[*Poignarder*](1.0) —
(agent) (1.0) —> [Homme] (1.0)
(agent) [1,2] Soldat [1], Jeune-homme [2]
(destinataire) (1.0) —>[Corps] (1.0) — (partieDe) (1.0) —> Homme] (1.0)
(destinataire) [1,2] Bras [1], Estomac [2] (partieDe) [1,2] Chef d'État [1], Jeune-homme [2]
(instrument) (1.0) —> [Couteau] (1.0)
(instrument) [1,2] Bayonette [1], Cran d'arrêt [2]

Figure 1: un graphe agrégé

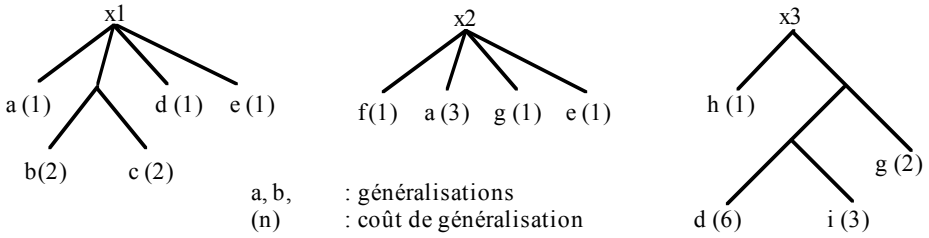

Figure 2: l'espace de généralisation pour trois graphes

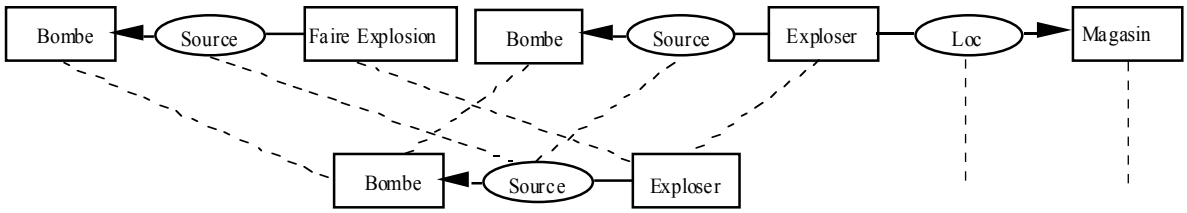

Figure 3: deux graphes et leur généralisation commune

Schema Enlever
Hérite De: FaireChanter
Entête:
[Humain: x1] ← (patient) ← [Enlever] → (agent) → [Humain: {*}x2]
Rôles:
agent: [Humain: x1]
patient: [Humain: {*}x2]
lien: [Argent: x3]
lien: [Humain: x4]

Circonstances:
Schema ÊtreRiche
[Riche] → (experienceur) → [Humain: x1]

Description:
Schema PrendreAuPiège
[Humain: x1] ← (patient) ← [Piéger] → (agent) → [Humain: {*}x2]
Schema Emprisonner
[Humain: x1] ← (patient) ← [Emprisonner] → (agent) → [Humain: {*}x2]

Schema DemanderRançon
[Demander]
{→ (object) → [Argent: x3],
→ (agent) → [Humain: {*}x2],
→ (receveur) → [Humain: x4]}
Schema DonnerRançon
[Donner]
{→ (object) → [Argent: x3],
→ (receveur) → [Humain: {*}x2],
→ (agent) → [Humain: x4]}
Schema Libérer
[Humain: x1] ← (patient) ← [Libérer] → (agent) → [Humain: {*}x2]
Schema Échapper
[Échapper] → (agent) → [Humain: {*}x2]

États Incidents:
Schema DevenirRiche
[DevenirRiche] → (experienceur) → [Humain: {*}x2]
Schema DevenirPauvre
[DevenirPauvre] → (experienceur) → [Humain: x1]