

## Abstract

- Various sources of contextual information help to narrow down reference resolution for definites, e.g.
  - Contextual **Domain Restriction** and
  - **Perspective** Taking
- Both require **social coordination** by considering shared goal structure and availability of information
- We investigate the **time-course** of types of **pragmatic narrowing** in an interactive game
- Eye-tracking results indicate **immediate** availability of **both types** of contextual information
- Domain Restriction **stronger** than Perspective

## Perspective Taking

- Fixing reference for definite expressions requires identifying which candidate referents are in **Common Ground** (mutually known by speaker and addressee)  
*Hand over the gun* typically refers to a mutually known gun, not a privileged gun known only to speaker.
- **Two Basic Views** of Processing Perspective:
  - **Egocentric First** – Addressees initially consider all candidate referents ignoring privileged/shared status
  - **Immediate Use** of Perspective – Shared referents should be favored relative to privileged ones

## Domain Restriction

- **Definites** require **uniqueness**, but uniqueness is almost always **relativized to context**
- Contextual **Domain Restriction** standardly captured by assuming **covert variables**  
*[The table] is covered with books (C= in this room)*
- **Choice of Domain Restriction** is crucially informed by shared goal structure / **Question under Discussion** (Roberts 1996)
- **Processing Question:** Is **contextual** information integrated **from the start**, or is there an **initial stage of literal processing**?

## Experimental Designs & Task

**Question 1:** Are incoming linguistic expressions...

- initially evaluated literally, independently from contextual considerations?
- Or are contextual constraints immediately applied?

**Question 2:** Are Domain Restriction and Perspective different facets of the same underlying process of social coordination, or do they draw on separate resources?

## Methods & Design

### Interactive Game:

- **Participant matcher** carried out instructions of confederate director, transmitted via mic/headphone from another room (one-way communication only)
- **Goal:** Minimize like accessories in adjacent cells
- Participant had to keep track of number of violations
- **Context** sentence sets Domain Restriction (boots!)
- Some cells **hidden** from Director (Perspective) (indicated by shading on Participant's screen)  
→ 2x2 Interaction design
- Live instructions, but critical sentences pre-recorded,
- Participants' eye movements recorded throughout

### Target sentences:

**Hidden:** Move the alligator to the bottom right.  
**Not-Hidden:** Move the alligator on the top left to the bottom right.

### Perspective Manipulation

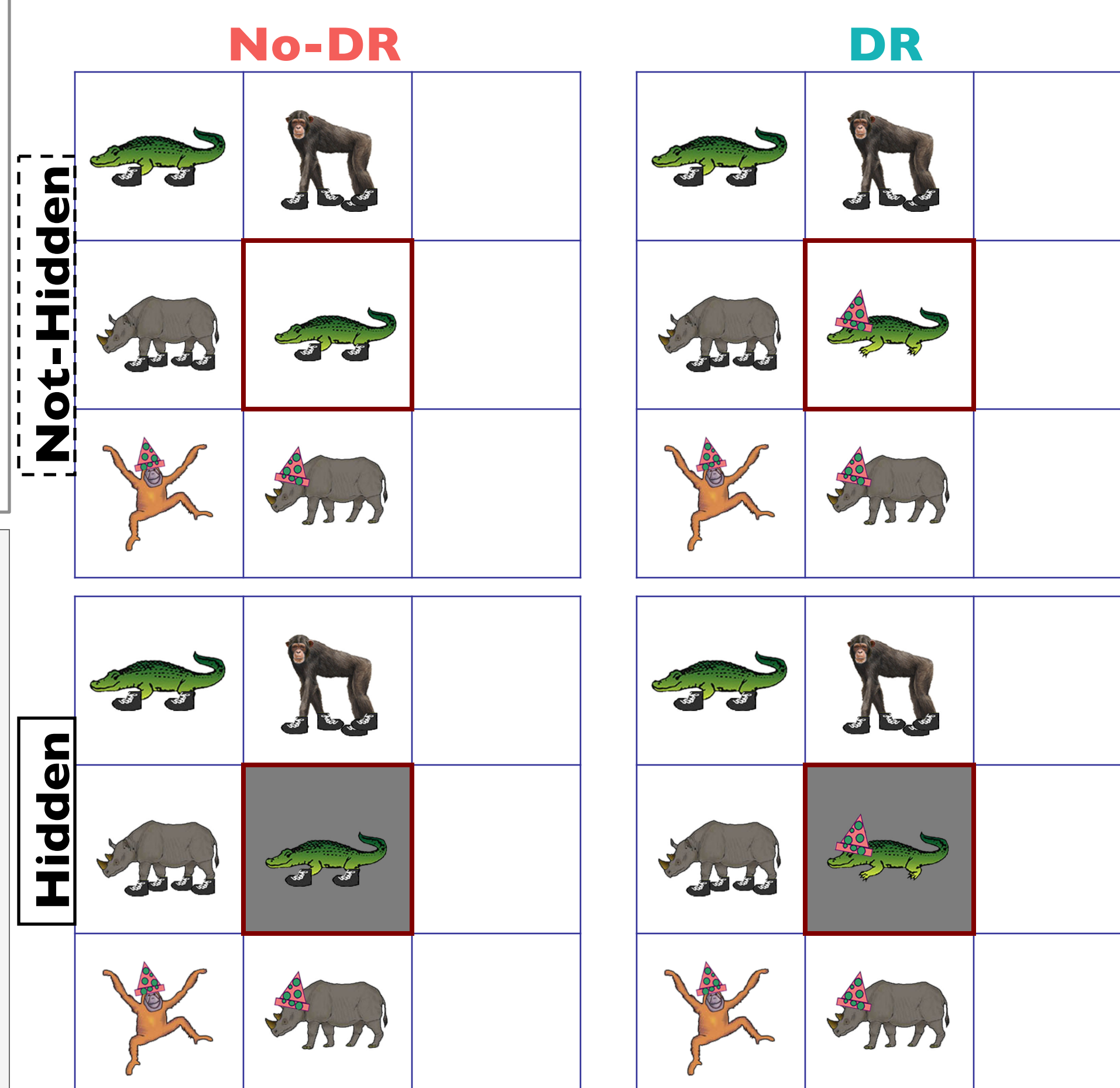
- **Director's perspective:**
  - **Hidden** cells unknown.
  - **Hidden** animals never moved
- **Participant's perspective:**
  - **Hidden** cells relevant for counting violations
  - **Not a plausible target** for moving instructions in **Hidden** condition

### Domain Restriction Manipulation

Context sentence established domain restriction:

*Let's start by dealing with the boots*

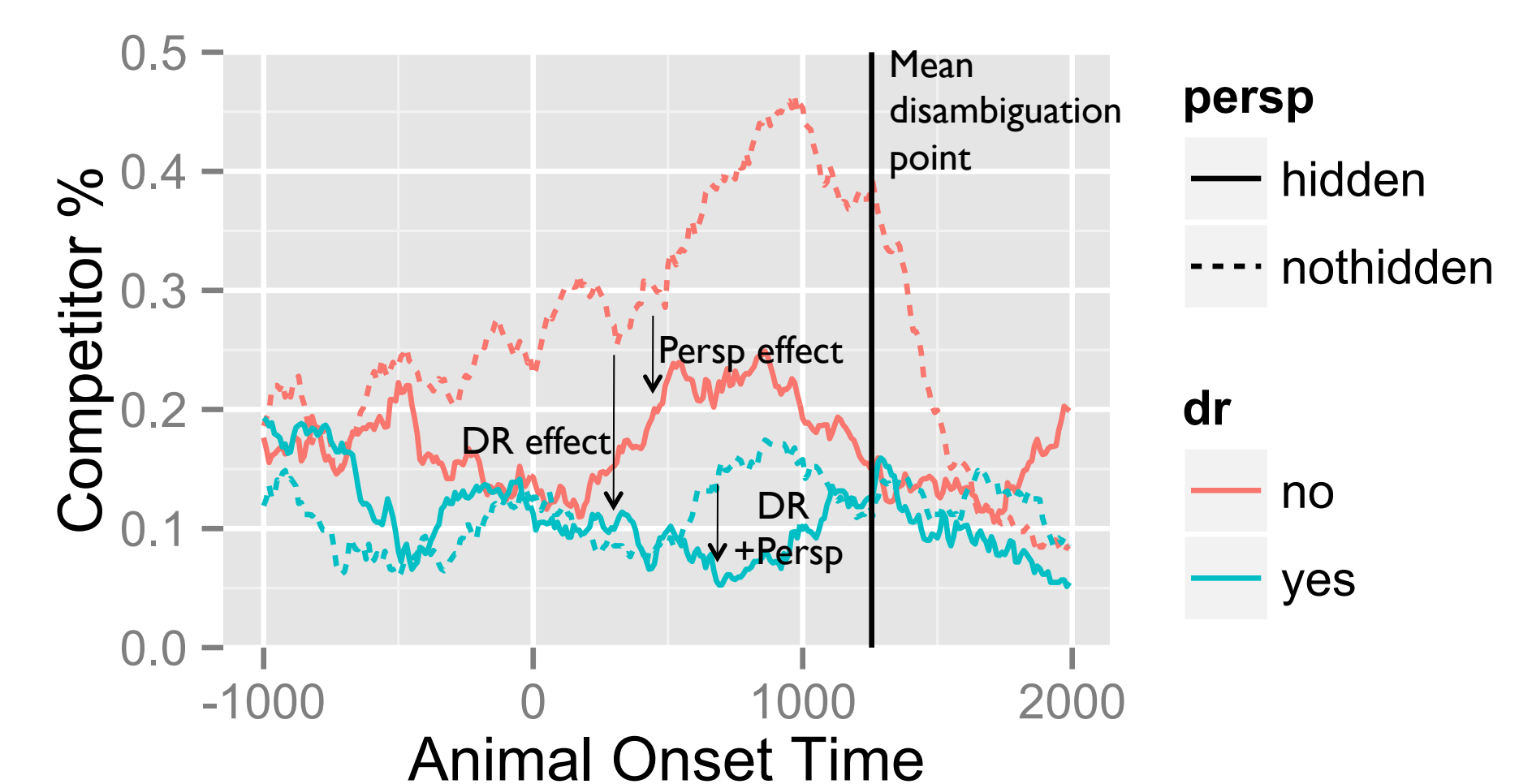
**Picture Variation** for Competitor (Center)  
**Left Panels: Boots Matches** domain restriction established by context  
**Right Panels: Hat Doesn't match** domain restriction established by context



## Results

### Data Analysis

- Eye movement data collected from 26 participants
- Time-locked to onsets of critical definite
- Analyzed Elogit-transformed Proportions during ambiguous time-window (noun-onset to next onset)
- Mixed effect model analyses: looks to **Competitor**



### Key Results

- Effect of **Domain Restriction** (beginning 200-400ms): **DR:Not-Hidden > No-DR:Not-Hidden**
- Effect of **Perspective Taking** (beginning 200-400ms): **No-DR:Hidden > No-DR:Not-Hidden**
- DR and Perspective are **additive**
- But **DR** effect appears **stronger**:
  - **DR** adds to Perspective **throughout**
  - **Perspective** adds marginally to DR from 600ms

## Domain Restriction

- As participants hear *the alligator*, their **choice of referent** is informed by **Domain Restriction**
- Context Sentence limits referential choices to animals with boots  
→ *The alligator* is effectively understood as *the alligator with boots*
- This restriction is imposed **immediately**, and not construed after an initial literal interpretation
- Adding further support to findings by Schwarz 2012:
  - Domain Restriction is **informed by discourse goals**, which can be framed as Question Under Discussion (Roberts 1996)
  - Incoming linguistic input is **immediately evaluated** in light of Domain Restriction.

## Perspective Taking

- Information about **shared** vs. **privileged** ground is utilized in reference resolution
- **Privileged** Ground is **hardly considered** for choice of referent in Director instructions
- **Advantage** for **Shared** Ground referent **emerges immediately**  
→ Evidence against initial egocentric processing stage (cf. Barr 2008)
- The effect of **Perspective** was **weaker** than for **Domain Restriction**, perhaps because shared ground was established via perceptual co-presence.
- **Physical co-presence** is a probably less common and possibly **less reliable cue** to shared knowledge than linguistic mention  
(Grodner, et al. 2012)

## Summary

- **Immediate effects** of both
  - **Domain Restriction** and
  - **Perspective Taking**
- Comprehension of definites is **relativized immediately** to considerations about **state of the discourse**
- Linguistic **Domain Restriction** seems **stronger** than Perspective from physical co-presence

## Selected References

- Barr, D.J. 2008. Pragmatic expectations and linguistic evidence: listeners anticipate but do not integrate common ground. *Cognition*, 109 (1), pp. 18-40.
- Grodner, D., Dalini, M., Pearlstein-Levy, S. & Ward, A. 2012. Factors that contribute to the use of perspective in referent identification. Paper presented at the 25th CUNY conference on human sentence processing. New York, NY.
- Roberts, C. 1996. Information structure in discourse: Towards an integrated formal theory of pragmatics. In J. H. Yoon and Andreas Kathol, eds., *Papers in Semantics*, number 49 in OSU Working Papers in Linguistics, 91-136. OSU.
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