

The Copy Theory of Merge

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In implementations of the Copy theory of Movement, the derived structure has in it two copies of a moved NP, and each of the two copies can be operated on further, independent of the other; Fox (2002) is a prominent example. I will present a theory in which much of the benefit of the copy theory is gotten, but without the independence of the copies. It begins with how a NP is inserted in the first place: rather than embedding an NP, one embeds a "pointer" or (or trace of) the NP, but the NP itself stays in the workspace. Movement is simulated by inserting further instances of the same pointer in higher positions, and in the end, the NP is "read into" the top pointer. Since the NP remains a top-level member of the workspace, it is eligible for further operations, but there can be no analog of acting differentially on different copies, and so analyses (Fox's, for example), are eliminated. It remains to show that the Copy Theory of Merge is adequate in the obvious ways—that Binding Theory, rules of interpretation, islands, etc, can get satisfactory formulations.

Fox, D . (2002) "Antecedent-contained deletion and the copy theory of movement" *Linguistic Inquiry* 33(1): 63-96