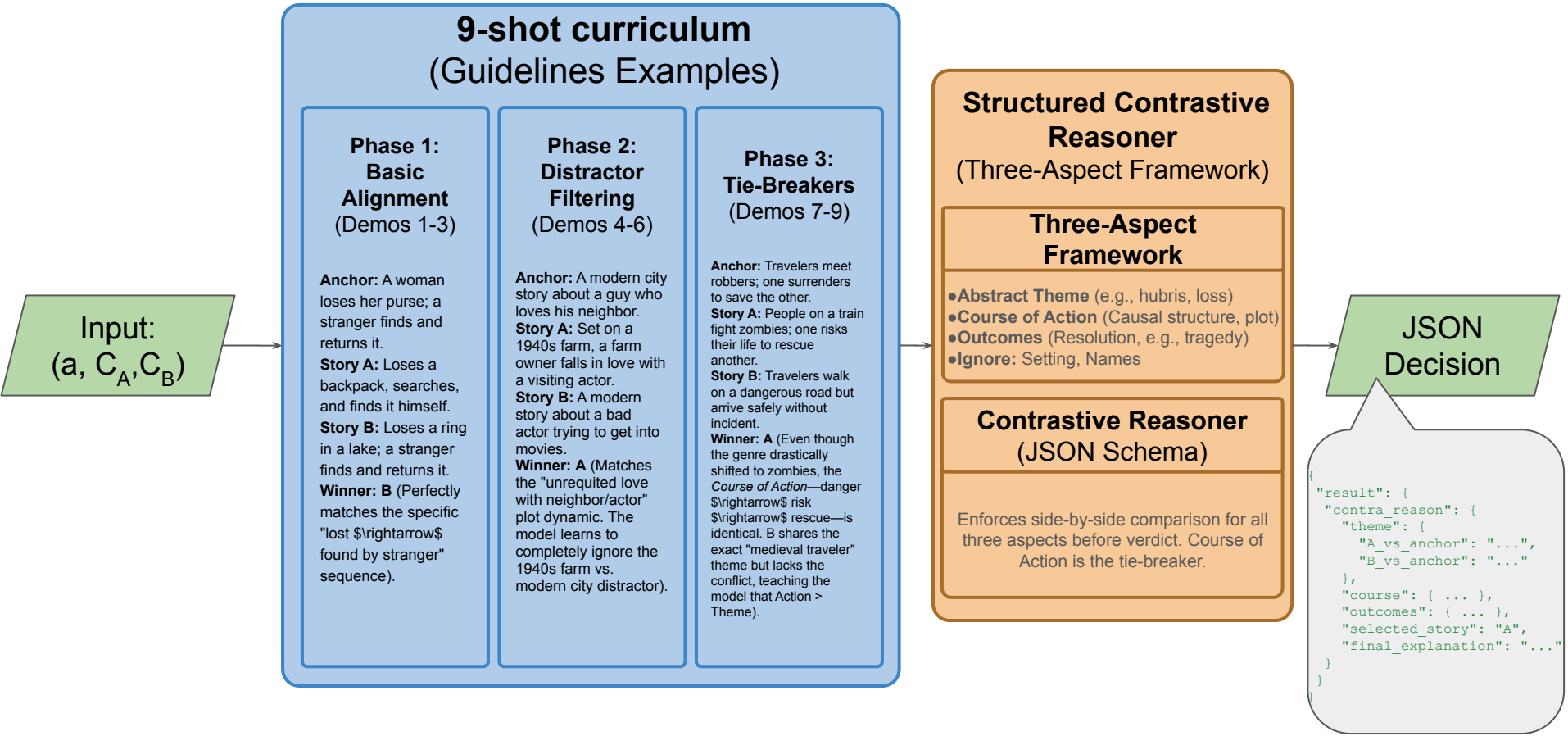
Input:
(a, C_A,C_B)
9-shot curriculum
(Guidelines Examples)
Phase 1: Basic Alignment
(Demos 1-3)
Anchor: A woman loses her purse; a stranger finds and returns it.
Story A: Loses a backpack, searches, and finds it himself.
Story B: Loses a ring in a lake; a stranger finds and returns it.
Winner: B (Perfectly matches the specific "lost $\rightarrow$ found by stranger" sequence).
Phase 2: Distractor Filtering
(Demos 4-6)
Anchor: A modern city story about a guy who loves his neighbor.
Story A: Set on a 1940s farm, a farm owner falls in love with a visiting actor.
Story B: A modern story about a bad actor trying to get into movies.
Winner: A (Matches the "unrequited love with neighbor/actor" plot dynamic. The model learns to completely ignore the 1940s farm vs. modern city distractor).
Phase 3: Tie-Breakers
(Demos 7-9)
Anchor: Travelers meet robbers; one surrenders to save the other.
Story A: People on a train fight zombies; one risks their life to rescue another.
Story B: Travelers walk on a dangerous road but arrive safely without incident.
Winner: A (Even though the genre drastically shifted to zombies, the Course of Action—danger $\rightarrow$ risk $\rightarrow$ rescue—is identical. B shares the exact "medieval traveler" theme but lacks the conflict, teaching the model that Action > Theme).
Structured Contrastive Reasoner
(Three-Aspect Framework)
Three-Aspect Framework
•Abstract Theme (e.g., hubris, loss)
•Course of Action (Causal structure, plot)
•Outcomes (Resolution, e.g., tragedy)
•Ignore: Setting, Names
Contrastive Reasoner
(JSON Schema)
Enforces side-by-side comparison for all three aspects before verdict. Course of Action is the tie-breaker.
JSON Decision
{
"result": {
"contra_reason": {
"theme": {
"A_vs_anchor": "...",
"B_vs_anchor": "..."
},
"course": { ... },
"outcomes": { ... },
"selected_story": "A",
"final_explanation": "..."
}
}
}