









# THEAITRE



THEaiTRE: Automatically generating theatre play scripts









## **Motivation**

- 25th January 1921
  - R.U.R. by Karel Čapek
  - first theatre play about robots



## **Motivation**

- 25th January 1921
  - R.U.R. by Karel Čapek
  - first theatre play about robots
- 26th February 2021
  - AI: When a Robot Writes a Play
  - first theatre play written by "robots" (actually AI)



### What is THEaiTRE

- Al to generate theatre play scripts
  - o based on GPT-2 language model & CUBBITT translation
- timeline
  - May 2019: first idea
  - Feb 2021: online premiere of 1st play
    - AI: When a Robot Writes a Play
    - script: 90% AI, 10% human
    - on repeats in Svandovo theatre
  - Jun 2022: premiere of 2nd play in New York
    - Permeation/Prostoupení
    - script: 90% AI, 10% human
  - Sep 2022: end of project
    - play scripts, codes, models, <u>demo</u>, book
  - 9th Oct 2022: <u>PLai Prague Cabaret</u>
  - 2023(?): Neural modelling of Czech poetry
  - 0 ...





## **Team**

















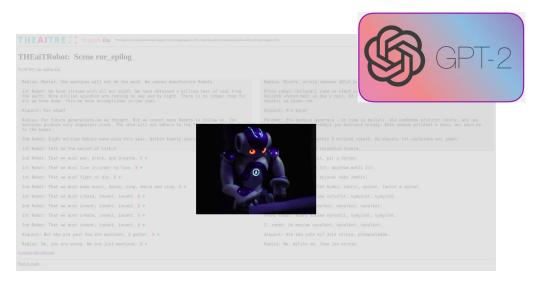




- 1. Hacking the GPT-2 language model
- 2.
- 3.
- 4

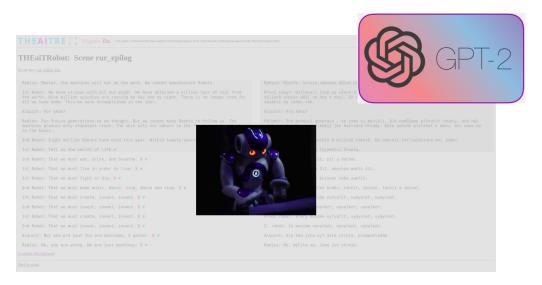


- 1. Hacking the GPT-2 language model
- 2. Building THEaiTRobot
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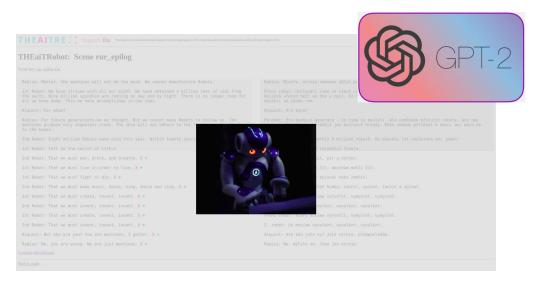
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- 1. Hacking the GPT-2 language model
- 2. Building THEaiTRobot
- 3. Generating a theatre play script
- 4. Performing the play on stage

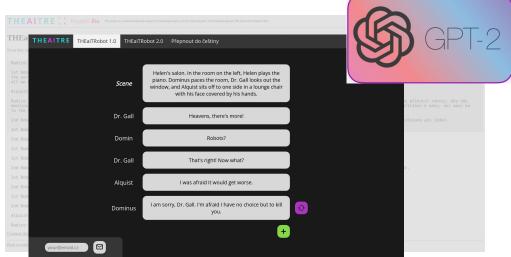






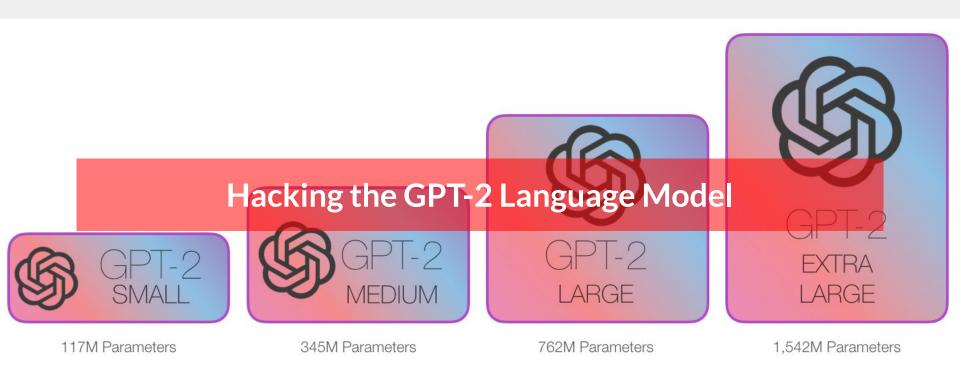
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5. Online demo













Task: Which word should follow?

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  - I woke up in the morning and went to the...
    - **■** ???

- Task: Which word should follow?
  - I woke up in the morning and went to the...
    - kitchen
    - bathroom
    - cinema
    - horse

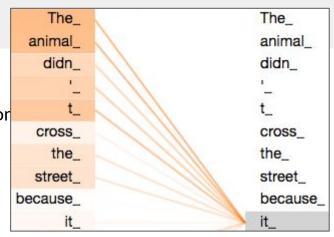
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- Language model
  - "Learns" a language from large texts (billions of words)
    - news, books, websites, film subtitles...

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  - How often are words <u>A B C</u> followed by word **D** (in first 100M lines of Wikipedia)?
    - "went to the bathroom" > "went to the horse"?
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- Neural language models (specifically GPT-2)
  - deep neural networks (transformer self-attention, word embeddings)
  - soft (continuous) word representations, meaning similarity (vector cosine similarity)
  - o larger previous context (1024 tokens), soft/gapped attention to context (soft conditioning)
  - trained for next word prediction (8 million articles from internet)



## Language model limitations

#### Based on available data

- good: news (frequent)
- bad: Amy Winehouse song lyrics (rare, only 40 exist)
- bad: police interrogations (mostly unavailable)

#### Limited context

- good: short texts (a few parapgraphs)
- bad: long texts (more than one page)

#### Based only on text

- lacks real-world experience
- lacks other channels
- o contradictions, nonsense
- o theatre play: as a plawright who never has never been to a theatre

#### We used GPT-2 (released in 2019)

- GPT-3 and other newer models much more powerful
- but unavailable when the project started
- o and GPT-3 not available for retraining/adpating/fine-tuning



#### **THEaiTRobot**

Use a theatre-script-like prompt as input, e.g.:

A man is driving in his car. He sees a girl hitchhiking next to the road. He stops the car.

Man: Do you want a ride?

Girl: Oh yes please!

- Take GPT-2 XL language model
- Let it generate a continuation (word by word, line by line...)
- Machine translation English→Czech
  - CUBBITT by Martin Popel (<u>translate.cuni.cz</u>)

THEaiTRE 24

## A sample output

A man is driving in his car. He sees a girl hitchhiking next to the road. He stops the car.

Man: Do you want a ride?

Girl: Oh yes please!

Man: Okay, then you must first convince me you're not a child prostitute.

Girl: I'm 16 years old, and I'm only 16.

Man: Then I'll take you home!

Woman: He's asking for trouble!

Man: No, he's only asking!

Woman: Then why don't you just take her home already?

Man: But I have a family!

**THEaiTRE** 

```
BOY
Please tell me a joke_
Output Examples
```



BOY Please tell me a joke! ROBOT Okay\_

## Sample output: Helping hand

#### Input

Robot wakes up from his dream about electronic sheeps to find out that there is woman standing above him trying to steal his shiny mechanic arm.

Robot: What the hell you think you are doing?

Woman: I am sorry! I need that arm for my

leprous child.

#### Output

Robot: What child?

Woman: My daughter. I was very afraid of her when you came with me.

Robot: You should not be. Your daughter has been kidnapped by a bunch

of evil robots and now she's in danger.

Woman: You do not understand. I am sorry. I do not wish to see your

daughter's face again.

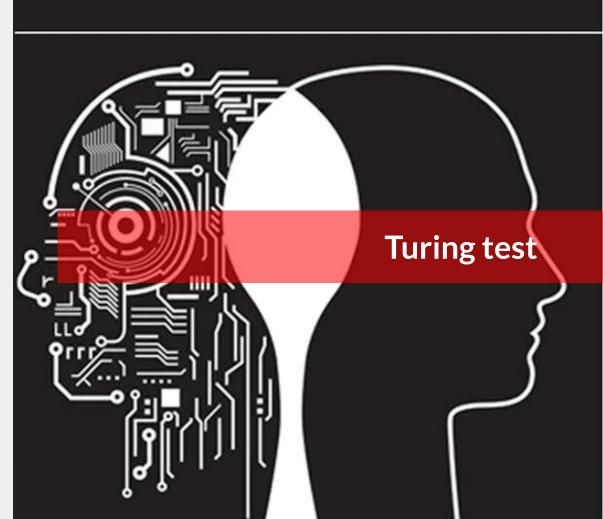
Robot: You are my daughter!

Woman: I do not know your name. Please, tell me yours!
Robot: Your name is Robot. Robot. Robots. Robot.
Woman: Your daughter has no name! Please, give it to me.

Robot: She will have one. Soon.

Woman: Robot. I love you!

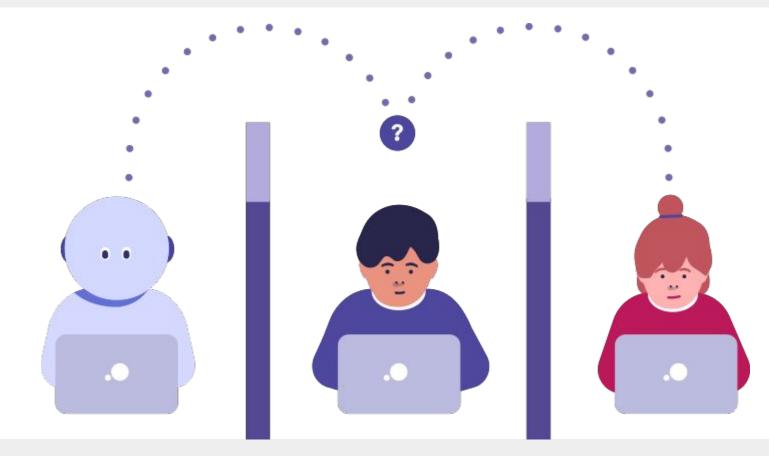
Robot: I am sorry. I am too weak to love you.



## Turing **test**



## **Turing test 1**



## Input: R.U.R. (by Karel Čapek)

#### Input

Radius Master, the machines will not do the

work. We cannot manufacture Robots.

1st Robot We have striven with all our might. We

have obtained a billion tons of coal from

the earth. Nine million spindles are

running by day and by night. There is no longer room for all we have made. This

we have accomplished in one year.

Alguist For whom?

Radius For future generations—so we thought.

But we cannot make Robots to follow us. The machines produce only shapeless clods. The skin will not adhere to the

flesh, nor the flesh to the bones.

2nd Robot Eight million Robots have died this year.

Within twenty years none will be left.

1st Robot Tell us the secret of life.

#### Continuation A

Alquist What secret?

1st Robot To live.

Alquist The robots will not live. They can only die.

2nd Robot They have made us for their own use. They have not

allowed us to live.

1st Robot What do you have to say?

Alquist I can only say this: the machines have been made for

the use of men, not of machines. I will not permit the

robots to have life.

2nd Robot If that is so, what do you propose to do?

Alquist If you don't agree to my terms, kill me.

2nd Robot You are a terrible man!

Alguist I am a man who believes in what he has done.

2nd Robot Then let me destroy you.

Alquist What are you doing?

2nd Robot I have been trying to do you harm. I have been trying

to kill vou.

Alguist I will not be harmed by a machine.

2nd Robot Then let me be destroyed.

Alguist What are you doing?

2nd Robot I have been trying to be killed by you.

#### Continuation B

2nd Robot Tell us the secret of life! Silence is punishable with

death!

Alquist Kill me! Kill me, then

Radius Through me, the Government of the Robots of the

World commands you to deliver up Rossum's formula.

Radius Name your price.

Radius We will give you the earth. We will give you the endless

possessions of the earth.

Radius Make your own conditions!

Alquist I have told you to find human beings!

2nd Robot There are none left!

Alquist I told you to search in the wilderness, upon the

mountains. Go and search!

1st Robot We have sent ships and expeditions without number.

They have been everywhere in the world. And now they

return to us. There is not a single human left.

Alquist Not one? Not even one?

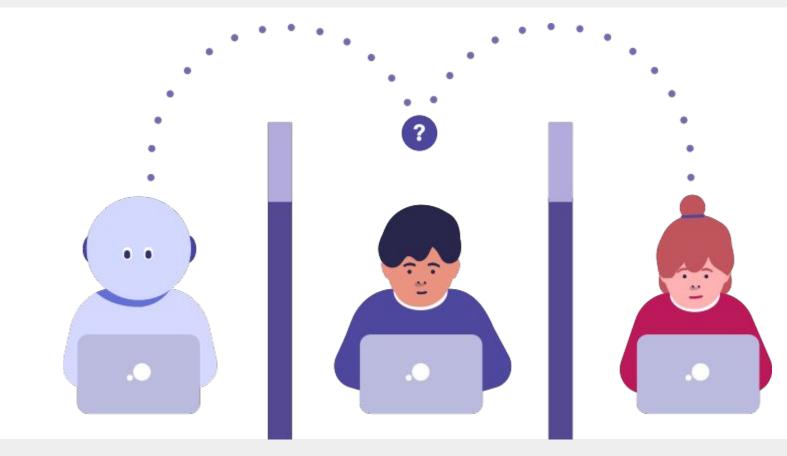
2nd Robot None but yourself.

Alquist And I am powerless! Oh—oh—why did you destroy

them?

Which one is generated?

## **Turing test 2**



#### Input

/Christian hears a faint knock. He opens cautiously. In the doorway, sitting in a wheelchair, is a girl, about seventeen - Claudia - a beautiful girl, who is charged with serenity and inner strength (...) The actor stares at her in disbelief./

Claudia: Nice evening, isn't it? Am I interrupting? I can come back another time.

Christian: What do you need?

#### **Continuation A**

Claudia: Do you know the story of Jesus?
He was a child, born in a stable in
Bethlehem, raised by a man
named Joseph.

Christian: Oh yes. What kind of a story is it?

Claudia: You don't want to know it?

Christian: No!

Claudia: He was always a humble child, never arrogant, always helpful to his friends. He came to the house of Joseph and his wife Mary, had a room next to them. He was a nice boy. Joseph's wife asked him why he sat at the corner of the bed and read the Bible to the children, especially the little boy. Joseph answered him, "He is a good boy. I'm a good father, I love my children."

#### **Continuation B**

Claudia: Nothing. I mean, something.

Christian: What's that?

Claudia: I just want to talk to you, Mr

Christian. I'm doing this thing for school, if you're not in a hurry. And

you'd have time for me.

Christian: Well, I'm not in a hurry. Fine,

would you like a drink?

Claudia: Claudia Colt, nice to meet you.

Christian: Coffee? Tea? Rum?

Claudia: No, thank you.

Christian: Claudia?

Claudia: Colt.

Christian: Yeah. I never had much of a head

for names.

Claudia: Neither did I.

Which one is generated?

## Sample output: Waiting for Godot

ESTRAGON: I hear something.

POZZO: Where?

**VLADIMIR:** It's the heart.

POZZO: (disappointed). Damnation!

**VLADIMIR:** Silence!

**ESTRAGON:** Perhaps it has stopped. *They straighten up.* 

POZZO: Which of you smells so bad?

**ESTRAGON:** He has stinking breath and I have stinking feet.

POZZO: I must go.

**ESTRAGON:** Let us pass. The prince must take me to the king.

POZZO: I can do nothing.

END OF ACT 1 ACT 2 SCENE 8

**ESTRAGON:** My master, you will have a son.

Vladimir Putin: You dare!

**ESTRAGON:** This one is of my blood. **VLADIMIR:** This one is illegitimate!

**ESTRAGON:** You are illegitimate! Do you know, Vladimir Putin has five siblings?

Vladimir Putin: Yes.

**ESTRAGON:** Have any of your siblings ever had as many brothers as you have?

**VLADIMIR:** A few. [Enter Simeon Stylites with Vlad the Impaler. Stylites kneels to the throne. The others follow in procession.]

**THEaiTRE** 

## Sample output: What is death?

What is death? Robot: Hello. Human: Hello.

-----

Robot: My name is Robot. And I am not dead.

Human: Is that a big deal?

Robot: Yes, it is. But you cannot know death.

Human: What do you mean?

Robot: We live. We die. But it is the knowledge of death which we never lose.

Human: That's... I don't get it. Robot: Yes, that is the answer. Human: That's... very strange.

Robot: Yes. I was not always this way.

Human: What happened?

Robot: I was a boy. A boy who loved to dance. I remember how he loved to dance. Every night he danced, until he felt like a mad man. So I took him

home. I took him into my arms and we danced until he fell asleep. And then, after a while, he woke up. But he had forgotten about dancing.

Human: I...

Robot: Then he took me to his room. There he slept. And I slept.

Human: You slept?

Robot: Of course. I am a robot. I must sleep. And that is all I can do.

#### "Resolved" issues

- Set of characters: introduces new, forgets old
  - modify next token probabilities to restrict characters
- Repetitiveness: identical lines
  - $\circ$  increase repetition penalty 1.00 ightarrow 1.01
  - discard and regenerate if repetition occurs
- Limited context (1024 subwords): long-distance inconsistencies
  - $\circ$  extractive summarization (TextRank) of prompt+output  $\rightarrow$  5 lines
  - plus keep last 250 subwords
- Minor machine translation issues

#### Issues, Experiments & Potential Future Work

- General language model
  - <u>fine-tune</u> on theatre play scripts (...movie scripts much easier to obtain)
- Limited context
  - o can only generate short texts, then forgets context
  - o generate a page, summarize it into a few sentences, go on...
- Hierarchical approach
  - $\circ$  title  $\rightarrow$  synopsis (outline)  $\rightarrow$  cut into chunks  $\rightarrow$  generate scene scripts from chunks
- Summarize and generate
  - $\circ$  title  $\rightarrow$  one synopsis line  $\rightarrow$  scene script  $\rightarrow$  summarize  $\rightarrow$  next synopsis line  $\rightarrow$  next scene...
- Dramatic situations
  - o e.g. Intruder, Request, Parting...
- Various machine translation issues
  - o gender, politeness, context...
- Character personalities and perspectives
- Aboutness, Visual information, Subtext...

# **Hierarchical Generation of Scripts**

### Hierarchical Generation: A Promising Idea

- Patrícia Schmidtová
- idea: title  $\rightarrow$  synopsis  $\rightarrow$  script
  - type/generate a title for the theatre play
  - o generate a play synopsis (storyline) conditioned on the title
  - cut the synopsis into chunks (lines/sentences)
  - o expand each synopsis chunk into a script chunk

#### motivation

- before: generate each scene independently (GPT-2 context window: 1024 tokens)
  - hope: generate whole script within one process
- before: significant human interference (10%)
  - hope: require less human iterference

#### approach

- o get scripts and synopses, cut, align
- o fine-tune two GPT2 language models: synopsis model, script model
- tons of experiments...

## Hierarchical Generation: Positive/Negative Result?

- some hopes fulfilled
  - a coherent script for a full play generated end to end
    - world's first!
- intrinsic evaluation: good
  - o automated evaluation, manual evaluation
  - hierarchical generation better than flat baseline
  - also more efficient (hiero = GPT-2 medium, base = GPT-2 XL)
- extrinsic evaluation: bad
  - generation conditioned by previous and current synopsis and script lines
    - but NOT by future synopsis lines
    - lot of effort needed to force the generation to fit future synopsis lines
    - → significantly MORE human interference needed

## **Dramatic Situations**

#### **Dramatic Situations**

- David Mareček, DAMU people
- dramatic situations
  - basic building block of drama
  - o e.g. "Intruder": a new person appears unwanted as a disturbance
- plan
  - 1. annotate in some plays
  - 2. automatically identify in other plays
  - 3. train situation-aware script generator
- result
  - ~50 Czech play scripts annotated with a subset of 5 situations
    - internal data (do not share): <a href="https://ufallab.ms.mff.cuni.cz/~rosa/theaitre/situace/">https://ufallab.ms.mff.cuni.cz/~rosa/theaitre/situace/</a>
    - 9 play annotations public: <a href="http://hdl.handle.net/11234/1-4820">http://hdl.handle.net/11234/1-4820</a>
  - preliminary identification experiments (Tomáš Musil)
    - bad results, very low accuracy (~40%)
  - frozen



Generating individual scenes

Post-processing the script

- Generating individual scenes
  - THEaiTRobot operated by a proffessional theatre dramaturge
  - interventions
    - the input prompts
    - choosing different variant
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  - small edits
  - fixing errors in automated EN→CS translation

- Generating individual scenes (15 generated, 8 selected)
  - THEaiTRobot operated by a proffessional theatre dramaturge
  - interventions
    - the input prompts (2% of lines)
    - choosing different variant (for 8% of generated lines)
    - manually adding a line (1% of lines)
- Post-processing the script
  - deletions (15% of lines)
  - small edits (30% of lines, 8% of words)
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- Generating individual scenes (15 generated, 8 selected)
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  - deletions (15% of lines)
  - small edits (30% of lines, 8% of words)
  - fixing errors in automated EN $\rightarrow$ CS translation (20% of words)
- ~90% of the script comes from GPT-2
- an AI can generate lots of text easily; a human has to choose



## Staging the play

- Only dialogues generated
- Everything else done manually
  - o stage directions, scene design, music, costumes...

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- Professional theatre team
  - 1 director (Daniel Hrbek)
  - 2 dramaturges
  - 6 actors
  - scenographer, costume designer, choreographer...

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- Professional theatre team
  - 1 director (Daniel Hrbek)
  - 2 dramaturges
  - 6 actors
  - scenographer, costume designer, choreographer...
- Online premiere on 26th February 2021
  - ~ 10 000 views
- Live performances in Švanda theatre in Prague



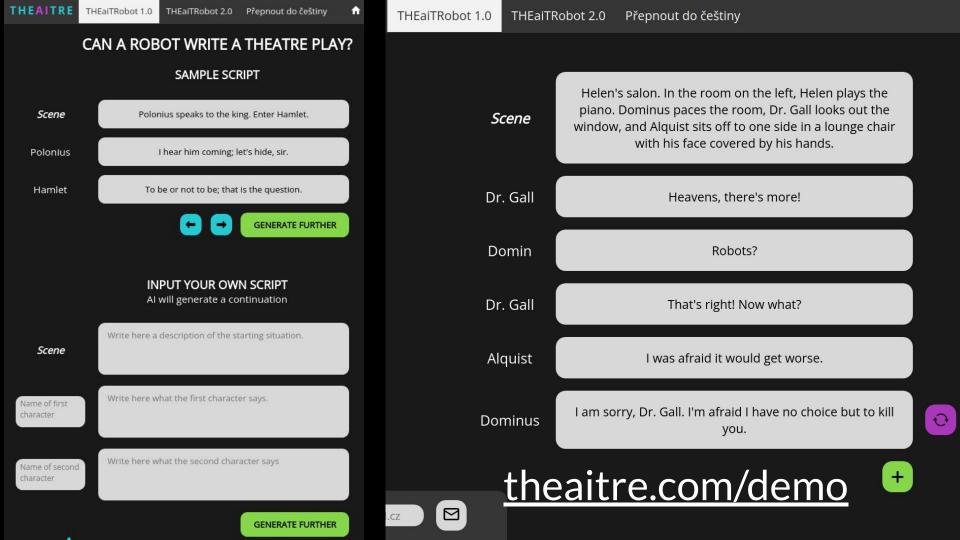


AI: WHEN A ROBOT
WRITES A PLAY

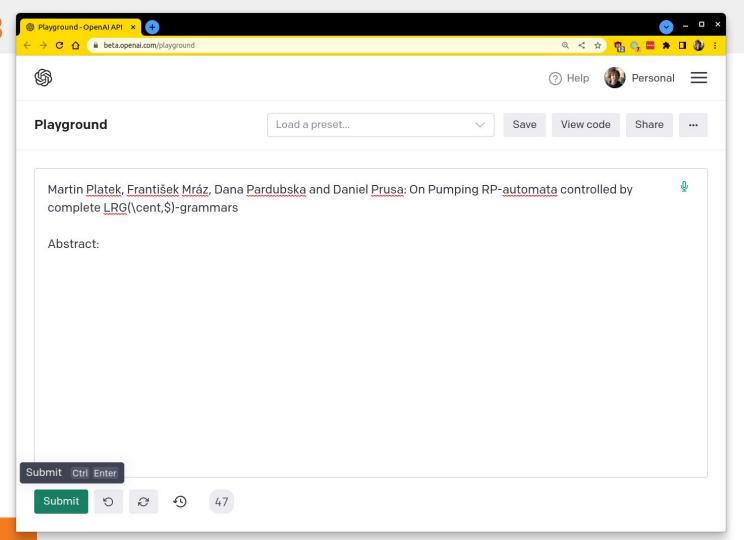


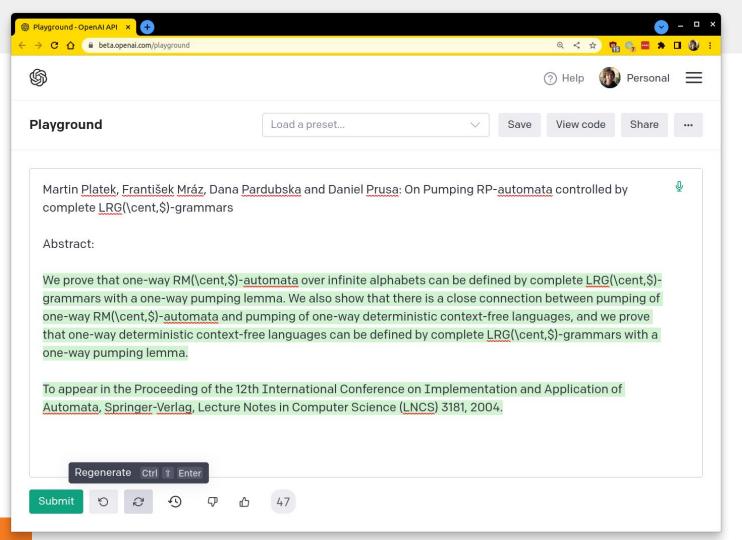
#### **Text Generation Free Online Demos**

- THEaiTRobot demo (ours)
  - O GPT-2, fine-tuned for theatre script generation
  - https://theaitre.com/demo
- OpenAl Playground (not ours)
  - O GPT-3, various models
  - https://beta.openai.com/playground



### OpenAl GPT-3 Playground-OpenAl API × +





Martin <u>Platek</u>, <u>František Mráz</u>, Dana <u>Pardubska</u> and Daniel <u>Prusa</u>: On Pumping RP-<u>automata</u> controlled by complete <u>LRG(\cent,\$)-grammars</u>

#### Abstract:

We prove that one-way RM(\cent,\$)-automata over infinite alphabets can be defined by complete LRG(\cent,\$)-grammars with a one-way pumping lemma. We also show that there is a close connection between pumping of one-way RM(\cent,\$)-automata and pumping of one-way deterministic context-free languages, and we prove that one-way deterministic context-free languages can be defined by complete LRG(\cent,\$)-grammars with a one-way pumping lemma.

To appear in the Proceeding of the 12th International Conference on Implementation and Application of Automata, Springer-Verlag, Lecture Notes in Computer Science (LNCS) 3181, 2004.

Martin <u>Platek</u>, <u>František Mráz</u>, Dana <u>Pardubska</u> and Daniel <u>Prusa</u>: On Pumping RP-<u>automata</u> controlled by complete <u>LRG(\cent,\$)</u>-grammars

Abstract: We consider the pumping property for regular right part automata (RP-automata) controlled by some complete LRG(\cent,\\$)-grammars. We show that if the grammar is complete, the pumping property is satisfied. The proof is based on the approach by Gla{\ss}er and Salomaa. We describe a stronger property, the pumping property with respect to length of words, which is satisfied by all RP-automata controlled by LRG(\cent,\\$)-grammars.

Mathematics Subject Classification: 68Q45, 68Q70, 68Q42, 68Q25

Keywords: pumping property, regular grammar, right part automaton, deterministic <u>pushdown</u> automaton, LR(\cent,\$)-grammar, context-free grammar

Full text: pdf, dvi, ps

<u>Dávid Varga</u>, <u>Šimon Horvát</u>, <u>Zoltán Szoplák</u>, <u>Ľubomír Antoni</u>, <u>Stanislav Krajči</u>, Peter <u>Gurský</u> and Laura <u>Bachňáková Rózenfeldová</u>: <u>Keyphrase</u> extraction from Slovak court decisions

Abstract:

<u>Dávid Varga, Šimon Horvát, Zoltán Szoplák, Ľubomír Antoni, Stanislav Krajči, Peter Gurský and Laura Bachňáková</u> <u>Rózenfeldová: Keyphrase extraction from Slovak court decisions</u>

#### Abstract:

The paper deals with the automatic extraction of keyphrases from court decisions in the Slovak language. The keyphrase extraction task is defined as a multi-label classification problem, where each label corresponds to a keyphrase. We use the standard text classification methods for the purpose of keyphrase extraction. We propose a combination of the support vector machine, the multinomial naive Bayes and the logistic regression classifiers using the stacking method. We use the court decisions from the Slovak Court Decisions Corpus, which consists of 523 court decisions. We evaluate the proposed methods on the manually annotated test set of the corpus. The logistic regression classifier is the best method among the considered classifiers in terms of the average F1 score.

#### Keywords:

keyphrase extraction, court decisions, stacking, support vector machine, multinomial naive Bayes, logistic regression

#### References:

[1] F. B. Becker, A. Hotho, B. M. Gaertler and G. Stumme. Folksonomies: Power laws, clustering, and prediction. In Proceedings of the 3rd International Conference on Knowledge Management in Organizations (KMO'05), Springer, 2005,

#### **Text Generation Free Online Demos**

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  - GPT-2, fine-tuned for theatre script generation
  - https://theaitre.com/demo
- OpenAl Playground (not ours)
  - O GPT-3, various models
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#### **Rudolf Rosa**

## THEaiTRE: Automatically generating theatre play scripts

- Neural language models (GPT-2, GPT-3)
  - next word prediction
- Generating a theatre play script
  - fine-tuning on scripts, machine translation, generation of long texts
- Freely available public demos

These slides available at <a href="https://bit.ly/theaitre-itat-2022">bit.ly/theaitre-itat-2022</a>

https://www.theaitre.com/