START OF QUIZ
Student ID:
30821250,Huang,Chloe

Question 1

Topic: Lecture 6
Source: Lecture 6

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

Question 2

How are dialogue acts similar to function calls? (1)

Question 3

We waited until the last week of classes to talk about policy-making systems (like the one in ChatGPT), but several other systems you've looked at over the program could be considered to have a policy algorithm in place. Briefly describe one, and how you view it as a decision policy. (2)

Question 4

Topic: Lecture 5
Source: Lecture 5

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

Question 5

Neural Q/A (even before ChatGPT) was significantly better than previous models. Beyond just the traditional benefits of deep learning that we know of, (such as longer dependencies, etc.), why is this the case? (2)

Question 6

Topic: Lecture 7
Source: Lecture 7

We discussed slot error rate in class, but it's fully-supervised. Can you think of a distantly-supervised way to calculate essentially the same thing? (1)

Question 7

Topic: Lecture 5
Source: Lecture 5

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

Question 8

Topic: Lecture 7
Source: Lecture 7

Describe at least one piece of grounding in real life (outside the examples given in class). (1)

Question 9

Topic: Long
Source: Lecture 6

Watson was a very specialized tool designed specifically to play the game of Jeopardy. I've tried playing Jeopardy with ChatGPT, and it is terrible at it. Describe the process of fine-tuning ChatGPT to be better at Jeopardy. Describe at least 3 things that we would need to specifically train it to succeed at (ignore the "buzzing" in part). (3)

END OF QUIZ