Chapter 4 Exercises Solutions

1. In the following sentences, state which arguments are actors and which arguments are undergoers.

(1) *The house* = Undergoer
(2) *The boy* = Actor, *his girlfriend* = Undergoer
(3) *The salt* = Undergoer
(4) *Sandy* = Actor, *the turkey sandwich* = Undergoer
(5) *The students* = Actor
(6) *The cougar* = Undergoer, *the game warden* = Actor
(7) *Kim* = Actor
(8) *Pat* = Actor, *a perfect crescent kick* = Undergoer
(9) *The courier* = Actor, *Robin* = Undergoer
(10) *Sally* = Actor
(11) *The hunter* = Actor
(12)None
(13) *The waiter* = Actor, *the drink* = Undergoer
(14) *The lawyer* = Actor, *a summons* = Undergoer
(15) *Sandy* = Actor, *Robin's request* = Undergoer

2. The data below are from Bambara, a Niger-Kordofanian language widely spoken in subsaharan West Africa (Bird & Shopen 1979). Consider the alternation between the transitive and intransitive uses of the verbs in (1)-(6). How is the single argument of the intransitive verbs interpreted? How is the other possible intransitive meaning expressed? What implications does this second form have for the analysis of activity predications presented in §3.2.2?

In (1b)-(6b) the single argument is interpreted as the undergoer, never as the actor. If the transitive verbs are all analyzed as either active accomplishments (*min* 'drink', *dumu* 'eat') or causative accomplishments (all the others), then it appears that the intransitive uses all involve only the BECOME **pred´** part of the logical structure of the verbs. In order to express the activity component, it is necessary to nominalize the verbs with *-li* and use them with *ke* 'do' to form an activity predication. The interpretations follow the principles in (4.14b): with an accomplishment logical structure, the single argument is an undergoer, whereas with an activity logical structure, the single argument is an actor. It was proposed in §3.2.2 that all activity logical structures contain **do´**, and at least some Bambara activity verbs are built upon the Bambara verb for *do, ke.*

3. Given the following logical structures, determine which argument will be actor and which will be undergoer, following the Actor-Undergoer Hierarchy in Figure 4.2. If more than one assignment is possible, give all of them. Indicate how the non-macrorole arguments would be coded.

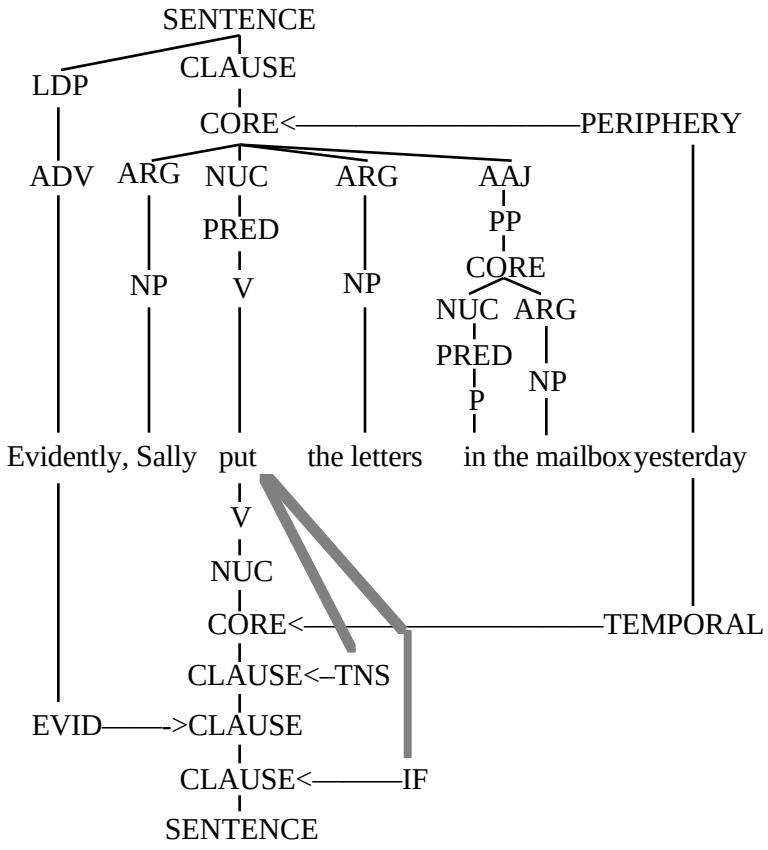
(1) *donate*: [**do´** (x, Ø)] CAUSE [BECOME **have´** (y, z)]
x = Actor, z = Undergoer, *to* y
(2) *drain*: [**do´** (x, Ø)] CAUSE [BECOME NOT **be-in´** (y, z)]
x = Actor, z = Undergoer, *from* y; or x = Actor, y = Undergoer, *of* z

(3) *hear*: **hear´** (x, y)
x = Actor, y = Undergoer
(4) *persuade*: [**do´** (x, Ø)] CAUSE [BECOME **believe´** (y, z)]
x = Actor, y = Undergoer, *of* z
(5) *sit*: **be-on´** (x, y) [MR 1]
y = Undergoer, *on* x
(6) *set*: [**do´** (x, Ø)] CAUSE [BECOME **be-on´** (y, z)]
x = Actor, z = Undergoer, *on* y; or x = Actor, y = Undergoer, *with* z
(7) *run (to)*: [**do´** (x, [**run´** (x)])] & [BECOME **be-at´** (y, x)] [MR 1]
x = Actor, *to* y
(8) *show*: [**do´** (x, Ø)] CAUSE [BECOME **see´** (y, z)]
x = Actor, z = Undergoer, *to* y; or x = Actor, y = Undergoer, z unmarked.
(9) *fill*: [**do´** (x, Ø)] CAUSE [[BECOME **be-in´** (y, z)] CAUSE [BECOME **full´** (y)]]
x = Actor, y = Undergoer, *with* z
(10) *destroy*: [**do´** (x, Ø)] CAUSE [[**do´** (y, Ø)] CAUSE [BECOME **destroyed´** (z)]]
x = Actor, z = Undergoer, *with* y; or if x = Ø, y = Actor, z = Undergoer

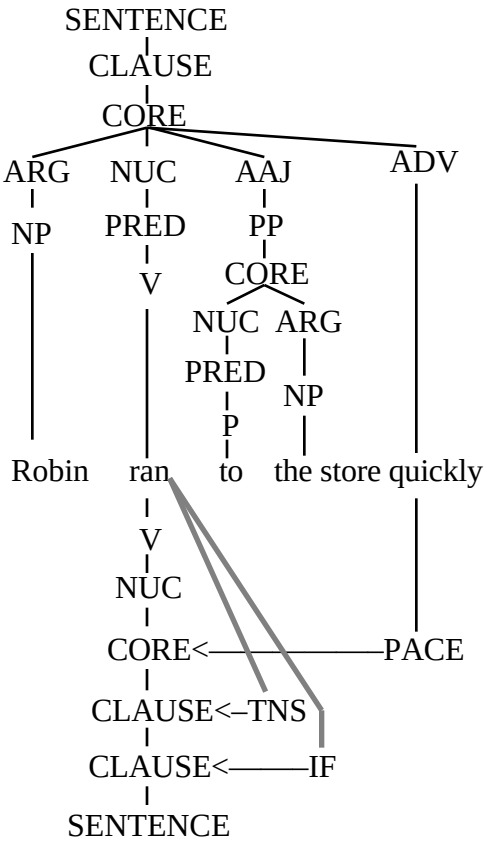
4. Give the semantic representation for the following sentences; include the logical structure of the verb and the semantic representation of adjuncts, adverbs and operators. Do not give a full semantic representation for the arguments; give them simply as ‘John’, ‘book’, etc.

(1) IF *DEC* TNS *PAST* (**next.to´** (shopping mall, ([**do´** (game warden, Ø)] CAUSE [BECOME **captured´** (cougar)])
(2) IF *DEC* TNS *PAST* (**during´** (earthquake (**yesterday´**, [BECOME **collapsed´** (house)])))
(3) IF *DEC* TNS *PAST* ([**quick´** (**do´** (Mary, Ø))] CAUSE [BECOME **see´** (Sally, plans)])
(4) IF *DEC* TNS *PRES* (**probable´** ASP *PROG* ([**do´** (Robin, [paint´ (Robin, room)])] CAUSE [BECOME **green´** (room)]))
(5) IF *DEC* (**evident´** TNS *PRES* ASP *PERF* ([**do´** (Kim, Ø)] CAUSE [BECOME (NOT **complete´** (**ruined´** (printer)]))

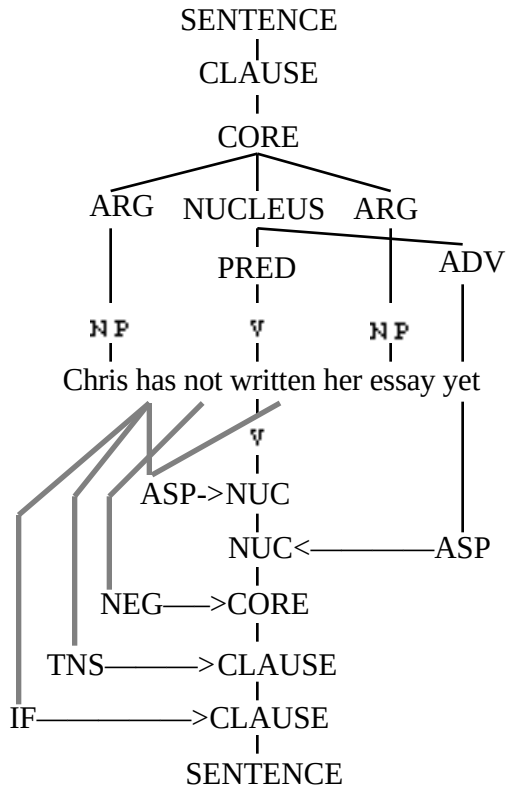
5. Give the syntactic representation of the following sentences, both constituent and operator projections. Specify the internal structure of the PPs but not that of the NPs.


SENTENCE
CLAUSE
LDP
CORE<——————PERIPHERY
ADV ARG NUC ARG AAJ
PRED PP
NP V NP CORE
NUC ARG
PRED NP
P
Evidently, Sally put the letters in the mailbox yesterday
V
NUC
CORE<——————TEMPORAL
CLAUSE<–TNS
EVID——>CLAUSE
CLAUSE<———IF
SENTENCE

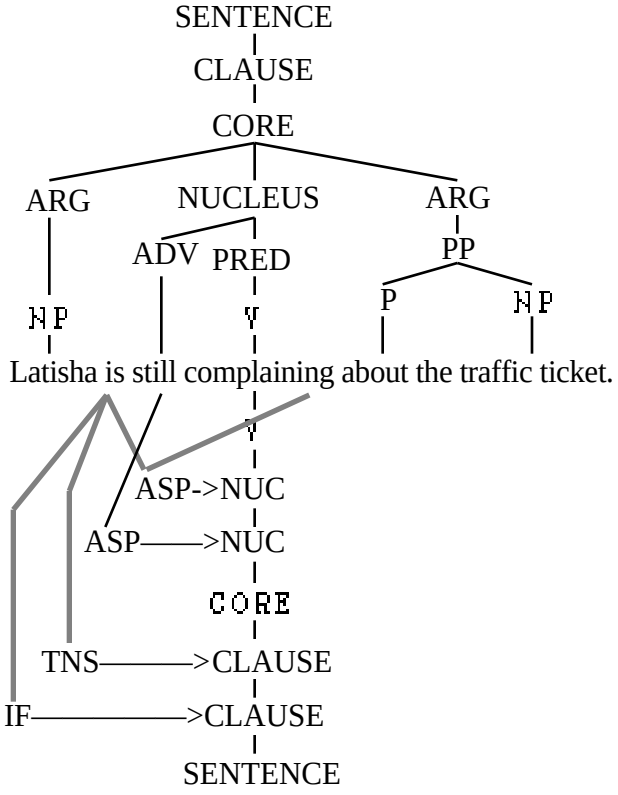
(1)


SENTENCE
CLAUSE
CORE
ARG NUC AAJ ADV
NP PRED PP
V CORE
NUC ARG
PRED NP
P
Robin ran to the store quickly
V
NUC
CORE<————PACE
CLAUSE<–TNS
CLAUSE<———IF
SENTENCE

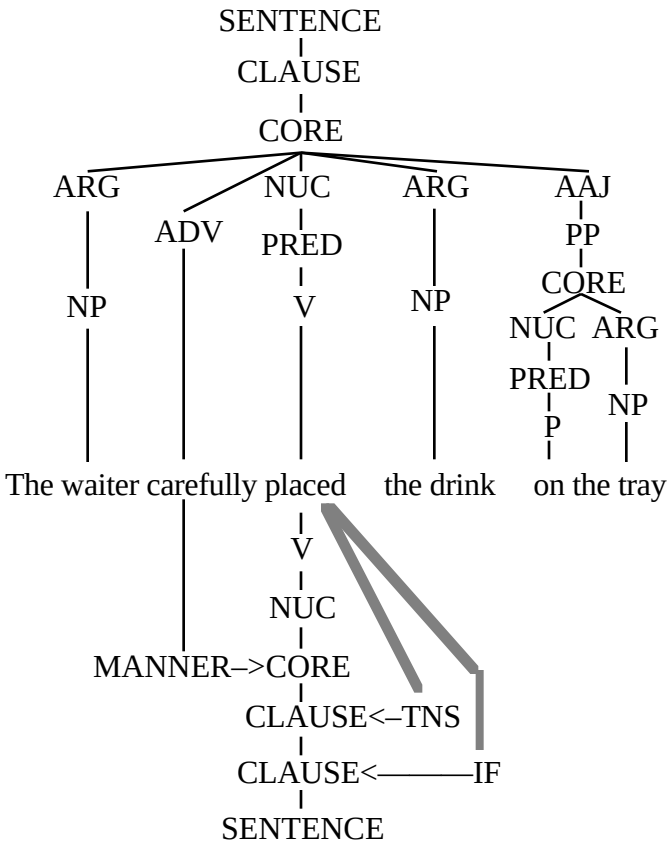
(2)


SENTENCE
CLAUSE
CORE
ARG NUCLEUS ARG
PRED ADV
NP V NP
Chris has not written her essay yet
V
ASP->NUC
NUC<————ASP
NEG——>CORE
TNS———>CLAUSE
IF————>CLAUSE
SENTENCE

(3)

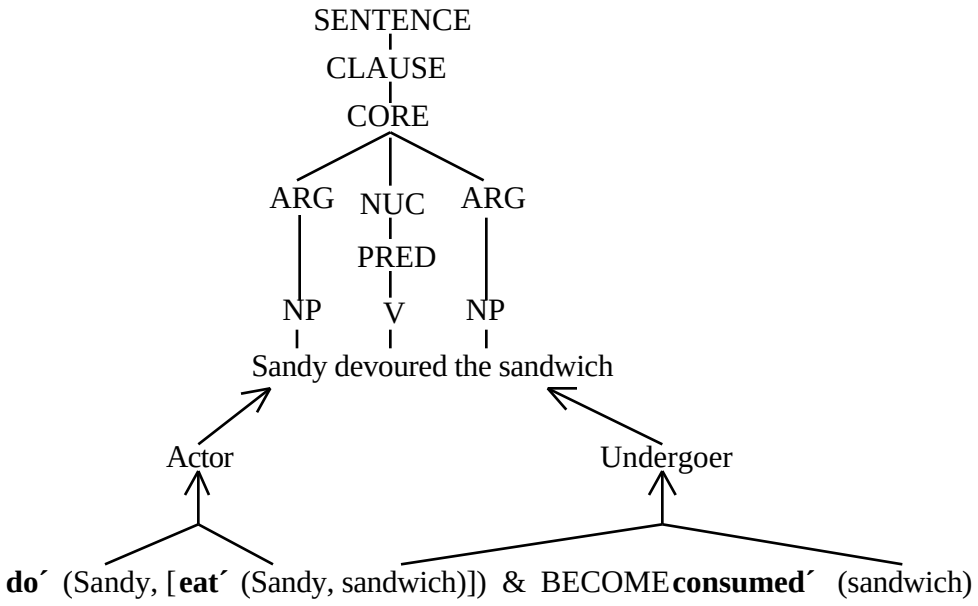

SENTENCE
CLAUSE
CORE
ARG NUCLEUS ARG
ADV PRED PP
NP V P NP
Latisha is still complaining about the traffic ticket.
V
ASP->NUC
ASP——>NUC
CORE
TNS———>CLAUSE
IF————>CLAUSE
SENTENCE

(4)

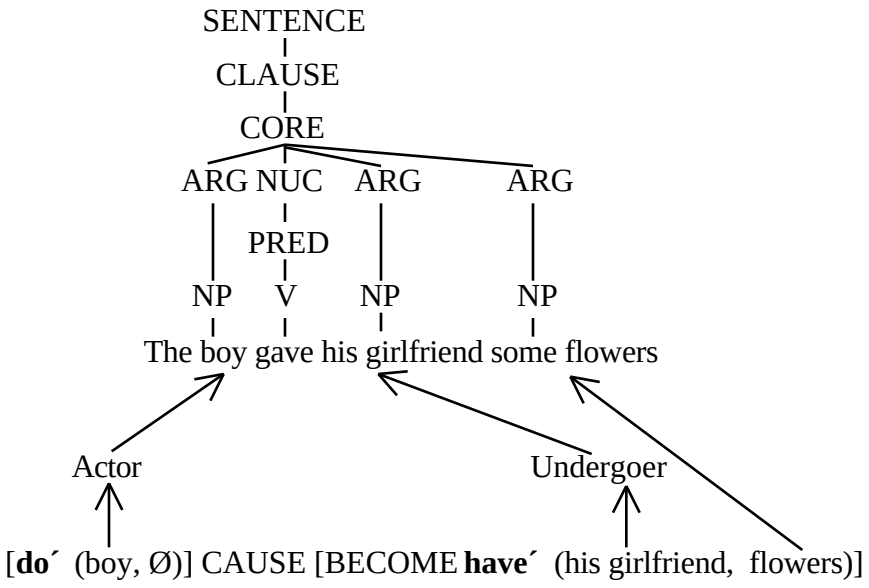


(5)

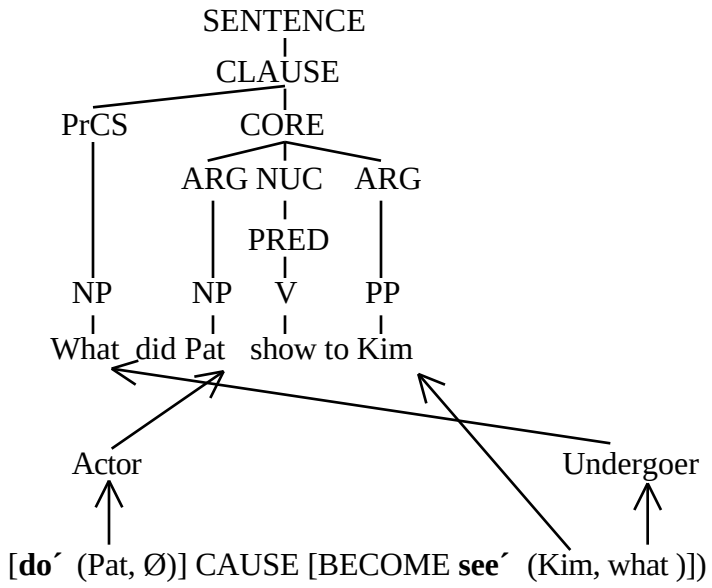
6. Diagram the linking from semantics to syntax in the sentences below, following the procedure outlined in §4.5. Give the logical structure of the verb with arguments for the semantic representation and the constituent projection only for the syntactic representation, using the example in Figure 4.10 as a model.



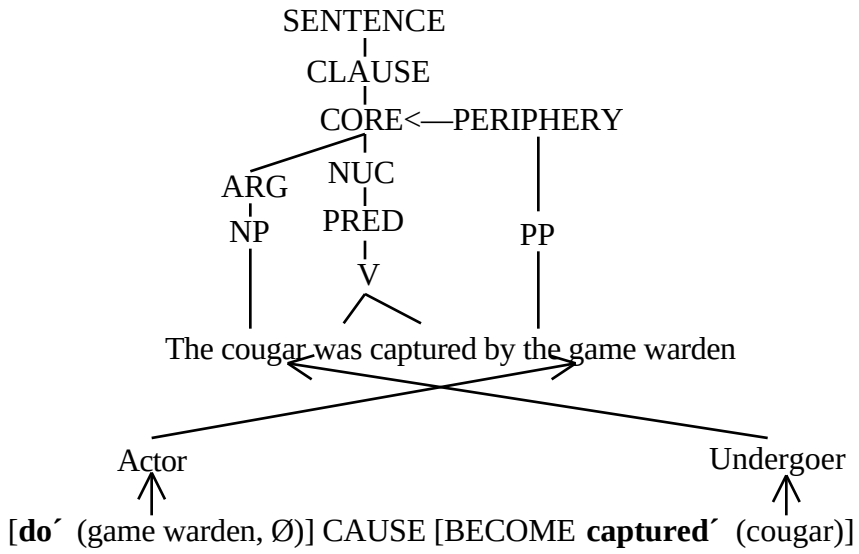
(1)


SENTENCE
CLAUSE
CORE
ARG NUC ARG ARG
PRED
NP V NP NP
The boy gave his girlfriend some flowers
Actor
Undergoer
[**do´** (boy, Ø)] CAUSE [BECOME **have´** (his girlfriend, flowers)]

(2)


SENTENCE
CLAUSE
PrCS CORE
ARG NUC ARG
PRED
NP NP V PP
What did Pat show to Kim
Actor
Undergoer
[**do´** (Pat, Ø)] CAUSE [BECOME **see´** (Kim, what)])

(3)



(4)

7. Give the semantic representation for the following NPs: include the semantic representation of the head noun, possessors, adjuncts and operators.

(1) the two new red cars
DEF + QNT 2 NUM *PL* NASP *COUNT* **be´** ([**be´** (car, [**red´**])], [**new´**])

(2) the sister of Kim's neighbor
DEF + QNT ∃ NUM *SG* NASP *COUNT* **have´** (Kim, [**have.as.kin´** (neighbor, sister)])

(3) the bicycle's shiny wheel
DEF + QNT ∃ NUM *SG* NASP *COUNT* **have.as.part´** (bicycle, [**be´** (wheel, [**shiny´**])])

(4) that loud guy in the kitchen
DEIC *DISTAL* DEF + QNT ∃ NUM *SG* NASP *COUNT* **be-in´** (kitchen, [**be´** (guy, [**loud´**])])

(5) a surprise party after the meeting
DEF − QNT ∃ NUM *SG* NASP *COUNT* **be-after´** (meeting, surprise party)