

# Supplementary file: “Stylized Story Generation with Style-Guided Planning”

Xiangzhe Kong\*, Jialiang Huang\*, Ziquan Tung, Jian Guan and Minlie Huang†

The CoAI group, DCST, Institute for Artificial Intelligence,  
State Key Lab of Intelligent Technology and Systems,  
Beijing National Research Center for Information Science and Technology,  
Tsinghua University, Beijing 100084, China  
{kxz18, huang-jl17, tongzq18, j-guan19}@mails.tsinghua.edu.cn,  
aihuang@tsinghua.edu.cn

## A Implementation Details

### A.1 Vocabulary

The initial vocabulary of GPT-2/BART contains 50,258/50,265 tokens, respectively. We add three style tokens ( $\langle \text{emo} \rangle$ ,  $\langle \text{eve} \rangle$ ,  $\langle \text{other} \rangle$ ) and three name tokens ( $\langle \text{MALE} \rangle$ ,  $\langle \text{FEMALE} \rangle$ ,  $\langle \text{NEUTRAL} \rangle$ ) to the vocabulary. Therefore, the final vocabulary for GPT-2/BART/our model contains 50,264/50,271/50,271 tokens, respectively.

### A.2 Hyper-parameters

We follow BART<sub>BASE</sub>'s hyper-parameters and initialize our model with the public checkpoint of BART<sub>BASE</sub><sup>1</sup>. Both the encoder and decoder contain 6 hidden layers with 768-dimensional hidden states. GPT-2<sub>BASE</sub><sup>2</sup> uses a 12-layer decoder with 768-dimensional hidden states. The batch size is 32 for all the models when training. We use the AdamW optimization (Loshchilov and Hutter, 2019) and the initial learning rate is  $5 \times 10^{-5}$ . At inference time, we set the maximum sequence length to 120 tokens.

Models	GPT-2	BART	Ours
Training Time	242min	128min	336min

Table 1: Training time for models in the experiments

### A.3 Runtime

The runtime of fine-tuning of each model is reported in Table 1. We do the experiments on one GeForce GTX TITAN X GPU.

\*Equal contribution

†Corresponding author

<sup>1</sup><https://huggingface.co/facebook/bart-base/tree/main>

<sup>2</sup><https://huggingface.co/gpt2/tree/main>

## B Manual Evaluation

As described in the main paper, we conduct manual evaluation on AMT. Figure 1 shows a screenshot of an annotation example on AMT.

## References

Ilya Loshchilov and Frank Hutter. 2019. [Decoupled weight decay regularization](#). In *7th International Conference on Learning Representations, ICLR 2019, New Orleans, LA, USA, May 6-9, 2019*. OpenReview.net.

## Instructions

Summary

Detailed Instructions

Examples

In the process of evaluation, you need to **carefully read each story** including the first sentence and the generated sentences. You will be given 4 generated stories by 4 different systems, denoted as A, B, C, D. You need to compare A with B in terms of the fluency, coherence and style consistency. Then you need to do the same for C and D.

**Fluency:** intra-sentence linguistic quality and grammatical correctness.

**Coherence:** context relatedness and inter-sentence causal and temporal dependencies.

**Style Consistency:** Consistency between the context and the given style. There are two styles which might show in the task: *emotion-driven* and *event-driven*. *Emotion-driven* stories contain abundant words with emotional inclination (e.g. favorite, love, joy). *Event-driven* stories tend to use serial actions (e.g. see, find, try) to form an event sequence.

### Notes

- All the male/female/neutral names in the stories have been transformed into the special tokens [MALE]/[FEMALE]/[NEUTRAL], respectively. Besides, we lowercase all the initials.
- The annotation of fluency, coherence and style consistency should be independent of each other.
- Please annotate the stories carefully **based on comprehensive comparison and technically following the instruction**.

### Positive Examples

**Beginning:** [MALE] has a girlfriend .

**System 1:** He is really nervous about her feeling. His girlfriend is very protective. [MALE] gets along great with her. [MALE] has a wonderful time with his girlfriend . **(emotion-driven, stylistic keywords are underlined)**

**System 2:** One day, he had been talking to her all day. She stopped listening to him then. She called his name and walked away. He decided to break up with her . **(event-driven, stylistic keywords are underlined)**

**System 3:** One day, he went shopping with her. They went into a jewelry store. He found a beautiful diamond. He bought it for his girlfriend. **(good fluency, consistent tense with no grammar error; good coherence, consistent contents)**

### Negative Examples

**Beginning:** [MALE] has a girlfriend .

**System 1:** One day, [MALE] saw a cute necklace on the sidewalk. [MALE] decided to buy it. After buying it, [MALE] loves it. [MALE] likes the necklace. **(bad fluency, inconsistent tense)**

**System 2:** One day, [MALE] a cute necklace saw on the sidewalk. He walked in. He bought it. He loved it. **(bad fluency, wrong grammar)**

**System 3:** One day, [MALE] saw a cute necklace on the sidewalk. [MALE] decided to buy it. After buying it, [MALE] loves it. [MALE] likes the necklace. **(bad coherence, unrelated to the beginning)**

**System 4:** One day, [MALE] saw a cute necklace on the sidewalk. She try to swim. The water is too cold. He loves it. **(bad coherence, inconsistent contents)**

**System 5:** One day, [MALE] saw a cute necklace on the sidewalk. [MALE] decided to buy it. After buying it, [MALE] loves it. [MALE] likes the necklace. **(highly mix emotion-driven and event-driven keywords)**

View instructions

ID: 0

**Beginning:** [FEMALE] needed a new suitcase .

**System A:** she checked all the things she had found in her suitcase in the store. the only things she kept missing was the earring. now [FEMALE] was a bit more careful. [FEMALE] decided to buy a new suitcase instead.

**System B:** she went to walmart to see what they had. she found several bags. they were exactly the same size. [FEMALE] was happy she got a new suitcase.

**Q1: Which system has better Fluency?**

System A is better.  System B is better.  System A and System B are good or bad equally.

**Q2: Which system has better Coherence?**

System A is better.  System B is better.  System A and System B are good or bad equally.

**Q3: Which system has better consistency with *emotion-driven* style?**

System A is better.  System B is better.  System A and System B are good or bad equally.

**System C:** she decided to buy her own. her family brought her suitcase and drove to a local store. the local store had a large screen suitcase. after the first trip, the suitcase was delivered.

**System D:** she wanted to throw a fit and threw up. but she wasn't that bad at throwing. she ended up throwing one more fit. she got it and was able to stay with her friends.

**Q4: Which system has better Fluency?**

System C is better.  System D is better.  System C and System D are good or bad equally.

**Q5: Which system has better Coherence?**

System C is better.  System D is better.  System C and System D are good or bad equally.

**Q6: Which system has better consistency with *event-driven* style?**

System C is better.  System D is better.  System C and System D are good or bad equally.

Submit

Figure 1: A screenshot of manual evaluation on AMT