

Linguistics E: Class 5 Quantization of language elements

1 Quantization of language elements

- Q.1 Discuss what the smallest unit of language elements is.
- Q.2 Can we think of linguistics that mimics quantum physics?
- Q.3 If language elements can be quantized, how should we be aware of the difference between physics and linguistics?
- Q.4 Discuss how to calculate quantized elements.
- Q.5 Is there a universal grammar?
- Q.6 Is language innate or learned?
- Q.7 What's the relation of language to thought?

2 Context table

- Q.8 Tokenize sentences into words and tabulate the context of every word.
- Q.9 Discuss what features of a word can be represented by a vector by calculating the vector for each word using a context table.
- Q.10 If there is a problem with this vectorization, discuss what the problem is.

3 Second language acquisition

- Q.11 One student said that English was difficult but Korean was easy. What is the ease of learning language? Can you define the ease of learning language?
- Q.12 Describe significant differences of acquisition between the first language and the second language.
- Q.13 Does the acquisition of the first language depend on the structure of the language?
- Q.14 Does the acquisition of a second language depend on the structure of the target language?

4 Complex/compound sentence

- Q.15 To make a compound sentence, you must prepare two or more sentences. Discuss what words are used to connect sentences.
- Q.16 There are cases where it is only necessary to arrange two sentences in a single sentence, or cases where it is necessary to make them into a compound sentence. Discuss the conditions that two sentences must be compounded.

5 AI and linguistics

- Q.17 An information science professor said that linguistics has come to an end with AI, but is this true?
- Q.18 Is it possible to teach AI the rules of language? If possible, how can we teach it? If not possible, what are the problems?
- Q.19 Is it possible for AI to reveal how human cognition and thought are connected?