



# Taboo implementation

BM1 Advanced NLP – Final project

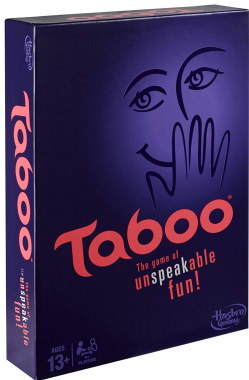
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# Our goal



(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

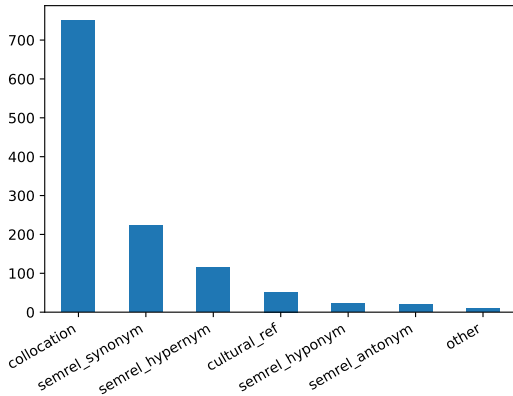
# Part 1: The card generator

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

- NN to generate text (RNN with LSTM architecture)
- idea: start with e.g. “a [main word] is a” to get NN on the right track
- how to prevent TWs from appearing in output: retroactive correction (if the generated text includes a taboo word, replace with a synonym)
- will implement using PyTorch