



Taboo implementation

BM1 Advanced NLP – Project presentation

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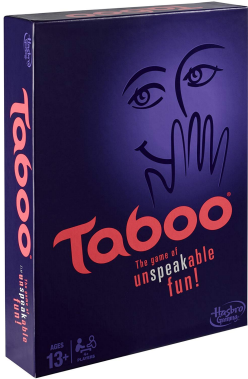
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Universität Potsdam

Our goal



(image source)

We are implementing two components of the gameplay:

→ **Taboo card generator**

- pre-trained word2vec word embeddings
- WordNet via NLTK

→ **Taboo player**

- LSTM RNN using PyTorch

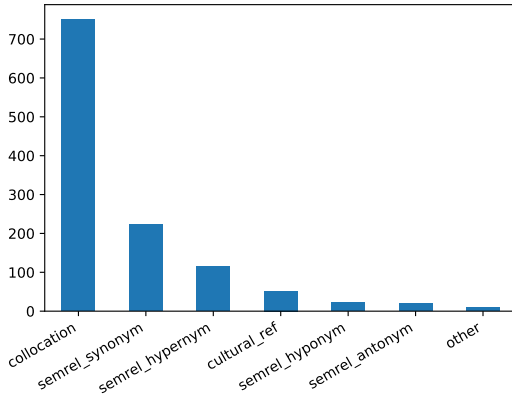
Part 1: The card generator

1. **Gold standard** from existing Taboo cards
 - semantic relations manually annotated
2. **Taboo word generation** for a given main word
 - five words based on probability distribution from gold standard



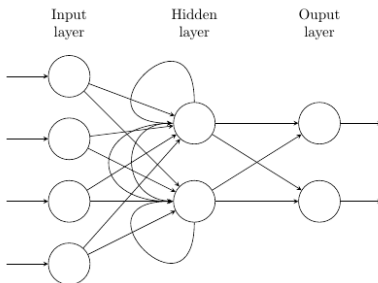
(image source)

Part 1: The card generator



taboo
stigma
verboden
touchy
forbidden
unmentionable

Part 2: The Taboo player



(image source)

- **NN to generate text**
 - RNN with LSTM architecture
 - Implementation using PyTorch
- **Idea:** start with e.g. “a [main word] is a”, to get NN on the right track