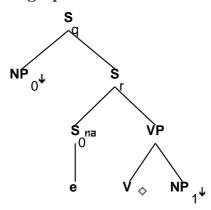
# Family "Ts0Vnx1"

March 5, 2008

# 1 Tree "alphaW0s0Vnx1"

# 1.1 graphe



### 1.2 comments

Sentential subject with wh question on the subject:
What annoys the emu? (That Bill ate all of the artichokes)
(These also get a WOnxOVnx1 parse)

### 1.3 features

S\_q.b:<extracted> = +

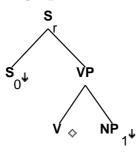
S\_q.b:<inv> = S\_r.t:<inv>
S\_r.b:<assign-comp> = inf\_nil/ind\_nil
S\_r.t:<comp> = nil
S\_r.b:<assign-comp> = VP.t:<assign-comp>
S\_r.b:<assign-case> = VP.t:<assign-case>

 $S_q.b:<wh> = NP_0:<wh>$  $<math>S_q.b:<comp> = nil$ 

```
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_0:<trace> = S_0.t:<trace>
NP_0:<wh> = +
S_r.b:\langle agr \rangle = VP.t:\langle agr \rangle
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
VP.b:<agr> = V.t:<agr>
VP.b:<mode> = V.t:<mode>
VP.b:<tense> = V.t:<tense>
VP.b:<mainv> = V.t:<mainv>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<compar> = -
NP_1.t:<case> = acc
S_r.t:<conj> = nil
```

# 2 Tree "alphas0Vnx1"

# 2.1 graphe



### 2.2 comments

Sentential subject:
John eating artichokes annoyed Bill
to eat artichokes thrills Max
for the emu to eat artichokes worried the gorilla
whether to eat artichokes worried Max

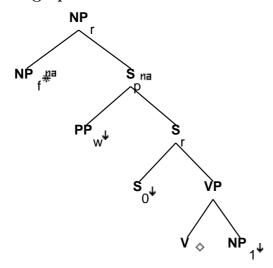
#### 2.3 features

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

```
S_r.b:<mainv> = VP.t:<mainv>
S_r.b:<passive> = VP.t:<passive>
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
VP.t:<agr pers> = 3
S_0.t:<mode> = inf/ind
S_0.t:<comp> = that/for/whether/nil
S_0.t:<assign-comp> = inf_nil
S_0.t:<inv> = -
S_0.t:<extracted> = -
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
VP.b:<agr> = V.t:<agr>
VP.b:<mode> = V.t:<mode>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<assign-case> = V.t:<assign-case>
VP.b:<tense> = V.t:<tense>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
NP_1.t:\langle case \rangle = acc
```

# 3 Tree "betaNpxs0Vnx1"

### 3.1 graphe



### 3.2 comments

Sentential subject:

John eating artichokes annoyed Bill to eat artichokes thrills Max for the emu to eat artichokes worried the gorilla whether to eat artichokes worried Max

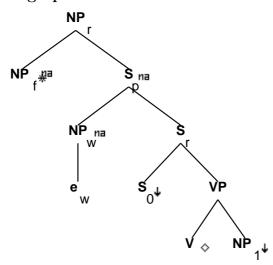
#### 3.3 features

 $S_r.b:<extracted> = -$ 

```
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>
VP.b:<agr num> = sing
VP.b:<agr pers> = 3
VP.b:<agr 3rdsing> = +
S_0.t:<mode> = inf/ind
S_0.t:<comp> = that/for/whether/nil
S_0.t:<assign-comp> = inf_nil
S_0.t:<inv> = -
S_0.t:<extracted> = -
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
VP.b:\langle agr \rangle = V.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:<mainv> = V.t:<mainv>
VP.b:<compar> = -
NP_1.t:\langle case \rangle = acc
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
NP_r.b: < rel-clause > = +
NP_f.b:<case> = nom/acc
```

### 4 Tree "betaNcs0Vnx1"

## 4.1 graphe



#### 4.2 comments

Sentential subject:
John eating artichokes annoyed Bill
to eat artichokes thrills Max
for the emu to eat artichokes worried the gorilla
whether to eat artichokes worried Max

#### 4.3 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>
VP.b:<agr num> = sing
VP.b:<agr pers> = 3
VP.b:<agr 3rdsing> = +
S_0.t:<mode> = inf/ind
S_0.t:<comp> = that/for/whether/nil
S_0.t:<assign-comp> = inf_nil
S_0.t:<inv> = -
S_0.t:<extracted> = -
VP.b:<passive> = V.t:<passive>
V.t:<passive> = -
```

```
\label{eq:VP.b: agr} $$ VP.b: <agr> = V.t: <agr> 
VP.b:<mode> = V.t:<mode>
VP.b:<assign-comp> = V.t:<assign-comp>
VP.b:<tense> = V.t:<tense>
VP.b:<mainv> = V.t:<mainv>
VP.b:<compar> = -
NP_1.t:\langle case \rangle = 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>
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
```