

# Words



# Morphology

Linguistics

# What's morphology?

Morphology is the study of the form of words. Words may seem like atomic units of meaning; however, they can often be broken down into smaller atomic units of meaning called morphemes.

# What's a morpheme?

A morpheme is the smallest linguistic unit which has both sound and meaning.

There are two types of morpheme:

Roots/Stems (e.g., <swim>)

Affixes (e.g., <-ing> <pre->)

# Roots

A root morpheme can stand by itself.

It does not have to be attached to other morphemes although other morphemes can attach to it.

# Affixes

Affixes need to be attached to a root morpheme.

There two ways to classify affixes:

- By position

- By use

# Affixes by Position

Prefix -- before the root (e.g., <pre->)

Suffix -- after the root (e.g., <-ed>)

Suprafix -- over the root (cf. produce (n) & (v))

Infix -- inside the root (e.g., abso-*freaking*-lutely)

# Affixes by Use

## Inflectional

- Does not change word class

- Serves grammatical functions

## Derivational

- Changes either word meaning or word class



# Inflectional Morphemes I

Attached to nouns:

<-s> as in *John's book* (Genitive Case)

<-s> as in *Cats are cute* (Plural)

# Inflectional Morphemes II

Attached to adjectives:

<-er> as in *warm**er*** (Comparative)

<-est> as in *warm**est*** (Superlative)

# Inflectional Morphemes III

Attached to verbs:

<-s> as in *John swims* (3SG-Present)

<-ing> as in *John is **thinking*** (Gerund)

<-ed> as in *John **walked*** (Past)

<-en> as in *John had **chosen*** (Past Perfect)

# Excursus: Allomorphs

Plural morpheme <-s> is one morpheme with three phonetic realizations.

boot-s -> /but -s/

bee-s -> /bi-z/

bush-es -> /buʃ -əz/

# Derivational Morpheme

Snoozeville

Builder

Predetermination

Relive

Inevitable

# Field Exercise

**PROLOG BREAK**



# Finite State Automata

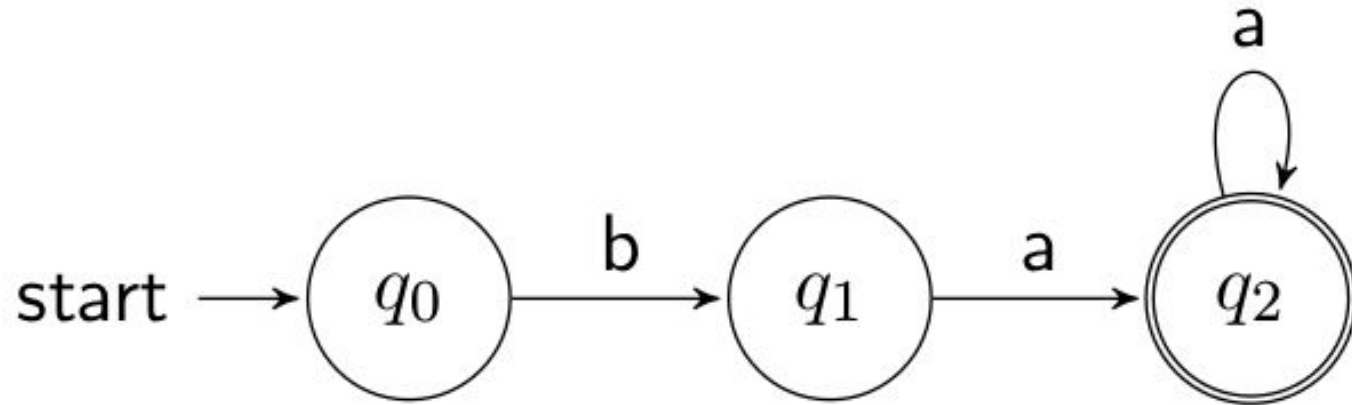
Computer Science



# Five Components of FSA

1. A finite set of states (e.g.,  $\{q_0, q_2, q_3\}$ )
2. A finite input set of symbols (e.g.,  $\{a, b\}$ )
3. A start state  $q_0$
4. A set of final states (e.g.,  $\{q_2\}$ )
5. A set of transitions (e.g.,  $\{\delta(q_0, b, q_1), \delta(q_1, a, q_2), \delta(q_2, a, q_2)\}$ )

# FSA: Graphically



This FSA accepts the following strings:

*ba, baa, baaa, baaaa, baaaaaa, baaaaaaa, etc..*

# FSA: Graphically: Example

- Try doing an example to see which strings get accepted by the FSA
- Try building your own FSA that accepts the strings that meet the requirements
- If you have time, try building the larger language-based FSA

# FSA (in Prolog)

q0([b|L]) :- q1(L).

q1([a|L]) :- q2(L).

q2([a|L]) :- q2(L).

q2([]).

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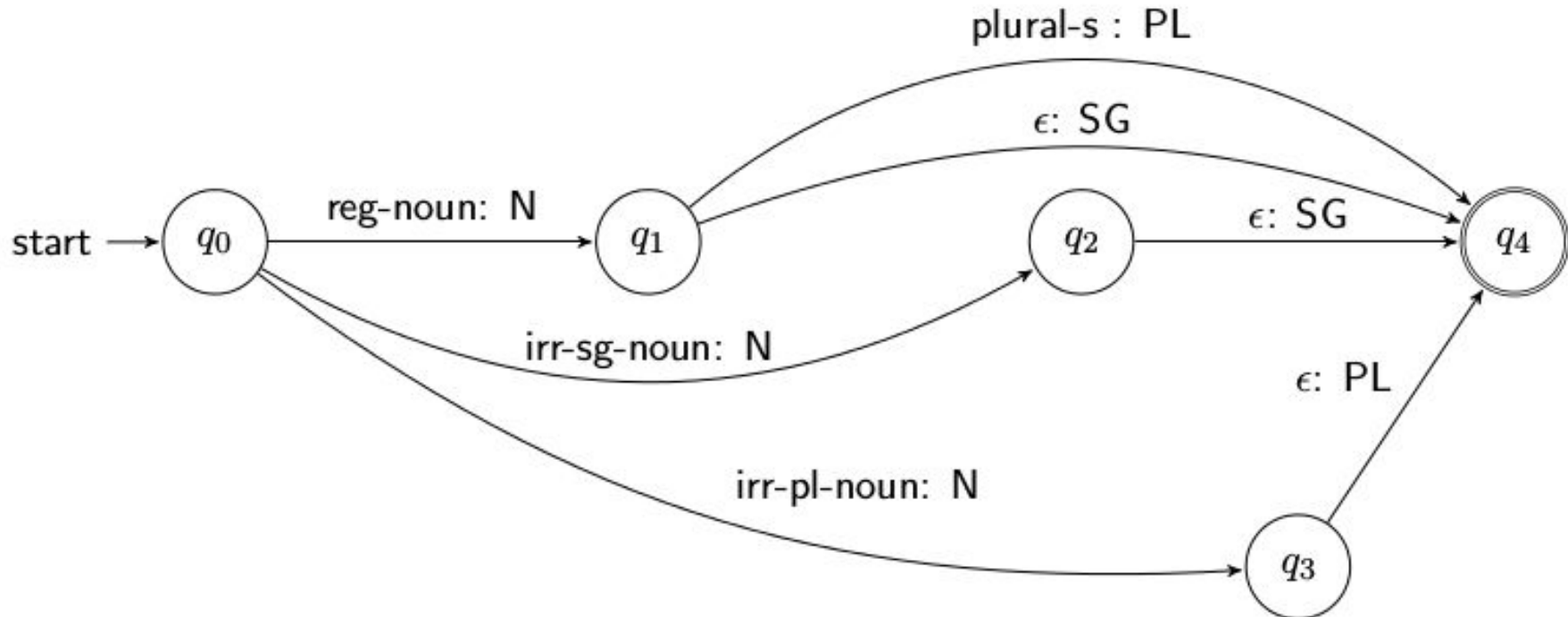
> q0([baaaa]).

true

# Finite State Transducer

An FSA with labeled output

# FST Graphically



# FST (in Prolog)

q0([X|L1],[n|L2]):- reg\_noun(X), q1(L1,L2).

q1([X|L1],[pl|L2]):- plural\_s(X), q4(L1,L2).

q1(L1,[sg|L2]):- q4(L1,L2).

q0([X|L1],[n|L2]):- irr\_sg\_noun(X), q2(L1,L2).

q2(L1,[sg|L2]):- q4(L1,L2).

q0([X|L1],[n|L2]):- irr\_pl\_noun(X), q3(L1,L2).

q3(L1,[pl|L2]):- q4(L1,L2).

q4([],[]).