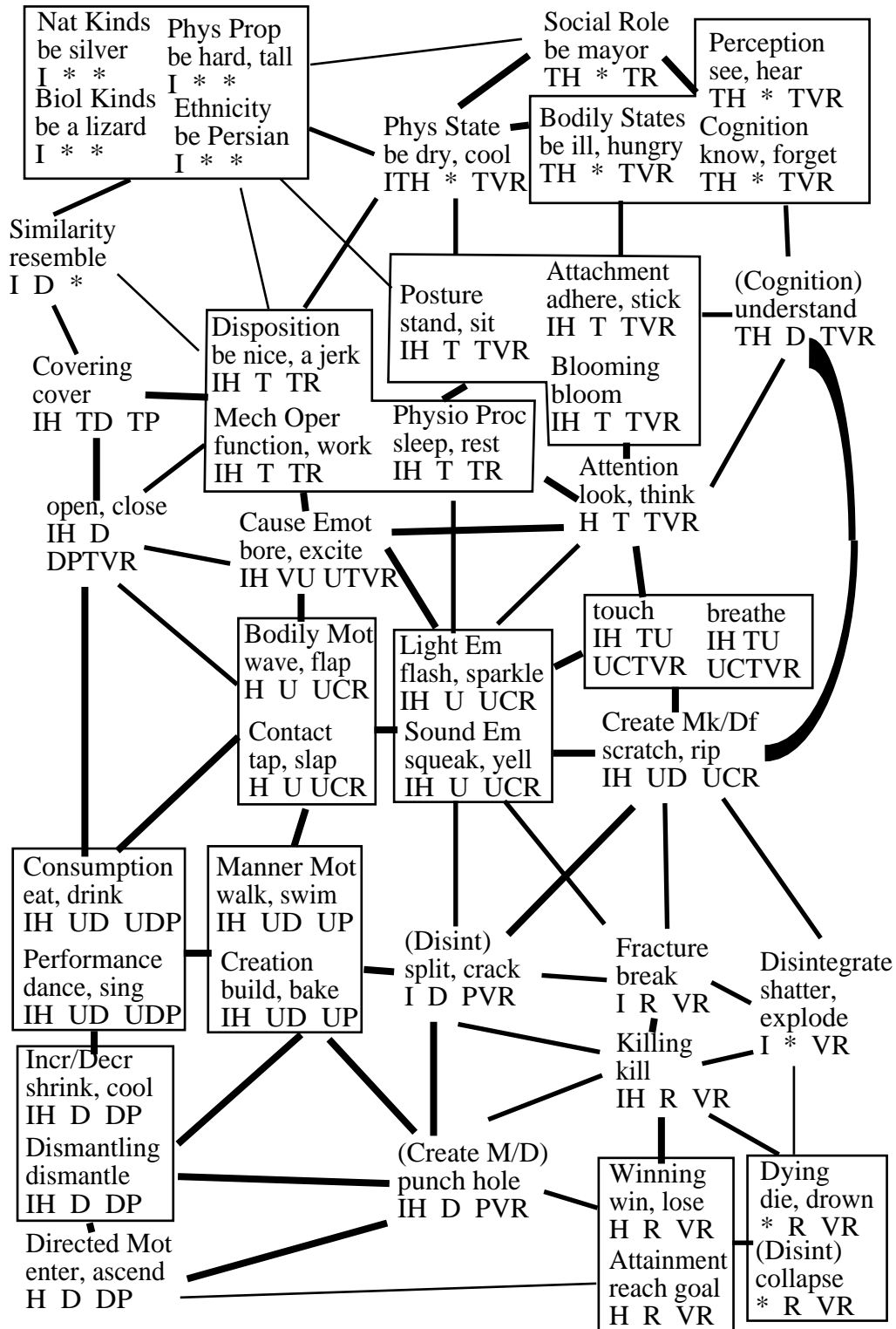
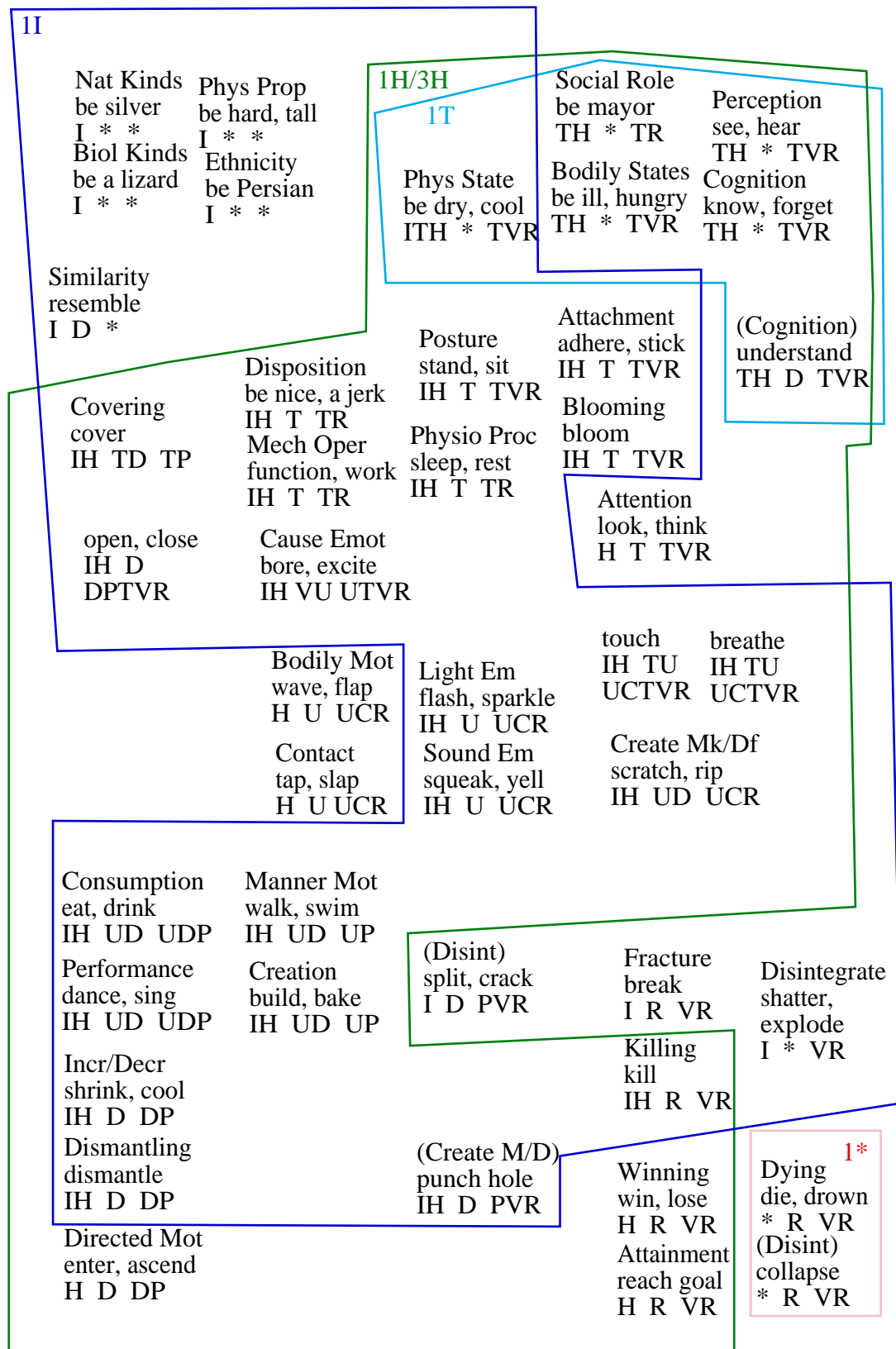


1. Conceptual Space for Verbal Aspect for Selected English Predicates



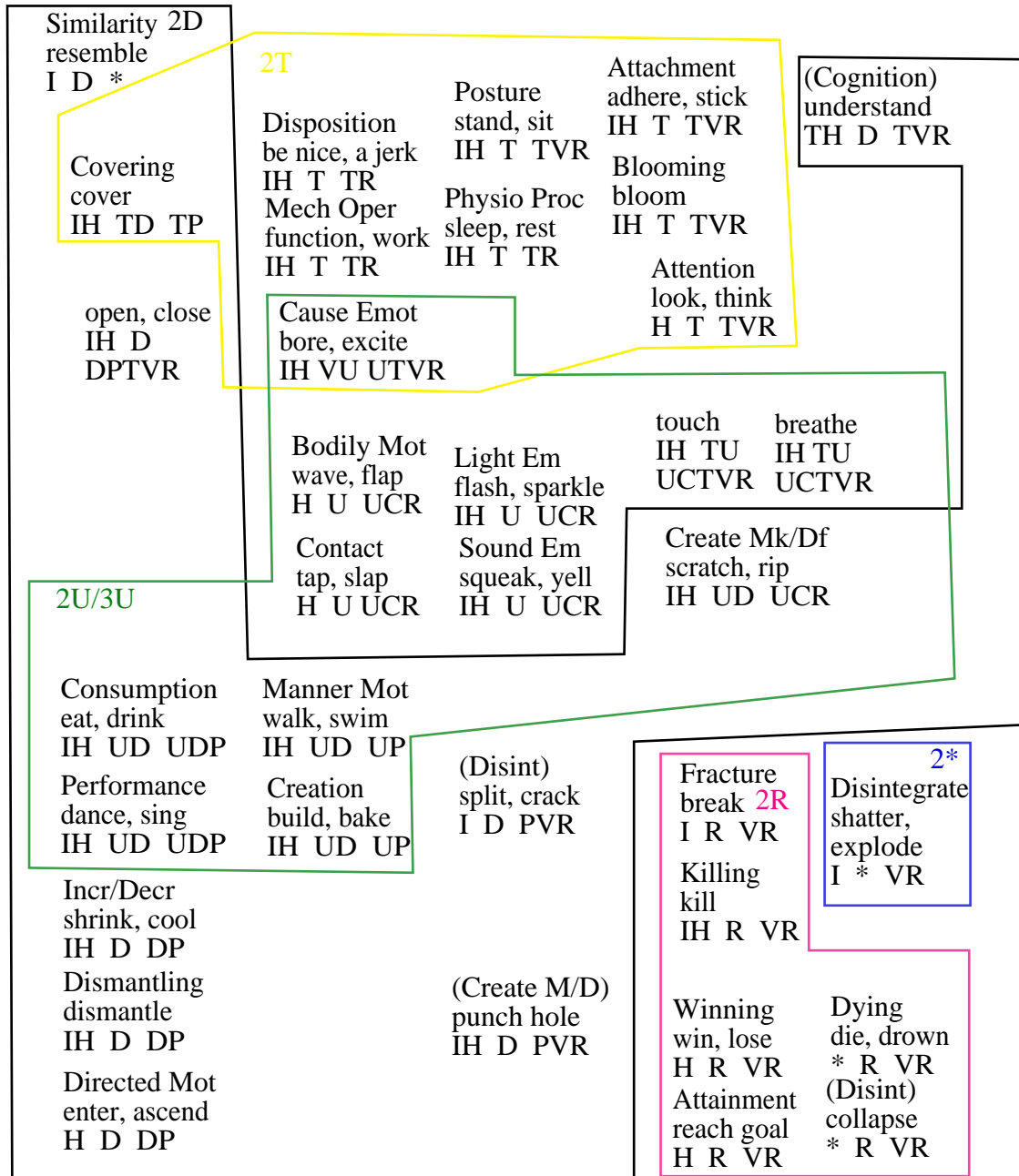
2. Semantic Map of English Present



I - inherent state T - transitory state H - habitual
* - uninterpretable

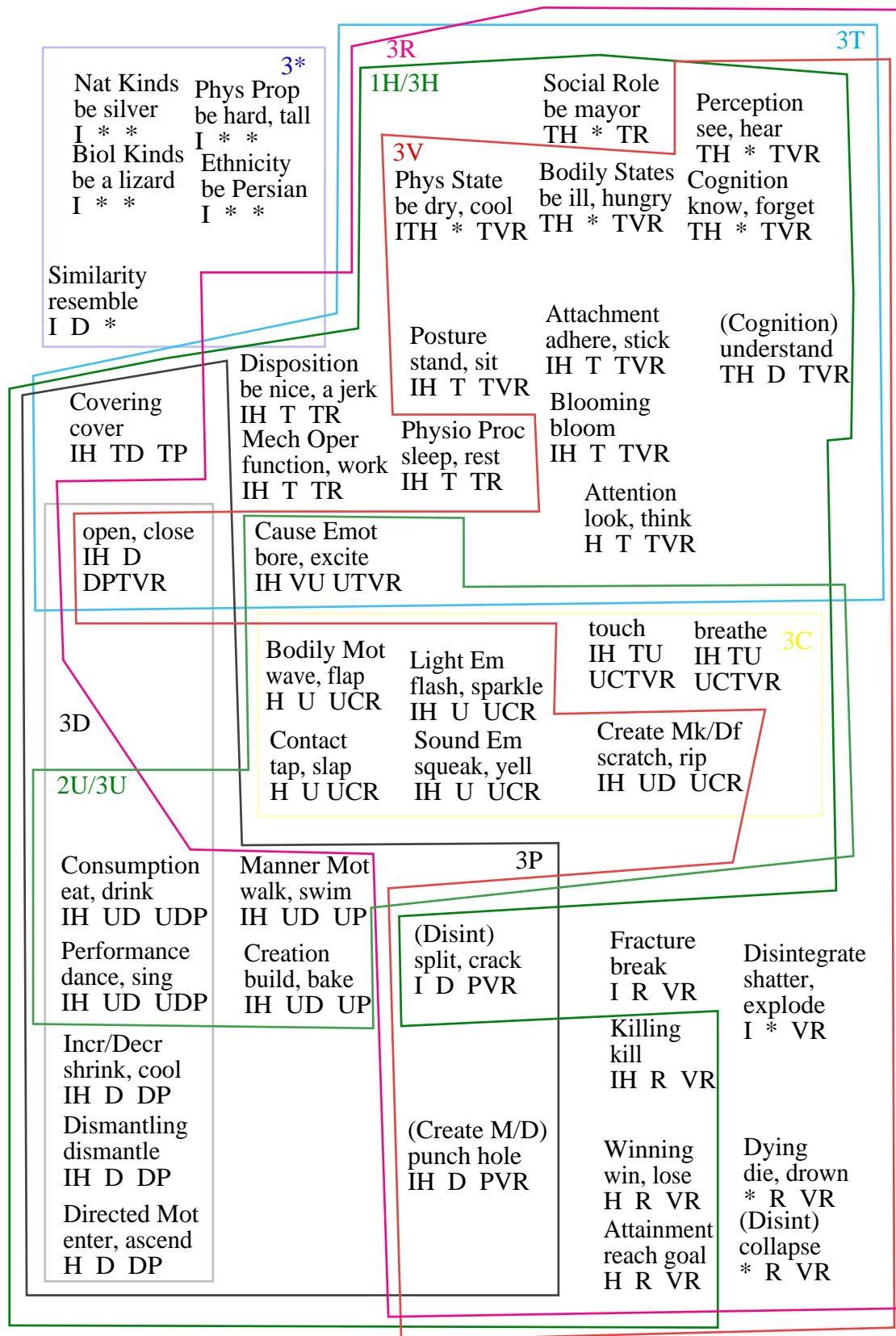
3. Semantic Map for English Progressive

Nat Kinds be silver I * *	Phys Prop be hard, tall I * *		Social Role be mayor TH * TR	Perception see, hear TH * TVR
Biol Kinds be a lizard I * *	Ethnicity be Persian I * *	Phys State be dry, cool ITH * TVR	Bodily States be ill, hungry TH * TVR	Cognition know, forget TH * TVR



U - undirected activity D - directed activity R - runup achievement
T - transitory state * - uninterpretable

4. Semantic Map of English Past

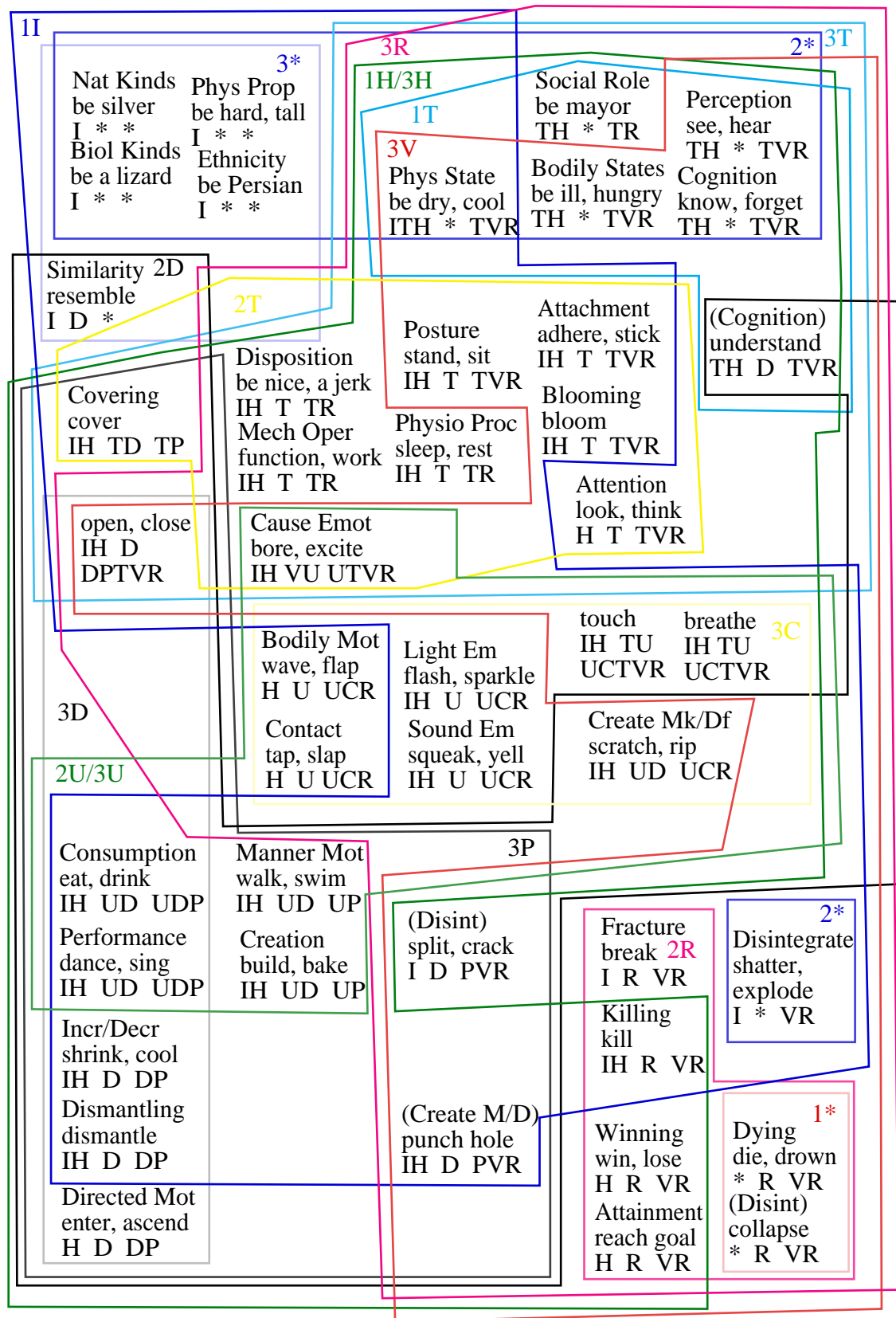


V - achievement
D - directed activity
H - habitual

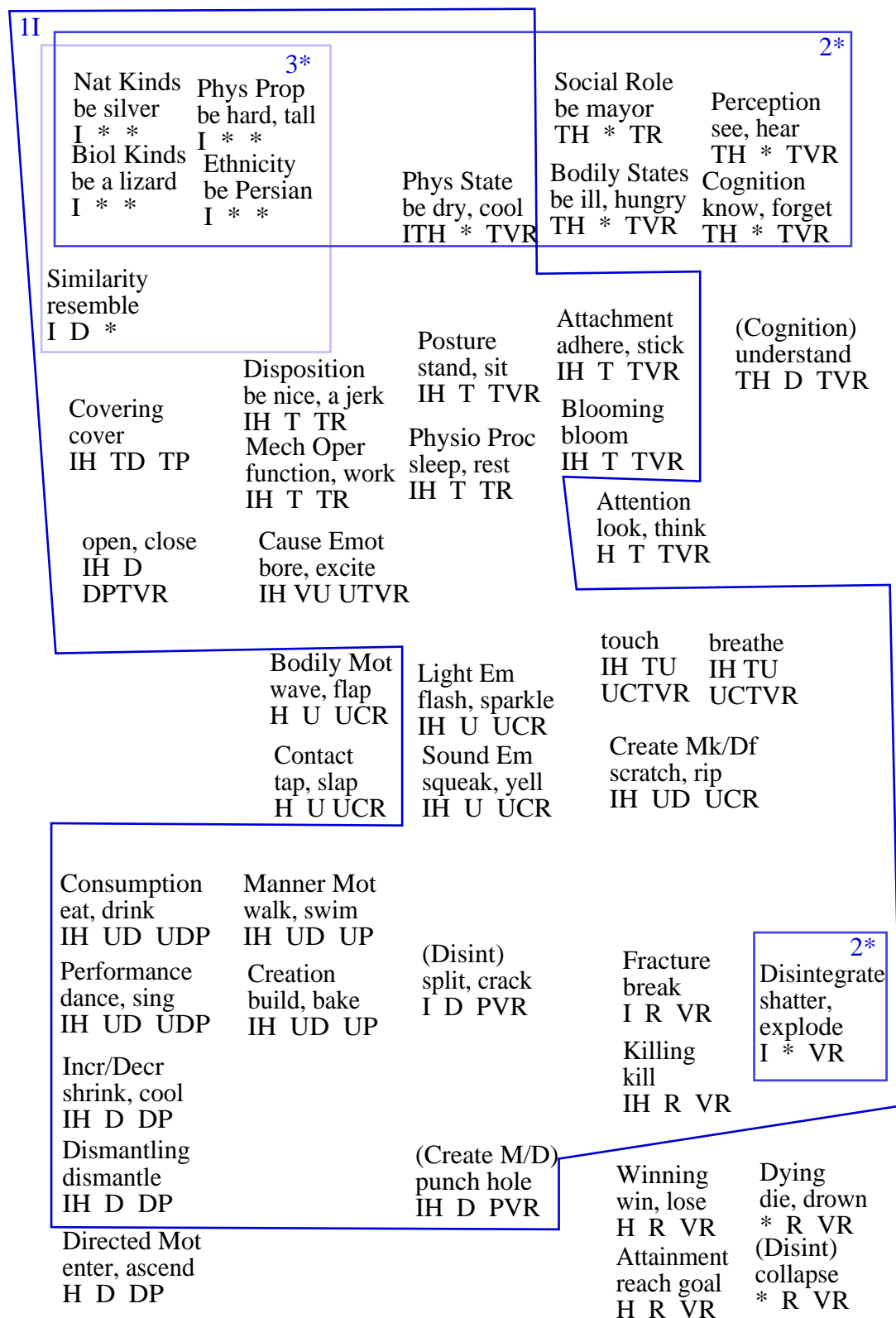
R - runup achievement
P - accomplishment
T - transitory state

C - cyclic achievement
U - undirected activity
* - uninterpretable

5. Semantic Map of English Present, Progressive, and Past



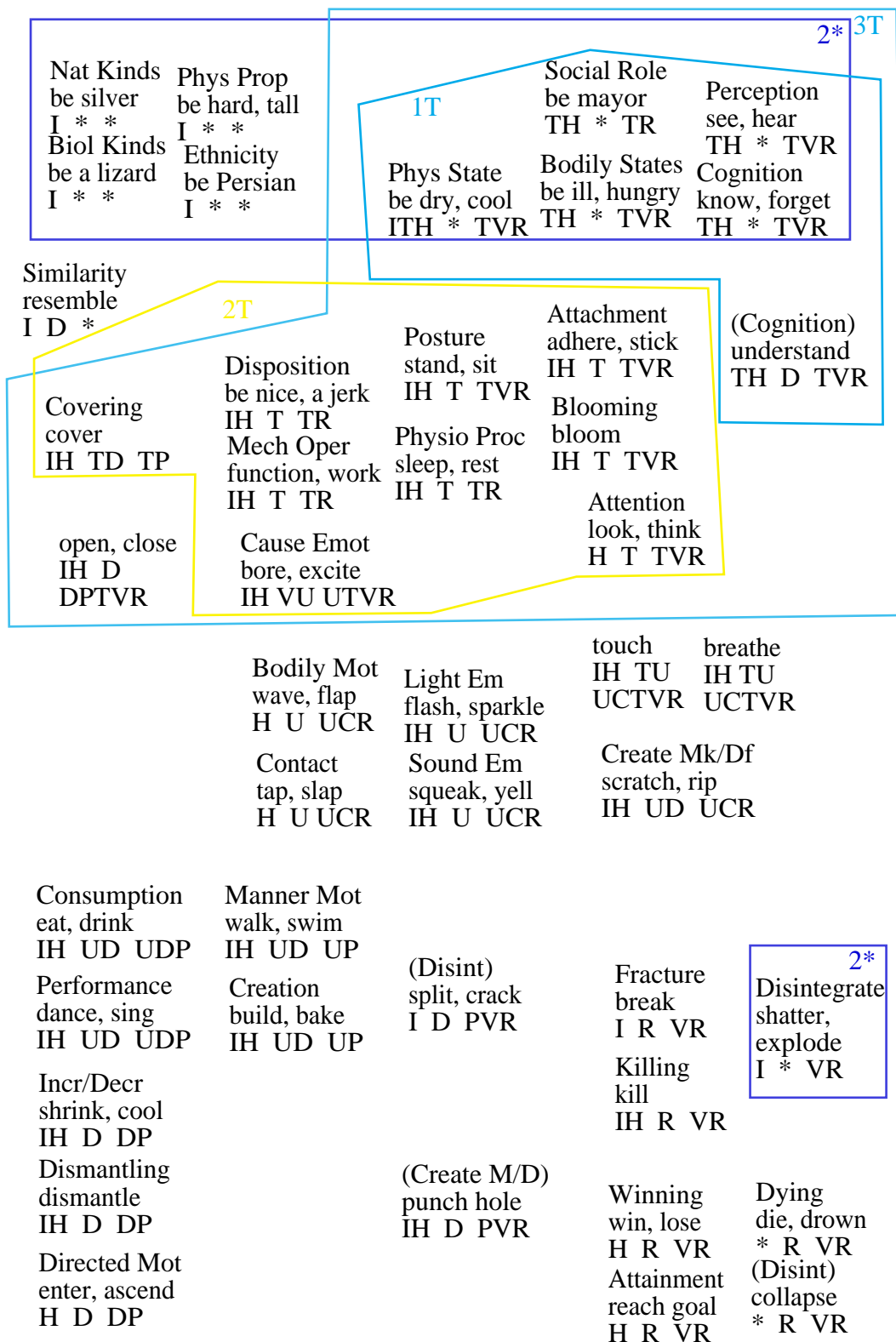
6. Semantic Map of Constructions Associated with Inherent States



II - Present, inherent state
 2I - Progressive, inherent state

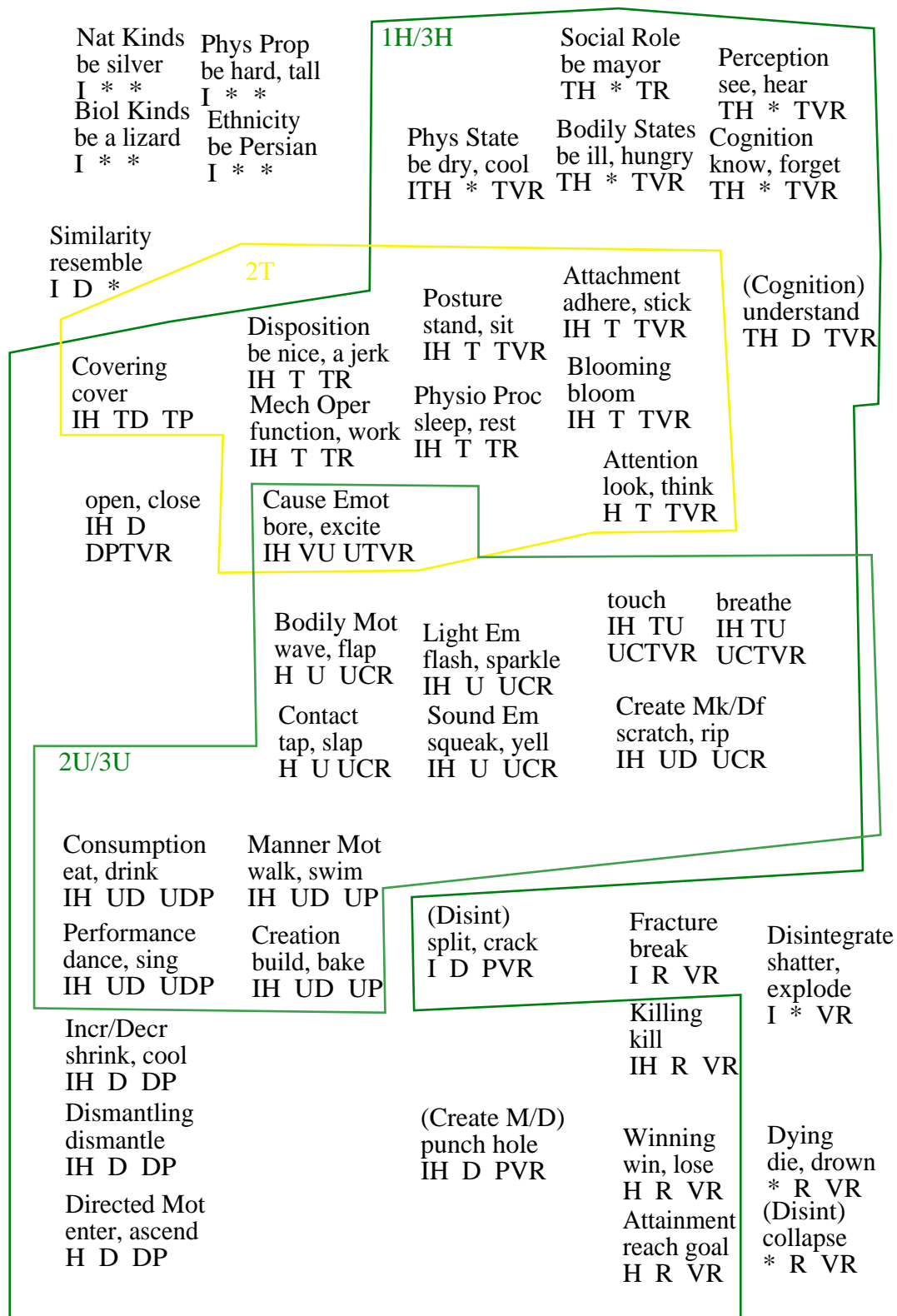
2* - Progressive, uninterpretable 3* - Past, uninterpretable

7. Semantic Map of Constructions Associated with Transitory States



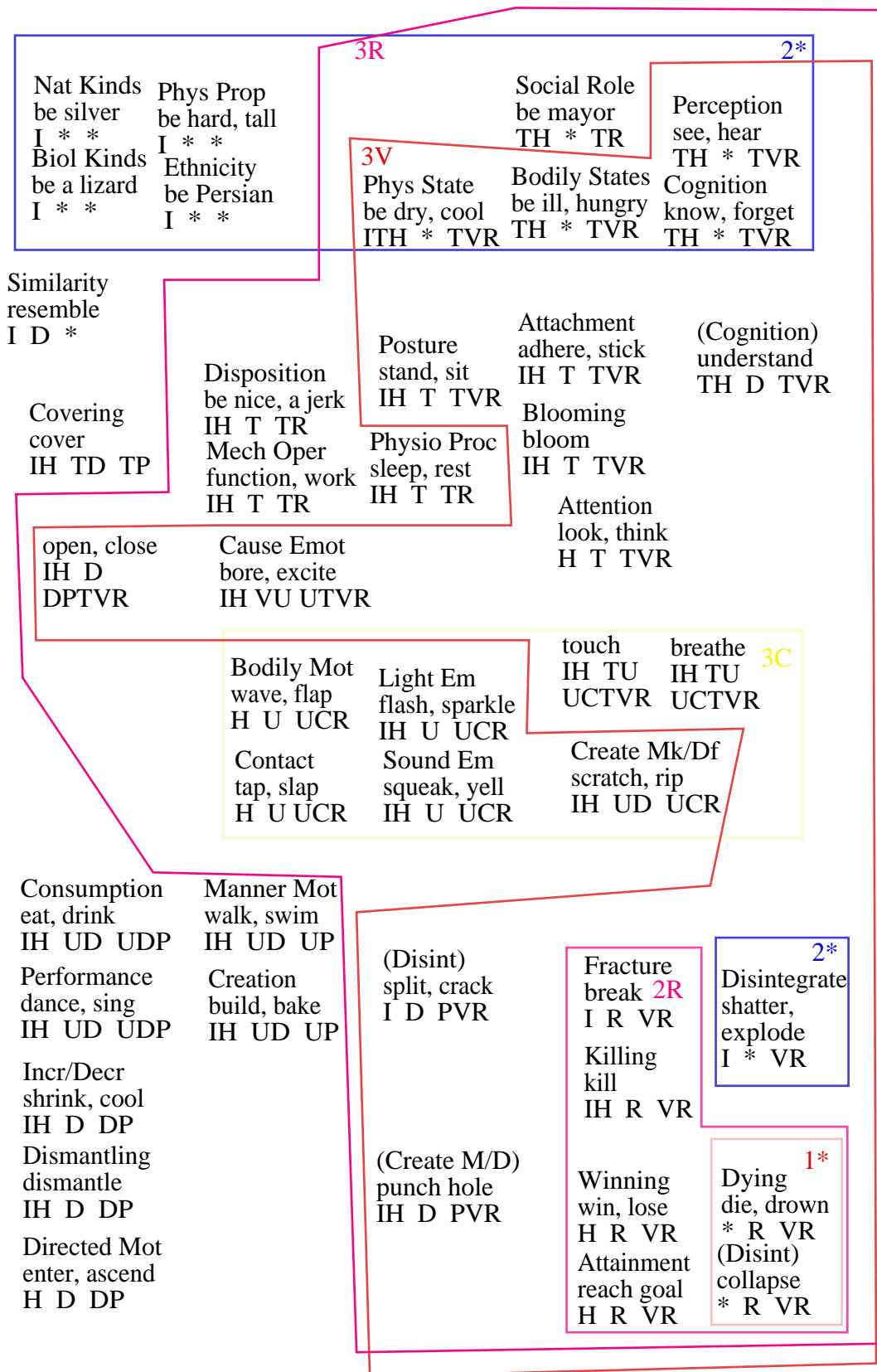
1T - Present, transitory state 2* - Progressive, uninterpretable 3T - Past, transitory state
2T - Progressive, transitory state

8. Semantic Map of Constructions Associated with Undirected Activities



1H/3H - Present/Past, habitual 2U/3U - Progressive/Past, undirected activity
 2T - Progressive, transitory state 2I - Progressive, inherent state

9. Semantic Map of Constructions Associated with Achievements



1* - Present, uninterpretable

2R - Progressive, runup achievement

3V - Past, directed achievement

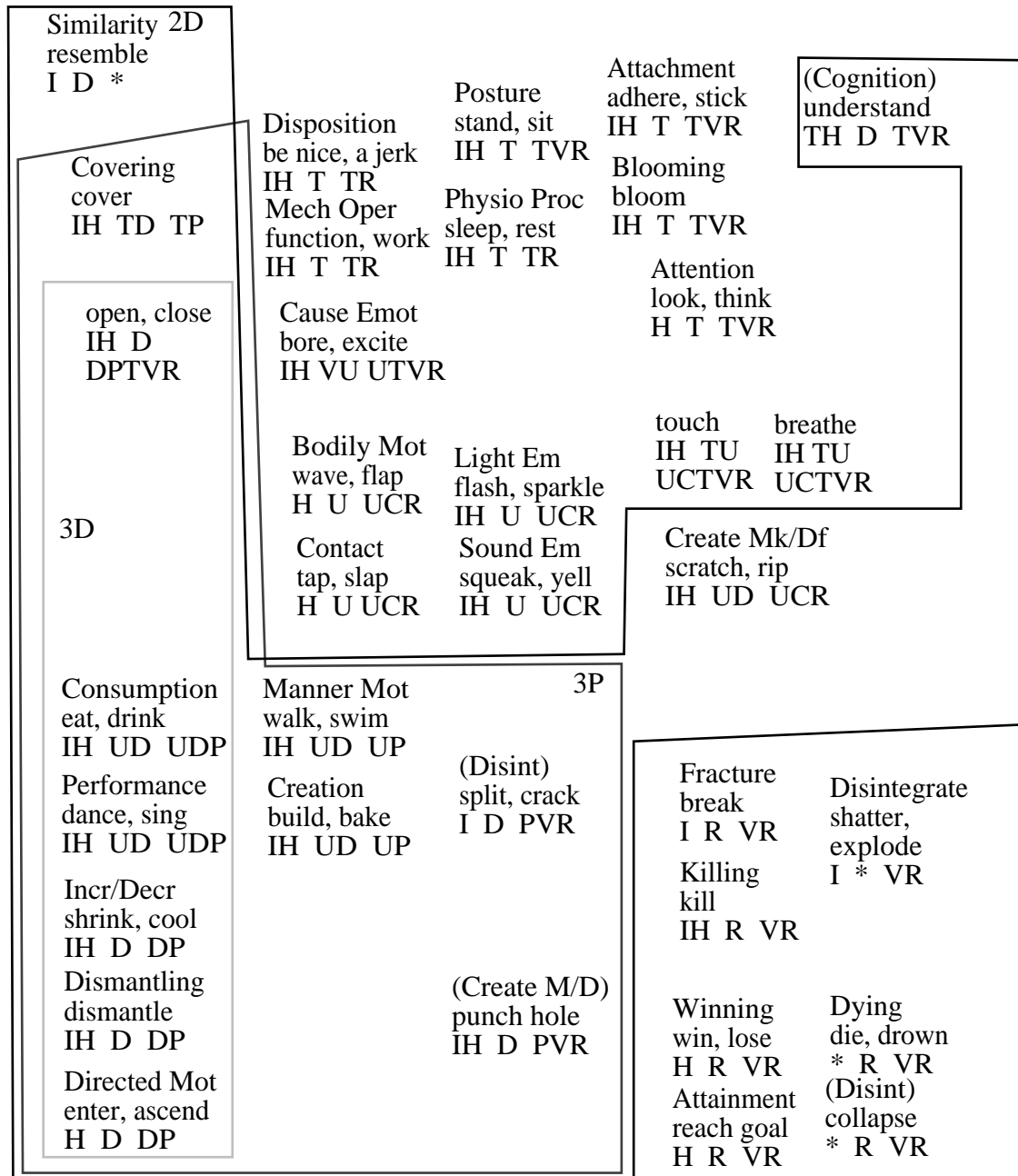
2* - Progressive, uninterpretable

3R - Past, runup achievement

3C - Past, cyclic achievement

10. Semantic Map of Constructions Associated with Directed Activities and Accomplishments

Nat Kinds be silver I * *	Phys Prop be hard, tall I * *		Social Role be mayor TH * TR	Perception see, hear TH * TVR
Biol Kinds be a lizard I * *	Ethnicity be Persian I * *	Phys State be dry, cool ITH * TVR	Bodily States be ill, hungry TH * TVR	Cognition know, forget TH * TVR



2D - Progressive, directed activity

3P - Past, accomplishment

3D - Past, directed activity