START OF QUIZ
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Question 1

Topic: Lecture 8
Source: Lecture 8

Why is it necessary to maintain a conversation history in a dialogue system (beyond just not asking the same question over and over again)? (1)

Question 2

Topic: Lecture 5
Source: Lecture 5

Describe the two ways that we can construct Q/A databases, and how they differ. (2)

Question 3

Topic: Lecture 6
Source: Lecture 6

Briefly describe why entity-linking is necessary in any Q/A system. (1)

Question 4

Topic: Lecture 7
Source: Lecture 7

Generate a frame for a ”recommend a movie” dialogue action. It should have at least 5 slots to fill. (2)

Question 5

Topic: Lecture 6
Source: Lecture 6

For the ELQ algorithm, we talked about how the entity encoder typically takes the title and first 128 tokens of an encyclopedia article. Imagine we were building a database from books. What might we use as the input to the entity encoder that would have a similar effect. Explain. (2)

Question 6

Topic: Lecture 5
Source: Lecture 5

Briefly describe a "factoid-based" question, and one way that a QA system might answer it. (1)

Question 7

Topic: Lecture 8
Source: Lecture 8

How is it that Eliza can use words / phrases that she doesn't have in her templates? (1)

Question 8

Topic: Lecture 7
Source: Lecture 7

How might we use SRL in the process of slot-filling? (1)

Question 9

Topic: Coding
Source: Lecture 5

Imagine that we are using a Q/A system for movie recommendation (by asking questions like "What is a good movie like Shawshank Redemption?"). Bert is likely not going to be sufficient to answer this question. Describe how you could modify the Bert Q/A reader to find good answers. (3)

END OF QUIZ