1 Partial answers in the Game of Interrogation [2 points]

Provide a technical definition for partial answer in the Game of Interrogation. Your definition should begin like this: “\( \varphi \) is a partial answer in context \( C \) iff . . . ”. G’s def. 8 is a sort of model.

2 Over answers in the Game of Interrogation [2 points]

If the question is \(?p\), then \((p \land q)\) is an over-answer because it fully resolves the question and provides additional, unqueried information as well. What is the status of over-answering in the Game of Interrogation? Are such answers pertinent in the technical sense? Why or why not?

3 Focus in the Game of Interrogation [2 points]

Combine the theory of focus from the May 17 handout with the Game of Interrogation by writing a general update rule that takes into account the FOC marking on sentences. Your new rule should properly capture the fact that update sequence (i) is felicitious whereas update sequence (ii) is infelicitous:

i. Who teased Bart? LISA\textsubscript{FOC} teased Bart.

ii. Who teased Bart? \#Lisa teased BART\textsubscript{FOC}.

(For some relevant remarks, see p. 119-120.)

4 Final project: first summaries [4 points]

Your final project will center around summaries of (at least) eight papers in the sub-area you chose. Your interim task:

- Repeat the research questions that are at the heart of your sub-area, updating them from previous assignments if necessary.

- For assignment 6, you wrote draft summaries of at least three of your apers. Now write draft summaries for your remaining papers. For each one, provide a few sentences indicating how it connects with the major questions of your sub-area. This could be like “It addresses questions 2 and 3 by proposing . . . “.