Figurative Language **DIFFERENT** Annotation Instructions

For this project, we consider only two types of figurative language: metaphor and idioms.

Metaphor: A metaphor is a figure of speech that describes one thing by mentioning another thing. Metaphors can be conventional, i.e., very commonly used, or novel, i.e., rarely used (see examples 3 & 4 below, and can be used in the context of software programming). For example, in the following texts some words are marked (underlined) as metaphorical.

- 1. She gave him that idea.
- 2. I see the point.
- 3. Function keyword is <u>bashism</u>.
- 4. Some books have to be tasted.

Idiomatic expression: Idiomatic expressions are groups of words with an established meaning unrelated to the meanings of the individual words. For example:

- 1. He let the cat out of the bag (accidentally told a secret).
- 2. She got off scott-free (escaped without punishment).
- 3. He flew off the handle (went crazy).
- 4. That's a great resource, I will keep in mind for future PRs (remember something in the future).

In this annotation task, we have 4 candidates for "different meaning" sentences. A "different meaning" sentence is a sentence which is generated by using the figurative language in a literal manner (Type 1) or replacing the figurative language (Type 2). The "different meaning" sentences must have a completely different meaning than the original. Examples:

- Sentence: I'd forgotten to commit some local changes.
 - o Figurative Language: commit
 - Action: use the figurative language in a literal manner (Type 1)
 - o Different: I'd forgotten to commit to attending the party.
- Sentence: This is a really nice clean up.
 - o Figurative Language: clean up
 - Action: replace the figurative language (Type 2)
 - o Different: This is a really nice cleaning product.

You will be provided with 4 candidate sentences, two of which come from Type 1 and two come from Type 2. Choose 1 out of the 4 candidates, with a preference towards choosing from Type 1. If none of these 4 are good candidates, write **None**. When choosing, try to choose a sentence that has 1) **similar semantic order** to the original sentence, and 2) a **different meaning** than the original sentence. Example:

Original: Would be nice to have a test that triggers the error.

• Similar semantic order: Would be nice to have a sensor that detects the temperature.

• Non-similar semantic order: After setting up the fireworks, press the button to trigger the first explosion.

Original: @amurzeau Thanks for debugging it and coming up with the root cause.

- Similar meaning: @amurzeau Thanks for analyzing it and identifying the main problem.
- Different meaning: @amurzeau Thanks for removing insects from the garden and coming up with the shovel to put the root in.