



# Taboo implementation

BM1 Advanced NLP – Final project

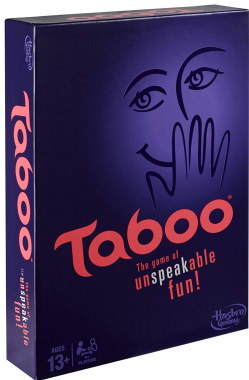
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# The goal



(image source)

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

# Slide title again

Some more filler!