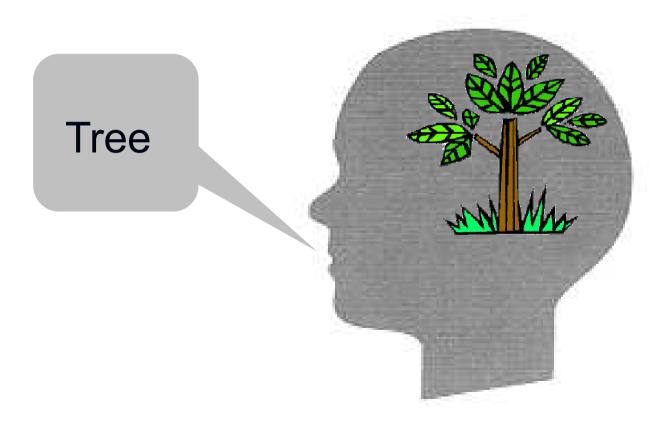
Holger Diessel University of Jena

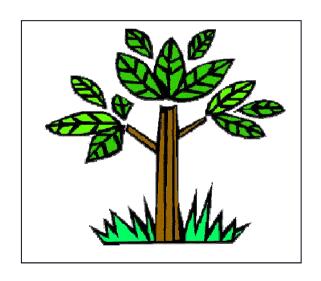
holger.diessel@uni-jena.de http://www.holger-diessel.de/

Categories are the basic elements of human cognition; they "are the glue of our mental world" (Murphy 2002).

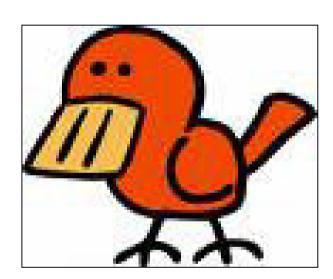


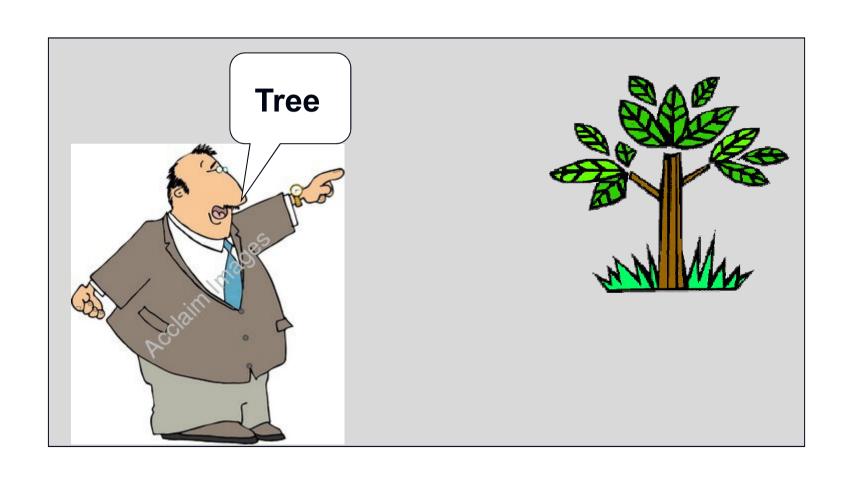


What's in a word?







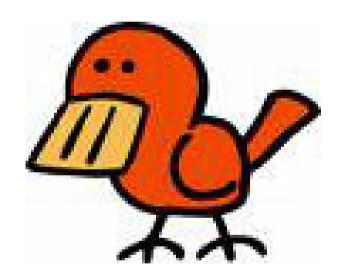


- Love, hate, war
- Running, reading, thinking
- Warm, cold
- Black, white

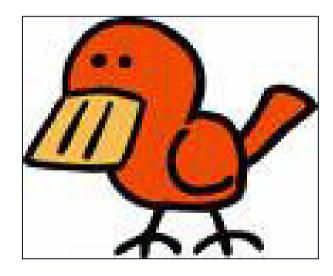
How are categories mentally organized?

- Classical view
- Prototype view
- Exemplar view

What is a bird?

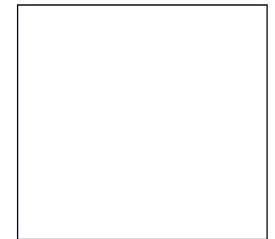


- A bird is an animal.
- It has feathers.
- It has two wings.
- It has a beak.
- It lays eggs.
- It can usually fly.



Categories are defined by necessary and sufficient criteria.

What is a square?



- A square is a closed, flat figure.
- It has four sides.
- All sides are equal in length.
- All interior angles are equal.

- Necessary and sufficient criteria.
- Clear-cut boundaries between neighboring categories.
- All category members have equal status.

## **Problems**

Which features should be included on the feature list?

Can all birds fly?



Is flying an exclusive feature of birds?

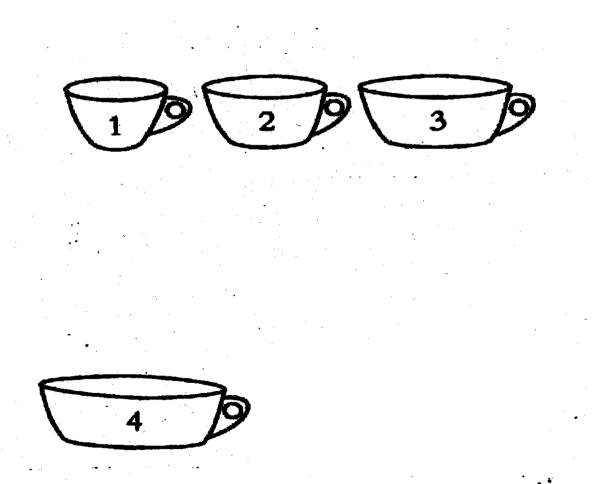


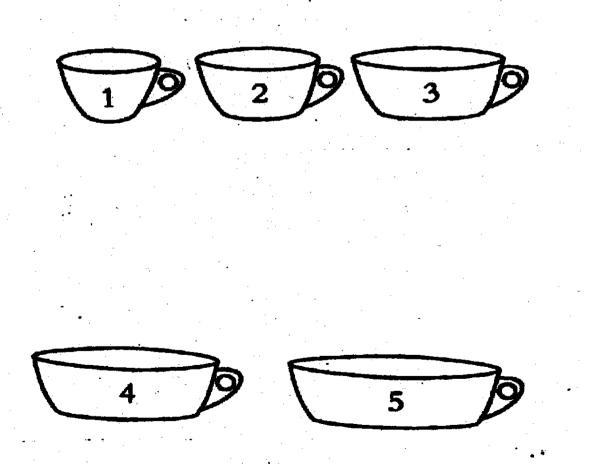
Some categories have fuzzy boundaries.













Some category members do not have a single feature in common.

# Wittgenstein 1956

- Board games
- Card games
- Ball games
- Olympic games
- War games
- Computer games

Games are played for fun and amusement.



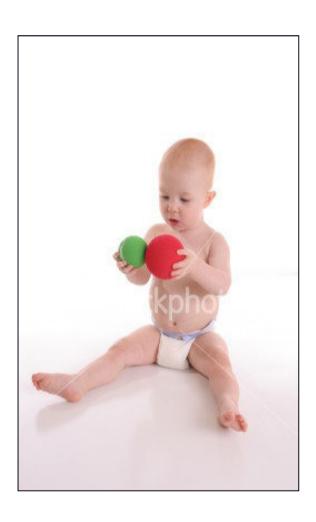
Games involve opposing teams.



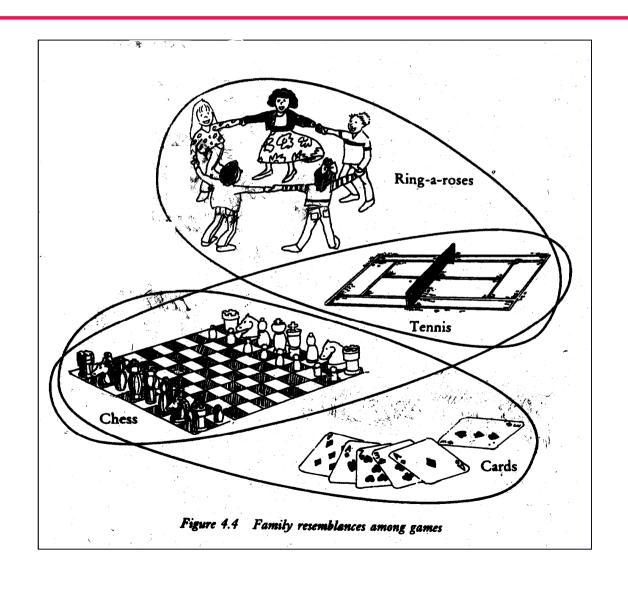


Games have winners and loosers.





# Family resemblance



### **Alternative views**

Eleanor Rosch: The prototype view

### The prototype view

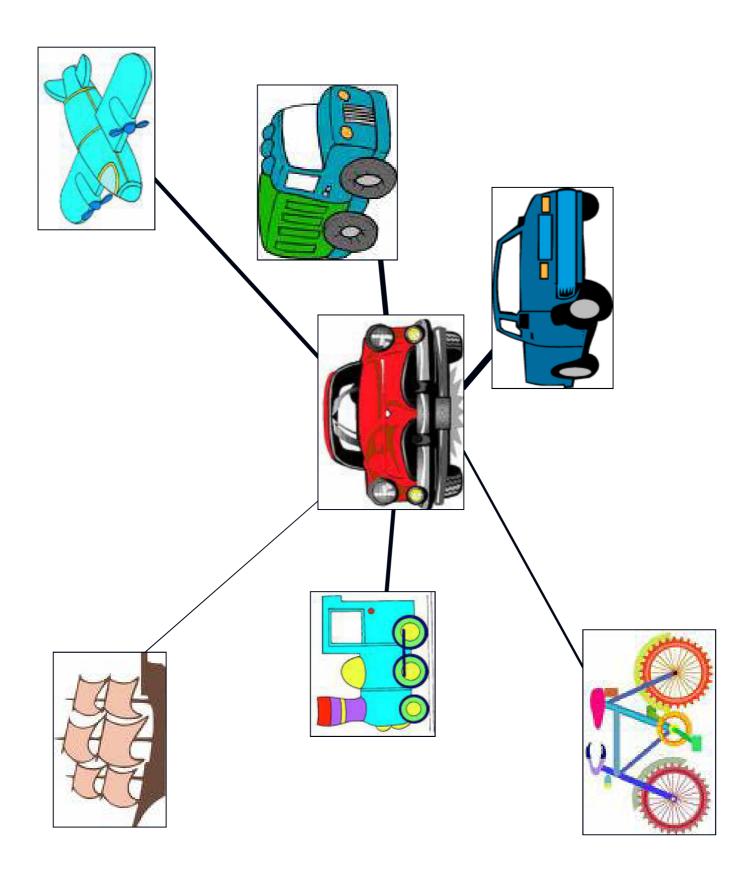
Is it a vehicle?

- (i) train
- (ii) bike
- (iii) car
- (iv) shop
- (v) truck
- (vi) plane

### The prototype view

Is it furniture?

- (i) table
- (ii) telephone
- (iii) piano
- (iv) chair
- (v) picture
- (vi) lamp



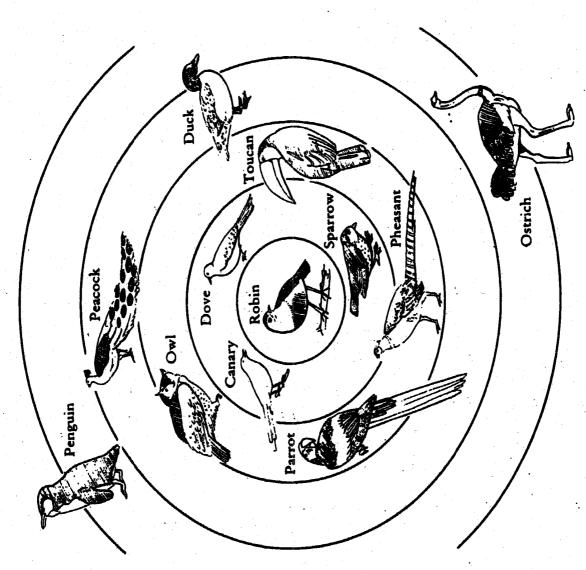
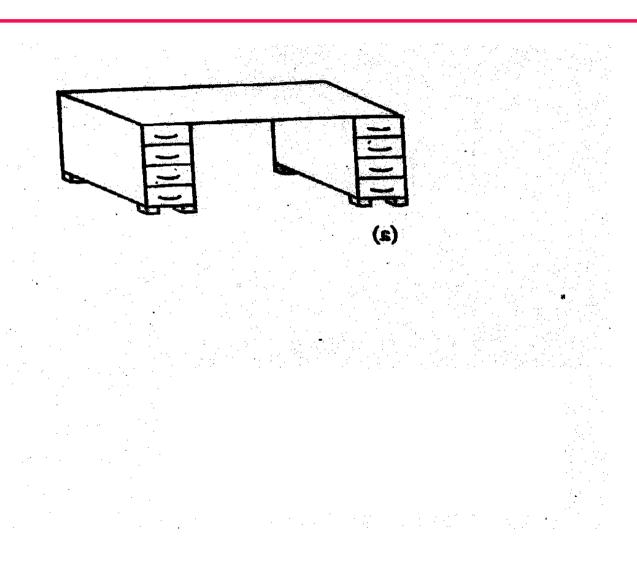
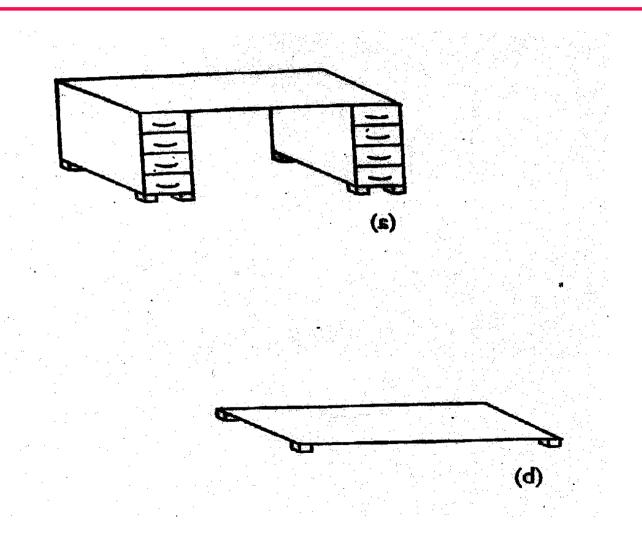


Figure 5.1 Birdiness rankings













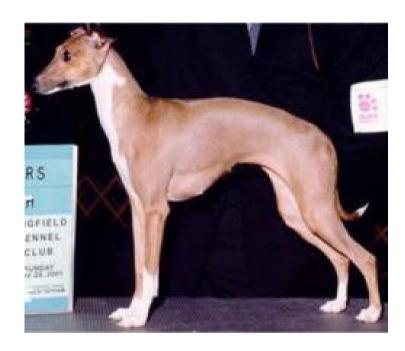




The hunter took his gun, left the lodge and called his dog.



Right from the start of the race the dog began chasing the rabbit.



She took her dog to the salon to have its curls reset.



The policemen lined up with the dogs to face the rioters.



The policemen lined up with the dogs to face the rioters.

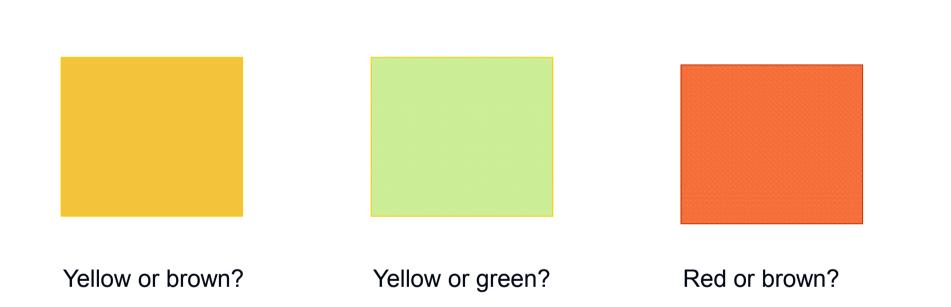


## **Summary**

| The classical theory                                              | Prototype theory                                                   |
|-------------------------------------------------------------------|--------------------------------------------------------------------|
| Words are defined based on common features                        | Words are defined based on a best exemplar                         |
| Words (or categories) have clear-cut boundaries                   | Words (or categories) have fuzzy boundaries                        |
| All members of a category have equal status                       | Some members are better examples of a certain category than others |
| <ul> <li>The meaning of words/categories is invariable</li> </ul> | The meaning of words/categories is culture and context dependent   |

## Fuzziness vs. vagueness



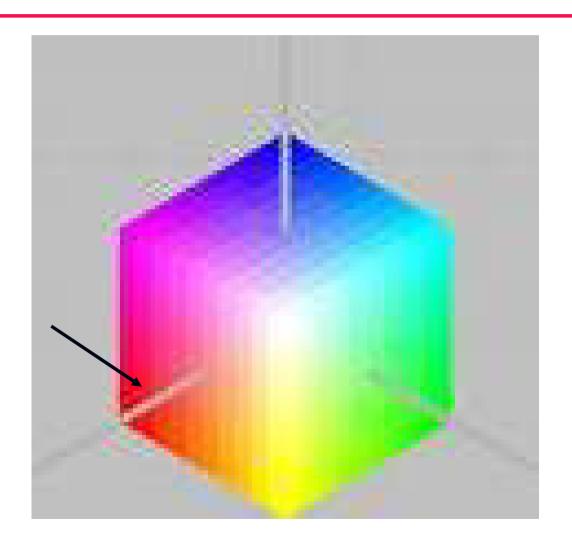


Berlin and Kay 1967: Basic color terms

- They consist of a single word.
- They are not derived from a non-color term such as *orange*.
- They are not borrowed from another language such as pink (in German).
- They are not restricted in their reference such as English blond.

Berlin and Kay 1967: Basic color terms

white/black > red > green/yellow > blue > brown



Berlin and Kay 1967

Color categorization is based on focal colors.

Why are focal colors so important?

#### Two hypotheses:

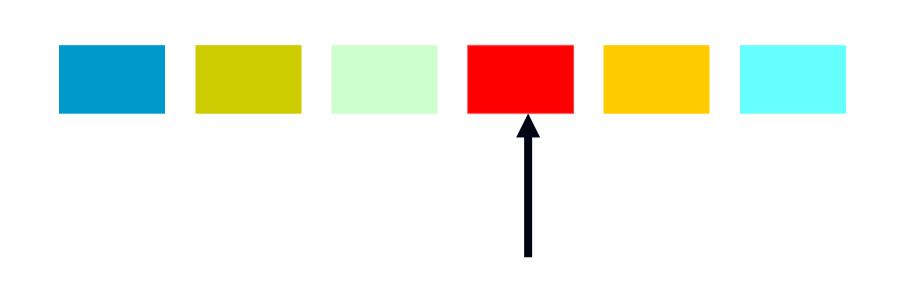
- (1) Focal colors are rooted in language
- (2) Focal colors are rooted in pre-linguistic knowledge







Show me any color you like.

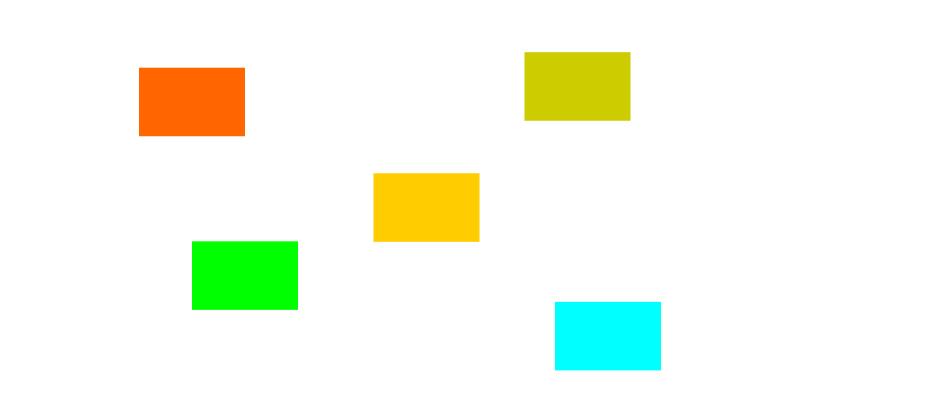




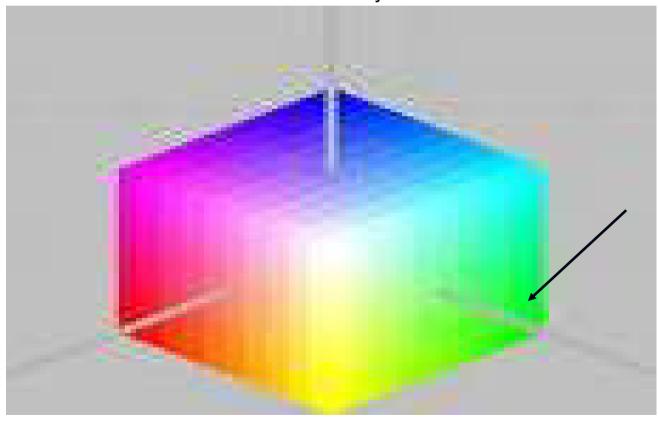


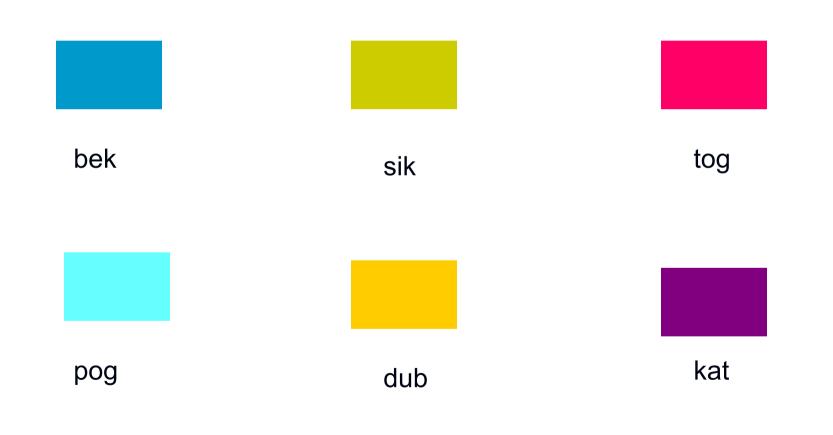






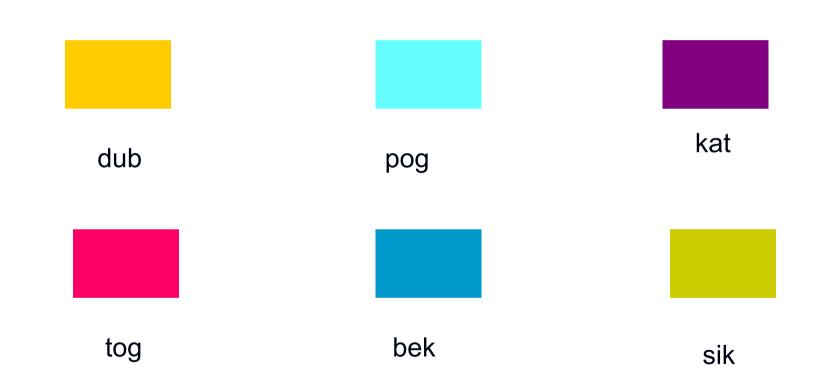
Show me the colors you have seen.





Rosch 1975.





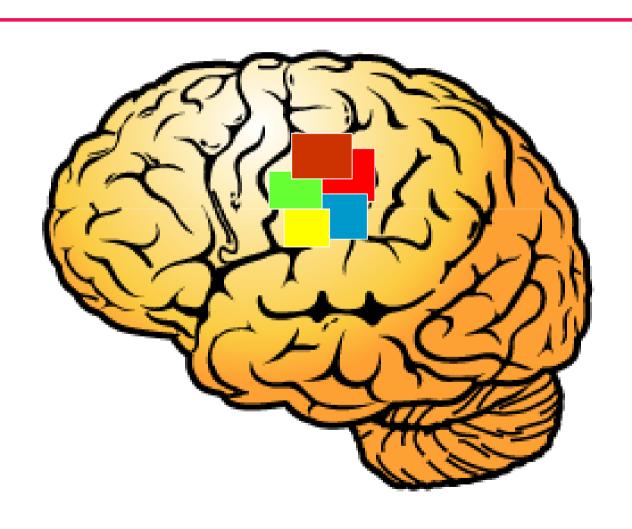
What's the name of the color?

- Focal color terms are perceptually more salient than non-focal colors.
- Focal colors are remembered more accurately in short and long term memory.
- New names of focal colors are learned more easily than new names of non-focal colors.

## **Color categories**

How do we account for these findings?

# **Color categories**



## **Color categories**

Wierzbicka 1990









# Debates about categories

The groundbreaking work of Eleanor Rosch in the 1970s essentially killed the classical view, so that it is not now the theory of any actual researcher in this area ... That is a pretty far fall for a theory that had been the dominant one since Aristotle.

[Murphy 2004]

Well, I'll tell you something. You really don't know what a metal is. And there's a big group of people that don't know what a metal is. Do you know what we call them? Metallurgists! ... Here's why metallurgists don't know what metal is. We know that a metal is an element that has metallic properties. So we start to enumerate all these properties: electrical conductivity, thermal conductivity, ductility, malleability, strength, high density.

Then you say, how many of these properties does an element have to have to classify as a metal? And do you know what? We can't get the metallurgists to agree. Some say three properties; some say five properties, six properties. We really don't know. So we just proceed along presuming that we are all talking about the same thing.

[Pond 1987; adopted from Murphy 2004: 18]

Human beings have the ability to think on the basis of classical categories.

What is a prototype?

Why is a robin the prototype of a bird?

Why is a German shepherd a more prototypical member of the category dog than a bulldog or a poodle?

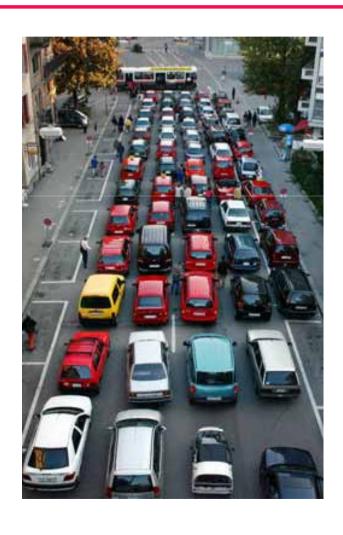
How is the prototype represented in the mind?

Where do prototypes come from?

| <b>Prototype</b> | theory | or prototy | pe effects? |
|------------------|--------|------------|-------------|
|------------------|--------|------------|-------------|

What determines the prototype?

# Frequency



# Frequency









Rosch & Mervis 1975: family resemblance













# Goal/purpose







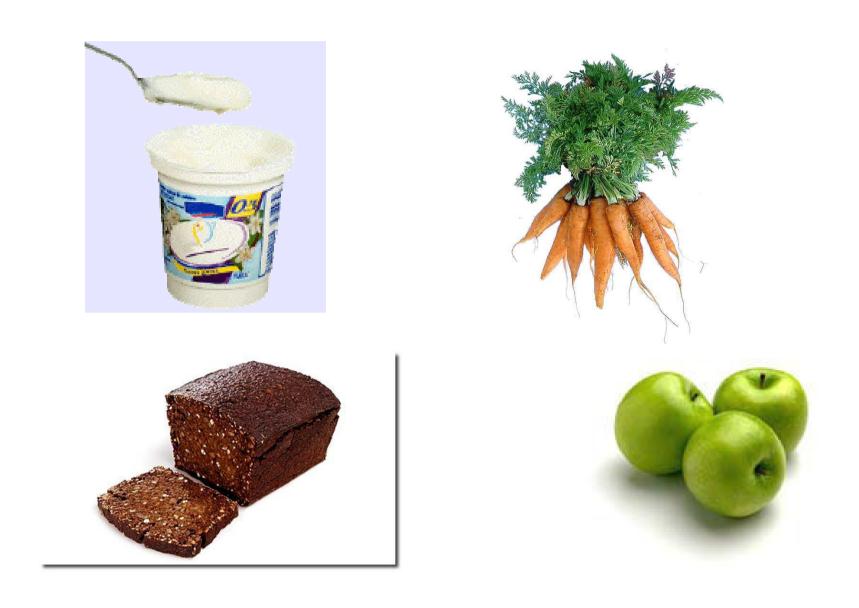


ad hoc categories





birthday presents



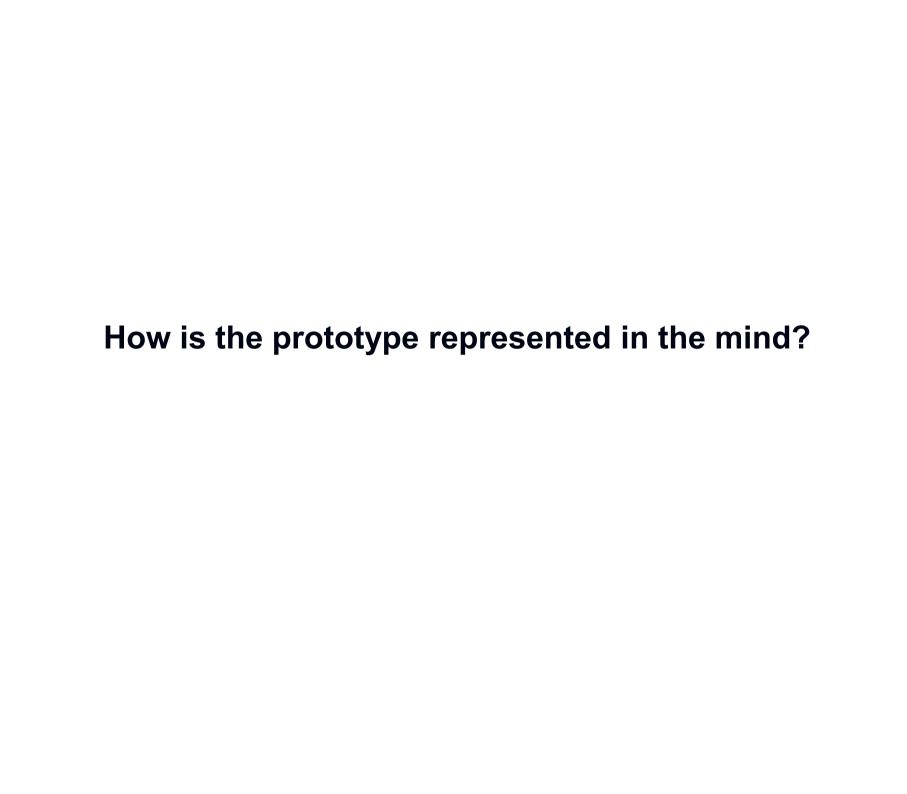
things to eat on a diet



things to take from one's home when it's on fire

## **Prototypicality**

- Frequency
- Family resemblance (similarity)
- Goal / purpose







The prototype is a concrete category member.

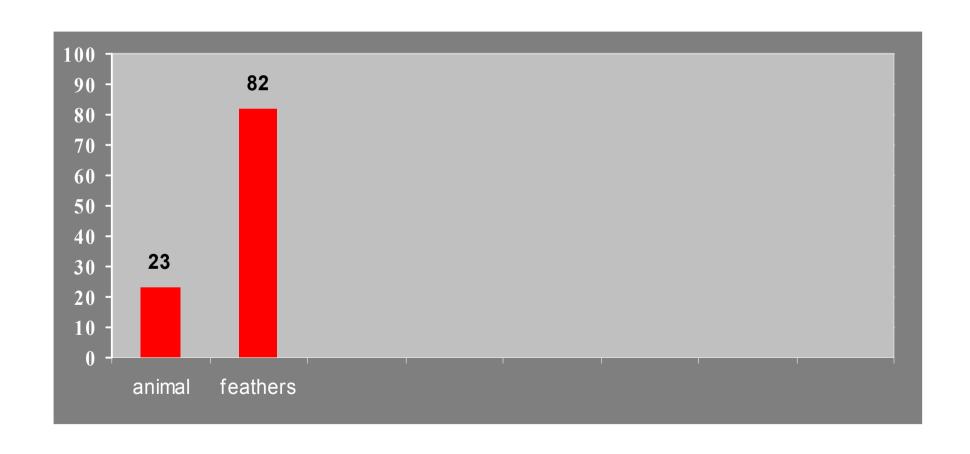


Summary representation: The prototype is an abstract schema that consists of weighted and related features.

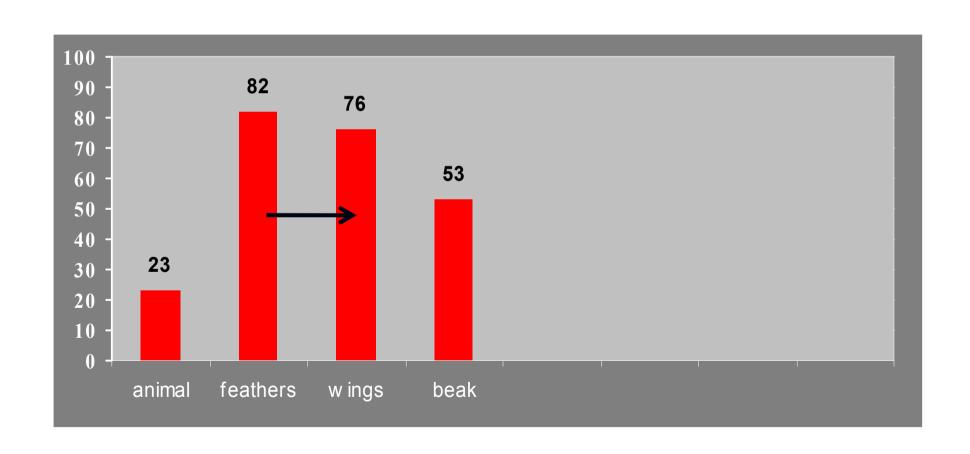
- Features are not necessary
- Features are weighted
- Features are related
- Features are context-dependent?

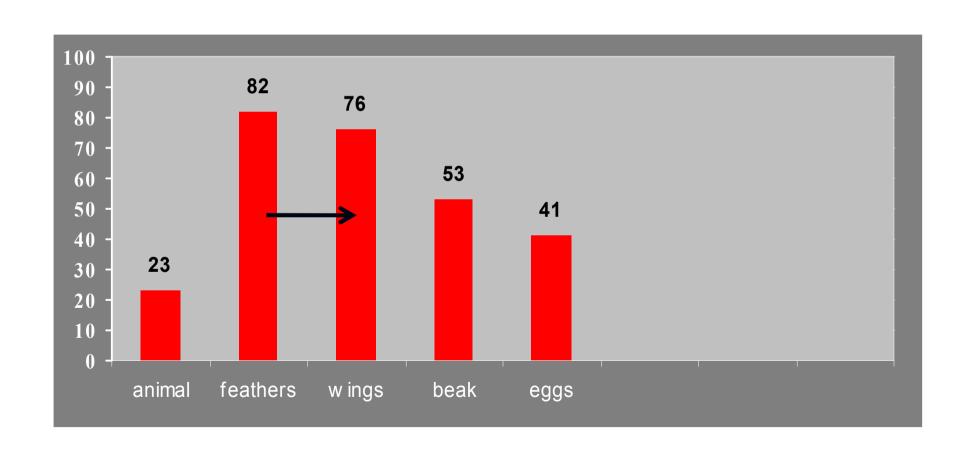
What is a bird?

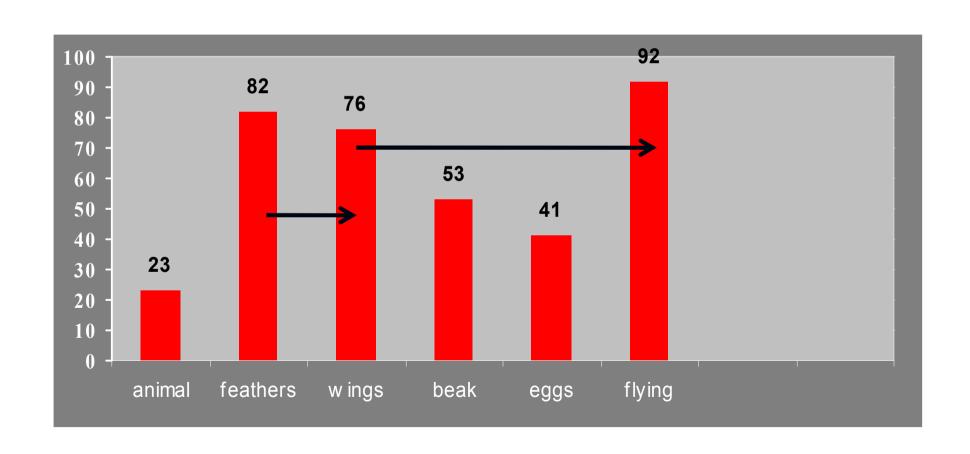




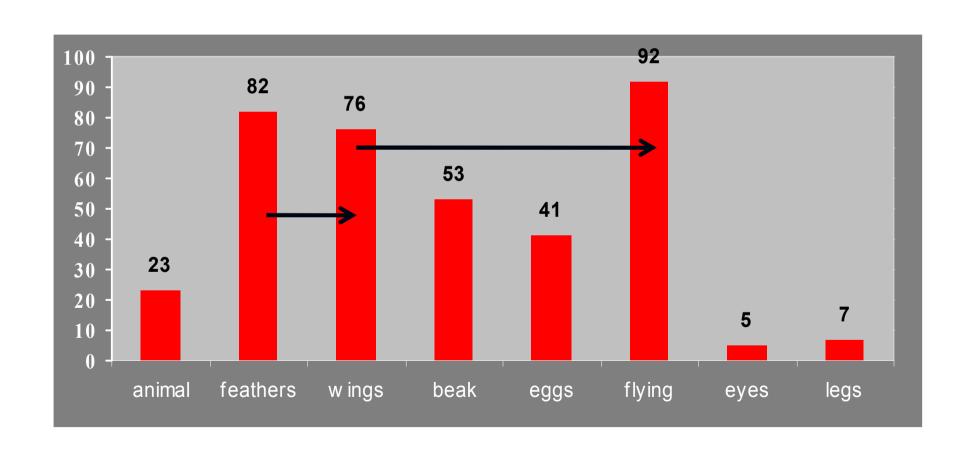












## **Prototype theory**

- There is no unified prototype theory
- The term prototype is used in different ways
- There is an alternative to prototype theory: Exemplar theory

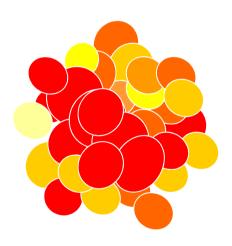
## **Exemplar view**

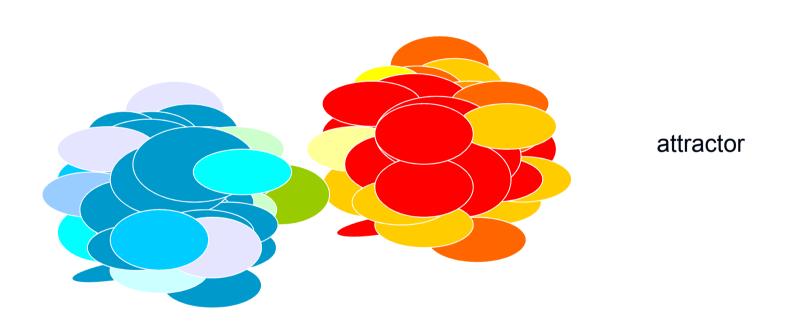
## **Exemplar theory**

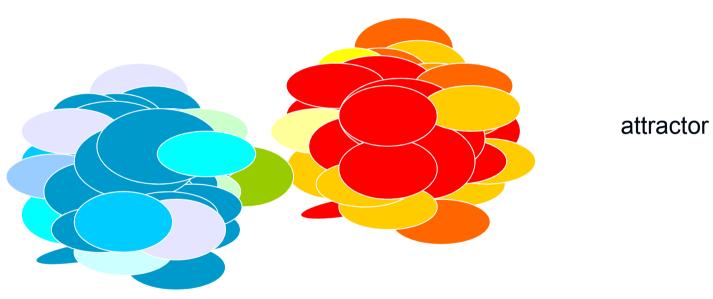
There is no abstract summary representation.

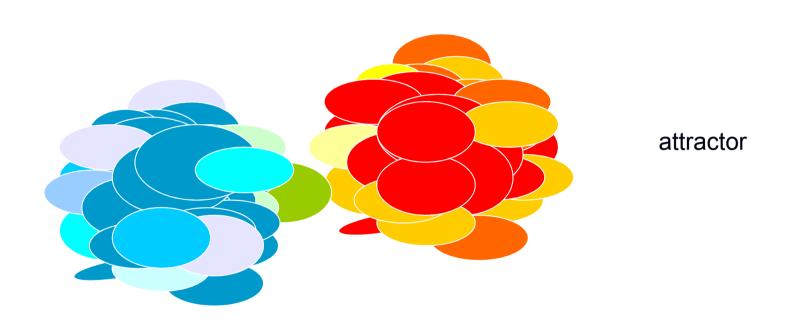
Categories are defined by the tokens a person encounters.

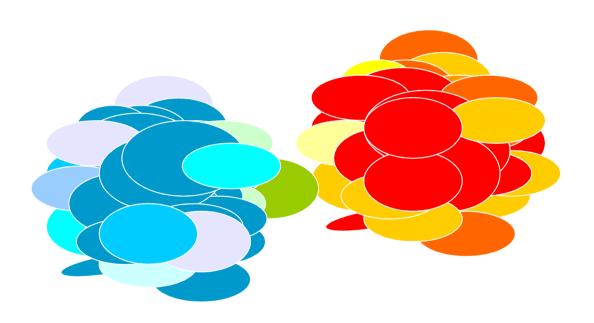
Token clusters serve as reference points (attractors).











**Prototype theory – exemplar theory:** 

**Alternatives or complements?** 

#### **Prototype theory – Exemplar theory**

#### Exemplar theory emphasizes:

- Categories are grounded in experience.
- Human beings store concrete tokens.

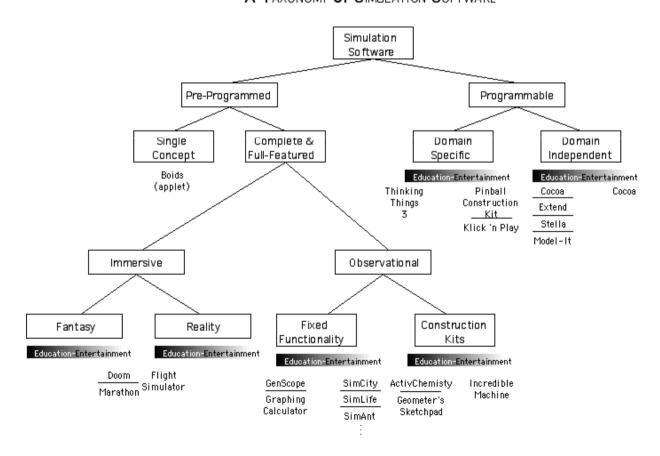
#### Prototype theory emphasizes:

- Categories are abstract/schematic.
- Human beings have the ability to generalize.

# Relationships between categories

#### **Hierarchical relations**

#### A TAXONOMY of SIMULATION SOFTWARE



### **Vertical relations**





### **Similarity**

#### Apples and oranges:

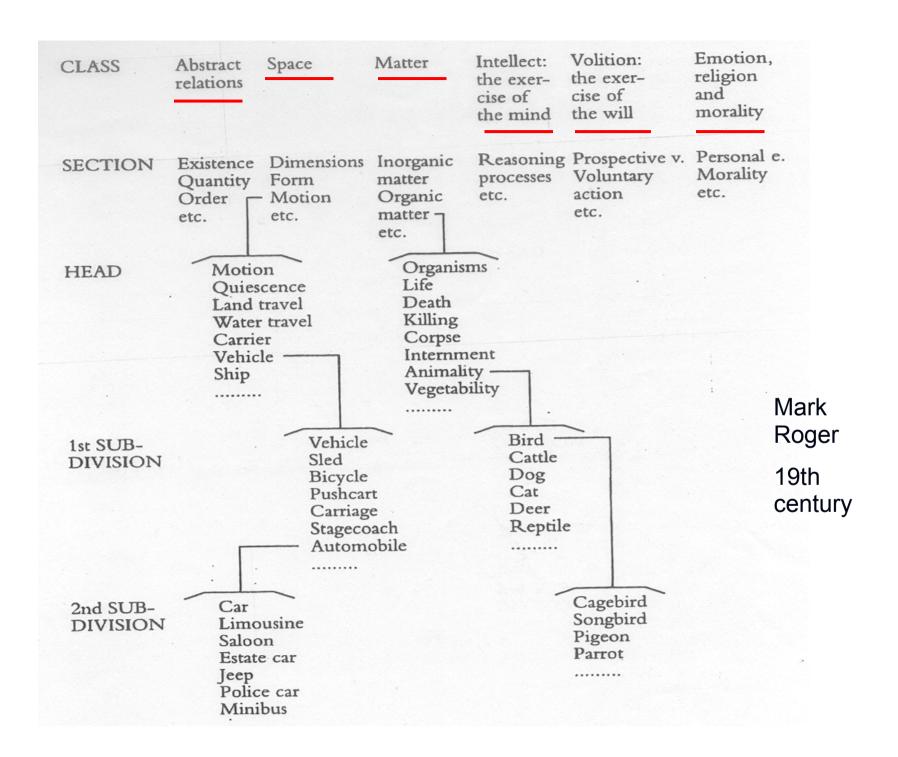
- Color
- Shape
- Taste
- Weight
- Smell
- Juciness

- Price
- Healthiness
- Geographical distribution
- **.**..

# **Similarity**

Similarity calculations [Tversky 1977]

### **Taxonomies**



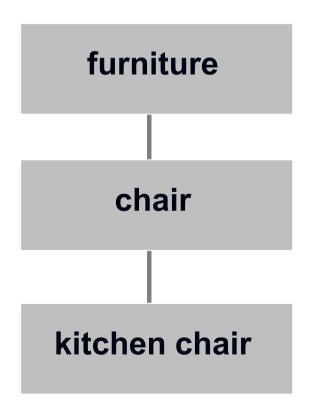
### **Taxonomy**

Is the taxonomic relationship between categories psychologically realistic?

### Law of transitivity

If all As are Bs, and all Bs are Cs, then all As must be Cs.

### Law of transitivity

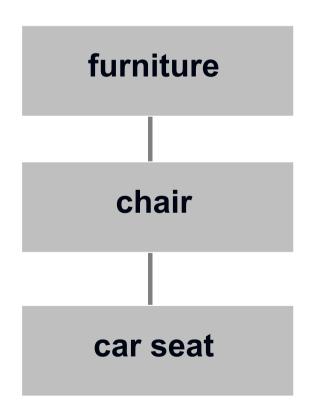


Thus, a kitchen chair is furniture.

A chair is furniture.

A kitchen chair is a type of chair.

## Law of transitivity



But a car seat is not furniture.

A chair is furniture.

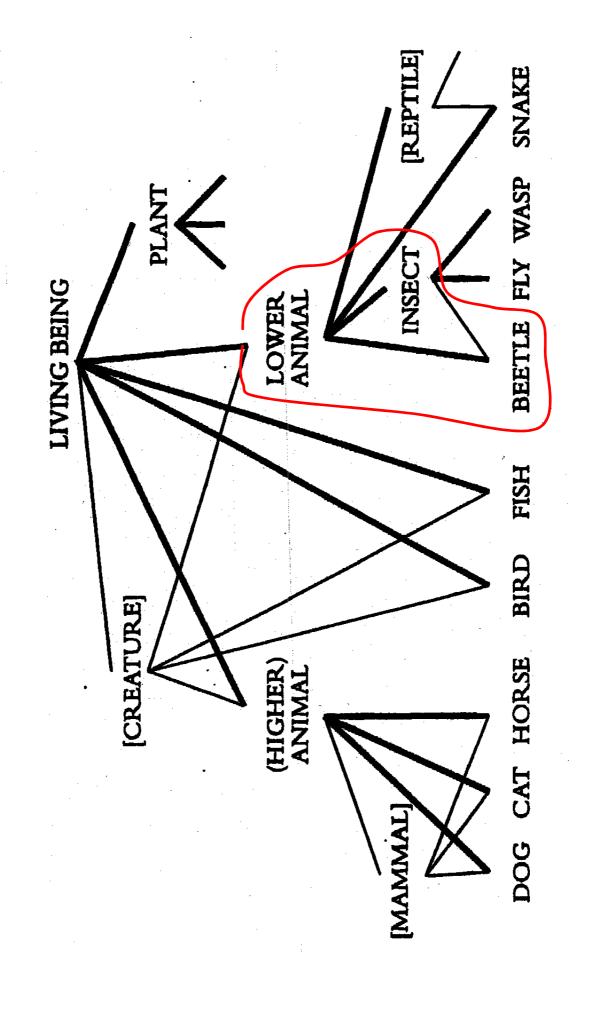
A car seat is a type of chair.

### Folk taxonomies

Brent Berlin 1969



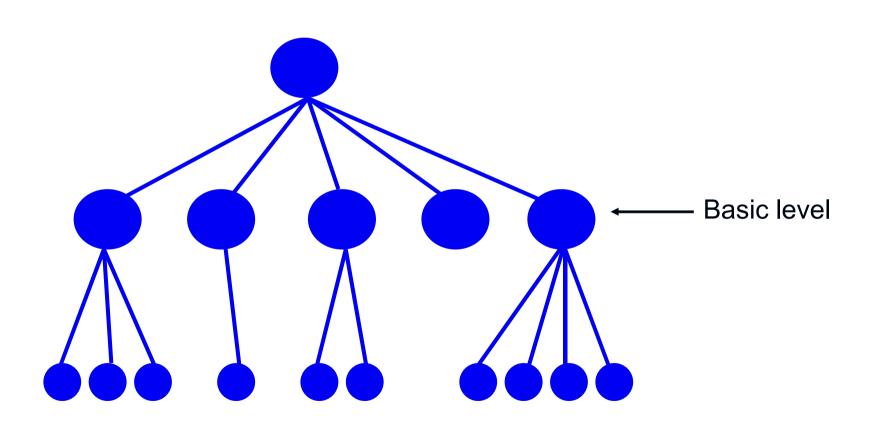
| MOI         | examples<br>[in translation]              | [plant] unlabelled in Tzeltal       | tree, vine, grass, broad- | plant = ================================== | pine, willow, etc. corn, bean |                  | genuine red white common pine bean | red black<br>common common<br>bean bean |
|-------------|-------------------------------------------|-------------------------------------|---------------------------|--------------------------------------------|-------------------------------|------------------|------------------------------------|-----------------------------------------|
| CLASSIFICAT | inclusion in<br>superordinate<br>category |                                     | 100%                      |                                            | 75%                           |                  | 100%                               | 100%                                    |
| ZELT        | Levels number of categories               | unique 1<br>beginners               | 2 life form 4             |                                            | 3 generic 471                 |                  | 4 specific 273                     | 5 varietal 8                            |
| FICAL       | CATION                                    | regnum 1 ('kingdom') divisio phylum |                           | ordo<br>familia<br>tribus                  | genus 3                       | sectio<br>series | species 4                          | varietas 5<br>forma                     |



#### Folk taxonomies

#### Folk taxonomies:

- Are less complex than scientific taxonomies
- Are less consistent than scientific taxonomies
- Have a basic level



#### **List features**

plant tree oak tree

green green green
leaves leaves
stem stem
roots roots
bark
acorn

#### **Consider category names**

#### superordinate

- plant
- animal
- vehicle
- insect
- liquid

#### basic level

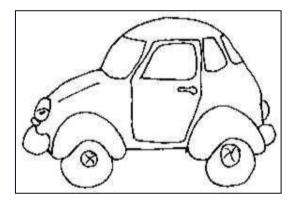
- tree
- dog
- car
- fly
- water

#### subordinate

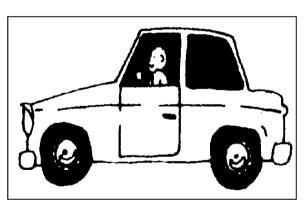
- oak tree
- bulldog
- sports car
- horsefly
- mineral water

- 1. vehicle car police car
- 2. animal dog German shepherd

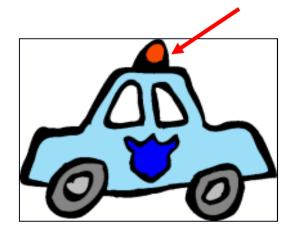
vehicle



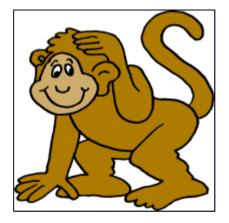
car



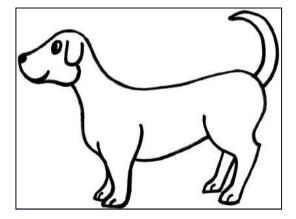
police car



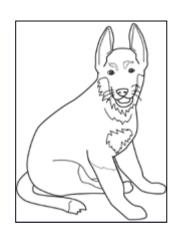
animal



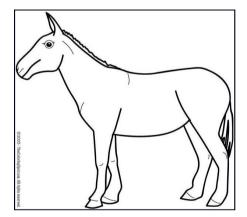
dog



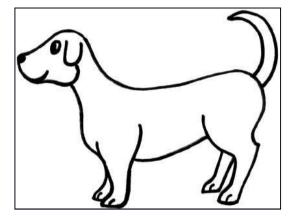
shepherd



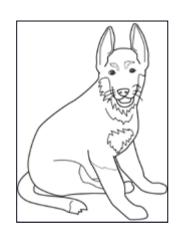
animal



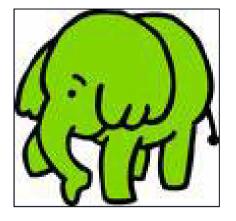
dog



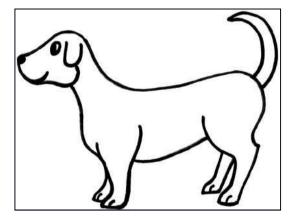
shepherd



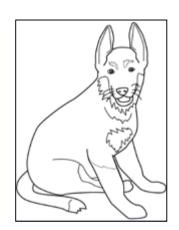
animal



dog



shepherd



### Provide a gesture

What do you do with a chair?



### Provide a gesture

What do you do with furniture?



- Elaborate concept: many features
- Short and frequent linguistic form
- Concrete entity (usually)

Categories of different levels serve different functions in communication and cognition:

- Basic level categories provide natural access to the world
- Subordinate level categories differentiate between similar entities
- Superordinate level categories help us to organize the world.

News paper > newspaper

Air plane > plane

Holy day > holiday

Automobil > auto

Omnibus > bus

Experts have often different basic level categories:

Car dealer: sports car, family van

In Tzeltal pine and willow are basic level categories.

What are they in English?

|                          | Gestalt        |
|--------------------------|----------------|
| Basic level categories   | Common gestalt |
| Superordinate categories |                |
| Subordinate categories   |                |

|                          | Gestalt           |
|--------------------------|-------------------|
| Basic level categories   | Common gestalt    |
| Superordinate categories | No common gestalt |
| Subordinate categories   |                   |

|                          | Gestalt                              |
|--------------------------|--------------------------------------|
| Basic level categories   | Common gestalt                       |
| Superordinate categories | No common gestalt                    |
| Subordinate categories   | Minimally different from basic level |

|                          | Gestalt                              | Attribute                  |
|--------------------------|--------------------------------------|----------------------------|
| Basic level categories   | Common gestalt                       | Large number of attributes |
| Superordinate categories | No common gestalt                    |                            |
| Subordinate categories   | Minimally different from basic level |                            |

|                          | Gestalt                              | Attribute                  |
|--------------------------|--------------------------------------|----------------------------|
| Basic level categories   | Common gestalt                       | Large number of attributes |
| Superordinate categories | No common gestalt                    | Few attributes             |
| Subordinate categories   | Minimally different from basic level |                            |

|                          | Gestalt                              | Attribute                  |
|--------------------------|--------------------------------------|----------------------------|
| Basic level categories   | Common gestalt                       | Large number of attributes |
| Superordinate categories | No common gestalt                    | Few attributes             |
| Subordinate categories   | Minimally different from basic level | Large number of attributes |

|                          | Gestalt                              | Attribute                  | Linguistic form |
|--------------------------|--------------------------------------|----------------------------|-----------------|
| Basic level categories   | Common gestalt                       | Large number of attributes |                 |
| Superordinate categories | No common gestalt                    | Few attributes             |                 |
| Subordinate categories   | Minimally different from basic level | Large number of attributes |                 |

|                          | Gestalt                              | Attribute                  | Linguistic form |
|--------------------------|--------------------------------------|----------------------------|-----------------|
| Basic level categories   | Common gestalt                       | Large number of attributes | Monomorphemic   |
| Superordinate categories | No common gestalt                    | Few attributes             |                 |
| Subordinate categories   | Minimally different from basic level | Large number of attributes |                 |

|                          | Gestalt                              | Attribute                  | Linguistic form                        |
|--------------------------|--------------------------------------|----------------------------|----------------------------------------|
| Basic level categories   | Common gestalt                       | Large number of attributes | Monomorphemic                          |
| Superordinate categories | No common gestalt                    | Few attributes             | Morphologically more complex, academic |
| Subordinate categories   | Minimally different from basic level | Large number of attributes |                                        |

|                          | Gestalt                              | Attribute                  | Linguistic form                         |
|--------------------------|--------------------------------------|----------------------------|-----------------------------------------|
| Basic level categories   | Common gestalt                       | Large number of attributes | Monomorphemic                           |
| Superordinate categories | No common gestalt                    | Few attributes             | Morphologically more complex, acedemic  |
| Subordinate categories   | Minimally different from basic level | Large number of attributes | Compounds,<br>noun-adjective<br>phrases |

|                          | Gestalt                              | Attribute                  | Linguistic form                         | Function |
|--------------------------|--------------------------------------|----------------------------|-----------------------------------------|----------|
| Basic level categories   | Common gestalt                       | Large number of attributes | Monomorphemic                           |          |
| Superordinate categories | No common gestalt                    | Few attributes             | Morphologically more complex, academic  |          |
| Subordinate categories   | Minimally different from basic level | Large number of attributes | Compounds,<br>noun-adjective<br>phrases |          |

|                          | Gestalt                              | Attribute                  | Linguistic form                         | Function                         |
|--------------------------|--------------------------------------|----------------------------|-----------------------------------------|----------------------------------|
| Basic level categories   | Common gestalt                       | Large number of attributes | Monomorphemic                           | 'Natural' access<br>to the world |
| Superordinate categories | No common gestalt                    | Few attributes             | Morphologically more complex, academic  |                                  |
| Subordinate categories   | Minimally different from basic level | Large number of attributes | Compounds,<br>noun-adjective<br>phrases |                                  |

|                          | Gestalt                              | Attribute                  | Linguistic form                         | Function                         |
|--------------------------|--------------------------------------|----------------------------|-----------------------------------------|----------------------------------|
| Basic level categories   | Common gestalt                       | Large number of attributes | Monomorphemic                           | 'Natural' access<br>to the world |
| Superordinate categories | No common gestalt                    | Few attributes             | Morphologically more complex, academic  | Highlighting + Collecting        |
| Subordinate categories   | Minimally different from basic level | Large number of attributes | Compounds,<br>noun-adjective<br>phrases |                                  |

|                          | Gestalt                              | Attribute                  | Linguistic form                         | Function                         |
|--------------------------|--------------------------------------|----------------------------|-----------------------------------------|----------------------------------|
| Basic level categories   | Common gestalt                       | Large number of attributes | Monomorphemic                           | 'Natural' access<br>to the world |
| Superordinate categories | No common gestalt                    | Few attributes             | Morphologically more complex, academic  | Highlighting + Collecting        |
| Subordinate categories   | Minimally different from basic level | Large number of attributes | Compounds,<br>noun-adjective<br>phrases | Specifying                       |

#### **Assignment**

Design a short questionnaire in order to investigate the structure of a category of your choice. Aspects that you could explore: (i) the prototype(s), (ii) aspects of the prototype (i.e. what is important, color, shape, purpose?), (iii) relationships between category members, (iv) taxonomic organization.

#### Questions

- Define the meaning of the word 'weapon' and explain why most people think a 'gun' is a better instance of a weapon than a 'knife', and why some people think that 'fists' are weapons. Please refer to the three aspects psychologist proposed to define the notion of prototype in your answer.
- Explain why research on color perception seems to support prototype theory.
- What is the difference between the notion of necessary and sufficient features and a structured feature list? Use the category 'dog' as an example to explain your answer.
- Like other scientists, linguists use categories such as 'word', 'phoneme' and 'noun' to describe the phenomenon they study, i.e. language. Is prototype theory of any relevance for linguistics, i.e. can linguistic categories be seen as prototypes?

#### Questions

- In some theories categories are defined as 'token clusters'. Explain.
- Discuss the relationship between prototype theory and exemplar theory.
- What is a folk taxonomy?
- A folk taxonomy has usually three levels, the basic level, the superordinate level, and the subordinate level. What characterizes the basic level?