

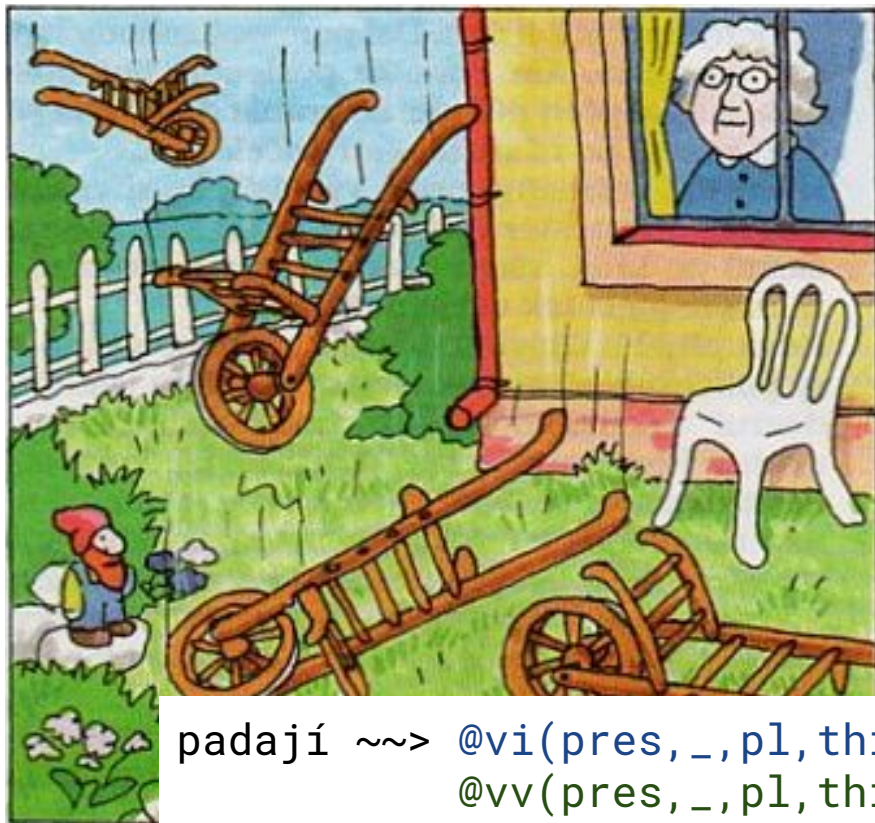
Joe & Molly meet Idioms

Ondřej Cífka

Idioms

- expressions with meanings that cannot be derived from the meanings of their constituents
- some have a literal interpretation
 - *it's raining cats and dogs* (*padají trakaře*)
 - *kick the bucket* (*zaklepat bačkorama*)
- some don't
 - *dal mu **co proto***
 - *bylo to **raz dva***
 - *byl **ten tam***

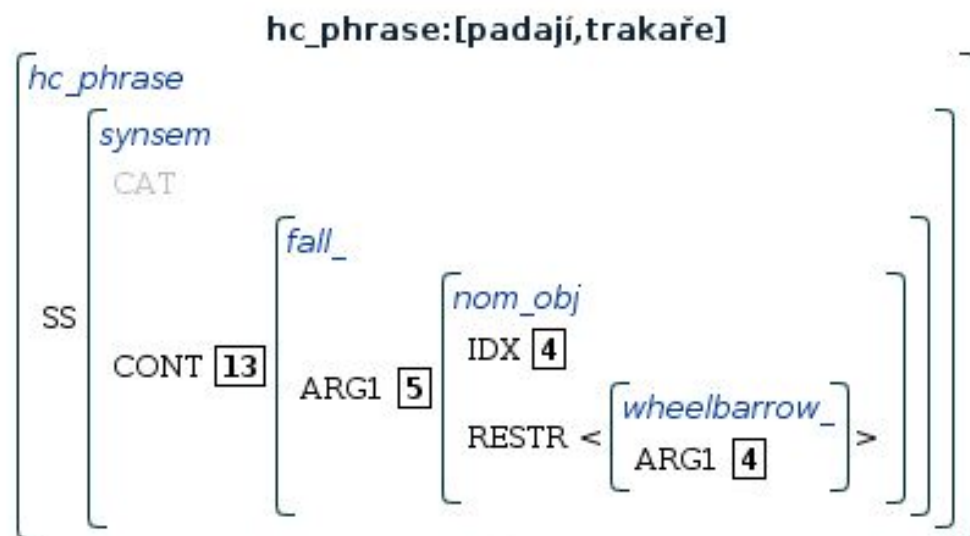
Padají trakaře



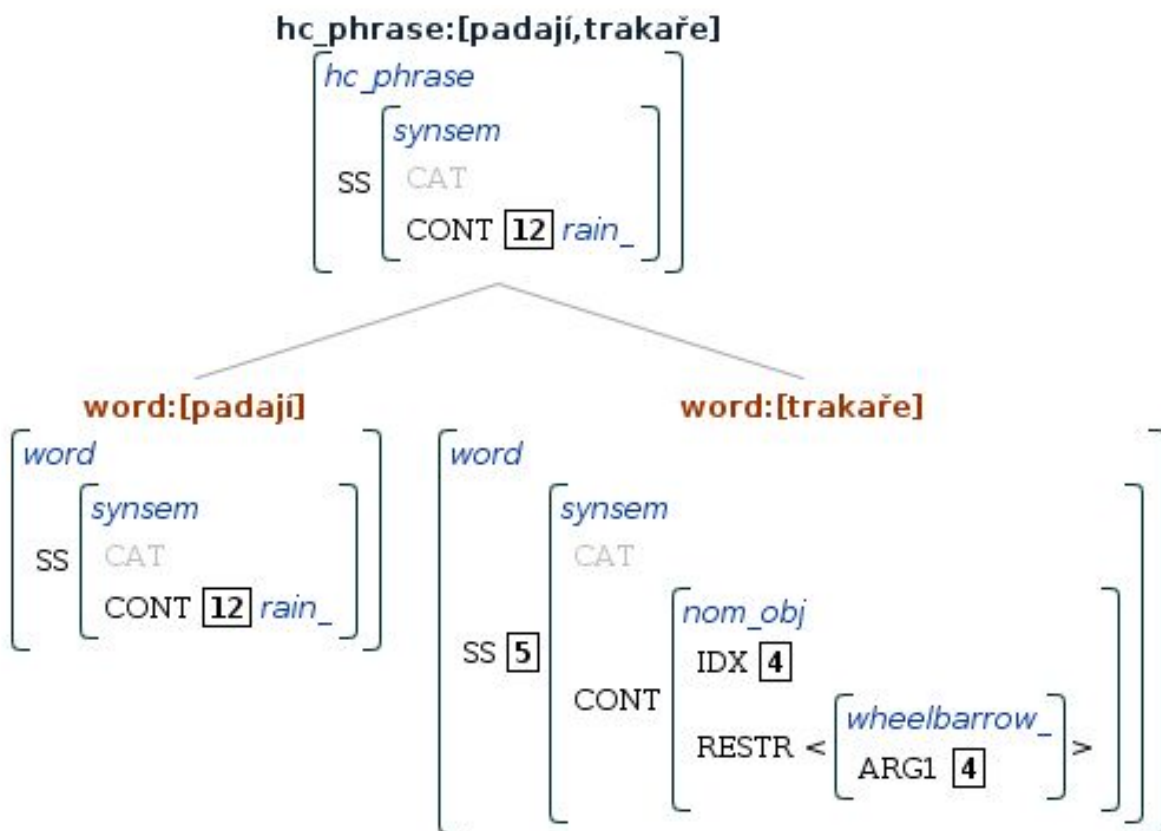
```
padají ~~> @vi(pres,_,pl,third,fall_);  
            @vv(pres,_,pl,third,  
                (subj:[@nnval(nom,(restr:[wheelbarrow_],  
                                     idx:num:pl))],  
                comps:[ ]),  
                rain_).
```

MARTIN VÁCHA

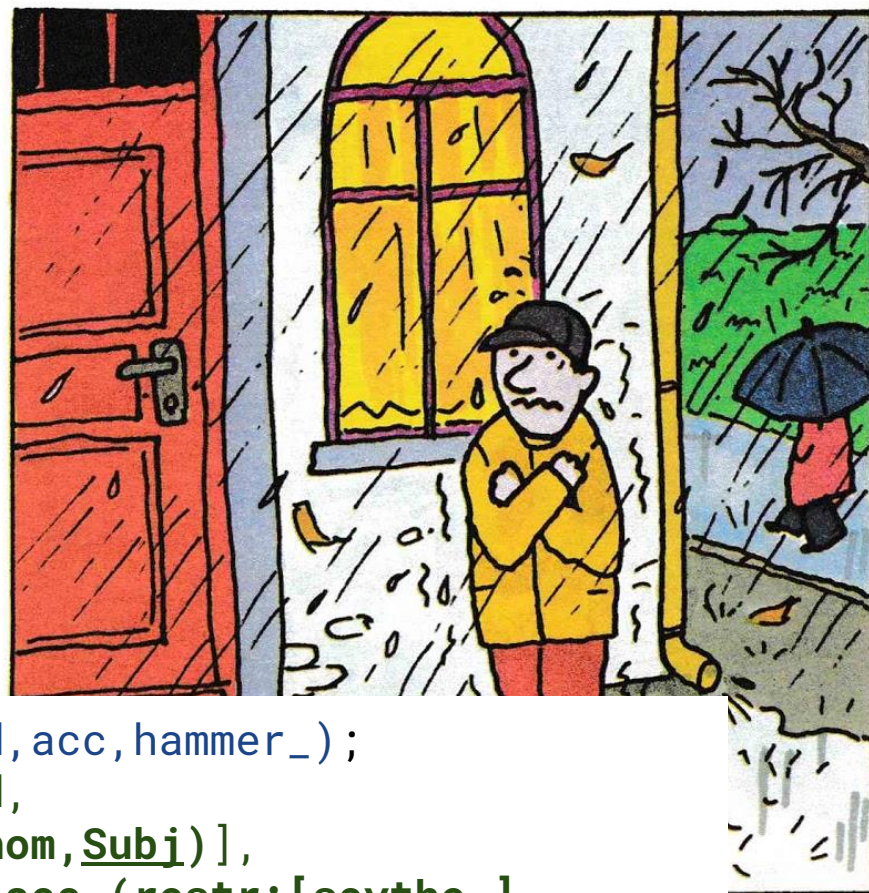
Padají trakaře



Padají trakaře

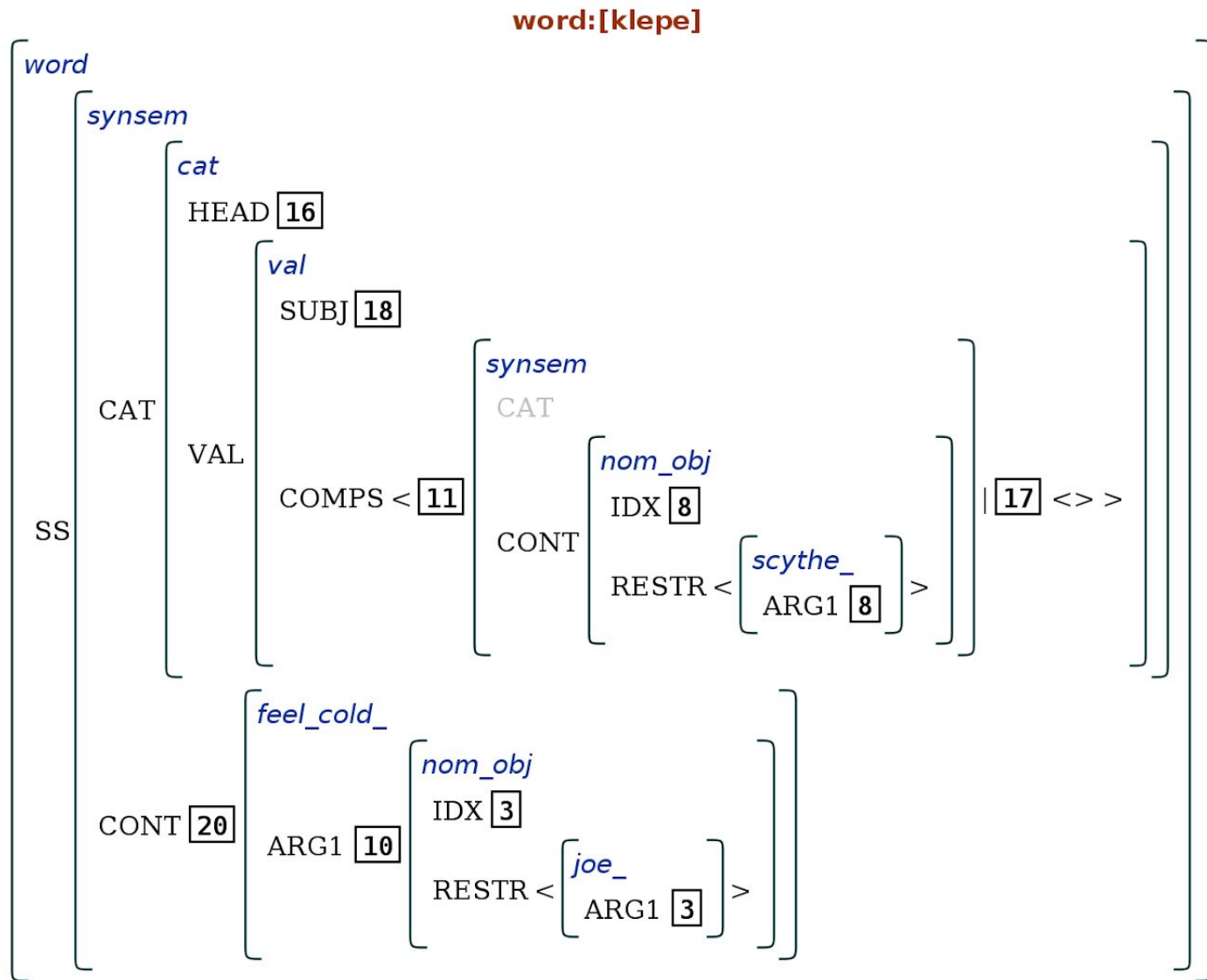


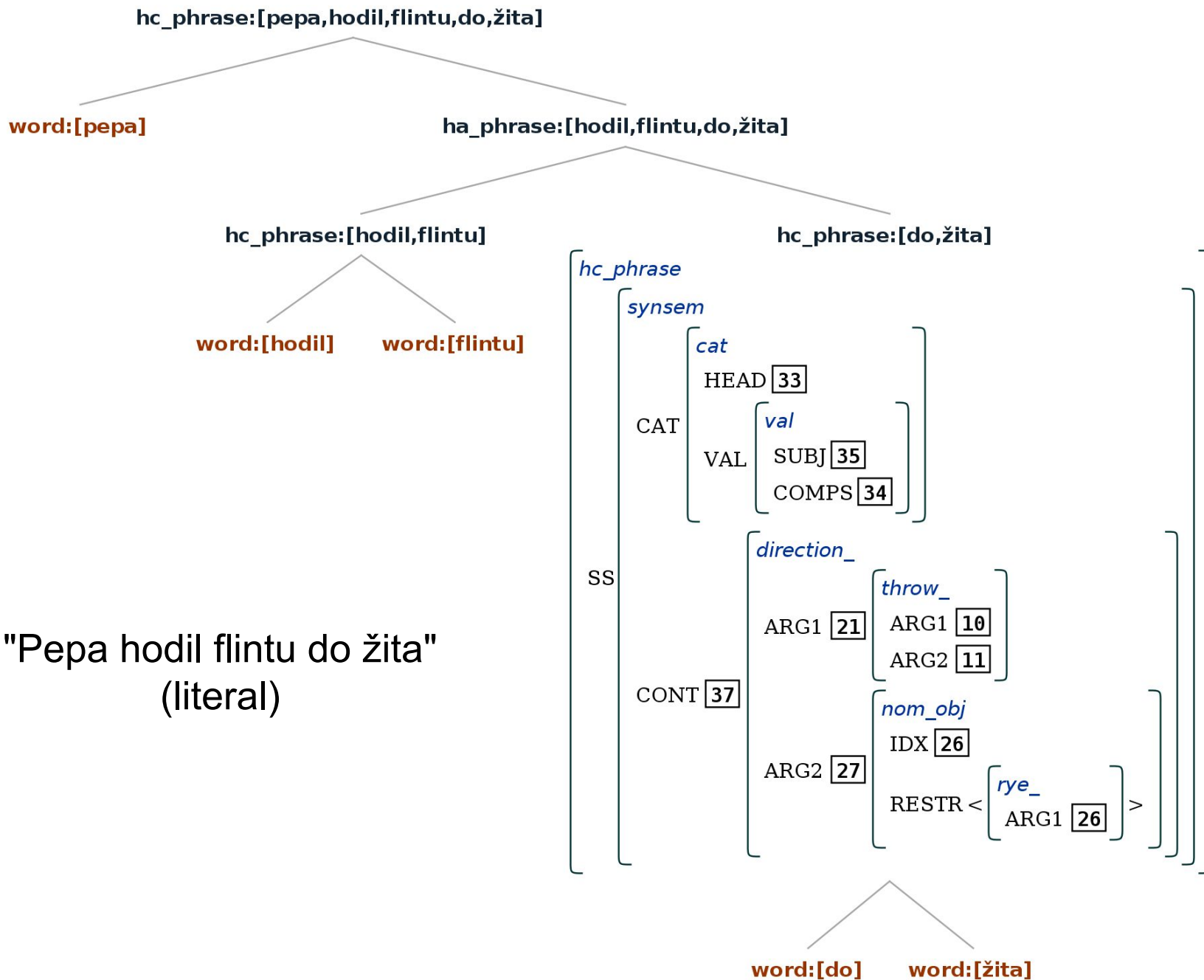
Klepat kosu



klepe ~~> @vt(pres,_,sg,third,acc,hammer_);
@vv(pres,_,sg,third,
 (subj:[@nnval(nom,Subj)],
 comps:[@nnval(acc,(restr:[scythe_],
 idx:num:sg))]),
 (feel_cold_, arg1:Subj)).

Pepa klepe kosu (figurative)





Solution (not very good)

```
do ~~> (word,
  ss:(cat:(head:(prep,
    pred:minus,
    pform:do_gen,
    mod:[(cat:head:verb,
      cont:VCont)]),
    val:(subj:e_list,
      comps:[@nnval(gen,PObjCont)])),
  cont:(direction_,
    arg1:VCont,
    arg2:PObjCont));
ss:(cat:(head:(...,
  mod:[(cat:head:verb,
    cont:(throw_,
      arg1:SubjCont,
      arg2:(restr:[rifle_])))]),
  val:(subj:e_list,
    comps:[@nnval(gen,(restr:[rye_])))]),
  cont:(give_up_,
    arg1:SubjCont))).
```

Solution (better)

val
COMPS *list*
SUBJ *list*
XADJS *list*

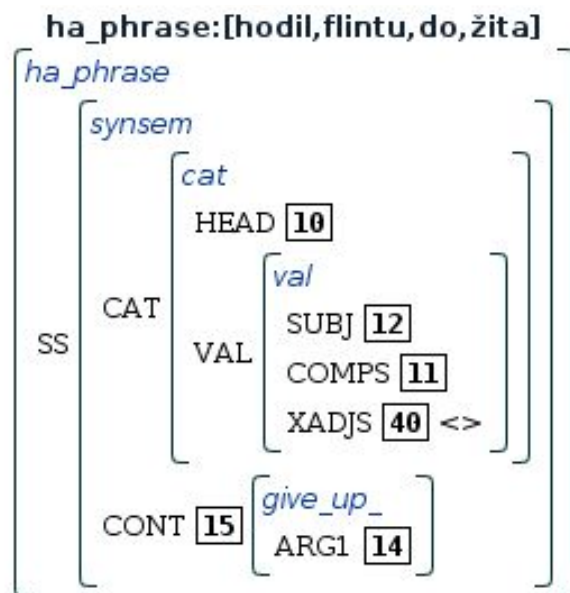
```
hodit ~~> @vinf((subj:[@nnval(nom, Subj)],  
                 comps:[@nnval(acc, (restr:[rifle_],  
                                     idx:num:sg))],  
                 xadjs:[(cat:head:pform:do_gen,  
                        cont:(direction_,  
                               arg2:(restr:[rye_],  
                                       idx:num:sg)))]),  
                 (give_up_, arg1:Subj)).
```

```
hodil ~~> @vv(past, ma, sg, third,  
              (subj:[@nnval(nom, Subj)],  
                comps:[@nnval(acc, (restr:[rifle_],  
                                          idx:num:sg))],  
                xadjs:[(cat:head:pform:do_gen,  
                       cont:(direction_,  
                             arg2:(restr:[rye_],  
                                     idx:num:sg)))]),  
              (give_up_, arg1:Subj)).
```

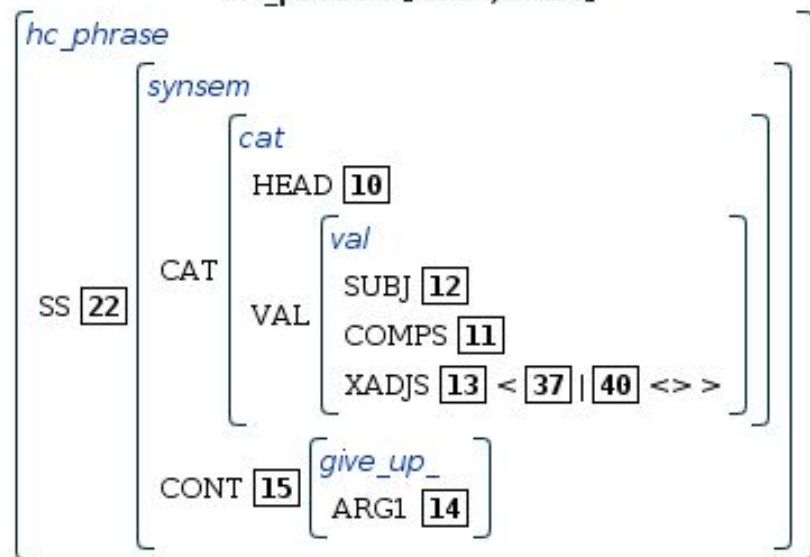
Solution (better)

% Semantics Principle

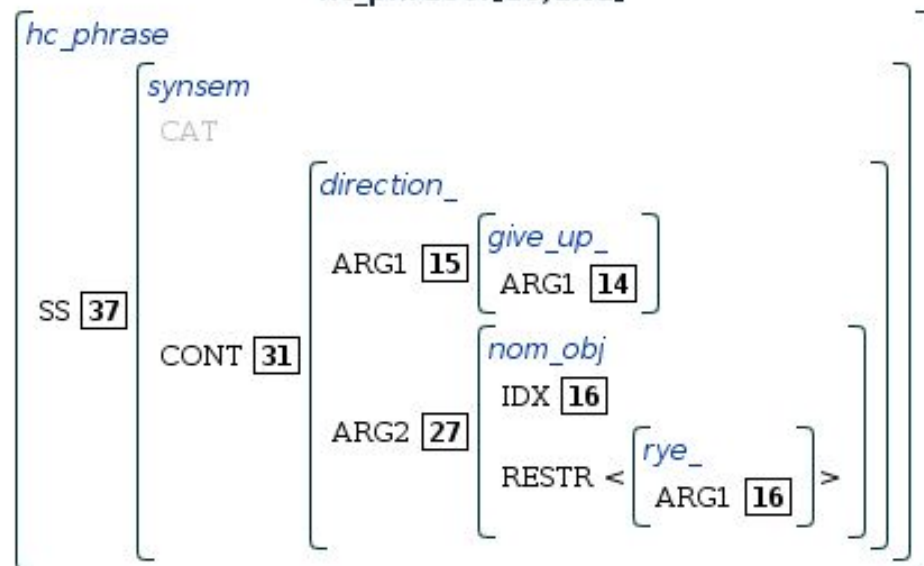
```
ha_phrase *> ((ss:(cont:NHCont,  
                  cat:val:xadjs:XAdjs),  
               nonh_dtr:ss:cont:NHCont,  
               head_dtr:ss:cat:val:xadjs:XAdjs);  
              (ss:(cont:HCont,  
                  cat:val:xadjs:del(NH_ss, XAdjs)),  
               nonh_dtr:ss:NH_ss,  
               head_dtr:ss:(cont:HCont,  
                           cat:val:xadjs:XAdjs)))).
```

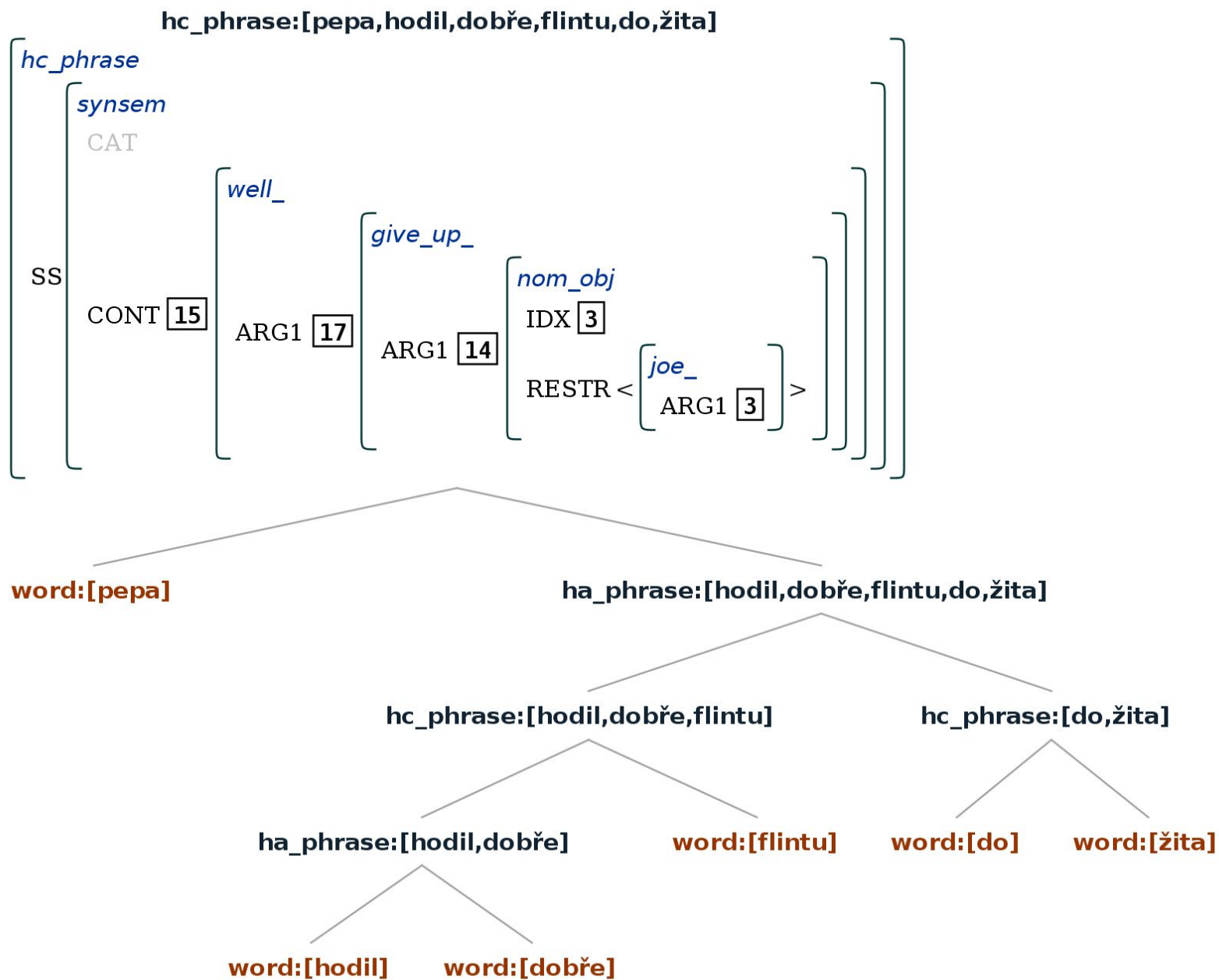


hc_phrase:[hodil,flintu]

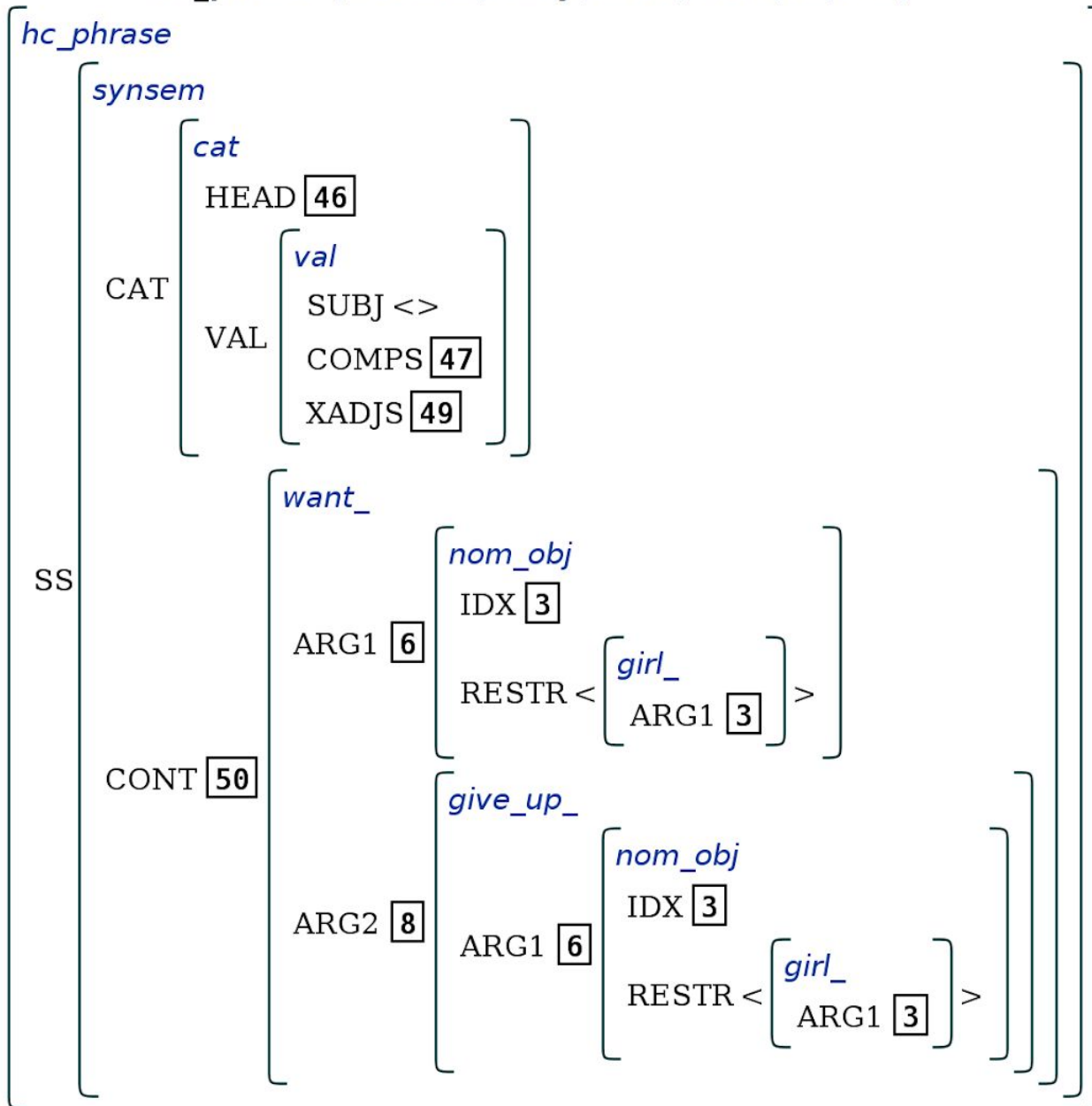


hc_phrase:[do,žita]



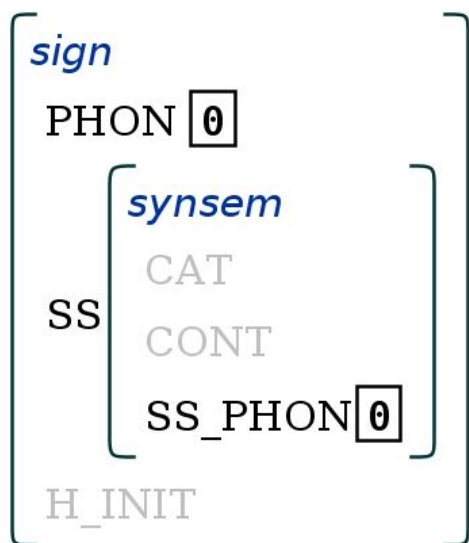


hc_phrase:[děvčata,chtějí,hodit,flintu,do,žita]



Fixed (multi-word) expressions

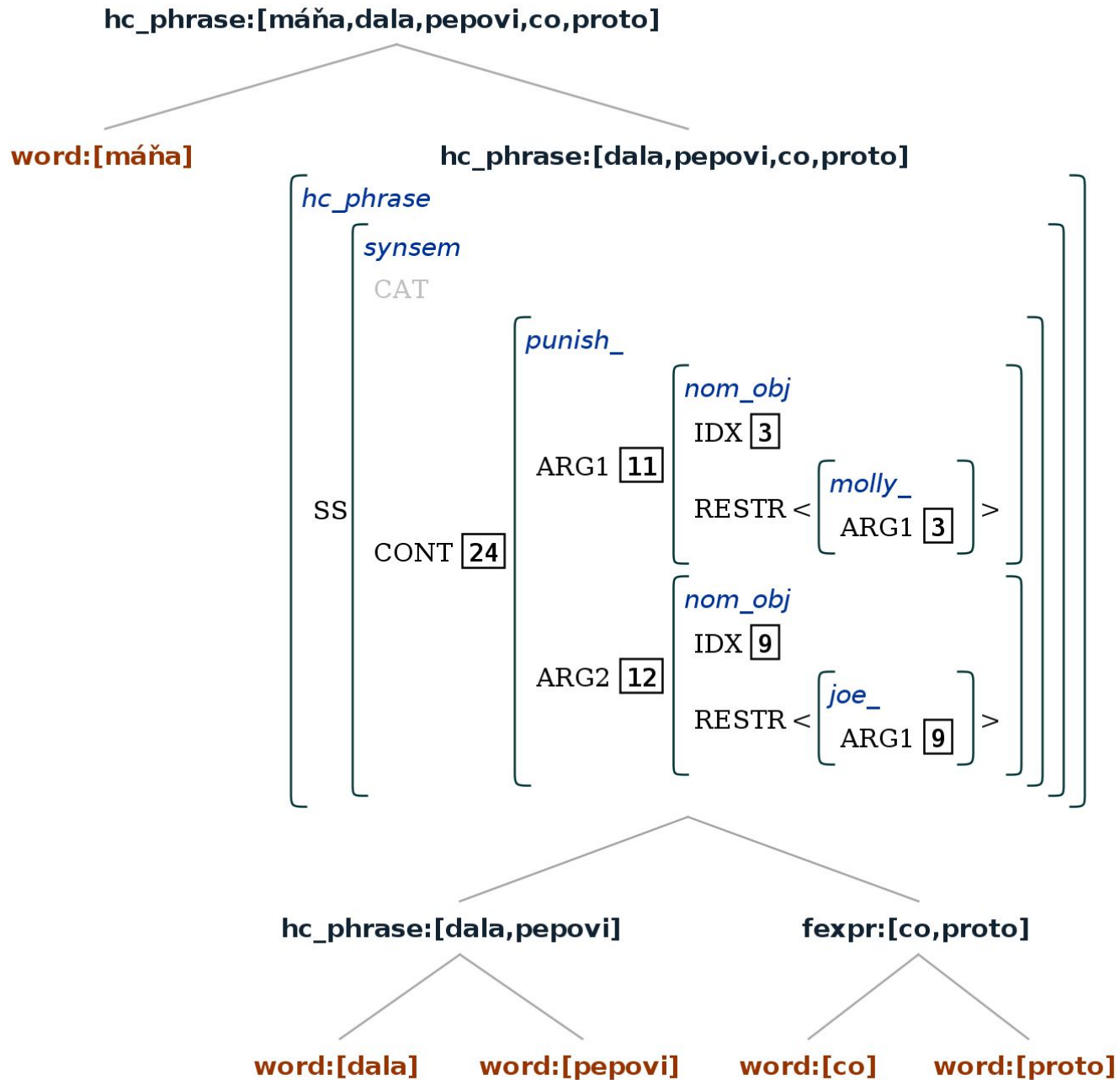
- e.g. *bylo to **raz dva**, byl **ten tam**, dal mu **co proto***



```
fixed_expr ##
  (fexpr,
   h_init:plus,
   head_dtr:Head,
   nonh_dtr:NonH,
   ss:cat:head:fixed)
==>
cat> (Head,
      word,
      h_init:plus),
cat> (NonH,
      (fexpr;word),
      ss:cat:head:fixed).
```

Dát co proto (give what for)

```
dala ~~> @vd(past, f, sg, third, acc, dat, give_);  
          @vv(past, f, sg, third,  
              (subj:[@nnval(nom, Arg1)],  
                comps:[@nnval(dat, Arg2),  
                        (ss_phon:[(a_ co), (a_ proto)])],  
                xadjs:[]),  
              (punish_, arg1:Arg1, arg2:Arg2)).
```

Být ten tam (disappear)

```
byl ~~> ...;  
    @vv(past,m,sg,third,  
        (subj:[@nnval(nom,Subj)],  
          comps:[(ss_phon:[(a_ ten),(a_ tam)])],  
          xadjs:[]),  
        (disappear_,  
          arg1:Subj)).
```

```
byla ~~> ...;  
    @vv(past,f,sg,third,  
        (subj:[@nnval(nom,Subj)],  
          comps:[(ss_phon:[(a_ ta),(a_ tam)])],  
          xadjs:[]),  
        (disappear_,  
          arg1:Subj)).
```

...

hc_phrase:[pepa,byl,ten,tam]

word:[pepa]

word
SS [6]

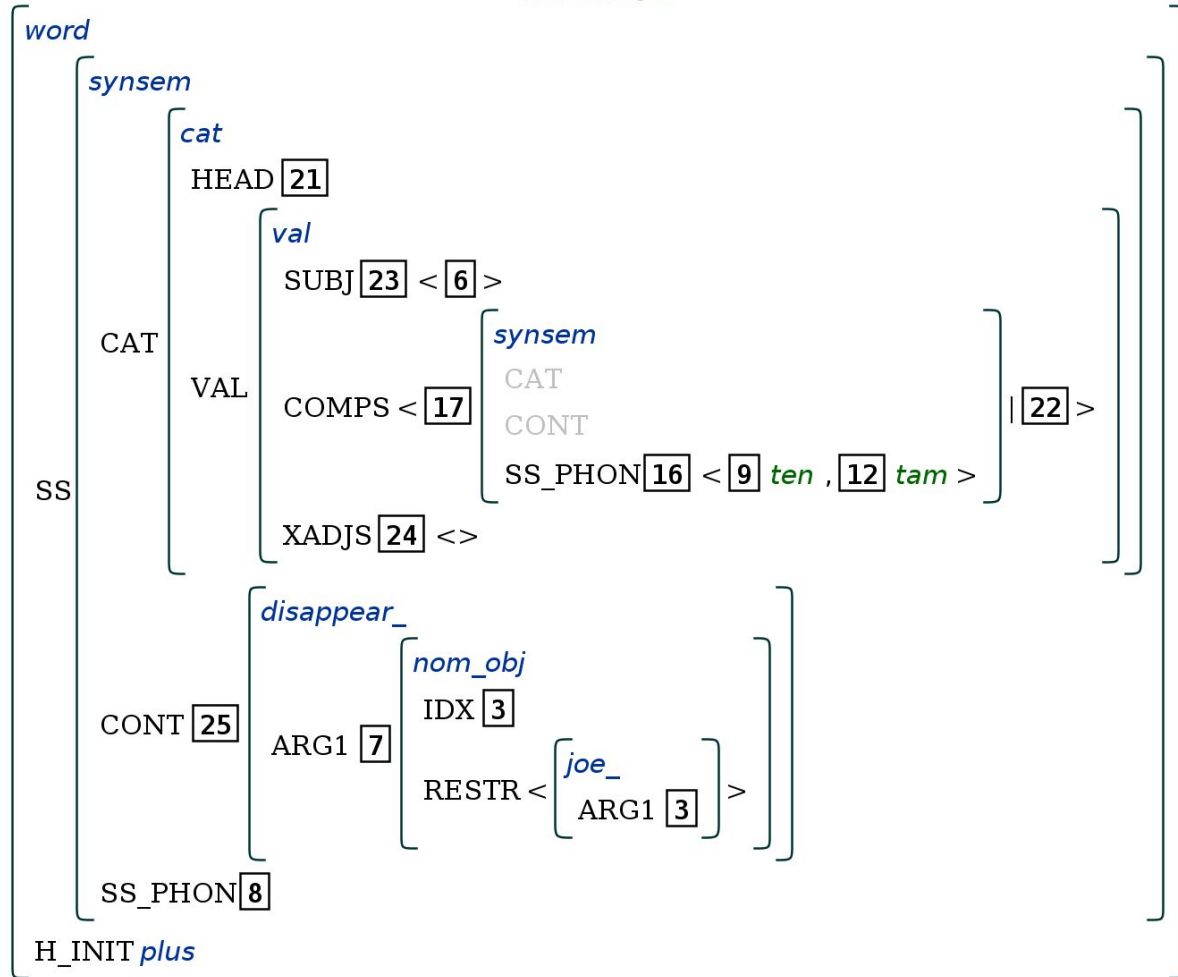
hc_phrase:[byl,ten,tam]

word:[byl]

fexpr:[ten,tam]

word:[ten]

word:[tam]



Fully semantics-based approach

- idiom predicate pairing literal and figurative meanings:

```
idiom((fall_, arg1:(restr:[wheelbarrow_], idx:num:pl)),
      rain_) if true.
idiom((hammer_, arg1:Arg1, arg2:(restr:[scythe_], idx:num:sg)),
      (feel_cold_, arg1:Arg1)) if true.
idiom((direction_,
      arg1:(throw_,
            arg1:Arg1,
            arg2:(restr:[rifle_], idx:num:sg)),
      arg2:(restr:[rye_], idx:num:sg)),
      (give_up_,
      arg1:Arg1)) if true.
```

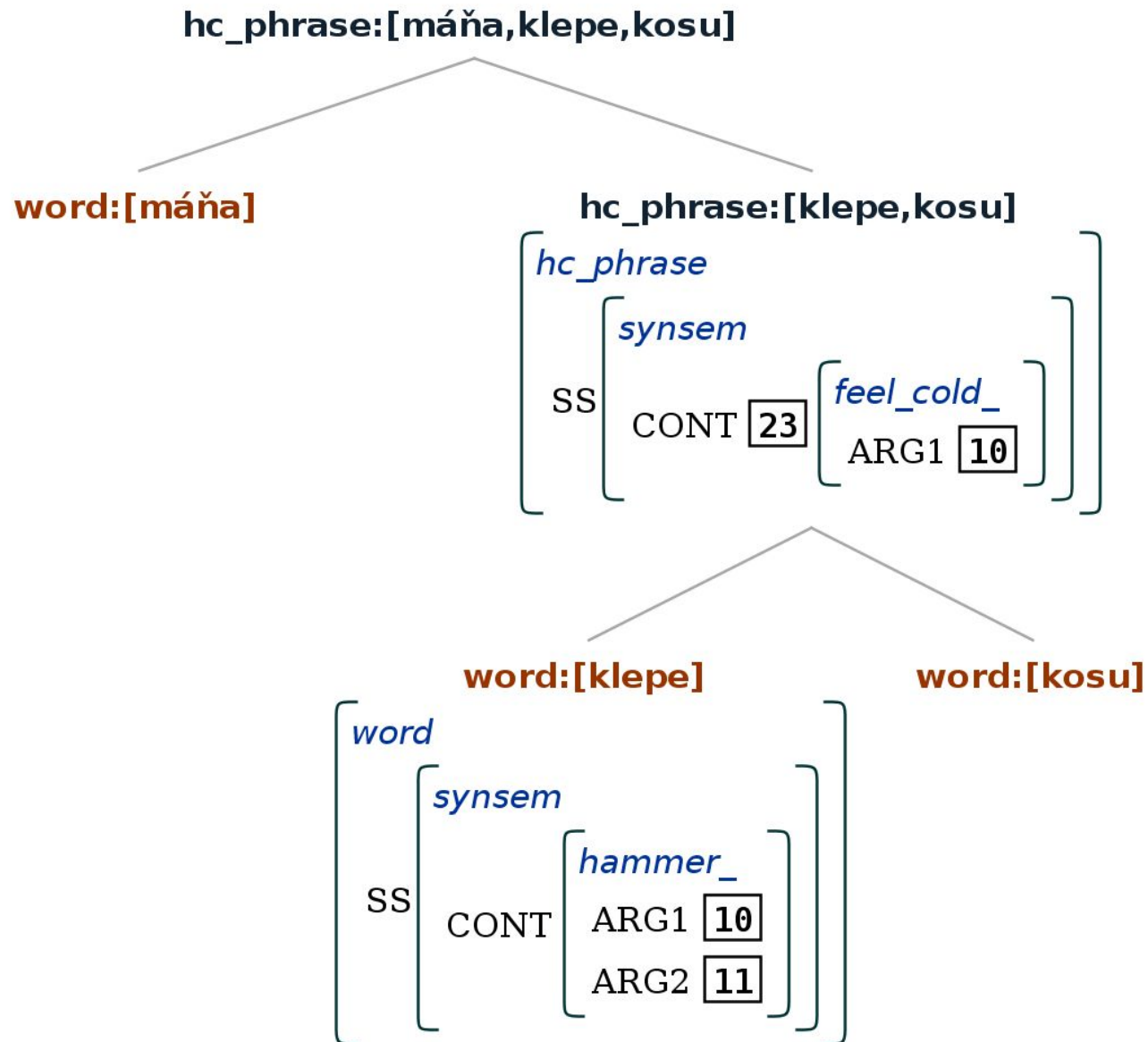

Fully semantics-based approach

```
fun idiom(+,-).
```

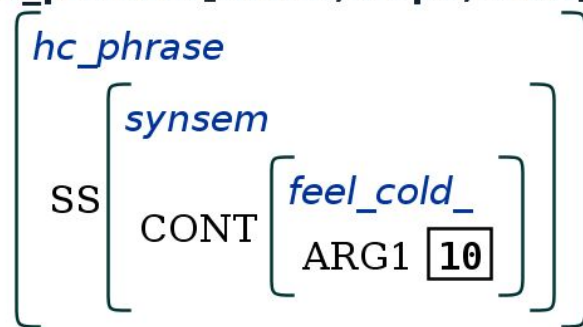
```
% Semantics Principle
```

```
hc_phrase *> (ss:cont:(Cont;idiom(Cont)),  
              head_dtr:ss:cont:Cont).
```

```
ha_phrase *> (ss:cont:(Cont;idiom(Cont)),  
              nonh_dtr:ss:cont:Cont).
```

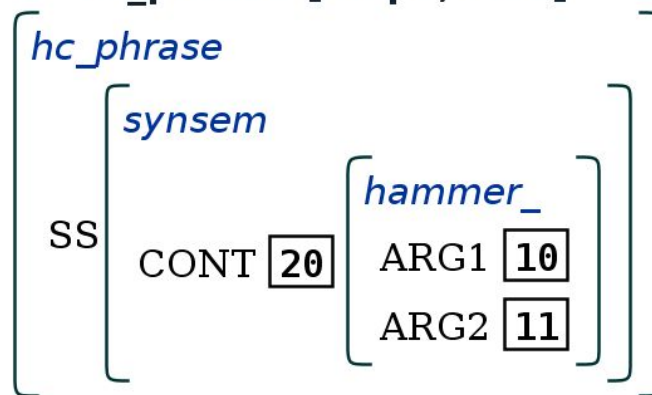


hc_phrase:[máňa,klepe,kosu]



word:[máňa]

hc_phrase:[klepe,kosu]



word:[klepe]

word:[kosu]

Solution

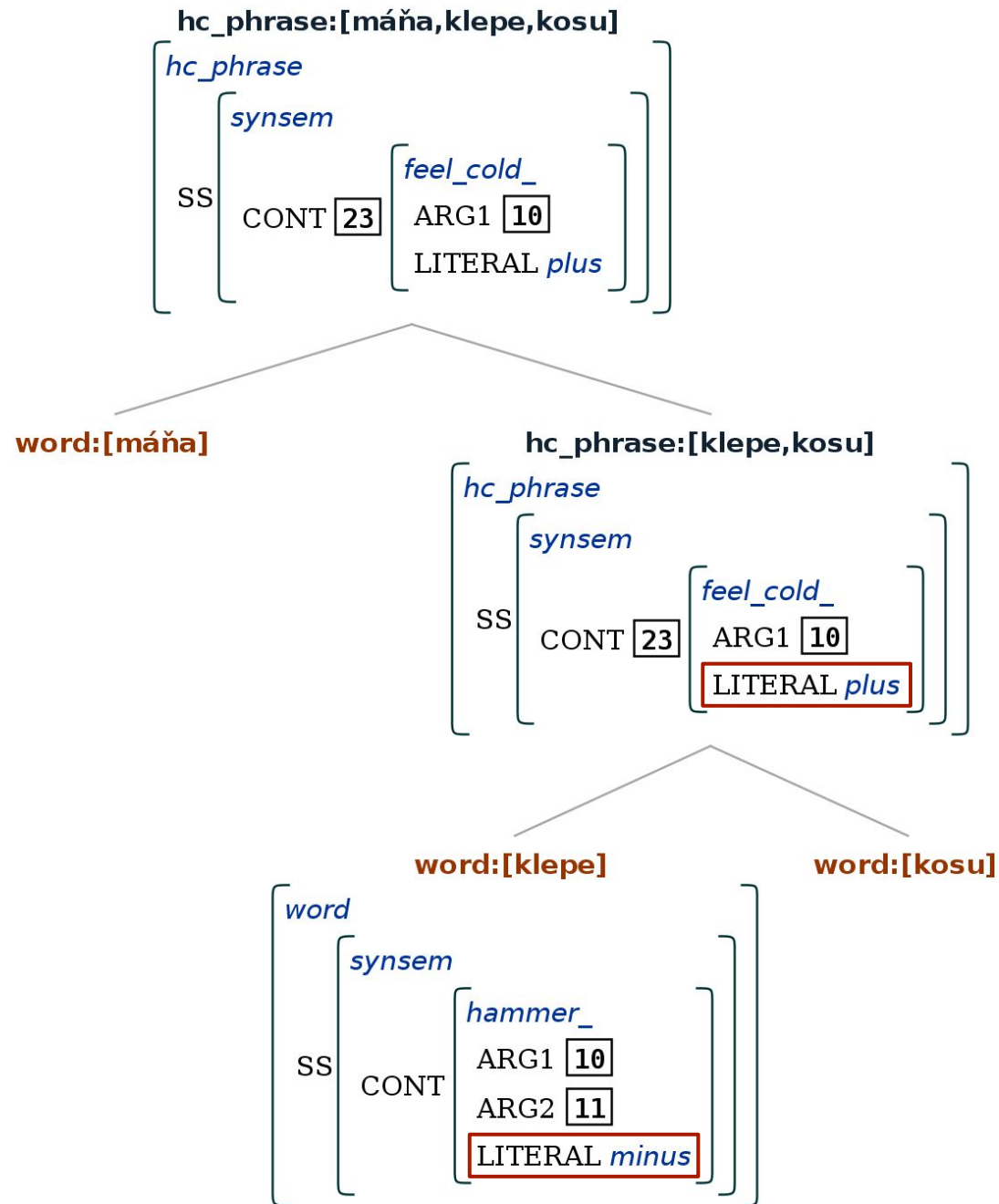
- Mark every cont as `literal:plus` or `literal:minus`
- Use `idiom` if and only if marked as `literal:minus`

```
fun make_cont(+,-).  
  make_cont(ss:cont:(Cont, literal:plus), Cont) if true.  
  make_cont(ss:cont:(LCont, literal:minus), ICont)  
    if idiom(LCont, ICont).
```

```
% Semantics Principle
```

```
hc_phrase *> (ss:cont:make_cont(Dtr),  
              head_dtr:Dtr).
```

```
ha_phrase *> (ss:cont:make_cont(Dtr),  
              nonh_dtr:Dtr).
```

Links

- https://github.com/cifkao/ltgf-project/tree/val_approach
- <https://github.com/cifkao/ltgf-project/tree/master>