

Project Proposal

Story Generator

Description

Story Generator will be a system allowing to generate prose from an initial chunk of text. The system will ask the user for input and will try to complete the story using the input as the initial state. It will attempt to produce text in the style of stories i.e. it will ensure consistency in the use of past tense, atmosphere and use of language. The ultimate aim is that it generates text that resembles prose written by a human author.

Technique

The mechanism for generating stories will rely on Markov Chains. The system will compute conditional probabilities of some word occurring based on the preceding n words from a corpus of text. The text (the corpus) will be provided to the system in advance and will be taken from Project Gutenberg which makes available to the public digital versions of writings for which copyright has expired. n will be a tweakable parameter which will allow so see, how the quality of text changes in relation to the amount of "look-behind". The system will attempt to demonstrate how much can be achieved in terms of computational creativity with a limited amount of training data and a relatively simple algorithm.

Software

The project will be written in Python and use the NLTK library which originated in the University of Pennsylvania. NLTK is released under the Apache License 2.0. The reasoning behind it is as follows: Python is concise, allows for quick prototyping, is very legible and makes common tasks (e.g. splitting strings into words) very easy. It also gives access to the said library.

Evaluation

In terms of evaluation the system will try to quantify the quality of its outcomes by considering criteria specific to the task such as:

- linguistic diversity (creative use of language, richness of vocabulary)
- local coherence (if the language used, phrases make sense, are they syntactically correct)
- global coherence (if the story makes sense as a whole)
- interestingness (how much the story draws the reader in)
- structure (presence of an introduction, a conclusion, paragraphs, sentences, correct punctuation etc.)
- if the system is creative (was there an intention to create something novel, was the thing created really "new", was that exploratory or transformational creativity)

As part of the evaluation I will also consider more general criteria for a creative system such as:

- reliance on recombination or creation of something unexpected (exploratory vs transformational creativity)
- consistency of quality of output
- need for human verification or input (independence)
- if the system would pass the Turing Test