# Forest Quickstart Guide for Linguists

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## 1 Introduction

Forest is a package for drawing linguistic trees developed by Sašo Živanović. This manual provides a quickstart guide for linguists with just the essential things that you need to get started. More extensive documentation is available from the CTAN-archive. Forest is based on the

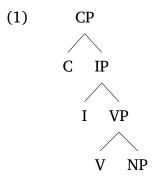
TikZ package; more information about its commands, in particular those controlling the appearance of the nodes, the arrows, and the highlighting can be found in the TikZ documentation.

# 2 Loading Forest

In your preamble, put

\usepackage[linguistics]{forest}

The linguistics option makes for nice trees, in which the branches meet above the two nodes that they join; it will also align the example number (provided by linguex) with the top of the tree:



### 3 Basic Usage

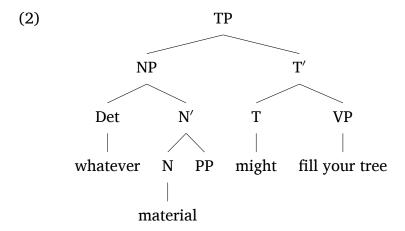
Forest uses a familiar labelled brackets syntax. The code below will output the tree in (1) above (\ex. requires the linguex package and provides the example number):

```
\ex. \begin{forest}
[CP[C][IP[I][VP[V][NP]]]]
\end{forest}
```

Forest will parse the above code without problem, but you will soon get lost in your labelled brackets with more complicated trees if you write the code this way. The better alternative is to arrange the nodes over multiple lines:

One important caveat: be careful not to insert any empty lines in your code, as forest will not be able to parse those.

Forest automatically positions nodes in the tree depending on their internal complexity, i.e. the material that they dominate, as shown in the following example. Notice in particular how the horizontal spacing between the nodes varies according to what the nodes dominate.

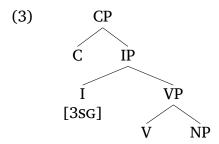


# 4 Adjusting node spacing

Although forest will arrange the nodes in the tree for you, you can still adjust both the horizontal and the vertical spacing, and the empty space around the nodes. The horizontal spacing is controlled by the s sep command, the vertical (or level) spacing by the 1 command. The inner sep command controls the empty space around the nodes.

You can specify absolute values for these parameters, as in the example below, or increase or decrease their default values as calculated by forest. This is done either by multiplication (e.g. 1\*=3 multiplies the default level distance by 3), or by addition or subtraction (e.g. 1+=3mm adds 3mm to the default level distance, 1-=3mm subtracts 3mm).

These parameters can be applied globally, to the entire tree, as follows:



This tree has wider horizontal spacing, less level distance, and less empty space around the nodes than the tree in (1). Also notice how we can get square brackets in a tree, as in the [3SG] feature set under I. Normally, forest would interpret square brackets as instructions to create a new node, but by enclosing them between {} they will appear in the output.

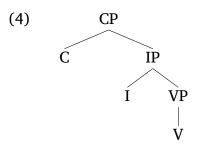
If you like this way the tree looks, you might want to use the level, inner sep and s sep settings for all your trees. This can be done by adding the relevant settings to your preamble (following the \usepackage[linguistics]{forest} command):

```
\forestset{
default preamble={for tree={s sep=10mm, inner sep=0, l=0}}
```

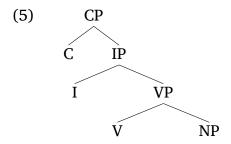
The commands that adjust horizontal and vertical spacing can also be applied locally, either to a single node, or to all the nodes dominated by a node (i.e. a subtree). Applying the parameter to a single node is done by putting a comma after the node label and then issuing the relevant command, as shown in (4).

The comma following the node label CP is an instruction to forest that whatever follows it is not part of the node label, but an instruction for typesetting, in this case to adjust the value for the s sep at this node. We

will come across such commas on multiple occasions later on. This means your node labels must be placed between {} if they contain commas.



In (4), the daughters of the CP node get increased horizontal spacing; the setting at the CP node overrides the global setting for the rest of the tree. You can also apply the setting to a subtree by applying the for tree command to a particular node:



Here increased horizontal distance has been applied to the subtree dominated by IP.

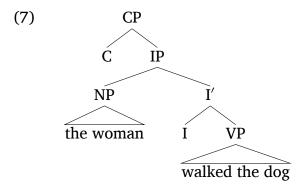
In order to produce a slanted rather than a vertical line under a non-branching node, you can insert a phantom node. A phantom node has no

label; the phantom command tells forest not to draw a line to this phantom node, as in the example below. Without the phantom node, a vertical line would connect CP to IP:

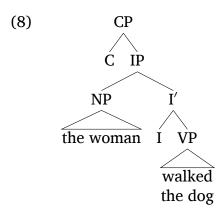
The notation [,phantom] should be understood as follows: following the opening bracket, there is no node label. The instruction phantom following the comma tells forest to create an invisible branch as a sister to IP.

### 5 Triangles

Triangles are easy to produce with the roof command, which you put following the node label of the node that you want a triangle above.

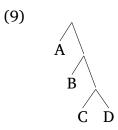


Sometimes you may want to reduce the width of a triangle in order to get a more balanced tree. This is easily done by putting a double backslash before the terminals that you want to move to a line below:



#### 6 Unlabelled nodes

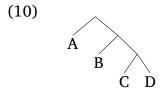
Sometimes you want to leave nodes in the tree unlabelled. Just leaving out these labels is fine as far as the forest syntax is concerned, but the result shows a rather uncomfortable gap where the node label would normally be:



The solution is to define a style, which is called fairly nice empty nodes, and which is best put in the document preamble.

We can now specify this is style in the code of the above tree, as follows:

The result is shown in (10).



# 7 Horizontal alignment of terminals

You can align all the terminals horizontally with the tier=word command.

```
\ex. \begin{forest}
for tree={s sep=10mm, inner sep=0, l=0}
[CP
        [C [that, tier=word]]
        [IP
                 [NP [the woman, roof, tier=word]]
                 [I$'$
                         [I [\textsc{pst}, tier=word]]
                         [VP [walk the dog, roof, tier=word]]
                 ]
        ]
\end{forest}
(11)
                   CP
                              ĺΡ
                    NP
                                       ÌΊ
                                             VΡ
```

### 8 Arrows

that

the woman

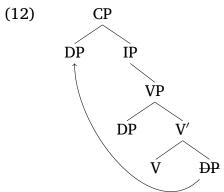
Arrows are drawn using the \draw command. This command takes two arguments, which specify the source and the target of the movement, re-

**PST** 

walk the dog

spectively. The source and the target are defined by giving a name to the relevant nodes in the tree with the name command. In the example below, the target is named tgt, and the source src. The \draw command (which follows TikZ syntax) tells forest to draw a line from src to tgt. Place the command following the final closing bracket of your tree.

The optional argument of draw is used to specify the placement of the arrow (up [->], or down [<-], both [<->], or none [-]), and the line style (e.g. dotted). You can also specify where exactly at the source and target nodes the line should start and end by specifying this as an option with the to command; this is done using the option setting south for the bottom of the node, north for the top, south west for bottom left, etc.

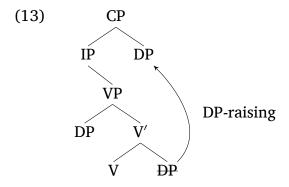


Do not forget the semicolon at the end of the \draw command. Note that the \sout command (to produce strikeout in the moved DP) requires the following line in your preamble: \usepackage[normalem] {ulem}.

The default arrow tips are rather tiny, which may be improved upon by specifying the stealth' option in the \draw command, as shown in (13) below. The use of this option requires that you add the following lines to your preamble:

```
\usepackage{tikz}
\usetikzlibrary{arrows}
```

The settings of the in and out options allow you to control the placement of arrows. This is shown in (13), where the arrow appears at the right hand side of the tree, and with a curve that is the mirror image of the one in (12).



The example also adds an annotation to the arrow, by adding a node preceding the target of the arrow. The option pos lets you position the anno-

tation nearer the source (0) or the target (1) of the arrow (pos=0.5 places it in the middle), the xshift option controls horizontal placement. The default is that the annotation will be placed on the line, so you will probably want to shift it a bit to the left or right to put it beside the line. Vertical spacing is controlled with yshift. If you specify more than one option, place commas between them.

You can also add annotations near nodes in the tree, as in (14) below. In this case, the \draw command is put following the closing bracket of the node where you want the annotation to appear, and the entire command needs to be enclosed within { }. The option node [right] controls whether the annotation appears to the left or the right of the node. The option (.west) controls the point of attachment or anchor of the annotation.

```
\ex. \begin{forest}
for tree={s sep=10mm, inner sep=0}
[CP
[DP] { \draw (.west) node[left]{\textit{the subject} $\Leftarrow$}; }
[TP]
] { \draw (.east) node[right]{$\Rightarrow$ \textit{the clause}}; }
\end{forest}

CP \Rightarrow the clause
```

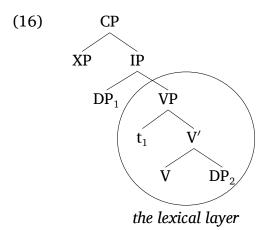
Notice how forest automatically moves the entire tree to the right to make room for the annotation on the left side of the tree.

# 9 Highlighting

the subject  $\Leftarrow$  DP

The simplest type of highlighting of individual nodes is done by applying formatting (like bold or italic) to the node labels. Fancier forms of highlighting are achieved with the draw command, as in the following example:

A subtree can be highlighted with a box, circle, or ellipse around it by specifying a TikZ command following the node label, as in the following example:



Note how TikZ commands are preceded by a comma following the node label, and placed inside  $\{\ \}$ .