Motion Expressions in Kathmandu Newar:
Distinctive coding of deixis and path

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Purpose of the Study

To clarify two features of motion expressions in Kathmandu Newar,

- **high frequency of *deixis* coding in "head" position**
- **high frequency of *non-deictic path* coding in "non-head" position**

based on the data of a cross-linguistic experimental study entitled "NINJAL -(Kobe) Project of Motion Event Descriptions"

NINJAL: National Institute for Japanese Language and Linguistics

Today's Talk

1. Background information: Typology by Talmy (1991, 2000) and Kathmandu Newar
2. Outline of video experiment A
3. Self-agentive/caused-motion expressions in video experiment A
4. Video experiment B: Focus on deixis
5. Theoretical issues: Deixis and non-deictic path
6. Conclusion

1. Background information :
Typology by Talmy (1991, 2000) and Kathmandu Newar

Talmy (1991, 2000): Encoding of "Path" elements

"Path" elements: Vector (FROM/TO), Conformation (IN/OUT) and Deixis (COME/GO)

His proposal: "verb-framed" languages vs. "satellite-framed" languages

Kathmandu Newar

(1) ***rām ciːkhā-gu chẽ-e du-hãː wana.***

Ram small-ADN house-LOC in-ADD go.NFD

"Ram went into a small house."

→ **A "verb-framed" language?**

1. Background information :
Typology by Talmy (1991, 2000) and Kathmandu Newar

In Kathmandu Newar, deictic verbs almost always occupy the head (main verb) position. In contrast, elements of Vector and Conformation appear in the head-external position. Deixis behaves differently than Vector and Conformation (non-deictic path).

(2) ***rām*** ***pali-i*** ***tha-hã̄:*** ***wa-la*.**
Ram roof-LOC up-ADD come-NFD
"Ram came up to the roof."

We need a closer look to the position and frequency of Deixis/Conformation/Vector coding.

→ **Experimental investigation (A, B)**

2. Outline of video experiment A

- **Typologies of M/P/D coding in self-agentive motion expressions and Mns/P/D coding in caused motion expressions:**

  (M: manner, P: path, D: deixis, Mns: means)

  Specifically, positions and frequencies of these semantic elements are investigated.

- **Newar Data collection**

  Time: February 2012

  Sites: Kathmandu and Patan

  (a neighboring city to Kathmandu)

  Consultants: 24 Newar speakers

2. Outline of video experiment A

- **52 video clips**

  30 clips ➜ self-agentive motion events

  (walking, running, skipping)

  18 clips ➜ caused motion events

  (kicking a ball, carrying a chair,

  putting a book in a bag, calling a friend)

  4 clips ➜ others (subjective motion, etc.)

- **A video sample**

3. Self-agentive/caused-motion expressions in video experiment A

3-1 **Self-agentive motion expressions**

- Deictic verbs: ***wane*** (to go), ***waye*** (to come)
- Non-deictic Path elements: six bound morphemes

  du- **(in),** ***pi-*** **(out),** ***tha-*** **(up),** ***kwa-*** **(down),**

  nhya:- **(front),** ***li-*** **(back)**

◆**Scenes: walking, running, and skipping**

〈walking〉

(3) ***ji-mha pāsā sata ˑl-e du-ne du-hã̃ ˑ wala***.

1sg-NMLZ friend rest.house-LOC in -LOC in-ADD come.NFD

"My friend came into the rest-house."

3. Self-agentive/caused-motion expressions in video experiment A

3-1 **Self-agentive motion expressions**

〈running〉

(4) ***ji-mha*** ***pāsā*** ***sāikal*** ***du˞-gu*** ***thās-e***

1sg-ADN friend bicycle exist.ST-ADN place-LOC

bwã̄˞e ***wana***.

running go.NFD

"My friend went running to the place where the bicycle is put."

3. Self-agentive/caused-motion expressions in video experiment A

3-1 **Self-agentive motion expressions**

〈Skipping〉

(5) ***jimi*** ***pāsā*** ***tĩ˸-tĩ˸*** ***nhuyā˸***

1sg.GEN friend jumping-jumping step.NF

swāni-i ***twātha-lã˸*** ***tha-hã˸*** ***wana.***

stairs-LOC step.board-ABL up-SUF go.NFD

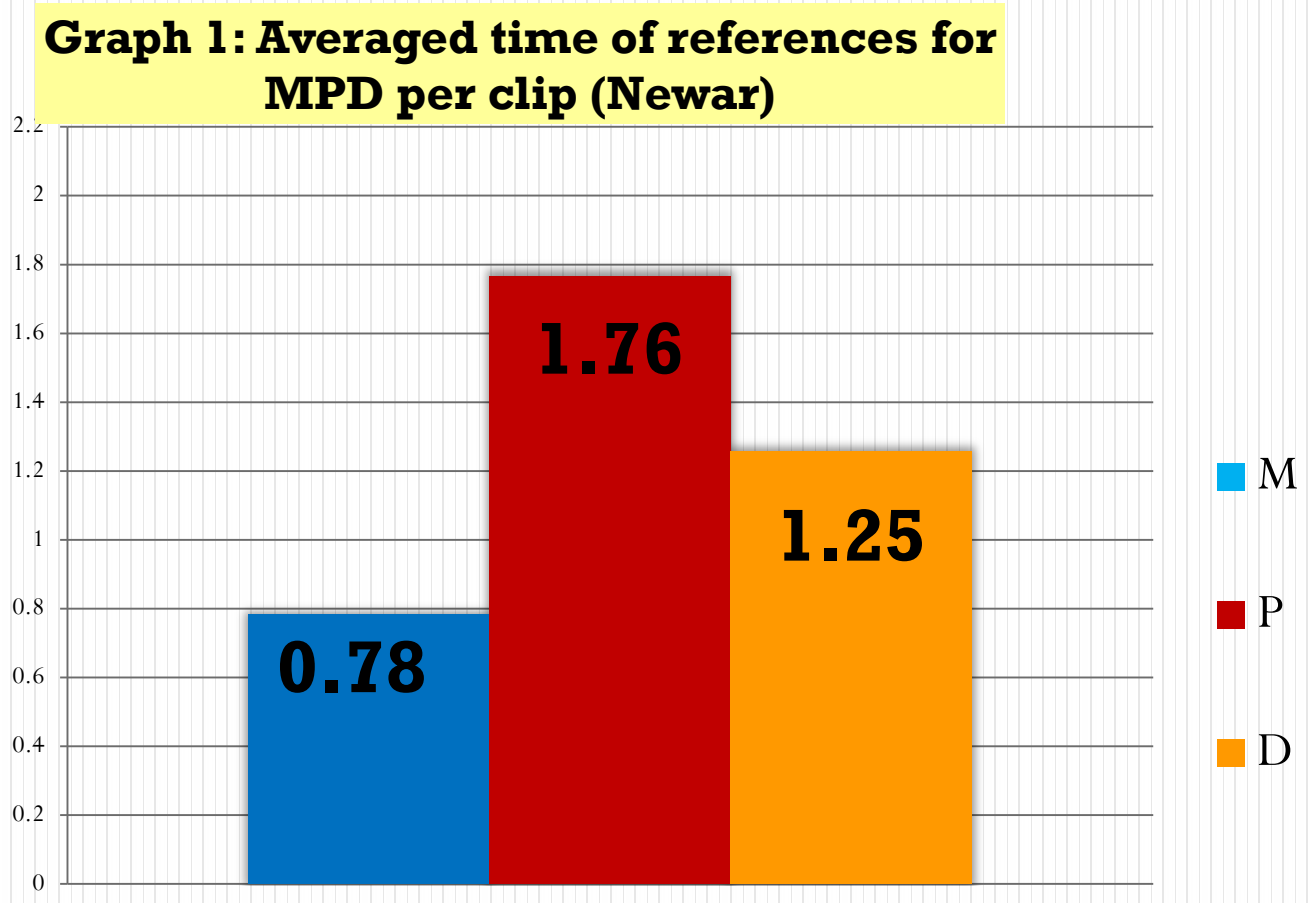
"My friend skipped up the stairs."

(lit. My friend went upward the stairs, jumping.)

3.1 Self-agentive motion expressions:

Averaged time of references for MPD per clip

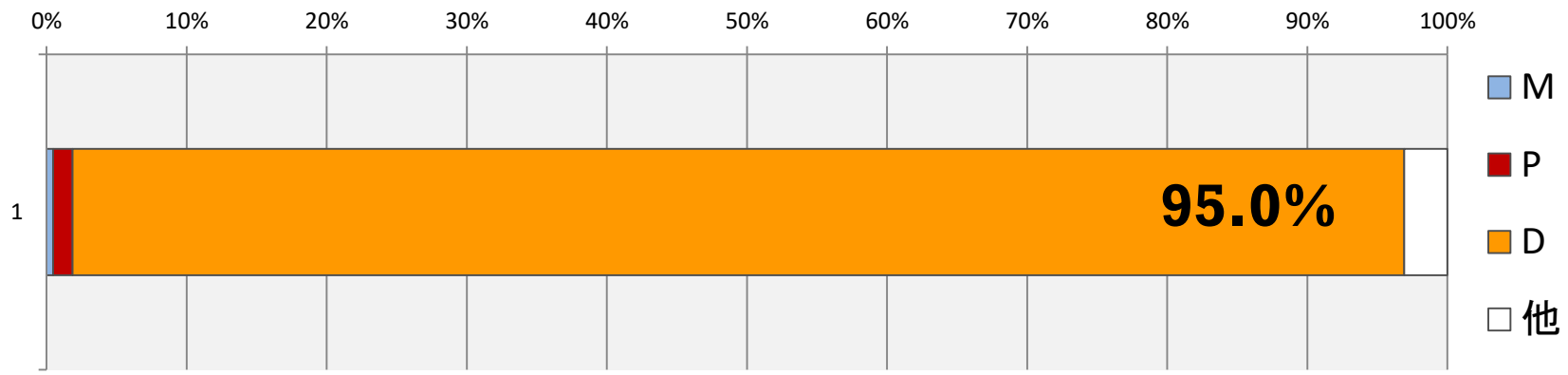
Manner 0.78, Path 1.76, Deixis 1.25



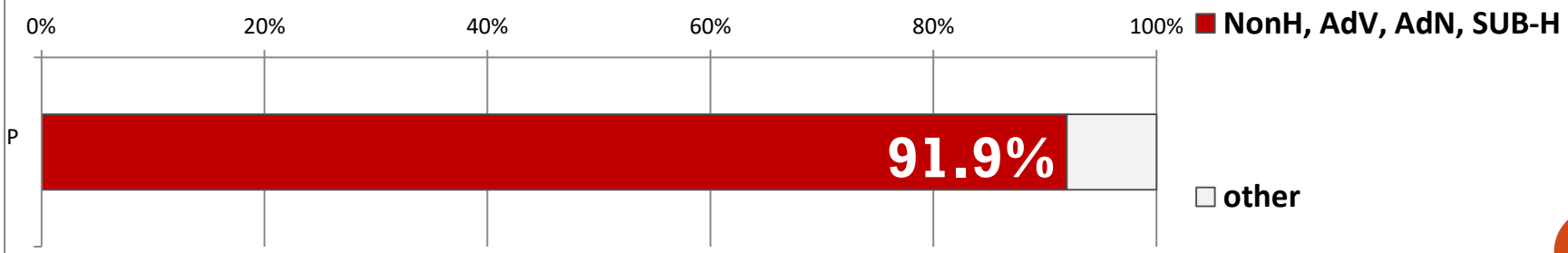
3.1 Self-agentive motion expressions:

deixis in head position 95%, *path* in head-external 91.9%

Graph 2: MPD coding in the head position



Graph 3: Ratio of head-external coding of non-deictic Path



3. Self-agentive/caused-motion expressions in video experiment A

3-2 Caused motion expressions

Many languages have deictic verbs in self-agentive motion expressions, but do not in caused motion expressions.

Just a few languages have deictic causative verbs (co-motional type).

3. Self-agentive/caused-motion expressions in video experiment A

3.2 Caused motion expressions: Deixis coding

Table 1: Languages that have deictic causative verbs

	Co-motional (take)	**Co-motional (bring)**	***Ballistic (to make s/b go)***
English	take	bring	–
Hungarian	viz	hoz	–
Kupsapiny	sut, kwooru	sut-u, kwooru	–
Newar	ye~ke	haye	chwaye
Sidaama	ma-ss-	abb	ha'r-i-s (human object)

3. Self-agentive/caused-motion expressions in video experiment A

3-2 Caused motion expressions

Kathmandu Newar has
three lexical deictic causative verbs

chwaye (to make sb/sth go, ballistic)
***yẽ:ke* (to accompany sb/sth, co-motional)**
***haye* (to accompany sb/sth to speaker's position, co-motional)**

- **Four subtypes of the caused motion are investigated.**
  kicking(ballistic type), carrying (co-motional type), putting(controlled type), calling (indirect causation)

3. Self-agentive/caused-motion expressions in video experiment A

3.2 Caused motion expressions

〈kicking〉

(6) ***jimi*** ***pāsā̃ˊ*** ***paˊkhā*** ***puika***
1sg.GEN friend.ERG fence over.ADV
bhakũˊgwārā ***thwānā*** ***chwala.***
ball kick.CM go.CAUS.NFD
"My friend kicked a ball over the fence."
(lit. My friend made a ball go over the fence, kicking.)

〈carrying〉

(7) ***ji-mha*** ***pāsā*** ***meca*** ***jwanāˊ*** ***sataˊl-e***
1sg-ADN friend chair hold.NF rest.house-LOC
dune ***hala.***
in come.CAUS.NFD
"My friend brought a chair into the rest-house."

3. Self-agentive/caused-motion expressions in video experiment A

3.2 Caused motion expressions

〈putting〉

(8) ***jimi pāsā̃ˑ mijã ˑ-mha pāsā-yā-gu mhicā-e***

1sg.GEN friend boy-AND friend-GEN-ADN bag-LOC

kitāb tala.

book put.NFD

"My friend put a book into the male friend's bag."

〈calling〉

(9) ***dune cwã ˑ-mha pāsā̃ˑ māriyā-yāta saˑtuˑ-gulĩˑ,***

inside stay.ST-AND friend.ERG Maria-DAT call.ST-because

wa du-hā̃ˑ wana.

3sg.ABS in-SUF go.NFD

"As the friend who was inside called Maria, she went in."

3. Self-agentive/caused-motion expressions in video experiment A

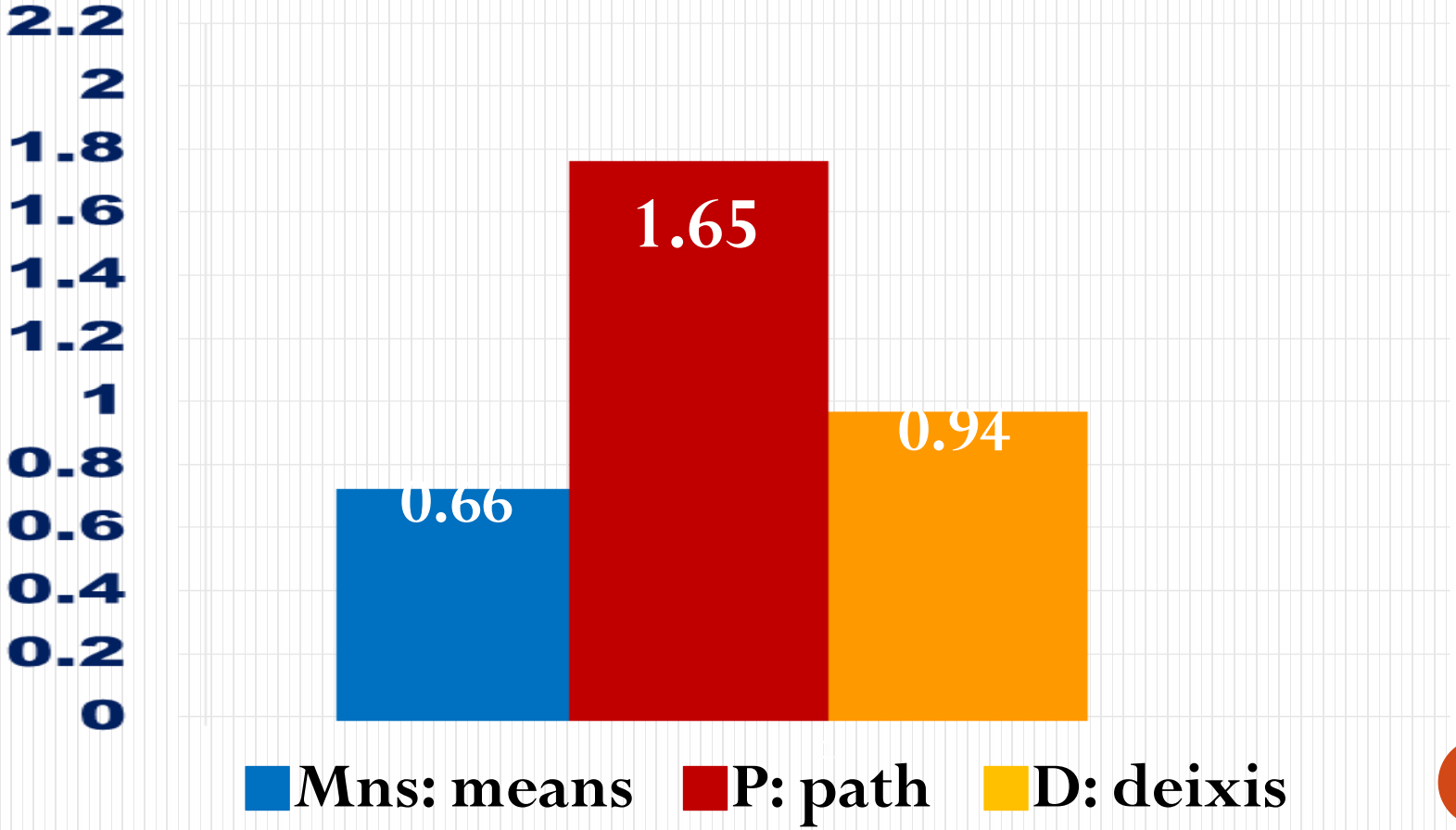
3.2 Caused motion expressions

- **Deictic causative verbs are used in "ballistic" type (kicking) and "co-motional" type (carrying).**
  In contrast, deictic causative verbs are *not* used in "controlled" type (putting).
  "Indirect causation" type (calling) uses wane (go) as in (9) in the previous page.

3. Self-agentive/caused-motion expressions in video experiment A

3.2 Caused motion expressions: Deixis coding

Graph 4: Averaged time of references for Mns/P/D

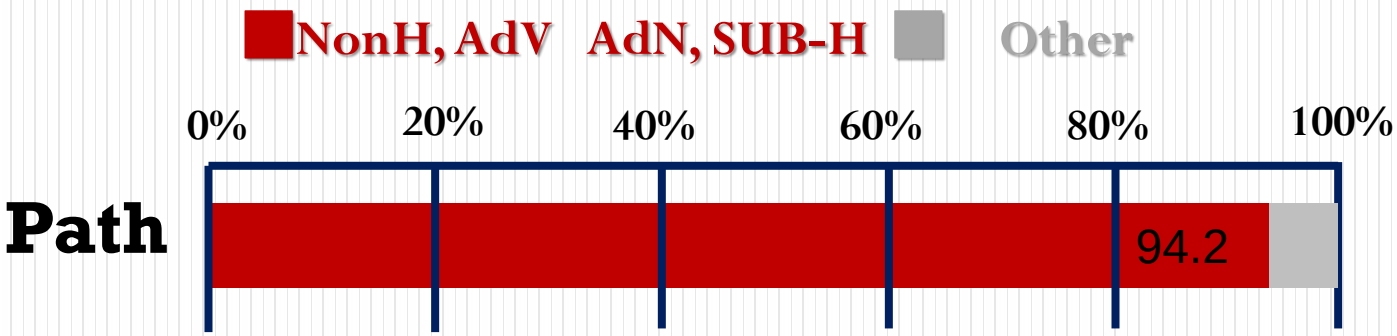


3. Self-agentive/caused-motion expressions in video experiment A

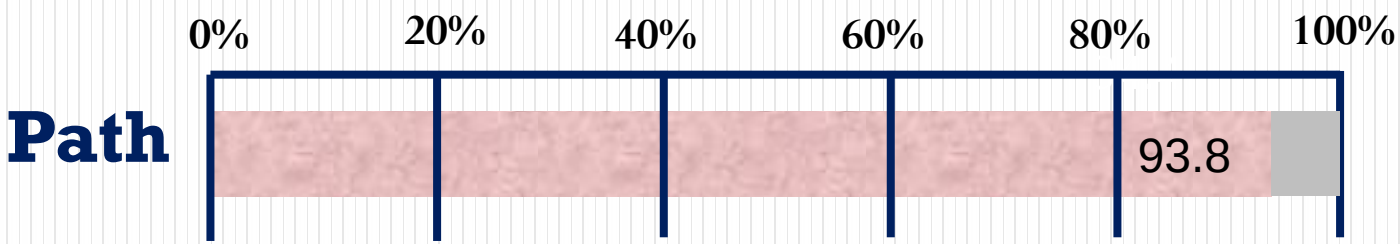
3.2 Caused motion expressions:

Ratio of Head-External Coding of Path

Graph 5: Newar Head-External coding of Path in caused motion



Graph 6: Newar: AdV & AdN coding of Path in caused motion



3. Self-agentive/caused-motion expressions in video experiment A

3.2 Caused motion expressions: Deixis coding

Table 1: Languages that have deictic causative verbs

(same version shown in Page 14)

	Co-motional (take)	**Co-motional (bring)**	***Ballistic (to make s/b go)***
English	take	bring	–
Hungarian	viz	hoz	–
Kupsapiny	sut, kwooru	sut-u, kwooru	–
Newar	ye~ke	haye	chwaye
Sidaama	ma-ss-	abb	ha'r-i-s (human object)

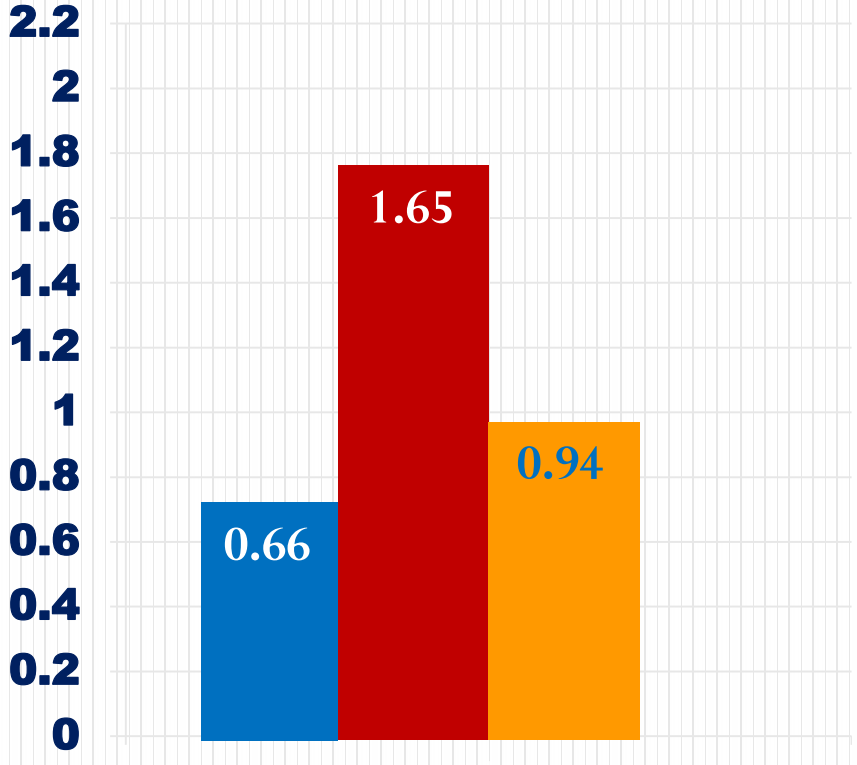
3.2 Caused motion expressions: Deixis coding

Newar vs. Sidaama

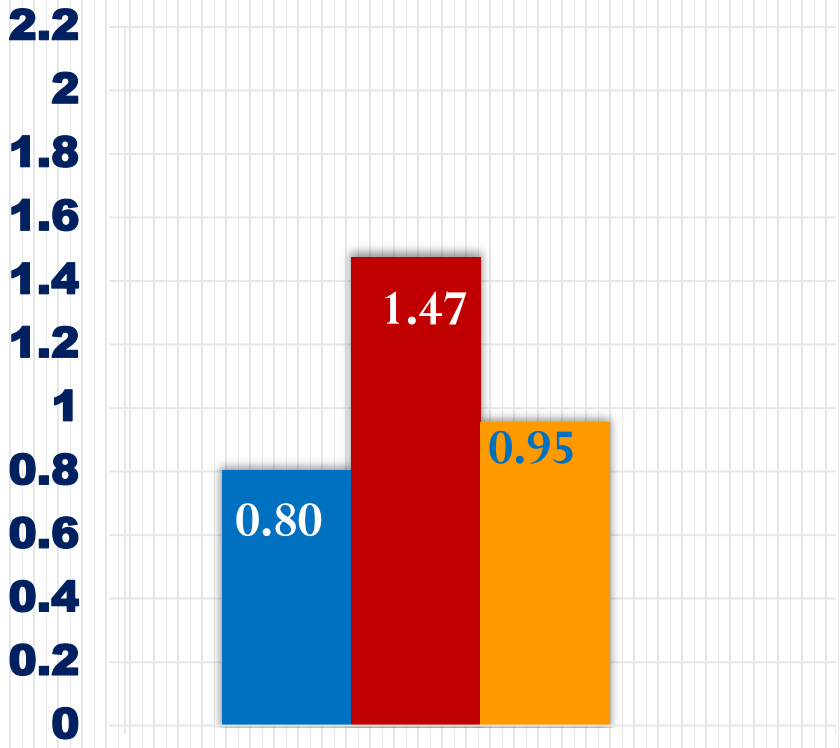
Sidaama data by Kazuhiro KAWACHI

Averaged time of references of MnsPD per Clip

Graph 4: Newar



Graph 8: Sidaama

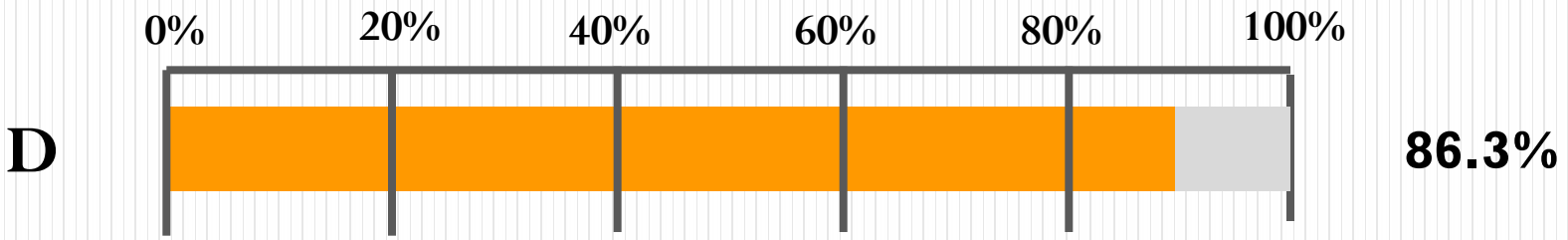


Mns: means P: path D: deixis

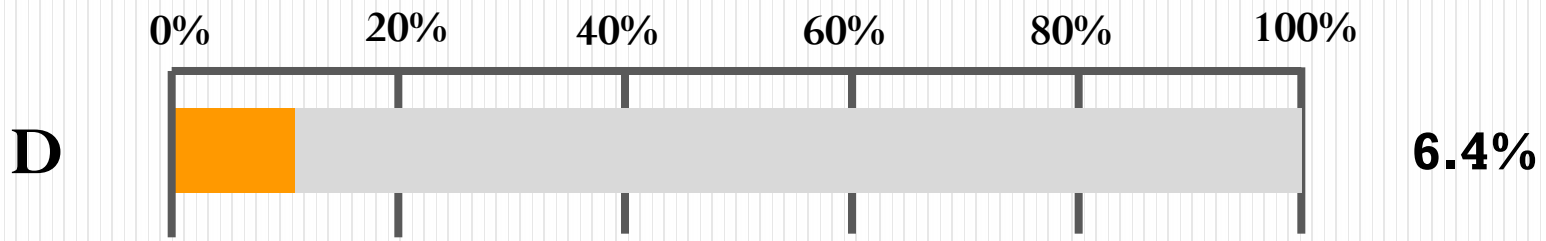
3.2 Caused motion event descriptions: Deixis coding
Ratio of head coding of D
Newar vs. Sidaama

Main CI Head
Other

Graph 9 Newar: head coding of D



Graph 10 Sidaama: head coding of D



3. Self-agentive/caused-motion expressions in video experiment A

3.2 Caused motion expressions: Deixis coding

Section summary (3.2):

In the caused motion expressions of Kathmandu Newar, *deixis* is coded in the head position and *non-deictic path* is coded in the non-head position.

This is same as self-agentive expressions.

It is necessary to distinguish deictic path from non-deictic path. We need a further investigation focusing on the actual usage of deixis. → Video experiment B

4. Video experiment B: Focus on deixis

- **Elaboration of deixis coding in self-motion events**

  scene setting: walking on the open space, entering/exiting pavilion, descending stairs/ ascending steps

  Deixis { **toward the speaker,** / **away from the speaker,** / **neutral** }

We count frequency of *wane* (go) and *waye* (come) in these cases, paying a special attention to the choice in the "neutral" angle.

- **Newar Data collection**

  Time: March 2018

  Site: Patan (a neighboring city to Kathmandu)

  Consultants: 14 Newar speakers

  54 video clips

- **Sample video**

4. Video experiment B: Focus on deixis

The ratio of *wane* (go)/*waye* (come) in the "neutral" angle varies in accordance with purpose.

Example (neutral): walking open space

(10) a. ***mha-ma-syu:-mha manu sĩ:gwa: du thās-e***

body-NEG-know.ST-ADN person wooden.stool exist.ST place-LOC

nyāsi wan-a.

walking go-NFD

. "The person I don't know went to the wooden stool."

b. ***mha-ma-syu:-mha manu wayā: jholā kā-la***

body-NEG-know.ST-ADN person come.NF bag pick.up-NFD.

"The person I don't know came and picked up the bag."

c. ***pāsā lāchi-i wayā, misã̄: biu-gu jholā kāla.***

friend open.space-LOC come.NF girl.ERG give.ST-ADN bag receive

"A friend came to the open space, and received a bag that another girl gave."

4. Video experiment B: Focus on deixis
Increase of *waye* (come) in "neutral" angle

Table 2: Distribution of *waye/wane* in the walking in plaza

			Waye (come)	Wane (go)
This way	Nonsmiling	B8-00	14	0
	Smiling	B8-00	14	0
	Pick a bag	B8-00	13	0
	Receive a bag	B8-00	13	0
Neutral	Nonsmiling	B8-00	0	14
	Smiling	B8-00	3	11
	Pick a bag	B8-00	6	5
	Receive a bag	B8-00	7	6
That way	Nonsmiling	B8-00	0	14
	Smiling	B8-00	0	14
	Pick a bag	B8-00	1	12
	Receive a bag	B8-00	0	10

4. Video experiment B: Focus on deixis Increase of *waye* (come) in "neutral" angle

Increase of *waye* (come) assignment in "neutral" angle is influenced by various semantic factors. "Purpose" is one of such factors.

What is deixis and what is the factor to choose *waye*?

Speaker's position and the moving object

Space sharing: walking-down the stairs

entering into an enclosed space

Visibility, Focus area, Purpose …

Analysis of experiment B just started and is going on. However, we can say the following, based on the result of experiment A.

5.Theoretical issues: Deixis and non-deictic path

Typology of motion expressions:

- **Talmy 1991, 2000 Binary typology**
  satellite framed languages vs. verb-framed languages

- **Slobin 2004 Trinary typology (a third type to Talmy's framework) Equipollently-framed languages**

- **Croft et al. 2010 Construction types**

However, the frameworks above do not touch separation of deixis from non-deictic path.

- **Newar data in the experimental study require the separation of *deixis* from non-deictic.**

6. Conclusion

Kathmandu Newar has

***deixis* coding in 'head' position and**

***non-deictic path* coding in 'non-head' position**

both in self-agentive motion expressions and caused motion expressions.

Conceptualization of motion events in Kathmandu Newar

- **Speaker's point of view in 'head' position**

For the Newar data, a new approach is needed, in which *deictic path* is separated from *non-deictic path as* attempted in this experimental study (Matsumoto 2017, 2018).

Thank you.

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