# Joke's On You: An Exercise in Joke Generation

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#### ABSTRACT

Joke generation is a difficult task for humans and machines alike. We consider a subclass of 'knock-knock' jokes to simplify the generative approach. Using an algorithm as opposed to training and testing more 'intelligently' we are able to create a small number of reasonable jokes with origins from movie scripts.

### I. Introduction

There have been many successful approaches to joke generation Cai and Ehrhardt <sup>1</sup> tried to distinguish between a non-joke sentence and a joke one using Neural Nets. Yoshida et al <sup>2</sup> took in various image/caption pairs and tried to produce humorous captions given an image. Finally, Mihalcea and Strapparva <sup>3</sup> tried to apply Linguistic theories about humor to computational generation of one-liner jokes. <sup>4</sup>. These jokes typically follow a certain structure like call-and-response, or the more vulgar yomama. Others have trained models on large corpuses of data scraped from reddit or twitter. These have less associated structure and generally see more mixed results. We wanted to consider a less common joke-type in current literature: the 'knock-knock' joke. This joke

type has a couple main advantages. (i) It follows a rigid structure. To illustrate the format, we annotate the following classic 'knock-knock' joke (not generated).

- A: Knock knock.
- B: Who's there?
- A: Cash. [Token]
- B: Cash who? [Token + who = search word]
- A: No thanks, I'll have the peanuts [Play on search word]
- (ii) There is a discrete set of 'knock-knock' joke subtypes <sup>5</sup>.

#### II. Methods

methods .. and then <sup>6</sup>.

III. RESULTS

Name		
First name	Last Name	Grade
John	Doe	7.5
Richard	Miles	2

$$e = mc^2 \tag{1}$$

<sup>&</sup>lt;sup>1</sup>Cai, J., and Ehrhardt, N. (2013). Is This A Joke?.

<sup>&</sup>lt;sup>2</sup>Kota Yoshida and Munetaka Minoguchi and Kenichiro Wani and Akio Nakamura and Hirokatsu Kataoka. (2018). Neural Joking Machine: Humorous image captioning.

<sup>&</sup>lt;sup>3</sup>Mihalcea, R. and Strapparava, C. (2006), Learning to Laugh (Automatically): Computational Models for Humor Recognition.

<sup>&</sup>lt;sup>4</sup>reference papers

<sup>&</sup>lt;sup>5</sup>paper with types

<sup>&</sup>lt;sup>6</sup>Example footnote

# IV. Discussion

- i. Subsection One
- ii. Subsection Two

## REFERENCES

[Yoshida, Kota et al, 2018] Kota Yoshida and Munetaka Minoguchi and Kenichiro Wani and Akio Nakamura and Hirokatsu Kataoka. (2018). Neural Joking Machine: Humorous image captioning. *CoRR*, abs/1805.11850.

[Cai, J., and Ehrhardt, N., 2013] Cai, J., and Ehrhardt, N. (2013). Is This A Joke?.

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