

# Argument and Counter-argument Generation: a Critical Survey

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# Context

What is an argument?

## Definition of an argument

A constellation of propositions related to a claim (also called standpoint) which is the proposition that the argument seeks to establish.

We really need to tear down that building. [claim1]

It will be expensive. [premise1]

It's ugly. [premise2]

attack

Support

- The fundamental components are **claims and premises**;
- Components can **attack/support** each other.

# Context

## Argument Mining and (Counter-)Argument Generation

- Argument mining (AM) is a research field in NLP which aims at automatically **extracting and identifying argumentative structures** from natural language text.
- Argument Generation (AG) refers to **the generation of arguments in natural language**.
- AG has now become an expansion of AM with numerous **socially beneficial** applications such as:
  - Legal decision making [1];
  - Collective decision making [2];
  - Counter Narrative Generation to fight online hate speech [3].
  - Writing assistance [4].

# Motivation

What are the available resources?

To the best of our knowledge, **no survey has been published** on AG and CG. The existing resources are:

- A brief chapter in [5] summarizing several relevant works up to **2018**;
- A survey on the role of **knowledge** in AM, argument assessment, argument reasoning and AG [6].

# Objectives

Why proposing a survey on (Counter-)Argument Generation?

In the meantime, a huge variety of methods have been explored in AG, under various names such as **argument construction, argument retrieval, argument synthesis and argument summarization**.

We propose a holistic view of AG and CAG which

- Illustrates the **historical landscape** of developments in AG and CAG research;
- Provides a detailed outline of the **main results** and especially, **various tasks and subtasks** in AG and CAG;
- Synthesizes **the key datasets**;
- Discusses **the main issues and some open challenges** in AG and CAG.

# Data to text argument generation

Around 1990s, in the spirit of recommender systems

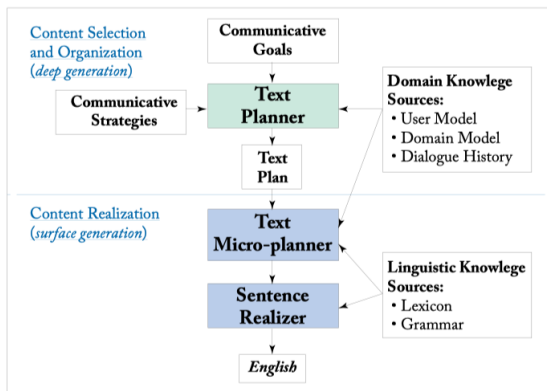
Formalized by Carenini [7] and applied to their *Generator of Evaluative Arguments* recommending houses to a client.

- 1 Deep generation phase;
  - Agnostic of the target language
  - Selects knowledge chunks based on the comparison of a **User Model** and a **Domain Model** (e.g., the profile of a buyer and the profile of a house)
  - Selects argumentative strategies
- 2 Content realization phase
  - Requires **specific grammatical knowledge of the target language** such as verbal inflections and logical connectors

# Data to text argument generation

## Data to text generation systems

Architecture of typical data to text generation systems [7]





# Data to text argument generation

Towards text to text generation

Main drawbacks:

- **Manual work** to build the knowledge base;
- Knowledge acquisition process has to be **restarted** whenever a new domain is being tackled.

Around the beginning of the 2010s, a shift took place in AG:

- **Debating systems** started to emerge (Project Debater, IBM<sup>1</sup>)
- **Natural Language Generation** started to be used in AG.

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<sup>1</sup><https://www.research.ibm.com/artificial-intelligence/project-debater/>

# Text to text generation

## Overview of different subtasks

### Main research areas in AG and CAG:

- Generation of argument components
  - Claim Generation (CG)
  - Contrastive Claim Generation (CCG)
  - Bias Flipping
  - Premise Target Identification (PTI) and Conclusion Target Inference (CTI)
  - Enthymeme Reconstruction (ER)
- Generation of full arguments
  - Rule-based argument generation
  - Summarization-based approach
  - Other research directions
  - Counter-argument generation

**Claim Generation** is different from **Claim Retrieval**:

- Input: a debate topic (Internet censorship)
- Output: an assertion with a clear stance (Internet censorship is a violation of free speech)

# Claim Generation

## Representative works

### Representative works in CG:

- Bilu and Slonim [8]
  - ① A predicate on a certain topic can be used to other topics;
  - ② Given a topic, word2vec embeddings are used to **select top  $k$  similar predicates** from a Predicate Lexicon;
  - ③ The top- $k$  predicates are **combined with new topics** and a logistic regression classifier is used to predict if the new claim is valid or not.
- Gretz et al. [9] showed the potential of GPT-2 in CG.
- Alshomary et al. [10]
  - **Encode users' beliefs** into CG by leveraging bag-of-words representations of users' stances on various topics;
  - Combine learned beliefs with an argumentative Language Model.

Negation has an important function in argumentation.

- Explicit negation is not always possible [11].
- Hidey and McKeown [12] used a seq2seq model to encode the original claim with an attention mechanism:
  - A sequence of **words** or a sequence of **edits** were used as decoder input.
    - For edits, “DELETE-N tokens” specifies n previous words to delete.
    - Hillary Clinton for president 2020 -> Hillary Clinton DELETE-2  
Bernie Sanders for president 2020 DELETE-1
  - The sequence of edits representation is more effective.
- The task of *Bias Flipping* [13] (i.e., switch the left or right bias of an article) is similar to CCG.

# Text to text generation

## Other tasks of component generation

Conclusion Generation is sometimes necessary because **conclusions often remain implicit**.

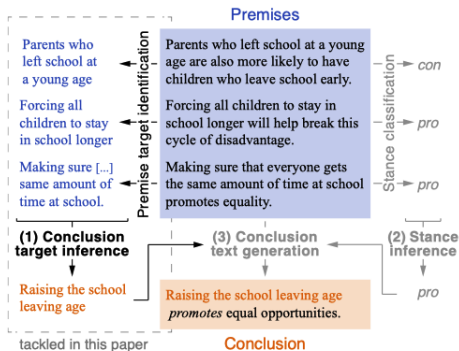
- **Premise Target Identification** [14] identifies the target in a premise.
- Based on this task, Alshomary et al. [15] initiated the task of **Conclusion Target Inference** identifying the final target in a conclusion.
- An explicit conclusion is generated once the target is identified.

**Enthymeme Reconstruction** clarifies how a conclusion is inferred from the given premises.

# Text to text generation

## Conclusion generation

Illustration of a model of generating an argument's conclusion from its premises [15]



Conclusion

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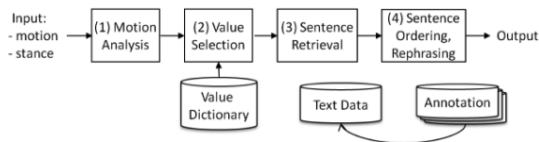
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# Text to text generation

## Generation of full arguments

Sato et al. [16] presented the **first end-to-end rule-based** retrieval system to generate arguments:

- At least **4 distinct components** need maintenance;
- The value dictionary containing talking points (economy, health, etc.) is **hand-made**.





# Text to text generation

## Generation of full arguments

Some studies propose to use a neural summarization approach which:

- Generates arguments representing **both stances** (particularly useful for controversial topics);
- Formulates the summary by stating **the main claim and the supporting reason**. This task is called **Argument Snippet Generation (ASG)** [17];
- Draws inspiration from comparative summarization (What is different between the coverage in NYTimes and BBC) to **avoid redundancy**.

# Text to text generation

## Generation of full arguments

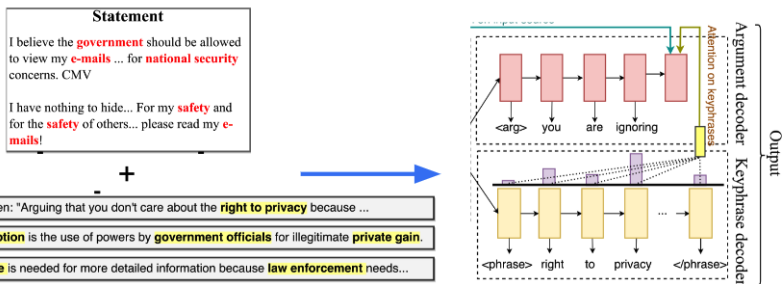
Other research directions in AG:

- **Audience-oriented Argument Generation.** To enhance the persuasiveness of the generated arguments, Alshomary et al. [10] trained a BERT-based classifier to identify morals such as care and fairness and used the Project Debater's API to generate arguments based on morals.
- El Baff et al. [18] proposed a computational model to generate arguments according to a **specific rhetorical strategy** (Logos vs. Pathos).
- Finally, the **dialogue** aspect of AG is getting more and more attention from researchers.

# Text to text generation

Counter-argument generation by generating automatically talking points

In terms of CAG, Hua and Wang [19] proceeded in two steps by using a seq2seq neural network: evidence retrieval and text generation. Especially, the decoding phase has a **distinct talking points generation step**.

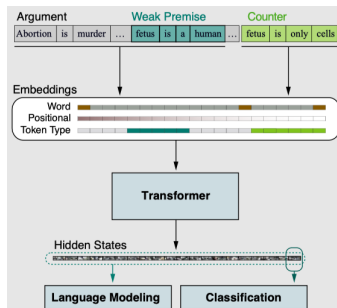


# Text to text generation

## Counter-argument generation by attacking weak premises

Alshomary et al. [20] proposed to attack an argument by challenging the validity of one of its premises:

- **Rank weak premises** by using the learn-to-rank framework [21].
- Combine next-token prediction and counter-argument classification to generate counter-arguments.



# Text to text generation

## Key datasets

**Table 1.** Datasets in AG and CAG classified by subareas.

Task	Datasets	Source	Size
CG	[24]	Crowd annotation	30k arguments, 71 topics
Belief-based CG	[48]	Wikipedia articles	2.3k claims, 58 topics
CCG	[1]	debate.org	51k claims, 27k topics
	[26]	Reddit	1,083,520 pairs of contrastive claims
Bias Flipping	[18]	Biased headlines from all-sides.com	6458 claim-like headlines
CG or PTI	[7]	Wikipedia articles	2,394 claims, 55 topics
CTI	[61]	idebate.org	2,259 arguments, 676 topics
ER	[25]	Comments section of the New York Times	2k arguments with two enthymemes of which one is correct
	[8]	Extended from a collection of five sentence stories	7,2k argument-hypothesis pairs
ASG	[2]	args.me	83 arguments along with two-sentence snippets
AG and CAG	[59]	Written by experts based on pools of ADUs representing pros and cons	130 logos-oriented and 130 pathos-oriented arguments, 10 topics
	[28]	Change My View (CMV) channel of Reddit	26,525 arguments, 305,475 counter-arguments
	[4]	CMV	111.9k triples of argument, weak premise and counter-argument

# Challenges and open research directions

## Evaluation

Most common metrics used in CG and CAG are BLEU and METEOR which **don't capture essential qualities of an argument** [22]:

- *Cogency* (when premises are relevant to the argument's conclusion and sufficient to draw the conclusion);
- *Reasonableness* (when an argument resolves an issue in a sufficient way that is acceptable to the target audience);
- *Effectiveness*, etc.

Chen et al. [13] found that for a successful flipping (CAG), **the overlapping of generated and ground-truth headlines is very low**, making overlap-based metrics unreliable.

# Challenges and open research directions

## Understandability

- Human evaluation shows that the quality of fully-generated counterarguments is yet **lower than that of a simple concatenation of evidence passages** [19, 23].
- The simple criteria of **understandability** of an argument is far from being reached.
  - In [13], out of 200 generated headlines, only 73 were understandable.
  - The rule-based system of Sato et al. [16] has the same drawback (50 out of 86 sentences are judged as non-understandable).

# Challenges and open research directions

## Understandability

### Output of the system of Hua and Wang [19]

**Input:** Putin is trying to re-form a "Soviet Union" with his past actions in Georgia and current actions in Ukraine

**Human:** So far Putin has only really targeted areas where the local population is majority russian (or historically majority russian) and sympathetic to russia. That's not to say that he wouldn't go further, but I don't think there is yet any compelling reason to believe he would.

**Retrieval:** In 1968, the Soviet Union and Warsaw pact allies invaded Czechoslovakia to halt the Prague spring reforms. It was this significant lack of flexibility that was exploited by the US to undermine the strength of the Soviet Union and thus foster its reform. In the summer of 1991, the new union treaty, which would have turned the Soviet Union into a much looser union, was agreed upon by eight republics.

**Our Model:** There are two reasons you are so far beyond. There is no reason to see the military army. You can infer what they assume it, so they tend to protect up. There. If we assume it were bad, they can not be controlled. So we're talking going to ignore the wars of the world. The fact of the matter is not bad. I would also assume it. However, the government can not be reminded of the world.

**Seq2seq + evd:** 1. The reason is that the government isn't the power of the war of Russia, at the time of the war of Russia. In Russia, there is no way to continue to control the military.

**Seq2seq + KP:** I don't think it's a bit. I don't think you're forgetting. I don't want to see the Syrian American dream in the US. I don't see the Syrian American dream of American citizens. I don't see the Syrian American dream of American citizens. I don't see the Syrian American military in the world. I don't think it wouldn't be true.



# Challenges and open research directions

## Other argumentation strategies

**Argumentation strategies** were the focus of early studies [49]:

- Hypothetical reasoning;
- Reasoning by cases;
- Inference to the best explanation.

Current studies are **mainly focused on the computational aspects** and concentrate less on these aspects, which are however important to produce convincing arguments according to different audience.

# Challenges and open research directions

## Ethical issues

Although the main goal of argumentation is to convince, the truthfulness issue must be considered in certain contexts.

However:

- GPT-like models have **bias** [24] and produce **hallucinations** [25].
- Training data such as ChangeMyView are collected from Reddit, leading to **unverified claims and premises**.

Solutions:

- **Automatic evaluation of fairness** in argument retrieval [26];
- **Automated fact-checking of claims** [27], **automatic detection of insufficiently supported arguments** [28], etc.

# Takeaway messages

## Promising research directions

Studies on AG and CAG are **clearly on the rise**, with multiple subareas and research directions.

Four lines of research are particularly promising:

- Integration of **users' beliefs and preferences** in AG;
- Development of intelligent argument **dialogue systems**;
- Design of **novel evaluation metrics** concerning the quality of automatically generated arguments;
- Integration of **fact-checking** into AG to produce consistent, verified and sound arguments.

# Takeaway messages

## The great challenge

The main objective of AG and CAG is to generate coherent and understandable (counter-)arguments based on a given input, which still remains the biggest challenge to be resolved.

Thank You for Your Attention!

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