Verbs of Cutting – A Sample Ontology

Word lists:

butcher	dissect	slit	saw	snip		Questionable:
carve	hack	notch	scalp	whittle		————
chop	incise	pink	shave	blaze		decapitate
cleave	mince	rabbet	shear	chamfer		divide
clip	pare	rout	skin	dado		gash
cube	peel	score	slash	engrave		quarter
cut	plane	serrate	slice	flute		sever
dice	prune	nick				trim

Levin 21.1: "cut" verbs

chip clip cut hack hew saw scrape scratch slash snip

Levin 21.2: "carve" verbs

bore bruise carve chip chop crop crush cube dent dice drill file
fillet gash gouge grate grind mangle mash mince mow nick notch
perforate prune pulverize punch shred slice slit spear squash squish

Constituents of *cutting* frame (∴ Dimensions of semantic variation):

Agent (prototypically human)   Contact (instrument / target surface)
Target (relatively soft)   Cision (on surface of target)
Instrument (with sharp edge)   Results of cision (severance, etc.)
Motion(s)   Context of normal use

Possible parameters/values for each Constituent/Dimension:

Activity context:

Cooking	Farming	Sewing
Carpentry	Fighting	Construction

Instrument: Contact:
  Name and type of instrument   Energy of contact
  Edge of instrument   Direction of contact
    Shape of edge   Duration of contact
    Length of edge   Location of contact
    Location of edge   On instrument
    Number of edges   On target
    Application of edge to target   Control and consistency of contact
  Point vs edge

Cision: Motion:
  Shape of cision   What moves:
  Length of cision   Instrument
  Depth of cision   Agent
  Completion of cision   Target
  Geometry/topology of cision   Repetition of motion
  Smoothness of cision   Direction & path of motion
  Pieces (resulting from cision)   Kinesthetics of motion
    Number, size, & shape   Ballistic nature of motion