

# Moving on from natural language: from two-level semantics to image schemas

**John Bateman**

Bremen University

# Beginning ...

- This story is in many ways a continuation of the path started in our Cooperative Research Center on Spatial Cognition (2003-2014)



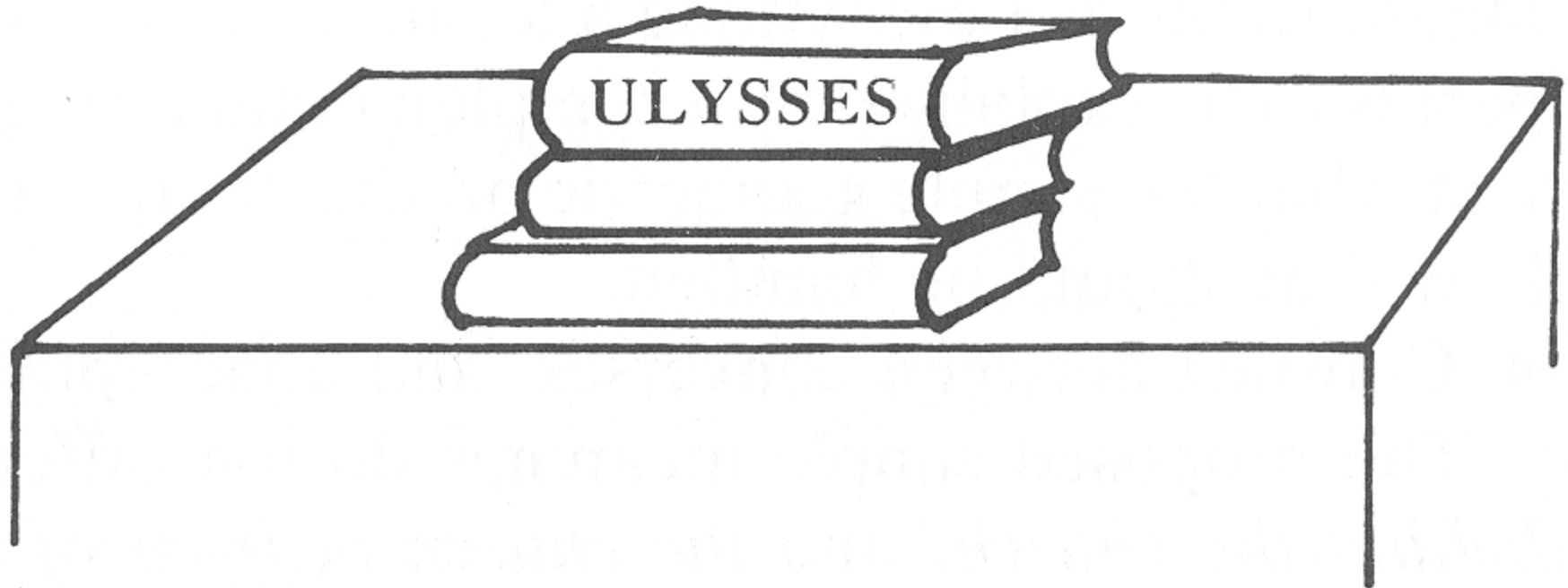
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# The flexibility of spatial language

# Usage evidence from real language...

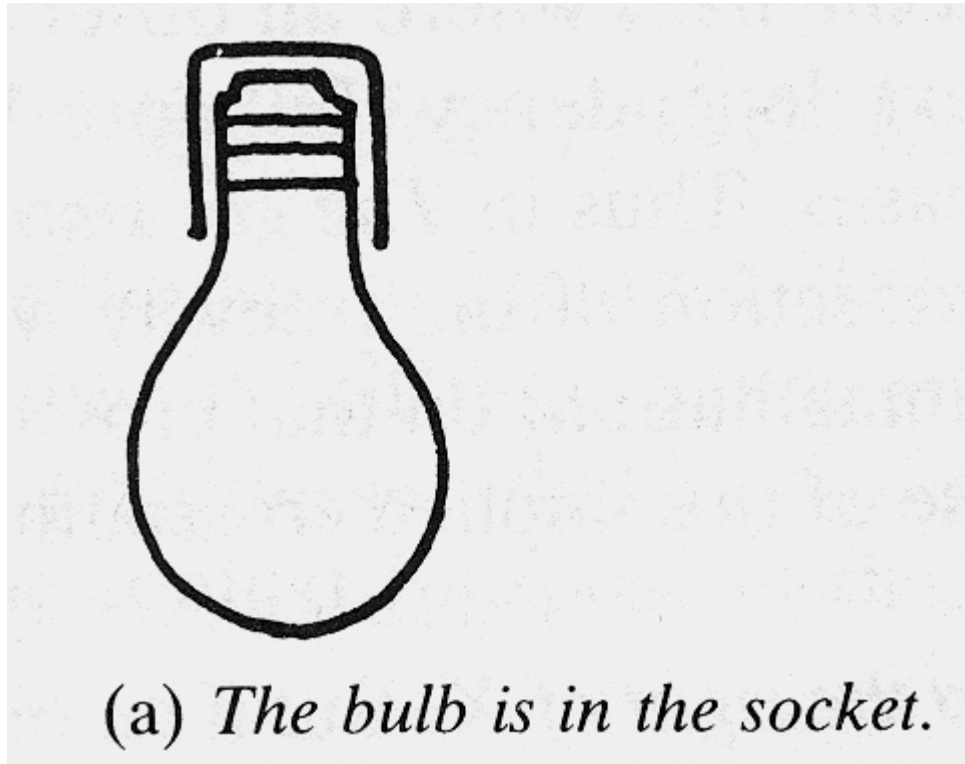
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Herskovits (1986)

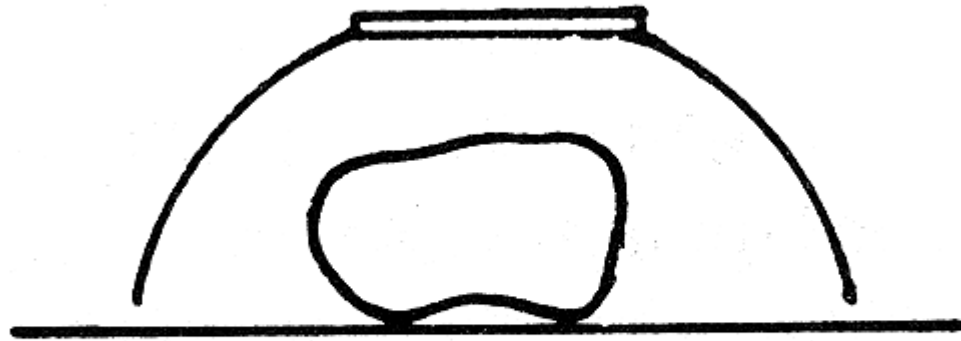


## And more usage evidence...

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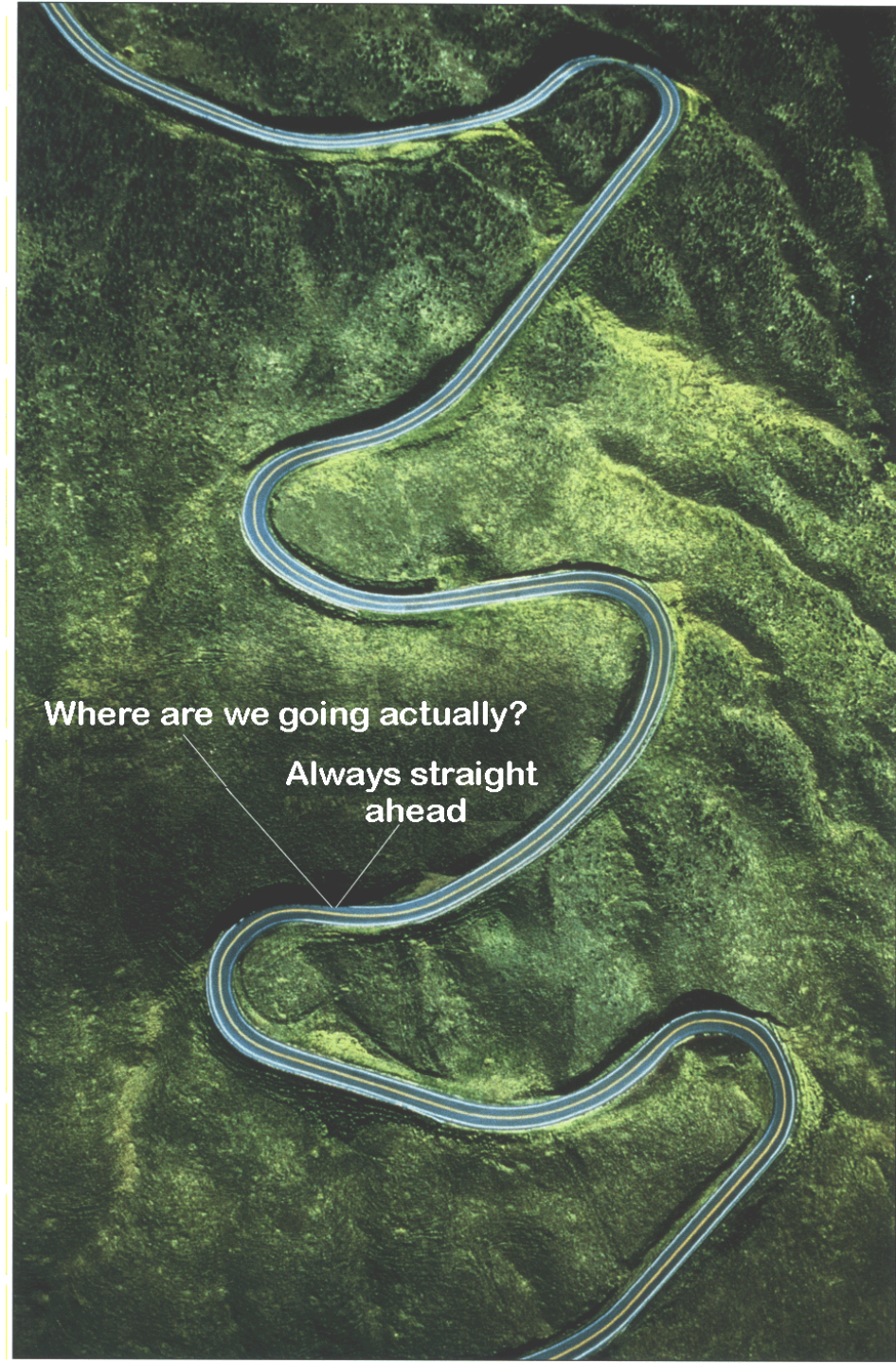


(a) *The bulb is in the socket.*



(b) *The potato is under the bowl.*





Where are we going actually?

Always straight ahead

*The bird is in the bush*

*Included(Part(Place(Bird)),*

*Interior(Outline(VisiblePart(Place(Bush))))))*

*cars along the waterfront*

*[A(Along)](Outline(Place(GroupOfCars)),*

*LineApprox(Place(WaterFront)))*

*man under the ladder*

*Under(Place(Man), Underside(Outline(Place(Ladder))))*

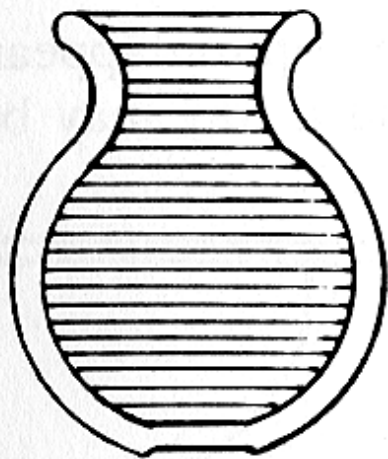


Outline and convex closure

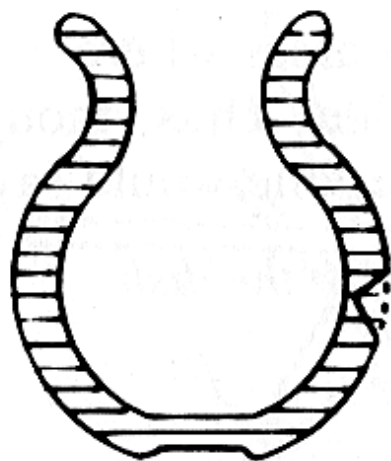
Figure 5.2



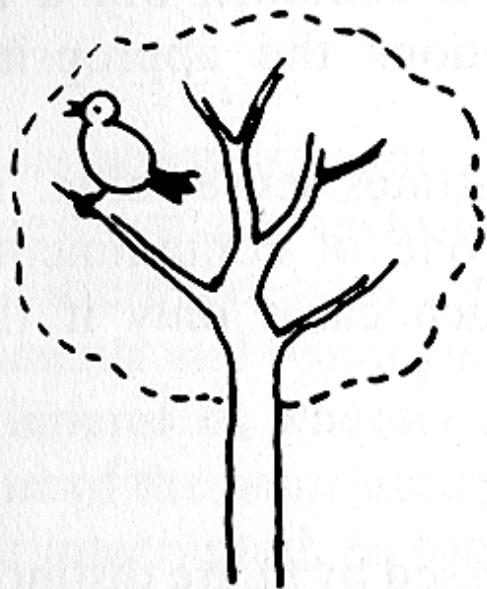
Or



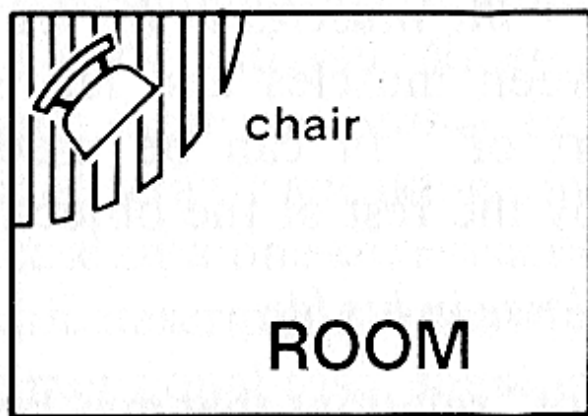
(a) *the water in the vase*



(b) *the crack in the vase*



(c) *the bird in the tree*



(d) *the chair in the corner*

Figure 4.1

# Uses of 'in': Herskovits (1986:149)

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- spatial entity in container
- gap/object “embedded” in physical object
- physical object “in the air”
- physical object in outline of another, or of a group of objects
- spatial entity in part of space or environment
- person in clothing
- spatial entity in area
- physical object in a roadway
- person in an institution
- participant in institution





1655B

# Bondi Beach

Waverley Council

## GENERAL WARNINGS



SHALLOW WATER



HIGH SURF



DANGEROUS CURRENT



SHORE DUMP



## LIFE SAVING SERVICES



PLEASE SWIM ONLY BETWEEN  
THE RED AND YELLOW FLAGS  
This beach is patrolled where the  
red & yellow flags are displayed

## REGULATIONS



# Functional effects



Coventry, Garrod and others

# Ontological Considerations

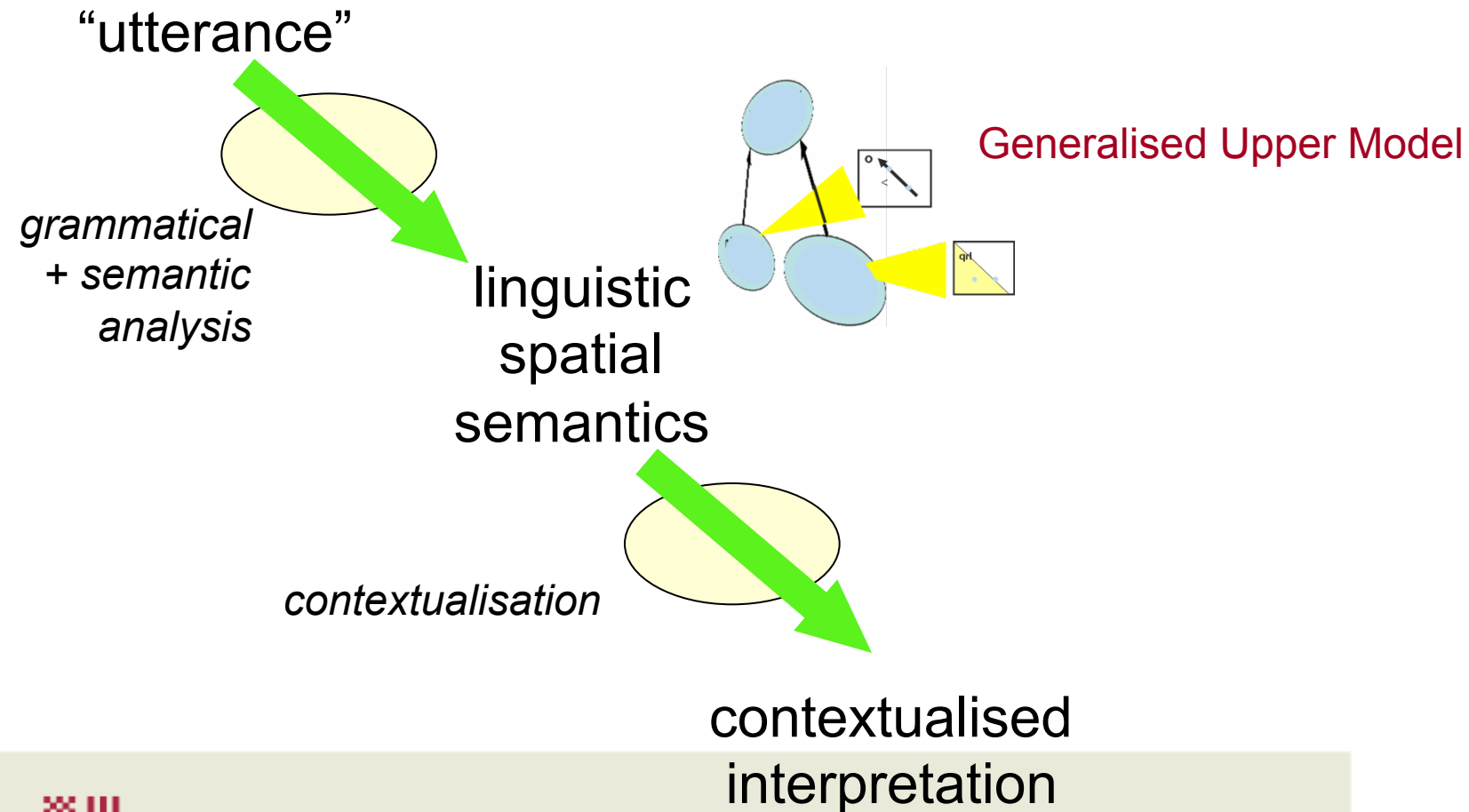
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“It is apparent that these cases reveal the limits of the approach insofar as it is purely geometric: a full account calls for a step into other territories where pragmatics, or **functional and causal factors at large**, must be taken into account.”

Casati & Varzi (1999) *Parts and places*, p. 140



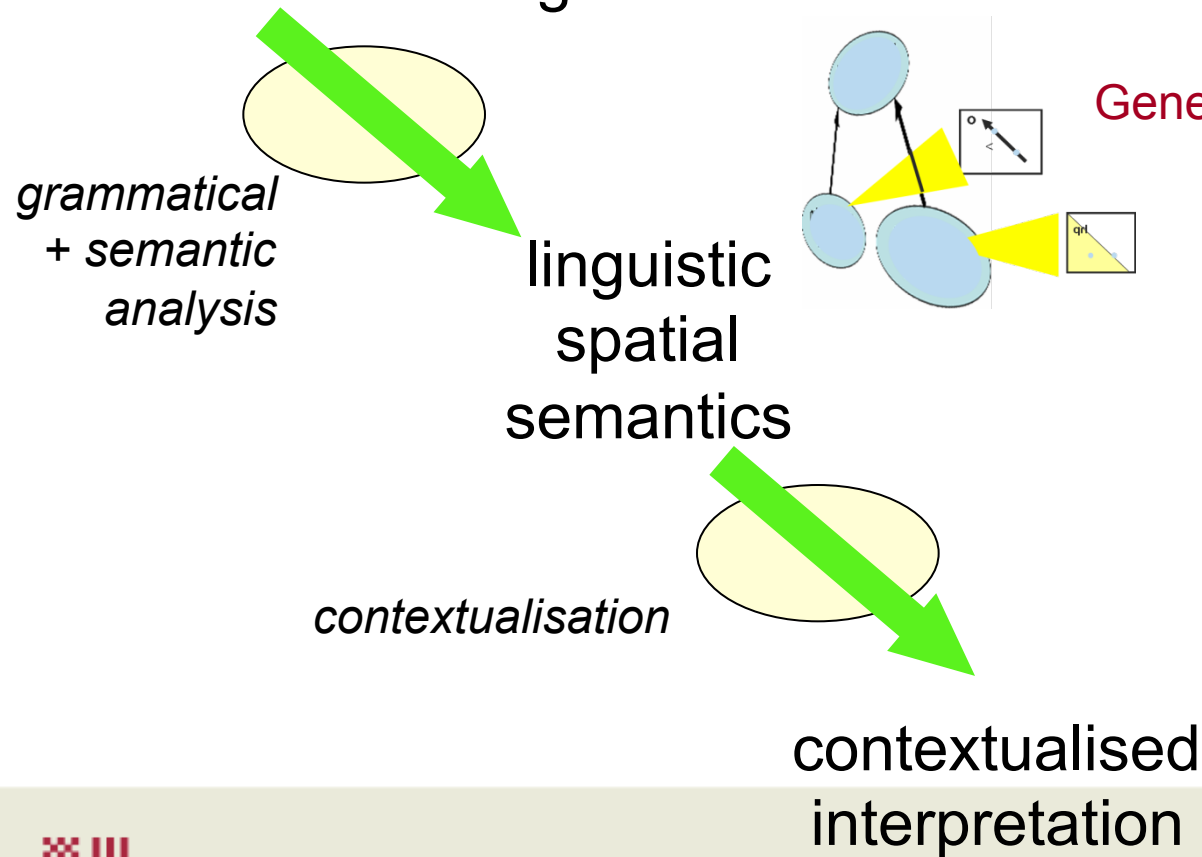
# Proposed Solution (2010): Two-level Semantics





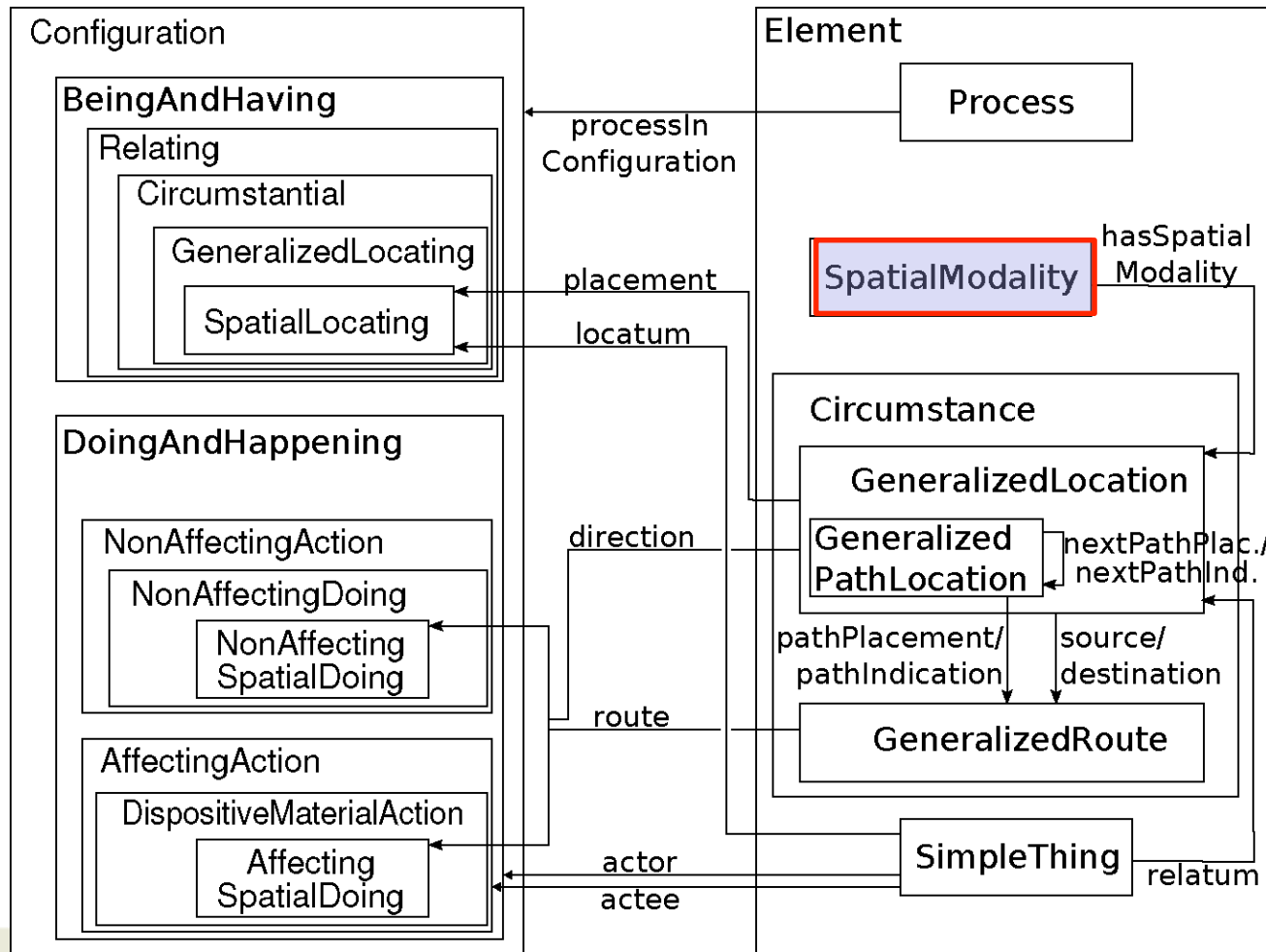
# Interpretation

“between the flags”



# Generalized Upper Model: linguistically motivated ontology

## Dependencies



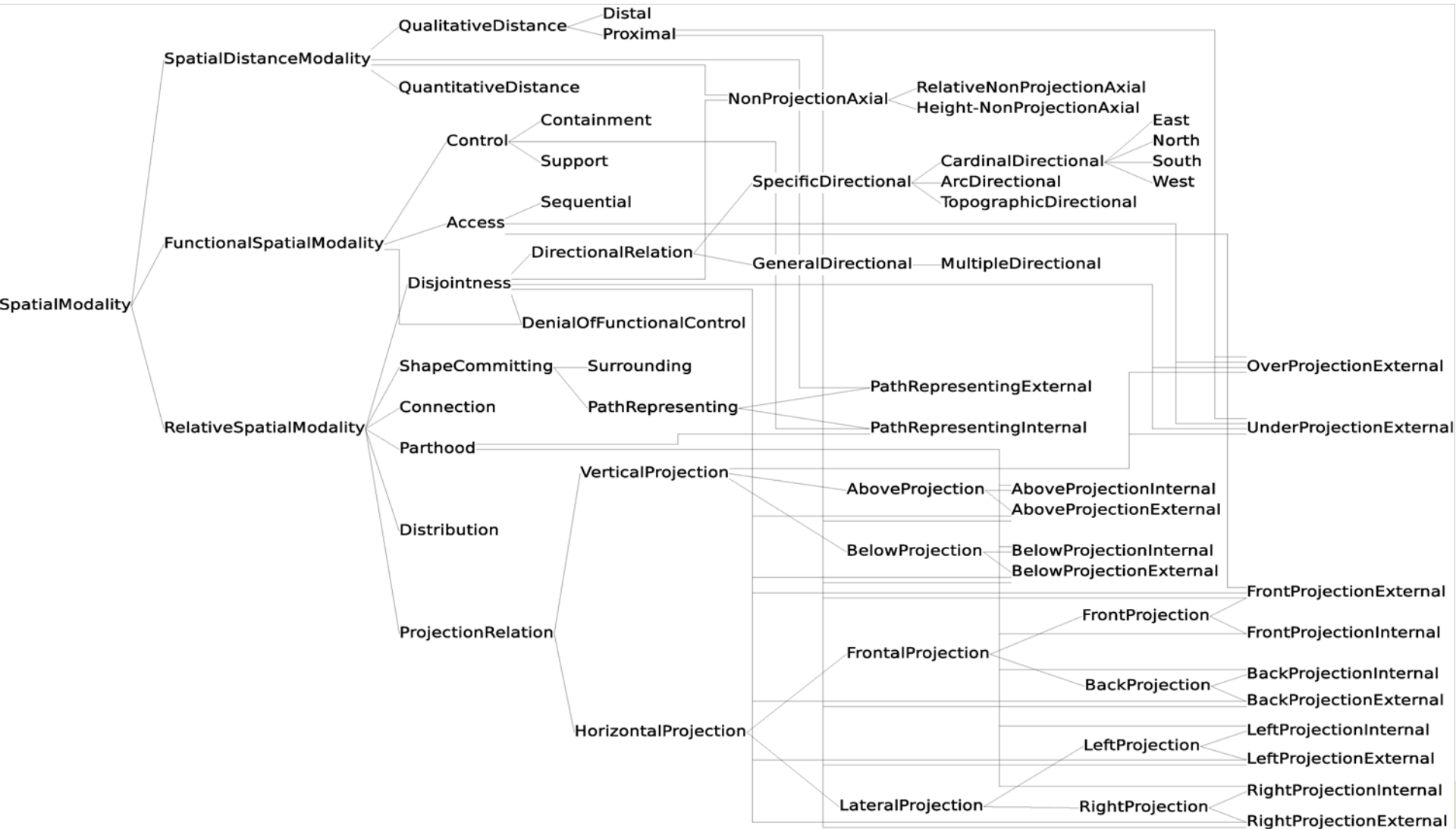
# Semantic Structure of Generalized Locations

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- hasSpatialModality
  - SpatialModality ..... left
- relatum
  - Element ..... house

# Generalized Upper Model

## Spatial Modalities



# Defining spatial commitments

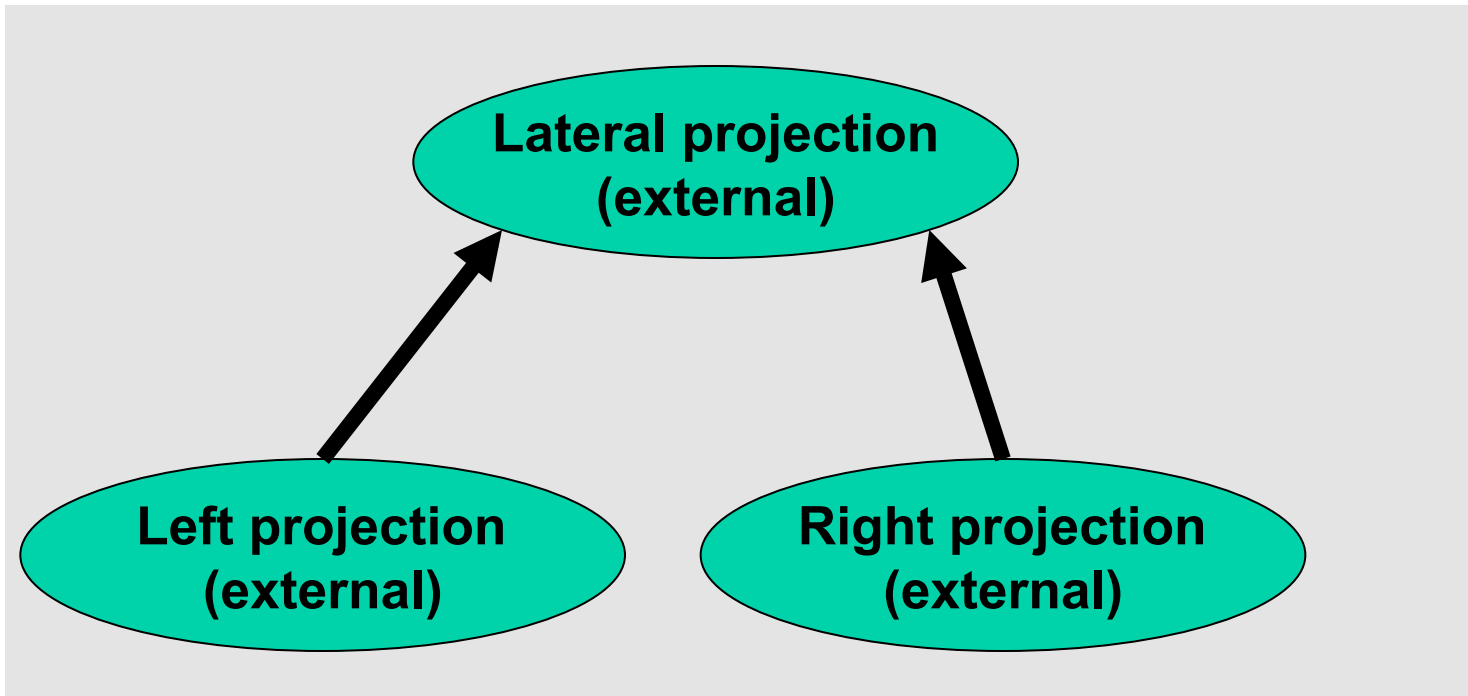
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- linguistic semantics
  - (all and) **only** the commitments licensed by the linguistic constructions employed

spatial  
linguistic  
semantics

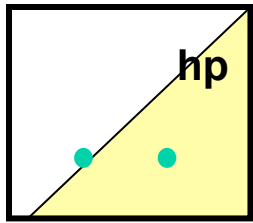
# Linguistic ontology view

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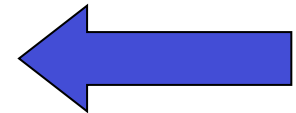
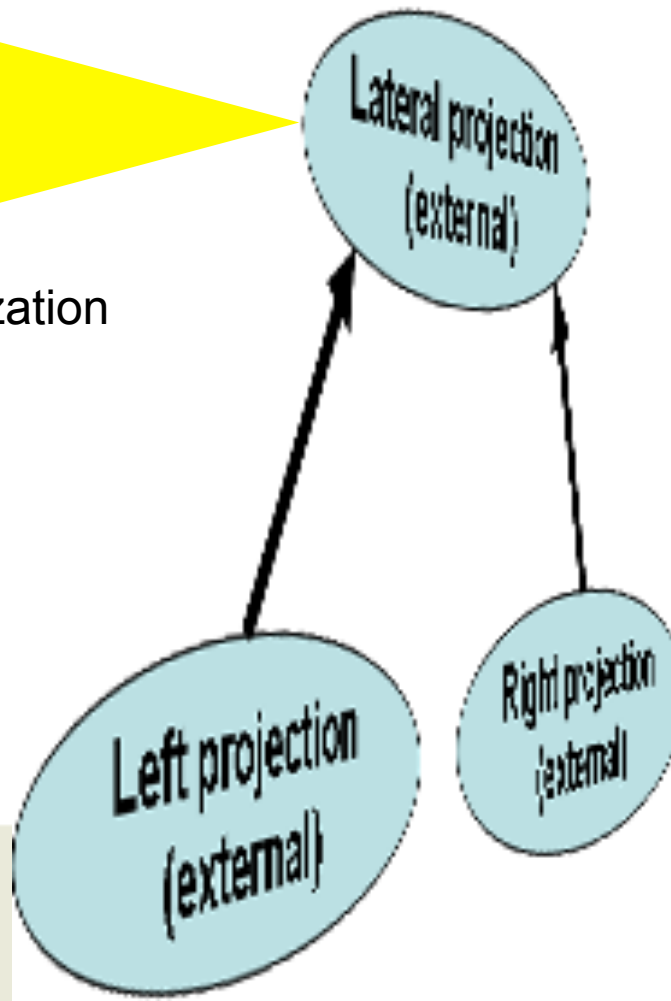




# Linguistic ontology view: modularity



details of the axiomatization



lexicogrammatical  
system

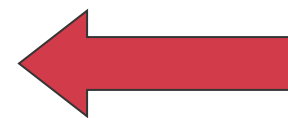
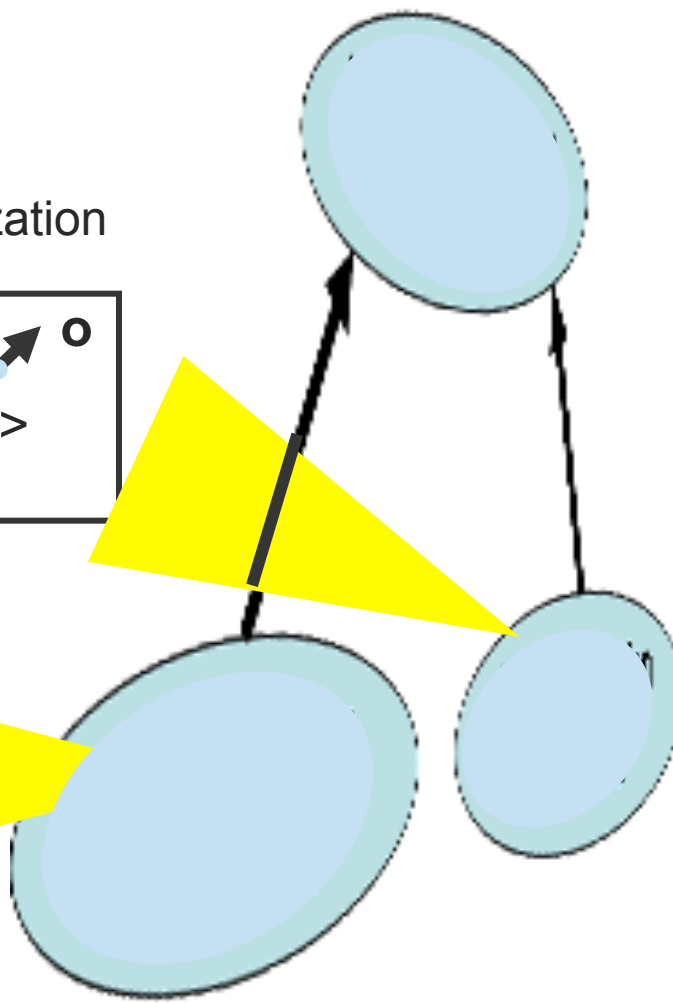
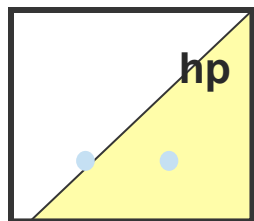
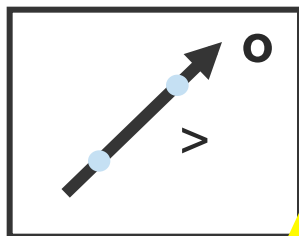


# Linguistic ontology view

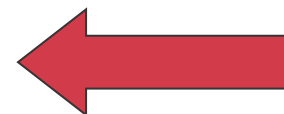


OntoSpace/DiaSpace

details of the axiomatization



lexicogrammatical  
system



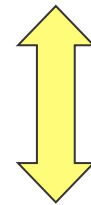
# 'Two-level' semantics



OntoSpace/DiaSpace

- linguistic semantics
  - (all and) **only** the commitments licensed by the linguistic constructions employed
- contextualised semantics
  - resolved to contextual descriptions

spatial  
linguistic  
semantics



spatial  
situation

# Combining theories for semantic interpretation

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OntoSpace/DiaSpace

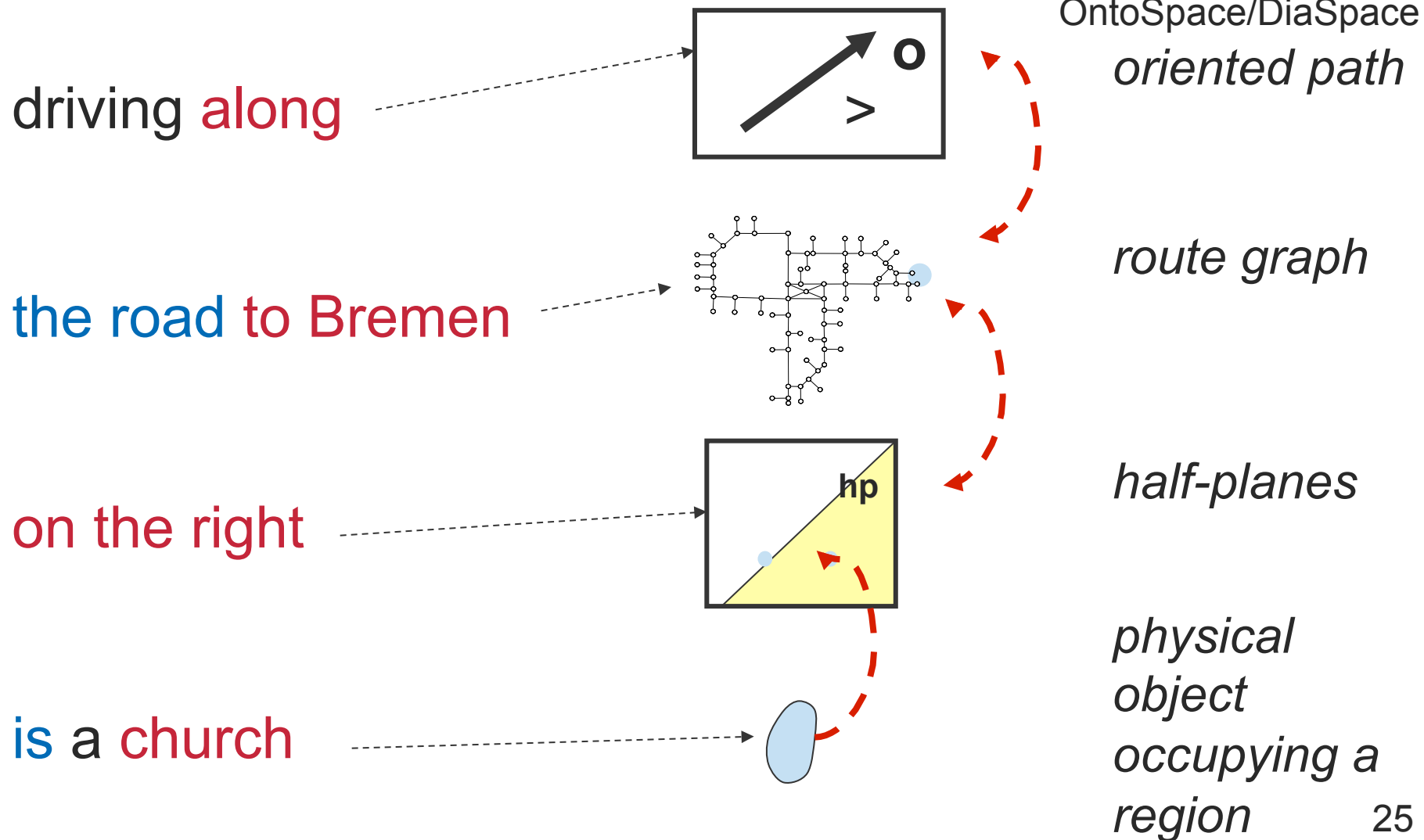
driving along

the road to Bremen

on the right

is a church

# Combining theories for semantic interpretation

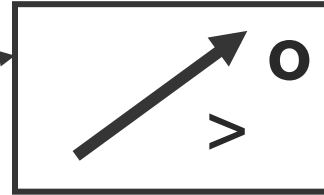


# Combining theories for semantic interpretation

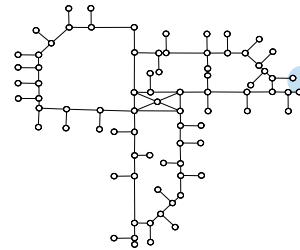


OntoSpace/DiaSpace

driving **along**



the road to **Bremen**



on the right

is a **church**

NL-Semantics is  
compositional with  
respect to **theories**, not  
just descriptions

differing o



**OK, go towards the mountains  
along the main road**

**until you reach a large wooden  
house.**

**Be careful, the road gets a bit  
narrow where the old church sticks  
out.**

**Turn right at the house and,**

**then, at the third intersection, turn  
right leaving the city limits.**

**Then turn downhill towards the  
river.**

**At the river, take the ferry over to  
the café.**

# Theories needed for interpretation

OK, go **towards the mountains**  
along the main road

theories of orientation: **towards**

theory of landmarks: **mountain**

until you reach **a large wooden**  
**house**.

theory of structural landmarks /  
constraints on movement and decisions:  
(along) **the main road**

Be careful, **the road gets a bit**  
**narrow** where **the old church** sticks  
out.

theory of destinations: **the house**

theory of shapes of physical objects: **narrow road,**  
**old church (sticking out)**

Turn **right at the house** and,

theory of landmarks: **the house**

theories of orientation: **right**

then, **at the third intersection**, turn  
**right** leaving the city limits.

theory of ordered sequences

theories of orientation: **right**

theories of regions (administrative): **city**

theory of structural landmarks: **intersections**

Then turn downhill towards **the**  
**river**.

theories of orientation: **towards**

theories of topography: **slopes**

theory of landmarks: **the river**

**At the river**, take the ferry **over to**  
**the café**.

theory of destinations: **the café**

theory of structural landmarks: (over) **the river**

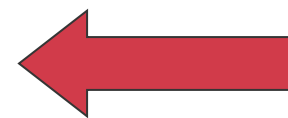
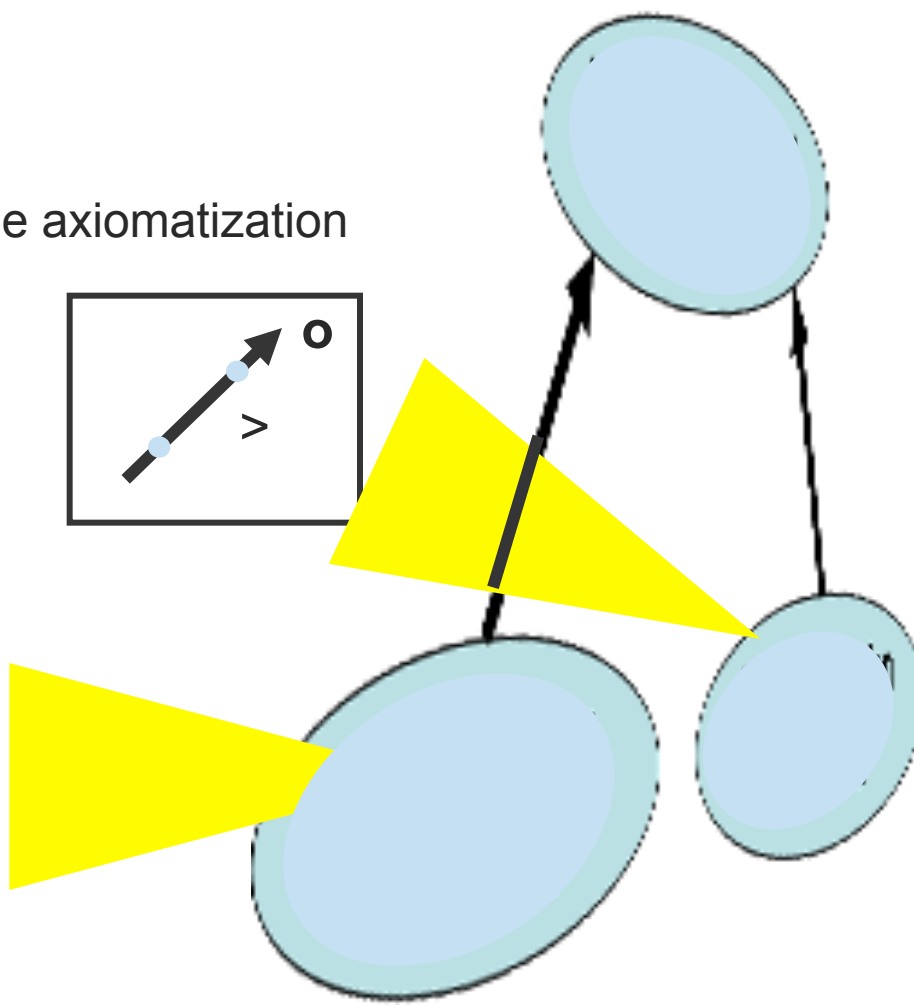
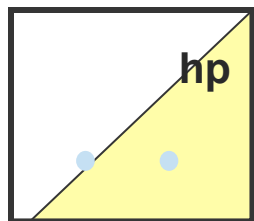
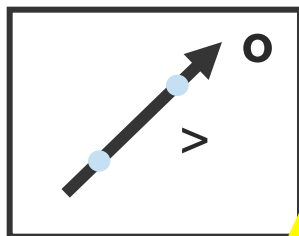
theory of landmarks: **river**

# Linguistic ontology view: -2014

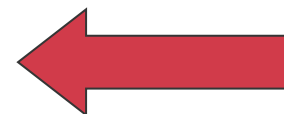


OntoSpace/DiaSpace

details of the axiomatization



lexicogrammatical  
system



# “The guard walked into the house”



Eschenbach

$$\lambda x \lambda s [VERB'(s, x, w) \wedge TO(w, IN^*(y)) \wedge D(x, w) \wedge HOUSE'(y)]$$

GUM3

( s / gum-DirectedNonAffectingMotion  
:gum-processInConfiguration (L1 / Im-walk)  
:actor (x / guard)  
**:path-placement**  
  (w / **GeneralizedLocation**  
    :hasSpatRel (m / **functional-containment**)  
    :relatum (y / Im-house)))

# Analysis results:

## “the box in the kitchen on the shelf”



```
(@x1:gs-SpatialLocating(  
  <gs-locatum>b1:slm-Box ^  
  <gs-placement>(x2:gs-GeneralizedLocation ^  
    <gs-hasSpatialModality>(i1:gs-Containment ^ in) ^  
    <gs-relatum>(k1:slm-Kitchen ^ kitchen ^  
      <det>the ^  
      <ident>specific ^  
      <quant>singular)))  
  ^
```

```
@x3:gs-SpatialLocating(  
  <gs-locatum>b1:slm-Box ^  
  <gs-placement>(x4:gs-GeneralizedLocation ^  
    <gs-hasSpatialModality>(o1:gs-Support ^ on) ^  
    <gs-relatum>(s1:slm-Shelf ^ shelf ^  
      <det>the ^  
      <ident>specific ^  
      <quant>singular))) ^
```

```
@b1:slm-Box(box ^
```

```
<d  
<i  
<q
```

**Could we use these ‘hooks’ just as well for simulation-based modelling?**

# Sloman 1985

## “Why We Need Many Knowledge Representation Formalisms”

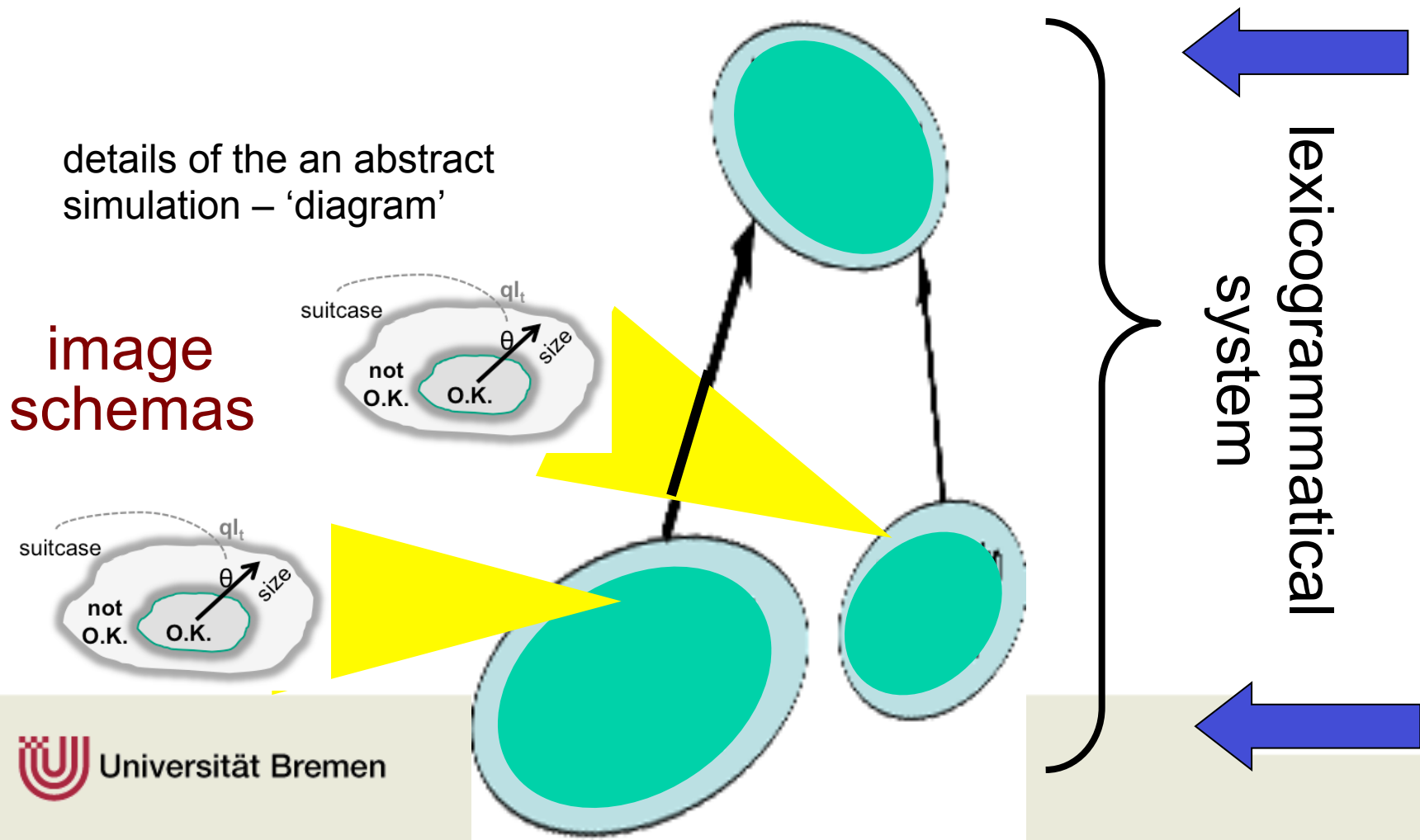
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- “Against advocates of particular formalisms for representing all kinds of knowledge, this paper argues that different formalisms are useful for different purposes. Different formalisms imply different inference methods.”

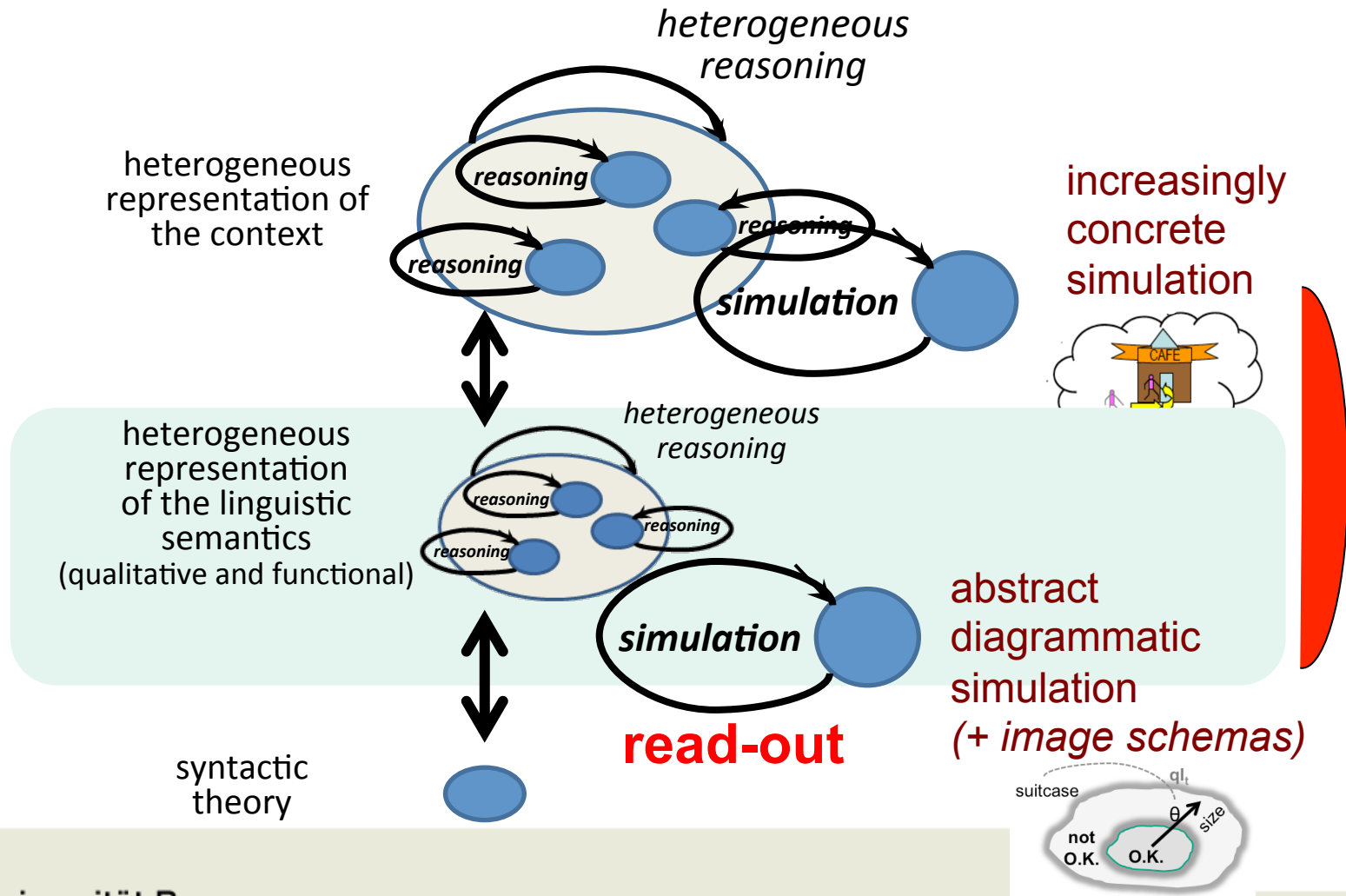


# Proposal and our current approach:

## Linguistic ontology combined with simulation



# Language Architecture



# Open questions for further discussion

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- can we build abstract simulators that work with 'simplified' objects and which offer image schemas as their API?
- perhaps some folks already have? 😊  
(ECG, Feldman, etc.?)
- these could then be linked directly to the classes of an appropriate linguistic ontology respecting compositionality ...