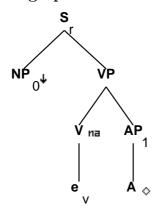
Family "Tnx0Ax1"

March 5, 2008

1 Tree "alphanx0Ax1"

1.1 graphe



1.2 comments

Predicative Adjective.

Small Clause construction.

Simple declarative.

Predicative 'be' is forced to adjoin in matrix clauses. Adjunction of predicative 'be' is optional in embedded clauses

e.g.

Ernest is stupid. Everyone considers Ernest stupid. Everyone thinks Ernest is stupid.

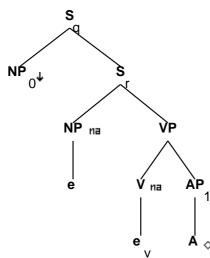
1.3 features

S_r.b:<inv> = S_r.b:<comp> = nil
S_r.b:<extracted> = -

```
NP_0:<wh> = -
VP.b:<compar> = -
VP.b:<mode> = nom
VP.b:<assign-case> = acc
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:\langle agr \rangle = NP_0:\langle agr \rangle
S_r.b:<assign-case> = NP_0:<case>
S_r.b:<control> = NP_0.t:<control>
S_r.b:<mode> = VP.t:<mode>
S_r.b:<mainv> = VP.t:<mainv>
S_r.b:<tense> = VP.t:<tense>
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_r.b:<passive> = VP.t:<passive>
VP.t:<passive> = -
AP_1.b:<equiv> = A.t:<equiv>
AP_1.b:<compar> = A.t:<compar>
AP_1.b:<wh> = A.t:<wh>
```

${\bf 2}\quad {\bf Tree~"alphaW0nx0Ax1"}$

2.1 graphe



2.2 comments

Predicative Adjective Small Clause construction Wh-extraction on the subject

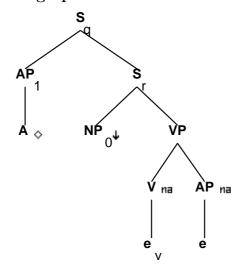
e.g.

Who is stupid?
Who does everyone consider stupid?
Who does everyone think is stupid?

```
S_q.b:<extracted> = +
S_q.b:<inv> = S_r.t:<inv>
S_q.b:<wh> = NP_0.t:<wh>
S_r.t:<comp> = nil
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_q.b:<comp> = nil
S_q.b:<mode> = S_r.t:<mode>
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
S_r.b:<inv> = -
S_r.b:<assign-case> = NP.t:<case>
S_r.b:\langle agr \rangle = NP.t:\langle agr \rangle
NP:<trace> = NP_0:<trace>
NP_0:<agr> = NP.t:<agr>
NP_0:<case> = NP.t:<case>
NP: \langle wh \rangle = NP_0: \langle wh \rangle
NP_0:<wh> = +
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<mode> = nom
VP.b:<assign-case> = acc
S_r.t:<conj> = nil
S_r.b:<assign-comp> = inf_nil/ind_nil/ecm
A.t:<compar> = AP_1.b:<compar>
A.t:<equiv> = AP_1.b:<equiv>
AP_1.b:<wh> = A.t:<wh>
VP.b:<compar> = -
VP.t:<passive> = -
```

${\it 3} \quad {\it Tree "alphaWA1nx0Ax1"}$

3.1 graphe



3.2 comments

Predicative Adjective
Small clause construction
Wh-extraction on the predicative adjective

e.g.

What/How is Ernest?
What/How does everyone consider Ernest?
What/How does everyone think Ernest is?

3.3 features

 $S_q.b:<extracted> = +$

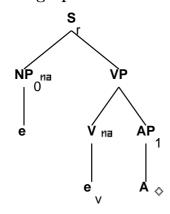
S_q.b:<inv> = S_r.t:<inv>
S_q.b:<inv> = S_q.b:<invlink>
AP_1.t:<wh> = S_q.b:<wh>
S_r.t:<comp> = nil
S_r.b:<assign-comp> = VP.t:<assign-comp>

S_q.b:<mode> = S_r.t:<mode>
S_q.b:<comp> = nil
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil

```
NP_0:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_0:<case> = S_r.b:<assign-case>
S_r.b:<tense> = VP.t:<tense>
S_r.b:<agr> = VP.t:<agr>
S_r.b:<assign-case> = VP.t:<assign-case>
AP.t:<trace> = AP_1.t:<trace>
AP.t: < wh> = AP_1.t: < wh>
AP_1.b:<wh> = A.t:<wh>
AP_1.b:<equiv> = A.t:<equiv>
AP_1.b:<compar> = A.t:<compar>
S_r.b:<mainv> = VP.t:<mainv>
VP.b:<mode> = nom
VP.b:<assign-case> = acc
S_r.t:\langle conj \rangle = nil
S_r.b:<control> = NP_0.t:<control>
S_r.b:<passive> = VP.t:<passive>
VP.t:<passive> = -
VP.b:<compar> = -
```

4 Tree "alphaInx0Ax1"

4.1 graphe



4.2 comments

Predicative Adjective Small clause construction Imperative

e.g.

Be stupid.

4.3 features

 $S_r.b:<extracted> = -$

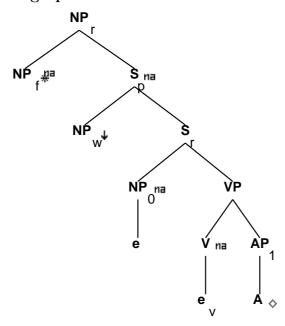
```
S_r.b:<mode> = imp
S_r.b:<mainv> = VP.t:<mainv>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
NP_0:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_0:<case> = S_r.b:<assign-case>
NP_0:<wh> = -
NP_0:\langle agr pers \rangle = 2
NP_0:<agr 3rdsing> = -
NP_0:<agr num> = plur/sing
NP_0:<case> = nom
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<passive> = VP.t:<passive>
VP.t:<passive> = -
VP.t:<tense> = pres
VP.t:<mode> = base
VP.t:<neg> = -
VP.b:<mode> = nom
VP.b:<assign-case> = acc
A.t:<compar> = AP_1.b:<compar>
A.t:<equiv> = AP_1.b:<equiv>
AP_1.b:<wh> = A.t:<wh>
VP.b:<compar> = -
```

S_r.b:<assign-comp> = VP.t:<assign-comp>

 $S_r.b:<inv> = -$

5 Tree "betaN0nx0Ax1"

5.1 graphe



5.2 comments

Predicative Adjective Small clause construction Relative clause on the subject

e.g.

[the person] who is stupid [the most likely guy] to be stupid

5.3 features

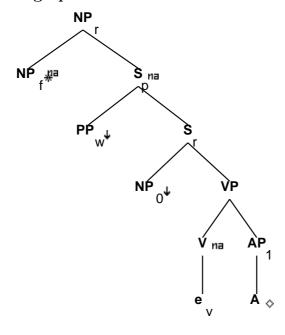
S_r.b:<assign-comp> = VP.t:<assign-comp>

```
S_r.b:<mode> = VP.t:<mode>
S_r.t:<mode> = ind/inf
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
S_r.t:<inv> = -
S_r.b:<assign-case> = NP_0.t:<case>
S_r.b:<agr> = NP_0.t:<agr>
```

```
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<mainv> = VP.t:<mainv>
S_r.b:<passive> = VP.t:<passive>
VP.t:<passive> = -
VP.b:<mode> = nom
VP.b:<assign-case> = acc
NP_r.b:<wh> = NP_f.t:<wh>
NP_r.b:<agr> = NP_f.t:<agr>
NP_r.b:<case> = NP_f.t:<case>
S_r.t:\langle conj \rangle = nil
NP_w.t:<trace> = NP_0.b:<trace>
NP_w.t:<case> = NP_0.b:<case>
NP_w.t:\langle agr \rangle = NP_0.b:\langle agr \rangle
NP_w.t:<wh> = +
S_r.t:<comp> = nil
NP_r.b: < rel-clause > = +
NP_f.b:<case> = nom/acc
A.t:<compar> = AP_1.b:<compar>
A.t:<equiv> = AP_1.b:<equiv>
VP.b:<compar> = -
```

6 Tree "betaNpxnx0Ax1"

6.1 graphe



6.2 comments

```
Predicative Adjective.

Small Clause construction.

Simple declarative.
```

Predicative 'be' is forced to adjoin in matrix clauses.

Adjunction of predicative 'be' is optional in embedded clauses

e.g.

Ernest is stupid. Everyone considers Ernest stupid. Everyone thinks Ernest is stupid.

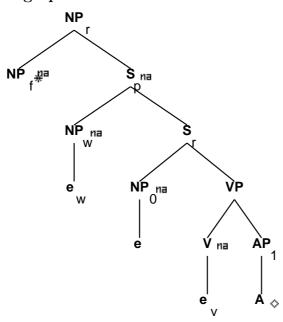
6.3 features

 $S_r.b:<extracted> = -$

```
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_r.b:<mode> = VP.t:<mode>
S_r.b:<mainv> = VP.t:<mainv>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
NP_0:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_0:<case> = S_r.b:<assign-case>
NP_0:<wh> = -
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<passive> = VP.t:<passive>
VP.t:<passive> = -
VP.b:<mode> = nom
VP.b:<assign-case> = acc
S_r.b:<control> = NP_0.t:<control>
S_r.t:<inv> = -
PP_w.t:<wh> = +
NP_r.b:<wh> = NP_f.t:<wh>
NP_r.b:<agr> = NP_f.t:<agr>
NP_r.b:<case> = NP_f.t:<case>
NP_f.b:<case> = acc/nom
S_r.t:<comp> = nil
NP_r.b: < rel-clause > = +
NP_f.b:<case> = nom/acc
A.t:<compar> = AP_1.b:<compar>
A.t:<equiv> = AP_1.b:<equiv>
VP.b:<compar> = -
```

7 Tree "betaNc0nx0Ax1"

7.1 graphe



7.2 comments

Predicative Adjective Small clause construction Relative clause on the subject

e.g.

[the person] who is stupid [the most likely guy] to be stupid

7.3 features

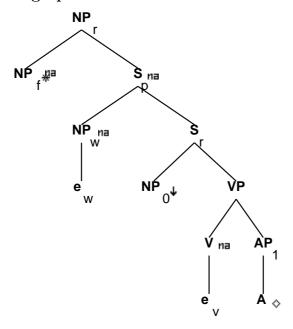
S_r.b:<assign-comp> = VP.t:<assign-comp>

```
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
S_r.t:<inv> = -
S_r.b:<assign-case> = NP_0.t:<case>
S_r.b:<agr> = NP_0.t:<agr>
S_r.b:<agr> = VP.t:<agr>
```

```
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<mainv> = VP.t:<mainv>
S_r.b:<passive> = VP.t:<passive>
VP.t:<passive> = -
VP.b:<mode> = nom
VP.b:<assign-case> = acc
NP_r.b:<wh> = NP_f.t:<wh>
NP_r.b:<agr> = NP_f.t:<agr>
NP_r.b:<case> = NP_f.t:<case>
S_r.t:<conj> = nil
NP_w.t:<trace> = NP_0.b:<trace>
NP_w.t:<case> = NP_0.b:<case>
NP_w.t:\langle agr \rangle = NP_0.b:\langle agr \rangle
NP_r.b:<rel-clause> = +
S_r.t:<mode> = inf/ger/ind
S_r.t:<nocomp-mode> = inf/ger
VP.t:<assign-comp> = that/ind_nil/inf_nil/ecm
S_r.b:<nocomp-mode> = S_r.b:<mode>
NP_f.b:<case> = nom/acc
A.t:<compar> = AP_1.b:<compar>
A.t:<equiv> = AP_1.b:<equiv>
VP.b:<compar> = -
```

8 Tree "betaNcnx0Ax1"

8.1 graphe



8.2 comments

Predicative Adjective. Small Clause construction. Simple declarative.

Predicative 'be' is forced to adjoin in matrix clauses.

Adjunction of predicative 'be' is optional in embedded clauses

e.g.

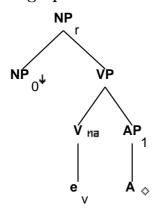
Ernest is stupid. Everyone considers Ernest stupid. Everyone thinks Ernest is stupid.

```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
S_r.b:<mode> = VP.t:<mode>
S_r.b:<mainv> = VP.t:<mainv>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
NP_0:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_0:<case> = S_r.b:<assign-case>
NP_0:<wh> = -
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<passive> = VP.t:<passive>
VP.t:<passive> = -
VP.b:<mode> = nom
VP.b:<assign-case> = acc
S_r.b:<control> = NP_0.t:<control>
NP_r.b:<wh> = NP_f.t:<wh>
NP_r.b:<agr> = NP_f.t:<agr>
NP_r.b:<case> = NP_f.t:<case>
NP_f.b:<case> = acc/nom
S_r.t:<inv> = -
S_r.t:<mode> = ind/inf
S_r.t:<nocomp-mode> = ind
VP.t:<assign-comp> = that/for/ind_nil
S_r.b:<nocomp-mode> = S_r.b:<mode>
NP_r.b:<rel-clause> = +
NP_f.b:<case> = nom/acc
A.t:<compar> = AP_1.b:<compar>
A.t:<equiv> = AP_1.b:<equiv>
VP.b:<compar> = -
```

9 Tree "alphaGnx0Ax1"

9.1 graphe



9.2 comments

Predicative adjective Small clause construction Gerund NP

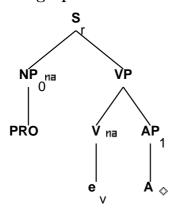
...Ernest('s) being stupid...

```
NP_0:<wh> = NP_r.b:<wh>
VP.t:<mode> = ger
NP_r.b:<case> = nom/acc
NP_r.b:<agr num> = sing
NP_r.b:<agr pers> = 3
NP_r.b:<agr 3rdsing> = +
VP.b:<mode> = nom
VP.b:<assign-case> = acc
```

```
NP_r.b:<gerund> = +
A.t:<compar> = AP_1.b:<compar>
A.t:<equiv> = AP_1.b:<equiv>
VP.b:<compar> = -
NP_0:<case> = acc/gen
```

10 Tree "alphanx0Ax1-PRO"

10.1 graphe



10.2 comments

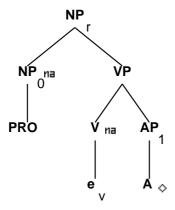
Predicative Adjective. Small Clause construction. PRO subject

Ernest doesn't want [PRO to be stupid]. While [PRO being stupid] Ernest shot his eye out.

```
S_r.b:<inv> = -
S_r.b:<comp> = nil
S_r.b:<extracted> = -
NP_0:<wh> = -
VP.b:<compar> = -
VP.b:<mode> = nom
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:\langle agr \rangle = NP_0:\langle agr \rangle
S_r.b:<control> = NP_0.t:<control>
S_r.b:<mode> = VP.t:<mode>
S_r.b:<mainv> = VP.t:<mainv>
S_r.b:<tense> = VP.t:<tense>
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<passive> = VP.t:<passive>
VP.t:<passive> = -
AP_1.b:<equiv> = A.t:<equiv>
AP_1.b:<compar> = A.t:<compar>
AP_1.b:<wh> = A.t:<wh>
VP.t:<mode> = inf/ger
NP_0.t:<wh> = -
NP_0.t:<case> = none
```

11 Tree "alphaGnx0Ax1-PRO"

11.1 graphe



11.2 comments

Predicative adjective Small clause construction Gerund NP w/ PRO subject

[PRO being silly] was all that Ernest knew how to do.

```
NP_0:<wh> = NP_r.b:<wh>
VP.t:<mode> = ger
NP_r.b:<case> = nom/acc
NP_r.b:<agr num> = sing
NP_r.b:<agr pers> = 3
NP_r.b:<agr 3rdsing> = +
VP.b:<mode> = nom
NP_r.b:<gerund> = +
A.t:<compar> = AP_1.b:<compar>
A.t:<equiv> = AP_1.b:<equiv>
VP.b:<compar> = -
NP_0.t:<wh> = -
NP_0.t:<case> = none
```