

### *bounded-event*

AGENT [1]

PATIENT [2]

INSTRUMENT [3]

PROG [4]

[entity  
PHYSICAL STATE [solid]  
[entity  
PHYSICAL STATE [solid]

state

PATIENT [2]

RESULT  
STATE

[4]

### *active-progression*

*activity*

AGENT [1]

PATIENT [2]

*change-of-state*

state

INITIAL  
STATE

PATIENT [2]

state

RESULT  
STATE

PATIENT [2]

[2] < [3]