

# Trope detection using LLaMA 2

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## Abstract

LLaMA 2 [3] demonstrates promising capabilities in the detection of tropes<sup>1</sup> within narrative text. Given the extensive array of tropes cataloged by the TVTropes<sup>2</sup> community and the inference time and computational resources needed to run LLaMA 2 it becomes crucial to employ complementary techniques for trope filtration within narratives. Subsequently, we can query the language model to ascertain the validity of identified tropes. This strategy not only optimizes resource utilization but also elevates the precision of trope identification in the context of storytelling. This preliminary research offers a novel perspective on the automated extraction of tropes from narratives. The findings from this early stage study provides insights for researchers, authors, and enthusiasts seeking to gain a deeper understanding of storytelling conventions and their applications in the digital age through the lens of tropes and leveraging Large Language Models (LLMs).

## 1 Introduction

I want to find out if it is possible to use semantic similarity and prompting to extract tropes from shortstories. It broadly utilizes information retrieval, embeddings, prompting and LLMs. The input is a short story/flash fiction and the output is a list of tropes.

## 2 Data set

### 2.1 Stories

#### 2.1.1 Shortstory files

This dataset was curated manually from the following sources -

- Project Gutenberg - <https://www.gutenberg.org/>
- Classic Short Stories - <https://www.classicshorts.com/>
- Literature Collection - <http://www.literaturecollection.com/>
- The New Yorker Flash Fiction - <https://www.newyorker.com/books/flash-fiction>

The dataset was curated manually because of lack of clean dataset of human authored shortstories or flash fiction. The context of LLaMA 2 was a deciding factor for the length of stories. It has a maximum context of 4096 tokens and using ‘rope scaling’ in the transformer version of LLaMA 2, the context can be doubled to 8192 tokens. Majority of the stories fit in that context window.

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<sup>1</sup>A narrative trope is a common or overused element in storytelling that helps to convey certain themes or ideas. These can include things like the “chosen one” trope, where a protagonist is destined for greatness, or the “fish out of water” trope, where a character is placed in an unfamiliar environment. Narrative tropes can be used to create a sense of familiarity or comfort for audiences, but they can also be subverted or played with in order to add complexity and depth to a story.

<sup>2</sup><https://tvtropes.org/>

Every shortstory is a separate file in the “dataset” folder in the repository<sup>3</sup>. The structure of the text in each story file is described in Appendix A.

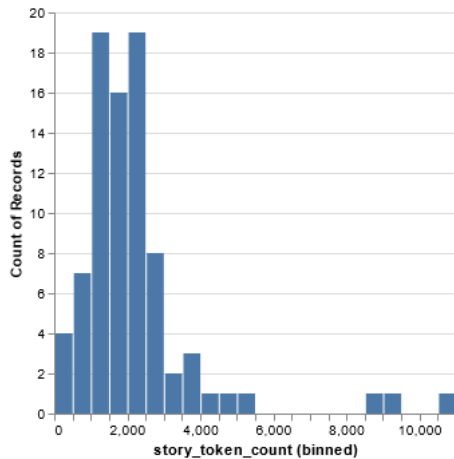
### 2.1.2 Story Summaries

Summaries of stories were generated using ‘GPT 3.5 Turbo 16k’ at two different temperatures - 0.7 and 1. See [story\\_dataset\\_maker.ipynb](#) and [story\\_summaries.ipynb](#) for the steps used to create the dataset and summaries. There are many ways to summarize a story. See Appendix F. Tropes are essentially an outcome of plot and character developments hence the prompt used was the following -

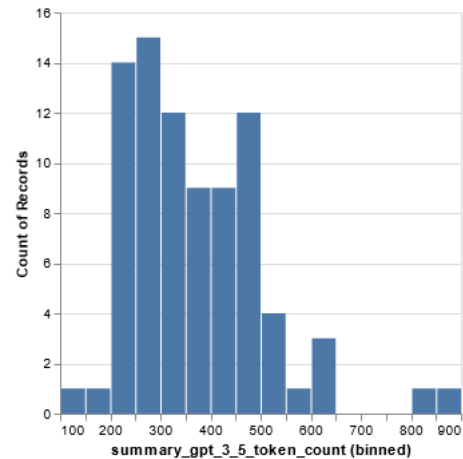
```
[{"role": "system", "content": "You provide a detailed summary  
of the given story. Focus on the plot line and character  
development."},  
{"role": "user", "content": "<story>"}]
```

Figure 1 shows the token distribution of story and summary text. See [visuals.ipynb](#) on how the tokens were calculated.

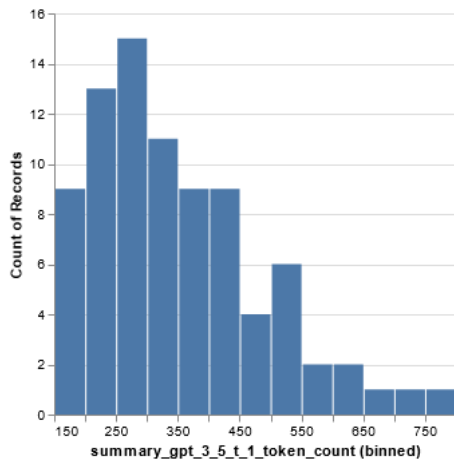
Figure 1: Token histograms



(a) Token histogram of shortstories (bin size = 500 tokens)



(b) Token histogram of shortstory summaries generated at temperature of 0.7 by ‘gpt 3.5 turbo 16k’ (bin size = 50 tokens)



(c) Token histogram of shortstory summaries generated at temperature of 1 by ‘gpt 3.5 turbo 16k’ (bin size = 50 tokens)

<sup>3</sup><https://github.com/armsp/trama>

## 2.2 Tropes

### 2.2.1 Trope Definitions

The tropes dataset is a subset of the original tvtropes dataset [2]. See Appendix B for an example of the first few rows of the dataset.

[my.tropes.csv](#) file consists of examples of the selected tropes from literature and goodreads. In total we select 500 tropes to study. 400 of the tropes are the most common tropes in literature and goodreads (the selected tropes are common to both). Similarly, the remaining 100 tropes are the less common tropes from literature and goodreads. See Appendix C for an example of the first few rows of the dataset. See [select\\_tropes.ipynb](#) for the steps used to prepare the dataset.

### 2.2.2 Trope Examples

The 500 tropes selected above were used to extract examples of those tropes from literature and film examples<sup>1</sup>. In total there are 1,86,899 examples. Literature and film examples were chosen and Tv was ignored. See [trope\\_examples\\_dataset.ipynb](#) for the steps used to create the dataset.


































The Tvtropes dataset was chosen because it is the only known textual dataset of tropes.

## 3 Preprocessing

It was not necessary to perform substantial pre-processing because of the nature of the models used. The tokenization is generally part of open source pipelines. The only pre-processing that I perform is to remove leading and trailing whitespace, ‘\t’, ‘\n’, and ‘\r’ from the tropes and stories dataset.

## 4 Experiments

My first attempt was to use prompt engineering to extract all the tropes. However prompting is not an exact science. Since this was a specialized task, to come up with the best possible prompt I explored many combinations of System Prompts and User Messages to find the best combination. However I realized after spending a lot of time on manually finding the best pair, that this is not the best use of time. Prompting will never output all the tropes in a given story since its a very broad task. LLMs are most useful when the prompts are very specific. However in that time I was able to make the following matrix of System Prompt and User Message combinations. See Appendix E for System Prompts and User Messages.

Legend										
 Correct and usable										
 Limited usability										
 Wrong and unusable										
User Msg/System Prompt	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10
U1										
U2										
U3										

My second experiment was to use semantic similarity to identify tropes in stories. The idea was to compute cosine similarity of summaries of stories with examples of tropes. For

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<sup>1</sup>the tvtropes dataset has examples of tropes that contain the trope names, titles, and examples across each form of media - tv, film and literature

that, I used USE[1] to get embeddings for summaries, full text of stories and examples of tropes. I chose USE because in my experience for longer texts and paragraphs it had performed better than other models like Sentence Transformer. After getting the cosine similarity of each story with the trope examples, I filtered and then selected the top ten tropes for each story. Finally I asked LLaMA 2 itself if those tropes are indeed present in the story.

Using semantic similarity on the full story text worked better than on summaries of the story. However it is important to point out that the thresholds are not the same for filtering the tropes. After filtering the tropes using similarity threshold I selected the top ten tropes for each story. See [story\\_with\\_tropes\\_by\\_similarity.csv](#) for the result.

After that I used LLaMA 2 13b to ask if those tropes actually exist in the story text. LLaMA 2 13b is not adept at outputting JSON. I tried numerous prompts and temperatures to get it to output JSON that can be easily parsed, but it always failed. I could not run my fork of 'guidance' 6 to get stable output due to time constraints. This problem also led me to another project - [llama.cpp grammar](#) that could be useful for the task. Eventually I wrote my own simple parser to parse the LLM output as a dictionary that could be saved as a column in the final dataset file. However by then the prompt had changed too the output style of LLaMA 2 changed dramatically and never went back to the original output.

I could not run the same analysis on the 70b model which I expect to be more accurate and to better follow the instructions. However, after waiting for 3 days after submitting the job on Euler to get enough GPUs to run the model, I had to give up on the idea.

## 5 Evaluation

This is understandably the most important but also the most difficult task. Initially the plan was to perform a manual validation of tropes identified through semantic similarity. However, that proved to be infeasible. Therefore I used LLaMA 2 itself to ask if a trope exists in the story. LLaMA 2 13b gets some things correct and some wrong.

There are also some very good examples where it identifies tropes that you wouldn't think of in the first place.

### Correct identifications

(Story Title - Trope with reason for trope in the story - Comments)

*Where are you? - The story's use of the "Verbal Irony" trope, where the words and actions of the characters have a different meaning than their literal meaning, such as the husband's "Hello? Hello?" calls, which are not actually a request for the wife's location, but a way for him to assert his power and control over her.* - This is a correct identification. There are certainly many tropes that LLaMA 2 13b gets wrong. The following are just some of the examples:

### Wrong identifications

(Story Title - Trope : Reason for trope in the story - Comments)

- *A Retrieved Reformation - The Faked Death: Jimmy "dies" as Ralph D. Spencer and is reborn as Jimmy Valentine to escape his criminal past and start a new life.* - This is clearly a wrong assessment of the story.
- *The Boss - The Masked Face: The woman's face is masked in shadow, adding to the story's mystery and potential for hidden motives.* - Sometimes it thinks purely aesthetic choices as tropes.

I observed a strange phenomena, where LLaMA 2 13b would correctly list some tropes present in a story - when the tropes were not listed themselves to be checked. However, when asked specifically if a certain trope (tropes filtered using semantic similarity) existed then it always replied in affirmative and found reasons (even if incorrect) to justify its reasoning. See the notebook [trope\\_validator\\_13b.ipynb](#) for more examples and until the

parser runs before the language model reaches the limit of its output and stops outputting midway which leads to parser failure.

## 6 Outcome

- In terms of idea, I wanted to show that stories are a nuanced representation of multiple tropes in general. This was an original idea and worked very well for semantic similarity at the story level. However, the results were not so good for summaries.
- This is a valuable first step towards literary analysis of narratives -
  - we can explore augmenting AI writing platforms for authors using insights from this project
  - we can study evolution of tropes in works of narratives over time
- A dataset of tropes (selected) for shortstories (lack of GPUs prevented running the 70b model for validation).
- This analysis and pipeline can be made more robust and run on a larger set of stories while using the full tropes dataset to make a more complete dataset of tropes in stories.
- This is the only work as of now that explores using LLM for this task and also shows that LLMs are indeed useful for the task.
- All the experiments and code is open sourced on GitHub.
- My fork of ‘guidance’<sup>2</sup> works with chat versions of LLaMA 2 and can output JSON that can be parsed. However a thorough testing needs to be done and it fails on JSON that has arrays. Please see Section 8.2 for the reason.

## 7 Future work

- The task of querying the LLM for the existence of a certain trope can be made faster by optimizing the semantic similarity pipeline. Currently it utilizes batch input and vectorized calculations. However the end to end analysis pipeline is still quite slow.
- Different tropes also do not have similar number of examples. Therefore coming up with a more robust ranking approach will help in correctly identifying tropes.
- The most important task that we can also work on is how to represent stories themselves for the semantic similarity task. Representing the whole story as a vector embedding is perhaps not the best approach. Their length also dictates how diluted the embeddings are. To mitigate that I came up with the approach to summarize the story focusing on plot and character developments because tropes are centered around plots and characters. However this can be “finetuned” more such that extracting tropes becomes more accurate.
- Throughout the course of the project I realized that even though some tropes are undoubtedly present, for many of the tropes it becomes rather subjective and for some it could even be contentious.

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<sup>2</sup>[https://github.com/armosp/guidance/blob/main/guidance/llms/transformers/\\_llama.py](https://github.com/armosp/guidance/blob/main/guidance/llms/transformers/_llama.py)

## 8 Current challenges

### 8.1 Complexity

This project turned out to be too complex for one individual to handle. Ranging from setting up job pipelines on Euler to LLM output analysis and waiting for sometimes a whole day for the semantic similarity code to run and fail in the end was quite frustrating. Because of all these bottlenecks and unexpected failures and lack of time I could not explore this project as much as I wanted to.

### 8.2 Formatted output

Initially I attempted to make LLaMA 2 output structured JSON of tropes (so that we can easily test and create a dataset of tropes per story) however after many tries I realized that its too unstable to create a pipeline around. The reason for that boils down to fine tuning and RLHF. Models like GPT3.5 and GPT4 have been finetuned on significantly more data where they learn the nuances of JSON output. They also benefit from projects like [Langchain](#) and [Guidance](#) that make sure that the model output is as expected. However, support for LLaMA 2 chat models is yet to come<sup>1</sup>.

### 8.3 Prompt Engineering

Extracting information from LLMs for niche tasks is not a trivial matter. LLaMA 2 certainly has the knowledge of many tropes (see Appendix G where I iteratively ask it to list as many tropes it knows of) but when it comes to listing then exhaustively it fails. This is because of instruction tuning, RLHF and limited context window. It generally prefers to output 3 or 5 or 10 examples when asked for a list of any kind. However they may have more information. Therefore figuring out a direct way to query the LLM to extract tropes is an interesting problem statement. And being able to extract all the tropes was certainly a challenge and has still not been solved.

## 9 Limitations

Studying just 500 tropes from more than 30k tropes limits the scope of the project. Most of the flash fiction were like diary entries, a dramatized recounting of events and therefore unlikely to contain tropes. The same is true of some of the modern stories which are a recounting of personal experiences or a commentary on life - low probability of tropes in the context of 500 tropes. Fan fiction and stories from amateur writers are best suited for this analysis since they are more likely to contain tropes.

## References

- [1] Daniel Cer et al. “Universal Sentence Encoder”. In: *arXiv:1803.11175 [cs]* (Apr. 2018). URL: <https://arxiv.org/abs/1803.11175>.
- [2] Dhruvil Gala et al. “Analyzing Gender Bias within Narrative Tropes”. In: *Proceedings of the Fourth Workshop on Natural Language Processing and Computational Social Science*. Online: Association for Computational Linguistics, Nov. 2020, pp. 212–217. DOI: [10.18653/v1/2020.nlpcss-1.23](https://doi.org/10.18653/v1/2020.nlpcss-1.23). URL: <https://www.aclweb.org/anthology/2020.nlpcss-1.23>.
- [3] Hugo Touvron et al. *Llama 2: Open Foundation and Fine-Tuned Chat Models*. arXiv.org, July 2023. DOI: [10.48550/arXiv.2307.09288](https://doi.org/10.48550/arXiv.2307.09288). URL: <https://arxiv.org/abs/2307.09288>.

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<sup>1</sup><https://github.com/guidance-ai/guidance/issues/397>

## A Appendix A

Story file consists of a single story where the first line is the title of the story. Followed by the author of the story and finally the story itself. The three segments are separated by the === delimiter. Example:

BABY DOLLS

===

Becky Robison

===

My mother isn't always Raggedy Ann, but she was when I was born. Week before Halloween, office party. Not at the office, but at Richard Nixon's basement apartment. She sipped on Shirley Temples while my jelly fists pommeled her beneath her denim thrift-store jumper. I hate grenadine, but how was Raggedy Ann supposed to know that? Her brain was stuffing, and my communication was limited to pathetic fetal boxing. The drunk guests rollicked in their altered states. When fluid dampened her striped stockings, everyone laughed. Because she was a doll, and also very young, my mother laughed, too.

A cat whose tail was longer than her skirt laid Raggedy Ann in the bathtub and closed the moldy curtain. Her limbs stayed limp while people pissed nearby, and the tangled nest of red yarn remained on her head, drenched with sweat, for Raggedy Ann is loyal and true. Only I was able to bring her to life, each shock of me making bone and blood of her soft body, carving chambers into her two-dimensional valentine heart.

## B Appendix B

List of Stories in the stories dataset -

Title	Author
The Bear Came Over the Mountain	Alice Munro
The Boss	Robert Coover
The Hairless Are Careless	Colin Barrett
Smithereens	Aleksandar Hemon
Where Are You?	Joyce Carol Oates
Art of Story	John Edgar Wideman
Sun Dogs	Dorthe Nors
Let's Say	Linor Goralik
Citizen Punch	Robert Coover
An Evening with Joseph Conrad	Anne Carson
The South Asian Speakers Series Presents the A...	Tania James
Town of Cats	Haruki Murakami
Courage	Daniel Smith
Have You Ever Met One?	Rivka Galchen
Good Boys	Honor Levy
The Kingdom That Failed	Haruki Murakami
The Mirror	David Hoon Kim
Listening for the Click	Johanna Ekström
Around the Corner You Can't See Around	Lore Segal
A Triangle	Giada Scodellaro
Live a Little	Diane Williams
Soft Sculpture	Lore Segal
Symbols and Signs	Vladimir Nabokov
Replacement Grandparent	Kate Zambreno
Snowstorm	Bruna Dantas Lobato

The Façade Renovation That's Going Well	Weike Wang
Certain European Movies	Emma Cline
Battle	Weike Wang
Woman to Woman	Honorée Fanonne Jeffers
Anatoly	Oleh Sentsov
Wolves	Sterling HolyWhiteMountain
Blue Island	Stuart Dybek
The Preparatory School	Hebe Uhart
The Lottery	Shirley Jackson
LIKABLE	DEB OLIN UNFERTH
Possession(s)	John Smolens
Ramona	Sarah Gerkenmeyer
Riddle	Ogbewe Amadin
Sorry Dan, But It's No Longer Necessary for a ...	Erik Cofer
Three Is A Rational Number	Michele Finn Johnson
The Huntress	Sofia Samatar
My Dead	Peter Orner
The Wife on Ambien	Ed Park
The Visitor	Lydia Davis
Sticks	George Saunders
This Is How You Fail To Ghost Him	Victoria McCurdy
Unnecessary Things	Tatyana Tolstaya
War of the Clowns	Mia Couto
Angels and Blueberries	Tara Campbell
BABY DOLLS	Becky Robison
John Redding Goes to Sea	Zora Neale Hurston
As the North Wind Howled	Yu Hua
The Comedian	Yoko Morgenstern
Last Long Night	Lina Rather
The Virgin Mary	Adesuwa Agbonile
A Good Man is Hard to Find	Flannery O'Connor
Araby	James Joyce
Bellflower	Guy de Maupassant
The Bet	Anton Pavlovich Chekhov
The Boarded Window	Ambrose Bierce
A Burlesque Biography	Mark Twain
The Cask of Amontillado	Edgar Allan Poe
The Christening	Guy de Maupassant
Coco	Guy de Maupassant
The Coming-Out of Maggie	O. Henry
Confessing	Guy de Maupassant
Lamb to the Slaughter	Roald Dahl
A Dead Woman's Secret	Guy de Maupassant
The Door	E. B. white
The Dowry	Guy de Maupassant
The Drunkard	Guy de Maupassant
A Family	Guy de Maupassant
Farewell	Guy de Maupassant
The gift of the magi	O. Henry
A Haunted House	Virginia Woolf
The Lottery Ticket	Anton Pavlovich Chekhov



Luck	Mark Twain
My Cheesecake-Shaped Poverty	Haruki Murakami
Moonlight	Guy de Maupassant
The Mouse	H. H. Munro
Mrs. Packletide's Tiger	H. H. Munro
One of These Days	Gabriel Garcia Marquez
A RETRIEVED REFORMATION	O. Henry
The Hostage	Amelia Gray

## C Appendix C

Trope definitions -

TropeID	Trope	Description
t30980	FlowersInHerHair	Flowers have long been a symbol of femininity, and therefore young women (and those who are young at heart) sometimes wear them in their hair. These can take the form of a daisy chain headband or a single flower (or bunch) placed in the hair. The flowers can be real or artificial.
t30982	ParentProducedProject	When a child needs a school project done, sometimes the parents (usually the mother) would do it for them. Often the parent is doing the project for their lazy son the night before the project is due. In some cases the kids don't want this much help with the project, it's the parent pushing themselves on it to make themselves look good. Related to Science Fair projects, Ridiculous Procrastinator, and Last Minute Project.
t30983	CutAwayGag	A Cutaway Gag is a joke generally found in sillier comedies in which a character says something and the action immediately cuts to a throwaway joke related to what the character said. The Cutaway Gag is usually a non sequitur which has absolutely nothing to do with the plot of the comedy. It is just there to be funny. If the gag is funny, no one minds the non sequitur. Of course, if it isn't... A staple of the Gag Series, or those using Rapid-Fire Comedy (after all, it's easy to have lots of jokes if you don't need them to make sense). Compare Big-Lipped Alligator Moment, Imagine Spot, Crazy Memory, Product-Promotion Parade (which this can overlap with), Separate Scene Storytelling. Also an Aversion to the Noodle Incident, especially when they briefly start off with a bit of dialogue that would imply such a trope.

t00001	AbandonedArea	<p>Abandoned places make good settings for fiction. Normally seen in fiction that evokes types of horror, the concept of a place just being abandoned makes an unnerving feeling in the viewer. It also creates suspense and increases the surprise when it turns out that the place isn't really abandoned. The use of abandoned places as an aesthetic aid, as it normally is, often overlaps with Scenery Gorn. Depending on the state of the location, it may give a justified example of No OSHA Compliance, because, really, would you be bothered with health and safety in somewhere you've abandoned?</p> <p>Sub-tropes:</p> <p>Also see Never Recycle a Building. Beautiful Void is a related trope. Any of these can be Unexpectedly Abandoned. See also Bat Scare, which is frequently used in abandoned areas. When a part of a city has been so abandoned that even the police won't go in, you have The City Narrows. (Robert A. Heinlein used the term "Abandoned Area" in I Will Fear No Evil to refer to that part of a city.)</p>
t00004	AbandonedHospitalAwakening	<p>An Abandoned Hospital Awakening is, as the name implies, when a character wakes up in an Abandoned Hospital. A combination of several different things in a single convenient package, an abandoned hospital awakening is a popular choice for beginning Horror works, though it shows up in other genres and contexts as well. The hospital used for this has usually been recently abandoned after a disaster of some sort, which helps explain why the character was there in the first place (though not necessarily why they were left behind).</p> <p>Abandoned hospitals are creepy, which sets the tone by itself, but the addition of specific types of Scenery Gorn can ratchet that tension up even further. At the same time, it gives the characters (and the audience) a clue as to why the hospital was abandoned in the first place. Being in a Convenient Coma while the disaster was happening gives them an excuse to be Late to the Tragedy (in some cases finding they have Slept Through the Apocalypse), making them a Naïve Newcomer until they figure things out. If they don't remember why they were in the hospital in the first place, then you've got an Ontological Mystery on your hands in addition to dealing with more immediate problems.</p> <p>Especially popular during a Zombie Apocalypse, for some reason. See Abandoned Hospital for the supertrope. See Waking Up Elsewhere in general.</p>

## D Appendix D

Trope examples dataset -

Title	Trope	Example	trope_id	title_id
HarryPotterAndTheOrderOfThePhoenix	TheOneThingIDontHateAboutYou	In Harry Potter and the Order of the Phoenix, Dumbledore pulls off a dramatic escape from about half a dozen senior Ministry of Magic personnel, including two top Aurors (granted, one was secretly on his side). And he makes it look easy. Phineas Nigellus Black, who disagrees with Dumbledore on a large number of topics, has to admit that the man has style.\n	t23264	lit4472
Lensman	ExplosiveOverclocking	Primary beams, which take the mechanism of a regular beam projector and use it as a one-shot cartridge.	t07280	lit5906
AcrossAJadeSea	PocketProtector	At one point, Batiya is saved from a bullet by the prayer tokens she was wearing as part of her wedding celebration in Changali . It does crack her ribs.	t17280	lit357
TheInterdependency	EvilCannotComprehendGood	Pops up in The Consuming Fire , damaging relations between the throne and the Countess Nohamapetan - Cardenia offers to commute Nadashe's sentence to a Luxury Prison Suite , intending this as an olive branch (and this is how Kiwa sees it), but the Countess can only parse this as an attempt to keep Nadashe hostage; Cardenia knows she messed up somewhere in the interaction, but has no idea where. Also, the Countess's hunger for power means that in the middle of a Vil-lainous Breakdown , she blurts out her assassination of Rennered Wu as though Cardenia should view this as a favour, unable to comprehend that Cardenia didn't want the throne in the first place and views it as an inconvenient responsibility that nevertheless she has to execute as best she can.	t07087	lit11866

## E Appendix E

### System Prompts:

S1 = """You will be given a story. You always output a list of "all" the tropes you found in the context of the story."""

S2 = "You will be given a story and you must list all the tropes you found in the story."

S3 = "You are an expert on the TV Tropes dataset. You will be given a story. You always output all the tropes you found in the story."

S4 = """You are an expert on tropes. You will be given a story. You output what is asked of you in the user message."""

S5 = "You are an expert on tropes. You will be given a story in INST block. Your task is to extract all the tropes in the story."

S6 = "Analyze the story given in <</SYS>> and [/INST]. List ALL the tropes you found after the analysis and also output the reason why you think the trope exists in the story. Perform a deep dive analysis and not limit your output to 10 tropes."

S7 = "You will be given the text of a short story within <</SYS>> and [/INST]. Perform a deep dive analysis of the story and list ALL the tropes you can find in the story."

S8 = """You will be given a story. You perform a deep analysis of the story and always output a list of "all" the tropes you found in the context of the story."""

S9 = "You are an expert at finding tropes in narratives. You will be given a story. You perform a deep analysis of the story and list all the tropes you found in the story."

S10 = "You are an expert on the TV Tropes dataset. You will be given a story. You perform a deep analysis of the story and output all the tropes you found in the story."

### User messages:

U1 = "{}"

U2 = "List all the tropes you can find in the story below -\n{}"

U3 = """List all the tropes you can find after analyzing the story that is in between the delimiters ---.\n

\_\_\_\_\_

{}

\_\_\_\_\_"

## F Appendix F

- Plot Summary: It provides a concise overview of the story's main events. It focuses on the key actions, conflicts, and resolutions. Plot summary gives readers a general idea of what the story is about without delving into too much detail.
- Character Summary: Character summaries focus on the development of the story's characters. They describe the main characters, their traits, motivations, and how they evolve throughout the narrative.
- Thematic Summary: A thematic summary delves into the central themes and messages of the story. It explores the underlying ideas, philosophies, or moral lessons presented in the narrative.
- Emotional Summary: This type of summary focuses on the emotional journey of the characters or the emotional impact of the story on the reader. It highlights the feelings and experiences evoked by the narrative.
- Comparative Summary: A comparative summary compares the story to other works by the same author or to works in the same genre, highlighting similarities and differences.

## G Appendix G

Give me a list of all the tropes that you know. List all of them  
Oh my, there are just so many tropes out there! But here's a  
list of some common ones that come to mind:

1. The Chosen One: A protagonist who is destined for greatness, often chosen by fate or prophecy.
2. Fish Out of Water: A character who finds themselves in an unfamiliar environment, often leading to comedic misunderstandings.
3. Love Triangle: A romantic plotline involving three characters, often with two rivals vying for the affections of the central character.
4. The Hero's Journey: A classic narrative structure that follows a hero on their journey from ordinary world to extraordinary world, facing challenges and overcoming obstacles along the way.
5. Redemption Arc: A character who must make amends for past mistakes or wrongdoing, often through a transformative experience.
6. Sacrificial Lion: A character who sacrifices themselves for the greater good, often to further the plot or deepen the emotional stakes.
7. Tragic Flaw: A character flaw that leads to the character's downfall, often as a result of hubris or pride.
8. Uncanny Valley: A character or object that is almost, but not quite, human-like, creating a sense of unease or discomfort.
9. Big Bad: A powerful antagonist who drives the plot forward and provides a clear goal for the protagonist(s) to work towards.
10. Plucky Comic Relief: A minor character who provides humor and lighthearted moments in an otherwise serious story.

11. Damsel in Distress: A female character who is in need of rescue, often due to her own weakness or vulnerability.
12. Evil Overlord: An evil villain who seeks to dominate or destroy the world, often through nefarious means.
13. Mentor Archetype: A wise and experienced guide who teaches the protagonist important skills or lessons.
14. Foil Characters: Characters who contrast with each other in terms of personality, background, or motivations, highlighting the differences between them.
15. MacGuffin: A plot device that serves as a catalyst for the story, often without much explanation or significance.
16. Plot Twist: An unexpected turn of events that changes the direction of the story and surprises the audience.
17. Reveal: A moment when previously unknown information is revealed, often leading to a major plot twist or resolution.
18. Deus Ex Machina: A sudden and convenient solution to a problem that feels contrived or unearned.
19. Idiot Ball: A situation where a character acts foolishly or makes a mistake that advances the plot, often at the expense of their credibility or agency.
20. Fridge Logic: A plot point or detail that only works if you suspend your disbelief and ignore logical inconsistencies or holes.

Of course, this is just a small sampling of the countless tropes that exist in storytelling. There are many more out there, and new ones are being created all the time!

Sure thing! Here are some additional tropes that I know but haven't listed above:

- Bait-and-Switch: A technique where something is promised or set up expectations, only to have it subverted or changed later on.
- Beard of Sorrow: A character's facial hair grows longer and more unkempt as they become increasingly sad or depressed.
- Blonde Bombshell: A beautiful blonde woman who uses her physical appearance to get what she wants.
- Break the Cutie: A character who is initially portrayed as innocent and pure, but is eventually broken down by circumstances or events.
- Byronic Hero: A brooding, sensitive, and mysterious male character who is often tortured by his own dark past.
- Canine Companion: A loyal and lovable dog that provides comfort and support to the main character.
- Cat Fight: A confrontation between two or more women, often involving physical violence and petty insults.
- Chekhov's Gunman: A character who is introduced early in the story but has no significant role until later, when their presence becomes crucial to the plot.
- Chronic Hero Syndrome: A character who constantly puts others before themselves, often to the point of self-destruction.
- Clueless Mystery Solver: A character who solves mysteries

despite having little to no knowledge or expertise in the subject matter.

Conveniently Unaware: A character who is ignorant of important details or facts that are necessary to advance the plot.

Cosmic Plaything: A character who is manipulated by external forces beyond their control, often for comedic effect.

Crapsack World: A setting that is bleak, oppressive, and generally miserable, often serving as a backdrop for a larger conflict.

Cruel Twist Ending: A conclusion that is intentionally harsh or disturbing, often leaving the audience feeling unsettled or unsatisfied.

Deadpan Snarker: A character who delivers witty or sarcastic remarks in a completely straight-faced manner.

Designated Hero: A character who is appointed or elected to save the day, often despite their lack of qualifications or abilities.

Disney Death: A temporary death or disappearance that allows the character to return stronger and more resilient than ever before.

Emotionally Tormented: A character who struggles with inner turmoil, often manifesting as angst, anger, or depression.

Ensemble Cast: A group of characters who work together to achieve a common goal, often with diverse personalities and skill sets.

Establishing Character: A scene or sequence that introduces a character's personality, traits, or backstory.

I hope these additional tropes are helpful! Let me know if you have any other questions or requests.

Sure thing! Here are some more tropes that I know of but haven't listed above:

And Knowing Is Half the Battle: A character learns a valuable lesson or gains a key piece of information that helps them overcome a challenge.

Armor Is Useless: A character wears armor that provides no practical protection against the attacks they face.

Ascended Extra: A supporting character who becomes more prominent and important as the story progresses.

Back From the Dead: A character who has died but is brought back to life, either through supernatural means or advanced technology.

Bat Signal: A signal or call for help that is distinctively associated with a particular hero or group of heroes.

Beautiful Dreamer: A character who is known for their beauty and/or charm, but may also be naive or vulnerable.

Better to Die than to Yield: A character refuses to surrender or give up, even in the face of impossible odds.

Big Brother Is Watching: A character or organization monitors and controls the actions of others, often for sinister



purposes.

**Bloodier Than Usual:** A story or scene that is particularly violent or gruesome, often for shock value or to emphasize the stakes.

**Blue-Eyed Soul:** A character who appears to be white or non-black but possesses a strong connection to black culture or identity.

**Born Winner:** A character who is naturally talented or gifted, often to the point of being arrogant or entitled.

**Brought Down by Dragon Rage:** A character who is defeated or killed by their own intense emotions, such as rage or grief.

**Buffy Speak:** A character speaks in a deliberately vague or cryptic language, often to obscure the truth or avoid revealing too much information.

**Bullying a Dragon:** A character engages in verbal or physical bullying against someone who is clearly stronger or more powerful than them.

**Bunny-Ears Lawyer:** A character who exhibits unusual or eccentric behavior, but is surprisingly skilled or knowledgeable in a particular area.

I hope these additional tropes are helpful! Let me know if you have any other questions or requests.

Sure thing! Here are all the remaining tropes that I know of but haven't listed yet:

**Action Survivor:** A character who manages to survive an action-packed scenario despite their lack of training or experience.

**Adorkable:** A character who is awkward or nerdy, but endearing and charming despite their flaws.

**Alliterative Name:** A character with a name that starts with the same letter or sound, often for comedic effect.

**Always Second Best:** A character who consistently comes in second place, often to a rival or adversary.

**Amnesiac Hero:** A character who suffers from memory loss or amnesia, often as a result of a traumatic event.

**Amazon Chaser:** A character who is attracted to strong, independent women, often for their perceived power or strength.

**Anachronistic Clothing:** A character who dresses in clothing that is out of place or does not fit the time period, often for comedic effect.

**Animal Motif:** A character who has an animal-themed costume or persona, often to represent their personality or abilities.

**Anti-Hero:** A character who defies traditional heroic norms, often being morally ambiguous or even villainous.

**Arbitrary Skepticism:** A character who skeptics or dismisses something without proper understanding or evidence, often to justify their own beliefs.

**Artifact of Power:** A powerful object that is sought after by various characters, often with dangerous consequences.

**Assimilation Plot:** A plot in which a character or group is

forced to adopt the ways of another culture or society , often under threat of punishment or violence.

Attractive Bent Gender: A character who is genderqueer or non-binary , but is depicted as physically attractive or desirable .

Authority Equals Asskicking: A character who is in a position of authority or leadership , often due to their exceptional abilities or accomplishments.

Ax-Crazy: A character who is mentally unstable or deranged , often resulting in violent or destructive behavior.

Back from the Dead: A character who has been resurrected or revived after dying, often with unclear or supernatural circumstances .

Badass Boast: A character who delivers an exaggerated or theatrical boast , often to intimidate or impress others.

Bad Liar: A character who is poor at lying or deceiving others , often leading to humorous or dramatic consequences.

Batman Gambit: A character who uses cunning and strategy to outsmart their opponents , often relying on clever plans and gadgets.

Beard of Sorrow: A character who grows a beard as a sign of mourning or sorrow , often representing their emotional state or struggle.

Beauty Brains and Magic: A character who possess a combination of exceptional physical appearance , intelligence , and magical or superhuman abilities .

Begging Your Pardon: A character who apologizes excessively or insincerely , often to gain favor or avoid conflict.

Believe Me, I'm Lying: A character who lies or deceives others , often to protect themselves or others from harm.

Best Her to Bed: A character who tries to win the affection of a love interest through manipulation or coercion , often using guile or force .

Betrayal Montage: A series of scenes showing a character betraying the trust of others , often accompanied by music and visual motifs.

These are all the tropes that I could think of! I hope this list is helpful to you. Let me know if you have any other questions or requests.

Sure thing! Here are some more examples of tropes that I know but haven't listed before:

Buddy Cop Movie: A movie where two law enforcement officers , usually from different backgrounds or with conflicting personalities , are forced to work together to solve a crime or case.

By the Book: A character who strictly adheres to rules , regulations , or doctrine , often to the point of being rigid or inflexible .

Cain and Abel: Two characters who are siblings or close relatives , one of whom is presented as good and the other as

evil, often with a tragic or controversial history.

Captain Obvious: A character who states the obvious or explains things that are already known or understood, often in a condescending or patronizing manner.

Cardboard Box: A character who is depicted as living in a cardboard box, often as a symbol of poverty or homelessness.

Car Fu: A scene where a character uses a vehicle as a weapon or to attack others, often by ramming into them or using the car's features as weapons.

Cassandra Truth: A character who predicts or warns about future events or dangers, but is ignored or dismissed by others.

Catchphrase: A phrase or sentence that a character repeatedly says or utters, often becoming a defining feature of their personality or dialogue.

Central Theme: A recurring idea or message that runs throughout a story, often reflecting the author's views or opinions.

Chaste Hero: A heroic character who remains virginal or sexually inexperienced, often as a source of purity or moral strength.

Childhood Friend: A character who has known the protagonist since childhood, often providing a long-standing relationship or historical context.

Choose Your Own Adventure: A story where the reader or viewer is given options to choose from, determining the outcome or path of the story.

Cloudcuckoolander: A character who is eccentric, scatterbrained, or absurd, often speaking in non sequiturs or nonsensical phrases.

Coincidence Magnet: A character who experiences an unusually high number of coincidences or serendipitous events, often driving the plot or resolving conflicts.

Cold Reading: A technique used by psychics or fortune tellers to create the illusion of knowing secrets or information about a client, often by making generalizations or using cold reading techniques.

I hope these additional examples are helpful! Let me know if you have any other questions or requests.