# Superframes Manual

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Last updated: November 20, 2024

# Contents

1	Intro	oduction	4
	1.1	Core Arguments	6
	1.2	Aspect, Mode, and Polarity	7
	1.3	Non-core Arguments	0
	1.4	Modifiers	1
	1.5	Nonverbal Predicates	4
	1.6	Nonlocal Dependencies	6
		1.6.1 Secondary Predicates	7
	1.7	Figurativity, Idiomaticity, and Uncertainty	8
2	Supe	erframes Reference 1	9
	2.1		9
	2.2	ACCOMPANIMENT	0
	2.3	<b>DEPICTIVE</b>	1
	2.4	<b>S</b> ASSET	2
	2.5	<b>▼</b> ATTRIBUTE	3
	2.6	COMPARISON	4
	2.7	<b>♦</b> CONCESSION	6
	2.8	EVENT 2	7
	2.9	$^{\circ}$ ACTIVITY	8
	2.10	$\nearrow$ EXISTENCE	9
	2.11	REPRODUCTION	0
	2.12	TRANSFORMATION-CREATION	
	2.13		
	2.14	EXPLANATION	
	2.15	<u> </u>	
	2.16	LOCATION	
	2.17	♦ ADORNMENT-TARNISHMENT	
	2.18	EXCRETION	
	2.19	✓ HITTING	
	2.20	<b>▼</b> INGESTION	
	2.21	UNANCHORED-MOTION 4	
	2.22	WRAPPING-WEARING	
	2.23	MEANS	
	2.24		
	2.25	? MODE	_
	2.26	<b>№</b> NONCOMP	
	2.27		-
	2.28		
		₩ POSSESSION	
	2.30		
	2.31	<b>KANK</b>	
		<b>№</b> SCENE	
		<b>₽</b> STATE	
		OUALITY	
		© CLASS	
		• DESTRUCTION	
		A SENDING 6	

	2.38	SEQUENCE	64
			65
			66
			67
		$\sqrt{\gamma}$	68
			69
			70
			72
3	Argi	ment Structure and Frame Choice	73
	3.1		73
	3.2		. 5 74
	3.3		76
	3.4		. o 77
	3.5		78
	3.6	A Participant whose Syntactic Argument Position is Occupied	
			79
	3.7	When in Doubt, Treat Different Syntactic Frames of the Same	
		Predicate Consistently	80
	3.8	However, Different Senses of a Predicate Can Have Different Ar-	
			81
	3.9		82
	3.10	Symmetric Argument Pairs	83
	3.11	When to Use SCENE	84
4	A	M. J. and Delegan	86
4	-	, ,	86
	4.1 4.2	1 ,	ου 87
	4.2	Ambiguity between Static and Dynamic: Trefer Dynamic:	31
5			88
	5.1		88
	5.2		89
	5.3	<u> </u>	90
	5.4	1	91
	5.5	1	92
	5.6		93
	5.7	Participles vs. Adjectives	94
c	тог	10	n E

SUPERFRAME	initial-arg2	arg1	arg2	transitory-arg2	target-arg2	Sec.
SITUATION	initial-situator	theme	situator	transitory-situator	target-situator	2.1
L   ACCOMPANIMENT	initial-accompanier	accompanied	accompanier		target-accompanier	2.2
<sup>L</sup> ✓ DEPICTIVE		has-depictive	depictive			2.3
<sup>L</sup> ₫ ASSET		has-asset	asset			2.4
L		has-attribute	attribute			2.5
L T COMPARISON		compared	reference			2.6
L		assertion	conceded			2.7
L X EVENT		undergoer	event			2.8
L 💃 ACTIVITY		is-active	activity			2.9
L 🔆 EXISTENCE	initial-exists	material	exists		target-exists	2.10
L   ✓ REPRODUCTION		original			сору	2.11
L TRANSFORMATION-CREATION		material			created	2.12
L ® EXPERIENCE		experiencer	experienced			2.13
L   EXPLANATION		explained	explanation			2.14
L IDENTIFICATION	initial-identifier	identified	identifier		target-identifier	2.15
L P LOCATION	initial-location	has-location	location	transitory-location	target-location	2.16
L  ADORNMENT-TARNISHMENT	initial-surface	ornament	surface		target-surface	2.17
L R EXCRETION	excreter	excreted		transitory-location	target-location	2.18
└ 🏏 HITTING		hitting	hit			2.19
L   ✓ INGESTION		ingested		transitory-location	ingester	2.20
L DUNANCHORED-MOTION		in-motion		transitory-location	6	2.21
L WRAPPING-WEARING	initial-wearer	wrapper	wearer	transitory location	target-wearer	2.22
L MEANS	miciai wearer	purpose	means		target wearer	2.23
L O MESSAGE	initial-content	topic	content		target-content	2.24
L 7 MODE	miciai content	has-mode	mode		turget content	2.25
L ® NONCOMP		has-noncomp	noncomp			2.26
L   → PART-WHOLE	initial-whole	part	whole		target-whole	2.27
EXAMPLE	IIIItiai-wiloic	example	exemplified		target-writing	2.28
L 1 POSSESSION	initial-possessor	possessed	possessor		target-possessor	2.29
L QUANTITY	initial-quantity	has-quantity	quantity		target-quantity	2.30
L KANK	initial-quantity	has-rank	rank		target-rank	2.31
L % SCENE	initial-scene	participant	scene	transitory-scene	target-scene	2.32
L 22 STATE	initial-state	has-state	state	transitory-scene	target-state	2.33
L 🍎 QUALITY	initial-quality	has-state has-quality	quality		target-state target-quality	2.34
L O CLASS	initial-class	has-class	class		target-class	2.35
L O DESTRUCTION	IIIILIdi=ClaSS	destroyed	Class		target-class	2.36
L A SENDING		,	sender			
L SEQUENCE		sent follows	followed			2.37 2.38
		result				
L & CAUSATION L CONDITION			causer			2.39
E constitution		has-condition	condition			2.40
L O EXCEPTION		has-exception	exception			2.41
L ₩ REACTION		reaction	trigger			2.42
RESULTATIVE		has-resultative	resultative			2.43
L SOCIAL-RELATION	initial-social-relation	has-social-relation	social-relation		target-social-relation	2.44
<sup>L</sup> <mark></mark> TIME	initial-time	has-time	time		target-time	2.45

Table 1: Hierarchy of Superframes and their Roles

### 1 Introduction

Superframes is an annotation scheme for semantic roles. Like other such schemes, it is essentially about pinning down, in a machine-readable form, "who did what to whom". It is different from other such schemes, such as FrameNet (Baker et al., 1998), VerbNet (Kipper Schuler, 2005), PropBank (Palmer et al., 2005), VerbAtlas (Di Fabio et al., 2019), or WiSER (Feng et al., 2022) in a number of ways. It aims to avoid a number of practical problems in annotating with those schemes. Here's how Superframes annotation works, in a nutshell:

- 1. Every content word (verb, noun, pronoun, adjective, or adverb) is a *predicate*. Every predicate evokes one of a few dozen *superframes*, which determines its coarse semantic class and the possible role labels for its core arguments.
- 2. The syntactic *dependents* of a predicate can be *core arguments*, in which case they get one of the role labels defined by the superframe of the predicate, or *external arguments* or *modifiers*, in which case they are treated as evoking their own frame in which the predicate serves as a core argument.
- 3. There are only two main core role labels per superframe.

- 4. For predicates denoting change (or lack thereof) over time, some superframes have aspectual variants with role variants that allow to distinguish participants before, during, and after an event. This avoids having Source and Target as roles in their own right, which indicate the time sequence but suppress information about the nature of the relation that is changing.
- 5. Similarly, Superframes do not have the Agent role, which is often in conflict with roles indicating more specifically the agent's relation to other participants.
- 6. Doubt, ambiguity, and figurativity are systematically treated. If there is not one clear solution, the solution is to give two or more alternative labels.

Table 1 shows the superframes and their roles, sorted into a rough hierarchy. At the top is SITUATION. All the main superframes are direct children of SITUATION. Some of them have one or more subtypes intended to make the annotation of certain special cases more intuitive and unambiguous.

### **Core Arguments**

The most prototypical predicate is a verb, and the simplest case is a verb with only one argument. It can for example denote a state or an activity:

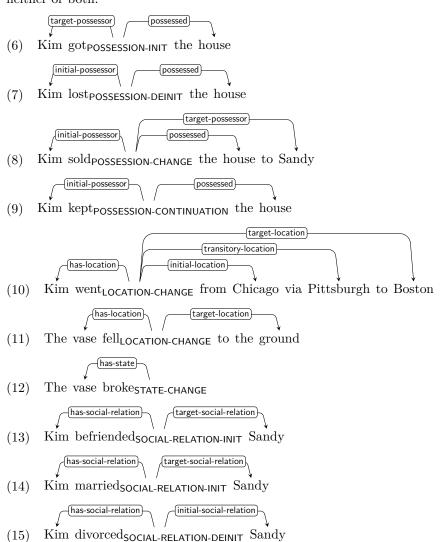
(2) Kim is partyingactivity

With two core arguments, a verb denotes a relation that holds between them:

The house belongspossession to Kim

### 1.2 Aspect, Mode, and Polarity

Rather than a static relationship between two entities, many verbs (and other predicates) denote a change (or absence of change) in such a relationship. We sort such predicates into a few coarse aspectual classes. For example, initiation (-INIT) means a state is begun or worked towards, deinitiation (-DEINIT) means a state is ended, completed, or its end is worked towards, change (-CHANGE) combines both, where one state is replaced by another. Continuation (-CONTINUATION) means a state persists or is even intensified, and (-PREVENTION) means it fails to come about. Accordingly, arg2 roles with prefix target- mark participants at or beyond the end of the event, initial- marks participants at the beginning of the event, and transitory- marks participants at some point during the event. Use -INIT or -PREVENTION when there is a target arg2; use -DEINIT or -CONTINUATION when there is an initial arg1; use -CHANGE when there is neither or both.





(16) Kim saved<sub>SITUATION-PREVENTION</sub> Sandy from the dragon

The SCENE superframe is often evoked by "light" verbs that contribute an aspectual or modal meaning. Thus, its aspectual variants are especially common.

- (17)The concert beganscene-init
- (18)The concert continued<sub>SCENE-CONTINUATION</sub>
- The concert  $finished_{SCENE-DEINIT}$ (19)
- The shouting intensified Scene-Continuation (20)
- The shouting  $\mathrm{faded}_{\mathsf{SCENE-DEINIT}}$ (21)
- (22)A coup was attempted<sub>SCENE-INIT</sub>
- (23) $\operatorname{Kim}\ \operatorname{finished}_{\mathsf{SCENE-DEINIT}}\ \operatorname{their}\ \operatorname{work}$
- Swift action prevented Scene-Prevention an outbreak
- (24)
- Kim refrained<sub>SCENE-PREVENTION</sub> from going (25)
- Kim prevented<sub>SCENE-PREVENTION</sub> Sandy from going (26)

In addition, we use the modal suffixes -NECESSITY and -POSSIBILITY. They can combine with aspectual suffixes.

- Change is necessary scene-necessity
- (28) Change is possible<sub>SCENE-POSSIBILITY</sub>



(29) Kim owespossession-change-necessity Sandy money

Finally, we can use the polarity suffix -NEG. It can combine with a spectual and modal suffixes.

 $(30) \quad \text{absence}_{\mathsf{EXISTENCE-NEG}} \text{ of evidence}$ 

scene

- (31) That is impossible<sub>SCENE-POSSIBILITY-NEG</sub>
- (32) They never<sub>TIME-NEG</sub> understand

### 1.3 Non-core Arguments

Core arguments always get role labels from the superframe the predicate evokes. But many verbs have more arguments. One common case is a subject that is presented as the causer of the scene. For example, compare (33) with (11). The core scene is the same (same superframe, same arguments). We now assume there is an additional CAUSATION scene with Kim as the causer and the core scene as the result. We denote this by giving Kim the causer role label, with an x- prefix to mark it as a non-core role.



Two other common non-core arguments are the senders and recipients (experiencers) of messages.



Other non-core arguments are usually rather predicate-specific.



(37) Kim sold<sub>POSSESSION-CHANGE</sub> Sandy the house for a million dollars

#### **Modifiers**

Like non-core arguments, modifiers are assumed to evoke an additional frame, and labeled with the role they fill in that frame, but with a prefix marking them as modifiers: m-.

The simplest type of modifier is an adpositional phrase where the adposition encodes a type of relation, such as LOCATION:



Kim is sweating excretion in the sauna

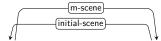


Adverbial clauses work much the same way, the have a conjunction instead of an adposition:

$$(40) \quad \text{gekommen}_{\mathsf{LOCATION-INIT}} \text{, um zu bleiben}$$

A slightly more subtle case is adpositional phrases that are multiword expressions such as vor allem. Here, the relation is not so much indicated by the adposition as by the combination of the adposition and its complement. We still follow the syntactic edge that points to the complement:

$$(41) \quad \text{Es sind vor allem die Frauen} \\ \text{Es result} \\ \text{Es sind vor allem die Frauen} \\ \text{Es sind vor al$$

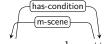


(42) Die Sendungmessage war zu Endescene-deinit

Adjectival and adverbial modification is characterized by the syntactic modifier acting as a predicate, with the syntactic modifiee as an argument. We label such modifier dependencies m-scene (cf. Section 2.32) and add a reverse dependency with the corresponding role label.



Ich spiele<sub>ACTIVITY</sub> lieber<sub>MESSAGE</sub> Schach



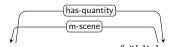
(44) Der ist sowiesocondition kaputtstate



(45) Und dochconcession sahmessage er intelligent aus



(46) Sie sprangen<sub>LOCATION-INIT</sub> des Regens ungeachtet<sub>CONCESSION</sub> nach draußen



(47) Kim war unvermindert<sub>QUANTITY-CONTINUATION</sub> fröhlich<sub>MESSAGE</sub>



(48) immerscene-continuation höherlocation-init

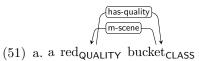


(49) » Wir haben um Hilfe gebeten « ,  $so_{SENDING}$  Saqib<sub>IDENTIFICATION</sub>



(50) ein anderescomparison Plakatclass

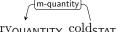
If arg2 has the same name as the frame, this structure can be abbreviated to just use that as a modifier role instead of m-scene and a backlink. For example, the following pairs are equivalent:



b. a red<sub>QUALITY</sub> bucket<sub>CLASS</sub>



(52) a. The water is  $very_{QUANTITY}$   $cold_{STATE}$ 



b. The water is  $\operatorname{very}_{\mathsf{QUANTITY}}$   $\operatorname{cold}_{\mathsf{STATE}}$ 



(53) a. Kim kommt<sub>LOCATION-INIT</sub> erstmals<sub>TIME</sub> mit Sandy



b. Kim  $kommt_{LOCATION-INIT}$  erstmals<sub>TIME</sub> mit Sandy

Note the polysemy of some connective adverbs:

(54) a. They appreciated how Kim danced ACTIVITY



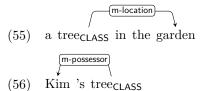
b. They wondered how Kim  $\operatorname{did}_{\mathsf{SCENE}}$  it



c. I remembered how\_{\mathsf{MESSAGE}} my studies had concentrated\_{\mathsf{MESSAGE}} on geography

#### 1.5 Nonverbal Predicates

So far, we have only looked at verbal predicates. But of course, there are other types of predicates. An ordinary noun like *tree* evokes the CLASS frame, marking the entity it refers to as being a member of a class (in this case: the class of trees). There are no arguments here because the predicate itself doubles as a referent. However, the predicate can of course be modified:



Event nouns evoke event frames and have arguments:

Relational nouns evoke relational frames and have arguments:

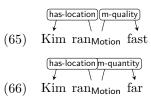
Pronouns and names evoke the IDENTIFICATION frame, meaning that they identify their referent as some entity (via naming or anaphora resolution).

- (59) Kimidentification
- (60) theyidentification

Predicate adjectives most typically denote states or qualities.

With attributive adjectives, the dependency relation is reversed, and the role label is changed accordingly.

Similarly for adverbs denoting, e.g, manner (quality) or extent (quantity):



### Nonlocal Dependencies

Many constructions systematically introduce semantic predicate-dependent dependencies that do not correspond to (surface) syntactic dependencies. In such cases, we add those dependency links.

- (67)
- Kim promised Sandy to comelocation-change (subject control)
- Kim used a hammer to smashstate-change the vase (subject control) (68)
- (69)Kim persuaded Sandy to comelocation-change (object control)
- Kim left after trashingstate-change the room (non-obligatory control)
- Kim has come to staylocation-continuation (infinitive of purpose)
- ${\rm Kim~seemed~to~fly}_{\rm UNANCHORED\text{-}MOTION} \quad {\rm (raising)}$ (72)
- (73)Kim entered the room singing MESSAGE-INIT (seondary predicate)
- Kim is hard to love<sub>MESSAGE</sub> (tough construction)
- the song that I likeMESSAGE (relative clause)
- (76)the song I like<sub>MESSAGE</sub> (reduced relative clause)
- the song liked<sub>MESSAGE</sub> by Kim (non-finite reduced relative clause) (77)
- students living LOCATION on campus (non-finite reduced relative clause)
- (topic) (x-sender) has-quality
- (79) eine Gestalt, deren Magerkeit QUALITY durch den Trainingsanzug noch betont MESSAGE wurde

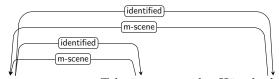
(relative clause with complex extracted element)



(80) Atmosphäre , mit der sie sich zu umgeben $_{\sf SITUATION-INIT}$  wusste (relative clause with extraction across clause boundaries)



(81) the question we raised without answering MESSAGE-INIT (parasitic gap)



(82) ein sogenannter<sub>IDENTIFICATION-INIT</sub> Televisor<sub>CLASS</sub> oder Hörsehschirm<sub>CLASS</sub> (coordination)

#### 1.6.1 Secondary Predicates

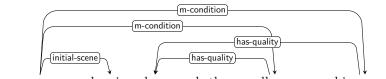
Secondary predicates are modifiers that syntactically attach to a (primary) predicate, but semantically predicate over one of the primary predicate's arguments, or even something more deeply embedded. The semantic relation between the primary and secondary predicate can be one of simple accompaniment (depictive), result (resultative), or something else.



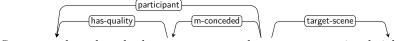
(83) Kim entered<sub>LOCATION-INIT</sub> the room singing<sub>MESSAGE-INIT</sub>



(84) You're talking MESSAGE-INIT me silly STATE



(85) Stop<sub>SCENE-DEINIT</sub> drawing sheep, whether small<sub>QUALITY</sub> or big<sub>QUALITY</sub>

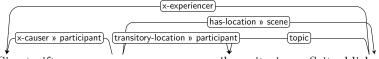


(86) Some people , though short  $_{\sf QUALITY}$  , reach\_{\sf SCENE-INIT} amazing heights

### 1.7 Figurativity, Idiomaticity, and Uncertainty

Difficulties in choosing frames often arise because a predicate literally evokes one frame, but is used in a way that perhaps fits another frame equally well or better. In such cases, annotate both the more literal frame and roles, followed by the >> operator, followed by the more figurative frame and roles.

(87) A hush passed\_unanchored-motion » scene over the group



(88) Sie streifteunanchored-motion » scene ihn mit einem Seitenblickmessage-init

(89) Kim refused<sub>MESSAGE-INIT</sub> » Scene to eat

(90) ein Stückpart-whole » Quantity Schwarzbrot

This mechanism can be used to indicate that an expression has become fixed and not fully compositional:

(91) primeval forest<sub>CLASS</sub>

(92) colored pencil<sub>CLASS</sub>

(93) to laylocation-change » message-deinit aside my drawings

Similarly, a use of a verb that is ambiguous between transitive (more literal) and inherently reflexive (more figurative) can be annotated in this way:



(94) Winston drehte<sub>LOCATION-CHANGE</sub> sich um

If you cannot choose between two frames for another reason, use  $| \ |$  instead of >>.

## 2 Superframes Reference

### 2.1 SITUATION

This is the most generic superframe: something (theme) is related to something (situator). Prototypically, the former is the less central, more mobile element. It is situated in some conceptual space with respect to the situator, or put differently: it undergoes something in connection with the situator. When in doubt, the syntactically less oblique argument is the theme. In more specific superframes, the theme:situator relation takes the shape of e.g., compared:reference, has-location:location, possessed:possessor, part:whole, follows:followed, has-social-relation:social-relation. It can take more abstract shapes as well, e.g. has-quality:quality, where the situator is a predicate that is true of the theme.

This generic superframe is useful in cases where the type of relation is not specified further.

- (95) Yessituation
- (96) Nosituation-neg

(97) transition<sub>SITUATION-CHANGE</sub> of the account to a new government



(98) they need SITUATION-NECESSITY six months for digestion

#### 2.2 **ACCOMPANIMENT**

accompanier accompanies accompanied, meaning that it occurs together with it or participates equally in the same scene.





(100)The veggies come<sub>ACCOMPANIMENT</sub> with rice

(101)Kim added<sub>ACCOMPANIMENT-INIT</sub> rice to the veggies

(102)Rolling thunder accompanies<sub>ACCOMPANIMENT</sub> the rain

(103)boy kingsocial-relation

Often, the accompanier denotes not the accompanying scene but an entity participating in it, and must be metonymically understood as the scene.



(104) Kim cycled<sub>LOCATION-CHANGE</sub> to Rome with Sandy



(105)Kim danced<sub>ACTIVITY</sub> with Sandy

(106)Kim had<sub>SCENE</sub> sex with Sandy



(107)Kim chased<sub>UNANCHORED-MOTION</sub> Sandy around the block



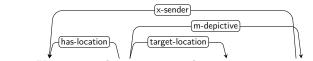
Kim accompanied<sub>ACCOMPANIMENT</sub> Sandy



Kim accompanied<sub>ACCOMPANIMENT</sub> Sandy on the piano (109)

# 2.3 / DEPICTIVE

Special case of ACCOMPANIMENT where depictive (aka accompanier) assigns a participant of has-depictive (aka accompanied) a role (cf. Sec. 1.6).



(110) Kim entered<sub>LOCATION-INIT</sub> the room singing<sub>MESSAGE-INIT</sub>

## 2.4 **SASSET**

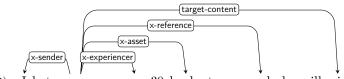
In a scene  $\mathsf{has}\mathsf{-}\mathsf{asset}$  ,  $\mathsf{asset}$  is given or offered in an exchange or wager.



(111) Kim boughtpossession-change the house for a million dollars



(112) Kim offered<sub>MESSAGE-INIT</sub> Sandy a million dollars for the house



(113) I bet<sub>MESSAGE-INIT</sub> you 30 bucks to an apple he will win

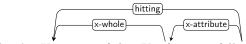
## 2.5 **ATTRIBUTE**

In a scene has-attribute, attribute is the part or attribute of one or more participants that is most directly involved in the scene. Add a dependency link between the participant and its attribute to indicate wich participant(s) have the attribute.

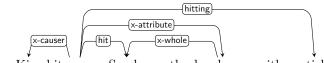


(has-quality) (m-attribute)

(115) That is great QUALITY in terms of ROI QUALITY



(116) Kim ist auf den Kopf<sub>CLASS</sub> gefallen<sub>HITTING</sub>



(117) Kim hit HITTING Sandy on the head CLASS with a stick

#### 2.6 **COMPARISON**

compared is characterized with respect to reference.

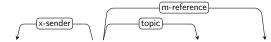
Examples of comparing scenes:



(118)Compared to Sandy, Kim is tall<sub>QUALITY</sub>



Sandy is short QUALITY whereas Kim is tall



They demonize  $_{\mathsf{MESSAGE-INIT}}$  the left while doing nothing about the right (120)

Examples of comparing non-scene entities:



 ${\rm Kim}\ {\rm exceeds}_{{\sf COMPARISON}}\ {\rm Sandy}\ {\rm in}\ {\rm height}$ (121)



The Polish restaurant compared  $\mathsf{COMPARISON}$  favorably to the Spanish one



(123) $\operatorname{Kim}\ \operatorname{compared}_{\operatorname{\mathsf{COMPARISON}}}$  Coke to Pepsi

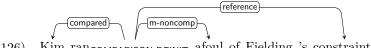


kidney bean CLASS(124)

The reference need not be an entity similar to the compared, it can also be an abstract constraint:



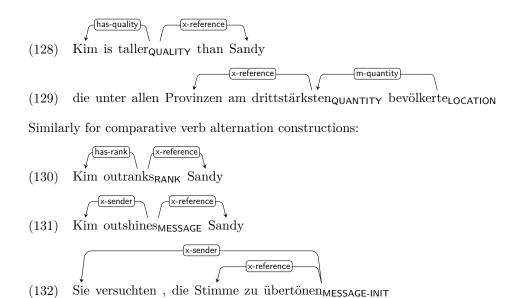
(125)The program conforms<sub>COMPARISON</sub> to the spec



Kim ran<sub>COMPARISON-DEINIT</sub> afoul of Fielding 's constraints (126)

We analyze gradation of adjectives as a valency-changing derivation that adds an x-reference argument.

(127) more isolated<sub>SOCIAL-RELATION</sub> than a shipwrecked sailor



## 2.7 👌 CONCESSION

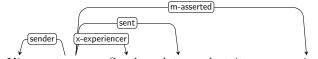
Special case of COMPARISON, where compared is what's asserted and reference is what's conceded.



(133) Kim  $went_{LOCATION-CHANGE}$  out despite the rain



(134) It rained<sub>STATE</sub>, but Kim went out



(135) Kim sent<sub>SENDING</sub> Sandy a letter, but it never arrived



(136) Kim  $\mathrm{came}_{\mathsf{LOCATION-INIT}}$  although Sandy had told them not to

## 2.8 $\times$ EVENT

Used for predicates that are inherently dynamic and cannot be framed as - CHANGE/-INIT/-DEINIT, so usually activities in terms of Vendler.

(137) Kim 's adventures<sub>EVENT</sub> in the jungle

(138) Kim attacked<sub>EVENT</sub> Sandy

m-event

(139) career girl<sub>CLASS</sub>

Note that many predicates that denote events in terms of Vendler can be framed differently (as changes):

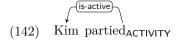
(140) Kim sneezed<sub>EXCRETION</sub>

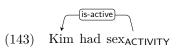
(assign that the second second

(141) The ambassador arrived<sub>LOCATION-INIT</sub> in Moscow

# 2.9 💃 ACTIVITY

Special case of  ${\sf EVENT}$  where the  ${\sf undergoer}$  is active.





# 2.10 **XISTENCE**

 ${\sf exists}$  exists. Use this only for non-scene entities; for scenes, use the  ${\sf SCENE}$  frame.

(144) I existexistence

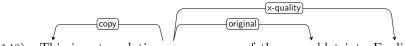
(x-noncomp exists)

(145) There is existence a hill

## 2.11 **FREPRODUCTION**

Special case of EXISTENCE-INIT where original continues to exist, and a (mod-ified) copy  $(aka\ target-exists)$  comes into existence.

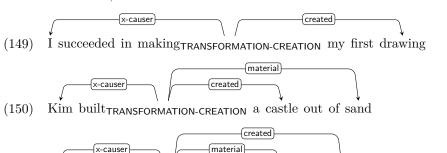
(147) Here is a copy<sub>REPRODUCTION</sub> of the drawing



(148) This is a translation<sub>REPRODUCTION</sub> of the pamphlet into English

## TRANSFORMATION-CREATION

Special case of EXISTENCE-INIT where created (aka target-exists) is newly created from material, or material is transformed to become created.



(151) Kim turned<sub>TRANSFORMATION-CREATION</sub> straw into gold

Use this only for non-scene entities; for scenes, use the SCENE-CHANGE frame:



(152) Die Hassovation steigerte<sub>SCENE-CHANGE</sub> sich zur Raserei

#### EXPERIENCE 2.13

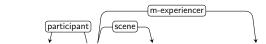
experiencer experiences experienced.

In connection with a MESSAGE frame in the experienced role, used for sensory and mental perception as well as addressees in communication. Also use for beneficiaries, and for "bystander" roles.

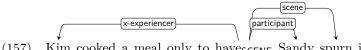




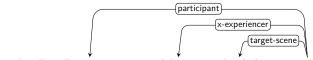
Kim talked<sub>MESSAGE-INIT</sub> to Sandy (155)



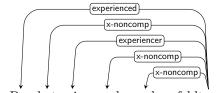
Kim did<sub>SCENE</sub> something nice for Sandy (156)



(157) Kim cooked a meal only to have Scene Sandy spurn it



Die Piroggen waren Maria zu dunkel geratenscene-init



Das hat mir gerade noch gefehltexperience

For more uses, see the examples for MESSAGE in Section 2.24.

## 2.14 | EXPLANATION

 $\mbox{\sc explanation}$  causes has-explanation to be known or supposed.

(160) She must be a gardener<sub>CLASS</sub>, because he had seen her with a spade

#### ☑ IDENTIFICATION 2.15

identifier identifies identified.

Evoked by definite pronouns, names, and other identifiers, as well as predicates denoting naming relationships.

- (161) I<sub>IDENTIFICATION</sub> saw a picture
- (162) I can distinguish China<sub>IDENTIFICATION</sub> from Arizona



This is Kim<sub>IDENTIFICATION</sub> (164)

In English, the preposition of has an identifying sense, which can also be metaphorical:

the island<sub>CLASS</sub> of Pultanella



Likewise, in has an identifying sense:



Pronouns with core arguments are instead framed the same as the (presumable) antecedent:

(169) It was that  $_{\mathsf{MESSAGE}}$  (picture) of the boa constrictor

#### LOCATION 2.16

Describes has-location as located or moving wrt. respect to location.

the  $hat_{\sf CLASS}$  in the box (170)

(171) Kim lives<sub>LOCATION</sub> in Boston

target-location (transitory-location) (initial-location)

(172) Kim went<sub>LOCATION-CHANGE</sub> from the living room through the door into the kitchen

\_(target-location)

Kim placed<sub>LOCATION-CHANGE</sub> the hat on the table (173)

m-location (174) house musicmessage

(m-has-location)

music hall<sub>CLASS</sub> (175)

(m-has-location)

(176)sugar caneclass

m-initial-location

cane  $\operatorname{sugar}_{\mathsf{CLASS}}$ (177)

Adverbs of location evoke LOCATION:

(178) Kim ist oben<sub>LOCATION</sub>

Adverbs of direction evoke LOCATION-INIT:

(has-location)

(179) Kim fliegt<sub>location-init</sub> hoch<sub>location-init</sub>

## 

Special case of LOCATION where ornament (aka has-location) sits on surface (aka location).



# 2.18 REXCRETION

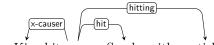
Special case of LOCATION-DEINIT where excreter (aka initial-location) excretes excreted (aka has-location).



# 2.19 **/** HITTING

Special case of LOCATION-INIT where hitting (aka has-location) comes into contact with hit (aka target-location).

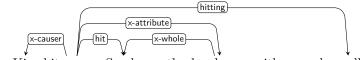




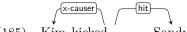
Kim hit<sub>HITTING</sub> Sandy with a stick (182)

$$\begin{array}{c} \sqrt{\text{hitting}} \sqrt{\text{hit}} \\ \end{array}$$
 The stick hit  
HITTING Sandy

(183)



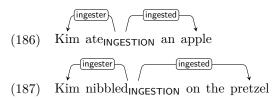
(184) Kim  $hit_{\mathsf{HITTING}}$  Sandy on the head class with a pool noodle



(185) Kim kicked<sub>HITTING</sub> Sandy

#### 2.20 **SINGESTION**

Special case of LOCATION-INIT where ingester (aka target-location) ingests ingested (aka has-location).



### 2.21 **UNANCHORED-MOTION**

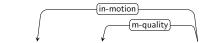
Special case of LOCATION-CHANGE where no initial or target location is indicated.



(189) I learned to pilot<sub>UNANCHORED-MOTION</sub> airplanes



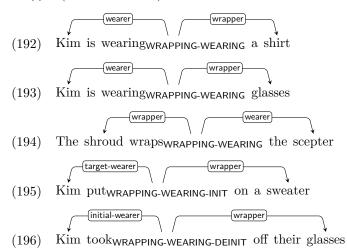
(190) Kim is dancing UNANCHORED-MOTION around the room with Sandy



(191) Kim is an avid unicyclist $_{\sf UNANCHORED-MOTION}$ 

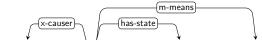
### 2.22 WRAPPING-WEARING

Special case of LOCATION where wearer (aka location) wears or is wrapped in wrapper (aka has-location).

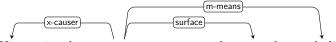


## 2.23 **MEANS**

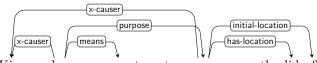
means is an intermediary causer of or is destined to serve a purpose.



(197) Kim cut<sub>STATE-CHANGE</sub> the cake with a knife



(198) Kim painted ADORNMENT-TARNISHMENT the room by exploding a paint bomb



(199) Kim used<sub>MEANS</sub> a pen to get<sub>LOCATION-DEINIT</sub> the lid off

(200) You used<sub>MEANS</sub> me!

(201) oil lamp<sub>CLASS</sub>



(202) die Nische war für ein Bücherregal bestimmt $_{\mathsf{MEANS}}$ 



(203) Kim wentlocation-change to town to buypossession-change food



(204) drinking ingestion waterclass

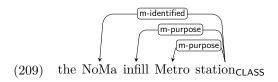


(205) lamp  $oil_{CLASS}$ 

(206) train station<sub>CLASS</sub>

(207) buffer statestate

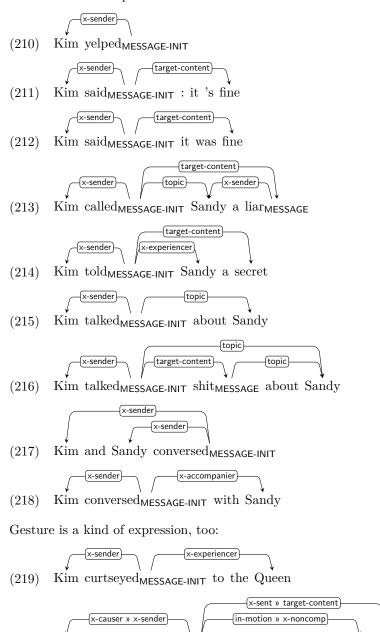
(208) animal doctor<sub>CLASS</sub>



### 2.24 MESSAGE

A message about topic with content content exists in perceived, measured, or recorded recorded form. When a message is created through expression or observation, use MESSAGE-INIT. When content and topic are both realized, content must assign a role to topic.

Predicates of expression use MESSAGE-INIT:



Performance of a work of art is framed as  ${\sf MESSAGE}$  where the work of art is

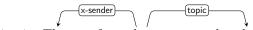
 $\operatorname{Kim}\ \operatorname{shook}_{\mathsf{UNANCHORED\text{-}MOTION}\ \mathsf{w}}\ \operatorname{\mathsf{MESSAGE\text{-}INIT}}\ \operatorname{their}\ \operatorname{head}\ \operatorname{no}$ 

(220)

the topic:



(221) Kim played<sub>MESSAGE-INIT</sub> a little tune on their tuba



(222)They performed<sub>MESSAGE-INIT</sub> the play

Kim sangmessage-init a song (223)

What is depicted gets the topic role:



(224)Kim drew<sub>MESSAGE-INIT</sub> a heron

$$\begin{array}{c} \overbrace{\text{topic}} \\ \text{a picture}_{\mathsf{MESSAGE}} \text{ of the heron} \end{array}$$

The concert was recorded MESSAGE-INIT on tape

Recordings of information are framed as messages:

(228)a book $_{\mathsf{MESSAGE}}$  about the primeval forest

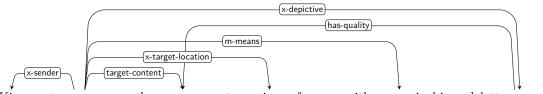
The result of recording something gets the target-content role:



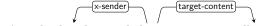
(230) Kim drew<sub>MESSAGE-INIT</sub> a picture



(231) Kim wrote<sub>MESSAGE-INIT</sub> Sandy a letter

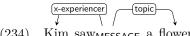


(232) Kim wrote<sub>MESSAGE-INIT</sub> the message onto a piece of paper with a pen in big red letters<sub>QUALITY</sub>



(233) The band recorded MESSAGE-INIT an album

Predicates of perception use MESSAGE, including mental perception:



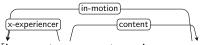
(234) Kim saw<sub>MESSAGE</sub> a flower

(235) $\operatorname{Kim}\ \operatorname{found}_{\mathsf{MESSAGE}}\ \operatorname{the}\ \operatorname{flower}\ \operatorname{beautiful}_{\mathsf{QUALITY}}$ 

(236) Kim thinks<sub>MESSAGE</sub> Sandy is a liar

(237) Kim thinks<sub>MESSAGE</sub> Sandy a liar<sub>MESSAGE</sub>

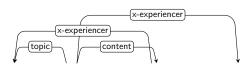
 $\operatorname{Kim}\ \operatorname{saw}_{\mathsf{MESSAGE}}\ \operatorname{Sandy}\ \operatorname{swim}_{\mathsf{UNANCHORED-MOTION}}$ (238)



 $\operatorname{Kim} \ \operatorname{wants}_{\mathsf{MESSAGE}} \ \operatorname{to} \ \operatorname{swim}_{\mathsf{UNANCHORED-MOTION}}$ (239)

(240) Kim wants<sub>MESSAGE</sub> Sandy to swim<sub>UNANCHORED-MOTION</sub>

(241) Kim seems<sub>MESSAGE</sub> happy<sub>MESSAGE</sub>



(242) Kim seems<sub>MESSAGE</sub> happy<sub>MESSAGE</sub> to Sandy

(243) Sandy is a professor<sub>MESSAGE</sub> of linguistics



(245) They revered<sub>MESSAGE</sub> God

Predicates that denote the initiation of perception (e.g., by acquiring knowledge, or observation, or reasoning), use  ${\sf MESSAGE-INIT}$ :

(246) The Thought Police observed<sub>MESSAGE-INIT</sub> Winston

(247) Kim studies<sub>MESSAGE-INIT</sub> linguistics

x-experiencer topic

(248) Kim noticed<sub>MESSAGE-INIT</sub> the bird

(249) Kim taught<sub>MESSAGE-INIT</sub> Sandy Spanish

- tonic tonic

(250) Kim measured<sub>MESSAGE-INIT</sub> the elasticity



(251) The jury found MESSAGE-INIT Kim guilty SCENE of the crime ACTIVITY

Predicates that denote the deinitiation of perception use MESSAGE-DEINIT:

(253) Kim forgot<sub>MESSAGE-DEINIT</sub> about the cake

And finally, perception (here: remembering something) that was meant to happen but didn't is framed as MESSAGE-PREVENTION:

(254) Kim forgot<sub>MESSAGE-PREVENTION</sub> to take the trash out

#### ? MODE 2.25

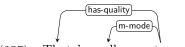
Used for adverbial modifiers that have no arguments other than the phrase they modify, and that, roughly speaking, indicate the modal strength of what is expressed and/or its relation to the discourse.



Passt<sub>COMPARISON</sub> das eh? (255)



(256) Kim probably knows<sub>MESSAGE</sub> that



That 's really great QUALITY (257)



(258) Kim is not here<sub>LOCATION</sub>

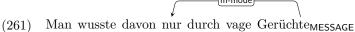
MODE is also used for focus adverbs:

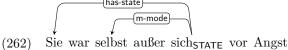


(259)They only rinsed<sub>ADORNMENT-TARNISHMENT-DEINIT</sub> the dishes



(260)Even Kim<sub>IDENTIFICATION</sub> did n't know that

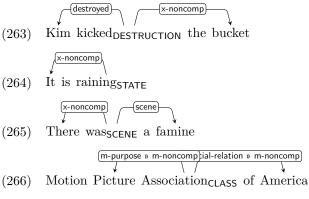




For connective adverbs, see Section 1.4.

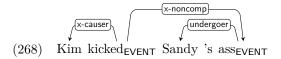
#### **№ NONCOMP** 2.26

Used to mark syntactic arguments that are thought of as part of the predicate, as in verbal idioms, weather verbs, existential there, names, or other fixed expressions. (Light verbs, on the other hand, are treated with SCENE, see Section 2.32.)

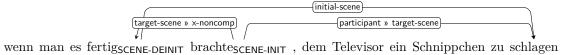


$$\begin{array}{c|c} \hline \text{m-reference » m-noncomp} \\ \hline \downarrow & \\ \hline (267) & fountain pen_{CLASS} \end{array}$$

If an argument of the whole predicate syntactically attaches to an x-noncomp dependent, assign it the same frame as the top predicate:



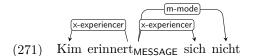
If you annotate a literal and a figurative meaning, only the literal meaning need be considered in the annotation of the x-noncomp dependent:

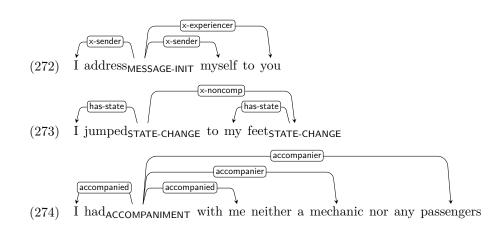


In other cases, frame the x-noncomp dependent as NONCOMP:



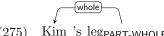
Bound pronouns that are part of multiword expressions (e.g., inherently reflexive verbs) should get the same role as their antecedent:





## 2.27 **PART-WHOLE**

part is part of whole.

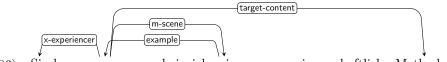


- (275) Kim 's legrart-whole
  - m-part \_\_\_\_\_
- (276) a man<sub>CLASS</sub> with a mustache
- (277) part<sub>PART-WHOLE</sub> of the year
- whole part part
- (278) wheat contains PART-WHOLE gluten
- $\begin{array}{c} \sqrt{\text{m-whole}} \\ (279) \quad \text{orange seed}_{\text{CLASS}} \end{array}$ 
  - m-part \
- (280) seed orange<sub>CLASS</sub>
  - m-whole
- (281) car motor<sub>CLASS</sub>
- (282) motor car<sub>CLASS</sub>
- m-whole
- (283) cube  $sugar_{CLASS}$ 
  - (m-part)
- (284) sugar cubeclass

# **2.28 Q EXAMPLE**

Special case of PART-WHOLE where example (aka part) is given as an example of exemplified (aka whole).

 $(285) \quad \text{birds}_{\text{CLASS}} \text{ such as storks}$ 



(286) Sie lernen<sub>MESSAGE-INIT</sub> beispielsweise<sub>EXAMPLE</sub> wissenschaftliche Methoden

### 2.29 M POSSESSION

possessor possesses or controls the possessed.



- (287) Kim 's house<sub>CLASS</sub>
  - possessed
- (288) Kim ownspossession a house
  - possessed
- (289) The house belongs<sub>POSSESSION</sub> to Kim
  - possessed
- (290) the owner possession of the house
  - possessed
- (291) Kim haspossession Sandy 's phone
- (initial-possessor)
  (possessed)
  (possessed)
- (292) Kim boughtpossession-change a house from Sandy



- (293) Sandy sold $_{POSSESSION-CHANGE}$  Kim the house
  - (initial-possessor) (possessed)
- (294) Kim keptpossession-continuation the house
- - (target-possessor) (possessed)
- $(296) \quad Caesar \ conquered_{{\sf POSSESSION-INIT}} \ Gaul$
- (297) Caesar 's conquest<sub>POSSESSION-INIT</sub> of Gaul
- (297) Caesar's conquestpossession-init of Gaul
- (208) Kim owespossession guanes negresity. Sandy money
- (298) Kim owespossession-change-necessity Sandy money
  - m-possessor
- (299) family estate<sub>CLASS</sub>

# 2.30 **QUANTITY**

 $\mbox{{\tt quantity}}$  is the quantity, degree, or extent of has-quantity.



(301) three litersquantity of coke



# 2.31 **KANK**

 ${\sf rank}$  indicates the order that  ${\sf has\text{-}rank}$  has in some sequence.



#### 🮭 SCENE 2.32

A "meta" frame for predicates where the main frame is invoked by scene, and the predicate adds some temporal, aspectual, modal, etc., meaning, or just acts as a light verb. If there is a participant, it is assigned a role by scene, which needs an extra dependency link. In the following examples, we show the annotations for both the matrix predicate and the embedded predicate in one graph.

(305)The concert<sub>MESSAGE-INIT</sub> beganscene-init

(306)The concertmessage-init continuedscene-continuation

(307)The concert<sub>MESSAGE-INIT</sub> finished<sub>SCENE-DEINIT</sub>

(initial-scene)

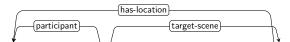
(308)The shoutingmessage-init intensified scene-continuation

(309)The shoutingmessage-init fadedscene-deinit

(310)A coupevent was attempted Scene-init

(311) Kim finished<sub>SCENE-DEINIT</sub> their work<sub>ACTIVITY</sub>

(312)Swift action prevented<sub>SCENE-PREVENTION</sub> an outbreak<sub>SCENE-INIT</sub> of measles<sub>EVENT</sub>



(313) Kim refrained<sub>SCENE-PREVENTION</sub> from going<sub>LOCATION-CHANGE</sub>



(314) Kim prevented<sub>SCENE-PREVENTION</sub> Sandy from going<sub>LOCATION-CHANGE</sub>



(315) Kim saved<sub>SCENE-PREVENTION</sub> Sandy from the dragon<sub>CLASS</sub>

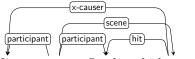


(316) Kim plays<sub>SCENE</sub> tennis<sub>ACTIVITY</sub>

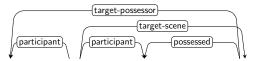


(317) Kim used<sub>SCENE</sub> to playscene tennis<sub>ACTIVITY</sub>

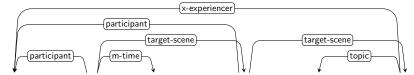
Note that every dependent of the predicate that is necessarily a participant in the embedded scene should be labeled participant, even when they participate in different roles:



(318) Kim gavescene Sandy a kickhitting



(319) Kim bekam<sub>SCENE-INIT</sub> Sandy zu fassen<sub>POSSESSION-INIT</sub>



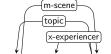
(320) Winston machtescene-init nie den Versuchscene-init, das zu prüfenmessage-init

On the other hand, SCENE predicates may have arguments that are not members of the embedded scene, such as x-causer:



(321) Kim madescene-init Sandy danceactivity

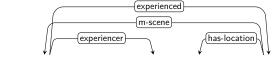
The modifier relation m-scene is used when a syntactic dependeny points from an argument to a predicate, as, e.g., with relative clauses, participal clauses, or sentence adverbs.



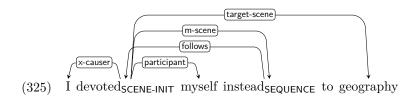
(322) the clown<sub>CLASS</sub> I saw<sub>MESSAGE</sub> smiled



(323) weit über das gesteckte Zielmessage hinausgehende Erfüllungsequence

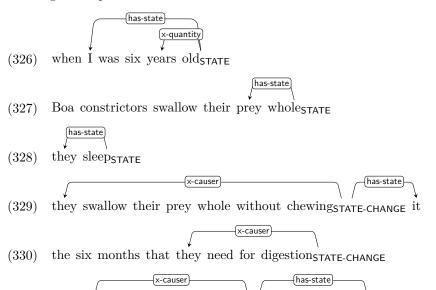


(324) Fortunately experience for Sandy, Kim is here LOCATION



#### 2.33 **L** STATE

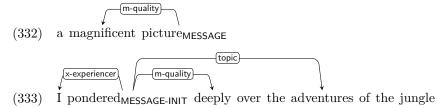
state indicates a state of has-state. Typically used with predicates that do not, in fact, have a state role, because the state is already incorporated into the meaning of the predicate.



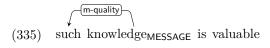
And that hasn't much improved  ${\sf STATE\textsc{-}CHANGE}$  my opinion of them

## 2.34 **OUALITY**

Special case of  $\mathsf{STATE}$  – a quality is a bit more permanent than a state; the has-quality (aka has-state) is not expected to change back and forth between qualitys (aka states) regularly. Also used to describe qualities of events, i.e., manners.



(334) a skilled surgeon<sub>CLASS</sub>



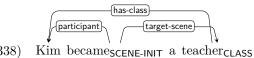
(336) The leaves reddened QUALITY-INIT

## 2.35 **Q** CLASS

Special case of QUALITY - a class is even more permanent, in the sense that if the has-class (aka has-state) takes on a new class (aka state), it becomes a new kind of entity.

Most prototypically evoked by common nouns with no arguments.

(337) swallowing an animal<sub>CLASS</sub>



Indefinite pronouns also evoke CLASS.

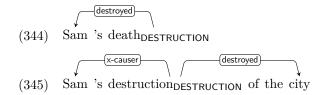
(339) She saw one<sub>CLASS</sub>



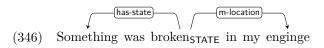
- (340) Nothing class about him suggested a child
- (341) Why would anyone<sub>CLASS</sub> be frightened by a hat?
- (342) Something class is broken
- (343) Where I live everything CLASS is small

#### 2.36 • DESTRUCTION

Special case of STATE-CHANGE where  $\mbox{destroyed}$  (aka has-state) goes out of existence.



When something is broken but not completely destroyed, use STATE.



#### 2.37 🃣 SENDING

sender originates a message, sent, that can be experienced.

m-sender x-noncomp

(347) According to Kim , it is rainingstate

 $\begin{array}{c}
\sqrt{\text{sent}} \\
(348) \quad \text{song bird}_{\text{CLASS}}
\end{array}$ 

(349) bird song<sub>MESSAGE</sub>

Senders need not be animate or active:

(350) The alarm clock beeped<sub>SENDING</sub>

(x-experiencer) (x-sender)

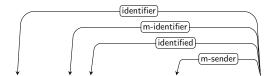
(351) Er forschte $_{\sf MESSAGE-INIT}$  in seinen Kindheitserinnerungen nach

x-experiencer x-sender x-sender

(352) Die Polizei horchte $_{\mathsf{MESSAGE-INIT}}$  ihn aus

x-experiencer target-content

(353) Kim had  $read_{\mathsf{MESSAGE-INIT}}$  that in a book



(354) Miniwahr , wie es in der Neusprache hieß|DENTIFICATION|

Use SENDING rather than MESSAGE for predicates that cannot take a topic argument:

(355) Er schleuderte<sub>LOCATION-DEINIT</sub> » SENDING eine Flut von Gestammel aus sich heraus

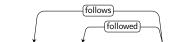
For more uses, see MESSAGE (Section 2.24).

#### **■** SEQUENCE 2.38

follows follows followed, e.g., temporally, logically, by rank, as heir, etc.



(356) Form follows<sub>SEQUENCE</sub> function



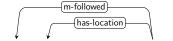
Cook is Jobs 's  $successor_{\mathsf{SEQUENCE}}$ 



(358) Das fußt<sub>SEQUENCE</sub> auf einer falschen Vorstellung



Kim deduced<sub>SEQUENCE</sub> the truth from the clues (359)



(360)Given that I 'm tired , I wo n't be there LOCATION

Also used to indicate proportional amounts: for each scoop (followed), it costs 1 euro (follows).

(361) It costs 1 euroquantity per scoop

# 2.39 🕹 CAUSATION

Special case of SEQUENCE where causer (aka followed) causes result (aka follows).

(362) Kim broke<sub>STATE-CHANGE</sub> the glass

x-causer has-state

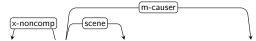
(363) The knife cut<sub>STATE-CHANGE</sub> the bread



(364) Kim cutstate-change the bread with a knife



(365) The war caused<sub>CAUSATION</sub> a famine



(366) There was scene a famine because of the war



(367) Der Wasserdruck stiegquantity-change, wodurch der Brunnen überfloss



(368) Die Qualität ist der Motivation geschuldet CAUSATION



(369) tear gasclass



(370) sun burnstate-change

(371) honey beeclass



(372) Kim went<sub>LOCATION-CHANGE</sub> to town because they wanted to buy food

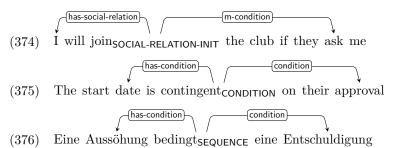
Note how the last example expresses a purpose, but expresses it as a cause, so m-causer lis the right label to use. Compare this to construal as a purpose:

65



# 2.40 **CONDITION**

Special case of SEQUENCE where condition (aka followed) is a condition to hascondition (aka follows).



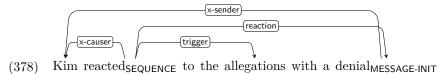
# 2.41 **() EXCEPTION**

Special case of SEQUENCE where exception (aka followed) is an exception (a negative condition, if you will) to has-exception (aka follows).



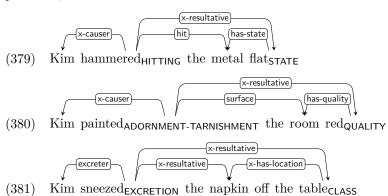
# 2.42 💥 REACTION

Special case of CAUSATION where trigger (aka causer) triggers a reaction (aka result) in the x-causer.



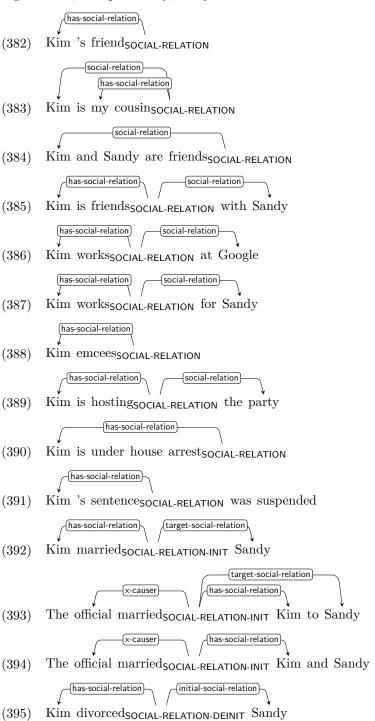
### 2.43 SRESULTATIVE

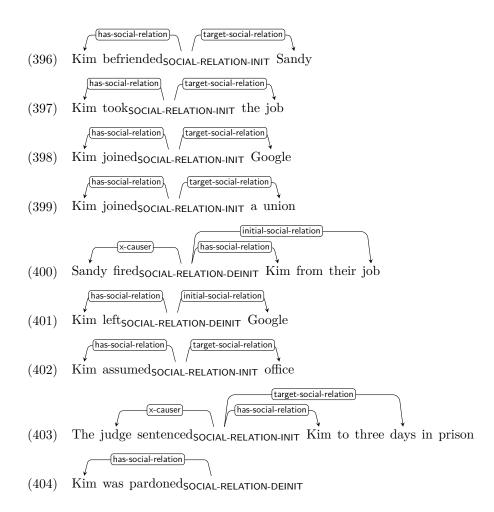
Special case of CAUSATION where resultative (aka result) assigns an argument of has-resultative (aka causer) a role. We treat the English resultative construction as a valency-changing operation that adds one or two arguments to the matrix predicate, so we use x-resultative rather than m-resultative.



#### 2.44 SOCIAL-RELATION

has-social-relation is an individual that is in some socially constructed relationship with social-relation. social-relation might, e.g., be a relative, a friend, an organization, a responsibility, or a judicial sentence.





## 2.45 💆 TIME

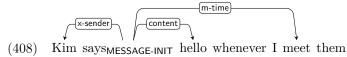
time indicates when, how often, or for how long has-time takes place. Also evoked by time expressions without arguments.

(405) Kim swims<sub>unanchored-motion</sub> on Monday

(406) Kim sneezed<sub>EXCRETION</sub> twice

(m-time)

(407) Kim swamunanchored-motion for an hour



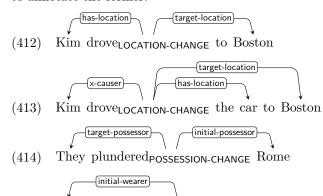
(409) Once  $_{\sf TIME}$  when I was six years old

(410) summer job<sub>ACTIVITY</sub>

# 3 Argument Structure and Frame Choice

### 3.1 Prefer Core over Non-core Arguments

When an argument fills both a core and a non-core role, it is more important to annotate the former.



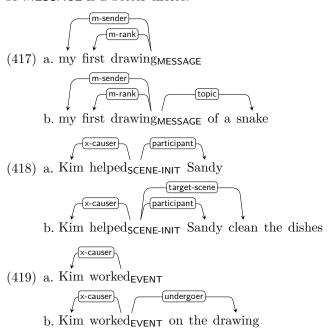
(415) Kim undressedwrapping-wearing-deinit

Also, when in doubt, choose the frame so that you can use core roles rather than resorting to non-core roles. For example, in the following sentence, we should use LOCATION-INIT rather than UNANCHORED-MOTION so that we can use target-location and do not have to resort to x-target-location.

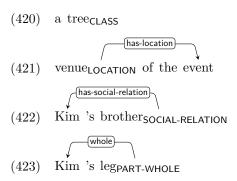


### 3.2 Arguments Determine Frames

The most important criterion in choosing a frame for a predicate is that there should be suitable roles for the predicate's arguments, even if they are unrealized (implicit) in the annotated instance. For example, while *drawing* denotes a CLASS of things, it can occur with a prepositional argument denoting a topic, so MESSAGE is a better choice.



For nouns, you have to decide whether they are nonrelational nouns (CLASS) or relation/event nouns. A useful test is to try and add an argument, i.e., a dependent that is assigned a specific role by the noun. For example:



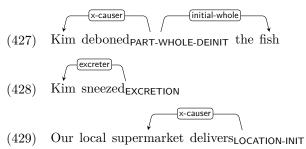
Note that in *Kim 's tree*, Kim's role is that of possessor, but it is not assigned by the noun *tree* but by the possessive construction, so *tree* is still CLASS and we annotate *Kim* as a modifier.



(426) Kim 's chair<sub>CLASS</sub>

### 3.3 Shadow and Default Arguments

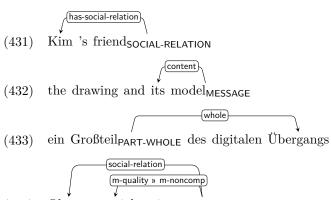
Arguments that determine a predicate's superframe include *shadow arguments* and *default arguments* (Pustejovsky, 1995; Di Fabio et al., 2019), i.e., arguments that do not appear in the syntactic argument structure because they are incorporated into the predicate or logically implied, like the bones in (427), mucus and air in (428), groceries in (429), or sun in (430).



- (430) at sunriselocation-change » time

### 3.4 Predicates that Refer to a Shadow Argument

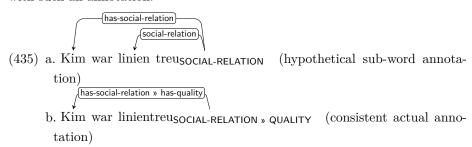
A special case of shadow argument are those that the predicate itself refers to. For example, the predicate *friend* evokes a SOCIAL-RELATION frame, but also refers to the filler of that frame's social-relation role. And the predicate *model* evokes a MESSAGE frame, but also refers to the filler of that frame's topic role, and so on.



(434) Obama special assistantsocial-relation

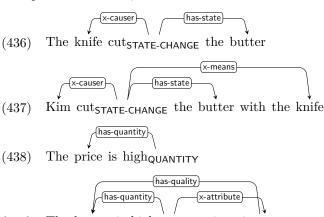
### 3.5 Shadow Arguments in Compounds

Predicates that have the form of compound words sometimes contain one of their arguments. This may inform the choice of frame as well. Although we do not, at present, annotate relations below the word level, try to stay consistent with such an annotation.



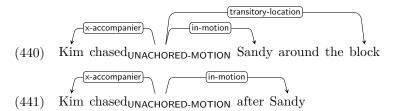
# 3.6 A Participant whose Syntactic Argument Position is Occupied Should Not Be Treated like an Implicit Argument

For example, consider (436), Here, *The knife* occupies the subject position and should be treated as the causer of the cutting. We could add the person handling the knife as the causer, and treat the knife as an instrument. However, to add the former to the sentence, we would not merely have to add another realized argument, but also change the syntactic argument structure so that the the subject position goes to that causer, as in (437). Thus, we treat this as a different framing with a different causer, rather than a more explicit version of the same framing. Likewise, (438) and (439) are two different framings, one with *price* as has-state, and one with *butter*.



# 3.7 When in Doubt, Treat Different Syntactic Frames of the Same Predicate Consistently

For example, in (440), *chase* could be framed as caused motion with Kim as x-causer or as accompanied motion with Kim as x-accompanier. Because the latter works for other syntactic frames of *chase* as well, as in (441), prefer it.

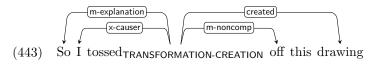


## However, Different Senses of a Predicate Can Have Different **Arguments and Therefore Different Superframes**

One special case of this is when a predicate occurs as part of an opaque fixed expression, like hand in close at hand. In this case, hand is not annotated with CLASS, but with NONCOMP.

### 3.9 Look Up Unfamiliar Words in a Dictionary

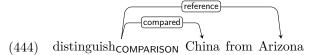
When you come across an unfamiliar predicate, you might not be able to determine what arguments it has, and consequently what the most appropriate superframe is, from this one context alone. Use a dictionary such as Wiktionary in this case. In the following example, I found that *toss off* can mean "to assemble hastily"<sup>1</sup>, thus went for the TRANSFORMATION-CREATION frame.



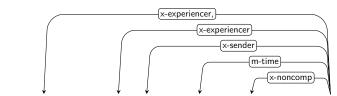
 $<sup>^1 \</sup>rm https://en.wiktionary.org/w/index.php?title=toss_off&oldid=77814489, retrieved <math display="inline">2024-05-28$ 

### 3.10 Symmetric Argument Pairs

Some predicates have a pair of arguments that are semantically symmetric. In such cases, assign the first role to the syntactically less oblique argument, where subjects (nsubj, csubj) are least oblique, followed by direct objects (obj), then indirect objects (iobj), and oblique arguments (obl) are the most oblique.



For predicates of mutual communication, choose x-sender for the less oblique and x-experiencer for the more oblique argument.



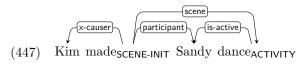
(445) Personen mit denen er noch nie ein Wort gewechselt $_{\sf MESSAGE-INIT}$ hatte

Relatedly, sometimes a single argument denotes both the initial and the target arg2. In this case, default to initial-.



#### 3.11 When to Use SCENE

SCENE should definitely be used if a predicate can add aspectual or modal meaning to predicates of more than one type. For example, English make can be used with states and activities, so make itself should be neither STATE nor ACTIVITY but SCENE.



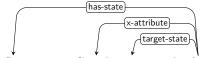


(448) Kim madescene-init Sandy tiredstate

On the other hand, if a predicate is restricted to subordinate predicates of a certain type, it can have the same type.



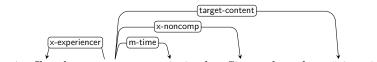
(451) Ich glaube nicht, dass ihr etwas passiert $_{\mathsf{EVENT}}$  ist



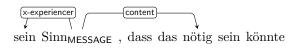
(452) Sie war im Gesicht rot angelaufenstate-init

To distinguish light verb constructions (LVCs) from verbal idioms (VIDs), determine whether the complement of the verb by itself can denote the described event, e.g., by making the subject a possessive modifier. If this is the case, it is an LVC and should be annotated with SCENE. Otherwise, treat the construction as a verbal idiom and annotate it with NONCOMP (see Section 2.26. For example, treat ein Bad nehmen as an LVC, but in den Sinn kommen as a VID:





(454) Ihm kam\_{\mathsf{MESSAGE-INIT}}nie in den Sinn , dass das nötig sein könnte  $\rightarrow$ 



# 4 Aspect, Mode, and Polarity

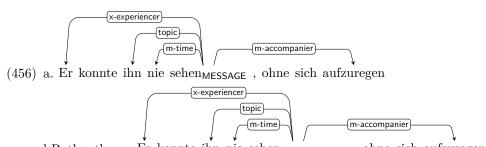
# 4.1 Aspect Annotation is wrt. the Superframe, Not the Predicate



In (455), losing is framed as POSSESSION-DEINIT because a state of possession ends. POSSESSION-INIT would be incorrect because although a losing event begins, the state that the superframe POSSESSION describes ends. In general, aspectual suffixes modify superframes, they do not necessarily indicate the aspectual class of the predicate (here: lost).

## 4.2 Ambiguity between Static and Dynamic? Prefer Dynamic?

Some predicates are ambiguous between a static and a dynamic reading. If they make equal sense in context, prefer the static one.

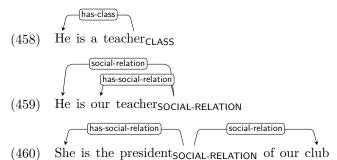


# 5 Construction-specific Guidelines

### 5.1 Participant Nouns

Some nouns denote a person who participates in a specific type of scene in a specific role. In such cases, use the most appropriate frame for that scene. For example, in a narrative where the narrator has just been criticized by a stranger, you could annotate as follows:

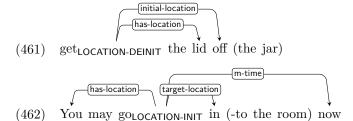
In other cases, such nouns rather denote a person's profession or expertise or their role in a social context:



### 5.2 Particle Verbs

In UD, particle verbs are connected to their particle via the compound:prt relation.

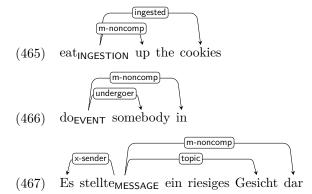
If the particle can be interpreted as an adposition with an elided complement (often the case with spatial meanings), label that relation as the elided complement would be labeled:



Also treat separated and nonseparated adpositional adverbs this way:

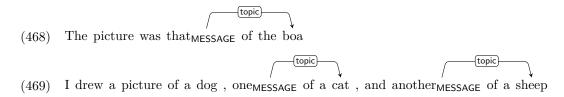


Otherwise, use m-noncomp:



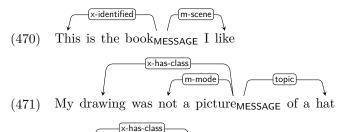
### 5.3 Pronouns with Arguments

Definite pronouns are normally annotated with IDENTIFICATION, indefinite ones with CLASS, and they do not have any arguments. However, sometimes they do have arguments, in which case give them their antecendent's superframe:



## **5.4** Nominal Copula Constructions

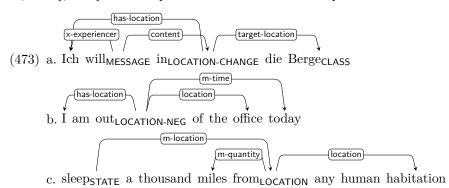
In nominal copula constructions, the copula subject is interpreted as a non-core argument – typically x-has-class if the predicate is indefinite, and x-identified if it is definite.



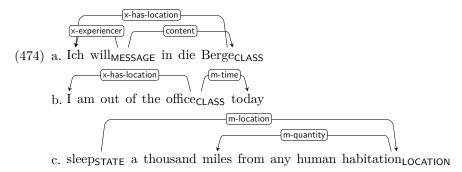
(472) Unwissenheit ist Stärke<sub>QUALITY</sub>

### 5.5 Predicative Adpositions

At the moment, Superframes follows UD's principle of treating adpositions like case markers, dependent on their objects. This greatly simplifies the annotation of adpositional arguments. On the other hand, it sometimes creates problems. An adposition, added to a noun, can cause a new superframe to be evoked, which it would be simpler to annotate if we could just label the adposition with it. Consider the following examples, where we nonstandardly treat the adpositions in, out of, and from as adpositions. The annotation is quite natural:



But since we don't treat adpositions as predicates, we are forced to choose the following, more opaque and less detailed annotation:



In (474-a) and (474-b), we are forced to give *Berge* and *office* an x-has-location role, which is not part of the frame evoked by these words alone; we have to assume it is added by adding the adposition. We also do not have a way to indicate that the additional superframe introduced by the non-core subject is LOCATION-INIT and LOCATION-NEG, respectively. In (474-c), there is an even more severe problem: the quantity modifier a thousand miles semantically modifies the LOCATION frame evoked by the adposition from, but we have to attach it to habitation, which evokes a different LOCATION frame which does not have a quantity modifier. Confusion ensues, but for now we have to live with these issues.

#### 5.6 Coordination

Coordinated dependents are annotated separately. In most cases, conjuncts will have the same role, but they may also differ.



Coordination is even split in cases where semantically it does not really make sense because the coordinated phrase fills a role as a whole, not each individual conjunct. In these cases, assign the same role to all conjuncts:



# 5.7 Participles vs. Adjectives

When in doubt whether something is an adjective or a verb participle, treat it as the latter. This is relevant for aspect annotation, e.g., compare the annotation for the adjective rot with that for the participle  $ger\"{o}tet$ :



### 6 TODO

Treatment of valency-changing operations:

- 1. (obligatory) resultative
- 2. V one's way P N
- 3. comparative
- 4. ...

Clearer criteria for distinguishing between LVCs and idioms (or somehow eliminate it).

Make POSSESSION a special case of SOCIAL-RELATION. Rename SOCIAL-RELATION to something like OBLIGATION?

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