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THEMATIC RELATIONS OR SEMANTIC ROLES

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- Time
 - the time at which the action occurs (e.g. The pitcher struck out nine batters today.)
- Theme
 - undergoes the action but does not change its state (e.g. We believe in one God. I have two children. I put the book on the table. He gave the gun to the police officer.)
(Sometimes used interchangeably with patient.) In syntax, the theme is the direct object of a ditransitive verb.
- Location
 - where the action occurs (e.g. Johnny and Linda played carelessly in the park. I'll be at Julie's house studying for my test.).
- There are not always clear boundaries between these relations. For example, in the hammer broke the window, hammer might be labeled an agent, an instrument, a force, or possibly a cause. Nevertheless, some thematic relation labels are more logically plausible than others.
- 4.2.1 THM - The Thematic Case
 - It indicates the (usually inanimate) party which is a participant to the verbal predicate where that participant does not undergo any tangible change of state. Its semantic role is that of CONTENT
- 4.2.2 INS The Instrumental Case
 - It indicates the entity acting as means utilized by an explicit or implicit agent to implement/carry out the effect/impact of an act/event. Its semantic role is that of INSTRUMENT(कर्म कारक)
- 4.2.3 ABS The Absolutive Case
 - It indicates the party that is the target of, or undergoes, the effect/impact or change of state as a result of a tangible act/event. Its semantic role is that of PATIENT
- 4.2.4 AFF The Affective Case
 - It indicates the party who undergoes an unwilling, affective experience, e.g., coughing, sneezing, feeling hot/cold, trembling, experiencing sensory input (tactile, olfactory, visual, aural, gustatory), proprioceptive states, psychological/emotional states, reflex reactions such as cringing, yawning, ducking, screaming in fright, etc. Its semantic role is that of EXPERIENCER (भोक्ता).
- 4.2.5 STM The Stimulative Case
 - It indicates the party/entity/idea/thought/situation or mental state which triggers an unwilling, affective response or is the trigger for an existential states with no tangibly affected patient, e.g., The hammer exemplifies toolship, The man possesses a cat, That book contains poems.. Its semantic role is that of STIMULUS(उत्तेजना)
- 4.2.6 EFF The Effectuate Case
 - It indicates the party/force that initiates a chain of causal events or who induces another party to act as an agent. Note that the exact nature of the enablement is specifiable via the ENB affix described in the Affixes document. Its semantic role is that of ENABLER(समर्थक)
- 4.2.7 ERG The Ergative Case
 - It indicates the animate party or inanimate force which initiates/causes an act/event which creates a tangible effect or change of state in a patient. Its semantic role is that of AGENT or FORCE(कर्ता कारक).
- 4.2.8 DAT The Dative Case
 - Its semantic role is that of RECIPIENT, as described earlier in Sec. 4.1.2, indicating the

party which is the (intended) recipient of a **verb** of transference, transmission, or communication. Examples: Give the dog a bone, I'll tell her your secret, The host introduced me to the guests.

- 4.2.9 IND The Inducive Case

- Its semantic role is that of simultaneous AGENT and PATIENT, as described earlier in Sec. 4.1.1, indicating the patient who undergoes the tangible effect, impact, or change of state of **an** act/event initiated/caused by that self-same party. Examples: The boys run in the playground, We talked for hours, The couple eats dinner.

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Last update: **2024/04/14 06:49**

