

Lecture 8
Clause as Representation III

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Behavioural Process

- Features:
  - construe (human) behaviour, including mental and verbal behaviour, as an active version of verbal and mental processes
  - an intermediate type with mixed characteristics, between material and mental/verbal processes
  - saying and sensing are construed as activity: chat, gossip; ponder, watch, listen, smile, grin
  - one participant is endowed with human consciousness
  - Behaver vs Senser

- Distinguishing features:
  - unlike mental/verbal ones, but like material ones
  - (i) the unmarked representation of present time is present-in-present (the present continuous/progressive); and
  - (ii) they cannot report (i.e., occur with a reported clause in a projecting clause complex).

Table 4.8 Behavioural and mental processes of perception

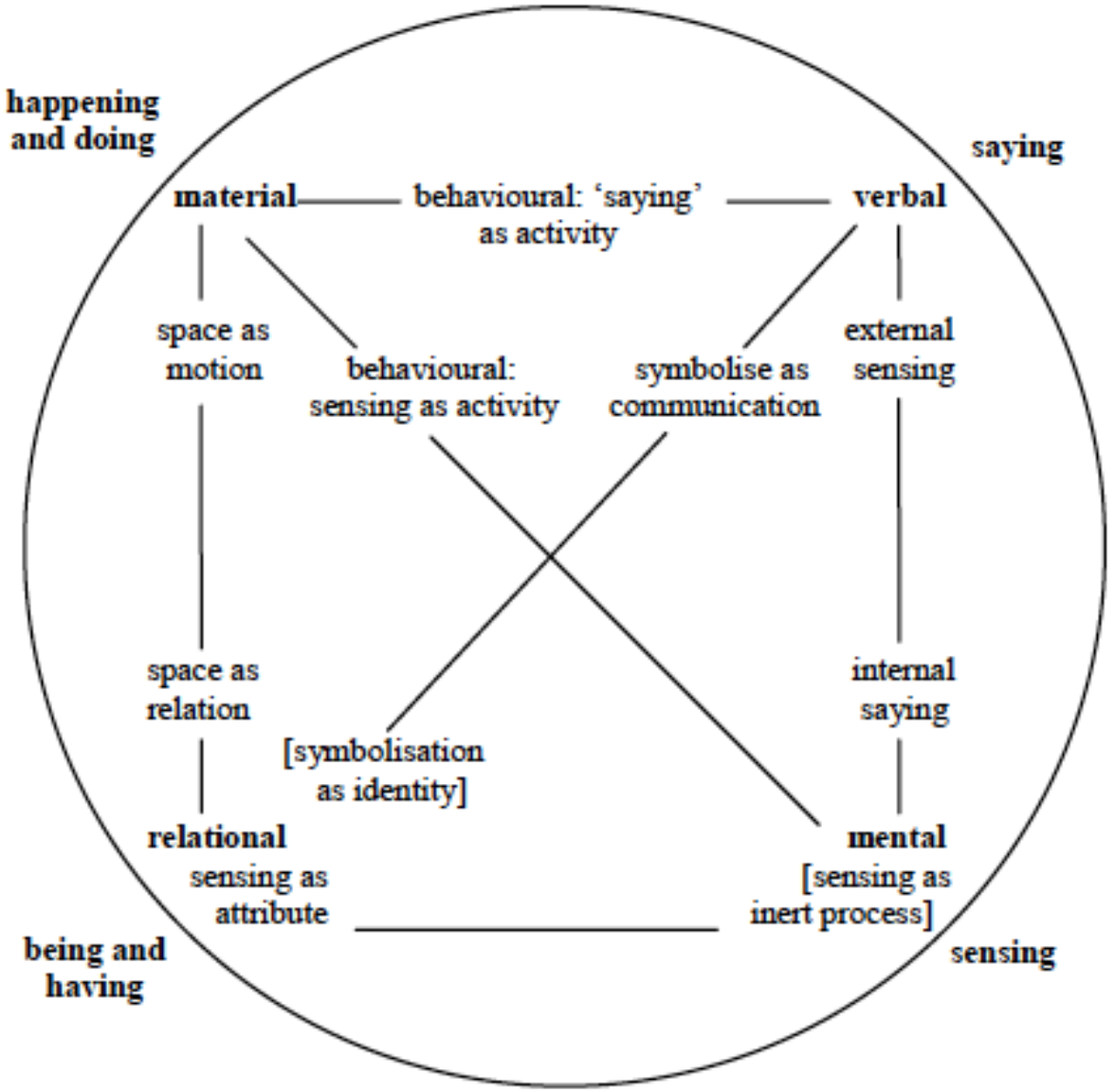
behavioural	mental: perception
I'm looking at John	I see John; I can see John
–	I see that John's already left
I'm listening to John working	I hear John working; I can hear John working
–	I can hear that John is working
The cat's sniffing the flower	The cat smells the flower
–	The cat smells that another cat's been in
I'm tasting the wine	I taste the wine in this; I can taste the wine in the sauce
–	I can taste that there's wine in the sauce

Table 4.9 Types of behavioural process

	behavioural	**mental/verbal**
perceptive	*look at, watch, stare, gawk, view, look over, observe*	*see, observe*
	listen to, eavesdrop	*hear, overhear*
	sniff, smell	*smell*
	taste	*taste*
	feel	*feel*

	behavioural	**mental/verbal**
cognitive	*ponder, puzzle, solve, work out, meditate, ruminate, think*	*think, know, believe*
emotive	*smile, frown, laugh, pout, gasp, grin, scowl, shake, shudder, tremble*	*fear, enjoy, like ; frighten, scare, alarm, disgust, please, amuse, upset*
verbal[10]	*whine, whinge, mumble, stammer, stutter, mutter, moan, chatter, gossip, talk, speak, sing;* *frown, grimace, snort, cough*; *slander, insult, praise, flatter* [These are treated as verbal processes with a Target in IFG. See IFG2:141; IFG3:255.]	*say; tell, ask*

- Material-verbal like subtypes
  - physiological processes – twitch, shiver, tremble, sweat, etc.
  - social processes – kiss, hug, embrace, dance, play
  - shading into the verbal type, from different angles;
    - physiologically: cough, gasp, stutter, etc.
    - socially: chat, talk, gossip etc.

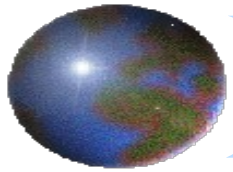

happening
and doing
saying
material
behavioural: 'saying'
as activity
verbal
space as
motion
behavioural:
sensing as activity
symbolise as
communication
external
sensing
space as
relation
internal
saying
[symbolisation
as identity]
relational
sensing as
attribute
mental
[sensing as
inert process]
being and
having
sensing

- VERBAL BEHAVIOUR:
  - talk, chat, converse, speak, call, discuss...
  - abuse, flatter, insult, praise...
- MENTAL BEHAVIOUR:
  - AFFECTION
    - smile, laugh, cry, pout, scowl...
  - COGNITION
    - memorise, muse, meditate, concentrate, toyed (with idea)...

- PERCEPTION
  - when we weren't **looking**
  - to **experience** that renaissance
  - you can **survey** the new Sydney skyline
  - you **peek** into the managing director's inside garden
  - **study** the Opera House at the other end of Circular Quay
  - **looking** left to the ghostly facade
  - to **examine** the beautiful... staircase
  - **look** at the carving around the entrance.

Behaver	Process [mental behaviour]	Phenomenon
he	looked at	the carving
he	studied	the Opera House
she	surveyed	the skyline

Behaver	Process [verbal behaviour]	Receiver	Verbiage
she	praised	to her friend	him
they	chatted	with each other	about the game
he	spoke	to everyone	



So, behaviourals as overt sensing/communicating
(= the physical manifestation of mental/verbal processing).

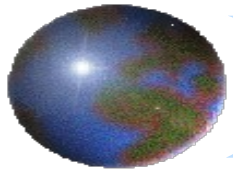
She's watching him/She sees him.
He's pondering the issue./He suspects there's an alternative.
She's smiling/She likes it.

He's chatting/He's saying he'll come.
She spoke slowly/She slowly asked her question

[phrasal verb rule of thumb - if phrasal, probably behavioural]

He's looking at the TV.
He's listening to the CD.
He's looking over the manuscript.
He's looking up a friend.

She's chatting up that bloke.
He's talking over the problem.



Existential Process

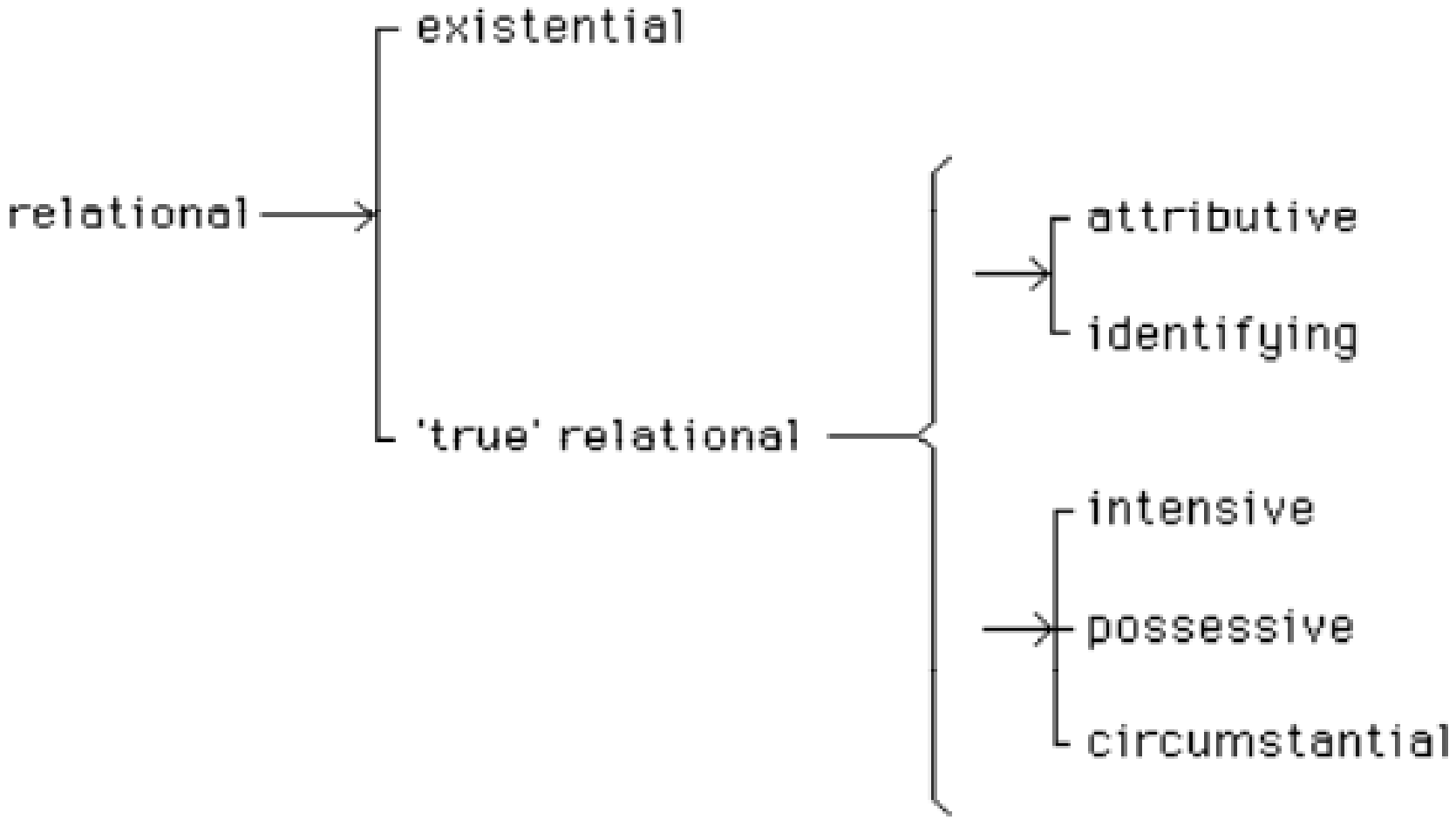
- Features:
  - Vs relational:
    - resembling relational clauses in that they construe a participant involved in a process of being
    - differing from relational ones in that there is only one participant, the **Existent**

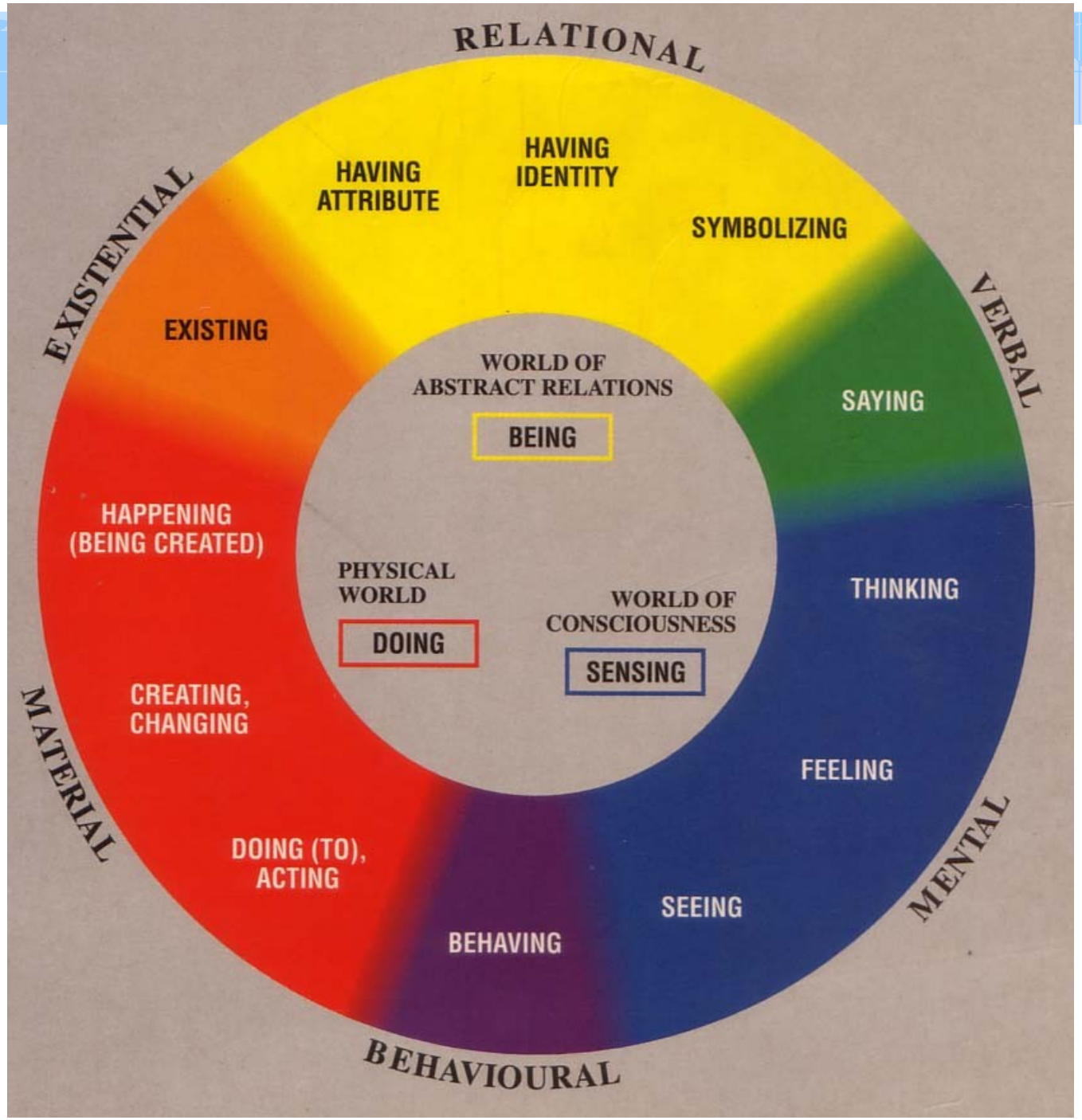
There	will be	a real bunfight	at the next meeting.
	Process	Existent	Location: temporal

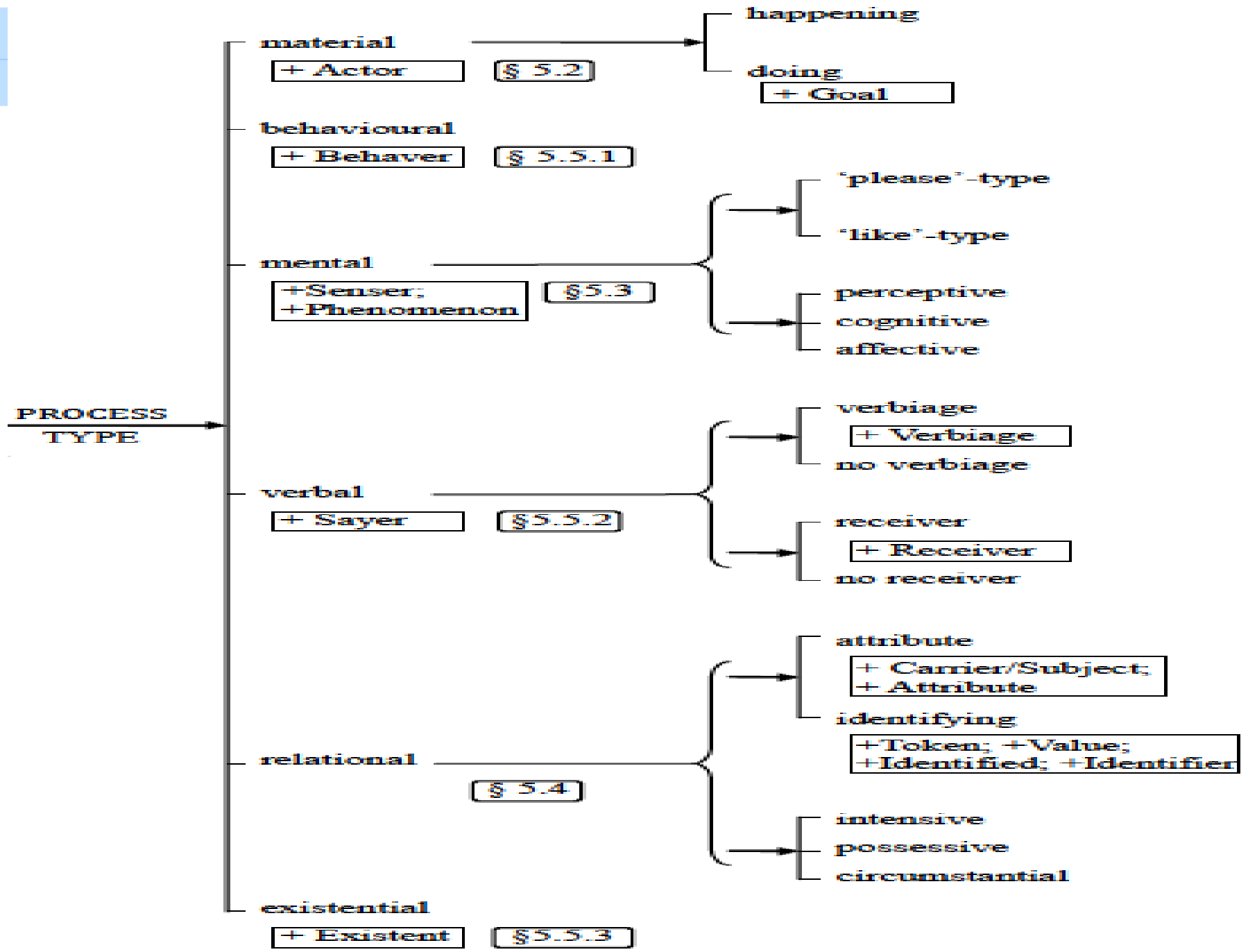
- There
  - signals the process type but
  - does not function as a Location circumstance
  - nor does it represent a participant
  - Can be absent if a circumstance of Location and if it occurs in thematic (initial) position

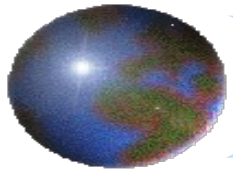
All around them	was	a silence.
Along this waterway	toiled	a string of wolfish dogs.
Location	Process: existential	Existent

- as a consolidated network




RELATIONAL
HAVING ATTRIBUTE
HAVING IDENTITY
SYMBOLIZING
EXISTENTIAL
VERBAL
EXISTING
WORLD OF ABSTRACT RELATIONS
BEING
SAYING
HAPPENING (BEING CREATED)
PHYSICAL WORLD
DOING
WORLD OF CONSCIOUSNESS
SENSING
THINKING
CREATING, CHANGING
MATERIAL
FEELING
MENTAL
DOING (TO), ACTING
SEEING
BEHAVING
BEHAVIOURAL


PROCESS TYPE
material
+ Actor
§ 5.2
happening
doing
+ Goal
behavioural
+ Behaver
§ 5.5.1
mental
+Senser;
+Phenomenon
§5.3
'please'-type
'like'-type
perceptive
cognitive
affective
verbal
+ Sayer
§5.5.2
verbiage
+ Verbiage
no verbiage
receiver
+ Receiver
no receiver
relational
§ 5.4
attribute
+ Carrier/Subject;
+ Attribute
identifying
+Token; +Value;
+Identified; +Identifier
intensive
possessive
circumstantial
existential
+ Existent
§5.5.3

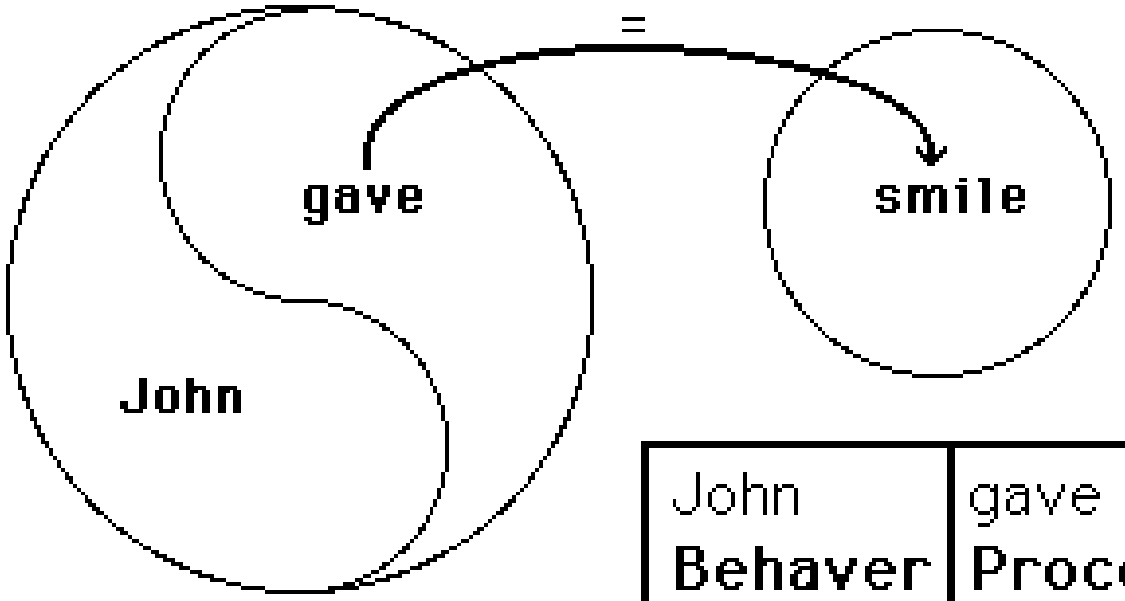


More Function Labels

Scope

- 1. Scope: process
  - One type makes use of a general verb such as *do, make, take* ... and expresses the experiential meaning of the process as a nominal:
  - do some work
  - have a bath
  - make a mistake
  - take a look
  - give a smile
  - do a dance
  - have a go
  - make a tackle
  - take a walk
  - give a nod

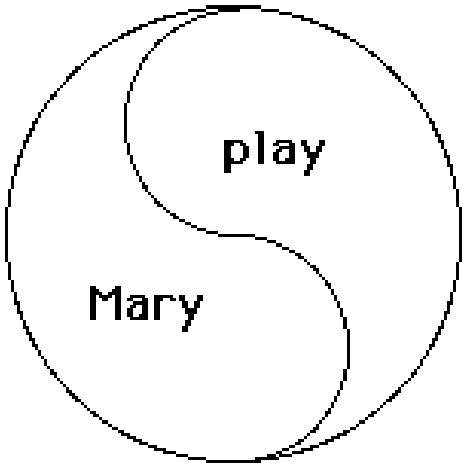
- John smiled.
- John gave a smile.



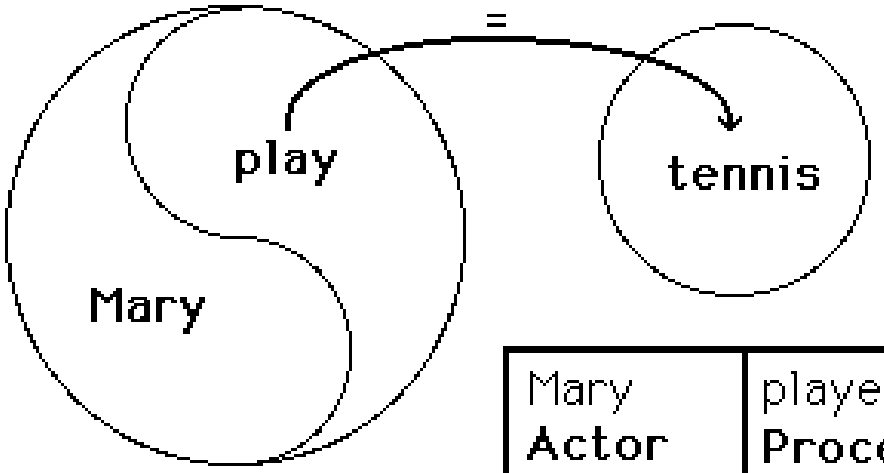


John	gave	a smile.
Behaver	**Process**	**Range**

- 2. The other type makes use of a more specific verb which the Scope function then subclassifies;
  - The verbs *play* and *tell* are commonly specified in this way.
  - From the point of view of field, *playing tennis*, *playing monopoly*, *playing rummy* and so on are all hyponyms of *play* .
  - "Tennis is clearly not an entity; there is no such thing as tennis other than the act of playing it."
    - play = tennis/football/cards/monopoly/chess/rummy...
    - tell = joke/story/anecdote/news/answer/solution...
    - run = race/marathon/the 1500 metres/the marathon...
    - sing = song/ballad/love song/anthem/hymn...
    - dance = waltz/polka/twist/locomotion/tango...



Mary **Actor**	played. **Process**



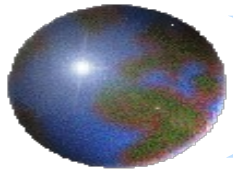
Scope

Mary **Actor**	played **Process**	tennis **Range**

- 3. **Scope: entity**
  - (domain over which the process takes place)
  - Note - the Scope: entity is neither created not affected [i.e. moved or changed] by the Process)
    - climb the mountain
    - play the piano
    - cross the field
    - jump the wall
    - row the lake
    - circumnavigate the world

- Tests
  - 1) do to/do with
    - *What they did to the field was cross it.
    - What they did to the fence was paint it.
  - 2) Resultative Attribute
    - *They crossed the field flat.
    - They trampled the field flat.

They	trampled	the field	flat
Actor	Process	Goal	Resultative Attribute



- 3) Scope unlikely as a personal pronoun
  - *They crossed him. (cf. they double-crossed him)
  - They crossed it (the field).
  - *They crossed themselves. (cf. as Catholics, OK)
  - They hurt themselves.
- 4) passive usually has generic Actor
  - This field's never been crossed (by anyone).
  - ??This field's never been crossed by your cousin.
- 5) alternative realisation with preposition
  - They crossed (over) the field.
  - play (on) the piano
  - row (across) the lake

climb (up) the mountain

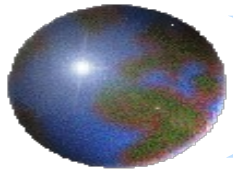
jump (over) the wall

circumnavigate (around) the world

Additional agency

- Initiator
  - - made, let, got (x) do…
  - The troops marched.
  - The sergeant made the troops march.

the troops	marched		
Actor	Process		
the sargeant	made	the troops	march
Initiator	Pro…	Actor	…cess



- Recursive potential

The President let

the Defense Secretary get

the General make

the Colonel allow

the soldiers to water-board the prisoners.

- Inducer
- - persuade, convince, assure, satisfy...

Xian	believed	the quiche was cooked	
Nan	convinced	Xian	the quiche was cooked
Inducer	Process	Senser	Phenomenon

- Attributor
  - - make, keep, leave, drive...

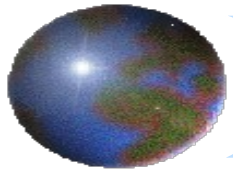
The students	went	crazy	
Carrier	Process	Attribute	
The Scope	drove	the students	crazy
Attributor	Process	Carrier	Attribute

- Assigner
  - - elect, name, vote, call, make...

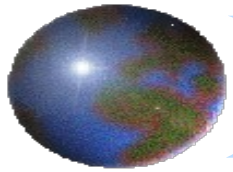
Xian	believed	the quiche was cooked	
Senser	Process	Phenomenon	
Nan	convinced	Xian	the quiche was cooked
Inducer	Process	Senser	Phenomenon

Table 4.10 Agents in different clause types

additional Agent				
You Initiator	'll help Process: ...	us Actor	monitor ... material	this Goal
These programs Inducer	let Process: ...	parents Senser	understand ... mental	their responsibilities Phenomenon
His experience Assigner	makes Process: ...	him Token	(be) (... identifying)	the best judge Value
The new school Attributor	has made Process: ...	him Carrier	(be) (... attributive)	more rebellious Attribute



Ergative interpretation



- Transitivity vs Ergativity
- Transitivity
  - more common sense on
  - inherited from the descriptions of Ancient Greek and Latin (via traditional grammar with its notions of nominative and accusative case)
  - something involving an Actor and a Process happens (intransitive), and may transcend the Actor to impact a Goal (transitive)
  - the question we are asking is whether the action carries over to affect an additional participant or not
  - contrast between transitive and intransitive clauses

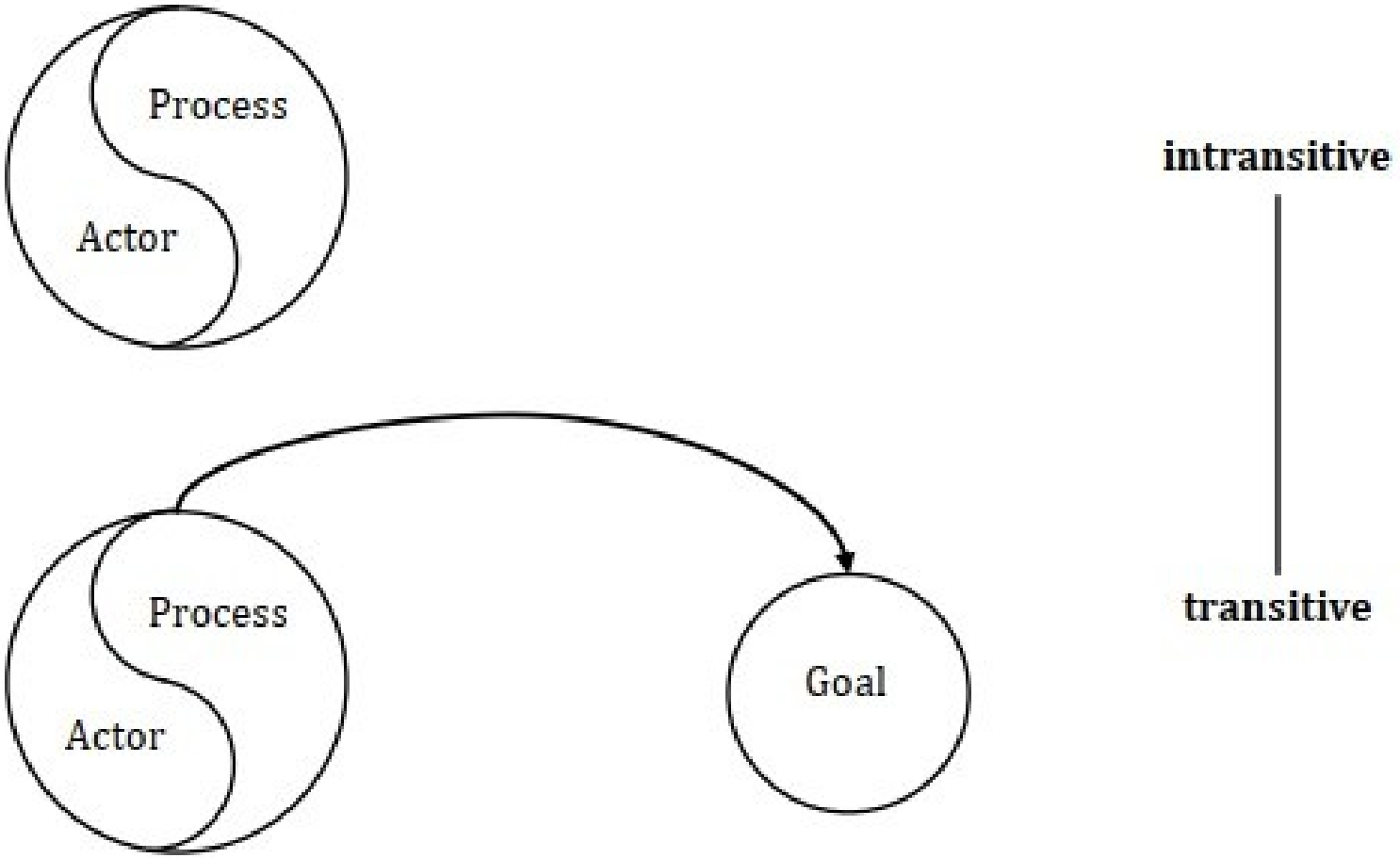


Figure 4.2 The transitive perspective

Table 4.11 Examples of intransitive and transitive clauses

Actor & Process [intransitive]	**action optionally extended to a Goal [transitive]**
the troops attacked	the troops attacked the capital
the guerillas fled	the guerillas fled the militia
the police charged	the police charged the rioters
Alfie pushed	Alfie pushed the forward
Glen kicked	Glen kicked the ball

- Agency - an ergative perspective on English transitivity
- Ergativity
  - a happening is conceived of as involving a Process and some central participant (the middle voice, Medium)
  - The additional question we can ask from the ergative perspective is who or what brought the happening about (the effective voice)
  - Agent + Medium+ Process+ Beneficiary+ Range

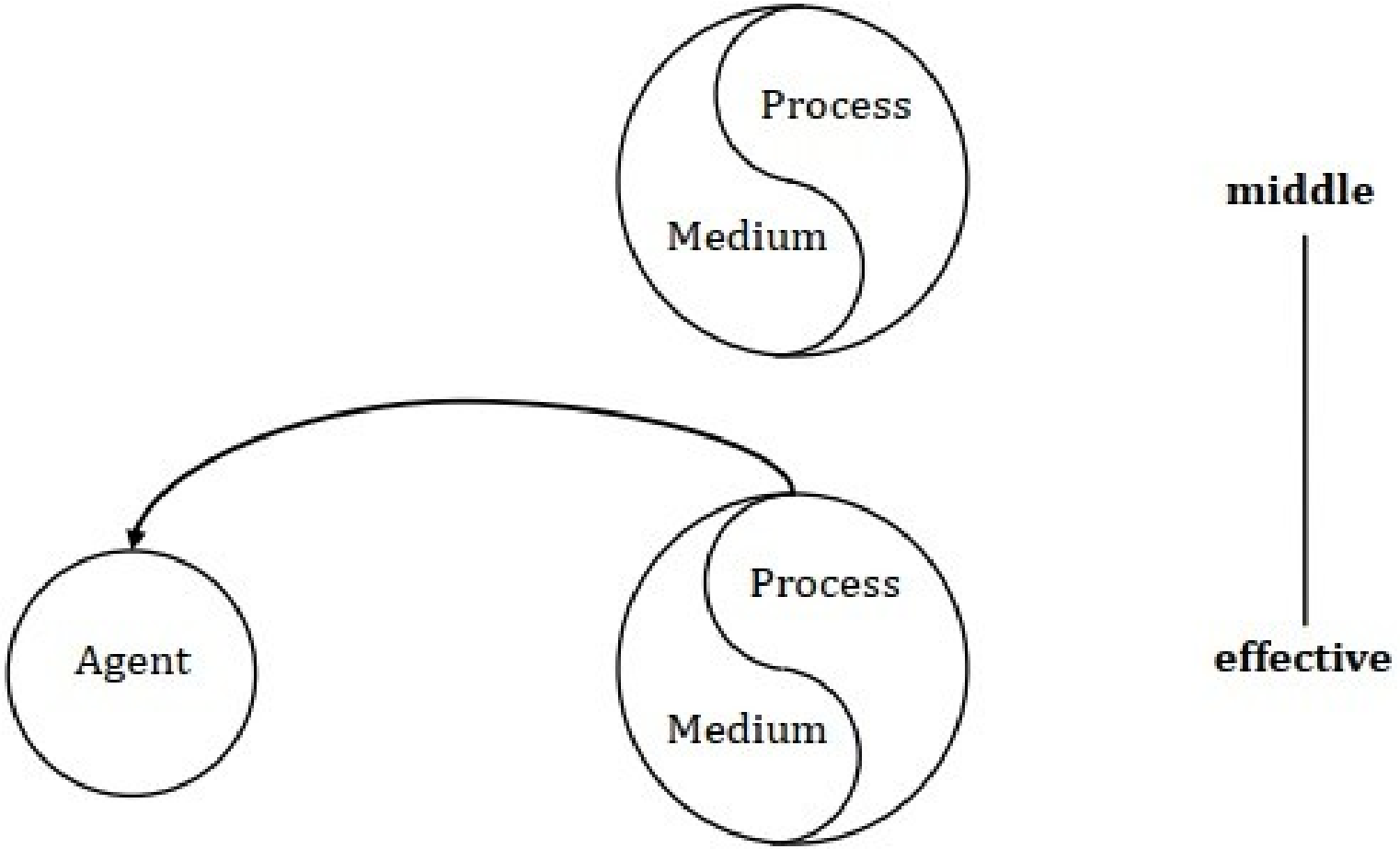


Figure 4.3 The ergative perspective

Table 4.12 Examples of effective and middle clauses

Process & Medium [middle]	**Agent bringing about action [effective]**
the baby bounced	the father bounced the baby
the pizza cooked	Tim cooked the pizza
the clothes dried	Mac dried the clothes
the news spread	Sue spread the news
the ship sank	the storm sank the ship

- Tendency and correspondence
  - all English clauses can be analysed from either a transitive or an ergative perspective
  - some clause types(texts) lend themselves to one analysis or the other
    - Transitive: The police attacked the militia. Vs. The police attacked.
    - +Challenge: no, the army attacked
    - Ergative: the sergeant marched the troops. Vs. The troops marched.
    - -Challenge: no. the corporal marched.
    - The transitive categories can be ‘translated’ into

- ergative perspective on material happening

- **Medium & Process**
- The war began.
  - move, fall, rise, come, go… soften, harden, melt, freeze…
  - open, close… redden, blacken, whiten…
  - begin, start, commence… appear, disappear…
  - develop, grow, shrink… assemble, accumulate, collect…

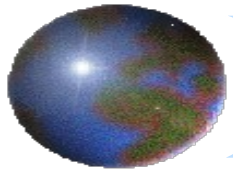
- Ergative perspective on material doing
  - **creative** [Agent creating a Medium]
    - Bush developed a plan.
    - create, make, build, construct...
    - develop...
  - **dispositive** [Agent affecting a pre-existing Medium]
    - Bush sent the troops.
    - send, throw, bring...
    - gather, collect, accumulate...
    - melt, dissolve, freeze...
    - group, sort, systematise...
    - disperse, scatter, shed...
    - cover, wrap, shroud...
    - strew, pour, spill...
    - squash, crush, pulverise...
    - ruffle, rumple, disturb...
    - assemble, collect, group..
    - coat, paint, varnish...
    - uncover, dismantle, scalp...

- relic transitive case marking in English...: nominative vs accusative

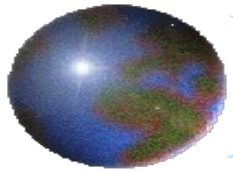
Agent bringing about action	Process & Medium only
he bounced him	he bounced
he cooked it	it cooked
she dried them	they dried
she spread it	it spread
it sank her	she sank
etc.	

- case marking in ergative languages: absolutive vs ergative

Agent bringing about action on Medium	Process & Medium only
he bounced him	He (him) bounced
he cooked it	it cooked
she dried them	They (them) dried
she spread it	it spread
it sank her	She (her) sank
etc.	



- Two-way mental process
  - **I** fear **that man**/ **That man** frightens **me**
  - like/please
  - grieve/sadden
  - fear/frighten
  - believe/convince
  - forget/escape
  - recall/remind
  - perceive/strike
  - don't understand/puzzle
  - don't mind/doesn't upset

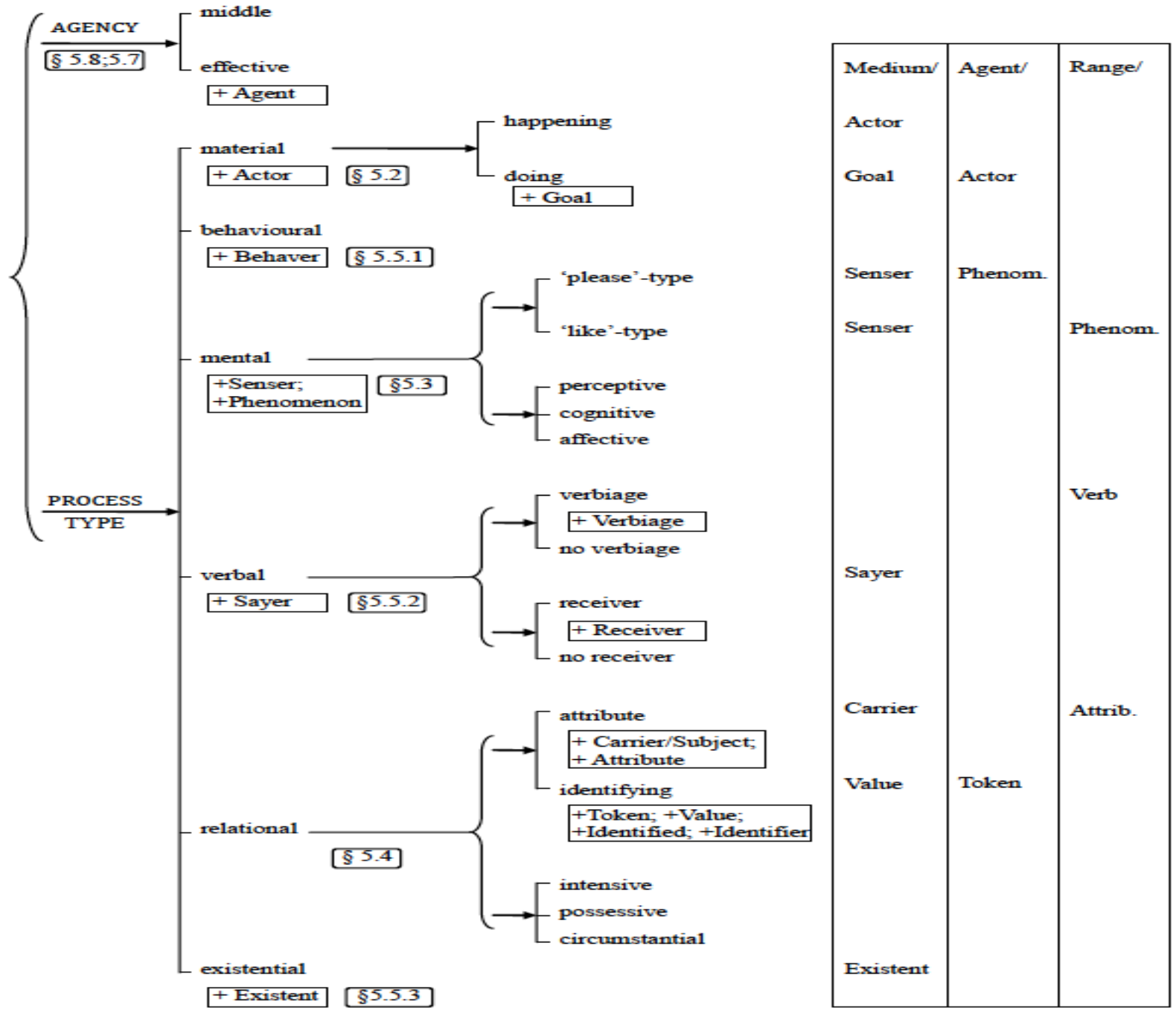


Senser	Process	Phenomenon
Medium		Range
She	fancied	the new car
She	disliked	him
I	'd seen	the same man
Phenomenon	Process	Senser
Agent		Medium
He	sickened	her
The new car	tempted	her
The answer	struck	her

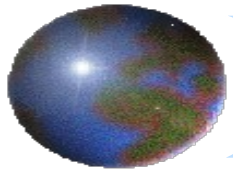
Table 4.13 Ergative correspondences for transitive participant roles

PROCESS TYPE	transitive role	ergative role	example
material	Actor (intransitive)	Medium	**They** ran
	Actor (transitive)	Agent	**They** moved the chair
	Goal	Medium	They moved **the chair**
	Recipient, Client	Beneficiary	They gave **me** the book; They built **her** a sandpit
	Scope	Range	They did **a dance**
mental	Senser	Medium	**They** like the movie
(*like* type)	Phenomenon	Range	They liked **the movie**
(*please* type)	Phenomenon	Agent	**The movie** delighted them

PROCESS TYPE	transitive role	ergative role	example
verbal	Sayer	Medium	**They** replied
	Receiver	Beneficiary	They told **me**
	Verbiage	Range	They told **a story**
behavioural	Behaver	Medium	**She**'s looking at you
	Behaviour	Range	He gave **a quick look**
existential	Existent	Medium	There was **a surprise**
relational: attributive	Carrier	Medium	**She** was happy
	Attribute	Range	She was **happy**
relational: identifying	Token	Agent or Medium	(See IFG2: 167 Table 5 (19); IFG3:292 Table 5 (42).)
	Value	Medium or Range	



Medium/	Agent/	Range/
Actor		
Goal	Actor	
Senser	Phenom.	
Senser		Phenom.
		Verb
Sayer		
Carrier		Attrib.
Value	Token	
Existent		



Thank you!