Wait for it: Predicted Error vs. Prediction Error in Language Processing Phillip M. Alday Jona Sassenhagen Scott Coussens Ina Bornkessel-Schlesewsky

Introduction

The free-energy principle [1, 2], provides a parsimonious account expectation-maximization process in a hierarchical model. In th however, pre-activation is not necessarily restricted to simple He partially pooled stochastic computation across multiple timesca Bayesian framework or long-term memory in neurocognitive term

What to expect when you're expecting

Recent attempts to quantitatively model the N400 through info entropy, [3]) capture a large part of this variation through condi measures fail to capture the effect of explicit markers of information "importantly", whose conditional frequency is uniformly low.

Design plausibility example cue no cue plausible The **kind** doctor gave no cue implausible The **kind** doctor gave plausible The strange doctor ga cue implausible The **strange** doctor ga cue

Behavioral Results

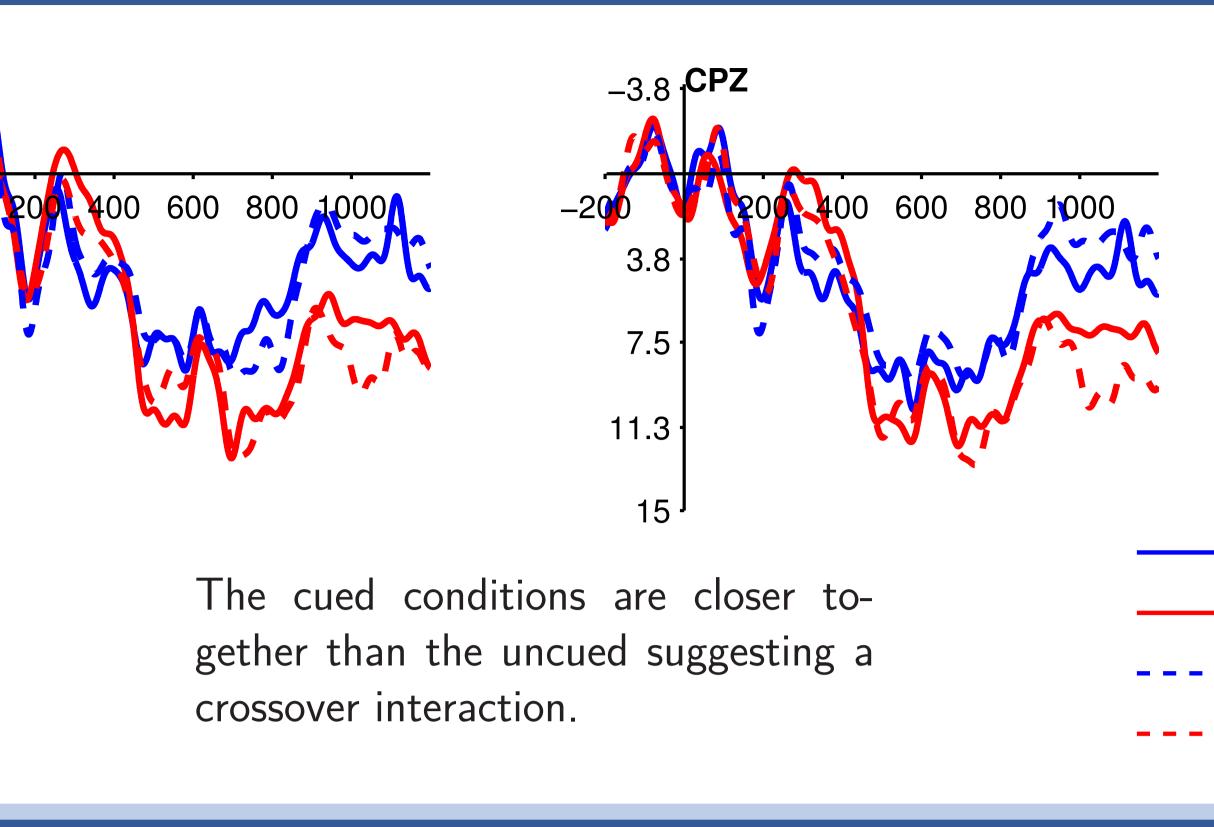
Error bars represent 95% confidence **Reaction Time** 100 600 ц 9^{400 –} Cue no cue cue 200 implausible plausible Plausibility

Cueing and plausibility have additive (main) effects upon reaction time. Cueing leads to more complex expectations and longer reaction times.

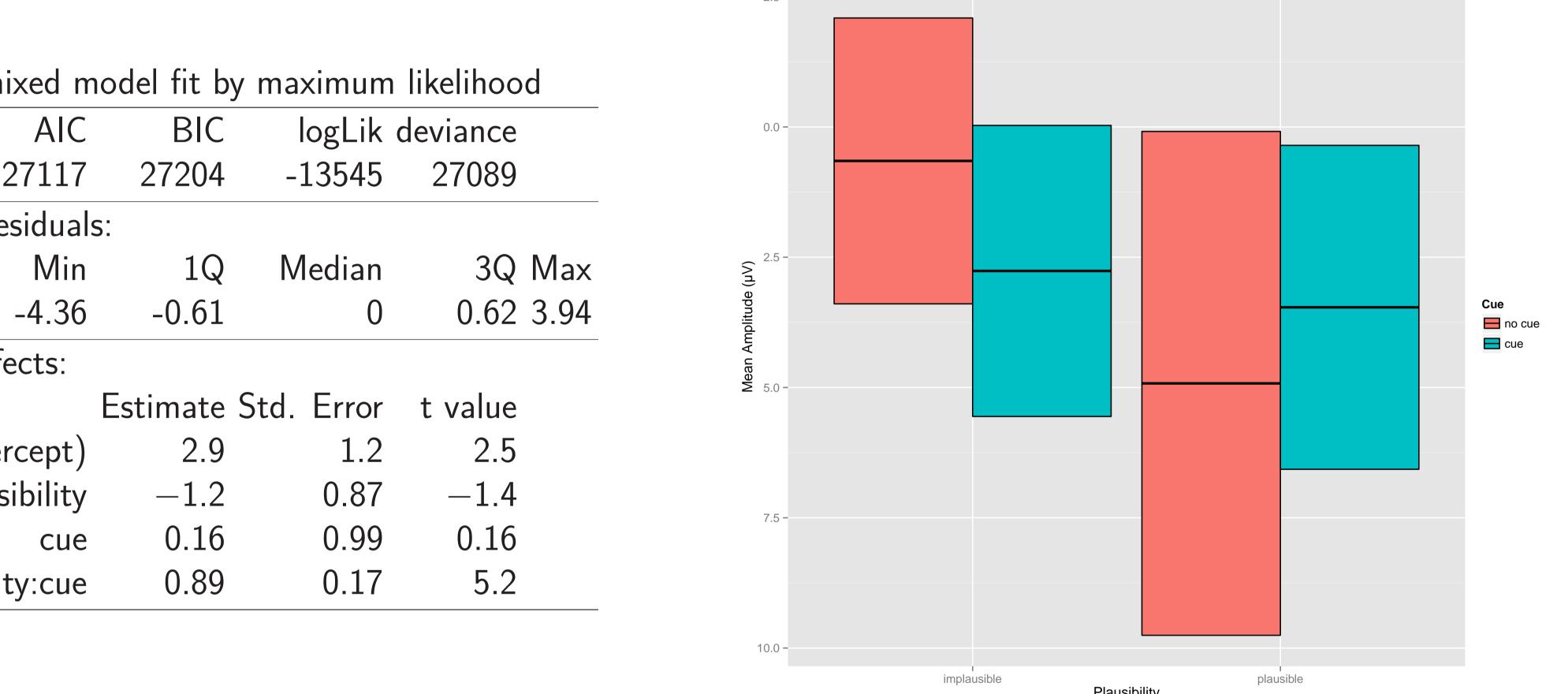
The ity. but

Literature

	ERP Results
int of cortical activity as an his framework, prediction is pre-activation; Hebbian association, but is rather an integrative, ales, including an infinite past (a prior in the erms).	-3.8 CZ -200 200 400 3.8 7.5
formation theoretic measures (e.g. surprisal, ditional frequency distributions, but naive corpus nation content such as "surprisingly" or	11.3 15
e his patient a red lollipop. e his patient a red fork. gave his patient a red lollipop. gave his patient a red fork.	Analysis Single-trial mean
	Linear mixed mo
re intervals.	AIC 27117 Scaled residuals: Min -4.36 Fixed effects: E (Intercept) plausibility
50 - 50 - 50 - 50 - 50 - 50 - 50 - 50 -	cue plausibility:cue
	The crossove
0 implausible Plausibility plausible	Conclusion Naive stochastic r information-theor through syntax [5 are not the surface
ere is a crossover interaction for cueing and plausibil- Coherent cueing leads to an increase in plausibility, t incoherent cueing decreases plausibility.	Prediction arises and information because predictio



I mean amplitude in the N400 time window was analyzed with mixed-effects models [4].



crossover interaction dominates the well-established main effect for plausibility in this small sample (n=13).

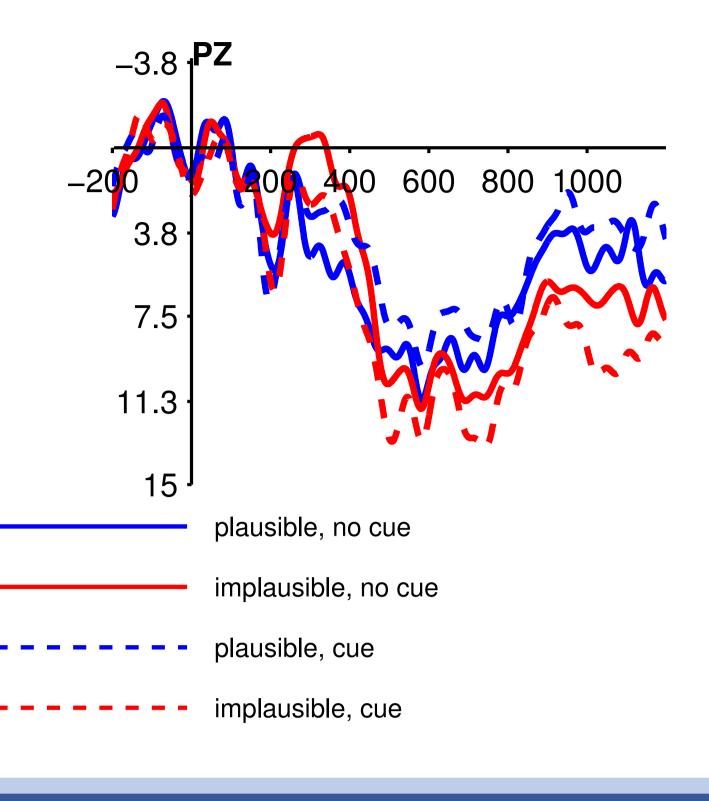
sion

chastic measures (e.g. co-occurrences or transition probability) capture only part of the the on-theoretic surprisal that the N400 indexes. Information content — whether expressed syntax [5], semantics [6] or pragmatics [7] — may ultimately rely on frequencies, but they ne surface frequencies of simple co-occurrences and local transition probabilities.

arises from a hierarchical, generative model that pools both distributional information mation about expected distributions. A predicted error can reduce the prediction error rediction overrides and overcomes frequency.







Effects with 95% confidence intervals as modelled

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