PARSER

CHAPTER CONTENTS.

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Here is the complete reference guide for the **Qualitative Causal Parser (QCP v1.0)**.

1. The Core Equation

Every causal claim is mapped as a force interaction between an **Agonist** (the subject with a will/tendency) and an **Antagonist** (the opposing force).

Formal Syntax: `(ID) [Context] :: Agonist(Tendency) Operator Antagonist`

1.1 The Context (Optional)

Defines the scope, time, or location where this dynamic applies. Used primarily when contrasting two different states.

- *Syntax:* `[Time: Past]`, `[Loc: Garden]`, `[Mode: Hypothetical]`

1.2 The Agonist & Tendency

The subject of the sentence and their intrinsic aim.

- **Syntax:** `Actor(Direction: Verb[Intensity])`
- **Direction:**
  - `M` **(Motion/Change):** The will to start an action, change state, or disrupt the status quo. (e.g., *Grow, Enter, Attack, Quit*).

    - `R` **(Rest/Maintenance):** The will to maintain the current state, resist change, or withstand pressure. (e.g., *Remain, Calm, Survive, Stand*).
- **Intensity (Optional):**
    - `+`: High magnitude (e.g., *Grow*+ = Thrive).
    - `-`: Low magnitude (e.g., *Burn*- = Flicker).

1.3 The Operator

Defines the outcome of the struggle.

- `>` : **Overcomes.** Agonist wins. (Logic: *Despite*).
- `<` : **Overpowered.** Antagonist wins. (Logic: *Because of*).
- `>>`: **Easily Overcomes.** High-margin victory.
- `0` : **Unimpeded.** No active antagonism. Agonist acts naturally.

1.4 The Antagonist

The force opposing the Agonist.

- **Entity:** `Name` (e.g., *Rain, Friction, Parents*).
- **Reference:** `(ID)` (The outcome of a previous statement acts as the opposing force).

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2. Chaining & Dependency

How to link statements to form a narrative or causal chain.

2.1 Result as Antagonist (Interaction)

The outcome of a previous event **is** the force acting in the current event.

- **Syntax:** `Agonist > (ID)`
- *Meaning:* The Agonist is fighting against the result of statement (ID).
- *Example:*
    - `(1) Mum > Dementia` (The Spark)
    - `(2) Chloe(M: Give Up) < (1)` (Chloe's despair is blocked by The Spark).

2.2 Result as Enabler (Conditionality)

The current event is only possible because a previous event removed the obstacle.

- **Syntax:** `Agonist 0 | (ID)`
- *Meaning:* The Agonist is unimpeded **given that** (ID) successfully removed the blocker.
- *Example:*
  - `(1) Umbrella > Rain`
  - `(2) Me(R: Dry) 0 | (1)` (I am naturally dry, enabled by the umbrella).

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3. Differential Syntax (Comparisons)

Used when the explanation relies on the **difference** between two states rather than a single event.

Syntax: `Agonist(Tendency) :: [Context A: Op Antagonist] -> [Context B: Op Antagonist]`

Semantic Rules:

1. **Agonist Shift:** If the Operator flips (e.g., `<` to `>`) and the Antagonist is constant, the explanation is the **Change in Agonist**.
   - *Ex:* `Seeds :: [Old: < Dry] -> [New: > Dry]` (Cause = Seed Quality).
2. **Antagonist Shift:** If the Operator flips and the Agonist is constant, the explanation is the **Change in Environment**.
   - *Ex:* `Tank :: [Road: >> Friction] -> [Mud: < Friction]` (Cause = Terrain).

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4. Semantic Reference Table

Component	Notation	Meaning / Translation
Motion	`(M: Verb)`	"Tried to X", "Wanted to change to X"
Rest	`(R: Verb)`	"Tried to stay X", "Refused to move"
Win	`A > B`	"Succeeded in spite of B", "Withstood B"
Lose	`A < B`	"Failed because of B", "Forced by B"
Natural	`A 0`	"Did X naturally", "Just X'd"
Easy Win	`A >> B`	"Easily X'd", "X'd with no trouble"

Component	Notation	Meaning / Translation
Ref Force	`... < (1)`	"Was stopped by the outcome of (1)"
Enable	`...|(1)`	

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5. Example: Full Stack Parsing

Text: *"I usually can't focus because of the noise. But today I put on headphones and got the work done easily."*

Parsing:

1. **(1)** `[Usual] :: Noise(M: Impinge) 0` *(Noise exists naturally).*
2. **(2)** `[Usual] :: Me(R: Focus) < (1)` *(My tendency to maintain focus is overpowered by the Noise).*
3. **(3)** `[Today] :: Noise(M: Impinge) < Headphones` *(The Headphones block the Noise).*
4. **(4)** `[Today] :: Me(R: Focus) 0 | (3)` *(I maintain focus naturally, enabled by the headphones).*
5. **(5)** `[Today] :: Work(M: Complete) >> Difficulty | (4)` *(I complete the work easily, enabled by the focus state).*

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