

LING5702: Lecture Notes 10

Hierarchic Sequential Prediction

We've seen syntactic structural knowledge constrains trees, but how do we guess trees from words?

As an approximation, we base structural processing on domain-general complex event prediction.

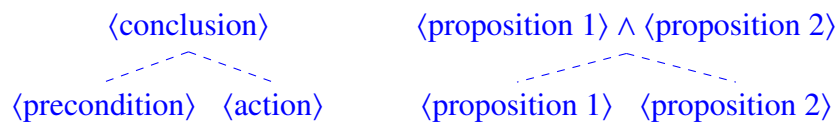
We predict complex events in memory, using learned (generalized) rules of causation.

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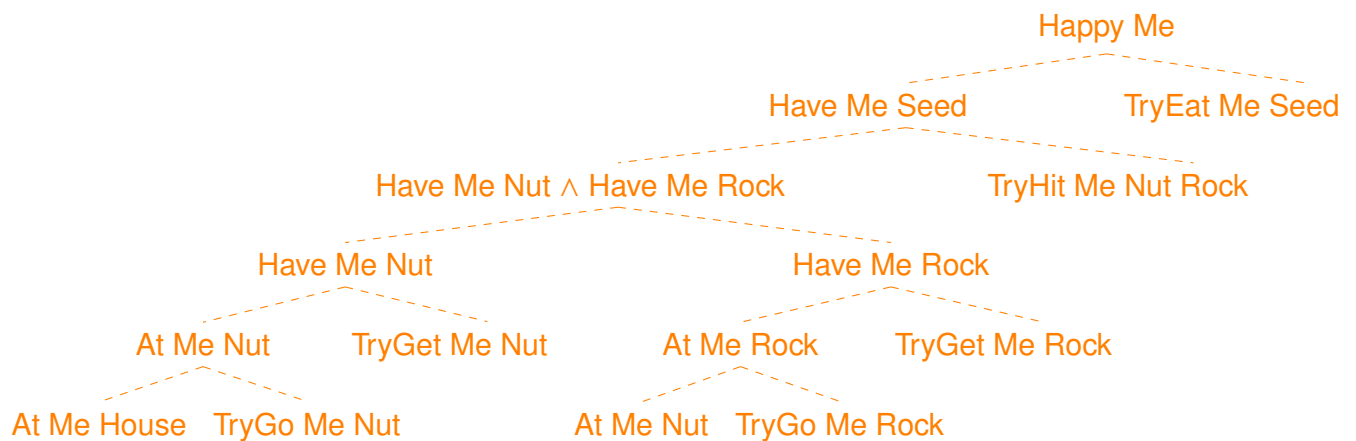
10.1 Complex events

We assume complex events are made of preconditions and actions, or conjoined propositions:



Events can contain hierarchies of subevents, especially complex plans (complex ideas).

Here's a complex event for breaking open a nut with a rock and eating the seed inside:



Sub-events are related to parent events by cued associations for 'cause' predications.

When similar (recognition) operations are nested inside other operations, a process is called **recursive**.

10.2 Event fragments

Humans and (some) animals can recognize and re-create complex hierarchic events.

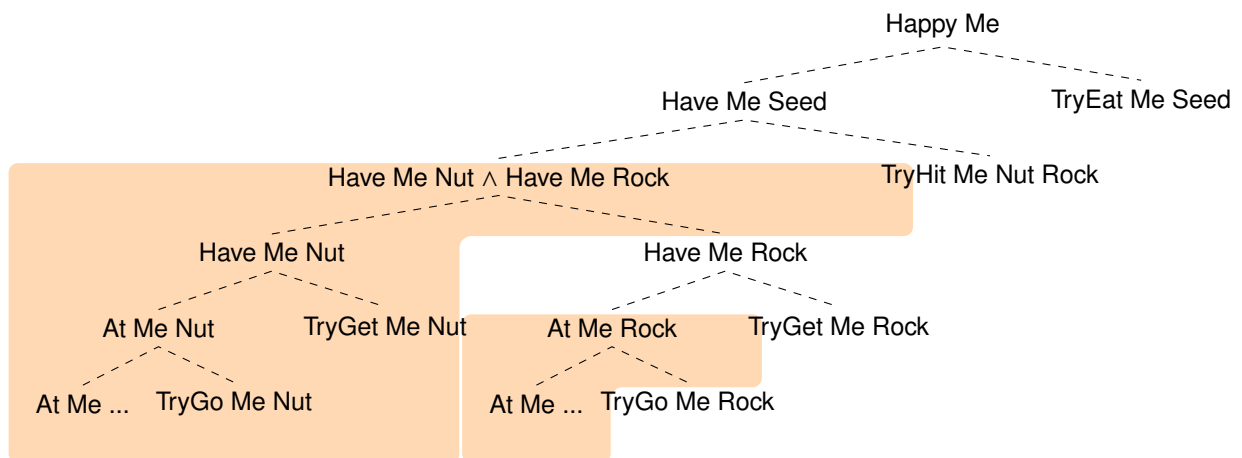
[Fuster, 1990, Botvinick, 2007]

Partial sequences of events can be grouped and stored as **event fragments** a/b , where:

- a is a **predicted outcome** ‘apex’ top-level event or sub-event,
- b is an **expected part** ‘base’ sub-event / observed event yet to come, which completes the outcome.

E.g. **At Me Rock** can be accounted as **Have Me Rock / TryGet Me Rock**.

Here’s a set of event fragments recognized from observations in time order, up to **TryGo Me Rock**:



Near-complete sub-events can be chained together to save memory:

E.g. ... / **Have Me Rock** and **At Me Rock** form ... / **TryGet Me Rock**.

When a recent event fragment is completed, it can be added to an earlier event fragment.

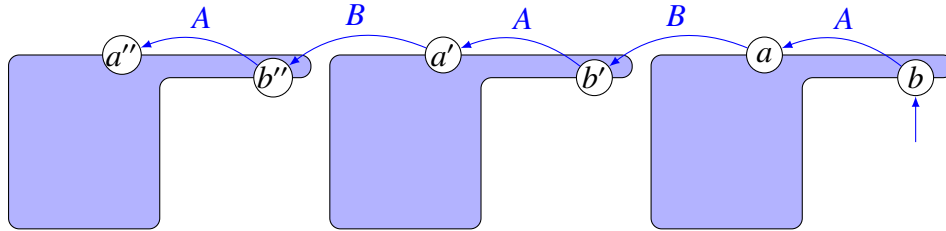
E.g. if **At Me Rock** is complete, it can satisfy **Have Me Rock** with **TryGet Me Rock** expected.

Uncertainty about events may be modeled using superposed activation vectors, described earlier.

10.3 Recognition Model [Johnson-Laird, 1983]

This model maintains a sequence of event fragments accessible from a most recent expectation b :

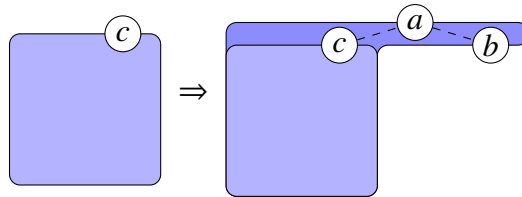
- Cued associations ‘ A ’ directly link individual expectations b to supported outcomes a .
- Cued associations ‘ B ’ directly link individual outcomes a to preceding expectations b .



E.g. a'/b' is ... / Have Me Rock, a/b is At Me Rock / TryGo Me Rock.

Crucially, this store can only be a few elements long before interference causes trouble.

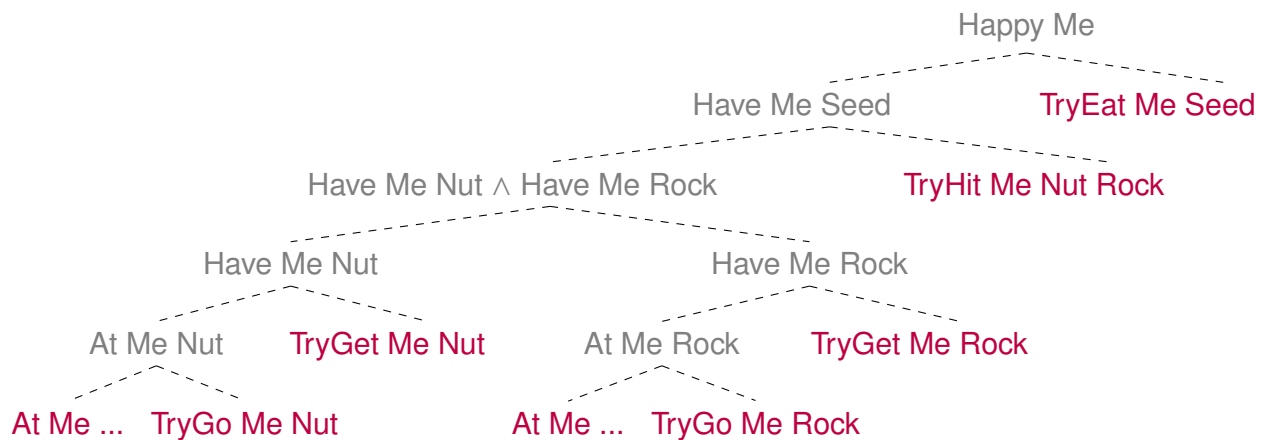
The model also assumes a set of learned **prediction rules**:



E.g. **Have Me Rock** (a) is composed of **At Me Rock** (c) followed by **TryGet Me Rock** (b).

Here, a , b , and c might be connected by a 'cause' elementary predication (dashed lines).

First, distinguish **terminal** (simple, observed) and **nonterminal** (complex, hidden) events:



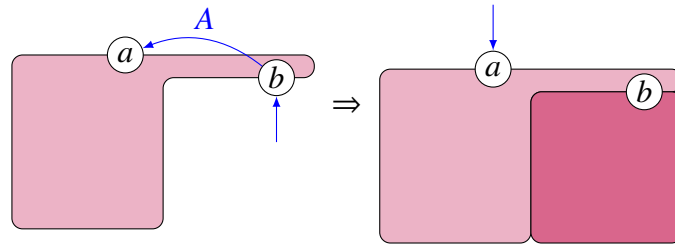
Note: in a binary-branching structure there are equal numbers of **terminal** and **nonterminal** events.

We predict this structure by guessing one **terminal** and one **nonterminal** branch at every observation.

Complex ideas can now be assembled by connecting observed events to event fragments...

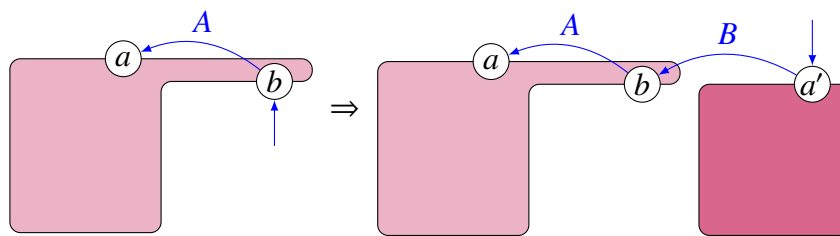
- **Terminal** decision (add observed event and connect to existing event fragment, or don't):

Yes-match result (set current prediction):



(Note that this replaces an event fragment with a complete event in associative memory.)

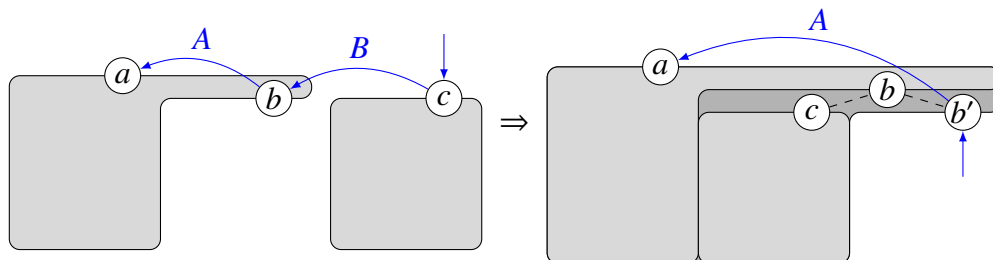
No-match result (check types, store cued association from a' to b , set current prediction):



(Note that this just adds a complete event to associative memory.)

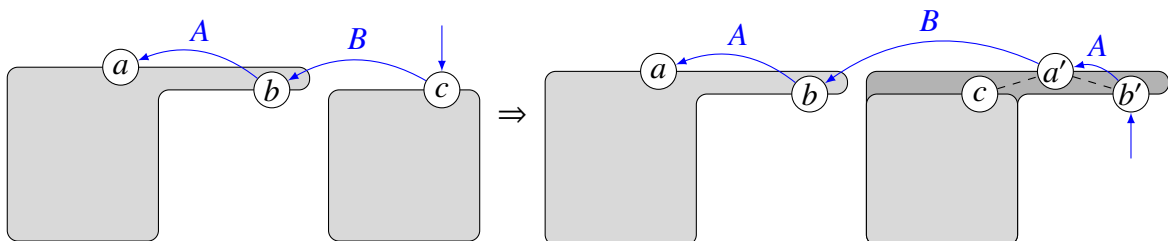
- **Nonterminal** decision (apply prediction rule and connect resulting event fragment, or don't):

Yes-match result (check types, apply rule, store cued association from b' to a):



(Note that this replaces an event fragment and a complete event with an event fragment.)

No-match result (apply rule, store cued association from b' to a' and a' to b):



(Note that this replaces a complete event with an event fragment in associative memory.)

Matching can be implemented in simple neural networks, generalized by procedural learning.

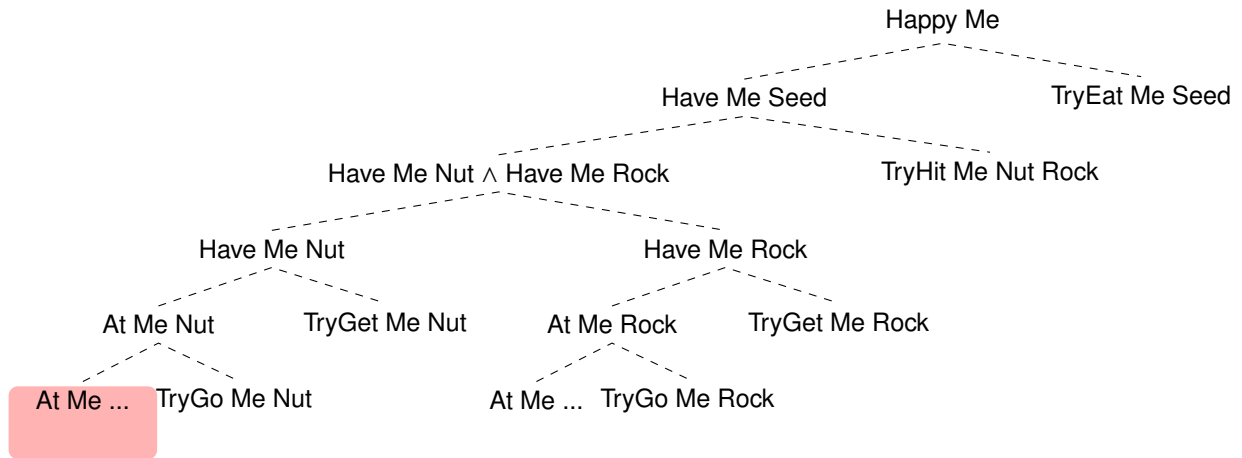
These operations can recognize any branching event structure using a minimum amount of memory.

10.4 Example recognition by hierarchic sequential prediction

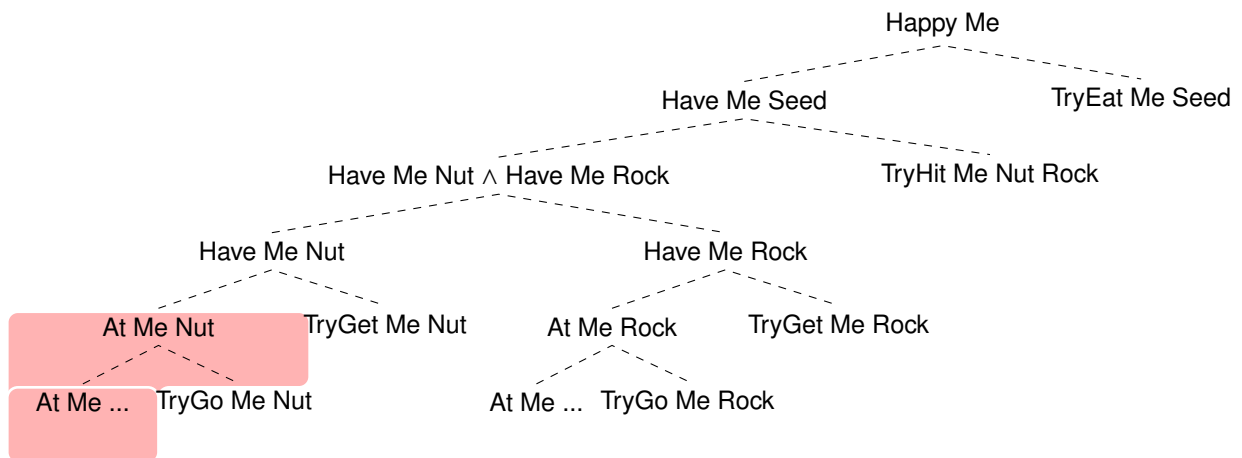
Here is an example of recognizing a complex plan from observations.

The events and event fragments will be drawn onto the phrase structure tree as they are recognized.

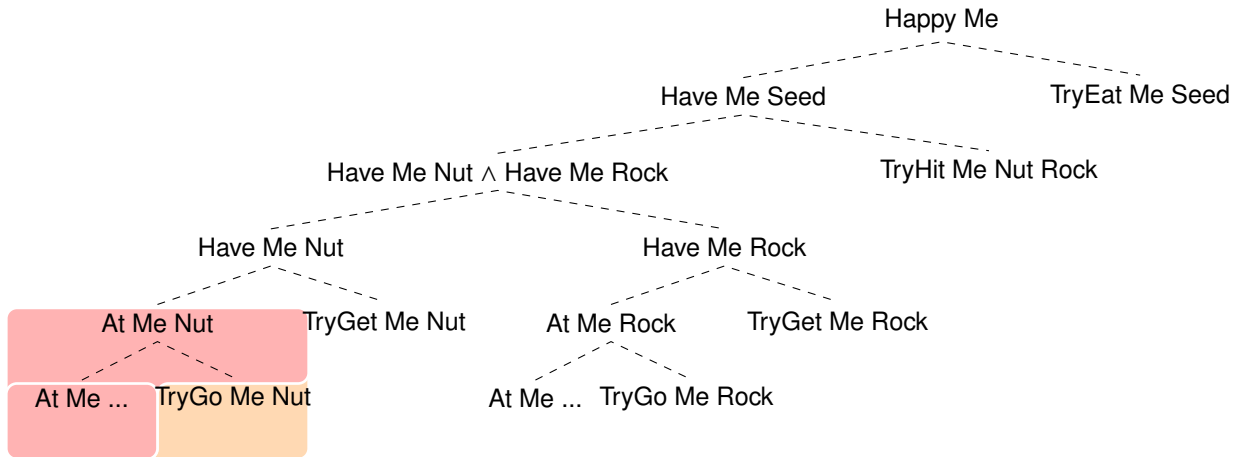
Terminal: start w. observation of **At Me (wherever)**, don't match it to expectation of complete plan:



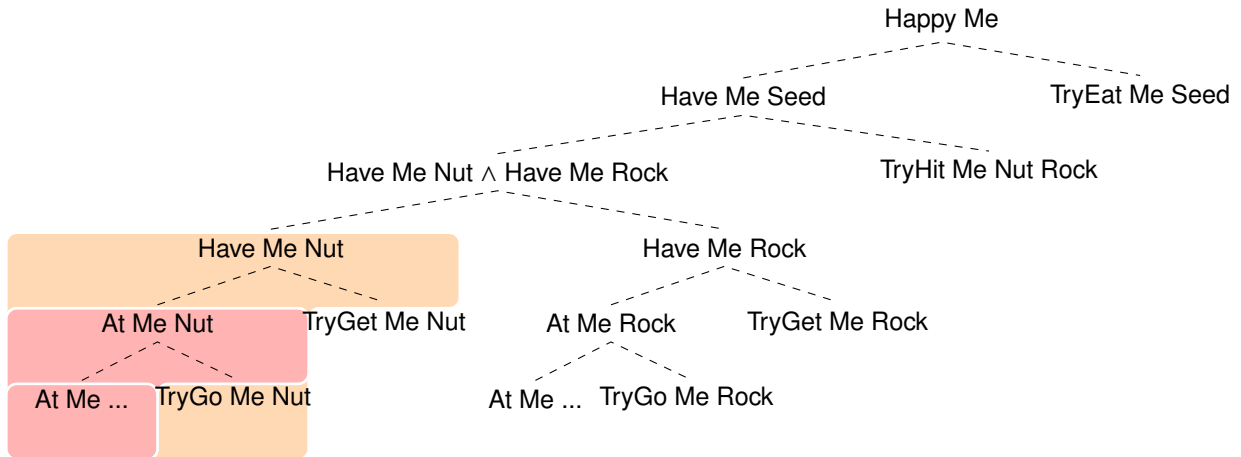
Nonterminal: expect **TryGo Me Nut**, outcome **At Me Nut**, don't match expectation of complete plan:



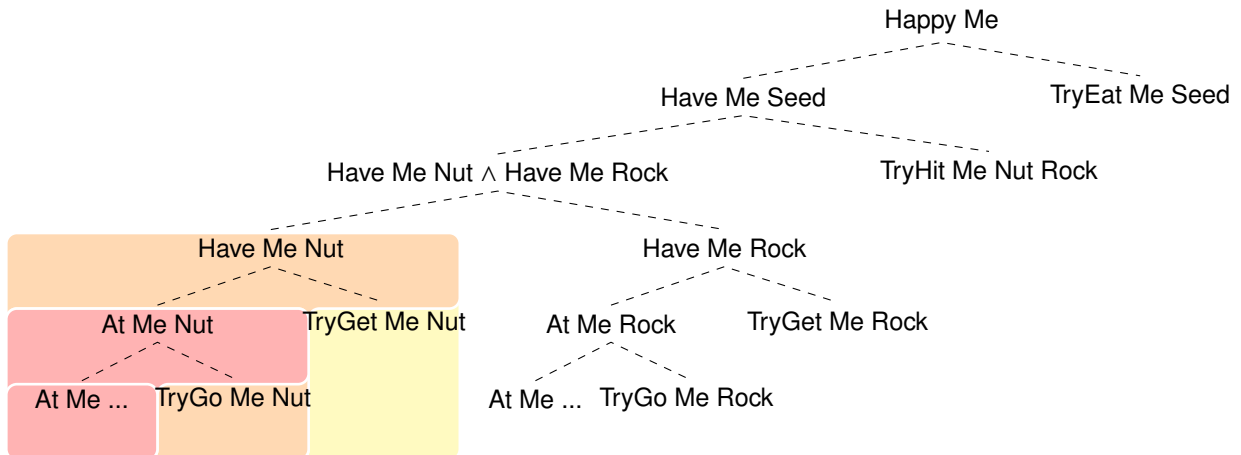
Terminal: observe TryGo Me Nut, match to expectation of TryGo Me Nut, making complete event:



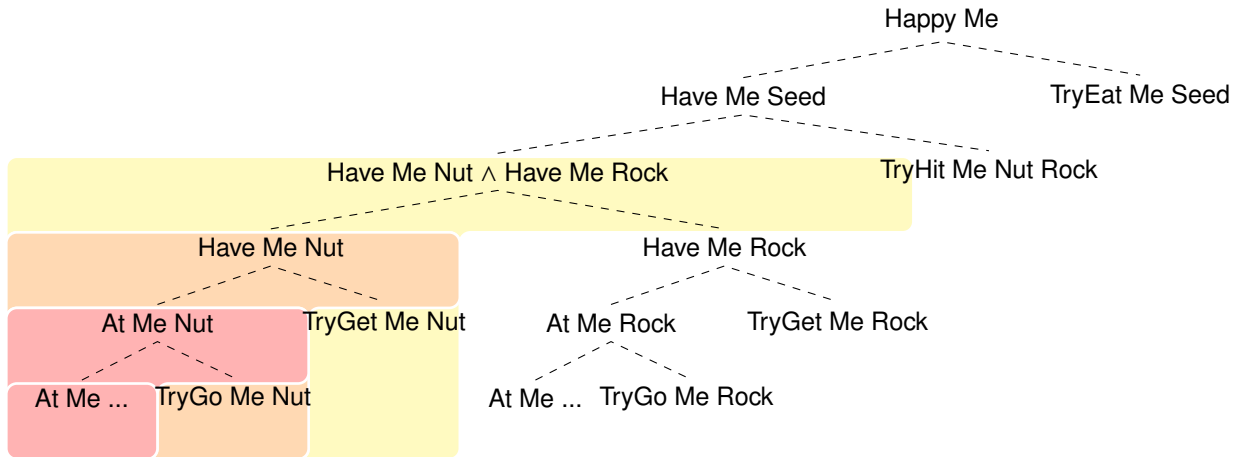
Nonterminal: expect TryGet Me Nut, outcome Have Me Nut, don't match to the completed plan:



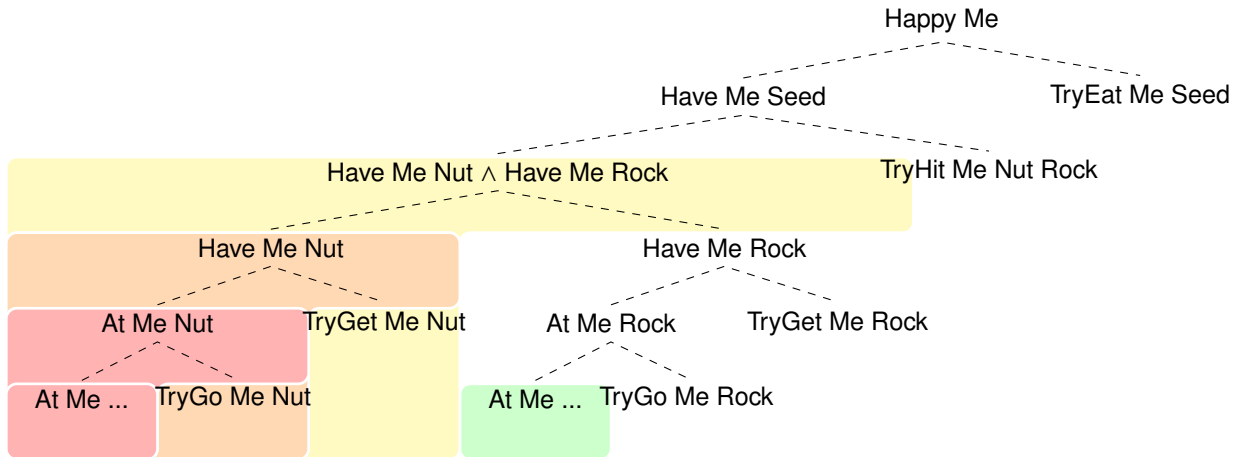
Term: observe TryGet Me Nut, match expectation of TryGet Me Nut in previous event fragment:



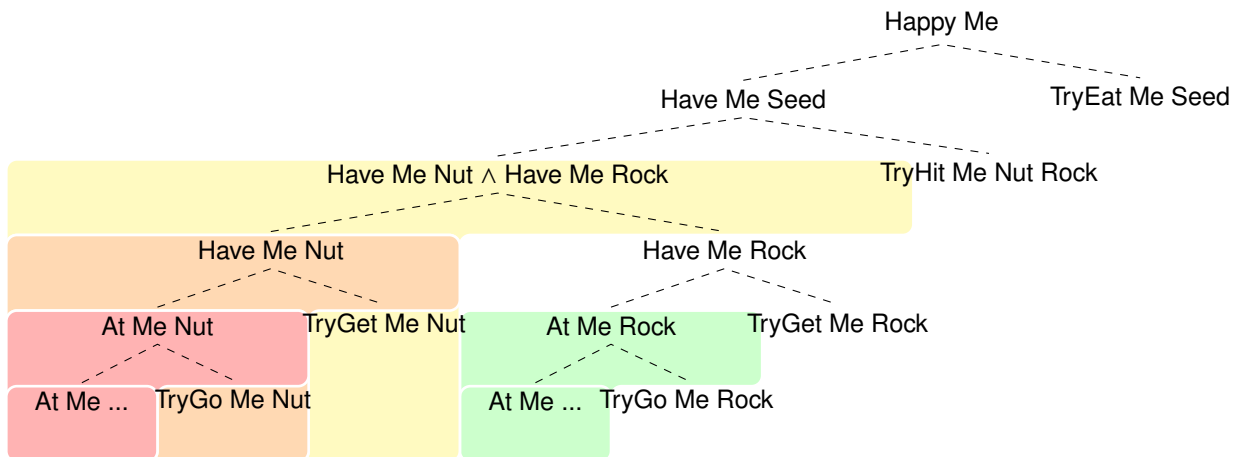
Nonterm: expect **Have Me Rock**, outcome **Have Me Nut \wedge Have Me Rock**, don't match as complete:



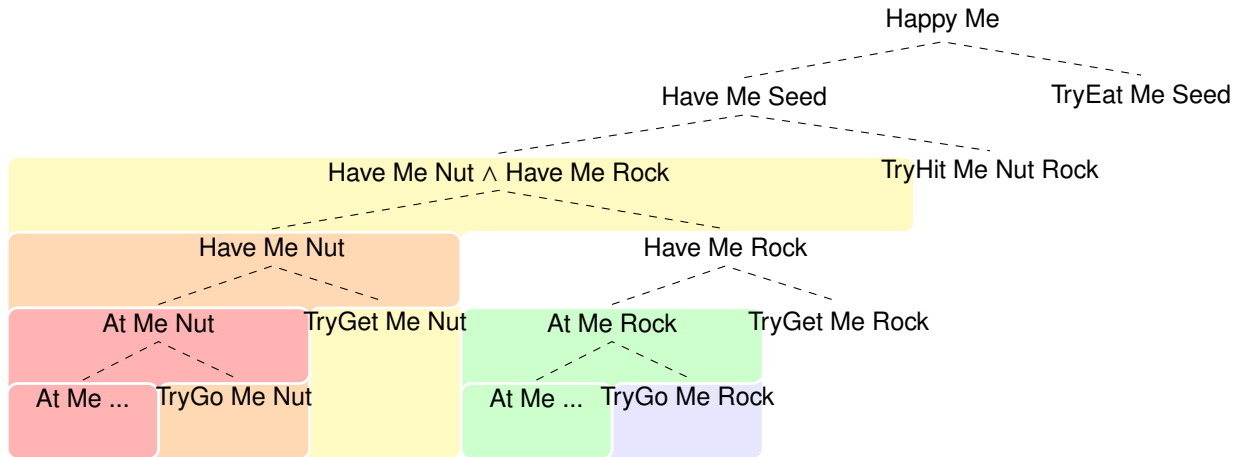
Term: observe **At Me (wherever)**, don't match expectation **Have Me Rock**, creating separate event:



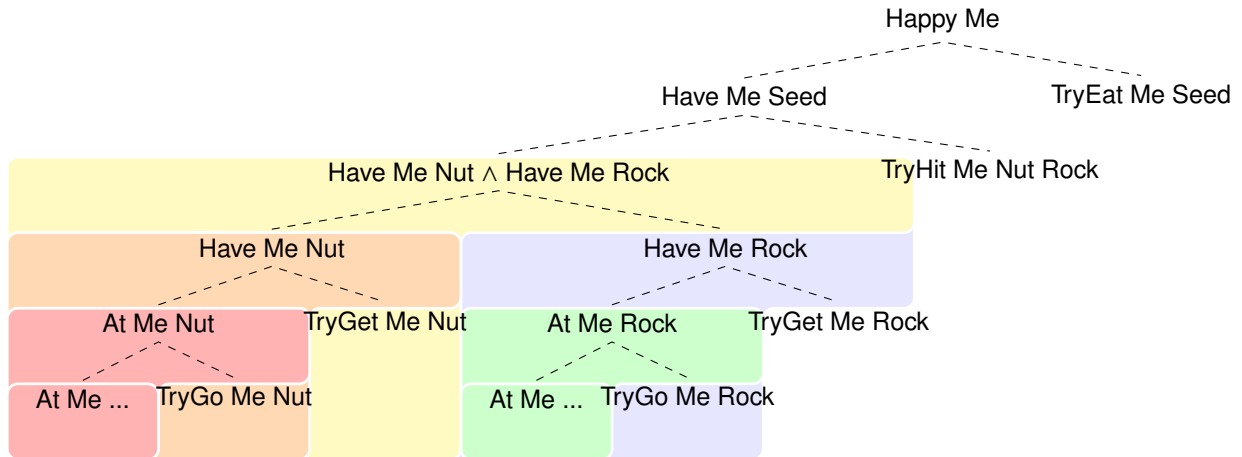
Nonterm: expect **TryGo Me Rock**, outcome **At Me Rock**, don't match expectation of **Have Me Rock**:



Term: observe **TryGo Me Rock**, match to expectation of **TryGo Me Rock**, forming complete event:



Nonterm: expect **TryGet Me Rock**, match outcome **Have Me Rock**, forming single event fragment:



10.5 Practice

Continue the process for one more terminal and non-terminal decision.

Draw the event fragments that exist immediately after observing **TryGet Me Rock**. Specifically:

1. What will be the terminal decision result, and what event will exist afterward?
2. What will be the non-terminal decision result, and what fragment will exist afterward?

References

[Botvinick, 2007] Botvinick, M. (2007). Multilevel structure in behavior and in the brain: a computational model of Fuster's hierarchy. *Philosophical Transactions of the Royal Society, Series B: Biological Sciences*, 362, 1615–1626.

- [Fuster, 1990] Fuster, J. M. (1990). Behavioral electrophysiology of the prefrontal cortex of the primate. *Progress in Brain Research*, 85, 313–324.
- [Johnson-Laird, 1983] Johnson-Laird, P. N. (1983). *Mental models: Towards a cognitive science of language, inference, and consciousness*. Cambridge, MA, USA: Harvard University Press.