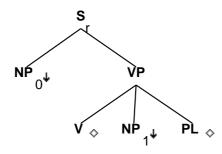
# Family "Tnx0Vplnx1"

March 5, 2008

## 1 Tree "alphanx0Vnx1pl"

## 1.1 graphe



### 1.2 comments

Transitive verb particle. simple declarative particle next to verb.

[Everyone thought] Angela called up Fred. Marie ran over the flower bed.

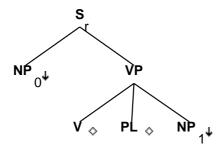
```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
NP_0:<agr> = S_r.b:<agr>
NP_0:<case> = S_r.b:<assign-case>
NP_0:<wh> = S_r.b:<wh>
NP_1:<case> = acc
NP_0:<wh> = -
S_r.b:<agr> = VP.t:<agr>
```

```
S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<passive> = V.t:<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:<mode> = V.t:<mode>
VP.b:<tense> = V.t:<tense>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
S_r.b:<control> = NP_0.t:<control>
S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:S_r.b:<mainv> = VP.t:<mainv>
```

## 2 Tree "alphanx0Vplnx1"

### 2.1 graphe



### 2.2 comments

Transitive verb particle. simple declarative, moved particle.

[Everyone thought] Angela called Fred up. Marie ran the flower bed over.

#### 2.3 features

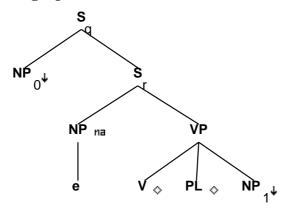
S\_r.b:<extracted> = S\_r.b:<inv> = S\_r.b:<assign-comp> = VP.t:<assign-comp>

S\_r.b:<mode> = VP.t:<mode>
S\_r.b:<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:<wh>
NP_1:<case> = acc
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:<passive> = V.t:<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:<mode> = V.t:<mode>
VP.b:<tense> = V.t:<tense>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
S_r.b:<control> = NP_0.t:<control>
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

## 3 Tree "alphaW0nx0Vplnx1"

### 3.1 graphe



#### 3.2 comments

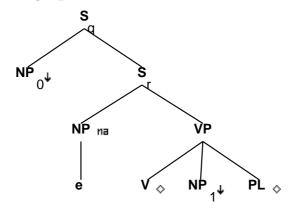
Transitive verb particle. wh-extraction on the subject, particle next to verb.

Who [did everyone think] called up Fred? Who ran over the flower bed?

```
S_q.b:<extracted> = +
S_q.b:<inv> = S_r.t:<inv>
S_r.t:<comp> = nil
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_q.b:<wh> = NP_0:<wh>
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> = -
NP:<trace> = NP_0:<trace>
NP:\langle agr \rangle = NP_0:\langle agr \rangle
NP:<case> = NP_0:<case>
NP: <wh> = NP_0: <wh>
NP_0:<wh> = +
NP.t:\langle agr \rangle = S_r.b:\langle agr \rangle
NP.t:<case> = S_r.b:<assign-case>
NP_1:\langle case \rangle = acc
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<mode> = V.t:<mode>
VP.b:<tense> = V.t:<tense>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
S_r.t:\langle conj \rangle = nil
S_r.b:<assign-comp> = inf_nil/ind_nil/ecm
```

## 4 Tree "alphaW0nx0Vnx1pl"

## 4.1 graphe



#### 4.2 comments

Transitive verb particle. wh-extraction on the subject, moved particle.

Who [did everyone think] called Fred up? Who ran the flower bed over?

```
S_q.b:<extracted> = +
```

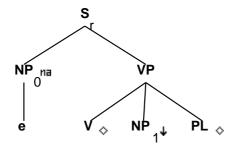
```
S_q.b:<inv> = S_r.t:<inv>
S_r.t:<comp> = nil
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
S_q.b:<wh> = NP_0:<wh>
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> = -
NP:<trace> = NP_0:<trace>
NP:<agr> = NP_0:<agr>
NP:<case> = NP_0:<wh>
NP:<wh>= NP_0:<wh>
NP_0:<wh>= +
NP.t:<agr> = S_r.b:<agr>
NP.t:<case> = S_r.b:<agr>
NP.t:<agr> = S_r.b:<agr>
NP.t:<case> = S_r.b:<agr>
NP.t:<case> = S_r.b:<asr>
NP.t:<case> = S_r.b:<asr>
NP.t:<case> = S_r.b:<asr>
NP.t:<case> = acc
```

```
S_r.b:<agr> = VP.t:<agr>
S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
VP.b:<agr> = V.t:<agr>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<tense> = V.t:<mainv>
VP.b:<compar> = -
S_r.t:<conj> = nil
S_r.b:<assign-comp> = inf_nil/ind_nil/ecm
```

## 5 Tree "alphaInx0Vnx1pl"

### 5.1 graphe



#### 5.2 comments

Transitive verb particle.

Imperative, particle next to verb.

Call up Fred.
Run over the flower bed.

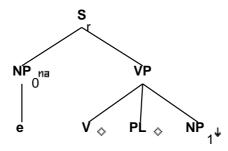
```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

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

```
NP_0:<wh> = S_r.b:<wh>
NP_1:<case> = acc
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>
VP.t:<tense> = pres
VP.t:<neg> = -
VP.t:<mode> = base
VP.b:<mode> = V.t:<mode>
VP.b:<passive> = V.t:<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>
VP.b:<compar> = -
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

## 6 Tree "alphaInx0Vplnx1"

### 6.1 graphe



#### 6.2 comments

Transitive verb particle.
Imperative, moved particle.

Call Fred up.
Run the floser beds over.

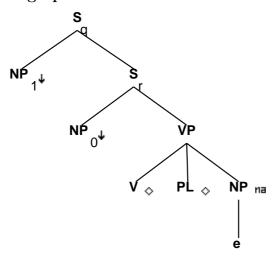
#### 6.3 features

 $S_r.b:<extracted> = -$ 

```
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_r.b:<comp> = nil
S_r.b:<mode> = imp
S_r.b:<tense> = VP.t:<tense>
VP.t:<tense> = pres
NP_0:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_0:<case> = S_r.b:<assign-case>
NP_1:\langle case \rangle = acc
NP_0:<wh> = S_r.b:<wh>
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>
VP.t:<neg> = -
VP.t:<mode> = base
VP.b:<mode> = V.t:<mode>
VP.b:<passive> = V.t:<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>
VP.b:<compar> = -
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

## 7 Tree "alphaW1nx0Vplnx1"

## 7.1 graphe



### 7.2 comments

Transitive verb particle. wh-extraction on the object.

Who [did everyone think] Angela called up? What did Marie run over?

```
S_q.b:<extracted> = +
```

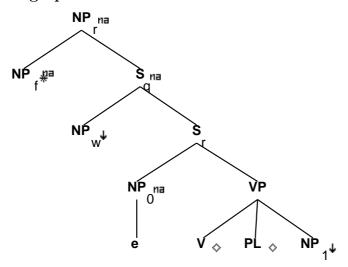
```
S_q.b:<inv> = S_r.t:<inv>
S_q.b:<inv> = S_q.b:<invlink>
S_r.t:<comp> = nil
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
S_q.b:<wh> = NP_1:<wh>
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
S_r.b:<inv> = -
NP_0:<agr> = S_r.b:<agr>
NP_0:<case> = S_r.b:<assign-case>
S_r.b:<asr> = VP.t:<agr> = VP.t:<agr> = VP.t:<assign-case> = VP.t:<assign-case>
```

```
NP:<trace> = NP_1:<trace>
NP:\langle agr \rangle = NP_1:\langle agr \rangle
NP:<case> = NP_1:<case>
NP: \langle wh \rangle = NP_1: \langle wh \rangle
NP.t:<case> = acc
S_r.b:<tense> = VP.t:<tense>
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
VP.b:<agr> = V.t:<agr>
VP.b:<tense> = V.t:<tense>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<mode> = V.t:<mode>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
S_r.t:<conj> = nil
S_r.b:<control> = NP_0.t:<control>
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

## 8 Tree "betaN0nx0Vplnx1"

### 8.1 graphe



### 8.2 comments

Transitive verb particle.
Relative clause on the subject.
Particle next to verb.

```
[The woman] that called up Fred.
[The woman] who ran over the flower bed.
```

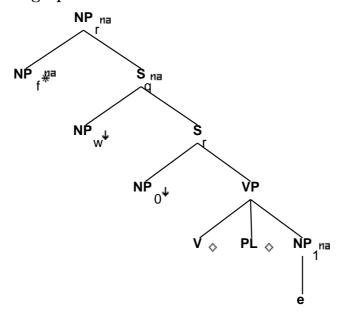
#### 8.3 features

S\_r.b:<assign-comp> = VP.t:<assign-comp>

```
S_r.t:<mode> = ind/inf
S_r.b:<comp> = nil
S_r.b:<mode> = VP.t:<mode>
S_r.b:<tense> = VP.t:<tense>
S_r.t:<inv> = -
NP_1:\langle case \rangle = 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.t:\langle agr \rangle
S_r.b:<assign-case> = NP_0.t:<case>
VP.b:<passive> = V.t:<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>
VP.b:<compar> = -
S_r.t:<conj> = nil
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_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
```

## 9 Tree "betaN1nx0Vplnx1"

## 9.1 graphe



### 9.2 comments

Transitive verb particle.
Relative clause on the object.

[the guy] Angela called up. [the flower bed] that Marie ran over.

### 9.3 features

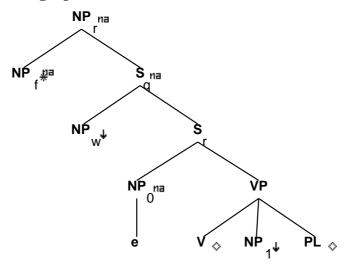
S\_r.b:<assign-comp> = VP.t:<assign-comp>

S\_r.b:<mode> = VP.t:<mode>
S\_r.t:<mode> = ind/inf
S\_r.b:<tense> = VP.t:<tense>
S\_r.b:<comp> = nil
S\_r.t:<inv> = NP\_r.b:<wh> = NP\_f.t:<wh>
NP\_r.b:<case> = NP\_f.t:<case>
NP\_r.b:<agr> = NP\_f.t:<agr> NP\_0:<agr> = S\_r.b:<agr> NP\_0:<case> = S\_r.b:<asr> NP\_0:<case> = S\_r.b:<asr> NP\_0:<case> = S\_r.b:<assign-case>

```
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<control> = NP_0.t:<control>
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
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>
VP.b:<compar> = -
NP_f.b:<refl> = -
NP_1.t:\langle case \rangle = acc
S_r.t:\langle conj \rangle = nil
NP_w.t:<trace> = NP_1.b:<trace>
NP_w.t:<case> = NP_1.b:<case>
NP_w.t:<agr> = NP_1.b:<agr>
NP_w.t:<wh> = +
S_r.t:<comp> = nil
```

## 10 Tree "betaN0nx0Vnx1pl"

### 10.1 graphe



### 10.2 comments

Transitive verb particle.
Relative clause on the subject.
Moved particle.

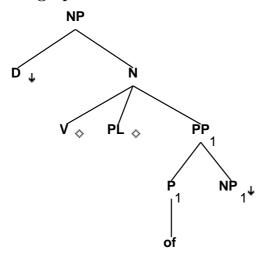
```
[the woman] who called Fred up [the woman] that ran the flower bed over
```

S\_r.b:<assign-comp> = VP.t:<assign-comp>

```
S_r.t:<mode> = ind/inf
S_r.b:<comp> = nil
S_r.b:<mode> = VP.t:<mode>
S_r.b:<tense> = VP.t:<tense>
S_r.t:<inv> = -
NP_1:\langle case \rangle = 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.t:\langle agr \rangle
S_r.b:<assign-case> = NP_0.t:<case>
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
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>
VP.b:<compar> = -
S_r.t:<conj> = nil
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_w.t:<trace> = NP_0.b:<trace>
NP_w.t:<case> = NP_0.b:<case>
NP_w.t:<agr> = NP_0.b:<agr>
NP_w.t:<wh> = +
S_r.t:<comp> = nil
```

## 11 Tree "alphaDnx0Vplnx1"

## 11.1 graphe



### 11.2 comments

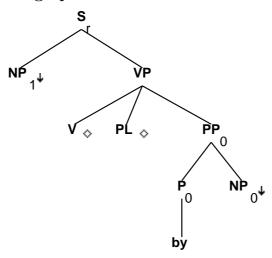
Transitive verb particle - Determiner Gerund.

'The adding up of the numbers [took forever]'

```
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>
V.b:<mode> = ger
NP.b:<case> = nom/acc
NP.b:<agr num> = sing
NP.b:<agr pers> = 3
NP.b:<agr gers> = 3
NP.b:<agr gers> = acc
PP_1.b:<assign-case> = P_1.t:<assign-case>
PP_1.b:<assign-case> = NP_1.t:<case>
```

## 12 Tree "alphanx1Vplbynx0"

## 12.1 graphe



### 12.2 comments

Passive:

the numbers were added up by Ann

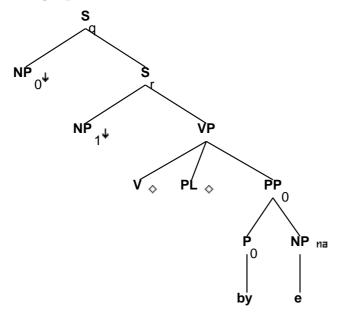
```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
NP_1:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_1:<case> = S_r.b:<assign-case>
NP_1:<wh> = S_r.b:<wh>
NP_1:<wh> = -
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<mode> = V.t:<mode>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<passive> = V.t:<passive>
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
VP.b:<mainv> = V.t:<mainv>
```

```
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
PP_0.b:<assign-case> = P_0.t:<assign-case>
PP_0.b:<assign-case> = NP_0.t:<case>
PP_0.b:<wh> = NP_0.t:<wh>
P_0.b:<assign-case> = acc
S_r.b:<control> = NP_1.t:<control>
S_r.b:S_r.b:Control> = VP.t:Control> = V
```

## 13 Tree "alphaW0nx1Vplbynx0"

### 13.1 graphe



### 13.2 comments

Wh question, extraction from by-phrase of nx0 in passive constructions: who were the numbers added up by Topicalization:

John were the numbers added up by

### 13.3 features

 $S_q.b:<extracted> = +$ 

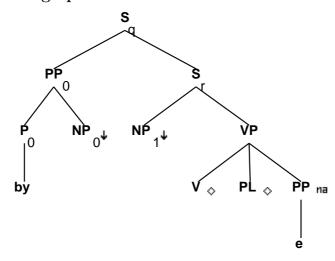
 $S_q.b:<inv> = S_r.t:<inv>$ 

```
S_r.t:<comp> = nil
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_q.b:<wh> = NP_0:<wh>
S_q.b:<mode> = S_r.t:<mode>
S_q.b:<comp> = nil
S_r.b:<inv> = -
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
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_1.t:\langle agr \rangle
S_r.b:<assign-case> = NP_1.t:<case>
VP.b:<passive> = +
VP.b:<mode> = V.t:<mode>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<agr> = V.t:<agr>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
VP.b:<passive> = V.t:<passive>
NP.t:\langle agr \rangle = NP_0:\langle agr \rangle
NP.t:<case> = NP_0:<case>
NP.t:<trace> = NP_0:<trace>
NP.t:<wh> = NP_0:<wh>
P_0.b:<assign-case> = acc
PP_0.b:<assign-case> = P_0.t:<assign-case>
NP:<case> = PP_0.b:<assign-case>
NP:<wh> = PP_0.b:<wh>
S_r.t:<conj> = nil
S_r.b:<control> = NP_1.t:<control>
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

 $S_q.b:<inv> = S_q.b:<invlink>$ 

## 14 Tree "alphapW0nx1Vplbynx0"

### 14.1 graphe



#### 14.2 comments

Wh question on NPO in passive constructions, by-phrase extracted: by whom were the numbers added up Topicalization: by John were the numbers added up

```
S_q.b:<extracted> = +

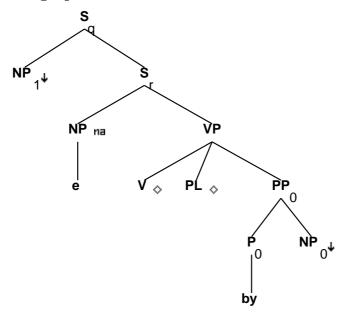
S_q.b:<inv> = S_r.t:<inv>
S_q.b:<inv> = S_q.b:<invlink>
P_0.b:<assign-case> = acc
S_r.t:<comp> = nil
S_r.b:<assign-comp> = VP.t:<assign-comp>
PP_0.b:<assign-case> = P_0.t:<assign-case>
```

```
NP_0:<case> = PP_0.b:<assign-case>
PP_0.b:<wh> = NP_0:<wh>
S_q.b:<wh> = PP_0.t:<wh>
S_q.b:<mode> = S_r.t:<mode>
S_q.b:<comp> = nil
S_r.b:<inv> = -
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
```

```
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_1.t:\langle agr \rangle
S_r.b:<assign-case> = NP_1.t:<case>
VP.b:<passive> = +
VP.b:<mode> = V.t:<mode>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
VP.b:<passive> = V.t:<passive>
PP.t:<trace> = PP_0.t:<trace>
S_r.t:<conj> = nil
S_r.b:<control> = NP_1.t:<control>
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

## 15 Tree "alphaW1nx1Vplbynx0"

## 15.1 graphe



#### 15.2 comments

Transitive verb particle.
passive with by phrase.
wh-extraction on the subject.

Who [did everyone think] was called up by Angela? What was run over by Marie?

```
S_q.b:<extracted> = +

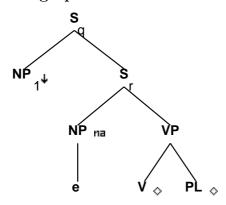
S_q.b:<inv> = S_r.t:<inv>
S_r.t:<comp> = nil
S_r.b:<assign-comp> = inf_nil/ind_nil/ecm
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
S_q.b:<wh> = NP_1:<wh>
S_r.b:<inv> = -
S_q.b:<mode> = S_r.t:<mode>
S_q.b:<comp> = nil
NP.t:<agr> = NP_1:<agr>
NP.t:<case> = NP_1:<case>
NP.t: < wh> = NP_1: < wh>
NP_1.t:<wh> = +
NP.t:<trace> = NP_1:<trace>
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
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.t:\langle agr \rangle
S_r.b:<assign-case> = NP.t:<case>
VP.b:<passive> = +
VP.b:<mode> = V.t:<mode>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<agr> = V.t:<agr>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
VP.b:<passive> = V.t:<passive>
PP_0.b:<assign-case> = P_0.t:<assign-case>
PP_0.b:<assign-case> = NP_0.t:<case>
```

```
PP_0.b:<wh> = NP_0.t:<wh>
P_0.b:<assign-case> = acc
S_r.t:<conj> = nil
```

## 16 Tree "alphaW1nx1Vpl"

### 16.1 graphe



### 16.2 comments

Wh question on NP1 in passive constructions, w/o by-phrase: what was added up  $\,$ 

#### 16.3 features

S\_q.b:<extracted> = +

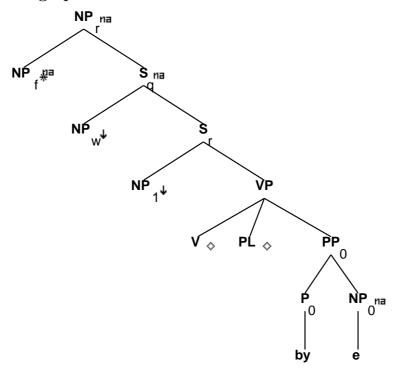
S\_q.b:<inv> = S\_r.t:<inv>
S\_r.t:<comp> = nil
S\_r.b:<assign-comp> = inf\_nil/ind\_nil/ecm
S\_r.b:<assign-comp> = VP.t:<assign-comp>

S\_q.b:<wh> = NP\_1:<wh>
S\_r.b:<inv> = S\_q.b:<mode> = S\_r.t:<mode>
S\_q.b:<comp> = nil
NP.t:<agr> = S\_r.b:<agr>
NP.t:<case> = S\_r.b:<assign-case>
NP\_1.t:<wh> = +
NP.t:<trace> = NP\_1:<agr>
NP.t:<agr> = NP\_1:<agr>
NP.t:<case> = NP\_1:<agr>
NP.t:<case> = NP\_1:<agr>
NP.t:<case> = NP\_1:<agr>
NP.t:<case> = NP\_1:<ase>
NP.t:<wh> = NP\_1:<ase>
NP.t:<wh> = NP\_1:<ase>

```
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
S_r.b:<agr> = VP.t:<agr>
S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<passive> = +
VP.b:<mode> = V.t:<mode>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<agr> = V.t:<agr>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
VP.b:<passive> = V.t:<passive>
S_r.t:<conj> = nil
```

## 17 Tree "betaN0nx1Vplbynx0"

### 17.1 graphe



### 17.2 comments

That relative clause, extraction of NPO from by-phrase:

(I saw) the machine that the numbers were added up by

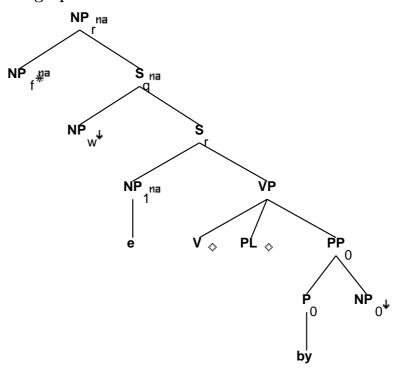
#### 17.3 features

S\_r.b:<assign-comp> = VP.t:<assign-comp>

```
NP_f.t:<agr> = NP_r.b:<agr>
NP_f.t:<wh> = NP_r.b:<wh>
NP_f.t:<case> = NP_r.b:<case>
S_r.t:<mode> = ind/inf
S_r.b:<comp> = nil
S_r.b:<mode> = VP.t:<mode>
S_r.b:<tense> = VP.t:<tense>
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_1.t:\langle agr \rangle
S_r.b:<assign-case> = NP_1.t:<case>
S_r.b:<control> = NP_0.t:<control>
VP.t:<mode> = ind
VP.b:<passive> = +
VP.b:<mode> = V.t:<mode>
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>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
VP.b:<passive> = V.t:<passive>
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
NP_f.b:<refl> = -
PP.b:<assign-case> = P.t:<assign-case>
PP.b:<assign-case> = NP_0.t:<case>
P.b:<assign-case> = acc
S_r.t:<conj> = nil
NP_w.t:<trace> = NP_1.b:<trace>
NP_w.t:<case> = NP_1.b:<case>
NP_w.t:<agr> = NP_1.b:<agr>
NP_w.t:<wh> = +
S_r.t:<comp> = nil
```

## 18 Tree "betaN1nx1Vplbynx0"

## 18.1 graphe



### 18.2 comments

That relative clause, extraction from NP1: (I saw) the numbers that were added up by Liz

#### 18.3 features

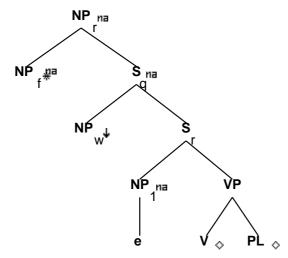
S\_r.b:<assign-comp> = VP.t:<assign-comp>

```
NP_f.t:<agr> = NP_r.b:<agr>
NP_f.t:<wh> = NP_r.b:<wh>
NP_f.t:<case> = NP_r.b:<case>
S_r.t:<mode> = ind/inf/ppart
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:<asr> = VP.t:<agr> = NP_r.b:<agr> = N
```

```
S_r.b:<assign-case> = NP_1.t:<case>
VP.b:<passive> = +
VP.b:<mode> = V.t:<mode>
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>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<assign-comp> = ppart_nil
V.t:<passive> = +
VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
NP_f.b:<refl> = -
PP.b:<assign-case> = P.t:<assign-case>
PP.b:<assign-case> = NP_0.t:<case>
P.b:<assign-case> = acc
S_r.t:<conj> = nil
NP_w.t:<trace> = NP_1.b:<trace>
NP_w.t:<case> = NP_1.b:<case>
NP_w.t:<agr> = NP_1.b:<agr>
NP_w.t:<wh> = +
S_r.t:<comp> = nil
```

## 19 Tree "betaN1nx1Vpl"

### 19.1 graphe



#### 19.2 comments

That relative clause, extraction from NP1: (I saw) the numbers that were added up by Liz

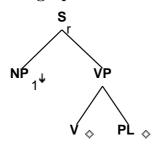
#### 19.3 features

S\_r.b:<assign-comp> = VP.t:<assign-comp>

```
NP_f.t:<agr> = NP_r.b:<agr>
NP_f.t:<wh> = NP_r.b:<wh>
NP_f.t:<case> = NP_r.b:<case>
S_r.t:<mode> = ind/inf/ppart
S_r.b:<comp> = nil
S_r.b:<mode> = VP.t:<mode>
S_r.b:<tense> = VP.t:<tense>
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<agr> = NP_1.t:<agr>
S_r.b:<assign-case> = NP_1.t:<case>
VP.b:<passive> = +
VP.b:<mode> = V.t:<mode>
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>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<assign-comp> = ppart_nil
V.t:<passive> = +
VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
NP_f.b:<refl> = -
S_r.t:<conj> = nil
NP_w.t:<trace> = NP_1.b:<trace>
NP_w.t:<case> = NP_1.b:<case>
NP_w.t:\langle agr \rangle = NP_1.b:\langle agr \rangle
NP_w.t:<wh> = +
S_r.t:<comp> = nil
```

## 20 Tree "alphanx1Vpl"

## 20.1 graphe



### 20.2 comments

Passive:

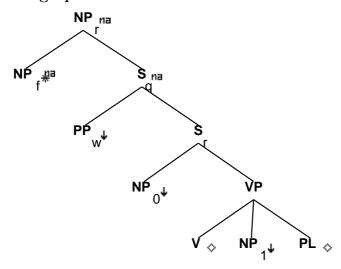
the numbers were added up

```
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:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
NP_1:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_1:<case> = S_r.b:<assign-case>
NP_1:<wh> = S_r.b:<wh>
NP_1:<wh> = -
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<mode> = V.t:<mode>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<passive> = V.t:<passive>
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
S_r.b:<control> = NP_1.t:<control>
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
```

## 21 Tree "betaNpxnx0Vnx1pl"

### 21.1 graphe



### 21.2 comments

Transitive verb particle. simple declarative particle next to verb.

[Everyone thought] Angela called up Fred. Marie ran over the flower bed.

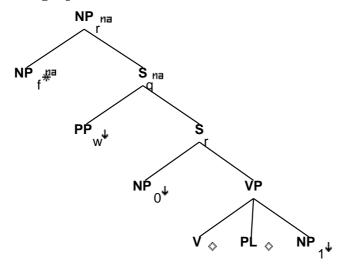
```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
NP_0:<agr> = S_r.b:<agr>
NP_0:<case> = S_r.b:<assign-case>
NP_1:<case> = acc
NP_0:<wh> = -
S_r.b:<agr> = VP.t:<agr>
S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<passive> = VP.t:<assive>
```

```
V.t:<passive> = -
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<mode> = V.t:<mode>
VP.b:<tense> = V.t:<tense>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
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:\langle agr \rangle = NP_f.t:\langle agr \rangle
NP_r.b:<case> = NP_f.t:<case>
NP_f.b:<case> = acc/nom
S_r.t:<comp> = nil
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

## 22 Tree "betaNpxnx0Vplnx1"

### 22.1 graphe



#### 22.2 comments

Transitive verb particle. simple declarative, moved particle.

[Everyone thought] Angela called Fred up. Marie ran the flower bed over.

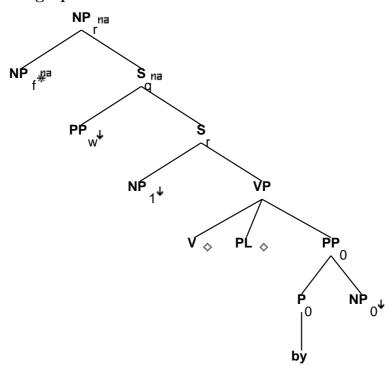
#### 22.3 features

 $S_r.b:<extracted> = -$ 

```
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_r.b:<mode> = VP.t:<mode>
S_r.b:<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_1:<case> = acc
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:<passive> = V.t:<passive>
V.t:<passive> = -
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<mode> = V.t:<mode>
VP.b:<tense> = V.t:<tense>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
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
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

# 23 Tree "betaNpxnx1Vplbynx0"

## 23.1 graphe



### 23.2 comments

Passive:

the numbers were added up by Ann

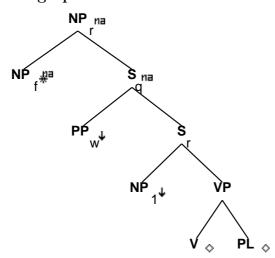
```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
NP_1:<agr> = S_r.b:<agr>
NP_1:<case> = S_r.b:<assign-case>
NP_1:<wh> = -
S_r.b:<agr> = VP.t:<agr>
S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<mode> = VP.t:<mode>
```

```
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
PP.b:<assign-case> = P.t:<assign-case>
PP.b:<assign-case> = NP_0.t:<case>
P.b:<assign-case> = acc
S_r.b:<control> = NP_1.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
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

## 24 Tree "betaNpxnx1Vpl"

### 24.1 graphe



#### 24.2 comments

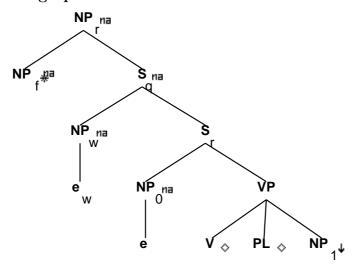
Passive:

the numbers were added up by Ann

```
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:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
NP_1:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_1:<case> = S_r.b:<assign-case>
NP_1:<wh> = -
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<mode> = V.t:<mode>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
S_r.b:<control> = NP_1.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
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

## 25 Tree "betaNc0nx0Vplnx1"

## 25.1 graphe



#### 25.2 comments

Transitive verb particle.
Relative clause on the subject.
Particle next to verb.

[The woman] that called up Fred.
[The woman] who ran over the flower bed.

### 25.3 features

S\_r.b:<assign-comp> = VP.t:<assign-comp>

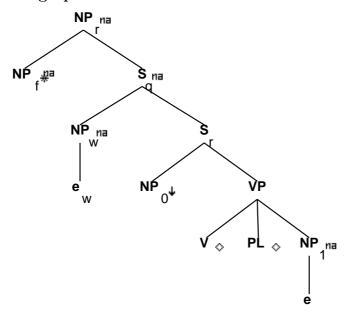
```
S_r.t:<mode> = ind/inf/ger
S_r.t:<nocomp-mode> = inf/ger
VP.t:<assign-comp> = that/ind_nil/inf_nil/ecm
S_r.b:<nocomp-mode> = S_r.b:<mode>

S_r.b:<comp> = nil
S_r.b:<mode> = VP.t:<mode>
S_r.b:<tense> = VP.t:<tense>
S_r.t:<inv> = -
NP_1:<case> = acc
S_r.b:<asgr> = VP.t:<asgr>
S_r.b:<assign-case> = VP.t:<assign-case>
```

```
S_r.b:\langle agr \rangle = NP_0.t:\langle agr \rangle
S_r.b:<assign-case> = NP_0.t:<case>
VP.b:<passive> = V.t:<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>
VP.b:<compar> = -
S_r.t:\langle conj \rangle = nil
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_w.t:<trace> = NP_0.t:<trace>
NP_w.t:<case> = NP_0.t:<case>
NP_w.t:\langle agr \rangle = NP_0.t:\langle agr \rangle
```

## 26 Tree "betaNc1nx0Vplnx1"

## 26.1 graphe



### 26.2 comments

Transitive verb particle.

Relative clause on the object.

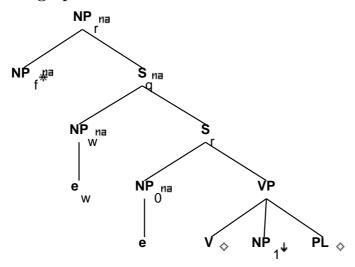
```
[the guy] Angela called up. [the flower bed] that Marie ran over.
```

#### 26.3 features

```
S_r.b:<mode> = VP.t:<mode>
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:<tense> = VP.t:<tense>
S_r.b:<comp> = nil
S_r.t:<inv> = -
NP_r.b:<wh> = NP_f.t:<wh>
NP_r.b:<case> = NP_f.t:<case>
NP_r.b:<agr> = NP_f.t:<agr>
NP_0:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_0:<case> = S_r.b:<assign-case>
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<control> = NP_0.t:<control>
VP.b:<passive> = V.t:<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>
VP.b:<compar> = -
NP_f.b:<refl> = -
NP_1.t:<case> = acc
S_r.t:\langle conj \rangle = nil
NP_w.t:<trace> = NP_1.t:<trace>
NP_w.t:<case> = NP_1.t:<case>
```

# 27 Tree "betaNc0nx0Vnx1pl"

# 27.1 graphe



#### 27.2 comments

Transitive verb particle.
Relative clause on the subject.
Moved particle.

[the woman] who called Fred up [the woman] that ran the flower bed over

#### 27.3 features

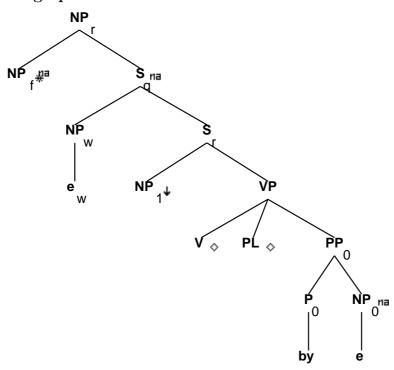
```
S_r.t:<mode> = ind/inf/ger
S_r.t:<nocomp-mode> = inf/ger
VP.t:<assign-comp> = that/ind_nil/inf_nil/ecm
S_r.b:<nocomp-mode> = S_r.b:<mode>

S_r.b:<comp> = nil
S_r.b:<mode> = VP.t:<mode>
S_r.b:<tense> = VP.t:<tense>
S_r.t:<inv> = -
NP_1:<case> = acc
S_r.b:<asgr> = VP.t:<asgr>
S_r.b:<assign-case> = VP.t:<assign-case>
```

```
S_r.b:<agr> = NP_0.t:<agr>
S_r.b:<assign-case> = NP_0.t:<case>
VP.b:<passive> = V.t:<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>
VP.b:<compar> = -
S_r.t:<conj> = nil
NP_r.b:<wh> = NP_f.t:<wh>
NP_r.b:\langle agr \rangle = NP_f.t:\langle agr \rangle
NP_r.b:<case> = NP_f.t:<case>
NP_w.t:<trace> = NP_0.t:<trace>
NP_w.t:\langle agr \rangle = NP_0.t:\langle agr \rangle
NP_w.t:<case> = NP_0.t:<case>
```

# $28 \quad Tree \ "betaNc0nx1Vplbynx0"$

# 28.1 graphe



#### 28.2 comments

That relative clause, extraction of NPO from by-phrase: (I saw) the machine that the numbers were added up by

#### 28.3 features

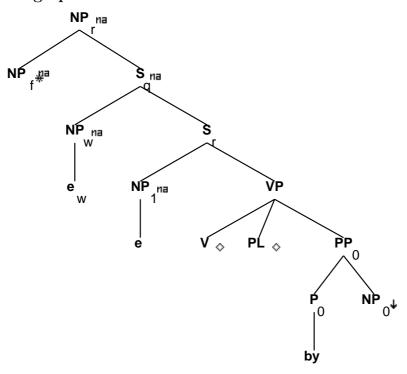
```
NP_f.t:<agr> = NP_r.b:<agr>
NP_f.t:<wh> = NP_r.b:<wh>
NP_f.t:<case> = NP_r.b:<case>
S_r.t:<mode> = ind/inf
S_r.t:<nocomp-mode> = ind
VP.t:<assign-comp> = that/for/ind_nil
S_r.b:<nocomp-mode> = S_r.b:<mode>
```

```
S_r.b:<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:\langle agr \rangle = NP_1.t:\langle agr \rangle
S_r.b:<assign-case> = NP_1.t:<case>
S_r.b:<control> = NP_0.t:<control>
VP.t:<mode> = ind
VP.b:<passive> = +
VP.b:<mode> = V.t:<mode>
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>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
NP_f.b:<refl> = -
PP.b:<assign-case> = P.t:<assign-case>
PP.b:<assign-case> = NP_0.t:<case>
P.b:<assign-case> = acc
S_r.t:<conj> = nil
```

NP\_w.t:<case> = NP\_0.t:<case>
NP\_w.t:<trace> = NP\_0.t:<trace>

# 29 Tree "betaNc1nx1Vplbynx0"

# 29.1 graphe



#### 29.2 comments

That relative clause, extraction from NP1: (I saw) the numbers that were added up by Liz

#### 29.3 features

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

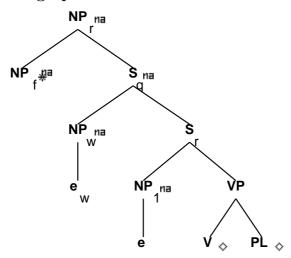
NP\_f.t:<agr> = NP\_r.b:<agr>
NP\_f.t:<wh> = NP\_r.b:<wh>
NP\_f.t:<case> = NP\_r.b:<case>
S\_r.t:<mode> = ind/inf/ppart/ger
S\_r.t:<nocomp-mode> = ind/ger/ppart
VP.t:<assign-comp> = that/inf\_nil

S\_r.b:<nocomp-mode> = S\_r.b:<mode>

```
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:\langle agr \rangle = NP_1.t:\langle agr \rangle
S_r.b:<assign-case> = NP_1.t:<case>
VP.b:<passive> = +
VP.b:<mode> = V.t:<mode>
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>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<assign-comp> = ppart_nil
V.t:<passive> = +
VP.b:<passive> = V.t:<passive>
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
NP_f.b:<refl> = -
PP.b:<assign-case> = P.t:<assign-case>
PP.b:<assign-case> = NP_0.t:<case>
P.b:<assign-case> = acc
S_r.t:<conj> = nil
NP_w.t:<trace> = NP_1.b:<trace>
NP_w.t:<case> = NP_1.b:<case>
NP_w.t:\langle agr \rangle = NP_1.b:\langle agr \rangle
```

# 30 Tree "betaNc1nx1Vpl"

## 30.1 graphe



#### 30.2 comments

That relative clause, extraction from NP1: (I saw) the numbers that were added up by Liz

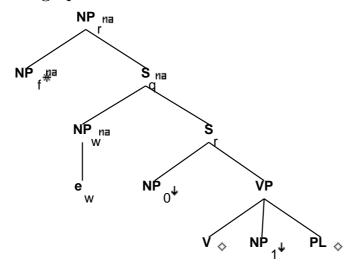
#### 30.3 features

```
NP_f.t:<agr> = NP_r.b:<agr>
NP_f.t:<wh> = NP_r.b:<wh>
NP_f.t:<case> = NP_r.b:<case>
S_r.t:<mode> = ind/inf/ppart/ger
S_r.t:<nocomp-mode> = ind/ger/ppart
VP.t:<assign-comp> = that/inf_nil
NP_w.t:<case> = NP_1.t:<case>
NP_w.t:<trace> = NP_1.t:<trace>
NP_w.t:\langle agr \rangle = NP_1.t:\langle agr \rangle
S_r.b:<nocomp-mode> = S_r.b:<mode>
S_r.b:<comp> = nil
S_r.b:<mode> = VP.t:<mode>
S_r.b:<tense> = VP.t:<tense>
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_1.t:\langle agr \rangle
```

```
S_r.b:<assign-case> = NP_1.t:<case>
VP.b:<passive> = +
VP.b:<mode> = V.t:<mode>
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>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<assign-comp> = ppart_nil
V.t:<passive> = +
VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
NP_f.b:<refl> = -
S_r.t:<conj> = nil
NP_r.b: = NP_f.t:
```

# 31 Tree "betaNcnx0Vnx1pl"

# 31.1 graphe



#### 31.2 comments

Transitive verb particle. simple declarative particle next to verb.

[Everyone thought] Angela called up Fred. Marie ran over the flower bed.

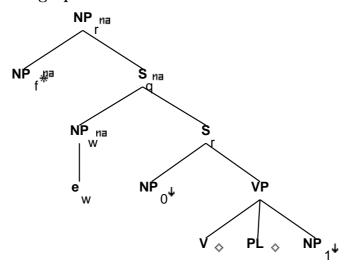
#### 31.3 features

 $S_r.b:<extracted> = -$ 

```
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_r.b:<mode> = VP.t:<mode>
S_r.b:<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_1:<case> = acc
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:<passive> = V.t:<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:<mode> = V.t:<mode>
VP.b:<tense> = V.t:<tense>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
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:<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.t:<inv> = -
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

# 32 Tree "betaNcnx0Vplnx1"

# 32.1 graphe



#### 32.2 comments

Transitive verb particle. simple declarative, moved particle.

[Everyone thought] Angela called Fred up. Marie ran the flower bed over.

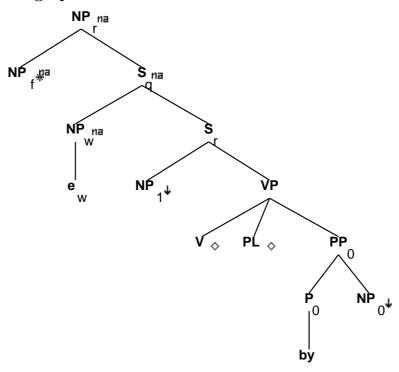
```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
NP_0:<agr> = S_r.b:<agr>
NP_0:<case> = S_r.b:<assign-case>
NP_1:<case> = acc
NP_0:<wh> = -
S_r.b:<agr> = VP.t:<agr> S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<passive> = V.t:<passive>
V.t:<passive> = V.t:<agr> VP.b:<agr> = VP.b:<agr> = VP.b:<agr> = VP.t:<assign-case> = VP.t:<assign-case>
```

```
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<mode> = V.t:<mode>
VP.b:<tense> = V.t:<tense>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
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:<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.t:<inv> = -
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

# 33 Tree "betaNcnx1Vplbynx0"

# 33.1 graphe



#### 33.2 comments

Passive:

the numbers were added up by Ann

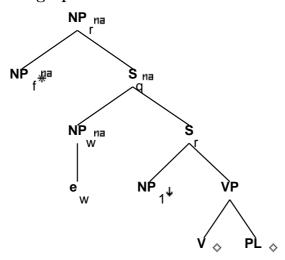
```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
NP_1:<agr> = S_r.b:<agr>
NP_1:<case> = S_r.b:<assign-case>
NP_1:<wh> = -
S_r.b:<agr> = VP.t:<agr>
S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<mode> = VP.t:<mode>
```

```
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
PP.b:<assign-case> = P.t:<assign-case>
PP.b:<assign-case> = NP_0.t:<case>
P.b:<assign-case> = acc
S_r.b:<control> = NP_1.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:<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.t:<inv> = -
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

# 34 Tree "betaNcnx1Vpl"

# 34.1 graphe



#### 34.2 comments

#### Passive:

the numbers were added up by Ann

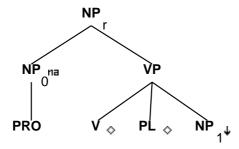
```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
S_r.b:<mode> = VP.t:<mode>
S_r.b:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
NP_1:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_1:<case> = S_r.b:<assign-case>
NP_1:<wh> = -
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<assign-case> = VP.t:<assign-case>
VP.b:<mode> = V.t:<mode>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
```

```
V.t:<mode> = ppart
V.t:<passive> = +
S_r.b:<control> = NP_1.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:<assign-case> = Comp.t:<assign-case>
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.t:<inv> = -
NP_r.b: = NP_f.t:
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

# 35 Tree "alphaGnx0Vplnx1-PRO"

#### 35.1 graphe



## 35.2 comments

Transitive verb particle - NP Gerund w/ PRO subject

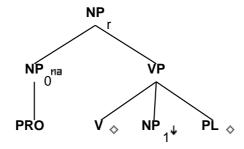
[PRO calling up Fred] is difficult because he's never home.

```
NP_r.b:<case> = nom/acc
NP_r.b:<agr num> = sing
NP_r.b:<agr pers> = 3
NP_r.b:<agr 3rdsing> = +
NP_r.b:<gerund> = +
NP_0:<wh> = NP_r.b:<wh>
```

```
NP_0.t:<wh> = -
NP_0.t:<case> = none
VP.t:<mode> = ger
NP_1:<case> = acc
VP.b:<mode> = V.t:<mode>
VP.b:<passive> = V.t:<passive>
VP.b:<compar> = -
V.t:<passive> = -
```

# $36 \quad {\rm Tree~"alphaGnx0Vnx1pl\text{-}PRO"}$

# 36.1 graphe



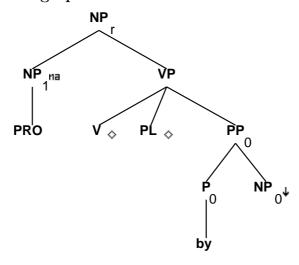
#### 36.2 comments

Transitive verb particle w/ particle movement - NP Gerund w/ PRO subject [PRO adding the numbers up] was fun.

```
NP_r.b:<case> = nom/acc
NP_r.b:<agr num> = sing
NP_r.b:<agr pers> = 3
NP_r.b:<agr 3rdsing> = +
NP_r.b:<gerund> = +
NP_0:<wh> = NP_r.b:<wh>
NP_0.t:<wh> = -
NP_0.t:<case> = none
VP.t:<mode> = ger
NP_1:<case> = acc
VP.b:<mode> = V.t:<mode>
VP.b:<passive> = V.t:<passive>
VP.b:<compar> = -
V.t:<passive> = -
```

# 37 Tree "alphaGnx1Vplbynx0-PRO"

## 37.1 graphe



#### 37.2 comments

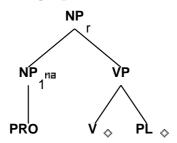
Gerund passive with Transitive verb particle, w/PRO subject This tree is with the 'by' phrase.

[PRO being called up by Mary] surprised Fred.

```
NP_r.b:<case> = nom/acc
NP_r.b:<agr num> = sing
NP_r.b:<agr pers> = 3
NP_r.b:<agr 3rdsing> = +
NP_r.b:\langle gerund \rangle = +
NP_1:<wh> = NP_r.b:<wh>
NP_1.t:<wh> = -
NP_1.t:<case> = none
VP.t:<mode> = ger
VP.b:<mode> = V.t:<mode>
VP.b:<passive> = V.t:<passive>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
PP_0.b:<assign-case> = P_0.t:<assign-case>
P_0.b:<assign-case> = acc
PP_0.b:<wh> = NP_0:<wh>
NP_0:<case> = PP_0.b:<assign-case>
```

# 38 Tree "alphaGnx1Vpl-PRO"

# 38.1 graphe



#### 38.2 comments

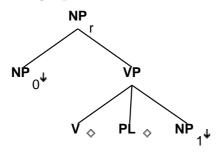
Gerund passive with Transitive verb particle, w/PRO subject This tree is without the 'by' phrase.

[PRO being called up] surprised Fred.

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

# 39 Tree "alphaGnx0Vplnx1"

# 39.1 graphe



#### 39.2 comments

Transitive verb particle - NP Gerund.

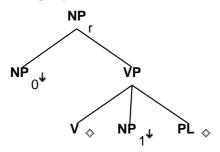
[Marie('s) calling up Fred] surprised everyone.

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

NP_1:<case> = acc
VP.b:<mode> = V.t:<mode>
VP.b:<passive> = V.t:<passive>
VP.b:<compar> = -
V.t:<passive> = -
NP_0:<case> = acc/gen
```

# 40 Tree "alphaGnx0Vnx1pl"

# 40.1 graphe



#### 40.2 comments

Transitive verb particle  $\ensuremath{\mathsf{w}}/$  particle movement -  $\ensuremath{\mathsf{NP}}$  Gerund.

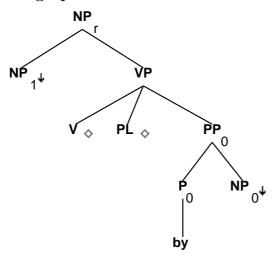
[Marie('s) calling Fred up] surprised everyone.

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

NP_1:<case> = acc
VP.b:<mode> = V.t:<mode>
VP.b:<passive> = V.t:<passive>
VP.b:<compar> = -
V.t:<passive> = -
NP_0:<case> = acc/gen
```

# 41 Tree "alphaGnx1Vplbynx0"

## 41.1 graphe



#### 41.2 comments

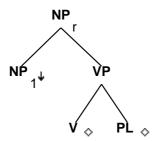
Gerund passive with Transitive verb particle. This tree is with the 'by' phrase.

[Fred('s) being called up by Mary] surprised everyone.

```
NP_r.b:<case> = nom/acc
NP_r.b:<agr num> = sing
NP_r.b:<agr pers> = 3
NP_r.b:\langle agr 3rdsing \rangle = +
NP_r.b:\langle gerund \rangle = +
NP_1:<wh> = NP_r.b:<wh>
VP.t:<mode> = ger
VP.b:<mode> = V.t:<mode>
VP.b:<passive> = V.t:<passive>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
PP_0.b:<assign-case> = P_0.t:<assign-case>
P_0.b:<assign-case> = acc
PP_0.b:<wh> = NP_0:<wh>
NP_0:<case> = PP_0.b:<assign-case>
NP_1:<case> = acc/gen
```

# 42 Tree "alphaGnx1Vpl"

# 42.1 graphe



#### 42.2 comments

Gerund passive with Transitive verb particle. This tree is without the 'by' phrase.

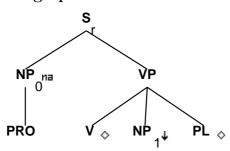
[Fred being called up] surprised everyone.

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

VP.b:<mode> = V.t:<mode>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
NP_1:<case> = acc/gen
```

# 43 Tree "alphanx0Vnx1pl-PRO"

#### 43.1 graphe



#### 43.2 comments

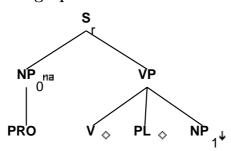
Transitive verb particle, w/ PRO subject, particle next to verb.

Angela wanted [PRO to call up Fred]. While [PRO running over the squirrel] John cried.

```
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:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
S_r.b:<assign-case> = NP_0.t:<case>
NP_0:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_0:<wh> = S_r.b:<wh>
NP_1:\langle case \rangle = acc
NP_0:<wh> = -
NP_0.t:<case> = none
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<mode> = V.t:<mode>
VP.b:<tense> = V.t:<tense>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
S_r.b:<control> = NP_0.t:<control>
S_r.b:cprogressive> = VP.t:cprogressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
VP.t:<mode> = inf/ger
```

# 44 Tree "alphanx0Vplnx1-PRO"

## 44.1 graphe



#### 44.2 comments

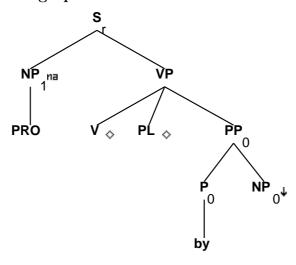
Transitive verb particle w/ PRO subject, moved particle.

Angela wanted [PRO to call Fred up]. While [PRO running the squirrel over], John cried.

```
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:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
S_r.b:<assign-case> = NP_0.t:<case>
NP_0:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_0:<wh> = S_r.b:<wh>
NP_1:\langle case \rangle = acc
NP_0:<wh> = -
NP_0.t:<case> = none
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<mode> = V.t:<mode>
VP.b:<tense> = V.t:<tense>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
S_r.b:<control> = NP_0.t:<control>
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
```

# 45 Tree "alphanx1Vplbynx0-PRO"

## 45.1 graphe



#### 45.2 comments

Transitive with verb particle - Passive w/ PRO subject

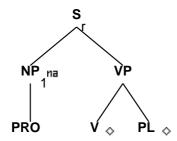
John didn't want [PRO to be beaten up by a thug]. While [PRO being beated up by a thug] Bill cried.

```
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:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
S_r.b:<assign-case> = NP_1.t:<case>
NP_1:\langle agr \rangle = S_r.b:\langle agr \rangle
NP_1:<wh> = S_r.b:<wh>
NP_1:<wh> = -
NP_1.t:\langle case \rangle = none
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
VP.b:<mode> = V.t:<mode>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<passive> = V.t:<passive>
VP.b:\langle agr \rangle = V.t:\langle agr \rangle
```

```
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
PP_0.b:<assign-case> = P_0.t:<assign-case>
PP_0.b:<assign-case> = NP_0.t:<case>
PP_0.b:<wh> = NP_0.t:<wh>
P_0.b:<assign-case> = acc
S_r.b:<control> = NP_1.t:<control>
S_r.b:S_r.b:S_r.b:Control> = VP.t:S_r.b:Control> = VP.t:S_r.b:Control> = VP.t:Control> = VP.t
```

# 46 Tree "alphanx1Vpl-PRO"

#### 46.1 graphe



#### 46.2 comments

Transitive verb particle - Passive w/o by-phrase, w/ PRO subject

John didn't want [PRO to be beaten up]. While [PRO being beaten up] Bill cried.

```
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:<comp> = nil
S_r.b:<tense> = VP.t:<tense>
S_r.b:<assign-case> = NP_1.t:<case>
NP_1:<agr> = S_r.b:<agr>
NP_1:<wh> = S_r.b:<wh>
NP_1:<wh> = -
NP_1.t:<case> = none
```

```
S_r.b:<agr> = VP.t:<agr>
VP.b:<mode> = V.t:<mode>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<passive> = V.t:<passive>
VP.b:<agr> = V.t:<agr>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
V.t:<mode> = ppart
V.t:<passive> = +
S_r.b:<control> = NP_1.t:<control>
S_r.b:cpregressive> = VP.t:cpregressive>
S_r.b:<perfect> = VP.t:<perfect>
S_r.b:<passive> = VP.t:<passive>
S_r.b:<mainv> = VP.t:<mainv>
VP.t:<mode> = inf/ger
```