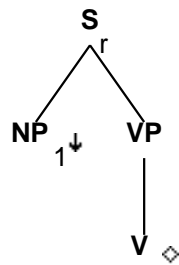


Family "TEnx1V"

March 5, 2008

1 Tree "alphaEnx1V"

1.1 graphe



1.2 comments

1.3 features

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

```
S_r.b:<mode> = VP.t:<mode>
S_r.b:<tense> = VP.t:<tense>
S_r.b:<agr> = VP.t:<agr>
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_r.b:<progressive> = VP.t:<progressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

```
S_r.b:<wh> = NP_1.t:<wh>
S_r.b:<control> = NP_1.t:<control>
```

```
NP_1.t:<wh> = -
```

NP_1.t:<agr> = S_r.b:<agr>
 NP_1.t:<case> = S_r.b:<assign-case>

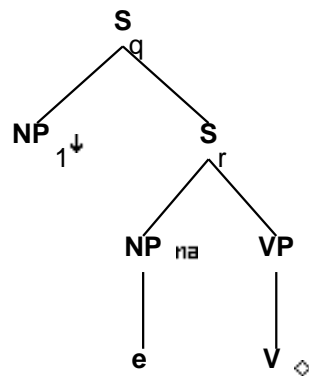
VP.b:<compar> = -

VP.b:<passive> = V.t:<passive>
 VP.b:<agr> = V.t:<agr>
 VP.b:<assign-case> = V.t:<assign-case>
 VP.b:<assign-comp> = V.t:<assign-comp>
 VP.b:<tense> = V.t:<tense>
 VP.b:<mode> = V.t:<mode>
 VP.b:<mainv> = V.t:<mainv>

V.t:<passive> = -
 V.t:<punct struct> = nil

2 Tree "alphaEW1nx1V"

2.1 graphe



2.2 comments

Wh on the subject. Need to decide what VP agrees with.

2.3 features

S_q.b:<comp> = nil
 S_q.b:<extracted> = +

S_q.b:<mode> = S_r.t:<mode>
 S_q.b:<inv> = S_r.t:<inv>

S_q.b:<wh> = NP_1.t:<wh>

```

NP_1.t:<wh> = +

NP_1.t:<wh> = NP.t:<wh>
NP_1.t:<trace> = NP.t:<trace>
NP_1.t:<agr> = NP.t:<agr>
NP_1.t:<case> = NP.t:<case>

S_r.t:<comp> = nil

S_r.t:<conj> = nil

S_r.b:<assign-comp> = inf_nil/ind_nil/ecm

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

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

S_r.b:<assign-case> = NP.t:<case>
S_r.b:<agr> = NP.t:<agr>

VP.b:<compar> = -

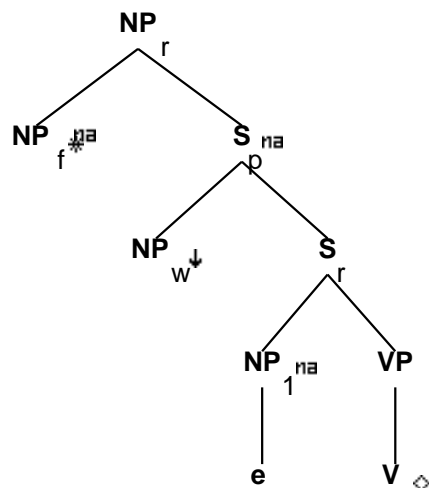
VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<mode> = V.t:<mode>
VP.b:<mainv> = V.t:<mainv>

V.t:<punct struct> = nil
V.t:<passive> = -

```

3 Tree "betaEN1nx1V"

3.1 graphe



3.2 comments

No original comments.

3.3 features

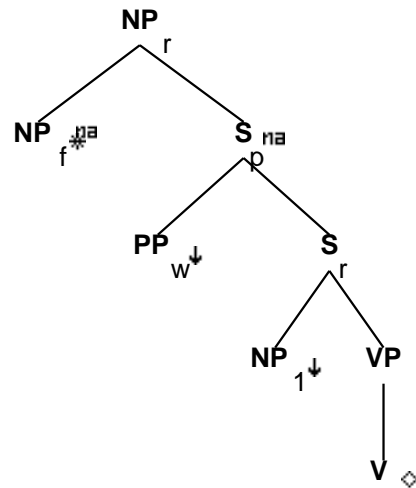
NP_r.b:<rel-clause> = +
NP_r.b:<wh> = NP_f.t:<wh>
NP_r.b:<agr> = NP_f.t:<agr>
NP_r.b:<case> = NP_f.t:<case>

NP_r.b:<pron> = NP_f.t:<pron>
NP_f.b:<case> = nom/acc
NP_f.b:<refl> = -
NP_w.t:<wh> = +
NP_w.t:<trace> = NP_1.t:<trace>
NP_w.t:<case> = NP_1.t:<case>
NP_w.t:<agr> = NP_1.t:<agr>

S_r.t:<conj> = nil
S_r.t:<comp> = nil
S_r.t:<inv> = -
S_r.t:<mode> = ind/inf
S_r.b:<comp> = nil

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

```
VP.b:<compar> = -
VP.b:<agr> = V.t:<agr>
VP.b:<passive> = V.t:<passive>
VP.b:<tense> = V.t:<tense>
VP.b:<mode> = V.t:<mode>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<mainv> = V.t:<mainv>
V.t:<punct struct> = nil
V.t:<passive> = -
```



```

NP_f.b:<case> = acc/nom
PP_w.t:<wh> = +

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

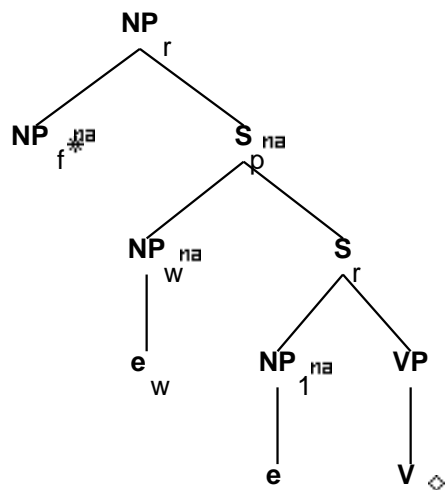
S_r.b:<mode> = VP.t:<mode>
S_r.b:<tense> = VP.t:<tense>
S_r.b:<agr> = VP.t:<agr>
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_r.b:<progressive> = VP.t:<progressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
S_r.b:<control> = NP_1.t:<control>
NP_1.t:<agr> = S_r.b:<agr>
NP_1.t:<case> = S_r.b:<assign-case>
NP_1.t:<wh> = -

VP.b:<compar> = -
VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<mode> = V.t:<mode>
VP.b:<mainv> = V.t:<mainv>
V.t:<punct struct> = nil
V.t:<passive> = -

```

5 Tree "betaENc1nx1V"

5.1 graphe



5.2 comments

No original comments.

5.3 features

```
NP_r.b:<rel-clause> = +
NP_r.b:<wh> = NP_f.t:<wh>
NP_r.b:<agr> = NP_f.t:<agr>
NP_r.b:<case> = NP_f.t:<case>

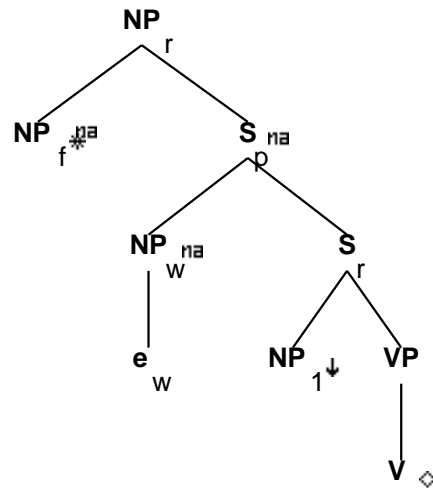
NP_r.b:<pron> = NP_f.t:<pron>
NP_f.b:<case> = nom/acc
NP_w.t:<trace> = NP_1.t:<trace>
NP_w.t:<case> = NP_1.t:<case>
NP_w.t:<agr> = NP_1.t:<agr>
S_r.t:<nocomp-mode> = inf/ger

S_r.t:<conj> = nil
S_r.t:<inv> = -
S_r.t:<mode> = inf/ger/ind

S_r.b:<comp> = nil
S_r.b:<agr> = NP_1.t:<agr>
S_r.b:<assign-case> = NP_1.t:<case>
S_r.b:<nocomp-mode> = S_r.b:<mode>

S_r.b:<tense> = VP.t:<tense>
S_r.b:<mode> = VP.t:<mode>
```

```
VP.b:<compar> = -
VP.b:<agr> = V.t:<agr>
VP.b:<passive> = V.t:<passive>
VP.b:<tense> = V.t:<tense>
VP.b:<mode> = V.t:<mode>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<mainv> = V.t:<mainv>
V.t:<punct struct> = nil
V.t:<passive> = -
```




```

NP_f.b:<case> = nom/acc
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>
S_r.b:<extracted> = -
S_r.b:<inv> = -

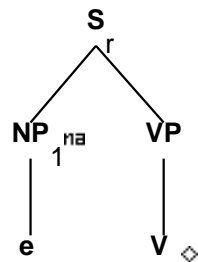
S_r.b:<comp> = nil
S_r.b:<mode> = VP.t:<mode>
S_r.b:<tense> = VP.t:<tense>
S_r.b:<progressive> = VP.t:<progressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
S_r.b:<agr> = VP.t:<agr>
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_r.b:<control> = NP_1.t:<control>
NP_1.t:<agr> = S_r.b:<agr>
NP_1.t:<case> = S_r.b:<assign-case>
NP_1.t:<wh> = -
VP.b:<compar> = -

VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<mode> = V.t:<mode>
VP.b:<mainv> = V.t:<mainv>
V.t:<punct struct> = nil
V.t:<passive> = -

```

7 Tree "alphaIEnx1V"

7.1 graphe



7.2 comments

7.3 features

S_r.t:<assign-comp> = inf_nil/ind_nil

S_r.b:<extracted> = -

S_r.b:<inv> = -

S_r.b:<comp> = nil

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

S_r.b:<progressive> = VP.t:<progressive>

S_r.b:<perfect> = VP.t:<perfect>

S_r.b:<passive> = VP.t:<passive>

S_r.b:<mainv> = VP.t:<mainv>

S_r.b:<tense> = VP.t:<tense>

S_r.b:<wh> = NP_1.t:<wh>

S_r.b:<agr> = VP.t:<agr>

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

S_r.b:<mode> = imp

NP_1.t:<wh> = -

NP_1.t:<agr pers> = 2

NP_1.t:<agr 3rdsing> = -

NP_1.t:<agr num> = plur/sing

NP_1.t:<case> = nom

NP_1.t:<agr> = S_r.b:<agr>

NP_1.t:<case> = S_r.b:<assign-case>

VP.t:<tense> = pres

VP.t:<neg> = -

VP.b:<compar> = -

VP.b:<mode> = V.t:<mode>

VP.b:<passive> = V.t:<passive>

VP.b:<agr> = V.t:<agr>

VP.b:<assign-case> = V.t:<assign-case>

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

VP.b:<tense> = V.t:<tense>

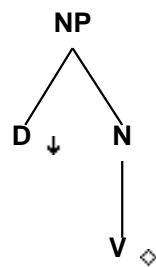
VP.b:<mainv> = V.t:<mainv>

```
V.t:<passive> = -  
V:<punct struct> = nil
```

```
VP.t:<mode> = base
```

8 Tree "alphaDEx1V"

8.1 graphe



8.2 comments

Ergative Determiner gerund tree:

John disapproves of [the melting]
John disapproves of [his melting]

8.3 features

```
NP.b:<case> = nom/acc  
NP.b:<agr num> = sing  
NP.b:<agr pers> = 3  
NP.b:<agr 3rdsing> = +
```

```
NP.b:<const> = D.t:<const>  
NP.b:<definite> = D.t:<definite>  
NP.b:<quan> = D.t:<quan>  
NP.b:<card> = D.t:<card>  
NP.b:<gen> = D.t:<gen>  
NP.b:<decreas> = D.t:<decreas>  
NP.b:<wh> = D.t:<wh>
```

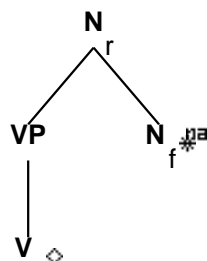
```
NP.b:<compar> = N.t:<compar>
```

```
N.t:<compar> = -
```

```
V.b:<mode> = ger
```

9 Tree "betaVergativen"

9.1 graphe



9.2 comments

This tree handles things like 'melting ice', i.e. -ing verbal modifiers. All ergative verbs, like the intransitive verbs, allow this use, while only a limited number of other verb classes do. We are retaining a set of these others as adjectives (in adjectives.txt), on the assumption that this is lexicalized and not fully productive for non-intransitive verbs.

9.3 features

```

N_r.b:<case> = N_f.t:<case>
N_r.b:<agr> = N_f.t:<agr>
N_r.b:<wh> = N_f.t:<wh>
N_r.b:<pron> = N_f.t:<pron>
N_r.b:<conj> = N_f.t:<conj>

N_r.b:<const> = N_f.t:<const>
N_r.b:<gen> = N_f.t:<gen>
N_r.b:<definite> = N_f.t:<definite>
N_r.b:<quan> = N_f.t:<quan>
N_r.b:<card> = N_f.t:<card>
N_r.b:<decreas> = N_f.t:<decreas>
N_r.b:<compar> = N_f.t:<compar>

N_f.t:<compar> = -
N_f.t:<case> = nom/acc

VP.b:<compar> = -

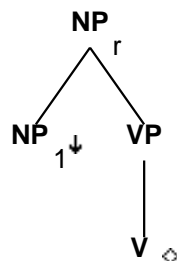
VP.b:<mode> = V.t:<mode>
VP.b:<mode> = VP.t:<mode>

V.t:<mode> = ger
V:<punct struct> = nil

```

10 Tree "alphaGENx1V"

10.1 graphe



10.2 comments

Ergative NP gerund tree:

[The door('s) breaking] disturbed everyone.

10.3 features

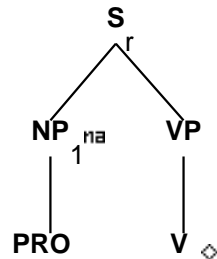
NP_r.b:<gerund> = +
NP_r.b:<agr pers> = 3
NP_r.b:<case> = nom/acc
NP_r.b:<agr num> = sing
NP_r.b:<agr 3rdsing> = +

NP_r.b:<wh> = NP_1.t:<wh>
NP_r.b:<compar> = NP_1.t:<compar>
VP.b:<compar> = -
VP.t:<mode> = ger

VP.b:<mode> = V.t:<mode>
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
V.t:<punct struct> = nil
NP_1:<case> = acc/gen

11 Tree "alphaEnx1V-PRO"

11.1 graphe



11.2 comments

Ergative w/ PRO subject

While [PRO melting] the ice fell to the ground.
The dish doesn't need [PRO to break].

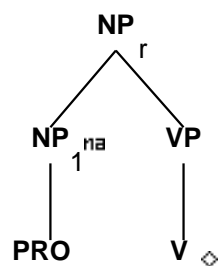
11.3 features

```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<comp> = nil
S_r.b:<mode> = VP.t:<mode>
S_r.b:<tense> = VP.t:<tense>
S_r.b:<agr> = VP.t:<agr>
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<progressive> = VP.t:<progressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
S_r.b:<wh> = NP_1.t:<wh>
S_r.b:<control> = NP_1.t:<control>
S_r.b:<assign-case> = NP_1.t:<case>
NP_1.t:<wh> = -
NP_1.t:<agr> = S_r.b:<agr>
NP_1.t:<case> = none
VP.b:<compar> = -
VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<mode> = V.t:<mode>
VP.b:<mainv> = V.t:<mainv>
V.t:<passive> = -
V.t:<punct struct> = nil
```

VP.t:<mode> = inf/ger

12 Tree "alphaGENx1V-PRO"

12.1 graphe



12.2 comments

Ergative NP gerund w/ PRO subject

[PRO sinking] is not what we expected the boat to be doing.

12.3 features

NP_r.b:<gerund> = +
NP_r.b:<agr pers> = 3
NP_r.b:<case> = nom/acc
NP_r.b:<agr num> = sing
NP_r.b:<agr 3rdsing> = +
NP_r.b:<wh> = NP_1.t:<wh>
NP_r.b:<compar> = NP_1.t:<compar>
VP.b:<compar> = -
VP.t:<mode> = ger
VP.b:<mode> = V.t:<mode>
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
V.t:<punct struct> = nil
NP_1.t:<wh> = -
NP_1.t:<case> = none