Understanding Text Using Agent Based Models

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ABSTRACT

The paper proposes a novel approach to text understanding and generation focusing on short and simple stories. The proposed approach attempts to understand and generate stories by creating an explainable, agent-based world model of the story. In the model, agents have clearly defined goals, based on which they automatically evaluate their next actions. We demonstrate our approach on the story of 'Little Red Riding Hood', simulating it as a sequence of almost 50 actions.

KEYWORDS

Text understanding, agent-based approach, world model, agent-based model,

1 Introduction

With recent advancements in deep learning and overall increases in computing power, artificial intelligence systems are now able to make commonsense inferences from simple events, as proposed in research such as COMET [1] and MultiCOMET [2]. While the aforementioned commonsense inferences can be made with a high degree of precision, they lack an explainable and comprehensive structure capable of storing and predicting future events with such inferences. Agent-based models (ABMs), while capable of simulating complex interactions between agents, rarely focus on understanding simpler stories in greater depth. Moreover, they cannot perform commonsense reasoning on agent's goals, actions or attributes. In our research, we draw from existing work on ABMs to create a system understanding short and simple text-based stories, with the potential to incorporate commonsense inferences into the system in the future.

Related work such as 'Automated Storytelling via Causal, Commonsense Plot Ordering' [3] and 'Modeling Protagonist Emotions for Emotion-Aware Storytelling' [4] makes use of COMET to tackle automated story plot generation. As the stories are generated entirely using COMET's commonsense causal inferences, they lack explainability. We focus on generating explainable stories.

Other related work [5] focuses on story understanding using manually supplied commonsense rules, concept patterns and story text. Our system aims to understand and simulate a story, given the goals and initial attributes of its agents.

The main contributions of this paper are (1) a novel approach to explainable story understanding, (2) a system generating stories given a set of agents with attributes and goals, and (3) implementation of the proposed approach, with publicly available source code [6] allowing users to create and analyze their own stories.

The rest of this paper is organized as follows: Section 2 provides a problem description. Section 3 describes the approach used to tackle the problem. Section 4 demonstrates the functioning of our approach. The paper concludes with discussion and directions for future work in Section 5.

2 Problem Description

The problem we are solving is given the text of a short story, convert it into a machine understandable and actionable description representing the dynamics of the story being told. Such an actionable description should encode the implicit knowledge assumed by the text in the form of an agent-based world model.

The world model should include enough representational power to fully represent the story. This includes agents, their environment and the relationships between them. The world model should be actionable enough to simulate the dynamics of the input story with all the key elements, and possibly even details mentioned in the input text.

As the world model can represent a story given its text, it should also be able to simulate other stories within its own constraints. Some of the key operations the resulting system would allow are:

1. representation of the story
2. simulation of the story's dynamics
3. question answering about explicit and implicit elements written or assumed within the story
4. creating alternative stories, given their context

3 Approach Description

The general aim of our approach is to provide deep text understanding of the input story. Not all the steps are automatable at this stage, but we are looking forward to eventually automate all of them.

As a running example of the input story, we selected the popular children's story 'Little Red Riding Hood'. We simplified and split up the original story into 73 sentences and identified 23 key events involving 7 main agents:

Information Society 2021, 4-8 October 2021, Ljubljana, Slovenia

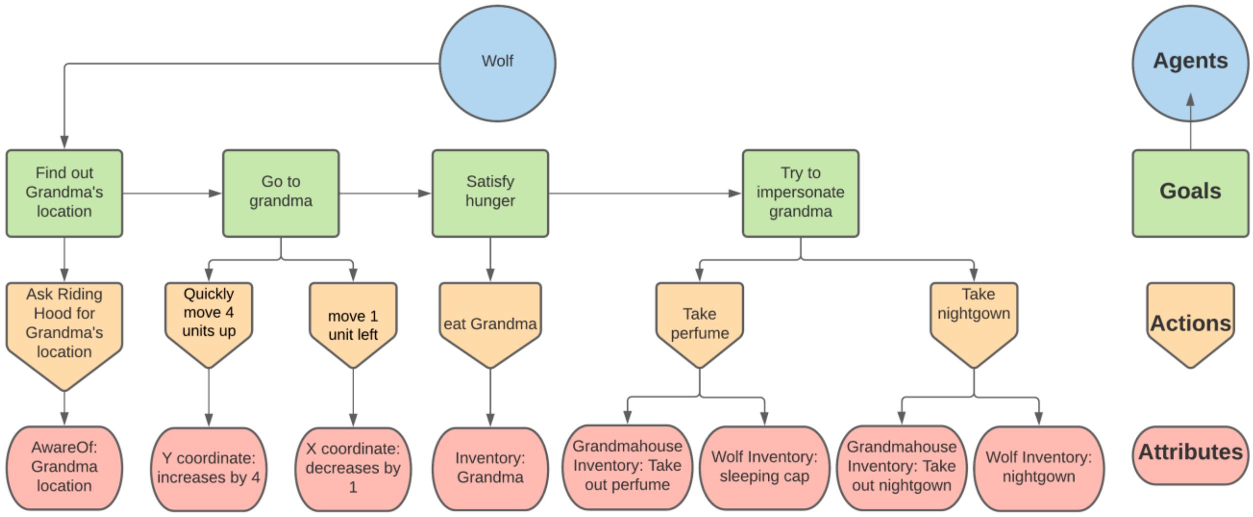

Wolf
Agents
Find out Grandma's location
Go to grandma
Satisfy hunger
Try to impersonate grandma
Goals
Ask Riding Hood for Grandma's location
Quickly move 4 units up
move 1 unit left
eat Grandma
Take perfume
Take nightgown
Actions
AwareOf: Grandma location
Y coordinate: increases by 4
X coordinate: decreases by 1
Inventory: Grandma
Grandmahouse Inventory: Take out perfume
Wolf Inventory: sleeping cap
Grandmahouse Inventory: Take out nightgown
Wolf Inventory: nightgown
Attributes

Figure 1: A partial representation of the Wolf agent's goals, actions and attributes.

1. Mother
2. Riding Hood
3. Flower Field
4. Butterfly
5. Wolf
6. Grandma
7. Woodsman

Each agent is represented by its goals, actions and attributes (see Figure 1 for an example). All goals cause actions and all actions change at least one agent's attributes.

We define a goal as a set of agents with attributes that must be true in order for the goal to be accomplished. Each goal also has a set of 'pre-goals' that must be accomplished before the agent can begin working towards the goal, as illustrated in Figure 2.

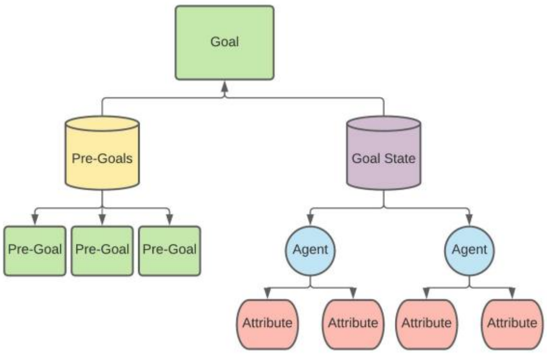


Figure 2: An example representation of a goal

To define actions, we use an action schema proposed as part of 'UCPOP: A Sound, Complete, Partial Order Planner for ADL' [7] where each action consists of a set of parameters, preconditions and effects. We show two example action representations in Figure 3 and Figure 4. The duration of each action corresponds to the passing of 1 time unit.

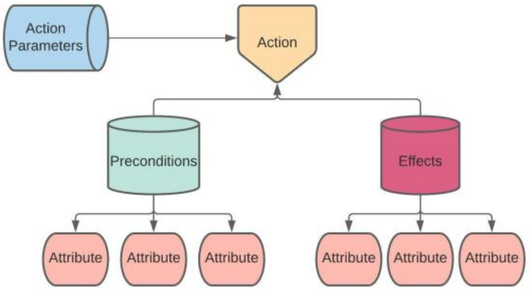


Figure 3: An example representation of an action

```
      action: Eat (?monster, ?victim, ?location)
precondition: knows(?monster, ?victim),
              alive(?monster), alive(?victim),
              ¬eaten( ?victim),¬full(?monster),
              at(?monster, ?location),
              at(?victim, ?location),
              ?monster ≠ ?victim
      effect: eaten(?victim)
              in(?victim, ?monster), full(?monster),
              ¬at(?victim, ?location)
```

Figure 4: An example pseudocode representation of a concrete action, taken from [9]

An attribute is simply defined as any information relating to the agent. For instance, the agent's location, inventory of items and awareness of other agents.

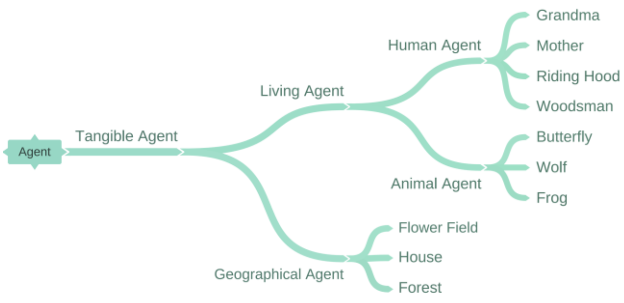


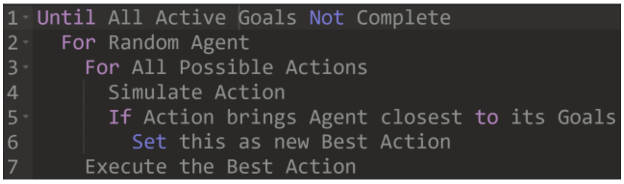
Figure 5: Hierarchy of agents for the Little Red Riding Hood story

The agents are defined through a hierarchy, ensuring consistency across agent goals, actions, attributes and providing a clear overview of the agent types as observed in Figure 5.

Throughout the story simulation of 'Little Red Riding Hood' 3 agents had 14 goals, causing them to perform a total of 48 actions composed of 12 unique action types.

We propose a simple textual description of each performed action, stating why the agent executed it and the other agents involved. See Figure 9 for an example.

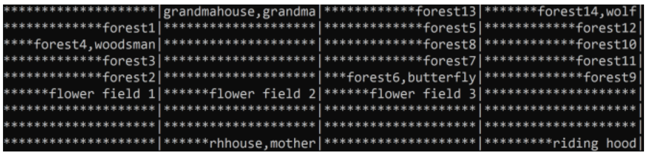
At the highest conceptual level, we randomly select an agent and simulate all of its possible next actions. We then select the action that brings the agent closest to all it's currently active goals, and execute this action. We repeat this until there are no more agents with active goals in our world model, as depicted in Figure 6.



```
Until All Active Goals Not Complete
  For Random Agent
    For All Possible Actions
      Simulate Action
      If Action brings Agent closest to its Goals
        Set this as new Best Action
    Execute the Best Action
```

Figure 6: High level pseudocode of our world model

4 Approach Demonstration



```
********************|grandmahouse,grandma|************forest13|******forest14,wolf|
*************forest1|********************|*************forest5|************forest12|
****forest4,woodsman|********************|*************forest8|************forest10|
*************forest3|********************|*************forest7|************forest11|
*************forest2|********************|***forest6,butterfly|*************forest9|
******flower field 1|******flower field 2|******flower field 3|********************|
********************|********************|********************|********************|
********************|********************|********************|********************|
********************|******rhhouse,mother|********************|*********riding hood|
```

Figure 7: Initial state of the world model, representing the locations of various agents

We first initialize the world model to an initial setting similar to that of 'Little Red Riding Hood', illustrated in Figure 7. For instance, agents 'forest4' and 'woodsman' are in the same locations, 1 unit above agent 'forest3'. The model is provided with the agents, their initial attributes and goals in the story. Once initialized, we can run the model and see the agents interact with each other in their environment. For an example, see Figure 9.

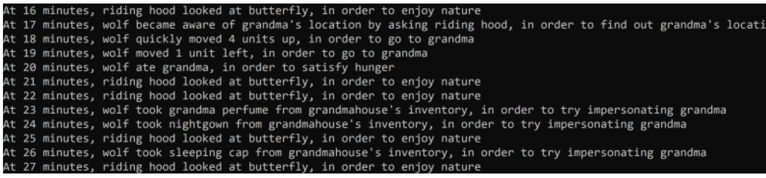
One could divide the story into the following 5 main segments:

1. Riding Hood discusses visiting Grandma with Mother **(6 actions)**
2. Riding Hood meets Wolf and goes to Grandma **(23 actions)**
3. Wolf eats Grandma and tries to impersonate her; Riding Hood arrives at GrandmaHouse and cries for help **(6 actions)**
4. Woodsman saves Grandma and takes Wolf away, Riding Hood gifts Grandma **(13 actions)**

As an example, in the third story segment the actions might occur in the following order:

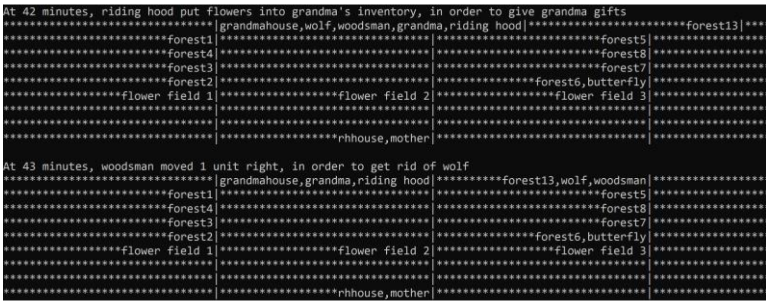
1. Wolf eats Grandma to satisfy hunger.
2. Wolf took perfume from GrandmaHouse's inventory to try impersonating Grandma.
3. Wolf took nightgown from GrandmaHouse's inventory to try impersonating Grandma.
4. Wolf took sleeping cap from GrandmaHouse's inventory to try impersonating Grandma.
5. Riding Hood moved 1 unit up to visit Grandma.
6. Riding Hood cried for help to get help.

The system is able to automatically generate the textual description of the simulated world model as it changes over time, as exhibited in Figure 8.



```
At 16 minutes, riding hood looked at butterfly, in order to enjoy nature
At 17 minutes, wolf became aware of grandma's location by asking riding hood, in order to find out grandma's locati
At 18 minutes, wolf quickly moved 4 units up, in order to go to grandma
At 19 minutes, wolf moved 1 unit left, in order to go to grandma
At 20 minutes, wolf ate grandma, in order to satisfy hunger
At 21 minutes, riding hood looked at butterfly, in order to enjoy nature
At 22 minutes, riding hood looked at butterfly, in order to enjoy nature
At 23 minutes, wolf took grandma perfume from grandmahouse's inventory, in order to try impersonating grandma
At 24 minutes, wolf took nightgown from grandmahouse's inventory, in order to try impersonating grandma
At 25 minutes, riding hood looked at butterfly, in order to enjoy nature
At 26 minutes, wolf took sleeping cap from grandmahouse's inventory, in order to try impersonating grandma
At 27 minutes, riding hood looked at butterfly, in order to enjoy nature
```

Figure 8: A part of an example story, generated by the system



```
At 42 minutes, riding hood put flowers into grandma's inventory, in order to give grandma gifts
********************************|grandmahouse,wolf,woodsman,grandma,riding hood|************************forest13|***
*************************forest1|********************************|*************************forest5|*****************
*************************forest4|********************************|*************************forest8|*****************
*************************forest3|********************************|*************************forest7|*****************
*************************forest2|********************************|***************forest6,butterfly|*****************
******************flower field 1|******************flower field 2|******************flower field 3|*****************
********************************|********************************|********************************|*****************
********************************|********************************|********************************|*****************
********************************|******************rhhouse,mother|********************************|*****************

At 43 minutes, woodsman moved 1 unit right, in order to get rid of wolf
********************************|grandmahouse,grandma,riding hood|**********forest13,wolf,woodsman|*****************
*************************forest1|********************************|*************************forest5|*****************
*************************forest4|********************************|*************************forest8|*****************
*************************forest3|********************************|*************************forest7|*****************
*************************forest2|********************************|***************forest6,butterfly|*****************
******************flower field 1|******************flower field 2|******************flower field 3|*****************
********************************|********************************|********************************|*****************
********************************|********************************|********************************|*****************
********************************|******************rhhouse,mother|********************************|*****************
```

Figure 9: A screenshot of a section of the story where Riding Hood gives Grandma flowers and the Woodsman carries away the Wolf

One of the more conceptually complex parts of the story was Riding Hood asking Mother for permission to visit Grandma. This required the creation of a new attribute for human agents to describe their opinion of other agents' goals.

The most complex action implemented was "cry for help". This involved the creation of a new goal "respond to cry for help" for all human agents within a certain radius of the agent crying for help, provided they were conscious.

The story ends when Riding Hood gives Grandma the flowers she picked and the basket Mother gave her, and Woodsman carries the Wolf "deep into the forest where he wouldn't bother people any longer" [6].

The system was implemented in about 3,000 lines of C++ code, available on GitHub [7].

5 Discussion

In our research we expanded on and adapted existing work on agent-based models, providing an alternate approach to text understanding and generation involving short stories. As a proof of concept, we applied our approach on the children's story of 'Little Red Riding Hood', describing it through a series of 48 highly explainable actions involving 7 main agents.

Adapting the system to another story using our source code is relatively easy, provided the action and attribute types of the agents in the story are similar to those in the 'Little Red Riding Hood'. If the story requires the implementation of new actions or attributes, this can be done in C++ using already implemented actions and attributes as examples.

In our future work we intend to integrate commonsense inferences, such as those from MultiCOMET into our model to further the system's degree of textual understanding. Our system could also benefit from the addition of dynamic and simultaneous goals that change based on the agent's environment. Another possible future line of work is to describe more complex phenomena such as real-world events or geopolitics with our approach.

ACKNOWLEDGMENTS

The research described in this paper was supported by the Slovenian research agency under the project J2-1736 Causalify and co-financed by the Republic of Slovenia and the European Union under the European Regional Development Fund. The operation is carried out under the Operational Programme for the Implementation of the EU Cohesion Policy 2014–2020.

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