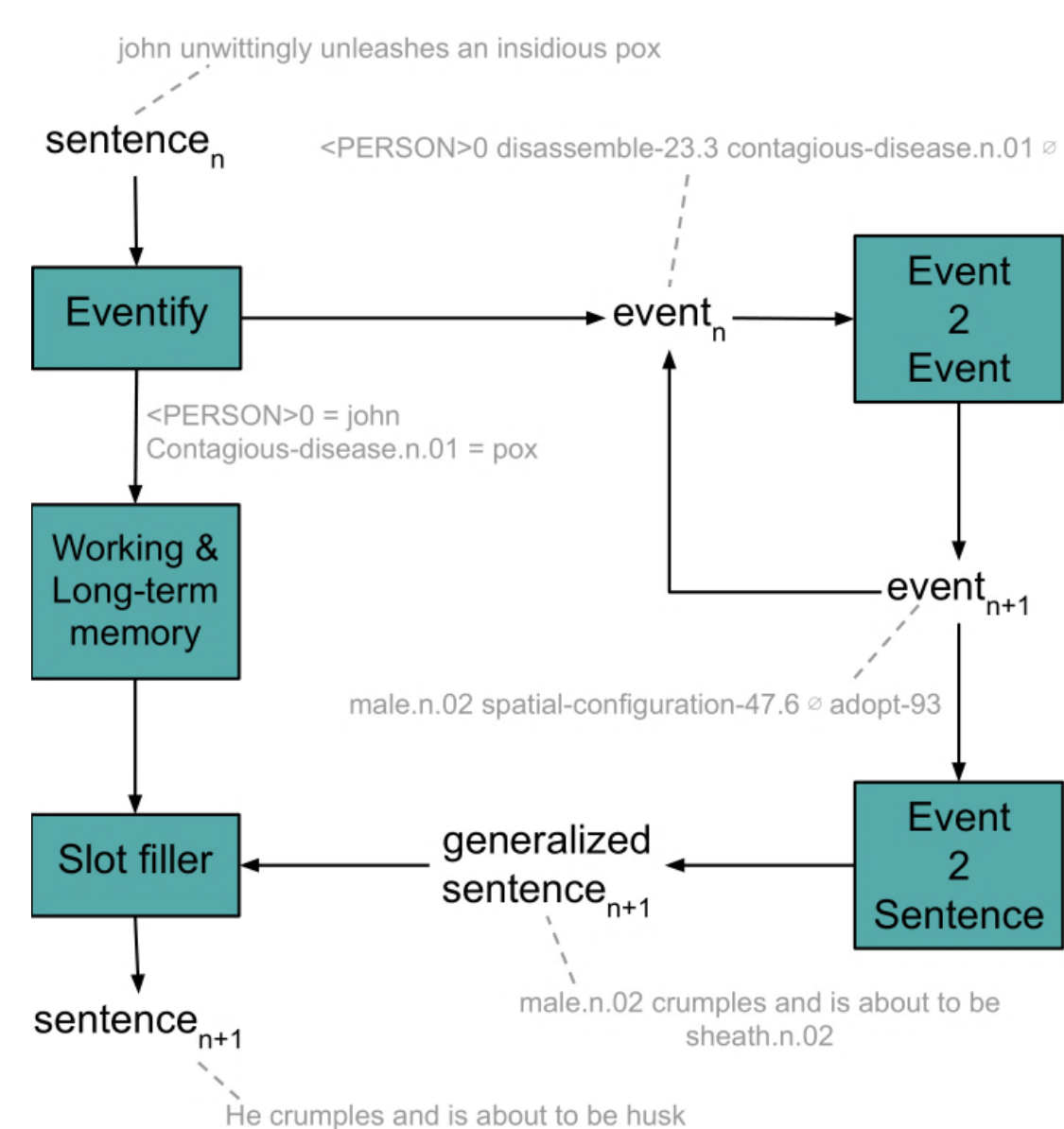


By cascading methods, story plots can be fleshed out into full stories while maintaining both **meaning & interestingness.**

Story Realization: Expanding Plot Events into Sentences

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Intro



- Story plot generation has previously shown to be improved by separating semantics from syntax by creating “events”
- Previous E2S work has had trouble maintaining the meaning of the original event

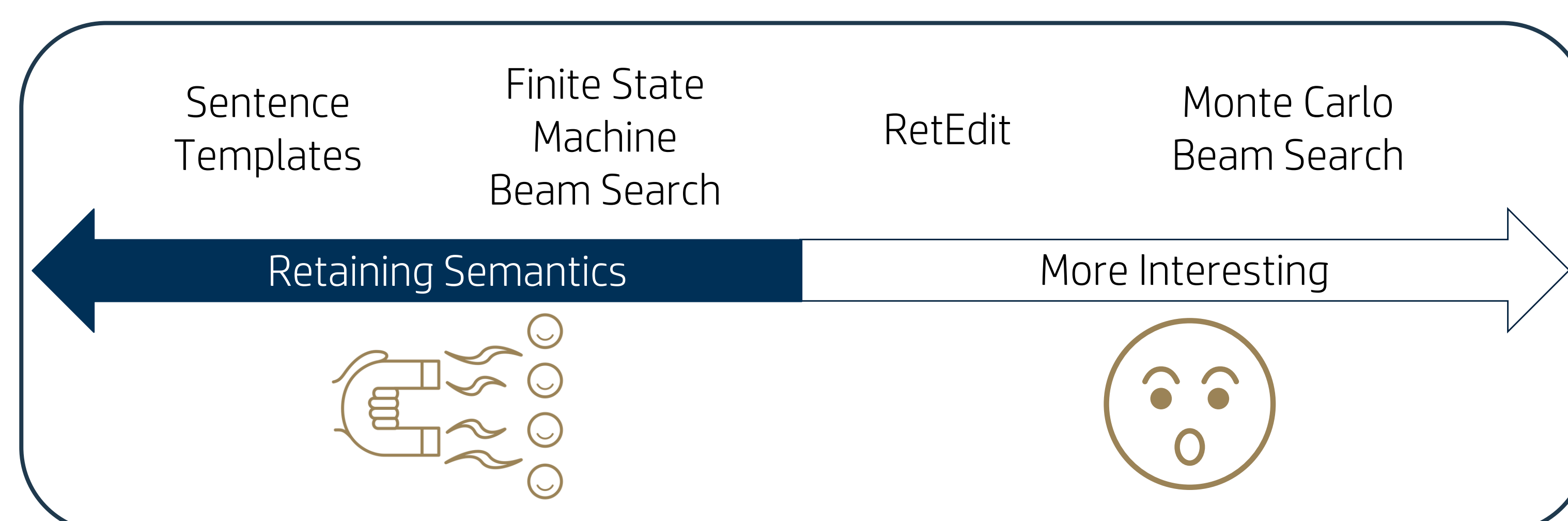
Discussion

- People found the ensemble to maintain the genre and made significantly more enjoyable stories
- RetEdit is used in 83% of time on test set
- Templates match event but are formulaic
- FSM tries to balance but occasionally fails to output

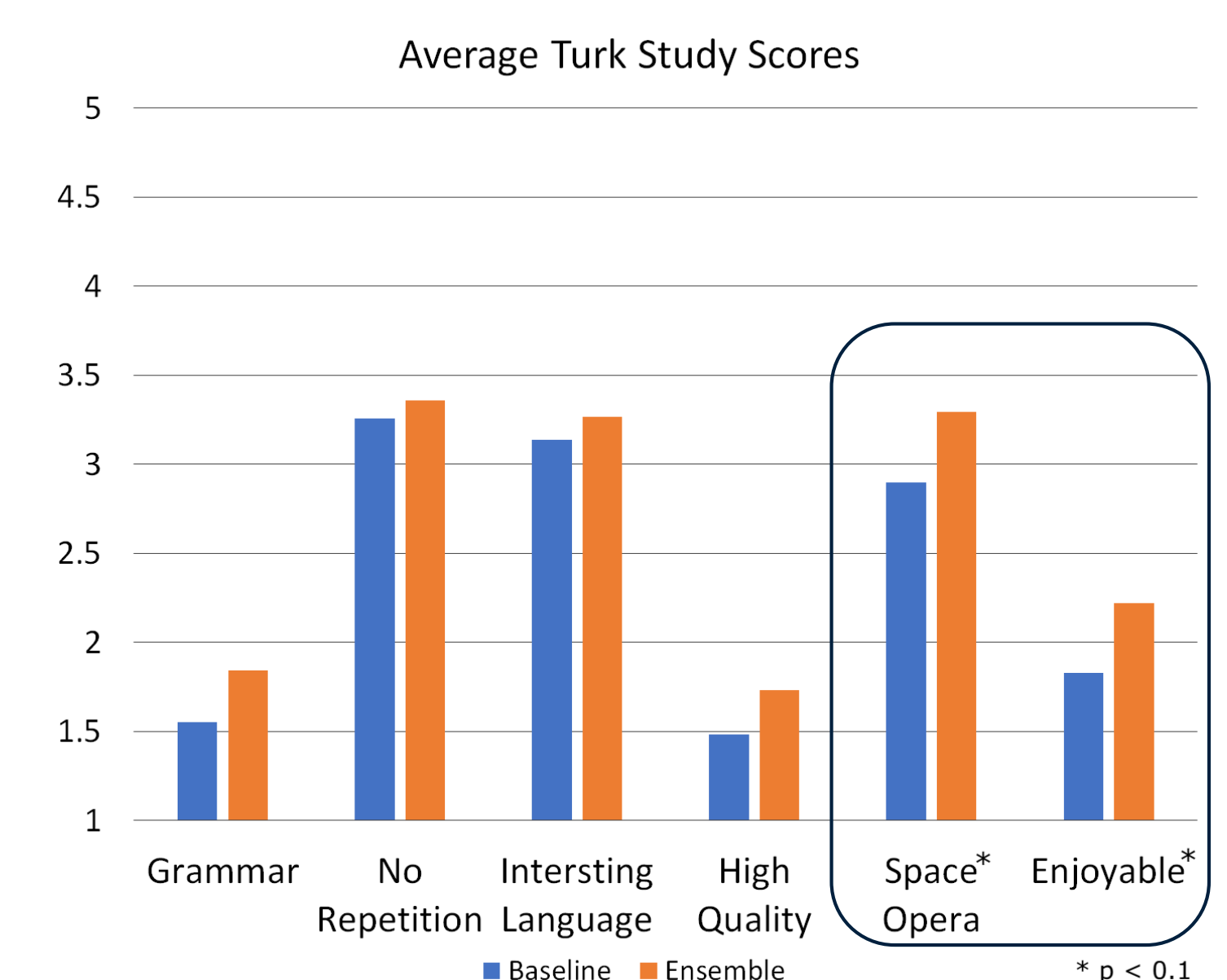
Methods

Ensemble:

1. Retrieve-and-Edit (RetEdit)
2. Sentence Templating
3. Monte-Carlo Beam Search
4. Finite State Machine Constrained Beams
5. Baseline (Seq2Seq)



Code → <https://github.com/rajammanabrolu/StoryRealization>



Results

Table 2: Event-to-sentence examples for each model. ∅ represents an empty parameter; <PRP> is a pronoun.

Input Event	RetEdit	Templates	Monte Carlo	FSM	Gold Standard
<PRP>, act-114-1-1, to, ∅, event.n.01)	<PRP> and <PERSON>0 move to the event.n.01 of the natural_object.n.01.	<PRP> act-114-1-1 to event.n.01.	<PRP> moves to the nearest natural_object.n.01.	physical_entity.n.01 move back to the phenomenon.n.01 of the craft.n.02...	<PRP> move to the event.n.01.
<PERSON>2, send-11.1, through, <PERSON>6, <LOCATION>1)	<PERSON>2 sends <PERSON>6 through the <LOCATION>1.	The <PERSON>2 send-11.1 the <PERSON>6 through <LOCATION>1.	<PERSON>2 passes this undercover in the body_part.n.01 and collapses.	∅	In activity.n.01 to avoid <PRP> out.n.01 <PERSON>2 would transport <PERSON>6 through the <LOCATION>1.

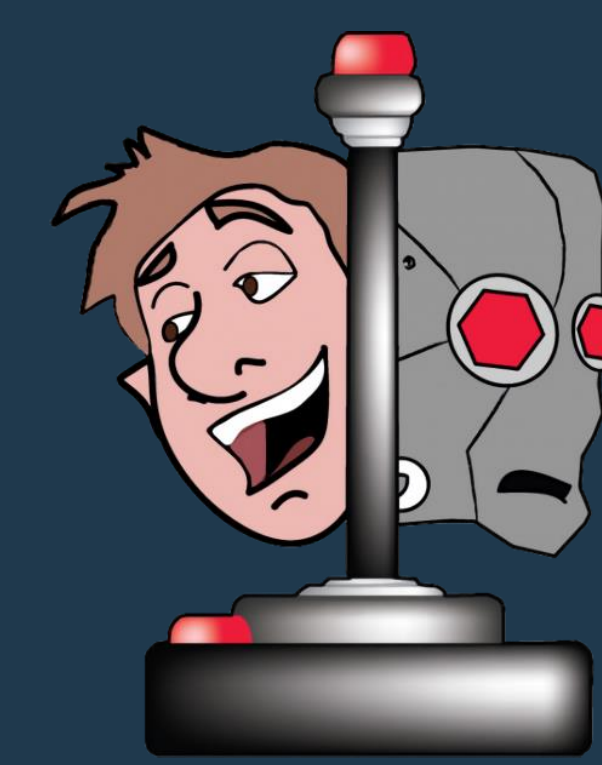
Table 1: End-to-end pipeline examples on previously-unseen input data. The Event-to-Sentence model used is the full ensemble. Sentences are generated using both the extracted and generated events.

Input Sent.	Extracted event	Generated Events (Event-to-Event)	Generated Sentences (Event-to-Sentence)	Slot-filled Sentences
On Tatooine, Jabba the Hutt inspects the drone barge recently delivered to him.	<ORG>0, assessment-34.1, ∅, vessel.n.02, ∅)	<PERSON>1, settle-36.1.2, ∅, indicator.n.03, indicator.n.03); {music.n.01, escape-51.1-1, from, ∅, ∅}; <PRP>, discover-84, to, run-51.3.2, progenitor.n.01)	The <ORG>0 can not scan the vessel.n.02 of the <VESSEL>0. <PERSON>1 decides to be a little person.n.01 at the structure.n.01. the music.n.01 arrives. <PRP> finds a lonely person.n.01 on the upper one of the craft.n.02 which is not a personal_letter.n.01 but does not respond to hails.	The Jabba the Hutt can not scan the bareboat of the Uss Lakota. O Yani decides to be a little mailer at the air-dock. The Music arrives. She finds a lonely mailer on the upper one of the bareboat which is not a love letter but does not respond to hails.
Boba Fett has just chased down another bounty, a Rodian art dealer who sold fake works to Gebbu the Hutt.	<PERSON>0, chase-51.6, ∅, bounty.n.04, ∅)	<PERSON>0, chase-51.6, to, magnitude.n.01, ∅); (magnitude.n.01, comprehend-87.2, off, craft.n.02, magnitude.n.01); <PERSON>2, amuse-31.1, off, ∅, ∅); <PERSON>2, discover-84, off, change_of_integrity.n.01, ∅)	<PERSON>0 enters the bounty.n.04 and tells <PRP>. <PERSON>0 attaches the explosive.a.01 to the person.n.01 who is trying to fix the device.n.01. the magnitude.n.01 doesn't know the craft.n.02 off the craft.n.02. <PERSON>2 is surprised when <PRP> learns that the person.n.01 is actually <PERSON>7. <PERSON>2 sees the change_of_integrity.n.01 and tells <PRP>.	Boba Fett enters the bounty and tells it. Boba Fett attaches the explosive to the peer who is trying to fix the toy. The multiplicity doesn't know the bounty off the bounty. Dark Jedi Lomi Plo is surprised when it learns that the peer is actually Mrs Connors. Dark Jedi Lomi Plo sees the combination off the Orbs and tells them.

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