

Phonology (class 1) The phonemic principle

(1) Phonemes, Allophones, Phones

Phonemic analysis is a method of discovering true players and processes in phonology.
Tools:

- minimal pairs (commutation test) - contrastive units belong to separate phonemes
e.g. English [p^hɪn] vs. [bɪn] vs. *[pɪn] cf. spin, Polish, tomy vs. domy
- complementary distribution – only one allophone possible in a given context
e.g. [spɪn] vs. *[sp^hɪn] vs. *[sbɪn]

– if there are more, they are not allophones of the same phoneme
e.g. [skɪn]
- phonetic similarity [ŋ] vs. [h]
- allophonic rules (phonological rules), e.g. /p/ → [p^h] / _v

(2) Activity I: DARK and CLEAR [ɪ] in RP English

(define the contextual distribution). Where to look?

Contexts: #_, _#, V_, _V, C_, _C e.g. brand

a. CLEAR

light [laɪt]	loom [lu:m]	London ['lʌndən]
Dublin ['dʌblɪn]	allow [ə'laʊ]	hilarious [hɪ'leəriəs]
belly ['belɪ]	fillip [fɪlɪp ^h]	pillow [p ^h ɪləʊ]
brilliant ['brɪljənt]	failure ['feɪljə]	
all over [ɔ:'ləʊvə]	tell us [t ^h eɪləs]	cool and calm ['k ^h u:lən'k ^h ɑ:m]

b. DARK

file [faɪt]	rule [ru:t]	dull [dʌt]
dullness ['dʌtnəs]	help [heɪp]	filter ['fɪlt ^h ə]
dangle [dæŋɡɪ]	always [ɔ:twɪz]	Salisbury ['sɔ:ɪzbri]
Hilton ['hɪltɪn]	gamble [gæmbɪ]	belfry ['beɪfri].

c. what phenomenon is illustrated in c?

gamble [gæmbɪ]	gambling ['gæmbɪŋ]	gambler ['gæmblə]
fail [feɪt]	fail it ['feɪlɪt]	failure ['feɪljə]
oil [ɔɪt]	oily ['ɔɪli]	oil on troubled waters [ɔɪl]
dull [dʌt]	dullest ['dʌlɪst]	dull as ditch-water [dʌl]

(3) Activity II: Voicedness of fricatives in Old and Modern English

a.

[f]	findan ['findan] 'find' sceaft [ʃaft] 'creation' wulf [wulf] 'wolf'	fōt [fo:t] 'foot' wīf [wi:f] 'wife' lyffettan ['lyf:et:an] 'flatter'
[v]	wulfes ['wulves] 'wolf, gen. sg.' earfoð ['æarvoθ] 'work' æfen ['æ:ven] 'evening'	giefan [ʒjevan] 'give' nifol ['nivol] 'dark'
[θ]	þegn [θejn] 'nobleman, thane' bæð [bæθ] 'bath' sceððan ['ʃeθ:an] 'harm'	þēod [θe:od] 'nation' fȳlþ [fy:lθ] 'filth'
[ð]	bæðe ['bæðe] 'bath, dat. sg.' weorðan ['weorðan] 'become'	cȳðan ['ky:ðan] 'make known' hoðma ['hoðma] 'darkness'
[s]	sellan ['sel:an] 'give' bletsian ['bletsian] 'bless' læssa ['læ:s:a] 'less'	spor [spor] 'trail, spoor' prēost [pre:ost] 'priest'
[z]	wesan ['wezan] 'be' hāses ['ha:zes] 'hoarse, gen. sg.' wīse ['wi:ze] 'wisely'	cēosan ['tʃe:ozan] 'choose' horsum ['horzum] 'horse, dat. pl.'

b.

a.	other ['ʌðə] father ['fɑ:ðə]	southern ['sʌðən] weather ['weðə]
b.	apathy ['æpəθi] pithy ['pɪθi]	author ['ɔ:θə] ether ['i:θə]
c.	sleuth [slu:θ] labyrinth ['læbɪrɪnθ]	oath [əʊθ] hyacinth ['haɪəsɪnθ]
d.	smooth [smu:ð] breathe [bri:ð]	loathe [ləʊð] bathe [beɪð]

(4) Activity III: Nasal sounds vs. nasal phonemes in English, The data:

[m] [mʌðə], [neɪm], etc.

[ŋ] [kʌŋfət], [eŋvɪloup], etc.

[n] [nɪk], [p^hɪn], etc.

[ŋ] a. sun [sʌŋ] – some [sʌm] – sung [sʌŋ], win [wɪn] – whim [wɪm] – wing [wɪŋ]

b. finger ['fɪŋgə] anger ['æŋgə] mango ['mæŋgəʊ]
anchor ['æŋkə] monkey ['mʌŋki] donkey ['dɒŋki]

c. sing [sɪŋ] / sink [sɪŋk] bring [brɪŋ] / brink [brɪŋk]

!!! d. long [lɒŋ] longer [lɒŋgə] longer [lɒŋə]
sing [sɪŋ] singer [sɪŋə]
strong [strɒŋ] stronger [strɒŋgə]