

A Cosmic Hunt in the Berber sky:: a phylogenetic reconstruction of a Palaeolithic mythology.

Julien d'Huy

▶ To cite this version:

Julien d'Huy. A Cosmic Hunt in the Berber sky:: a phylogenetic reconstruction of a Palaeolithic mythology.. Les Cahiers de l'AARS, 2013, 15, pp.93-106. halshs-00932197

HAL Id: halshs-00932197 https://shs.hal.science/halshs-00932197

Submitted on 16 Jan 2014 $\,$

HAL is a multi-disciplinary open access archive for the deposit and dissemination of scientific research documents, whether they are published or not. The documents may come from teaching and research institutions in France or abroad, or from public or private research centers. L'archive ouverte pluridisciplinaire **HAL**, est destinée au dépôt et à la diffusion de documents scientifiques de niveau recherche, publiés ou non, émanant des établissements d'enseignement et de recherche français ou étrangers, des laboratoires publics ou privés.

A Cosmic Hunt in the Berber sky: a phylogenetic reconstruction of a Palaeolithic mythology

Les mythes, comme les espèce, évoluent par descendance modifiée. Nous avons ici construit différents arbres phylogénétiques pour une même famille de mythes. Les résultats montrent que les mythes se transmettent essentiellement de façon verticale,ce qui permet de remonter à une diffusion paléolithique et reconstruire une proto-version. De plus, il semblerait que les mythes évoluent par ponctuations. As species, myths are evolving entities. Here, we built phylogenetics trees of a mythological family. The results clearly support low horizontal transmissions (borrowings), Palaeolithic diffusions and punctuated evolution. Additionaly, a probable Palaeolithic version of the story has been reconstructed.

1 – Introduction

Biology and mythology have historical depth, and we need history to understand them. Yet how do current myths and species account for past changes? What is their origin? When and how have they evolved? Could we reconstruct their primary state? How can we tell the difference between chance and common ancestry to explain similarities between two versions or two species? What is the extent of vertical inheritance and horizon-tal borrowings?

To achieve success on these issues in the biological field, scientists have developped a set of methods called phylogenetics. We have already applied many of these methods to mythological corpus. Indeed, evolution in organisms and myths occurs through progressive changes in heritable traits (genes / mythems) over successive transmissions (Lévi-Strauss 1971: 603-604). Two taxa are more closely related when they share a more recent common ancestor, and this similarity can be used to reconstruct evolutionary histories. We have had some conclusive results in mythology (d'Huy 2012 a, b, c, d ; d'Huy 2013a, b).

For instance, we have studied the mythological motif of the Cosmic Hunt linked to the Big Dipper. This motif is peculiar to Northern and Central Eurasia and to the Americas but it seems to be lacking nowhere in the planet. Ordinarily, three stars of the handle of the Big Dipper are hunters and the dipper itself is an animal (a deer or a bear); Alcor is a dog or a cooking pot (Berezkin 2005).

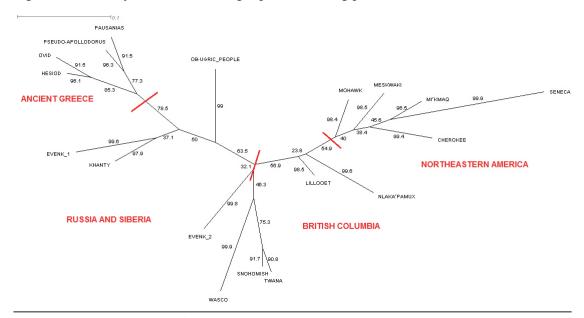


Fig. 1. Reconstructed phylogeny of the Cosmic Hunt's versions linked to the Big Dipper. We have analysed 19 versions of these tales using bio Neighbor Joining (10.000 bootstrap replications, d'Huy 2012d).

* Doctorant au CEMAf (Centre d'Étude des Mondes africains), UMR 8171 CNRS. dhuy.julien@yahoo.fr *Received Oct. 15th 2012.*

Les Cahiers de l'AARS – 16 (2013): 93-106.

Julien d'Huy*

What about the Saharan versions of Cosmic Hunt?

Tuareg know Ursa Minor and Ursa Major as a young camel and its mother (Tuareg 1). The North Star is sometimes a black woman that holds the reins of the young camel as its mother is milked (Duveyrier 1864: 424) or the post to which the young camel is tied (Bernus & Sidiyene 1989: 155) or the head of the mother (Benhazera 1908: 61; Stefanini 1926: 127). When the North Star is a black woman, she believes that the stars ψ , λ , μ , ν , ξ want to kill her, so she stays still (Duveyrier 1864: 424; Pottier 1946: 244-245). It's easy to recognize here the Cosmic Hunt motif with a move from the animal hunted to the owner hunted. The story also seems to be influenced by the Arab culture. Indeed, the Arabs saw a coffin and mourners in the Big Dipper. The four stars of the dipper's cup are the coffin; the handle are the three mourners, sons, daughters or brothers of the deceased. They are following the North Star who killed their father and seeking vengeance.

In a second Tuareg version (Tuareg 2), Ursa Major is a female camel that belonged to Noah; the animal was killed by seven noble people, including one Tuareg; the Tuareg was transformed into a desert monitor (ăyāta, *Varanus griseus*) and other people into jackal, chameleon... Since then, the Tuareg do not eat the desert monitor whom they considered as their maternal uncle (Basset 1910: 16-17; Benhazera, 1908: 61). This version is clearly influenced by the Arab culture (cf. Noah) and might be the origin of the Greek versions, where a god places an animal amongst the stars. Note that an influence of Berber culture on Greek culture has been previously showed for the Pygmalion motif (d'Huy 2011).

These tales are not cosmic hunt *sensu stricto* but rather deformed versions of the primitive story.

We have analysed 19 versions of these tales using computational methods from evolutionary biology (d'Huy 2012d). An analysis with Mesquite 2.75 (an open-source software for evolutionary biology) produced a consistency index (CI) of 0.59 and a retention index (RI) of 0.71 that are indicative of low horizontal transmission and vertical signal in the data. The CI and the RI can take values from zero to one. High values indicate a low degree of homoplasy (acquisition of the same biological trait in unrelated lineages that is the result of convergent evolution) for the CI and a high degree of synapomorphy (traits that is shared by two or more taxa and their most recent common ancestor) for the RI. Using both a bio neighbor joining and a parsimony analysis, we obtained a clear organisation of the versions and a progression: Greece ← Central Asia and Siberia → British Columbia → Northeastern America. (Fig. 1 for the bio neighbor analysis with SplitsTree4, a popular program for inferring phylogenetic trees or phylogenetic networks).

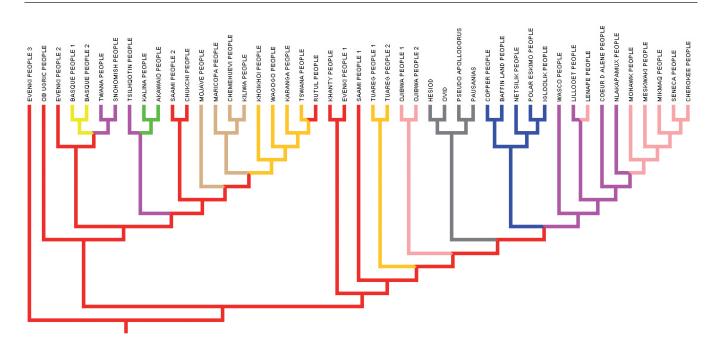
This signal showed that the similarities systematically decrease among the versions as the geographical distance increases (for a similar process in language, see: Holman *and al.* 2007). It was consistent with our knowledge of the first human migrations. The Big Dipper interpreted as a Cosmic Hunt must be even older than 15.000 years, coming from Asia, when North America was populated by migrations across the Bering Strait. So, after two versions diverge from a common ancestor, they also become less similar to each other with the passage of time. Note that the use of mythemes (irreducible and unchanging element of the myth that can be similar or different between two versions) allow us to go back very far in time, beyond the horizon of current phylogenetic method in linguistics. It may be because all mythological versions share a bigger pool of common structures and units than language.

Phylogenetic reconstructions using parsimony and maximum likelihood can attempt to reconstruct the ancestral states of each mytheme and of the myth itself; we also reconstructed the following Palaeolithic story: a man pursues a deer, and the animal is alive when it turns into the whole Dipper.

The Bayesian approach is considered to be the best current method of phylogenetic reconstruction. Yet the trouble with this method is that human populations and mythologies do not really take the form of a tree, but rather the form of a bush, with exchange of both genes and mythemes. Mythologies are not detached from each other, and they continue to interact after their differentiation. This interaction is facilitated by linguistic proximity that allows communication and by geographic proximity that allows talks, borrowings and learnings between speakers of different languages.

2 – Material

For this paper, we developed our database, including mythological versions of Cosmic Hunt centred on Big Dipper but also other versions centred on Orion, Pleiades, etc. We added Tuareg (Duveyrier 1864: 424; Basset 1910: 16-17; Benhazera, 1908, 61), Wagogo (Nilsson 1920: 119), Khoikhoi (Nilsson 1920: 120), Karanga, Tswana (Koekemoer 2008: 75) Rutul (Bulatova 2003: 222, apud Berezkin 2009: 41), Basque (Cerquand 1875: 19-20; Vinson 1883: 8-9), Saami (Billson 1918: 180; Berezkin 2005: 87; Pentikänen 2011: 107), Evenky (Anisimov 1958: 12-13; Jacobson 1993), Chukchi (Bogoras 1924: 243), Ojibwe (Speck 1915: 63-64; Williams 1956: 27-30), Copper (Rasmussen 1932: 23), Netsilik (Rasmussen 1931: 211, 385), Polar Eskimo (Holtved 1951: 50-55), Baffin land (Boas 1888: 636-637), Igloolik (Kroeber 1899: 173) Coeur d'Alène (Teit and Boas 1930: 178-179), Tsilhqot'in (also called the Chilcotin; Farrand 1900: 31), Mocovi (Rivera de Bianchi 1973: 704), Kalina (Magana 1983), Akawaio (Brett 1880: 191-200; Roth 1915: 265-266), Chemehuevi (Fowler 1995: 147-148), Maricopa (Spier 1933: 146-147), Kiliwa (Meigs 1939: 69-78) and Mojave (Fowler 1995: 147) versions. For the others references, see d'Huy 2012d.



3 – Method and results

The questionnaire previously used in d'Huy 2012d was developed on the basis of the known typological variations in this family of myths (see the table at the end of the paper). The absence or presence of a mytheme was coded for each version by 0 or 1, respectively, to produce a binary matrix of 93 mythemes in 47 versions. The database was still incomplete but has been build so that it could flexibly grow as new versions emerge. This will allow the ability to test our model.

We took into account adaptation to the local environment, because the choice of the same mytheme (*e.g.* tapir, fisher) by neighboring cultures probably showed vertical transmission from mother to daugther mythologies.

To reconstruct the first state for the myth, we used *Mesquite* 2.75 (Maddison & Maddison 2011). We calculated the parsimony treelength of the tree and matrix. Character matrices were supplied from data files and the tree was rearranged by subtree pruning and regrafting. We built a majority rules consensus tree where only those clades present in more than 50 per cent of the trees were present (Fig. 2; 200 trees; treelength: 213). The retention index for matrix (0,6966) indicated that most of the mythemes were shared through common descent. Indeed, high CI and RI values (for instance, greater than 0.60) usually show a low horizontal transmission (Nunn *and al.* 2010).

Arguments in favour of localization of protypical Cosmic Hunt in Asia seem persuasive (Berezkin 2005). We successively rooted the tree with each eurasian version, one by one. Phylogenetic reconstructions using maximum likelihood allowed to reconstruct ancestral states of mythemes and of the protomyth itself for each root. We then identified the reconstructed mythemes for each eurasian root (Fig. 3) and selected the version that holds the majority of the wide shared mythemes (>50%) as the better root. Consequently, the tree has been rooted with Evenki 3. The reconstructed Palaeolithic version was almost identical to the previous one (see below).

mythological tree The second was constructed with MrBayes 3.2.1 (Huelsenbeck & Ronquist 2001; Ronquist & Huelsenbeck 2003). We set the evolutionary model to the generalised time reversible substitution model with gamma-distributed rate variation across sites and a proportion of invariable sites. We ran an ordinary Markov Chain Monte Carlo (MCMC) analysis for 40.000.000 generations with a sample on the screen every 10.000 generations. The summaries were based on a total of 8.002 trees from two runs. Each run produced 4.001 trees of which 3.001 samples were included. The fact that stationary has been reached (burn-in) was controled with Tracer 1.5.0 (Drummond & Rambaut 2007). As a precaution, the 2.500.000 first steps (250 samples) were discarded as "burn-in". According to the previous analysis, the tree was rooted with Evenky people 3 version.

We simulated evolution of DNA sequences on the bayesian tree with Mesquite 2.75 and chose the Jukes-Cantor model as a user-defined model of nucleotide evolution. The four submodels of this one were i/ the states at the root of the tree, ii/ the equilibrium frequencies of states on other branches, iii/ the relative rates of characters, and iv/ the relative rates of Fig.2. Mesquite tree including mythological versions of Cosmic Hunt centred on Big Dipper but also other versions centred on Orion, Pleiades, etc. (red: Asia; gray: Greece; yellow: Basque; orange: Africa; light blue: Arctic; magenta: american Coast-Plateau / British Columbia; pink: northeastern America: wood: american Great Basin / Great Southwest; green: Guiana)

Mytheme	А	В	С	D	E	F	G	Н	Ι	J	Κ	L	М	Ν	0	%
The zoeme is a big mammal.	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	100
The zoeme is a herbivore.	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х					73,33
The zoeme is a horned animal.	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х					73,33
The zoeme is an ungulate.	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х					73,33
The zoeme is an elk.	Х	Х	Х	Х	Х	Х										40,00
The zoeme is a cow.										Х	Х					13,33
The zoeme is a carnivore.												Х	Х	Х	X	26,66
The zoeme is a bear.												Х	Х	Х	X	26,66
lt's a domestic animal.										Х	Х					13,33
There is one animal.	Х	Х	Х		Х	Х	Х	Х				Х	Х	Х	X	73,33
There is one pursuer.	Х		Х		Х		Х	Х		Х	Х	Х	Х		X	66,66
There are three – or at least three - pursuers.				Х						Х	Х					20,00
Pursuers are members of the same family.										Х	Х					13,33
Pursuers are dogs.									Х	Х	Х					20,00
Pursuers located or get to the sky.		Х		Х	Х	Х	Х	Х	Х	Х	Х					60,00
Hunters become stars because of a relative.										Х	Х					13,33
A god transforms a nymph into a bear.												Х	Х	Х	X	26,66
A man is about to kill his own mother transformed into a bear.														х	x	13,33
A god transforms animal into a constellation.										Х	Х	Х	Х	Х	X	40,00
A divine person stops a hunter.														Х	X	13,33
The animal is alive when transformed into constellation or in the sky.	х	х	х	x	х	х	х	х	х	х	х			х	x	86,66
The animal is dead when transformed into constellation;												х	х			13,33
The dog is transformed into a star.									Х	Х	Х					20,00
Two animals turns into two stars of the Dipper.										х	х					13,33
The animal forms the Dipper.	Х	Х	Х		Х							Х	Х	Х	X	53,33
Hunters are the handle of the Dipper.				Х						Х	Х					13,33
Hunters form five stars of the Dipper.										Х	Х					13,33
Animals are associated to their owner.										Х	Х					13,33
Alcor is a dog.										Х	Х					13,33
Orion is a pursuer.							Х	Х		Х	Х					26,66
The three stars of Orion's Belt are interpreted as three animals.									х							6,66
Cassiope is a game.							Х	Х								13,33

Fig. 3. Recons tructed mytheme for each eurasia root by max mum likelihoo method. Claud Lévi-Strauss cal zoemes "anima given semai tic functions Zoemes "allo mythic thought keep operation within the sam framework (Levi-Straus 1985:130

> A: Khant B: Saam C: Evenki D: Evenki E: Evenki F: Ob-Ugr G: Saam H: Chukcl I: Rut J: Basque K: Basque L: Pausania M: Pseudo Apollodoru N: Hesio O: Ov

Last column: % of shared mythemes.

change from state to state. We simulated 1000 characters and obtained a consistency index of 0,7358 and a retention index of 0,8548. These results were greater than the results for the previous tree.

Using *MrBayes*, we also run an MCMC analysis with the standard non-clock model for 15.000.000 generations. Then we repeated the procedure under the strict clock model. We used the stepping-stone method and we estimated the model likelihood by sampling a series

of distributions that represent different mixtures of the posterior distribution and the prior distribution (Xie *and al.* 2011). The sampling was based on 50 steps with 294.000 generations (588 samples) within each step. The marginal likelihood was bigger for the strict-clock model than for the non-clock model, the log values being -1057,04 and -1092,66, respectively (Fig. 4). There was good agreement between the two independent analyses for both models, indicating that we had accurate estimates of the marginal model likelihoods. The strict-clock model

Marginal	Standard non-	Strict-clock
likehood	clock model	model
1	-1092,88	-1057,04
2	-1092,47	-1057,03
Total	-1092,66	-1057,04

was 35,62 log likelihood units better than the non-clock model, a log difference above 5 being considered very strong evidence (Kass & Raftery, 1995). Thus, the marginal likelihood mean estimator indicated that we had strong evidence in favor of strict-clock model. In fact, myths change over time in a more complex way.

Punctuated equilibrium is a theory in evolutionary biology which proposes that, instead of a slow, continuous and gradual movement, evolution tends to take the form of extended periods of time where species will exhibit little net evolutionary change (stasis), «punctuated» by episodes of very fast events of branching speciation and development of new forms. Punctuated and gradual evolution result in different relationships: there is a positive correlation for a punctuational process between path length (the sum of length from each terminal node to the root) and the number of nodes on the path. In contrast, for gradual process, the path lengths are independent to the number of divergence events along that path (Webster *and al.* 2003). Using the Bayesian tree, we computed the Pearson product-moment correlation coefficient r (or Pearson's r) between the number of nodes on each path and each root-to-tips path length. The tree with branches proportional to lengths (Fig. 5) showed a strong correlation (0,9146, 1 being a perfect positive correlation) between the number of net-speciation events (nodes) and the total path length from the root of the tree to its tips (Fig. 6).

The node-density effect is an artifact of phylogeny reconstruction that can cause shorter summed lengths in areas of the tree where fewer species (here, collected myths) have been sampled. The artifact produces a positive relationship between path lengths and numbers of nodes and could impact the results of a punctuational effect. However, the artifact contains a distinctive signature in the form of a curvilinear relationship between path length and number of nodes (Venditti and al. 2006). This curvature can be reliably detected by means of the coefficient of determination (R^2) . The R^2 s a number between 0 and 1 used to describe how well a regression line fits a set of data. An R² near 1 indicates that a regression line fits the data well, while an R² closer to 0 indicates a regression line that does not fit the data very

Fig. 4. Marginal likelihood for standart non clock-model and strict-clock model.

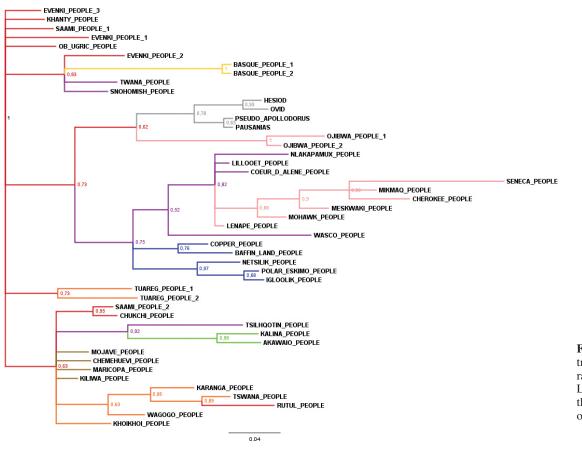


Fig. 5. Consensus tree based on average branch lengths. Labels indicate the probability of each node.

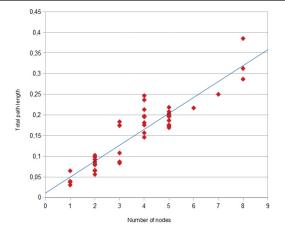


Fig. 6. Root-to-tip path length against number of nodes along each path.

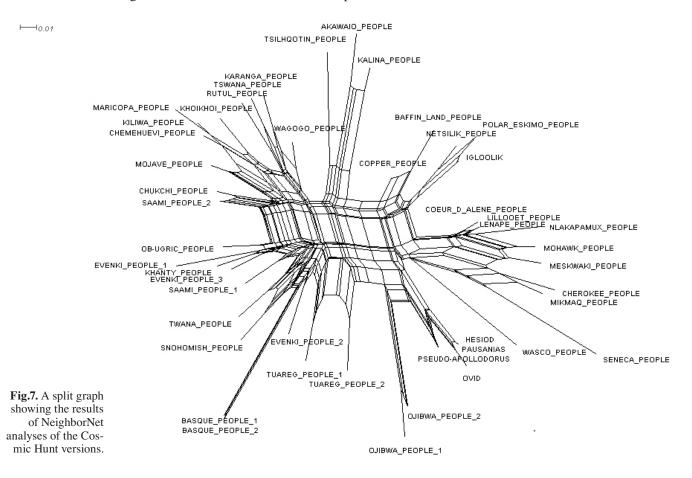
well. We used *OpenOffice* 3.4.1 to calculate the R^2 for the figure 6. The R^2 with a linear regression (0,84) was bigger than a logarithmic regression (0,79) or than an exponential regression (0,77). The tree also didn't seem to show the curvilinear trend associated with the node-density artifact. R^2 for linear regression could represent the percent of variation explained by punctuational processes (Dediu & Levinson 2012).

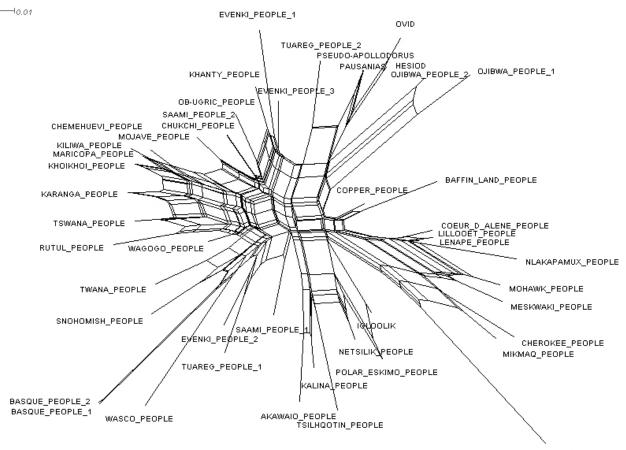
Then we used another technique for constructing phylogenetic networks, Neighbor-Net, implemented in *SplitsTree* 4.12 (Bryant & Moulton 2004; Bryant *and al.* 2005), to visualize the relationships implied by the data (Fig. 7). We used uncorrected P-distance. This algorithm takes a distance matrix as input, and

works by agglomerating clusters. *NeighborNet* constructs networks rather than hierarchical trees and can make a useful contribution to representing multiple phylogenetic hypotheses simultaneously and showing complex evolutionary processes (e.g. hybridization, lateral transfer, recombination).

We also used *SplitsTree* to quantify how each version fits into the network with the so-called delta score (Holland *and al.* 2002). Briefly described, the method scored individual versions from 0 to 1; a relatively high delta score indicates a strong conflicting signal in the data. The average delta-score was 0,3393. This corroborated that the data was tree-like. Wichmann *and al.* (2011) cite delta scores across the world's language families. The average which can be obtained from their data is 0,3113. Thus some myths are at least as tree-like in their behavior as languages, if not more.

The initial coding procedure might introduces some bias in the tree. One can argue that it is very difficult to compare the American zoemes with others from Eurasia or Africa because they simply do not live in these area. To assess the robustness of the network, we removed the zoeme names (mythemes 1-19) and used only the mythemes 2 and 17: "the zoeme is an herbivore" and "the zoeme is a car-





SENECA_PEOPLE

nivore." Additionaly, the logically dependent mythemes 91-92-93 were eliminated. The problem is that a "yes" on item 57-78 implies a "yes" on items 91 for instance. This could have a big effect on the results of our analysis by exaggerating the appearance of clustering. The NeighborNet network created with *SplitsTree*'s analysis is shown in fig.8 and the tree created with *Mesquite* is shown in fig.9.

4 – Discussion

The MrBayes' consensus tree is shown in fig.5. The root and the first nodes of the second branches are eurasian. A branch groups the Greek and Ojibwa versions. That can be explained by an ancient genetic link: haplogroup X2 appears to be essentially restricted to northern Amerindian groups and to the Near East, the Caucasus and Mediterranean Europe, making it likely that some Native American founders have European ancestors (Brown and al. 1998). There also are mythological links (d'Huy 2012 c, e) between Europe / Western Asia and North America. Many similar and very ancient tales are largely restricted to the haplogroup X2 area, e.g. i/ a person gets into a monster's homestead, can be killed, but escapes sticking to the hair of an animal who is going out or under an animal's skin (d'Huy 2012c, 2013b), or ii/ animals ask riddles that the hero must answer on pain

of death (dHuy 2012e). All of that reinforces the idea that the peoples with the haplogroup X were part of the original founders of Native American populations. Yet the cluster Greek / Ojibwa may be weakly supported (see below).

Two Salish versions (Snohomish people / Twana people) are incorrectly placed before the Basque versions and belong to the same cluster than Evenki. Note that the larger and controversial family "Dene-Caucasian" includes the Basque and maybe the Salish language families (Shevoroshkin 2003, 2008). Moreover, the Yeniseian languages that belong to the Dene-Caucasian family share many contact-induced similarities with the South Siberian Turkic languages, Samoyedic languages and Evenki (Anderson 2003); these contacts could explain the proximity between Evenki, Basque and Salish versions. If we exclude this hypothesis, it can be assumed that during the last glacial maximum, one migration spreads from Asia to the Pyrenees and the Northwest Coast.

By observing the figure 5, several conclusions can be drawn. North and South American versions may come with many migrations from Siberia rather than just a single wave of migrants, one by ancestors of present Eskimos and some Northeastern Amerindians, one by ancestor of Algonquian (who shared haplogroup X with European), another Fig. 8. Splitgraph without some mythemes.

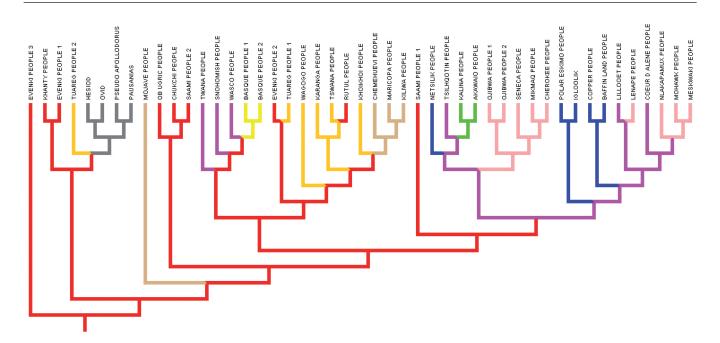


Fig. 9. Tree drawn with an altered version of the database, without some mythemes. by people whose descendants are confined to the Southwest of North America and the South America, and another one by ancestors of many Salishian people. These migrations probably occurred at least 15.000 years ago, before the rising sea water submerged Beringia. The fact that African and Great Basin versions belong to the same cluster can be explained by a common eurasian origin. The African versions probably indicate a reverse migration from Asia to Africa.

Our results also suggest that, as for species and language (Atkinson and al. 2008; Dediu and al. 2012), newly formed versions diverge at a rapid pace around myths splits, and then adopt a slower rate of change, where they evolve at a rate relatively constant over time (see also: d'Huy 2013b). The punctuational bursts may account for about 84% of the total divergence among the studied versions. It could be due to a cultural need to foster group identity and social cohesion (we think that versus they think that): for instance, a story of the origin of fire was told by an amerindian to offset another story by an amerindian of another tribe (Goddard 1904: 197). The second hypothesis is a mythological founder effect. In a similar effect to its genetic counterpart, a mythological founder mutation appears in a myth known by individuals who are founders of a distinct population; then this mutation can get passed down to other generations. Here, the myth is probably characterized by serial founder effects as people settled Eurasia and North America by rapid and long distances followed by periods of settlement. Consequently, mythological differentiation tends to increase with geographic distance. Future works will

hopefully give a better measure of this punctuational effect and of the role of distance in mythological differentiation.

The SplitsTree's network shows a non starlike aspect according to a deeply stable signal (Fig. 7). This network highlights higher level cluster in the data with an African, an Eurasian and an Amerindian groups. Additionally, it correctly organises some of the versions into well-known linguistic groups, with Uralic (Ob-Ugric, Khanty people, Saami), Saharan (Tuareg 1, Tuareg 2), Greek (Hesiod / Ovid / Pausanias / Pseudo-Apollodorus), Tungusic (Evenki 1 and 3), Eskimo (Copper, Baffin land, Polar Eskimo, Netsilik, Igloolik), Salishan (Snohomish / Twana; Lillooet / Coeur d'Alene / Nlaka-Pamux), Iroquoian (Mohawk/ Cherokee / Seneca, with three geographically close Algonquian versions: Mi'kmaq, Lenape and Meskwaki), Algonquian (Ojibwa 1 / Ojibwa 2), Yuman (Maricopa / Kiliwa / Mojave ; Chemehuevi is Uto-Aztecan) and Carib (Kalina / Akawaio) area being the most distinct. The low number of boxes showing conflicting signals and the coherent groupings of mythological versions indicate that the structural features of these versions were deeply stable through time (for the same analysis with language: Greenhill and al. 2010). There is a clear link between languages and mythological versions. Myths belong probably to the category of cultural features that are most similar to languages in their distribution and the both seem change relatively little over their history.

According to the haplogroup X's hypothesis, the Greek cluster is not placed into the eurasian cluster. The Khoikhoi version is also incorrectly

placed. Its place might indicate a quick migration from Asia to Africa and America. Note that a specific version can only appear around the perimeter (and not in the midst) of a network of reticulations. If borrowings are identified in a version, NeighborNet cannot place such a version in an intermediate position between many others around it, and that can biase its position (Heggarty and al. 2010). A cluster groups the Tuareg, Basque, Saami, Evenki and Uralic versions, which could be interpreted as indicating an ancient common ancestry. This grouping may confirms that the Franco-Cantabrian refuge area was the source of expansions of hunter-gatherers that colonized northern Africa and recolonized much of northern and central Europe after the last glacial maximum. It also reveals a common mythological and palaeolithical bond that unites the European huntergatherer populations and the Berbers.

To assess the solidity of the network, we repeated the NeighborNet analysis with Splitstree after removing some doubtful mythemes (see Methods and results). The new network (Fig. 8; delta-score: 0,3514) is very similar to the previous one, with approximatively the same linguistic clusters, except for Saharan. The Eurasian group is divided into two groups that remain at the root of the other branches. The Eskimo cluster is splited between Netsilik / Igloolik / Polar Eskimo and Copper / Baffin land groups, yet remains at the base of the Northeastern amerindian branch (as it actually does with more mythemes; see fig.7). Yuman and African versions continue to be closely associated, as Basque / Snohomish / Twana and Greek / Ojibwa versions do. The Khoikhoi version is always incorrectly placed. The Wasco version changes position. With a Mesquite analysis of the modified database (Fig. 9; consensus tree of 200 trees; treelength: 172; retention index: 0,6566), the relationship within each of the main clusters remains approximatively the same and the linguistic and cultural groups are relatively similar. The tree groups the Ojibwa versions with the Iroquoian tales, which weakens the haplogroup X's hypothesis. It also groups one Tuareg version with Greek versions. These new clusters could be explained by borrowings between neighboring people (see the Box for the Tuareg version). Additionaly, the Iroquoian family does not form a monophyletic group and Mojave and Netsilik versions are misplaced. To conclude, in agreement with the two modified data analyses, a deeply change of mythemes may cause only small changes in the topology of the tree and network, and

misplacements do not affect their general meaning. Yet we should note that the results obtained with the modified data could be less reliable because there may be not a sufficient amount of data analysed.

According to the reconstructed Palaeolithic version (see Methods and results), there is an animal that is a horned herbivore, especially an elk. One human pursues this ungulate. The hunt locates or get to the sky. The animal is alive when it is transformed into a constellation. It forms the Big Dipper. With the altered tree (Fig. 9), the only change is that the zoeme is an herbivore, without any additional information (according with information partially given by the modified data).

The transition of the Ursa Major designation from elk to bear in Indo-European and Mediterranean area (not earlier than 2000 B.C.) is corroborated by various cultural and linguistic sources (Lushnikova 2003). The reconstructed prehistoric story also explains why there is no bear representations similar to the Big Dipper in Upper Palaeolithic (Hayden and Villeneuve 2011), the cosmic animal being a horned herbivore. The Cosmic Hunt myth is probably reflected in the rock art of Karelia, Siberia, the Far East and Northern Mongolia (Ernits 2010) and may be represented in the famous Lascaux shaft 'scene' showing a bird-headed ithyphallic man with an apparently disembowelled bison (d'Huy 2012d). Yet the contents of the myth and the specifics of rock art make it difficult to prove definitively the relevant connection. Additionally, the phylogenetic approach suggests that the Cosmic myth would have existed in many area, including the prehistoric Sahara: we now need to find where and how this myth has been represented in this area.

5 – Conclusion

Our phylogenetic approach of myths allows us to: 1/ confirm the Palaeolithic datation of the Cosmic Hunt linked to a horned herbivore, 2/ reconstruct the first version of the myth, 3/ corroborate the hypothesis of a European post-glacial human recolonization of Europe and a part of North Africa from the Franco-Cantabrian refuge, 4/ prove the existence of a mythological root common to Berbers and European huntergatherers, 6/ document at least four migrations from Eurasia into America and suggest that there was reverse migration from Eurasia to Africa, 5/ find support for the punctuated evolution of myths, 6/ offer some suggestions to interpret prehistoric rock art images that should be discovered. Thus, the study of human mythology directly opens up new ways for genetics, archaeology and rock art researches.

Acknowledegments: The author thanks Yuri Berezkin, Brian Hayden, Jean-Loïc Le Quellec, Steven Pinker, Yves Vadé and Søren Wichmann for their helpful suggestions and encouragements.

Wa go	-	-	0	-	0	0	0	_	_	0	_	_						C	0	_		_	0	_	00		0	0	0		0	0	0	
Ts V wag na g	Ì	ì		Ì																								0						
	-	1	0	-	0	0	0	0	0	0	0	0	0	- 0			0	0	0	0		0	~	0			0	~	0	0	0	0	- 0	0
Sa am i2	~	~	-	~	-	0	0	0	0	0	0	0	0	0	0			0	0	0	- J	0	0	0		, ,	0	0	0	0	0	0	0	0
Ru tul	~	-	1	~	0	0	0	0	0	0	0	0	0	0		50	0	0	0	0		-	0	0	00		0	~	0	0	0	0		-
Ka ran ga			_																									-						
<u>x 2 0</u>	-	-	0	0	0	0	0	0	0	0	0	0	0	- (0	0	0		0	-	0		, -	0	0	0	0	0	0	- c	0
Kh oik hoi	~	-	0	-	0	0	0	0	0	0	0	0	-	0			0	0	0	0		0	~	0) ,	0	0	0	0	0	0	0	0
a kin a kin	-	-	1	-	-	0	0	0	0	0	0	0	0	0	0	0 0	0	0	0	0		0	0	0	00	, ,	0	0	0	0	0	0	0	0
Kili wa					0	0	0	0	0		-		_	0	_	0 0	0	(_	0	0 0	0	-	0	00		0	0				0	0	
Mal ric v op a	,	、 	、 、	、 、																						Ť		0						
<u>2 2 0 0</u>	-	1	1	~	0	0	~	0	0	0	~	<u> </u>	0	0	\supset		0	0	0	0		0	-	0		, ,	0	0	0	0	0	0	0	0
vi eh Ch vi e	~	-	-	-	0	0	0	0	0	0	-	0	0	0	0	o c	0	0	0	0	o c	0	-	0	00		0	-	0	0	0	0	0	0
lgl ik ool	_	0	0		0	0	0	0	_	\sim			_	0	_	- o		0	0	0	- J	0	0		00		0	0				0	_	0
Mol jav e	Ì		0	0													Ì																	
	-	1	1	-	0	0	0	0	0	0	~	0	0	0			0	0	0	0	- C	0	0	0		, -	0	0	0	0	0	0	0	0
Le pe	~	0	0	0	0	0	0	0	0	0	0	0	0	0		- C		0	0	0	- C	0	0	0			0	-	0	0	0	0	0	0
Ak aw aio	0	-	0	~	0	0	0	0	0	0	0	0	0	0		- 0	0	0	0	0	- J	0	0	0	00	, . .	0	0	0	0	0	0	0	0
Kal	()		_	_	_	(0	_	0	_	_	_	-			(_	_	_		_	_	00		-	(-			0		-
	0	-	0	-								0							0	0	<u> 7</u>	0	0				0	0	0	0	-	0	0	5
i Ba v sq 2 2	-	٢	-	-	0	0	0	0	0	0	0	0	0	0	- 0		0	0	-	0		-	0	0			0	-	0	0	0	0	0	0
Oji a2 a2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5	о ,	- 0	-	0	0	<u> -</u>	0	0	0	0 c	, ,	0	0	0	0	0	0	0	0
Tsi Ihq ot'i n	-	1	-			0	6	-l	_	_	0	ام	0	را م	, اد	ماد	0	C		0	-lc		0	0	ماد	0		0	0	0	0	1	0	
0 7 4 5	Ĺ																																	
	-	0	0	0	0	0	0	0	0	0	0	0	0	0	-	- C		0	0	0	2	0	0	0			0	-	0	0	0		0	0
ffin La nd	-	0	0	0	0	0	0	0	0	0	0	0	0	0		- C		0	0	0	- C	0	0	0			0	~	0	0	0	0	0	0
Pol ar ki mo	~	0	0	0	0	0	0	0	0	0	0	0	0	0	0	- o		0	0	0	- J	0	0	0	00		0	0	0	0	0	0	. .	0
Ne k K	-													0						0			0				0	_	~	0	_	_	0	
Col pp t er h	`																											· ·						
	-	0	0	0	0	0	0	0	0	0	0	0	0	0	-	- C	- 0	0	0	0	2	0	0	0			0	-	0	0	0	0	0	0
ch chị	-	٢	1	. –	0	.	0	0	0	0	0	0	0	0			0	0	0	0	0 7	0	0	0		, ,	0	0	0	0	0	0	0	0
Se ca	~	0	0	0	0	0	0	0	0	0	0	0	0	0		- o		0	0	0	- I	0	0	0	00		0	0	0	0	~		0	0
Oji a	(())	0		_	0	0		0		_	0	_	_		1	_	0	0 0	1	0	_				0				0		_
																							0				0	0					0	
	~	0	0	0	0	0	0	0	0	0	0	0	0	0	\supset	0 -		0	0	0		- 1	0	0			0	0	0	~	0	0	0	0
et o II	.	0	0	0	0	0	0	0	0	0	0	0	0	0	0	- C		0	0	0	- J	0	0	0			0	-	0	0	0	0	0	0
Pa us ani as	-	0	0	0	0	0	0	0	0	0	0	0	0	0		- o		0	0	0	- J	0	0	0	00	, , ,	0	0	0	0	0	0	0	0
ă Q																												(
Ps C do- oll oru s s	-													0		- C		C	0	0	5	0	0			, -	0	0	0	0		0	0	0
<u>v o o o p q e p</u>	~	0	0	0	0	0	0	0	0	0	0	0	0	0		0 -		0	0	0	2	0	0	0		, ,	0	0	0	0	0	0	0	0
Tu Tu He F larearesio e g 1g 2d g g g g g g g g g g g g g g g g g g g	~	0	0	0	0	0	0	0	0	0	0	0	0	0	0	- J		0	0	0	- J	0	0	0	oc		0	0	0	0	0	0	0	0
Tu are g 2	~	-	0	~	0	0	0	0	~	0	0	0	0	0			0	0	~	0	- C	0	0	0	00		0	0	0	0	~	0	0	0
Tu g 1)							_	_	_	_		_	_		(0		
Sa T ama i1 g	-	1	0	-	0	0	0	0	-	0	0	0	9	0				C	~	0			0			,	0	0	0	0		0	00	0
	-	-	1	-	-	0	0	0	0	0	0	0	0	0			0	0	0	0	2	0	0	0			1	0	0	0	0	0	0	0
Ba ue 1	~	-	-	-	0	0	0	0	0	0	0	0	0	0	- 0	o c	0	0	~	0	o c	-	0	0	00		0	-	0	0	0	-	0	0
Ob ugr ic	~	-	1	~	~	0	0	0	0	0	0	0	0	0		0 0	0	0	0	-	- J	0	0	0	0		0	0	0	0	0	0	0	0
2 ki C																				-														
	~	-	7	-	-	0	0	0	0	0	0	0	0	0				0	0	0		- 1	0	0			0	-	0	0	0	0	0	0
ΞΞ-	~	-	-	-	-	0	0	0	0	_													- 1	0	olc	· -	0	0	0		0	0	0	
오 an 소		1					-	<u> </u>	<u> </u>	0	0	0	0	0	5	0 0	0	0	0	0	2	0	0	9	-					0				~
	~	-	-	-	-	0	0												0		7 C	0 0	0			, .	0	0	0	0		0	0	
ak ak	1 1	0	0	6	0	0	0	0	0	0	0	0	0	0	0			0		-				0	<u> </u>			1 0		0	0			0
Ai Mo ac ak	-	1 0 1	0 1	0 1		0	0	0	0	0	0	0	0	00		0 c		0 0	0	0	0 + 0	0	0	0			0	1	0	0	0	-	0	0 0
leMi Mo k kmhw a ac ak ac ak	1 1	0 0 1	0 0 1	0 0 1	0	_	0000	000	000	000	0000	000	000					0 0 0	0 0 0	0	10	0	0 0 0	000			0 0	1 1 0	000	000	1 0 0	0		000
MeMi Mo sk kmhw nwa ac ak ki ki	1 1 1	0 0 1	0 0 0 1	0 0 0 1		0	0000	000	000	000	0000	000	000			0 c		0 0	0	0	0 + 0	0	0 0 0	000			0 0	1 1 1 0	000	0	1 0 0	0	0	000
iSn MeMi MoKh Ev E oh sk kmhw anten e omwa ac ak y ki k ish ki ish ki	1 1 1 1	1 0 0 0 1			0	0	0000	000	00000	0000	0000		0 0 0	0 0 0 0 0 0			- 1 -	0 0 0	0 0 0	0 0 0	10	0	0 0 0	0000			0 0 0	1 1 1 1 0	0 0 0	000	0 1 0	0 0		0 0 0
\overline{o} \overline{c} \overline{c} \overline{o}	1 1 1 1 1	1 1 0 0 0 1			0	0	00000	00000	00000	0 0 0 0	0 0 0 0						0 1 - 1 - 0	0 0 0 0	0 0 0 0	0 0 0 0			0 0 0	0000			0 0 0	0 1 1 1 1 0	0000	0000	0 1 0 0	0 0		
\overline{o} \overline{c} \overline{c} \overline{o} \overline{o}	1 1 1 1 1 1	0 1 1 0 0 0 1	1 1 0	1 1 0	1 1 0 0	00000											0 1 - 1 - 0	0 0 0 0 0 0	0 0 0 0 0 0					0 1 0 0 0			0 0 0 0	1 1 1 1			0 0 1 0 0	0 0 0	0 0 0 0 0 0 0 0 0 0 0 0 0 0	
\overline{o} \overline{c} \overline{c} \overline{o}	1 1 1 1 1 1	0 1 1 0 0 0 1	0 1 1 0	0 1 1 0	0 1 1 0 0												0 1 - 1 - 0	0 0 0 0 0 0 0	0 0 0 0 0 0 0					0 0 0 0 0				1 1 1 1			0 0 1 0 0	1000	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	000000
aan sor∑ isorot	1 1 1 1 1 1 1 1	0 0 1 1 0 0 0 1	1 1 0	1 1 0	1 1 0 0	00000											0 1 - 1 - 0	0 0 0 0 0 0	0 0 0 0 0 0					0 0 0 0 0			0 0 0 0 0	1 1 1 1			0 0 1 0 0	1000	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	000000
ふからめ	1 1 1 1 1 1 1 1 1		0 1 1 0	0 1 1 0	0 1 1 0 0												0 1 - 1 - 0	0 0 0 0 0 0 0	0 0 0 0 0 0 0					0 0 0 0 0				-1 1 0 1 1 1 1			0 0 1 0 0	1000	0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	000000
ふからめ	1 1 1 1 1 1 1 1 1		0 1 1 0	0 1 1 0	0 1 1 0 0												0 1 - 1 - 0	0 0 0 0 0 0 0	0 0 0 0 0 0 0					0 0 0 0 0				-1 1 0 1 1 1 1			0 0 1 0 0	same0 1 0 0 0 1		<u>wholo 10 10 10 10 10 10 10</u>
ふからめ	1 1 1 1 1 1 1 1 1 1		0 1 1 0	0 1 1 0	0 1 1 0 0												0 1 - 1 - 0	0 0 0 0 0 0 0	0 0 0 0 0 0 0					0 0 0 0 0				-1 1 0 1 1 1 1			0 0 1 0 0	same0 1 0 0 0 1		<u>wholo 10 10 10 10 10 10 10</u>
\overline{o} \overline{c} \overline{c} \overline{o}	I. 1111111		. 0 0 1 1 0	0 1 1 0	0 1 1 0 0												0 1 - 1 - 0	0 0 0 0 0 0 0	0 0 0 0 0 0 0	0 0 0 0 0 0 1				0 0 0 0 0				-1 1 0 1 1 1 1			0 0 1 0 0	the same 0 1 0 0 0 1		<u>wholo 10 10 10 10 10 10 10</u>
ふからめ	mal. 1 1 1 1 1 1 1 1 1	0	. 0 0 1 1 0	. 0 0 1 1 0	0 1 1 0 0													0 0 0 0 0 0 0	0 0 0 0 0 0 0	0 0 0 0 0 0 1				0 0 0 0 0				-1 1 0 1 1 1 1				of the same 0 1 0 0 0 1		animal wholo 10 10 10 10 10 10
ふからめ	ammal. 1 1 1 1 1 1 1 1 1	0	. 0 0 1 1 0	. 0 0 1 1 0	0 0 1 1 0 0													0 0 0 0 0 0 0	0 0 0 0 0 0 0					0 0 0 1 0 0 0			0 0 0 0 0 0 0	-1 1 0 1 1 1 1				of the same 0 1 0 0 0 1		<u>wholo 10 10 10 10 10 10 10</u>
ふからめ	mammal. 1 1 1 1 1 1 1 1 1	0	. 0 0 1 1 0	. 0 0 1 1 0	0 0 1 1 0 0	eer. 0 0 0 0 0 0 0													0 0 0 0 0 0 0 0 0				s. 0 0 0 0 0 0 0 0 0	0 0 0 1 0 0 0			0 0 0 0 0 0 0	-1 1 0 1 1 1 1				of the same 0 1 0 0 0 1		an animal wholo 10 10 10 10 10 10
ふからめ	ig mammal. 1 1 1 1 1 1 1 1 1 1	0	. 0 0 1 1 0	. 0 0 1 1 0	0 0 1 1 0 0	eer. 0 0 0 0 0 0 0													0 0 0 0 0 0 0 0 0				s. 0 0 0 0 0 0 0 0 0	0 0 0 1 0 0 0			0 0 0 0 0 0 0	-1 1 0 1 1 1 1				of the same 0 1 0 0 0 1		an animal wholo 10 10 10 10 10 10
ふからめ	a big mammal. 1 1 1 1 1 1 1 1 1	0	. 0 0 1 1 0	. 0 0 1 1 0	0 0 1 1 0 0	eer. 0 0 0 0 0 0 0													0 0 0 0 0 0 0 0 0				s. 0 0 0 0 0 0 0 0 0	0 0 0 1 0 0 0			0 0 0 0 0 0 0	-1 1 0 1 1 1 1				of the same 0 1 0 0 0 1		an animal wholo 10 10 10 10 10 10
ふからめ	is a big mammal. 1 1 1 1 1 1 1 1 1 1	0	. 0 0 1 1 0	. 0 0 1 1 0	0 0 1 1 0 0	eer. 0 0 0 0 0 0 0													0 0 0 0 0 0 0 0 0				s. 0 0 0 0 0 0 0 0 0	0 0 0 1 0 0 0			0 0 0 0 0 0 0	-1 1 0 1 1 1 1				of the same 0 1 0 0 0 1		pursues an animal wholo 10 10 10 10 10 10
ふからめ	me is a big mammal. 1 1 1 1 1 1 1 1 1 1	0	. 0 0 1 1 0	. 0 0 1 1 0	0 0 1 1 0 0	eer. 0 0 0 0 0 0 0													0 0 0 0 0 0 0 0 0				s. 0 0 0 0 0 0 0 0 0	0 0 0 1 0 0 0			0 0 0 0 0 0 0	e three - or at least three -1 1 0 1 1 1 1				of the same 0 1 0 0 0 1		pursues an animal wholo 10 10 10 10 10 10
ふからめ	oeme is a big mammal. 1 1 1 1 1 1 1 1 1	0	. 0 0 1 1 0	. 0 0 1 1 0	0 0 1 1 0 0	eer. 0 0 0 0 0 0 0													0 0 0 0 0 0 0 0 0				s. 0 0 0 0 0 0 0 0 0	0 0 0 1 0 0 0			0 0 0 0 0 0 0	e three - or at least three -1 1 0 1 1 1 1				of the same 0 1 0 0 0 1		pursues an animal wholo 10 10 10 10 10 10
ふからめ	e zoeme is a big mammal. 1 1 1 1 1 1 1 1 1	0	. 0 0 1 1 0	. 0 0 1 1 0	0 0 1 1 0 0	eer. 0 0 0 0 0 0 0													0 0 0 0 0 0 0 0 0				s. 0 0 0 0 0 0 0 0 0	0 0 0 1 0 0 0			0 0 0 0 0 0 0	e three - or at least three -1 1 0 1 1 1 1				of the same 0 1 0 0 0 1		pursues an animal wholo 10 10 10 10 10 10
ふからめ	The zoeme is a big mammal. 1 1 1 1 1 1 1 1 1		0 1 1 0	0 1 1 0	0 0 1 1 0 0	eer. 0 0 0 0 0 0 0					sheep. 0 0 0 0 0 0 0 0	ppe. 0 0 0 0 0 0 0 0 0 0	ora. 000000000000000000000000000000000000					The zoeme is a fisher.	0 0 0 0 0 0 0	0 0 0 0 0 0 1			There is three animals.	There is four animals.			rs. 0 0 0 0 0 0 0	1 1 1 1	e four pursuers. 0 0 0 0 0 0 0		rs. 0 0 0 0 1 0 0	of the same 0 1 0 0 0 1	Pursuers are dogs. 0 0 1 0 0 0 0	<u>An animal pursues an animal wholo 10 10 10 10 10 10</u>
\overline{a}	The zoeme is a big mammal.	0	. 0 0 1 1 0	. 0 0 1 1 0	0 0 1 1 0 0	eer. 0 0 0 0 0 0 0	The zoeme is a deer. 0 0 0 0 0 0 0 0	The zoeme is a moose. 0 0 0 0 0 0 0	The zoeme is a camel. 0 0 0 0 0 0 0 0 0	The zoeme is an ass. 0 0 0 0 0 0 0 0	The zoeme is a mountain sheep. 0 0 0 0 0 0 0 0	The zoeme is an antilope.	The zoeme is a zebra. 0 0 0 0 0 0 0 0	The zoeme is a pig	line zoeme is an ox.		The zoeme is a bear.		0 0 0 0 0 0 0 0 0	It's a six legged-animal. 0 0 0 0 0 0 0 1		There is two animals. 0 0 0 0 0 0 0	There is three animals.	There is four animals.	s. 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	There is one pursuer	There are two pursuers.	e three - or at least three -1 1 0 1 1 1 1		There are five pursuers. 0 0 0 0 0 0 0	There are seven pursuers.	Pursuers are members of the same0 1 0 0 0 1 family.	Pursuers are dogs. 0 0 1 0 0 0 0	an animal wholo 10 10 10 10 10 10

Julien d'Huy

$\square,$		0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	-	0	_	0	0	0	0	0	0		0	0
T,				0			0	0		-	0	0		0			-				0	0	0	0	0			0
				0			0	0		-	0	0		0			0			0	0	0	0	0	0			0
					0		0	0	0	_	0		0	0		0		0			0	0	0	0	0			0
ΠŤ										<u>`</u>																		
Ħ				0			0	0	0		0	0		0		0		0			0	0	0	0	0			0
		0	0	0	0	0	0	0		~	0	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0
	-	0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	~	0	0	0	0	0	0	~	0	0
-		0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0
<u> </u>	-	0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0
	-	0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	0	.	0	0	0	0	0	0	0	0	0	0
	_	0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	~	0	0	0	0	0	0	0	0	0	0	0
,	_	0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	0		0	0	0	0	0	0	0	0	0	0
Π,	1	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0	0	0	-	0	0	0
Ι,	1		0	1	~		0	0		0	-	0	0	0			0			0	0	0	0	0	0			0
							0			0	1		0	0			0				0	0 (0		0			
		0		~	~			0				0												0				0
					0		0	-		~	0	0		0			~				0	-	0	0	0		0	0
		0			0		0	0		0	-	0	0	0			0				0	0	0	0	0		0	0
-	-	0	-	0	-	0	0	0		0	-	0	0	0	0	0	~	0	0	0	0	0	0	0	0	0	0	0
	2	0	0	0	0	0	0	0	0	~	0	0	0	0	0	0	~	0	0	0	0	0	0	0	-	0	0	0
-	-	0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	-	-	0	0	0	0	0	0	0	0	0	0
4	-	0	0	~	-	0	0	0	0	-	0	0	0	0	0	0	~	0	0	0	0	0	0	0	0	0	0	0
	_	0	0	Ţ	.	0	0	0	0	<u>~</u> .	<u>ر</u> .	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0
,	_	0	0	0	0	0	0	0	0	<u>ر.</u>	ć.	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
,	_	0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
,	-	0	0	0	0	0	0	0	0	0	1	1	-	1	0	-	0	0	0	1	1	0	0	0	0	0	0	0
	- ·			0			0	0		0	-		0	0			0				0	0	0	0 (0		0	0
Ť	_†					0		0		-	0	0	0	1			1			1	0	1	0	0	0			0
ľ		<u>, -</u>																				-						
	C						0	0		-	0	0	0	0			~					0	0	0	<u> </u>			0
								-		0	-	0	0	0			0					0	0	0	0			0
		<u> </u>	0	0	0	~	~	~			0	0		0	0	0	0	0	0	0	0	0	0	0	0	-	-	0
		0	0	0	0	7	0	-	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	~	0	0
		0	0	0	0	-	~	-	~	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	~	0	0
	0	0	0	0	0	0	0	-	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	~	0	0
,	-	0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	-	-	0
,	_	0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	~	0	0	0	-	0	0	0	0	~	0	0
	-	0	0	0	-	0	0	~	0	-	0	0	0	0	0	0	~	0	0	0	0	-	0	0	0	0	0	0
-	_	0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	.	0	0	0
,	_	0	0	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	~	0	-	0
	0	0	0	0	0		0	<u>ن</u> ،	+	-	0	0	0	0	0	0	0	0		0	0	0	0	0	.	-	0	0
		0	0	0	0		0	ò	0	~	0	0	0	0	_	0	0	0	0		0	0	0	0	0	-	0	0
Ì	1			_			0	0	0	_	0 0	_	_				_	0	0		0	0	0	0	_	ò	0	
T.)	0) C	_		_	<u>`</u>	_		Ì	0							<u>`</u>			0
		0	0	0		0		0	0			, ,			0	0	0)	0		0	0	0	0		0	0	0
		0	0	0	0		0	0	0	0	-	0	-	-	0	0	-	ں -		0	0	0	0	0	-	0	0	-
		0	0	0	0		0	0	0	-	0	0	0	0	0	0	-	0		0	0	0	-	0	0	0	0	0
		0	0	0	0			0	0	-	0	0	0	0	0	0	-	0	0	~	0	0	0	-	0	0	0	0
-	-	0	-	0	-		0	-	-	-	0	0	0	0	0	0	~	0	0	0	0	0	0	0	-	0	0	0
-	-		0	0	a0	0	0 10	a0	0	<u>0</u>	<u>6</u>	-	م 1	<u>al0</u>	.		0	a ⁰	0	star0	the0	e0	<u>e</u> 0	e0	the1	0	0	0
		ky t ss t				sar.	othe		1	me	me		an	im	ě					ste	th	f th	f th	f th			int	ï.
	Ś.	s so SC es	Irs.		ě	a F	Ĕ	into	1	sfor	sfor		rth	ar	y-d		ar.	vit		Ø	star of	o s	s o	r o	of		urn	inte
	່ ທ	o ac	sta		aus	to ε	MN M		Э.	ran; /.	ran;	all.	ea	the je.	one	NOL	1 st	>	nth	int(star	star	star	sta	stars		آ ح	N N
=	ţ	ron iy ta	nto		Sec	lin L	s o	animal	unte	n tr sky	n tı	ne f	dri on	of liag	shć	s si	to	hit	'arn	eq	a	ŝ	ur s	en	sti	Jer.	same family Ursus Minor	in ii
	it to	le t va	irs i	Ő.	ş	npł	Ľ.	an	a hl	/hei	vhe	til th	lls se.	od 1 fo	me	me	цЦ.	<u>.</u>	of v	шо	9	o tv	Į Į	sev		jġ	e fa s K	see
	ge.	alor the	othe	tab	star	nyı	kil. Jea	s	sd	e × i	> p	n	blc fal 3 el	old 1m	000	000	nec	۵	in	nsf	i	intc	into	ŝ	Ę	Je [ame	ars
	ō	vn ; ys	bro	a	e)	sa	a q	transforms ion.	sto	aliv.	lea '	Jes	hing bing	ng auti	þ	∋ b∈	for	vin V.	orig	traı r.	sm	su.	E	fori	sm	s th	ĭs ∩	st
g		> O	nis	aks	E o	Srm:	out	nsf	u	is é tior	is d tior	tinu	or t bc netł	ppii he s	ase	ase	ans	ar OV	Je C	is pel	tu	tur	s tu	als	for	E	the and	are
nimal	ated	str		(D)	O	0	-: p	ה ה	No 1		l i	on	s l's	dri s tł	gre	gre	s trá	arr	is th	Dip	lal	als	als	m	<u></u>	Ę	of Sr (bs
n animal	located	es do destr	ns l	pre	e	้ารโ	a S	o tr	e	ω	രമ	()	omo		0,								2	·= 1	12 1	ŝ		
s an animal	ers located	goes do and destr /.	turns I	an bre	s be	transf	i is a rmed	d trail	e per	nima nstel	nima nste	intc	reas iima es s	he nge	he	he	ğ	DI	ŝro	anir 3ig	inim.	nim	nim;	ani	nim;	ima	ers Majo	E.
sues an animal	suers located	nan goes do th and destr sky.	an turns l	/oman bre	nters be Itive.	od transf	nan is a ısformed	god transferiation	ivine per	e anima constel	e anima conste	E hunt c	e greas anima omes s	The dripping blood of the animalo tinges the autumn foliage.	The grease becomes honey-dew.	The grease becomes snow.	e dog is	e cosi rt or	s hero	ch anir he Big	e anim per.	o anima per.	ur anim; per.	ven ani per.	e anim; per.	e anima	mbers us Majo	: off lim
pursues an animal	Pursuers located or get to the sky	A man goes down alone from the sky to0 earth and destroys the way to access to the sky.	A man turns his brothers into stars.	A woman breaks a taboo	Hunters become stars because of relative.	A god transforms a nymph into a bear.	A man is about to kill his own mother ⁰ transformed into a bear.	A god trai constellation.	A divine person stops a hunter	The animal is alive when transformed0 into constellation or in the sky.	The animal is dead when transformed into constellation.	The hunt continues until the fall	The grease or the blood dripping from the animal's body falls on earth and becomes something else.	The tinge	The	The	The dog is transformed into a star.	The cosmic animal is hit with dart or arrow.	The hero is the origin of warmth	Each animal is transformed into of the Big Dipper.	One animal tums into Dipper.	Two animals turns into two stars of the0 Dipper.	Four animals turn into four stars of the Dipper.	Seven animals form seven star of the <mark>l</mark> 0 Dipper.	The animal forms four Dipper.	The animal forms the Dipper.	Members of the same family turn into0 Ursus Major and Ursus Minor.	Cut off limbs are stars seen in winter.

0	0	0	0)	0))	0	_	0	0	0	0	0	0	0		0))	0		0	0	0	_	0
																										Ì	
0	0	0	0	0	0	0	0	0	0	0	0	0	~	~	0	0		0	0	0	0	0	0	0	0	~	0
0	0	0	0	0	0	0	0	0	0	0	0	٦	0	0	0	0		0	0	0	0	0	~	0	0	~	0
0	0	0	0	0	0	0	0	0	0	0	0	0	-	0	~	0		0	0	0	0	0	0	0	0	-	0
0	0	0	0	0	0	0	0	0	0	0	0	0	٢	0	0	0		٢	0	0	0	0	0	0	0	-	0
0	0	0)))))	0	0	0	0	0	1	0	0	1		1)	0	0	0	0	0	0	۲	0
)	0																			0		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	-	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	-	0	0	~		0	0	0	0	0	0	0	0	~	0
0	0	0	0	0	0	0	0	0	0	0	0	0	-	0	0	-		0	0	0	0	0	0	0	0	~	0
0	0	0	0	0	0	0	0	0	0	0	0	0	١	0	0	-		0	0	0	0	0	0	0	0	-	0
0	0	0)	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	_	1	0	0	0	0	_
																											È.
0	0	0	0	0	0	0	0			0	0	0	0	0	~	-		0	0	0	0	0	0	0	0	-	0
-	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	~	0	0
0	0	0	0	0	0	0	0	0	0	0	0	٢	0	0	0	0		0	0	~	-	0	0	0	0	~	
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	-	0	0	0	0	0	~
			0				0							0	0	0		0			0				-	0	0
					-																						
0	0	0	0	0	0	1	0	~	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	~	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	-	0	0		0	0	0	~	0	0	0	0	~	0
-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	-	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	~	0	~		0	0	0	0	0	0	~	0	-	0
) (<u> </u>
0							S						0	0	0	0									0	0	<u>+</u>
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	-	0	0	0	0	0	-
0	0	0	0	0	0	0	0	0	0	0	0	0	0	~	0	0		0	0	0	0	0	0	0	0	~	0
0	0	0	0	0	0	0	0	0	0	0	0	٢	0	0	0	0		0	0	0	0	0	-	0	0	-	0
0	0	0	٢	0	0	٢	0	0	~	0	0	0	0	0	0	0		0	0	0	0	0	0	0	-	0	0
			0				0						0	0		0		0			0				-		
								`							0											0	0
0	0	-	0	0	-	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	~	0	0
-	0	0	0	0	٢	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	~	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	-	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	~	0	0
			0)					0	0	0	0	0		0					0	0	_	0	0
							0																		·		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	~	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	<u>_</u>	0	0
0	0	0	0	٢	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	-	0	0
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	~	0	0
	0		0			0	0	0	0	0	0		0	0	0	0		_	0	0	0	0	_		_	0	
		·	0	· ·	·	0	0			0	0	0	0	0	0					0		_	0	0	·		
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	~	0	0
-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	~	0	0
0	0	0	0	0	0	٢	0	-	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	-	0	0
0	0	0	0	0	0	0	0	0	0	0	~	0	0	0	0	0		0	0	0	0	0	0	0	<u>-</u>	0	0
			0	0		0	0					0	0	0	0	0			_						_	0	0
,-	_	_	_	_		_	_				_	_	_							_	_	_	_	_	•		
-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	~	0	0
-	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	~	0	0
-	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	-	0	0
0	0	0	0	0	.	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	<u></u>	0	0
1	_	_	0	C	-	C	C	_	_	_		C	0	0	0	0		<u> </u>	C	_				_	-	0	0
Ħ	_	_) (Ċ))				_) (~							_			_	_			
-	0	0	r. 0	0.	0	-	-	0	0	0	3	0	are0	are0	are0	is 0	<u>n</u>	0	0	0	0	0	0	0	<u>e</u>	<u>e</u>	
ЭĽ.	Ъ.	Ľ.	be	Jer.										σ,	Ø	uo uo							,		ft	f th	f tt
эde	рр£	pe	Dip	WL									Belt	Belt	는 문	Ö	Ξ								ō	ō	ō
Di	ō	Di	Je	ir c											Belt	d,	2	er.							ion	ion	ion
the	the	he	of th	the							ö		stars of Orion's as three animals	n's srs.	s nin	STE	le	rsu				- i	,		llat	llat	llat
of t	of	oft	rs c	þ							۸in)rio nal)rio sue	of Orion's	sta		nd		d:	S.	imê	,		stel	ste	ste
e	SIL	LS (stai	ed			ŕ				lra/		anir C	U N N	O Li	p d	_ 1)	s a		l me	Ite	an		دە	ů.	ü	ü
anc	sté	sta	SU (ciat			bo				a	ļ.	š of	je g		Ö	Ś	Ľ,	ter	g	hu	an	ē.	ШШ	C C		es c
	<u>ب</u>	Ş	eve	SOL		Sct.	ing	Ň.			<u>.</u>	uer	ars hre	ars hre	o fo	jht	λ Δ)rio	nn	e a	e	e	Jan	ğ	<u>D</u> ii	lair	iad
4 L	2	Ξ	n s	as	ğ.	bj€	ok	ILLO	ife	Ř	per	SIL	ste as t	stê as t	S S	jei 1	б	f C	a h	ar	S S	S 0	a	is o	μ	a E c	⊢ –
the h	n fou			Φ	R	C	3	0	논	pe	Jip	۱d в	å Å	å Å	stars ed as	Je l	S	å	<u>s</u>	Jes	ade	ade	is.	se	the	the	e l
are the h	form fou	orm	or	ar			2		_	_				(1)	a	<u>ب</u> د ۱			S	ž	.0	.0	Ψ		· · · ·		ا ک ۱۰۰ ر
rs are the h	rs form fou	rs form	rs forr	ils ar	is a c	is an	is a (is an	รื่อ	s a	ы	is a	:hre	ete	te te	ft	2 2	×	n	Š	Ð	ē	dc	Ъ	r d	s of	st
nters are the h	<u>nters form fou</u>	nters form	nters forr	mals ar	orisac	or is an	or is a c	or is an	or is a	or is a	e Big E	on is a	e thre irprete	e thre	rorete	e of t	mals	SWC	ndou	e Hya	e Ple	e Plei	ssiop	telger	e of vist	e of	e of ry is t
Hunters are the h	Hunters form fou	Hunters form five stars of the Dipper.	Hunters form seven stars of the Dipper.	Animals are associated to their owner.	Alcor is a c	Alcor is an	Alcor is a (Alcor is an	Alcor is a	Alcor is a	The Big Dipper is a drawing	Orion is a pursuer	The three stars of Orion' interpreted as three animals	The three stars of Orion's interpreted as three pursuers.	Three stars of Orion's Be internreted as one single animal	One of the neighboring stars of Orion is0	a sword shot by the numer to mit the animals.	The sword of Orion is a pursuer.	Canopus is a hunter	The Hyades are a game	The Pleiades are hunters.	The Pleiades are an animal	Cassiope is a game.	Betelgeu	One of the main col	One of the r story is Orion	One of story is t
67 Hunters are the handle of the Dipper.	68 Hunters form four stars of the Dipper.	69 Hunters form	70 Hunters for	1 Animals ar	'2 Alcor is a dog	'3 Alcor is an object.	74 Alcor is a cooking pot	5 Alcor is an arrow	6 Alcor is a knife.	7 Alcor is a pack	78 The Big [79 Orion is a	80 The thre interprete	81 The thre	82 Three internret	83 One of t	a sword animals	84 The swo	85 Canopu	86 The Hya	L	88 The Plei	89 Cassiop	90 Betelgeuse is a game.	91 One of the main constellation of the story is the Big Dinner	92 One of the main constellation of the0 story is Orion	93 One of the main constellation of the0 story is the Pleiades

Références

- Allen Richard Hinckley 1899. Star-Names and their Meanings. New York & Leipzig: G. E. Stechert, 563 p.
- Anderson Gregory 2003. Yeniseic languages in Siberian areal perspective. *Sprachtypologie und Universalienforschung* 56 (1/2): 12-39.
- Anisimov A.F. 1958. Religiya evenkov v istoriko-geneticheskom izuchenii i problemy proiskhozhdeniya pervobyt- nykh verovanii. Moscow-Leningra: Akademiya nauk.
- Atkinson Quentin D., Andrew Meade, Chris Venditti, Simon J. Greenhill & Mark Pagel 2008. Languages evolve in punctional bursts. *Science* 319: 588.
- Basset René 1910. *Recherches sur la Religion des Berbères*. Paris : Ernest Leroux, 52 p.
- Bernus Edmond & Ag Sidiyene Ehya (1989). Étoiles et constellations chez les nomades. Awal, Cahier d'Études Berbères 5: 141-153.
- Benhazera Maurice 1908. Six mois chez les Touaregs du Ahaggar. Alger: A. Jourdan, 233p.
- Berezkin Yuri 2005. The cosmic hunt: variants of a Siberian – North-American myth. *Folklore* 31: 79-100.
- ---- 2012. Seven Brothers and the Cosmic Hunt: European sky in the past. Paar sammukest XXVI, Eesti Kirjandusmuuseumi aastaraamat 2009, Tartu: Eesti kirjandusmuuseum: 31-69.
- Billson Charles James 1918. Some mythical tales of the Lapps. *Folklore* 29 (3): 178–192.
- Boas Franz 1888. The Central Eskimo. 6th Annual Report of the Bureau of Ethnology to the Secretary of the Smithsonian Instituition (1884-1885): 399-669.
- Bogoras Waldemar 1924. New Problems of Ethnographic Research in Polar Countries. In: Proceedings of the 21st International Congress of Americanists, First Part. Held at The Hague, August 12-16, 1924, Leiden, E.J. Brill: 226-246.
- Brett William Henry 1880. Legends and Myths of the Aboriginal Indians of British Guiana. London: William Wells Gardner. 206p.
- Brown M.D., S.H. Hosseini, A. Torroni, H.J. Bandelt, J.C. Allen, T.G. Schurr, R. Scozzari, F. Cruciani & D. Wallace 1998. mtDNA haplogroup X: an ancient link between Europe/Western Asia and North America? *The American Journal of Human Genetics* 63: 1852–1861.
- Bryant David & Vincent Moulton 2004. Neighbor-Net: an agglomerative method for the construction of phylogenetic networks. *Molecular Biology and Evolution* 21: 255–265.
- Bryant David, Flavia Filimon & Russell D. Gray 2005. Untangling our past: languages, trees, splits and networks. *In*: R. Mace, C. J. Holden & S. Shennan (ed.), *The evolution of cultural diversity : phylogenetic approaches*, Londres, UCL Press: 67–84.
- Bulatova Angara Gamidovna 2003. *Rutultsy in XIX nachale XX vekov (istoriko-etnograficheskoe iss-ledovanie)*. Moscow: Institute of Ethnology and Anthropology Press.
- Cerquand Jean-François 1875. Légendes et récits populaire du pays basque – 1. Pau: Léon Ribaut, 74 p.

- Clark Ella Elizabeth 1953. *Indian Legends of the Pacific Northwest*. Berkeley / Los Angeles : University of California Press, 225 p.
- Dediu Dan & Stephen C. Levinson 2012. Abstract profiles of structural stability point to universal tendencies, family-specific factors, and ancient connections between languages. *PlosOne* 7 (9) e45198.
- Duhard Jean-Pierre 1996. Réalisme de l'image masculine paléolithique. Grenoble : Jérôme Million, 245 p.
- Duveyrier Henri 1864. *Les Touaregs du Nord*. Paris: Challamel Ainé, 499 p.
- Ernits Enn 2010. On the Cosmic Hunt in North Eurasian Rock Art. *Folklore* (Tartu) 44: 61-76.
- Farrand Livingston 1900. Traditions of the Chilcotin Indians. New York: Memoires of the American Museum of Natural History, vol, 4. Publications of the Jesup North Pacific Expedition, vol.2, part 1. 54p.
- Fowler Catherine S. 1995. Mountain sheep in the sky: Orion's Belt in Great Basin mythology. *Journal of California and Great Basin Anthropology* 17(2): 146-152.
- Goddard Pliny Earle 1904. *Hupa Texts*. Berkeley: The University Press, 278 p.
- Greenhill Simon, Quentin Atkinson & Russell Gray 2010. The shape and tempo of language evolution. *Proceedings of the Royal Society B Biological Sciences*, 10.1098/rspb.2010.0051.
- Hayden Brian & Suzanne Villeneuve 2011. Astronomy in the Upper Palaeolithic? *Cambridge Archaeological Journal* 21(3): 331-355.
- Heggarty Paul, Warren Maguire & April McMahon 2010. Splits or waves? Trees or webs? How divergence measures and network analysis can unravel language histories. *Philosophical Transactions of the Royal Society B* 365: 3829-3843.
- Holland B. R., K. T. Huber, A. Dress A. & V. Moulton 2002. δ plots: a tool for analyzing phylogenetic distance data. *Molecular Biology and Evolution* 19: 2051-2059.
- Holtved Erik 1951. The Polar Eskimos. Language and Folklore. II. Myths and Tales translated by Erik Holtved. København: C. A. Reitzels Forlag. Meddelelser om Grønland. Udgivne af Kommissionen for Videnskabelige Undersøglser i Grønland 152 (2), 153 p.
- d'Huy Julien 2011. Le mythe ovidien de Pygmalion trouverait l'une de ses origines dans la Berbérie préhistorique. *Les Cahiers de l'AARS* 15: 19-25.
- — 2012a. Le motif de Pygmalion: origine afrasienne et diffusion en Afrique. Sahara 23: 49-58.
- --- 2012b. Mythes, langues et génétique. Mythologie française 247: 25-26.
- — 2012d. Un ours dans les étoiles : recherche phylogénétique sur un mythe préhistorique. *Préhistoire du Sud-Ouest*, 20 (1): 91-106.

- d'Huy Julien 2012e. L'Aquitaine sur la route d'Oedipe. La Sphinge comme motif préhistorique. *Bulletin de la SERPE* 61: 15-21.

- Drummond Alexei J. & Andrew Rambaut 2007. BEAST: Bayesian evolutionary analysis by sampling trees. *BMC Evolutionary Biology* 7, 214.
- Holman Eric W., Christian Schulze, Dietrich Stauffer & Søren Wichmann 2007. On the relation between structural diversity and geographical distance among languages: observations and computer simulations. *Linguistic Typology* 11(2): 395-423.
- Huelsenbeck John P. & Fredrik Ronquist 2001. MRBAYES: Bayesian inference of phylogeny. *Bioinformatics* 17: 754-755.
- Huson Daniel H. & Bryant David 2006. Application of Phylogenetic Networks in Evolutionary Studies. *Molecular Biology and Evolution* 23(2): 254-267.
- Jacobson Esther 1993. *The Deer Goddess of ancient Siberia: a study in the ecology of belief.* Leiden: E.J. Brill, 291 p.
- Kass Robert E. & Adrian E. Raftery 1995. Bayes factors. Journal of the American Statistical Association 90 (430): 773-795.
- Koekemoer Gerhardus P. 2007. *Lighting design in an African context*. Submitted in partial fulfilment of the requirements for the degree magister technologiae: performing arts technology in the Department of entertainment technology faculty of the arts, Tshwane university of technology, 202 p.
- Kroeber Alfred Luis 1899. Tales of the Smith Sound Eskimo. Journal of American Folklore 12(46): 166-182.
- Lévi-Strauss Claude 1971. *Mythologique 4. L'Homme nu*. Paris, Plon, 681p.
- ---- 1985. La Potière jalouse. Paris: Plon, 314 p.
- Lushnikova A.V. 2003. Ursa Major: ot losya do medvedya (Ursa Major: from elk to bear). *Istoriko-Astronomicheskie Issledovaniya* 28: 189-216, 342- 343.
- Maddison W. P. & D.R. Maddison. 2011. *Mesquite: a modular system for evolutionary analysis*. Version 2.75 http://mesquiteproject.org
- Magaña Edmundo 1983. Star myths of the Kaliña (Carib) Indians of Surinam. *Latin American Indian Literatures* 7(1): 20-37.
- Meigs Peveril 1939. *The Kiliwa Indians of Lower California*. Berkeley : Ibero-Americana, 88 p.
- Nilsson Martin P. 1920. Primitive Time-reckoning: A study in the origins and first development of the art of counting time among the primitive and early culture peoples. Paris: Champion (Acta societatis humanorum litterarum lundensis 1) 384 p.
- Nunn Charles L., Christian Arnold, Luke Matthews & Monique Borgerhoff 2010. Simulating trait evolution

for cross-cultural comparison. *Philosophical Transactions of the Royal Society* 365 (1559): 3807-3819.

- Pentikäinen Juha 2011. Mythologie des Lapons. Paris: Imago, 350p.
- Pottier Jeanne-René 1946. *Légendes touareg*. Paris : Nouvelles Editions Latines, 253 p.
- Rasmussen Knud 1931. The Netsilik Eskimos. Social Life and Spiritual Culture. Copenhagen: Report of the Fifth Thule Expedition 1921-24, 8 (1-2), 542 p.
- Rivera de Bianchi Mabel 1973. Mitología de los pueblos del Chaco, según visión de los autores de los siglos XVII y XVIII. América Indígena 23(3): 695-733.
- Ronquist Fredrik & John P. Huelsenbeck 2003. MRBAYES 3: Bayesian phylogenetic inference under mixed models. *Bioinformatics* 19: 1572-1574.
- Roth Walter E. 1915. An Inquiry into the Animism and Folklore of the Guiana Indians. 30th Annual Report of the Bureau of Ethnology to the Secretary of the Smithsonian Institution (1908-1909): 26-745.
- Speck Frank Gouldsmith 1915. Myths and Folklore of the Timiskaming Algonquin and Timagami Ojibwa. Ottawa: Canada Department of Mines (Geological Survey Memoir 71. Anthropological Series 9) 87 p.
- Spier Leslie 1978. Yuman Tribes of the Gila River. Chicago: University of Chicago Press, 1433 p.
- Stefanini Jean 1926. Au Pays d'Antinéa. Paris: Plon, 180 p.
- Shevoroshkin Vitaliy 2003. Salishan and North Caucasian. Mother Tongue 8: 39–64.
- Teit James A. & Franz Boas 1930. The Salishan tribes of the Western Plateau. 45th Annual Report of the Bureau of Ethnology to the Secretary of Smithsonian Institution (1927-1928): 23-396.
- Venditti Chris, Andrew Meade & Mark Pagel 2006. Detecting the node-density artifact in phylogeny reconstruction. Systematic biology 55 (4): 637-643.
- Vinson Julien 1883. *Le Folk-lore du Pays Basque*. Paris : Maisonneuve, 396 p.
- Webster Andrea J., Robert J. H. Payne & Mark Pagel 2003. Molecular phylogenies link rates of evolution and speciation. *Science* 301: 478.
- Wichmann Søren, Eric W. Holman, Taraka Rama & Robert S. Walker 2011. Correlates of reticulation in linguistic phylogenies. *Language Dynamics and Change* 1: 205-240.
- Williams Mentor L. 1956. Schoolcraft's Indian Legends. Michigan: Michigan State University Press, 322p.
- Xie Wangang, Paul O. Lewis, Yu Fan, Lynn Kuo & Ming-Hui Chen 2011. Improving marginal likelihood estimation for Bayesian phylogenetic model selection. *Systematic Biology* 60(2): 150–160.