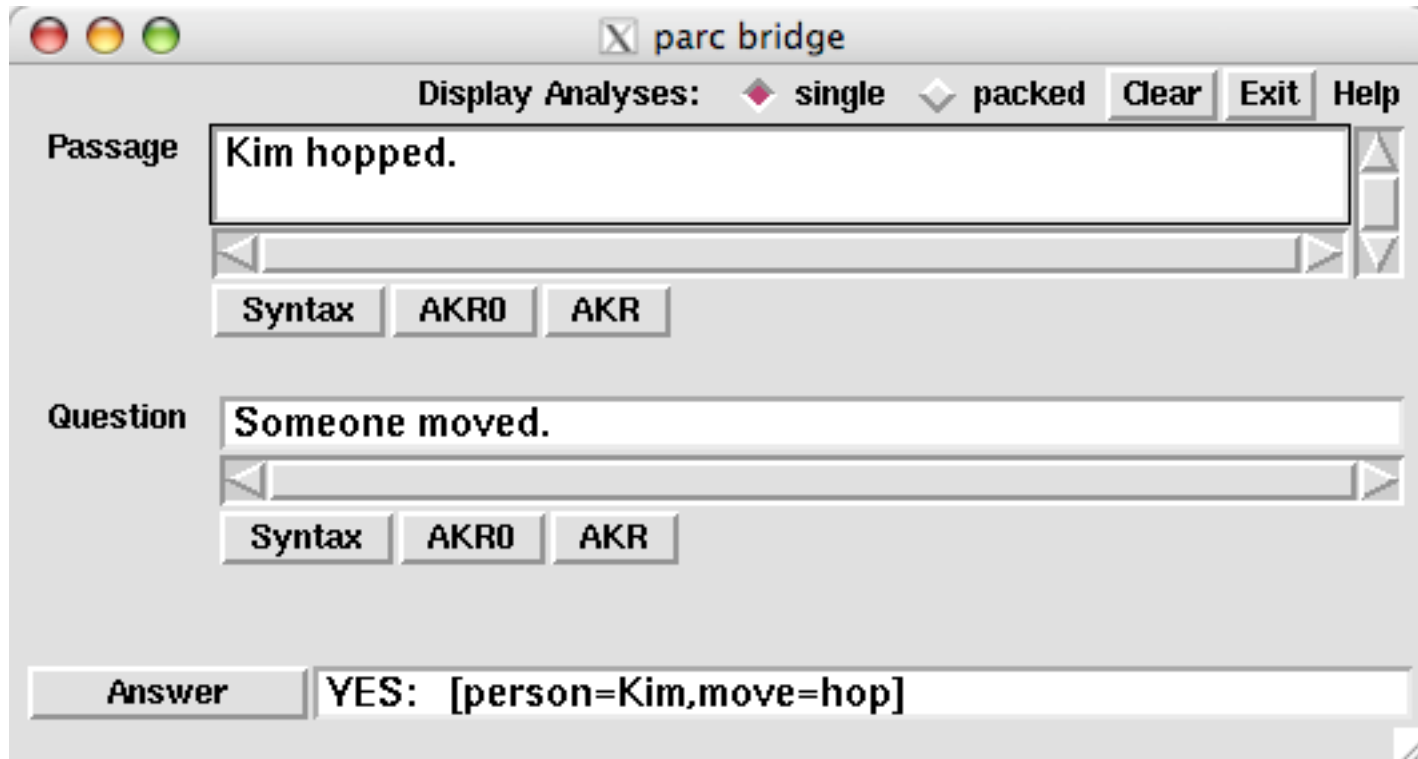
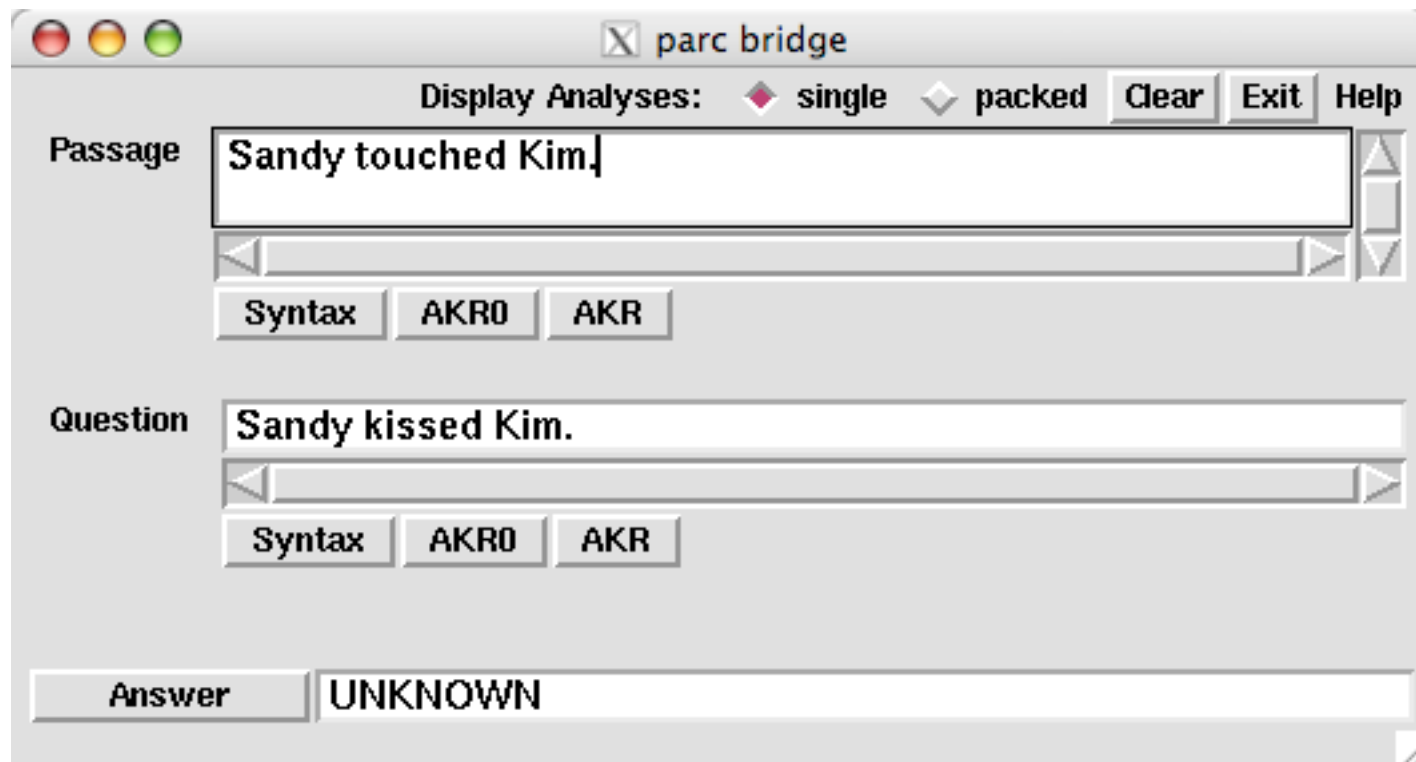


# PARC's Bridge System: A Demo

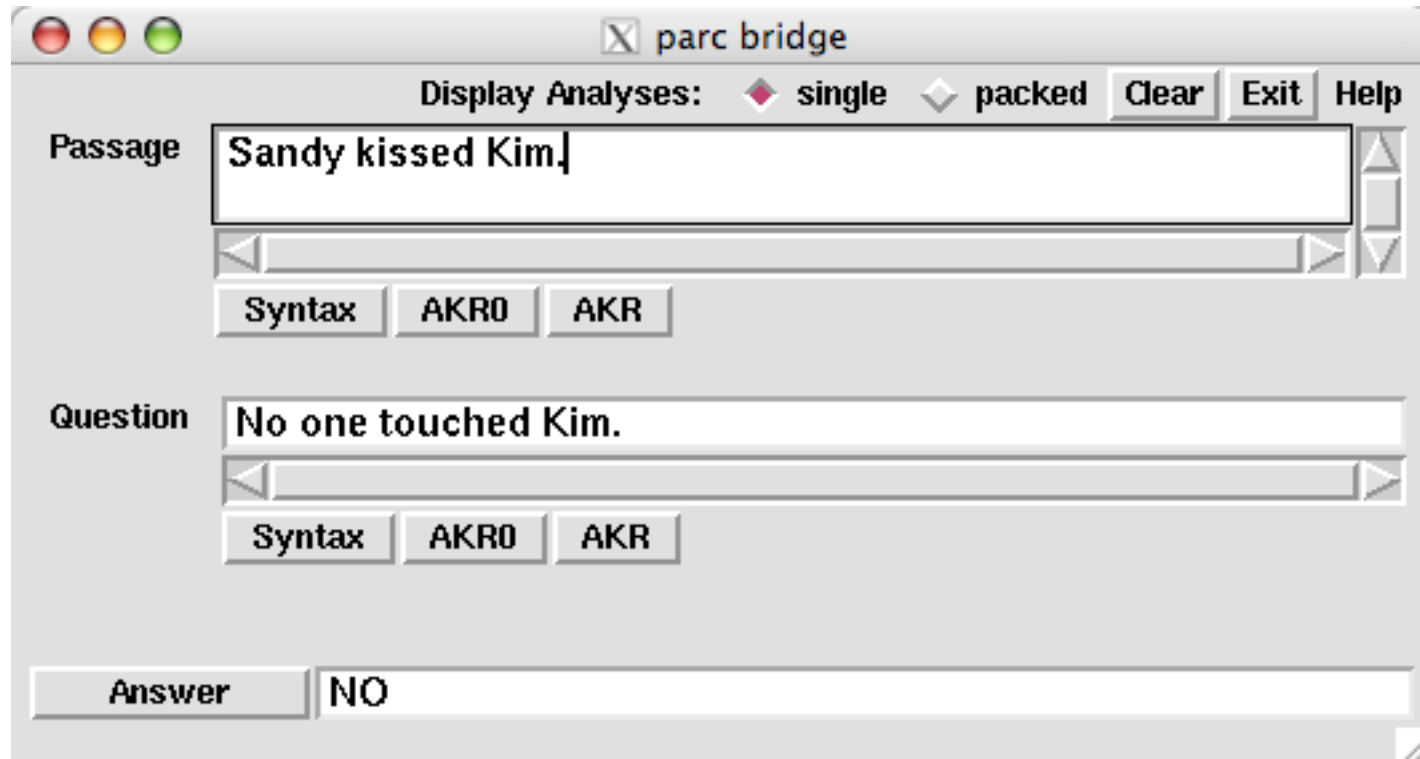
# Kim ⊢ someone, hop ⊢ move



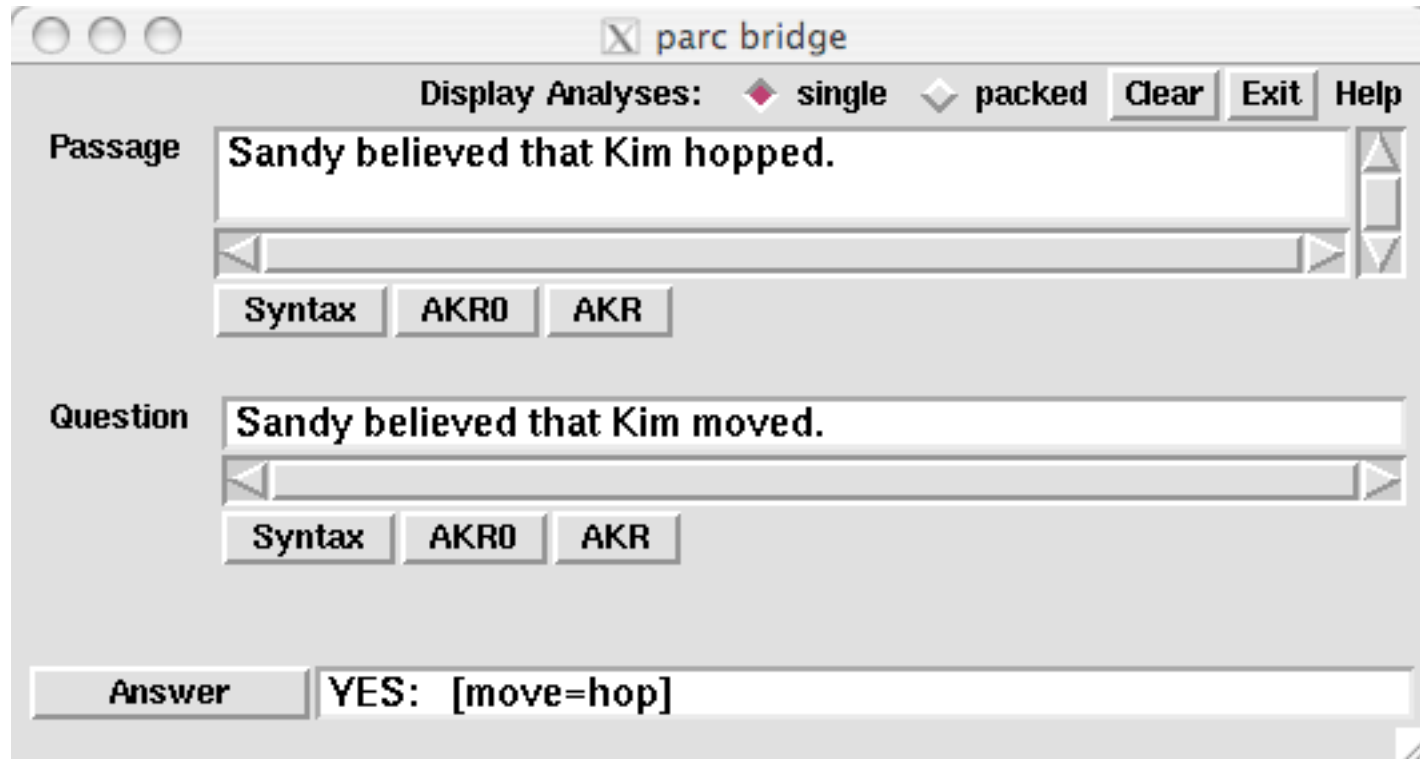
# touch - kiss?



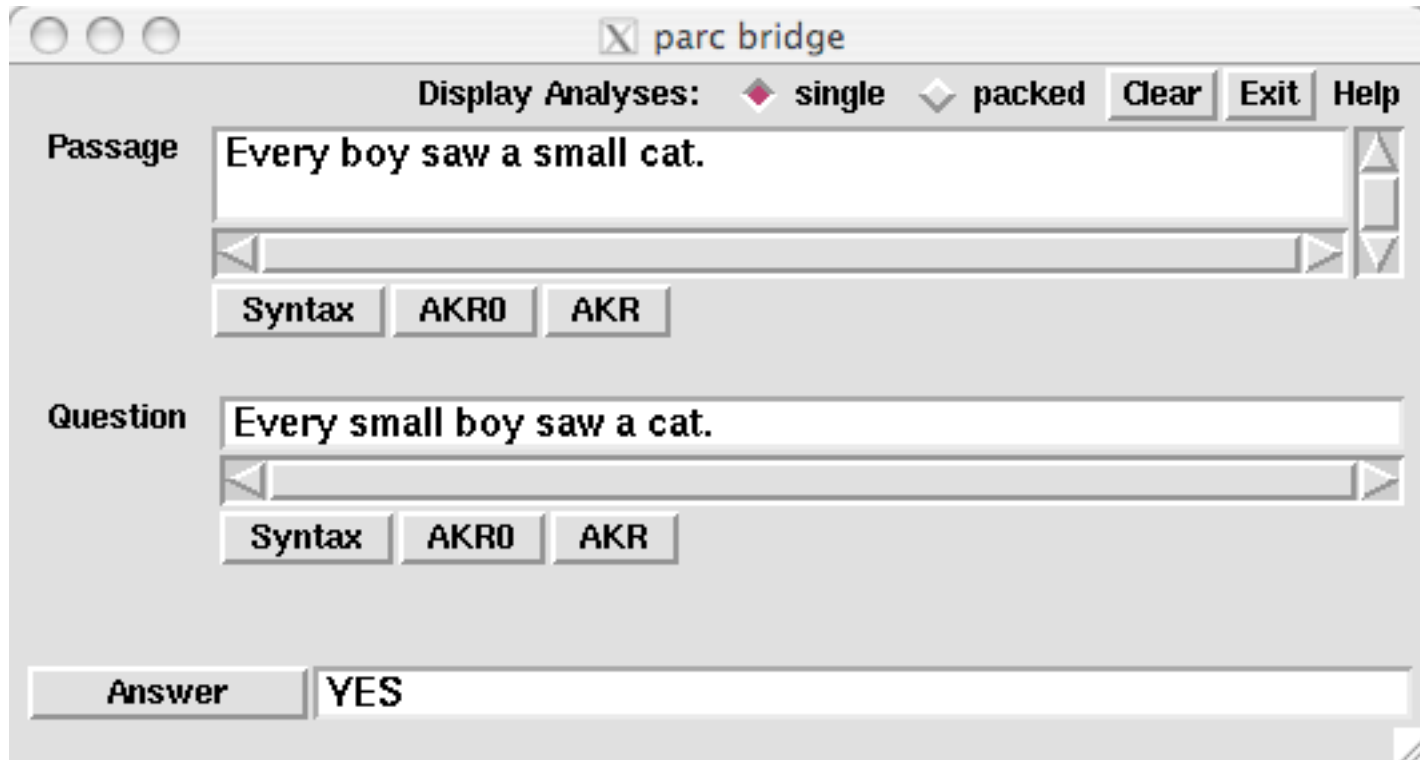
# Sandy $\Vdash$ someone, kiss $\Vdash$ touch



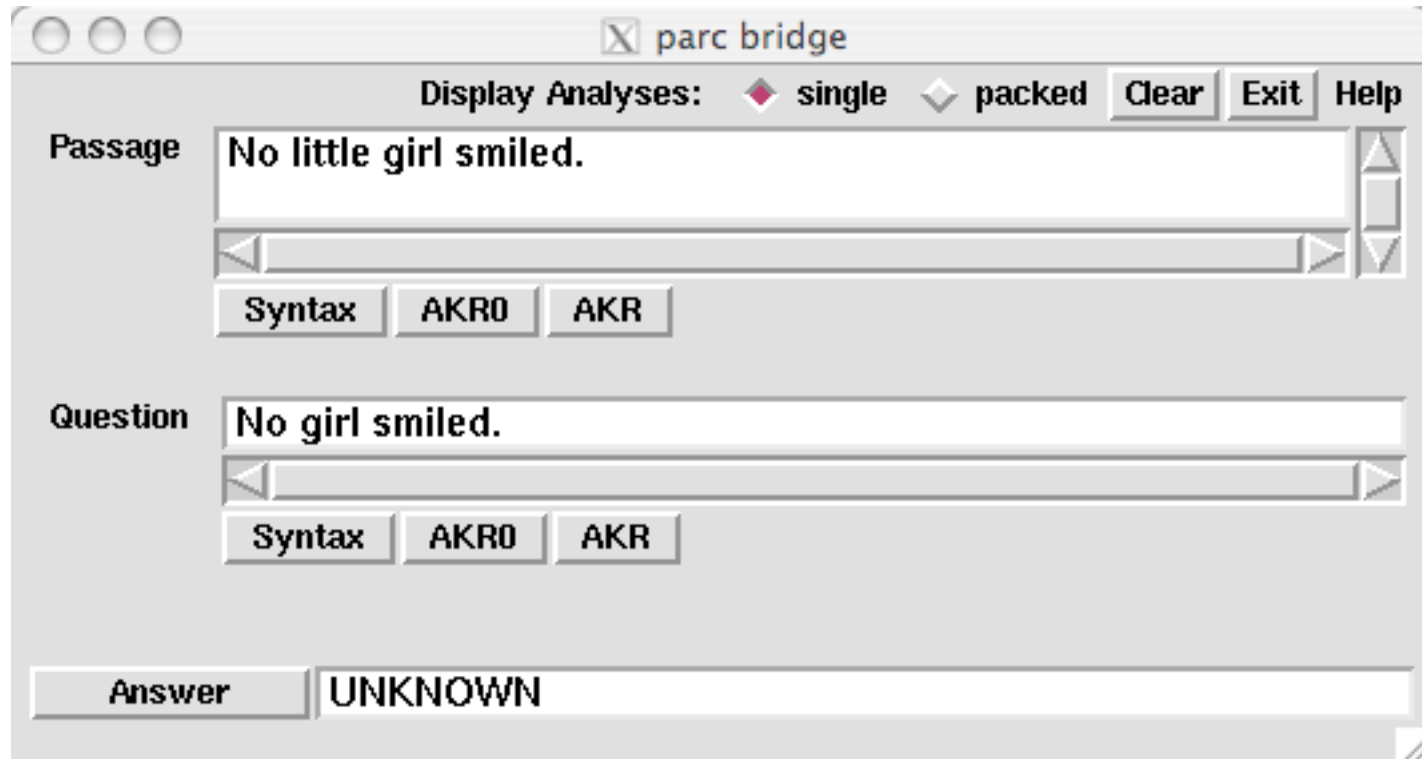
**(believe X, X  $\Vdash$  Y)  $\Vdash$  believe Y**



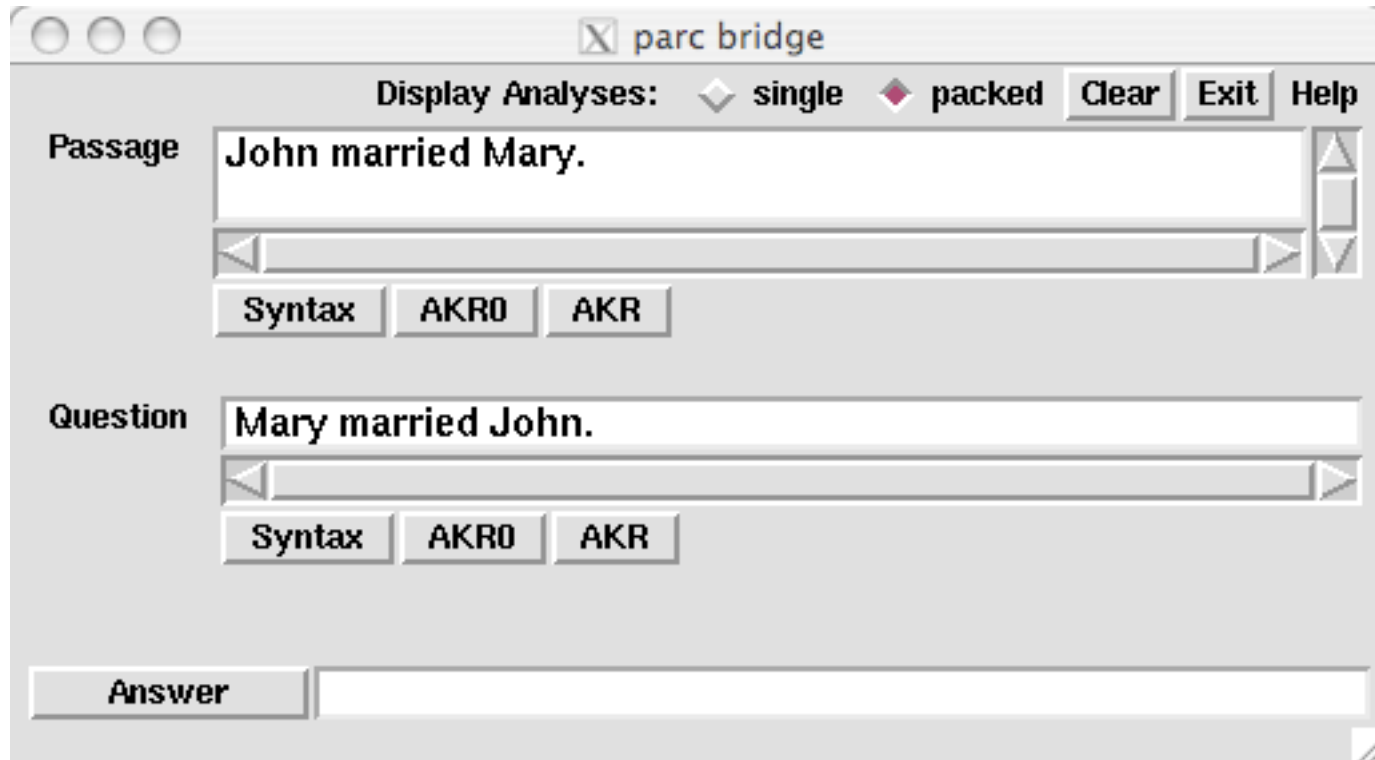
# Every(↓)(↑)



# No(↓)(↓)



# marry is symmetric in one sense





kill

John married Mary.

Choice Space:

xor(A1, A2) iff 1

Conceptual Structure:

definite(Mary:14)

definite(John:1)

subconcept(marry:6,[marry-1,marry-2])

A2: role(Patient,marry:6,Mary:14)

A2: role(Agent,marry:6,John:1)

A1: role(Actor2,marry:6,Mary:14)

A1: role(Actor1,marry:6,John:1)

subconcept(John:1,[male-2])

alias(John:1,[John])

role(cardinality\_restriction,John:1,sg)

subconcept(Mary:14,[female-2])

alias(Mary:14,[Mary])

role(cardinality\_restriction,Mary:14,sg)

Contextual Structure:

context(t)

top\_context(t)

instantiateable(John:1,t)

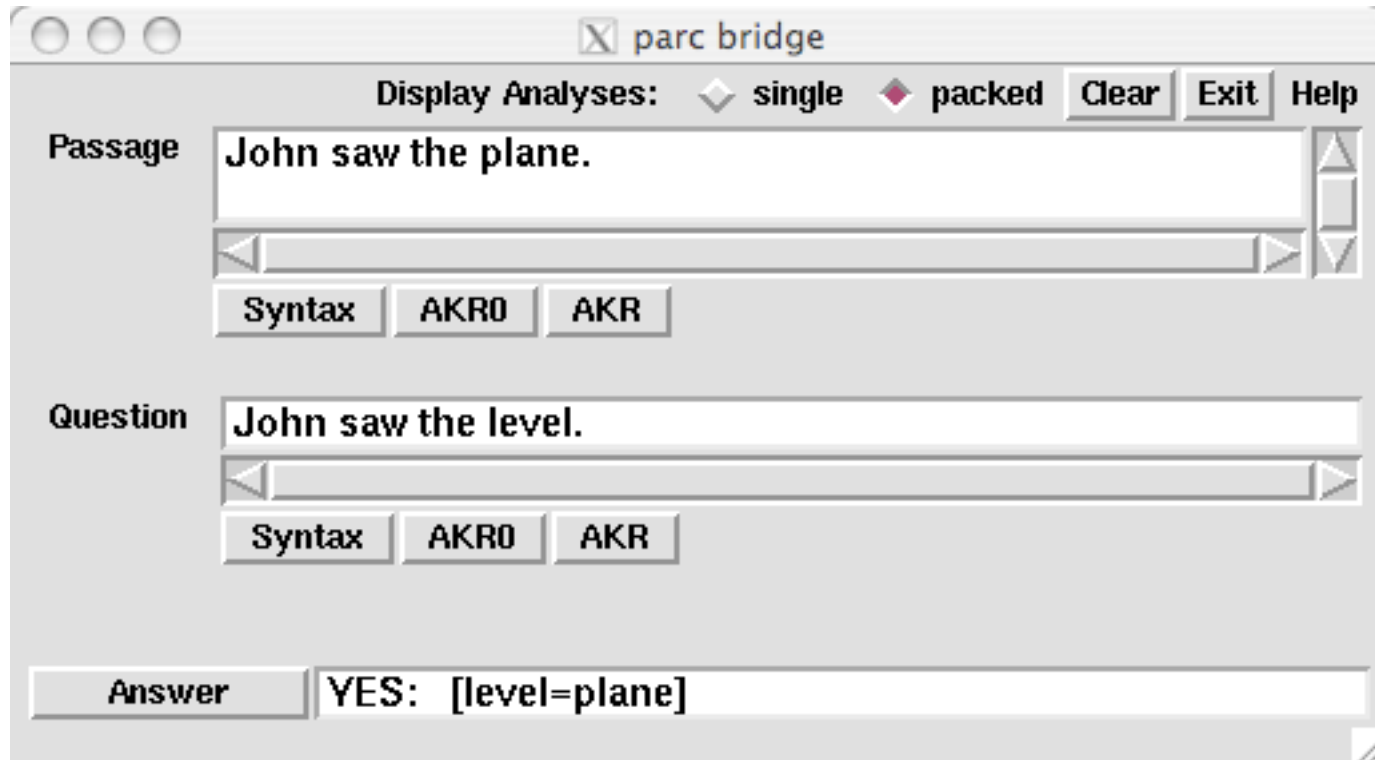
instantiateable(Mary:14,t)

instantiateable(marry:6,t)

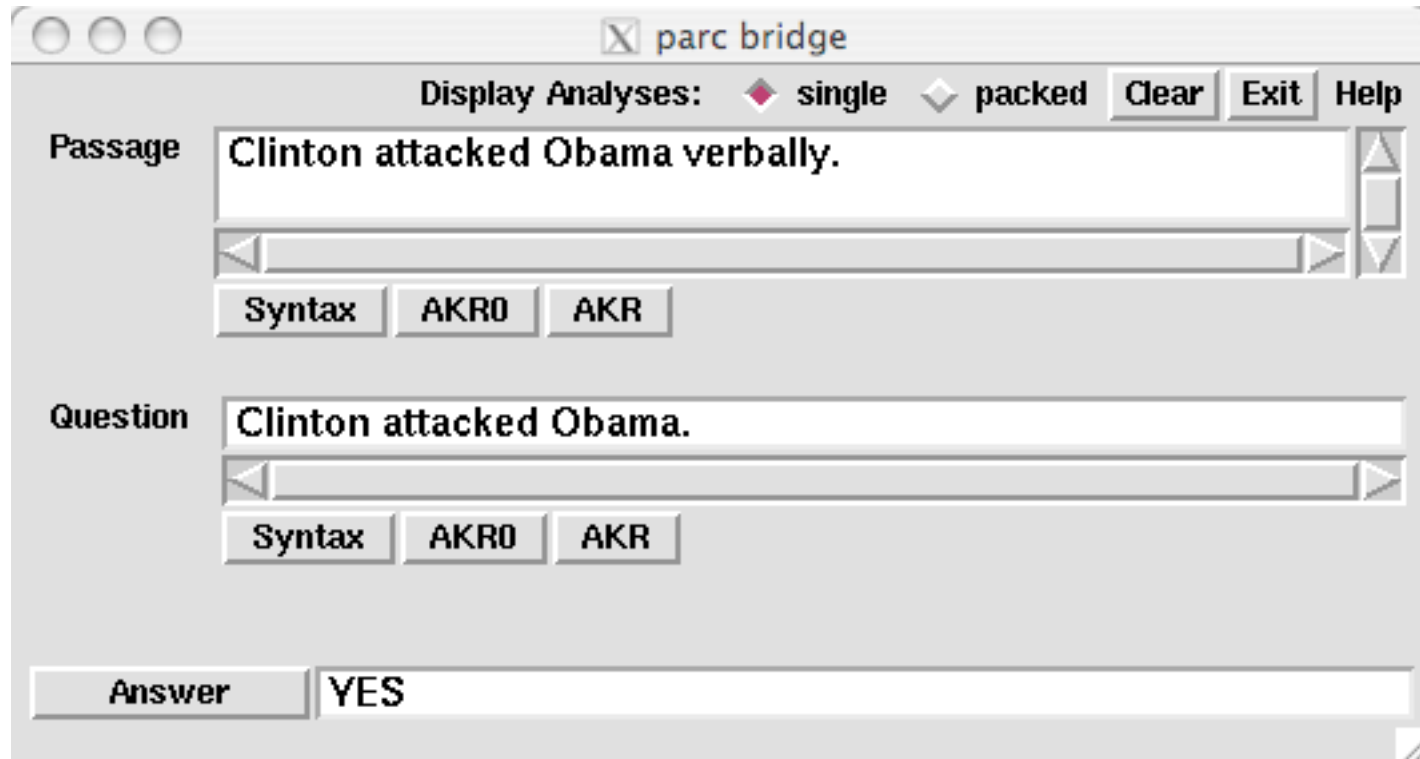
Temporal Structure:

temporalRel(startsAfterEndingOf,Now,marry:6)

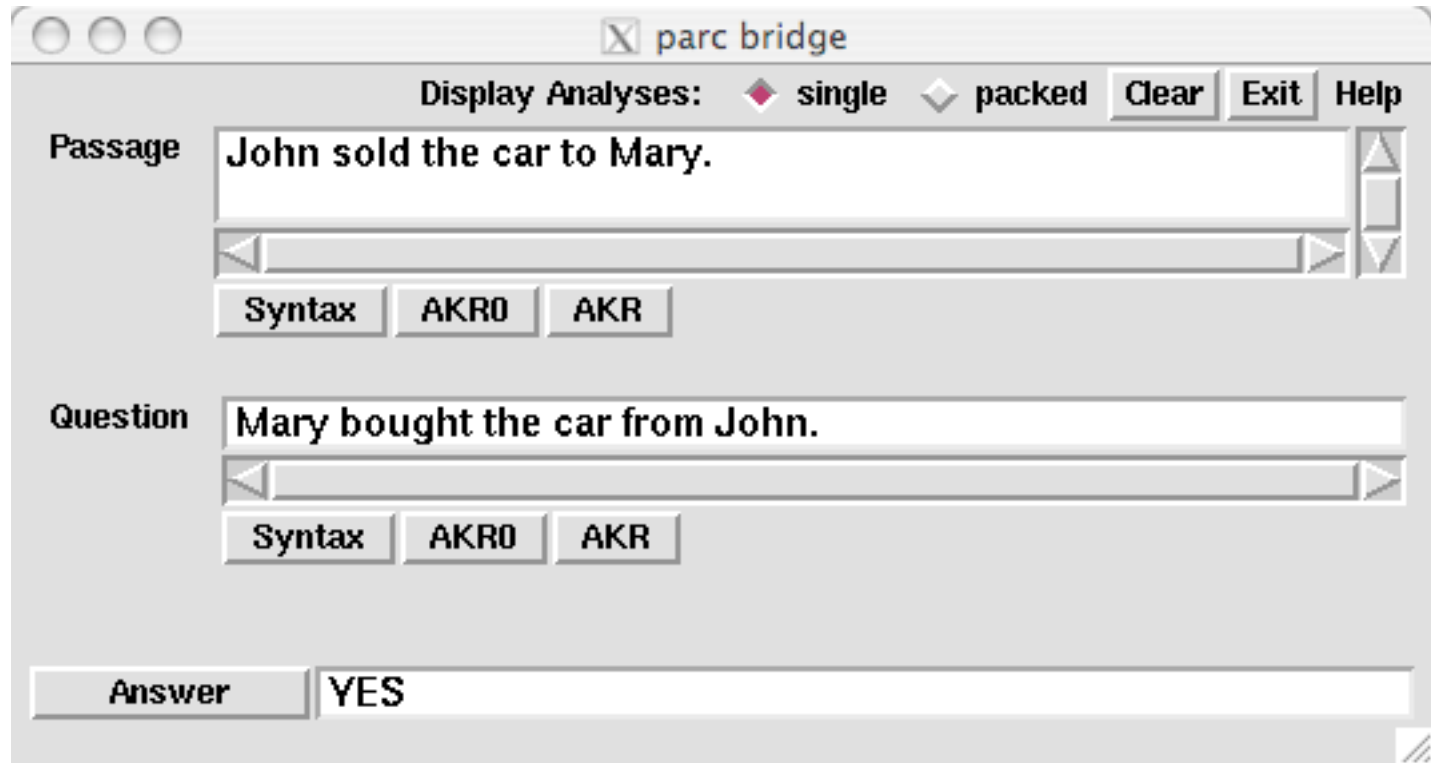
# plane and level have one sense in common



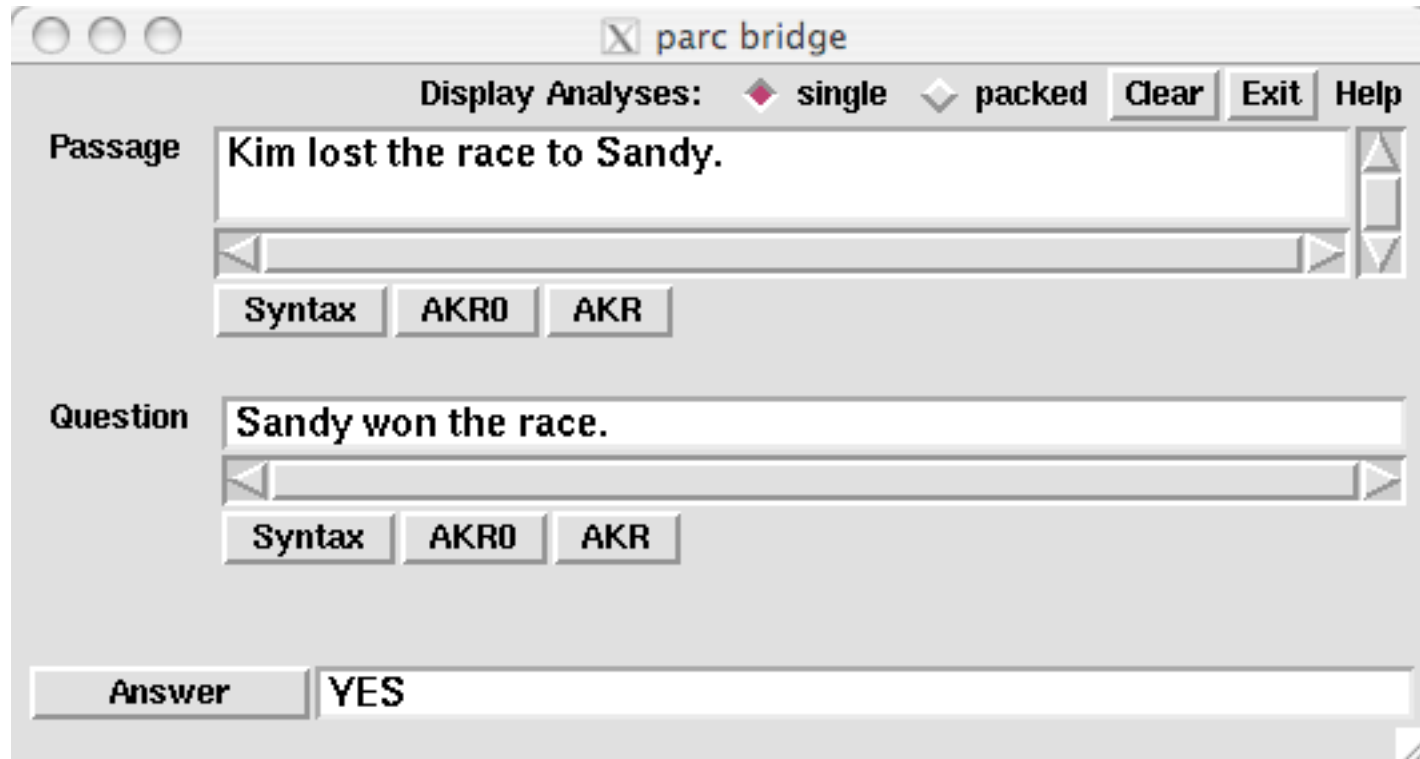
# attack verbally - attack?



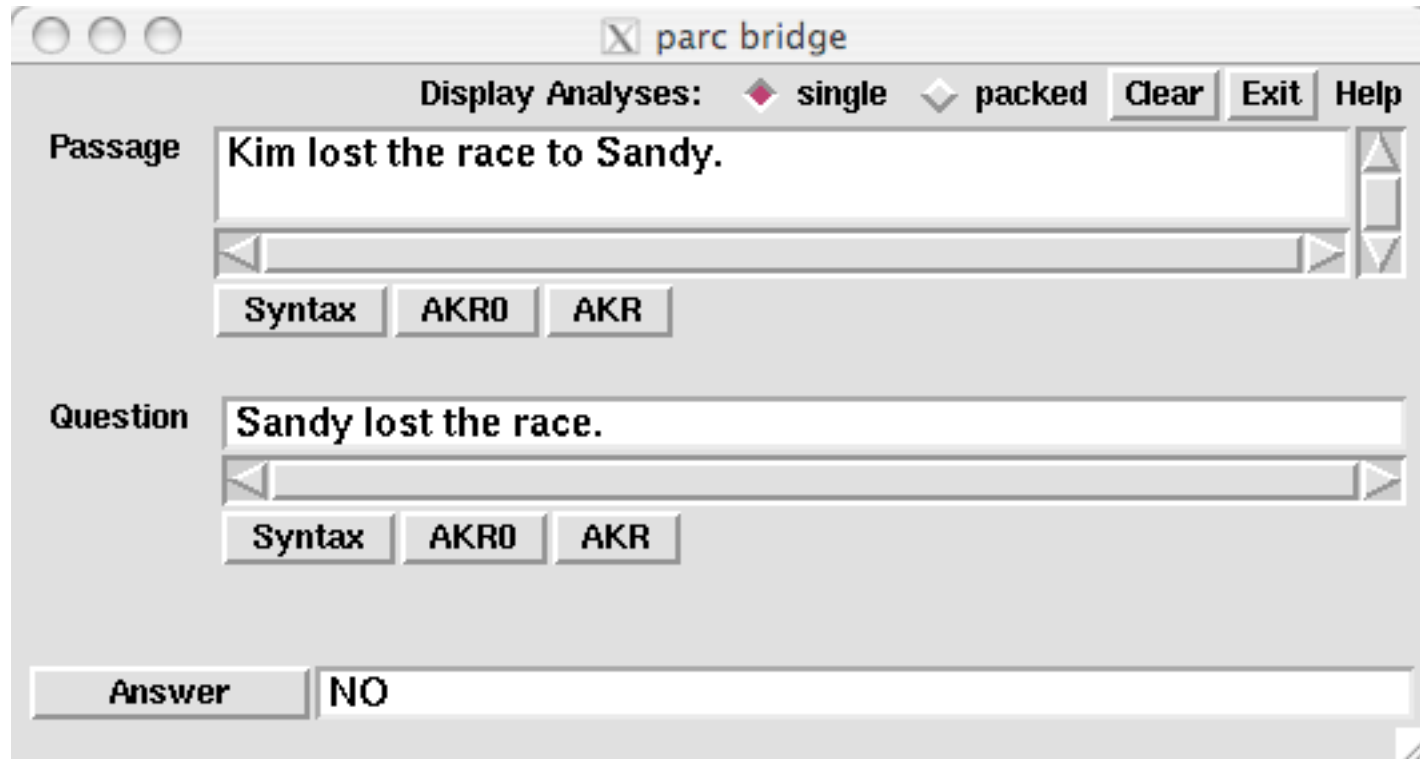
# buy - sell



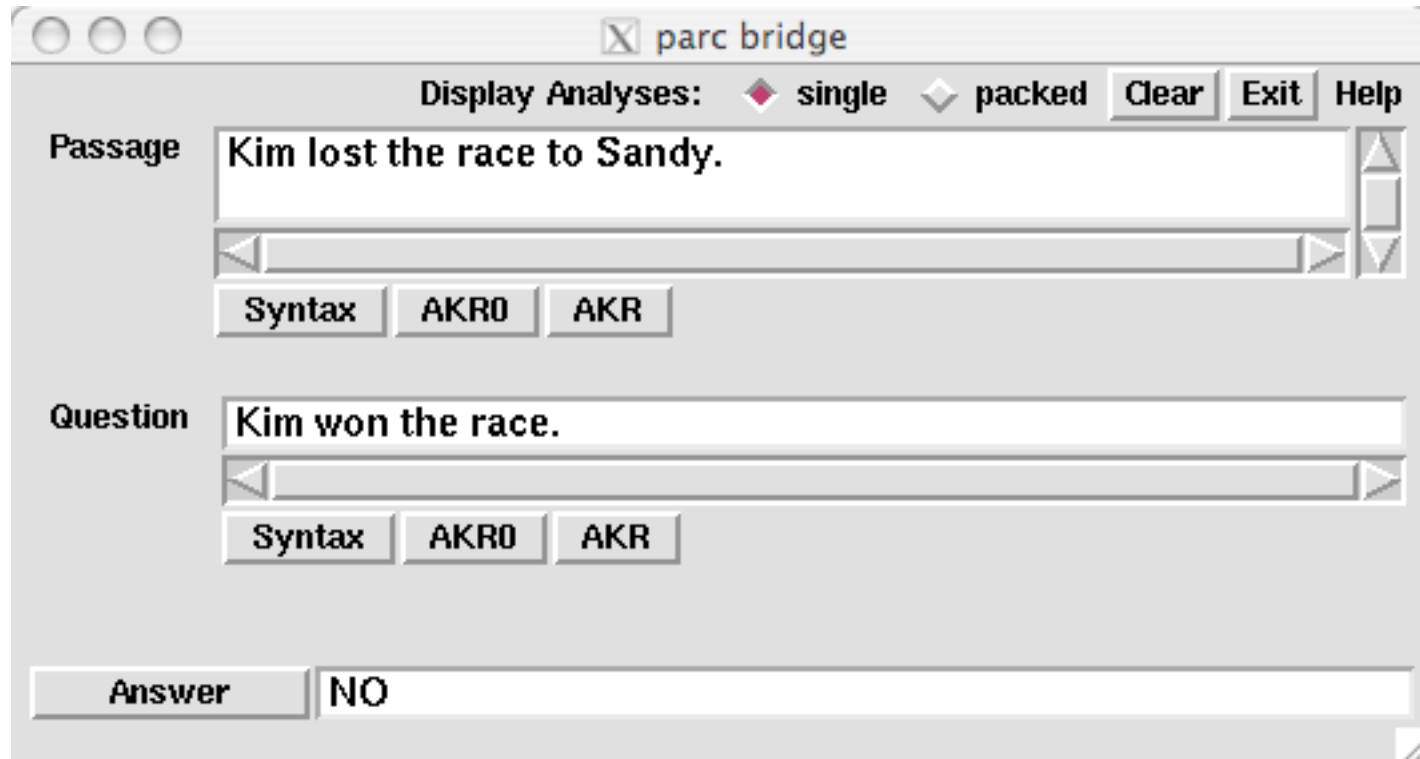
# win - lose 1



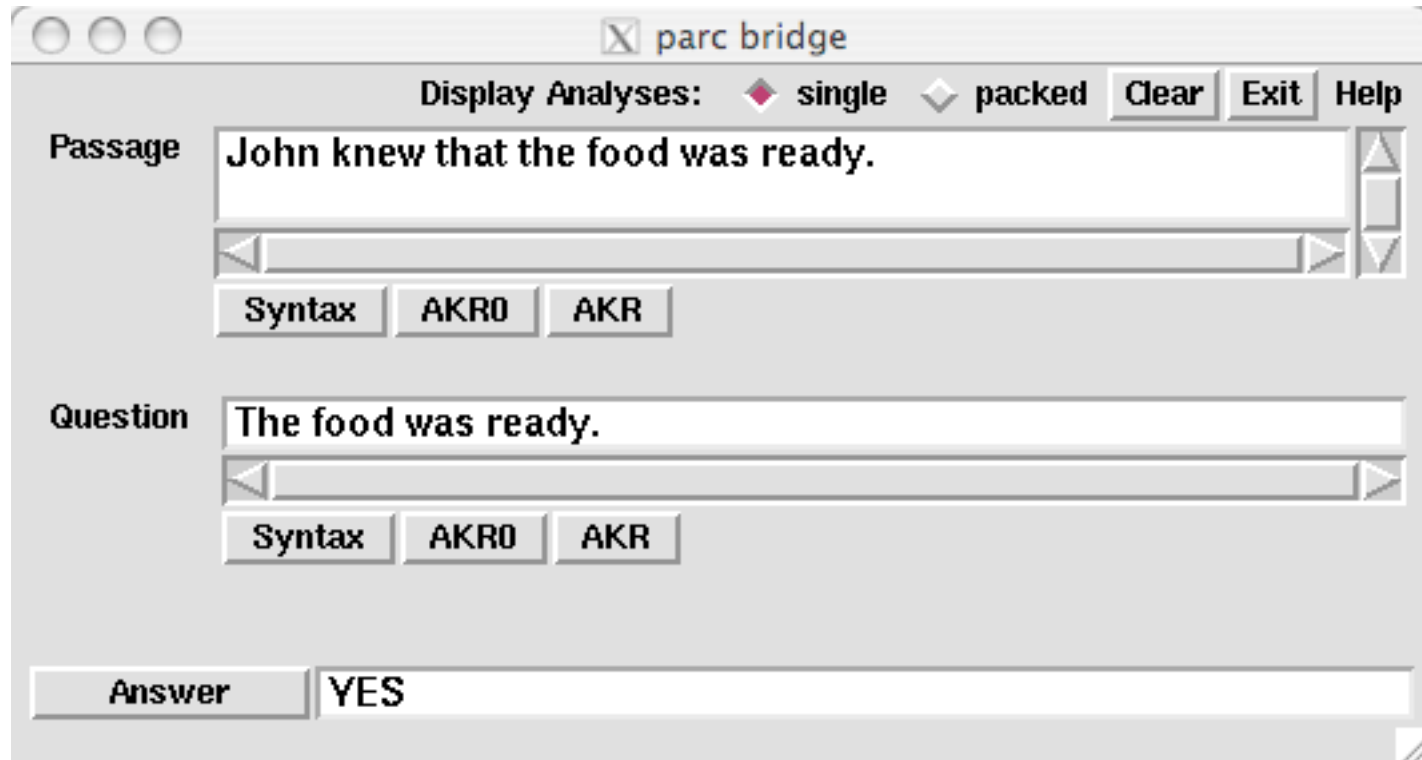
# win - lose 2



# win - lose 3

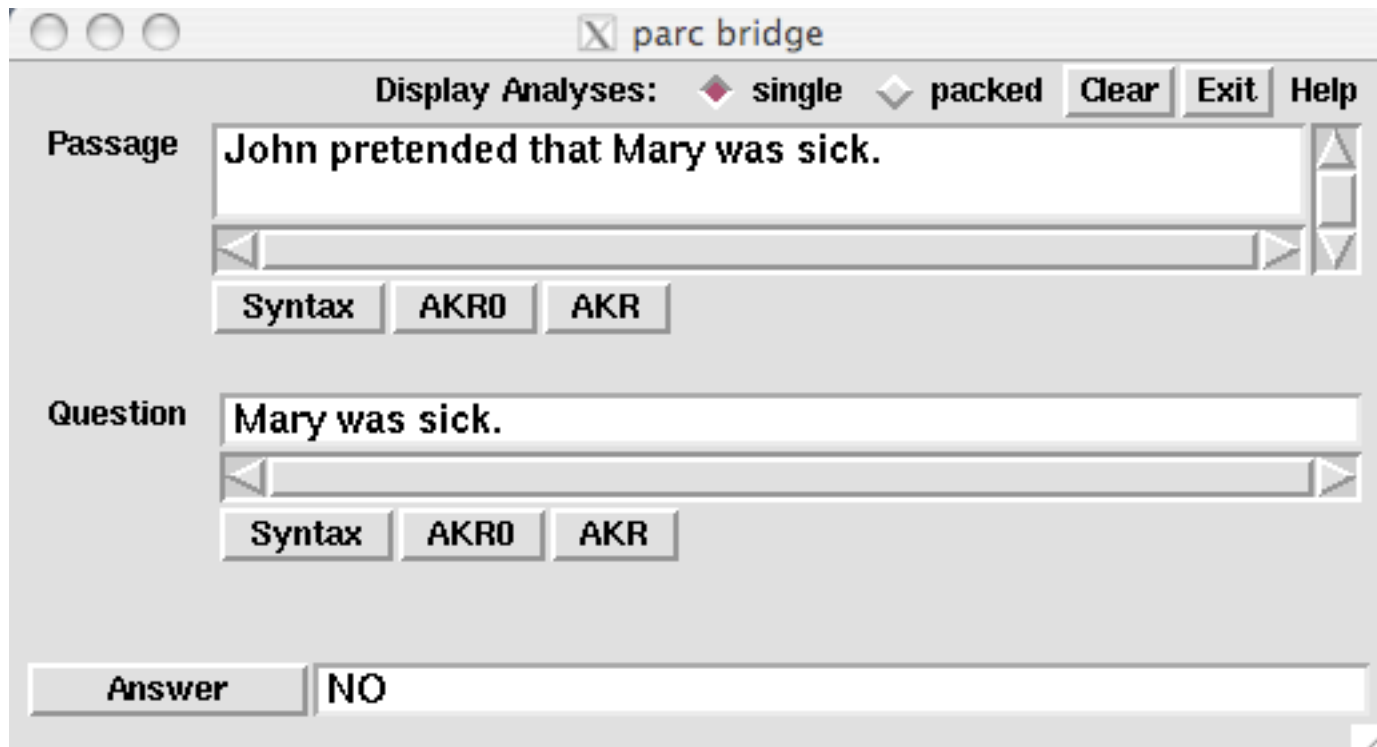


# know that X $\rightsquigarrow$ X

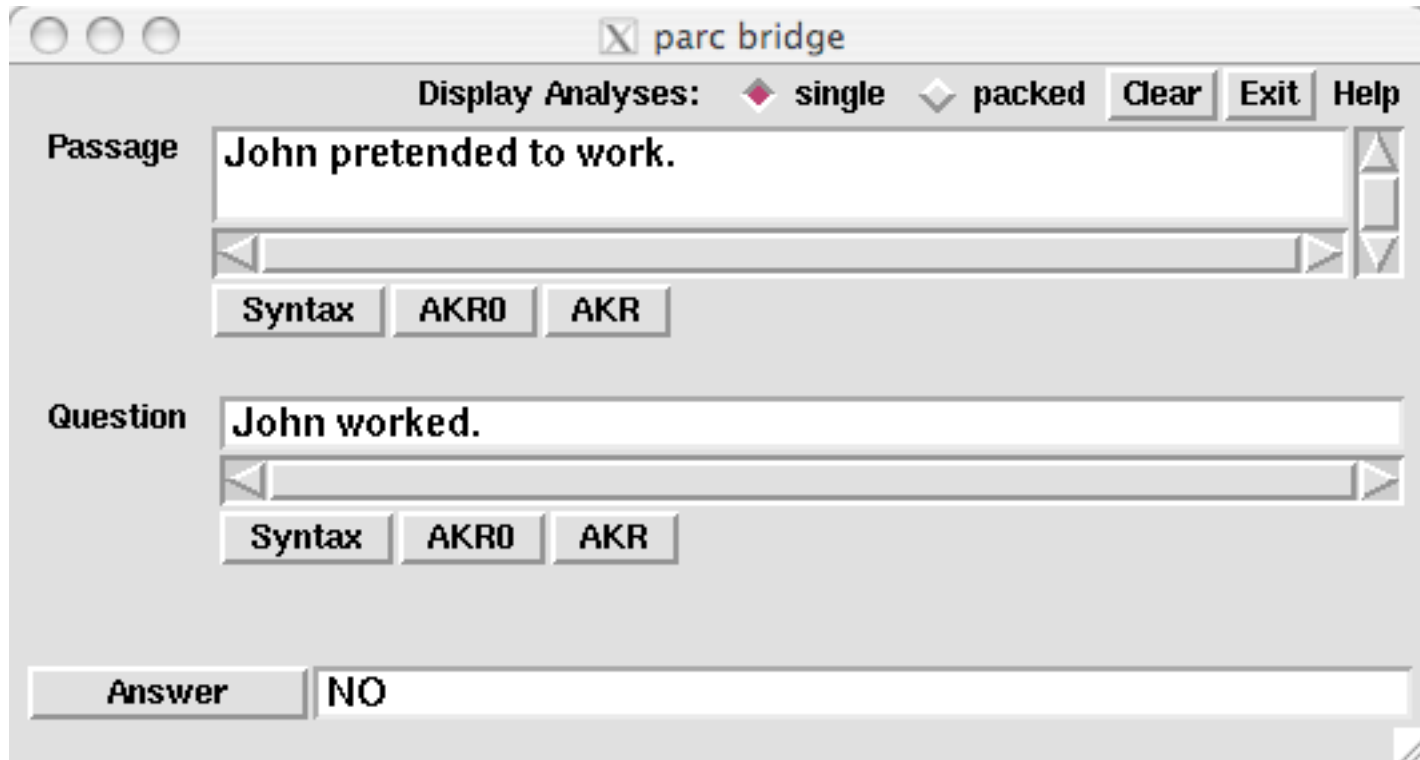




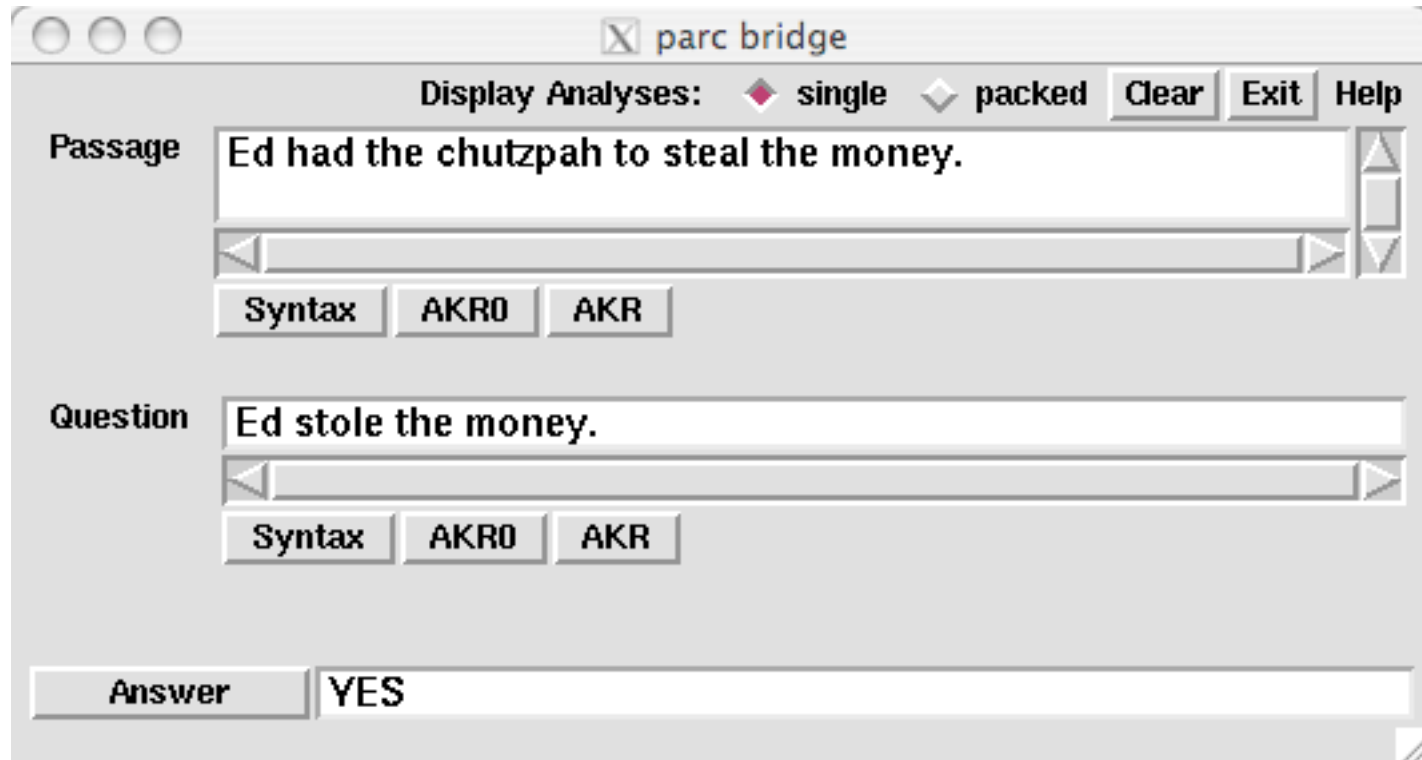
# pretend that X $\rightsquigarrow$ not X



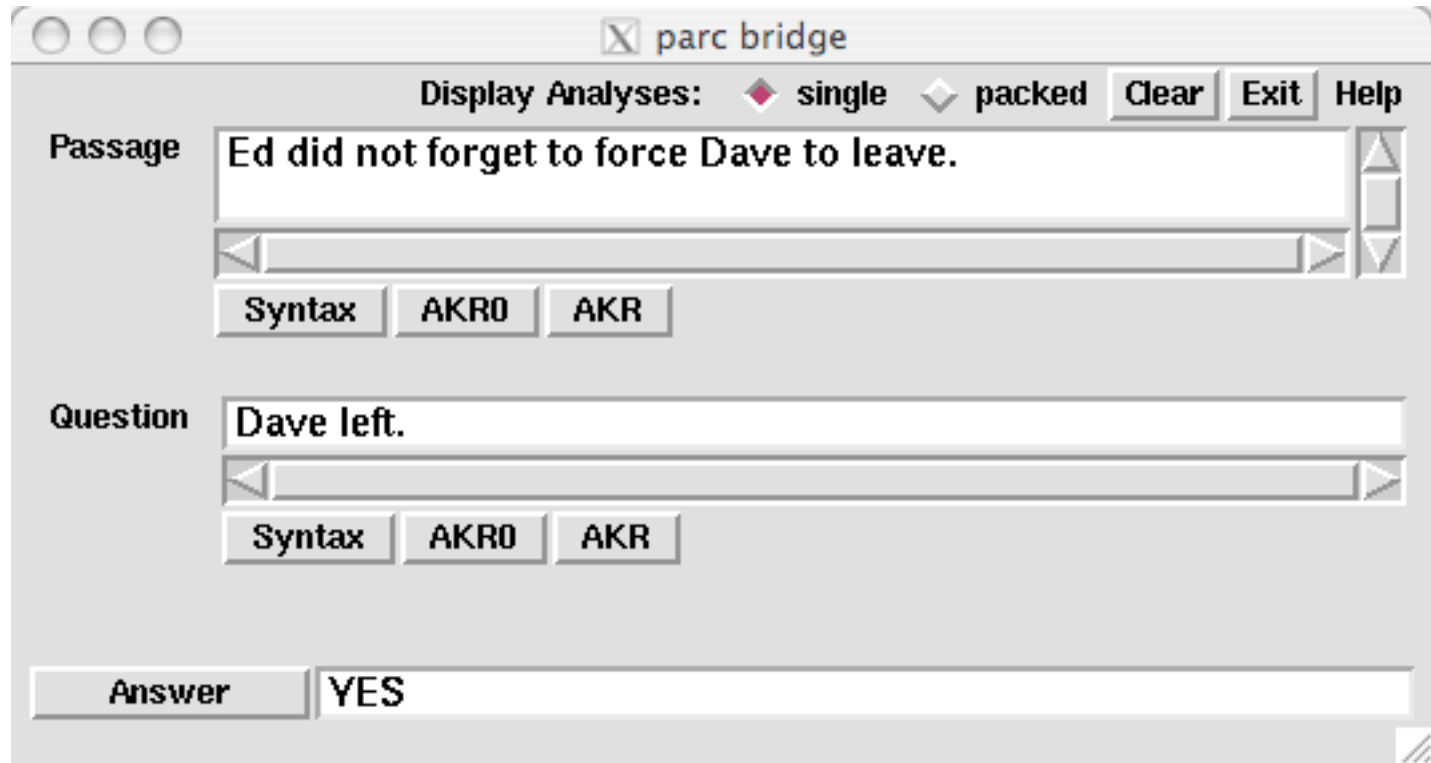
# pretend to X $\rightsquigarrow$ not X



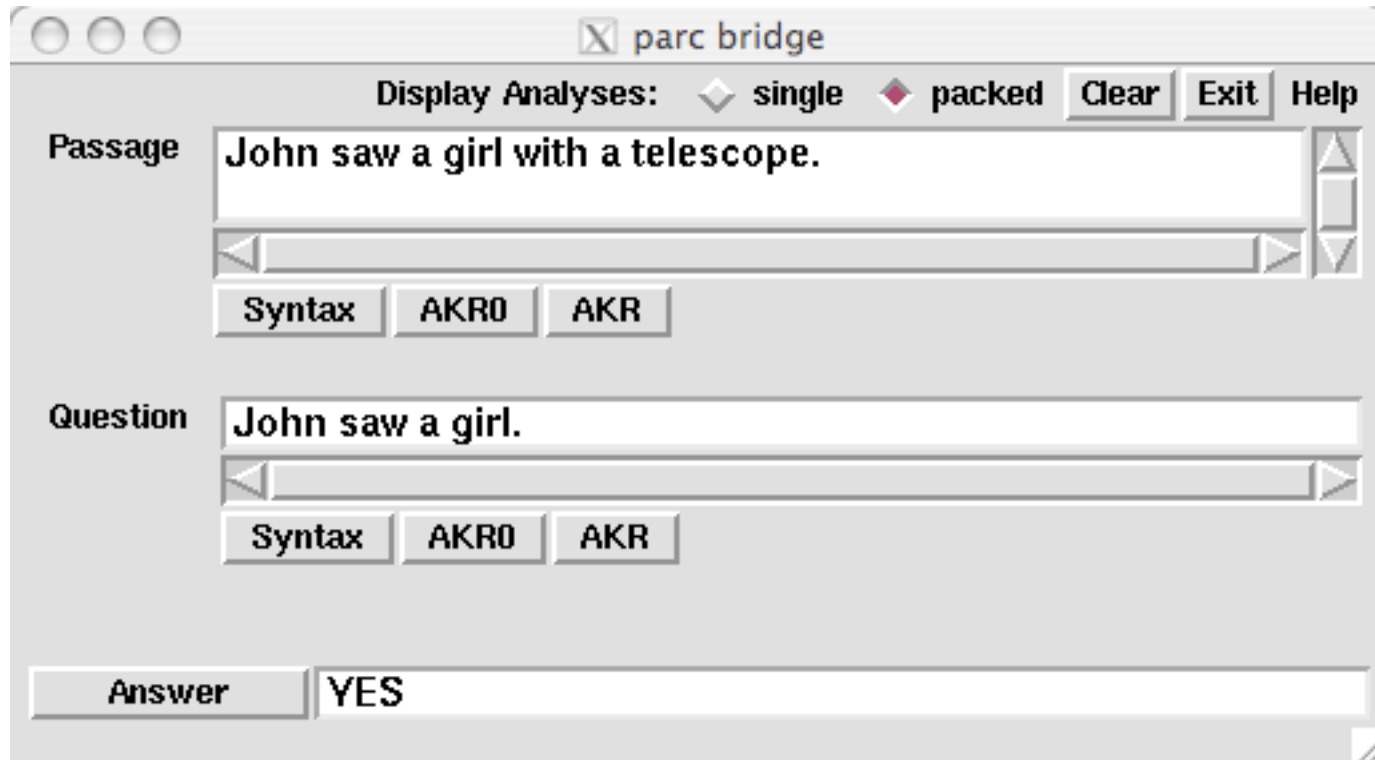
# have the $N_c$ to $X \rightsquigarrow X$



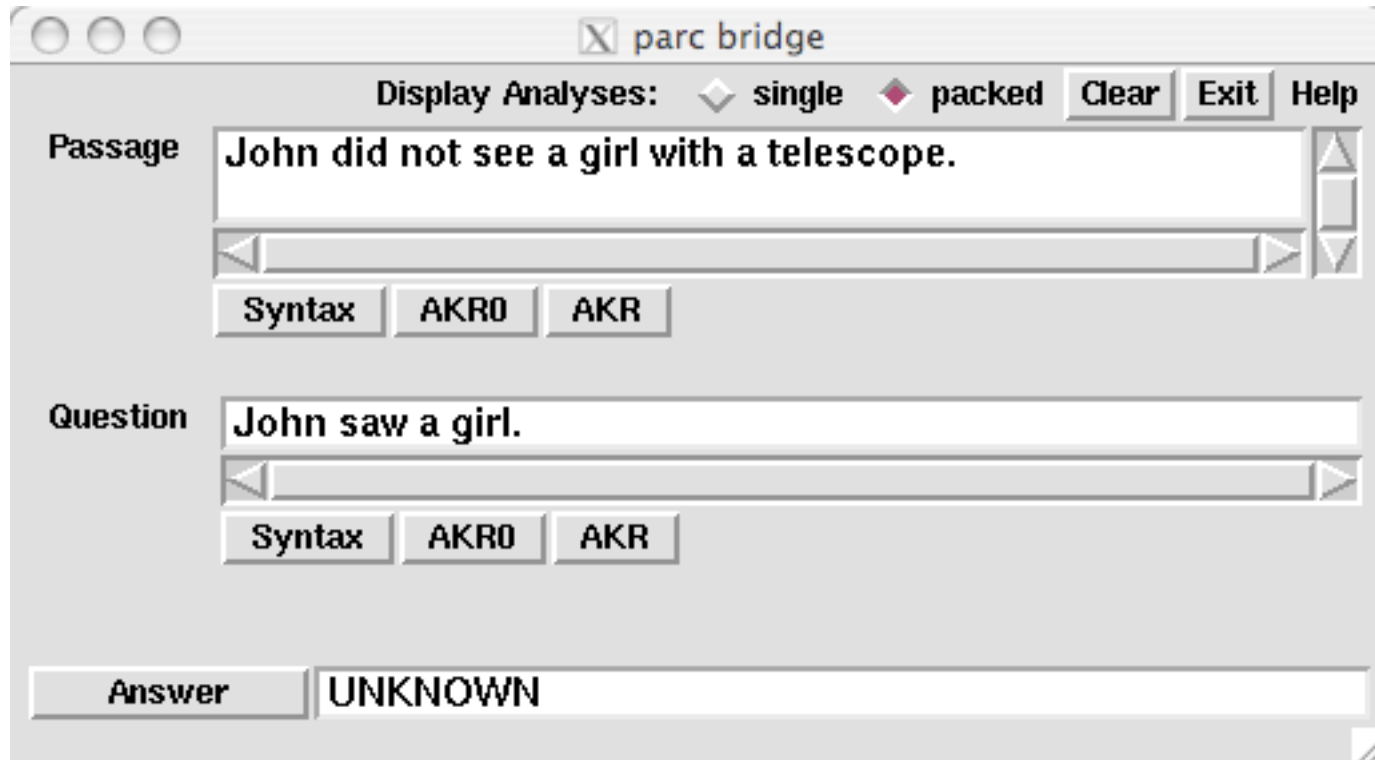
# not forget to force to X $\rightsquigarrow$ X



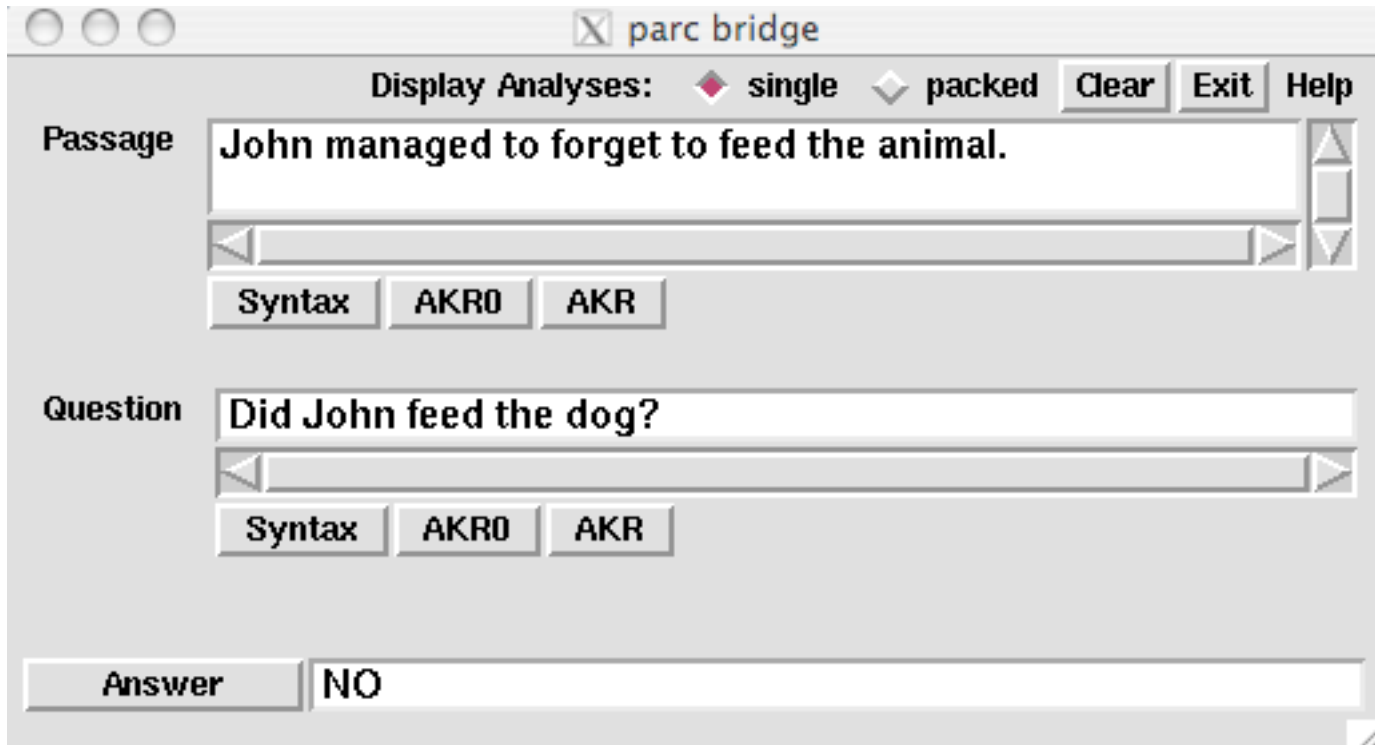
# saw a girl with a telescope



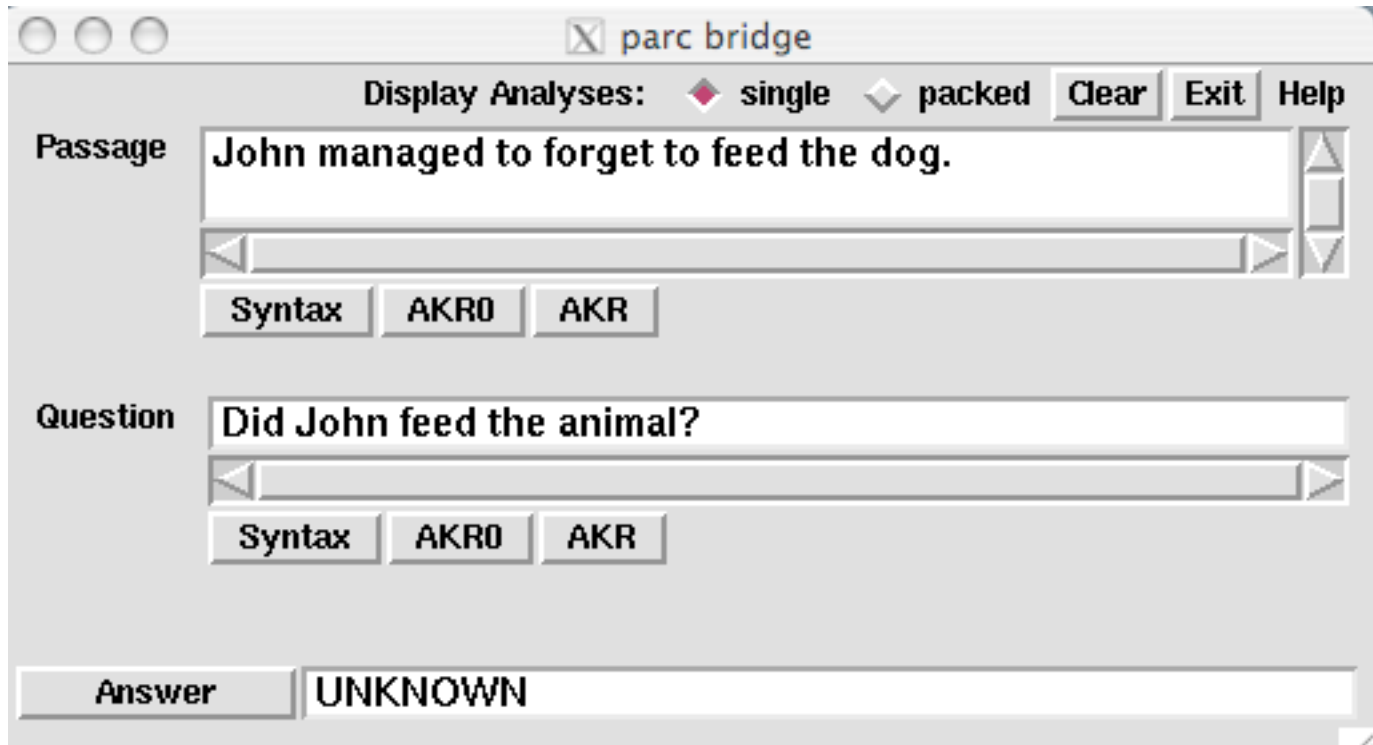
# did not see a girl with a telescope



# not feed dog $\rightsquigarrow$ not feed animal



# not feed dog ? not feed animal





# make three trips $\rightsquigarrow$ travel twice (at least)

