AmbiPun: Generating Humorous Puns with Ambiguous Context

Paper Link:
https://arxiv.org/abs/2205.01825?fbclid=IwAR3hUsLefQukuH2E76yKJghWiTlNHvWwTRP45avKjQG4Zn8_qk2ZJGB5Y9c

1 Summary

1.1 Motivation/purpose/aims/hypothesis

AmbiPun is driven by the recognition of the universal appeal of humor and the challenge of creating puns. The purpose is to explore the generation of puns using ambiguous contexts, aiming to infuse wit and cleverness into language models. The hypothesis is that leveraging ambiguity in context can lead to more creative and entertaining puns.

1.2 Contribution

The primary contribution of AmbiPun is its unique approach to pun generation by incorporating ambiguity into context. This departure from conventional methods offers a fresh perspective on humor generation, pushing the boundaries of natural language processing.

1.3 Methodology

AmbiPun employs a novel methodology that involves training language models to identify and manipulate ambiguous contexts. It leverages pre-existing language models, enhancing them with specialized training to understand and exploit ambiguity for pun creation. The process involves a combination of linguistic analysis, contextual understanding, and creative language generation.

1.4 Conclusion

In conclusion, AmbiPun introduces an innovative way to generate humor by capitalizing on the power of ambiguity. It opens avenues for more engaging and entertaining interactions with language models, adding a layer of creativity to automated content generation.

2 Limitations

2.1 First Limitation/Critique

One limitation of AmbiPun is its reliance on context, which may result in occasional misinterpretations or unintended humor. Ambiguity, while a strength, can also introduce unpredictability, leading to potential challenges in fine-tuning the model for various contexts.

2.2 Second Limitation/Critique

Another limitation is the current model's dependence on the training data available. The quality and diversity of the data play a crucial role, and biases within the data might influence the generated puns. This limitation highlights the need for ongoing refinement and diversification of the training dataset.

3 Synthesis

Synthesizing the ideas in AmbiPun with potential applications or future scopes, it becomes evident that the technology holds promise for enhancing conversational agents, chatbots, and content generation tools. The ability to inject humor into automated responses could improve user engagement and satisfaction. Additionally, AmbiPun could find applications in creative writing tools, helping authors generate witty dialogue or humorous content. The future scope involves refining the model to better understand context nuances and addressing limitations through continuous learning and adaptation. The synthesis positions AmbiPun as not just a humor-generating tool but as a potential contributor to the broader field of natural language understanding and creative expression.