

# Multiple-Feature Mutation and REALIZE MORPHEME

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# Voicing Mutation in Aka (Akinlabi, 1996; Wolf, 2005)

## Class 5 - singular

**g**òàlà

**b**èlèlé

**dʒ**ámà

**d**èngé

**g**ásá

**b**àpùlàkà

## Class 6 Plural

mà-**g**òàlà

mà-**b**èlèlé

mà-**dʒ**ámà

ma-**t**èngé

ma-**k**ásá

ma-**p**àpùlàkà

(game of imitation)

‘sound of waterfall’

‘mud’

‘piercing tool’

‘palm branch’

‘lung’

Singular of class 5 is expressed by voicing the initial consonant

## Autosegmental Analysis (Lieber, 1987; Zoll, 1996; Wolf, 2005)

**[+voice]** ↔ [+sing]

+

→

g<sub>[+voice]</sub>asa

k<sub>[-voice]</sub>asa ↔ [+N]

## Why can a floating feature overwrite?

**REALIZE MORPHEME:** For every morpheme in the input, some phonological element should be present in the output.  
(van Oostendorp, 2005;  $\approx$  Akinlabi, 1996)

**MAXFLT:** All autosegments that are floating in the input have output correspondents.  
(Wolf, 2005;  $\approx$  Zoll, 1996)

# Conflicting Claims

**Wolf (2005):** Both REALIZE MORPHEME and MAXFLT can handle simple cases as in Aka, but only MAXFLT can capture overwriting in mutation patterns involving more than one phonological feature

**This talk:** REALIZE MORPHEME is sufficient if an appropriate morphological analysis of apparently problematic cases is provided

REALIZE MORPHEME should be preferred since it is simpler and more general

# Overview

The Argument for MAXFLT

Discontinuous Exponence in Morphological Theory

Multi-Feature Mutation as Multiple Morphemes

Umlaut and Ablaut in German


# How Feature Overwriting could emerge

through

- ▶ Standard Faithfulness Constraints
- ▶ Standard Markedness Constraints
- ▶ MAXFLT
- ▶ REALIZE MORPHEME

# Overwriting through Standard Faithfulness?

**Input:** [+vc] + k<sub>[-vc]</sub>asa

	MAX	DEP	IDENT
a. g <sub>[+vc]</sub> asa			*!
 b. k <sub>[-vc]</sub> asa			

**MAX and DEP:** are indifferent w.r.t. overwriting


**IDENT:** systematically disfavors overwriting



# Overwriting through Standard Markedness?

**VOP (Voiced Obstruent Prohibition):** No Obstruent must be voiced  
(Kager, 1996:40)

Input: [+vc] k<sub>[-vc]</sub>asa

	VOP
a. g <sub>[+vc]</sub> asa	*!
 b. k <sub>[-vc]</sub> asa	

→ doesn't work for markedness-increasing mutation as in Aka

# Overwriting through REALIZE MORPHEME?

Input: [+vc] k<sub>[-vc]</sub>asa

	REALMORPH	IDENT	VOP
☞ a. g <sub>[+vc]</sub> asa		*	*
b. k <sub>[-vc]</sub> asa	*!		

**REALIZE MORPHEME:** For every morpheme in the input, some phonological element should be present in the output.

# Overwriting through MAXFLT?

**Input:** [+vc] k<sub>[-vc]</sub>asa

	MAXFLT	IDENT	VOP
☞ a. g <sub>[+vc]</sub> asa		*	*
b. k <sub>[-vc]</sub> asa	*!		

**MAXFLT:** All autosegments  
that are floating in the input  
have output correspondents.

## Multi-Feature Mutation in Texistepec Popoluca

- ▶ 1st person verb forms are marked by nasalizing the initial consonant
- ▶ 2nd person verb forms are marked by nasalizing and palatalizing the initial consonant
- ▶ 3rd person verb forms are marked by denasalizing and palatalizing the initial consonant

<b>Infin.</b>	<b>1P</b>	<b>2P</b>	<b>3P</b>	
<b>dastah</b>	<b>nastah</b>	<b>ɲastah</b>	<b>d<sup>j</sup>astah</b>	'dig'
<b>naj</b>	—	—	<b>d<sup>j</sup>aj</b>	'sprout'

## Multi-Feature Mutation in Texistepec Popoluca

Infin.	1P	2P	3P	
<b>d</b> astah	<b>n</b> astah	<b>ɲ</b> astah	<b>dʲ</b> astah	'dig'
<b>n</b> aj	—	—	<b>dʲ</b> aj	'sprout'


[+1] ↔ [+nasal]


[+2] ↔ [+nasal-back]

[+3] ↔ [-nasal-back]

## MAXFLT vs. REALMORPH in Multiple-Feature Mutation

Input: [-nas-bk] +  $n_{[+nas+bk]}aj$

	MAXFLT	IDENT
 a. $d_{[+nas+bk]}^j aj$		**
b. $d_{[-nas+bk]} aj$	*!	*
c. $n_{[+nas+bk]} aj$	*!*	

	REALMRPH	IDENT
a. $d_{[+nas+bk]}^j aj$		**!
 b. $d_{[-nas+bk]} aj$		*
c. $n_{[+nas+bk]} aj$	*!*	

# The Problem for REALIZEMORPHEME

REALIZEMORPHEME ...

- ▶ ... quantifies existentially, not universally
- ▶ ... is satisfied if at least one floating feature is realized
- ▶ ... doesn't enforce realization of all features in multiple-feature mutation

## Discontinuous Exponence: Person and Number (Muna)

	<b>sg</b>	<b>pl</b>
<b>1</b>	<b>a</b> -kala	<b>ta</b> -kala
<b>1+2</b>	<b>do</b> -kala	<b>do</b> -kala- <b>amu</b>
<b>2</b>	<b>o</b> -kala	<b>o</b> -kala- <b>amu</b>
<b>2 (polite)</b>	<b>to</b> -kala	<b>to</b> -kala- <b>amu</b>
<b>3</b>	<b>no</b> -kala	<b>do</b> -kala

(van den Berg, 1989:51)

Agreement is partially expressed by one affix (e.g. ta-)  
and partially split into person and number (e.g. o- -amu)



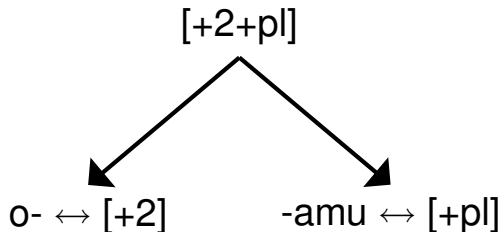
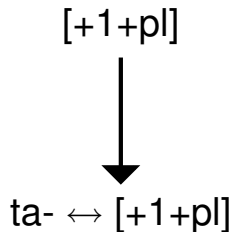
# Discontinuous Exponence in Distributed Morphology

- ▶ Syntax provides heads with morphosyntactic features, but without phonological content (e.g. [+1+pl])
- ▶ Morphology realizes heads phonologically by vocabulary items (e.g. ta- ↔ [+1+pl])
- ▶ In Discontinuous Exponence features of 1 head are expressed by more than 1 vocabulary item (e.g. [+2+pl] by o- ↔ [+2] and -amu ↔ [+pl])

(Noyer, 1992; Halle & Marantz, 1993; Frampton, 2003; Müller & Trommer, 2006)

(Similar Proposals in OT: Noyer, 1993; Trommer, 2001; Wunderlich, 2003)

# Discontinuous Exponence in Distributed Morphology



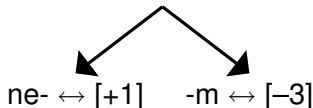
# Discontinuous Exponence of Person (Menominee)

**ne-po:se-m**

[+1]-embark-[-3]

'I embark'

[+1-2-3]

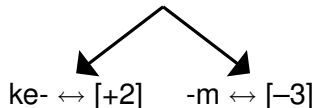


**ke-po:se-m**

[+2]-embark-[-3]

'you embark'

[-1+2-3]

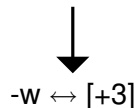


**po:se-w**

embark-[+3]

'he embarks'

[-1+2-3]



(Trommer, 2007; data from Bloomfield, 1962)

## Discontinuous Exponence in Sierra Populuca (Müller, 2005)

Abs		Erg	
[+1-2-Erg]	a-	[+1-2+Erg]	a-n-
[+1+2-Erg]	t-a-	[+1+2+Erg]	t-a-n-
[-1+2-Erg]	m-i-	[-1+2+Erg]	i-n-
[-1-2-Erg]	-	[-1-2+Erg]	i-

Abs	Erg	
[+1-2-Erg]	[-1+2+Erg]	a-n
[-1+2-Erg]	[+1-2+Erg]	m-a-n-
[-1-2-Erg]	[-1-2+Erg]	i-
[-1-2-Erg]	[+1-2+Erg]	a-n-
[-1-2-Erg]	[-1+2+Erg]	i-n-
[+1-2-Erg]	[-1-2+Erg]	a-
[-1+2-Erg]	[-1-2+Erg]	m-i-

n-	↔	[+Erg]	
a-	↔	[+1]	
i-	↔	[-1]	
m-	↔	[+2]	/ [-Erg]
t-	↔	[+2]	/ [+2]

# Texistepec Popoluca as Discontinuous Exponence

Inf.	1P [+nasal]	2P [+nasal -back]	3P [-nasal -back]	
dastah	nastah	n <sup>j</sup> astah	d <sup>j</sup> astah	'dig'
naj	—	—	d <sup>j</sup> aj	'sprout'

[-3] ↔ [+nasal]

[-1] ↔ [-back]

[+3] ↔ [-nasal]

# Texistepec Popoluca as Discontinuous Exponence

**1p**

nastah

[+1-2-3]

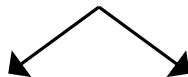


[+nas] ↔ [-3]

**2p**

n<sup>j</sup>astah

[-1+2-3]

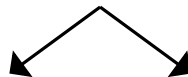


[+nas] ↔ [-3] [-back] ↔ [-1]

**3p**

d<sup>j</sup>astah

[-1-2+3]




[-nas] ↔ [+3] [-back] ↔ [-1]

(cf. dastah, 'dig')

# REALIZEMORPHEME Rehabilitated

Input: [+nas] +[-back] + d<sub>[-nas+bk]</sub>astah

	REALIZEMORPHEME	IDENT
 a. n <sup>j</sup> <sub>[+nas-back]</sub> astah		**!
b. d <sup>j</sup> <sub>[-nas-back]</sub> astah	*!	*
c. n <sub>[+nas+back]</sub> astah	*!	*
d. d <sub>[+nas+bk]</sub> astah	*!*	

- ▶ REALMORPH refers to Vocabulary Items, not to Heads
- ▶ Since every floating feature is a morpheme, every floating feature must be realized

## Multi-Feature Mutation in Nuer Infinite Forms

	'overtake'	'hit'	'pull out'	'scoop hastily'	
Infinitive	<i>cob</i>	<i>jaaç</i>	<i>guǔ</i>	<i>kêp</i>	
Negat. Pres. Ptc.	<i>còp</i>	<i>jaac</i>	<i>guṯ</i>	<i>kep</i>	[-voiced -continuant]
Past Ptc.	<i>cof</i>	<i>jaaç</i>	<i>guθ</i>	<i>kêf</i>	[-voiced +continuant]

[+Part] ↔ [-voiced]

[+Pol] ↔ [+continuant]

[-Pol] ↔ [-continuant]



# Affixal Split Exponence for Infinite Forms (German)

	<b>Weak</b>	<b>Strong</b>
<b>Infinitive</b>	weh-en	seh-en
<b>Present Participle</b>	weh-en-d	seh-en-d
<b>Past Participle</b>	ge-weh-t	ge-seh-en
<b>Past 2sg</b>	weh-t-est	sah-st

[+Tense +Past] ↔ -t

[+Tense] ↔ -n

[+Part] ↔ -d / \_\_\_\_\_ [-Past]

[+Part] ↔ ge-

# German: Affixation + Mutation in Verbal Ablaut

Present 1sg	Present 2sg	Present 3sg
lall-e	lall-st	lall-t
fall-e	<b>fäll-st</b>	<b>fäll-t</b>

## MAXFLT vs. REALMORPH in Affixation + Mutation

Input: fa<sub>[+bk]</sub>ll + [-bk]st

	MAXFLT	IDENT
☞ a. fä <sub>[-bk]</sub> ll-st		*
b. fa <sub>[+bk]</sub> ll-st	*!	

	REALMRPH	IDENT
a. fä <sub>[-bk]</sub> ll-st		*!
☛ b. fa <sub>[+bk]</sub> ll-st		

## VIs for Agree (following Müller, 2006)

	sg		pl	
<b>1</b>	[+1 -2 -pl]	-e	[+1 -2 +pl]	-en
<b>2</b>	[-1 +2 -pl]	-s-t	[-1 +2 +pl]	-t
<b>3</b>	[-1 -2 -pl]	-t	[-1 -2 +pl]	-en

[-2+pl] ↔ -n

[+2] ↔ -s / \_\_\_\_\_ [-pl]

[-1] ↔ -t

**[-pl]** ↔ **-back** / \_\_\_\_\_ **[-1] Class<sub>u</sub>**

[ ] ↔ -e

# REALMORPH Rehabilitated

**Input:**  $fa_{[+bk]}ll + [-bk] + st$

	REALMRPH	IDENT
☛ a. $fä_{[-bk]}ll-st$		*!
b. $fa_{[+bk]}ll-st$	*!	
c. $fa_{[+bk]}ll$	*!*	