START OF QUIZ
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Question 1

Topic: Lecture 7
Source: Lecture 7

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

Question 2

Topic: Lecture 6
Source: Lecture 6

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

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 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 5

Topic: Lecture 6
Source: Lecture 6

Neural Q/A (even before ChatGPT) was significantly better than previous models. Beyond just the traditional benefits of deep learning that we know of, (such as longer dependencies, etc.), why is this the case? (2)

Question 6

Topic: Lecture 5
Source: Lecture 5

Bert accepts a single string as input, but Q/A requires a question and a potential source. Describe how we deal with this problem. (1)

Question 7

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 8

Topic: Lecture 7
Source: Lecture 7

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