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 [1]. These jokes typically follow a certain structure like call-and-response, or the more vulgar yo-mama. 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*]

[1] reference papers

(ii) There is a discrete set of 'knock-knock' joke subtypes [2].

II. Methods

methods .. and then [3].

III. Results

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

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

IV. Discussion

i. Subsection One

A statement requiring citation [Figueredo and Wolf, 2009].

ii. Subsection Two

References

[Figueredo and Wolf, 2009] Figueredo, A. J. and Wolf, P. S. A. (2009). Assortative pairing and life history strategy - a cross-cultural study. *Human Nature*, 20:317–330.

[2] paper with types

[3] Example footnote