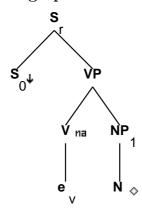
# Family "Ts0N1"

### March 5, 2008

# 1 Tree "alphas0N1"

# 1.1 graphe



### 1.2 comments

N predicative tree with sentential subject: For John to invest all of his money in worms is insanity. To love is pain. That the worms lived is tragedy.

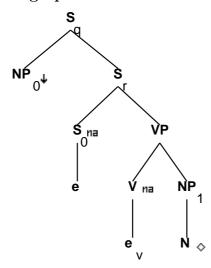
```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
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>
S_0:<assign-case> = S_r.b:<assign-case>
S_0.t:<mode> = ind/inf
```

```
S_0.t:<comp> = that/whether/for/nil
S_0.t:<assign-comp> = inf_nil
S_0.t:<inv> = -
S_0.t:<extracted> = -
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
S_r.b:<passive> = VP.t:<passive>
VP.t:<passive> = -
VP.t:\langle agr pers \rangle = 3
VP.b:<mode> = prep
VP.b:<assign-case> = acc
VP.b:<compar> = -
N:<agr> = NP_1.b:<agr>
NP_1.t:<wh> = -
NP_1.t:\langle case \rangle = acc
NP_1.b:<case> = N.t:<case>
NP_1.b: = N.t:
NP_1.b:<compar> = N.t:<compar>
N.t:<compar> = -
N.t:<const> = NP_1.b:<const>
N.t:\leq en> = NP_1.b:\leq en>
N.t:<definite> = NP_1.b:<definite>
N.t:<quan> = NP_1.b:<quan>
N.t:<card> = NP_1.b:<card>
N.t:<decreas> = NP_1.b:<decreas>
```

# 2 Tree "alphaW0s0N1"

### 2.1 graphe



#### 2.2 comments

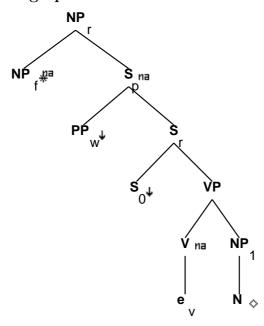
Predicative tree with sentential subject and mass noun predicatem,

```
subject extracted:
What is insanity?
(Will also get W0nx0N1 parse.)
2.3 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
S_r.b:<assign-comp> = VP.t:<assign-comp>
VP.t:<passive> = -
S_q.b:<wh> = NP_0.t:<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> = -
S_r.t:<case> = nom
NP_0:<trace> = S_0:<trace>
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
VP.b:<compar> = -
N:\langle agr \rangle = NP_1.b:\langle agr \rangle
NP_1.t:<wh> = -
NP_1.t:\langle case \rangle = acc
NP_1.b:<case> = N.t:<case>
NP_1.b: = N.t:
NP_1.b:<compar> = N.t:<compar>
N.t:<compar> = -
N.t:<const> = NP_1.b:<const>
N.t:<gen> = NP_1.b:<gen>
N.t:<definite> = NP_1.b:<definite>
N.t:<quan> = NP_1.b:<quan>
N.t:<card> = NP_1.b:<card>
N.t:<decreas> = NP_1.b:<decreas>
```

 $S_r.t:\langle conj \rangle = nil$ 

# 3 Tree "betaNpxs0N1"

### 3.1 graphe



### 3.2 comments

 $\ensuremath{\mathtt{N}}$  predicative tree with sentential subject: For John to invest all of his money in worms is insanity. To love is pain.

That the worms lived is tragedy.

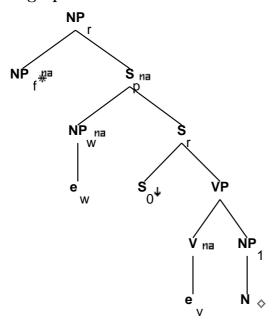
```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
VP.b:<compar> = -
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>
S_0.t:<mode> = ind/inf
S_0.t:<comp> = that/whether/for/nil
S_0.t:<assign-comp> = inf_nil
S_0.t:<inv> = -
S_0.t:<extracted> = -
S_r.b:<agr> = VP.t:<agr>
```

```
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<passive> = VP.t:<passive>
VP.t:<passive> = -
VP.b:<mode> = prep
N:\langle agr \rangle = NP_1.b:\langle agr \rangle
NP_1.t:<wh> = -
NP_1.b:<case> = N.t:<case>
NP_1.b: = N.t:
NP_1.b:<wh> = N.t:<wh>
NP_1.b:<compar> = N.t:<compar>
N.t:<compar> = -
N.t:<const> = NP_1.b:<const>
N.t:\langle gen \rangle = NP_1.b:\langle gen \rangle
N.t:<definite> = NP_1.b:<definite>
N.t:<quan> = NP_1.b:<quan>
N.t:<card> = NP_1.b:<card>
N.t:<decreas> = NP_1.b:<decreas>
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
```

# 4 Tree "betaNcs0N1"

### 4.1 graphe



### 4.2 comments

N predicative tree with sentential subject: For John to invest all of his money in worms is insanity. To love is pain. That the worms lived is tragedy.

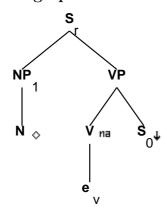
```
S_r.b:<extracted> = -
S_r.b:<inv> = -
S_r.b:<assign-comp> = VP.t:<assign-comp>
```

```
VP.b:<compar> = -
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>
S_0.t:<mode> = ind/inf
S_0.t:<comp> = that/whether/for/nil
S_0.t:<assign-comp> = inf_nil
S_0.t:<inv> = -
S_0.t:<extracted> = -
S_r.b:<agr> = VP.t:<agr>
```

```
S_r.b:<assign-case> = VP.t:<assign-case>
S_r.b:<passive> = VP.t:<passive>
VP.t:<passive> = -
VP.b:<mode> = prep
N:\langle agr \rangle = NP_1.b:\langle agr \rangle
NP_1.t:<wh> = -
NP_1.b:<case> = N.t:<case>
NP_1.b: = N.t:
NP_1.b:<wh> = N.t:<wh>
NP_1.b:<compar> = N.t:<compar>
N.t:<compar> = -
N.t:<const> = NP_1.b:<const>
N.t:\leq en> = NP_1.b:\leq en>
N.t:<definite> = NP_1.b:<definite>
N.t:<quan> = NP_1.b:<quan>
N.t:<card> = NP_1.b:<card>
N.t:<decreas> = NP_1.b:<decreas>
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
```

# 5 Tree "alphaN1s0"

### 5.1 graphe



#### 5.2 comments

N predicative tree with sentential subject: For John to invest all of his money in worms is insanity. To love is pain. That the worms lived is tragedy.

```
S_r.b:<inv> = -
S_r.b:<comp> = nil
S_r.b:<extracted> = -
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
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-case> = VP.t:<assign-case>
S_r.b:<assign-comp> = VP.t:<assign-comp>
S_r.b:<passive> = VP.t:<passive>
VP.t:<passive> = -
NP_1.t:<wh> = -
NP_1.b:\langle agr \rangle = N.t:\langle agr \rangle
NP_1.b:<gen> = N.t:<gen>
NP_1.b:<case> = N.t:<case>
NP_1.b: = N.t:
NP_1.b:<quan> = N.t:<quan>
NP_1.b:<card> = N.t:<card>
NP_1.b:<const> = N.t:<const>
NP_1.b:<compar> = N.t:<compar>
NP_1.b:<decreas> = N.t:<decreas>
NP_1.b:<definite> = N.t:<definite>
N.t:<compar> = -
VP.b:<compar> = -
VP.b:<mode> = prep
S_0.t:<inv> = -
S_0.t:<extracted> = -
S_0.t:<mode> = ind/inf
S_0.t:<assign-comp> = inf_nil
S_0.t:<comp> = that/whether/for/nil
```