## **Processing thematic (mis)alignment in Korean nominals** Nikolas Webster and Matthew Wagers, UC Santa Cruz Department of Linguistics

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# INTRODUCTION

This study investigates animacy effects in the online processing of Korean nominal event predicates.

### BACKGROUND

Agent first advantage: Comprehenders are better & faster at processing when **agents** appear as the first argument in a string [1-2].

**Animacy bias:** When the first argument in a string is animate, participants are:

- more likely to commit to an **agent** interpretation early on, and
- more likely to be inhibited if reanalysis is necessary [3-6].

Subject first bias: Ordering subjects before objects is typologically more common than word orderings that place objects before subjects [7].

Even in languages that have possible object before subject orderings, there are preferences for production of subject before object [8].

**Prominence alignment** theories interpret these findings as pressures that, when aligned, facilitate faster comprehension [9-13]. Contrastively, misaligned configurations are more difficult to comprehend [14].

## **DESIGN & PREDICTIONS**

### Animacy by Predicate Type (2 x 2)

Predicate types: "NP" predicate, "CP" predicate

- **"NP"**: subcategorizes for only an NP complement
- **"CP"**: subcategorizes for only a CP/PP complement

<u>Animacy:</u> animate argument, inanimate argument

- **Animate**: [+human], capable of being an agent
- **Inanimate**: [-alive], incapable of being an agent

### **Predictions**

This experiment design manipulates the necessary linking of arguments needed for a successful parse of the predicate. Given that animacy biases agentivity:

- CP-animate conditions: no re-analysis possible
- CP-inanimate conditions: re-analysis **required**
- NP-(in)animate conditions: re-analysis optional

# **EXPERIMENT 1**

A plausibility rating study on a 7-point Likert scale, (7 = most natural, 1 = most awkward). • Participants (n=28)

#### **Example itemset:**

(1) "Because the investigation was ongoing, ...the {old man/evidence}'s quiet {compliance/concealment} .... made everyone suspicious."

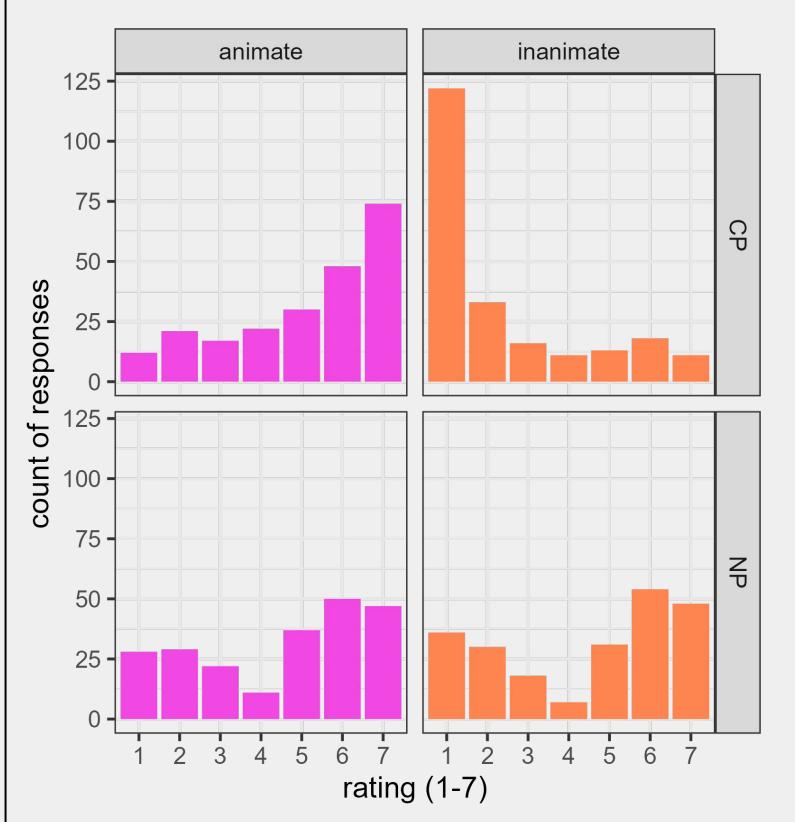
**CP x Anim** ...**acessi**-uy coyonghan **hyepco**-nun... [**old.man**-GEN quiet **compliance**-TOP]

...cungke-uy coyonghan hyepco-nun... **CP x Inanim** (implausible!) [evidence-GEN quiet compliance-TOP]

NP x Anim ...acessi-uy coyonghan unphyey-nun... [old.man-GEN quiet concealment-TOP]

...**cungke**-uy coyonghan **unphyey**-nun... NP x Inanim [evidence-GEN quiet concealment-TOP]

#### **Results:**



Selected references. [1] Cohn & Paczynski 2013. Cog. Psy. 67(3). [2] Ferreira 2003. Cog. Psy. 47(2). [3] Branigan et al. 2007. B&L 100(3). [6] Nairne et al. 2013. Psych. Sci. 24(10). [7] Aissen, J. 1999. Nat. Lang. & Ling. Theory, 17(4). [8] Koizumi et al. 2020. LC&N 35(2). [9] Bornkessel-Schlesewsky & Schlesewsky 2009. Lang. & Ling. Compass 3(1). [10] Do & Kaiser 2022. LC&N 37(5). [11] Ferreira 1994. JML 33. [12] Hammerly et al. 2022. Cognition 225. [13] Wagers et al. 2018. Cognition 178. [14] Wilson & Dillon 2022.



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• The CP-ANIM condition was rated significantly higher than all other conditions, at an average of 5.13,

• Within the NP predicate types, ratings for both animate and inanimate conditions collapse to approximately the same mean, with NP-ANIM at an average of 4.51, and NP-INANIM at 4.43.

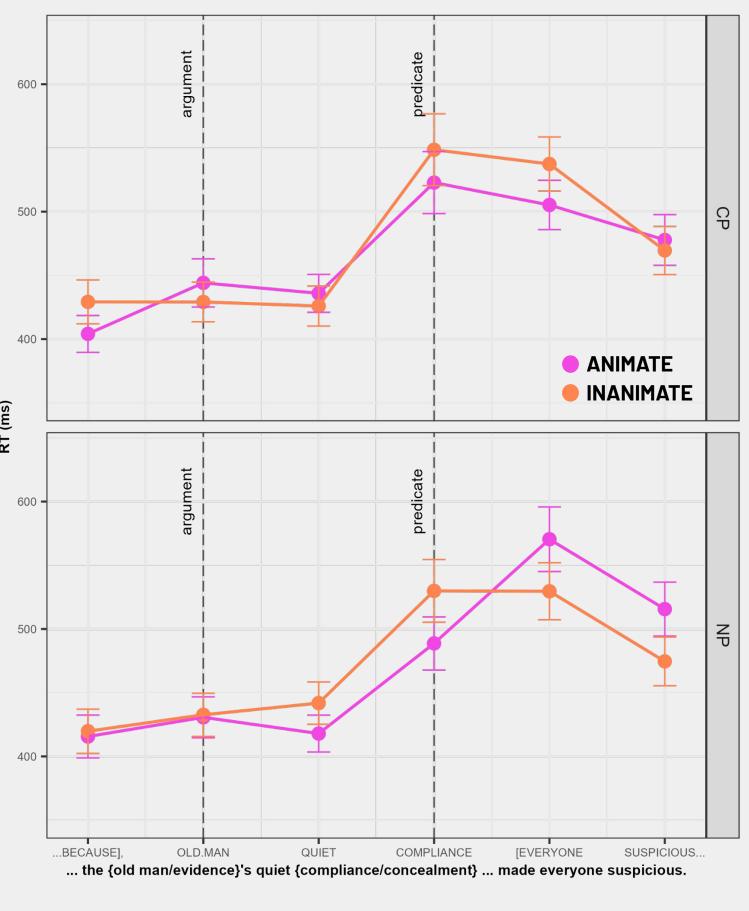
# **EXPERIMENT 2**

A self-paced reading study paired with a decision task to reject the sentence for semantic implausibility. • Participants (n=40)

#### **Results:**

At predicate region:

• inanimates are read **slower** than animates (not significant).



At spillover region 1:

- NP-animates are read slower than all other conditions (not significant).
- **CP-animates** are read **faster** than all other conditions (not significant).

Spillover region 2:

• NP-animates are read slower than all other conditions (marginal main effect

mean RTs (ms) at spillove				
animacy	predicate type			
animate	СР			
animate	NP			
inanimate	СР			
inanimate	NP			

of predicate type and marginal main effect of animacy; interaction factor not significant).

Prior to predicate region (e.g. before argument structure resolution), no effects of animacy emerge.







# CONCLUSION

#### **Experiment 1 ordinal regression:**

Cumulative Link Mixed Model fitted with the Laplace approximation Formula: response~predicate\_type\*animacy + (1|participant\_ID) + (1|itemset)

Factors	Estimate	Std. Error	z value	Pr(> z )
predicate_type1	-0.45	0.07	-6.15	7.83e-10 ***
animacy1	0.89	0.08	11.75	< 2e-16 ***
predicate_type1:animacy1	1.70	0.15	11.26	< 2e-16 ***

### **Experiment 2 linear regression (spillover region 2)**:

Generalized linear mixed model fit by maximum likelihood (Laplace Approximation) Family: gaussian(log); Formula: RT~animacy\*predicate\_type + (1| uniqueID) + (1| itemset)

Factors	Estimate	Std. Error	t value	Pr(> z )	
(Intercept)	6.11	0.07	91.56	<2e-16 ***	
predicate_type1	-0.06	0.03	-1.91	0.056.	
animacy1	-0.05	0.03	-1.67	0.095.	
predicate_type1:animacy1	0.02	0.06	0.25	0.80	

### DISCUSSION

- Comprehenders were **not** found to be better at processing when agents were the first argument.
  - Suggests a weaker commitment to early agentive role assignment within nominals, in contrast with clauses
- Animacy was found to play only an **indirect role** in biasing agentivity.
- In NP-anim. conditions, animacy, agentivity, and grammatical function are aligned, and yet a prominence alignment advantage was not found.

### **FUTURE DIRECTIONS**

#### A possible account - resolving implicit arguments:

Animate items are good agents, but are also often patients/themes, given context. Inanimate items however, are almost never good agents.

- We see RT slowdown at the predicate representing the calculus of **argument integration**, but this is noticeably more costly for NP-animate conditions.
- This may represent the **cost** of identifying and integrating an implicit theme argument, which is only a must in the NP-animate conditions.
- In NP-inanimate conditions, the implicit agent is perhaps already assumed prior to the predicate, facilitating faster processing.