

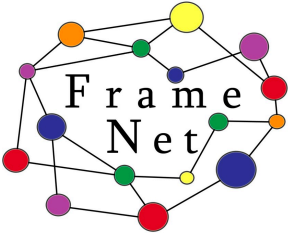
Growing up, boys are disciplined for breaking the rules.

Time Evaluate

*discipline.v*

Reason

## REWARDS\_AND\_PUNISHMENTS



- *reward.v* → Target LU
- *disciplinary.a*
- *penalty.n*
- *discipline.v* → Sister LU
- *punish.v*

0. Replace Sister LU

Growing up, boys are rewarded for breaking the rules.

Time Evaluate

*reward.v*

Reason

1. Select FE spans for Replacement

Growing up, <MASK> are rewarded <MASK>.

Time Evaluate

*reward.v*

Reason

T5

GPT-4

2. Structure-Conditioned Generation

Growing up, children are rewarded often.

Time

Evaluate



*reward.v*

Reason



Growing up, girls are rewarded for good behavior.

Time Evaluate



*reward.v*

Reason



3. Filter Generations w/ Inconsistent FEs