Types of Categories

- Discrete categories
- Family resemblance
- Prototype theory
Category and Membership

- Discrete Category:
  - Members share the same set of features and are equally representative.

- Family Resemblance category
  - Members share different features but are equally representative.

- Prototype Category:
  - Members may share different features.
  - The ones with the most features are most representative \(\rightarrow\) the prototype
Category and Distribution

- Discrete

- Family Resemblance

- Prototype
Metaphorical Extension

- ‘building a wall’
- Literal sense $\rightarrow$ Metaphorical sense
  - physical action $\rightarrow$ defensive action
- Concrete sense $\rightarrow$ abstract sense
Semantic change and pragmatic inference

- ‘Can’ = same root as ‘know’

- Central sense: knowing how \(\rightarrow\) ability to act

- Deontic sense: being permitted to act

- Epistemic sense: probability to act
Metaphor and Grammaticalization

- ‘GO’

(to do X)

SPACE: Moving toward a target location

TIME: Moving toward a target time
Metaphor and Transitivity

- Two prototypical condition:
  - Visible Cause/agent
  - Visible Effect/patient
- Prototypical transitive events:
  - He *broke* the vase.
  - He *killed* the sheep.
  - He *cut* the meat.
Metaphorically encoded as transitive

Events are viewed metaphorically as transitive:

<table>
<thead>
<tr>
<th><strong>Literal</strong></th>
<th><strong>Transitive</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>I rode on the horse (location).</td>
<td>I rode the horse.</td>
</tr>
<tr>
<td>I took money from him (source).</td>
<td>I robbed him.</td>
</tr>
<tr>
<td>I said bad things to him (metal effect).</td>
<td>I insulted him.</td>
</tr>
<tr>
<td>I gave a bag to him (recipient).</td>
<td>I gave him a bag.</td>
</tr>
<tr>
<td>A car came to my vision (non-votional).</td>
<td>I see a car.</td>
</tr>
<tr>
<td>I’m in possession of a car (state)</td>
<td>I have a car.</td>
</tr>
</tbody>
</table>
De-transitivization

- He ate a fish. → He ate.
- He drank the juice. → He drank.
- We hunted the deer. → We went deer-hunting.
- He collected the garbage. → He’s a garbage collector.
- He broke the vase. → Someone broke the vase.
  The vase broke.
Lexical Category: Ns vs. Vs

- Prototypical nouns
  - Morphosyntactically most nouny
    - Can be marked by number, determiner, quantifier, adjectival modification, etc.
  - Morphosyntactically most verby
    - Can be marked by tense, aspect, modality, adverbial modification, etc.

- Prototypical → non-prototypical
  - Cognitive extension
  - Pragmatic inference

- Categorial overlapping
  - Gerunds: non-prototypical Ns and Vs

- How to define prototypicality?
  - Semantic vs. discourse motivations (Hopper and Thompson)