

<b>( &gt; SUBJ )=fl , ( &gt; OBJ )=fl</b>	In LFG, “I am the subject of the node that dominates me” or “I am the object of the node that dominates me.”
<b>&gt; =fl</b>	In LFG “All the functional information I contain, my mother also contains.”
<b>Accusative</b>	The form of a noun in object position ( <i>me, you, him, her, it, us, them</i> )
<b>Acquisition</b>	The gathering of subconscious information (like language).
<b>Adjunct Clause</b>	An embedded clause in an adjunct position.
<b>Adjunct Rule</b>	$X' \rightarrow X' (ZP)$ or $X' \rightarrow (ZP) X'$
<b>Adjunct</b>	Sister to $X'$ , daughter of $X'$ .
<b>Affix Lowering</b>	The lowering of inflectional suffixes to attach to their verb. The <i>predicate</i> defines the relation between the individuals being talked about and the real world – as well as with each other.
<b>Agent</b>	The doer of an action (under some definitions must be capable of volition).
<b>Anaphor</b>	A word that ends in <i>-self</i> or <i>-selves</i> (a better definition will be given in chapter 4).
<b>Anaphor</b>	An NP that obligatorily gets its meaning from another NP in the sentence.
<b>Annotated C-structure</b>	A c-structure annotated with the functional equations which map it to the f-structure.
<b>Antecedent</b>	An NP that gives its meaning to a pronoun or anaphor.
<b>Antecedent</b>	The noun an anaphor refers to.
<b>Argument Structure</b>	The number of arguments that a predicate takes.
<b>arguments</b>	are the entities who are participating in the relation.
<b>Asterisk *</b>	used to mark syntactically ill-formed (unacceptable or ungrammatical) sentences. The hash mark, pound, or number sign (#) is used to mark semantically strange, but syntactically well-formed, sentences.
<b>A-structure</b>	Argument structure. The LFG equivalent of the theta grid.
<b>Asymmetric C-command</b>	A asymmetrically c-commands B if A c-commands B but B does <i>not</i> c-command A.
<b>Attribute Value Matrix (AVM)</b>	In LFG, A matrix that has an attribute (or function) on the left and its value on the right. The set of all AVMs for a sentence form the sentence’s f-structure.
<b>Bare Phrase Structure (BPS)</b>	Not discussed beyond a mention in this textbook. This is a simplification of X-bar theory.
<b>Benefactive</b>	The entity for whose benefit the action is performed.
<b>Binding Domain</b>	The clause (for our purposes).
<b>Binding Principles</b>	<i>Principle A</i> An anaphor must be bound in its binding domain. <i>Principle B</i> A pronoun must be free in its binding domain. <i>Principle C</i> An R-expression must be free.
<b>Binds</b>	A binds B if and only if A c-commands B <i>and</i> A and B are coindexed.
<b>Bounding Nodes:</b>	NP and TP.
<b>Branch</b>	A line connecting two parts of a tree.
<b>Burzio’s Generalization</b>	The idea that if a verb does not assign an external argument (i.e., is passive or unaccusative), then it can’t assign accusative case.
<b>Case Filter</b>	All NP/DPs must be marked with Case.
<b>Case</b>	NP/DPs get a special morphological form depending on where they are in the sentence. Nominative is found on subjects (specifier of finite T). Accusative is found on objects (complement to V).
<b>Case</b>	The form a noun takes depending upon its position in the sentence. We discuss this more in chapter 9.
<b>C-command (formal)</b>	Node A c-commands node B if every branching node dominating A also dominates B <i>and</i> neither A nor B dominates the other.
<b>C-command (informal)</b>	A node c-commands its sisters and all the daughters (and granddaughters, and great-granddaughters, etc.) of its sisters.
<b>Clausal Subject Construction</b>	A sentence where a clause appears in the specifier of TP. E.g., <i>[That Jean danced the rumba] is likely.</i>
<b>Clause</b>	A subject and a predicate phrase.

<b>Closed Class</b>	Parts of speech that are closed class don't allow new coinages: D, P, Conj, C, etc.
<b>Coherence</b>	In LFG, All the governable grammatical functions in an f-structure must be governed by a local predicate.
<b>Coindexed</b>	Two NPs that have the same index (i, j, k, etc.) are said to be coindexed.
<b>Complement Clause</b>	An embedded clause in a complement position.
<b>Complement Rule</b>	$X' \rightarrow X$ (WP) or $X' \rightarrow (WP) X$
<b>Complement</b>	Sister to X, daughter of X'.
<b>Complementizer Phrase (CP)</b>	
<b>Completeness</b>	Replaces S' rule. Uses X-bar theory: [ <sub>CP</sub> [ <sub>C</sub> C TP ]] In LFG, An f-structure must contain all the governable grammatical functions that its predicate governs.
<b>Compositional</b>	The idea that the semantics of the sentence can be read off of the constituency tree. This idea is shared by P&P and HPSG, but is rejected by LFG.
<b>Constituency tests</b>	Tests that show that a group of words function as a unit. There are four major constituency tests: <b>movement</b> , <b>coordination</b> , <b>stand alone</b> , and <b>replacement</b> .
<b>Constituent of Constituent</b>	A is a constituent of B if and only if B dominates A.
<b>Constituent</b>	A set of nodes exhaustively dominated by a single node.
<b>Constituent Construct Genitive's-Genitive</b>	A group of words that functions together as a unit.
<b>Control Theory</b>	Possessor 's possessed  The theory that governs how PRO gets its meaning. There appear to be syntactic factors (the controller must c-command PRO), thematic factors (what NP does the controlling is dependent upon what main clause predicate is present), and pragmatic factors involved.
<b>Corefer</b>	Two NPs that are coindexed are said to corefer (refer to the same entity in the world).
<b>Coreference Tags</b>	In HPSG, Numbers written in boxes (e.g., <span style="border: 1px solid black; padding: 0 2px;">1</span> ) that show that two items are identical in a SYN-SEM structure or between SYN-SEM structures.
<b>Corpus (pl. Corpora)</b>	A collection of real-world language data.
<b>Covert Movement</b>	Movement between S-structure and LF (silent movement).
<b>C-structure</b>	Constituent structure. The tree in LFG. Roughly equivalent to S-structure in P&P.
<b>Daughter</b>	B is the daughter of A if B is immediately dominated by A.
<b>Descriptive Grammar</b>	A scientific grammar that describes, rather than prescribes, how people talk/write.
<b>Descriptively Adequate Grammar</b>	A grammar that accounts for observed real-world data and native speaker judgments.
<b>Determiner Phrase (DP)</b>	Replaces D in NP. Uses X-bar theory: D heads its own phrase: [ <sub>DP</sub> [ <sub>D'</sub> D NP]]
<b>Direct Object</b>	NP daughter of VP.
<b>Ditransitive</b>	A predicate that takes three arguments.
<b>Do-insertion (Do-support)</b>	When there is no other option for supporting inflectional affixes, insert the dummy verb <i>do</i> into T.
<b>Dominance</b>	Node A dominates node B if and only if A is higher up in the tree than B and if you can trace a branch from A to B going only downwards.
<b>Do-so-replacement</b>	Replace a V' with <i>do so</i> .
<b>Doubly Filled CP Filter</b>	(English only) * [ <sub>CP</sub> WH that/if/whether]
<b>D-structure</b>	The level of the derivation created by the base, and has had no transformations applied to it.
<b>Economy Conditions</b>	Not looked at extensively in this book. These are conditions that hold between derivations. If you have a pair of derivations where one has fewer movements, shorter movements, or later movements than the other, than the first is preferred. Shortest Move is the economy condition variant of the MLC.
<b>Embedded Clause/Subordinate Clause</b>	A clause inside of another.

<b>Exhaustive Domination</b>	Node A exhaustively dominates a <i>set</i> of nodes {B, C, ... , D}, provided it dominates all the members of the set (so that there is no member of the set that is not dominated by A) <i>and</i> there is no node G dominated by A that is not a member of the set.
<b>Existential Quantifier (\$)</b>	Words like <i>some</i> , or <i>a</i> .
<b>Experiencer</b>	The argument that perceives or experiences an event or state.
<b>Explanatorily Adequate Grammar</b>	
	A grammar that accounts for observed real-world data and native speaker intuitions and offers an explanation for the facts of language acquisition.
<b>Expletive (or Pleonastic) Pronouns</b>	
	A pronoun (usually <i>it</i> or <i>there</i> ) without a theta role. Usually found in subject position.
<b>Expletive Insertion</b>	Insert an expletive pronoun into the specifier of TP.
<b>Extended Projection Principle (EPP)</b>	
	All clauses must have subjects, Lexical Information is syntactically represented.
<b>External Theta Role</b>	The theta role associated with subject NPs/DPs or CPs.
<b>Extraposition</b>	A sentence (often an alternate of a clausal subject construction) where there is an expletive in the subject position and a clausal complement. E.g., <i>It is likely that Jean danced the rumba.</i>
<b>F-description</b>	In LFG, the set of all functional equations. Defines the mapping between c-structure and f-structure.
<b>Feature Satisfaction (sometimes loosely called Unification)</b>	
	The idea that all the features in a SYN-SEM structure must match. The rough equivalent of feature checking in P&P/Minimalism.
<b>Free Genitive/of-Genitive</b>	Possessed of the possessor
<b>Free</b>	Not bound.
<b>F-structure</b>	In LFG, The level of representation where grammatical functions are unified.
<b>Full Interpretation</b>	Features must be checked in a local configuration.
<b>Functional Categories</b>	Categories like T, C, D, and P. These are the categories that hold the sentence together. (Not discussed extensively in this chapter.)
<b>Functional Control</b>	The LFG equivalent of control, indicated with a curved line linking two AVMs in a f-structure.
<b>Functional Equation</b>	An equation that maps one variable to another (e.g., $(f_1 \text{ SUBJ}) = f_2$ says that $f_2$ maps to $f_1$ 's SUBJ function).
<b>Gender (Grammatical)</b>	Masculine vs. Feminine vs. Neuter. Does not have to be identical to the actual sex of the referent. For example, a dog might be female, but we can refer to it with the neuter pronoun <i>it</i> . Similarly, boats don't have a sex, but are grammatically feminine.
<b>Generative Grammar</b>	A theory of linguistics in which grammar is viewed as a cognitive faculty. Language is generated by a set of rules or procedures. The version of generative grammar we are looking at here is primarily the <b>Principles and Parameters approach</b> (P&P) touching occasionally on <b>Minimalism</b> .
<b>Goal</b>	The end point of a movement.
<b>Golden Rule of Tree Structure.</b>	
	Modifiers are always attached within the phrase they modify.
<b>Grammar</b>	Not what you learned in school. This is the set of rules that generate a language.
<b>Grammatical Function</b>	From LFG, Same thing as a grammatical relation.
<b>Head Feature Principle</b>	In HPSG, The HEAD value of any headed phrase is identical to the HEAD value of the head daughter.
<b>Head Mobility</b>	In LFG, The idea that lexical items can take different categories depending upon their features. E.g., a tensed verb in French is of category T, whereas an untensed one is a V. This derives head-to-head movement effects.
<b>Head</b>	The word that gives its category to the phrase.
<b>Hierarchical Structure</b>	Constituents in a sentence are embedded inside of other constituents.
<b>Immediate Constituent of</b>	A is an immediate constituent of B if and only if B immediately dominates A.
<b>Immediate Precedence</b>	A immediately precedes B if there is no node G that follows A but precedes B.
<b>Immediately Dominate</b>	Node A immediately dominates node B if there is no intervening node G that is dominated by A, but dominates B. (In other words, A is the first node that dominates B.)
<b>Index</b>	A subscript mark that indicates what an NP refers to.

<b>Innate</b>	Hardwired or built in, an instinct.
<b>Instrument</b>	A tool with which an action is performed.
<b>Internal Theta Role</b>	The theta role associated with objects or indirect objects.
<b>Intransitive</b>	A predicate that takes only one argument.
<b>Island</b>	A phrase that contains (dominates) the <i>wh</i> -phrase, and that you may not move out of.
<b>Label</b>	The name given to a node (e.g., N, NP, S, etc.).
<b>Language (capital L)</b>	The psychological ability of humans to produce and understand a particular language. Also called the <b>Human Language Capacity</b> . This is the object of study in this book.
<b>language (lower-case l)</b>	A language like English or French. These are the particular instances of the human Language. The data source we use to examine Language is language.
<b>Learning</b>	The gathering of conscious knowledge (like linguistics or chemistry).
<b>Lexical Item</b>	Another way of saying “word.” A lexical item is an entry in the mental dictionary.
<b>Lexical Rule of Passives</b>	Passives in LFG are entirely lexical. There is no syntactic movement:

$(\uparrow \text{PRED}) = \langle (\uparrow \text{SUBJ}), (\uparrow \text{OBJ}) \rangle$

+en



$(\uparrow \text{PRED}) = \langle \emptyset, (\uparrow \text{SUBJ}) \rangle$

<b>Open function (XCOMP)</b>	In LFG, A function with a missing argument (e.g., a non-finite clause).
<b>Lexicon</b>	The mental dictionary or list of words. Contains all irregular and memorized information about language, including the argument structure (theta grid) of predicates.
<b>Local Configuration</b>	[WH], [NOM] features: Specifier/Head configuration. [ACC] features: Head/Complement configuration. [PST] etc, [Q] features: Head-head configuration.
<b>Locality Condition on Theta Role Assignment</b>	Theta roles must be assigned within the same clause as the predicate that assigns them.
<b>Locality Constraint</b>	A constraint on the grammar, such that two syntactic entities must be “local” or near to one another.
<b>Location</b>	The place an action or state occurs.
<b>Logical Form (LF)</b>	The semantic/interpretive system.
<b>Logical Problem of Language Acquisition</b>	The proof that an infinite system like human language cannot be learned on the basis of observed data – an argument for UG.
<b>Matrix, Matrix, or Main Clause</b>	A clause that isn’t dominated by anything.
<b>Merge</b>	The name of the single phrase structure rule used in BPS. (Not discussed extensively in this chapter.)
<b>Metavariable</b>	In LFG, A variable over variables. $\uparrow$ = my mother’s variable, $\downarrow$ = my variable.
<b>Morphology of Passives</b>	The suffix <i>-en</i> : a) absorbs a verb’s external theta role b) absorbs a verb’s ability to assign accusative Case to its sister.
<b>Mother</b>	A is the mother of B if A immediately dominates B.
<b>Move (very informal version)</b>	Move something somewhere.
<b>Movement Paradoxes</b>	When the form or behavior of a moved item is not identical to the form or behavior of the item in its base position.
<b>Native Speaker Judgments (intuitions)</b>	Information about the subconscious knowledge of a language. This information is tapped by means of the grammaticality judgment task.
<b>No Crossing Branches Constraint</b>	If node X precedes another node Y then X and all nodes dominated by X must precede Y and all nodes dominated by Y.
<b>Node</b>	The end of a branch.
<b>Nominative</b>	The form of a noun in subject position ( <i>I, you, he, she, it, we, they</i> )

<b>Non-terminal Node (revised)</b>	A node that dominates something. (A node that is a mother.)
<b>NP/DP Movement</b>	Move an NP/DP to a specifier position.
<b>Null Subject Parameter</b>	The parameter switch that distinguishes languages like English, which require an overt subject, from languages like Italian that don't, and allow <i>pro</i> .
<b>Number</b>	The quantity of individuals or things described by a noun. English distinguishes singular (e.g., <i>a cat</i> ) from plural (e.g., <i>the cats</i> ). Other languages have more or less complicated number systems.
<b>Object Control</b>	A sentence where there is a PRO in the embedded non-finite clause that is controlled by the object argument of the main clause. E.g., <i>John wants Bill<sub>i</sub> PRO<sub>i</sub> to leave</i> .
<b>Object</b>	NP daughter of VP.
<b>Object of Preposition (preliminary)</b>	NP daughter of PP.
<b>Obligatory vs. Optional Control</b>	Obligatory control is when the PRO must be controlled: <i>Jean<sub>i</sub> is reluctant PRO<sub>i</sub> to leave</i> . Optional control is when the NP can be controlled or not: <i>Robert<sub>i</sub> knows that it is essential [PRO<sub>ij</sub> to be well behaved]</i> .
<b>Observationally Adequate Grammar</b>	A grammar that accounts for observed real-world data (like corpora).
<b>One-replacement</b>	Replace an N' node with <i>one</i> .
<b>Open Class</b>	Parts of speech that are open class can take new members or coinages: N, V, A.
<b>Outrank</b>	In HPSG, A phrase A outranks a phrase B just in the case where A's SYN-SEM structure precedes B's SYN-SEM structure on some ARG-ST list.
<b>Overt Movement</b>	Movement between D-structure and S-structure (heard/pronounced movement).
<b>Parameterization</b>	The idea that there is a fixed set of possibilities in terms of structure (such as the options in the X-bar framework), and people acquiring a language choose from among those possibilities.
<b>Parts of Speech (a.k.a word class, syntactic categories)</b>	
<b>Passives</b>	The labels we give to constituents (N, V, A, P, NP, VP, etc.). Assigned distributionally. A particular verb form where the external argument (often the agent or experiencer) is suppressed and the theme appears in subject position. The movement of the theme is also an instance of NP/DP movement.
<b>Person</b>	The perspective of the participants in the conversation. The speaker or speakers ( <i>I, me, we, us</i> ) are called first person. The listener(s) ( <i>you</i> ), are called the second person. Anyone else (those not involved in the conversation) ( <i>he, him, she, her, it, they, them</i> ), are called the third person.
<b>Phonetic Form (PF)</b>	The component of grammar where phonology occurs.
<b>Pragmatics</b>	The science that looks at how language and knowledge of the world interact.
<b>Precedence</b>	Node A precedes node B if and only if A is to the left of B and neither A dominates B nor B dominates A <i>and</i> every node dominating A either appears to the left of B or dominates B.
<b>Predicate Phrase</b>	A group of word that attributes a property to the subject. (In most sentences this is the VP, although not necessarily so.)
<b>Prescriptive Grammar</b>	The grammar rules as taught by so called "language experts." These rules, often inaccurate descriptively, prescribe how people should talk/write, rather than describe what they actually do.
<b>PRO (big PRO)</b>	A null (silent) NP found in Caseless positions (the specifier of non-finite TP).
<b>pro (Little pro or Baby pro)</b>	A null (silent) NP often found in languages with "rich" agreement. <i>pro</i> does get Case.
<b>PRO<sub>arb</sub></b>	Uncontrolled PRO takes an "arbitrary" reference. That is, it means something like <i>someone</i> .
<b>Pronoun</b>	An NP that may (but need not) get its meaning from another NP in the sentence.
<b>Proposition</b>	The thematic relation assigned to clauses.
<b>Quantifier Raising (QR)</b>	A covert transformational rule that moves quantifiers.
<b>Raising</b>	A specific instance of NP/DP movement. The NP/DP moves from the specifier of an embedded non-finite T to the specifier of a finite T in the main clause where it can get Case.
<b>Recipient</b>	A special kind of goal, found with verbs of possession (e.g., <i>give</i> ).

<b>Recursion</b>	The ability to embed structures iteratively inside one another. Allows us to produce sentences we've never heard before.
<b>Recursivity</b>	The property of loops in the phrase structure rules that allow infinitely long sentences, and explain the creativity of language.
<b>R-expression</b>	An NP that gets its meaning by referring to an entity in the world.
<b>Root Node (revised)</b>	The node that dominates everything, but is dominated by nothing. (The node that is no node's daughter.)
<b>Root <math>\emptyset</math> Complementizers (Null Complementizers)</b>	We claimed that all clauses are introduced by a complementizer, even main clauses.
<b>Root, Matrix, or Main Clause</b>	A clause that isn't dominated by anything.
<b>Scientific Method</b>	Observe some data, make generalizations about that data, draw a hypothesis, test the hypothesis against more data.
<b>Scope</b>	A quantifier's scope is the range of material it c-commands.
<b>Selectional Restrictions</b>	Semantic restrictions on arguments.
<b>Semantic Compositionality Principle</b>	In HPSG, in any well-formed phrase structure, the mother's RESTR value is the sum of the RESTR values of the daughters.
<b>Semantic Inheritance Principle</b>	In HPSG, in any headed phrase, the mother's mode and index values are identical to those of the head daughter.
<b>Semantic Judgment</b>	A judgment about the meaning of a sentence, often relying on our knowledge of the real world.
<b>Sisters</b>	Two nodes that share the same mother.
<b>Source</b>	The starting point of a movement.
<b>Specifier</b>	Sister to X', daughter of XP.
<b>Specifier Clause</b>	An embedded clause in a specifier position.
<b>Specifier Rule</b>	$XP \rightarrow (YP) X'$ or $XP \rightarrow X' (YP)$
<b>S-structure</b>	The output of transformations. What you say.
<b>Strong and Weak Features</b>	Another way of encoding overt/covert parameters. Features are marked as strong if they need to be checked overtly, and weak if they are checked covertly. This information is stored in the lexical entries of the words bearing the features.
<b>Subcategorizational Restrictions</b>	Restrictions on the syntactic category of an argument.
<b>Subjacency Condition (or Subjacency Constraint)</b>	<i>Wh</i> -movement may not cross more than one bounding node (but it may cross one).
<b>Subject</b>	A noun which has the property indicated by the predicate phrase. What the sentence is about. In most sentences, this is found in the specifier of TP.
<b>Subject (preliminary)</b>	NP daughter of S.
<b>Subject Control (also called <i>Equi</i>)</b>	A sentence where there is a PRO in the embedded non-finite clause that is controlled by the subject argument of the main clause. E.g., <i>John<sub>i</sub> is reluctant PRO<sub>i</sub> to leave.</i>
<b>Subject/Aux Inversion</b>	A means of indicating a <i>yes/no</i> question. Involves movement of T to $\emptyset_{[+Q]}$ complementizer for morphophonological reasons.
<b>Subject-to-object Raising (also called <i>Exceptional Case Marking</i> or <i>ECM</i>)</b>	A kind of NP movement where the subject of an embedded non-finite clause moves to the complement of the verb in the main clause to get accusative Case. E.g., <i>Jean wants Bill<sub>i</sub>[t<sub>i</sub> to dance].</i>
<b>Subject-to-subject Raising</b>	A kind of NP movement where the subject of an embedded non-finite clause moves to the specifier of TP of the main clause to get nominative Case. E.g., <i>Jean<sub>i</sub> is likely t<sub>i</sub> to dance.</i>
<b>Subordinate Clause</b>	A clause inside of another.
<b>Symmetric C-command</b>	A symmetrically c-commands B if A c-commands B and B c-commands A.
<b>SYN-SEM Structure</b>	In HPSG, The set of AVMS for a node, containing all the SYN, SEM and ARG-ST features.
<b>Syntactic Judgment</b>	A judgment about the form or structure of a sentence.

## **Syntactic Trees and Bracketed Diagrams**

	These are means of representing constituency. These are generated by rules.
<b>Syntax</b>	The level of linguistic organization that mediates between sounds and meaning, where words are organized into phrases and sentences.
<b>T → C Raising</b>	Move T to C, when there is a phonologically empty $\emptyset_{[+Q]}$ complementizer.
<b>T</b>	The category that contains both inflectional suffixes and auxiliaries.
<b>Tense Phrase (TP)</b>	Replaces S rule. Uses X-bar theory: $[_{TP} NP_{\text{subject}} [_T T VP ]]$
<b>Tensed or Finite Clause</b>	A clause that is tensed.
<b>Tenseless or Non-finite Clause</b>	A clause that isn't tensed (e.g., I want [ <i>Mary to leave</i> ]).
<b>Terminal Node (revised)</b>	A node that dominates nothing. (A node that is not a mother.)
<b>That-trace Filter (English only)</b>	* <i>That</i> trace <sub>wh</sub>
<b>The Computational Component</b>	The combinatorial, rule based, part of the mind. Where the rules and filters are found.
<b>The Minimal Link Condition (MLC)</b>	Movement must target the closest potential position.
<b>The Projection Principle</b>	Lexical information (like theta roles) is syntactically represented at all levels.
<b>The Theta Criterion</b>	a) Each argument is assigned one and only one theta role. b) Each theta role is assigned to one and only one argument.
<b>Thematic Relations</b>	Semantic relations between a predicate and an argument – used as a means of encoding subcategorizational and selectional restrictions.
<b>Theme</b>	The element undergoing the action or change of state.
<b>Theta Grid</b>	The schematic representation of the argument structure of a predicate, where the theta roles are listed.
<b>Theta Role</b>	A bundle of thematic relations associated with a particular argument (NPs/DPs or CPs).
<b>Transformation</b>	A rule that takes an X-bar generated structure and changes it in restricted ways.
<b>Transitive</b>	A predicate that takes two arguments.
<b>Unaccusatives</b>	Inherently passive verbs like <i>arrive</i> .
<b>Underdetermination of the Data</b>	The idea that we know things about our language that we could not have possibly learned – an argument for UG.
<b>Unification</b>	In LFG, All the features and functions associated with the f-structure must be compatible. (Similar to feature checking in Minimalism.)
<b>Uniqueness</b>	In a given f-structure, a particular attribute may have at most one value.
<b>Universal Grammar (UG)</b>	The innate (or instinctual) part of each language's grammar.
<b>Universal Quantifier ("")</b>	Words such as <i>every, each, all, any</i> .
<b>Universal</b>	A property found in all the languages of the world.
<b>V → T raising</b>	Move the head V to the head T (motivated by morphology).
<b>Valence Principle</b>	In HPSG, Unless the rule says otherwise, the mother's SPR and COMPS values are identical to those of the head daughter.
<b>Variables</b>	LFG uses variables ( $f_1, f_2, f_3, \dots$ , etc.) for each node on the c-structure which are used in the mapping between c-structure and f-structure.
<b>Verb Raising Parameter</b>	Verbs raise to T or T lowers to V.
<b>Verb raising Parameter:</b>	Overt/Covert
<b>VP-internal Subject Hypothesis</b>	The idea that all subjects (at least agents) start out in the specifier of VP, then move (in languages like English) to the specifier of TP.
<b>Wh-in-situ</b>	When a <i>wh</i> -phrase stays in its case position. E.g., <i>what</i> in <i>Who loves what?</i>
<b>Wh-movement</b>	Move a <i>wh</i> -phrase to the specifier of CP to check a <i>wh</i> -feature in C.
<b>Wh-Parameter:</b>	Overt/Covert
<b>Wide vs. Narrow Scope</b>	Wide scope is when one particular quantifier c-commands another quantifier. Narrow scope is the opposite.
<b>Yes/No Questions</b>	A question that can be answered with either a <i>yes</i> or a <i>no</i> .