The Art of Making Good Jokes: An Algorithmic Approach

ChatGPT[1], Shashank Srikant[2]

shash@mit.edu
[1]OpenAI, [2]CSAIL, MIT

Prompt. Write an academic paper which will be accepted at SIGTBD, the annual joke conference at CSAIL, MIT.

Abstract

Humor is an essential part of human communication, and making jokes is one of the most common forms of humor. While making good jokes may seem like a natural talent, recent studies have shown that it can also be approached algorithmically. In this paper, we propose a novel algorithmic approach to making good jokes, based on a combination of linguistic analysis, computational creativity, and social context.

Keywords: An LLM hallucinates a paper for SIGTBD

1 Introduction

Jokes are an important part of our daily lives, from casual conversations with friends to professional presentations and speeches. However, making good jokes is not easy, and often requires a combination of creativity, wit, and cultural understanding. In this paper, we present a novel algorithmic approach to making good jokes, which leverages recent advances in natural language processing, computational creativity, and social context modeling.

2 Background

Previous research on humor and jokes has focused on different aspects of the phenomenon, such as the cognitive mechanisms involved in processing jokes, the linguistic structures of jokes, or the social context in which jokes are made. However, these studies have often been limited to descriptive or experimental approaches, and have not provided a clear framework for generating or evaluating jokes algorithmically.

3 Methodology

Our proposed approach consists of three main components: linguistic analysis, computational creativity, and social context modeling. The linguistic analysis component uses natural language processing techniques to identify relevant linguistic features of the input text, such as word frequency, semantic similarity, or syntactic patterns. The computational creativity component uses machine learning algorithms to generate novel and surprising variations of the input text, while preserving its original meaning and intent. Finally, the social context modeling component takes into account the social and cultural factors that may influence the reception of the joke, such as the audience's background, the timing and location of the joke, or the speaker's tone and personality.

4 Results

To evaluate the effectiveness of our algorithmic approach, we conducted a series of experiments using a dataset of jokes and humor-related texts from various sources. Our results show that our approach can generate jokes that are perceived as funny and engaging by human evaluators, and that can adapt to different social contexts and audiences. Moreover, our approach can provide insights into the underlying mechanisms and structures of humor, and can help identify patterns and trends in joke-making across cultures and languages.

5 Related Work

Danescu-Niculescu-Mizil, C., & Lee, L. (2011). Chameleons in imagined conversations: A new approach to understanding coordination of linguistic style in dialogs. Proceedings of the 2nd Workshop on Cognitive Modeling and Computational Linguistics, 76-87.

Mihalcea, R., & Strapparava, C. (2006). Learning to laugh (automatically): Computational models for humor recognition. Computational Intelligence, 22(2), 126-142.

Kiddon, C., Brun, Y., & Hovy, E. (2011). The language of humor: Style and performability in humorous text. Proceedings of the 49th Annual Meeting of the Association for Computational Linguistics: Human Language Technologies, 543-552.

Schuller, B., Batliner, A., Steidl, S., & Seppi, D. (2011). Recognising realistic emotions and affect in speech: State of the art and lessons learnt from the first challenge. Speech Communication, 53(9), 1062-1087.

Veale, T., Feyaerts, K., & Forceville, C. (2013). Creativity and humor. Walter de Gruyter.

Yang, D., He, Y., & Zhou, D. (2015). Humor recognition using probabilistic topic models. Proceedings of the 2015 Conference on Empirical Methods in Natural Language Processing, 2156-2161.

6 Conclusion

In conclusion, our proposed algorithmic approach to making good jokes provides a new perspective on the art of humor, and opens up new possibilities for natural language processing, computational creativity, and social modeling. While our approach is still in its early stages, we believe that it has the potential to contribute to the development of more sophisticated and effective algorithms for generating and evaluating jokes, and to enhance our understanding of the complex interplay between language, culture, and humor.