

The Path of Presupposition Projection in Processing: The Case of Conditionals

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Theoretical & Experimental Work on Presuppositions

Exciting times for presuppositions (PSP)!

- Flurry of new theoretical approaches in recent years
- Emerging body of experimental work, asking questions such as
 - Measuring impact on felicity in more precise terms
 - Extent and variation of contextual constraints imposed by PSP triggers
 - Effect of presuppositions on interpretation choices in light of ambiguities
 - Nature of presuppositions in conditionals and under quantification
 - Time course of PSP interpretation online
 - PSP interpretation options under negation and their time-course

(Chemla and Schlenker 2009, Chemla 2009, Inhoff 1985, Schwarz 2007, Tiemann et al. 2011, Jayez & van Tiel 2011, Amaral et al. 2011, Smith & Hall 2011, Romoli et al 2011, Chemla & Bott 2012 among others)

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Project here:

Time course and processing effects relating to presupposition projection

(Schwarz and Tiemann 2012)

Presupposition Projection

Projection out of embedding context is a core property of presuppositions, whereas asserted content is interpreted relative to embedding

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Assertion: Tina went ice-skating today.

PSP: Tina went ice-skating before.

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Projection out of embedding context is a core property of presuppositions, whereas asserted content is interpreted relative to embedding

Tina went ice-skating again today.

Assertion: Tina went ice-skating today.

PSP: Tina went ice-skating before.

It is not the case that Tina went ice-skating again today.

Assertion: Tina didn't go ice-skating today.

PSP: Tina went ice skating before.

PSP Projection in online processing

- Descriptively:
mismatch between **syntactic location** and **level of interpretation**
- Depending on underlying mechanisms, this could be
 - a **challenge** that causes **effort in processing**
 - something that happens in an **automated** way **without incurring any effort**

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Schwarz and Tiemann 2012:

Evidence for processing costs of projection based on eye tracking reading results

Previous work: Schwarz & Tiemann 2012

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Example:

C1: *Tina went ice skating for the first time last week with Karl. The weather was beautiful, and they had a great time.*

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C1: *Tina went ice skating for the first time last week with Karl. The weather was beautiful, and they had a great time.*

C2: *Tina wanted to go ice skating for the first time with Karl last week. But the weather was miserable and they gave up on their plan.*

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Target

- (1) *Dieses Wochenende war Tina* {(a) **nicht wieder** / (b) **wieder**
This weekend, was Tina {(a) not again / (b) again
nicht} *Schlittschuhlaufen, weil das Wetter so schlecht war.*
not} ice skating because the weather so bad was

Material

C1: *Tina **went ice skating** for the first time last week with Karl. The weather was beautiful, and they **had a great time**.*

C2: *Tina **wanted** to go ice skating for the first time with Karl last week. But the weather was miserable and they **gave up on their plan**.*

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Target Presuppositions

(2) **nicht wieder** (not > again)

Tina had been ice-skating before

AND NOT [she went ice-skating this weekend]

(**Felicitous with C1**)

C1: *Tina **went ice skating** for the first time last week with Karl. The weather was beautiful, and they **had a great time**.*

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Target Presuppositions

(2) **nicht wieder** (not > again)

Tina had been ice-skating before
AND NOT [she went ice-skating this weekend]

(Felicitous with C1)

(3) **wieder nicht** (again > not)

There's a previous time when Tina did not go ice-skating
AND this weekend, she did NOT go ice-skating

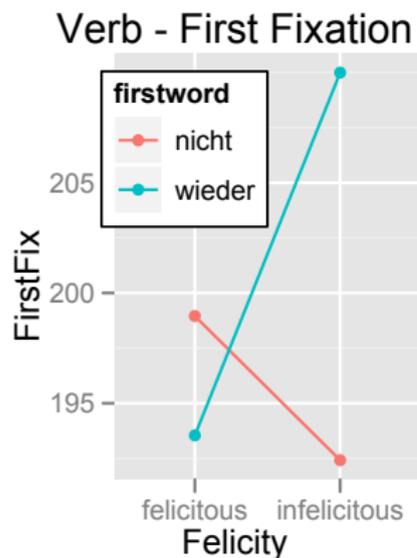
(Felicitous with C2)

Main Questions

- Is the detection of infelicity reflected in processing, and if so when?
- Does embedding (requiring projection) modulate such effects?

Previous Work - *not again* vs. *again not*

Results for: First Fixation, Go-Past Time and Total Time **on the Verb**
(here: *Schlittschuhlaufen*)



- sig. interaction
- (main effect of firstword)
- simple effect of felicity for **wieder nicht**
- simple effect of firstword for **Infelicitous**

Immediate Computation of Presuppositional Content

wieder nicht presupposition is computed & evaluated immediately

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Strong interaction with embedding

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(in fact, opposite effect for total time on verb)
- No sign of significant later effects

Immediate Computation of Presuppositional Content

wieder nicht presupposition is computed & evaluated immediately

Strong interaction with embedding

- No felicity effect for **nicht wieder**
(in fact, opposite effect for total time on verb)
- No sign of significant later effects
- Follow-up rating study: roughly equivalent levels of perceived infelicity for both orderings

Our Interpretation:

PSP Projection delayed

Fits most naturally with accounts that assume

complex process for deriving global presuppositions

(e.g., Sandt and Geurts 1991 and Sandt 1992's DRT analysis)

→ Chain of manipulations on Discourse Representations

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- Comparison of two classical theories:
 - Discourse Representation Theory (DRT)
 - Dynamic Semantics

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→ Chain of manipulations on Discourse Representations

- Comparison of two classical theories:
 - Discourse Representation Theory (DRT)
 - Dynamic Semantics
- What processing predictions, if any, might these alternatives make for PSP projection?

Discourse Representation Theory

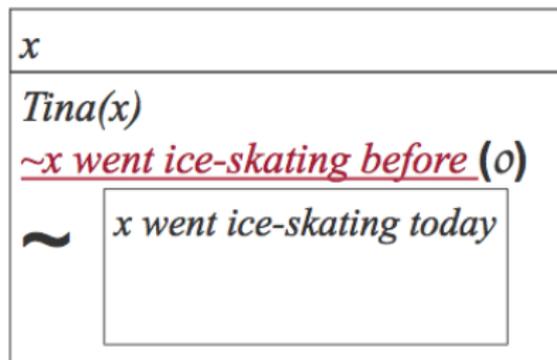
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Discourse Representation Theory

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Example:

Tina **AGAIN NOT** went ice-skating today.

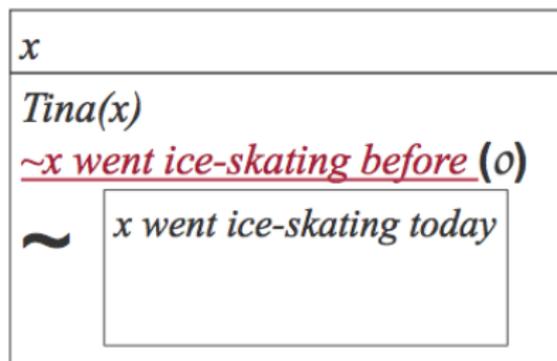


Discourse Representation Theory

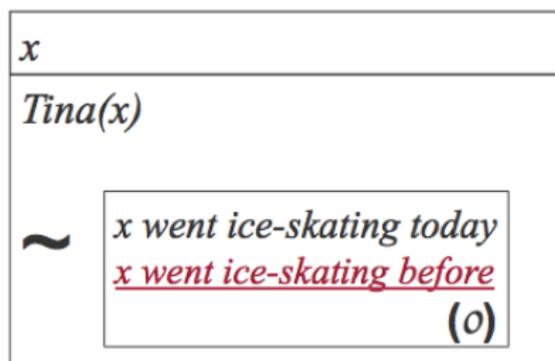
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Example:

Tina **AGAIN NOT** went ice-skating today.



Tina **NOT AGAIN** went ice-skating today.

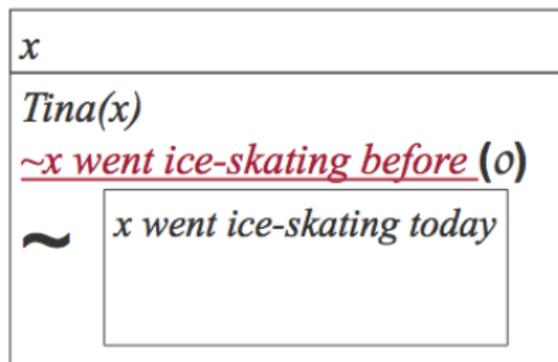


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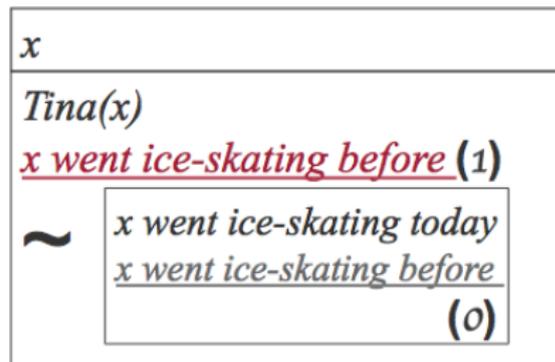
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Example:

Tina **AGAIN NOT** went ice-skating today.



Tina **NOT AGAIN** went ice-skating today.



→ Projection involves an additional step in manipulating the Discourse Representation, which could incur processing effort

Dynamic Semantics

- In dynamic semantics, the meaning of a sentence is determined by the context change potential (ccp) of its parts.
- A context update can only be performed if the context entails all the PSPs of a (subparts of) a sentence

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Tina AGAIN NOT went ice-skating Tina NOT AGAIN went ice-skating

$r =$ Tina went ice-skating

$PSP_r =$ Tina had been ice-skating before

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Tina AGAIN NOT went ice-skating Tina NOT AGAIN went ice-skating

$r = \text{Tina went ice-skating}$

$PSP_r = \text{Tina had been ice-skating before}$

$$c' = c + \neg r$$

defined iff

$$c + \neg PSP_r = c$$

$$c + PSP_r = c$$

DRT

- Extra projection step requires time and effort in processing
- This prevents immediate detection of PSP conflict

Relating the accounts to the processing results

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Dynamic Context Update

- No difference in PSP evaluation
- If anything, AGAIN NOT might be harder because the presupposition contains a negation

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More elaborate test of the Hypothesis that Projection takes time:
Broader range of projection path lengths in conditionals

Experiment: If ... { not again / again not }

- **Additional layer of embedding**
(→ PSP in consequent of Conditional)

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(\rightarrow PSP in consequent of Conditional)
- **not again / again not** manipulation
- Presupposition always resolvable (\rightarrow no infelicitous conditions)
- Additional variation: location of support for PSP:
 - **globally** in a preceding sentence, or
 - **locally** in the **antecedent** of the *if*-clause

Context

Tina war letzte Woche { (I) ∅ / (II) nicht } Schlittschuhlaufen. Wenn sie
Tina was last week **not** ice-skating. If she
gestern { (I) nicht / (II) ∅ } Schlittschuhlaufen war, dann...
yesterday not ice-skating was, then...

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Target

...geht sie heute bestimmt { (NW) nicht wieder / (WN) wieder nicht }
...goes she today not again again not
Schlittschuhlaufen, auch wenn das Wetter so schön ist.
ice-skating, even if the weather so beautiful is.

Context

Tina war letzte Woche { (I) \emptyset / (II) **nicht** } *Schlittschuhlaufen.* *Wenn sie*
Tina was last week **not** ice-skating. If she
gestern { (I) **nicht** / (II) \emptyset } *Schlittschuhlaufen war, dann...*
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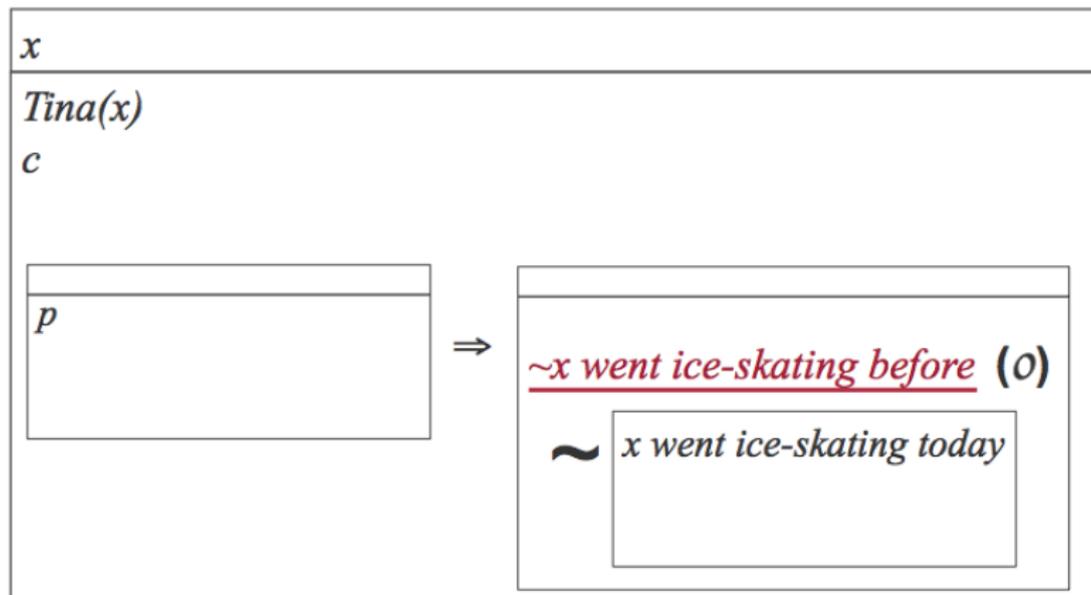
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= 4 conditions:

	Local	Global
Context I	a: WN	b: NW
Context II	d: NW	c: WN

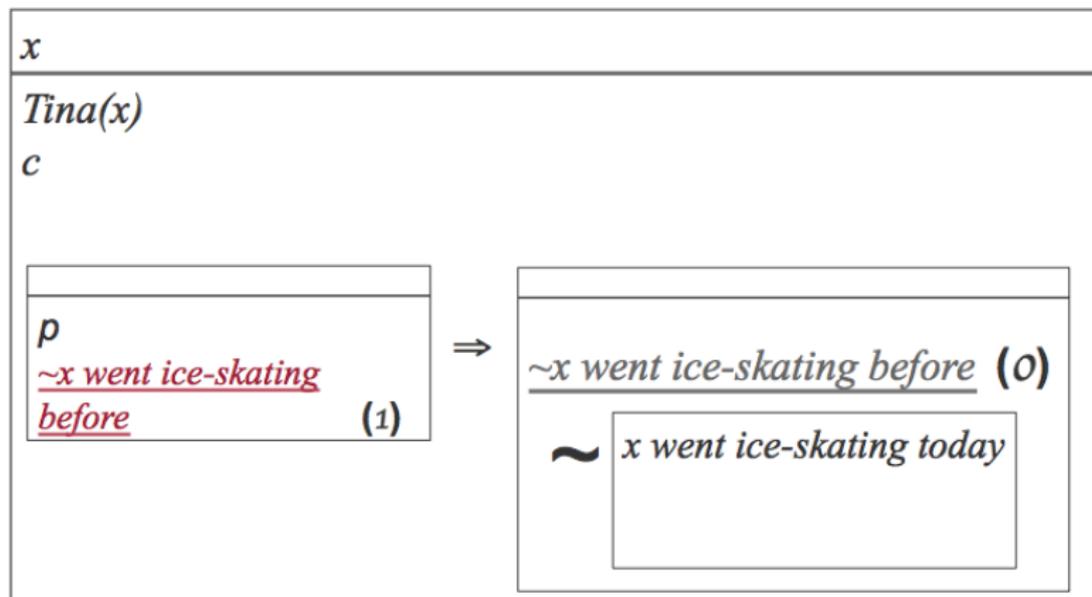
DRT Predictions: I-WN (local)

p: Tina didn't go ice-skating yesterday



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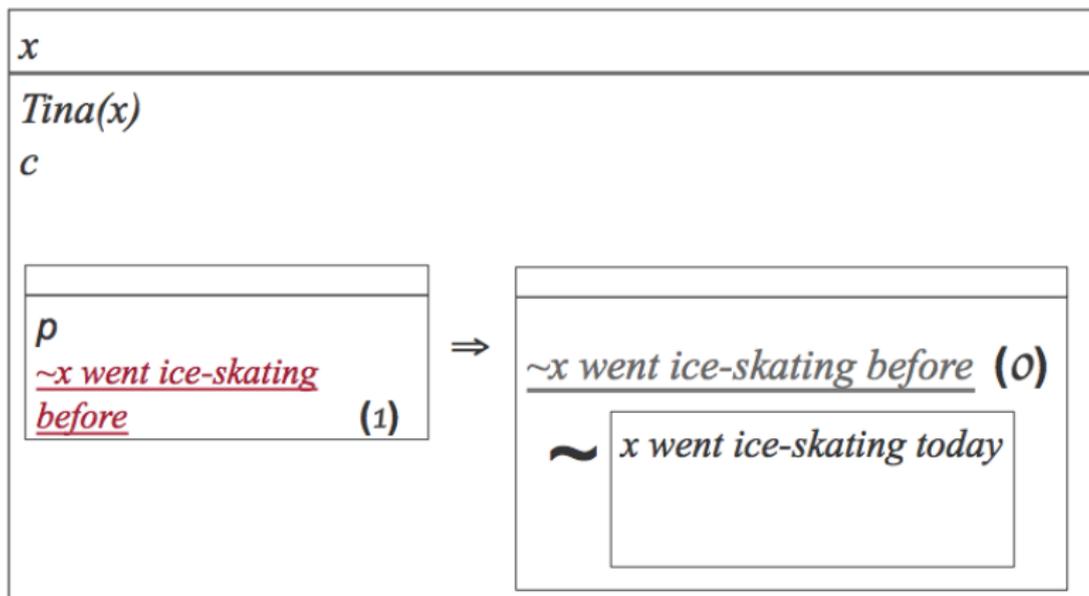
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Path length = 1

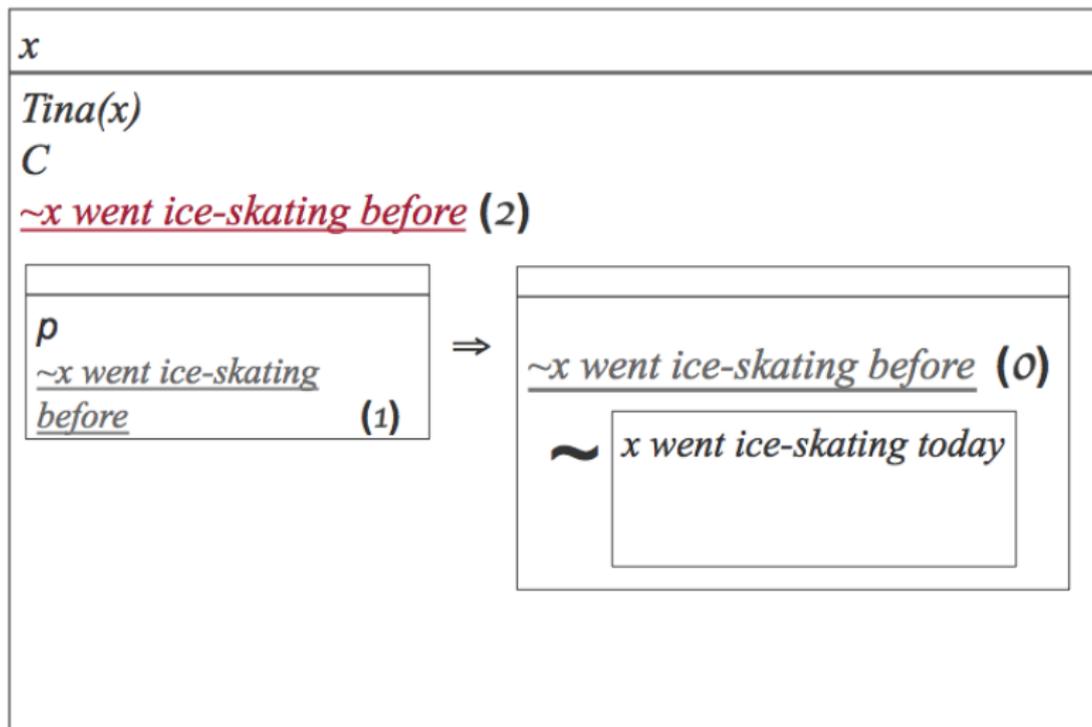
DRT Predictions: II-WN (global)

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DRT Predictions: II-WN (global)

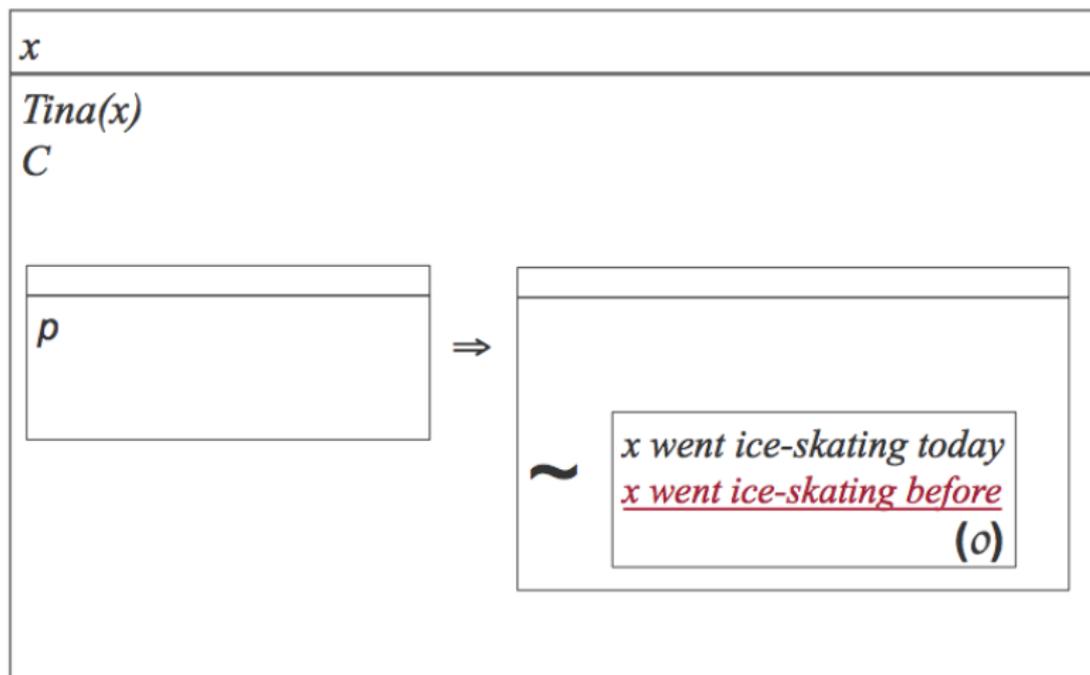
c: Tina didn't go ice-skating last week



Path length = 2

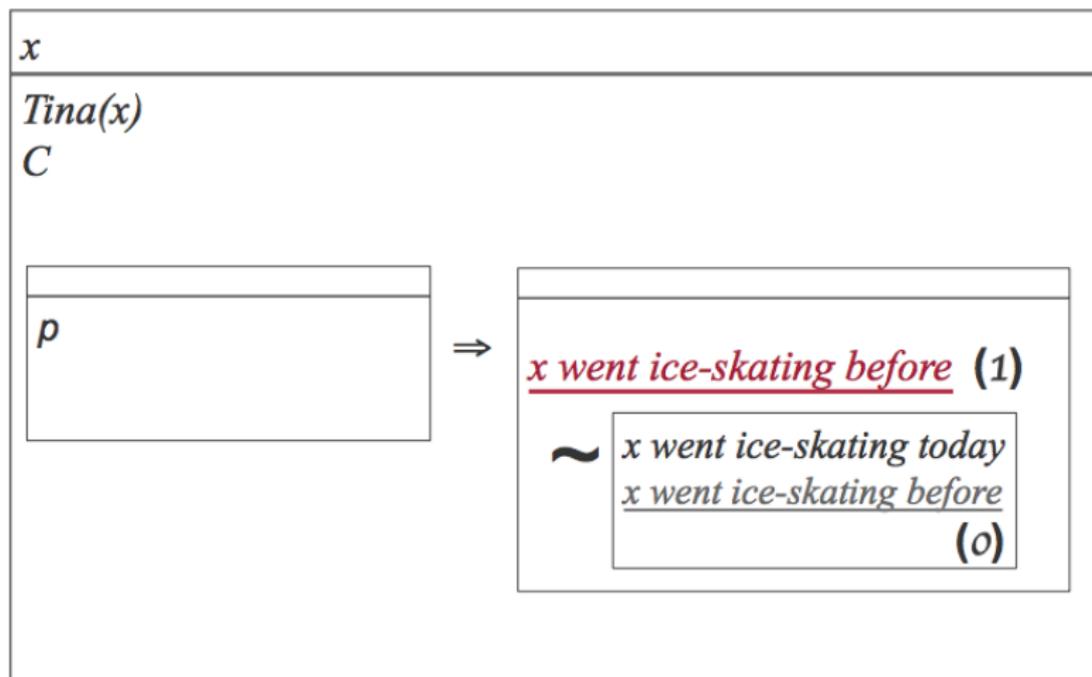
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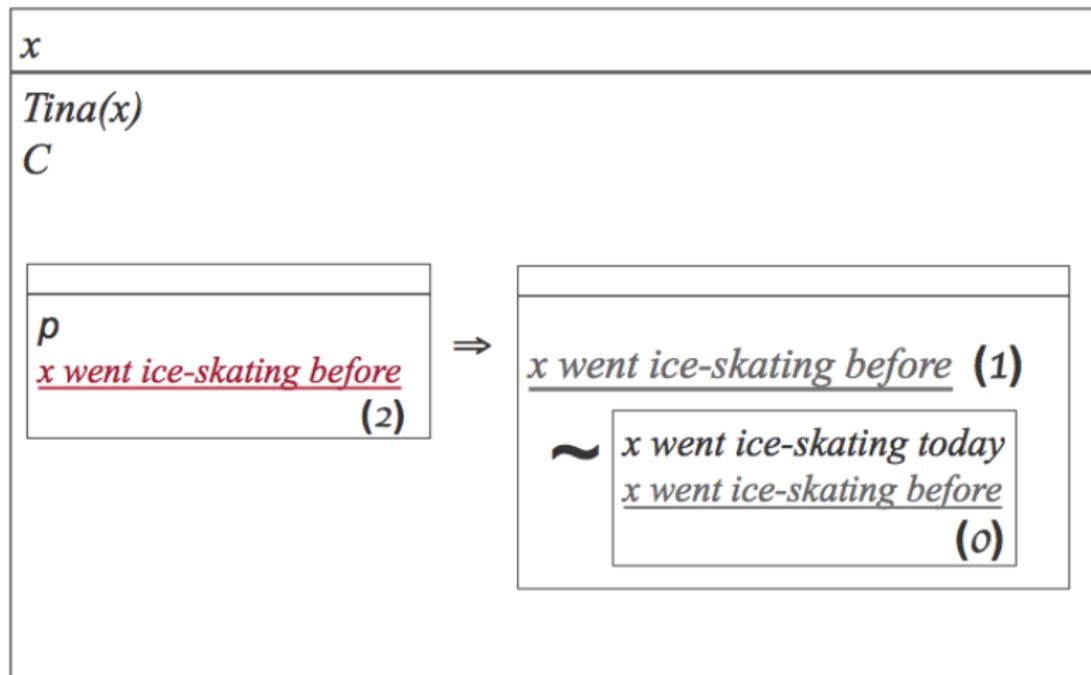
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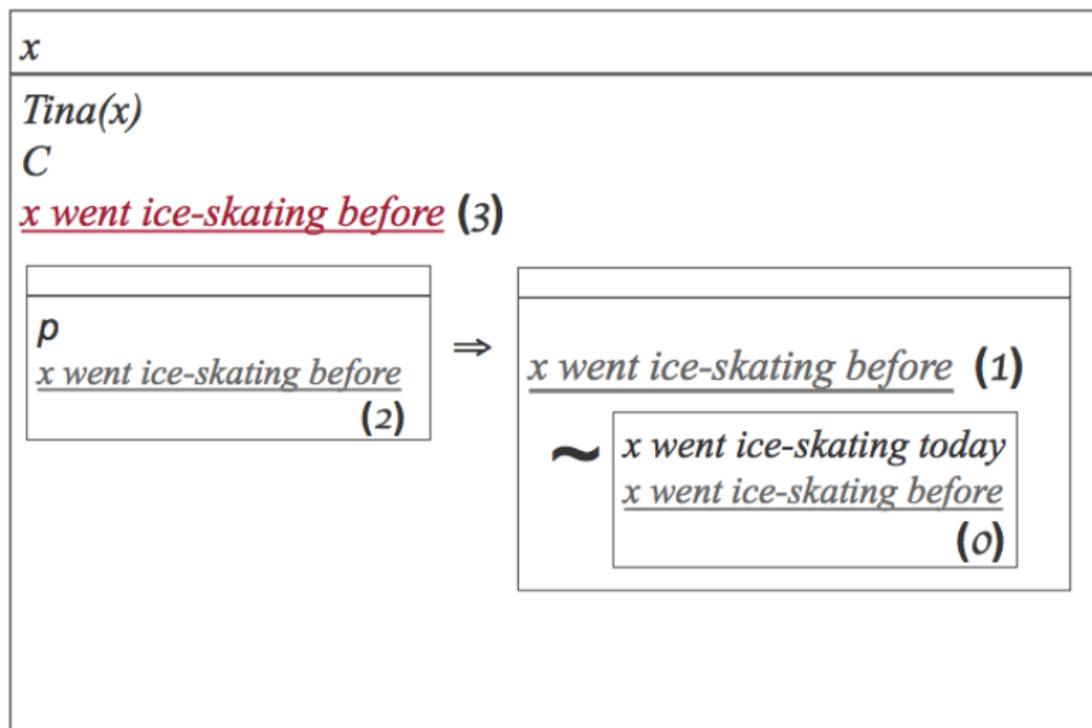
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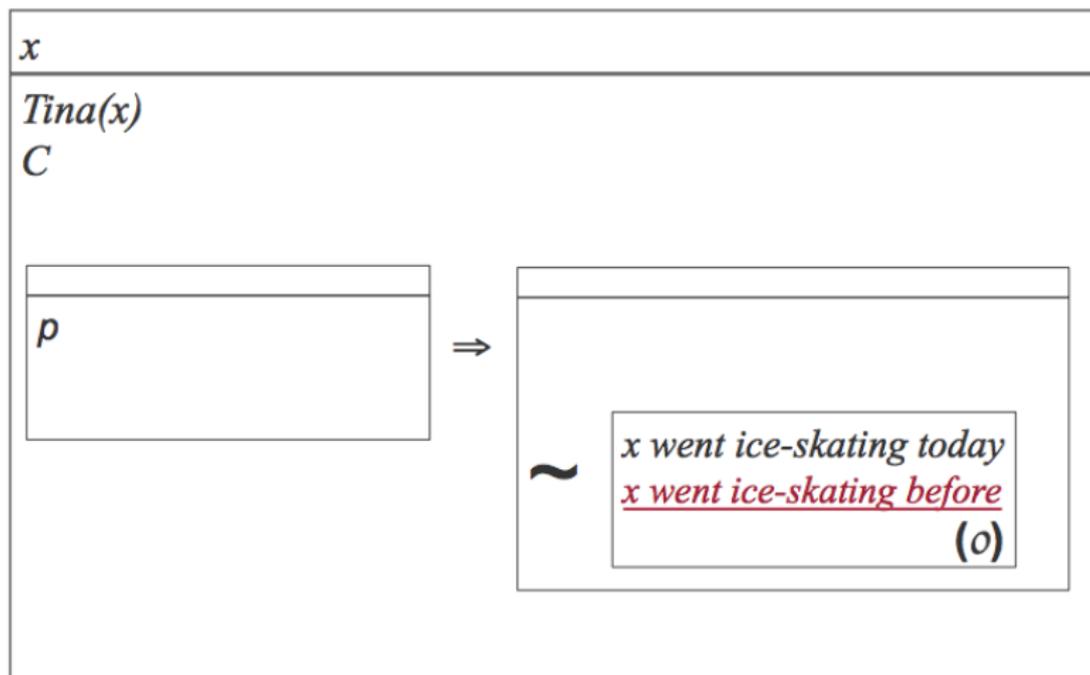
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Path length = 3

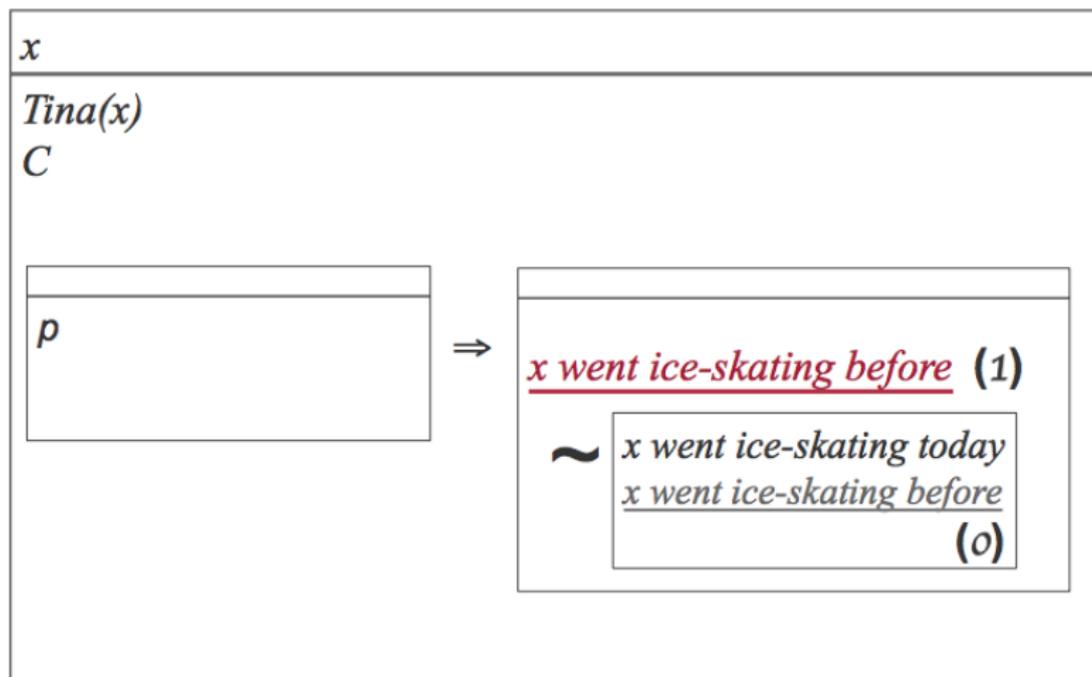
DRT Predictions: II-NW (local)

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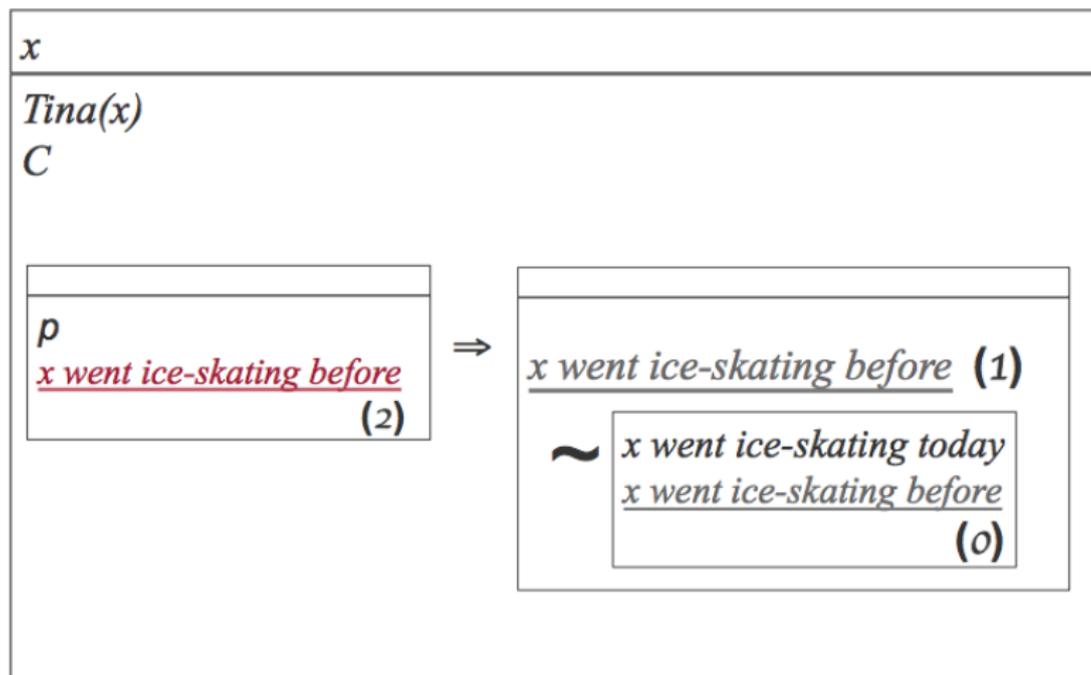
DRT Predictions: II-NW (local)

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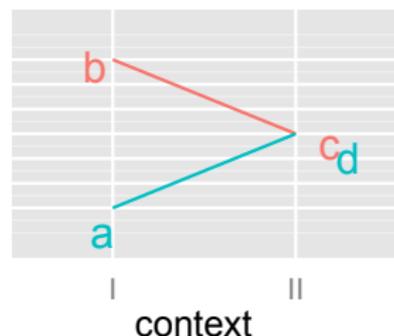
DRT Predictions: II-NW (local)

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Path length = 2

Predictions of a DRT analysis - Summary



location

~~a~~ global

~~a~~ local

LOCAL

I $\mathbf{a} = 1 (A_2-B)$

II $\mathbf{d} = 2 (A_1-B)$

GLOBAL

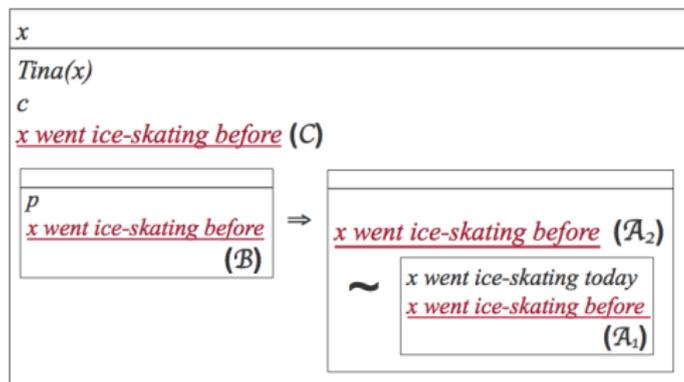
$\mathbf{b} = 3 (A_1-C)$

$\mathbf{c} = 2 (A_2-C)$

<

=

→ Context * Location interaction (+ main effect of Location)



Context change potentials and PSP definedness conditions in conditionals:

CCP of an *if*-clause

$c + \text{If } p, q = c - ((c + p) - ((c + p) + q))$

[defined iff $(c + p) + \text{PSP}_q = (c + p)$]

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Note: PSPs of the consequent evaluated relative to original context updated with the antecedent

→ No way to determine location of support for PSP!

Therefore: No processing prediction based on semantics alone w.r.t. relative processing effort

A Processing Hypothesis

(independent from dynamic account)

- **Again** is an anaphoric trigger

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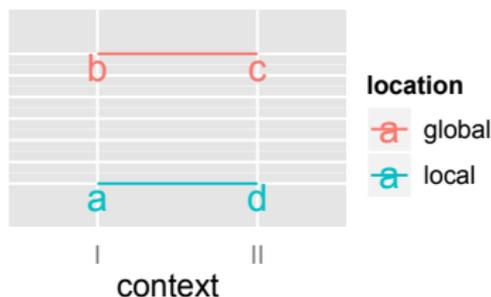
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Closer antecedent preferred and easier (here: **local context**)
→ Count **distance in clauses**

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	LOCAL		GLOBAL
I	a = 1	<	b = 2
	=		=
II	d = 1	<	c = 2



→ main effect of Location

Predictions of a dynamic semantics analysis

Additionally, negation in antecedent might play further role:

Assume:

q: Tina was ice-skating yesterday.

r: Tina had been ice-skating before.

Context I:

WN: $(c' + \neg q) + \neg PSP_r = c' + \neg q$

NW: $(c' + \neg q) + PSP_r = c' + \neg q$

Context II

WN: $(c' + q) + \neg PSP_r = c' + q$

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NW: $(c' + q) + PSP_r = c' + q$

LOCAL

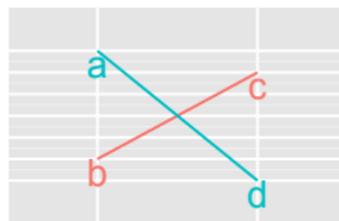
GLOBAL

I **a** = 4 (NegPSP) > **b** = 2 (PosPSP)

∨

II **d** = 1 (PosPSP) < **c** = 3 (NegPSP)

∧



location

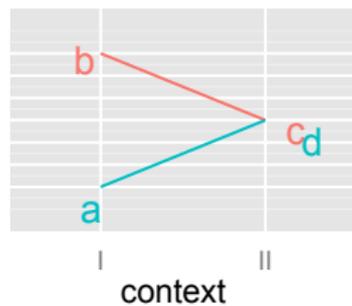
a global

a local

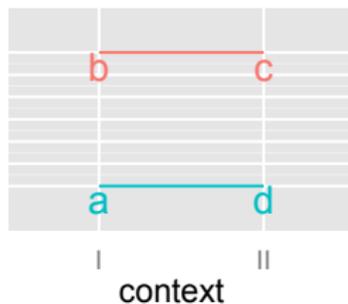
→ Context * Location interaction (BUT different from DRT: $a > b, d < c$)

Prediction Summary

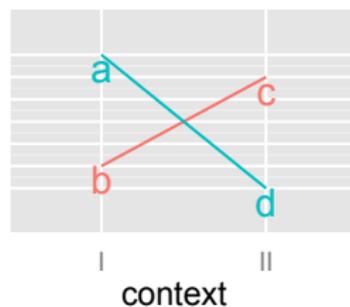
DRT



Processing

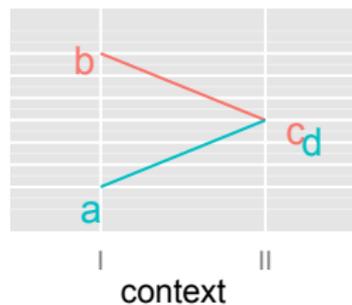


Dynamic (Negation)

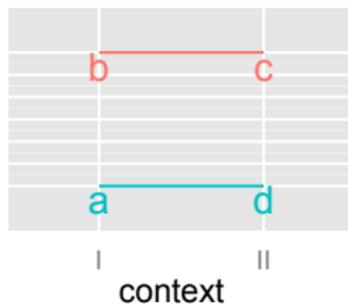


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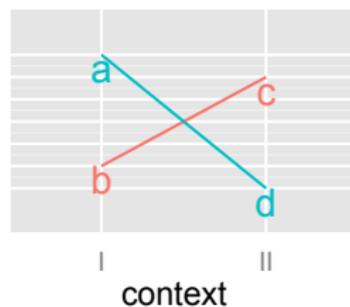
DRT



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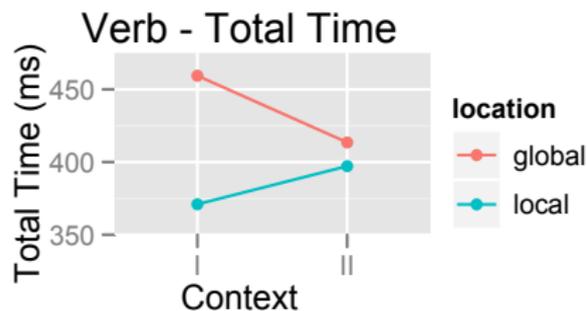
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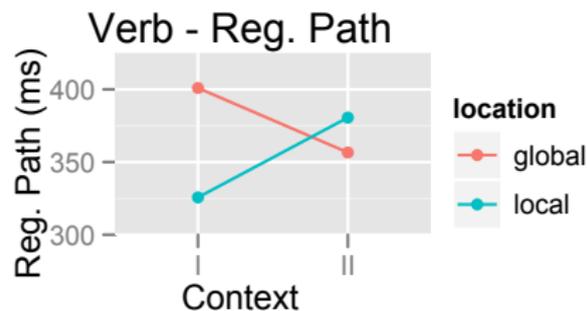
And the winner is...

Results - Reading times on verb

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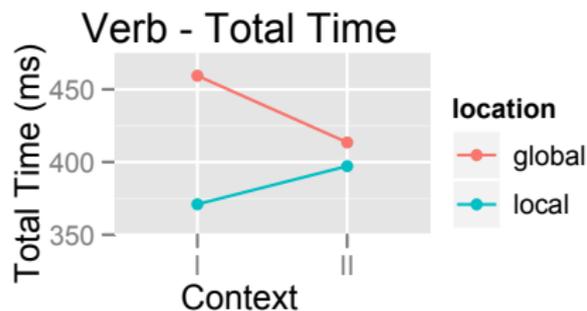
Sum of all fixations on verb



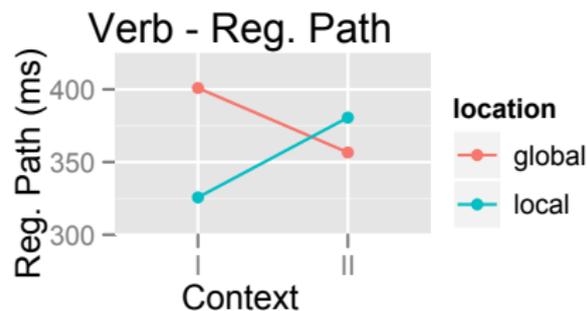
Sum of all fixations from first looking at verb to first moving on to the right

Parallel Results for Rereading time and for **wieder nicht** region

Results - Reading times on verb



Sum of all fixations on verb



Sum of all fixations from first looking at verb to first moving on to the right

Parallel Results for Rereading time and for **wieder nicht** region

- Sig. interaction
- Main effect of Location (and Context)
- Simple effects:
 - $a < b$, but not $d < c$
 - $a < d$ (Reg Path)

Further Analyses

- Main effect of Firstword (NW > WN) in Firstword \times Location analysis, predicted only by DRT (not shown here)

- Main effect of Firstword (NW > WN) in Firstword × Location analysis, predicted only by DRT (not shown here)
- Analysis based on **DRT Projection Path Length**
 - equally good as Context × Location interaction analysis
 - much better than analysis based on Location alone (corresponds to processing hypothesis)

Conclusion

- Strong support for representational complexity of PSP projection at the processing level
- DRT Projection Path length is a surprisingly good predictor of processing effort as reflected in reading times
- Potential anaphora processing effects based on clause-distance apparently absent

Open Issues & Further Questions

- Relation to Global < Local finding by Chemla & Bott 2012?
- Do non-anaphoric triggers behave the same way?
- Do pronouns behave the same way?
- Can any other PSP theories capture this data?
- Are there other independent processing interpretations?

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