

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",  
  "Current_Self_Cause": {"confidence": "float_from_0_to_1",  
    "emotion_cause_pairs": [{turn_idx}, cause_turn_number] ...},  
  "appraisal": {  
    "goal_congruence": "true_or_false",  
    "agency": "self/other/external",  
    "normViolation": "true_or_false",  
    "controllability": "true_or_false"  
  },  
  "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.

```
"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]...]}
```