

Tristan Miller (Austrian Research Institute for Artificial Intelligence): Computational pun-derstanding: Towards the computer-assisted translation of humorous wordplay

Abstract:

The translation of wordplay is one of the most extensively researched problems in translation studies, but it has attracted little attention in the fields of natural language processing and machine translation. This is because today's language technologies treat anomalies and ambiguities in the input as things that must be resolved in favour of a single "correct" interpretation, rather than preserved and interpreted in their own right. But if computers cannot yet process creative language on their own, can they at least provide specialized support to translation professionals? In this talk, I survey the state of the art in computational processing of humorous wordplay, and put forth a vision of how existing solutions could be adapted and extended to support interactive, computer-assisted translation.