

Simulating language change and dynamics — example of Setswana

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Stop devoicing in Setswana

- language from the Sotho-Tswana group of Bantu languages
- voiced and voiceless stops contrast in some contexts but stops are neutralized to voiceless post-nasally: /Nb/ → [Np]
- ↳ *unintuitive* in that greater articulatory effort is required to terminate voicing than to maintain it

examples:

voiced/voiceless contrast:			
Bana baa mpatla	<i>The children are looking for me</i>	Bana baa rebatla	<i>The children are looking for us</i>
post-nasal neutralization:			
m.pa.tla	<i>want me</i>	re.ba.tla	<i>want us</i>
m.po.tsa	<i>ask me</i>	re.bo.tsa	<i>ask us</i>
m.pu.le.la	<i>open (for) me</i>	re.bu.le.la	<i>open (for) us</i>

- strengthening and weakening in Setswana [1]:
 - observed variation: *voiced stop – voiceless stop – ejective*
- Coetzee and Pretorius [2] found:
 - one group of speakers applied aerodynamic and mechanical forces during closure voicing, without employing any phonological rule
 - another group realized the whole closure duration with voicing
 - speakers developed a rule of post-nasal voicing by phonologizing spontaneous partial voicing
 - phonological rules are phonologizations of phonetically driven sound changes [3]

Analyzed speech data

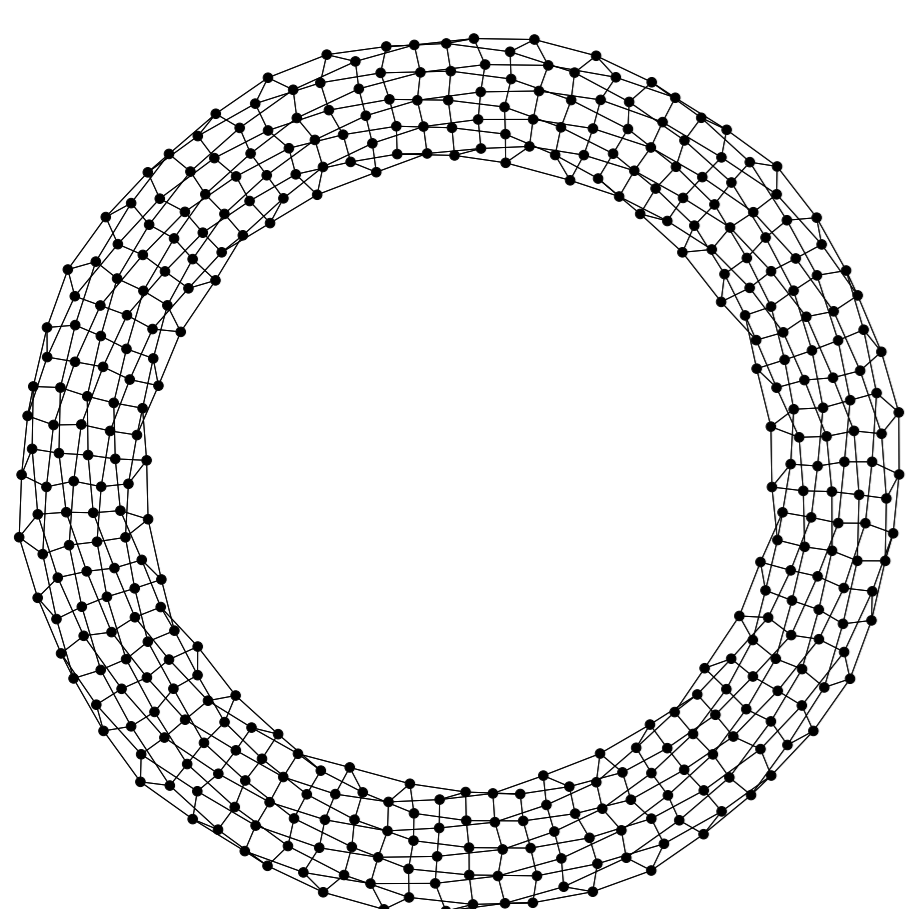
- data from Coetzee and Pretorius [2] & NCHTL Speech Corpus [4]

The KaMoso Framework

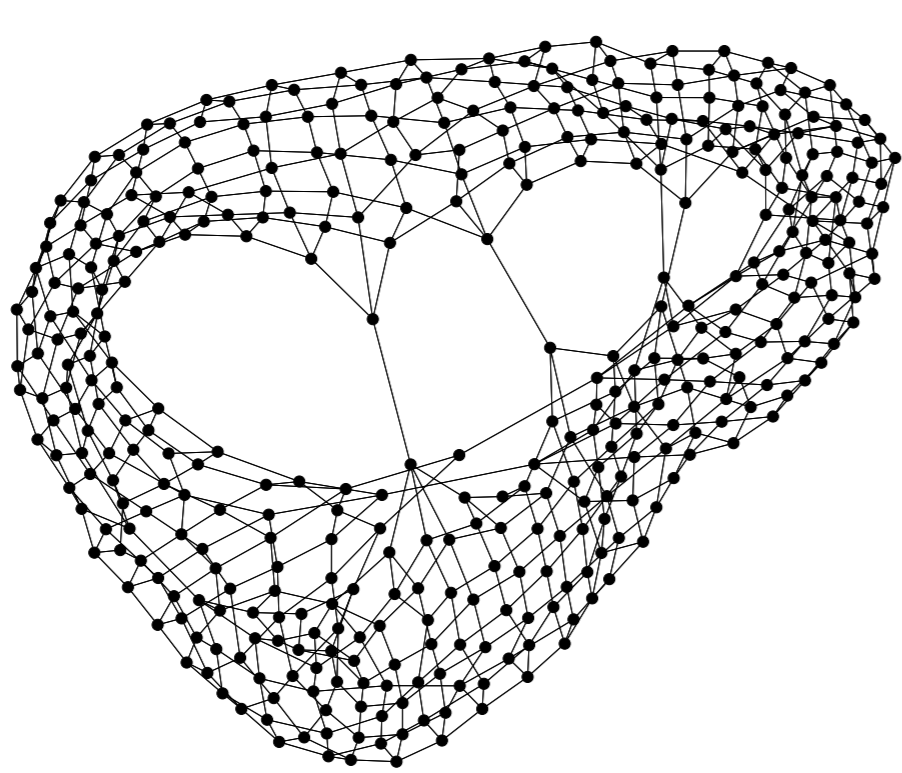
- computational multi-agent simulation framework
- based on Exemplar Theory [5, 6] and Social Impact Theory [7]

individual level	population level
<ul style="list-style-type: none"> • limited memory / life span • percepts stored in memory <ul style="list-style-type: none"> • perceptual warping • rich phonetic detail • social / indexical information • exemplar-based production <ul style="list-style-type: none"> • weighted target score: <ul style="list-style-type: none"> — α: phonetic prototypicality — β: status of original speaker — γ: closeness of original speaker 	<ul style="list-style-type: none"> • dynamics for many epochs • different network topologies <ul style="list-style-type: none"> • defining social distances • generated or pre-defined networks • different speaker–listener interactions based on social status or distance

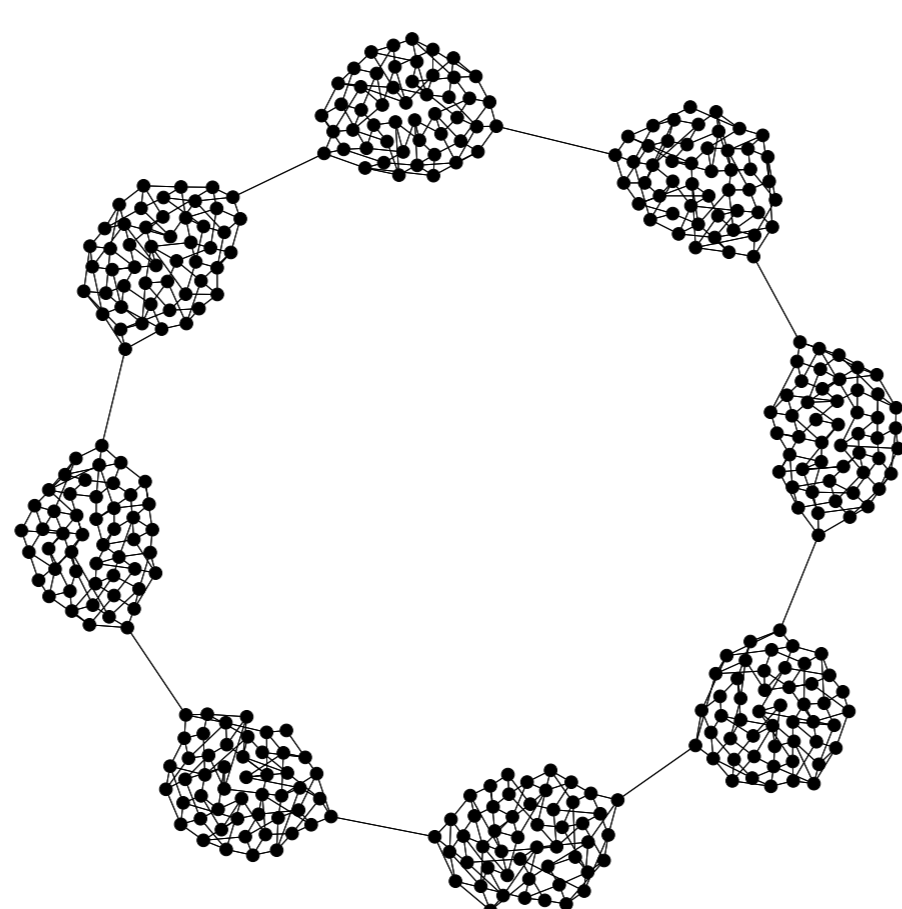
- comparing different target selection weights, interaction schemes and different social network topologies:



regular torus
(closed 40×10 grid)



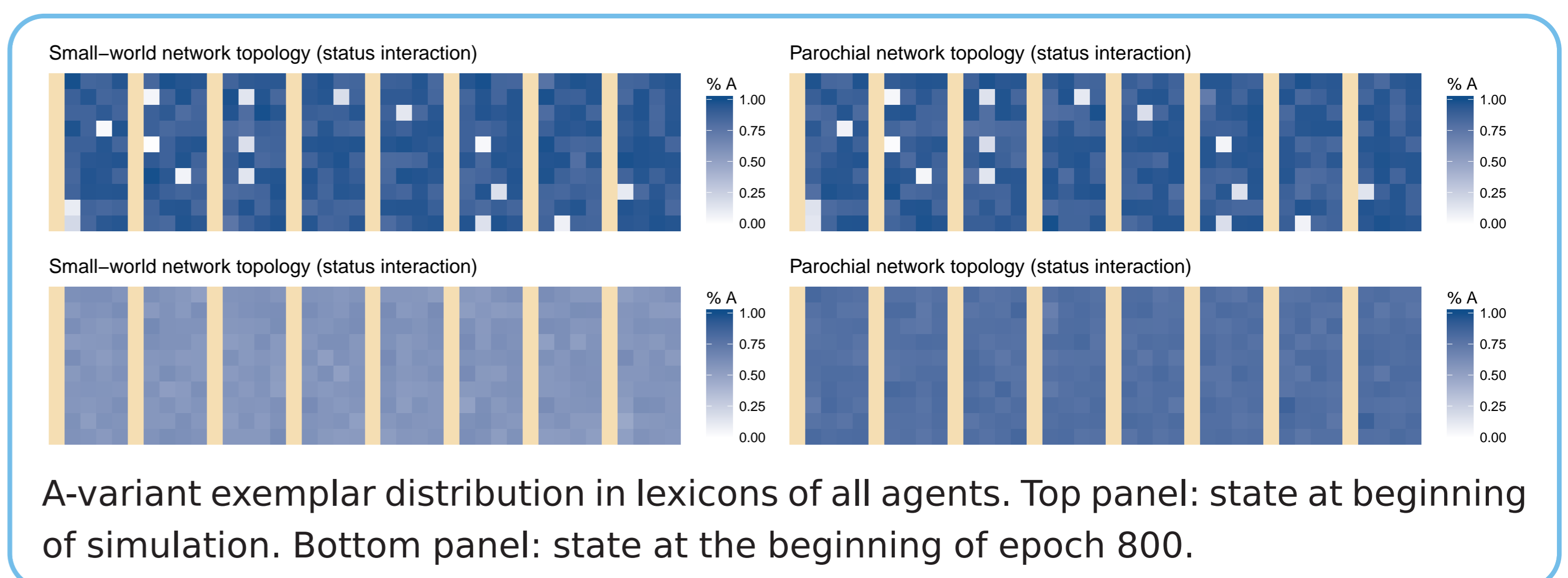
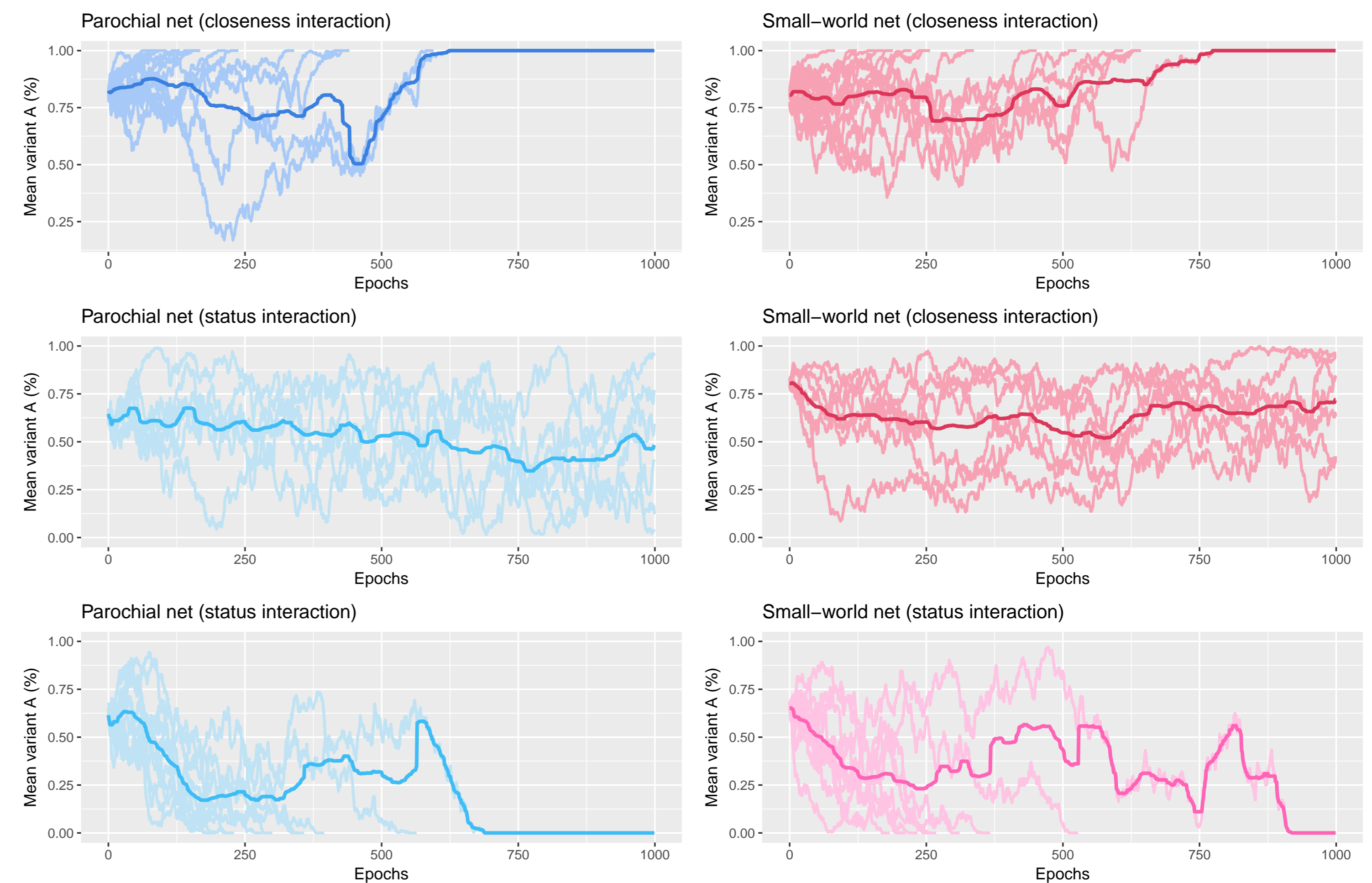
small world network
(based on 40×10 grid)



parochial network
(5×10×8 nodes)

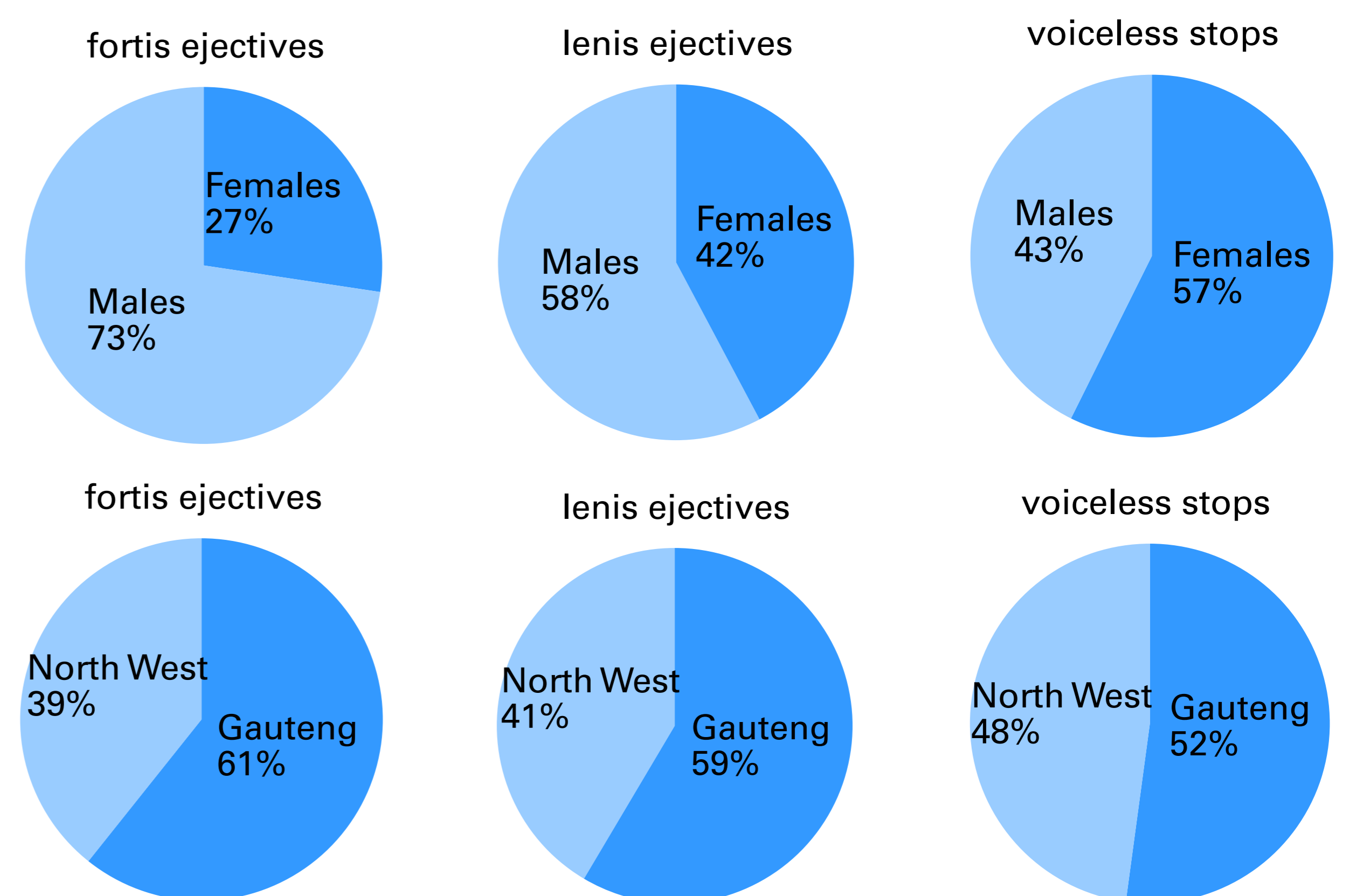
Simulations with KaMoso

- variant A (initial majority) vs. variant B (initially with high status)
- using parameter optimization to match observed variant distribution:



A-variant exemplar distribution in lexicons of all agents. Top panel: state at beginning of simulation. Bottom panel: state at the beginning of epoch 800.

Social factors in production of ejectives



Acoustic classification of ejectives using parameters according to Kingston [8]

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References

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[7] D. Nettle. Using social impact theory to simulate language change. *Lingua*, 108(2-3):95–117, 1999.

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Java source code, R scripts and sample data can be downloaded at:
<https://github.com/simphon/KaMoso>

