# Story Units of the Types of Japanese Folktales and the Combination with a Noun Conceptual Dictionary

Jumpei Ono

Faculty of Software and Information Technology, Aomori University, 10-1 Seishincho, Edogawa, Tokyo, 134-0087, Japan

Motoki Kumagai

Faculty of Software and Information Science, Iwate Prefectural University, 152-52 Sugo, Takizawa, Iwate, 020-0693, Japan

#### Takashi Ogata

Faculty of Software and Information Science, Iwate Prefectural University, 152-52 Sugo, Takizawa, Iwate, 020-0693, Japan E-mail: j.ono@aomori-u.ac.jp, g031q057@s.iwate-pu.ac.jp t-ogata@iwate-pu.ac.jp

#### Abstract

Story units in this study are the units described in Common Lisp based on the types of folktales Seki et al. analyzed. In particular, we have been developing story units to use in our narrative generation system, an integrated narrative generation system (INGS), as a type of narrative technique that generates a narrative structure based on the synthesis, transformation, expansion, etc., of a narrative structure. Story units function in INGS in combination with conceptual dictionaries. We attempted to combine story units with the verb conceptual dictionary. The objective of this study is combination with the noun conceptual dictionary. As the main constitutional elements of each story unit are verb and noun concepts, combining them with the noun conceptual dictionary enables the substantial function of story units based on the types of Japanese folktales as a group of narrative techniques in the INGS.

Keywords: Japanese Folktales, Narrative Generation, Noun Conceptual Dictionary, Story Generation.

### 1. Introduction

We have developed an integrated narrative generation system (INGS) <sup>1, 2</sup> that organically combines event generation using a conceptual dictionary <sup>3</sup> with narratology-based generation via a system <sup>4, 5</sup> based on Propp's theory <sup>6</sup> and Genette's narrative discourse <sup>7</sup>.

For story generation using narrative structure, we targeted Japanese folktales. Ito organized folktales according to the Seki, Nomura, and Oshima's structure <sup>8</sup> and created folktale programs from the structure <sup>9, 10</sup> that we termed story units (Note: Volumes 1 to 10 contain the folktales Seki collected, and Volume 12 is a collection of

contributed papers on folktales). Ito combined verb concepts with verbs in the created story units <sup>11</sup>. Ito analyzed nouns in noun phrases across the types of folktales. According to the results of the morphological analyzer MeCab <sup>12</sup>, he classified noun phrases into 18 items and tried to combine nouns with noun concepts in the story units <sup>13</sup>. The goal of this study is to summarize Ito's results <sup>13</sup> and approach these issues and unresolved areas.

# 2. Our Study of Japanese Folktales and Story Units

A story unit is the knowledge used to generate a story,

© The 2022 International Conference on Artificial Life and Robotics (ICAROB2022), January 20 to 23, 2022

and it is a record of the story's structure. Fig 1 shows an example of the story unit. We created story units based on Seki, Nomura, and Ōshima's types of folktales <sup>9, 10</sup>. To make the story units available for story generation, we connected verbs and verb concepts in the created story units <sup>11</sup>. This made it possible to generate the structure of the events in the story. However, the story units did not bind to nouns.

(motif0669 (鬼の面[demon-mask]
(被る 1[put-on] 見る 1[look] 逃げる 1[run-away]
(or (取る 1[take] 帰る 1[go-home]) なる 1[become])))
((1 (event 被る 1[put-on] (agent (≻ 女[woman]))
(object (≻ 鬼の面[demon-mask]))
(location (≻ 山[mountain]))))
(2 (event 見る 1[look]
(agent (≻ 化け物[monster]))
(counter-agent (≻ 女[woman]))))
(3 (event 逃げる 1[run-away]
(agent (≻ 化け物[monster]))))
(or
(4a
(event 取る 1[take]
(agent (≻ 女[woman]))
(object (≻ 宝物[treasure])))
(event 帰る 1[go-home]
(agent (≻ 女[woman]))))
(4b (event なる 1[become]
(agent (≻ 女[woman]))
(to (≻ 化け物屋敷の主人
[host-of-monster-house])))))))

Fig. 1. Example of a story unit.

# 3. Content and Structure of the Noun Conceptual Dictionary

### 3.1. Conceptual dictionaries

The INGS has a conceptual dictionary <sup>3</sup>. Conceptual dictionaries are mainly referenced to generate events that comprise a story. There are noun, verb, and modifier conceptual dictionaries (adjective, adjective verb, welfare). This section explains the noun conceptual dictionary.

The noun conceptual dictionary has 5,809 intermediate concepts and 115,769 terminal concepts. The intermediate concepts indicate the classification of noun concepts, and the terminal concepts indicate the nouns

that appear in the story. The hierarchical structure of intermediate concepts has 13 levels.

### 3.2. Details about the noun conceptual dictionary

Next, we provide a detailed description of the noun conceptual dictionary. The subordinate noun concepts that an individual intermediate noun concept can have are (1) intermediate noun concepts only, (2) terminal noun concepts only, and (3) both intermediate and terminal noun concepts. Thus, a hierarchical structure is formed. In addition, general nouns and proper nouns have different hierarchical structures. However, the description format is the same.

In addition to the symbol shown in Fig. 2, the noun concept corresponding to "terminal" is associated with the story unit nouns.

"Depth" indicates the position in the noun concept dictionary's hierarchical structure, which can contain values from 1 to 13.

"Hype" indicates an intermediate concept of parent.

"Hypo" refers to intermediate concepts of children.

"Terminal" shows intermediate concepts of children.

"Frame" does not currently have a meaning.

([Noun]
(hierarchy
(depth [Number])
(hype [Intermediate noun concept])
(hypo [Intermediate noun concept])
(terminal [Terminal noun concepts]))
(frame nil))

Fig. 2. The structure of an intermediate noun concept.

# 4. Combining Story Units and the Noun Conceptual Dictionary

Ito <sup>13</sup> attempted to combine nouns in the story unit with a noun conceptual dictionary. As a result, 3,695 nouns were combined with noun concepts.

The following is an explanation of the challenges of combining the types of folktales and noun concepts. There were 3,695 noun phrases across types of folktales. Of these, 2,641 noun phrases were mapped to the noun concepts. The rest are noun phrases that indicate the content of the characters' speech, such as "My horse is big," and here, the content of the speech is recorded in the story unit.

© The 2022 International Conference on Artificial Life and Robotics (ICAROB2022), January 20 to 23, 2022

Story Units of the

There are two types of noun phrases: single nouns, such as "snake" and "bull," and nouns with modifying words, such as "good food." The former can be examined directly in conjunction with the noun concept. In the latter case, we omit the elements that modify the word and examine noun concept binding. In any case, if the corresponding noun concept does not exist in the noun conceptual dictionary, we consider adding a new noun concept.

- In addition, it is important to consider the following. Use of language notation dictionaries: In Japanese, sentences are written using multiple types of characters. The Japanese language uses several kinds of characters to write sentences, so there are several ways to write a word. In Ito's work <sup>13</sup>, noun concepts were not checked using a language notation dictionary for multiple notation methods.
- In this paper, we would like to introduce the "noun concept" and the "proper noun concept."

# 5. Conclusion

In this paper, we summarized the issues that arise when combining story units created from different types of folktales with noun conceptual dictionaries. In the future, we will address the story unit nouns that have not yet been combined with the noun conceptual dictionary.

### References

- 1. T. Ogata, "Toward an Integrated Approach to Narrative Generation: Emerging Research and Opportunities", IGI Global, (PA), 2020.
- 2. T. Ogata, "Internal and External Narrative Generation Based on Post-Narratology: Emerging Research and Opportunities", IGI Global, (PA), 2020.
- 3. T. Ogata, "Building conceptual dictionaries for an integrated narrative generation system", Journal of Robotics, Networking and Artificial Life, Vol. 1, No. 4, pp. 270-284, 2015.
- 4. S. Imabuchi, T. Ogata, A" Story Generation System Based on Propp Theory: As a Mechanism in an Integrated Narrative Generation System", Lecture Note of Artificial Intelligence, Vol.7614, Springer, pp. 312-321, 2012.
- 5. T. Akimoto, T. Ogata, "Evaluation of a Narrative Discourse Generation System Based on the Concept of "Norm and Deviation", Journal of Robotics, Networking and Artificial Life. Vol. 2, No. 1, pp. 50-53, 2015.
- 6. V. Propp, "Morphology of the Folktale", University of Texas Press, 1968.

- 7. G. Genette, "Discours du Récit, Essai de Méthode, Figures III", Paris: Seuil, 1972.
- K. Seki, J. Nomura, H. Ōshima (Eds.), "Nihon mukashibanashi taisei 11: shiryō-hen" [The complete collection of Japanese folktales, vol.11: data], Kadokawa Shoten, Tokyo (Japan), 1980.
- J. Ono, T. Ito, T. Ogata, "Mukahi-banashi no motif no program ka to motif kozo no hikaku" [Programs of the motives of folktales and the comparison among motif structures], Proc. of the 61th Special Interest Group on Language Sense Processing Engineering, pp. 51-62, 2019.
- T. Ito, J. Ono, T. Ogata, "Using Motifs of Folktales for Narrative Generation", Proc. of the 59th Special Interest Group on Language Sense Processing Engineering, pp. 8-11, 2018. (SMC2018 Workshop on Informational and Cultural Narratology and Cognitive Content Generation.).
- T. Ito, J. Ono, T. Ogata," Implementing Story Units of Japanese Folktales with Conceptual Dictionaries.", Proc. of 2021 the International Conference on Artificial Life and Robotics. pp. 191-196, 2021.
- 12. MeCab, MeCab: Yet Another Part-of-Speech and Morphological Analyzer. https://taku910.github.io/mecab/, 2006.
- 13. T. Ito, The Development and Generation Experiments of Story Units of Japanese Folktales Combined with Conceptual Dictionaries (Master's thesis). Iwate Prefectural University, 2021.

# **Authors' Introduction**

#### Dr. Jumpei Ono



Jumepi Ono received his bachelor's degree from the Faculty School of Software and Information Science, Iwate Prefectural University in 2010. He received his MS and PhD from the Graduate School of Software and Information Science, Iwate Prefectural University in 2014 and 2018, respectively. He worked as an

information and communication technology instructor at the Vocational School of Digital Arts Sendai from 2018 to 2020. He is currently an assistant professor at the Faculty of Software and Information Technology, Aomori University.

### Mr. Motoki Kumagai



Motoki Kumagai has been an undergraduate student at the Faculty of Software and Information Science, Iwate Prefectural University since 2019.

© The 2022 International Conference on Artificial Life and Robotics (ICAROB2022, January 20 to 23, 2022

# Dr. Takashi Ogata



Takashi Ogata received his BSS from Waseda University in 1983, his MS from Tsukuba University in 1992, and his PhD from the University of Tokyo in 1995. He has garnered industrial experience from working at software development companies since 1983. He has been an associate professor in the Faculty of

Engineering at Yamanashi University since 1997 and is currently a professor in the Faculty of Software and Information Science at Iwate Prefectural University, where he has worked since 2005.

© The 2022 International Conference on Artificial Life and Robotics (ICAROB2022), January 20 to 23, 2022