So what? – on the nature of gam2 in Cantonese

噉即係點?——粵語「噉」字性質再探

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- Demonstratives are attested cross-linguistically, which allows us to "point at" different ontological types anaphorically or deictically (Diessel 1999; Anderson and Morzycki 2015; König and Umbach 2018).
- But their realizations vary along (at least) two dimensions.
 - Orientation (distance contrasts)
 - Content (various ontological categories)

Entity	Time	Place	Degree	Manner	Quality
呢個 嗰個	呢陣 嗰陣	呢度 嗰度	咁 gam3	噉 gam2	噉 gam2

- A: 條繩有三米 咁 長。 B: 咁 長都唔夠啵。 (1) (Sio and Tang 2007, (55))
 - 佢(馬馬虎虎) 噉 做野唔得架。

((1), modified)

Peter係(成日遲到) 噉架。

((51), modified)

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Demonstratives beyond the nominal domain are less studied (König and

- This talk focuses on their distribution and the range of interpretations.
 - For a diachronic review on gam, see Cheung (2013).
 - Readers interested Chinese varieties or typological distribution of demonstratives should refer to Wu, Lai, and Liu (2024).
- This talk builds on Peng (2003) and Sio and Tang (2007, 2008), and supply my observations on gam 2/3 in Cantonese.
- Ultimately, I come up with a slightly different classification of the gam-family.



Umbach 2018).

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In addition to Degree, Manner, Quality, I include these cases as well:

噉 唔係幾好啩。 (2)

(Peng 2003, (6))

如果你學過少少日文 噉 , 可以考慮插班。

噉 呀,我畀先啦。

(Sio and Tang 2008, (53))

我想黎幫吓手 噉 啫。 張三食咗啲咩 噉 呀?

(Peng 2003)

(Lee 2018, (33b))

- These cases have been analyzed as discourse markers or sentence-final particles (see **LaiR:2023**; Lee (2018)).
- But I side with Peng (2003) and Sio and Tang (2007, 2008) in that they are the same demonstrative, but one that refers to a **Situation**.

The story

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• What's not in the story are the usages that are neither anaphoric nor deictic. Some are idiomatic.

(3) Other usages of gam

- Aspectual adverb: 阿明 係噉 喊,喊到天光都唔停。 a.
- Manner adverb: 你 係噉意 買份生果上去探佢啦。
- Verbal suffix: 佢食 噉 一個蘋果。

(Tang 2003)

I set these cases aside.



The story

- Long story short,
 - there are many gams in Cantonese.
 - Modifier gam
 - Clausal gam
 - I think that they are the same gam, sharing the same underlying structure.
 - Gam as a grammatical marker, introducing an empty category
 - until I find two mishaved gams,
 - in the form of 'so-do' and 'so-THINK'
 - so I conclude with a non-uniform approach to gam
 - gam as a grammatical marker, and
 - gam as a genuine anaphoric/deictic expression



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- According to the distribution of gam, it can be classified into two groups.
 - **Modifiers** denoting (i) manner, (ii) degree, or (iii) quality
 - Clauses denoting (i) quality, (ii) situation, or (iii) proposition
- We will get into each case, and keep track of the possibility of apposition 同位結構 (Cheung 2007) (or what Sio & Tang calls **establishing usage**).
- 條繩有三米 咁 長。 vs. 條繩有 咁 長。 (4)
 - 佢馬馬虎虎 噉 做野唔得架。 vs. 佢 噉 做野唔得架。
 - = whether the antecedent and gam can co-occur



Modifiers - manner

Gam2 is most commonly used to refer to manner of different sorts.

Antecedent = manner adjunct (5)

阿明[靜靜地]食意粉,阿芬都噉食。 a.

so-V

Apposition: 阿明「靜靜地」 噉 食意粉。 h.

ADJ-so-V

阿明[用一隻筷子]食意粉,阿芬都噉食。 С.

so-V

Apposition: 阿明 [用一隻筷子] 噉 食意粉。 d.

PP-so-V

*阿明「成個model」行。 е.

*NP V (Sio and Tang 2008, (7))

Apposition: 阿明 [成個model] 噉 行,阿芬都 噉 行。

NP-so-V

When the antecedent is an NP, gam2 is required.



Modifiers - degree

When gam refers to content related to degree or scale, it is realized as gam 3.

(6) Antecedent = degree adjuncts

- 阿明有「二米」高,阿芬都有 咁 高。 so-ADJ a.
- Apposition: 阿明有「二米] 咁高。 NP-so-ADI
- *阿明個樣「通咗幾晚頂] 殘。 *VP ADJ
- Apposition: 阿明個樣「通咗幾晚頂」 咁 殘。 VP-so-ADI
- When the antecedent is a VP, gam 3 is required.
- Note that it is not uncommon degree demonstrative may be realized different from manner/quality ones; see Wu, Lai, and Liu (2024).



- A related string: gam3zai6, a scalar approximator ("almost"), where zai6 can be considered an adjective.
- 佢去咗成三次 咁滯。

(Tang 2006b, (42))

佢做起篇文 咁滯。

(Tang 2009, (2))

- In these cases, the antecedent is required.
- (8) *佢都 咁滯
 - See also Tang (2006a, 2009), Cheng (2015), and Lee, Hsiao, and Lin (2024) for detailed descriptions.

Modifiers - quality

Gam2 can occur before a limited set of nouns, specifying their meaning.

(9)老虎乸 噉 脾性

(Peng 2003, (32))

個校巴司機 噉 脾性,真係唔好再揸車搵食啦 b.

news

落雨 噉 聲

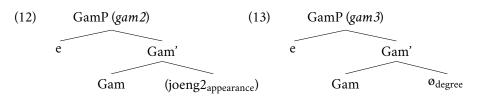
(Cheung 2007, p.99)

- 稟神 噉 聲/ 劏豬 噉 聲/ 打鑼噉聲/ 鬼殺 噉 聲/ 牙痛 噉 聲
- Note that the 噉聲 strings are typically used as predicates, rather than nominals. Roughly, it conveys 發出好似~嘅聲音.
- 出面落雨 噉 聲。 (10)
 - b. ??尋日落雨 噉 聲嘈醒我。

OK尋日落雨聲嘈醒我。

- A central issue concerns what precisely is responsible for anaphoricity/deicticity.
- (11)The status of gam
 - Anaphor/deictic (as in gam2 zou6 'do so') (Wei and Li 2016) a.
 - b. A grammatical marker (Peng 2003; Sio and Tang 2007)

- Sio and Tang (2007) proposes that gam is a functional head that takes two arguments, whose internal argument affects its phonological realizations.
 - 1st argument: a restriction contributed by *joeng2* 'appearance' or ø 'degree'
 - 2nd argument: a variable bound by
 - an overt description (the establishing use)
 - the immediate context (the deictic use)
 - a reference in the previous discourse (the anaphoric use)



- The structure is syntactically elaborated enough to allow apposition and the long form 噉樣.
- It explains why sometimes gam is required, as it can turn non-manner/degree/quality expression into the right sort.
- (14) a. *阿明「成個model] 行。

*NP V

b. *阿明個樣「通咗幾晚頂] 殘。

*VP ADJ

- It captures the grammatical function of gam forcing a manner/degree/quality reading.
- a. ??尋日落雨 噉 聲嘈醒我。 vs. OK 尋日落雨聲嘈醒我。 (15)
 - Manner: 佢好快 噉 走咗喇。≠ Temporal: 佢好快走咗喇。 b.
 - Manner: ??你可以是但 噉 精讀一本書。 vs. Free choice: 你可以是但精讀一本書。



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Clause - quality

• Turning to clausal cases, *gam* can also be used to refer to qualities or states.

(16) a. 阿明 [喺尖沙咀租樓住] ,阿芬都會 噉 。 V-so

b. Apposition: 阿明會 [喺尖沙咀租樓住] 噉。 V-VP-so

c. 阿明諗住[得閒上黎食吓飯],阿芬都諗住 噉。 V-so

d. Apposition: 阿明諗住 [得閒上黎食吓飯] 噉。

• V-VP-so

e. 呢棵樹「落晒葉」, 嗰棵樹都係 噉。

V-so

f. Apposition: 嗰棵樹係「落晒葉] 噉。

V-VP-so

- Unsurprisingly, gam can be used in a relative structure.
- 呢舊野好似gel。 噉 嘅一舊野有咩用? (17)

so-GE3-NP

- Apposition: [好似gel] 噉 嘅一舊野NP-so-GE3-NP (Sio and Tang 2008, (19a))
- 呢隻狗成日吠。 噉 嘅一隻狗通常都好細膽。 so-GE3-NP
- Apposition: [成日吠] 噉 嘅狗

VP-so-GE3-NP ((25))

- 佢地兩公婆成日嗌交。 噉 嘅事已經見怪不怪。 so-GE3-NP
- Apposition: [兩公婆嗌交] 噉 嘅事 VP-so-GE3-NP (Cheung 2007, p.99)

Gam can also appear in subject position, referring to a situation.

噉 唔係幾好啩。 (18)a.

so (Peng 2003, (6))

Apposition: [成日匿喺屋企] 噉 唔係幾好啩。

VP-so

噉 都得?

SO

Apposition: [前一日先準備] 噉都得?

VP-so

Clause - situation

This extends naturally to subordinate clauses.

如果 噉 , 可以考慮插班。 (19)

C-so

b. Apposition:

如果「你學過少少日文] 噉 ,可以考慮插班。 C-TP-so

- (如果) 噉 呀,我畀先啦。 (C-)so (Sio and Tang 2008, (53))
- Apposition:

(如果) [你有帶現金] 噉 呀,我畀先啦。

(C-)TP-so

Clause - proposition

• Matrix clauses can be considered along the same line, except that *gam2* refers to the preceding proposition as a whole.

(20) a. 「我想黎幫吓手」 噉 啫。

(Peng 2003)

b. 「張三只鍾意瑪莉] 噉 囉。

(Lee 2018, (7))

c. [張三食咗啲咩] 噉 呀?

((33b))

- d. 「今日想傾啲咩」 噉 呀?

- forum
- In these cases, the matrix clause cannot be omitted, unlike other cases.

Since gam2 appears clausal-finally in all these cases, it is reasonable to suspect that gam 2 is grammaticalized as a SFP.

Clausal gam 00000000000

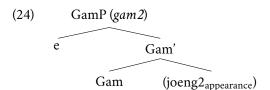
- Lee (2018) suggests that it is a CP-level discourse particle that carries the assertive force which updates the Common Ground of the discourse.
- However, clausal-finalgam 2 pattern with other cases in that it can also take long form.
- 即係你撳嗰個螢光幕呢,佢就會出啲野畀你睇 噉(樣) (21)((19))
 - 張三想幫吓手 噉樣 啫。

Against gam2 as an SFP

- As shown above, *gam2* can appear in various embedded contexts.
- (22) a. 如果[你學過少少日文] 噉 ,可以考慮插班。
 - b. [兩公婆嗌交] 噉 嘅事
 - Also, *gam2* can appear before a range of SFPs before CP level.
- (23) a. 虎仗係男主 點都要寫到佢好快勁咗 噉 掛。
 - b. 地震震到個頭好似雜草 噉 添。
 - c. 整野食佢好堅持要洗乾淨隻手 噉 先。
 - In light of a potential unified treatment of *gam*, it is less attractive to posit a new discourse marker handling a few subcases.

Analysis

- I suggest that the same structure in Sio and Tang (2007) can handle these cases straightforwardly.
 - *e* can be a clausal element (denoting quality, situation or proposition)
 - *Gam*P can either serve as a modifier (an adjunct) or a clause (a complement).



• This suggestion receives support from Japanese, which shows a similar apposition structure.

b.

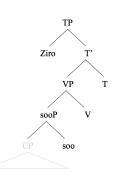
- Sakamoto (2016) argues that Japanese *soo* involves involves ellipsis when it replaces CP complements.
- (25) a. Taroo-wa [CP] Hanako-ga uti-ni kaetta to] (soo) omotteiru. Taro-TOP Hanako-NOM home-to returned C so think lit: 'Taro thinks so, that Hanako returned home.'
 - b. Ziroo-mo [CP soo] omotteiru. Ziro-also so think

 'Ziro also thinks so.'

(2) a. TP

Ziro T'

VP T



Analysis

- A remaining issue concerns the grammatical contribution of *gam*.
 - Unlike modifier gam, it does not turn a clause into a modifier or a clause.
 - It does not seem to affect the truth-condition of the sentence.
 - It seems that gam offers nominalization, similar to Mandarin de, Cantonese ge3, or Japanese no. I leave this to future research.

Interim summary

• Despite this, we got a better picture of *gam*.

(26) The classification on various usages of gam

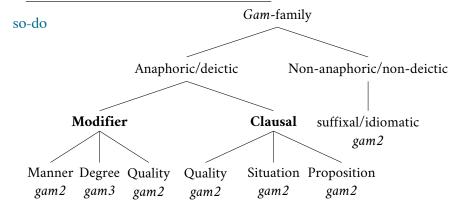


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A complication

So far, we haven't discuss gam2zou6 'so-do', which, however, do not allow apposition.

(27)阿明「用筷子食意粉」,阿芬都 噉做。 so-DO

*Apposition: *阿明「用筷子食意粉] b. *VP-so-DO

阿明「買野唔睇價錢」,阿芬都 噉做。 so-DO

*Apposition: *阿明「買野唔睇價錢] d. *VP-so-DO

阿明「唔用膠餐具」,阿芬都 噉做。 so-DO е.

*Apposition: *阿明「唔用膠餐具錢] f. *VP-so-DO A similar pattern, 'so-THINK', shows the same.

(28)阿明覺得「食意粉要用筷子」,阿芬都 噉 覺得。 so-THINK

*Apposition: *阿明係「食意粉要用筷子] 噉 覺得。 *CP-so-THINK b.

阿明以為「今日星期三」,阿芬都 噉 以為 c.

so-THINK

*Apposition: *阿明係「今日星期三 | 噉 以為。 d.

*CP-so-THINK

阿明打算[聽日去台灣],阿芬都 噉 打算 e.

so-THINK

*Apposition: *阿明係 [聽日去台灣] 噉 打算。 f.

*CP-so-THINK

A complication

- More importantly, these cases show an interesting form-meaning mismatch.
 - Despite the modifier position, *gam* does not modify the manner of the following VP.
- (29) a. 阿明去跑步。阿芬都 噉 做。 vs. *阿明去跑步。阿芬都 噉 跑。
 - b. 阿明話語言學最得意,阿芬都 噉 話。 (Infelicitous follow-up: # 阿芬點樣話?)
 - There is no identifiable manner in these cases, but the use of *gam* is allowed.
 - gam2zou6 refers to a VP as a whole.
 - gam in 'so-THINK' refers to the CP content of the verbs of saying.



A complication

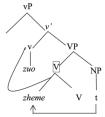
- In some cases, so-THINK seems to be identical to THINK-so.
- 阿明打算去外國讀書, (30)
 - 我都打算 噉。
 - 我都 噉 打算。
 - But the set of thinking verbs in these two constructions differ.
- 我都 噉 講 vs. *我都講 噉 (31)
 - *我都 噉 諗住/鍾意。 vs. 我都諗住/鍾意 噉。
 - These differences suggest that gam in these cases does not fit into the grammatical marker approach to gam.



Back to the anaphor/deictic approach

- The 'so-do' and 'so-THINK' cases may require independent treatment, one that posit no elaborated structure.
- In their discussions on Mandarin 'so-do', Wei and Li (2016) take 'so' to be a nominal (deep) anaphor that moves up to a pre-verbal position.

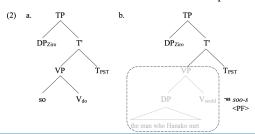
(44) Structure of zheme-zuo



• Whether this can be extended to 'so-THINK,' and to Cantonese remains to be seen.

Back to the anaphor/deictic approach

- So we end up having
 - 1 gam as a grammatical marker
 - 2 gam as a (deep) anaphor/deictic expression
- A non-uniform approach to gam-like expression is not unique to Cantonese.
- Sakamoto (2020) proposes an entirely different approach to Japanese soo when it replaces a VP (rather than a CP).
 - The crucial difference lies in the impossibility of apposition.





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