



Figure – Collection d’objets qu’on pourrait appeler *cup* (Labov, 1975; Jurafsky & Martin, 2019)

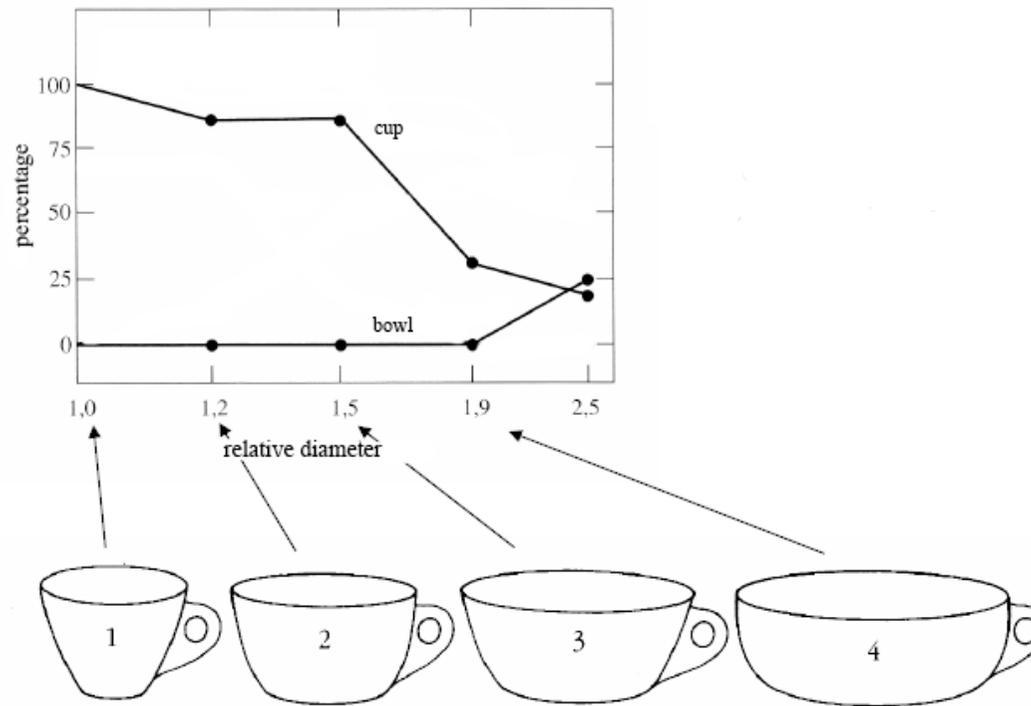


Figure – Variation de dénomination *cup* vs. *bowl* selon le diamètre relatif (Labov, 1975; Jurafsky & Martin, 2019)

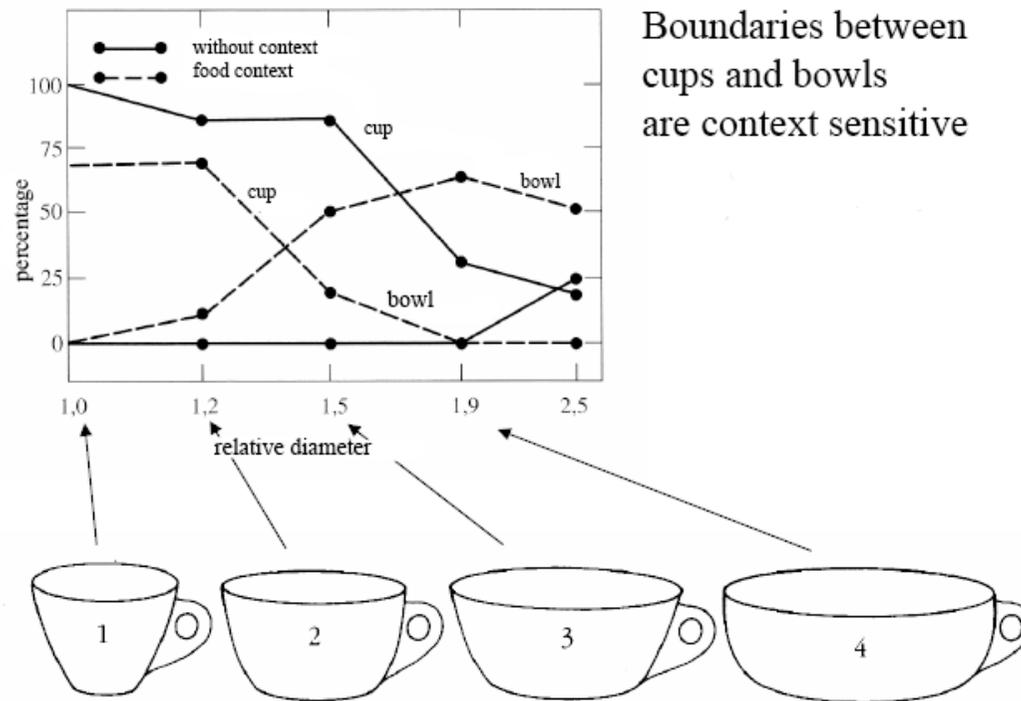


Figure – Influence du contexte dans la variation de dénomination *cup* vs. *bowl* (Labov, 1975; Jurafsky & Martin, 2019)

The term *cup* is used to denote round containers with a ratio of depth to width of $1 \pm r$ where $r \leq r_b$, and $r_b = \alpha_1 + \alpha_2 + \dots + \alpha_n$ and α_i is a positive quality when the feature i is present and 0 otherwise.

- feature
- 1 = with one handle
 - 2 = made of opaque vitreous material
 - 3 = used for consumption of food
 - 4 = used for the consumption of liquid food
 - 5 = used for consumption of hot liquid food
 - 6 = with a saucer
 - 7 = tapering
 - 8 = circular in cross-section

Cup is used variably to denote such containers with ratios width to depth $1 \pm r$ where $r_b \leq r \leq r_1$ with a probability of $r_1 - r / r_1 - r_b$. The quantity $1 \pm r_b$ expresses the distance from the modal value of width to height.

Figure – Proposition de définition d'une tasse selon (Labov, 1975; Jurafsky & Martin, 2019)



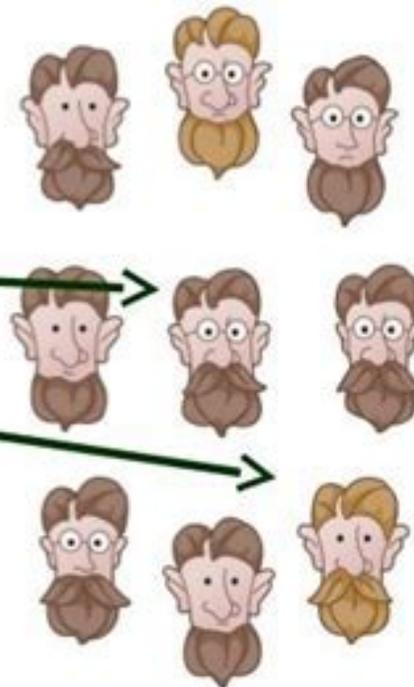
Definitions

■ Family resemblance

- members of a category have a **family resemblance** to each other

Ideal member

Atypical member



In the example, dark hair, glasses, a mustache, and a big nose are *typical* for this family but do not *define* the family.

Figure – Illustration de l'intuition de la ressemblance de famille pour Wittgenstein

Définition d'un jeu

- A. Est-ce amusant ?
- B. Y a-t-il de la compétition ?
- C. Peut-on élaborer une stratégie de long terme ?
- D. Des compétences (*skills*) sont-elles requises ?
- E. La chance joue-t-elle un rôle ?
- F. Est-ce qu'il y a des cartes ?
- G. Est-ce qu'il y a une balle ?
- H. ...

Belote	Marelle	Yams	Football
BDEF	AD	AE	BCD

FrameNet

✧ **Frame Semantics** (Fillmore 1976, 1977, ..)

- **Frame**: a conceptual structure or prototypical situation
- **Frame elements** (roles)
 - Identify participants of the situation
 - Are local to their frame
- **Frame evoking elements** (verbs, nouns, adjectives) introduce frames
- E.g. VERDICT:

[The jury]_{Judge} *convicted* [him]_{Defendant} [on the counts of theft]_{Charges}.

On Thursday [a jury]_{Judge} *found* [the youth]_{Defendant} [guilty of wounding Mr Lay] _{Finding}

✧ **Berkeley FrameNet Project**

- Database of frames for core lexicon of English
- Current release: 610 frames, about 9000 lexical units

FrameNet „as a Net“

– Frame-to-Frame Relations –

Inheritance relation: a frame inherits all roles of one or more “super” frame(s)



FrameNet „as a Net“

– Frame-to-Frame Relations –

Subframe relation

- Super frame represents complex event
- Subframes represent sub-events
- Subframes usually inherit some roles of the super frame

