START OF QUIZ
Student ID:
90660002,Benipal,Jaskirat

Question 1

Topic: Lecture 7
Source: Lecture 7

Imagine that we have a great dialogue Q/A system that can fill slots with ease, and return relevant answers with high probability. However, our ASR system is pretty bad (it does really poorly with accents that are not "General American"). The model was trained on standard English text. Describe a few of the errors you can imagine the system making, and how we can improve the quality of our model (assume we can't improve the ASR). (2)

Question 2

Topic: Lecture 8
Source: Lecture 8

How are dialogue acts similar to function calls? (1)

Question 3

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 4

Topic: Lecture 8
Source: Lecture 8

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

Question 5

Topic: Lecture 6
Source: Lecture 6

Briefly describe why entity-linking is necessary in any Q/A system. (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 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 5
Source: Lecture 5

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