## Conveying the Predicted Future to Users: A Case Study of Story Plot Prediction

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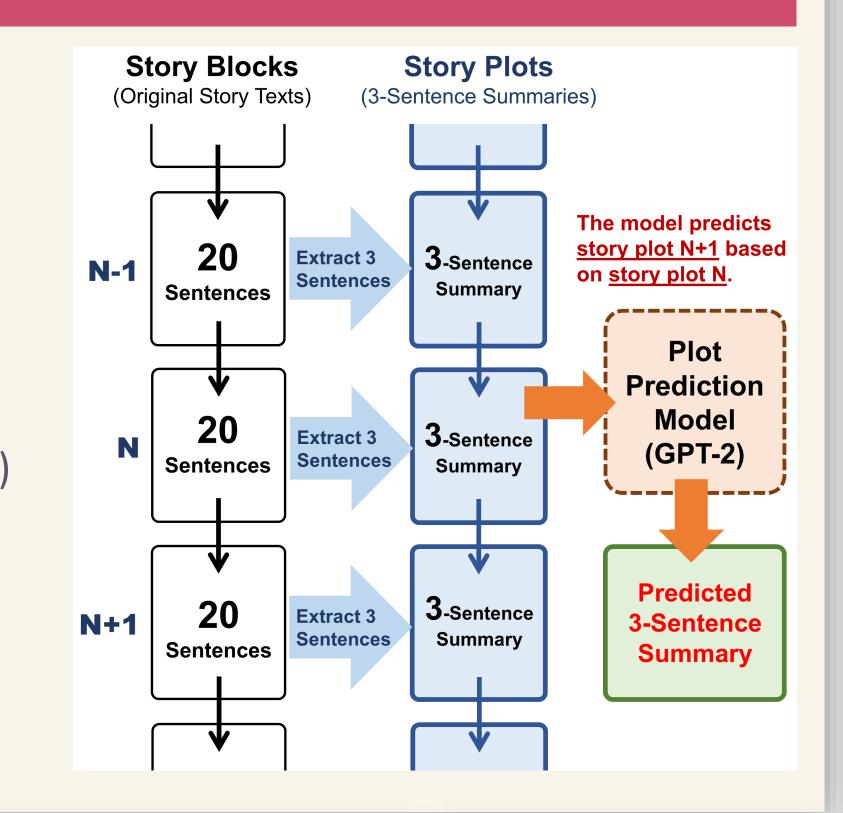


#### Introduction

- Story writing is hard. Writers can struggle to develop the follow-up scenes any time.
- Many existing tools are mostly for short stories and **not** suitable for developing long stories.
- LLMs generate content for you directly.

## How to support creative writing in practice?

- A long novel = A sequence of fixed-sized (e.g., 20 sentences) story blocks.
- A story plot = A **summary** over a story block.
- Generate a story plot for the next story block (i.e.,  $B_{n+1}$ ) using the previous story block (i.e.,  $B_n$ ).



### **Story Plot Prediction**

- Collected story plots by extractive summarization.
  - Used **MatchSum** to collect three-sentence summary.
  - Applied on **Bookcorpus** dataset (900k story blocks).
- Applied three story plot generation models.
  - Fusion-Based Seq2seq [1]
  - Plan-and-Write (P&W) [2]
  - Frame-Enhanced GPT-2 (FGPT-2) [3, 4]
- Other baselines
  - Ground-Truth (GT)
    - Random-History (RH)
- Random-Future (RF)
  - GPT-3 [5]

[1] Fan, Angela, Mike Lewis, and Yann Dauphin. "Strategies for structuring story generation." ACL 2019.

[2] Yao, Lili, et al. "Plan-and-write: Towards better automatic storytelling." AAAI 2019.

[3] Huang, Chieh-Yang, and Ting-Hao Kenneth Huang. "Semantic frame forecast." NAACL 2021.

[4] Radford, Alec, et al. "Language models are unsupervised multitask learners." OpenAI blog 2019.

[5] Brown, Tom, et al. "Language models are few-shot learners." NeurIPS 2020.

## **Human Evaluation – Ranking Study for Quality Assessment**

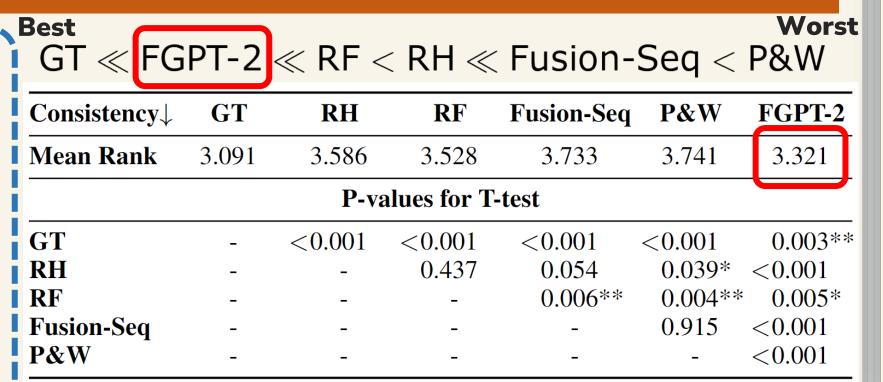
Asked workers to rank 2 aspects [6].

- Consistency: whether the given story plot makes sense in its context (story snippet).
- **Storiability**: whether readers would be curious to read the complete story developed from the given story plot.

							1 & **
=> 200 instances * 5 assignments on Mturk							
est GT≪R	H < R	F < FGF	PT-2 ≪	< P&W < F	usion	-Seq	rst
toriability↓	GT	RH	RF	Fusion-Seq	P&W	FGPT-2	
Tean Rank	3.178	3.402	3.452	3.756	3.748	3,464	

<b>Storiability</b> ↓	GT	RH	RF	<b>Fusion-Seq</b>	P&W	FGPT-2
Mean Rank	3.178	3.402	3.452	3.756	3.748	3.464
		P-va	lues for T	T-test		
GT	-	0.003**	< 0.001	< 0.001	< 0.001	< 0.001
RH	-	-	0.518	< 0.001	< 0.001	0.414
RF	-	-	_	< 0.001	< 0.001	0.877
Fusion-Seq	-	-	-	-	0.915	< 0.001
P&W	-	-	-	-	-	< 0.001

[6] Roemmele, Melissa. "Inspiration through observation: Demonstrating the influence of automatically generated text on creative writing." ICCC 2021



Aspect		GT	T RF FGPT-2		GPT-3	
Inspiringness ↑		0.294	0.294	0.176	0.647	
Helpfulness	Most ↑	0.235	0.353	0.059	0.353	
	Least ↓	0.000	0.294	0.294	0.412	
	Overall ↑	<b>0.235</b>	0.059	-0.235	-0.059	
Readability	Easiest ↑	0.353	0.235	0.176	0.235	
	Hardest ↓	0.294	0.059	0.471	0.176	
	Overall ↑	0.059	<b>0.176</b>	-0.294	0.059	
Creativity	Most ↑	0.353	0.176	0.000	0.471	
	Least ↓	0.176	0.294	0.353	0.176	
	Overall ↑	0.176	-0.118	-0.353	<b>0.294</b>	

## Human Evaluation – Writing Study with Story Continuation

#### **Story Continuation Task**

- **1. Read** story block B<sub>n</sub>
- **2.** Read four story plots for  $B_{n+1}$
- 3. Write a 100-word follow-up story
- => 5 instances \* 5 assignments on Mturk (17 qualified)

# **Story Plot Idea #1** Disabled] Please read all the story plot ideas first and write your story here

#### **Self-Reported Questionnaire**

- GPT-3 is the most/least helpful one.
- FGPT-2 is **not effective** in many aspects when compared to other strong baselines.

#### Semantic similarity between plots and drafts

FGPT-2 could still influence writing (inspiration-through-observation[6]).

#### **Token alignment**

GPT-3 tokens are not used the most frequently even though having high semantic similarity.

	GT	RF	FGPT-2	GPT-3	Random
Similarity	0.816	0.795	0.795	0.840	0.787

	Stor	y Coverage	Plot	Coverage		
-	Mean	CI	Mean	CI		
GT	0.198	[0.163, 0.233]	0.530	[0.473, 0.587]		
RF	0.193	[0.164, 0.222]	0.536	[0.475, 0.598]		
FGPT-2	0.163	[0.145, 0.182]	0.484	[0.429, 0.539]		
GPT-3	0.170	[0.149, 0.190]	0.498	[0.441, 0.555]		
Random	0.151	[0.149, 0.153]	0.450	[0.445, 0.455]		