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 [1] tried to distinguish between a non-joke sentence and a joke one using Neural Nets. Yoshida et al [2] took in various image/caption pairs and tried to produce humorous captions given an image. Finally, Mihalcea and Strapparva [3] tried to apply Linguistic theories about humor to computational generation of one-liner jokes. [4]. 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 is formulaic.. For instance 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 [5].

II. Methods

methods .. and then [6].

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].

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

[2] Kota Yoshida and Munetaka Minoguchi and Kenichiro Wani and Akio Nakamura and Hirokatsu Kataoka. (2018). Neural Joking Machine: Humorous image captioning.

[3] Mihalcea, R. and Strapparava, C. (2006), Learning to Laugh (Automatically): Computational Models for Humor Recognition.

[4] reference papers

[5] paper with types

[6] Example footnote

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.

[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?.

[Mihalcea, R. and Strapparava, C, 2006] Mihalcea, R. and Strapparava, C. (2006), Learning to Laugh (Automatically): Computational Models for Humor Recognition. *Computational Intelligence*, 22: 126-142. doi:10.1111/j.1467-8640.2006.00278.x