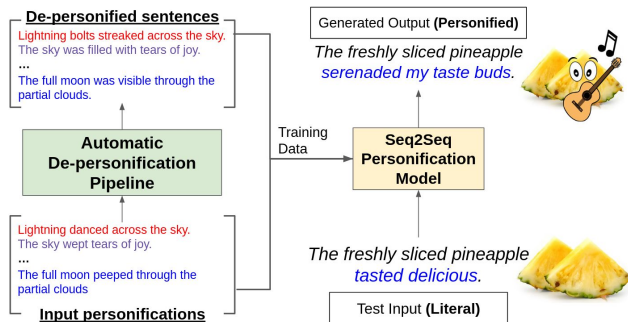


# PINEAPPLE: Personifying INanimate Entities by Acquiring Parallel Personification data for Learning Enhanced generation

Sedrick Scott Keh, Kevin Lu, Varun Gangal\*, Steven Y. Feng\*, Harsh Jhamtani, Malihe Alikhani, Eduard Hovy

## (1) Background

- Personification is the attribution of animate actions or characteristics to an entity that is inherently inanimate.
- **Task:** Given a literal sentence, convert the sentence to one containing a personification
- Personification generation is useful for:
  - Dialogue systems
  - AI-assisted creative writing
- **Challenges:**
  - Personifications have no fixed structure (unlike similes)
  - Requires us to be able to successfully model animacy



## (2) PersonifCorp Dataset

- 511 diverse personifications
- Gathered from various sources
  - \*CL Prior Art (e.g. Deja Image Captions Datast (Chen et al., 2015))
  - Kaggle/SemEval datasets
- Test set: Human-annotated list of (literal, personification) pairs

Original Personification	Result After De-Personifying
How far that little candle throws its beams!	How far that little candle can spread its beams!
A book is a fragile creature, it suffers the wear of time, it fears rodents, the elements and clumsy hands.	A book is fragile, it can break from the wear of time, it can be eaten by rodents, the elements and clumsy hands.
The camera loves her since she is so pretty.	The camera is always on her since she is so pretty.
Any trust I had for him walked right out the door.	Any trust I had for him had gone right out the door.
The full moon peeped through partial clouds.	The full moon was visible through partial clouds.
Opportunity was knocking at her door.	Opportunity was knocking at her door.
The killing moon will come too soon.	The killing moon will be here too soon.

## (3) Automatic Parallel Corpus Creation

This “de-personification” pipeline has 3 main steps, outlined below:

### 1. TOPIC-ATTRIBUTE Extraction

- **TOPIC** = a noun phrase that acts as a logical subject
- **ATTRIBUTE** = the distinctly animate action or characteristic that is being ascribed to the TOPIC
- Dependency parse trees + iterative merging algorithm to determine the TOPICS and ATTRIBUTES of a given sentence.

ATTRIBUTE Type	Example
Noun	The planet <b>earth</b> is our <b>mother</b> .
Verb	My <b>alarm clock</b> <b>yells</b> at me to get out of bed every morning.
Adjective	<b>Justice</b> is <b>blind</b> and, at times, <b>deaf</b> .

### 2. Candidate Generation

- Filter out the animate TOPICS, and keep only the inanimate TOPICS
- How to determine which TOPICS are inanimate? → Use COMET’s (Bosselut et al., 2019) ConceptNet relations (Speer et al., 2017) as a proxy for animacy.
  - Specifically, use the ISA(x, “person”) relation
- Mask out the ATTRIBUTE and use BART to generate the top k=10 candidate replacements
- E.g. “**She did not realize** that **opportunity was knocking on her door**” → “She did not realize that **opportunity <mask>**”

### 3. Candidate Selection

- Given k=10 replacement candidates, design a ranking system to select the most appropriate candidate:
  - a. Animacy – use COMET’s CapableOf relation
  - b. Fluency – user BART’s generation scores
  - c. Meaning Preservation – use BERTScore(original, new)
 
$$S_i = \alpha \cdot (-\log(S_{anim.})) + \beta \cdot S_{flue.} + \gamma \cdot S_{mean.}$$
- Select candidate with highest composite score (defined above).

## (4) Models

1. **COMET** – No training at all. Use COMET’s ISA, CapableOf relations to generate and rank candidates personification replacements.
2. **Baseline-BART** – Similar to COMET except use BART to generate the candidate replacements.
3. **PINEAPPLE-BART** – Our proposed model; seq2seq training with personification+literal training pairs

## (5) Results

### Automatic metrics:

- BLEU and BERTScore – for meaning preservation
- Fluency – generation losses (log perplexity) using GPT2
- Animacy – use COMET’s CapableOf relation scores

	BLEU		BERTScore		Fluency ↓	Animacy
	Input	Gold	Input	Gold		
Human Annotation	0.172	1.000	0.749	1.000	5.264	0.332
COMET	0.127	0.128	0.655	0.569	6.366	-2.028
BL-BART	0.132	0.133	0.728	0.617	<b>4.573</b>	0.106
PA-BART	<b>0.153</b>	<b>0.160</b>	<b>0.748</b>	<b>0.636</b>	5.460	<b>0.679</b>

**Human evaluation metrics:** personificationhood, appropriateness, fluency, interstingness, meaning preservation (all rated on a scale of 1-5).

	Personificationhood	Appropriateness	Fluency	Interstingness	Meaning Preservation
Human Annotation	3.763	4.175	4.138	3.667	3.913
COMET	3.525	3.563	3.738	1.801	3.550
BL-BART	3.500	3.938	<b>4.188</b>	2.006	3.750
PA-BART	<b>3.738</b>	<b>4.000</b>	4.138	<b>2.782</b>	<b>3.875</b>

## (6) Sample Outputs

Literal Input	In most horror settings, silence is key. (ex.2)
Human Ref	<b>In most horror settings, silence is the protagonist.</b>
COMET	<b>In most horror settings, silence scary.</b>
BL-BART	<b>In most horror settings, silence is preferred.</b>
PA-BART	<b>In most horror settings, silence is a ghost.</b>
Literal Input	The sound hit Frank loud enough to make your ear hurt (ex.6)
Human Ref	<b>The sound slapped Frank loud enough to make your ear hurt</b>
COMET	<b>The sound echo Frank loud enough to make your ear sense sound</b>
BL-BART	<b>The sound of Frank Sinatra is loud enough to make your ear ring.</b>
PA-BART	<b>The sound clapped loud enough to make your ear cry</b>
Literal Input	It was a moonless nights, the air was still and the crickets were silent (ex.5)
Human Ref	<b>It was a moonless nights, the air was asleep and the crickets were silent</b>
COMET	<b>It cold outside a moonless nights, the air cold outside still and the crickets noisy</b>
BL-BART	<b>It was a moonless nights, the air was still and the crickets were calling.</b>
PA-BART	<b>It was one of those moonless nights, the air was tired and the crickets were silent</b>

- Can generate multiple ATTRIBUTE types: noun (“a ghost”), verb (“cry”), and adjective (“tired”)
- Can replace multiple segments in a single sentence (2nd example)