Ruprecht-Karls-Universität Heidelberg Seminar für Klassische Philologie Sommersemester 2014 Proseminar: Lexikalisch-Funktionale Grammatik

i iosciililai. Lexikalisch-l'ulikuoliaic Giai

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Lexikalisch-Funktionale Grammatik und Latein

am Beispiel von Partizipialkonstruktionen

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1 Einleitung

1.1 Einschränkungen

1.1.1 PC

```
(\uparrow SUBJ \ KNG) = (\uparrow KNG)

(\uparrow SUBJ) = ((ADJ\uparrow)GF)

(SUBJ \ XADJ) \in (\uparrow S)

XADJ \ (KNG) = SUBJ \ XADJ \ (KNG)
```

1.1.2 PC (objektabhängig

1.1.3 Abl. abs.

```
XADJ (KNG) = SUBJ XADJ (KNG) = abl \neg \ (\uparrow SUBJ) = ((ADJ\uparrow)GF) d.h. Subjekt des Abl. abs. darf eigentlich keine Rolle im übergeordneten Satz spielen; nur bei AcI geht das (\uparrow RELTENSE\ (ADJ)) \neq future \neg \ (\downarrow PRED) = (\uparrow GF\ PRED)
```

1.1.4 AcP

```
(↑XCOMP) = ↓
(↓SUBJ CASE) = acc
(↓CASE) = acc
(↑XCOMP SUBJ) = (↑OBJ)
(↑XCOMP MOOD) = part
¬ (↑XCOMP RELTENSE) = future
VERB TYPE = verb of perception | 'facere' | 'inducere'
```

1.2 Lexikoneinträge

1.2.1 PC objektabhängig

```
missum:
          (1) (↑PRED)
                                    'mitto\langleSUBJ, OBJ, OBL<sub>GOAL</sub>\rangle
          (2) (SUBJ)
                                    ((XADJ↑)OBJ)
          (3) (†MOOD)
                                    part)
          (4) (↑PASSIVE)
                                    +
          (5) (↑RELTENSE)
                                =
                                    past
          (6) {(↑GEN)
                                    m
          (6.1)
                     (↑CASE)
                                    acc }
          (6.2) (↑GEN)
                                    n }
                     (↑CASE)
          (6.3)
                                    nom
          (6.3)
                     (↑CASE)
                                    acc } }
          (7) (†NUM)
                                    sg
```

 $((XADJ\uparrow)OBJ) = (\uparrow SUBJ)$

1.2.2 PC subjektabhängig

```
missi:
       (1) (↑PRED)
                                'mitto (SUBJ, OBJ, OBL<sub>GOAL</sub>)
        (2) (SUBJ)
                                ((XADJ↑)SUBJ) (?)
        (3) (†MOOD)
                                part)
        (4) (↑PASSIVE)
                                +
        (5) (↑RELTENSE)
                                past
        (6) {(↑NUM)
                                pl
        (6.1)
                  (↑CASE)
                                nom
        (6.2)
                  (↑GEN)
                                m
        (6.3) (†NUM)
                                sg
                  (↑CASE)
        (6.4)
                                gen
        (6.5)
                  (↑GEN)
                                m \mid n \}
```

1.2.3 Abl. abs.

```
victis: (1) (\uparrowPRED) = 'vinco\langleSUBJ, OBJ, OBL<sub>LOC</sub>\rangle

(2) (\uparrowMOOD) = part

(3) (\uparrowPASSIVE) = +

(4) (\uparrowRELTENSE) = past

(5) {(\uparrowCASE) = dat | abl }

(6) (\uparrowNUM) = pl

(7) {(\uparrowGEN) = m | f | n }
```

1.2.4 AcP

```
iacentem:
             (1) (†PRED)
                                      'iaceo⟨SUBJ, OBL<sub>LOC</sub>⟩
             (2) (†MOOD)
                                      part
             (3) (†PASSIVE)
             (4) (\uparrow RELTENSE) = present
             (5) (↑CASE)
                                      acc
             (7) (†NUM)
                                  = sg
             (6) {(↑GEN)
                                  = m | f 
induco: (SUBJ, OBJ, COMP)
(↑COMP SUBJ) = 'pro'
(\uparrow COMP SUBJ KNG) = (\uparrow OBJ KNG)
   ODER
induco: (SUBJ, OBJ, XCOMP)
(\uparrow XCOMP SUBJ) = (\uparrow OBJ)
(\uparrow OBJ CASE) = acc
```

1.2.5 PC (substantiviert)

Variante 1: XADJ:

 $(\downarrow SUBJ) = ((OBJ\uparrow)XADJ) = das Subjekt der untergeordneten Struktur ist das Objekt der dem XADJ übergeordneten Struktur (welches fehlt).$

1.3 Zeichen

 θ \neq \in \ni \vdash \subset *

1.4 Syntaxregeln

 $S \to NP \ VP \ XP$

1.4.1 PC objektabhängig

 $S \to NP \ VP \ V$

$$\begin{array}{ccc} NP & \rightarrow & N \\ & \uparrow = \downarrow \end{array}$$

$$\begin{array}{ccc} \mathbf{VP} & \rightarrow & \mathbf{V'} \\ & \uparrow = \downarrow \end{array}$$

$$\begin{array}{cccc} \mathbf{V'} & \rightarrow & \mathbf{PP} & \mathbf{V} \\ & (\uparrow \mathrm{OBL_{GOAL}}) = \downarrow & \uparrow = \downarrow \end{array}$$

$$\begin{array}{ccc} \mathbf{PP} & \rightarrow & \mathbf{P'} \\ & \uparrow = \downarrow \end{array}$$

$$\begin{array}{ccc} \mathbf{P'} & \rightarrow & \mathbf{P} & \mathbf{NP} \\ & \uparrow = \downarrow & (\uparrow \mathrm{OBJ}) = \downarrow \end{array}$$

$$\begin{array}{ccc} NP & \rightarrow & N \\ & \uparrow = \downarrow \end{array}$$

1.4.2 PC attributiv

$$S \to NP \ VP \ V$$

$$\begin{array}{ccc} NP & \rightarrow & N \\ & \uparrow = \downarrow \end{array}$$

$$\begin{array}{ccc} \mathbf{VP} & \rightarrow & \mathbf{V'} \\ & \uparrow = \downarrow \end{array}$$

$$\begin{array}{ccc} \mathbf{PP} & \rightarrow & \mathbf{P'} \\ & \uparrow = \downarrow \end{array}$$

$$\begin{array}{ccc} \mathbf{P'} & \rightarrow & \mathbf{P} & \mathbf{NP} \\ & \uparrow = \downarrow & (\uparrow \mathrm{OBJ}) = \downarrow \end{array}$$

$$\begin{array}{ccc} NP & \rightarrow & & N \\ & \uparrow = \downarrow \end{array}$$

1.4.3 Abl. abs.

$$S_{part} \rightarrow NP \ V \label{eq:Spart}$$

$$S \to NP \ VP \ V$$

$$\begin{array}{ccc} \mathbf{S_{part}} & \rightarrow & \mathbf{NP(2)} & \mathbf{V'} \\ & (\uparrow \mathrm{SUBJ}) = \downarrow & & \uparrow = \downarrow \end{array}$$

$$\mathbf{NP}(2) \rightarrow \mathbf{N} \\
\uparrow = \downarrow$$

$$\mathbf{V'} \qquad \rightarrow \qquad \mathbf{PP} \qquad \mathbf{V} \\ (\uparrow \mathrm{OBL}_{\mathrm{LOC}}) = \downarrow \qquad \uparrow = \downarrow$$

$$\begin{array}{ccc} \mathbf{PP} & \rightarrow & \mathbf{P'} \\ & \uparrow = \downarrow \end{array}$$

$$\begin{array}{ccc} \mathbf{P'} & \rightarrow & \mathbf{P} & \mathbf{NP(3)} \\ & \uparrow = \downarrow & (\uparrow \mathrm{OBJ}) = \downarrow \end{array}$$

$$\mathbf{NP}(3) \rightarrow \mathbf{N} \\
\uparrow = \downarrow$$

$$\mathbf{NP}(1) \quad \rightarrow \qquad \mathbf{N} \\ \uparrow = \downarrow$$

1.4.4 AcP

$$S \to NP \ VP \ V$$

$$S \qquad \rightarrow \qquad NP \qquad VP \qquad V \\ (\uparrow OBJ) = \downarrow \qquad (\uparrow COMP) = \downarrow \quad \uparrow = \downarrow$$

$$\begin{array}{ccc} NP & \rightarrow & N \\ & \uparrow = \downarrow \end{array}$$

$$\begin{array}{ccc} \mathbf{VP} & \rightarrow & \mathbf{V'} \\ & \uparrow = \downarrow \end{array}$$

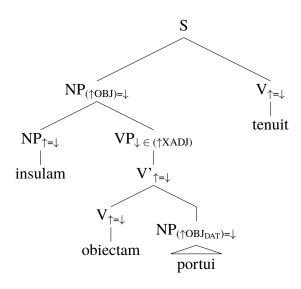
$$V' \qquad \rightarrow \qquad \begin{array}{ccc} PP & V \\ (\uparrow OBL_{LOC}) = \downarrow & \uparrow = \downarrow \end{array}$$

$$\begin{array}{ccc} \mathbf{PP} & \rightarrow & \mathbf{P'} \\ & \uparrow = \downarrow \end{array}$$

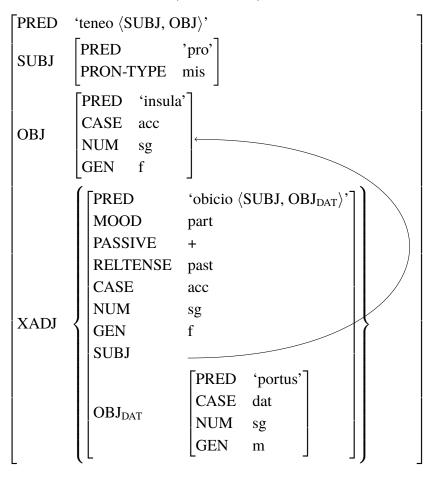
$$\begin{array}{cccc} \mathbf{P'} & \rightarrow & \mathbf{P} & & \mathbf{NP} \\ & \uparrow = \downarrow & & (\uparrow \mathrm{OBJ}) = \downarrow \end{array}$$

$$\begin{array}{ccc} \mathbf{NP} & \rightarrow & \mathbf{N} \\ & \uparrow = \downarrow \end{array}$$

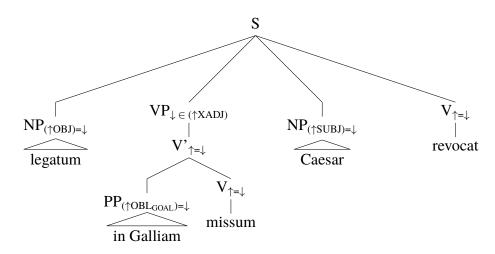
2 PARTICIPIUM CONJUNCTUM (attributiv)



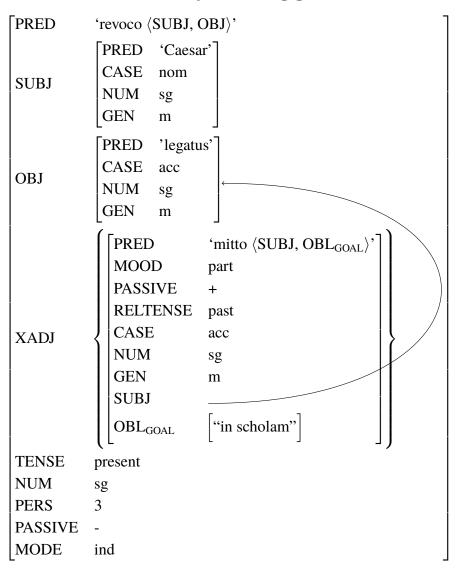
2.1 f-Struktur PC (attributiv)



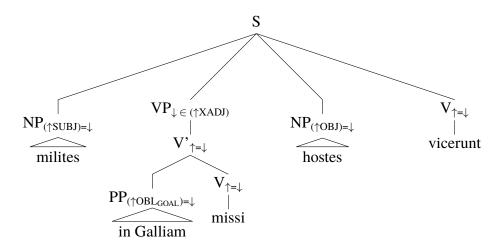
3 PARTICIPIUM CONJUNCTUM (objektabhängig)



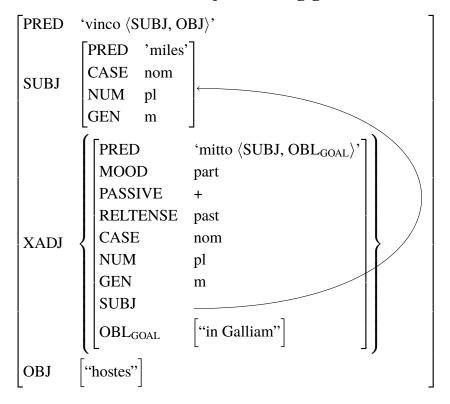
3.1 f-Struktur PC (objektabhängig)



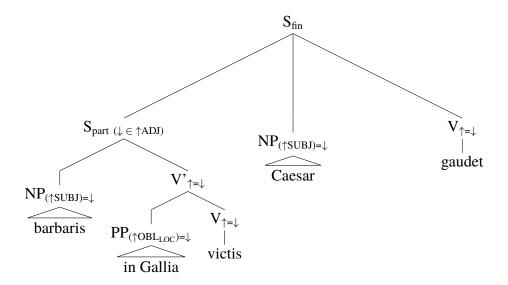
4 PARTICIPIUM CONJUNCTUM (subjektabhängig)



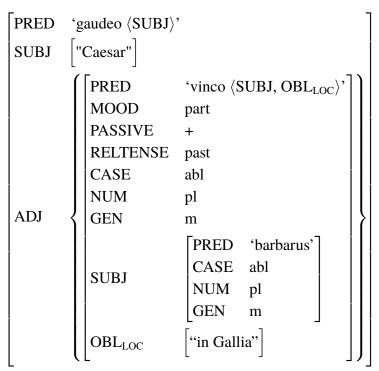
4.1 f-Struktur PC (subjektabhängig)



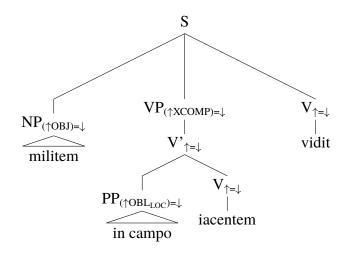
5 Abl. abs.



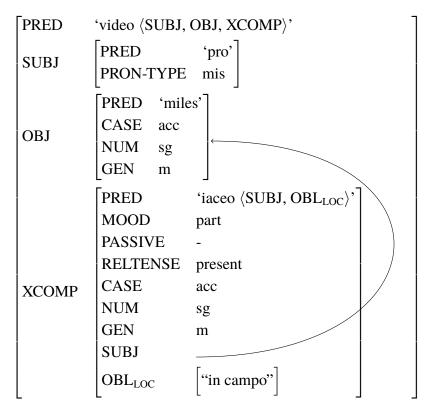
5.1 f-Struktur Abl. abs.



6 AcP - Accusativus cum Participio

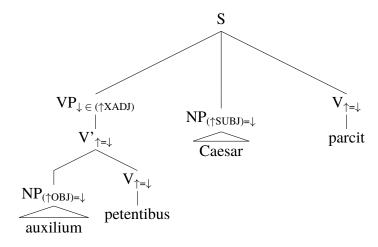


6.1 f-Struktur AcP

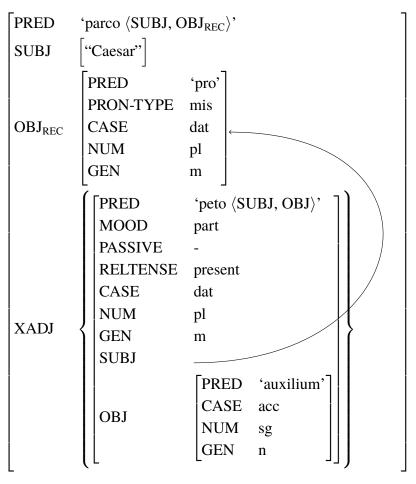


7 PARTICIPIUM CONJUNCTUM (substantiviert)

7.1 Variante 1: XADJ

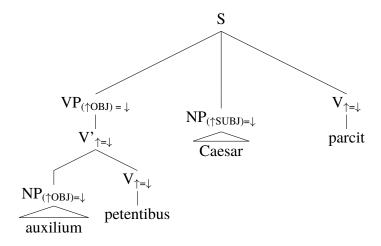


7.1.1 f-Struktur PC (substantiviert)



8 PARTICIPIUM CONJUNCTUM (substantiviert)

8.1 Variante 2: OBJ

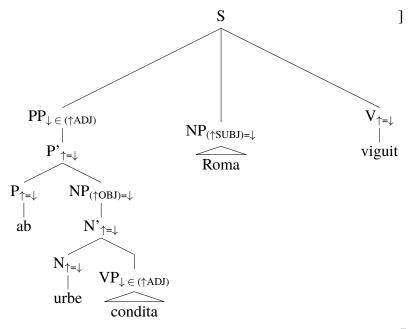


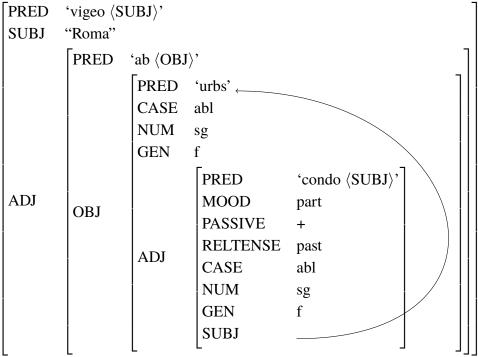
8.1.1 f-Struktur PC (substantiviert)

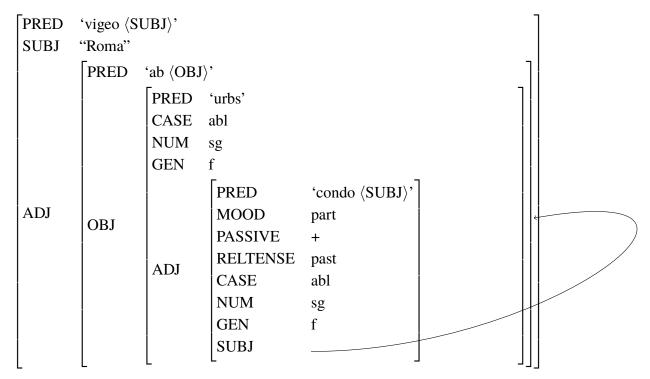
PRED	'parco (SUBJ,	$OBJ_{REC}\rangle$ '
SUBJ	["Caesar"]	
	PRED MOOD PASSIVE RELTENSE CASE NUM	'peto (SUBJ, OBJ)' part - present dat pl
	GEN	m
OBJ_{REC}	SUBJ	PRED 'pro' PRON-TYPE mis CASE dat NUM pl GEN m
	ОВЈ	PRED 'auxilium' CASE acc NUM sg GEN n

9 dominantes Partizip

9.1 dom Part - Geigers Variante 1

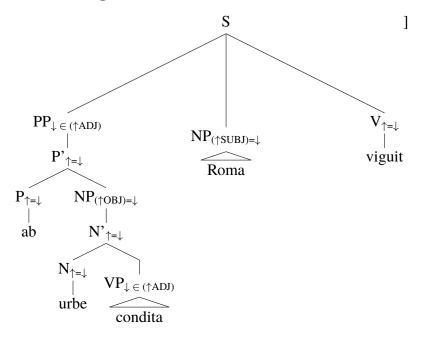


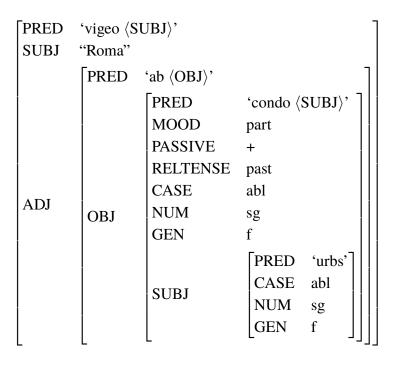




ich kapier nicht, wo genau der Pfeil hingehen soll... entweder auf urbs, aber dann wär er mitten in der box, oder auf die ganze OBJ-Box... ?

9.2 dom Part - Geigers Variante 2 (findet er besser)





9.3 dom Part - meine Variante 1

9.4 dom Part - meine Variante 2

10 Die Textstelle Sen. *epist*. 72.7-8 und deren Übersetzung

Dicam quomodo intellegas sanum: si se ipse contentus est, si confidit sibi, si scit omnia vota mortalium, omnia beneficia quae dantur petunturque, nullum in beata vita habere momentum. Nam cui aliquid accedere potest, id inperfectum est; cui aliquid abscedere potest, id inperpetuum est: cuius perpetua futura laetitia est, is suo gaudeat. Omnia autem quibus vulgus inhiat ultro citroque fluunt: nihil dat fortuna mancipio. Sed haec quoque fortuita tunc delectant cum illa ratio temperavit ac miscuit: haec est quae etiam externa commendet, quorum avidis usus ingratus est. Solebat Attalus hac imagine uti: 'vidisti aliquando canem missa a domino frusta panis aut carnis aperto ore captantem? quidquid excepit protinus integrum devorat et semper ad spem venturi hiat. Idem evenit nobis: quidquid expectantibus fortuna proiecit, id sine ulla voluptate demittimus statim, ad rapinam alterius erecti et attoniti.' Hoc sapienti non evenit: plenus est; etiam si quid obvenit, secure excipit ac reponit; laetitia fruitur maxima, continua, sua.¹

Referenz auf Abbildung ??!

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¹Die Textstelle sowie der textkritische Apparat wurden entnommen aus Reynolds (1965, S. 219-20), die Zeilenangaben wurden jedoch der Einfachheit halber geändert. Auch alle übrigen verwendeten lateinischen Zitate aus den *epistulae morales* entstammen Reynolds (1965).

Literaturverzeichnis

Textausgaben und Kommentare

Sekundärliteratur

Online Ressourcen