START OF QUIZ
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Question 1

Topic: Lecture 6
Source: Lecture 6

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

Question 2

Topic: Lecture 8
Source: Lecture 8

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 3

Topic: Lecture 7
Source: Lecture 7

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

Question 4

Topic: Lecture 5
Source: Lecture 5

ChatGPT differs significantly from even other neural Q/A systems. Provide at least 2 significant differences, and briefly describe them. (2)

Question 5

Topic: Lecture 5
Source: Lecture 5

Jeopardy divides its questions into categories. Explain how this would help Watson improve the confidence in its answers. (1)

Question 6

Topic: Lecture 7
Source: Lecture 7

Many times when speaking to an ASR dialogue agent (like Alexa), I will try to correct her while she is speaking, and she will completely ignore me. Provide a reasonable explanation of why you think that is. (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

Do you think a dialogue policy state graph is a Markov Chain? Briefly describe why or why not. (If you can't remember Markov chains, we talked about them in DSCI 572). (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