

## AGENTLIKE MEANING OF THE ALLATIVE ELEMENT IN A FINNISH VERBLESS CONSTRUCTION

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## TOPIC

- The Finnish allative case with animate referents
  - in the initial position
  - in a verbless construction.
- Its agentlike senses.
- E.g.

Lapsiperhe-i-lleerävoittofamily.with.children-PL-ALLwon.round[NOM.SG]allative argumentTHEME argument

Lit. 'To families with children a won round.'



## STRUCTURE OF THE PRESENTATION

1. Data.

- 2. ALLATIVES based on a typological survey by Rice & Kabata (2007).
- 3. The allative among the other Finnish cases.
- 4. Functions of the allative with animate referents.
- 5. Agentlike allative elements in my data.



## DATA

- 500 headlines from Finnish newspapers.
  - On the grounds of an introspective analysis, 123 of the headlines were categorized as containing an agentlike allative element.
    - 2 agentlike subgroups (of total 8): ACTORS and PURCHASERS.
- A paraphrase test with 163 participants.
  - Undergraduate students of language-related subjects.
  - 20 headlines.
  - Finite paraphrases.
  - The results gave support to the introspective categorization.



### ALLATIVE MARKERS Rice & Kabata 2007

 Functions of goal-marking morphemes, i.e.
 ALLATIVES, in 44 genetically and areally diverse languages.

- 33 different senses.
  - 1 agentive sense, ERGATIVE, found in a single ergative language (lka).



## **ERGATIVE USAGE**

lka

*tigri-se?* an-ga-na jaguar-ALL REF-eat-DIST 'A jaguar ate it.'

(Frank 1990: 37, quoted in Rice & Kabata 2007: 510.)



## THE ALLATIVE AMONG THE OTHER FINNISH CASES

• There are 15 cases in Finnish. The allative is one of **the local cases**.

	NON-DIRECTIONAL 'stative'	DIRECTIONAL 'separative'	DIRECTIONAL 'terminal'
internal	inessive	elative	illative
external	adessive	ablative	allative
general	essive	_	translative

(Leino & Östman 2005: Constructions and variability.)

- It is an external local case with terminal direction meaning 'to', 'onto', 'towards'.
  - It is used to indicate endpoints and targets of transfer or change.



## THE ALLATIVE WITH ANIMATE REFERENTS (1)

RECIPIENT				
kuuluisuuks-i-lle	lähete-tä-än		ihailijak	irje-i-tä
celebrity-PL-ALL	send-PASS-PERSON		fan.letter-PL-PRT	
'Fan letters are sent to celebrities.'				
ADDRESSEE				
miekkailija	huus-i	tuomari-lle		
fencer[NOM.SG]	shout-PST.3SG	ST.3SG referee-ALL		
'A/the fencer shouted at a/the referee.'				
BENEFACTIVE				
Tanja	piirtä-ä	kuva-n		Niilo-lle
Tanja[NOM.SG]	draw-PRS.3SG	picture-A	ACC	Niilo-ALL
'Tanja draws a picture for Niilo.'				



## THE ALLATIVE WITH ANIMATE REFERENTS (2)

CONCEPTUAL				
Teemu-lle	tul-i	miele-en pelottava	ajatus	
Teemu-ALL	come-PST.3SG	mind-ILL scary[NOM.SG]	thought[NOM.SG]	
'A scary though	t occured to Teemu	,		
PERCEPTUAL				
kummitus	näyttäyty-i	mummo-lle		
ghost[NOM.SG]	appear-PST.3SG	granny-ALL		
'A/the ghost appeared to granny.'				
EMOTIONAL T	ARGET			
nunna	on kiitolline	en Jumala-lle		
nun[NOM.SG]	be.3SG grateful	[NOM.SG] God-ALL		
'A/the nun is grateful to God.'				
			Ŭ	



## THE ALLATIVE WITH ANIMATE REFERENTS (3)

#### EXPERIENCER

politiikkaonvaikea-aminu-llepolitics[NOM.SG]be.3SGhard-PTVI-ALL'Politics is hard for me.'papi-lletul-ihikipriest-ALLcome-PST.3SGsweat[NOM.SG]'A/the priest began to sweat.'

How can agentlike participants be coded with the allative?



# ACTOR (1)

- ACTORS are participants acting in the way that they achieve the referent of the THEME argument.
- The THEMES correspond to effected objects that come into existence along with the ACTOR's action.
  - ► The end result is not a concrete product but an abstract achievement or result.
- The energy flow is not actually directed at the THEME participant but at physical or strategic special characteristics of the unspecified action.
- The semantic frame of the construction involves an implication that the referent of the allative element changes in some respects because of achieving the THEME.



## ACTOR (2)

Passeri-lle	laukka		tai	voitto		
Passeri-ALL	gallop[NOM	I.SG]	or	victory[N	OM.SG]	
[name of a horse]						
'Passeri gallops or wins.' (Lit. 'To Passeri gallop or victory.')						
Maalivahti	M	lartin	Brodeur	i-lle	maali	
goalkeeper[NOM.S	SG] Ma	artin	Brodeur	-ALL	goal[NOM.SG]	
'Goalkeeper Martin Brodeur scored a goal.' (Lit. 'To goalkeeper M. B. a goal.')						



# ACTOR (3)

- 55 ACTOR participants
  - 19 sports teams
    - name mentioned
  - 14 athletes
    - name or sport mentioned
  - 20 other collectives
    - a mixed bag
  - 2 other individuals
    - name or nationality mentioned

- 57 THEME participants
  - 31 deverbal nouns
    - voitto 'victory'
    - *pudotus* 'knockdown' (show jumping) *laukka* 'gallop'
  - 26 abstract nouns

tappio 'defeat'

maali 'goal'

neuvottelutulos 'negotiation result'





- Scenes are places of contest.
  - Denoted events are almost always situated in sports, electoral, or other competitive contexts.
    - Occasionally, also corporate and political contexts are found.
  - Denoted events require particular physical or strategic action of ACTORS.



# **PURCHASER (1)**

- PURCHASERS acquire the referent of the THEME argument to their own sphere of control, typically, by purchasing or creating it.
- The THEMES are, respectively, either affected or effected objects.
- The semantic frame in question implicates a state in which the PURCHASER functions as a POSSESSOR.



## **PURCHASER (2)**

ravirada-Ita Varka-i-lle iso saalis thief-PL-ALL big[NOM.SG] haul[NOM.SG] trotting-track-ABL 'Thieves had a big haul from a/the trotting-track.' (Lit. 'To thieves a big haul from trotting-track.') Unkari-in JOT-lle tytäryhtiö JOT-ALL subsidiary.company[NOM.SG] Hungary-ILL [name of a company]

'JOT founds a subsidiary company to Hungary.'

(Lit. 'To JOT a subsidiary company to Hungary.')



# **PURCHASER (3)**

- 68 PURCHASER participants
  - 3 sports teams
    - name mentioned
  - 11 athletes
    - name mentioned
  - 51 other collectives
    - a mixed bag
  - 3 other individuals
    - name mentioned

- 67 THEME participants
  - 26 concrete nouns
    tietokoneita 'computers'
    hotellihuoneita 'hotel rooms'
  - 22 abstract nouns

*mestaruus* 'championship' *mainosmonopoli* 'commercial monopoly'

- 18 ambiguous nouns hopeaa 'silver' (medal/credit)
- I deverbal noun
  - Could belong to ACTOR subgroup.



## **PURCHASER (4)**

Scenes are relations in the domains of possession and control.

- Denoted events are mostly situated in corporate, sports, or local contexts.
- Other special domains include professional, religious, and administrative contexts.
- Purchase may be based on buying, ordering, stealing, deserving, founding, building, or creating.
  - Conventional action in society.



## CONCLUSIONS

- Scenes pertaining to power relations seem to contribute to active construals of allative arguments.
  - Contest contexts: superiority in a particular domain.
  - Purchase contexts: possessing and/or controlling entities.
- The referent of an allative argument has to intentionally and actively participate in the event in order to acquire the referent of a THEME argument.
- However, scenes pertaining to the other subgroups of the allative in the verbless construction in question should also be examined in a similar way.
  - Precise comparison.



## REFERENCES

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Rice, Sally & Kabata, Kaori (2007) *Crosslinguistic grammaticalization patterns of the allative*. Linguistic Typology 11: 451–514.