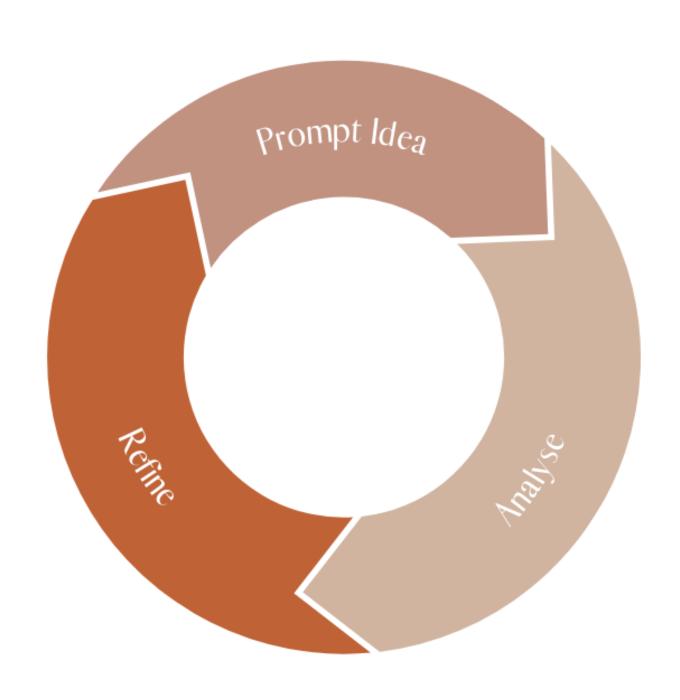
I.A X A.I

ChatGPT Prompt Engineering for Developers Lessons



ITERATIVE OF CYCLE PROMPT ENGINEERING



USECASES

 TWO PRINCIPLES TO GET BETTER RESULTS FOR THESE USECASES

USE CASES

- SummarisingInferring
- Transforming
- Expanding

SUMMARISING TIPS

 Focusing your prompt for a summary towards a particular group.

 Extraction of information relevant to x, y and z.

INFERRING USECASES & TIPS

- Use case of sentiment analysis.
- Categorising information
- Tracking topics.
- Asking for things in JSON format to get a structured reliable output.
- For example you would specify that you output should be in JSON format having keys such as the city, state, street etc.

```
1 - {
 2 -
        "endereco": {
            "cep": "31270901",
 3
            "city": "Belo Horizonte",
 4
            "neighborhood": "Pampulha",
 5
            "service": "correios",
 6
 7
            "state": "MG",
            "street": "Av. Presidente Antônio Carlos, 6627"
 8
 9
10 }
```

TRANSFORMING USECASES

- Tone transformation.
- Spelling and grammar checking.
- To write HTML for display.
- To display as a JSON structured output.

EXPANDING USECASES

- Brainstorming partner.
- Varying the temperature variable inside the LLM.
- This allows you the vary the degree of exploration and variety.
- Essentially the degree of randomness.
- More creative but less focused.

TWO PRINCIPLES TO GET BETTER RESULTS FOR THESE USECASES

 Write clear and precise instructions.

• Give the model time to think.

WRITE CLEAR AND PRECISE INSTRUCTIONS

Strategy #1:

- Use delimiters to avoid 'prompt injections' from the user
- Triple quotes: """, Triple backticks: ''',
- Triple dashes: ---, Angle brackets: <>,
- XML tags: <tag> </tag>

Strategy #2

- Ask for structured output
- E.g. HTML, JSON
- In Python you can read this into a dictionary or a list.

Strategy #3

- · Check whether conditions are satisfied
- Checking whether user has provided the needed input/structure

Strategy #4

- "Few-shot" prompting.
- Essentially giving good examples of the prompt instruction being carried out

GIVE THE MODEL TIME TO THINK

Strategy #1:

- Specify the steps to complete a task
 - ∘ Step 1:...
 - ∘ Step 2:...
 - ∘ Steps N:...

Strategy #2:

- Instruct the model to work out its own solution before rushing to a conclusion.
- After which you can ask it to compare with your solution.
- This is useful for things such as marking.

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