Taboo implementation

BM1 Advanced NLP – Final project

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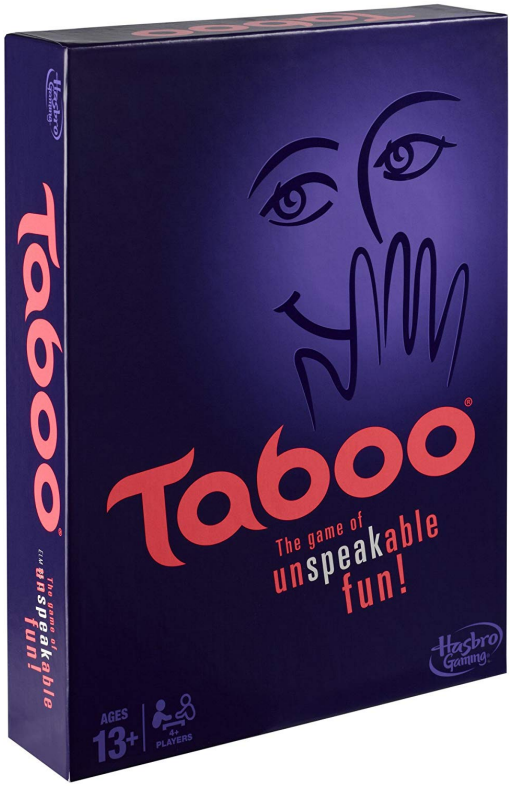
Our goal



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We plan to implement two components of the gameplay:

→ **Taboo card generator**

- gensim word embeddings
- corpus-based collocation measures

→ **Taboo player**

- LSTM RNN using PyTorch

Part 1: The card generator

- gold standard development based on existing Taboo cards
- narrowing scope: not striving to replicate cultural references; focusing on semantic similarity and collocations
- collocation measures from Evert2009
- show some results, like the plot of semantic similarity scores

Part 2: The Taboo player

- NN to generate text (RNN with LSTM architecture)
- how to prevent TWs from appearing in output: retroactive correction
- if the generated text includes a taboo word, replace with a synoynm
- will implement using PyTorch