The task was to find the words that lead to wordplay, and humorous wordplay in a set of jokes are reviewed. The experimental selection and recognition of words that lead to humor.

Heuristic and validating experiments concerning computational humor recognizers. Regardless of the nature of the recognizer (ontologically-, statistically-, etc based), analyzing each word of a joke takes too long. The presented research takes advantage of the joke’s structure in relation to frequency and KF frequency values to apply the recognizers resources in the most efficient manner.

The addition of the higher familiarity and frequency selection condition further narrows the choices for target selection for each source.

In summary, the presented results are useful for computational humor recognizers. Regardless of the nature of the recognizer (ontologically-, statistically-, etc based), analyzing each word of a joke takes too long. The presented research takes advantage of the joke’s structure in relation to familiarity and KF frequency values to apply the recognizers resources in the most efficient manner.

References


