

START OF QUIZ

Student ID:

91877605, Ren, Justin

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 5

Source: Lecture 5

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

Question 3

Topic: Lecture 8

Source: Lecture 8

Explain why we train BERT dialogue systems with delexicalized entries. (1)

Question 4

Topic: Lecture 6

Source: Lecture 6

Provide a reasonable logical representation of the question “Who starred in Casablanca?” (1)

Question 5

Topic: Lecture 8

Source: Lecture 8

Imagine that we have a dialogue system trained with reinforcement learning. What part of a dialogue might result in a negative reward (ie, a penalty) to the system's policy algorithm?
(2)

Question 6

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 7

Topic: Lecture 7

Source: Lecture 7

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

Question 8

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 9

Topic: Coding

Source: Lecture 8

Imagine that I'm working with a client who wants a dialogue system that provides advice for his company. It has to fit on a phone, but might end up in regions with very limited cell service, so it has to be locally installed. We have limited memory (let's say 1Gb). How would we go about building such a tool? What are some questions we should ask the client? How would we provide the required functionality? Is it even possible? (3)

END OF QUIZ