

Semantic prototype tags for nouns

The GrammarSoft/VISL parsers assign angle-bracketed semantical tags for most nouns and verbs and some adjectives. The semantic tags used for nouns are prototype classes, like <Hprof> for 'professional', which again translate into a subset of atomic features taken from a list of 16 values. The semantic tags are bilingually motivated (to help disambiguate translation alternatives) and polysemic words will thus have several tags. The semantical subsystem is in an experimental stage, and not subject to a full disambiguation at the present time, though it can - together with the valency subsystem - yield a fair degree of polysemy resolution even now.

There are 150-200 tags in all, most of which can be lumped in 22 major umbrella classes:

- <A> animal
- plant (botanical)
- <H>, <org>, <inst> human types and human-acting types
- <L>, <build>, <dir> natural or artificial places, location, direction
- <V> vehicle
- <ac>, <am>, <geom>, <meta> abstract concepts not included in other classes
- <act>, <event>, <process>, <occ>, <talk>, <fight> deverbals: actions, events and processes
- <an> anatomical concepts
- <cc>, <con>, <furn> things (concrete and countable)
- <clo> clothing
- <cm>, <mat> natural or artificial substances and materials (concrete and mass)
- <coll>, <part>, <piece> collectives and parts
- <domain>, <ism>, <genre>, <ling>, <sport>, <game> domain concepts
- <f>, <col> features, colours and psychological traits
- <food>, <drink>, <fruit> food and drink
- <percep> perceptions and feelings
- <sem>, <conv> semantic products, semiotic artefacts
- <sit>, <state>, <pos>, <system> state of affairs
- <temp>, <per>, <month> time prototypes
- <tool>, <mach> tools and machines
- <unit>, <cur>, <dur>, <amount>, <mon> units and quantities
- <wea> weather phenomena





Subtype specifications are attached to hyperonyms in lower case. Such subdivisions are inspired by disambiguational usefulness, but often follow a few broad principles:

- taxonomical (animals, plants)
- teleological, verb based (used for what, eg. <tool-cut>, <sem-r> for reading)
- 5 senses, passive (e.g. hearing) or active (e.g. listening)
- countable vs. mass (-c)



- atomic semantic features: e.g. \pm control, \pm perfective
- natural vs. artificial (-h)

The semantic prototype list below is in alphabetical order, with uppercase tags first, and provides English definitions as well as one or two examples for each language. An asterisk (*) means that a category is experimental, either as such or for a particular language. Danish examples were chosen to represent Scandinavian languages, while the Romance language family is represented by Portuguese.

Animal prototypes:

Tag	 / Definition			
<A>	animal (umbrella tag)	dyr	fêmea, parasito	Tier
<AA>	group of animals	flok	cardume, enxame	Herde
<Adom>	domestic animal (likely to have female forms)	hest, kvie	cachorro, leão	Katze, Pferd, Stute
<Aich>	water-animal	fisk, søhest	tubarão, delfim	Hecht, Wal
<Amyth>	mythological animal	drage	basilisco	Einhorn
<Azo>	land-animal	skildpadde	raposa	Dachs, Eidechse
<Aorn>	bird	ørn, solsort	águia, bem-te-vi	Elster, Spatz
<Aent>	insect	myg	borboleta	Schmetterling
<Acell> (<AB>)	cell-animal (bacteria, blood cells)	ægcelle	linfócito	Virus

Plant prototypes:

Tag	 / Definition			
	plant (umbrella tag)	vækst	planta	Pflanze
<BB>	group of plants, plantation	skov, mark	mata, nabal	Wald, Weinberg
<Btree>	tree	bøg, birk	palmeira	Kiefer
<Bflo>	flower	rose	taraxaco	Lilie
<Bbush>	bush, shrub	gyvel	rododendro	Sanddorn
<Bveg>*	vegetable	asparges	espargo	Lauch

cp. also <fruit> (fruit, berries, nuts: *maçã, morango, avelã, melancia*)

Human prototypes:

Tag	 / Definition			
<H>	human (umbrella tag)	menneske	ser humano	Mensch
<HH> = <org>	group of humans (companies, teams, companies)	klub	editora	Gemeinde
<Hattr>	attributive human umbrella tag	-	-ista, -ante	-

<Hbio>	biological human (race, age ...)	olding	mestiço, adulto	Baby
<Hfam>	human with family or other private relation	kæreste	pai, noiva	Schwester
<Hideo>	ideological human, follower	socialist	dadaista	Jünger, Humanist
<Hmyth>	mythological human (gods, fairy tail humans)	nisse	curupira, duende	Fee
<Hnat>	nationality human, inhabitant	italiener	lisboeta, ruso	Brasilianer
<Hprof>	professional human, sportsman	snedker	marinheiro	Fußballer
<Hsick>	sick human	Astmatiker	diabético	Neurotiker
<Htit>	title noun	frøken	rei	Doktor

Place and spatial prototypes:

Tag	 / Definition			
<L>	place (umbrella tag)	sted	lugar	Stelle
<La> = <Lzo>	animal place	bikube, rotterede	-	Nest, Taubenschlag
<Labs>	abstract place	højdepunkt	auge	Fundgrube
<Lbar>	barrier noun	grænse	limite	Deich
<Lciv>	civitas, town, country, county (with administration)	landsby	país	Hauptstadt
<Lcover>	cover, lid	dyne	tampa, colcha	Deckel
<Ldoor>*	door (~ <Lhole>)	portal	porta	Scheunentor
<Lh>	functional human place	lufthavn	anfiteatro	Wohnzimmer
<Lopening>	opening, hole	sprække	abertura	Loch
<Lpath>	path (road, street, ...)	motrovej	pista	Pfad
<Lsoc>*	social place, no administration, cp. <Lciv> (~ <Lh>)	forstad*	-	Nachbarschaft
<Lstar>	star object (planets, comets)	måne	cometa	Quasar
<Lsurf>	surface	gulv	face, verniz	Zimmerdecke
<Ltip>	tip place, edge (cp. <Labs>)	forspring	pico	Spitze
<Ltop>	geographical, natural place	højslette	pântano	Hügel
<Ltrap>	trap place	fælde	armazelo	Reuse
<Lwater>	water place (river, lake, sea)	golf	fonte	Bach





cp. also <build> (building), <inst> (institution), <pict> (picture), <sit> (situation)

cp. also **position prototypes**: <pos-an> (anatomical position), <pos-soc> (social position)

Vehicle prototypes:

Tag	 / Definition			
<V>	vehicle (umbrella tag), ground	cykel	carro	Traktor
<VV>	group of vehicles	konvoj	armada	Flugzeugstaffel
<Vwater>	water vehicle (ship)	kajak	navio	U-Boot
<Vair>	air vehicle (plane)	jumbojet	hidroplano	Rakete

Abstract prototypes:





Tag	 / Definition			
<ac>	abstract countable (umbrella tag)	funktion	alternativa	Chance
<ac-cat>	category word	metafor	latinismo	Atomnummer
<ac-sign>	sign, symbol	komma	parêntese	Klammeraffe
<am>	abstract mass/non-countable (contains many cases that could be subspecified, e.g. as <f-....>)	gulvvarme	habilidade	Energie
<ax>*	abstract/concept, neither countable nor mass, cp. <f>, <sit> etc.	fælleseje	endogamia	Herrschaft

cf. also <f...> (features), <dir> (direction), <geom...> (shapes), <meta> ("transparent" noun)

cf. also **concept prototypes**: <conv> (convention), <domain>, <ism> (ideology), <genre>, <ling> (language), <disease>, <state...>, <therapy>





cf. also **quantity prototypes**: <unit>, <amount>, <cur> (currency), <mon> (money amount)

Action prototypes:

Tag	 / Definition			
<act>	action (umbrella tag) (+CONTROL, PERFECTIVE)	salg	abdicação	Einbau
<act-beat>*	beating-action (~ <act-d>)	-	pancada, surra	-
<act-d>	do-action	hævnaktion	teste	Versuch
<act-s>	speech/communicative act	forespørgsel	proposta	Befehl
<act-trick>*	trick, cheat, fraud, ruse (~ <act-d>)	-	jeito, fraude	Reklametrick
<activity>	activity (+CONTROL, IMPERFECTIVE)	spisning	correria	Handhabung

cp. also <fight>, <dance>, <sport>, <game>, <therapy>





Anatomical prototypes:

Tag	 / Definition			
<an>	anatomical term (general)	isse	dorso	Kreislauf
<anmov>	movable anatomy (arm, leg)	hånd	biceps	Finger
<anorg>	organ (heart, liver)	galdeblære	hipófise	Gehirn
<anost>	bone	lårben	vértebra	Humerus
<anzo>	animal anatomy	hale	carapaça	Labmagen
<anorn>	bird anatomy	hanekam	pluma	Schnabel
<anich>	fish anatomy	halefinne	bránquias	Flosse
<anent>	insect anatomy	følehorn	olho composto	Bienenstachel
<anbo>	plant anatomy	grannål	folha	Blüte

cp. also <f-an> (human anatomical feature)

Tag	 / Definition			
<amount>	quantity noun	klat, læs	bocada, sem-fim	Handvoll
<build>	building, cp. <inst> and <Lh>	tårn	casa	Zitadelle





Thing prototypes:

Tag	 / Definition			
<cc>	concrete countable object (normally movable things, unlike e.g. <part-build>)	ting	balão	Objekt
<cc-h>	artifact (incl. <cc-play>*)	pibe	bomba	Fußball
<cc-beauty>*	ornamental object	pyntebuket, juvel	guirlanda	Perle
<cc-board>*	flat long boject (board, plank)	bræt	tabla	Planke
<cc-cord> = <cord>	cord, string, rope, tape	kabel	fio, arame <cord>	Schnur
<cc-fire>	fire object (bonfire, spark)	gnist	fogo	Flamme
<cc-handle>	handle	hank	ansa, garra	Griff
<cc-light> = <tool-light>	light artifact	lommelygte	lampião, farol	Scheinwerfer
<cc-particle>	(atomic) particle	elektron	cátion	Photon
<cc-play>*	play object (part of <cc-h>)	legoklods	iôio	Puppe
<cc-r>	read object	pas	bilhete	Führerschein
<cc-rag>	cloth object (towel, carpet,	klud,	cortina, lençol	Serviette

	rag, napkin), cp. <mat-cloth>	viskestykke		
<cc-stone> (<cc-round>)	stones and stone-sized round objects	tigerøje	pedra, tijolo	Diamant
<cc-stick>	tisk object (long and thin)	stok	vara	Gerte

cp. also <con> (container), <cord> (cord), <furn> (furniture), <pict> (picture), <tube>, <clo...> (clothing), <tool...>'

Substance prototypes:





Tag	 / Definition			
<cm>	concrete mass, substance, non-countable, cf. <mat>	trækul	terra, magma	Mark
<cm-h>	human-made substance	beton	cemento	Glaswolle
<cm-chem>	chemical substance, also biological	hormon	anilina	Bilirubin
<cm-gas>	gas substance [few]	klor	argônio	Luft
<cm-liq>	liquid substance	benzin	gasolina	Wasser
<cm-rem> (<rem>)	remedy (medical or hygiene)	paracetamol	antibiótico	Aspirin

cp. also <mat...> (materials)





Clothing prototypes:

Tag	 / Definition			
<cloA>*	animal clothing	skyklap	sela	Satteldecke
<cloH>	human clothing	kjole	bermudas	Anorak
<cloH-beauty>	beauty clothing, jewelry	haldkæde	diadema	Ohring
<cloH-hat>	hat	mitra	sombrero	Krone
<cloH-shoe>	shoe	træsko	bota, patim	Pantoffel





Collective prototypes:

Tag	 / Definition			
<coll-cc>	thing collective, pile	stak	baralho	Haufen
<coll-B>*	plant part collective	løv	folhagem	Wurzelglect
<coll-sem>	semantic collective, collection	arkiv	repertório	Antologie
<coll-tool>	tool collective, set	service, grej	instrumentário	Schlüsselbund

cp. also <HH> (group), <AA> (herd), <BB> (plantation), <VV> (convoy)





Tag	 / Definition			
<col>	colour (implies <f>)	purpur	verde-mar	Ultramarin
<con>	container, implies <num+> and <cc-h>	flaske	chícara	Koffer
<conv>	convention (social rule/law)	regel	lei	Kodex
<cur>	currency noun (countable, implies <unit>, cv. <mon>)	dollar	real, dirham	Euro
<dance>	dance (both <activity>, <genre> and <sem-l>)	vals	forró, flamenco	Foxtrott
<dir>	direction noun	øst	contrasenso	Steuerbord
<domain>	domain (subject matter, profession, cf. <genre>)	kemi	anatomia	Medizin
<drink>	drink	mælk	guaraná, moca	Weißwein

Time and event prototypes:

Tag	 / Definition			
<dur>	duration noun (implies <unit>) cf. <per>, <temp>	time	mês	Augenblick
<event>	event (-CONTROL, PERFECTIVE)	eksplosion	milagre	Einsturz





for <event>, cp. also <occ> (organized event), <process>, <act...> and <activity>

Feature prototypes:





Tag	 / Definition			
<f>	feature, property	klæbeevne	problematicidade	Proportionalität
<f-an> (<f-phys-h>)	anatomical local feature (incl. countables)	smilehuller	olheiras	Sommersprossen
<f-c>	general countable feature	-	vestígio	Merkmal
<f-h> (<f-phys-h>)	human physical feature, not countable	ynde	lindura	Sonnenbräune
<f-psych>	human psychological feature (often <am>)	vrede	passionalidade	Ehrlichkeit
<f-q>	quantifiable feature	viskøsitet	calor	Länge
<f-phys>	physical feature	konkavitet	-	Trockenheit
<f-right>	social feature, right, duty	copyright	privilégio	Wahlrecht
<f-surf>	surface feature	plet	-	Wulst

cp. also **state prototypes**: <state>, <state-h> (human state)

Food prototypes:





Tag	 / Definition			
<food>	natural/simplex food	kød	aveia	Reis
<food-c>	countable food	kødben	ovo*	Knoblauchzehe
<food-h>	human-prepared/complex culinary food	leverpostej	lasanha	Borschtsch
<food-c-h>	culinary countable food	karbonade	pastel, enchido	Keks

cp. also <drink>, <fruit>, <spice>*





Tag	 / Definition			
<fight>	fight, conflict (also <sit> and <activity> , +TEMP)	slagsmål*	briga	Streit
<fruit>	fruit, berry, nut (but often classified as <food-c>)	mandel	cebola, amora	Kirsche
<furn>	furniture	seng	cadeira	Schreibtisch

cp. also <part-build> (fixed house installations)

Concept prototypes:





Tag	 / Definition			
<game>	game	poker	bilhar	Blindekuh
<genre>	genre (especially art), cf. <domain>	modernisme	tropicalismo	Jugendstil

cp. also <conv> (convention), <dance>, <domain>, <ism> (ideology), <ling> (language), <disease>, <sport>, <state...>, <therapy>

Tag	 / Definition			
<geom>	geometry noun, shape	pentagon	elipse	Quader
<geom-line>	line [few]	sinuskurve	linha	Perzentile
<inst>	human-behaving functional building (institution) fusion of <Lh> + <HH>	biograf	auto-escola	Börse
<ism>	ideology, value system	anarkisme	apartheid	Islam
<ling>	language	tysk	catalão	Latein
<mach>	machine (complex, acts), cp. <tool>	støvsuger	limpa-pratos	Computer
<mat>	material, cp. <cm...>	bronze	argila	Plastik
<mat-cloth>	clot material, textile	silke	kevlar, couro	Baumwolle





<meta>	meta noun	slags	tipo	Art
<mon>	amount of money, cf. <cur>	SU, afkast	bolsa, custo	Maut
<mon-c>	countable <mon>	CO2-afgift	-	Gewinn
<month>	month noun/name	august	julho	Dezember
<occ>	occasion, complex human/social event, cp. unorganized <event>	VM, julefrokost	jantar, desfile	Prüfung, Modeschau
<per>	period of time (during+)	praktik	guerra	Osterferien

Part prototypes:





Tag	 / Definition			
<part>	distinctive or functional part	sektion	ingrediente	Teil, Abschnitt
<part-build>	structural part of building	gavl	balustrada	Treppenabsatz
<part-V>	structural part of vehicle	kofanger	estai*	Steuer
<part-clo>*	clothing part	frakkeskød	-	Kragen
<part-sem>*	part of semantic product	førsteakt*	-	Kapitel
<part-tool>*	tool part, cf. <cc-handle>	lydhoved*	-	Gewehrlauf
<piece>	indistinctive (little) piece	krumme	pedaço	Scherbe

<part> can, in principle, be freely combined with most physical prototypes. Experimentally, we have thus for some languages used <part-mach>, <part-an> etc.
cp. also other structurals, such as <cc-handle>, <Ltip>





Perception prototypes:

Tag	 / Definition			
<percep-e>*	emotion (e.g. love) cp. <f-psych>, <state-h>	frygt*	-	Ambivalenz, Heimweh
<percep-f>	what you feel (senses or sentiment), e.g. pain	kløe, sult, tørst	desagrado, arrepio	Kälteschauer, Magenschmerz
<percep-l>	sound (what you hear)	brag	berro, barrulho	Pfeifen, Rasseln
<percep-o>	olfactory impression (what you smell)	tjærelugt	bafo, fragrância	Veilchenduft
<percep-t>	what you taste	ølsmag	-	Geschmack*
<percep-w>	visual impression (what you see)	fakkelskær	arco-iris	Abenddämmerung

For most languages, <percep-e> is so far not distinguished as a separate category, and will appear as <f-psych>, or rarely as <state-h> or <am>





Tag	 / Definition			
<pict>	picture (combination of <cc>, <sem-w> and <L>)	portræt	caricatura	Szintogramm
<pos-an>	anatomical/body position	sideleje	cesaprumo*	Hocke
<pos-soc>	social position, job	stilling	condado, presidência	Patenschaft
<process>	process (-CONTROL, IMPERFECTIVE), cp. <event>, <act>, <activity>	strømning, konvektion	balcanização	Stagnation

Semantic product prototypes:

Tag	 / Definition			
<sem>	semiotic artifact, work of art (umbrella tag)	værk	opus	Alltagskunst
<sem-c>	cognition product (concept, plan, system)	formodning	esquema, plano	Vorurteil
<sem-l>	listen-work (music) often implying <genre> implied by <dance>	sang	prelúdio bossa-nova	Sonate
<sem-nons>	nonsense, rubbish	sludder	galimatias	Quatsch
<sem-r>	read-work, e.g. novel	roman	biografia	Dissertation
<sem-s>	speak-work, speech product	vittighed	palestra	Antrittsrede
<sem-w>	watch-work (visual)	skuespil	telenovela	Kurzfilm

cp. <act-s> (speech act), <talk> (a speech situation)

cf. also **concept prototypes**: <conv> (convention), <domain>, <ism> (ideology), <game>, <genre>, <ling> (language), <disease>, <state...>, <therapy>

Tag	 / Definition			
<sick>	disease (concept, not state)	ledegigt	AIDS, sida	Diabetes
<sick-c>	countable disease-object	vorte	abscesso	Wunde, Pickel





cp. <state-h> (human state)

State-of-affairs prototypes:





Tag	 / Definition			
<sit>	psychological situation or physical state of affairs	anarki	reclusão, ilegalidade	Rentnerdasein

<state>	state (of something), else <sit>	ro, atomfrihed	abundância	Gleichgewicht
<state-h>	human state	feber	euforia	Somnolenz
<system>*	system, <sit> + <sem>	adelsvælde, delebilisme	-	-

cp. <f-...>, especially <f-psych> and <f-phys-h>, which cover innate features





Tag	 / Definition			
<sport>	sport, implies <domain> and <activity>, cp. <game>	tennis	futebol, capoeira	Golf
<talk>	talk, discussion, quarrel, implies <act-s>, <sit> and <activity>	samtale, skænderi	entrevista, lero- lero, bate-papo	Gespräch, Diskussion
<temp>	temporal object, point in time, cp. <per>, <dur> test: until/since +	midnat	amanhecer	Vorabend, Sylvester
<therapy>	therapy (also <domain> and <activity>)	massage	balneoterapia	Akupunktur

Tool prototypes:



Tag	 / Definition			
<tool>	tool (umbrella tag), implies <cc-h>	blyant	abana-moscas	Hammer
<tool-cut>	cutting tool, e.g. knife	sværd	canivete	Beil, Machete
<tool-shoot> = <tool-gun>	shooting tool, gun	pistol	metralhadora	Armbrust
<tool-mus>	musical instrument	violin	clavicórdio	Klavier, Flöte
<tool-sail>	sailing tool, sail	spinnaker	vela latina	Focksegel

cp. also <mach> (machine), <cc-light> (same as <tool-light>)

suggested: <tool-l> (listening tool), <tool-s> (speech tool), <tool-w> (watch tool), <tool-fight> (fighting-tool)

Tag	 / Definition			
<tube>	tube object	pipeline	cânula	Schlauch
<unit>	unit noun, implies <num+> implied by <cur>, <dur>	centimeter	caloria	Lux, kg

Weather prototypes:

Tag	 / Definition			
<wea>	weather (states)	glatis	bruma	Nebel, Smog
<wea-c>	countable weather phenomenon	skybrud	tsunami, nuvem	Wolke
<wea-rain>	rain and other precipitation	hagl	neve	Nieselregen
<wea-wind>	wind, storm	kuling	brisa, furacão	Strum

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