

# Create stories from song lyrics

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## Abstract

This project aims to create a new story starting from the information extracted from the lyrics songs. This is a new experiment in this field, because there are no models that now a days do this, at least in my knowledge, so it can be considered as a baseline. This scoe of this project is to amuse people with a simple story and try to expand the information extraction and text generation in a new field.

## 1 Introduction

This is the report of my project for the course "Elective in Artificial Intelligence: Narrative Understanding and Storytelling". I developed a pipeline to generate a story starting from the information extracted from the lyrics. This is a very challenging task because, to my knowledge, there are no datasets specified for lyrics information extraction and neither on generated stories based on lyrics available. For the information extraction task I did transfer learning using Named Entity Recognition from Spacey (NER) and KeyBert (KeyBert, 2020) which are trained on text and not on lyrics. For the grammar correction part, I used a T5 model (Raffel et al., 2020) finetuned on a grammar dataset, and for the text generation, a gt2 (gt2 OenAI) finetuned on the stories dataset.

All these models are merged in cascade and in parallel to obtain the best results possible.

## 2 System design

The process starts taking as input a lyrics path, downloading the lyrics, and passing it to KeyBert and NER model from Sacey. Respectively, KeyBert extracts the two more important and recurrent spans, composed of 1 to 5 words, instead, Spacey executes the Name Entity Recognition task returning the entities present in the lyric. Once obtained, all this information is merged substituting each pronoun or subject present in the two spans with an

entity, from "person" or "organization", found by NER model, choosing first the most recurrent ones. After, the longest between the "data" entities found is added in front of each span, creating a phrase made from the song. The two phrases generated are passed first to T5, to correct eventual grammar errors, and then to gpt2 (finetuned on 80000 samples of Tiny stories section 4). Gpt2 generates two stories for each input phrase, both are evaluated with some selected metrics section 3, and the best one is selected based on ma In case no entities are found, the phrases are made using the two spans as they are. Then the phrases are first passed to T5 model to correct eventual grammar errors, and later, passed to gpt2, for text generation. Gpt2 returns two stories for each input phrase, and among these two, the best one is selected based on majority vote rules using some selected metrics section 3. In the end, we obtain the two best stories, one for each input phrase, and among them, we select the best one with the same metric mechanism. The metrics and statistics of the selected one are shown and it is returned as output. This output can be cut for a maximum of 30 characters if there is a finished phrase on them, otherwise, it is returned as it is.

## 3 Evaluation

Evaluating the text generated without any text reference as in this case, is the most difficult part. Nowadays, in my knowledge, there isn't yet a good metric that does it, because there are a lot of different aspects and variables to consider in a text. To evaluate the story generated I decide to use different indexes to obtain a final evaluation. More in detail I used many indexes of the library "Textstat" (library), which are not always reliable singularly, but using the majority vote rule, I obtained good results. The main indexes used are:

1. Flesch-Kincaid Grade Level (indices): It estimates the grade level required to understand

- 078 the text.
- 079 2. Gunning Fog Index ([fog index](#)): It measures
- 080 the years of formal education required to un-
- 081 derstand the text.
- 082 3. Coleman-Liau Index ([index](#), [a](#)): It calculates
- 083 the grade level required to understand the text,
- 084 considering the average number of characters
- 085 per word and sentence.
- 086 4. Automated Readability Index ([readability in-](#)
- 087 [dex](#)): It measures the grade level required to
- 088 understand the text based on the number of
- 089 characters, words, and sentences.
- 090 5. SMOG Index ([index](#), [b](#)): Simple Measure that
- 091 estimates the years of education required to
- 092 understand the text.
- 093 6. Flesch Reading Ease ([indices](#)): It calculates
- 094 the readability of the text.

095 All the indices return higher values for text more

096 difficult, except for the last one (Flesch Reading

097 Ease) that return higher value for texts easier to

098 read. I used one more index, the perplexity ([Per-](#)

099 [plexity](#)), it is calculated by comparing the proba-

100 bilities assigned by the model to each word in the

101 sequence with the actual words that occur in the

102 test data. A low perplexity score for a text genera-

103 tion model indicates that the generated text is more

104 similar to the training data and that the model is

105 more confident and accurate in its generation. To

106 use it without any text reference, I split my text into

107 train and test, respectively 80 and 20 %, to obtain a

108 similarity between them.

109 I calculated all these indices for both the two

110 stories passed as input per time, and select the story

111 with better indices value (considering every index

112 vote as equal).

## 113 4 Finetuning

114 *T5 fine tuning*: At the beginning I used Happy-

115 Transformers ([HappyTransformers](#)) to finetune the

116 T5 model for grammatical error correction. I used

117 a part of "c4\_200m" ([c4\\_200m by HuggingFace](#)),

118 100000 samples for the Training set and 20000 for

119 the Validation set. The training was entirely done

120 by the HappyTransformers library, without the pos-

121 sibility to manage it by me, so I preferred to train

122 another model writing the code in Pytorch. I used

123 50000 samples from the "c4\_200m" dataset, more

124 in detail, 5000 for the Validation set and 45000 for

125 the Training set. I used half the samples used with

126 HappyTransformer due to the Google Colabora-

127 tory limitations, but still reached very good results.

128 The training made in Pythorch was slower than the

129 HappyTransformers library one, but, after only one

130 epoch (around 1 hour and 40 minutes) the loss on

131 the validation set passed from 2.863 to 0.083.

132 *gpt2 fine tuning*: I have first finetuned the gpt2

133 ([gt2 OenAI](#)) model on the "FairytaleQA" dataset

134 ([by HuggingFace](#), [a](#)), removing all the questions

135 and answers, and keeping only the story given as

136 a reference. I utilized the stories as input but also

137 as target data for finetuning the Large Language

138 Model. The perplexity on the Test set was 36.34

139 before the training and after two epochs became

140 22, this improvement is not as much as expected,

141 but the style of the text generated was different.

142 I trained the model for two epochs because the

143 dataset was quite small, only 2137 stories for the

144 Training set, and training for three epochs caused

145 overfitting. In a second phase, I finetuned the gpt2

146 on the TinyStories dataset ([by HuggingFace](#), [b](#)),

147 which is a bigger dataset with more samples. I

148 trained two models one using a Training set of

149 40000 samples and another one with a Training set

150 of 80000, and respectively 4000 and 8000 Valida-

151 tion and Test set samples, for one epoch. Finally,

152 I tried to generate three stories based on three dif-

153 ferent input lyrics ("Perfect", "Flowers" and "Party

154 in the usa") for each of the three models finetuned,

155 and based on the output texts and metrics was clear

156 that the models finetuned on the TinyStories dataset

157 generated better stories. In the [Table 2](#), is shown the

158 perplexity obtained by the story generated by each

159 model, on the three different songs, and is clear

160 that the gpt2\_80000 finetuned on 80000 Training

161 set samples of Tiny stories obtained the best results.

162 Based on this the model used on the pipeline is this

163 one.

## 164 5 Results and conclusions

165 The results obtained are quite good, they improved

166 a lot after the gpt2 and t5 finetuning. As shown in

167 [Table 1](#), the stories generated on the easier songs

168 like "Flowers" and "Party in the usa" obtain a good

169 Reading and ARI score, instead the stories gener-

170 ated starting from a rap song like "Without me",

171 that is very complicated and full of different and

172 long words, obtain a low Perplexity and Flesch-

173 Kincaid score. On the other hand, the [Table 3](#),

| Song                 | Flesch-Kincaid | Fog  | Coleman-Liau | ARI | SMOG | Reading | Perplexity |
|----------------------|----------------|------|--------------|-----|------|---------|------------|
| Empire state of mind | 6              | 8.3  | 8.18         | 8.1 | 9.0  | 80.51   | 208.38     |
| Perfect              | 4.5            | 5.94 | 6.13         | 5.0 | 8.3  | 84.57   | 181.25     |
| Flowers              | 3.1            | 4.21 | 4.84         | 3.4 | 6.7  | 88.02   | 182.30     |
| Party in the usa     | 2.1            | 4.15 | 5.25         | 3.7 | 6.8  | 96.08   | 169.80     |
| Levitating           | 4.2            | 5.64 | 6.13         | 4.9 | 6.8  | 85.39   | 196.12     |
| Without me           | 6.1            | 7.41 | 7.07         | 7.2 | 7.6  | 80.41   | 212.45     |

Table 1: Results of the best story generated for each song.

| Song             | gpt2_fairytale2eochs | gpt2_40000 | gpt2_80000 |
|------------------|----------------------|------------|------------|
| Perfect          | 220.30               | 195.50     | 190.52     |
| Flowers          | 214.35               | 182.54     | 185.19     |
| Party in the usa | 201.57               | 4.37       | 173.46     |

Table 2: Perplexity obtained by the finetuned gpt2.

| Song                 | Unique words | avg length words (char) | avg length seq (char) |
|----------------------|--------------|-------------------------|-----------------------|
| Empire state of mind | 171          | 4.62                    | 85                    |
| Perfect              | 172          | 4.33                    | 58.35                 |
| Flowers              | 158          | 4.34                    | 64.67                 |
| Party in the usa     | 151          | 4.37                    | 46.44                 |
| Levitating           | 172          | 4.38                    | 63.33                 |
| Without me           | 191          | 4.36                    | 86.13                 |

Table 3: Data about the stories generated conformation.

shows that despite the finetuning, the model still generates only small words, almost all of 4.30 average characters length. Another clear thing is that the generated words variability (unique words) depends a lot on the words presented in the song, for example, the story based on the information extracted from "without me", which is a song full of different words, has 191 unique words, way more of the other generated stories. In conclusion, the results obtained are not excellent, and there are margins to improve. The main difficulties of this pipeline are the information extraction and the text generation, both due to the lack of a specific dataset on which to train the models. More in detail, the information extraction is not always precise due to the different conformation of a lyrics song compared to a text, and this cause on cascade some errors and imprecisions in the text generation. To improve the results, I should create a hand-crafted dataset of information extracted from the lyrics and a stories dataset generated from the lyrics, this will improve a lot the performances.

## References

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