

Text Generation Indistinguishable from Target Person by Prompting Few Examples Using LLM

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Abstract

To achieve smooth and natural communication between a dialogue system and a human, it is necessary for the dialogue system to behave more human-like. Recreating the personality of an actual person can be an effective way for this purpose. This study proposes a method to recreate a personality by a large language model (generative AI) without training, but with prompt technique to make the creation cost as low as possible. Collecting a large amount of dialogue data from a specific person is not easy and requires a significant amount of time for training. Therefore, we aim to recreate the personality of a specific individual without using dialogue data. The personality referred to in this paper denotes the image of a person that can be determined solely from the input and output of text dialogues. As a result of the experiments, it was revealed that by using prompts combining profile information, responses to few questions, and extracted speaking characteristics from those responses, it is possible to improve the reproducibility of a specific individual's personality.

1 Introduction

Generative AIs by Large-scale Language Models (LLMs) such as OpenAI's ChatGPT¹ have garnered significant attention nowadays. These models demonstrate superior performance in various tasks and play a crucial role in the development of everyday dialogue interfaces and virtual assistants. For dialogue systems to engage in seamless, natural communication with humans, they must exhibit more human-like behaviors. Replicating the personalities of real individuals can be effective for this purpose.

To replicate a specific individual's personality in a dialogue system, it is a straightforward way to train the system with that person's dialogue data (Ishii et al., 2018).

¹<https://openai.com/chatgpt>

However, the individuals whose dialogue data can be collected through role-playing are limited to those widely recognized and whose characteristics are distinctly expressed. Moreover, collecting vast amounts of actual dialogue data from individuals can be challenging due to privacy and ethical considerations. Further, many studies including (Yamada and Shinozaki, 2024) focused on end-of-sentence expressions or frequently used character specific expressions without changing contents.

Recent LLMs could create a dialog system with smaller datasets, though there are reports that still require sufficient amount of training dataset (Pataranutaporn et al., 2023). Character-LLM (Shao et al., 2023) specializes in mimicking the behaviors and emotions of specific individuals by training the LLaMA-7b model, based on the individual's profile, experiences, and emotional states, focusing on famous individuals. Jiang et al. (Jiang et al., 2023) explored the behavior of LLM-based agents called LLM personas, based on the Big Five (Costa Jr and McCrae, 1992) personality model to investigate whether LLMs can generate content that aligns with assigned personality profiles. Greg Serapio-García et al. (Serapio-García et al., 2023) proposed a comprehensive method for administering and validating personality tests in widely used LLMs, and for shaping personality in texts generated by such LLMs. They found that: 1) personality measurements in some outputs of LLMs under specific prompt configurations are reliable and valid, 2) evidence of the reliability and validity of synthesized LLM personalities is stronger in large-scale models that have been fine-tuned, and 3) the personality of LLM outputs can be shaped along desired dimensions to mimic specific human personality profiles.

In the previous studies, it was necessary to manually collect and format a large amount of data, such as the dialogue data of the person to be reproduced, which required significant time for training.

We aim to minimize the human and computational resources required at each instance of person reproduction. Therefore, we do not involve training but instead relies solely on prompts which includes profile information, examples of responses to questions, and speech characteristics extracted from those responses, based on the premise of existing LLMs. Additionally, the reproduction extends not only to the person's speech endings but also to a broader range of speaking styles and tendencies in utterances that stem from their personality.

Note that, in this paper, "personality" refers to a persona discernible solely through text-based dialogue inputs and outputs; We limit to textual information that might be generated by personality types such as MBTI, which could include non-textual aspects.

When interactions with humans or systems are limited to text input and output, the factors that determine whether the interlocutor is the person the listener assumes can be broadly divided into two categories: "episodic knowledge" and "personality style" of sentences. "Episodic knowledge" refers to past information that only the specific individual would know. This includes details like where they were at a certain time and date, or what statements they made. To replicate such knowledge in a system, we need to provide it in some way, but listing everything explicitly is not realistic. Therefore, we not include "episodic knowledge" in this study. We regard "personality style," on the other hand, as broad characteristics of the text based on a person's personality traits and attributes. Further dividing "personality style" into two categories, there is the "profile", which includes hobbies, skills, and personality traits that are likely to remain consistent over time, and the "writing style", which includes characteristics of the way they speak. This study aims to replicate a specific individual's "personality style" using fixed profile information, examples of the person's responses to questions, and speech characteristics extracted from those responses.

Our main contributions of this paper is that we showed to enhance reproduction of a specific individual's personality by followings:

- Using a small number of answer examples from the person in response to questions.
- Including profile information, examples of responses to questions, and speech characteristics extracted from those responses in the prompt.

2 Related Work

2.1 MBTI

The MBTI (Myers-Briggs Type Indicator)² (Nakazawa, 1997) is a personality assessment based on Jung's theory of psychological types. It is utilized in over 45 countries, categorizing individuals' personalities from the aspects of mental functions and attitudes, by answering 93 questions in seven levels. The results are expressed through four indices: "Ways of Viewing (Sensing-Intuition)" and "Ways of Judging (Thinking-Feeling)," as well as "Direction of Interests (Extraversion-Introversion)" and "Approach to the External World (Judging-Perceiving) attitude," aiming to classify and understand individuals into 16 distinct types. Although there are discussions whether MBTI is psychologically an appropriate measure or not, MBTI is very popular and a huge number of SNS accounts tell which MBTI they have. We adopt MBTI to represent personality due to this statistical reason, confirming that LLM chatbots are largely affected by specifying MBTI in their prompts.

2.2 ChatGPT

ChatGPT is a generative AI provided by OpenAI, based on the Generative Pre-trained Transformer (GPT) (Vaswani et al., 2017) architecture. It is a large-scale Transformer network with hundreds of billions to trillions of parameters. Among these, GPT-4 (Achiam et al., 2023)³ is known as one of the most advanced generative AIs available at the time of writing.

2.3 Research on the Length and Position of Prompts

Liu et al. (Liu et al., 2023) reported that when entering prompts with long contexts into LLMs, placing important information at the "beginning" and "end" leads to more accurate responses. Furthermore, the research revealed a steady decline in model performance as the context lengthens.

3 Proposed Method

As described in the Introduction section, this study aims to replicate a specific individual's "personality style" using fixed profile information, examples of the person's responses to questions, and speech characteristics extracted from those responses.

²<https://www.mbtip.org/>

³<https://openai.com/research/gpt-4>

3.1 Profile Information

In order to make human work as small as possible, we defined few profile items which we ask human workers to fill, that is likely to be frequently mentioned in conversations such as name, birthday and place of residence (A.3)⁴. To replicate non-content speech patterns derived from personality, such as sentence endings and writing styles, the MBTI described in related research is specified in the profile. Our preliminary experiments using GPT-4 indicated that merely specifying the MBTI resulted in significant changes in the generated texts, thus confirming its importance.

3.2 Answers to Predefined Questions

The target individual is asked to answer 13 predefined questions with approximately three sentences per response. The questions used, such as "What are your hobbies?" and "What are the most important values in your life?", are designed to capture the essence of the person's character (A.2).

3.3 Uncharacteristic Statements

To prevent the generation of responses containing content that is inconsistent with the target individual's profile including their MBTI, our prompt incorporates examples of statements that the individual is unlikely to make, as perceived by a specific listener. Using generative AI, the aforementioned profile is given as a prompt, and the AI is instructed to generate 15 examples of statements that the individual is likely to make. The number 15 was chosen to cover a broad range of possible statements associated with that profile. From the generated examples, the listener classifies those that the individual would definitely not say.

3.4 Extracting Speech Characteristics

To replicate sentence-ending expressions and a broad sense of style in the text, using generative AI, the features of the person's speech, such as patterns in sentence endings and the use of punctuation, are articulated based on the responses to 13 questions above and the uncharacteristic statements.

3.5 Prompt for Replicating a Specific Individual

Instructions such as "Emulate the personality according to the profile information" and "Respond

⁴To protect personal information, fictitious data has been used.

to questions with about three sentences" are included at the beginning. The final prompt is then composed followed by the profile information, the characteristics of the speech style, the examples of responses to questions, and the examples of statements unlikely to be made by the individual (A.3).

4 Experiment

We conducted experiments to verify the effectiveness of incorporating profile information, examples of responses, and speech characteristics extracted from these responses into the prompt. Our experiment involved nine human workers as replication targets and 13 human evaluators. Specifically, an experiment to distinguish person's actual response and ChatGPT's response was conducted, by asking evaluators to choose between the person's actual response and ChatGPT's response, with both responses presented at the same time.

The subjects and evaluators are students from the same laboratory. Since the level of intimacy between the subjects and evaluators can influence the evaluation results, evaluators were selected considering their academic year and familiarity to ensure that the average level of intimacy between subjects and evaluators is as similar as possible.

We used the May 2024 WebUI version of OpenAI's GPT-4 as the generative AI. We used the Japanese language but our method can be applied to any language in general.

Three types of prompts were prepared and compared: the **Baseline** (profile information and examples of unlikely statements), **+Response** (baseline plus response examples), and **+Response+Style** as our proposed method (baseline plus profile information, response examples, and speech characteristics).

We input a fixed set of 20 questions after each type of prompt, and the responses obtained were subjected to human evaluation to determine if they were thought to be actual responses from the target person. The prefixed questions included those that reveal personality, such as "What do you do when you have time?" and "Which animal do you think you are most like?", generated by GPT-4, as well as common web questions like "How is school (or work)?" and "What do you do when you have time?", from which 20 questions were chosen. These questions do not overlap with the questions above used to create the prompts. The evaluators assessed whether they believed the responses could

ID	Baseline	+Response	+Response +Styles	Self
A	3.3	23.3	43.3	7.8
B	4.0	10.0	16.7	14.4
C	6.7	33.3	43.3	1.1
D	16.7	30.0	10.0	14.4
E	0.0	6.7	6.6	3.3
F	0.0	50.0	43.3	1.1
G	6.6	23.3	23.3	6.7
H	13.3	16.7	23.3	3.3
I	30.0	30.0	33.3	7.8
Ave.	13.0	24.8	27.0	6.7

Table 1: The percentages of incorrectly identified responses among 10 questions each from the generated responses and the actual person’s responses (**Self**). ID is the target worker.

be from the target person by reading the responses to these 20 questions randomly displayed, consisting of 10 actual responses from the person and 10 generated responses. Additionally, we asked the evaluators whether the content and style of the generated results seemed characteristic of the individual. Each type of prompt was evaluated by 3 different evaluators per target worker.

The evaluation results are presented in Table 1 and 2. The kappa coefficients of the agreements were 0.613 and 0.759. As we add examples of responses and characteristics of speech to the baseline, the answers are increasingly judged to be more characteristic of the person.

ID	Baseline		+Response		+Response +Styles	
	Style	Con.	Style	Con.	Style	Con.
A	1.7	48.3	35.0	36.7	56.7	35.0
B	41.7	45.0	21.7	45.0	20.0	35.0
C	23.3	20.0	28.3	45.0	37.7	63.3
D	36.3	37.5	57.5	37.5	21.7	35.0
E	5.0	18.3	0.0	35.0	6.7	28.3
F	0.0	20.0	51.7	56.7	81.7	65.0
G	0.0	25.0	18.3	38.3	35.0	75.0
H	3.3	47.3	46.7	56.7	5.0	63.3
I	31.7	41.7	61.7	63.3	40.0	41.7
Ave.	15.9	33.8	35.6	44.9	33.7	49.1

Table 2: The percentage of generated responses judged to have a style and content characteristic of the actual person. ID is the target worker, Con. stands for Content. The columns compare the **Baseline** model, the **Baseline+Reponse** model, and the proposed **Baseline+Reponse+Styles** model to show the advantages of the proposed methods.

5 Discussion

Focusing on the content of Table 2, it is observed that ’+Response+Style’ is judged to produce re-

sponses more characteristic of the individual than ’+Response’ alone. The features of speech were added to the prompt to improve the accuracy of style reproduction, but it appears that the fidelity of the content has also improved. It is believed that this may be due to the inclusion of response examples and speech characteristics that reflect detailed aspects of the individual’s personality, such as their MBTI type.

We tried to surpass such behaviours by prompt tuning, but GPT-4 tends to make repetitions or interrogative expressions, which could be clues to distinguish LLMs with humans.

The experimental results show the presence of some subjects who are outliers and difficult to reproduce (IDs: E and H). For subjects without prominent features in their speech content or style, our proposed method successfully reproduced characteristic of the person in both style and content. On the other hand, our method failed to replicate the frequent use of “!” and “~” found in some subjects’ examples, as well as their frequency of use, and slangs in the ourliers, probably because GPT-4 does not accommodate these expressions.

In the case of subject H, the answers were generated in polite form, which was deemed uncharacteristic of the person. However, when the exact same prompt was tried again, the answers were no longer generated in polite form. This suggests there might be an issue with the output reproducibility of GPT-4.

When reviewing the answers provided by the proposed method to questions, it often happens that if the necessary information is not included in the profile information, the answers can be completely different from those of the actual person. Therefore, it is necessary to further consider what information to include in the profile. However, as mentioned earlier, if the prompt is too long, it may diminish its effectiveness.

When reproducing the input and output of a specific individual, limited to text-based interactions, the expected input and output vary depending on whose perspective the reproduction is based on. For example, even if the answers generated are different from those of the actual person, the degree of reproduction of the subject person from the user’s perspective does not necessarily decrease. There should exist an “image of the subject person” within the observer, shaped by their closeness and relationship with the subject. In practice, there was a range of around five points in the average scores

given by evaluators. Even when reproducing the same individual, the content and level of reproduction demanded by the user can differ, and in some cases, it may even vary from the content evaluated by the person themselves. This is an inherent challenge.

6 Conclusion and Future Work

In this paper, we proposed a prompt-based method to replicate the text input and output of specific individuals using generative AI. We showed that prompts containing limited profile information, a few response examples to questions, and the extracted characteristics of these responses are effective even without extensive data from the person. We assessed whether the responses generated to questions were characteristic of the individual, but we also want to examine whether the flow of conversation is representative of the person. Furthermore, we are interested in exploring how well others can replicate specific individuals.

Ethics Statement

There is a potential risk of privacy infringement when AI replicates an individual's personality. Specifically, there is a risk that an individual's emotions and thoughts could be analyzed and misused by AI. There is a possibility that some people may consider misusing AI that replicates personalities. On the other hand, using AI to replicate an individual's personality can bring new insights to research in psychology and cognitive science. It enables an experimental approach to understanding human responses under different psychological conditions and situations. Moreover, by replicating an individual's personality, AI can provide services optimized for that person, such as education, healthcare, or entertainment. This could lead to more tailored support for individual needs. Overall, there are both potential risks and benefits to replicating an individual's personality with generative AI. The use of this technology requires adherence to ethical standards and thorough consideration. Note that our technology used in this study requires the cooperation of the individual being replicated, thus the potential for misuse is low.

Limitations

This paper does not conduct experiments in languages other than Japanese, but our proposed method can be applied to any other languages.

We have not investigated the differences in the level of knowledge based on the closeness between the user and the person being replicated. In this paper, the person being replicated replicated him/herself, thus replicating the personality as seen by others is the future work.

We have tried different combinations of the profile items used in the proposed method, with heuristic optimization to make the number of the items minimal; Automatic optimization would be another future work.

Although experiments were conducted in a question-and-answer format, we have not been able to test whether the flow of conversation can be replicated.

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A Appendix

A.1 Output Example

Examples of ChatGPT’s output when using the proposed method’s prompt. Qx are questions given by us, and Ax are answers generated automatically.

Q1. In what situations do you feel stressed, and how do you relieve stress?

A1. I feel stressed when deadlines are approaching or when my schedule is packed... To relieve stress, I read manga or hang out with friends. Sometimes, treating myself to my favorite sweets is also a good way to refresh.

Q2. What do you want to become in the future?

A2. I’m aiming to become a system engineer. I’ve studied in the field of information technology, and I enjoyed gaining experience during internships, so I hope I can pursue this path.

Q3. If you could live in the world of a book, TV show, or movie, which one would you choose?

A3. I think a fantasy world would be nice... A

world with magic and adventure. I’d love to live in the world of Harry Potter and attend a magic school. Also, a sci-fi setting in space is appealing too; exploring unknown planets sounds fun...

A.2 Questions

- Who is the person who has influenced you the most?
- In what situations do you feel stressed, and how do you relieve stress?
- Is there anything you want right now?
- Is there something you want to do right now?
- How is school (or work)?
- What do you do when you have free time?
- What do you want to become in the future?
- What animal do you think you are most similar to?
- If you could live in the world of a book, TV show, or movie, which one would you choose?
- If you had to live with only one of the five senses—sight, hearing, touch, taste, or smell—which would you choose?
- Where do you see yourself in five years?
- How would you like to be remembered by others after you die?
- Which is more important, love or money?
- If you could have any special power, what would it be?
- If you could time travel, would you go to the past or the future?
- What is something about you that hasn’t changed since you were a child?
- How would you survive in a world full of zombies?
- What makes you cry?
- If you could say something to everyone in the world, what would it be?
- If you could have a meal with anyone, who would you choose?

A.3 Prompt Example

Pretend to be someone with the profile below and ask questions
Please answer in about 3 sentences.//

#profile#

Name: Yuka Tsubota

Birthday: May 7, 20xx

First person: me

Birthplace: Matsumoto City, Nagano Prefecture

Place of residence: Hamamatsu City, Shizuoka Prefecture

Occupation: graduate student

MBTI: ISFP

#Characteristics of speaking style#

Casual and friendly language: This style uses everyday expressions and slang to create a sense of intimacy.

Many personal experiences and opinions: "I used to buy Jump at my parents' house," "Since I've been living alone, it's been a pain to throw out the trash," etc., who frankly express their own experiences and feelings.

Variety of hobbies and a wide range of topics: She talks about various topics such as manga, movies, games, and travel, showing that she has a wide range of interests.

#End-of-sentence pattern#

Frequent use of "～kana" and "～may" at the end of words: Expressions that show uncertainty and softness, giving the impression that you are speaking gently and thoughtfully.

Abbreviations and broken expressions: Colloquial abbreviations are used instead of complete sentences, such as "I can't buy it because it's too much trouble."

#Symbol usage pattern#

Frequent use of the three-point leader (...): This indicates thinking during a speech, or expresses how carefully the words are chosen.

Appropriate use of exclamation marks and question marks: They emphasize the emotion and clarify the intent of the question, but they are placed appropriately without being overused.

#Example of statement#

Her main hobby is reading manga...though she also likes movies, games, and music. I used to buy Jump at my parents' house, so I used to read it every week. I haven't been able to buy any since I've been living alone because it's too much of a hassle to throw out the trash, but lately I've been reading girls' manga on Piccoma? I've been reading it all the time. It's interesting because there are a lot of reincarnated villainess stories.

Maybe seafood! I like sashimi and sushi. Sometimes I go to Sushiro and eat eel for 100 yen. Commonly eaten sushi include eel, hamachi, engawa, tuna tataki, yellowtail, and salmon! If it's on sale at a local supermarket, I'll buy it. I love almost all animals, but dogs are my favorite! I like her because she's nostalgic, smart, and cute. It also feels nice to the touch. I like both small and large dogs, but I'd like to cling to a giant dog like a Great Pyrenees.

Maybe a systems engineer. I've been studying information technology, and I enjoyed my experience as an intern, so even if I end up working as a system engineer for the rest of my life, I think I'll be able to do it somehow.

I always wanted to be a surgeon until I was in middle school. I read and studied medical books because I wanted to directly operate on and heal sick people. However, after my father underwent surgery for a lump on his back and saw the hole in his body, I felt sick, and I realized that I wasn't cut out to be a surgeon, so I stopped pursuing that goal. If work is my way of studying, then I guess my other passion is my part-time job...I don't have much of anything to do with it, but if I had to say, it would be my part-time job. It's different from a hobby...I try my best to finish my work in a timely manner so that I can pass it on to the next person.

I couldn't think of anything right away, so I looked it up and realized that valuing gratitude is the closest thing to it. Also, don't bother other people. I have a narrow perspective and often don't notice things, so I probably try to at least express my gratitude for things that are done for me that I didn't notice.

I might want to travel to various places! I'd like to go to Japan, but I'd also like to go overseas. I would like to visit world heritage sites and see places that are said to have spectacular views. Even the ordinary buildings in Europe Lachen have an image of being beautiful, so you might want to go there.

English! It's been many years since I've wanted to be able to speak English someday, but now that I have more money than I used to, I'd like to attend an English conversation class. I'll wait until I have more time...I have a favorite Vtuber who speaks in English, so I'd like to be able to listen to him someday.

I think the most fun time is when I'm playing with friends. I have a good friend in my hometown, and I hang out with her every time I go home, but I think I have the most fun when I play with her. I travel a lot, and I'm looking forward to going on a trip soon!

What do you like most about being positive? Natoko! Basically, things work out somehow, and I like the fact that even if something doesn't work out, I don't get too depressed or drag myself down. What I would like to improve is my narrow field of vision. I want to be able to think from other people's shoes and notice things a little more.

Being with my family and people I like. There are a lot of good people around me, so I wish I could stay with them forever. I want you to be with me until I die. Let's die together.

Maybe he's a selfish person...I don't like people who live their lives on their own and don't take other people into account. I try not to get involved as much as possible.

#Examples of things you might not say#

"Working part-time at Sukiya takes a surprising amount of skill."

"We can talk for hours about movies."

"I enjoy listening to any kind of music, but lately I've been in the mood for J-Pop."
