

More is better

Detailed Contexts/Instructions/Questions,
More Examples/Shots

Less is better

Formatted Inputs/Outputs, Limits/Constraints,
Keep focused (Do ONE thing and do it WELL)

Top-Down

Divide and Conquer, Recursion, Plan before Action

Bottom-up

Dynamic Programming, Memorization, Quanti-
tative to Qualitative (Many little make mickle)

Iterate
over Time

Chain of Thoughts/Actions (Think/Act Step-by-step)

Iterate
with Info

Self/Human + Check/Feedback/Refine/Criticize/Improve

Hacker Spirit

Inject, Leak, Jailbreak