

Image and Force-Dynamic Schemas

Neural Evidence for category structure

- Are there specific regions in the brain to recognize/reason with specific categories?
- No, but there are specific circuits distributed over relevant regions of the brain.
- What might the general characteristics of such circuits look like?

Overview

- Types of Schemas:
 - Spatial relations schemas
 - Force-dynamic schemas
 - Complex schemas
- Language
- Embodied basis

Container Schema

- Embodied Basis
 - Experience
 - Motor-control
 - Perception
- Schematic structural elements
- Language

Language

Spatial relations descriptions

- Limited set of schematic spatial distinctions
- Cross-linguistic variation

Spatial distinctions

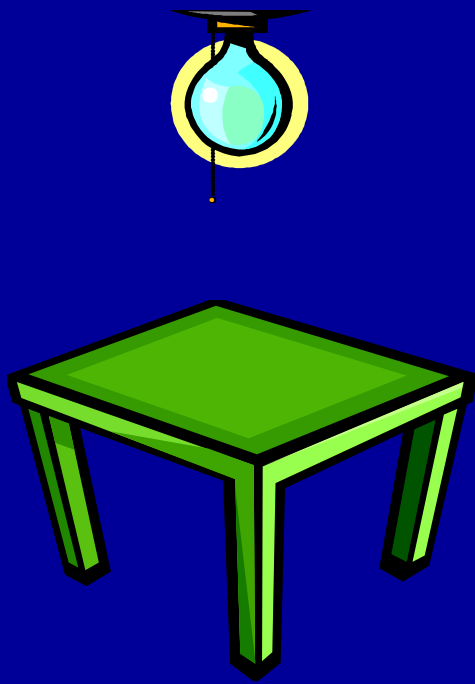
- Focal distinctions within scene – figure, ground
- Figure and ground geometries, relative orientations
- Presence or absence of contact
- Force-dynamics – largely independent of other spatial distinctions

Example -- “ON”

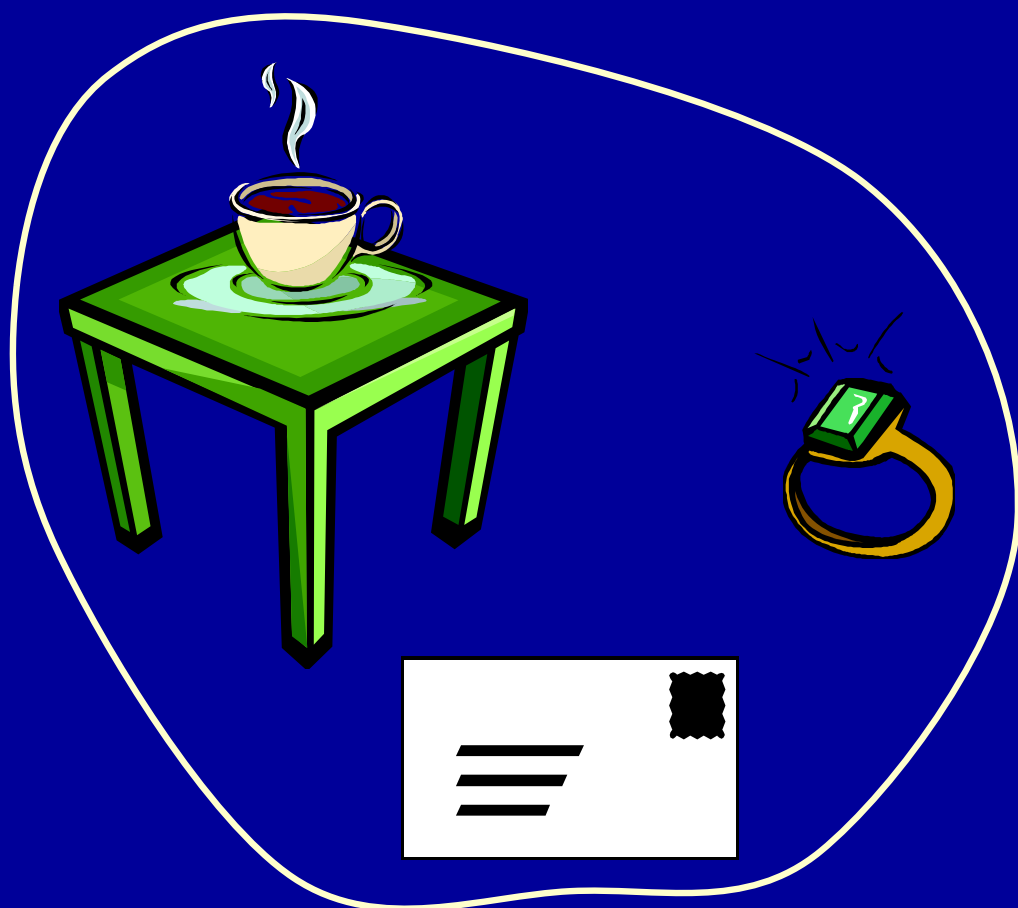
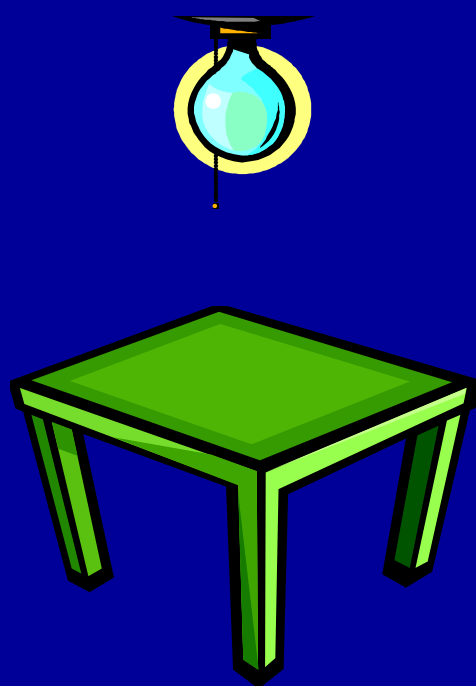
- The cup is on the table.
- The skier is on the mountain.
- She has a large green hat on her head.
- Jack is standing on the top step of the ladder.

Cross-linguistic Variations

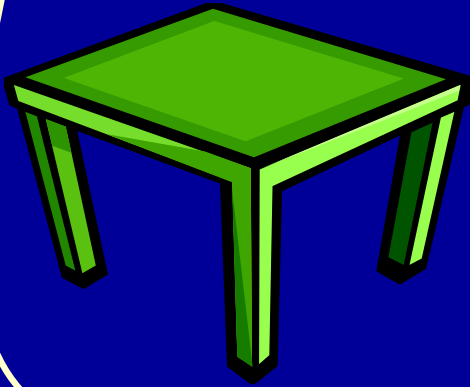




English



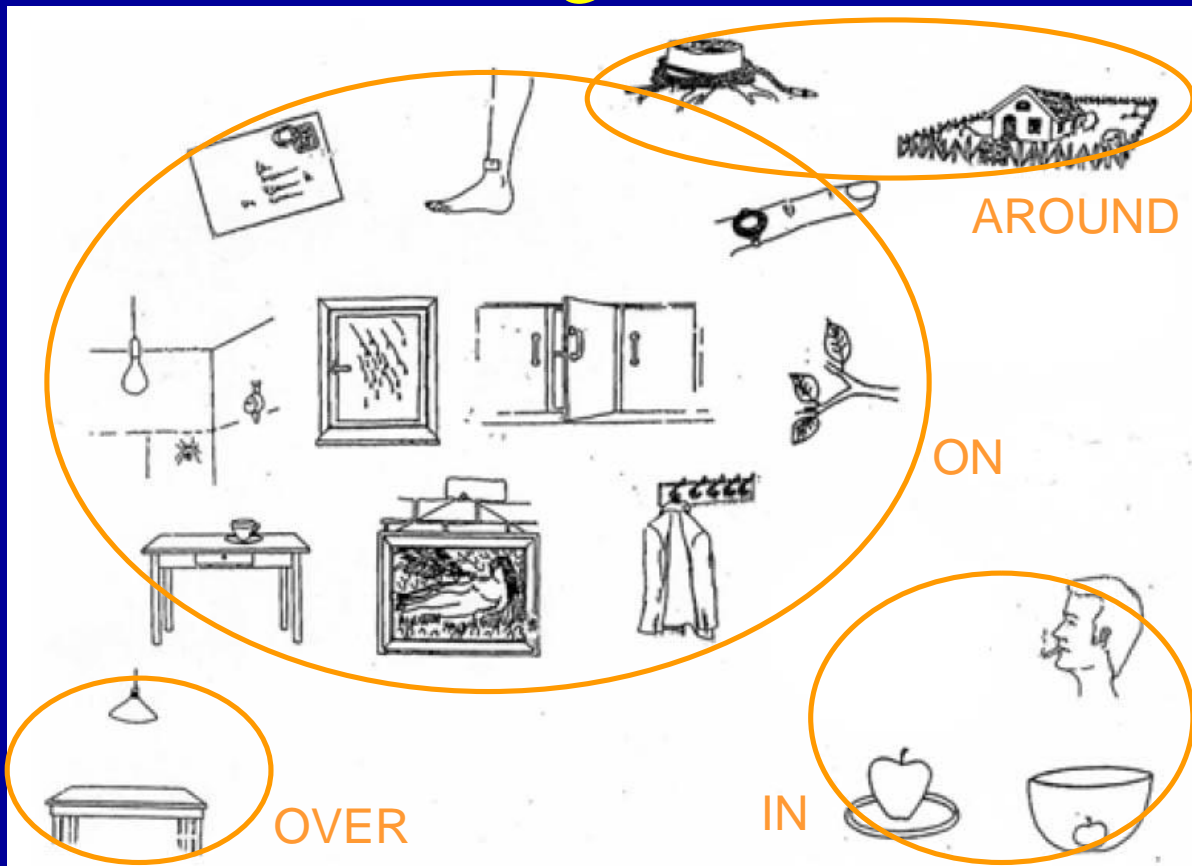
Japanese



Tamil

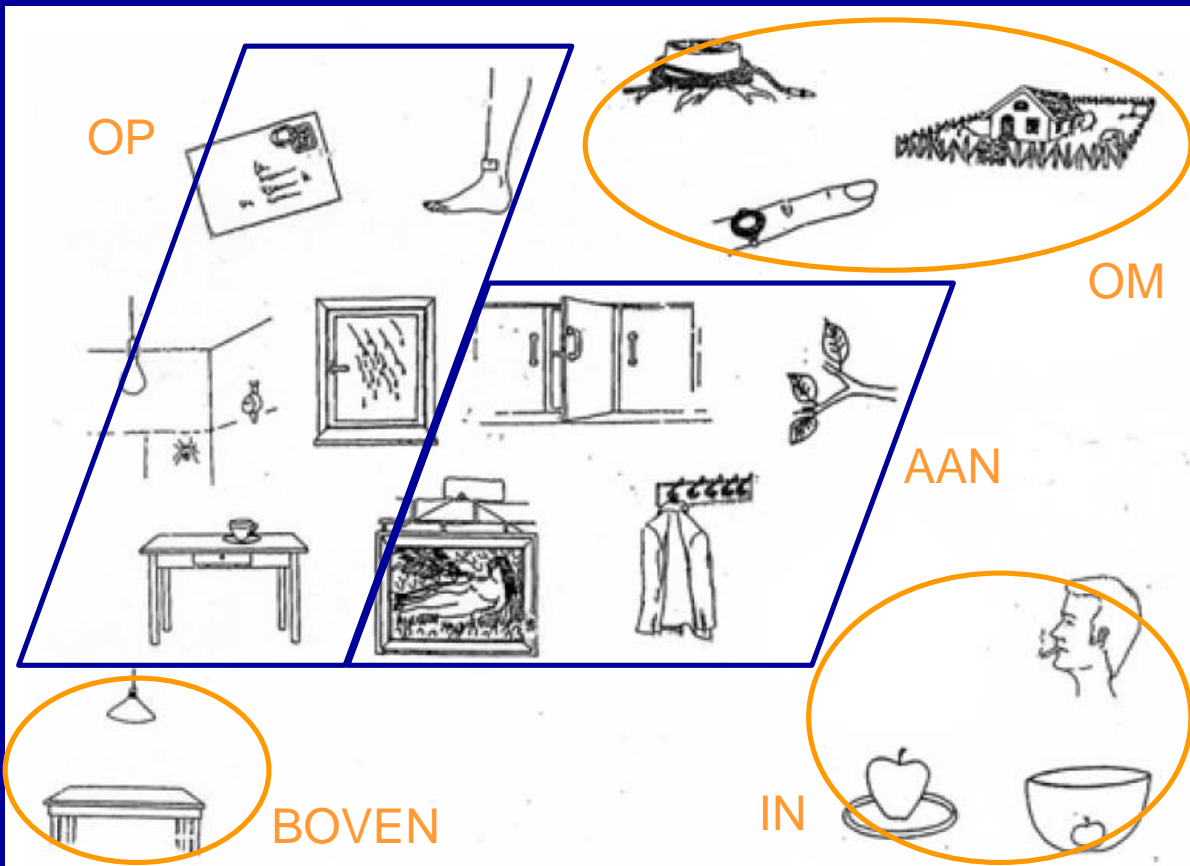


English



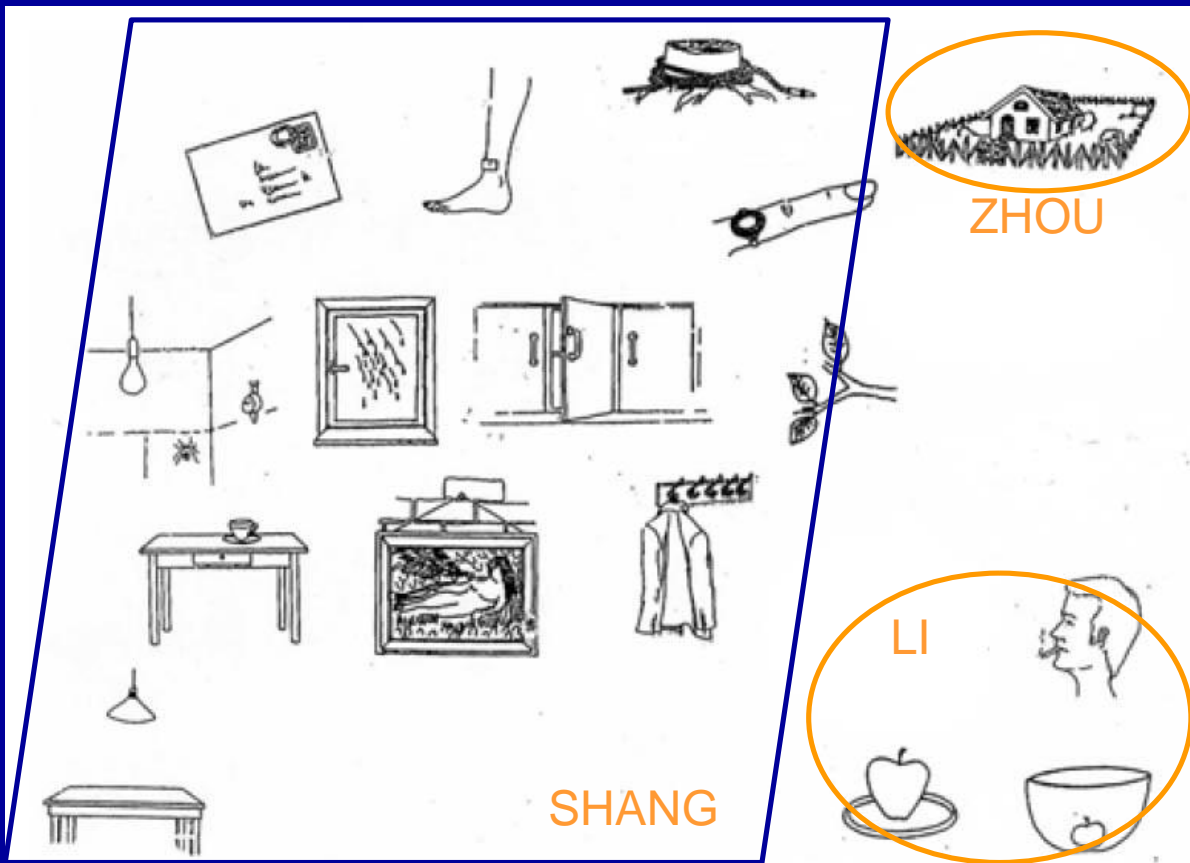
Bowerman & Pederson

Dutch



Bowerman & Pederson

Chinese



Bowerman & Pederson

Language -- main points

- Cross-linguistic variation
- Limited number of image schemas
- Shouldn't equate primitive image schemas with the spatial relations terms which express them.

Embodied Basis of Image Schemas

- Regularities in our perceptual, motor and cognitive systems
- Structure our experiences and interactions with the world.

Embodied Basis

- Perceptual systems
- Motor routines
- Experiential Correlations
- Image Schema properties depend on
 - Neural circuits
 - Interactions with the world

Embodied Basis

Similarity:

- Perceptual and motor systems
- Basic functional interactions with the world
- Environment

Variation:

Cross-linguistic variation in how schemas are used.

Schemas

- Spatial image schemas
- Source-Path-Goal schema
- Force-Dynamic schemas
- Combinations of schemas

Spatial Image Schemas

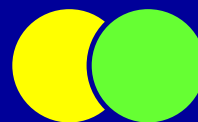
- Trajector/Landmark relation



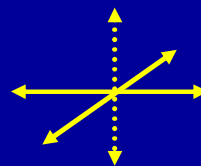
- Boundaries, bounded region



- Topological relations



- Orientational Axes



Trajector/Landmark Schema

- Roles:

Trajector (TR) – object being located

Landmark (LM) – reference object



TR



LM

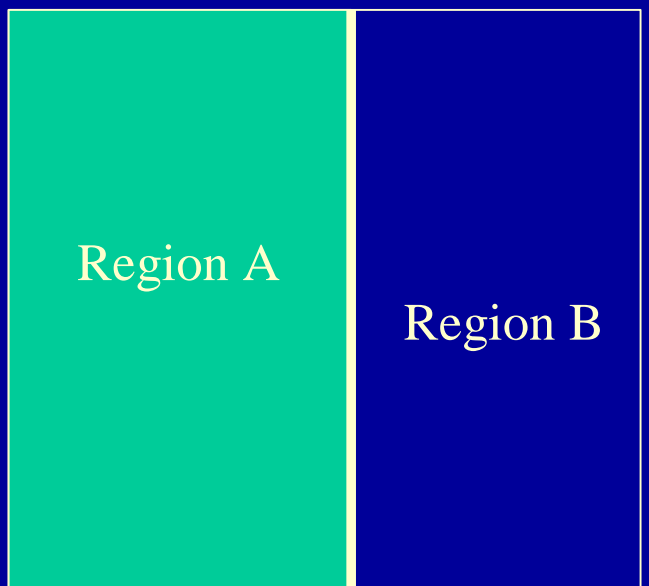
Trajector/Landmark Schema

Asymmetry

- *The cup is on the table*
- *?The table is under the cup.*

- *The skateboard is next to the post.*
- *?The post is next to the skateboard.*

Boundary Schema



Roles:

Boundary

Region A

Region B

Boundary

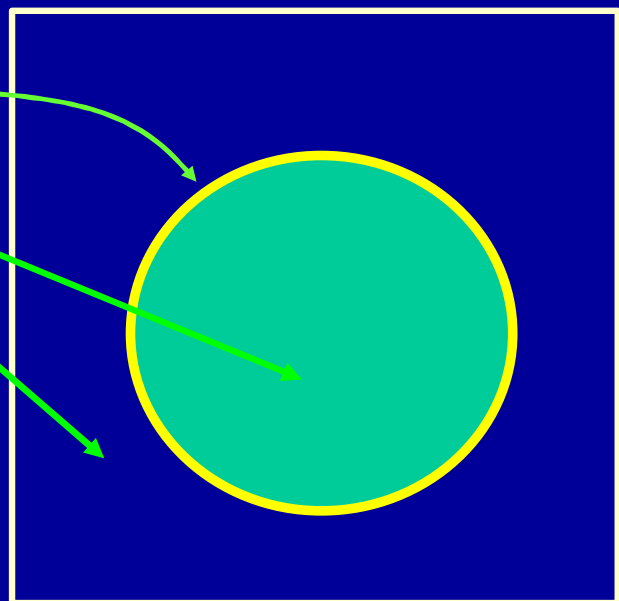
Bounded Region Schema

Roles:

Boundary

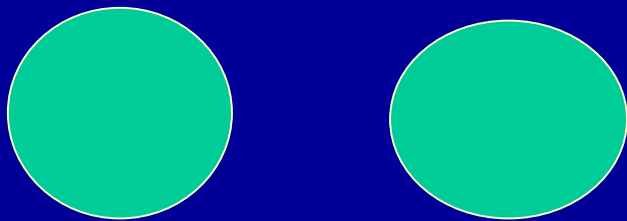
Bounded Region

Background region



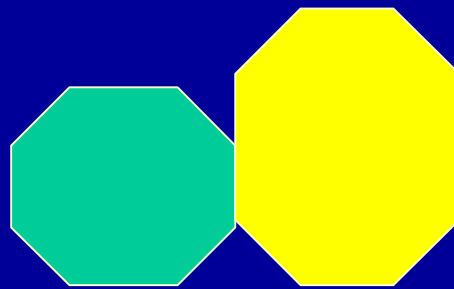
Topological Relations

- **Separation**



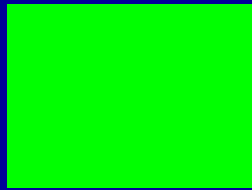
Topological Relations

- Separation
- **Contact**



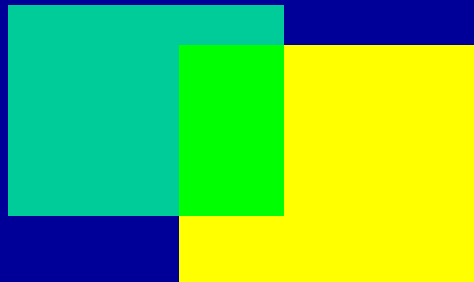
Topological Relations

- Separation
- Contact
- **Coincidence:**



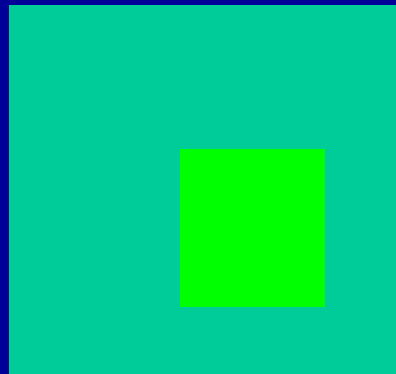
Topological Relations

- Separation
- Contact
- Coincidence:
 - **Overlap**



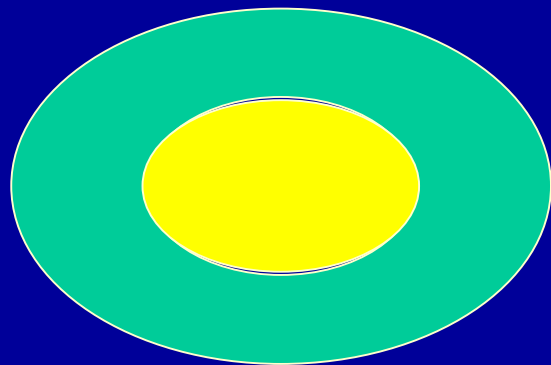
Topological Relations

- Separation
- Contact
- Coincidence:
 - Overlap
 - **Inclusion**



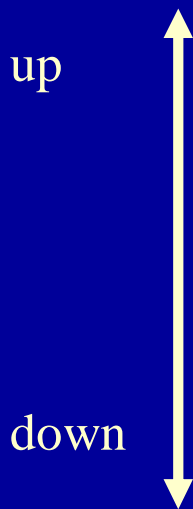
Topological Relations

- Separation
- Contact
- Coincidence:
 - Overlap
 - Inclusion
 - Encircle/surround

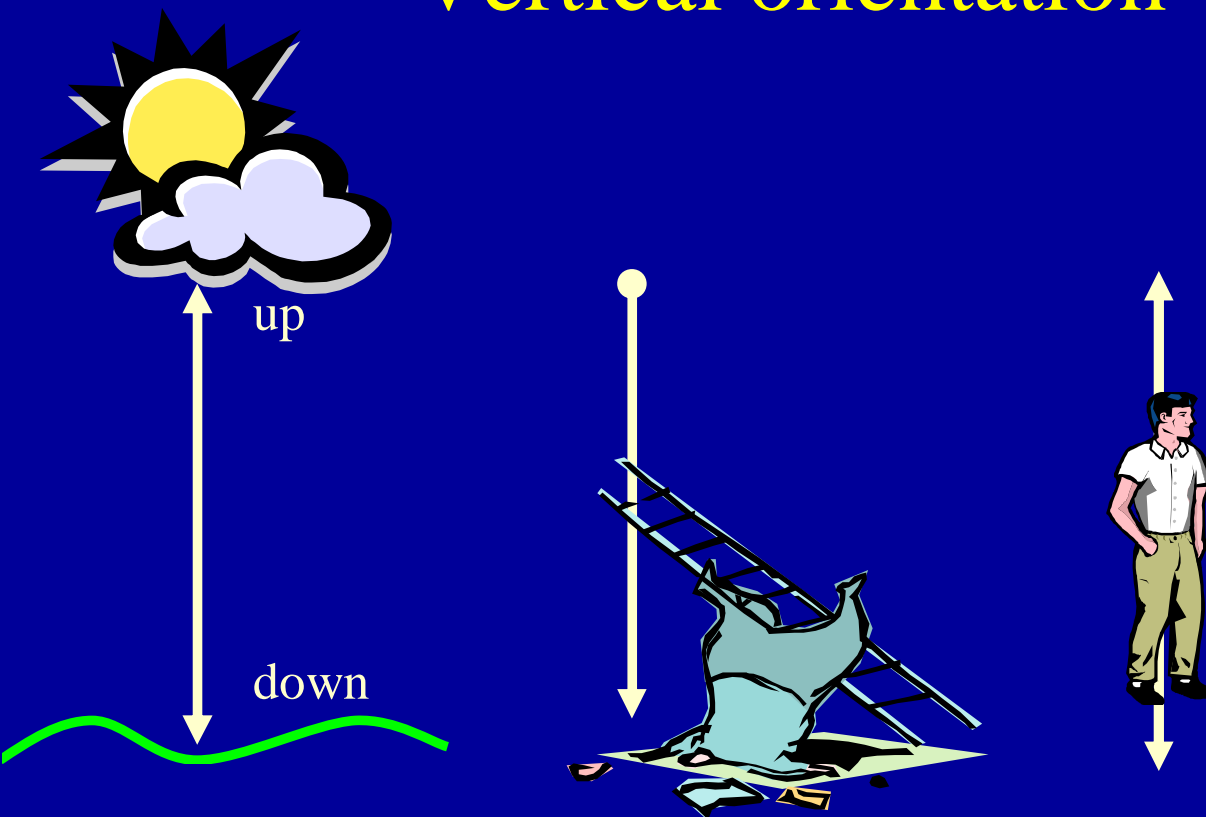


Orientation

- Vertical axis -- *up/down*

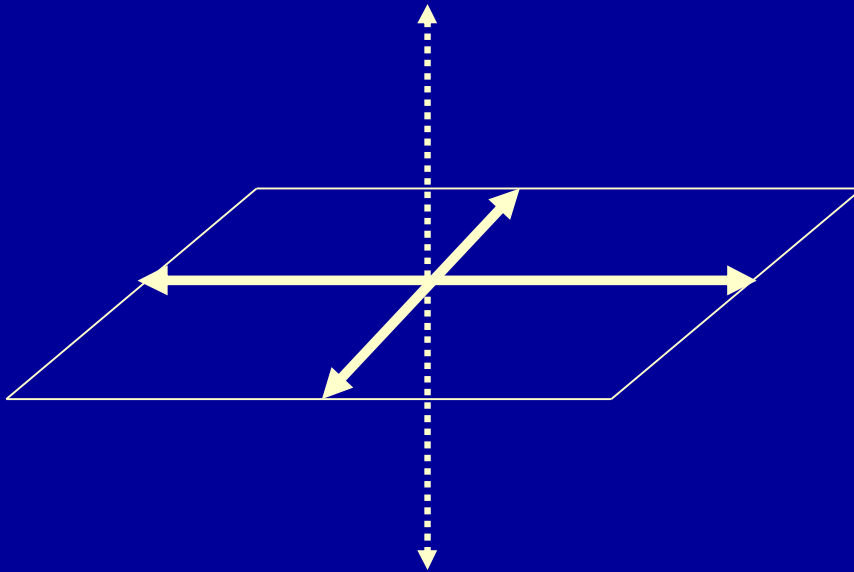


Vertical orientation



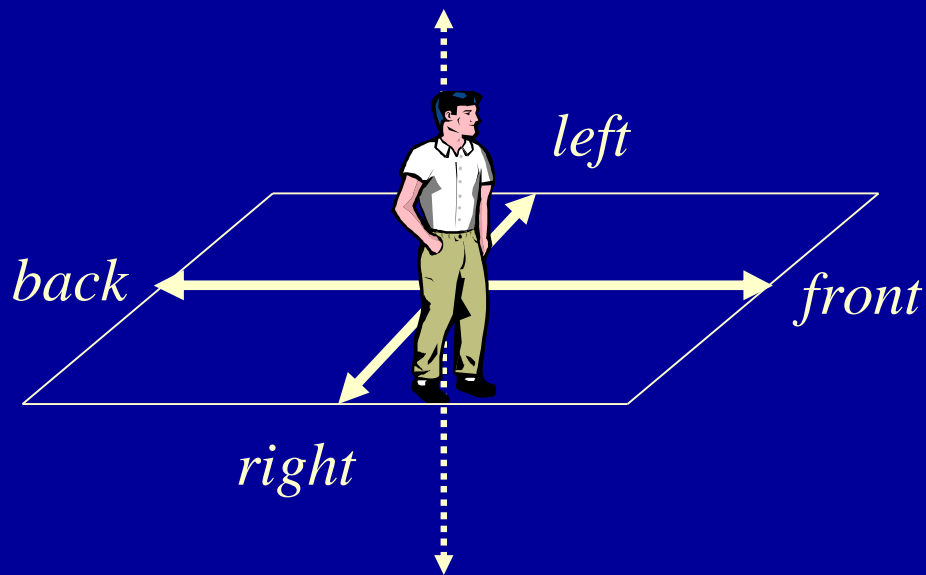
Orientation

Horizontal plane – *Two axes:*



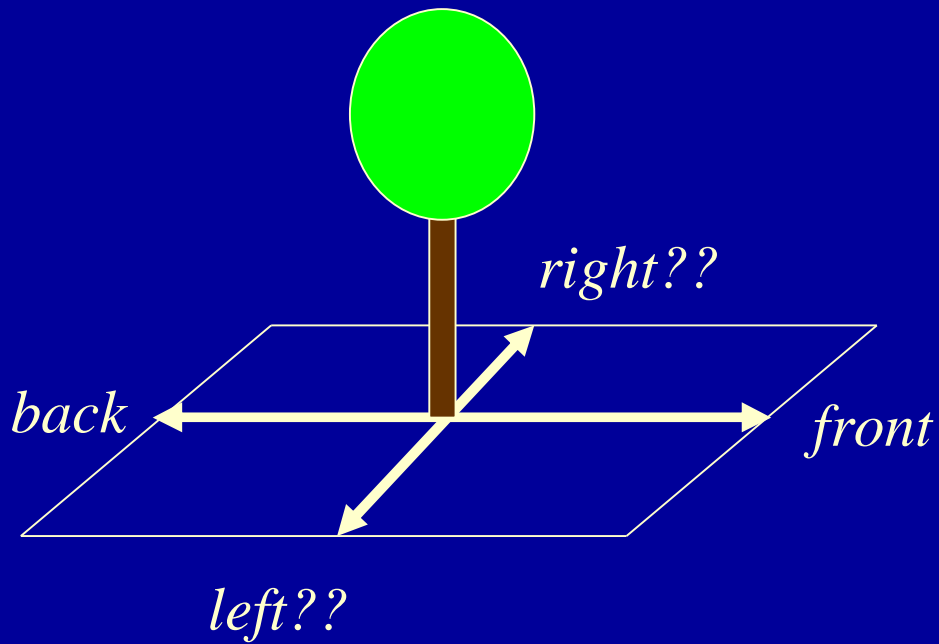
Orientation

Inherent features of the Landmark



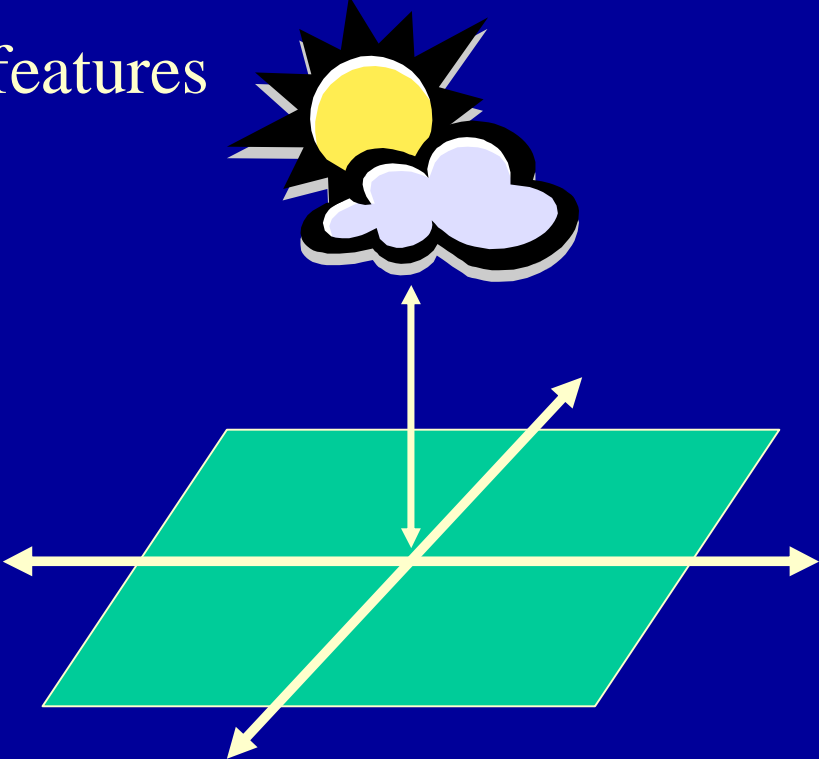
Orientation

Viewer perspective



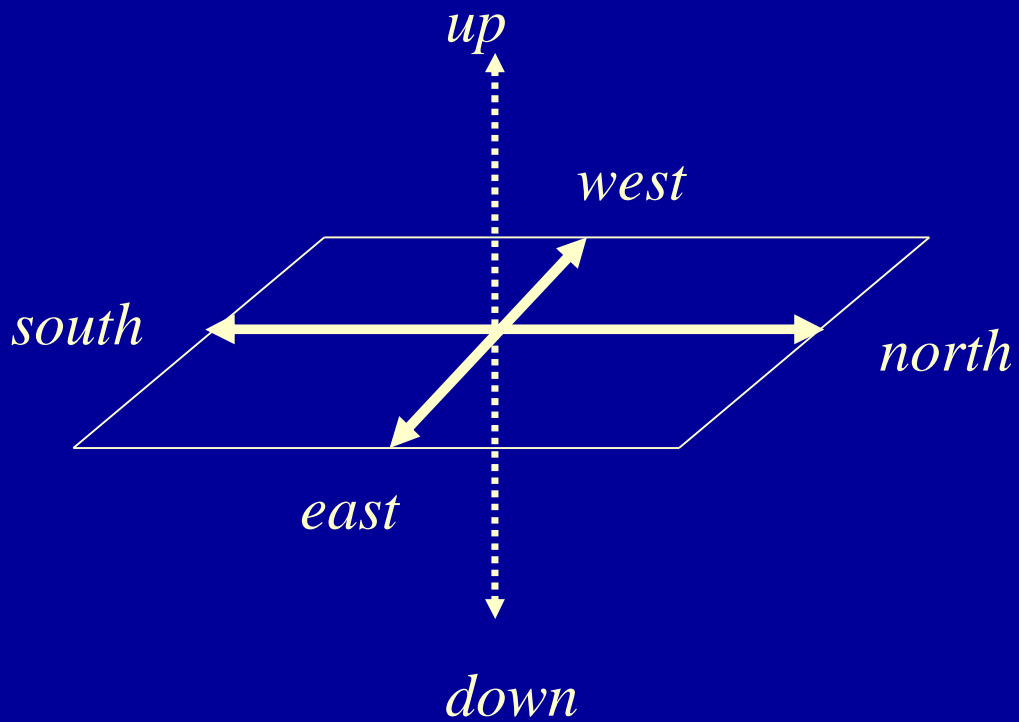
Orientation

External features



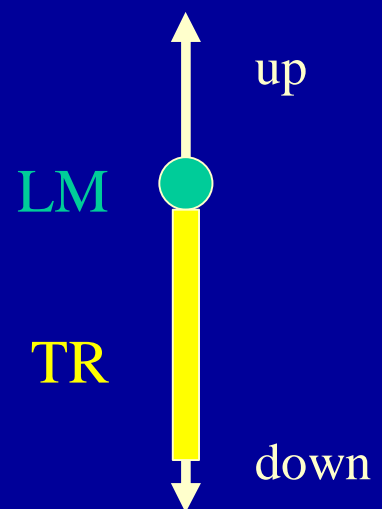
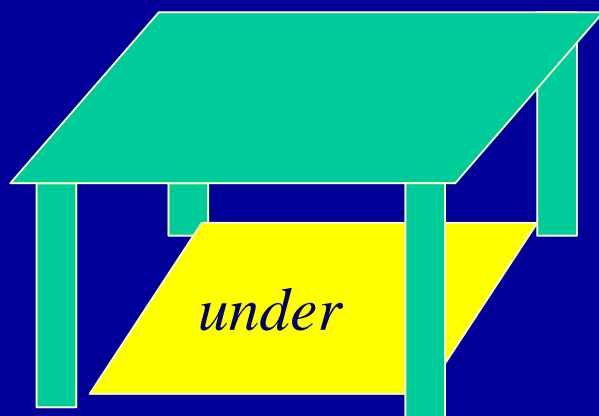
Orientation

Absolute frame of reference

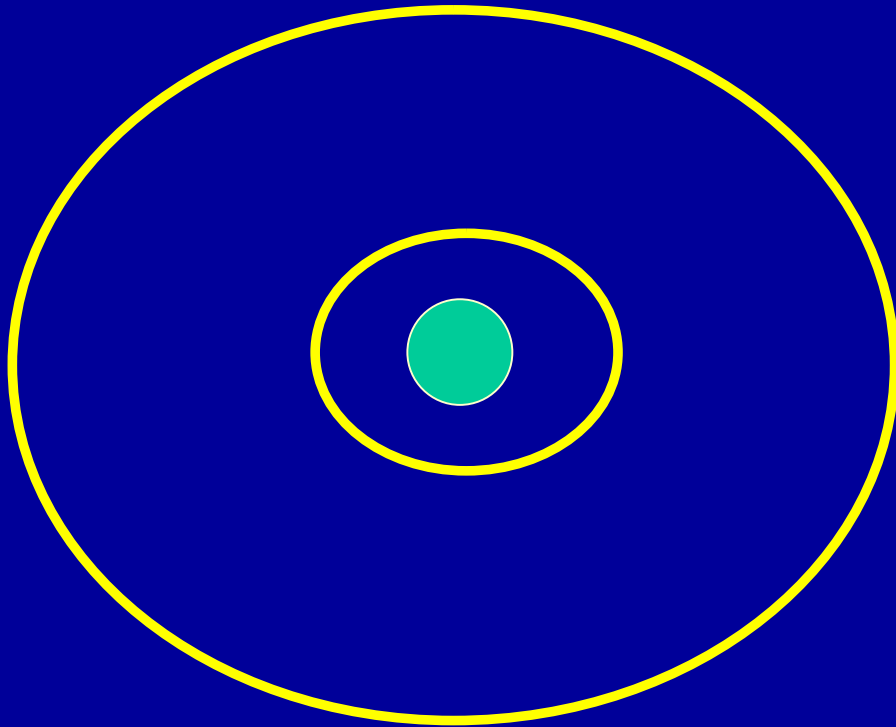


TR/LM and Verticality Schemas

- *The book is under the table.*



Proximal/Distal Schema



Dynamic schemas

Source-Path-Goal schema

Schematic Structure

Mover

Source

Path

Goal



Source-Path-Goal schema

Embodied basis

- Motion detection
- Motor-control
- Spatial Relations

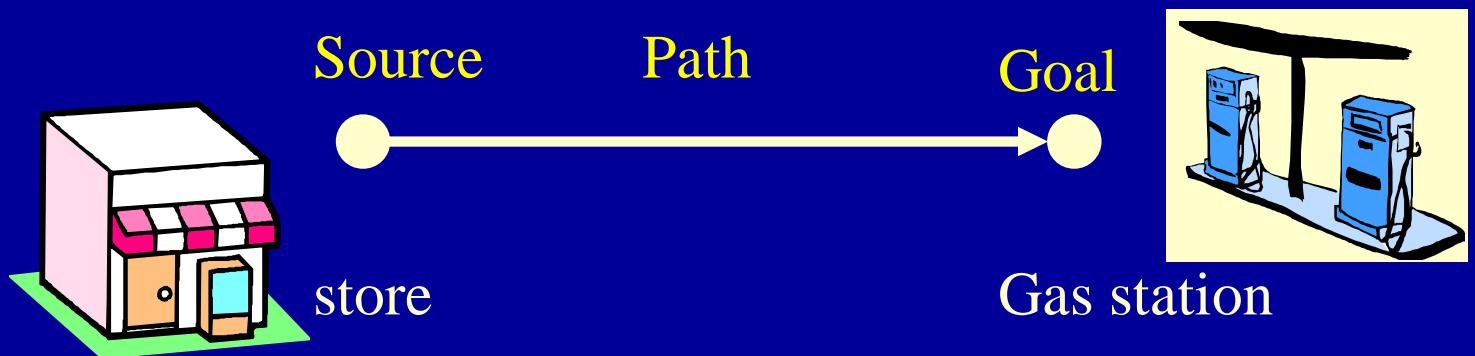
Source-Path-Goal schema

She drove from the store to the gas station.

Mover = *she*

Source = *at the store*

Goal = *at the gas station*

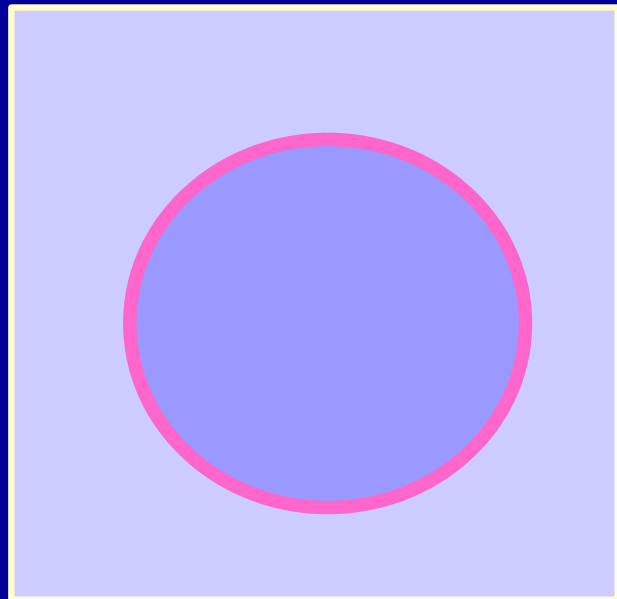


Spatial relations

- *She put the cup on the table*
- *They ran out of the house*
- *He threw the ball over the fence*

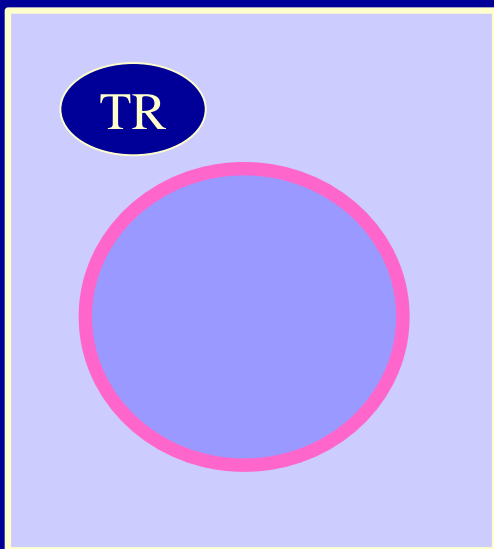
Container Schema

- Roles:
 - Container
 - Boundary
 - Interior
 - Exterior

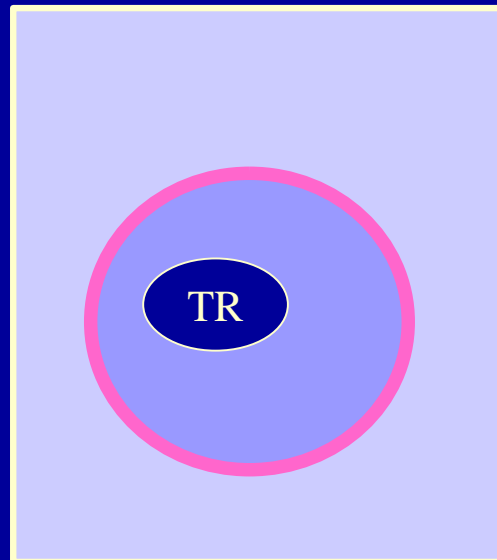


Container Schema

out



in



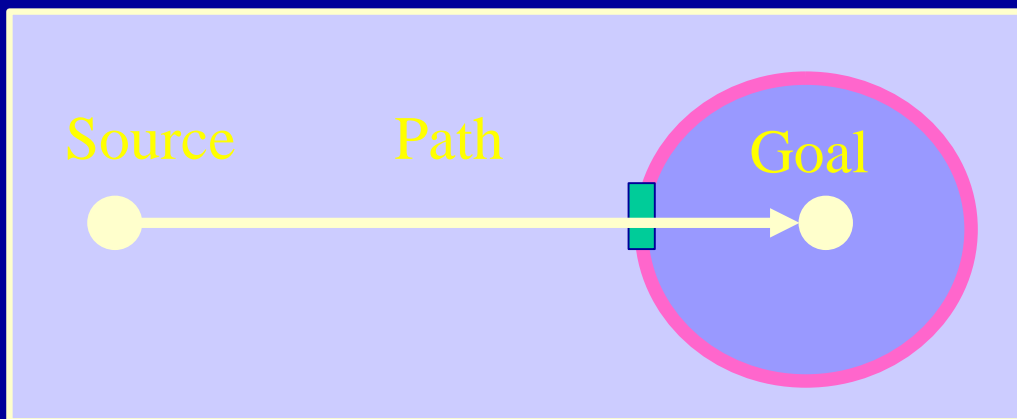
SPG and Container

She ran into the room.

SPG. Source Container.Exterior

SPG.Path Container.Portal

SPG. Goal Container.Interior



Force-Dynamics

Prevent Motion

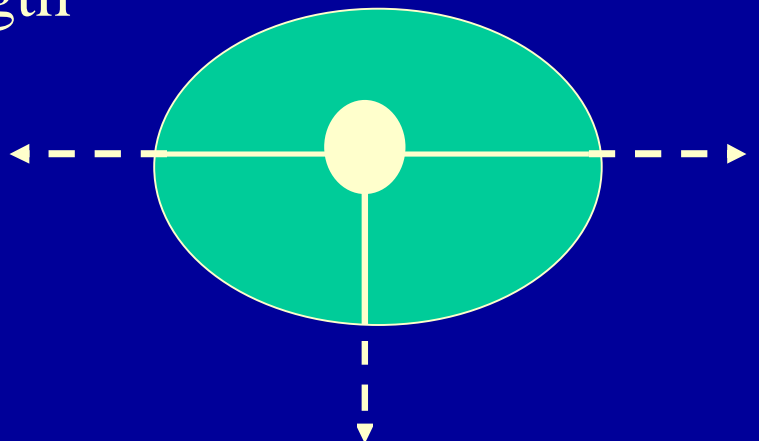
- Containment
- Support
- Blockage

Cause Motion

Force-Dynamics

Containment:

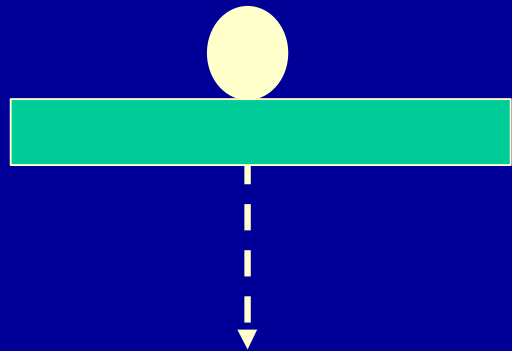
- Prevent motion across boundaries
- Additional Container properties
 - Boundary Strength
 - Portal role



Force-Dynamics

Support:

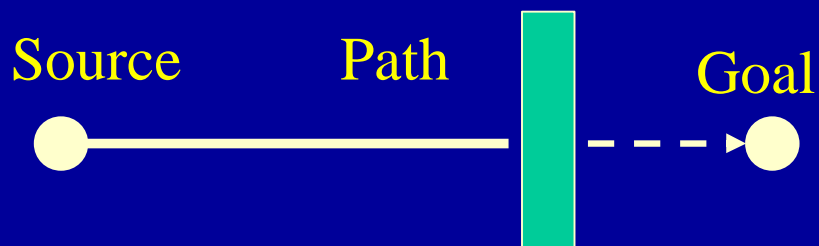
–Prevent downwards (gravitic) motion



Force-Dynamics

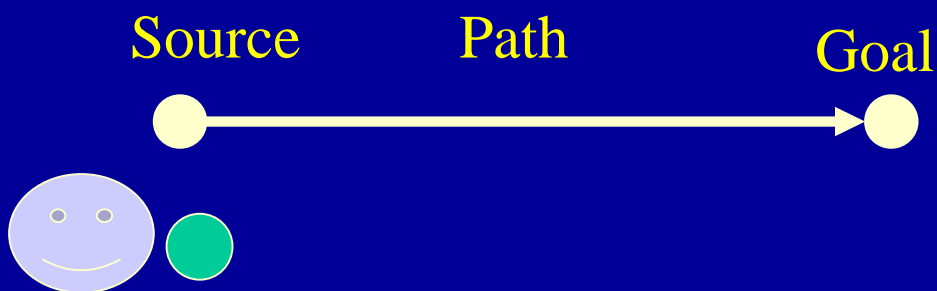
Blockage

- Prevents motion along Path



Force-Dynamics

- Cause Motion
- *He threw the ball over the fence*



Summary

Image and Force-Dynamic schemas :

- Are embodied
- Properties depend on neural circuits and interactions with the world
- Structure language, but are not tied to the specific word forms which are used to express them.