Tagmemics

An Introduction to Linguistics for Perl Developers

or

"Wouldn't know a tagmeme if it bit me on the parse."

Allison Randal
University of Portland
YAPC::EU 2002

In the Beginning...

Wants pawn term dare worsted ladle gull hoe lift wetter murder inner ladle cordage honor itch offer lodge, dock, florist. Disk ladle gull orphan worry putty ladle rat cluck wetter ladle rat hut, an fur disk raisin pimple colder Ladle Rat Rotten Hut...

- Howard L. Chace, Anguish Languish



Why Linguistics?

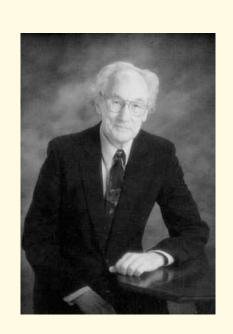
- Linguistics and Software Development?
- Linguistics is the study of language.
- Programming languages are human languages.
- It's the same brain.

Why Tagmemics?

- Out of hundreds of theories, why this one?
- Understand Larry.
- Know your roots.
- Tagmemics is a practical theory.

Who's Pike?

- Dr. Kenneth L. Pike,
 1912 2000
- Professor of Linguistics at the University of Michigan.
- President of the Linguistic Society of America and SIL International.



Who's Pike?

- Nominated for the Nobel Peace Prize on 15 consecutive years.
- Also known for his entertaining stories, poetry and songs and his blue cape.
- He would fit right in the Perl community.



Where and When

- Pike developed tagmemics while doing field research and teaching linguistics.
- He wanted a theory that was easy to learn and easy to use...
- ...but complex enough to explain real language.
- The Swiss-Army knife of linguistic theories.

Language in Context

- Language cannot be separated from the human context in which it is used.
- Many linguistic theories are satisfied with structure alone.
- Those theories have no explanation for:

Wants pawn term dare worsted ladle gull...

Particle, Wave and Field

- Any element can be analyzed in one of 3 ways:
 - Particle: each element is a discrete unit.
 - Wave: elements are defined by a nucleus.
 - Field: relationships between elements are what matters.

Particle, Wave and Field

- The 3 analyses applied to "versions of Perl":
 - Particle: each version stands on its own.
 - Wave: a release is a nucleus, but development is continuous.
 - Field: versions contrast by their sets of features.

- A tagmeme is a unit-in-context.
- Tagmemes are fractal.
- A tagmeme has 4 parts: slot, role, class and cohesion.
- Don't get too tied up in the details...

Slot

Class

Role

Cohesion

Where does the unit go?

What kind of unit is it?

Why is this unit here? What's it's function?

How does this unit relate to other units and to the wider context?

Margin Subject **Noun Phrase**

Actor

Role

Obligatory

Number agreement with the verb

The monkey bit me.

Margin Subject

Pronoun

Actor

Role

Obligatory

Number agreement with the verb

Case marking

He bit me.

Nucleus

Predicate

Verb

Statement

Role

Transitive

Number agreement with the subject

Case marking

The monkey bit me.

Margin Object Pronoun

Undergoer

Role

Obligatory
Case marking

The monkey bit me.

Nucleus

Verb (function)

Imperative

Predicate

Obligatory

Role

601163101

print \$animal;

Margin Object Noun (variable)

Undergoer

Optional

Role

Cohesion

print \$animal;

Margin Object Noun (string)

Undergoer

Optional

Role

Cohesion

print "antelope";

Margin Object

Statement

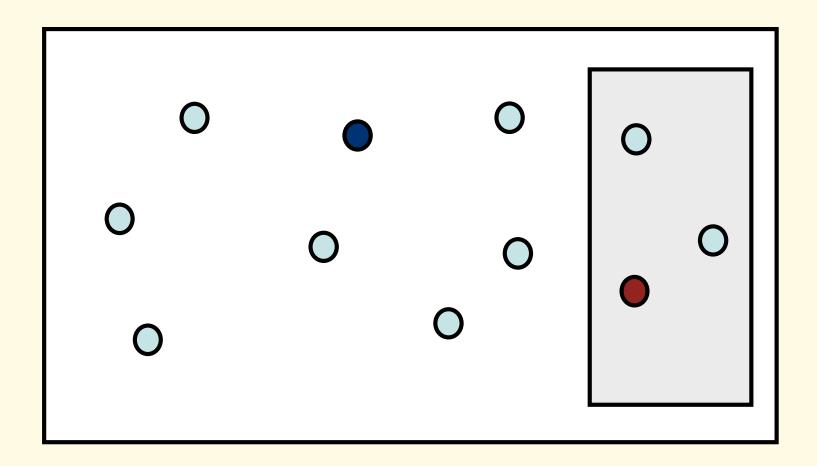
Undergoer

Optional

Role

Cohesion

print join("\t", @animals);



- Two different perspectives on the same data.
- Etic is logical, alien, external, invented scientifically measurable.
- Emic is relative, native, internal, discovered, what matters to participants.

- Etic is E.T.-ic.
- Emic is ME-ic.

- An etic view of a television:
 - vaguely cubical, but irregular shape
 - dark color
 - dimensions range from inches to yards
 - one surface lighted with changing colors
 - emits sound

- An emic view of a television:
 - the colors represent human activity
 - a connection to the world
 - or an escape
 - an education tool

- An etic perspective on language design:
 - X number of control structures...
 - X number of forms to express them.

- An emic perspective on language design:
 - Who is going to use it and how?
 - What other concepts are they going to be familiar with?
 - What will they learn easily?
 - What will be meaningful?
 - How will it relate to other aspects of the language?

```
switch (c) {
   case '0':
      zero++;
      break;
   case 'a':
      alpha++;
      break;
   default:
      nomatch++;
      break;
```

```
switch (c) {
   case '0':
      zero++;
      break;
   case 'a':
      alpha++;
      break;
   default:
      nomatch++;
      break;
```

```
switch (c) {
   case '0':
      zero++;
      break;
   case 'a':
      alpha++;
      break;
   default:
      nomatch++;
      break;
```

```
given (c) {
   case '0':
       zero++;
      break;
   case 'a':
       alpha++;
      break;
   default:
      nomatch++;
      break;
```

```
given (c) {
   when '0':
      zero++;
      break;
   when 'a':
      alpha++;
      break;
   default:
      nomatch++;
      break;
```

```
given (c) {
   when '0':
      zero++;
      break;
   when 'a':
      alpha++;
      break;
   default:
      nomatch++;
      break;
```

```
given (c) {
   when '0' {
      zero++;
      break;
   when 'a' {
      alpha++;
      break;
   default {
      nomatch++;
      break;
```

```
given (c) {
   when '0' {
      zero++;
      break;
   when 'a' {
      alpha++;
      break;
   default {
      nomatch++;
      break;
```

```
given (c) {
   when /glick/ {
      zero++;
      break;
   when 'a' {
      alpha++;
      break;
   default {
      nomatch++;
      break;
```

```
given (c) {
   when /glick/ {
      zero++;
      break;
   when Acme::Snark {
      alpha++;
      break;
   default {
      nomatch++;
      break;
```

```
given (c) {
   when /glick/ {
      zero++;
     break;
   when Acme::Snark {
      alpha++;
     break;
   default {
      nomatch++;
     break;
```

```
given (c) {
   when /glick/ {
      zero++;
   when Acme::Snark {
      alpha++;
   default {
      nomatch++;
```

```
given (c) {
    when /glick/ {
        zero++;
    }
    when Acme::Snark {
        alpha++;
    }
    default {
        nomatch++;
    }
}
```

```
given ($c) {
    when /glick/ {
        $zero++;
    }
    when Acme::Snark {
        $alpha++;
    }
    default {
        $nomatch++;
    }
}
```

 Designing a language without considering that people are going to use it is about like designing a car without considering that people are going to drive it.

Further Reading

Pike, Kenneth L. *Linguistic Concepts: An Introduction to Tagmemics.* Lincoln: University of Nebraska Press, 1982.

Pike, Kenneth L. *Tagmemics, Discourse and Verbal Art.* Ann Arbor: Michigan Studies in the Humanities, 1981.

(Both titles are out of print, but they are available at several used book sellers online.)