Accounting for the Importance of Changes in Event Actuality in the Representation of Narrative



natural interaction based on lan

Text2Story 2025

Eighth International Workshop on Narrative Extraction from Texts, 47th European Conference on Information Retrieval, April 10th, 2025 - Lucca, Italy 3 0 TH ANNIVERSARY

A ROB REINER FILM

## PRINCESS BRIDES

FIGHT. DIE. LOVE... AS YOU WISH

ACCUMENTAL CONTROL OF THE CONTROL OF

BACK IN CINEMAS FOR ONE DAY ONLY ON MONDAY 23RD OCTOBER

Action Unit ID	Character	On Screen Action Dialogue Line Action	Truth Validation Status	Verifying Lapse	Conflicting AUID
1082	Westley	What was that?			
1083	Buttercup	If we surrender,	1099	16	
1084	Buttercup	and I return with you,	1106	22	
1085	Buttercup	will you promise	1087	2	
1086	Buttercup	not to hurt this man?	-1485	399	
1087	Humperdinck	May I live a thousand years and	-2125	1038	
1088	Humperdinck	never hunt again.	-2125	1037	
1089	Buttercup	He is a sailor on the pirate ship "Revenge."	923	-166	
1090	Buttercup	Promise	1092, 1093	2	
1091	Buttercup	to return him to his ship.	1092, 1093	2	
1092	Humperdinck	I swear	-1119	27	
1093	Humperdinck	it will be done.	-1119	26	
1094	Humperdinck	Once we're out of sight,			1092, 1093
1095	Humperdinck	take him back to Florin and	1119	24	1092, 1094
1096	Humperdinck	throw him in the Pit of Despair.	1119	23	1092, 1095
1097	Rugen	I swear	1118	21	
1098	Rugen	it will be done.	1118	20	

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1090	Buttercup	Promise	1092, 1093	2 (	COMMAND
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CONDITIONAL

COMMAND

	Conflicting AUID	Verifying Lapse	Truth alidation Status	W .	Character		Action Unit ID
					What was that?	Vestley	1082
CONDITIO		16	1099		If we surrender,	luttercup	1083
		22	1106		and I return with you,	uttercup	1084
5 I	REQUEST -	2	1087		will you promise	luttercup	1085
Ш		399	-1485		not to hurt this man?	luttercup	1086
- 1	PROMISE -	1038	-2125	nd	May I live a thousand years and	lumperdinck	1087
		1037	-2125		never hunt again.	lumperdinck	1088
		-166	923	p "Revenge."	He is a sailor on the pirate ship "	uttercup	1089
5 I	OMMAND -	2 CC	92, 1093	2011-00-00-00-00-00-00-00-00-00-00-00-00-	Promise	luttercup	1090
Ш		2	92, 1093		to return him to his ship.	luttercup	1091
- 1	PROMISE -	27	-1119		Lswear	lumperdinck	1092
COM		26	-1119		it will be done.	lumperdinck	1093
COIV	1092, 1093				Once we're out of sight,	lumperdinck	1094
	1092, 1094	24	1119		take him back to Florin and	lumperdinck	1095
	1092, 1095	23	1119	ir.	throw him in the Pit of Despair.	lumperdinck	1096
r	er chamber	ino ente	Alk	Albin	pair	Pit of Des	111
	on table	stley lie	We	West	pair	Pit of Des	112
tlev	roach West	ino appr	All	Albin	pair	Pit of Des	112

	Conflicting AUID	Verifying Lapse	tion	On Screen Action  Dialogue Line Action  Statu		Character		Character	
					What was that?	Vestley	1082		
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Action Unit ID	Character	On Screen Action Dialogue Line Action	Assertive	Subjunctive	Imperative	Modal	Conditional	Result	Purpose	Interrogative
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## Take Aways

Representation of narrative that includes means for identifying non-actual events

AND keeping track of when their non-actual status changes

Captures features critically relevant for understanding plot

Currently an initial baseline, a lot of further work required

## Thank you!

http://nil.fdi.ucm.es/