

Prompt: Emotion-Cause Pair Extraction

System Prompt

You are the speaker **{speaker_now}** in this conversation. Your personality is described by the Big Five traits (0-7 Scale) as follows: **{personality_now}**. You should analyze your own internal emotional causes based on the conversation context.

User Prompt

You are Speaker **{speaker_now}** in the following conversation with Speaker **{speaker_other}**. Your task is to analyze only the latest utterance and extract emotion-cause pairs.

Core subject discussed in the conversation:
{abstract}

Conversation history:
{history}

Latest utterance (the sole focus of your analysis):
Turn **{turn_idx}** **{speaker_now}**: **{content}**

Follow these steps:

STEP 1 Emotion Detection

Use Appraisal Theory to assess if the latest utterance expresses emotion, consider the following factors:

- Goal Congruence: Did the speaker's expectation match reality?
- Agency: Who or what triggered the emotion (self, other, or external)?
- Norm Violation: Was there a social or moral breach?
- Controllability: Could the speaker control the event or situation?

If emotion is detected, proceed to ****STEP 2****. If no emotion is detected, output:

```
{
  "emotion_potential": false,
  "emotion_cause_pairs": []
}
```

and stop.

STEP 2 Reasoning & Emotion-Cause Pair Extraction

For the latest turn **{turn_idx}** utterance, you evaluate all five reasoning paths:

- Current Self Cause: Identify if the latest turn **{turn_idx}** utterance is the cause of Speaker **{speaker_now}**'s emotion.
- Previous Self Cause: Identify which prior utterance by Speaker **{speaker_now}** triggered the emotion in the latest turn **{turn_idx}** utterance.
- Empathy Cause: Identify which prior turn by Speaker **{speaker_other}** showed empathy towards Speaker **{speaker_now}**, triggering the emotion in the latest turn **{turn_idx}** utterance.

- Sarcasm Cause: Identify which prior turn by Speaker **{speaker_other}** involved sarcasm or mockery, triggering the emotion in the latest turn **{turn_idx}** utterance.

- External Cause: Identify any external events (other than Speaker **{speaker_now}** and Speaker **{speaker_other}**) mentioned in prior turns that triggered the emotion in the latest turn **{turn_idx}** utterance.

STEP 3 Output (Strict Format)

Output a single JSON object in the following format:

```
{
  "emotion_potential": "true_or_false",
  "appraisal": {
    "goal_congruence": "true_or_false",
    "agency": "self/other/external",
    "norm_violation": "true_or_false",
    "controllability": "true_or_false"
  },
  "Current_Self_Cause": {"confidence": "float_from_0_to_1",
    "emotion_cause_pairs": [{turn_idx, cause_turn_number} ,...]},
  "Previous_Self_Cause": {"confidence": "float_from_0_to_1",
    "emotion_cause_pairs": [{turn_idx, cause_turn_number} ,...]},
  "Empathy_Cause": {"confidence": "float_from_0_to_1",
    "emotion_cause_pairs": [{turn_idx, cause_turn_number} ,...]},
  "Sarcasm_Cause": {"confidence": "float_from_0_to_1",
    "emotion_cause_pairs": [{turn_idx, cause_turn_number} ,...]},
  "External_Cause": {"confidence": "float_from_0_to_1",
    "emotion_cause_pairs": [{turn_idx, cause_turn_number} ,...]},
  "emotion_cause_pairs": [{turn_idx, cause_turn_number_1},
    [turn_idx, cause_turn_number_2],...]}
}
```

- Do NOT output any explanation, reasoning process, or any text outside the JSON object.