Investigating the Semantic Wave in Tutorial Dialogues: An Annotation Scheme and Corpus Study on Analogy Components

Jorge Del-Bosque-Trevino¹, Julian Hough, Matthew Purver²

Computational Linguistics Lab Cognitive Science Research Group School of Electronic Engineering and Computer Science Queen Mary University of London ¹QMUL Education Lab ²Jožef Stefan Institute

j.delbosque, j.hough, m.purver@qmul.ac.uk

Abstract

We introduce an annotation scheme and corpus study to investigate the use of base and target components of analogies in tutorial dialogues. We present the development of the scheme and test its final form on a corpus of one-to-one tutorial dialogues on computer science, for which we achieve over 0.77 multirater inter-annotator agreement. We then annotate data from the same corpus to investigate the use of semantic wave structures from Legitimation Code Theory in tutoring, and we find a regular adherence to semantic wave structures in explanations which use analogies. We further identified different semantic wave shapes and show their distributions. We conclude that semantic waves and the novel characterisation of analogical explanations in tutorial dialogues reported in this investigation can be useful tools for both the analysis of human tutorial dialogue and future implementation of tutorial dialogue systems.

Introduction

We present an empirical study of analogy stemming from the goal of building a spoken dialogue system for computer science tutoring capable of explaining concepts using analogies. While there has been work investigating the use of analogy in tutoring, it is currently insufficiently detailed to build a system with the ability to generate analogies in a interactively natural way; in fact, in general there is an insufficient understanding of how people interact using analogies. In this paper we focus on the sequential unfolding of analogies by tutors on an utterance-by-utterance incremental basis. The paper investigates how tutors go up and down the level of abstraction during their explanations- a structure known as semantic waves (Maton, 2013) – with the motivation that discovering how this is done sequentially over the dialogue could eventually be transferred to an artificial tutoring agent.

The rest of the paper is as follows: in Section 2 we explain the theoretical and empirical foundations of explanations, analogies, tutorial dialogues and semantic waves; Section 3 then outlines the first principal contribution of this paper, which is the development of an annotation scheme of base and target components in analogies within tutoring dialogues which achieves a high inter-annotator agreement for three annotators; Section 4 then presents a corpus study on dialogues annotated using this verified scheme to establish the patterns of base and target annotations to check the extent to which semantic wave teaching is deployed by tutors in dialogue and the distribution of different types of semantic wave, followed by concluding on the findings in Section 5.

Background

Analogies in Explanations

People continuously search, create and evaluate explanations (Keil, 2006; Thagard, 1989) and our explanatory capacity is similar to our ability to reason analogically (Hummel et al., 2014). Analogy is habitually interpreted as a cognitive process involving a target domain and a base (or 'source') domain, the former being the one that is being explicated and the latter functioning as a different but structurally similar domain used to communicate the concept (Gentner, 1983; Gick and Holyoak, 1983). An example of the base and target components of an analogy in an utterance can be seen in (1) where the base is underlined and the target is in bold.

(1) um the **stack** is a lot like a Lego set, okay?

Analogies are used extensively in explanations in instructional texts (Barbella and Forbus, 2011) and in one-to-one tutoring sessions to explain new concepts to students (Holyoak et al., 2001). Reasoning with analogies is conceptualised as mapping a single source to a single target (Hummel et al., 2014).

2.2 Tutorial Dialogues

Human one-to-one tutoring has been shown to be a very effective form of instruction (Chi et al., 2001) and is considered one of the most effective methods of helping students to learn. However, there are a number of variables which could either improve or impede learning gains during a tutoring session, including the domain, tutor, tutee and session structure features (Hacker et al., 2009). Under the category of structure-related variables, a number of pedagogical strategies have been tested empirically for their efficacy, including direct procedural instructions, direct declarative instructions, positive feedback, negative feedback, worked-out examples and analogies (Di Eugenio et al., 2013, 2009; Alizadeh et al., 2015). Evidence on the pedagogical efficacy of using analogical explanations shows that their presence in combination with specific dialogue acts correlate positively with learning gain (Alizadeh et al., 2015). However to our knowledge a statistical study on the use of base and target components of analogies within human one-to-one tutorial dialogues showing the structural nuances of how tutors unfold analogies over time has not yet been researched.

2.3 Semantic Waves

The annotation scheme and corpus study we present here aim to uncover patterns of base and target component utilisation in the tutoring dialogues in terms of their adherence to the the structure of semantic waves. This concept is part of the Legitimation Code Theory (LCT) (Maton, 2013) and provides an explanatory framework of what constitutes an effective explanation (Waite et al., 2019). According to semantic waves, the complexity of meanings fluctuates in terms of semantic density and semantic gravity. Semantic density is a continuum that ranges from the use of common words utilised with their ordinary meaning at the lowest density to the use of specialized brief terms or symbols at the highest density. Semantic gravity contrasts between abstract concepts and real world examples (Maton, 2011). For a learning episode to adhere to the semantic waves construct, it should start with high density and low gravity, descend to low density and high gravity and ascend back

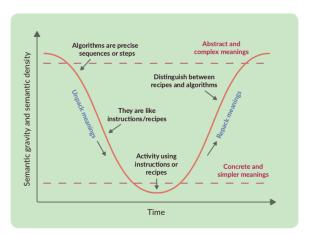


Figure 1: The Semantic Wave technique

to the initial state (Curzon et al., 2018), as illustrated in the diagram in Fig 1^1 . In Fig. 1 initially the concept of algorithms is presented abstractly as precise sequences or steps, then comparison to instructions or recipes is made to unpack the meaning as the semantic density is reduced and a more concrete or simpler base concept is used, followed by a repacking of meanings to go back to the abstract and complex meaning originally presented. In the analogical explanations we study here, we consider the base component to be used at the trough of the wave, and the target component to be at the two peaks. The annotation scheme and corpus study described below seek to answer the question as to whether analogical explanations adhere to the semantic wave structure in tutoring dialogues empirically, and therefore whether the theoretical construct is useful for modelling human-human tutoring dialogue and for designing tutorial dialogues systems.

3 Analogy Annotation Scheme

3.1 Corpora

We used 3 different corpora for developing an analogy annotation scheme, which are the British National Corpus (BNC1994), the Basic Electricity and Electronics Corpus (BEEC) and Computer Science Tutorial Dialogues (CSTD). We selected subcorpora from these three sources which have the following characteristics:

¹From the National Centre of Computing Pedagogy Quick Read 'Improving Explanations and learning activities in computing using semantic waves', https://raspberrypi-education.s3-eu-west-1.amazonaws.com/Quick+Reads/Pedagogy+Quick+Read+6+-+Semantic+Waves.pdf

British National Corpus (BNC1994) We used one career orientation dialogue of 700 utterances from the British National Corpus (Burnard, 2000), obtained with the SCoRE tool (Purver, 2001).

Basic Electricity and Electronics Corpus (**BEEC**) We used a dialogue excerpt of 15 utterances and one entire dialogue of 292 utterances of tutorial dialogue of the BEEC corpus (Litman et al., 2009) also obtained with SCoRE.

Computer Science Tutorial Dialogues (CSTD)

The largest and principal corpus we use is that of tutorial dialogues on computer science data structures collected in the late 2000's (Di Eugenio et al., 2009) consisting of 54 one-to-one tutoring sessions on the topics of linked lists, stacks and binary search trees. The corpus contains a total of 35,609 utterances annotated with tags signaling beginning and ending of the pedagogical strategies of feedback, worked-out example and analogy. We created a subcorpus of the utterances within all the analogical episodes plus a context of five utterances before the beginning and after the end of the episodes. Our subcorpus contains a total of 3,887 utterances—the size of our subcorpus relative to the size of the whole corpus is as in Table 1.

Utterances within analogical episodes	2,528	7.10%
+ context	1,359	3.81%
Utterances outside analogical episodes	31,722	89.09%
Total	35,609	100.00%

Table 1: Analogical episodes comprising the CSTD sub-corpus as percentage of whole corpus.

3.2 Base and Target Annotation Scheme Development

The development of our annotation scheme included the participation of six researchers, two of whom are the first two authors of this paper. Five of them participated in the annotation exercises. The following paragraphs explain the settings and results of each iteration.

3.2.1 Iteration 1

For the first iteration, two non-native English speakers annotated the BEEC subcorpus described in Section 3.1. The annotators were instructed to mark each utterance as including only the *base* (B), only

the target (T), both (BT) or none of the analogy components. Before the annotation exercise, the annotators were provided with an annotated example of the career orientation dialogue from the BNC1994 subcorpus, which was 700 utterances long, of which 25 were annotated with B, T or BT. Each annotator then executed a practice run with an excerpt of a BEEC dialogue of 15 utterances with real-time feedback from the main author. During the interactive practice, the disagreements were discussed with a twofold purpose; identify any annotation rule which elicited disagreements and creating new rules if needed. Every modification and new rules were made explicit in an updated version of the manual. After the practice sessions, utilising the updated version of the annotation scheme manual and in individual sessions, they annotated the other BEEC dialogue comprised of 292 utterances.

The two-way Cohen's Kappa (Siegel and Castellan, 1988) inter-annotator agreement results are as in Table 2 where G is the Gold Standard we assume, which are the annotations by the first author, compared against annotators A1 and A2. The right-hand column also gives the Fleiss' Kappa multirater agreement of all three annotators reaching a moderate agreement level of 0.544.

	G&A1	G&A2	G&A1&A2
B, T, BT, N	0.644	0.304	0.544

Table 2: Kappa inter-annotator agreement on Iteration

Table 3 shows a tutoring dialogue in which the three annotators agree about all the utterances containing the analogy component of type *base*. In this case, the tutor explains electrical potential energy (the target domain) by referring to a ball tossed in the air (the base domain).

Table 4 shows a dialogue excerpt in which the two annotators agree about all the utterances containing the analogy component of type *target*. In this case, the tutor explains conservation of energy.

Finally, Table 5 shows a tutoring dialogue in which the two annotators agree about all the utterances containing both analogy components of type *base* and *target* while the third annotator marks the last two of these as only being *base*.

In addition to the potential ambiguity between both (BT) and base (B), one of the most frequent sources of disagreement in this first iteration was due to not considering anaphoric references to base

P	Utterance	G	A1	A2
Т	Think of a ball tossed	В	В	В
1	into the air.	1	В	ь
	At first the upward force			
	caused by	В	В	В
	your hand throwing it	Ь	Б	Б
	causes it to move up.			
	But eventually it stops -			
	gravity causes it to slow	В	В	В
	down until it stops.			
	Then it falls down.	В	В	В

Table 3: All three annotators in Iteration 1 agree on base annotation. P = participant.

P	Utterance	G	A1	A2
Т	Again, energy would	Т	т	
1	be conserved.	1	1	
	You just have to think			
	what that energy	T	T	В
	was converted into.			
	Some of it would be			
	converted into heat	T	T	В
	because of the friction, etc.			

Table 4: Two annotators agree on target.

P	Utterance	G	A1	A2
	You're right that kinetic			
	energy was zero, but at	was zero, but at		
T	the maximum hight,	ВТ	ВТ	
1	when the ball stops,	ы	ы	
	the height makes it possible			
	for it to start moving again.			
	Now it's going to start			
	moving in the opposite	В	В	
	direction.			
	So that height, since it will			
	make it possible for	ВТ	ВТ	В
	the ball to move,	ы	ы	Ь
	is a form of energy.			
	It's the total energy			
	that is conserved,			
	not the kinetic energy,	BT	BT	В
	since the velocity of			
	the ball is not constant.			

Table 5: Two annotators agree on 4 utterances while the other annotator disagrees with them.

and target components and a lack of consistency about marking implicit references to components. As shown in the excerpt of the disagreement analysis of this first iteration on Table 6, the last utterance refers to the base, in this case "a ball tossed in the air", which is only marked as such by A1.

P	Utterance	G	A1	A2
Т	Think of a ball tossed	В	В	В
1	into the air.	В	ь	ь
	At first the upward force			
	caused by	В	В	В
	your hand throwing it	В	ь	ь
	causes it to move up.			
	But eventually it stops -			
	gravity causes it to slow	В	В	В
	down until it stops.			
	Then it falls down.	В	В	В
	But at every point,			
	is not the energy	BT	BT	
	the same?			
S	except for when it stops.		В	

Table 6: Excerpt of disagreement in Iteration 1

3.2.2 Iteration 2

For the second iteration, two monolingual native English speakers were recruited as annotators, with the purpose of increasing the inter-coder agreement. The set-up was adjusted such that annotators had to decide whether each utterance contained a base (B) or not as a binary decision, and also whether the utterance contained a target (T) or not. The annotators coded the same BEEC dialogue of 292 utterances used in iteration 1 and received the same coding rules, with the addition of the rule that considers anaphora. They were provided with the same annotated example which was provided as per the previous iteration and also executed the practice annotation with the main author giving live feedback on their decisions. This session allowed for discussion and clarification of the rules in the provided manual. As in iteration 1, all changes were registered in an updated version of the annotation manual. The results from iteration 2 on the two labels are as in Table 7 (again with Cohen's Kappa for the pair-wise agreement and Fleiss' Kappa for the three-way multi-rater agreement).

While very high agreement is reached on the base component, there was large disagreement on identifying target utterances, particularly the agree-

	G&A1	G&A2	G&A1&A2
В	0.878	0.880	0.807
T	0.615	0.211	0.140

Table 7: Kappa inter-annotator agreement from Iteration 2.

	G&A1	G&A2	G&A1&A2
В	0.886	0.731	0.779
T	0.735	0.775	0.772

Table 8: Final Kappa inter-annotator agreement results

ment between the gold standard annotation (first author) and annotator A2.

3.3 Final Annotation Scheme

For the third and final iteration, we used the CSTD corpus for both; the practice and the disagreement and language interpretation experiment, the main reason being the fact that the CSTD was the corpus we wanted to do the study of the semantic waves on. Another change in this iteration was the substitution of one of the two monolingual native English speakers.

The disagreements with A1 and A2 from iteration 2 were discussed and the manual updated accordingly. The annotators coded a new dialogue using the final version of the annotation manual based on these insights. The definitions and examples given to annotators for annotating base and target components is as in Fig 2. An expanded version of the instructions are as in the Appendix A.

The annotators were provided with an annotated example of 6 analogical episodes from the CSTD corpus consisting of 193 utterances. The annotators executed a practice annotation exercise with another selection of 3 analogical episodes and a total of 116 utterances of the same subcorpus and received feedback from the main author with the purpose of clarifying their questions when they judged the annotation rules did not fit in a particular case. Once this practice was executed, to test the agreement the annotators annotated a new selection of 5 analogical episodes for a total 188 utterances of the CSTD corpus. The final inter-annotator agreement Kappa results are as in Table 8, where it can be seen a strong overall agreement with all three annotators is reached for base and target at over 77%.

4 Corpus Study on Analogical Episodes in Tutorial Dialogues

With the appropriate level of agreement reached, the main author annotated the entire subcorpus of the CSTD analogical episodes of 3,887 utterances with the scheme described above (each utterance with the two binary decisions for *base* and *target* presence) which contains all the sections annotated as *analogical episodes* and, additionally, the *single analogies* (Di Eugenio et al., 2009) which consists of individual utterances, and in both cases the 5-utterance context window either side of the analogical utterances.

4.1 Descriptive statistics of all episodes

The histogram in Fig. 3 shows the distribution of lengths of the analogical episodes in number of utterances.

Table 9 and Fig. 4 show the distribution of utterances labelled as containing only base, only target, both or no analogy components, derived from the two binary labels B and T. Note that 33% of utterances contained no analogical components and mainly communicative grounding types of dialogue acts. For the analysis that follows, and consistently with the concept of *question under discussion* (Ginzburg, 2012), we assume those to have a B, T or BT component still under discussion based on the most recent label in the dialogue.

N	В	T	BT	Total
1269	1302	859	457	3887
32.65%	33.50%	22.10%	11.76%	100%

Table 9: Distribution of analogy components labeled in number of utterances and percentage of corpus.

4.2 Validation of Semantic Wave Structures in Analogical Explanations

As discussed in the introduction we aimed to test whether analogical episodes in tutoring dialogues adhere to the structure of semantic waves from Legitimation Code Theory (LCT) empirically. We used the base and target component annotations to validate whether analogical explanations do in fact adhere to this structure and if they do, what the distributions of different types of wave might be.

Analogy definition and examples:

An analogy is a linguistic device that uses a specific concept (a base*) to transfer information or meaning to another concept (a target*). Tutors use analogies to explain concepts. The following examples contain a section of a tutoring dialogue which includes an analogy. The base concept is formatted with underlined characters and the target concept is formatted with bold characters.

Utterance Examples	Base	Target	В	T
um the stack is a lot like a Lego set, okay?	lego set	stack	1	1
uh a binary search tree is +//		binary search tree		1
one way of looking at it is like a family tree.	family tree		1	
the comparison I like to make with linked lists is a movie line.	movie line	linked lists	1	1

Figure 2: Annotation definitions and examples for Base and Target for Annotators

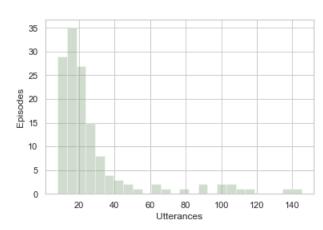


Figure 3: Distribution of analogical episodes length in number of utterances

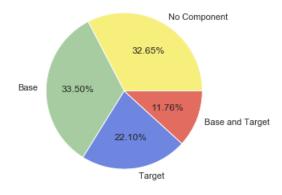


Figure 4: Distribution of analogy components

Vis-a-vis the complexity of meaning in semantic waves, we map the concepts of linked lists, binary search trees and stacks, our target analogical components, to the notion of low gravity (i.e. abstract concept), and the references to people queing at movie theaters, family members, restaurant trays, sheets of paper and other tangible examples, which are our base analogical components, to the notion of high gravity (i.e. concrete concept) in semantic waves.

We would expect analogical episodes to begin with the target component of an analogy, descend in terms of semantic gravity to the base component, and then ascend again to the target concept at the end of the episode—see Section 2 for details. Here we define a semantic wave as any descent in terms of semantic gravity between utterances and rise again, so, for instance beginning with a utterance with both base and target (BT), descending to base (B) and then back to BT is still counted as a wave. Dialogues excerpts exemplifying the semantic waves can be seen in Tables 10, 11 and 12.

To test this, we automatically searched for semantic waves in the 138 analogical episodes of our CSTD subcorpus and we found that 129 (93.47%) of them contained at least one, which supports the idea tutors use the semantic wave in analogical episodes. We also found that a mean of 2.1 waves are used in every analogical episode in a tutorial dialogue explanation.

64 of the 138 episodes had at least two consecutive semantic waves. The distribution over the number of waves per episode can be seen in Fig. 5. One episode contained 16 consecutive waves.

We additionally found that there were seven

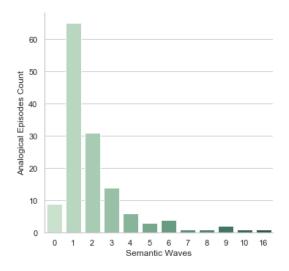


Figure 5: Distribution of analogical episodes density in number of semantic waves

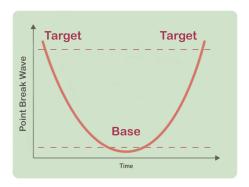


Figure 6: Point Break Wave (T-B-T)

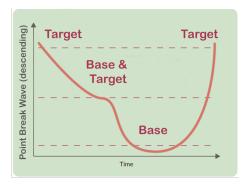


Figure 7: Point Break Wave (descending) (T-BT-B-T)

main types of waves which represent different patterns of base and target components. We take from the surfing domain the names of the types of waves, which vary from strong to weak. The strongest is the *point break wave* as shown in Fig. 6, and in our sequence model it represents starting the analogical episode with a target component, descending

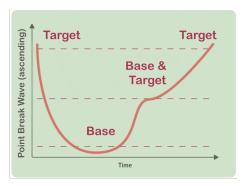


Figure 8: Point Break Wave (ascending) (T-B-BT-T)

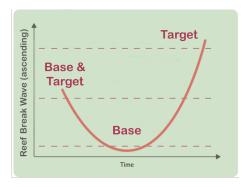


Figure 9: Reef Break Ascending Wave(BT-B-T)

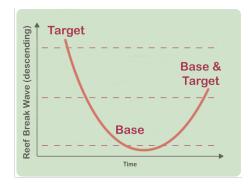


Figure 10: Reef Break Descending Wave (T-B-BT)

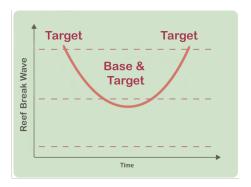


Figure 11: Reef Break Standard Wave (T-BT-T)

to the base component at some point during the

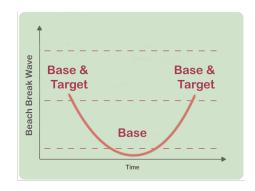


Figure 12: Beach Break Wave (BT-B-BT)

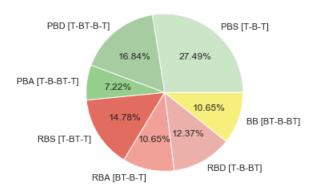


Figure 13: Distribution of semantic wave types

episode, and finishing with the target again. Two sub-types of *point break wave* were also observed, namely the *point break descending* and *point break ascending*— see Figs. 7 and 8. The next type of wave is moderate in intensity and is called a *reef break*, which can be *ascending* (Fig. 9), *descending* (Fig. 10) and *standard* (Fig. 11). Finally, the weakest type of wave was observed, the *beach break* wave (Fig. 12).

In total the 291 waves existing across the 138 episodes were distributed by type is as in Figure 13. Example dialogue excerpts showing a *point break*, *reef break (standard)* and *beach break wave* can be seen in Tables 10, 11 and 12.

5 Discussion and Conclusion

We have presented, to our knowledge, the first annotation scheme and corpus study which investigates how the base and target components of analogies are deployed by human tutors during their explanations. We used the annotation scheme to verify whether analogical explanations follow the structure of semantic waves, whereby they begin from the target component, descend to the base com-

Tutor	alright, stack is a very simple	Т
	data structure.	
Tutor	um, this is a shorter and shorter	В
	stack of paper.	
Tutor	and it has a top sheet.	В
Tutor	you can pick up the top sheet or	В
	you can put another sheet on the	
	top.	
Tutor	so the stack +// lets make up one	Т
	here that has x@l in it, and d@l	
	and p@l and q@l how about	
	that?	
Tutor	so here is a stack of four ele-	Т
	ments.	
Tutor	here are the operations you can	Т
	apply to a stack.	_
Tutor	you can pop it.	Т
Tutor	and when you pop the stack,	T
	that's a destructive function that	•
	returns the top element.	
	returns the top element.	l

Table 10: Point Break Wave Dialogue Example

Tutor	it's destructive it takes the q@1	T
	off and gives you the top element	
	what I call n@l xxx xxx.	
Tutor	uh the insert is called a push and	BT
	these come from the spring pop-	
	ping this thing up and the spring	
	pushing down and you push on	
	the stack some value n@l.	
Tutor	so this is a function that returns	T
	what popped off and that's a void	
	function that takes the thing to	
	make it come off.	

Table 11: Reef Break (standard) Wave Dialogue Example

ponent and return to the target. 93.47% of the episodes contain the structure of a semantic wave and, 74% of the episodes used a series of semantic waves consecutively. We showed there are a variety of different wave types used and we define some shapes to understand these different structures. We claim this novel characterisation of analogical explanations in tutoring dialogues to be a formalisation that could be used as a tool for both; the design of human tutorial dialogue pedagogical strategies and intelligent tutoring systems.

Tutor	*uh a binary tree is kind of like	BT
	mother and father and xxx	
Student	a family tree.	В
Tutor	no that's not bad *uh that's bad.	N
Tutor	it's +// because families can have	В
	more than two kids.	
Tutor	so here what it means is that bi-	BT
	nary is that each node can have	
	two trees, two children.	

Table 12: Beach Break Wave Dialogue Example

In future, we intend to further investigate the semantic wave structure in analogies in a more finegrained level, to analyse the mapping between the base and target domains which happens dynamically during the semantic wave explanation and to incorporate and test these explanatory models in a spoken dialogue system.

Acknowledgements

Del-Bosque-Trevino is partially supported by EP-SRC and AHRC Centre for Doctoral Training in Media and Arts Technology (EP/L01632X/1) and CONACYT (National Council of Science and Technology of Mexico). Purver is partially supported by the EPSRC under grant EP/S033564/1, and by the European Union's Horizon 2020 programme under grant agreements 769661 (SAAM, Supporting Active Ageing through Multimodal coaching) and 825153 (EMBEDDIA, Cross-Lingual Embeddings for Less-Represented Languages in European News Media). The results of this publication reflect only the authors' views and the Commission is not responsible for any use that may be made of the information it contains. Thanks to Thomas Kaplan, Louise Bryce, Shamila Nasreen, Morteza Rohanian and Jack Ratcliffe for their participation in the development of the annotation scheme and annotations.

References

Mehrdad Alizadeh, Barbara Di Eugenio, Rachel Harsley, Nick Green, Davide Fossati, and Omar AlZoubi. 2015. A study of analogy in computer science tutorial dialogues. In *Proceedings of the 7th International Conference on Computer Supported Education*, volume 2, pages 232–237. SCITEPRESS-Science and Technology Publications, Lda.

- David Michael Barbella and Kenneth D Forbus. 2011. Analogical dialogue acts: Supporting learning by reading analogies in instructional texts. In *Twenty-Fifth AAAI Conference on Artificial Intelligence*.
- Lou Burnard. 2000. Reference Guide for the British National Corpus (World Edition). Oxford University Computing Services http://www.natcorp.ox.ac.uk/docs/userManual/.
- Michelene TH Chi, Stephanie A Siler, Heisawn Jeong, Takashi Yamauchi, and Robert G Hausmann. 2001. Learning from human tutoring. *Cognitive science*, 25(4):471–533.
- Paul Curzon, Peter McOwan, J Donohue, Seymour Wright, and William Marsh. 2018. Teaching computer science concepts. In Sue Sentance, Eric Barendsen, and Carsten Shulte, editors, Computer Science Education: Perspectives on Teaching and Learning in School, chapter 8, pages 91–108. Bloomsbury Publishing, London.
- Barbara Di Eugenio, Lin Chen, Nick Green, Davide Fossati, and Omar AlZoubi. 2013. Worked out examples in computer science tutoring. In *International Conference on Artificial Intelligence in Education*, pages 852–855. Springer.
- Barbara Di Eugenio, Davide Fossati, Stellan Ohlsson, and David Cosejo. 2009. Towards explaining effective tutorial dialogues. In *Annual Meeting of the Cognitive Science Society*, pages 1430–1435.
- Dedre Gentner. 1983. Structure-mapping: A theoretical framework for analogy. *Cognitive science*, 7(2):155–170.
- Mary L Gick and Keith J Holyoak. 1983. Schema induction and analogical transfer. *Cognitive Psychology*.
- Jonathan Ginzburg. 2012. *The interactive stance*. Oxford University Press.
- Douglas J Hacker, John Dunlosky, and Arthur C Graesser. 2009. *Handbook of metacognition in education*. Routledge.
- Keith James Holyoak, Dedre Gentner, and Boicho N. Kokinov. 2001. Introduction: The place of analogy in cognition. In Dedre Gentner, Keith James Holyoak, and Boicho N. Kokinov, editors, *The Analogical Mind*, pages 1–19. MIT Press, Cambridge, MA.
- John E. Hummel, John Licato, and Selmer Bringsjord. 2014. Analogy, explanation, and proof. *Frontiers in Human Neuroscience*, 8:867.
- Frank C Keil. 2006. Explanation and Understanding. *Annual Review of Psychology*, 57(1):227–254.
- Diane J. Litman, Johanna D. Moore, Myroslava Dzikovska, and Elaine Farrow. 2009. Using natural

- language processing to analyze tutorial dialogue corpora across domains modalities. In *Proceedings of the 14th International Conference on Artificial Intelligence in Education*, pages 149–156, Netherlands. IOS Press.
- Karl Maton. 2011. Theories and things: the semantics of discipinarity. In F Christie and Karl Maton, editors, *Disciplinarity: functional linguistic and sociological perspectives*, pages 62–84. Continuum, London.
- Karl Maton. 2013. Making semantic waves: A key to cumulative knowledge-building. *Linguistics and education*, 24(1):8–22.
- Matthew Purver. 2001. Score: A tool for searching the bnc.
- S Siegel and Castellan. 1988. *Nonparametric Statistics for the Behavioral Sciences*. McGraw-Hill Book Co.
- Paul Thagard. 1989. Explanatory coherence. *Behavioral and brain sciences*, 12(3):435–467.
- Jane Waite, Karl Maton, Paul Curzon, and Lucinda Tuttiett. 2019. Unplugged computing and semantic waves: Analysing crazy characters. In *Proceedings* of the 1st UK & Ireland Computing Education Research Conference, pages 1–7.

A Annotation Instructions

Purpose of the annotation excercise The main purpose of this annotation protocol is to identify interactive patterns of explanations analogies in human-human tutoring conversations. This study will be conducted on a dataset consisting of 54 one-to-one human basic computer science tutoring dialogues collected in the late 2000's. The dialogues topics are limited to three basic computer science (CS) data structures, which are: stacks, linked lists and binary search trees

Analogy definition and examples An analogy is a linguistic device that uses a specific concept (a base*) to transfer information or meaning to another concept (a target*). Tutors use analogies to explain concepts. The following examples contain a section of a tutoring dialogue which includes an analogy. The base concept is formatted with underlined characters and the target concept is formatted with bold characters.

Utterance Examples	Base	Target	
um the stack			
is a lot like a Lego set,	lego set	stack	
okay?			
uh a binary search tree		binary	
is +// one way of looking	family tree	search	
at it is like a family tree.		tree	
the comparison I like to		linked	
make with linked lists is a	movie line	lists	
movie line.		lists	

Analogies are easily tractable when they are directly observable, they can be denoted by the presence of particular words or combination of words or keywords which depict either the base or the target of the analogy. Occasionally, analogies are stated in an utterance by the use of coreference. Analogies which are alluded by the use of coreference should also be annotated.

CHILDES notation The research group which annotated the 54 dialogues used the CHILDES notation. The following table contains the symbols you might encounter during your analysis. Use this table as a reference when doing your annotations.

Anaphora, cataphora and refering noun phrases Some analogy bases and analogy targets are alluded indirectly by the use of coreference.

Example	Marker	Meaning	
uh# you know	TVIUI IXCI	pause between	
what a linked list is?	#	words	
it's a +// it's a		Words	
concept, not a	+//	self interruption	
language thing.			
so all you're			
given is this			
header,	h@l	the letter h	
that why h@l			
is here.			
<*uh, and they want us>[//] oh O_K	<>	angle brackets group words marked by the following symbol, in this case, retracing with correction	
<*uh, and they want us>[//]	[//]	retracing with	
oh O_K	[יי]	correction	
then you're losing		unintelligible	
all your xxx.	XXX	speech	
yeah, but yeah, then you know +	+	The trailing off or incompletion marker (plus sign followed by three periods) is the terminator for an incomplete,but not interrupted, utterance.	
<the one="" second="" wants="">[///] so that was an insertion, the second one is a deletion.</the>	[///]	retracing with reformulation	
(be)cause the xxx.	(be)	noncompletion of a word	
you got to start here at the root, just like in [//] in a linked list you have to start at the first node.	[//]	retracing with correction	
++ right.	++	other completion	
star+wars	+	compound or rote form marker	

The three cases of coreference that we should be able to spot and annotate are called anaphora, cataphora and coreferring noun phrases.

Continuation and preambles Some utterances contain few words (4 or less) and are continuations of the previous utterance of the same speaker, or a preamble of the following utterance. Assign the same annotations that you gave to that speaker's previous or subsequent utterance.

Session management Session management utterances should not be considered or annotated.

Utterance Example (Metacognition)

let's start off

let me just grab a clean sheet of papper

Metacognition Utterances which are observations or reflections of the mental processes that occur during the tutoring session should not be considered or annotated.

Utterance Example (Session Management)

OK, now you are on to something

I'm so happy that you understand now

It's good that you recognize that your answer doesn't look right.

That shows you 're thinking!

I like to see that

Additional considerations

- An utterance can be allocated as base and target at the same time.
- Rely only on the text.
- Within the linked lists analogies, tutors and students sometimes refer to letters as if they were people (e.g. b@l is looking to c@l). If this is the case, annotate as BASE. Referencing letters does not determine that speakers are talking about the TARGET
- Annotate as TARGET when there is an explicit reference to concepts within the TAR-GET domain.