

A new way to identify if variation
in children's **input**
is **developmentally meaningful**:
A look at **syntactic knowledge**
across **socio-economic status**

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Computation of
Language
Laboratory

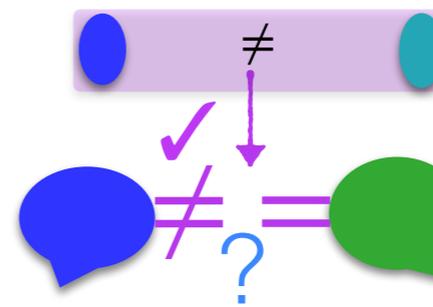
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There's lots of variation
in children's input





Developmentally-meaningful variation
 impacts language development
 in a measurable way





Developmentally-meaningful
input deficits can lead to
language delays





If there's an **input-based language delay** and we know **what the crucial input deficit is**, we can intervene and **fix that deficit**.



Impactful interventions ✓





Important: If a language outcome difference isn't input-based, then "fixing" the input won't help.



Impactful interventions





That's why it's **important to know** if the input is (at least partially) **causing** the language developmental issue... or not.



Impactful interventions ✓

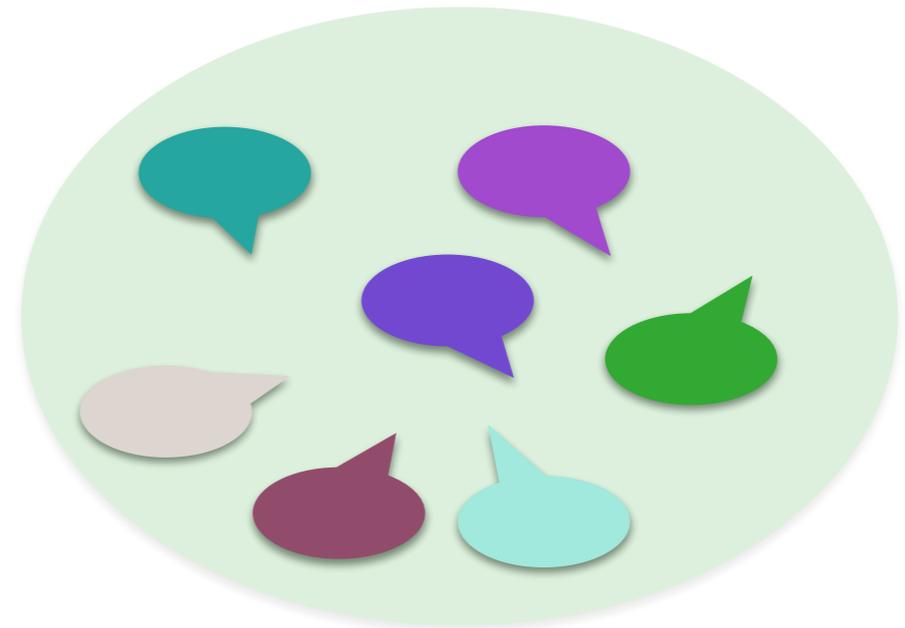
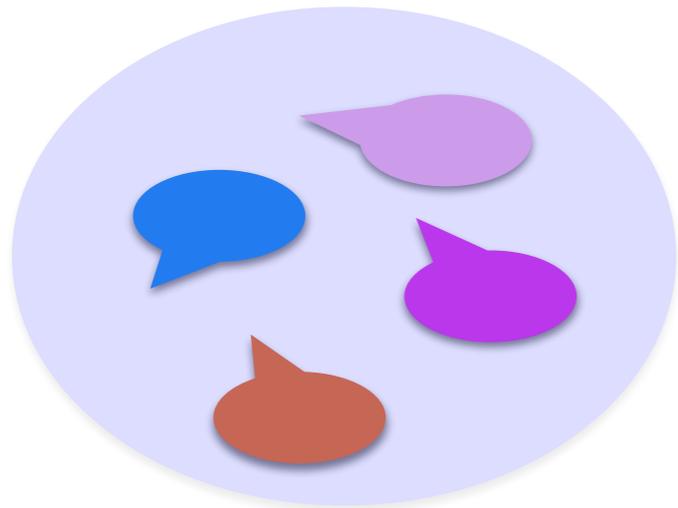




Input-based language delays appear across socio-economic status (SES). Lower-SES children are often behind their higher-SES peers.

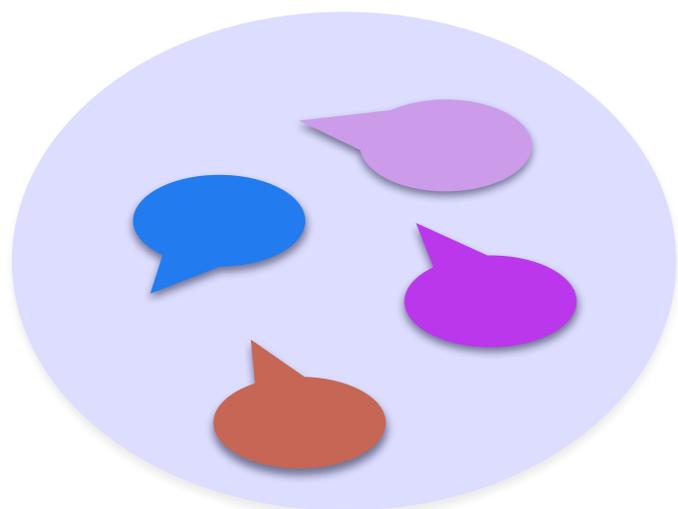


Low-SES language input can differ from high-SES input in both overall quantity of speech and the quality of that speech (Hart & Risley 1995, Huttenlocher et al. 2010, Rowe 2012, Schwab & Lew-Williams 2016, Rowe et al. 2017).

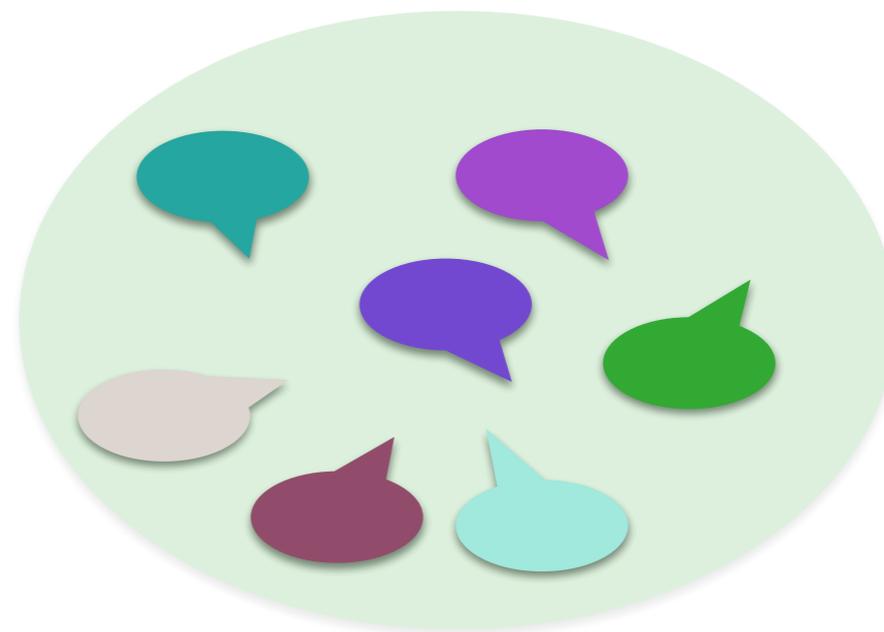


Quality can be measured by different aspects of the input, like diversity of vocabulary ...

kitty penguin penguin
kitty penguin penguin kitty
kitty penguin kitty penguin
penguin kitty kitty

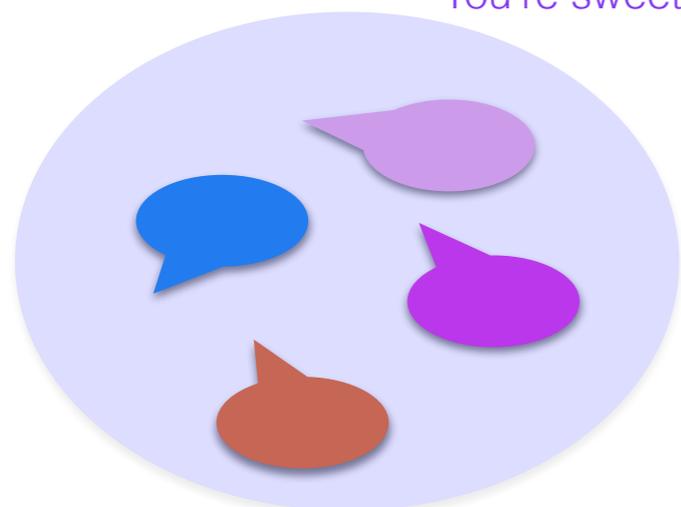


whale seal penguin
kitty birdie monkey
kitty puppy monkey penguin
cat

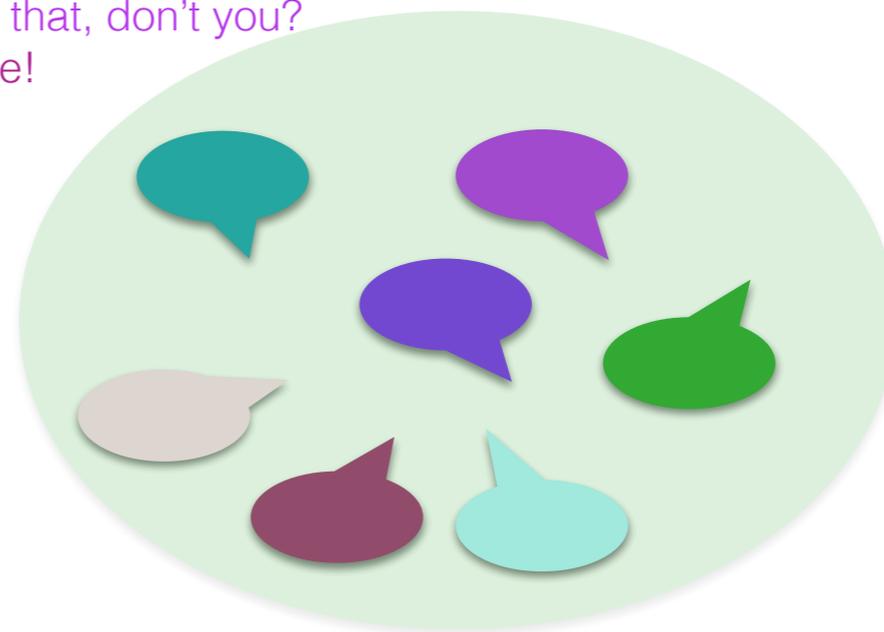


Quality can be measured by different aspects of the input, like diversity of vocabulary, diversity of syntactic constructions ...

Go play Go eat
I love you Come here Go to bed He's nice
I see you You're cute Come with me
Eat dinner You're sweet



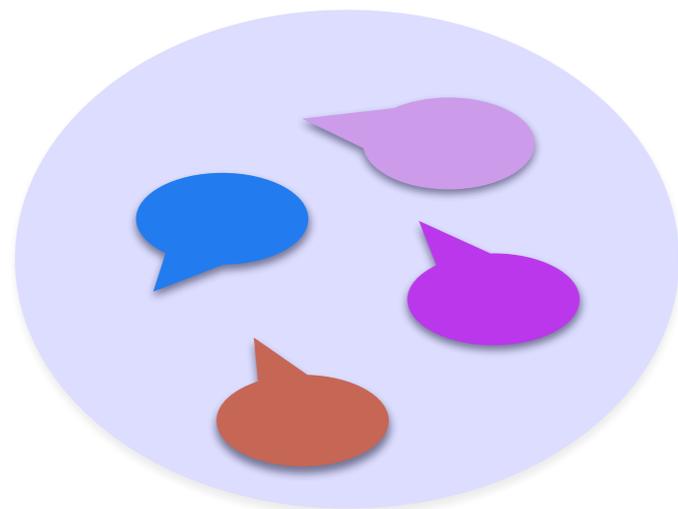
Is that a kitty? Come here
What would you like to do today?
You're cute Come play What do you see?
I love you What would you like? Eat dinner
You like that, don't you?
What a cutie!



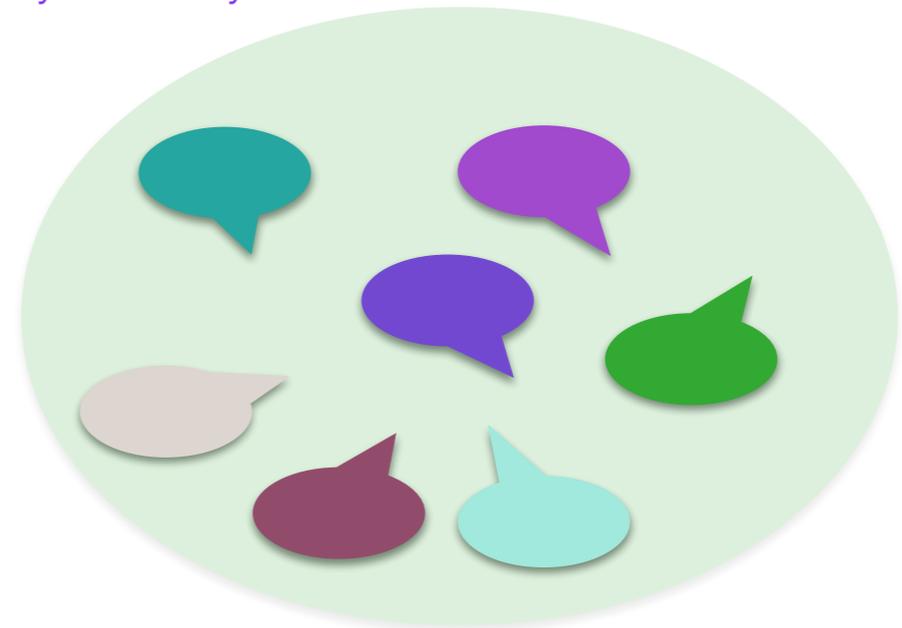
Quality can be measured by different aspects of the input, like diversity of vocabulary, diversity of syntactic constructions, and frequency of decontextualized speech.

The kitty wasn't there

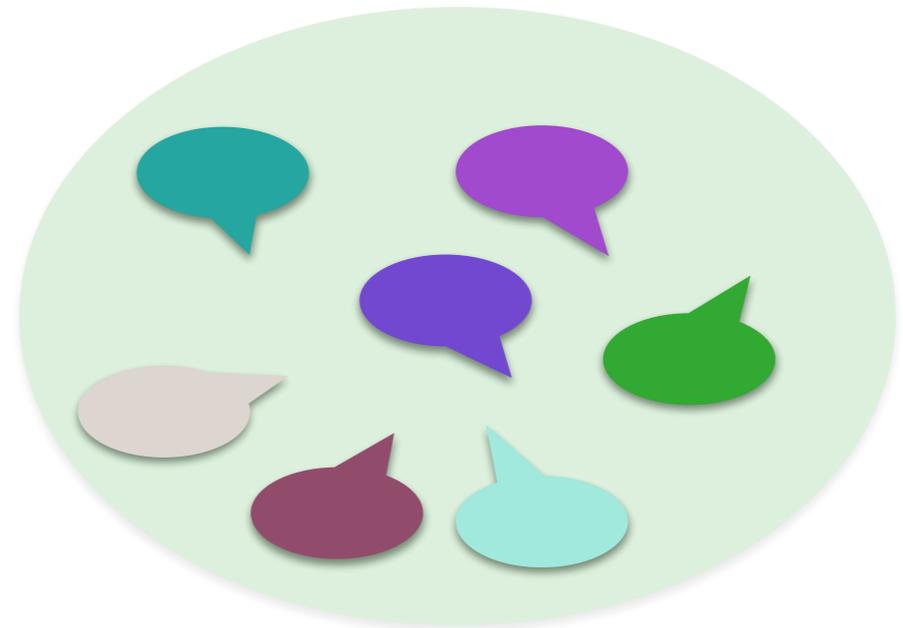
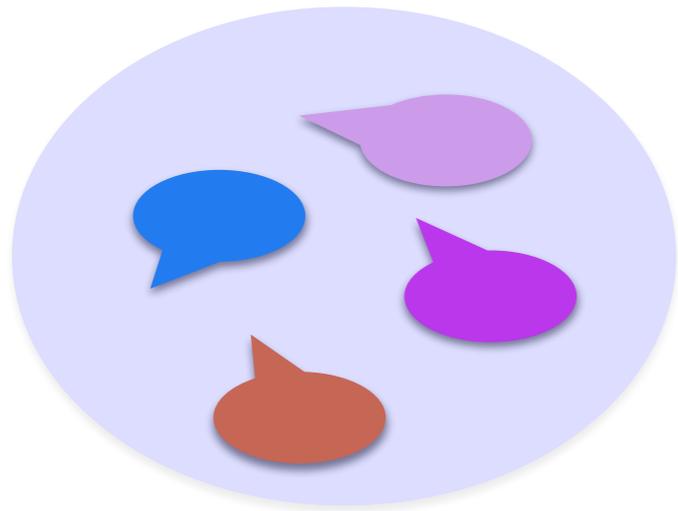
Because we're going tomorrow



We saw her yesterday, didn't we?
The penguins should be at the zoo
Because the penguins were being fed.
The kitty wasn't there
Because we're going tomorrow
We'll see the kitty on Friday

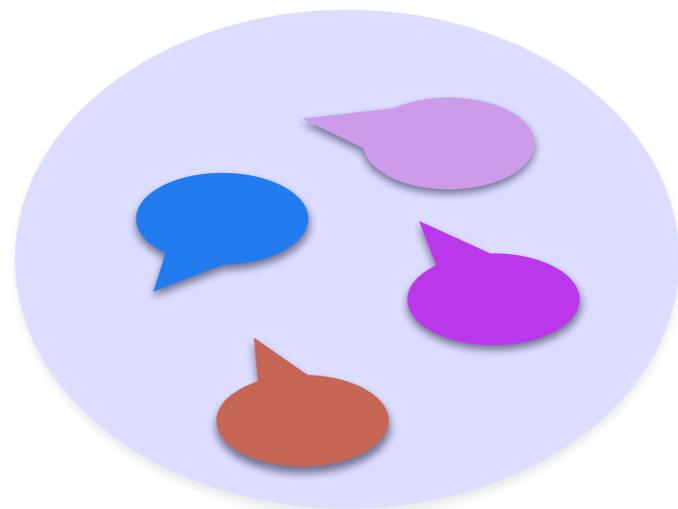


How can we tell if any particular input difference is developmentally meaningful (that is, it impacts language development)?



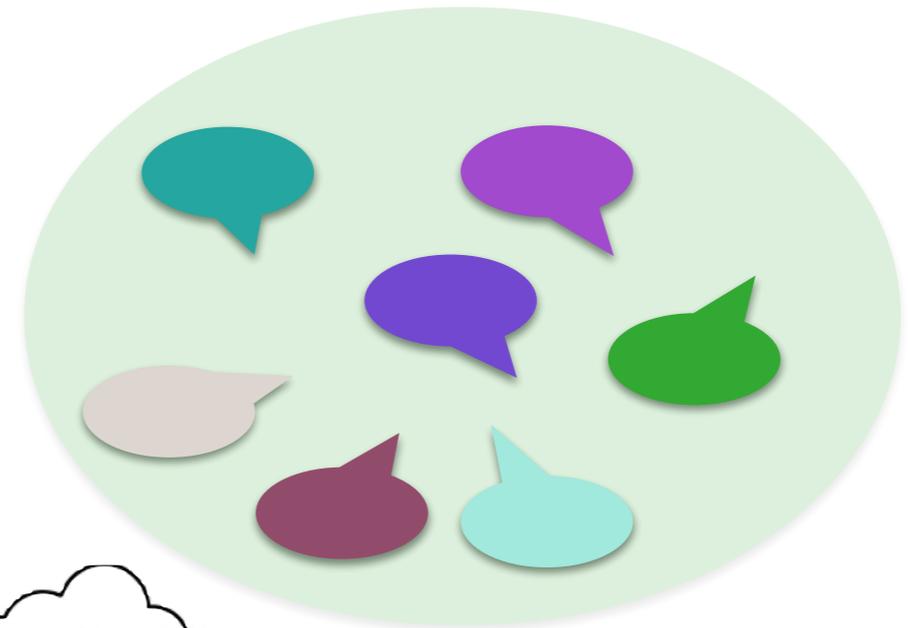
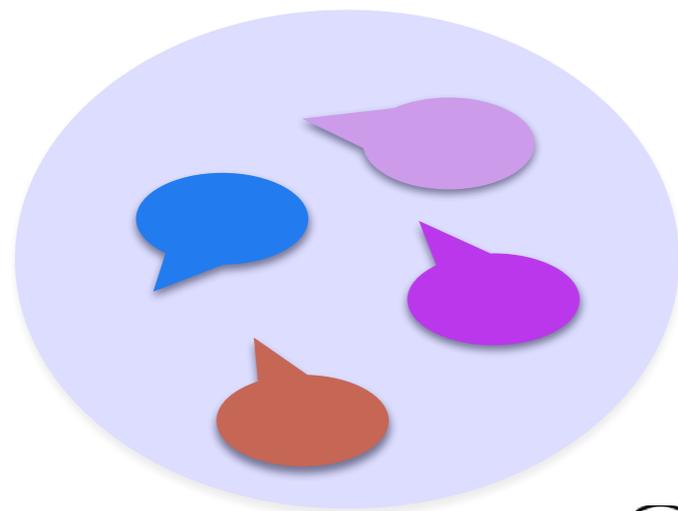
One (standard) way:

- Notice that there's a **difference**



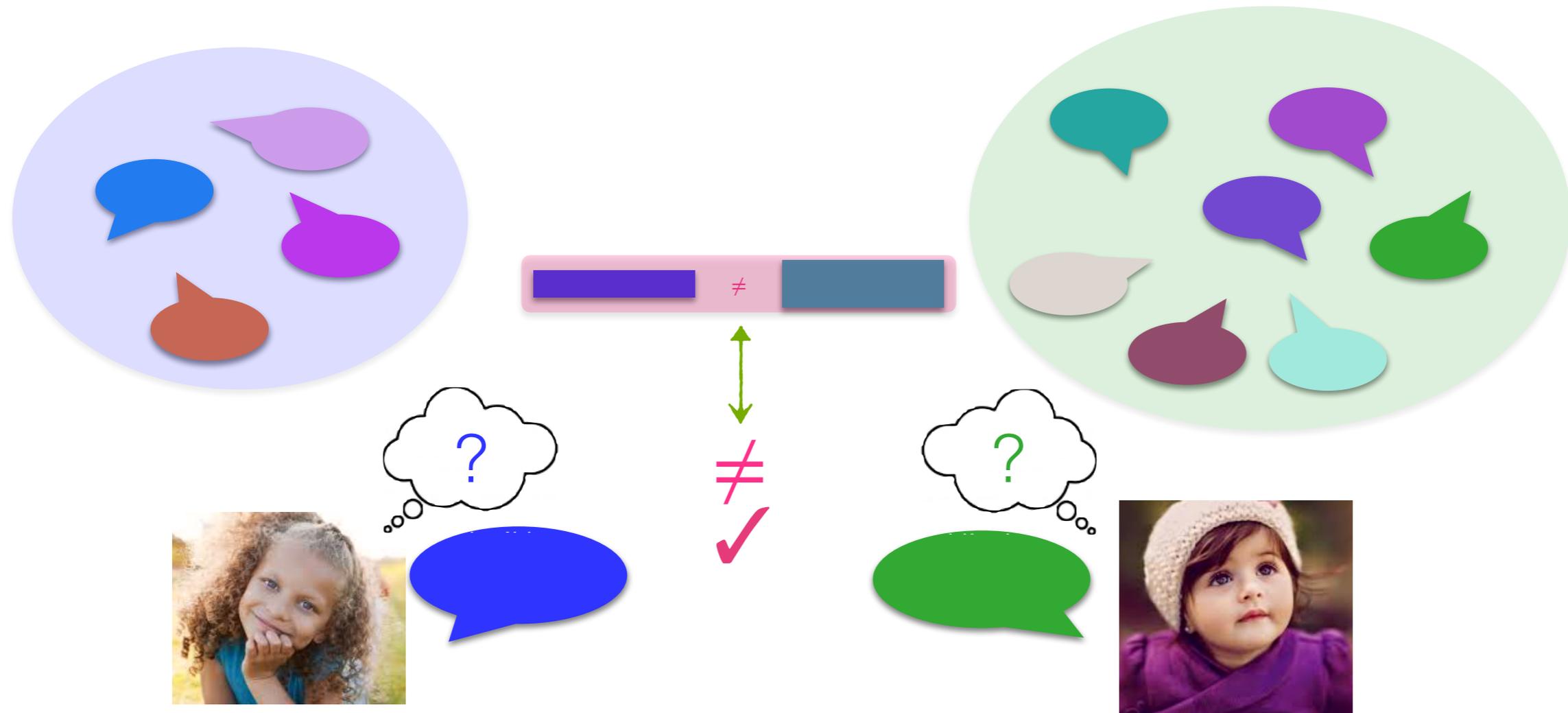
One (standard) way:

- Notice that there's a **difference**
- Measure language acquisition **outcomes**



One (standard) way:

- Notice that there's a **difference**
- Measure language acquisition **outcomes**
- See if that input difference **correlates** with any **outcome differences**

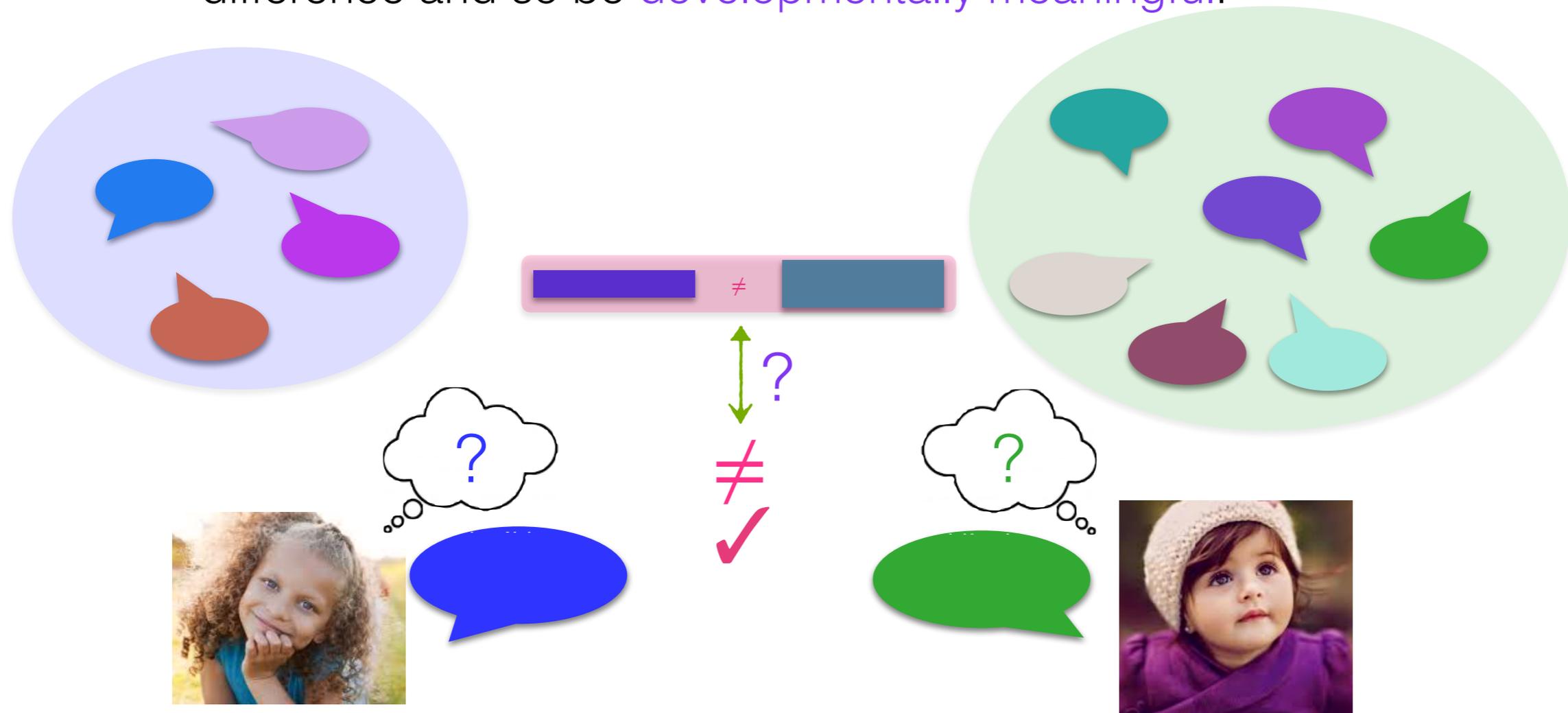


One (standard) way:

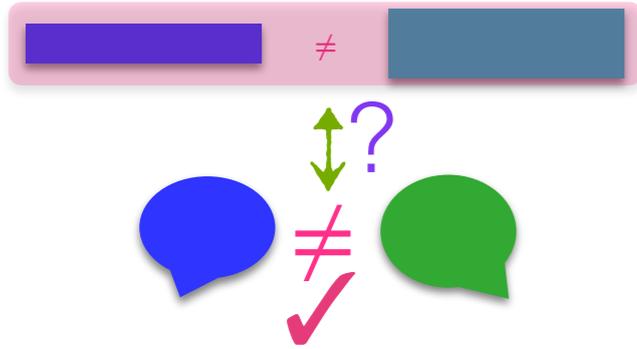
- Notice that there's a **difference**
- Measure language acquisition **outcomes**
- See if that input difference **correlates** with any **outcome differences**



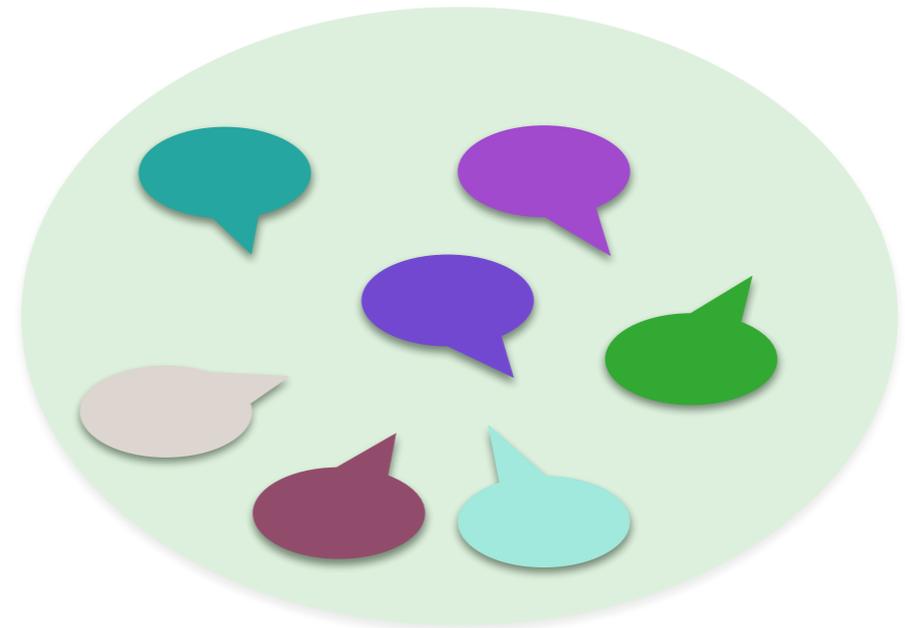
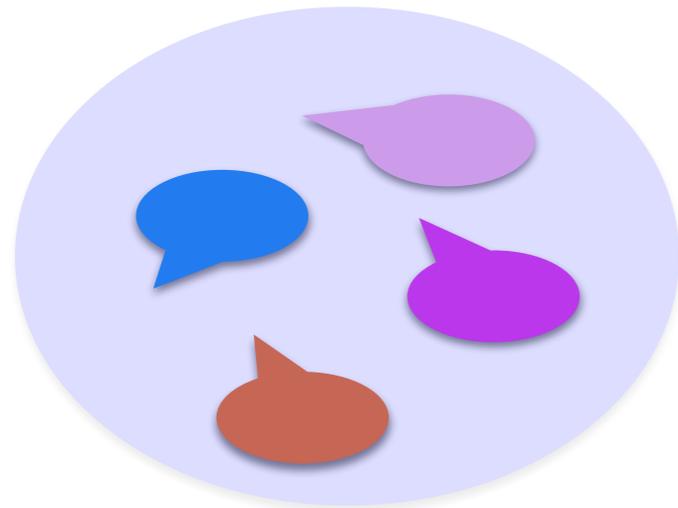
If so, then the input difference *might cause* the outcome difference and so be **developmentally meaningful**.



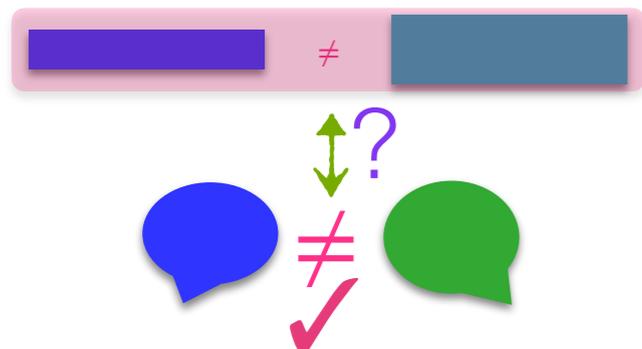
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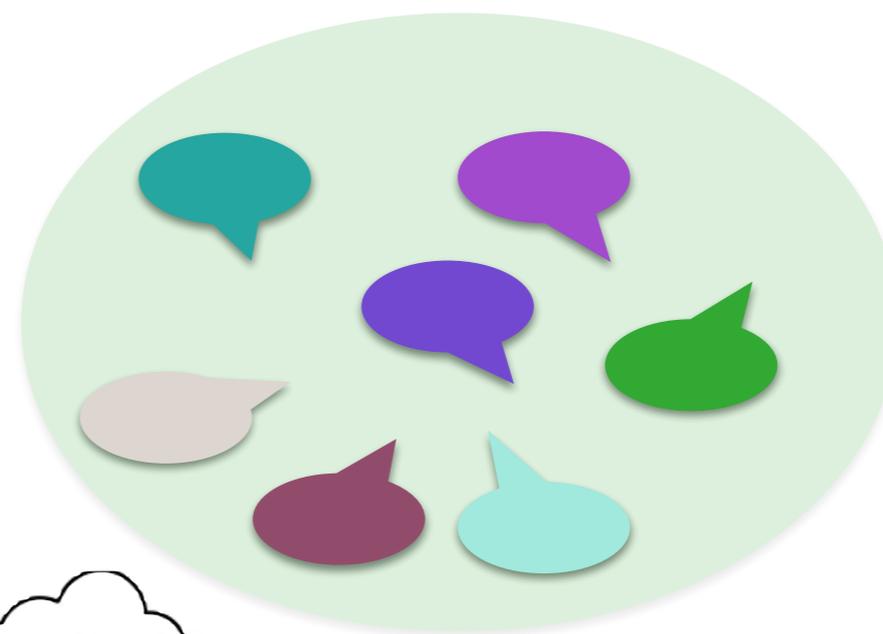
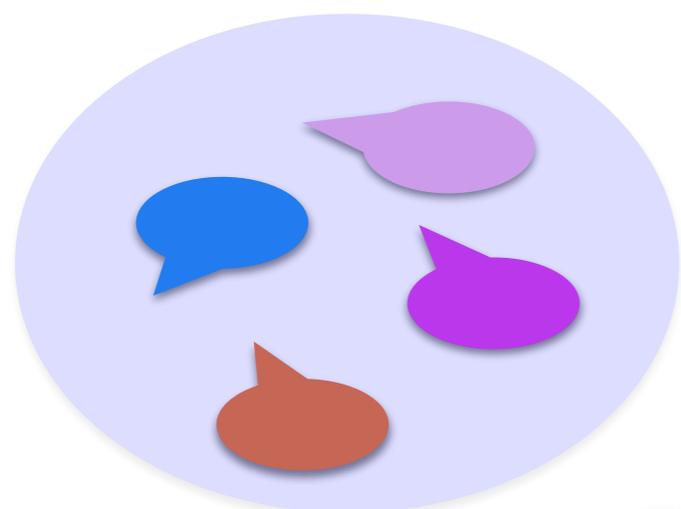
A new (complementary) way
uses developmental
computational modeling.



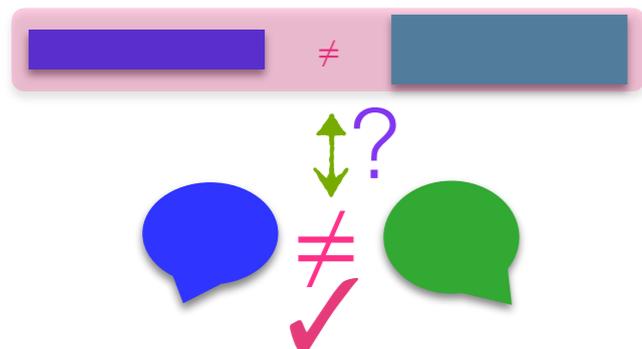
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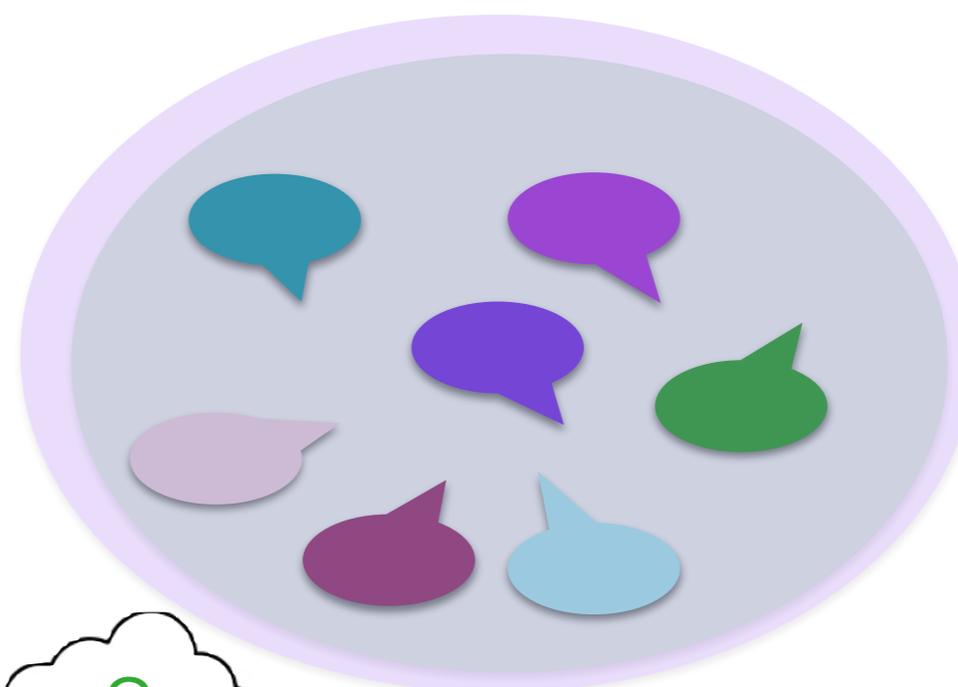
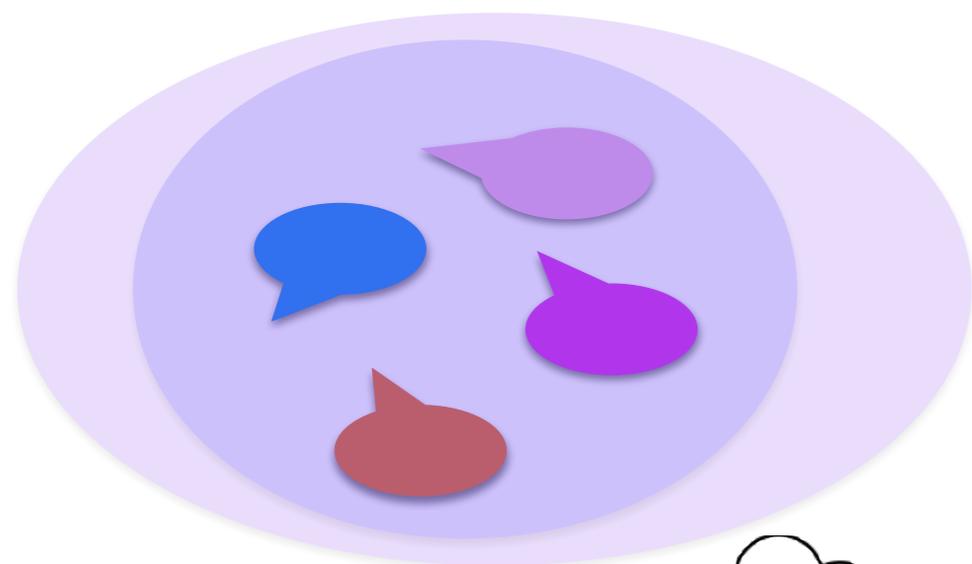
A developmental computational model implements a specific learning theory ...



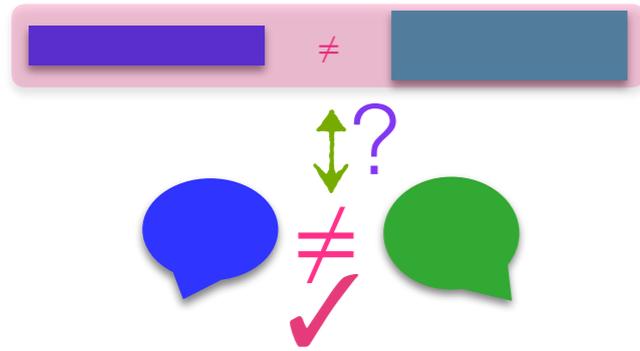
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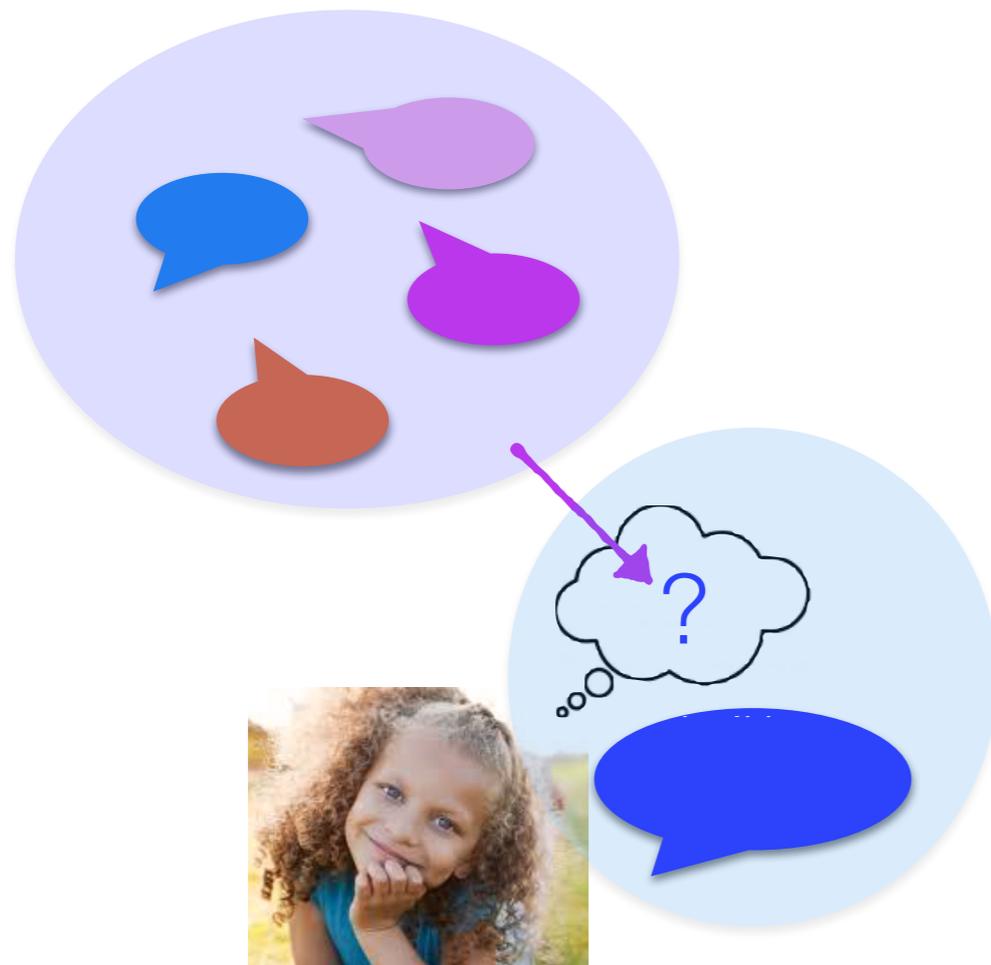
A developmental computational model implements a specific learning theory about how children use their input ...



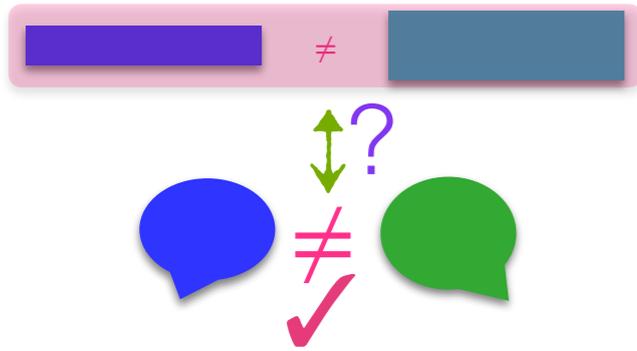
One (standard) way



A developmental computational model implements a specific learning theory about how children use their input to acquire the knowledge to generate their output.



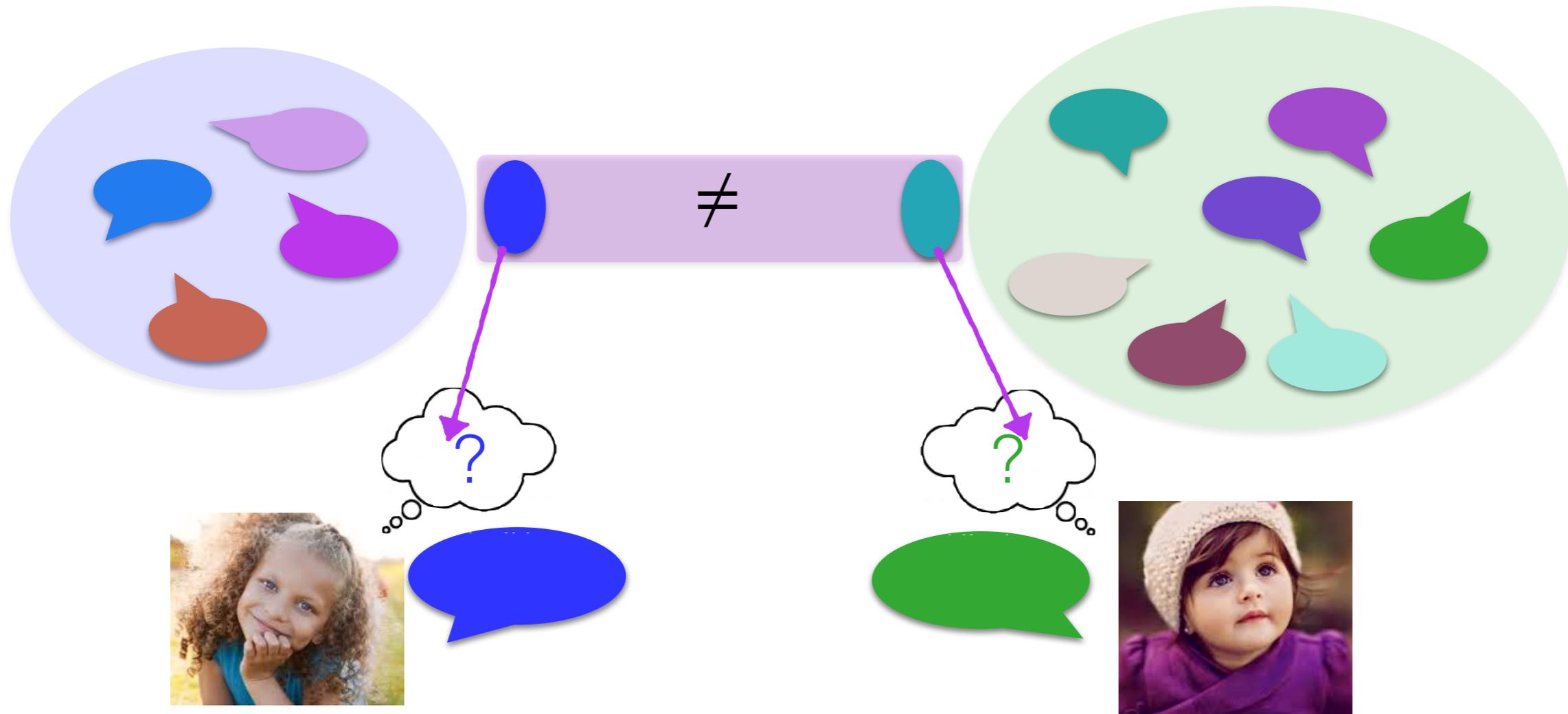
One (standard) way



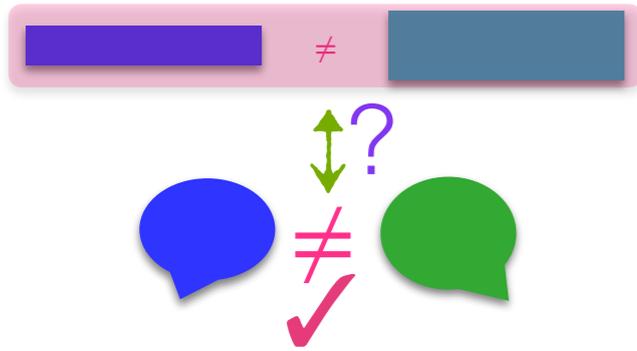
A developmental computational model implements a specific learning theory about how children use their input to acquire the knowledge to generate their output.



Important: the learning theory implemented by the model specifies what aspect of the input matters.



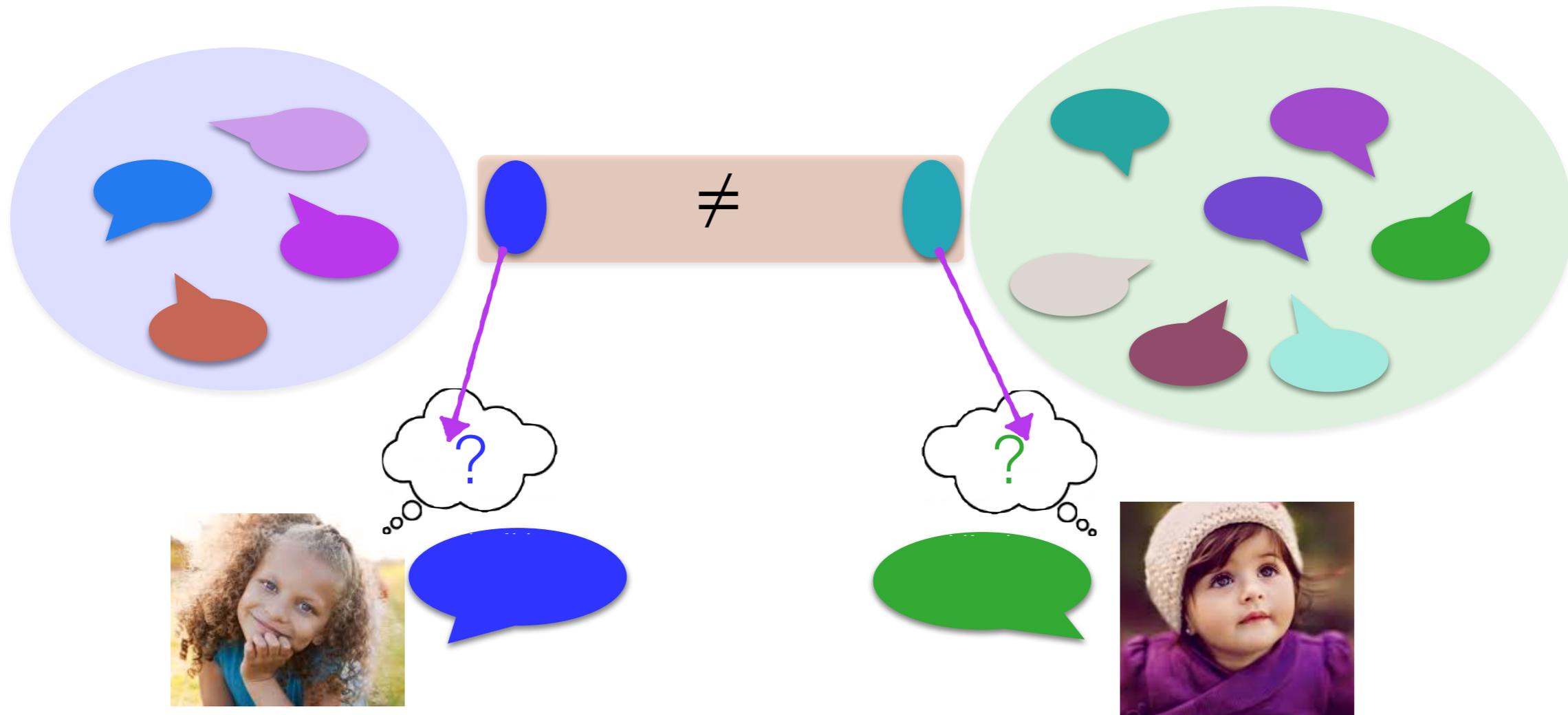
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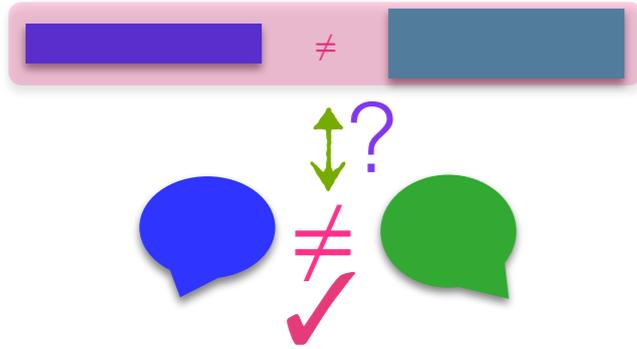
A developmental computational model implements a specific learning theory about how children use their input to acquire the knowledge to generate their output.



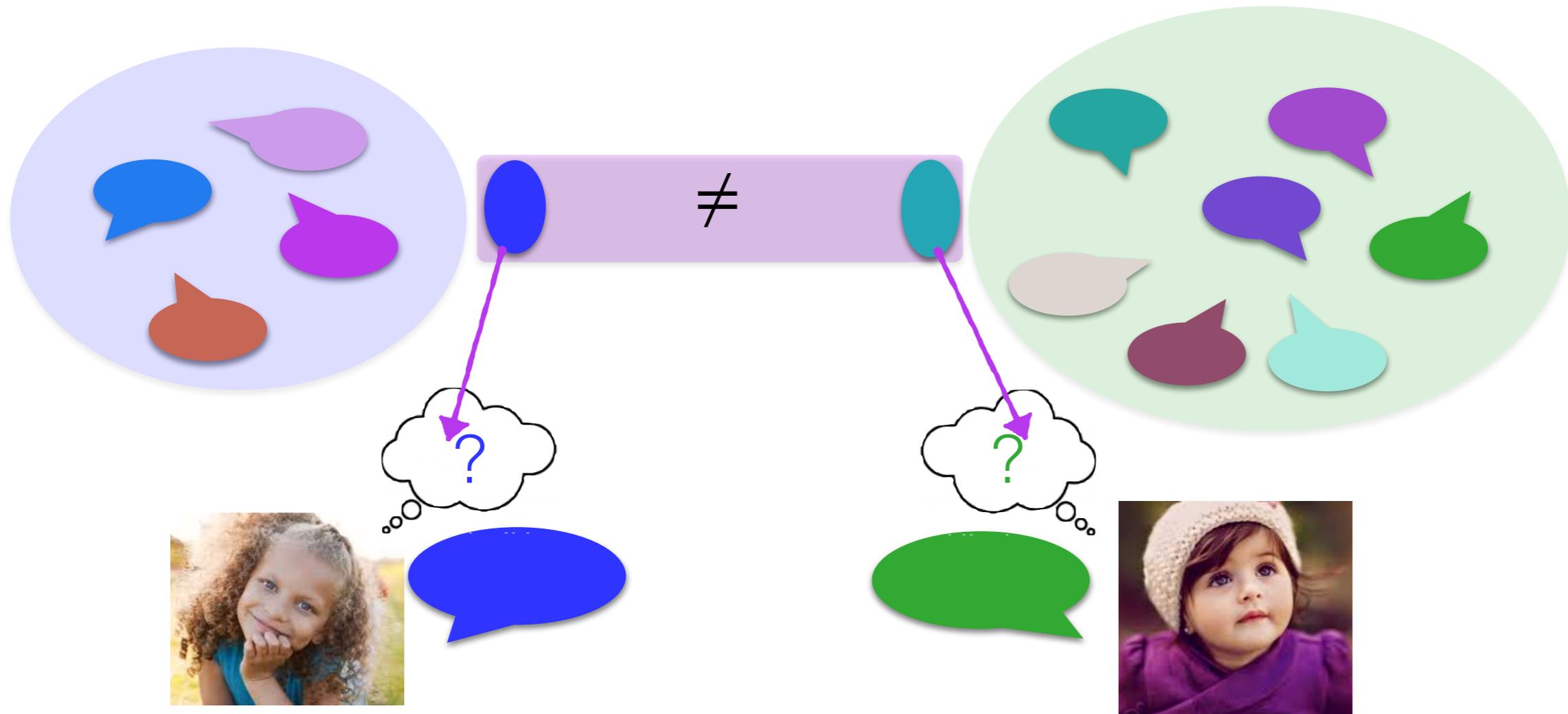
If we know what input part matters, we can target that part for intervention if needed.



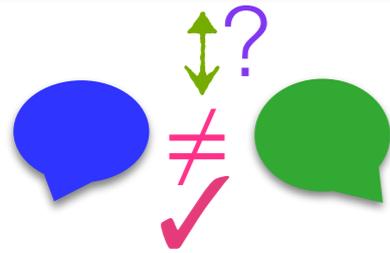
One (standard) way



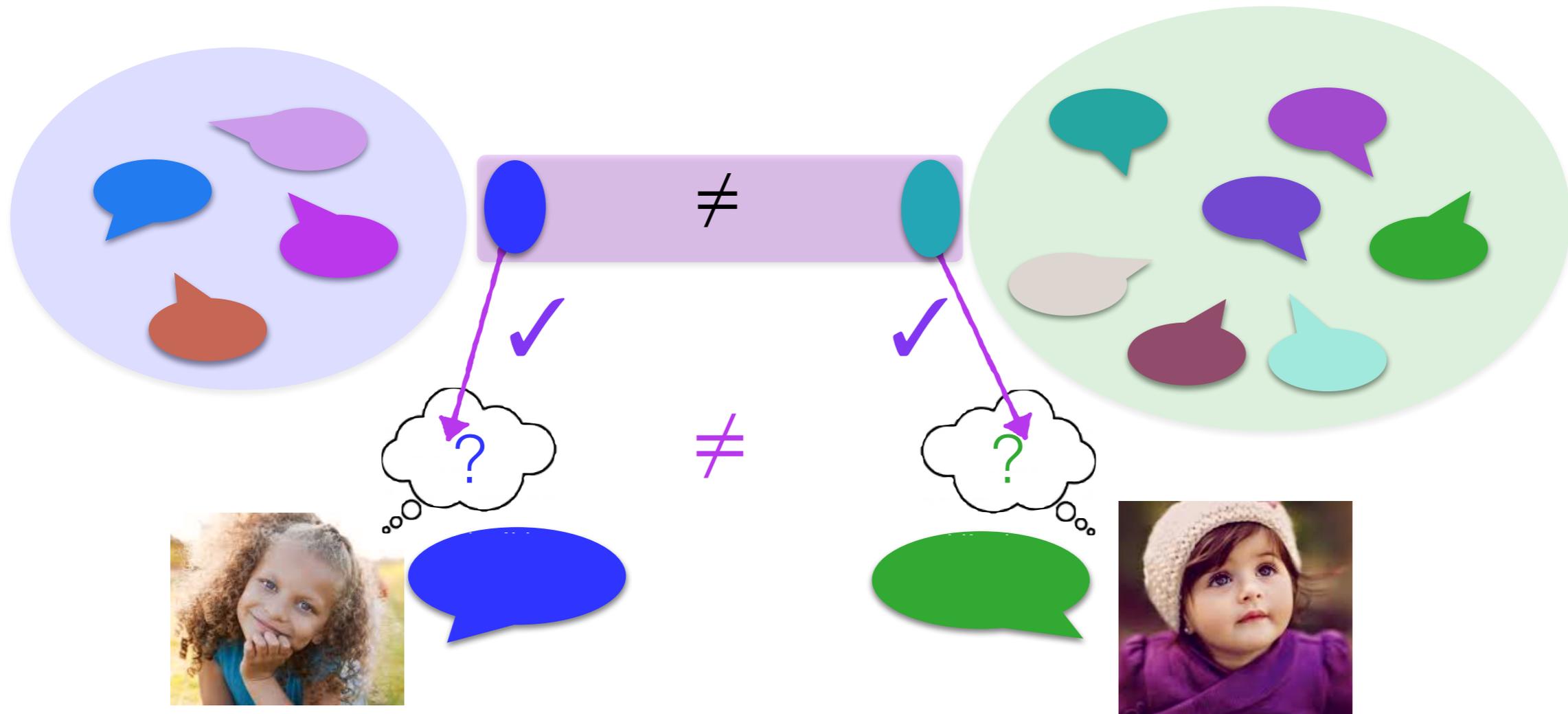
So, a developmental computational model can predict the language outcome on the basis of the input.



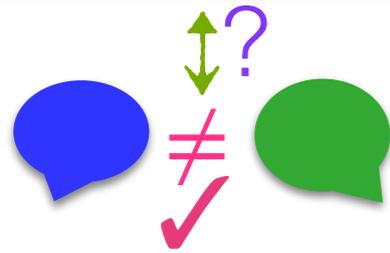
One (standard) way



If the predicted outcomes differ, then it's because the input difference caused that outcome difference. So, the input difference is predicted to be developmentally meaningful.

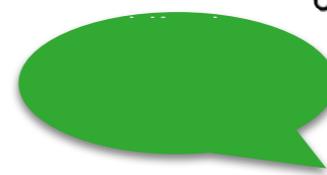
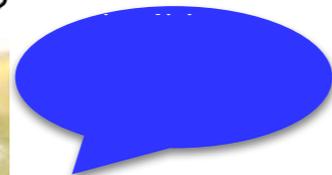
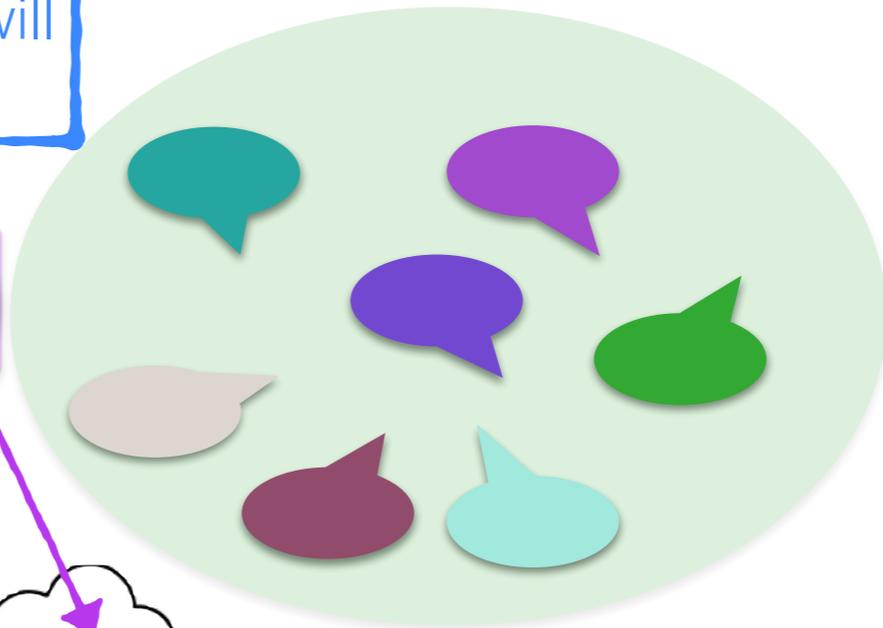
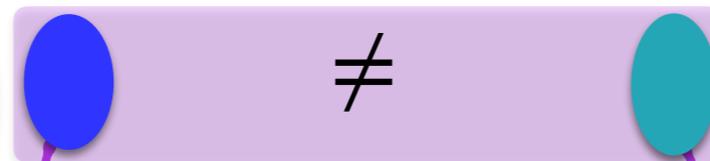
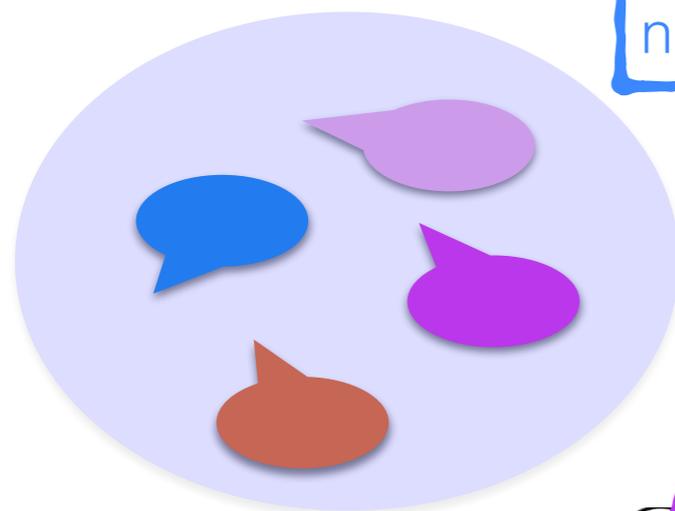


One (standard) way

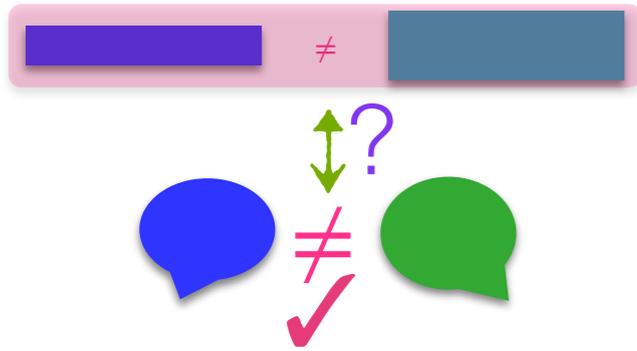


If the predicted outcomes differ, then it's because the input difference caused that outcome difference. So, the input difference is predicted to be developmentally meaningful.

These outcome predictions will need to be verified, though.

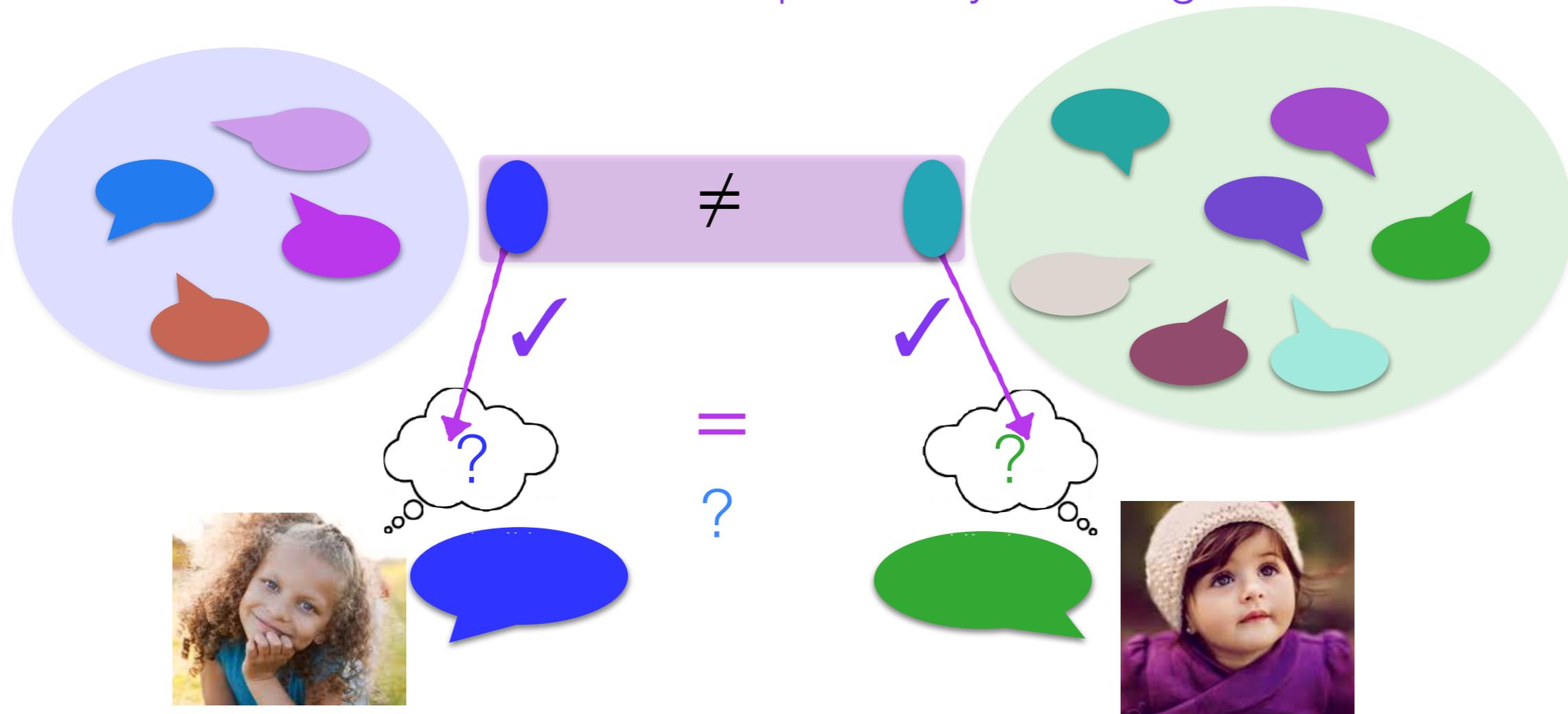


One (standard) way



Bonus: Because the learning theory in the model is causal, we can predict if the input should cause similar outcomes, too.

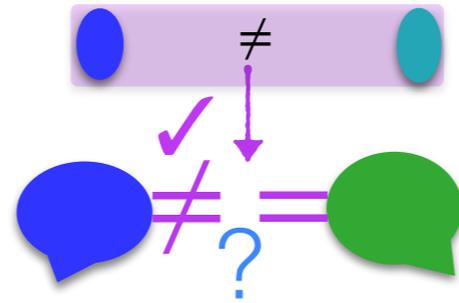
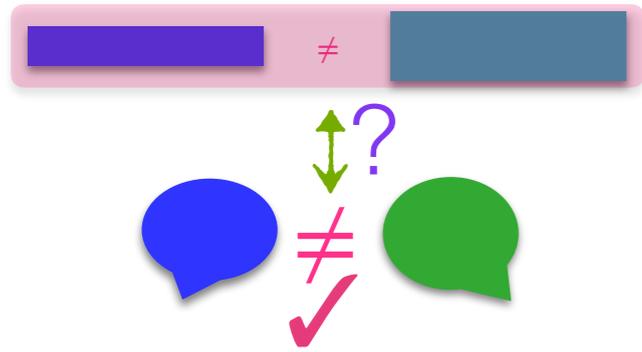
In that case, the input difference isn't developmentally meaningful.



Detecting if input differences are developmentally meaningful

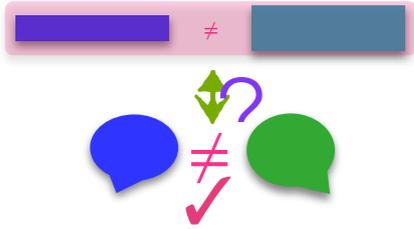
One (standard) way

A new (complementary) way



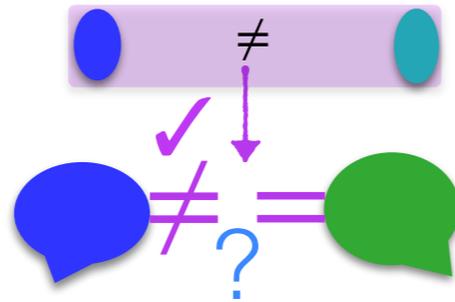
Detecting if input differences are developmentally meaningful

One (standard) way



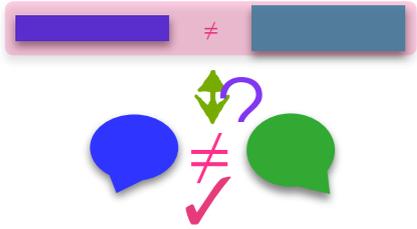
Today's focus

A new (complementary) way



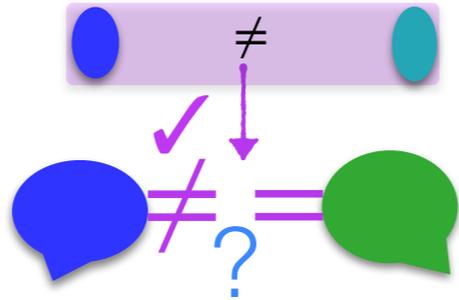
Detecting if input differences are developmentally meaningful

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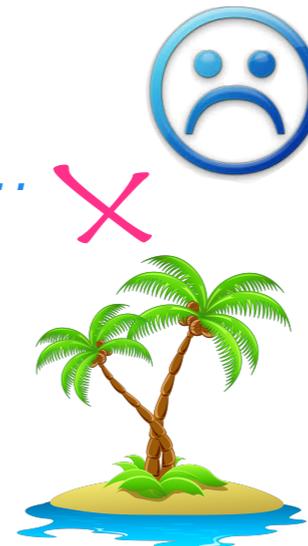
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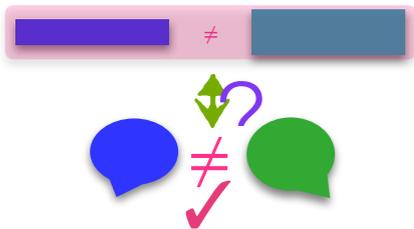
Case study:
Syntactic island acquisition

Who does...



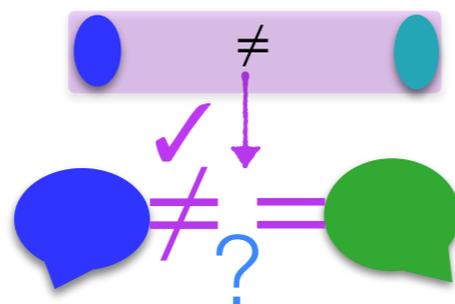
Detecting if input differences are developmentally meaningful

One (standard) way



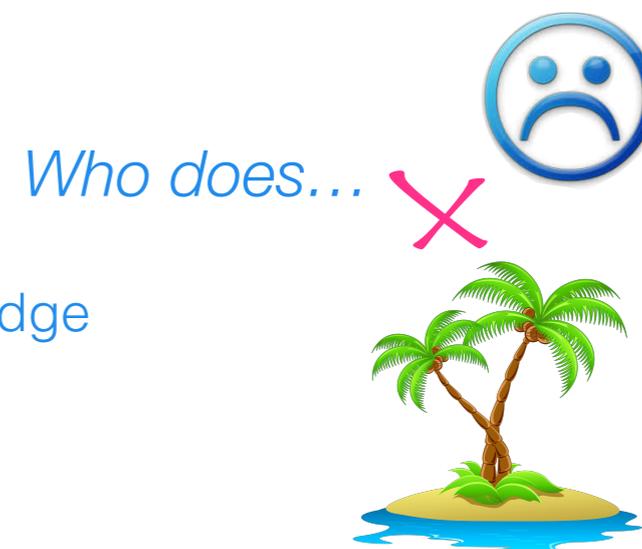
Today's focus

A new (complementary) way



Case study:
Syntactic island acquisition

Why? It's higher-order syntactic knowledge where we don't know much about developmentally-meaningful input differences that may exist across SES.





Syntactic island constraints involve *wh*-dependencies.

This kitty was bought as a present for someone.

Lily thinks this kitty is pretty.



What's going on here?

Who does Lily think the kitty for is pretty?



What does Lily think is pretty, and who does she think it's for?



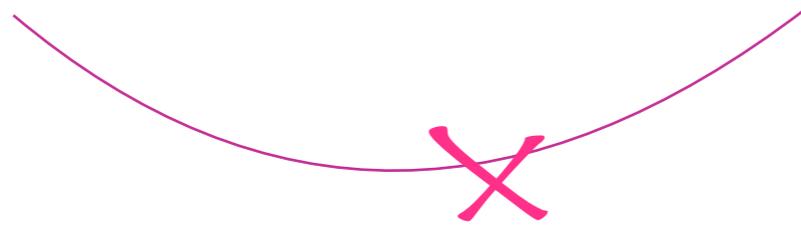


Syntactic island constraints involve *wh*-dependencies.

What's going on here?

There's a **dependency** between the *wh*-word *who* and where it's understood (**the gap**)

*Who does Lily think the kitty for __**who** is pretty?*



This dependency is **not allowed** in English.

One explanation: The dependency crosses a “**syntactic island**” (Ross 1967)





Syntactic island constraints
involve *wh*-dependencies.

What's going on here?



syntactic island (Ross 1967)

Who does Lily think the kitty for who is pretty?

Subject island



Syntactic island constraints involve *wh*-dependencies.

What's going on here?



syntactic island (Ross 1967)

Who does Lily think the kitty for *who* is pretty?

Subject island



Jack is somewhat tricky.

He claimed he bought something.

What did Jack make the claim that he bought *what*?





Syntactic island constraints involve *wh*-dependencies.

What's going on here?



syntactic island (Ross 1967)

Who does Lily think the kitty for *__who* is pretty?

Subject island

What did Jack make the claim that he bought *__what*?

Complex NP island



Jack is somewhat tricky.

He claimed he bought something.

Elizabeth wondered if he actually did
and what it was.

What did Elizabeth wonder whether Jack bought *__what*?





Syntactic island constraints involve *wh*-dependencies.

What's going on here?



syntactic island (Ross 1967)

Who does Lily think the kitty for *__who* is pretty? Subject island

What did Jack make the claim that he bought *__what*? Complex NP island

What did Elizabeth wonder whether Jack bought *__what*? Whether island



Jack is somewhat tricky.
He claimed he bought something.
Elizabeth worried it was something dangerous.

What did Elizabeth worry if Jack bought *__what*?





Syntactic island constraints involve *wh*-dependencies.

What's going on here?



syntactic island (Ross 1967)

Who does Lily think the kitty for *__who* is pretty? Subject island

What did Jack make the claim that he bought *__what?* Complex NP island

What did Elizabeth wonder whether Jack bought *__what?* Whether island

What did Elizabeth worry if Jack bought *__what?* Adjunct island

Important: It's not about the length of the dependency.

(Chomsky 1965, Ross 1967)



Syntactic island constraints involve *wh*-dependencies.

What's going on here?



syntactic island (Ross 1967)

Who does Lily think the kitty for *__who* is pretty? Subject island

What did Jack make the claim that he bought *__what*? Complex NP island

What did Elizabeth wonder whether Jack bought *__what*? Whether island

What did Elizabeth worry if Jack bought *__what*? Adjunct island

Important: It's not about the length of the dependency.

Elizabeth



What did Elizabeth think *__what*?





Syntactic island constraints involve *wh*-dependencies.

What's going on here?



syntactic island (Ross 1967)

Who does Lily think the kitty for *__who* is pretty? Subject island

What did Jack make the claim that he bought *__what*? Complex NP island

What did Elizabeth wonder whether Jack bought *__what*? Whether island

What did Elizabeth worry if Jack bought *__what*? Adjunct island

Elizabeth



Important: It's not about the length of the dependency.

Jack



What did Elizabeth think Jack said *__what*?





Syntactic island constraints involve *wh*-dependencies.

What's going on here?



syntactic island (Ross 1967)

Who does Lily think the kitty for *__who* is pretty? Subject island

What did Jack make the claim that he bought *__what*? Complex NP island

What did Elizabeth wonder whether Jack bought *__what*? Whether island

What did Elizabeth worry if Jack bought *__what*? Adjunct island

Elizabeth



Jack



Important: It's not about the length of the dependency.

What did Elizabeth think Jack said Lily saw *__what*?



Lily





Syntactic island constraints involve *wh*-dependencies.



Who does Lily think the kitty for __who is pretty? Subject island

What did Jack make the claim that he bought __what? Complex NP island

What did Elizabeth wonder whether Jack bought __what? Whether island

What did Elizabeth worry if Jack bought __what? Adjunct island

High-SES adults **judge** these dependencies to be **far worse** than many others, including others that are very similar except that they don't cross syntactic islands (Sprouse et al. 2012).



These judgments are a measurable observable behavior that signal the successful acquisition of syntactic island knowledge.





Syntactic island constraints involve *wh*-dependencies.



Who does Lily think the kitty for *__who* is pretty? Subject island

What did Jack make the claim that he bought *__what*? Complex NP island

What did Elizabeth wonder whether Jack bought *__what*? Whether island

What did Elizabeth worry if Jack bought *__what*? Adjunct island

High-SES adults **judge** these dependencies to be **far worse** than many others, including others that are very similar except that they don't cross syntactic islands (Sprouse et al. 2012).

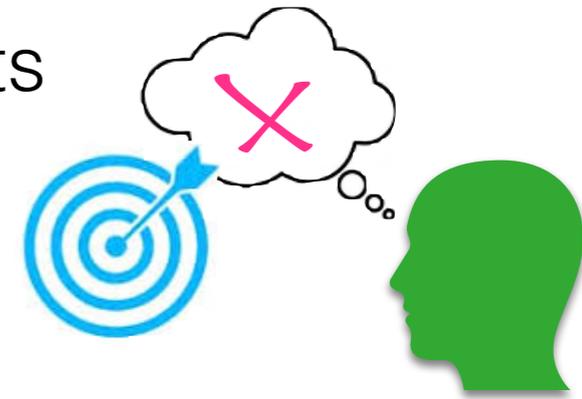
So, these judgments can serve as a target for successful acquisition — an outcome we can measure.





Syntactic island constraints

High-SES adult judgments
= behavioral target outcome

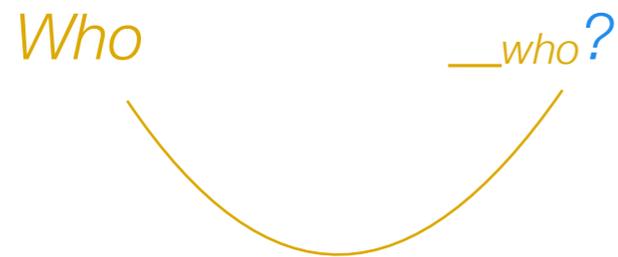


Adult knowledge as measured by **acceptability judgment** behavior

Sprouse et al. 2012: **magnitude estimation judgments**

- factorial definition controlling for two salient properties of island-crossing dependencies

length of dependency
(**matrix vs. embedded**)



presence of an **island** structure
(**non-island vs. island**)

Who [non-island]?

Who [island]?



Syntactic island constraints

High-SES adult judgments
= behavioral target outcome



Adult knowledge as measured by **acceptability judgment** behavior

length of dependency
(**matrix vs. embedded**)

X

presence of an **island** structure
(**non-island vs. island**)

Complex NP island stimuli

Who __ claimed [that Lily forgot the necklace]?

What did the teacher claim [that Lily forgot __]?

Who __ made [the claim that Lily forgot the necklace]?

*What did the teacher make [the claim that Lily forgot __]?

matrix | non-island

embedded | non-island

matrix | island

embedded | island



Syntactic island constraints

High-SES adult judgments
= behavioral target outcome



Adult knowledge as measured by **acceptability judgment** behavior

length of dependency
(**matrix vs. embedded**)

X

presence of an **island** structure
(**non-island vs. island**)

Complex NP island stimuli

Who __ claimed [that Lily forgot the necklace]?

matrix | non-island

What did the teacher claim [that Lily forgot __]?

embedded | non-island

Who __ made [the claim that Lily forgot the necklace]?

matrix | island

*What did the teacher make [the claim that Lily forgot __]?

embedded | island

Also, 4-year-olds across SES strongly disprefer *wh*-dependencies like this one (De Villiers et al. 2008).





Syntactic island constraints

High-SES adult judgments
= behavioral target outcome



Adult knowledge as measured by **acceptability judgment** behavior

length of dependency
(**matrix vs. embedded**)

X

presence of an **island** structure
(**non-island vs. island**)

Subject island stimuli

Who ___ thinks [the necklace is expensive]?

What does Jack think [___ is expensive]?

Who ___ thinks [the necklace for Lily] is expensive?

*Who does Jack think [the necklace for ___] is expensive?

matrix		non-island
embedded		non-island
matrix		island
embedded		island



Syntactic island constraints

High-SES adult judgments
= behavioral target outcome



Adult knowledge as measured by **acceptability judgment** behavior

length of dependency
(**matrix vs. embedded**)

X

presence of an **island** structure
(**non-island vs. island**)

Whether island stimuli

Who ___ thinks [that Jack stole the necklace]?

What does the teacher think [that Jack stole ___]?

Who ___ wonders [whether Jack stole the necklace]?

*What does the teacher wonder [whether Jack stole ___]?

matrix | non-island

embedded | non-island

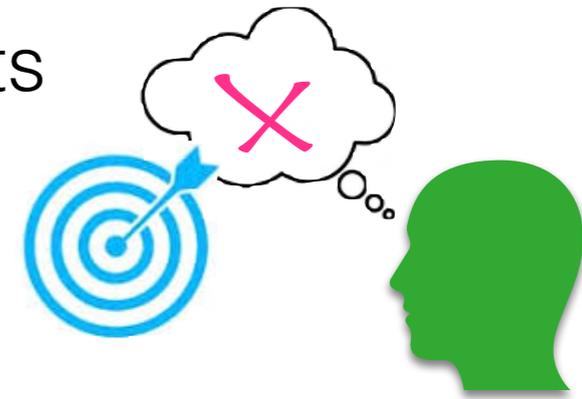
matrix | island

embedded | island



Syntactic island constraints

High-SES adult judgments
= behavioral target outcome



Adult knowledge as measured by **acceptability judgment** behavior

length of dependency
(**matrix vs. embedded**)

X

presence of an **island** structure
(**non-island vs. island**)

Adjunct island stimuli

Who ___ thinks [that Lily forgot the necklace]?

What does the teacher think [that Lily forgot ___]?

Who ___ worries [if Lily forgot the necklace]?

*What does the teacher worry [if Lily forgot ___]?

matrix		non-island
embedded		non-island
matrix		island
embedded		island



Syntactic island constraints

High-SES adult judgments
= behavioral target outcome



Adult knowledge as measured by **acceptability judgment** behavior

length of dependency
(**matrix vs. embedded**)

X

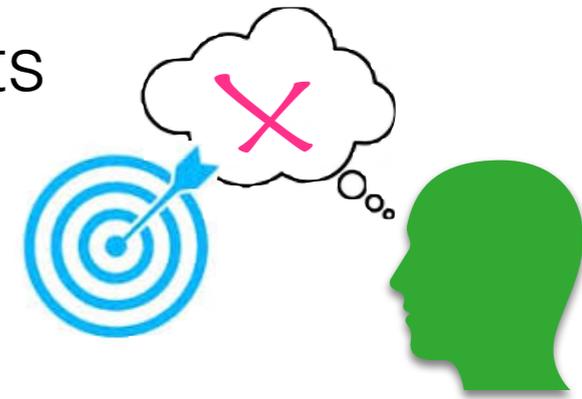
presence of an **island** structure
(**non-island vs. island**)

Syntactic island = **superadditive** interaction of the two factors (additional unacceptability that arises when the two factors — **length** & presence of an **island** structure — are combined, above and beyond the independent contribution of each factor).



Syntactic island constraints

High-SES adult judgments
= behavioral target outcome



Adult knowledge as measured by **acceptability judgment** behavior

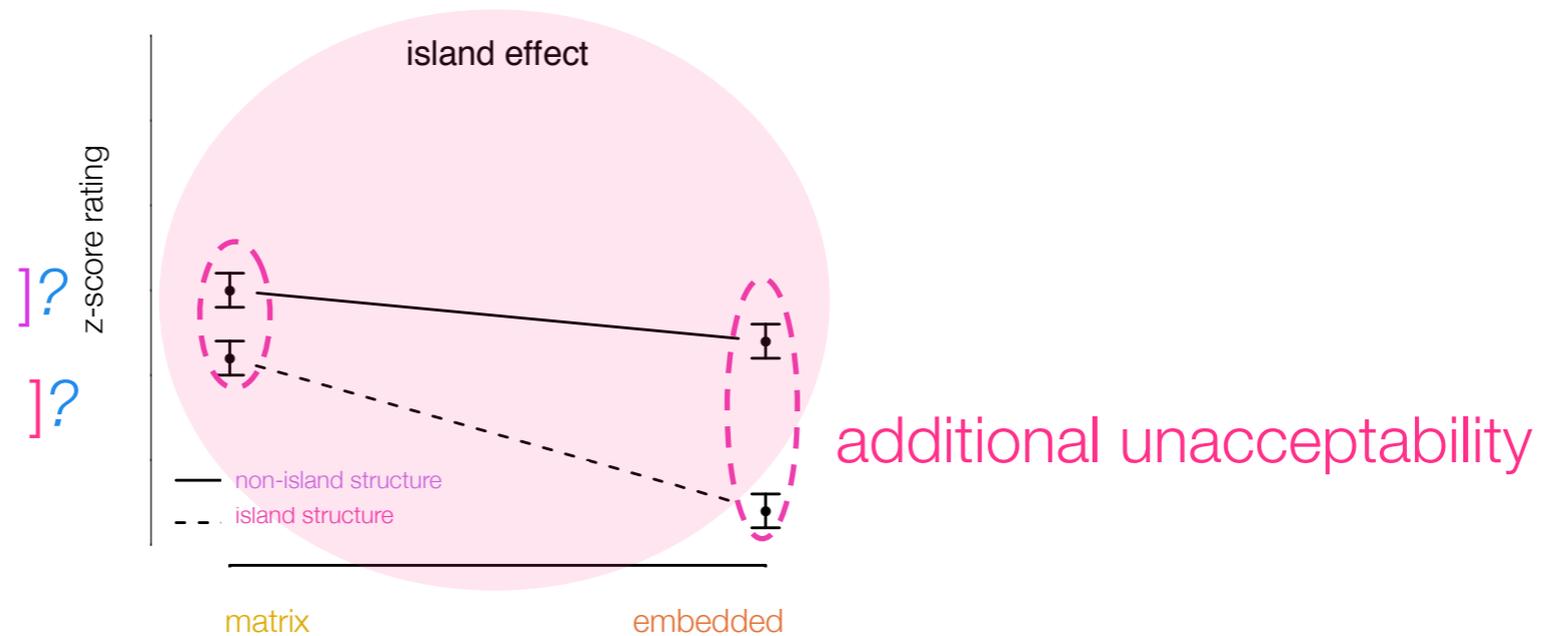
length of dependency
(**matrix vs. embedded**)

X

presence of an **island** structure
(**non-island vs. island**)

Syntactic island = **superadditive** interaction of the two factors

Who [non-island]?
Who [island]?



Who *who*?

Who [CP... *who*]?



Syntactic island constraints

High-SES adult judgments
= behavioral target outcome



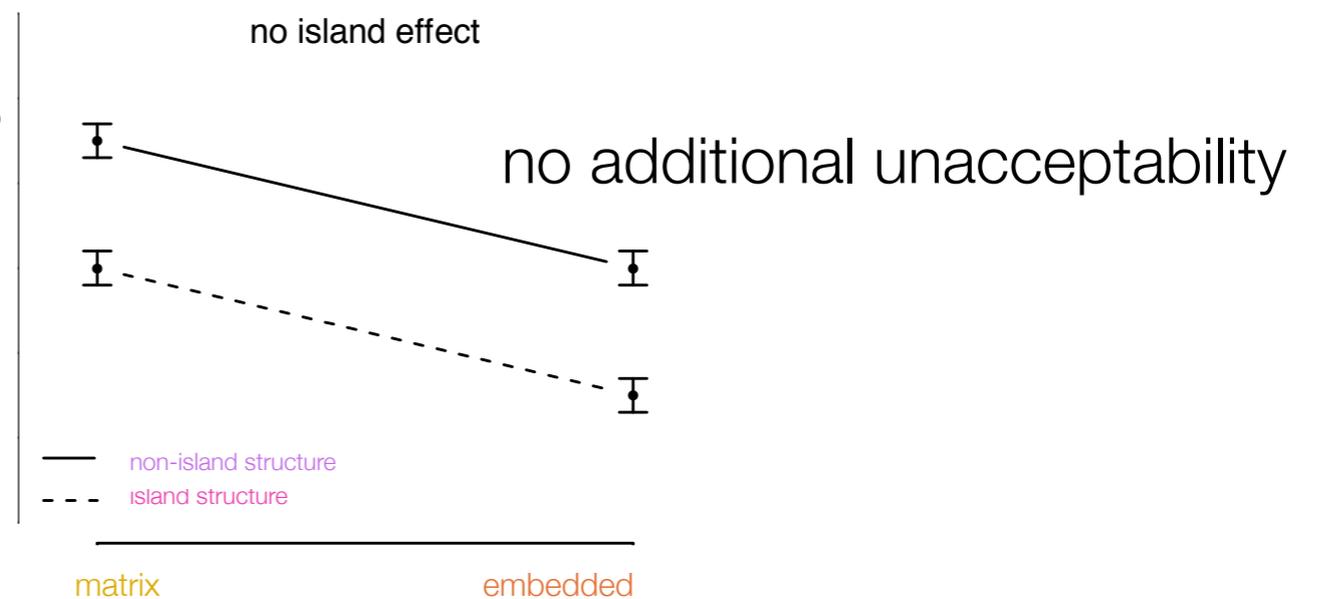
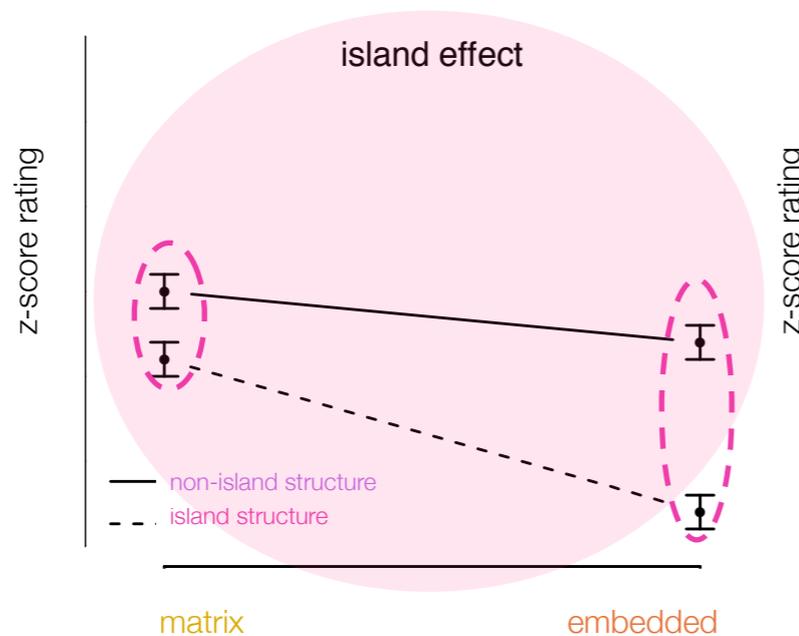
Adult knowledge as measured by **acceptability judgment** behavior

length of dependency
(**matrix vs. embedded**)

X

presence of an **island** structure
(**non-island vs. island**)

Syntactic island = **superadditive** interaction of the two factors





Syntactic island constraints

High-SES adult judgments
= behavioral target outcome



Adult knowledge as measured by **acceptability judgment** behavior

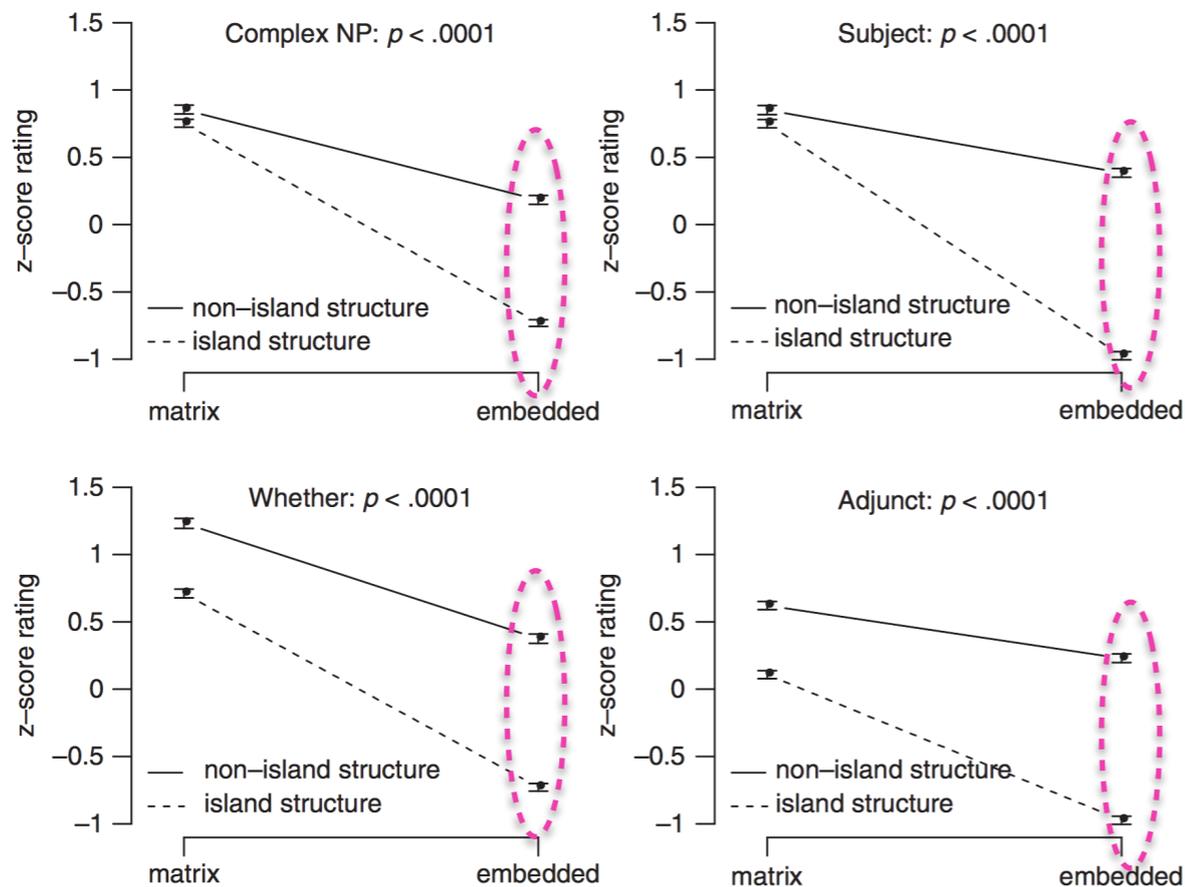
length of dependency
(**matrix vs. embedded**)

X

presence of an **island** structure
(**non-island vs. island**)

Syntactic island = **superadditive** interaction of the two factors

Sprouse et al. (2012): acceptability judgments from 173 adult subjects



✓
superadditivity for
all four island types



Syntactic island constraints

High-SES adult judgments
= behavioral target outcome



Adult knowledge as measured by **acceptability judgment** behavior

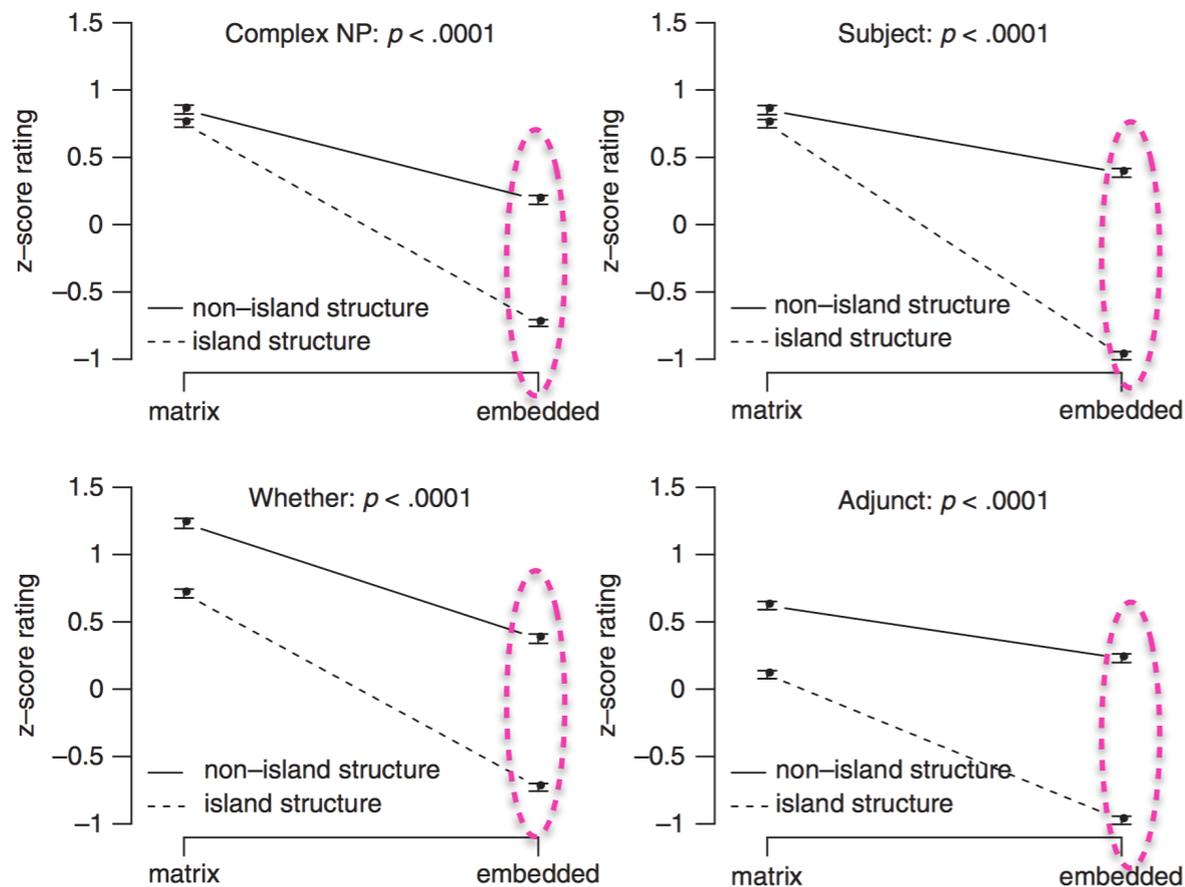
length of dependency
(**matrix vs. embedded**)

X

presence of an **island** structure
(**non-island vs. island**)

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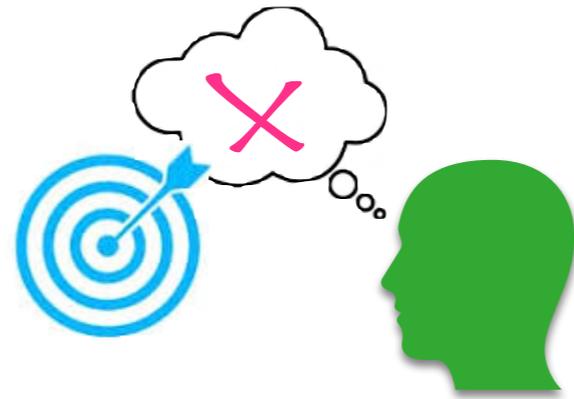


= knowledge that
dependencies can't cross
these island structures.



Okay, so what's the relevant input for learning this target knowledge?





That depends on **how** we think children learn it.





That depends on **how** we think children learn it.



Pearl & Sprouse 2013 intuition for a strategy:

- **Learn what you can** from the dependencies you do actually observe in the input
- **Apply it** to make a judgment about the dependencies you haven't seen before, like those crossing syntactic islands (and maybe other longer dependencies, too).



The learning theory = a concrete learning strategy
(Pearl & Sprouse 2013): View *wh*-dependencies in terms
of their **building blocks** and **track** those building blocks
in the input.



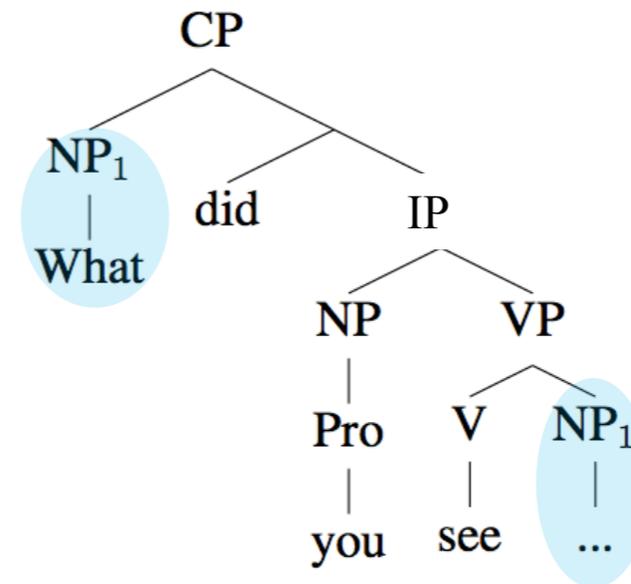


A strategy for learning syntactic islands



Dependencies represented as a **sequence of container nodes**

What phrases **contain** the **gap**
(but not the *wh*-word)?



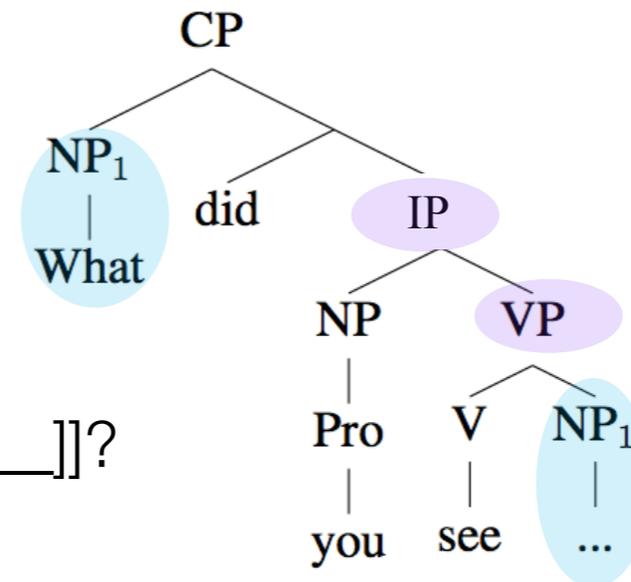


A strategy for learning syntactic islands



Dependencies represented as a **sequence of container nodes**

What phrases **contain** the **gap** (but not the *wh*-word)?



What did you see ___?
 = What did [IP you [VP see ___]]?
 = *start-IP-VP-end*



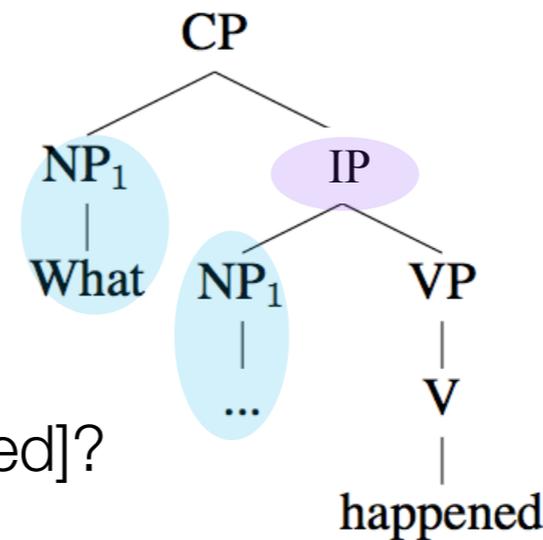
A strategy for learning syntactic islands



Dependencies represented as a **sequence of container nodes**

What phrases **contain** the **gap**
(but not the **wh-word**)?

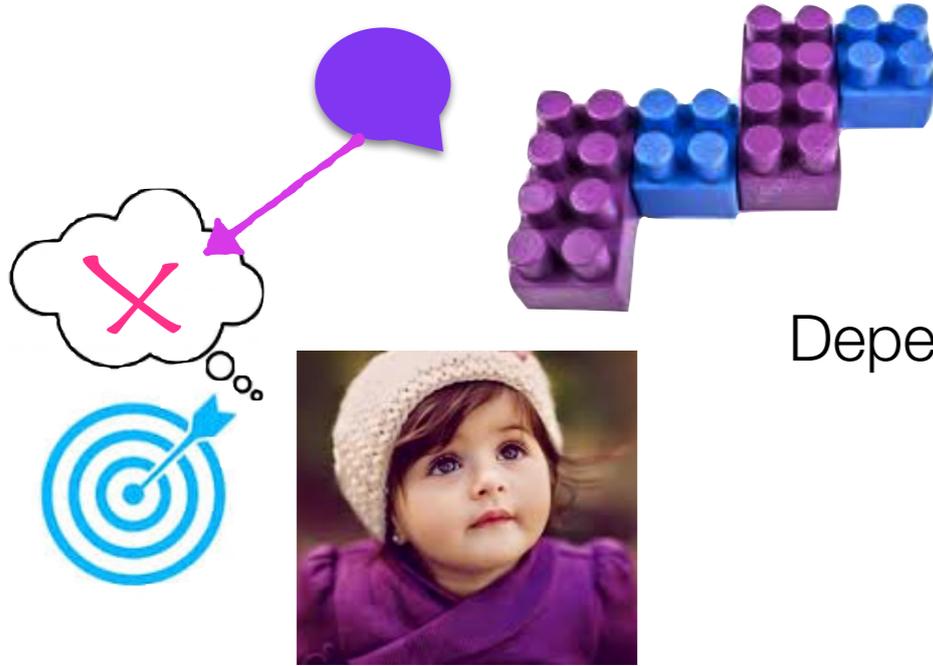
What did you see ___?
= What did [IP you [VP see ___]]?
= **start-IP-VP-end**



What ___ happened?
= What [IP ___ happened]?
= **start-IP-end**



A strategy for learning syntactic islands



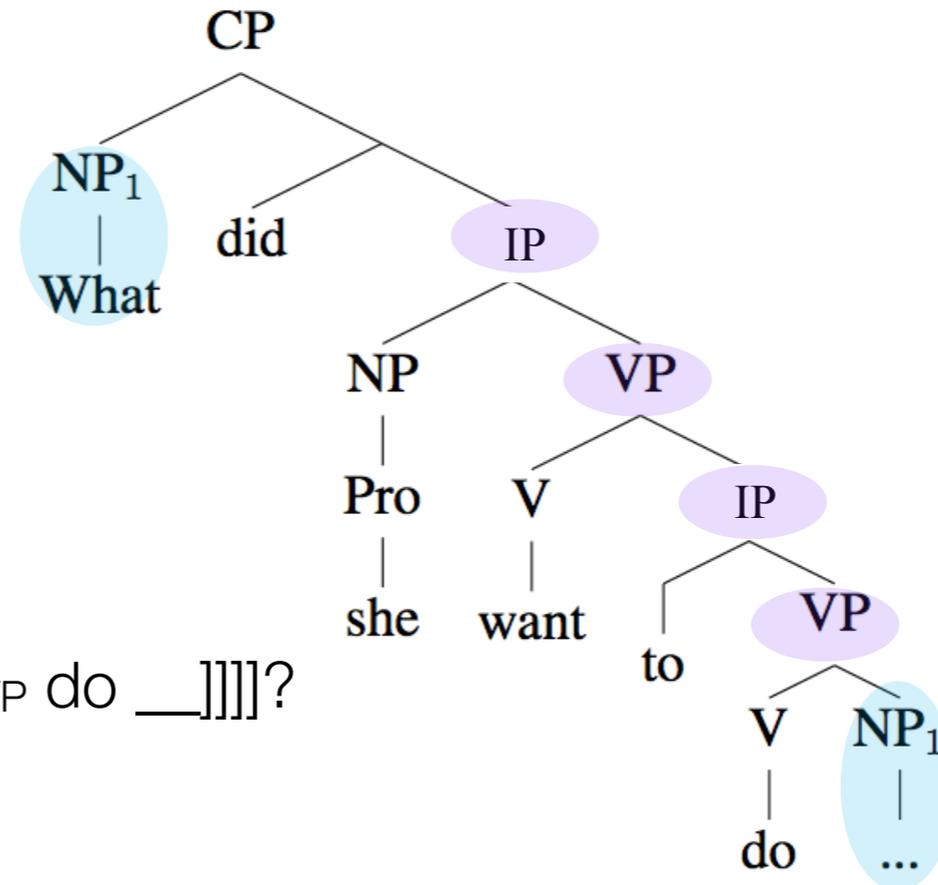
Dependencies represented as a **sequence of container nodes**

What phrases **contain** the **gap** (but not the **wh-word**)?

What did you see ___?
 = What did [IP you [VP see ___]]?
 = *start-IP-VP-end*

What ___ happened?
 = What [IP ___ happened]?
 = *start-IP-end*

What did she want to do ___?
 = What did [IP she [VP want [IP to [VP do ___]]]]?
 = *start-IP-VP-IP-VP-end*





A strategy for learning syntactic islands



What did you see __?
 = What did [IP you [VP see __]]?
 = *start-IP-VP-end*

What __ happened?
 = What [IP __ happened]?
 = *start-IP-end*

What did she want to do __ ?
 = What did [IP she [VP want [IP to [VP do __]]]]?
 = *start-IP-VP-IP-VP-end*

(Much) less acceptable dependencies have *low probability segments*

[CP *Who* did [IP Lily [VP ~~think~~ [CP-that [IP [NP the kitty [PP for __]] was pretty ?]]]]]

start-IP-VP-CP_{that}-IP-NP-PP-end



A strategy for learning syntactic islands



What did you see __?
 = What did [IP you [VP see __]]?
 = *start-IP-VP-end*

What __ happened?
 = What [IP __ happened]?
 = *start-IP-end*

What did she want to do __ ?
 = What did [IP she [VP want [IP to [VP do __]]]]?
 = *start-IP-VP-IP-VP-end*

[CP *Who* did [IP Lily [VP ~~think~~ [CP-that [IP [NP the kitty [PP for __]] was pretty ?]]]]

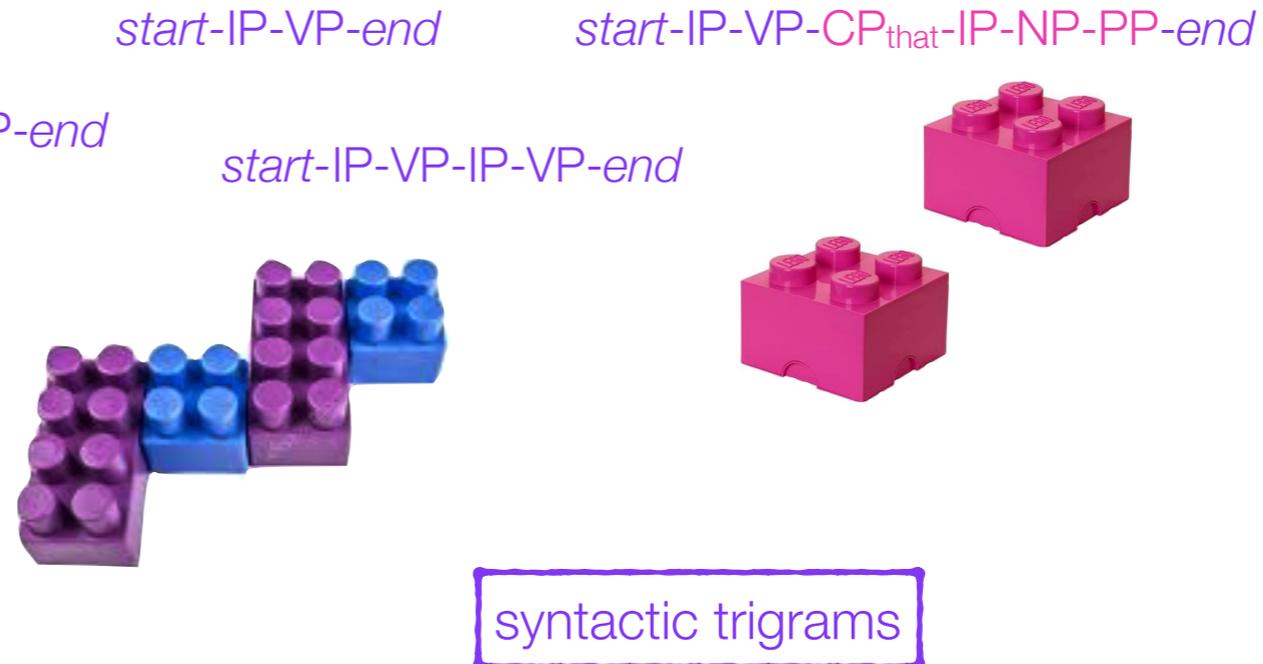
start-IP-VP-CP_{that}-IP-NP-PP-end



So if children break these dependencies into smaller building blocks, they can identify if a dependency has bad segments (made up of **one or more low probability building blocks**).



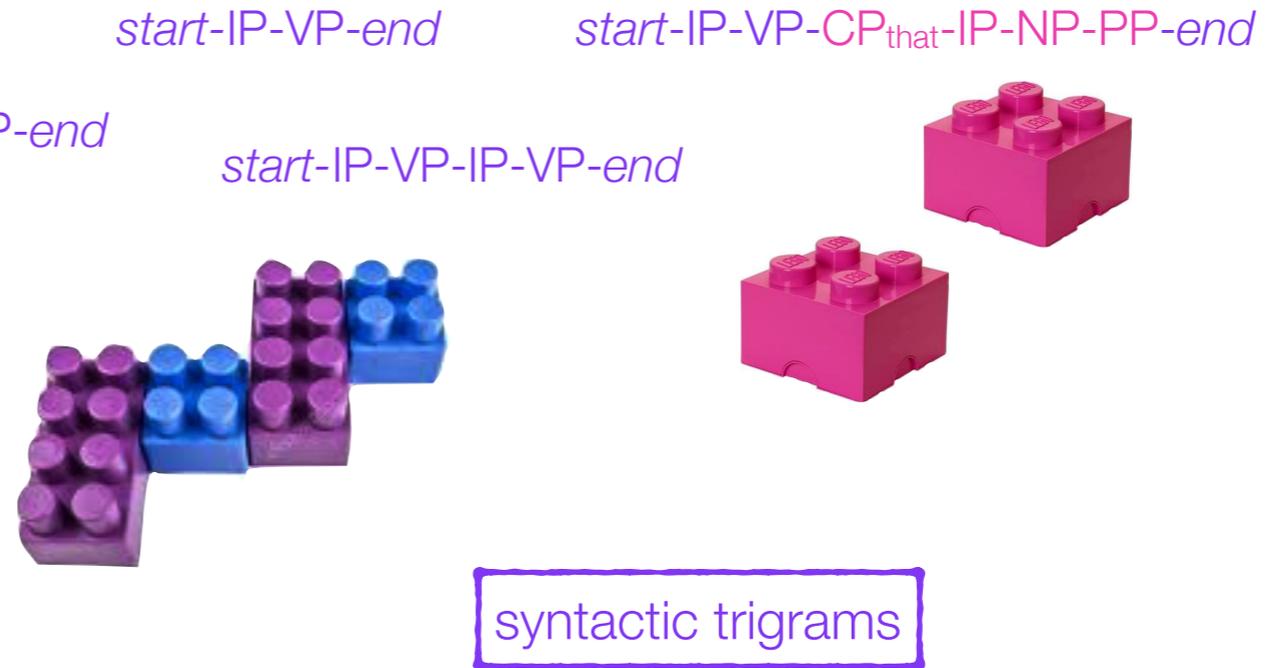
A strategy for learning syntactic islands



The building blocks: *trigrams of container nodes*



A strategy for learning syntactic islands



The building blocks: trigrams of container nodes

start-IP-VP-end
start-IP-VP
IP-VP-end

Who does



A strategy for learning syntactic islands



start-IP-VP-end

start-IP-VP-CP_{that}-IP-NP-PP-end

start-IP-end



syntactic trigrams

The building blocks: trigrams of container nodes

start-IP-VP-IP-VP-end

start-IP-VP

IP-VP-IP

VP-IP-VP

IP-VP-end



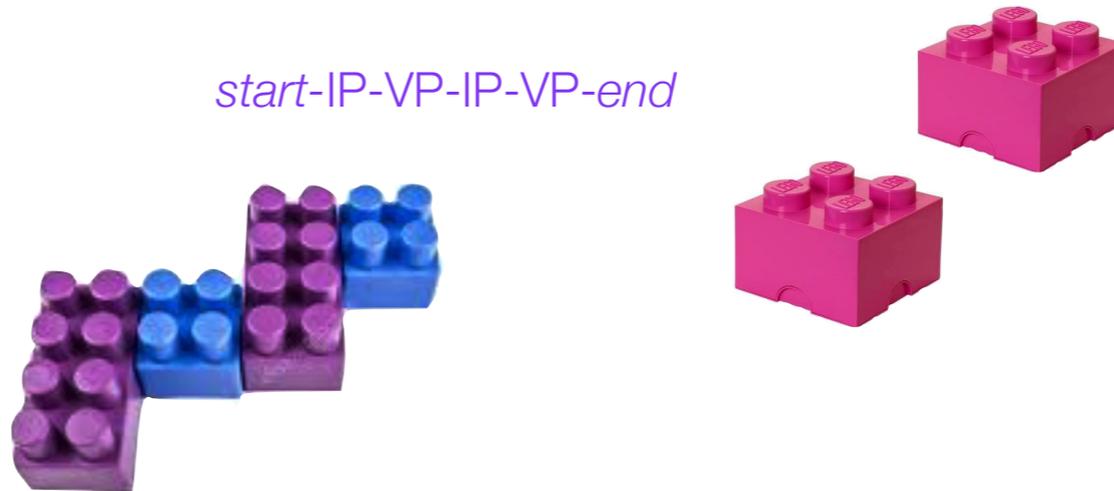
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start-IP-VP-end

start-IP-VP-CP_{that}-IP-NP-PP-end

start-IP-VP-IP-VP-end



syntactic trigrams

The building blocks: trigrams of container nodes

start-IP-VP

IP-VP-IP

VP-IP-VP

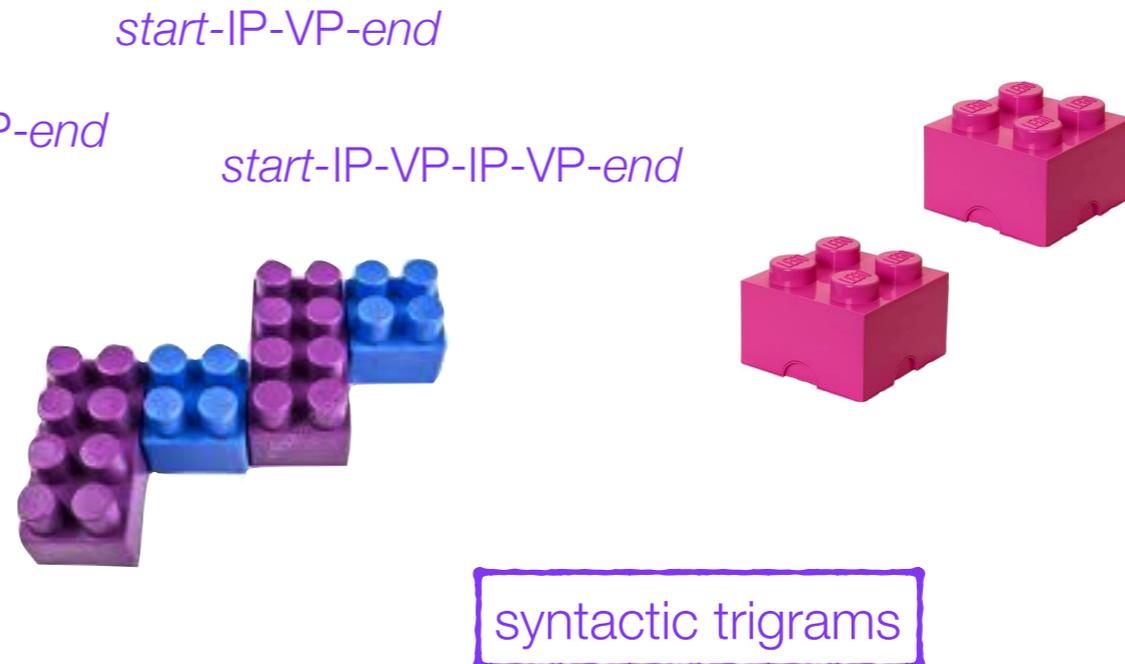
IP-VP-end

start-IP-end

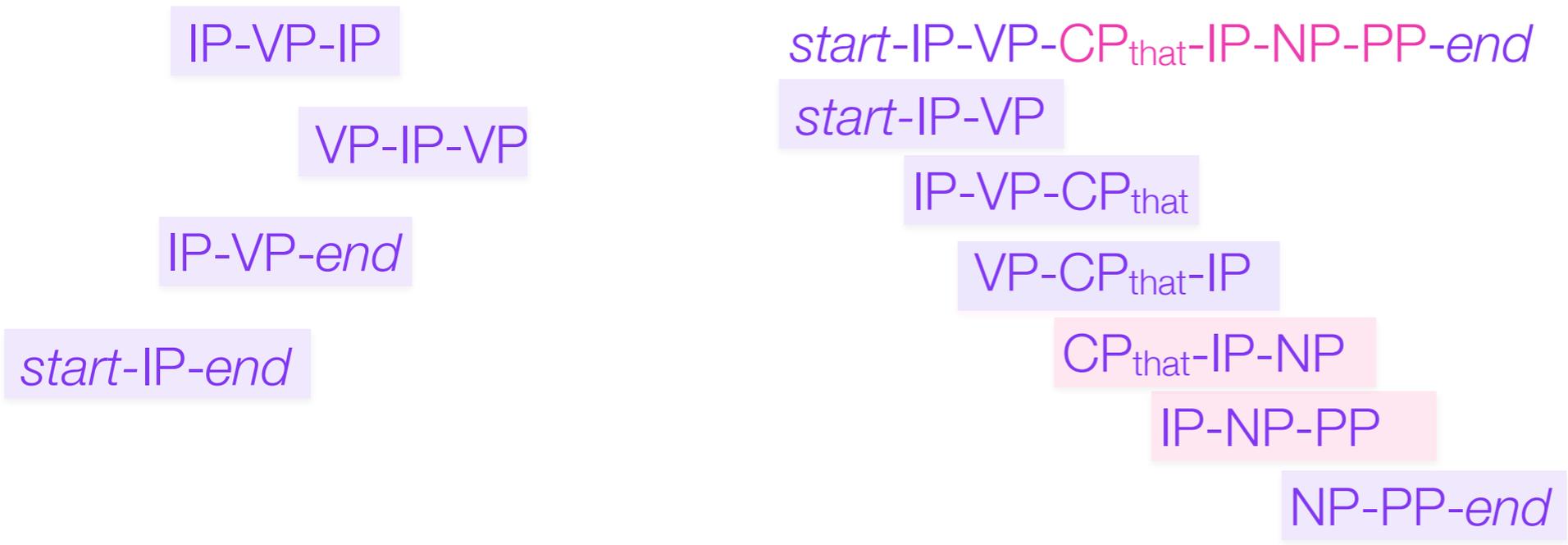
start-IP-end



A strategy for learning syntactic islands



The building blocks: *trigrams of container nodes*



Who does



A strategy for learning syntactic islands

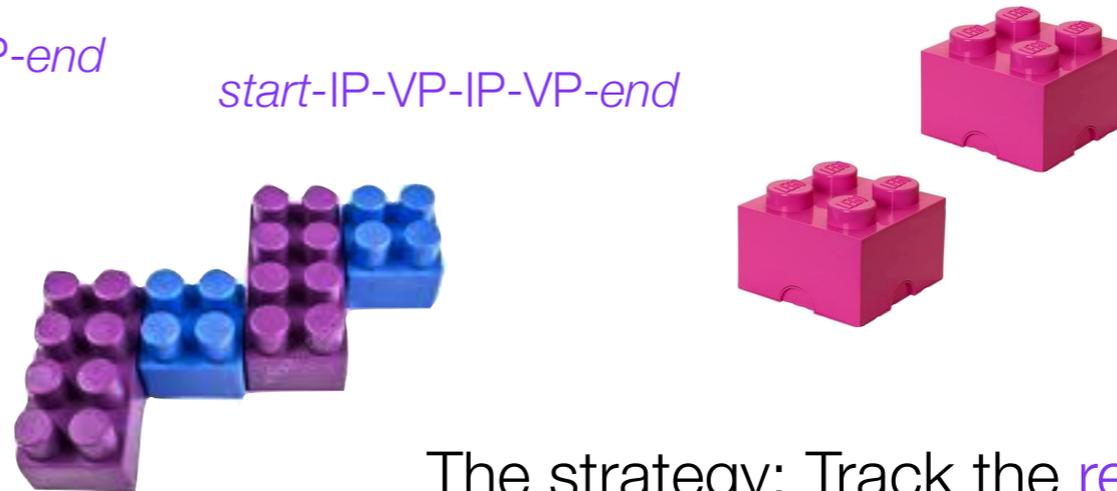


start-IP-VP-end

start-IP-VP-CP_{that}-IP-NP-PP-end

start-IP-end

start-IP-VP-IP-VP-end



The strategy: Track the **relative frequency** of the syntactic trigrams in your input

start-IP-VP

IP-VP-end

IP-VP-IP

VP-IP-VP

start-IP-end

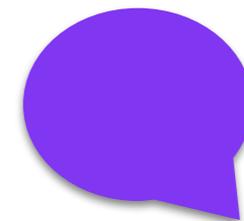
IP-VP-CP_{that}

VP-PP-end

VP-CP_{that}-IP

IP-VP-PP

NP-PP-end



Who does



A strategy for learning syntactic islands

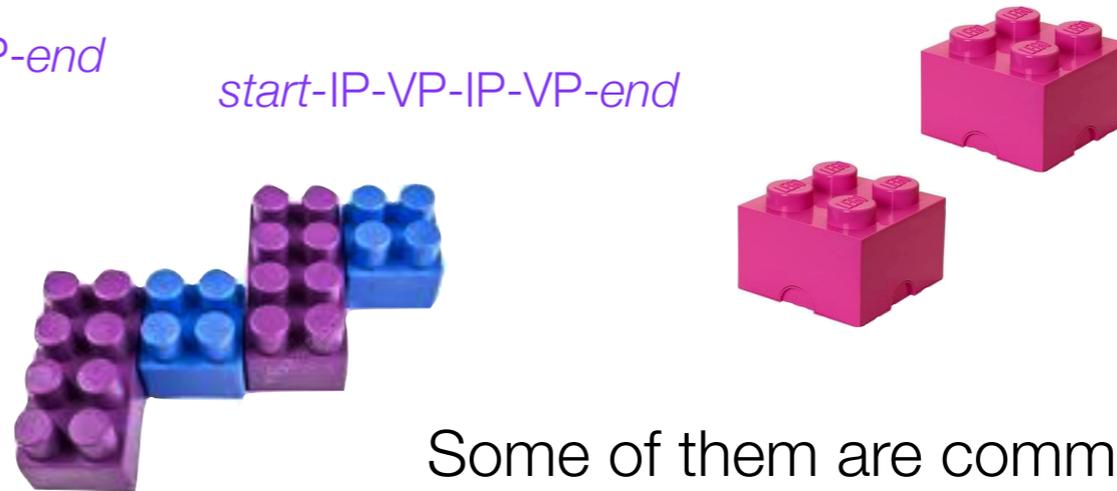


start-IP-VP-end

start-IP-VP-CP_{that}-IP-NP-PP-end

start-IP-end

start-IP-VP-IP-VP-end

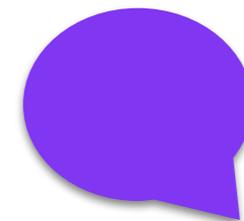


Some of them are common and some of them aren't.

start-IP-VP

start-IP-end

IP-VP-end



IP-VP-CP_{that}

IP-VP-IP

IP-VP-PP

VP-PP-end

VP-CP_{that}-IP

VP-IP-VP

NP-PP-end

Who does



A strategy for learning syntactic islands

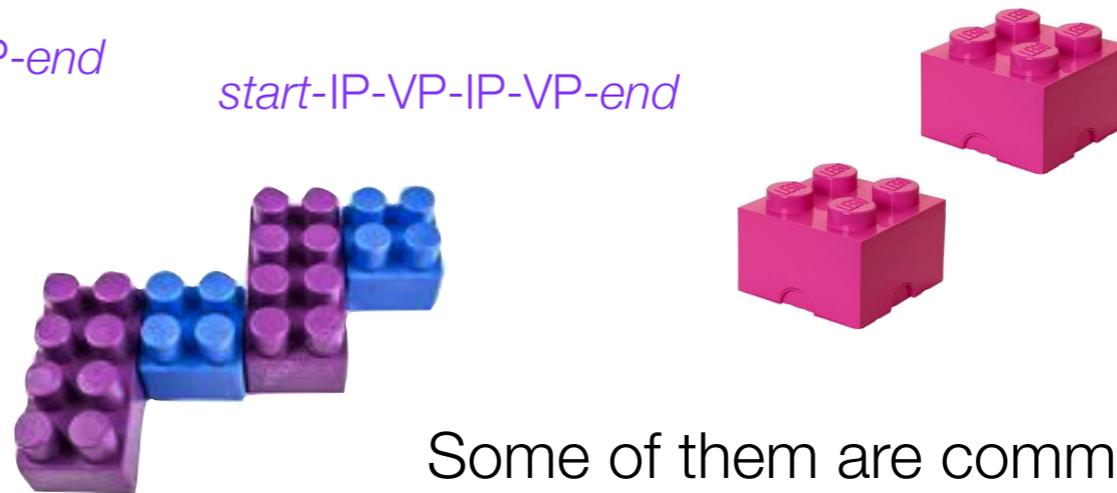


start-IP-VP-end

start-IP-VP-CP_{that}-IP-NP-PP-end

start-IP-end

start-IP-VP-IP-VP-end



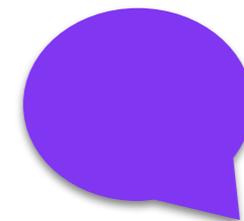
Some of them are common and some of them aren't.

(And some never occur at all.)

start-IP-VP

start-IP-end

IP-VP-end



IP-VP-CP_{that}

IP-VP-IP

IP-VP-PP

VP-PP-end

CP_{that}-IP-NP

IP-NP-PP

VP-CP_{that}-IP

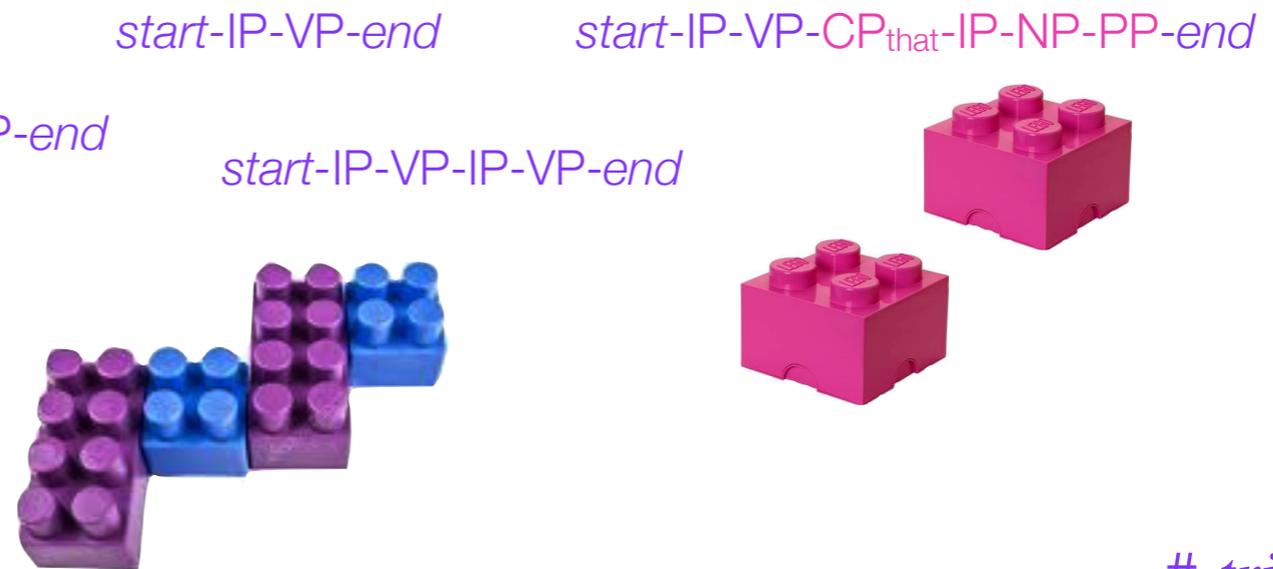
VP-IP-VP

NP-PP-end

Who does



A strategy for learning syntactic islands



Relative syntactic trigram frequency: $= p(t) \approx \frac{\# \text{ trigram}}{\text{total } \# \text{ trigrams}}$

start-IP-VP

start-IP-end

IP-VP-end

IP-VP-CP_{that}

IP-VP-IP

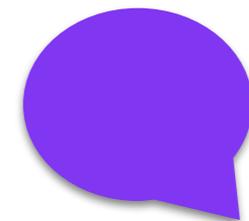
IP-VP-PP

VP-PP-end

VP-CP_{that}-IP

VP-IP-VP

NP-PP-end



CP_{that}-IP-NP

IP-NP-PP

Who does



A strategy for learning syntactic islands

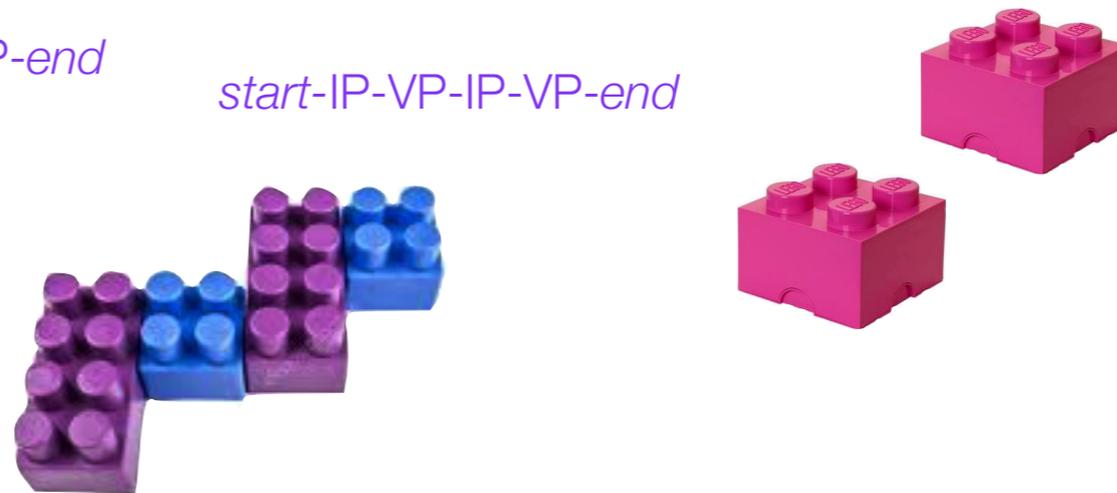


start-IP-VP-end

start-IP-VP-CP_{that}-IP-NP-PP-end

start-IP-end

start-IP-VP-IP-VP-end

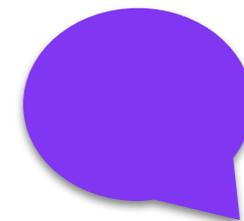


Any *wh*-dependency can then be constructed from its syntactic trigram building blocks

start-IP-VP

start-IP-end

IP-VP-end



IP-VP-CP_{that}

IP-VP-IP

IP-VP-PP

VP-PP-end

CP_{that}-IP-NP

IP-NP-PP

VP-CP_{that}-IP

VP-IP-VP

NP-PP-end

Who does



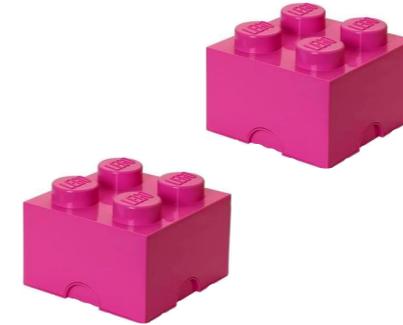
A strategy for learning syntactic islands



start-IP-end

start-IP-VP-IP-VP-end

start-IP-VP-CP_{that}-IP-NP-PP-end



start-IP-VP-end

start-IP-VP

IP-VP-end

$$\prod_{t \in \text{trigrams}} p(t)$$

start-IP-end

IP-VP-CP_{that}

IP-VP-IP

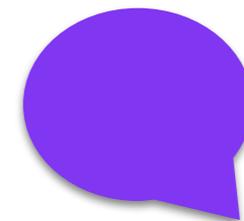
IP-VP-PP

VP-PP-end

VP-CP_{that}-IP

VP-IP-VP

NP-PP-end



CP_{that}-IP-NP

IP-NP-PP

Who does



A strategy for learning syntactic islands

start-IP-VP-end

start-IP-VP-CP_{that}-IP-NP-PP-end

start-IP-end



start-IP-VP-IP-VP-end

start-IP-VP

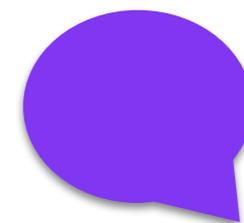
IP-VP-IP

VP-IP-VP

IP-VP-end

$$\prod_{t \in \text{trigrams}} p(t)$$

start-IP-end



IP-VP-CP_{that}

IP-VP-PP

VP-PP-end

CP_{that}-IP-NP

IP-NP-PP

VP-CP_{that}-IP

NP-PP-end



Who does



A strategy for learning syntactic islands



start-IP-VP-end

start-IP-end

start-IP-VP-IP-VP-end



start-IP-VP-CP_{that}-IP-NP-PP-end

start-IP-VP

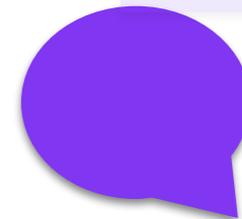
IP-VP-CP_{that}

VP-CP_{that}-IP

CP_{that}-IP-NP

IP-NP-PP

NP-PP-end



$$\prod_{t \in \text{trigrams}} p(t)$$

start-IP-end

IP-VP-IP

IP-VP-PP

VP-PP-end

VP-IP-VP

Who does

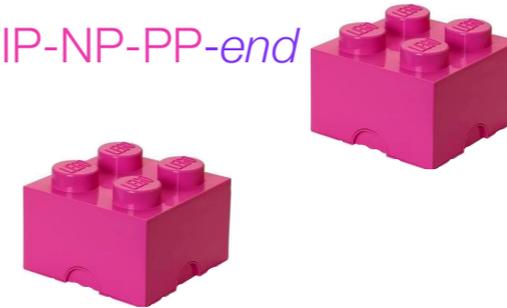


A strategy for learning syntactic islands

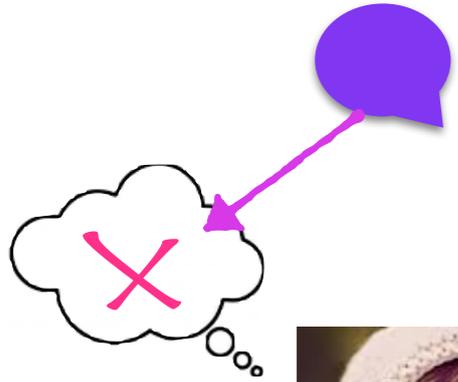
start-IP-VP-end *start-IP-VP-CP_{that}-IP-NP-PP-end*

start-IP-end

start-IP-VP-IP-VP-end



$$\prod_{t \in \text{trigrams}} p(t)$$



A *wh*-dependency's probability can stand in for its predicted acceptability.



Who does

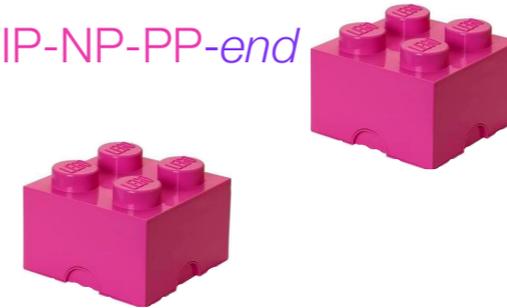


A strategy for learning syntactic islands

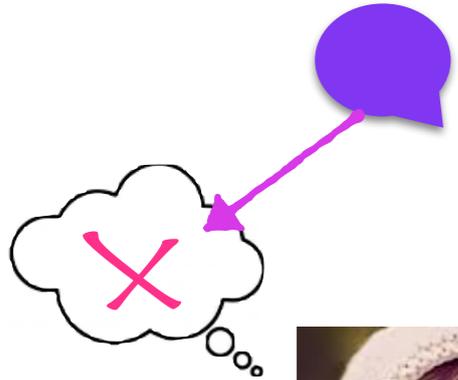
start-IP-VP-end *start-IP-VP-CP_{that}-IP-NP-PP-end*

start-IP-end

start-IP-VP-IP-VP-end



$$\prod_{t \in \text{trigrams}} p(t)$$

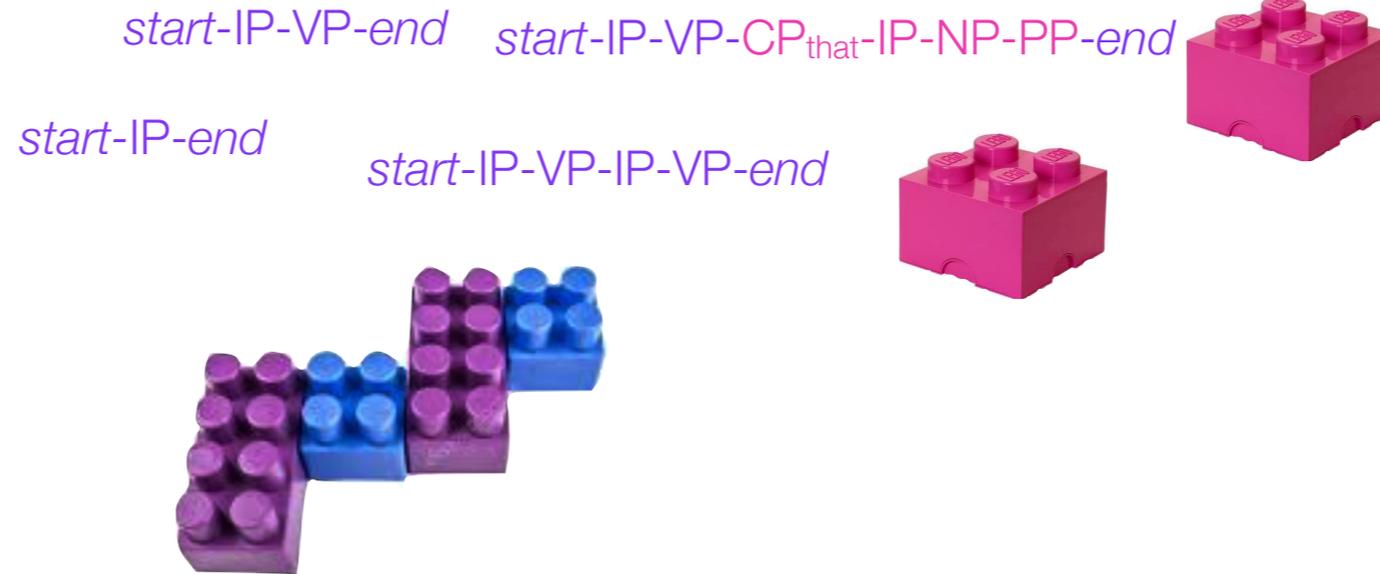


Lower probability dependencies are predicted to be less acceptable (dispreferred), compared to higher probability dependencies.





A strategy for learning syntactic islands



$$\prod_{t \in \text{trigrams}} p(t)$$

Each set of island stimuli from Sprouse et al. 2012...

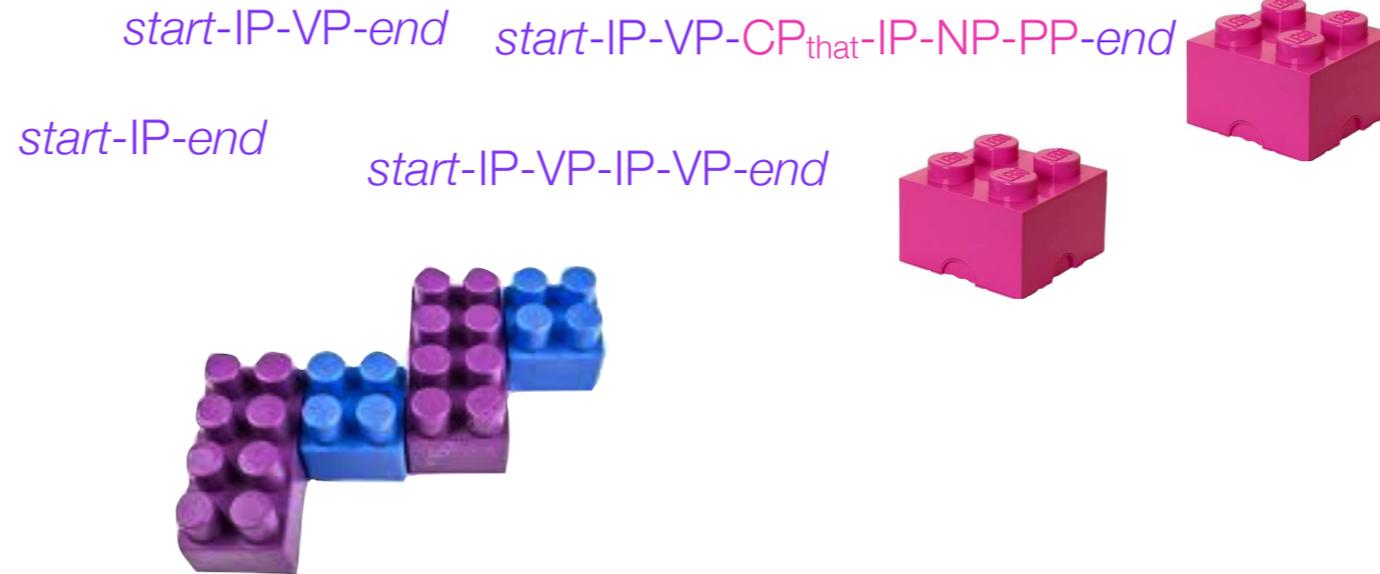


Complex NP island stimuli

- | | |
|--|-----------------------|
| Who ___ claimed [that Lily forgot the necklace]? | matrix non-island |
| What did the teacher claim [that Lily forgot ___]? | embedded non-island |
| Who ___ made [the claim that Lily forgot the necklace]? | matrix island |
| *What did the teacher make [the claim that Lily forgot ___]? | embedded island |



A strategy for learning syntactic islands



$$\prod_{t \in \text{trigrams}} p(t)$$

Each *wh*-dependency from the island stimuli of Sprouse et al. 2012

- can be transformed into container node sequences



Complex NP island stimuli

<i>start-IP-end</i>	matrix		non-island
<i>start-IP-VP-CP_{that}-IP-VP-end</i>	embedded		non-island
<i>start-IP-end</i>	matrix		island
<i>start-IP-VP-NP-CP_{that}-IP-VP-end</i>	embedded		island



A strategy for learning syntactic islands

start-IP-VP-end *start-IP-VP-CP_{that}-IP-NP-PP-end*

start-IP-end *start-IP-VP-IP-VP-end*



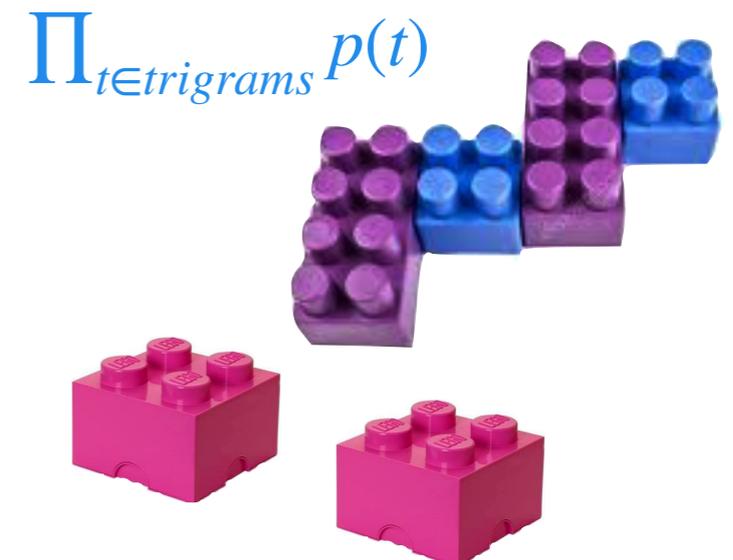
Each *wh*-dependency from the island stimuli of Sprouse et al. 2012

- can be transformed into container node sequences
- can be broken into **syntactic trigram building blocks** and have its probability calculated



Complex NP island stimuli

<i>start-IP-end</i>	matrix		non-island
<i>start-IP-VP-CP_{that}-IP-VP-end</i>	embedded		non-island
<i>start-IP-end</i>	matrix		island
<i>start-IP-VP-NP-CP_{that}-IP-VP-end</i>	embedded		island



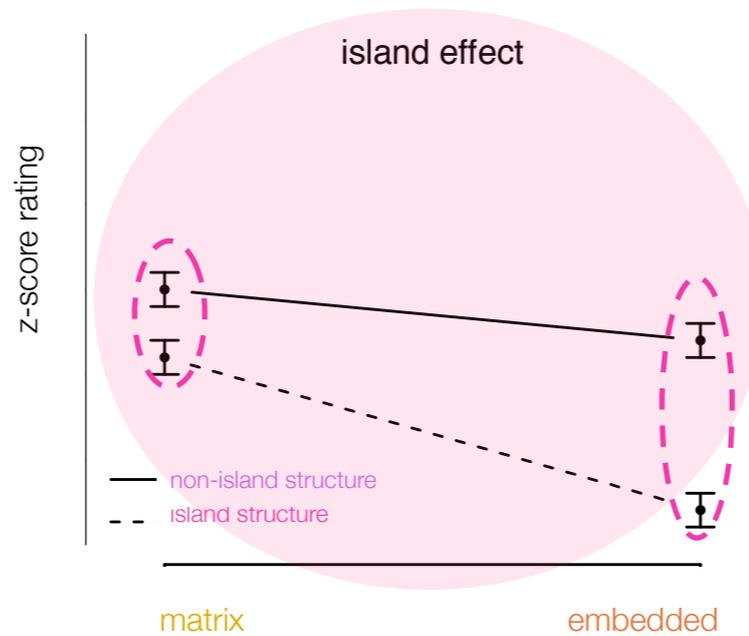


A strategy for learning syntactic islands

start-IP-VP-end *start-IP-VP-CP_{that}-IP-NP-PP-end*

start-IP-end

start-IP-VP-IP-VP-end



These probabilities can then be plotted to see if **superadditivity** is present in the predicted acceptability judgments.

Complex NP island stimuli

start-IP-end

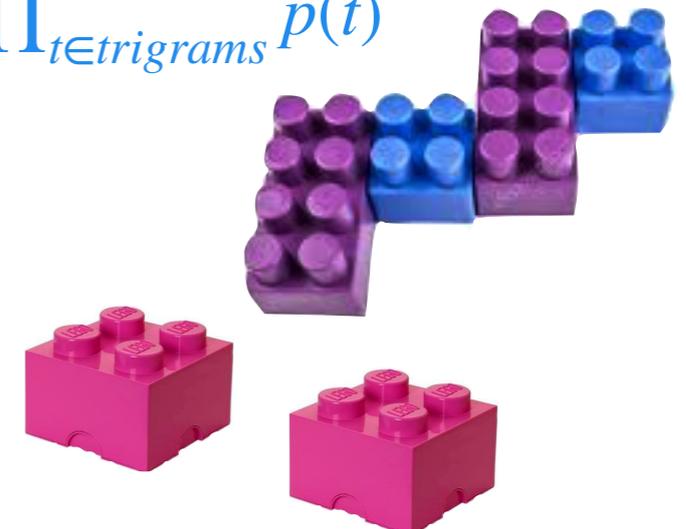
start-IP-VP-CP_{that}-IP-VP-end

start-IP-end

start-IP-VP-NP-CP_{that}-IP-VP-end

matrix	non-island
embedded	non-island
matrix	island
embedded	island

$$\prod_{t \in \text{trigrams}} p(t)$$





A strategy for learning syntactic islands

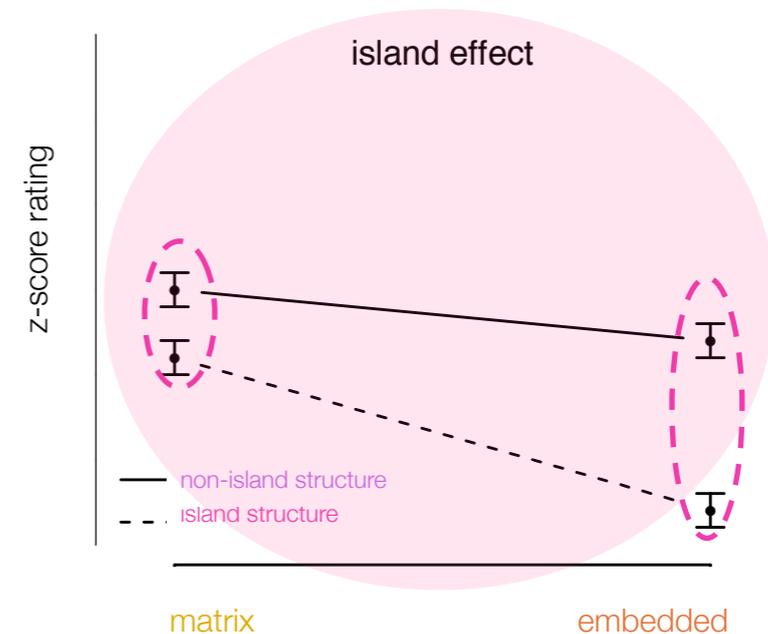
start-IP-VP-end *start-IP-VP-CP_{that}-IP-NP-PP-end*

start-IP-end

start-IP-VP-IP-VP-end



If so, then we predict the child to have **syntactic island knowledge** that allows the **same judgment pattern** as adults, learned from the **building blocks in children's input**.



Complex NP island stimuli

start-IP-end

start-IP-VP-CP_{that}-IP-VP-end

start-IP-end

start-IP-VP-NP-CP_{that}-IP-VP-end

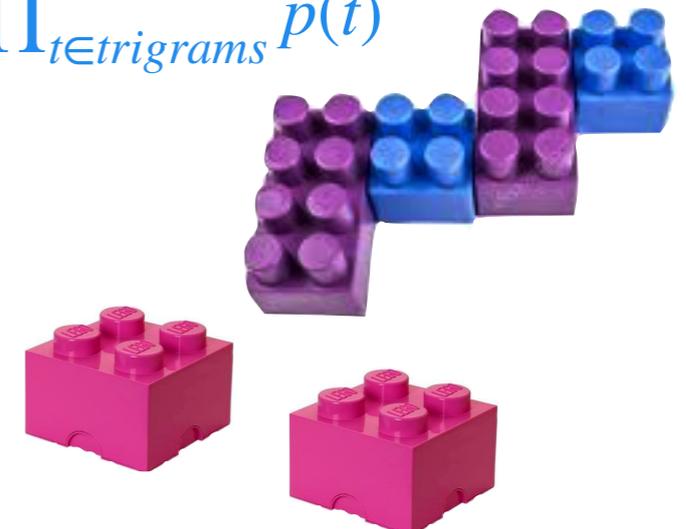
matrix | non-island

embedded | non-island

matrix | island

embedded | island

$$\prod_{t \in \text{trigrams}} p(t)$$



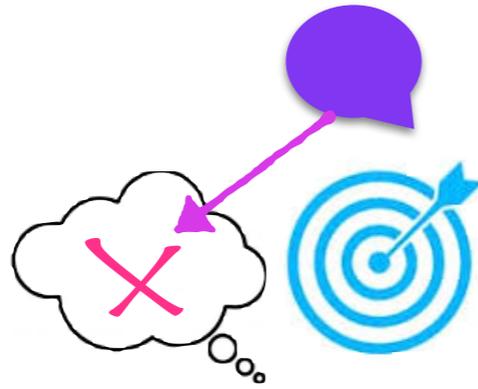


Who does

This strategy works for high-SES children's input

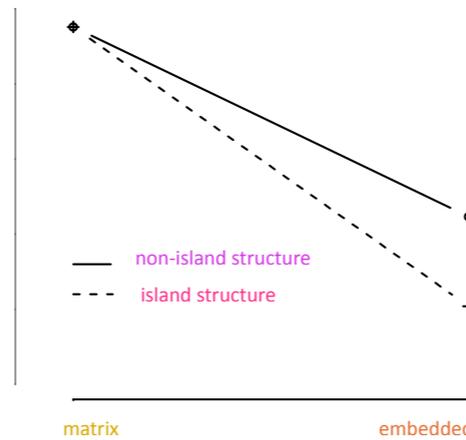


$$\prod_{t \in \text{trigrams}} p(t)$$

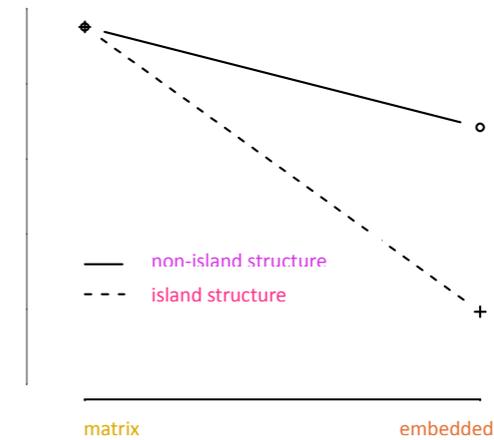


Judgments from a modeled child learning from the same amount of data as high-SES children seem to, with those data having the same composition as high-SES child-directed speech data (Pearl & Sprouse 2013).

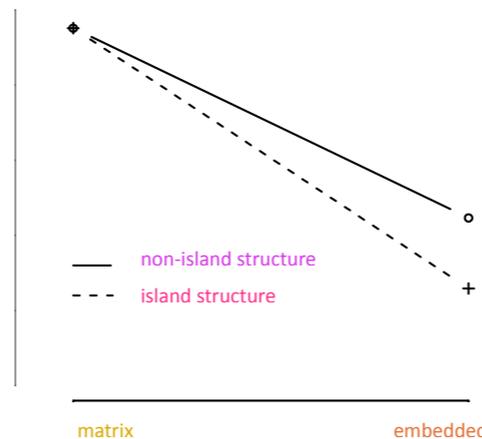
Complex NP



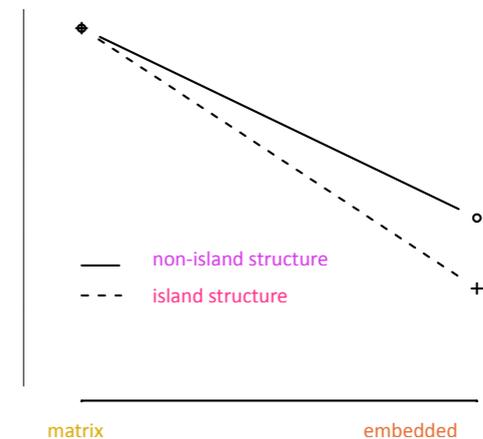
Subject



Whether



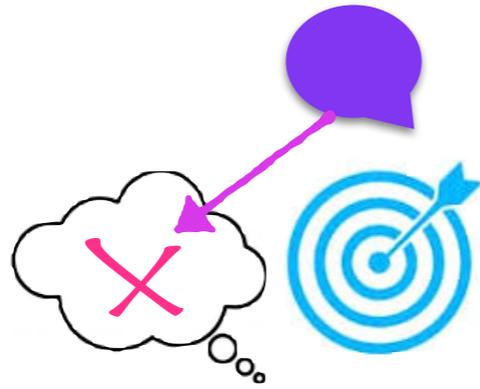
Adjunct



This strategy works for high-SES children's input



$$\prod_{t \in \text{trigrams}} p(t)$$

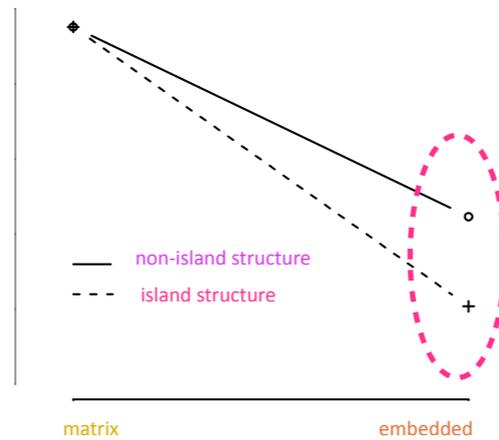


Judgments from a modeled child learning from the same amount of data as high-SES children seem to, with those data having the same composition as high-SES child-directed speech data (Pearl & Sprouse 2013).

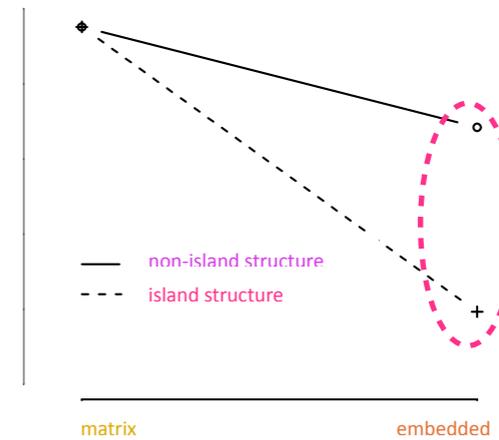
Superadditivity for all four islands.



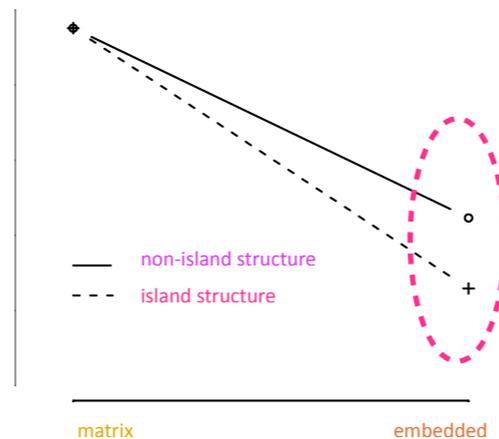
Complex NP



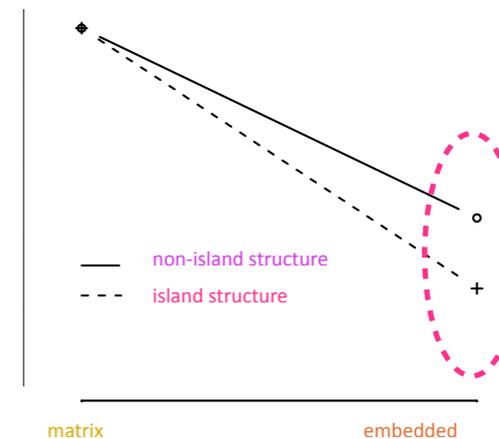
Subject



Whether



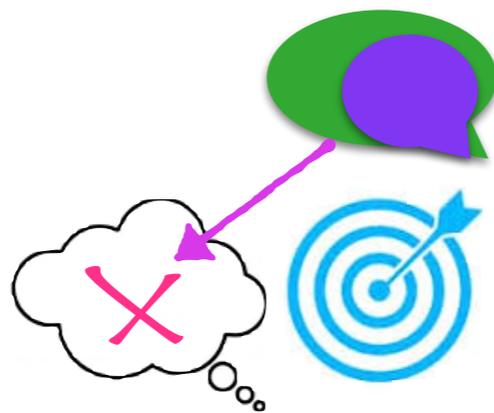
Adjunct



This strategy works for high-SES children's input



$$\prod_{t \in \text{trigrams}} p(t)$$

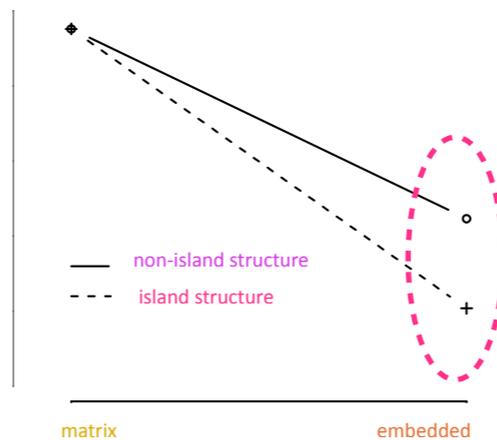


Implication:
 High-SES child input
 can support the acquisition of
 syntactic islands,
 using this learning strategy
 that depends on
 a certain part of the input.

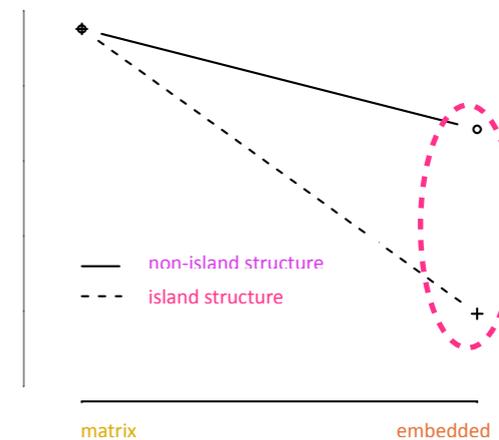


Judgments from a modeled child learning from the same amount of data as high-SES children seem to, with those data having the same composition as high-SES child-directed speech data (Pearl & Sprouse 2013).

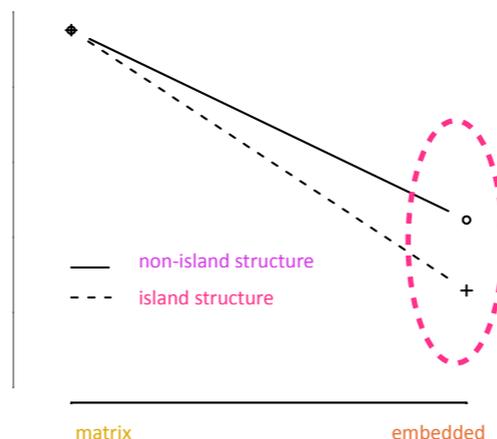
Complex NP



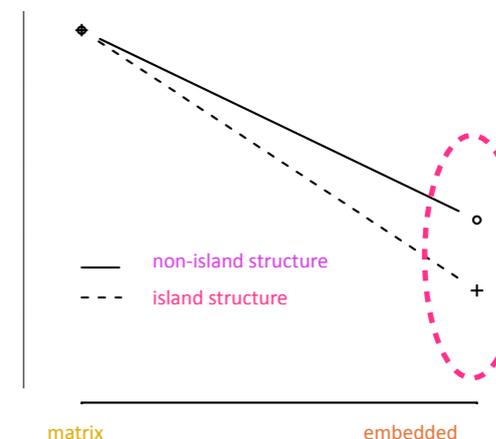
Subject



Whether



Adjunct

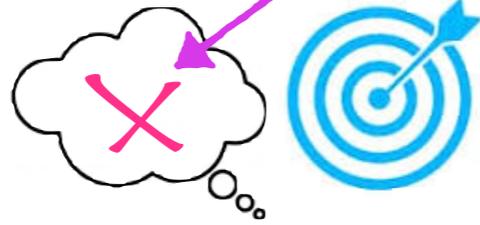




This strategy works for high-SES children's input



$$\prod_{t \in \text{trigrams}} p(t)$$



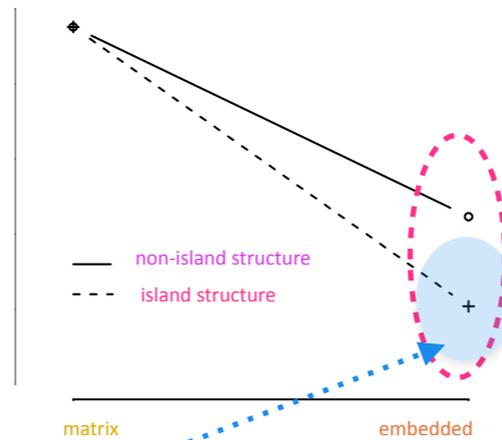
Judgments from a modeled child learning from the same amount of data as high-SES children seem to, with those data having the same composition as high-SES child-directed speech data (Pearl & Sprouse 2013).

Implication:

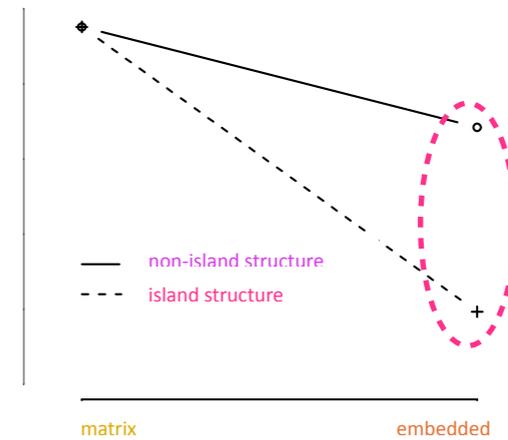
High-SES child input can support the acquisition of syntactic islands, using this learning strategy that depends on a certain part of the input.



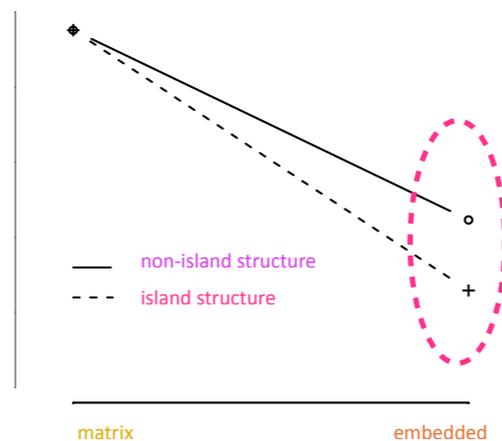
Complex NP



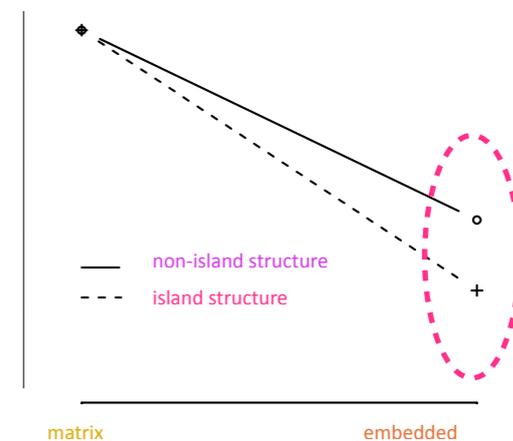
Subject



Whether



Adjunct

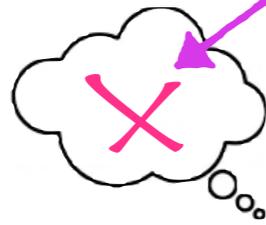


In line with high-SES 4-year-olds who disprefer the Complex NP island-crossing dependency (De Villiers et al. 2008).

This strategy works for high-SES children's input



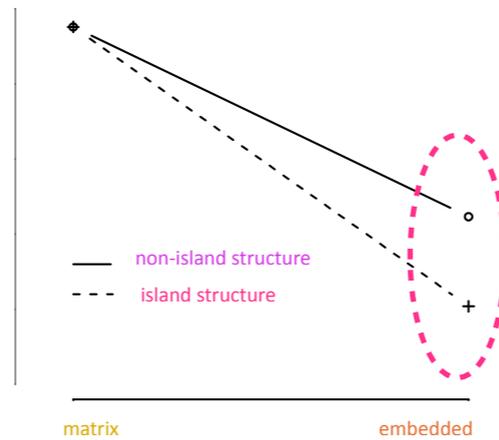
$$\prod_{t \in \text{trigrams}} p(t)$$



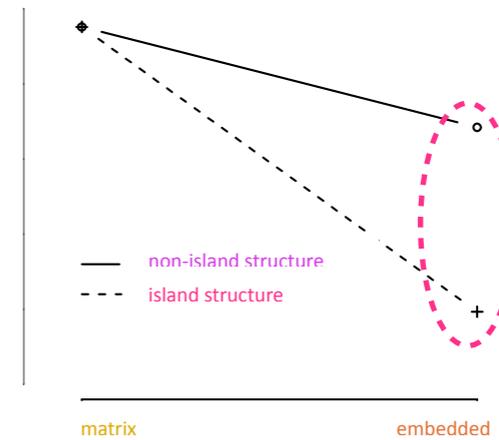
Judgments from a modeled child learning from the same amount of data as high-SES children seem to, with those data having the same composition as high-SES child-directed speech data (Pearl & Sprouse 2013).

That input part is the *wh-dependencies*, and their building blocks (the *syntactic trigrams*).

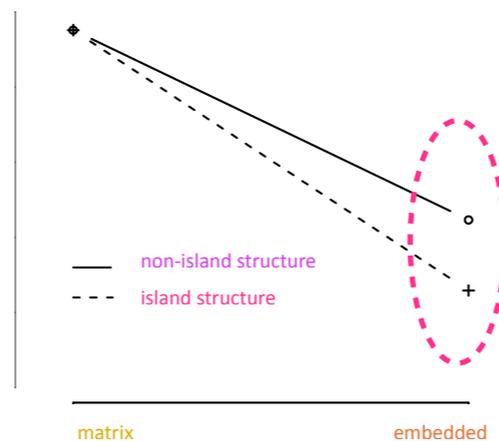
Complex NP



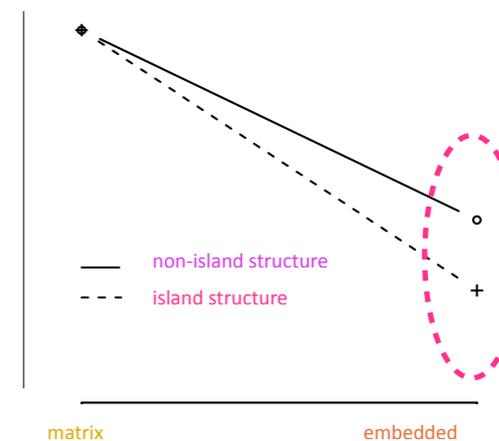
Subject



Whether

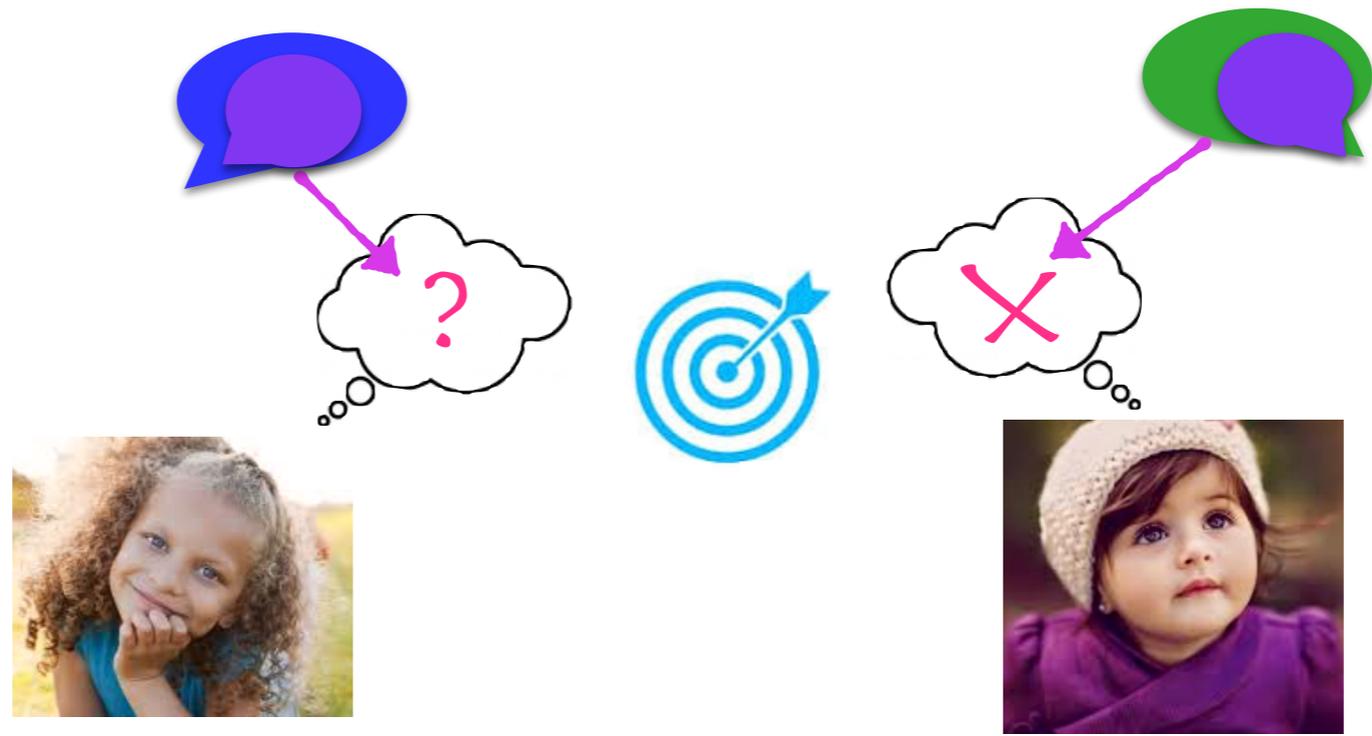
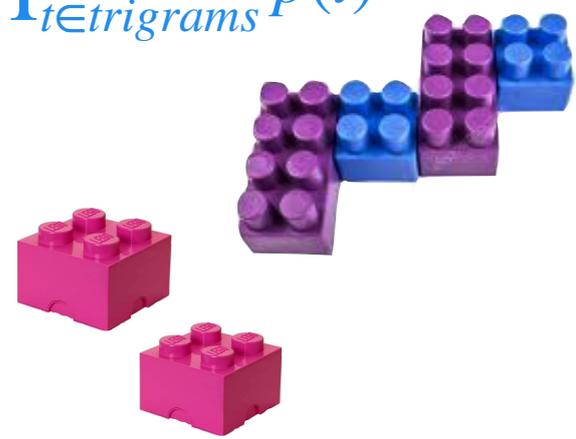


Adjunct





$$\prod_{t \in \text{trigrams}} p(t)$$



Are there meaningful differences across SES in this part of the input (the *wh*-dependencies and syntactic trigrams)?



$$\prod_{t \in \text{trigrams}} p(t)$$



First, what are the differences? That is, how different does this input part look across SES?



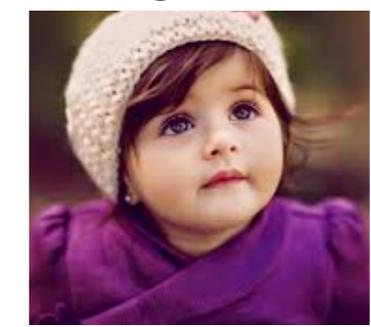
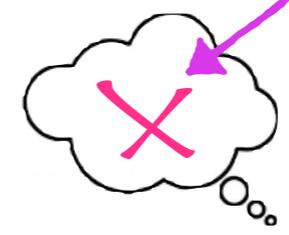
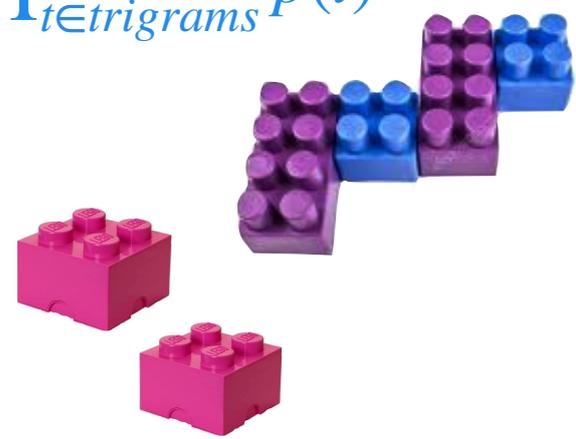
Let's measure the distribution of the relevant parts: the *wh*-dependencies and the syntactic trigrams.



Measurable input differences



$$\prod_{t \in \text{trigrams}} p(t)$$



One way to **measure** differences in distribution: the **Jensen-Shannon divergence (JSDiv)** (Endres & Schindelin 2003).

$$0 \leq JSDiv \leq 1$$

identical distributions

dissimilar distributions

=

≠

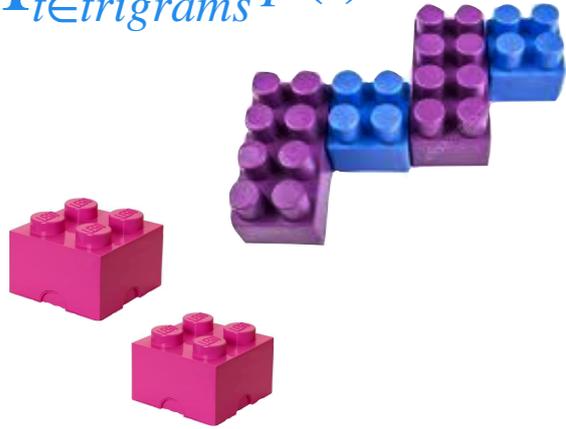




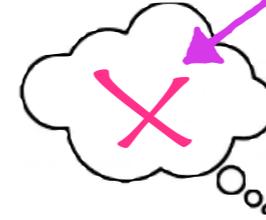
Measurable input differences



$$\prod_{t \in \text{trigrams}} p(t)$$

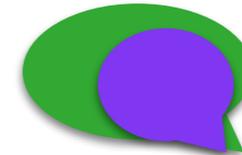


$$= \neq 0 \leq JSDiv \leq 1$$



The input samples

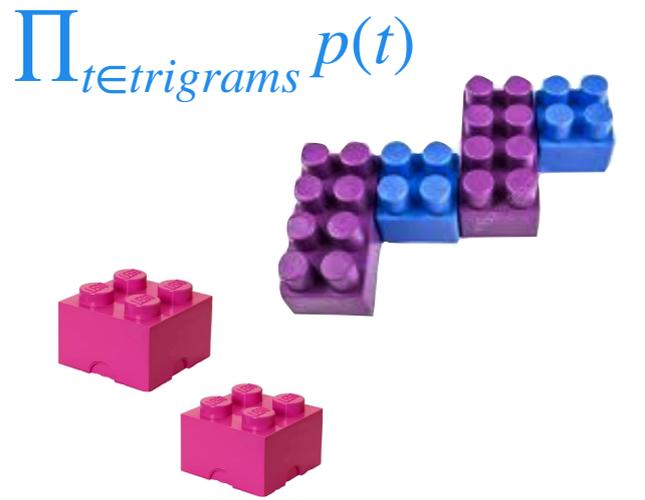
High-SES
child-directed



102K utterances (21K *wh*-dependencies) from the CHILDES Treebank (Pearl & Sprouse 2013) of speech directed at 25 high-SES children between the ages of 1 and 5 years old.



Measurable input differences



$$0 \leq JSDiv \leq 1$$

The input samples

High-SES
child-directed

21K *wh*-dependencies



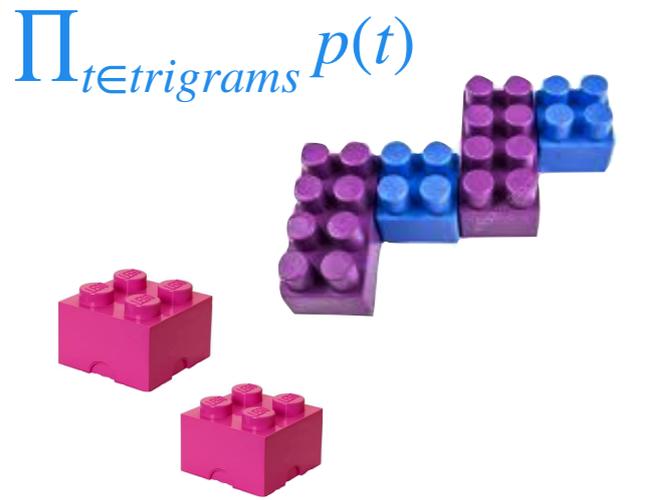
Low-SES
child-directed



31.8K utterances (3.9K *wh*-dependencies) from a subpart of the HSLLD corpus (Dickinson & Tabors 2001) in the CHILDES Treebank (Pearl & Sprouse 2013) of speech directed at 78 low-SES children between the ages of 3 and 5.



Measurable input differences



$$0 \leq JSDiv \leq 1$$

The input samples

High-SES
child-directed

21K *wh*-dependencies

Low-SES
child-directed

3.9K *wh*-dependencies



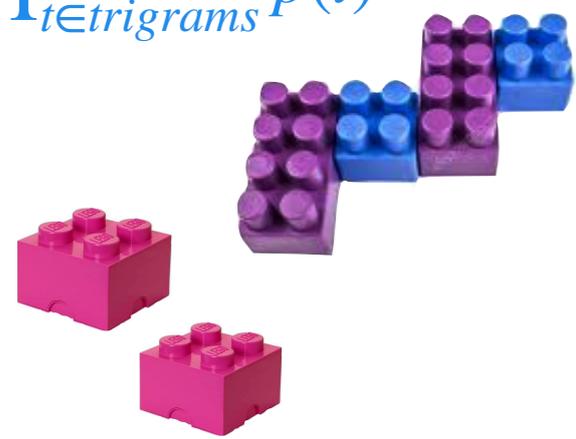
Note: SES was defined by the creators of the HSLLD corpus according to **maternal education** (6 years to some post-high school education) and **annual income** (70% reported < \$20K/year).



Measurable input differences

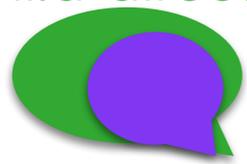


$$\prod_{t \in \text{trigrams}} p(t)$$



$$= \neq 0 \leq JSDiv \leq 1$$

High-SES
child-directed



21K *wh*-dependencies



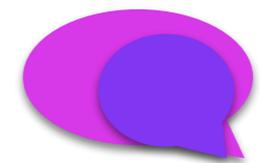
Low-SES
child-directed



3.9K *wh*-dependencies



High-SES
adult-directed



74.6K utterances (8.5K *wh*-dependencies) from the Switchboard corpus (Marcus et al. 1999) of adults speaking to each other over the phone.

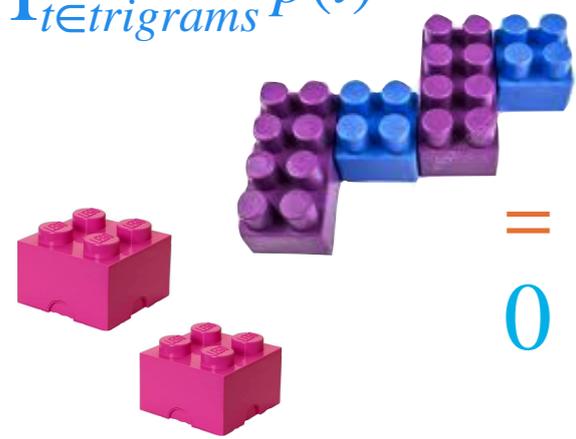
The input samples



Measurable input differences



$$\prod_{t \in \text{trigrams}} p(t)$$



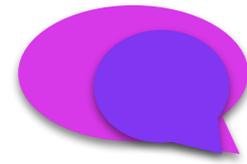
$$= \neq 0 \leq JSDiv \leq 1$$



So what do we find?

In particular, is high-SES child-directed speech more like low-SES child-directed speech or more like high-SES adult-directed speech?

High-SES adult-directed



8.5K wh-dependencies



High-SES child-directed



21K wh-dependencies



Low-SES child-directed



3.9K wh-dependencies

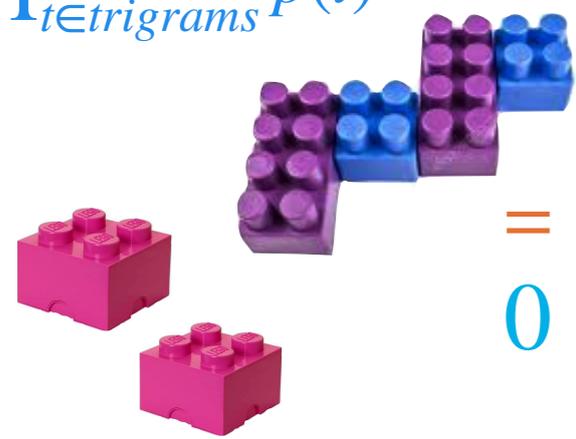




Measurable input differences



$$\prod_{t \in \text{trigrams}} p(t)$$

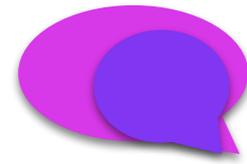


$$= \neq 0 \leq JSDiv \leq 1$$



If high-SES child-directed speech is more like low-SES child-directed speech, then SES differences matter less than who the speech is directed at.

High-SES adult-directed



8.5K *wh*-dependencies



High-SES child-directed

SES differences

Low-SES child-directed



21K *wh*-dependencies

3.9K *wh*-dependencies

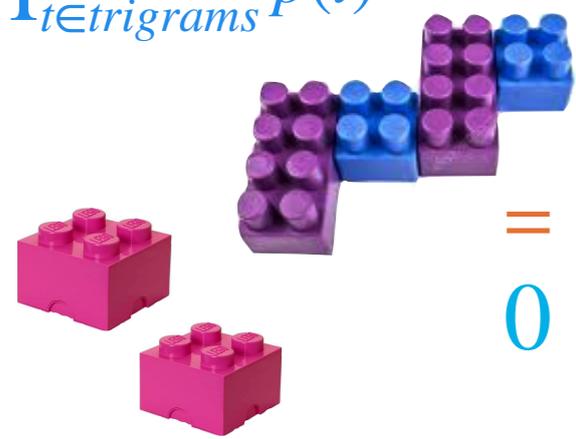




Measurable input differences



$$\prod_{t \in \text{trigrams}} p(t)$$



$$= \neq 0 \leq JSDiv \leq 1$$



If high-SES child-directed speech is more like high-SES adult-directed speech, then SES differences matter more than who the speech is directed at.

High-SES adult-directed

directed at who differences

High-SES child-directed

SES differences

Low-SES child-directed

8.5K *wh*-dependencies

21K *wh*-dependencies

3.9K *wh*-dependencies





Measurable input differences



$$\prod_{t \in \text{trigrams}} p(t)$$

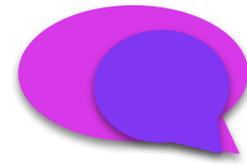


$$= \neq 0 \leq JSDiv \leq 1$$



Whether we look at *wh*-dependencies or syntactic trigrams, we find the same pattern: **high-SES and low-SES child-directed speech are more similar** than high-SES child-directed and high-SES adult-directed speech.

High-SES adult-directed



8.5K *wh*-dependencies



High-SES child-directed



21K *wh*-dependencies



Low-SES child-directed



3.9K *wh*-dependencies

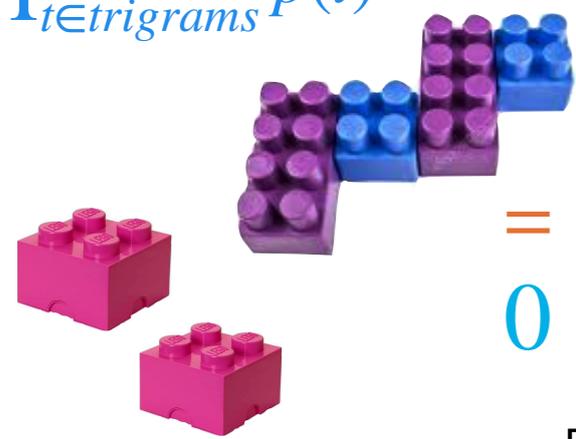




Measurable input differences



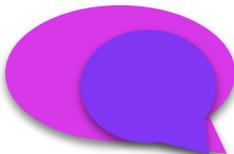
$$\prod_{t \in \text{trigrams}} p(t)$$



$$= \neq 0 \leq JSDiv \leq 1$$



For *wh*-dependencies, high-SES child-directed speech is twice as similar to low-SES child-directed speech as it is to high-SES adult-directed speech.

High-SES adult-directed .00948
 8.5K *wh*-dependencies

High-SES child-directed .00445
 21K *wh*-dependencies

Low-SES child-directed
 3.9K *wh*-dependencies

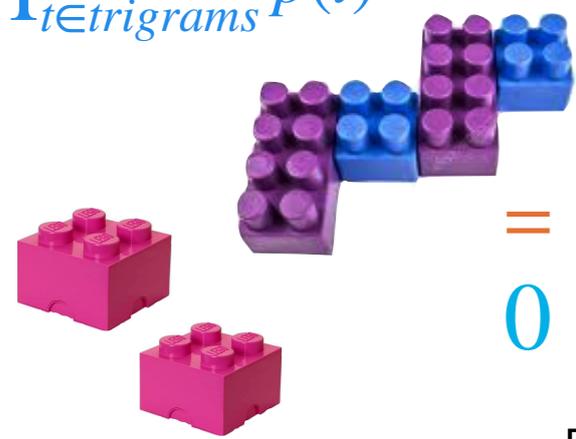




Measurable input differences



$$\prod_{t \in \text{trigrams}} p(t)$$



$$= \neq 0 \leq JSDiv \leq 1$$



For syntactic trigrams, high-SES child-directed speech is twice as similar to low-SES child-directed speech as it is to high-SES adult-directed speech.

High-SES adult-directed .01825

8.5K *wh*-dependencies

High-SES child-directed .00850

21K *wh*-dependencies

Low-SES child-directed

3.9K *wh*-dependencies

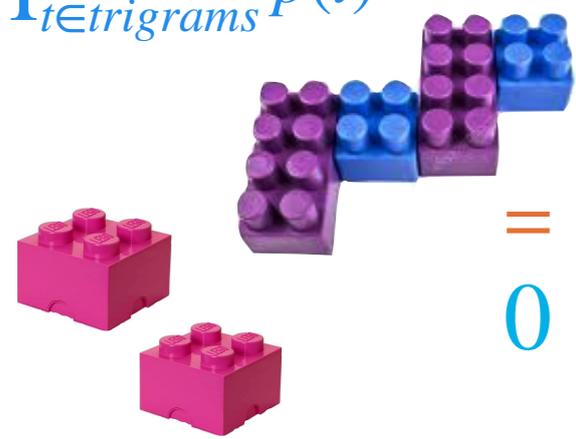




Measurable input differences



$$\prod_{t \in \text{trigrams}} p(t)$$



$$= \neq 0 \leq JSDiv \leq 1$$



Takeaway: This part of the input looks pretty similar across SES — more similar than child-directed vs. adult-directed speech within SES.

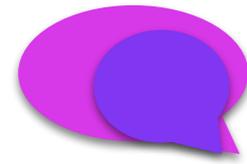
High-SES adult-directed

directed at who differences

High-SES child-directed

SES differences

Low-SES child-directed



8.5K wh-dependencies



21K wh-dependencies



3.9K wh-dependencies

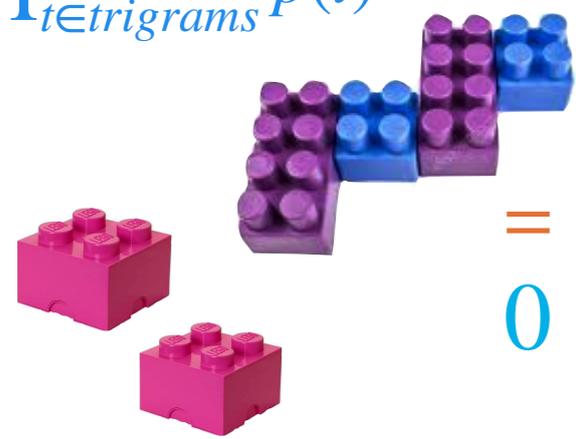




Measurable input differences



$$\prod_{t \in \text{trigrams}} p(t)$$



$$= \neq 0 \leq JSDiv \leq 1$$



But this is just a (quantitative) way to describe the input differences...

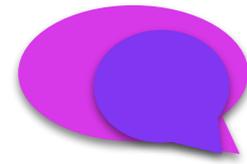
High-SES
adult-directed

directed at who
differences

High-SES
child-directed

SES differences

Low-SES
child-directed



8.5K *wh*-dependencies



21K *wh*-dependencies

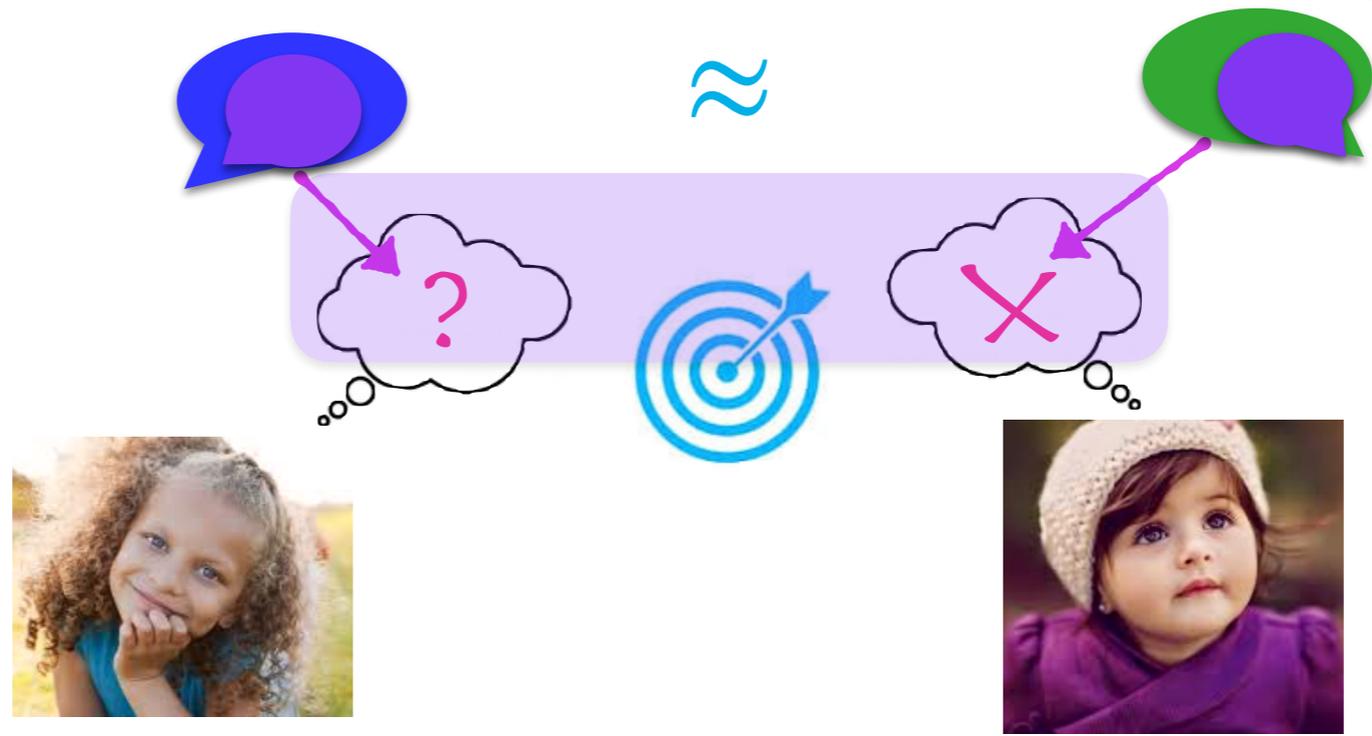
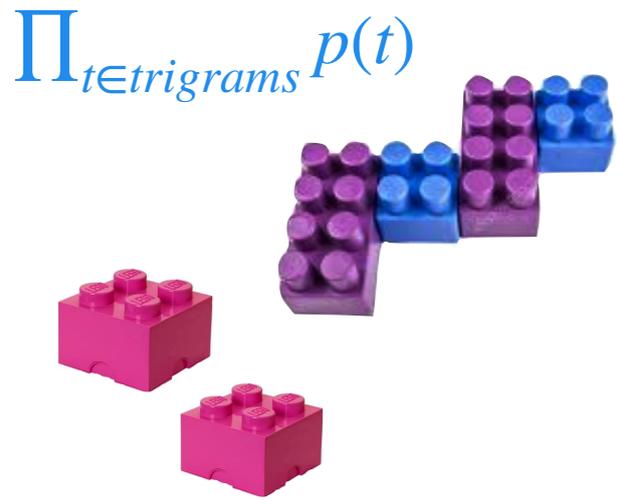


3.9K *wh*-dependencies



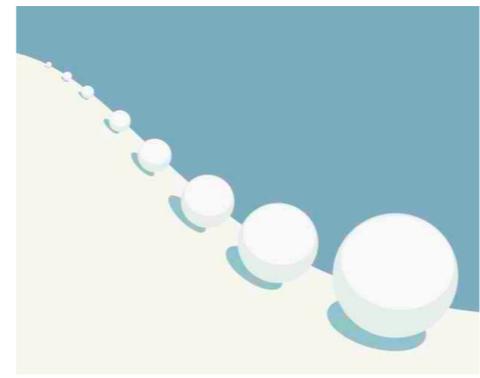


Meaningful input differences



Does this part of the input **act differently** across SES? That is, are any differences (even if they're smaller) **developmentally meaningful**?

They might be — **small differences in the input distribution** might snowball into **learning outcome differences**.





Meaningful input differences



$$\prod_{t \in \text{trigrams}} p(t)$$



Does this part of the input **act differently** across SES? That is, are any differences (even if they're smaller) **developmentally meaningful**?

They might be — **small differences in the input distribution** might snowball into **learning outcome differences**.

wh-dependencies

76.7%

start-IP-VP-end

75.5%

What did Lily read ___{what}?

10.3%

start-IP-end

12.8%

What ___{what} happened?



Meaningful input differences



$$\prod_{t \in \text{trigrams}} p(t)$$



Does this part of the input **act differently** across SES? That is, are any differences (even if they're smaller) **developmentally meaningful**?

They might be — **small differences in the input distribution** might snowball into **learning outcome differences**.

syntactic trigrams

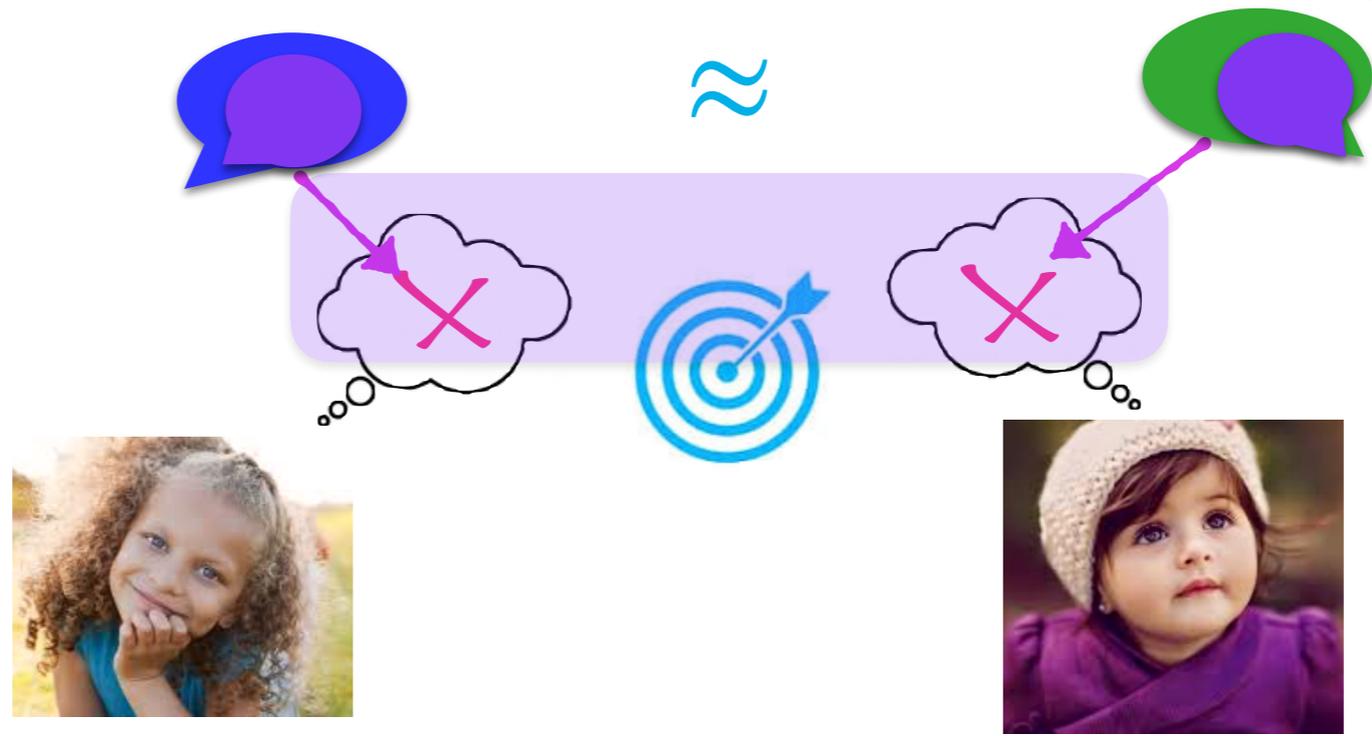
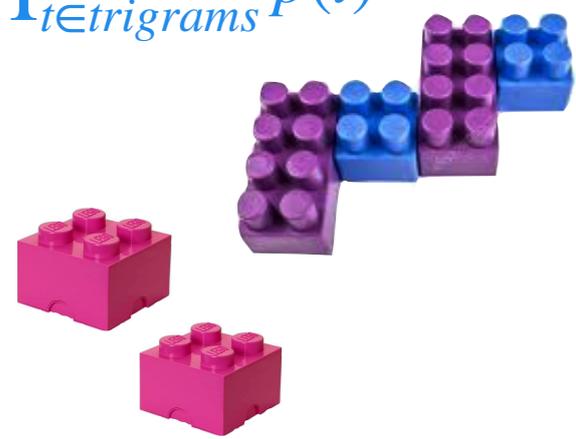
41.4%	<i>start-IP-VP</i>	41.8%
38.9%	<i>IP-VP-end</i>	40.0%
4.7%	<i>start-IP-end</i>	6.1%



Meaningful input differences



$$\prod_{t \in \text{trigrams}} p(t)$$



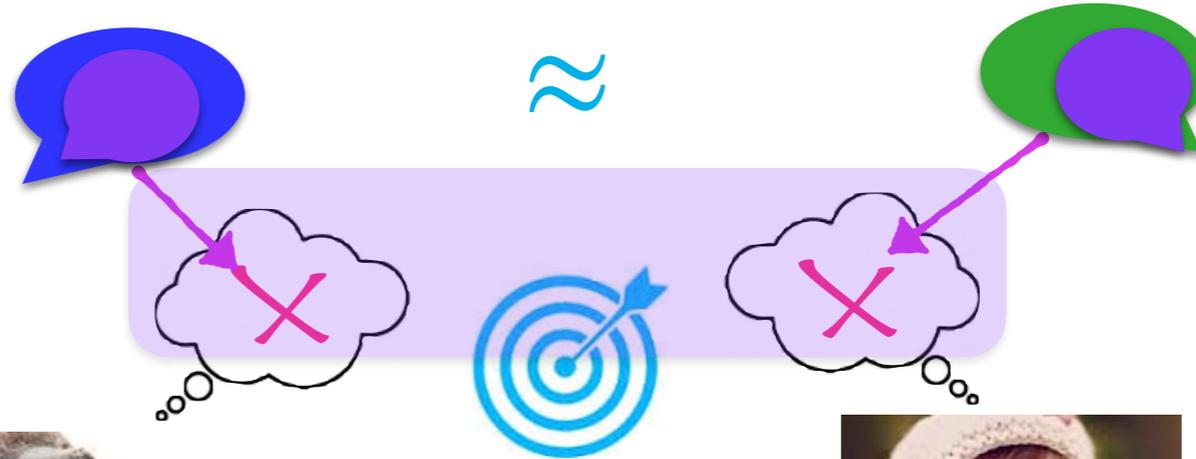
Does this part of the input **act differently** across SES? That is, are any differences (even if they're smaller) **developmentally meaningful**?



But...we already have some evidence (De Villiers et al. 2008) that **low-SES children disprefer *wh*-dependencies that cross one of the islands we're looking at (Complex NP)**, just like high-SES children.

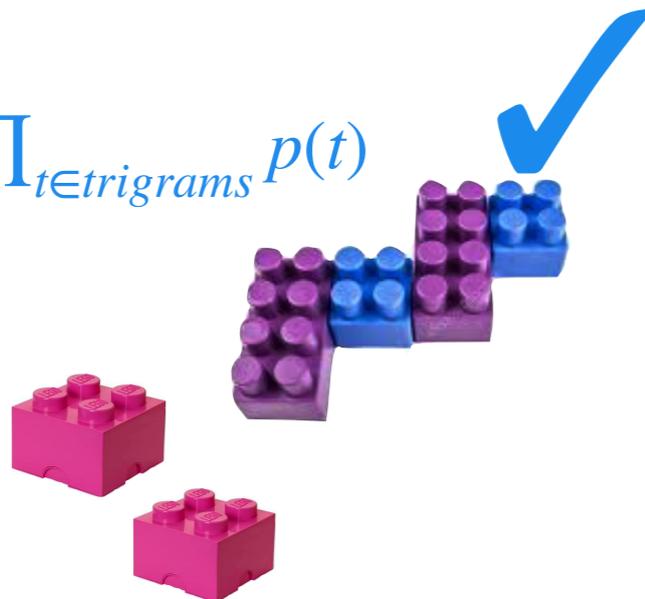


Meaningful input differences



Does this part of the input **act differently** across SES? That is, are any differences (even if they're smaller) **developmentally meaningful**?

$$\prod_{t \in \text{trigrams}} p(t)$$



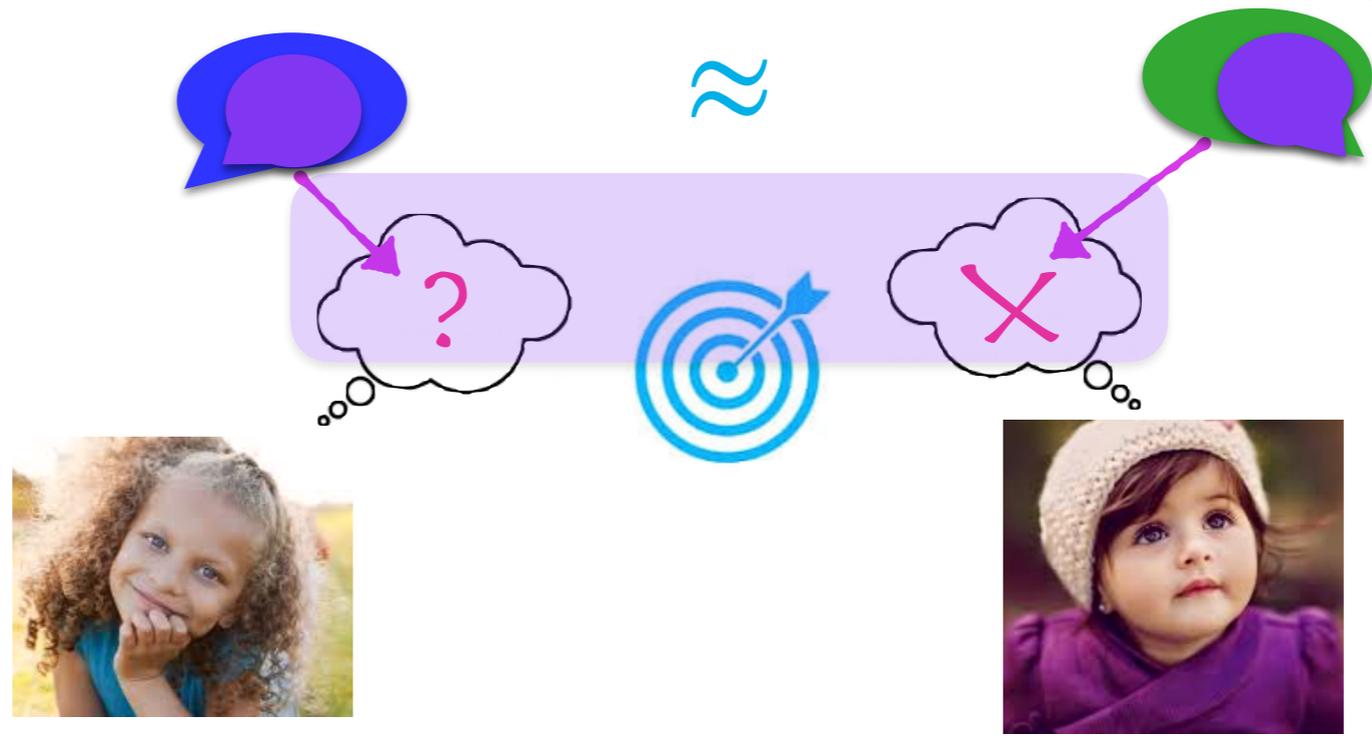
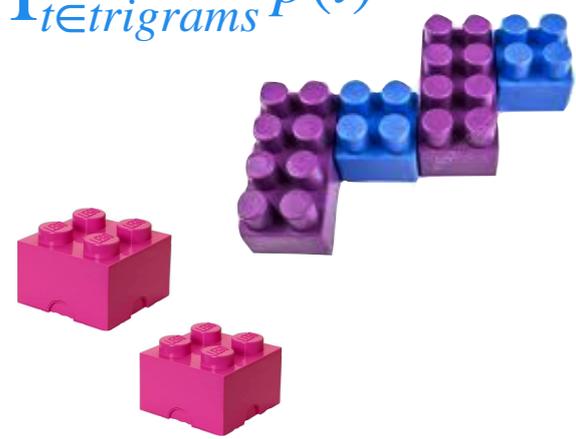
Checkpoint: So at least for Complex NP islands, **if our learning theory is right**, we **shouldn't predict learning outcome differences** across SES by age four. The input differences shouldn't be developmentally meaningful.



Meaningful input differences



$$\prod_{t \in \text{trigrams}} p(t)$$



Does this part of the input **act differently** across SES? That is, are any differences (even if they're smaller) **developmentally meaningful**?

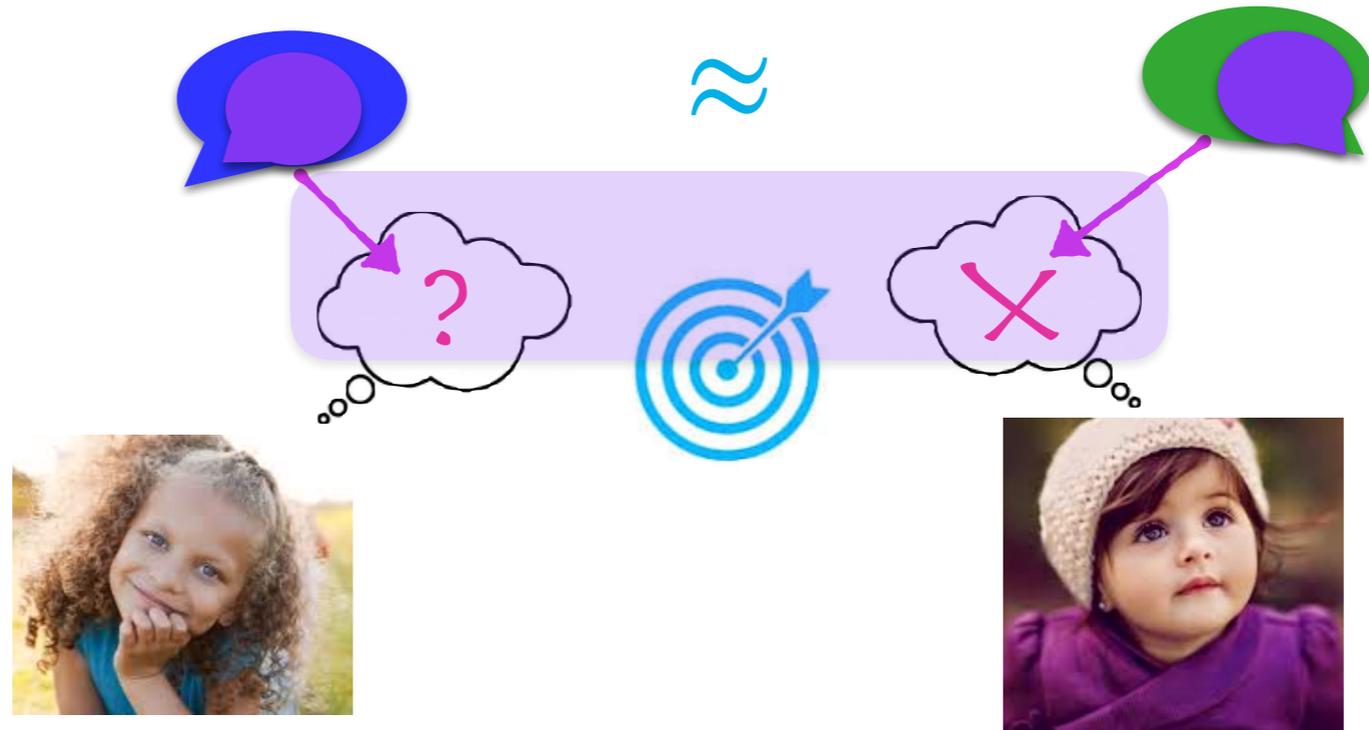


But what about the **other three islands types** (Subject, Whether, and Adjunct)? What do we **predict for that knowledge at four years old**? Are any input differences predicted to be developmentally meaningful for these islands?



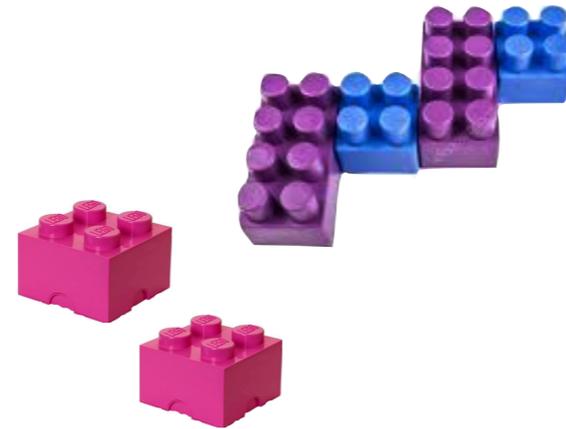
Meaningful input differences

$$\prod_{t \in \text{trigrams}} p(t)$$



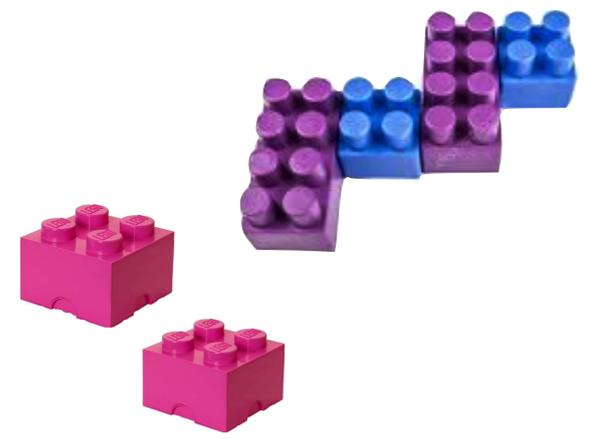
Let's use **developmental computational modeling** to find out.





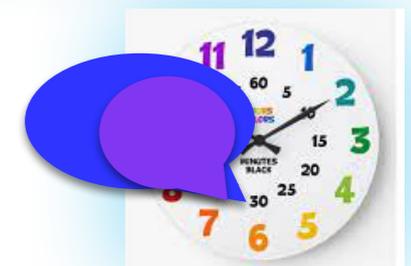
First, **how much** *wh*-dependency input do low-SES children hear?

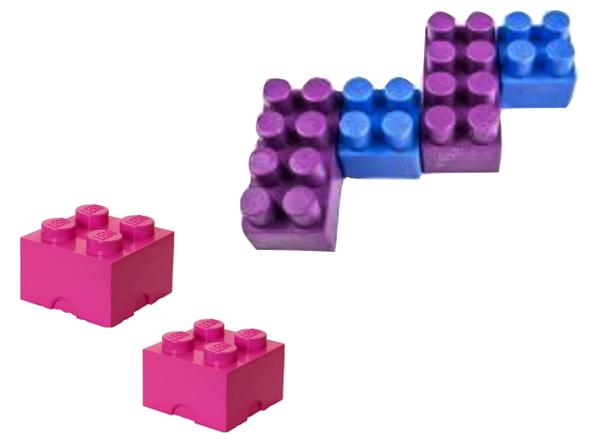




We can estimate **how much** by

- identifying the potential learning period for these syntactic islands (**how much time**)
- calculating how many *wh*-dependencies low-SES children would hear during this amount of time (**how much input in that time**).

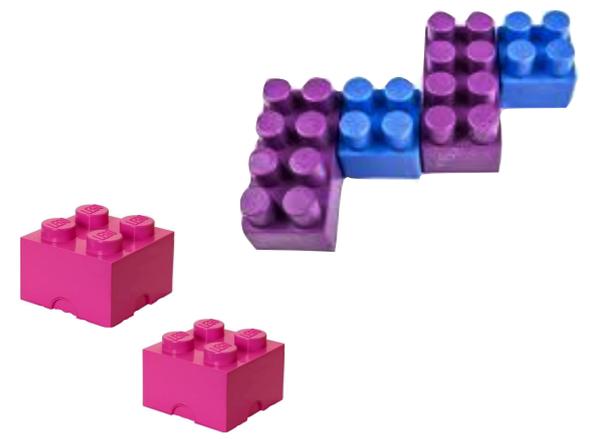




How much time

Children (both high-SES and low-SES) seem to know about Complex NP islands by **four years old** (<60 months).

End point: Just before that (59 months).

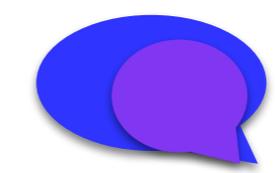


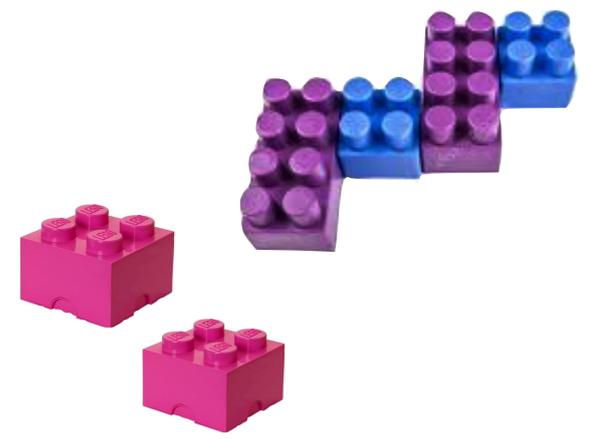
How much time

—————> 59 months

Children begin to represent the full structure of *wh*-dependencies (e.g., *wh*-questions and relative clauses) around **20 months**: Seidl et al. 2003, Gagliardi et al. 2016, Perkins & Lidz 2020.

Educated guess: This is when they can start extracting *wh*-dependencies reliably from their input.

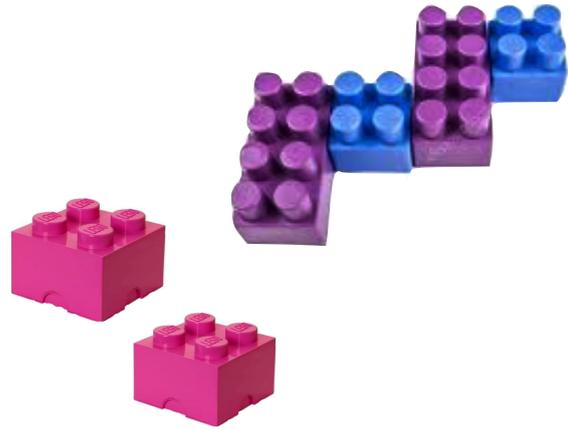




How much time
20 months → 59 months

How many hours is this? In particular, children are awake for only a certain portion of the day at different ages (Davis et al. 2004).



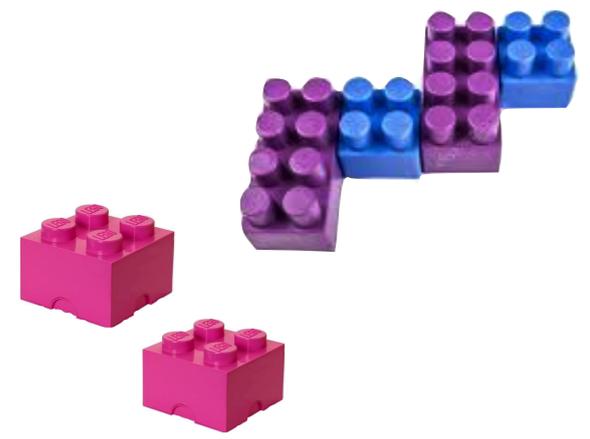


How much time
20 months → 59 months

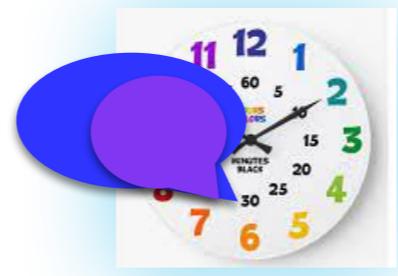
How many hours



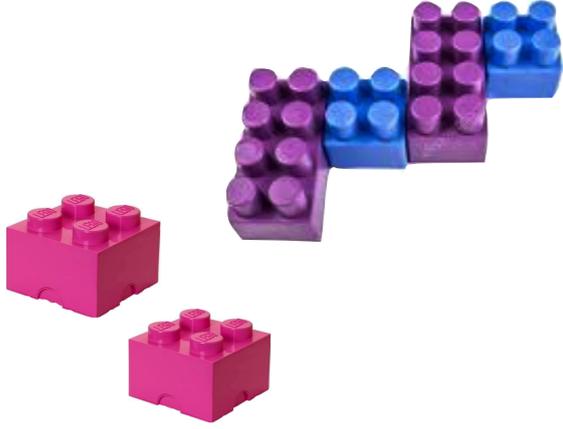
age	age range	waking	total waking hours	cumulative waking
one	20-23 months	10	$11 \text{ hrs/day} * 365 \text{ days/yr} * 4/12 = 1216.67$	1216.67
two	24-35 months	11	$11 \text{ hrs/day} * 365 \text{ days/yr} = 4015$	5231.67
three	36-47 months	12	$12 \text{ hrs/day} * 365 \text{ days/yr} = 4380$	9611.67
four	48-59 months	12.5	$12.5 \text{ hrs/day} * 365 \text{ days/yr} = 4562.5$	14174.17



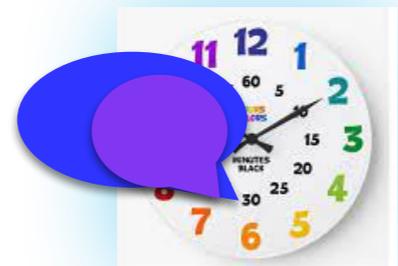
How much time
20 months → 59 months
≈ 14174 hours



How much input (in particular, how many *wh*-dependencies) do children encounter during that time?



How much time
20 months → 59 months
≈ 14174 hours



How many *wh*-dependencies

Hart & Risley 1995: Estimates of utterances per hour for high-SES and low-SES households



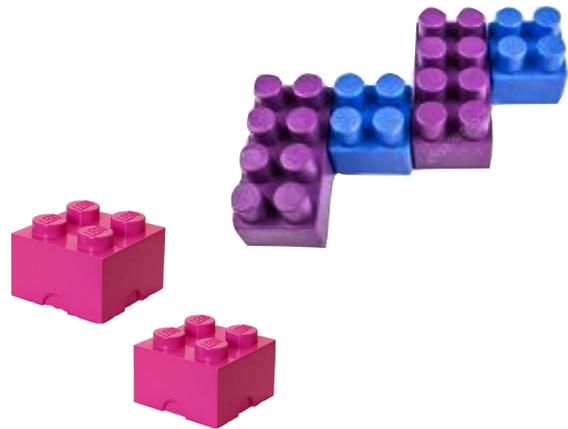
301



487



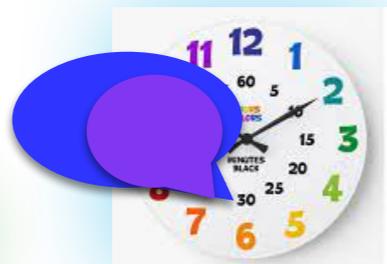
Who does



How much time

20 months → 59 months
≈ 14174 hours

How many *wh*-dependencies



utterances per hour



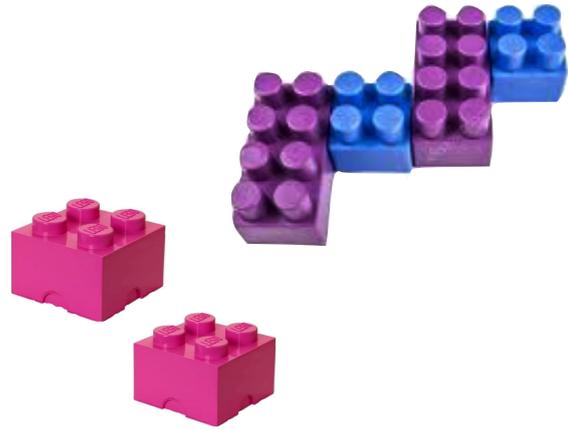
We can use our own corpus samples to estimate the rate of *wh*-dependencies/utterance.



301



487



How much time
 20 months → 59 months
 ≈ 14174 hours

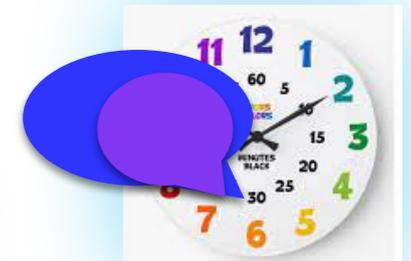
How many *wh*-dependencies



utterances per hour



wh-dependencies/utterance



301

487

SES	hours	*	utt/hour	*	<i>wh</i> -dep/utt	=	total <i>wh</i> -dep
high-SES	14174	*	487	*	20932/101838	=	1,418,193
low-SES	14174	*	301	*	3904/31875	=	522,539

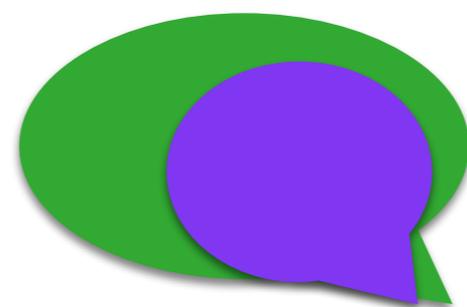
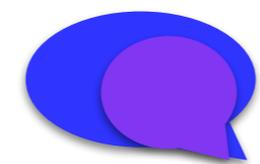


How many *wh*-dependencies



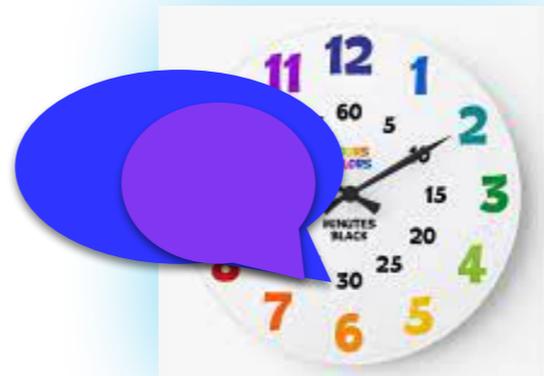
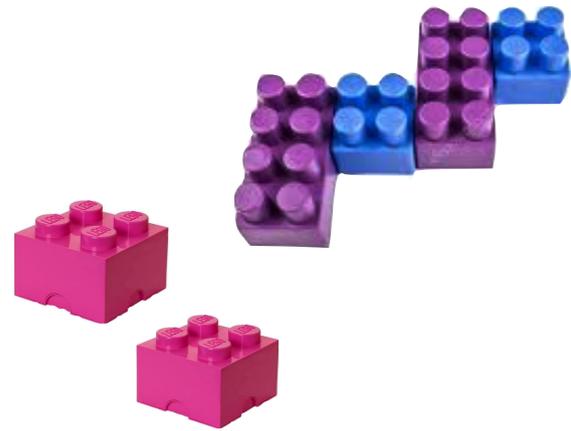
522,539

1,418,193



Low-SES children hear about a third the *wh*-dependencies that high-SES children do!



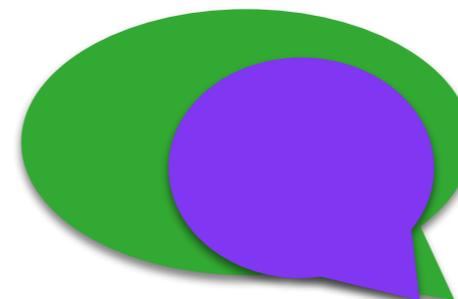
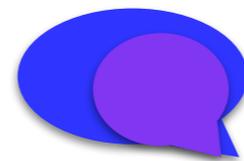


How many *wh*-dependencies



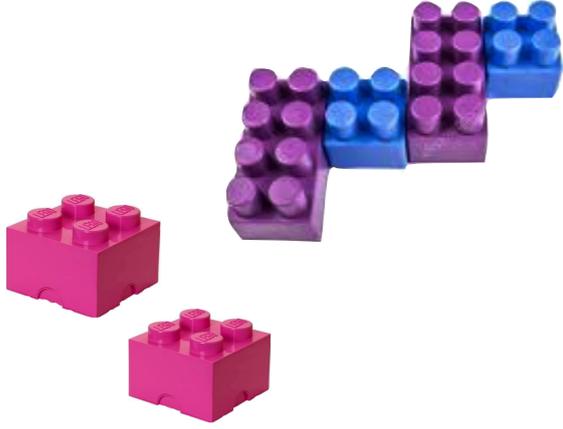
522,539

1,418,193



But does the learning theory implemented by our developmental model predict that quantitative difference to matter by age four?



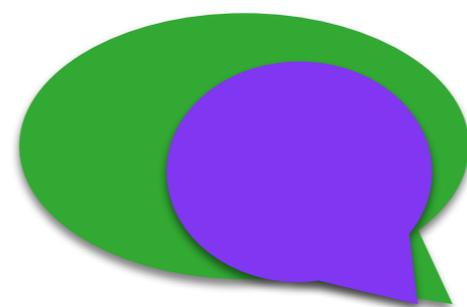
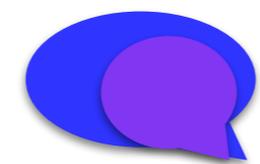


How many *wh*-dependencies



522,539

1,418,193



Let's look first at Complex NP islands
(where *it shouldn't matter* if the
learning theory is in fact right)



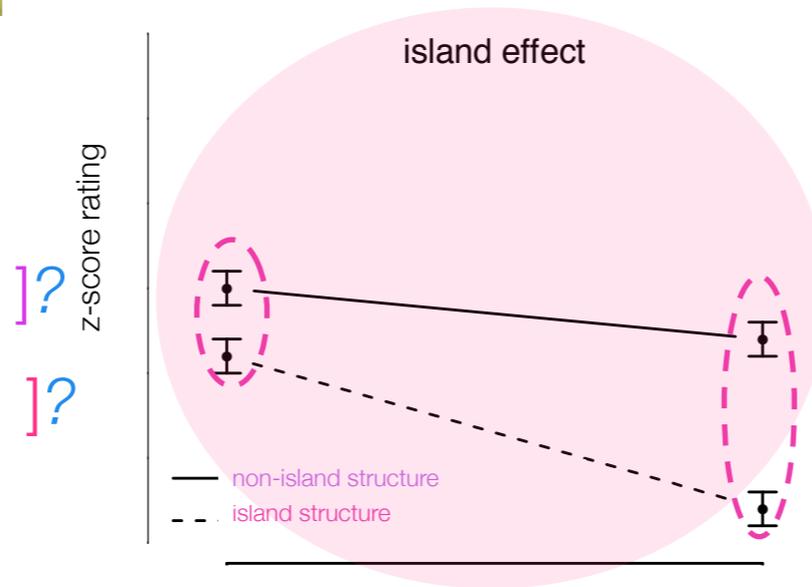
Reminder: Judgment behavior



$$\prod_{t \in \text{trigrams}} p(t)$$



Who [non-island]?
 Who [island]?



Looking for **superadditivity** as the sign of syntactic islands knowledge





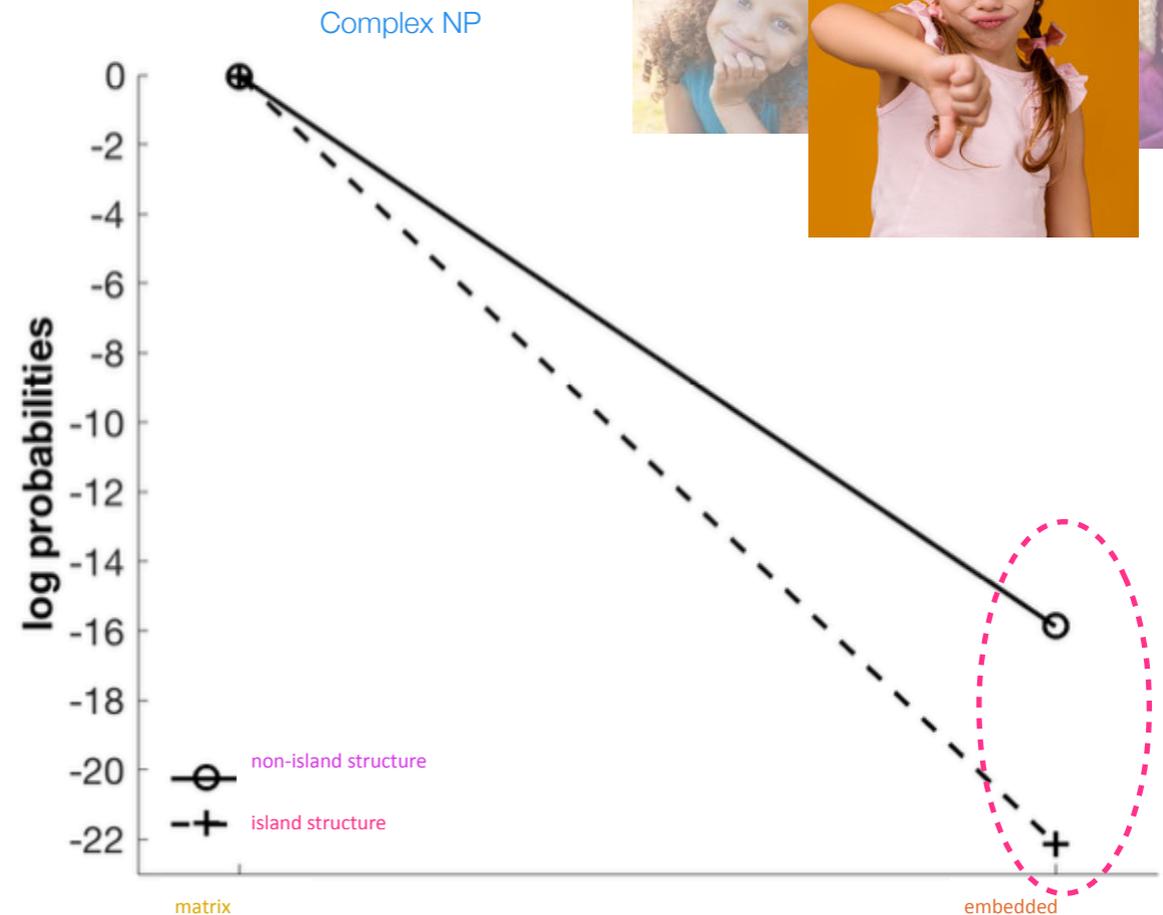
Predicted judgment behavior



$$\prod_{t \in \text{trigrams}} p(t)$$



Complex NP islands: **Superadditivity** predicted to be present for low-SES children too! (**Low-SES** children don't like dependencies crossing Complex NP islands either.)





Predicted judgment behavior



$$\prod_{t \in \text{trigrams}} p(t)$$



=

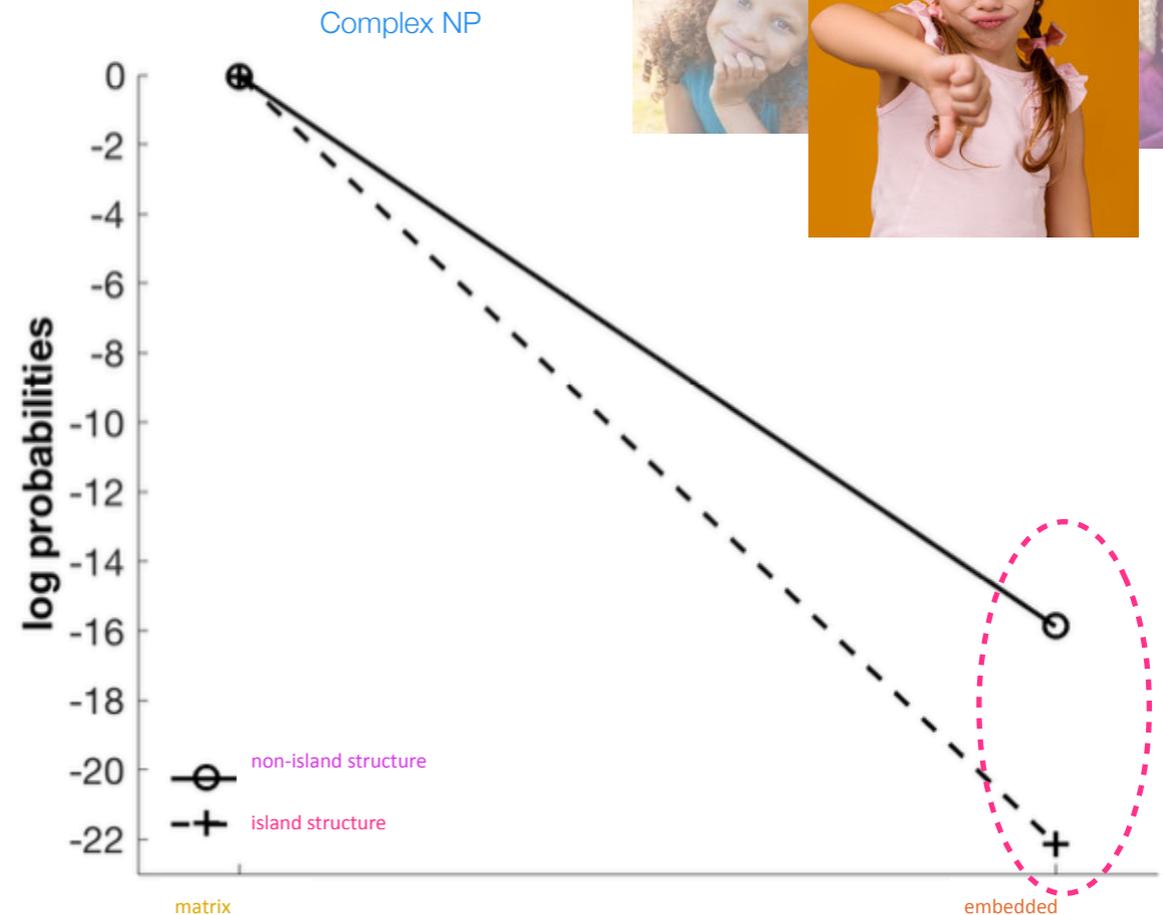


Complex NP islands: **Superadditivity** predicted to be present for low-SES children too! (**Low-SES** children don't like dependencies crossing **Complex NP** islands either.)

No difference from high-SES behavior, despite measurable input differences. The learning theory has passed this checkpoint!



Now, what does the learning theory predict for the other three island types (Subject, Adjunct, and Whether)?



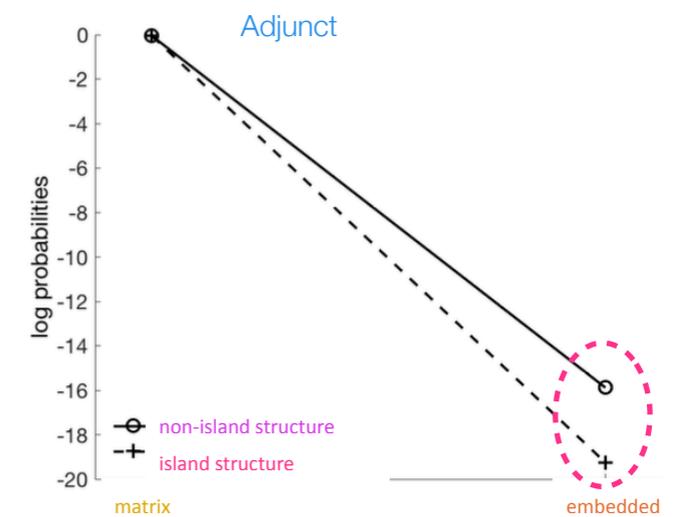
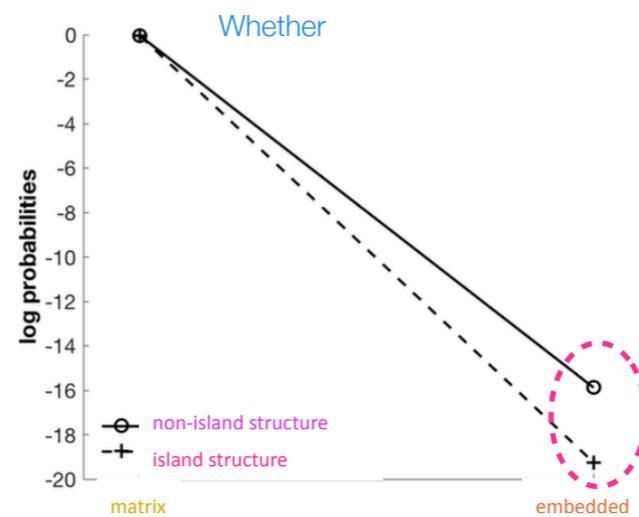
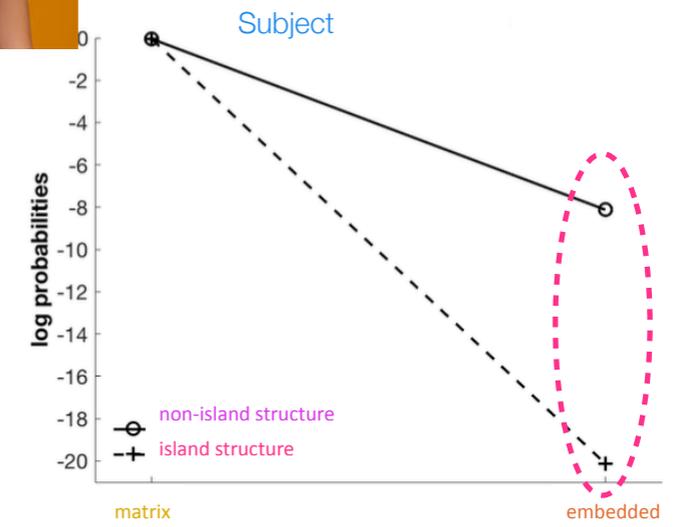
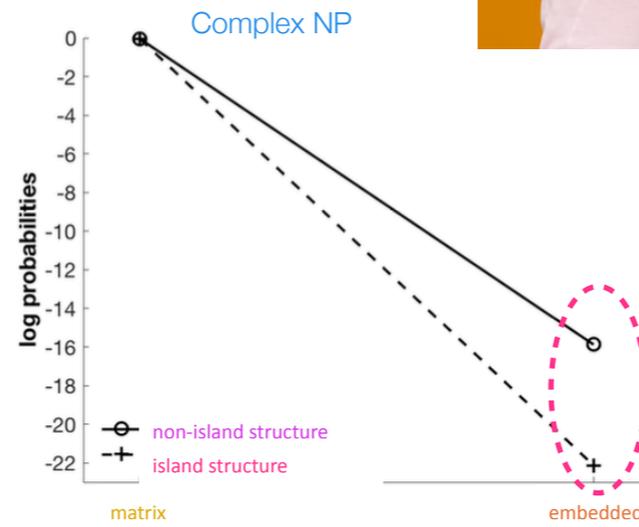


Meaningful input differences



The other islands: **Superadditivity** predicted to be present for low-SES children too! (**Low-SES** children **shouldn't** like dependencies crossing these islands either.)

$$\prod_{t \in \text{trigrams}} p(t)$$





Meaningful input differences



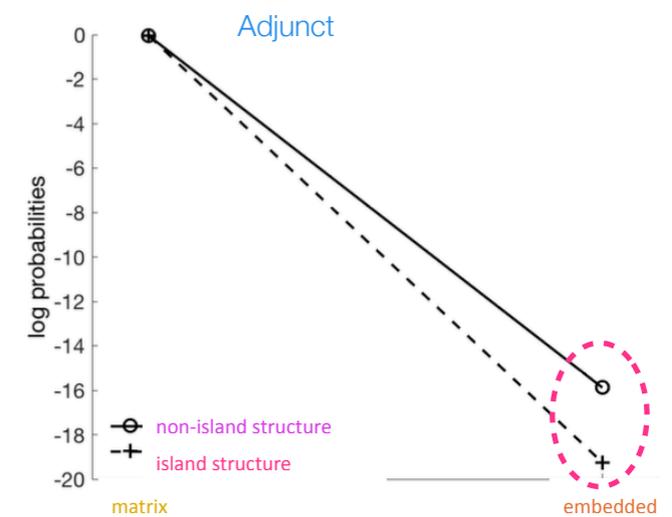
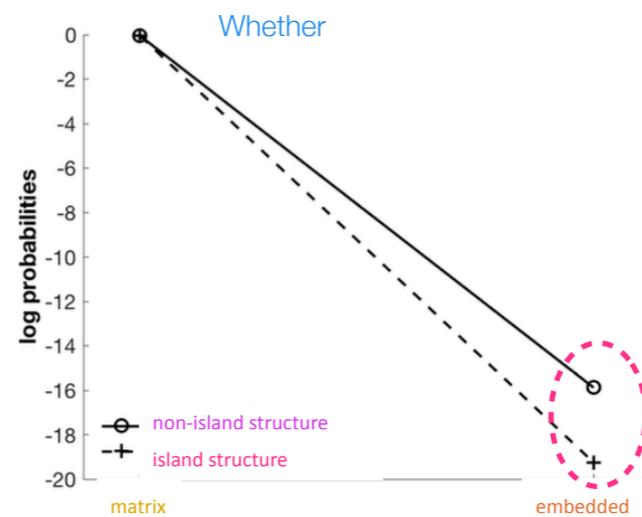
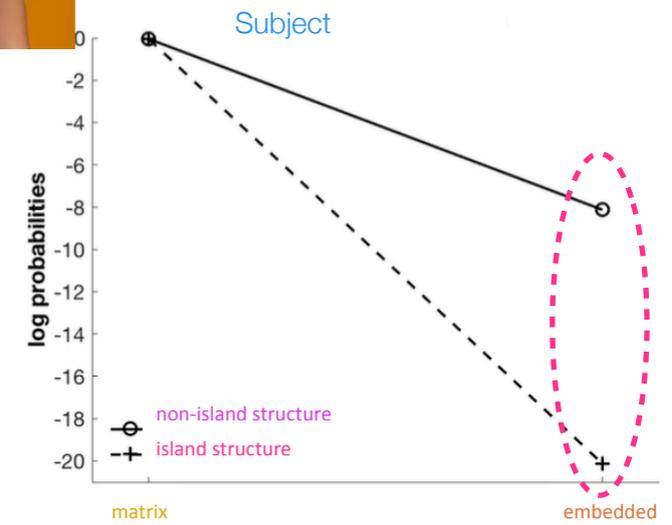
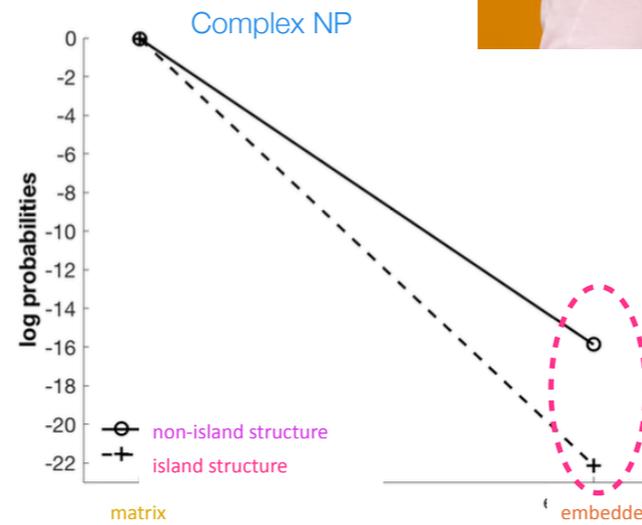
$$\prod_{t \in \text{trigrams}} p(t)$$



This means low-SES input is **predicted** to support the **same learning outcome knowledge** (of these four syntactic islands) as high-SES input.

We know this is true for Complex NP islands. ✓

Future work: Collect child judgments for the other island types. ?

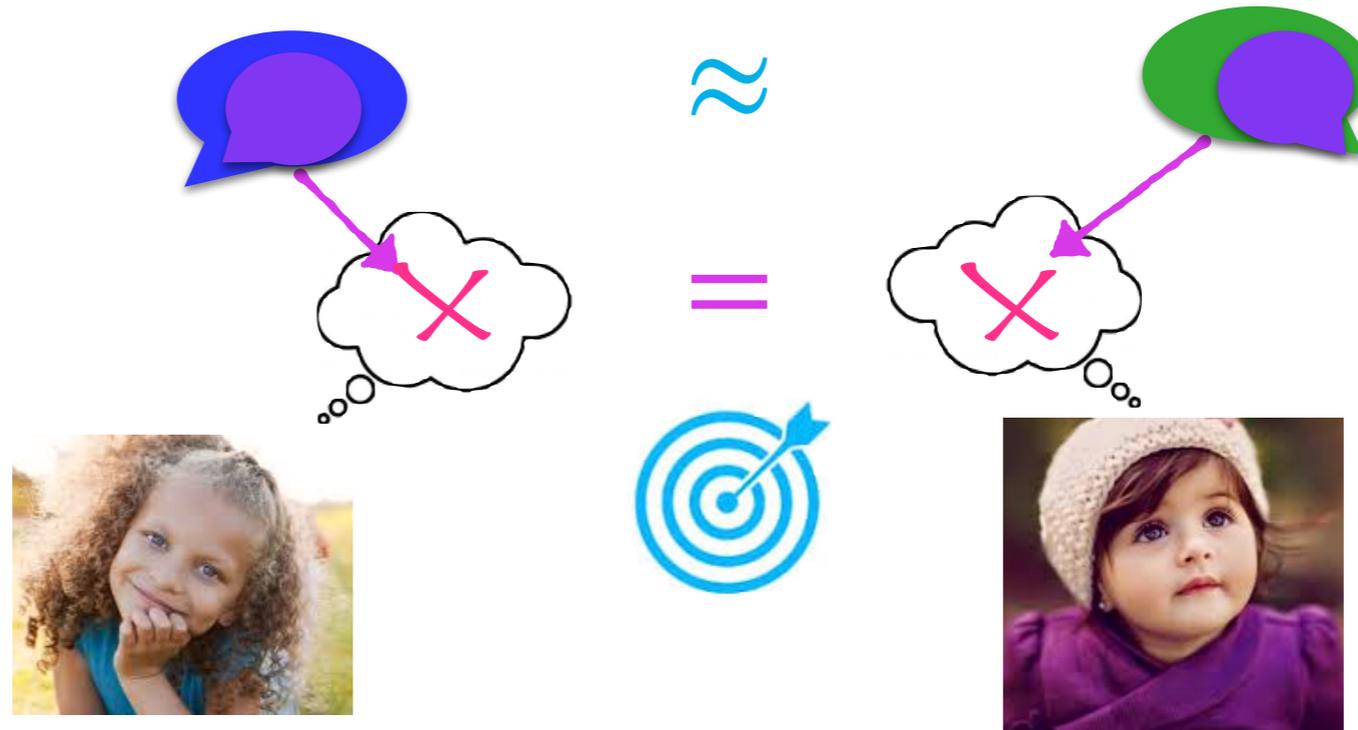




No meaningful input differences predicted



$$\prod_{t \in \text{trigrams}} p(t)$$



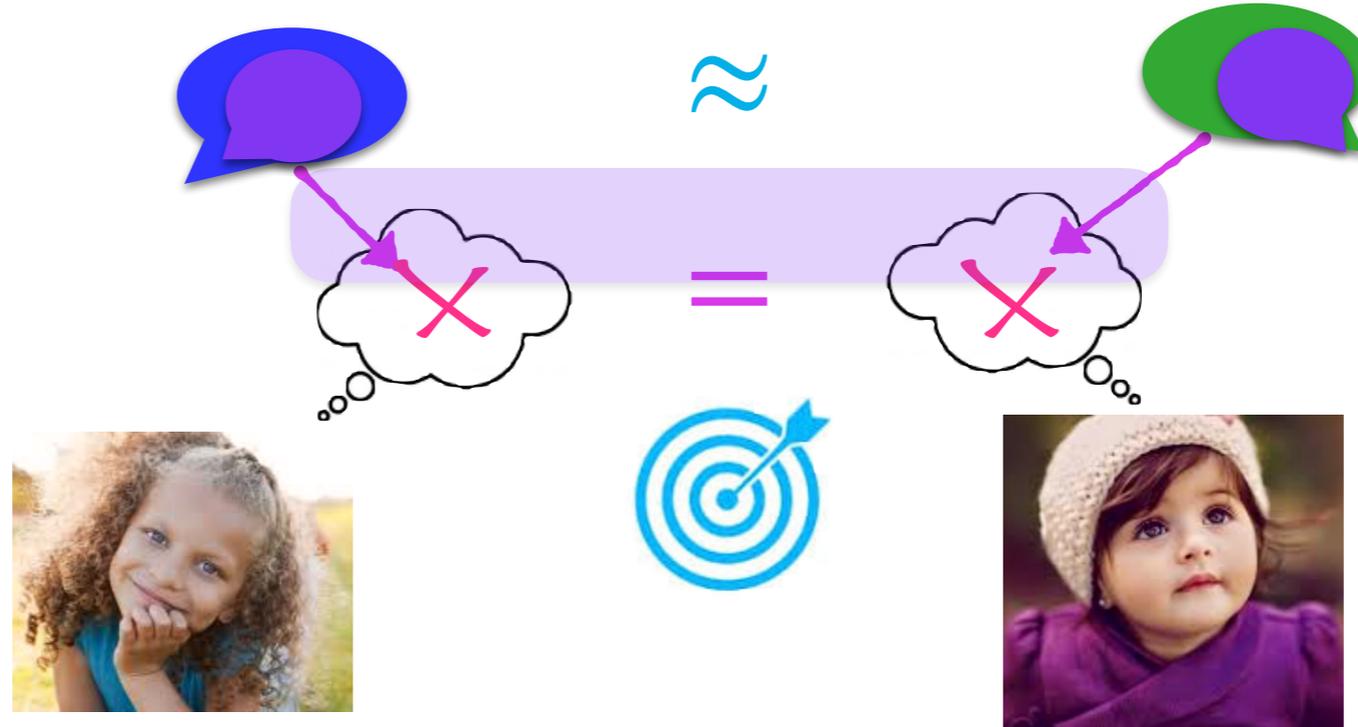
So, our developmental computational model predicts no meaningful input differences across SES when it comes to learning this syntactic island knowledge from this part of the input.



No meaningful input differences predicted



$$\prod_{t \in \text{trigrams}} p(t)$$



Useful: Because the learning theory specifies **how the input is predicted to cause** the knowledge to develop, we know which building blocks are particularly important.

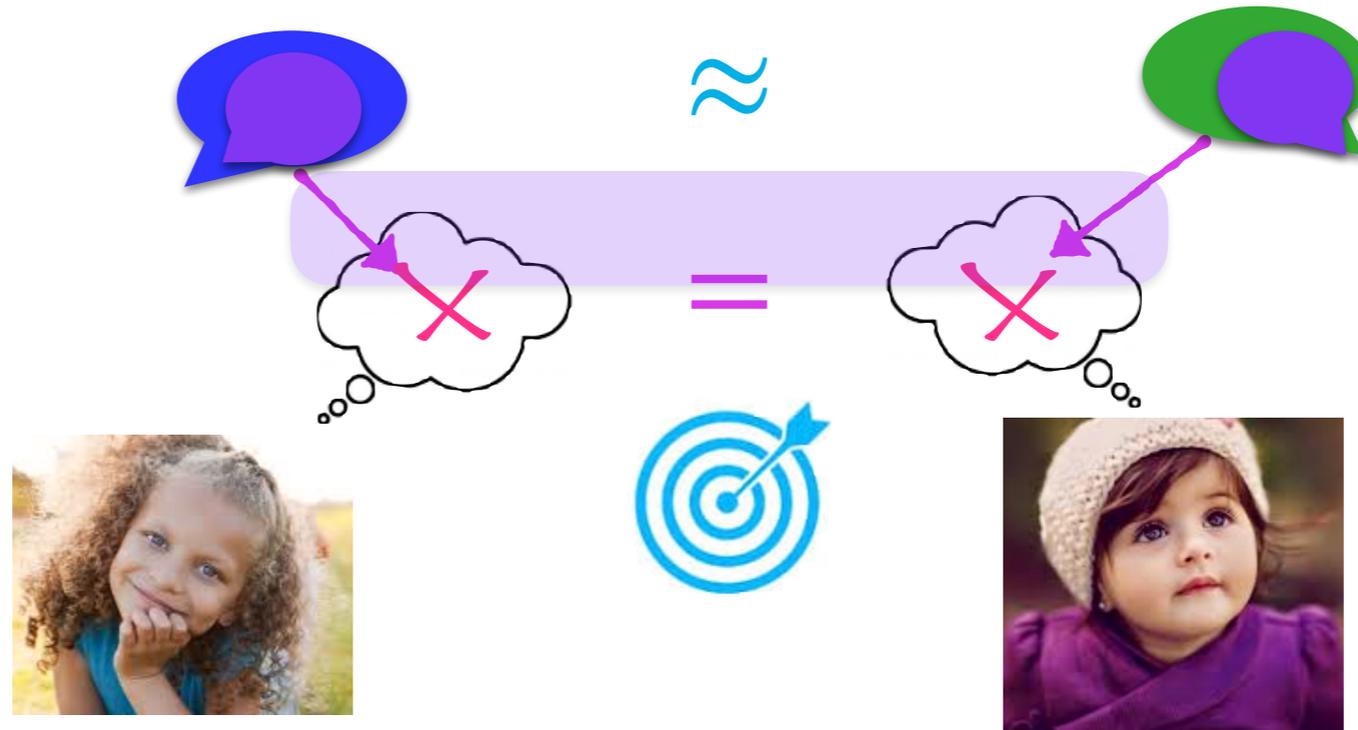




Key building blocks are there



$$\prod_{t \in \text{trigrams}} p(t)$$



Key building blocks for success involve complementizer *that* (CP_{that}) - this is because two of the islands (Whether and Adjunct) only differ from grammatical dependencies by the complementizer used.

What does the teacher think [that Lily forgot __]?

embedded | non-island

whether

*What does the teacher wonder [whether Lily forgot __]?

embedded | island

adjunct

*What does the teacher worry [if Lily forgot __]?

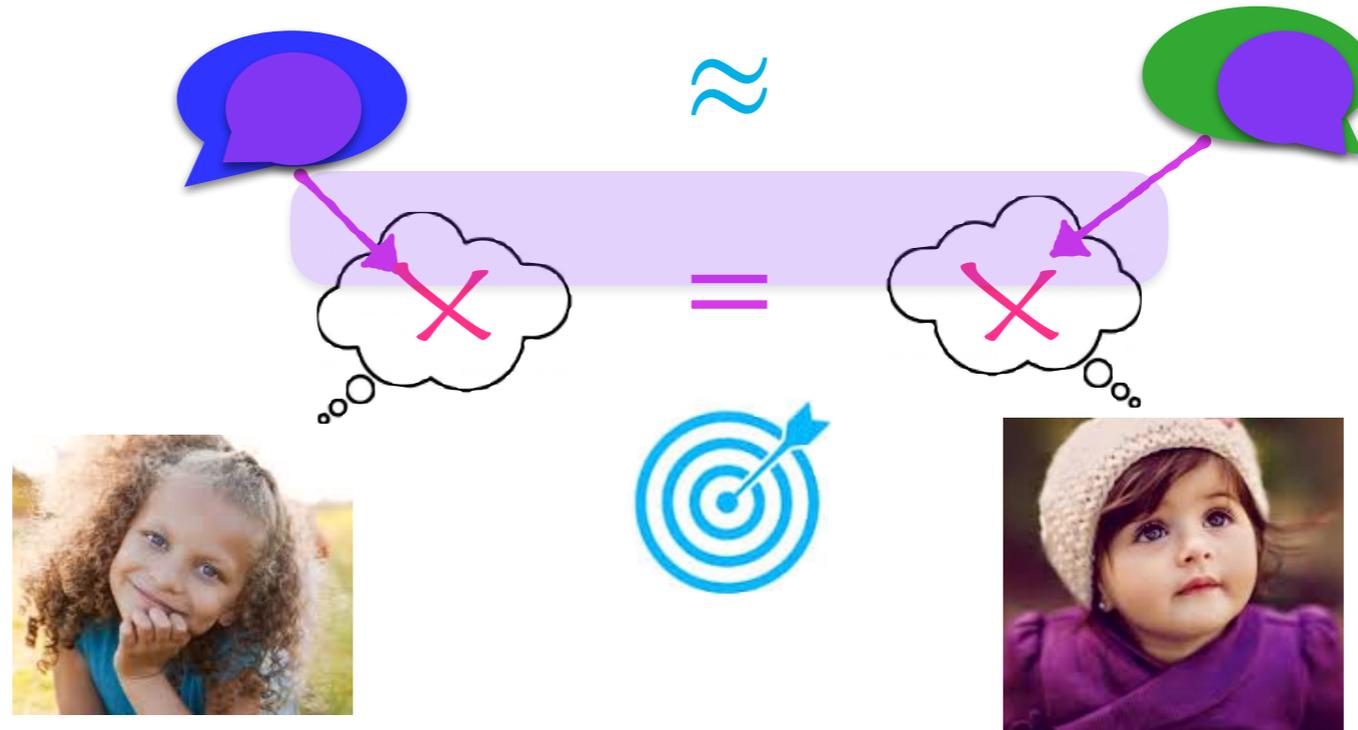
embedded | island



Key building blocks are there



$$\prod_{t \in \text{trigrams}} p(t)$$



Key building blocks for success involve complementizer *that* (CP_{that}) - this is because two of the islands (Whether and Adjunct) only differ from grammatical dependencies by the complementizer used.

start-IP-VP-CP_{that}- IP-VP-end

embedded | non-island

whether
adjunct

* *start-IP-VP-CP_{whether}-IP-VP-end*

* *start-IP-VP-CP_{if}- IP-VP-end*

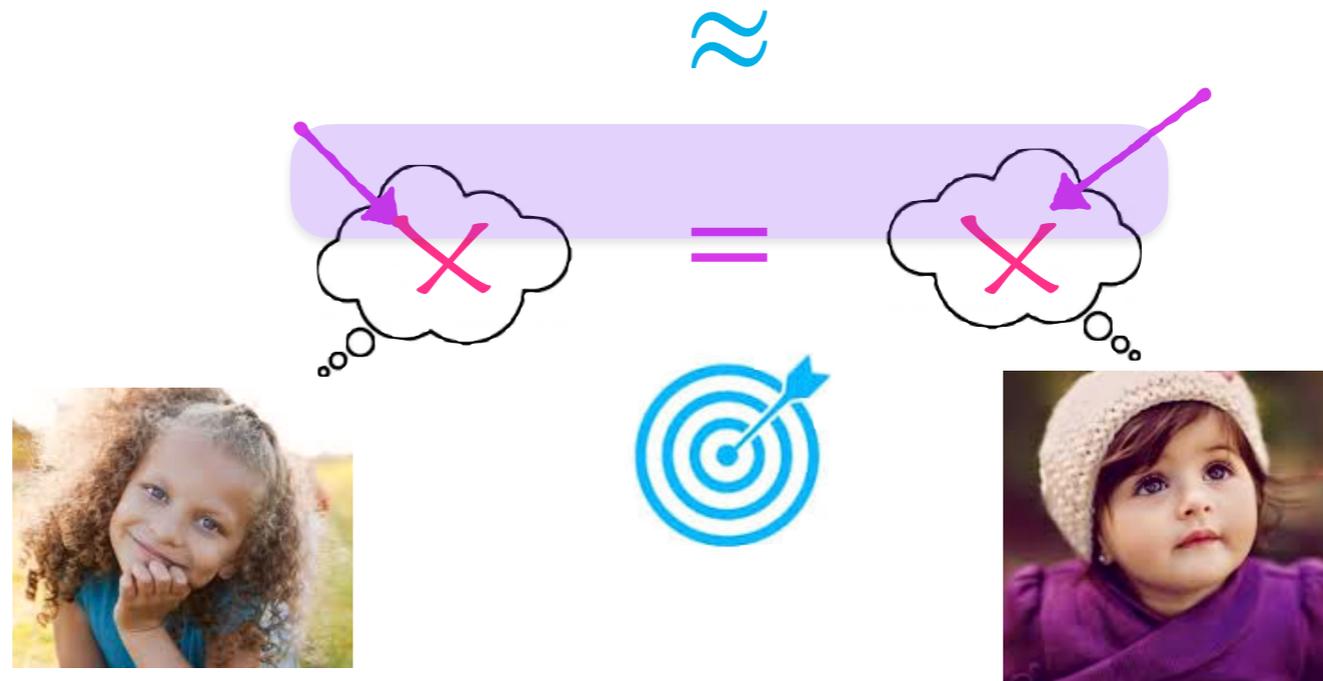
embedded | island
embedded | island



Key building blocks are there



$$\prod_{t \in \text{trigrams}} p(t)$$



So, children need to encounter grammatical *wh*-dependencies that involve CP_{that}. These are actually **pretty rare** in child-directed speech.

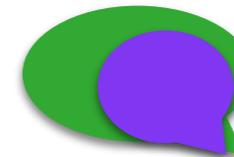


Low-SES
child-directed



2 instances of
3.9K (= .05%)

High-SES
child-directed



2 instances of
21K (< .01%)

What do you think **that** __what happens?

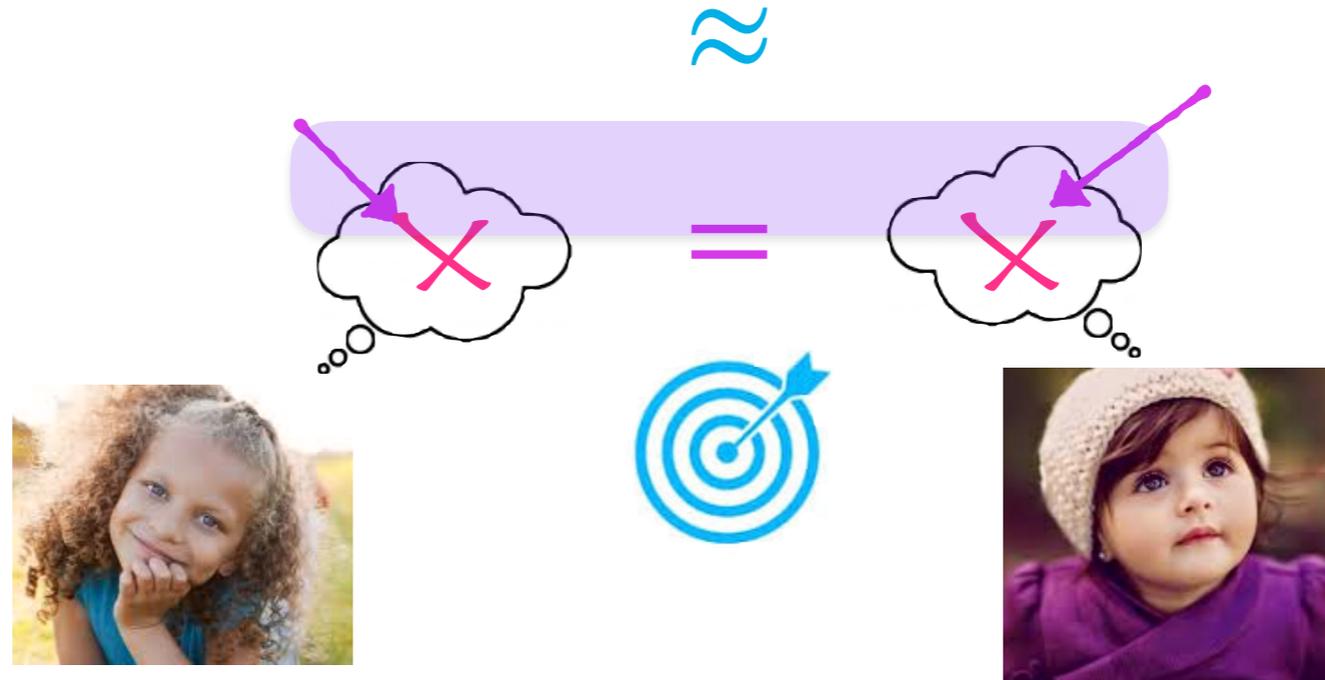
What do you think **that** Jack read __what?



Key building blocks are there



$$\prod_{t \in \text{trigrams}} p(t)$$



But with enough input (over several years), even these rare cases are predicted to support learning.

Low-SES
child-directed

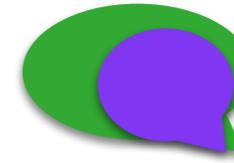


2 instances of
3.9K (= .05%)

$$522,539 * 2/3904 \approx \mathbf{268}$$

What do you think **that** __what happens?

High-SES
child-directed



2 instances of
21K (< .01%)

$$1,418,193 * 2/20932 \approx \mathbf{136}$$

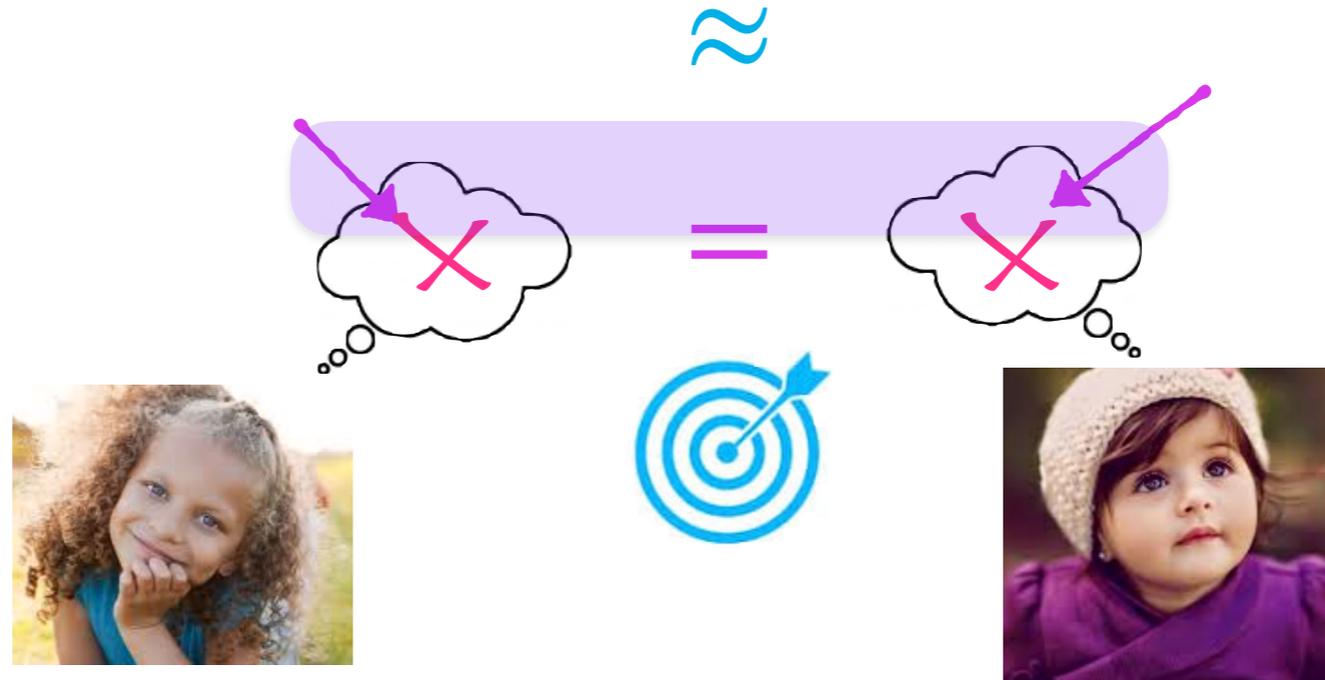
What do you think **that** Jack read __what?



Key building blocks are there



$$\prod_{t \in \text{trigrams}} p(t)$$



But with enough input (over several years), even these rare cases are predicted to support learning.

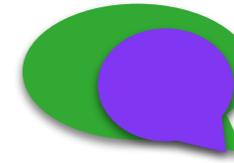
Low-SES
child-directed



2 instances of
3.9K (= .05%)
8.45/month

What do you think **that** __what happens?

High-SES
child-directed



2 instances of
21K (< .01%)
3.39/month

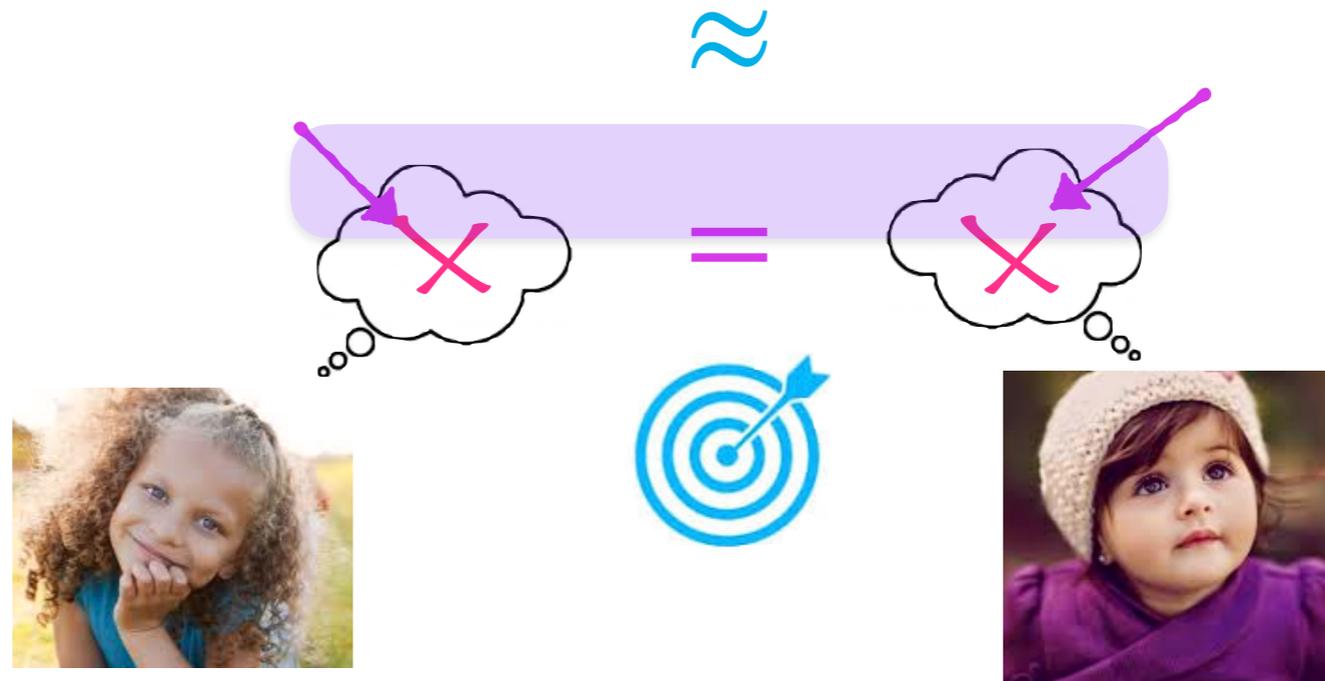
What do you think **that** Jack read __what?



Key building blocks are there



$$\prod_{t \in \text{trigrams}} p(t)$$



And in fact, if the samples are reasonably accurate, low-SES children actually see this building block more often.



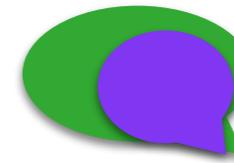
Low-SES
child-directed



2 instances of
3.9K (=0.05%)
8.45/month

What do you think **that** __what happens?

High-SES
child-directed



2 instances of
21K (<0.01%)
3.39/month

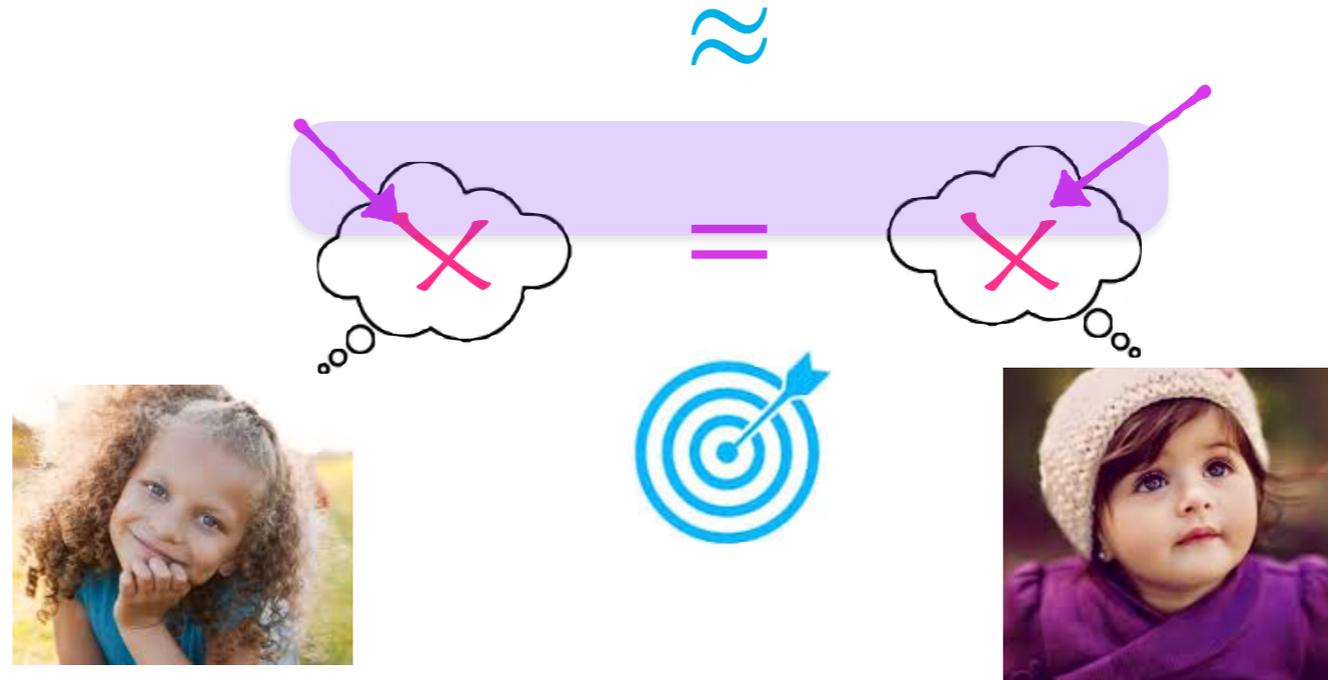
What do you think **that** Jack read __what?



Key building blocks are there



$$\prod_{t \in \text{trigrams}} p(t)$$



Interesting: The **low-SES** *wh*-dependency from the input sample with this building block is typically **judged to be ungrammatical in the high-SES dialect (a *that*-trace violation).**

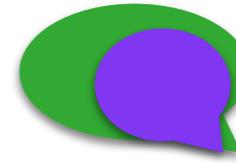


Low-SES
child-directed



2 instances of
3.9K (= .05%)

High-SES
child-directed



2 instances of
21K (< .01%)

~~X~~ What do you think **that** what happens?

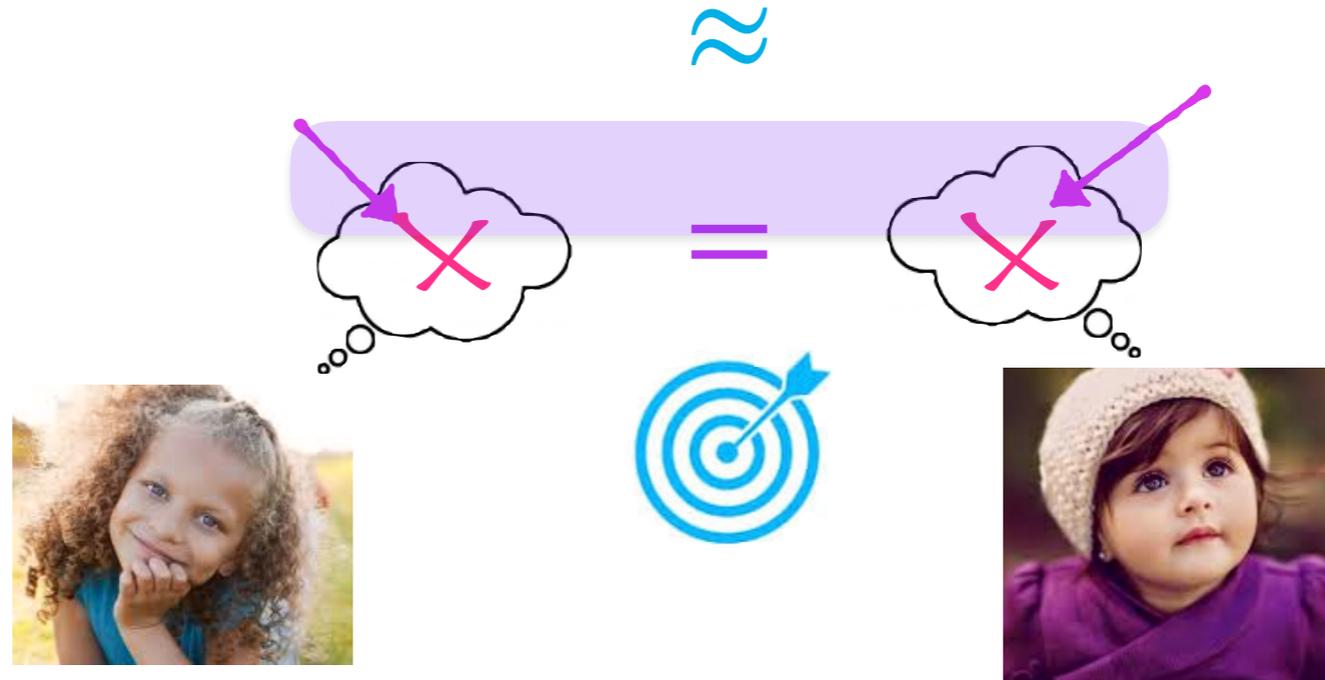
What do you think **that** Jack read what?



Key building blocks are there



$$\prod_{t \in \text{trigrams}} p(t)$$

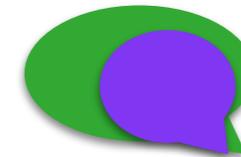


Upshot: Low-SES children are **predicted** to achieve the same learning outcome as high-SES children by **leveraging key building blocks from sources a high-SES child wouldn't hear** (because those sources are ungrammatical for high-SES speakers).

Low-SES
child-directed



High-SES
child-directed



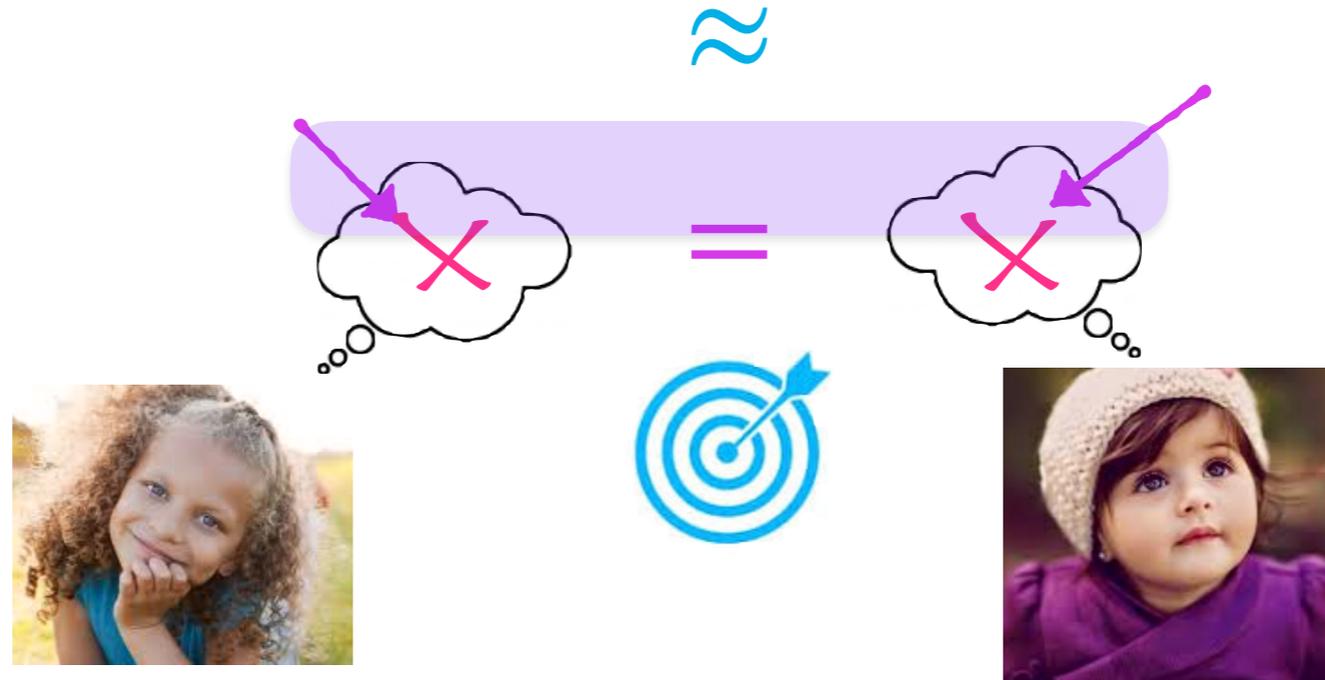
~~X~~ What do you think **that** __what happens?



Key building blocks are there



$$\prod_{t \in \text{trigrams}} p(t)$$



Takeaway: This is one reason why measurable differences in the input might not be developmentally meaningful. Under this learning theory, the building blocks may show up in different places, but they're **still present** in the input.

Low-SES
child-directed



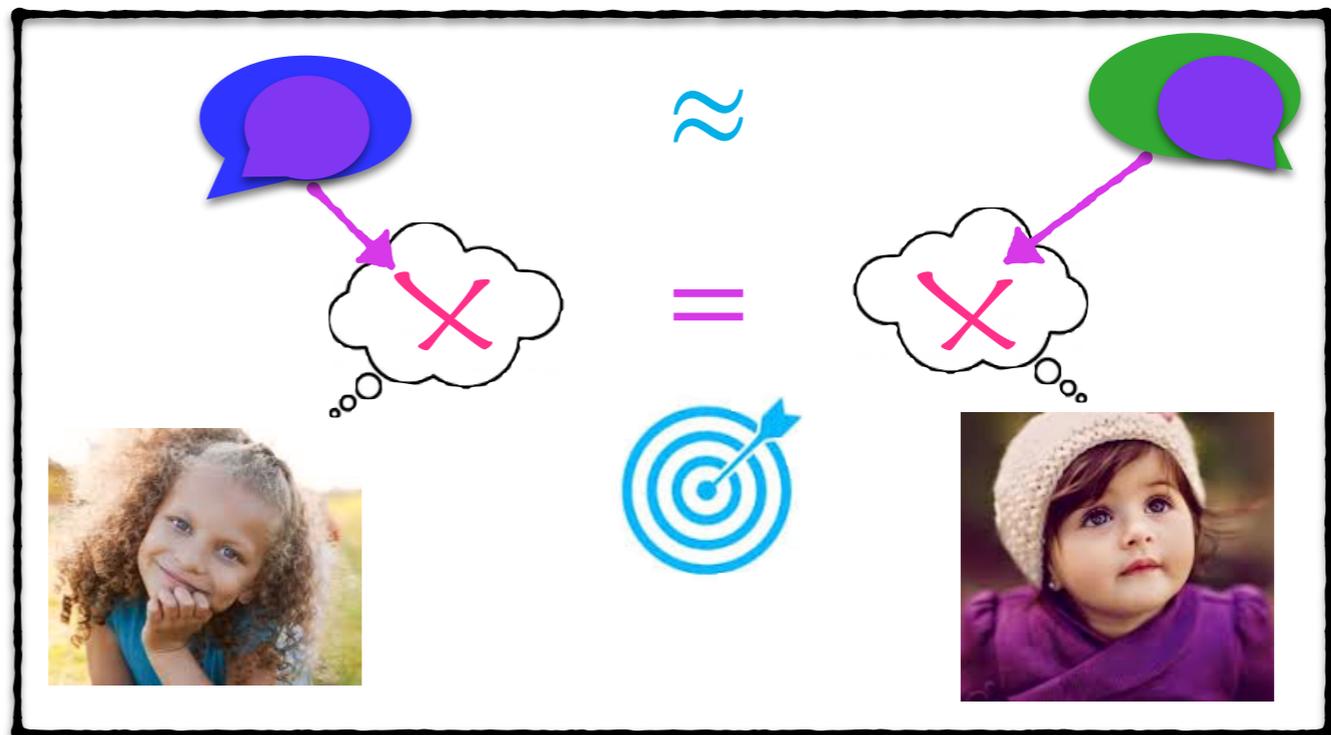
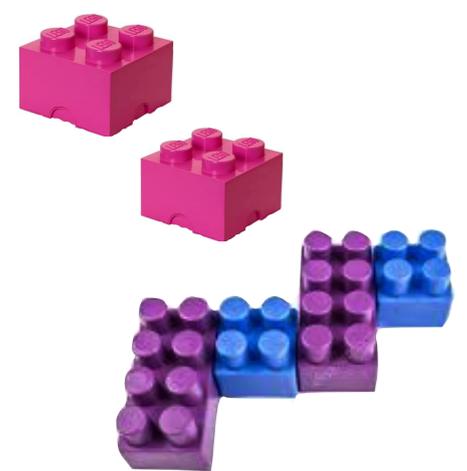
High-SES
child-directed



~~X~~ What do you think **that** ___what happens?



$$\prod_{t \in \text{trigrams}} p(t)$$

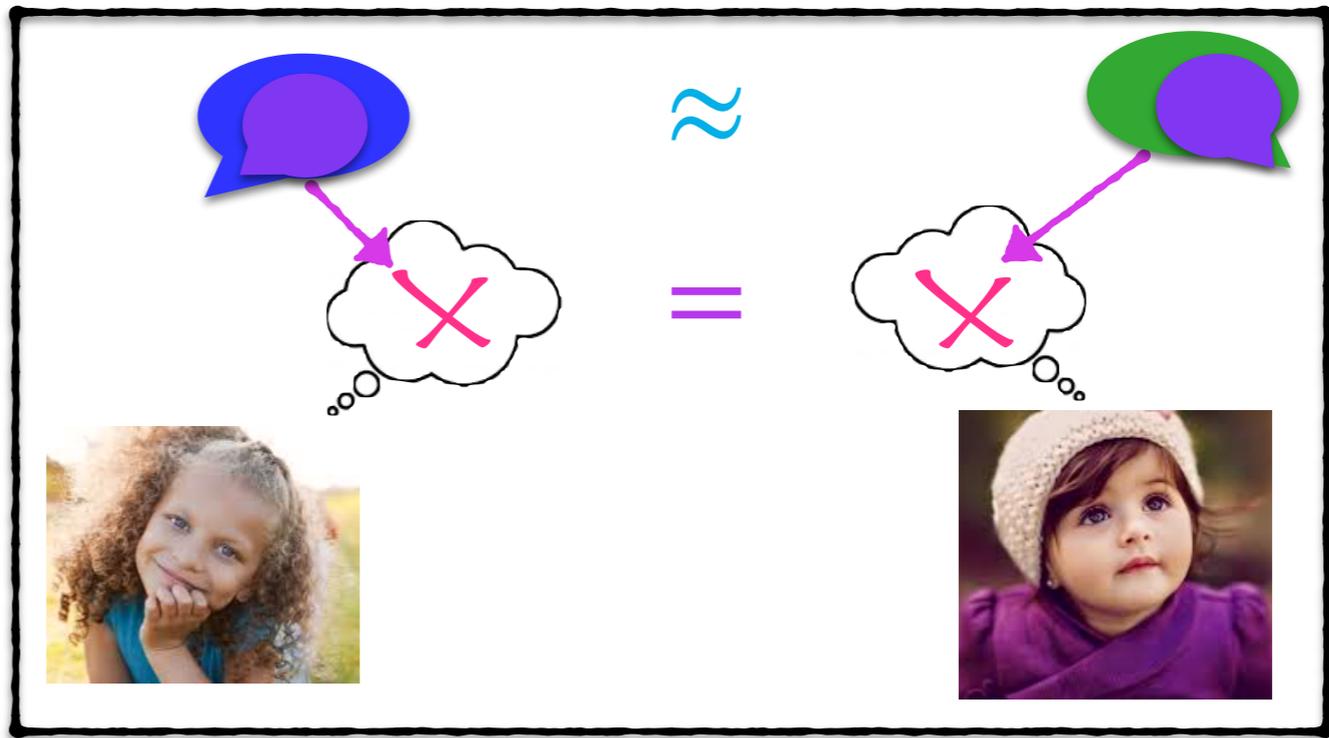
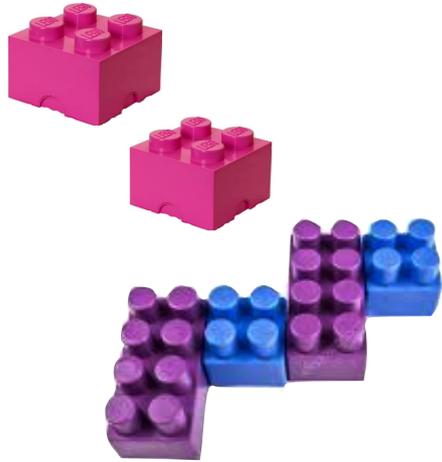


No meaningful input differences **predicted**

So now what?



$$\prod_{t \in \text{trigrams}} p(t)$$



No meaningful input differences **predicted**

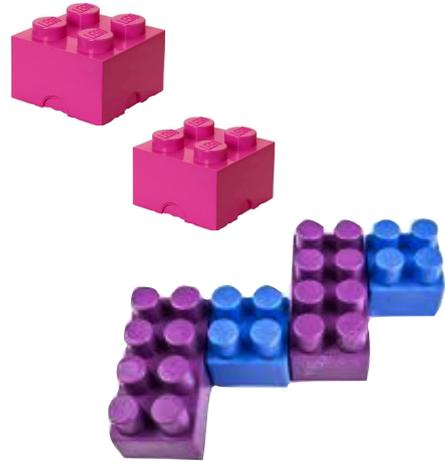
We should **measure the learning outcomes in children across SES** to see if in fact there are any learning outcome differences.



We already know there's no difference for Complex NP islands, despite measurable input differences.



$$\prod_{t \in \text{trigrams}} p(t)$$



No meaningful input differences **predicted**

One caveat: If there are in fact differences, it could be due to **other factors** besides input differences.

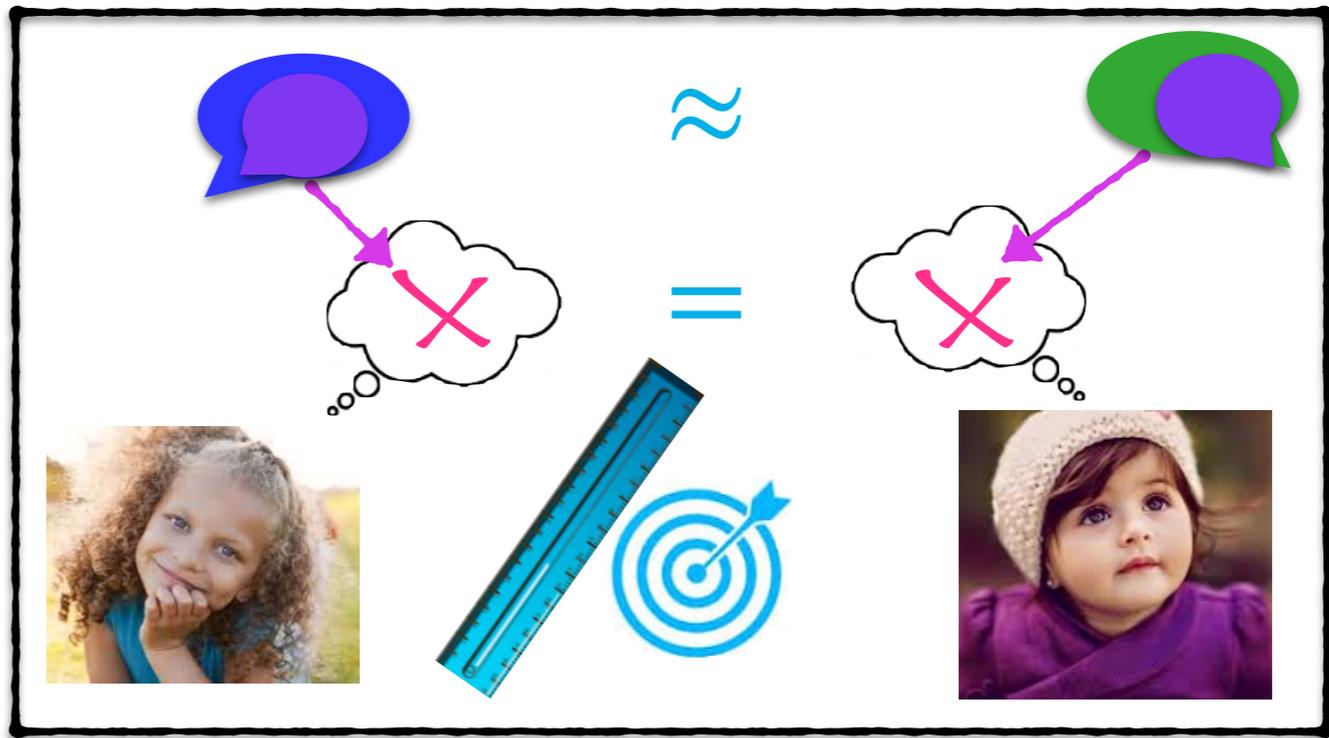
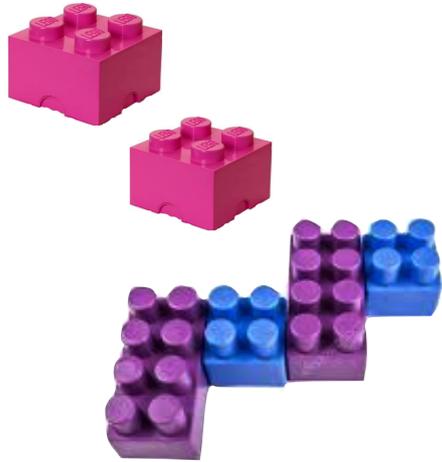


Example factor: **Language processing ability** is known to differ across SES, with low-SES children sometimes slower compared to their high-SES counterparts (Fernald et al. 2013, Weisleder & Fernald 2013). If low-SES children are less able to **harness the information** in their input (**even if it's there**), they might be delayed in acquiring syntactic island knowledge.



Who does

$$\prod_{t \in \text{trigrams}} p(t)$$



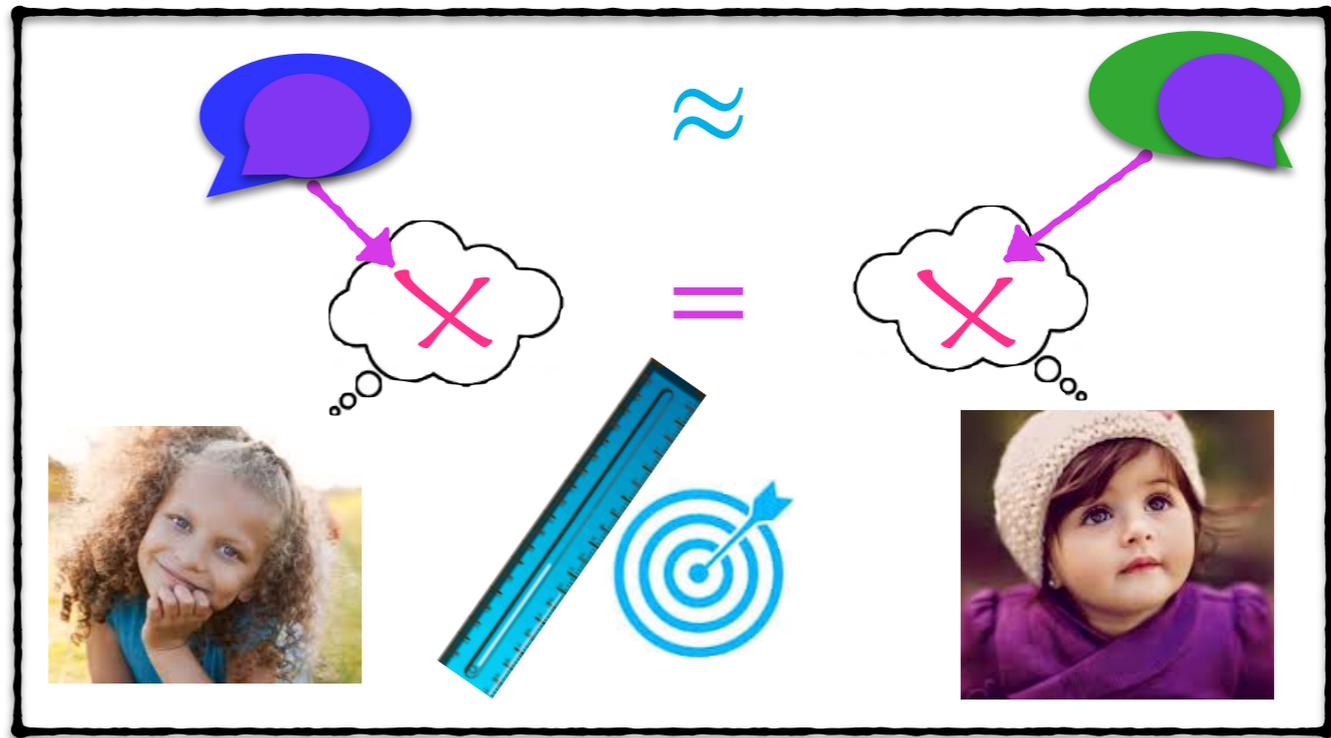
No meaningful input differences **predicted**

But, if there aren't outcome differences (perhaps after any language processing ability differences have resolved), then this supports **syntactic island input quality being the same across SES** (and also that **the learning theory is plausible**).

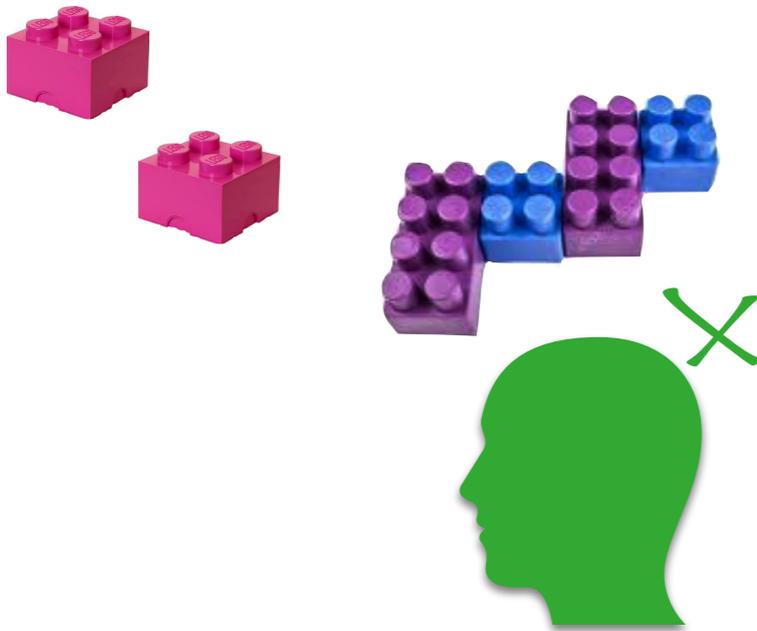




$$\prod_{t \in \text{trigrams}} p(t)$$



Building block origins



Low-SES
child-directed



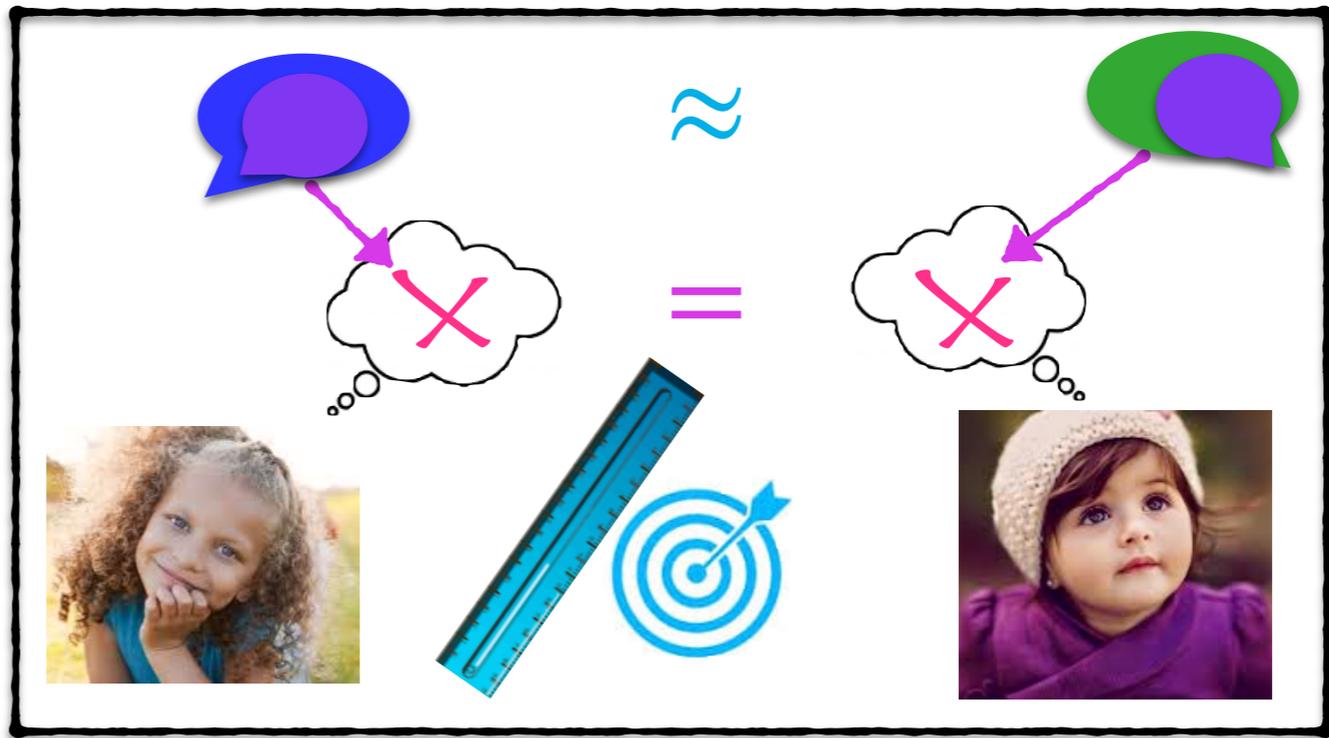
What do you think **that** ____{what} happens?

Remember that key building blocks involving CP_{that} are **predicted** to come from a particular *wh*-dependency in low-SES child-directed speech that's **ungrammatical** in the high-SES dialect.

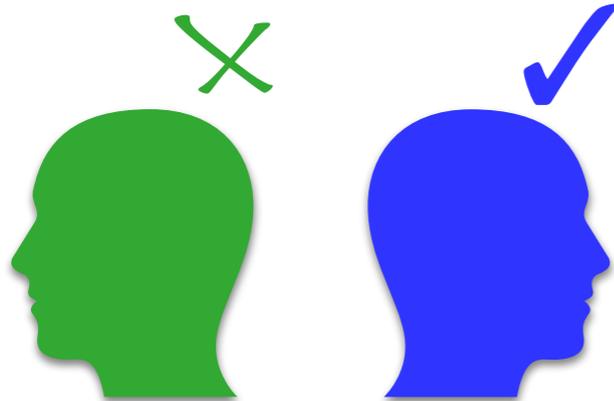
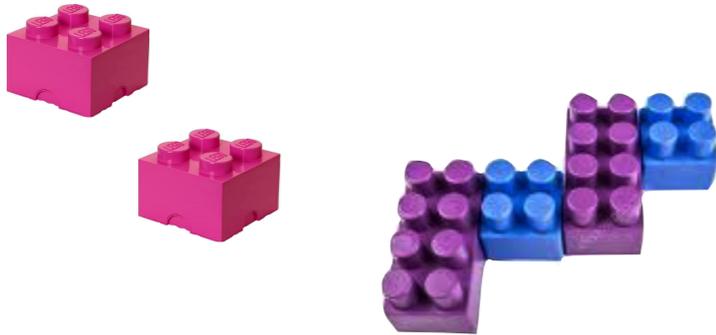


Who does

$$\prod_{t \in \text{trigrams}} p(t)$$



Building block origins



Low-SES
child-directed



What do you think **that** ____{what} happens?

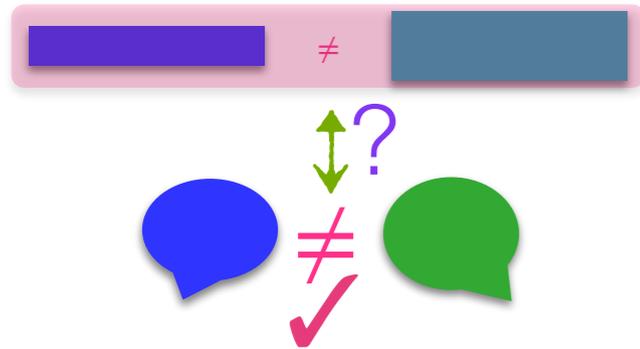
This means low-SES adults are **predicted** to view **this wh-dependency as grammatical** if we expect low-SES children to hear it and harness those crucial CP_{that} building blocks from it.



We can test this.

The big picture

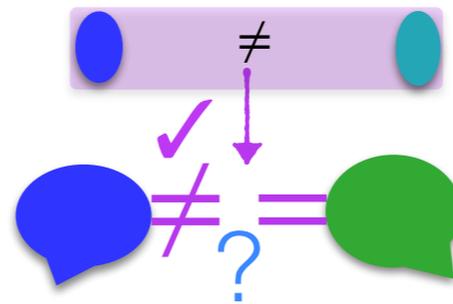
One (standard) way



Developmental computational modeling complements existing techniques for identifying if **input differences** may be developmentally meaningful.

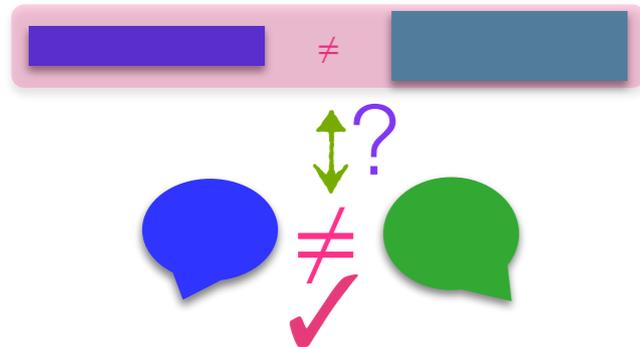


A new (complementary) way



The big picture

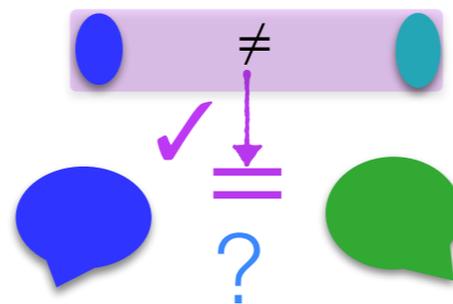
One (standard) way



Developmental computational modeling complements existing techniques for identifying if **input differences** may be developmentally meaningful.



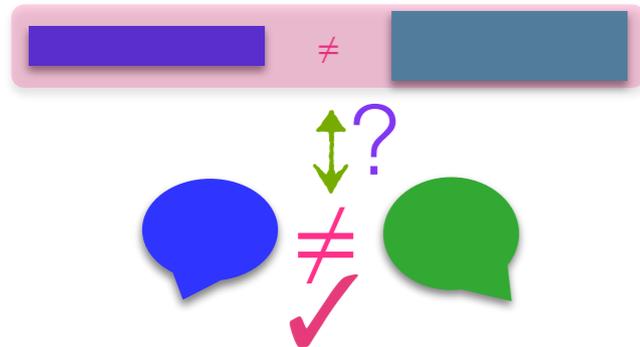
A new (complementary) way



We demonstrated this approach for syntactic island knowledge, and **predicted no meaningful input differences across SES** for knowledge by age four.

The big picture

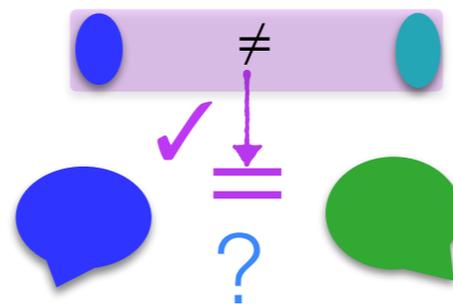
One (standard) way



Developmental computational modeling complements existing techniques for identifying if **input differences** may be developmentally meaningful.



A new (complementary) way



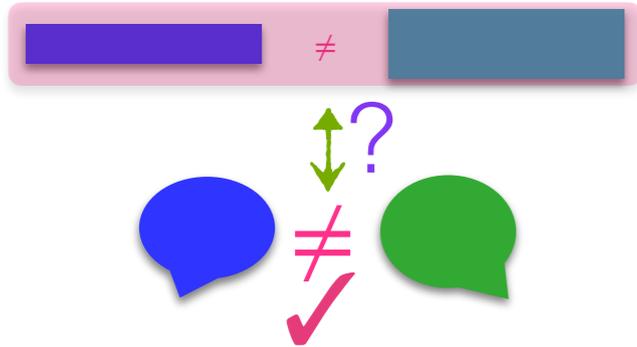
This means we predict that **input-based interventions wouldn't be impactful** if there actually are any **differences** in the acquisition of these syntactic islands across SES.



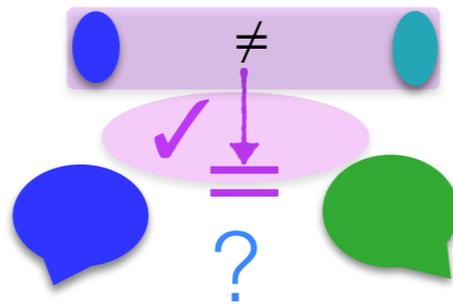
The big picture

Something useful: This technique can provide a **causal explanation** (using the **learning theory** implemented in the model) for how input differences could affect learning outcomes.

One (standard) way



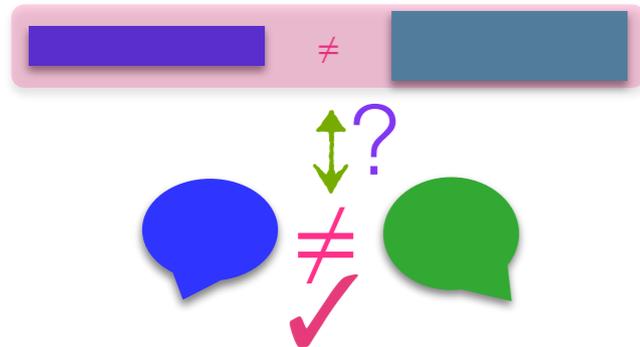
A new (complementary) way



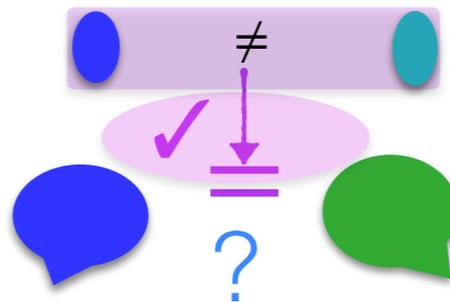
The big picture

Something useful: This technique can provide a **causal explanation** (using the **learning theory** implemented in the model) for how input differences could affect learning outcomes.

One (standard) way



A new (complementary) way

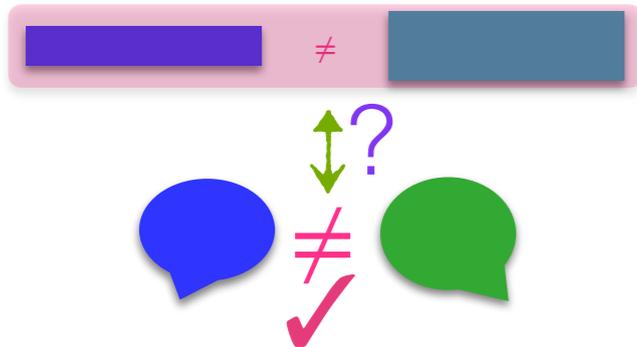


For syntactic islands, the **building blocks** needed for this knowledge don't seem to differ enough across SES to matter by age four.



The big picture

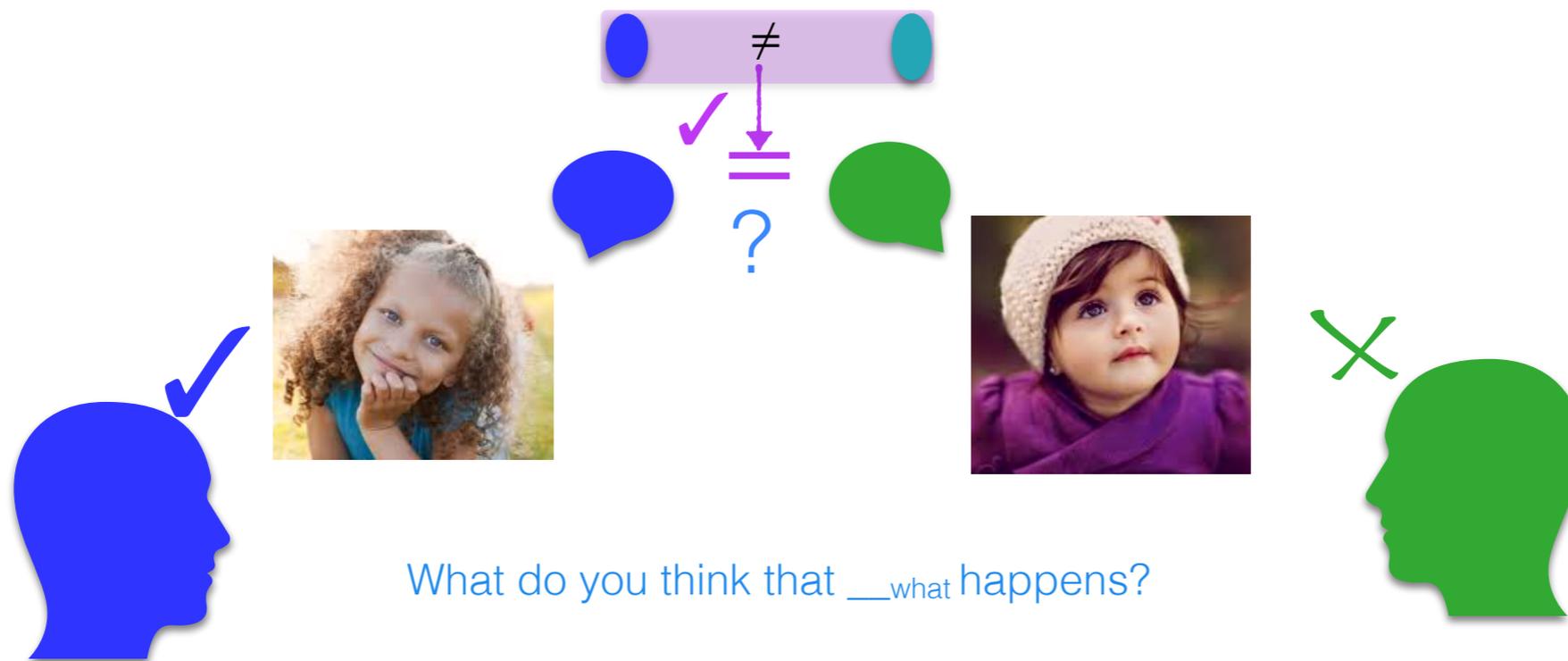
One (standard) way



Something else useful: This technique can make predictions about **differences we might expect** in both child outcomes and eventual adult knowledge.



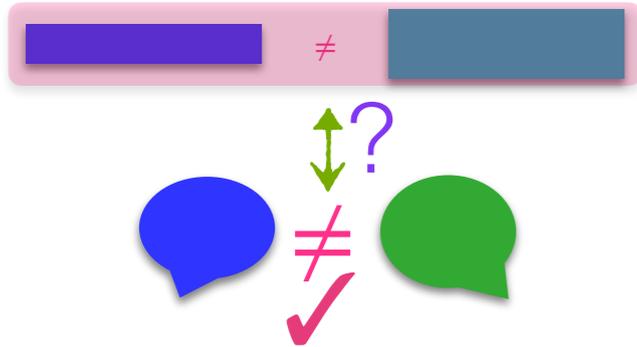
A new (complementary) way



What do you think that ___what happens?

The big picture

One (standard) way



Something important: Any predicted differences still need to be **measured to see if they're actually present**. But at least we have a better idea what to look for.



A new (complementary) way

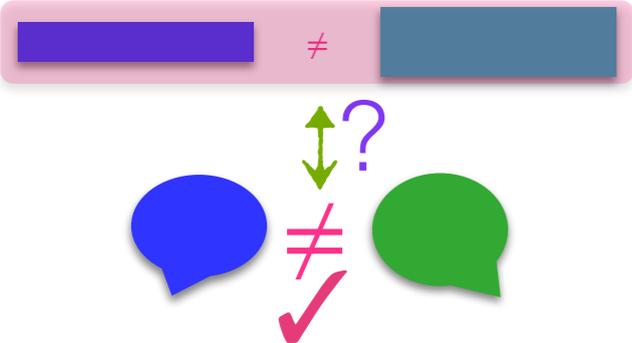


What do you think that what happens?

The big picture

Bonus: Modeling is often **faster** (and **cheaper** to do) than **behavioral work**. So it can be very useful as a first-pass input-quality assessment.

One (standard) way



Extra bonus: Possible to do in pandemic times.

A new (complementary) way



What do you think that what happens?



So let's use **developmental computational modeling** when we want to identify and understand if input variation could be developmentally meaningful!

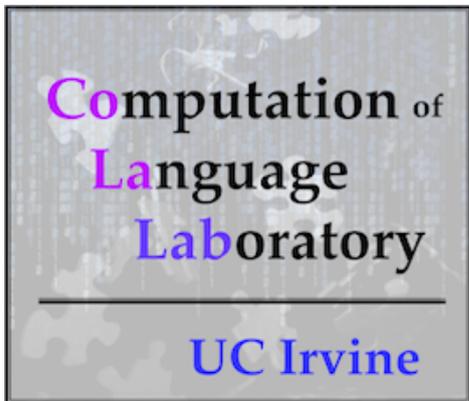
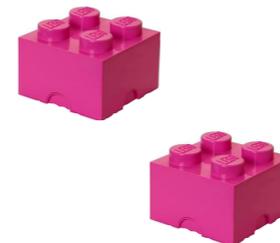
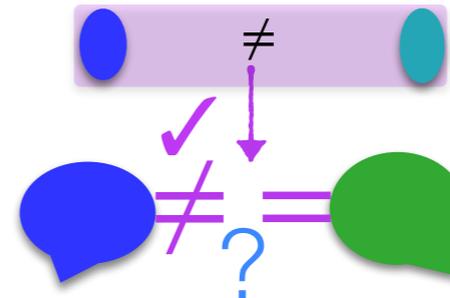


Thank you!

Alandi Bates



BUCLD 2018
UCSD Linguistics 2020
ForMA Group 2020
UMD Linguistics 2020
UCI QuantLang Collective



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