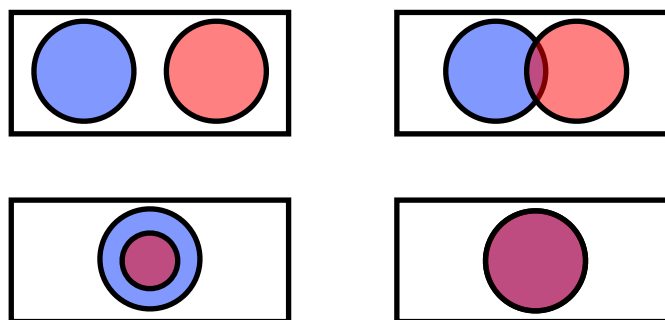


# Introductory Bayesian pragmatics



9.19: Computational Psycholinguistics

22 November 2023

Roger Levy

# Ad-hoc scalar inference

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A



B



C

*Bob can only say one word to communicate with you and he says: **"glasses"***

# Ad-hoc scalar inference

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B



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*Bob can only say one word to communicate with you and he says: "glasses"*

**Empirical finding:** >75% of experimental participants choose character **B**!

# What is *said* and what is *meant*

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A



B



C

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"glasses"



A



B



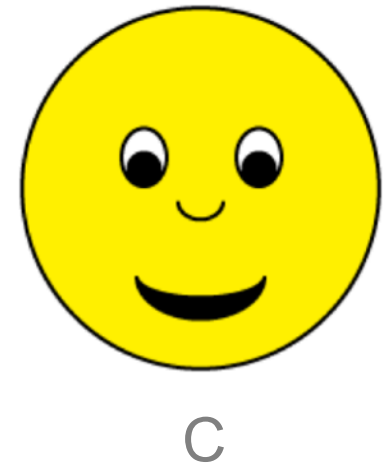
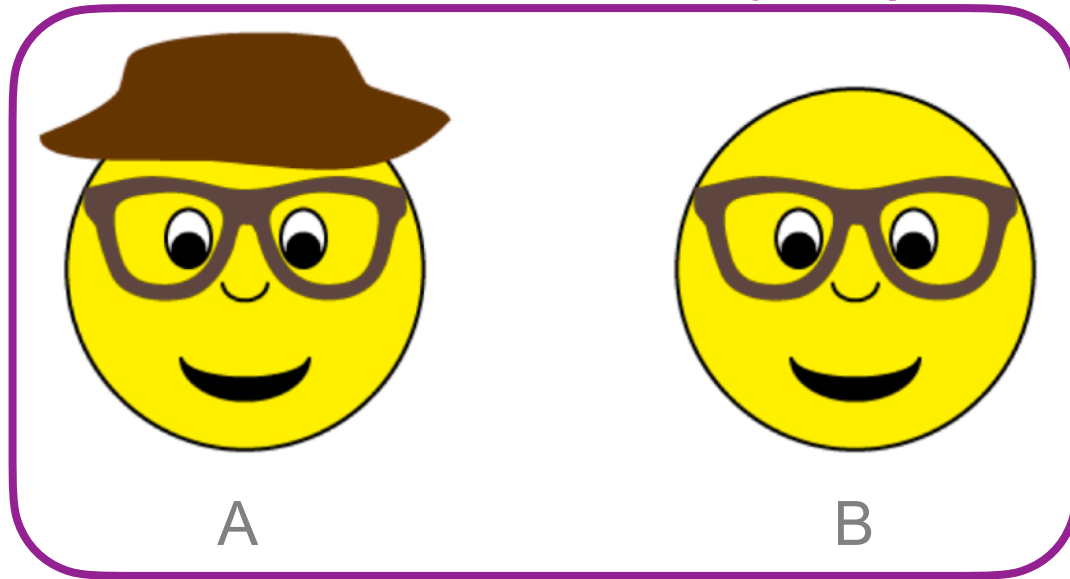
C

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*Literally compatible*

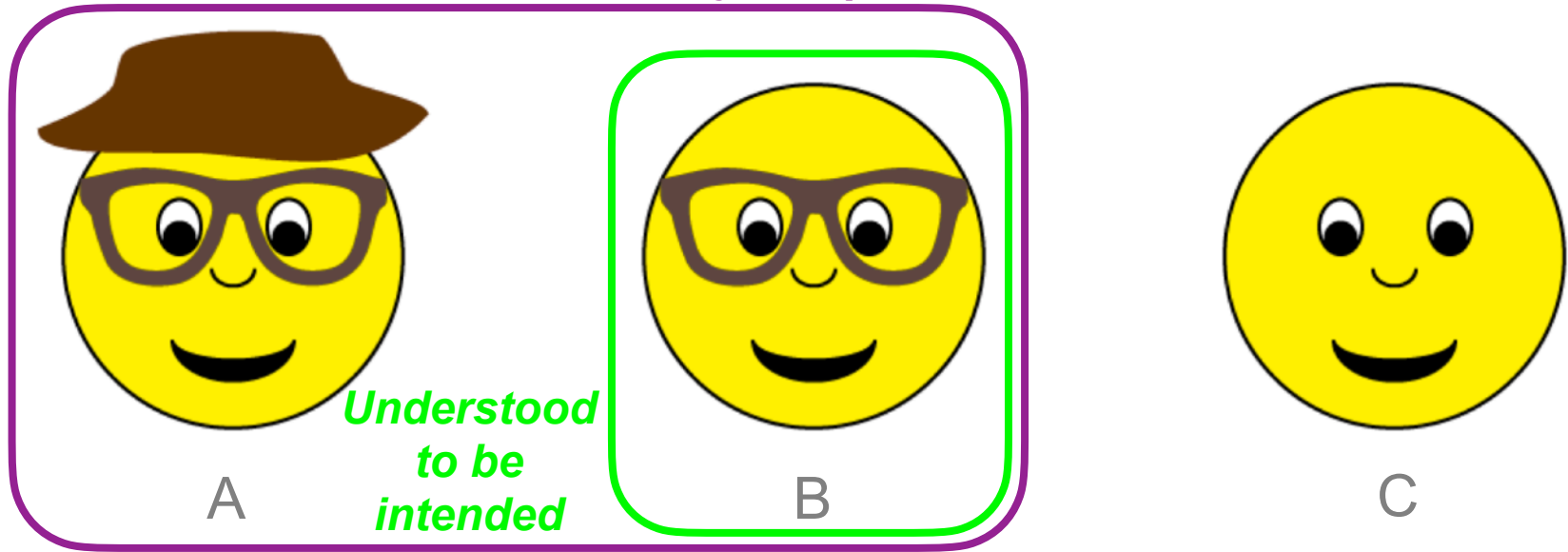


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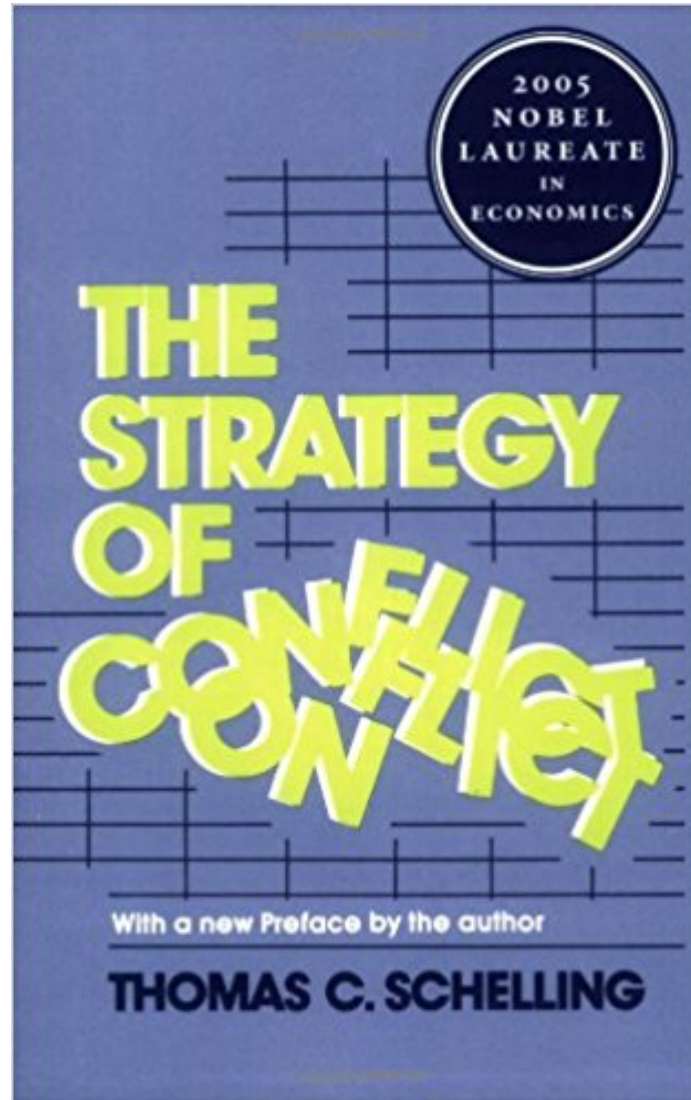
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# Coordination games

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# Formalizing theories of semantics & pragmatics

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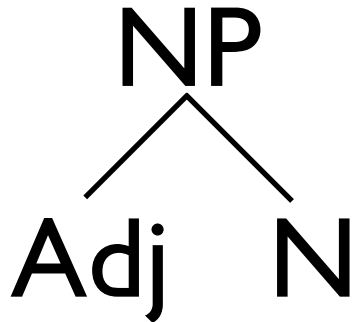
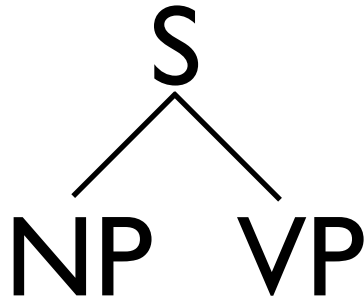
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- Probabilistic models over rich logical structures finally allow us to formalize joint semantic/pragmatic models
- Allows us to connect insights about linguistic meaning from across cognitive science—linguistics, AI, cognitive psychology, social cognition, philosophy



# Semantics: principle of **compositionality**

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*The meaning of a complex expression is determined by the rules by which the expression is formed as applied to the meaning of the expression's subparts.*

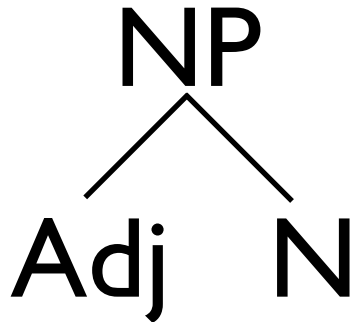
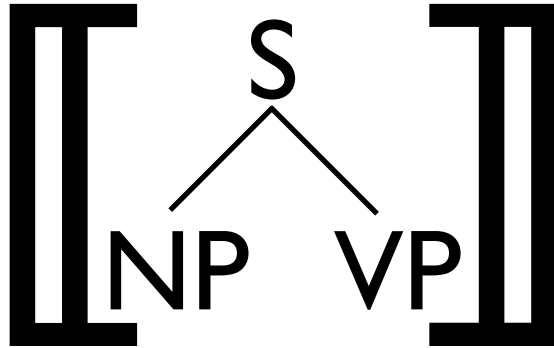


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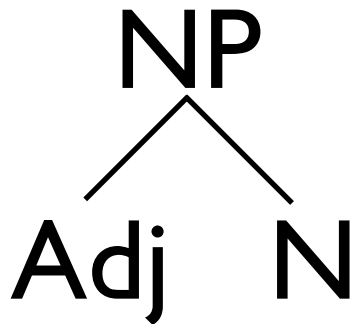
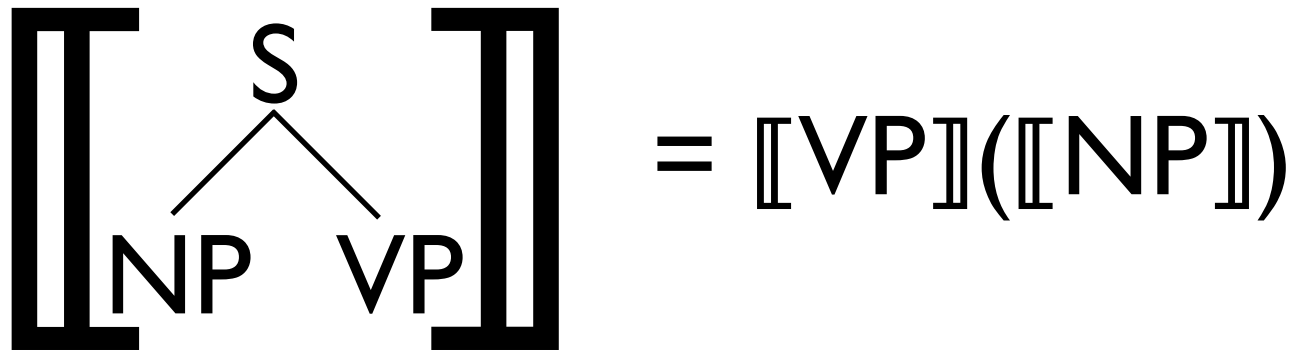


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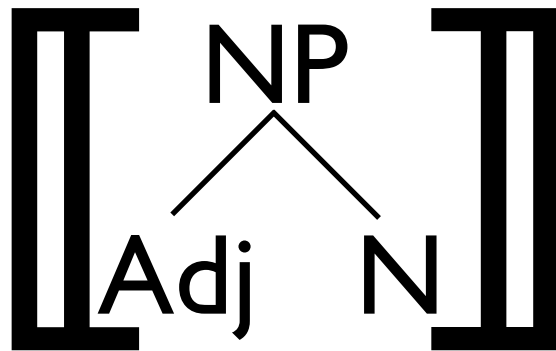
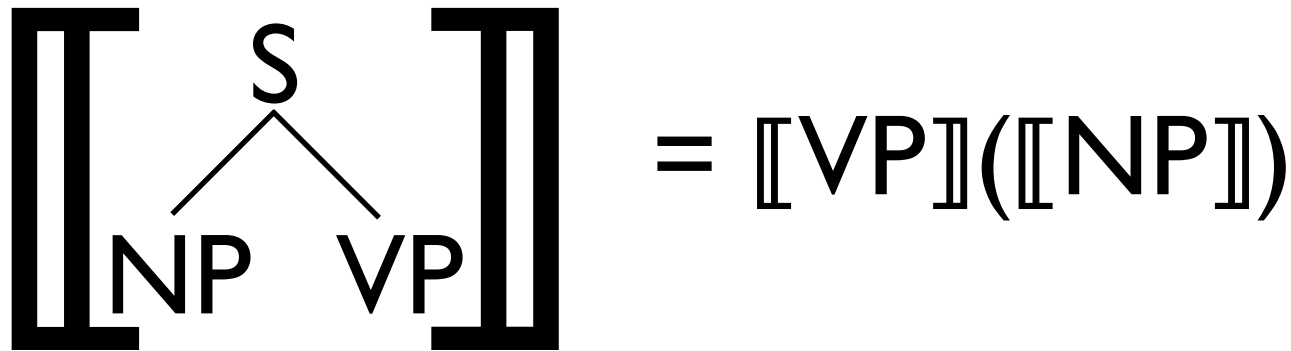


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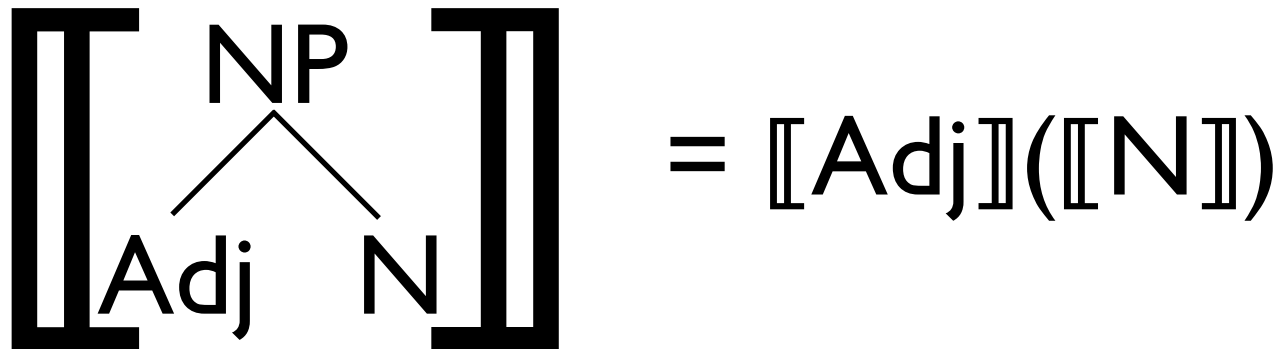
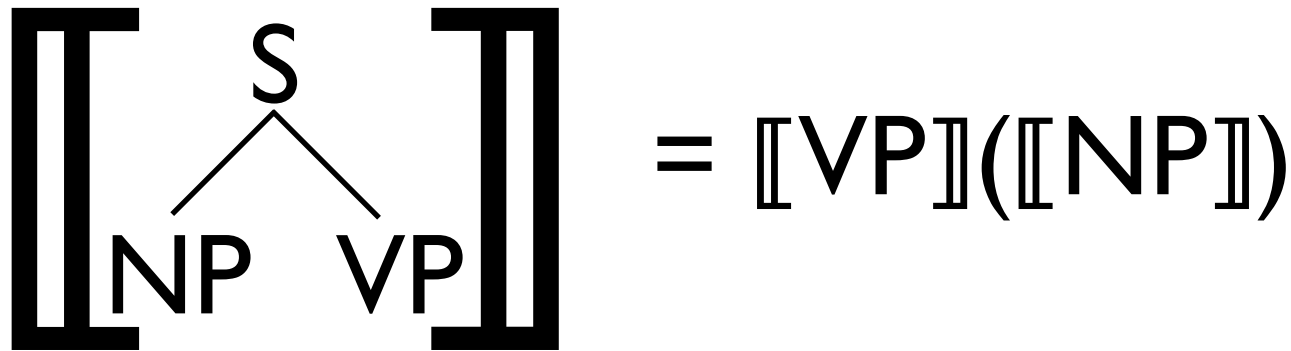


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...

# Pragmatics: Grice, 1975

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Make your conversational contribution such as is required, at the stage at which it occurs, by the accepted purpose or direction of the talk exchange in which you are engaged. One might label this the COOPERATIVE PRINCIPLE.

# Grice's maxims (in his own words)

---

- **Quality:** Try to make your contribution one that is true, i.e.:
  - Do not say what you believe to be false.
  - Do not say that for which you lack adequate evidence.
- **Quantity:**
  - Make your contribution as informative as is required (for the current purposes of the exchange).
  - Do not make your contribution more informative than is required.
- **Relation:** Be relevant
- **Manner:** Be perspicuous, i.e.:
  - Avoid obscurity of expression
  - Avoid ambiguity
  - Be brief
  - Be orderly

# Generating implicatures

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- Assuming that the maxims hold often allows listeners to infer meaning intentions on the part of the speaker that go beyond the literal meaning of the speaker's utterance
- These additional meaning intentions are **implicatures**.



# Examples of the maxims in action

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*A. I could really use a cup of coffee.*

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# Examples of the maxims in action

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- Example:
  - A. *I could really use a cup of coffee.*
  - B. *There's a good place called Area Four nearby.*
- Assuming the maxims of **Quality** (be truthful) and **Relation** (be relevant) holds allows B to understand A's declarative statement as a request for information, and allows A to understand B's response as providing that information

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- Example: A and B are late in their senior year of high school and discussing college applications by text.

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- Example: A and B are late in their senior year of high school and discussing college applications by text.
  - A. *How did your applications go?*
  - B. *I got into some of my top-choice schools*
- In addition to the Maxims of Quality and Relation, assuming the Maxim of **Quantity** holds allows A to infer that there were some of B's top-choice schools that B did *not* get into

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- Example: A performed a duet. C was in the audience and relates the experience to B, who was not.  
B. *How was the performance?*  
C. *A got all the notes in the right order.*
- The maxim of **Manner** licenses the inference that A's performance may not have been that great.

# A simple communication game

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  - That the game is purely cooperative

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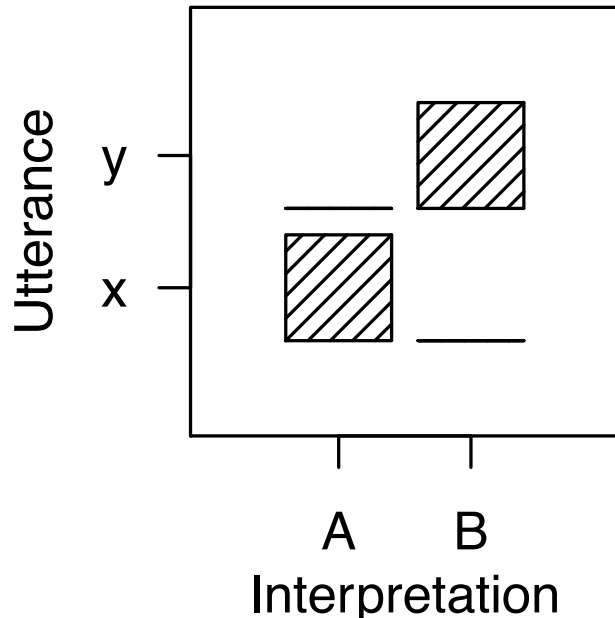
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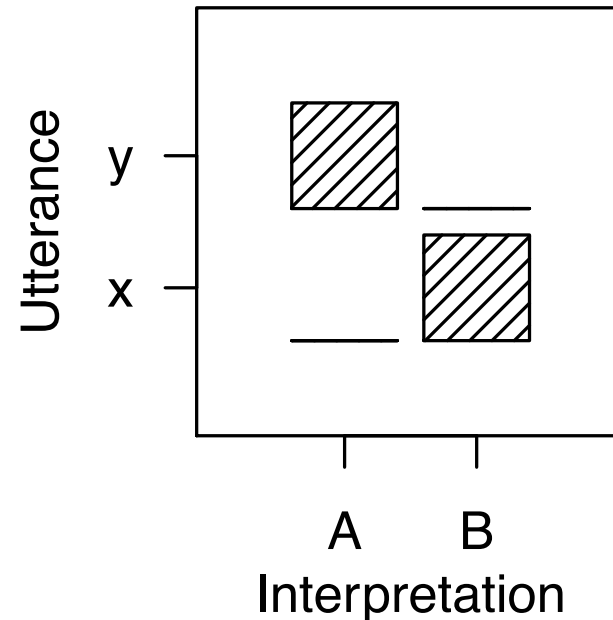
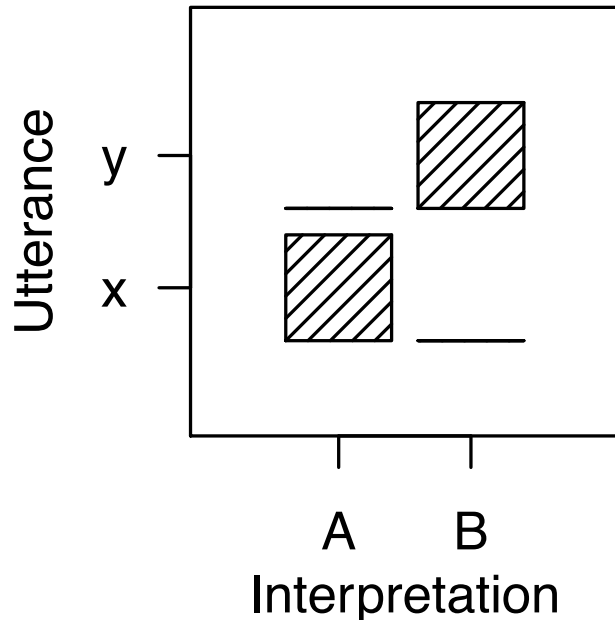
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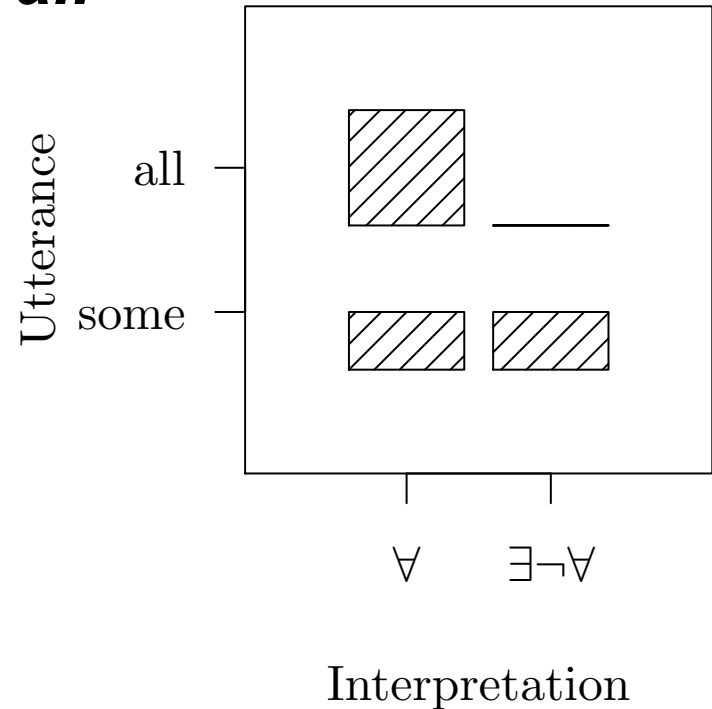
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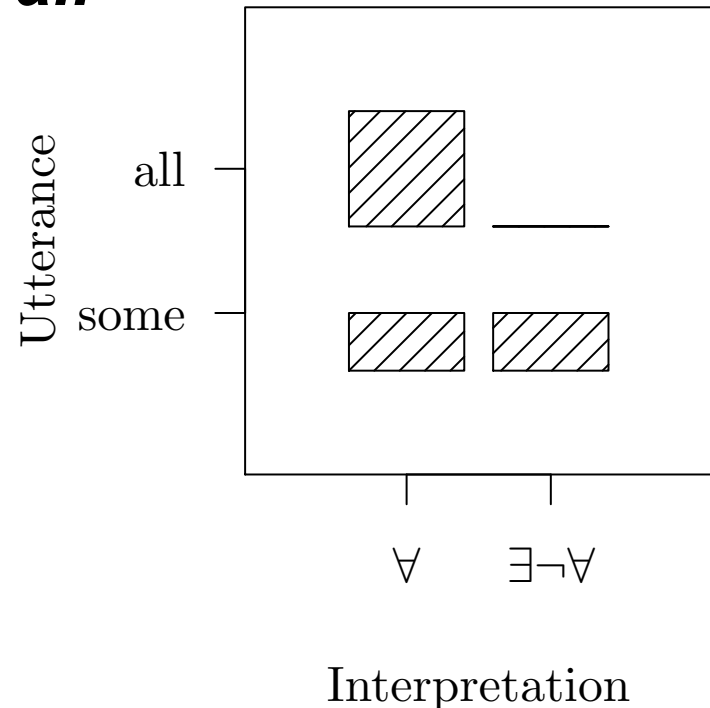
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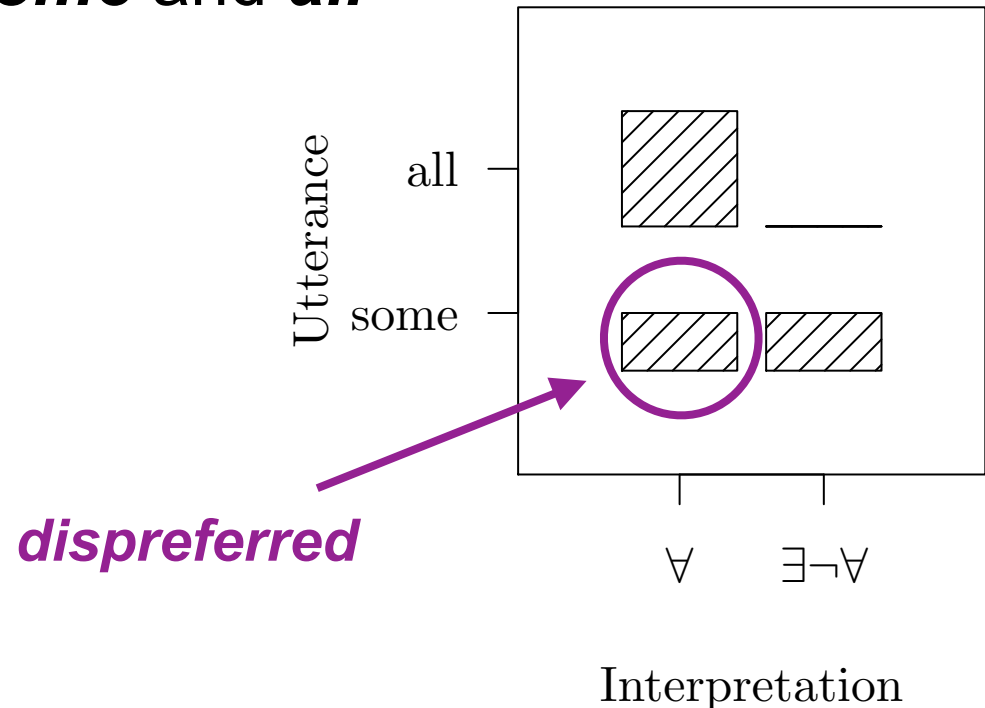
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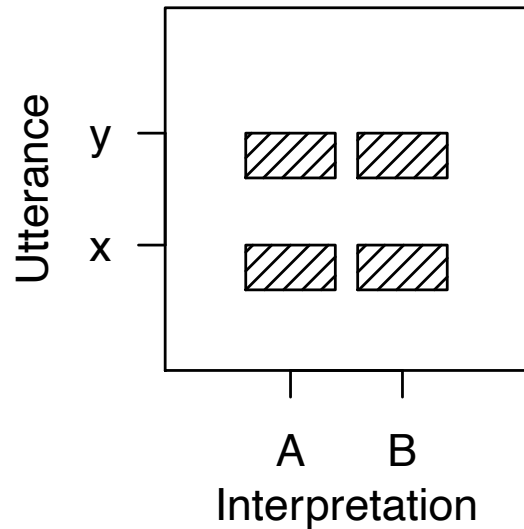
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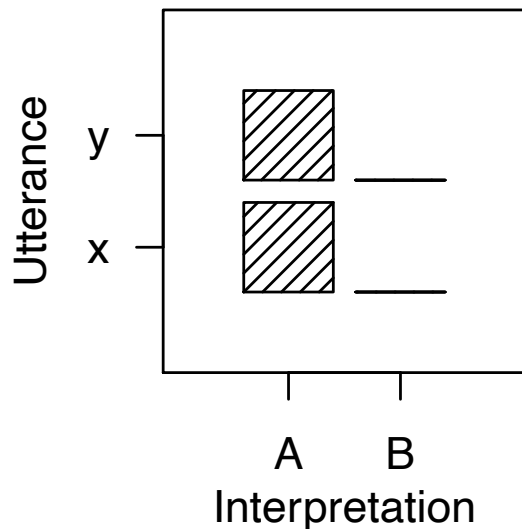
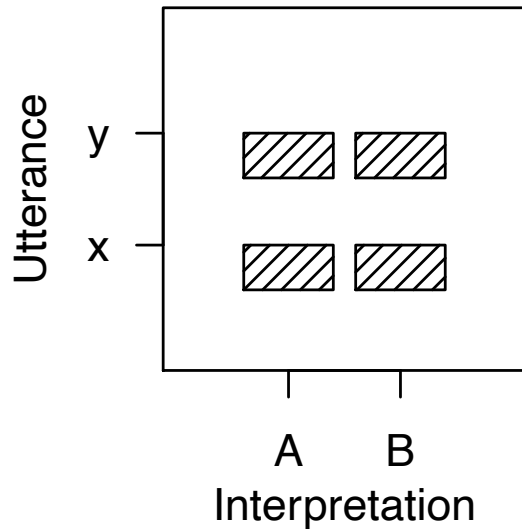
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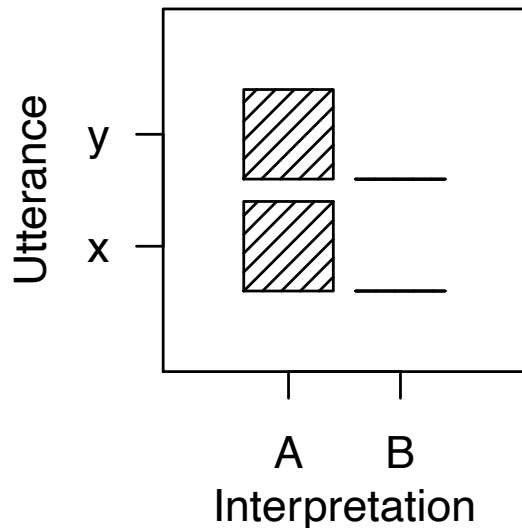
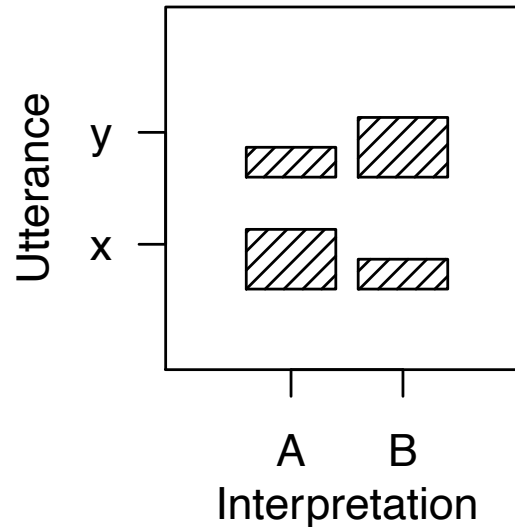
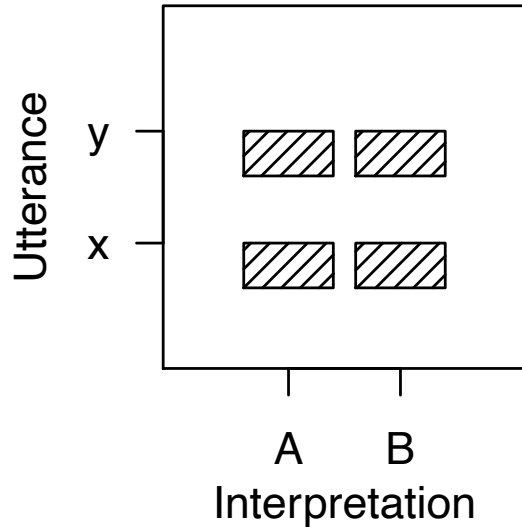
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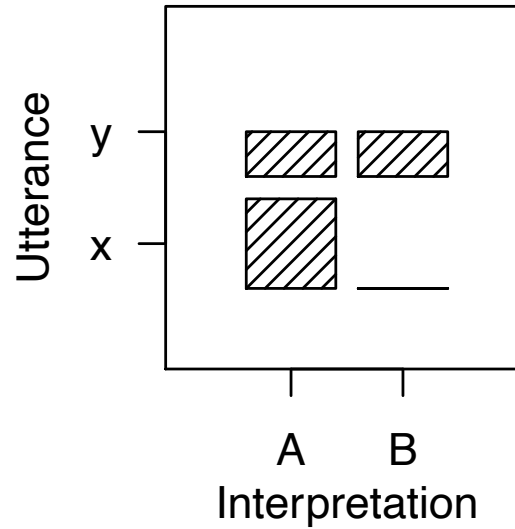
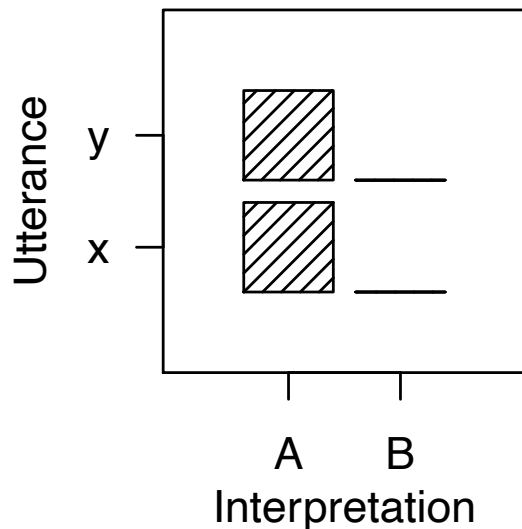
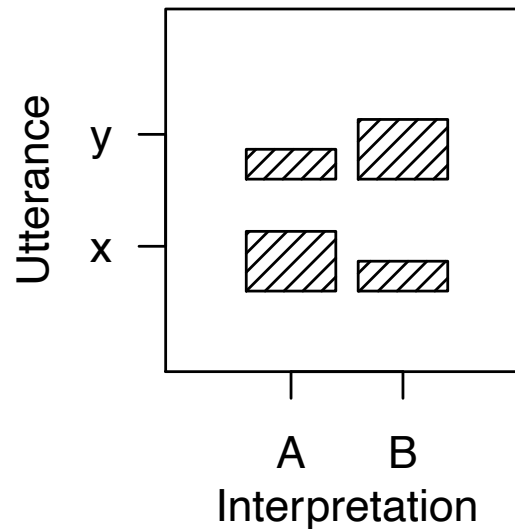
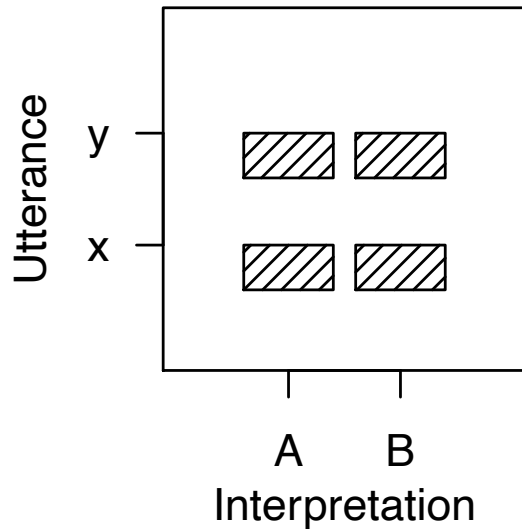
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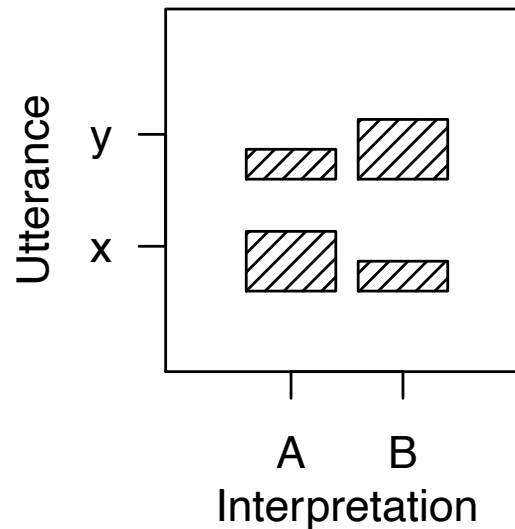
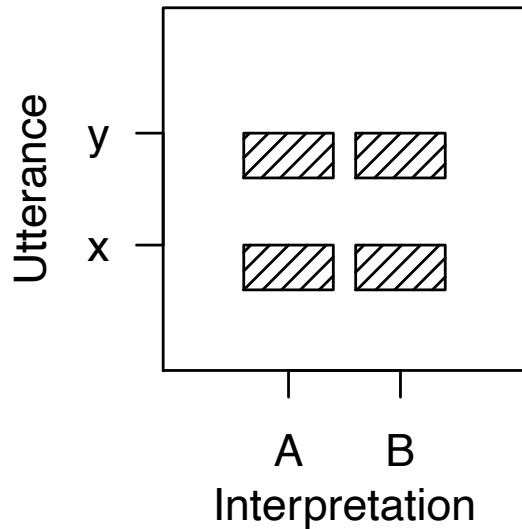
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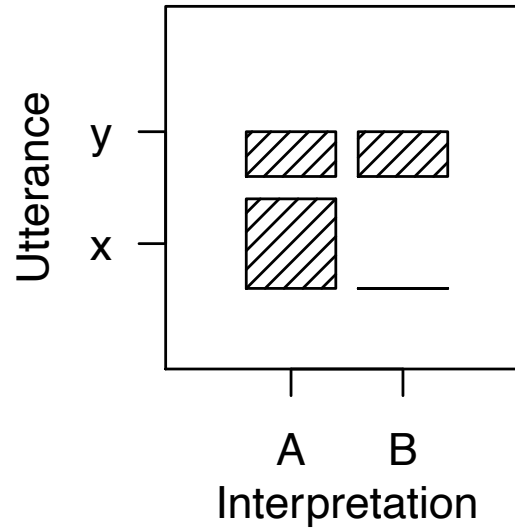
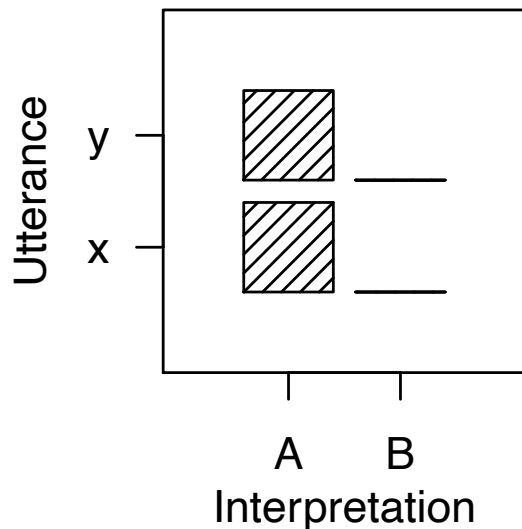


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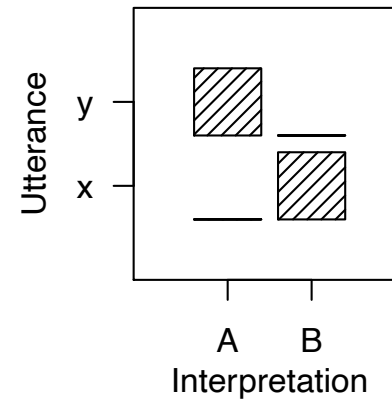
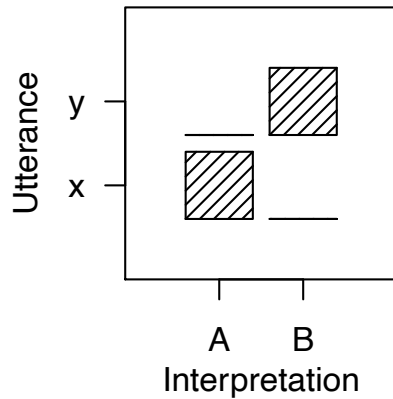
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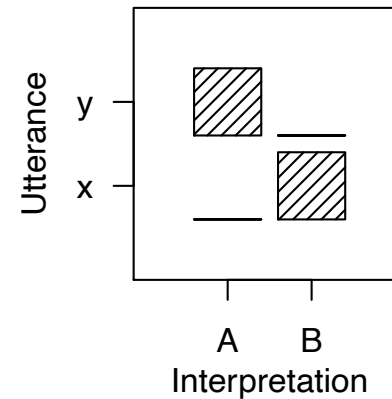
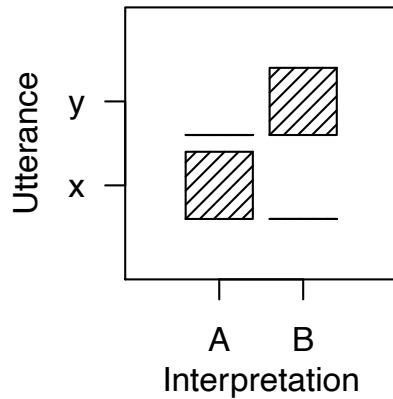
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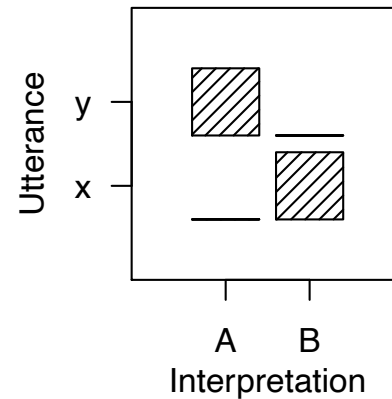
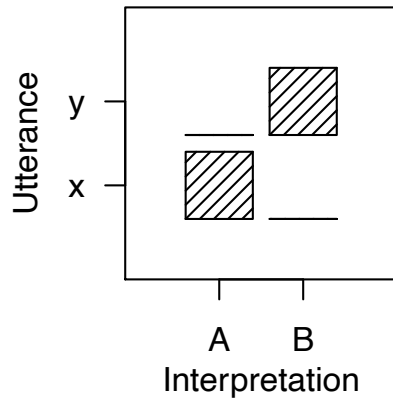
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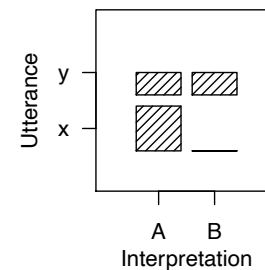
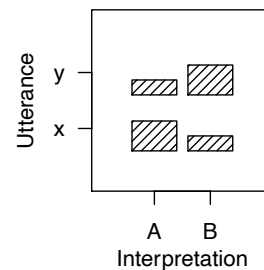
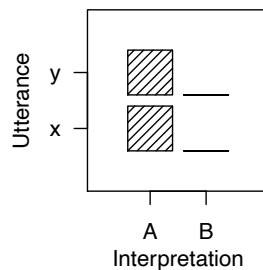
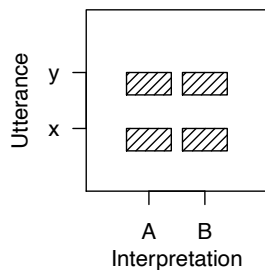
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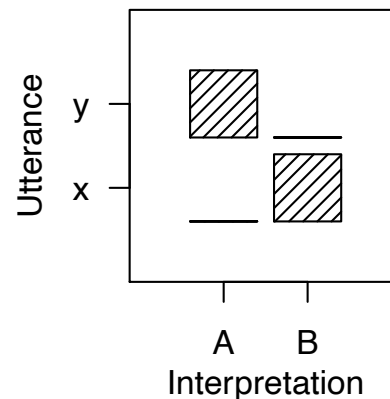
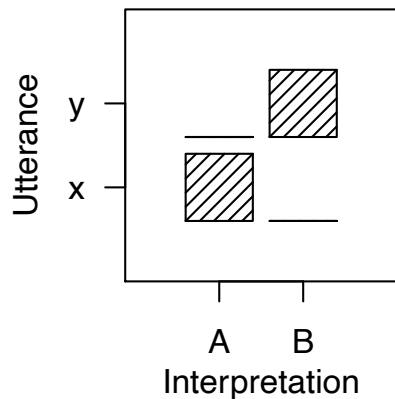


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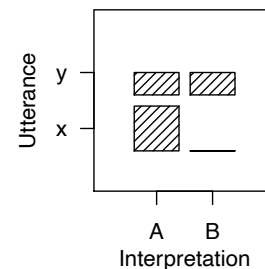
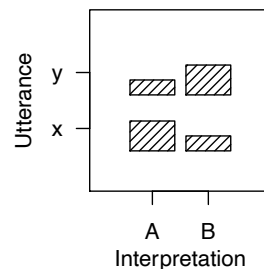
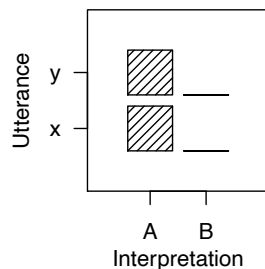
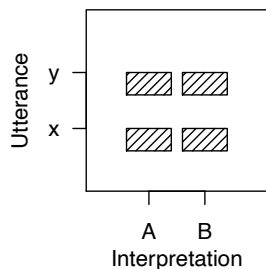


# A simple communication game

- *Efficient* communication would involve getting as close as possible to Pareto-optimal strategies...



- ...and away from the suboptimal strategies



...

- ...but without conventions, there's no way to do this reliably!

# Scalar implicature

---

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---

- Consider the conventions offered us by ***some*** and ***all***

# Scalar implicature

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- For simplicity, assume prior  $P(\exists \neg \forall) = P(\forall) = 1/2$



# Bayesian theories of pragmatics

---

*(Frank & Goodman, 2012; Bergen et al., 2016; Goodman & Frank, 2016; Franke, 2009; Jäger & Ebert, 2009; Jäger, 2011)*

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  - align the listener's beliefs with those of the speaker
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- Grammar and the literal meanings of words are common knowledge between speaker and listener
- Speaker and listener can recursively reason (probabilistically) about each other



# Scalar implicature

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# Scalar implicature

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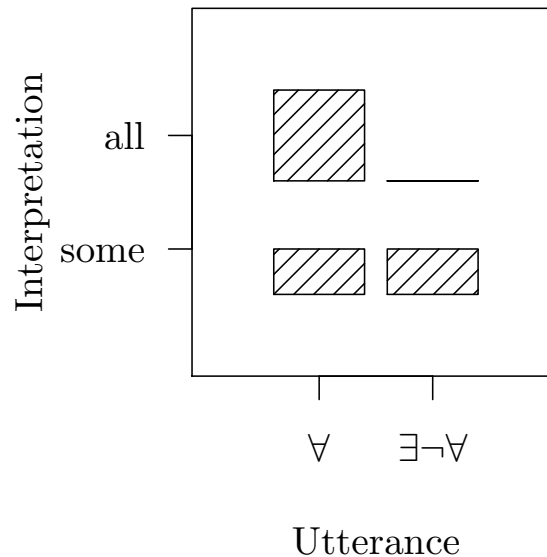
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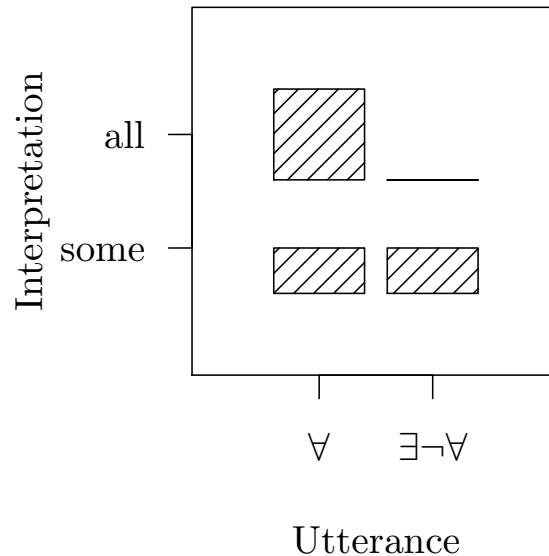
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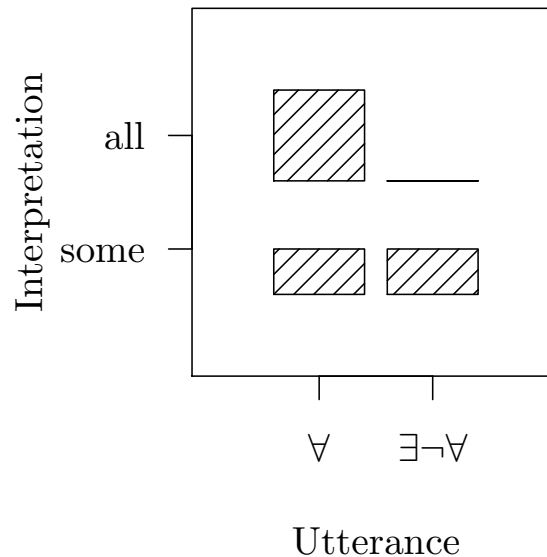


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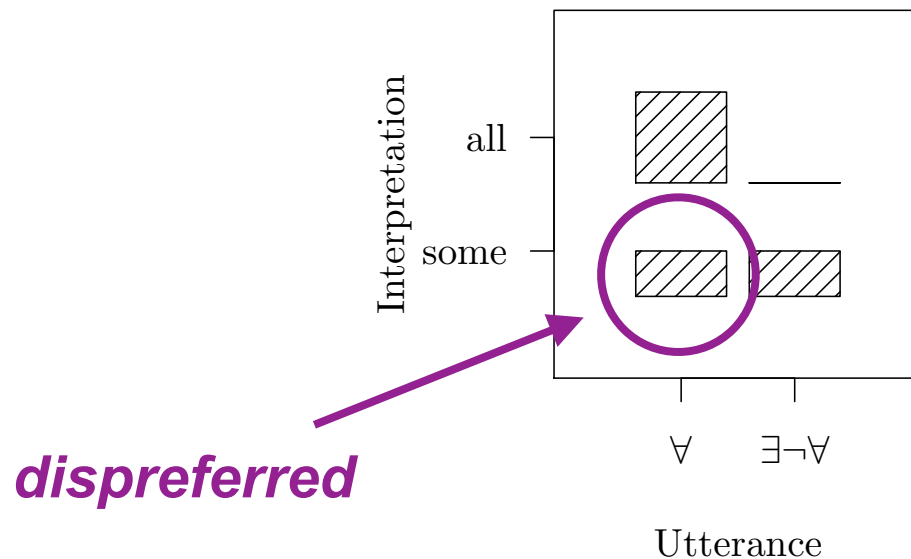


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# The Rational Speech-Act (RSA) model

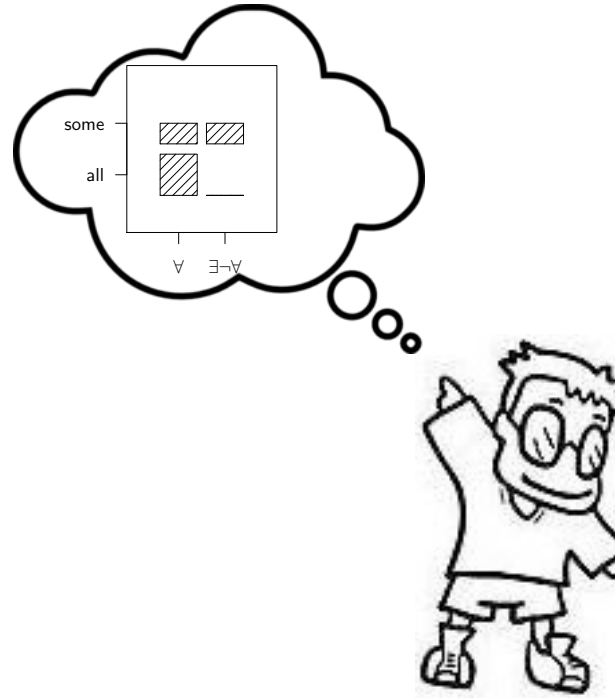
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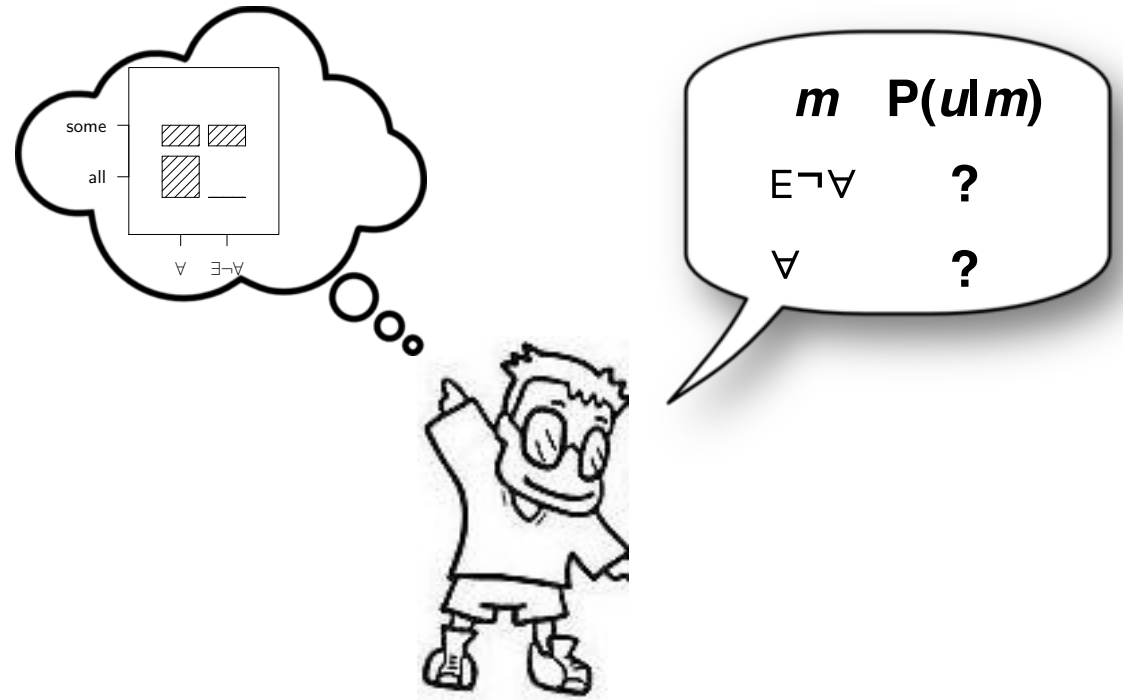
*(Frank & Goodman, 2012;  
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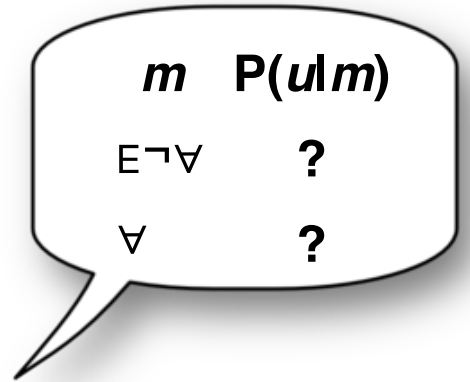
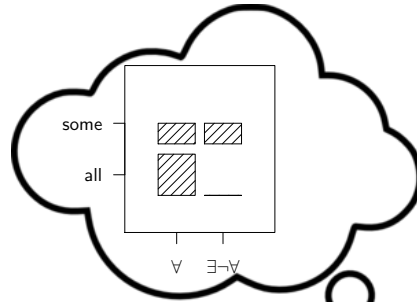
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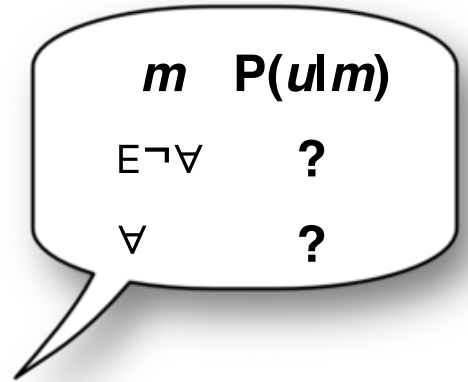
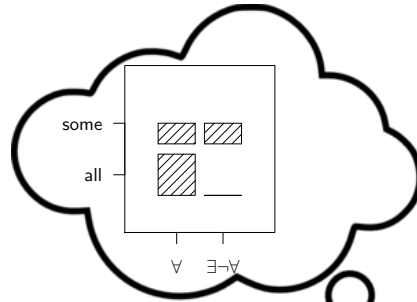


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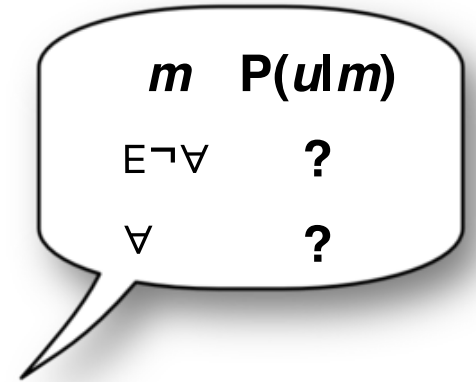
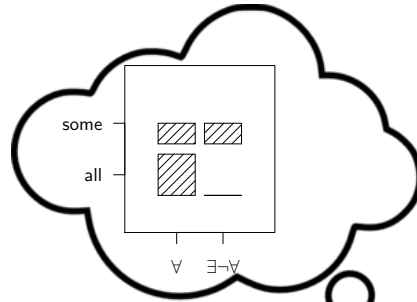


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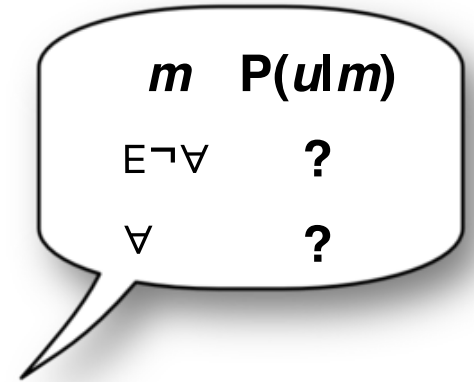
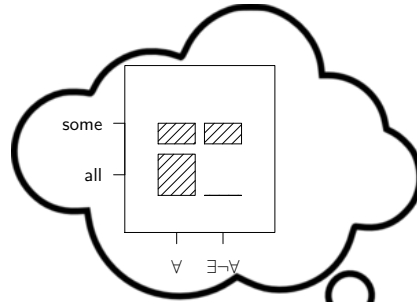
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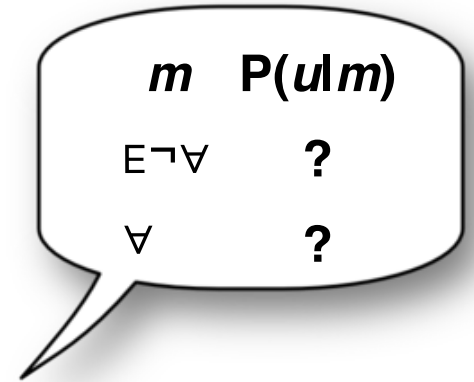
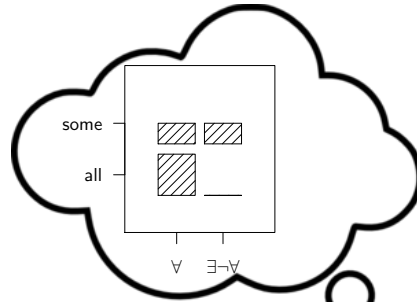
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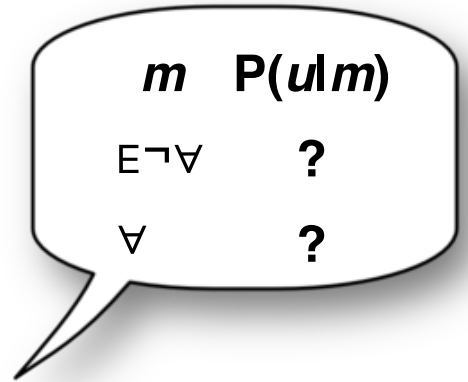
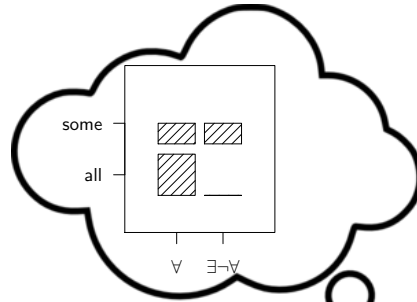
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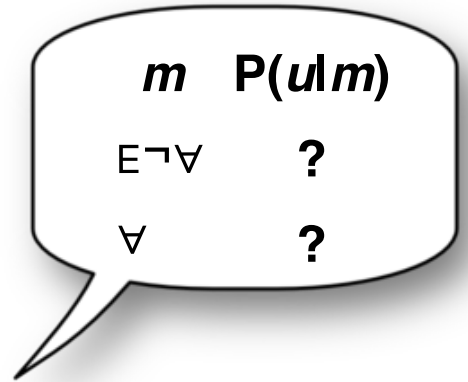
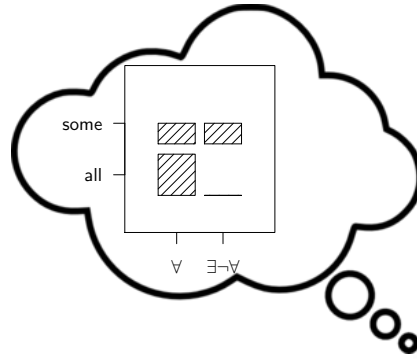
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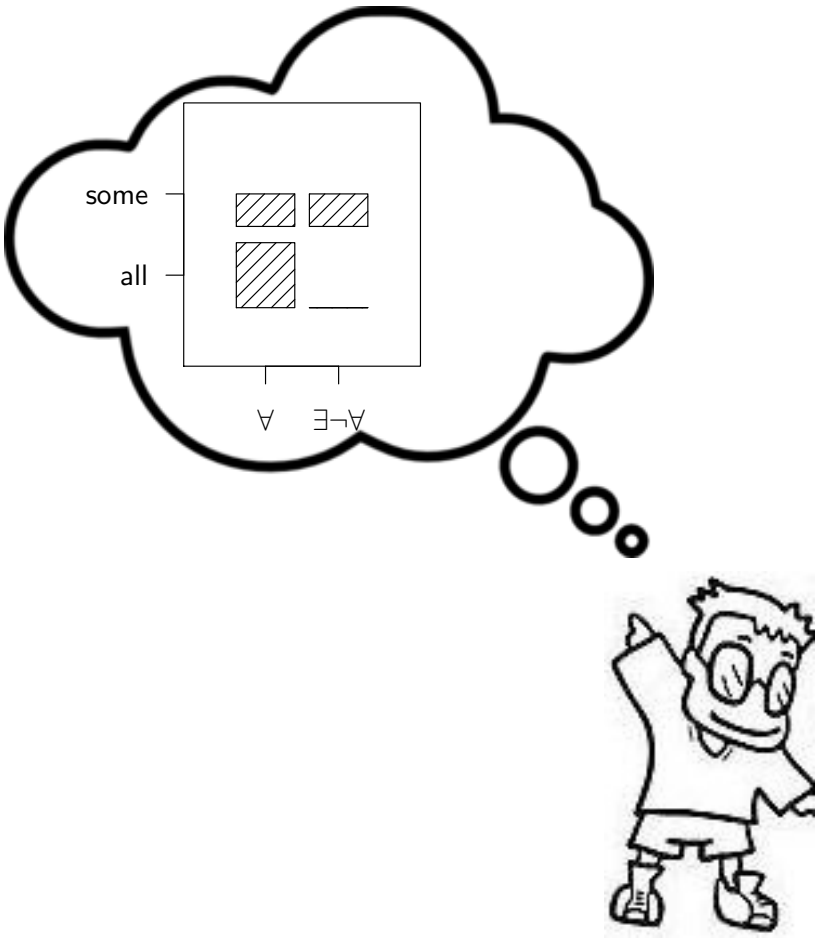
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*Softmax optimality parameter*

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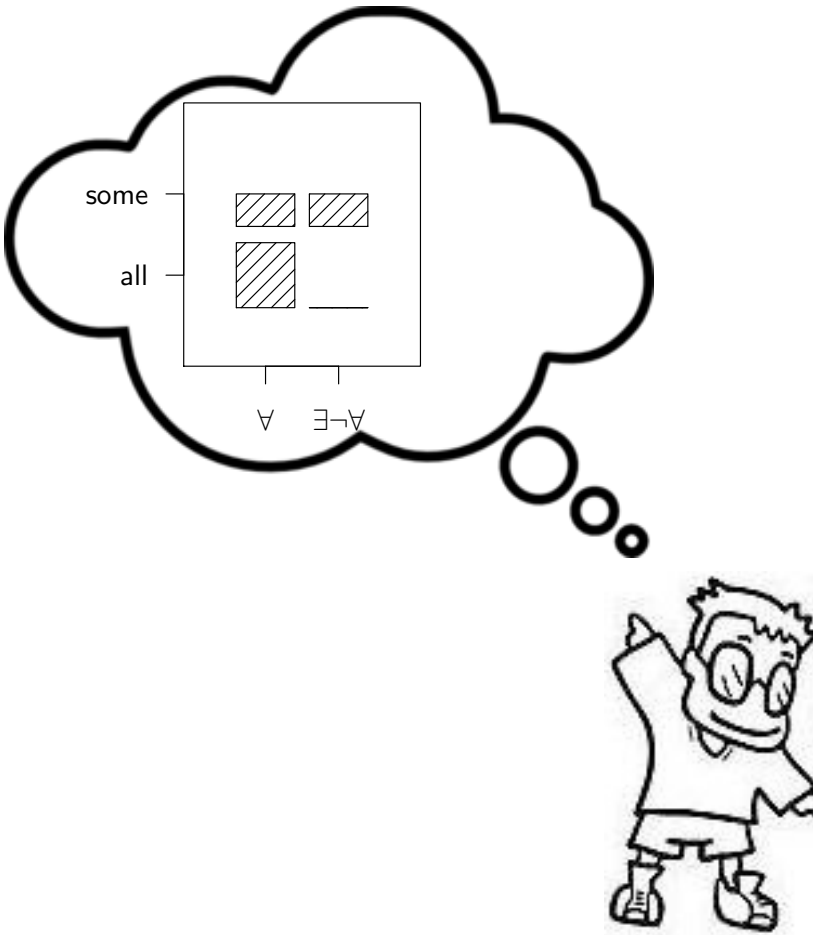
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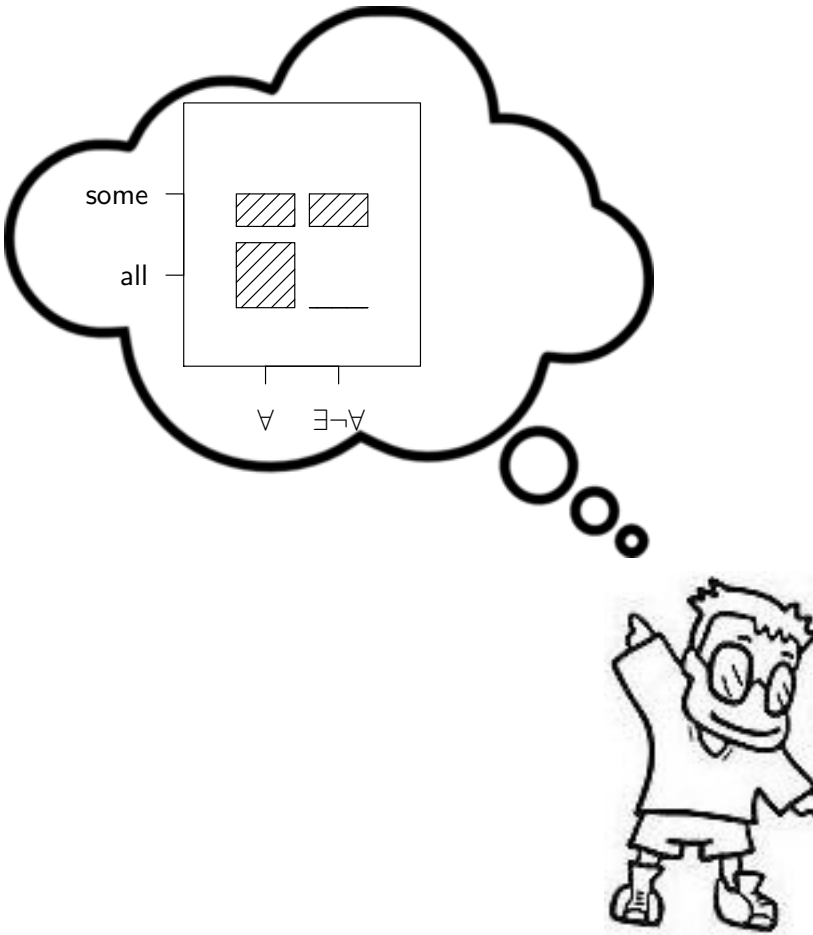
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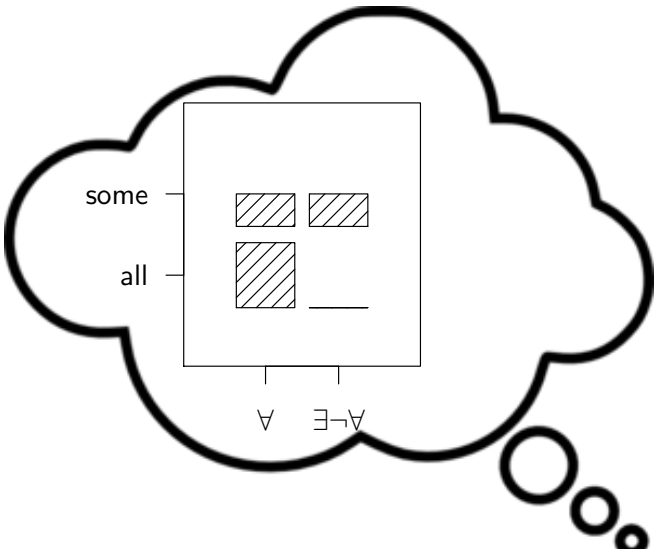


*Utterance cost*

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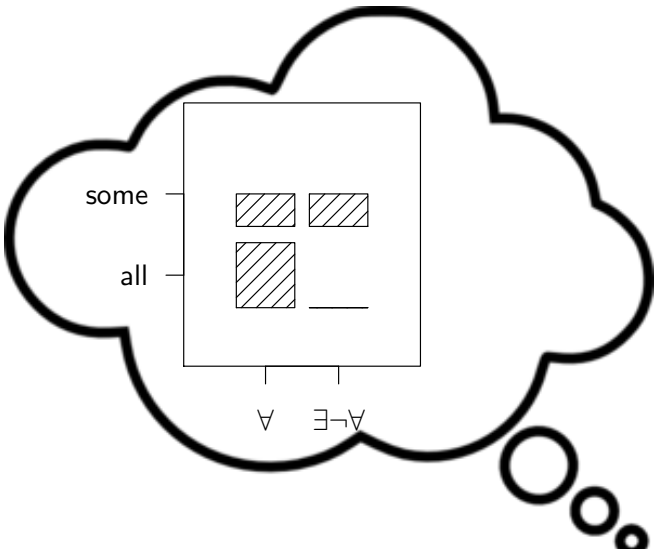
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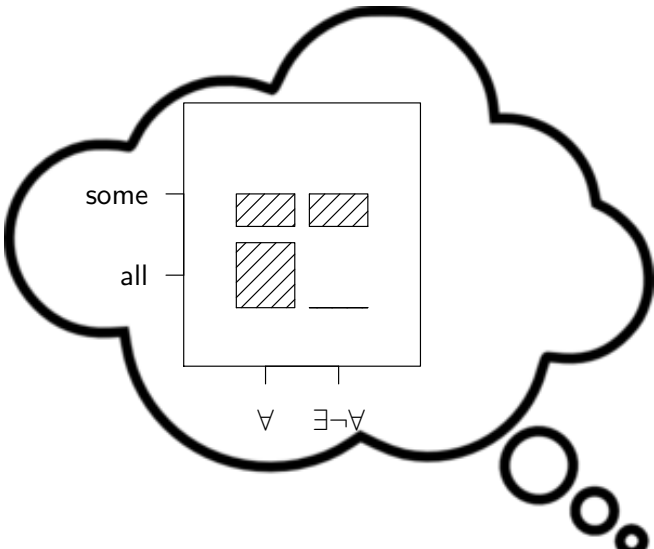
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*“Greedy optimality” parameter*



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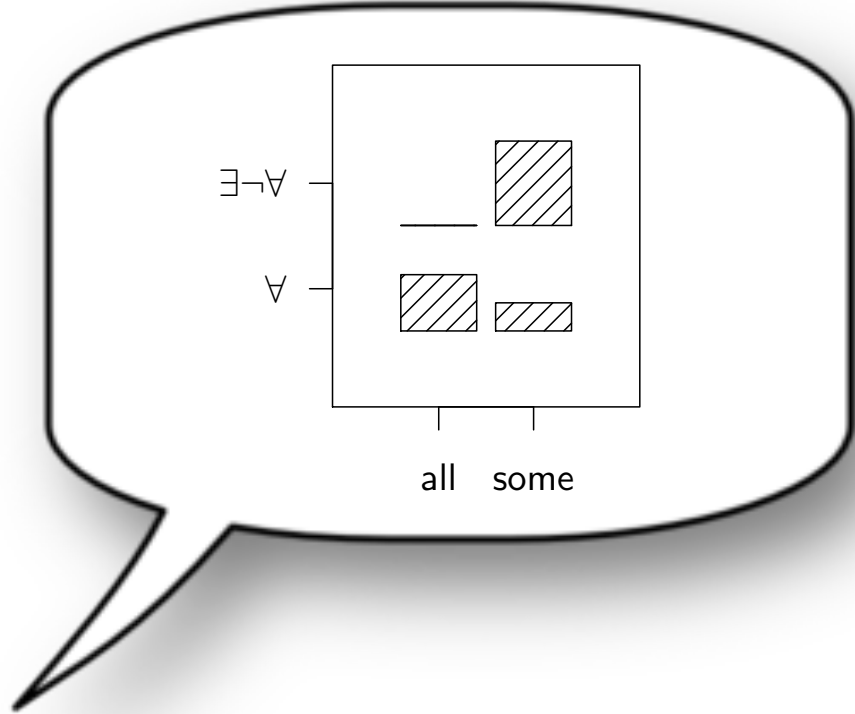
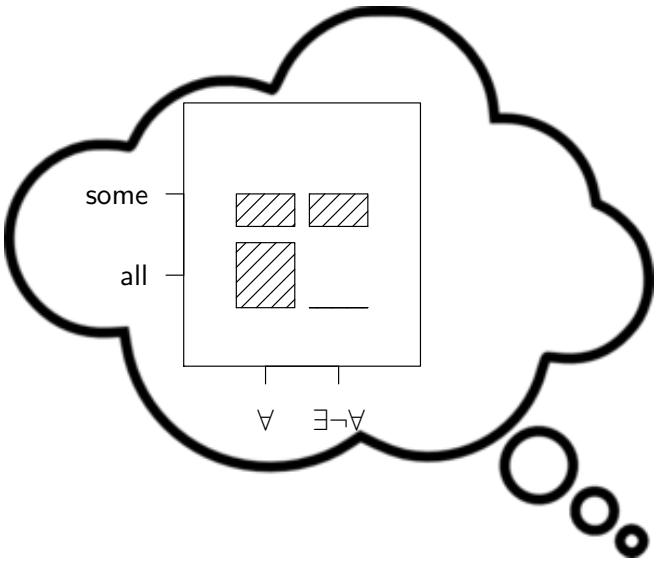
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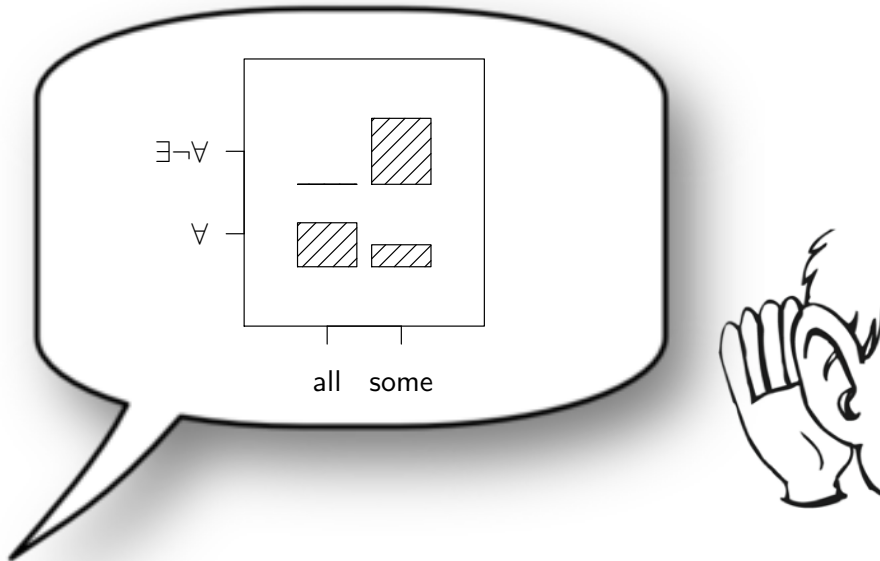
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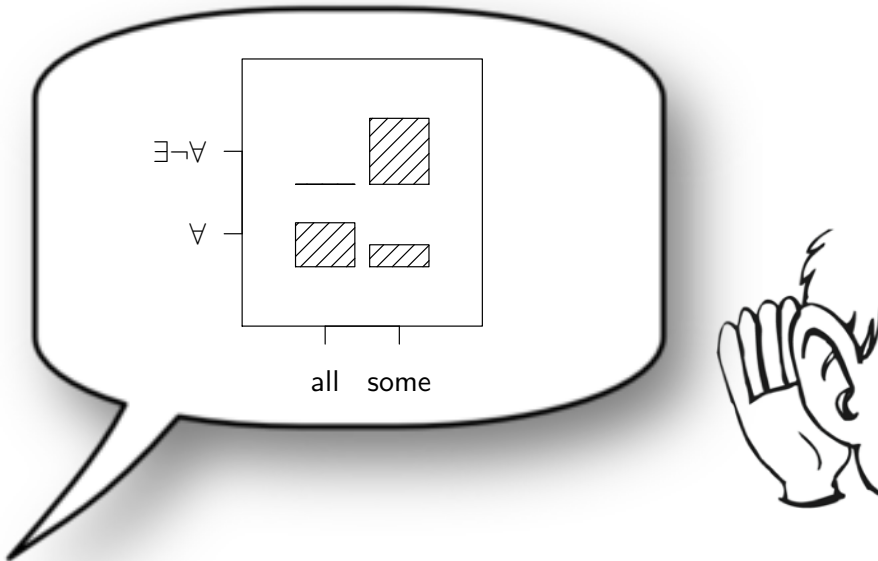
# Scalar implicature in RSA: listening

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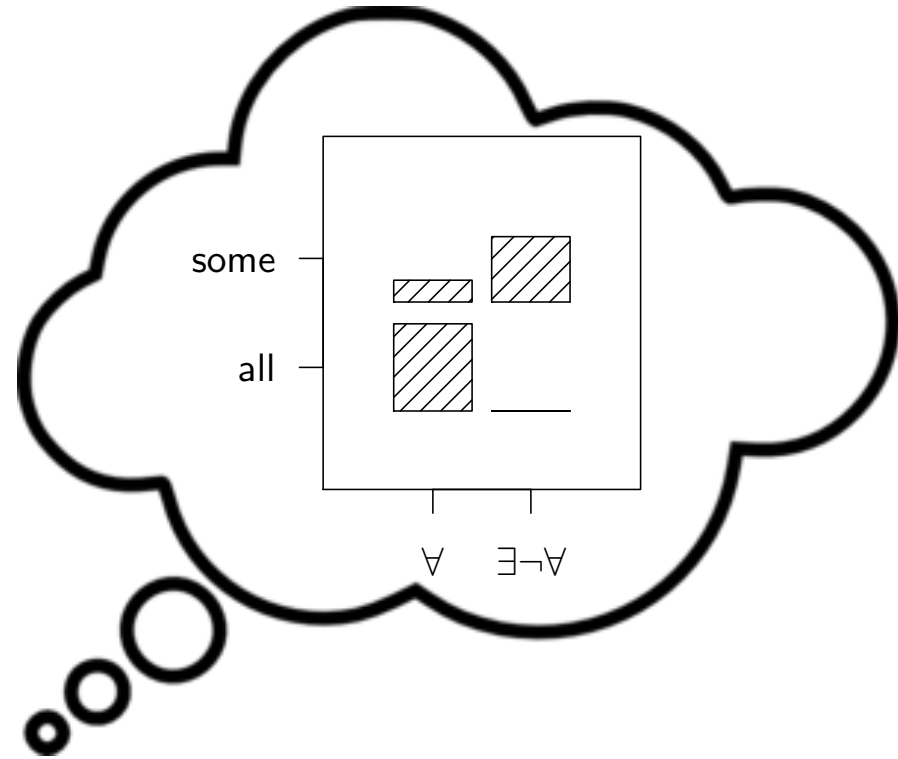
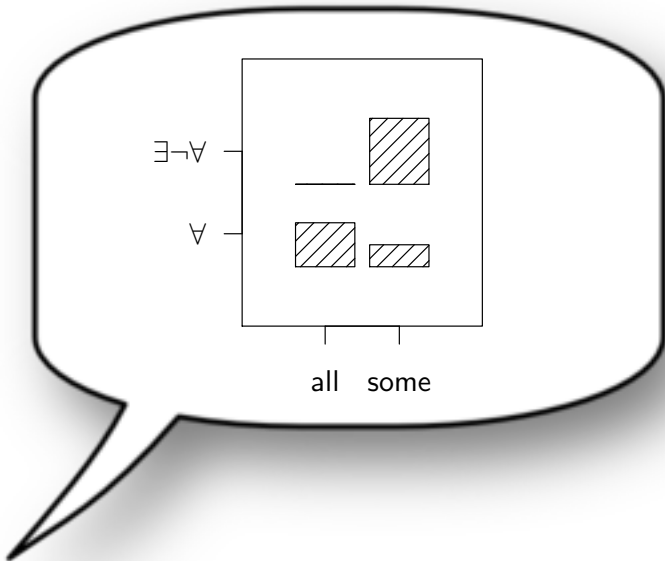
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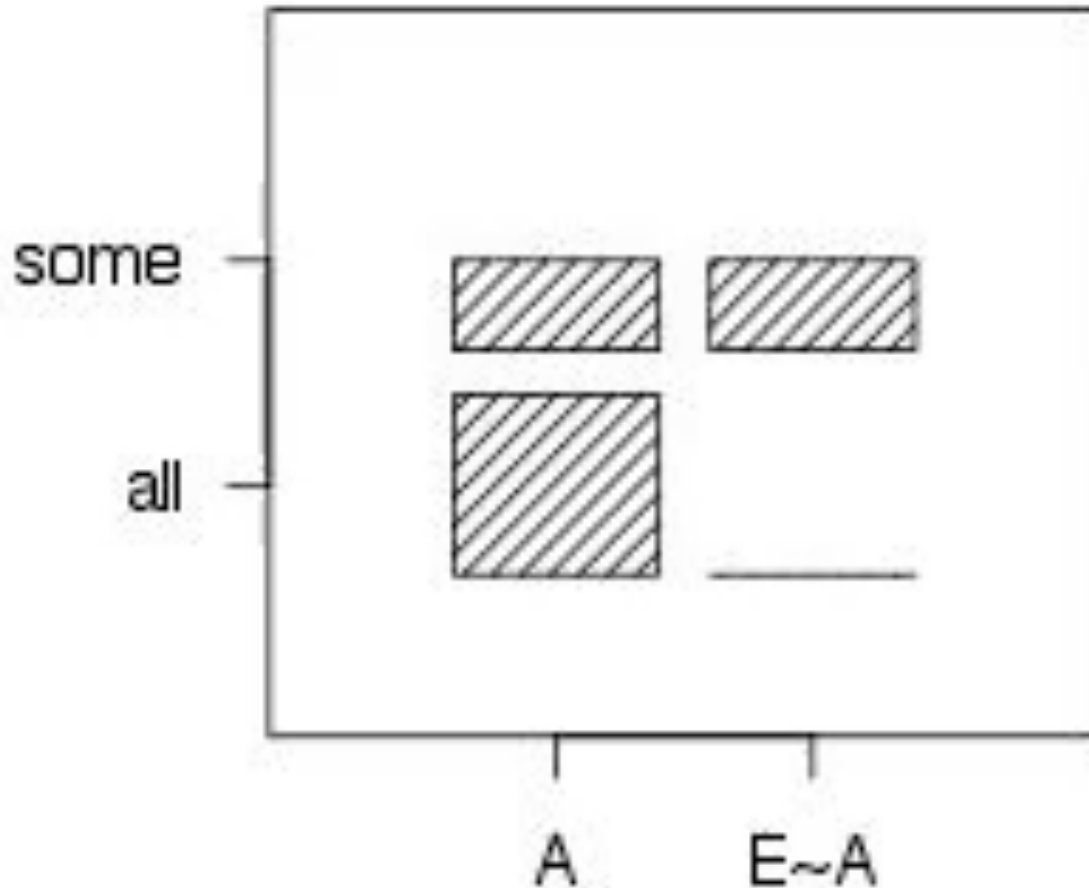
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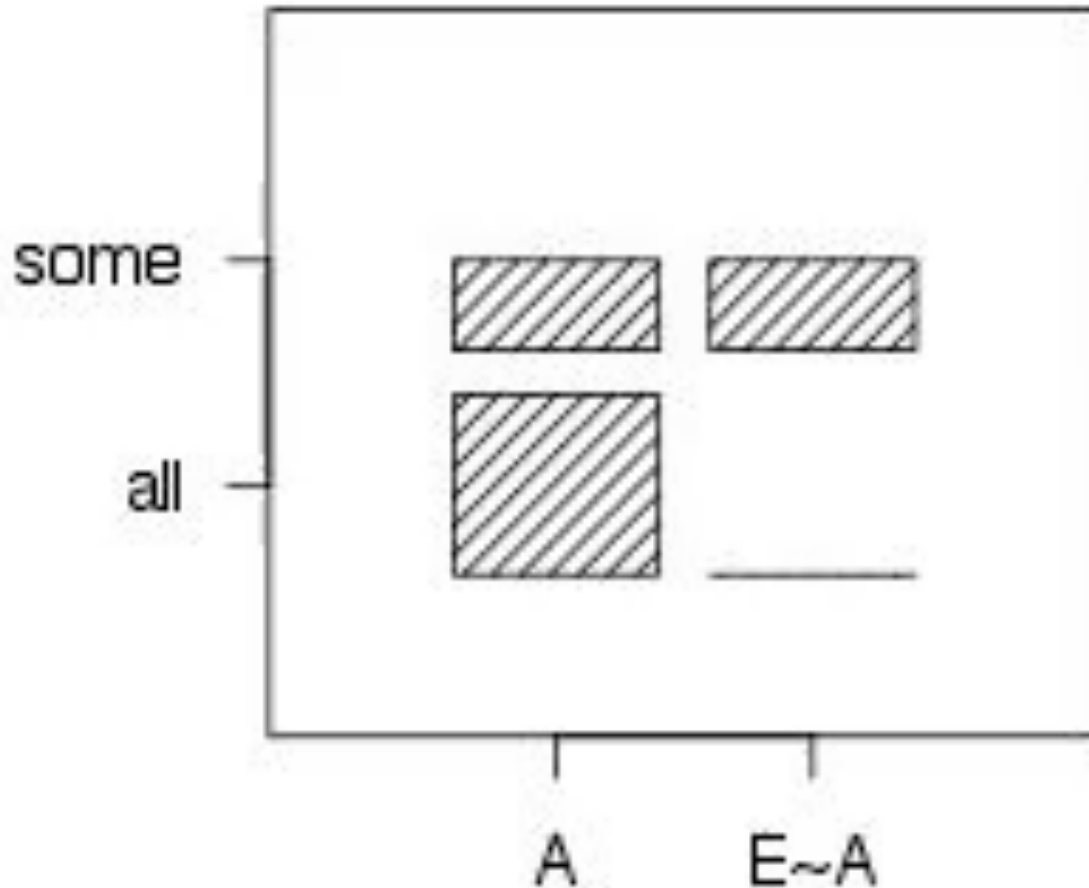
# Speaker—listener recursion in RSA

- The process of recursion strengthens the implicature



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# Conceptual framing

---

- Speaker and listener got (close) to a Pareto-optimal strategy by combining two ingredients:
  - Language knowledge (lexicon/grammar) as the *raw materials* for initial solutions to the communication game
  - General principles of socio-cognitive reasoning to craft these raw materials into more efficient solutions
- These two ingredients together allow discourse participants to do *so much more* than either one alone



# Levinson's (2000) typology of implicature

---

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## **Q-implicature**

(Horn's Q)

*What isn't said isn't meant*

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I didn't injure **my** child

## M-implicature

(Horn's "division of pragmatic labor")

*Align utterance simplicity  
with situation stereotypicality*

I started the car



...by **just** turning the key

I got the car to start



...I needed to do **more than  
just** turn the key

## I-implicature

(Horn's R, sort of)

*Interpret utterances as  
the prototypical case*

The cup is on the table



It's **in contact with** the table

I injured a finger



I injured **my own** finger

*Can we explain this typology from basic principles in a probabilistic pragmatic framework, respecting linguistic form, semantic composition, and world knowledge?*

# Q/I tradeoff in rational speech-act theory

---

*I injured a child → it WASN'T my child*

# Q/I tradeoff in rational speech-act theory

---

*I injured a child* → *it WASN'T my child*

Assumed alternative set:

*I injured **my** child*

*I injured **a** child*

*I injured **someone else's** child*

# Q/I tradeoff in rational speech-act theory

---

*I injured a child* → *it WASN'T my child*

$$c(\text{my}) = c(\text{a}) = 0$$

$$c(\text{someone else's}) = 1$$

$$P(\text{MINE}) = \frac{1}{2}$$

Assumed alternative set:

*I injured **my** child*

*I injured **a** child*

*I injured **someone else's** child*



# Q/I tradeoff in rational speech-act theory

*I injured a child* → *it WASN'T my child*

$$c(\text{my}) = c(\text{a}) = 0$$

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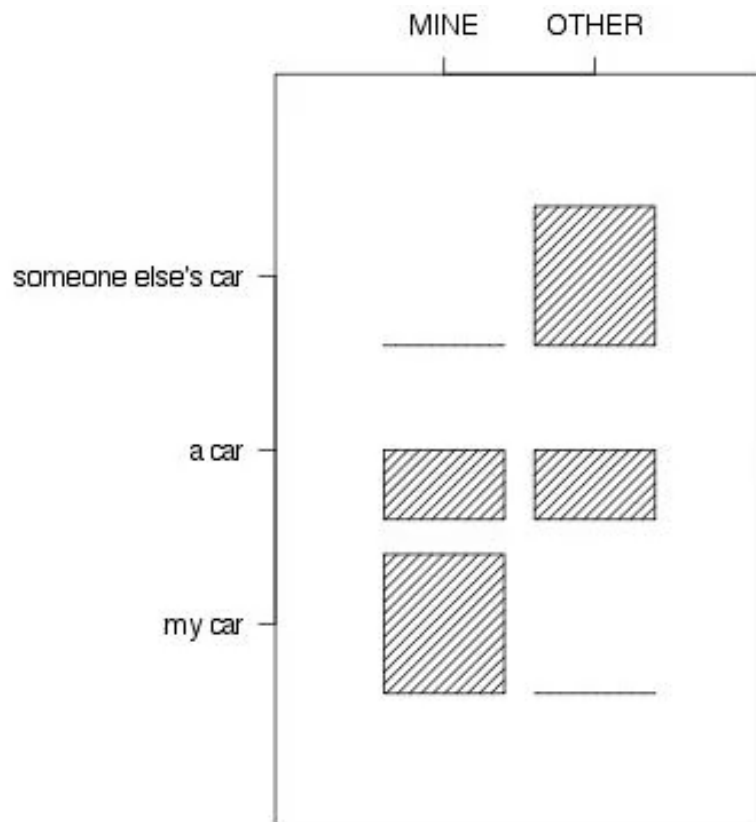
$$P(\text{MINE}) = \frac{1}{2}$$

Assumed alternative set:

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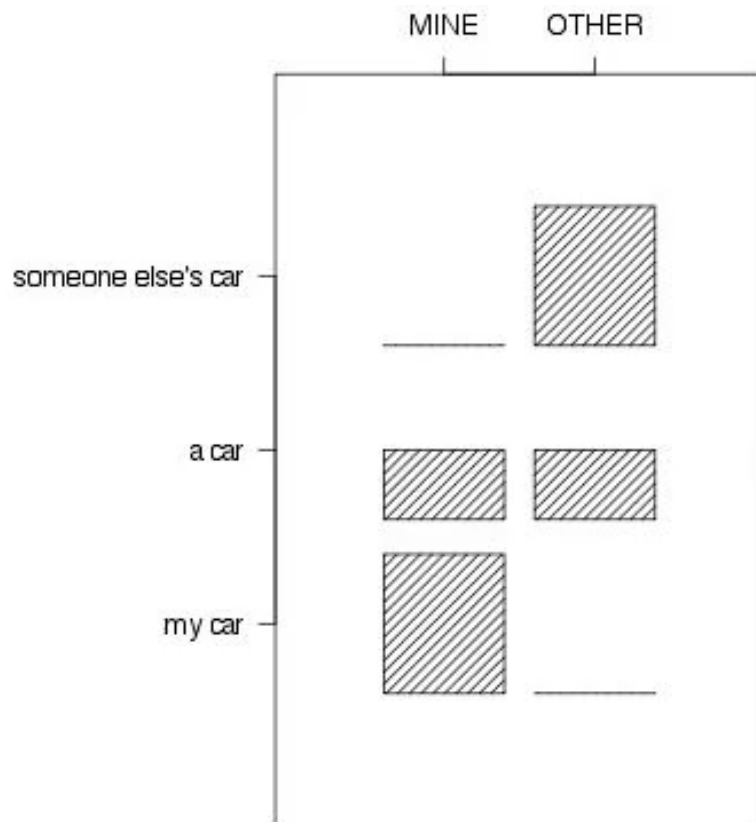
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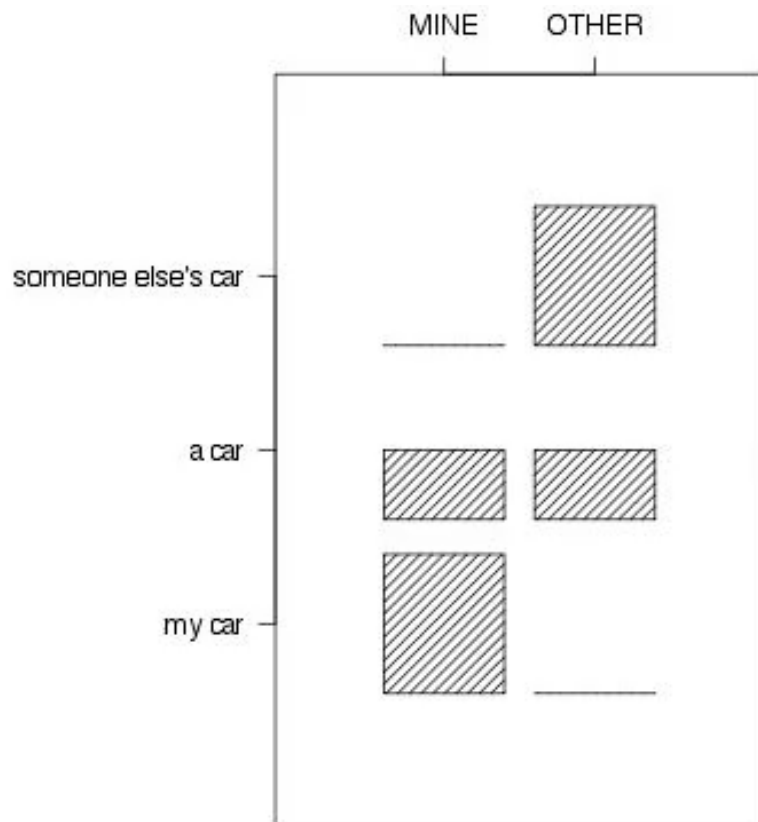
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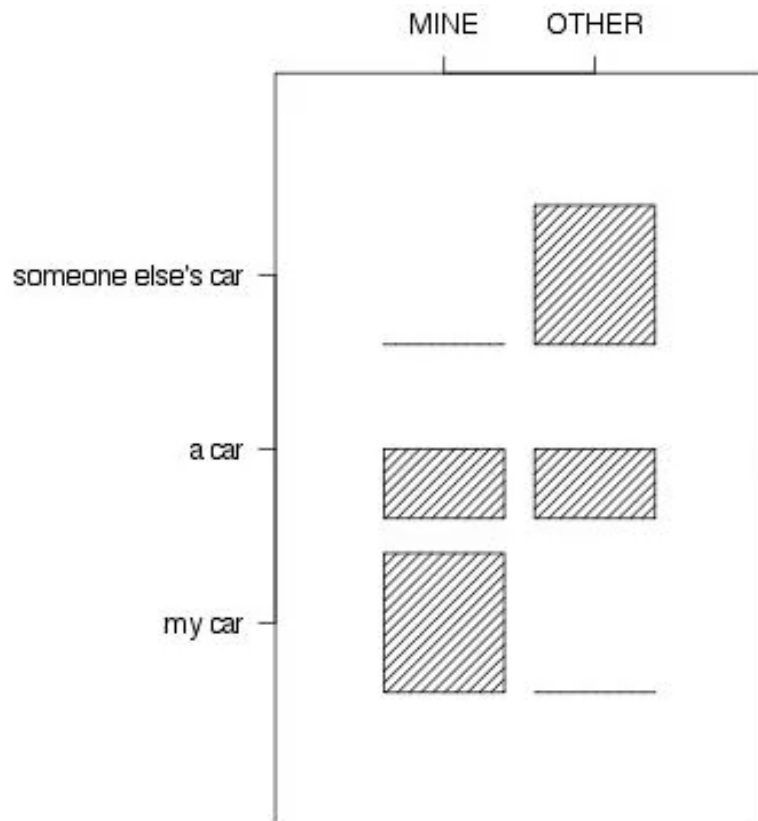
# Q/I tradeoff in rational speech-act theory

*I injured a child* → *it WASN'T my child*    *I broke a finger* → *it WAS my finger*

$$c(\text{my}) = c(\text{a}) = 0$$

$$c(\text{someone else's}) = 1$$

$$P(\text{MINE}) = \frac{1}{2}$$



# Q/I tradeoff in rational speech-act theory

*I injured a child* → *it WASN'T my child*    *I broke a finger* → *it WAS my finger*

$$c(\text{my}) = c(\text{a}) = 0$$

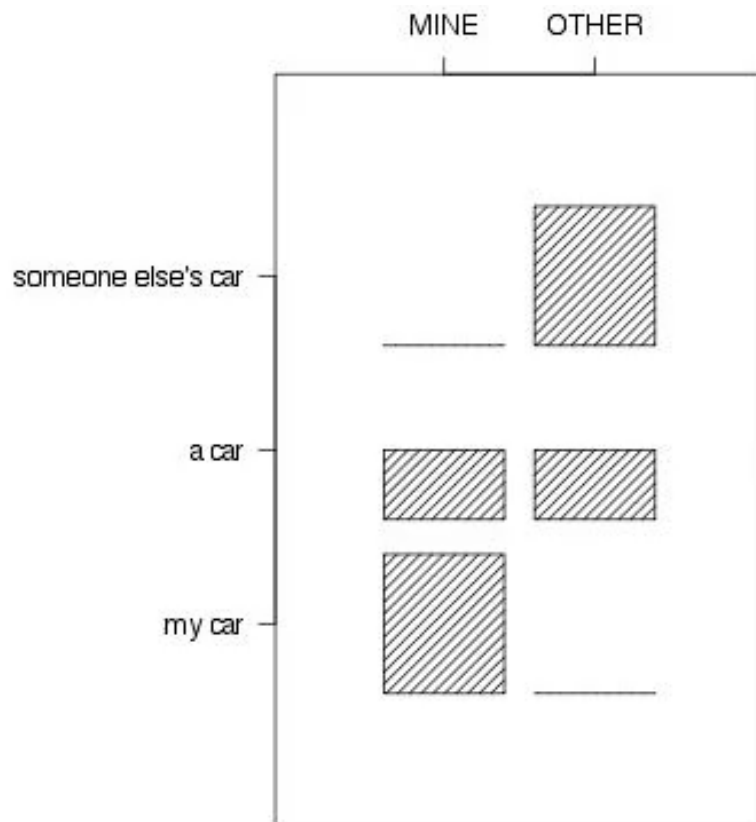
$$c(\text{someone else's}) = 1$$

$$P(\text{MINE}) = \frac{1}{2}$$

$$c(\text{my}) = c(\text{a}) = 0$$

$$c(\text{someone else's}) = 1$$

$$P(\text{MINE}) = \frac{5}{6}$$



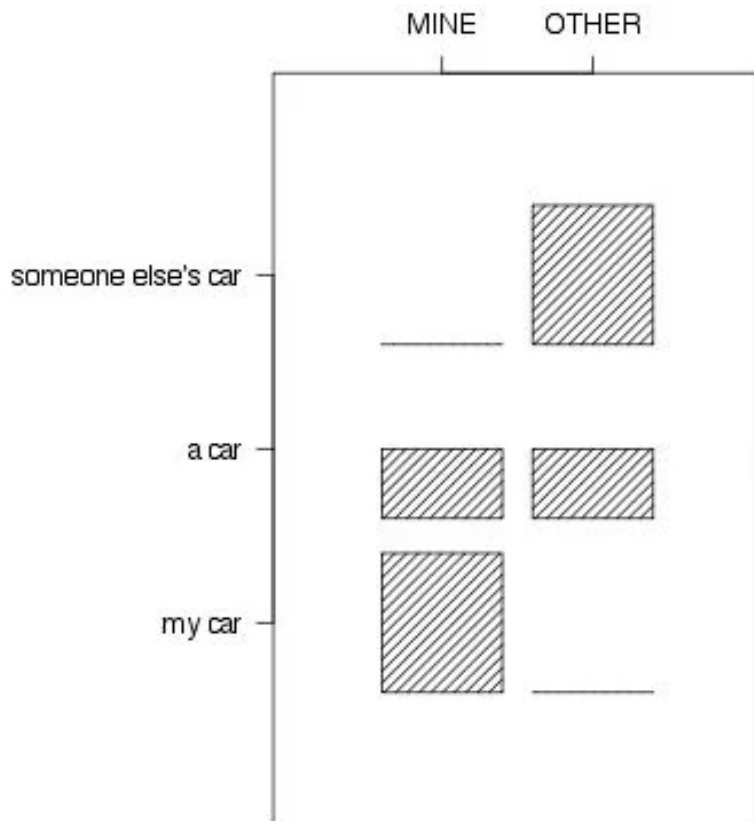
# Q/I tradeoff in rational speech-act theory

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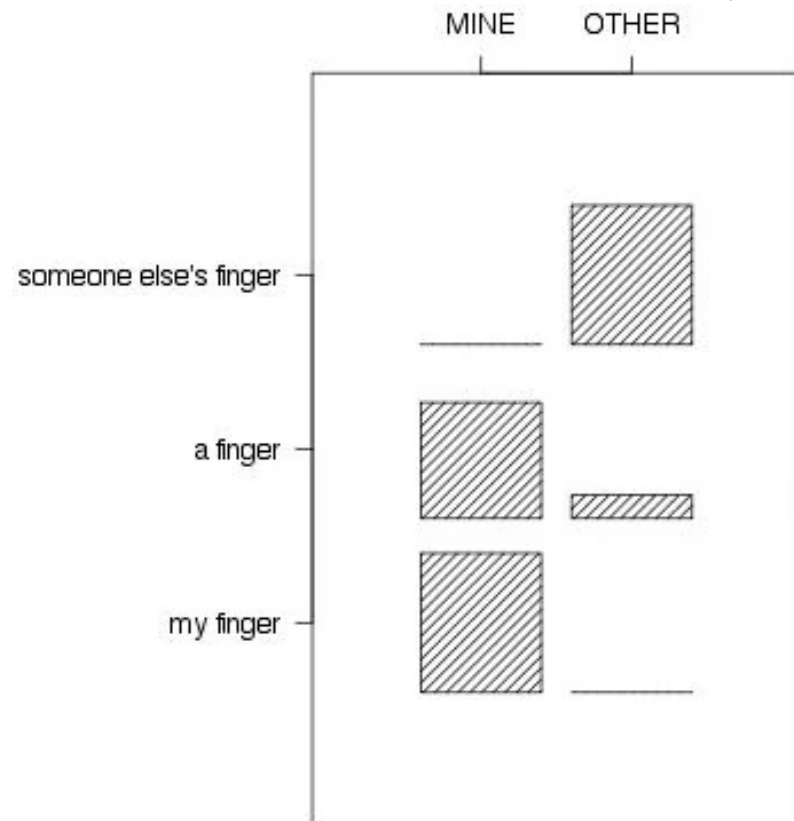
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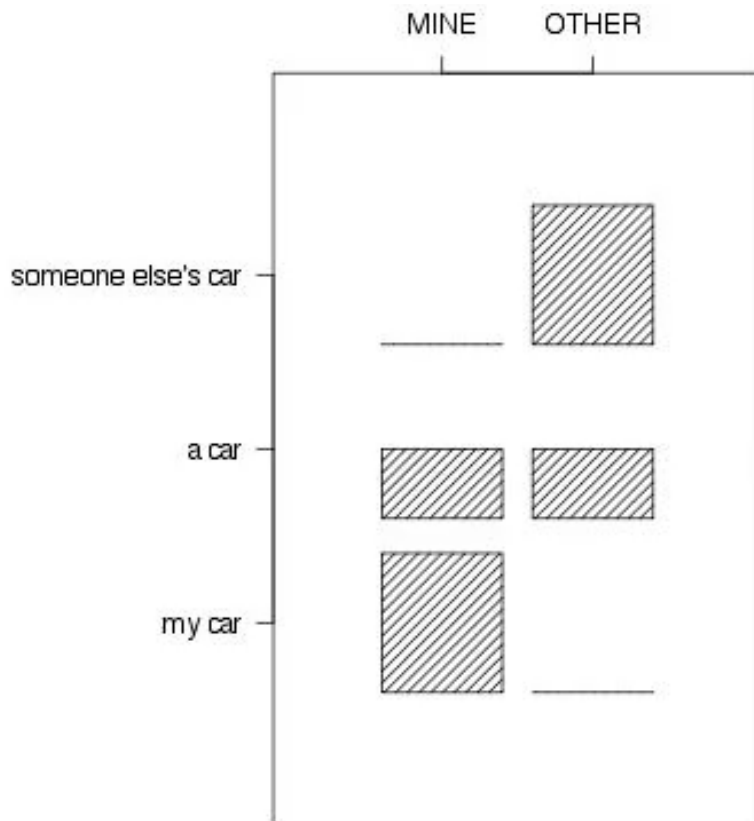
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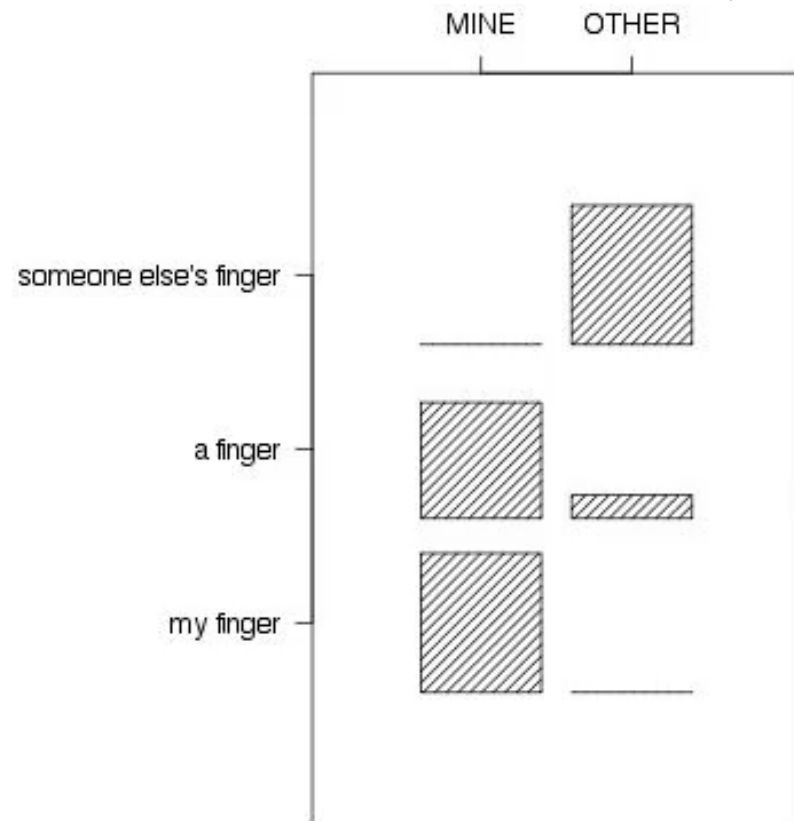
$$P(\text{MINE}) = \frac{1}{2}$$



$$c(\text{my}) = c(\text{a}) = 0$$

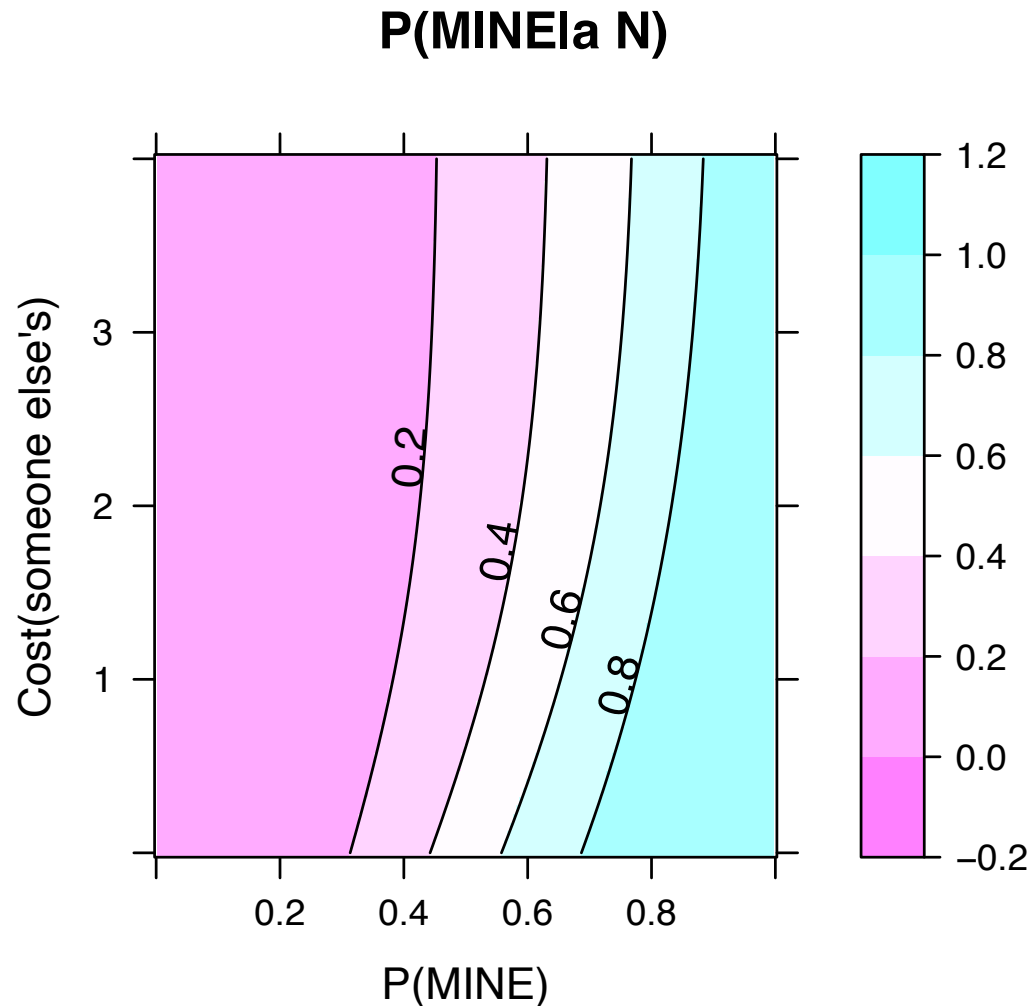
$$c(\text{someone else's}) = 1$$

$$P(\text{MINE}) = \frac{5}{6}$$



# Q/I tradeoff in rational speech-act theory

- Prior probability and simplicity trade off against one another
- But they aren't symmetric!





# A rich testbed for exploring Q/I tradeoff

---

*The man injured a finger    The man injured a child*

# A rich testbed for exploring Q/I tradeoff

---

*The man injured a finger*    *The man injured a child*

**His?**

**Someone else's?**

# A rich testbed for exploring Q/I tradeoff

---

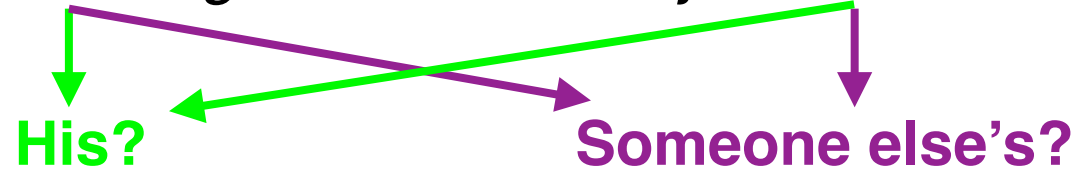
*The man injured a finger*    *The man injured a child*



# A rich testbed for exploring Q/I tradeoff

---

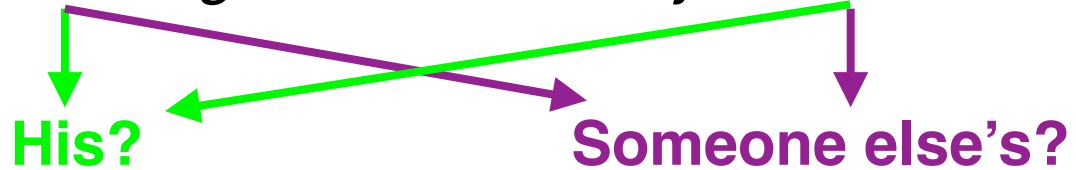
*The man injured a finger*    *The man injured a child*



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*The man injured a finger*    *The man injured a child*

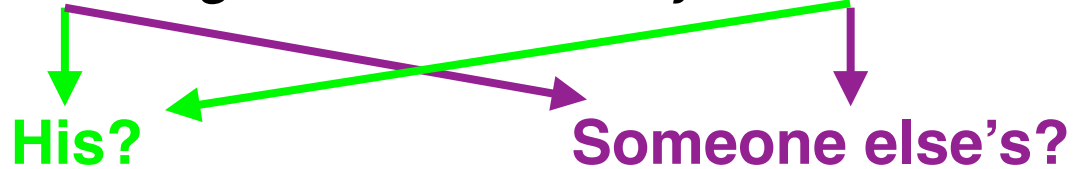


- Five predictions from the rational speech-act model:

# A rich testbed for exploring Q/I tradeoff

---

*The man injured a finger*    *The man injured a child*



- Five predictions from the rational speech-act model:
  1. Judgments should track prior event probabilities

# A rich testbed for exploring Q/I tradeoff

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*The man injured a finger*      *The man injured a child*



- Five predictions from the rational speech-act model:

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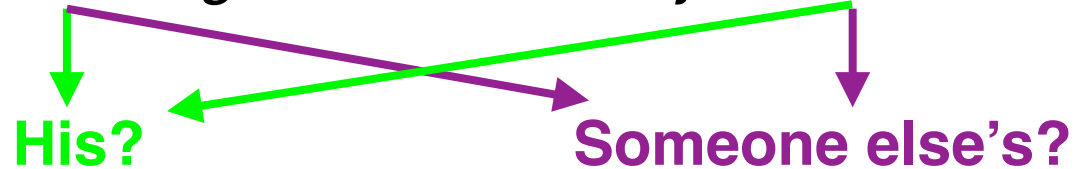
*The man broke a nose*

*The python broke a nose*

# A rich testbed for exploring Q/I tradeoff

---

*The man injured a finger*    *The man injured a child*



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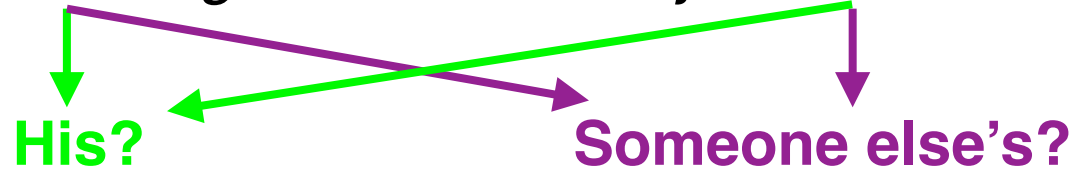
*The man broke a nose*                      *The python broke a nose*
  2. Judgments should be *other* skewed relative to prior



# A rich testbed for exploring Q/I tradeoff

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*The man injured a finger*    *The man injured a child*



- Five predictions from the rational speech-act model:
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*The man broke a nose*      *The python broke a nose*
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# A rich testbed for exploring Q/I tradeoff

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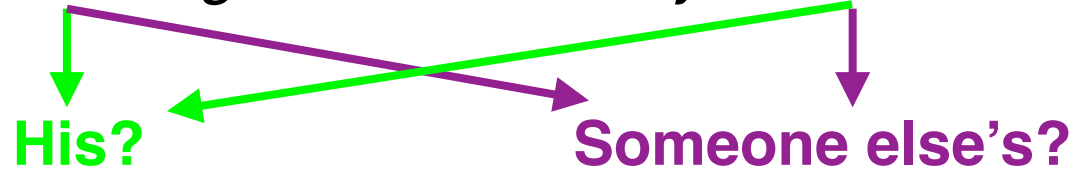


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*The man injured a child*      *The father injured a child*

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*The man injured a finger*      *The man injured a child*

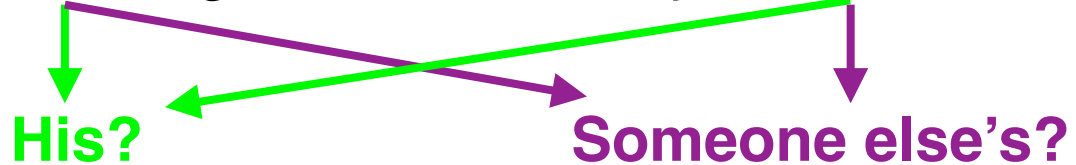


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  2. Judgments should be *other* skewed relative to prior
  3. Relational nouns should favor *own* judgments  
*The man injured a child*      *The father injured a child*
  4. “Only-one-of” nouns should favor *other* judgments

# A rich testbed for exploring Q/I tradeoff

---

*The man injured a finger*      *The man injured a child*

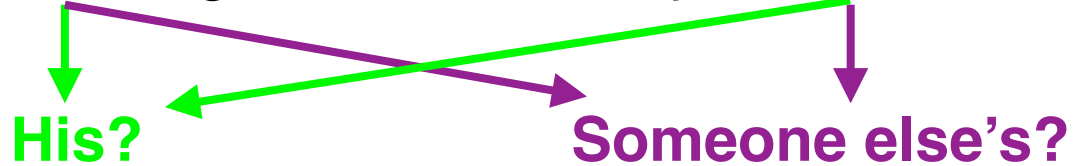


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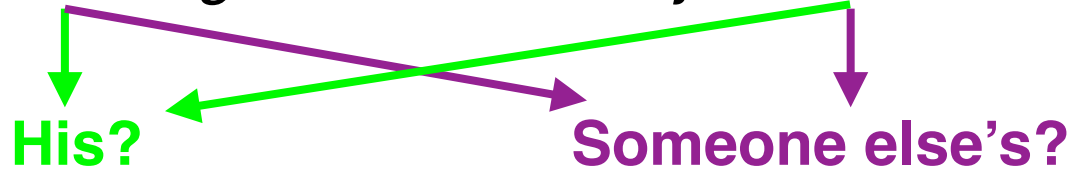


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  5. Allowing null determiners should favor *own* judgments

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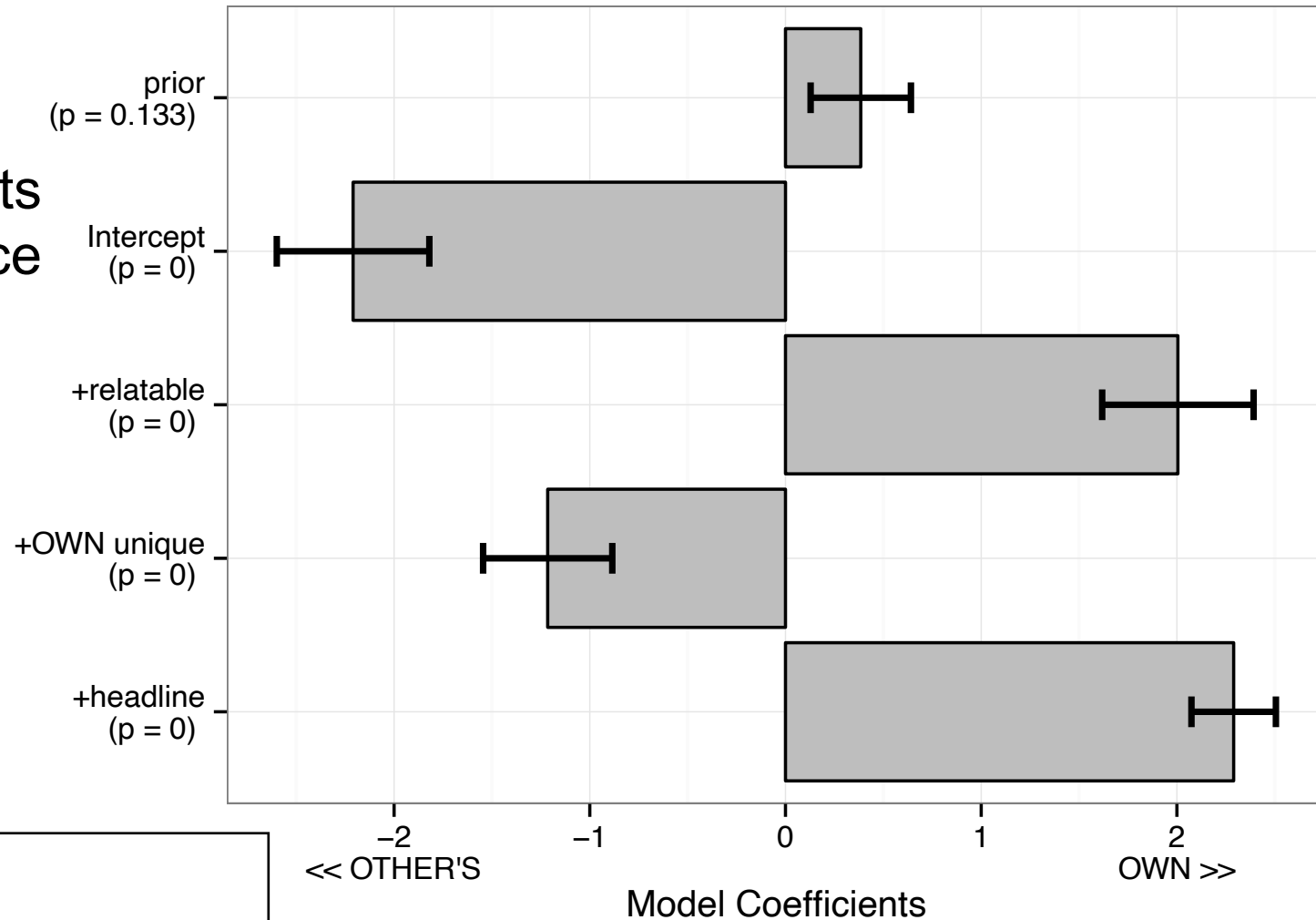
*The man injured a finger*      *The man injured a child*



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*The man injured a child*      *The father injured a child*
  4. “Only-one-of” nouns should favor *other* judgments  
*The man broke a finger*      *The man broke a nose*
  5. Allowing null determiners should favor *own* judgments  
*The man injured a child*      *Man injured child*

# A rich testbed for exploring Q/I tradeoff

- 1348 judgments of 108 sentence prompts
- Multivariate mixed-effects logistic regression analysis



1. Effect of prior
2. Overall *other* skew
3. Relational nouns favor *own*
4. “Only-one-of” nouns favor *other*
5. Null determiners favor *own*

# Adjectives: a range of semantic types

---

- **Intersective:** *living, blue*
- **Scalar/Gradable:**
  - **Relative:** *short, expensive*
  - **Absolute:** *dangerous, full*
- **Non-intersective:** *possible, alleged*
- **Anti-intersective:** *former, counterfeit*



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**Today**

# Degree semantics for scalar adjectives

---

*Mary is tall*

# Degree semantics for scalar adjectives

---

- The meaning of a scalar adjective like *tall* does two things

*Mary is tall*

# Degree semantics for scalar adjectives

---

- The meaning of a scalar adjective like *tall* does two things
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● ***Mary***

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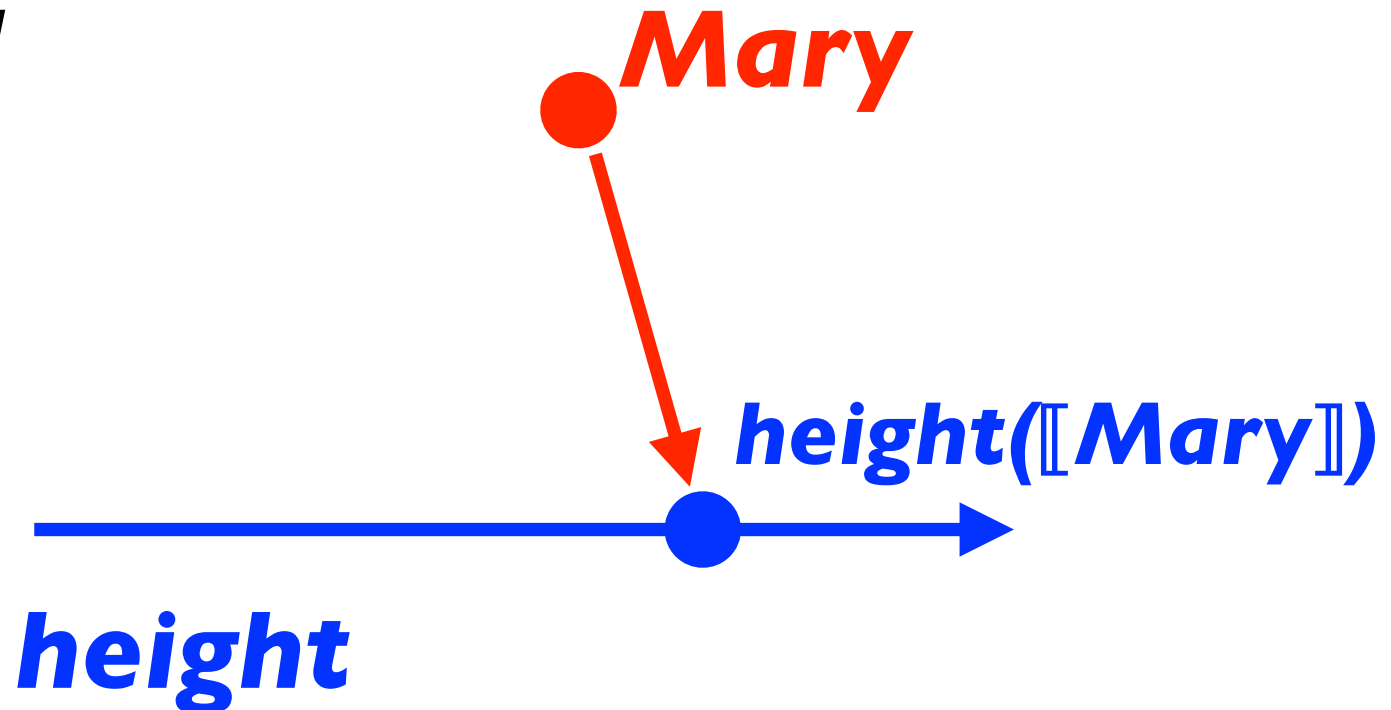
—————→  
**height**

# Degree semantics for scalar adjectives

---

- The meaning of a scalar adjective like *tall* does two things
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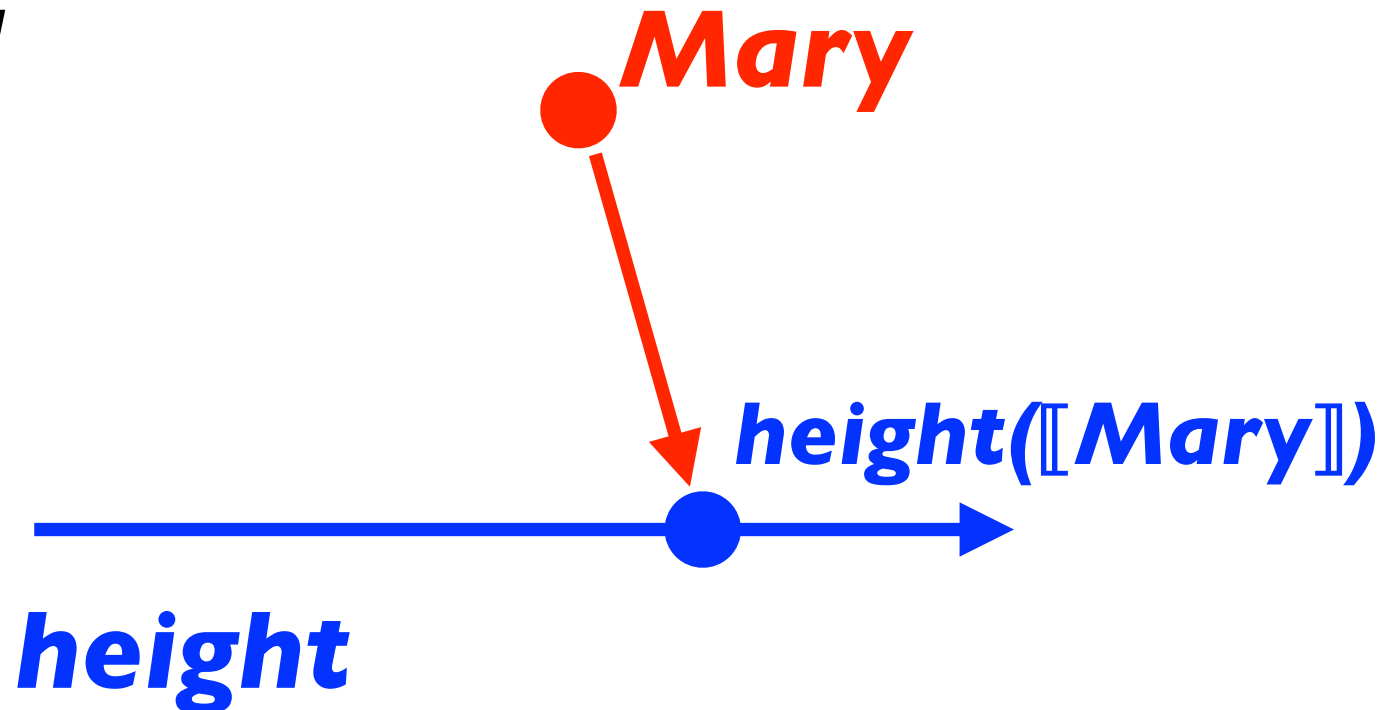
*Mary is tall*



# Degree semantics for scalar adjectives

- The meaning of a scalar adjective like *tall* does two things
  1. Projects a referent onto some **value** on a *scale*
  2. Predicates that that **value** is greater than some **threshold  $\theta$**

*Mary is tall*

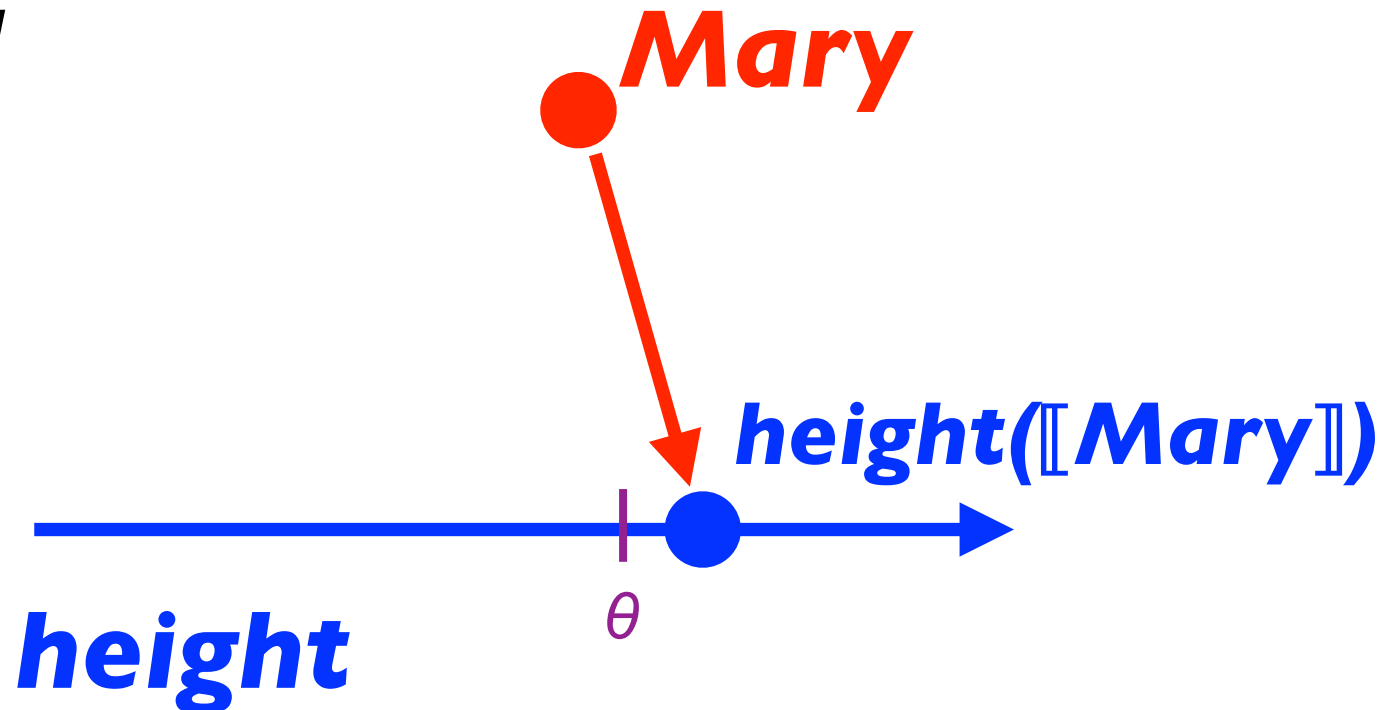




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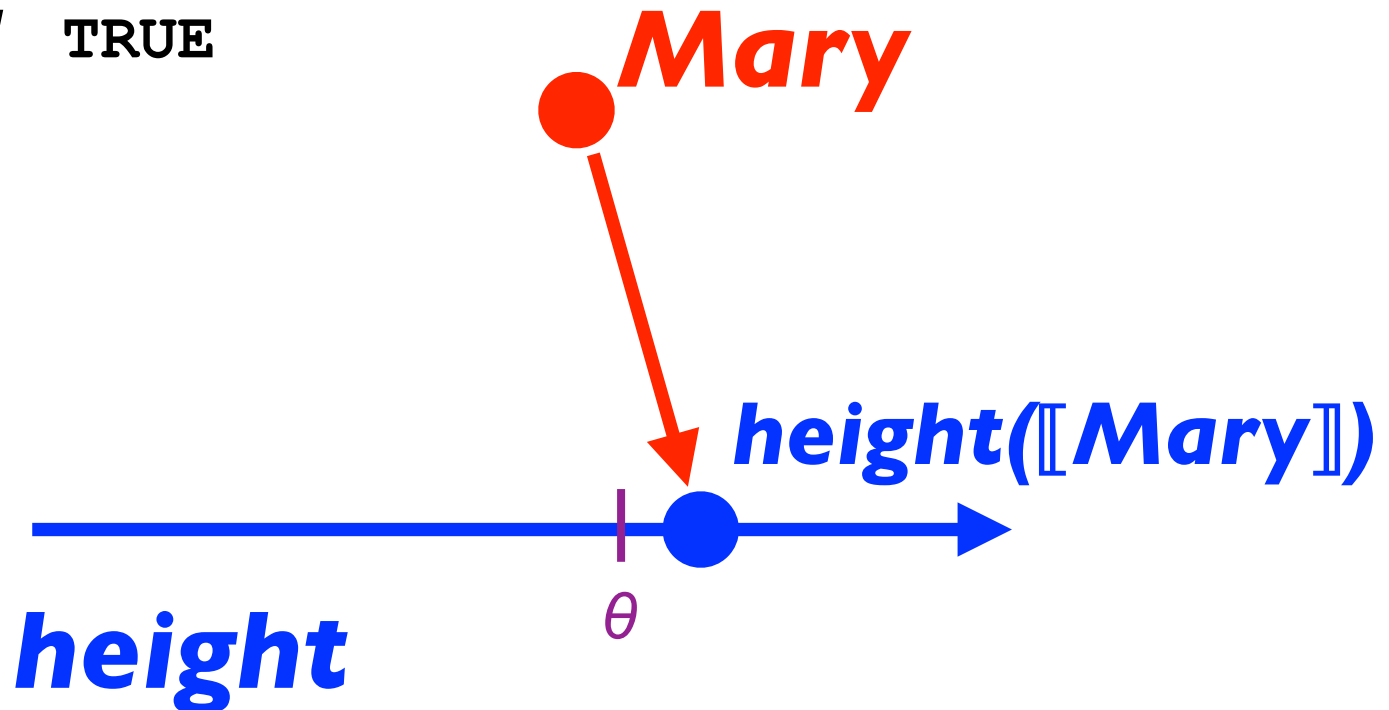
*Mary is tall*



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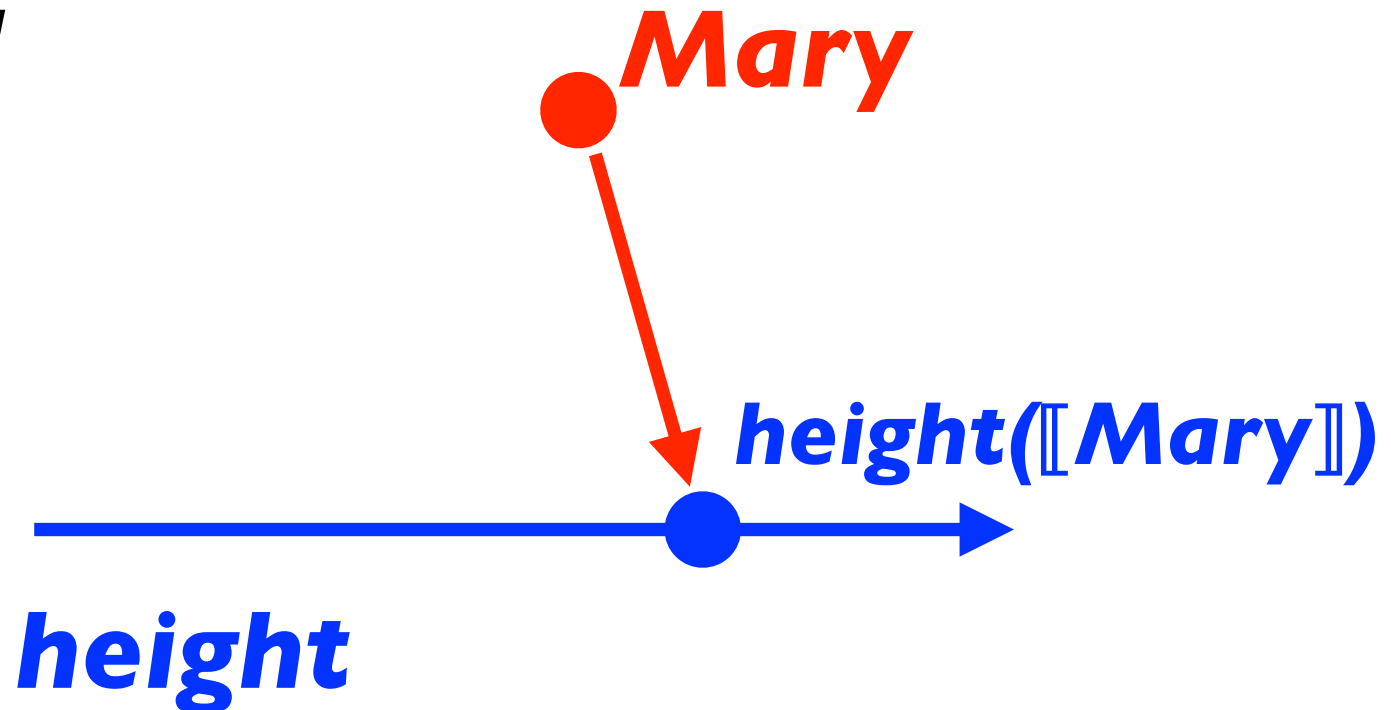
*Mary is tall*    **TRUE**



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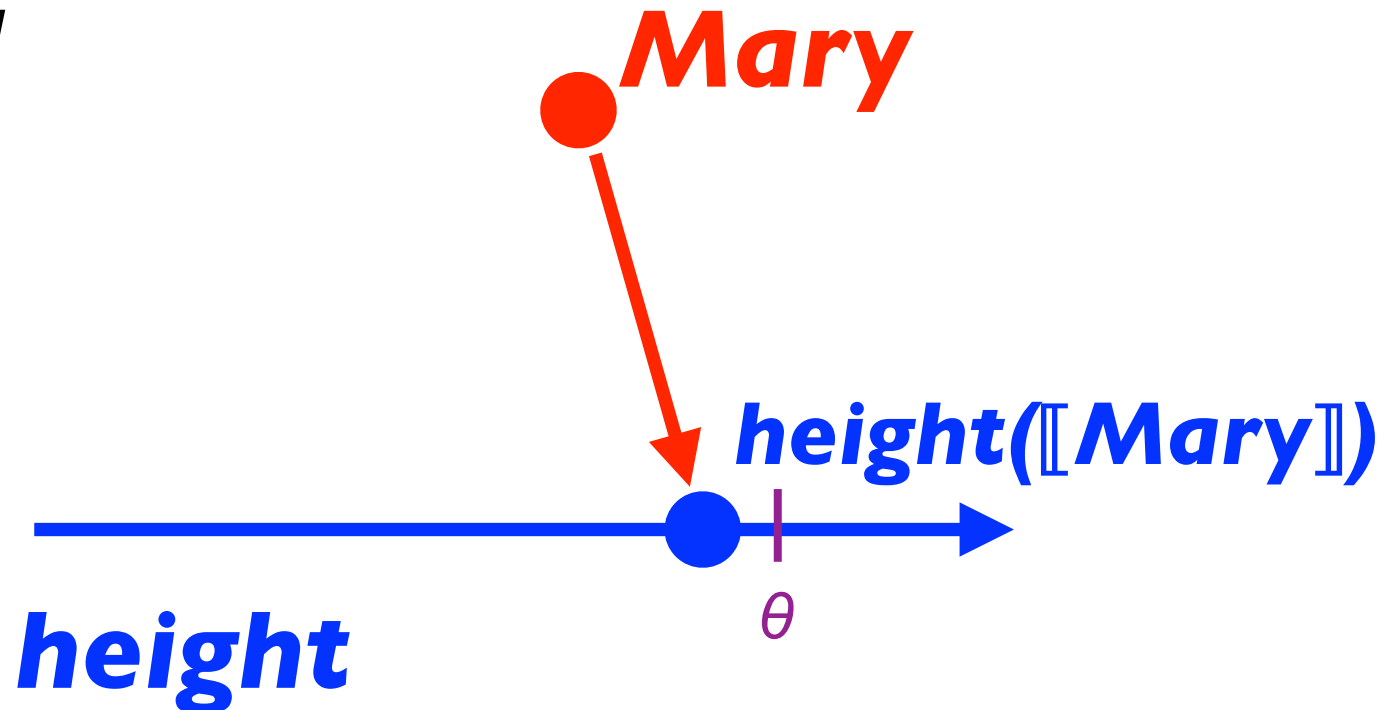
*Mary is tall*



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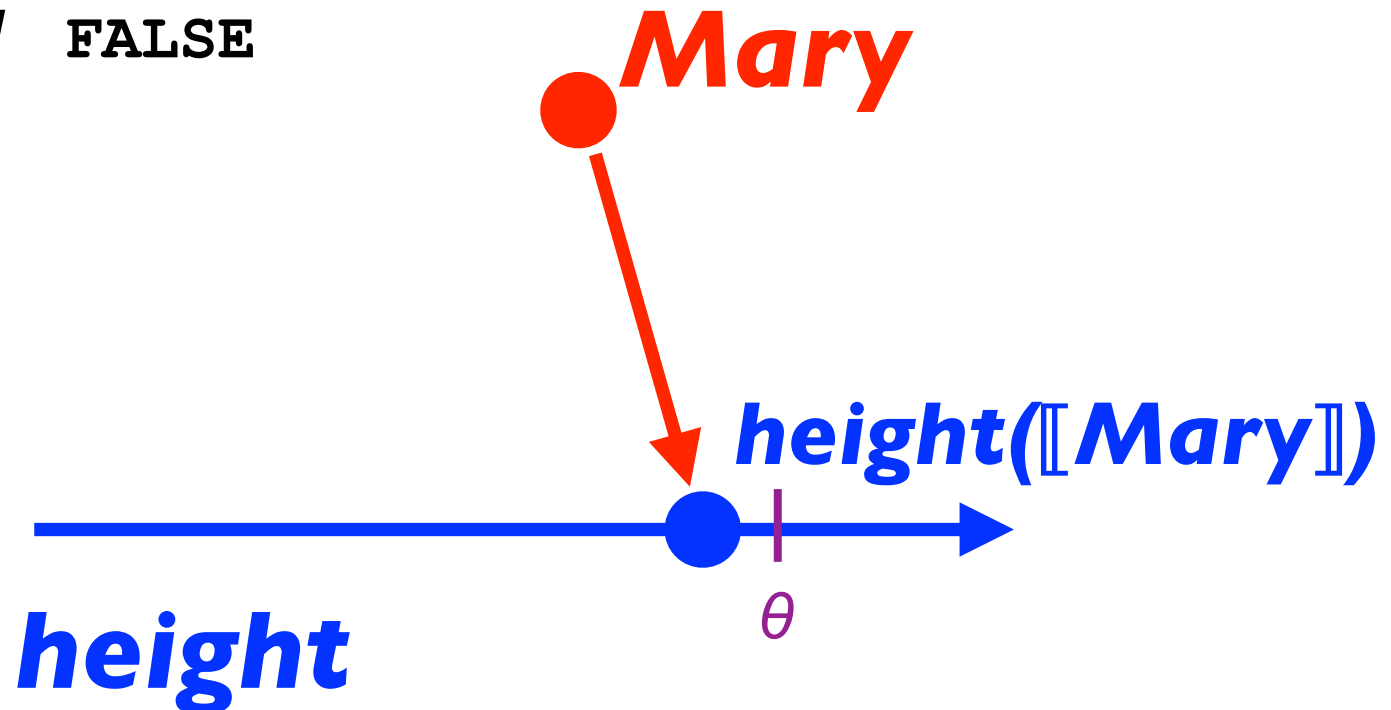
*Mary is tall*



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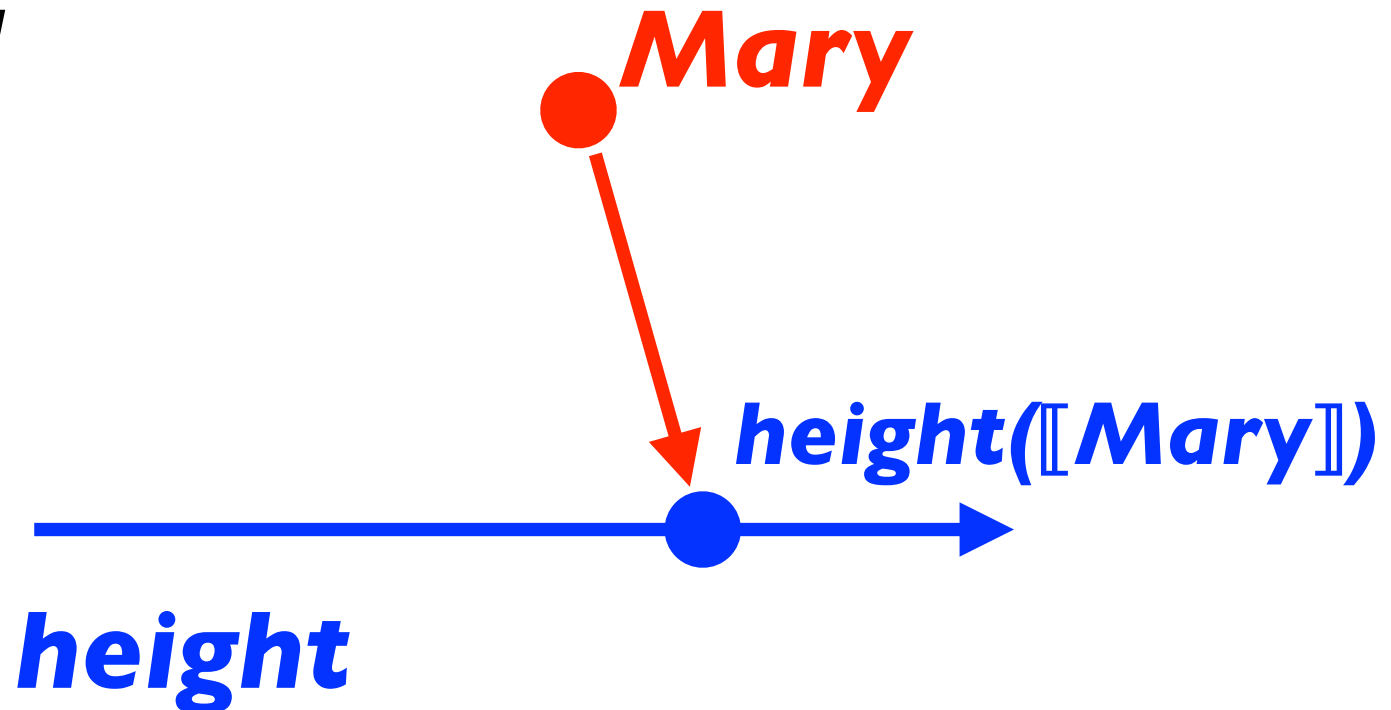
*Mary is tall*    **FALSE**



# Degree semantics for scalar adjectives

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*Mary is tall*



# Degree semantics for scalar adjectives

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*Mary is tall*

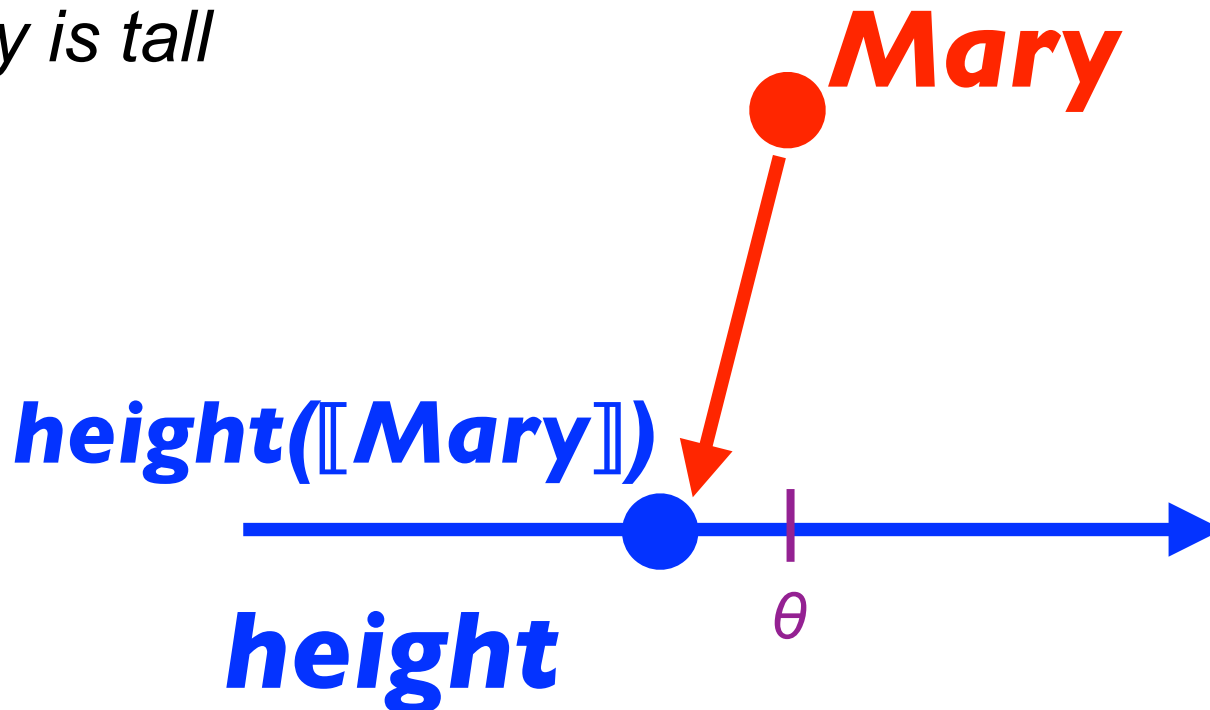
● **Mary**

—————→  
**height**

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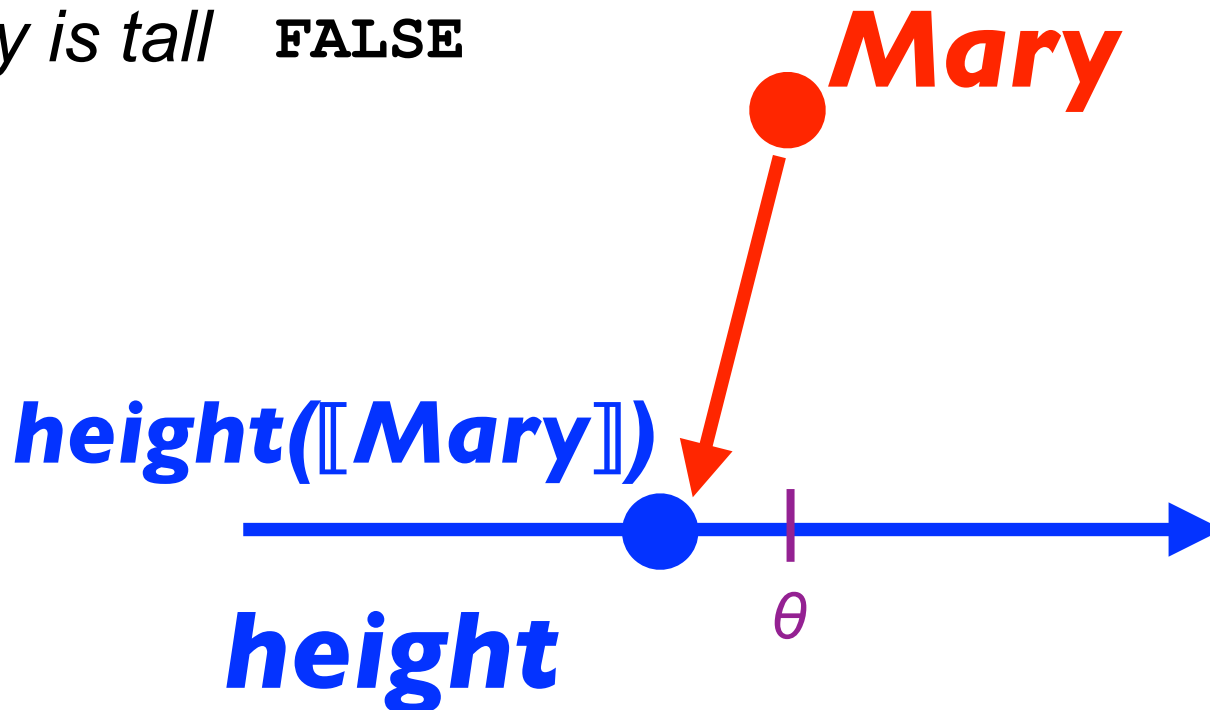




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*Mary is tall*    **FALSE**



# Observations regarding degree semantics

---

- Differences in scale structure can predict validity of compositions

# Observations regarding degree semantics

---

- Differences in scale structure can predict validity of compositions



***fullness***

# Observations regarding degree semantics

---

- Differences in scale structure can predict validity of compositions



***fullness***

✓ *The glass is perfectly full.*

✓ *The glass is perfectly empty.*

# Observations regarding degree semantics

---

- Differences in scale structure can predict validity of compositions



***fullness***

✓ *The glass is perfectly full.*

✓ *The glass is perfectly empty.*



***danger***

# Observations regarding degree semantics

---

- Differences in scale structure can predict validity of compositions



***fullness***

✓ *The glass is perfectly full.*

✓ *The glass is perfectly empty.*



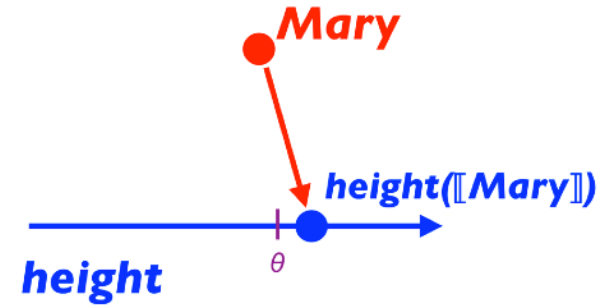
***danger***

✓ *The neighborhood is perfectly safe.*

\* *The neighborhood is perfectly dangerous.*

# What the degree semantics doesn't say

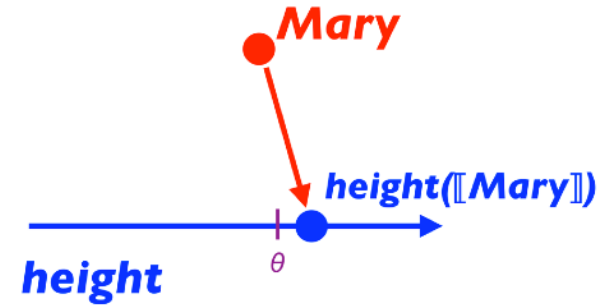
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# What the degree semantics doesn't say

---

- This is a very elegant model

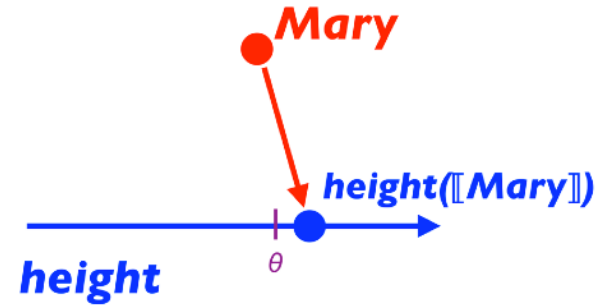




# What the degree semantics doesn't say

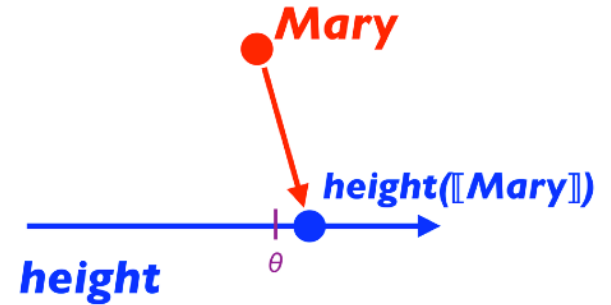
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- This is a very elegant model
  - The abstractness of the model allows for context-sensitivity



# What the degree semantics doesn't say

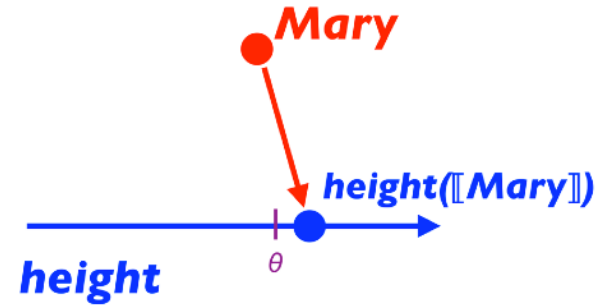
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- This is a very elegant model
  - The abstractness of the model allows for context-sensitivity
- But it doesn't say *how* this context-sensitivity is achieved!

# What the degree semantics doesn't say

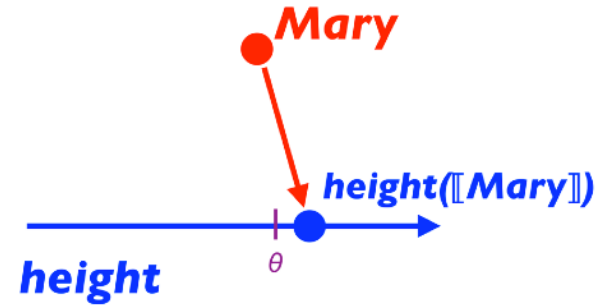
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  - How does *tall elephant* turn out to mean something different from *tall mouse*?

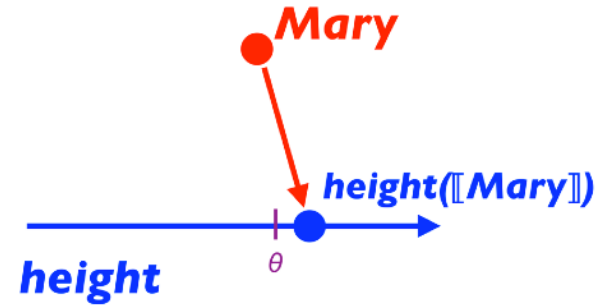
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  - How can the same *individual* be evaluated as either tall or not tall in different contexts?

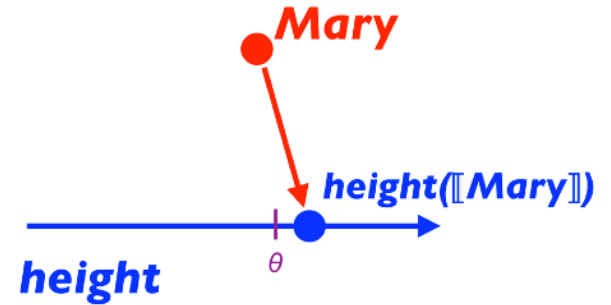
# What the degree semantics doesn't say



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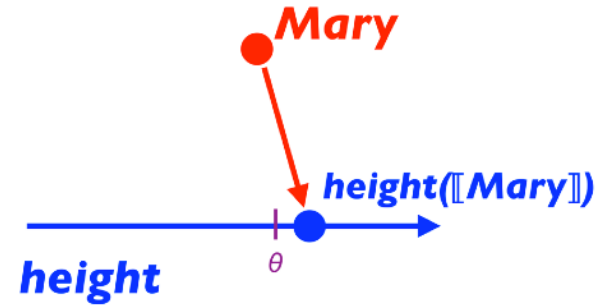


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*Stephen Curry is tall.*



# What the degree semantics doesn't say

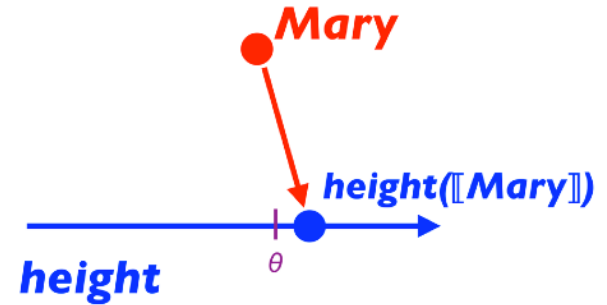


- This is a very elegant model
  - The abstractness of the model allows for context-sensitivity
- But it doesn't say *how* this context-sensitivity is achieved!
  - How does *tall elephant* turn out to mean something different from *tall mouse*?
  - How can the same *individual* be evaluated as either tall or not tall in different contexts?

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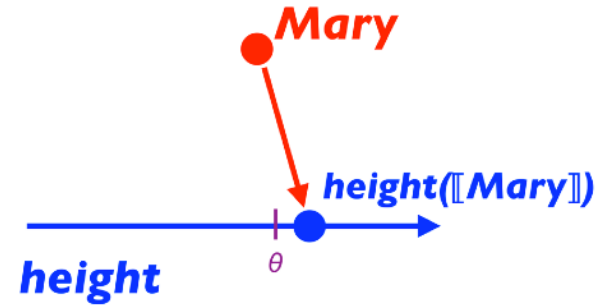
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*Stephen Curry is tall.*

*Stephen Curry is a tall basketball player.*

*(Stephen Curry is 6'2"; this is the 12th percentile of NBA player heights)*



# Towards a pragmatic model for scalar adjectives

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- Desiderata
  - Inference on a continuum of possible scalar values
  - A threshold representation

# The Lassiter & Goodman model

---

- The literal-listener model of interpretation:

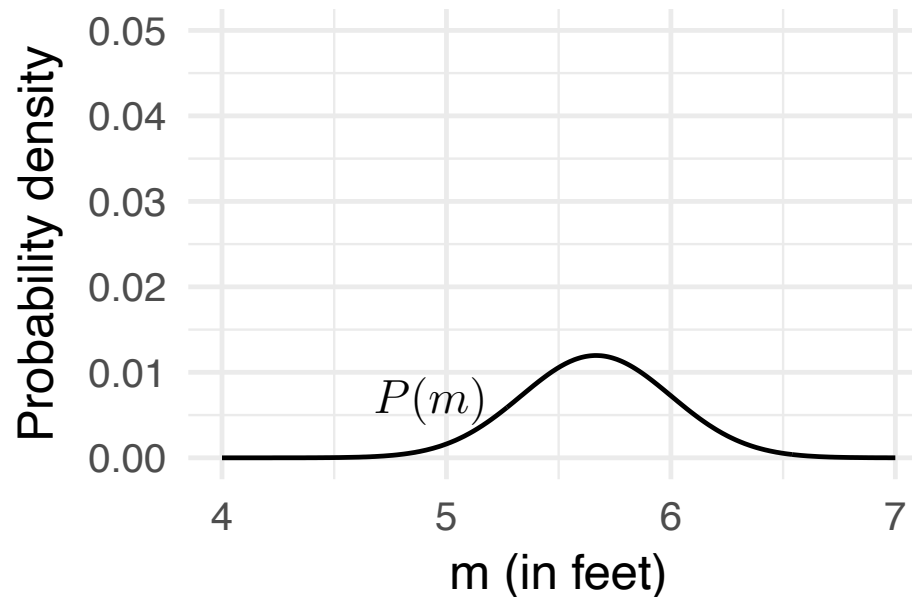
$$L_0(m|u, \theta) \propto \begin{cases} P(m) & m \geq \theta \\ 0 & \text{otherwise} \end{cases}$$

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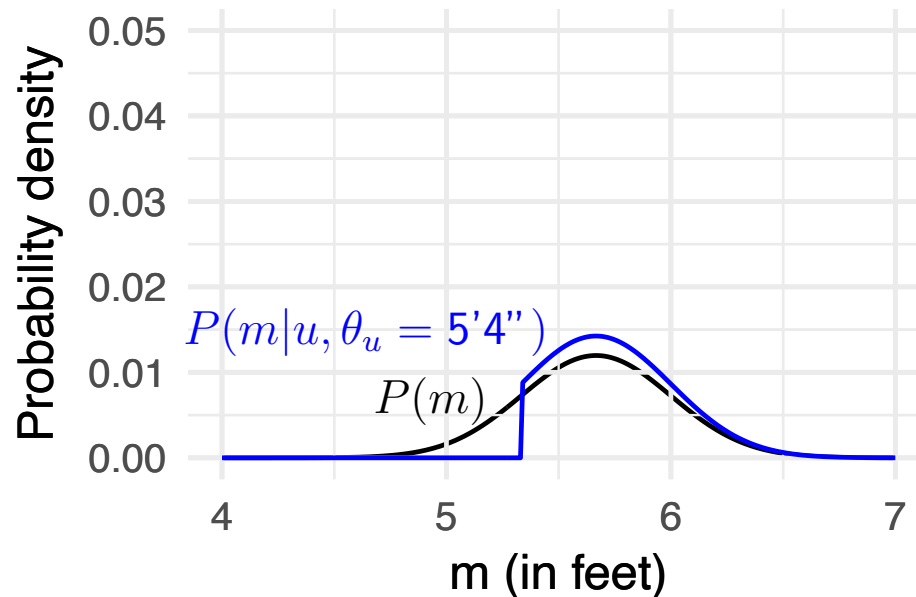
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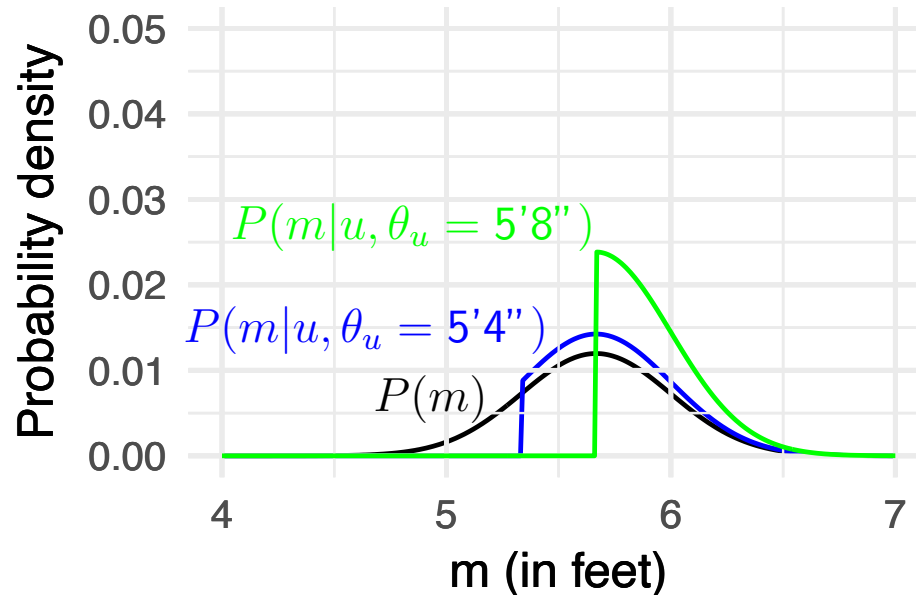
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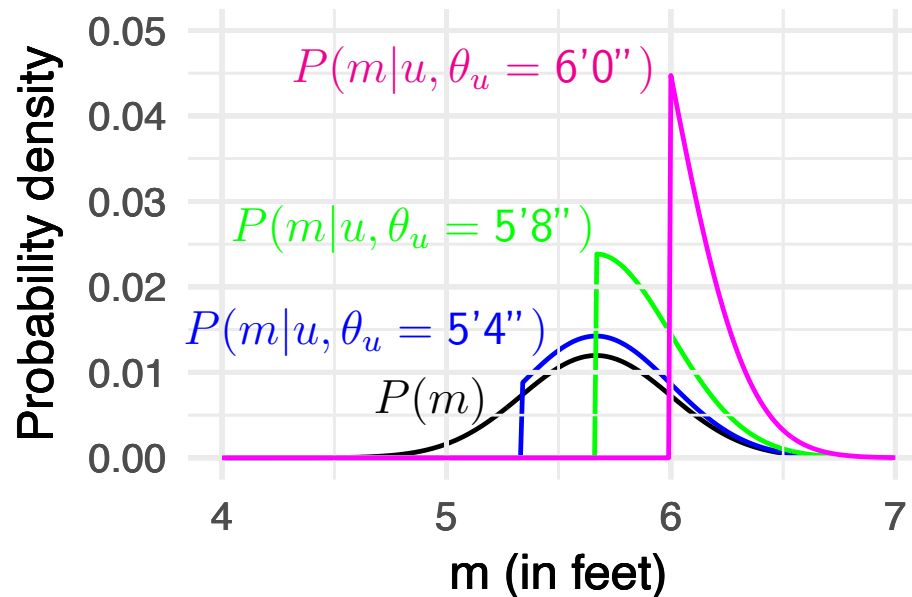
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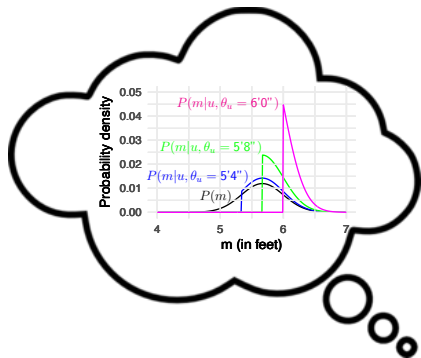
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# A speaker model

- Assume a set of *alternative utterances* available to speaker
  - For “Pat ate some of the cookies”, alternatives were *some/all*
  - For “I injured a finger”, alternatives were *a/my/someone else’s*
- Here, we assume alternatives (to start) *tall* and **silence** ( $\emptyset$ )



*tall?*  
 $\emptyset$ ?

**Lassiter & Goodman's cost assumption:**

$$\text{cost}(\text{tall}) = \text{cost}(\emptyset) + 2$$

$$\text{Utility}(u|m, \theta_u) = \log L_0(m|u, \theta_u) - \text{cost}(u)$$

$$S_1(u|m, \theta_u) \propto e^{\text{Utility}(u|m, \theta_u)}$$

$$S_1(u|m, \theta_u) \propto \frac{L_0(m|u, \theta_u)}{e^{\text{cost}(u)}}$$



# A pragmatic listener

---



*tall?*

ø?

# A pragmatic listener

---

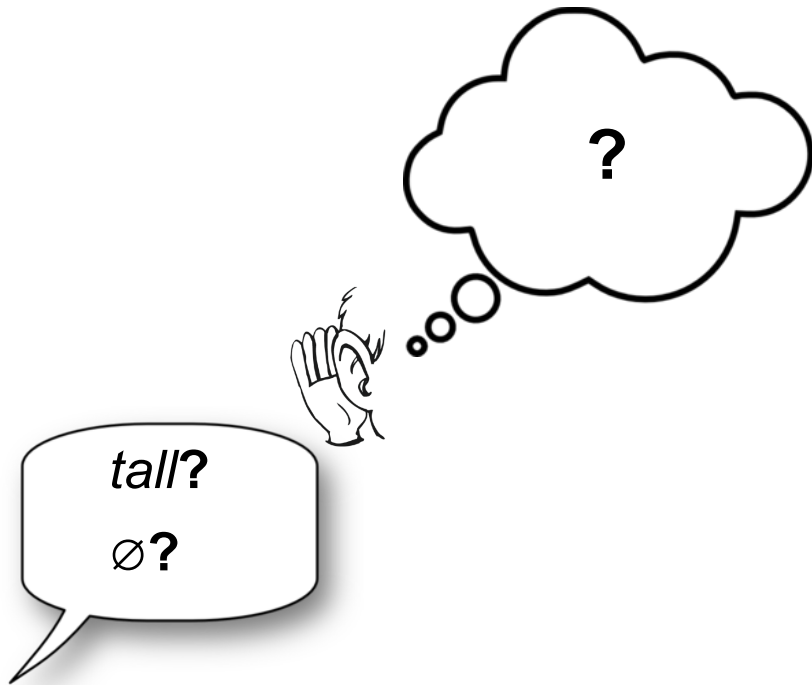


*tall?*

∅?

# A pragmatic listener

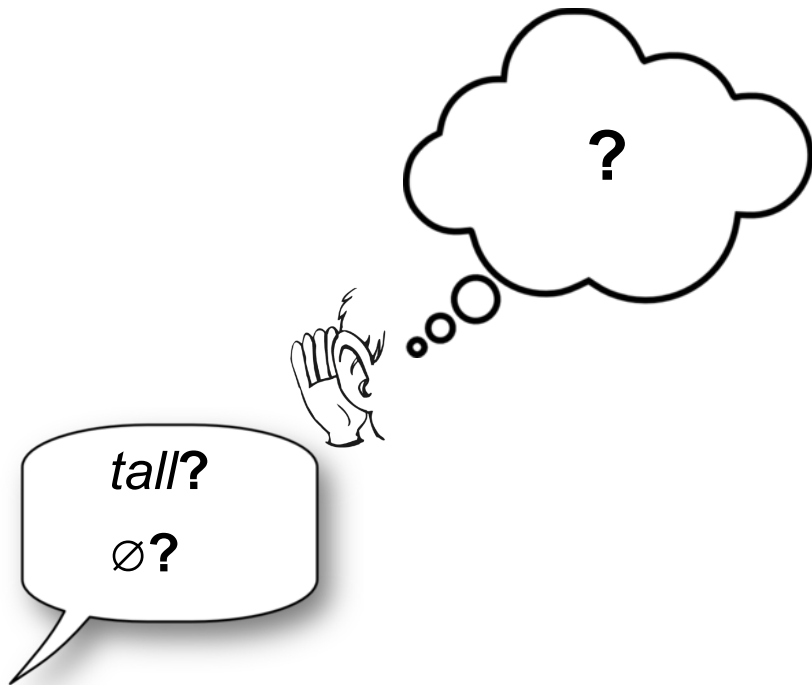
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# A pragmatic listener

---

*Pragmatic listener is a standard Bayesian comprehender:*

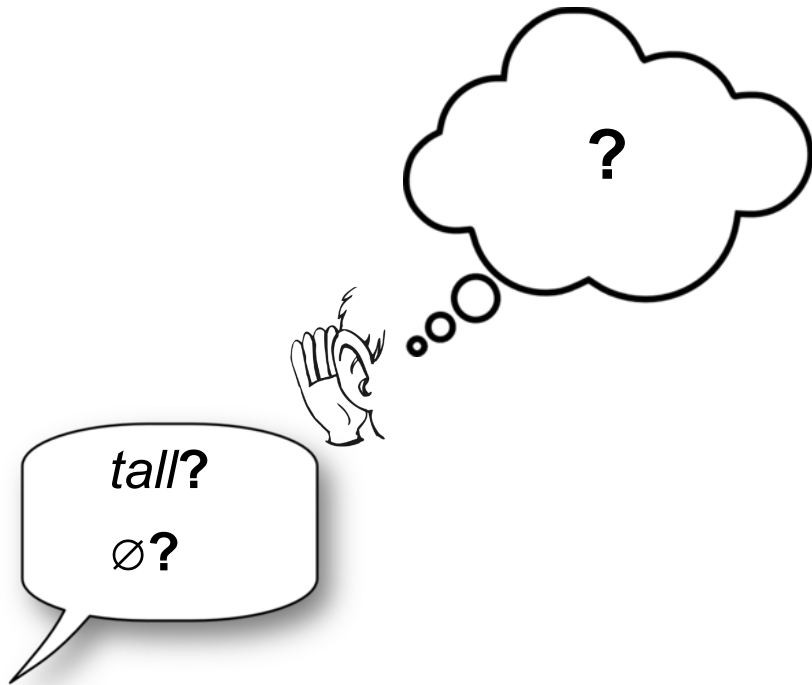


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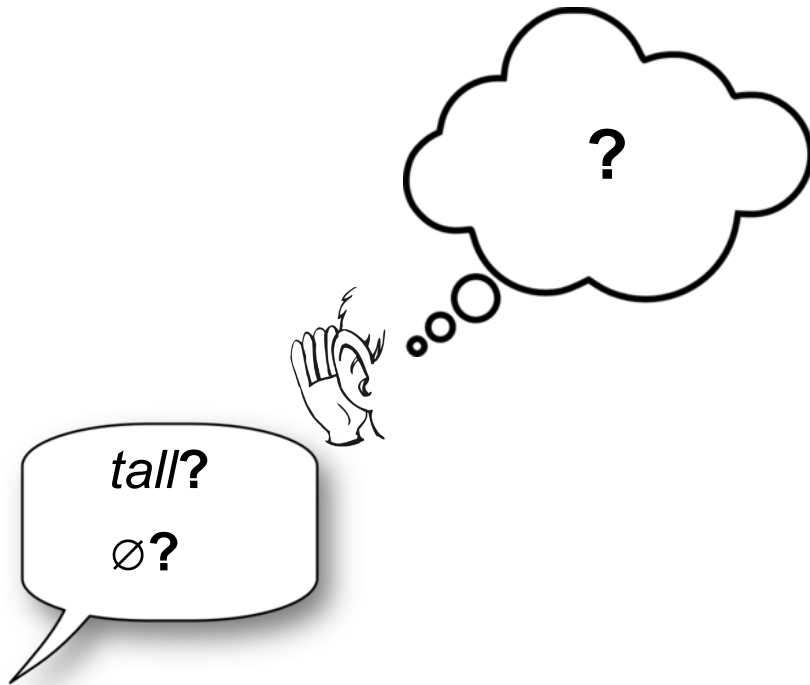


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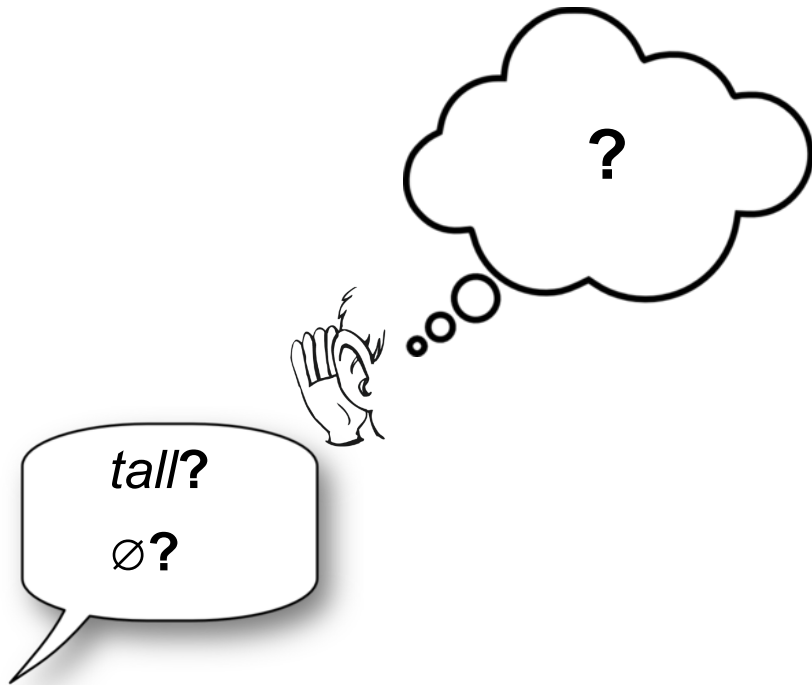
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*What do we do with this joint distribution?*



# A pragmatic listener

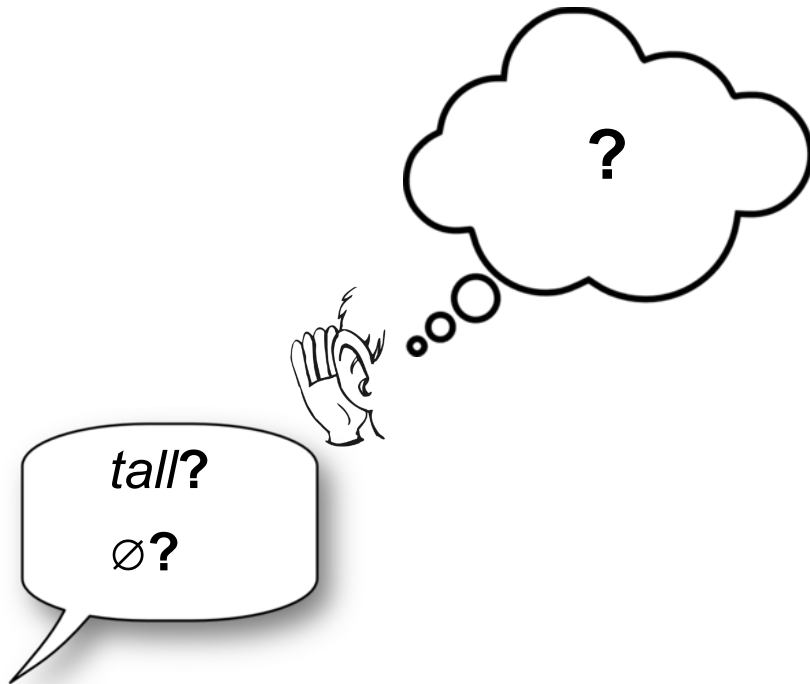
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*Proposal: they are conditionally independent...*





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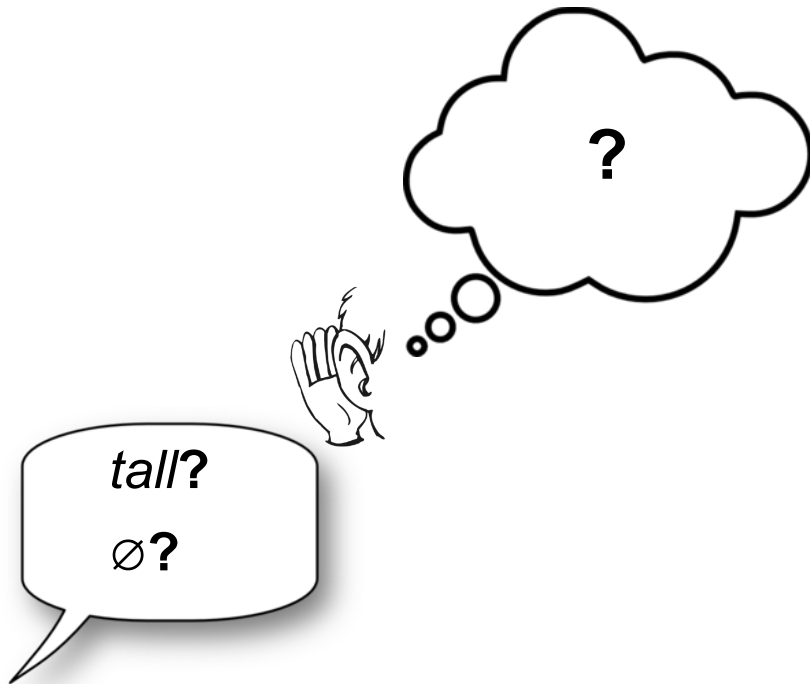
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*...and  $\theta_u$  has a **uniform prior**:*



*tall?*

*∅?*

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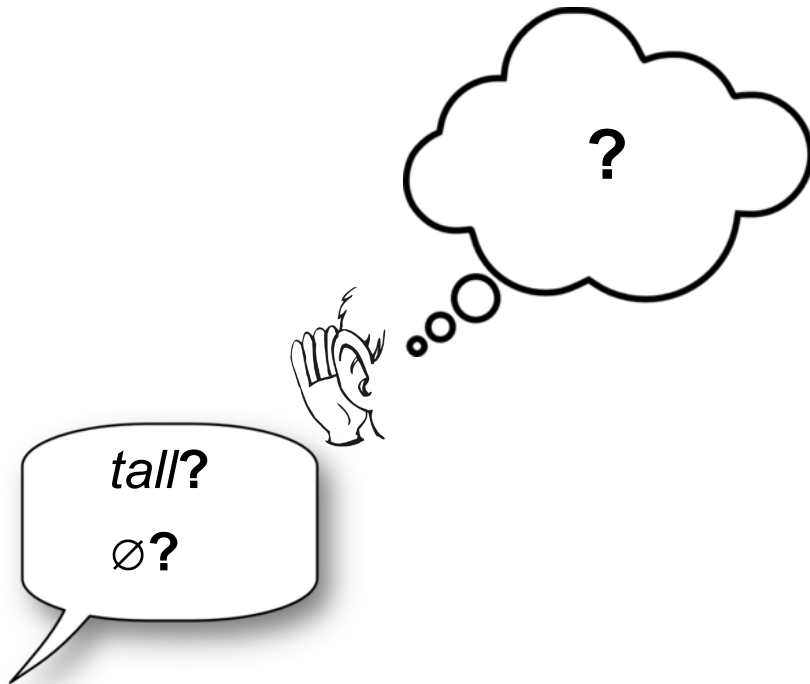
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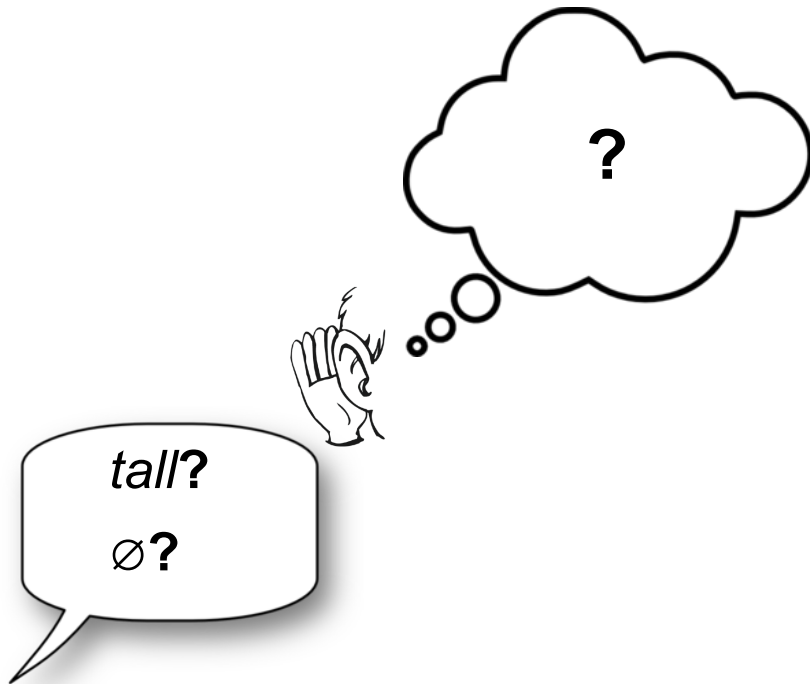
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***This is a proposal of non-trivial theoretical depth and interest; let's discuss!***

# Visualizing pragmatic listener inferences

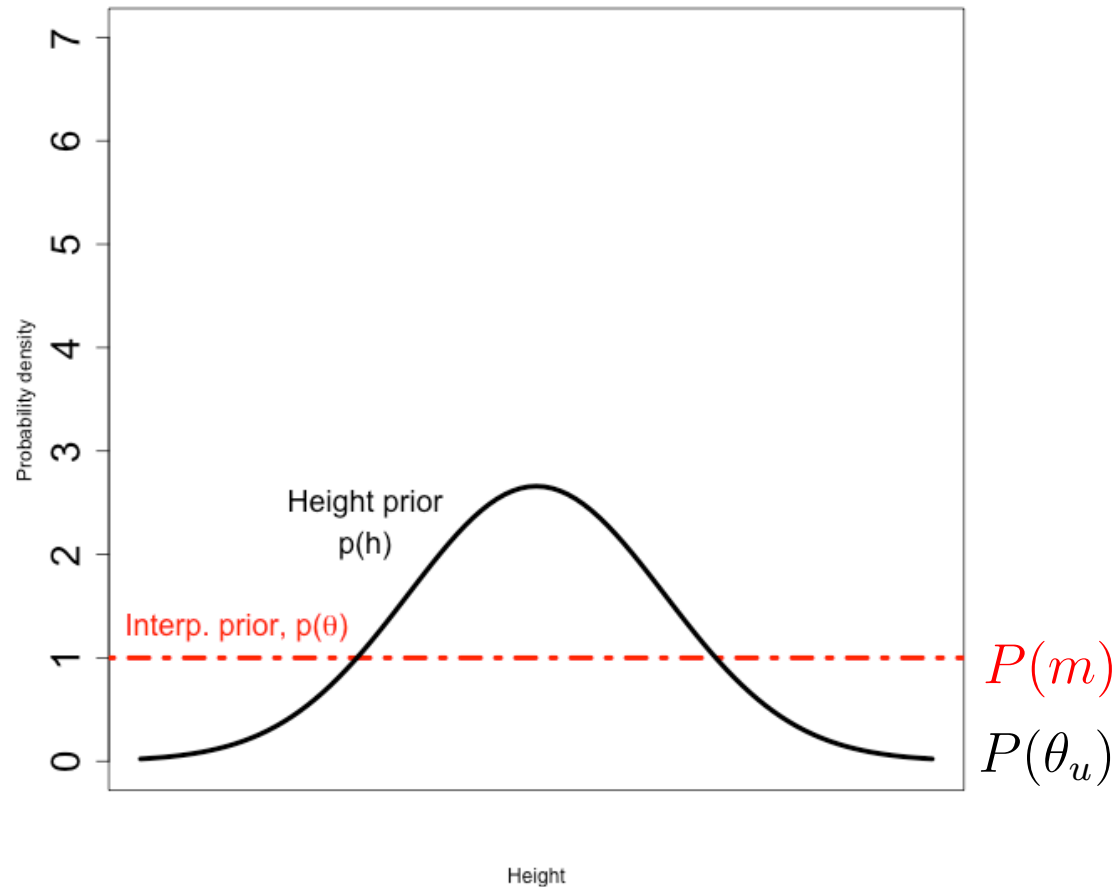
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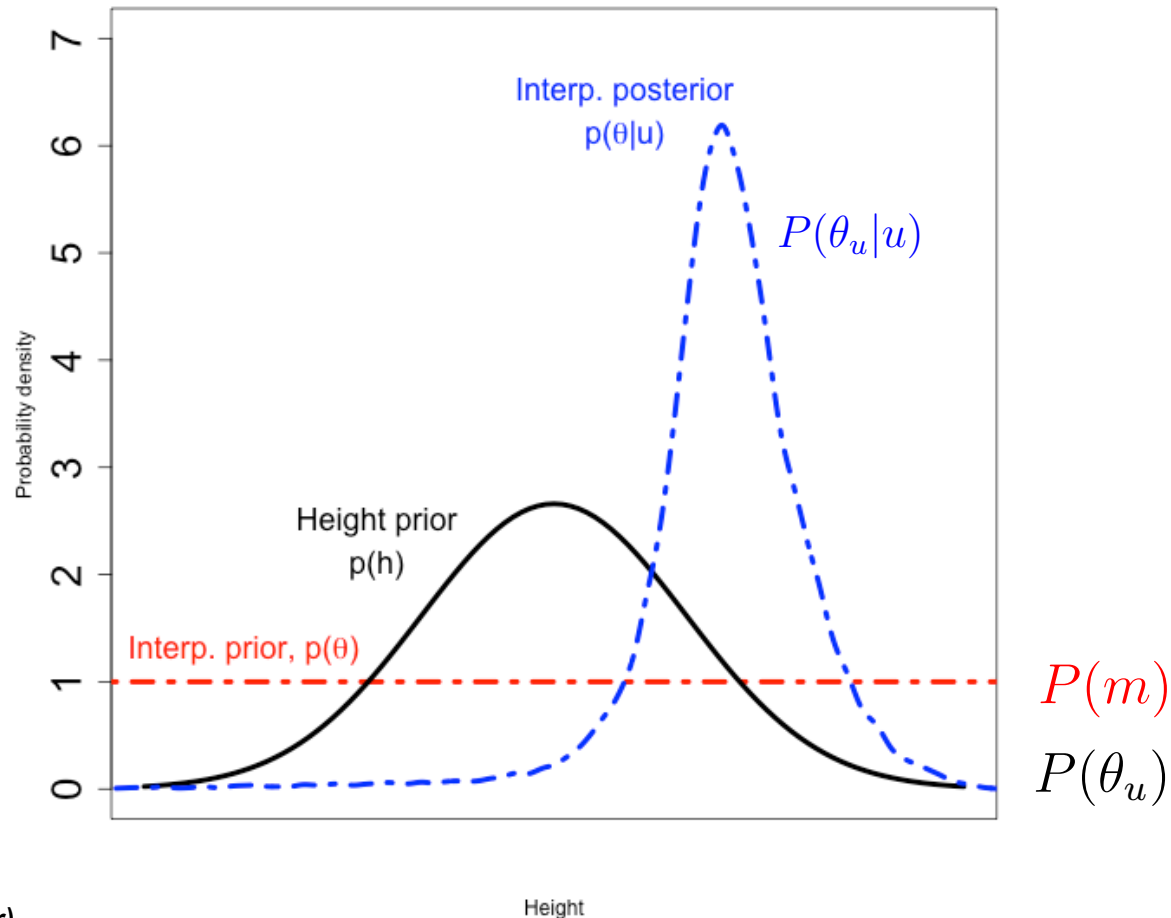
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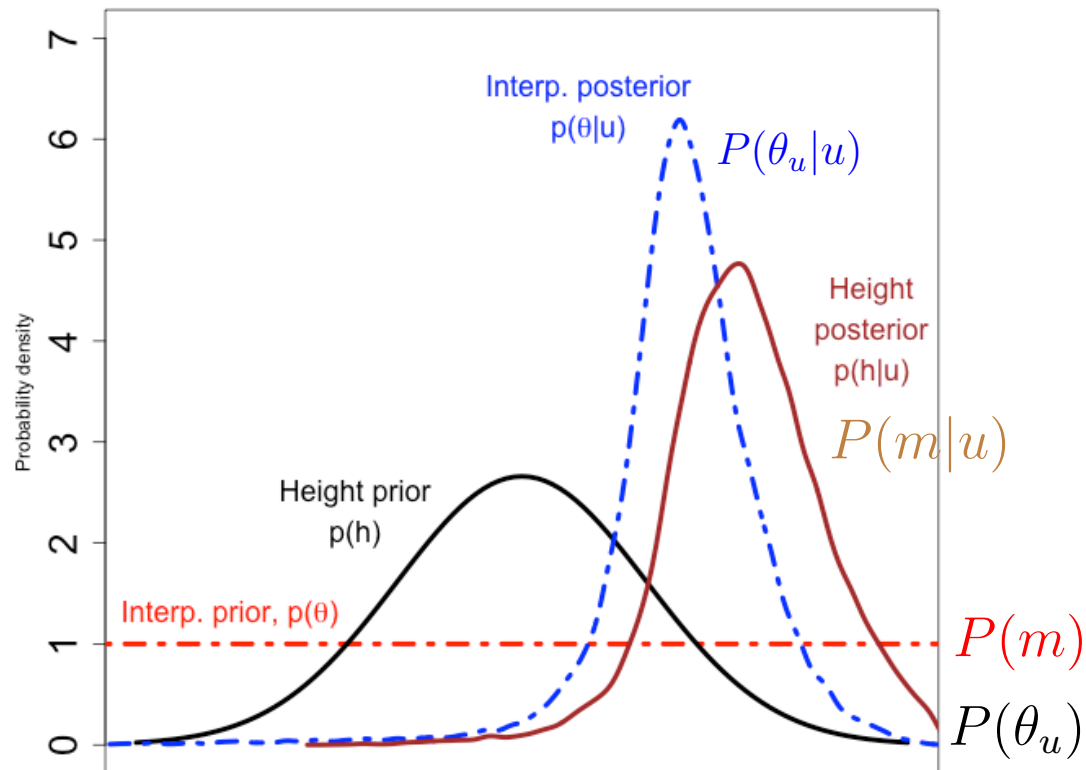
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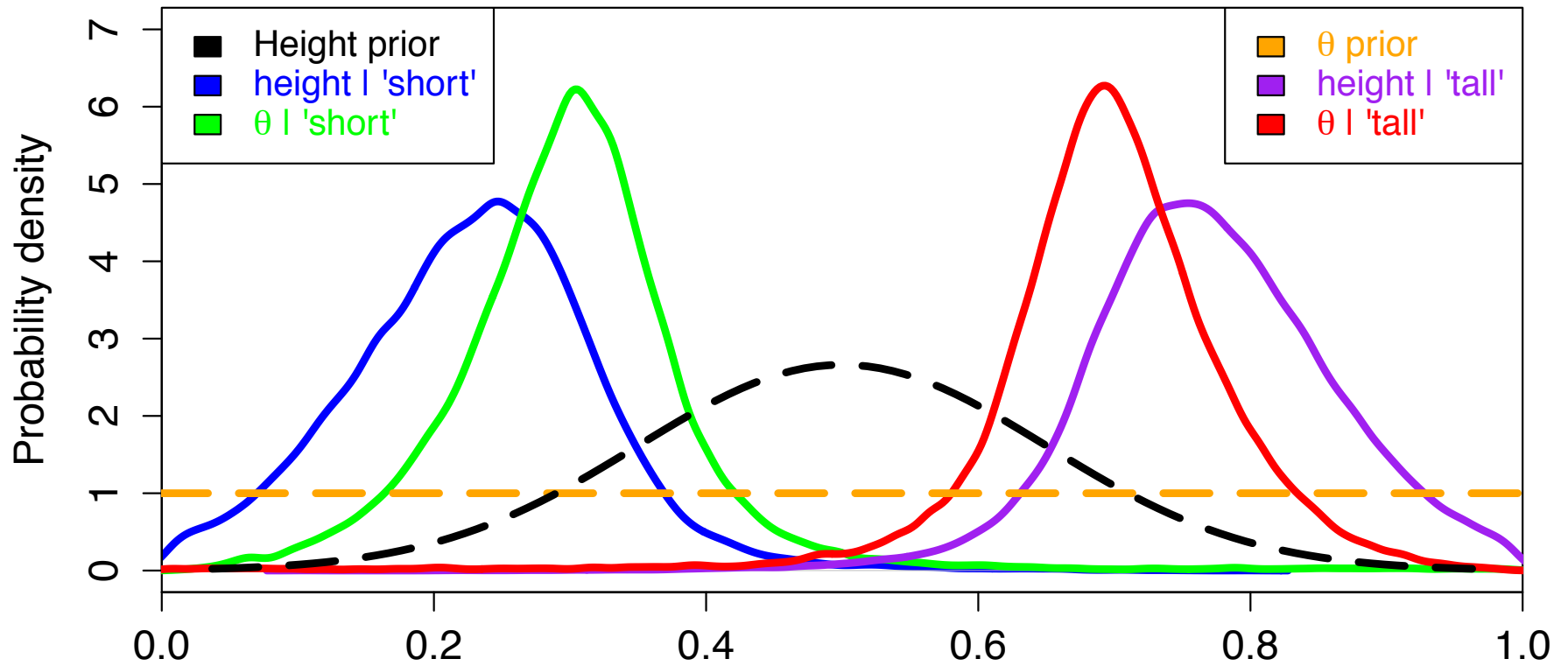
# Visualizing pragmatic listener inferences

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# Antonyms



(Due to Dan Lassiter)

# Absolute adjectives

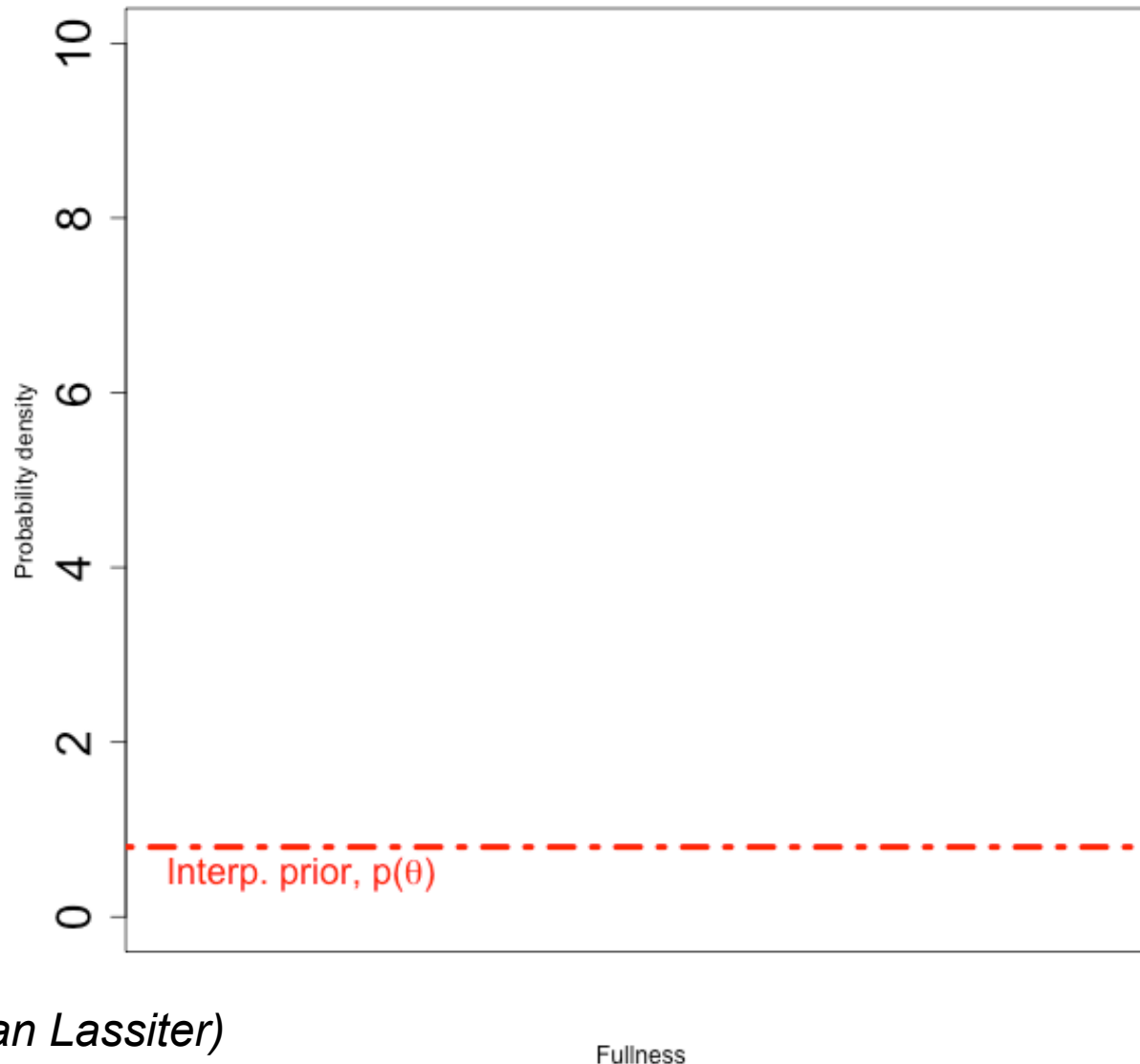
---

- *full/empty, wet/dry, safe/dangerous, ...*
  - meanings are less (not?) context-dependent
  - meanings are sharp(er)
  - reference classes apparently not relevant to interpretation

# The pragmatic model on *full*

---

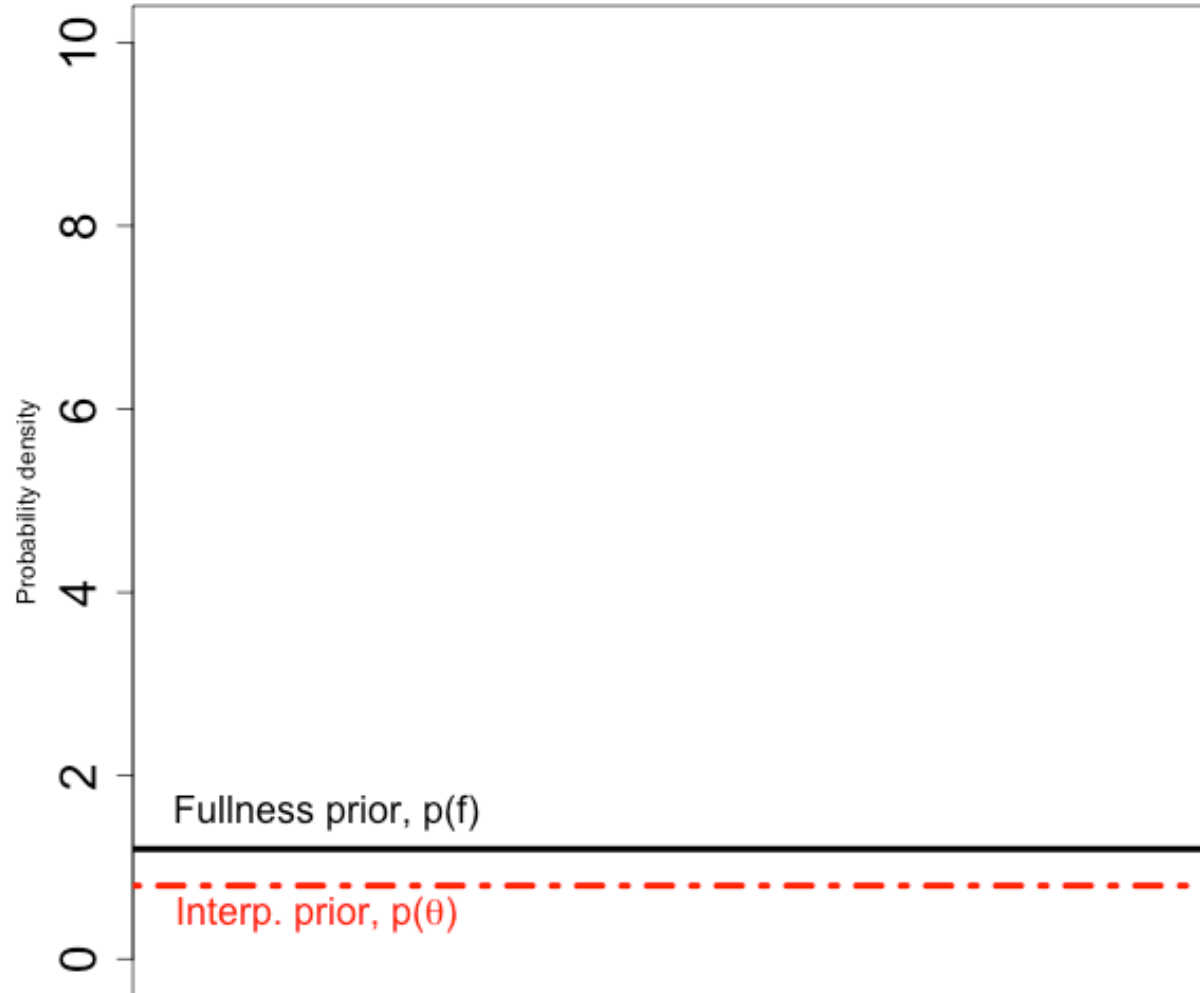
- Crucially, fullness is a ***bounded*** scale!



(Graph due to Dan Lassiter)

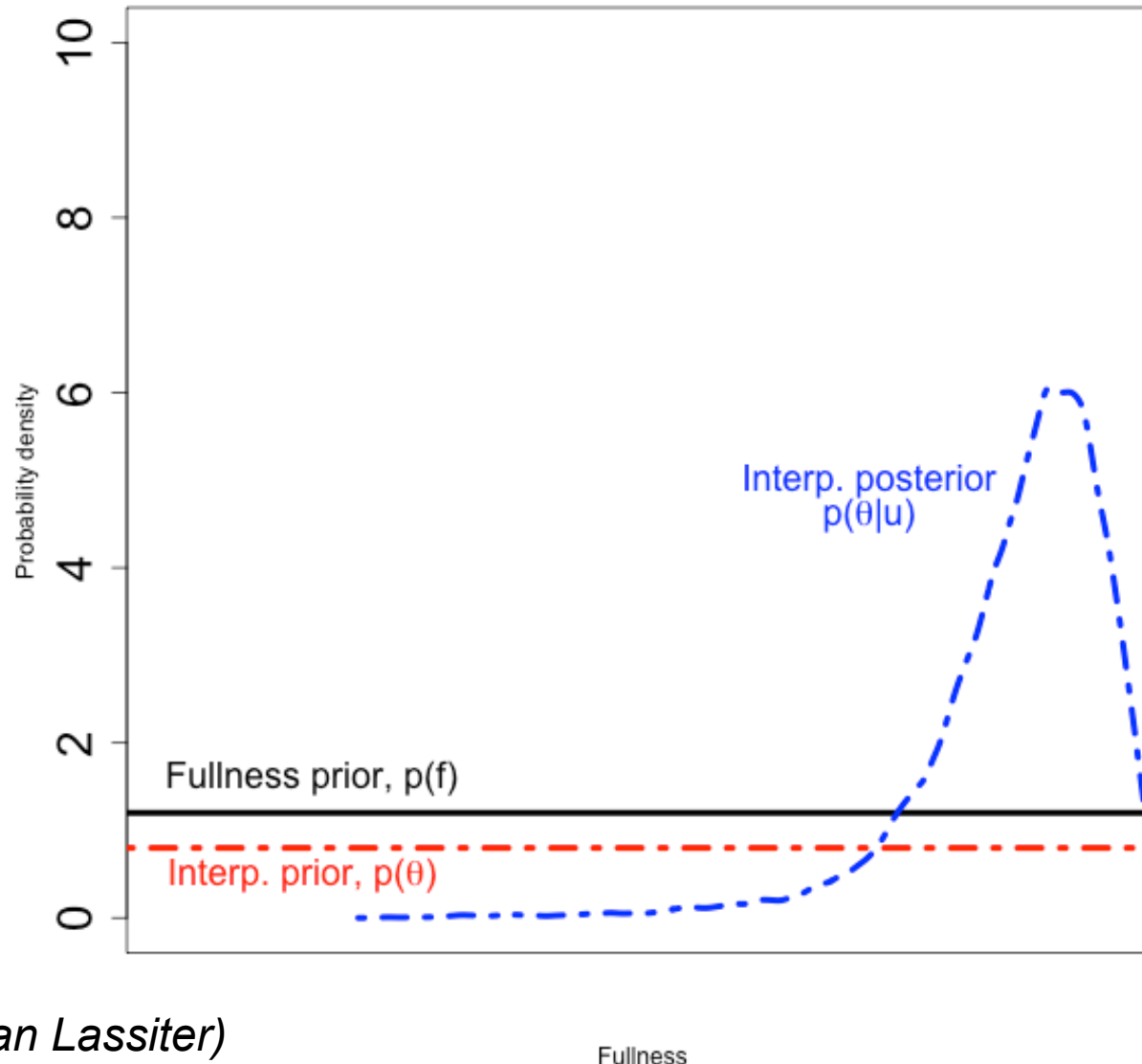
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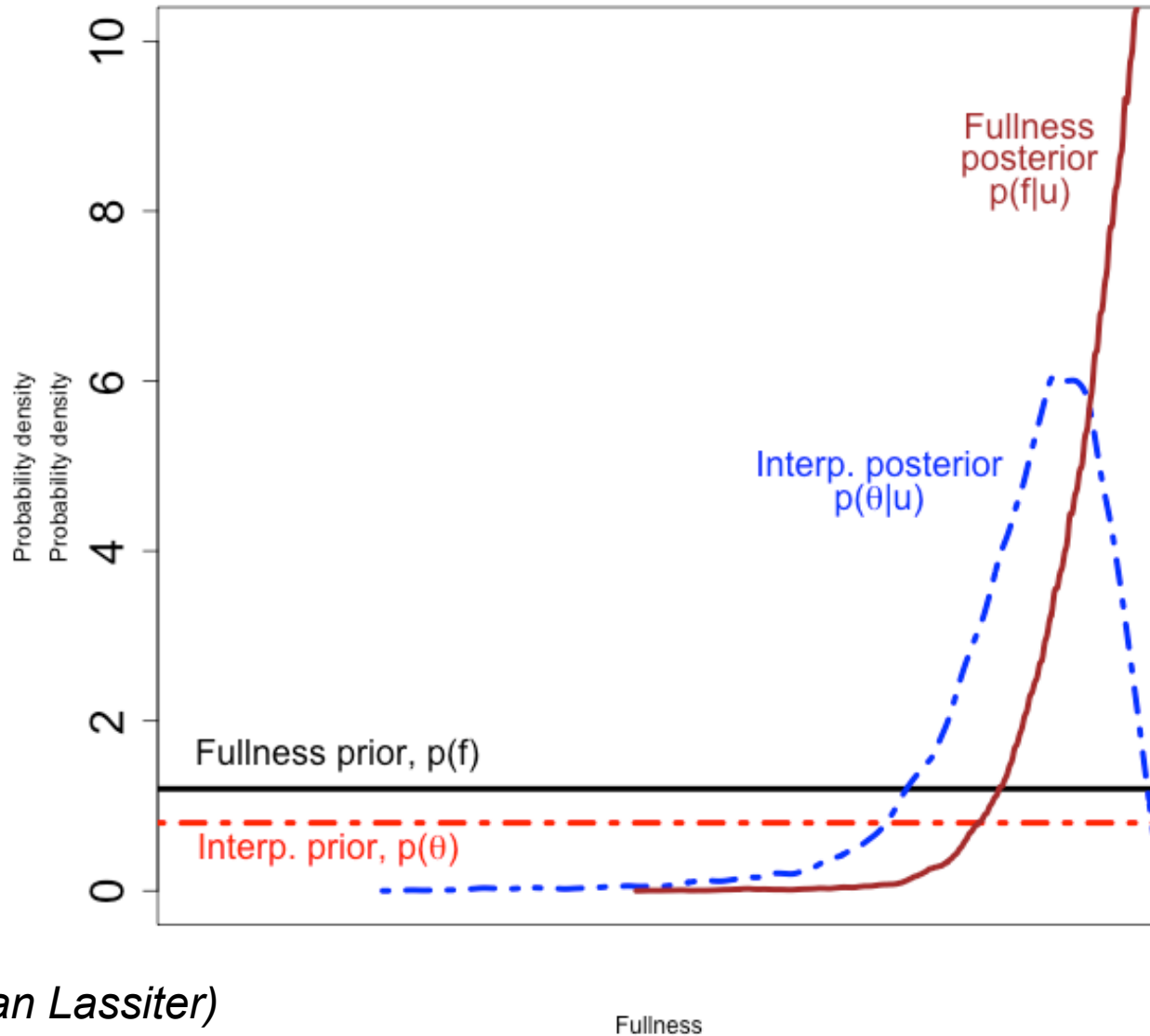
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# The pragmatic model on *full*

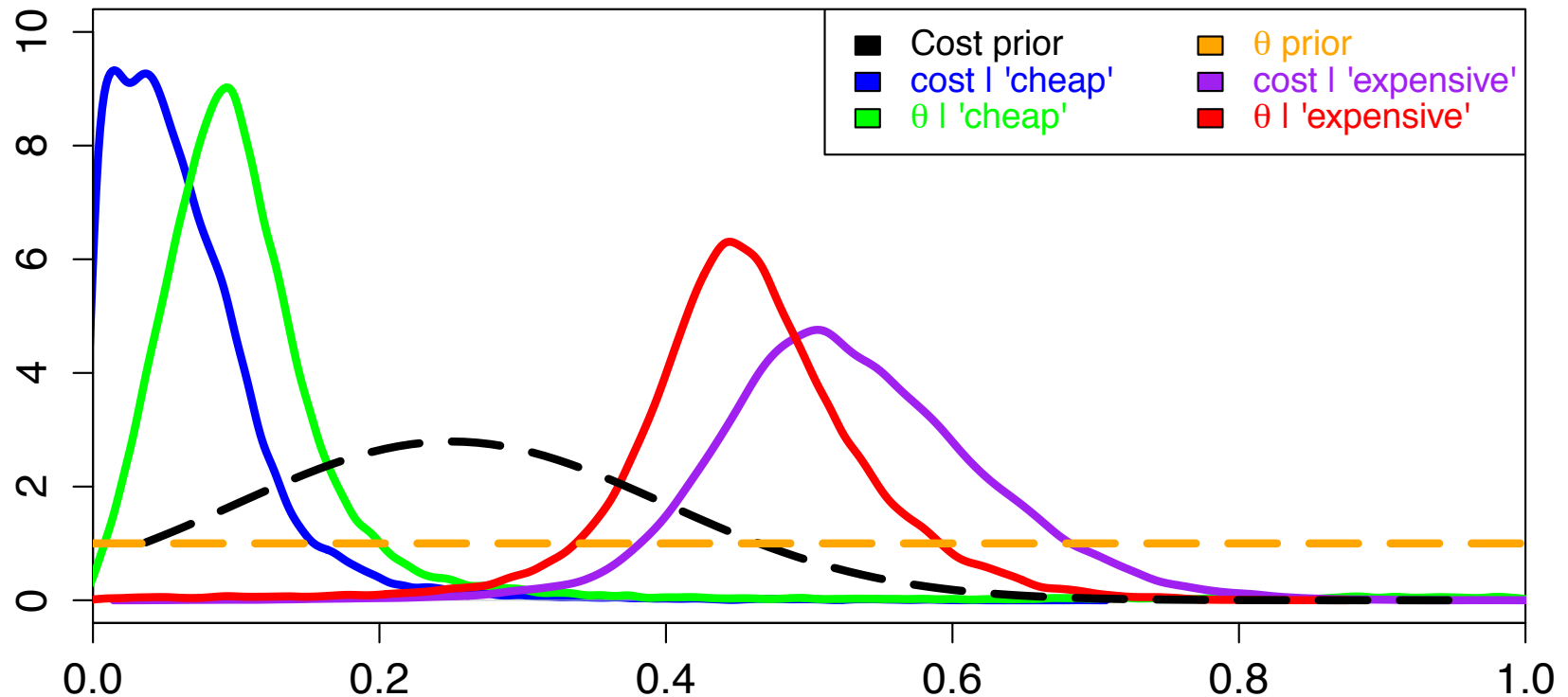
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(Graph due to Dan Lassiter)

# Bounds on scales

- On the Lassiter & Goodman model, asymmetries in the interpretations of adjectives arise naturally as a consequence of the prior



# Summary

---

- Scalar adjectives are a simple example, but pose an additional challenge for pragmatics models
- Some part of the *literal meaning of an utterance* must get contextually determined
- This is one of the simplest examples of interleaving of semantic representation and probabilistic pragmatic inference
- Pieces of the puzzle:
  - Logical semantic representations
  - Latent-variable treatment of pieces of these representations
  - Prior probabilities on likely speaker meanings
  - Joint, utility-driven posterior inference on latent semantic variables and speaker meaning