

was playing. Arg 0 = I Arg 1 = chess Argm-(om = with my brother Argm-Imp = when lightning struck and thunder roared Struck. Argm-tmp = when Arg 2 = lightning roared: Avgo = munder Arg-numberced Argo + agent or the person causing the event Argi = patient or the reciever of the event Angz - the beneficiary of an instrument used, attribute, or and end stated of event. Arg 31 - start point, me beneficiary, an inshument used, or attribute of event Ang 1 = the end point of event Modifiers: DIR - motion/direction along path. LOC = where the action happened MNR = how action was performed TMP = when the action happened CAU = cause of the action PNC = motivation for action

In my opinion, a PSG parser while the easiest to do in my opinion, which is a pro, has the con of being not as informative as some of the other gargers. The dependency parse, gives a pro of showing the relationships between PDS. However, I find mat a con is that the parser can be confusing to implement. The last garser, the SRL parse, has the pro of being the most informative when it comes to relationships between the predicates. The con is that it can be confusing to implement the numbered arguments, especially (Arg 2-4).