

## Milestone 1.

### 1. Problem statement & Real-World Application :

Neural Text Generation using entity recognition as context

Real-World Context:

1. Generating immersive video game worlds through storytelling
  2. Online Shopping Review Bot(Eg.-By fine-tuning GPT-2 architecture on Amazon reviews)
  3. Machine Enculturation-the act of instilling social norms, customs, values, and etiquette into computers so that they can (a) more readily relate to us and (b) avoid harming us (physically or psychologically) or creating social disruptions.
2. Overall Approach: We want to build a model that takes the context as input and generates narrative stories,character-based dialogues using models like LSTM, etc. We would want to improve upon the existing NLG models by fine-tuning it using the linguistic approach.
3. Related Work :

Towards Generating Narratives for the Real World

[https://www.researchgate.net/publication/331024530\\_Towards\\_Generating\\_Narratives\\_f\\_or\\_the\\_Real\\_World\\_Doctoral\\_Consortium](https://www.researchgate.net/publication/331024530_Towards_Generating_Narratives_f_or_the_Real_World_Doctoral_Consortium)

Narrative: Text Generation Model from Data

<http://ijmret.org/paper/V2I8/02082027.pdf>

Improving Fluency in Narrative Text Generation With Grammatical Transformations and Probabilistic Parsing

<https://www.aclweb.org/anthology/W16-6611.pdf>

Language Models are Unsupervised Multitask Learners

[https://cdn.openai.com/better-language-models/language\\_models\\_are\\_unsupervised\\_multitask\\_learners.pdf](https://cdn.openai.com/better-language-models/language_models_are_unsupervised_multitask_learners.pdf)

Computational Narrative Intelligence: A Human-Centered Goal for Artificial Intelligence

<https://arxiv.org/pdf/1602.06484.pdf>

Neural Text Generation in stories using Entity representation as a context paper by Paul G. Allen School of Engineering, University of Washington.