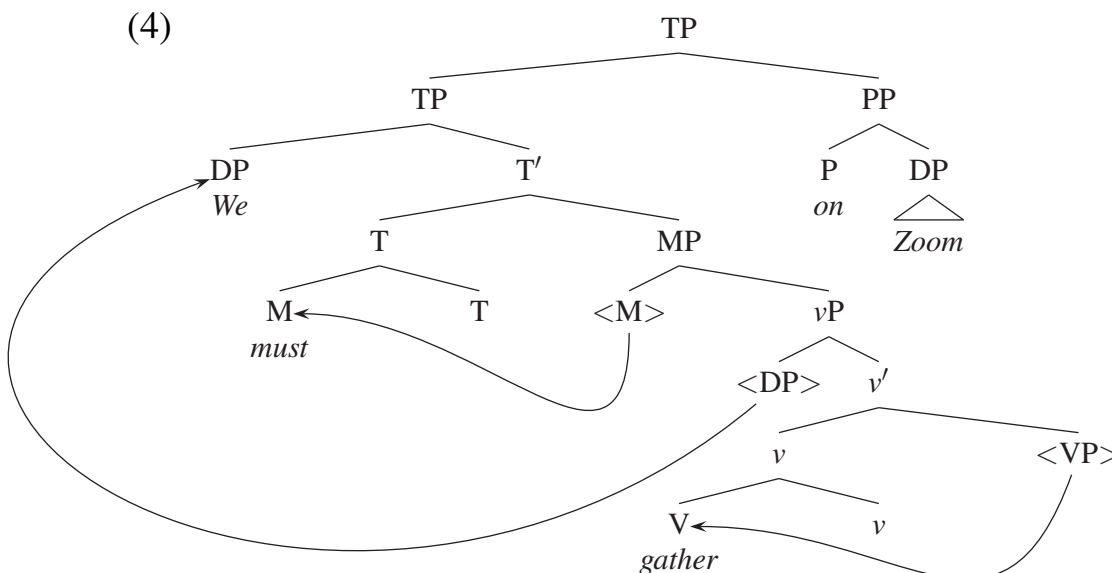


A few simple trees. A couple of short things to try in order to practice making trees, and also try your hand at drawing a couple of trees involving *do*-support. An example tree, drawn the way I usually do it, and then using qtree+dvips, is below, along with the qtree+dvips code if you wanted to try using LaTeX to do trees.

- (1) The network is barely functioning.
- (2) They did not explode.
- (3) We did not buy bagels.

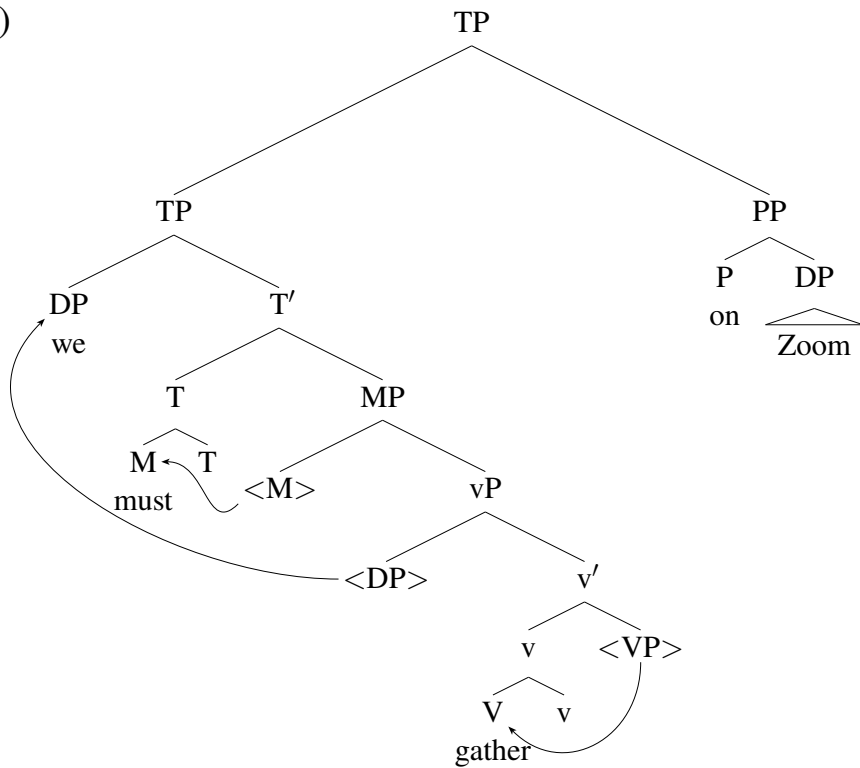
Example: *We must gather on Zoom.*



A couple of qtree-dvips notes (relating to the tree code below): In order to print the < and > signs in Overleaf around the traces, you need to surround the < with \$ symbols (puts it into “math mode”). The same is true for [and], they also need \$ symbols around them. The \\ symbols mean essentially “line break” and can be used to put a label immediately above another. For the strikethrough in the example in the second section you need to include `\usepackage{soul}` at the top of your document as well as the others.

(To reiterate, you do not *need* to make trees with qtree-dvips, you can just draw them and take a photo. But if you were interested, I have included a couple of these examples.)

(5)



\Tree

[.TP

[.TP \node{subj}DP\\we

[.T\1

[.T \node{m}M\\must T]

[.MP \node{tm}{\\$<M\\$>\\$}

[.vP \node{tsubj}{\\$<DP\\$>\\$}

[.v\1

[.v \node{v}V\\gather v]

\node{tv}{\\$<VP\\$>\\$}

].v\1

].vP

].MP

].T\1

].TP

[.PP P\\on \qroof{Zoom}.DP]

].TP

\anodecurve[b1]{tm}[r]{m}{0.3in}

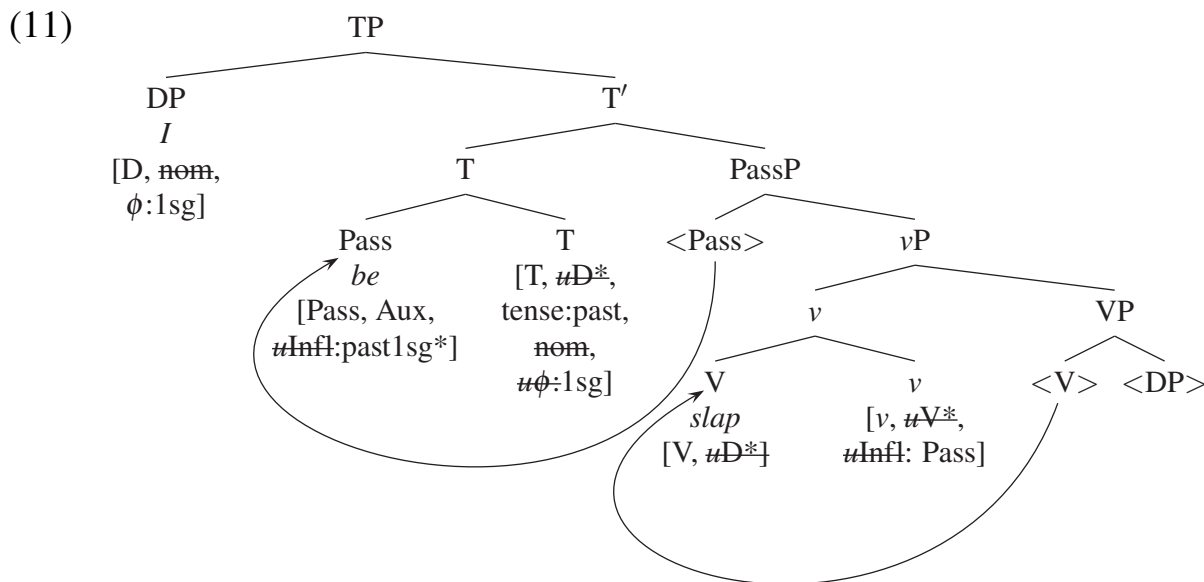
\anodecurve[b]{tv}[br]{v}{0.5in}

\anodecurve[l]{tsubj}[bl]{subj}{1.1in}

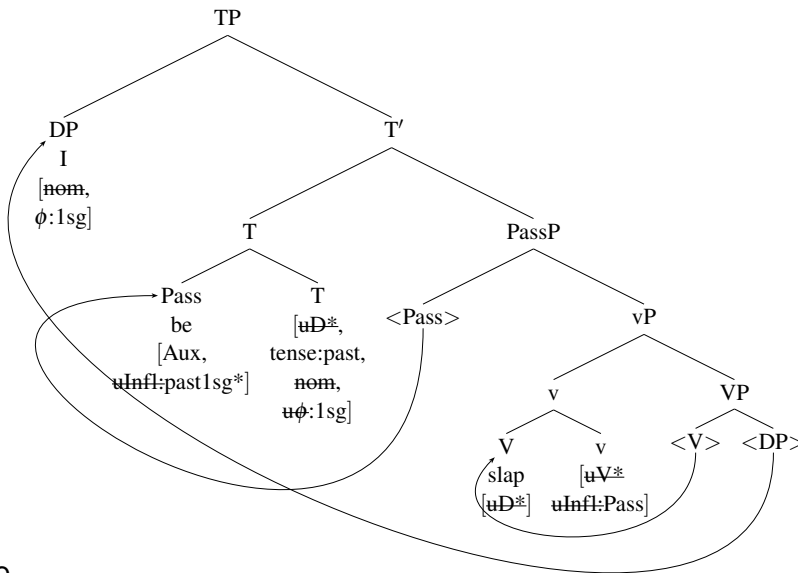
A few less simple trees. Draw the structures for the following sentences. Follow the examples from the handouts. In this homework, we're interested mostly in the case and agreement features, but write all uninterpretable features under the head they belong to, as in previous homeworks. Cross out the features as they are checked. If you move a head, draw the complex head (Adjunction). If you move anything, draw < > around the trace. Follow the example below. You should draw the final (complete) tree, rather than steps—and if something moves, draw it in its moved (final) position.

- (6) The giant puddle evaporated in the sunlight.
- (7) Snow melts.
- (8) A blizzard was predicted.
- (9) The bagel was not eaten by me.
- (10) A surprised whale contemplated the approaching ground.

Example: *I was slapped.*



(12)



\Tree

[.TP

\node{subj}DP\\I\\\$[\\$\\st{nom},\\\\$\\phi\$:1sg\$]\$

[.T\1

[.T

\node{auxtarget}Pass\\be\\\$[\\$Aux,\\\\$\\st{uInfl:}past1sg*\$]\$

T\\\$[\\$\\st{uD*},\\\\$tense:past,\\\\$\\st{nom},\\\\$\\st{u\$\\phi\$:1sg\$}]\$

].T

[.PassP

\node{auxtrace}{\\$<Pass\$>}

[.vP

[.v

\node{v}V\\slap\\\$[\\$\\st{uD*}]\$

v\\\$[\\$\\st{uV*}\\\\$\\st{uInfl:}Pass\$]\$

].v

[.VP

\node{tv}{\\$<V\$>}

\node{tsubj}{\\$<DP\$>}

].VP

].vP

].PassP

].T\1

].TP

\anodecurve[b]{tv}[b1]{v}{1.1in}

\anodecurve[b]{tsubj}[b1]{subj}{2.8in}

\anodecurve[b]{auxtrace}[1]{auxtarget}{3.3in}