

# REVISITING COMPUTATIONAL COMPLEXITY IN PHONOLOGY

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### Complexity

*Complexity* of phonology is a term with many meanings:

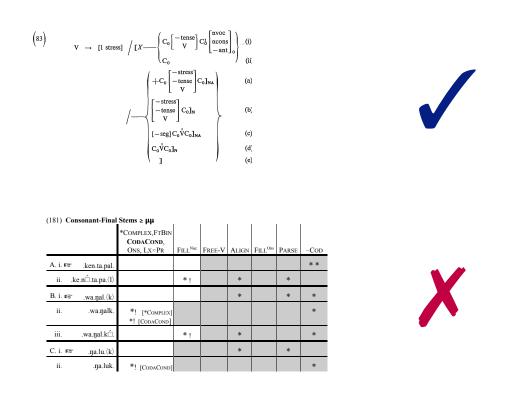
- how big is the inventory?
- how many rules/constraints are there?
- how long is the biggest rule/constraint?
- how long might it take to apply rules/constraints?
- how long might it take to learn rules/constraints?

Here we're using computational complexity of evaluating rules/constraints.

#### SPE and OT

Under slight restrictions, an SPE grammar is a finite-state transducer, so produces surface form  $time\ (t \propto n)$  [5]. Even with weaker assumptions, we can see it's  $\propto n^2$ .

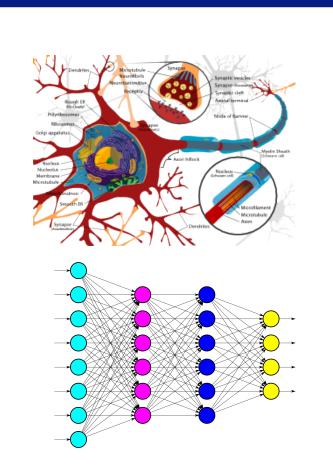
Analysing OT is awkward (richness of the base!). Simplified OT was early shown to be *NP-hard* (i.e. probably intractable) when constraints are part of problem [1].



## Complexity of the brain

Our understanding of low-level neuronal connections is quite good, and that's about all. Some evidence that phonemes, even features, locate in mm-sized regions (ca.  $10^4$  neurons) [6].

Neural nets are a fashionable computer model used for machine learning (mis-called AI). They are far simpler than the brain – but we don't even have good ways of analysing their complexity. So what can we do? Give up?



### Computational Complexity ...

... in computer science, is how the time (or other resource) taken to compute the answer to a problem depends on the size of the problem.





## Is OT really that bad?

[1] shows OT is NP-hard (at least as bad as NP). But is it only NP, or is it worse?

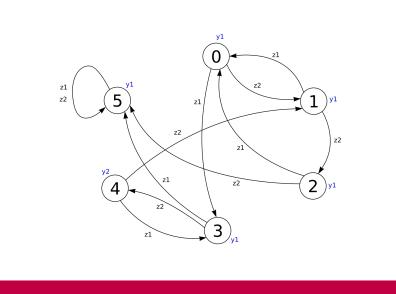
We can't (yet) show that OT is better than **ExpTime** - very bad!



- constraint set should be treated as fixed, not part of the problem size – evaluation is linear in input string length [2]
- OT grammars don't have to be lists of constraints – there are more efficient representations as automata



 $t \propto \exp(|constraints|)$ × |input|

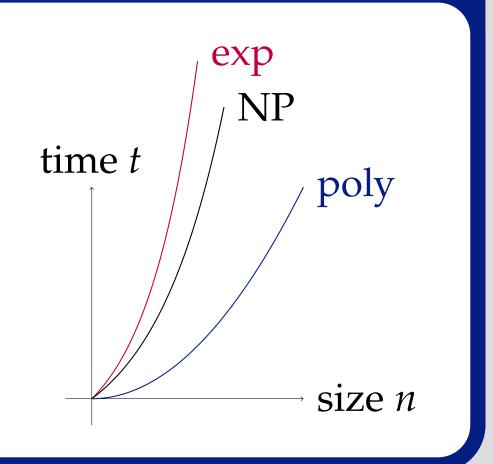


# Polynomial or not

Generally, if time is polynomial (P) in problem size (e.g.  $t \propto n^2$ ), we think of the problem as tractable.

If it grows faster (e.g. exponentially) we consider it intractable.

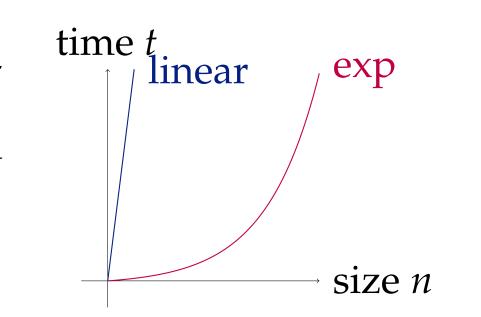
Many real problems are 'in-between' in NP, which we think is intractable, but we don't know.



[4] relies on 'constants don't matter': in complex-

Sorry: they do. The automata are exponentially

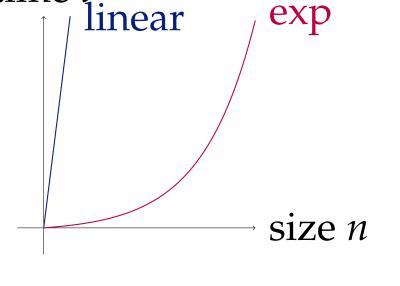
And  $\infty \approx 20$ 



#### Constants do matter

ity theory,  $t = 10^{10}n$  is tractable.

bigger than the constraint lists.



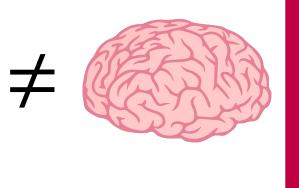
#### . is it useful?

Usually, complexity means the number of steps on a simple single-processor, unlimited memory, model of computation.

The brain is not such – it is a massively parallel highly connected collection of neurons.

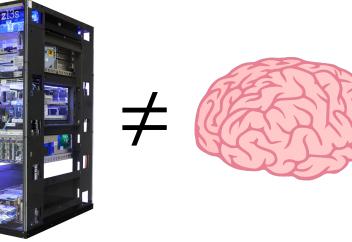
A logic gate may connect to 2 or 3 other gates; a neuron may connect to 10000 other neurons! Anyway, complexity is usually only interesting asymptotically as n goes to infinity. In phonology, who cares about infinity?





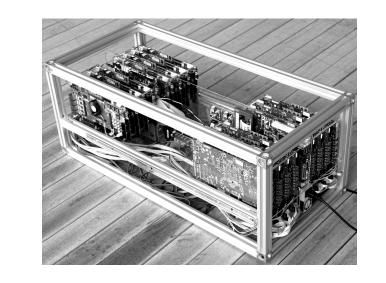
 $\infty \approx 20$ ?

#### But...



#### Hardware models of the brain

[3] designed an FPGA-based simplified model with high (1000) connectivity and semi-realistic inter-neuron communication. The base model has 256k 'neurons', enough for playing with small phonology-sized systems.



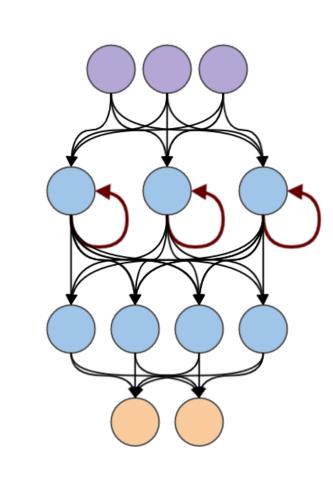
# OT is parallel

Tentative model in [3]-style model:

- input strings as chains of neuron ensembles forming a buffer (cf. short-term memory)
- feature-computing ensembles fed from input, and feeding in parallel to
- constraint ensembles also fed from input, and activating
- output buffer ensembles

Complexity is irrelevant!

Need to implement in simulation, and then get the hardware . . .



#### References

[1] Jason Eisner. Efficient generation in primitive Optimality Theory. In Proceedings of the 35th Annual Meeting of the Association for Computational Linguistics (ACL), pages 313–320, Madrid, July 1997. URL: http://cs.jhu.edu/~jason/papers/#acl97.

[2] T. Mark Ellison. Phonological derivation in optimality theory. In 15th International Conference on Computational Linguistics, COLING 1994, Kyoto, Japan, August 5-9, 1994, pages 1007-1013, 1994. URL: https://aclanthology.org/C94-2163/.

[3] Paul J. Fox. Massively parallel neural computation. Technical report UCAM-CL-TR-830, University of Cambridge, Computer Laboratory, March 2013. DOI: 10.48456/tr-830. URL: https://www.cl.cam.ac.uk/techreports/UCAM-CL-TR-830.pdf.

[4] Jeffrey Heinz, Gregory Kobele, and Jason Riggle. Evaluating the complexity of Optimality Theory. Linguistic Inquiry, 40(2):277– 288, 2009.

[5] Ronald M. Kaplan and Martin Kay. Regular models of phonological rule systems. *Computational Linguistics*, 20(3):331–378, 1994. URL: https://aclanthology.org/J94-3001.

[6] Nima Mesgarani, Connie Cheung, Keith Johnson, and Edweard F Chang. Phonetic feature encoding in human superior temporal gyrus. Science, 343(6174):1006-1010, 2014. DOI: 10.1126/science.1245994.