<table>
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<tr>
<th>Macro category</th>
<th>Nested category</th>
<th>Nested category description</th>
<th>Examples (with concrete and abstract instances)</th>
<th>Counter examples (with concrete and abstract instances, if applicable and relevant) and their correct coding</th>
</tr>
</thead>
<tbody>
<tr>
<td>Concept properties (E)</td>
<td>Perceptual properties (E-perc)</td>
<td>Sensory properties of the concept, including visual features, smell, sound, texture, taste.</td>
<td>Seagull-white  Seaweed-slimy  Turtle-hard  Fruit-sweet  Icecream-cold  <strong>No examples with abstract concepts</strong></td>
<td>Situation-sticky (I-eval)</td>
</tr>
<tr>
<td></td>
<td>Non-perceptual properties (E-sys)</td>
<td>A global (objective) systemic property of an entity or its parts, including states, conditions, abilities, traits.</td>
<td>Plastic spoon-cheap  President-important  Purpose-necessary  Kid-development  Rank-high</td>
<td>Swan-beautiful (I-eval)  Sweater-comfortable (I-eval)  Toy-fun (I-eval)</td>
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<td></td>
<td>Components, materials and substances (E-comp)</td>
<td>Features that define external and internal components of a concept, as well as its material or substance (signals: <code>&lt;concept&gt;</code> has, is made of, it constitutes of <code>&lt;feature&gt;</code>)</td>
<td>Airplane-wings  Airplane-engine  Pen-metal  Air-oxygen  Knowledge-facts  Explanation-details  Time-hours</td>
<td>Bottle-water (S-obj)  Finger-ring (S-obj)  Gold-earrings (I-cont)</td>
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<td></td>
<td>Larger wholes, thematic larger wholes, and disciplines (E-whol)</td>
<td>A whole to which the entity belongs (opposite of entity component). Often this is quite abstract.</td>
<td>Breasts-woman  Drain-sink  Tree-nature  Graph-math  Tablet-technology  School-education  Building-architecture</td>
<td>Shopping cart-supermarket (S-loc)  Plant-garden (S-loc)</td>
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<td></td>
<td>Entity behaviors (E-beh)</td>
<td>A typical or chronic behavior of an entity</td>
<td>Swan-swims  Wheel-spinning  Attitude-changes  Provider-giving  River-running</td>
<td>Army-protection (S-fun)  Airplane-transportation (S-fun)  Barcode-identification (S-fun)</td>
</tr>
<tr>
<td>Situation properties (S)</td>
<td>Objects (S-obj)</td>
<td>Objects and entities that appear in a situation together with the target concept.</td>
<td>Air-trees  Appearance-makeup  Brightness-eyes  Bulldozer-dirt  Idea-lightbulb  Matches-candle  Motion-planets</td>
<td>Yolk-egg (E-whol)  World-oceans (E-comp)</td>
</tr>
<tr>
<td></td>
<td>Participants (S-par)</td>
<td>Humans and animals associated with a situation in which the concept appears, but that do not have a direct taxonomic relation to the concept.</td>
<td>Mouthwash-dentist  Newspaper-journalist  War-enemies  Country-people  Explanation-teacher</td>
<td>Army-group of people (T-sup)  President-Obama (T-sub)</td>
</tr>
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<td></td>
<td>Actions (S-act)</td>
<td>An action performed by an agent in a situation where the target concept appears.</td>
<td>Alcohol-drinking  Appearance-seeing  Attention-looking  Brightness-squinting</td>
<td>Airplane-fly (E-beh)</td>
</tr>
</tbody>
</table>
| **Properties of contextual entities (S-other)** | A physical state of a situation or any of its components (excluding the target concept). | **Location-lost**
Jail-orange
America-blue red white
Coffee-tired
Coke-red and white | **Condition-testable (E-sys)**
Cookie-sweet (E-sys) |
| **Function (S-fun)** | A quite abstract property that describes the typical goal or role that an entity serves for an agent (often human) in a given situation. | **Tank-destruction**
Airplane-travel
Matches-smoking
Money-buying
Shopping cart-shopping | **Airplane-fly (E-beh)** |
| **Locations, containers, and buildings (S-loc)** | A place in a situation where the entity can be found. The entity can be also contained or placed on the surface of such location. | **Radio-car**
Rhino-Africa
School-building
Coke-can
Brightness-outside
Clock-wall
Judgment-court
Knowledge-school
Idea-brain | **Tree-forest (E-whol)**
Air-nature (E-whol)
Bomb-Hiroshima (S-time) |
| **Time and events (S-time)** | A time period or an event associated with a situation. The relation can be coded as such describes when or in which circumstance the concept appears. | **Sweater-winter**
Toy-Christmas
Brightness-morning
Possibility-future
Jeep-adventure | **No counter examples** |
| **Evaluations (I-eval)** | A clearly positive or negative evaluation of a situation or one of its components. | **Swan-beautiful**
School-boring
Sweater-comfortable
Lion-majestic | **Ice-cream-sweet (E-perc)**
Beggar-poor (E-sys)
President-important (E-sys) |
| **Emotions (I-emo)** | An affective or emotional state toward a situation or one of its components (focus on the perceiver, and on traditional emotional states: apply when the concept can make one feel x). | **Dandelion-happy**
War-sad
Maze-confusing | **Bullet-death (I-cont)**
Cigarette-deadly (E-sys)
Possibility-hope (I-cont) |
| **Contingencies and complex cognitive operations (I-cont)** | A contingency or a cognitive operation that relates different aspects of a situation. Cognitive operations include conditional and causals (signals: if x then y, x enables y, x generates y, x produces y, x causes y, x becomes y, x underlies y, x depends on y, x is based upon y, x requires y, etc.) and explicit negations, if they do not fall under other categories. Metaphorical and symbolic relations between a feature and a concept are found here. | **End-no more**
End-new beginning
Skin-sunburn
Success-power
Trumpet-jazz
Understanding-empathy
Water-life
Water-ice
Body-self
Bullet-violence
Canvas-creativity
Constraint-obstacle
Door-opportunity
Dot-end
Dove-peace
Elephant-Republican party
Obstacle-challenge
Organ-life | **End-death (E-syn)**
*As found on dictionary* |
<table>
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<tr>
<th>Taxonomic properties (T)</th>
<th>Properties that identify categories in the taxonomy where the concept belongs (higher levels, lower levels or same level as the concept)</th>
<th>Time-clock</th>
<th>Tree-life</th>
<th>Yolk-cholesterol</th>
</tr>
</thead>
<tbody>
<tr>
<td>Synonyms, description and linguistic clues (T-syn)</td>
<td>A synonym of the target concept (as found on dictionaries and thesauri), or a short description of the concept verbalised at the same taxonomic level. Also, typical utterances that people say in a situation described by the target concept.</td>
<td>Place-where people meet</td>
<td>Accumulation-gathering of things</td>
<td>Constraint-obstacle (I-cont)</td>
</tr>
<tr>
<td>Antonyms (T-ant)</td>
<td>An antonym of the concept, i.e. the relation between concept and feature must express a dual polarization with respect to one semantic trait. Typically this applies to adjectives or nouns derived from adjectives.</td>
<td>Hardness-softness</td>
<td>Brightness-darkness</td>
<td>Boy-girl (T-coor)</td>
</tr>
<tr>
<td>Superordinates (T-sup)</td>
<td>A feature describing a category placed one or more levels above the target concept, in a taxonomy (is-a, is-a-kind-of).</td>
<td>Apple-fruit</td>
<td>Crocodile-reptile</td>
<td>Building-architecture (E-whel)</td>
</tr>
<tr>
<td>Subordinates and instances (T-sub)</td>
<td>A feature describing a category placed one or more levels below the target concept, in a taxonomy (reversed is-a, is-a-kind-of). It can be very specific, to the point that it describes a unique individual or instance.</td>
<td>Body organ-lungs</td>
<td>Organism-plant</td>
<td>Rubbish-paper (E-comp)</td>
</tr>
<tr>
<td>Coordinate (T-coor)</td>
<td>A feature describing a category that shares the same direct superordinate with the target concept, in a taxonomy.</td>
<td>Pepper-salt</td>
<td>Tablet-laptop</td>
<td>Tree-fruit (E-comp)</td>
</tr>
</tbody>
</table>

Some examples include:
- Apple-fruit
- Crocodile-reptile
- Body organ-lungs
- Pepper-salt