

## Appendix 2: Semantic network

1. **EXISTENCE:** To *be* in space or time
  - 1.1. **POSITION:** To *be* in a particular state/condition/position without moving/hanging.
  - 1.2. **MOVEMENT:** To *begin/continue/stop* existing
  - 1.3. **POSSESSION:** To *have* (for something/somebody to *be* with you/as a part of you).
  - 1.4. **action [make]:** To cause something to *be* [*create*] by *making* it.
  - 1.5. **action [do]:** To cause something not to be by *doing* something (carrying out a specific action)[*end, cancel*].
  - 1.6. **perception [physical & mental]:**
    - (i) To be in the *perception* of others [*appear*]
    - (ii) To begin to be in the *perception* of others [*arise*]
  - 1.6.1. **causative perception:**
    - (i) To begin to develop, *showing* the first signs of something [*dawn*].
    - (ii) To cause to exist in the *perception* of others [*show*].
  - 1.6.2. **visual perception:** To be in the *perception* of others, *becoming visible* [*surface, materialize, form*].
  - 1.7. **change:**
    - (i) To be in the *perception* of others, *becoming visible* [*surface, materialize, form*].
    - (ii) To be in time, *becoming real* [*happen*].
  - 1.7.1. **causative change:** to cause something to be/*become* [*make, render*]
  - 1.8. **feeling:** to be regularly in a certain place, usually *causing fear, problems, worry* [*haunt*].
2. **CHANGE:** To *become* different/alike
  - 2.1. **PHYSICAL PERCEPTION:** To *become* aware of something through one's senses or experience [*perceive*].
    - 2.1.1. **speech:** To become aware of something through one's senses or experience and *say* it [*note*].
    - 2.1.2. **VISUAL PERCEPTION:** To *become* aware of something with one's eyes [*see*].
      - 2.1.2.1. **LIGHT:** stimulus domain, necessary for sight [*shine*].
      - 2.1.3. **mental perception (cognition):** [*contemplate, regard*]
      - 2.1.4. **speech:** To become aware of something with one's eyes and *say* it [*observe*].
      - 2.1.5. **position:** To (cause something) not to be seen because of *putting* it in a place [*hide, secrete*] or *putting* something over it [*cloak, veil*].
      - 2.1.6. **AUDITORY PERCEPTION:** To *become* aware of something with one's ears [*hear*].
        - 2.1.6.1. **SOUND, SPEECH:** stimulus domains for hearing.
      - 2.1.7. **TACTILE PERCEPTION:** [*touch*]
      - 2.1.8. **OLFACTORY PERCEPTION:** [*smell*]
      - 2.1.9. **TASTE PERCEPTION:** [*taste*]
  - 2.2. **MENTAL PERCEPTION:** To *become* aware of something in one's mind [*know*].
    - 2.2.1. **speech:**
      - (i) To become aware of something in one's mind and *say* it [*reason*].
      - (ii) To (try to) cause somebody to think something is true by *saying* things to them [*persuade*]
      - (iii) To cause somebody to think something is true by *telling* them things that are untrue [*con*].
    - 2.2.2. **visual perception:**
      - (i) To become aware of something in one's mind as though one is *seeing* it. [*see*]
      - (ii) To cause somebody to be aware of something in their mind by causing it to be *seen* [*show*].
        - 2.2.2.1. **light:** To cause somebody to be aware of something in their mind by causing it to be seen as though by *shining a light* on it. [*illuminate*]
    - 2.2.3. **possession/tactile perception:** To become aware of something in one's mind as though by *getting hold* of it in one's hand [*grasp*].
    - 2.2.4. **possession:** To cause somebody to think something is true when it is not in order to *take something away* from them [*defraud, swindle*].
    - 2.2.5. **action:**
      - (i) To cause somebody to become aware of something by *doing* something [*publicize*].
      - (ii) To cause somebody to think that something is true when it is not to *make them do something* you want them to. [*dupe*].

- 2.2.6. **change/existence:** To think that something is going to become real (happen) [*expect*].
- 2.3. **FEELING:** To experience (become aware of) a feeling/experience/sensation
- 2.3.1. **visual perception:**
- (i) To feel attracted to somebody/something, *perceiving them visually* (looking on them) with interest/approval [*admire*].
- (ii) To feel pleasure at somebody else's misfortune and show it by one's facial expression [*gloat*].
- 2.3.2. **speech:**
- (i) To feel something, *expressing that feeling in words* [*fuss, fret*].
- (ii) To cause somebody to feel a certain way by *saying words* to them.
- 2.3.3. **action:** To cause somebody to feel pain /pleasure by *doing something*. [*hurt, punish*]
- 2.4. **movement:** To *move* (To *change* from one place/position to another).
- 2.5. **action:** To become/cause to become different by *doing something*. [*straighten, widen, etc.*]
3. **ACTION:** To *do/make* something
- 3.1. **USE:** To *do* something with something else to get a certain result.
- 3.1.1. **speech:** To use one's mouth to *speak/say* words. To use something to *speak/say* words [*telephone*]
- 3.2. **feeling:** To do something causing somebody/something to *feel* something (pain, pleasure, etc.) [*torture, punish, spank*].
- 3.3. **possession:** To do something to *have* something else.
- 3.4. **change:** To do something that causes something to *become different* [*clean, damage*].
- 3.5. **movement:**
- (i) To do something by *coming together/apart*.
- (ii) To do something that causes something to *come together/apart* [*join, separate*].
- (iii) To do something in which something *moves /causing something to move* (with something else) [*rake, plow, ski, etc.*].
- 3.6. **position:** To do something
- (i) to cause somebody/something to be in a place/position [*hold, save*].

- (ii) to put something in/on a particular place (focus on instrument [*tape, nail, screw*], location [*bottle, can, box, etc.*], force/difficulty [*wedge, jam*], substance [*paint, wax*].
- 3.7. **existence:** To make something, causing it to *be* [*create*].
- 3.8. **mental perception:** To do something to *make something known* [*publicize*].
- 3.9. **speech:** To do something by *saying something* [*annul, consecrate, acquit, etc.*]
- 3.10. **SLEEP:** To not do anything active for a period of time.

## Appendix 3: Possession

### *To have something*

**possess** to have something [formal].

### *to come to have something*

**get** to come to have something as a result of some previous activity.

**gain** to get something wanted/beneficial through effort.

**win** to gain something by work/struggle/skill.

**obtain** to get something as a result of work/planning.

**procure** to obtain something difficult to find [formal].

**acquire** to obtain something with effort, adding it to previous possessions.

### *to get money for something done*

**earn** to get money as payment for work done.

### *To get money from somebody*

**extort** to get money from somebody by force/threats.

**collect** to get money from a number of people/places.

### *to get something by paying money for it*

**buy** to get something by paying money for it.

**purchase** to buy something [formal].

### *to get somebody/something as one's own from somebody/something else*

**take** to get somebody/something as one's own from something/somebody else (esp. by force/skill).

### *to take somebody/something with a certain movement*

**grab** to take something esp. picking it up suddenly/roughly.

**snatch** to take something quickly with a fast often violent movement.

### *to take goods/property*

**confiscate** to take goods/private property from somebody with the right to do so, esp. as punishment.

**impound** to take goods/property from somebody officially and keep it until it is claimed.

**appropriate** to take something for oneself without having the right to do so.

**expropriate** to take something from somebody for public use often without payment to the owner.

**commandeer** to take private property (vehicles, buildings, etc.) officially/by force for military use

### *to take something by force*

**seize** to take somebody/something by official order/by force.

**annex** to seize something (an area of land by force, taking control of it).

**wrest** to take something from somebody by force [old-fashioned].

**capture** take somebody/something by force/skill to control them.

**catch** to capture somebody/something esp. after chasing them.

### *to catch a person*

**apprehend** to catch somebody in order to arrest them [formal].

**nab** to catch somebody [informal].

### *to catch an animal*

**bag** to catch an animal hunting.

**fish** to (try to) catch fish.

**hook** to catch a fish with a hook.

**trap** to catch an animal in a trap (a device for catching animals/ birds).

**snare** to trap an animal with a snare (a noose that jerks tight around its body).

### *to take something away from somebody by deception*

**swindle** to take money from somebody by cheating or deceiving them.

**con** to swindle somebody, telling them things that are untrue.

*to take something away from somebody without the right to do so*  
**steal** to take something away from somebody without their permission and not intending to return it.  
**rob** to steal money/property from somebody/institution.

**defraud** to rob somebody of their money by deception.

**embezzle** to steal money placed in one's care for one's own purposes.

**purloin** to steal something small [formal].

**shoplift** to steal things from shops by taking them from the shelves and hiding them under clothes or in a bag

**pilfer** to steal things that are small/of little value continuously over a period of time.

**filch** to steal things secretly that are small/of little value [informal].

**lift** to steal [informal].

**swipe** to steal something by removing it quickly.

*to get something back again*

**recover** to get something back again that has been lost/stolen.

**recuperate** to recover something (one's health after being ill/ money spent or lost).

**recoup** to recover something (a sum of money).

**regain** to recover a desirable condition/state.

**retrieve** to get something back from a difficult place [formal].

**redeem** to get something back by paying money for it.

**Appendix 4: Synsem interface of *to come to have***

			Go		Ben.	So	Go
TO COME TO HAVE		∅	NP	NP <sub>1</sub> NP <sub>2</sub>	NP PP for	NP PP from	NP PP of
<b>To come to have</b>	<b>GET</b>	-	+	+	+	+	-
[GOAL] sth beneficial [manner] struggle/skill	gain	-	+	+	+	-	-
	win	-	+	+	+	-	-
	obtain	-	+	-	+	+	-
	procure	-	+	-	+	+	-
[instr] work/planning [prag] formality [manner] effort	acquire	-	+	-	+	+	-
[GOAL] money [exchange]	earn	+	+	+	+	-	-
	collect	+	+	-	+	+	-
	extort	-	+	-	-	+	-
[INSTR] by paying money [prag] formality	buy	+	+	+	+	+	-
	purchase	-	+	-	+	+	-



Synsem interface of *to come to have* (cont.)

[goal spec] health/money	<i>recuperate</i>	+	+	-	+	+	-
[goal spec] money	<i>recoup</i>	-	+	-	-	-	-
[location] from a difficult place	<i>retrieve</i>	-	+	-	+	+	-
[instr] by paying money	<i>redeem</i>	-	+	-	+	+	-

## Notes

- Paradoxically enough, this simplification of syntactic rules seems to be in opposition to one of the basic tenets of the Chomskyan paradigm, the Cartesian uniqueness of the *Faculté de langage* (González Escribano 1991: 211–212).
- In GB several notational devices have been proposed to mark the distinction between the external argument and the internal arguments, e.g. underlining the external argument, the use of angle brackets around the internal argument, and finally others that only designate the direct argument (Grimshaw 1990: 2):
  - give**: [+V, -N]  
THETA GRID: [Actor, Theme, Goal]  
(Radford 1988)
  - see** (A, Th)  
(Di Sciullo —Williams 1987: 29)
  - put**: x <y, P-loc z>  
(Rappaport—Levin 1986: 9)
  - give** (theme, goal)
  - put** (theme, location)  
(Marantz 1984: 18).
- RRG makes a distinction between Aktionsart (the lexical aspect encoded within the lexical meaning of a verb) and the state of affairs, which refers to the lexical meaning of the verb or predicating element within the entire clause. The former is encoded within the lexical entry in the lexicon, whereas the latter determines the semantic representation of the core of a clause.
- Dik (1995a: 55) proposes a fifth layer ( $f_1$ ). At this level reference is made to properties and relations and underlines the fact that predicates not only have a predicating function but also a referring function. Keizer (1992) and Hengeveld (1992) provide empirical evidence for such a proposal.
- For a further discussion of these two functionally oriented approaches to the structure of the clause, see Butler (1990).
- For the typology of operators, see Dik (1997a) and Hengeveld (1988; 1989a; 1990a). A classification of satellites can also be found in Dik—Hengeveld (1990).
- Term operators ( $\Omega$ ) (Rijkhoff 1990) have not been included here.
- There are some exceptions. Studies of the FG lexicon component

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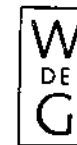
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