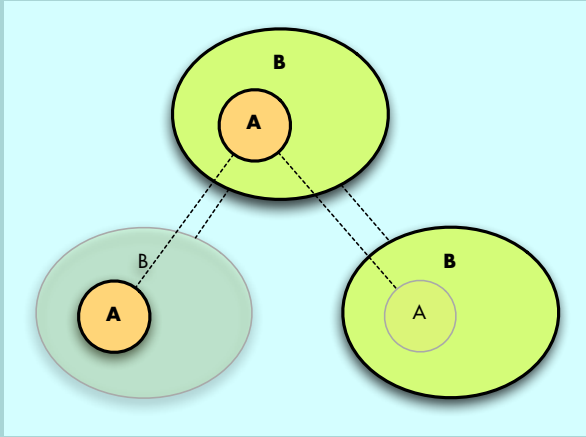


ID TRACKING MODEL REPLACES BILLIARD BALL MODEL OF CONCEPTUALIZATION

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Fig. 1: The relation of $\{A, B\}$ and $\{A, B\}$ to $\{A, B\}$, where A and B denote the **memory-traces** of A and B's co-occurrence in $\{A, B\}$.



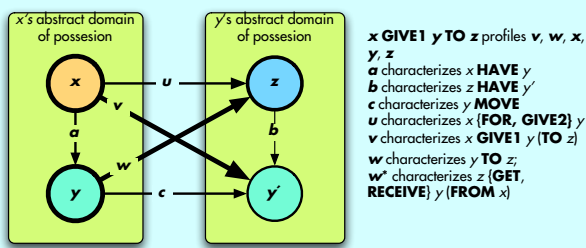
ID tracking model (IDTM for short) of conceptualization was designed to replace so-called **billiard-ball model** (BBM, Langacker 1987, 1991) of it, where conceptualization is (metaphorically) characterized as **an interactive network of entities** (exchanging energy), thereby providing a basis for so-called **action chain model** (ACM, Croft 1991).

IDTM characterizes conceptualization not in terms of entities; but in terms of **states** (of entities). In a nutshell, IDTM models conceptualization (of dynamic events, at least) as **an interactive network of states**. This enables us to **dispense with motion- or force-based metaphors** to account for grammatical phenomena, which is one of the prerequisites for the ACM/BBM of conceptualization, for good or bad.

Conceptualizations for (1) and (2) are diagrammed in Fig. 2a, b (Caused-Motion Type), and Fig. 3a, b (Caused-Possession Type), respectively:

- (1) x GIVE y TO z : (e.g., *John gave the book to her*)
- (2) x GIVE z y (e.g., *John have her the book*)

Fig. 2a: Entity-based, ACM/BBM characterization of (1)

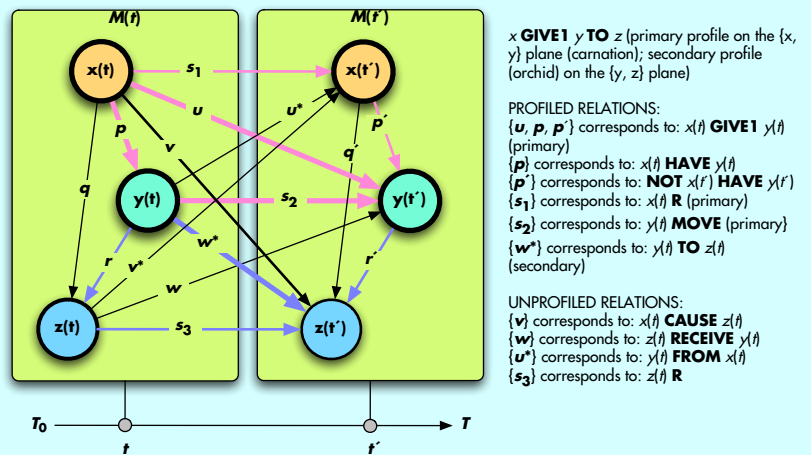


Alternation between (1) and (2) stems from the **competitive interaction among profiles** for lexical realization, a selective process analogous to Darwinian “natural selection” in a sense.

Entity-based and state-based characterizations of conceptualization make a difference, given that (1) **profiles have different degrees of strength** (from 0 to 3 (max), for example); and (2) **only the “winner” profiles are lexically realized**.

Semantic component corresponding to **v** wins over **u** in (1), whereas **u** wins over **v** in (2), resulting in the alternation between (1) and (2). In the diagrams, thickness of lines denotes strength of profile; and coloring indicates profile selection/alternation over competition.

Fig. 2b: State-based, IDTM characterization of (1)



Unlike entities, states exercise no force or motion. So, motion metaphor is no longer “explanatory” in IDTM: states of an entity x are always differentiated along time t , even if x is not moving. This is good because it allows us to represent x 's “sameness” explicitly.

Fig. 3b: State-based, IDTM characterization of (2)

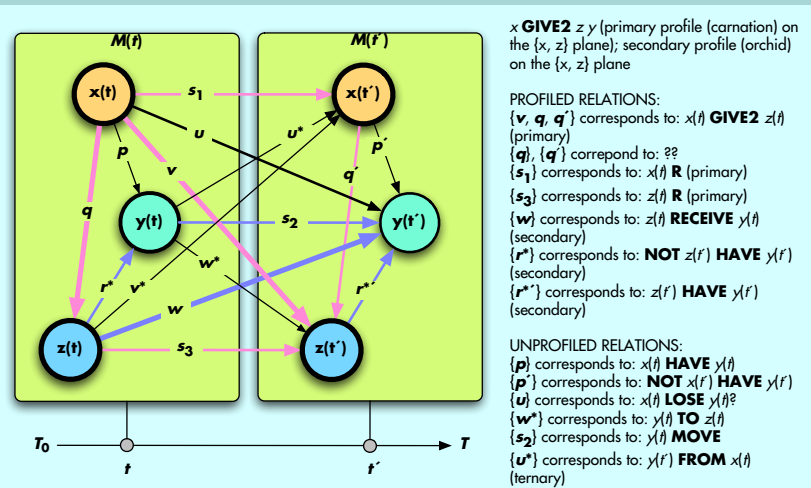


Fig. 3a: Entity-based, ACM/BBM characterization of (2)

