

## **Lab 2 Report**

Experimenting with dialogue produced by LLMS can be quite fascinating and unpredictable at the same time. I didn't manage to test any other model than llama because I couldn't figure out how to fetch them. That is something that I want to explore more for sure. I haven't used llama before and I didn't know how good it was at generating language. Prompting it to have a conversation ended up being something quite easy. I mostly asked questions about music and movies, tried to have a for and against conversation. I was amazed by the memory it had as I repeated myself by asking the same question after 2-3 turn-takings and it answered something like we talked about this but and added something. However, the model has the typical disadvantages of giving extensive answers that aren't dialogue like but mostly just answering a question in detail as well as making up some information. Furthermore, I experimented by adding ASR-no input randomized prompts and that was the most interesting part of this lab. I had a general issue that sometimes the LLM was failing to produce an answer and giving me an empty utterance as a generation. I am not sure if it was a bug in my code I tried to do it in different ways but there was always this problem. The results of the prompts were actually unpredictable. The LLM had trouble recognizing the context even with the memory I mentioned before. The prompts were a list of these utterances : "I didn't hear you.", "Are you there?", "Bestie answer me.", "Why aren't you answering?" . Some generations were as expected but when "Are you there?" was randomly chosen the LLMs response was sometimes a song or a poem. This is a verse of a poem I once got :

[TTS] SPEAK: Can you see me?

I'm talking, but am I heard?

Do you know I'm a creature of the night,

And my thoughts are the stuff that makes the world take flight?

Last but not least, I figured that the prompt "Bestie, answer me." was actually resulting in the model generating questions to ask such as hobbies, trivia questions and preferences(weather). I would definitely want to experiment more with this and perhaps try to control it by giving different prompts but these results were eye openers.