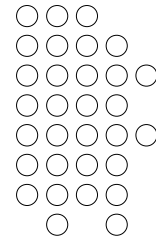


# Conceptual Pacts and Lexical Choice in Conversation

Susan E. Brennan & Herbert H. Clark  
Journal of Experimental Psychology:  
Learning, Memory, and Cognition, 1996.

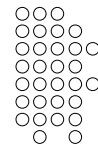
Sinuk Kang  
Meaning Machine, 10/20/04



## Main Question

How people refer something as the same terms?  
How people identify an object during interactions?

- The goal of the study is to understand  
variability and consistency in lexical choices.



## Ahistorical model of reference



- **Informativeness:** People are more likely to give enough information but not too much information to pick out the unique term.
- **Lexical availability:** People are more likely to choose the most available labels such as basic-level terms.
- **Perceptual salience:** People are more likely to describe what is salient about an object.

Problems: No regarding to past references or interactions between speakers and addressers – there might be other variability in speaker's lexical choice

## Example of referring an object



## Historical model of reference



Trial	A	B	C
Card Set	A	B	A
Reference	Shoe	Loafer	Loafer(?)

A card set: loafer (this is only shoe in Set A)

B card set: loafer, high-heeled shoe, and sneaker

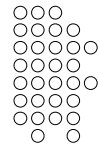
## Historical model of reference



### Four factors

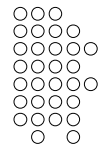
- **Recency:** the most recent successful reference to object (Output/input coordination principle).
- **Frequency of use:** more often referred terms
- **Provisionality:** terms are achieved by an interactive process (verbatim terms)
- **Partner specificity:** terms are specific to a pair of conversational partners.

## Historical explanation, Three experiments



- **Experiment 1:** to compare an ahistorical model to a historical model.
- **Experiment 2:** to test whether speakers mark certain conceptualizations as provisional.
- **Experiment 3:** to test a feature of conceptual pacts.

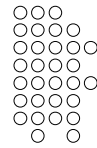
## Experiment



Trial	A	B	C
Card Set	A	B	A
Times of Trial	0, 1, or 4	1 or 4	4

- Card set A: unique trials
- Card Set B: non-unique trials

## Experiment 1. Informativeness



A1	B1	C1
<ul style="list-style-type: none"> <li>• 70% basic-level terms</li> <li>• 20% lexicalized terms</li> <li>• 3% longer descriptive phrases</li> </ul>	<ul style="list-style-type: none"> <li>• 95% more informative</li> <li>• 5% basic-level terms</li> </ul>	<ul style="list-style-type: none"> <li>• 52% more specific terms they has used in the B trials</li> <li>• 40% same terms from the last B trial to the C1</li> </ul>

## Experiment 1. Lexical entrainment

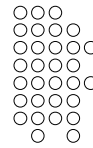


- Director were consistent in the terms they used in refereeing to the same object

A3-A4	B3-B4	C3-C4
• 81%	• 71%	• 90%

## Experiment 1.

### Frequency of use



- People continue to rely on the more specific conceptualization.
- 53% of the time, exactly the same term uses across all four C trials (2/3 from the B trials and 1/3 from the A trials).

Frequency of use and recency better accounts for repeated referring than informativness.

## Experiment 2.

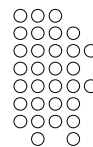
### Provisionality

Hedges - there were significantly more hedges in B1 than in A1. Hedges decreased in the C trials.

### Adaptability

Once people firmly established the conceptual precedents, they were likely to revert to the basic-level terms (49% C trials from B terms contained the basic-level terms).

- No effect of roles on the patterns



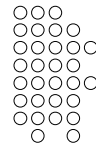
## Experiment 3.

### Partner-specific effect

(same-partner vs. switch-partner)

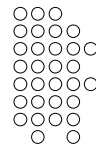
**Lexical entrainment:** In the same-partners, the same terms were more often used.

**Basic-level terms:** In a switch-partner condition, unadorned basic-level terms increased.



## Summary

1. Support a historical model of referring.
2. Conceptual pacts, lexical entrainments, provisionality, and adaptability through interactive grounding process.



## **Discussion**

- 1. What are differences (or similarities) in people's referring an object between with human partners and with computer partners?**
- 2. How to improve speech recognition by machines?**

