Superframes Manual

Kilian Evang

Last updated: March 18, 2024

Contents

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.,

Superframe	Roles					Sec.
SCENE	initial-scene	participant	scene	transitory-scene	target-scene	2.1
IDENTIFICATION		identified	identifier			2.2
ORDER		has-order	order			2.3
CLASS	initial-class	has-class	class		target-class	2.4
EXISTENCE			exists			2.5
Transformation-Creation		material			created	2.6
Reproduction		original			copy	2.7
QUALITY		has-quality	quality			2.8
STATE	initial-state	has-state	state		target-state	2.9
Destruction		destroyed				2.11
EXPERIENCE		experiencer	experienced			2.12
ACTIVITY		is-active	activity			2.13
MARKER		has-marker	marker			2.14
ACCOMPANIMENT		accompanied	accompanier			2.15
ATTRIBUTE		has-attribute	attribute			2.17
Depictive		has-depictive	depictive			2.16
ASSET		has-asset	asset			2.18
CAUSATION		result	causer			2.19
Resultative		has-resultative	resultative			2.20
COMPARISON		compared	reference			2.21
Concession		assertion	conceded			2.22
EXPLANATION		explained	explanation			2.23
Purpose		has-purpose	purpose			2.24
LOCATION	initial-location	has-location	location	transitory-location	target-location	2.25
Wrapping-Wearing		worn	wearer			2.26
Adornment-Tarnishment	initial-surface	ornament	surface		target-surface	2.29
Touching		touching	touched			2.33
Ingestion		ingested		transitory-location	ingester	2.34
Hitting		hitting			hit	2.35
Excretion	excreter	excreted		transitory-location		2.37
Motion		has-location		transitory-location		2.39
MEANS		has-means	means			2.40
MESSAGE		topic	content			2.41
PART-WHOLE	initial-whole	part	whole		target-whole	2.44
POSSESSION	initial-possessor	possessed	possessor		target-possessor	2.45
QUANTITY		has-quantity	quantity			2.51
SENDING		sent	sender			2.52
SEQUENCE		follows	followed			2.53
SOCIAL-RELATION	initial-social-relation	has-social-relation	social-relation		target-social-relation	2.54
TIME		has-time	time			2.57
NONCOMP		has-noncomp	noncomp			2.64

Table 1: The superframes and their roles.

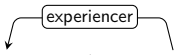
2005), VerbAtlas (Di Fabio et al., 2019), or WiSER (Feng et al., 2022) in a number of ways. It aims to avoid a number of practical problems in annotating with those schemes. Here's how Superframes annotation works, in a nutshell:

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 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.

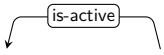
Table 1 shows the superframes and their roles.

1.1 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 an experience or an activity:

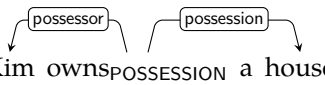


(1) Kim is sleeping$_{\text{EXPERIENCE}}$

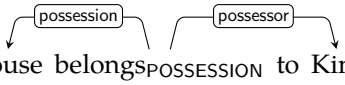


(2) Kim is partying$_{\text{ACTIVITY}}$

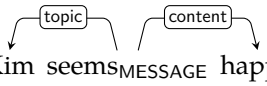
With two core arguments, a verb denotes a relation that holds between them:



(3) Kim owns$_{\text{POSSESSION}}$ a house



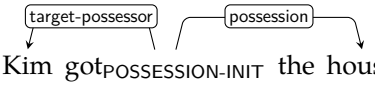
(4) The house belongs$_{\text{POSSESSION}}$ to Kim



(5) Kim seems$_{\text{MESSAGE}}$ happy

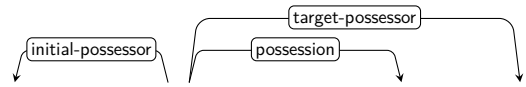
1.2 Frame Variants for Tense, Aspect, and Mood

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, and continuation (-CONT) means a state persists or is even intensified. Accordingly, roles with target-, initial-, or transitory- mark participants at/beyond the end of, at the beginning of, or at some point during the event, respectively.



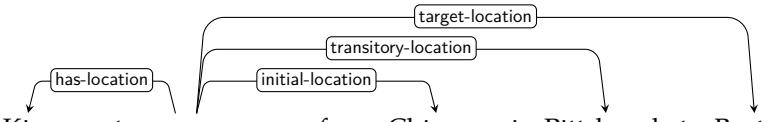
(6) Kim got$_{\text{POSSESSION-INIT}}$ the house

(7) Kim lost$_{\text{POSSESSION-DEINIT}}$ the house

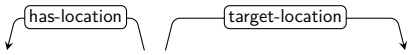


(8) Kim sold$_{\text{POSSESSION-CHANGE}}$ the house to Sandy

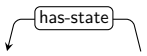
(9) Kim kept$_{\text{POSSESSION-CONT}}$ the house



(10) Kim went$_{\text{LOCATION-CHANGE}}$ from Chicago via Pittsburgh to Boston



(11) The vase fell$_{\text{LOCATION-CHANGE}}$ to the ground



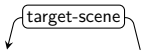
(12) The vase broke$_{\text{STATE-CHANGE}}$

(13) Kim befriended$_{\text{SOCIAL-RELATION-INIT}}$ Sandy

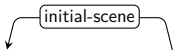
(14) Kim married$_{\text{SOCIAL-RELATION-INIT}}$ Sandy

(15) Kim divorced$_{\text{SOCIAL-RELATION-DEINIT}}$ Sandy

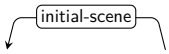
The SCENE superframe is often evoked by "light" verbs that contribute an aspectual or modal meaning. Thus, its aspectual variants are especially common.



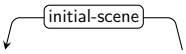
(16) The concert began$_{\text{SCENE-INIT}}$



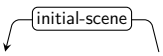
(17) The concert continued$_{\text{SCENE-CONT}}$



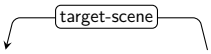
(18) The concert finished$_{\text{SCENE-DEINIT}}$



(19) The shouting intensified$_{\text{SCENE-CONT}}$

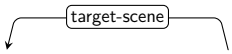


(20) The shouting faded$_{\text{SCENE-DEINIT}}$

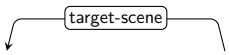


(21) A coup was attempted$_{\text{SCENE-INIT}}$

In addition, we use the suffixes -NECESSITY, -POSSIBILITY, -HABIT, and -TIME to mark the corresponding tense/aspect/mode categories.



(22) Change is necessary$_{\text{SCENE-NECESSITY}}$



(23) Change is possible$_{\text{SCENE-POSSIBILITY}}$

(24) Kim plays$_{\text{SCENE-HABIT}}$ tennis

(25) Kim used$_{\text{SCENE-TIME}}$ to play tennis

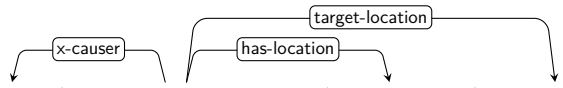
(26) Kim is an avid unicyclist$_{\text{ACTIVITY-HABIT}}$

(27) Kim owes$_{\text{POSSESSION-CHANGE-NECESSITY}}$ Sandy money

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 (28) 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

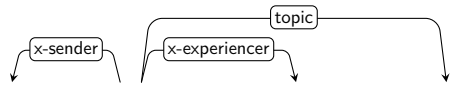
scene as the result. We denote this by giving *Kim* the causer role label, with an x- prefix to mark it as a non-core role.



(28) Kim threw$_{\text{LOCATION-CHANGE}}$ the vase to the ground

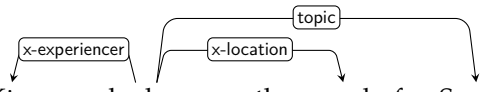
(29) Kim broke$_{\text{STATE-CHANGE}}$ the vase

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

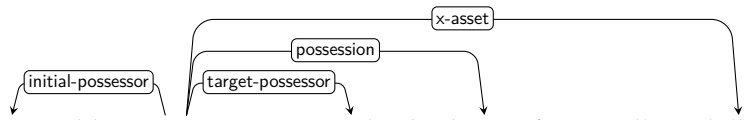


(30) Kim talked$_{\text{MESSAGE}}$ to Sandy about Bali

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



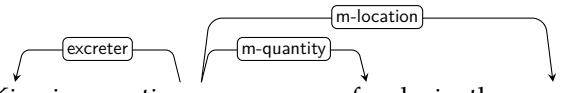
(31) Kim searched$_{\text{MESSAGE}}$ the woods for Sandy



(32) Kim sold$_{\text{POSSESSION-CHANGE}}$ Sandy the house for a million dollars

1.4 Modifiers

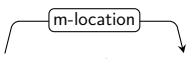
Like non-core arguments, modifiers are assumed to evoke an additional frame, and labeled with the role they fill in that frame, but with a prefix marking them as modifiers: m-.



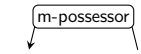
(33) Kim is sweating$_{\text{EXCRETION}}$ profusely in the sauna

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:



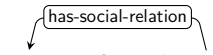
(34) a tree$_{\text{CLASS}}$ in the garden

(35) 

Event nouns evoke event frames and have arguments:

(36) 

Relational nouns evoke relational frames and have arguments:

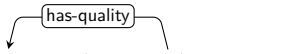
(37) 

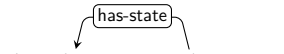
Pronouns and names evoke the IDENTIFICATION frame, meaning that they identify their referent as soe entity (via naming or anaphora resolution).

(38) Kim IDENTIFICATION

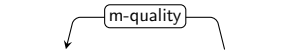
(39) they IDENTIFICATION

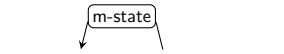
Predicate adjectives most typically denote states or qualities.

(40) 

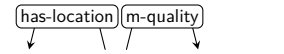
(41) 

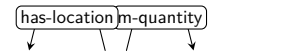
With attributive adjectives, the dependency relation is reversed, and the role label is changed accordingly.

(42) 

(43) 

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

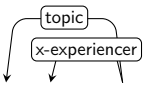
(44) 

(45) 

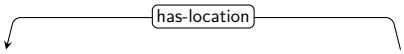
1.6 Control Relations

spell out strategies for consistent detection (xcomp, MESSAGE/SCENE frames, special cases...)

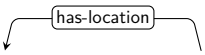
Many constructions systematically introduce semantic predicate-dependent dependencies that do not correspond to (surface) syntactic dependencies. In such cases, we add those dependency links.



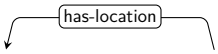
(46) the song I like$_{\text{MESSAGE}}$ (relative clause)



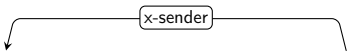
(47) Kim promised Sandy to come$_{\text{LOCATION-CHANGE}}$ (subject control)



(48) Kim persuaded Sandy to come$_{\text{LOCATION-CHANGE}}$ (object control)

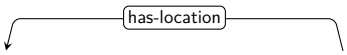


(49) Kim seemed to fly$_{\text{Motion}}$ (raising)



(50) Kim entered the room singing$_{\text{MESSAGE}}$ (depictive)

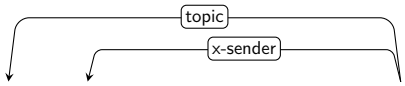
(51) You're talking me silly$_{\text{STATE}}$ (resultative)



(52) Kim has come to stay$_{\text{LOCATION-CONTINUATION}}$ (subjectless adverbial clause)

(53) Kim left after trashing$_{\text{STATE-CHANGE}}$ the room (subjectless adverbial clause)

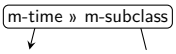
(54) Kim is hard to love$_{\text{MESSAGE}}$ (*tough* construction)



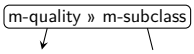
(55) the question we raised without answering$_{\text{MESSAGE}}$ (parasitic gap)

1.7 Figurativity and Idiomaticity

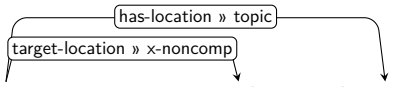
Difficulties in choosing frames often arise because a predicate literally evokes one frame, but is used in a way that perhaps fits another frame equally well or better. In such cases, annotate both the more literal frame and roles, followed by the >> operator, followed by the more figurative frame and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



(56) primeval forest$_{\text{CLASS}}$



(57) colored pencil$_{\text{CLASS}}$



(58) to lay$_{\text{LOCATION-CHANGE » MESSAGE-DEINIT}}$ aside my drawings

2 Superframes Reference

2.1 SCENE

TBD

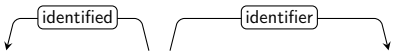
2.2 IDENTIFICATION

The identifier identifies the identified.

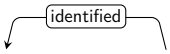
Evoked by pronouns, names, and other identifiers, as well as predicates denoting naming relationships.

(59) I$_{\text{IDENTIFICATION}}$ saw a picture

(60) I can distinguish China$_{\text{IDENTIFICATION}}$ from Arizona



(61) a book called$_{\text{IDENTIFICATION}}$ True Stories from Nature

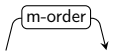


(62) This is Kim$_{\text{IDENTIFICATION}}$

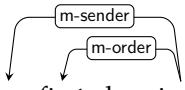
(63) This is the book$_{\text{MESSAGE}}$ I like

2.3 ORDER

order indicates the order that has-order has in some sequence.



(64) Chapter$_{\text{MESSAGE}}$ 1



(65) my first drawing$_{\text{MESSAGE}}$

2.4 CLASS

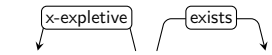
class indicates the class of entity that has-class represents.

Most prototypically evoked by common nouns with no arguments.

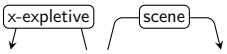
(66) swallowing an animal$_{\text{CLASS}}$

2.5 EXISTENCE

exists exists. Use this only for non-scene entities; for scenes, use the SCENE frame.



(67) There is$_{\text{EXISTENCE}}$ a hill

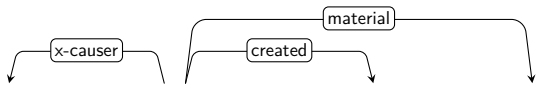


(68) There is$_{\text{SCENE}}$ a hubbub

2.6 Transformation-Creation

created is newly created from material, or material is transformed to acquire a new class indicated by created.

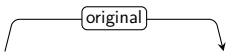
(69) I succeeded in making$_{\text{Transformation-Creation}}$ my first drawing



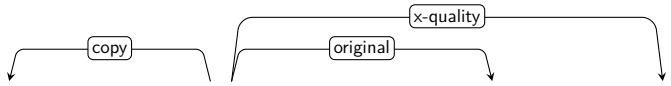
(70) Kim built$_{\text{Transformation-Creation}}$ a castle out of sand

2.7 Reproduction

original continues to exist, and a (modified) copy comes into existence.



(71) Here is a copy$_{\text{Reproduction}}$ of the drawing

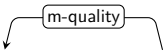


(72) This is a translation$_{\text{Reproduction}}$ of the pamphlet into English

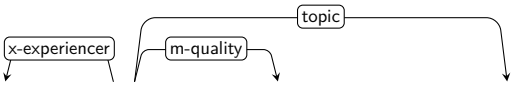
2.8 QUALITY

quality indicates a (permanent) quality/property/manner of has-quality.

(73) when I was six years old$_{\text{QUALITY}}$



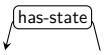
(74) a magnificent picture$_{\text{MESSAGE}}$



(75) I pondered$_{\text{MESSAGE}}$ deeply over the adventures of the jungle

2.9 STATE

state indicates a (temporary) state of has-state.



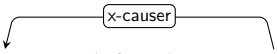
(76) Boa constrictors swallow their prey whole$_{\text{STATE}}$

(77) they sleep$_{\text{STATE}}$

2.10 STATE-CHANGE

A STATE changes.

(78) they swallow their prey whole without chewing$_{\text{STATE-CHANGE}}$ it

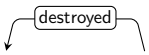


(79) the six months that they need for digestion$_{\text{STATE-CHANGE}}$

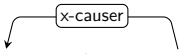
(80) And that hasn't much improved$_{\text{STATE-CHANGE}}$ my opinion of them

2.11 Destruction

destroyed goes out of existence.



(81) Sam 's death$_{\text{Destruction}}$



(82) Sam 's destruction$_{\text{Destruction}}$ of the city

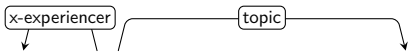
2.12 EXPERIENCE

experienced indicates an experience that experiencer undergoes.

Used for dynamic scenes where the experiencer is not necessarily active, and that cannot well be framed as a state change. Also used for sensory and mental perception, addressees in communication, beneficiaries, and for "bystander" roles.

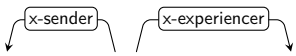
(83) Kim 's adventures$_{\text{EXPERIENCE}}$ in the jungle

(84) Kim attacked$_{\text{EXPERIENCE}}$ Sandy

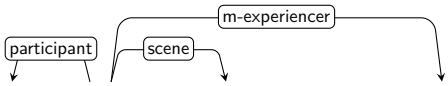


(85) I saw$_{\text{MESSAGE}}$ a magnificent picture

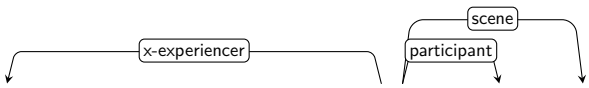
(86) I pondered$_{\text{MESSAGE}}$ deeply



(87) Kim talked$_{\text{MESSAGE}}$ to Sandy



(88) Kim did$_{\text{SCENE}}$ something nice for Sandy

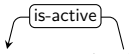


(89) Kim cooked a meal only to have$_{\text{SCENE}}$ Sandy spurn it

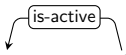
2.13 ACTIVITY

is-active actively participates in activity.

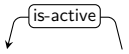
Used for dynamic scenes where is-active has agency and that cannot well be framed as a state change.



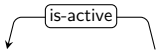
(90) Kim worked$_{\text{ACTIVITY}}$



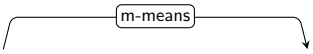
(91) Kim partied$_{\text{ACTIVITY}}$



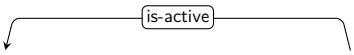
(92) Kim danced$_{\text{ACTIVITY}}$



(93) Kim had sex$_{\text{ACTIVITY}}$



(94) after some work$_{\text{ACTIVITY}}$ with a colored pencil

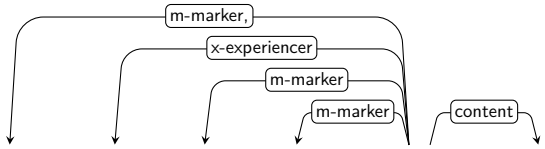


(95) I devoted myself to geography$_{\text{ACTIVITY}}$

2.14 MARKER

marker marks has-marker for modal strength, aspect, discourse function, etc.

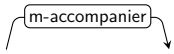
Umbrella frame for various kinds of predicates that denote properties of propositions rather than scenes, often realized as "sentence adverbs".



(96) Fortunately Kim probably even knows$_{\text{MESSAGE}}$ that

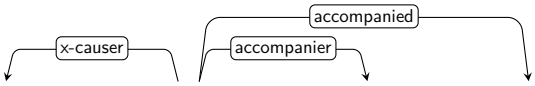
2.15 ACCOMPANIMENT

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



(97) veggies$_{\text{CLASS}}$ with rice

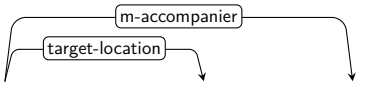
(98) The veggies come$_{\text{ACCOMPANIMENT}}$ with rice



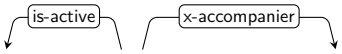
(99) Kim added$_{\text{ACCOMPANIMENT-INIT}}$ rice to the veggies

(100) Rolling thunder accompanies$_{\text{ACCOMPANIMENT}}$ the rain

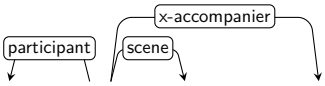
Often, the accompanier denotes not the accompanying scene but an entity participating in it, and must be metonymically understood as the scene.



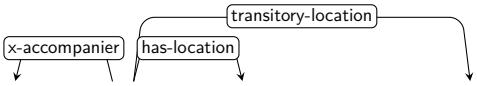
(101) Kim cycled$_{\text{LOCATION-CHANGE}}$ to Rome with Sandy



(102) Kim danced$_{\text{ACTIVITY}}$ with Sandy

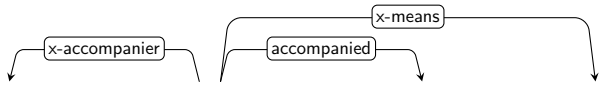


(103) Kim had$_{\text{SCENE}}$ sex with Sandy



(104) Kim chased$_{\text{Motion}}$ Sandy around the block

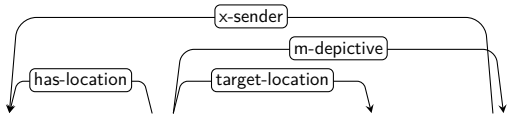
(105) Kim accompanied$_{\text{ACCOMPANIMENT}}$ Sandy



(106) Kim accompanied$_{\text{ACCOMPANIMENT}}$ Sandy on the piano

2.16 Depictive

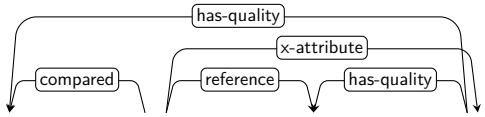
Special case of ACCOMPANIMENT where accompanier assigns accompanied a role (cf. Sec. 1.6).



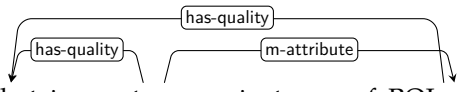
(107) Kim entered$_{\text{LOCATION-INIT}}$ the room singing$_{\text{MESSAGE}}$

2.17 ATTRIBUTE

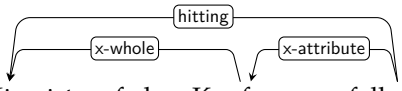
In a scene has-attribute, attribute is the part or attribute of one or more participants that is most directly involved in the scene.



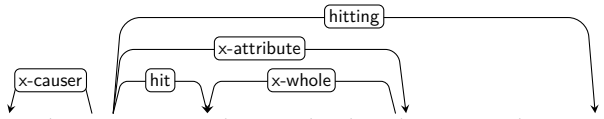
(108) Kim exceeds$_{\text{COMPARISON}}$ Sandy in height$_{\text{QUALITY}}$



(109) That is great$_{\text{QUALITY}}$ in terms of ROI$_{\text{QUALITY}}$



(110) Kim ist auf den Kopf$_{\text{CLASS}}$ gefallen$_{\text{HITTING}}$

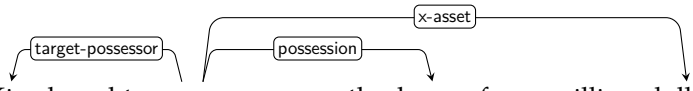


(111) Kim hit$_{\text{HITTING}}$ Sandy on the head$_{\text{CLASS}}$ with a stick

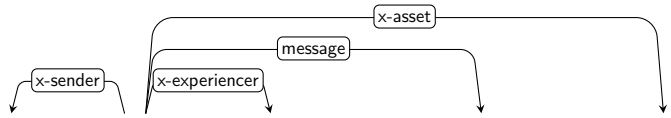
Control relations?

2.18 ASSET

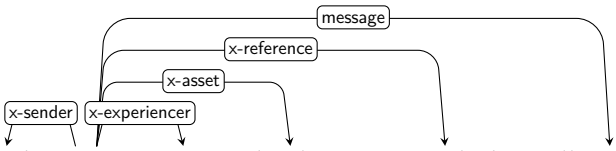
In a scene has-asset, asset is given or offered in an exchange or wager.



(112) Kim bought$_{\text{POSSESSION-CHANGE}}$ the house for a million dollars



(113) Kim offered$_{\text{MESSAGE}}$ Sandy a million dollars for the house



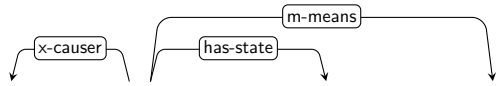
(114) I bet$_{\text{MESSAGE}}$ you 30 bucks to an apple he will win

2.19 CAUSATION

causer causes result.

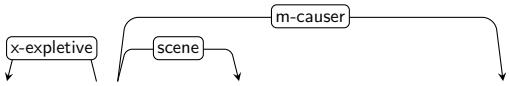
(115) Kim broke$_{\text{STATE-CHANGE}}$ the glass

(116) The knife cut$_{\text{STATE-CHANGE}}$ the bread

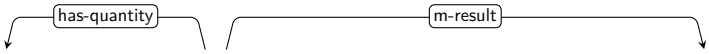


(117) Kim cut$_{\text{STATE-CHANGE}}$ the bread with a knife

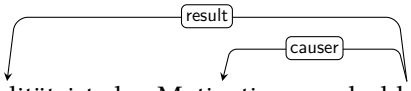
(118) The war caused$_{\text{CAUSATION}}$ a famine



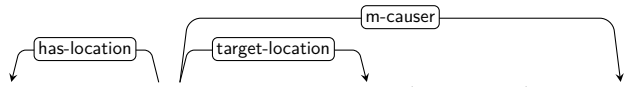
(119) There was$_{\text{SCENE}}$ a famine because of the war



(120) Der Wasserdruck stieg$_{\text{QUANTITY-CHANGE}}$, wodurch der Brunnen überfloss



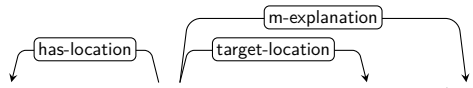
(121) Die Qualität ist der Motivation geschuldet$_{\text{CAUSATION}}$



(122) Kim went$_{\text{LOCATION-CHANGE}}$ to town because they wanted to buy food

Note how the last example expresses a purpose, but expresses it as a cause, so

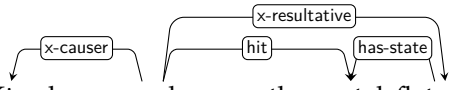
m-causer lis the right label to use. Compare this to construal as a purpose:



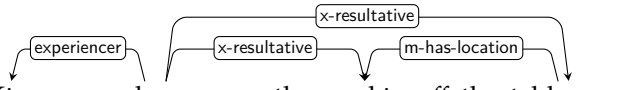
(123) Kim went$_{\text{LOCATION-CHANGE}}$ to town to buy food

2.20 Resultative

Special case of CAUSATION where result assigns an argument of 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.



(124) Kim hammered$_{\text{HITTING}}$ the metal flat$_{\text{STATE}}$



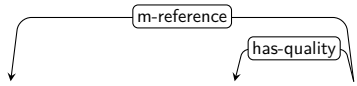
(125) Kim sneezed$_{\text{EXPERIENCE}}$ the napkin off the table$_{\text{CLASS}}$

The last example shows the limits of our coding, we don't really have a token to label as LOCATION-DEINIT. If labeling atop SUD, we'd have *off*, but there's probably languages that express the same thing through case marking rather than an adposition, then we'd have the same problem again.

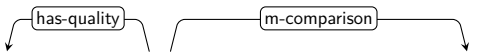
2.21 COMPARISON

compared is characterized with respect to reference.

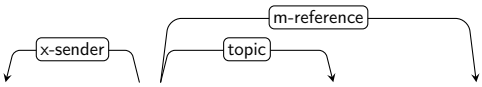
Examples of comparing scenes:



(126) Compared to Sandy, Kim is tall$_{\text{QUALITY}}$



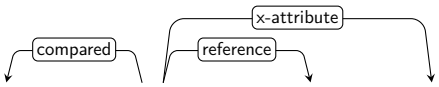
(127) Sandy is short$_{\text{QUALITY}}$ whereas Kim is tall



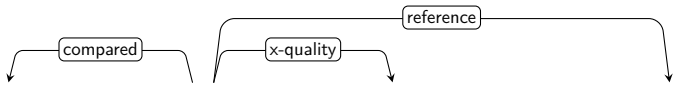
(128) They demonize$_{\text{MESSAGE}}$ the left while doing nothing about the right

Examples of comparing non-scene entities:

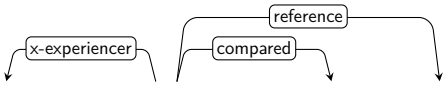
(129) Kim outranks$_{\text{COMPARISON}}$ Sandy



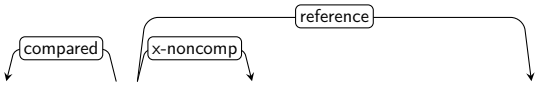
(130) Kim exceeds$_{\text{COMPARISON}}$ Sandy in height



(131) The Polish restaurant compared$_{\text{COMPARISON}}$ favorably to the Spanish one



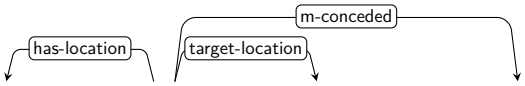
(132) Kim compared$_{\text{COMPARISON}}$ Coke to Pepsi



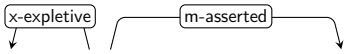
(133) Kim ran$_{\text{COMPARISON}}$ afoul of Fielding 's constraints

2.22 Concession

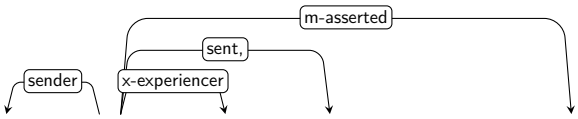
Special case of COMPARISON, where compared is what's asserted and reference is what's conceded.



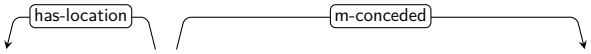
(134) Kim went$_{\text{LOCATION-CHANGE}}$ out despite the rain



(135) It rained$_{\text{STATE}}$, but Kim went went out



(136) Kim sent$_{\text{SENDING}}$ Sandy a letter but it never arrived



(137) Kim came$_{\text{LOCATION-CHANGE}}$ although Sandy had told them not to

2.23 EXPLANATION

TBD

2.24 Purpose

TBD

2.25 LOCATION

TBD

2.26 Wrapping-Wearing

TBD

2.27 Wrapping-Wearing-Init

TBD

2.28 Wrapping-Wearing-Deinit

TBD

2.29 Adornment-Tarnishment

TBD

2.30 Adornment-Tarnishment-Init

TBD

2.31 Adornment-Tarnishment-Deinit

TBD

2.32 LOCATION-INIT

TBD

2.33 Touching

2.34 Ingestion

TBD

2.35 Hitting

TBD

2.36 LOCATION-DEINIT

TBD

2.37 Excretion

TBD

2.38 LOCATION-CHANGE

TBD

2.39 Motion

TBD

2.40 MEANS

TBD

2.41 MESSAGE

TBD

2.42 MESSAGE-INIT

TBD

2.43 MESSAGE-DEINIT

TBD

2.44 PART-WHOLE

TBD

2.45 POSSESSION

TBD

2.46 POSSESSION-INIT

TBD

2.47 POSSESSION-DEINIT

TBD

2.48 POSSESSION-CHANGE

TBD

2.49 POSSESSION-CHANGE-NECESSITY

TBD

2.50 POSSESSION-CONTINUATION

TBD

2.51 QUANTITY

TBD

2.52 SENDING

TBD

2.53 SEQUENCE

TBD

2.54 SOCIAL-RELATION

TBD

2.55 SOCIAL-RELATION-INIT

TBD

2.56 SOCIAL-RELATION-DEINIT

TBD

2.57 TIME

TBD

2.58 SCENE-INIT

TBD

2.59 SCENE-DEINIT

TBD

2.60 SCENE-CONTINUATION

TBD

2.61 SCENE-PREVENTION

TBD

2.62 SCENE-NECESSITY

TBD

2.63 SCENE-POSSIBILITY

TBD

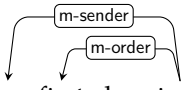
2.64 NONCOMP

TBD

3 Memos

3.1 Arguments Determine Frames

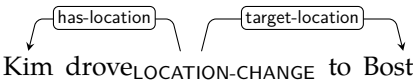
The most important criterion in choosing a frame for a predicate is that there should be suitable roles for the predicate's arguments, even if they are unrealized in the annotated instance. For example, while *drawing* denotes a CLASS of things, it can occur with a prepositional argument denoting a topic,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



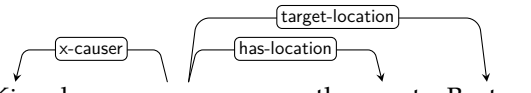
(138) my first drawing$_{\text{MESSAGE}}$

3.2 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.



(139) Kim drove$_{\text{LOCATION-CHANGE}}$ to Boston



(140) Kim drove$_{\text{LOCATION-CHANGE}}$ the car to Boston

References

Baker, C. F., Fillmore, C. J., and Lowe, J. B. (1998). The Berkeley FrameNet project. In *COLING 1998 Volume 1: The 17th International Conference on Computational Linguistics*.

Di Fabio, A., Conia, S., and Navigli, R. (2019). VerbAtlas: a novel large-scale verbal semantic resource and its application to semantic role labeling. In Inui, K., Jiang, J., Ng, V., and Wan, X., editors, *Proceedings of the 2019 Conference on Empirical Methods in Natural Language Processing and the 9th International Joint Conference on Natural Language Processing (EMNLP-IJCNLP)*, pages 627–637, Hong Kong, China. Association for Computational Linguistics.

Feng, L., Williamson, G., He, H., and Choi, J. D. (2022). Widely Interpretable Semantic Representation: Frameless Meaning Representation for Broader Applicability.

Kipper Schuler, K. (2005). *VerbNet: A broad-coverage, comprehensive verb lexicon*. PhD thesis, University of Pennsylvania.

Palmer, M., Gildea, D., and Kingsbury, P. (2005). The Proposition Bank: An annotated corpus of semantic roles. *Computational Linguistics*, 31(1):71–106.