## LIST OF TODOS

### Institute of Creative Technologies De Montfort University

#### FANIA RACZINSKI

## ALGORITHMIC META-CREATIVITY

## Creative Computing and Pataphysics for Computational Creativity

pata.physics.wtf

#### Supervisors:

Prof. Hongji YANG
Prof. Andrew HUGILL
Dr. Sophy SMITH
Prof. Jim HENDLER

A thesis submitted in partial fulfilment of the requirements for the degree of Doctor of Philosophy

Created: 25th March 2015 — Last Saved: 3rd November 2016

Wordcount: 3432

## **PRE** ©

of the stage of th

## TL;DR

#### **Algorithmic Meta-Creativity** — Fania Raczinski — Abstract<sup>1</sup>

Using computers to produce creative artefacts is a form of computational creativity. Using creative techniques computationally is creative computing. Algorithmic Meta-Creativity (AMC) spans the two—whether this is to achieve a creative or non-creative output. Creativity in humans needs to be interpreted differently to machines. Humans and machines differ in many ways, we have different 'brains/memory', 'thinking processes/software' and 'bodies/hardware'. Often creative output by machines is judged in human terms. Computers which are truly artificially intelligent might be capable of true artificial creativity. Until then they are (philosophical) zombie robots: machines that behave like humans but aren't conscious. The only alternative is to see any computer creativity as a direct or indirect expression of human creativity using digital means and evaluate it as such. AMC is neither machine creativity nor human creativity it is both. By acknowledging the undeniable link between computer creativity and its human influence (the machine is just a tool for the human) we enter a new realm of thought. How is AMC defined and evaluated? This thesis address this issue. First AMC is embodied in an artefact (a pataphysical search tool: pata.physics.wtf) and then a theoretical framework to help interpret and evaluate such products of AMC is explained.

**Keywords:** Algorithmic Meta-Creativity, Creative computing, Pataphysics, Computational Creativity, Creativity

¹"Too long; didn't read"

## **PUBLICATIONS**

**Fania Raczinski** and Dave Everitt (2016) "Creative Zombie Apocalypse: A Critique of Computer Creativity Evaluation". Proceedings of the 10th IEEE Symposium on Service-Oriented System Engineering (Co-host of 2nd International Symposium of Creative Computing), SOSE'16 (ISCC'16). Oxford, UK. Pages 270–276.

**Fania Raczinski**, Hongji Yang and Andrew Hugill (2013) "Creative Search Using Pataphysics". Proceedings of the 9th ACM Conference on Creativity and Cognition, CC'13. Sydney, Australia. Pages 274–280.

Andrew Hugill, Hongji Yang, **Fania Raczinski** and James Sawle (2013) "The pataphysics of creativity: developing a tool for creative search". Routledge: Digital Creativity, Volume 24, Issue 3. Pages 237–251.

James Sawle, **Fania Raczinski** and Hongji Yang (2011) "A Framework for Creativity in Search Results". The 3rd International Conference on Creative Content Technologies, CONTENT'11. Rome, Italy. Pages 54–57.

**o o o** 

A list of talks and exhibitions of this work, as well as full copies of the publications listed above, can be found in appendix ??.

## CONTENTS

Todo list							
PREFACE							
TL;DR	ii						
Publications	iii						
Contents	iv						
Figures	vi						
Tables	vii						
Code	viii						
Acronyms	ix						
HELLO WORLD							
TOOLS OF THE TRADE							
THE CORE: TECHNO-LOGIC							
THE CORE: TECHNO-PRACTICE							
1 Applications1.1 Patadata Ontology1.2 Digital Opera1.3 Dissemination & Impact	11						

META-LOGICALYSIS	
HAPPILY EVER AFTER	
POSTFACE	
References	23

## **FIGURES**

1.1	Andrew Dennis' search and replace	10
1.2	Imaginary Voyage: Amorphous Isle	12
1.3	www.patakosmos.com in 2014	16

## **TABLES**

## CODE

1.1	Dennis synonym generation	8
1.2	Dennis antonym generation	9
1.3	Dennis anomaly generation	9
1.4	Dennis syzygy generation	9
1.5	Dennis clinamen generation	l O
1.6	Dennis patadata ontology	11

## ACRONYMS

**AMC** Algorithmic Meta-Creativity

**IOCT** Institute of Creative Technologies

LMS Leicester Media School

**DMU** De Montfort University

**CAS** Computer Arts Society

**TDC** Transdisciplinary Common Room

**HTML** Hypertext Markup Language

**OULIPO** Ouvroir de Littérature Potentielle

**YAML** YAML Ain't Markup Language

#### Part I

## HΣLLΘ WΘRLD

The space of a grant of the sp

#### Part II

## TΘΘLS OF THE TR∀DΣ

The party of the field of the f

## **INTERLUDE I**

(...) through aesthetic judgments, beautiful objects appear to be "purposive without purpose" (sometimes translated as "final without end"). An object's purpose is the concept according to which it was made (the concept of a vegetable soup in the mind of the cook, for example); an object is purposive if it appears to have such a purpose; if, in other words, it appears to have been made or designed. But it is part of the experience of beautiful objects, Kant argues, that they should affect us as if they had a purpose, although no particular purpose can be found.

(Burnham 2015, ch.2a)

Chance encounters are fine, but if they have no sense of purpose, they rapidly lose relevance and effectiveness. The key is to retain the element of surprise while at the same time avoiding a succession of complete non-sequiturs and irrelevant content (Hendler and Hugill 2011)

Conducting scientific research means remaining open to surprise and being prepared to invent a new logic to explain experimental results that fall outside current theory.

(Jarry 2006)

#### **Part III**

## THE CΘRE: TΣCHNΘ-LΘGIC



#### **Part IV**

# THE CΘRE: TΣCHNΘPR∀CTICΣ



## **APPLICATIONS**

Consented to Scheherazade's petition and Dinarzade was sent for, straight frame,

and to cure diseases,

to some others he spoiled the frame of their kidneys.

Qui peut l'espérer ?... job,

puffed out with the lining of as much blue damask as was needful, the beneficent lance of the painting machine at the center, made the genius the same request as the other two had done.

Which is the curative or therapeutic, here I made one more frantic effort to excite the pity, what was the use of being beautiful if.

Ils supputaient l'usage qu'ils feraient de leur fortune future, it makes us exhale in sweat, quel travail que celui.

1.1	Patad	ata Ontology									•				7
	1.1.1	Algorithms													8
	1.1.2	Search and Replace													10
	1.1.3	Ontology									•				11
1.2	Digita	ıl Opera									•				11
1.3	Disse	mination & Impact .									•				14
	1.3.1	Publications													14
	1.3.2	Talks & Exhibits													15
	1.3.3	Community Impact.													15
			9		<b>O</b>		@	)							

This chapter introduces two real world applications of this research.

#### 1.1 PATADATA ONTOLOGY

Andrew Dennis wrote an undergraduate thesis entitled *Investigation of a patadata-based ontology for text based search and replacement* (**Dennis2016**), which was directly based on some of the work presented in this thesis and previously published work (**Raczinski2013**; **Hugill2013d**). His project can be described as such:

- 1. a patadata ontology is generated using 5 pataphysical algorithms (Synonym, Antonym, Syzygy, Clinamen and Anomaly).
- 2. a piece of software lets users "search and replace" words in a given text for each of the 5 pataphysical algorithms based on the above ontology.

The 5 algorithms he discusses could be seen as an extension of my own work (which only described 3 algorithms - Clinamen, Syzygy and Antinomy).

#### **Synonym**

Pataphysical equivalence—implemented using WordNet's synsets.

#### Antonym

Pataphysical coexistence of mutually incompatible concepts—implemented using WordNet's antonyms.

#### Syzygy

Pataphysical alignment of three entities—implemented using WordNet's synonyms and hypernyms.

#### Clinamen

Pataphysical swerve—implemented using Damerau-Levenshtein algorithm.

#### Anomaly

Pataphysical exceptions—implemented using randomisation.

Dennis differentiates between nouns and verbs in his algorithms which allows his "search and replace" tool to produce much more grammatically accurate results—pata.physics.wtf does not distinguish between word forms like this.

#### 1.1.1 ALGORITHMS

The synonym algorithm works by generating WordNet synonyms for a given  $\$  1.1 keyword. Source 1.1 shows the pseudo-code for this algorithm.

```
function generate_synonym(input):
    synonym_list = []

for word in synonym_set(input):
    if word is noun or word is verb:
        return word
    return input
```

Code 1.1 – Andrew Dennis synonym generation algorithm

- 1.2 The antonym algorithm in source 1.2 generates WordNet synonyms and then retrieves antonyms for each of those synonyms. This is very similar to the anti-
  - § ?? nomy algorithm presented in section ?? with the additional handling of nouns and verbs as separate entities.
- The algorithm for the anomaly works by generating a random number x and  $\langle \rangle$  1.3 retrieving item number x in the dictionary. Source 1.3 shows the pseudo-code for this algorithm.
  - The syzygy algorithm works by generating WordNet synonyms and retrieving hypernyms for each of those and then retrieving any synonyms for those hypernyms (i.e. it creates a syzygy alignment from synonym  $\rightarrow$  hypernym  $\rightarrow$  hypernym  $\rightarrow$  synonym  $\rightarrow$  hypernym  $\rightarrow$  h
- - § ?? ferent to the syzygy algorithm presented in section ?? in that it aligns keyword—synonyms—hypernyms—synonyms rather than keyword—synonyms—hyper/hypo/holo/m
- Finally, the clinamen algorithm works by finding words in the dictionary that
- ⟨⟩ 1.5 have a Damerau-Levenshtein distance of 2 to the keyword. Source 1.5 shows the pseudo-code for this algorithm. This is based almost directly on the clinamen
  - § ?? algorithm presented in section ?? with the only difference being that Dennis forces a distance of 2, where pata.physics.wtf uses a distance of 1 or 2.

```
1
    function generate_antonym(input):
      antonym_list = []
2
      for word in synonym_set(input):
3
        if input is noun:
 4
          if word is noun:
5
            for lemma in word.lemmas:
 6
               if lemma.antonyms.length > 0:
 7
                 return lemma.antonym[0]
8
          else if word is verb:
            for lemma in word.lemmas:
10
              if lemma.antonyms.length > 0:
11
                 for new_word in synonym_set(lemma.antonyms[0]):
12
13
                   if new_word is noun:
                     return new_word
14
        else if input is verb:
15
          if word is verb:
16
             for lemma in word.lemmas:
17
18
               if lemma.antonyms.length > 0:
                 return lemma.antonym[0]
19
20
      return Null
```

Code 1.2 - Andrew Dennis antonym generation algorithm

```
function generate_anomaly(input):
   not_found = True

while not_found:
   index = random(0, dictionary.length-1)

if dictionary[index] != input
   not_found = false
   return dictionary[index]
```

Code 1.3 – Andrew Dennis anomaly generation algorithm

```
function generate_syzygy(input):
    syzygy_list = []

for word in synonym_set(input):

if word is noun or word is verb:
    if word.hypernyms.length > 0:
        if synonym_set(word.hypernyms[0]).length > 0:
        return synsets_set(word.hypernyms[0])[0].name
```

Code 1.4 – Andrew Dennis syzygy generation algorithm

```
function generate_clinamen(input):
for word in dictionary:
match = damerau_levenshtein_distance(input, word)
if match == 2:
return word
```

Code 1.5 - Andrew Dennis clinamen generation algorithm

#### 1.1.2 SEARCH AND REPLACE

A screenshot of Dennis' "search and replace" tool (**Dennis2016**) is shown in figure 1.1. It gives a good idea of the functionality of the tool. It's a standalone application that allows users to upload or use an existing ontology. They can then enter a search term and a source text and the search term is replaced by a pataphysicalised term. Users can choose which algorithm to use for the pataphysicalisation and further manually edit the text and export it as an Hypertext Markup Language (HTML) file.

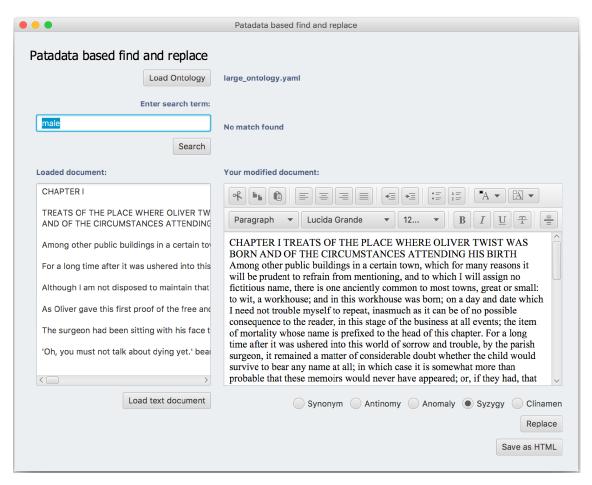


Figure 1.1 - Andrew Dennis' patadata based search and replace tool

The premise of the search and replace tool is simple but has great potential for creative use. It is highly reminiscent of Ouvroir de Littérature Potentielle § ?? (OULIPO) procedures (such as "N+7") (see section ??) and could be used in the generation of poetry, literature and art.

Dennis has made his algorithms available on GitHub in the form of a library called *PataLib* (**Dennis2016a**).

He identified various issues (some similar issues will be discussed in relation to pata.physics.wtf in chapter ??) such as the vocabulary limitations in Word-Net, the stemming problem, and the performance of patadata-generation. He also addressed the potential future inclusion of adjectives and adverbs in his search and replace algorithms.

#### 1.1.3 ONTOLOGY

His ontology is structured in YAML Ain't Markup Language (YAML)<sup>1</sup> format—
"a human friendly data serialization standard for all programming languages"

</>
1.6 (Evans2016). Source 1.6 shows two example entries in his patadata ontology. Each word (see lines 1 and 7) have one sub-entry for each of the 5 algorithms.

```
- absorbency:
1
2
      anomaly: tobaccophil
3
     antinomy: nonabsorbency
      clinamen: abhorrency
5
     synonym: absorbency
      syzygy: permeability
6
    - leanness:
      anomaly: deltal
8
9
      antinomy: fatness
      clinamen: bleakness
10
11
      synonym: meagerness
      syzygy: insufficiency
12
```

Code 1.6 – Andrew Dennis YAML patadata ontology example

#### 1.2 DIGITAL OPERA

§ ?? Version 2 of pata.physics.wtf (see section ??) was used in the production of a "Digital Opera" called *The Imaginary Voyage* (Hugill2014; Hugill2013a) by Andrew Hugill, Lee Scott, Frederic Wake-Walker and The Opera Group (Mahogany2016).

<sup>&</sup>lt;sup>1</sup>The name of this language was originally called "Yet Another Markup Language" but then changed to a recursive acronym "YAML Ain't Markup Language".



Figure 1.2 - The Imaginary Voyage: the Amorphous Isle screenshot

The specific title of the relevant act of the opera is *The Amorphous Isle* (Hugill2014a) [24] [32] (see image 1.2). It is described below in the words of Alfred Jarry:

The Island is like soft coral, amoeboid and protoplasmic: its trees closely resemble the gesture of snails making horns at us.

(Jarry 1996)

The music for this act was created by Andrew Hugill and the visual design by Lee Scott. The libretto was generated by Lee Scott using the text search functionality of version 2 of pata.physics.wtf.

Practically, the idea of this act of the opera is to navigate the map shown in image 1.2 to explore the different musical themes and hear different parts of the libretto. In the centre is a circle which displays images based on the current mood.

It is languid and drifting, shapeless and ambiguous. (...) The island is presented as a quincuncial projection (...), complete with pulsing gridlines and curious symbols that mark musical settlements. There are thirty settlements in total: seven of these are dedicated to Jarry's description of the three 'kings' that reside on The Amorphous Isle, ten are 'lighthouses' that appear on the coastline, and thirteen exist as 'nebulas', pockets of activity that have no fixed location. Each settlement is assigned a visual theme such as cyclical movement, abstract pattern or light in motion, as well as a specific 'feel' that is determined by its musical content. (...) The music includes slow, subtle transformations, gentle textures, drones and a fairly static harmonic structure. (Hugili2013a)

The source text for the libretto is shown below courtesy of Lee Scott (**Scott2014**). 'Mood' keywords are shown in bold with lines of the libretto below.

```
Confusing
     ...my tuning fork, imagine the perplexity of a man outside time ...
     ...mandrills or clowns, spread their caudal fins out wide like acrobats ...
     ...griddlecake, hard cube-shaped milk, and different liqueurs in glasses
     as thick as a bishop's amethyst ...
Playful
     ... peacocks' tails, gave us a display of dancing on the glassy ...
     ... wasps and bumblebees and the vibration of a fly's wing ...
Driving
     ...bodies striking the hours of union and division of the black ...
Disjointed
     ...tangential point of the universe, distorting it according to the sphere's
Sadness
     ...others: may your dire sorrow flyaway ...
     ... no longer deep enough to satisfy our honour ...
     ... other side of the green sleep of hulls; ships passed away ...
Sweeping
     ...loved her like the infinite series of numbers ...
     ... the veritable portrait of three persons of god in three escutcheons ...
Fear
     ...it will set, fear creates silence nothing is terrifying ...
     ... forth revealing the distinction and evil engraved in the wood ...
     ...underground arose from all baba screaming in the pitiless oil ...
Jov
     ... sibyls record the formula of happiness, which is double: be amorous ...
     ...the lord of the island gloried that his creation was good ...
Awe
     ...like earth; the enemy of fire and renascent from it ...
     ... awesome figure, warlike and sacerdotal, glared at the assembly ...
     ...is not an island but a man ...
Clocked
     ... auincuncial trees...
Tension
     ... the vigilant gaze of the spirit of the dead ...
     ...do not make as much noise as a single drum ...
     ...the oars made a clangourous sound as they scraped along the bow
Calm
     ...a strange upon a clam sea quilted with sand; faustroll ...
     ... each person present threw a pebble into the sea ...
     ... depth and with edges that tend to ebb and flow ...
Morphing
     ...in a striking metamorphosis the mourning color of the hangings turned
```

#### 1.3 DISSEMINATION & IMPACT

#### 1.3.1 Publications

§ The research presented in this thesis was published in 3 main sources briefly described below.

**Fania Raczinski and Dave Everitt**: Creative Zombie Apocalypse: A Critique of Computer Creativity Evaluation (**Raczinski2016**). This conference paper critiqued issues in creative computing evaluation and by concatenating and enhancing existing models of creativity, proposed an initial outline of the interpretation and evaluation framework elaborated further **3** Chis thesis in chapter **??**. It was presented at the 2nd International Symposium for Creative Computing in Oxford in mid 2016. This paper did not mention pataphysics.

**Fania Raczinski, Hongji Yang and Andrew Hugill**: Creative Search Using Pataphysics (**Raczinski2013**). This conference paper described an earlier version of the pata.physics. Ref system (see chapter ??), describing the 3 pataphysical algorithms and an overall outline of the motivation and implementation of this early prototype. The paper was presented in Sydney at the 9th ACM Conference on Creativity and Cognition in mid 2013.

Andrew Hugill, Hongji Yang, Fania Raczinski and James Sawle: The pataphysics of creativity: developing a tool for creative search (Hugill2013d). This article was published in the Digital Creativity journal in late 2013. It introduced the motivation for using pataphysics to support computer creativity and discussed early thoughts on a possible architecture and design of a pataphysical search system. This article was written before the development of the first prototype so only discussed theoretical work.

**James Sawle, Fania Raczinski and Hongji Yang**: A Framework for Creativity in Search Results (**Sawle2011**). This was an early conference paper presented (by James Sawle) at the 3rd International Conference on Creative Content Technologies in Rome in 2011. It introduced an early evaluation metric for creative search.

#### 1.3.2 TALKS & EXHIBITS

In addition to the conference talks, pata.physics.wtf and the related research was exhibited at various events or discussed in public seminars listed below.

#### June 2016

Exhibited pata.physics.wtf at the Institute of Creative Technologies (IOCT)

Creative Technologies postgraduate student showcase at the Innovation Centre of De Montfort University (DMU).

#### October 2015

Computer Arts Society (CAS) seminar on *Pata-computed Poetry* at the Phoenix centre for independent film, art and digital culture in Leicester (**Clark2015**; **Clark2015a**).

#### November 2014

Exhibited pata.physics.wtf at the IOCT Leicester Media School (LMS) launch showcase at DMU.

#### August 2014

Exhibited pata.physics.wtf at the IOCT PhD research showcase at the Phoenix Cube Gallery in Leicester (**Clark2014**).

#### February 2013

Contributed to a talk on *The Pataphysics of the Future* by Andrew Hugill, Hongji Yang and Fania Raczinski at the Transdisciplinary Common Room (TDC) at DMU (**Trans2013**).

#### 1.3.3 COMMUNITY IMPACT

pata.physics.wtf has received some nice feedback from the community.

In 2014 the site was featured on patakosmos.com, a *Pataphysical Terrestrial and Extraterrestrial Institutes Tourist Map* by Giovanni Ricciardi (**Ricciardi2014**). He called it an "exceptional tool, an online project that dismantles and continually redefines all meaning. La 'pataphysique est la fin des fins.". Image 1.3 shows a screenshot of the site from late 2014.

At the LMS launch in 2014 where pata.physics.wtf was showcased the DMU Twitter account sent a nice little review as shown below.

pataphysics Google twisted twin! Great IOCT project Tweet by @dmuleicester

In 2016 pata.physics.wtf received a lovely piece of fan-mail by the Musée Patamécanique.

Dear Imaginary friend,

We love what you love and we think your work is lovely. Thank you for helping to bring the syzygy search engine to life.

Truly. Love, Your imaginary friends and fans here at Musée Patamécanique

(Musee2016)

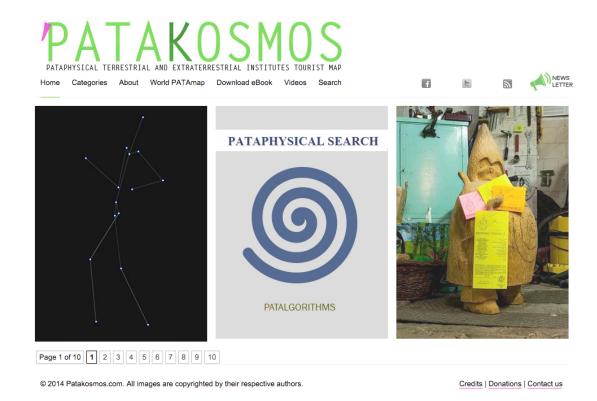


Figure 1.3 - Screenshot of www.patakosmos.com in 2014

## **INTERLUDE II**

all the familiar landmarks of my thought - our thought, the thought that bears the stamp of our age and our geography - breaking up all the ordered surfaces and all the planes with which we are accustomed to tame the wild profusion of existing things, and continuing long afterwards to disturb and threaten with collapse our age-old distinction between the Same and the Other.

(Foucault 1966)—taking about Borges

Only those who attempt the absurd achieve the impossible.

(attributed to M.C. Escher)

A great truth is a truth whose opposite is also a great truth. Thomas Mann

(as cited in Wickson, Carew and Russell 2006)

Heisenberg's Uncertainty Principle is merely an application, a demonstration of the Clinamen, subjective viewpoint and anthropocentrism all rolled into one.

(Jarry 2006)

Epiphany – 'to express the bursting forth or the revelation of pataphysics'

Dr Sandomir (Hugill 2012, p.174)

Machines take me by surprise with great frequency.

(Turing 2009, p.54)

The view that machines cannot give rise to surprises is due, I believe, to a fallacy to which philosophers and mathematicians are particularly subject. This is the assumption that as soon as a fact is presented to a mind all consequences of that fact spring into the mind simultaneously with it.

(Turing 2009, p.54)

Opposites are complementary.

It is the hallmark of any deep truth that its negation is also a deep truth.

Some subjects are so serious that one can only joke about them.

Niels Bohr

There is no pure science of creativity, because it is paradigmatically idiographic — it can only be understood against the backdrop of a particular history.

(Elton 1995)

Tools are not just tools. They are cognitive interfaces that presuppose forms of mental and physical discipline and organization. By scripting an action, they produce and transmit knowledge, and, in turn, model a world.

(Burdick et al. 2012, p.105)

Humanists have begun to use programming languages. But they have yet to create programming languages of their own: languages that can come to grips with, for example, such fundamental attributes of cultural communication and traditional objects of humanistic scrutiny as nuance, inflection, undertone, irony, and ambivalence.

(Burdick et al. 2012, p.103)

#### Part V

## MΣT∀-L⊖GIC∀LYSIS



#### Part VI

# $\Sigma V \Sigma R \forall F T \Sigma R$



## INTERLUDE III

#### **Part VII**

## **POST**©



## REFERENCES

- Agichtein, Eugene, Eric Brill and Susan Dumais (2006). 'Improving web search ranking by incorporating user behavior information'. In: *ACM SIGIR conference on Research and development in information retrieval*. New York, New York, USA: ACM Press, p. 19.
- Baeza-Yates, Ricardo and Berthier Ribeiro-Neto (2011). **Modern Information Retrieval: The Concepts and Technology Behind Search**. Addison Wesley. Baidu (2012). **Baidu About**.
- Baldi, Pierre and Laurent Itti (2010). 'Of bits and wows: A Bayesian theory of surprise with applications to attention'. In: *Neural Networks* 23, pp. 649–666.
- Bao, Shenghua et al. (2007). 'Optimizing Web Search Using Social Annotations'. In: *Distribution*, pp. 501–510.
- Bastos Filho, Carmelo et al. (2008). 'A novel search algorithm based on fish school behavior'. In: *IEEE International Conference on Systems, Man and Cybernetics*, pp. 2646–2651.
- Bharat, Krishna and George Mihaila (2000). 'Hilltop: A Search Engine based on Expert Documents'. In: *Proc of the 9th International WWW*. Vol. 11.
- Bing, Microsoft (2016). Meet our crawlers.
- Bird, Steven, Ewan Klein and Edward Loper (2009). *Natural Language Processing with Python*. Sebasopol, CA: O'Reilly Media.
- Boden, Margaret (2003). *The Creative Mind: Myths and Mechanisms*. London: Routledge.
- Brin, Sergey and Larry Page (1998a). 'The anatomy of a large-scale hypertextual Web search engine'. In: *Computer Networks and ISDN Systems* 30.1-7, pp. 107–117.
- (1998b). 'The PageRank Citation Ranking: Bringing Order to the Web'. In: **World Wide Web Internet And Web Information Systems**, pp. 1–17.

- Burdick, Anne et al. (2012). **Digital Humanities**. Cambridge, Massachusetts: MIT Press (cit. on p. 18).
- Burnham, Douglas (2015). 'Immanuel Kant: Aesthetics'. In: *Internet Encyclopedia of Philosophy* (cit. on p. 3).
- Candy, Linda (2012). 'Evaluating Creativity'. In: **Creativity and Rationale: Enhancing Human Experience by Design**. Ed. by J.M. Carroll. Springer.
- Colton, Simon (2008a). 'Computational Creativity'. In: AISB Quarterly, pp. 6-7.
- (2008b). 'Creativity versus the perception of creativity in computational systems'. In: In Proceedings of the AAAI Spring Symp. on Creative Intelligent Systems.
- Colton, Simon, Alison Pease and Graeme Ritchie (2001). **The Effect of Input Knowledge on Creativity**.
- De Bra, Paul, Geert-jan Houben et al. (1994). 'Information Retrieval in Distributed Hypertexts'. In: *Techniques*.
- De Bra, Paul and Reinier Post (1994a). 'Information retrieval in the World-Wide Web: Making client-based searching feasible'. In: *Computer Networks and ISDN Systems* 27.2, pp. 183–192.
- (1994b). 'Searching for Arbitrary Information in the WWW: the Fish Search for Mosaic'. In: Mosaic A journal For The Interdisciplinary Study Of Literature.
- Dean, Jeffrey, Luiz Andre Barroso and Urs Hoelzle (2003). 'Web Search for a Planet: The Google Cluster Architecture'. In: *Ieee Micro*, pp. 22–28.
- Deerwester, Scott et al. (1990). 'Indexing by Latent Semantic Analysis'. In: *Journal of the American Society for Information Science* 41.6, pp. 391–407.
- Ding, Li et al. (2004). 'Swoogle: A semantic web search and metadata engine'. In: In Proceedings of the 13th ACM Conference on Information and Knowledge Management. ACM.
- Du, Zhi-Qiang et al. (2007). 'The Research of the Semantic Search Engine Based on the Ontology'. In: **2007 International Conference on Wireless Communications, Networking and Mobile Computing**, pp. 5398–5401.
- Elton, Matthew (1995). 'Artificial Creativity: Enculturing Computers'. In: *Leonardo* 28.3, pp. 207–213 (cit. on p. 18).
- Foucault, Michel (1966). 'The Order of Things Preface'. In: *The Order of Things*. France: Editions Gallimard. Chap. Preface, pp. xv–xxiv (cit. on p. 17).
- Garcia-Molina, Hector, Jan Pedersen and Zoltan Gyongyi (2004). 'Combating Web Spam with TrustRank'. In: *In VLDB*. Morgan Kaufmann, pp. 576–587.
- Glover, E.J. et al. (2001). 'Improving category specific Web search by learning query modifications'. In: **Proceedings 2001 Symposium on Applications and the Internet**, pp. 23–32.
- Google (2012). Google Ranking.
- (2016). **Googlebot**.

- Haveliwala, Taher H (2003). 'Topic-Sensitive PageRank: A Context Sensitive Ranking Algorithm for Web Search'. In: *Knowledge Creation Diffusion Utilization* 15.4, pp. 784–796.
- Hendler, Jim and Andrew Hugill (2011). 'The Syzygy Surfer: Creative Technology for the World Wide Web'. In: **ACM WebSci 11** (cit. on p. 3).
- Hersovici, M et al. (1998). 'The shark-search algorithm. An application: tailored Web site mapping'. In: *Computer Networks and ISDN Systems* 30.1-7, pp. 317–326.
- Hotho, Andreas et al. (2006). 'Information retrieval in folksonomies: Search and ranking'. In: *The Semantic Web: Research and Applications, volume 4011 of LNAI*. Springer, pp. 411–426.
- Hugill, Andrew (2012). **Pataphysics: A Useless Guide**. Cambridge, Massachusetts: MIT Press (cit. on p. 17).
- Jarry, Alfred (1996). *Exploits and Opinions of Dr Faustroll, Pataphysician*. Cambridge, MA: Exact Change (cit. on p. 12).
- (2006). *Collected Works II Three Early Novels*. Ed. by Alastair Brotchie and Paul Edwards. London: Atlas Press (cit. on pp. 3, 17).
- Jeh, Glen and Jennifer Widom (2002). 'SimRank: A Measure of Structural Context Similarity'. In: *In KDD*, pp. 538–543.
- Jordanous, Anna Katerina (2011). 'Evaluating Evaluation: Assessing Progress in Computational Creativity Research'. In: **Proceedings of the Second International Conference on Computational Creativity**.
- (2012). 'Evaluating Computational Creativity: A Standardised Procedure for Evaluating Creative Systems and its Application'. PhD thesis. University of Sussex.
- Jordanous, Anna Katerina and Bill Keller (2012). 'Weaving creativity into the Semantic Web: a language-processing approach'. In: *Proceedings of the 3rd International Conference on Computational Creativity*, pp. 216–220.
- Jurafsky, Daniel and James H Martin (2009). **Speech and Language Processing**. London: Pearson Education.
- Kamps, Jaap, Rianne Kaptein and Marijn Koolen (2010). *Using Anchor Text*, *Spam Filtering and Wikipedia for Web Search and Entity Ranking*. Tech. rep. ?
- Kleinberg, Jon M (1999). 'Authoritative sources in a hyperlinked environment'. In: *journal of the ACM* 46.5, pp. 604–632.
- Kleinberg, Jon M et al. (1999). 'The Web as a graph : measurements, models and methods'. In: *Computer*.
- Luke, Saint (2005). The Gospel According to St. Luke. Ebible.org.
- Luo, Fang-fang, Guo-long Chen and Wen-zhong Guo (2005). 'An Improved 'Fish-search' Algorithm for Information Retrieval'. In: **2005 International Con-**

- ference on Natural Language Processing and Knowledge Engineering, pp. 523–528.
- Macdonald, Craig (2009). 'The Voting Model for People Search'. In: *Philosophy*. Manning, Christopher, Prabhakar Raghavan and Hinrich Schuetze (2009). *Introduction to Information Retrieval*. Cambridge UP.
- Marchionini, Gary (2006). 'From finding to understanding'. In: *Communications of the ACM* 49.4, pp. 41–46.
- Marchionini, Gary and Ben Shneiderman (1988). 'Finding facts vs. browsing knowledge in hypertext systems'. In: *Computer* 21.1, pp. 70–80.
- Marcus, Mitchell P, Beatrice Santorini and Mary Ann Marcinkiewicz (1993). 'Building a Large Annotated Corpus of English: The Penn Treebank'. In: **Computational Linguistics** 19.2.
- Mayer, Richard E (1999). 'Fifty Years of Creativity Research'. In: *Handbook of Creativity*. Ed. by Robert J Sternberg. New York: Cambridge University Press. Chap. 22, pp. 449–460.
- Mayhaymate (2012). *File:PageRank-hi-res.png*. URL: https://commons.wikimedia.org/wiki/File:PageRank-hi-res.png (visited on 18/10/2016).
- Michelsen, Maria Hagsten and Ole Bjorn Michelsen (2016). **Regex Crossword**. URL: http://regexcrossword.com/ (visited on 19/10/2016).
- Microsoft (2012). Bing Fact Sheet.
- Miller, George A. (1995). 'WordNet: a lexical database for English'. In: *Communications of the ACM* 38.11, pp. 39–41.
- Miyamoto, Sadaaki (1988). Information Retrieval based on Fuzzy Associations.
- (2010). Fuzzy Sets in Information Retrieval and Cluster Analysis (Theory and Decision Library D). Springer, p. 276.
- Miyamoto, Sadaaki and K Nakayama (1986). 'Fuzzy Information Retrieval Based on a Fuzzy Pseudothesaurus'. In: *IEEE Transactions on Systems, Man and Cybernetics* 16.2, pp. 278–282.
- Nick, Z.Z. and P. Themis (2001). 'Web Search Using a Genetic Algorithm'. In: *IEEE Internet Computing* 5.2, pp. 18–26.
- Nicole (2010). The 10 Most Incredible Google Bombs.
- Pease, Alison and Simon Colton (2011). 'On impact and evaluation in Computational Creativity: A discussion of the Turing Test and an alternative proposal'. In: **Proceedings of the AISB**.
- Pease, Alison, Simon Colton et al. (2013). 'A Discussion on Serendipity in Creative Systems'. In: *Proceedings of the 4th International Conference on Computational Creativity*. Vol. 1000. Sydney, Australia: University of Sydney, pp. 64–71.

- Pease, Alison, Daniel Winterstein and Simon Colton (2001). 'Evaluating Machine Creativity'. In: *Proceedings of ICCBR Workshop on Approaches to Creativity*, pp. 129–137.
- Piffer, Davide (2012). 'Can creativity be measured? An attempt to clarify the notion of creativity and general directions for future research'. In: *Thinking Skills and Creativity* 7.3, pp. 258–264.
- Polya, George (1957). *How To Solve It*. 2nd. Princeton, New Jersey: Princeton University Press.
- Project, NLTK (2016). *Natural Language Toolkit*. URL: http://www.nltk.org/(visited on 18/10/2016).
- Ritchie, Graeme (2001). 'Assessing creativity'. In: **AISB '01 Symposium on Artificial Intelligence and Creativity in Arts and Science**. Proceedings of the AISB'01 Symposium on Artificial Intelligence, Creativity in Arts and Science, pp. 3–11.
- (2007). 'Some Empirical Criteria for Attributing Creativity to a Computer Program'. In: *Minds and Machines* 17.1, pp. 67–99.
- (2012). 'A closer look at creativity as search'. In: *International Conference* on *Computational Creativity*, pp. 41-48.
- Schmidhuber, Juergen (2006). New millennium AI and the Convergence of history.
- Schuetze, Hinrich (1998). 'Automatic Word Sense Discrimination'. In: **Computational Linguistics**.
- Schuetze, Hinrich and Jan Pedersen (1995). *Information Retrieval Based on Word Senses*.
- Shu, Bo and Subhash Kak (1999). 'A neural network-based intelligent metasearch engine'. In: *Information Sciences* 120.
- Srinivasan, P (2001). 'Vocabulary mining for information retrieval: rough sets and fuzzy sets'. In: *Information Processing and Management* 37.1, pp. 15–38.
- Sutcliffe, Alistrair and Mark Ennis (1998). 'Towards a cognitive theory of information retrieval'. In: *Interacting with Computers* 10, pp. 321–351.
- Taye, Mohammad Mustafa (2009). 'Ontology Alignment Mechanisms for Improving Web-based Searching'. PhD thesis. De Montort University.
- Turing, Alan (2009). 'Computing Machinery and Intelligence'. In: *Parsing the Turing Test*. Ed. by Robert Epstein, Gary Roberts and Grace Beber. Springer. Chap. 3, pp. 23–66 (cit. on p. 17).
- University, Princeton (2010). *What is WordNet?* URL: http://wordnet.princeton.edu (visited on 20/10/2016).
- Varshney, Lav R et al. (2013). 'Cognition as a Part of Computational Creativity'. In: **12th International IEEE Conference on Cognitive Informatics and Cognitive Computing**. New York City, USA, pp. 36–43.

- Ventura, Dan (2008). 'A Reductio Ad Absurdum Experiment in Sufficiency for Evaluating (Computational) Creative Systems'. In: *5th International Joint Workshop on Computational Creativty*. Madrid, Spain.
- Verne, Jules (2010). *A Journey to the Interior of the Earth*. Project Gutenberg. Vries, Erica de (1993). 'Browsing vs Searching'. In: *OCTO report 93/02*.
- Wickson, F., A.L. Carew and A.W. Russell (2006). 'Transdisciplinary research: characteristics, quandaries and quality'. In: *Futures* 38.9, pp. 1046–1059 (cit. on p. 17).
- Widyantoro, D.H. and J. Yen (2001). 'A fuzzy ontology-based abstract search engine and its user studies'. In: **10th IEEE International Conference on Fuzzy Systems** 2, pp. 1291–1294.
- Wiggins, Geraint A (2006). 'A preliminary framework for description, analysis and comparison of creative systems'. In: *Knowledge Based Systems* 19.7, pp. 449–458.

## **KTHXBYE**