

Better Stories With Tools

Using to listen-along assistants in games

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- Tools and structured representations have been shown to help story understanding and generation (Zhu et al., 2023; Song et al., 2024)

• Most of the research on LLM-in-the-loop focuses on LLM as player

- With modern full-duplex models, can we make a passive LLM as a background assistant rather than a player?

- Could such an assistant listen along to a game played by humans and autonomously call tools to enhance the game experience (e.g., playing sound effects)?

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Thank you!

Works presented

ReDel: A Toolkit for LLM-Powered Recursive Multi-Agent Systems. EMNLP 2024 Demo.

FanOutQA: A Multi-Hop, Multi-Document Question Answering Benchmark for Large Language Models. ACL 2024.

Kani: A Lightweight and Highly Hackable Framework for Building Language Model Applications. NLP-OSS @ EMNLP 2023.

Collaborators

