

Project and attach probabilities (conditioned on left corner and goal slot)														
l. corner	goal categ.	P(attach)	Pr(TOP*S)	Pr(S\VP*eat*VP)	Pr(N*girl)	Pr(NP*chocolate)	Pr(V*eat)	Pr(NP\N*girl*N)	Pr(NP*DET*NP\N)	Pr(DET*the)	Pr(VP\NP*chocolate*NP)	Pr(VP*V*VP\NP)	Pr(S*NP*S\VP)	Pr(START*~TOP)
DET	TOP								1					
N	N	1												
NP	NP	1												
NP	TOP													
S	TOP		1										1	
V	VP											1		
VP	VP	1												
chocolate	NP					1								
eats	VP						1							
girl	N				1									
the	TOP									1				

Table 1: Left corner probabilities computed directly from labels in treebank

Shift probabilities (conditioned on starred nonT and its right sister)					
starCat.	goalCat.	Sh(chocolate)	Sh(girl)	Sh(the)	Sh(eats)
NP/N	-				
S/VP	-				
START	TOP	0,25	0,25	0,25	0,25
VP/NP	-				

Table 2: Left corner probabilities estimated from treebank