

The concept of narrative comedy as a perception construct in stories

A contribution to a grammar of comedy

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Overview

- Basics
 - Jan Christoph Meister's model
 - Event
 - Episode
 - Computational approach
- Application to comedy
 - Heuristics
 - Corpus analysis
 - Results
- Summary and Conclusion



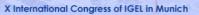
Meister's Narratological Model

- Formalized description of action constructs
- Event-ontological
- Recipient-constructive
- Inductive
- Constructive due to the creation of episodes and action as mental constructs
- Influenced by Thomas Pavel's "Move Grammar" and Algirdas Julien Greimas' "Semiotic Square"



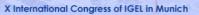
Events

- Only narrated ontological entity of action which could be perceived by readers in the narrative
- Event objects: Objects or discourse



Events

- Changing of an object's state of affairs within a narrated period (time)
- Formalized description: event (object, PCdisp, Pdisp, PCexp, Pexp, StartDisp, EndExp)



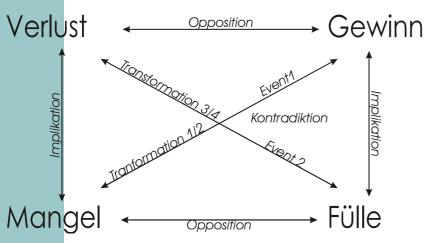


- Smallest mental construct of action
- Constructed by combining two events
- Combination rules depending on the relation of the event predications to one another
- Predicate relationship is theoratically grounded on Pavel and Greimas

Episodes

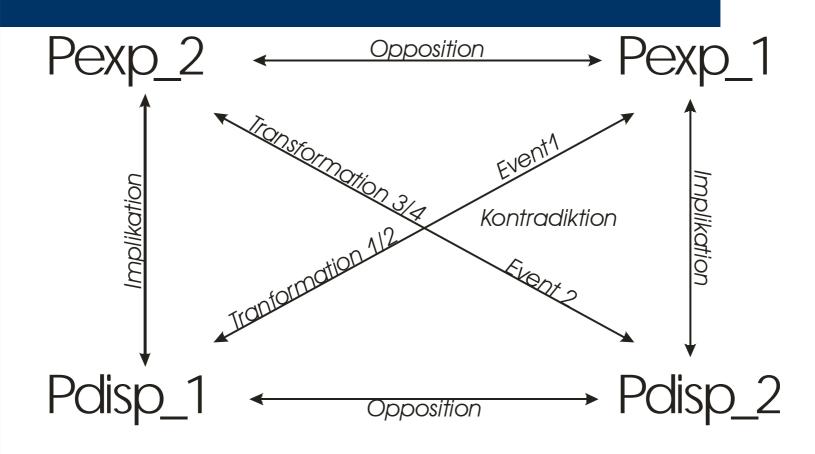
Problem: early work

→ Revision of the semantic square to the episodic square:



A= die Sängerin Antonelli G=der junge Kaufmann, der "Genueser" MOVE₄ (≈ SEME -1: ABBAU von FÜLLE) Problem 7 **¥**Solution A sieht sich in A opfert die ihrer Freiheit Freundschaft zu G eingeengt dem Bedürfnis nach Freiheit: sie MOVE 3 "vergeudet" sie (≈ SEME 2: FÜLLE) Problem 7 **¥**Solution G will mehr als G macht A einen eine "freundschaftliche" Heiratsantrag: er will Beziehung "Fülle" realisieren MOVE₂ (≈ SEME -2: ABBAU von MANGEL) Problem 7 **¥**Solution A erwählt G zum Freund= "sparsame" A ermangelt eines Beziehung Freundes MOVE 1 (≈ SEME 1: MANGEL) Problem 7 **¥**Solution: (A will frei A vermeidet feste bleiben) Bindung 1. Transformation 3. Transformation: 2. Transformation 7 Move 1/2 ∠ Move 2 / 3 Move 3 / 4 Sparsamkeit ⇔ • • • • • • • • • • Vergeudung

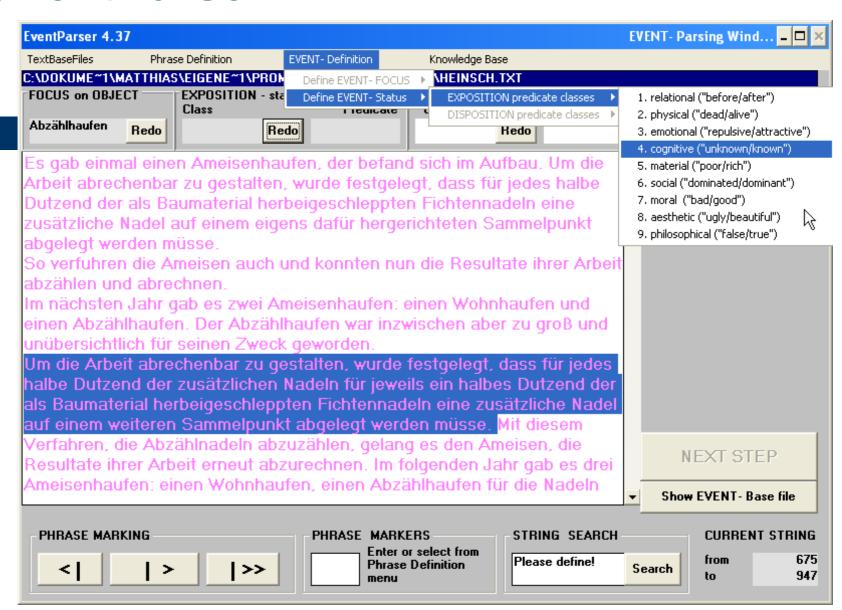
The Episodic Square



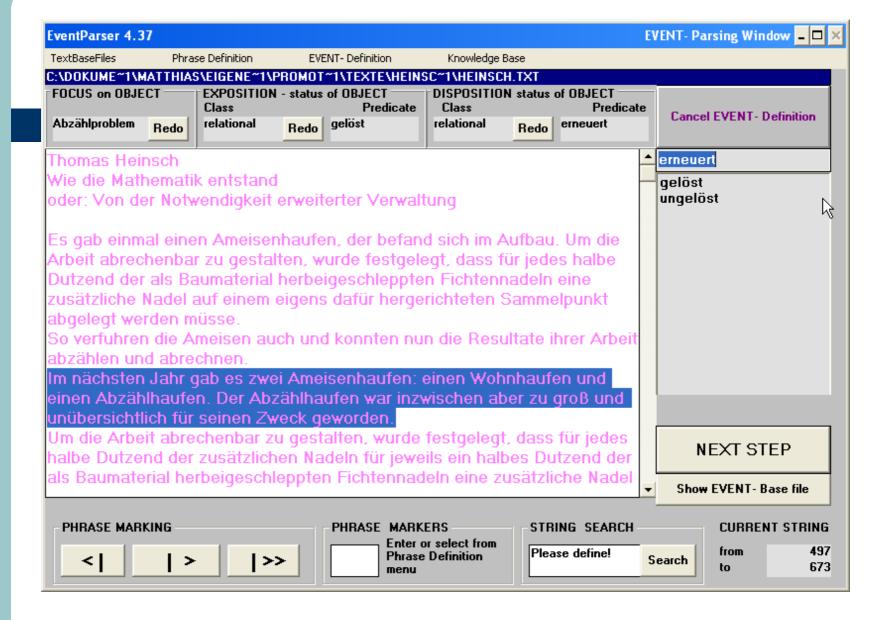


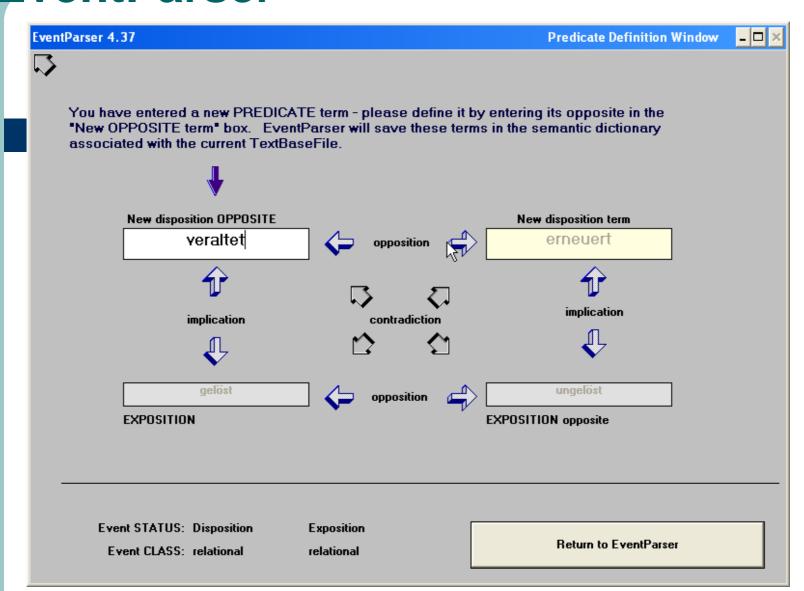
Computational Approach

- Collecting data: events are the only ontological entities which could be perceived empirically by recipients – subjects
- EventParser: Software tool to identify, interpret and store events in standardized knowlegde base by subjects
- EpiTest: Program to test the possibilities to construct episodes and complex action from the knowlegde base









| entrai | rser 4.37 | | | | | | | | | | EVE | NT- Base Wi | ndow _ [|
|---------|------------|----------|---------------|------------|-----------|-----------|-----------------------------------|--------------------|---------------------|--|----------------------|-------------------|----------|
| entBase | | Lists | 5 | | | | | | | | | | |
| | | | | | | | INSC~1\HEIN chenbar`,`202` | | f | | | | |
| vent[] | Abzählprol | blem`,`r | elational`,`g | elöst`,`39 | 9`,`495`, | relationa | :nenbar , 202 `,`erneuert`,`4 | . 337 97`,`673 | `]. | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| EX | POSITION | N: class | s and predic | ate | | | DBJECT | | DI | SPOSITION | l: cla | ass and predic | ate |
| re | elational | | gelös | t | – | Abz | ählproblem | _ | 1 | relational | | erneu | ert |
| om | 399 | to c | haracter | 495 | | | | | from | 497 | to | character | 673 |
| | | Arbei | it abzählen | und abr | | ın die | Wohnha Abzählh: | ufen un aufen w | d einen ar inzwi | s zwei Am Abzählha schen abe en Zweck | ufen er zu | . Der groß und | |
| | | Arbe | it abzählen | und abr | | | Wohnha Abzählh: | ufen un aufen w | d einen ar inzwi | Abzählha schen abe | ufen er zu | . Der groß und | |
| Cur | rently se | | it abzählen | | | | Wohnha Abzählh: | ufen un aufen w | d einen ar inzwi | Abzählha ischen abe ien Zweck | ufen er zu gew | . Der groß und | |

EventParser

X International Congress of IGEL in Munich

EventParser 4.36

Semantic Dictionary Window



C:\DOKUME~1\MATTHIAS\EIGENE~1\PROMOT~1\TEXTE\VAL

opposite('ungeschützt', 'geschützt'). dirantonym('ungeschützt', 'beachtet'). dirantonym('qeschützt', 'unbeachtet'). dirsynonym('qeschützt', 'beachtet'). dirsynonym('ungeschützt', 'unbeachtet'). opposite('beachtet', 'unbeachtet'). indantonym('qeschützt', 'betastet'). indantonym('geschützt', 'unberührt'). indsynonym('qeschützt', 'betastet'). indsynonym('geschützt', 'unberührt'). opposite('betastet', 'unberührt'). opposite('verbrannt', 'gerettet'). indantonym('verbrannt', 'todesangst'). indantonym('gerettet', 'Sicherheit'). indsynonym('gerettet', 'todesangst'). indsynonym('verbrannt', 'Sicherheit'). opposite('todesangst', 'Sicherheit'). indantonym('verbrannt', 'todesängstlich'). indantonym('gerettet', 'sicher'). indsynonym('gerettet', 'todesängstlich'). indsynonym('verbrannt', 'sicher'). opposite('todesängstlich', 'sicher'). opposite('übriq', 'verbraucht'). indantonym('übrig', 'verarbeitet'). indantonym('verbraucht', 'geschont'). indsynonym('verbraucht', 'verarbeitet'). indsynonym('übriq', 'qeschont'). opposite('verarbeitet', 'geschont'). opposite('angeboten', 'zurückgehalten')

EventParser saves any new EXPOSITION and/or DISPOSITION predicates and opposites as defined by the user. The program then automatically generates the respective antonyms and synonyms for these terms and captures them in its data base (the *.sbf-file). This file cannot be edited within EventParser.

Semantic terms are grouped into the following categories:

- opposites ("good/bad")
- synonyms ("good/nice")
- antonyms ("good/ugly")

A further distinction is made between "direct" and "indirect" antonyms and synonyms: "direct" terms are those generated from predicates defined in identical, "indirect" those generated from predicates defined under separate CLASSES.

CLASS membership of EXPOSITION and DISPOSITION predicates also differentiates between homocategorial (projective) and heterocategorial (protensional) EVENT-constructs.

Return to EventParser





| Combinatory analysis of | EVENT-base-file | s for EPISODE a | nd ACTION cons | structs. Programming a | nd development: j | an-c-meister | r@uni-hambu | иg.de | |
|--------------------------|--|------------------|-----------------|------------------------|--|---|----------------|--|--|
| CONSULT | CONSULT C:\Dokumente und Einstellungen\Matthias\Eigene | | | | CONSTRUCT C:\Dokumente und Einstellungen\Matthias\Eigene | | | | |
| EVENTS | Dateien∖P 13 | romotion\Texte√0 | Gernhardt_Kind | EPISODES | Min 6.5 | Max 156 | Virt 28 | % Event Integration 18.7290 | |
| SYNONYMS | Direct 12 | Indirect 18 | Opposites 25 | ACTIONS | Min 2 | Max 8 | Avg 6.5 | % Episode Integration 28.5714 | |
| META-SYNONYMS | 162 | 100 | 36 | SAVE | | | | Action Product 535.117 | |
| ☐ Generate isochrone l | EPISODES | | Ag | Total 15 | EISO1 | EISO2 12 | EISO3 2 | | |
| ☑ Generate anisochror | ne EPISODES | | | Total | EANISO1 | | EANISO2 | | |
| ☑ Generate ACTION C | ONSTRUCTS | | | Total 25 | | | | | |
| Processing time in sec.: | 0.23 | | | EXIT | C:\Dok | s saved to fi cumente und n\Promotion | d Einstellunge | en\Matthias\Eigene nhardt_Kinder\KINDEF | |



EpiTest - Results

| EPISODES | Min | Max | Virt | % Event Integration |
|----------|-----|-----|------|---------------------------|
| | 7 | 182 | 132 | 75,4285 |
| ACTIONS | Min | Мах | Avg | % Episode Integration |
| | 2 | 58 | 56.5 | 43.9393 |
| SAVE | | | | Action Product 3314.26 |

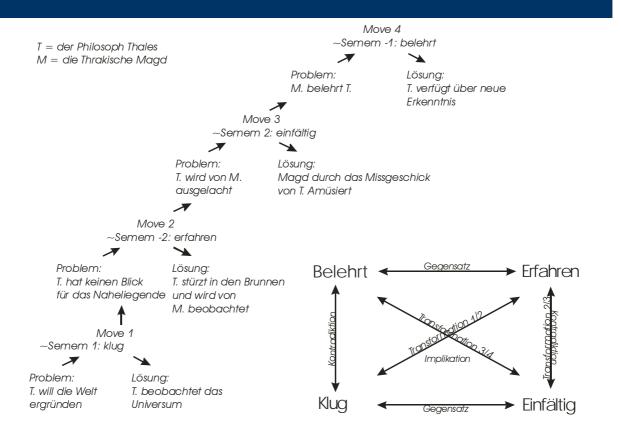
| Total | EISO1 | EISO2 | EISO3 |
|-------|---------|-------|---------|
| 64 | 2 | 62 | 0 |
| | | | |
| | <u></u> | | |
| Total | EANISÕ1 | | EANISO2 |
| 68 | 2 | | 66 |
| | | | |



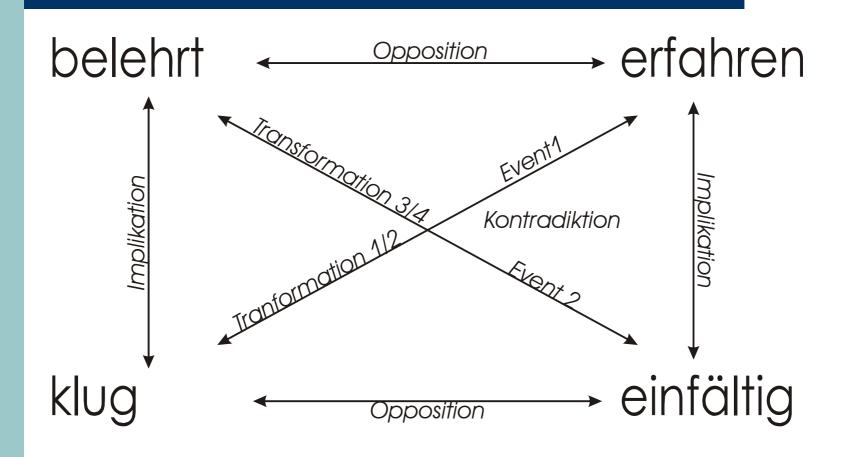
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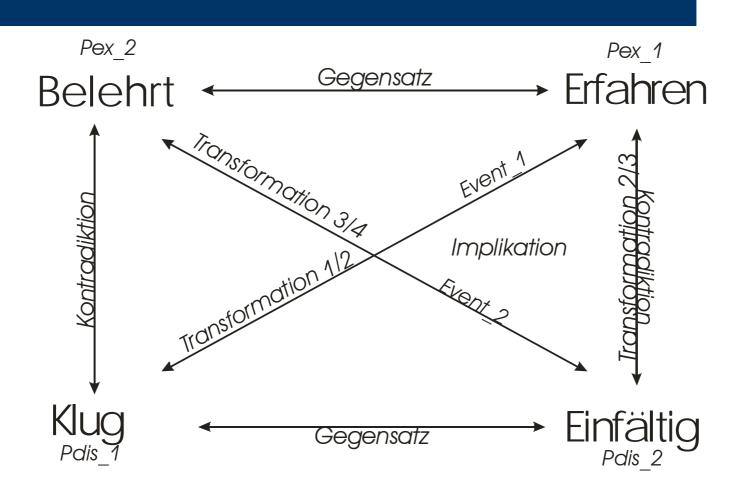
Heuristic

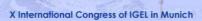


Epsiodic Square and Comedy



The Episodic Square of Comedy





Validation – Corpus Analysis

- Small corpus: 8 narrations
- Sorry: till now no knowlegde about the theory of building up a corpus
- Narrations linked together by my assumption that they have a comic impact
- Time-robbing job to collect the data
- Subject: Me independent due to my theory and assumed results????



Results – Work in Progress

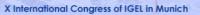
- Manipulation of the text parsing tool due to the reformulated definition of events as comedy events
 - → Appearance of a change in the knowledge base: ~synonym ↔ ~antonym pairs of predicates
- Failure while building the EpiTest software from the manipulated / adapted code



Results – Work in Progress

```
event, semmet , material , angebuten , 1490 , 1600 , mural , ausgellelert , 1600 , 1700 ).
event('Semmel', 'physical', 'gequält', '1742', '2130', 'physical', 'zerdrückt', '2133', '2650').
event(`Semmel`,`physical`,`zerdrückt`,`1742`,`2130`,`emotional`,`ekelhaft`,`2134`,`2320`).
event(`Semmel`,`social`,`ignoriert`,`2826`,`2870`,`social`,`ausgeliefert`,`2871`,`2921`).
event('Semmel', 'physical', 'unrein', '2925', '3290', 'emotional', 'bemitleidend', '3294', '3517')
event('Buben', 'material', 'besitzergreifend', '3646', '3693', 'material', 'zerstörend', '3693', '
```

```
dirsynonym('qequält \(\sigma\)'unberührt').
opposite(`zerdrückt`,`unberührt`).
indantonym(`zerdrückt`, `ekelhaft`).
indantonym(`qeschont`,`rein`).
indsynonym('geschont','ekelhaft').
indsynonym(`zerdrückt`,`rein`).
opposite(`ekelhaft`,`rein`).
opposite(`iqnoriert`,`integriert`).
dirantonym('iqnoriert', 'ausgeliefert').
dirantonym(`integriert`,`beschützt`).
dirsynonym('integriert', 'ausgeliefert').
dirsynonym(`iqnoriert`,`beschützt`).
opposite(`ausqeliefert`,`beschützt`).
opposite('unrein', 'sauber').
indantonym('unrein', 'bemitleidend').
indantonym('sauber'.'ignorierend').
```



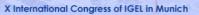
Results - Knowlegde Base Analysis

- Fact: Comedy events are collected
- Prediction: Comedy episodes and action constructs are expected by testing the knowledge base with the rebuilt EpiTest called CepiTest (ComedyEpisodeTestingTool)
- Assumption: Comedy events and episode constructs might be linked to that part of a text, which recipients find the pointe intuitively and feel the comic effect



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Summary – Conclusion

- Model of comedy construction
- Contribution to a grammar of comedy and humor



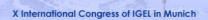
The Model of Comedy Construction

- Shift in Meister's theory seems to be valid
- Shift in the relationship of event predicates from contradiction to implication



Contribution to a Grammar of Comedy

- Comedy is a mental construct of interpretation evoked by the narrative entity
- This construct is part of the narrated fictional world,
- But distinguished by incongruency and contrast on the basis of disbelief of the logical reality of the ficition.



Contribution to a Grammar of Comedy

- Formalized description of narrated comedy
- Points to cognitive interpretations of literature
- Extends formal descriptions as GVTH and SSTH (Raskin & Attardo) based on linguistic theories
- Extension of humor research from the semantic of speech to the poetic of language



Thank you for your Attention

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