

Table B-2: Output patterns for the extended training corpus introduced at the end of Chapter 3, used for the simulations in Chapters 4-7. Targets for a given item and context are indicated by a 1.

<i>Context</i>	<i>Property</i>	<i>pine</i>	<i>oak</i>	<i>maple</i>	<i>birch</i>	<i>rose</i>	<i>daisy</i>	<i>tulip</i>	<i>sunfl</i>	<i>robin</i>	<i>canary</i>	<i>sparrow</i>	<i>penguin</i>	<i>sunfish</i>	<i>salmon</i>	<i>flounder</i>	<i>cod</i>	<i>cat</i>	<i>dog</i>	<i>mouse</i>	<i>goat</i>	<i>pig</i>
ISA (general)	Plant	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	Animal	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1
ISA (basic)	Tree	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Flower	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	Bird	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0
	Fish	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0	0
	Cat	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0
	Dog	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0
	Mouse	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0
	Goat	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
	Pig	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
ISA (specific)	Pine	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Oak	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Maple	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Birch	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Rose	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Daisy	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Tulip	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Sunflower	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	Robin	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
	Canary	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
	Sparrow	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0
	Penguin	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0
	Sunfish	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
	Salmon	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
	Flounder	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
	Cod	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0
Is...	Pretty	0	0	0	0	1	1	1	1	0	1	0	0	0	0	0	0	1	0	0	0	0
	Big	0	1	1	1	0	0	0	1	0	0	0	0	0	1	0	0	0	1	0	1	1
	Living	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Green	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red	0	0	1	0	1	0	0	0	1	0	0	0	0	1	0	0	0	0	0	0	0
	Yellow	0	0	0	0	0	1	0	1	0	1	0	0	1	0	0	0	0	0	0	0	0
	White	0	0	0	1	0	0	1	0	0	0	0	1	0	0	0	1	0	0	0	0	0
	Twirly	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Can...	Grow	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Move	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1
	Swim	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	0	0	0	0	0
	Fly	0	0	0	0	0	0	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0
	Walk	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	1	1	1	1	1
	Sing	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0
Has...	Leaves	0	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	Roots	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	Skin	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1	1
	Legs	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1	1
	Bark	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Branches	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Petals	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	Wings	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0
	Feathers	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0	0	0
	Scales	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0	0
	Gills	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	0	0	0	0
	Fur	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0