



Taboo implementation

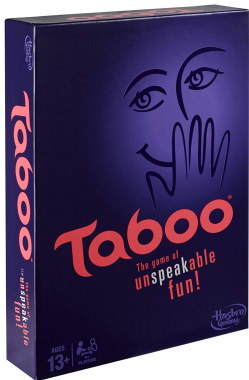
BM1 Advanced NLP – Final project

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Our goal



(image source)

We plan to implement two components of the gameplay:

→ **Taboo card generator**

- gensim word embeddings
- WordNet
- corpus-based collocation measures

→ **Taboo player**

- LSTM RNN using PyTorch

Part 1: The card generator

1. **Gold standard development** from existing Taboo cards
 - manually categorise taboo words on cards
 - apply quantitative measures to get target values
2. **Taboo word generation** for a given main word
 - five final words selected randomly from pool of gold-standard-compatible words



(image source)

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