

START OF QUIZ

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Question 1

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 2

Topic: Lecture 8

Source: Lecture 8

How is it that Eliza can use words / phrases that she doesn't have in her templates? (1)

Question 3

Topic: Lecture 6

Source: Lecture 6

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

Question 4

Topic: Lecture 6

Source: Lecture 6

Explain the purpose of mean reciprocal rank, and how it works. (1)

Question 5

Topic: Lecture 7

Source: Lecture 7

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

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 5

Source: Lecture 5

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

Question 8

Topic: Lecture 5

Source: Lecture 5

Explain why a good IR tool is necessary to perform Bert-based Q/A. (1)

Question 9

Topic: Long

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