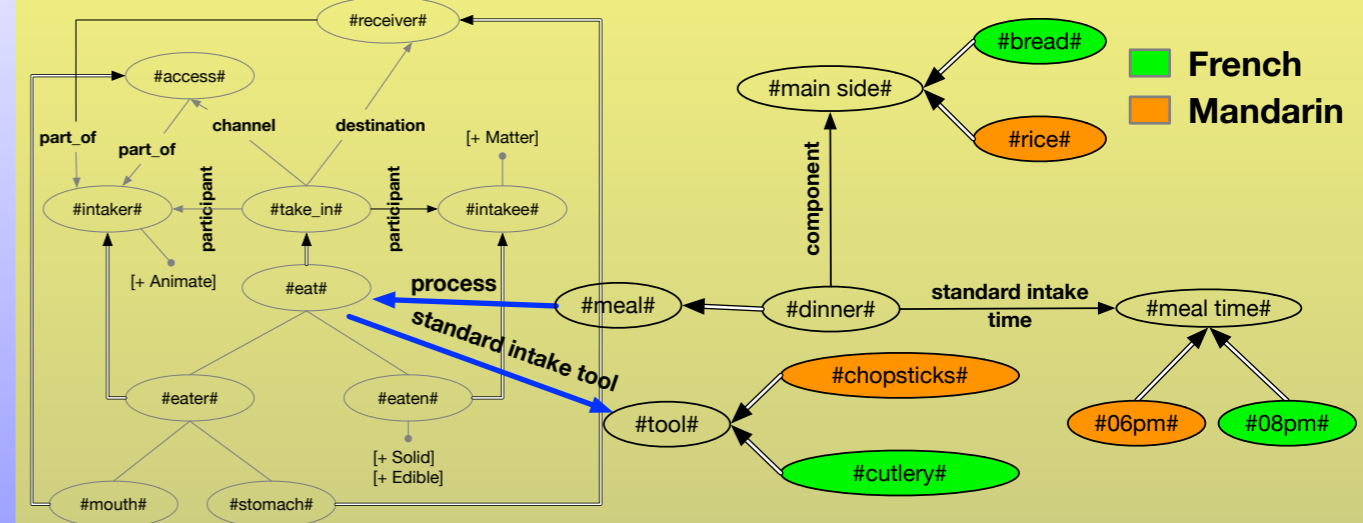


## Conceptual knowledge as expressed by a frame-ontology

Pre-conceptual schemas proposed by Langacker (2008), Talmy (2000), Johnson (1987) (*Path*, *Container* or *Cause*, etc.) combined with each other or not, appear as foundational to generic concepts such as #intake# or #move#, which, in turn, develop into the more specific #eat#, #drink#, #feed#, #insert#, #fill#, #travel# and many others. An ontology populated by frames captures the commonalities of derivational concepts and shows how the change of the value of a single property (for instance, the consistency of a matter consumed) defines an intake process as #eat# or #drink#.

Frame-ontologies view frames as a primitive objects where slots typically bear default values. Frames are exploded views of concepts representing classes or individuals by means of slots having as fillers a restricted set of values. Ontologies of this type are convenient to express conceptual knowledge, as they readily implement inheritance between frames: (B) → (A) means that B inherits from A (B is a *type\_of* A).

## Cultural modulation of conceptual knowledge



Whereas at a generic conceptual level, the eating process (in the case of human agents) is connected with some #meal time# time via #dinner# (a *type\_of* #meal#), and #eat# can involve some kind of #tool#, the values of these exhibit cultural contrasts, here highlighted for French and Mandarin. In particular, the standard tools involved in eating are #cutlery# in a French-speaking environment but #chopsticks# in a Mandarin-speaking one, the main side-ingredient, respectively, #bread# and #rice#, the standard #meal time# for #dinner# being #08pm# for the former and #06pm# for the latter.

These contrasts underline that generic conceptual knowledge is regularly modified by cultural-specific trends acquired through experience tying the speaker's world image to his/her social environment.

