THE PHONETICS AND PHONOLOGY OF FOCUS MARKING An Integrated Perspective

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BACKGROUND

Gradience [1]

Choice of category Physical realisation ~ phonological ~ phonetic

Previous work on nuclear pitch accents in German focus marking: Phonological + phonetic gradience seem to go in the same direction [2, 3].

DYNAMICS

PROMINENCE

Dynamic systems help to understand categories as attractors [4].

Everything in a dynamic system is continuous, but there are special stable states the system moves to.



Describe phonological + phonetic gradience in unified system?

RESEARCH QUESTION

Can an attractor-based account model the phonological + phonetic gradience found in German focus intonation?

DATA

27 native German speakers produce focus structures in a game-like task.

Control parameter k can be scaled to change the attractor landscape.

Dynamic systems have been used to model phonetic and phonological variation [e.g. 5, 6, 7, 8].

SIMULATION

Sentence structure held constant, e.g. "Er hat den Hammer auf die Wohse gelegt".

3 focus types: broad, narrow, contrastive



Code based on [9], implemented in R & C++. Find best **k** by calculating overlap with real data.

 $V(x) = 1.4x^4 - kx^3 - 2x^2$



Phonetic gradience: Scaling of rising onglides

Rising attractors

tors Modes of rising distributions

CONCLUSION

Nuclear pitch accents of our focus data can be modelled in a dynamic framework.

Both phonological and phonetic variation is accounted for in a unified system.



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