

**Semantic roles**  
**for automatic corpus annotation**

**Version 1.1**  
**August 2007**

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**PALAVRAS version with Portuguese examples**  
**proposed for use with the Floresta Sintá(c)tica treebank**

## Overview: 17+36 Semantic role categories

<i>Role</i>	<i>definition</i>	<i>example</i>
§AG	agent	<i>alg. come ac., alg. fazer, jogar, mover, buscar</i>
§AGcau	causative agent	<i>alg. o fez desaparecer</i>
§COG (§AGcog)	cognizer	<i>alg. se lembra de ac., alg. pensar, planejar, saber</i>
§SP (§AGsp)	speaker	<i>alg. falar, anunciar, dizer, protestar</i>
§PAT	patient	<i>alg. come ac, X caiu, X foi PAS</i>
§DON (§ORIdon)	donor	<i>alg. dá ac., receber de X</i>
§REC (§DESrec)	recipient	<i>dar ac. a alg., alg. recebe ac., comprar/vender-lhe</i>
§BEN	beneficiary	<i>ajudar a alg., alg. profita de ac., proibir-lhe</i>
§EXP	experiencer	<i>X teme ac.,</i>
§TH	theme	<i>ver ac., X está doente, pegar X, Y pensava em X</i>
§TP (§THtp)	topic domain	<i>falava sobre X, discutir X, ensinar/estudar X</i>
§STI (§THsti)	stimulus	<i>sentir X, X o alegra, estar com fome/raiva</i>
§RES	result	<i>produzir X, dividir/combinar Y em X</i>
§MES (§RESmes)	message	<i>perguntar-lhe X, dizer X, escrever X, pedir que</i>
§SOA	state of affairs, fact	<i>comprovar X, exagerar X, ac. lhe convenceu</i>
§ROLE	role	<i>Y trabalha como guia</i>
§COM	co-argument	<i>concorrer com X reunir-se, discutir com X, substituir por X</i>
§ATR	static attribute	<i>X está doente, um anel de ouro</i>
§ATR-RES	resulting attribute	<i>tornar alg. nervoso</i>
§MAT (ORImat)	source material	<i>feito de X, consistir em X, criar ac. de X</i>
§POS	possessor	<i>o carro do pai, X possui Y</i>
§CONT	content	<i>uma garrafa de vinho</i>
§ID	identity	<i>a cidade de Itatiaia, a empresa NN</i>
§LOC	location	<i>morar em X, aqui, onde ...</i>
§ORI	origin, source	<i>fugir de X, carne da Argentina</i>
§DES	destination	<i>mandar para X, um vôo para X</i>
§PATH	path	<i>ao longo de X</i>
§LOC-SOC?	social position	<i>no seu emprego, presidência, vicariato</i>
§LOC-TMP	temporal location	<i>em 2007, hoje, antes de X, há 1 ano</i>
§ORI-TMP	temporal origin	<i>desde janeiro</i>
§DES-TMP	temporal destination	<i>até domingo</i>
§EXT-TMP	temporal extension	<i>mais duas semanas</i>
§FREQ	frequency	<i>de vez em quando, 10 vezes</i>
§EXT	extension, amount	<i>marchar 7 km, pesar 70kg</i>
§CAU	cause	<i>porque ..., a causa de X</i>
§COMP	comparation	<i>melhor do que nunca</i>
§CONC	concession	<i>embora ...</i>
§COND	condition	<i>se ..., nesse caso</i>
§EFF	effect, consequence	<i>foram tantos que ....</i>
§FIN	purpose, intention	<i>para se instalar em, destinado a X</i>
§INS	instrument	<i>governar por, pagar em, cortar com</i>
§MNR	manner	<i>desta maneira, -mente (most)</i>
§COM-ADV	accompanier	<i>junto com, com X na mão</i>
§META	meta adverbial	<i>segundo X, talvez, obviamente</i>
§ADV	dummy adverbial	<i>many gerund clauses: admitindo ...</i>
§REFL	reflexive	<i>manifestar-se</i>
§MED	medial	<i>derrubam-se casas</i>
§VOC	vocative	<i>tranqüilo, João!</i>
§FOC	focalizer	<i>só, também</i>
§EV	event, act, process	<i>permitir/iniciar ac., X termina/começa</i>
§PRED	(top) predicator	<i>main verb in main clause</i>
§DENOM	denomination	<i>lists, headlines</i>

<i>Role</i>	<i>definition</i>	<i>example</i>
§INC	verb-incorporated	ter lugar

## Core clause-level roles

### §AG agent (cp. COG, SP, DON, antonym PAT)

*alg.* come ac. -- fazer, jogar, mover, pegar, buscar, colaborar

+ CONTR, + HUM (incl. metaphor, e.g. text/plan), @SUBJ

- physical controlled action: doing, manipulation/handling, movement
- cognitive action with strong physical component (e.g. search), otherwise -> §COG, AGcog
- communicative action with strong physical component (e.g. collaborate), otherwise -> §SP, AGsp
- donative action with strong physical component (e.g. throw, drop), otherwise -> §DON
- default +HUM subject

**Framnet examples:** Assailant, Executor, Selector (X overthrow), Partners (X undertake), Buyer, Seller, Protagonist (X violate/comply Norm), Donor (X give), Killer, Employee (X retire/quit from Position), Arguer (X show/demonstrate Content), Cognizer\_Agent (X look for Sought\_Entity), Fugitive (X surrender??), Resident (X stay), Partner\_1 (X collaborate with COM), Participant (X participate in Event)

### §AGcau causative agent (subclass of AG)

*alg.* o fez desaparecer -- fazer, mandar, permitir

+ CONTR, + HUM, @SUBJ of verb with an @ICL-ACC or @ACC + @ICL-OC complements

- causing an event, action or change expressed as a separate clause (with its own AG, PAT or TH)

**Framnet examples:** ?

### §COG (AGcog) cognizer (cp. EXP, SP)

*alg.* se lembra de ac. -- atentar, cogitar, conhecer, considerar, desejar, esperar, esquecer, interpretar, ler (cp. EXP), meditar, pensar, planejar (ac.-RES), ponderar, prever (cp. EXP), reconhecer, refletir, saber (cp. saber a), supor, suspeitar, traduzir (ac-TH em RES), verificar?

~ + CONTR (boderline: entender, sonhar, esquecer cp EXP), ± active, @SUBJ

- cognitive manipulation of a topic-theme (TH) or creation of semiotic product (RES), NOT communicative actions (cp. SP) with a message and/or recipient

**Framenet examples:** Cognizer (X doubt, question, consider, know, remember, forget, appreciate?), Expressor (X applaud?)

### §SP (AGsp) speaker (cp. COG)

*alg.* fala -- acentuar, admitir, abordar, advogar, afirmar, ameaçar, anunciar, argumentar, atestar, avaliar, avisar, cantar, concedir, concluir, concordar, confessar, confirmar, criticar, declarar, decretar, definir, denunciar, deplorar, desafiar, descrever, discordar, dizer, elogiar, enfatizar, escrever, especificar, exagerar, exigir, explicar, falar, filosofar, garantir, gritar, implorar, indagar, informar, insistir, justificar, lamentar, murmurar, narrar, notar, objectar, opinar, ordenar, pedir, perguntar, predizer, proclamar, propor, protestar, questionar, reclamar, recomendar, referir, reiterar, responder, resumir, retorquir, ripostar, rezar, rir, salientar, sugerir, sussurrar, teorizar, testemunhar

+HUM (incl. metaphor, e.g. text/plan), + CONTR, + active, @SUBJ

- Communicator agent, including written and nonverbal communication (laughing, crying), usually

with a message and a recipient, NOT cognitive manipulation of a topic-theme

**Framenet examples:** Speaker (X say/question/ask/state/report/suggest Message, X predict Eventuality, X speak to Audience on Topic), Communicator (X criticize/denounce/accuse/condemn/praise), Interlocutor[\_1/2] (chat), Text (X address/relate Topic, cp. in Text-LOC??, read Text-TH, write Text-RES)

## §PAT patient (cp. TH)

alg. come *ac*, *X caiu*, *X foi PAS*

- CONTR, ± HUM, + affected, + CHANGE, @ACC (<erg/pass> @SUBJ)

- the part affected by an action, prototypically implying change or immanent/intended change
- default +HUM object

**Framenet examples:** Undergoer (devastate/demolish X), Victim, Executed, Item (reduce X, X expand/shrink, X1 compatible with X2), Old\_leader/Old\_order (overthrow X), Patient/Affliction (cure X -- the disease is also PAT since it changes/disappears, like the person), Protagonist (X die, X rely??/depend on Intermediary for Benefit), Sleeper (X fall asleep), Accused (charge X), Defendant (convict X for Charge)

## §REC (DESrec) recipient (cp. BEN, DES, EXP, antonym DON)

dar *ac*. *a alg.*, *alg* recebe *ac*. -- comprar-lhe, vender-lhe, **prp:** a/para

± HUM, - PLACE (cp. goal-DES), - CHANGE, - active (cp. AG take), @DAT (@SUBJ)

- getting a physical or semantical entity (TH), the [non-place] goal of a transfer action, often dative case (cp. German, Latin)

**Framenet examples:** Recipient (X get, give to X, sell X to TH), Addressee (promise X, threaten X, ask X [Questioning]), Audience (speak/write to X - cp. beschallen EXP)

## §DON (ORIdon) donor (cp. ORI, antonym REC)

*alg*. dá *ac*. -- **subject:** dar, perder, vender, **piv:** comprar de, receber de, roubar de; **prp:** de

± HUM, - PLACE (cp. goal-DES), - CHANGE, - active (cp. AG take), @DAT (@SUBJ)

- giving a physical or semantical entity (TH), the [non-place] source of a transfer action

**Framenet examples:** Donor (X give to Y, X sell Y to Z, X promise Y)

## §BEN beneficiary (cp. REC, includes its own antonym)

ajudar *a alg.*, *alg*. profita de *ac*. -- ajudar, agradecer, assistir, proibir, **prp:** para

+ HUM (incl. metaph.), + affected (good OR bad), - CHANGE, - active, @DAT (@SUBJ)

- being benefited or disadvantaged, but not changed (cp. PAT) or goal of a physical or semantic transfer (cp. REC), often dative case (cp. German, Latin)

**Framenet examples:** Beneficiary (assist/help X, claim/create/steal for X, for the sake of X), Audience (perform for X), "Harmed" (es schadet X), Interested\_Party (es kam X gelegen)

## §EXP experiencer (cp. REC)

*alg*. teme *ac*. -- **subject:** aperceber, auscultar, contemplar, enxergar, escutar, mirar, olhar, ouvir, perceber?, sentir, ver, **object:** acariciar

+ HUM, ± active, @SUBJ (@ACC)

- sensory and emotional input, includes active perceiving but not cognitive processes/actions (active COG, passive REC)

Experiencer (emotional/ directed:concerned, X feel), Perceiver (attention), Perceiver\_agentive (look at/view/observe/watch X), Perceiver\_passive (X see/hear Phenomenon), Hearer (X hear sound/music - cp REC hear message)

## §TH theme (cp. PAT, TP, STI)

ver *ac.*, *X está doente*, *pegar ac.*, *Y pensava em X* -- **PHYSIAL object**: jogar, mandar, tomar, tirar, transportar, **subject**: cair, escorregar, luzir; **COGNITIVE object**: atentar, cogitar, considerar, meditar, pensar, ponderar, refletir

- CONTR (cp. AG), - CHANGE/affected (cp. PAT), @SUBJ, @ACC

- the physical or semantic object of being and attributing
- the physical or semantic object of (active or passive) movement or transportation
- the physical or semantic object of handling and manipulating (e.g. grasp/understand s.th.)
- the physical or semantic object of active or passive experiencing (e.g. see/hear/watch s.th.), partial antonym EXP
- the source of an emanation (e.g. lamp shining, food steaming), partial antonym EXP
- default -HUM object or subject

**Framenet examples:** Theme (give/get/take X, X arrive/leave??, X fall [Motion\_directional], place/plunge/insert X), Entity (X exists, X is called Y), Sought\_Entity (Y look for X), Valued\_Entity (Cause/Agent threaten X), Chosen (chose X), Item (regard/treat X as Y, X suffice for Standard), Phenomenon (X look good, await/expect X, perceive X), Content (Cognizer know/remember X, Arguer show/demonstrate X), Evaluee (judge/evaluate X), Goods (buy X), Parameter

## §TP (THtp) topic (cp. TH)

Y falava sobre X, discutir X -- ensinar, estudar; **prp**: sobre

- CONTR, - CHANGE/affected, @SUBJ, @ACC, @P<

- the topic domain of a cognitive or communicative action or activity

**Framenet examples:** Topic (om X, speak on X, discuss/discussion X, hear Y about X, Text address X), Charge (charge Y with X cp.. Reason??, convict Defendant for X), Subject <domain> (teach/study X)

## §STI (THsti) stimulus (cp. TH, partial antonym EXP)

sentir *ac.*, *ac. o alegre* -- **object**: enxergar, ouvir, perceber, sentir, estar com [fome, sede, raiva], ver; **subject**: afligir, alvoroçar, agradar, alegrar, animar, apaixonar, consternar, deliciar, deslumbrar, embriagar?, encantar, enjoar, entoar, entristecer, entusiasmar, exaltar, magoar, regozijar

+ ABSTRACT, <f-psych>, <f-emo>, <am>, @ACC, @SUBJ

- sensation, the emotional, psychological or sensory theme of in-body sensation, NOT the outside physical or semantic object of sensory perception (TH)

**Framenet examples:** Emotion (feel love), Phenomenon (feel hunger/cold)

[VerbNet has *Stimulus* for both Emotion and - perceived - Phenomenon]

## §RES result (cp. ATR)

produzir *ac.* -- criar; dividir Y em X, combinar Y em X

- HUM, - active, @ACC, N @OC

- physical (§RES), semantic (§RES<sub>co</sub>) or communicative (§RES<sub>sp</sub>) product, NOT simple manipulation (cp. TH) or change (cp. PAT)

- result of division or fusion (§RESmero), NOT simple change (cp. PAT), e.g. divide s.th. into RES-parts

**Framenet examples:** Created\_entity (build X), Product (produce/manufacture X), "Semiotic\_Product" (conceive/write X), Inference?, Parts (separate X from ORI-Whole, divide PAT-Whole into X)

## §MES (RESsp) message (cp. REScog, PRO, antonym SP/AGsp)

perguntar *ac.* -- **certain speech verbs:** acentuar, cantar, declarar que (else: SOA), dizer, escrever, falar, filosofar, informar, murmurar, narrar, notar, ordenar que (else: EV/ACT), pedir que (else: TH), perguntar, propor que (else: EV), reiterar, responder, retorquir, ripostar, sugerir, sussurar, teorizar

+ SEMIO, <sem-s>, <act-s>, @ACC, @FS-ACC, typically complement clause with que/se, <interr>

- communicative product of speech or writing act, NOT cognitive products without communicative content (REScog), NOT truth value attribution to or manipulation of a SOA

**Framenet examples:** Proposition (prove/demonstrate/confirm X); [VerbNet uses Proposition for Message RESsp]

## §SOA state of affairs, proposition, fact (cp. REScog, RESsp, TH)

comprovar *ac.* -- **TRUTH: object:** admitir, advogar, afirmar, atestar, avaliar?, conceder, confessar, confirmar, contradizer (also subj.), demonstrar, duvidar; **subject (- HUM!):** convencer, contradizer (also obj.), ser verdade; **VALUATION object:** avaliar, criticar, deplorar, elogiar, lamentar; **subject:** --> PAT (e.g. melhorar, piorar); **MANIPULATION and DECLARATION object:** avisar, declarar, definir, enfatizar, exagerar, exigir, explicar, garantir, insistir em, justificar, referir, resumir, salientar, sugerir

+ SEMIO, <sem-c>, <conv>, <sit>, <system>, @ACC, @FS-ACC, (@SUBJ)

- something being judged as true or false, conceded or contradicted (PRO, SOApro)
- something avaliated, criticized, protested, lamented etc.
- something manipulated by a speech act (NOT created, cp. MES, or discussed, cp. TP), e.g. exaggerate

**Framenet examples:** Proposition (prove/demonstrate/confirm X);

[VerbNet uses Proposition for Message RESsp, but muddled up with Topic, while using 'Topic' for a kind of Theme]

## §ROLE role

alg. trabalha *como guia* - figurar como, jogar, servir de

± HUM (mostly +), <Hprof>, <tool>, @AS< / @P<

- HUM: a role played, or a professional function being exercised
- NON-HUM: tool or substitute function assigned to an object

**Framenet examples:** Role (elect as X)

## §COM co-argument (cp. COM-ADV)

concorrer *com alg.*, reunir-*se*

±HUM, com-PRP, se-PRON, always valency-bound (unlike COM-ADV)

- reciprocal, collective, complementary or joint argument-hood of same role type, NOT simple co-acting, co-experiencing etc. (cp. accompagnier COM-ADV)
  - AG: e.g. AG concorrer/collaborar com COMag, AG reunir-se COMrefl

- EXP: e.g. amar-se um EXP ao outro COMexp
- SP: e.g. SP discutir com COMsp
- TH: e.g. confundir TH com COMth, substituir TH com COMth

**Framenet examples:** Cotheme, Theme\_2 (replace with, substitute), Partner\_2 (collaborate/become friends with X), Interlocutor\_2 (discuss with X), Arguer\_2 (quarrel with X), Side\_2 (fight with X), Participant\_2 (compete with X), Part\_2 (amalgamate with X)

## **Attributive and other "close" roles**

### **§ATR**                    **attribute (cp. ATR-RES, TH)**

X está *doente*, um anel *de ouro* -- estar, parecer, ser, tratar de (ROLE?), haver [feature], consistir em

**ADJ, stative PCP, N <attr>, @SC, @N<, @>N, @N<PRED, @PRED, prp:** de + <mat>, esp.

@N<, @SC (ADJ-substitution, eg. de ferro -> férrico, férreo, cp. §MAT @PIV), com + meronym/feature

- stative (non-resultative) attribute, attributive predication
- classification, hyperonym-relation (dolphins are *mammals*)
- made-of feature (e.g. casaco de *algodão*), could be §ATRmat
- meronymical feature (e.g. consist of *parts*, hot chocolate *with creme*, he has *brown eyes*, cp. POS have TH)

**Framenet examples:** Characterization (be/look/appear X), Category (regard/treat as X), Name (Y is called X)

[VerbNet also uses *Predicate* for this, as well as *Role* and some others]

### **§ATR-RES**            **resulting attribute (cp. ATR, RES)**

tornar alg. *nervoso* -- chamar (de), deixar alg. ADJ, denominar (de), eleger, fazer(-se), ficar, imaginar alg. ADJ, tornar(-se)

**ADJ, stative PCP, N <attr>, @SC, @OC**

- resultative attribute, resultative attributive predication

**Framenet examples:** ?

### **§MAT (ORImat)**    **source material (cp. ATR, ORI)**

feito de *ac.*, consistir em *ac.* -- criar *ac.* de; **prp:** de

**de <mat> @PIV (possibly also: de <mat> @N< cp. ATR)**

- source material used to make s.th. (make RES from MAT, cp. de <mat> ATR)

**Framenet examples:** Material (build/copy/create/make/transform/cook from X, entstehen aus), Components, Ingredients

### **§POS**                    **possessor (antonym TH-possession)**

o carro *do pai*, X possui Y -- possuir, ter, haver; **prp:** de

**+ HUM, - active, de-pp @N<, genitive case @GEN, @SUBJ**

owner, holder-of, NOT attribute-carrier or meronymical relation

**Framenet examples:** Owner (X own/possess/have TH-Possession, cp. TH have blonde hair ATR-meronym)

## §CONT content

uma garrafa *de vinho* -- **prp:** de

+ MASS / Plural, <con> EXT de CONT

- mass content (of a container [semantic prototype <con>])

**Framenet examples:** Contents (Container-LOC contain X [vn Theme1/Location - Theme2])

## §ID identity (cp. ATR)

a cidade *de Itatiaia*, a empresa *NN*

+ named entity, (de) PROP @N<, @APP

- identifying referent attribute, usually a name or definite-np apposition, NOT a simple attribute or ISA relation (cp. §ATR)

**Framenet examples:** ?

# Spatial roles

## §LOC location (cp. LOC-TMP, LOC-SOC)

morar *em X*, *aqui*, *onde* ... -- **prp:** abaixo de, em, em cima de, perto de, sob, sobre, por/via; **adv:** aqui, lá; **rel/interr:** onde + FS

+ PLACE (em +), - HUM, - TIME, <L...>, <top>, @ADVL, @FS-ADVL, @SA, @OA

- spatial location (cp. the metaphorical temporal and social "locations" LOC-TMP and LOC-SOC)

**Framenet examples:** Place (happen in X), Location (Agent lie/sit in/on X [Posture]), Area (travel through X to Goal)

## §ORI origin, source

fugir *de X*, carne *da Argentina* -- vir de; **prp:** de; **adv:** daqui, daí

+ PLACE (test: em + X), - HUM, @ADVL

non-human origin (of active or passive movement), with actual place-hood. NOT givers (AG) or emanators (TH)

**Framenet examples:** Source (leave X, depart from X, withdraw/eliminate/take/remove Theme from X)

## §DES destination, goal (cp. REC, BEN, FIN)

mandar *para X*, um vôo *para X* -- chegar, colocar, inserir, mandar, viajar, pôr; **prp:** para, a, até, contra (a parede); **adv:** fora, para baixo, para cima [English: up, down, in, out, left, right, north, south]

+ PLACE (test: em + X), <L...>, <dir>, - HUM, @ADVL

- non-human destination (of active or passive movement), with actual place-hood, NOT recipients or beneficiaries, nor purpose-goals
- geographical or geometrical direction (DIR or DESdir, implied destination), e.g. up, out, left, south

**Framenet examples:** Goal (arrive/reach at/in X, place/insert at/in X, travel to X)

## §PATH (LOCpath) path

*ao longo de X*, seguir X -- **prp:** ao longo de



+ PLACE, + de & para (DIR), <Lpath>, @ADV L

- spatial or temporal path being followed or connecting two points of reference

**Framenet examples:** Path

## §LOC-SOC? social position

em seu *emprego*, resignou da *presidência*, deixei o *vicariato*

+ PLACE (em +), <pos-soc>, @SA, @OA, @P<

- social position or professional position to be filled, quit or occupied, NOT a professional *function* to be exercised (cp. ROLE)

**Framenet examples:** TPosition (Employee retire/quit from X)

## Temporal roles

### §LOC-TMP temporal location

em 2007, hoje, antes de X, há 1 ano, 1996-99, quando for possível, ao entrar, chegado no porto, de manhã -- **event verbs:** acontecer, começar, ocorrer, passar-se, suceder, terminar; **prp:** em, durante, há; **adv:** <atemp> agora, amanhã, de noite, hoje, nunca, ontem, sempre ...; **rel/interr/conj:** antes que, assim que, depois que, enquanto, mal, primeiro que, quando, sempre que; **n:** domingo, sábado; **np:** o outro dia, a próxima vez

+ TIME ("PLACE"), - HUM, <date>, <year>, <weekday>, <period>, em + <temp>/<atemp>/EV, @ADV L, @FS-ADV L, ao + INF, PCP @ICL-ADV L (not GER, cp. §ADV)

- point in time, e.g. dates, years, weekdays, public holidays, time of day, season, period
- temporal relations expressed by subclauses (finite, ao + INF, participle clauses)

**Framenet examples:** Time (happen in X)

### §ORI-TMP temporal origin

desde janeiro -- **prp:** desde; **conj:** desde

+TIME ("origin"), desde + <temp>/<atemp>/EV, @ADV L, @FS-ADV L

- temporal point of origin (of a state, process or activity)

**Framenet examples:** ?

### §DES-TMP temporal destination

até domingo -- **prp:** até + <temp>, <atemp>, EV; **conj.** até + PRED

+ TIME ("DIR"), até + <temp>/<atemp>/EV, @ADV L, @FS-ADV L, never obligatory

- destination point in time (for a state, process or activity)

**Framenet examples:** ?

### §EXT-TMP duration, temporal extension (cp. EXT)

mais duas semanas, um tempão, por 4 horas, o resto do ano -- continuar, durar, permanecer, persistir, viver; **prp:** por + <dur>, em + <dur>

+ TIME ("EXT"), <dur>, por + <dur> (imperfective), em + <dur> (perfective), @ADV, @ADV L

- duration (of a state, process or activity: 'por', of an event or action: 'em'), could be handled by §EXT alone, but is different from other EXT's because it combines more freely with all kinds of verbs

**Framenet examples: ?**

## §FREQ frequency (cp. EXT)

*de vez em quando, 10 vezes*

+ TIME, @ADVL, never obligatory

- frequency of an act or occurrence (could be tagged as a type of extension, EXTfreq)

**Framenet examples: ?**

## Adverbial roles

### §EXT extension, extent, amount

*marchar 7 km, pesar 70kg, ficar mais duas semanas* -- **movement verbs:** e.g. correr, nadar, viajar; **quantifying verbs:** aumentar, baixar, crescer, custar, diminuir, durar, medir, pesar, subir; **prp:** (reduzir) por X, (fixar) em X

<quant>, <dur>, <dist>, @ADV (@SA), takes quant. @>A: ao menos, até, mais de, no máximo, só ..., ± CHANGE

- quantifier numerical expression measuring amount, size, distance (EXT-LOC), duration (EXT-TMP), weight, price etc.
  - direct complement of verb: + CHANGE: baixar, crescer, diminuir, subir X; - CHANGE: custar, durar, pesar
  - secondary complement of verb: + CHANGE: aumentar/diminuir por X; - CHANGE: fixar [o preço] em X

**Framenet examples:** Dimension (grow Y in size), Value (measure/weigh/amount to/add up to X), Measurement, Difference, Size\_Change, Money (pay X for Goods, cp. pay with INS)

### §CAU cause

*porque ..., a causa de X* -- **conj:** como, já que, porquanto, porque, uma vez que, visto que; **prp:** a causa de

@FS-ADVL, @P<

- the cause of an EV or PRED that is - CONTR (state, event or process)
- the reason for an EV or PRED that is + CONTR (act or activity)

**Framenet examples:** Cause (X cause Effect), Reason (judge/ condemn/ praise/ denounce/ criticize/ accuse/ thank/ kill for), Treatment/Medication (X cure Patient/Affliction), Stimulus (X concern?) [vn uses Stimulus for the TH of perception/feeling/emotion]

### §COMP comparation (cp. EFF)

*melhor do que nunca. o mais antigo de todos* -- **correlative:** (mais/menos, melhor/pior, maior/menor) que, do que; **equality:** (tão, tal) como, (tanto) quanto; **SUP:** de todos

@KOMP<, pp, acl, fcl, 'do que', 'como', 'de' + todos

- comparative complement of (a) degree-carrying ADJ or ADV (mais, melhor, ...) or (b) demonstrative quantifier (tão, tal, tanto), NOT direct comparative postnominal (ATR, e.g. *um homem como um urso*)

- reference complement of superlative (de todos)

**Framenet examples:** ?

## §CONC concession

*embora ...* -- **conj:** ainda que, a menos que, apesar de que, conquanto, embora, em que pese, inobstante, mesmo que, se bem que; **prp:** apesar de, não obstante

**pp** @ADVL, @FS-ADVL with SUBJunctive mode, @AS-ADVL; always marked by key word

- concessive adverbial complement

**Framenet examples:** ?

## §COND condition (cp. CONC)

*se ..., nesse caso* -- **conj:** caso, contanto que, desde que, se

@FS-ADVL, (@ADVL)

- conditions or preconditions for something being the case, happening or being done; negative conditions ('if not') must not be confused with concessives ('unless', cp. §CONC)

**Framenet examples:** ?

## §EFF effect, consequence (cp. FIN, COMP)

foram tantos *que* .... -- **conj:** (tão) que, (tamanho) que, (tanto) que

- CONTR (cp. FIN + contr), + EVENT/VERBAL, @FS-ADVL

- the effect or consequence of an event or process, NOT the intended result or purpose of an action (cp. §FIN, + CONTR)

**Framenet examples:** Effect?

## §FIN purpose, intention (cp. EFF)

*para se instalar em, destinado a X* -- **prp:** para/a, **conj:** para que, a fim de que

+ CONTR (cp. EFF - contr), + EVENT/VERBAL (cp. BEN - event), @ADVL, @FS-ADVL with SUBJunctive mode; always marked by key word

- the intended result or purpose of an action, NOT the [unpremeditated] effect of an event or process (cp. §EFF, - CONTR)

**Framenet examples:** Goal (attempt/aim at X, pursue X, intend X), Benefit (rely on Intermediary for X), Task (hire Y for X)

## §INS instrument

*governar por, pagar em, cortar com, usar ac.* -- aplicar?, usar, utilizar, servir-se de; **prp:** com, por, através de

+ CONTR, <tool>, @ADVL

- the instrument of an action

**Framenet examples:** Instrument (build with X [cp. from MAT], use X), Money (pay with X, cp. pay EXT for Goods)

## §MNR manner

*desta maneira, -mente (most), com a mão na bolsa* -- **adverbial**: comportar-se, tratar alg.

@ADVL, <amod>, -mente, com X em @N<PRED

- doing, acting or behaving in a certain way

**Framenet examples:** Manner (conduct/behave X, treat Y X)

## §COM-ADV acompanhier, co-adverbial (cp. COM)

*junto com, com um X na mão, com X no braço*

@ADVL

- accompanying person (NOT a co-argument cp. §COM) or thing (NOT an instrument, cp. §INS)

**Framenet examples:** ?

## §META meta adverbial

*segundo X, talvez, obviamente*

@ADVL, <ameta>, @FS-ADVL, insertion markers (comma, parentheses, hyphens ...)

- meta adverbs conveying attitude, probability, possibility from a speaker point of view, outside the normal syntactic complement framework of the clause's verb
- inserted comments and tag questions, e.g. *acho eu, não e?*
- conformative adjuncts: *como, conforme, segundo*

**Framenet examples:** ?

## §ADV dummy adverbial

many gerund clauses: *admitindo ...*

@ICL-ADVL (mostly GER), without marker word, @ADVL

- unclear *non-finite* adverbial argument, i.e. no clear marking of temporality, finality, causality etc. as found in the corresponding *finite* and subclauses
- un-linked top node adverbials (@ADVL) without a clear inherent role -- this is a very rare category since almost all adverbial expressions do carry some lexical semantic trace allowing assignment of a non-dummy category such as §LOC-TMP or §MNR

**Framenet examples:** ? [§ADV i a syntactically triggered role, introduced to allow underspecification]

## ***Purely syntactically motivated "dummy" roles***

## §REFL reflexive

*manifestar-se*

only for 'se'

- true reflexive use of the pronoun "se"

**Framenet examples:** -- [§REFL i a syntactically triggered role, introduced for the sake of completeness]

## §MED medial

derrubam-*se* casas

only for 'se'

- medial/passive use of the pronoun "se", in connection with a (PAT or TH) explicit subject

**Framenet examples:** -- [§MED i a syntactically triggered role, introduced for the sake of completeness]

## §VOC vocative

tranquilo, *João!*

PROP/def-np @VOK

- "vocative" addressee with external referent, not really a role-argument of a verb

**Framenet examples:** ? [§VOC i a syntactically triggered role, introduced for the sake of completeness]

## §FOC focalizer

*só aqui, também no Brasil, até ele*

<foc> adv @>N, @>P, @>A, @ADVL

- focus particle, often set operator, with a narrow scope over the immediately following constituent, creating a "meta-np", "meta-pp" etc.

**Framenet examples:** ? [§FOC i a syntactically triggered role, introduced for the sake of completeness]

## §EV event, process, act, action, activity

permitir/iniciar *ac.*, *X* termina/começa, dar um *pulo* -- **prp:** temporal (durante, antes de, depois de, até)

+ VERBAL, +TIME and/or +DURATION, ± CONTR (could be split into §EV and §ACT), deverbal and event nouns, verbs, @SUBJ, @ACC, @P< (of temporal prepositions)

- non-adverbial semantic role with time coordinates

**Framenet examples:** Event (participate in X), Act (X break/violate/observe/comply Norm, cp. AG), Likelihood (X be possible), Eventuality (Speaker predict X), Undertaking

## §PRED (top) predicator

*chove, fala!*, isto é uma oração

@MV, <mv>

- main verb in main clause, default for predicators, verbal dummy role not governed (and thus not specified) by a higher node, to be used only if *all* nodes - not only arguments and adjuncts - are to be tagged

**Framenet examples:** ? [§PRED i a syntactically triggered role, introduced for the sake of completeness]

## §DENOM denomination

xadrez: e4 c5, Sf3 Sc6; *Grande Sertão Veredas; Pedro, Anna e Paula; N.N. - violão*

@NPHR

- lists, headlines

**Framenet examples:** ? [§DENOM i a syntactically triggered role, introduced for the sake of completeness]

## **§INC**                    **verb-incorporated**

*ter lugar*

<inc> @ACC, mostly nouns or np's, some adverbs and pp's

- where no "real", distinct semantic relation to the verb can be established. §INC is part of the verb chain, and could be made to share the role tag of its governing verb (e.g. adverbial subclause roles, or simply §PRED).

**Framenet examples:** ? [§INC i a syntactically triggered role, introduced for the sake of completeness]

## Appendix: Tagging sample

O	[o] <artd> ART M S @>N #1->3
primeiro	[primeiro] <NUM-ord> ADJ M S @>N #2->3
fabricante	[fabricante] <Hprof> N M S @SUBJ> #3->17 §AG
mundial	[mundial] ADJ M S @N< #4->3
de	[de] PRP @N< #5->3
«ratos»	[rato] <Adom> N M P @P< #7->5 §PAT
para	[para] PRP @N< #9->7
computador ,	[computador] <tool> N M S @P< #10->9 §FIN
a	[o] <artd> ART F S @>N #12->13
empresa	[empresa] <HH> N F S @APP #13->3 §ID
suíça	[suíço] ADJ F S @N< #14->13
Logitech,	[Logitech] <org> PROP F S @N< #15->13 §ID
apresentou	[apresentar] <mv> <vt> V PS 3S IND @STA #17->0 §PRED
esta	[este] <dem> DET F S @>N #18->19
semana	[semana] <dur> N F S @<ADVL #19->17 §LOC-TMP
em	[em] <sam-> PRP @<ADVL #20->17
uma	[um] <arti> ART F S @>N #21->22
feira	[feira] <occ> N F S @P< #22->20 §LOC
especializada	[especializar] V PCP PAS F S @N< #23->22
que	[que] <rel> INDP F S @SUBJ> #24->25 §TH
teve	[ter] <mv> <ve> V PS 3S IND @FS-N< #25->22 <vi> §ATR
lugar	[lugar] <L> N M S @<ACC #26->25 §INC
em	[em] PRP @<ADVL #27->25
Basileia	[Basileia] <civ> PROP F S @P< #28->27 §LOC
(Suíça)	[Suíça] <civ> PROP F S @N<PRED #30->27 §LOC
um	[um] <arti> ART M S @>N #32->33
equipamento	[equipamento] <cm> N M S @<ACC #33->17 §PAT
periférico	[periférico] ADJ M S @N< #34->33
denominado	[denominar] <mv> V PCP PAS @ICL-N< #35->33 §ATR
«Audioman»	[Audioman] <brand> PROP M S @<SC #37->35 §ATR-RES
que	[que] <rel> &hum INDP M S @SUBJ> #39->40 §AG
permitirá	[permitir] <mv> <vt> V FUT 3S IND @FS-N< #40->37 §ATR
dotar	[dotar] <mv> <vdt> V INF @ICL-<ACC #41->40 <vi> §EV
os	[o] <artd> ART M P @>N #42->43
computadores	[computador] <tool> N M P @<ACC #43->41 §BEN
de	[de] PRP @<PIV #44->41
«orelhas»	[orelha] <anmov> N F P @P< #46->44 §TH

files:

dansk/framenet/vn\_da -- verb overview with types + roles

english/frames\_en -- overview of EB-roles