# Supplementary Materials for the ACL Submission: Data-Driven Broad-Coverage Grammars for Opinionated Natural Language Generation (ONLG)

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## **A** Architecture

In Figure 1 we present a bird's eye view of the data-driven, grammar-based, architecture we propose.

#### **B** Grammars

In Figures 2, 3 and 4 we demonstrate the parse tree and generation sequence of the phrase "The good wife" in our Base representation, Lexicalized representation, and Relational-Realizational representation respectively.

## C Obtaining Relational-Realizational Trees

Figure 5 demonstrates the annotating of phrase-structure trees with sentiment, relation labels and lexical heads along with the corresponding dependency graph of the same sentence and the full relational-realizational tree including the projection, configuration and realization nodes.

#### **D** Search Algorithm

Algorithm 1 lists the pseudo code for our grammar-based generation algorithm that uses beam-search for deriving a response tree from grammar rules.

### **E** Evaluation - Result tables

Table 1 presents generated sentences for each type of the grammars we induced and the five sentiment levels for the first experiment – comparing grammars and

the human-likeness survey. The automated evaluation scores for each one of the grammars are listed in Table 2.

Table 3 presents generated sentences for each grammar and sentiment level for the experiment evaluating the relevance of the generated responses to the original input document. The automated evaluation scores are presented in Table 4.

Table 5 shows the average human-likeness rating given for each grammar in our online survey. The corresponding ordinal mixed-effects regression analysis results are presented in Table 6.



Figure 1: The end-to-end, data-driven, grammar-based generation architecture.



Figure 2: Our Base grammatical representation, (a) is a sample tree and (b) is its generation sequence. Each non-terminal node is decorated with a phrase-structure label and a sentiment label. In this representation, lexical realization is conditioned only on pre-terminals and is independent of syntactic rules.



Figure 3: Our Lexical (Lex) grammatical representation, (a) is a sample tree and (b) is its generation sequence. Each non-terminal node is decorated with a phrasestructure label, sentiment label and a lexical head. The Type column indicates Head (HEAD), Modifier (MOD), Lexical-Head (LEX-H) and Bi-Lexical (LEX) rules. Lexical dependents are generated during the derivation, conditioned on (part of the) structure.

	NP[+1, <i>root</i> ,wife]						
	DT[0, <i>det</i> ,The]		NX[+1,h	d,wife]			
	Ine	III+1 amod good] NNIO hd wife]					
		00[1]					
			good	wife			
		(a)					
Туре	LHS		RHS				
PROJ	NP[+1]	$\rightarrow$	{amod,det,hd	}@NP[+1]			
CONF	$\{amod, det, hd\}@NP[+1]$	$\rightarrow$	<det>@NP[-</det>	+1],<{ <i>amod</i> , <i>hd</i> }>@NP[+1]			
REAL-C	< det > @NP[+1]	$\rightarrow$	DT[0]				
REAL-C	$< \{amod, hd\} > @NP[+1]$	$\rightarrow$	NX[+1]				
REAL-L	DT[0,det]@NP[+1,hd,wife]	$\rightarrow$	The				
REAL-L	NX[+1, <i>hd</i> ]@NP[+1, <i>hd</i> ,wife]	$\rightarrow$	wife				
PROJ	NX[+1]	$\rightarrow$	$\{amod,hd\}$ @	PNX[+1]			
CONF	{amod, hd}@NX[+1]	$\rightarrow$	<amod>@N</amod>	X[+1], <hd>@NX[+1]</hd>			
REAL-C	< amod > @NX[+1]	$\rightarrow$	JJ[+1]				
REAL-C	<hd>@NX[+1]</hd>	$\rightarrow$	NN[0]				
REAL-L	JJ[+1,amod]@NX[+1,hd,wife]	$\rightarrow$	good				
REAL-L	NN[+1, <i>hd</i> ]@NX[+1, <i>hd</i> ,wife]	$\rightarrow$	wife				
		(b)					

Figure 4: Our relational-realizational (RR) grammatical representation, (a) is a sample tree and (b) is its generation sequence. Each non-terminal node is decorated with a phrase-structure label, sentiment label, function label and a lexical head. The *Type* column indicate Projection (PROJ), Configuration (CONF), Realization–Constituency (REAL-C) and Realization–Lexicalization (REAL-L) rules. Lexical dependents are generated during the derivation, conditioned on (part of the) structure.



Figure 5: Annotated phrase-structure tree (a) and dependency graph (b) for the same sentence, and the corresponding RR derivation tree (c). Note that nodes with  $[s_i, rel_i, l_i]$  correspond to the nodes in the decorated parse tree (a) and the other nodes represent the projection and configuration phases of the RR derivation.

Alo	orithm 1 Grammar-Base	d Generation with Beam-Search
1.	Struct Payload	► Used for book-keeping
1. 2.	score	$\triangleright$ Oscer for book-keeping
2. 3.	nath	The path in the "forest" for derived tree
5. ₄·	End Struct	<sup>b</sup> The paul in the Torest Tor derived dec
۰. ۲۰	Struct Rule	
6.	score	$\triangleright$ Score of the rule
7.	lhs	$\triangleright$ lhs of the rule
7. 8.	rhs	$\triangleright$ rhs of the rule (a list of 2 nodes)
9. 9.	End Struct	
10·	Struct Node	
11.	annotation	▷ The node's annotation (type, sentiment, head)
12.	addRule(Rule)	▷ A list of possible rules for expanding this node
12:	End Struct	
14.	procedure BEAMSEAR	CHGENERATOR(topic sentiment)
15.	root = new Node()	inoliver know (topic, sentiment)
16.	startRules = getStart	Rules(tonic sentiment)
17.	candidates = new L is	t(i = 0)
17. 18·	for all startRule in st	artRules <b>do</b>
10. 19·	candidate add(ne	w Payload(i rule getScore()) $\triangleright$ Payload with rule score
20·	root addRule(rul	(1)
20. 21·	i++	') ''
22.	end for	
23.	while candidate[0] s	ze : maxSize <b>do</b>
24:	intermediateList	= new List()
25:	for all payload in	candidates <b>do</b>
26:	node = getNetics	de(root,payload.path) > Get the relevant node
		▷ according to path
27:	expansionRu	$es = getNewRules(node) $ $\triangleright$ Get possible rules for expansion
28:	$\mathbf{i} = 0$	
29:	for all rule in	expansionRules <b>do</b> > process options in node
30:	score = p	ayload.score + rule.getScore() > Get the new score by adding
		▷ previous score to the score of this rule
31:	path = pa	yload.path + i $\triangleright$ the new path is the path so far plus
		$\triangleright$ the index of the rule in current node
32:	node.add	$Rule(rule) \qquad \triangleright add the new rule - expanding the derivation$
33:	intermedi	ateList.add(new Payload(path, score)) > add new
31.	itt	⊳ payloau/candidate
34.	and for	
36.	and for	
30. 27.	candidates – get	on(intermediateList_k)
51.	candidates – get	based on the normalized score
30.	end while	
20.	and procedure	7
39:	the procedure	/

Grammar	Sentiment	Sentence
	-2	(and badly should doesn't
	-1	doesn't of the yankees
PCFG	0	who is the the game,.
	1	is the united states
	2	is the best players
	-2	is a rhyme mahi mahi, and, I not quote Bunny.
	-1	Dumpster unpire are the villans.
LEX	0	Derogatory big names symbols wider
	1	New england has been playful, and infrequent human.
	2	That's a huge award – having get fined!
	-2	he is very awkward, and to any ridiculous reason.
	-1	the malfeasance underscores the the widespread belief.
RR	0	the programs serve the purposes.
	1	McIIroy is a courageous competitor.
	2	The urgent service's a grand idea.

Table 1: Responses generated by the system with the different grammars and sentiment levels.

Grammar	Avg. L	M Score	Avg. LM Score		Complete	Sentiment	Avg.
			per word		Sentences	Agreement	Length
	Mean	CI	Mean	CI	(%)	/ Polarity (%)	(words)
PCFG	-79.7	$\pm 0.054$	-8.9	$\pm 0.007$	20.1	13.3 / 41.8	9.5
LEX	-73.7	$\pm 0.016$	-6.5	$\pm 0.002$	67.3	44.6 / 63.9	12.3
RR	-51.8	$\pm 0.011$	-5.6	$\pm 0.001$	95.7	43.8 / 61.0	9.6
HUMAN	-50.1	$\pm 0.000$	-5.4	$\pm 0.000$	N/A	N/A	10.3

Table 2: Mean and 95% Confidence Interval (CI) of language model (LM) scores (evaluating *fluency*), complete sentences (evaluating *compactness*), and sentiment agreement. The last row, *HUMAN* refers to the collected human responses.

Grammar	Sentiment	Sentence
	-2	they deserve it, but I is fear.
	-1	the saga is correct.
RR	0	the indirect penalty?
	1	the job is correct.
	2	a salaries excels.
	-2	Unfortunately, they remind that to participate in baseball.
RRTM	-1	the franchise would he made?
	0	Probably the LONG time .
	1	In a good addition, he is a good baseball player.
	2	the baseball game sublime.

Table 3: Responses generated by the system using emission probabilities and topic models for the start rule selection.

Generator	Mean	CI
RR	0.473	$\pm 0.003$
RRTM	0.424	$\pm 0.003$
HUMAN	0.429	$\pm 0.000$

Table 4: Mean and 95% Confidence Interval (CI) for generators with / without topic models scores (RRTM / RR respectively). The last row, *HUMAN* refers to the collected human responses.

Grammar	Mean	CI
PCFG	2.4561	$\pm 0.004$
LEX	4.1681	$\pm 0.004$
RR	3.7278	$\pm 0.004$

Table 5: Mean and 95% Confidence Interval (CI) for human-likeness ratings on a scale of 1 (Certainly Computer) to 7 (Certainly Human).Higher rating is perceived as more human-like and is better.

Factor	b	Std. Error	z-value	P(> z )
G-LEX	2.90	0.189	15.32	<.00001
G-RR	2.33	0.164	14.20	<.00001
SENT	0.17	0.074	2.32	.020
NWORD	-1.60	0.107	-14.95	<.00001
POS	0.21	0.036	5.97	<.00001
$G-LEX \times SENT$	-0.18	0.095	-1.91	.056
$G-RR \times SENT$	0.44	0.096	4.53	<.00001
$G-LEX \times NWORD$	1.31	0.117	11.16	<.00001
$G-RR \times NWORD$	1.35	0.138	9.80	<.00001
NWORD $\times$ POS	0.10	0.037	2.81	.005

Table 6: Regression analysis results of the human-likeness survey.