START OF QUIZ
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Question 1

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 2

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

Question 3

Topic: Lecture 5
Source: Lecture 5

How does Bert deal with the potentially infinite vocabulary required to answer questions? (1)

Question 4

Topic: Lecture 6
Source: Lecture 6

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

Question 5

Topic: Lecture 6
Source: Lecture 6

What is the focus of the following question: "Do you know when Jaws was released"? (1)

Question 6

Topic: Lecture 8
Source: Lecture 8

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

Question 7

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 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 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