

# Allomorphie

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# Process I

kæt	kæt+s
dog	dog+z

s → z / [+voiced] \_\_\_\_\_

z → s / [-voiced] \_\_\_\_\_

# Process I

kæt	kæt+s
dog	dog+z

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# Process I

kæt	kæt+s
dog	dog+z

s → z / [+voiced] \_\_\_\_\_

z → s / [-voiced] \_\_\_\_\_

# Process II

twelv	twelf+θ
eit	eit+θ

f → v / \_\_\_\_\_ #

v → f / \_\_\_\_\_ [-voiced]

# Process II

twelv	twelf+θ
eit	eit+θ

$f \rightarrow v / \quad \_\_\_\_ \#$

$v \rightarrow f / \quad \_\_\_\_ [-\text{voiced}]$

# Process II

twelv	twelf+θ
eit	eit+θ

$f \rightarrow v / \quad \_\_\_\_ \#$

$v \rightarrow f / \quad \_\_\_\_ [-\text{voiced}]$

# General Process

z → s /    [–voiced] \_\_\_\_\_

v → f /    \_\_\_\_\_ [–voiced]

A voiced obstruent gets unvoiced  
if it is adjacent to another unvoiced obstruent




# General Process


$z \rightarrow s / \quad [ -\text{voiced} ] \text{ \_\_\_\_\_ }$

$v \rightarrow f / \quad \text{\_\_\_\_\_} [ -\text{voiced} ]$

A voiced obstruent gets unvoiced  
if it is adjacent to another unvoiced obstruent

# Tableaus

<b>Input:</b> kæt+z	Agr(Obstr,Vcd)	IDENT-IO (+/-vcd)	*Voiced-Coda
 kæt+s		*	
kæd+z		*	*!*
kæt+z	*!		*


<b>Input:</b> dog+z	Agr(Obstr,Vcd)	IDENT-IO (+/-vcd)	*Voiced-Coda
 dog+z			**
dok+z	*!	*	*
dog+s	*!	*	*


# Tableaus

<b>Input:</b> kæt+z	Agr(Obstr,Vcd)	IDENT-IO (+/-vcd)	*Voiced-Coda
☞ kæt+s		*	
kæd+z		*	*!*
kæt+z	*!		*

<b>Input:</b> dog+z	Agr(Obstr,Vcd)	IDENT-IO (+/-vcd)	*Voiced-Coda
☞ dog+z			**
dok+z	*!	*	*
dog+s	*!	*	*

# Tableaus

<b>Input:</b> twelv+θ	Agr(Obstr,Vcd)	IDENT-IO (+/-vcd)	*Voiced-Coda
 twelv+θ		*	
twelv+ð		*	*!*
twelv+θ	*!		*

<b>Input:</b> eit+θ	Agr(Obstr,Vcd)	IDENT-IO (+/-vcd)	*Voiced-Coda
 eit+θ			*
eit+ð	*!	*	*
eid+θ	*!	*	*

# Tableaus

<b>Input:</b> twelv+θ	Agr(Obst, Vcd)	IDENT-IO (+/-vcd)	*Voiced-Coda
☞ twelv+θ		*	
twelv+ð		*	*!*
twelv+θ	*!		*

<b>Input:</b> eit+θ	Agr(Obst, Vcd)	IDENT-IO (+/-vcd)	*Voiced-Coda
☞ eit+θ			*
eit+ð	*!	*	*
eid+θ	*!	*	*