# **Cognitive Constraints on Rule Induction**

**An Entropy Model** 

NWO Netherlands Organisation for Scientific Research



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# **Types of Rule Induction (generalization)**



# **Item-bound generalizations**

- $\rightarrow$  relations between specific items
  - e.g. verb + "-ed"

# **Category-based generalizations**

- → operations beyond specific items
- $\rightarrow$  over abstract categories
  - e.g. NOUN + VERB + ADVERB

# Independent underlying mechanisms ?

- Statistical learning -> Item-bound generalizations
- ba follows ba, end in di

2.

OR

• Saffran et al. (1996); Aslin et al. (1998)

- Abstract rule learning -> Category-based generalizations
  - varX follows varX, end in varY

• Marcus et al. (1999)

• Statistical learning -> BOTH item-bound & category-based generalizations

• Aslin & Newport (2012)

#### OR Phased mechanism?



#### **Entropy Model**

**Rule Induction** → the interaction between *input complexity* (entropy) and the limited encoding power of the human brain (*channel capacity*)

Low complexity (entropy) → item-bound generalizations High complexity (entropy) → category-based generalizations





# What is the effect of Input Complexity on Rule Induction?

vary Input Complexity & keep Channel Capacity constant

Artificial Grammar Learning - Experiment 1 + 2

- 71 adults, ~22y, ~4min, between-subjects
- 3-syllable XXY: goo\_goo\_sjie
- manipulated ENTROPY (number & frequency) > LowEN

2.8 bits (4 × 7Xs / 4 × 7Ys)
3.5 bits (4 × 6Xs / 4 × 6Ys)

> MedEN

> 4 bits (2 × 12Xs / 2 × 12Ys)

> 4.25 bits (2 × 14Xs / 2 × 14Ys)

> Hien

> 4.58 bits (1 × 24Xs / 1 × 24Ys)
> 4.8 bits (1 × 28Xs / 1 × 28Ys)

Test

Could this string be possible in the language that you heard?

- 5 x 4 types = 20 strings
  - XXY\_new\_syll: too\_too\_suu V
    - XXY\_trained\_syll: goo\_goo\_sjie V
    - **XYZ\_trained\_syll:** teu\_duu\_saa\*
    - XYZ\_new\_syll: reu\_loo\_gee \*



#### Results

the higher the entropy, the higher the tendency to accept new XXY strings

a very similar high acceptance of **XXY trained** strings



#### Uncertainty about the structure in the input

#### What is information here?

→ a quantitative measure of how uncertain the mind is about the structure when exposed to a certain input entropy

The uncertainty about structure decreases as the input entropy increases.



**Entropy Model** 

**Rule Induction** → interaction of *input complexity* (entropy) and *channel capacity* 

Low complexity (entropy) → item-bound generalizations

High complexity (entropy) → category-based generalizations



**Entropy Model** - hypotheses

**Rule Induction** → interaction of *input complexity* (entropy) and *channel capacity* 



channel capacity

**Entropy Model** - hypotheses

**Rule Induction** → interaction of *input complexity* (entropy) and *channel capacity* 



#### **Channel Capacity**

- information-theoretic concept (entropy/time)
- model the limited encoding power of the brain

What are the cognitive processes that modulate channel capacity?

- memory capacity
- pattern-recognition capacity
- attention ?



Raven's Standard Progressive matrices

# Incidental memory task

#### **Goal**

measure participants' capacity to memorize incidentally, without having an explicit instruction to do so



# Training phase

listen to 30 pseudo-words following a Dutch syllable pattern

- e.g. go\_pem, wa\_dim
- from a forgotten language
- What does this word sound like?



### **Incidental memory task**



# **Raven's Standard Progressive Matrices**

Visual pattern-recognition test

- 60 questions logically complete patterns of shapes
- Increasing difficulty











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#### **Results: XXY new**



Incidental Memorization (d')

Pattern Recognition and Rule Induction



**Raven's Matrices Percentiles** 

Lower incidental memory Higher visual pattern-recognition

predict higher tendency to generalize

#### **Results: new XXY**



People with lower memory capacity AND higher visual patternrecognition capacity have the highest tendency to generalize

#### Conclusions

 $\rightarrow$  if input entropy increases, the tendency to generalize increases gradually

 $\rightarrow$  lower incidental memory predicts a higher tendency to generalize

→ higher visual pattern recognition predicts a higher tendency to generalize

→ the two types of rule induction are outcomes of the same information encoding mechanism → gradually move from lower-level item-bound encoding to higher-level category-based encoding in response to the interaction between input entropy and the encoding power (channel capacity)





"To think is to forget a difference, to generalize, to abstract. In the overly replete world of Funes there were nothing but details, almost contiguous details." **Funes, The Memorious** Jorge Luis Borges

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