

**START OF QUIZ**

**Student ID:**

**97168009,Shankar,Ashwin**

## Question 1

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 2

Topic: Lecture 7

Source: Lecture 7

Imagine that we have a great dialogue Q/A system that can fill slots with ease, and return relevant answers with high probability. However, our ASR system is pretty bad (it does really poorly with accents that are not "General American"). The model was trained on standard English text. Describe a few of the errors you can imagine the system making, and how we can improve the quality of our model (assume we can't improve the ASR). (2)

### Question 3

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 4

Topic: Lecture 5

Source: Lecture 5

Bert accepts a single string as input, but Q/A requires a question and a potential source. Describe how we deal with this problem. (1)

## Question 5

Topic: Lecture 6

Source: Lecture 6

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

## 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 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 8

Topic: Lecture 8

Source: Lecture 8

How are dialogue acts similar to function calls? (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**