# Language and Computation

# week 10, Tuesday, April 01

Tamás Biró Yale University tamas.biro@yale.edu http://www.birot.hu/courses/2014-LC/



#### **Practical matters**

- Post-reading: JM 11
- http://birot.hu/courses/2014-LC/readings.txt
- Assignment 4 posted, due: 04/10.
- (To come(?): Viterbi and Forward-Backward an example)



# Today

- Phonology
- Finite-state phonology
- Optimality Theory (intro)

Next time: Computational aspects of Optimality Theory.





**Phonetics:** studying speech sounds. Language-specific to a lesser degree.

- Production: how sounds made in human vocal tract.
- Acoustics: waveforms transmitted in the air.
- Perception: acoustic signal processed by ear.

Applications: speech synthesis and speech recognition.



**Phonology:** studying sound patterns of specific languages, the sound system of specific languages.

- **Phoneme:** smallest contrastive unit in a sound system.
- Phoneme inventory: "alphabet" of the mental lexicon.
- Allophones: a phonetic variant of a phoneme.
- Phonotactics: permissible sound sequences.
- Morpho-phonology: sound changes due to morphology.



### Phonology...

- ... deals with (among others):
- Sounds (phonemes, allophones, segments)
- Syllables
- Stress
- Tone and intonation
- Historical changes in the sound system of specific languages

Phonetics

Phonology

physicalabstlanguage-independentlangcontinuousdiscr

abstract language-specific discrete representations



# Phonology as computation



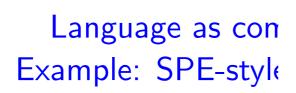
Language as computation Example: SPE-style phonology

- Operations on these representations
- Overall architecture

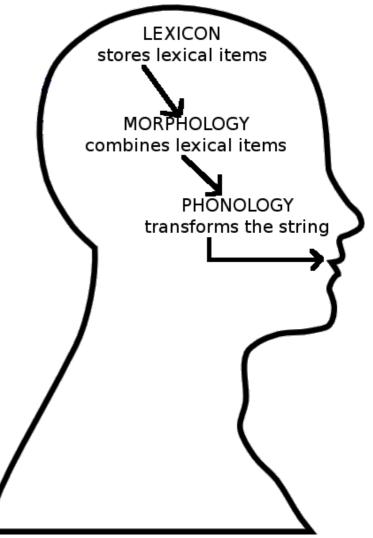
Language as computation Example: SPE-style phonology

- Data structures, a.k.a. representations
- Operations on these representations: rewrite rules  $\begin{bmatrix} a \end{bmatrix} \rightarrow \begin{bmatrix} o \end{bmatrix} \quad \text{or} \qquad \begin{bmatrix} + & back \\ - & round \\ - & high \\ + & low \end{bmatrix} \rightarrow \begin{bmatrix} + & round \\ - & low \end{bmatrix}$
- Overall architecture





- Data structures, a.k.a. representa
- Operations on these representation
- Overall architecture:





# Computational approaches to phonology



### Computational approaches to phonology

- Generative turn: "mind as a computer"
  → novel/better models of language for the linguist.
- Cognitive science connection: language as a window onto the mind.
- Contribution to speech and language techology?
- Computational questions raised by linguistic theories



Computational questions raised by linguistic theories

- Generative power
- Implementation
- Learnability
- etc.



#### David Marr's three levels

- Computational level
- Algorithmic level
- Implementational level



# Architectures for phonology



#### Architectures for phonology

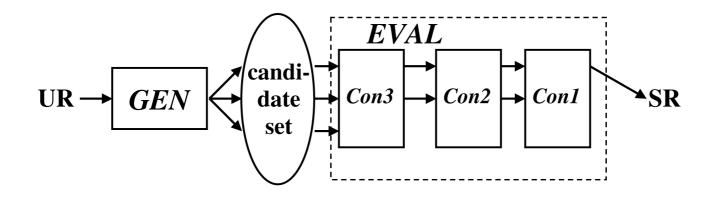
SPE phonology:

- /Underlying form/  $\mapsto$  [surface form]
- via intermediate representations
- using a series of rewrite rules:  $A \rightarrow B/C_{-}D$
- seemingly context sensitive is it?



#### Architectures for phonology

• Overall architectures: Optimality Theory





Simplified language typology:

- Stress on first syllable
- Stress on last syllable
- Stress on penultimate syllable
- No language with stress on second syllable as a rule



Simplified language typology:

- EARLY: stress as early as possible
- LATE: stress as late as possible
- NONFINAL: stress not on last syllable.



σσσσ/	EARLY	LATE	NonFinal
[s u u u ]	0	3	0
[usuu]	1	2	0
[u u s u ]	2	1	0
[u u u s ]	3	0	1



$/\sigma\sigma\sigma\sigma/$	NonFinal	LATE	LATE
[suuu]	0	3	0
[usuu]	0	2	1
[u u s u ]	0	1	2
[u u u s ]	1	0	3



Simplified language **typology**:

- Stress on first syllable: Early  $\gg$  Late, NonFinal
- Stress on last syllable Late  $\gg$  Early, NonFinal
- Stress on penultimate syllable NonFinal  $\gg$  Late  $\gg$  Early
- No language with stress on second syllable as a rule: No such hierarchy.



# See you on Thursday!



Tamás Biró, Yale U., Language and Computation

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