

# Sensorimotor and linguistic distributional knowledge in semantic category production: An empirical study and model

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# Background and overview

- The importance of sensorimotor and linguistic information in conceptual processing is debated.
- **Linguistic Shortcut Hypothesis:**  
In conceptual processing, linguistic associations may be computationally cheaper than deeper sensorimotor simulations, providing a linguistic shortcut.
- What is the role of sensorimotor and linguistic information in semantic category production?
  1. Behavioural Studies
  2. Modelling Study

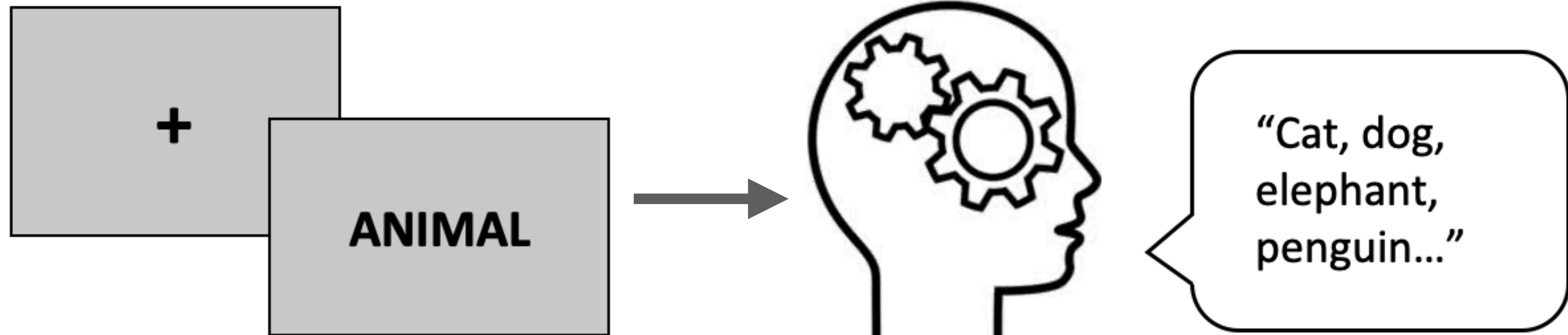
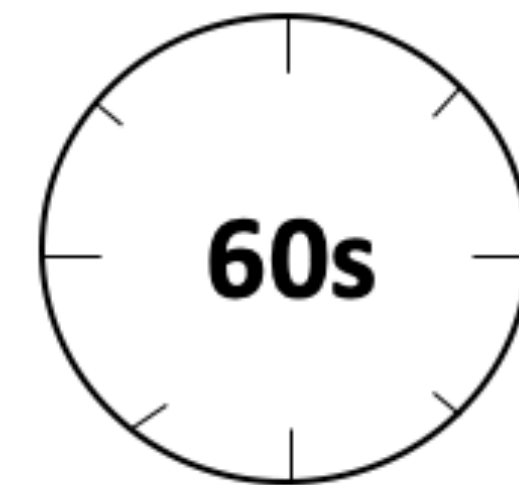
# Behavioural studies

# Study 1A

## Semantic category production



NAME AS MANY CATEGORY  
MEMBERS AS POSSIBLE

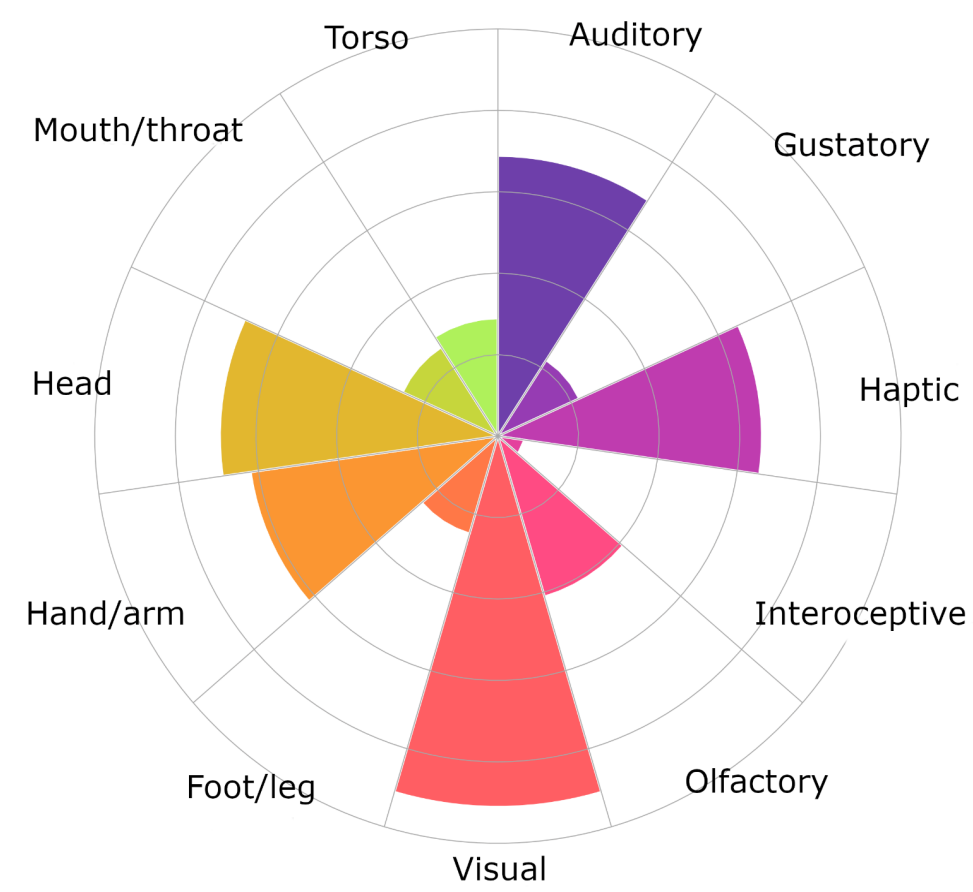


117 categories

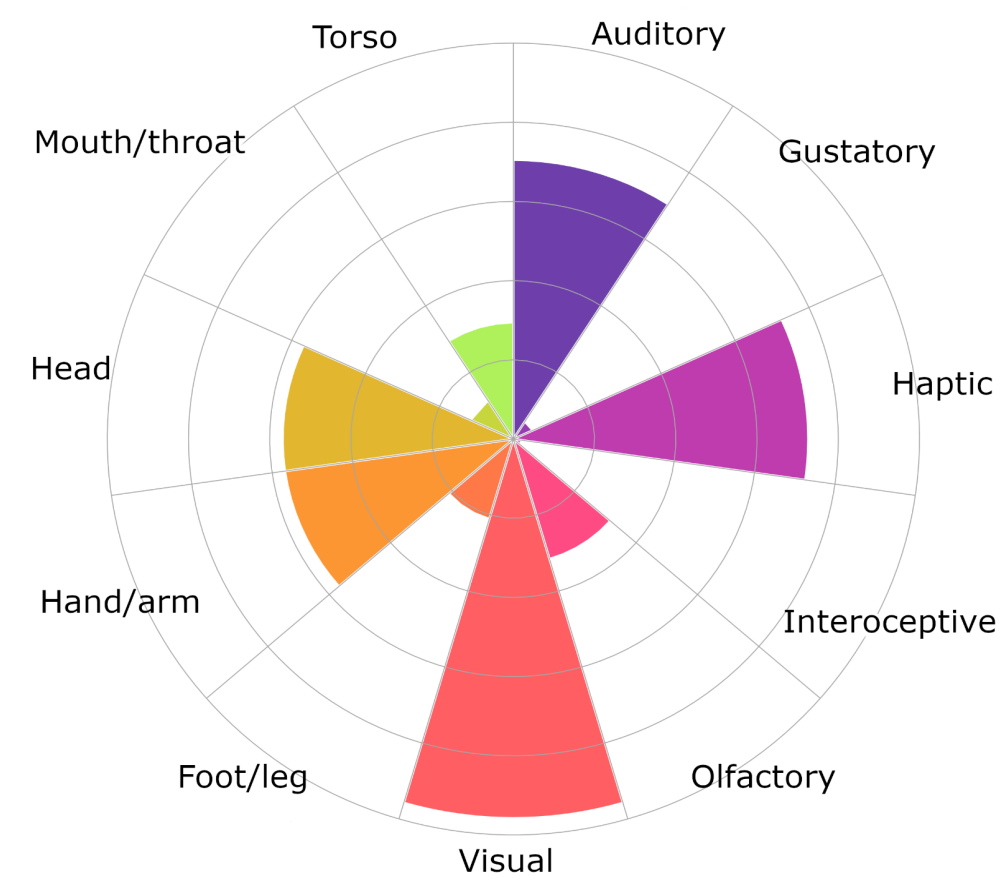
20 participants per category

# Study 1A

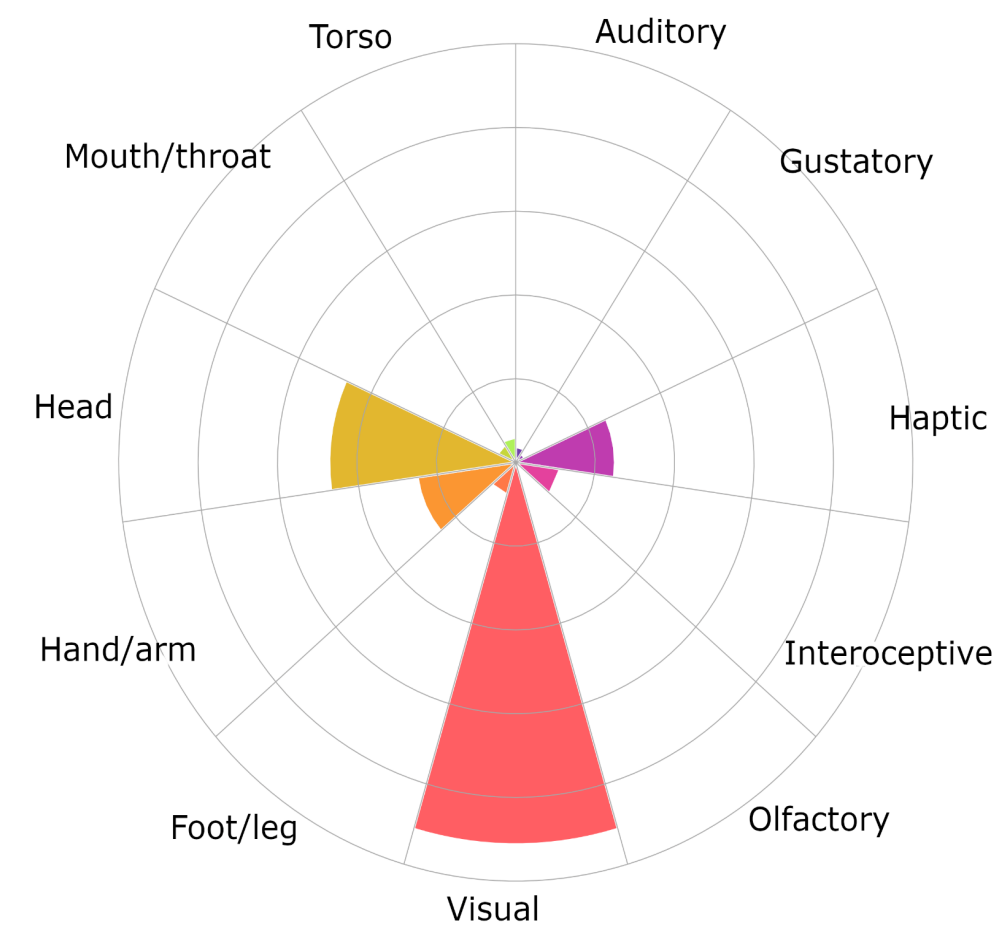
## Predictor 1: sensorimotor similarity



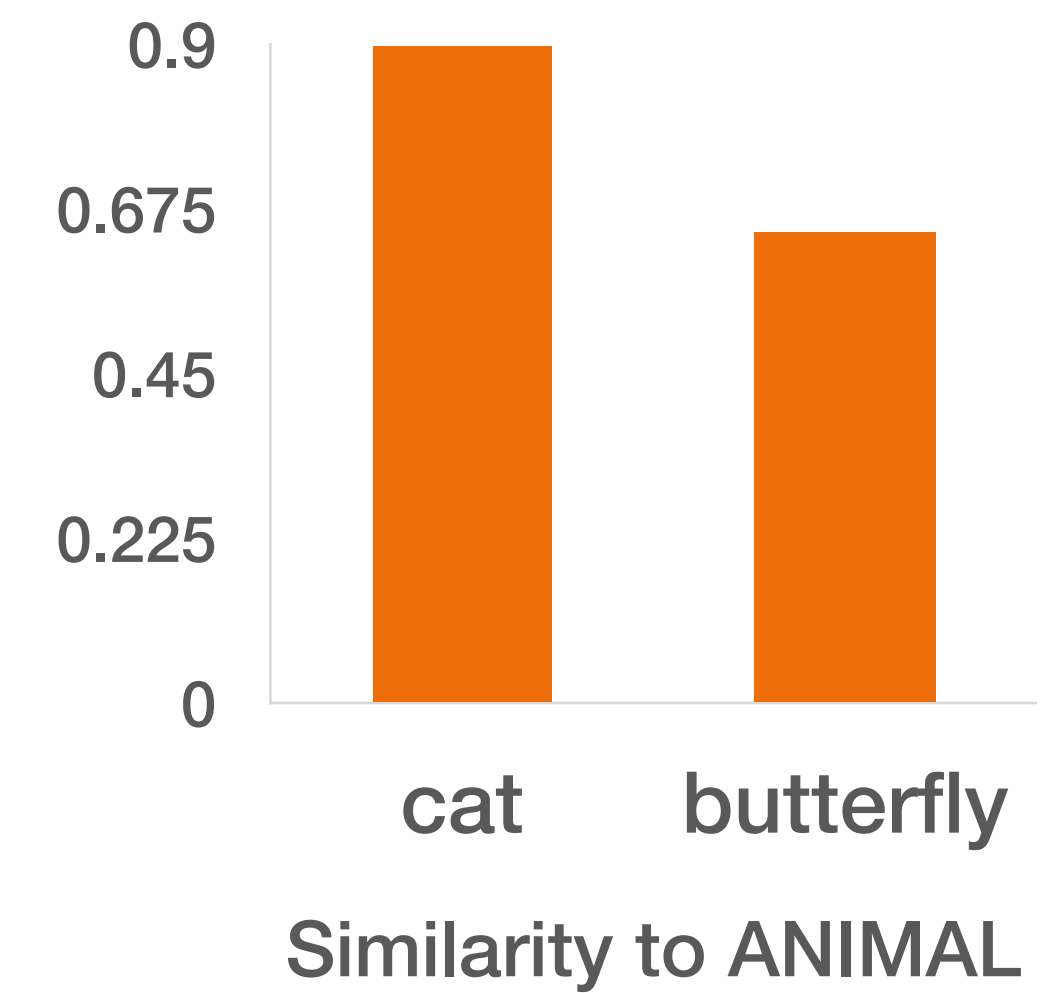
ANIMAL



CAT



BUTTERFLY



11 dimensions of sensorimotor experience

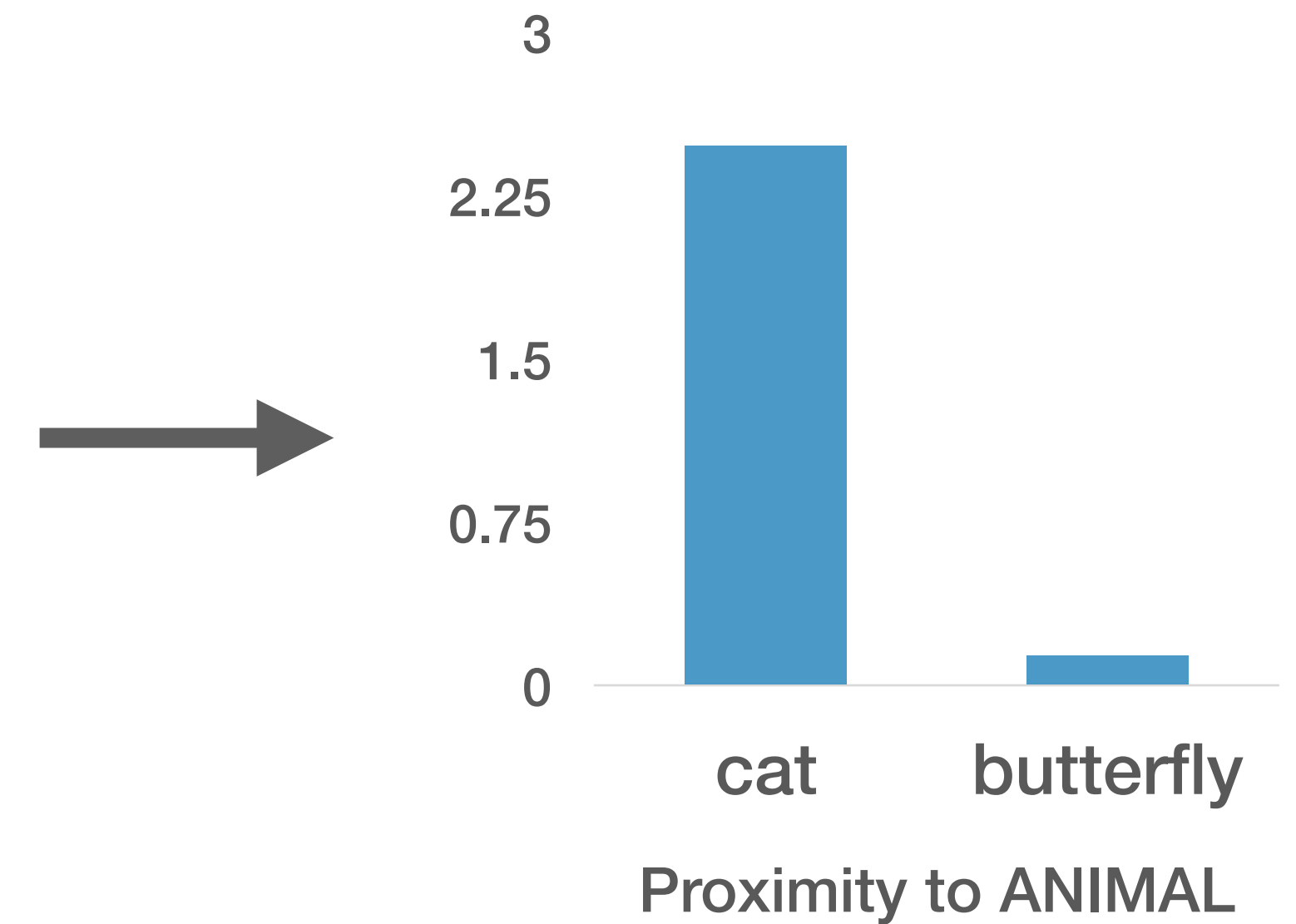
- Vector distance (Minkowski-3)
- Higher values = greater similarity

# Study 1A

## Predictor 2: linguistic proximity

My **CAT** is a funny **ANIMAL**  
She took the stray **CAT** to an **ANIMAL** shelter

Co-occurrence (PPMI n-gram,  $r = 5$ ) of each category + concept in a corpus of 200 million subtitles.



- Higher values = greater proximity

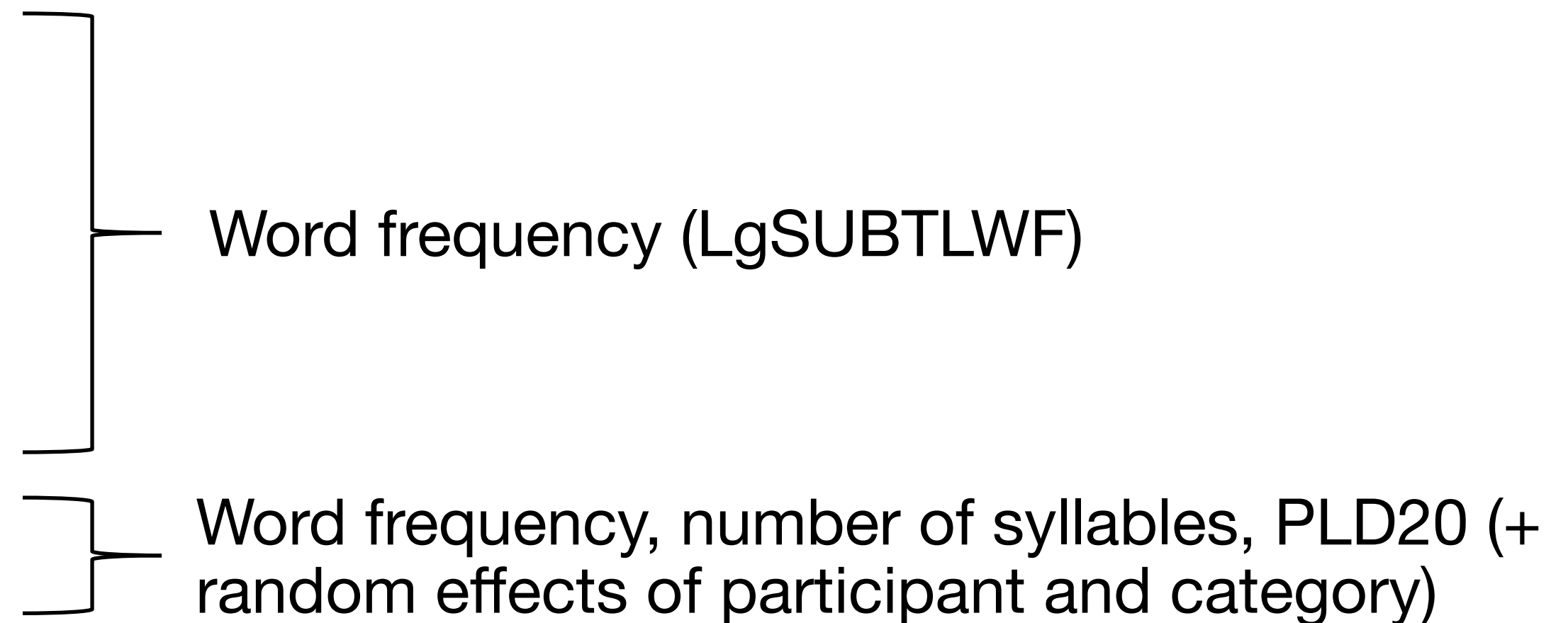
# Study 1A

## Bayesian hierarchical regressions

### Dependent variables

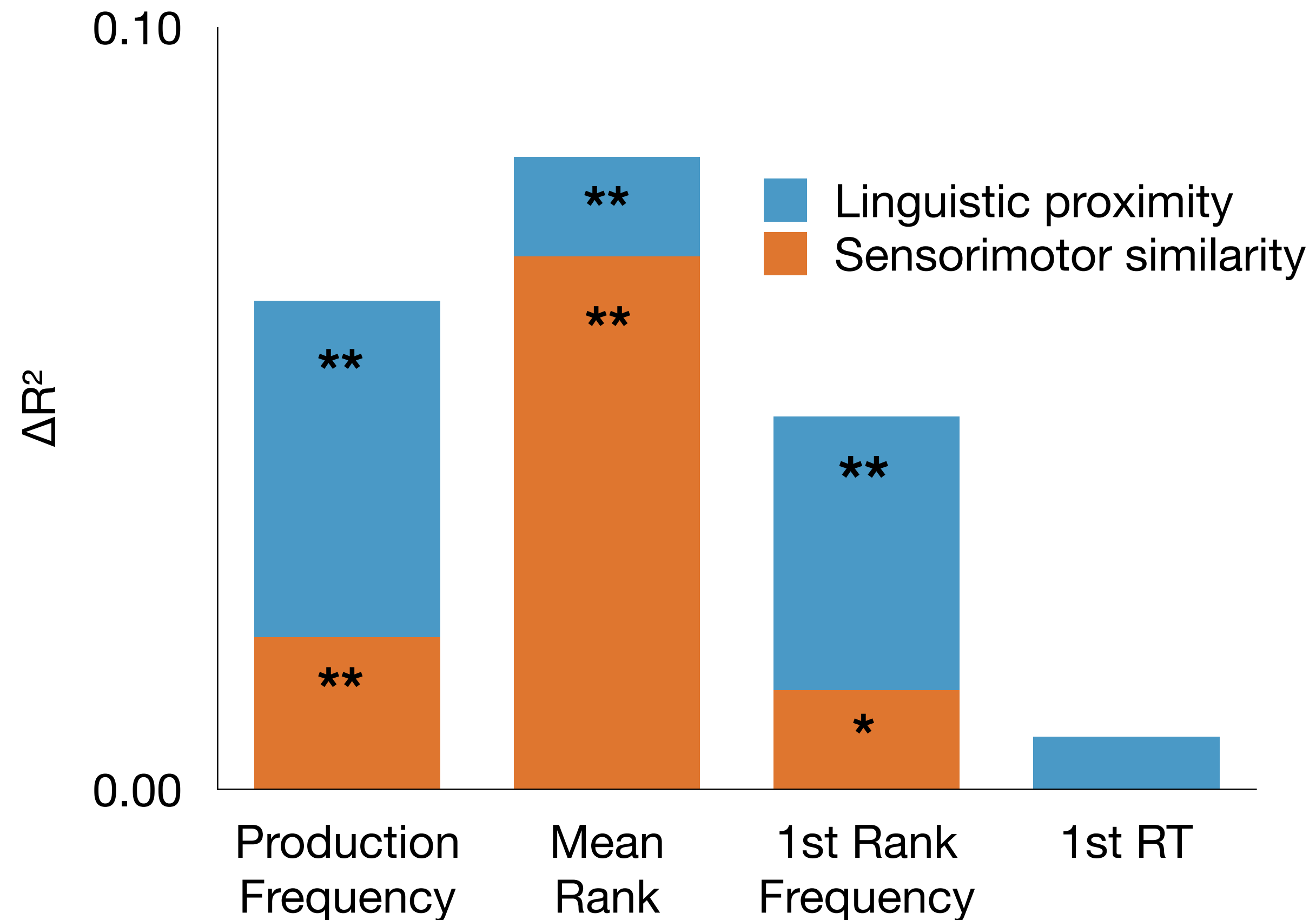
1. Production Frequency
2. Mean Rank
3. First Rank Frequency
4. Response Time (first responses)

### Baseline lexical predictors



# Study 1A

## Results



- Concepts with similar sensorimotor strength and that appear in the same linguistic contexts to the category, were named more frequently and earlier.
- Linguistic proximity contributed over and above sensorimotor similarity.
- Only equivocal evidence for RTs.

\*\* BF  $\geq$  20 (strong evidence for H1)

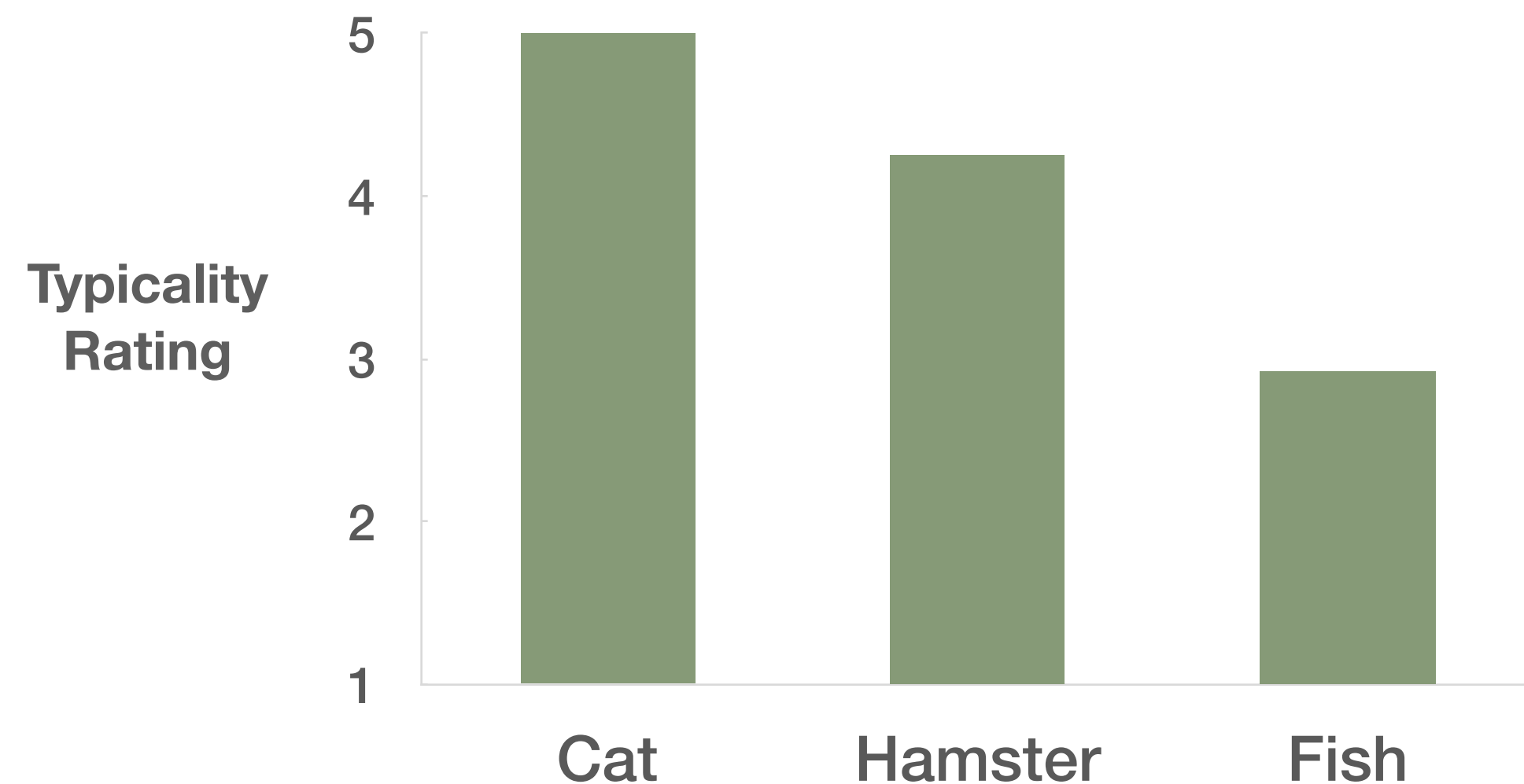
\* BF  $\geq$  3 (positive evidence for H1)



# Study 1B

## Typicality ratings

How good an example of an ANIMAL is a...?



- Known to predict order and frequency of category production responses<sup>1</sup>
- Do sensorimotor similarity and linguistic proximity predict category production *over and above* typicality?

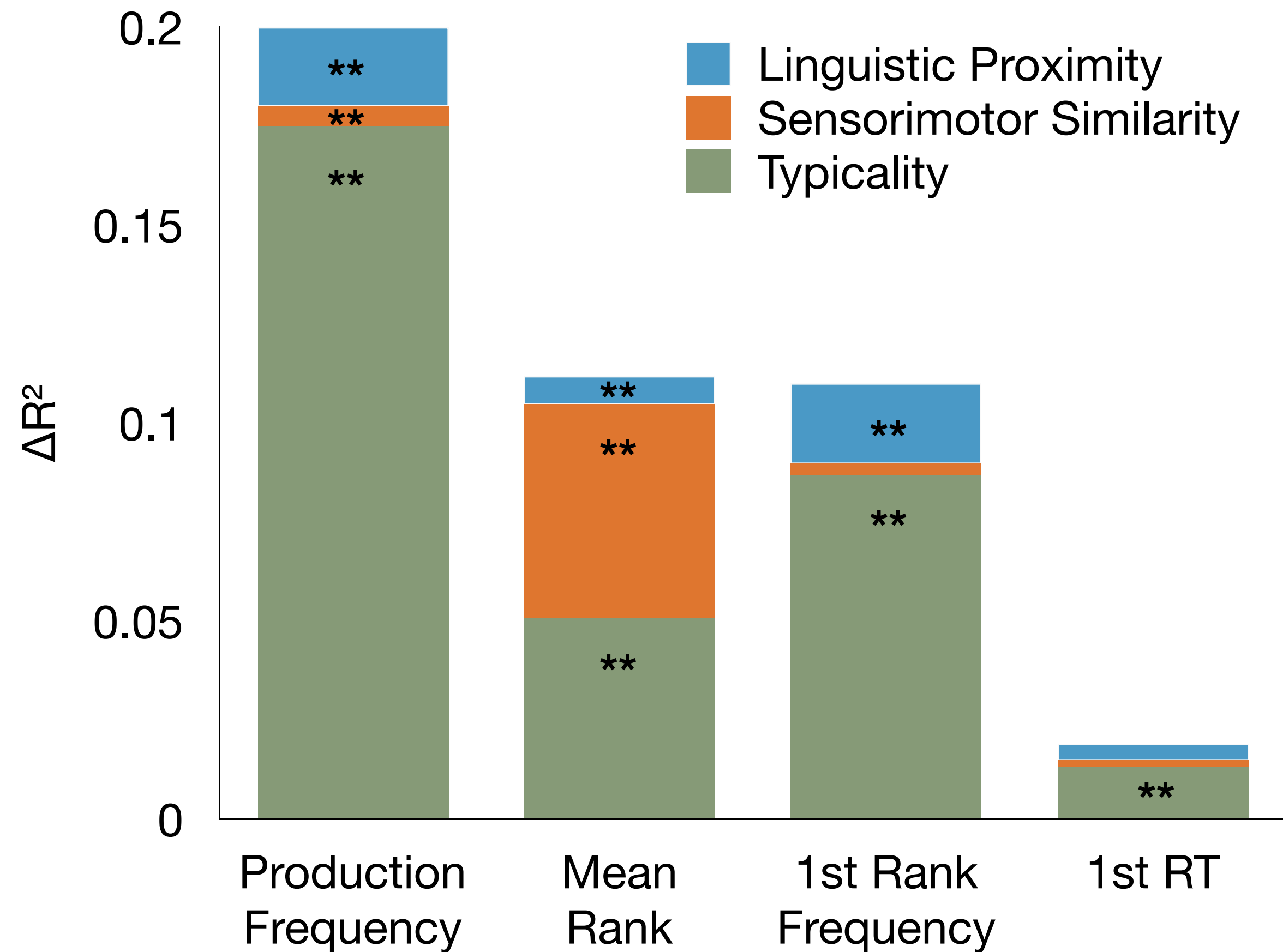


2234 word pairs (category + concept )  
N = 12 ratings per word pair

<sup>1</sup> E.g., Rosch 1975, 1976, 1978; Barsalou & Sewell, 1985

# Study 1B

## Results



\*\*  $BF \geq 20$  (strong evidence for H1)

\*  $BF \geq 3$  (positive evidence for H1)



- Typicality predicted all four measures

Over and above typicality:

- Linguistic proximity predicted the frequency of responses
- Sensorimotor similarity predicted mean rank

# Behavioural studies

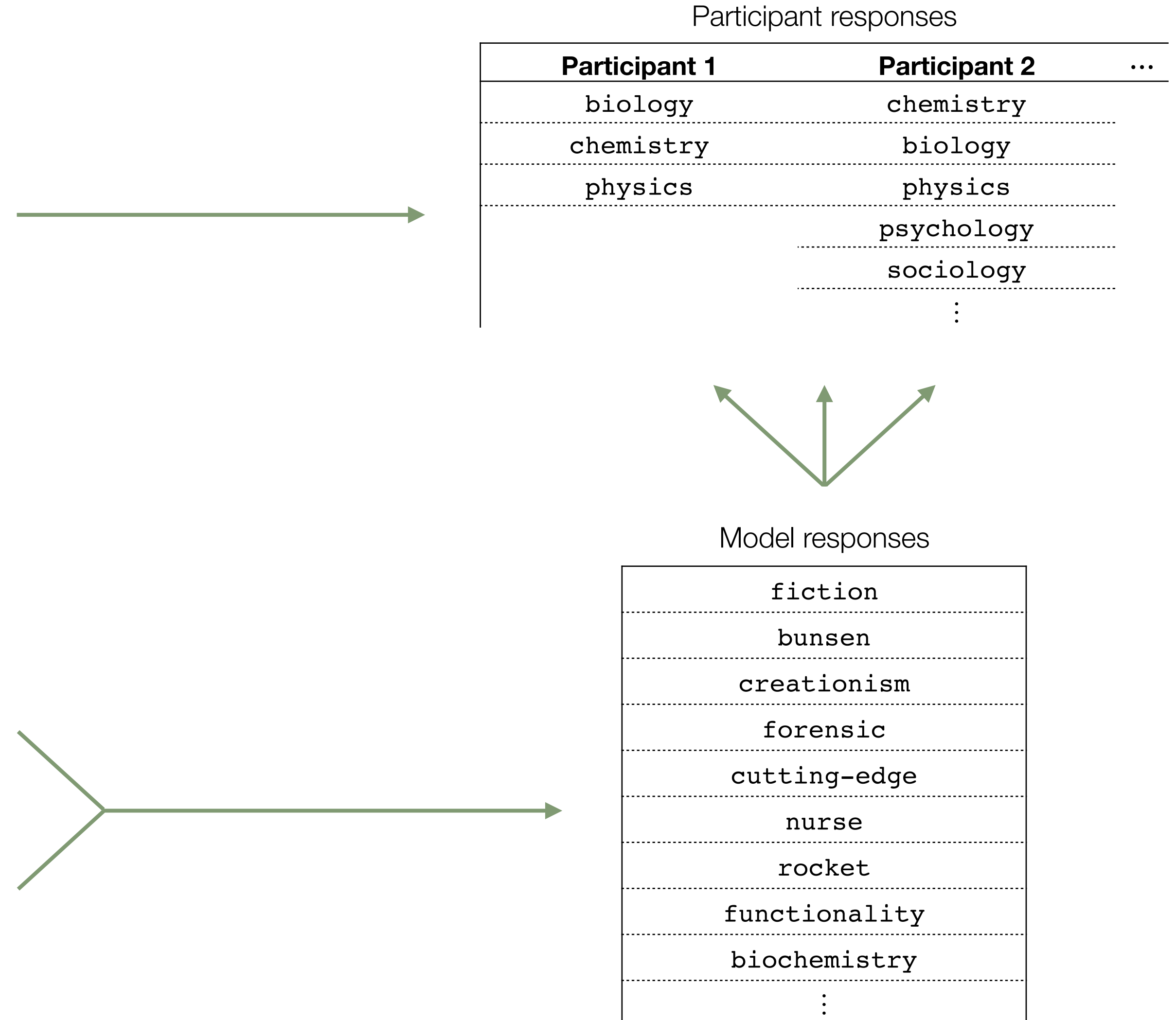
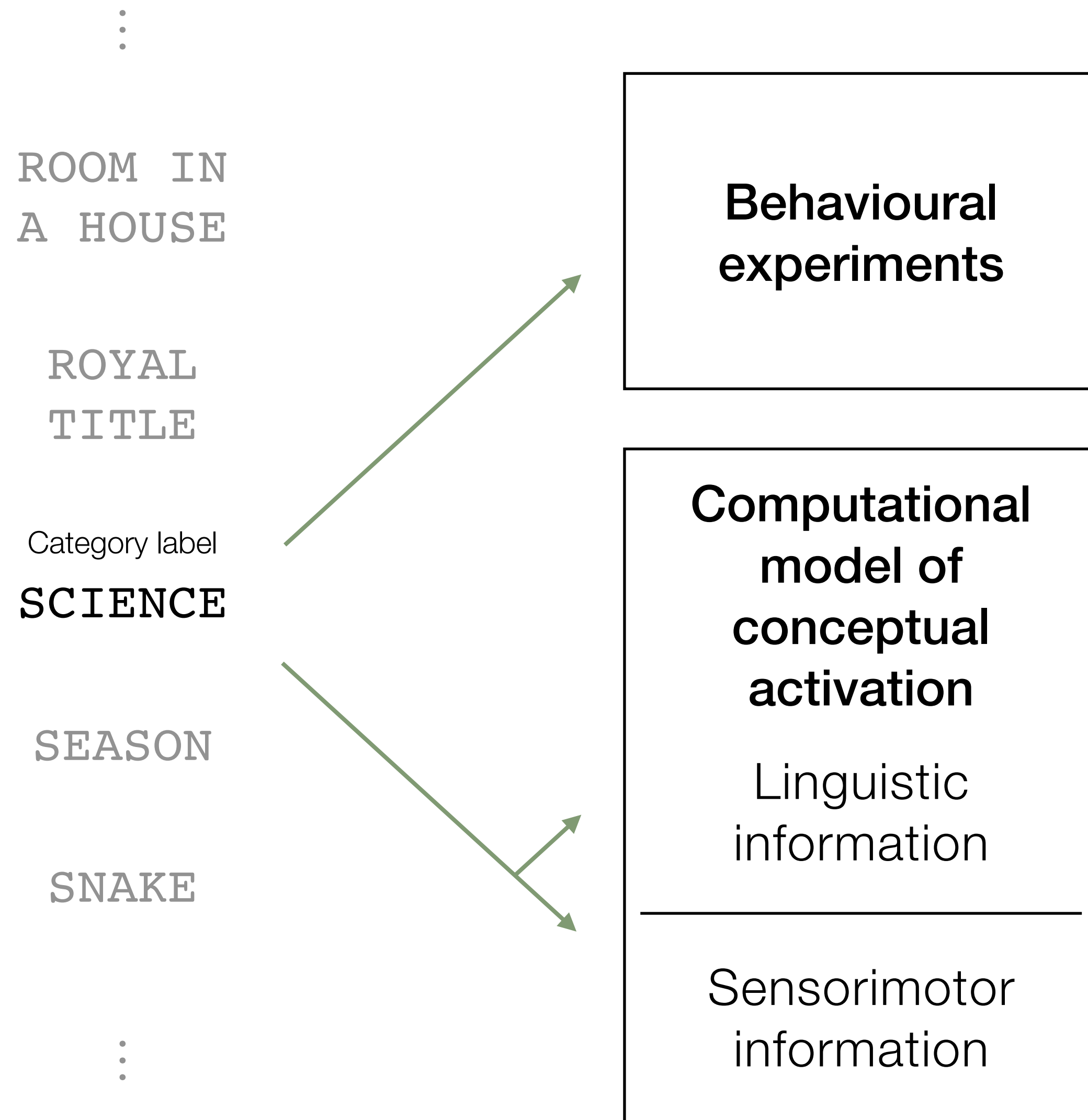
## Summary

- Sensorimotor experience and linguistic associations predicted the frequency and rank order of responses.
- Linguistic information contributed over and above sensorimotor information, supporting the Linguistic Shortcut Hypothesis.
- Typicality of concepts was important, but sensorimotor and linguistic information contributed over and above typicality.

# Computational modelling study

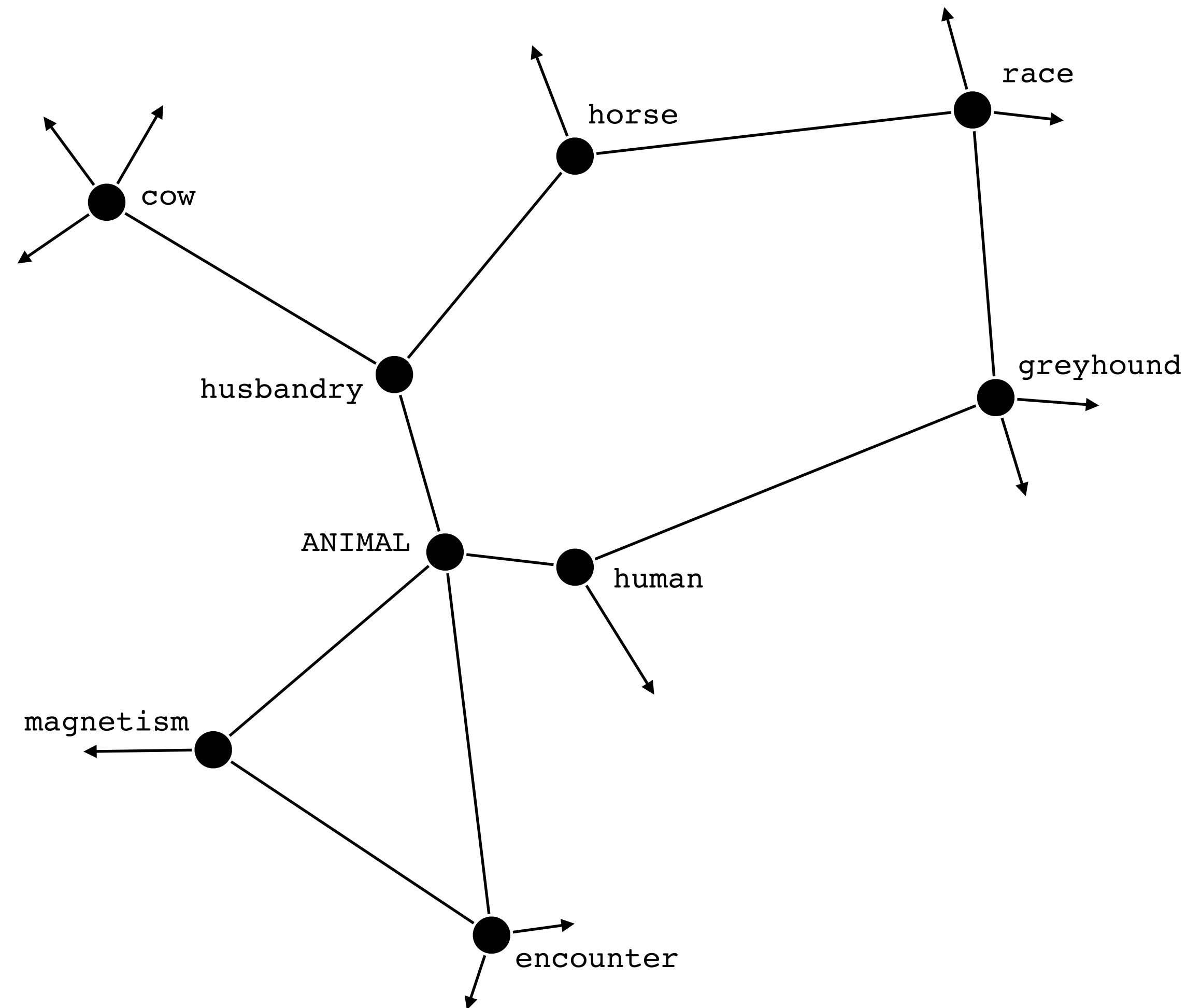
# Cognitive model

# Overview



# Cognitive model

## Linguistic component

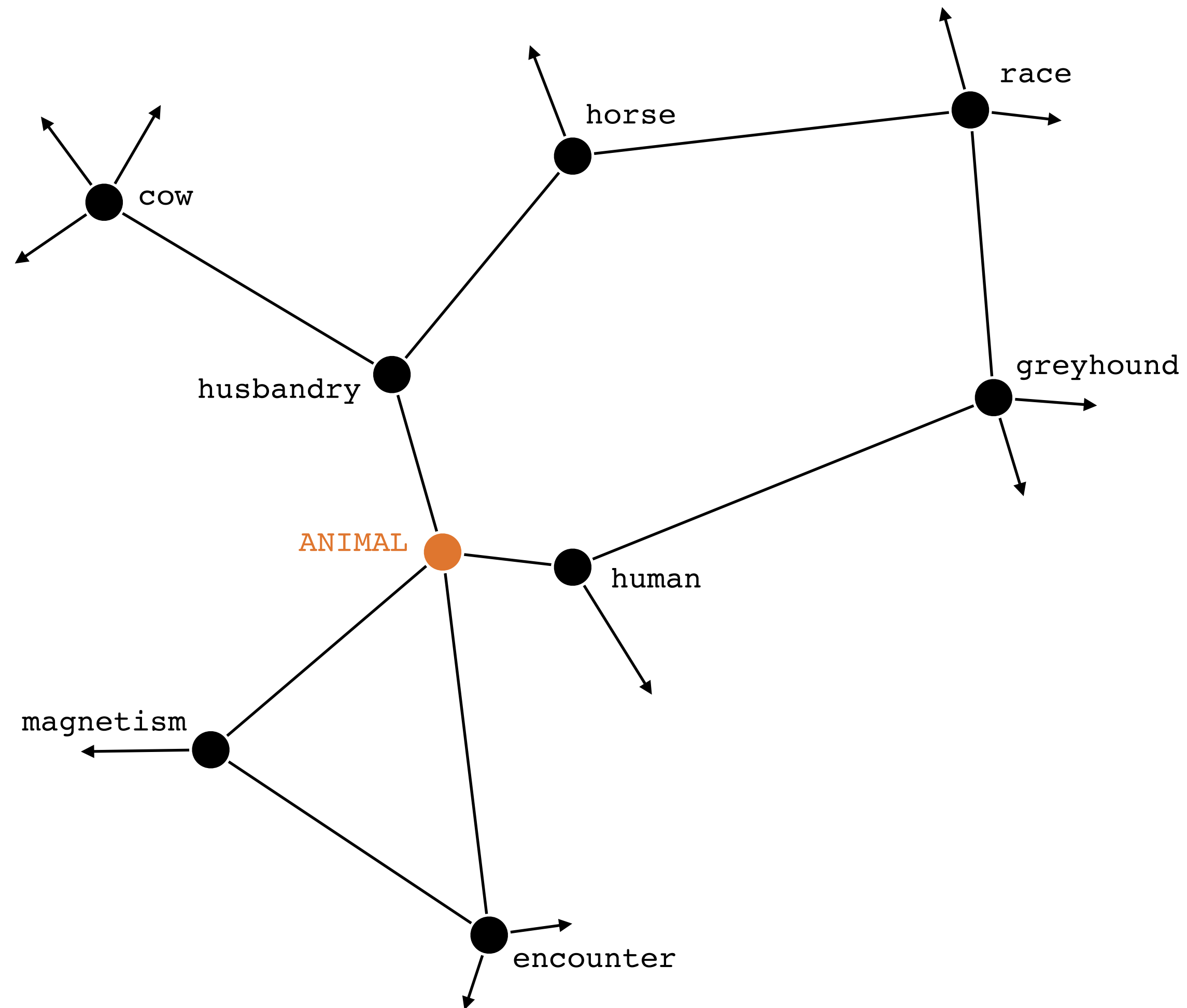


- 40,000 words from subtitles corpus\*.
- Co-occurrence PPMI between all pairs of words.
- Graph of nodes (words) and edges (distances;  $PPMI > 0$ ).
- Activation spreads along edges to neighbouring nodes.

# Cognitive model

# Linguistic component

Category label  
**ANIMAL**

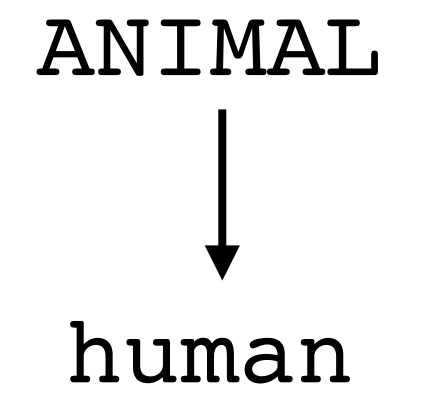
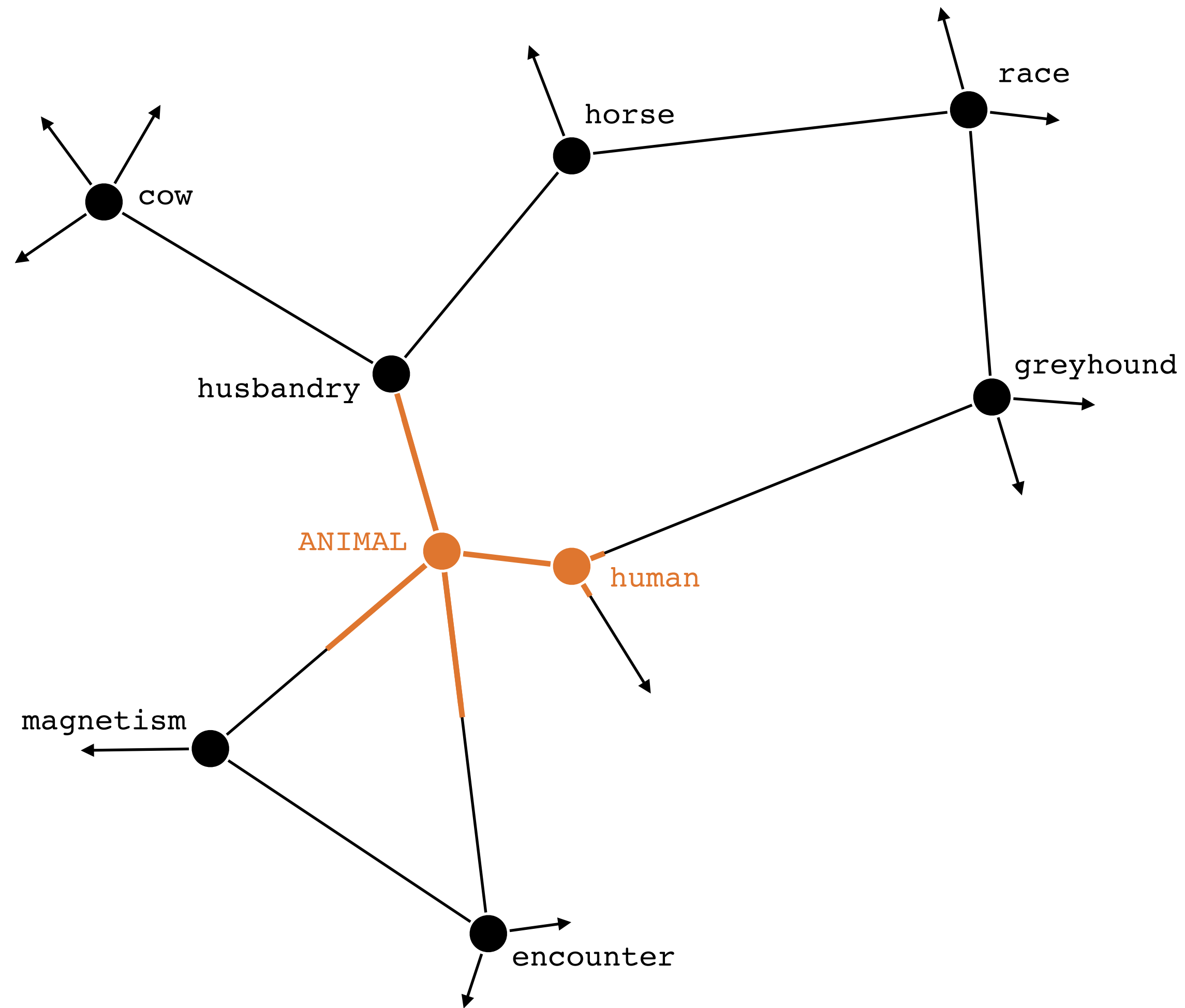


**ANIMAL**  
↓

# Cognitive model

# Linguistic component

Category label  
**ANIMAL**

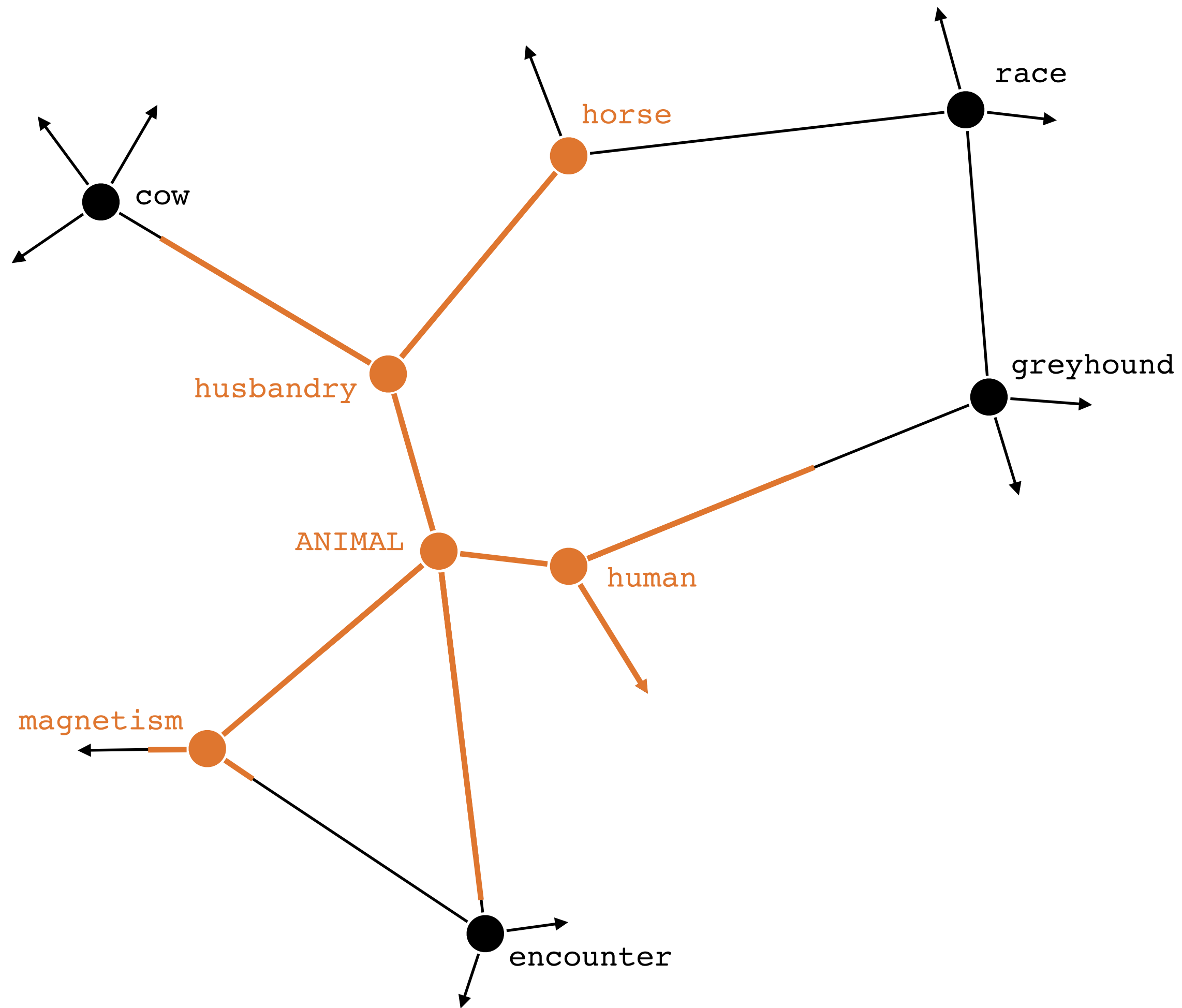




# Cognitive model

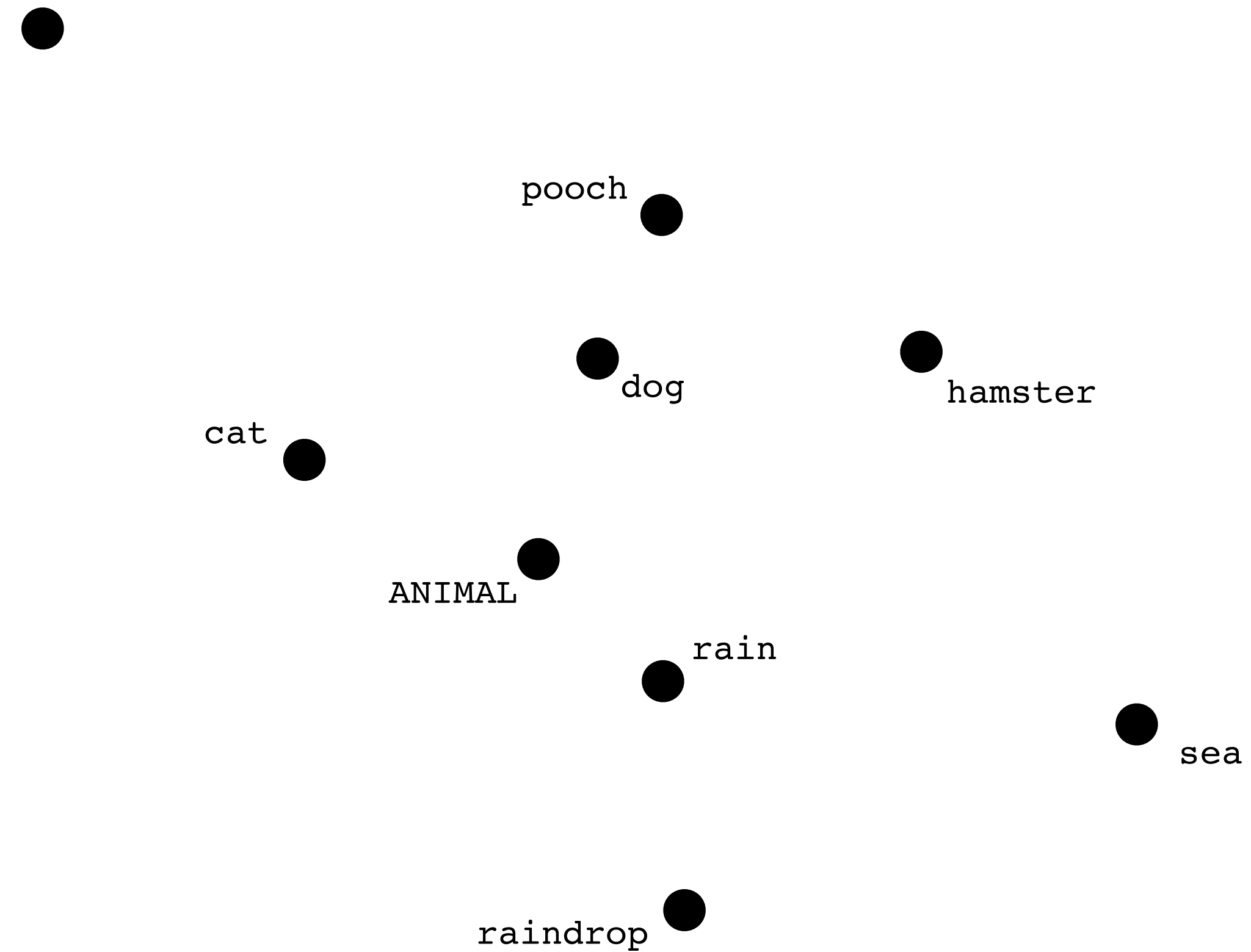
# Linguistic component

Category label  
**ANIMAL**



ANIMAL  
↓  
human  
husbandry  
magnetism  
horse

# Cognitive model

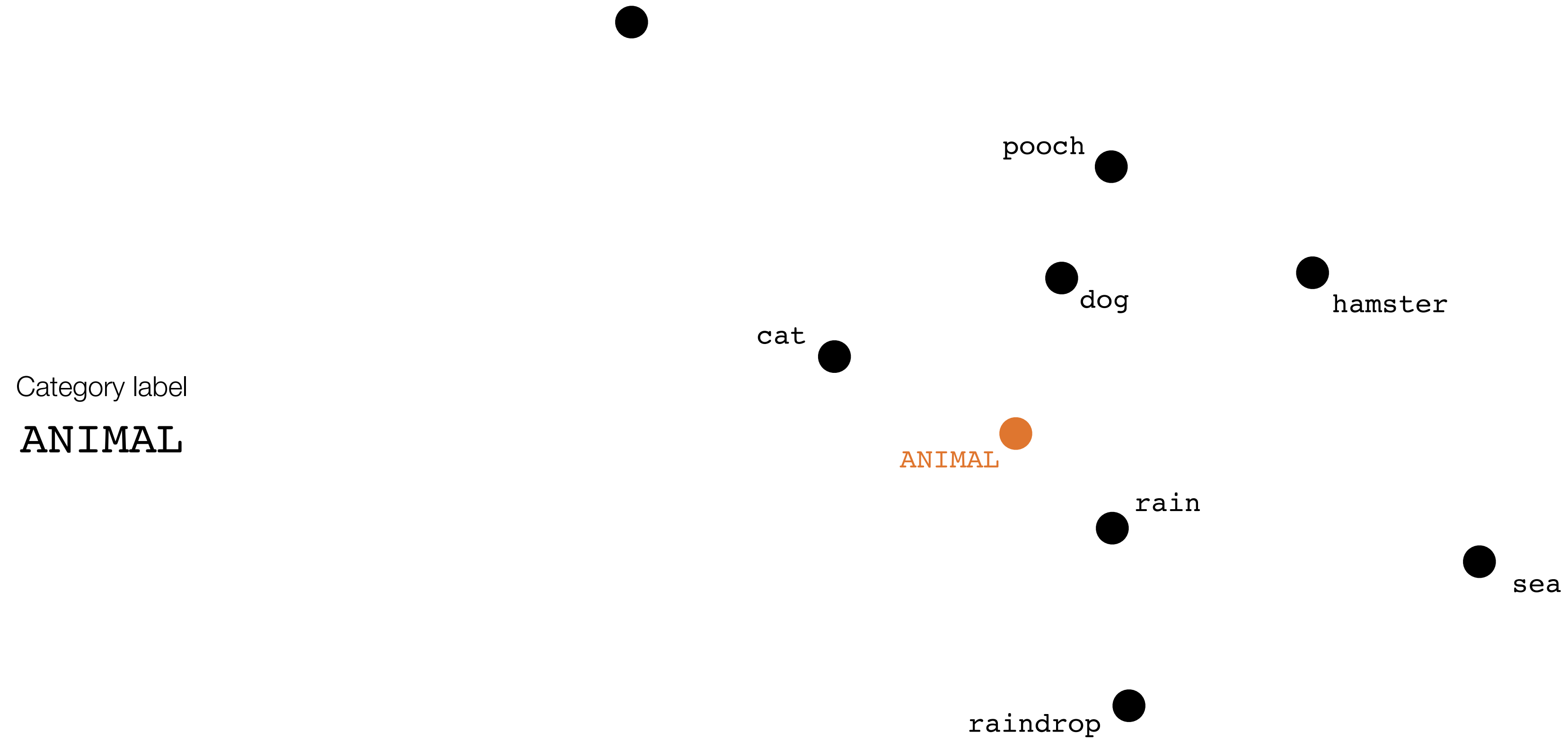


# Sensorimotor component

- Approx. 40,000 concepts from the Lancaster Sensorimotor Norms\*.
- Concepts are located in 11-dimensional space.
- Activation spreads uniformly in space to neighbouring concepts.
  - Distance between sensorimotor vectors.

# Cognitive model

# Sensorimotor component



ANIMAL  
↓

# Cognitive model

# Sensorimotor component

Category label  
**ANIMAL**

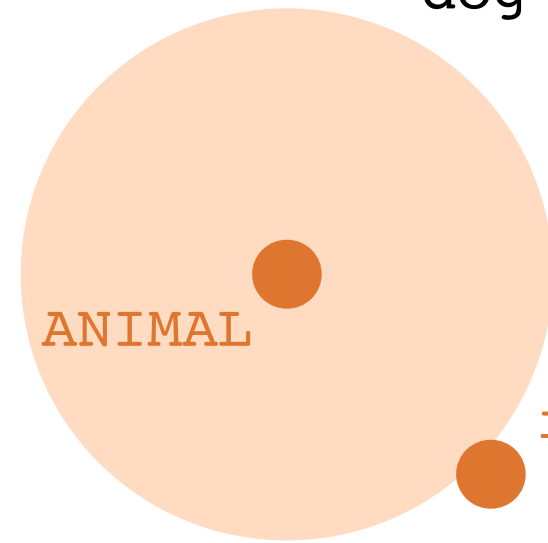


pooch



dog

cat



ANIMAL



rain



raindrop



hamster



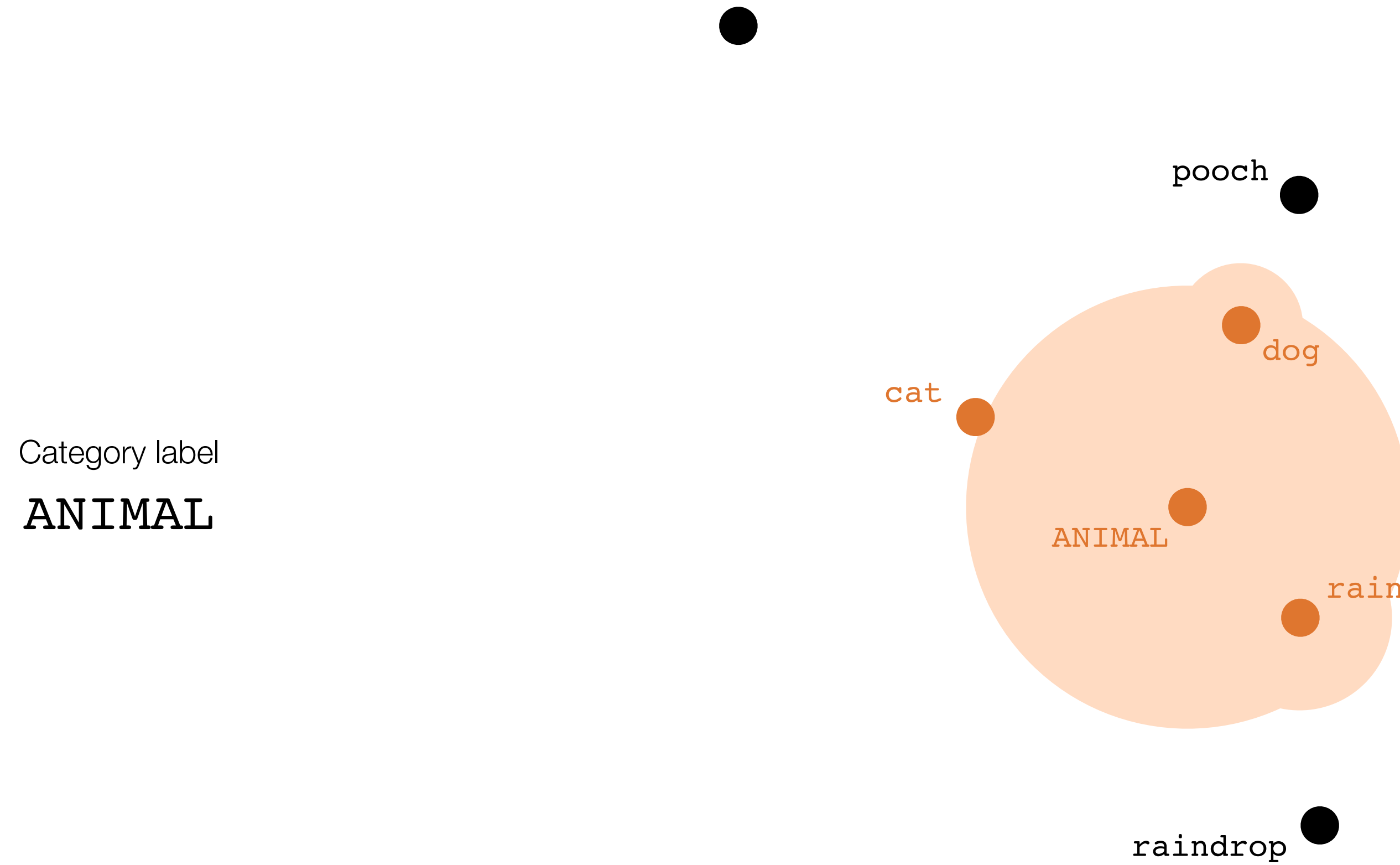
sea

ANIMAL



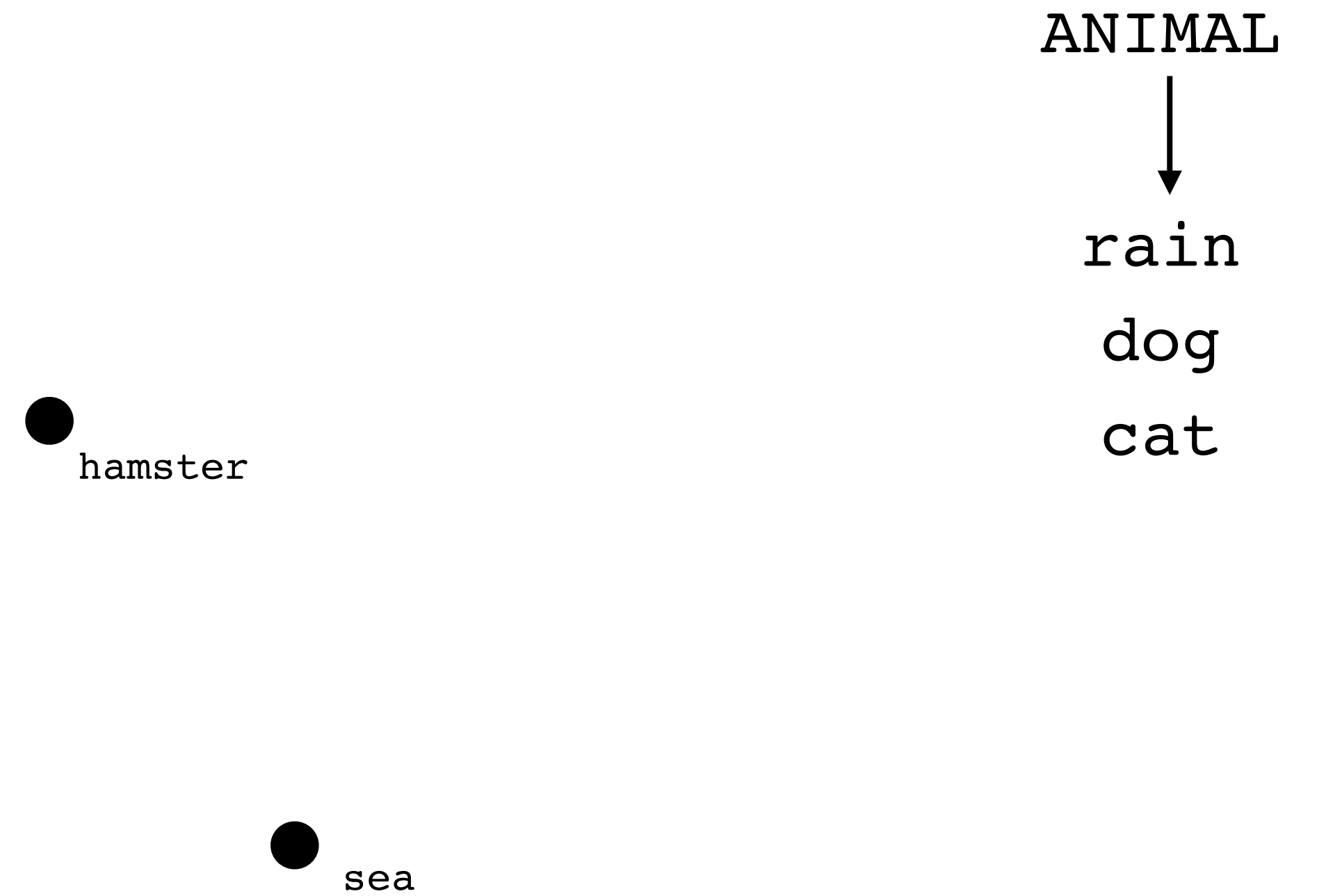
rain

# Cognitive model

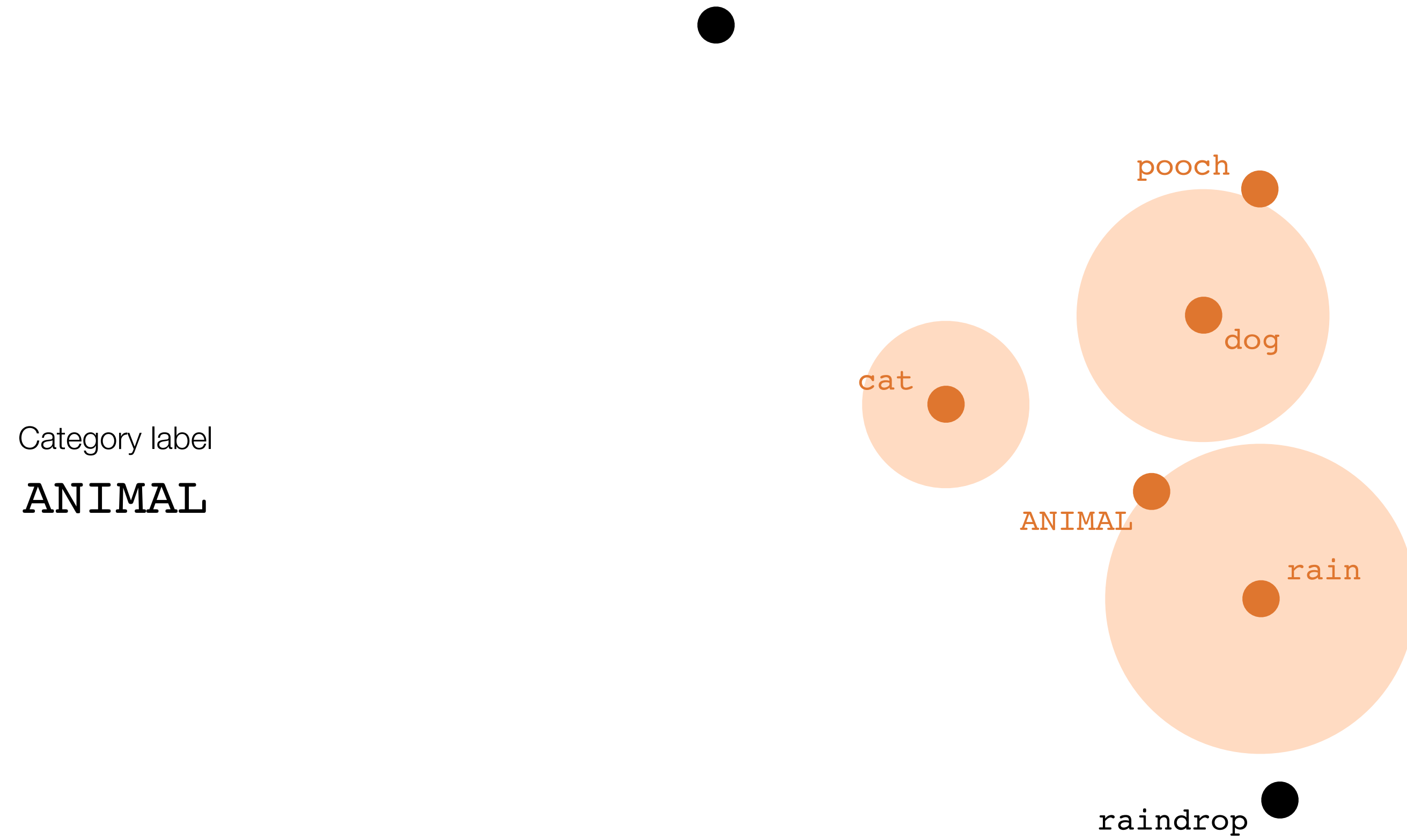


Category label  
**ANIMAL**

# Sensorimotor component

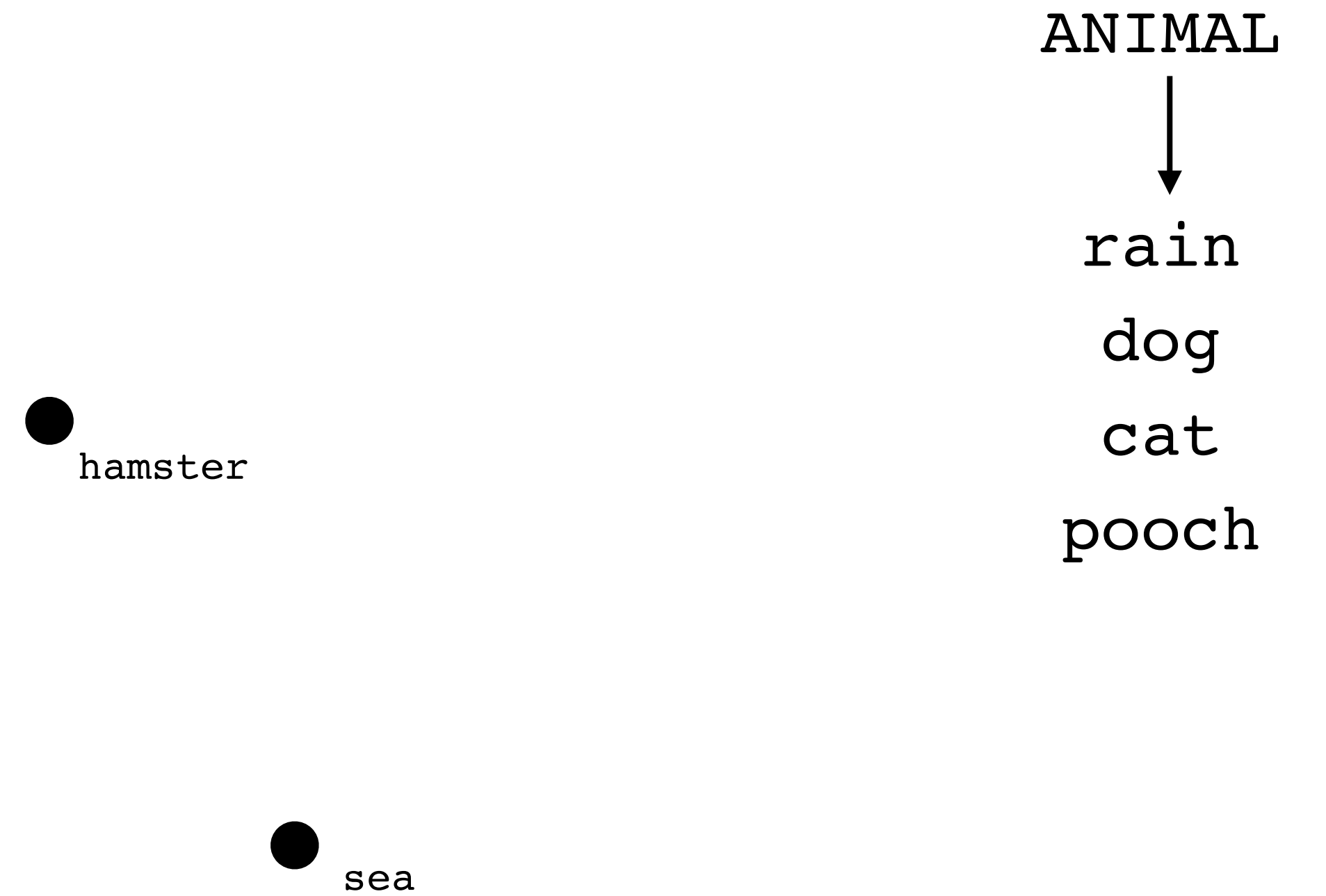


# Cognitive model



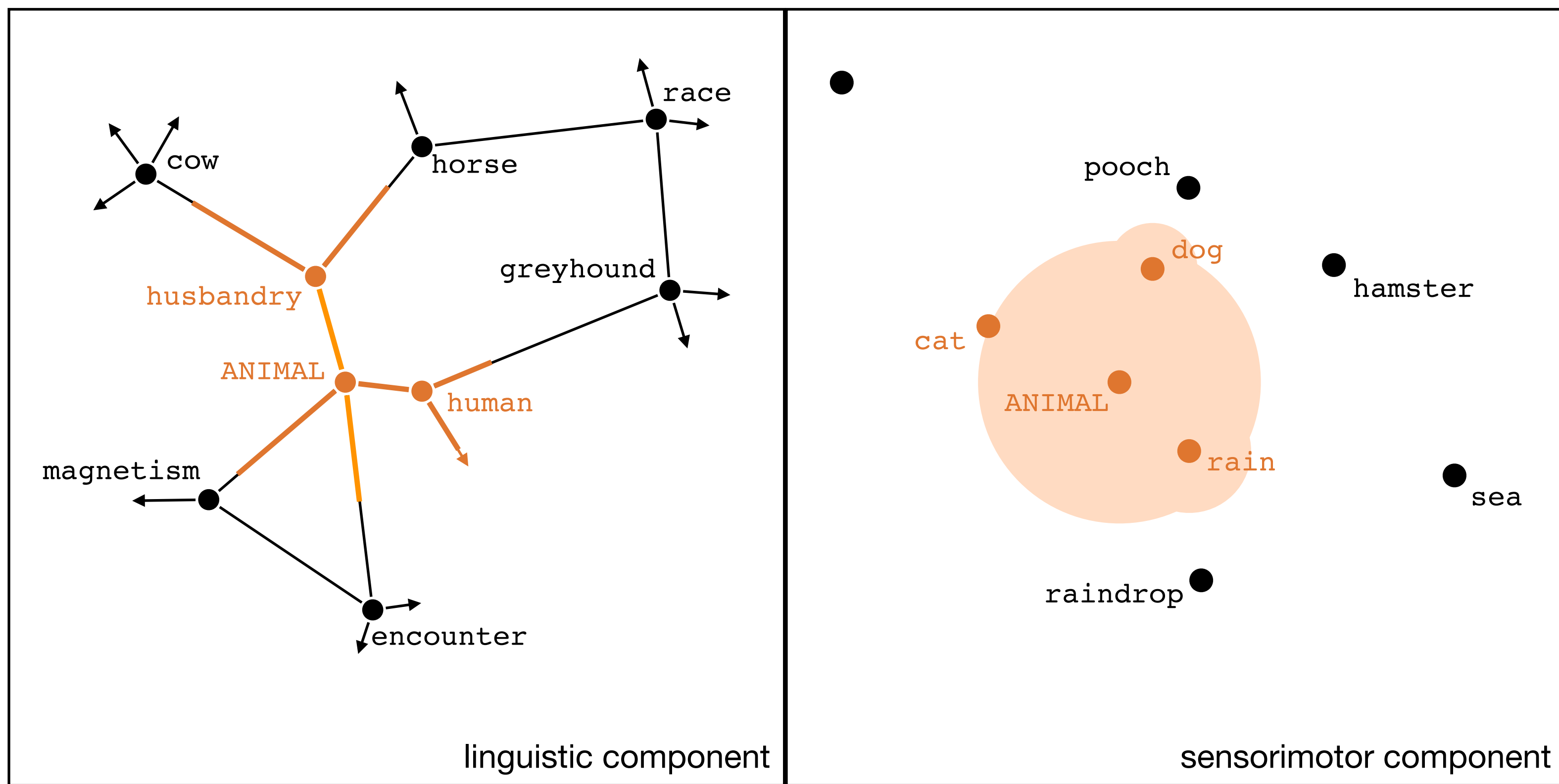
Category label  
**ANIMAL**

# Sensorimotor component



Category label

**ANIMAL**



linguistic component

sensorimotor component

human  
husbandry  
magnetism

rain  
cat  
dog  
pooch  
raindrop

⋮  
⋮

# Evaluating the model

- How often does the model **match participant responses** in each category?
- Evaluate model against *the performance of a typical participant*.

Category label	Participant responses	Mean Rank* (rounded)
CRIME	stealing	1
	burglary	2
	littering	9
	⋮	
FOUR-LEGGED ANIMAL	dog	1
	cat	2
	hippo	11
	⋮	
SNAKE	python	1
	water	3
	boa constrictor	5
⋮	⋮	

Mean Rank*	How many of these responses were produced (per category) by...				
	...the model?	...participant...			
		1?	2?	...	Mean
1	26%	64%	87%		53%
2	78%	95%	97%		94%
3	79%	74%	90%		90%
4	74%	67%	62%		76%
5	55%	46%	64%		68%
6	49%	54%	44%		52%
7	38%	26%	33%		39%
8	28%	28%	31%		34%
9	28%	15%	18%		22%
10	16%	10%	26%		18%
⋮	⋮	⋮	⋮		⋮

\*Production Frequency results are similar.

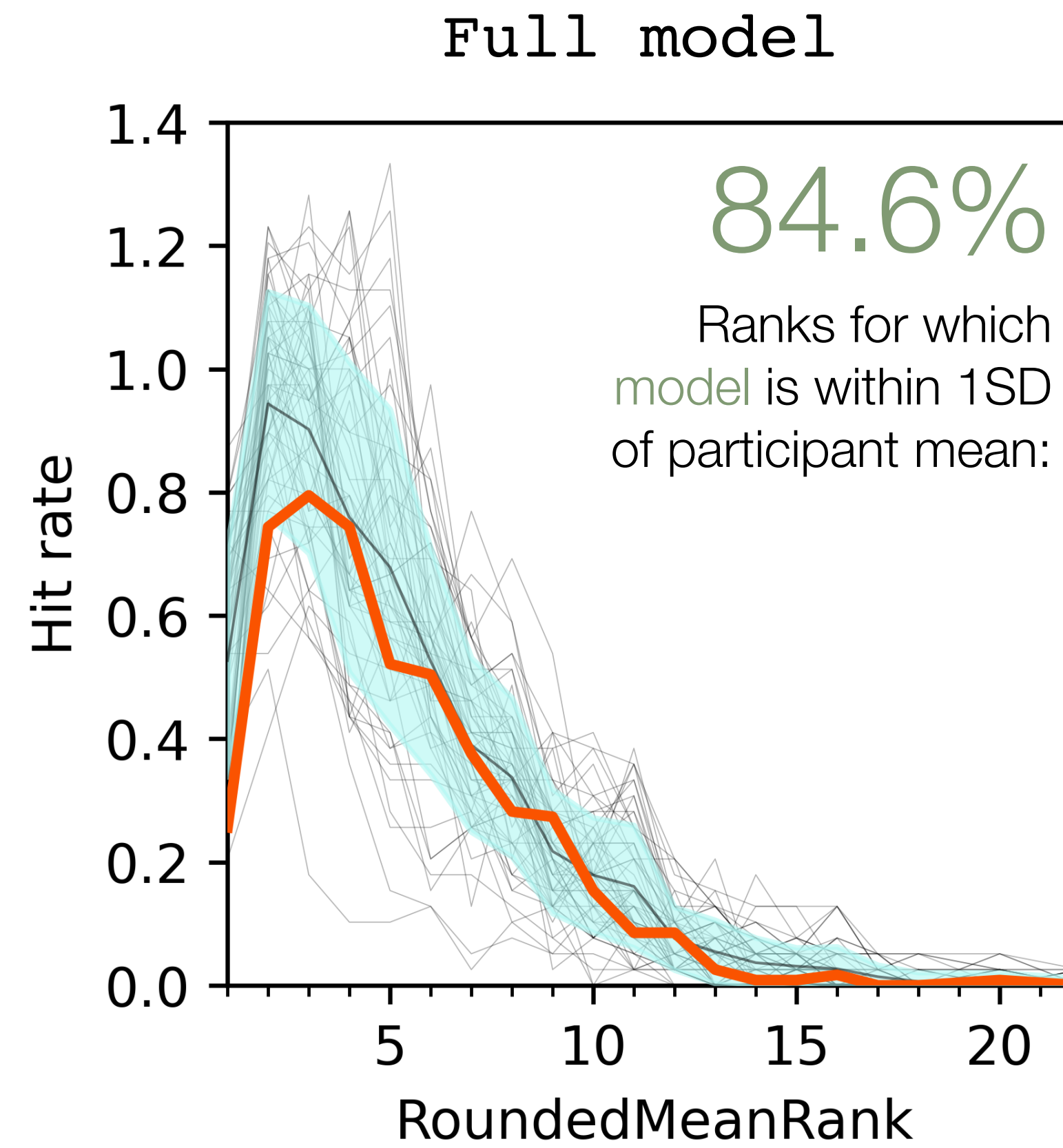


# Results

- Individual participants
- Participant average
- ±1 SD
- Model performance

Ranks for which  
participants were within  
1SD of the mean:

68%



\* Hit rates over 1.0 are just due to how we resolve tied ranks: it's not important.

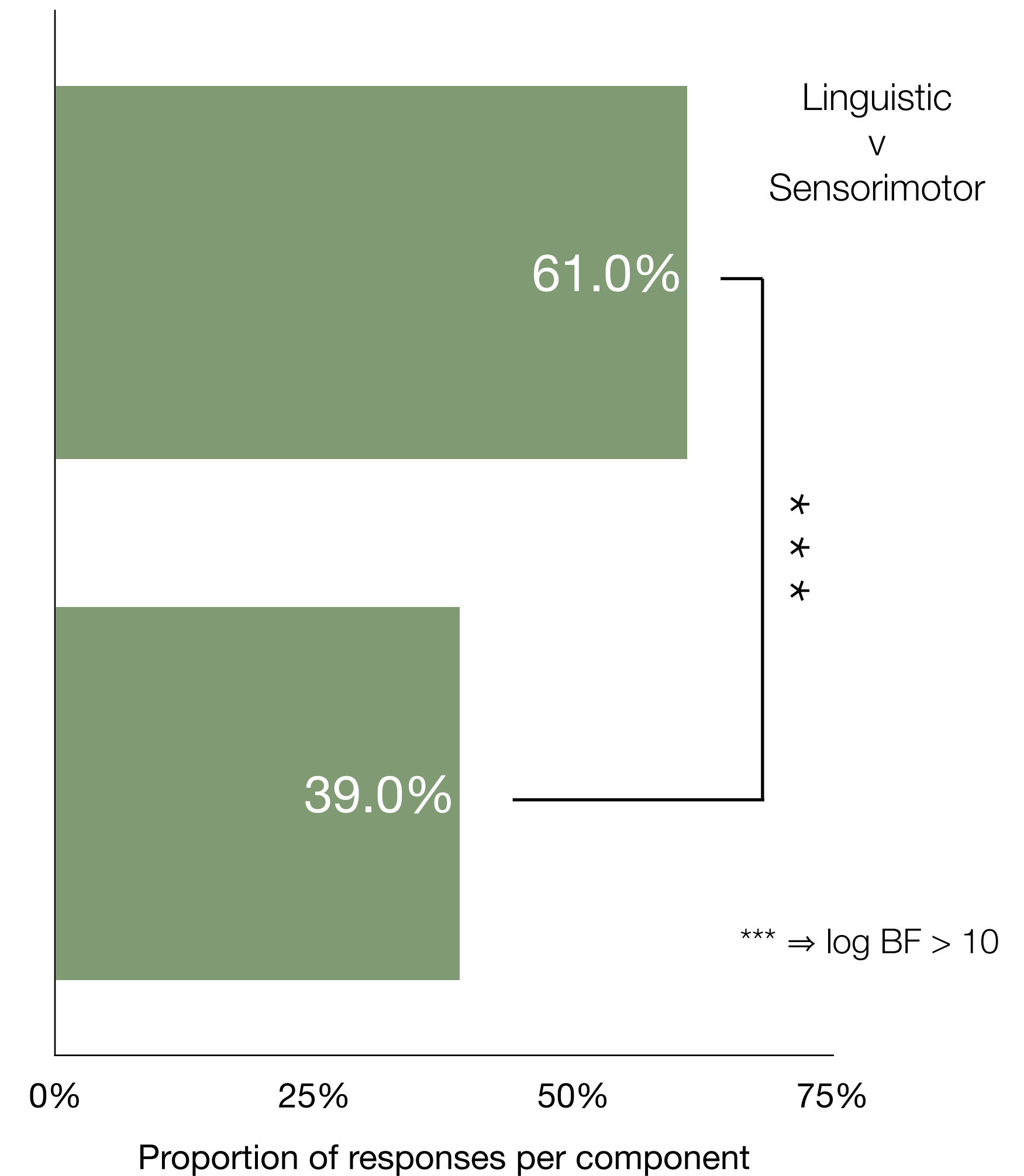
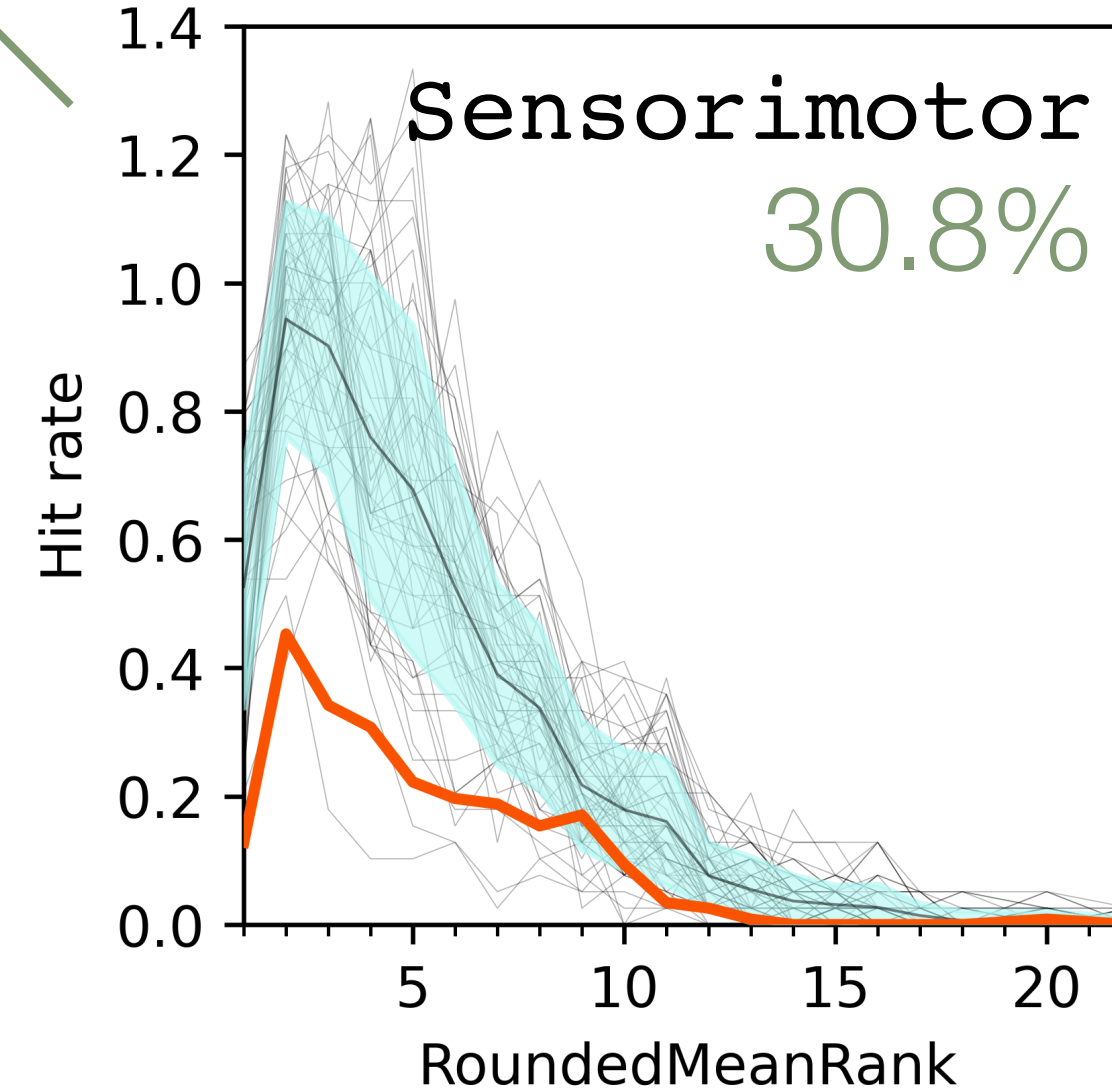
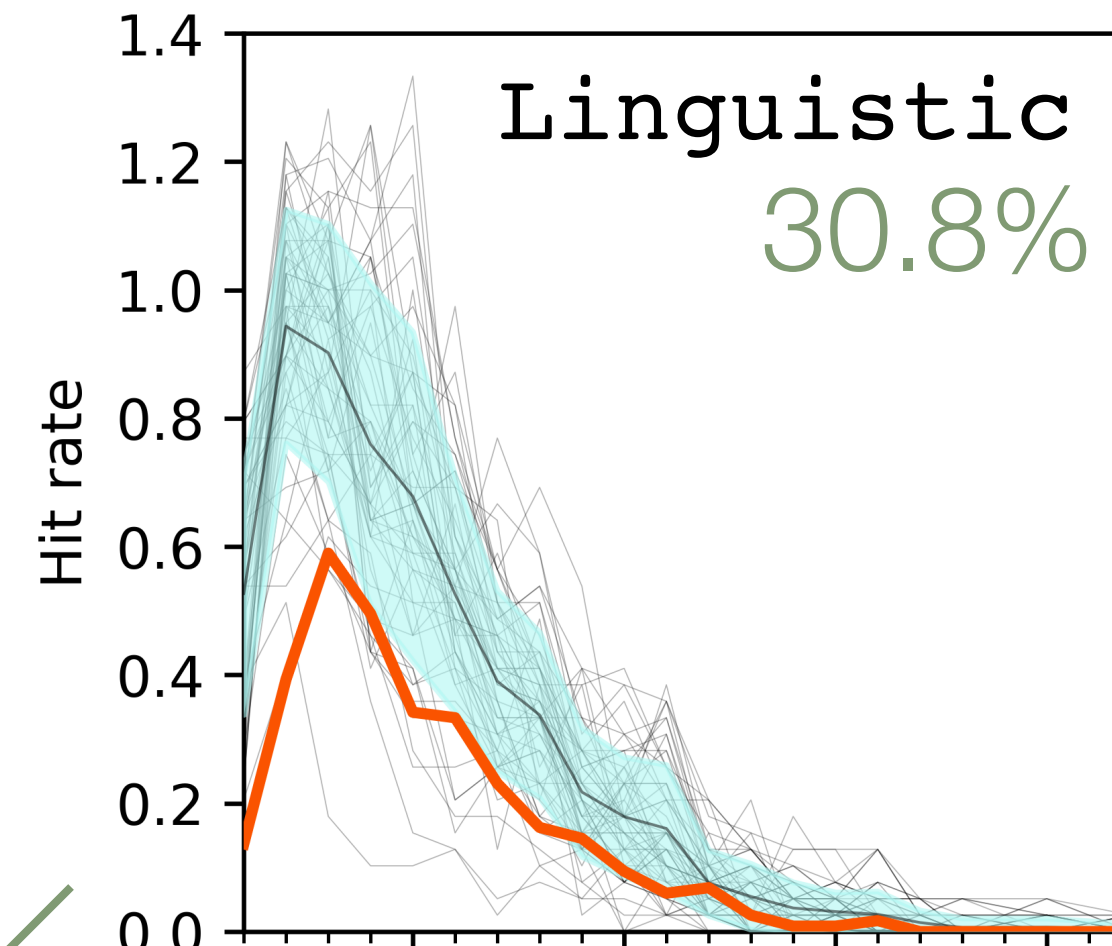
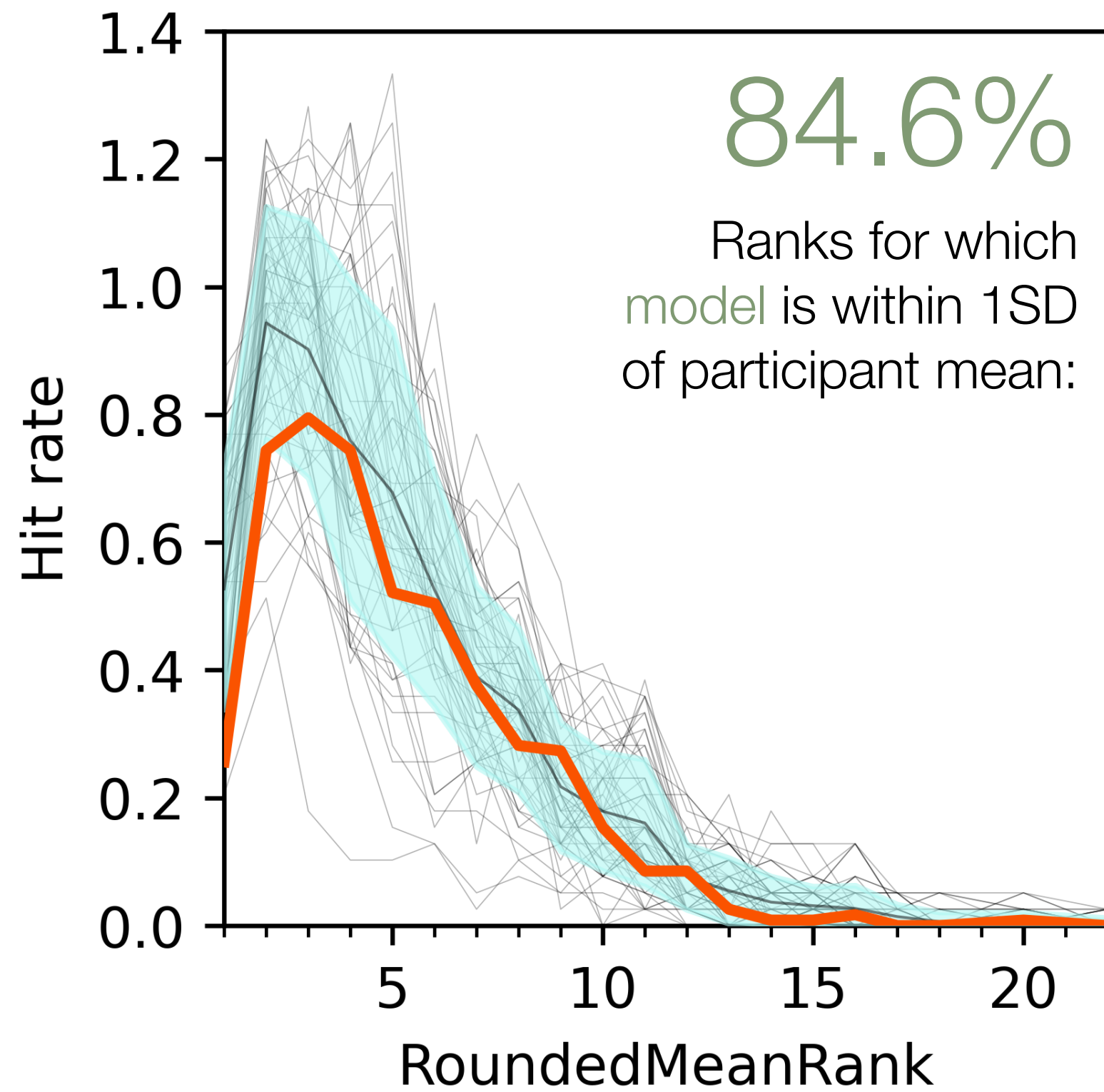
# Results

- Individual participants
- Participant average
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Ranks for which participants were within 1SD of the mean:

68%

Full model



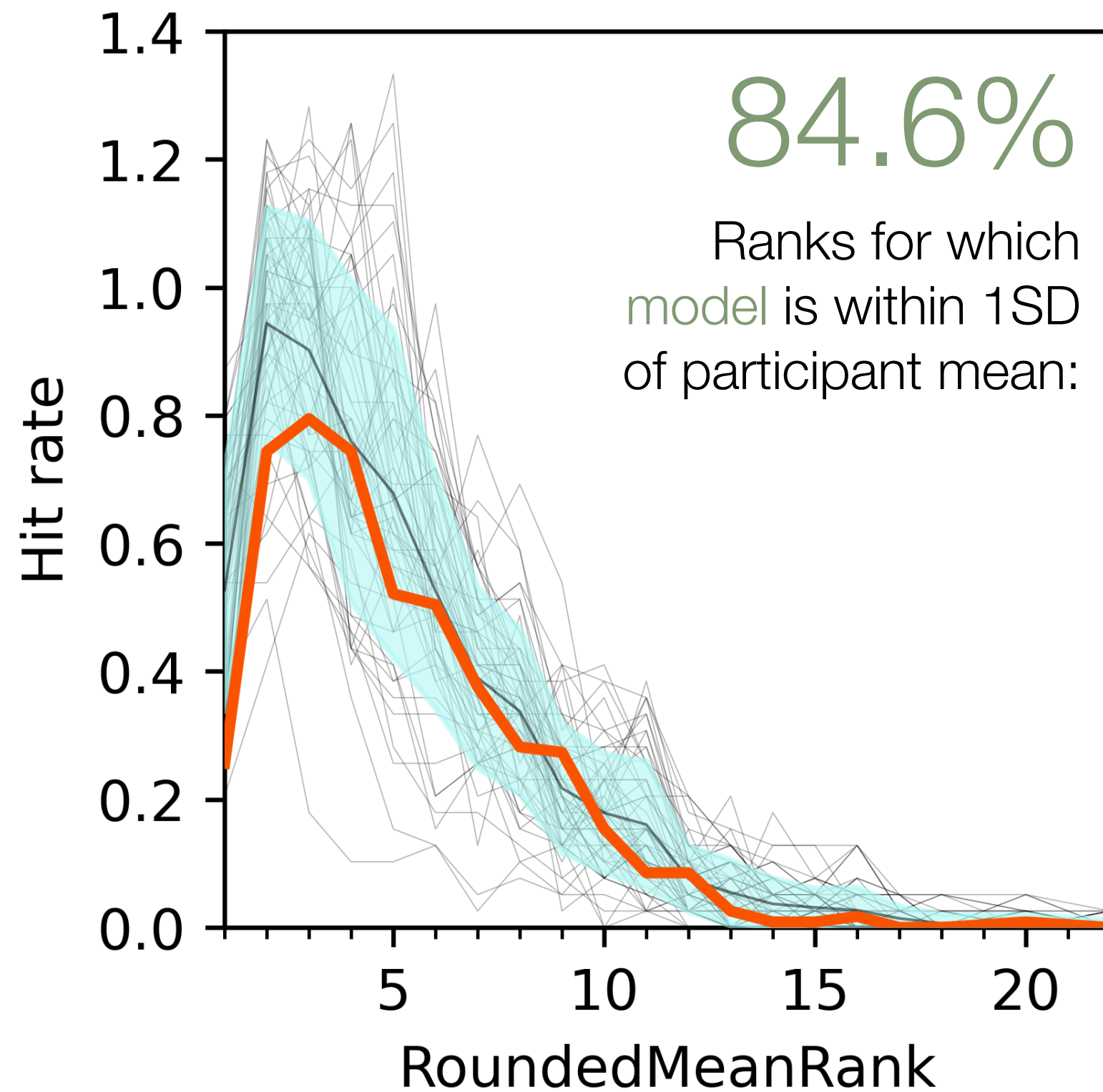
# Results

Ranks for which  
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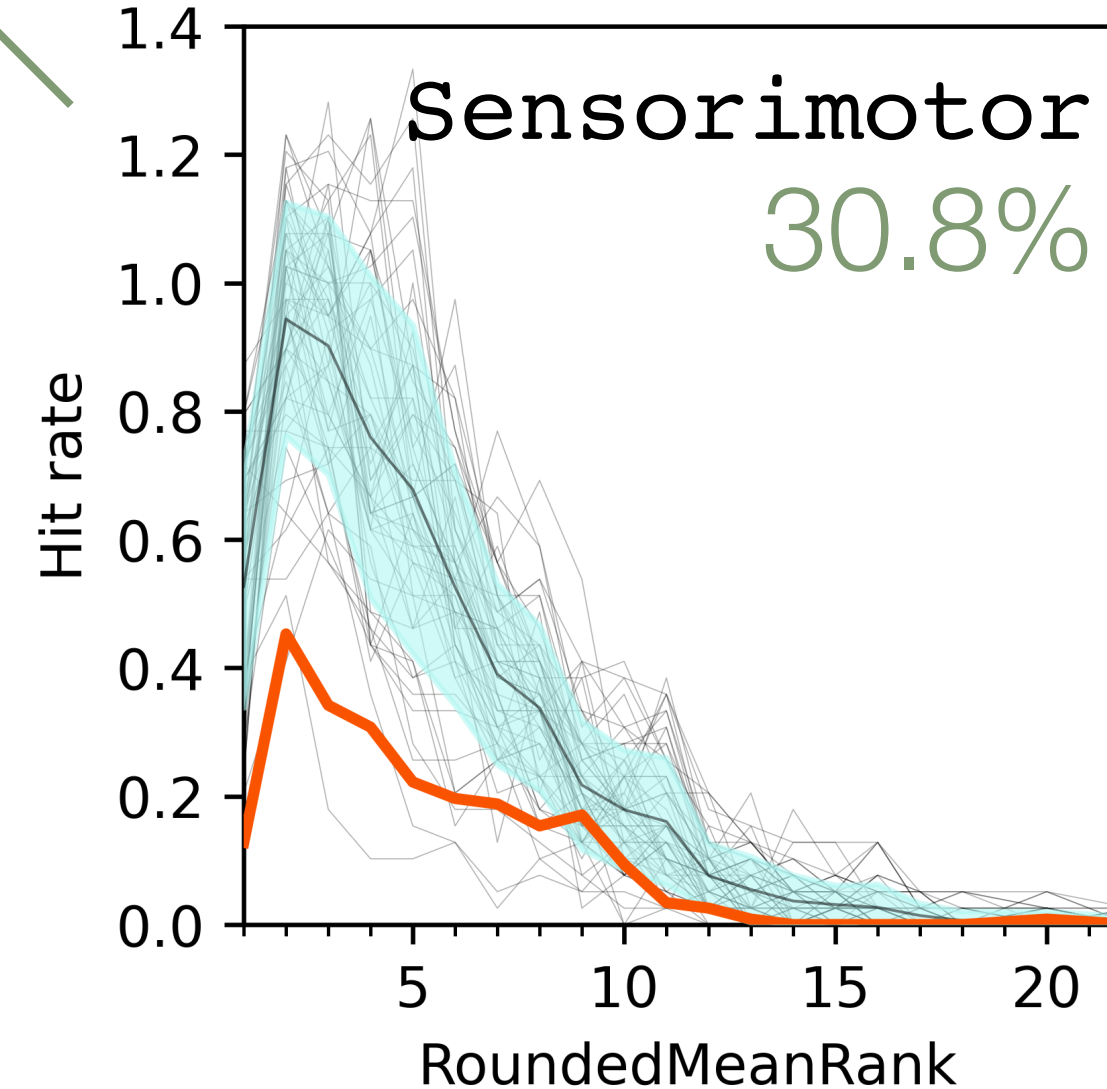
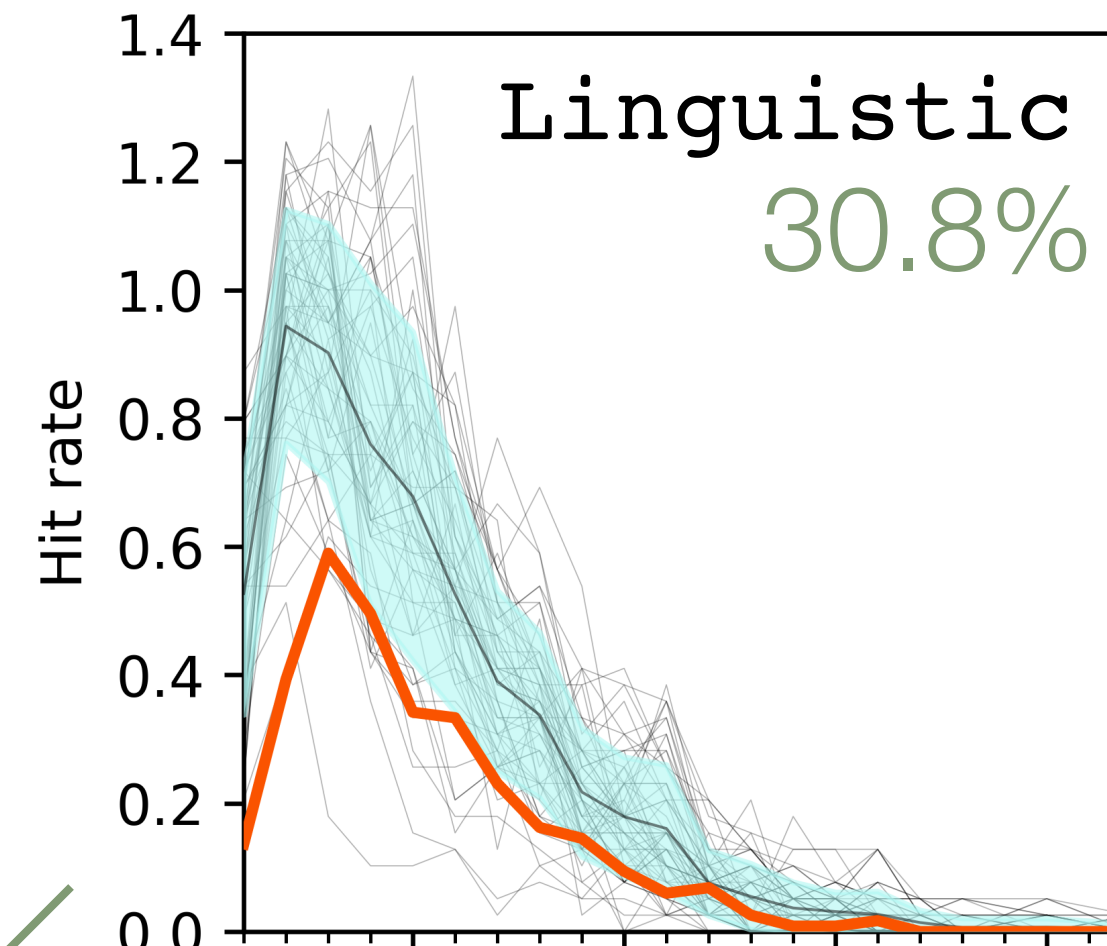
68%

- Individual participants
- Participant average
- ±1 SD
- Model performance

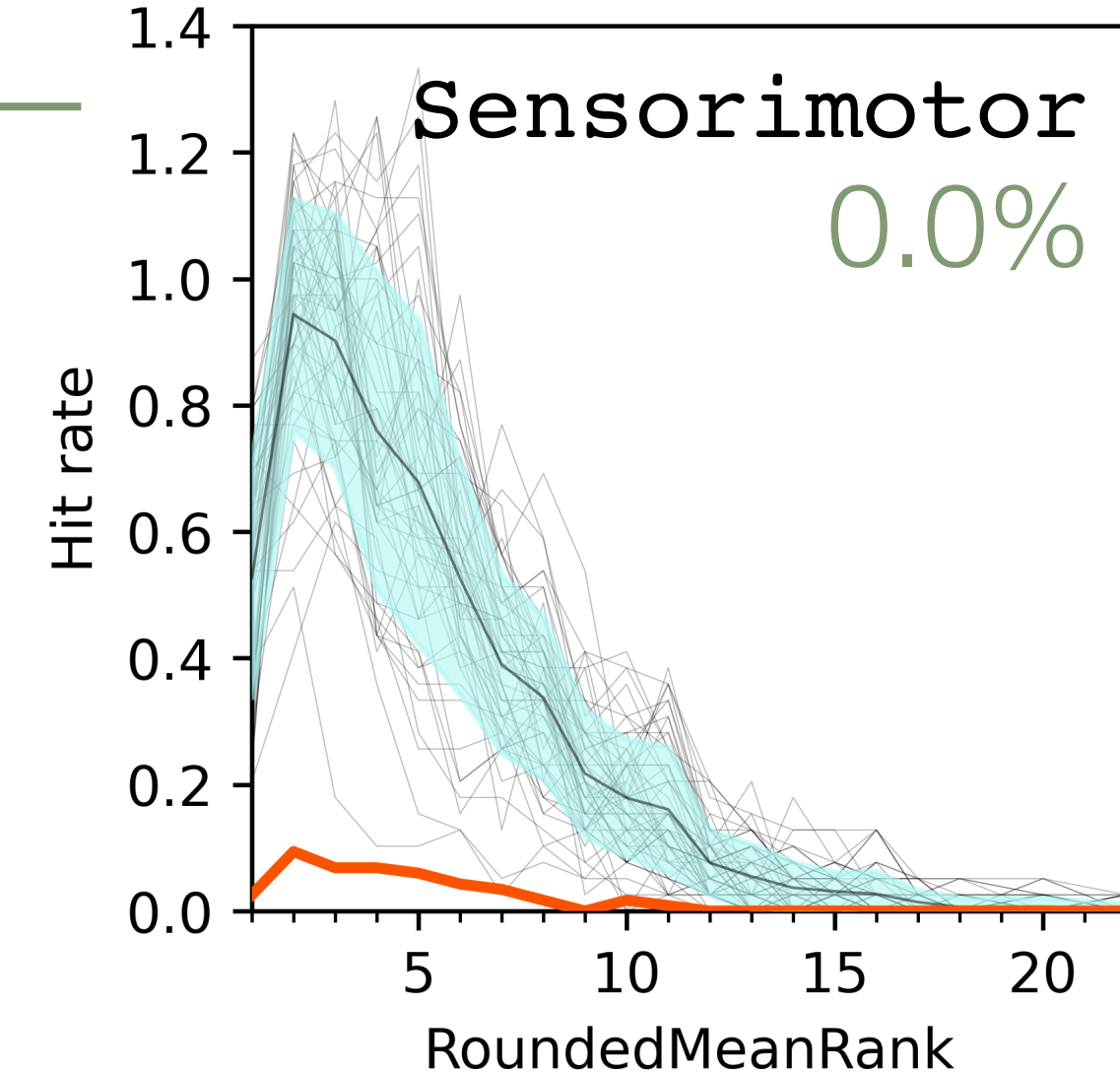
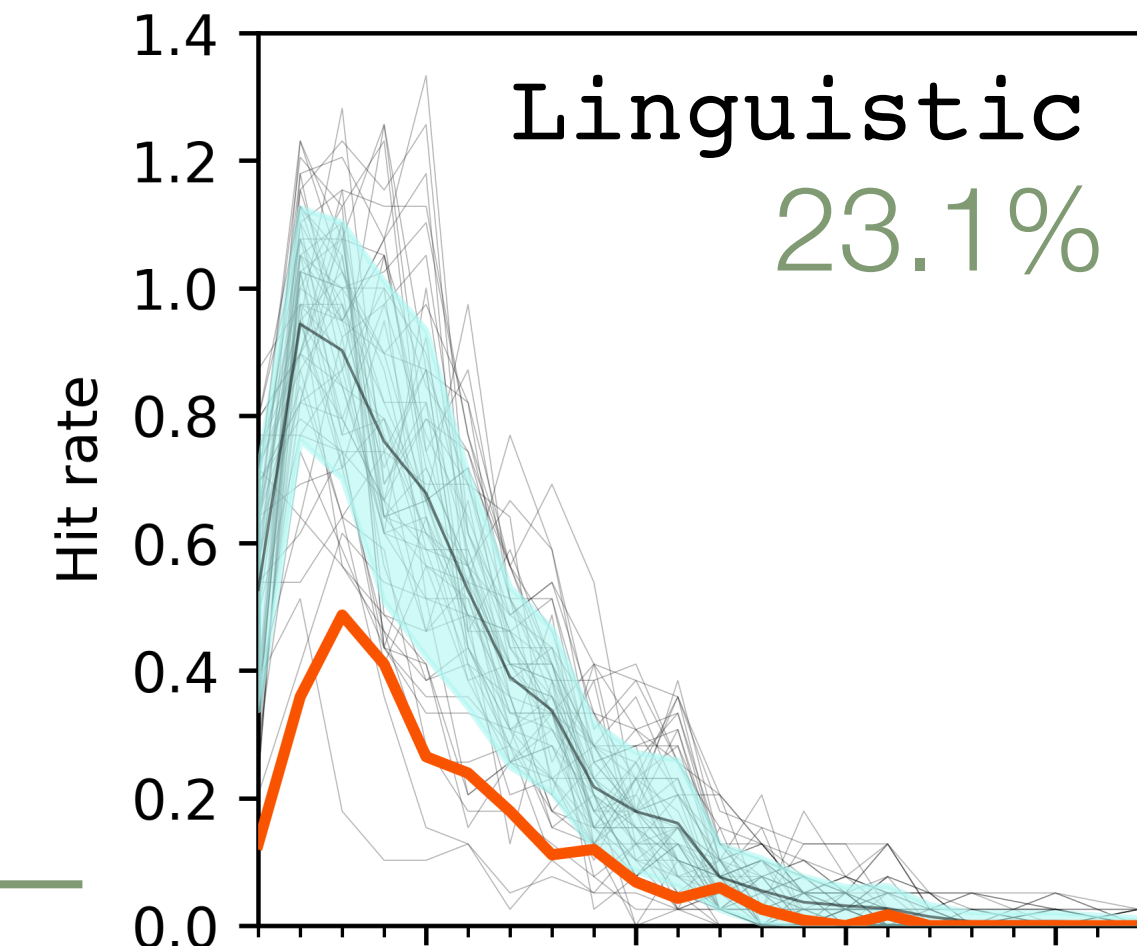
Full model



+ indirect activations



- indirect activations



# Computational model

## Summary

- Computational model incorporated linguistic and sensorimotor knowledge.
- Linguistic and sensorimotor information contributed independently.
- Allowing activations to spread indirectly greatly improved model performance (e.g. ANIMAL → dog → pooch).
- Linguistic component contributed most responses.

# Conclusions

- Examined the role of **linguistic distributional** and **sensorimotor** knowledge in category production.
  - Two pre-registered behavioural experiments and a grounded computational model.
- Results:
  - Showed linguistic and sensorimotor knowledge play **independent roles** in category production.
  - Showed **indirect associations** were important to explain participant responses.
  - Provide evidence in support of the **linguistic shortcut hypothesis** for category production.

# Thank you

**Briony Banks**

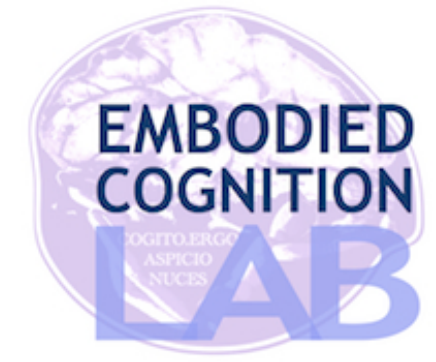
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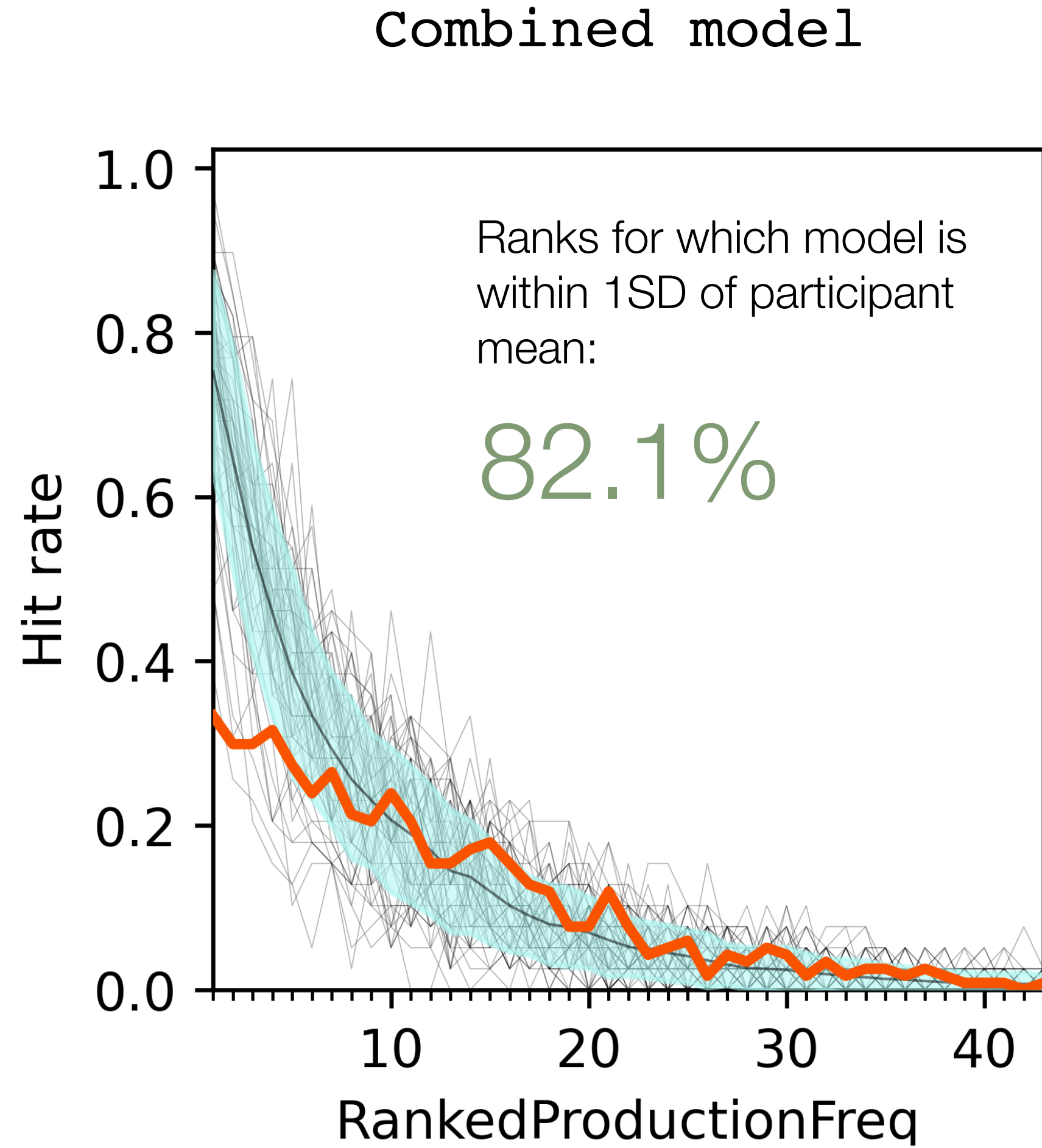


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# Results

- Individual participants
- Participant average
- ±1 SD
- Model performance



Ranks for which average participant was within 1SD of the mean:

**67%**

