

PUBLICATIONS

Books

1. G. D. Ritchie (1980) *Computational Grammar - An Artificial Intelligence Approach to Linguistic Description*. Brighton, Sussex: Harvester Press.
2. G. D. Ritchie, G. J. Russell, A. W. Black, S. G. Pulman (1992) *Computational Morphology*. Cambridge, Mass.: MIT Press.
3. G. Ritchie (2004) *The Linguistic Analysis of Jokes*. London : Routledge.
4. G. Ritchie (2018) *The Comprehension of Jokes: a cognitive science framework*. Abingdon: Routledge.

Edited works

1. K. Binsted, G. Ritchie (eds.)(1999) Proceedings of the AISB '99 Symposium on Creative Language: Humour and Stories. The Society for the Study of Artificial Intelligence and Simulation of Behaviour.
2. D. Ventura, A. Pease, R. Perez y Perez, G. Ritchie (eds) (2010) Proceedings of the International Conference on Computational Creativity. Department of Informatics Engineering, University of Coimbra, Portugal.

Journal articles

1. G. D. Ritchie (1979) Temporal Clauses in English. *Theoretical Linguistics* 6(1), pp.87-115.
2. G. D. Ritchie and F. K. Hanna (1983) Semantic Networks - A General Definition and A Survey. *Information Technology: Research and Development* 2(4), pp. 187-231.
3. G. D. Ritchie and F. K. Hanna (1984) AM : A Case Study in AI Methodology. *Artificial Intelligence* 23, pp. 249-268.
4. G. D. Ritchie, S. G. Pulman, A. W. Black, G. J. Russell (1987) A Computational Framework for Lexical Description. *Computational Linguistics* 13(3-4), pp. 290-307.

5. S. G. Pulman, G. J. Russell, G. D. Ritchie, A. W. Black (1988) Computational Morphology of English. *Linguistics* 26(4), pp. 545-560.
6. D. C. Moffat and G. D. Ritchie (1990) Modal queries about partially-ordered plans. *Journal of Experimental and Theoretical Artificial Intelligence* 2(4), pp. 341-368.
7. G. D. Ritchie (1992) Languages Generated by Two-level Morphological Rules. *Computational Linguistics* 18(1), pp. 41-59.
8. I. Androutsopoulos, G. Ritchie, P. Thanisch (1995) Natural language interfaces to databases - an introduction. *Journal of Natural Language Engineering* 1(1), pp. 29-81.
9. K. Binsted, G. Ritchie (1997) Computational rules for generating punning riddles. *HUMOR* 10(1) pp. 25-76.
10. K. Binsted, H. Pain, G. Ritchie (1997) Children's evaluation of computer-generated punning riddles. *Pragmatics and Cognition*, 5(2), pp. 305-354.
11. I. Androutsopoulos, G. Ritchie, P. Thanisch (1998) Time, Tense and Aspect in Natural Language Database Interfaces. *Journal of Natural Language Engineering*, 4(3), pp. 229-276.
12. G. Ritchie (1999). Completeness Conditions for Mixed Strategy Bidirectional Parsing. *Computational Linguistics*, 25(4), pp. 457-48.
13. K. Binsted, G. Ritchie (2001) Towards a model of story puns. *HUMOR* 14(3), pp. 275-292.
14. G. Ritchie (2001) Current Directions in Computational Humour. *Artificial Intelligence Review* 16(2), pp.119-135.
15. G. Ritchie (2006) Reinterpretation and viewpoints. *HUMOR* 19(3), pp.251-270.
16. G. Ritchie (2006) The transformational creativity hypothesis. *New Generation Computing* 24, pp. 241-266.
17. G. Ritchie (2007) Some empirical criteria for attributing creativity to a computer program. *Minds and Machines*, 17 (1). Pp. 67-99.

18. R. Manurung, G. Ritchie, H. Pain, A. Waller, D. O'Mara, R. Black (2008) The construction of a pun generator for language skills development. *Applied Artificial Intelligence*, 22(9) pp. 841-869
19. R. Manurung, G. Ritchie, H. Pain, A. Waller, R. Black, D. O'Mara (2008) Adding phonetic similarity data to a lexical database. *Language Resources and Evaluation* 42 (3), pp.319-324.
20. D. He, G. Ritchie, J. Lee (2008) References to graphical objects in interactive multimodal queries. *Knowledge-Based Systems* 21, pp.617-628.
21. A. Waller, R. Black, D. O'Mara, H. Pain, G. Ritchie, R. Manurung. (2009) Evaluating the STANDUP pun generating software with children with cerebral palsy. *ACM Transactions on Accessible Computing (TACCESS)* Volume 1, Issue 3, Article No. 16.
22. G. Ritchie (2009) Variants of Incongruity Resolution. *Journal of Literary Theory* 3 (2), pp.1-20.
23. I. H Khan, K. van Deemter, G. D. Ritchie (2012) Managing ambiguity in reference generation: the role of surface structure. *Topics in Cognitive Science*, vol 4, no. 2, pp. 211-231.
24. R. Manurung, G. Ritchie, H. Thompson (2012) Using genetic algorithms to create meaningful poetic text. *Journal of Experimental & Theoretical Artificial Intelligence*, vol 24, no. 1, pp.43-64.
25. G Ritchie (2014) Logic and reasoning in jokes. *European Journal of Humour Research*, vol 2, no.1, pp.50-60.

Conference articles (refereed)

1. G. D. Ritchie (1976) Problems in Local Semantic Processing. Pp. 234-241 in *Proceedings of AISB Conference*, Edinburgh.
2. G. D. Ritchie (1978) Predictions and Procedures in Semantically Based Grammar. Pp. 273-282 in *Proceedings of AISB/GI Conference*, Hamburg.
3. G. D. Ritchie (1984) A Rational Reconstruction of the Proteus Sentence Planner. Pp. 327-329 in *Proceedings of COLING-84 (22nd Meeting of Association for Computational Linguistics/ 10th International Conference on Computational Linguistics)*, Stanford.

4. G. D. Ritchie (1984) Simulating a Turing Machine Using Functional Unification Grammar. Pp. 127-136 in Proceedings of ECAI-84 (Sixth European Conference on Artificial Intelligence), Pisa.
5. G. D. Ritchie (1986) The Computational Complexity of Sentence Derivation in Functional Unification Grammar. Pp. 584-586 in Proceedings of COLING-86 (11th International Conference on Computational Linguistics), Bonn.
6. G. J. Russell, S. G. Pulman, G. D. Ritchie and A. W. Black (1986) A Dictionary and Morphological Analyser for English. Pp. 277-279 in Proceedings of COLING-86 (11th International Conference on Computational Linguistics), Bonn.
7. A. W. Black, G. D. Ritchie, S. G. Pulman, G. J. Russell (1987) Formalisms for Morphographemic Description. Pp. 8-11 in Proceedings of the Third European Conference of the Association for Computational Linguistics, Copenhagen.
8. G. D. Ritchie (1989) On the Generative Power of Two-Level Morphological Rules. Pp. 51-57 in Proceedings of the Fourth European Conference of the Association for Computational Linguistics, Manchester.
9. B. Crabtree, R. S. Crouch, D. C. Moffat, N. Pirie, S. G. Pulman, G. D. Ritchie, A. Tate (1990) Interacting with an intelligence planning system using English sentences. In Proceedings of the First International Conference on Expert Planning Systems, Brighton.
10. I. Androutsopoulos, G. Ritchie, P. Thanisch (1993) Interfacing a Natural Language Front-end to a Relational Database. Pp. 327-330 in Proceedings of the Sixth International Conference on Industrial and Engineering Applications of Artificial Intelligence and Expert Systems, Edinburgh.
11. K. Binsted and G. Ritchie (1994) An Implemented Model of Punning Riddles. Pp. 633-638 in Proceedings of the Twelfth National Conference on Artificial Intelligence/Sixth Conference on Innovative Applications of Artificial Intelligence (AAAI-94).
12. I. Androutsopoulos, G. D. Ritchie, P. Thanisch (1995) Experience using TSQL2 in a natural language front-end. Pp. 113-132, in *Recent Advances in Temporal Databases* (Proceedings of the International Workshop on Temporal Databases, Zurich, 17-18 September 1995), Clifford, J. and Tuzhilin, A. (Eds),

Workshops in Computing, published by Springer-Verlag in collaboration with the British Computer Society.

13. N. Nicolov, C. Mellish and G. Ritchie (1995) Sentence Generation from Conceptual Graphs. Pp. 74-88 in “Conceptual Structures: Applications, Implementation and Theory” (Proceedings of the Third International Conference for Conceptual Structures, California), edited by G. Ellis, R. Levinson, W. Rich, J. F. Sowa. Springer-Verlag Lecture Notes in Computer Science, Berlin.
14. N. Nicolov, C. Mellish, G. Ritchie (1996) Approximate Generation from Non-hierarchical Representations. Pp. 31-40 in Proceedings of the 8th International Workshop on Natural Language Generation, Sussex, England.
15. A. Turner, D. Corne, G. Ritchie, P. Ross (1996) Obtaining multiple distinct solutions with genetic algorithm niching methods. Pp. 451-460 in Voigt, H.-M., Ebeling, W., Rechenberg, I., Schwefel, H.-P. (eds) “Proceedings of Parallel Problem Solving from Nature – PPSN IV”, Lecture Notes in Computer Science 1141. Springer, Berlin.
16. I. Androutsopoulos, G. D. Ritchie, P. Thanisch (1997) A Framework for Natural Language Interfaces to Temporal Databases. Pp. 307-315 in Patel M. (Ed.), Proceedings of the 20th Australasian Computer Science Conference, Sydney. Australian Computer Science Communications, vol. 19, no. 1.
17. D. He, G. Ritchie, J. Lee (1997) Referring to Displays in Multimodal Interfaces. Pp. 79-82 in Proceedings of the Workshop on Referring Phenomena in a Multimedia Context and their Computational Treatment, EACL/ACL Conference, Madrid.
18. D. He, G. Ritchie, J. Lee (1998). Disambiguation between Visual Display and Represented Domain in Multimodal Interfaces. Pp. 17-29 in Proceedings of the Workshop on Combining AI and Graphics for the Interface of the Future, ECAI-98 Conference, Brighton, UK, August 1998.
19. J. Lewis, E. Hart, G. Ritchie (1998) A Comparison of Dominance Mechanisms and Simple Mutation on Non-stationary Problems. Pp. 139-148 in Parallel Problem Solving from Nature - PPSN V. Edited by A. E. Eiben, T. Back, M. Schoenauer and H-P. Schwefel. Springer-Verlag.

20. G. Ritchie (1999) Developing the Incongruity-Resolution Theory. Pp. 78-85 in Proceedings of AISB Symposium on Creative Language: Stories and Humour, Edinburgh, April 1999.
21. G. Ritchie (2000) Describing Verbally Expressed Humour. Pp.71-78 in Proceedings of AISB Symposium on Creative and Cultural Aspects and Applications of AI and Cognitive Science, Birmingham, April 2000.
22. H. Manurung, G. Ritchie, H. Thompson (2000) Towards A Computational Model Of Poetry Generation. Pp. 79-86 in Proceedings of AISB Symposium on Creative and Cultural Aspects and Applications of AI and Cognitive Science, Birmingham, April 2000.
23. H. Manurung, G. Ritchie, H. Thompson (2000) A Flexible Integrated Architecture For Generating Poetic Texts. Pp. 7-22 in Proceedings of the Fourth Symposium on Natural Language Processing (SNLP 2000), Chiang Mai, Thailand, May 2000.
24. D. He, G. Ritchie, J. Lee (2000). Resolving References to Graphical Objects in Multimodal Queries by Constraint Satisfaction. Pp. 8-15 in Proceedings of 3rd International Conference on Intelligent Multimodal Interfaces, Beijing. Published by Springer, Berlin.
25. G. Ritchie (2001) Assessing Creativity. Pp. 3-11 in Proceedings of AISB Symposium on AI and Creativity in Art and Science, York, March 2001.
26. S. Colton, A. Pease, G. Ritchie (2001) The Effect of Input Knowledge on Creativity. Pp. 138-143 in Case-Based Reasoning: Papers from the Workshop Programme at the Fourth International Conference on Case-Based Reasoning, Vancouver, July 2001.
27. O'Mara, D., Waller, A., Ritchie, G., Pain H., Manurung, H.M. (2004). The role of assisted communicators as domain experts in early software design. In Proceedings of the 11th Biennial Conference of the International Society for Augmentative and Alternative Communication (CD) Natal, Brazil, 6-10 October 2004.
28. Manurung, R., O'Mara, D., Pain, H., Ritchie, G., Waller, A. (2005). Facilitating User Feedback in the Design of a Novel Joke Generation System for People with Severe Communication Impairment. In HCI 2005 (CD), Vol.5, G. Salvendy (Ed). Lawrence Erlbaum, NJ, USA.

29. G. Ritchie (2005) On transformational creativity. Pp. 17-24 in Proceedings of the Computational Creativity Workshop, IJCAI, Edinburgh, July 2005.
30. G. Ritchie (2005) Computational Mechanisms for Pun Generation. Pp. 125-132 in Proceedings of the 10th European Natural Language Generation Workshop, Aberdeen, August 2005.
31. R. Manurung, G. Ritchie, D. O'Mara, A. Waller, H. Pain (2006) Combining lexical resources for an interactive language tool. ISAAC 2006, Düsseldorf, August 2006.
32. D. O'Mara, A. Waller, R. Manurung, G. Ritchie, H. Pain (2006) Designing and evaluating joke-building software for AAC users. ISAAC 2006, Duesseldorf, August 2006.
33. R. Manurung, D. O'Mara, H. Pain, G. Ritchie, A. Waller (2006) Building a lexical database for an interactive joke-generator. In Proceedings of LREC 2006, Genoa, May 2006.
34. Imtiaz Hussain Khan, Graeme Ritchie, Kees van Deemter (2006) The clarity-brevity trade-off in generating referring expressions. pp. 89-91 in Proceedings of the Fourth International Natural Language Generation Conference, Sydney, July 2006.
35. G. Ritchie, R. Manurung, H. Pain, A. Waller, R. Black, D. O'Mara (2007) A practical application of computational humour. Pp. 91-98 in Proceedings of the 4th International Joint Conference on Computational Creativity, ed. Amilcar Cardoso and Geraint A. Wiggins. London.
36. G. Ritchie, R. Munro, H. Pain, K. Binsted (2008) Evaluating humorous properties of text. Pp. 17-20 in Proceedings of AISB Workshop on Affective Language in Human and Machine, Aberdeen, April. SSAISB.
37. I. H. Khan, K. van Deemter, G. Ritchie. (2008) Generation of Referring Expressions: Managing Structural Ambiguities Pp. 433-440 in Proceedings of the 22nd International Conference on Computational Linguistics, ed. Donia Scott and Hans Uszkoreit. Manchester, UK. August. ACL: Stroudsberg, PA.
38. G. Ritchie (2008) Uninformed resource creation for humour simulation. Pp. 147-150 in Proceedings of the 5th International Joint Workshop on Computational Creativity. Madrid.

39. R. Manurung, G. Ritchie, H Thompson. (2008) An Implementation of a Flexible Author-Reviewer Model of Generation using Genetic Algorithms. Pp. 272-281 in Proceedings of PACLIC-22, Cebu City, Philippines.
40. I.H.Khan, K. van Deemter, G. Ritchie, A. Gatt, A. Cleland. (2009) A Hearer-oriented Evaluation of Referring Expressions Generation. Pp. 98-101 in Proceedings of 12th European Workshop on Natural Language Generation. Athens, March.
41. C. Venour, G. Ritchie, C. Mellish (2010) Quantifying Humorous Lexical Incongruity. Pp. 268-277 in Proceedings of the 1st International Conference on Computational Creativity, ed. Dan Ventura, Alison Pease, Rafael Perez y Perez, Graeme Ritchie, Tony Veale. Lisbon, January 2010. ISBN 978-989-96001-2-6.
42. G. Ritchie, and J. Masthoff (2011). The STANDUP 2 Interactive Riddle Builder. In D. Ventura, P. Gervas, F. Harrell, M.L. Maher, A. Pease, G. Wiggins (eds), Proceedings of the Second International Conference on Computational Creativity. Universidad Autonoma Metropolitana, Mexico City, p. 159.
43. G. Ritchie (2012). A closer look at creativity as search. In M. L. Maher, K. Hammond, A. Pease, R. Perez y Perez, D. Ventura, G. Wiggins (eds), Proceedings of the Third International Conference on Computational Creativity. Open University Press, Dublin, pp. 41-48. Ireland, 30 May-1 June.

Invited papers

1. G. Ritchie (1991) Learning from AM. Pp. 41-52 in Proceedings of the International Conference on Artificial Intelligence in Mathematics, Glasgow, April 1991.
2. G. Ritchie (1994) Commentary on Kaplan and Kay. *Computational Linguistics* 20(3), p. 380.
3. K. Binsted, G. Ritchie (1996) Speculations on Story Puns. Pp. 151-159 in Proceedings of International Workshop on Computational Humour (TWLT 12), eds. J. Hulstijn and A. Nijholt. University of Twente, Enschede, Netherlands, September 1996.

4. G. Ritchie (1998) Prospects for Computational Humour. Pp. 283-291 in Proceedings of 7th IEEE International Workshop on Robot and Human Communication (ROMAN-98), Takamatsu, Japan, October 1998.
5. G. Ritchie (2002) The Structure of Forced Reinterpretation Jokes. Pp. 47-56 in Proceedings of International Workshop on Computational Humour (TWLT 20), eds. O. Stock, C. Strapparava, and A. Nijholt. University of Twente, Enschede, Netherlands.
6. G. Ritchie, R. Manurung, H. Pain, A. Waller, D. O'Mara. (2006). The STANDUP Interactive Riddle Builder. *IEEE Intelligent Systems* 21 (2), March/April. Pp. 67-69.
7. G. Ritchie (2009) Can computers create humor? *The AI Magazine*. Volume 30, No. 3. Pp.71-81. ISSN 0738-4602.

Contributions to books

1. G. D. Ritchie (1983) Semantics in Parsing. Pp. 199-217 in *Parsing Natural Language*, ed. M. King. London: Academic Press.
2. G. D. Ritchie (1983) The Implementation of a PIDGIN Interpreter. Pp. 69-80 in *Automatic Natural Language Parsing*, ed. K. Sparck Jones and Y. Wilks. Chichester: Ellis Horwood.
3. G. D. Ritchie and H. S. Thompson (1984) Natural Language Processing. Pp. 358-388 in *Artificial Intelligence: Tools, Techniques and Applications*, ed. T. O'Shea and M. Eisenstadt. New York: Harper and Row.
4. H. S. Thompson and G. D. Ritchie (1984) Implementing Natural Language Parsers. Pp. 245-300 in *Artificial Intelligence Skills: Tools, Techniques and Applications*, ed. T. O'Shea and M. Eisenstadt. New York : Harper and Row.
5. G. D. Ritchie (1985) Simulating a Turing machine using functional unification grammar. Pp. 285-294 in *Advances in Artificial Intelligence*, ed. T. O'Shea. Amsterdam: North-Holland. (Reprinted conference paper).
6. T. Patten and G. Ritchie (1987) A Formal Model of Systemic Grammar. Pp. 279-299 in *Natural Language Generation: New Results in Artificial Intelligence, Psychology and Linguistics*, ed. G. Kempen. Dordrecht: Martinus Nijhoff.

7. G. D. Ritchie (1987) The Lexicon. Pp. 225-256 in *Linguistic Theory and Computer Applications*, ed. Whitelock et al. London: Academic Press.
8. B. K. Boguraev, J. Carroll, S. G. Pulman, G. J. Russell, G. D. Ritchie, A. W. Black, E. J. Briscoe, C. Grover (1988) The Lexical Component of a Natural Language Toolkit. In *Automating the Lexicon: Research and Practice in a Multilingual Environment*, eds. D. Walker, A. Zampolli and N. Calzolari. Cambridge: Cambridge University Press.
9. G. D. Ritchie and F. K. Hanna (1990) AM : A Case Study in AI Methodology. Pp. 247-265 in *The foundations of artificial intelligence*, ed. D. Partridge and Y. Wilks. Cambridge: Cambridge University Press. (Reprinted journal article).
10. G. D. Ritchie (1994) Learning from AM. Pp. 55-66 in *Artificial intelligence in mathematics*, ed. J. Johnson, S. McKee, A. Vella. Oxford: Oxford University Press. (Reprinted conference paper).
11. N. Nicolov, C. Mellish, G. Ritchie (1997) Approximate Chart Generation from Non-hierarchical Representations. Pp. 273-294 in *Recent advances in natural language processing*, ed. R. Mitkov and N. Nicolov. Amsterdam: John Benjamins.
12. I. Androutsopoulos, G. Ritchie (2000) Database Interfaces. Chapter 9 (pp. 209-240) in *Handbook of Natural Language Processing*, ed. R. Dale, H. Moisl and H. Somers. New York: Marcel Dekker Inc. (Invited chapter)
13. G. Ritchie (2010) Linguistic Factors in Humour. Chapter 2 (pp.33-48) in *Translation, Humour and Literature*, ed. D. Chiaro. London: Continuum. (Invited chapter) ISBN 9781441158239.
14. C. Venour, G. Ritchie, C. Mellish (2011). Dimensions of incongruity in register humour. In *The Pragmatics of Humour across Discourse Domains*, ed. M Dynel. John Benjamins Pub., pp. 125-144. (Invited chapter)
15. G. Ritchie (2018) The Evaluation of Creative Systems. In *Computational Creativity: The Philosophy and Engineering of Autonomously Creative Systems*, eds. Tony Veale and F. Amílcar Cardoso. Springer International Publishing. (Invited chapter)

Book reviews

1. G. Ritchie (2013). Review of *The Pattern Recognition Theory of Humour* by Alastair Clarke. *Humor: International Journal of Humor Research* vol 26, no.1, pp.181-183.

Invited lectures and talks

1. Invited presentation at Autumn Meeting of Linguistics Association of Great Britain, University of Sussex, 1979.
2. Visiting lecturer, University of Bielefeld, 1980 (2 weeks).
3. Keynote speaker, 2nd European Conference of the Association for Computational Linguistics, Geneva, 1985.
4. Invited speaker, centenary celebrations at Universidad de Deusto, Bilbao, Spain, 1986.
5. Invited speaker, AISB Symposium, Aberdeen, April 2008.
6. Invited speaker, 1st International Symposium on Linguistic Approaches to Funniness, Amusement and Laughter. Łódź, Poland. March 2010.
7. Invited lecturer, Autumn School on Computational Creativity. Porvoo, Finland. November 2011.
8. Invited talk, Université de Caen Basse-Normandie, Caen, France. February 2012.
9. Invited lecturer, Autumn School on Computational Creativity. Porvoo, Finland. November 2013.
10. Invited speaker, 3rd International Conference on Theoretical and Applied Linguistics, Bra sov, Romania. September 2014.
11. Invited tutorial speaker, 7th International Conference on Computational Creativity. Paris, France. June 2016.
12. Invited speaker, Humours of the Past. Aberdeen, Scotland. July 2016.
13. Invited speaker, From Computational Creativity to Creativity Science, Bielefeld, Germany. September 2016.