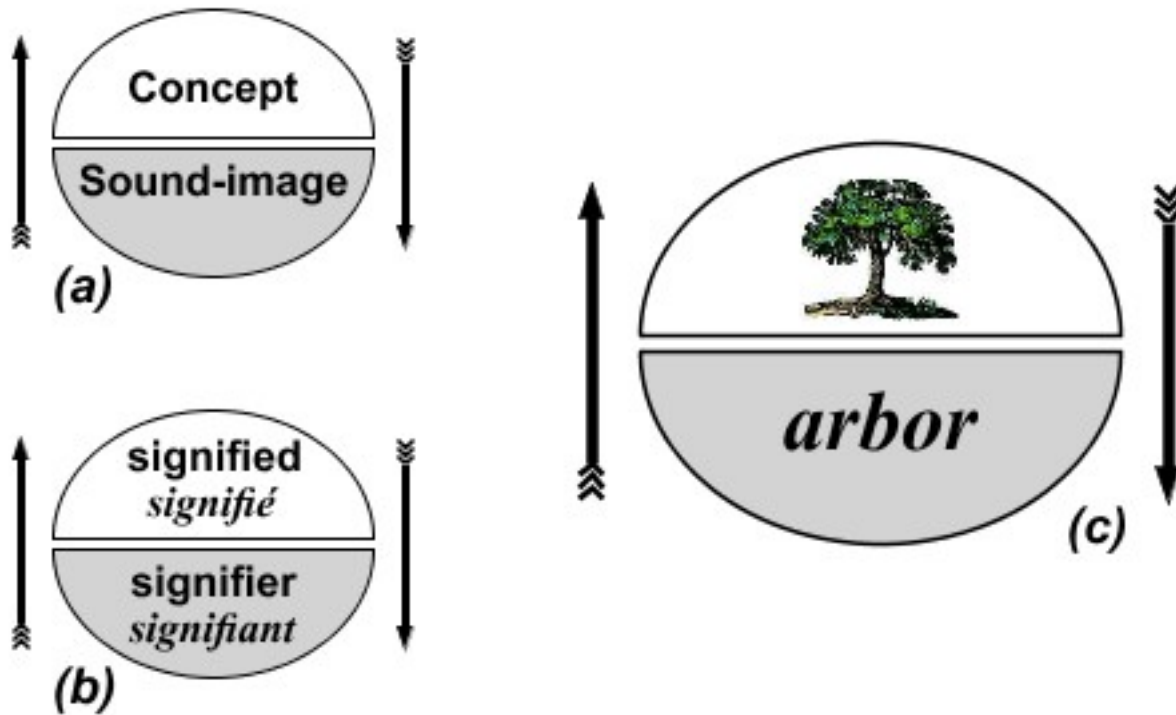
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Let's use that, and start from there.

Question : how?

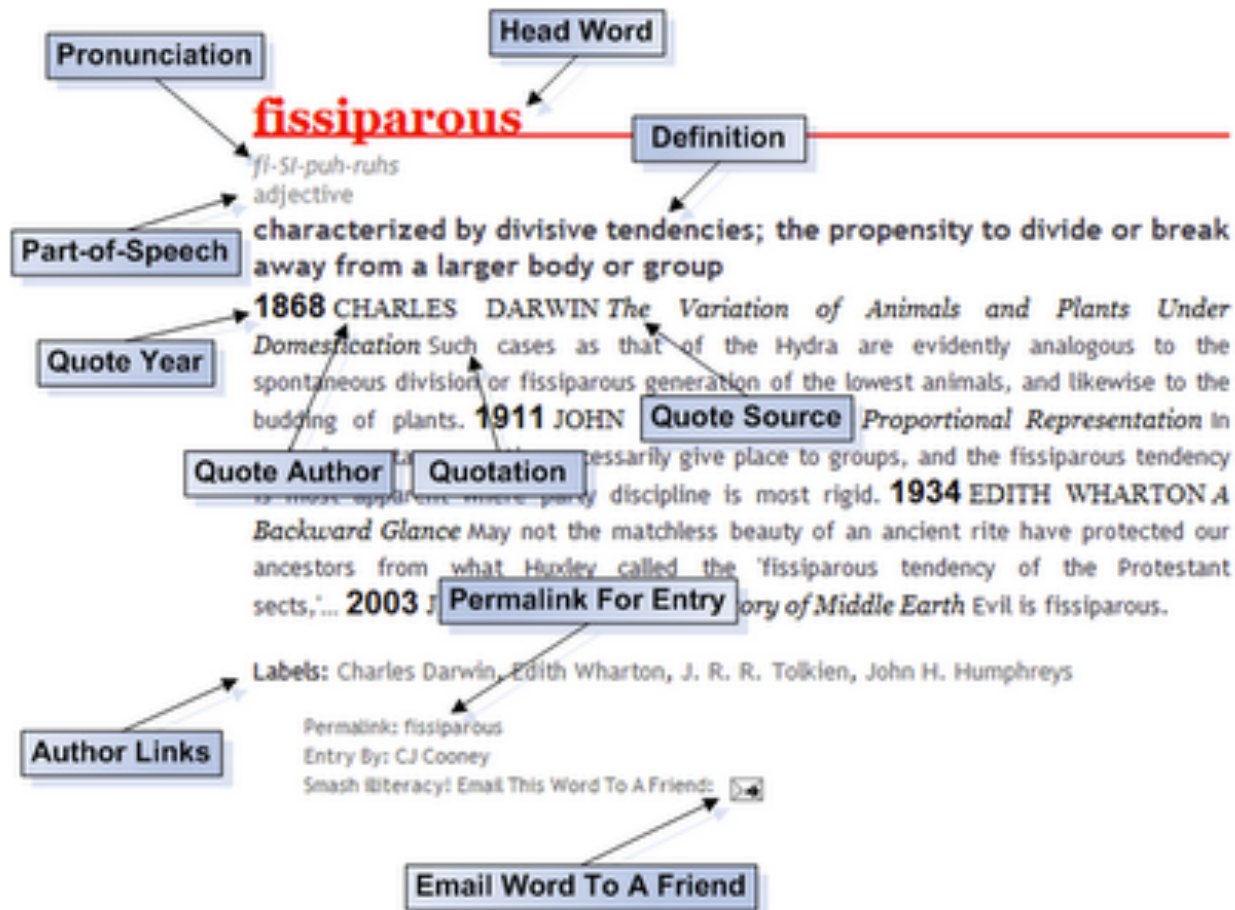
But before, let's try to get a clearer picture about the nature of the problem

# Where is the problem?

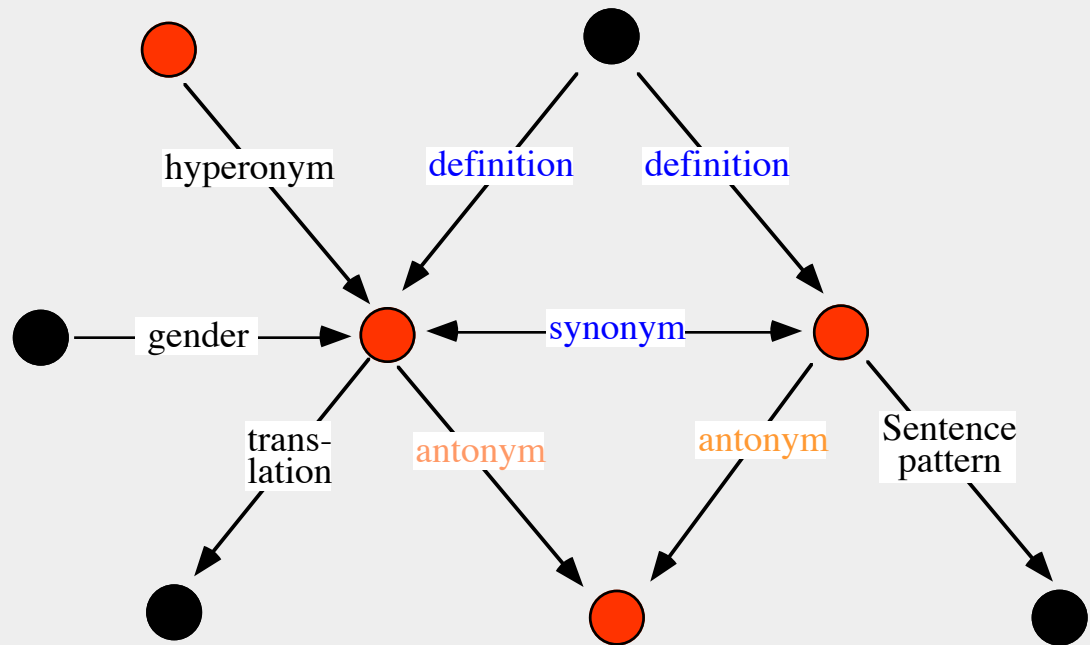
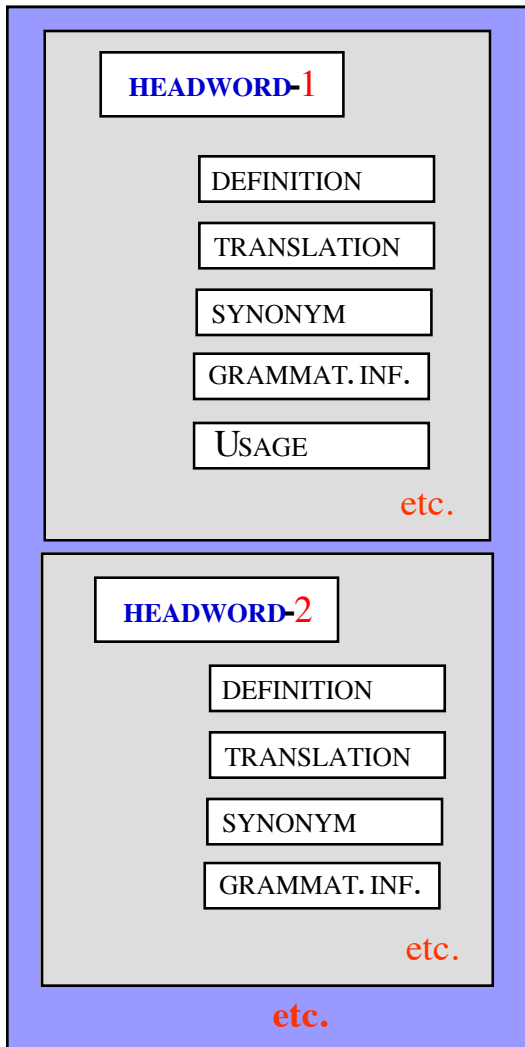


Saussure's conception of the 'sign'

# Typical structure of lexical entry



# Words as objects vs. words as nodes in a network



# Please note

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In **computational lexicography** words are viewed as tokens, i.e. *holistic entities*, and this holds both for the DB-view and lexical graphs (WordNet, FrameNet, ...)

In the **human brain**, i.e. mental lexicon, words are decomposed

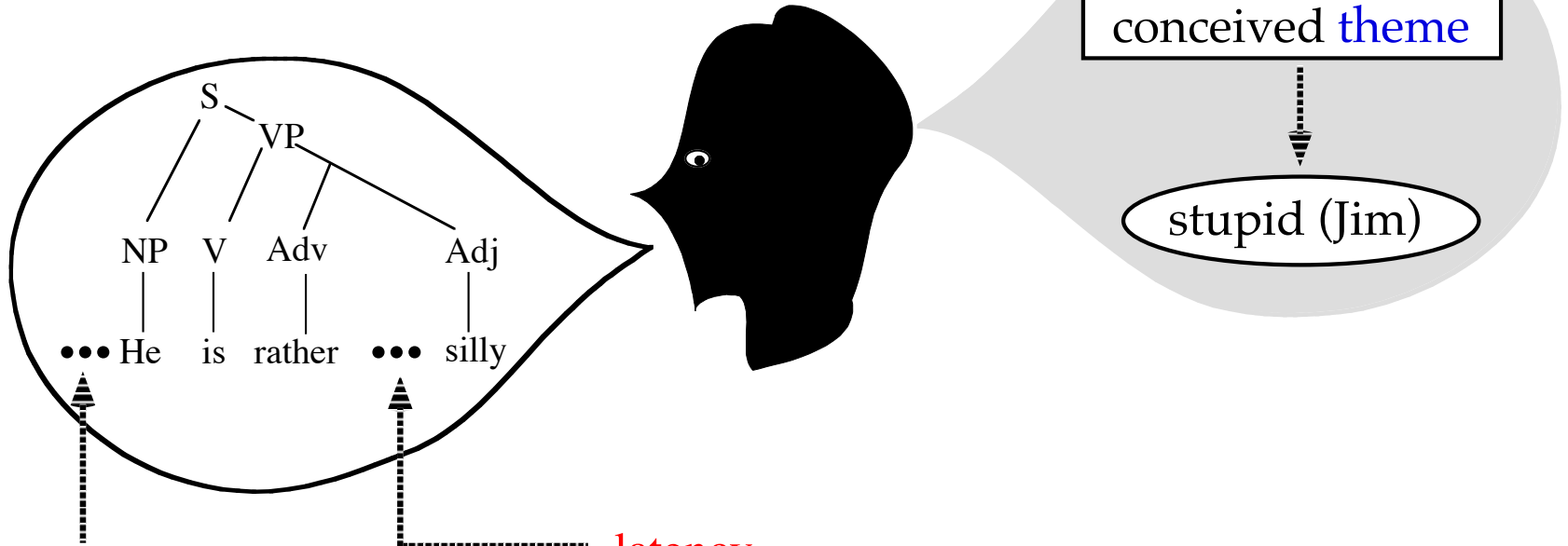
- ▶ meaning
- ▶ form
- ▶ sound

# Evidence

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1. TOT (we do know **fragments** of the word)
2. Speech **errors** at the **different levels**
  - ▶ **semantics** : take the first to the **left** (target: right)
  - ▶ **syntax** : I make the kettle on (targets: make some tea + put the kettle on)
  - ▶ **morphology** : slicely thinned (target: thinly sliced)
  - ▶ **sound/phonology** : histor**ic**al (target: historical)

# What do you think of Jim ?



latency  
to conceive  
the theme :  
stupid (Jim)

latency  
to weigh between  
"stupid" and "silly"

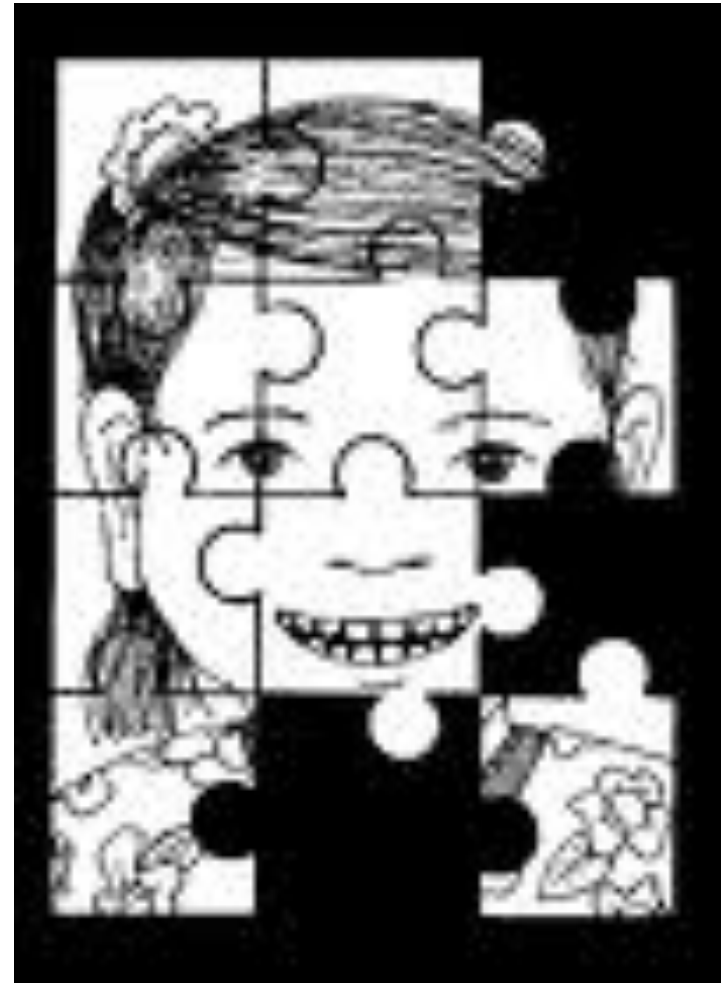
He is rather **stilly**.







# Lexical access as puzzle completion



# Access vs. activation

Storage vs. synthesis

"We do **not store words** at all in our mind, at least not in the sense of the layman's or lexicographer's view who consider **word-forms** and their **meanings** as **one**. If we are right, rather than continue to consider the human mind as a **word store** we could consider it as a **word factory**. Indeed, by looking at some of the work done by psychologists who try to emulate the mental lexicon (...) one gets the impression that words are **synthesized** rather than **located** and read out.

# Access vs. activation

(continued)

By propagating **energy** rather than **data** — (as there is **no** message passing, transformation or cumulation of information, there is **only** *activation spreading*, that is, changes of energy levels, call it weights, electronic impulses, or whatever), — we propagate **signals**, **activating** ultimately certain **peripheral organs** (larynx, tongue, mouth, lips, hands) in such a way as to produce **movements** or **sounds**, that, not knowing better, we call **words**."

Zock, M. & D. Schwab. *Lexical Access Based on Underspecified Input*.

*Cognitive aspects of the lexicon*, 1st CogALex workshop,

Coling, Manchester, 2008

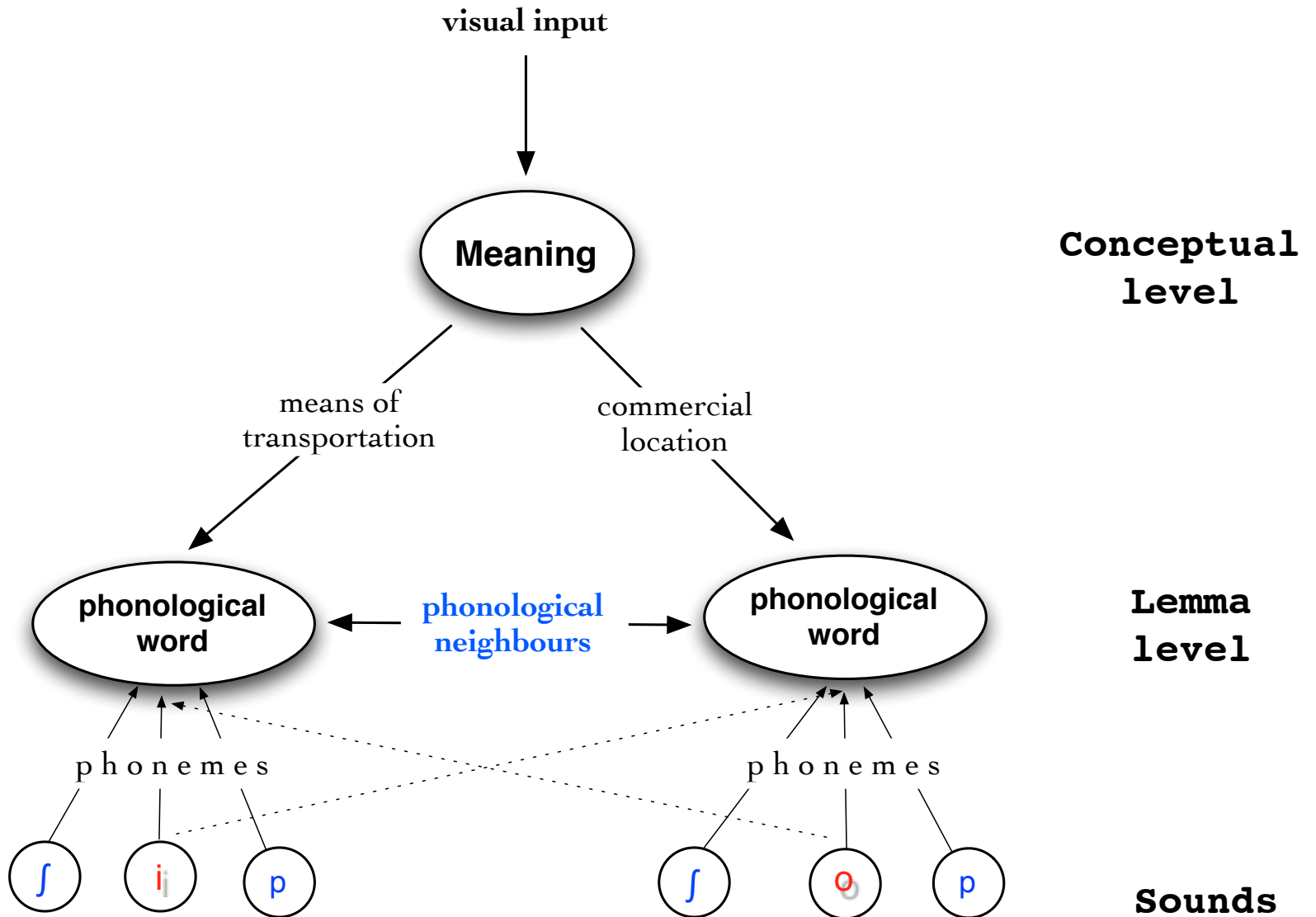
# Accès vs. activation

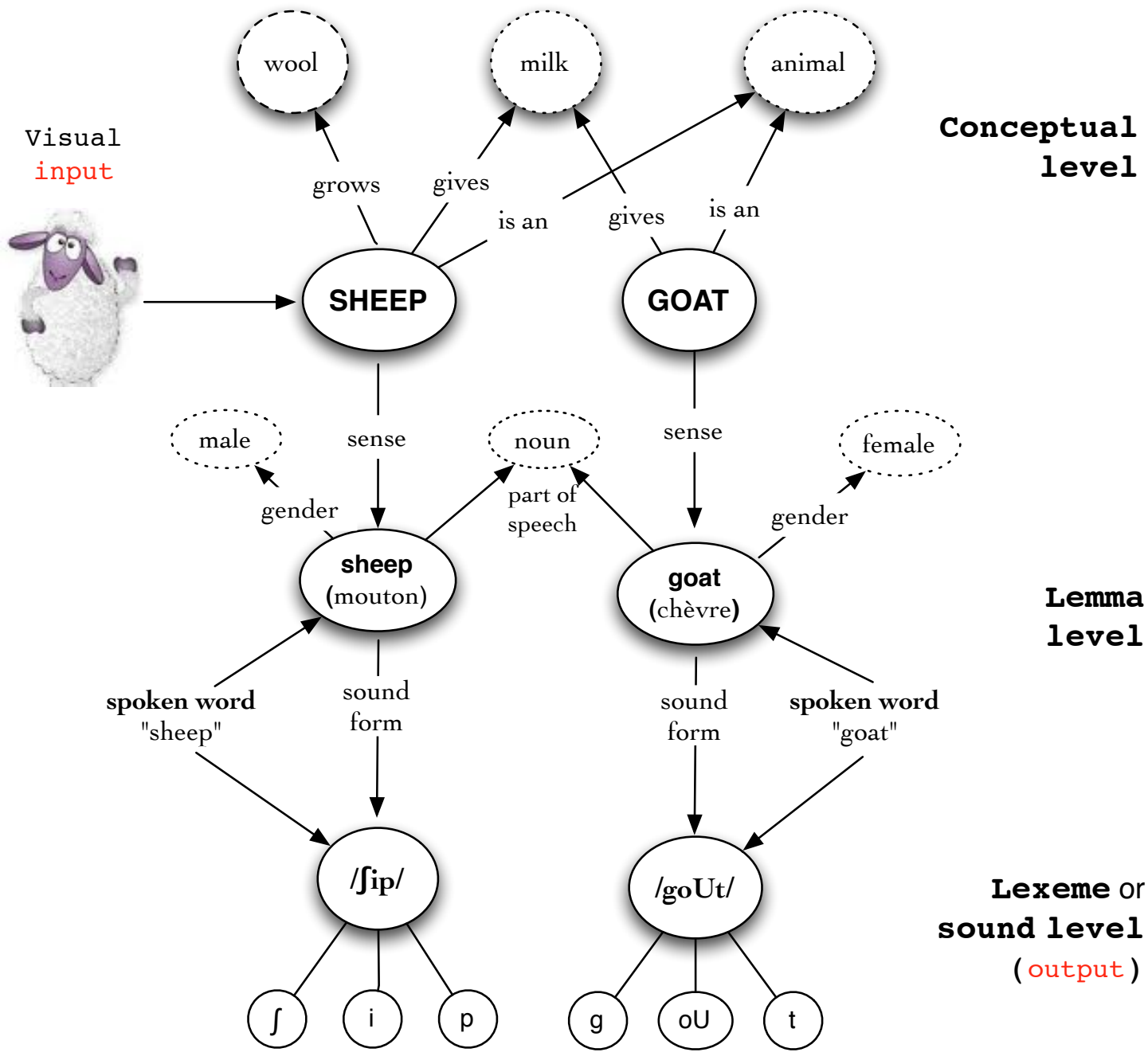
(continued)

"A potentially counterintuitive idea is that the individual sounds of words are **assembled anew** *each time* they are spoken rather than **retrieved** as **intact wholes**. Yet, patterns of speech errors and latency data suggest that this is the case. "

Zenzi M. Griffin and Victor S. Ferreira,  
Properties of Spoken Language Production, page 35.

In **Handbook of Psycholinguistics**  
*Traxler, M. and Gernsbacher, M. A. (Eds.), 2006*





**Levelt's model**

**Conceptual level**

**Lemma level**

**Lexeme or sound level (output)**



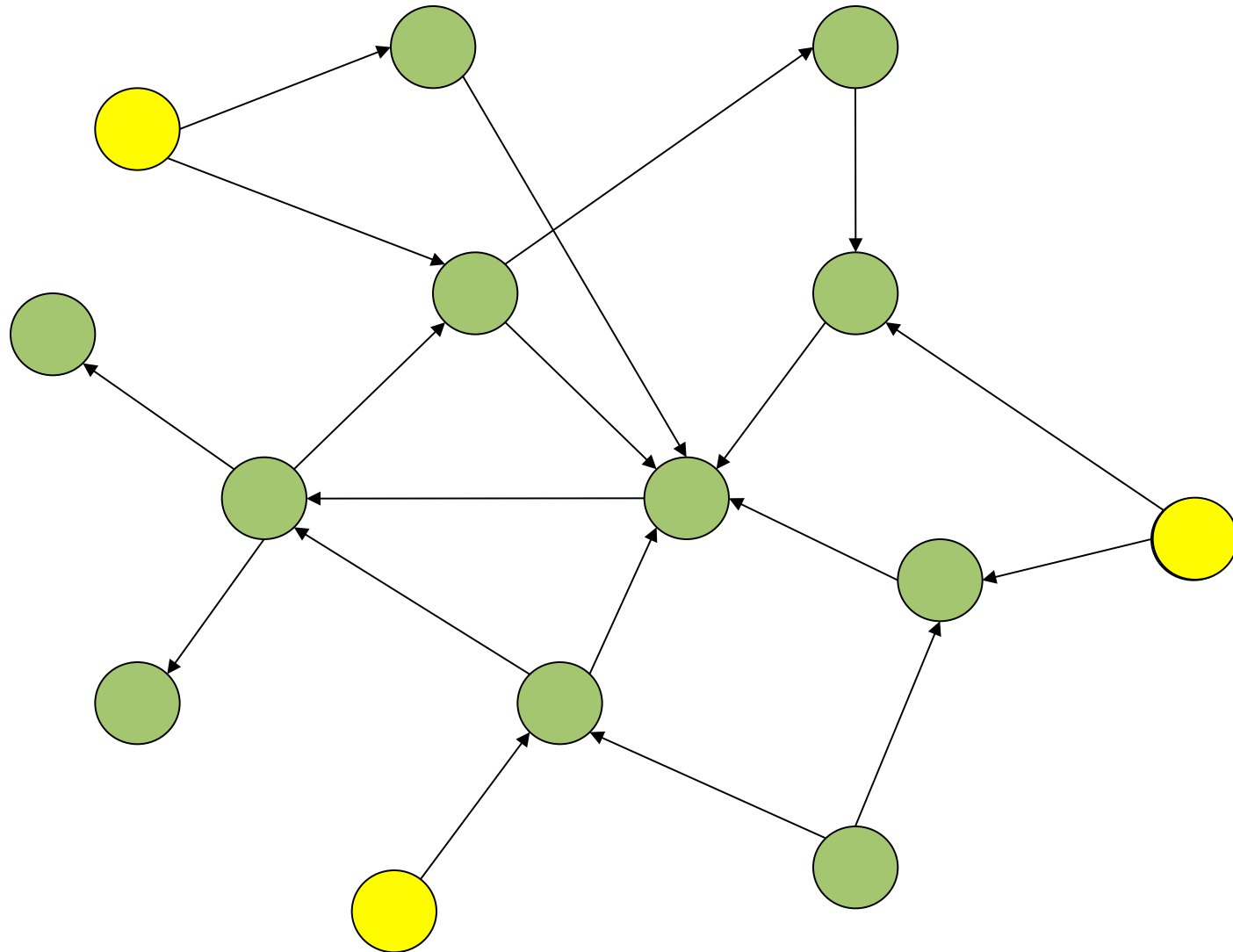
# Functioning

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Activation spreading

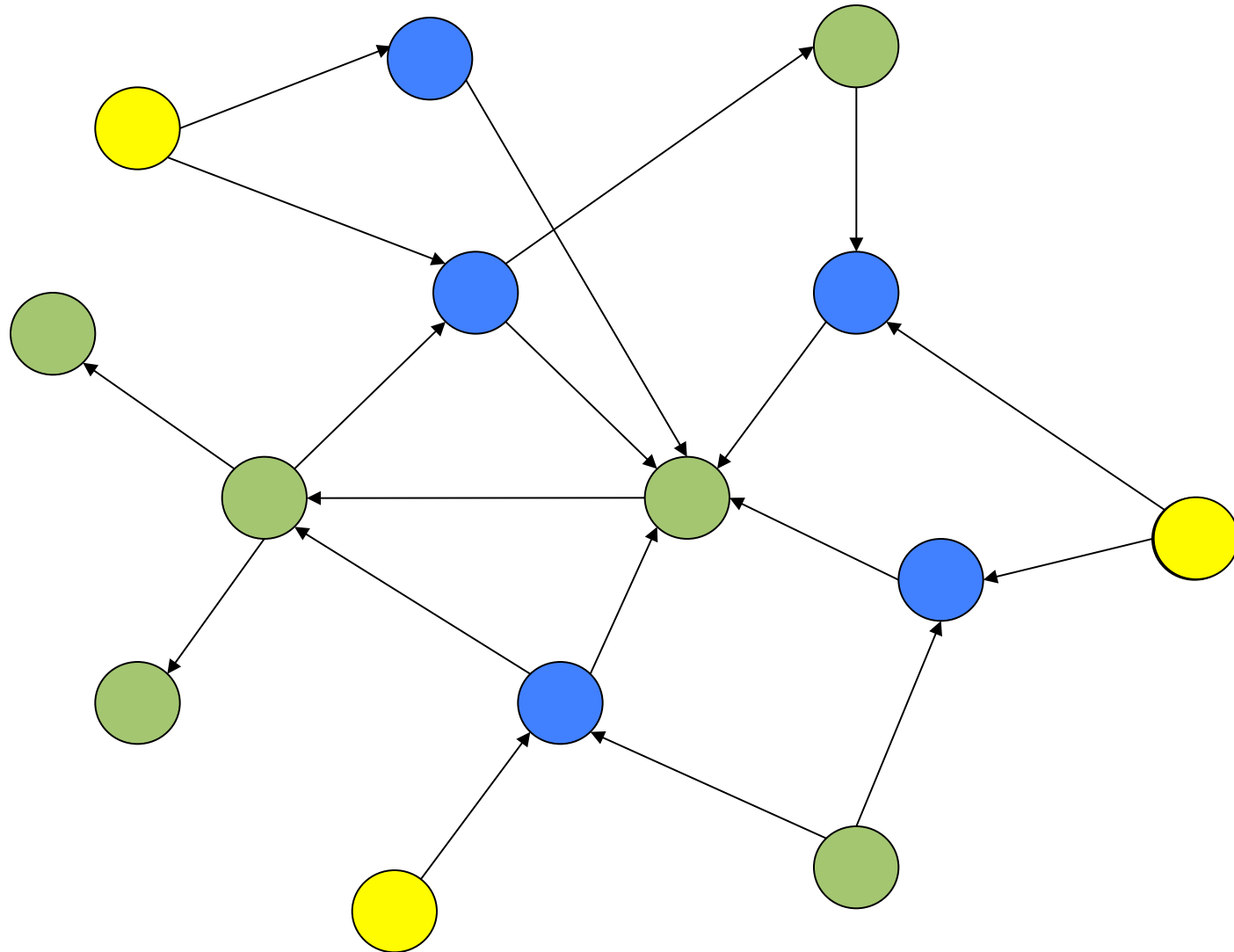
# Spreading Activation

Start with an initial set of activated nodes



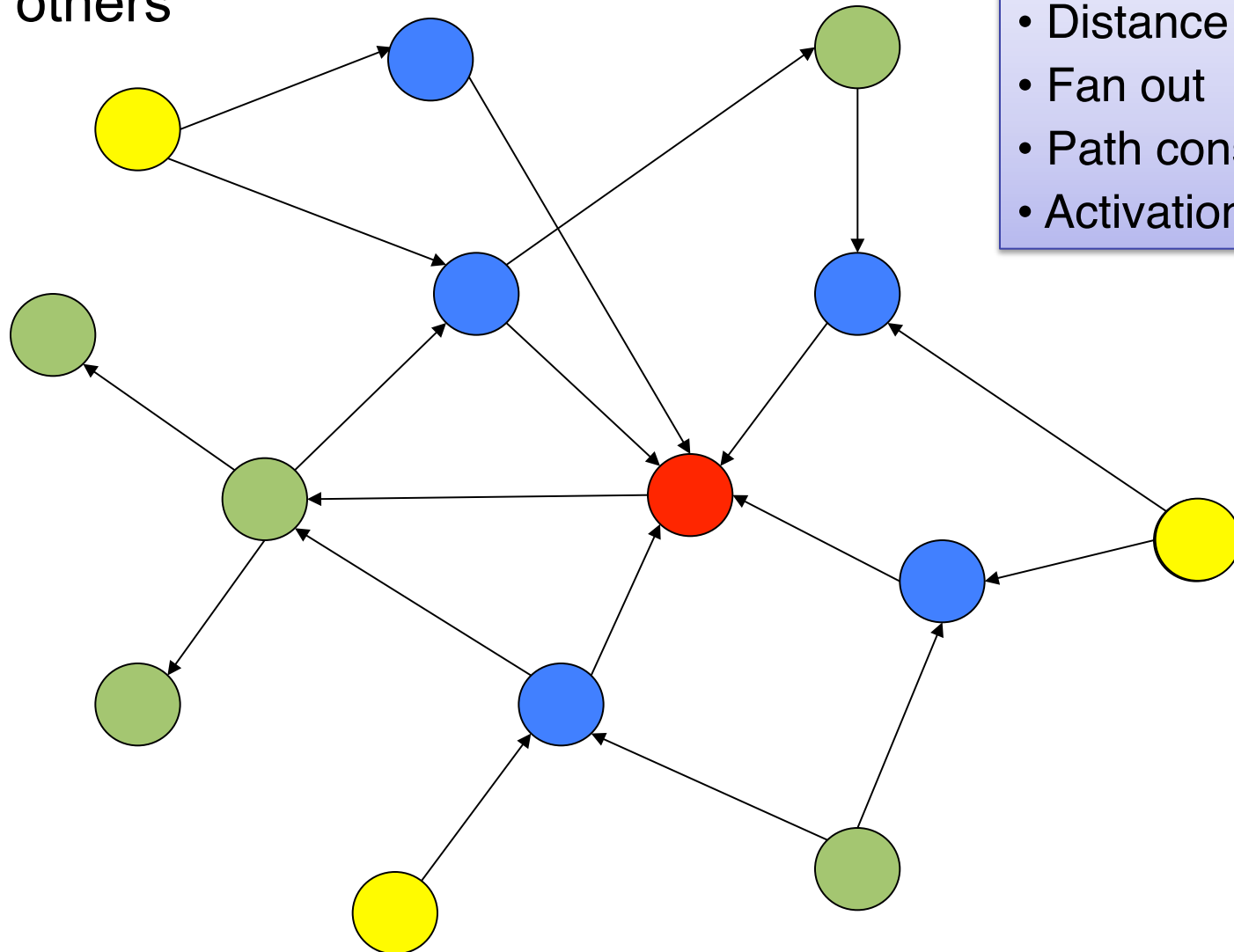
# Spreading Activation

At each pulse/iteration, spread activation to adjacent nodes



# Spreading Activation

Some nodes will have higher activation than others



## Constraints

- Distance
- Fan out
- Path constraints
- Activation threshold

# Comments

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Activation acts blindly: all neighbours are activated equally

==> non-target nodes become activated and remain so for a while

Activation acts in a deterministic fashion

==> we cannot escape it

# Can we use this for dictionary consultation?

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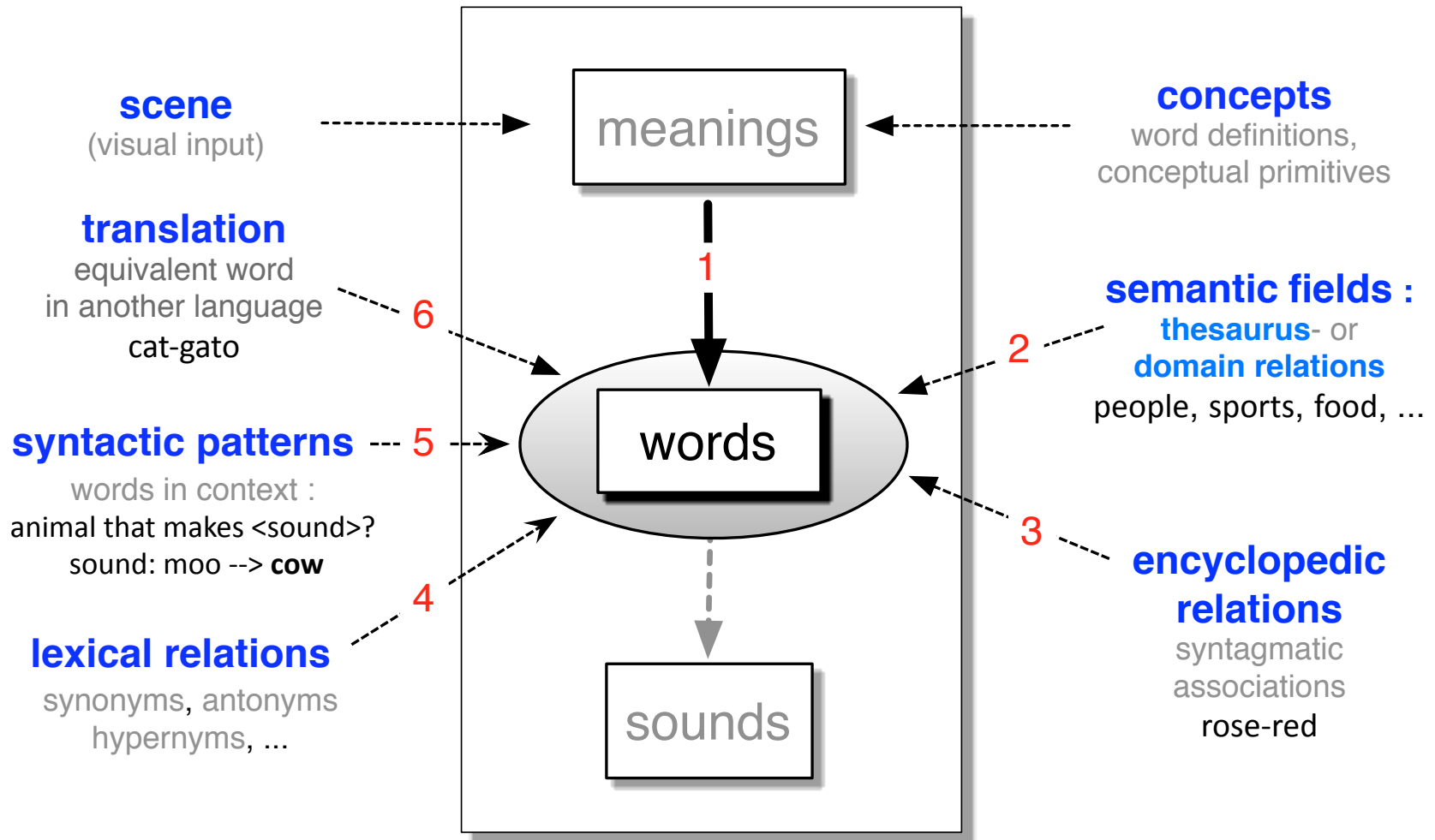
- Answer: no
- While computational psycholinguists can tune the weights to have their model mimick human behavior (speed, accuracy), we cannot do the same for dictionary look-up.
- Reason : while we do know the starting node (query, input), we do not know the target (the desired, elusive word). If we did, we wouldn't have bother at all to perform look-up via an external aid, we would simply produce the target word.

# Still, there is a way to achieve functionally speaking sth equivalent

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In addition, there is more than one way, or, the  
beauty of plan B

# Lexical access via different routes





# Means

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Build an **index**  
but, **what kind of?**

# Associations

A list of some 20 words is read to the subjects, e.g.

winter, icy, Siberia, warm, cooling, penguin, frozen, flu, chilly, ice, wind, hot, Antarctica, wet, fresh, breezy, igloo, cool, snow, Pole, glacier, frost, sleet

« When trying to remember as many words of the list as possible, people will typically remember the word “cold”, even though it is not part of the list. This is because “cold” is strongly associated to all other words. Hence, the brain tends to “fill in” or “induce” the missing piece that it expects to be there. »

# Wholes, parts and our' natural tendency to connect **unknown** to **known**, i.e. to impose or restore 'order'

According to research at Cambridge University, it doesn't matter in what order the letters in a word are, the only important thing is that the **first** and **last** letter be at the right place. The rest can be a total mess and you can still read it without a problem. This is because the **human mind** does not read **every** letter by itself, but the word as a **whole**.

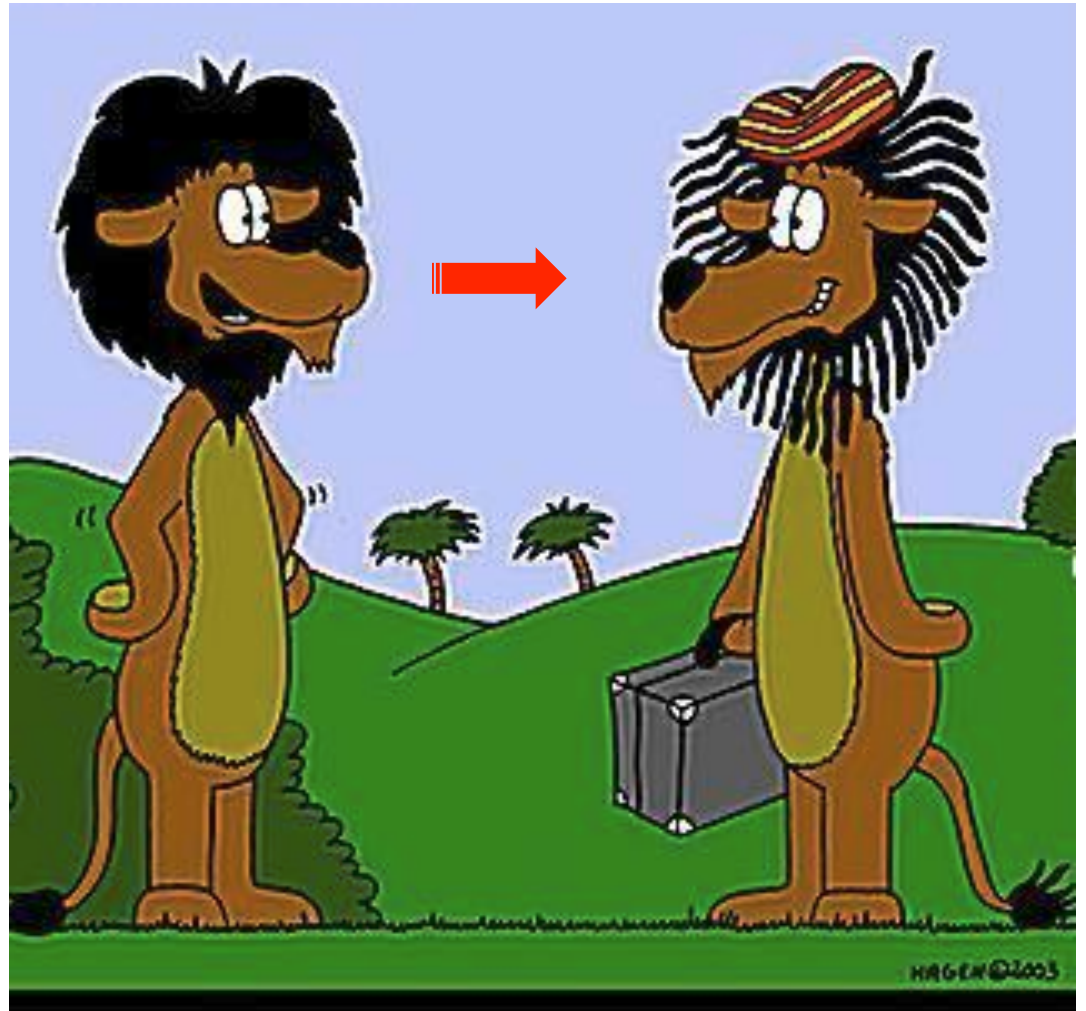
# How to get a nice paycheck with a smile ?



Different ways to get the same message across :  
Tiger's **smile** for **Nike**

- ✓ **figure** (here Tiger Wood's photo)
- ✓ **symbol** (here Nike AND Tiger's smile)
- ✓ **word** → (eg. Nike)
- ✓ or a **combination**

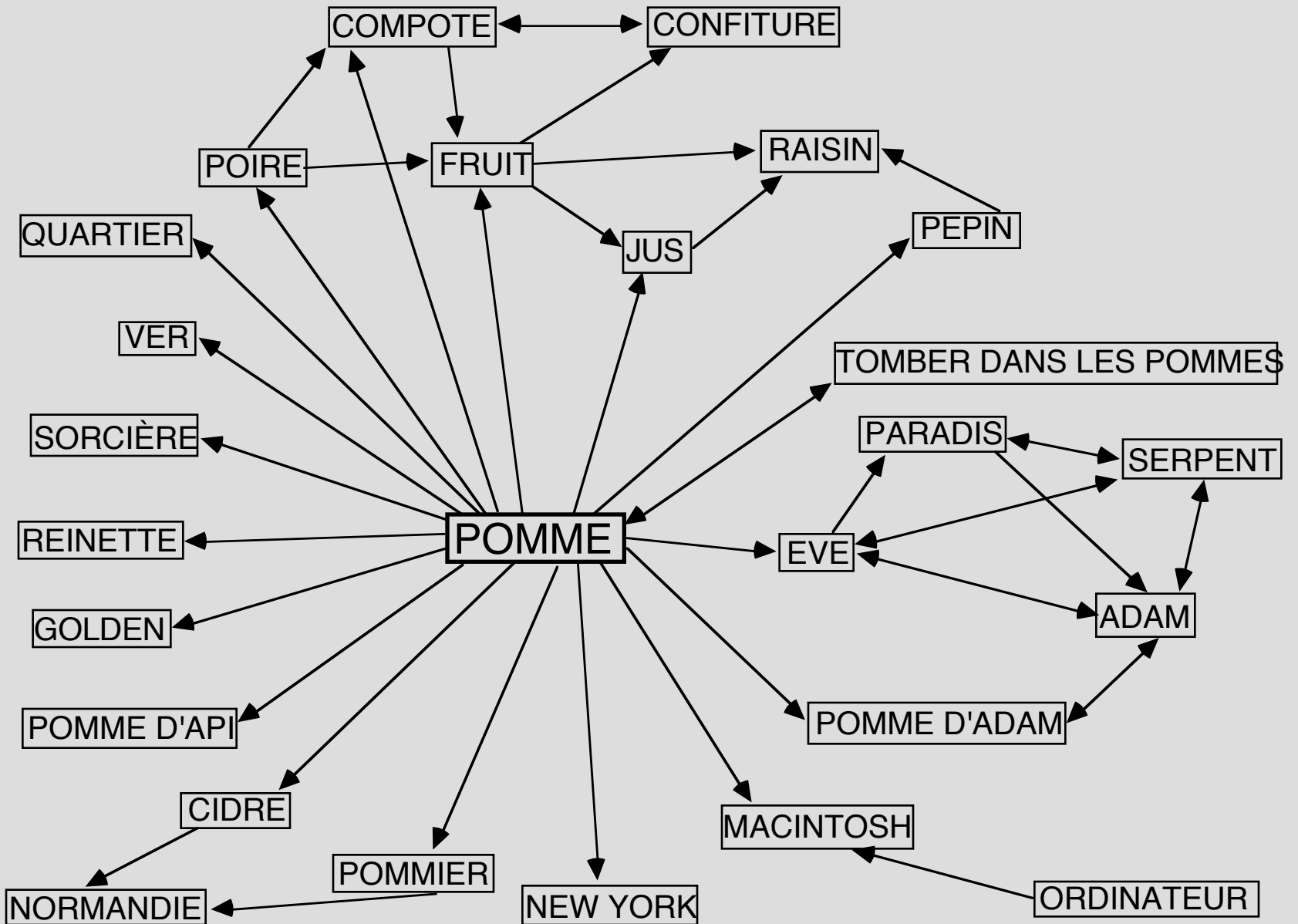
**Priming :**  
activation of  
information



Let me guess:  
You went to Jamaica for your holidays...

# Activation (association)

1. By **context** :        **bread** => butter
2. By **meaning** :        **bread** => food
3. Via **form** :            **bread** => **red**, **historical** => **hysterical**
4. Via the **meaning/context** + the **form** :  
  
      **cat** => **rat**;  
  
      **DSK** => election :  
  
      **election** => **erection** (phonological neighbour)



# Claim:

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## Links have to be made explicit

- ▶ **Structure or organize data** (words) into **clusters**
  - spelling (alphabetically);
  - frequency;
  - semantic categories (topically, link type, semantic category, ...)
- ▶ **Guide and speed up search**
- ▶ **Number of associated terms** (great number of associated terms)
- ▶ **Directionality of links**
  - Increases the number of items to choose from
  - Different link types
    - rose-flower (hypernym)
    - flower-rose (hyponym)
- ▶ **Crossing links**



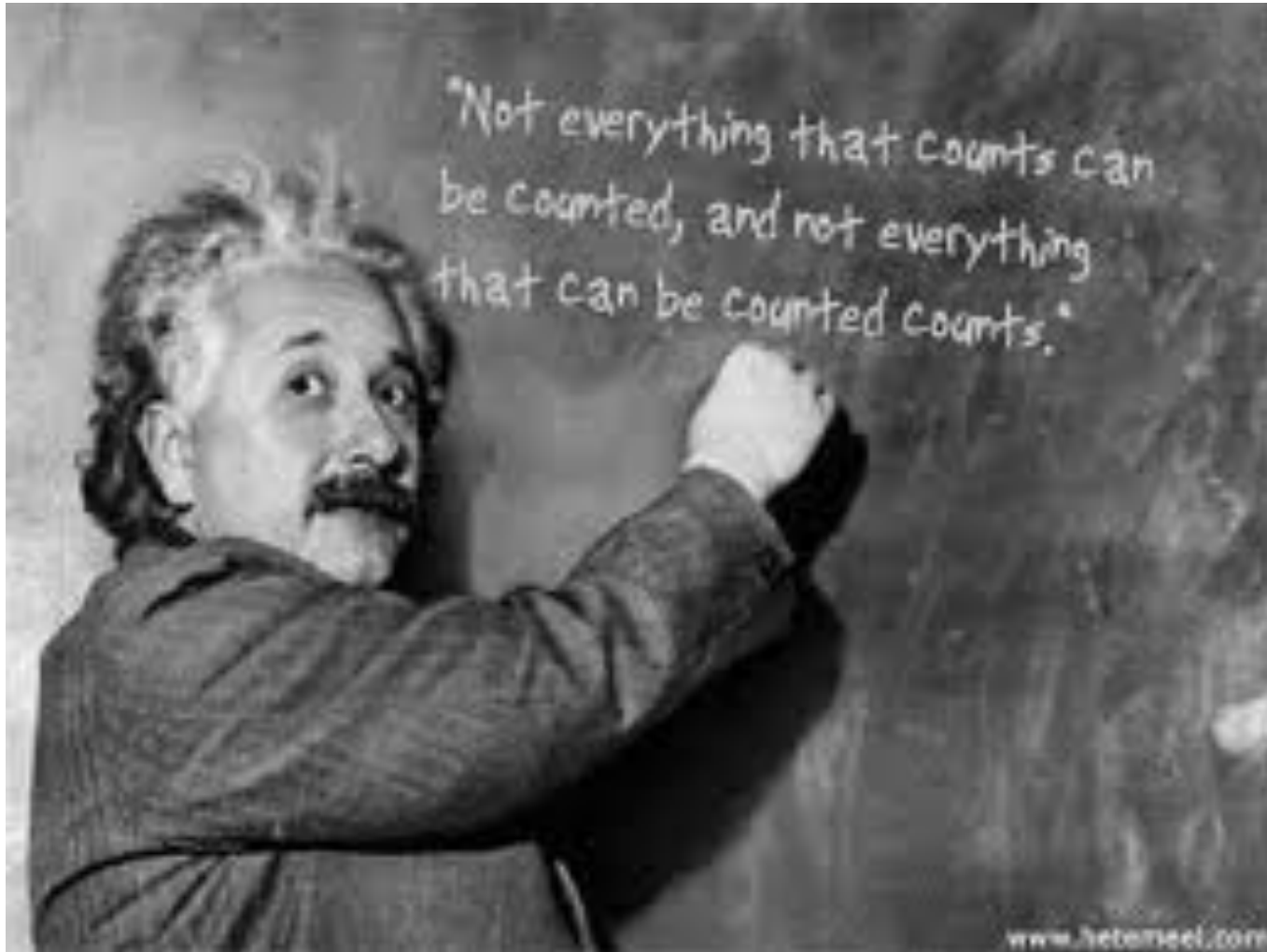
# Input: India

<http://www.eat.rl.ac.uk/cgi-bin/eat-server>

PAKISTAN	12 0.14	FLIES	1 0.01
RUBBER	10 0.12	HIMALAYAS	1 0.01
CHINA	4 0.05	HINDU	1 0.01
FOREIGN	4 0.05	HUNGER	1 0.01
CURRY	3 0.04	IMMIGRANTS	1 0.01
FAMINE	3 0.04	INDIANS	1 0.01
TEA	3 0.04	JAPAN	1 0.01
COUNTRY	2 0.02	KHAKI	1 0.01
GHANDI	2 0.02	MAN	1 0.01
WOGS	2 0.02	MISSIONARY	1 0.01
AFGHANISTAN	1 0.01	MONSOON	1 0.01
AFRICA	1 0.01	PATRIARCH	1 0.01
AIR	1 0.01	PEOPLE	1 0.01
ASIA	1 0.01	PERSIA	1 0.01
BLACK	1 0.01	POOR	1 0.01
BROWN	1 0.01	RIVER	1 0.01
BUS	1 0.01	SARI	1 0.01
CLIVE	1 0.01	STAR	1 0.01
COLONIAL	1 0.01	STARVATION	1 0.01
COMPANY	1 0.01	STARVE	1 0.01
COONS	1 0.01	TEN	1 0.01
COWS	1 0.01	TRIANGLE	1 0.01
EASTERN	1 0.01	TURBANS	1 0.01
EMPIRE	1 0.01	TYRE	1 0.01
FAME	1 0.01	UNDER-DEVELOPED	1 0.01

# Comment:

---



# Frequency and/or recency? weights are not everything

## Output ranked in terms of frequency

PAKISTAN	12 0.14	FLIES	1 0.01
RUBBER	10 0.12	HIMALAYAS	1 0.01
CHINA	4 0.05	HINDU	1 0.01
FOREIGN	4 0.05	HUNGER	1 0.01
CURRY	3 0.04	IMMIGRANTS	1 0.01
FAMINE	3 0.04	INDIANS	1 0.01
TEA	3 0.04	JAPAN	1 0.01
COUNTRY	2 0.02	KHAKI	1 0.01
GHANDI	2 0.02	MAN	1 0.01
WOGS	2 0.02	MISSIONARY	1 0.01
AFGHANISTAN	1 0.01	MONSOON	1 0.01
AFRICA	1 0.01	PATRIARCH	1 0.01
AIR	1 0.01	PEOPLE	1 0.01
ASIA	1 0.01	PERSIA	1 0.01
BLACK	1 0.01	POOR	1 0.01
BROWN	1 0.01	RIVER	1 0.01
BUS	1 0.01	SARI	1 0.01
CLIVE	1 0.01	STAR	1 0.01
COLONIAL	1 0.01	STARVATION	1 0.01
COMPANY	1 0.01	STARVE	1 0.01
COONS	1 0.01	TEN	1 0.01
COWS	1 0.01	TRIANGLE	1 0.01
EASTERN	1 0.01	TURBANS	1 0.01
EMPIRE	1 0.01	TYRE	1 0.01
FAME	1 0.01	UNDER-DEVELOPED	1 0.01

# Clustering by category

Countries, continents, colors, food, means of transportation, instruments, ...

PAKISTAN	12 0.14	FLIES	1 0.01
RUBBER	10 0.12	HIMALAYAS	1 0.01
CHINA	4 0.05	HINDU	1 0.01
FOREIGN	4 0.05	HUNGER	1 0.01
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TEA	3 0.04	JAPAN	1 0.01
COUNTRY	2 0.02	KHAKI	1 0.01
GHANDI	2 0.02	MAN	1 0.01
WOGS	2 0.02	MISSIONARY	1 0.01
AFGHANISTAN	1 0.01	MONSOON	1 0.01
AFRICA	1 0.01	PATRIARCH	1 0.01
AIR	1 0.01	PEOPLE	1 0.01
ASIA	1 0.01	PERSIA	1 0.01
BLACK	1 0.01	POOR	1 0.01
BROWN	1 0.01	RIVER	1 0.01
BUS	1 0.01	SARI	1 0.01
CLIVE	1 0.01	STAR	1 0.01
COLONIAL	1 0.01	STARVATION	1 0.01
COMPANY	1 0.01	STARVE	1 0.01
COONS	1 0.01	TEN	1 0.01
COWS	1 0.01	TRIANGLE	1 0.01
EASTERN	1 0.01	TURBANS	1 0.01
EMPIRE	1 0.01	TYRE	1 0.01
FAME	1 0.01	UNDER-DEVELOPED	1 0.01

# India being the answer to the following stimuli

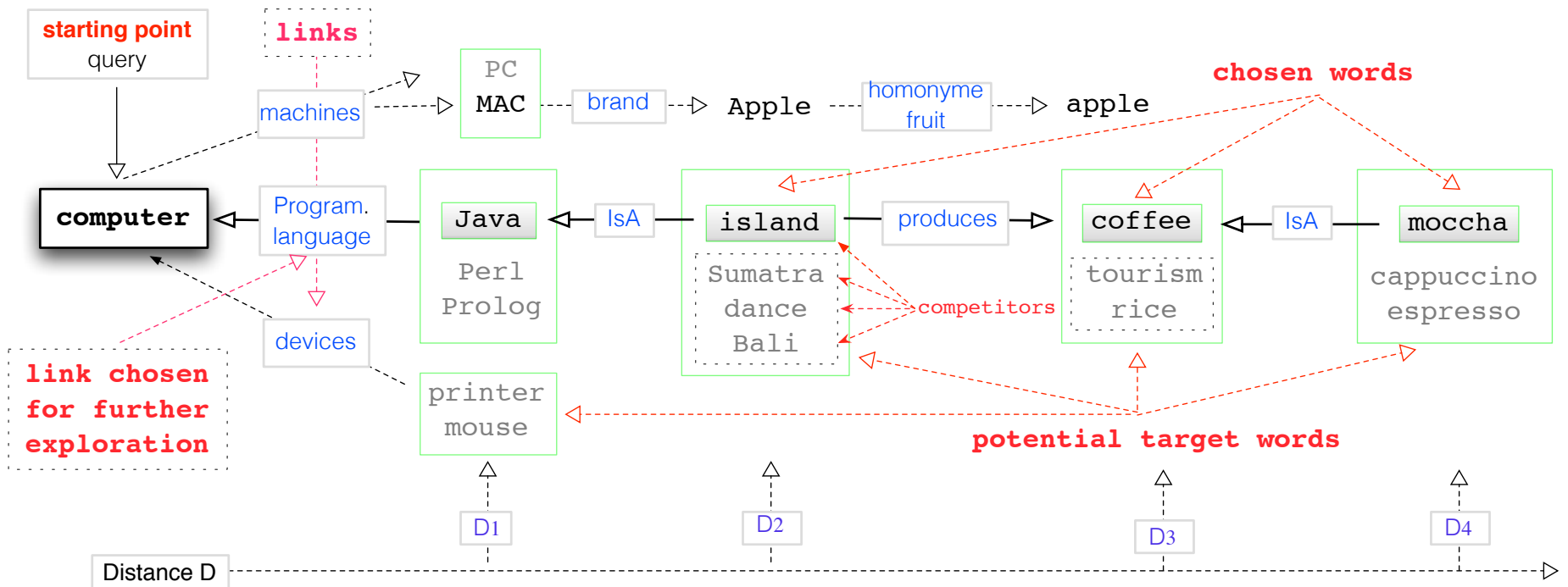
SARI	22 0.15	CAST	1 0.01	LOOP	1 0.01
CASTE	17 0.12	CATASTROPHY	1 0.01	MEDITATE	1 0.01
NADIR	11 0.08	CHINA	1 0.01	MILDEW	1 0.01
FAMINE	6 0.04	CLUBS	1 0.01	MISSION	1 0.01
AFRICA	5 0.03	COLONIES	1 0.01	NATIVE	1 0.01
PAKISTANI	4 0.03	COMPANY	1 0.01	PLAGUE	1 0.01
STARVING	4 0.03	CONSUMPTION	1 0.01	POVERTY	1 0.01
BEGGING	3 0.02	CONTINENTS	1 0.01	PRIESTESS	1 0.01
CASTS	3 0.02	COTTON	1 0.01	QUININE	1 0.01
NAPALM	3 0.02	COUNTRY	1 0.01	SAVER	1 0.01
STARVATION	3 0.02	EAST	1 0.01	SECT	1 0.01
CHARISMA	2 0.01	ELEPHANT	1 0.01	SERVANT	1 0.01
CURRY	2 0.01	ELEPHANTS	1 0.01	SETTLEMENT	1 0.01
INCENSE	2 0.01	EMPIRE	1 0.01	SHEEPSKIN	1 0.01
KHAKI	2 0.01	FAMISHED	1 0.01	STARVED	1 0.01
PARIAH	2 0.01	FURTHER	1 0.01	SUFFERING	1 0.01
RICE	2 0.01	GHOUL	1 0.01	THUG	1 0.01
SPICE	2 0.01	HEDONISM	1 0.01	THUGS	1 0.01
STARVE	2 0.01	INCA	1 0.01	TIGER	1 0.01
TURBAN	2 0.01	INDIANS	1 0.01	TOGA	1 0.01
ALE	1 0.01	ISLAM	1 0.01	UNCLEAN	1 0.01
AMERICA	1 0.01	LEPER	1 0.01		
BIZARRE	1 0.01	LIFE-SPAN	1 0.01		

# Search scenario

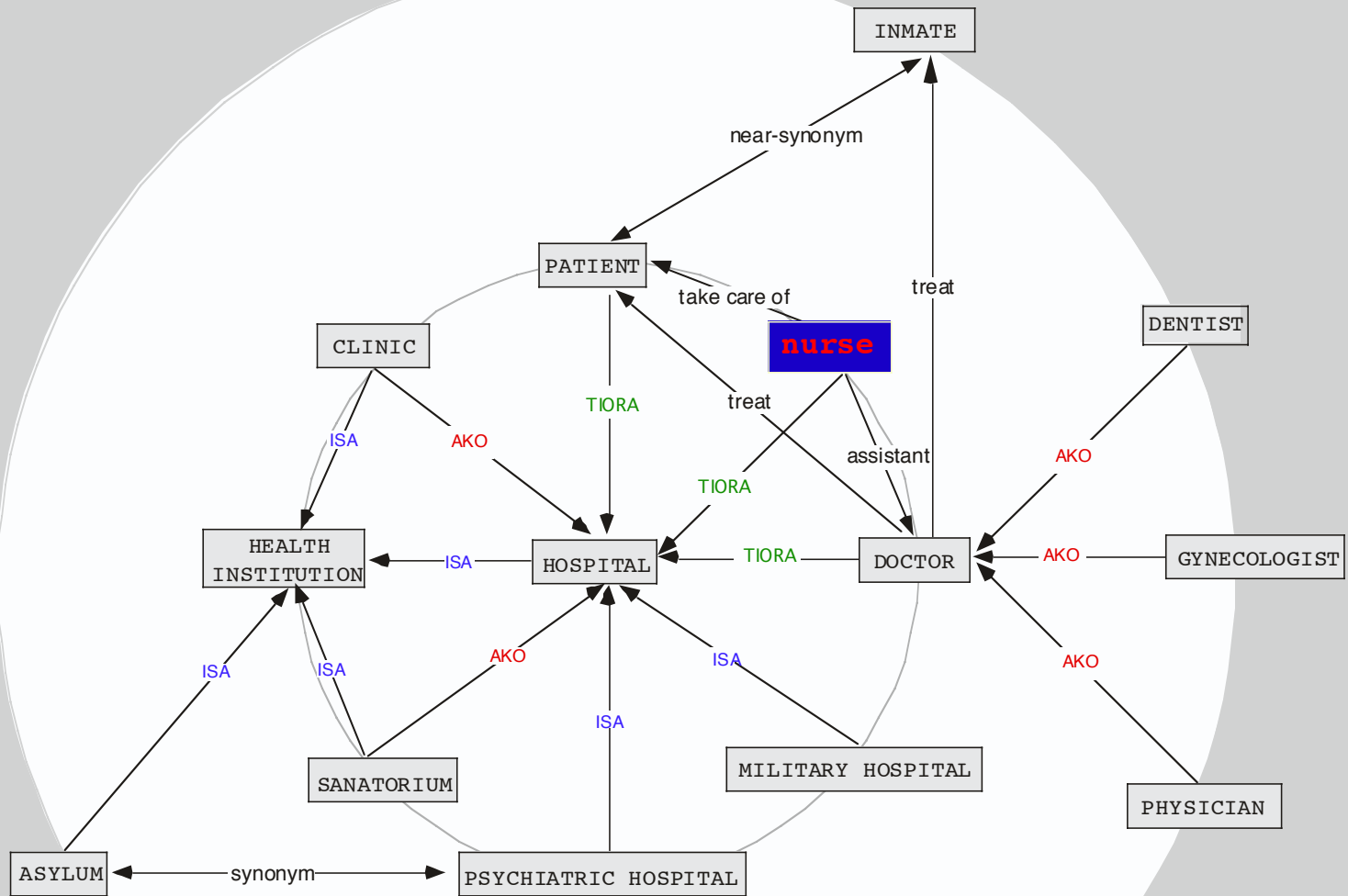
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1. Show **not only direct** associations
2. but also **indirectly** related words

# Finding a remote item at the distance (D) of four mouse clicks (D<sub>4</sub>)



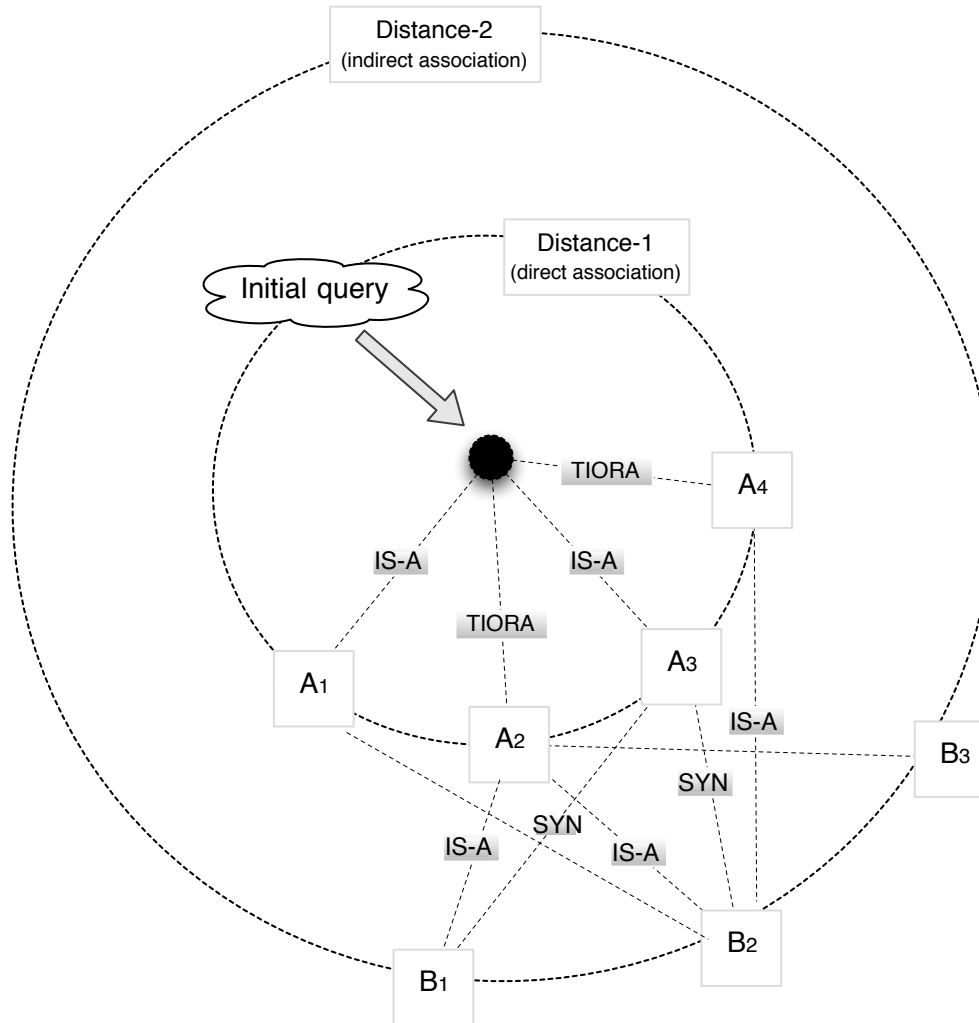
# Internal Representation



**Links must be interpretable  
to allow for navigation**



# Potential problems with graphs: crossing links with indirect neighbours. **IS-A** (subtype); **TIORA** (Typically Involved Object, Relation or Actor: **tools**, **employees**)



# Interface for search : 3 islands of clustered words in response to the input *computer*

Links- or cluster names : ISA, used\_for, accessory

ISA (subtype, instance\_of)

Mac  
PC  
else

accessory

– mouse  
– printer  
– else

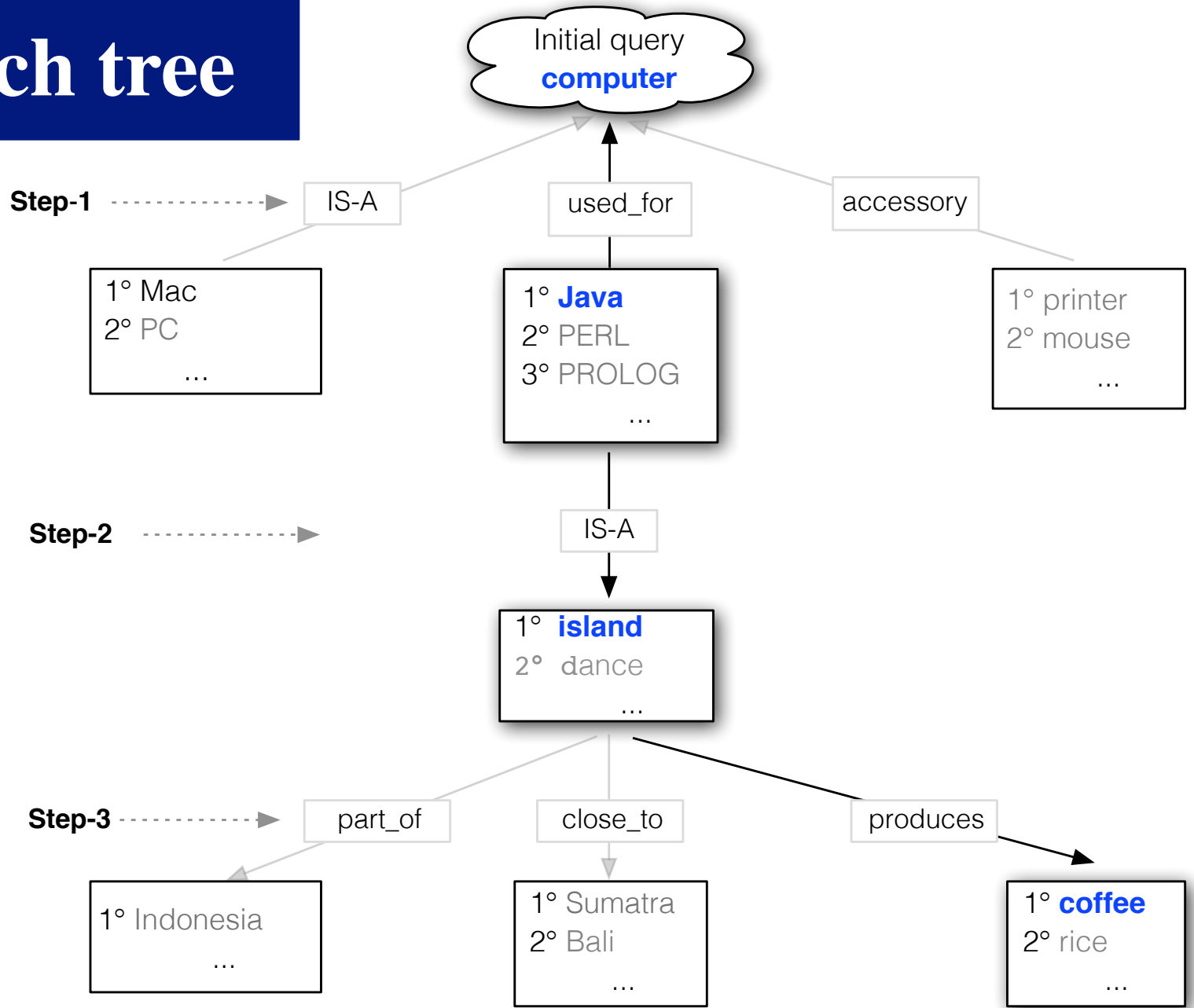
used\_for (tool)

JAVA  
PERL  
PROLOG  
Else



Potential target words

# Search tree



# Why do we need a well balanced corpus?

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**Corpus** should be well balanced in order to represent our world-knowledge (encyclopedic and episodic knowledge)

- ▶ **encyclopedic knowledge**

- .....> New Delhi – capital\_of – India

- (stable knowledge, shared by many people)

- ▶ **episodic knowledge**

- .....> Nadal – winner\_of - French Open

- (fact likely to change over time, shared by a smaller group of people)

# Goal

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Extract automatically **relational** information from corpora

- ▶ corpora are an externalized version of our brain, as they contain episodic + encyclopedic knowledge
  - Paris – capital of – France (stable)
  - Nadal – winner of - French Open (recent event, subject to change)
- ▶ knowledge, i.e. corpora change dynamically
  - fast updating
  - data mining
  - index creation
  - define search patterns

# Conclusion

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I have presented here some ideas concerning the mental lexicon, trying to see whether some of its functionalities can be used in electronic dictionaries.

While it is probably difficult to do much better than to rely on the words composing the definition (meaning) of the target word ([plan A](#), the normal route), a lot can be done to help the user to find the target via an associated concept or word ([plan B](#)).

# Conclusion

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Of course, a lot more work is needed. In particular, we need to

- get the right corpora
- extract the links
- name them and
- build the application allowing to perform the here-described search
- evaluate the tool

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Thanks for  
hanging in!



Just one more talk  
before hanging out!