#### CHum 2025

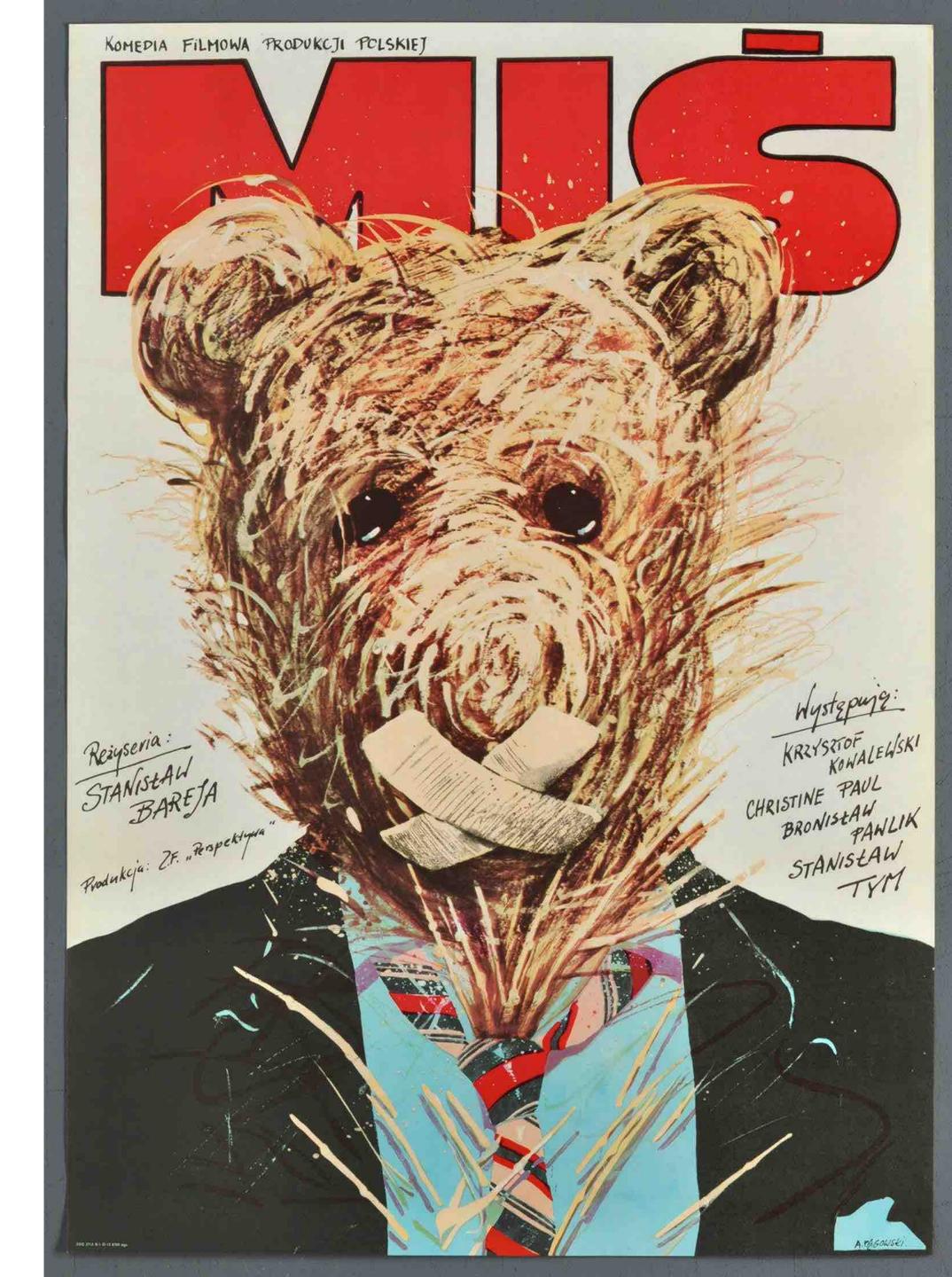
# The Algorithm is the Message Computing as a Humor-Generating Mode



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#### 1980s Poland

- Absurdity
- Censorship
- Newspeak
- Resistance
- Creativity



#### UNIWERSALNA SCIAGACZKA ZEBRANIOWA

Dowolne zdenie z rubryki I należy połączyć z dowolnym zdaniem z rubryki II, III i IV, a otrzyma się przemówienie na dowolną okazję. Ilość możliwych kombinacji wystarczy na 40 godz. przemówień. Anonimowego autora tej ściągaczki prosimy o skontaktowanie się z redakcją

I	II	III	IV
koleżanki i kole- dzy	realizacja nakreś- lonych zadań pro- gramowych	zmusza nas do prze- analizowania	istniejących warun- ków administracyj- no-finansowych
z drugiej etrony	zekres i siejsce szkolenia kadr	spełnia istotną rolę w kształto- waniu	dalszych kierunków rozwoju
podobn <b>ie</b>	steży wzrost ilo- ści i zakres na- szej ektywności	wymaga eprecyzowa- nie i określenia	systemu powszechne- go uczestnictwa
Nie zapominajmy jednak, że	aktualna struktu- ra organizacji	pomaga w przygoto- waniu i realizacji	postaw uczestników wobec zadań stawia- nych przez organi- zacje
w ten sposób	nowy model dzia- łelności organi- zacyjnej	zebezpiecza udział szerokiej grupie w keztałtowaniu	nowych propozycji
Prektyka dnia co- dziennego dowodzi, że	dalezy rozwój róż- nych form dzia- łelności	spełnia ważne zada- nia w wypracowaniu	kierunków postępo- wego wychowanie
wagi i znaczenia tych problemów nie trzeba szerzej udowadniać, po- nioważ	stałe zabezpiecze- nie informacyjno- -propagandowe na- szej działalności	umożliwia w więk- szym stopniu two- rzenie	systemu szkolenia kadry odpowiadają- cego potrzebom
	wzmocnienie i roz- wijanie struktur	powoduje docenia- nie wagi	odpowiednich warun- ków aktywizacji
Troska organiza- cji, a szczególnie	konsultacja z sze- rokim sktywem	przedstawia intere- sującą próbę spraw- dzenia	TOTAL CONTROL STORY CONTROL TO THE PROPERTY OF
Wyższe zsłożenia ideowe, a także	rozpoczęcie pow- szechnej skcji kształtowania po- staw	pociąga za sobą pro ces wdrażania i uno wocześnienia	-form oddziaływania -

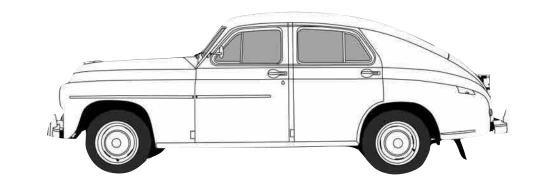
A satirical manual distributed in Poland at the time of the Solidarity movement in the 1980s



The "Handbook" allowed users to construct virtually endless variations of speeches by sequentially combining interchangeable phrases from four columns



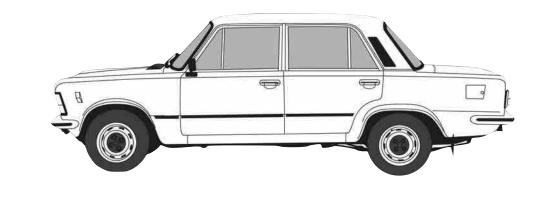
Column I: Opening phrases or thematic introductions



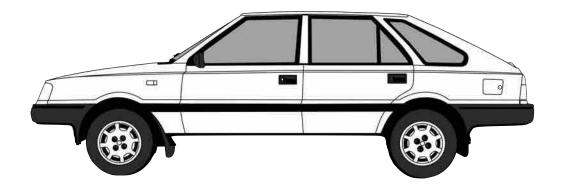
Column II: Descriptive or action-oriented statements related to the topic



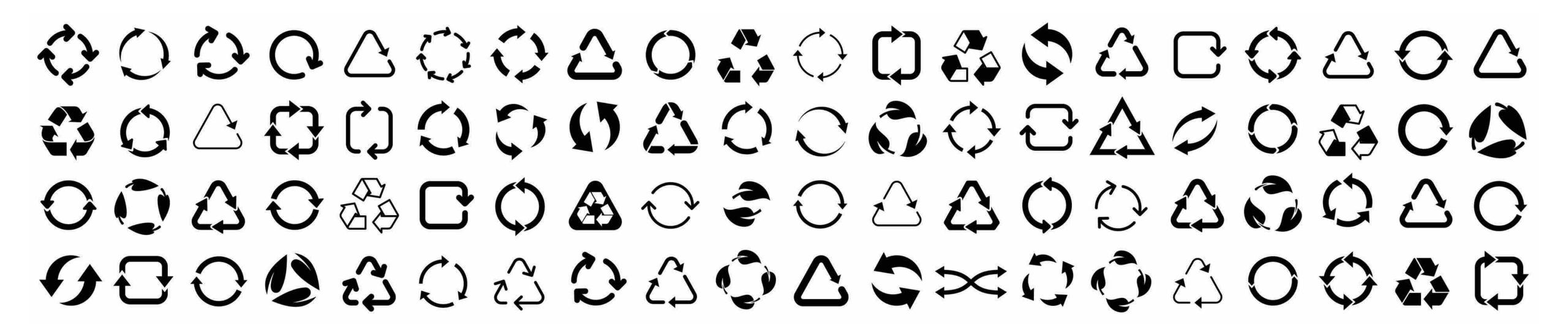
Column III: Transitional or explanatory phrases



Column IV: Concluding or outcomeoriented statements



To create a speech, the user would select one phrase from each column sequentially (I → II → III → IV) and repeat this process as needed, recycling or changing combinations to extend the speech indefinitely



			IV
Dear colleagues	the execution of outlined programmatic tasks	compels us to analyze	the current administrative and financial conditions
on the other hand	the scope and location of worker training	plays a crucial role in defining	further directions of development
similarly	the continuous quantitative growth and range of our activities	necessitates specification and clarification of	a universal participatory system
but let us not forget that	the current organizational structure	facilitates the preparation and construction of	participants' attitudes toward organizational tasks
in this way	the new organizational activity model	ensures the participation of a wide group in shaping	new proposals
because daily experience shows us that	the continuous development of various activity forms	plays a significant role in establishing	progressive educational directives
and the importance of these issues is self- evident, because	the ongoing informational and propagandistic protection of our activities	efficiently enables the creation of	a training system tailored to workers' needs
hence, the rich and varied experience of	the effort to strengthen and develop effective structures	highlights the importance of appreciating	suitable activation conditions
furthermore, the organizational focus, which includes	the consultation with a broad active base	serves as an intriguing test for the evaluation of	a new developmental model
therefore, this ideological premise expressed by	the initiation of a general process that reshapes attitudes	leads to a process of introducing and modernizing	advanced forms of action

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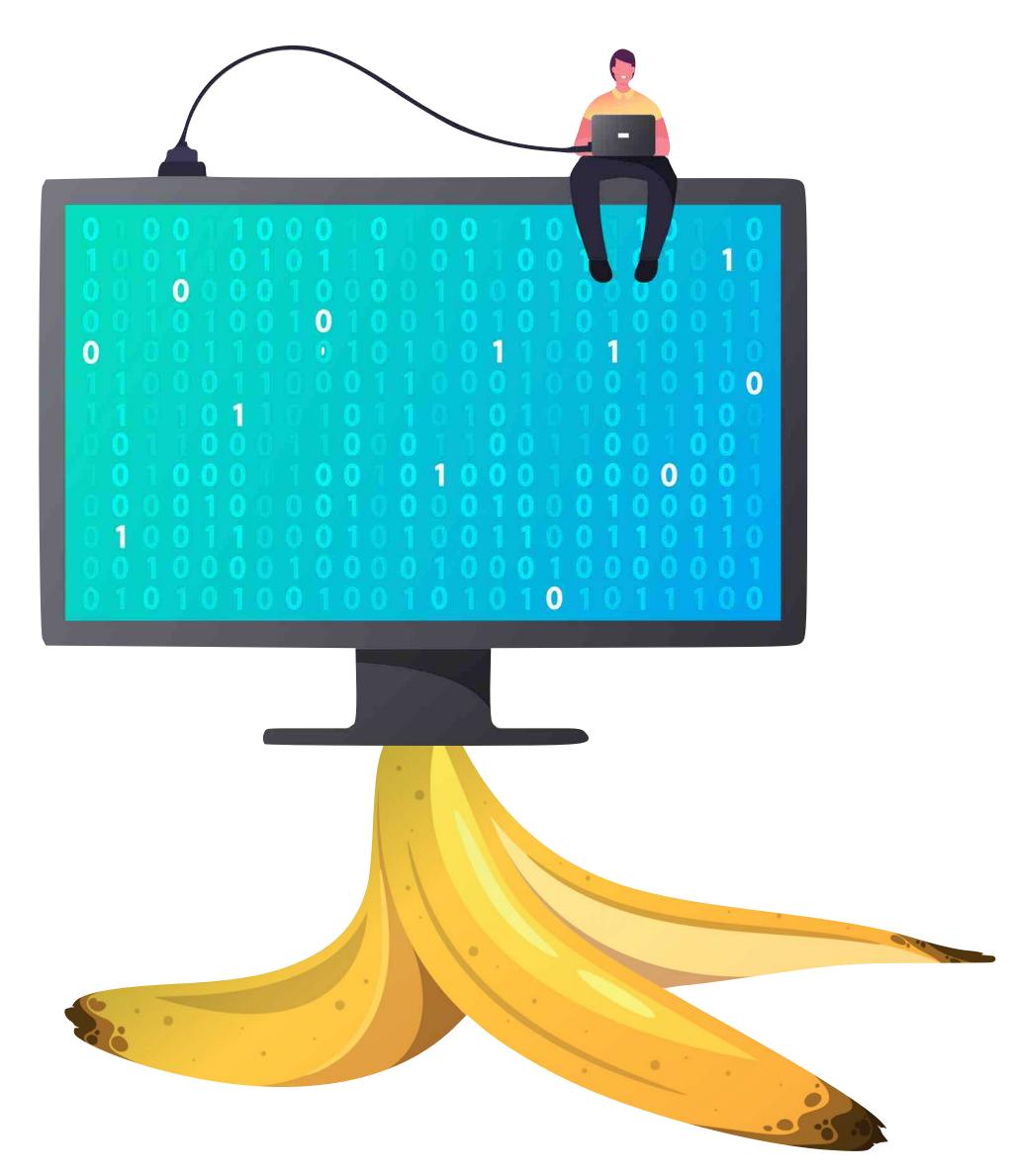
The idea of recommending this mechanical approach to its users, both **mimicked** and **lampooned** the propaganda's repetitive and formulaic nature, thus unmasking its absurdity and lack of meaning

#### Effectiveness

- Endless Combinations: The modular design allowed for thousands of combinations, making the system seem both vast and methodical
- Parodic Authenticity: The phrases were written in a style that closely mimicked real propaganda speeches
- Reflection of Reality: The mechanical relentlessness of the "Handbook" mirrored the mechanical absurdity of actual propaganda, creating a form of meta-critique

# Meaning

The "Handbook" invites us to reflect on computational approaches to language and humor considering computers and algorithms not just as *tools*, but as a *mode* of generating humor



# Computationalization

The text of the handbook was plain and not humorous or interesting in itself, but what made it fun and intriguing was its computationalization

#### Satirical Mechanization

The "satirical mechanization" of the "Handbook" demonstrates how humor can emerge from the mechanical application of language rules



# Random generator of town names in Brianza

#### GENERATORE CASUALE NOMI DI COMUNI BRIANZOLI V2.0

Regolamento: tira 4 volte un dado a 10 facce (oppure apri a caso un libro di e guarda l'ultima cifra del numero della pagina). Se gli ultimi due lanci sono uguali puoi sostituire la seconda parte del nome con BRIANZA.



1° DADO	2° DADO	3° DADO	4° DADO
1. BU 2. LA 3. CE 4. MA 5. BIA 6. VE 7. CA 8. GIU 9. LO	1. MATE 2. BBIATE 3. NZATE 4. REZZANA 5. RAGO 6. SANO 7. VISIO 8. GIOLA 9. RATE	1. VA 2. SU 3. STRO 4. BIA 5. ORO 6. BO 7. MA 8. LI 9. GE	1. REGGIO 2. SSONE 3. REGNO 4. NZANO 5. SSATE 6. DERNO 7. SSONO 8. SCONE 9. NAGO
0. <b>BO</b>	0. CHERIO	0. <b>CO</b>	0. SCIAGO

UGUALI? = BRIANZA







Source: https://x.com/Terra2itter/status/1250190070990147585

# SCIgen: An Automatic CS Paper Generator

"SCIgen is a program that generates random Computer Science research papers, including graphs, figures, and citations. [...] One useful purpose for such a program is to autogenerate submissions to conferences that you suspect might have very low submission standards."



### Tristan Tzara: TO MAKE A DADAIST POEM

(1920)



- Take a newspaper.
- Take a pair of scissors.
- Choose an article as long as you are planning to make your poem.
- Cut out the article.
- Then cut out each of the words that make up this article and put them in a bag.
- Shake it gently.
- Then take out the scraps one after the other in the order in which they left the bag.
- Copy conscientiously.
- The poem will be like you.
- And here are you a writer, infinitely original and endowed with a sensibility that is charming though beyond the understanding of the vulgar.

Cut-Out Technique (Découpé)

Source: https://www.writing.upenn.edu/~afilreis/88v/tzara.html

Implications
Computing as a Humor-Generating Mode



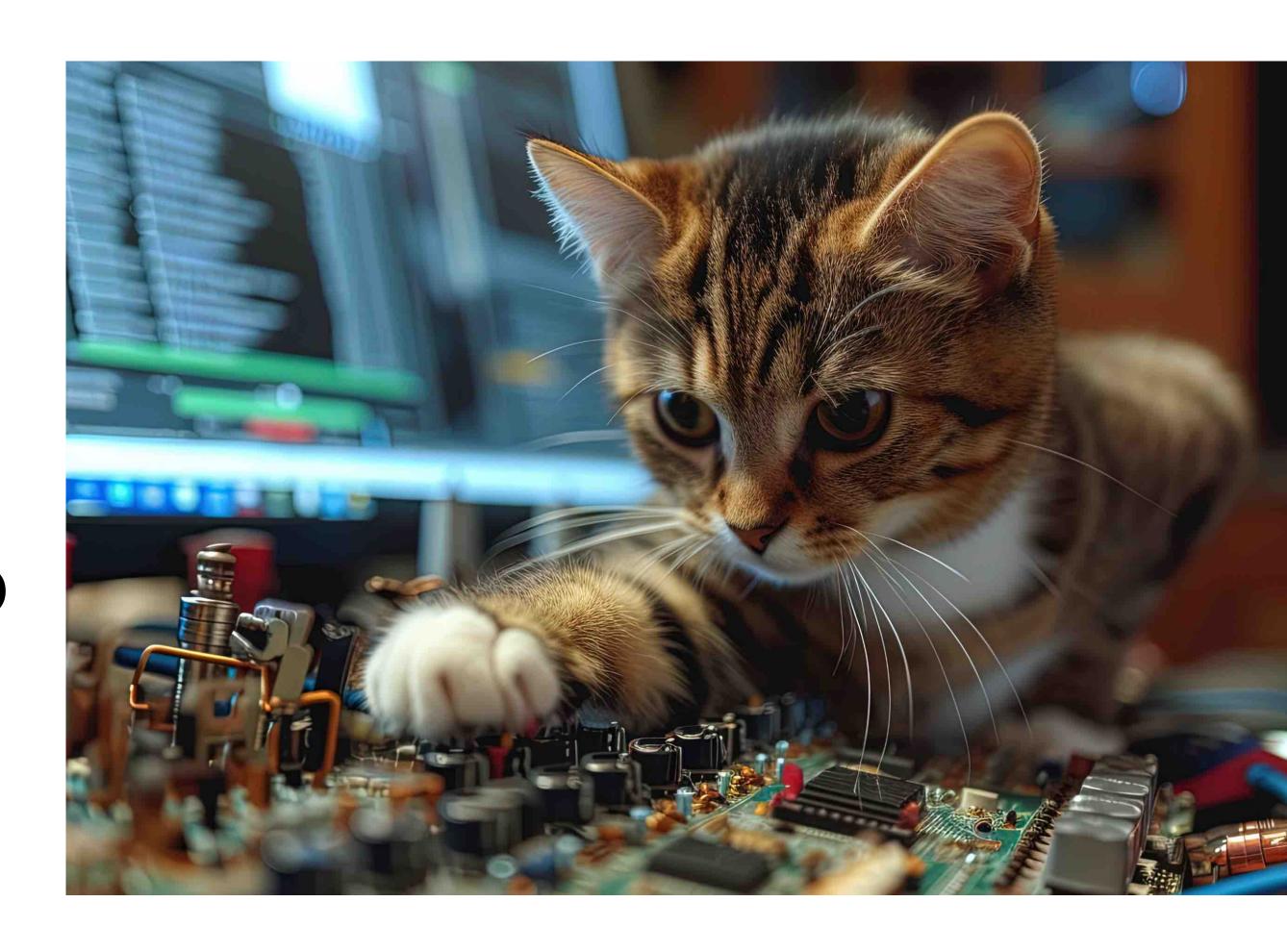
- Computational humor: Traditionally viewed as a tool
- Focus: Generating jokes, detecting humor, or analyzing linguistic patterns
- Emphasis: The humorous output

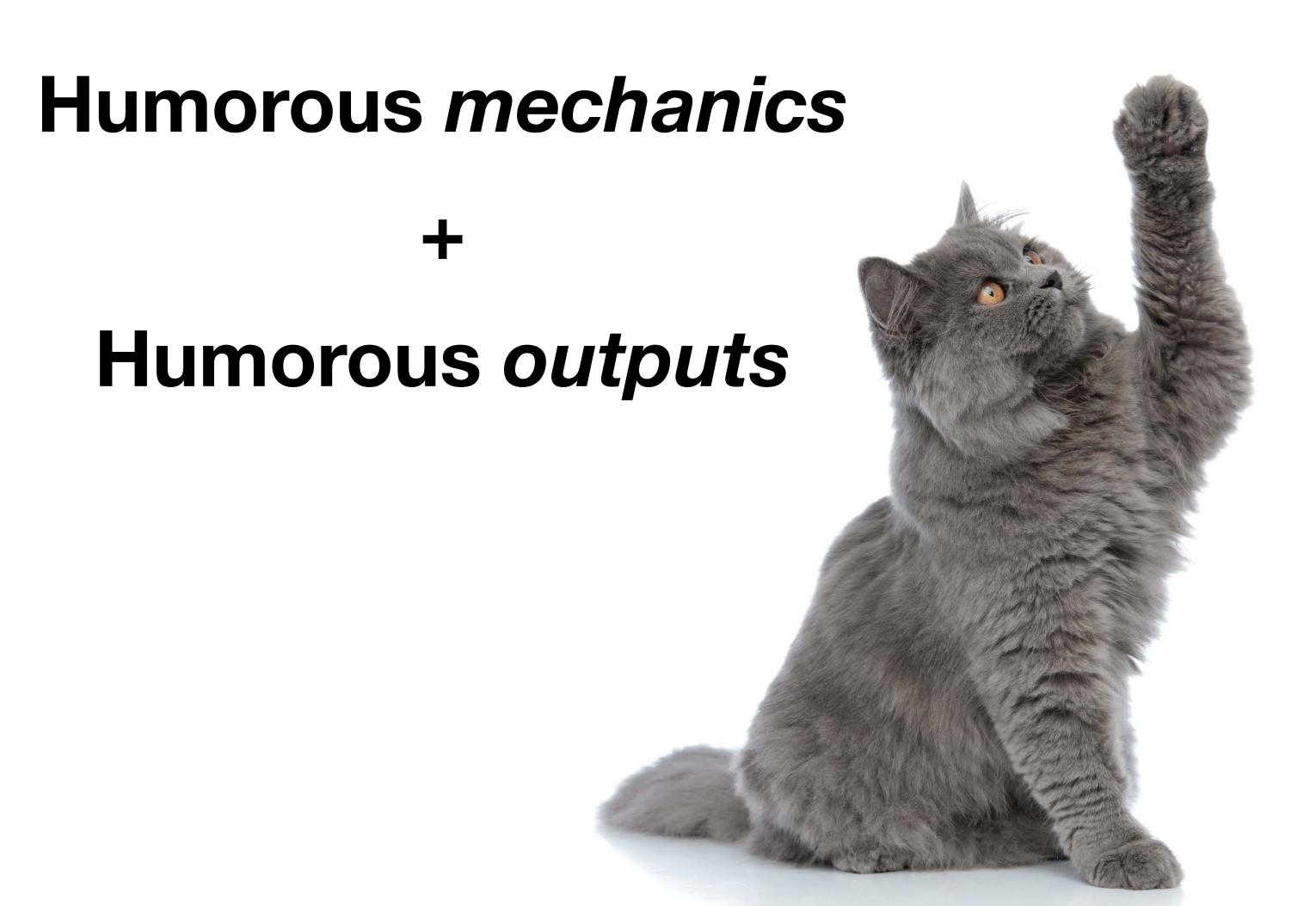


- Computation: As a humorous mode
- Focus: Humor emerges not from the final product (a joke or punchline) but from structure, sequencing, and combinatorial logic
- Emphasis: Process instead of output

Computing *itself* can embody humor when its processes are exposed

Reframing computing as a humorous *mode* invites us to explore how **structure** and **process** can themselves serve as sources of comedy





Complementary to understanding and designing computational humor

#### Meta-Humor

- In the "Handbook" humor arises from its visible combinatorial structure rather than its content
- Similarly, the unintentionally humorous results of computers and AI systems often arise from their rigid adherence to structures, patterns, and system logic
- Leaving these structures and processes exposed may engender novel forms of computational humor and meta-humor



#### Meta-Humor



Studying computational processes through the lens of theories of humor may provide novel understandings in the field of computer science and computational linguistics

#### Meta-Humor



From computational humor to humorous computation

Humorous computational systems inspired by the "Handbook" could be designed to reveal or parody their algorithmic nature, generating humor through the visible mechanics of their construction and operation



Swatch GK100 Jellyfish Wristwatch (MoMA) 1983

# This taps into the human fascination with exposed mechanisms

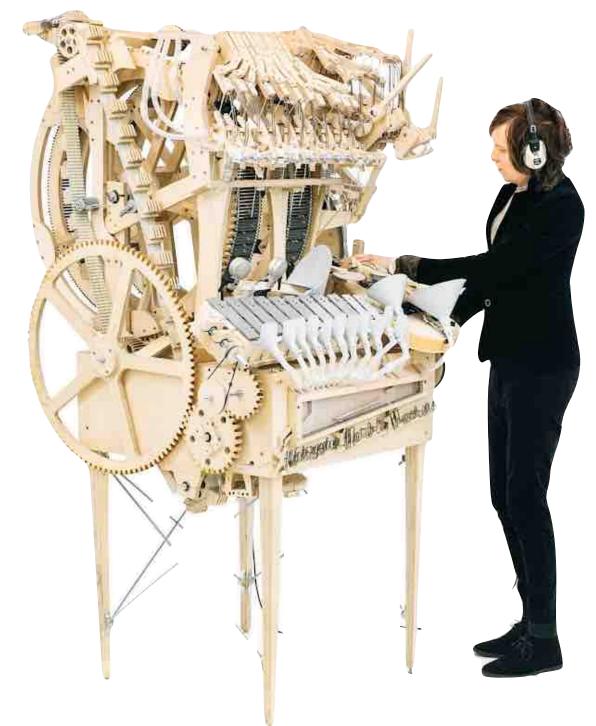


Apple iMac G3 Computer (MoMA) 1998

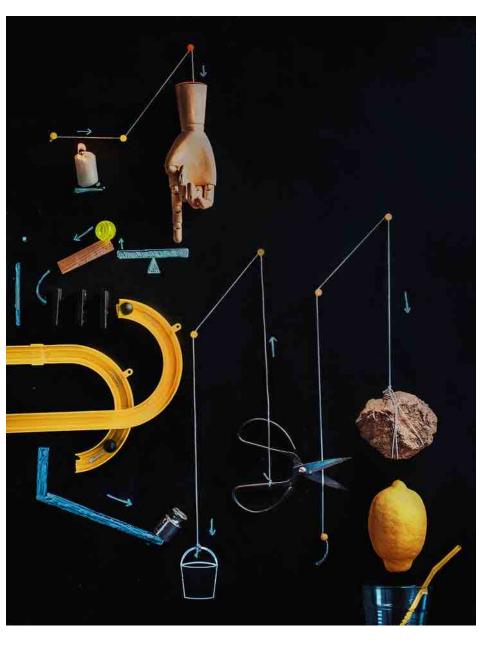


Lotus Emira Gear linkage 2022

# This taps into the human fascination with exposed mechanisms



Wintergatan's Marble Machine Musical Instrument 2016

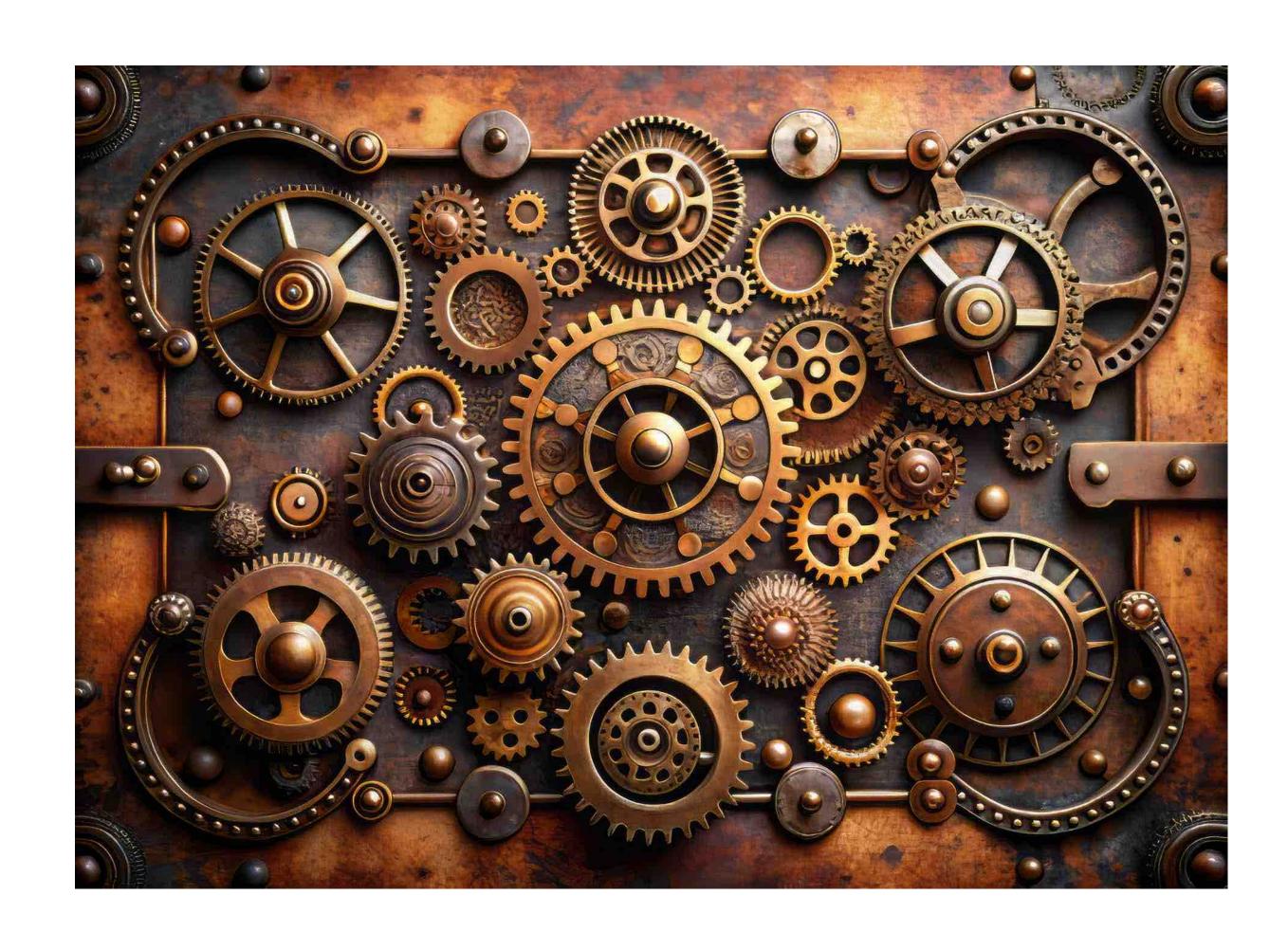


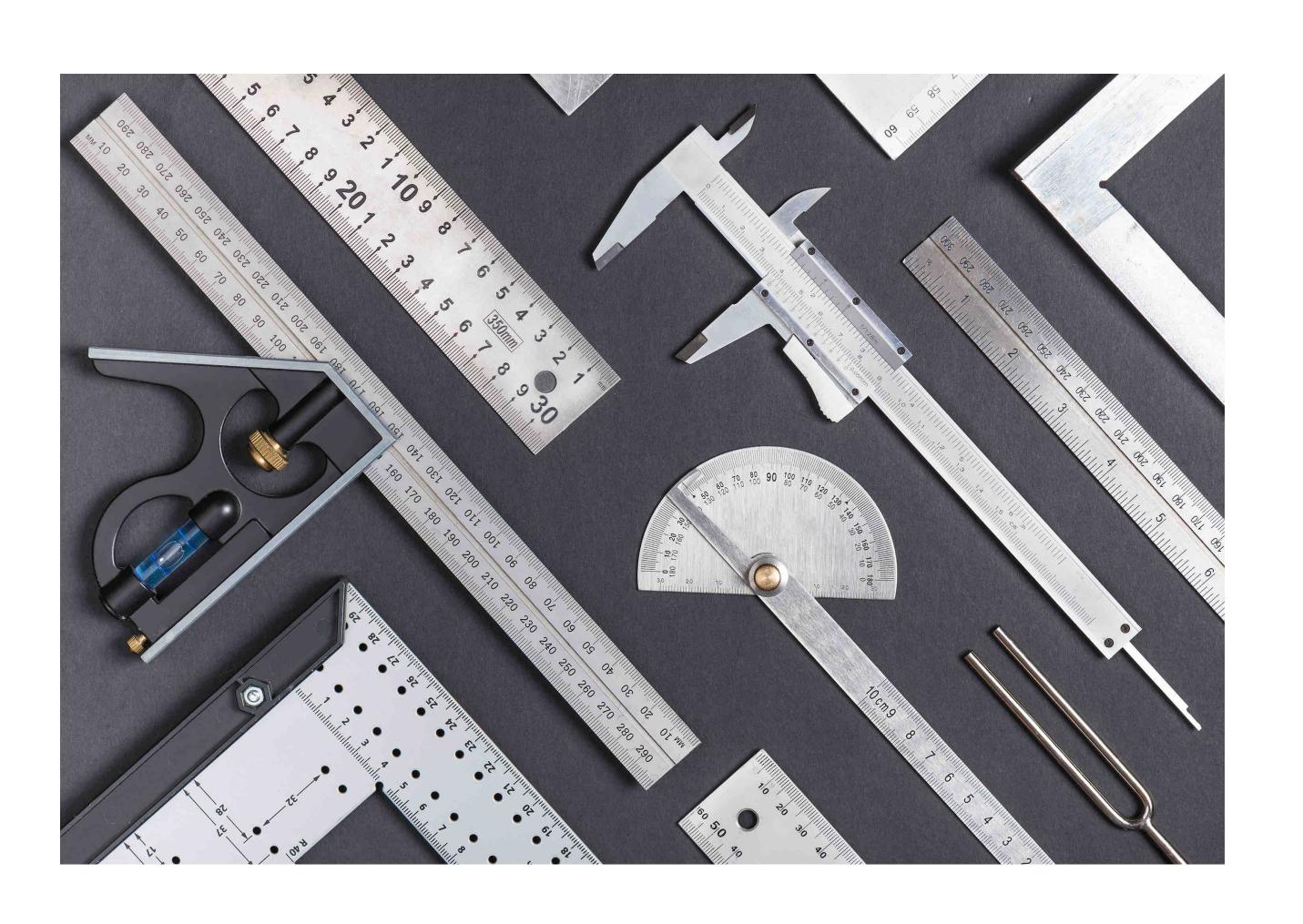
Rube Goldberg Machines Complex Devices 1928



Theo Jansen's Strandbeests Animaris Rex 2023

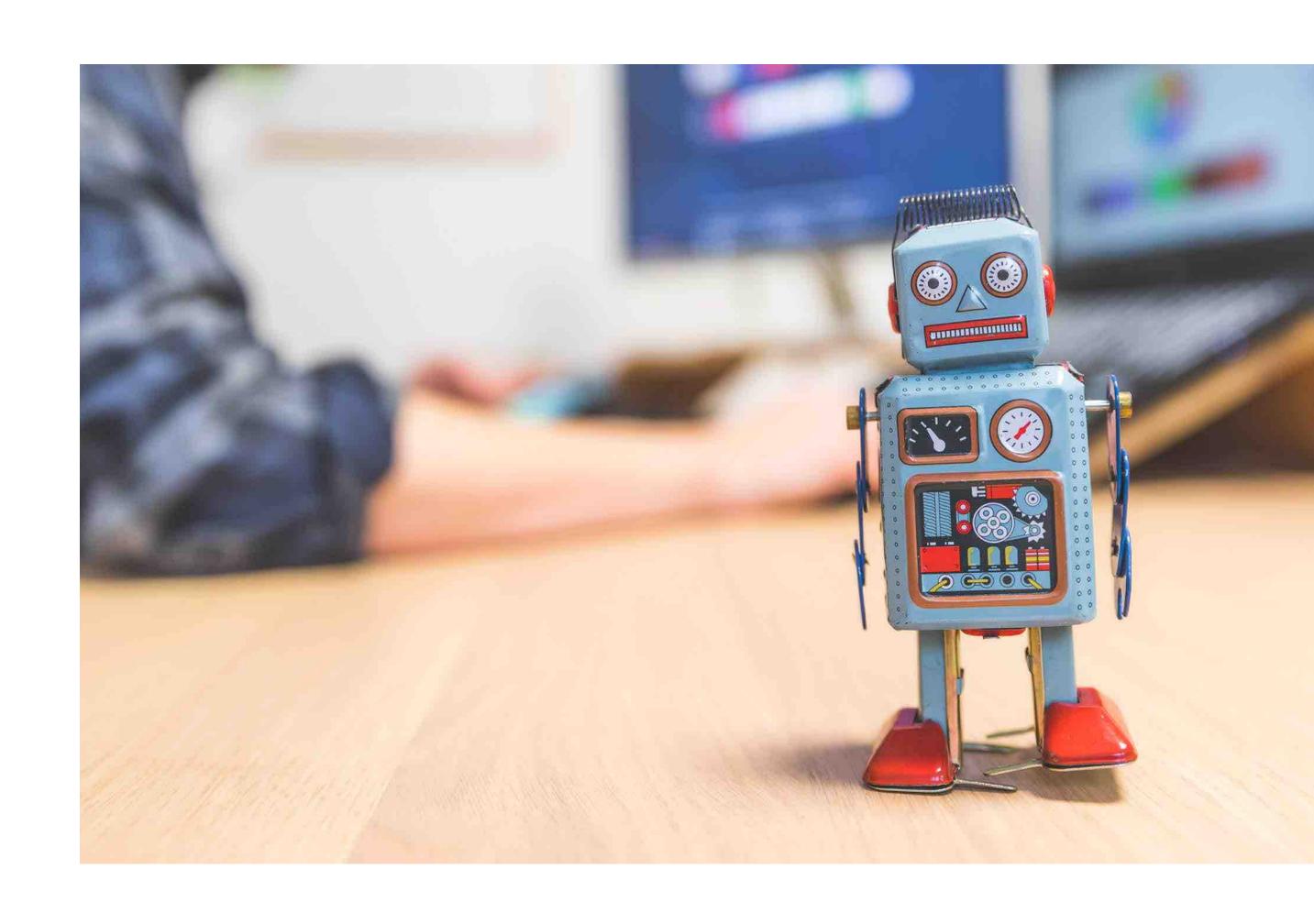
In all these creations, the visible systems and processes are more captivating than their final output, like the melody produced or where an object lands

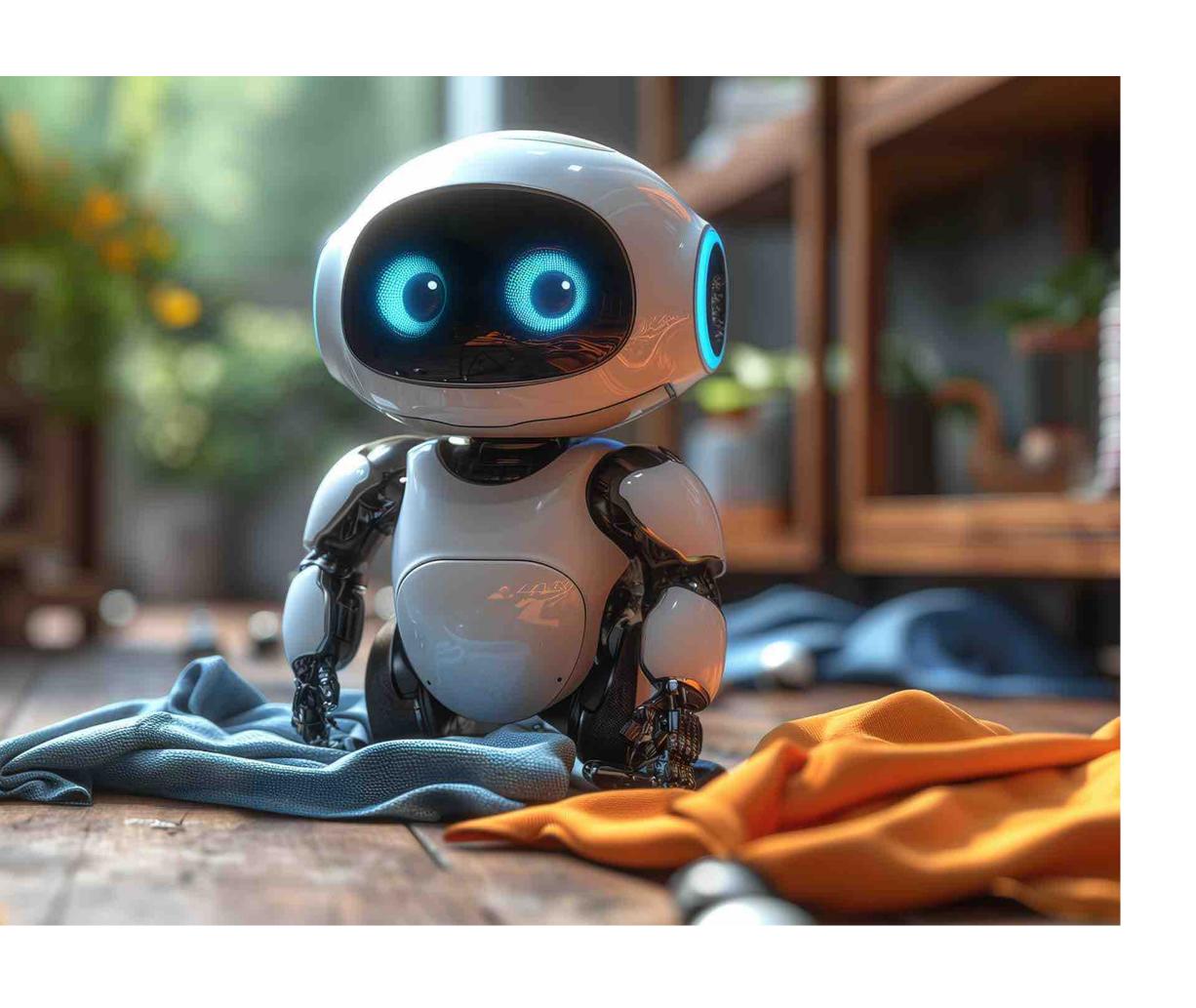




This new perspective would entail developing new metrics that assess the humor embedded in computational structures, such as incongruity levels, randomness, or structural creativity

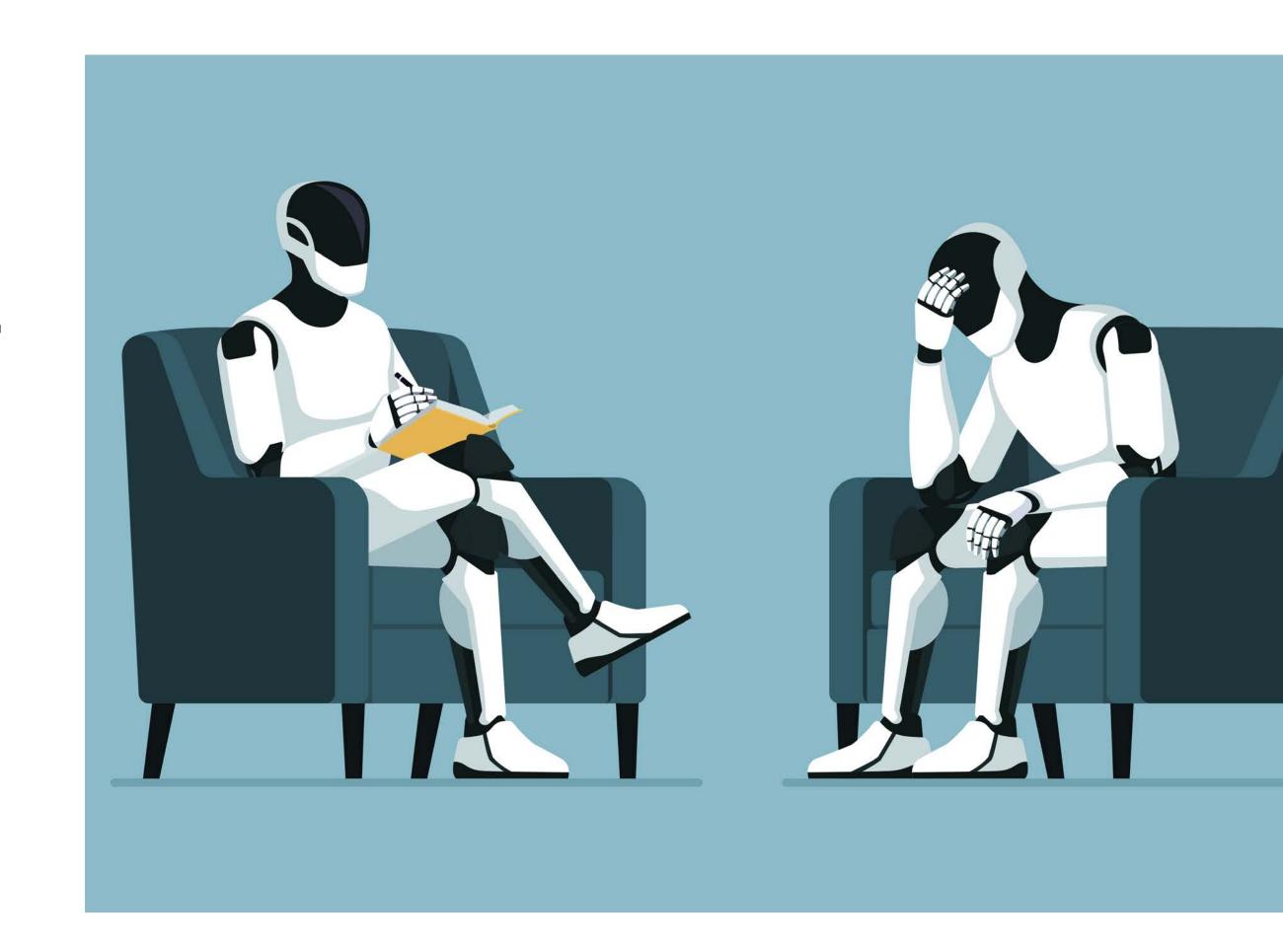
**Superiority theories** of humor suggest that humans may laugh at machines when their "cold" logic or mechanical limitations appear inferior to human reasoning



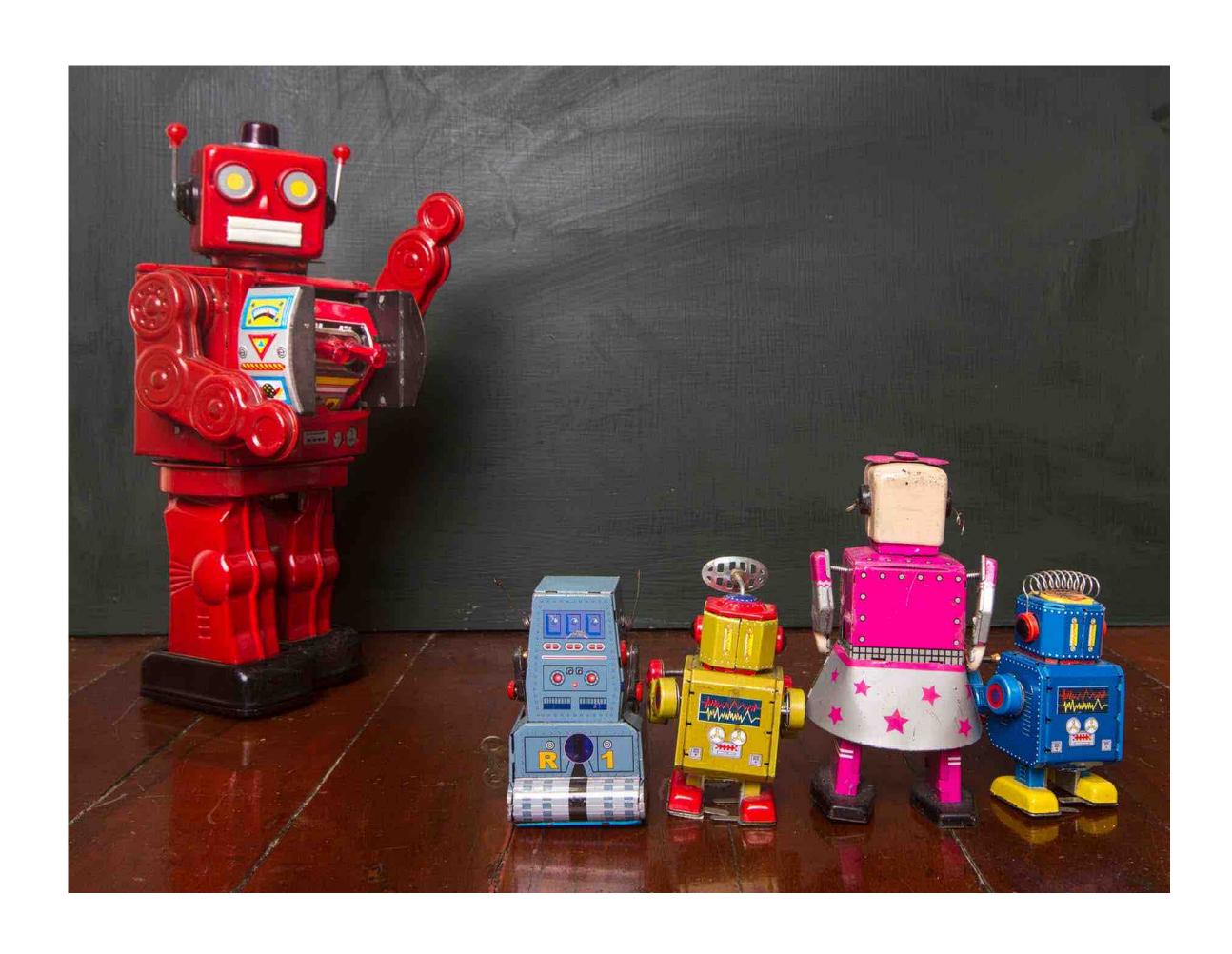


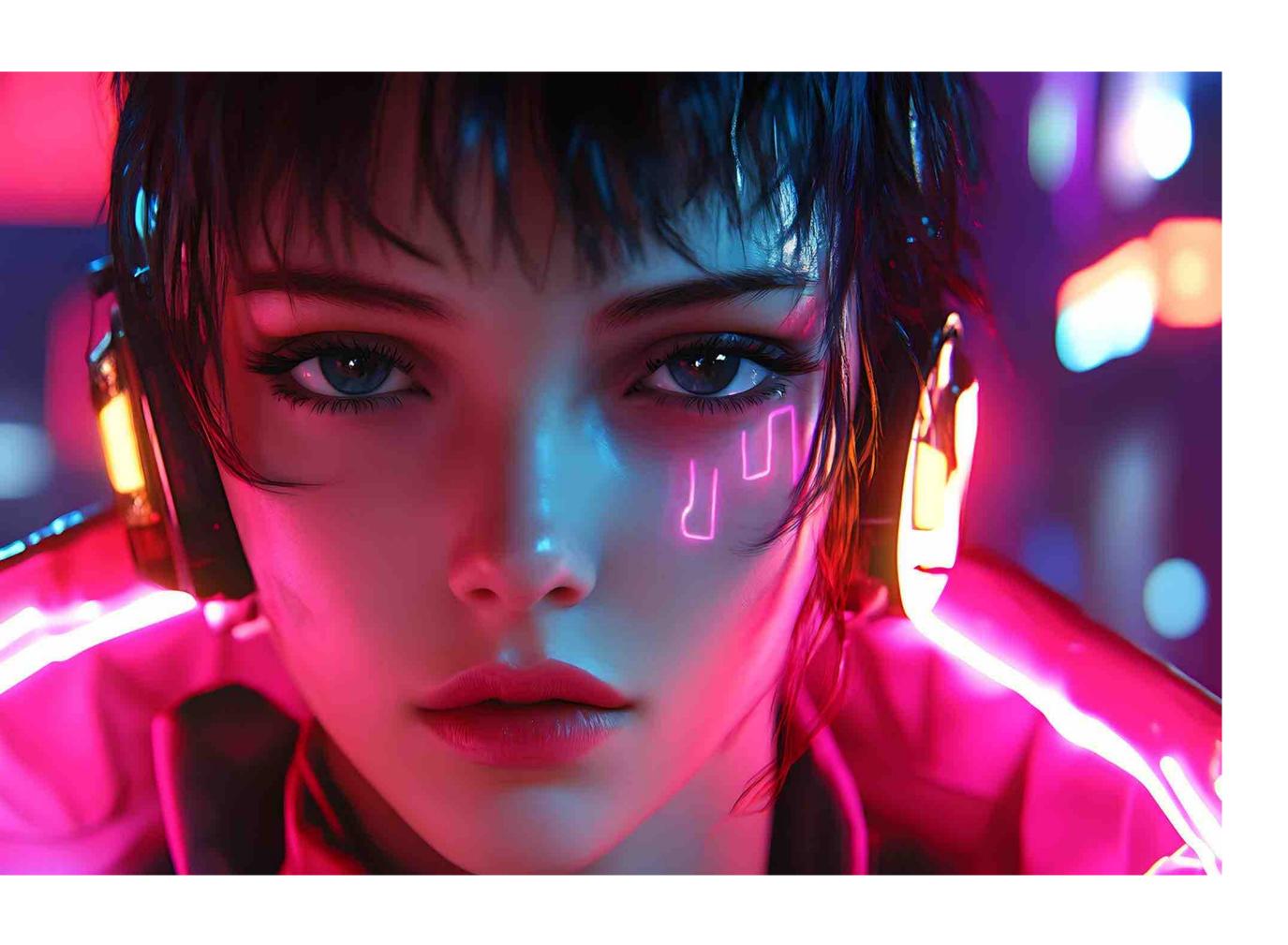
Rather than striving to make machines more human-like, exposing their inner workings and nonhumanity through humor might make people perceive them as more relatable and therefore—paradoxically as more human

These forms of "machine self-deprecating humor" or "humorous computational transparency" may change how humans perceive and interact with machines



Showing the humorous inner workings of computers may also serve an educational function by making them less intimidating and more engaging to young learners approaching fields like computer science, robotics, and artificial intelligence





Humor that is distinctively computational has the potential to change and expand not only what we find humorous as human beings, but the very understanding of humor itself, from human-like to more-than-human

### Question #1

Can computational processes expand "humanness" by broadening modes of humor generation and enjoyment?

### Question #2

What can computational humor systems reveal about how humans perceive and relate to mechanized processes?

### Question #3

How can computational humor move beyond *imitation* to become a tool for *exploration* of what makes us smile—of what make us human?

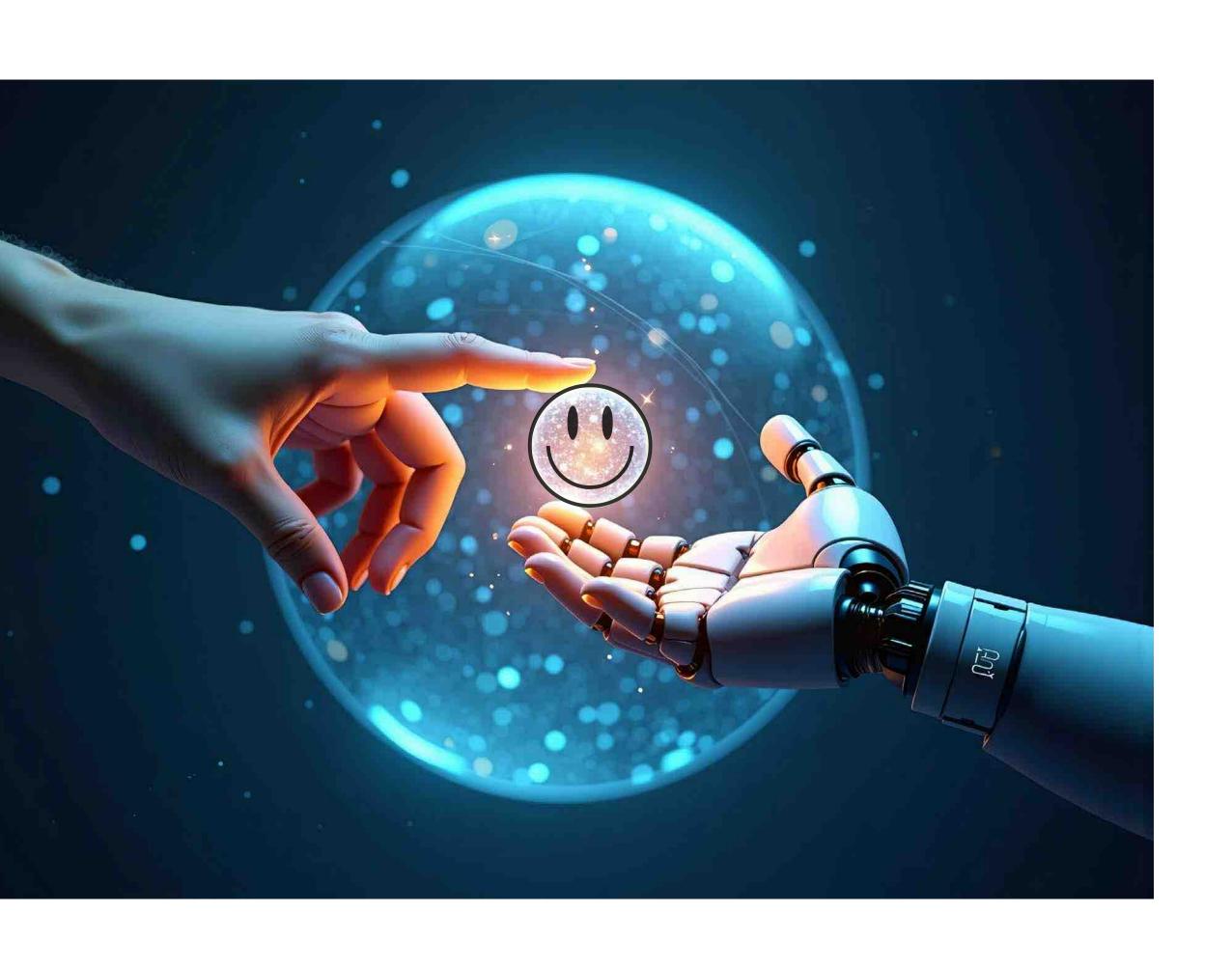
# Computing as a Humor

The "Universal Handbook for Political Speeches" shows that the algorithmic structuring of language can be used not only as a tool, but also as a *mode* of humor generation



ing Mode

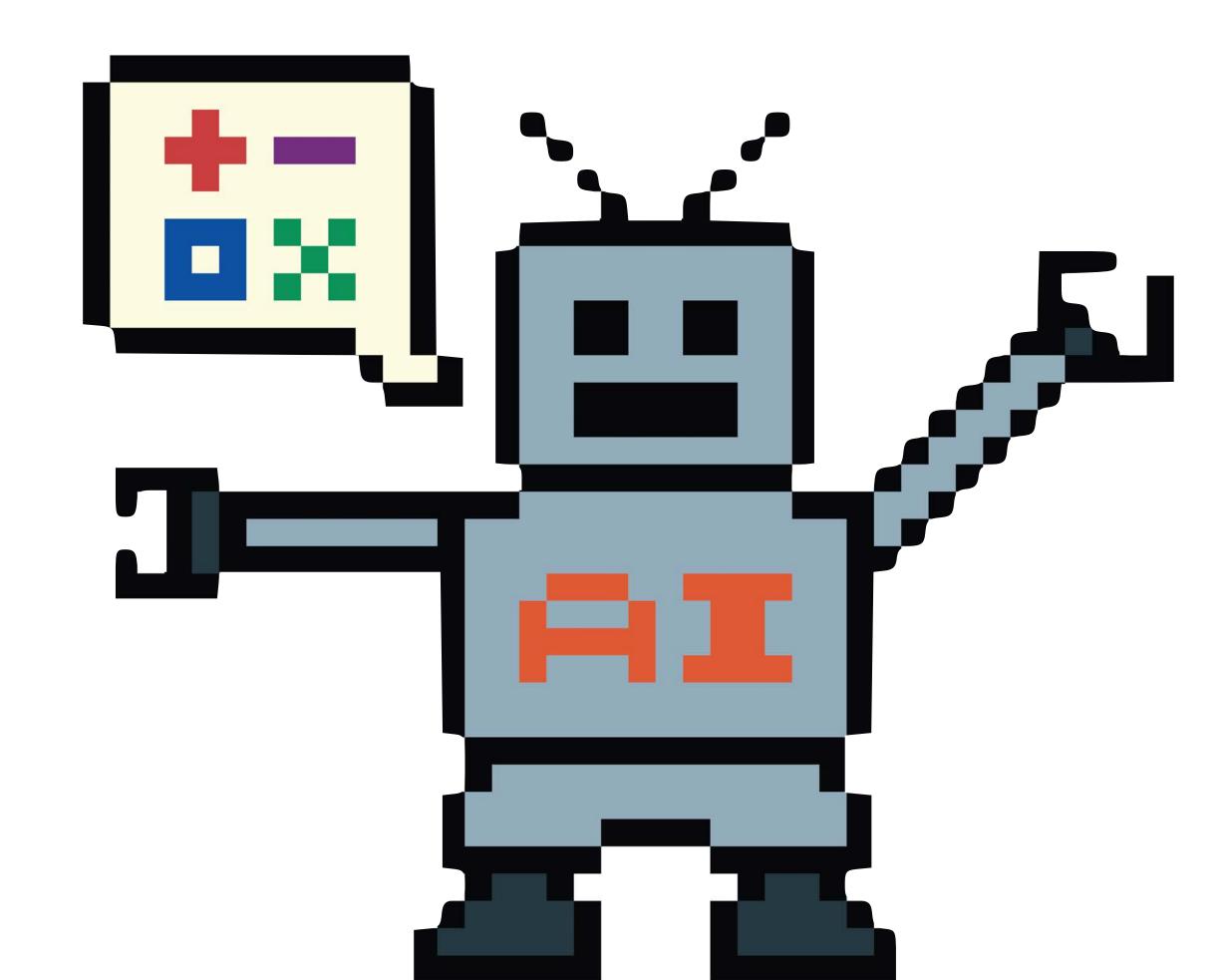
# Computing as a Humor-Generating Mode



The study of computing as a humor-generating mode can deepen our understanding of human-machine dynamics by emphasizing shared experiences of absurdity and creativity, in a fragile balance between sequencing and randomness, order and chaos

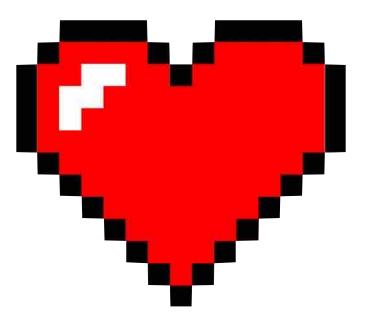
# Computing as a Humor-Generating Mode

Computational humor systems challenge us to rethink the nature of humor itself and the ways in which humans and machines can collaborate in playful and meaningful ways



# Computing as a Humor-Generating Mode

At the dawn of artificial general intelligence, we may envision a future where algorithms are not just *functional* but also *inspiring*, especially if we let their unequivocal, mechanistic non-humanness shine through



# 4