

# Dialect vs. Language

- ◆ What is the difference between a *dialect* and a *language*?
- ◆ From a linguistic point of view, these terms are problematic
- ◆ They might have a particular meaning from a socio-political point of view
- ◆ A 'language' tends to be associated with a standard language, which is almost always written, and is almost always associated with the speech of a wealthy, educated social class



# Dialects

- ◆ From a linguistic point of view, there is no such thing
- ◆ Linguistic variants can be separated geographically by isoglosses
- ◆ However, each isogloss will have a different geographic distribution, yielding a huge number of 'dialects' (given thousands of variants)
- ◆ Similarly, variation along social dimensions is non-discrete



# Language

- ◆ The concept of a 'language' is similarly problematic (e.g. the *Spanish language*)
- ◆ This problematic both temporally and geographically



# Temporal delimitation

- ◆ Given that language change occurs item by item, in various orders, there is no non-arbitrary point where, for example, Latin gives way to Spanish
- ◆ Nevertheless, there are two reasons to distinguish languages temporally:
  - To label geographically distinct varieties
  - As a result of standardization



# Geographic delimitation

- ◆ An artificial method of delimiting the geographic distribution of a language is through political boundaries - only relevant for languages with some official standardization
- ◆ However, political boundaries and linguistic boundaries rarely coincide
- ◆ Mutual intelligibility is problematic, as it is non-discrete, and often asymmetrical
- ◆ Orthography is not necessarily keyed to similar varieties



# Languages and Dialects

- ◆ What is wrong with saying "Andalucian is a dialect of Spanish"? It is based on erroneous assumptions:
  - That a uniform standard language fragments into dialects
  - That the standard is somehow prior to the dialects (Castilian was based on a variety spoken around Burgos, transplanted to Toledo, then to Madrid, all for political reasons)
  - In addition, some varieties may share features with more than one standard language (e.g. some dialects that share features with Castilian and Catalan)



# Varieties

- ◆ The set of linguistic features that defines a person's speech is a *variety*
- ◆ These differ from neighboring varieties in terms of all the parameters of variation (geographic, social, register, etc.)
- ◆ The bundling of isoglosses is not uniform, and not equally distributed.
- ◆ The space between social parameters is even more problematic

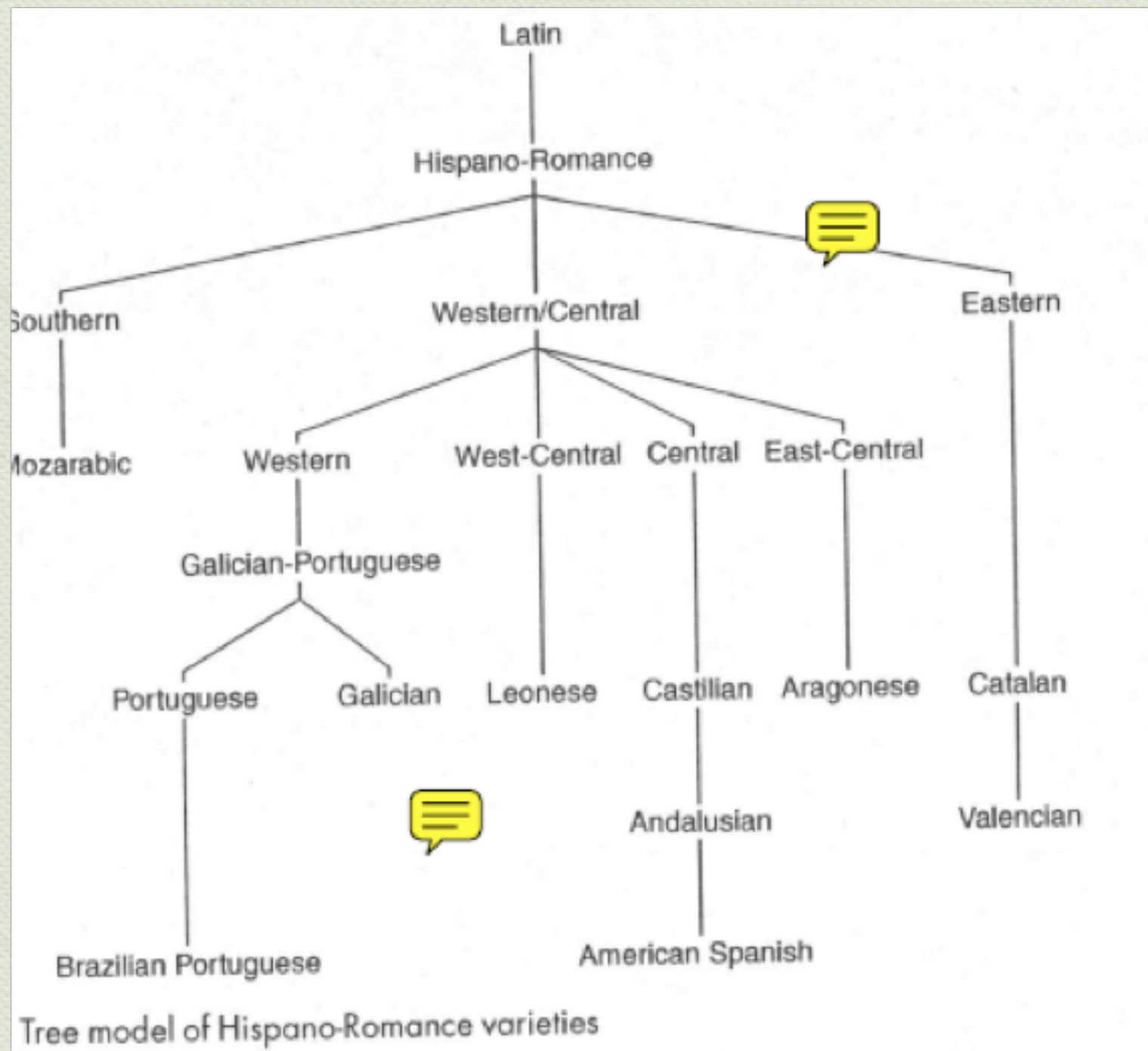


# Tree Model

- ◆ Developed in historical linguistics to represent shared features between varieties
- ◆ Only used for differences along the geographic parameter
- ◆ The tree model has an false analogy in the classification of species
- ◆ Less successful varieties often survive as non-standard varieties



# Hispano-Romance Tree





# Problems with trees

- ◆ Problematic because of shared features - assumes that once varieties 'split', there will be no more shared features (e.g. Aragonese versus Catalan/Castilian)
- ◆ Sometimes explained as borrowing (o > we, vs. -ete / -eta)



# Variation in trunk

◆ The tree model ignores variation in the trunk

- Western Romance

Eastern Romance

- Spanish

Italian

- French

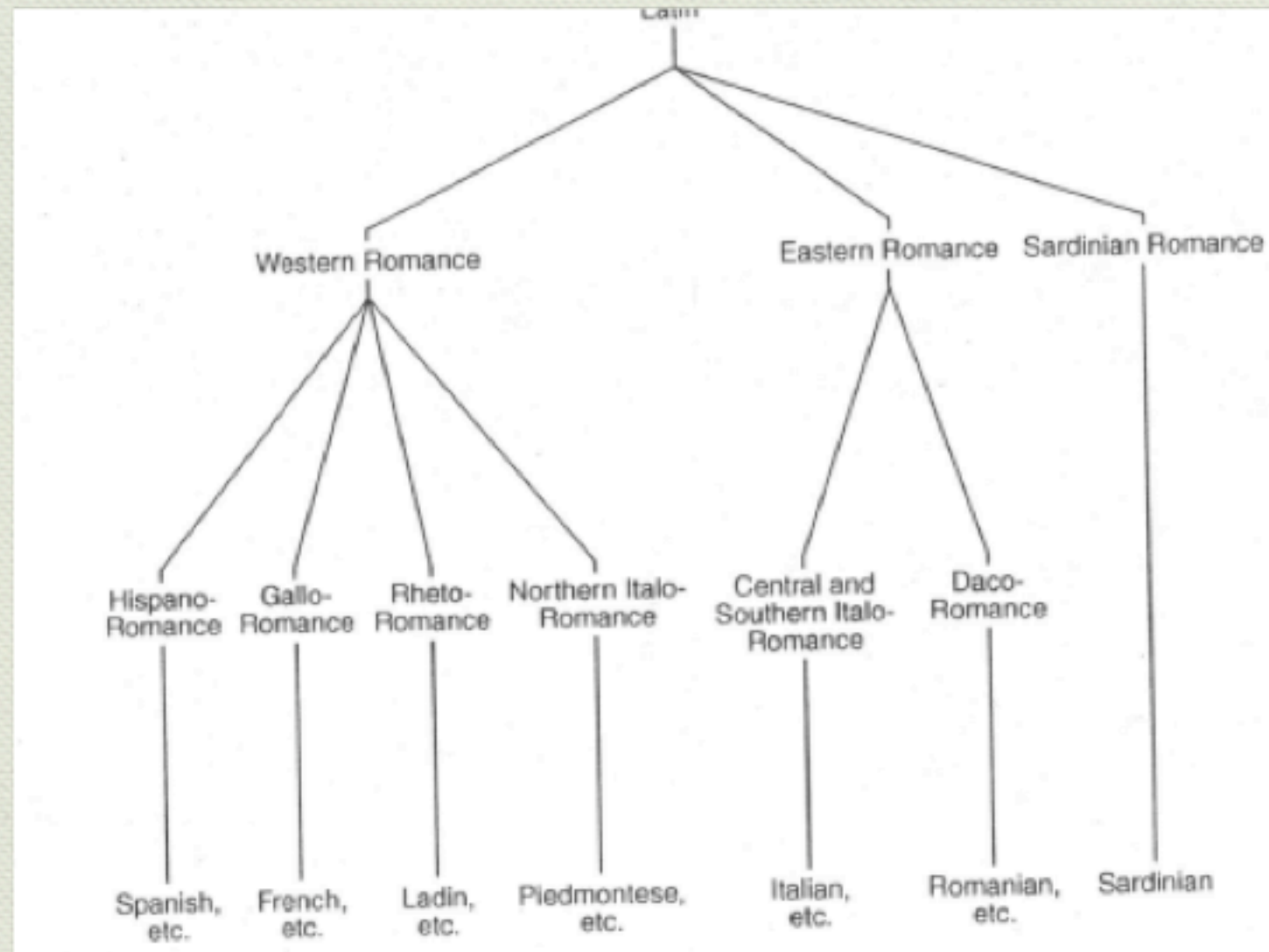
Romanian

- Portuguese

◆ Based primarily on voicing of stops V\_\_V ([lá:tus] [ládo])



# Tree model of Romance





# Classification Issues

- ◆ Pomeiian graffiti shows *g* where you would expect *c*
- ◆ Tuscan varieties should intervocalic voicing
- ◆ Central Pyrenean varieties often lack voicing
- ◆ Mozarabe lacked voicing
- ◆ Perhaps based on social variation



# Wave Model

- ◆ Isoglosses spread out in a wave-like manner from a prestige source
- ◆ Yields the nuanced variation often found
- ◆ Nevertheless, difficult to represent social variation and non-categorical variation



# Non-nuanced variation

- ◆ Can stop at an important political or linguistic boundary
- ◆ Competing prestige centers
- ◆ Population displacement