START OF QUIZ
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Question 1

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 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 5
Source: Lecture 5

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

Question 4

Topic: Lecture 7
Source: Lecture 7

Describe at least one piece of grounding in real life (outside the examples given in class). (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 6
Source: Lecture 6

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

Question 7

Topic: Lecture 6
Source: Lecture 6

For the ELQ algorithm, we talked about how the entity encoder typically takes the title and first 128 tokens of an encyclopedia article. Imagine we were building a database from books. What might we use as the input to the entity encoder that would have a similar effect. Explain. (2)

Question 8

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 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