17.

(i) THEME(or PATIENT) = entity undergoing the effect of some action *(**Mary** fell over).*

(ii AGENT/CAUSER = instigator of some action *(**John** killed Tom)*

(iii) EXPERIENCER = entity experiencing some psychological state *(**John** was sad).*

(iv) RECIPIENT/ POSSESOR = entity receiving/ possessing some entity *(John got **Mary** a present)*

(v) GOAL =entity towards which something moves. *(John went **home**)*

The semantic roles fulfilled by arguments , as described in (17), may be illustrated by the sentences in (18):

18.

(i) [The police] arrested [him].
[AGENT] [THEME]

(ii) [Mary] received [her certificate].
[RECIPIENT] [THEME]

(iii) [The audience] enjoyed [the play].
[EXPERIENCER] [THEME]

(iv) [The president] went to [Alex].
[THEME] [GOAL]

It has become customary over the past two decades to refer to the relevant semantic roles as **thematic roles** or θ- **role.** It is also to be noted that the THEME thematic role is the central one and that the "thematic role played by a given argument in relation to its