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**SynSemClass Czech and English Annotation Guidelines**

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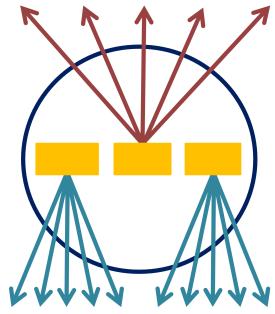
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# SynSemClass

## Czech and English Annotation Guidelines

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## **Abstract**

These guidelines are created as part of the research project ‘Language Understanding: from Syntax to Discourse’ (LUSyD) and describe the goals, resources and procedure of the annotation for Czech and English, included as the two main languages in the multilingual synonym verbal lexicon SynSemClass. These guidelines cover a new updated and extended version based on the first annotation guidelines for these two languages as included in the predecessor of the current SynSemClass, namely in the original bilingual synonym lexicon called CzEngClass. The SynSemClass lexicon currently comprises four languages: Czech, English, German, and Spanish, thus allowing a comparison of syntactic-semantic cross-linguistic properties. The lexicon also provides empirical data relevant for ongoing NLP research.

## Acknowledgments

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## Quoting SynSemClass Ontology

Urešová, Zdeňka; et al., 2022, SynSemClass 4.0, LINDAT/CLARIAH-CZ digital library at the Institute of Formal and Applied Linguistics (ÚFAL), Faculty of Mathematics and Physics, Charles University, <http://hdl.handle.net/11234/1-4746>.

## Publications relating to SynSemClass Ontology

The gradual building of SynSemClass is described in a number of publications, a list of which can be found on the project website.<sup>1</sup>

## Introduction

The SynSemClass lexicon classifies contextually-based synonymous verbs into multilingual synonym classes based on the semantic and syntactic properties they display. The analysis of semantic ‘equivalence’ (synonymy or near synonymy) of verb senses, and their valency behavior in parallel “English-another language” resources is the core of the research behind this lexicon. Using the translational context supports more language-independent specification of properties of verb sense classes of synonyms and leads towards generalization across languages. For each class, the lexicon provides a set of semantic roles (Roleset) mapped to the valency arguments identified for each class (Role\_Argument mapping). The name of the class in each language corresponds to the verb considered to represent the prototypical sense. Each individual verb included in a given class, i.e., Class Member (henceforth, CM) is linked to a group of existing online lexical resources available for each language, e.g., Vallex for Czech, VerbNet for English, E-VALBU for German, AnCora for Spanish, among others. Each CM is exemplified by instances of real texts (and their translations) extracted from parallel corpora. Specifically, data is extracted from the Prague Czech-English Dependency Treebank (PCEDT) for Czech-English, from the Paracrawl corpus for German-English and from the XSRL dataset for Spanish-English.

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<sup>1</sup><https://ufal.mff.cuni.cz/synsemclass>

# Chapter 1

## State of the art

In the existing versions of the Event-type Ontology in Multiple Languages, called SynSemClass (SSC) (SynSemClass 1.0<sup>1</sup>, SynsemClass 2.0<sup>2</sup>, SynSemClass 3.0<sup>3</sup>, SynSemClass 3.5<sup>4</sup>, and SynSemClass 4.0<sup>5</sup>), contextually-based synonymous verbs in various languages are classified into multilingual synonym classes according to the semantic and syntactic properties they display. There is no specific model or lexicographic theory behind building our database. However, the notion of synonymy used is based on the “loose” definition of synonymy by Lyons and Jackson [20, 15], or alternatively and very closely, on both “near-synonyms” and “partial synonyms” as defined by Lyons [21, 6] or “plesionyms” as defined by Cruse [7].

It is important that a functionally adequate relationship in terms of translation must exist between the meaning of the English and ‘another language synonymous verbs’ (ALSV), e.g., the English and the Czech verb are synonymous in the given context(s) if the translated verb (target verb) adequately expresses the functional intent of the original verb (source verb). This is in line with the general approach to synonymy as described above. To have empirical evidence for such decisions, SSC is being developed in a “bottom-up” fashion; the first synonym classes with the EN-CZ class members were taken from actual examples from a parallel English-Czech corpus, the Prague Czech-English Dependency Treebank (PCEDT).

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<sup>1</sup><https://lindat.mff.cuni.cz/repository/xmlui/handle/11234/1-3125>

<sup>2</sup><https://lindat.mff.cuni.cz/repository/xmlui/handle/11234/1-3215>

<sup>3</sup><https://lindat.mff.cuni.cz/repository/xmlui/handle/11234/1-3439>

<sup>4</sup><https://lindat.mff.cuni.cz/repository/xmlui/handle/11234/1-3750>

<sup>5</sup><https://lindat.mff.cuni.cz/repository/xmlui/handle/11234/1-4746>

# Chapter 2

## Introduction

The SynSemClass (SSC) lexicon classifies contextually-based synonymous verbs into multilingual synonym classes based on the semantic and syntactic properties they display. The analysis of semantic ‘equivalence’ (synonymy or near synonymy) of verb senses, and their valency behavior in parallel “English-another language” resources is the core of the research behind this lexicon. Using the translational context supports more language-independent specification of properties of verb sense classes of synonyms and leads towards generalization across languages. For each class, the lexicon provides a set of semantic roles (Roleset) mapped to the valency arguments identified for each class (Role Argument mapping). The name of the class in each language corresponds to the verb considered to represent the prototypical sense. Each individual verb included in a given class, i.e., Class Member (henceforth, CM) is linked to a group of existing online lexical resources available for each language, e.g., Vallex for Czech, VerbNet for English, E-VALBU for German, AnCora for Spanish, among others. Each CM is exemplified by instances of real texts (and their translations) extracted from parallel corpora. Specifically, data is extracted from the Prague Czech-English Dependency Treebank (PCEDT) [11] for Czech-English, from the Paracrawl corpus for German-English and from the XSRL dataset for Spanish-English.<sup>1</sup>.

The valency theory [28, 30, 29, 19] used in the lexicon is based on the Functional Generative Description theory, theoretically described in [34] and practically applied in the Prague Dependency Treebanks.

The first step in the building of the SynSemClass lexicon (called CzEngClass at that time) was the design of the structure of the lexicon. This is represented in Fig. 2.1), where the red box shows the SynSemClass itself and its links to external lexicons. Below the red box, the resources directly used for its creation, extraction of examples, etc. are shown: in the middle, the CzEngClass lexicons links the original valency frame pairs, taken from the two monolingual valency lexicons, PDT-Vallex (right) and EngVallex (left). These two lexicons are in turn linked to the parallel Czech-English corpus (see the bottom of the figure), the PCEDT 2.0.

Fig.2.2 shows the structure and features of entries in SSC:

- The provisional **name of each multilingual (or rather cross-lingual) class** stands for a single concept (e.g., of *accelerating*)<sup>2</sup> and corresponds to the verb that represents the prototypical sense in each of the languages included: CM *accelerate* for English, *urychlit* for Czech, and *beschleunigen* for German. So far, SSC focuses on verbal synonyms since they carry the key syntactic-semantic information for language understanding.<sup>3</sup>
- Each class is also provided with a brief language-dependent general **class definition**, which characterizes the meaning of the class, i.e. the meaning of all synonymous verbs contained

<sup>1</sup><https://ufal.mff.cuni.cz/synsemclass>

<sup>2</sup>This is different from the commonly used term of “semantic classes of verbs” as represented, for example, in VerbNet, where the class is defined much more broadly – such as for all verbs of movement.

<sup>3</sup>As described in detail in [43, 40, 42, 41].

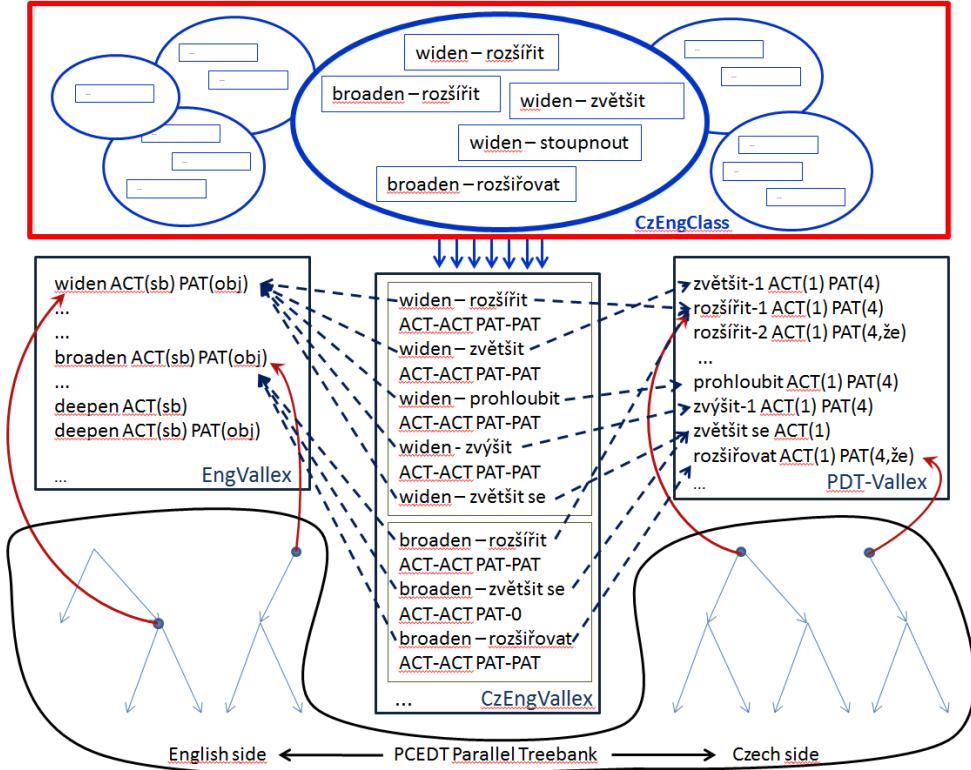


Figure 2.1: SynSemClass lexicon & relation to core resources

in it. The class is viewed as a substitute for an ontology unit representing a single concept, similar to the treatment of WordNet synsets in [22].

- For each class, SynSemClass also provides a fixed set (called “**Roleset**” (RS)) of defined “situational participants” (called “semantic roles” (SR)) that are common for all the members (the individual verb senses) of a particular class. The RS is mapped to the valency frame of the individual synonymous verbs securing for each synonymous verb to be characterized both meaning-wise (SR) and structurally (valency arguments) wise. For example, the class *vec00337 accelerate*, as concept of “accelerating”, has five semantic roles, *Agent*, *Item*, *Value\_initial*, *Value\_final* and *Difference*. Every role in SynSemClass is provided with a brief language-dependent general **role definition** as well as every class. While the semantic roles resemble FrameNets “Frame Elements” (and sometimes borrow their names from there), it should be pointed out that there is one fundamental difference: the semantic roles used in SSC aim at being defined across the ontology, and not per class (as they would be if we follow the “per frame” approach used in FrameNet).
- Each individual language-dependent synonymous verb included in a given class is called **Class Member** (CM) and for each new CM to be added there, it must be possible, in the prototypical case, to create a mapping between its syntactic arguments and the roles in that class’ RS (see an example in our web-based lexicon (Fig. 2.2).<sup>4</sup> Each CM in one class is denoted by a verb lemma and the valency frame ID which, roughly speaking, represents the particular verb sense.
- Each CM is further linked to one, or more existing online lexical resources for each lan-

<sup>4</sup>The “live” web version is available at <https://lindat.cz/services/SynSemClass40/SynSemClass40.html>

Figure 2.2: SynSemClass entry for the Class ID:vec00337 (simplified)

guage to support, e.g., comparative studies. In SSC, there exist **links** to e.g., Vallex<sup>5</sup> for Czech, FrameNet<sup>6</sup> and VerbNet<sup>7</sup> for English, E-VALBU<sup>8</sup> for German, AnCora<sup>9</sup> for Spanish, among others. Each CM is exemplified by instances of real texts (and their translations to English) extracted from translated or parallel corpora. Specifically, data is extracted from the Prague Czech-English Dependency Corpus (PCEDT)<sup>10</sup> for Czech-English, from the Paracrawl corpus<sup>11</sup> for German-English and from the XSRL dataset<sup>12</sup> for Spanish-English.

The SynSemClass 4.0, the latest version for now, includes 1200 classes with 8169 CMs. All classes are annotated in Czech and English, 60 of them have also German CMs, and about 40 classes are currently annotated with Spanish synonyms. For the next version (5.0), it is planned to add 400 new classes and for all of them have the full Czech, English, German, and Spanish annotation.

<sup>5</sup><https://hdl.handle.net/11234/1-3524>

<sup>6</sup><https://framenet.icsi.berkeley.edu/fndrupal/>

<sup>7</sup><https://uvi.colorado.edu/> and <http://verbs.colorado.edu/verbnet/index.html>

<sup>8</sup><https://grammis.ids-mannheim.de/verbvalenz>

<sup>9</sup>[http://clic.ub.edu/corpus/en/ancoraverb\\_es](http://clic.ub.edu/corpus/en/ancoraverb_es)

<sup>10</sup><https://ufal.mff.cuni.cz/pcedt2.0/en/index.html>

<sup>11</sup><https://opus.nlpl.eu/ParaCrawl.php>

<sup>12</sup><https://catalog.ldc.upenn.edu/LDC2021T09>

# Chapter 3

## Annotation workflow

The general annotation workflow is described in detail in the General SynSemClass guidelines (to be published). The general annotation workflow has two main phases: data collection and preparation (Sec. 3.1), and annotation proper (Sec. 3.2). In the following sections, we first present the general approach and then we concentrate on the specific procedure for the annotation of Czech and English verbs.

### 3.1 Data Collection and Preparation

For inserting synonyms from a new language, the minimally required set of resources is composed of: a parallel corpus, and, at least, one external resource with some syntactic and/or sense information for verbs. Specifically, the resources used for Czech and English, the first two languages included in the bilingual CzEngClass, were:

- the PCEDT a parallel corpus, and
- the PCEDT associated valency lexicons: CzEngVallex, PDT-Vallex, EngVallex as internal resources and Vallex, FrameNet, OntoNotes, VerbNet, PropBank, and WordNet as external resources.

#### 3.1.1 Data Extraction and Filtering

After settling upon a sentence-aligned parallel corpus, the PCEDT corpus, word alignments were extracted to establish links between English and Czech verbs. This was done in two steps:

1. Extraction of candidate synonyms for Czech and English using automatic word alignment on the parallel corpus.
2. Coarse-grained synonym candidate filtering (pruning) of candidate synonyms.

While the first step is partially based on automatic tools, the second step - coarse-grained synonym candidate filtering (pruning) of candidate synonyms - is done only manually. The output list of the most common word alignments of Czech and English is presented to the annotators (Excel sheets format has proved its worth), who filter the entries mainly according to synonymous meaning and regarding formal requirements. The annotators should take into account that a single verb can have multiple senses usually determined by a valency frame. The automatically pre-selected verbs (CMs) need to be examined in order to determine if they are actually synonymous with each other. The reasons for exclusion are numerous: bad automatic alignment in the corpus, very free or liberal translation leading to good sentence-level translation, but not word-(verb-)level translation, translation using hyperonyms or hyponyms, etc.

The inclusion of any verb must be subject to further fine-grained annotation, as described below (Sec. 3.2). Even if a verb has been retained after the first pruning based on intuitions about synonymy and verb senses, it could be excluded later, e.g., because argument mapping between valency slots and semantic roles is deemed impossible.

## 3.2 Data annotation proper overview

The second phase of the annotation, consisting in including new synonyms into SynSemClass, is done by native language annotators. The manual annotation process for Czech and English language does not necessarily start from scratch, but can build on already existing annotations for Czech, English, German, and Spanish. To do so, it was required to create:

1. language-specific annotation guidelines, describing the linguistic particularities of each language and external resources available for it (Sec. 3.2.1), and
2. an annotation tool, called Synonym Editor (henceforth, SynEd), specifically designed to account for the individual language and resource requirements of Czech and English (Sec. 6.1).

### 3.2.1 Language-specific Annotation Guidelines

While the general guidelines focus on the general annotation rules, the added language-specific guidelines (LSG) are necessary especially for the preparation and description of the resources from which the new dataset is collected (corpus), from which syntactic information is extracted (lexicons containing information about valency), and other sources to which it will be linked (lexical databases, ontologies, etc.). Specific instructions for the general parts of the annotation for Czech and English verbs are described in (Ch. 4).

### 3.2.2 Annotation Tool

For Multilingual SynSemClass (MLSSC) the special configurable editor Synonym Editor (SynEd) has been developed. SynEd is a user-friendly annotation tool that facilitates the work of the annotators. It follows the original idea of an event-type ontology with classes as the main units representing event-type concepts, associated with a fixed set of semantic roles. The class members are word senses representing the expression of that event-type concept in a particular language.

SynEd originated in the bilingual CzEngClass editor that was created “from scratch” in the beginning of the project building the bilingual synonym lexicon CzEngClass. The multilingual version of SynEd as a new, more “universal” tool for building a multilingual ontology of synonyms allows working on a (sub)set of languages and the addition of language-specific features that have to be defined by the team working on another language synonymous verbs (ALSV). The language-specific features, such as external lexicons as well as certain sets of labels to work with (e.g., syntactic properties), must be further discussed by the team working on ALSV and by the central maintainers who have to validate SynEd for adding a new language. The central maintainers need also to identify changes coming from adding ALSVs and affecting the main dataset(s) and the centrally defined features (labels and external resources).

SynEd, in its “stand-off”, version has the following features:

- It can be customized to work with external lexical resources for the given language(s).
- It works with any number of language-specific files, which are typically of two types: files in English or some other already included language (in a “read-only” mode), and files in the language being added and worked on.
- It allows for marking the Class Members status.

- It allows for creating and editing the mapping of the semantic roles defined for the given class to the syntactic arguments of the verb in question (if some lexical resource providing such information exists).
- It allows for adding links to existing external lexical resources, such as WordNet or any other resource available on the web.
- It allows searching by class lemma (ces, en, de, and spa for now), by class ID (e.g., vec00023), and by class semantic roles (**Phenomenon**, **Arguer**, etc.).
- It allows for selecting textual examples from a user-defined language-specific corpus (if available, a parallel one), to exemplify the particular verb sense or use of the verb included as a member in a particular class.

The annotation editor (Fig. 3.1 from left to right) includes three main tabs: a first tab with the synonymous verbs' classes (Classes), a second tab with the verbs contained in each class (ClassMembers), and a third tab with three subtabs: semantic properties of each class (SynSem), the links to other online lexical resources (Links), and the examples extracted from corpora (Examples).

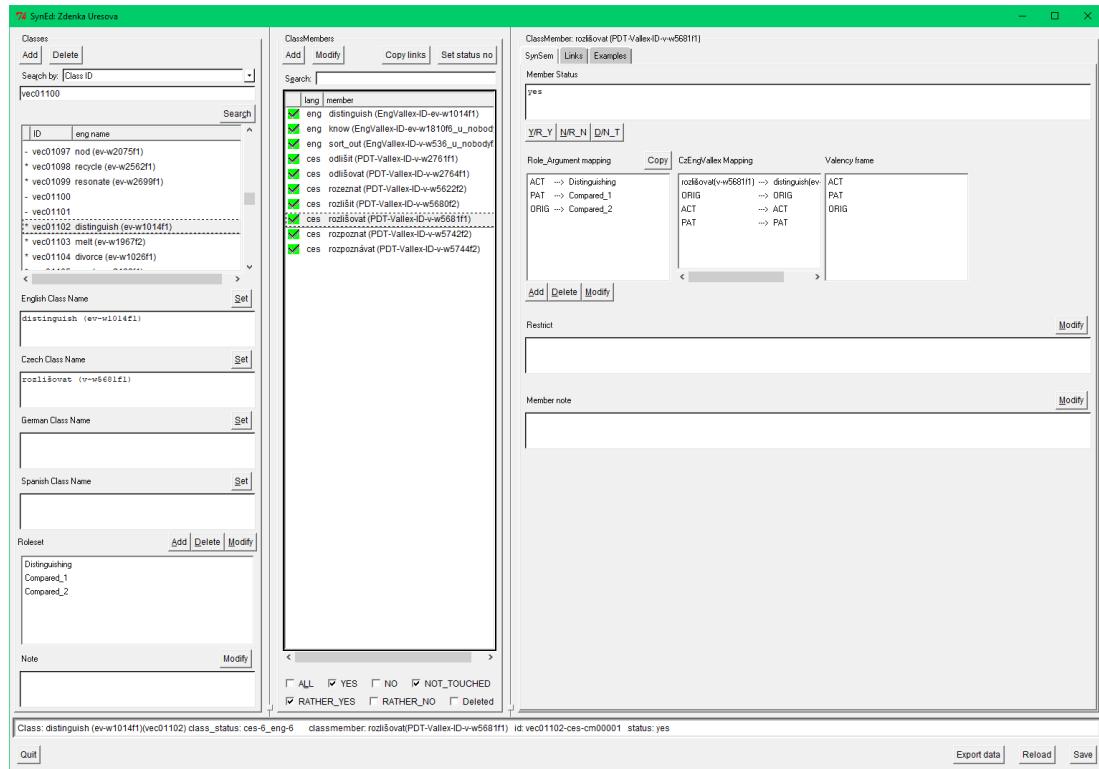


Figure 3.1: A screenshot of a multilingual SynEd

Instructions on how to use SynEd for Czech and English annotation are described in Ch. 4.2. The SynEd installation instructions are part of the “technical” manual is available in Ch. 6. Specifically, Sect. 6.1.2 describes in detail the general SynEd for the annotation for Czech and English.

## Chapter 4

# Czech and English Annotation Goals and Tasks

### 4.1 Goals of Synonym Annotation

The general goal of the annotation of SynSemClass is threefold:

- to make the already existing multilingual (Eng, Ces, Deu, and Spa) ontology SynSemClass a flexible framework for integrating synonyms annotations from various languages by expanding it with synonyms from a new language,
- to make this database as rich as possible in cross-lingual information, and
- to enrich the Linguistic Linked Open Data Infrastructure [3].

The specific goals concretized for Czech and English are to expand the multilingual ontology SynSemClass by:

1. **adding more Czech and English synonymous verbs into the already existing classes,**
2. **adding new synonym classes with Czech and English as the basis for enriching them with more languages,**
3. **supplementing the new classes with a Roleset, and**
4. **creating definitions for new classes and for possible new semantic roles.**

As in previous versions of the lexicon, Czech and English data have been collected from translated texts of the Prague Czech-English Dependency corpus. The description of the annotation of Czech and English within the CzEngClass lexicon [39] is the starting point for these instructions for the annotation of Czech and English synonymous verbs within the multilingual SynSemClass ontology.

### 4.2 Tasks of Synonym Annotation

The tasks of an extended annotation of Czech and English verbs depends on the (non-) existence of a synonymous class to which a particular synonymous verb can be assigned.

We distinguish the tasks for two cases:

1. The annotation is based on existing multilingual verb synonym classes (Sect. 4.2.1),

- 
2. The annotation starts from scratch to build multilingual verb synonym classes (Sect. 4.2.2).

According to the general annotation template, each Czech and English CM in a given class must be described by:

- a mapping of the semantic roles and the valency frame of the class,
- links to other online lexical resources, and
- a set of representative examples extracted from parallel corpora.

#### **4.2.1 Tasks for the annotation based on existing synonym classes**

If the annotation of Czech and English verbs builds on existing multilingual verb synonym classes, both the multilingual verb synonym classes definitions and the specific Roleset for each class are already presented.

The task of the annotator is to go through the new automatically generated Czech and English verbal CMs candidates added in the already existing class. For each CM candidate, the annotator is expected to:

- Select the Member Status (Sect. 4.3.1.1).
- Map each of the roles provided in the class Roleset to a specific argument in the valency frame of the annotated CM (Role\_Argument mapping (Sect. 4.3.1.2.)
- Add restrictions or notes relevant for the given CM (if applicable) (Sect. 4.3.1.3).
- Add links to external online resources (for Czech to Vallex, for English to FrameNet, OntoNotes WordNet, VerbNet and PropBank (Sect. 4.3.1.4).
- Select appropriate examples from the PCEDT corpus (Sect. 4.3.1.5).

#### **4.2.2 Tasks for the annotation from scratch**

If completely new classes are built, in addition to the tasks mentioned in Sect. 4.2.1, the annotator also needs to:

- Define a new Roleset and, if necessary, new Semantic Roles (Sect. 4.3.2.1).
- Define the new synonymous class (Sect. 4.3.2.2).
- Set a class name (Sect. 4.3.2.3).

### **4.3 Annotation Rules**

Before moving into the specific description of the annotation of synonymous verbs, it is important to point out that the structure of these guidelines does not necessarily reflect the exact order of the steps followed in the annotation process but rather how the editor used is structured. Annotation is in fact a process with interlinked steps that usually requires to go backwards and forwards to decide whether a particular verb should be added to a class, the resources to which it should be linked and the set of examples that better captures the meaning.

### 4.3.1 Annotation Rules for the annotation based on existing synonym classes

#### 4.3.1.1 Class Member Status Annotation Rules

Class membership annotation of synonymous verbs, called Class Member Status, indicates whether a particular verb sense should be included in a given class. Based on SSC' theoretical principles, the annotator has to take into account that a single verb can have multiple senses.

For the annotation of the Class Member Status, we need to make clear the term “meaning” and term “sense” as we interpret them in our work.

The SSC ontology understands the term “sense” in the same way as e.g., [14] saying “when a form has several different concepts associated with it, we sometimes call them different senses or readings of the word.” [46] has the same approach, defining the term “sense” based on four different senses of the word *spring*. In SSC, the different “senses” of a single verb are also distinguished based on the different valency frames by which they may be represented. In our lexical valency resources (PDT-Vallex and EngVallex) the individual senses (i.e., the valency frames) of a verb are technically represented by a unique ID. The term (lexical) “meaning” is understood here with regard to context, i.e., the syntactic and semantic surroundings of the word, similarly to Wittgenstein’s understanding that “the meaning of an expression is a function of its use in a particular context” [10]. In our use of the terms “meaning” and “sense”, the following holds:

- “Sense” is used only to distinguish different meanings within one verb type (lemma), e.g., the verb *leave* has (at least) two senses, ‘leave sth somewhere’ (e.g., *leave book on the table*) and ‘leave someplace (for some other place)’ (e.g., *leave Paris [for London]*).
- “Meaning” is not applied to verbs (lemmas, verb types), but only to their distinguished senses (lexical units), and can be compared across such units: e.g., *leave* in the sense ‘leave someplace (for some other place)’ has similar meaning to *depart* in its sense ‘depart from somewhere’.
- Consequently, two senses of the same verb can never be totally equivalent, i.e., they never have the same meaning (they would not be separated if they were equivalent).
- Meanings can thus only be (non-trivially) compared *across* verbs (more precisely, across lexical units defined for (“within”) different verbs).

In the working definition for establishing the Class Member Status of the SSC’ entries, synonymy is understood as “contextually-based” synonymy. For two verbs (verb senses) to be considered synonymous, and therefore be members of the same class, they have to convey the same or similar meaning, both monolingually and cross-lingually, and they must share the same SRs, albeit they can be expressed by different morphosyntactic realizations as well as subject to additional restrictions.

As mentioned above, Class Member Status indicates whether a particular verb sense should be included or not in a class. In our view, meanings are determined by the valency frame displayed by a particular verb. Thus, it is possible to identify several senses for a single verb based on different valency frames, including antonymous senses.

The different senses are, in the context of the PCEDT, determined by a valency frame. The valency frames are already specified for the Czech and English verbs in the texts of the PCEDT and captured in the associated valency lexicons: PDT-Vallex, EngVallex, and CzEngVallex (see Sect. 4.3.1.4), where the individual frames are further marked with specific identifiers: e.g., *pay*<sup>2</sup> has the ID (*ev-w2223f3*). Fig. 4.1 and Fig. 4.2 show more examples of more valency frames, i.e., verb senses, captured in the EngVallex and in the PDTVallex for the verbs *pay* and *platit*.

| pay  |
|--|
| <b>pay<sup>1</sup> ACT() CPHR() ADDR()</b><br>(SVC) <ul style="list-style-type: none"> <li>The media pays attention to Japanese investment</li> <li>Early in 1987 , Mr. Honecker and his team stopped <sup>-1</sup> paying thin compliments to Mr. Gorbachev and joined with Romania in <sup>*</sup> rejecting any necessity for adjustments in their systems .</li> </ul>   |
| <b>pay<sup>2</sup> ADDR() PAT() ACT()</b> <ul style="list-style-type: none"> <li>The transaction would pay shareholders \$55 a share.</li> </ul>   |
| <b>pay<sup>3</sup> ACT()</b> <ul style="list-style-type: none"> <li>"It's not easy to roll out something that comprehensive, and make it pay," Mr. Jacob says.</li> </ul>  |
| <b>pay<sup>4</sup> ACT() PAT() ?ADDR()</b><br>(example: (zaplatis $\lambda$ ;kodu) Corporate defendants must pay damages.)<br><ul style="list-style-type: none"> <li>Corporate defendants must pay damages.</li> </ul>   |
| <b>pay<sup>5</sup> ACT<sub>(sub)</sub> DPHR{price,penalty} ?PAT<sub>((for)[objpp,vng])</sub></b><br>(to face bad effects of an earlier action)<br><ul style="list-style-type: none"> <li>Car and truck sales slid 20.5 % in mid-October as U.S. manufacturers paid the price for heavy incentives earlier in the year .</li> </ul>   |
| <b>pay<sup>6</sup> ACT() PAT() ?ADDR() ?EFF<sub>((for)[objpp,vng],to+inf)</sub></b> <ul style="list-style-type: none"> <li>Investors pay higher prices for country funds.</li> <li>Theatres pay movie producers for showing their films.</li> <li>Mr. Cray was paid \$600,000 at Cray Research last year.</li> <li>The Latin American nation has paid very little on its debt.</li> <li>...the TV commercial paid for "trace" by Giuliani's campaign...</li> </ul>       |
| <b>pay<sup>7</sup> ACT<sub>(sub)</sub> DPHR<sub>(head)</sub> ADDR<sub>((to)[objpp,vng,to+inf,whether+vp],that+v)</sub></b> <ul style="list-style-type: none"> <li>I wish that I had paid closer heed to how the woman brought the bowls to her.</li> <li>Not always attentive to his clients' desires, Wright paid heed in this case and was inspired.</li> <li>She paid no heed to my unvoiced order,</li> <li>Nikolai paid little heed to the conversation.</li> </ul> |

Figure 4.1: EngVallex examples for verb (lemma) *pay*

| platit  |
|---|
| <b>platit<sup>1</sup> 176x,142x ACT<sub>(1)</sub> PAT<sub>(4)</sub> ?ADDR<sub>(3)</sub> ?EFF<sub>(za+4)</sub></b><br>(zaplatis, uhradit, vydat CO) • za byt mu platil všechny poplatky včas; p. účty na poště; p. úředu daně; p. náklady na stavbu; p. za úschovu.CAUS kufrů; za Marii.SUBS p. 60 Kč Tonda; p. vše.PAT z účtu.MEANS; p. to.PAT z peněz.MEANS poplatníků; p. korunami, protisužbou.MEANS; p. na děti.AIM alimenty.PAT; p. se tu rublem.MEANS |
| <b>platit<sup>2</sup> 10x,1x ACT<sub>(1,že)</sub> PAT<sub>(o+6)</sub></b><br>(týkat se, vztahovat se) • platit to zejména o téhle písni; že je hlopá, p. zejména o první skladbě  |
| <b>platit<sup>3</sup> ACT<sub>(1)</sub> PAT<sub>(3)</sub></b><br>(patřit, náležet, příslušet) • potlesk plati Sukovi  |
| <b>platit<sup>4</sup> 11x,12x ACT<sub>(1)</sub> PAT<sub>(4)</sub></b><br>(honorovat, odměňovat) • tohoto hráče klub plati dva roky  |
| <b>platit<sup>5</sup> ACT<sub>(1)</sub> PAT<sub>(na+4)</sub></b><br>(mit vliv) • tohle na něj neplatí   |
| <b>platit<sup>6</sup> 3x,2x ACT<sub>(1)</sub> PAT<sub>(za+4)</sub></b><br>(pykat) • za zradu platili všichni; za přemény se p. draze.MANN   |
| <b>platit<sup>7</sup> 2x ACT<sub>(1)</sub> PAT<sub>(za+4)</sub></b><br>(být považován za) • Jirka plati za odborníka  |
| <b>platit<sup>8</sup> 19x,21x ACT<sub>(1)</sub> EXT() ?PAT<sub>(za+4)</sub> ?ADDR<sub>(3)</sub></b><br>(zaplatis, uhradit, vydat KOLIK) • platil mu 1000 Kč za schránku, za auto, za byt; p. za úschovu.CAUS kufrů; p. mu, že mu pomohli.CAUS; za Marii.SUBS p. 60 Kč Tonda; p. z účtu.MEANS; p. za 13 dní.THL; p. 6000 na děti.AIM   |
| <b>platit<sup>9</sup> 134x,73x ACT<sub>(1,že)</sub></b><br>(mit platnost) • góli neplatí; pro předchozí faul.CAUS; zákon p. pro všechny.BEN; p., že přídu; pro trh.BEN p., že nabídka je obrovská   |

Figure 4.2: PDT-Vallex examples for verb (lemma) *platit*

It should be pointed out here that the indices for individual valency frames do not have to be identical to their IDs, e.g., verb *platit*<sup>9</sup> is numbered in SSC with the index number 9 although its ID ends with the value 2 ((v-w3468f2)). The appropriate ID of the valency frame can be checked by hovering over the lemma to open the pop-up window, as shown in see Fig. 4.3.

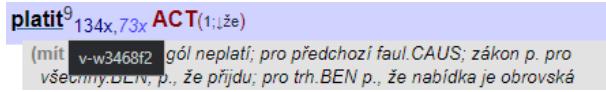


Figure 4.3: Valency frame ID in the pop-up window, opened in the PDTVallex

To facilitate the identification of a verb as a member of a particular class, annotators can use the following aids:

- the appropriate class member candidate valency frame. This can be done either in the valency lexicons, e.g. valency frame for *platit*<sup>9</sup> as captured in the PDT-Vallex for Czech (Fig. 4.4), or in SynEd (Fig. 4.5), where the valency frame of each CM in a particular class (e.g. vec00469) is displayed in the ‘Valency frame’ box (right).
- the definition of each synonym class. As described in Sect. 4.2, the definition is either given in an appendix to the LSG (Sect. A.2) or in SynEd by hovering over the name of the class in each language (see the middle part on the left hand side of the editor in Fig. 4.5 and Fig. 4.79).
- the example sentences from the PCEDT (see Sec. 4.3.1.5).

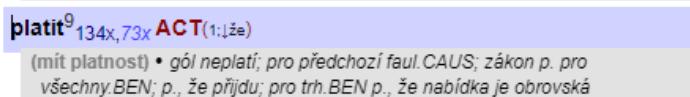


Figure 4.4: Valency frame for *platit*<sup>9</sup>, opened in the PDTVallex

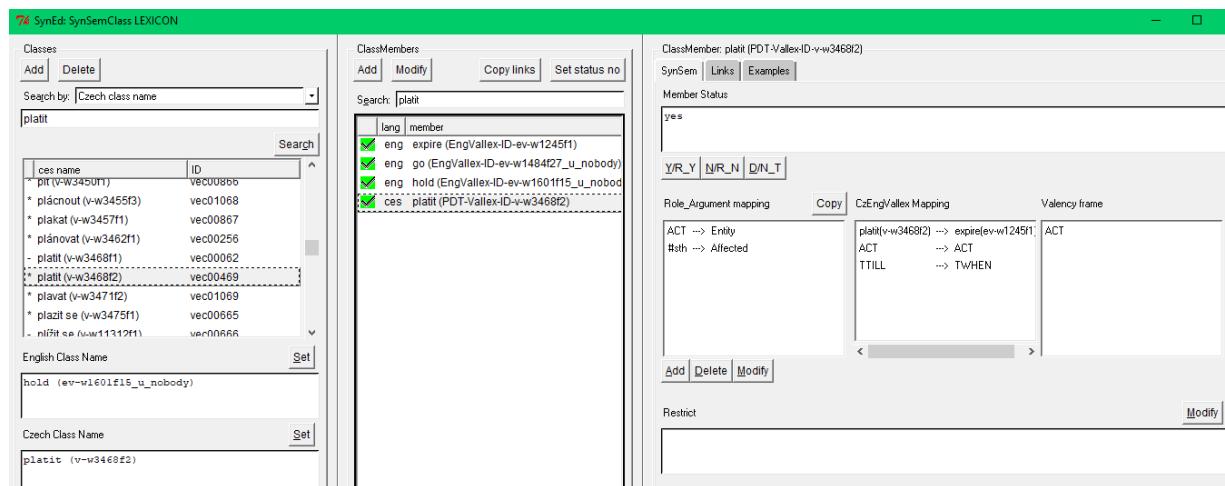


Figure 4.5: Valency frame for *platit*<sup>9</sup> (PDT-Vallex-ID- v-w3468f2), opened in SynEd

After inspection of the valency frame of the pre-extracted CMs and after checking the class definition, the annotator selects one of the values on a five-value scale in the **Member Status** box of the SynSem tab by double clicking the corresponding option button.

The five values are described below:

- **Y (Yes)**: the verb sense belongs to the class (i.e., it expresses the same or very similar meaning).
- **R\_Y (Rather Yes)**: the verb sense is more likely to belong to the class but the annotator is not completely sure. However the rule is: “try to use these values as little as possible”.
- **N (No)**: the verb sense does not belong to the class (i.e., it expresses a different meaning).
- **R\_N (Rather No)**: the verb sense is more likely not to belong to the class but the annotator is not completely sure. However the rule is: “try to use these values as little as possible”.
- **D (Delete)**: the verb sense does not belong to the class as it is an obvious error in translation that occurred in the automatic verb pairing process during the pre-selection process.

For an example how a class member status annotation is captured in the SynEd see Fig. 4.6.

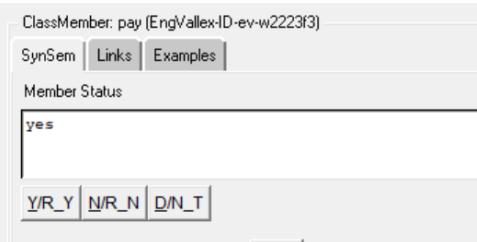


Figure 4.6: Class Member Status Y (**yes**) as captured in SynEd

#### 4.3.1.2 Role\_Argument Mapping Annotation Rules

**Role\_Argument Mapping** refers to the semantic role realization via valency structure. Each CM of a synonymous class must meet the definition for inclusion in the relevant synonymous class. By this definition, only those translational verbs (verb senses) that have similar meaning and structure characteristics are included in one class. In other words, the translational verbs of one synonymous class have both the same or similar (i.e. synonymous) meaning and valency frame.

Thus, for each CM of a certain synonymous class, the semantic roles defined in the class Roleset need to be meaningfully mapped to the valency frame of the verbs (Arguments and obligatory Adjuncts). Conversely, each member of the valency frame of a verb listed in the given synonymous class must be mapped to a semantic role from the assigned Roleset. There is only one exception to this rule: If the valency frame of an English CM includes a non-obligatory Adjunct, indicated with a question mark, we may not (but can) take it into account in the mapping. This rule holds because of a different approach of the EngVallex authors when building the valency frames. Their approach departs from the basic rule of the FGD valency theory in that it contains also non-obligatory Adjuncts.

If any member of the valency frame of a CM candidate of a given class cannot be mapped to the predefined Roleset of that class, then the CM candidate does not belong to the class. Ideally, all CMs of a given class would have only one mapping as in, for example, class **vec00115** (Fig. 4.7), where the Roleset contains two roles: **Monitoring** and **Phenomenon**. For all CMs in the class, **Monitoring** is mapped to **ACT** (Actor) and **Phenomenon** is mapped to **PAT** (Patient).

| <b>monitor (ev-w2021f1)</b>   |     |
|---|-----|
| <b>sledovat (v-w6148f1)</b>   |     |
| <b>Class ID:</b> vec00115 <sup>def.</sup>                               |     |
| <b>RoleSet:</b> Monitoring <sup>def.</sup> , Phenomenon <sup>def.</sup> |     |
| <b>Collected mappings:</b>  |     |
| Monitoring → ACT  |     |
| Phenomenon → PAT  |     |
| <b>Classmembers:</b>  |     |
| <a href="#">Pack all</a> <a href="#">Unpack all</a>                     |     |
| <b>eye (EngVallex-ID-ev-w1263f1)</b>                                    | + ↑ |
| ACT, PAT  |     |
| Monitoring → ACT  |     |
| Phenomenon → PAT  |     |
| <i>FN: Perception_active/eye.v</i>                                      |     |
| <b>ferret_out (EngVallex-ID-ev-w1303f1)</b>                             | + ↑ |
| ACT, PAT  |     |
| Monitoring → ACT  |     |
| Phenomenon → PAT  |     |
| <i>FN: NM</i>   |     |
| <b>look (EngVallex-ID-ev-w1899f4)</b>                                   | + ↑ |
| ACT, PAT  |     |
| Monitoring → ACT  |     |
| Phenomenon → PAT  |     |
| <i>FN: Scrutiny/look.v, Seeking</i>                                     |     |
| <b>look (EngVallex-ID-ev-w1899f11)</b>                                  | + ↑ |
| ACT, PAT  |     |
| Monitoring → ACT  |     |
| Phenomenon → PAT  |     |
| <i>FN: Scrutiny/look.v, Seeking</i>                                     |     |
| <b>monitor (EngVallex-ID-ev-w2021f1)</b>                                | + ↑ |
| ACT, PAT  |     |
| Monitoring → ACT  |     |
| Phenomenon → PAT  |     |
| <i>FN: Criminal_investigation; Scrutiny/monitor.v</i>                   |     |
| <b>refocus (EngVallex-ID-ev-w2590f2)</b>                                | + ↑ |
| ACT, PAT  |     |
| Monitoring → ACT  |     |
| Phenomenon → PAT  |     |
| <i>again, repeatedly</i>  |     |
| <i>FN: NM</i>   |     |
| <b>screen (EngVallex-ID-ev-w2859f1)</b>                                 | + ↑ |
| ACT, PAT  |     |
| Monitoring → ACT  |     |
| Phenomenon → PAT  |     |

Figure 4.7: One ideal Role-Argument Mapping for class vec00115

However, in some classes there is one role mapped to different valency arguments according to the frame of each class members. For example, in class `vec00071` in Fig. 4.8, the role `Origin` can be mapped to both `DIR1` and `PAT`.

| Classmembers:                                 | Pack all | Unpack all |
|---|----------|------------|
| <b>be (EngVallex-ID-ev-w218f31_u_nobody)</b>  |          |            |
| ACT, DIR1[from]                               |          |            |
| Entity → ACT                                  |          |            |
| Origin → DIR1[from]                           |          |            |
| FN: NM  |          |            |
| <b>come (EngVallex-ID-ev-w590f1)</b>          |          |            |
| ACT, PAT                                      |          |            |
| Entity → ACT                                  |          |            |
| Origin → PAT                                  |          |            |
| FN: NM  |          |            |
| <b>come (EngVallex-ID-ev-w590f3)</b>          |          |            |
| ACT, DIR1[from]                               |          |            |
| Entity → ACT                                  |          |            |
| Origin → DIR1[from]                           |          |            |
| FN: Origin/come from.v                        |          |            |
| <b>hail (EngVallex-ID-ev-w1534f1)</b>         |          |            |
| ACT, DIR1[from]                               |          |            |
| Entity → ACT                                  |          |            |
| Origin → DIR1[from]                           |          |            |
| FN: NM  |          |            |
| <b>pocházet (PDT-Vallex-ID-v-w3703f1)</b>     |          |            |
| ACT, DIR1[from]                               |          |            |
| Entity → ACT                                  |          |            |
| Origin → DIR1[from]                           |          |            |
| <b>vzít se (PDT-Vallex-ID-v-w8658hsa_799)</b> |          |            |
| ACT, DIR1                                     |          |            |
| Entity → ACT                                  |          |            |
| Origin → DIR1                                 |          |            |

Figure 4.8: Different Role\_Argument Mappings for class `vec00071`

#### Semantic roles can be mapped to:

- either a functor (member) of the valency frame, such as `ACT`, `PAT`, `ADDR`, `ORIG`, obligatory Adjunts, or
- a proxy functor: `#sb` (animate), `#sth` (inanimate), `#any` (both animate and inanimate), `#smh` (somehow), `#smt` (sometime), `#swh` (somewhere).

Note that the mapping to a functor listed in the valency frame of the CM is in general preferred over the mapping to an artificial proxy functor. The proxy functors are used when meaning slots cannot be included as valency slots in the valency frame (see the mapping of `#sth` to `State_initial` in Fig. 4.17).

#### Detailed description on how to map the Roles and Arguments:

- The Role-argument mapping is annotated under the Syntactic-Semantic Information tab in the editor (SynSem) and, specifically, in the Role\_Argument mapping box, see Fig. 4.9.

- The valency frame of each class member with EngVallex-ID for English, e.g. the verb *hit* (`ev-w1595f3`) (Fig. 4.9) (or with PDT-Vallex-ID for Czech) is displayed in the box Valency frame (e.g., ACT, PAT) based on the frame described in the EngVallex or PDT-Vallex. The mapping of the particular CM to its English or Czech translational counterpart is displayed in the CzEngVallex Mapping box (e.g., *hit* → *postihnout*). The content in the boxes ‘CzEngVallex Mapping’ and ‘Valency frame’ is not intended for editing but for providing annotators with the necessary information for the mapping of arguments to roles, specified in the left box of the SynSem tab, see Fig. 4.10.
- To assign a role to an argument, click ‘Add’ to open the editor window (Fig. 4.11) and select a ‘Functor’ (Fig. 4.12) from the various options displayed and the ‘Role’ assigned to that particular functor, see Fig. 4.13. Click ‘OK+Next’ to annotate another pair. When the mapping is complete, click ‘OK’.
- If it is necessary to restrict a certain mapped valency member to a specific form, use the box ‘Form’ to specify such condition. For example, the argument PAT may be realized by a prepositional phrase introduced by the preposition with, see Fig. 4.14.
- If it is further necessary to capture a specific restriction for a certain mapped valency member, use the box ‘Spec’ to specify such restriction. For example, the DPHR might be restricted by *nic dobrého*, see Fig. 4.15. The ‘Spec’ box is also used for recording alternating functors, see Fig. 4.22, as well for some other specifications, as shown in Fig. 4.16.
- The annotator can utilize also the sentence examples displayed in the ‘Examples’ tab (see Sec. 4.3.1.5 for a detailed description on how to select examples).
- The final version of the annotation in the Role\_Argument mapping box should look like the example in Fig. 4.17. For the final version of the Role\_Argument mapping for CM *hit* (`ev-w1595f3`) in class `vec00372`, see Fig. 4.18.

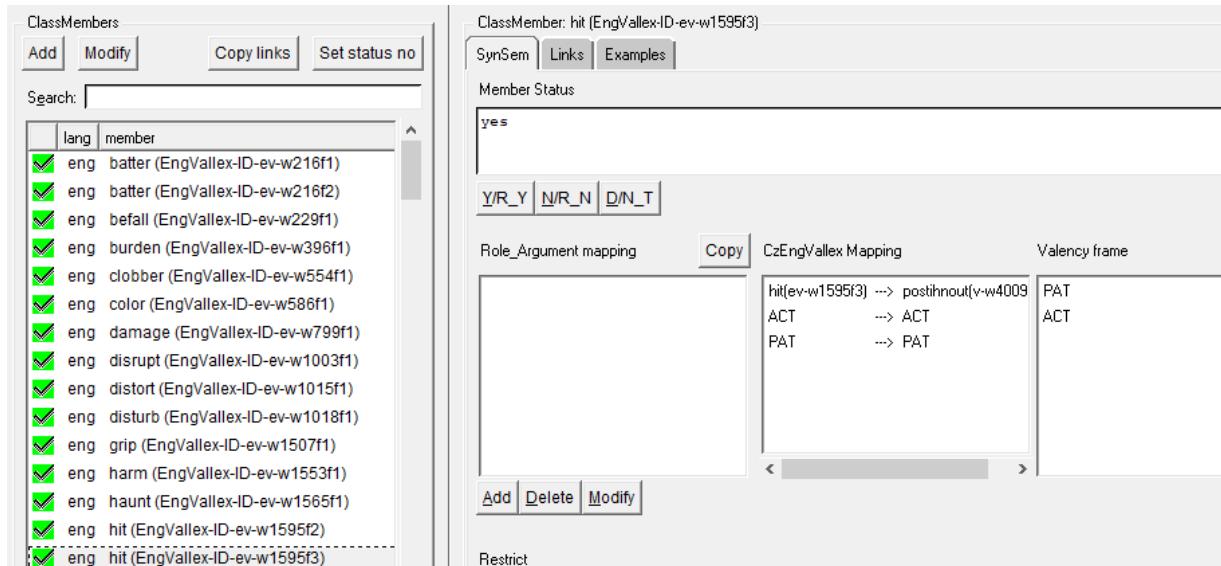


Figure 4.9: SynSem tab in the editor with Role\_Argument mapping box (left), CzEngVallex Mapping box (center) and Valency frame box (right) for verb *hit* (`ev-w1595f3`)

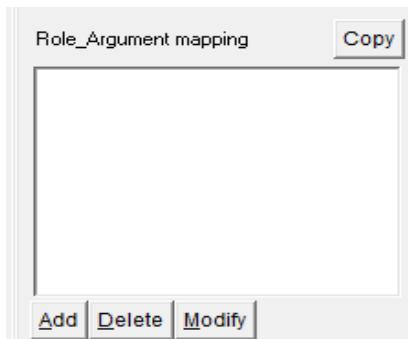


Figure 4.10: Different Role\_Argument Mapings for class vec00071

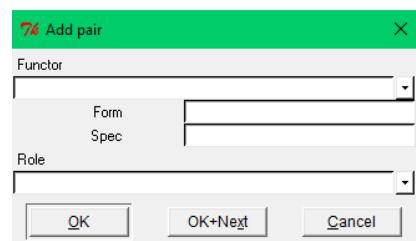


Figure 4.11: The editing window for adding a mapping for a CM

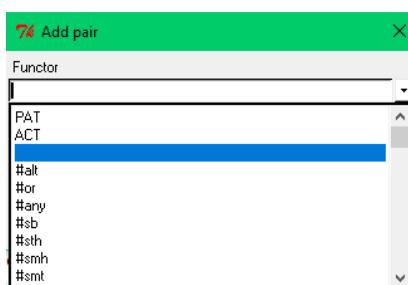


Figure 4.12: The editing window for adding a functor

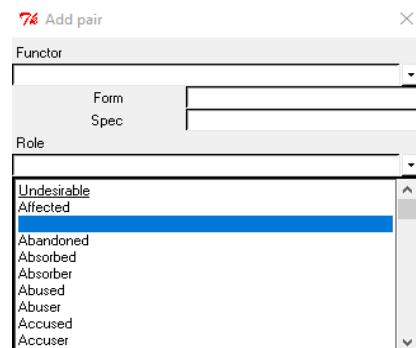


Figure 4.13: The editing window for adding a role

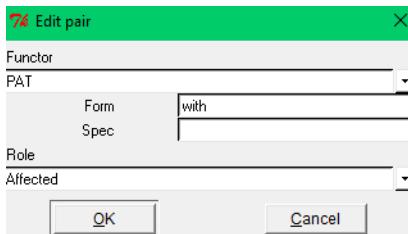


Figure 4.14: The editing window for adding a form

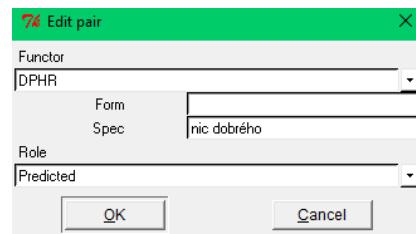


Figure 4.15: The editing window for adding a specific restriction

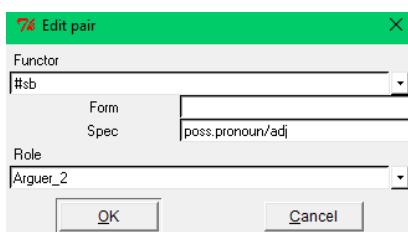


Figure 4.16: An example notation of specification of a proxy functor #sb)

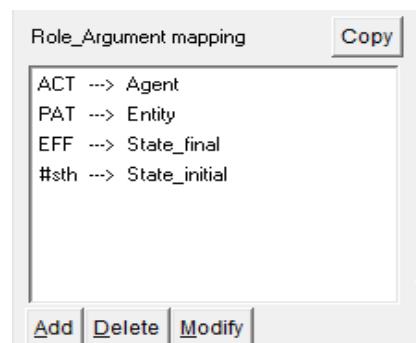


Figure 4.17: An Example of Role\_Argument mapping

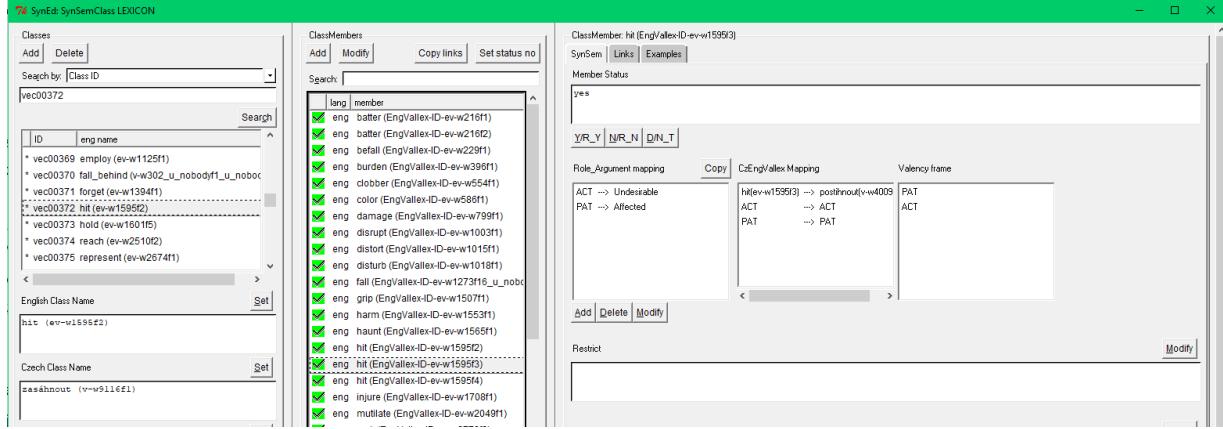


Figure 4.18: The final Role-Argument mapping for CM *hit* (*ev-w1595f3*) in class *vec00372*

### The Semantic Role realization

The semantic role can be implemented in several ways:

- One SR is realized as a single different argument from the valency frame of a class member.** In most cases, one SR is realized as a single argument from the valency frame of a class member. Fig. 4.17 captures this type of mapping in the SynEd: where Agent is realized as ACT, the SR Entity as PAT, and the SR State\_final as EFF.
- Two SRs can be realized as the same argument from the valency frame of a class member.** This SR realization concerns in particular Czech reflexive verbs whose direct object might be the same as its subject, for example, used in *Musíme se integrovat*. In such cases, one argument, e.g., ACT is mapped to two different SRs, e.g., Agent and Member\_new, see example in Fig. 4.19.

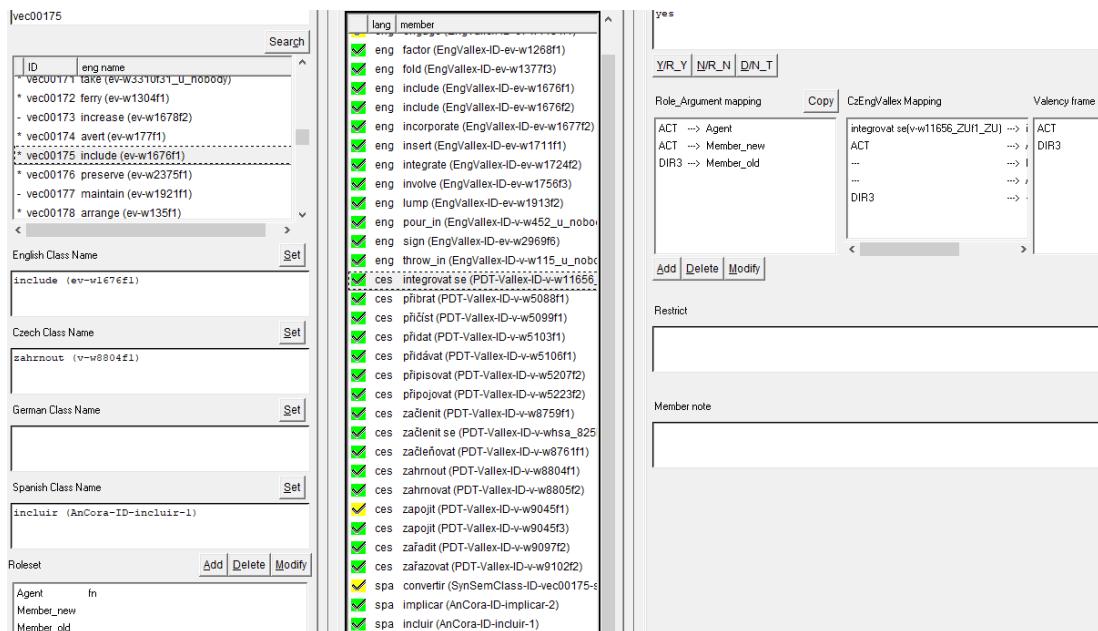


Figure 4.19: The mapping of two different SRs to the same argument

- One SR is realized as a single argument but captured in the valency frame as several alternating functors.** In some cases, one SR might be realized as a single

argument but captured in the valency frame as several alternating functors, where one valency slot is realized by several functors separated by a vertical bar as shown in the valency frame for *act<sup>2</sup>* in the EngVallex and *jednat<sup>4</sup>* in the PDT-Vallex (see Fig. 4.20 and Fig. 4.21, respectively). To indicate the semantic role mapping to alternating functors, select the proxy functor #alt in the ‘Functor’ box and record all the alternating functors captured in the valency frame in the box ‘Spec’ separated by commas (Fig. 4.22). See Fig. 4.23 with the final Role\_Argument mapping for alternating functors.

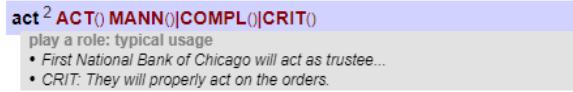


Figure 4.20: The valency frame for *act<sup>2</sup>* in the EngVallex

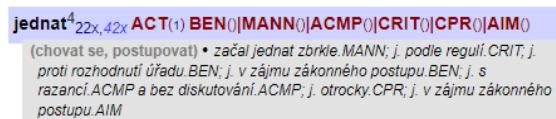


Figure 4.21: The valency frame for *jednat<sup>4</sup>* in the PDT/Vallex

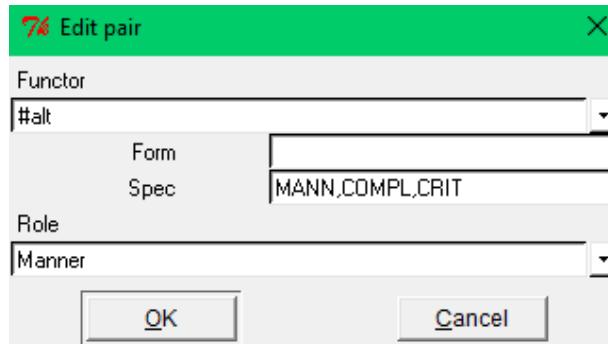


Figure 4.22: The notation of alternating functors in the box ‘Spec’

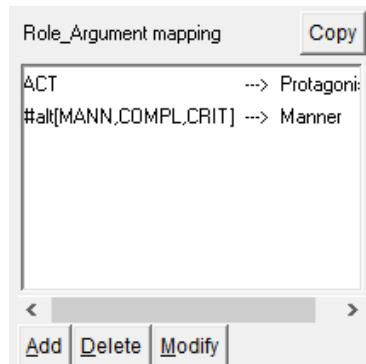


Figure 4.23: The final Role\_Argument mapping for alternating functors

#### 4. One SR is realized as a so-called “embedded” argument.

When a SR has to be mapped to an argument that is embedded in another “direct” argument from a class member’s valency frame, the notation is formalized as follows:

1. The entry FUNC1[FUNC2] indicates that the role will be mapped to an embedded argument with FUNC2 depending on the valency argument of the verb with FUNC1. This entry is written in the ‘Spec’ box without parentheses, added automatically by SynEd. See annotation for an embedded ACT depending on PAT (PAT[ACT]) in Fig. 4.24. The PAT[ACT] notation for the class member *allow* (ev-w86f3) within the class vec00012 indicates that the role *Protagonist* is an “embedded” ACT or that it depends on PAT of the verb *allow*, see Fig. 4.25. An example sentence is: *The Food and Drug Administration.ACT allowed the company.ACT to begin.PAT marketing a new lens for use in cataract patients.*

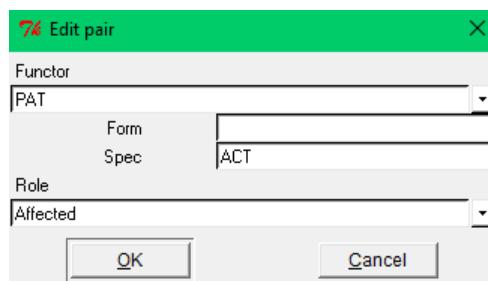


Figure 4.24: The notation of an embedded ACT depending on PAT (PAT[ACT])

Figure 4.25: The final Role\_Argument mapping for the CM *allow* (ev-w86f3) within the class vec00012

2. The entry FUNC1[FUNC2[FUNC3]] indicates that the role is mapped to an embedded argument with FUNC3 that is dependent on FUNC2, and FUNC2 depends on the valency argument of a verb with FUNC1. To enter FUNC1[FUNC2[FUNC3]] in the ‘Spec’ box, brackets must be used for FUNC2[FUNC3]. The editor then adds one more bracket.<sup>1</sup>

#### 5. One SR is realized by several different arguments from one valency frame of a class member simultaneously.

This type of mapping is especially common in the following cases:

<sup>1</sup>There is no example for this type of embedding in SSC yet.

- (a) with verbs of speaking, i.e., *verba dicendi*, expressing speech or introducing a quotation, e.g., *say*, *utter*, *ask*, etc.,
- (b) with verbs of thinking and perceiving, i.e., *verba cogitandi*, expressing mental activities, e.g., *think*, *believe*, *know*, *consider*, *guess*, etc.,
- (c) with English verbs translated to Czech as reflexive verbs, e.g., *reconcile* for *smířit se*, *probudit se* for *wake up*, etc., and
- (d) with individual verbs having one SR realized as two arguments of the same type, e.g., *Time* realized as *TSIN* and *TTILL* (Fig. 4.26).

The screenshot shows the annotation interface with several panels. On the left, a list of checked verbs includes: eng carry\_over (EngVallex-ID-ev-w449f2), eng hang\_in (EngVallex-ID-v-w614\_u\_nobodyf), eng last (EngVallex-ID-ev-w1826f1), eng persist (EngVallex-ID-ev-w2252f1), ces přetrvat (PDT-Vallex-ID-v-w5018f1), ces vytvrat (PDT-Vallex-ID-v-w8497f2), and ces vytvávat (PDT-Vallex-ID-v-w10179f2). In the center, there are tabs for Role\_Argument mapping, Copy, CzEngVallex Mapping, and Valency frame. The Role\_Argument mapping tab shows mappings like ACT → Entity, TSIN → Time, TTILL → Time. The CzEngVallex Mapping tab shows carry\_over(ev-w449f2) → přetrvat(v-w5018f1), ACT → ACT, TTILL → ..., and TSIN → TFRWH. The Valency frame tab shows ACT, TSIN, and TTILL.

Figure 4.26: The splitting of one SR into two arguments of the same type

Verbs of speaking allow one of its SRs to be linked either with a single valency argument, or with two valency arguments. For example, the Roleset of the class *announce* (vec00060) contains three SRs: **Speaker**, **Information**, and **Audience\_Addressee**. However, some members in this class do not have the expected three arguments (ACT, ADDR, PAT) which are easily mapped 1:1, see Fig. 4.27 but four in the valency frame - ACT, ADDR, PAT, and EFF. For such members, one SR (**Information**) is realized by two arguments. See the example in Fig. 4.28, where **Information** is split and mapped to PAT and EFF.

The screenshot shows the annotation interface with several panels. On the left, a list of checked verbs includes: ces rozhlašovat (PDT-Vallex-ID-v-w11575\_2), ces říci (PDT-Vallex-ID-v-w5874f1), ces řícti (PDT-Vallex-ID-v-w5874f4), and ces říkat (PDT-Vallex-ID-v-w5882f1). In the center, there are tabs for Role\_Argument mapping, Copy, CzEngVallex Mapping, and Valency frame. The Role\_Argument mapping tab shows mappings like ACT → Speaker, PAT → Information, and ADDR → Audience\_Addressee. The CzEngVallex Mapping tab shows řícti(v-w5874f1) → say(ev-w2833f1), ACT → ACT, PAT → PAT, and ADDR → ADDR. The Valency frame tab shows ACT, PAT, and ADDR.

Figure 4.27: The regular 1:1 mapping

The screenshot shows the annotation interface with several panels. On the left, a list of checked verbs includes: ces rozhlašovat (PDT-Vallex-ID-v-w11575\_2), ces říci (PDT-Vallex-ID-v-w5874f1), ces řícti (PDT-Vallex-ID-v-w5874f4), ces říkat (PDT-Vallex-ID-v-w5882f1), ces říkat (PDT-Vallex-ID-v-w5882f4), ces říkávat (PDT-Vallex-ID-v-w5884f1), and ces sdělit (PDT-Vallex-ID-v-w5918f1). In the center, there are tabs for Role\_Argument mapping, Copy, CzEngVallex Mapping, and Valency frame. The Role\_Argument mapping tab shows mappings like ACT → Speaker, EFF → Information, PAT → Information, and ADDR → Audience\_Addressee. The CzEngVallex Mapping tab shows řícti(v-w5874f1) → say(ev-w2833f1), ACT → ACT, PAT → PAT, ADDR → ADDR, and EFF → EFF. The Valency frame tab shows ACT, ADDR, PAT, and EFF.

Figure 4.28: The splitting of one SR into two arguments

The same holds for verbs of thinking and perceiving. For example, the Roleset of the class *hear* (vec00313) contains two SRs: **Perceiver** and **Phenomenon**. However, some members in this class do not have the expected two arguments (ACT and PAT) which are easily mapped 1:1, see Fig. 4.29 but they instead have three arguments in the valency frame (ACT, PAT, and EFF). For such members, one SR (**Phenomenon**) is realized by two arguments. See example in Fig. 4.30, where **Phenomenon** is split and mapped to PAT and EFF.

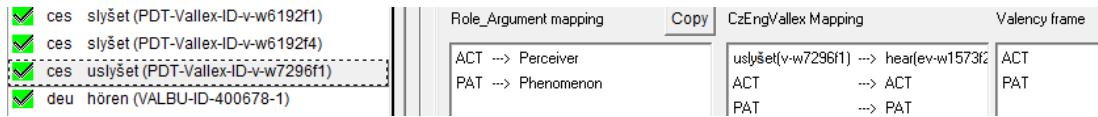


Figure 4.29: The regular 1:1 mapping

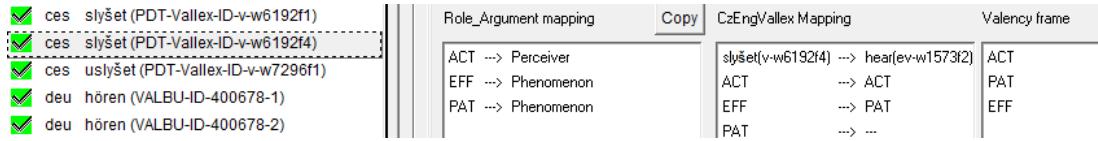


Figure 4.30: The splitting of one SR into two arguments

One SR can be realized by more than one argument also with English verbs when they are translations of Czech reflexive verbs, e.g., *reconcile* for *smířit se*, or *wake up* for *probudit se*. The reflexivity in English can be easily recognized by the presence of the reflexive pronouns in *-self* in singular and *-selves* in plural. Since they are co-referential with the noun or pronoun they follow, their person, number, and gender must be the same. The reflexivity must be indicated in the ‘Restriction’ box. For example, the Czech sentence with the reflexive verb *smířit se*, *Steinhardt se tedy musí smířit s tím, že skupinu USAir prodá se ztrátou*, is translated into English as *Mr. Steinhardt must reconcile himself to selling USAir at a loss*, where the English verb *reconcile* needs to be accompanied by the reflexive pronoun *himself*. The correct mapping then maps the SR **Experiencer** to two arguments ACT and PAT as displayed in Fig. 4.31. Similarly, the SR **Protagonist** is realized as ACT and PAT for the translational equivalents *wake up* and *probudit se* (Fig. 4.32) (see also Sec. 4.3.1.2).

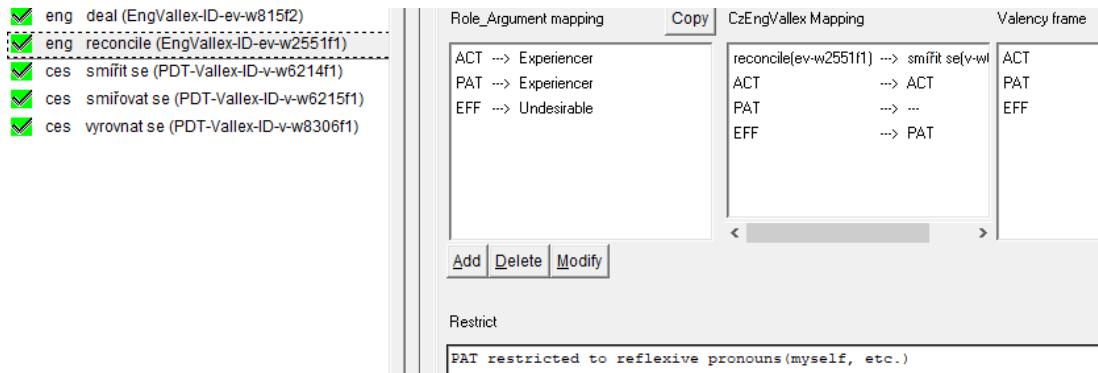


Figure 4.31: The splitting of one SR into two arguments with Restriction

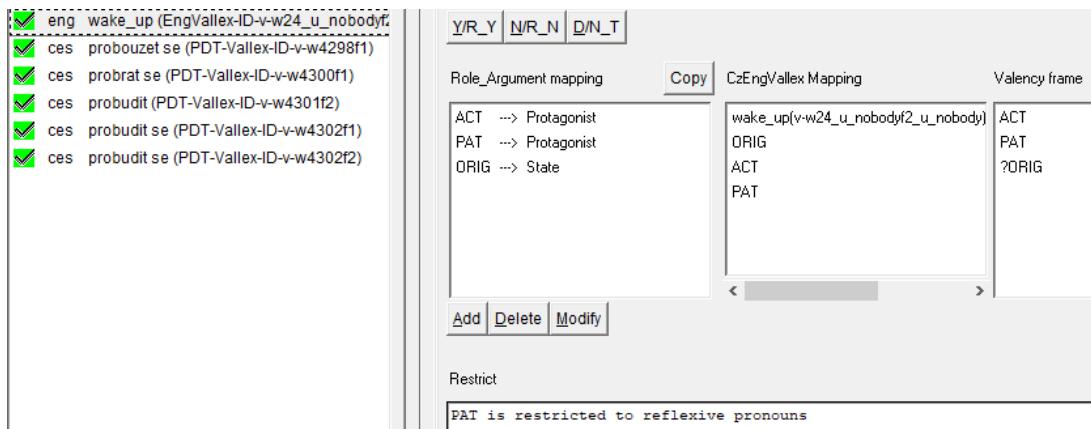


Figure 4.32: The splitting of one SR into two arguments with Restriction

To facilitate the annotation, copy buttons are implemented in SynEd for various tasks. The copy feature can be used also for the Role\_Argument mapping in case it is the same for one or more CMs of the same class. To copy the mapping for one CM, click the ‘Copy’ button (see Fig. 4.33), which turns red; then click on the CM where we want to copy the mapping and confirm the operation. If we copy the Role\_Argument mapping to a CM where the mapping is already filled in, a window with the ‘Merge’ and ‘Replace’ options will open, see Fig. 4.34. The ‘Replace’ option will replace the existing mapping for the new CM with the mapping we want to copy, while the ‘Merge’ option will add only those pairs from the copied source mapping (Functor → Role) that are not included yet in the existing mapping in the new CM.

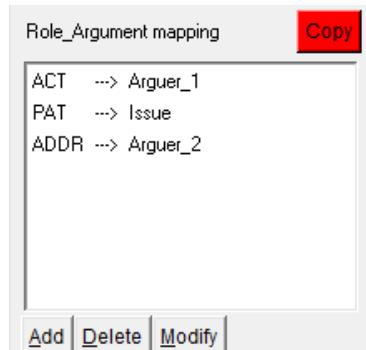


Figure 4.33: Copying the Role\_Argument mapping from one CM to another CM of the same class

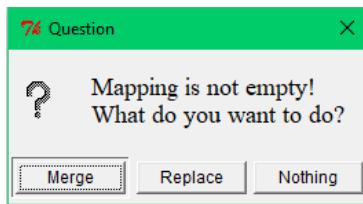


Figure 4.34: The ‘Merge’, ‘Replace’ and ‘Nothing’ options used for copying the Role\_Argument mapping

#### 4.3.1.3 Restrictions and Notes Annotation Rules

Some CMs need to fulfil a specific condition to be considered as members of a synonymous class. Annotators can specify the necessary conditions in the box ‘Restrictions’ as free text. This is particularly common if:

- the CM is restricted to a **context**. For example, for class *build/budovat* (vec00001), the CM *drill* is restricted to the context of *some whole (well)* (Fig. 4.35).
- the CM is a Light Verb Construction (LVC), where the **CPHR** phrase is restricted and has to be specified. For example, for *keep track, watch* in the class vec00211 *supervise/dohlížet*, the NP *keep track, watch* should be specified as a restriction. For ease of identification, annotators should also write *LVC, CPHR is restricted* in the box ‘Member note’ (Fig. 4.36).
- the CM is an idiom, where the **DPhR** phrase is restricted and needs to be specified. For example, for *vyvádět z míry* in the class vec01162 *jolt/vytrhnout*, the DPhR *z míry* should be specified with a restriction. Similarly, as with LVCs and for ease of identification, annotators should also write *Idiom, indicated by the restricted DPhR* in the box ‘Member note’ (Fig. 4.37).
- other features need to be specified, such as written form for the CM *napsat* in class *oznámit/announce* (vec00060) (Fig. 4.38).

Other aspects that the annotator may consider relevant for each individual CM can be also added in the ‘Member note’ box. The most frequently used notes so far include:

- connotations, exemplified as e.g., ‘negative’; ‘milder request’; ‘strong request’; ‘in a negative way’;
- antonym, exemplified as ‘Antonym’;
- particular register, exemplified as e.g., ‘expressive’, ‘metaphoric’, ‘formal’;
- hierarchical relations, exemplified as e.g., ‘more general’; ‘more specific’; ‘narrower sense’; ‘more specific - protect in order to minimize loss or risk’; ‘indicates a “positive way” of living’;
- valency errors, exemplified as e.g., ‘THL should not be obligatory here’; ‘Valency revision needed: no ACMP but PAT should be used in the valency frame’; ‘Valency revision needed: the frame should contain three valency slots’; ‘The third slot could be labeled as EFF, therefore mapping to this functor’; ‘Valency frame revision: the frame needs to be split into two, therefore no mapping for ADDR’, and
- other, exemplified as e.g., ‘The State is included in the verb itself’; ‘The CzEngVallex mapping is not correct’; ‘dummy/empty subject in English - Pronoun it’.



Figure 4.35: Example of a restriction for *run a risk*



Figure 4.36: Example of a note for for *keep track, watch*

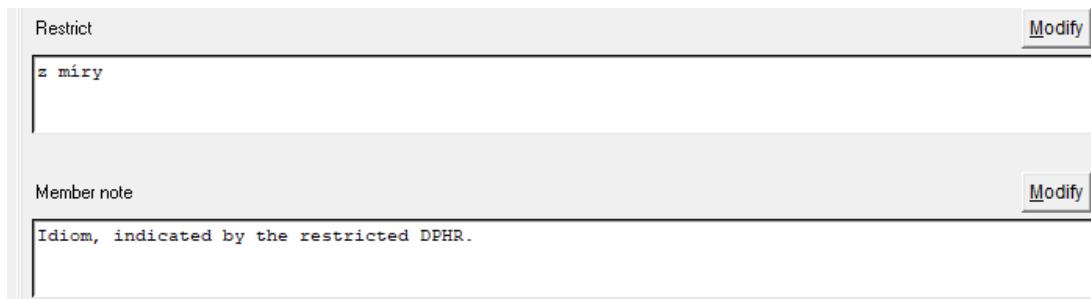


Figure 4.37: Example of a restriction and a note for



Figure 4.38: Example of a restriction for *run a risk*

#### 4.3.1.4 Links to Online Lexical Resources Annotation Rules

Linking the synonymous verbs in the individual classes in the lexicon to other online lexical resources has two aims:

- to allow interoperability, thus enriching the tool for its use in computer linguistics, and
- to gain a better insight of the individual senses of the verbs included and of their characteristics.

As stated already in Sec. 3.1, the Czech and English synonyms are linked to the following resources:

- Czech synonyms: PDT-Vallex, EngVallex, CzEngVallex, and Vallex (Fig. 4.39)
- English synonyms: FrameNet, OntoNotes, WordNet, VerbNet, PropBank, CzEngVallex, and EngVallex (Fig. 4.40)

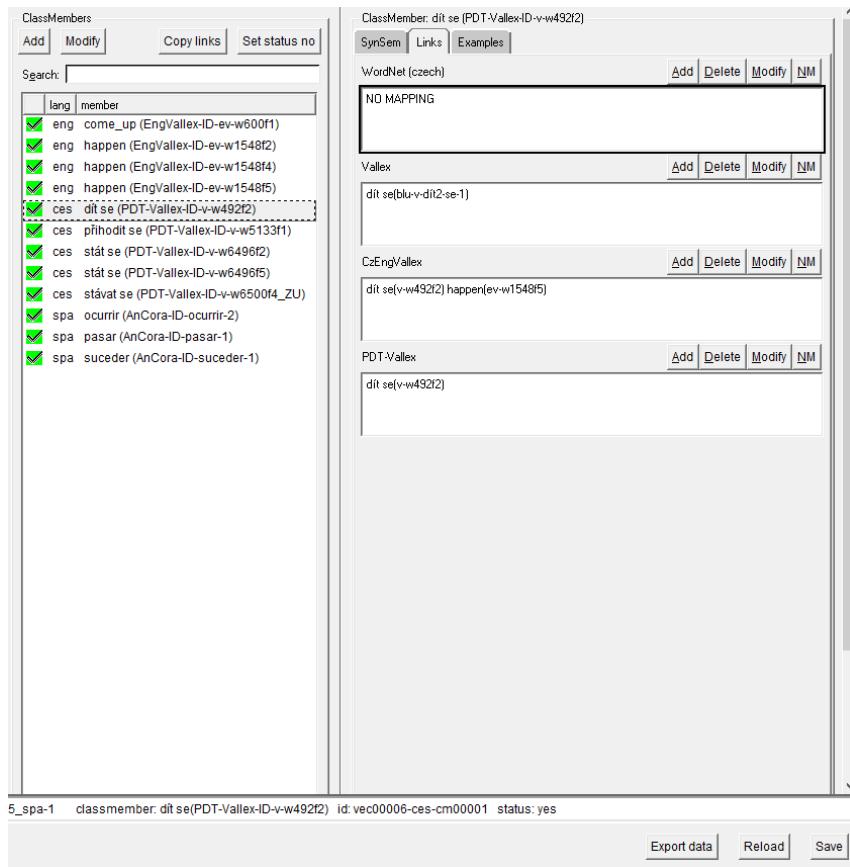


Figure 4.39: Links in the SynEd editor for the CM *dít se*

The same CM in the lexicon can be linked to one or more instances in one resource (see example in Fig. 4.40, where the English CM *happen* is linked to several WordNet links). It is also possible that no links to external resources are available for some CMs (see example in Fig. 4.41, where ‘NO MAPPING’ indicates that no links to WordNet (Czech) are available for Czech CM *dít se*).

The task of annotating links is twofold:

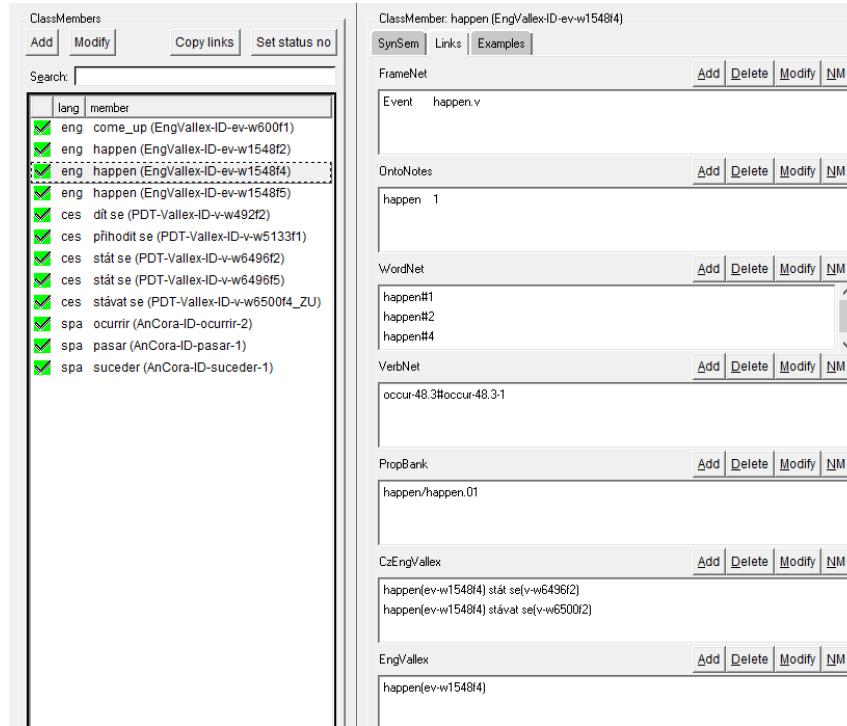
Figure 4.40: Links in the SynEd editor for the CM *happen*

Figure 4.41: No links to WordNet available in the SynEd editor

1. to check the pre-prepared links to the internal PCEDT resources: PDT-Vallex, EngVallex, and CzEngVallex, and
2. to assign the links to the external resources: Vallex, FrameNet, OntoNotes, WordNet, VerbNet, and PropBank.

First, the annotator checks the predefined links to PDT-Vallex [12]<sup>2</sup>, EngVallex [4]<sup>3</sup>, and CzEngVallex [37]<sup>4</sup> recorded in the SynEd. If the annotator finds an error, he/she writes it into the ‘Member note’ tab. The error might be e.g., in the valency frame of the referenced resource. All the lexicons that need to be checked are part of the PCEDT. These are:

- **PDT-Vallex** [13], [36] is a Czech valency lexicon, manually created in a bottom-up way during the annotation of the PDT and the Czech part of the PCEDT. Each entry in the lexicon contains a headword (lemma) with associated valency frames, see Fig. 4.2. A valency frame typically corresponds to one sense of the verb, even though for close verb senses<sup>5</sup> and identical valency frames only one valency frame may exist in the lexicon. Each

<sup>2</sup><http://lindat.mff.cuni.cz/services/PDT-Vallex/>

<sup>3</sup><http://lindat.mff.cuni.cz/services/EngVallex/>

<sup>4</sup><https://lindat.mff.cuni.cz/services/CzEngVallex/>

<sup>5</sup>For explanation of the term “sense” as it is used in this paper, please see Sec. status.

vency frame includes labeled valency frame members, or valency “slots” (i.e., ACT for Actor, PAT for Patient, ADDR for Addressee, ORIG for Origin, and EFF for Effect.), semantic “obligatoriness” attribute, and subcategorization information, i.e., required surface form(s) of the individual valency frame members. Most valency frames include a note or an example explaining their meaning and usage. The version of PDT-Vallex used for SSC annotations contains 11,933 valency frames for 7,121 verbs.

- **EngVallex** [5] is a valency lexicon of English verbs created on the same principles as PDT-Vallex by an automatic conversion from PropBank frame files [27] which was manually refined afterwards.<sup>6</sup> EngVallex was used for the annotation of the English part of the PCEDT. Currently, it contains 7,148 valency frames for 4,337 verbs. For the most part, EngVallex does not contain explicitly formalized subcategorization information, see Fig. 4.1.
- **CzEngVallex** [38], [44] is based on the treebank annotation of the PCEDT, covering about 86,000 aligned verbal pairs. It is a manually annotated Czech-English valency lexicon linking verbal entries of PDT-Vallex and EngVallex. Over 66% of English verbs and 72% of Czech verbs<sup>7</sup> in the PCEDT 2.0 have a verbal translation covered by the CzEngVallex mapping. CzEngVallex builds links not only between corresponding verbal frames but also between corresponding verb arguments for each pair of verb senses, providing an interlinked database of argument structures available for each verb and documenting a cross-lingual comparison of Czech and English valency behavior.

Second, the annotator adds new links to the external lexicons. The links for each of the external resources used for Czech and English are added in the ‘Links’ tab (see Fig. 4.39 and Fig. 4.40 above).

- **OntoNotes** [26, 2] is the key reference for the English CMs. To add the OntoNotes link in SynEd, open the OntoNotes website<sup>8</sup> with the listed senses of one CM by clicking the keyboard return key (Enter) when staying on the appropriate English CM in the SynEd.

In addition to multiple senses from a single lemma, the website lists also examples of use and mappings to other lexical resources (VerbNet, FrameNet, PropBank, and WordNet) for each sense (Fig. 4.42). Based on the context for the CM, given by the sentence examples from the PCEDT (Fig. 4.73), the annotator determines the sense which best represents the CM’s meaning and assigns a link to this sense in the OntoNotes Link Assignment Window (see Fig. 4.43). The assignment is done by opening the ‘Add OntoNotes link’ window (Fig. 4.44). If there is no corresponding link the value ‘No Mapping’ should be assigned by using the ‘NM’ button. Like other items, the OntoNotes link can be modify (‘Modify’) or deleted (‘Delete’) in the SynEd.

The annotator can utilize the OntoNotes mappings to other lexical resources for the selected OntoNotes sense, however, all of them must be checked, since they might no longer be valid (due to changes in the annotation versions in the linked resources or due to other reasons). Displaying links to OntoNotes in SynEd is captured in Fig. 4.42.

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<sup>6</sup>EngVallex preserves most of the links to PropBank.

<sup>7</sup>The remaining pairings are verb-noun or verbs translated as structurally different constructions.

<sup>8</sup>[#2](https://verbs.colorado.edu/html/_groupings/exchange-v.html)

## exchange-v; 3 Senses

### Sense Number 1: reciprocate, give in kind

Commentary: Syntax Is: NP1[actor] EXCHANGE NP2[patient] (PP{P NP[actor]})  
NOTE: NP1 may be singular or plural.

#### Examples:

We exchanged letters for many years.  
The retailer sold or exchanged his name and address with the catalog companies.  
The countries are exchanging information about the list of suspected terrorists.

#### Mappings:

VerbNet: exchange-13.6-1  
FrameNet: Exchange  
PropBank: exchange.01  
WordNet 3.0 Sense Numbers: 1, 4

### Sense Number 2: alter,convert

Commentary: Syntax Is: NP1[agent] EXCHANGE NP2[patient] (PP{for NP[patient]})

#### Examples:

The felon got his sentence exchanged for a lighter one.  
We'll need to exchange some dollars before leaving the airport.  
Can I exchange this blouse for that skirt?

#### Mappings:

VerbNet: exchange-13.6-1  
FrameNet: Replacing.Exchange.\_currency  
PropBank: exchange.01  
WordNet 3.0 Sense Numbers: 2, 6

### Sense Number 3: reorder,switch

Commentary: Syntax Is: NP1[agent] EXCHANGE NP2[patient[plural]]

#### Examples:

The Office of the Commissioner then exchanged the submissions and the affidavit amongst the parties.  
He exchanged the positions of the salt and pepper shakers on the table.

#### Mappings:

VerbNet: NM  
FrameNet: NM  
PropBank: NM  
WordNet 3.0 Sense Numbers: 3

Figure 4.42: OntoNotes senses for the verb *exchange*

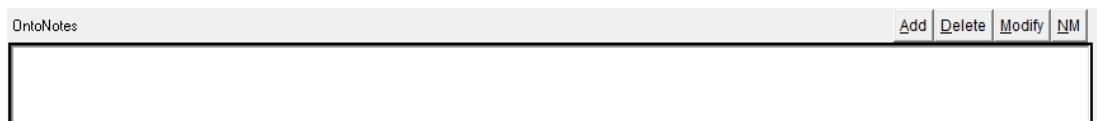


Figure 4.43: OntoNotes link assignment window - Edit buttons (top right)



Figure 4.44: OntoNotes link editing window for *exchange*, sense 2

- **FrameNet** [1, 9] is from the point of view of semantic roles, the most important source and inspiration for SSC annotation. This electronic database works with frame elements within semantic frames. The notion frame element (FEs) corresponds to the notion of SR used in the SSC terminology. FrameNet link(s) are to be recorded in the FrameNet link assignment window (Fig. 4.45).



Figure 4.45: FrameNet link assignment window - Edit buttons (top right)

To assign the FrameNet links, annotators must follow a similar approach as described above for OntoNotes links. FrameNet link editing window includes a box for the FrameNet semantic ('Frame name') and a box for the Lexical unit name ('LU name'), see Fig. 4.46.



Figure 4.46: FrameNet link editing window for *Replacing*, and *exchange.v*

To add the FrameNet link, click the 'Search' button in the FrameNet editing window in SynEd to open the 'FrameNet Index of Lexical Units' (Fig. 4.47), where you enter the desired CM, e.g., *exchange*, in the tab search.

## FrameNet Index of Lexical Units

This page is an index to alphabetical lists of the names of the lexical units (LUs).

Each LU name is followed by the part of speech, the name of the relevant frame, and its status. If links to the HTML files for the lexical entry and the annotated sentences. Lexical units on which the LU:Frame Elements and their Syntactic Realizations; and Valence Patterns.

Search  
| # | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Z | All |

### Search: exchange

- exchange.n ([Discussion](#)) FN1\_Sent [Lexical Entry Annotation](#)
- exchange.n ([Exchange](#)) Created [Lexical Entry Annotation](#)
- exchange.v ([Replacing](#)) Created [Lexical Entry](#)
- exchange.v ([Exchange](#)) Finished\_Initial [Lexical Entry Annotation](#)
- exchange.v ([Exchange\\_currency](#)) Finished\_Initial [Lexical Entry Annotation](#)

Figure 4.47: Searching the FrameNet database for *exchange*

If the CM is included in FrameNet, the annotators must find the frame that best suits annotation (for the verb *exchange* select *Replacing*, see Fig. 4.48) in the search tab. Sometimes several compliant frames can be referenced to one CM. If that is the case, we record them all in the editing window via the 'Add' button, or using the 'OK + Next' button. If no appropriate link is available, record the 'No Mapping' value by using the 'NM' button.

## Replacing

[Lexical Unit Index](#)

### Definition:

An **Agent** changes the filler of a **Role** by placing a **New** filler in the position after the **Old** filler ceases to occupy the position. Often this entails the **Agent** removing the **Old** filler. In most cases the **Role** is implicit.

If you **REPLACE** me with a robot who's gonna make excuses to your wife for you?

**Following Keating's resignation from the Cabinet, Hawke immediately **REPLACED** him as Deputy Prime Minister with Brian Howe, Minister for Community Services and Health.**  
This frame is used both for physically moving a **New** thing to a particular location formerly occupied by the **Old** thing, and for cases in which the change is accomplished by some non-motion means, e.g. Appointing.

### FEs:

#### Core:

**Agent [Act]**  
Semantic Type: Sentient  
**New [new]**

The conscious entity, generally a person, that performs actions resulting in the **New** entity occupying the position.

The **New** entity is the person or thing that the **Agent** sets to fill a **Role**.

I don't know; perhaps you could **SUBSTITUTE** regular sugar.

**Old [old]**

The entity that formerly occupied the position.

If you **SUBSTITUTE** a 15" arm for the 50cm one, it works pretty well.

Please **REPLACE** the broken fixture as soon as possible.

Figure 4.48: Definition and FEs for FrameNet's semantic frame *Replacing*

- **English WordNet<sup>9</sup>** [23, 8] is another large lexical database of English nouns, verbs, adjectives and adverbs that are grouped into sets of cognitive synonyms called ‘synsets’, each expressing a distinct concept. To assign the link(s) to English WordNet (Fig. 4.49), you can again use the help from the Mappings listed in OntoNotes and check their correctness or you start the assignment from scratch. When staying on the appropriate English CM, e.g. *exchange* in the SynEd, use ‘Add’ button for opening the ‘Edit WordNet link’ window (Fig. 4.50) with filled-in the CM *exchange* in the ‘Word’ box. Click on the ‘Search’ button to open the WordNet database ‘Search’ window for the lemma *exchange*. Here (Fig. 4.51) you will find the best matching meaning for the desired CM. With this information, fill in the ‘Sense’ box with the sense number (without the hash, e.g. ‘3’ as in Fig. 4.52) in WordNet.



Figure 4.49: WordNet link assignment window - Edit buttons (top right)



Figure 4.50: WordNet link editing window for CM *exchange*

<sup>9</sup><https://wordnet.princeton.edu/>

**WordNet Search - 3.1**  
[- WordNet home page](#) - [Glossary](#) - [Help](#)

Word to search for:

Display Options:    
 Key: "S:" = Show Synset (semantic) relations, "W:" = Show Word (lexical) relations  
 Display options for sense: (gloss)"an example sentence"  
 Display options for word: word#sense number

**Noun**

- [S: \(n\) exchange#1](#) (chemical process in which one atom or ion or group changes places with another)
- [S: \(n\) exchange#2](#) (a mutual expression of views (especially an unpleasant one)) "they had a bitter exchange"
- [S: \(n\) exchange#3, interchange#3](#) (the act of changing one thing for another thing) "Adam was promised immortality in exchange for his disobedience"; "there was an interchange of prisoners"
- [S: \(n\) exchange#4](#) (the act of giving something in return for something received) "deductible losses on sales or exchanges of property are allowable"
- [S: \(n\) central#1, telephone exchange#1, exchange#5](#) (a workplace that serves as a telecommunications facility where lines from telephones can be connected together to permit communication)
- [S: \(n\) exchange#6](#) (a workplace for buying and selling; open only to members)
- [S: \(n\) rally#5, exchange#7](#) ((sports) an unbroken sequence of several successive strokes) "after a short rally Connors won the point"
- [S: \(n\) exchange#8, interchange#4](#) (reciprocal transfer of equivalent sums of money (especially the currencies of different countries)) "he earns his living from the interchange of currency"
- [S: \(n\) substitution#2, exchange#9, commutation#4](#) ()
- [S: \(n\) exchange#10](#) ((chess) gaining (or losing) a rook in return for a knight or bishop) "black lost the exchange"
- [S: \(n\) exchange#11](#) ((chess) the capture by both players (usually on consecutive moves) of pieces of equal value) "the endgame began after the exchange of queens"

**Verb**

- [S: \(v\) exchange#1, change#7, interchange#2](#) (give to, and receive from, one another) "Would you change places with me?"; "We have been exchanging letters for a year"
- [S: \(v\) change#6, exchange#2, commute#5, convert#4](#) (exchange or replace with another, usually of the same kind or category) "Could you convert my dollars into pounds?"; "He changed his name"; "convert centimeters into inches"; "convert holdings into shares"
- [S: \(v\) switch over#1, switch#1, exchange#3](#) (change over, change around, as to a new order or sequence)
- [S: \(v\) exchange#4](#) (hand over one and receive another, approximately equivalent) "exchange prisoners"; "exchange employees between branches of the company"
- [S: \(v\) substitute#1, replace#4, interchange#1, exchange#5](#) (put in the place of another, switch seemingly equivalent items) "the con artist replaced the original with a fake Rembrandt"; "substitute regular milk for fat-free milk"; "synonyms can be interchanged without a changing the context's meaning"
- [S: \(v\) commute#4, convert#10, exchange#6](#) (exchange a penalty for a less severe

Figure 4.51: WordNet database Search window for lemma *exchange*Figure 4.52: WordNet link editing window with the assigned sense 3 for CM *exchange*

- **VerbNet** [32]<sup>10</sup>, is with 4,570 lemmas, 329 main classes, and 272 subclasses the largest on-line verb lexicon currently available for English. It is a hierarchical domain-independent, broad-coverage verb lexicon. VerbNet is organized into verb classes extending Levin [17] classes through refinement and addition of subclasses to achieve syntactic and semantic coherence among members of a class. Each verb class in VN is completely described by thematic roles, selectional restrictions on the arguments, and frames consisting of a syntactic description and semantic predicates with a temporal function<sup>11</sup>. Verbnet is part of the SemLink project whose aim is similar to SynSemClass ontology, i.e., to link together different lexical resources via a set of mappings.<sup>12</sup> VerbNet can be browsed on-line using the Unified Verb Index<sup>13</sup> (Fig. 4.53), a system which merges links and web pages from five

<sup>10</sup><http://verbs.colorado.edu/~mpalmer/projects/verbnet.html>

<sup>11</sup><https://verbs.colorado.edu/~mpalmer/projects/verbnet.html>

<sup>12</sup><https://verbs.colorado.edu/semlink/>

<sup>13</sup><https://uvi.colorado.edu/>

different NLP projects, where SynSemClass is one of them.

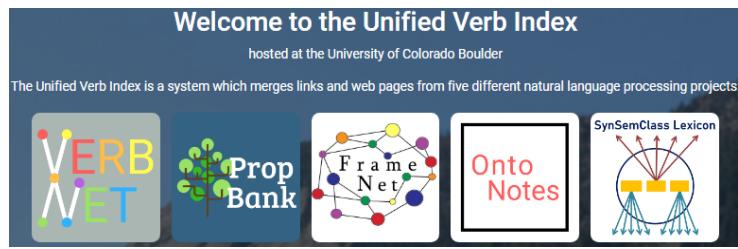


Figure 4.53: UVI welcome webpage

To assign the link(s) to VerbNet, use VerbNet link assignment window with edit buttons (Fig. 4.54). When staying on the appropriate English CM, e.g. *exchange* in SynEd, click ‘Add’ button to open the ‘Edit VerbNet link’ window (Fig. 4.55) with ‘Class’ and ‘Subclass’ boxes.



Figure 4.54: VerbNet link assignment window - Edit buttons (top right)



Figure 4.55: VerbNet link editing window

Click on the ‘Search’ button to open the UVI search window to look for the desired CM, e.g., *exchange* (Fig. 4.56). The annotator should go through the results in the UVI and find the best matching meaning for the desired CM (Fig. 4.57). With this information, the annotator must then fill in ‘Class’ and ‘Subclass’ values for *write* in SynEd (Fig. 4.58).

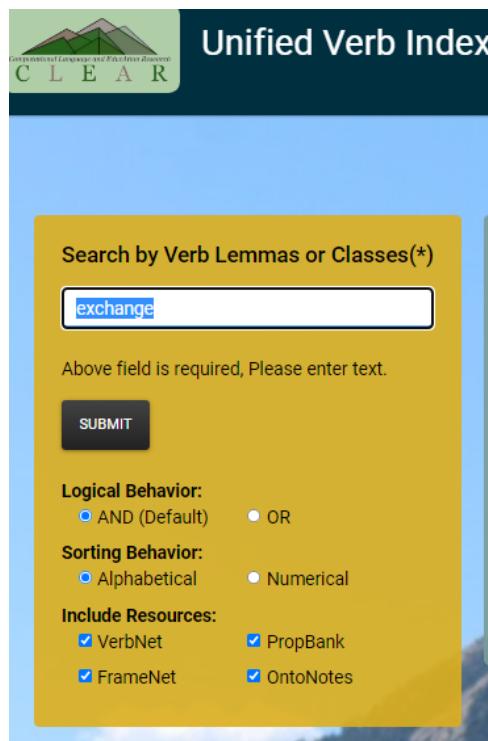


Figure 4.56: UVI search window

Figure 4.57: UVI search results for *write*Figure 4.58: VerbNet link editing window with 'Class' and 'Subclass' values for *write*

- PropBank[27] is a corpus of one million words of English text, annotated with argument role labels for verbs; and a lexicon defining those argument roles on a per-verb basis.<sup>14</sup> PropBank is also part of the SemLink project, described above and searchable via the UVI (Fig. 4.53). To assign the link(s) to PropBank, use PropBank link assignment window with edit buttons (Fig. 4.59).



Figure 4.59: PropBank link assignment window - Edit buttons (top right)

When staying on the appropriate English CM, e.g., *trade* in the SynEd, use the ‘Add’ button for opening the PropBank window for editing the link with ‘File name’, ‘Predicate’, and ‘Roleset ID’ boxes. Except for ‘Roleset ID’, the boxes are automatically pre-filled (Fig. 4.61). Click the ‘Search’ button to open PropBank Frames<sup>15</sup> (Fig. 4.60) and using the ‘Search’ window, search for the desired CM e.g., *trade*. After you evaluate the searched results, find the correct ‘Roleset ID’ link (Fig. 4.62) and fill it in to the ‘Roleset ID’ box in SynEd (Fig. 4.63).



Figure 4.60: PropBank Frames with search window

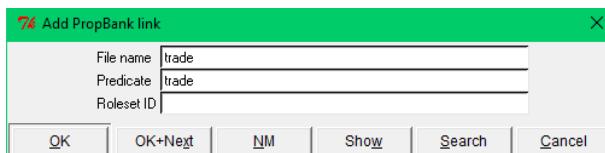


Figure 4.61: PropBank link assignment window with pre-filled boxes

**trade.01 - exchange**

TRADE-NOTES: VerbNet class exchange-13-6-1. (from trade.01->) TRADENOTES: Roleset based on verb entry trade.01. OntoNotes semic grouping trade.01, trade.02; maps to VNC class exchange-13-6-1. Framed by Claire (from trade.01->) TRADING-NOTES: Added by Julia based on BOLT-5, trade->.01. Corresponds to VNC class exchange-13-6-1. (from trading.01->)

**Aliases:**

- trading (n.)
- trade (v.)
- make\_trade (l.)
- trade (n.)

**Roles:**

- ARG0-PAG:** agent, entity trading
- ARG1-PBT:** thing being traded (away)
- ARG2-COM:** other exchanger
- ARG3-PPT:** other item in exchange, price, or premium, traded for or at
- ARG4-GOL:** beneactive

Figure 4.62: PropBank results for *trade*

<sup>14</sup><http://propbank.github.io/>

<sup>15</sup><https://propbank.github.io/v3.4.0/frames/index.html>



Figure 4.63: PropBank window for editing the link for CM *trade*

- **VALLEX**<sup>16</sup> [18] is closely related to PDT-Vallex because it is built on the same theoretical framework (FGD). This lexicon is much more elaborated, however, it is not based on the PDT data and we find it important to produce links to it as well. The Vallex links are to be filled in the Vallex link assignment window (Fig. 4.64).



Figure 4.64: Vallex link assignment window - Edit buttons (top right)

When staying on the appropriate English CM, e.g. *projít* in the SynEd, use ‘Add’ button for opening the ‘Edit Vallex link’ window with ‘ID prefix’, ‘File name’, and ‘Lemma’ boxes automatically pre-filled-in values for the given CM (Fig. 4.65).



Figure 4.65: ‘Edit Vallex link’ window with pre-filled-in values for CM *projít* (v-w4396f7)

Use the ‘Search’ button in the ‘Edit Vallex link’ window and open the Vallex webpage. By filling in the desired lemma, e.g., *projít*, a page with the resulting senses for this lemma opens (Fig. 4.66).

Subsequently determine the sense that corresponds to the sense of the searched member, e.g. *projít* (*v-w4396f7*), hover the mouse over the sense number in the circle. This opens a pop-up window with the ID number which is assigned to this sense in Vallex (Fig. 4.67). The pop-up window is important since due to the updated versions of Vallex lexicon the number in the circle and the sense ID can differ. Type this Number, e.g., 4, into the ‘Sense’ box of the ‘Edit Vallex link’ window and click ‘OK’.

This way you create the corresponding link to Vallex, e.g., for CM *projít* (*v-w4396f7*) (Fig. 4.68).

<sup>16</sup><http://ufal.mff.cuni.cz/vallex/4.0/>

vallex 4.0

DATA | ÚVOD | TEORIE | GRAMATICKÁ KOMPONENTA

frames | reflexivity & reciprocity new! | control | alternation | class | MWE | lexemes || advanced search | the latest Vallex

search (2772 lexemes)

**procházet<sup>mpf</sup>, projít<sup>pf</sup>, procházivat<sup>ter</sup>**

absolvovat  
absorbovat  
adresovat  
akceptovat  
aktivovat  
aktivovat se  
aktuálizovat  
analyzovat  
angážovat  
angažovat se  
apelovat  
aplíkovat  
argumentovat  
asistovat  
balit, balívat  
bát se, bávat se  
bavit, bavívat  
bavit se, bavívat se  
bdit, bdívat  
běhat, běhávat  
běžet  
bit  
bit se  
blahopřát  
blížit se, blíživat se  
blokovat, blokovávat  
bloudit, bloudívat  
bodat, bodnout  
bodovat  
bojovat

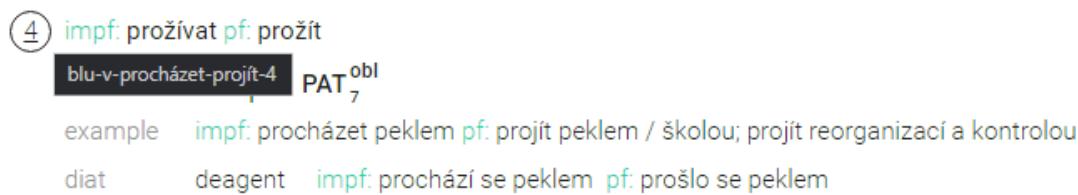
① **impf**: jit někudy **pf**: chůzi se pohybovat někudy  
frame **ACT<sup>obl</sup>1 DIR2<sup>obl</sup> DIR<sup>typ</sup>**  
example **impf**: procházíme skrz les / lesem / okolo lesa **pf**: projít lesem z jedné strany na druhou

② **impf**: jit někudy **pf**: chůzi se pohybovat někudy  
frame **ACT<sup>obl</sup>1 PAT<sup>obl</sup>7**  
example **impf**: procházet les až na druhou stranu **pf**: projít les z jedné strany na druhou

③ limit procházet<sup>mpf</sup>, procházivat<sup>ter</sup>  
mit společné body  
frame **ACT<sup>obl</sup>1 PAT<sup>obl</sup>7**  
example přímka prochází kružnicí

**④ impf**: prožívat **pf**: prožít  
frame **ACT<sup>obl</sup>1 PAT<sup>obl</sup>7**  
example **impf**: procházet peklem **pf**: projít peklem / školou; projít reorganizaci a kontrolou  
diat deagent **impf**: prochází se peklem **pf**: prošlo se peklem

⑤ absolvovat  
frame **ACT<sup>obl</sup>1 PAT<sup>obl</sup>4,7 MANN<sup>typ</sup>**  
example **impf**: takoví žáci procházejí školu / školou s odřenýma ušima **pf**: prošel školou s odřenýma ušima; projít školním

Figure 4.66: Vallex senses for lemma *procházet*Figure 4.67: Vallex heslo for sense *procházet* with ID 4, indicated via a pop-up window

|  |  |
|--|--|
| <input checked="" type="checkbox"/> eng run (EngVallex-ID-ev-w2806f25_u_nobody)<br><input checked="" type="checkbox"/> eng undergo (EngVallex-ID-ev-w3485f1)<br><input checked="" type="checkbox"/> ces podstoupit (PDT-Vallex-ID-v-w3646f1)<br><input checked="" type="checkbox"/> ces podstupovat (PDT-Vallex-ID-v-w3650f1)<br><input checked="" type="checkbox"/> ces prodělat (PDT-Vallex-ID-v-w4320f1)<br><input checked="" type="checkbox"/> ces prodělávat (PDT-Vallex-ID-v-w4321f2)<br><input checked="" type="checkbox"/> ces procházet (PDT-Vallex-ID-v-w4377f1)<br><input checked="" type="checkbox"/> ces procházet (PDT-Vallex-ID-v-w4377f5_ZU)<br><input checked="" type="checkbox"/> ces projít (PDT-Vallex-ID-v-w4396f7)<br><input checked="" type="checkbox"/> ces prožít (PDT-Vallex-ID-v-w4637f1)<br><input checked="" type="checkbox"/> ces prožívat (PDT-Vallex-ID-v-w4641f1)<br><input checked="" type="checkbox"/> ces setkat se (PDT-Vallex-ID-v-w6002f2)<br><input checked="" type="checkbox"/> ces setkávat se (PDT-Vallex-ID-v-w6004f1)<br><input checked="" type="checkbox"/> ces zakusit (PDT-Vallex-ID-v-w10183f2) | <b>Vallex</b><br>Add Delete Modify NM<br>:projít(blu-v-procházet-projít-4)   |
|  | <b>CzEngVallex</b><br>Add Delete Modify NM<br>projít(v-w4396f7) go(ev-w1484f11)<br>projít(v-w4396f7) undergo(ev-w3485f1) |
|  | <b>PDT-Vallex</b><br>Add Delete Modify NM<br>:projít(v-w4396f7)  |

Figure 4.68: Final annotation of the correct link to Vallex for sense *procházet*, displayed in SynEd

- **Czech WordNet** [24, 25] was developed by the Centre of Natural Language Processing at the Faculty of Informatics (Masaryk University, Czech Republic) in 1998. At the end of 2012, it contained 28,201 synsets. A more recent version of Czech WordNet is distributed by ELRA under closed licence.<sup>17</sup> For this reason, links to Czech WordNet in SynEd are not available yet, but a box in the ‘Links’ editor is prepared for future use (Fig. 4.69). When available, annotation will be done using the ‘Word’ and ‘Sense’ boxes in the Czech WordNet editing window (Fig. 4.70).



Figure 4.69: Czech WordNet for editing the links



Figure 4.70: Czech WordNet editing window

To facilitate the annotation of links, the links selected for a CM can be copied if they are the same for one or more CMs of the same class. To copy the links selected for one CM, click the ‘Copy links’ button (Fig. 4.71) when you select the CM whose links you want to copy and confirm the action (Fig. 4.72). The links are automatically copied to all CMs with the same lemma in the that class (e.g., if you press ‘Copy links’ for the selected CM *leave* (ev-w1843f4), the links assigned to this CM are automatically copied to *leave* (ev-w1843f5) and *leave* (ev-w1843f6)).

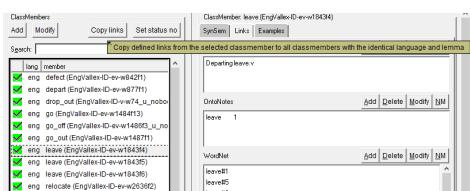


Figure 4.71: Copy links button implemented in SynEd

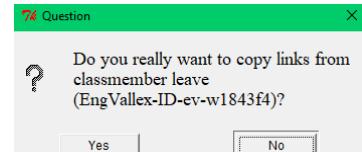


Figure 4.72: Confirm Copy links

### 4.3.1.5 Examples Annotation Rules

Each Czech and English CM candidate is accompanied by a list of sentences extracted from the PCEDT corpus. These sentences are displayed in the ‘Examples tab’ in the SynEd, see Fig. 4.73. They can be viewed also as dependency trees by opening the translational pairs of verbs in the annotation tool for the PCEDT annotation, called TrEd (Tree Editor), in the ‘Examples’ tab via the ‘Show in TrEd’ buttons (upper right corner in Fig. 4.73). Using ‘Show one in TrEd’ or ‘Show all in TrEd’ opens the selected example or examples as a dependency tree (Fig. 4.74).

When selecting examples, it is important to select 3–5 sentences (if possible) that are illustrative and best capture the meaning of the CM in the given class. Sentences that are grammatically

<sup>17</sup><http://catalog.elra.info/en-us/repository/browse/ELRA-M0047/>

correct, uncomplicated, preferably shorter, should be selected as a priority. Too long or complicated sentences, containing translation errors or with inappropriate content should not be selected. The ‘Examples tab’ contains also some sentences taken from the test section of the PCEDT; those are displayed in blue and cannot be selected as example sentences and added to the SSC. In case the annotators try to choose such an example, a ‘Warning box’ opens (Fig. 4.75).

To add an example to the given CM in the editor, the annotator should first check that the appropriate CM in the Class Members box and its example in the Example tab are selected and then click ‘Add to Lexicon’ tab to assign the example sentence to the appropriate CM sense. Sentences that are assigned as examples are marked by an asterisk (\*), see Fig. 4.73. If no representative examples for the given CM are found, check the ‘No example sentences’ box, see 4.76.

Examples from the PCEDT can help the annotator in mapping roles and arguments (see Sec. 4.3.1.2), as well as in annotation of a verbs’ membership (‘Member Status’, see Sec. 4.3.1.1).

ClassMember: podílet se (PDT-Vallex-ID-v-w3569f1)

SynSem | Links | Examples

Add to Lexicon | Remove from Lexicon | Show one in TrEd | Show all in TrEd

No example sentences

| in Lex | sentence   |
|--------|--|
| *      | Tyto tři japonské společnosti sestavily trupové díly verze 767 a celkově <b>se</b> na letadle <b>podílejí</b> z 15 %.  |
| *      | Indexová arbitráž <b>se</b> v poslední době <b>podílela</b> na přibližně polovině všech programových obchodů na Newyorské burze cenných p  |
| *      | Minulý měsíc <b>se</b> programové obchodování denně <b>podílelo</b> na obchodech o objemu 20.9 milionu akcií, neboli rekordních 13.8 % p   |
| *      | Pod vlnou žárgonem této zveřejněné zprávy se skrývá silná hrozba pivovarnického obra, který <b>se</b> vloni <b>podílel</b> na téměř 41 % o   |
|        | Peter Coors řídí jednotku Coors Brewing Co., čtvrtý největší pivovar v zemi, který <b>se</b> v roce 1988 <b>podílel</b> 1.24 miliardy dolarů na  |
|        | Fotografický průmysl, který <b>se</b> na spotřebě stříbra <b>podílí</b> 44 %, mezi ním i nadále hledá nahradu.   |
|        | Ekonomika oblasti zálivu dosahující 125 miliard dolarů ročně představuje podle Centra pro trvalé pozorování kalifornské ekonomik   |
|        | Co se týče špičkových technologií, oblast zálivu <b>se</b> na americkém průmyslu souvisejícím s počtači <b>podílí</b> 15 až 20 %.  |
|        | Kalifornská společnost Linear Technology působící v Milpitas označila dohodu za "pozitivní", jelikož produkty, o něž se ve   |
|        | Na polovině zvýšení tržeb <b>se podílela</b> akvizice, uvedla TRW.   |
|        | Ve firmě Kodak, jež tento trh řadu let převážně ignorovala, <b>se</b> nyní černobílý film <b>podílí</b> téměř 15 % na 3 miliardách dolar   |
| *      | Tyto státy, známé jako asijskí "malí tygři", <b>se také podílejí</b> na integraci jihovýchodní Asie, ale jejich vliv zůstane oproti japonskému o   |
|        | Na tomto článu <b>se podílel</b> James A. White.   |
| *      | Na tomto článu <b>se</b> v Moskvě <b>podílel</b> Peter Gumbel.   |
|        | Na tomto článu <b>se podíleli</b> Craig Torres a Anne Newmanová.   |
|        | Na tomto článu <b>se podílela</b> Joanne Lipmanová.  |
|        | Na tomto článu <b>se podíleli</b> G. Christian Hill a Ken Wells.   |
| *      | Na přípravě tohoto článku <b>se podílel</b> Gerald F. Seib.  |
| *      | Většina analytiků neočekává, že by <b>se</b> nový sálové počítáče začaly výrazně <b>podílet</b> na výnosech dříve než v prvním fiskálním čtvrtleti   |
|        | <b>Na tomto článku se podílela</b> Bridget O'Brian.  |
|        | <b>Na tomto článku se podílel</b> Roger Lowenstein.  |
| *      | V této žálobě obviňuje komise SEC Antara <b>z toho, že se podílel</b> na "rozsáhlém finančním podvodu" s cílem po tři roky nadzakovat Společnost McDonald's uvedla, <b>že</b> její příjmy za třetí čtvrtletí vzrostly díky silnému nárůstu prodeje o 14 %, ale domáci provozovatel Akio Yamamoto, vrchní ředitel firmy Nomura Investment Trust Management, řekl, <b>že</b> jestliže sazby amerických federálních fondů klesají Pánové Guber a Peters <b>by se</b> téměř jistě <b>nemohli podílet</b> na dalších cílech "Batmana", trháku, který vyrobili pro společnost Warner Bros zastáncem všeho, co Gándhí udělal, ale některé jeho porušování zákoni bylo oprávněné, protože Indie byla tehdy okupována. "Myslím, že existují dřívější důkazy, které ukazují na pravděpodobnou kriminální činnost," řekl pan Meek, který <b>se loni podílel</b> na rev Scénárista a vedoucí producent snímku "Settle the Score (Zúčtuji s ním)" Steve Sohmer je absolventem Yale a <b>podílel se</b> na dokum Uzákladil, že hráči první divize fotbalu a mužského basketbalu, špičkových "ziskových sportů", nastoupili do školy s horšimi známkami Společnosti IBM <b>se již podílí</b> na jednotném programu celého odvětví vylepšit technologii výroby polovodičů. |
|        | Útsumi rovněž uvedl, že některé japonské banky byly ochotny <b>podílet se</b> na financování společnosti UAL až do konce, což by přinalo jednou z japonských bank, která se rozehodla <b>nepodílet se</b> na první návrhu ohledně společnosti UAL, je banka Sanwa Bank Ltd. Nejnovější pokles následoval po rozhodnutí společnosti British Airways, která podporovala nabídku výkupu akcií při ceně 300 dolarů. Společnost Paribas uvedla, <b>že</b> Lonrho <b>se bude podílet</b> na navýšování kapitálu společnosti Societe Commerciale.   |
|        | Dodal, že letecká společnost nehodlá přikročit k žádné nové nabídce za každou cenu, a <b>že</b> na pokusu bankéřů oživit onu neúspěšnou  |
|        | Na studii <b>se dále podílí</b> , jak uvedla společnost Enron, divize National Power britského Ústředního úřadu pro výrobu elektrické energie  |

Figure 4.73: Assignment of the selected example sentences for the CM *podílet se*

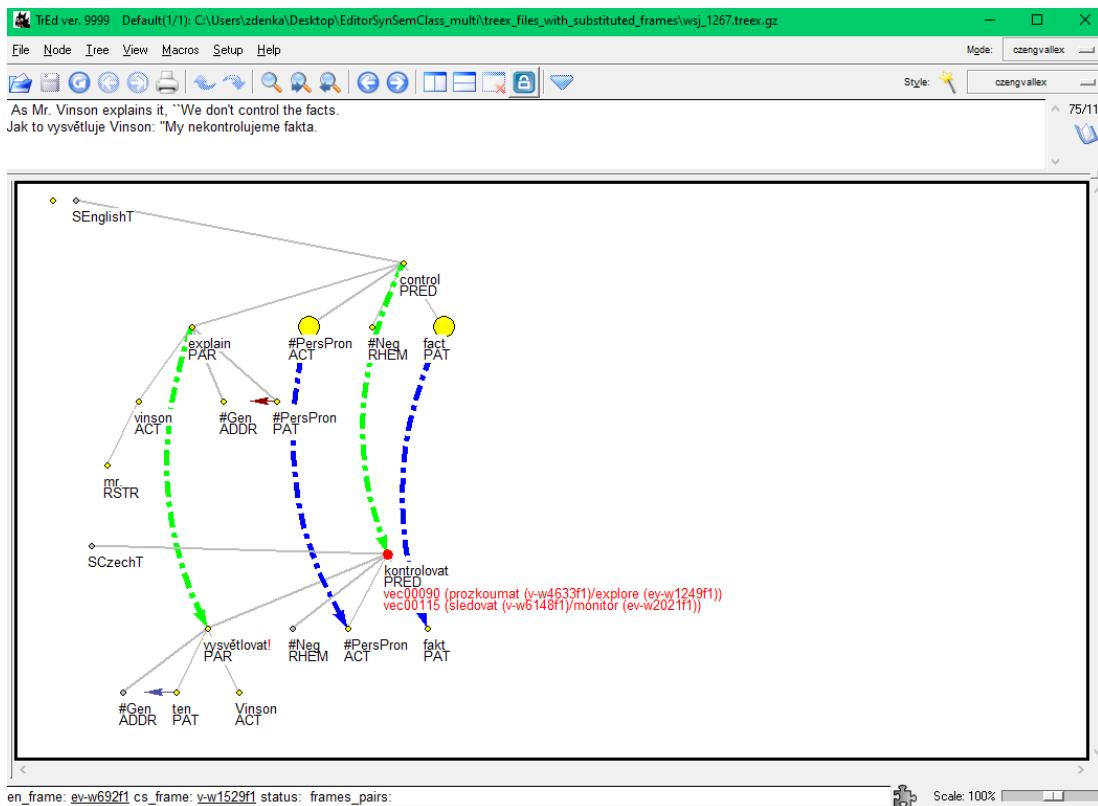


Figure 4.74: The example sentence displayed in TrEd

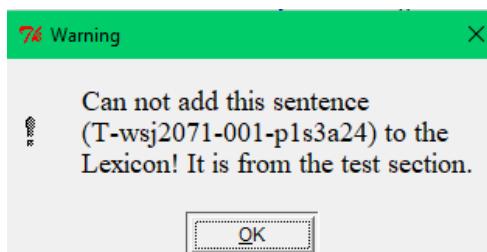


Figure 4.75: Warning box

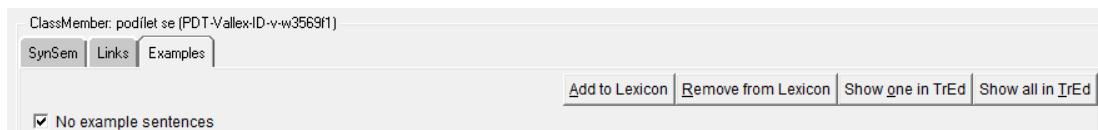


Figure 4.76: No example sentence box

### 4.3.2 Annotation Rules for the annotation from scratch

#### 4.3.2.1 Roleset and Semantic Roles Definition Rules

The Roleset represents via a set of semantic roles the meaning of the class and is common to all CMs of one synonymous class. As stated above (see Ch. 1), every Semantic role referred as “situational participant” reflects a situation portrayed by the verb and helps to express its situational content. SRs as components of the situational content are syntactically unexpressed unlike the valency slots. Valency slots labeled via ‘Functors’ (e.g., ACT, PAT, ADDR...) are, in accordance with the FGD[33], syntactically expressed and viewed as components of linguistically structured meaning corresponding to the tectogrammatical layer of the PCEDT.

When a new semantic role has to be assigned to a class, the annotator has to follow these instructions:

1. Try to use one of the already defined roles, see the list in Appendix. A.1, in order to increase the repertoire of roles as little as possible.
2. If it is not possible to select a role from the existing list, a new role will be created by following these steps:
  - Look at the valency frames of the synonymous verbs in the class and get inspired by the individual valency members.

Here are some clues:

For example, the valency member ACT indicating agent of the action, the carrier of the action or property is often named using a role ending in *-ing*, such as **Activating**, **Advertising**, **Celebrating**, **Distinguishing**, **Dominating**, **Focusing**, **Functioning**, **Generalizing**, etc.

The valency member PAT indicating the object affected by the action is often named using a role being a past participle, such as **Abandoned**, **Absorbed**, **Affected**, **Enforced**, **Inspected**, **Manipulated**, etc.

The valency member ADDR indicating the receiver of the action is often named using the roles **Recipient**, **Party\_benefited**, or **Audience\_Addressee**.

The valency member ORIG indicating the origin of the action is often named using the role **Source**, or a role ending with *\_initial*, such as **Name\_initial**, **State\_initial**, **Value\_initial**, etc.

The valency member EFF indicating the result of the action is often named using a role **Outcome**, or role ending with *\_final*, such as **Name\_final**, **State\_final**, **Value\_final**, etc.

- Get inspired by FrameNets “Frame Elements” and borrow their names. Be sure to indicate that a new role originates in FrameNet by clicking on ‘From FrameNet’ when defining the new role (Fig. 4.78).

In the list of roles to date, for example, these are FrameNet-inspired: **Action**, **Claimant**, **Cognizer**, **Event**, **Phenomenon**, **Protagonist**, **Topic**, etc.

- Be aware that a new SR has to be defined across the ontology and not per class.

Therefore, the role should not be very specific. It is better to define the roles, if possible, more generally, e.g., **Vehicle**, and then split it into distinct roles, e.g., **Car**, **Boat**, **Bike**, **Train**, etc. In other cases, it is also better to use an encompassing term, e.g. **Seller** instead of specific terms such as ‘Salesgirl’, ‘Salesman’, ‘Sales clerk’, ‘Sales assistant’, etc.

However, this does not always hold and sometimes it is necessary to use a more specific role name, such as **Writer**, **Cook** in addition to the general role **Creator**. Sometimes it is possible to use the specification as a second part of the role's name, such as **Member\_old**, **Member\_new**, **Situation\_harmful**, **Situation\_desirable**, **Time\_from**, **Time\_to**, etc.

- The name of a new SR should be short and as simple as possible and indicate the meaning of the role at a glance.

Good examples of simple SR's names are e.g., **Objection**, **Obligation**, **Seeker**, **Seller**, **Sender**, etc.; in contrast to complicated role names, such as 'Demands of conscience or custom', or 'Argument presented in opposition', which should be avoided.

To add a new Semantic role in the SynEd, the annotator clicks the 'Add' button in the upper right corner of the 'Roleset' window. In 'Add role' fills in a new role's name in the 'Label' tab (Fig. 4.77) and after answering the Question - 'Do you want to define it?' opens the 'Role definition' window and fills in the definition (Fig. 4.78). If the new role is taken from FrameNet, the box 'From FrameNet' has to be checked.

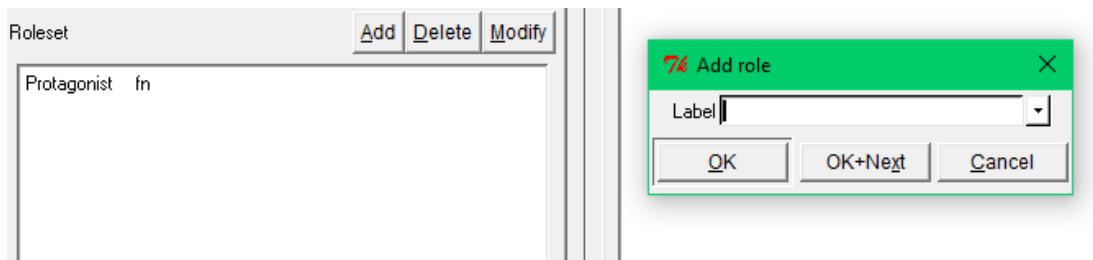


Figure 4.77: The Example sentence displayed in TrEd

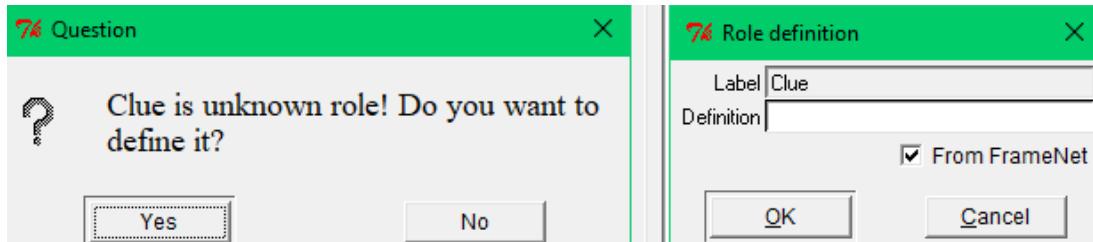


Figure 4.78: The Example sentence displayed in TrEd

Every semantic role in SynSemClass is provided with a brief language-dependent general **role definition**. There is a list of roles definitions in Czech and in English for the already processed classes in the SSC (see also Appendix A.1) and the continuously updated working version available to the annotators. For a newly defined Semantic role, the annotator should first check this list and then create a definition that is consistent with other role definitions.

A SR definition should be:

1. short,
2. simple,
3. easy to understand, and
4. accurate (not vague).

These are some examples of SR definitions complying with the above characteristics: **Obstacle** defined as *A thing that blocks one's way*; **Source** defined as *Sb/sth from which sth originates or can be obtained*; and **Role** defined as *An actor's part in a play, film, etc.*

To add the SR definition, the annotator opens the ‘Note’ tab in SynEd and fills in the definition for a new role in English. The definition in Czech will be added later (Appendix A.1) when new roles are imported into the ‘Best’ version of SSC (see Sect. 5).

#### 4.3.2.2 Class Definition Rules

As stated above, each class is provided with a brief language-dependent general **class definition**. This definition (see e.g., English definition in Fig. 4.79, or in Fig. 4.80) represents the meaning of the class and of all its CMs.

There is a list of class definitions in Czech and in English available for already processed classes in the SSC (see Appendix A.2) and the continuously updated working version available to the annotators. This list can be used as inspiration for newly build class definitions. The definition of a class should:

- unambiguously determine the meaning,
- have the following attributes: clear, not complicated, short,
- contain semantic roles defined in the Roleset of the given class, and
- be unique, that is, they must not be the same for two or more different classes

To add the class definition, the annotator opens the ‘Note’ tab in SynEd and fills in the definition in English, e.g., Fig. 4.81. The definition in Czech will be added later (Appendix A.2) when new classes are imported and published in the newest version of SSC.

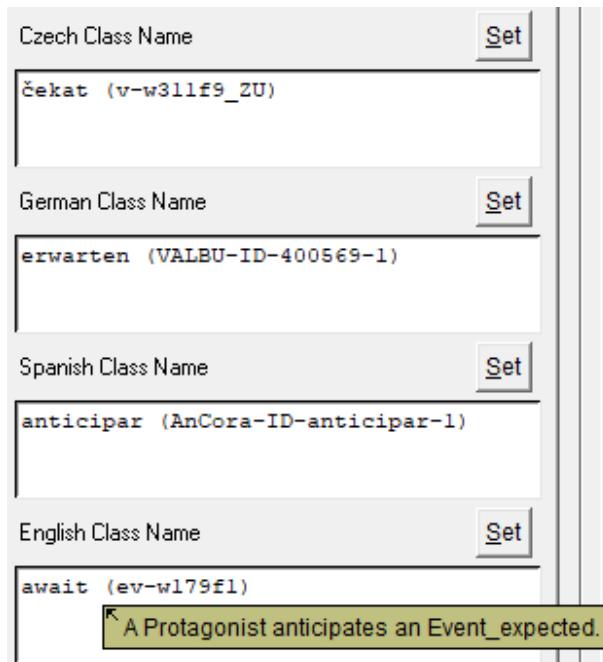


Figure 4.79: English Class definition shown in SynEd

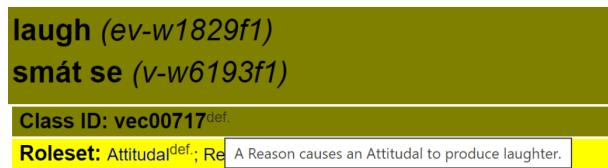


Figure 4.80: English Class definition shown in the web interface

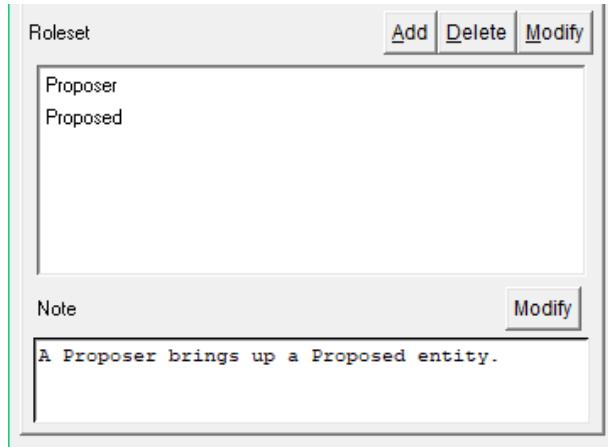


Figure 4.81: English Class definition assigned by the annotator to the ‘Note’ tab in SynEd

#### 4.3.2.3 Class Name Annotation Rules

Each synonymous class has to be named with a unique Event type name, however, for now, the annotator is supposed to set a prototypical verb sense as the ‘Language Class Name’. Therefore, each synonym class in the editor is named using the verb in each language that is considered to be the most prototypical meaning (if available). Due to the sequence of the individual steps in building of synonymous classes, where the first step starts with the Czech language, the Czech class name (Fig. 4.82) is already prepared via automatic annotation process in the, otherwise empty, SynEd (see Fig. 4.83).

To add an English name for a class, select from the CMs list the English CM with the most prototypical meaning (shaded in grey, Fig. 4.84) that may be a good candidate to be the English class name and then click the ‘Set’ button in the ‘English Class Name’ tab (see Fig. 4.85). It should be pointed out that an English class name can only be assigned after all English CM candidates are annotated as valid CMs. The resulting annotation shows that the CM *come\_up* (*ev-w600f3*) has been set as the English class name for class *vec01292* (see Fig. 4.86).

The assignment of class names is important not only for the possibility of searching a certain class by its name, but also, for example, as a second ‘label’ of a class for identification by human users, or as a more revealing sticker than the class ID, e.g., *vec00832* (see Fig. 4.87).

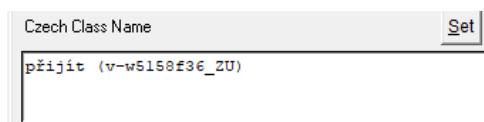


Figure 4.82: Prepared Czech Class name

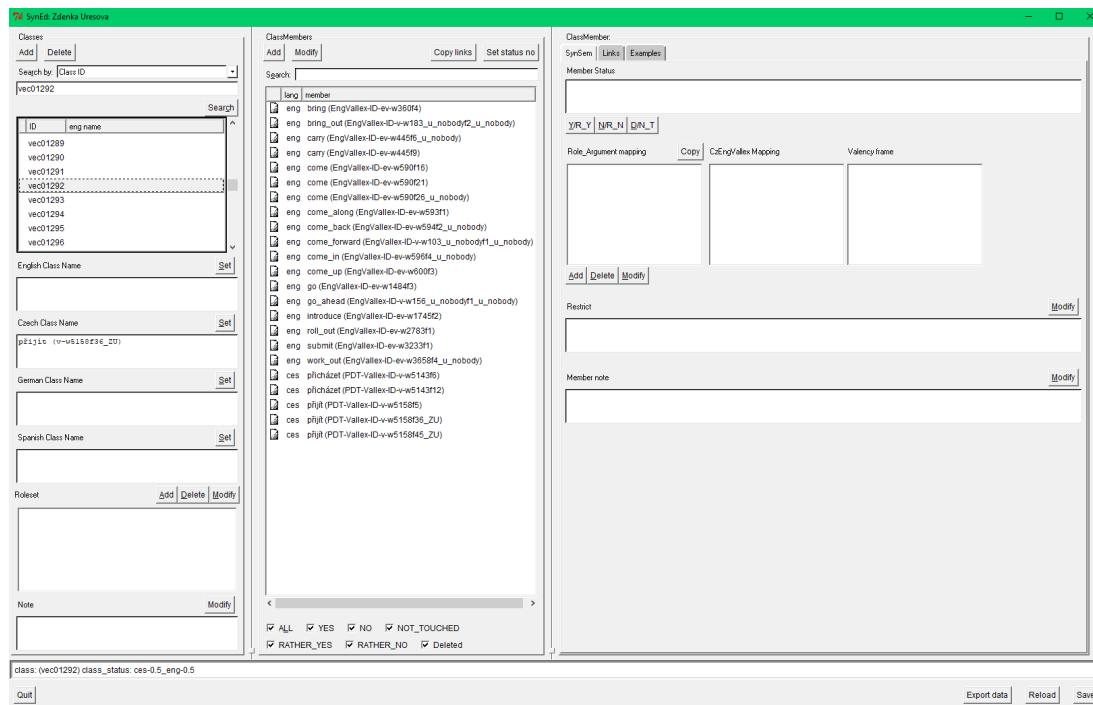


Figure 4.83: A plain class prepared for annotation in SynEd

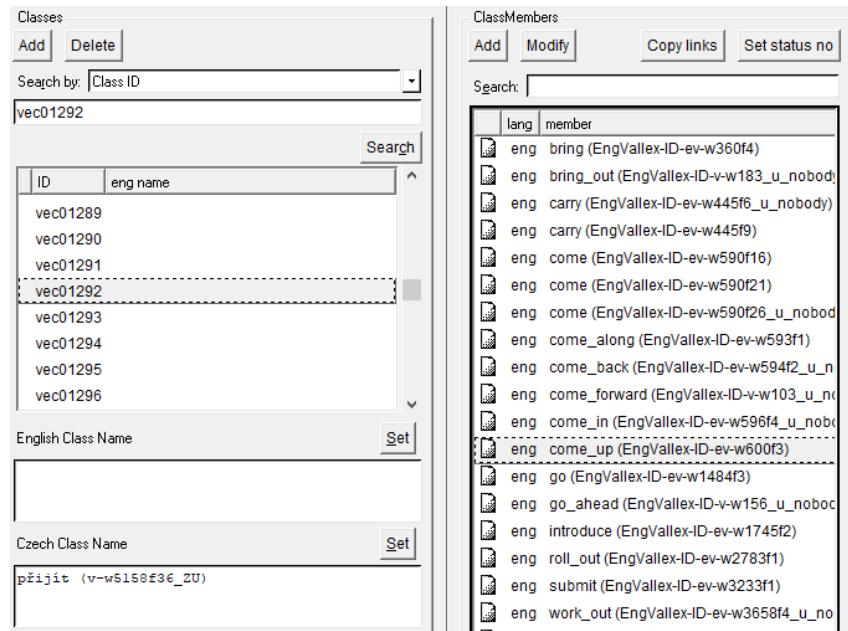


Figure 4.84: SynEd with a list of CMs from where the English class (shaded in grey) is chosen



Figure 4.85: 'Set' button used for inserting Class Name

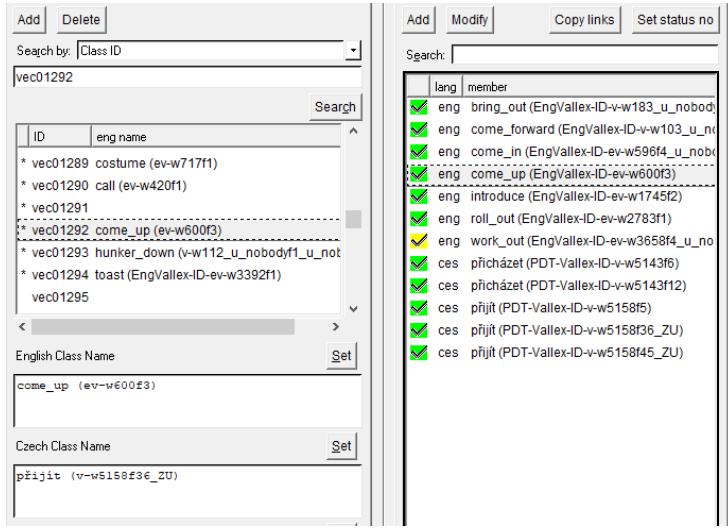


Figure 4.86: The English class name for class vec01292



Figure 4.87: The English class name ID for class vec01292

## 4.4 Specific Phenomena Rules

Based on the experience of the annotators from previous work, it is necessary to describe some specific phenomena requiring special treatment. These include:

- multiword expressions (Sec.4.4.1) and, specifically, Idioms (Sec.4.4.1.1) and Light verbs constructions (LVCs) (Sec.4.4.1.2),
- reflexive verbs (Sec.4.4.2),
- antonyms (Sec.4.4.3), and
- verbs with State meaning (Sec.4.4.4).

### 4.4.1 Multiword expressions

Multiword expressions (MWEs) are expressions which consist of more than a single word while having non-compositional meaning. They can be defined as “idiosyncratic interpretations that cross word boundaries”.[31] Here, we will concentrate on two types of verbal MWEs only since morphological, syntactic and semantic properties of MWEs had to be formally specified in order to create lexicon entries and use them in treebank annotation: idioms and Light verbs constructions (LVC). In the PCEDT, a rather technical, but unambiguous solution for the MWE’s annotation was adopted: the verb as the head of the verbal MWE is represented by a node, and the “rest” of the MWE gets its own appropriately marked node (technically dependent on the verb node). This representing structure is the same for both mentioned groups of MWEs, but it differs in the labels of the verb arguments: DPHR (Dependent part of a PHRase) for idioms and CPHR (Compound PHRase) for LVCs. The annotation rules for these two phenomena are described in Sec. 4.4.1.1 and Sec. 4.4.1.2.

#### 4.4.1.1 Idioms

Idiomatic expressions pose a problem for SynSemClass annotation. In order to successfully identify synonymy in meaning when using idioms, we will concentrate on verbal idioms only. The treatment of verb-noun idiomatic combinations in the PDT style treebanks and in the associated valency lexicons adopted a rather technical solution, but unambiguous solution. As mentioned above, the verb, the head of the verbal idiom, is represented by a node, and the “rest” of the idiom is marked by a different node technically dependent on the verb node. Such a relation is labeled with the DPHR functor (“Dependent part of a PHRase”). The modifier of the idiom can thus be unambiguously attached as either the dependent node of the verb (if it modifies the whole idiom, such as a temporal adverbial in *hit the books on Sunday*, or to the DPHR node (if it modifies only that part of the idiom, such as in *hit the history books*. Since DPHR is technically a dependent node, it can then be formally included as a slot in the valency lexicon, adding the surface syntactic and/or morphological representation in the form of an encoded surface dependency representation [45].

To annotate idioms in SSC means to include them in the right class according to their meaning. The most important thing is to map the valency frames of idioms correctly to semantic roles. Two cases are distinguished depending on the relationship of the dependent part of the idiom to the semantic role.

1. The DPHR functor fills in the place of a semantic role.
2. Another valency frame member fills in the place of a semantic role and the DPHR functor is only a part of the predicate.

In case the DPHR fills in the place of a semantic role, it is mapped to this SR, e.g., *udržovat někoho při životě/keep somebody alive* (see Fig. 4.88). Furthermore, the restricted DPHR phrase has to be specified in the ‘Restrict’ box and in the ‘Member note’ box by adding the following note: ‘Idiom, indicated by the restricted DPHR’. In the editing window for ‘Role\_Argument’ mapping, the annotator writes the morphosyntactic realization of the DPHR into the ‘Spec’ box, e.g., *při životě/alive* (see Sec. 4.3.1.3).

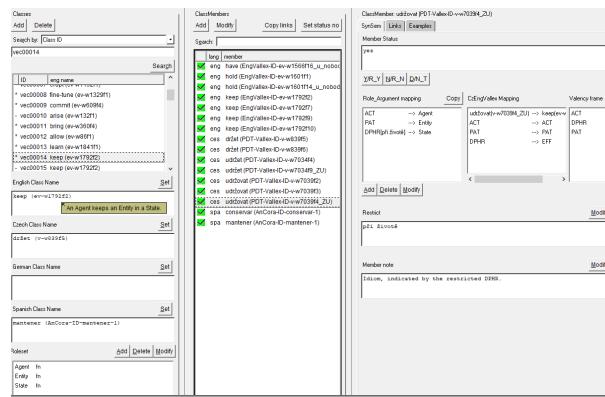


Figure 4.88: The idiom *udržovat při životě* as CM in class *keep/držet* (vec00014)

In case another valency frame member fills in the place of a semantic role, the DPHR functor serves as a part of the predicate only, and thus it is not mapped to any semantic role (see Fig. 4.89 and Fig. 4.90). As in the previous cases, the restricted DPHR phrase has to be specified in the ‘Restrict’ box and in the ‘Member note’ box by adding the following note: ‘Idiom, DPHR is restricted and a part of the predicate’.

For example, the English idiom *turn the tables* is annotated as a CM in class *outflank/vyzráť* (vec00766) (see Fig. 4.91).

The screenshot shows the CM interface with three main panels. The left panel displays a list of classes, with 'vec00674' selected. The middle panel shows 'ClassMembers' for 'vec00674', listing various English words like 'scorn', 'sniff', 'snub', etc., each associated with a PDT-Vallex ID. The right panel provides detailed information for a specific member, 'ces ohrnout (PDT-Vallex-ID-v-w10719f2)', including its synsem, links, examples, and member status. It also includes tabs for 'Role\_Argument mapping', 'CzEngVallex Mapping', and 'Valency frame'.

Figure 4.89: The idiom *ohrnovat nos* as CM in class *scorn/pohrdat* (vec00674)

The screenshot shows the CM interface with three main panels. The left panel displays a list of classes, with 'vec00739' selected. The middle panel shows 'ClassMembers' for 'vec00739', listing various Czech words like 'acquiesce', 'ustoupit', etc., each associated with a PDT-Vallex ID. The right panel provides detailed information for a specific member, 'ces vyklízet (PDT-Vallex-ID-v-w10756f2)', including its synsem, links, examples, and member status. It also includes tabs for 'Role\_Argument mapping', 'CzEngVallex Mapping', and 'Valency frame'.

Figure 4.90: The idiom *vyklízet pozice* as CM in class *acquiesce/ustoupit* (vec00739)

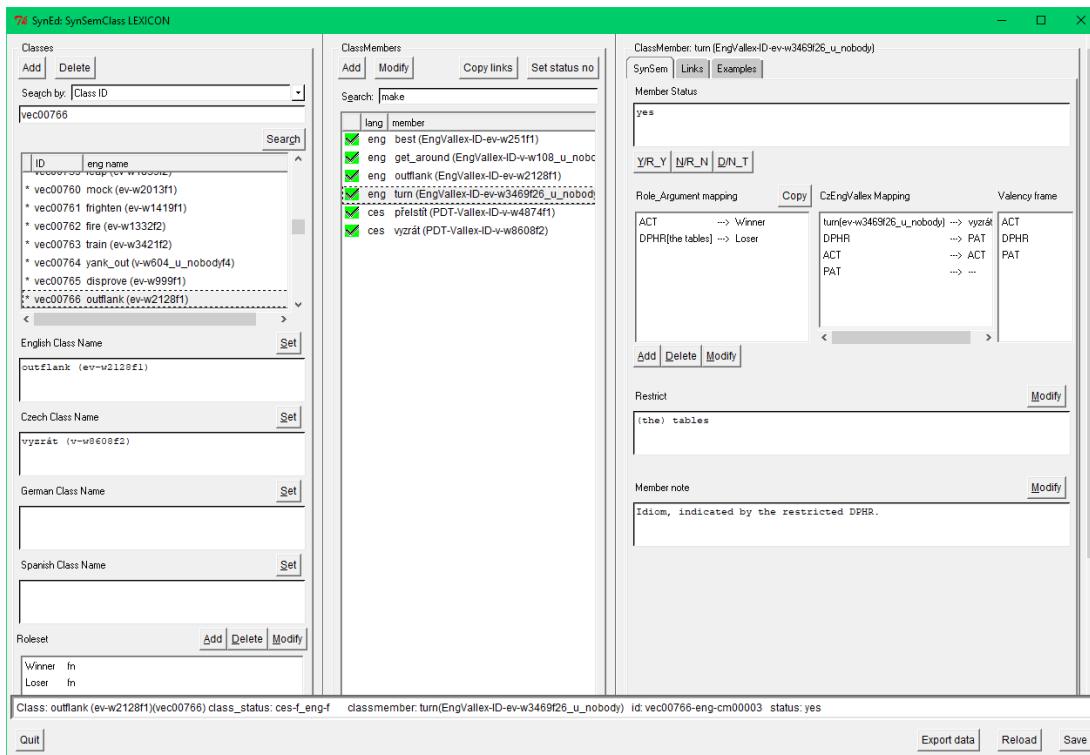


Figure 4.91: The idiom *turn the tables* as CM in class *outflank/vyzrát* (vec00766)

#### 4.4.1.2 Light verb constructions

Light verb constructions (LVCs), like idioms, pose a serious challenge for SSC' annotation. LVCs represent a type of complex predicate where two syntactic elements serve as a single predicate. Light verbs combine with predicative nouns; from a syntactic point of view, a light verb is the governing component of the collocation. However, from a semantic point of view, it is the predicative noun that represents the governing component. Moreover, a light verb appears to be a semantically incomplete and it enters into the combination with a predicative noun which contributes individual semantic properties into the resulting complex predicate [16]. The predicative noun as a dependent part is labeled with the CPHR functor (“Compound part of a PHRase”). For the inclusion of LVCs in the appropriate SSC class, the meaning of the predicative noun is the most relevant criterion. This noun needs to be specified in the ‘Restrict’ window, as described in Sec. 4.3.1.3.

For example, the LVC *činit nabídku* has the entry in the PDT-Vallex in Fig. 4.92, where the nouns *doporučení* and *nabídka* are listed after the CPHR functor (between the brackets). According to the annotation rules for SSC, this verb sense can be included into two classes with the appropriate restriction, *doporučení* and *nabídka*, respectively, in class *advise/doporučit* (vec00215) and in class *offer/nabídnout* (vec00033). The annotation for the class *offer/nabídnout* (vec00033) in the SynEd is displayed in Fig. 4.93, and in the web version in Fig. 4.94.

**činit<sup>9</sup> 2x ACT(1) CPHR({doporučení,nabídka,...}.4) ADDR(3)**

- činili doporučení kongresu; činil ji neustálé nabídky

Figure 4.92: PDT-Valle entry for LVC *činit nabídku*

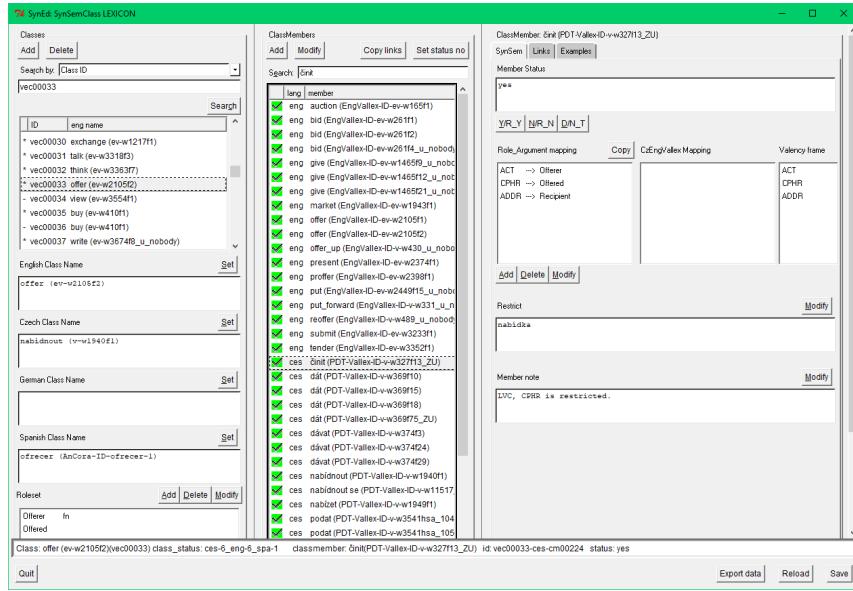


Figure 4.93: SynEd entry for LVC činit nabídku in the class *offer/nabídnout* (vec00033)



Figure 4.94: SynSemClass entry for LVC činit nabídku in the class *offer/nabídnout* (vec00033)

Similarly, the LVC *podat oznamení* is included in class *announce/oznámit* (vec00060), *obracet pozornost* in class *observe/pozorovat* (vec00082), or *klást otázku/dotaz* in class *announce/zeptat se* (vec00384).

English LVcs are also classified according to the meaning of the word listed as CPHR and annotated in a similar way as the Czech LVcs. For example, the verb sense *offer* is included in class *offer/nabídnout* (vec00033), *cut deal* in class *trade/obchodovat* (vec00046) or *make (re)payment* in class *pay/splatit* (vec00125).

#### 4.4.2 Reflexive verbs

Czech reflexive verbs as synonyms are treated similarly to other verbs, i.e., according to their valency frames as recorded in the PDT-Vallex and EngVallex. There is no problem in case the Czech reflexive verb is translated in English with the verb with a similar valency frame. For example, the reflexive tamtum verb *smát se* is translated as *smile*, where in both senses the valency frame includes Actor (ACT) and Patient (PAT), and the shared class has two roles. The mapping of the Roleset is than straightforward 1:1, one SR is mapped to one argument, i.e., ACT is mapped to **Attitudal** and PAT to **Party\_benefited** (see Fig. 4.95).

The apparent problems occur in case the Czech derived reflexive verb is translated in English with another valency frame by a derived reflexive. The reflexive particle *se/si* operates as a reflexive pronoun, expressing the co-reference of the subject and the object of the verb. For

**smile (ev-w3030f1)**

**smát se (v-w6193f2)**

**Class ID:** vec00718<sup>def.</sup>

**Roleset:** Attitudal<sup>def.</sup>; Party\_benefited<sup>def.</sup>

**Classmembers:**

**smile (EngVallex-ID-ev-w3030f1)**

ACT; PAT

Attitudal → ACT  
Party\_benefited → PAT

*FN: Making\_faces/smile.v*

**smát se (PDT-Vallex-ID-v-w6193f2)**

ACT, PAT

Attitudal → ACT  
Party\_benefited → PAT

**usmáť se (PDT-Vallex-ID-v-w7297f1)**

ACT, PAT

Attitudal → ACT  
Party\_benefited → PAT

**usmívat se (PDT-Vallex-ID-v-w7305f2)**

ACT, PAT

Attitudal → ACT  
Party\_benefited → PAT

Figure 4.95: SynSemClass entry for class *smile/smát se* (vec00718)

example *separovat se* is translated as *separate*, while the Czech verb has ACT and PAT in the valency frame (Fig. 4.96), the English verb has an extra argument, specifically ACT, PAT and ORIG (Fig. 4.97).

The class where both *separovat se* and *separate* are included as CMs contains three SRs: Agent, Entity\_1, and Entity\_2. Here two SRs are realized as the same argument within the Role\_argument mapping for Czech verb (see also Sec. 4.3.1.2). The Czech verb has ACT mapped to bot Agent and Entity\_1 (see Fig. 4.96), whereas the English verb has the usual 1:1 mapping (see Fig. 4.97).

The same approach holds, for example, for derived reflexive verbs such as *zachránit se* and *rescue*, as used in the sentences: *to rescue the pund from another plunge* translated into Czech as *aby se libra zachránila před dalším propadem*. Both verb senses are CMs of the class *protect/chránit* (vec00024) with three SRs: Defender, Entity, and Undesirable. For the Czech verb, ACT is mapped to both Defender and Entity.

Unlike Czech, in which the reflexive particle has different functions, reflexive verbs in English represent one type, a transitive verb with a reflexive object. In English, reflexivity is usually marked by reflexive pronouns that ‘reflect’ another nominal element of the sentence, usually the subject, with which it is in a co-referential relation. Reflexive pronouns end with *-self* in singular and *-selves* in plural. However, expressing reflexivity in English can be also facultative, i.e., without reflexive pronouns (*I showered myself* or *I showered*). Therefore, for some English CMs, it is also possible that two SRs can be realized as the same argument in the Role\_argument mapping.

For example, see the mapping of the SR Cognizer to ACT and also to PAT as realized for the CM *satisfy* (ev-w2828f1) as the translational counterpart of the Czech derived reflexive CM

The screenshot shows the SynSemClass entry for the verb *separovat se* in the class *insulate/oddělit* (vec00047). On the left, there is a list of English and Czech verbs with their corresponding EngVallex IDs. The verbs listed are: eng leave\_out (EngVallex-ID-ev-w1844f1), eng remove (EngVallex-ID-ev-w2646f1), eng separate (EngVallex-ID-ev-w2895f1), eng separate (EngVallex-ID-ev-w2895f2\_u), eng sequester (EngVallex-ID-ev-w2896f1), eng sever (EngVallex-ID-ev-w2906f1), eng single\_out (EngVallex-ID-ev-w2978f1), eng spin\_off (EngVallex-ID-v-w16\_u\_nobod), eng take\_out (EngVallex-ID-ev-w3316f1), eng wall\_off (EngVallex-ID-ev-w3582f1), ces izolovat (PDT-Vallex-ID-v-w1317f1), ces oddělit (PDT-Vallex-ID-v-w2661f1), ces oddělovat (PDT-Vallex-ID-v-w2663f1), ces odšupovat (PDT-Vallex-ID-v-w2774f1), ces odfíznout (PDT-Vallex-ID-v-w2871f1), ces odstřhnout (PDT-Vallex-ID-v-w10050f2), ces odštěpit se (PDT-Vallex-ID-v-w2924f1), ces odtrhávat (PDT-Vallex-ID-v-w11147f3), ces separovat se (PDT-Vallex-ID-v-w11585), and ces vyčleňovat (PDT-Vallex-ID-v-w7835f1).

The right side of the interface contains four tabs:

- Role\_Argument mapping:** Shows mappings like ACT → Agent, ACT → Entity\_1, PAT → Entity\_2.
- CzEngVallex Mapping:** Shows the mapping *separovat se(v-w11585\_ZUI2\_ZU)* → : ACT, PAT.
- Valency frame:** Shows the frame for the verb.
- Restrict and Member note:** Fields for specifying restrictions and member notes.

Figure 4.96: SynSemClass entry for *separovat se* in class *insulate/oddělit* (vec00047)

The screenshot shows the SynSemClass entry for the verb *separate* in the class *insulate/oddělit* (vec00047). On the left, there is a list of English verbs: eng insulate (EngVallex-ID-ev-w1721f1), eng isolate (EngVallex-ID-ev-w1761f1), eng leave\_out (EngVallex-ID-ev-w1844f1), eng remove (EngVallex-ID-ev-w2646f1), and eng separate (EngVallex-ID-ev-w2895f1).

The right side of the interface contains four tabs:

- Role\_Argument mapping:** Shows mappings like ACT → Agent, PAT → Entity\_1, ORIG → Entity\_2.
- CzEngVallex Mapping:** Shows the mapping *separate(ev-w2895f1) → oddělit(v-w26)*.
- Valency frame:** Shows the frame for the verb.
- Restrict and Member note:** Fields for specifying restrictions and member notes.

Figure 4.97: SynSemClass entry for *separate* in class *insulate/oddělit* (vec00047)

*přesvědčit se* in class vec01436. This is exemplified in the PCEDT by the following sentences: *Banks should satisfy themselves that they have the skills to participate in this market* translated in Czech as *Banky by se měly přesvědčit o tom, zda jsou schopny účastnit se tohoto trhu* (see Fig. 4.98).

The screenshot shows the SynSemClass entry for the verb 'satisfy'. On the left, the 'ClassMembers' tab displays a list of Czech and English verb forms, many of which are checked. On the right, the 'ClassMember: satisfy (EngVallex-ID-ev-w2828f1)' tab is active, showing member status as 'yes', role argument mapping, CzEngVallex Mapping, and a valency frame. The 'Role\_Argument mapping' section lists ACT, PAT, and EFF roles. The 'CzEngVallex Mapping' section shows the mapping of 'satisfy(ev-w2828f1)' to 'přesvědčit se(v-w2828f1)'. The 'Valency frame' section shows ACT, PAT, and EFF. Below these tabs, there are 'Add', 'Delete', and 'Modify' buttons. A 'Restrict' field contains the value 'oneself'.

Figure 4.98: SynSemClass entry for *satisfy* in class *verify/přesvědčit se* (vec01436)

#### 4.4.3 Antonyms

Antonymous expressions can sometimes be included in synonymous classes. The main reason is that a sentence in the source language may contain a negation and it may be more appropriate to use the opposite meaning for the target language translation. For such cases, there are rather some recommendations than rules. In other words, it is up to the annotator to decide if the antonym will be classified as a member of a synonymous class. The only rule is that, if the annotator decides to include a verb of this kind, the note ‘Antonym’ must be added in the ‘Member note’ box (Sec. 4.3.1.3).

For example, the Czech sentence *To se nelibí řadě současných držitelů...*, where the verb *lubit se* is negated, is translated as *That displeases many current holders...*. In this case, it is appropriate to include the verb sense *displease* (ev-w997f1) in the class *appeal/lubit se* as a CM with the member note ‘Antonym’, (cf. Fig. 4.99).

The screenshot shows the SynSemClass entry for the verb 'displease'. On the left, the 'Classes' tab displays a list of CM IDs, and the 'ClassMembers' tab shows a list of Czech and English verb forms, many of which are checked. On the right, the 'ClassMember: displease (EngVallex-ID-ev-w997f1)' tab is active, showing member status as 'yes', role argument mapping, CzEngVallex Mapping, and a valency frame. The 'Role\_Argument mapping' section lists ACT, PAT, and Stimulus. The 'CzEngVallex Mapping' section shows the mapping of 'displease(ev-w997f1)' to 'lubit se(v-w1707f1)'. The 'Valency frame' section shows ACT, PAT, and Stimulus. Below these tabs, there are 'Add', 'Delete', and 'Modify' buttons. A 'Restrict' field is present. At the bottom, a 'Member note' field contains the value 'Antonym'.

Figure 4.99: The antonym *displease* (ev-w997f1) in class *appeal/lubit se* (vec00231)

Similarly, the verb sense *dosloužit* (v-w723f1) (translation for *wear our*) in class *function/fungovat* (vec00221) (see Fig. 4.100), or *vypínat* (v-w10721f2) (translation for *turn off/flash off*) in class *switch on/zapínat* (vec00182).

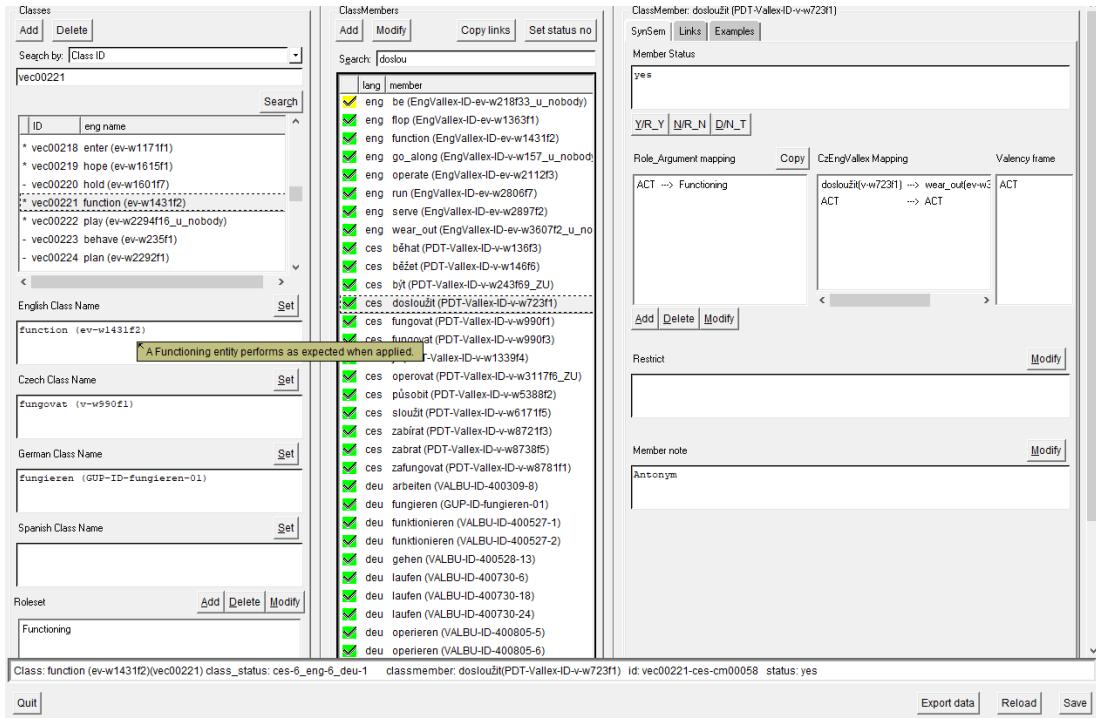


Figure 4.100: SynSemClass entry for *separovat* se in class *insulate/oddělit* (vec00047)

#### 4.4.4 Verbs with State meaning

By ‘State’ we refer to the particular condition that someone or something is in at a specific time. A question arose during the annotation of the valency lexicons of the PDT treebanks [35] whether a modification of a verb that is semantically different, but formally mostly identical to the LOC functor or DIR3 functor should be distinguished in the valency frames. For example, *ocitla se v Praze.LOC* (lit. ‘she found herself in Prague.LOC’) vs. *ocitla se pod tlakem.???* (lit. ‘she found herself under pressure.????’), or *dostal se do Brna.LOC* (lit. ‘he got to Brno’) vs. *dostal se do maléru.???* (lit. ‘got-involved herself in a-mishap.????’).

The authors of the PDT lexicons found it not appropriate to follow only the morpho-syntactic considerations (in both cases mentioned above would then be used functor LOC). For many reasons, a new functor which labels this type of dependency as “State” has not been used, but a special node attribute with a special value for State serves this purpose, using the syntactically closest functor label. A special symbol “=” is used in the valency frames. Even such a mere separation of such constructions in the valency frames was find useful.

For example, two verb senses for the lemma *držet* are distinguished in the PDT-Vallex (see Fig. 4.101):

1. *držet nemocného v posteli* (lit. ‘keeping the sick in bed’), with ACT(.1), PAT(.4), and DIR3(=) in the valency frame, and
2. *držel byt v pořádku* (lit. ‘keeping the apartment in order’), with ACT(.1), PAT(.4), and LOC(=) in the valency frame.

|  |               |               |               |               |
|--|---------------|---------------|---------------|---------------|
| <b>držet<sup>2</sup></b>               | <b>3x,23x</b> | <b>ACT(1)</b> | <b>PAT(4)</b> | <b>LOC(=)</b> |
| • držel hráče u těla; d. byt v pořádku |               |               |               |               |
| <b>držet<sup>3</sup></b>               | <b>11x,8x</b> | <b>ACT(1)</b> | <b>PAT(4)</b> | <b>LOC()</b>  |
| • d. nemocného v posteli               |               |               |               |               |

Figure 4.101: PDT-Vallex entry for *držet/keep* valency frames

|  |               |               |               |                       |
|--|---------------|---------------|---------------|-----------------------|
| <b>udržet<sup>5</sup></b>  | <b>3x,23x</b> | <b>ACT(1)</b> | <b>PAT(4)</b> | <b>LOC(=) MANN(=)</b> |
| • udržíme byt pohromadě.MANN(=); u. je nazív.u.MANN(=); u. ho ve vzorném pořádku.LOC(=); udržet děti v tichu.LOC(=); u. elektrámu v provozu.LOC(=); u. syna v nevědomosti.LOC(=) |               |               |               |                       |

Figure 4.102: PDT-Vallex entry for *udržet/keep* valency frames

Sometimes the special symbol “=” is used also in valency frames with alternating functors, such as MANN, LOC, and ACMP in the valency frame for the verb *udržet/keep* having a state meaning (see Fig. 4.102). It is important to be aware of the fact that the ‘State’ meaning can also be expressed by other functors, such as PAT, EFF, DPHR, etc. In these valency frames the special symbol “=” is not used in the valency frames since the meaning cannot be confused like in the above mentioned valency frames containing e.g., LOC and DIR3 functors.

While the “State” verb senses are always distinguished from other specific verb senses via the valency frame in the PDT-Vallex, unfortunately, this is not the case in the EngVallex. The SSC annotatores should keep this specific treatment of “State” meaning verbs in the PDT/Vallex in mind when including them into synonym classes.

More examples of verb senses with “State” meaning annotated as CMs in SSC can be seen, for example, in classes:

- *keep/držet* (vec00014),<sup>18</sup>
- *slip/sklouznout* (vec01115),<sup>19</sup> or
- *remain/zůstat* (vec00199).<sup>20</sup>

<sup>18</sup><https://lindat.mff.cuni.cz/services/SynSemClass40/SynSemClass40.html?veclass=vec00014>

<sup>19</sup><https://lindat.mff.cuni.cz/services/SynSemClass40/SynSemClass40.html?veclass=vec01115>

<sup>20</sup><https://lindat.mff.cuni.cz/services/SynSemClass40/SynSemClass40.html>

# **Chapter 5**

## **Work organization**

In order to ensure the quality of the results, every class is annotated by at least two annotators. Each annotator has its own SSC version, labeled with the annotators initials, to guarantee the proper maintenance of the annotated data. First, the annotation is processed via Excel sheets (Sec. 3.1.1). Second, annotators edit the individual classes and class members in SynEd (as described in detail in Sec. 3.2). The synonym editor is used as a standalone application, with links to all the referenced external resources that can be immediately accessed directly in SynEd, through third-party applications and/or through web browsers.

The resulting annotations of each annotator are taken care of by the technical support, compared and presented via Excel sheets to the main advisor of the annotation. These sheets are thereafter checked by the main advisor of the annotation, who possibly discusses the discrepancies among the team members, and finally turned into the final version. The final version is imported into the main version of the SSC (the so-called ‘Best version’). To prevent duplicates, only the team leader and the technical support are allowed to edit the ‘Best version’ that is always published as a new version of the Ontology on the web under the auspices of: LINDAT/CLARIAH-CZ repository.<sup>1</sup>

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<sup>1</sup><https://lindat.cz/>

# Chapter 6

## Technical Guidelines

This chapter describes the download and installation of the tools and packages required for the annotation of Czech and English synonymous verbs in the SynSemClass ontology.

The annotator should proceed as follows:

1. install the SynEd (Sec. 6.1),
2. install the TrEd (for Windows) (Sec. 6.2)
3. install of Tortoise SVN (Sec. 6.3)

The chapter is organized as follows. Sec. 6.1 describes the general installation and Sec. 6.1.2 the installation of SynEd. Sec. 6.1.2 is devoted to the adaptation of SynEd for Czech and English. Sec. 6.2 explains how to install TrEd. Sec. 6.1.2 presents Tortoise SVN, a flexible mechanism and helpful tool for managing SSC data.

### 6.1 Synonym Editor

#### 6.1.1 Installation of SynEd

In your computer, choose a location where you want to store the editor and other projects related tools. We recommend to choose the Desktop folder.

1. Create the new directory with the name `EditorSynSemClass_multi` (Fig. 6.1).
2. Use right-click on this file and select ‘SVN Checkout’ from the menu. A Checkout window will open (Fig. 6.2). Fill in the ‘URL of repository’ box with the address [https://svn.ms.mff.cuni.cz/svn/SynSemClass/bin/Editor\\_multi](https://svn.ms.mff.cuni.cz/svn/SynSemClass/bin/Editor_multi).
3. Click ‘OK’ and enter your credentials (they will be sent to you by the technical support via email) in the ‘Authentication’ window (Fig. 6.3).
4. Go to the folder `EditorSynSemClass_multi/resources` containing the folders for individual languages (for now, Ces, Deu, Eng, Spa) (Fig. 6.4) and choose the languages you would like to load in SynEd (Ces and Eng are obligatory, the rest is facultative)<sup>1</sup>, click on ‘example\_sentences’ (Fig. 6.5) and extract the files ‘examples\_ces.zip’ (Fig. 6.6) and ‘examples\_eng.zip’ (**Important!** When extracting the examples click on ‘Extract Here’). You will get plenty of files labeled ‘Vtext.....php’. (Fig. 6.7).

---

<sup>1</sup>Be aware that the order of the languages determines the order in which the CMs are listed in the editor as well as the language of the role definitions. Annotators can choose both the languages included (other than English and Czech) as well as their order according to their preferences. The language format is shown in Fig. 6.10

5. Create your own annotation directory where you will store the processed data. At the same place where you created the `EditorSynSemClass_multi` folder, create a new folder with the name `DataSynSemClass_multi`, and download a copy of your annotation folder there. Right-click on this folder, select ‘SVN Checkout’, and fill the following address in the ‘URL of repository’ box in the ‘Checkout’ window: <https://svn.ms.mff.cuni.cz/svn/SynSemClass/data/anotace/AA>, (Fig. 6.8). Do not forget to replace AA by your own initials.
6. Configure file settings in the `EditorSynSemClass_multi/Config` directory and create a copy of the file `config_file_example`. Rename it as `config_file_multi` (Fig. 6.9).
7. Set the paths to the annotation file. To do so, use the right click on the ‘config\_file\_multi’ and open it in an editing tool, e.g., Notepad (Fig. 6.10). The proper path settings is as follows (please remember to replace the ‘user\_name’ (Zdenka) to your own username!):  
`ResourcePath="C:\Users\Zdenka\Desktop\DataSynSemClass_multi,C:\Users\Zdenka\Desktop\EditorSynSemClass_multi\resources"`  
`TrEdPath="C:\Tred32\tred\tred.bat"` (Fig. 6.10).
8. Run the SynSemClass Editor according to the following steps:
  - Open the folder `SynSemClass_multi` located in the folder `EditorSynSemClass_multi` (Fig. 6.11).
  - Double-click the file `synsemclass.bat` in the folder `SynSemClass_multi` (Fig. 6.12).

It is important to follow the correct order of the paths listed. If the paths are set correctly, your name will appear on the top bar of the `SynSemClasseditor_multi`, (e.g., Zdenka Uresova) (see Fig. 6.13).

If problems come up, start Command Prompt, change directory to `EditorSynSemClass_multi\SynSemClass_multi` and run the `SynSemClass.bat` file. Send the error message that will appear to the technical support (Fig. 6.14).

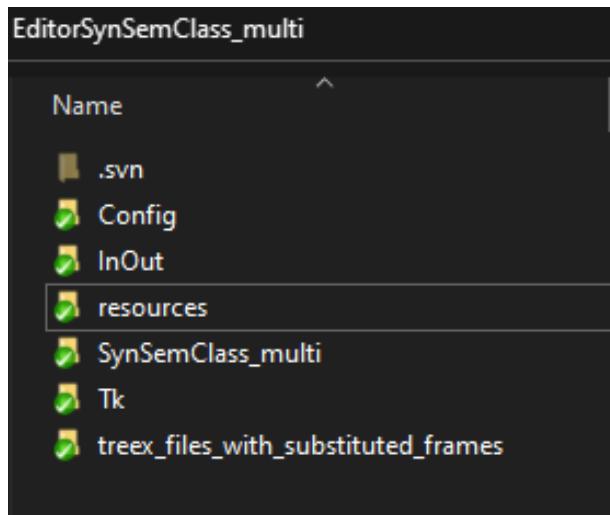


Figure 6.1: ‘EditorSynSemClass\_multi/resources’ folder

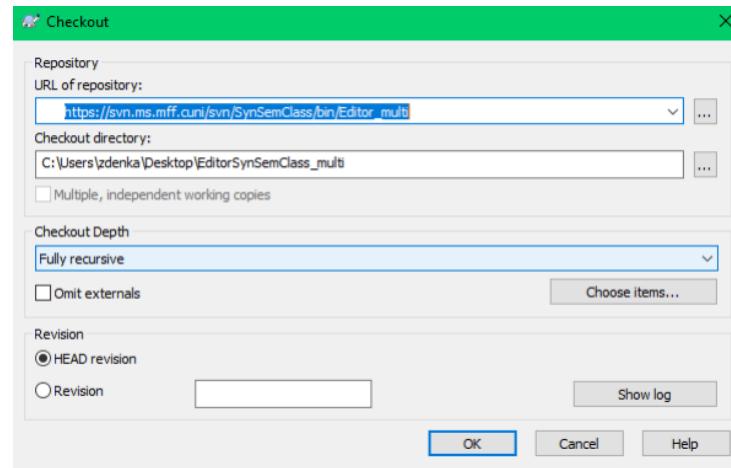


Figure 6.2: Checkout window

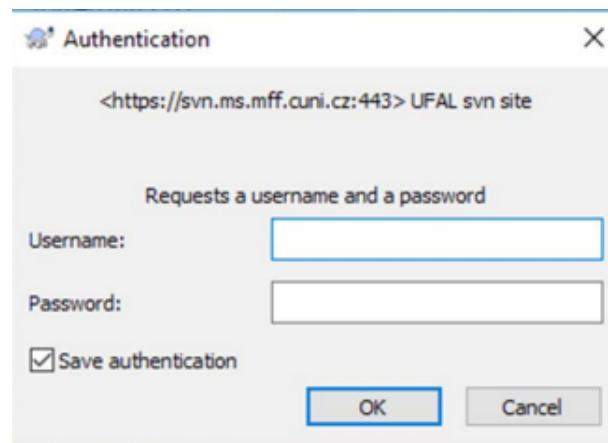


Figure 6.3: Authentication window

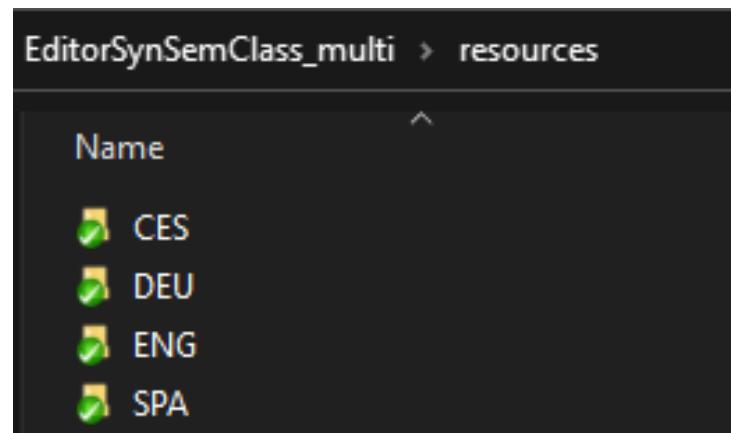


Figure 6.4: 'EditorSynSemClass\_multi/resources' window with languages

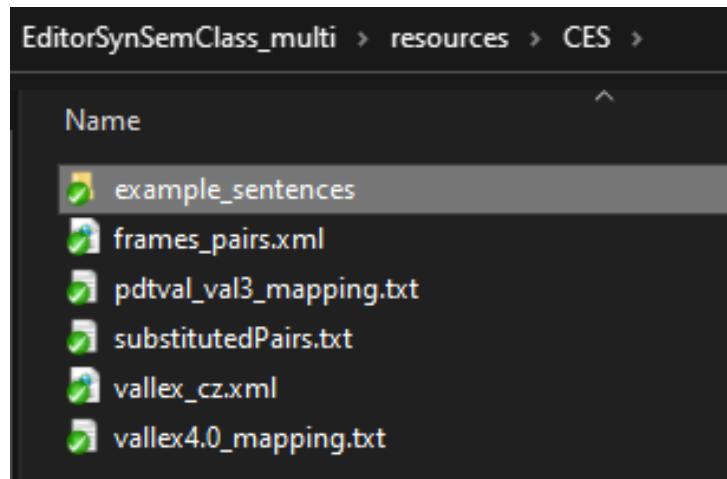


Figure 6.5: 'Example\_ sentences' window

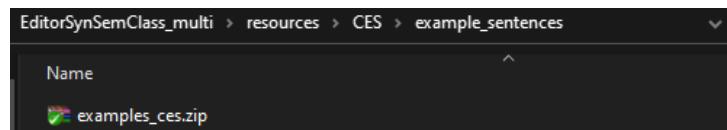


Figure 6.6: Examples\_ces.zip

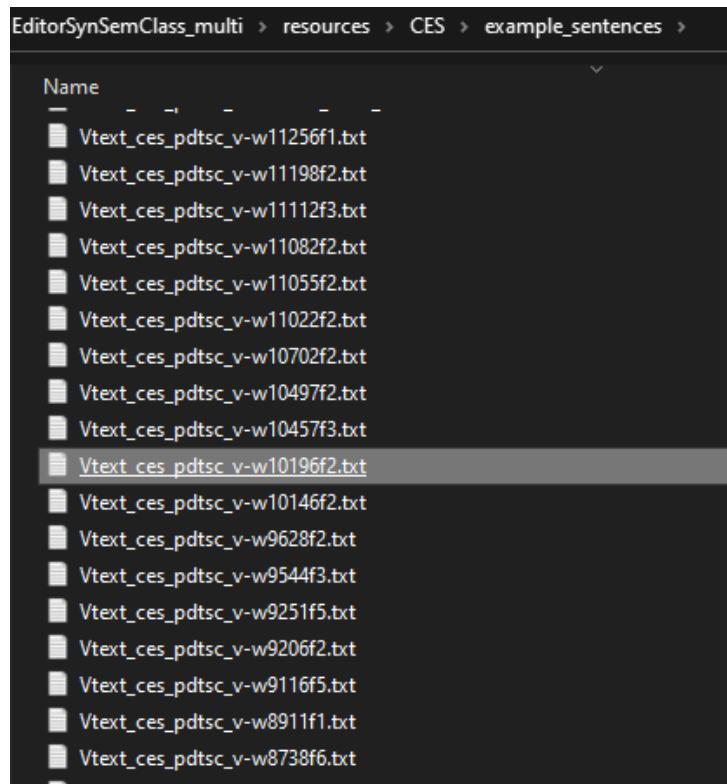


Figure 6.7: Example sentences for Czech extracted

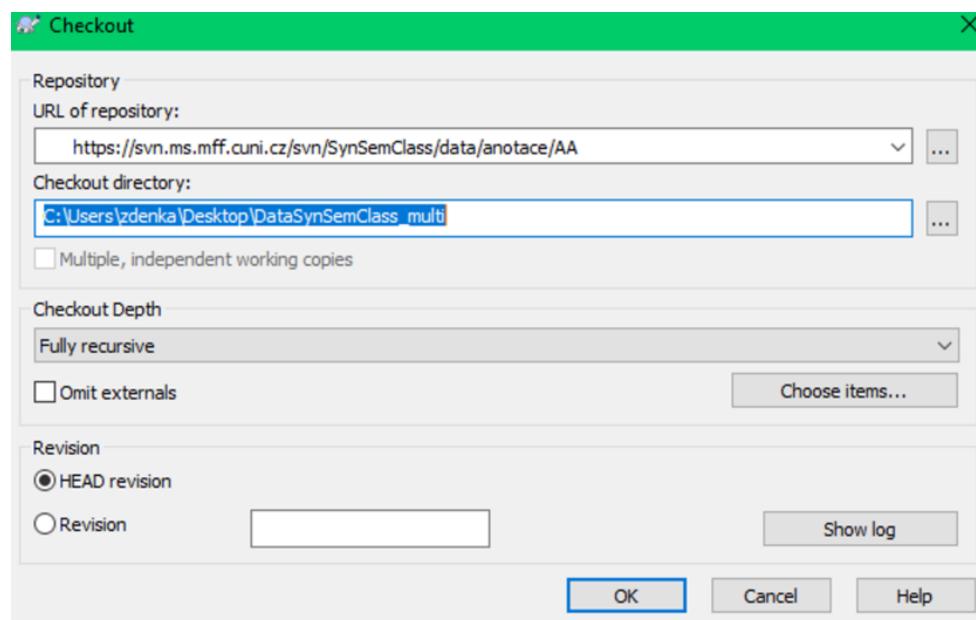


Figure 6.8: Creation of an annotator's directory

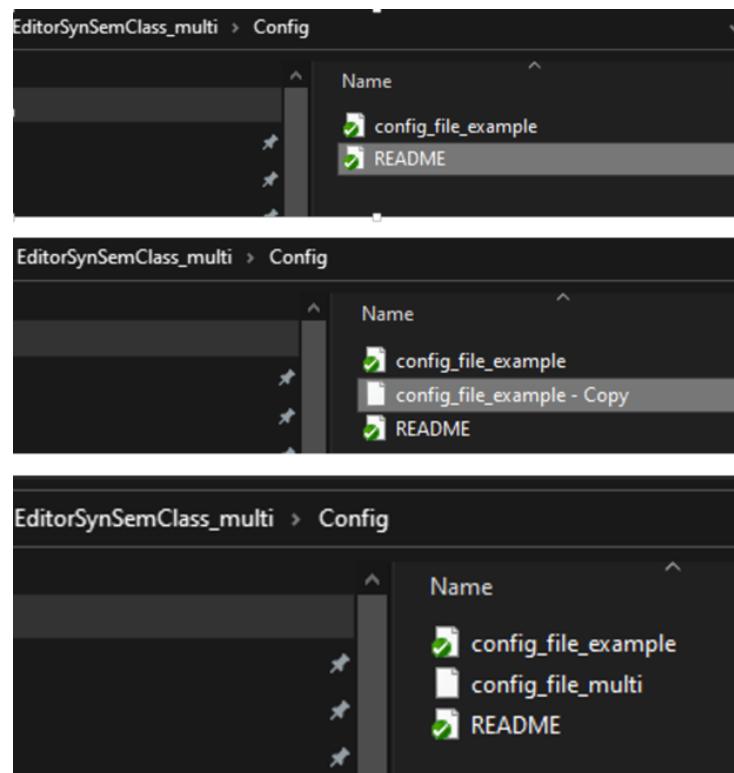
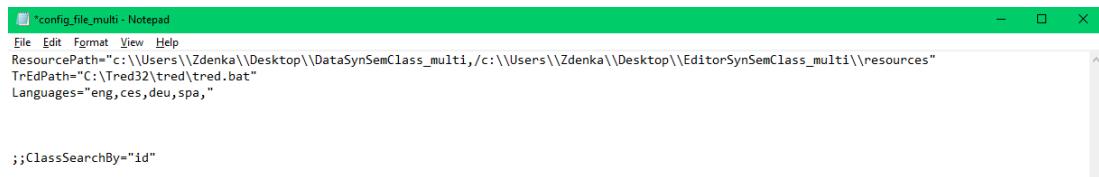


Figure 6.9: Creation of 'config\_file\_multi'



```
*config_file_multi - Notepad
File Edit Format View Help
ResourcePath="c:\\Users\\Zdenka\\Desktop\\DataSynSemClass_multi,/c:\\\\Users\\\\Zdenka\\\\Desktop\\\\EditorSynSemClass_multi\\\\resources"
TrEdPath="C:\\Fred32\\tred\\tred.bat"
Languages="eng,ces,deu,spa,"

;;ClassSearchBy="id"
```

Figure 6.10: The proper path settings

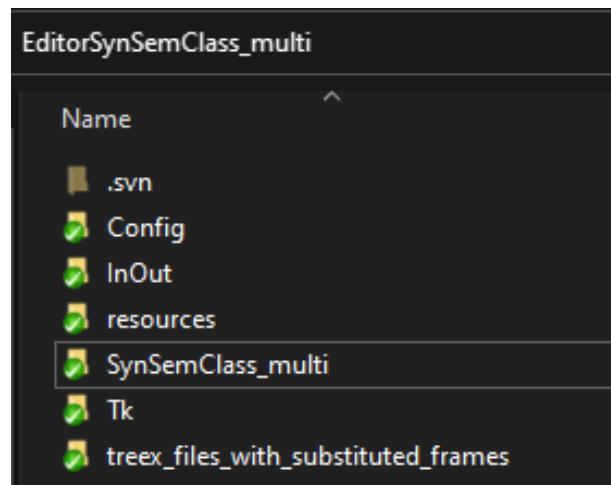


Figure 6.11: Open the folder SynSemClass\_multi

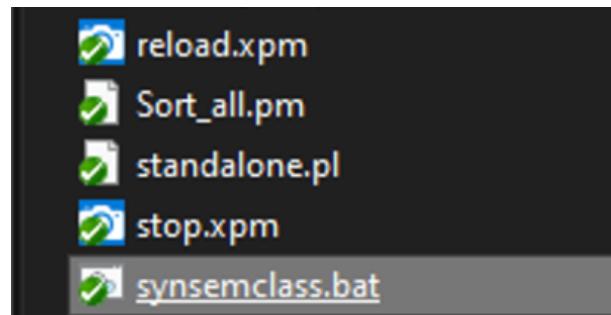


Figure 6.12: synsemclass.bat file

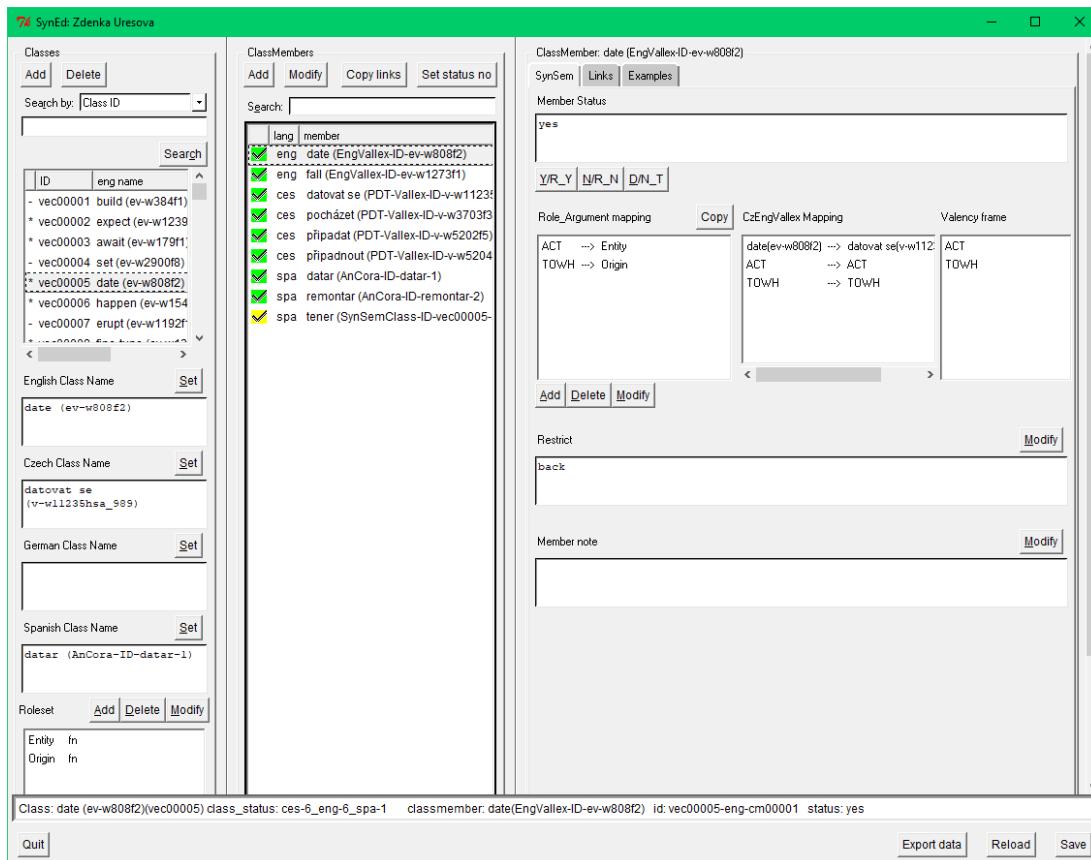


Figure 6.13: The personalized SynEd

```
Windows [Version 10.0.19044.1706]
(c) Microsoft Corporation. All rights reserved.

C:\Users\zdenka>cd Desktop\EditorSynSemClass_multi\SynSemClass_multi

C:\Users\zdenka\Desktop\EditorSynSemClass_multi\SynSemClass_multi>synsemclass.bat

C:\Users\zdenka\Desktop\EditorSynSemClass_multi\SynSemClass_multi>perl.exe standalone.pl
parsing file c:\Users\Zdenka\Desktop\DataSynSemClass_multi\synsemclass_main.xml
done
```

Figure 6.14: The Command Prompt window

### 6.1.2 SynEd adapted for Czech and English synonyms

As stated in the general guidelines, the language-specific features must be further discussed by the team working on ALVS and by the central maintainers who have to validate SynEd for adding a new language. Since the central maintainers and the team working on Czech and English annotation are the same people, it is easier to identify changes to be made in the SynEd coming from Czech and English. Moreover, Czech and English, as the basic first two languages included in SSC, affect the work on another languages since the ALVS are built on already existing annotations in English and Czech.

The SynEd installation instructions are part of the “technical” manual described in Sect. 6.1.1. Instructions on how to use SynEd for Czech and English annotation are described in detail in Sect. 4.2. In this section, we specify the description of the general SynEd characteristics for the annotation for Czech and English language (Sect. 4).

As stated in Sec. 4, the annotation editor (from left to right) includes three main tabs:

- First tab with the synonymous verbs’ classes (Classes), Fig. 6.15,
- Second tab with the verbs contained in each class (ClassMembers), Fig. 6.16, and
- Third tab with three subtabs:
  1. syntactic-semantic properties of each class (SynSem), Fig. 6.17,
  2. the links to other online lexical resources (Links), Fig. 6.18, and
  3. the examples extracted from corpora (Examples), Fig. 6.19.

In SynEd, the annotator can see the original alignments across Czech and English languages (from CzEngVallex and the PCEDT corpus), as well as the FrameNet and VerbNet classes taken as a basis for a particular synonym set. It also shows, for each synonym class member, the links to the relevant examples from the PCEDT corpus (that correspond to verb(s) in the other language, again based on the PCEDT Czech-English alignments). All external links are “clickable” in order to both simplify and speed up annotator’s work. The lexical resource links (Fig. 6.18) are expanded to a full external or local URL and opened in a new browser tab. For example, the ID link for *verify ev-w3547f1* which is part of the *indicate-78-1-11* VerbNet subclass, is expanded to <http://https://uvi.colorado.edu/verbnet/indicate-78-1-1> and shown in the user’s new browser tab.

Similarly, in the ‘Examples’ tab (Fig. 6.19), user can click on ‘Show’ to open the examples from PCEDT 2.0 in the *tred*<sup>2</sup> viewer/editor.

As illustrated in Fig. 6.20, the annotator can chose to see the ‘Czech class name’ *splnit* (v-w6347f1) instead of the ID of the class. However, the class ID is seen also in this SynEd mode (see the ID class *vec00316* written on the same line as the Czech class name).

---

<sup>2</sup><https://ufal.mff.cuni.cz/tred>

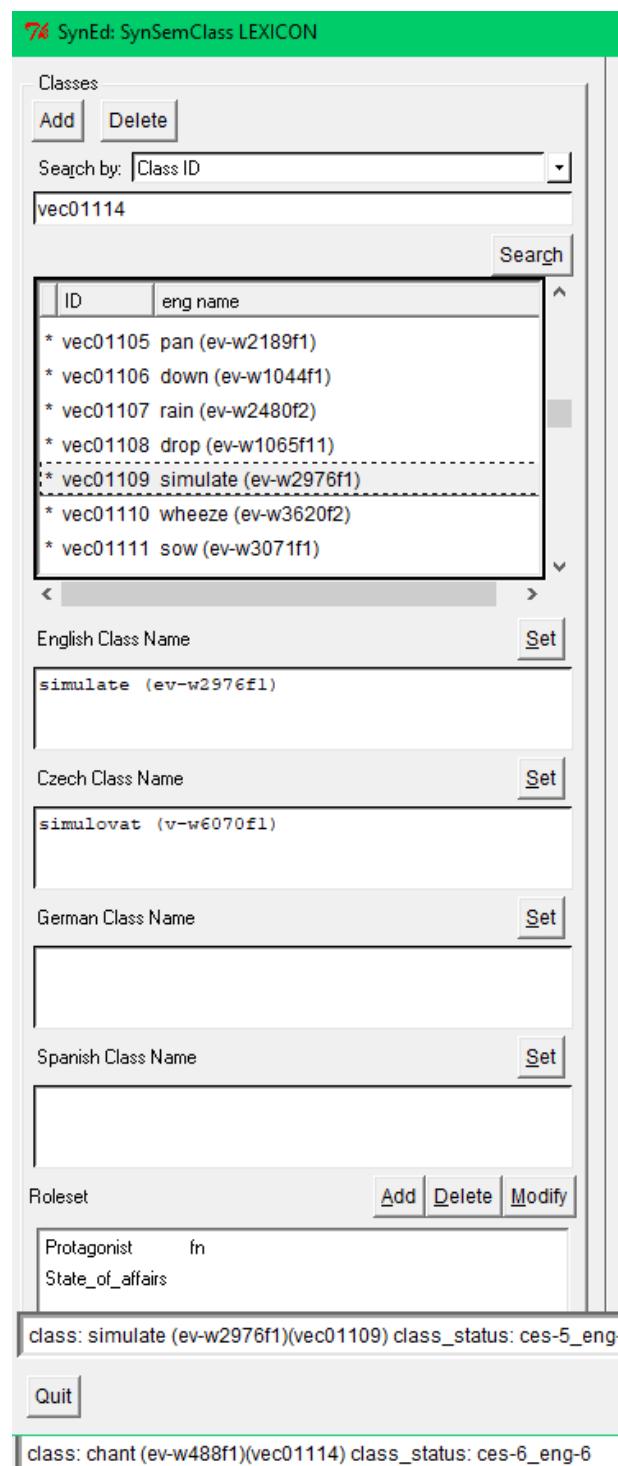


Figure 6.15: First tab with the Classes

| ClassMembers                        |   |               |
|-------------------------------------|---|---------------|
|                                     | Add                                       | Modify        |
|                                     | Copy links                                | Set status no |
| Search: <input type="text"/>        |   |               |
| lang                                | member                                    |               |
| <input checked="" type="checkbox"/> | eng emulate (EngVallex-ID-ev-w1128f1)     |               |
| <input checked="" type="checkbox"/> | eng imitate (EngVallex-ID-ev-w1646f1)     |               |
| <input checked="" type="checkbox"/> | eng mimic (EngVallex-ID-ev-w1984f1)       |               |
| <input checked="" type="checkbox"/> | eng simulate (EngVallex-ID-ev-w2976f1)    |               |
| <input checked="" type="checkbox"/> | ces kopírovat (PDT-Vallex-ID-v-w1552f2)   |               |
| <input checked="" type="checkbox"/> | ces napodobit (PDT-Vallex-ID-v-w2142f1)   |               |
| <input checked="" type="checkbox"/> | ces napodobovat (PDT-Vallex-ID-v-w2144f1) |               |
| <input checked="" type="checkbox"/> | ces simulovat (PDT-Vallex-ID-v-w6070f1)   |               |

Figure 6.16: Second tab with the Class Members

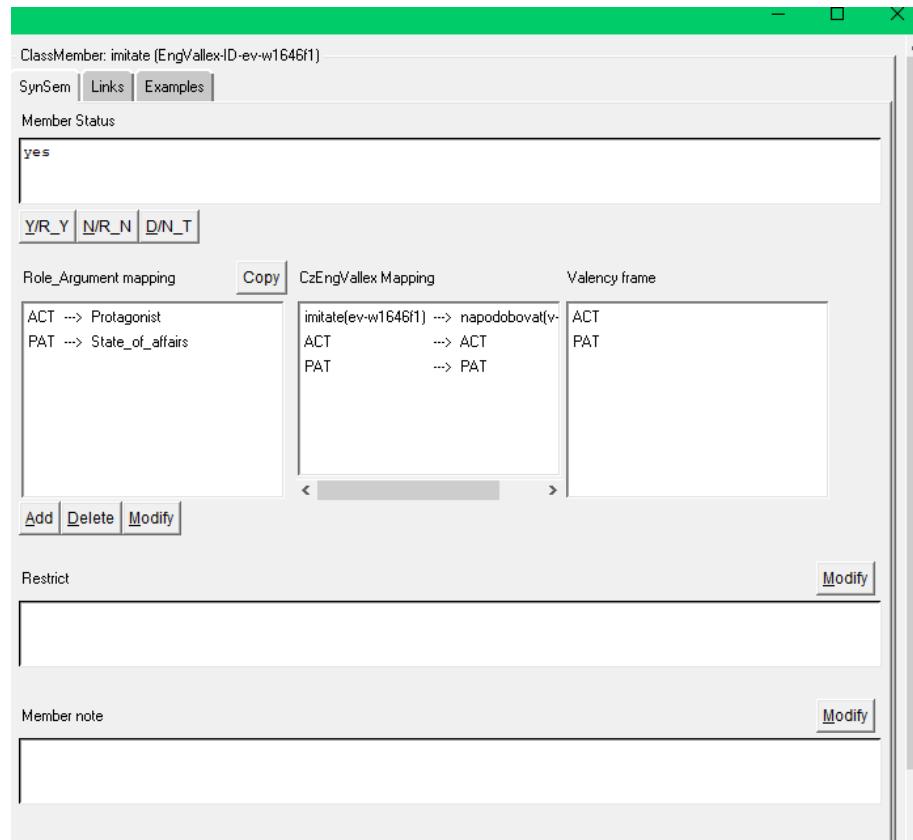


Figure 6.17: The SYNTactic-SEMantic properties tab

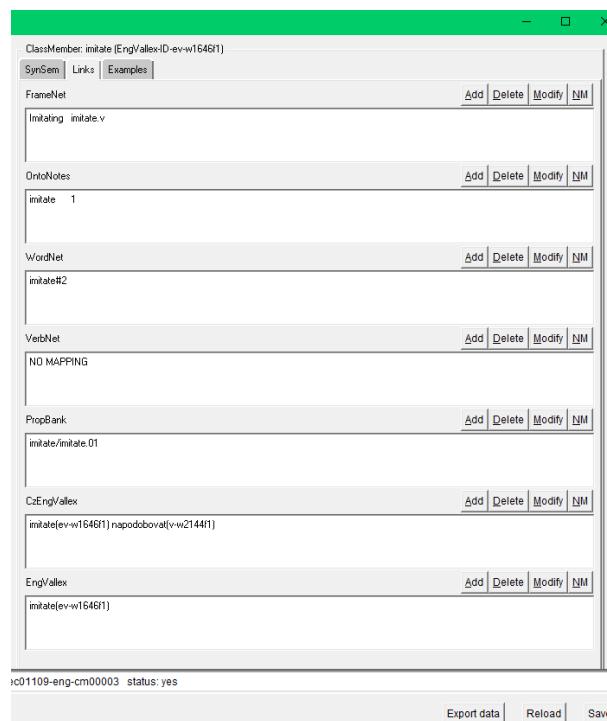


Figure 6.18: The Links tab

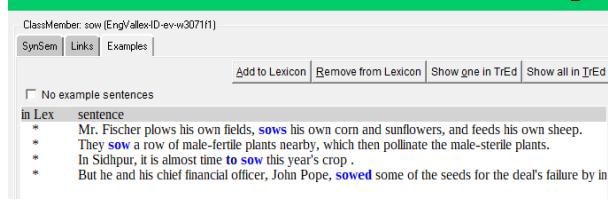


Figure 6.19: The Example tab

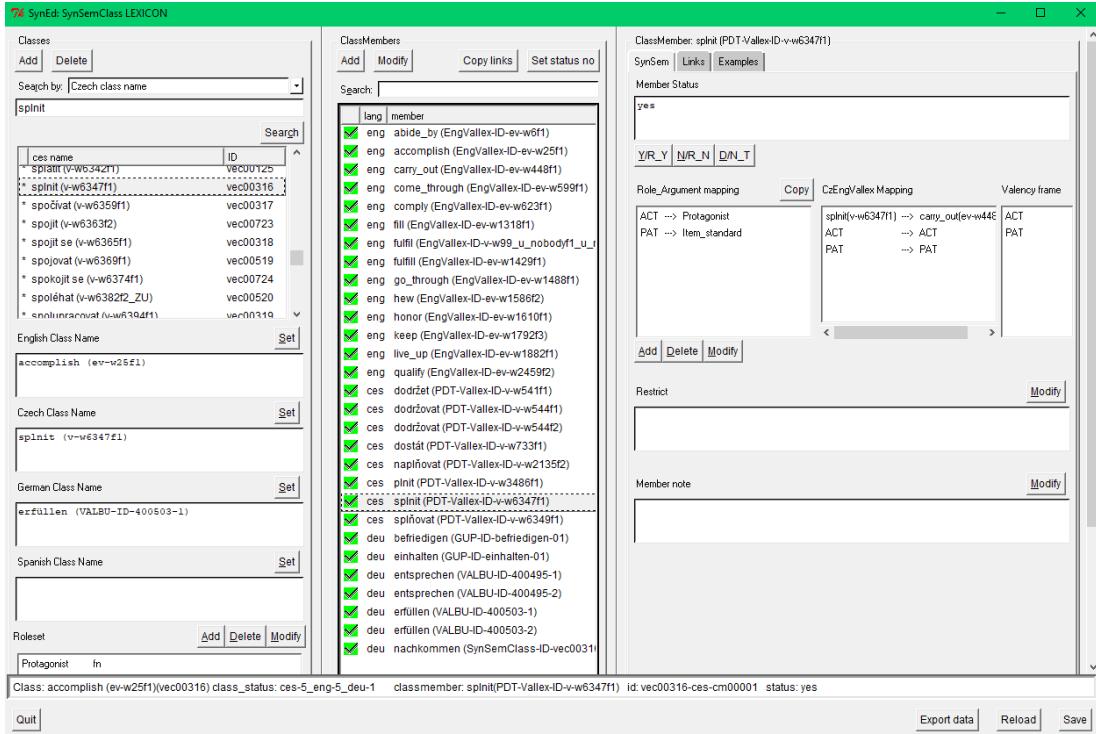


Figure 6.20: SynEd

## 6.2 Tree Editor

To illustrate the annotation of Czech and English example sentences in the PCEDT, you need to install a graphical editor and viewer called Tree Editor (TrEd).<sup>3</sup> TrEd opens the individual example sentences displayed in the SynEd in the Tab Examples as tree-like structures. Seeing the annotation of an example sentence in the TrEd is beneficial both for depicting the translation counterpart and for depicting the dependency structure. Depicting the dependency structure helps in mapping arguments and roles, specifically in mapping the embedded argument (Sec. 4.3.1.2 and Sec. 4.3.1.5).

A full installation package of TrEd for Microsoft Windows can be downloaded from <https://ufal.mff.cuni.cz/tred> in the Download section (Fig. 6.21). From here, download the file `tred-Installer-perl-included.exe`. This installer contains TrEd, the required Perl Modules and a recent version of Strawberry Perl.

Follow the following steps when installing TrEd:

1. Go to the folder where TrEd has been downloaded and start the installation by running the downloaded file, named as `tred-installer-perl-included`.

<sup>3</sup><https://ufal.mff.cuni.cz/tred>

2. If Perl modules are not installed in your computer, the `tred-installer` will offer you to install it (you confirm this by clicking the ‘Install’ button) (Fig. 6.22).
3. After installing Perl (or if it was already installed in our system), the window `Perl installation module` displayed in Fig. 6.23 opens.
4. Continue with the installation of tred. After installing tred, you must edit the `tred.bat` file in the `tred` directory. To do this, modify the last line by adding the following: `%TRED_DIR%` before `tred` (i.e., `...\\perl.exe %TRED_DIR%\\tred%*`) (see the last line in Fig. 6.24).
5. Run the Command Prompt (accessed by using the search box in the Windows taskbar) and install the required Perl modules:
  - UNIVERSAL::DOES
  - Readonly
  - TK
  - Treex::PML::Schema::CDATA
  - XML::libxml::Iterator
  - URI::Encode
  - Tie::ixhash
6. Go to the `c:\\directory` (command `cd c:\\`) and then use the command `cpan module_name` (e.g., `C:\\>cpan UNIVERSAL::DOES`) to install the required Perl modules (Fig. 6.25).
7. Run tred and Install tred’s Extensions
  - Start to run tred by using the `tred.bat` file in the `tred` directory.
  - Add tred extensions (the so-called modules) by opening the tred ‘Upgraded menu’ and choose ‘Manage Extensions’.
  - It opens the ‘Install New Extensions’ window (Fig. 6.26), where you can search for the necessary extensions by typing their names in the box Search. The four extensions required are: `pdt2.0`, `pdt_vallex`, `pedt`, and `czengvallex`.
  - For these extensions, check the box ‘Install’ (upper right corner in Fig. 6.27). Once all the necessary extensions are selected, click ‘Install Selected’ (Fig. 6.27).

## Download

Current version: 2.5236 (release date Thu Feb 28 08:54:16 CET 2019)

### Windows

[`tred-installer-perl-included.exe \(108M\) - TrEd + Modules + Strawberry Perl`](#)

Figure 6.21: TrEd download

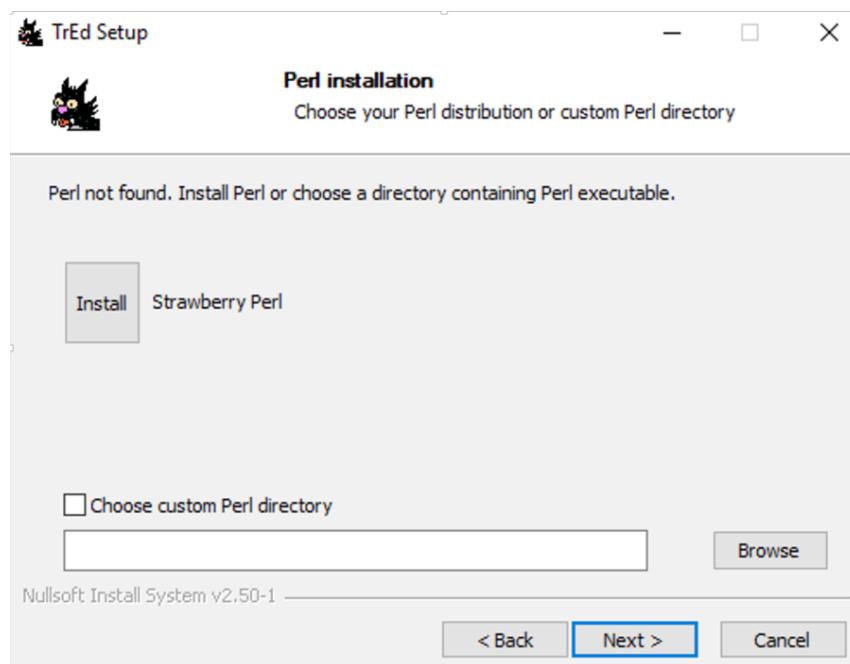


Figure 6.22: Perl installation module

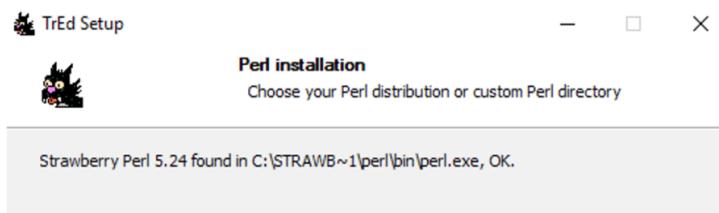
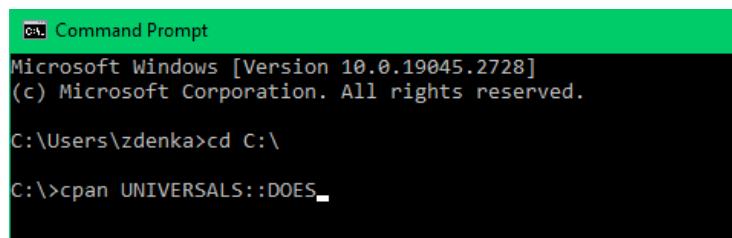


Figure 6.23: tred.bat file modification

```
tred - Notepad
File Edit Format View Help
@echo off
set PATH=C:\Users\tred\tred\c\bin;C:\Users\tred\tred\bin;C:\Users\tred\tred\dependencies\bin;%PATH%
set PERL5LIB=C:\Users\tred\tred\dependencies\lib\perl5;C:\Users\tred\tred\dependencies\lib\perl5\MSWin32-x86-multi-thread-64int;%PERL5LIB%
set TRED_DIR=C:\Users\tred\tred

if "%OS%" == "Windows_NT" goto WinNT
C:\STRAWB\perl\bin\perl.exe tred %1 %2 %3 %4 %5 %6 %7 %8 %9
goto end
:WinNT
"C:\STRAWB\perl\bin\perl.exe" "%TRED_DIR%\tred" %
:end
```

Figure 6.24: tred.bat file modification



```
Windows Command Prompt
Microsoft Windows [Version 10.0.19045.2728]
(c) Microsoft Corporation. All rights reserved.

C:\Users\zdenka>cd C:\

C:\>cpan UNIVERSALS::DOES
```

Figure 6.25: cpan module\_name

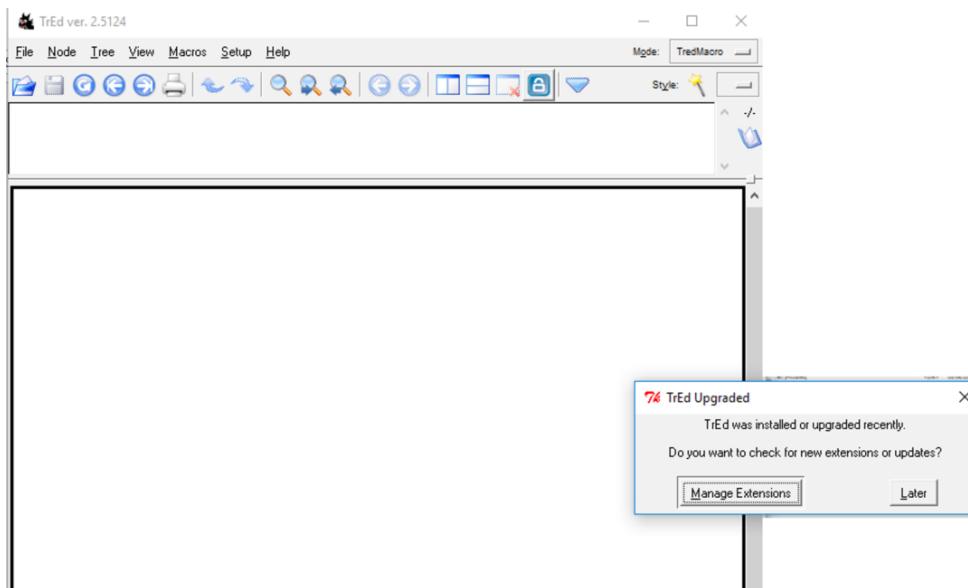


Figure 6.26: Manage extensions in TrEd

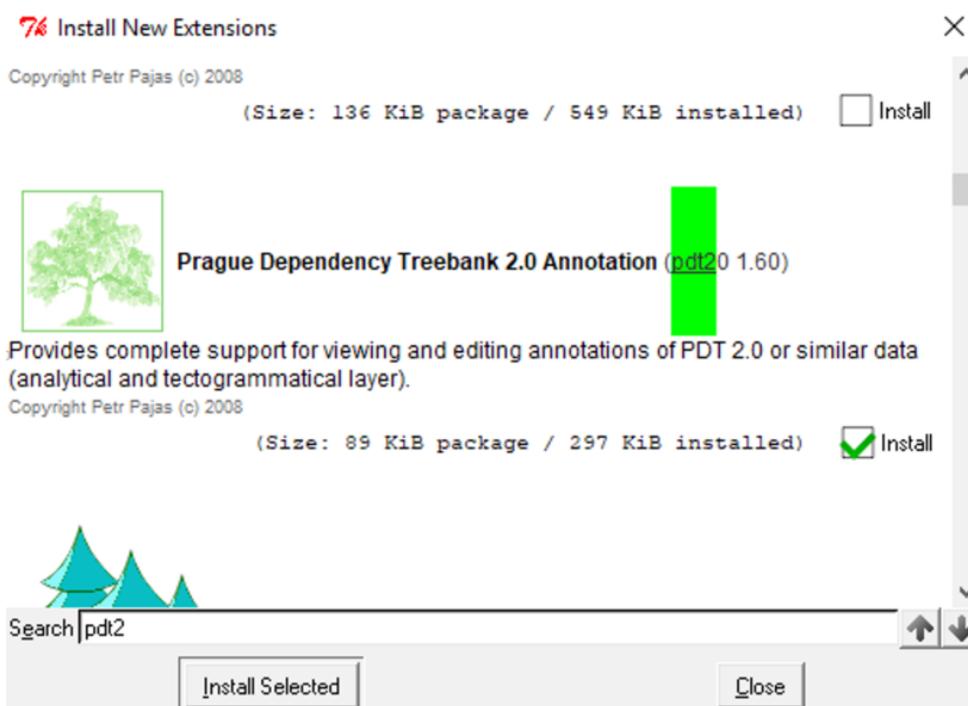


Figure 6.27: Install new extension window

### 6.3 Tortoise SVN

For maintaining current and historical versions of SynSemClass project data, the SVN repository<sup>4</sup> is used. SVN is a collection of files complete with a full history of changes. So it is important to install it at your computer.

1. Go to <https://tortoisेस्वन.net/downloads.html> and download the TortoiseSVN version according to your system requirements (i.e., 32 bit or 64 bit) (Fig. 6.28).
2. Run the `tortoisेस्वन....exe` file in the folder where TortoiseSVN has been downloaded in your computer.



Figure 6.28: TortoiseSVN website

Every time you make changes to the lexicon, it is important to commit those changes to TortoiseSVN in order not to lose your data. To do this, right-click on the folder `DataSynSemClass_multi` and click **SVN Commit** (Fig. 6.29). Please do not forget to write a brief description of the changes made in the Message box to make easier keeping a record of the annotation process.

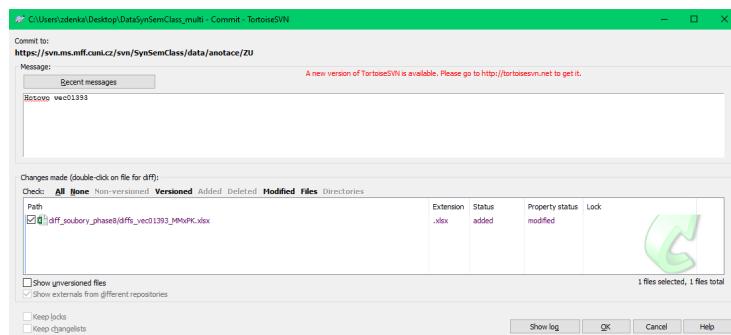


Figure 6.29: Commit window

<sup>4</sup><https://tortoisेस्वन.net/about.html>

## Chapter 7

# Conclusions and Next Steps

The MLSSC is aimed to be the main tool for developing a symbolic representation for capturing concepts (possibly linked to ontologies and other formalized knowledge sources) and semantic relations among them, that would be applicable “universally”, i.e., to multiple languages from different genera. SynSemClass is planned to be eventually used in experimental annotation using the Universal Knowledge Representation being developed in the project ‘Language understanding from Syntax to Discourse’ (LuSyD).<sup>1</sup> LuSyD focuses on pushing the boundaries on language-universal representation of “meaning” in all its aspects, including its relation to the real world (and our knowledge of the world) represented by formal means.

The use of SSC as an annotation tool, some aspects needs to be considered in the future. Specifically, work on SSC should aim to:

1. include the hierarchical relations,
2. include more entries for the individual languages,
3. include more languages,
4. enrich the annotation entries with links to other resources, and
5. enable interoperability.

---

<sup>1</sup>LUSyD GX20-16819X grant of the Czech Science Foundation and uses resources hosted by the LINDAT/CLARIAH-CZ Research Infrastructure (projects LM2018101 and LM2023062, supported by the Ministry of Education, Youth and Sports of the Czech Republic).

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# Appendix A

## Role and Class Definitions

### A.1 Role definitions

| Role        | Origin | English Definition   | Role (ces)         | Czech Definition   |
|-------------|--------|--|--------------------|--|
| Abandoned   | SSCO   | Sb/sth deserted or left swh.   | Opuštěná entita    | Ně(kd/c)o opuštěný.  |
| Absorbed    | SSCO   | Sb/sth absorbed or consumed or taken in.                               | Absorbovaná entita | Ně(kd/c)o, (kd/c)o je absorbovaný, zkonzumovaný nebo přijatý.                        |
| Absorber    | SSCO   | Sb/sth absorbing, consuming or taking in sth.                          | Absorbující        | Ně(kd/c)o absorbuje, konzumující nebo přijímající něco.                              |
| Abused      | SSCO   | Sb/Sth treated in a violent, illegal or unfair way.                    | Zneužívaná entita  | Ně(kd/c)o, s kým je zacházeno násilným, nezákonným nebo nespravedlivým způsobem.     |
| Abuser      | FN     | Sb treating sb/sth in a violent, illegal or unfair way.                | Zneužívající       | Někdo zacházející s ně(k/č)(ý/í)m násilným, nezákonným nebo nespravedlivým způsobem. |
| Accused     | FN     | Sb/sth charged with an offense.  | Stará entita       | Ně(kd/c)o obviněn z přečinu.   |
| Accuser     | SSCO   | Sb/sth charging sb/sth with an offense.                                | Obviňující entita  | Ně(kd/c)o obviňující ně(koh/c)o z přečinu.   |
| Achievement | SSCO   | A successful result gained by effort, skill, or courage.               | Úspěch             | Úspěšný výsledek získaný úsilím, dovedností nebo odvahou.                            |
| Acquired    | SSCO   | Sb/sth gained or obtained as a result of effort, experience or buying. | Získaná entita     | Ně(kd/c)o získaný v důsledku úsilí, zkušeností nebo nákupu.                          |
| Action      | FN     | The process of doing something (so as to accomplish a purpose).        | Akce               | Proces dělání něčeho (aby se dosáhlo účelu).   |
| Activated   | SSCO   | Result of an act causing functioning, sth being operative.             | Aktivovaná entita  | Výsledek aktu způsobujícího fungování; něco, co je operativní.                       |
| Activating  | SSCO   | Sb/sth causing sth to start functioning.                               | Aktivující entita  | Ně(kd/c)o působí tak, že něco začne fungovat.  |

| Role        | Origin | English Definition  | Role (ces)             | Czech Definition  |
|-------------|--------|---|------------------------|---|
| Activist    | SSCO   | Sb who campaigns to bring about a political or social change.   | Aktivista              | Někdo, kdo vede kampaň za politickou nebo společenskou změnu.   |
| Activity    | FN     | Sth that sb is spending time with (usually for enjoyment).  | Aktivita               | Něco, čím někdo tráví čas (obvykle pro zábavu).   |
| Adjusted    | SSCO   | Sb/sth changed in order to be more correct, effective, suitable or in accordance with a norm.                   | Upravená entita        | Ně(kd/c)o, (kd/c)o je změněn/o, aby byl/o správnější, efektivnější, vhodnější nebo v souladu s normou.                  |
| Adjusting   | SSCO   | Sb/sth changing sb/sth in order to be more correct, effective, suitable or in accordance with a norm.           | Upravující (se) entita | Ně(kd/c)o mění ně(koh/c)o, aby byl/o správnější, efektivnější, vhodnější nebo v souladu s normou.                       |
| Admitted    | SSCO   | Sth revealed or acknowledged by sb who admits mistake or wrongdoing.  | Připouštěná entita     | Něco odhaleného nebo uznaného někým, kdo přizná chybu nebo provinění.   |
| Advertised  | SSCO   | Sth that is getting publicity so as to increase sales or public awareness.                                      | Inzerovaná entita      | Něco, čemu se dostává publicity, aby se zvýšil prodej nebo povědomí veřejnosti.   |
| Advertising | SSCO   | Sb who is giving publicity to sb/sth so as to increase sales or public awareness.                               | Inzerující entita      | Někdo, kdo dělá reklamu ně(ko/če)mu za účelem zvýšení prodeje nebo povědomí veřejnosti.                                 |
| Advised     | SSCO   | Sth suggested or recommended by sb who offers advice.   | Doporučená entita      | Něco navrženého nebo doporučeného někým, kdo nabízí rady.   |
| Affected    | FN     | Sb/sth that undergoes the effects of an action.   | Zasažená entita        | Ně(kd/c)o, (kd/c)o podléhá účinkům akce.  |
| Affector    | VN     | Sb/sth that activates or influences an event, may be realized more specifically as an Agent, Cause or Stimulus. | Zasahující entita      | Ně(kd/c)o, (kd/c)o aktivuje nebo ovlivňuje událost, může být konkrétněji realizováno jako Agens, Příčina nebo Stimulus. |
| Agent       | FN     | Sb who initiates or carries out an action intentionally or consciously.   | Konatel                | Někdo, kdo úmyslně nebo vědomě iniciuje nebo provádí akci.  |
| Agreement   | FN     | The result of mutual harmony in opinions or beliefs.  | Souhlas                | Výsledek vzájemného souladu v názorech či přesvědčeních.  |
| Antecedent  | SSCO   | Sth that comes or happens before sth else.  | Předcházející          | Něco, co přijde nebo se stane před něčím jiným.   |
| Area        | FN     | Extent of space.  | Oblast                 | Území o určitém rozsahu.  |
| Area_1      | SSCO   | Initial extent of space.  | Oblast_1               | Počátek území o určitém rozsahu.  |
| Area_2      | SSCO   | Final extent of space.  | Oblast_2               | Konec území o určitém rozsahu.  |
| Arguer      | FN     | Sb taking part in a quarrel or dispute.   | Hádající se            | Někdo účastnící se hádky nebo sporu.  |

| Role              | Origin | English Definition  | Role (ces)                | Czech Definition  |
|-------------------|--------|---|---------------------------|---|
| Arguer_1          | SSCO   | First participant taking part in a quarrel or dispute.  | Hádající se_1             | První účastník účastnící se hádky nebo sporu.   |
| Arguer_2          | SSCO   | Second participant taking part in a quarrel or dispute.   | Hádající se_2             | Druhý účastník účastnící se hádky nebo sporu.   |
| Armed             |        | Sb/sth equipped with weapons.   | Ozbrojený                 | Někdo, kdo je vybavený zbraněmi.  |
| Assailant         | FN     | Sb who is causing physical harm to sb.  | Útočník                   | Někdo, kdo někomu působí fyzickou újmu.   |
| Assessor          | FN     | Sb who sets valuations.   | Posuzovatel               | Někdo, kdo stanovuje ohodnocení.  |
| Asset             | FN     | Sth useful or valuable owned by sb, related to shares, money, etc.  | Majetek                   | Něco užitečného nebo cenného ve vlastnictví ně(koh/čeh)o, související s akcemi, penězi atd.                                 |
| Asset_controller  | SSCO   | Sb who is managing, controlling, conducting, in charge of sb/sth, has responsibility for sb/sth.                                    | Kontrolor majetku         | Někdo, kdo řídí, kontroluje, vede, má na starosti ně(koh/c)o, má odpovědnost za ně(koh/c)o.                                 |
| Assignment        | SSCO   | A task or piece of work allocated to sb as part of a job or course of study.  | Úkol                      | Úkol nebo práce přidělená někomu jako součást zaměstnání nebo kurzu.  |
| Attitudal         | SSCO   | Sb who expresses attitude, opinion, feelings (nonverbal expression) to sb/sth, with relationship to sb/sth else in the given event. | Člověk zaujímající postoj | Někdo, kdo vyjadřuje postoj, názor, pocity (v neverbálním projevu) k ně(ko/če)mu, se vztahem k ně(ko/če)mu v dané události. |
| Attitude          | FN     | A settled way (manner) of thinking or feeling about sb/sth, or a way of behaving caused by this.                                    | Postoj                    | Ustálený způsob myšlení nebo cítění o někom (něčem) nebo způsob chování, který je tímto způsoben.                           |
| Attractee         | SSCO   | Sb/sth being drawn by interest, emotion, or aesthetic sense to sb/sth else.   | Přitahovaná entita        | Ně(kd/c)o, (kd/c)o je přitahován/o zájmem, emocemi nebo estetickým cítěním k ně(ko/če)mu jinému.                            |
| Attracting        | SSCO   | Sb/sth drawing interest, emotion, or aesthetic sense.   | Přitahující entita        | Ně(kd/c)o přitahující zájem, emoce nebo estetické cítění.   |
| Attribute         | FN     | A quality or characteristic inherent in or ascribed to sb/sth.  | Rys                       | Kvalita nebo charakteristika inherentní nebo připisovaná ně(ko/če)mu.   |
| Attributor        | SSCO   | Sb who assigns or ascribes a quality or characteristic to sb/sth.   | Přisuzovatel              | Někdo, kdo přiřazuje nebo připisuje ně(ko/če)mu vlastnost nebo charakteristiku.   |
| Audience_Adressee | SSCO   | The intended recipient of sth being addressed.  | Publikum_adresát          | Zamýšlený příjemce něčeho, co je někomu adresováno.   |
| Authority         | FN     | Sb having the power or right to give orders, make decisions, and enforce obedience.   | Autorita                  | Někdo mající moc nebo právo vydávat rozkazy, rozhodovat se a vynucovat si poslušnost.                                       |

| Role        | Origin | English Definition   | Role (ces)            | Czech Definition   |
|-------------|--------|--|-----------------------|--|
| Basis       | FN     | The underlying support or foundation for an idea, argument, or process from which something is developed.            | Základ                | Základní podpora nebo základ pro myšlenku, argument, nebo proces, ze kterého se něco vyvíjí.                         |
| Boaster     | SSCO   | Sb who speaks of oneself with excessive pride.   | Chvástat              | Někdo, kdo o sobě mluví s nadměrnou pýchou.  |
| Born        | SSCO   | Sb/sth existing as a result of birth.  | Zrozená entita        | Ně(kd/c)o existující v důsledku narození.  |
| Borrowed    | SSCO   | Someone else's property temporarily taken by sb with the intention of returning it.                                  | Vypůjčená entita      | Cizí majetek dočasně někým převzat s úmyslem jej vrátit.   |
| Borrower    | FN     | Someone who temporarily takes possession of someone else's property with the intention of returning it.              | Vypůjčitel            | Někdo, kdo se dočasně zmocní cizího majetku s úmyslem jej vrátit.  |
| Bred        | SSCO   | Sb/sth (animals or plants) that is being bred or grown.  | Pěstovaná entita      | Ně(kd/c)o (zvířata nebo rostliny),(kd/c)o je chován/o nebo pěstován/o.   |
| Broadcasted | SSCO   | Program or information transmitted by radio or television.   | Vysílaná entita       | Program nebo informace přenášené rozhlasem nebo televizí.  |
| Broadcaster | SSCO   | Sb/sth that transmits a program or information by radio or television.   | Vysílač               | Ně(kd/c)o, (kd/c)o přenáší program nebo informaci rozhlasem nebo televizí.   |
| Buyer       | FN     | Sb who takes possession of goods in exchange for money.  | Kupující              | Někdo, kdo se zmocňuje zboží výměnou za peníze.  |
| Capitulator | FN     | Sb failing to resist or giving in to pressure, temptation, or some other negative force.                             | Kapitující            | Někdo, kdo neodolá nebo podlehne tlaku, pokusu nebo jiné negativní síle.   |
| Captive     | FN     | Sb who is held somewhere against one's will.   | Zajatec               | Někdo, kdo je někde držen proti své vůli.  |
| Category    | FN     | Class of entities with shared characteristics.   | Kategorie             | Třída entit se sdílenými charakteristikami.  |
| Cause       | FN     | Sb/sth that initiates and effects the event and that exists independently of the event (the reason why sth happens). | Příčina               | Ně(kd/c)o, (kd/c)o iniciuje a způsobuje událost a(kd/c)o existuje nezávisle na události (důvod, proč se něco stane). |
| Celebrated  | SSCO   | Sb/sth much spoken of; famous; renowned for some special quality or ability.   | Oslavovaná entita     | Ně(kd/c)o, o kom/čem se hodně mluví; slavný; proslulý nějakou zvláštní kvalitou nebo schopností.                     |
| Celebrating | SSCO   | Sb who does sth special or enjoyable on the occasion of an important event, holiday, etc.                            | Oslavující entita     | Někdo, kdo pořádá něco speciálního nebo příjemného u příležitosti významné události, svátku atd.                     |
| Centralized | SSCO   | Entity turned into or becoming the focus or center of an event.  | Centralizovaná entita | Entita, která se stala ohniskem nebo středem události.   |

| Role         | Origin | English Definition   | Role (ces)           | Czech Definition   |
|--------------|--------|--|----------------------|--|
| Changed      | SSCO   | Sb/sth that underwent a modification of behavior, characteristics, i.e., that became different.      | Změněná entita       | Ně(kd/c)o, (kd/c)o prošel modifikací chování, vlastností, tj.(kd/c)o se změnil/o.              |
| Changing     | SSCO   | Sb/sth modifying, altering the behavior, characteristics, etc. of sb/sth, even itself.               | Měnící (se) entita   | Ně(kd/c)o, (kd/c)o modifikuje, mění chování, vlastnosti atd. ně(koh/čeh)o, dokonce i sám sebe. |
| Chosen       | FN     | Selected object, person or phenomenon.   | Vybraná entita       | Vybraný předmět, osoba nebo jev.   |
| Claimant     | FN     | A person making a claim.   | Žadatel              | Osoba, která uplatňuje nárok.  |
| Cognizer     | FN     | A sentient animate being experiencing a cognitive process.   | Poznávající          | Citlivá živá bytost prožívající kognitivní proces.   |
| Collected    | SSCO   | Sth gathered, accumulated together often through concentrated effort.                                | Nashromážděná entita | Něco, co je shromážděné, nahromaděné, často soustředěným úsilím.                               |
| Collector    | SSCO   | Sb who gathers or accumulates sth, often through concentrated effort.                                | Sběratel             | Někdo, kdo shromažďuje nebo hromadí něco, často soustředěným úsilím.                           |
| Commitment   | FN     | A pledge, promise, or obligation to sb.  | Povinnost            | Závazek nebo slib vůči někomu.   |
| Communicated | SSCO   | A content (knowledge, information, idea, message, topic, etc.) being actively transmitted to others. | Komunikovaná entita  | Obsah (znalosti, informace, myšlenka, sdělení, téma atd.) aktivně předávaný ostatním.          |
| Communicator | FN     | Sb who actively transfers a message/idea/information to others.                                      | Komunikátor          | Někdo, kdo aktivně předává zprávu/myšlenku/informaci ostatním.                                 |
| Comparator   | SSCO   | Sb judging properties of two potentially similar phenomena.  | Srovnávající         | Někdo, kdo posuzuje vlastnosti dvou potenciálně podobných jevů.                                |
| Compared_1   | SSCO   | The first entity being judged, similar or in contrast to the other entity.                           | Srovnávaná entita_1  | První posuzovaná entita, podobná druhé entitě nebo v kontrastu k ní.                           |
| Compared_2   | SSCO   | The second entity being judged, similar or in contrast to the other entity.                          | Srovnávaná entita_2  | Druhá posuzovaná entita, podobná první entitě nebo v kontrastu k ní.                           |
| Competition  | FN     | The event in which two or more entities pursue the same purpose.                                     | Soutěž               | Událost, ve které dva nebo více subjektů sledují stejný účel.                                  |
| Competitor   | FN     | Sb taking part in some rival activity.   | Soutěžící            | Někdo, kdo se účastní nějaké konkurenční aktivity.   |
| Competitor_1 | SSCO   | One of a pair of people taking part in some rival activity.  | Soutěžící_1          | Jeden z dvojice lidí, kteří se účastní nějaké konkurenční aktivity.                            |
| Competitor_2 | SSCO   | Second of a pair of people taking part in some rival activity.                                       | Soutěžící_2          | Druhý z dvojice lidí, kteří se účastní nějaké konkurenční aktivity.                            |

| Role         | Origin | English Definition   | Role (ces)       | Czech Definition   |
|--------------|--------|--|------------------|--|
| Component    | FN     | One of several or many self-contained units/parts of a larger entity of which sth is composed or into which it is divisible; constituent element of a whole. | Složka           | Jedna z několika nebo mnoha samostatných jednotek / částí větší entity, z nichž se něco skládá nebo na něž je dělitelná; základní prvek celku. |
| Conclusion   | SSCO   | The final outcome/result of mental action (opinion or decision).   | Závěr            | Konečný výsledek / výstup duševní činnosti (názor nebo rozhodnutí).  |
| Condition    |        | Sth essential to the appearance or occurrence of sth else.   | Podmínka         | Předpoklad, který je nutno splnit  |
| Confuser     | SSCO   | Sb who identifies sb/sth wrongly.  | Popleta          | Někdo, kdo nesprávně identifikuje ně(koh/čeh)o.  |
| Consumer     |        | Somebody who uses up a Resource.   | Spotřebitel      | Někdo, kdo vyčerpává zdroje.   |
| Connector    | FN     | An entity joining two or more elements together.   | Konektor         | Entita spojující dva nebo více prvků dohromady.  |
| Contained    | SSCO   | Sth included inside a receptacle.  | Obsažená entita  | Něco, co je zahrnuto uvnitř schránky.  |
| Container    | FN     | A receptacle able to hold a definite volume of content.  | Kontejner        | Nádoba schopná pojmet určitý objem obsahu.   |
| Contribution | SSCO   | Sth given as a part or share in order to help achieve or provide sth.  | Příspěvek        | Něco, co je dané jako část nebo podíl za účelem pomoci něčeho dosáhnout nebo něco poskytnout.  |
| Contributor  | SSCO   | Sb who gives sth as a part or share in order to help achieve or provide sth.   | Přispěvatel      | Někdo, kdo dává něco jako část nebo podíl, aby pomohl něčeho dosáhnout nebo něco poskytnout.   |
| Cost         | SSCO   | An amount that has to be paid or spent to buy or obtain sth.   | Cena             | Částka, kterou je třeba zaplatit nebo utratit za nákup nebo získání něčeho.  |
| Covered      | SSCO   | Sth/sb being protected or concealed by sb/sth.   | Krytá entita     | Ně(kd/c)o, (kd/c)o je chráněn nebo skryt pomocí ně(koh/čeh)o.  |
| Covering     | SSCO   | Sb/sth that puts sth on top of or in front of sth, or spreads sth over sth, especially in order to protect or conceal it.                                    | Kryjící entita   | Ně(kd/c)o, (kd/c)o staví něco na nebo před něco, nebo dává něco přes něco, zejména za účelem ochrany nebo skrytí.                              |
| Created      | SSCO   | Sth new or original brought into existence by sb/sth.  | Vytvořená entita | Něco, co je nově nebo původně vytvořeno ně(ký/čí)m.  |
| Creator      | FN     | Sb/sth who brings sth new or original into existence, the originator/author of a work.   | Tvůrce           | Ně(kd/c)o, (kd/c)o způsobuje existenci něčeho nového nebo originálního, původce/autor díla.  |
| Cry          | SSCO   | A shouted statement, usually one that is intended to attract someone's attention.  | Pokřik           | Ukřičené prohlášení, obvykle takové, které má přitáhnout něčí pozornost.   |

| Role        | Origin | English Definition  | Role (ces)            | Czech Definition  |
|-------------|--------|---|-----------------------|---|
| Culminating | SSCO   | Sth reaching a climax or point of highest development.  | Kulminující           | Něco, co dosahuje vrcholu nebo bodu nejvyššího rozvoje.   |
| Decision    | FN     | The entity or course of action agreed upon.   | Rozhodnutí            | Entita nebo akt, na kterých byla učiněna shoda, dohodnutý postup.   |
| Deduced     | SSCO   | Sth being determined by reasoning.  | Vyvozovaná entita     | Něco, co je určeno/vyvozeno uvažováním.   |
| Deducer     | SSCO   | Sb who determines an entity by reasoning, i.e., by thinking carefully about the known facts.                                      | Vyvozující            | Někdo, kdo určuje/vyvozuje entitu uvažováním, tj. pečlivým přemýšlením o známých skutečnostech.   |
| Deed        | SSCO   | Sth done or performed intentionally or consciously.   | Skutek                | Něco, co je učiněno nebo provedeno úmyslně nebo vědomě.   |
| Defended    | SSCO   | Sb/sth being protected by sb against sb/sth.  | Obhajovaná entita     | Ně(kd/c)o, (kd/c)o je chráněn někým proti ně(ko/če)mu.  |
| Defender    | FN     | Sb who protects sb/sth against sb/sth.  | Obránce               | Někdo, kdo chrání ně(koh/čeh)o proti ně(ko/če)mu.   |
| Described   | SSCO   | Sb/sth being reported about, as to how sb/sth is done or what sb/sth is like.   | Popisovaná entita     | Ně(kd/c)o, o kom je podáváno hlášení, jak je ně(kd/c)o udělaný nebo jaký ně(kd/c)o je.  |
| Deserved    | SSCO   | Sth rightfully earned because of doing sth or showing specific qualities.   | Zasloužená entita     | Něco, co je právem vyděláno tím, že někdo něco udělal nebo prokázal určité kvality.   |
| Deserving   | SSCO   | Sb/sth with qualities worthy of a reaction which rewards or punishes as appropriate.  | Zasluhující si entita | Ně(kd/c)o s vlastnostmi hodnými reakce, která podle potřeby odměnuje nebo trestá.   |
| Desirable   | FN     | Sb/sth having pleasing qualities or properties wished for.  | Žádoucí entita        | Ně(kd/c)o mající příjemné nebo požadované vlastnosti.   |
| Despised    | SSCO   | Sb/sth being regarded as unworthy of one's notice or consideration.   | Opovrhovaná entita    | Ně(kd/c)o, (kd/c)o je považován/o za nehodné(ho) pozornosti.  |
| Destination | SSCO   | The place where sb is journeying or is taken, worthy of travel.   | Destinace             | Místo, kam někdo cestuje nebo kam ho někdo vezme, místo stojící za návštěvu.  |
| Destroyed   | SSCO   | Sb/sth being changed so badly that it cannot be used, that it no longer exists or can never return to its normal state.           | Zničená entita        | Ně(kd/c)o, (kd/c)o je změněn(o) tak špatným směrem, že ho nelze použít, že již neexistuje nebo se nikdy nemůže vrátit do normálního stavu.        |
| Destroyer   | FN     | Sb who is changing sth/sb so badly that it cannot be used or that it can no longer exist or can never return to its normal state. | Ničitel               | Někdo, kdo mění ně(koh/čeh)o tak špatným směrem, že ho nelze použít nebo že již nemůže existovat nebo se nikdy nemůže vrátit do normálního stavu. |

| Role           | Origin | English Definition  | Role (ces)           | Czech Definition   |
|----------------|--------|---|----------------------|--|
| Detecting      | SSCO   | Sb/sth that discovers or identifies the presence or existence of a particular entity.   | Objevující entita    | Ně(kd/c)o, (kd/c)o objeví nebo identifikuje přítomnost nebo existenci konkrétní entity.                              |
| Determinant    | FN     | Sth that has a decisive influence on the outcome of the given event.  | Určující faktor      | Něco, co má rozhodující vliv na výsledek dané události.  |
| Determined     | SSCO   | Sb/sth meant, intended, predestined for sth that happens.   | Určená entita        | Ně(kd/c)o, (kd/c)o byl zamýšlen, určen, předurčen pro něco, co se stane.   |
| Device         |        | A piece of mechanical or electronic equipment.  | Zařízení             | Mechanický nebo elektronický přístroj.   |
| Difference     | FN     | The distance by which sth changes its position or value on the scale.   | Rozdíl               | Vzdálenost, o kterou něco změní svou polohu nebo hodnotu na stupnici.  |
| Disappeared    | SSCO   | Entity that undergoes a change of state or is no longer visible.  | Zmizelá entita       | Entita, která prochází změnou stavu nebo již není viditelná.   |
| Disconnected   | SSCO   | Entity what underwent a modification of status, being separated, disjointed from other entity.                                | Odpojená entita      | Entita, která prošla změnou stavu, byla oddělena od jiné entity.   |
| Distinguishing | SSCO   | Sb judging properties of two phenomena being potentially different from one another.  | Rozlišující entita   | Někdo, kdo posuzuje vlastnosti dvou jevů, které se navzájem potenciálně liší.  |
| Distributed    | SSCO   | Entity being shared or spread out.  | Distribuovaná entita | Entita, která je sdílena nebo rozprostřena.  |
| Distributor    | FN     | Sb who shares or spreads sth among people, or spreads or scatters sth over an area.   | Distributor          | Někdo, kdo sdílí nebo šíří něco mezi lidmi, nebo šíří či rozptyluje něco po určité oblasti.                          |
| Document       | FN     | A piece of written, printed, or electronic matter that provides information or evidence or that serves as an official record. | Dokument             | Písemná, tištěná nebo elektronická záležitost, která poskytuje informace nebo důkazy nebo slouží jako úřední záznam. |
| Dominated      | SSCO   | Sb/sth being in a subordinate position in an event.   | Ovládaná entita      | Ně(kd/c)o, (kd/c)o je v nějaké záležitosti v podřízeném postavení.   |
| Dominating     | SSCO   | Sb/sth with an influential, controlling position in an event.   | Dominantní entita    | Ně(kd/c)o s vlivným, řídícím postavením v nějaké záležitosti.  |
| Effect         | FN     | The resulted outcome, consequence of an action or another cause.  | Účinek               | Výsledný výstup, následek jednání nebo jiné příčiny.   |
| Effort         | FN     | A conscientious or concerted attempt, endeavor toward a certain goal.   | Úsilí                | Svědomitý nebo soustředěný pokus, snaha o dosažení určitého cíle.  |
| Ejected        | SSCO   | Sth expelled or expulsed from somewhere.  | Vyvržená entita      | Něco, co je odněkud vyloučeno nebo vykázáno.   |

| Role            | Origin | English Definition  | Role (ces)        | Czech Definition  |
|-----------------|--------|---|-------------------|---|
| Emerging        | SSCO   | Entity starting to exist.   | Vznikající entita | Entita začínající existovat.  |
| Emotion         | FN     | The feeling experienced by sb.  | Emoce             | Pocit, který někdo prožívá.   |
| Employee        | FN     | Sb who works for another person or entity in exchange for money.  | Zaměstnanec       | Někdo, kdo pracuje pro jinou osobu nebo subjekt výměnou za peníze.  |
| Employer        | FN     | Sb who pays others to work for him/her.   | Zaměstnavatel     | Někdo, kdo platí ostatním, aby pro něj pracovali.   |
| Enforced        | SSCO   | Sth/sb being pushed through, insisted on.   | Vynucená entita   | Ně(kd/c)o, (kd/c)o byl prosazen, kdo byl vyžadován.   |
| Entity          | FN     | Sth that exists by itself as a particular and discrete unit, separate from other things.  | Entita            | Něco, co existuje samo o sobě jako zvláštní a diskrétní jednotka, oddělená od ostatních věcí.                     |
| Entity_1        | FN     | Sth that exists by itself as a particular and discrete unit, separate from other things, distinct from Entity_2                   | Entita_1          | Něco, co existuje samo o sobě jako zvláštní a diskrétní jednotka, oddělená od ostatních věcí, odlišná od Entity_2 |
| Entity_2        | FN     | Sth that exists by itself as a particular and discrete unit, separate from other things, distinct from Entity_1                   | Entita_2          | Něco, co existuje samo o sobě jako zvláštní a diskrétní jednotka, oddělená od ostatních věcí, odlišná od Entity_1 |
| Entity_limit-ed | SSCO   | Sth restricted in size, amount, or extent.  | Entita limitovaná | Něco omezené velikostí, počtem, rozsahem.   |
| Escapee         | FN     | Sb who manages to leave an undesirable location, position or situation.   | Uprchlík          | Někdo, komu se podaří opustit nežádoucí místo, pozici nebo situaci.   |
| Evaluator       | FN     | Sb who assigns value, or provides judgment.   | Hodnotitel        | Někdo, kdo přiděluje hodnotu, nebo poskytuje úsudek.  |
| Evaluee         | FN     | The object of gauging or judgment.  | Hodnocená entita  | Předmět měření nebo úsudku.   |
| Event           | FN     | Anything that happens.  | Událost           | Cokoli, co se stane.  |
| Event_expect-ed | SSCO   | Expected happening or occurrence.   | Událost očekávaná | Očekávaná událost nebo příhoda.   |
| Excluded        | SSCO   | Entity being removed from consideration.  | Vyloučená entita  | Entita, která je vyňata z uvažování.  |
| Experience      | FN     | An event lived through.   | Zkušenost         | Prožitá událost.  |
| Experiencer     | FN     | Sb who lives through a particular event, process or phenomenon, which often involves an emotional or psychological circumstances. | Proživatel        | Někdo, kdo prožívá určitou událost, proces nebo jev, což často zahrnuje emocionální nebo psychologické okolnosti. |
| Explosive       | FN     | Sth that releases a large amount of force, destroying itself and causing damage to the surrounding area.                          | Výbušnina         | Něco, co uvolňuje velké množství síly, ničí se a způsobuje poškození okolí.                                       |

| Role        | Origin | English Definition   | Role (ces)               | Czech Definition   |
|-------------|--------|--|--------------------------|--|
| Falling     | SSCO   | Sb/sth moving from a higher to a lower level, typically rapidly and without control.                           | Padající entita          | Ně(kd/c)o přecházející z vyšší na nižší úroveň, typicky rychle a bez kontroly.   |
| Feared      | SSCO   | Sb/sth dangerous, painful, or harmful producing fear.  | Strach vzbuzující entita | Ně(kd/c)o, (kd/c)o je nebezpečný, plný bolesti nebo neblahý, produkující strach.   |
| Feature     | FN     | A distinctive attribute or aspect of sth.  | Znak                     | Charakteristický atribut nebo aspekt něčeho.   |
| Fertilized  | SSCO   | Sb/sth being made fruitful.  | Oplodněná entita         | Ně(kd/c)o, (kd/c)o se stává plodným.   |
| Fertilizer  | SSCO   | Sb/sth making sb/sth fruitful.   | Oplodňující entita       | Ně(kd/c)o, (kd/c)o činí ně(koh/čeh)o plodným.  |
| Field       | FN     | A range, area, or subject of human activity, interest, or knowledge.   | Obor                     | Rozsah, oblast nebo předmět lidské činnosti, zájmu nebo znalostí.  |
| Filled      | SSCO   | Sth holding the maximum capacity of sth.   | Naplněná entita          | Něco, co zabírá maximální kapacitu něčeho.   |
| Filling     | SSCO   | Sb/sth putting as much as can be held into sth.  | Plnící entita            | Ně(kd/c)o, (kd/c)o vkládá někam tolik, kolik se tam vejde.   |
| Finished    | SSCO   | Entity that underwent a status modification on a time scale, entity brought to an end.                         | Dokončená entita         | Entita, která prošla změnou stavu v časovém měřítku, entita, která byla ukončena.  |
| Fitted      | SSCO   | Sb/sth of the right shape or attributes, qualities, and size for sb/sth being compatible or in agreement with. | Vyhovující entita        | Ně(kd/c)o správného tvaru nebo atributů, kvalit a velikosti pro ně(koh/čeh)o, kdo je s tímto kompatibilní nebo ve shodě. |
| Focused     | SSCO   | Sb/sth that gets a lot of attention, time, effort, etc. from sb/sth.   | Zaměřená entita          | Ně(kd/c)o, (kd/c)o získává hodně pozornosti, času, úsilí atd. od ně(ko/če)ho.  |
| Focusing    | SSCO   | Sb/sth that pays particular attention to sb/sth.   | Zaměřující se entita     | Ně(kd/c)o, (kd/c)o věnuje zvláštní pozornost ně(ko/če)mu.  |
| Force       | FN     | Strength or energy.  | Síla                     | Síla nebo energie.   |
| Found       | SSCO   | Sth/sb discovered or perceived after looking for it.   | Nalezená entita          | Ně(kd/c)o, (kd/c)o je objevený nebo vnímaný po (vy)hledání.  |
| Function    | FN     | Post or position with a prescribed responsibility or goals.  | Funkce                   | Post nebo pozice s předepsanou odpovědností nebo cíli.   |
| Functioning | SSCO   | Sth that works or operates in a proper or particular way.  | Fungující entita         | Něco, co funguje nebo pracuje správným nebo konkrétním způsobem.   |
| Gambler     | FN     | Sb who bets on uncertain outcomes.   | Gambler                  | Někdo, kdo sází na nejisté výsledky.   |
| Gatherer    | FN     | Sb who picks, collects or gathers things, usually crop.  | Sběrač                   | Někdo, kdo sbírá, shromažďuje nebo sklízí věci, obvykle nějakou plodinu/úrodu.   |

| Role         | Origin | English Definition   | Role (ces)         | Czech Definition   |
|--------------|--------|--|--------------------|--|
| Generalized  | SSCO   | Sth (a general conception or principle) that is derived or induced from particulars.   | Zobecněná entita   | Něco (obecná koncepce nebo princip), co je odvozeno nebo indukováno z jednotlivostí.   |
| Generalizing | SSCO   | Sb who makes a general or broad statement by inferring from specific cases, who derives or induces (a general conception or principle) from particulars. | Zobecňující entita | Někdo, kdo činí obecné nebo široké tvrzení vyvozováním z konkrétních případů, kdo odvozuje nebo indikuje (obecné pojetí nebo princip) z jednotlivostí. |
| Given        | SSCO   | The possession of sb being freely transferred to sb else.  | Darovaná entita    | Vlastnictví někoho je volně převedeno na někoho jiného.  |
| Giver        | SSCO   | Sb who freely transfers the possession of sth to sb.   | Dárce              | Někdo, kdo volně převádí vlastnictví něčeho na ně(koh/c)o jiného.  |
| Goal         | FN     | The object of one's aspiration, or the end point (possibly metaphoric) of an action.   | Cíl                | Předmět něčí aspirace nebo konečný bod (i metaforický) nějaké akce.  |
| Goods        | FN     | A product that is an object of trading.  | Zboží              | Produkt, který je předmětem obchodování.   |
| Governed     | FN     | Sb/sth whose actions are directed by sb/sth.   | Spravovaná entita  | Ně(kd/c)o, jehož jednání je řízeno ně(ký/cí)m.   |
| Governing    | SSCO   | Sb/sth with power over another entity or event.  | Vládnoucí entita   | Ně(kd/c)o s mocí nad jinou entitou nebo událostí.  |
| Group        | FN     | A unit of two or more people.  | Skupina            | Jednotka dvou nebo více lidí.  |
| Grown        | SSCO   | Sb/sth what underwent natural development by increasing in size and changing physically.   | Dospělá entita     | Ně(kd/c)o, (kd/c)o prošel/o přirozeným vývojem tím, že se zvětšoval/o a měnil/o fyzicky.   |
| Guarded      | SSCO   | Sb/sth being watched over in order to protect or control.  | Hlídaná entita     | Ně(kd/c)o, (kd/c)o je sledován za účelem ochrany nebo kontroly.  |
| Guest        | FN     | A temporary visitor.   | Host               | Dočasný návštěvník.  |
| Guilty       | SSCO   | Sb responsible for committing a crime or doing something bad or wrong.   | Provinilá entita   | Někdo odpovědný za spáchání trestného činu nebo vykonání něčeho špatného nebo chybného.  |
| Harm         | SSCO   | A physical or mental damage.   | Újma               | Fyzické nebo duševní poškození.  |
| Harvest      | SSCO   | The result of the process of gathering ripened crop.   | Úroda              | Výsledek procesu sběru zralé úrody.  |
| Healer       | FN     | Sb who treats the ill in order to cure them.   | Léčitel            | Někdo, kdo léčí nemocné, aby je uzdravil.  |
| Held         | SSCO   | Anything that is kept or detained by sb.   | Zadržená entita    | Cokoli, co je drženo nebo zadržováno někým.  |
| Helper       | FN     | Sb who performs actions in order to benefit others.  | Pomocník           | Někdo, kdo jedná ve prospěch druhých.  |
| Hidden       | SSCO   | Sb/sth kept out of sight; concealed.   | Skrytá entita      | Ně(kd/c)o, (kd/c)o je uchovávaný mimo dohled; skrytý.  |

| Role       | Origin | English Definition  | Role (ces)             | Czech Definition   |
|------------|--------|---|------------------------|--|
| Hiding     | SSCO   | Sb/sth keeping sb/sth out of sight, concealed.  | Skrývající entita      | Ně(kd/c)o držící ně(koh/c)o z dohledu, skrytého.   |
| Hindrance  | FN     | Sth that makes achieving a goal less likely or more difficult, force which keeps the event from happening.                  | Překážka               | Něco, co činí dosažení cíle méně pravděpodobným nebo obtížnějším, síla, která brání tomu, aby se událost stala.      |
| Host       | FN     | Sb who receives or entertains other people as guests.   | Hostitel               | Někdo, kdo přijímá nebo baví jiné lidi jako hosty.   |
| Idiom      | SSCO   | An expression whose meaning is different from the meaning of the individual words.  | Idiom                  | Výraz, jehož význam je odlišný od významu jednotlivých slov.   |
| Ignited    | SSCO   | Entity that underwent a change of quality, sth set afire.   | Zapálená entita        | Entita, která prošla změnou kvality, byla zapálena.  |
| Igniter    | SSCO   | Sb/sth that sets sth afire.   | Zapalující entita      | Ně(kd/c)o, (kd/c)o něco zapálí.  |
| Ignored    | SSCO   | Sb/sth being disregarded intentionally.   | Ignorovaná entita      | Ně(kd/c)o, (kd/c)o je záměrně ignorován.   |
| Ignorer    | SSCO   | Sb who refuses to take notice or acknowledge of sb/sth.   | Ignorující             | Někdo, kdo odmítne vzít na vědomí ně(koh/c)o.  |
| Impactee   | FN     | Sb/sth that receives a strong influence.  | Poznamenaná entita     | Ně(kd/c)o, (kd/c)o je poznamenán ně(ký/čí)m.   |
| Impactor   | FN     | Sb/sth that produces a strong influence.  | Poznamenávající entita | Ně(kd/c)o, (kd/c)o poznamenává ně(koh/c)o.   |
| Improved   | SSCO   | Entity that underwent a positive modification of quality.   | Vylepšená entita       | Entita, která prošla pozitivní úpravou kvality.  |
| Indicated  | FN     | Sth being pointed out, the object of indication (a sign or piece of information).   | Indikovaná entita      | Něco, co je zdůrazněno, předmět indikace (znak nebo část informace).   |
| Indicator  | FN     | Sb/sth that points out, shows, provides an indication, evidence for.  | Indikátor              | Ně(kd/c)o, (kd/c)o na něco poukazuje, ukazuje, kdo poskytuje indikaci, důkaz pro něco.                               |
| Infected   | SSCO   | Sb/sth that underwent a modification of status or quality, affected with a disease, or contaminated with harmful organisms. | Infikovaná entita      | Ně(kd/c)o, (kd/c)o prošel změnou stavu nebo kvality, byl napaden chorobou nebo kontaminován škodlivými organismy.    |
| Infection  | FN     | An infectious disease.  | Infekce                | Infekční nemoc.  |
| Infector   | SSCO   | Sb/sth (a person, organism, etc.) that affects sb/sth with a disease or contaminates sth with harmful organisms.            | Infikující             | Ně(kd/c)o – člověk, organismus atd. –, (kd/c)o postihne ně(koh/c)o nemocí nebo jej kontaminuje škodlivými organismy. |
| Influence  | FN     | A power affecting the character, development, or behavior of sb/sth.  | Vliv                   | Síla ovlivňující charakter, vývoj nebo chování ně(koh/čeh)o.   |
| Influenced | SSCO   | Sb/sth determined or affected by sb/sth.  | Ovlivněná entita       | Ně(kd/c)o zasažený nebo ovlivněný ně(ký/čí)m.  |

| Role               | Origin | English Definition  | Role (ces)           | Czech Definition   |
|--------------------|--------|---|----------------------|--|
| Influencing        | SSCO   | Sb/sth determining or affecting sb/sth.   | Ovlivňující entita   | Ně(kd/c)o zasahující nebo ovlivňující ně(koh/čeh)o.  |
| Information        | FN     | Knowledge or facts learned or communicated.   | Informace            | Poznatky nebo fakta naučené nebo sdělené.  |
| Information_untrue | SSCO   | Untrue or false knowledge or facts learned or communicated.   | Nepravdivá informace | Nepravdivé nebo falešné znalosti nebo naučená nebo sdělovaná fakta.                                |
| Ingestibles        | FN     | Consumable substance.   | Konzumovaná entita   | Poživatelná látka.   |
| Ingestor           | FN     | Consumer of Ingestibles.  | Konzumující          | Konzument poživatin.   |
| Innovator          | SSCO   | Sb who introduces new methods, ideas, or products.  | Inovátor             | Někdo, kdo zavádí nové metody, nápady nebo produkty.   |
| Inspected          | SSCO   | Sth being investigated or examined.   | Kontrolovaná entita  | Něco, co se vyšetřuje nebo zkoumá.   |
| Inspector          | FN     | Sb who conducts an investigation or examination.  | Inspektor            | Někdo, kdo provádí vyšetřování nebo zkoumání.  |
| Instrument         | FN     | A tool used or manipulated by sb to achieve a certain goal, or used in an activity.                       | Nástroj              | Nástroj používaný nebo ovládaný někým k dosažení určitého cíle nebo používaný při určité činnosti. |
| Issue              | FN     | Important topic or problem for debate or discussion.  | Záležitost           | Důležité téma nebo problém pro debatu nebo diskusi.  |
| Item               | FN     | Entity invoking attention, concern, or interest by sb/sth.  | Položka              | Entita poutající pozornost, vyvolávající znepokojení nebo zájem jednotlivce.                       |
| Item_profiled      | SSCO   | A particular entity on a scale compared to another entity with standard value on this scale.              | Položka profilovaná  | Konkrétní entita na stupnici ve srovnání s jinou entitou se standardní hodnotou na této stupnici.  |
| Item_standard      | SSCO   | A particular entity of a standard value on a scale compared to another entity on this scale.              | Položka standardní   | Konkrétní entita standardní hodnoty na stupnici ve srovnání s jinou entitou na této stupnici.      |
| Judgment           | FN     | Considered decision of thinking about sb/sth  | Úsudek               | Uvážené rozhodnutí přemýšlet o někom/něčem.  |
| Knowledge          | FN     | The theoretical or practical result of perception and learning and reasoning; understanding of a subject. | Znalost              | Teoretický nebo praktický výsledek vnímání a učení a uvažování; porozumění předmětu.               |
| Landing            | SSCO   | Sb/sth coming down on the ground or another surface, either from the air or from water.                   | Přistávající entita  | Ně(kd/c)o, (kd/c)o sestupuje na zem nebo jiný povrch, bud' ze vzduchu nebo z vody.                 |
| Leader             | FN     | Sb who is in charge of or commands sb/sth.  | Vedoucí              | Někdo, kdo má ně(koh/čeh)o na starosti nebo velí ně(ko/če)mu.                                      |

| Role        | Origin | English Definition  | Role (ces)          | Czech Definition  |
|-------------|--------|---|---------------------|---|
| Lender      | FN     | Sb/sth that makes sth available to sb/sth with the expectation that it will be given back.                            | Půjčovatel          | Ně(kd/c)o, (kd/c)o něco zpřístupní ně(ko/če)mu s očekáváním, že to bude vráceno.  |
| Loser       | FN     | Sb taking part in some competitive activity and losing in it.   | Poražený            | Někdo se účastní nějaké soutěžní aktivity a prohrává v ní.  |
| Lost        | SSCO   | Entity no longer possessed.   | Ztracená entita     | Entita, která již není vlastněna.   |
| Manipulated | SSCO   | Sb/sth being treated or operated with or as if with the hands or by mechanical means especially in a skillful manner. | Manipulovaná entita | Ně(kd/c)o, (kd/c)o je ošetřovaný nebo operovaný (přímo nebo jakoby) rukama nebo mechanickými prostředky, zvláště obratným způsobem.     |
| Manipulator | FN     | Sb who controls or influences others to his/her own advantage in a clever or unscrupulous, unfair or dishonest way.   | Manipulující        | Někdo, kdo chytrým nebo bezskrupulózním, nespravedlivým nebo nečestným způsobem ovládá nebo ovlivňuje ostatní ve svůj vlastní prospěch. |
| Manner      | FN     | A way in which a thing is done or happens.  | Způsob              | Způsob, jakým se něco děje nebo dělá.   |
| Member_new  | SSCO   | A new individual composing a group.   | Člen nový           | Nový jedinec tvorící skupinu.   |
| Member_old  | SSCO   | An individual composing a group earlier.  | Člen starý          | Jednotlivec, který byl dříve členem skupiny.  |
| Missed      | SSCO   | Sb/sth longed for, not able to be located, gone, misplaced, not present.  | Postrádaná entita   | Ně(kd/c)o, (kd/c)o je hledán/o, (kd/c)o nemůže být lokalizován/o, kdo je pryč, ztracený/o, nepřítomný/o.                                |
| Missing     | SSCO   | Sb who is suffering from the loss of sb/sth.  | Postrádající entita | Někdo, kdo trpí ztrátou ně(koh/če)o.  |
| Mistaken    | SSCO   | Sb with a wrong opinion or judgment.  | Chybující entita    | Někdo s nesprávným názorem nebo úsudkem.  |
| Money       | FN     | Current medium of exchange in the form of coins and banknotes; used as a way to pay for sb/sth.                       | Peníze              | Běžný prostředek směny ve formě mincí a bankovek; používá se jako způsob platby za ně(koh/c)o (něco).                                   |
| Monitoring  | SSCO   | Sb observing and checking the progress or quality of sth over a period of time.                                       | Monitorující entita | Někdo, kdo pozoruje a kontroluje průběh nebo kvalitu čehokoli po určitou dobu.  |
| Moved       | SSCO   | Sb/sth that underwent a modification of place.  | Posunovaná entita   | Ně(kd/c)o, (kd/c)o podstoupil změnu místa.  |
| Mover       | SSCO   | Sb who changes the location of sb/sth, even of himself/herself.   | Pohybující se       | Někdo, kdo změní umístění ně(koh/če)o, dokonce i sebe.  |
| Music       | SSCO   | A pattern of sounds made by sb/sth, intended to be listened.  | Hudba               | Vzorec zvuků vytvořených ně(ký/čí)m, určený k poslechu.   |

| Role         | Origin | English Definition  | Role (ces)         | Czech Definition  |
|--------------|--------|---|--------------------|---|
| Name         | FN     | Word or phrase that describes or identifies sb/sth, or by which is sb/sth known, addressed, or referred to.   | Pojmenování        | Slovo/a nebo fráze, které popisují nebo identifikují ně(koh/c)o, nebo pomocí kterých je ně(kd/c)o někomu známý, je oslovený nebo se jimi na něj odkazuje.           |
| Name_final   | SSCO   | A final word or phrase that describes or identifies sb/sth, or by which is sb/sth known, addressed, or referred to.   | Jméno konečné      | Poslední slovo nebo fráze, které popisují nebo identifikují ně(koh/čeh)o, nebo pomocí kterých je ně(kd/c)o někomu známý, je oslovený nebo se jimi na něj odkazuje.  |
| Name_initial | SSCO   | An initial word or phrase that describes or identifies sb/sth, or by which is sb/sth known, addressed, or referred to.  | Jméno počáteční    | Počáteční slovo nebo fráze, které popisují nebo identifikují ně(koh/čeh)o, nebo pomocí kterých je ně(kd/c)o někomu známý, je oslovený nebo se jimi na něj odkazuje. |
| Named        | SSCO   | Sb/sth described or identified by a word or phrase.   | Pojmenovaná entita | Ně(kd/c)o popsaný nebo identifikovaný slovem nebo frází.  |
| Namer        | SSCO   | Sb/sth describing or identifying sb/sth by a word or phrase.  | Pojmenovávající    | Ně(kd/c)o popisující nebo identifikující ně(koh/c)o slovem nebo frází.  |
| New          | FN     | Sb/sth never existing before; existing for the first time, opposed to old.  | Nová entita        | Ně(kd/c)o nikdy předtím neexistující; existující poprvé, liší se od starého.  |
| Norm         | FN     | An accepted standard or a way of behaving or doing things that most people agree with.  | Norma              | Přijatý standard nebo způsob chování nebo dělání věcí, se kterými většina lidí souhlasí.  |
| NoSr         | SSCO   | A placeholder for mapping syntactic arguments that correspond to expletives and similar phrases that do not contribute to meaning. It is not used for annotation. | Zástupný symbol    | Zástupný symbol pro mapování syntaktických argumentů, které odpovídají expletivům a podobným frázím, které nepřispívají k významu. Nepoužívá se pro anotaci.        |
| Objection    | SSCO   | An expression or feeling of disapproval or opposition; a reason for disagreeing.  | Námitka            | Výraz nebo pocit nesouhlasu nebo odporu; důvod k nesouhlasu.  |
| Obligation   | FN     | A thing for which sb is responsible, especially an amount of money owed.  | Závazek            | Věc, za kterou je někdo odpovědný, zejména dlužná částka.   |
| Observer     | SSCO   | A person who watches or notices sth.  | Pozorovatel        | Osoba, která sleduje něco nebo si všímá něčeho.   |
| Obstacle     | SSCO   | Sth that stands in sb's way.  | Překážka           | Něco, co stojí někomu v cestě.  |
| Occupied     | SSCO   | Sth being used or taken by sb.  | Okupovaná entita   | Něco, co používá nebo zabírá někdo.   |

| Role        | Origin | English Definition  | Role (ces)         | Czech Definition  |
|-------------|--------|---|--------------------|---|
| Offender    | FN     | Sb who does sth wrong or causes problems to others.   | Pachatel           | Někdo, kdo dělá něco špatného nebo způsobuje problémy ostatním.   |
| Offense     | FN     | Wrongdoing by sb to sb else.  | Přestupek          | Špatné chování ně(ko/če)ho k někomu jinému.   |
| Offered     | SSCO   | Sth presented for acceptance or rejection.  | Nabízená entita    | Něco, co je předloženo k přijetí nebo odmítnutí.  |
| Offerer     | FN     | Sb who presents sth for sb to accept or reject as desired.  | Předkladatel       | Někdo, kdo předloží něco někomu k přijetí nebo odmítnutí podle přání.   |
| Old         | FN     | Sb/sth being of an earlier date, already existing, opposed to new.                                    | Stará entita       | Ně(kd/c)o staršího data, již existující, lišící se od nového.   |
| Omitted     | SSCO   | Sb/sth left out or excluded, either intentionally or forgetfully.                                     | Vypuštěná entita   | Ně(kd/c)o, (kd/c)o je vynechán nebo vyloučen, ať už úmyslně nebo omylem.  |
| Onlooker    | SSCO   | A non-participating observer; a spectator.  | Přihlížející       | Nezúčastněný pozorovatel; divák.  |
| Opened      | SSCO   | Sth that underwent a modification of its features so it is no longer covered.                         | Otevřená entita    | Něco, co prošlo úpravou svých vlastností, takže to již není kryté.  |
| Opinion     | SSCO   | Result (belief or view) of a way of thinking about sb/sth.  | Názor              | Výsledek (přesvědčení nebo názor) způsobu uvažování o ně(ko/če)m.   |
| Opportunity | FN     | A time or set of circumstances that makes it possible to do sth.                                      | Příležitost        | Čas nebo soubor okolností, které umožňují něco udělat.  |
| Opposed     | SSCO   | Sb/sth contrasting or conflicting with sb/sth else.   | Opoziční entita    | Ně(kd/c)o kontrastující nebo v konfliktu s ně(ký/čí)m jiným.  |
| Opposing    | SSCO   | Sb/sth being in conflict or competition with sb/sth.  | Oponující entita   | Ně(kd/c)o, (kd/c)o oponuje nebo soutěží s ně(ký/čí)m.   |
| Ordered     | SSCO   | Sth requested to be made, supplied, or served.  | Objednávaná entita | Něco, co mělo být podle požadavku ně(koh/čeh)o vyrobeno, dodáno nebo doručeno.                                  |
| Orderer     | SSCO   | Sb requesting sth to be made, supplied, or served.  | Objednatel         | Někdo požadující, aby bylo něco vyrobeno, dodáno nebo doručeno.   |
| Origin      | FN     | Genesis, i.e., the point, place, or moment where something begins to exist.                           | Původ              | Geneze/vznik, tj. bod, místo nebo okamžik, kde/kdy něco začíná existovat.                                       |
| Outcome     | FN     | Final result referring to sth that follows and is caused by some previous event, action or situation. | Výsledek           | Konečný výsledek odkazující na něco, co následuje a je způsobeno nějakou předchozí událostí, akcí nebo situací. |

| Role             | Origin | English Definition   | Role (ces)          | Czech Definition  |
|------------------|--------|--|---------------------|---|
| Oviparous        | SSCO   | Sb producing eggs that mature and hatch after being expelled from the body, as birds, most reptiles and fishes, and the monotremes.    | Vejcorodá entita    | Někdo produkující vajíčka, která dozrávají a z nichž se líhnou po vypuzení z těla například ptáci, většina plazů a ryb a zvířata s kloakou. |
| Owner            | FN     | Sb to whom an entity (property, etc.) belongs.   | Vlastník            | Někdo, komu náleží nějaká entita (majetek apod.).   |
| Owner_final      | SSCO   | The last one, to whom an entity (property, etc.) belongs.  | Vlastník konečný    | Ten poslední, komu patří nějaká entita (majetek atd.).  |
| Owner_initial    | SSCO   | The first one, to whom an entity (property, etc.) belongs.   | Vlastník počáteční  | Ten první, komu patří nějaká entita (majetek atd.).   |
| Packed           | SSCO   | Sth filled into a container.   | Zabalená entita     | Něco, co je plněno do nádoby/kontejneru.  |
| Packer           | SSCO   | Sb who fills things into containers.   | Zabalující          | Někdo, kdo plní věci do nádob/kontejnerů.   |
| Paralyzed        | SSCO   | Sb who is unable to act or function properly, usually temporarily.   | Paralyzovaná entita | Někdo, kdo není schopen rádně jednat nebo fungovat, obvykle dočasně.  |
| Participant      | FN     | Sb taking part in some activity.   | Účastník            | Někdo účastnící se nějaké činnosti.   |
| Participant_1    | FN     | The first of a pair of people taking part in some activity.  | Účastník_1          | První z dvojice lidí, kteří se účastní nějaké činnosti.   |
| Participant_2    | FN     | The second of a pair of people taking part in some activity.   | Účastník_2          | Druhý z dvojice lidí, kteří se účastní nějaké činnosti.   |
| Party_benefit-ed | SSCO   | Sb who receives an advantage or profit from a particular situation.  | Strana prospěchu    | Někdo, kdo získá výhodu nebo zisk z konkrétní situace.  |
| Path             | FN     | A course or direction in which sb/sth is moving.   | Cesta               | Kurz nebo směr, kterým se pohybují jednotlivé položky.  |
| Payee            | SSCO   | Sb/sth to whom money is paid or is to be paid.   | Příjemce platby     | Ně(kd/c)o, komu jsou nebo mají být vyplaceny peníze.  |
| Payer            | FN     | Sb/sth that gives sb/sth money that is due for work done, goods received, or a debt incurred.  | Plátce              | Ně(kd/c)o, (kd/c)o dává ně(ko/če)mu peníze, které jsou splatné za vykonanou práci, přijaté zboží nebo vzniklý dluh.                         |
| Payment          | FN     | An amount of money paid.   | Platba              | Vyplacená peněžní částka.   |
| Perceived        | SSCO   | Sth grasped mentally or with perceptual experience, or through one of the senses, esp. through sight.                                  | Vnímaná entita      | Něco, co je uchopeno mentálně nebo percepční zkušeností nebo prostřednictvím jednoho ze smyslů, zejm.zrakem.                                |
| Perceiver        | FN     | Sb who becomes aware of sth through one of the senses, esp. through sight, or grasps things mentally, sb with a perceptual experience. | Vnímající           | Někdo, kdo si něco uvědomí jedním ze smyslů, zejm. zrakem, nebo uchopuje věci duševně, někdo s percepční zkušeností.                        |
| Performer        | FN     | A person who entertains an audience by acting, singing, dancing, or playing music.   | Učinkující          | Osoba, která baví publikum hraním, zpěvem, tancem nebo hraním hudby.  |

| Role          | Origin | English Definition  | Role (ces)           | Czech Definition   |
|---------------|--------|---|----------------------|--|
| Permittee     | SSCO   | Sb who is allowed to do sth.  | Oprávněná entita     | Někdo, kdo smí něco dělat.   |
| Permitted     | SSCO   | Sb/sth that has been allowed.   | Povolená entita      | Ně(kd/c)o, co bylo povoleno.   |
| Perpetrator   | FN     | Sb who carries out a harmful, illegal, or immoral act.  | Pachatel             | Někdo, kdo se dopustí škodlivého, nezákonného nebo nemorálního jednání.  |
| Person        | FN     | A human being regarded as an individual.  | Osoba                | Lidská bytost považovaná za individualitu.   |
| Phenomenon    | FN     | Fact, circumstance, experience, or situation that is observable, describable.                             | Jev                  | Skutečnost, okolnost, zkušenost nebo situace, která je pozorovatelná, popsatelná.                                  |
| Place         | FN     | A particular position, point, or area in space.   | Místo                | Konkrétní pozice, bod nebo oblast v prostoru.  |
| Place_final   | SSCO   | A final particular position, point, or area in space.   | Místo konečné        | Konečná konkrétní pozice, bod nebo oblast v prostoru.  |
| Place_initial | SSCO   | An initial particular position, point, or area in space.  | Místo počáteční      | Počáteční konkrétní pozice, bod nebo oblast v prostoru.  |
| Planned       | SSCO   | Sth proposed or intended, arranged, organized, or done in accordance with a plan.                         | Plánovaná entita     | Něco, co je navrhováno nebo zamýšleno, uspořádáno, organizováno nebo prováděno v souladu s plánem.                 |
| Possibilities | FN     | Several alternatives from which sb might choose.  | Možnosti             | Několik alternativ, ze kterých si někdo může vybrat.   |
| Predicted     | SSCO   | Sth stated or estimated as likely to happen in the future; forecast.                                      | Předpovídaná entita  | Něco, co bylo uvedeno nebo odhadováno jako pravděpodobné, aby se stalo v budoucnu; předpověď.                      |
| Predicting    | SSCO   | Sb who estimates that sth will happen in the future or will be a consequence of sth.                      | Předpovídající       | Někdo, kdo odhaduje, že k něčemu v budoucnu dojde nebo že něco bude následkem něčeho.                              |
| Preserved     | SSCO   | Sth kept in its original state or in good condition, or kept safe from harm or loss, or decaying.         | Zachovaná entita     | Něco, co je udržováno v původním nebo v dobrém stavu, nebo co je chráněno před poškozením, ztrátou nebo chátráním. |
| Preserver     | SSCO   | Sb who is keeping sth in its original state or in good condition, or safe from harm or loss, or decaying. | Zachovatel           | Někdo, kdo něco uchovává v původním nebo v dobrém stavu, nebo v bezpečí před poškozením, ztrátou nebo chátráním.   |
| Pretended     | SSCO   | Sb/sth being an untrue, simulated impression given by the agent of the event.                             | Předstíraná entita   | Ně(kd/c)o, (kd/c)o je nepravdivý; konatelem vyvolaný dojem simulování.   |
| Pretending    | SSCO   | Sb behaving so as to make it appear that sth is sth else than it actually is.                             | Předstírající entita | Někdo, kdo se chová tak, aby to vypadalo, že je někdo jiný, než ve skutečnosti je.                                 |

| Role          | Origin | English Definition  | Role (ces)             | Czech Definition  |
|---------------|--------|---|------------------------|---|
| Prize         | FN     | Sth given as a reward to the winner of a competition or in recognition of an outstanding achievement.           | Ocenění                | Něco, co je udělené jako odměna vítězi soutěže nebo jako uznání vynikajícího úspěchu.                             |
| Prohibited    | SSCO   | Sb/sth that has been forbidden, banned.   | Zakázaná entita        | Ně(kd/c)o, (kd/c)o byl/o zakázán/o, zapovězen/o.  |
| Project       | FN     | The object or idea that undergoes change due to the efforts of the agent, a planned undertaking.                | Projekt                | Předmět nebo myšlenka, které procházejí změnou v důsledku úsilí konatele, plánovaná práce.                        |
| Projectile    | FN     | An entity in rapid, dangerous motion that is caused by sb/sth.  | Projektil              | Entita v rychlém, nebezpečném pohybu, který je způsoben ně(ký/čí)m.   |
| Proliferating | SSCO   | Sb/sth that changes its position on a scale in the way up.  | Rozrůstající se entita | Ně(kd/c)o, (kd/c)o mění svou polohu na stupnici směrem nahoru.  |
| Property      | FN     | Sth belonging to someone, that is owned by sb.  | Nemovitost             | Něco patřící někomu, něco, co někdo vlastní.  |
| Proposed      | SSCO   | Sth suggested for discussion or consideration by others.  | Navrhovaná entita      | Něco, co je navrženo k diskusi nebo ke zvážení ostatními.   |
| Proposer      | SSCO   | Sb who suggests a subject for discussion or consideration.  | Navrhovatel            | Někdo, kdo navrhne předmět k diskusi nebo ke zvážení.   |
| Protagonist   | FN     | The major and most important person taking part in a state or event, being the one affected by his own actions. | Protagonista           | Hlavní a nejdůležitější osoba účastnící se určitého stavu nebo události, která je ovlivněna svými vlastními činy. |
| Proved        | SSCO   | Sth being demonstrated as the truth, usually with the help of evidence.   | Ověřená entita         | Něco, co je demonstrováno jako pravda, obvykle s pomocí důkazů.   |
| Prover        | SSCO   | Sb who demonstrates sth as the truth, usually with the help of evidence.  | Ověřovatel             | Někdo, kdo prokazuje něco jako pravdu, obvykle pomocí důkazů.   |
| Provided      | SSCO   | Sth that is wanted or needed and available for use.   | Poskytovaná entita     | Něco, co je poptávané nebo potřebné a dostupné k použití.   |
| Provider      | SSCO   | Sb who supplies or makes available sth wanted or needed.  | Poskytovatel           | Někdo, kdo dodává nebo zpřístupňuje požádané nebo potřebné.   |
| Purpose       | FN     | The reason why sth is done or created or why sth exists.  | Účel                   | Důvod, proč se něco dělá nebo vytváří nebo proč něco existuje.  |
| Pursuer       | FN     | Sb chasing or searching sb/sth.   | Pronásledovatel        | Někdo, kdo honí nebo hledá ně(koh/čeh)o.  |
| Raiser        | FN     | Sb who is taking care of animals and plants.  | Pěstitel               | Někdo, kdo se stará o zvířata a rostlinky.  |
| Rank          | FN     | A position within an established hierarchy.   | Pořadí                 | Pozice v rámci zavedené hierarchie.   |

| Role         | Origin | English Definition   | Role (ces)                | Czech Definition  |
|--------------|--------|--|---------------------------|---|
| Reached      | SSCO   | Sb who the affector got in touch with.   | Dosažená entita           | Někdo, s kým se dostal do kontaktu někdo, kdo ovlivňuje ostatní (podněcovatel).                             |
| Reason       | FN     | Explanation, or justification of an event, act, idea, etc., not the affector, cause nor stimulus of the event. | Důvod                     | Vysvětlení nebo zdůvodnění události, činu, myšlenky atd., nikoli podnět, příčina ani stimul události.       |
| Received     | SSCO   | Sb/sth gained or obtained because of being the heir of the previous holder.                                    | Obdržená entita           | Ně(kd/c)o, co je získané nebo obdržené kvůli tomu, že někdo je dědicem/následovníkem předchozího držitele.  |
| Recipient    | FN     | Sb who receives sth.   | Příjemce                  | Někdo, kdo něco přijímá.  |
| Reciprocated | SSCO   | Response to sth (a gesture or action) by making a corresponding one.   | Opětovaná entita          | Odpověď na něco (gesto nebo akci) odpovídajícím gestem nebo reakcí.   |
| Recompensed  | SSCO   | Sth acquired by way of indemnity.  | Kompenzovaná entita       | Něco, co je nabito formou odškodnění.   |
| Recovered    | SSCO   | Sb/sth that returned to a normal state of health, mind, or strength.   | Obnovená entita           | Ně(kd/c)o, (kd/c)o se vráti/ol do normálního stavu zdraví, myslí nebo síly.                                 |
| Recycling    | SSCO   | Sb who uses sth again after processing it, converts sth into sth reusable.                                     | Recyklující entita        | Někdo, kdo něco po zpracování znova použije, převede něco na něco znova využitelného.                       |
| Redirected   | SSCO   | Sb/sth directed, moved by sb/sth to a new or different place or purpose.                                       | Přesměrovaná entita       | Ně(kd/c)o, (kd/c)o je přesměrován/o, přesunut/o ně(ký/čí)m na nové nebo jiné místo nebo pro nový účel.      |
| Redirecting  | SSCO   | Sb/sth directing, moving sb/sth to a new or different place or purpose.  | Přesměrující entita       | Ně(kd/c)o, (kd/c)o něco někam přesměruje, přesouvá ně(koh/čeh)o na nové nebo jiné místo nebo pro nový účel. |
| Relied       | SSCO   | Sb/sth on which sb depends with full trust or confidence.  | Entita, na niž se spoléhá | Ně(kd/c)o, na kom je někdo závislý s plnou důvěrou.   |
| Relying      | SSCO   | Sb/sth that depends on sb/sth with full trust or confidence.   | Spoléhající se entita     | Ně(kd/c)o, (kd/c)o je závislý na ně(ko/če)m s plnou důvěrou.  |
| Remainder    | FN     | Sth that is still left to be processed after the event is finished.  | Zbytek                    | Něco, co ještě zbývá zpracovat po skončení události.  |
| Removed      | SSCO   | Sb/sth taken away forever from a place, possession, status.  | Odstraněná entita         | Ně(kd/c)o, co je navždy odebráno z určitého místa, vlastnictví, stavu.                                      |
| Removing     | SSCO   | Sb taking sb/sth away forever.   | Odstraňující entita       | Někdo odebírající ně(koh/čeh)o navždy.  |
| Renounced    | SSCO   | Sb/sth given up.   | Odmítnutá entita          | Ně(kd/c)o, koho se někdo vzdal.   |
| Repairing    | SSCO   | Sb trying to return sth broken to its original state, or to fix sth.   | Opravující entita         | Někdo, kdo se snaží vrátit něco rozbitého do původního stavu nebo to opravit.                               |

| Role              | Origin | English Definition  | Role (ces)             | Czech Definition   |
|-------------------|--------|---|------------------------|--|
| Repeated          | SSCO   | Sth done, made, or said again.  | Opakovaná entita       | Něco, co je vykonáno, uděláno nebo řečeno znovu.   |
| Represented       | FN     | Entity stood in for.  | Zastupovaná entita     | Entita, která je zastoupená jinou.   |
| Representing      | SSCO   | Sb/sth standing in for another entity.  | Zastupující entita     | Ně(kd/c)o, (kd/c)o zastupuje jinou entitu.   |
| Required          | FN     | Sth needed or necessary, essential to the existence or occurrence of sth else, so sb asks for it.           | Požadovaná entita      | Něco potřebného nebo nutného, podstatného pro existenci nebo výskyt něčeho jiného; něco, co někdo požaduje.            |
| Resident          | FN     | Sb who lives or has home in a place.  | Rezident               | Někdo, kdo žije nebo má domov v určitém místě.   |
| Resource          | FN     | Asset, supply, support, or aid that can be drawn on by sb when needed or in order to function effectively.  | Zdroj                  | Majetek, nabídka, podpora nebo pomoc, kterou může někdo čerpat v případě potřeby nebo za účelem efektivního fungování. |
| Rimmed            | SSCO   | Sb/sth that got an edge or a border.  | Lemovaná entita        | Ně(kd/c)o, (kd/c)o má hranu nebo okraj.  |
| Rimming           | SSCO   | Sb/sth creating an edge or a border of sth.   | Lemující entita        | Ně(kd/c)o, (kd/c)o vytváří hranu nebo okraj.   |
| Ripening          | SSCO   | Sth getting completed natural growth and development.   | Dozrávající entita     | Něco, co dokončuje přirozený růst a vývoj.   |
| Role              | FN     | An actor's part in a play, film, etc.   | Role                   | Role herce ve hře, filmu atd.  |
| Scrounger         | SSCO   | A person who borrows from or lives off others.  | Žebrák                 | Člověk, který si půjčuje od druhých nebo z nich žije.  |
| Securing          | SSCO   | Sb who fixes or attaches sth firmly so that it cannot be moved or lost.                                     | Zabezpečovací jednotka | Někdo, kdo něco pevně zafixuje nebo připevní, aby se to nemohlo posunout nebo ztratit.                                 |
| Seeker            | FN     | A person who is attempting to find or obtain sth.   | Hledající              | Osoba, která se pokouší něco najít nebo získat.  |
| Seller            | FN     | Sb who gives goods or other property for money to a buyer (purchaser).                                      | Prodejce               | Někdo, kdo dává zboží nebo jiný majetek za peníze kupujícímu (základníkovi).   |
| Sender            | FN     | Sb who transmits a message, letter, email, etc.   | Odesílatel             | Někdo, kdo přenáší zprávu, dopis, email atd.   |
| Sent              | SSCO   | Entity transmitted from one place to another, especially by post or email.                                  | Odeslaná entita        | Entita přenášená z jednoho místa na druhé, zejména poštou nebo e-mailem.   |
| Shooter           | SSCO   | Sb who uses a gun either regularly or on a particular occasion.   | Střelec                | Někdo, kdo používá zbraň buď pravidelně, nebo při zvláštní příležitosti.   |
| Situation-harmful | SSCO   | The set of negative things that are happening and the conditions that exist at a particular time and place. | Situace škodlivá       | Soubor negativních věcí, které se dějí, a podmínek, které existují v konkrétním čase a místě.                          |

| Role                   | Origin | English Definition  | Role (ces)           | Czech Definition  |
|------------------------|--------|---|----------------------|---|
| Situation_un-desirable | SSCO   | The set of unwanted things that are happening and the conditions that exist at a particular time and place.                   | Situace nežádoucí    | Soubor nechtěných věcí, které se dějí, a podmínek, které existují v konkrétním čase a místě.                  |
| Skill                  | FN     | The ability to do sth well or to use one's knowledge effectively and readily in execution or performance.                     | Dovednost            | Schopnost dělat něco dobře nebo efektivně a pohotově využívat své znalosti při provádění nebo výkonu něčeho.  |
| Sorted                 | SSCO   | Sth being separated according to type or arranged according to its characteristics.   | Tříděná entita       | Něco, co je rozděleno podle typu nebo uspořádáno podle svých vlastností.                                      |
| Sorter                 | SSCO   | Sb separating sth according to type or arranging it according to its characteristics.   | Třídící              | Někdo, kdo rozděluje něco podle typu nebo uspořádává něco podle jeho vlastností.                              |
| Sought                 | SSCO   | Entity that sb attempts or desires to obtain or achieve and looks for it.   | Hledaná entita       | Entita, kterou se někdo pokouší získat nebo kterou někdo touží získat nebo jí dosáhnout a kterou někdo hledá. |
| Source                 | FN     | Sb/sth from which sth originates or can be obtained.  | Zdrojová entita      | Ně(kd/c)o, z čeho něco pochází nebo co lze získat.  |
| Sowed                  | SSCO   | Sth being planted by scattering it on or in the earth.  | Zasetá entita        | Něco, co je zaseto tím, že je to rozptýleno po zemi nebo v ní.  |
| Sower                  | SSCO   | Sb who plants sth by scattering it on or in the earth.  | Sející               | Někdo, kdo zaseje něco tím, že to rozptýlí po zemi nebo v ní.   |
| Speaker                | FN     | A person who uses a language in communication.  | Mluvčí               | Osoba, která používá v komunikaci jazyk.  |
| Spoiled                | SSCO   | Sth having become unfit for eating.   | Kazící se entita     | Něco, co se stalo nevhodným k jídlu.  |
| Stabilizing            | SSCO   | Sb/sth that is or makes sb/sth unlikely to change.  | Stabilizující entita | Ně(kd/c)o, (kd/c)o se pravděpodobně nezmění nebo ně(koh/čeh)o pravděpodobně nezmění.                          |
| Starting               | SSCO   | Sth happens or comes into being.  | Začínající entita    | Něco, co se děje nebo vzniká.   |
| State                  | FN     | The mode or condition of being, affecting, influencing an event.  | Stav                 | Způsob nebo stav bytí, zasahování do události nebo ovlivňování události.                                      |
| State_final            | SSCO   | The mode or condition of being in which sb/sth is at the end.   | Stav konečný         | Způsob nebo stav bytí, ve kterém je ně(kd/c)o na konci.   |
| State_initial          | SSCO   | The mode or condition of being, affecting, influencing an event in which sb/sth is at the beginning.                          | Stav počáteční       | Způsob nebo stav bytí, zasahování do události nebo ovlivňování události, ve kterém je ně(kd/c)o na začátku.   |
| State_mental           | SSCO   | A condition that arises spontaneously rather than through conscious effort and is often accompanied by physiological changes. | Stav mentální        | Stav, který vzniká spíše spontánně než vědomým úsilím a je často doprovázen fyziologickými změnami.           |

| Role             | Origin | English Definition  | Role (ces)          | Czech Definition   |
|------------------|--------|---|---------------------|--|
| State_of_affairs | SSCO   | Event, state, situation or set of circumstances that the agent wants to believe have occurred or hold, or in which one finds oneself. | Stav okolností      | Událost, stav, situace nebo soubor okolností, o kterých chce konatel věřit, že nastaly nebo trvají, nebo ve kterých se člověk nachází. |
| Stimulus         | FN     | Cause in an event that elicits an emotional or psychological response and activates the event.  | Podnět              | Příčina v události, která vyvolává emocionální nebo psychologickou reakci a aktivuje událost.  |
| Striving         | SSCO   | Sb who makes great efforts to achieve or obtain something.  | Usilující entita    | Někdo, kdo vynakládá velké úsilí, aby něčeho dosáhl nebo něco získal.  |
| Subordinate      | FN     | Sb/sth of lesser importance than sb/sth else, that is lower in rank, status, or quality.  | Podřazený           | Ně(kd/c)o, (kd/c)o má menší význam než ně(kd/c)o jin(ý/ého), (kd/c)o má nižší hodnot, status nebo kvalitu.                             |
| Subsequent       | SSCO   | Sth happening or coming after sth else.   | Následující entita  | Co se děje nebo přichází po něčem jiném.   |
| Superfluous      | SSCO   | Sth unnecessary or redundant, especially through being more than enough, or no longer needed.   | Nadbytečná entita   | Něco, co je zbytečné nebo nadbytečné, zejména proto, že je toho víc než dost nebo už to není potřeba.                                  |
| Superior         | FN     | Sb/sth of higher importance than sb/sth else, higher in rank, status, or quality.   | Nadřazený           | Ně(kd/c)o, (kd/c)o má vyšší důležitost než ně(kd/c)o jin(ý/ého), má vyšší hodnot, status nebo kvalitu.                                 |
| Supplier         | FN     | Sb providing sb else with tools, items, provisions and equipment for a specific purpose.  | Dodavatel           | Někdo, kdo poskytuje někomu jinému náradí, předměty, zásoby a vybavení pro konkrétní účel.   |
| Supplies         | SSCO   | Tools, items, provisions and equipment available for specific use or purpose and provided by sb.                                      | Dodávky             | Nástroje, předměty, zásoby a vybavení dostupné pro konkrétní použití nebo účel a poskytnuté někomu.                                    |
| Supported        | FN     | Sb/sth receiving help in the form of money, sympathy or encouragement.  | Podporovaná entita  | Ně(kd/c)o, (kd/c)o přijímá pomoc ve formě peněz, solidarity nebo povzbuzení.   |
| Surrounded       | SSCO   | Sb/sth being encircled on all sides by sb/sth.  | Obklopená entita    | Ně(kd/c)o, (kd/c)o je ze všech stran obklopen ně(ký/čí)m.  |
| Surrounding      | SSCO   | Sb/sth encircling sb/sth on all sides.  | Obkloupující entita | Ně(kd/c)o obkloupující ně(koh/čeh)o na všech stranách.   |
| Survivor         | FN     | Sb remaining alive after an event in which others have died.  | Přeživší            | Někdo, kdo zůstává naživu po události, při které zemřeli jiní.   |

| Role        | Origin | English Definition   | Role (ces)               | Czech Definition   |
|-------------|--------|--|--------------------------|--|
| System      | FN     | A set of things working together as parts of a mechanism or an interconnecting network; a complex whole.   | Systém                   | Soubor věcí spolupracujících jako součásti mechanismu nebo propojovací sítě; komplexní celek.  |
| Target      | FN     | Sb/sth selected as the aim of an attack.   | Terč                     | Ně(kd/c)o vybraný jako terč útoku.   |
| Targeted    | FN     | Sb/sth selected as the aim of attention, on what sth is directed at, or that sth is intended for, affected by an action or development.                              | Zacílená entita          | Ně(kd/c)o, (kd/c)o byl vybraný jako cíl pozornosti, na koho něco směřuje nebo pro koho je něco určeno, něco, co je ovlivněno nějakou akcí nebo vývojem.            |
| Thinker     | SSCO   | Sb who spends a lot of time thinking and has a particular opinion, belief, or idea about sb/sth.   | Myslitel                 | Někdo, kdo tráví mnoho času přemýšlením a má konkrétní názor, přesvědčení nebo představu o ně(ko/če)m.   |
| Time        | FN     | The part of existence that is measured in minutes, days, years, etc.   | Čas                      | Část existence, která se měří v minutách, dnech, letech atd.   |
| Time_from   |        | An original point of time.   | Čas od                   | Výchozí časový údaj.   |
| Time_to     |        | A resulting point of time.   | Čas do                   | Finální časový údaj.   |
| Topic       | FN     | A matter dealt with in a text, discourse, or conversation; a subject that is discussed, written about, or studied.   | Téma                     | Záležitost řešená v textu, diskurzu nebo rozhovoru; předmět, o kterém se diskutuje, píše nebo který se studuje.  |
| Transmitted | SSCO   | Sb/sth passed on from sb/sth to sb/sth through a medium.   | Přenášená entita         | Ně(kd/c)o, (kd/c)o je přenášený od ně(ko/če)ho na ně(ko/če)ho prostřednictvím médií.   |
| Transmitter | SSCO   | Sth allowing sth (heat, light, sound, electricity, or other energy) to pass through a medium.  | Vysílač                  | Něco umožňující něčemu (teplu, světlu, zvuku, elektřině nebo jiné energii) procházet médiem.   |
| Transported | SSCO   | Sb/sth moved from one place to another.  | Přepravovaná entita      | Ně(kd/c)o, (kd/c)o je přesunut z jednoho místa na druhé.   |
| Transporter | SSCO   | Sb/sth moving, taking sb/sth from one place to another.  | Přepravce                | Ně(kd/c)o, (kd/c)o se pohybuje, přenáší ně(koh/čeh)o z jednoho místa na druhé.   |
| Undergoer   | VN     | Sb/sth affected by an event, does not have control over the way the event occurs, is characterized as being in a certain position or condition throughout the event. | Člověk podstupující něco | Ně(kd/c)o, (kd/c)o je ovlivněný událostí, nemá kontrolu nad způsobem, jakým k události dochází, je charakterizován jako nacházející se v určité pozici nebo stavu. |
| Undertaking | FN     | A task (a job, business, or piece of work) that is taken on.   | Počin                    | Úkol (zaměstnání, podnikání nebo práce), který je přijat.  |

| Role          | Origin | English Definition   | Role (ces)        | Czech Definition   |
|---------------|--------|--|-------------------|--|
| Undesirable   | SSCO   | Sb/sth not wanted because of being harmful, objectionable, or unpleasant.  | Nežádoucí entita  | Ně(kd/c)o, (kd/c)o je nechtěný, protože je škodlivý, nevhodný nebo nepříjemný.   |
| Vacated       | SSCO   | Sth being void.  | Uvolněná entita   | Něco, co je prázdné.   |
| Value         | FN     | An amount that sth is worth, measured especially in money, or the material worth of sth.   | Hodnota           | Částka, která má určitou hodnotu, měřená zejména v penězích, nebo materiální hodnota něčeho.                                   |
| Value_final   | SSCO   | A final amount that sth is worth, measured especially in money, or the material worth of sth.  | Hodnota konečná   | Konečná částka, která má určitou hodnotu, měřená zejména v penězích, nebo materiální hodnota něčeho.                           |
| Value_initial | SSCO   | An initial amount that sth is worth, measured especially in money, or the material worth of sth.                                     | Hodnota počáteční | Počáteční částka, která má určitou hodnotu, měřená zejména v penězích, nebo materiální hodnota něčeho.                         |
| Valued        | SSCO   | Entity that underwent an evaluation.   | Hodnocená entita  | Entita, která prošla hodnocením.   |
| Vehicle       | FN     | Entity referring to a means used to carry people or things from place to place.  | Vozidlo           | Entita označující prostředek používaný k převážení lidí nebo věcí z místa na místo.  |
| Victim        | FN     | Sb who has been hurt, damaged, or killed or has suffered, either because of the actions of sb else, or because of illness or chance. | Oběť              | Někdo, kdo byl zraněn, poškozen, zabít nebo něco utrpěl, ať už kvůli činům ně(ko/če)ho, nebo kvůli nemoci nebo náhodě.         |
| Violating     | SSCO   | Sb/sth that breaks or fails to comply with a rule or formal agreement, or treats sth with irreverence or disrespect.                 | Porušující entita | Ně(kd/c)o, (kd/c)o poruší nebo nedodržuje určité pravidlo nebo formální dohodu, nebo s někým zachází bez úcty či bez respektu. |
| Visited       | SSCO   | A place where sb goes in order to look at it, or to spend time there.  | Navštívená entita | Místo, kam někdo chodí, aby se na něj podíval, nebo tam trávil čas.  |
| Visitor       | FN     | A person visiting sb or somewhere, especially socially or as a tourist.  | Návštěvník        | Osoba navštěvující ně(koh/c)o nebo nějaké místo, zejména společensky nebo jako turista.  |
| Washed        | SSCO   | Sb/sth being cleaned with water and, typically, soap or detergent.   | Umývaná entita    | Ně(kd/c)o, (kd/c)o je čisten vodou a obvykle mýdlem nebo čisticím prostředkem.   |
| Washer        | SSCO   | Sb/sth cleaning sb/sth with water and, typically, soap or detergent.   | Umývající         | Ně(kd/c)o, (kd/c)o čistí ně(koh/c)o vodou a obvykle mýdlem nebo čisticím prostředkem.  |
| Wasted        | SSCO   | Sth (money, substances, time, energy, abilities, etc.) used unnecessary or wrongly.  | Plýtvaná entita   | Něco (peníze, látky, čas, energie, schopnosti atd.) použité zbytečně nebo nesprávně.   |

| Role       | Origin | English Definition  | Role (ces)        | Czech Definition  |
|------------|--------|---|-------------------|---|
| Wasting    | SSCO   | Sb who uses money, substances, time, energy, abilities, etc. unnecessary or wrongly.            | Plýtvající entita | Někdo, kdo používá peníze, látku, čas, energii, schopnosti atd. zbytečně nebo nesprávně.        |
| Watcher    | SSCO   | Sb who looks at sb/sth, usually for a period of time, and pays attention to what is happening.  | Pozorovatel       | Někdo, kdo se dívá na ně(koh/c)o, obvykle po určitou dobu, a věnuje pozornost tomu, co se děje. |
| Weakened   | SSCO   | Sb/sth that becomes less strong, powerful, determined, or effective.                            | Oslabená entita   | Ně(kd/c)o, (kd/c)o se stává méně silným, mocným, rozhodným nebo efektivním.                     |
| Wearer     | FN     | Sb/sth wearing something as clothing, decoration, or protection.                                | Nositel           | Ně(kd/c)o, (kd/c)o nosí něco jako oblečení, dekoraci nebo ochranu.                              |
| Whole      | FN     | Sth constituting the total sum or undiminished entirety, all of sth that is complete in itself. | Celek             | Něco, co tvoří celkový součet nebo nezmenšený celek, vše, co je samo o sobě úplné.              |
| Winner     | FN     | Sb who takes part in some competitive activity and wins.  | Vítěz             | Někdo, kdo se účastní nějaké soutěžní aktivity a vyhraje.                                       |
| Withheld   | SSCO   | Sb/sth deliberately kept back by sb/sth.  | Zadržovaná entita | Ně(kd/c)o, (kd/c)o je záměrně zadržený ně(ký/čí)m.  |
| Withholder | SSCO   | Sb deliberately keeping back sb/sth, refusing to give it to sb.                                 | Zadržující        | Někdo, kdo záměrně zadržuje ně(koh/c)o, odmítá ho někomu dát.                                   |
| Worn       | SSCO   | Sth being used as clothing or being used on someone's body.                                     | Nošená entita     | Něco, co je používané jako oblečení nebo je používané na něčím těle.                            |

## A.2 Class Definitions

| ClassID  | Name (ces)                   | RoleSet                      | English Definition  | Czech Definition   |
|----------|------------------------------|------------------------------|---|--|
| vec00002 | čekat (v-w311f1)             | Cognizer, Phenomenon, Source | A Cognizer expects a Phenomenon that comes from a Source.   | Poznávající očekává od zdroje nějaký jev.  |
| vec00003 | čekat (v-w311f9_ZU)          | Protagonist, Event_expected  | A Protagonist anticipates an Event_expected.  | Protagonista očekává/předvídá událost_očekávanou.  |
| vec00005 | datovat se (v-w11235hsa_989) | Entity, Origin               | An Entity began its existence in the context of an Origin, which can be a place, culture, time period, text, etc. | Entita začala svou existenci v kontextu původu, kterým může být místo, kultura, časové období, text atd. |
| vec00006 | dít se (v-w492f2)            | Event, Undergoer             | An Event happens to an Undergoer.   | Událost se stane člověku podstupujícímu něco.  |

| ClassID  | Name (ces)                   | RoleSet                             | English Definition  | Czech Definition  |
|----------|------------------------------|-------------------------------------|---|---|
| vec00008 | dolahovat<br>(v-w614f1)      | Agent, Project                      | An Agent works on fine-tuning a Project so that it changes towards a desirable or perfect state.                      | Konatel pracuje na dolahování projektu tak, aby se změnil směrem k žádoucímu nebo dokonalému stavu.   |
| vec00009 | dopustit se<br>(v-w693f1)    | Perpetrator, Deed                   | A Perpetrator does something not permitted by the law or something seen as undesirable.                               | Pachatel udělá skutek, který zákon nedovoluje, nebo čin, který je považován za nežádoucí.   |
| vec00011 | dovézt<br>(v-w783f1)         | Transporter, Transported, Recipient | A Transporter delivers a Transported entity to a Recipient.   | Přepravce doručí přepravovanou entitu příjemci.   |
| vec00012 | dovolit<br>(v-w788f1)        | Authority, Permitted, Affected      | An Authority allows an Affected entity to engage in a Permitted entity.   | Úřad umožňuje zasažené entitě zapojit se do povolené entity.  |
| vec00013 | dozvědět se<br>(v-w811f1)    | Cognizer, Information, Source       | A Cognizer finds out about some Information from a Source.  | Poznávající zjistí některé informace ze zdroje.   |
| vec00014 | držet (v-w839f5)             | Agent, Entity, State                | An Agent keeps an Entity in a State.  | Konatel drží entitu v určitém stavu.  |
| vec00016 | evokovat<br>(v-w897f1)       | Stimulus, Phenomenon                | A Stimulus brings about (induces) a Phenomenon based on an experience with a previous Phenomenon.                     | Podnět vyvolává jev na základě zkušenosti s předchozím jevem.   |
| vec00017 | existovat<br>(v-w902f1)      | Entity                              | An Entity exists.   | Entita existuje.  |
| vec00018 | explodovat<br>(v-w912f1)     | Explosive                           | An Explosive explodes, erupts.  | Výbušnina exploduje, vybuchne.  |
| vec00019 | handkovat se<br>(v-w11467f1) | Arguer_1, Issue, Arguer_2           | A group of Arguers (also expressible as Arguer1 and Arguer2) express incompatible opinions or beliefs about an Issue. | Skupina hádajících se (také vyjadřitelných jako hádající se_1 a hádající se_2) vyjadřuje neslučitelné názory nebo přesvědčení ohledně určité záležitosti. |
| vec00020 | hlasovat<br>(v-w1053f4_ZU)   | Agent, Chosen                       | An Agent expresses one's preference for a Chosen entity by voting for it.   | Konatel vyjadřuje svou preferenci pro vybranou entitu tím, že pro ni hlasuje.   |
| vec00021 | hledat<br>(v-w1058f2)        | Seeker, Sought                      | A Seeker looks for a Sought entity.   | Hledající hledá hledanou entitu.  |
| vec00022 | hnout se<br>(v-w1073f1)      | Mover, Area_1, Area_2               | A Mover changes location from Area_1 to Area_2.   | Pohybující se změní umístění z oblasti_1 do oblasti_2.  |
| vec00024 | chránit (v-w1189hsa_853)     | Defender, Entity, Undesirable       | A Defender protects an Entity from an Undesirable entity.   | Obránce chrání entitu před nežádoucí entitou.   |

| ClassID  | Name (ces)                 | RoleSet  | English Definition  | Czech Definition  |
|----------|----------------------------|--|---|---|
| vec00026 | jezdit<br>(v-w1328f1)      | Mover, Area, Vehicle                           | A Mover uses a Vehicle as a means of transport in an Area.  | Pohybující se používá vozidlo jako dopravní prostředek v určité oblasti.  |
| vec00027 | jít (v-w1339f9)            | Entity, Purpose                                | An Entity is allotted or spent for a Purpose.   | Entita je přidělena nebo utracena za určitým účelem.  |
| vec00028 | klesnout<br>(v-w1396f3_ZU) | Item, Value_final, Value_initial, Difference   | An Item changes its position on a scale from a higher starting point (Value_initial) to a lower end point (Value_final) by a magnitude of this change (Difference). | Položka mění svou pozici na stupnici z vyššího počátečního bodu (hodnota_počáteční) do nižšího koncového bodu (hodnota_konečná) o velikost této změny (rozdíl). |
| vec00029 | lámat<br>(v-w1661f4_ZU)    | Protagonist                                    | A Protagonist establishes the highest level or best performance (Idiom).  | Protagonista stanoví nejvyšší úroveň nebo nejlepší výkon (idiom).   |
| vec00030 | měnit<br>(v-w1814f3)       | Owner_initial, Entity_1, Entity_2, Owner_final | The Owner_initial gives Entity_1 to the Owner_final and receives Entity_2 in exchange.  | Vlastník_počáteční předá entitu_1 vlastníkovi_konečnému a výměnou obdrží entitu_2.  |
| vec00031 | mluvit<br>(v-w1868f1)      | Speaker, Information, Audience_Addressee       | A Speaker discusses some Information with Audience_Addressee.   | Mluvčí probírá některé informace s publikem_adresátem.  |
| vec00032 | myslet si<br>(v-w1918f1)   | Thinker, Phenomenon, Judgment                  | A Thinker holds a particular Judgment about a Phenomenon.   | Myslitel zastává určitý úsudek o nějakém jevu.  |
| vec00033 | nabídnout<br>(v-w1940f1)   | Offerer, Offered, Recipient                    | An Offerer makes available, accessible or provides an Offered entity to a Recipient.  | Poskytovatel zpřístupňuje, dělá dostupným nebo poskytuje nabízenopu entitu příjemci.  |
| vec00035 | nakoupit<br>(v-w2060f1)    | Buyer, Goods, Party_benefited, Seller, Payment | A Buyer provides Payment to a Seller for Goods that will go to a Party_benefited.   | Kupující poskytuje platbu prodejci za zboží, které připadne straně_prospěchu.   |
| vec00037 | napsat<br>(v-w2163f2)      | Creator, Created                               | A Creator writes a Created entity, a particular text.   | Tvůrce (na)píše vytvořenou entitu, konkrétní text.  |
| vec00038 | nastartovat<br>(v-w2227f1) | Cause, Action                                  | A Cause initiates an Action.  | Příčina spouští akci.   |
| vec00039 | navrhnut<br>(v-w2310f2)    | Proposer, Proposed, Impactee                   | A Proposer suggests a Proposed entity to an Impactee.   | Navrhovatel navrhne navrhovanou entitu zasaženému.  |
| vec00040 | navrhnut<br>(v-w2310f3)    | Proposer, Created                              | A Proposer creates or comes up with a new Proposed entity.  | Navrhovatel vytvoří novou entitu nebo přijde s novou vytvořenou entitou.  |
| vec00042 | navštěvovat<br>(v-w2317f1) | Visitor, Visited                               | A Visitor goes to see a Visited entity.   | Návštěvník navštíví navštívenou entitu.   |

| ClassID  | Name (ces)                | RoleSet  | English Definition   | Czech Definition   |
|----------|---------------------------|--|--|--|
| vec00043 | nazvat<br>(v-w2338f2)     | Namer, Named,<br>Name                          | A Namer uses a Name to refer to a Named entity.  | Pojmenovávající používá jméno k odkazování na pojmenovanou entitu.         |
| vec00045 | obejít<br>(v-w2454f2)     | Escapee, Situation undesirable                 | An Escapee avoids a Situation undesirable that he/she would otherwise have to get involved with. | Uprchlík se vyhýbá nežádoucí situaci, do které by se jinak musel zaplést.  |
| vec00046 | obchodovat<br>(v-w2483f1) | Seller, Goods,<br>Buyer                        | A Buyer trades Goods with a Seller.  | Kupující obchoduje se zbožím s prodávajícím.                               |
| vec00047 | oddělit<br>(v-w2661f1)    | Agent, Entity_1,<br>Entity_2                   | An Agent separates Entity_1 from Entity_2.   | Konatel odděluje entitu_1 od entity_2.                                     |
| vec00048 | odejít<br>(v-w2682f1)     | Mover, Area_1,<br>Area_2                       | A Mover departs from Area_1 to Area_2.   | Pohybující se odjíždí z oblasti_1 do oblasti_2.                            |
| vec00049 | odklonit<br>(v-w11377f4)  | Agent, Situation undesirable                   | An Agent deflects a Situation undesirable.   | Konatel odkloní situaci nežádoucí.   |
| vec00050 | odmítnout<br>(v-w2785f1)  | Authority,<br>Proposed,<br>Proposer            | An Authority refuses a Proposed entity suggested by a Proposer.                                  | Autorita odmítne navrhovatelem navrhovanou entitu.                         |
| vec00053 | ohraničit<br>(v-w10166f2) | Rimming,<br>Rimmed                             | A Rimming entity is creating an edge or border of a Rimmed entity.                               | Lemující entita vytváří okraj nebo ohraničení entity lemované.             |
| vec00054 | operovat<br>(v-w3117f2)   | Protagonist,<br>Place                          | A Protagonist is active at a Place.  | Protagonista je aktivní na určitém místě.                                  |
| vec00055 | oslabit<br>(v-w3188f3)    | Cause,<br>Weakened                             | A Cause lessens a Weakened entity in strength.   | Příčina snižuje sílu oslabené entity.                                      |
| vec00057 | oslovit<br>(v-w3199f5_ZU) | Speaker, Audience_Addressee,<br>Topic          | A Speaker is approaching an Audience_Addressee with a Topic.                                     | Mluvčí se blíží (oslovuje) k publiku_adresátovi s tématem.                 |
| vec00058 | otestovat<br>(v-w3258f1)  | Assessor,<br>Phenomenon                        | An Assessor tests a Phenomenon so as to determine its accuracy, quality, or condition.           | Hodnotitel testuje určitý jev, aby určil jeho přesnost, kvalitu nebo stav. |
| vec00059 | otevřít<br>(v-w3265f9_ZU) | Event, Manner                                  | An Event begins or sets in action in a Manner.   | Událost začíná nebo se otvírá určitým způsobem.                            |
| vec00060 | oznámit<br>(v-w3328f5_ZU) | Speaker,<br>Information,<br>Audience_Addressee | A Speaker announces some Information to an Audience_Addressee.                                   | Mluvčí oznámí informace publiku_adresátovi.                                |
| vec00063 | plout<br>(v-w3490f1)      | Mover  | A Mover sails about in an area without a precise destination, especially for pleasure            | Pohybující se pluje v oblasti bez přesného cíle, zejména pro potěšení.     |
| vec00065 | poděkovat<br>(v-w3551f1)  | Attitudal,<br>Reason,<br>Recipient             | An Attitudal expresses gratitude to a Recipient for some Reason.                                 | Člověk zaujímající postoj vyjadřuje vděčnost příjemci z nějakého důvodu.   |
| vec00067 | podílet se<br>(v-w3569f1) | Protagonist,<br>Event                          | A Protagonist participates in an Event with others.  | Protagonista se účastní události s ostatními.                              |

| ClassID  | Name (ces)                   | RoleSet                                 | English Definition  | Czech Definition   |
|----------|------------------------------|---|---|--|
| vec00069 | podpořit<br>(v-w3623f1)      | Helper,<br>Supported                    | A Helper performs some action that benefits a Supported entity.         | Pomocník provede nějakou akci, z níž má podporovaná entita prospěch.                   |
| vec00070 | pohybovat se<br>(v-w3701f1)  | Item, Rank                              | An Item changes within limits of a Rank.                                | Položka se mění v rámci limitů určitého pořadí.  |
| vec00071 | pocházet<br>(v-w3703f1)      | Entity, Origin                          | An Entity has roots in, originates in an Origin.                        | Entita má kořeny v počátku, má svůj původ.   |
| vec00072 | ponechat<br>(v-w3848f4)      | Authority, Issue,<br>Undergoer          | An Authority puts an Issue into the care or protection of an Undergoer. | Autorita svěří záležitost do péče nebo ochrany člověka podstupujícího něco.            |
| vec00074 | poskytnout<br>(v-w3973f8_ZU) | Provider,<br>Provided,<br>Recipient     | A Provider provides a Recipient with a Provided entity.                 | Poskytovatel poskytuje příjemci poskytovanou entitu.                                   |
| vec00075 | postavit<br>(v-w4003f10)     | Protagonist,<br>Affected,<br>Hindrance  | A Protagonist tries to block or stop an Affected entity.                | Protagonista se snaží zablokovat nebo zastavit (postavit překážky) zasaženou entitu.   |
| vec00077 | potřebovat<br>(v-w4096f1)    | Protagonist,<br>Required                | A Protagonist is in need of a Required entity.                          | Protagonista potřebuje požadovanou entitu.   |
| vec00078 | potvrdit<br>(v-w4099f1)      | Authority,<br>Topic,<br>Protagonist     | An Authority affirms or strengthens a Topic to a Protagonist.           | Autorita potvrzuje nebo posiluje téma pro protagonistu.                                |
| vec00079 | použít<br>(v-w4130f2)        | Protagonist,<br>Instrument              | A Protagonist uses an Instrument for a particular purpose.              | Protagonista používá nástroj pro určitý účel.  |
| vec00080 | povzbudit<br>(v-w4179f2)     | Agent, Goal,<br>Influenced              | An Agent encourages an Influenced entity to pursue a Goal.              | Konatel povzbuzuje ovlivněnou entitu, aby sledovala cíl.                               |
| vec00082 | pozorovat (v-w4217hsa.1240)  | Perceiver,<br>Perceived                 | A Perceiver notices a Perceived entity.                                 | Vnímající si všimne vnímané entity.  |
| vec00083 | prodávat<br>(v-w4316f1)      | Seller, Goods,<br>Buyer,<br>Recompensed | A Seller does business, sells Goods to a Buyer for a recompense.        | Prodávající dělá obchod s kupujícím, prodává zboží kupujícímu za kompenzovanou entitu. |
| vec00084 | produkovať<br>(v-w4338f1)    | Agent, Created,<br>Component            | An Agent produces a Created entity from Components.                     | Konatel vytvoří vytvořenou entitu ze složek.   |
| vec00086 | projevit se<br>(v-w4393f1)   | Phenomenon                              | A Phenomenon comes out, becomes visible or noticeable.                  | Určitý jev, se projeví, stane se viditelným nebo patrným.                              |
| vec00087 | prokázat<br>(v-w4400f2)      | Prover, Proved,<br>Cognizer             | A Prover establishes the validity of a Proved entity to a Cognizer.     | Ověřovatel stanoví platnost ověřené entity pro poznávajícího.                          |
| vec00089 | provést (v-w4616f21_ZU)      | Agent, Deed                             | An Agent carries out or performs Deed.                                  | Konatel provádí nebo uskutečňuje skutek.   |

| ClassID  | Name (ces)                   | RoleSet   | English Definition  | Czech Definition  |
|----------|------------------------------|---|---|---|
| vec00090 | prozkoumat<br>(v-w4633f1)    | Inspector,<br>Inspected                         | An Inspector checks out, explores an Inspected entity.  | Kontrolor kontroluje, zkoumává kontrolovanou entitu.  |
| vec00091 | přebít<br>(v-w4673f1)        | New, Old  | A New entity bids over an Old entity.   | Nová entita přebije starou entitu.  |
| vec00092 | předpokládat<br>(v-w4745f1)  | Agent,<br>Attribute                             | An Agent takes an Attribute to be the case.   | Konatel předpokládá určitý rys(y).  |
| vec00093 | předpovídат<br>(v-w4749f1)   | Predicting,<br>Predicted                        | A Predicting entity predicts in advance a Predicted entity.   | Předpovídající entita předem predikuje předpovídanou entitu.  |
| vec00094 | překvapit<br>(v-w4862f1)     | Stimulus,<br>Attitudal                          | A Stimulus surprises, provokes a particular emotion in an Attitudal.  | Podnět překvapuje, vyvolává zvláštní emoce v člověku vyjadřujícím nějaký postoj.                        |
| vec00095 | přeměnit<br>(v-w4877f1)      | Agent, Entity,<br>State_final,<br>State_initial | An Agent changes an Entity from State_initial to State_final.   | Konatel změní entitu ze stavu_počátečního na stav_konečný.  |
| vec00096 | převzít<br>(v-w5060f1)       | Agent, Entity,<br>Source                        | An Agent takes over an Entity from a Source.  | Konatel přebírá entitu od zdroje.   |
| vec00097 | přicházet<br>(v-w5143f1)     | Event   | An Event comes into being or existence.   | Událost vzniká nebo začíná existovat.   |
| vec00098 | přimět<br>(v-w5189f2_ZU)     | Force, Action,<br>Affected                      | A Force makes an Affected entity do an Action.  | Síla přiměje zasaženou entitu provést akci.   |
| vec00099 | připomínat<br>(v-w5228f1)    | Stimulus,<br>Phenomenon,<br>Cognizer            | A Stimulus reminds a Cognizer of a Phenomenon that happened earlier.  | Podnět připomíná poznávajícímu jev, který se stal dříve.  |
| vec00101 | přirovnat<br>(v-w5250f1)     | Comparator,<br>Item_standard,<br>Item_profiled  | A Comparator examines and compares the similarities or differences of an Item_standard to an Item_profiled. | Srovnávající zkoumá a porovnává podobnosti nebo rozdíly mezi položkou_standardní a položkou_profilovou. |
| vec00102 | reagovat<br>(v-w5422f1)      | Protagonist,<br>Stimulus,<br>Manner             | A Protagonist reacts to a Stimulus in a Manner.   | Protagonista reaguje na podnět určitým způsobem.  |
| vec00103 | redefinovat<br>(v-w10244f2)  | Cognizer, Item,<br>Category                     | A Cognizer gives a new definition to an Item by putting it into a Category.                                 | Poznávající dává položce novou definici jejím zařazením do kategorie.                                   |
| vec00104 | riskovat<br>(v-w5540f1)      | Protagonist,<br>Asset                           | A Protagonist exposes an Asset to a risk.   | Protagonista vystavuje majetek riziku.  |
| vec00105 | rozházet (v-w11243f2_ZU)     | Force, Entity                                   | A Force ejects, strews or sends out an Entity.  | Síla vyvrhne, rozsype nebo rozhází entitu.  |
| vec00106 | rozhodnout se<br>(v-w5635f2) | Cognizer,<br>Chosen,<br>Possibilities           | A Cognizer decides upon the Chosen out of a set of Possibilities.   | Poznávající rozhoduje o vybrané entitě na základě sady možností.  |
| vec00107 | rozumět<br>(v-w5804f1)       | Cognizer,<br>Phenomenon                         | A Cognizer knows and comprehends the nature or meaning of a Phenomenon.                                     | Poznávající zná a chápe povahu nebo význam určitého jevu.   |

| ClassID  | Name (ces)                  | RoleSet  | English Definition  | Czech Definition   |
|----------|-----------------------------|--|---|--|
| vec00108 | rozvést<br>(v-w5812f3_ZU)   | Speaker, Topic   | A Speaker works out a Topic in detail.  | Mluvčí podrobně rozpracuje téma.   |
| vec00109 | růst<br>(v-w5841f5_ZU)      | Item,<br>Value_final,<br>Value_initial,<br>Difference        | An Item changes its position on a scale from a lower starting point (Value_initial) to a higher end point (Value_final) by a magnitude of this change (Difference).             | Položka změní svou pozici na stupnici z nižšího počátečního bodu (hodnota_počáteční) do vyššího koncového bodu (hodnota_konečná) o velikost této změny (rozdíl). |
| vec00112 | sázet<br>(v-w5898f1)        | Gambler,<br>Phenomenon                                       | A Gambler has faith or confidence in a Phenomenon he bets on.   | Gambler věří nebo důvěruje jevu, na který sází.  |
| vec00113 | skončit<br>(v-w6123f1)      | Finished   | A Finished entity comes to an end.  | Dokončená entita končí.  |
| vec00115 | sledovat<br>(v-w6148f1)     | Monitoring,<br>Phenomenon                                    | A Monitoring entity keeps a Phenomenon under surveillance.  | Monitorující entita udržuje jev pod dohledem.  |
| vec00117 | snažit se<br>(v-w6234f1)    | Striving, Goal   | A Striving entity exerts much effort or energy in order to achieve a Goal (endeavors a Goal).   | Usilující entita vynakládá mnoho úsilí nebo energie, aby dosáhla cíle (usiluje o cíl).   |
| vec00118 | snížit<br>(v-w6250f1)       | Agent, Item,<br>Value_final,<br>Value_initial,<br>Difference | An Agent changes the position on a scale of an Item from a higher starting point (Value_initial) to a lower end point (Value_final) by a magnitude of this change (Difference). | Konatel změní pozici na stupnici položky z vyššího počátečního bodu (hodnota_počáteční) na nižší koncový bod (hodnota_konečná) o velikost této změny (rozdíl).   |
| vec00120 | souhlasit<br>(v-w6275f8_ZU) | Communicator,<br>Proposed                                    | A Communicator agrees with a Proposed entity.   | Komunikátor souhlasí s navrhovanou entitou.  |
| vec00121 | souperít (v-w6280hsa_1181)  | Competitor_1,<br>Prize,<br>Competitor_2                      | A Competitor_1 competes with a Competitor_2 for a Prize.  | Soutěžící_1 soutěží se soutěžícím_2 o cenu.  |
| vec00125 | splatit<br>(v-w6342f1)      | Payer,<br>Obligation,<br>Payee                               | A Payer pays back an Obligation to a Payee.   | Plátce splácí závazek příjemci platby.   |
| vec00126 | spoutat<br>(v-w6422f1)      | Perpetrator,<br>Affected                                     | A Perpetrator secures an Affected entity with or as if with ropes.  | Pachatel zajišťuje zasaženou entitu lany nebo jakoby lany.   |
| vec00127 | stanovit<br>(v-w6480f5_ZU)  | Protagonist,<br>Decision                                     | A Protagonist fixes a Decision conclusively or authoritatively.   | Protagonista opraví rozhodnutí přesvědčivě nebo autoritativně.   |
| vec00128 | stát (v-w6492f1)            | Item, Affected,<br>Value                                     | An Item costs an Affected entity a Value.   | Položka stojí zasaženou entitu hodnotu.  |
| vec00131 | stavět se<br>(v-w6506f7_ZU) | Protagonist,<br>State_final                                  | A Protagonist recovers to a State_final (idiom).  | Protagonista se zotaví do stavu_konečného (idiom).   |

| ClassID  | Name (ces)                   | RoleSet                                    | English Definition  | Czech Definition  |
|----------|------------------------------|--|---|---|
| vec00132 | stěžovat si<br>(v-w6521f1)   | Communicator,<br>Issue, Affected           | A Communicator<br>communicates a negative<br>emotional reaction to an<br>Issue to an Affected entity.             | Komunikátor sděluje<br>zasažené entitě negativní<br>emocionální reakci na<br>určitou záležitost.                        |
| vec00134 | šetřit<br>(v-w6711f5_ZU)     | Asset_controller,<br>Asset                 | An Asset_controller avoids<br>the waste of an Asset.  | Kontrolor_majetku<br>zabraňuje plýtvání<br>majetkem.  |
| vec00135 | tleskat<br>(v-w6843f1)       | Attitudal,<br>Evaluee                      | An Attitudal claps one's<br>hands to an Evaluee.  | Člověk zaujímající postoj<br>tleská hodnocené entitě.   |
| vec00141 | ukazovat<br>(v-w7098f3)      | Indicator,<br>Indicated                    | An Indicator exists as an<br>indication, it is a signal<br>for or a symptom of an<br>Indicated entity.            | Indikátor existuje jako<br>indikace, je to signál nebo<br>symptom indikované<br>entity.                                 |
| vec00143 | ustupovat<br>(v-w7350f2)     | Protagonist,<br>Area                       | A Protagonist retreats<br>from an Area.   | Protagonista ustoupí z<br>oblasti.  |
| vec00144 | ušetřit<br>(v-w7355f3_ZU)    | Asset_controller,<br>Asset, Resource       | An Asset_controller<br>spends less of an Asset on<br>a Resource.  | Kontrolor_majetku ušetří<br>majetek za zdroj.   |
| vec00145 | ušklíbnout se<br>(v-w7358f2) | Attitudal,<br>Perceiver                    | An Attitudal contorts<br>one's face to indicate a<br>certain mental or<br>emotional state towards a<br>Perceiver. | Člověk zaujímající postoj<br>zkřiví tvář, aby naznačil<br>určitý mentální nebo<br>emocionální stav vůči<br>vnímajícímu. |
| vec00146 | utéci<br>(v-w7370f1)         | Escapee,<br>Undesirable                    | An Escapee avoids an<br>Undesirable entity.   | Uprchlík se vyhýbá<br>nežádoucí entité.   |
| vec00147 | utrudit<br>(v-w7402f4_ZU)    | Protagonist,<br>Resource,<br>Recompensated | A Protagonist spends a<br>Resource for a<br>Recompensated entity.   | Protagonista utrácí zdroj<br>za kompenzovanou entitu.   |
| vec00149 | uvážit<br>(v-w7429f1)        | Cognizer, Topic                            | A Cognizer provides a<br>careful consideration<br>about a Topic.  | Poznávající poskytuje<br>pečlivé zvážení tématu.  |
| vec00153 | vést si<br>(v-w7586f3_ZU)    | Protagonist,<br>Manner                     | A Protagonist proceeds or<br>gets along in a particular<br>Manner.  | Protagonista postupuje<br>nebo se mu daří určitým<br>způsobem.  |
| vec00154 | vidět (v-<br>w7612f16_ZU)    | Perceiver,<br>Perceived                    | A Perceiver perceives a<br>Perceived entity by sight.   | Vnímající vnímá<br>vnímanou entitu zrakem.  |
| vec00157 | vršit<br>(v-w7722f1)         | Protagonist,<br>Entity                     | A Protagonist lays an<br>Entity as if in a pile.  | Protagonista položí entitu<br>jakoby na hromadu.  |
| vec00158 | vyhladovět<br>(v-w10639f3)   | Perpetrator,<br>Victim                     | A Perpetrator deprives a<br>Victim of food.   | Pachatel připraví oběť o<br>jídlo.  |
| vec00159 | vyhodnotit<br>(v-w7911f1)    | Assessor,<br>Phenomenon,<br>Value          | An Assessor examines a<br>Phenomenon to figure out<br>its Value.  | Hodnotitel zkoumá jev,<br>aby zjistil jeho hodnotu.   |
| vec00160 | vycházet<br>(v-w7951f8)      | Participant_1,<br>Participant_2,<br>Manner | A Participant_1 gets on<br>with a Participant_2 in a<br>certain Manner.   | Účastník_1 určitým<br>způsobem vychází s<br>účastníkem_2.   |
| vec00161 | vyjádřit se<br>(v-w7971f1)   | Communicator,<br>Topic                     | A Communicator<br>expresses one's opinion or<br>comment on a Topic.   | Komunikátor vyjadřuje<br>svůj názor nebo komentář<br>k tématu.  |

| ClassID  | Name (ces)                 | RoleSet  | English Definition  | Czech Definition   |
|----------|----------------------------|--|---|--|
| vec00162 | vyjednávat<br>(v-w7983f1)  | Participant_1,<br>Topic,<br>Participant_2      | A Participant_1 discusses, negotiates a Topic with a Participant_2.                         | Účastník_1 diskutuje, jedná o tématu s Účastníkem_2.                             |
| vec00163 | vykázat<br>(v-w8000f1)     | Agent, Valued,<br>Audience_Addressee           | An Agent shows a Valued entity to an Audience_Addressee.                                    | Konatel ukazuje hodnocenou entitu publiku_adresátovi.                            |
| vec00164 | vypadat<br>(v-w8170f1)     | Phenomenon,<br>Perceiver,<br>Judgment          | A Phenomenon appears to a Perceiver so that he/she perceives it based on a Judgment.        | Jev se vnímajícímu jeví tak, že jej vnímá na základě úsudku.                     |
| vec00166 | vypočítávat<br>(v-w8213f1) | Agent, Valued,<br>Source                       | An Agent calculates a Valued entity from a Source.  | Konatel vypočítá hodnocenou entitu ze zdroje.                                    |
| vec00167 | vyrůst<br>(v-w8312f1)      | Grown  | A Grown entity underwent natural development by increasing in size and changing physically. | Dospělá entita prošla přirozeným vývojem tím, že se zvětšovala a fyzicky měnila. |
| vec00169 | vytěžit<br>(v-w8473f2)     | Recipient,<br>Acquired,<br>Source              | A Recipient gains, earns, takes out an Acquired entity from a Source.                       | Příjemce získá, vydělá, vyjmé získanou entitu ze zdroje.                         |
| vec00171 | vzít (v-w8657f4)           | Agent, Captive,<br>Place                       | An Agent takes a Captive into custody to a Place (Idiom).                                   | Konatel vezme zajatce do vazby na určité místo (idiom).                          |
| vec00172 | vzít (v-w8657f6)           | Transporter,<br>Transported,<br>Area_1, Area_2 | A Transporter takes a Transported entity from Area_1 to Area_2.                             | Transportér přenese transportovanou entitu z oblasti_1 do oblasti_2.             |
| vec00174 | zabraňovat<br>(v-w8737f1)  | Cause, Event                                   | A Cause prevents an Event from happening/developing further.                                | Příčina zabraňuje nějaké události.   |
| vec00175 | zahrnout<br>(v-w8804f1)    | Agent,<br>Member_new,<br>Member_old            | An Agent includes, makes a Member_new a part of the same group as a Member_old.             | Konatel činí nového člena součástí stejné skupiny, v jaké je člen starý.         |
| vec00176 | zachovat<br>(v-w8815f1)    | Preserver,<br>Preserved                        | A Preserver keeps or maintains a Preserved entity in unaltered condition.                   | Zachovatel udržuje nebo zachovává zachovanou entitu v nezměněném stavu.          |
| vec00178 | zajistit<br>(v-w8845f1)    | Agent, Entity,<br>Undergoer                    | An Agent makes an Entity certain for an Undergoer.  | Konatel zajišťuje entitu pro člověka podstupujícího něco.                        |
| vec00179 | zakládat<br>(v-w8864f1)    | Creator,<br>Created,<br>Component              | A Creator sets up or lays the groundwork for a Created entity from a Component(s).          | Tvůrce nastaví nebo položí základy pro entitu vytvořenou z komponent.            |
| vec00180 | záležet<br>(v-w8913f1)     | Outcome,<br>Determinant                        | An Outcome is controlled or determined by a Determinant.                                    | Výsledek je řízen nebo určen klíčovým faktorem.                                  |

| ClassID  | Name (ces)                  | RoleSet                                       | English Definition  | Czech Definition  |
|----------|-----------------------------|---|---|---|
| vec00182 | zapínat<br>(v-w9011f1)      | Activating,<br>Activated                      | An Activating entity causes an Activated entity to operate by turning a switch.                           | Aktivující entita způsobí, že aktivovaná entita bude fungovat otočením přepínače.             |
| vec00185 | zatknot<br>(v-w9228f1)      | Authority, Held                               | An Authority takes a Held entity into custody.  | Autorita vezme zadrženou entitu do vazby.   |
| vec00186 | zaujmout<br>(v-w9247f6_ZU)  | Protagonist,<br>Attitude                      | A Protagonist chooses to take up, follow, or use an Attitude.   | Protagonista se rozhodne zaujmout, následovat nebo využít postoj.                             |
| vec00187 | zdvojnásobit<br>(v-w9422f1) | Agent, Item,<br>Value_final,<br>Value_initial | An Agent doubles an Item from Value_initial to Value_final.   | Konatel zdvojnásobí položku z hodnoty_počáteční na hodnotu_konečnou.                          |
| vec00188 | získat<br>(v-w9501f2)       | Recipient,<br>Attractee                       | A Recipient wins an Attractee's favor.  | Příjemce získá přízeň toho, kdo je přitahován(přitahované entity).                            |
| vec00189 | získat<br>(v-w9501f4)       | Recipient,<br>Acquired,<br>Source             | A Recipient obtains an Acquired entity from a Source.   | Příjemce získá získanou entitu ze zdroje.   |
| vec00191 | získat (v-w9501f23_ZU)      | Recipient,<br>Source,<br>Acquired             | A Recipient obtains an Acquired entity, such as control, permission, access, rights, from a Source (LVC). | Příjemce získá získanou entitu, jako je kontrola, oprávnění, přístup, práva, od zdroje (LVC). |
| vec00194 | znamenat<br>(v-w9661f1)     | Represented,<br>Representing                  | A Representing entity is a signal of a Represented entity.  | Zastupující entita je signálem zastupované entity.  |
| vec00195 | znát<br>(v-w9675f2)         | Cognizer, Entity                              | A Cognizer is familiar with an Entity.  | Poznávající zná entitu.   |
| vec00196 | způsobit<br>(v-w9850f1)     | Cause, Effect,<br>Affected                    | A Cause makes an Effect happen to an Affected entity.   | Příčina způsobí, že se zasažené entitě stane účinek.  |
| vec00197 | zrodit se (v-w9873hsa_627)  | Entity, Source                                | An Entity comes into existence from a Source.   | Entita vzniká ze zdroje.  |
| vec00198 | zrušit<br>(v-w9879f1)       | Agent,<br>Abandoned                           | An Agent annuls an Abandoned entity, causes it to break up or cease to function.                          | Konatel zruší opuštěnou entitu, způsobí její rozpad, nebo že přestane fungovat.               |
| vec00199 | zůstat<br>(v-w9938f2)       | Entity, State                                 | An Entity continues to exist/remains in a specific State.   | Entita nadále existuje/zůstává v určitém stavu.   |
| vec00201 | argumentovat<br>(v-w79f1)   | Arguer,<br>Phenomenon                         | An Arguer presents reasons for a Phenomenon.  | Hádající se představuje důvody pro určitý jev.  |
| vec00203 | cítit (v-w274f1)            | Perceiver,<br>Phenomenon                      | A Perceiver inhales the smell of a Phenomenon.  | Vnímající vdechuje vůni určitého jevu.  |
| vec00204 | cítit se<br>(v-w275f7_ZU)   | Experiencer,<br>Emotion                       | An Experiencer experiences an Emotion.  | Prožívatek zažívá emoci.  |

| ClassID  | Name (ces)                 | RoleSet                               | English Definition   | Czech Definition   |
|----------|----------------------------|---------------------------------------|--|--|
| vec00205 | čelit (v-w313f1)           | Protagonist,<br>Situation undesirable | A Protagonist faces a Situation undesirable.   | Protagonista čelí situaci nežádoucí.   |
| vec00206 | činit (v-w327f1)           | Item, Value                           | An Item amounts to a Value.  | Položka obnáší hodnotu.  |
| vec00207 | číst (v-w333f1)            | Perceiver,<br>Perceived               | A Perceiver visually examines a Perceived entity, such as a text.                    | Vnímající vizuálně zkoumá vnímanou entitu, jako je text.                     |
| vec00208 | dávat<br>(v-w374f68_ZU)    | Agent,<br>Recipient,<br>Phenomenon    | An Agent gives a Phenomenon to a Recipient (LVC).                                    | Konatel dává jev příjemci (LVC).   |
| vec00209 | distribuovat<br>(v-w489f2) | Provider,<br>Provided,<br>Recipient   | A Provider hands out (distributes/ ships/dispatch) a Provided entity to a Recipient. | Poskytovatel předá (distribuuje/zaslá/odešle) poskytovanou entitu příjemci.  |
| vec00211 | dohlížet<br>(v-w557f1)     | Authority,<br>Governed                | An Authority keeps a Governed entity under surveillance.                             | Autorita udržuje spravovanou entitu pod dohledem.                            |
| vec00212 | dokázat<br>(v-w586f1)      | Protagonist,<br>Goal                  | A Protagonist achieves a Goal.   | Protagonista dosáhne cíle.   |
| vec00213 | dokončit<br>(v-w598f2)     | Agent, Finished                       | An Agent brings a Finished entity to an end.   | Konatel zakončí dokončenou entitu.   |
| vec00214 | dominovat<br>(v-w628f2)    | Governing,<br>Dominated               | A Governing entity dominates a Dominated entity.                                     | Vládnoucí entita dominuje ovládané entitě.                                   |
| vec00215 | doporučit<br>(v-w670f1)    | Communicator,<br>Advised,<br>Impactee | A Communicator suggests an Advised entity as suitable for an Impactee.               | Komunikátor navrhne doporučenou entitu jako vhodnou pro poznamenanou entitu. |
| vec00217 | dospět<br>(v-w727f1)       | Cognizer,<br>Conclusion               | A Cognizer reaches a Conclusion.   | Poznávající dospěje k závěru.  |
| vec00218 | dostat se<br>(v-w735f1)    | Protagonist,<br>Place                 | A Protagonist arrives at a Place by movement or progress.                            | Protagonista dorazí na místo pohybem nebo postupem.                          |
| vec00219 | doufat<br>(v-w774f3_ZU)    | Protagonist,<br>Event_expected        | A Protagonist hopes that an Event_expected will happen.                              | Protagonista doufá, že se stane událost_očekávaná.                           |
| vec00221 | fungovat<br>(v-w990f1)     | Functioning                           | A Functioning entity performs as expected when applied.                              | Fungující entita funguje podle očekávání, když je aplikována.                |
| vec00222 | hrát<br>(v-w1122f3)        | Functioning                           | A Functioning entity plays a role (Idiom).   | Fungující entita hraje roli (idiom).   |
| vec00225 | jednat<br>(v-w1323f2)      | Protagonist,<br>Manner                | A Protagonist behaves in a certain Manner.   | Protagonista se chová určitým způsobem.                                      |
| vec00226 | jednat se<br>(v-w1324f1)   | Issue, NoSr                           | An Issue is the subject matter.  | Záležitost je tématem.   |
| vec00227 | jít (v-w1339f3)            | Mover, Area_1,<br>Area_2              | A Mover goes, walks from an Area_1 to an Area_2.                                     | Pohybující se jde z oblasti_1 do oblasti_2.                                  |

| ClassID  | Name (ces)                 | RoleSet                                    | English Definition  | Czech Definition   |
|----------|----------------------------|--|---|--|
| vec00228 | jmenovat<br>(v-w1344f4_ZU) | Authority,<br>Chosen,<br>Function          | An Authority appoints a Chosen entity to a Function.                                    | Autorita jmenuje vybranou entitu do funkce.  |
| vec00230 | kritizovat<br>(v-w1606f1)  | Accuser,<br>Accused                        | An Accuser criticizes an Accused entity.  | Obviňující entita kritizuje obviněnou entitu.                                      |
| vec00231 | lítbit se<br>(v-w1707f1)   | Experiencer,<br>Stimulus                   | An Experiencer likes a Stimulus.  | Proživatel má rád podnět.  |
| vec00233 | najít<br>(v-w2042f1)       | Seeker, Found                              | A Seeker discovers or perceives a Found entity by chance or unexpectedly.               | Hledající objeví nebo vnímá nalezenou entitu náhodou nebo neočekávaně.             |
| vec00239 | nastoupit<br>(v-w2242f4)   | Member_new,<br>Group                       | A Member_new joins a Group.   | Člen_nový se připojí ke skupině.   |
| vec00241 | nést (v-w2388f2)           | Protagonist,<br>Attribute                  | A Protagonist bears an Attribute.   | Protagonista nese rys/y.   |
| vec00242 | nosit<br>(v-w2415f1)       | Wearer, Worn                               | A Wearer has a Worn entity on or with oneself.  | Nositel má nošenou entitu na sobě nebo u sebe.                                     |
| vec00243 | obávat se<br>(v-w2436f1)   | Attitudal,<br>Feared                       | An Attitudal is afraid of a Feared entity.  | Člověk zaujímající postoj se bojí strach vzbuzující entity.                        |
| vec00244 | obhajovat<br>(v-w2472f1)   | Defender,<br>Defended,<br>Opposing         | A Defender argues or speaks in defense of a Defended entity against an Opposing entity. | Obránce argumentuje nebo hovoří na obranu obhajované entity proti entité opoziční. |
| vec00245 | objevit se<br>(v-w2500f1)  | Emerging, Place                            | An Emerging entity is present in a Place.   | Vznikající entita je přítomna v určitém místě.                                     |
| vec00246 | obnovit<br>(v-w2529f1)     | Agent, Action                              | An Agent brings back an Action into its original existence.                             | Konatel vrací akci do její původní existence.                                      |
| vec00250 | odpovídat<br>(v-w2839f1)   | Compared_1,<br>Compared_2                  | A Compared_1 entity is equal in quality or ability to a Compared_2 entity.              | Entita srovnávaná_1 je kvalitou nebo schopnostmi stejná jako entita srovnávaná_2.  |
| vec00251 | odradit<br>(v-w2851f1)     | Protagonist,<br>Undesirable,<br>Influenced | A Protagonist talks an Influenced entity out of an Undesirable entity.                  | Protagonista odrazuje ovlivněnou entitu od nežádoucí entity.                       |
| vec00252 | ohrozit<br>(v-w3016f1)     | Cause, Impactee                            | A Cause is endangering an Impactee.   | Příčina ohrožuje poznamenanou entitu.  |
| vec00254 | ovlivnit<br>(v-w3305f1)    | Influencing,<br>Affected                   | An Influencing entity has an influence on an Affected entity.                           | Ovlivňující entita má vliv na zasaženou entitu.                                    |
| vec00256 | plánovat<br>(v-w3462f1)    | Agent, Planned                             | An Agent performs a series of tasks to realize a Planned entity.                        | Konatel provádí řadu úkolů k realizaci plánované entity.                           |
| vec00257 | podařit se<br>(v-w3540f1)  | Protagonist,<br>Achievement                | A Protagonist succeeds in an Achievement.   | Protagonista uspěje v dosažení úspěchu.  |
| vec00258 | pocházet<br>(v-w3703f2)    | Entity, Source                             | An Entity has roots in a Source, from which it can be obtained.                         | Entita má kořeny ve zdroji, ze kterého ji lze získat.                              |

| ClassID  | Name (ces)                    | RoleSet   | English Definition  | Czech Definition   |
|----------|-------------------------------|---|---|--|
| vec00260 | pojistit<br>(v-w3734f1)       | Securing, Asset, Situation_harmful                    | A Securing entity insures an Asset against a Situation_harmful.   | Zabezpečovací jednotka pojišťuje majetek proti situaci škodlivé.   |
| vec00261 | pokračovat<br>(v-w3765f1)     | Event   | An Event continues to exist over a prolonged period of time.  | Událost nadále existuje po dlouhou dobu.   |
| vec00265 | porušit<br>(v-w3929f1)        | Violating, Norm                                       | A Violating entity acts in disregard with a Norm.   | Porušující entita jedná v rozporu s normou.  |
| vec00270 | potřebovat<br>(v-w4096f2)     | Protagonist, Required, Source                         | A Protagonist is in need of a Required entity that can be obtained from a Source.   | Protagonista potřebuje požadovanou entitu, kterou lze získat ze zdroje.  |
| vec00272 | požadovat<br>(v-w4230f1)      | Claimant, Required, Impactee                          | A Claimant demands a Required entity from an Impactee.  | Žadatel požaduje od pojmenované entity požadovanou entitu.   |
| vec00273 | pracovat<br>(v-w4243f1)       | Protagonist   | A Protagonist works.  | Protagonista pracuje.  |
| vec00274 | prodloužit<br>(v-w4326f1)     | Agent, Entity, Value_final, Value_initial, Difference | An Agent expands the position on a scale of an Entity from a lower starting point (Value_initial) to a higher end point (Value_final) by a magnitude of this change (Difference). | Konatel rozšiřuje pozici na stupni entity z nižšího počátečního bodu (hodnota_počáteční) do vyššího koncového bodu (hodnota_konečná) o velikost této změny (rozdíl). |
| vec00275 | prohrát<br>(v-w4374f1)        | Loser, Competition, Winner                            | A Loser fails to win a Competition against a Winner.  | Poražený nevyhraje soutěž proti vítězi.  |
| vec00276 | propagovat<br>(v-w4474f1)     | Agent, Advertised                                     | An Agent promotes an Advertised entity.   | Konatel propaguje inzerovanou entitu.  |
| vec00277 | provozovat<br>(v-w4628f1)     | Governing, Governed                                   | A Governing entity runs a Governed entity.  | Vládnoucí entita provozuje spravovanou entitu.   |
| vec00279 | překonat<br>(v-w4840f1)       | Protagonist, Hindrance                                | A Protagonist overcomes a Hindrance.  | Protagonista překonává překážku.   |
| vec00280 | překročit<br>(v-w4852f2)      | Entity, Value, Difference                             | An Entity exceeds a Value by a Difference.  | Entita překračuje hodnotu o rozdíl.  |
| vec00283 | převést<br>(v-w5039f2)        | Transporter, Transported, Source, Targeted            | A Transporter transfers a Transported entity from a Source to a Targeted entity.  | Přepravce převádí přepravovanou entitu ze zdroje na zacílenou entitu.  |
| vec00286 | přilákat<br>(v-w5177f2)       | Attracting, Goal, Attractee                           | An Attracting entity lures an Attractee to a Goal.  | Přitahující entita láká přitahovanou entitu k cíli.  |
| vec00290 | připravovat se<br>(v-w5242f1) | Protagonist, Action                                   | A Protagonist prepares oneself for an Action.   | Protagonista se připravuje na akci.  |
| vec00291 | připsat<br>(v-w5245f1)        | Attributor, Attribute, Recipient                      | An Attributor ascribes an Attribute to a Recipient.   | Přisuzovatel připisuje příjemci rys(y).  |

| ClassID  | Name (ces)                      | RoleSet  | English Definition  | Czech Definition  |
|----------|---------------------------------|--|---|---|
| vec00296 | rozdělit<br>(v-w5584f1)         | Protagonist,<br>Whole,<br>Component                          | A Protagonist divides a Whole into Components.  | Protagonista rozděluje celek na komponenty.   |
| vec00297 | rozhodnout se<br>(v-w5635f1)    | Cognizer,<br>Decision  | A Cognizer comes to a Decision.   | Poznávající přichází k rozhodnutí.  |
| vec00298 | rozšířit<br>(v-w5777f2)         | Agent, Item,<br>Value_final,<br>Value_initial,<br>Difference | An Agent expands the position of an Item on a scale from a lower starting point (Value_initial) to a higher end point (Value_final) by a magnitude of this change (Difference). | Konatel rozšiřuje pozici položky na stupnici z nižšího počátečního bodu (hodnota_počáteční) do vyššího koncového bodu (hodnota_konečná) o velikost této změny (rozdíl). |
| vec00301 | řešit<br>(v-w5870f1)            | Agent, Issue   | A Protagonist solves an Issue.  | Protagonista řeší záležitost.   |
| vec00302 | řídit<br>(v-w5879f1)            | Authority,<br>Governed                                       | An Authority exercises an authoritative control or power over a Governed entity.  | Autorita vykonává autoritativní kontrolu nebo uplatňuje pravomoc nad spravovanou entitou.   |
| vec00303 | řídit se<br>(v-w5880f1)         | Protagonist,<br>Norm   | A Protagonist follows a Norm.   | Protagonista se řídí normou.  |
| vec00304 | sdílet<br>(v-w5921f1)           | Participant_1,<br>Entity,<br>Participant_2                   | A Participant_1 shares an Entity with a Participant_2.  | Účastník_1 sdílí entitu s účastníkem_2.   |
| vec00305 | sedět<br>(v-w5945f2)            | Protagonist,<br>Place  | A Protagonist sits at a Place.  | Protagonista sedí na místě.   |
| vec00307 | setkat se<br>(v-w6002f1)        | Participant_1,<br>Participant_2                              | A Participant_1 meets a Participant_2.  | Účastník_1 se setkává s účastníkem_2.   |
| vec00308 | sídlit<br>(v-w6061f1)           | Resident, Place  | A Resident has his/her seat at a Place.   | Rezident má své sídlo na místě.   |
| vec00309 | skončit<br>(v-w6123f4)          | Finished,<br>Outcome   | A Finished entity ends up with an Outcome.  | Dokončená entita končí s určitým výsledkem.   |
| vec00310 | sledovat<br>(v-w6148f2)         | Watcher,<br>Phenomenon                                       | A Watcher keeps an eye on a Phenomenon.   | Pozorovatel dohlíží na určitý jev.  |
| vec00311 | slíbit<br>(v-w6159f1)           | Communicator,<br>Commitment,<br>Recipient                    | A Communicator makes a Commitment to a Recipient.   | Komunikátor se zaváže (učiní závazek vůči) příjemci.  |
| vec00313 | slyšet<br>(v-w6192f1)           | Perceiver,<br>Phenomenon                                     | A Perceiver hears a Phenomenon.   | Vnímatel slyší určitý jev.  |
| vec00314 | specializovat se<br>(v-w6322f1) | Protagonist,<br>Field  | A Protagonist becomes more focused on a Field.  | Protagonista se více soustředí na určitý obor.  |
| vec00316 | splnit<br>(v-w6347f1)           | Protagonist,<br>Item_standard                                | A Protagonist carries out an Item_standard as desired or planned.   | Protagonista provádí položku_standardní podle přání nebo plánu.   |
| vec00317 | spočívat<br>(v-w6359f1)         | Phenomenon,<br>Source  | A Phenomenon is inherent in or expressed by a Source.   | Jev je vlastní zdvoji nebo vyjádřený zdrojem.   |

| ClassID  | Name (ces)                    | RoleSet  | English Definition   | Czech Definition  |
|----------|-------------------------------|--|--|---|
| vec00318 | spojit se<br>(v-w6365f1)      | Participant_1,<br>Participant_2,<br>Whole                    | A Participant_1 unites or consolidates with a Participant_2 into a Whole entity.               | Účastník_1 se spojuje nebo konsoliduje s účastníkem_2 do celku.                               |
| vec00319 | spolupracovat<br>(v-w6394f1)  | Participant_1,<br>Undertaking,<br>Participant_2              | A Participant_1 works together with a Participant_2 on a common Undertaking entity.            | Účastník_1 spolupracuje s účastníkem_2 na společném počinu.                                   |
| vec00321 | stáhnout<br>(v-w6466f1)       | Cause, Moved,<br>Place                                       | A Cause pulls back a Moved entity from a Place.  | Příčina stáhne přesunutou entitu z místa.   |
| vec00322 | stanovit<br>(v-w6480f3)       | Authority,<br>Valued, Value                                  | An Authority determines a Value for a Valued entity.   | Autorita určuje hodnotu pro hodnocenou entitu.  |
| vec00323 | stát<br>(v-w6492f10)          | Protagonist,<br>Place  | A Protagonist is in an upright position at a Place.  | Protagonista je na místě ve vzpřímené poloze.   |
| vec00325 | strávit<br>(v-w6560f2)        | Protagonist,<br>Time, Manner                                 | A Protagonist passes Time in a particular Manner.  | Protagonista tráví čas určitým způsobem.  |
| vec00326 | trvat<br>(v-w6923f2)          | Protagonist,<br>Enforced                                     | A Protagonist declares an Enforced entity resolutely.  | Protagonista rezolutně vyhlásí vynucenou entitu.  |
| vec00328 | týkat se<br>(v-w6958f1)       | Influencing,<br>Affected                                     | An Influencing entity has an effect or impact on an Affected entity.                           | Ovlivňující entita má vliv nebo dopad na zasaženou entitu.                                    |
| vec00329 | učinit (v-w6999f16_ZU)        | Impactor,<br>Affected,<br>State_final,<br>State_initial      | An Impactator changes the state of an Affected entity from its State_initial to a State_final. | Poznamenávající entita změní stav zasažené entity z jejího stavu_počátečního na stav_konečný. |
| vec00330 | ukázat<br>(v-w7092f1)         | Protagonist,<br>Phenomenon,<br>Audience_Addressee            | A Protagonist shows a Phenomenon to an Audience_Addressee.                                     | Protagonista ukazuje jev publiku_adresátovi.  |
| vec00331 | ukázat se<br>(v-w7094f2)      | Phenomenon,<br>Attribute                                     | A Phenomenon turns out to have an Attribute.   | Ukázalo se, že určitý jev má rys(y).  |
| vec00332 | upozornit<br>(v-w7228f1)      | Communicator,<br>Phenomenon,<br>Impactee                     | A Communicator alerts an Impactee about a Phenomenon.  | Komunikátor upozorní poznamenanou entitu na určitý jev.                                       |
| vec00334 | upřednostňovat<br>(v-w7241f1) | Attitudal,<br>Entity_1,<br>Entity_2                          | An Attitudal values an Entity_1 higher than an Entity_2.                                       | Člověk zaujímající postoj má hodnotu entity_1 za vyšší než hodnotu entity_2.                  |
| vec00337 | urychlit<br>(v-w7267f1)       | Agent, Item,<br>Value_final,<br>Value_initial,<br>Difference | An Agent accelerates an Item from a Value_initial to a Value_final by a Difference.            | Konatel urychlí položku z hodnoty_počáteční na hodnotu_konečnou o rozdíl.                     |
| vec00338 | uspět<br>(v-w7321f1)          | Protagonist,<br>Goal   | A Protagonist achieves or reaches a desired Goal.  | Protagonista dosáhne požadovaného cíle.   |

| ClassID  | Name (ces)                 | RoleSet                                  | English Definition  | Czech Definition   |
|----------|----------------------------|--|---|--|
| vec00340 | utrpět<br>(v-w7406f1)      | Victim, Harm                             | A Victim undergoes a Harm.  | Oběť utrpí újmu.   |
| vec00341 | uvědomit si<br>(v-w7436f1) | Cognizer,<br>Phenomenon                  | A Cognizer becomes aware of a Phenomenon.   | Poznávající si uvědomí určitý jev.   |
| vec00342 | uvést<br>(v-w7449f5)       | Protagonist,<br>Focused, Goal            | A Protagonist introduces a Focused entity into a Goal.                                    | Protagonista uvádí entitu, na kterou je zaměřena pozornost, do cíle.                             |
| vec00344 | varovat<br>(v-w7520f1)     | Agent, Situa-tion undesir able, Impactee | An Agent warns an Impactee about a Situation undesir able.                                | Konatel varuje pojmenovanou entitu před situací, která je nežádoucí.                             |
| vec00345 | věřit<br>(v-w7581f1)       | Cognizer,<br>Information                 | A Cognizer accepts some Information as true or probable, based on evidence and reasoning. | Poznávající přijímá některé informace jako pravdivé nebo pravděpodobné na základě důkazů a úvah. |
| vec00347 | vinit<br>(v-w7617f1)       | Accuser, Cause,<br>Accused               | An Accuser blames an Accused entity for a Cause entity.                                   | Obviňující entita viní obviněnou entitu z určité příčiny.  |
| vec00348 | vlastnit<br>(v-w7650f1)    | Asset_controller,<br>Asset               | An Asset_controller possesses an Asset.   | Kontrolor majetku vlastní nějaký majetek.  |
| vec00351 | vydat<br>(v-w7842f1)       | Creator,<br>Outcome                      | A Creator publishes an Outcome.   | Tvůrce zveřejní výsledek.  |
| vec00352 | vyhrát<br>(v-w7929f3_ZU)   | Winner,<br>Competition,<br>Loser         | A Winner defeats a Loser in a Competition.  | Vítěz porazí v soutěži poraženého.   |
| vec00354 | vyjadřit<br>(v-w7970f9_ZU) | Speaker,<br>Communicated                 | A Speaker expresses a Communicated entity.  | Mluvčí vyjadřuje komunikovanou entitu.   |
| vec00355 | vynést<br>(v-w8153f1)      | Action,<br>Acquired,<br>Recipient        | An Action earns an Acquired entity to a Recipient.  | Akce přináší příjemci získanou entitu.   |
| vec00356 | vyrovnat<br>(v-w8305f5)    | Changing,<br>Entity_1,<br>Entity_2       | A Changing entity counterbalances an Entity_1 with an Entity_2.                           | Měníc entita vyrovnává entitu_1 s entitou_2.   |
| vec00358 | vysílat<br>(v-w8345f1)     | Broadcaster,<br>Broadcasted              | A Broadcaster airs a Broadcasted entity.  | Vysílač vysílá vysílanou entitu.   |
| vec00359 | vyústit<br>(v-w8527f1)     | Cause, Effect                            | A Cause results in an Effect.   | Příčina má za následek účinek.   |
| vec00360 | vyvinout<br>(v-w8551f2)    | Creator,<br>Created,<br>Component        | A Creator develops a Created entity from Components.                                      | Tvůrce vytváří vytvořenou entitu ze složek.  |
| vec00361 | vyzvat<br>(v-w8614f1)      | Agent, Goal,<br>Impactee                 | An Agent challenges an Impactee to pursue a Goal.   | Konatel vyzývá pojmenovaného člověka, aby sledoval cíl.  |
| vec00364 | vzpomínat<br>(v-w8682f1)   | Cognizer,<br>Phenomenon                  | A Cognizer recalls a Phenomenon.  | Poznávající vzpomíná na jev.   |
| vec00365 | zabít<br>(v-w8722f1)       | Cause, Victim                            | A Cause deprives a Victim of life.  | Příčina připraví oběť o život.   |
| vec00366 | zahrnovat<br>(v-w8805f1)   | Whole,<br>Component                      | A Whole includes a Component entity.  | Celek zahrnuje složky.   |

| ClassID  | Name (ces)                 | RoleSet  | English Definition   | Czech Definition  |
|----------|----------------------------|--|--|---|
| vec00367 | zakázat<br>(v-w8857f1)     | Authority,<br>Prohibited,<br>Impactee                | An Authority forbids an Impactee from a Prohibited entity.                       | Autorita zakáže poznamenané entitě zakázanou entitu.                        |
| vec00369 | zaměstnávat<br>(v-w8946f1) | Employer,<br>Employee,<br>Function                   | An Employer gives an Employee a Function to perform.                             | Zaměstnavatel dává zaměstnanci funkci, kterou má vykonávat.                 |
| vec00370 | zaostávat<br>(v-w8998f1)   | Protagonist,<br>Entity                               | A Protagonist falls behind an Entity.  | Protagonista zaostává za entitou.   |
| vec00371 | zapomenout<br>(v-w9050f1)  | Cognizer,<br>Phenomenon                              | A Cognizer forgets (about) a Phenomenon.   | Poznávající zapomene (na) jev.  |
| vec00372 | zasáhnout<br>(v-w9116f1)   | Undesirable,<br>Affected                             | An Undesirable entity hits/damages an Affected entity.                           | Nežádoucí entita zasáhne/poškodí zasaženou entitu.                          |
| vec00373 | zastávat<br>(v-w9154f1)    | Protagonist,<br>Function                             | A Protagonist holds a Function.  | Protagonista má funkci.   |
| vec00374 | zastihnout<br>(v-w9164f1)  | Agent, Reached                                       | An Agent gets in touch with a Reached entity.                                    | Konatel se dostane do kontaktu s dosaženou entitou.                         |
| vec00375 | zastupovat<br>(v-w9187f1)  | Representing,<br>Represented                         | A Representing entity serves as a delegate for a Represented entity.             | Zastupující entita slouží jako delegát pro zastupovanou entitu.             |
| vec00376 | zavřít<br>(v-w9309f1)      | Agent, Finished                                      | An Agent shuts down a Finished entity.   | Konatel zavře dokončenou entitu.  |
| vec00377 | zaznamenat (v-w9317f20_ZU) | Entity, Outcome                                      | An Entity indicates a certain Outcome.   | Entita zaznamenává určitý výsledek.   |
| vec00379 | zažít<br>(v-w9327f1)       | Experiencer,<br>Experience                           | An Experiencer lives through an Experience.                                      | Proživatel prožívá zkušenosť.   |
| vec00380 | zbavit se<br>(v-w9336f1)   | Owner,<br>Undesirable                                | An Owner discards an Undesirable entity.   | Vlastník vyřadí nežádoucí entitu.   |
| vec00381 | zdát se<br>(v-w9378f1)     | Cognizer,<br>Phenomenon                              | A Phenomenon seems to be true, probable, or apparent to a Cognizer.              | Zdá se, že jev je pravdivý, pravděpodobný nebo zřejmý pro poznávajícího.    |
| vec00382 | zdůraznit<br>(v-w9413f1)   | Communicator,<br>Information,<br>Audience_Addressee  | A Communicator emphasizes some Information to an Audience_Addressee.             | Komunikátor zdůrazní některé informace publiku_adresátovi.                  |
| vec00383 | zemřít<br>(v-w9430f1)      | Protagonist  | A Protagonist stops existing.  | Protagonista přestane existovat.  |
| vec00384 | zeptat se<br>(v-w9432f1)   | Speaker,<br>Information,<br>Audience_Addressee       | A Speaker asks an Audience_Addressee about some Information.                     | Mluvčí se zeptá publiku_adresáta na nějaké informace.                       |
| vec00386 | zlepšit<br>(v-w9574f1)     | Cause,<br>Improved,<br>State_final,<br>State_initial | A Cause changes an Improved entity from a State_initial to a better State_final. | Příčina změní vylepšenou entitu ze stavu_počátečního na lepší stav_konečný. |
| vec00389 | zničit<br>(v-w9728f1)      | Destroyer,<br>Destroyed                              | A Destroyer causes the destruction of a Destroyed entity.                        | Ničitel způsobí znehodnocení/rozbití zničené entity.                        |

| ClassID  | Name (ces)                     | RoleSet   | English Definition   | Czech Definition  |
|----------|--------------------------------|---|--|---|
| vec00390 | zotavit se<br>(v-w11338f2)     | Recovered, Situation_harmful                          | A Recovered entity gets over a Situation_harmful.  | Obnovená entita překoná situaci škodlivou.                                      |
| vec00391 | zpochybňovat<br>(v-w9794f1)    | Cognizer, Phenomenon                                  | A Cognizer casts doubts on a Phenomenon.   | Poznávající vrhá pochybnosti na jev.  |
| vec00392 | zpomalit<br>(v-w9798f1)        | Agent, Influenced                                     | An Agent slows down an Influenced entity.  | Konatel zpomaluje ovlivněnou entitu.  |
| vec00393 | ztratit<br>(v-w9918f1)         | Loser, Lost   | A Loser loses the possession of a Lost entity.   | Poražený ztratí vlastnictví ztrácené entity.                                    |
| vec00394 | zůstat (v-w9938f11_ZU)         | Protagonist, Place                                    | A Protagonist stays at a Place.  | Protagonista zůstává na místě.  |
| vec00400 | žít (v-w10030f1)               | Protagonist   | A Protagonist is alive.  | Protagonista žije.  |
| vec00402 | brát (v-w202f1)                | Cognizer, Phenomenon, Judgment                        | A Cognizer interprets a Phenomenon with a particular Judgment.                             | Poznávající interpretuje jev pomocí konkrétního úsudku.                         |
| vec00403 | cestovat<br>(v-w263f1)         | Protagonist, Destination                              | A Protagonist travels to a Destination.  | Protagonista cestuje do destinace.  |
| vec00404 | činit (v-w327f4)               | Cause, Affected, State_final                          | A Cause brings an Affected entity in a State_final.  | Příčina přivádí zasaženou entitu do stavu konečného.                            |
| vec00406 | dlužit<br>(v-w502f2)           | Recipient, Provided, Provider                         | A Provider owes a Provided entity to a Recipient.  | Poskytovatel dluží poskytovanou entitu příjemci.                                |
| vec00407 | doplnit<br>(v-w661f1)          | Agent, Item, Component                                | An Agent amends an Item by adding a Component.   | Konatel upraví položku přidáním složky.   |
| vec00410 | dotovat<br>(v-w764f1)          | Helper, Supported                                     | A Helper subsidizes a Supported entity.  | Pomocník dotuje podporovanou entitu.  |
| vec00411 | dovolit si<br>(v-w790f3_ZU)    | Agent, Action   | An Agent affords or dares to take an Action.   | Protagonista si dovolí nebo se odváží provést akci.                             |
| vec00412 | držet<br>(v-w839f10)           | Participant_1, Participant_2                          | A Participant_1 keeps pace with a Participant_2.   | Účastník_1 drží krok s účastníkem_2.  |
| vec00415 | hrát<br>(v-w1122f1)            | Competitor_1, Competition, Targeted, Competitor_2     | A Competitor_1 plays against a Competitor_2 in a Competition for a Targeted entity.        | Soutěžící_1 hraje proti soutěžícímu_2 v soutěži o zacílenou entitu.             |
| vec00416 | hrozit<br>(v-w1136f1)          | Situation undesirability, Affected                    | A Situation undesirability threatens an Affected entity.                                   | Situace nežádoucí ohrožuje zasaženou entitu.                                    |
| vec00417 | charakterizovat<br>(v-w1167f1) | Communicator, Described, Audience_Addressee, Judgment | A Communicator characterizes a Described entity to an Audience_Addressee using a Judgment. | Komunikátor charakterizuje popisovanou entitu publiku_adresátovi pomocí úsudku. |
| vec00418 | chlubit se<br>(v-w1177f1)      | Boaster, Reason, Undergoer                            | A Boaster brags to an Undergoer for a Reason.  | Chvástat se chlubí osobě podstupující něco z nějakého důvodu.                   |
| vec00419 | chybět<br>(v-w1204f1)          | Missed, Missing                                       | A Missing entity lacks a Missed entity.  | Postrádající entita postrádá postrádanou entitu.                                |

| ClassID  | Name (ces)                   | RoleSet  | English Definition  | Czech Definition   |
|----------|------------------------------|--|---|--|
| vec00423 | kandidovat<br>(v-w1355f1)    | Competitor,<br>Function                                      | A Competitor runs for a Function.   | Soutěžící se uchází o funkci.  |
| vec00425 | koordinovat<br>(v-w1548f1)   | Agent, Entity_1,<br>Entity_2                                 | An Agent brings Entity_1 and Entity_2 into common action, movement, or condition. | Konatel uvádí entitu_1 a entitu_2 do společné akce, pohybu nebo stavu.         |
| vec00426 | křičet<br>(v-w1627f1)        | Speaker,<br>Information,<br>Impactee                         | A Speaker shouts some Information at an Impactee.                                 | Mluvčí křičí nějaké informace na pojmenovanou osobu.                           |
| vec00427 | létat<br>(v-w1693f2)         | Mover, Area_1,<br>Area_2                                     | A Mover flies from an Area_1 to an Area_2.  | Pohybující se letí z oblasti_1 do oblasti_2.                                   |
| vec00428 | litovat<br>(v-w1732f1)       | Attitudal,<br>Entity   | An Attitudal regrets an Entity.   | Člověk zaujímající postoj lituje entitu.                                       |
| vec00429 | měnit<br>(v-w1814f4)         | Agent, Old,<br>New   | An Agent replaces an Old entity with a New entity.                                | Konatel nahradí starou entitu novou entitou.                                   |
| vec00430 | měnit se<br>(v-w1815f1)      | Changing   | A Changing entity becomes different in some particular way.                       | Mění se entita se určitým způsobem stane odlišnou.                             |
| vec00431 | měřit<br>(v-w1821f1)         | Cognizer, Entity   | A Cognizer measures an Entity.  | Poznávající měří entitu.   |
| vec00432 | milovat<br>(v-w1835f1)       | Attitudal,<br>Affected                                       | An Attitudal loves an Affected entity.  | Člověk zaujímající postoj miluje zasaženou entitu.                             |
| vec00433 | minimalizovat<br>(v-w1840f1) | Agent, Item,<br>Difference,<br>Value_final,<br>Value_initial | An Agent minimizes an Item from a Value_initial to a Value_final by a Difference. | Konatel minimalizuje položku z hodnoty_počáteční na hodnotu_konečnou o rozdíl. |
| vec00434 | mířit<br>(v-w1847f1)         | Protagonist,<br>Place  | A Protagonist heads for a Place.  | Protagonista míří na místo.  |
| vec00435 | mluvit<br>(v-w1868f2)        | Speaker,<br>Manner   | A Speaker talks in a particular Manner.   | Mluvčí mluví určitým způsobem.   |
| vec00436 | modernizovat<br>(v-w1881f1)  | Changing,<br>Changed   | A Changing entity makes renovations, modernizations to a Changed entity.          | Mění entita provádí renovace, modernizace ve prospěch změněné entity.          |
| vec00439 | nacházet se<br>(v-w2024f2)   | Entity,<br>State_of.affairs                                  | An Entity finds itself in a particular State_of.affairs.                          | Entita se ocitne v určitém stavu_okolností.                                    |
| vec00440 | nainstalovat<br>(v-w10048f2) | Agent, Item,<br>Place  | An Agent installs an Item at a Place.   | Konatel nainstaluje položku na místo.  |
| vec00441 | napadnout<br>(v-w2123f1)     | Assailant,<br>Victim   | An Assailant attacks a Victim.  | Útočník zaútočí na oběť.   |
| vec00442 | narodit se<br>(v-w2173f1)    | Born, Origin   | A Born entity comes to life from an Origin.                                       | Zrozená entita vstupuje do života z počátku.                                   |
| vec00443 | nashromáždit<br>(v-w10744f2) | Collector,<br>Collected                                      | A Collector accumulates a Collected entity.                                       | Sběratel shromažďuje nashromážděnou entitu.                                    |
| vec00444 | následovat<br>(v-w2217f3)    | Subsequent,<br>Time  | A Subsequent entity follows at a particular Time.                                 | Následující entita následuje v konkrétním čase.                                |

| ClassID  | Name (ces)                    | RoleSet   | English Definition   | Czech Definition   |
|----------|-------------------------------|---|--|--|
| vec00445 | naslouchat<br>(v-w2220f1)     | Perceiver,<br>Phenomenon                                | A Perceiver listens to a Phenomenon attentively.                               | Vnímatel pozorně naslouchá určitému jevu.                                      |
| vec00449 | obětovat<br>(v-w2464f1)       | Agent,<br>Phenomenon,<br>Recipient                      | A Protagonist sacrifices a Phenomenon to a Recipient.                          | Protagonista obětuje jev příjemci.   |
| vec00450 | objasnit<br>(v-w2486f1)       | Communicator,<br>Issue, Audi-<br>ence_Adressee          | A Communicator makes an Issue clear to an Audience_Adressee.                   | Komunikátor objasní problém publiku_adresátovi.                                |
| vec00451 | objednat<br>(v-w2489f1)       | Orderer,<br>Ordered, Source                             | An Orderer makes a request for an Ordered entity from a Source.                | Objednatel zadá požadavek na objednávanou entitu ze zdroje.                    |
| vec00453 | odepsat<br>(v-w2688f3_ZU)     | Entity, Value,<br>Property                              | An Entity cuts back a Value from a Property.                                   | Entita odepíše hodnotu z nemovitosti.  |
| vec00456 | odrazit<br>(v-w2853f1)        | Agent, Targeted   | An Agent fends off a Targeted entity.  | Konatel odráží cílenou entitu.   |
| vec00457 | odvolat se<br>(v-w2962f1)     | Communicator,<br>Decision,<br>Authority                 | A Communicator appeals against a Decision to an Authority.                     | Komunikátor se proti rozhodnutí odvolá k autoritě.                             |
| vec00458 | opakovat<br>(v-w3099f1)       | Speaker,<br>Repeated, Audi-<br>ence_Adressee,<br>Source | A Speaker reiterates a Repeated entity after a Source to an Audience_Adressee. | Mluvčí opakuje opakovou entitu po zdroji publiku_adresátovi.                   |
| vec00459 | opakovat se<br>(v-w3100f1)    | Event   | An Event occurs again.   | Událost se objeví znovu.   |
| vec00460 | opomíjet<br>(v-w3140f1)       | Ignorer, Ignored  | An Ignorer omits an Ignored entity.  | Ignorující opomíjí ignorovanou entitu.   |
| vec00461 | oponovat<br>(v-w3141f1)       | Opposing,<br>Opposed                                    | An Opposing entity expresses opposition to an Opposed entity.                  | Oponující entita vyjadřuje protichůdný názor k opoziční entitě.                |
| vec00462 | opravit<br>(v-w3147f1)        | Repairing, Item   | A Repairing entity fixes a broken Item.  | Opravující entita opraví poškozenou položku.                                   |
| vec00463 | oslabit<br>(v-w3188f2)        | Weakened,<br>State_final,<br>State_initial              | A Weakened entity diminishes from State_initial to State_final.                | Oslabená entita se zmenšuje ze stavu_počátečního na stav_konečný.              |
| vec00464 | ospravedlňovat<br>(v-w3209f1) | Defender,<br>Defended                                   | A Defender justifies a Defended entity.  | Obhájce ospravedlňuje obhajovanou entitu.                                      |
| vec00465 | otevřít<br>(v-w3265f2)        | Agent, Opened   | An Agent makes an Opened entity unobstructed or accessible.                    | Konatel činí otevřenou entitu takovou, aby byla bez překážek, nebo přístupnou. |
| vec00466 | otřást<br>(v-w3281f1)         | Event, Affected   | An Event shakes an Affected entity.  | Událost otřese zasaženou entitou.  |
| vec00467 | padat<br>(v-w3351f1)          | Falling, Area_1,<br>Area_2                              | A Falling entity moves downward from an Area_1 to an Area_2.                   | Padající entita se pohybuje směrem dolů z oblasti_1 do oblasti_2.              |

| ClassID  | Name (ces)                  | RoleSet                                   | English Definition   | Czech Definition  |
|----------|-----------------------------|---|--|---|
| vec00468 | pěstovat<br>(v-w3431f1)     | Raiser, Bred                              | A Raiser causes a Bred entity to reproduce.  | Pěstitel způsobí reprodukci pěstované entity.   |
| vec00469 | platit<br>(v-w3468f2)       | Entity, Affected                          | An Entity is valid for an Affected entity.   | Entita je platná pro zasaženou entitu.  |
| vec00470 | pociťovat<br>(v-w3516f1)    | Attitude,<br>Experiencer                  | An Experiencer undergoes a State_mental.   | Proživatel projde stavem_mentálním.   |
| vec00472 | podhodnotit<br>(v-w3567f1)  | Assessor,<br>Valued,<br>Difference        | An Assessor makes a too low estimate of a Valued entity by a Difference.                                     | Hodnotitel dělá příliš nízký odhad oceňované entity o rozdíl.                               |
| vec00475 | podporovat<br>(v-w3620f2)   | Helper, Goal,<br>Party_benefited          | A Helper assists a Party_benefited to reach a Goal.  | Pomocník pomáhá straně_prospěchu dosáhnout cíle.  |
| vec00476 | pohltit<br>(v-w3678f1)      | Absorber,<br>Absorbed                     | An Absorber takes in an Absorbed entity.   | Absorbující přijímá absorbovanou entitu.  |
| vec00477 | pohrozit<br>(v-w3692f1)     | Agent,<br>Undesirable,<br>Affected        | An Agent threatens an Affected entity with an Undesirable entity.  | Konatel pohrozí zasažené entitě nežádoucí entitou.  |
| vec00478 | pokutovat<br>(v-w3784f1)    | Authority,<br>Offender,<br>Offense, Money | An Authority punishes an Offender for an Offense by imposing an obligation to pay a certain amount of Money. | Autorita trestá pachatele za přestupek uložením povinnosti zaplatit určitou peněžní částku. |
| vec00480 | porovnat<br>(v-w3918f1)     | Comparator,<br>Compared_1,<br>Compared_2  | A Comparator examines the similarities and differences of a Compared_1 and a Compared_2 entity.              | Srovnávající zkoumá podobnosti a rozdíly srovnávané_entity_1 a srovnávané_entity_2.         |
| vec00483 | postrádat<br>(v-w4019f2)    | Category,<br>Attribute                    | A Category lacks an Attribute.   | Kategorie postrádá určité rys(y).   |
| vec00484 | potrestat<br>(v-w4091f1)    | Authority,<br>Perpetrator,<br>Cause       | An Authority imposes a penalty upon a Perpetrator due to a Cause.  | Autorita ukládá pachateli trest kvůli příčině.  |
| vec00485 | povolat<br>(v-w4163f1)      | Authority,<br>Undergoer, Goal             | An Authority calls an Undergoer for a Goal in an official matter.  | Autorita v oficiální záležitosti povolává člověka podstupujícího něco do cílové destinace.  |
| vec00486 | pozdržet<br>(v-w4200f1)     | Authority,<br>Action                      | An Authority slows down an Action.   | Autorita zpomaluje akci.  |
| vec00487 | pozvat<br>(v-w4223f1)       | Agent,<br>Impactee, Place                 | An Agent invites an Impactee to a Place.   | Konatel pozve pojmenovanou entitu na místo.   |
| vec00488 | prohlásit<br>(v-w4354f4_ZU) | Speaker, Entity,<br>Name                  | A Speaker refers to an Entity with a Name.   | Mluvčí odkazuje na entitu pomocí pojmenování.   |
| vec00490 | pronajmout<br>(v-w4454f1)   | Owner,<br>Property,<br>Recipient          | An Owner rents a Property to a Recipient.  | Vlastník pronajímá nemovitost příjemci.   |

| ClassID  | Name (ces)                   | RoleSet                                   | English Definition   | Czech Definition  |
|----------|------------------------------|---|--|---|
| vec00491 | přečkat<br>(v-w4689f1)       | Survivor, Situation_harmful               | A Survivor continues to live or exist (rides out) in spite of a Situation_harmful. | Přeživší pokračuje v životě nebo existuje navzdory situaci, která je škodlivá.    |
| vec00493 | představit si<br>(v-w4764f1) | Cognizer, Phenomenon                      | A Cognizer creates a Phenomenon in his/her mind by using imagination.              | Poznávající vytváří ve své mysli určitý jev pomocí představivosti.                |
| vec00496 | přejít<br>(v-w4827f2)        | Protagonist, State_final, Source          | A Protagonist switches from a Source to a State_final.                             | Protagonista se přepne ze zdroje na stav_konečný.                                 |
| vec00497 | přenechat<br>(v-w4901f1)     | Owner, Acquired, Recipient                | An Owner cedes an Acquired entity to a Recipient.                                  | Vlastník postoupí získanou entitu příjemci.                                       |
| vec00499 | přidat<br>(v-w5103f2)        | Provider, Provided, Recipient             | A Provider makes an addition of a Provided entity to a Recipient.                  | Poskytovatel přidá poskytnutou entitu příjemci.                                   |
| vec00500 | přikročit<br>(v-w5173f1)     | Agent, Action                             | An Agent takes a step to an Action.  | Konatel přikročí k akci.  |
| vec00502 | připravovat<br>(v-w5241f3)   | Agent, Planned                            | An Agent organizes a Planned entity by systematic planning and united effort.      | Konatel organizuje plánovanou entitu systematickým plánováním a společným úsilím. |
| vec00503 | přiznat se<br>(v-w5353f1)    | Protagonist, Admitted, Audience_Addressee | A Protagonist confesses an Admitted entity to an Audience_Addressee.               | Protagonista přiznává připouštěnou entitu publiku_adresátovi.                     |
| vec00505 | půjčit si<br>(v-w5377f1)     | Borrower, Borrowed, Lender                | A Borrower temporarily obtains a Borrowed entity from a Lender.                    | Vypůjčitel dočasné získá vypůjčenou entitu od půjčovatele.                        |
| vec00507 | registrovat<br>(v-w5461f1)   | Agent, Phenomenon, Place                  | An Agent fills/records a Phenomenon at a Place.                                    | Konatel zaznamená/zaregistrouje jev na místě.                                     |
| vec00509 | rozhodnout<br>(v-w5634f2)    | Authority, Issue, Outcome                 | An Authority makes a decision on an Issue with an Outcome.                         | Autorita rozhoduje o záležitosti s nějakým výsledkem.                             |
| vec00510 | rozvíjet se<br>(v-w5818f1)   | Changing                                  | A Changing entity booms.   | Měnící se entita se rozvíjí.  |
| vec00511 | ručit<br>(v-w5836f1)         | Authority, Commitment, Claimant           | An Authority makes a Commitment as a guarantee to a Claimant.                      | Autorita učiní závazek jako záruku žadateli.                                      |
| vec00514 | skrýt<br>(v-w6128f1)         | Hiding, Hidden, Onlooker                  | A Hiding entity conceals a Hidden entity from an Onlooker.                         | Skrývající entita skrývá skrytou entitu před přihlízejícím.                       |
| vec00515 | sloužit<br>(v-w6171f3)       | Helper, Party_benefited                   | A Helper performs a duty for a Party_benefited.                                    | Pomocník vykonává povinnost pro stranu_prospěchu.                                 |
| vec00516 | směřovat<br>(v-w6205f2)      | Protagonist, Goal                         | A Protagonist is aimed at a Goal.  | Protagonista je zaměřen na cíl.   |

| ClassID  | Name (ces)                     | RoleSet  | English Definition   | Czech Definition   |
|----------|--------------------------------|--|--|--|
| vec00518 | spát<br>(v-w6315f1)            | Protagonist                                    | A Protagonist sleeps.  | Protagonista spí.  |
| vec00519 | spojovat<br>(v-w6369f1)        | Connector,<br>Entity_1,<br>Entity_2            | A Connector connects (relates, associates, or links up) an Entity_1 and an Entity_2. | Konektor spojuje (přidružuje, asociuje nebo prolinkovává) entitu_1 a entitu_2. |
| vec00520 | spoléhat<br>(v-w6382f2_ZU)     | Relying, Relied                                | A Relying entity counts on a Relied entity.  | Spoléhající se entita spoléhá na jinou entitu.                                 |
| vec00521 | stabilizovat<br>(v-w6458f1)    | Stabilizing,<br>Affected                       | A Stabilizing entity brings an Affected entity to equilibrium.                       | Stabilizující entita uvádí zasaženou entitu do rovnováhy.                      |
| vec00522 | stabilizovat se<br>(v-w6459f1) | Stabilizing                                    | A Stabilizing entity brings itself to equilibrium.                                   | Stabilizující entita sama sebe uvádí do rovnováhy.                             |
| vec00524 | stát se<br>(v-w6496f4)         | State_final,<br>State_initial                  | A State_initial becomes a State_final.   | Stav_pocáteční se stane stavem_konečným.                                       |
| vec00526 | strukturovat<br>(v-w6580f1)    | Protagonist,<br>Item, Manner                   | A Protagonist arranges an Item in a particular Manner.                               | Protagonista uspořádává položku určitým způsobem.                              |
| vec00527 | studovat<br>(v-w6606f1)        | Cognizer, Field                                | A Cognizer is a student of a certain Field.  | Poznávající je student určitého oboru.   |
| vec00528 | tisknout<br>(v-w6836f1)        | Creator,<br>Created                            | A Creator puts a Created entity into print.  | Tvůrce vloží vytvořenou entitu do tisku.                                       |
| vec00530 | trvat<br>(v-w6923f3)           | Action,<br>Protagonist,<br>Time                | An Action takes a Protagonist a particular amount of Time.                           | Akce zabere protagonistovi určitý čas.   |
| vec00531 | učit (v-w7003f1)               | Authority,<br>Knowledge,<br>Impactee           | An Authority makes an Impactee learn some Knowledge.                                 | Autorita přiměje zasaženého člověka naučit se nějaké znalosti.                 |
| vec00532 | účtovat si<br>(v-w7010f1)      | Payee, Payment,<br>Recompensated,<br>Payer     | A Payer charges a Payment to a Payee for a Recompensated entity.                     | Plátce platí platbu příjemci za kompenzovanou entitu.                          |
| vec00533 | udělat<br>(v-w7017f7)          | Agent, Focused,<br>Deed                        | An Agent accomplishes a Deed with a Focused entity.                                  | Konatel vykoná skutek s entitou, na niž je zaměřena pozornost.                 |
| vec00535 | ujistit<br>(v-w7081f1)         | Communicator,<br>Issue, Audi-<br>ence_Adressee | A Communicator assures an Audience_Adressee of an Issue.                             | Komunikátor ujišťuje publikum_adresáta o záležitosti.                          |
| vec00536 | uklidnit<br>(v-w7107f1)        | Stimulus,<br>Attitudal                         | A Stimulus makes an Attitudal calm.  | Podnět uklidňuje člověka, který zaujímá postoj.                                |
| vec00539 | upevnit<br>(v-w7195f1)         | Stabilizing,<br>Affected                       | A Stabilizing entity firms up an Affected entity.                                    | Stabilizující entita upevňuje zasaženou entitu.                                |
| vec00540 | uspokojit<br>(v-w7324f1)       | Protagonist,<br>Claimant                       | A Protagonist meets the requirements or expectations of a Claimant.                  | Protagonista splňuje požadavky nebo očekávání žadatele.                        |
| vec00541 | usvědčit<br>(v-w7354f1)        | Authority,<br>Offense,<br>Perpetrator          | An Authority convicts a Perpetrator from an Offense.                                 | Autorita usvědčuje pachatele z přestupku.                                      |

| ClassID  | Name (ces)                | RoleSet  | English Definition  | Czech Definition   |
|----------|---------------------------|--|---|--|
| vec00543 | uvalit<br>(v-w7424f6_ZU)  | Protagonist,<br>Affected,<br>Undesirable       | A Protagonist imposes an Undesirable entity on an Affected entity.              | Protagonista uvalí na zasaženou entitu nežádoucí entitu.   |
| vec00544 | uvěznit<br>(v-w7451f1)    | Authority,<br>Accused                          | An Authority imprisons an Accused entity.                                       | Autorita uvězní obviněnou entitu.  |
| vec00545 | uvolnit<br>(v-w7460f2)    | Authority,<br>Phenomenon                       | An Authority makes a Phenomenon less strict or less severe.                     | Autorita činí jev méně přísným nebo méně striktním.  |
| vec00546 | uzákonit<br>(v-w7468f1)   | Authority,<br>Norm                             | An Authority enacts a Norm by law.  | Autorita uzákoní normu zákonem.  |
| vec00547 | vadit<br>(v-w7503f1)      | Situation undesirab<br>e, Affected             | An Situation undesirab<br>e bothers an Affected entity.                         | Situace nežádoucí obtěžuje zasaženou entitu.   |
| vec00548 | vážit<br>(v-w7533f1)      | Protagonist,<br>Value                          | A Protagonist weighs a particular Value.  | Protagonista váží konkrétní hodnotu.   |
| vec00549 | vést (v-w7583f8)          | Leader, Group                                  | A Leader is the head of a Group.  | Vedoucí je hlavou skupiny.   |
| vec00551 | viset<br>(v-w7622f1)      | Entity, Place                                  | An Entity hangs at a Place.   | Entita visí na nějakém místě.  |
| vec00552 | vyčistit<br>(v-w7822f1)   | Agent, Entity,<br>Undesirable                  | An Agent cleans an Entity from an Undesirable entity.                           | Konatel čistí entitu od nežádoucí entity.  |
| vec00555 | vyhodit<br>(v-w7906f1)    | Agent,<br>Undesirable,<br>Place                | An Agent expels an Undesirable entity from a Place.                             | Konatel vyloučí nežádoucí entitu z místa.  |
| vec00556 | vyhradit<br>(v-w7924f1)   | Authority,<br>Resource,<br>Targeted            | An Authority earmarks a Resource for a Targeted entity.                         | Autorita vyčlení zdroj pro zacílenou entitu.   |
| vec00557 | vykládat<br>(v-w8008f1)   | Speaker,<br>Information,<br>Audience_Addressee | A Speaker gives an interpretation of some Information to an Audience_Addressee. | Mluvčí poskytuje interpretaci některých informací publiku_adresátovi.                                      |
| vec00558 | vyloučit<br>(v-w8076f1)   | Communicator,<br>Excluded                      | A Communicator rules out an Excluded entity.                                    | Komunikátor vyloučuje vyloučenou entitu.   |
| vec00560 | vynechat<br>(v-w8150f1)   | Authority,<br>Omitted                          | An Authority leaves out an Omitted entity.                                      | Autorita vynechá vypuštěnou entitu.  |
| vec00561 | vypovídat<br>(v-w8232f4)  | Speaker,<br>Focused,<br>Information            | A Speaker testifies some Information against/in favor of a Focused entity.      | Mluvčí svědčí o některých informacích proti entitě, na kterou je zaměřena pozornost, nebo v její prospěch. |
| vec00562 | vypracovat<br>(v-w8236f1) | Creator,<br>Created                            | A Creator draws up a Created entity.  | Tvůrce vytvoří vytvářenou entitu.  |
| vec00564 | vystavit<br>(v-w8384f2)   | Cause,<br>Influence,<br>Affected               | A Cause exposes an Affected entity to an Influence.                             | Příčina vystavuje zasaženou entitu vlivu.  |
| vec00565 | vystřídat<br>(v-w8404f1)  | New, Old                                       | A New entity replaces an Old entity.  | Nová entita nahrazuje starou entitu.   |

| ClassID  | Name (ces)                 | RoleSet  | English Definition   | Czech Definition  |
|----------|----------------------------|--|--|---|
| vec00566 | vyvážet<br>(v-w8539f1)     | Transporter,<br>Transported,<br>Area_1, Area_2 | A Transporter moves a Transported entity from Area.1 to Area.2.                                | Přepravce přesune přepravovanou entitu z oblasti 1 do oblasti 2.                                      |
| vec00568 | vznést<br>(v-w8666f6_ZU)   | Communicator,<br>Audience_Addressee,<br>Issue  | A Communicator raises an Issue to an Audience_Addressee.                                       | Komunikátor předloží záležitost publiku_adresátovi.   |
| vec00569 | zabavit<br>(v-w8708f1)     | Authority,<br>Property, Owner                  | An Authority confiscates a Property from an Owner.   | Autorita zabaví nemovitost vlastníkovi.   |
| vec00570 | zablokovat<br>(v-w8727f1)  | Impactor, Place                                | An Impactor blocks a Place.  | Poznamenávající entita blokuje místo.   |
| vec00571 | zadat<br>(v-w8763f1)       | Agent,<br>Assignment,<br>Impactee              | An Agent gives an Impactee an Assignment.  | Konatel dává poznamenané entitě úkol.   |
| vec00574 | zajímat se<br>(v-w8842f1)  | Cognizer,<br>Focused                           | A Cognizer is interested in a Focused entity.  | Poznávající se zajímá o entitu, na kterou se soustředí pozornost.                                     |
| vec00575 | zanechat<br>(v-w8984f1)    | Protagonist,<br>Abandoned,<br>Place            | A Protagonist keeps an Abandoned entity at a Place.  | Protagonista drží opouštěnou entitu na místě.   |
| vec00576 | zaplavit<br>(v-w9027f1)    | Entity, Affected                               | An Entity swamps an Affected entity.   | Entita zaplaví zasaženou entitu.  |
| vec00577 | zaplnit<br>(v-w9032f1)     | Agent,<br>Container,<br>Contained              | An Agent fills a Container with a Contained entity.  | Konatel vyplní kontejner obsaženou entitou.   |
| vec00579 | zastavit se<br>(v-w9161f1) | Protagonist,<br>Place                          | A Protagonist stops by at a Place.   | Protagonista se zastaví na určitém místě.   |
| vec00580 | zastínit<br>(v-w9165f1)    | Item_profiled,<br>Item_standard                | An Item_profiled overshadows an Item_standard.   | Položka_profilevá zastiňuje položku_standardní.   |
| vec00581 | zavolat<br>(v-w9297f6)     | Speaker,<br>Information,<br>Audience_Addressee | A Speaker communicates some Information by phone or similar device with an Audience_Addressee. | Mluvčí sděluje některé informace prostřednictvím telefonu nebo podobného zařízení publiku_adresátovi. |
| vec00583 | zbýt<br>(v-w9364f1)        | Value_final,<br>Whole                          | A Value_final remains from a Whole.  | Z celku zbývá hodnota_konečná.  |
| vec00584 | zdědit (v-w9380hsa_403)    | Recipient,<br>Received,<br>Owner_initial       | A Recipient inherits a Received entity from an Owner_initial.                                  | Příjemce zdědí obdrženou entitu od vlastníka_počátečního.   |
| vec00586 | získat<br>(v-w9501f5)      | Recipient,<br>Acquired                         | A Recipient gains an Acquired entity.  | Příjemce získá nabytou entitu.  |
| vec00587 | zklamat<br>(v-w9526f1)     | Stimulus,<br>Attitudal                         | A Stimulus fails to meet the hopes or expectations of an Attitudal.                            | Podnět nenaplňuje naděje nebo očekávání člověka zaujmajícího postoj.                                  |

| ClassID  | Name (ces)                   | RoleSet  | English Definition  | Czech Definition  |
|----------|------------------------------|--|---|---|
| vec00588 | zkrátit<br>(v-w9553f1)       | Agent, Item,<br>Value_final,<br>Value_initial,<br>Difference | An Agent reduces the position of an Item on a scale from a lower starting point (Value_initial) to a higher end point (Value_final) by a magnitude of this change (Difference). | Konatel sníží pozici položky na stupnici z nižšího počátečního bodu (počáteční hodnoty) do vyššího koncového bodu (konečné hodnoty) o velikost této změny (rozdíl). |
| vec00589 | zmást<br>(v-w9607f1)         | Stimulus,<br>Attitudal                                       | A Stimulus confuses an Attitudal.   | Podnět mate člověka zaujímajícího postoj.   |
| vec00590 | změnit<br>(v-w9615f4_ZU)     | Property,<br>Owner, New                                      | A Property changes from the original Owner's possession to a New entity's possession.   | Nemovitost mění vlastnictví z původního na nového vlastníka.  |
| vec00591 | zneužívat<br>(v-w9720f1)     | Abuser, Abused   | An Abuser misuses an Abused entity.   | Zneužívající zneužívá zneužívanou entitu.   |
| vec00592 | znít (v-w9729f1)             | Source, Manner   | A Source sounds in a particular Manner.   | Zdroj zní určitým způsobem.   |
| vec00595 | zprostit<br>(v-w9821f1)      | Authority,<br>Undesirable,<br>Protagonist                    | An Authority acquits a Protagonist from an Undesirable entity.  | Autorita osvobozuje protagonistu od nežádoucí entity.   |
| vec00597 | zřítil se<br>(v-w9893f1)     | Destroyed  | A Destroyed entity collapses by itself.   | Zničená entita se sama zhroutí.   |
| vec00599 | ztroskotat<br>(v-w9924f1)    | Effort   | An Effort falls apart.  | Úsilí se rozpadá.   |
| vec00600 | žít (v-w10030f4)             | Participant_1,<br>Participant_2                              | A Participant_1 lives with a Participant_2.   | Participant_1 žije s participantem_2.   |
| vec00601 | absolvovat<br>(v-w9f1)       | Protagonist,<br>Activity                                     | A Protagonist goes through an Activity.   | Protagonista absolvuje aktivitu.  |
| vec00602 | adresovat<br>(v-w23f1)       | Agent,<br>Communicated,<br>Recipient                         | An Agent addresses a Communicated entity to a Recipient.  | Konatel adresuje komunikovanou entitu příjemci.   |
| vec00603 | balit (v-w113f2)             | Packer, Packed,<br>Container                                 | A Packer arranges a Packed entity in a Container.   | Zabalující uspořádá zabalenu entitu do kontejneru.  |
| vec00604 | bombardovat<br>(v-w185f1)    | Assailant,<br>Target   | An Assailant attacks a Target with bombs.   | Útočník útočí na terč bombami.  |
| vec00606 | cvičit<br>(v-w298f1)         | Protagonist,<br>Activity                                     | A Protagonist works out an Activity.  | Protagonista cvičí aktivitu.  |
| vec00607 | distancovat se<br>(v-w487f1) | Ignorer, Ignored   | An Ignorer disavows an Ignored entity.  | Ignorující se distancuje od ignorované entity.  |
| vec00608 | dráždit<br>(v-w826f2)        | Stimulus,<br>Experiencer                                     | A Stimulus irritates an Experiencer.  | Podnět dráždí proživatele.  |
| vec00609 | fascinovat<br>(v-w933f1)     | Stimulus,<br>Experiencer                                     | A Stimulus fascinates an Experiencer.   | Podnět fascinuje proživatele.   |
| vec00610 | hnát se<br>(v-w1068f1)       | Protagonist,<br>Goal   | A Protagonist rushes towards a Goal.  | Protagonista spěchá k cíli.   |
| vec00611 | hrát<br>(v-w1122f2)          | Performer, Role  | A Performer plays a Role.   | Učinkující hraje roli.  |

| ClassID  | Name (ces)                 | RoleSet                                  | English Definition  | Czech Definition  |
|----------|----------------------------|--|---|---|
| vec00613 | chopit se<br>(v-w1180f1)   | Agent, Targeted                          | An Agent seizes a Targeted entity.  | Konatel se zmocní zacílené entitu.  |
| vec00614 | chrlit<br>(v-w1191f1)      | Creator, Created                         | A Creator cranks out a Created entity.  | Tvůrce vypustí vytvořenou entitu.   |
| vec00615 | chytit<br>(v-w1212f1)      | Recipient, Item                          | A Recipient catches an Item.  | Příjemce chytí předmět.   |
| vec00616 | chytit se<br>(v-w1213f3)   | Protagonist, Activity                    | A Protagonist takes up an Activity.   | Protagonista zahájí aktivitu.   |
| vec00618 | jít (v-w1339f10)           | Protagonist, Activity                    | A Protagonist goes ahead with an Activity.  | Protagonista pokračuje v aktivitě.  |
| vec00619 | jít (v-w1339f36)           | Pursuer, Targeted                        | A Pursuer comes after a Targeted entity.  | Pronásledovatel jde po zacílené entitě.   |
| vec00620 | kárat<br>(v-w1364f1)       | Agent, Affected, Undesirable             | An Agent rebukes an Affected entity because of an Undesirable entity.   | Konatel kárá zasaženou entitu kvůli nežádoucí entitě.   |
| vec00621 | kázat<br>(v-w1374f1)       | Speaker, Information, Audience_Addressee | A Speaker preaches about some Information to an Audience_Addressee.   | Mluvčí káže o některých informacích publiku_adresátovi.   |
| vec00622 | klopýtat<br>(v-w1402f4)    | Protagonist                              | A Protagonist stumbles.   | Protagonista klopýtá.   |
| vec00623 | kombinovat<br>(v-w1437f1)  | Agent, Entity_1, Entity_2                | An Agent combines an Entity_1 with an Entity_2.   | Konatel kombinuje entitu_1 s entitou_2.   |
| vec00624 | krmit<br>(v-w1610f1)       | Provider, Ingestor                       | A Provider feeds an Ingestor.   | Poskytovatel krmí konzumujícího.  |
| vec00625 | krvácat<br>(v-w10727f3)    | Victim, Cause                            | A Victim is suffering as if by losing blood for a Cause.  | Oběť trpí, jako by ztratila krev kvůli příčině.   |
| vec00626 | kymácat se<br>(v-w11363f1) | Mover                                    | A Mover moves gently back and forth.  | Pohybující se pohybuje zlehka tam a zpět.   |
| vec00628 | léčit<br>(v-w1671f1)       | Healer, Undesirable                      | A Healer treats an Undesirable entity.  | Léčitel léčí nežádoucí entitu.  |
| vec00629 | lehnout si<br>(v-w1681f1)  | Protagonist, Place                       | A Protagonist assumes a reclining position at a Place.  | Protagonista zaujme polohu v leže na místě.   |
| vec00631 | mávat<br>(v-w1796f1)       | Attitudal, Instrument, Party_benefited   | An Attitudal moves an Instrument (usually hands) back and forth to a Party_benefited with the intention to communicate. | Člověk zaujímající postoj pohybuje nástrojem (obvykle ruce) tam a zpět směrem ke straně_prospěchu se záměrem komunikovat. |
| vec00633 | nadávat<br>(v-w1973f2)     | Speaker, Undesirable                     | A Speaker utters profanities about an Undesirable entity.   | Mluvčí pronáší vulgární výrazy o nežádoucí entitě.  |
| vec00634 | nadsazovat<br>(v-w1990f1)  | Agent, Phenomenon                        | A Protagonist overstates a Phenomenon.  | Protagonista přehání jev.   |
| vec00635 | nakazit<br>(v-w2046f1)     | Infecter, Infection, Infected            | An Infecter contaminates an Infected entity with an Infection.  | Infikující kontaminuje infikovanou entitu infekcí.  |

| ClassID  | Name (ces)                       | RoleSet                             | English Definition   | Czech Definition  |
|----------|----------------------------------|-------------------------------------|--|---|
| vec00636 | nakazit se<br>(v-w2047f1)        | Infected,<br>Infection,<br>Source   | An Infected entity gets contaminated with an Infection from a Source.            | Infikovaná entita je kontaminována infekcí ze zdroje.                       |
| vec00637 | naklonit se<br>(v-w11440f1)      | Mover, Place                        | A Mover leans over a Place.  | Pohybující se naklání nad místem.   |
| vec00638 | namalovat<br>(v-w2099f1)         | Creator,<br>Created                 | A Creator uses paint to produce a Created entity.                                | Tvůrce používá barvu k vytvoření vytvořené entity.                          |
| vec00639 | narazit<br>(v-w2168f2)           | Impactor,<br>Impactee               | An Impactor violently impacts an Impactee.                                       | Poznamenávající entita prudce zasáhne poznamenanou entitu.                  |
| vec00640 | natočit<br>(v-w2277f1)           | Creator,<br>Created                 | A Creator records a Created entity.  | Tvůrce zaznamená vytvořenou entitu.   |
| vec00641 | nenávidět<br>(v-w2366f1)         | Attitudal,<br>Affected              | An Attitudal dislikes an Affected entity intensely.                              | Člověk zaujímající postoj nemá rád zasaženou entitu.                        |
| vec00642 | obejít se<br>(v-w2455f1)         | Protagonist,<br>Superfluous         | A Protagonist gets along without a Superfluous entity.                           | Protagonista se obejde bez nadbytečné entity.                               |
| vec00643 | obkllopit<br>(v-w2508f1)         | Surrounding,<br>Surrounded          | A Surrounding entity is all around (gathers around) a Surrounded entity.         | Obkllopující entita je všude kolem (shromažďuje se kolem) obklopené entity. |
| vec00645 | obrátit se<br>(v-w2548f4)        | Changing                            | A Changing entity turns around.  | Měnící se entita se otočí.  |
| vec00646 | obsadit<br>(v-w2558f1)           | Authority,<br>Occupied              | An Authority seizes an Occupied entity.  | Autorita obsadí okupovanou entitu.  |
| vec00648 | odebrat<br>(v-w2672f2)           | Agent,<br>Component,<br>Whole       | An Agent extracts a Component from a Whole.                                      | Konatel extrahuje komponentu z celku.                                       |
| vec00649 | odečít<br>(v-w2675f1)            | Agent,<br>Removed,<br>Value_initial | An Agent subtracts a Removed entity from a Value_initial.                        | Konatel odečte odstraněnou entitu od počáteční hodnoty.                     |
| vec00650 | odlišit se<br>(v-w11534_ZUf1_ZU) | Compared_1,<br>Compared_2           | A Compared_1 entity becomes different from a Compared_2 entity.                  | Porovnávaná entita_1 se liší od porovnávané entity_2.                       |
| vec00651 | odpálit<br>(v-w2807f1)           | Cause, Entity                       | A Cause blasts away an Entity.   | Příčina odpálí entitu.  |
| vec00652 | odpojit<br>(v-w10428f2)          | Agent,<br>Disconnected,<br>Source   | An Agent makes a Disconnected entity inoperable by cutting it off from a Source. | Konatel znefunkční odpojenou entitu tím, že ji odpojí od zdroje.            |
| vec00653 | odrazit se<br>(v-w2854hsa_461)   | Entity,<br>State_initial            | An Entity bounces back from a State_initial.                                     | Entita se odrazí od počátečního stavu.                                      |
| vec00656 | ochromit<br>(v-w3041f1)          | Cause,<br>Paralyzed                 | A Cause deprives a Paralyzed entity of strength or efficiency.                   | Příčina zbavuje paralyzovanou entitu sily nebo účinnosti.                   |
| vec00657 | okrást<br>(v-w3065f1)            | Perpetrator,<br>Asset, Victim       | A Perpetrator takes away an Asset from a Victim by force or without consent.     | Pachatel odebere oběti majetek násilím nebo bez souhlasu.                   |

| ClassID  | Name (ces)                 | RoleSet  | English Definition  | Czech Definition  |
|----------|----------------------------|--|---|---|
| vec00658 | omluvit<br>(v-w3090f1)     | Agent, Offender,<br>Audience_Addressee,<br>Offense | An Agent justifies an Offender for his/her Offense to an Audience_Addressee.            | Konatel ospravedlňuje pachatele za jeho přestupek před publikem_adresátem.              |
| vec00659 | opětovat<br>(v-w10903f2)   | Agent,<br>Reciprocated                             | An Agent returns a Reciprocated entity.   | Konatel vrátí opětovanou entitu.  |
| vec00660 | oplodnit<br>(v-w10918f2)   | Fertilizer,<br>Fertilized                          | A Fertilizer introduces semen into a Fertilized entity.                                 | Oplodňující entita zavádí sperma do oplodněné entity.                                   |
| vec00663 | oslavit<br>(v-w3193f1)     | Celebrating,<br>Celebrated                         | A Celebrating entity honors a Celebrated entity, often by holding a party in its favor. | Oslavující entita ctí oslavovanou entitu, často tím, že pořádá večírek v její prospěch. |
| vec00664 | ošetřovat<br>(v-w3240f1)   | Helper,<br>Party_benefited,<br>Undesirable         | A Helper provides medical treatment for an Undesirable entity of a Party_benefited.     | Pomocník poskytuje lékařské ošetření nežádoucí entity straně_prospěchu.                 |
| vec00665 | plazit se<br>(v-w3475f1)   | Mover, Area_2,<br>Area_1                           | A Mover moves slowly with the body near the ground from Area_1 to Area_2.               | Pohybující se pomalu pohybuje s tělem blízko země z oblasti_1 do oblasti_2.             |
| vec00667 | pobouřit<br>(v-w11017f2)   | Stimulus,<br>Affected                              | A Stimulus strikes an Affected entity with disgust or revulsion.                        | Podnět zasáhne zasaženou entitu znechucením nebo odporem.                               |
| vec00668 | podlézat<br>(v-w10367f2)   | Protagonist,<br>Authority                          | A Protagonist bends one's knees and bows to an Authority in a servile manner.           | Protagonista pochlebuje autoritě servilním způsobem.                                    |
| vec00669 | podřídit<br>(v-w3636f1)    | Agent,<br>Subordinate,<br>Superior                 | An Agent makes a Subordinate entity subservient to a Superior entity.                   | Konatel učiní podřízenou entitu podřízenou nadřízené entitě.                            |
| vec00671 | podvést<br>(v-w3657f1)     | Manipulator,<br>Victim                             | A Manipulator cheats on a Victim.   | Manipulující podvádí oběť.  |
| vec00674 | pohrdat<br>(v-w3690f1)     | Attitudal,<br>Affected                             | An Attitudal scorns an Affected entity.   | Člověk zaujímající postoj opovrhuje zasaženou entitou.                                  |
| vec00675 | pochválit<br>(v-w3714f1)   | Authority,<br>Evallee                              | An Authority expresses approval of an Evallee.  | Autorita vyjadřuje uznání hodnocenému.  |
| vec00676 | pokračovat<br>(v-w3765f3)  | Speaker, Topic,<br>Information                     | A Speaker continues talking about a Topic by adding new Information.                    | Mluvčí pokračuje v mluvení o tématu přidáváním nových informací.                        |
| vec00677 | popadnout<br>(v-w3862f1)   | Collector,<br>Collected                            | A Collector seizes a Collected entity quickly or easily.                                | Sběrateel se rychle nebo snadno zmocní nashromážděné entity.                            |
| vec00678 | postavit se<br>(v-w4004f4) | Defender,<br>Defended                              | A Defender stands up for a Defended entity.   | Obránc se zastává bráněné entity.   |

| ClassID  | Name (ces)                    | RoleSet                                     | English Definition   | Czech Definition   |
|----------|-------------------------------|---|--|--|
| vec00679 | potit se<br>(v-w4074f1)       | Experiencer                                 | An Experiencer excretes sweat through skin pores.  | Proživat vylučuje pot přes kožní póry.   |
| vec00681 | prasknout<br>(v-w4253f1)      | Changing                                    | A Changing entity breaks or bursts suddenly and completely, typically with a sharp cracking sound. | Mění se entita se náhle a úplně zlomí nebo praskne, obvykle s ostrým praskavým zvukem. |
| vec00683 | privatizovat<br>(v-w4284f1)   | Authority, Property                         | An Authority changes the way of ownership of a Property from governmental to private.              | Autorita mění způsob vlastnictví nemovitosti z vládního na soukromé.                   |
| vec00684 | pročesávat<br>(v-w4311f1)     | Inspector, Area                             | An Inspector examines an Area minutely.  | Inspektor důkladně prozkoumá oblast.   |
| vec00685 | projít<br>(v-w4396f1)         | Mover, Path                                 | A Mover passes through a Path.   | Pohybující se prochází cestou.   |
| vec00686 | projít<br>(v-w4396f3)         | Action, Party_benefited                     | A Party_benefited gets away with an Action.  | Strana_prospěchu vyvázne prostřednictvím akce.   |
| vec00687 | pronásledovat<br>(v-w4457f1)  | Pursuer, Targeted                           | A Pursuer chases a Targeted entity.  | Pronásledovatel pronásleduje zacílenou entitu.   |
| vec00688 | prorazit<br>(v-w4510f2)       | Protagonist, New                            | A Protagonist makes a breakthrough with a New entity.  | Protagonista udělá průlom s novou entitou.   |
| vec00689 | prosadit se<br>(v-w4520f1)    | Winner, Field                               | A Winner asserts oneself in a Field.   | Vítěz se prosazuje v oboru.  |
| vec00690 | předčítat<br>(v-w4704f1)      | Speaker, Information, Audience_Addressee    | A Speaker reads out some Information to an Audience_Addressee.                                     | Mluvčí přečte nějaké informace publiku_adresátovi.                                     |
| vec00692 | předcházet<br>(v-w4720f1)     | Antecedent, Subsequent                      | An Antecedent comes before a Subsequent.   | Předcházající přichází před následujícím.  |
| vec00693 | předstírat<br>(v-w4772f1)     | Protagonist, Phenomenon, Audience_Addressee | A Protagonist pretends a Phenomenon in front of an Audience_Addressee.                             | Protagonista předstírá jev před publikem_adresátem.                                    |
| vec00694 | přerozdělit<br>(v-w4941f1)    | Distributor, Distributed, Recipient         | A Distributor reallocates a Distributed entity to a Recipient.                                     | Distributör přerozdělí distribuovanou entitu příjemci.                                 |
| vec00695 | přispět (v-w5278hsa_592)      | Contributor, Contribution, Recipient        | A Contributor makes a Contribution to a Recipient.   | Přispěvatel dá příspěvek příjemci.   |
| vec00696 | přizpůsobit se<br>(v-w5359f1) | Adjusting, Norm                             | An Adjusting entity changes oneself to suit a Norm.  | Upravující entita se změní tak, aby vyhovovala normě.                                  |
| vec00698 | pustit se<br>(v-w5391f2)      | Agent, Action                               | An Agent digs in an Action.  | Konat se pustí do akce.  |
| vec00701 | rozzlobit (v-w11581_ZUf1_ZU)  | Stimulus, Attitudal                         | A Stimulus makes an Attitudal angry.   | Podnét rozzlobí člověka zaujmajícího postoj.   |
| vec00703 | rýsovat se<br>(v-w5854f1)     | Emerging                                    | An Emerging entity looms.  | Objevuje se vznikající entita.   |

| ClassID  | Name (ces)                      | RoleSet                               | English Definition  | Czech Definition  |
|----------|---------------------------------|---------------------------------------|---|---|
| vec00704 | sebrat<br>(v-w5940f1)           | Agent, Asset, Owner                   | An Agent takes away an Asset from an Owner.   | Konatel odebere majetek od vlastníka.   |
| vec00705 | sednout si<br>(v-w5947f1)       | Protagonist, Place                    | A Protagonist takes a seat at a Place.  | Protagonista se posadí na místo.  |
| vec00707 | shazovat<br>(v-w6022f4)         | Abuser, Abused                        | An Abuser humiliates an Abused entity.  | Zneužívající poníže zneužívanou entitu.   |
| vec00708 | shrábnout<br>(v-w10084f2)       | Collector, Collected, Source          | A Collector pockets a Collected entity from a Source.   | Sběratel zachytí sbíranou entitu ze zdroje.   |
| vec00709 | shrnut<br>(v-w6035f1)           | Communicator, Information, Conclusion | A Communicator gives a brief statement of the main points of some Information via a Conclusion. | Komunikující poskytuje stručné prohlášení o hlavních bodech některých informací prostřednictvím závěru. |
| vec00710 | shromáždit se<br>(v-w6041f1)    | Participant, Place                    | Participants gather at a Place.   | Účastníci se shromáždí na místě.  |
| vec00712 | sklidit<br>(v-w6109f1)          | Gatherer, Harvest                     | A Gatherer picks a Harvest entity.  | Sběratel sklidí úrodu.  |
| vec00713 | skočit<br>(v-w6119f3_ZU)        | Protagonist, Opportunity              | A Protagonist snaps up an Opportunity.  | Protagonista získá příležitost.   |
| vec00714 | skrývat se<br>(v-w6131f1)       | Hiding, Place                         | A Hiding entity prevents oneself from being discovered at a Place.                              | Skrývající se entita brání tomu, aby byla na nějakém místě objevena.                                    |
| vec00717 | smát se<br>(v-w6193f1)          | Attitudal, Reason                     | A Reason causes an Attitudal to produce laughter.   | Důvod způsobí, že člověk zaujímající postoj se směje.   |
| vec00718 | smát se<br>(v-w6193f2)          | Attitudal, Party_benefited            | An Attitudal smiles at a Party_benefited.   | Člověk zaujímající postoj se usměje na stranu_prospěchu.  |
| vec00719 | smířit se<br>(v-w6214f1)        | Experiencer, Undesirable              | An Experiencer reconciles oneself with an Undesirable entity.                                   | Proživatel se smířuje s nežádoucí entitou.  |
| vec00720 | soudit<br>(v-w6270f2)           | Authority, Accused, Reason            | An Authority judges an Accused entity for a Reason.   | Autorita soudí obviněnou osobu z důvodu.  |
| vec00721 | spálit se<br>(v-w11594_ZUf1_ZU) | Victim, Situation_harmful             | A Victim gets one's fingers burnt by a Situation_harmful.                                       | Oběť si popálí prsty v situaci, která je škodlivá.  |
| vec00722 | spěchat<br>(v-w6326f1)          | Mover, Place                          | A Mover moves hurriedly to a Place.   | Pohybující se spěšně přesune na místo.  |
| vec00723 | spojit<br>(v-w6363f2)           | Connector, Entity_1, Whole, Entity_2  | A Connector merges an Entity_1 and an Entity_2 into a Whole.                                    | Konektor spojuje entitu_1 a entitu_2 do celku.  |
| vec00724 | spokojit se<br>(v-w6374f1)      | Cognizer, Outcome                     | A Cognizer settles for an Outcome.  | Poznávající se spokojí s výsledkem.   |
| vec00725 | srovnat<br>(v-w6447f3)          | Destroyer, Destroyed                  | A Destroyer razes a Destroyed entity to the ground.   | Ničitel srovná ničenou entitu se zemí.  |

| ClassID  | Name (ces)                  | RoleSet  | English Definition   | Czech Definition  |
|----------|-----------------------------|--|--|---|
| vec00727 | stávkovat<br>(v-w6511f1)    | Activist, Goal                                     | An Activist strikes in order to achieve a Goal.                        | Aktivista stávkuje, aby dosáhl cíle.                                  |
| vec00728 | stisknout<br>(v-w10187f2)   | Affector, Entity                                   | An Affector applies pressure on an Entity.                             | Zasahující entita vyvíjí tlak na entitu.                              |
| vec00729 | střílet<br>(v-w6602f1)      | Shooter,<br>Projectile                             | A Shooter propels a Projectile.  | Střelec vypálí projektil.   |
| vec00730 | stupňovat se<br>(v-w6608f1) | Phenomenon   | A Phenomenon becomes more intense in degree or extent.                 | Jev se stává intenzivnějším co do stupně nebo rozsahu.                |
| vec00732 | těžit<br>(v-w6826f2)        | Agent, Acquired                                    | An Agent extracts or logs an Acquired entity.                          | Konatel extrahuje získávanou entitu.                                  |
| vec00733 | uklidnit se<br>(v-w7108f1)  | Phenomenon   | A Phenomenon becomes more calm.  | Jev se stává klidnějším.  |
| vec00734 | uklouznot<br>(v-w7111f1)    | Protagonist  | A Protagonist moves obliquely, usually in an uncontrolled manner.      | Protagonista se pohybuje neobratně, obvykle nekontrolovaným způsobem. |
| vec00735 | umístit<br>(v-w7150f1)      | Mover, Moved,<br>Place                             | A Mover locates a Moved entity to a Place.                             | Hýbající entita přesune posouvanou entitu do místa.                   |
| vec00736 | urazit<br>(v-w7249f1)       | Protagonist,<br>Attitudal                          | A Protagonist insults an Attitudal.                                    | Protagonista urází člověka zaujmajícího postoj.                       |
| vec00739 | ustoupit<br>(v-w7344f1)     | Capitulator,<br>Force                              | A Capitulator yields to a Force.                                       | Kapitující se podvolí síle.   |
| vec00740 | utrpení<br>(v-w7406f2)      | Victim, Cause                                      | A Victim suffers from a Cause.   | Oběť trpí příčinou.   |
| vec00741 | uzavřít<br>(v-w7476f5)      | Entity, Finished,<br>Value_final                   | An Entity winds up a Finished entity at a Value_final.                 | Entita doveďe dokončovanou entitu do konečného stavu.                 |
| vec00742 | užívat si<br>(v-w7499f1)    | Experiencer,<br>Stimulus                           | An Experiencer receives pleasure from a Stimulus.                      | Proživatel přijímá potěšení z podnětu.                                |
| vec00743 | vnutit<br>(v-w7678f1)       | Agent,<br>Undesirable,<br>Recipient                | An Agent forces an Undesirable entity on a Recipient.                  | Konatel vnutí příjemci nežádoucí entitu.                              |
| vec00744 | vracet se<br>(v-w7703f2)    | Protagonist,<br>State_initial                      | A Protagonist goes back to a State_final.                              | Protagonista se vrací do konečného stavu.                             |
| vec00745 | vrátit<br>(v-w7705f2)       | Borrower,<br>Borrowed,<br>Lender                   | A Borrower returns a Borrowed entity to a Lender.                      | Vypůjčitel vrátí vypůjčenou entitu věřiteli.                          |
| vec00747 | vrhnout se<br>(v-w7717f1)   | Mover, Place                                       | A Mover throws oneself to a Place.                                     | Pohybující se vrhne na místo.   |
| vec00748 | vřít (v-w7726f2)            | Emotion, Place                                     | An Emotion boils at a Place.   | Na místě vře emoce.   |
| vec00749 | vstát<br>(v-w7731f1)        | Protagonist  | A Protagonist gets up out of bed.                                      | Protagonista vstává z postele.  |
| vec00750 | vtipkovat<br>(v-w7755f1)    | Communicator,<br>Information,<br>Audience_Adressee | A Communicator jokes about some Information with an Audience_Adressee. | Komunikující vtipkuje o některých informacích s publikem_adresátem.   |

| ClassID  | Name (ces)                 | RoleSet   | English Definition  | Czech Definition  |
|----------|----------------------------|---|---|---|
| vec00751 | vtrhnout<br>(v-w7761f1)    | Mover, Place  | A Mover invades a Place.  | Pohybující se vtrhne na místo.                                  |
| vec00752 | vybavit<br>(v-w7768f1)     | Supplier,<br>Recipient,<br>Supplies                 | A Supplier equips a Recipient with Supplies.                            | Dodavatel vybaví příjemce dodávkami.                            |
| vec00753 | vydírat<br>(v-w7860f1)     | Manipulator,<br>Victim                              | A Manipulator blackmails a Victim.                                      | Manipulující vydírá oběť.                                       |
| vec00755 | vymizet<br>(v-w8112f1)     | Disappeared   | A Disappeared entity becomes extinct.                                   | Zmizelá entita zaniká.  |
| vec00756 | vymknout se<br>(v-w8113f1) | Phenomenon,<br>Norm                                 | A Phenomenon is not in accordance with a Norm.                          | Jev není v souladu s normou.                                    |
| vec00757 | vyplácat se<br>(v-w8189f1) | Resource,<br>Party_benefited                        | A Resource is worthy for a Party_benefited.                             | Zdroj je hodný pro stranu_prospěchu.                            |
| vec00759 | vyskočit<br>(v-w8346f1)    | Mover, Place  | A Mover jumps upwards to a Place.                                       | Pohybující se skočí nahoru na místo.                            |
| vec00760 | vysmívat se<br>(v-w8370f1) | Attitudal,<br>Evaluee                               | An Evaluee is an object of ridicule of an Attitudal.                    | Hodnocený je předmětem výsměchu člověka zaujmajícího postoj.    |
| vec00761 | vystrašit<br>(v-w8398f1)   | Stimulus,<br>Victim                                 | A Stimulus frightens a Victim.  | Stimulus děší oběť.   |
| vec00762 | vystřelit<br>(v-w8401f1)   | Agent,<br>Projectile,<br>Target                     | An Agent fires a Projectile towards a Target.                           | Konatel vystřelí projektil na terč.                             |
| vec00763 | vyškolit<br>(v-w8441f1)    | Authority,<br>Impactee, Skill                       | An Authority trains an Impactee in a Skill.                             | Autorita trénuje zasaženého v dovednosti.                       |
| vec00764 | vytrhnout<br>(v-w8493f1)   | Removing,<br>Removed,<br>Source                     | A Removing entity pulls out a Removed entity from a Source.             | Odstraňující entita vytáhne odstraněnou entitu ze zdroje.       |
| vec00765 | vyvrátit<br>(v-w8571f1)    | Communicator,<br>Communicated,<br>Audience_Adressee | A Communicator disproves a Communicated entity to an Audience_Adressee. | Komunikující vyvrací komunikovanou entitu publiku_adresatovi.   |
| vec00766 | vyzrát<br>(v-w8608f2)      | Winner, Loser                                       | A Winner outsmarts a Loser.   | Vítěz přelstí poraženého.                                       |
| vec00769 | zahalit<br>(v-w8786f1)     | Hiding, Hidden                                      | A Hiding entity clouds a Hidden entity.                                 | Skrývající entita zakrývá skrytou entitu.                       |
| vec00770 | zamlžit<br>(v-w10368f2)    | Communicator,<br>Hidden, Audience_Adressee          | A Communicator blurs a Hidden entity to an Audience_Adressee.           | Komunikující zamlží skrytou entitu směrem k publiku_adresátovi. |
| vec00771 | zamýšlet<br>(v-w8977f2)    | Authority,<br>Planned,<br>Phenomenon                | An Authority intends a Planned entity as a Phenomenon.                  | Autorita zamýší plánovanou entitu jako jev.                     |
| vec00772 | započítat<br>(v-w9040f2)   | Agent,<br>Component,<br>Whole                       | An Agent factors in a Component into a Whole.                           | Konatel započítává komponentu do celku.                         |
| vec00773 | zapůsobit<br>(v-w9077f1)   | Influencing,<br>Attitudal                           | An Influencing entity impresses an Attitudal.                           | Ovlivňující entita zapůsobí na postoj.                          |
| vec00774 | zasáhnout<br>(v-w9116f2)   | Authority,<br>Undesirable                           | An Authority cracks down an Undesirable entity.                         | Autorita zasáhne nežádoucí entitu.                              |

| ClassID  | Name (ces)                      | RoleSet   | English Definition  | Czech Definition  |
|----------|---------------------------------|---|---|---|
| vec00775 | zasahovat<br>(v-w9118f1)        | Influencing,<br>Influenced                      | An Influencing entity steps into an Influenced entity.  | Ovlivňující entita vstoupí do ovlivňované entity.                                   |
| vec00778 | zaučtovat<br>(v-w10170f2)       | Agent,<br>Payment,<br>System                    | An Agent records a Payment into a System.   | Konatel zaznamená platbu do systému.  |
| vec00780 | zdanit<br>(v-w10257f2)          | Authority, Asset                                | An Authority taxes an Asset.  | Autorita zdaňuje majetek.   |
| vec00782 | zdobit<br>(v-w9387f1)           | Attribute,<br>Wearer                            | An Attribute adorns a Wearer.   | Rys(y) zdobí nositele.  |
| vec00783 | zdržet se<br>(v-w9409f1)        | Agent, Action                                   | An Agent refrains from an Action.   | Konatel se zdrží akce.  |
| vec00784 | zformulovat<br>(v-w9459f1)      | Communicator,<br>Communicated                   | A Communicator puts a Communicated entity into words.   | Komunikující formuluje komunikovanou entitu do slov.                                |
| vec00785 | zhoršit<br>(v-w9471f1)          | Cause, Affected                                 | A Cause makes an Affected entity worse.   | Příčina zhoršuje zasaženou entitu.  |
| vec00786 | zhoršit se<br>(v-w9472f1)       | Entity,<br>State_final,<br>State_initial        | An Entity becomes worse from a State_initial to a State_final.  | Entita se stává horší od počátečního do konečného stavu.                            |
| vec00788 | zjednodušit<br>(v-w9510f1)      | Agent, Entity,<br>State_final,<br>State_initial | An Agent simplifies an Entity from a State_initial to a State_final.                                    | Konatel zjednoduší entitu z počátečního do konečného stavu.                         |
| vec00789 | zkazit<br>(v-w9523f1)           | Destroyer,<br>Destroyed                         | A Destroyer spoils a Destroyed entity.  | Ničitel kazí ničenou entitu.  |
| vec00790 | zkazit se<br>(v-w11647_ZUf1_ZU) | Spoiled   | A Spoiled entity becomes a mess.  | Kazící se entita se stává znehodnocenou.  |
| vec00791 | zkreslovat<br>(v-w9556f1)       | Manipulator,<br>Affected                        | A Manipulator twists the true meaning or intention of an Affected entity.                               | Manipulující překrucuje skutečný význam nebo záměr zasažené entity.                 |
| vec00793 | zmírnit se<br>(v-w9633f1)       | Weakened  | A Weakened entity becomes feeble/moderate/mild.   | Zeslabující entita se stává slabou/umírněnou/mírnou.                                |
| vec00794 | zpívat<br>(v-w9784f1)           | Speaker,<br>Information,<br>Audience_Addressee  | A Speaker communicates some Information to an Audience_Addressee by producing tones with his/her voice. | Mluvčí sděluje určité informace publiku_adresátovi tím, že svým hlasem vydává tóny. |
| vec00796 | ztělesňovat<br>(v-w9902f1)      | Representing,<br>Represented                    | A Representing entity embodies a Represented entity.  | Zastupující entita ztělesňuje zastupovanou entitu.                                  |
| vec00800 | žvýkat<br>(v-w10041f1)          | Ingestor,<br>Ingestibles                        | An Ingestor masticates an Ingestibles.  | Konzumující žvýká poživatinu.   |
| vec00801 | bagatelizovat<br>(v-w108f1)     | Agent, Issue                                    | An Agent downplays an Issue.  | Konatel bagatelizuje problém.   |
| vec00804 | centralizovat<br>(v-w257f1)     | Authority,<br>Centralized                       | An Authority makes a Centralized entity central.  | Autorita učiní centralizovanou entitu centrální.                                    |

| ClassID  | Name (ces)                  | RoleSet  | English Definition  | Czech Definition  |
|----------|-----------------------------|--|---|---|
| vec00806 | datovat<br>(v-w10072f2)     | Agent, Entity                                      | An Agent marks an Entity with a date.   | Konatel označí entitu datem.  |
| vec00807 | degradovat<br>(v-w398f1)    | Authority, Protagonist, State_final, State_initial | An Authority reduces a Protagonist in rank from a State_initial to a State_final. | Autorita sníží protagonistu na škále od počátečního stavu do konečného stavu.     |
| vec00808 | diskriminovat<br>(v-w477f1) | Abuser, Abused                                     | An Abuser treats an Abused entity differently on the basis of race or sex.        | Zneužívající zachází se zneužívanou entitou odlišně na základě rasy nebo pohlaví. |
| vec00810 | dojít<br>(v-w582f13_ZU)     | Resource   | A Resource becomes used up.   | Zdroj se vyčerpá.   |
| vec00811 | dostat se<br>(v-w735f14)    | Escapee, Area_1                                    | An Escapee gets out from an Area_1.   | Uprchlík se dostane z oblasti_1.  |
| vec00812 | dovést<br>(v-w782f1)        | Stimulus, Affected, State_final                    | A Stimulus puts an Affected entity into a State_final.                            | Podnět umístí zasaženou entitu do stavu_konečného.                                |
| vec00813 | držet (v-w839f2)            | Authority, Impactee, Place                         | An Authority keeps an Impactee in a Place.  | Autorita drží zasaženého na místě.  |
| vec00815 | dusit<br>(v-w11399f3)       | Cause, Entity                                      | A Cause suppresses a stifled Entity.  | Příčina potlačuje potlačenou entitu.  |
| vec00816 | extrahovat<br>(v-w10474f3)  | Removing, Removed, Source                          | A Removing entity extracts a Removed entity from a Source.                        | Odstraňující entita extrahuje odstraněnou entitu ze zdroje.                       |
| vec00817 | flirtovat<br>(v-w10552f4)   | Protagonist, Entity                                | A Protagonist flirts with an Entity.  | Konatel flirtuje s entitou.   |
| vec00818 | fušovat<br>(v-w10507f2)     | Influencing, Influenced                            | An Influencing entity dabbles in an Influenced entity.                            | Ovlivňující entita fuší do ovlivněné entity.                                      |
| vec00819 | házet<br>(v-w1036f6)        | Transporter, Transported, Recipient                | A Transporter throws a Transported entity to a Recipient.                         | Přepravující hodí přepravovanou entitu příjemci.                                  |
| vec00820 | hlídat<br>(v-w1062f1)       | Watcher, Guarded                                   | A Watcher keeps watch over a Guarded entity.                                      | Pozorovatel dohlíží na hlídanou entitu.   |
| vec00821 | hodit se (v-w1077hsa..367)  | Evaluee, Fitted                                    | An Evaluee is the right size or shape for a Fitted entity.                        | Hodnocený má správnou velikost nebo tvar pro vyhovující entitu.                   |
| vec00822 | hostit<br>(v-w1101f1)       | Host, Guest  | A Host receives or entertains a Guest.  | Hostitel přijímá nebo baví hosta.   |
| vec00823 | hrát<br>(v-w1122f4)         | Performer, Music                                   | A Performer plays or transmits Music.   | Účinkující hraje nebo přenáší hudbu.  |
| vec00824 | hrát si<br>(v-w1123f1)      | Agent, Instrument                                  | An Agent manipulates something in a playful way with an Instrument.               | Konatel manipuluje s něčím hravým způsobem pomocí nástroje.                       |
| vec00825 | chytit<br>(v-w1212f7_ZU)    | Party_benefited                                    | A Party_benefited gets on the bandwagon (idiom).                                  | Strana_prospěchu se dostane do rozjetého vlaku (idiom).                           |

| ClassID  | Name (ces)                   | RoleSet  | English Definition   | Czech Definition  |
|----------|------------------------------|--|--|---|
| vec00827 | instruovat<br>(v-w1279f1)    | Authority,<br>Information,<br>Impactee                     | An Authority teaches an Impactee some Information.                               | Autorita učí zasaženou osobu nějaké informace.                              |
| vec00828 | jíst (v-w1334f2)             | Ingestor,<br>Ingestibles                                   | An Ingestor absorbs an Ingestibles entity as food.                               | Konzumující přijímá konzumovanou entitu jako jídlo.                         |
| vec00829 | kontrastovat<br>(v-w1526f1)  | Compared_1,<br>Compared_2                                  | A Compared_1 entity shows differences when compared to a Compared_2 entity.      | Porovnávaná entita_1 vykazuje rozdíly ve srovnání s porovnávanou entitou_2. |
| vec00830 | kouřit<br>(v-w1580f1)        | Ingestor,<br>Ingestibles                                   | An Ingestor smokes an Ingestibles entity.  | Konzumující kouří konzumovanou entitu.                                      |
| vec00831 | kroužit<br>(v-w1614f1)       | Mover  | A Mover moves in circles.  | Pohybující se pohybuje v kruzích.   |
| vec00832 | lhát (v-w1701f3)             | Communicator,<br>Information_untrue,<br>Audience_Addressee | A Communicator gives some Information_untrue to an Audience_Addressee.           | Komunikující poskytuje nějaké nepravdivé informace publiku_adresátovi.      |
| vec00833 | mačkat se<br>(v-w11267f1)    | Protagonist,<br>Place                                      | A Protagonist crowds at a Place.   | Protagonista se shlukuje na místě.  |
| vec00834 | maximalizovat<br>(v-w1800f1) | Agent, Entity  | An Agent makes an Entity as large or great as possible.                          | Konatel dělá entitu co největší.  |
| vec00835 | mířit<br>(v-w1847f2)         | Agent, Target,<br>Instrument                               | An Agent points an Instrument at a Target.                                       | Konatel namíří nástroj na terč.   |
| vec00836 | množit se<br>(v-w1871f1)     | Proliferating  | A Proliferating entity grows or increases in number.                             | Rozrůstající se entita roste nebo navýšuje svůj počet.                      |
| vec00837 | motivovat<br>(v-w1899f2)     | Stimulus, Effect   | A Stimulus motivates or drives an Effect.  | Podnět motivuje nebo podnítí účinek.  |
| vec00838 | mrknout (v-whsa_809f1_ZU)    | Attitudal,<br>Party_benefited                              | An Attitudal winks at an Attitudal.  | Člověk zaujmající postoj mrkne na člověka zaujmajícího postoj.              |
| vec00839 | mýlit se<br>(v-w1916f1)      | Mistaken   | A Mistaken entity is wrong about something.                                      | Chybující entita se v něčem mýlí.   |
| vec00840 | mýt (v-w1923f1)              | Washer, Washed   | A Washer cleans a Washed entity.   | Umývající čistí umývanou entitu.  |
| vec00841 | nacpat<br>(v-w11201f2)       | Protagonist,<br>Contained,<br>Container                    | A Protagonist stuffs a Contained entity into a Container.                        | Protagonista nacpe obsaženou entitu do kontejneru.                          |
| vec00844 | namítat<br>(v-w2106f1)       | Opposing, Issue,<br>Objection,<br>Audience_Addressee       | An Opposing entity has Objections to an Issue in front of an Audience_Addressee. | Oponující entita má námitky vůči problému před publikem_adresátem.          |
| vec00845 | naskočit<br>(v-w2212f3)      | Emerging   | An Emerging entity comes on.   | Objeví se entita.   |

| ClassID  | Name (ces)                  | RoleSet   | English Definition   | Czech Definition  |
|----------|-----------------------------|---|--|---|
| vec00846 | obeznámit<br>(v-w2466f1)    | Communicator,<br>Information,<br>Audience_Adressee    | A Communicator makes aware an Audience_Adressee about an Issue.                    | Komunikující upozorní publikum_adresáta na problém.                 |
| vec00847 | odčerpávat<br>(v-w2645f1)   | Collector,<br>Collected,<br>Source                    | A Collector drains a Collected entity from a Source.                               | Sběratel vyčerpá nashromážděnou entitu ze zdroje.                   |
| vec00848 | odehnat<br>(v-w10332f2)     | Agent, Affected,<br>Area_1                            | An Agent chases away an Affected entity from an Area_1.                            | Konatel odežene zasaženou entitu z oblasti_1.                       |
| vec00849 | odchýlit se (v-w11255f4_ZU) | Entity, Norm  | An Entity deviates from a Norm.  | Entita se odchyluje od normy.                                       |
| vec00850 | odkládat (v-w2739hsa_457)   | Mover, Moved,<br>Place                                | A Mover places a Moved entity to a Place.  | Hýbající se entita přesune posunovanou entitu na místo.             |
| vec00852 | odporovat<br>(v-w2826f1)    | Opposing,<br>Opposed                                  | An Opposing entity contradicts an Opposed entity.                                  | Oponující entita odporuje oponované entitě.                         |
| vec00854 | odvést<br>(v-w2949f2)       | Manipulator,<br>Focused,<br>Undesirable,<br>Desirable | A Manipulator detracts a Focused entity from an Undesirable to a Desirable entity. | Manipulující odvádí zacílenou entitu z nežádoucí entity na žádoucí. |
| vec00855 | odvodit<br>(v-w2959f1)      | Deducer,<br>Deduced, Origin                           | A Deducer derives a Deduced entity from an Origin.                                 | Vyvozující odvozuje vyvozovanou entitu z původu.                    |
| vec00857 | oplývat<br>(v-w3134f1)      | Entity,<br>Attribute                                  | An Entity abounds in an Attribute.   | Entita oplývá rysem(y).   |
| vec00858 | orazítkovat<br>(v-w11009f2) | Authority,<br>Document                                | An Authority affixes a stamp to a Document.  | Autorita opatří dokument razítkem.                                  |
| vec00859 | orientovat<br>(v-w3172f4)   | Authority,<br>Focused, Goal                           | An Authority directs a Focused entity to a Goal.                                   | Autorita nasměruje entitu, na kterou je zaměřena pozornost, k cíli. |
| vec00860 | ošálit<br>(v-w11185f2)      | Manipulator,<br>Victim                                | A Manipulator makes a fool of a Victim.  | Manipulující dělá z oběti blázna.                                   |
| vec00861 | otevřít<br>(v-w3265f4)      | Starting  | A Starting entity starts to operate or function.                                   | Začínající entita začíná účinkovat nebo fungovat.                   |
| vec00862 | otevřít se<br>(v-w3266f2)   | Opportunity,<br>Party_benefited,<br>NoSr              | An Opportunity opens itself for a Party_benefited.                                 | Příležitost se otevře pro stranu_prospěchu.                         |
| vec00863 | oženit se<br>(v-w3339f1)    | Participant_1,<br>Participant_2                       | A Participant_1 takes a Participant_2 as a spouse.                                 | Účastník_1 přijímá účastníka_2 za manželku.                         |
| vec00864 | panikařit<br>(v-w11139f2)   | Cognizer  | A Protagonist loses one's nerve, is overcome with sudden fears.                    | Protagonista ztrácí nervy, přepadají ho náhlé obavy.                |
| vec00865 | patřit<br>(v-w3411f1)       | Entity, Category                                      | An Entity belongs to a Category.   | Entita patří do kategorie.  |
| vec00866 | pít (v-w3450f1)             | Ingestor,<br>Ingestibles                              | An Ingestor takes in liquids as Ingestibles.                                       | Konzumující přijímá tekutiny jako konzumovanou entitu.              |

| ClassID  | Name (ces)                   | RoleSet                                      | English Definition  | Czech Definition   |
|----------|------------------------------|--|---|--|
| vec00867 | plakat<br>(v-w3457f1)        | Experiencer,<br>Stimulus                     | An Experiencer sheds tears because of a Stimulus, such as sadness, rage, or pain. | Proživatel roní slzy na základě Stimulu, jak je smutek, vztek, nebo bolest.                    |
| vec00869 | podívat se<br>(v-w3574f1)    | Observer,<br>Targeted                        | An Observer throws a glance at a Targeted entity.                                 | Pozorovatel vrhne pohled na zacílenou entitu.  |
| vec00870 | podlehnout<br>(v-w3583f2)    | Capitulator,<br>Force                        | A Capitulator falls prey to a Force.  | Kapitulující se stane obětí sily.  |
| vec00872 | pokrýt<br>(v-w3771f3)        | Covering,<br>Covered                         | A Covering entity overlays a Covered entity.                                      | Kryjící entita překrývá krytou entitu.   |
| vec00873 | pominout<br>(v-w3824f1)      | Entity                                       | An Entity terminates in a temporal sense.   | Entita končí v časovém smyslu.   |
| vec00875 | potácer se<br>(v-w4064f1)    | Changing                                     | A Changing entity staggers.   | Měnící se entita se potáčí.  |
| vec00876 | poznat<br>(v-w4210f3)        | Cognizer,<br>Person                          | A Cognizer gets to know a Person.   | Poznávající poznává osobu.   |
| vec00877 | prahnot<br>(v-w4246f1)       | Protagonist,<br>Desirable                    | A Protagonist longs for a Desirable entity.                                       | Protagonista touží po žádoucí entitě.  |
| vec00879 | probrat se<br>(v-w4300f2_ZU) | Sorter, Sorted                               | A Sorter sifts through a Sorted entity.   | Třídící pečlivě prochází tříděnou entitou.   |
| vec00880 | probudit se<br>(v-w4302f1)   | Protagonist,<br>State                        | A Protagonist wakes up from a State.  | Protagonista se probouzí ze stavu.   |
| vec00881 | prohnat se<br>(v-w11385f2)   | Mover, Path                                  | A Mover careens through a Path.   | Pohybující se rychle pohybuje po cestě.  |
| vec00882 | projet<br>(v-w4389f1)        | Mover, Path                                  | A Mover drives through a Path.  | Pohybující se projíždí cestou.   |
| vec00883 | projevit se<br>(v-w4393f2)   | Phenomenon,<br>Feature                       | A Phenomenon manifests itself in a Feature.                                       | Jev se projevuje prostřednictvím znaku.  |
| vec00884 | proklestit<br>(v-w4408f1)    | Authority,<br>Hindrance, Goal                | An Authority clears the way to a Goal by removing Hindrances.                     | Autorita uvolňuje cestu k cíli odstraněním překážek.   |
| vec00885 | prolomit<br>(v-w4421f1)      | Destroyer,<br>Destroyed                      | A Destroyer penetrates a Destroyed entity.  | Ničitel proniká do zničené entity.   |
| vec00886 | promrhat<br>(v-w11104f2)     | Wasting,<br>Wasted                           | A Wasting entity squanders a Wasted entity.                                       | Plýtvající entita promrhá plýtvanou entitou.   |
| vec00888 | prorazit<br>(v-w4510f5)      | Innovator, Goal                              | An Innovator makes a breakthrough with a Goal.                                    | Inovátor dělá průlom s cílem.  |
| vec00889 | předurčit<br>(v-w4777f1)     | Determinant,<br>Determined,<br>Goal          | A Determinant destines a Determined entity to a Goal.                             | Klíčový faktor předurčuje určenou entitu k cíli.   |
| vec00890 | předvádět se<br>(v-w4780f1)  | Boaster, Audi-<br>ence_Adressee              | A Boaster shows off in front of an Audience_Adressee.                             | Chlubící se předvádí před publikem_adresátem.  |
| vec00891 | přejmenovat<br>(v-w4829f1)   | Namer, Named,<br>Name_final,<br>Name_initial | A Namer gives a Name_final to a Named entity, replacing a Name_initial.           | Pojmenovávající dává konečné pojmenování pojmenované entitě a nahrazuje počáteční pojmenování. |

| ClassID  | Name (ces)                      | RoleSet   | English Definition  | Czech Definition   |
|----------|---------------------------------|---|---|--|
| vec00892 | překrývat se<br>(v-w11289f1)    | Entity_1,<br>Entity_2                               | An Entity_1 overlaps with<br>an Entity_2.   | Entita_1 se překrývá s<br>entitou_2.                                     |
| vec00893 | překypovat<br>(v-w10940f2)      | Protagonist,<br>Emotion                             | A Protagonist is<br>overflowing with an<br>Emotion.                               | Protagonista překypuje<br>emocemi.                                       |
| vec00894 | přeložit<br>(v-w4873f6_ZU)      | Mover, Moved,<br>Area_1, Area_2                     | A Mover relegates a<br>Moved entity from Area_1<br>to Area_2.                     | Pohybující se přesune<br>posunovanou entitu z<br>oblasti_1 do oblasti_2. |
| vec00895 | přeorientovat<br>(v-w11266f1)   | Redirecting,<br>Redirected,<br>Goal                 | A Redirecting entity<br>channels a Redirected<br>entity to a new Goal.            | Přesměrující entita vede<br>přesměrovanou entitu do<br>nového cíle.      |
| vec00896 | převrátit (v-w11557_ZUf1_ZU)    | Cause,<br>Changed,<br>State_final,<br>State_initial | A Cause inverts a<br>Changed entity from a<br>State_initial to a State<br>_final. | Příčina mění změněnou<br>entitu z počátečního stavu<br>na konečný vztah. |
| vec00898 | přijít<br>(v-w5158f20)          | Helper,<br>Party_benefited                          | A Helper comes to help a<br>Party_benefited (idiom).                              | Pomocník přichází, aby<br>pomohl straně_prospěchu<br>(idiom).            |
| vec00899 | připevnit<br>(v-w5205f1)        | Agent, Item,<br>Place                               | An Agent fastens an Item<br>to a Place.   | Konatel připevní předmět<br>k místu.                                     |
| vec00900 | připravit<br>(v-w5238f1)        | Creator,<br>Created,<br>Component                   | A Creator makes a<br>Created entity ready from<br>a Component.                    | Tvůrce přichystá<br>vytvořenou entitu z<br>komponentů.                   |
| vec00901 | přistát<br>(v-w5284f1)          | Landing, Place                                      | A Landing entity comes to<br>rest at a Place.                                     | Přistávající entita spočine<br>na místě.                                 |
| vec00902 | přizpůsobovat<br>(v-w5361f1)    | Adjusting,<br>Adjusted, Norm                        | An Adjusting entity<br>adapts an Adjusted entity<br>to a Norm.                    | Upravující entita<br>přizpůsobuje upravenou<br>entitu normě.             |
| vec00903 | rozcupovat<br>(v-w5568f1)       | Destroyer,<br>Destroyed,<br>Component               | A Destroyer tears a<br>Destroyed entity to<br>Components.                         | Ničitel roztrhá zničenou<br>entitu na komponenty.                        |
| vec00904 | rozčilovat<br>(v-w5575f1)       | Stimulus,<br>Attitudal                              | A Stimulus upsets an<br>Attitudal.  | Podnět rozruší člověka<br>zaujmajícího postoj.                           |
| vec00905 | rozejít se<br>(v-w5611f1)       | Participant_1,<br>Participant_2                     | A Participant_1 splits up<br>with a Participant_2.                                | Účastník_1 se rozejde s<br>účastníkem_2.                                 |
| vec00909 | rozpoznat<br>(v-w5742f1)        | Cognizer,<br>Phenomenon                             | A Cognizer discerns a<br>Phenomenon.  | Poznávající rozpozná jev.  |
| vec00910 | rozptylit<br>(v-w5754f1)        | Stimulus,<br>Undesirable                            | A Stimulus dispels an<br>Undesirable entity.                                      | Podnět rozptyluje<br>nežádoucí entitu.                                   |
| vec00911 | rozptylit se (v-whsa_.942f1_ZU) | Distributed   | A Distributed entity is<br>diffused.  | Distribuovaná entita je<br>rozptylená.                                   |
| vec00912 | rozšířit<br>(v-w5777f3)         | Distributor,<br>Distributed,<br>Recipient           | A Distributor circulates a<br>Distributed entity to a<br>Recipient.               | Distributor rozešle<br>distribuovanou entitu<br>příjemci.                |
| vec00914 | rozvinout<br>(v-w5819f1)        | Affector, Item                                      | An Affector unrolls an<br>Item.   | Zasahující entita rozbalí<br>předmět.                                    |
| vec00915 | rozvířit<br>(v-w5824f1)         | Cause, Affected                                     | A Cause stirs up an<br>Affected entity (Idiom).                                   | Příčina podnítí zasaženou<br>entitu (idiom).                             |

| ClassID  | Name (ces)                | RoleSet                               | English Definition   | Czech Definition  |
|----------|---------------------------|---------------------------------------|--|---|
| vec00916 | řadit<br>(v-w5858f1)      | Authority,<br>Phenomenon,<br>Rank     | An Authority puts a Phenomenon into a Rank.                          | Autorita zařadí jev do pořadí.                          |
| vec00917 | sahat<br>(v-w5890f3)      | Item, Area_2,<br>Area_1               | An Item reaches from an Area_1 to an Area_2.                         | Položka sahá z oblasti_1 do oblasti_2.                  |
| vec00918 | sáhnout<br>(v-w5891f2)    | Agent, Impactee                       | An Agent makes contact, touches an Impactee.                         | Konatel naváže kontakt, dotkne se zasaženého.           |
| vec00919 | sčítat<br>(v-w5916f1)     | Agent,<br>Component                   | An Agent adds up Components.   | Konatel sečte komponenty.                               |
| vec00921 | skladovat<br>(v-w6108f1)  | Agent, Goods,<br>Place                | An Agent stores Goods at a Place.                                    | Konatel skladuje zboží na místě.                        |
| vec00922 | skočit<br>(v-w10182f2)    | Mover                                 | A Mover frolics.   | Pohybující se dovádí.                                   |
| vec00923 | smazat<br>(v-w6194f2)     | Cause, Removed                        | A Cause wipes out a Removed entity.                                  | Příčina vymaže odstraněnou entitu.                      |
| vec00924 | smést<br>(v-w6207f1)      | Mover, Moved,<br>Area                 | A Mover sweeps a Moved entity from an Area.                          | Pohybující se smete přesunutou entitu z oblasti.        |
| vec00926 | smrdět<br>(v-w6220f1)     | Phenomenon,<br>Judgment               | A Phenomenon is perceived through the olfactory sense as a Judgment. | Jev je vnímán čichovým smyslem jako úsudek.             |
| vec00929 | souhlasit<br>(v-w6275f3)  | Compared_1,<br>Compared_2             | A Compared_1 entity corresponds to a Compared_2 entity.              | Porovnávaná entita_1 odpovídá porovnávané entitě_2.     |
| vec00930 | srazit<br>(v-w6442f1)     | Assailant,<br>Victim                  | An Assailant runs over a Victim.                                     | Útočník přejede oběť.                                   |
| vec00931 | stočit se<br>(v-w11304f2) | Mover, Goal                           | A Mover wears off to a Goal.   | Pohybující se mizí směrem k cíli.                       |
| vec00932 | strčit<br>(v-w6566f1)     | Manipulator,<br>Manipulated,<br>Place | A Manipulator pushes a Manipulated entity forcefully in a Place.     | Manipulující silou tlačí manipulovanou entitu do místa. |
| vec00934 | tančit<br>(v-w6778f1)     | Protagonist                           | A Protagonist dances.  | Protagonista tančí.                                     |
| vec00935 | tápat<br>(v-w6783f1)      | Protagonist,<br>Issue                 | A Protagonist flounders about an Issue.                              | Protagonista se zmítá v nějakém problému.               |
| vec00937 | třást se<br>(v-w6926f1)   | Experiencer                           | An Experiencer shakes.   | Proživatel se třese.                                    |
| vec00940 | ukrajovat<br>(v-w11101f2) | Cause, Resource                       | A Cause chips away a Resource.                                       | Příčina oddělí zdroj.                                   |
| vec00941 | upsat<br>(v-w7246f1)      | Owner, Asset,<br>Recipient            | An Owner signs away an Asset to a Recipient.                         | Vlastník upisuje majetek příjemci.                      |
| vec00942 | ustoupit<br>(v-w7344f2)   | Protagonist,<br>Abandoned             | A Protagonist backpedals from an Abandoned entity.                   | Protagonista se stahuje z opuštěné entity.              |
| vec00943 | utáhnout<br>(v-w7363f1)   | Affector,<br>Manipulated              | An Affector tugs a Manipulated entity.                               | Zasahující entita utahuje manipulovanou entitu.         |
| vec00944 | utvářet<br>(v-w7412f1)    | Creator,<br>Created,<br>Resource      | A Creator forms, shapes a Created entity from a Resource.            | Tvůrce tvoří, tvaruje vytvořenou entitu ze zdroje.      |

| ClassID  | Name (ces)                     | RoleSet                            | English Definition  | Czech Definition  |
|----------|--------------------------------|------------------------------------|---|---|
| vec00946 | uvést<br>(v-w7449f2)           | Creator,<br>Created                | A Creator presents a<br>Created entity.                             | Tvůrce představuje<br>vytvořenou entitu.                              |
| vec00947 | uvolňovat<br>(v-w7463f2)       | Authority, Asset                   | An Authority frees up an<br>Asset.                                  | Autorita uvolní majetek.  |
| vec00948 | uzavřít se<br>(v-w7477f1)      | Hidden,<br>Undesirable             | A Hidden entity closes<br>itself off from an<br>Undesirable entity. | Skrytá entita se uzavírá<br>před nežádoucí entitou.                   |
| vec00949 | valit se<br>(v-w7510f1)        | Mover                              | A Mover moves in a<br>smooth circular or<br>undulating manner.      | Pohybující se pohybuje<br>hladkým kruhovým nebo<br>zvlněným způsobem. |
| vec00950 | večeřet<br>(v-w10468f2)        | Ingestor,<br>Ingestibles           | An Ingestor has<br>Ingestibles for supper.                          | Konzumující má k večeři<br>konsumované entity.                        |
| vec00951 | vládnout<br>(v-w7641f1)        | Dominating                         | A Dominating entity<br>reigns.                                      | Vládne dominantní entita.   |
| vec00952 | vlévat se<br>(v-w11270f1)      | Mover, Place                       | A Mover flows into a<br>Place.                                      | Pohybující se proudí do<br>místa.                                     |
| vec00954 | vrhat (v-<br>w7714hsa_140)     | Cause, Affected                    | A Cause casts an Affected<br>entity.                                | Příčina vrhá zasaženou<br>entitu.                                     |
| vec00956 | vybojovat<br>(v-w7788f1)       | Winner,<br>Acquired,<br>Competitor | A Winner gains an<br>Acquired entity over a<br>Competitor.          | Vítěz získává nabystou<br>entitu nad soupeřem.                        |
| vec00957 | vyčerpávat<br>(v-w11112f4)     | Absorber,<br>Resource              | An Absorber depletes a<br>Resource.                                 | Absorbující vyčerpává<br>zdroj.                                       |
| vec00958 | vyčinit (v-<br>w11618_ZUf1_ZU) | Authority,<br>Offender             | An Authority upbraids an<br>Offender.                               | Autorita kárá pachatele.  |
| vec00959 | vydechnout si<br>(v-w7851f1)   | Attitudal                          | An Attitudal exhales.   | Člověk zaujímající postoj<br>si vydechne.                             |
| vec00960 | vyhovovat<br>(v-w7921f1)       | Evaluee,<br>Experiencer            | An Evaluee is appropriate<br>for an Experiencer.                    | Hodnocený je vhodný pro<br>proživatele.                               |
| vec00961 | vykolejit<br>(v-w10944f2)      | Stimulus,<br>Attitudal             | A Stimulus unhinges an<br>Attitudal.                                | Podnět rozruší člověka<br>zaujímajícího postoj.                       |
| vec00962 | vymazat<br>(v-w8095f1)         | Protagonist,<br>Removed, Place     | A Protagonist deletes a<br>Removed entity from a<br>Place.          | Protagonista odstraní<br>odstraněnou entitu z<br>místa.               |
| vec00964 | vynikat<br>(v-w8154f1)         | Superior,<br>Subordinate,<br>Skill | A Superior stands out<br>against a Subordinate at a<br>Skill.       | Nadřazený vyčnívá nad<br>podřízeným v dovednosti.                     |
| vec00965 | vypínat<br>(v-w10721f2)        | Cause, Finished                    | A Cause turns off a<br>Finished entity.                             | Příčina vypne dokončenou<br>entitu.                                   |
| vec00966 | vyplňovat<br>(v-w8200f1)       | Creator,<br>Information            | A Creator fills in some<br>Information.                             | Tvůrce vyplní některé<br>informace.                                   |
| vec00970 | vystát<br>(v-w10378f2)         | Experiencer,<br>Undesirable        | An Experiencer can bear<br>an Undesirable entity.                   | Proživatel může snést<br>nežádoucí entitu.                            |
| vec00972 | vyšperkovat<br>(v-w11190f2)    | Agent,<br>Improved                 | An Agent embellishes<br>some Information.                           | Konatel přikrášluje<br>některé informace.                             |
| vec00973 | vytěsnit<br>(v-w8470f1)        | Cause,<br>Removed, Place           | A Cause forces out a<br>Removed entity from a<br>Place.             | Příčina vytlačí<br>odstraněnou entitu z<br>místa.                     |

| ClassID  | Name (ces)                    | RoleSet  | English Definition  | Czech Definition  |
|----------|-------------------------------|--|---|---|
| vec00975 | vytrvat<br>(v-w8497f2)        | Entity, Time                                   | An Entity persists in Time.   | Entita přetrvává v čase.  |
| vec00976 | vytříbit (v-w11631_ZUf1_ZU)   | Cause, Improved                                | A Cause improves an Improved entity.  | Příčina vylepšuje vylepšenou entitu.  |
| vec00977 | vyvrcholit<br>(v-w8574f1)     | Culminating                                    | A Culminating entity reaches the highest point.                             | Kulminující entita dosáhne nejvyššího bodu.   |
| vec00978 | vyvstávat<br>(v-w8576f1)      | Emerging                                       | An Emerging entity arises.  | Vzniká vznikající entita.   |
| vec00979 | vztyčit se<br>(v-w8700f1)     | Protagonist                                    | A Protagonist gets up.  | Protagonista vstává.  |
| vec00981 | zadržovat (v-w8780hsa_473)    | Withholder, Withheld                           | A Withholder refuses to hand over or share a Withheld entity.               | Zadržující odmítá předat nebo sdílet zadržovanou entitu.                            |
| vec00984 | zalidnit<br>(v-w11074f2)      | Protagonist, Area                              | A Protagonist peoples an Area.  | Protagonista zabydlí založovanou entitu.  |
| vec00986 | zapálit<br>(v-w9002f1)        | Igniter, Ignited                               | An Igniter kindles an Ignited entity.                                       | Zapalující zapálí zapálenou entitu.   |
| vec00988 | zasloužit si<br>(v-w9138f1)   | Deserving, Deserved, Source                    | A Deserving entity is worthy to get a Deserved entity from a Source.        | Zasluhující si entita je hodna získat zaslouženou entitu ze zdroje.                 |
| vec00989 | zastávat<br>(v-w9154f4_ZU)    | Representing, Attribute                        | A Representing entity espouses an Attribute.                                | Zastupující entita nese rys(y).   |
| vec00990 | zavánět<br>(v-w9257f1)        | Entity, Attribute                              | An Entity smacks of an Attribute.   | Entita zavání rysem/y.  |
| vec00991 | zavrtět<br>(v-w9307f1)        | Mover, Moved                                   | A Mover shakes a Moved entity.  | Pohybující se zatřese pohybovanou entitou.  |
| vec00992 | zbít (v-w9340f1)              | Assailant, Victim                              | A Victim is the subject of beating from an Assailant.                       | Oběť je předmětem bití ze strany útočníka.  |
| vec00993 | zkroutit se<br>(v-w11344f2)   | Item   | An Item buckles.  | Položka/předmět se ohne.  |
| vec00994 | zmínit se<br>(v-w9625f1)      | Speaker, Information, Audience_Adressee        | A Speaker mentions some Information to an Audience_Adressee.                | Mluvčí zmíní nějaké informace publiku_adresátovi.                                   |
| vec00995 | zmítat (v-whsa_788f1_ZU)      | Cause, Victim                                  | A Cause buffets a Victim.   | Příčina zasáhne oběť.   |
| vec00996 | znepřátelit si<br>(v-w9703f1) | Stimulus, Attitudal                            | A Stimulus makes an enemy of an Attitudal.                                  | Podnět dělá z člověka zaujmajícího postoj nepřítele.                                |
| vec00997 | zpevnit<br>(v-w9779f1)        | Stabilizing, Value, Value_final, Value_initial | A Stabilizing entity firms its Value from a Value_initial to a Value_final. | Ustalující se entita upevňuje svou hodnotu z počáteční hodnoty na konečnou hodnotu. |
| vec01000 | žehnat<br>(v-w10024f1)        | Authority, Party_benefited                     | An Authority blesses a Party_benefited.                                     | Autorita žehná straně_prospěchu.  |
| vec01001 | blížit se<br>(v-w162f1)       | Item_standard, Item_profiled                   | An Item_standard approximates an Item_profiled.                             | Položka_standardní se blíží položce_profilované.                                    |

| ClassID  | Name (ces)                     | RoleSet                            | English Definition   | Czech Definition   |
|----------|--------------------------------|------------------------------------|--|--|
| vec01002 | bojovat<br>(v-w178hsa_269)     | Competitor,<br>Competition         | A Competitor fights in a Competition.  | Soutěžící bojuje v soutěži.  |
| vec01003 | brát<br>(v-w202f19)            | Perceiver,<br>Perceived,<br>Manner | A Perceiver regards a Perceived entity in a Manner.  | Vnímající vnímá vnímanou entitu určitým způsobem.  |
| vec01004 | brát<br>(v-w202f27)            | Ingestor,<br>Ingestibles           | An Ingestor is on an Ingestibles entity.   | Konzumující konzumuje konzumovatelnou entitu / poživatinu.                                       |
| vec01005 | brát<br>(v-w202f30_ZU)         | Cause,<br>Weakened                 | A Cause influences a Weakened entity by thwarting something the Weakened entity plans to do (idiom). | Příčina ovlivňuje oslabenou entitu tím, že maří něco, co oslabená entita plánuje udělat (idiom). |
| vec01007 | brát si<br>(v-w204f4_ZU)       | Protagonist,<br>Idiom              | The protagonist speaks very openly, he says everything straight/makes no bones (idiom).              | Protagonista mluví velmi otevřeně, všechno říká přímo (idiom).                                   |
| vec01008 | cenzurovat<br>(v-w11192f2)     | Authority,<br>Information          | An Authority edits some Information so as to block the truth.  | Autorita upraví některé informace tak, aby bránila pravdě.                                       |
| vec01009 | citovat<br>(v-w279f1)          | Speaker,<br>Communicated           | A Speaker quotes a Communicated entity.  | Mluvčí cituje komunikovanou entitu.  |
| vec01010 | číst (v-w333f3)                | Cognizer                           | A Cognizer reads.  | Poznávající čte.   |
| vec01011 | destabilizovat<br>(v-w10248f2) | Cause, Affected                    | A Cause makes an Affected entity unstable.   | Příčina způsobuje, že postižená entita je nestabilní.  |
| vec01012 | devalvovat<br>(v-w454f1)       | Authority,<br>Affected             | An Authority causes an Affected entity to lose value.  | Autorita způsobí ztrátu hodnoty zasažené entity.   |
| vec01013 | diktovat<br>(v-w466f1)         | Authority,<br>Ordered,<br>Impactee | An Authority dictates an Ordered entity to an Impactee.  | Autorita diktuje nařízenou entitu zasažené osobě.  |
| vec01015 | dohánět<br>(v-w551f2_ZU)       | Cause,<br>State_final,<br>Affected | A Cause forces/drives an Affected entity to a State_final.   | Příčina nutí/žene zasaženou entitu do konečného stavu.   |
| vec01017 | dostihnout<br>(v-w742f1)       | Pursuer, Goal                      | A Pursuer catches up a Goal.   | Pronásledovatel dohání cíl.  |
| vec01018 | dozrávat<br>(v-w810f2)         | Ripening                           | A Ripening entity grows ripe.  | Dozrávající entita dozrává.  |
| vec01019 | dýchat<br>(v-w862f1)           | Protagonist                        | A Protagonist draws air into the lungs and expels it out.  | Protagonista nasává vzduch do plic a vytlačuje ho ven.   |
| vec01020 | evakuovat (v-w890hsa_1079)     | Authority, Area                    | An Authority evacuates an Area.  | Autorita evakuuje oblast.  |
| vec01021 | experimentovat<br>(v-w908f1)   | Affected, Agent                    | An Agent experiments with an Affected entity.  | Konatel experimentuje se zasaženou entitou.  |
| vec01022 | figurovat<br>(v-w942f1)        | Entity, Place                      | An Entity figures/occurs at a Place.   | Entita figuruje/vyskytuje se na místě.   |

| ClassID  | Name (ces)                         | RoleSet   | English Definition   | Czech Definition  |
|----------|------------------------------------|---|--|---|
| vec01023 | gratulovat<br>(v-w1008f1)          | Attitudal,<br>Achievement,<br>Party_benefited   | An Attitudal congratulates a Party benefited on an Achievement.          | Člověk zaujímající postoj blahopřeje straně prospěchu k úspěchu.                |
| vec01024 | hospitalizovat<br>(v-w1098f1)      | Authority,<br>Affected                          | An Authority admits an Affected entity to a hospital.                    | Autorita přijme zasaženou entitu do nemocnice.                                  |
| vec01025 | chodit<br>(v-w1179f2)              | Mover, Path                                     | A Mover walks through a Path.  | Pohybující se prochází cestou.  |
| vec01026 | chutnat<br>(v-w1197f3_ZU)          | Ingestibles,<br>Manner                          | An Ingestibles tastes in a Manner.                                       | Konzumovaná entita chutná určitým způsobem.                                     |
| vec01027 | implantovat<br>(v-w11191f2)        | Agent, Item,<br>Place                           | An Agent implants/fixes or sets an Item securely or deeply at a Place.   | Konatel implantuje / fixuje nebo ukládá předmět bezpečně nebo hluboko na místo. |
| vec01028 | inzerovat<br>(v-w1314f1)           | Advertising,<br>Advertised                      | An Advertising entity makes official publicity for an Advertised entity. | Inzerující entita dělá oficiální reklamu inzerované entitě.                     |
| vec01029 | jmenovat<br>(v-w1344f3)            | Communicator,<br>Entity, Audi-<br>ence_Adressee | A Communicator identifies an Entity to an Audience_Adressee.             | Komunikující identifikuje entitu pro publikum_adresáta.                         |
| vec01030 | kapitalizovat<br>(v-w10968f3_ZU)   | Authority,<br>Evaluated, Value                  | An Authority computes the Value of an Evaluated entity.                  | Autorita vypočítá hodnotu hodnoceného.  |
| vec01031 | karikovat<br>(v-whsa_1324hsa_1325) | Creator, Issue                                  | A Creator produces a caricature of an Issue.                             | Tvůrce vytvoří karikaturu záležitosti/problému.                                 |
| vec01032 | katapultovat<br>(v-w1370f1)        | Mover, Moved,<br>Area_1, Area_2                 | A Mover catapults a Moved entity from an Area_1 to an Area_2.            | Pohybující se katapultuje přesouvanou entitu z oblasti_1 do oblasti_2.          |
| vec01034 | klást<br>(v-w1387f8)               | Oviparous,<br>Created                           | An Oviparous entity lays eggs.   | Vejcorodá entita snáší vejce.   |
| vec01035 | klepat<br>(v-w1393f1)              | Agent, Obstacle                                 | An Agent raps on an Obstacle with knuckles.                              | Konatel klepe na překážku.  |
| vec01036 | konfrontovat<br>(v-w1495f1)        | Comparator,<br>Compared_1,<br>Compared_2        | A Comparator confronts a Compared_1 with a Compared_2 entity.            | Srovnávající konfrontuje srovnávanou entitu_1 a srovnávanou entitu_2.           |
| vec01037 | kormidlovat<br>(v-w10472f2)        | Governing,<br>Governed                          | A Governing entity steers a Governed entity.                             | Vládnoucí entita řídí ovládanou entitu.   |
| vec01038 | kousnout<br>(v-w1584f1)            | Assailant,<br>Victim                            | An Assailant bites a Victim.   | Útočník kousne oběť.  |
| vec01039 | kousnout si<br>(v-w11491f1)        | Protagonist,<br>Targeted                        | A Protagonist sinks his/her teeth into a Targeted entity.                | Protagonista zaboří zuby do zacílené entity.                                    |
| vec01040 | lpět (v-w1748f1)                   | Protagonist,<br>Desirable                       | A Protagonist clings to a Desirable entity.                              | Protagonista lpí na žádoucí entitě.   |
| vec01041 | lyžovat<br>(v-w1756f1)             | Protagonist                                     | A Protagonist moves along on skis.                                       | Protagonista se pohybuje na lyžích.   |
| vec01042 | monopolizovat<br>(v-w1891f1)       | Authority,<br>Affected                          | An Authority has a monopoly on an Affected entity.                       | Autorita má monopol na zasaženou entitu.  |

| ClassID  | Name (ces)                    | RoleSet  | English Definition  | Czech Definition   |
|----------|-------------------------------|--|---|--|
| vec01043 | mračit se<br>(v-w1904f2)      | Attitudal,<br>Reason                               | A Reason makes an Attitudal frown with displeasure.               | Důvod způsobí, že se člověk zaujímající postoj mračí nelibostí.            |
| vec01044 | myslet<br>(v-w1917f2)         | Thinker  | A Thinker cogitates.  | Myslitel přemýšlí.   |
| vec01046 | naprogramovat<br>(v-w11079f2) | Creator,<br>Created                                | A Creator writes a computer program for a Created entity.         | Tvůrce píše počítačový program pro vytvořenou entitu.                      |
| vec01047 | navrhnut<br>(v-w2310f4)       | Proposer,<br>Proposed,<br>Function                 | A Proposer proposes/suggests a Proposed entity into a Function.   | Navrhovatel navrhuje navrhovanou entitu do funkce.                         |
| vec01048 | obdivovat<br>(v-w2447f1)      | Perceiver,<br>Phenomenon                           | A Perceiver admires a Phenomenon.                                 | Vnímající obdivuje jev.  |
| vec01049 | obléhat<br>(v-w2515f1)        | Assailant,<br>Victim                               | An Assailant besieges a Victim.                                   | Útočník obléhá oběť.   |
| vec01050 | oblékat<br>(v-w2516f2)        | Agent, Worn,<br>Wearer                             | An Agent puts a Worn entity on a Wearer.                          | Konatel umístí nošenou entitu na nositele.                                 |
| vec01051 | oblékat se<br>(v-w2517f1)     | Wearer, Manner                                     | A Wearer puts on clothes in a Manner.                             | Nositel si obléká oblečení nějakým způsobem.                               |
| vec01052 | obohacovat<br>(v-w2535f1)     | Protagonist,<br>Recipient,<br>Acquired             | A Protagonist enriches a Recipient with an Acquired entity.       | Protagonista obohacuje příjemce o získanou entitu.                         |
| vec01053 | obrátit<br>(v-w2547f9_ZU)     | Focusing,<br>Focused, Goal                         | A Focusing entity turns a Focused entity towards a Goal.          | Zaměřující se entita obrací zaměřenou entitu směrem k cíli.                |
| vec01054 | obtěžovat se<br>(v-w2578f1)   | Agent,<br>Undesirable                              | An Agent bothers with an Undesirable entity.                      | Konatel se obtěžuje s nežádoucí entitou.                                   |
| vec01055 | obývat<br>(v-w2592f1)         | Agent, Place                                       | An Agent inhabits/is physically in or is a resident of a Place.   | Konatel obývá místo / je fyzicky přítomen v místě nebo je jeho obyvatelem. |
| vec01056 | odfrknout si<br>(v-w11379f1)  | Speaker,<br>Communicated                           | A Speaker snorts a Communicated entity.                           | Mluvčí vypustí komunikovanou entitu.                                       |
| vec01058 | odpustit<br>(v-w2846f1)       | Evaluator,<br>Offense, Guilty                      | An Evaluator forgives a Guilty entity for an Offense.             | Hodnotitel odpouští provinilé entitě přestupek.                            |
| vec01059 | odpykávat si<br>(v-w2850f1)   | Affected,<br>Undesirable                           | An Affected entity serves an Undesirable entity, as a punishment. | Zasažená entita slouží nežádoucí entitě jako trest.                        |
| vec01060 | odseknout (v-w2877hsa_191)    | Speaker,<br>Information,<br>Audi-<br>ence_Adressee | A Speaker snaps some Information at an Audience_Adressee.         | Mluvčí vypustí nějaké informace k publiku_adresátovi.                      |
| vec01061 | odvážit se<br>(v-w2944f1)     | Protagonist,<br>Action                             | A Protagonist is courageous enough to try or do an Action.        | Protagonista je dostatečně odvážný, aby zkusil nebo udělal akci.           |
| vec01062 | ohrnovat<br>(v-w10709f3)      | Protagonist,<br>Idiom                              | A Protagonist expresses disdain verbally or nonverbally (idiom).  | Protagonista vyjadřuje pohrdání verbálně nebo neverbálně (idiom).          |

| ClassID  | Name (ces)                    | RoleSet                                 | English Definition   | Czech Definition  |
|----------|-------------------------------|---|--|---|
| vec01063 | opovrhovat<br>(v-w10539f2)    | Attitudal,<br>Despised                  | An Attitudal looks down<br>on a Despised entity with<br>disdain.                 | Clověk zaujímající postoj<br>shlíží na opovrhovanou<br>entitu s pohrdáním.              |
| vec01064 | oteplovat se<br>(v-w3257f2)   | Changing                                | A Changing entity<br>becomes warmer.   | Měnící se entita se<br>otepluje.  |
| vec01065 | ovládnout<br>(v-w3301f1)      | Cognizer,<br>Knowledge                  | A Cognizer masters some<br>Knowledge.  | Poznávající ovládá určité<br>znalosti.  |
| vec01067 | pást se<br>(v-w11318f1)       | Ingestor, Place                         | An Ingestor grazes at a<br>Place.  | Konzumující se pase na<br>místě.  |
| vec01068 | plácnot<br>(v-w3455f3)        | Assailant,<br>Affected                  | An Assailant hits an<br>Affected entity with<br>something flat.                  | Útočník zasáhne<br>zasaženou entitu něčím<br>plochým.                                   |
| vec01069 | plavat<br>(v-w3471f2)         | Mover                                   | A Mover travels through<br>water.  | Pohybující se pohybuje ve<br>vodě.  |
| vec01070 | pobavit<br>(v-w3498f1)        | Stimulus,<br>Experiencer                | A Stimulus causes<br>joy/entertainment to an<br>Experiencer.                     | Podnět způsobí<br>prožívajícímu<br>radost/zábavu.                                       |
| vec01071 | podlehnout<br>(v-w3583f1)     | Loser, Winner                           | A Loser succumbs to a<br>Winner.   | Poražený podlehne vítězi.   |
| vec01072 | podplatit<br>(v-w3617f1)      | Payer, Payee                            | A Payer gives money to a<br>Payee in exchange for<br>favors.                     | Plátce dává peníze<br>příjemci platby výměnou<br>za laskavosti.                         |
| vec01073 | pohřešovat<br>(v-w3697f1)     | Missing, Missed                         | A Missing entity realizes<br>and regrets the absence of<br>a Missed entity.      | Postrádající entita si<br>uvědomuje neprítomnost<br>postrádané entity a lituje<br>toto. |
| vec01074 | polykat (v-<br>whsa_618f2_ZU) | Absorber,<br>Absorbed                   | An Absorber gobbles up<br>an Absorbed entity.                                    | Absorbující pohltí<br>absorbovanou entitu.  |
| vec01076 | potvrdit<br>(v-w4099f2)       | Authority,<br>Protagonist,<br>Function  | An Authority legally<br>approves or ratifies a<br>Protagonist for a<br>Function. | Autorita právně schvaluje<br>nebo ratifikuje<br>protagonistu pro funkci.                |
| vec01080 | promítnout se<br>(v-w4439f1)  | Action, Affected                        | An Action projects itself<br>in an Affected entity.                              | Akce se promítá do<br>zasažené entity.  |
| vec01081 | promýšlet<br>(v-w4449f1)      | Thinker, Issue                          | A Thinker mulls over an<br>Issue.  | Myslitel přemýší nad<br>problémem.  |
| vec01082 | pronajmout<br>(v-w4454f2)     | Recipient,<br>Property, Owner           | An Owner leases a<br>Property to a Recipient.                                    | Vlastník pronajímá<br>nemovitost příjemci.  |
| vec01084 | přát<br>(v-w4663f3)           | Agent,<br>Desirable,<br>Party_benefited | An Agent wishes a<br>Desirable entity to a<br>Party_benefited.                   | Konatel si přeje žádoucí<br>entitu pro<br>stranu_prospěchu.                             |
| vec01085 | přeběhnout<br>(v-w4668f2)     | Mover, Area                             | A Mover runs through an<br>Area.   | Pohybující se pohybuje<br>oblastí.  |
| vec01086 | přebíhat<br>(v-w4670f1)       | Mover, Area_1,<br>Area_2                | A Mover runs back and<br>forth from an Area_1 to an<br>Area_2.                   | Pohybující se pohybuje<br>tam a zpět z oblasti_1 do<br>oblasti_2.                       |
| vec01087 | předávat<br>(v-w4697f1)       | Giver, Given,<br>Recipient              | A Giver puts a Given<br>entity into the hands of a<br>Recipient.                 | Dárce vloží darovanou<br>entitu do rukou příjemce.                                      |

| ClassID  | Name (ces)                      | RoleSet                                  | English Definition   | Czech Definition   |
|----------|---------------------------------|--|--|--|
| vec01089 | přechytračit (v-w11553_ZUf1_ZU) | Winner, Loser                            | A Winner beats a Loser through cleverness and wit.                                   | Vítěz porazí poraženého chytrostí a vtipem.  |
| vec01093 | přepočítat (v-w11556_ZUhsa_574) | Evaluator, Valued                        | An Evaluator recalculates a Value.   | Hodnotitel přepočítá hodnotu.  |
| vec01094 | přesměrovávat (v-w10663f2)      | Sender, Sent, Area_1, Area_2             | A Sender reroutes a Sent entity from an Area_1 to an Area_2.                         | Odesílatel přesměruje odeslanou entitu z oblasti_1 do oblasti_2.                               |
| vec01096 | přijít (v-w5158f17)             | Desirable                                | A Desirable entity comes in handy (Idiom).   | Žádoucí entita je prospěšná (idiom).   |
| vec01097 | přikyvovat (v-w10299f2)         | Attitudal, Audience_Addressee, Agreement | An Attitudal expresses his/her Agreement with an Audience_Addressee by nodding.      | Člověk zaujímající postoj projevuje svůj souhlas s publikem_adresátem přikývnutím.             |
| vec01098 | recyklovat (v-w5439f2_ZU)       | Recycling, Old, New                      | A Recycling entity uses an Old entity again after processing it to get a New entity. | Recyklující entita znovu použije starou entitu poté, co ji zpracuje, aby získala novou entitu. |
| vec01099 | rezonovat (v-w11161f2)          | Compared_1, Compared_2                   | A Compared_1 entity resonates with a Compared_2 entity.                              | Porovnávaná entita_1 rezonuje s porovnávanou entitou_2.  |
| vec01102 | rozlišovat (v-w5681f1)          | Distinguishing, Compared_1, Compared_2   | A Distinguishing entity marks Compared_1 and a Compared_2 entities as different.     | Rozlišující entita označí porovnávanou entitu_1 a porovnávanou entitu_2 jako odlišné.          |
| vec01103 | roztavit se (v-w5794f1)         | Disappeared                              | A Disappeared entity changes its state from solid to liquid, usually by heat.        | Zmizelá entita mění své skupenství z pevného na kapalné, obvykle teplem.                       |
| vec01104 | rozvést se (v-w5813f1)          | Participant_1, Participant_2             | A Participant_1 ends marriage with a Participant_2.                                  | Účastník_1 ukončí manželství s účastníkem_2.   |
| vec01105 | rýžovat (v-w10283f4)            | Recipient, Acquired, Source              | A Recipient pans a precious Acquired entity from a Source.                           | Příjemce dostává vzácnou získanou entitu ze zdroje.  |
| vec01106 | shazovat (v-w6022f1)            | Transporter, Transported, Area_1, Area_2 | A Transporter throws down a Transported entity from an Area_1 to an Area_2.          | Přepravující shodí přepravovanou entitu z oblasti_1 do oblasti_2.                              |
| vec01107 | shazovat (v-w6022f3)            | Force, Item, Area_2, Area_1              | A Force puts down an Item from an Area_1 to an Area_2.                               | Síla shodí předmět z oblasti_1 do oblasti_2.   |
| vec01108 | shodit (v-w6029f3_ZU)           | Protagonist, Value                       | A Protagonist loses weight by a Value.   | Protagonista zhubne o hodnotu.   |
| vec01109 | simulovat (v-w6070f1)           | Protagonist, State_of_affairs            | A Protagonist pretends a State_of_affairs.   | Protagonista předstírá stav poznání.   |
| vec01110 | sípat (v-w10061f2)              | Protagonist                              | A Protagonist wheezes/breathes with difficulty.                                      | Protagonista dýchá s obtížemi.   |

| ClassID  | Name (ces)                   | RoleSet                               | English Definition   | Czech Definition  |
|----------|------------------------------|---------------------------------------|--|---|
| vec01111 | sít (v-w10575f2)             | Sower, Sowed, Place                   | A Sower places a Sowed entity at a Place.  | Sející umístí zasetou entitu na místo.  |
| vec01113 | skákat (v-w6092f1)           | Mover                                 | A Mover jumps.   | Pohybující se skáče.  |
| vec01114 | skandovat (v-w6095hsa_630)   | Speaker, Cry                          | A Speaker recites a Cry as a chant.  | Mluvčí odříkává pokřik jako skandování.   |
| vec01115 | sklouznout (v-w6118f1)       | Protagonist, State                    | A Protagonist slides into a worse State.   | Protagonista sklouzne do horšího stavu.   |
| vec01117 | standardizovat (v-w11067f2)  | Adjusting, Adjusted                   | An Adjusting entity causes an Adjusted entity to conform to a standard or a norm.      | Upravující se entita způsobí, že upravená entita vyhovuje standardu nebo normě.   |
| vec01118 | stavět (v-w6505f2)           | Creator, Created, Basis               | A Creator establishes a Created entity on a Basis.                                     | Tvůrce vybuduje vytvořenou entitu na základě.                                     |
| vec01119 | stíhat (v-w6523f1)           | Authority, Offender                   | An Authority prosecutes an Offender.   | Autorita stíhá pachatele.   |
| vec01121 | symbolizovat (v-w6688f1)     | Representing, Represented             | A Representing entity stands for a Represented entity.                                 | Zastupující entita znamená zastoupenou entitu.                                    |
| vec01122 | táhnout (v-w6771f1)          | Attracting, Attractee                 | An Attracting entity is tempting for an Attractee.                                     | Entita přitahující pozornost je lákavá pro někoho přitahovaného pozorností.       |
| vec01123 | tečkovat (v-w10154f2)        | Creator, Area                         | A Creator marks an Area with a dot.  | Tvůrce označí oblast tečkou.  |
| vec01124 | tlačit (v-w6839f7_ZU)        | Force, Affected, State                | A Force exerts pressure or force upon an Affected entity in order get it into a State. | Síla vyvíjí tlak nebo sílu na zasaženou entitu, aby ji dostala do určitého stavu. |
| vec01126 | točit se (v-w6851f1)         | Focusing, Focused                     | A Focusing entity concentrates on a Focused entity.                                    | Zaměřující se entita se soustředí na zaměřenou entitu.                            |
| vec01127 | točit se (v-w6851f4_ZU)      | Experiencer, Cause                    | A Cause makes an Experiencer feel dizzy or as if rotating (idiom).                     | Příčina způsobuje, že proživatel cítí závrát nebo jako by rotoval (idiom).        |
| vec01128 | tolerovat (v-w6855f1)        | Protagonist, Undesirable, Perpetrator | A Protagonist tolerates a Perpetrator in spite of an Undesirable entity.               | Protagonista toleruje pachatele navzdory nežádoucí entitě.                        |
| vec01130 | topit se (v-w6859f2_ZU)      | Affected, State                       | An Affected entity is drown in a State.  | zasažená entita se utopí v určitém stavu.   |
| vec01131 | toulat se (v-w6864f1)        | Mover, Place                          | A Mover wanders at a Place aimlessly or as if without a destination.                   | Pohybující se pohybuje na místě bezcílně nebo jakoby bez cíle.                    |
| vec01132 | transformovat se (v-w6878f1) | Changing, State_final, State_initial  | A Changing entity underwent a transformation from a State_initial to a State_final.    | Měnící se entita prošla transformací z počátečního stavu do koncového stavu.      |

| ClassID  | Name (ces)                  | RoleSet  | English Definition  | Czech Definition   |
|----------|-----------------------------|--|---|--|
| vec01133 | trápit se<br>(v-w6890f2)    | Experiencer,<br>Cause                              | An Experiencer suffers from a painful Cause.                                      | Proživatel trpí bolestivou příčinou.                             |
| vec01136 | uchylovat se<br>(v-w7070f1) | Protagonist,<br>Deed                               | A Protagonist resorts to a Deed.  | Protagonista se uchýlí ke skutku/činu.                           |
| vec01137 | umýt si<br>(v-w11282f2)     | Protagonist,<br>Undesirable                        | A Protagonist renounces responsibility for an Undesirable entity (idiom).         | Protagonista se vzdává odpovědnosti za nežádoucí entitu (idiom). |
| vec01138 | unést<br>(v-w7181f3)        | Perpetrator,<br>Victim, Area_1,<br>Area_2          | A Perpetrator takes a Victim unlawfully from an Area_1 to an Area_2.              | Pachatel nezákonné vezme oběť z oblasti_1 do oblasti_2.          |
| vec01140 | uvolnit<br>(v-w7460f8_ZU)   | Agent, Vacated                                     | An Agent vacates a Place.   | Konatel uvolní místo.  |
| vec01141 | vázat<br>(v-w7528f5)        | Protagonist,<br>Asset, Goal                        | A Protagonist binds an Asset so as to make it unavailable for a Goal.             | Protagonista váže majetek tak, aby byl nedostupný pro cíl.       |
| vec01142 | vážit<br>(v-w7533f4)        | Cognizer,<br>Evaluee                               | A Cognizer considers an Evaluee.  | Poznávající zvažuje hodnoceného.                                 |
| vec01143 | vést<br>(v-w7583f14)        | Transmitter,<br>Transmitted                        | A Transmitter conducts a Transmitted entity.                                      | Vysílač vede přenášenou entitu.                                  |
| vec01145 | vítat<br>(v-w7623f1)        | Host, Guest  | A Host welcomes a Guest.  | Hostitel vítá hosta.   |
| vec01146 | vléci<br>(v-w7652f1)        | Transporter,<br>Transported                        | A Transporter pulls or draws a Transported entity with force.                     | Přepravující táhne přepravovanou entitu silou.                   |
| vec01147 | vlnit se<br>(v-w7656f1)     | Mover  | A Mover swings back and forth.  | Pohybující se houpe tam a zpět.                                  |
| vec01148 | vsadit se<br>(v-w7729f3_ZU) | Participant_1,<br>Prize, Outcome,<br>Participant_2 | A Participant_1 bets with a Participant_2 on an Outcome in order to gain a Prize. | Účastník_1 sází s účastníkem_2 na výsledek, aby získal cenu.     |
| vec01149 | vydat<br>(v-w7842f2)        | Authority, Held,<br>Recipient                      | An Authority extradites a Held entity to a Recipient.                             | Autorita vydá drženou entitu příjemci.                           |
| vec01150 | vydávat se<br>(v-w7848f2)   | Pretending,<br>Pretended                           | A Pretending entity poses a Pretended entity.                                     | Předstírající entita se vydává za předstíranou entitu.           |
| vec01151 | vydražit<br>(v-w7866f1)     | Seller, Goods                                      | A Seller auctions Goods.  | Prodávající draží zboží.   |
| vec01153 | vykašlat (v-w10389f3_ZU)    | Agent, Ejected                                     | A Protagonist coughs up an Ejectable entity.                                      | Protagonista vykašlává vyvrženou entitu.                         |
| vec01155 | vykecat<br>(v-w10090f2)     | Speaker,<br>Information,<br>Audience_Addressee     | A Speaker blabs out some Information to an Audience_Addressee.                    | Mluvčí vyzradí nějaké informace publiku_adresátovi.              |
| vec01156 | vykládat<br>(v-w8008f6)     | Removing,<br>Container                             | A Removing entity unloads a Container.  | Odstraňující entita uvolní kontejner.                            |
| vec01157 | vyklízet<br>(v-w10756f2)    | Agent, Idiom                                       | An Agent beats a retreat (Idiom).   | Konatel ustupuje (idiom).  |

| ClassID  | Name (ces)                      | RoleSet                                  | English Definition  | Czech Definition   |
|----------|---------------------------------|--|---|--|
| vec01159 | vyplatit (v-w8192hsa_997)       | Payer, Payee                             | A Payer pays off a Payee.                                     | Plátce vyplácí příjemce platby.                                |
| vec01160 | vyprazdňovat (v-w8251f1)        | Protagonist, Container                   | A Protagonist removes contents from a Container.              | Protagonista odebere obsah z nádoby.                           |
| vec01161 | vystříhnout (v-w8407f2)         | Removing, Removed, Place                 | A Removing entity clips a Removed entity from a Place.        | Odstraňující entita vystříhne odstraněnou entitu z místa.      |
| vec01162 | vytrhnout (v-w8493f2)           | Action, Experiencer, State_initial       | An Agent disturbs an Experiencer from a State_initial.        | Konatel ruší proživatele z počátečního stavu.                  |
| vec01163 | vytrubovat (v-w10961f2)         | Speaker, Information, Audience_Addressee | A Speaker trumpets some Information to an Audience_Addressee. | Mluvčí zatroubí nějaké informace na adresu publiko_adresáta.   |
| vec01164 | vyzvednout (v-w8617f1)          | Recipient, Item, Place                   | A Recipient picks up an Item from a Place.                    | Příjemce vyzvedne předmět z místa.                             |
| vec01166 | vzít si (v-w8659f5)             | Experiencer, Phenomenon                  | An Experiencer becomes aware of a Phenomenon (idiom).         | Proživatel si uvědomí jev (idiom).                             |
| vec01167 | zabudovat (v-w8742f1)           | Creator, Component, Whole                | A Creator makes a Component an integral part of a Whole.      | Tvůrce činí díl nedílnou součástí celku.                       |
| vec01168 | zachytit (v-w8829f2)            | Connector, Entity_1, Entity_2            | A Connector attaches an Entity_1 to an Entity_2.              | Konektor připojí entitu_1 k entitě_2.                          |
| vec01169 | zachytit (v-w8829f4)            | Detecting, Phenomenon                    | A Detecting entity captures a Phenomenon.                     | Odhalačující entita zachycuje jev.                             |
| vec01170 | zaměňovat (v-w8934f1)           | Confuser, Entity_1, Entity_2             | A Confuser mistakes an Entity_1 for an Entity_2.              | Popleta zaměňuje entitu_1 za entitu_2.                         |
| vec01171 | zaplnovat se (v-w11637_ZUf1_ZU) | Filled, Filling                          | A Filled entity becomes full of a Filling entity.             | Naplněná entita se zaplní plnicí entitou.                      |
| vec01173 | zářit (v-w9106f1)               | Protagonist                              | A Protagonist glows.  | Protagonista září.   |
| vec01176 | zbývat (v-w9367f1)              | Remainder, Protagonist                   | A Remainder is left to do for a Protagonist.                  | Zbytek je ponechán na dodělání protagonistovi.                 |
| vec01178 | znárodnit (v-w9668f1)           | Agent, Property                          | An Agent puts a Property under state control or ownership.    | Agent převede nemovitost pod státní kontrolu nebo vlastnictví. |
| vec01180 | znásilnit (v-w9672f2)           | Perpetrator, Victim                      | A Perpetrator rapes a Victim.                                 | Pachatel znásilní oběť.  |
| vec01181 | znásobit se (v-w11675_ZUf1_ZU)  | Item, State_final, State_initial         | An Item multiplies from a State_initial to a State_final.     | Položka se násobí z počátečního stavu na koncový stav.         |
| vec01182 | znečišťovat (v-w9683f1)         | Cause, Affected                          | A Cause pollutes an Affected entity.                          | Příčina znečišťuje zasaženou entitu.                           |
| vec01183 | znechutit (v-w9691f1)           | Cause, Experiencer                       | A Cause fills an Experiencer with distaste.                   | Příčina naplňuje prožívajícího nechutí.                        |

| ClassID  | Name (ces)                       | RoleSet  | English Definition   | Czech Definition   |
|----------|----------------------------------|--|--|--|
| vec01184 | zobecňovat<br>(v-w10990f2)       | Generalizing,<br>Generalized                           | A Generalizing entity draws Generalized entities by inferring from specific cases. | Zobecňující entita vykresluje zobecněné entity odvozením z konkrétních případů.        |
| vec01185 | zodpovídat se<br>(v-w9756hsa_67) | Protagonist,<br>Action,<br>Authority                   | An Authority is accountable, responsible for an Action to a Protagonist.           | Autorita je zodpovědná, odpovědná za akci protagonistovi.                              |
| vec01187 | zpronevěřit (v-w11654_ZUf1_ZU)   | Perpetrator,<br>Asset, Victim                          | A Perpetrator defrauds an Asset of a Victim.                                       | Pachatel zpronevěří majetek oběti.   |
| vec01188 | zrealizovat<br>(v-w9864f1)       | Agent, Goal  | An Agent puts a Goal into effect.  | Konatel uskuteční cíl.   |
| vec01189 | zrekonstruovat<br>(v-w9868f1)    | Creator,<br>Created, Source                            | A Creator reconstructs a Source into a result.                                     | Tvůrce rekonstruuje zdroj na výsledek.   |
| vec01190 | zrychlovat<br>(v-w9884f2_ZU)     | Changing,<br>Value_final,<br>Value_initial             | A Changing entity speeds up from a Value_initial to a Value_final.                 | Měnící se entita zrychlí z počáteční hodnoty na konečnou hodnotu.                      |
| vec01191 | ztotožňovat se<br>(v-w9912f1)    | Compared_1,<br>Phenomenon,<br>Compared_2               | A Compared_1 entity identifies with a Compared_2 entity about a Phenomenon.        | První srovnávaná entita se identifikuje s druhou srovnávanou entitou ve vztahu k jevu. |
| vec01192 | ztrapnit<br>(v-w9916f1)          | Protagonist,<br>Affected                               | A Protagonist damages the reputation of an Affected entity.                        | Protagonista poškozuje pověst zasažené entity.   |
| vec01193 | ztratit<br>(v-w9918f10)          | Loser, Value,<br>Cause                                 | A Loser fails to profit on a Value due to a Cause.                                 | Poražený nedokáže profitovat z hodnoty kvůli příčině.                                  |
| vec01194 | zvednout<br>(v-w9956f3_ZU)       | Mover, Moved   | A Mover orients a Moved entity upwards.  | Hýbající se entita orientuje přesouvanou entitu směrem nahoru.                         |
| vec01195 | zvonit<br>(v-w11118f2)           | Source   | A Source makes a loud, sonorous sound, like a bell.                                | Zdroj vydává hlasitý, zvučný zvuk jako zvon.   |
| vec01196 | zvonit (v-w11118f4_ZU)           | Force,<br>Instrument                                   | A Force causes an Instrument to make a loud, sonorous sound, like a bell.          | Síla způsobí, že nástroj vydá hlasitý, zvučný zvuk jako zvon.                          |
| vec01197 | zvrátit<br>(v-w9991f2_ZU)        | Changing,<br>Changed,<br>State_final,<br>State_initial | A Changing entity turns a Changed entity from a State_initial to a State_final.    | Měnící se entita změní změněnou entitu z počátečního stavu na konečný stav.            |
| vec01198 | zvrhnout se<br>(v-w9992f1)       | Changing,<br>Undesirable                               | A Changing entity degenerates to an Undesirable entity.                            | Měnící se entita degeneruje na nežádoucí entitu.                                       |
| vec01199 | žasnout<br>(v-w10022f1)          | Perceiver,<br>Perceived                                | A Perceiver is amazed by a Perceived entity.                                       | Vnímající je ohromen vnímanou entitou.   |
| vec01200 | žebrat<br>(v-w10023f1)           | Scrounger,<br>Desirable                                | A Scrounger begs for a Desirable entity.   | Žebrák prosí o žádoucí entitu.   |

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