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 5
Source: Lecture 5

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

Question 3

Topic: Lecture 5
Source: Lecture 5

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

Question 4

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 5

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 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 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 8

Topic: Lecture 6
Source: Lecture 6

What tools are necessary to extract an RDF triple from a question? Provide at least 2, and briefly explain. (1)

Question 9

Topic: Coding
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