## TOPIC 4:

# Semantic representation of clauses

## 1 The semantic representation of clauses.

The previous module has described the syntactic structure of clauses: how a clause is made up of phrases, which are in turn made up of words.

In this section, we look briefly at the semantic structure of the clause. There are different models of clause semantics. In this class, we will use the system from Sydney Functional Linguistics, which analyses the clause in terms of participants (Actor, Goal, Sensor, Sayer, etc.), processes (material, mental, verbal, etc.) and circumstances of the processes (location, manner, means, etc.)

A clause represents a pattern of experience, conceptualised as a semantic configuration. A semantic configuration consists of: processes, participants and circumstances.

The dog	bit	the postman	yesterday.
participant	process	participant	circumstance

**Processes** (actions, events, states, types of behaviour): types.

- <u>material</u>: processes of 'doing' (kick, run, paint, construct, dig, write, repair, send, give)
- mental: processes of 'experiencing' or 'sensing' (see, hear, know, feel, believe, think, like)
- <u>relational</u>: processes of 'being' or 'becoming' in which a participant is characterised, or identified, or situated circumstantially (be, seem, stand, lie, become, turn, get)
- verbal (say, tell), existential (there is a problem), behavioural (laugh, cry).

**Participants** (entities such as persons, objects or abstractions): the types depend on the type of process.

**Circumstances**: are not "participants" in the process (not Subject, Object Complement) but rather define how, when, where, why, what with, etc. the process occurs.

Do it gently. He watered the garden with a hose.

## **2 Material Processes**

**Actor**: the Actor of a process can be either:

the Agent of the process (must be an animate entity capable of conscious action):

The Prime Minister	resigned
Actor: agent	Process: material

• <u>Inanimate Agent</u> or <u>Force</u> (where the Actor is not animate):

Lightning	struck	the oak tree
Actor: force	Process: material	Goal

**Goal**: The goal can be either:

• Affected (if the Goal exists before the process but is affected by it):

The avalanche	buried	the climbers
Actor: force	Process: material	Goal: affected

• <u>Effected</u> (if the Goal is created by the process):

Mary	made	an omelette
Actor: agent	Process: material	Goal: effected

#### Recipient and Beneficiary:

• Recipient: participant to whom the action is directed and who receives the goods:

1	gave	the kids	some money
Actor: agent	Process: material	Recipient	Goal: affected

• Beneficiary: participant for whom some service is done: I'll make you an omelette.

1	will make	you	an omelette
Actor: agent	Process: material	Beneficiary	Goal: effected

**Actor and Goal with Ergative verbs**: the Subject of an intransitive clause with an ergative should be seen as the Goal, not the Actor:

The	The glass		broke	
Goal: affected		Process: material		
1	brok	e	the glass	
Actor: agent	Process: material		Goal: affected	k

**Actor and Goal in passive sentences**: in a passive sentence, what was Object in the active sentence becomes the Subject, and keeps the same semantic role:

You	will be made	an omelette
Beneficiary	Process: material	Goal: effected

# 3 Mental Processes

**Senser**: the one who sees, feels, likes, etc.

Phenomenon: the participant which is perceived, known, liked, etc.

The rider		heard		a noise	
Sense	r	Process: menta		Phenomenon	
I	thou	thought t		she was coming	
Senser	Process: mental		F	Phenomenon	
That you like ice-cream pleases me			me		
Phenomenon		Process	: mental	Senser	

#### 4 Verbal Processes

Sayer: the one who speaks the message.

Verbiage: what is said.

**Addressee** (if present): the one who is spoken to.

Joi	John s		said		something	
Sayer Proces		ess: verbal		Verbiage		
John	told	ld me			to go	
Sayer	Process: ve	erbal	Addresse	е	Verbiage	
"Get out of here!"			she		screamed	
Verbiage			Sayer	Pı	ocess: verbal	

#### 5 Relational Processes

These processes are mostly those with 'be' and 'have' as the main verb (also 'seem', 'appear', and also words of sensing when the Complement is an adjectival phrase (*I felt sad*). These verbs do not in general passivise. We will identify 2 main types here:

• Possession: some Possessor has possession of some Possession.

John	has	my cat.
Possessor	Process:relational	Possession

Attribution: one entity (the Carrier) is assigned some attribute.

John	is	very sick.
Carrier	Process:relational	Attribute
John	is	the president
Carrier	Process:relational	Attribute
That book	is	mine
Carrier	Process:relational	Attribute

## 6 RECOMMENDED BIBLIOGRAPHY

Downing, A & P. Locke (2002) *A University Course in English Grammar (2<sup>nd</sup> edition)*. London: Routledge. [Chapter 4]

Thompson, Geoff (2004) *Introducing Functional Grammar*. 2nd edition, London: Edward Arnold. [Chapter 5]

#### 7 Exercise

#### 1. Specify the type of process involved in the following examples;

We carried our luggage.

The spectators cheered enthusiastically.

The gardener dug a hole in the garden.

She gave me a bracelet for my daughter.

A stone broke the window.

The water boiled.

The window broke.

The dog died.

I can smell the gas.

He slipped on the ice.

I can't understand their objections.

We believe that he is right.

Phil knows the answer.

Tom is generous.

That car is mine.

He remained the leader.

The water feels cold

# 2. What are the semantic roles/functions involved in each of the examples above?

# 3. For each of the following clauses say whether a participant or a circumstance has been chosen as Theme:

- 1. Main Street is usually crowded on late shopping nights.
- 2. The girls armed with hockey-sticks chased the burglar.
- 3. Quite by accident I came across a very rare postage-stamp.
- 4. Away in the distance you can see Mount Kilimanjaro.
- 5. What I am going to tell you must not be repeated.