

Generating Quantified Descriptions of Abstract Visual Scenes (Supplementary Materials)

Guanyi Chen[†], Kees van Deemter^{†‡}, Chenghua Lin^{*}

[†]Department of Information and Computing Sciences, Utrecht University

[‡]Department of Computing Science, University of Aberdeen

^{*}Department of Computer Science, University of Sheffield

{g.chen, c.j.vandeemter}@uu.nl, c.lin@sheffield.ac.uk

A Supported Quantified Patterns

Here are a list of quantified patterns that supported by the current version of the system: All(A, B), Everything(A), Only(A), Half(A, B), Some(A, B), Some(A), Only-1(A), More(A, B), Fewer(A, B), Equal(A, B), Most(A, B), Half-rest(A, B, B'), Minority(A, B), All-Combination(O) (A second order quantifier that is used for generated QEs like “*All possible objects are shown.*”).

B Quantifier Preference Order

B.1 A Linear Preference Order

We manually maintain a linear quantifier preference order: All-Combination \succ All \succ Half \succ Most \succ More \succ Everything \succ Only \succ Half-rest \succ Equal \succ Minority \succ Fewer \succ Some \succ Only-1.

B.2 High Meaning Overlap Quantified Pattern Lists

- All(A, B), Everything(A), Only(A)
- Half(A, B), Half-rest(A, B, B'), Equal(A, B)
- Most(A, B), Minority(A, B), More(A, B), Fewer(A, B)
- Some(A, B), Some(A)