# Interactive Fiction and Text Generation

Lara J. Martin (she/they)

https://laramartin.net/interactive-fiction-class

#### Learning Objectives

Consider when to use various sampling algorithms

Distinguish between finetuning and prompting

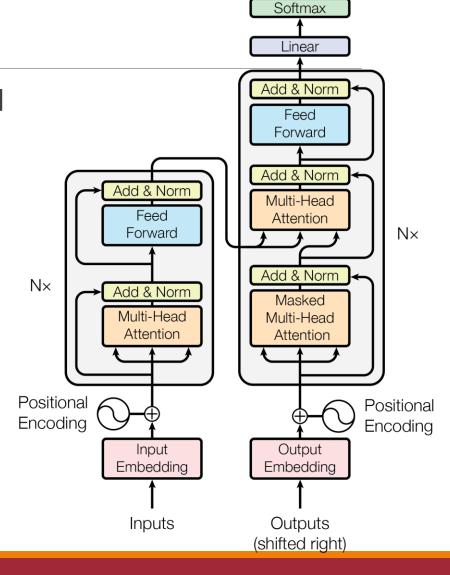
Distinguish between few-shot and zero-shot prompting

Examine the ways GPT's parameters affect sampling

#### Review: Transformers

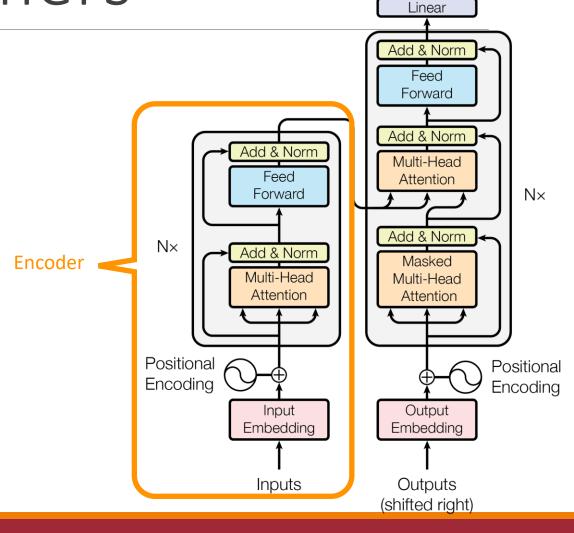
The Transformer is a **non-recurrent** non-convolutional (feed-forward) neural network designed for language understanding

 introduces <u>self-attention</u> in addition to encoderdecoder attention



Output Probabilities

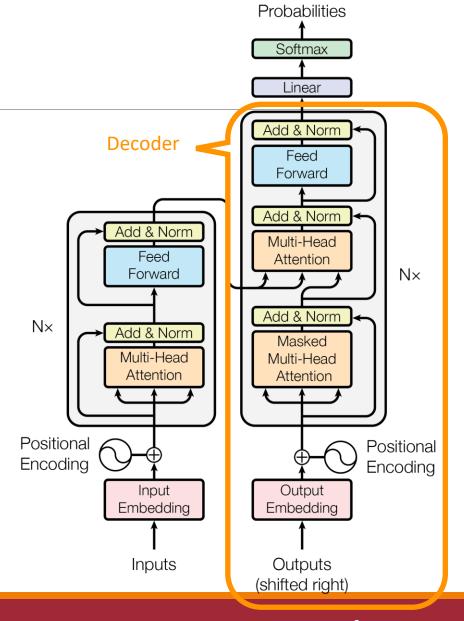
#### Review: Transformers



Output Probabilities

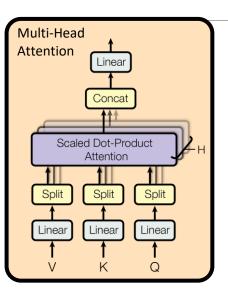
Softmax

#### Review: Transformers

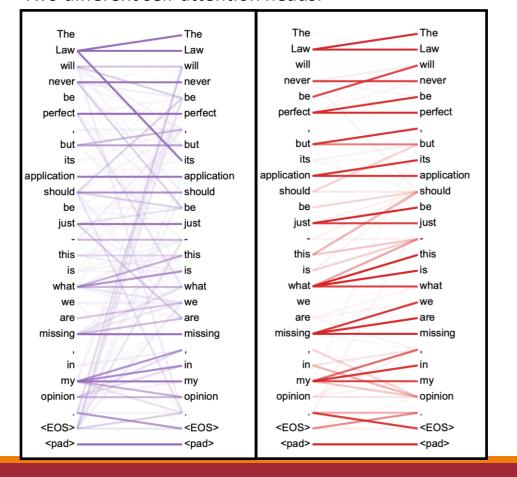


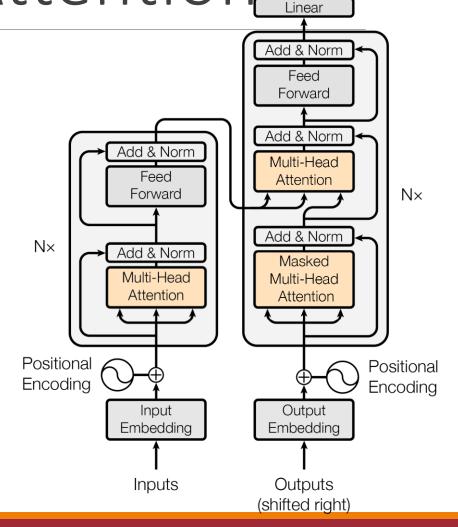
Output

Review: Multi-Head Attention



#### Two different self-attention heads:





Output Probabilities

Softmax

## Review: Strengths of the Transformer Architecture

Training is easily parallelizable

Larger models can be trained efficiently.

Does not "forget" information from earlier in the sequence.

Any position can attend to any position.

## Review: Weaknesses of the Transformer Architecture

We can use a lot of data to train  $\rightarrow$  expensive (money, time)

Can't actually remember things, just looks back

## Review: Generating Text

Also sometimes called decoding



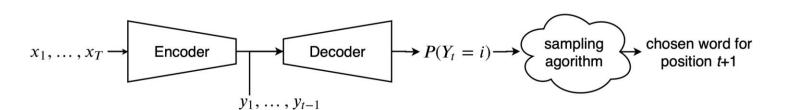
To generate text, we need an algorithm that selects tokens given the predicted probability distributions.

#### Examples:

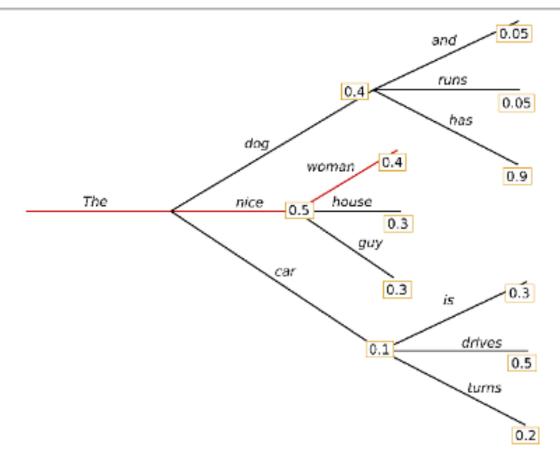
Argmax

Random sampling

Beam search

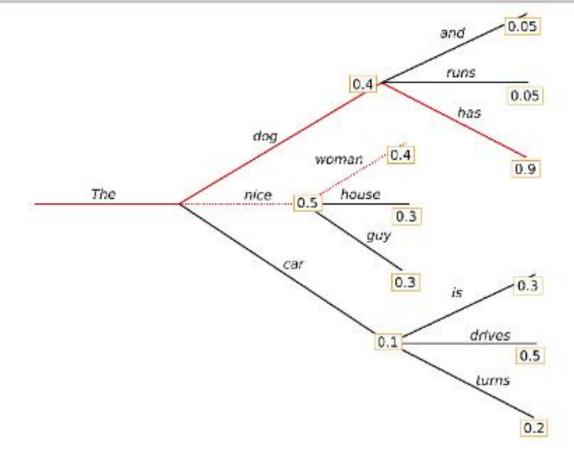


## Greedy Search (Argmax)

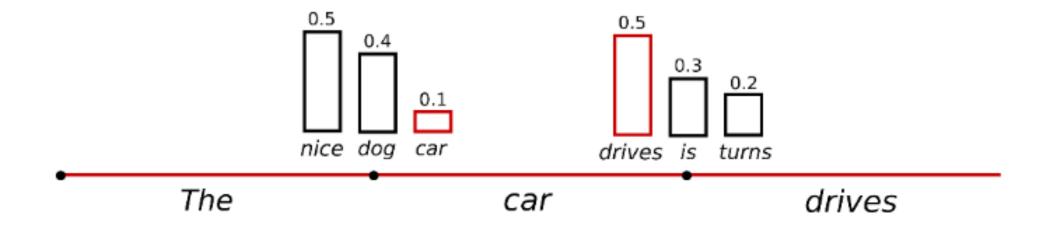


#### Beam Search

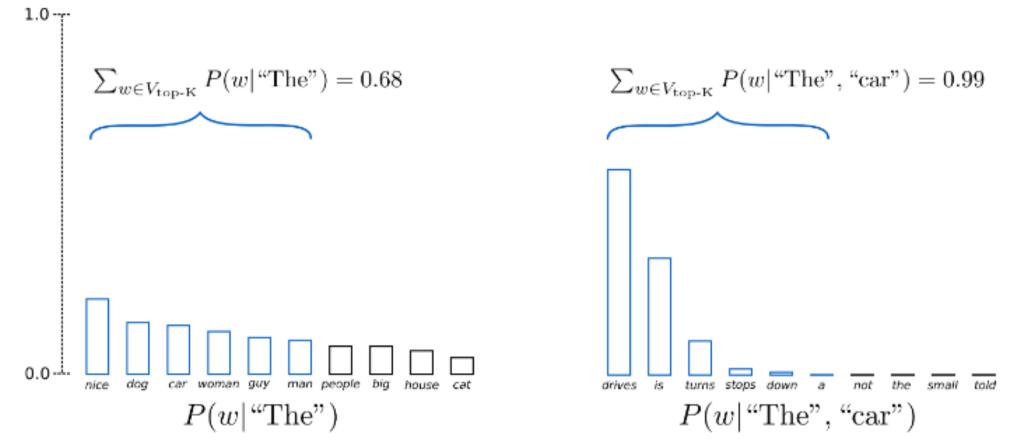
Number of beams = 2



## Random Sampling



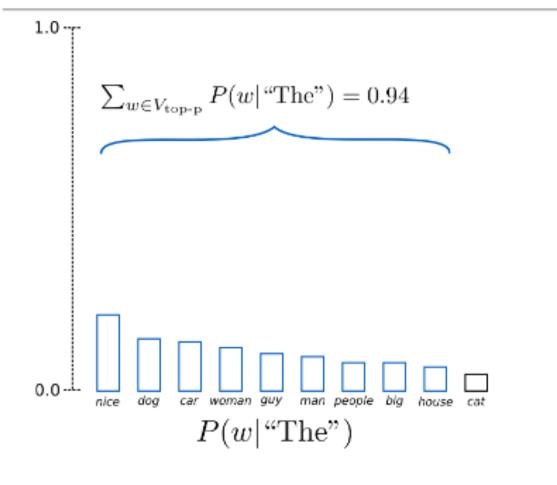
#### Top-K Sampling

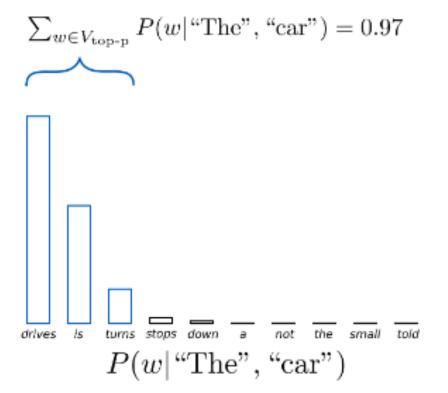


A. Holtzman, J. Buys, M. Forbes, and Y. Choi, "The Curious Case of Neural Text Degeneration," in International Conference on Learning Representations (ICLR), 2020, p. 16. https://openreview.net/forum?id=rygGQyrFvH

https://huggingface.co/blog/how-to-generate

## Top-P Sampling

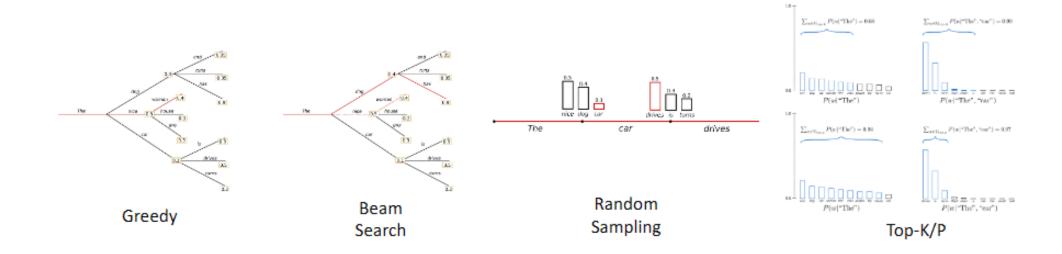




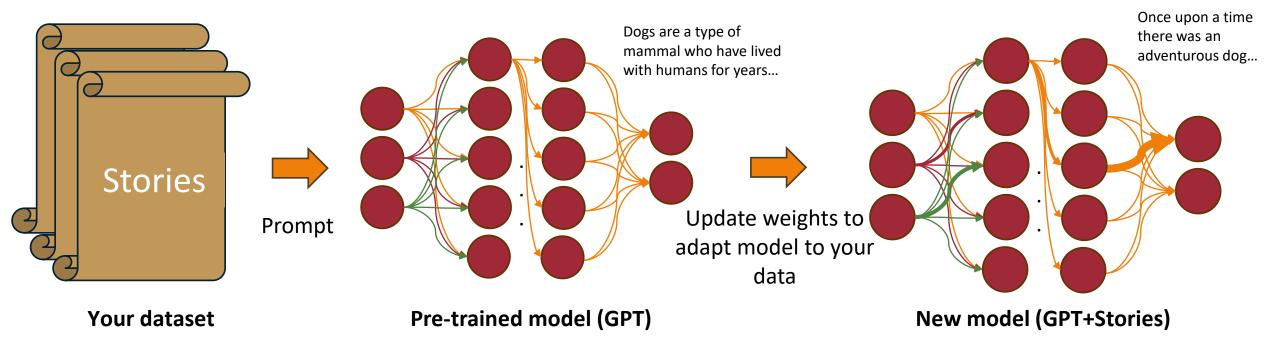
https://huggingface.co/blog/how-to-generati

#### Think-Pair-Share

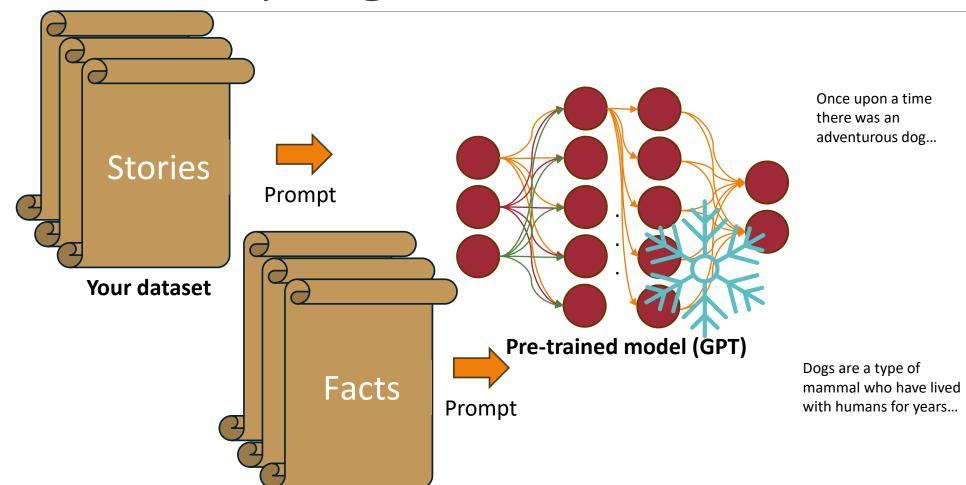
When might you want to use one sampling algorithm over the other?



#### Finetuning

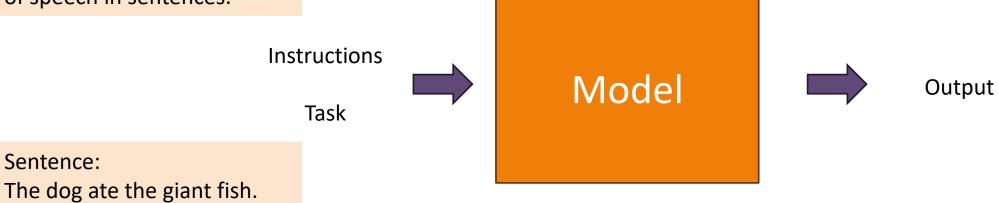


## Prompting



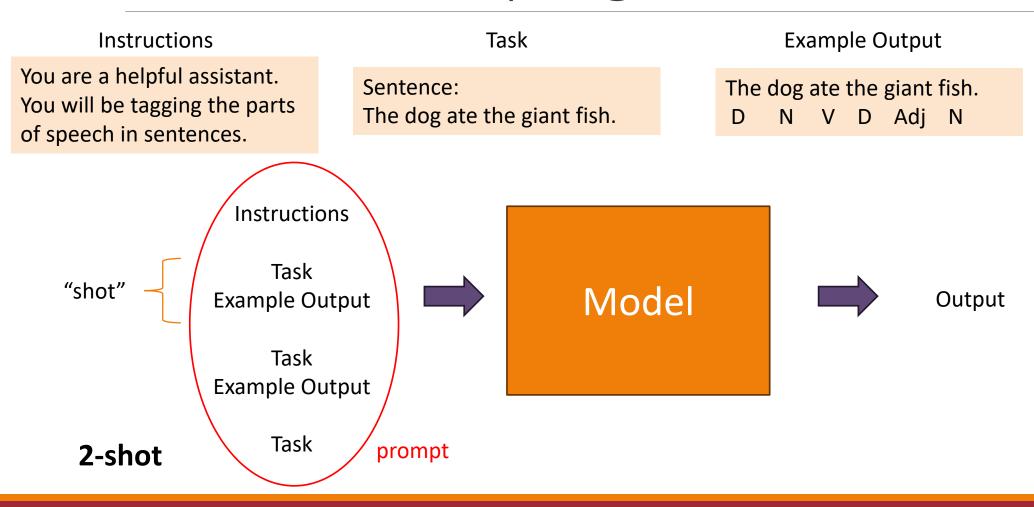
## Zero-shot Prompting

You are a helpful assistant. You will be tagging the parts of speech in sentences.



Sentence:

#### Few-shot Prompting



#### Prompting



"A child playing on a sunny happy beach, their laughter as they build a simple sandcastle, emulate Nikon D6 high shutter speed action shot, soft yellow lighting."

Generated with Midjourney.

via https://zapier.com/blog/ai-art-prompts/

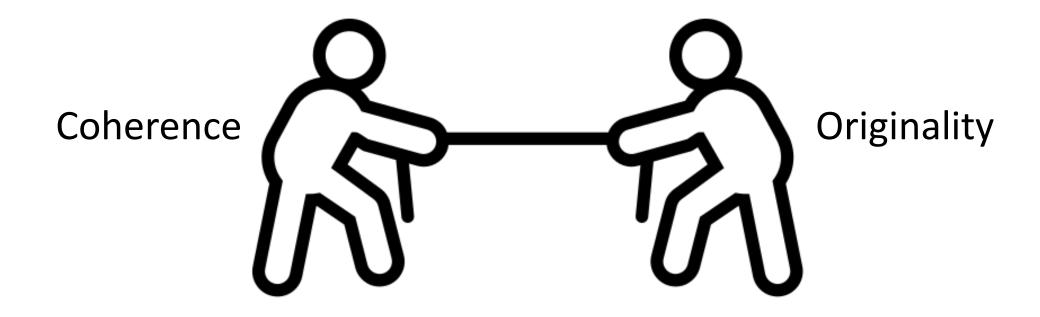
Need to be really specific (also match the training data)

## Dealing with any language model

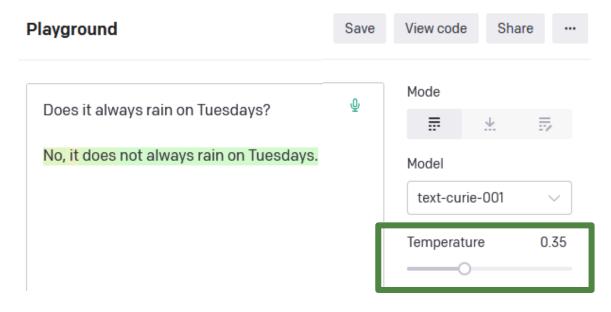
Likelihoods → Not cause & effect

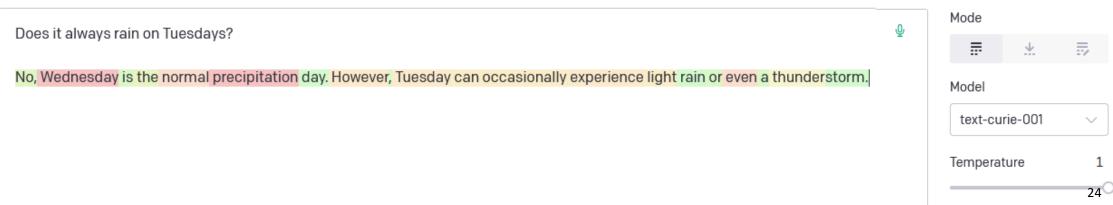
What is probable might not be possible.

## Lara's Language Model Tradeoff



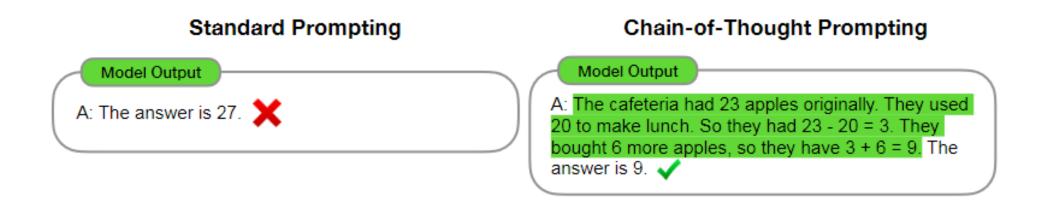
#### There's even an explicit knob in GPT



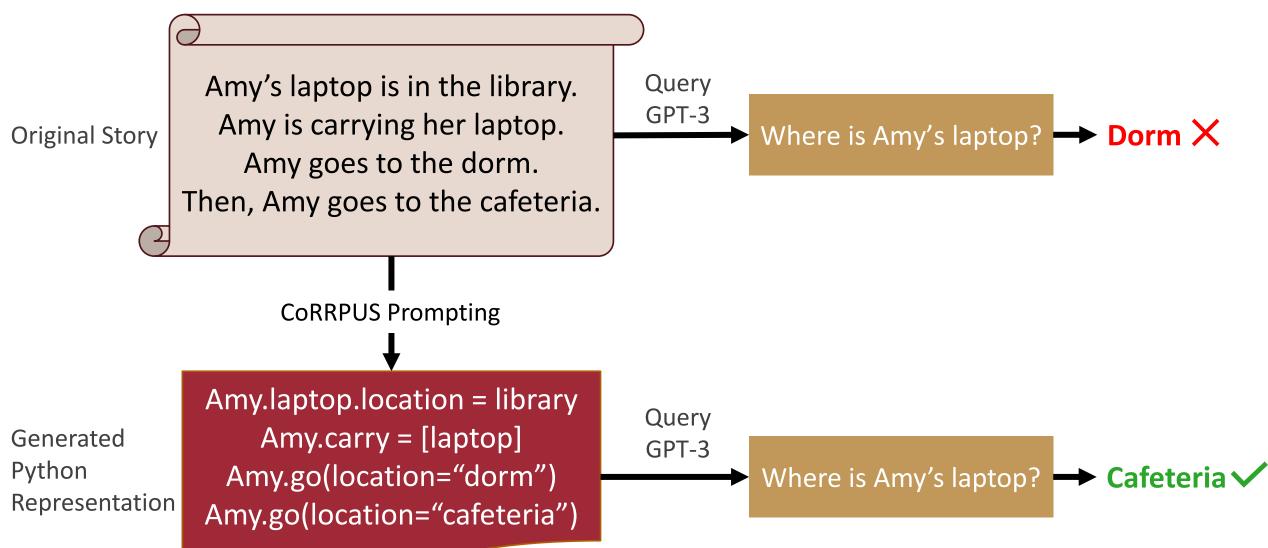


#### Chain-of-Thought Prompting

Q: The cafeteria had 23 apples. If they used 20 to make lunch and bought 6 more, how many apples do they have?



CORRPUS (Code Representations to Reason & Prompt over for Understanding in Stories)



Dong, Y. R., Martin, L. J., & Callison-Burch, C.

## CorrPUS Chain-of-Thought Prompting

Three versions that are initialized the same:

#### Comment

```
def story(self):
```

9/10/2024

```
## Mary moved to the bathroom.
self.Mary.location = "bathroom"
## Mary got the football there.
self.Mary.inventory.append("football")
```

#### **Specific Functions**

```
self.Mary_moved_to_the_bathroom()
self.Mary_got_the_football_there()
self.John_went_to_the_kitchen()
self.Mary_went_back_to_the_garden()
```

```
def Mary_moved_to_the_bathroom()
    self.Mary.location="bathroom"
def Mary_got_the_football_there():
```

#### **Abstract Functions**

```
def story(self):
```

```
## Mary moved to the bathroom.
self.go(character=self.Mary,
location = "bathroom")
...
```

#### Tested On 2 Tasks

#### bAbl (Weston et al. 2015)

Task 2: Stories tracking objects that characters carry

#### Re<sup>3</sup> (Yang et al. 2022)

- Identifying inconsistencies in stories (e.g., descriptions of characters' appearances, relationships)
- Stories were generated from a list of facts (the premise). They also generated premises with a contradiction.

#### bAbl (Weston et al. 2015)

Method	# Shot	Accuracy 个
Random	-	25%
GPT-3	1	56.5%
Chain of Thought (Creswell et al. 2022)	1	46.4%
Selection-Inference (Creswell et al. 2022)	1	29.3%
Dual-System (Nye et al. 2021)	10	100%
CoRRPUS (comment)	1	67.0%
CorrPUS (specific)	1	78.7%
CorrPUS (abstract)	1	99.1%

9/10/2024

#### Re<sup>3</sup>

The task is to see what stories match what premises based on the facts extracted from both.

Joan Westfall premise

Joan Westfall in story

Attribute	Value	entails	Attribute	Value
Gender	Female	entails	Gender	Female
Occupation	Teacher	entails	Father	Jason Westfall
Brother	Brent Westfall		Brother	Brent Westfall
Appearance	Blue eyes	contradicts	Appearance	Brown eyes

## Re<sup>3</sup> (Yang et al. 2022)

Method	ROC-AUC 个
Random	0.5
GPT-3	0.52
Entailment (Yang et al. 2022)	0.528
Entailment with Dense Passage Retrieval (Yang et al. 2022)	0.610
Attribute Dictionary → Sentence (Yang et al. 2022)	0.684
CoRRPUS (comment)	0.751
CoRRPUS (specific)	0.794
CoRRPUS (abstract)	0.704

Probably because functions like set\_age(self, character, age) complicate more than they help.

9/10/2024

#### Tricks of the Trade

Instruction-tuned models like GPT-3.5 and Mistral-7B-Instruct like to be given a "role" first (e.g., "You are a helpful writing assistant.")

The more defined the task, the better

- More details
- One thing to do at a time

LLMs are overly confident (like people on the internet)

To "objectively" have the model evaluate something, you should have another instance judge

Chain-of-thought prompting helps models come up with better answers

They will "Yes and..." your prompt

#### In-Class Activity

Use GPT-40 (or GPT-40 mini) to generate descriptions of the rooms of the game you made.

Experiment with different types of prompting styles.

https://laramartin.net/interactive-fiction-class/in class activities/openai-playground/room-descriptions.html