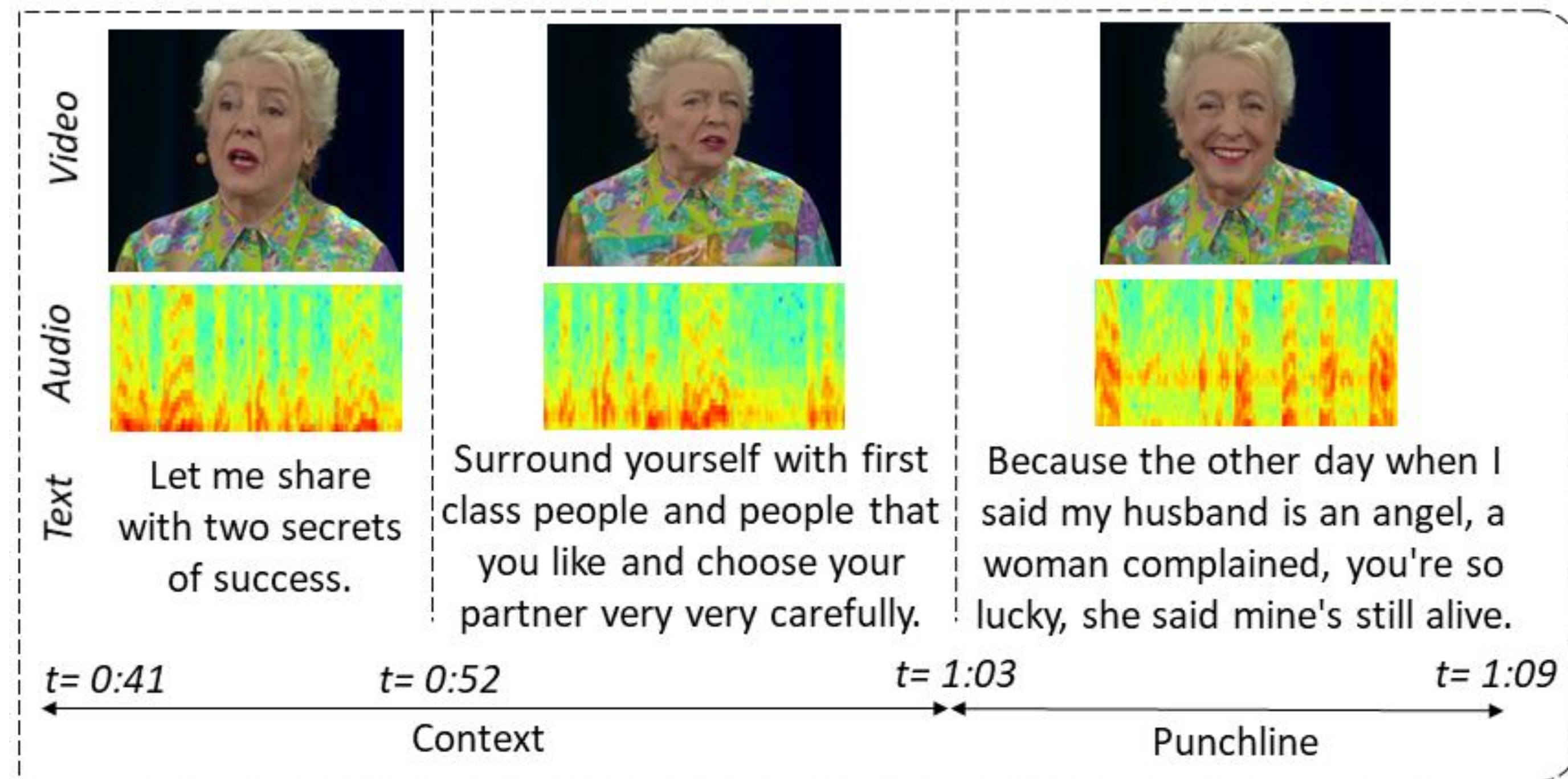


UR-FUNNY : A Multimodal Language Dataset for Understanding Humor

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Motivation

Can computer recognize the punchline of a joke using different modalities (text, audio & video) and background context?



Humor?

Yes
No

Dataset Overview

- **UR-FUNNY: First multimodal** (text, audio & video) dataset for humor detection
- **8257** Humor Instances (video) from **TED** Talk
- It has **punchline** & background story **context**
- Average duration of each data = 19.67s ; context = 14.7s & punchline = 4.97s
- **Diverse** in both speakers (1741) and topics (417)
- Total duration is **90.23 hour**

Publicly available to download (data + processed features + code)



Link: <https://github.com/ROC-HCI/UR-FUNNY>

Dataset Analysis

DATA Acquisition

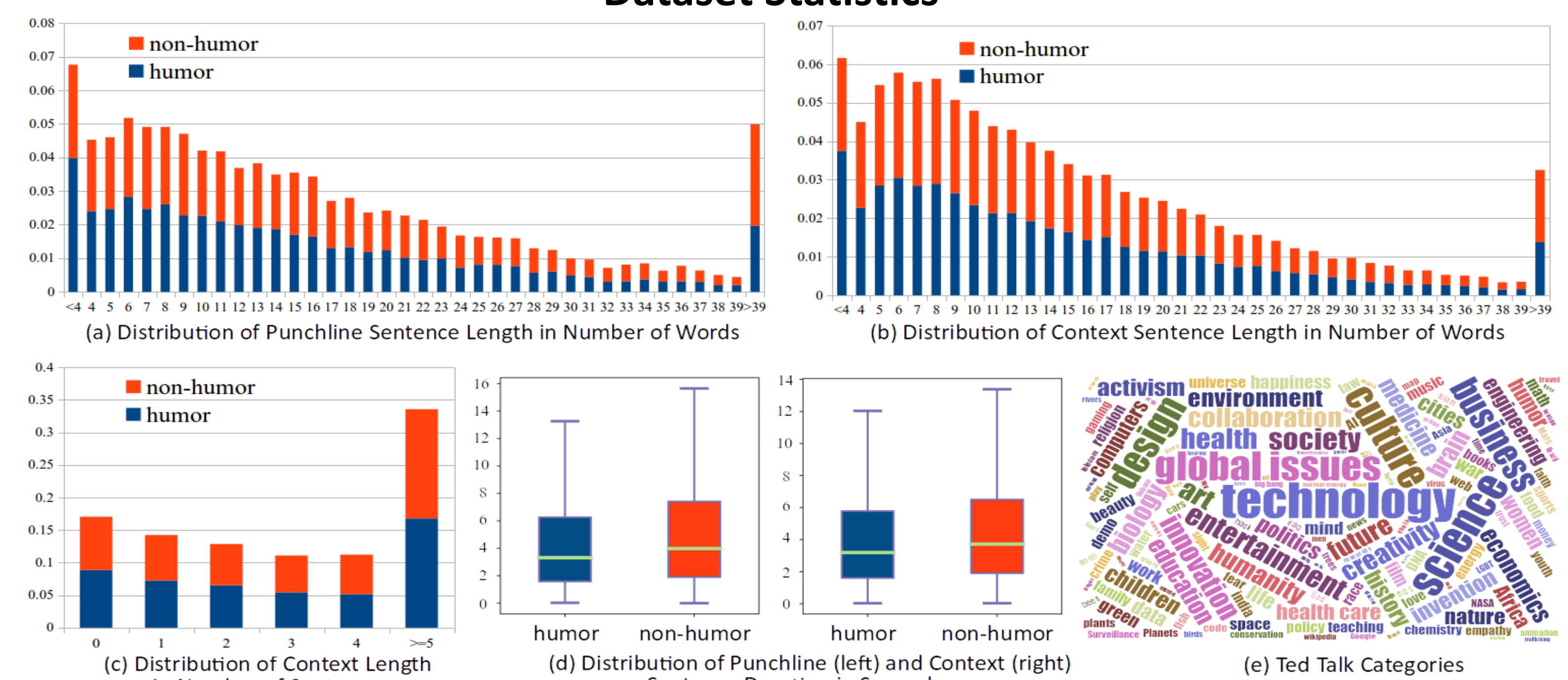
- Collected 1866 **TED** talk videos + transcripts
- **Audience Laughter** markup is used to filter 8257 humorous punchlines from transcript
- **Context** is extracted from the prior sentences to the punchline
- Negative examples are from same videos (**homogenous**)
- Force alignment is used to align text, audio & video
- Preprocessed features: text = glove, audio = COVAREP, video= OpenFace

UR-FUNNY Vs Other Datasets

Dataset	#Pos	#Neg	Modality	Type	#Speaker
16000 One Liner	16000	16000	{t}	Joke	-
Pun of the Day	2423	2423	{t}	Pun	-
PTT Jokes	1425	2551	{t}	Political	-
Ted Laughter	4726	4726	{t}	Speech	1192
Big Bang Theory	18691	24981	{t,a}	Tv show	< 50
UR-FUNNY	8257	8257	{t,a,v}	Speech	1741

$t = \text{text}, a = \text{audio}, v = \text{video}$

Dataset Statistics



General		Punchline / Context	
total #video	1866	#sentence in punchline	1
total duration (hour)	90.23	avg #word in punchline	16.14
#humor instances	8257	avg duration of punchline (sec)	4.97
#non-humor instances	8257	avg #sentences in context	2.86
#sentence	63727	avg duration of context (sec)	14.7
avg #word in sentences	15.15	avg #word in context sentence	14.80

Contextual Memory Fusion Network (C-MFN)

Problem Formulation

Set of modalities, $M = \{t, a, v\}$;
 $t = \text{text}, a = \text{audio}, v = \text{vision}$

Each instance, $I = \{l, P, C\}$; $l = \text{label}, P = \text{punchline}, C = \text{Context}$

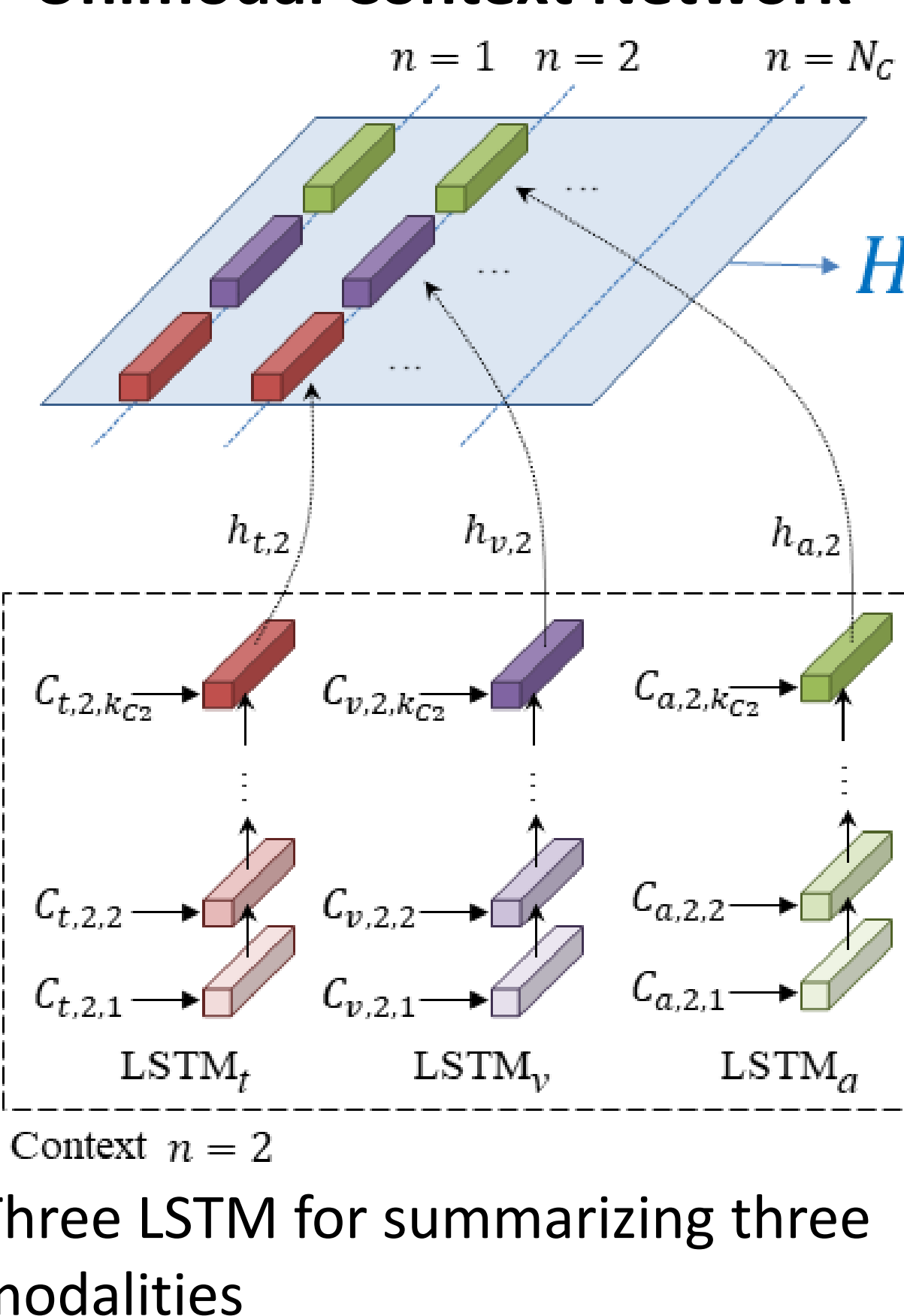
Punchline & context have multiple modalities $P = \{P_m ; m \in M\}$ & $C = \{C_m ; m \in M\}$.

$C_m = [C_{m,1}, C_{m,2}, \dots, C_{m,N_c}]$; $N_c = \text{number of context sentences}$

$K_p = \text{Number of words in the punchline}$

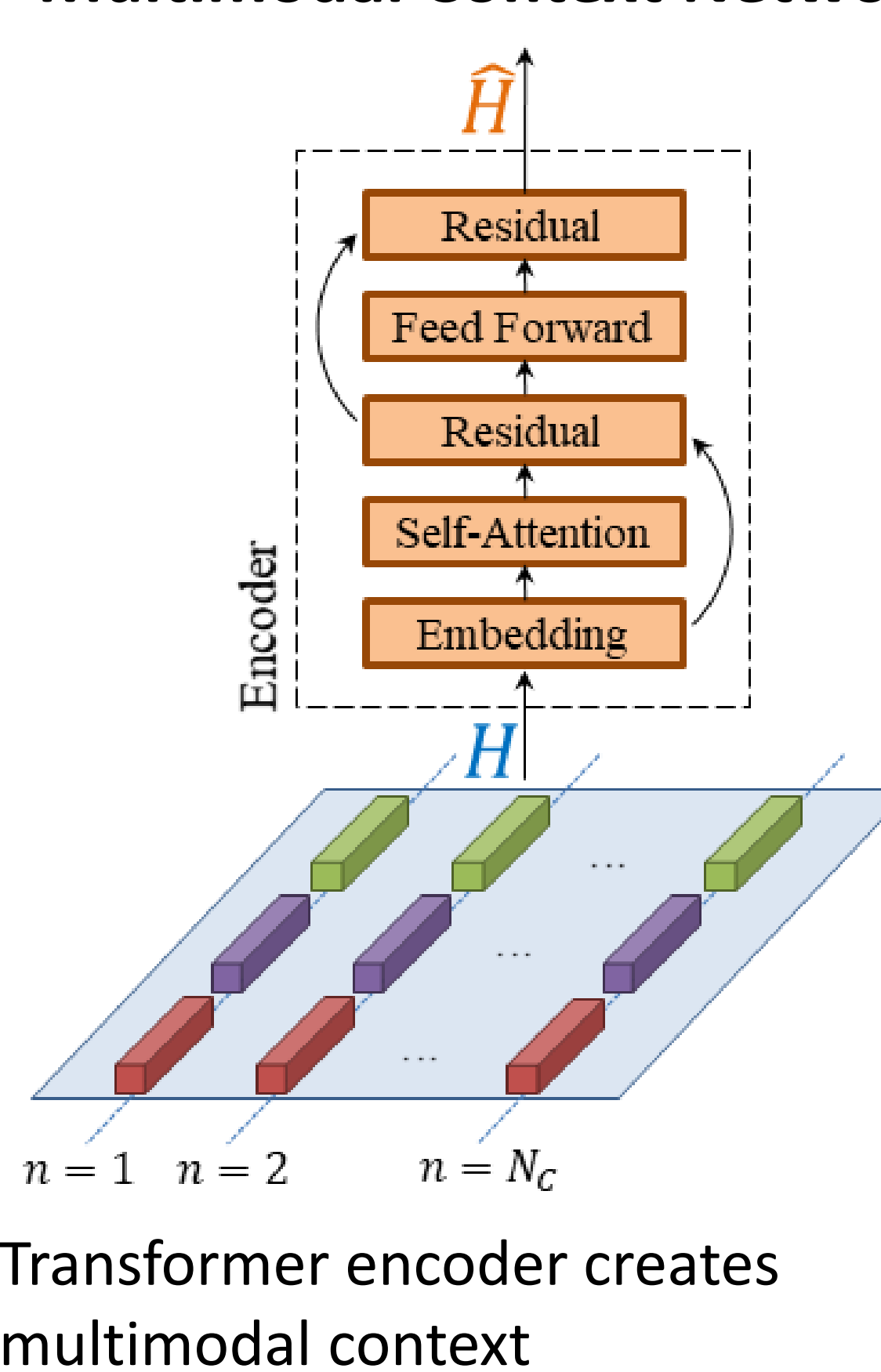
$K_{C_n} = \text{Number of words in the } n\text{th context sentence ; } n \in \{1, N_c\}$

Unimodal Context Network



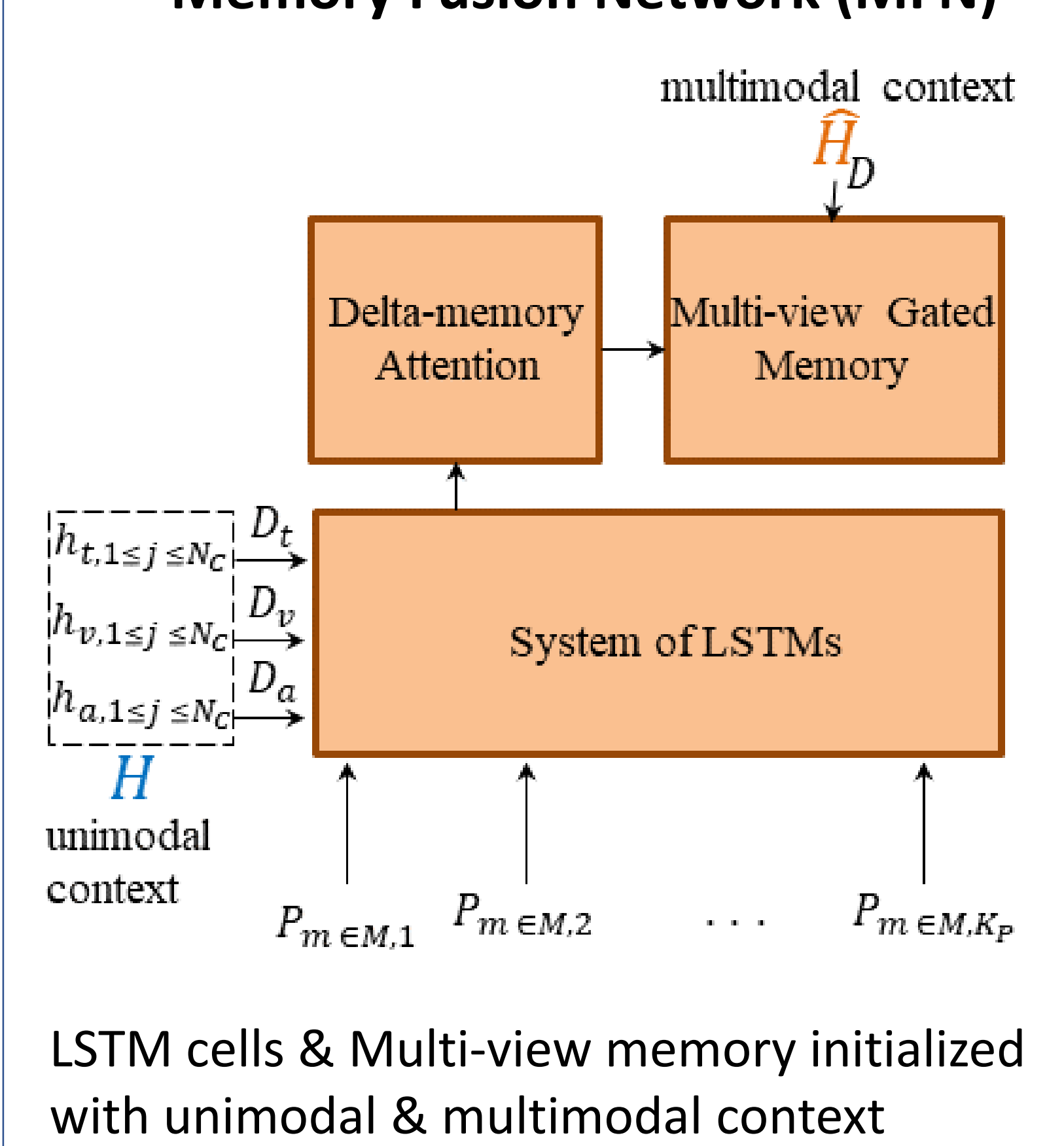
Three LSTM for summarizing three modalities

Multimodal Context Network



Transformer encoder creates multimodal context

Memory Fusion Network (MFN)



LSTM cells & Multi-view memory initialized with unimodal & multimodal context

Ablation Study

Role of context & punchline

C-MFN (P) : This variant uses only punchline; **C-MFN (C)** : This variant uses only context ; **C-MFN**: uses both

Role of different modalities

(T) only text modality is used ; **(A+V)** only vision and acoustic modalities are used; **(T+A+V)** all modalities are used together

Results

Modality	T	A+V	T+A	T+V	T+A+V
C-MFN (P)	62.85	53.3	63.28	63.22	64.47
C-MFN (C)	57.96	50.23	57.78	57.99	58.45
C-MFN	64.44	57.99	64.47	64.22	65.23

Performance Metrics: Binary Accuracy

C-MFN that uses both punchline and context along with all three modalities give best performance

Summary

- Humor can be modeled better as multimodal
- Context and punchline are important
- Brings new challenge to Humor understanding by extending the task in multimodal domain